BSTs Recap
Balance
Balancing Operations
Balancing Methods

COMP2521 25T3
Balancing Binary Search Trees

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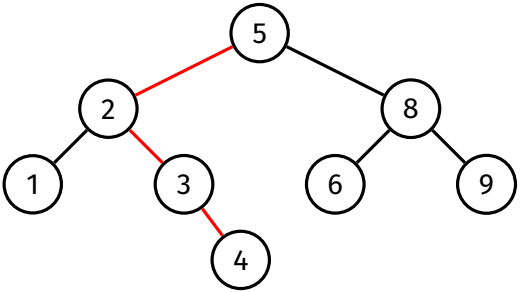
balancing operations
balancing methods

Recap

BSTs Recap
Balance
Balancing Operations
Balancing Methods

Height of a tree: Maximum path length from the root node to a leaf

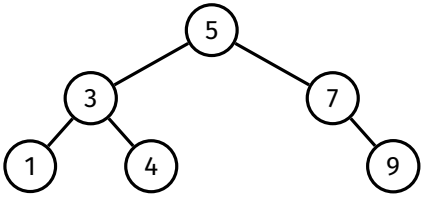
- The height of an empty tree is considered to be -1
- The height of the following tree is 3

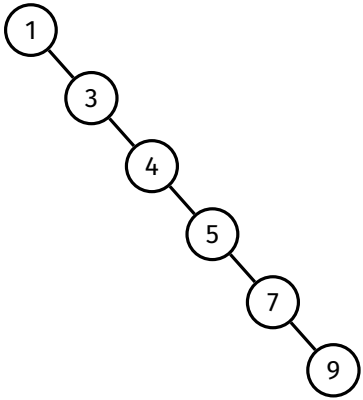


Binary Search Trees

BSTs Recap
Balance
Balancing Operations
Balancing Methods

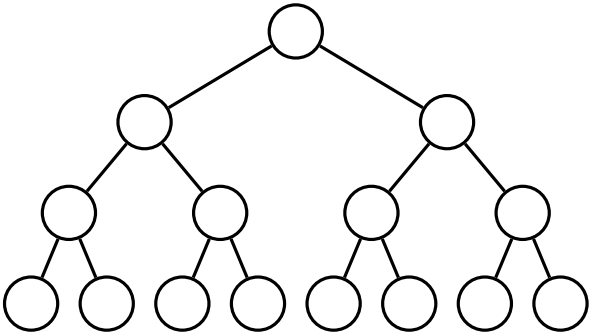
The structure, height, and hence
performance
of a binary search tree
depends on the order of insertion.





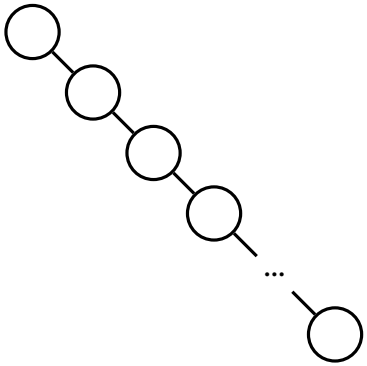
Best case

Items are inserted evenly on the left and right throughout the tree
Height of tree will be $O(\log n)$



Worst case

Items are inserted in ascending or descending order
such that tree consists of a single branch
Height of tree will be $O(n)$



Binary Search Trees

BSTs Recap
Balance
Balancing Operations
Balancing Methods

A binary tree of n nodes is said to be
balanced if its height is minimal (or close to minimal) ($O(\log n)$), and
degenerate if it its height is maximal (or close to maximal) ($O(n)$).

Types of Balance

BSTs Recap
Balance
Examples
Balancing Operations
Balancing Methods

SIZE-BALANCED

a *size-balanced* tree has,
for every node,
$|\text{SIZE}(l) - \text{SIZE}(r)| \leq 1$

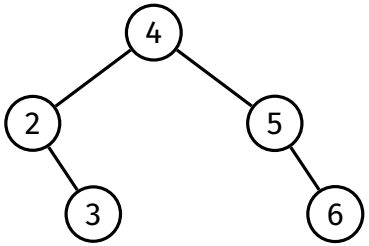
HEIGHT-BALANCED

a *height-balanced* tree has,
for every node,
$|\text{HEIGHT}(l) - \text{HEIGHT}(r)| \leq 1$

Types of Balance

Example

BSTs Recap
Balance
Examples
Balancing Operations
Balancing Methods

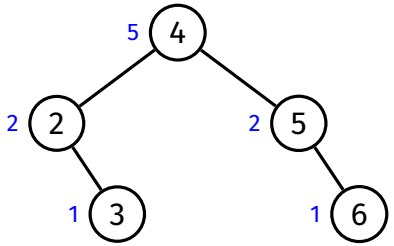


Size-balanced?

Height-balanced?

Types of Balance

Example



Size-balanced?

Yes

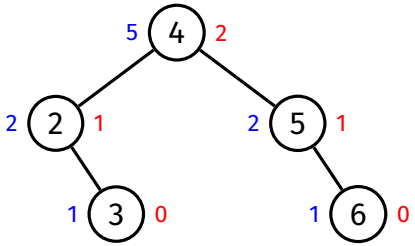
For every node,

$|\text{SIZE}(l) - \text{SIZE}(r)| \leq 1$

Height-balanced?

Types of Balance

Example



Size-balanced?
Yes

For every node,
$|\text{SIZE}(l) - \text{SIZE}(r)| \leq 1$

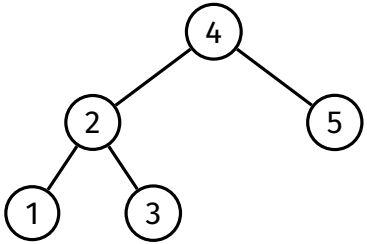
Height-balanced?
Yes

For every node,
$|\text{HEIGHT}(l) - \text{HEIGHT}(r)| \leq 1$

Types of Balance

Example

BSTs Recap
Balance
Examples
Balancing Operations
Balancing Methods

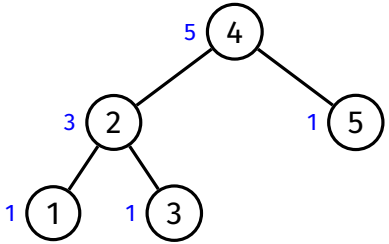


Size-balanced?

Height-balanced?

Types of Balance

Example



Size-balanced?

No

At node 4,

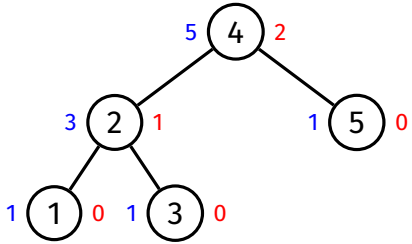
$$|\text{SIZE}(l) - \text{SIZE}(r)| = |3 - 1| = 2 > 1$$

Height-balanced?

