

Three tree problems

Benoît Corsini

NUS Math Workshop in Ha Noi



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Quicksort



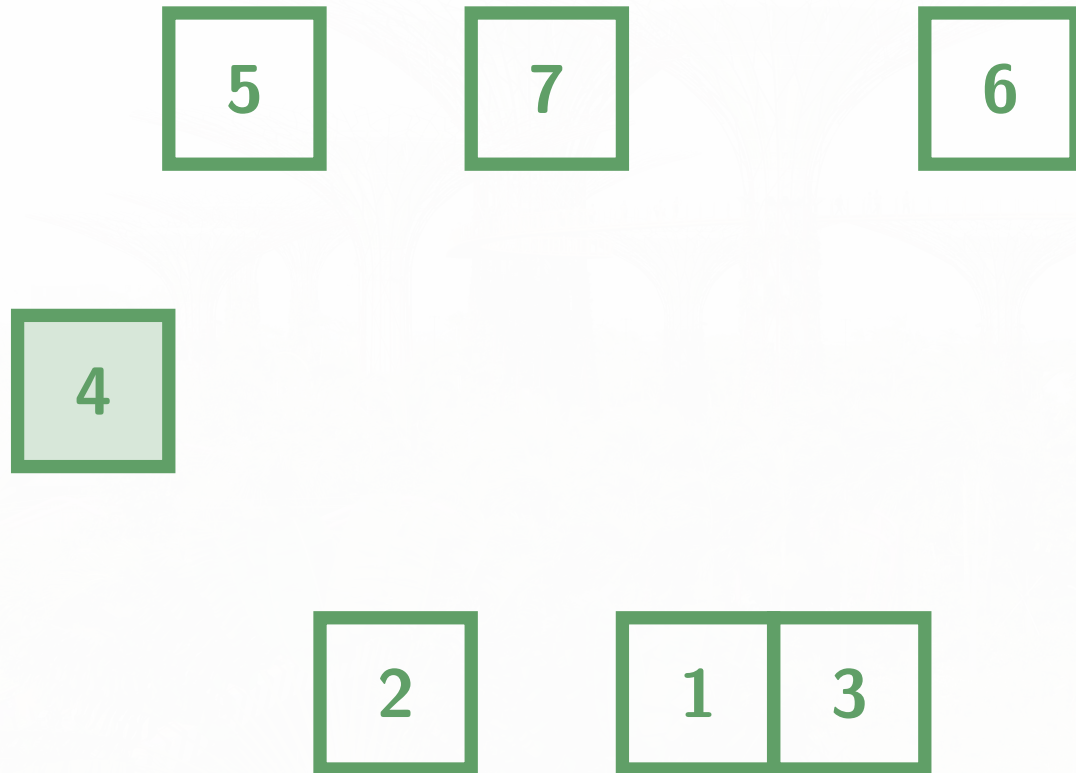
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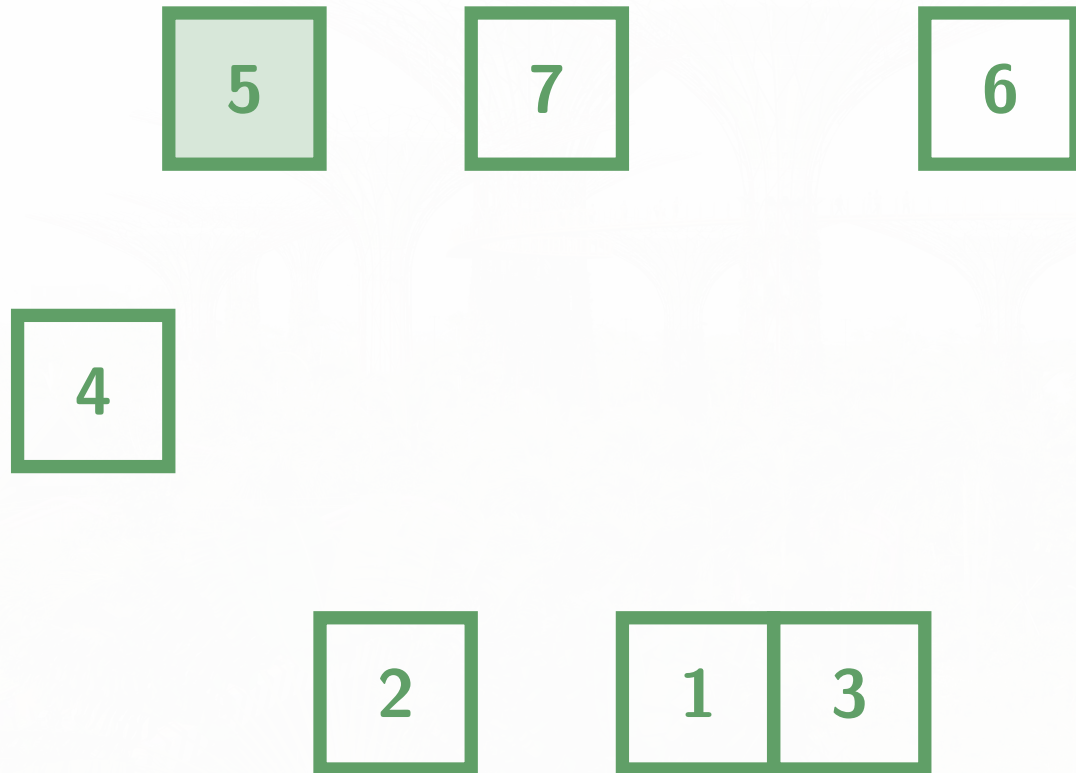
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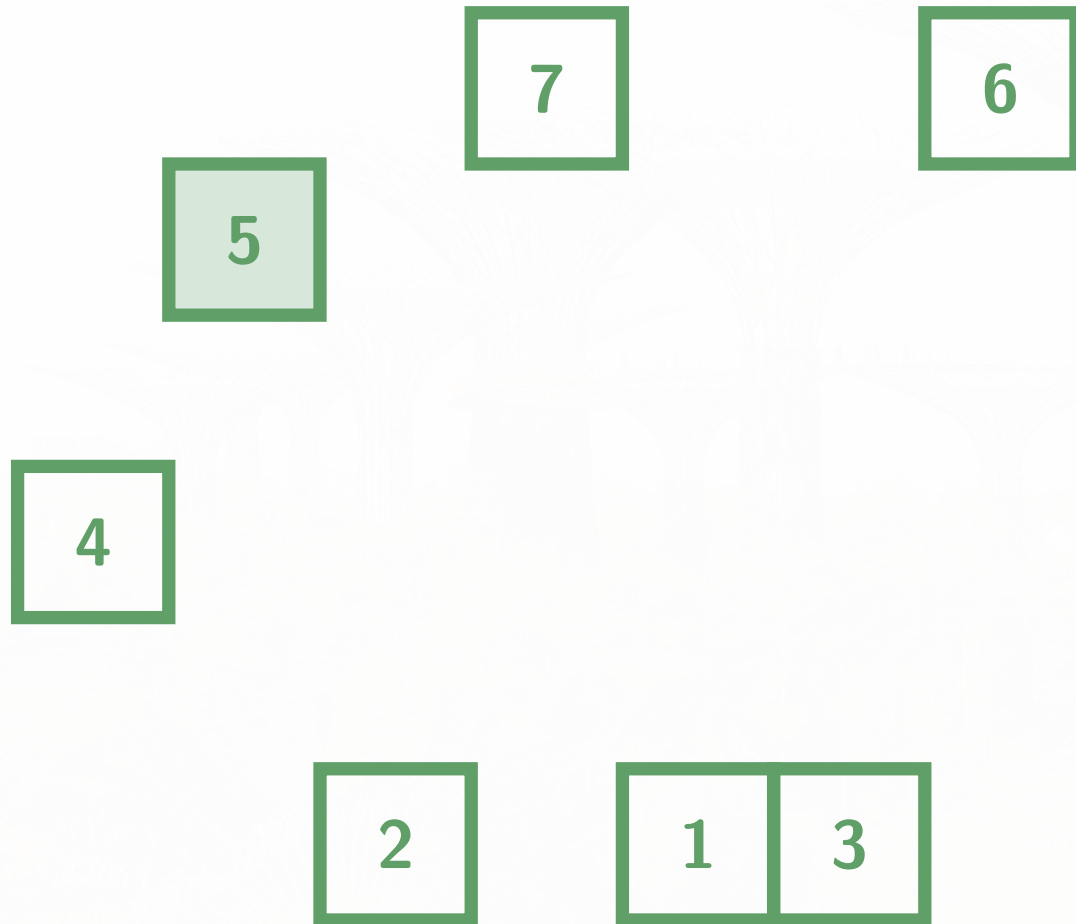
