Splay Trees

Disadvantage of balanced search trees:

- worst case; no advantage for easy inputs
- additional memory required
- complicated implementation

Splay Trees:

- after access, an element is moved to the root; splay(x)
- repeated accesses are faster
- only amortized guarantee
- read operations change the tree

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Splay Trees

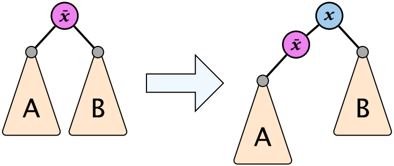
find(x)

- search for x according to a search tree
- let $\bar{x}$ be last element on search-path
- splay$(\bar{x})$

Splay Trees

insert(x)

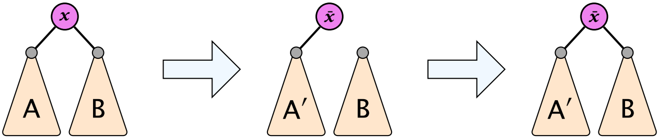
- search for x; $\bar{x}$ is last visited element during search (successer or predecessor of x)
- splay($\bar{x}$) moves $\bar{x}$ to the root
- insert x as new root



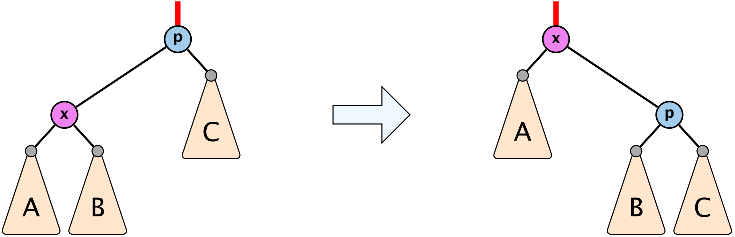
Splay Trees

delete(x)

- search for x; splay(x); remove x
- search largest element $\bar{x}$ in A
- splay($\bar{x}$) (on subtree A)
- connect root of B as right child of $\bar{x}$



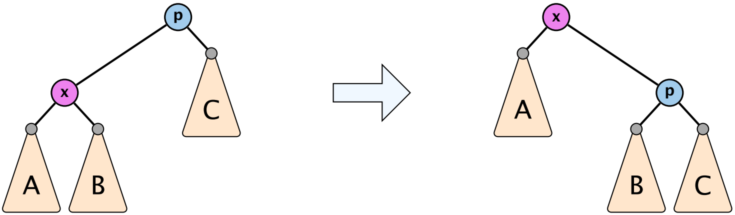
Move to Root



How to bring element to root?

- one (bad) option: moveToRoot(x)
- iteratively do rotation around parent of x until x is root
- if x is left child do right rotation otw. left rotation

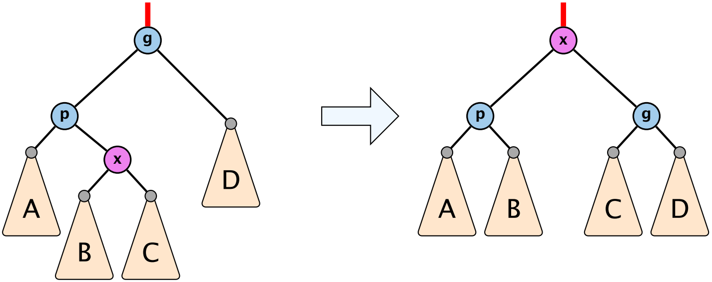
Splay: Zig Case



better option splay(x):

- zig case: if x is child of root do left rotation or right rotation around parent

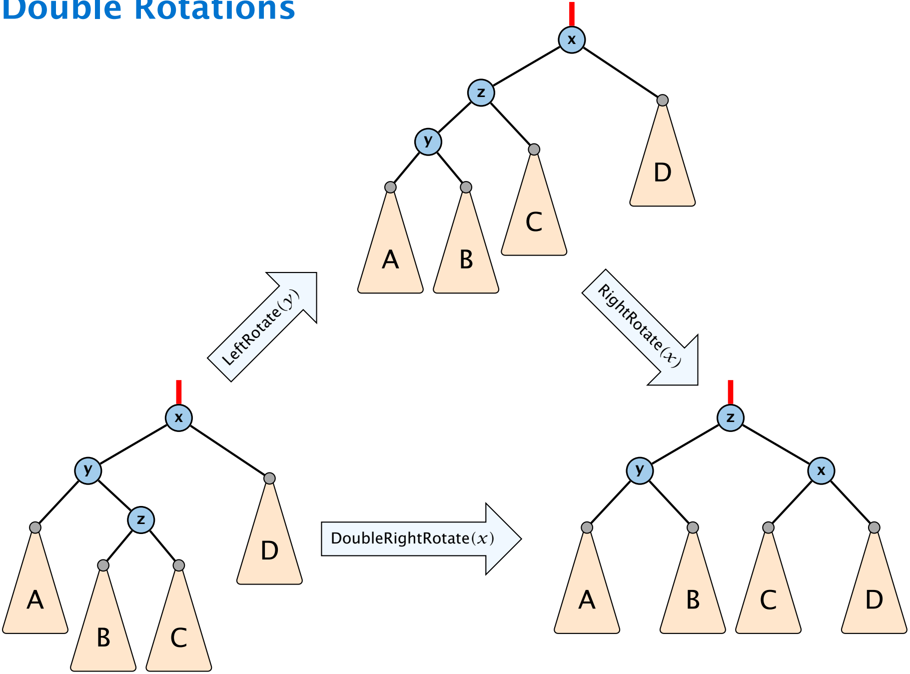
Splay: Zigzag Case



better option splay(x):

- zigzag case: if x is right child and parent of x is left child (or x left child parent of x right child)
- do double right rotation around grand-parent (resp. double left rotation)

