

Script generated by TTT

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- 12 More Search Trees
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One by one (Union)

Let $c(x)$ = cost of adding 1 element to set of size x

Cost of adding m elements to a set of n elements:

$$c(n) + \dots + c(n + m - 1)$$

127

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If $c(x) = \log_2 x \implies$

Cost = $O(m * \log_2(n + m))$

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If $c(x) = \log_2 x \implies$

Cost = $O(m * \log_2(n + m)) = O(m * \log_2 n)$

Similar for intersection and difference.

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- We can do better than $O(m * \log_2 n)$

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- Flatten trees to lists, merge, build balanced tree takes time $O(m + n)$

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- This chapter:

A parallel divide and conquer approach

128

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- This chapter:

A parallel divide and conquer approach

- Cost: $\Theta(m * \log_2(\frac{n}{m} + 1))$

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- Cost: $\Theta(m * \log_2(\frac{n}{m} + 1))$
- Works for many kinds of balanced trees

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- This chapter:
 - A parallel divide and conquer approach*
- Cost: $\Theta(m * \log_2(\frac{n}{m} + 1))$
- Works for many kinds of balanced trees
- For ease of presentation: use concrete type *tree*

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Uniform *tree* type

Red-Black trees, AVL trees, weight-balanced trees, etc can all be implemented with '*b*-augmented trees:

('a × 'b) tree

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('a × 'b) tree

We work with this type of trees without committing to any particular kind of balancing schema.

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Uniform *tree* type

Red-Black trees, AVL trees, weight-balanced trees, etc can all be implemented with '*b*-augmented trees:

('a × 'b) tree

We work with this type of trees without committing to any particular kind of balancing schema.

In this chapter: *tree* abbreviates *('a × 'b) tree*

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Just *join*

Can synthesize all BST interface functions from just one function:

$$\textit{join } l a r$$

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Can synthesize all BST interface functions from just one function:

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131

Just *join*

Can synthesize all BST interface functions from just one function:

$$\textit{join } l a r \approx \langle l, (a, -), r \rangle + \text{rebalance}$$

Thus *join* determines the balancing schema

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Just join

Given $join :: tree \Rightarrow 'a \Rightarrow tree \Rightarrow tree$
we implement

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Just join

Given $join :: tree \Rightarrow 'a \Rightarrow tree \Rightarrow tree$
we implement

$insert :: 'a \Rightarrow tree \Rightarrow tree$
 $delete :: 'a \Rightarrow tree \Rightarrow tree$
 $union :: tree \Rightarrow tree \Rightarrow tree$
 $inter :: tree \Rightarrow tree \Rightarrow tree$
 $diff :: tree \Rightarrow tree \Rightarrow tree$

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$split :: tree \Rightarrow 'a \Rightarrow tree \times bool \times tree$

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$split :: tree \Rightarrow 'a \Rightarrow tree \times bool \times tree$
 $split \langle \rangle x = (\langle \rangle, False, \langle \rangle)$

133

```
split :: tree ⇒ 'a ⇒ tree × bool × tree
split ⟨⟩ x = (⟨⟩, False, ⟨⟩)
split ⟨l, (a, -), r⟩ x =
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  LT ⇒ let (l1, b, l2) = split l x in (l1, b, join l2 a r) |
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  EQ ⇒

```

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split ⟨l, (a, -), r⟩ x =
(case cmp x a of
  LT ⇒ let (l1, b, l2) = split l x in (l1, b, join l2 a r) |
  EQ ⇒ (l, True, r) |
  GT ⇒ let (r1, b, r2) = split r x in (join l a r2, b, r1)

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insert :: 'a ⇒ tree ⇒ tree
insert x t =

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split_min :: tree ⇒ 'a × tree

