

FINDING THE RANK OF AN ELEMENT IN A SET

Use array:

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| P | F | C | H | Q | A | N | D | M |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

rank(F) = ?

↪ partition

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| C | A | D | F | P | H | Q | N | M |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

$\Theta(n)$
OK if done once.
Not for multiple queries

Preprocess (sort)

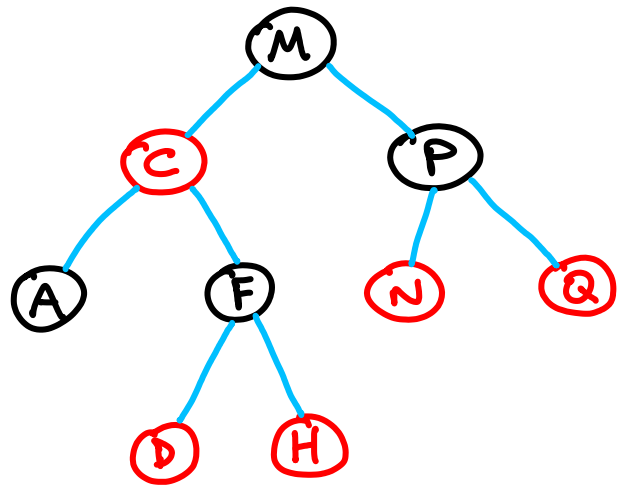
| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| A | C | D | F | H | M | N | P | Q |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

$O(n \log n)$
Now all queries: $O(1)$

What if we want to insert/delete? → bad $O(n)$

FINDING THE RANK OF AN ELEMENT in a DYNAMIC SET with PREPROCESSING

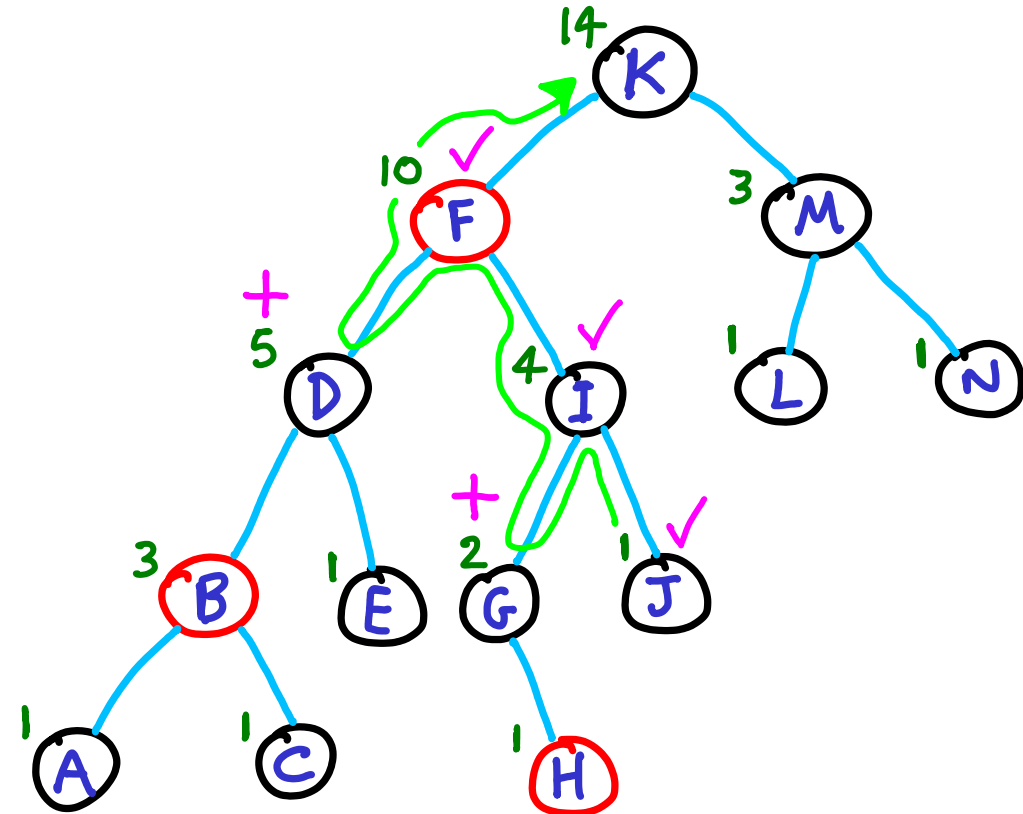
(allow insertions & deletions "quickly")