Double Rotations



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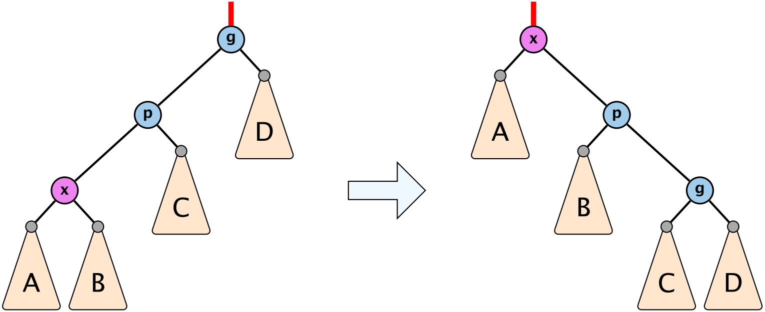
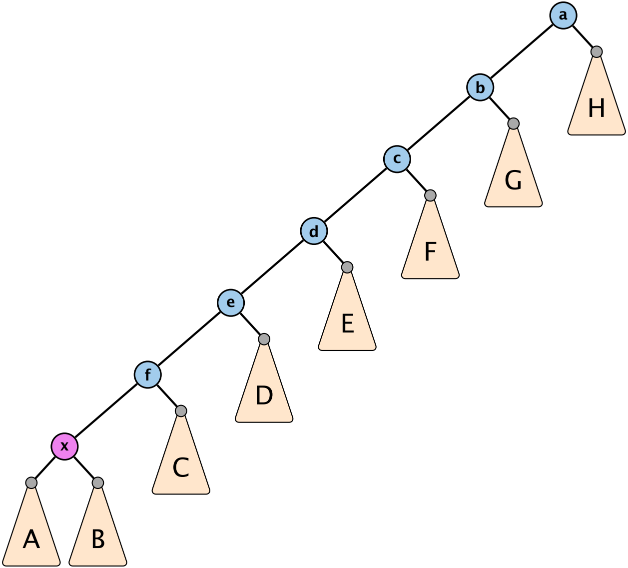


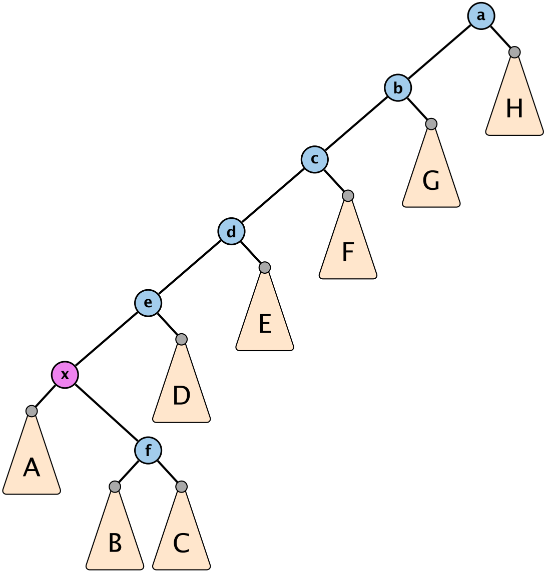
better option splay(x):

- zigzig case: if x is left child and parent of x is left child (or x right child, parent of x right child)
- do right roation around grand-parent followed by right rotation around parent (resp. left rotations)

Splay vs. Move to Root



Splay vs. Move to Root



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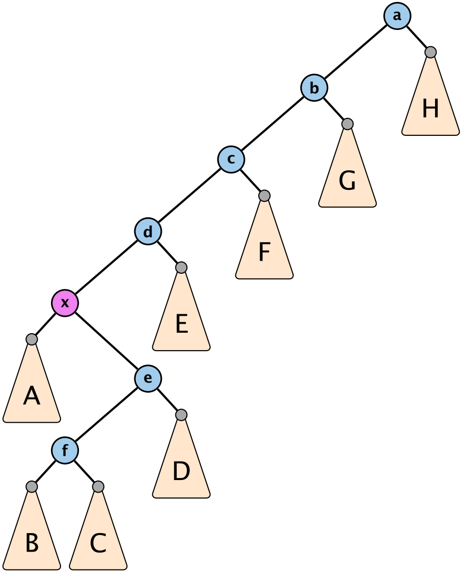

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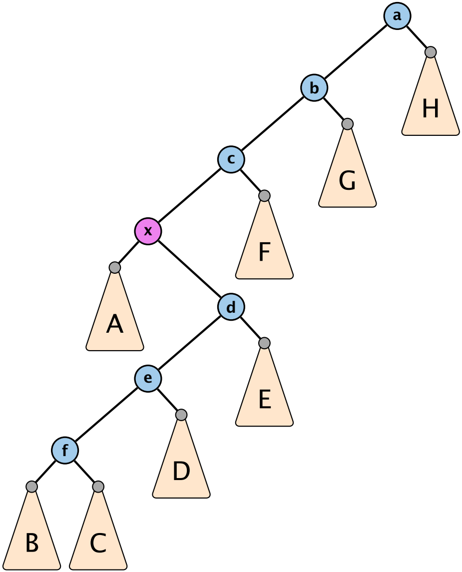

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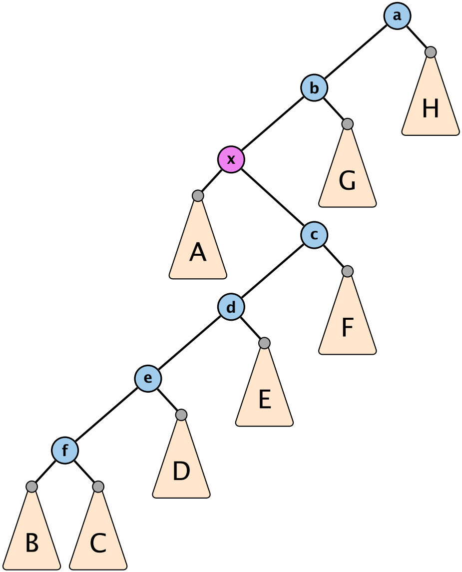

