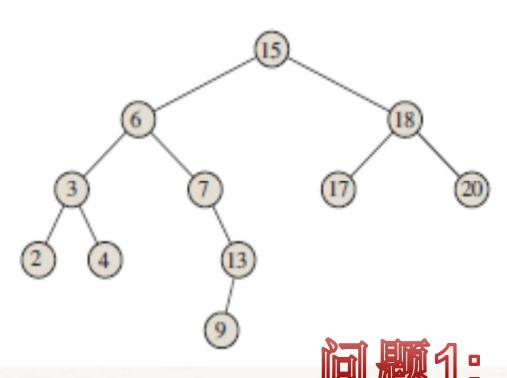
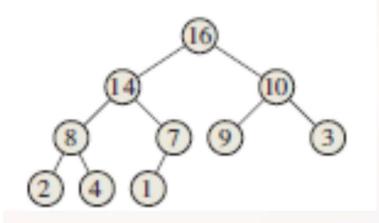


Part I 搜索效率与平衡





问题1:

这各是什么结构?他们 有什么相同与不同之处?

Binary-Search-Tree Property

Let x be a node in a binary search tree. If y is a node in the left subtree of x, then $y.key \le x.key$. If y is a node in the right subtree of x, then $y.key \ge x.key$.

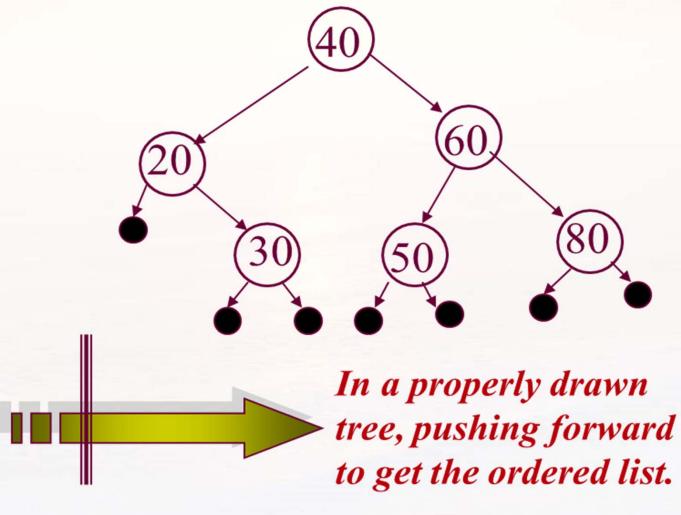
INORDER-TREE-WALK (x)

- 1 if $x \neq NIL$
- 2 INORDER-TREE-WALK (x.left)
- 3 print x.key
- 4 INORDER-TREE-WALK (x.right)

问题2:

你能解释这个过程对一个binary search tree执行的结果吗?你能否从BST的性质你能否从BST的性质来说明为什么是这样的结果?

Properly Drawn Tree



"扫描"BST的代价是线性的

If x is the root of an n-node subtree, then the call INORDER-TREE-WALK(x) takes $\Theta(n)$ time.

We use the substitution method to show that T(n) = O(n) by proving that $T(n) \le (c+d)n + c$. For n = 0, we have $(c+d) \cdot 0 + c = c = T(0)$. For n > 0, we have

$$T(n) \le T(k) + T(n-k-1) + d$$

 $= ((c+d)k+c) + ((c+d)(n-k-1)+c) + d$
 $= (c+d)n + c - (c+d) + c + d$
 $= (c+d)n + c$,
其实是数学归纳法

133°

为什么二分變素物性质使得變素很 方便? 效率是否也很高呢?

```
TREE-SEARCH (x, k)

1 if x == NIL or k == x.key

2 return x

3 if k < x.key

4 return TREE-SEARCH (x.left, k)

5 else return TREE-SEARCH (x.right, k)
```

```
ITERATIVE-TREE-SEARCH (x, k)

1 while x \neq \text{NIL} and k \neq x.key

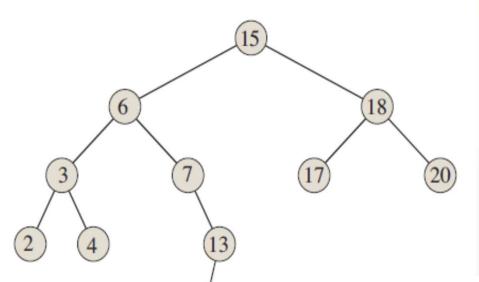
2 if k < x.key

3 x = x.left

4 else x = x.right

5 return x
```

BST中结点的"后继"



问题4:

你能否结合左图,解 释下面的过程,特别 是红框中的部分?

