

CS 2100

Treaps



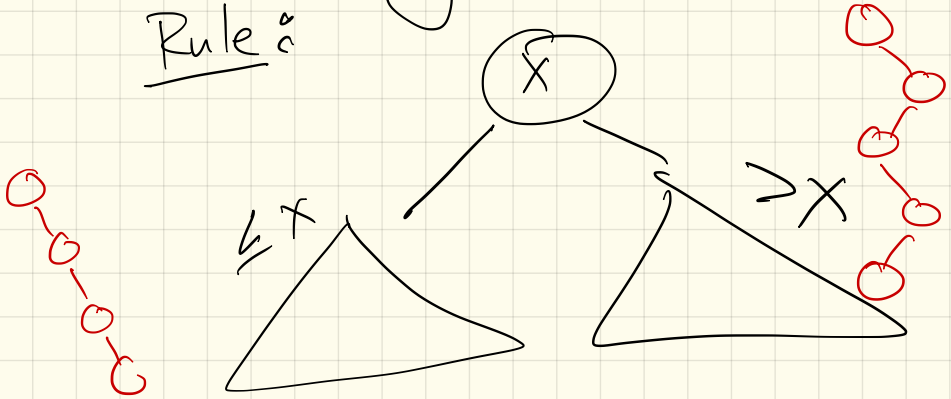
Recap

- HW: next Thursday
- Friday is review,
following Monday is test
- Midterm content:
through AVL trees

Last time

End of Binary Search trees

Rule:



Runtime of find
(+ insert/delete as a result):
 $O(\text{height}(T)) = O(n)$

AVL trees:

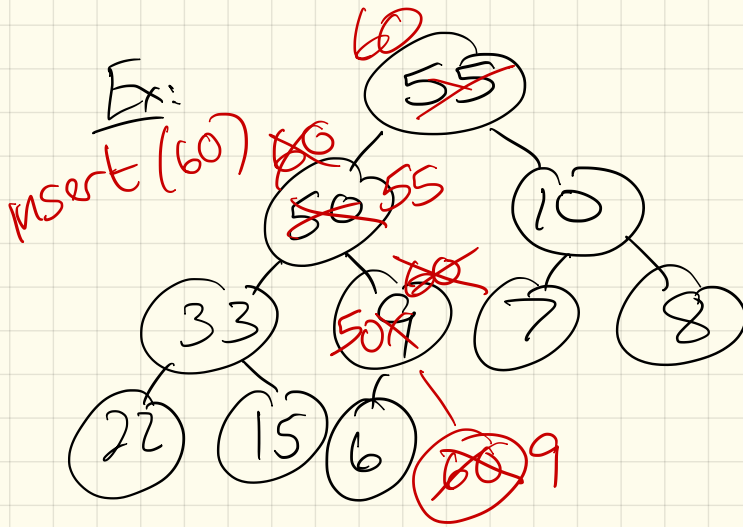
~~H-B property~~ At every node x , heights of x 's children must be within ± 1 .

Result: height $\leq 2 \lceil \log_2 n \rceil$
find (+ others): $O(\log n)$

Another recap:

Heaps: (not BSTs) priorities

At every node, the key value will be \geq key at either child



Runtime: $O(\log n)$

Treaps: a new binary tree structure

Goal: Each node will contain a value (like a BST) and a priority (like a heap).