Types of Balance

Example

BSTs Recap
Balance
Examples
Balancing Operations
Balancing Methods



Size-balanced?
No

At node 4,
$|\text{SIZE}(l) - \text{SIZE}(r)|$
$= |3 - 1| = 2 > 1$

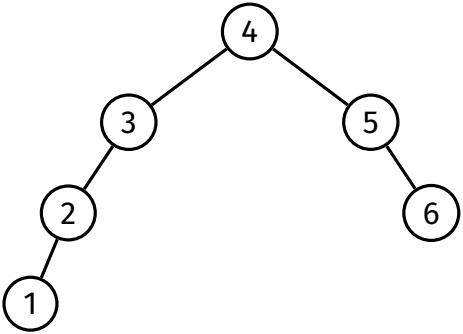
Height-balanced?
Yes

For every node,
$|\text{HEIGHT}(l) - \text{HEIGHT}(r)| \leq 1$

Types of Balance

Example

BSTs Recap
Balance
Examples
Balancing Operations
Balancing Methods



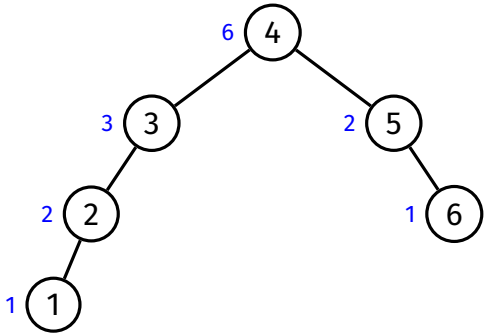
Size-balanced?

Height-balanced?

Types of Balance

Example

BSTs Recap
Balance
Examples
Balancing Operations
Balancing Methods



Size-balanced?

No

At node 3,

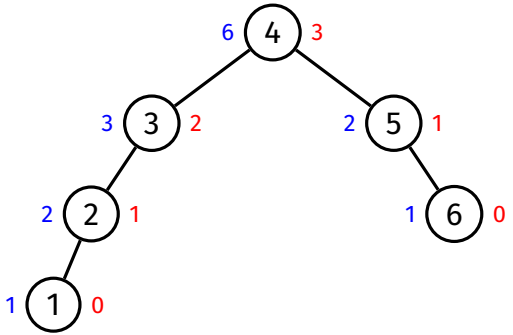
$$|\text{SIZE}(l) - \text{SIZE}(r)|$$
$$= |2 - 0| = 2 > 1$$

Height-balanced?

Types of Balance

Example

BSTs Recap
Balance
Examples
Balancing Operations
Balancing Methods



Size-balanced?

No

At node 3,

$|\text{SIZE}(l) - \text{SIZE}(r)|$

$= |2 - 0| = 2 > 1$

Height-balanced?

No

At node 3,

$|\text{HEIGHT}(l) - \text{HEIGHT}(r)|$

$= |1 - (-1)| = 2 > 1$

Balancing Operations

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Balancing Methods

Rotation

- Left rotation
- Right rotation

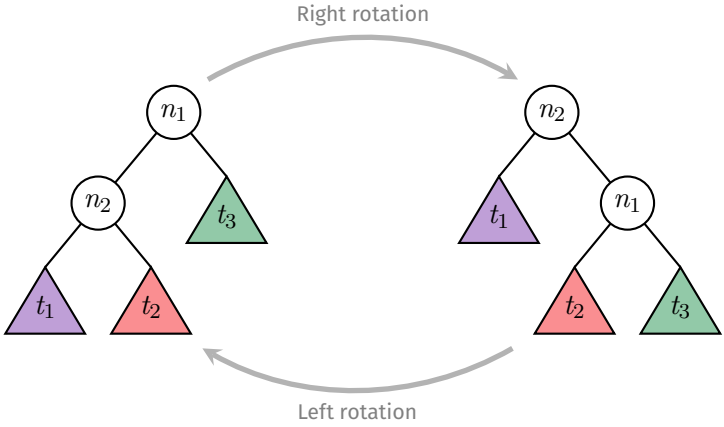
Partition

- Rearrange tree around a specified node by rotating it up to the root

Rotations

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

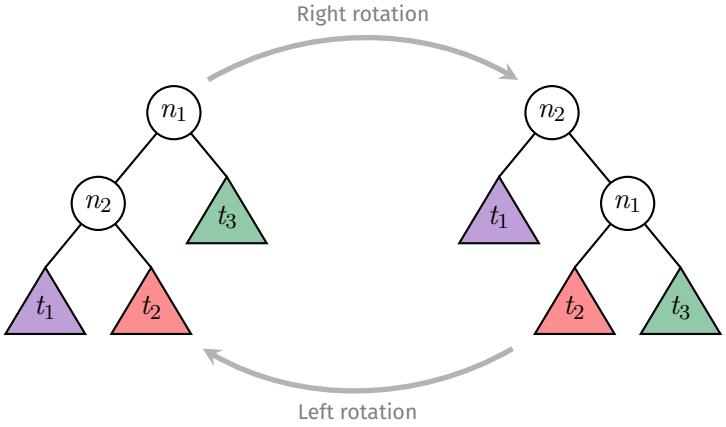
LEFT ROTATION and RIGHT ROTATION:
a pair of operations
that change the balance of a tree



Rotations

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

Rotations maintain the order of a search tree:



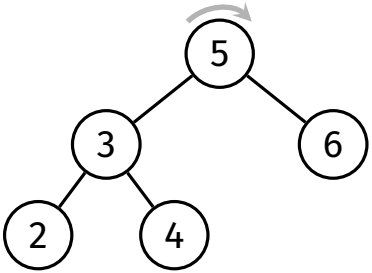
(all values in t_1) $< n_2 <$ (all values in t_2) $< n_1 <$ (all values in t_3)

