Multi-Way Search Trees

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Motivation

- We keep the **ordering** idea of BSTs
  - **Fast search**, by excluding whole subtrees
- And add **more than two children** for each node
  - Gives more flexibility in restructuring the tree
  - And news ways to **keep it balanced**
Multi-way search trees

- $d$-node: a node with $d$ children

- Each internal $d$-node stores $d - 1$ ordered values $k_1 < \ldots < k_{d-1}$
  - No duplicate values in the whole tree

- All values in a subtree lie in-between the corresponding node values
  - For all values $l$ in the $i$-th subtree: $k_{i-1} < l < k_i$
  - Convention: $k_0 = -\infty$, $k_d = +\infty$

- $m$-way search tree: all nodes have at most $m$ children
  - A BST is a 2-way search tree
Example multi-way search tree

\[ m = 3 \]
Searching in a multi-way search tree

- Simple adaptation of the algorithm for BSTs
- Start from the root, traverse towards the leaves
- In each node, there is a **single subtree** that can possibly contain a value $l$
  - The subtree $i$ such that $k_{i-1} < l < k_i$
  - Continue in that subtree
Example multi-way search tree
Search for value 12

Unsuccessful search
Search for value 24

Successful search
**Insertion in a multi-way search tree**

- Again, simple adaptation of BSTs
  - **But**: we don't always need to create a new node
  - We can insert in an existing one if there is space

- Start with a search for the value \( l \) we want to insert

- If found, stop (no duplicates)

- If not found, insert at the **leaf** we reached
  - If full, create an \( i \)-th child, such that \( k_{i-1} < l < k_i \)
Insert value 28

Unsuccessful search

\( m = 3 \)
Value 28 inserted
Insert value 32

Unsuccessful search
Value 32 inserted
Insert value 12

Unsuccessful Search
Value 12 inserted
Deletion from a multi-way search tree

Left as an exercise.
Complexity of operations

- We need to traverse the tree from the root to a leaf
- The time spent at each node is constant
  - Eg. find $i$ such that $k_{i-1} < l < k_i$
  - Assuming $m$ is fixed!
- So as usual all complexities are $O(h)$
  - $O(n)$ in the worst-case
Balanced multi-way search trees

• Similarly to BSTs we need to keep the tree **balanced**
  - So that \( h = O(\log n) \)

• AVL where a kind of balanced BSTs

• We will study two kinds of **balanced multi-way** search trees:
  - **2-3 trees**
  - **2-3-4 trees** (also known as (2,4) trees)
2-3 trees

• A 2-3 tree is a 3-way search tree which has the following properties

• Size property
  - Each node contains **1 or 2 values**
    (so each **internal** node contains **2 or 3 children**)

• Depth property
  - All **leaves** have the **same depth** (lie on the same level)
Example of 2-3 tree
Height of 2-3 trees

• **All nodes** at **all levels** except the last one are **internal**
  - And each internal node has at least 2 children
  - So at level $i$ we have at least $2^i$ nodes

• Hence $n \geq 2^h$, in other words $h = O(\log n)$

• So we can search for an element in time $O(\log n)$
  - Using the standard algorithm for $m$-way trees
Search for L
Insertion in 2-3-trees

• We can start by following the generic algorithm for $m$-way trees
• Search for the value $l$ we want to insert
• If found, stop (no duplicates)
• If not found, insert at the leaf we reached
Example: insert B
Example: insert B
Example: result
Insertion in 2-3-trees

• But what if there is no space at the leaf (overflow)?