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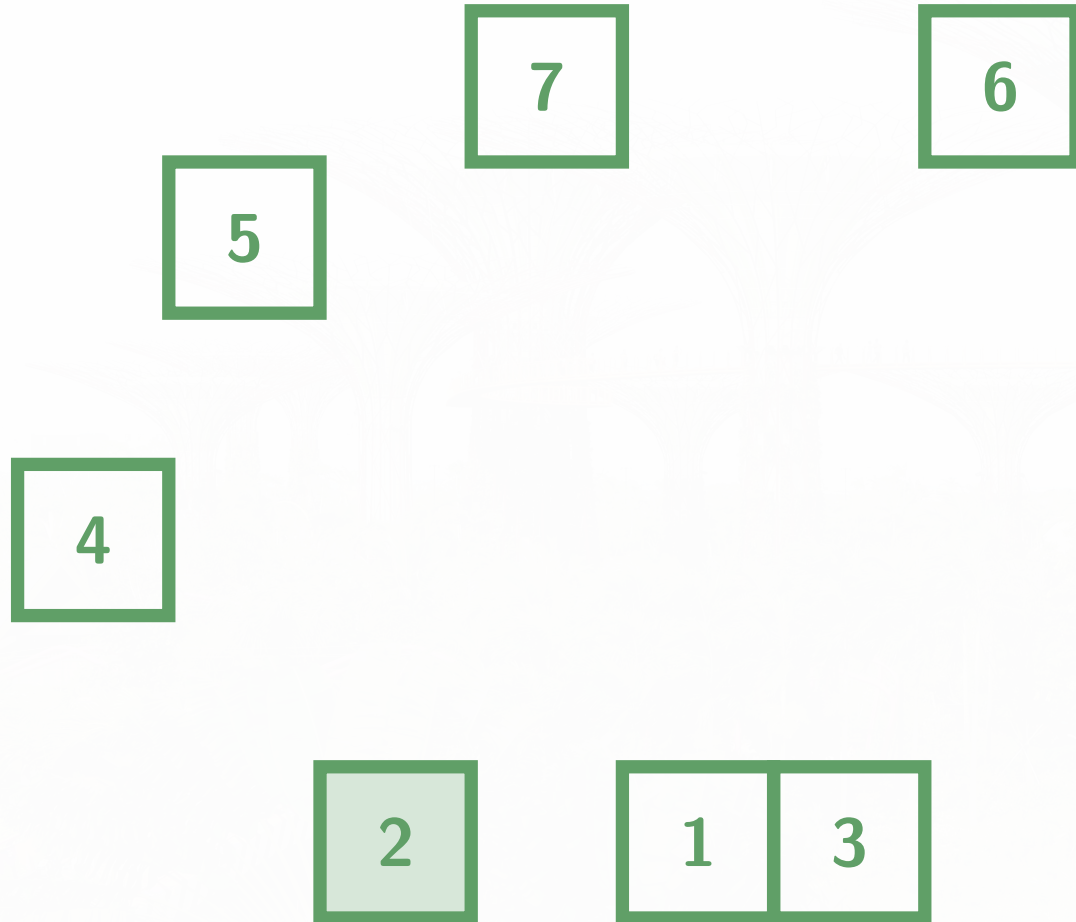
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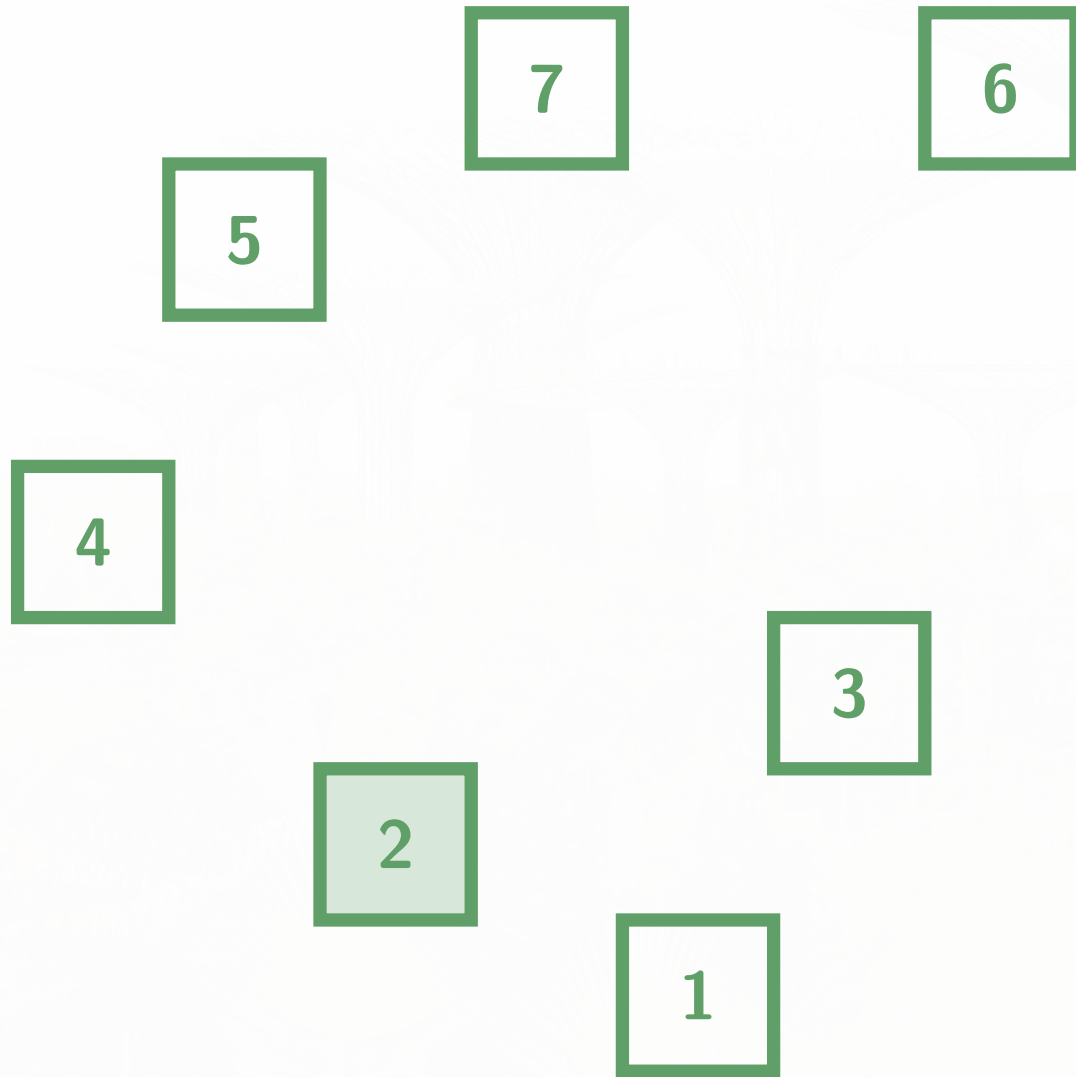
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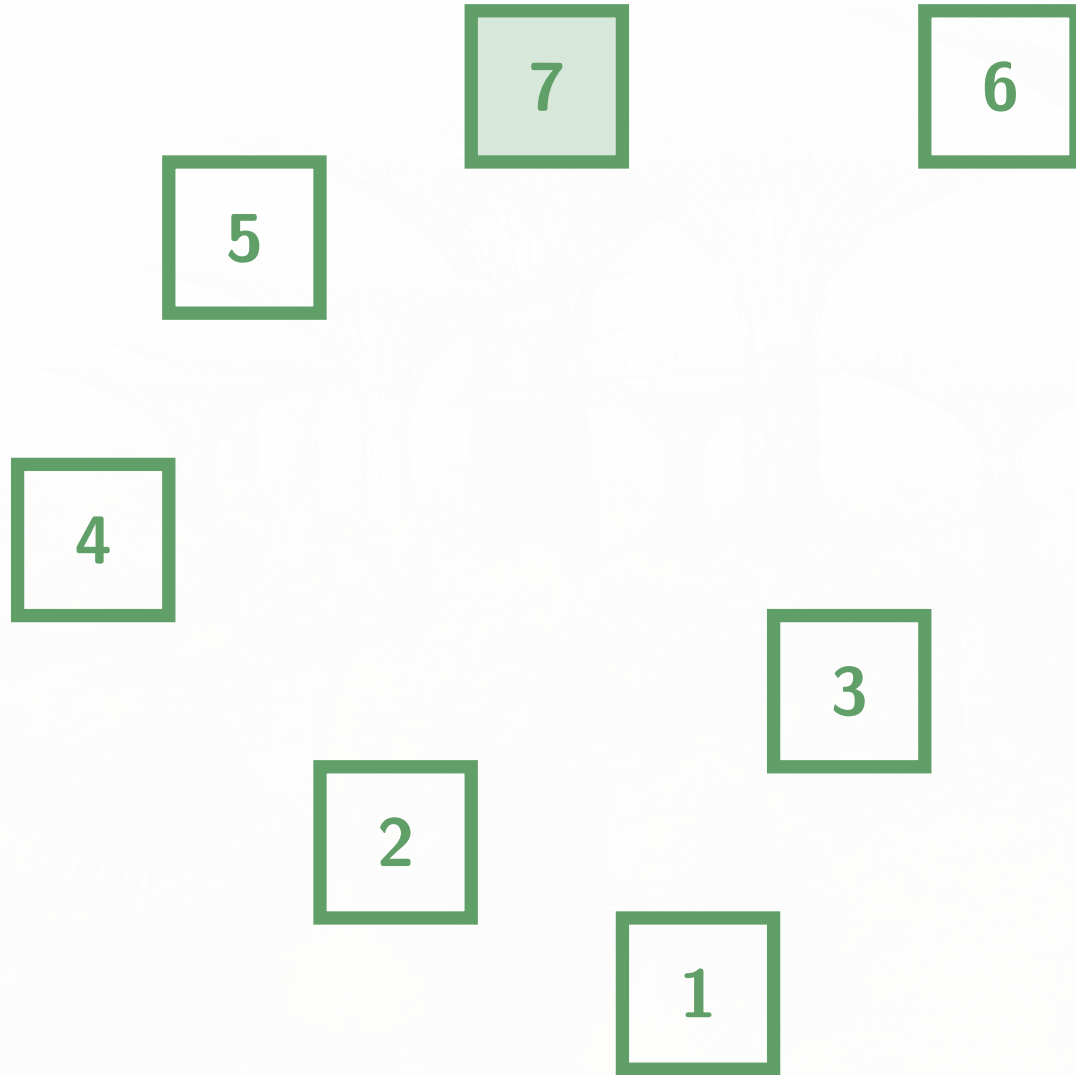
