Data Structures BTree Analysis (and Heaps)

CS 225 October 8, 2023
Brad Solomon & G Carl Evans



Exam 3 (10/16 — 10/18)

Sign up now on Prairietest!

Cumulative content through end of BTrees (today)

Coding question based on trees (know your tree labs!)

Learning Objectives

Analyze the performance of the BTree

Introduce a specialized data structure (discuss tradeoffs)

BTree Properties

A **BTrees** of order **m** is an m-ary tree and by definition:

- All keys within a node are ordered
- All nodes contain no more than **m-1** keys.
- All internal nodes have exactly one more child than keys

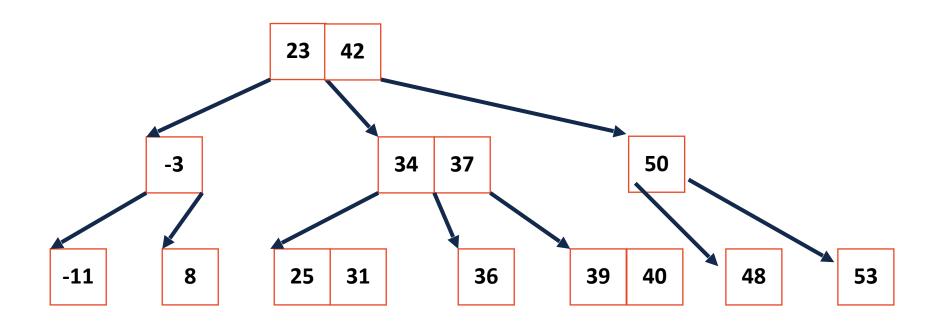
Root nodes can be a leaf or have [2, m] children.

All non-root, internal nodes have [ceil(m/2), m] children.

All leaves in the tree are at the same level.

Let **n** be the number of keys in a BTree of order **m**.

What is our best approximation for the runtime for find? For insert?



Like the BST, BTree height determines the runtime of our operations!

Claim: The BTree structure limits our height to $O(log_m(n))$

Proof: We want to find a relationship for BTrees between the number of keys (n) and the height (h).

Strategy:

We will first count the number of nodes, level by level.

Then, we will add the minimum number of keys per node (n).

The minimum number of nodes will tell us the largest possible height (h), allowing us to find an upper-bound on height.

Key Facts:

Root nodes can be a leaf or have [2, m] children.

All non-root, internal nodes have [ceil(m/2), m] children.

Minimum number of **nodes** for a BTree of order m **at each level:**

Root:

Level 1:

Level 2:

Level 3:

Level h:

$$t = \lceil \frac{m}{2} \rceil$$

The **total number of nodes** is the sum of all the levels:

$$1 + 2\sum_{k=0}^{h-1} t^k$$

$$\sum_{i=0}^{n-1} x^i = \frac{x^n - 1}{x - 1}$$

The **total number of nodes**:

$$t = \lceil \frac{m}{2} \rceil$$

$$1 + 2\frac{t^n - 1}{t - 1}$$

The **total number of keys**:

 $t = \lceil \frac{m}{2} \rceil$

The **smallest total number of keys** is: $2t^h - 1$

So an inequality about **n**, the total number of keys:

Solving for **h**, since **h** is the max number of seek operations:

Given m=101, a tree of height h=4 has:

Minimum Keys:

Maximum Keys:

BTree

The BTree is still used heavily today!

Improvements such as B+Tree and B*Tree exist far outside class scope

Thinking conceptually: Sorting a queue

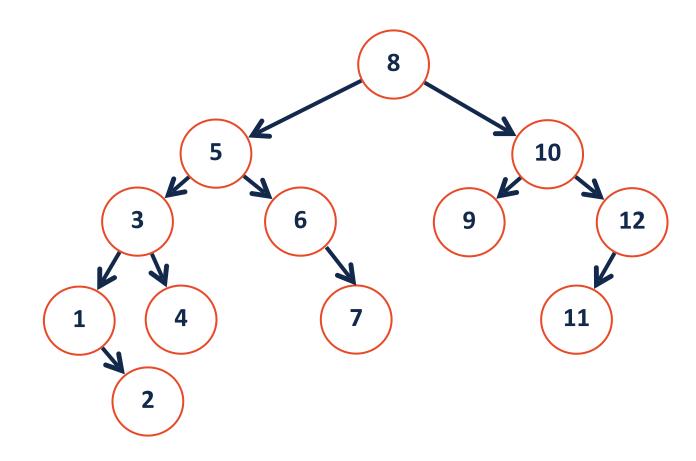
How might we build a 'queue' in which our front element is the min?

Priority Queue Implementation

| insert | removeMin | |
|---------|-----------|----------|
| O(n)* | O(n) | unsorted |
| O(1) | O(n) | unsorted |
| O(n) | O(1) | sorted |
| O(n) | O(1) | sorted |

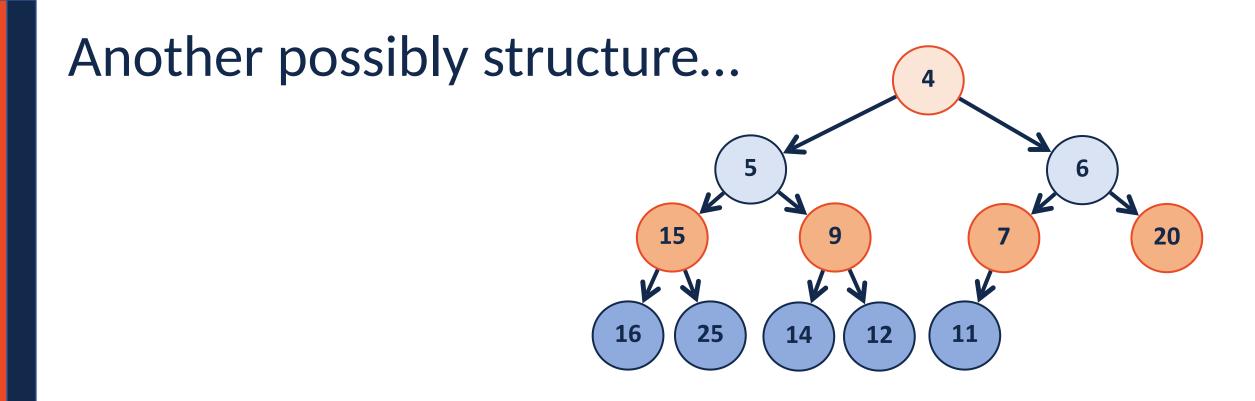
Priority Queue Implementation

| insert | removeMin |
|--------|-----------|
| | |
| | |
| | |



Thinking conceptually: A tree without pointers

What class of (non-trivial) trees can we describe without pointers?



(min)Heap

A complete binary tree T is a min-heap if:

- T = {} or
- $T = \{r, T_L, T_R\}$, where r is less than the roots of $\{T_L, T_R\}$ and $\{T_L, T_R\}$ are min-heaps.