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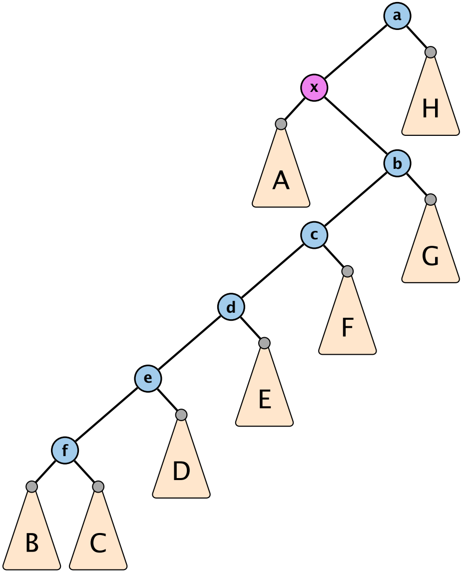

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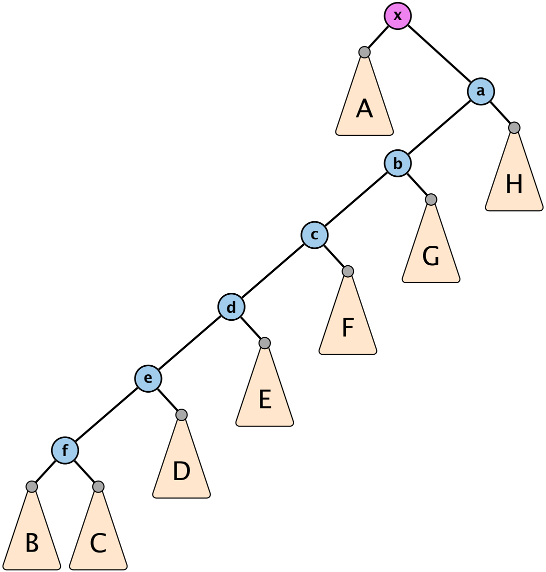

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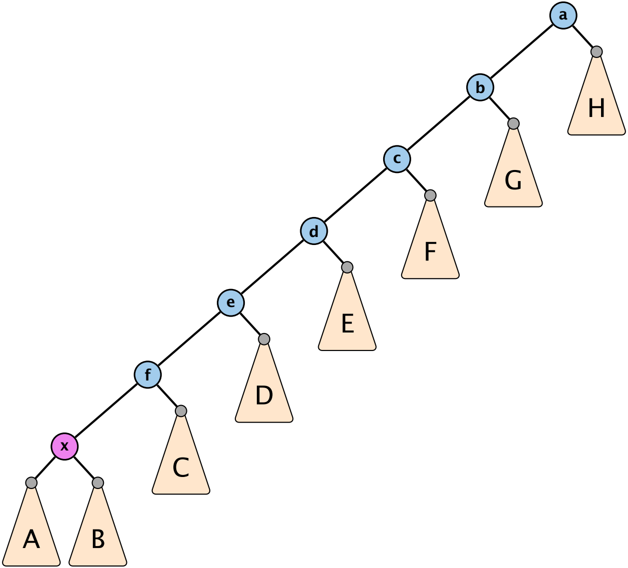

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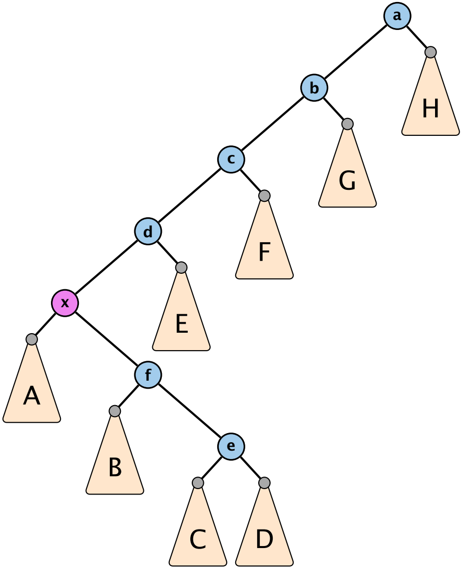

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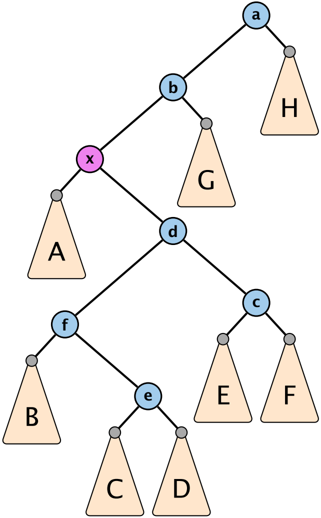

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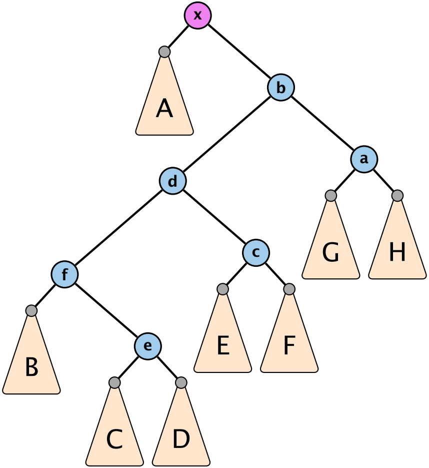

Static Optimality

Suppose we have a sequence of m find-operations. find(x) appears h_x times in this sequence.

The cost of a static search tree T is:

$$\text{cost}(T) = m + \sum_x h_x \, \text{depth}_T(x)$$

The total cost for processing the sequence on a splay-tree is $\mathcal{O}(\text{cost}(T_{\text{min}}))$, where T_{min} is an optimal static search tree.

Dynamic Optimality

Let S be a sequence with m find-operations.

Let A be a data-structure based on a search tree:

- the cost for accessing element x is $1 + \mathrm{depth}(x)$;
- after accessing x the tree may be re-arranged through rotations;

Conjecture:
A splay tree that only contains elements from S has cost $\mathcal{O}(\mathrm{cost}(A, S))$, for processing S.