什么情况下, y是NIL?

```
TREE-SUCCESSOR (x)
```

```
if x.right \neq NIL 后继是右子树中最小元,或者…
    return TREE-MINIMUM (x.right)
y = x.p
while y \neq NIL and x == y.right
```

eturn v

问题5:

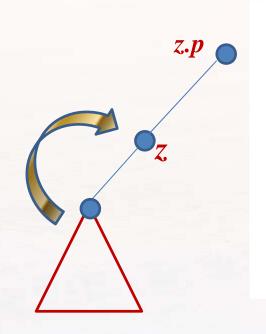
用BST实现动态集合,为什么需要过程Tree-Successor? 还需要其他什么辅助过程吗?

河壓6部为什么在为什么在,搜索化中,则除比插入复杂?

```
TREE-INSERT (T, z)
     y = NIL
     x = T.root
    while x \neq NIL
                     插入的位置一定是叶子
     if z.key < x.key
             x = x.left
7 else x = x.right
8 z.p = y
9 if y == NIL
         T.root = z // tree T was empty
 11 elseif z.key < y.key</p>
    y.left = z
     else y.right = z
```

问题7:

什么情况下待删除结点的后继即其父结点,这对删除操作带来什么方便?



TRANSPLANT(T, u, v)

```
1 if u.p == NIL

2 T.root = v

3 elseif u == u.p.left

4 u.p.left = v

5 else u.p.right = v

6 if v \neq NIL

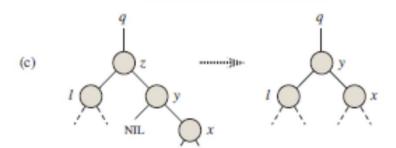
7 v.p = u.p
```

问题8:

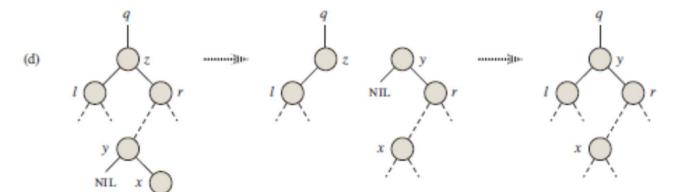
待删结点的 左子树为空 怎么样呢?

从BST中删除

假设待删除元素所在结点左右子树皆非空:

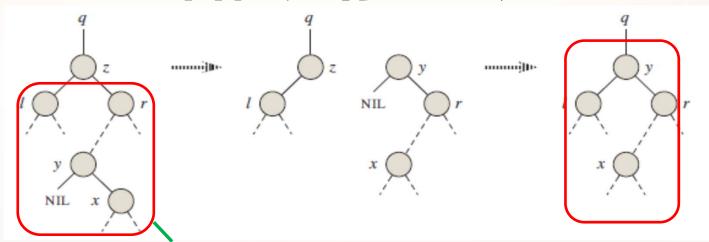


关键是: 待删除元素的 后继是否为其右子结点 (即右子树的根)。



If z has two children, then we find z's successor y—which must be in z's right subtree—and have y take z's position in the tree. The rest of z's original right subtree becomes y's new right subtree, and z's left subtree becomes y's new left subtree. This case is the tricky one because, as we shall see, it matters whether y is z's right child.

看得更仔细一点



删除z后, x,y,r 这 三个结点"父子" 关系被改变了! else y = TREE-MINIMUM(z.right)if $y.p \neq z$ TRANSPLANT(T, y, y.right) y.right = z.right y.right.p = yTRANSPLANT(T, z, y)

y.left = z.lefty.left.p = y 问题9:

BST是否能够有效地实现 动态集合,为什么?

平衡程度是关键!