Dynamic X

RB-tree contains sorted letters
Now we can quickly restore sorted order
Store ranks... → bad
(too many ranks change w/ insert)

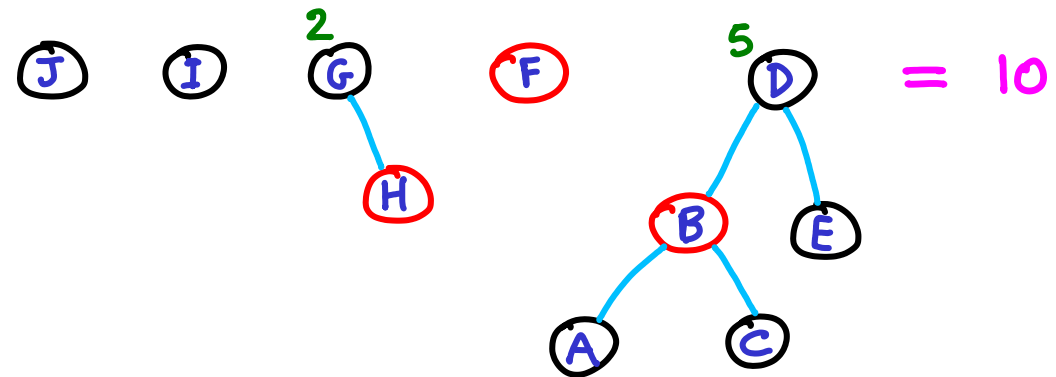
USING AN AUGMENTED R-B TREE TO FIND RANKS (with subtree sizes)



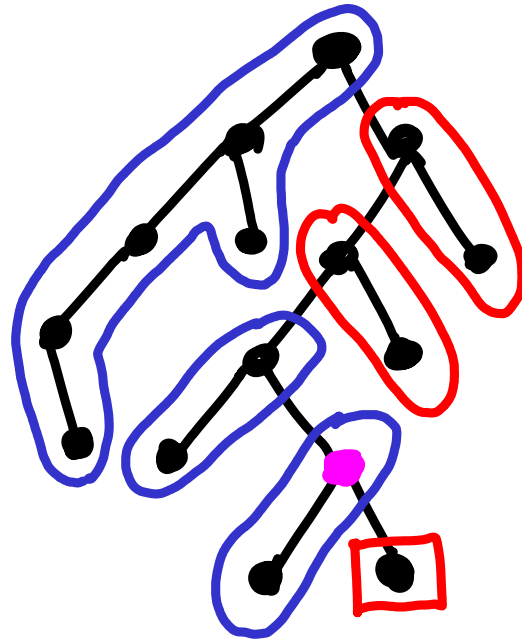
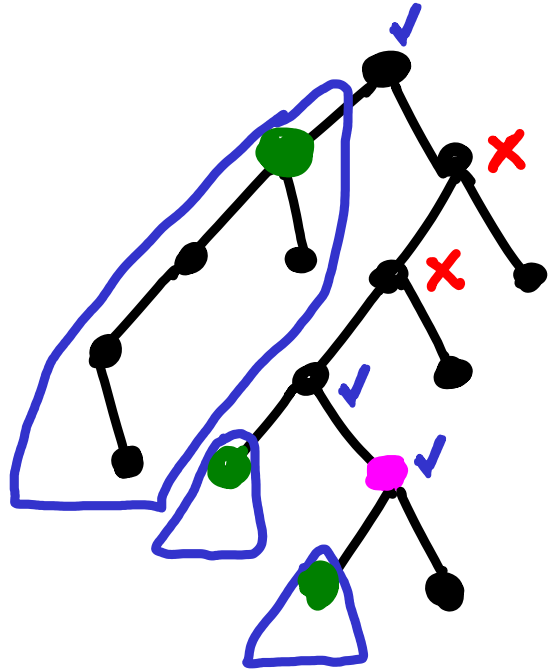
Rank(J) : Walk up,

✓ count smaller ancestors,
but also

+ add sizes of subtrees
containing smaller numbers.