Rotations

Example

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

Rotate right at 5

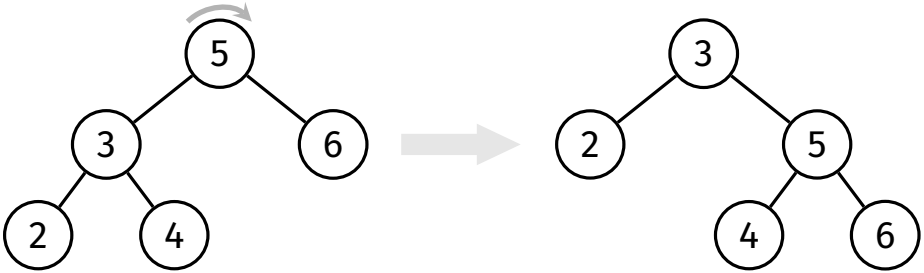


Rotations

Example

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

Rotate right at 5

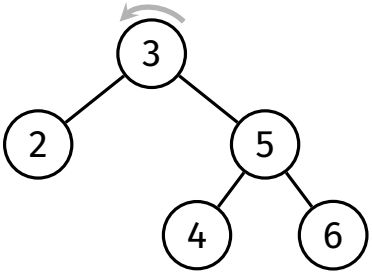


Rotations

Example

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

Rotate left at 3

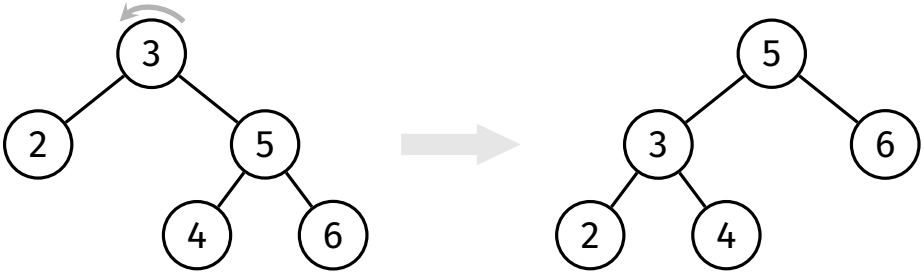


Rotations

Example

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

Rotate left at 3

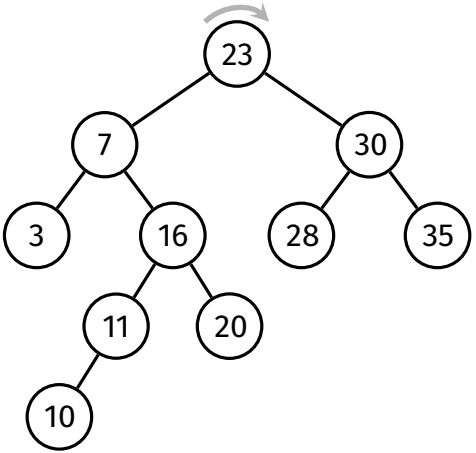


Rotations

Example

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

Rotate right at 23

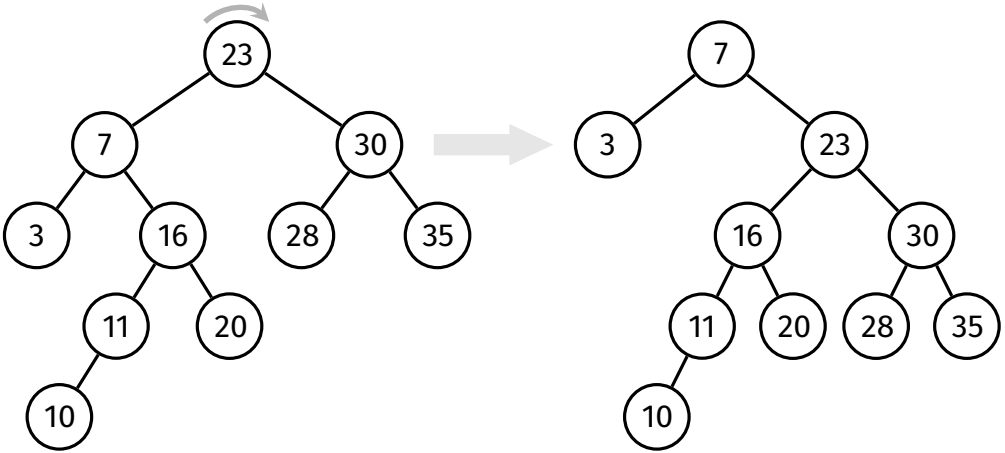


Rotations

Example

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

Rotate right at 23



Rotations
Implementation

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

```
struct node *rotateRight(struct node *root) {
    if (root == NULL || root->left == NULL) return root;
    struct node *newRoot = root->left;
    root->left = newRoot->right;
    newRoot->right = root;
    return newRoot;
}
```

```
struct node *rotateLeft(struct node *root) {
    if (root == NULL || root->right == NULL) return root;
    struct node *newRoot = root->right;
    root->right = newRoot->left;
    newRoot->left = root;
    return newRoot;
}
```

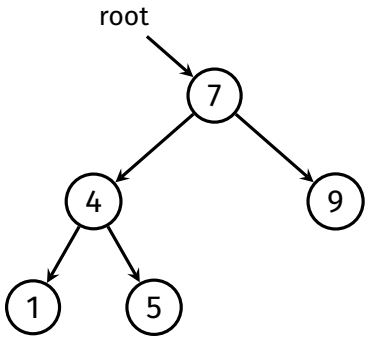
Rotations
Implementation

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

```
struct node *rotateRight(struct node *root) {
    if (root == NULL || root->left == NULL) return root;



}
```



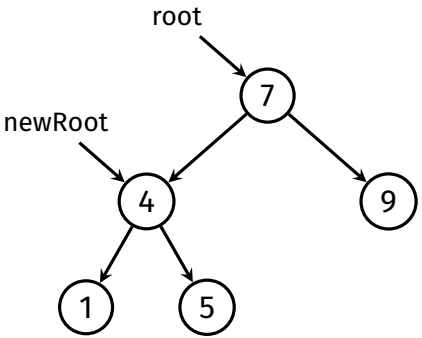
Rotations
Implementation

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

```
struct node *rotateRight(struct node *root) {
    if (root == NULL || root->left == NULL) return root;
    struct node *newRoot = root->left;



}
```

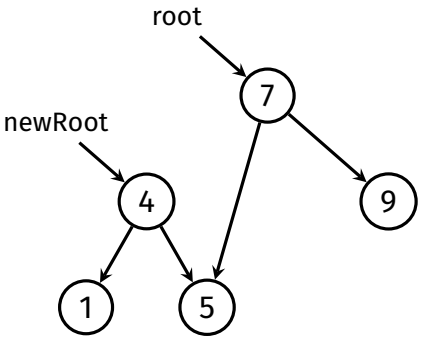


Rotations
Implementation

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

```
struct node *rotateRight(struct node *root) {
    if (root == NULL || root->left == NULL) return root;
    struct node *newRoot = root->left;
    root->left = newRoot->right;


}
```



Rotations

Implementation

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

```
struct node *rotateRight(struct node *root) {
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    struct node *newRoot = root->left;
    root->left = newRoot->right;
    newRoot->right = root;

}
```
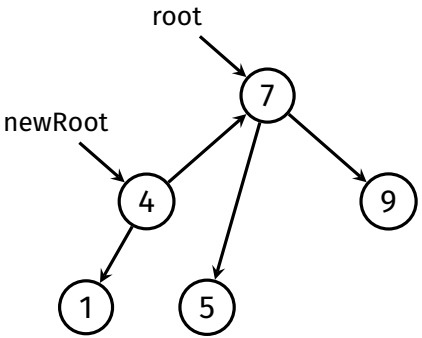
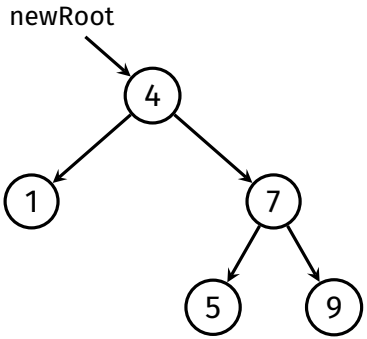