Lemma 1

Splay Trees have an amortized running time of $\mathcal{O}(\log n)$ for all operations.

Amortized Analysis

Definition 2
A data structure with operations $\mathrm{op}_1(), \ldots, \mathrm{op}_k()$ has amortized running times $t_1, \ldots, t_k$ for these operations if the following holds.

Suppose you are given a sequence of operations (starting with an empty data-structure) that operate on at most n elements, and let k_i denote the number of occurences of $\mathrm{op}_i()$ within this sequence. Then the actual running time must be at most $\sum_i k_i \cdot t_i(n)$.

Potential Method

Introduce a potential for the data structure.

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$$\hat{c}_i = c_i + \Phi(D_i) - \Phi(D_{i-1}) \ .$$

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Then

$$\sum_{i=1}^{k} c_i \leq \sum_{i=1}^{k} c_i + \Phi(D_k) - \Phi(D_0) = \sum_{i=1}^{k} \hat{c}_i$$

This means the amortized costs can be used to derive a bound on the total cost.

Example: Stack

Stack

- $S.\mathbf{push}()$
- $S.\mathbf{pop}()$
- $S.\mathbf{multipop}(k)$: removes k items from the stack. If the stack currently contains less than k items it empties the stack.
- The user has to ensure that pop and multipop do not generate an underflow.

Actual cost:

- $S.\mathbf{push}()$: cost 1.
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- $S.\textbf{push}()$: cost

$$\hat{C}_{\text{push}} = C_{\text{push}} + \Delta\Phi = 1 + 1 \le 2 \enspace .$$

- $S.\textbf{pop}()$: cost

$$\hat{C}_{\text{pop}} = C_{\text{pop}} + \Delta\Phi = 1 - 1 \le 0 \enspace .$$

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Incrementing a binary counter:
Consider a computational model where each bit-operation costs one time-unit.

Incrementing an n-bit binary counter may require to examine n-bits, and maybe change them.

Actual cost:

- Changing bit from 0 to 1: cost 1.
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Amortized cost:

$0 \to 1$

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$1 \to 0$:

$$\hat{C}_{1\to 0} = C_{1\to 0} + \Delta\Phi = 1 - 1 \le 0 .$$

Let k denotes the number of consecutive ones in the least significant bit-positions. An increment involves k $(1 \to 0)$-operations, and one $(0 \to 1)$-operation.

Hence, the amortized cost is $k\hat{C}_{1\to 0} + \hat{C}_{0\to 1} \le 2$.

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Splay Trees

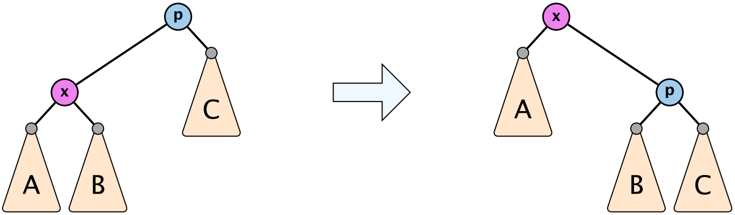
potential function for splay trees:

- size $\mathrm{s}(x) = |T_x|$
- rank $\mathrm{r}(x) = \log_2(s(x))$
- $\Phi(T) = \sum_{v \in T} r(v)$

amortized cost = real cost + potential change

The cost is essentially the cost of the splay-operation, which is 1 plus the number of rotations.

Splay: Zig Case



$$\Delta\Phi = r'(x) + r'(p) - r(x) - r(p)$$
$$= r'(p) - r(x)$$
$$\leq r'(x) - r(x)$$

$$\mathrm{cost}_{\mathrm{zig}} \leq 1 + 3(r'(x) - r(x))$$

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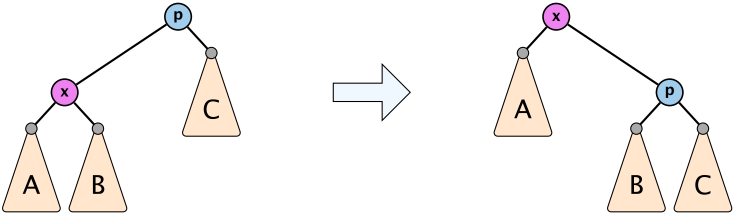

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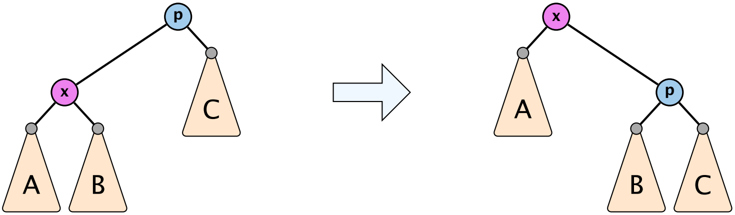

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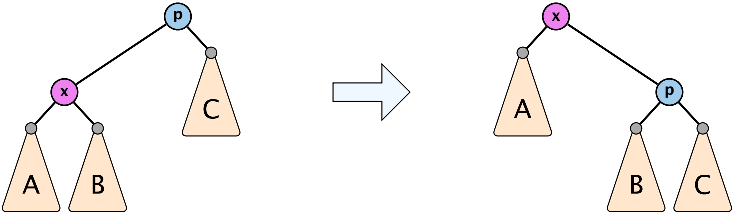

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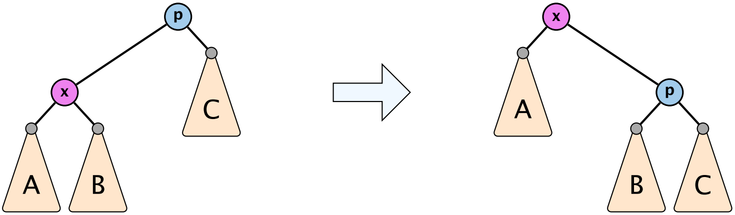