Part II 红黑树

Red-Black Property

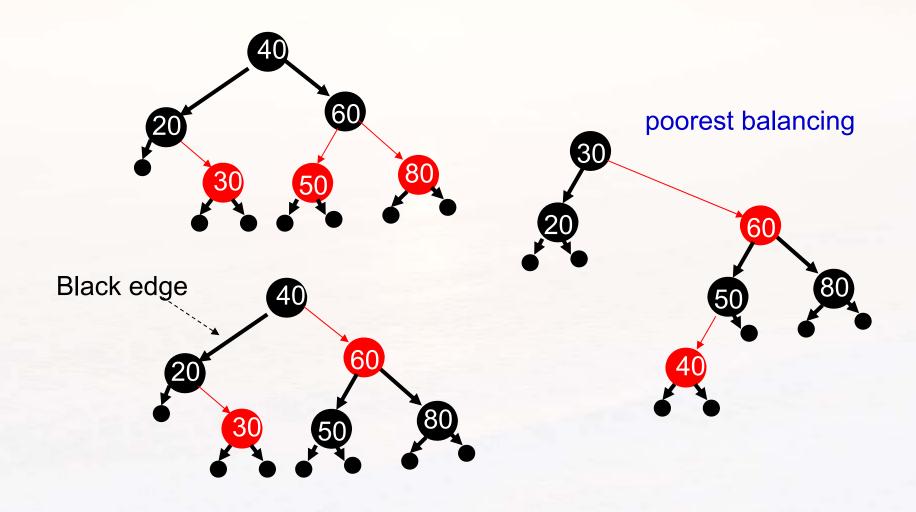
A red-black tree is a binary tree that satisfies the following red-black properties:

- Every node is either red or black.
- The root is black.
- Every leaf (NIL) is black.
- If a node is red, then both its children are black.
- For each node, all simple paths from the node to descendant leaves contain the same number of black nodes.

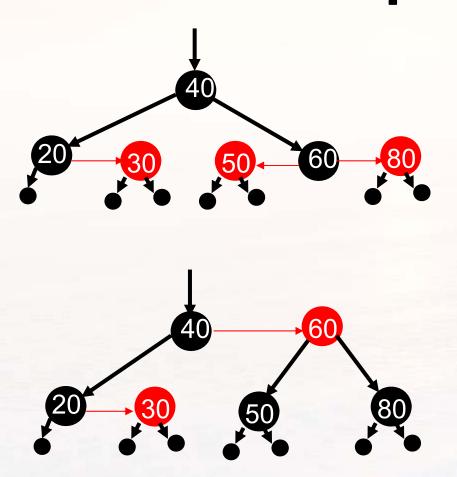
问题10:

你能描述一下在这样的树中任一从根到叶的通路有什么特征吗?为什么说红黑树是approximately balanced?

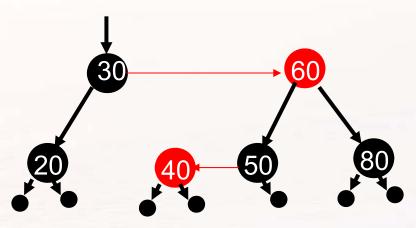
6个结点的红黑树



Black-Depth Convention



All with the same largest black depth: 2



红黑树高度的上限

- Let T be a red-black tree with n internal nodes, the height of T in the usual sense is at most $2\lg(n+1)$.
 - 引理: 以x为根的子树至少包含2^{bh(x)-1}个内部结点。(这个引理很容易用数学归纳法证明)

To complete the proof of the lemma, let h be the height of the tree. According to property 4, at least half the nodes on any simple path from the root to a leaf, not including the root, must be black. Consequently, the black-height of the root must be at least h/2; thus,

$$n \ge 2^{h/2} - 1 .$$

Moving the 1 to the left-hand side and taking logarithms on both sides yields $\lg(n+1) \ge h/2$, or $h \le 2\lg(n+1)$.