- BST over values
- heap over priorities

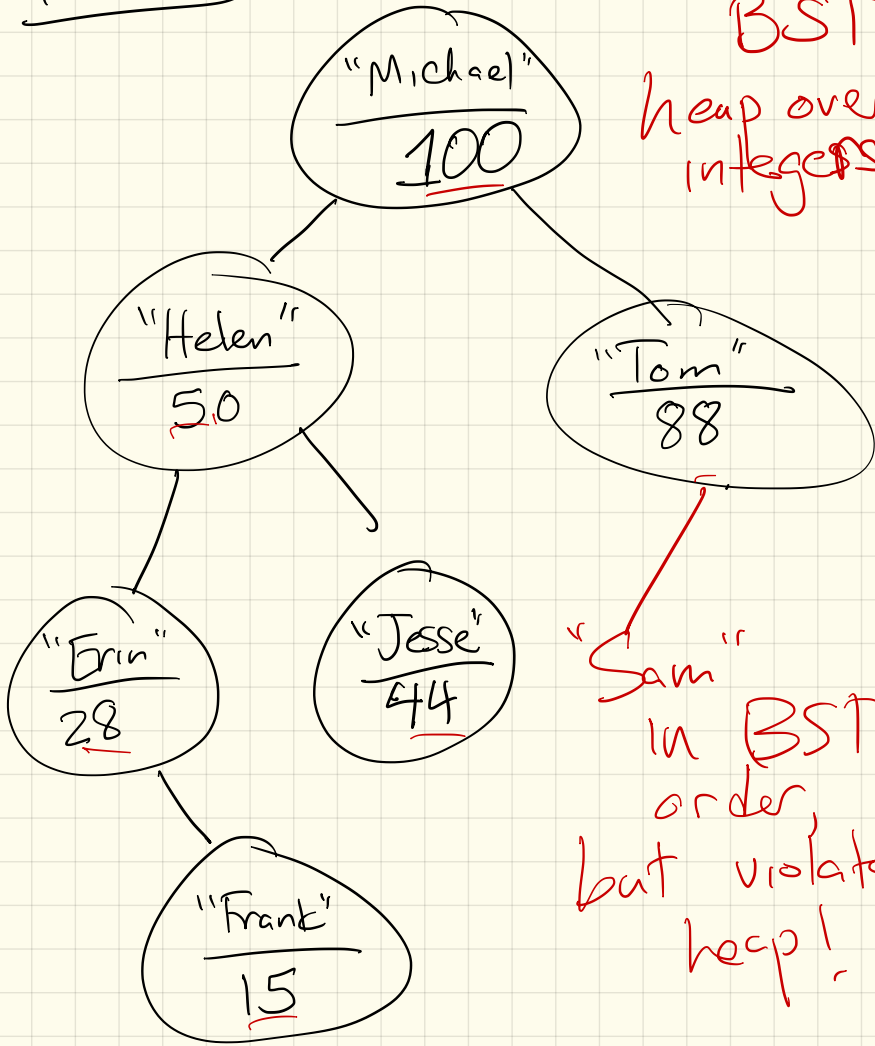
Ex: Suppose values are names and priorities are integers.

Both can be "sorted":

- values/names have alphabetical order
- integers (obviously)

Picture:

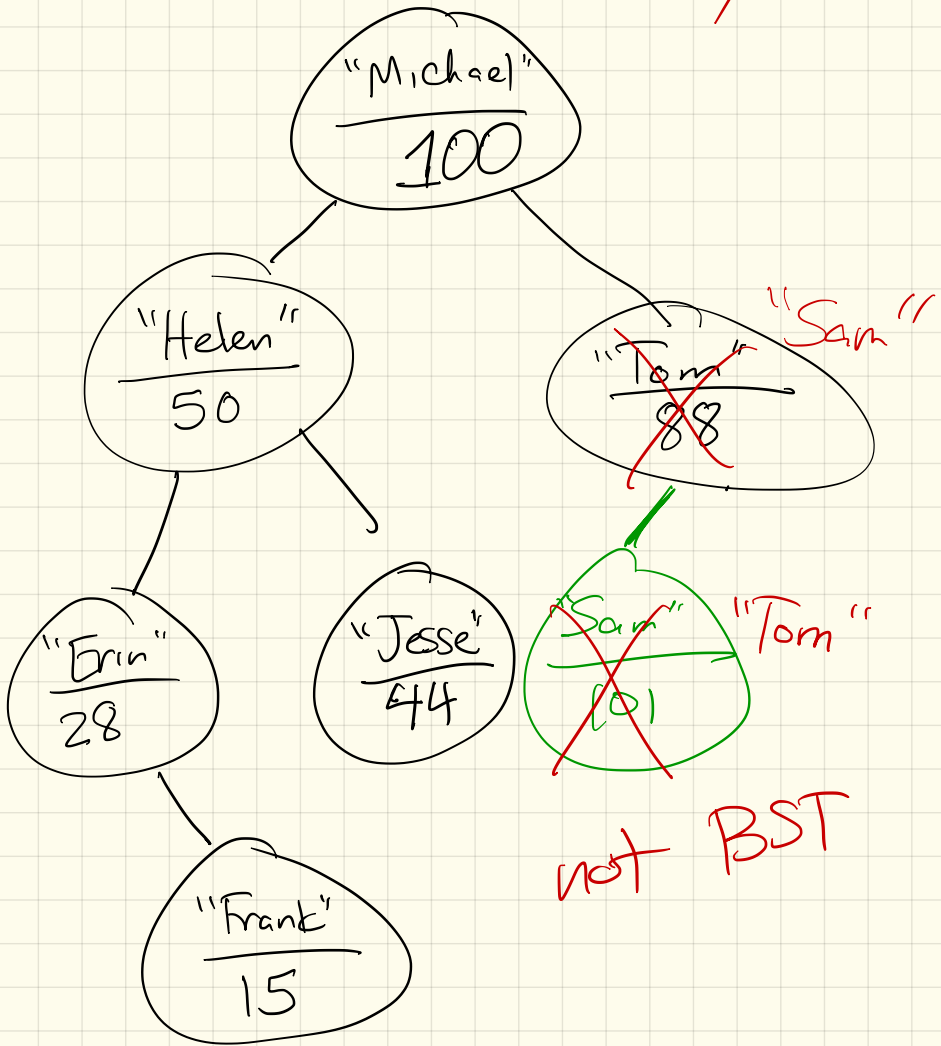
Names:
BST ✓
heap over integers



"Sam"
in BST
order,
but violates
heap!

now: insert ("Sam", 101)

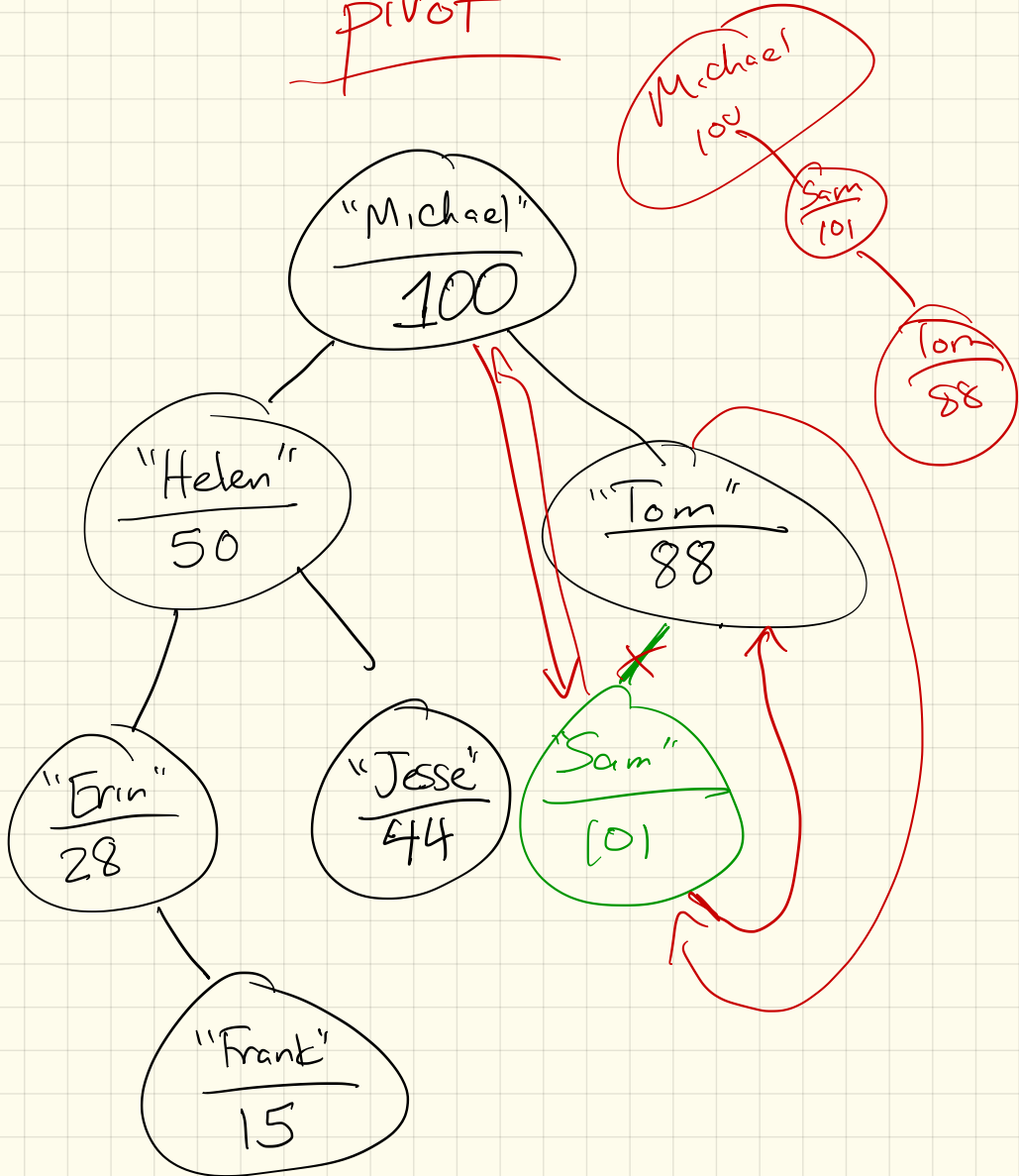
In heaps, we "bubbled" up.
Can we do that here?