Rotations

Implementation

BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

```
struct node *rotateRight(struct node *root) {
    if (root == NULL || root->left == NULL) return root;
    struct node *newRoot = root->left;
    root->left = newRoot->right;
    newRoot->right = root;
    return newRoot;
}
```



BSTs Recap
Balance
Balancing Operations
Rotations
Examples
Implementation
Analysis
Partition
Balancing Methods

Rotations

Analysis

Time complexity: $O(1)$

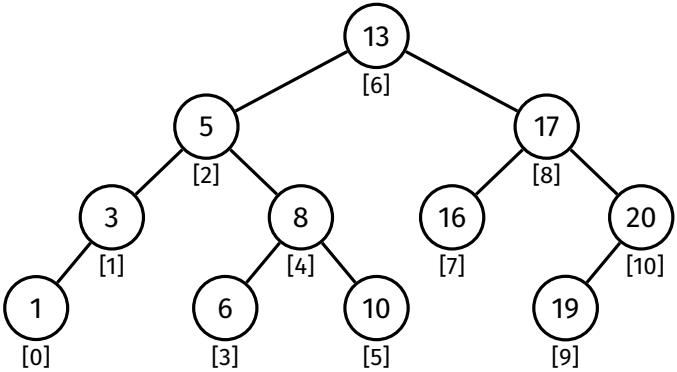
- Rotation requires only a few localised pointer re-arrangements

Partition

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

```
partition(tree, i)
```

Rearrange the tree so that the element with index i becomes the root



Partition

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Method:

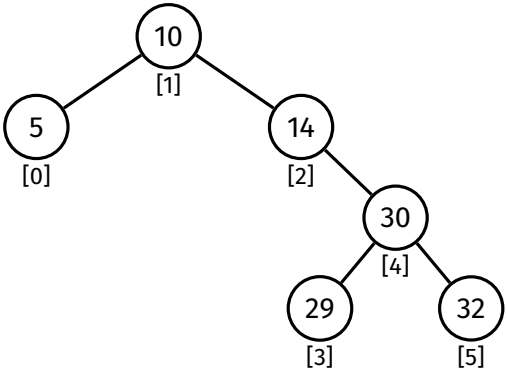
- Find element with index i
- Perform rotations to lift it to the root
  - If it is the left child of its parent, perform right rotation at its parent
  - If it is the right child of its parent, perform left rotation at its parent
  - Repeat until it is at the root of the tree

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Example

Partition this tree around index 3:

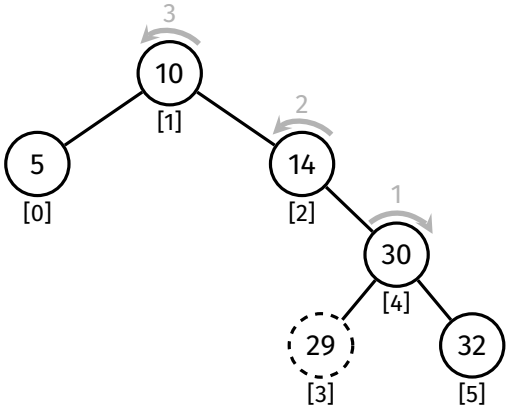


BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Example

Partition this tree around index 3:

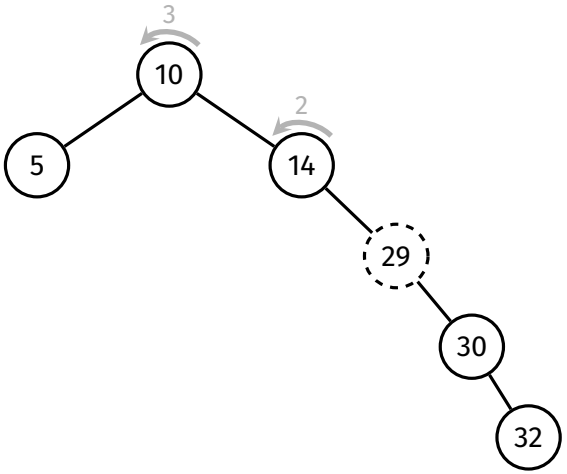


BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Example

After right rotation at 30:

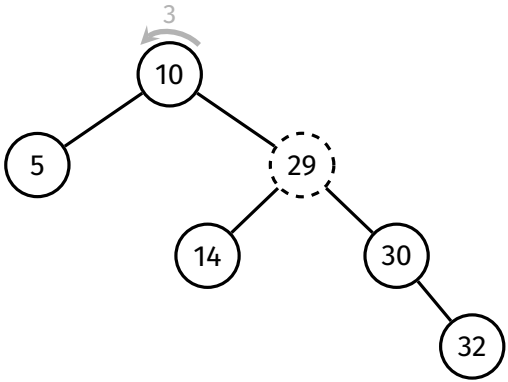


BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Example

After left rotation at 14:

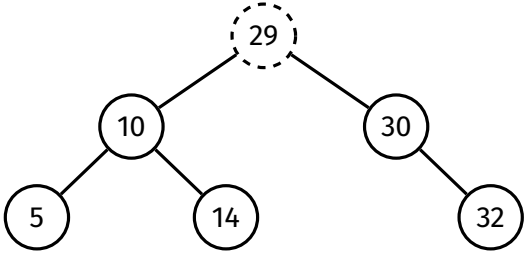


BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Example

After left rotation at 10:



BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Pseudocode

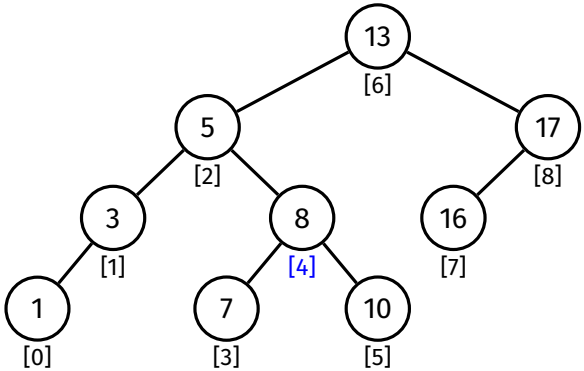
```
partition(t, i):
    Input:  tree t, index i
    Output: tree with i-th item moved to root

    leftSize = size(t->left)

    if i < leftSize:
        t->left = partition(t->left, i)
        t = rotateRight(t)
    else if i > leftSize:
        t->right = partition(t->right, i - leftSize - 1)
        t = rotateLeft(t)

    return t
```

Partition

Pseudocode - Example

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition this tree around index 4

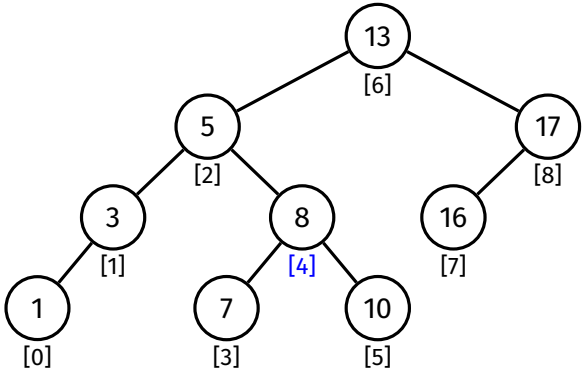


BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Pseudocode - Example

Size of left subtree is 6, and 4 < 6...