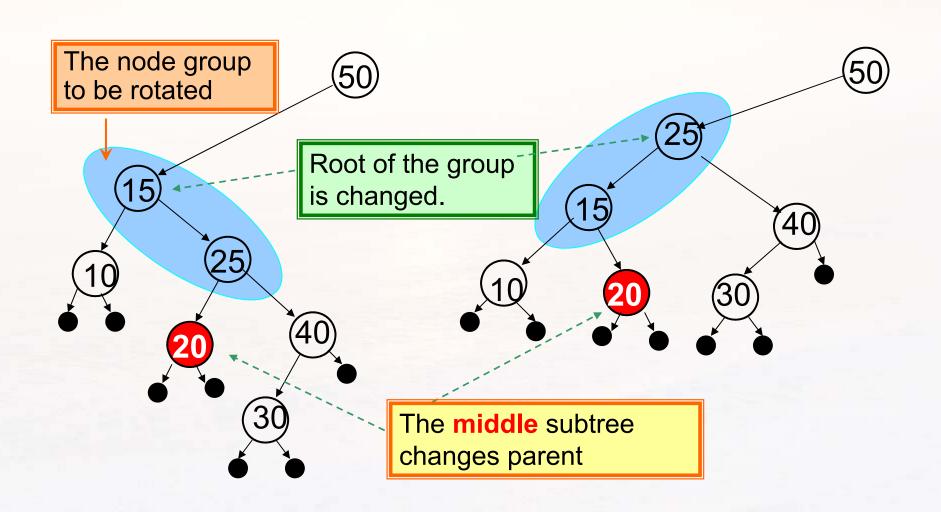
问题11:

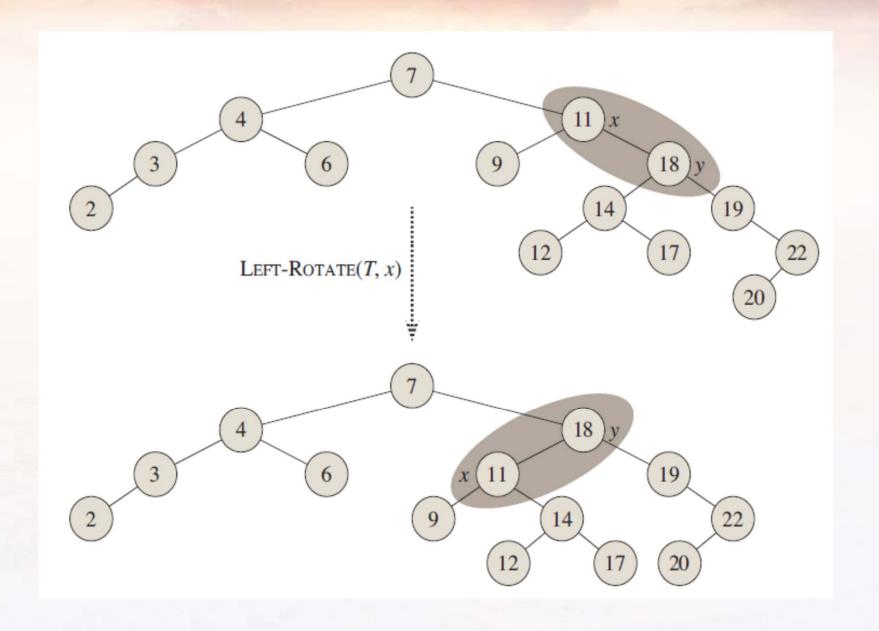
Red-Black树的Dynamic Set Operation与一般BST的有什么相同与不同之处? 2lg(n+1): 这个结论有什么意义?

问题12:

如果我们想提高树的平衡度。 又不破坏搜索性质。有什么 办法?为什么可以这样做?

Improving the Balancing by Rotation





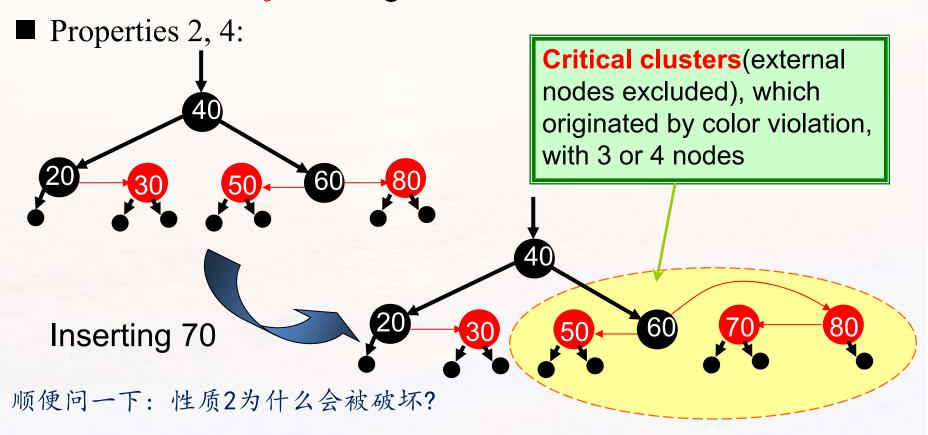
问题13:

在红黑树中插入元素与在一般BST中插入有什么不同?