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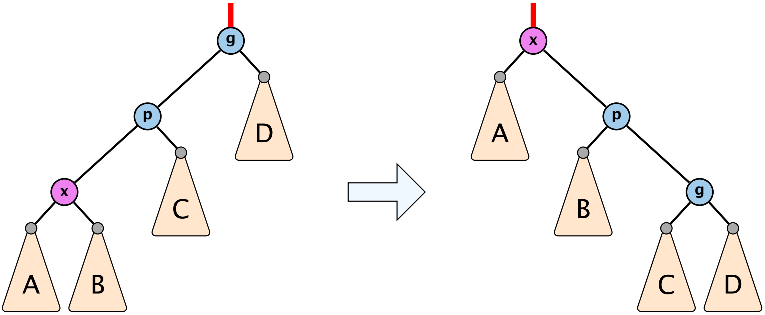

$$
\begin{aligned}
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&\le r'(x) + r'(g) - r(x) - r(x) \\
&= r'(x) + r'(g) + r(x) - 3r'(x) + 3r'(x) - r(x) - 2r(x) \\
&= -2r'(x) + r'(g) + r(x) + 3(r'(x) - r(x)) \\
&\le -2 + 3(r'(x) - r(x)) \quad \Rightarrow \mathrm{cost}_{\mathrm{zigzig}} \le 3(r'(x) - r(x))
\end{aligned}
$$

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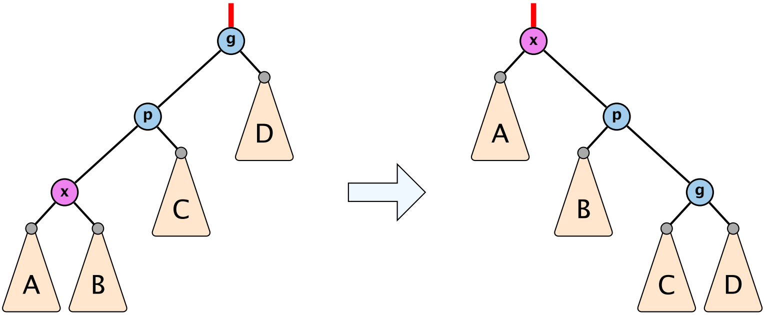

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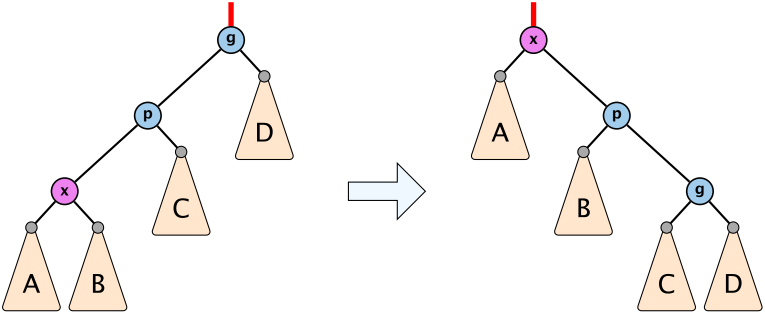
&= r'(x) + r'(g) + r(x) - 3r'(x) + 3r'(x) - r(x) - 2r(x) \\
&= -2r'(x) + r'(g) + r(x) + 3(r'(x) - r(x)) \\
&\le -2 + 3(r'(x) - r(x)) \quad \Rightarrow \mathrm{cost}_{\mathrm{zigzig}} \le 3(r'(x) - r(x))
\end{aligned}
$$

Splay: Zigzig Case



$$
\begin{aligned}
\Delta\Phi &= r'(x) + r'(p) + r'(g) - r(x) - r(p) - r(g)\\
&= r'(p) + r'(g) - r(x) - r(p)\\
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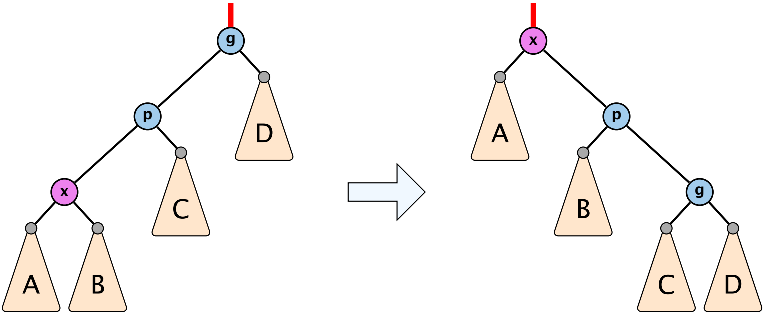
Splay: Zigzig Case



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\begin{aligned}
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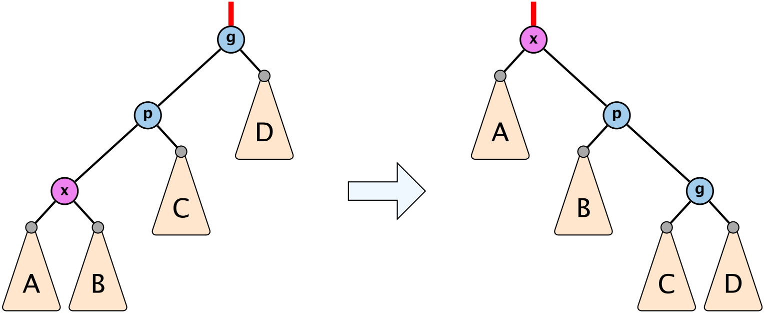

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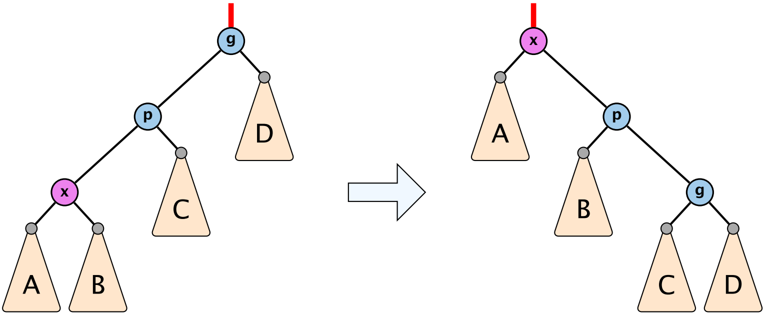