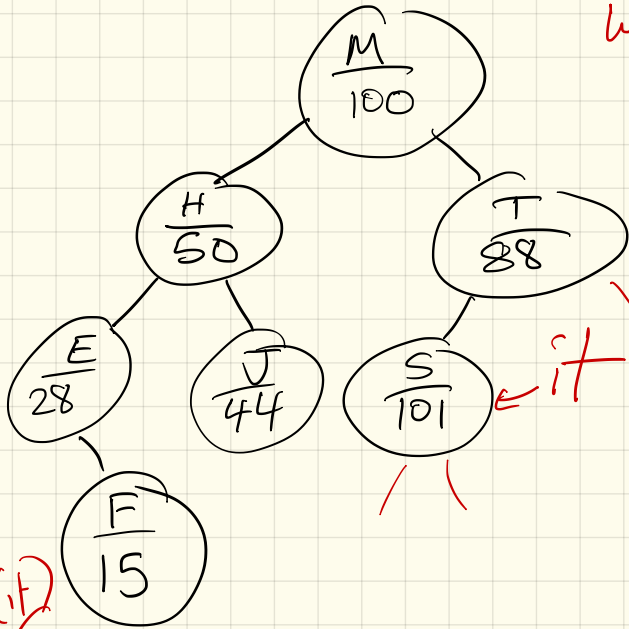


Well - can't violate BST!

What did we do to move things around in AVL trees?

pivot



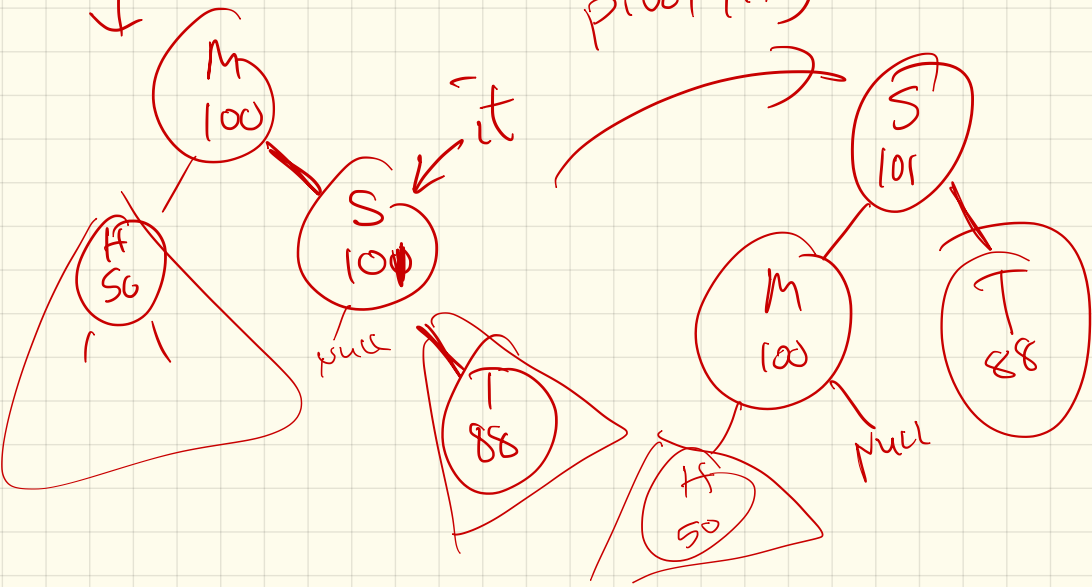


while (it is not happy)
pivot(it)