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split_min ⟨l, (a, -), r⟩ =
(if l = ⟨⟩ then (a, r) else
 let (m, l') = split_min l in
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split_min ⟨l, (a, -), r⟩ =
(if l = ⟨⟩ then (a, r) else
 let (m, l') = split_min l in (m, join l' a r)
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```
join2 :: tree ⇒ tree ⇒ tree
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delete :: 'a ⇒ tree ⇒ tree
delete x t = (let (l, -, r) = split t x in
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split_min ⟨l, (a, -), r⟩ =
  (if l = ⟨⟩ then (a, r) else
   let (m, l') = split_min l in (m, join l' a r))
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join2 :: tree ⇒ tree ⇒ tree
join2 l r =
  (if r = ⟨⟩ then l
   else let (m, r') = split_min r in join l m r')
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delete :: 'a ⇒ tree ⇒ tree
delete x t = (let (l, -, r) = split t x in join2 l r)
```

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```
union :: tree ⇒ tree ⇒ tree
union t1 t2 =
  (if t1 = ⟨⟩ then t2 else
   if t2 = ⟨⟩ then t1 else
```

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union :: tree ⇒ tree ⇒ tree

union t₁ t₂ =

(if t₁ = ⟨ ⟩ then t₂ else

if t₂ = ⟨ ⟩ then t₁ else

case t₁ of

⟨ l₁, (a, -), r₁ ⟩ ⇒

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union :: tree ⇒ tree ⇒ tree

union t₁ t₂ =

(if t₁ = ⟨ ⟩ then t₂ else

if t₂ = ⟨ ⟩ then t₁ else

case t₁ of

⟨ l₁, (a, -), r₁ ⟩ ⇒

let (l₂, -, r₂) = *split* t₂ a;

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case t₁ of

⟨ l₁, (a, -), r₁ ⟩ ⇒

let (l₂, -, r₂) = *split* t₂ a;

l' = *union* l₁ l₂;

r' = *union* r₁ r₂

135

union :: tree ⇒ tree ⇒ tree

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(if t₁ = ⟨ ⟩ then t₂ else

if t₂ = ⟨ ⟩ then t₁ else

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let (l₂, -, r₂) = *split* t₂ a;

l' = *union* l₁ l₂;

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in *join* l' a r')

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inter :: tree \Rightarrow tree \Rightarrow tree

inter t_1 t_2 =
(if $t_1 = \langle \rangle$ then $\langle \rangle$ else
if $t_2 = \langle \rangle$ then $\langle \rangle$ else

136

inter :: tree \Rightarrow tree \Rightarrow tree

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case t_1 of
 $\langle l_1, (a, -), r_1 \rangle \Rightarrow$

136

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if $t_2 = \langle \rangle$ then $\langle \rangle$ else
case t_1 of
 $\langle l_1, (a, -), r_1 \rangle \Rightarrow$
 let $(b_2, ain, r_2) = \text{split } t_2 \ a;$

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(if $t_1 = \langle \rangle$ then $\langle \rangle$ else
if $t_2 = \langle \rangle$ then $\langle \rangle$ else
case t_1 of
 $\langle l_1, (a, -), r_1 \rangle \Rightarrow$
 let $(b_2, ain, r_2) = \text{split } t_2 \ a;$
 $l' = \text{inter } l_1 \ b_2;$
 $r' = \text{inter } r_1 \ r_2$
 in

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inter :: tree ⇒ tree ⇒ tree

inter t₁ t₂ =

(if t₁ = ⟨⟩ then ⟨⟩ else

if t₂ = ⟨⟩ then ⟨⟩ else

case t₁ of

⟨l₁, (a, -), r₁⟩ ⇒

let (l₂, ain, r₂) = *split* t₂ a;

l' = *inter* l₁ l₂;

r' = *inter* r₁ r₂

in if ain then *join* l' a r'

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diff :: tree ⇒ tree ⇒ tree

diff t₁ t₂ =

(if t₁ = ⟨⟩ then ⟨⟩ else

diff :: tree ⇒ tree ⇒ tree

diff t₁ t₂ =

(if t₁ = ⟨⟩ then ⟨⟩ else

if t₂ = ⟨⟩ then t₁ else

case t₂ of

⟨l₂, (a, -), r₂⟩ ⇒

diff :: tree ⇒ tree ⇒ tree

diff t₁ t₂ =

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if t₂ = ⟨⟩ then t₁ else

case t₂ of

⟨l₂, (a, -), r₂⟩ ⇒

let (l₁, -, r₁) = *split* t₁ a;