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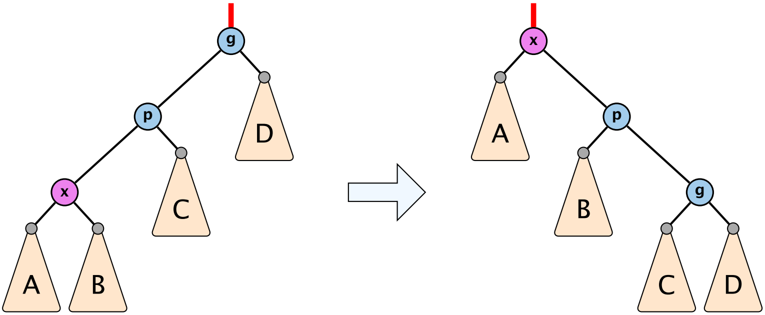

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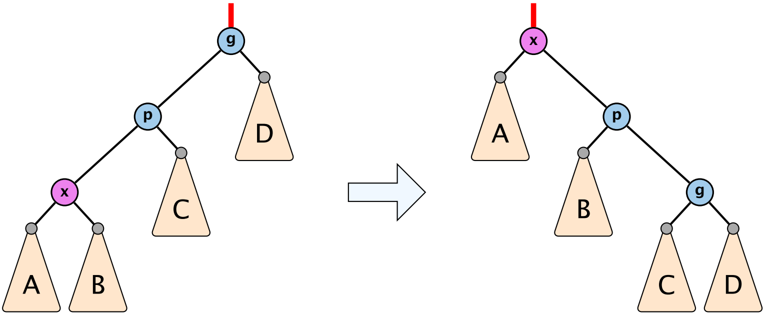

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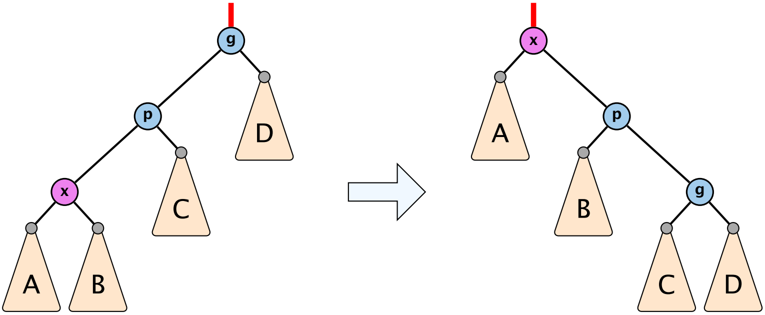
Splay: Zigzig Case



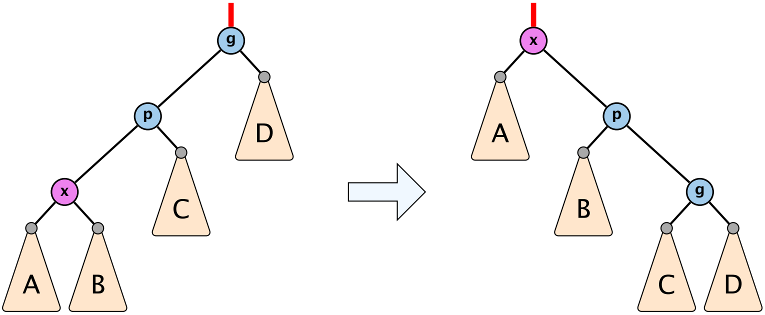
$$\frac{1}{2}\Big(r(x) + r'(g) - 2r'(x)\Big)$$

$$= \frac{1}{2}\Big(\log(s(x)) + \log(s'(g)) - 2\log(s'(x))\Big)$$

$$= \frac{1}{2}\log\Big(\frac{s(x)}{s'(x)}\Big) + \frac{1}{2}\log\Big(\frac{s'(g)}{s'(x)}\Big)$$

$$\le \log\Big(\frac{1}{2}\frac{s(x)}{s'(x)} + \frac{1}{2}\frac{s'(g)}{s'(x)}\Big) \le \log\Big(\frac{1}{2}\Big) = -1$$

Splay: Zigzig Case



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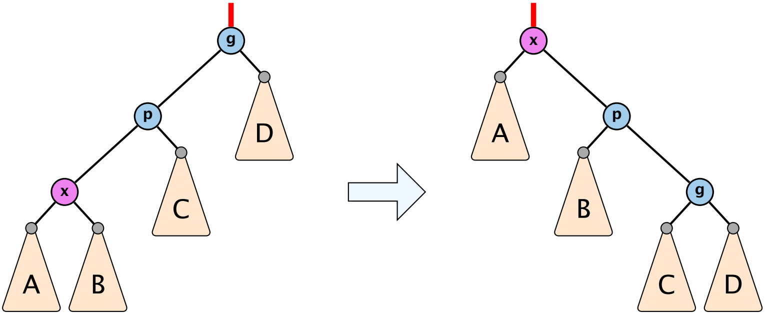

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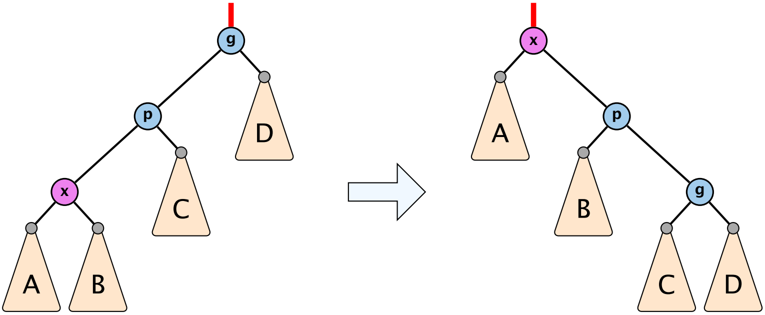