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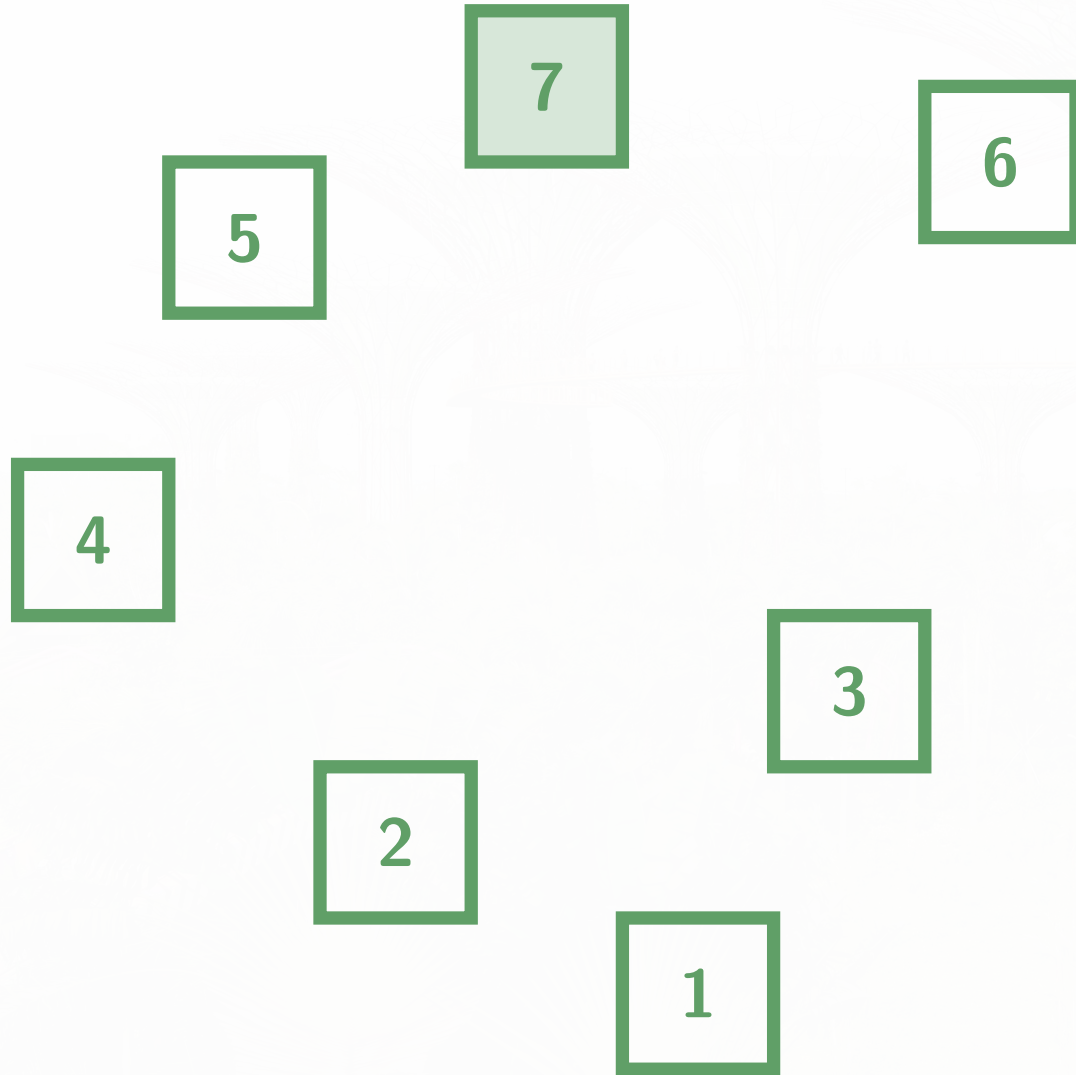
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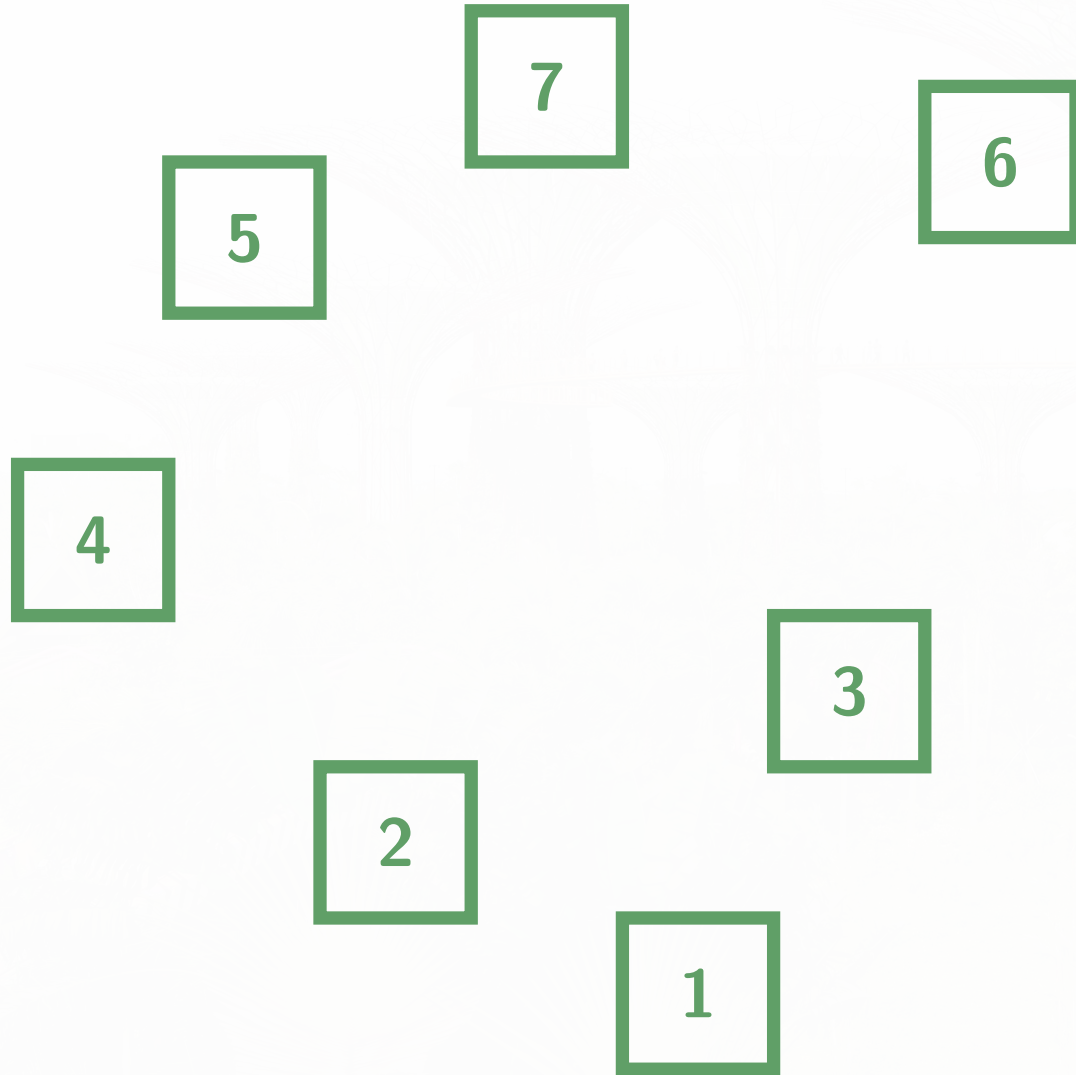
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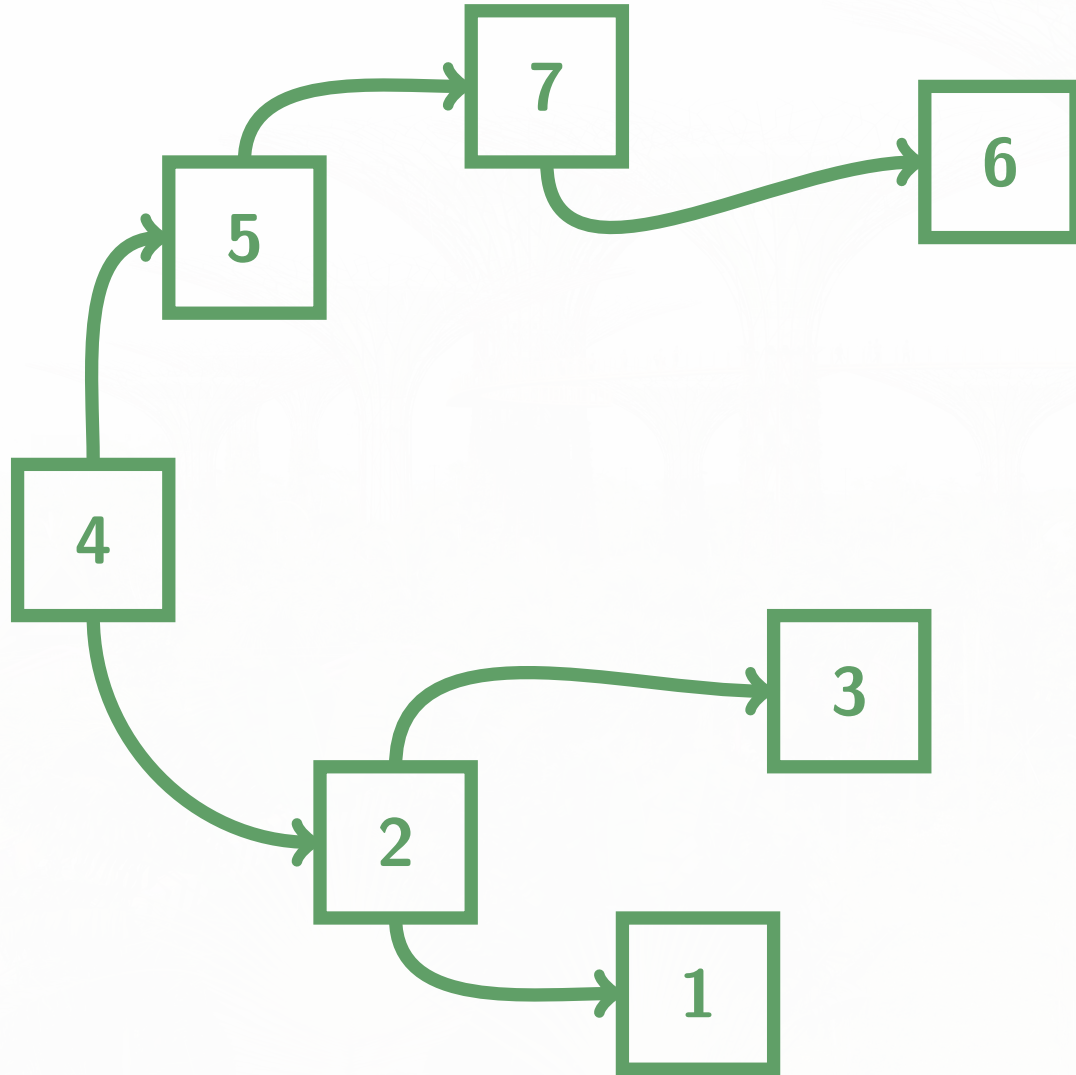