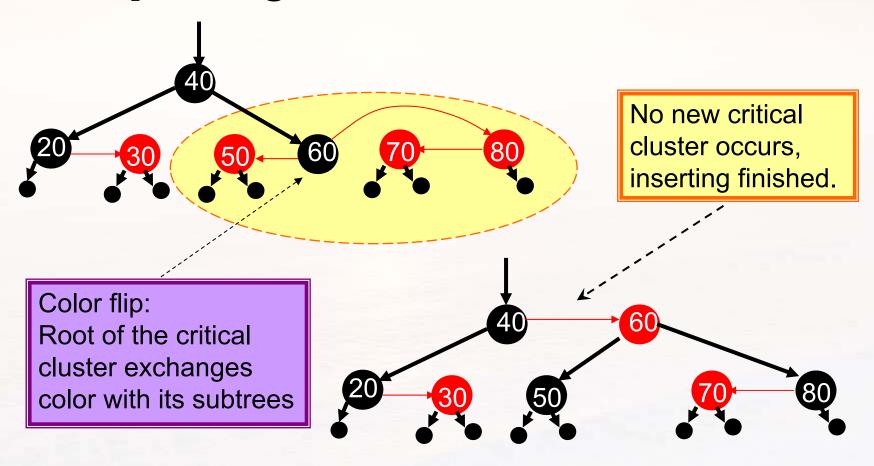
关键是颜色的处理。

Influences of Insertion into an RB Tree

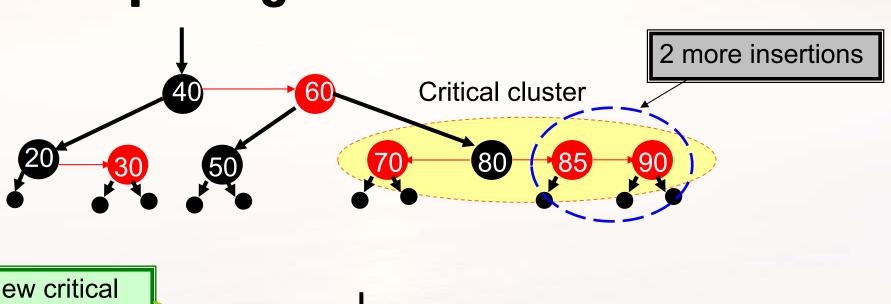
- \blacksquare Properties 1, 3, 5:
 - No violation if inserting a red node.



Repairing 4-node Critical Cluster

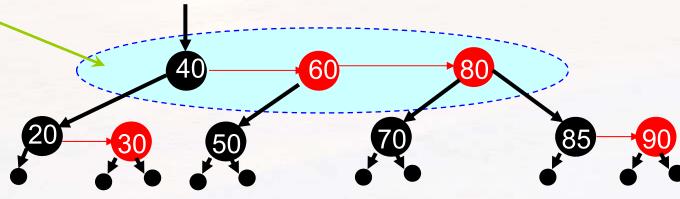


Repairing 4-node Critical Cluster

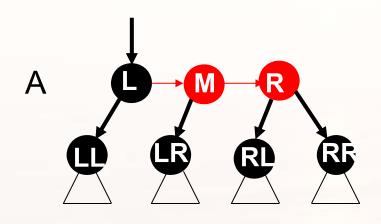


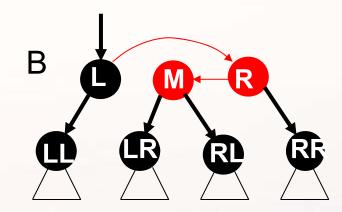
New critical cluster with 3 nodes.