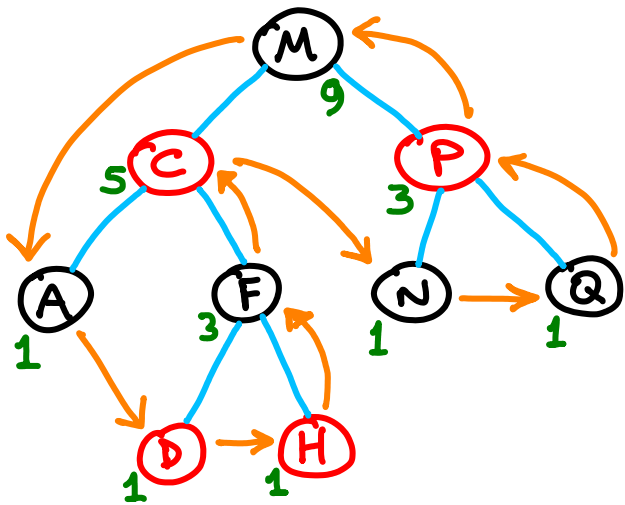
Must walk all the way up



$O(\log n)$ time

The balanced BST can be built in $\Theta(n \log n)$ time

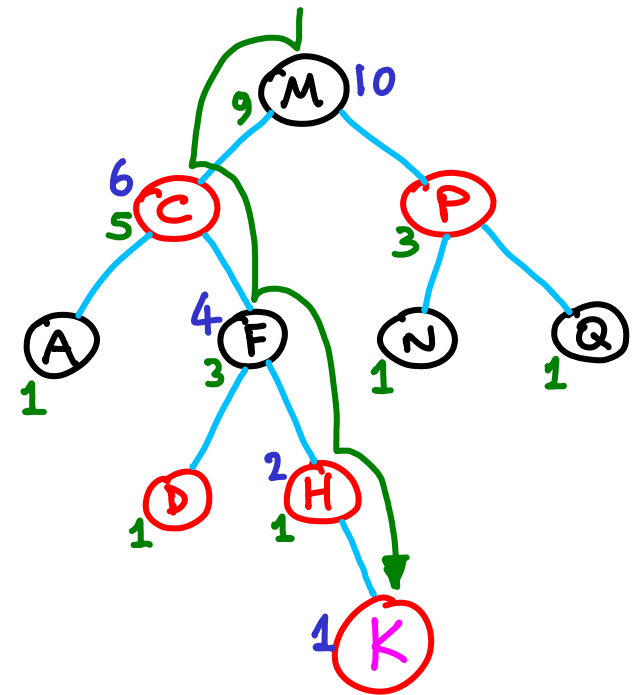
Compute subtree sizes after building
by postorder walk ...