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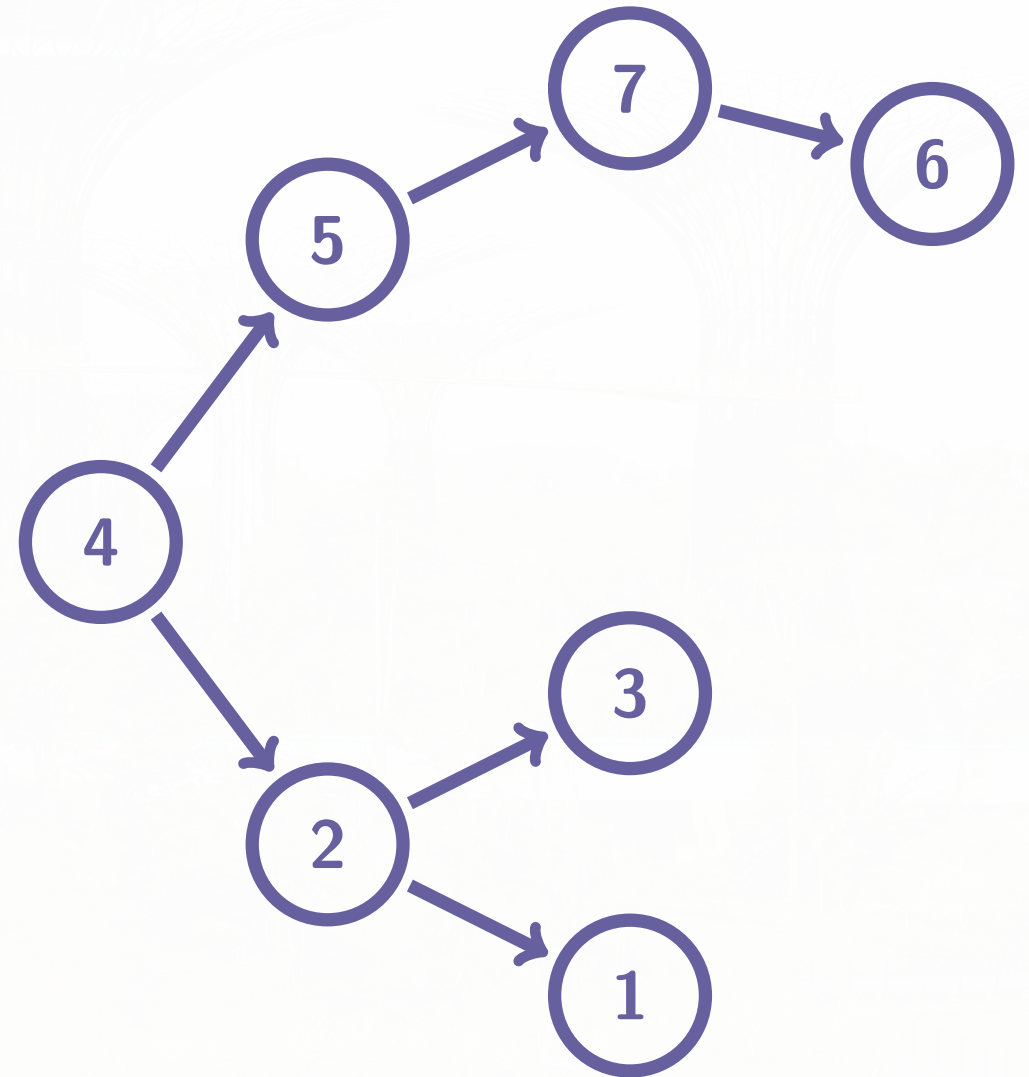
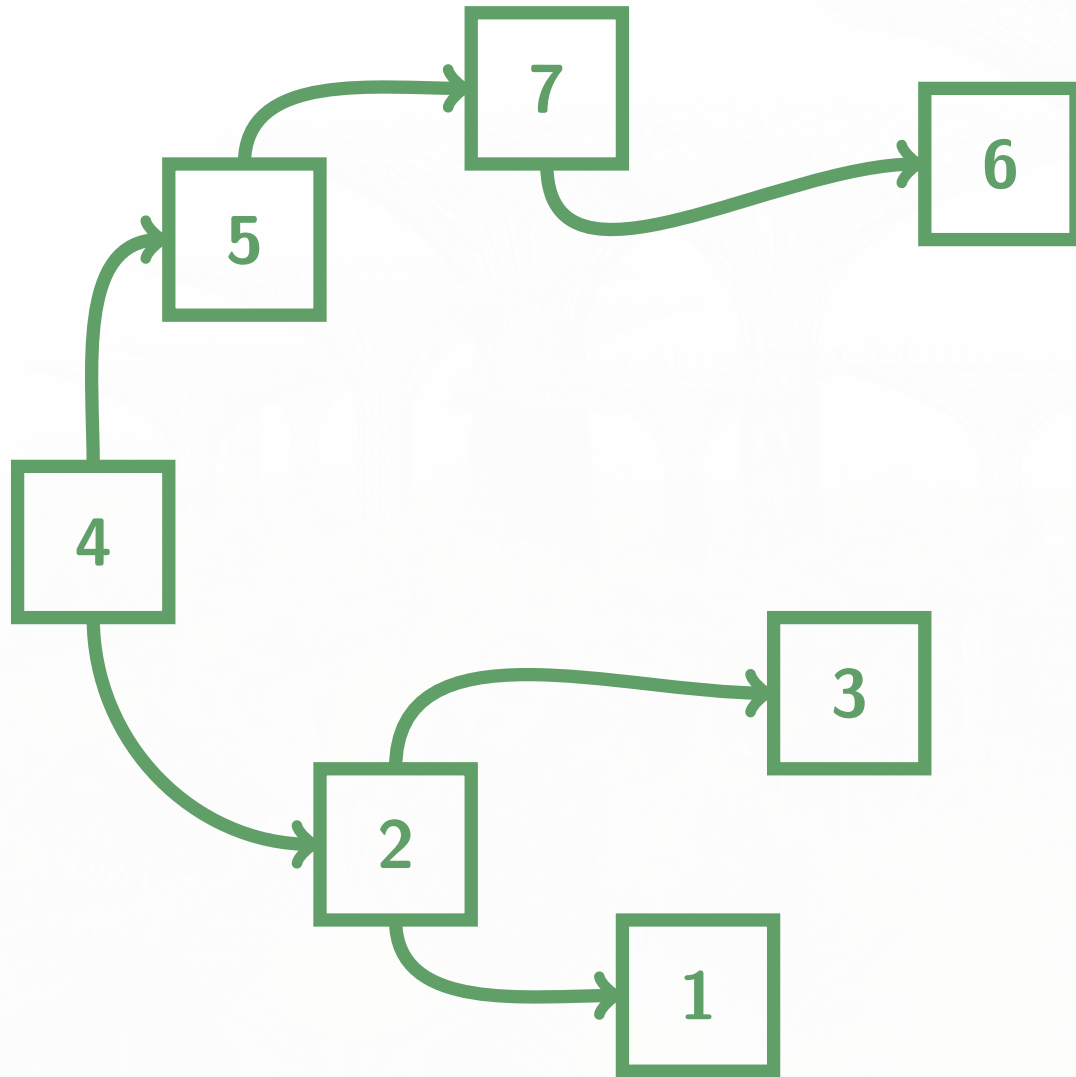
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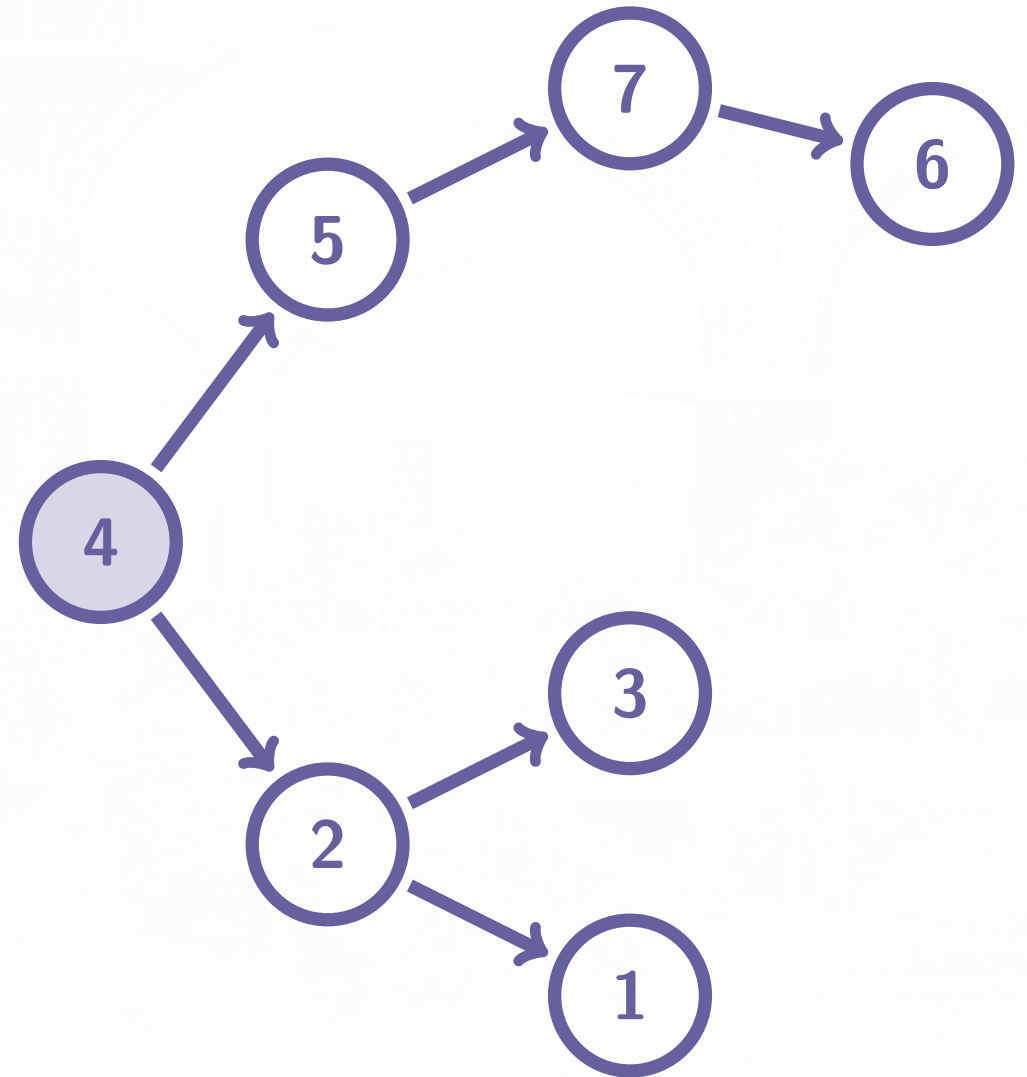
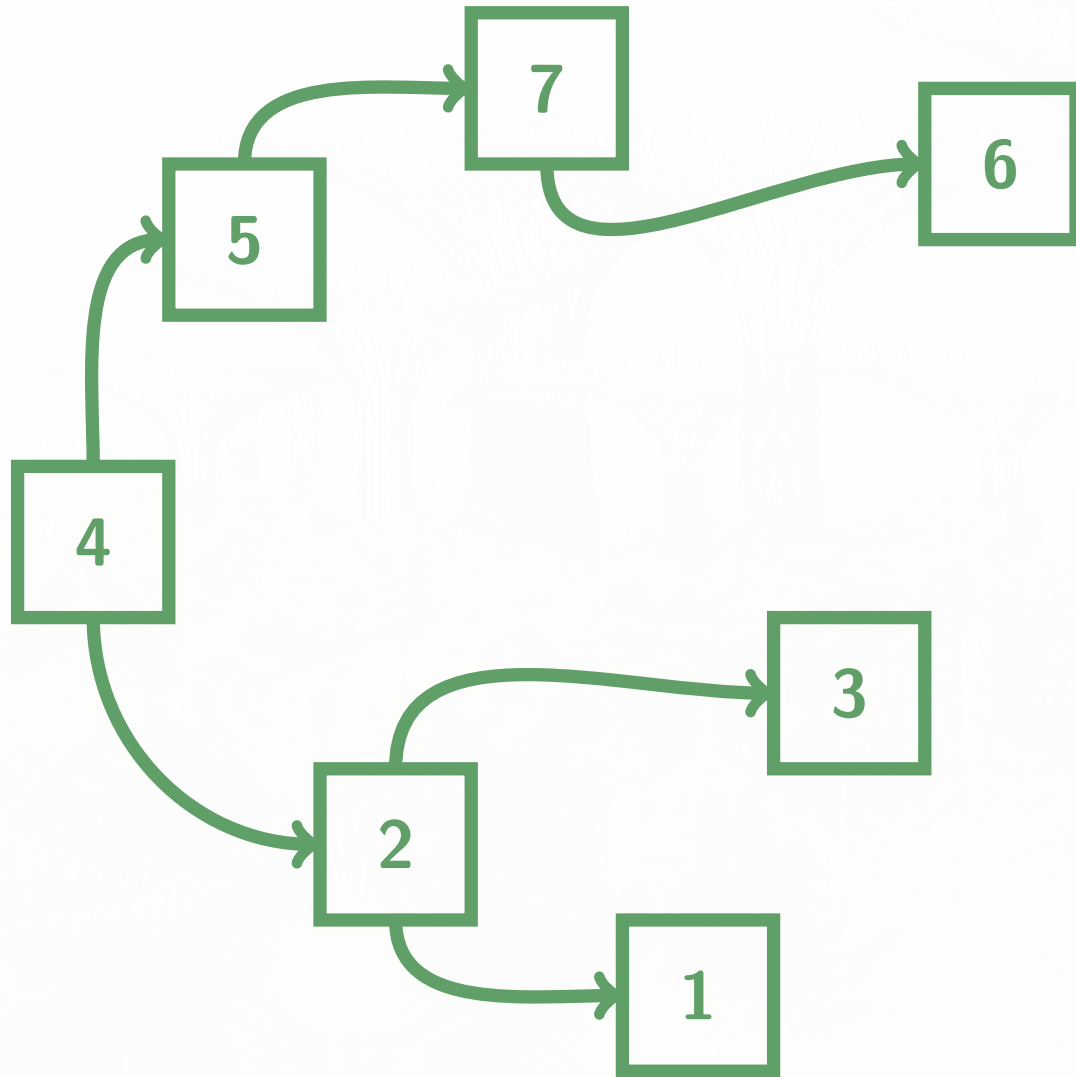
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Binary search trees