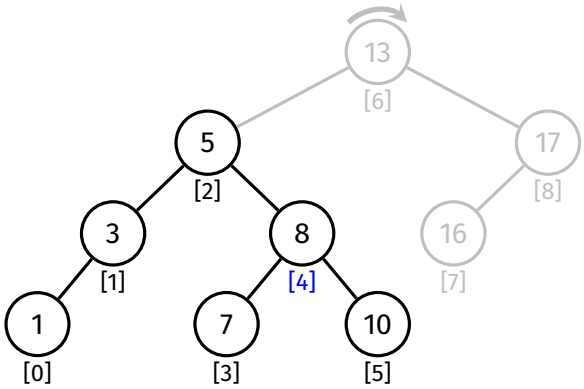


Partition

Pseudocode - Example

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Size of left subtree is 6, and 4 < 6...
so partition left subtree around index 4
and then rotate right at 13

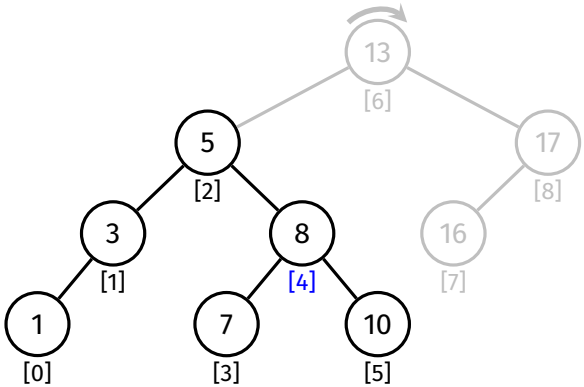


BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Pseudocode - Example

Size of left subtree is 2, and 4 > 2...

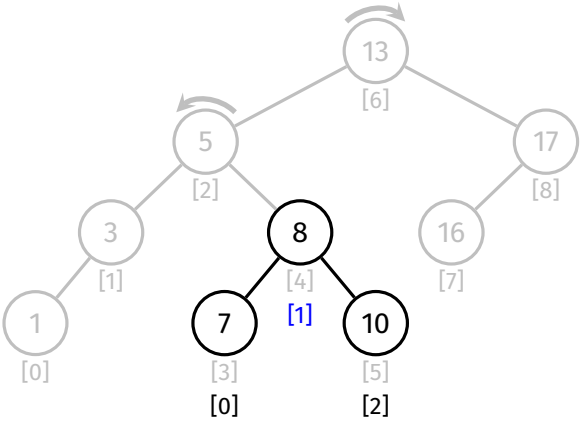


Partition

Pseudocode - Example

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Size of left subtree is 2, and 4 > 2...
so partition right subtree around index (4 - 2 - 1 = 1)
and then rotate left at 5

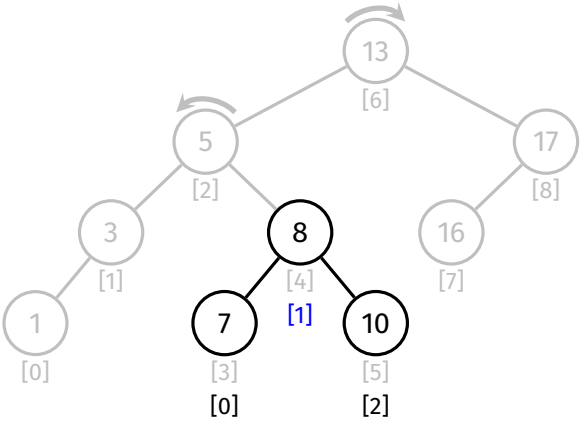


Partition

Pseudocode - Example

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Size of left subtree is 1, and 1 = 1...

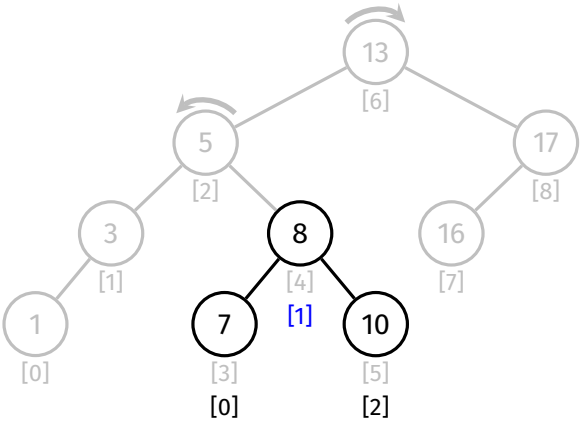


BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Pseudocode - Example

Size of left subtree is 1, and 1 = 1...
so we have found the desired node

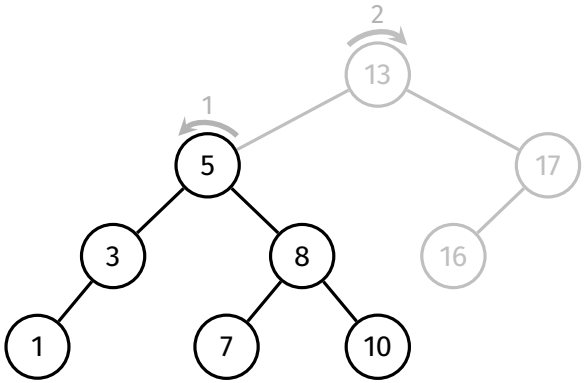


Partition

Pseudocode - Example

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Unwinding...
Rotate left at 5