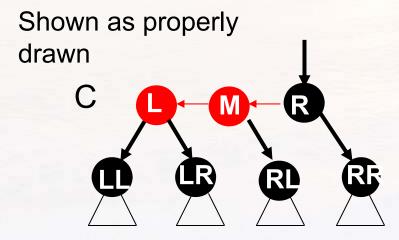
Color flip doesn't work, Why?

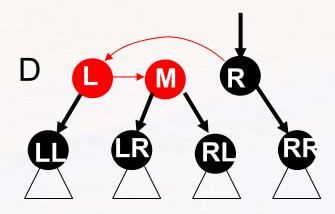


Patterns of 3-Node Critical Cluster



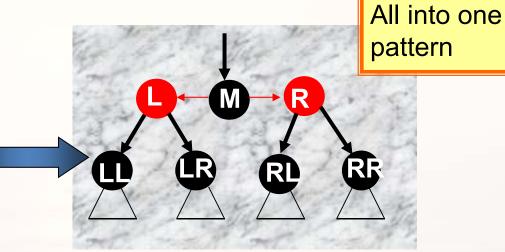


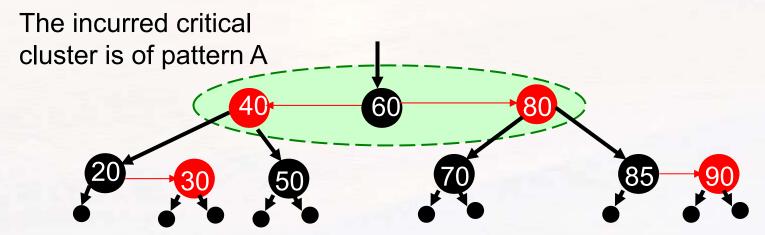




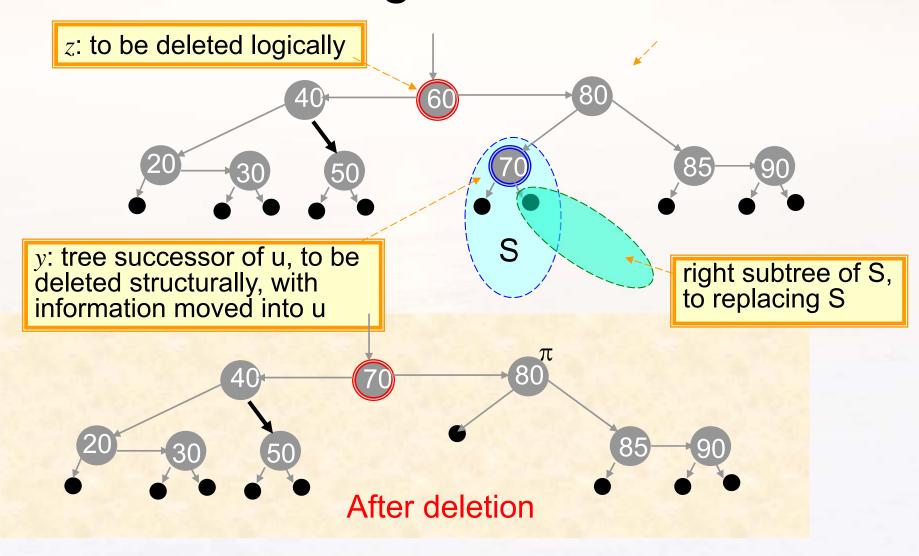
Repairing 3-Node Critical Cluster

Root of the critical cluster is changed to **M**, and the parentship is adjusted accordingly