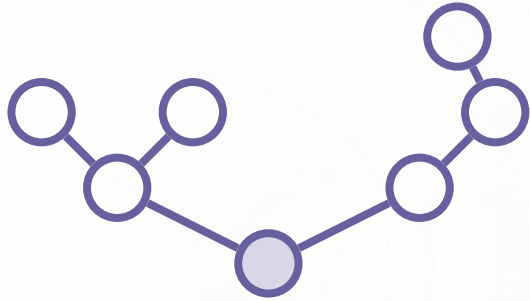


Binary search trees

4 5 2 7 1 3 6

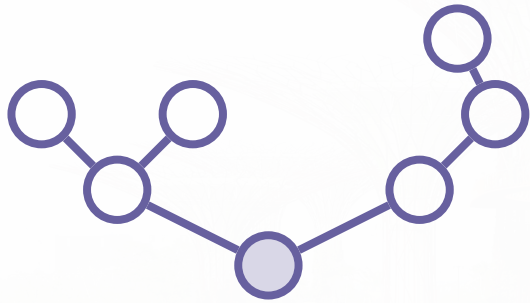
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4	5	2	7	1	3	6
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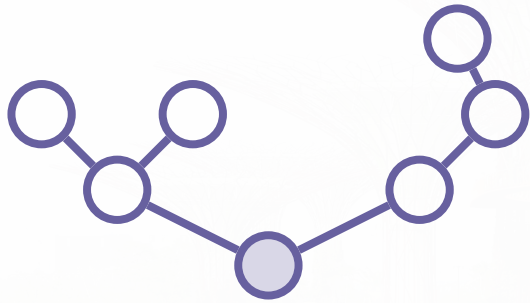
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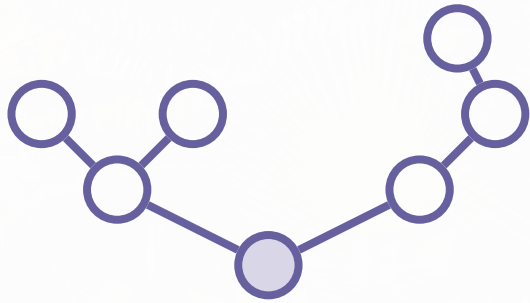
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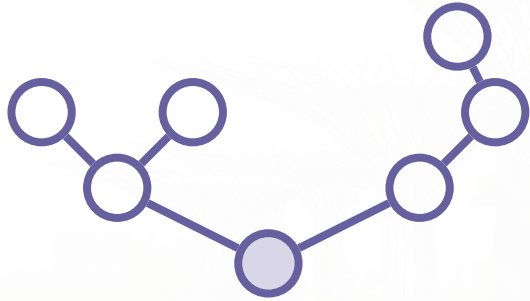


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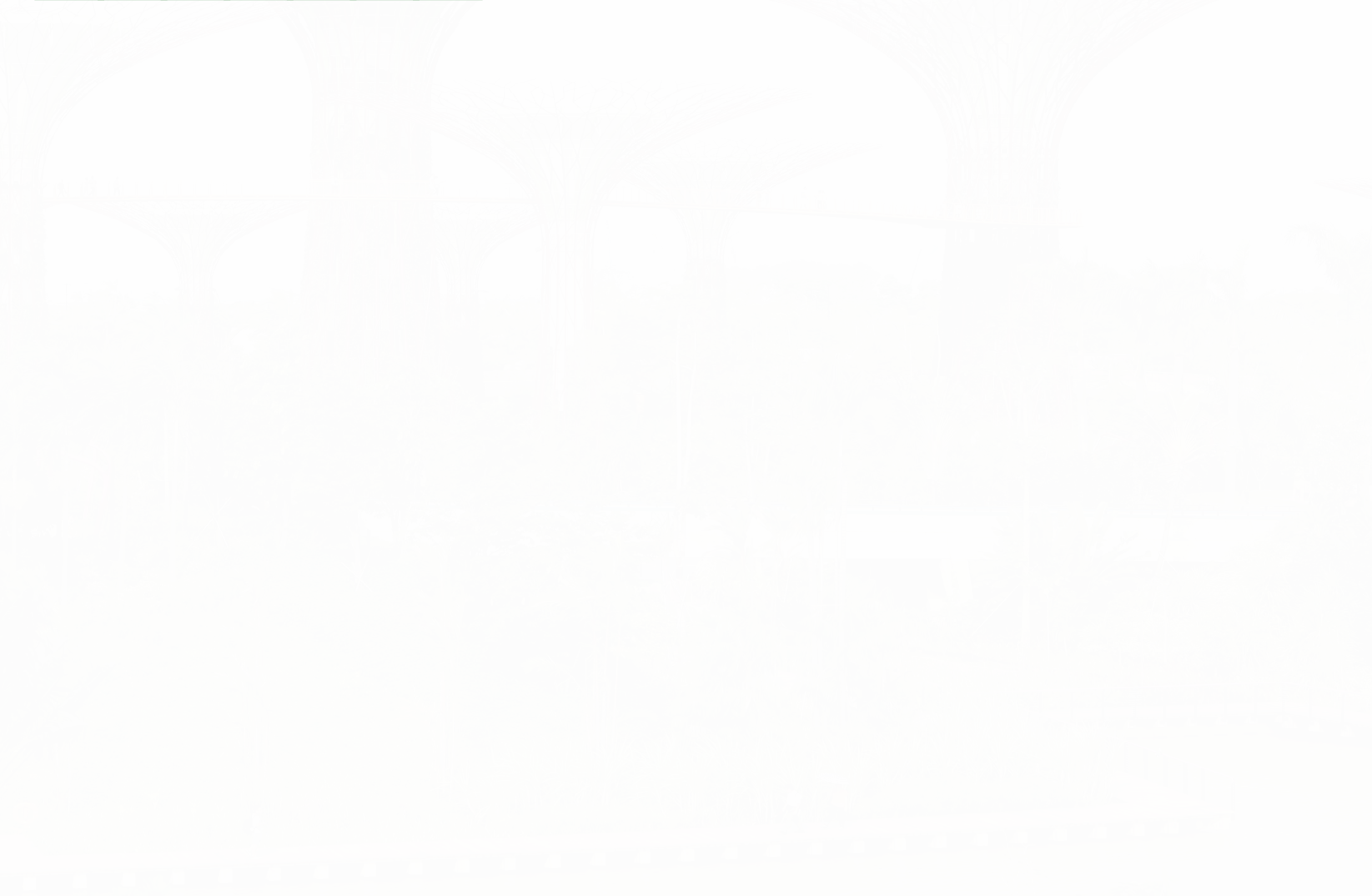