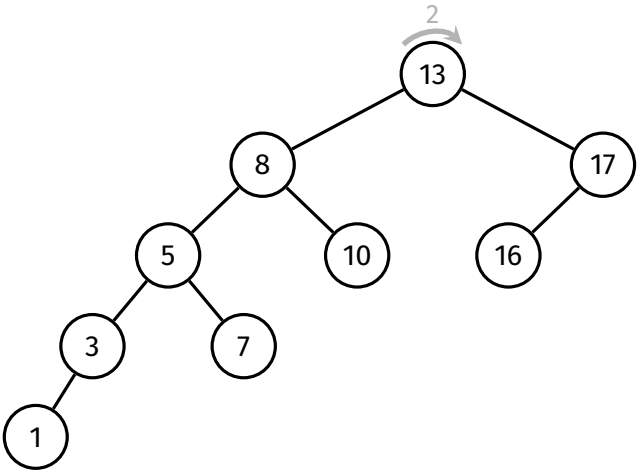


BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition

Pseudocode - Example

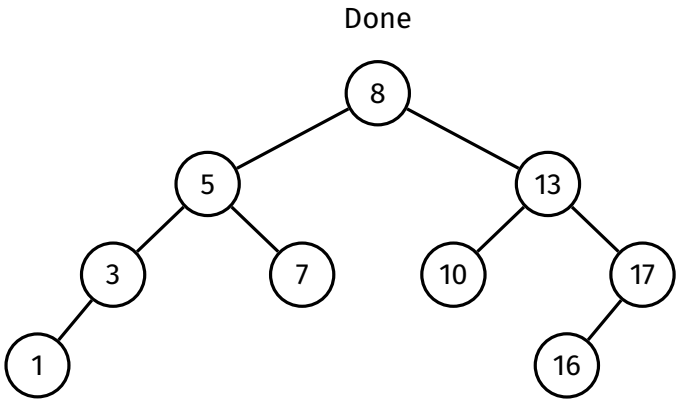
Unwinding...
Rotate right at 13



Partition

Pseudocode - Example

BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

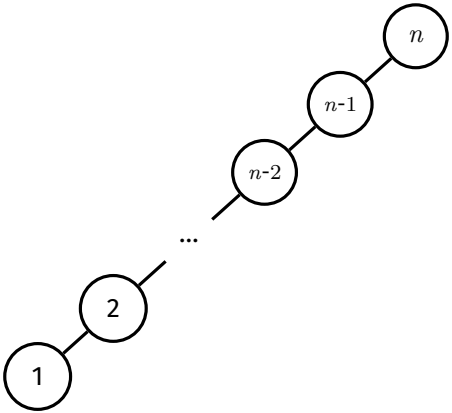


BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition
Analysis

Analysis:

- size() operation is expensive
- Can cause partition to be $O(n^2)$ in the worst case
  - For example, in the following tree:



BSTs Recap
Balance
Balancing Operations
Rotations
Partition
Example
Pseudocode
Analysis
Balancing Methods

Partition
Analysis

Analysis (continued):

- To improve efficiency, can change node structure so that each node stores the size of its subtree in the node itself
  - However, this will require extra work in other functions to maintain

```
struct node {
    int item;
    struct node *left;
    struct node *right;
    int size;
};
```

Balancing Methods

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

Two categories:

GLOBAL REBALANCING

visit every node and balance its subtree;
$\Rightarrow$ perfectly balanced tree — at cost.

LOCAL REBALANCING

perform small, efficient, localised operations
to try to improve the overall balance of the tree
... at the cost of imperfect balance

Global Rebalancing

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

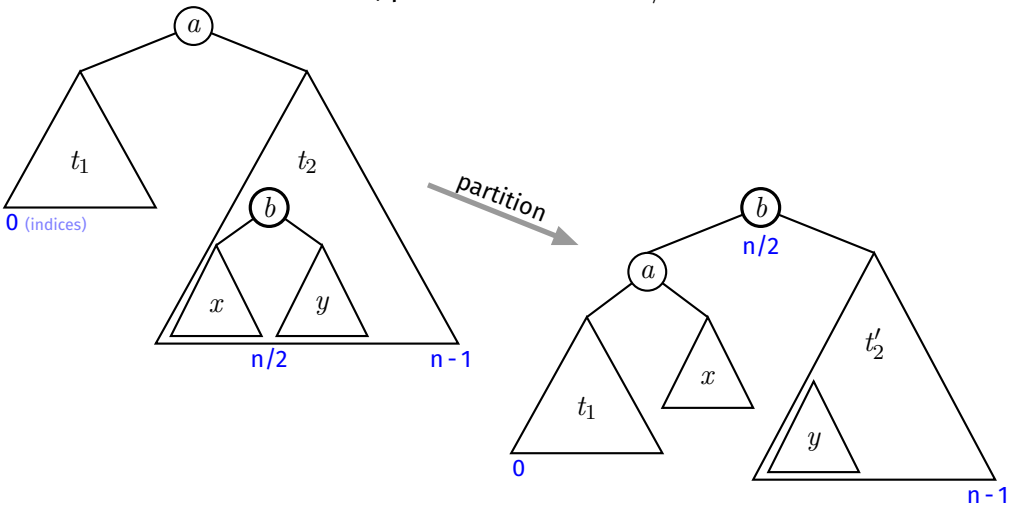
Idea:
Completely rebalance whole tree so it is size-balanced

Method:
Lift the median node to the root
by partitioning on index $\text{SIZE}(t)/2$,
then rebalance both subtrees (recursively)

Global Rebalancing

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

First, partition on index $n/2$...



...then rebalance both subtrees

Global Rebalancing

Pseudocode

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

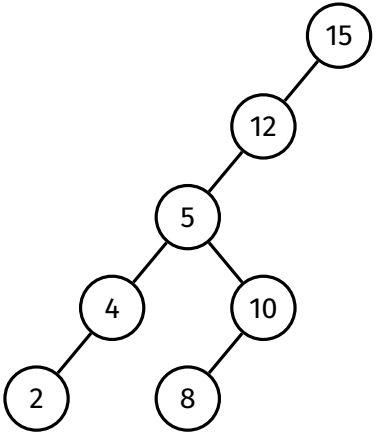
```
rebalance(t):
    Input:  tree t
    Output: rebalanced t

    if size(t) < 3:
        return t

    t = partition(t, size(t) / 2)
    t->left = rebalance(t->left)
    t->right = rebalance(t->right)
    return t
```

Global Rebalancing

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

Rebalance the following tree:

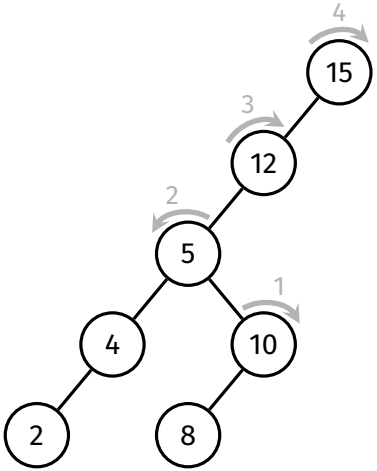


Global Rebalancing

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

First, partition the tree on index $7/2 = 3$ (node 8)