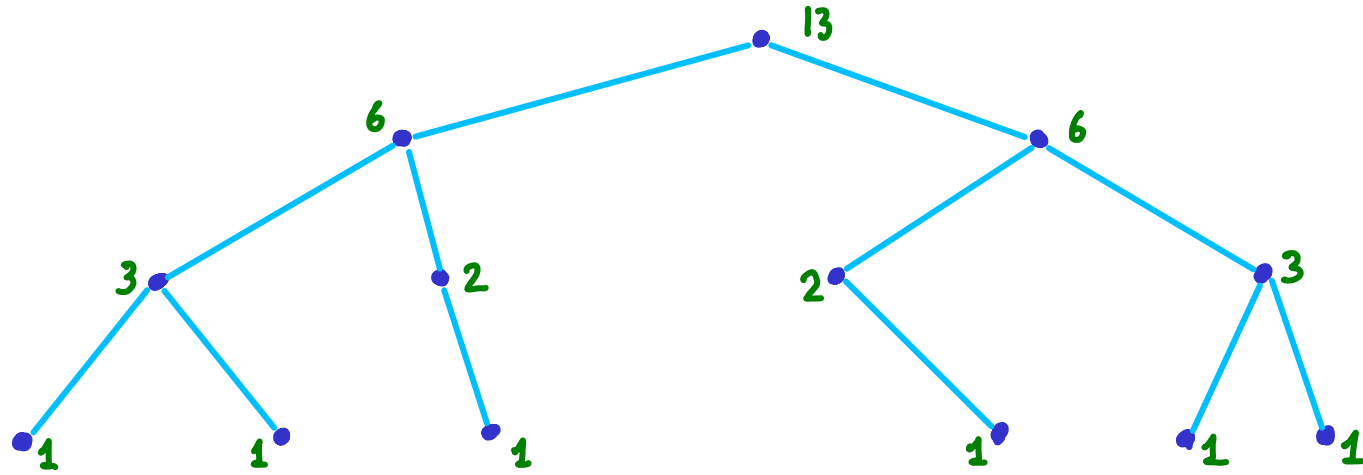
... or update path
when inserting }

BUT...

we will need to rebalance

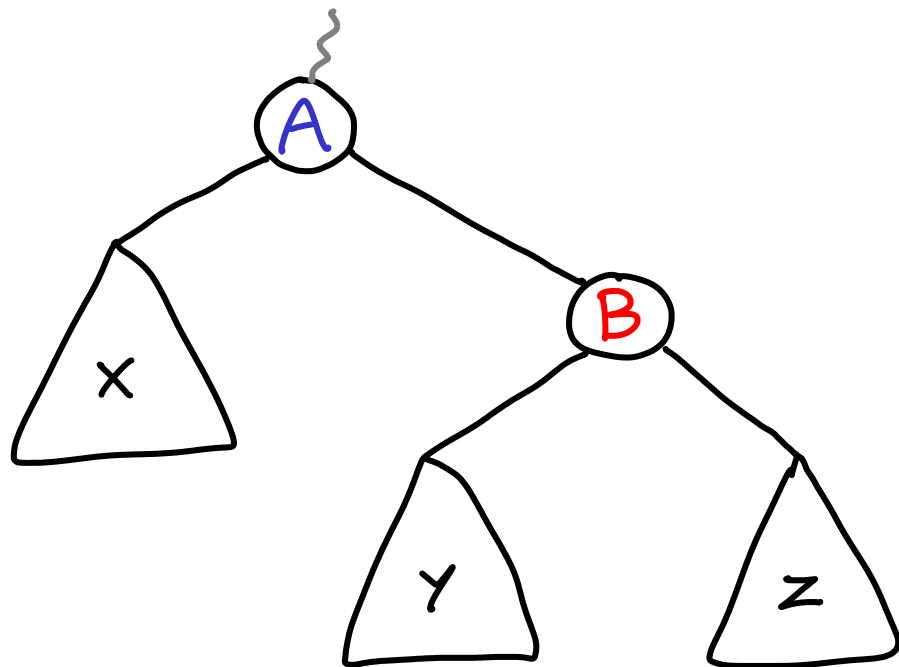
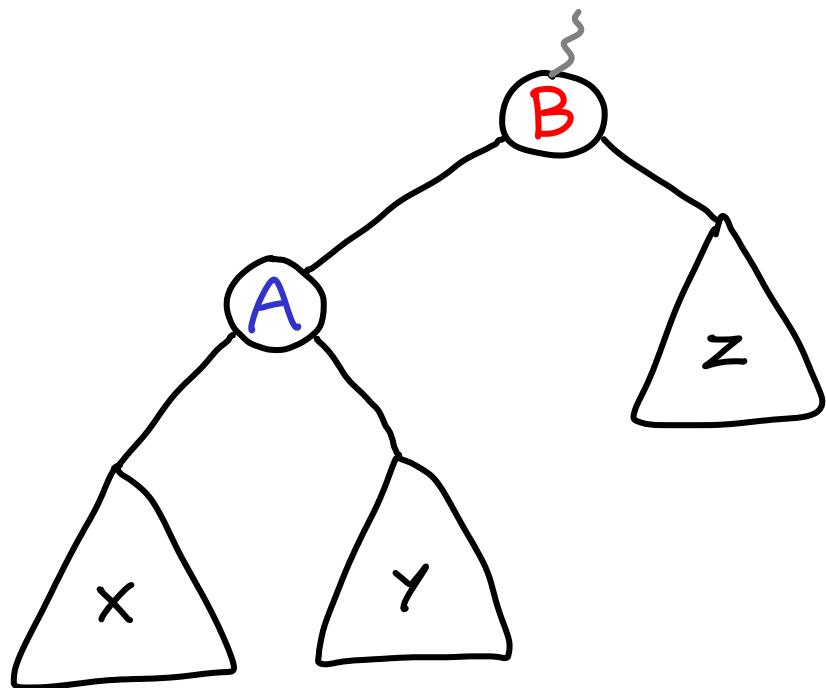


Can we update subtree sizes when inserting/deleting data?

