Suppose you want to develop a data structure with:

- Insert(x): insert element x.
- Search(*k*): search for element with key *k*.
- Delete(x): delete element referenced by pointer x.
- ▶ find-by-rank( $\ell$ ): return the  $\ell$ -th element; return "error" if the data-structure contains less than  $\ell$  elements.



Suppose you want to develop a data structure with:

- Insert(x): insert element x.
- Search(*k*): search for element with key *k*.
- Delete(x): delete element referenced by pointer x.
- ▶ find-by-rank( $\ell$ ): return the  $\ell$ -th element; return "error" if the data-structure contains less than  $\ell$  elements.

# Augment an existing data-structure instead of developing a new one.



#### How to augment a data-structure

1. choose an underlying data-structure



#### How to augment a data-structure

- 1. choose an underlying data-structure
- 2. determine additional information to be stored in the underlying structure



#### How to augment a data-structure

- 1. choose an underlying data-structure
- 2. determine additional information to be stored in the underlying structure
- verify/show how the additional information can be maintained for the basic modifying operations on the underlying structure.



#### How to augment a data-structure

- 1. choose an underlying data-structure
- 2. determine additional information to be stored in the underlying structure
- 3. verify/show how the additional information can be maintained for the basic modifying operations on the underlying structure.
- 4. develop the new operations



# Goal: Design a data-structure that supports insert, delete, search, and find-by-rank in time $O(\log n)$ .

1. We choose a red-black tree as the underlying data-structure.



# Goal: Design a data-structure that supports insert, delete, search, and find-by-rank in time $O(\log n)$ .

- 1. We choose a red-black tree as the underlying data-structure.
- 2. We store in each node v the size of the sub-tree rooted at v.



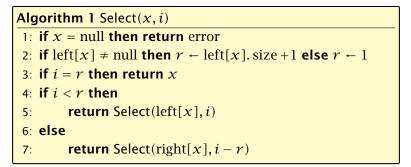
## Goal: Design a data-structure that supports insert, delete, search, and find-by-rank in time $O(\log n)$ .

- 1. We choose a red-black tree as the underlying data-structure.
- **2.** We store in each node v the size of the sub-tree rooted at v.
- 3. We need to be able to update the size-field in each node without asymptotically affecting the running time of insert, delete, and search. We come back to this step later...



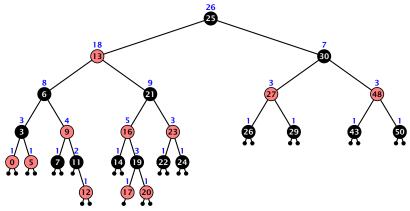
Goal: Design a data-structure that supports insert, delete, search, and find-by-rank in time  $O(\log n)$ .

```
4. How does find-by-rank work?Find-by-rank(k) = Select(root,k) with
```





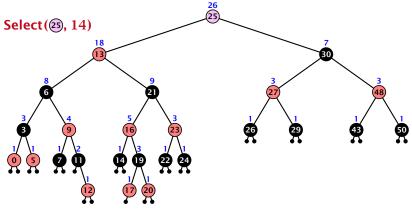
## Select(x, i)



- decide whether you have to proceed into the left or right sub-tree
- adjust the rank that you are searching for if you go right

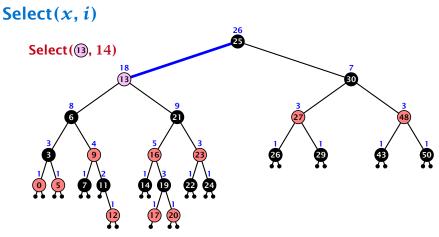


## Select(*x*, *i*)



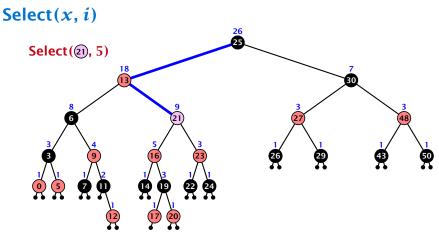
- decide whether you have to proceed into the left or right sub-tree
- adjust the rank that you are searching for if you go right





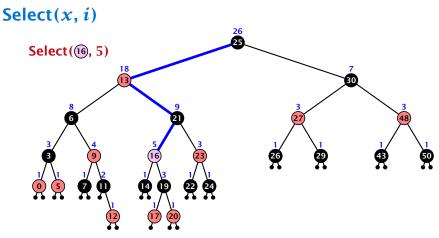
- decide whether you have to proceed into the left or right sub-tree
- adjust the rank that you are searching for if you go right





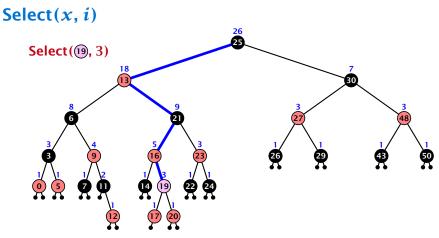
- decide whether you have to proceed into the left or right sub-tree
- adjust the rank that you are searching for if you go right





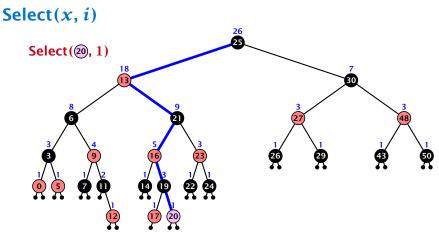
- decide whether you have to proceed into the left or right sub-tree
- adjust the rank that you are searching for if you go right





- decide whether you have to proceed into the left or right sub-tree
- adjust the rank that you are searching for if you go right





- decide whether you have to proceed into the left or right sub-tree
- adjust the rank that you are searching for if you go right



Goal: Design a data-structure that supports insert, delete, search, and find-by-rank in time  $O(\log n)$ .

3. How do we maintain information?



Goal: Design a data-structure that supports insert, delete, search, and find-by-rank in time  $O(\log n)$ .

3. How do we maintain information?

Search(k): Nothing to do.



Goal: Design a data-structure that supports insert, delete, search, and find-by-rank in time  $O(\log n)$ .

3. How do we maintain information?

Search(k): Nothing to do.

**Insert**(x): When going down the search path increase the size field for each visited node. Maintain the size field during rotations.



Goal: Design a data-structure that supports insert, delete, search, and find-by-rank in time  $O(\log n)$ .

3. How do we maintain information?

Search(k): Nothing to do.

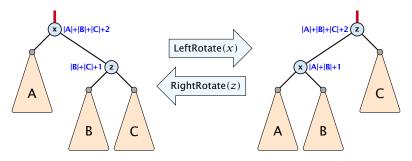
**Insert**(x): When going down the search path increase the size field for each visited node. Maintain the size field during rotations.

**Delete**(x): Directly after splicing out a node traverse the path from the spliced out node upwards, and decrease the size counter on every node on this path. Maintain the size field during rotations.



### Rotations

The only operation during the fix-up procedure that alters the tree and requires an update of the size-field:



The nodes x and z are the only nodes changing their size-fields.

The new size-fields can be computed locally from the size-fields of the children.