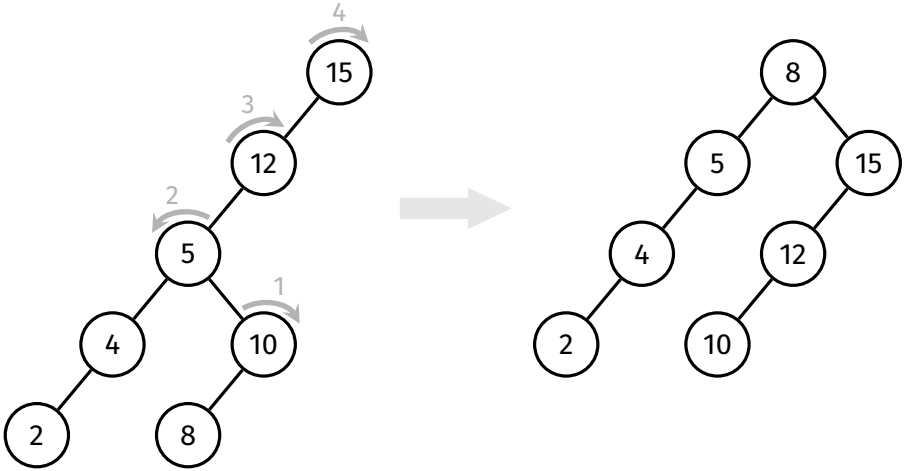


Global Rebalancing

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

First, partition the tree on index $7/2 = 3$ (node 8)

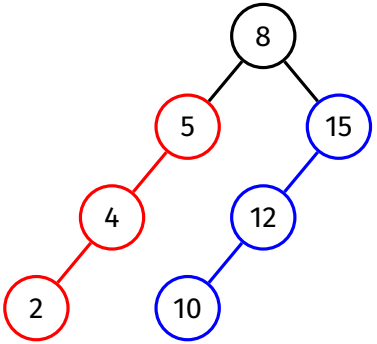


Global Rebalancing

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

Then, recursively rebalance subtrees

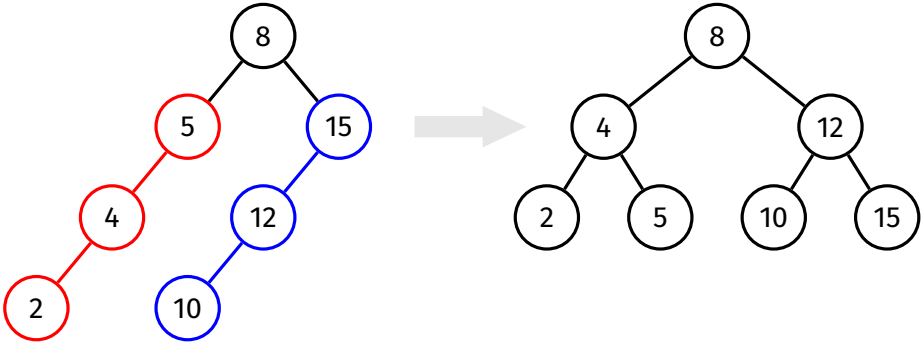


Global Rebalancing

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

Then, recursively rebalance subtrees



BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

Global Rebalancing

Analysis

Worst-case time complexity: $O(n \log n)$

- Assume nodes store the size of their subtrees
- First step: partition entire tree on index $n/2$
  - This takes at most n recursive calls, n rotations $\Rightarrow$ n steps
  - Result is two subtrees of size $\approx n/2$
- Then partition both subtrees
  - Partitioning these subtrees takes $n/2$ steps each $\Rightarrow$ n steps in total
  - Result is four subtrees of size $\approx n/4$
- ...and so on...
- About $\log_2 n$ levels of partitioning in total, each requiring n steps $\Rightarrow$ $O(n \log n)$

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

Global Rebalancing

Problems

What if we insert more items?

- Options:
  - Rebalance on every insertion
    - Not feasible
  - Rebalance every k insertions; what k is good?
  - Rebalance when imbalance exceeds threshold.

- It's a tradeoff...
  - We either have more costly insertions
  - Or we have degraded performance for periods of time

Periodic Rebalancing

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

```
bstInsert(t, v):
    Input:  tree t, value v
    Output: t with v inserted

    t = insertAtLeaf(t, v)

    if size(t) mod k = 0:
        t = rebalance(t)

    return t
```

Periodic Rebalancing

Remarks

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

- Good if tree is not modified very often
- Otherwise...
  - Insertion will be slow occasionally due to rebalancing
  - Performance will gradually degrade until next rebalance

Local Rebalancing

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Perform small, efficient, localised operations
in an attempt to improve the overall balance of the tree

1. root insertion

2. randomised insertion

Root Insertion

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Idea:

Rotations change the structure of a tree

If we perform some rotations every time we insert,
that may restructure the tree randomly enough
such that it is more balanced

One systematic way to perform these rotations:
Insert new values at the root

Root Insertion

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Method:

Insert new value normally (at the leaf) ...

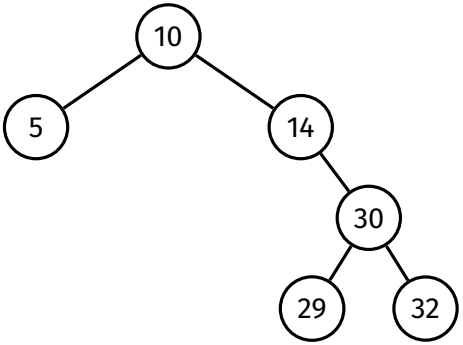
... and then rotate the new node up to the root.

Root Insertion

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Insert 24 at the root of this tree:

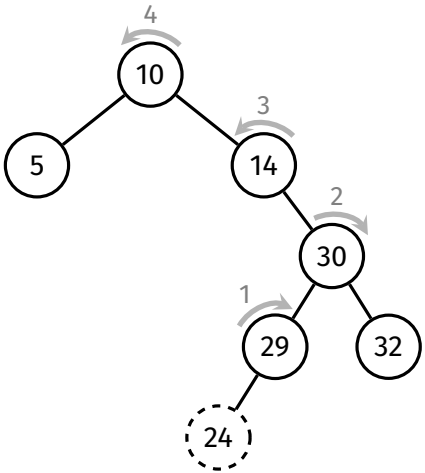


Root Insertion

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Insert 24 at the root of this tree:

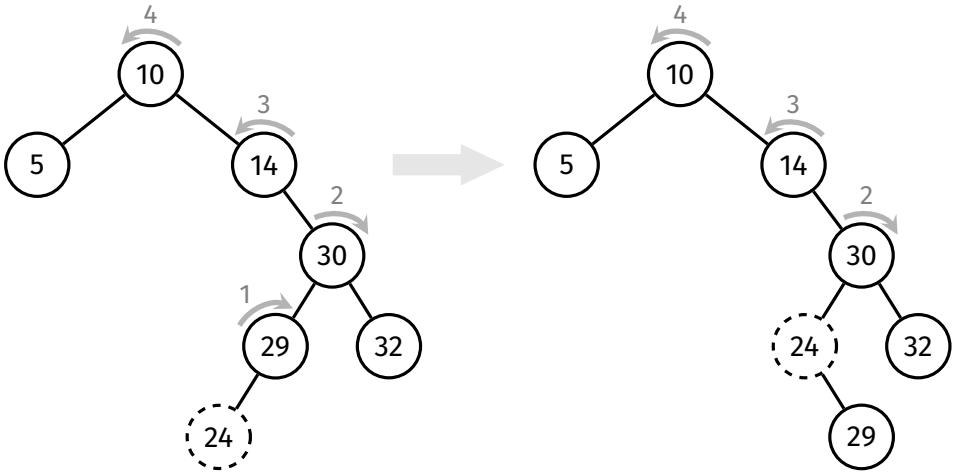


Root Insertion

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Rotate right at 29

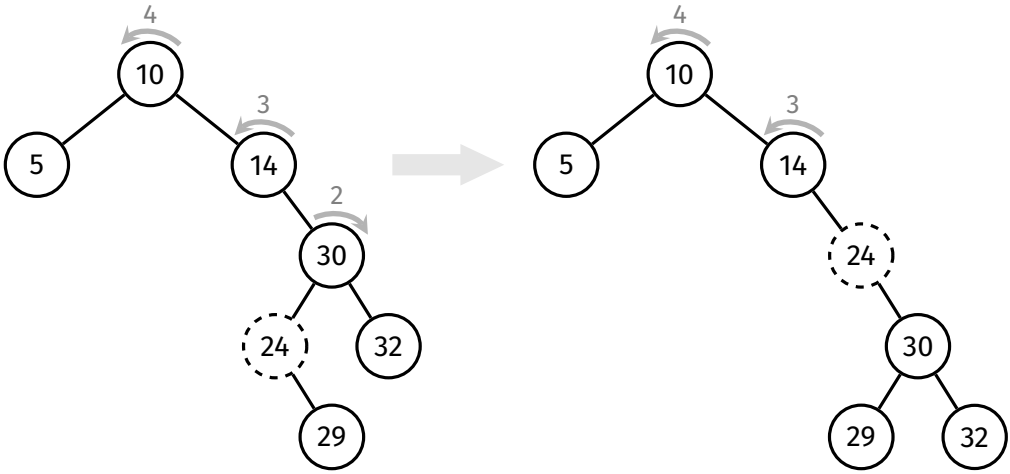


Root Insertion

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Rotate right at 30

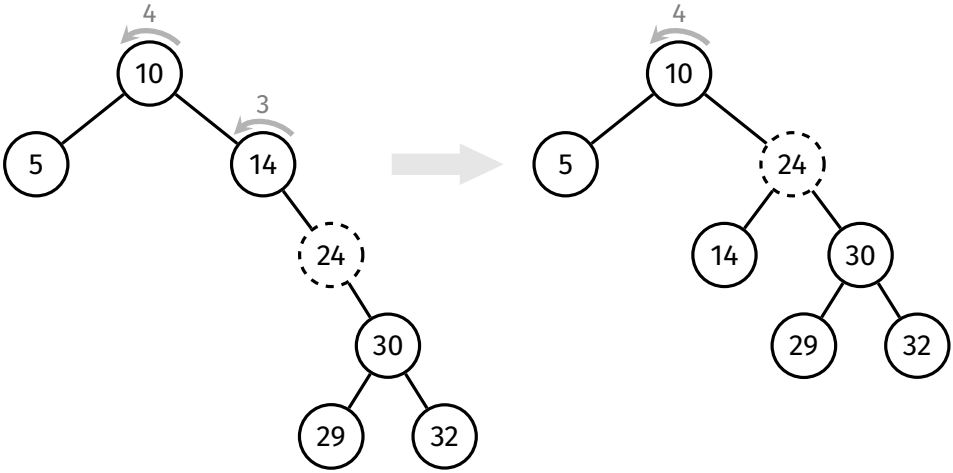


Root Insertion

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Rotate left at 14

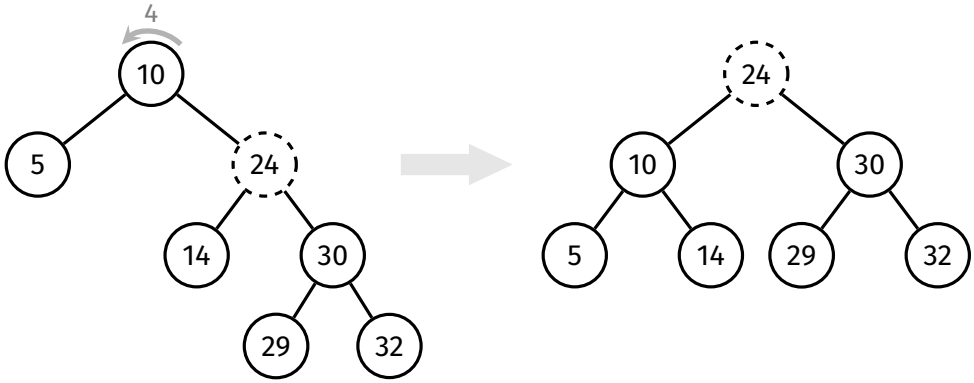


Root Insertion

Example

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Rotate left at 10



Root Insertion

Pseudocode

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

```
insertAtRoot(t, v):
    Input:  tree t, value v
    Output: t with v inserted at the root

    if t is empty:
        return new node containing v
    else if v < t->item:
        t->left = insertAtRoot(t->left, v)
        t = rotateRight(t)
    else if v > t->item:
        t->right = insertAtRoot(t->right, v)
        t = rotateLeft(t)

    return t
```

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Root Insertion

Analysis

Analysis:

- Same time complexity as normal insertion: $O(h)$
- Tree is more likely to be balanced, but no guarantee
- Root insertion ensures recently inserted items are close to the root
  - Useful for applications where recently added items are more likely to be searched
- Major problem: ascending-ordered and descending-ordered data is still a worst case for root insertion

Randomised Insertion

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

BSTs don't have control over insertion order.
Worst cases — (partially) ordered data — are common.

Idea:
Introduce some randomness into insertion algorithm:
Randomly choose whether to insert normally or insert at root

Randomised Insertion

Pseudocode

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

```
insertRandom(t, v):
    Input:  tree t, value v
    Output: t with v inserted

    if t is empty:
        return new node containing v

    // p/q chance of inserting at root
    if random() mod q < p:
        return insertAtRoot(t, v)
    else:
        return insertAtLeaf(t, v)
```

Note: `random()` is a pseudo-random number generator
30% chance of root insertion $\Rightarrow$ choose p = 3, q = 10

Randomised Insertion

Remarks

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Root Insertion
Randomised Insertion
Summary

Randomised insertion creates similar results to inserting items in random order.

Tree is more likely to be balanced (but no guarantee)

Summary

BSTs Recap
Balance
Balancing Operations
Balancing Methods
Global Rebalancing
Local Rebalancing
Summary

	Advantages	Disadvantages
Global rebalancing	Guarantees a balanced tree	Inefficient ($O(n \log n)$ per rebalance), or periods of degraded performance
Local rebalancing	Efficient (adds only a constant factor overhead to insertion)	Not guaranteed to produce a balanced tree