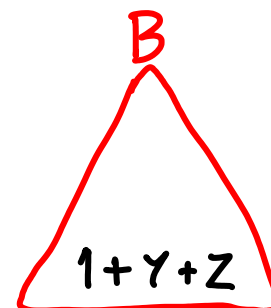
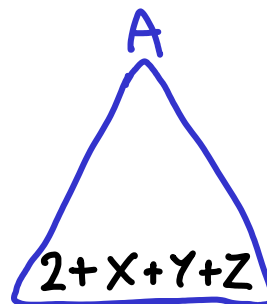
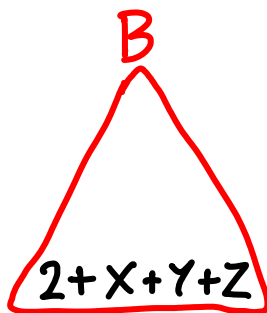
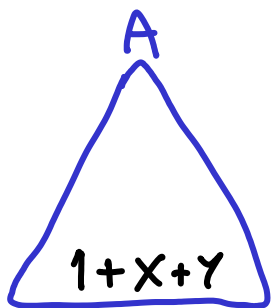


Use a RB tree

↳ when are subtree sizes affected? Rotations



sizes



AUGMENTED TREE TO FIND RANKS

- easy to find rank:
 - look at ancestor path & some adjacent subtree sizes
- subtree sizes can be updated when inserting and rebalancing

$O(\log n)$ per search / insertion / deletion

DYNAMIC SELECTION

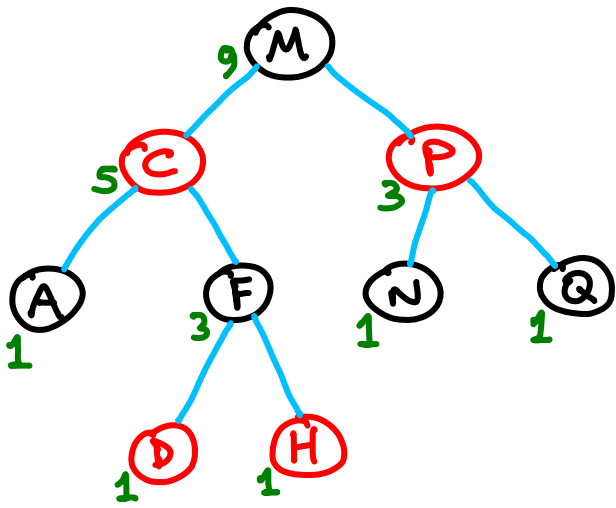
find the i -th smallest element in a set

Static: $\Theta(n)$

Dynamic: $O(n \log n)$ preprocessing \rightarrow balanced BST w/ subtree sizes

$O(\log n)$ query / insert / delete

(similar ... just need to see how to query)



Select(x, i) // get i-th element in subtree rooted at x.

$k \leftarrow 1 + \text{size}(l_x)$ // l_x : left child of x

if $i = k$, return x.

else if $i < k$, return Select(l_x , i)

else ($i > k$) return Select(r_x , $i - k$)

example: $i = 5$

$k = 6$

$i = 5, k = 2$

$i = 3, k = 2$

$i = 1, k = 1$

Select(root, 5)

$k \leftarrow 1 + 5$

$i < k \Rightarrow$ Select(C, 5)

$k = 1 + 1$

$i > k \Rightarrow$ Select(F, 3)

$k = 1 + 1$

$i > k \Rightarrow$ Select(H, 1)

$k = 1 + 0$

$i = k \Rightarrow$ return H