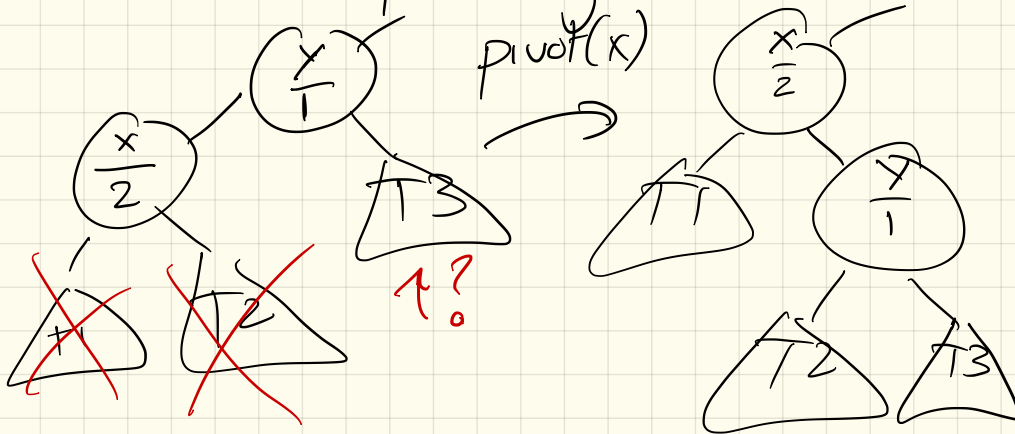
not the root

pivot(it)

pivot(it)



Result of pivoting: insert($x, 2$)



Clearly, we're still a BST!

Can T_1 , T_2 , or T_3

be non-heaps after this?

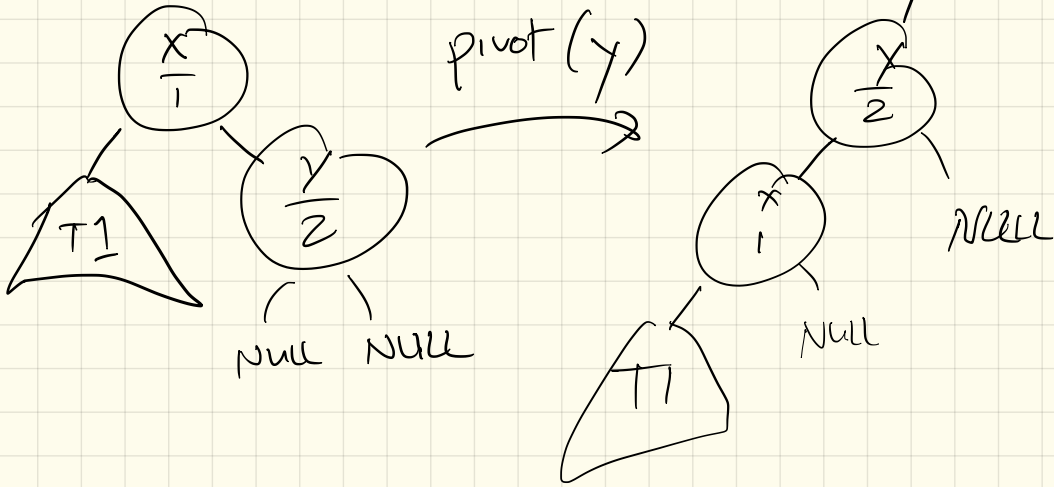
(Note: just inserted x , so what are T_1 + T_2 ?)

↳ NULL

T_3 ?: T_3 had priorities all $\leq y$'s priority

→ y is still above, so still in heap order

Same for other case: insert($x, 2$)



Still happy!

Result:

Insert (val, key):

Run BST insert (on data)