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137

137

$diff :: tree \Rightarrow tree \Rightarrow tree$

$diff\ t_1\ t_2 =$

(if $t_1 = \langle \rangle$ then $\langle \rangle$ else

if $t_2 = \langle \rangle$ then t_1 else

case t_2 of

$\langle l_2, (a, -), r_2 \rangle \Rightarrow$

let $(l_1, -, r_1) = split\ t_1\ a;$

$l' = diff\ l_1\ l_2;$

$r' = diff\ r_1\ r_2$

in $join2\ l'\ r'$)

137

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in $join2\ l'\ r'$)

Why this way around: t_1/t_2 ?

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13 Union, Intersection, Difference on BSTs

Implementation

Correctness

Join for Red-Black Trees

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Specification of *join*

- $set_tree\ (join\ l\ a\ r) = set_tree\ l \cup \{a\} \cup set_tree\ r$

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Specification of *join*

- $set_tree (join\ l\ a\ r) = set_tree\ l \cup \{a\} \cup set_tree\ r$
- $bst \langle l, (a, b), r \rangle \implies bst (join\ l\ a\ r)$

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Specification of *join* and *inv*

- $set_tree (join\ l\ a\ r) = set_tree\ l \cup \{a\} \cup set_tree\ r$
- $bst \langle l, (a, b), r \rangle \implies bst (join\ l\ a\ r)$

Also required: structural invariant *inv*:

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Specification of *join* and *inv*

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Also required: structural invariant *inv*:

- $inv \langle \rangle$
- $inv \langle l, (a, b), r \rangle \implies inv\ l \wedge inv\ r$

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Specification of *join* and *inv*

- $set_tree (join\ l\ a\ r) = set_tree\ l \cup \{a\} \cup set_tree\ r$
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Also required: structural invariant *inv*:

- $inv \langle \rangle$
- $inv \langle l, (a, b), r \rangle \implies inv\ l \wedge inv\ r$
- $\llbracket inv\ l; inv\ r \rrbracket \implies inv (join\ l\ a\ r)$

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Specification of *join* and *inv*

- $set_tree (join\ l\ a\ r) = set_tree\ l \cup \{a\} \cup set_tree\ r$
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- $inv \langle l, (a, b), r \rangle \implies inv\ l \wedge inv\ r$
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Locale context for def of *union* etc

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Specification of *union*, *inter*, *diff*

ADT/Locale *Set2* = extension of locale *Set* with

- $union, inter, diff :: 's \Rightarrow 's \Rightarrow 's$

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Specification of *union*, *inter*, *diff*

ADT/Locale *Set2* = extension of locale *Set* with

- $union, inter, diff :: 's \Rightarrow 's \Rightarrow 's$
- $\llbracket invar\ s_1; invar\ s_2 \rrbracket \implies set (union\ s_1\ s_2) = set\ s_1 \cup set\ s_2$

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Specification of *join* and *inv*

- $set_tree (join\ l\ a\ r) = set_tree\ l \cup \{a\} \cup set_tree\ r$
- $bst \langle l, (a, b), r \rangle \implies bst (join\ l\ a\ r)$

Also required: structural invariant *inv*:

- $inv \langle \rangle$
- $inv \langle l, (a, b), r \rangle \implies inv\ l \wedge inv\ r$
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ADT/Locale *Set2* = extension of locale *Set* with

- $union, inter, diff :: 's \Rightarrow 's \Rightarrow 's$
- $\llbracket invar\ s_1; invar\ s_2 \rrbracket$



- $\llbracket invar \rrbracket$
... *inter* ...
- ... *diff* ...