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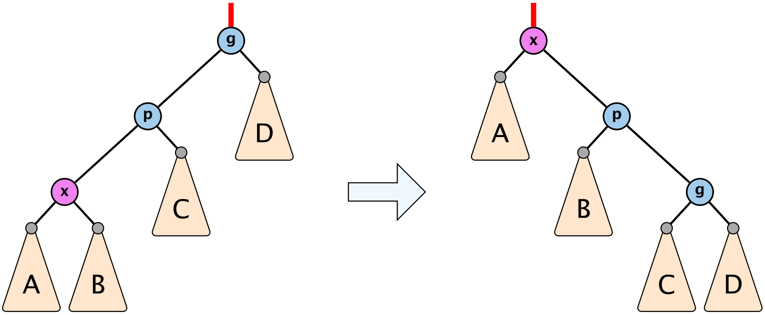
Splay: Zigzig Case



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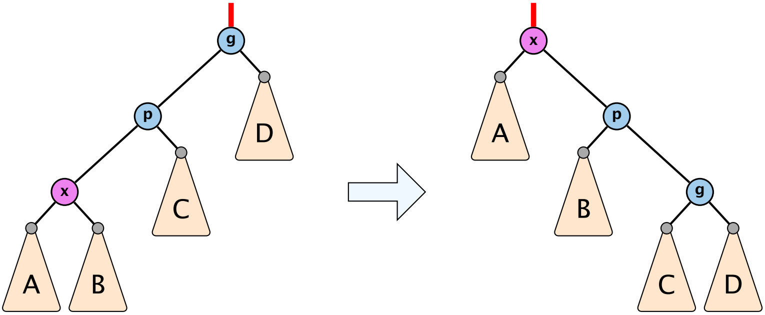
Splay: Zigzig Case



$$
\begin{aligned}
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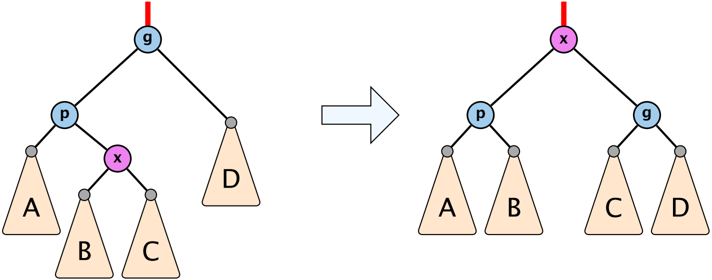
$$

Splay: Zigzag Case



$$
\begin{aligned}
\Delta\Phi &= r'(x) + r'(p) + r'(g) - r(x) - r(p) - r(g) \\
&= r'(p) + r'(g) - r(x) - r(p) \\
&\le r'(p) + r'(g) - r(x) - r(x) \\
&= r'(p) + r'(g) - 2r'(x) + 2r'(x) - 2r(x) \\
&\le -2 + 2(r'(x) - r(x)) \quad \Rightarrow \mathrm{cost}_{\mathrm{zigzag}} \le 3(r'(x) - r(x))
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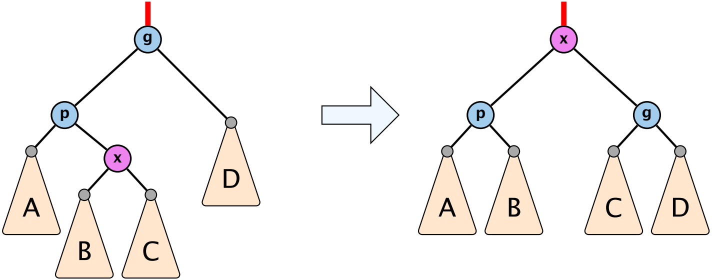
Splay: Zigzag Case



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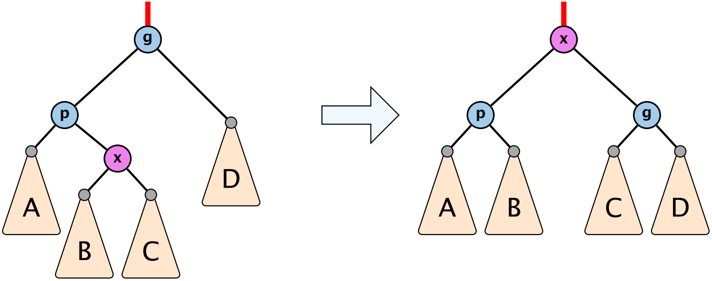
Splay: Zigzag Case



$$\begin{aligned}
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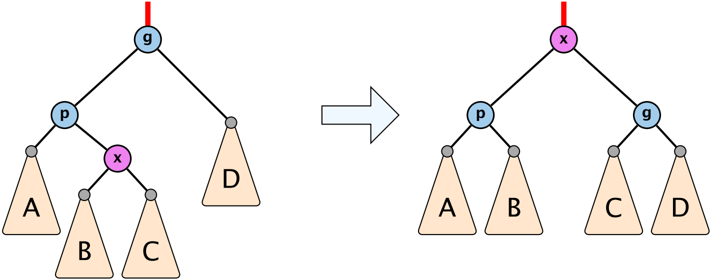
Splay: Zigzag Case