Save its location, it

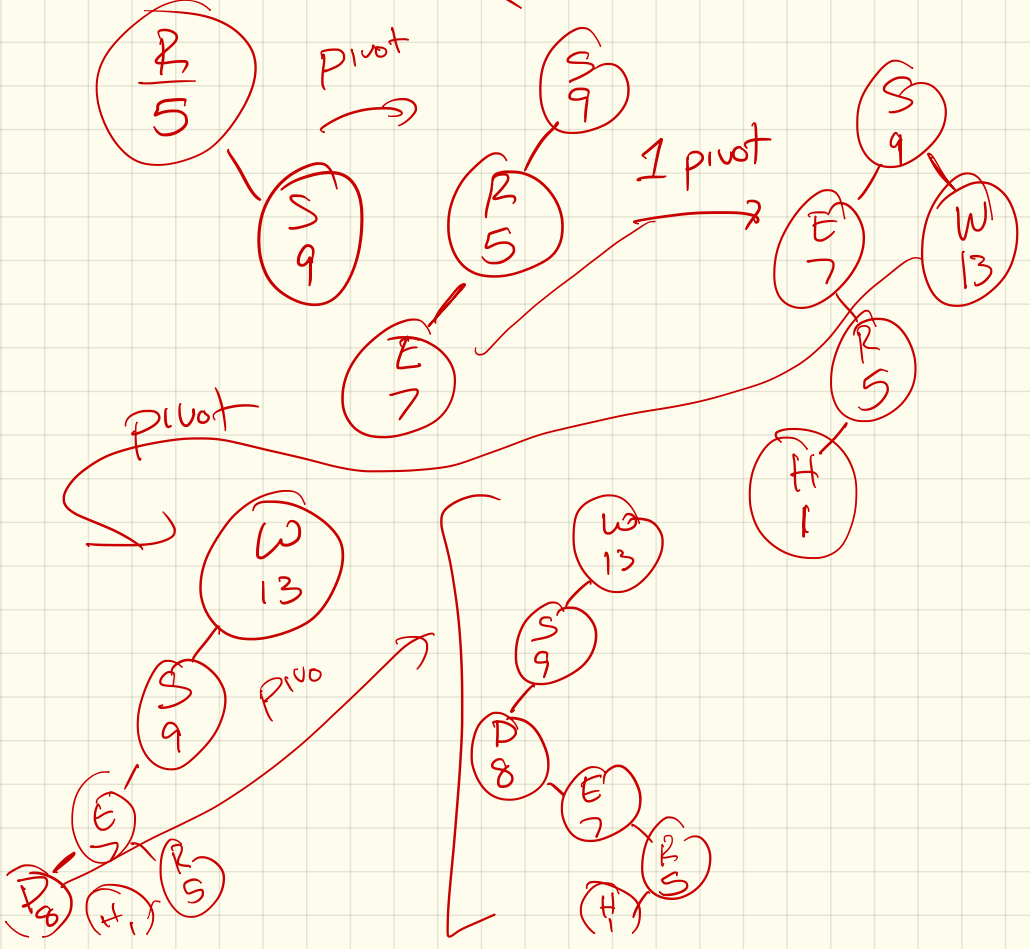
while (it.priority > it's parent's
priority)

pivot(it)

and
if != root()

Example: Insert:

~~(R, 5), (S, 9), (E, 7), (H, 1),~~
~~(W, 13), (D, 8), (J, 2), (K, 4), (P, 11)~~



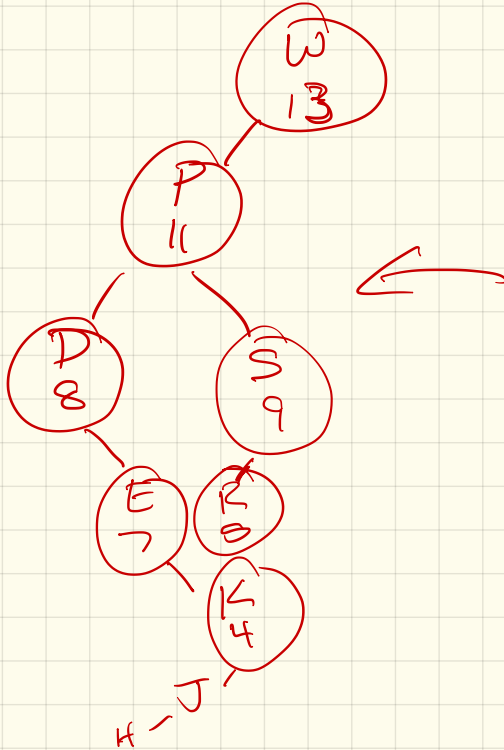
Observation:

Take a step back.

What must the root be?

Example: Insert:

~~(P, 5), (S, 9), (E, 7), (H, 1),~~
~~(W, 13), (D, 8), (J, 2), (K, 4), (R, 1)~~



Observation

Trees are unique

(BSTs + heaps are)

not
(+ AVLs)

→ This is like giving 2 traversals.

Next: • remove

• run times

(randomized)