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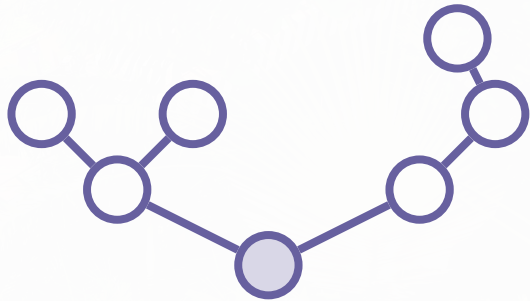
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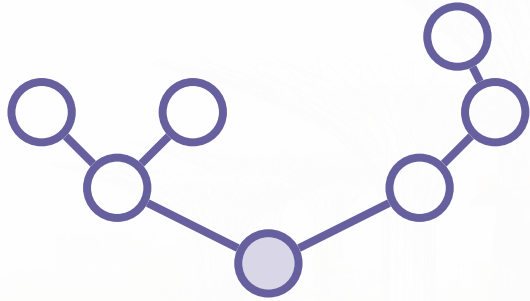


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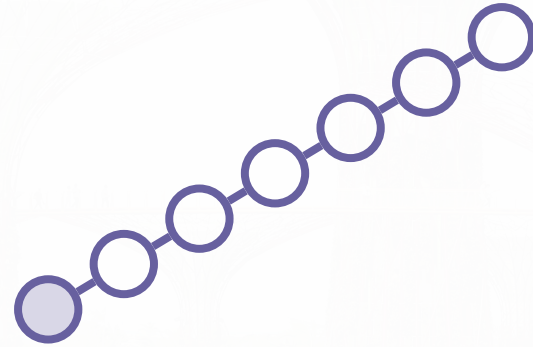


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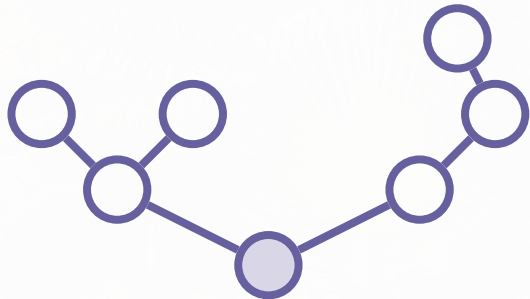
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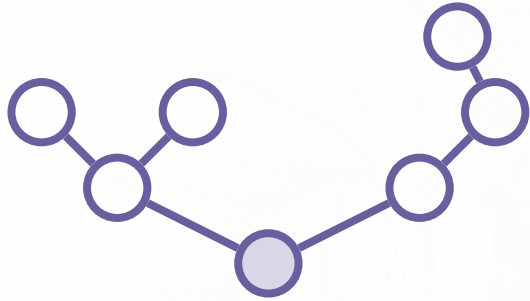


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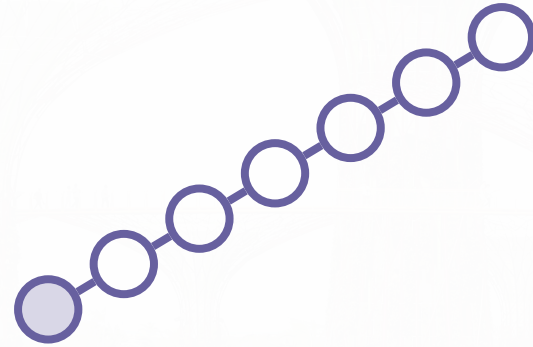


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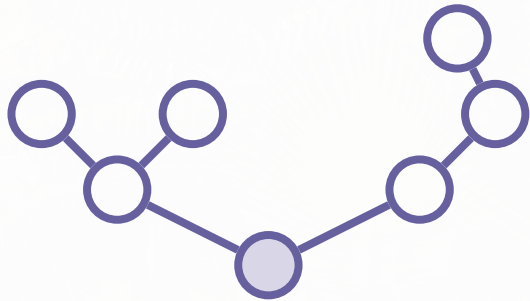
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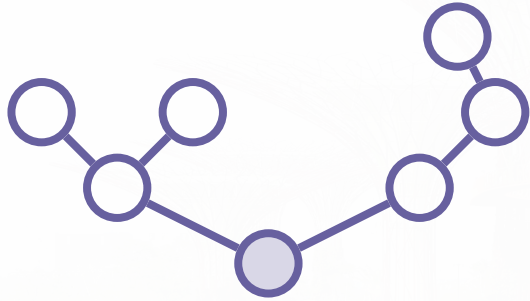
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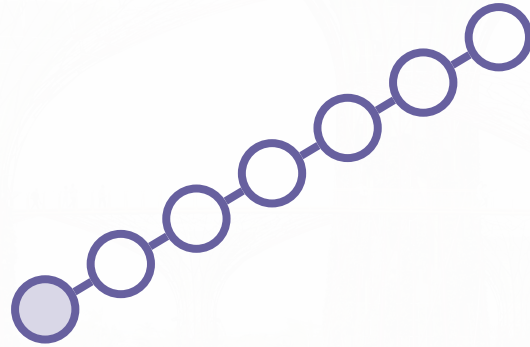
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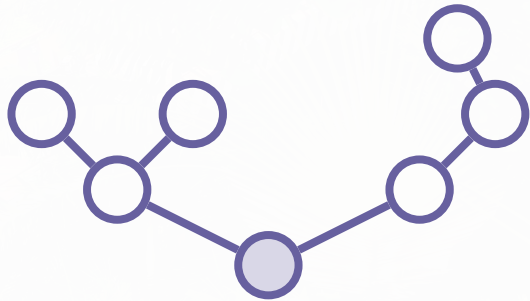
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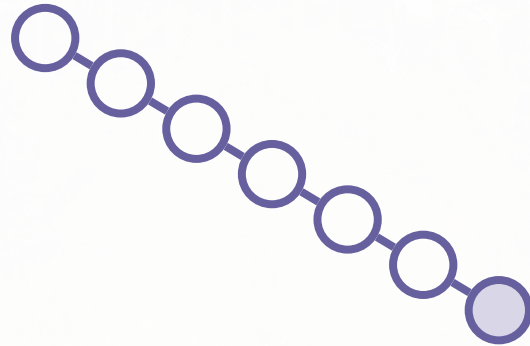
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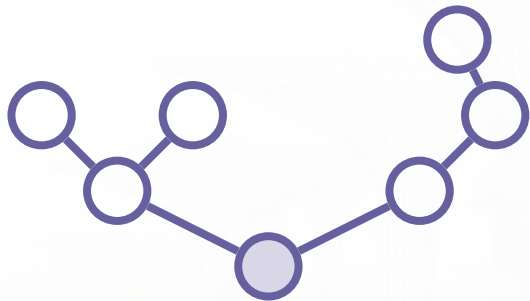


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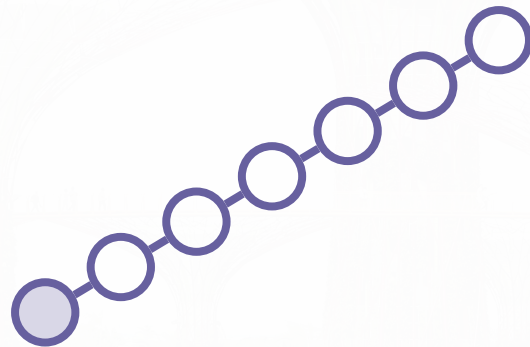


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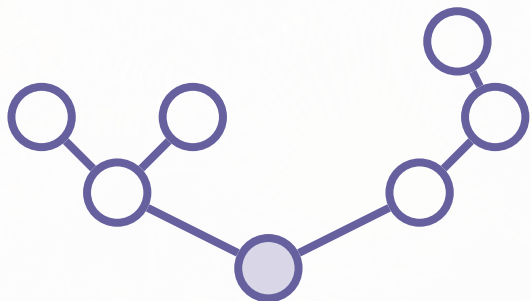
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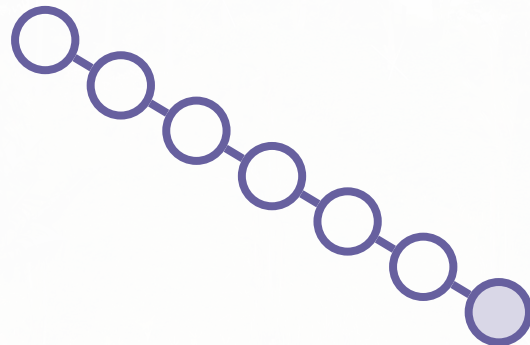
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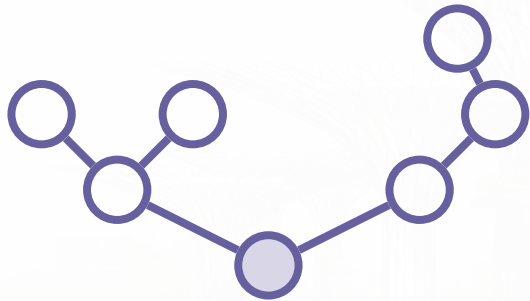


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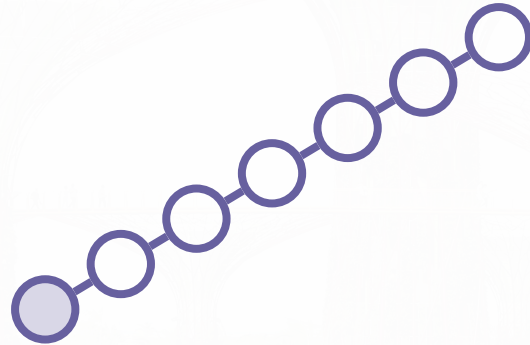


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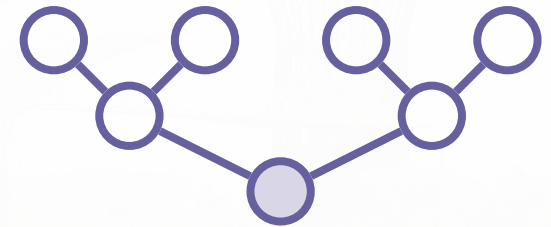
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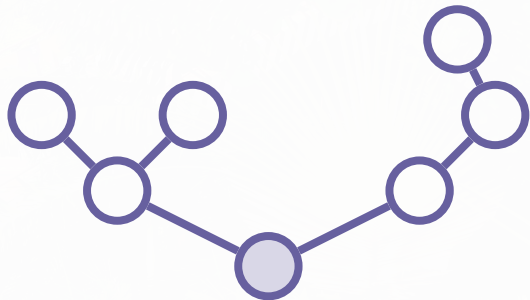
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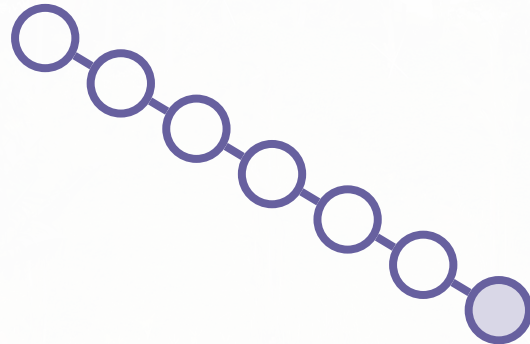
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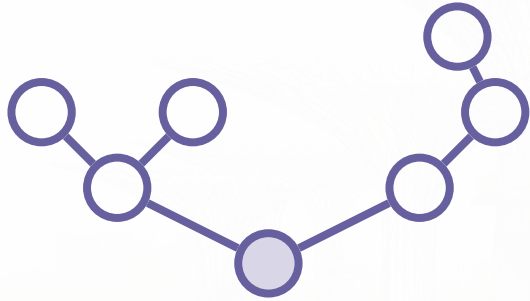