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Correctness lemmas for *union* etc code

In the context of *join* specification:

- $bst\ t_2 \implies$
 $set_tree\ (union\ t_1\ t_2) = set_tree\ t_1 \cup set_tree\ t_2$

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Specification of *union*, *inter*, *diff*

ADT/Locale *Set2* = extension of locale *Set* with

- $union, inter, diff :: 's \Rightarrow 's \Rightarrow 's$
- $\llbracket invar\ s_1; invar\ s_2 \rrbracket$
 $\implies set\ (union\ s_1\ s_2) = set\ s_1 \cup set\ s_2$
- $\llbracket invar\ s_1; invar\ s_2 \rrbracket \implies invar\ (union\ s_1\ s_2)$
- ... *inter* ...
- ... *diff* ...

We focus on *union*.

See `HOL/Data_Structures/Set_Specs.thy`

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Correctness lemmas for *union* etc code

In the context of *join* specification:

- $bst\ t_2 \implies$
 $set_tree\ (union\ t_1\ t_2) = set_tree\ t_1 \cup set_tree\ t_2$
- $\llbracket bst\ t_1; bst\ t_2 \rrbracket \implies bst\ (union\ t_1\ t_2)$
- $\llbracket inv\ t_1; inv\ t_2 \rrbracket \implies inv\ (union\ t_1\ t_2)$

Proofs automatic (more complex for *inter* and *diff*)

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Correctness lemmas for *union* etc code

In the context of *join* specification:

- $bst\ t_2 \implies$
 $set_tree\ (union\ t_1\ t_2) = set_tree\ t_1 \cup set_tree\ t_2$
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Proofs automatic (more complex for *inter* and *diff*)

Implementation of locale *Set2*:

interpretation *Set2* **where** $union = union \dots$

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Correctness lemmas for *union* etc code

In the context of *join* specification:

- $bst\ t_2 \implies$
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Proofs automatic (more complex for *inter* and *diff*)

Implementation of locale *Set2*:

interpretation *Set2* **where** $union = union \dots$
and $set = set_tree$ **and** $invar = (\lambda t. bst\ t \wedge inv\ t)$

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HOL/Data_Structures/
Set2_Join.thy

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- 13 Union, Intersection, Difference on BSTs
 - Implementation
 - Correctness
 - Join for Red-Black Trees

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join l a r — The idea

Assume l is “smaller” than r :

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join l a r — The idea

Assume l is “smaller” than r :

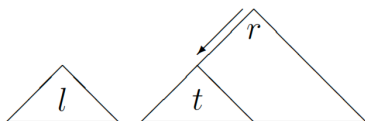
- Descend along the left spine of r until you find a subtree t of the same “size” as l :

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join l a r — The idea

Assume l is “smaller” than r :

- Descend along the left spine of r until you find a subtree t of the same “size” as l :

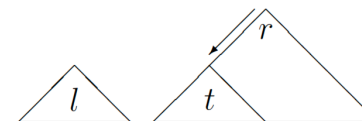


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join l a r — The idea

Assume l is “smaller” than r :

- Descend along the left spine of r until you find a subtree t of the same “size” as l :



- Replace t by $\langle l, a, t \rangle$.

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```
join l x r =  
(if bheight r < bheight l  
  then paint Black (joinR l x r)  
  else if bheight l < bheight r  
        then paint Black (joinL l x r) else B l x r)
```

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```
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(if bheight r < bheight l  
  then paint Black (joinR l x r)  
  else if bheight l < bheight r  
        then paint Black (joinL l x r) else B l x r)
```

Need to store black height in each node
for logarithmic complexity

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HOL/Data_Structures/
Set2_Join_RBT.thy

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HOL/Data_Structures/
Set2_Join_RBT.thy



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    then paint Black (joinL l x r) else B l x r)
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Need to store black height in each node
for logarithmic complexity

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Literature

The idea of “just *join*”:

Stephen Adams. *Efficient Sets — A Balancing Act*.
J. Functional Programming, volume 3, number 4, 1993.

The precise analysis:

Guy E. Blelloch, D. Ferizovic, Y. Sun.
Just Join for Parallel Ordered Sets.
ACM Symposium on Parallelism in Algorithms and
Architectures 2016.

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