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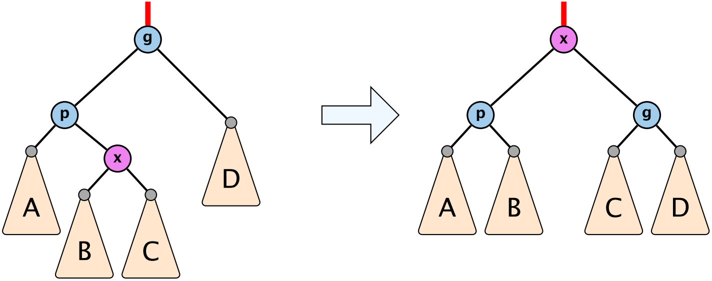
Splay: Zigzag Case



$$\Delta\Phi = r'(x) + r'(p) + r'(g) - r(x) - r(p) - r(g)$$

$$= r'(p) + r'(g) - r(x) - r(p)$$

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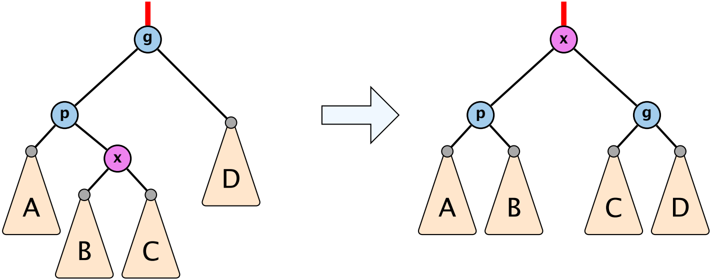
Splay: Zigzag Case



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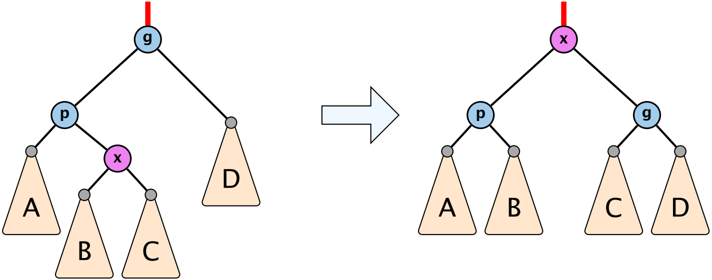

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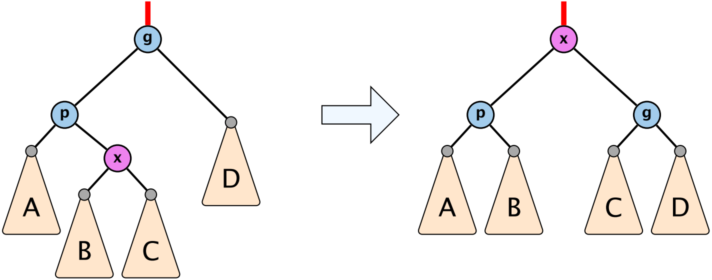
Splay: Zigzag Case



$$\frac{1}{2}\Big(r'(p) + r'(g) - 2r'(x)\Big)$$

$$= \frac{1}{2}\Big(\log(s'(p)) + \log(s'(g)) - 2\log(s'(x))\Big)$$

$$\leq \log\left(\frac{1}{2}\frac{s'(p)}{s'(x)} + \frac{1}{2}\frac{s'(g)}{s'(x)}\right) \leq \log\left(\frac{1}{2}\right) = -1$$

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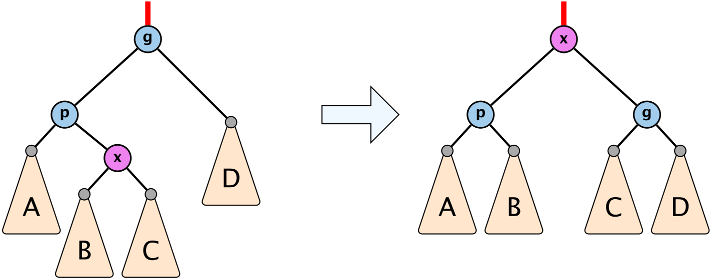

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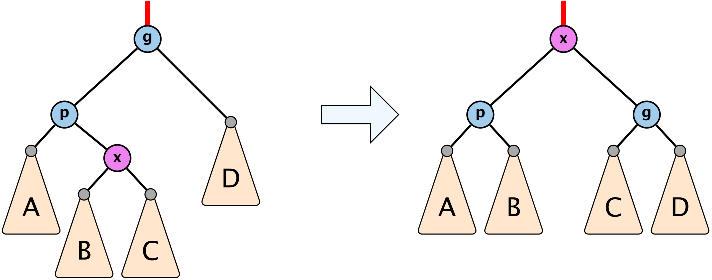

$$\frac{1}{2}\Big(r'(p)+r'(g)-2r'(x)\Big)$$

$$=\frac{1}{2}\Big(\log(s'(p))+\log(s'(g))-2\log(s'(x))\Big)$$

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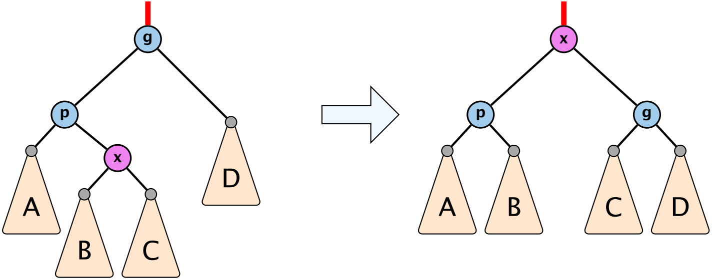

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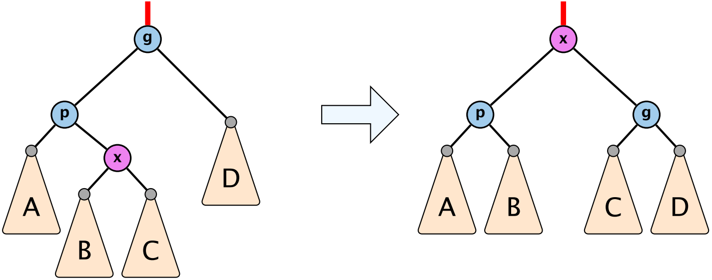

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Amortized cost of the whole splay operation:

$$
\begin{aligned}
&\le 1 + 1 + \sum_{\text{steps } t} 3(r_t(x) - r_{t-1}(x)) \\
&= 2 + r(\text{root}) - r_0(x) \\
&\le \mathcal{O}(\log n)
\end{aligned}
$$