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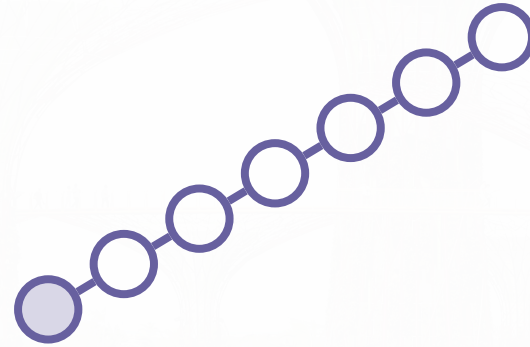


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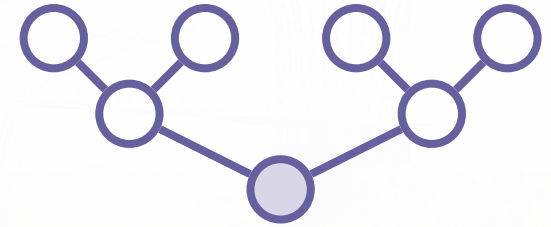
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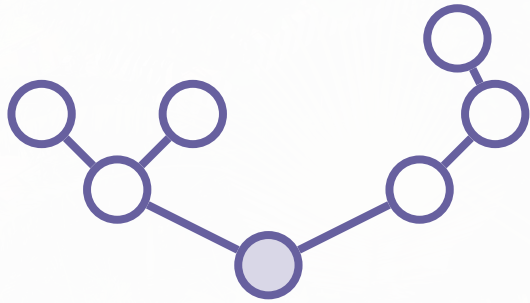
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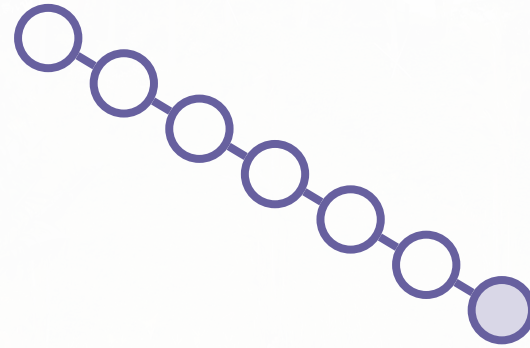
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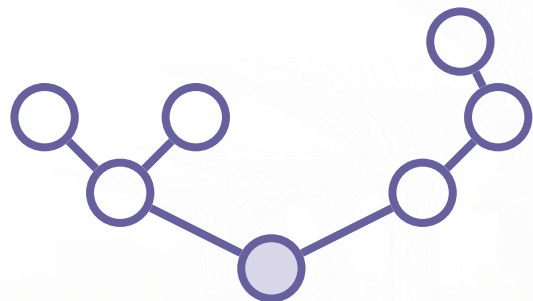
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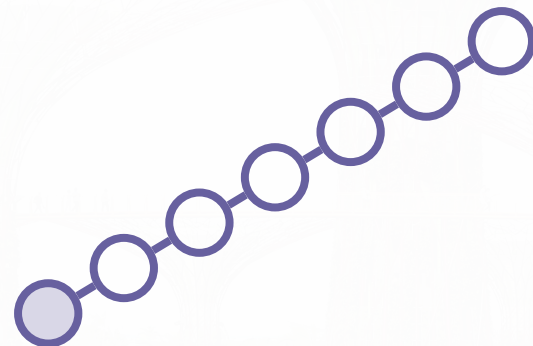
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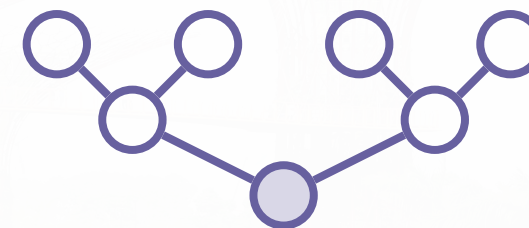
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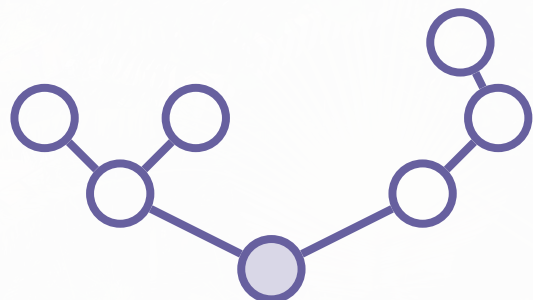
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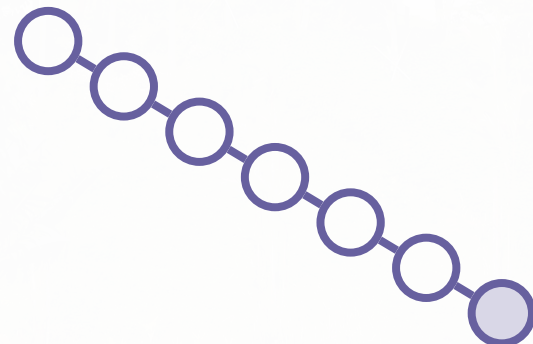
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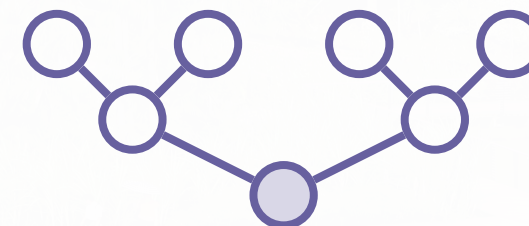
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- The height $H(T_\sigma)$ is related to the efficiency of the quicksort algorithm applied to σ .
- For any σ of length n , we have that $\lfloor \log_2 n \rfloor \leq h(T_\sigma) \leq n - 1$.

Random binary search trees



Random binary search trees

Theorem (Devroye, 1986)

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Let σ be a sequence of n random (distinct) values. Then, as n goes to infinity,

$$\frac{h(T_\sigma)}{\log n} \longrightarrow c^*,$$

where $c^* \simeq 4.311$ is the solution to $c \log(2e/c) = 1$.

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Note: It is of the same order of magnitude as the minimal height: $\lfloor \log_2 n \rfloor \simeq 1.443 \cdot \log n$.

Current research



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Q: Is $c^* \log n$ a natural/universal lower bound for the height of random sequences?

Q: Are there other interesting random models of sequences to study?