• The standard algorithm will insert a child at the leaf
  - But this violates the depth property!
  - The new leaf is not at the same level

• Different strategy
  - split the overflowed node into two nodes
  - pass the middle value to the parent (separator of the two nodes)

• The middle value might overflow the parent
  - Same procedure: split and send the middle value up
Example: insert M
Example: insert M

M overflows this node.
Example: insert M

The node is split in two and Li is passed to the parent node.
Example: insert M

Loverflows this node
Example: insert M

The node is split in two and Lis passed up to the parent
Example: result

Lis inserted in the root node
Example: insert Q

Q overflows this node
Example: insert Q

This node is split up and P is passed up
Example: result
Example: insert R

R is inserted in the node with Q where there is space.
Insertion in 2-3-trees

• The root might also overflow

• Same procedure
  - Split it
  - The middle value moves up, creating a new root

• This is the only operation that increases the tree's height
  - It increases the depth of all nodes simultaneously
  - 2-3-trees grow at the root, not at the leaves!
Example: insert S

S overflows this node
Example: insert S

This node is split and R is sent up
Example: insert S

Roverflows this node

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Example: insert $S$
Example: insert S

P overflows the root

H  L

D  J  N  R

A  B  E  F  I  K  M  O  Q  S
Example: result

The root splits and L becomes the new root
Complexity of insertion

• We traverse the tree
  - From the root to a leaf when searching
  - From the leaf back to the root while splitting

• Each split takes constant time
  - We do at most $h + 1$ of them

• So in total $O(h) = O(\log n)$ steps
  - Recall, the tree is balanced
(2,4) trees

• A (2,4) tree (or 2-3-4 tree) is a 4-way search tree with 2 extra properties

• Size property
  - Each node contains between 1 and 3 values
    (so each internal node contains between 2 and 4 children)

• Depth property
  - All leaves have the same depth (lie on the same level)

• Such trees are balanced
  - \( h = O(\log n) \)
  - Proof: exercise
Insertion in (2,4) trees

• Same as for 2-3-trees
  - Search for the value
  - Insert at a leaf

• In case of an overflow (5-node)
  - Split it into a 3-node and a 2-node
  - Move the separator value $k_3$ to the parent
Overflow at a 5-node
The separating value is sent to the parent node
Node replaced with a 3-node and a 2-node
Example: insert 4
Example: insert 6
Example: insert 12

4 6 12
Example: insert 15 - overflow

4 6 12 15
Creation of new root node
Split

Diagram:

- Node 12
- Node 4
- Node 6
- Node 15
Example: insert 3
Example: insert 5 - overflow
5 is sent to the parent node
Split

![Diagram with numbers 3, 4, 6, 15, and 12 connected in a tree structure. The diagram shows the split process.]
Example: insert 10
Example: insert 8
Example

Inserted 11, 13 and 14.
Example: insert 17 - overflow
Split and send 15 to the parent node
The root overflows
Creation of new root
Split
Final tree
Complexity

• Same as for 2-3-trees
  - At most $h$ splits
  - Each split is constant time

• $O(\log n)$
  - Because the tree is balanced
Removal in (2,4) trees

- To remove a value $k_i$ from an internal node
  - Replace with its predecessor (or its successor)
  - Right-most value in the $i$-th subtree
  - Similar to the BST case of nodes with two children

- To remove a value from a leaf
  - We simply remove it
  - But it might violate the size property (underflow)
Fixing underflows

Two strategies for fixing an underlow at $\nu$

- Is there an immediate sibling $w$ with a “spare” value? (2 or 3 values)
- If so, we do a transfer operation
  - Move a value of $w$ to its parent $u$
  - Move a value of the parent $u$ to $\nu$
- If not, we do a fusion operation
  - Merge $\nu$ and $w$, creating a new node $\nu'$
  - Move a value from the parent $u$ to $\nu'$
  - This might underflow the parent, continue the same procedure there
Initial tree
Remove 4
Transfer
After the transfer
Remove 12
Remove 12
Fusion of and
After the fusion
Remove 13
After the removal of 13
Remove 14 - underflow
Fusion
Underflow at
Fusion
Remove the root
Final tree
Readings

• T. A. Standish. *Data Structures, Algorithms and Software Principles in C*. Section 9.9

• M. T. Goodrich, R. Tamassia and D. Mount. *Data Structures and Algorithms in C++*. Section 10.4

• R. Sedgewick. *Αλγόριθμοι σε C*. 3η Αμερικανική Έκδοση. Εκδόσεις Κλειδάριθμος. Section 13.3