

Lec 13 Balanced Binary Tree III Treaps

Treaps : - in treap ordering
 - optionally must be a BST] Given both, treap unique

Distribution of tree shape

It's same as distribution of quicksort recursion tree
 ↓ think picking pivot by assigning highest priority so far.

height of treap $\in O(\lg n)$ w.h.p.

Create RIV $A_j^i = \begin{cases} 1 & \text{if } S[i] \text{ is ancestor of } S[j] \text{ (inclusive)} \\ 0 & \text{else} \end{cases}$

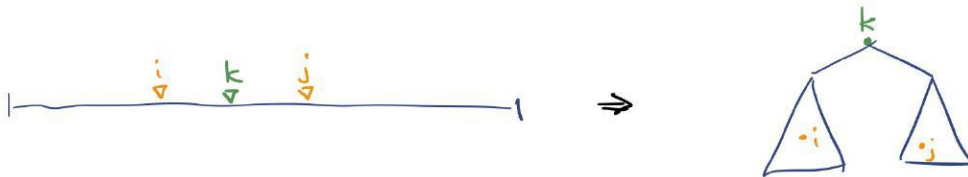
$$\text{depth}(j) = \sum_{i=0}^{n-1} A_j^i \quad \text{size}(i) = \sum_{j=0}^{n-1} A_j^i$$

$$\mathbb{E}[A_j^i] = \mathbb{P}[S[i] \text{ is ancestor of } S[j]] = \frac{1}{|j-i|+1}$$

Intuition :



i and j are not ancestor of each other $\Leftrightarrow \exists k$ s.t. $P_k > \begin{cases} P_i \\ P_j \end{cases}$

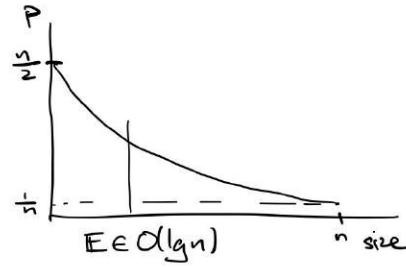
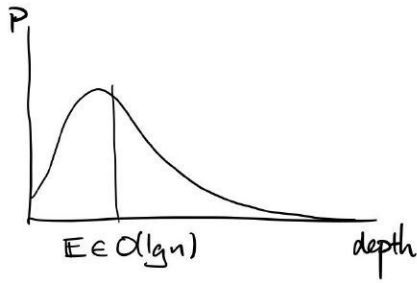


$$\mathbb{E}[\text{depth}(j)] = \sum_{i=0}^{n-1} \mathbb{E}[A_j^i] = \sum_{i=0}^{n-1} \frac{1}{|i-j|+1} = H_{j+1} + H_{n-j} - 1 \leq 2H_n \leq 2 \ln n + O(1)$$

$$\mathbb{E}[\text{size}(i)] = \dots \text{sth similar} \dots \leq 2 \ln n + O(1)$$

Got to have $\text{depth}(j) \in O(\lg n)$ whp

BUT $\mathbb{E}[\text{size}(i)] \in O(\lg n) \not\Rightarrow \text{size}(i) \in O(\lg n)$ whp



Treap Impl

$T = \text{leaf} \mid \text{node of } T \times E \times Z \times T$ ↙ track size

$\text{mkNode}(A, x, B) \Rightarrow \text{node}(A, x, \text{size } A + \text{size } B + 1, B)$

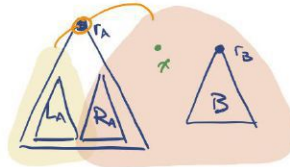
$\text{joinM}(A, x, B) \Rightarrow \text{case}$

$px > prA \text{ and } px > prB \Rightarrow \text{mkNode}(A, x, B)$

$prA > prB \Rightarrow \text{case expose A of}$

leaf \Rightarrow raise Absurd // we defined $pr \text{ leaf} = -\infty$

$\text{INode}(LA, rA, RA) \Rightarrow \text{mkNode}(LA, rA, \text{joinM}(RA, x, B))$



$W \in O(\text{depth } A + \text{depth } B) \leftarrow \text{each time we go down a level}$

$\in O(\lg n \quad \lg n)$

$\in O(\lg n) \leftarrow \text{also } O(\lg n) \text{ whp.}$

$n = \text{depth } A + \text{depth } B$

joinM preserves BST property if $A < x < B$
preserves treap invar always

Table interface

Store key vals in tree, keep invariants by keys.
 \rightarrow See documentation

Augmentation

Adding extra information in nodes (other than just balancing info)

Ex. dynamic paren matching

support: type paren = (|)
 type dpm
insertAt dpm × paren × ℤ → dpm $O(\lg n)$
isMatched dpm → ℬ $O(1)$?

→ Keep track of unmatched left & unmatched right at every node

Reduced value augmentation

1. Associate tree T with associative func $f: E \times E \rightarrow E$ and its identity I .
2. Modify T to keep the "sum" of f at each node
3. Modify joinM to maintain the "sum"
4. Add func $\text{reduceVal} : T \rightarrow E$ that returns the sum at root

Impl

functor : $E \times f \times I \rightarrow \text{augT}$

$T = \text{leaf} \mid \text{node of } T \times E \times E \times \mathbb{Z} \times T$

$\text{reduceVal } A = \text{case expose } A \text{ of leaf } \Rightarrow I$

$\mid \text{node } (-, -, s, -, -) \Rightarrow s$

$\text{joinM}(A, x, B) =$

$\text{node}(L, x, f(x, f(\text{reduceVal } A, \text{reduceVal } B)), \text{size } A + \text{size } B + 1, R)$