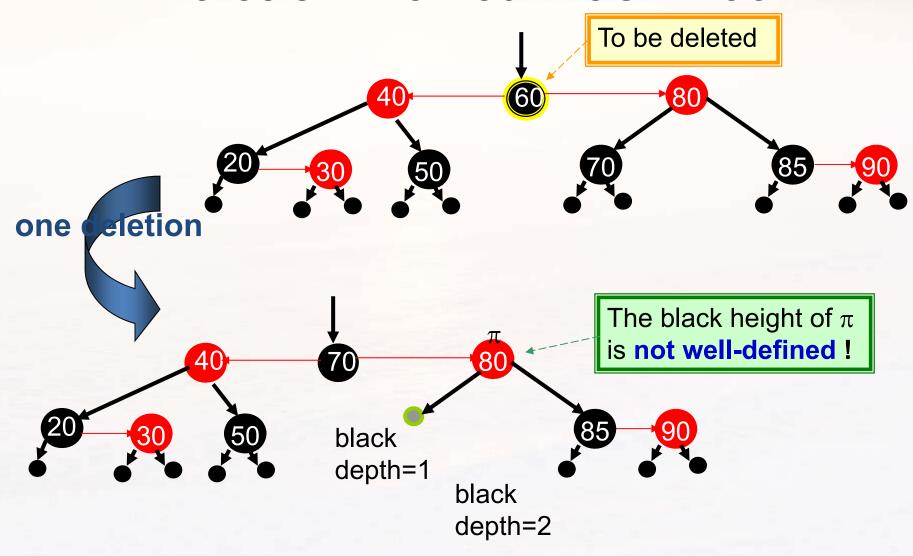




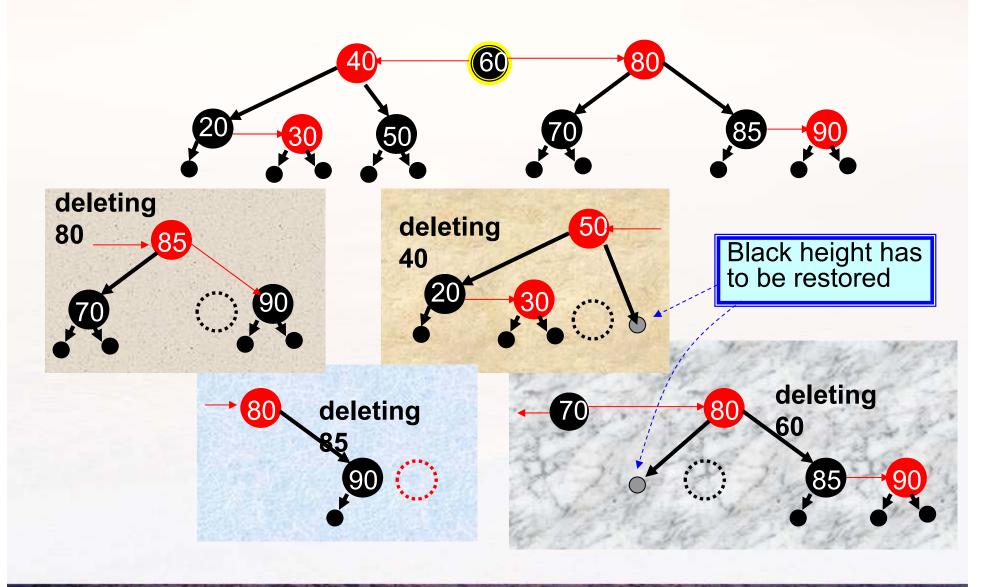
Deletion: Logical and Structral



Deletion in a Red-Black Tree



Imbalance of Black Height



问题14:

在红黑树中删除时,什么情况会破坏红黑性质?

If node y was black, three problems may arise, which the call of RB-DELETE-FIXUP will remedy. First, if y had been the root and a red child of y becomes the new root, we have violated property 2. Second, if both x and x.p are red, then we have violated property 4. Third, moving y within the tree causes any simple path that previously contained y to have one fewer black node. Thus, property 5 is now violated by any ancestor of y in the tree.

Case 1 B (a) new w Case 2 \boldsymbol{B} B new x (b) Case 3 \boldsymbol{B} B c(c) new w Case 4 \boldsymbol{B} D (d) new x = T.root

"双重"颜色的修复。

15:

为什么不能将推测速素

课外作业

- ■TC pp.289-: ex.12.1-2, 12.1-5
- ■TC pp.293-: ex.12.2-5, 12.2-8, 12.2-9
- ■TC pp.299-: ex.12.3-5
- ■TC pp.303-: prob.12-1
- ■TC pp.311-: ex.13.1-5, 13.1-6, 13.1-7
- ■TC pp.313-: ex.13.2-2
- ■TC pp.322-: ex.13.3-1, 13.3-5
- ■TC pp.330-: ex. 13.4-1, 13.4-2, 13.4-7