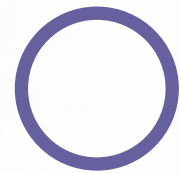
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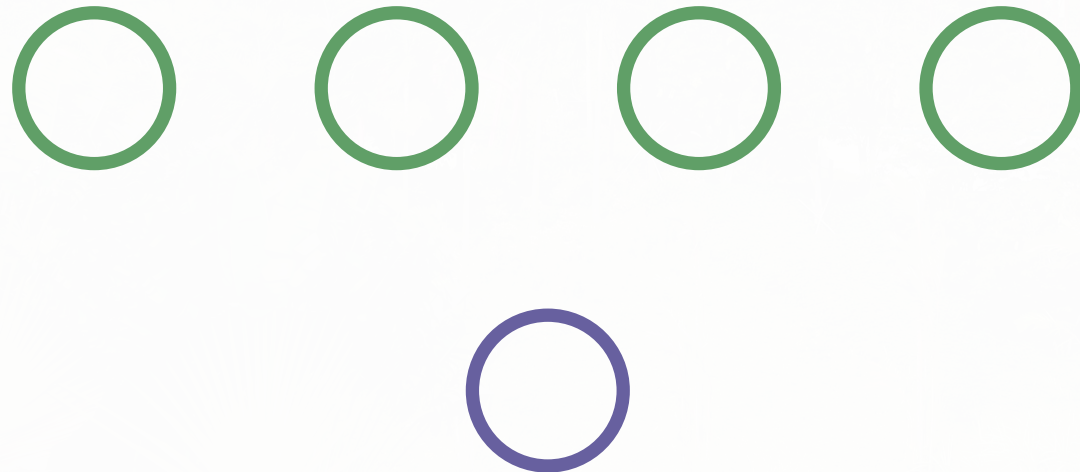
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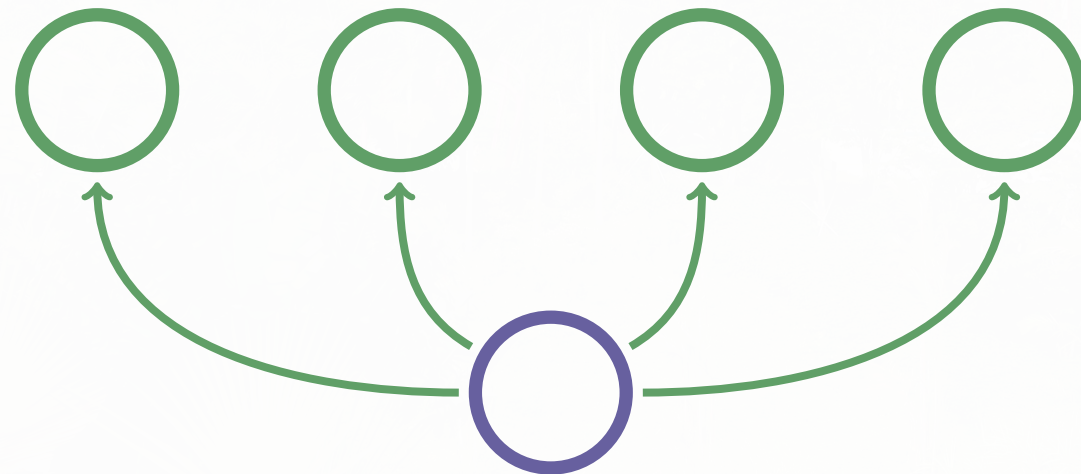
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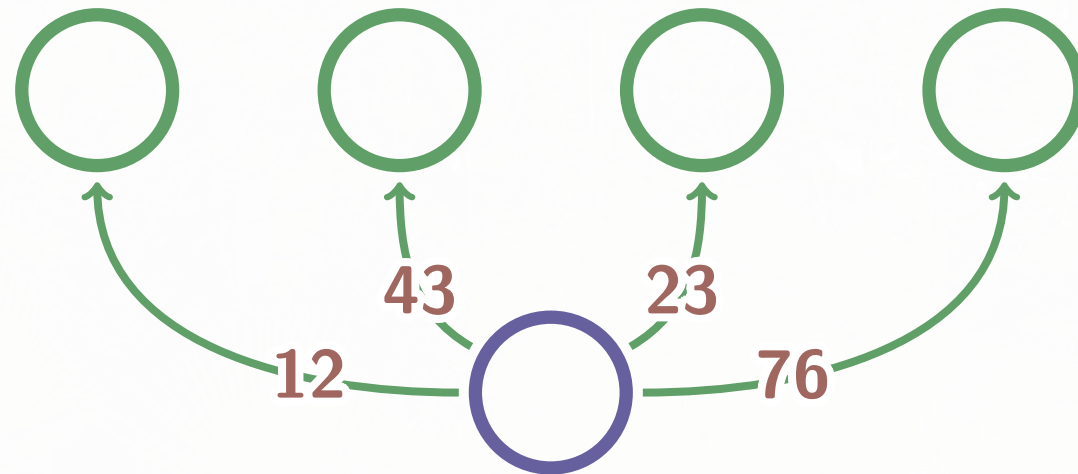
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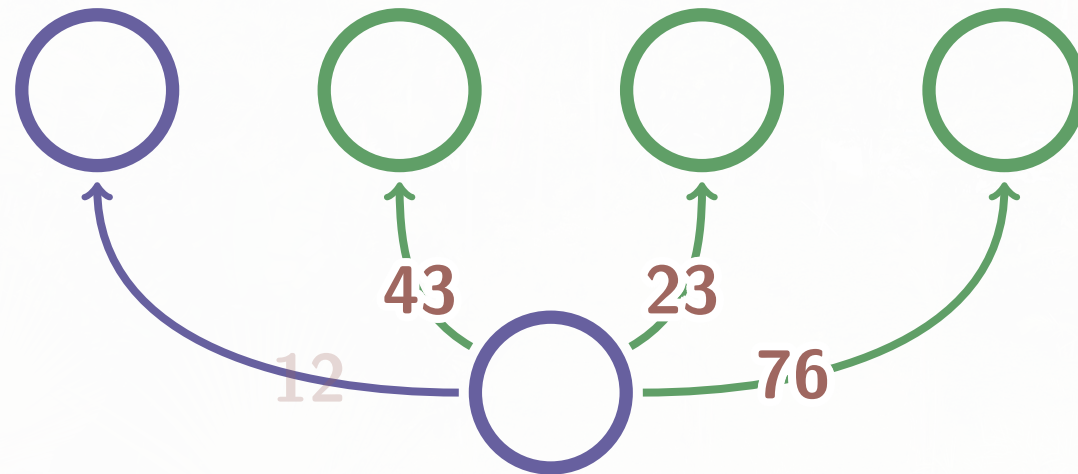
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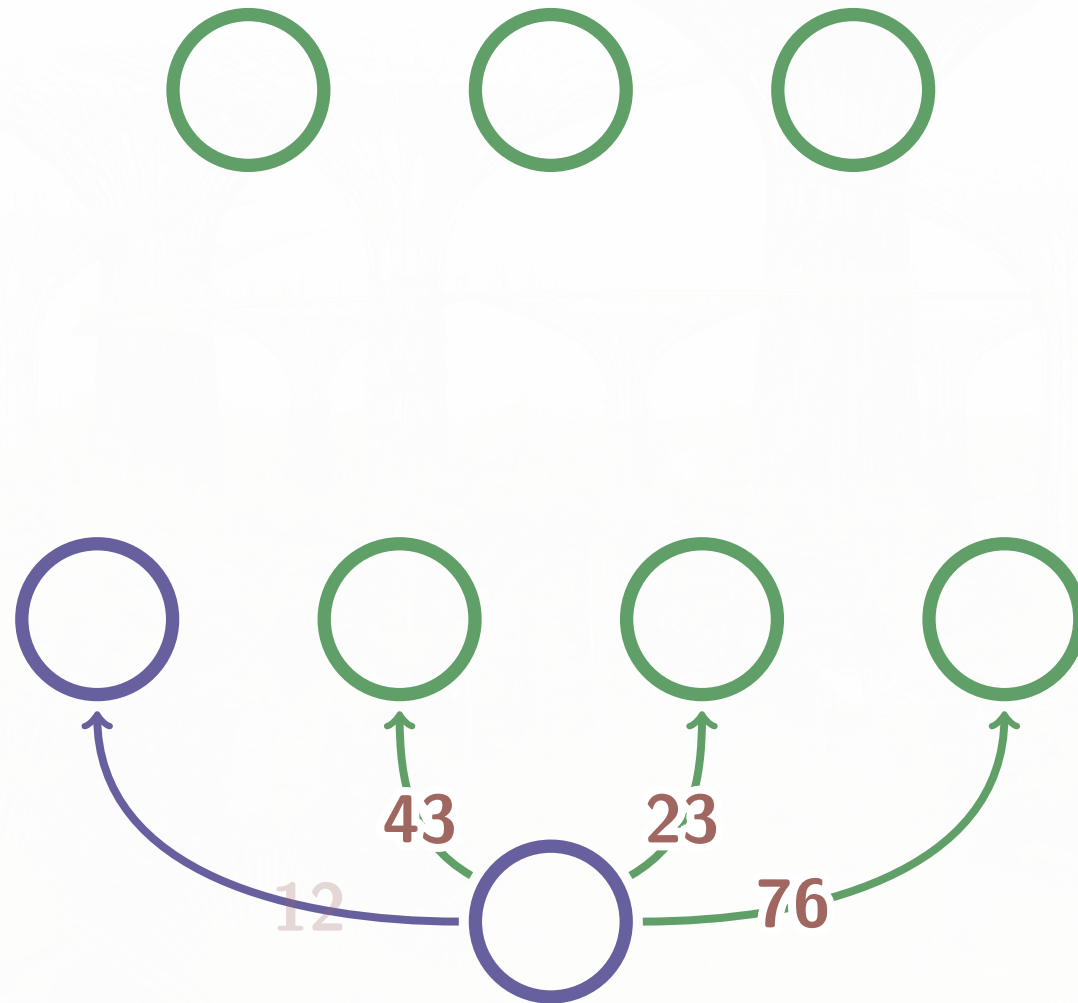
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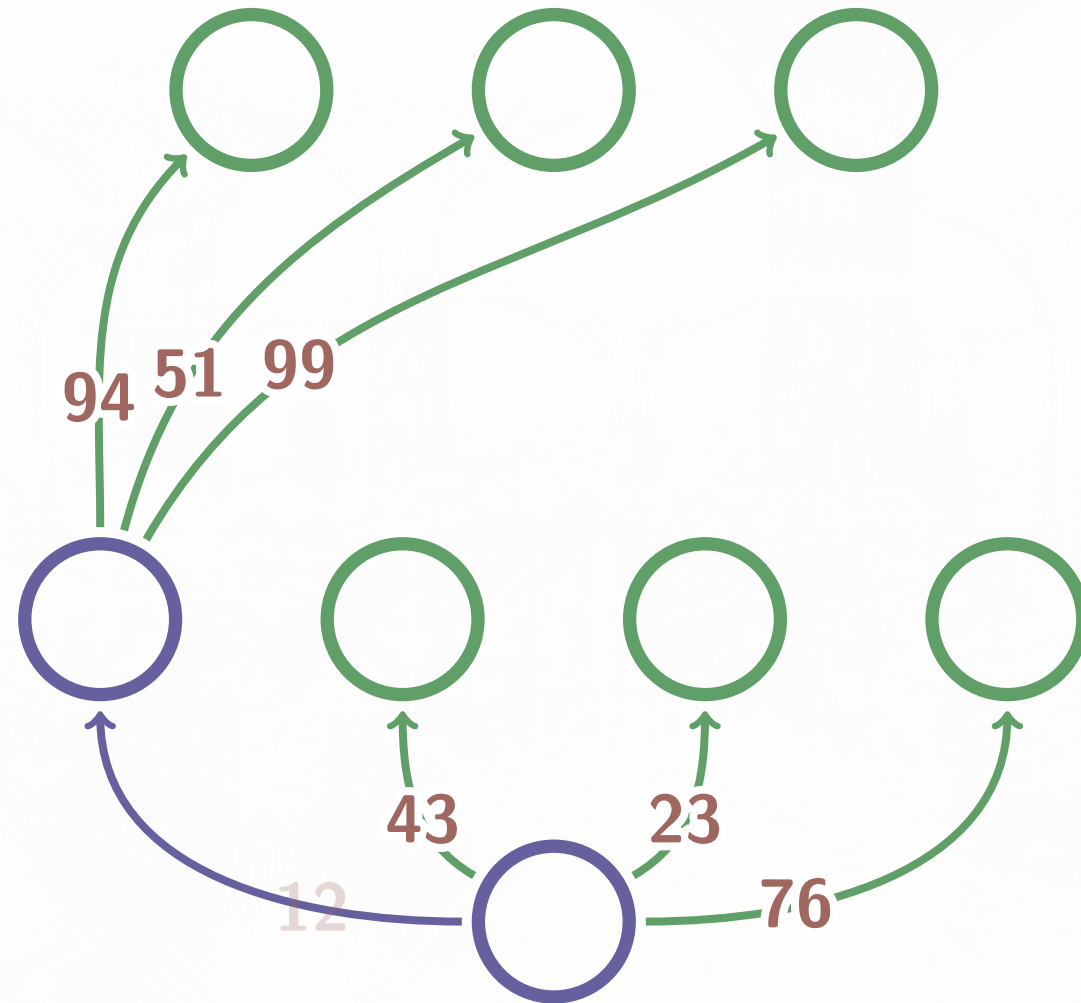
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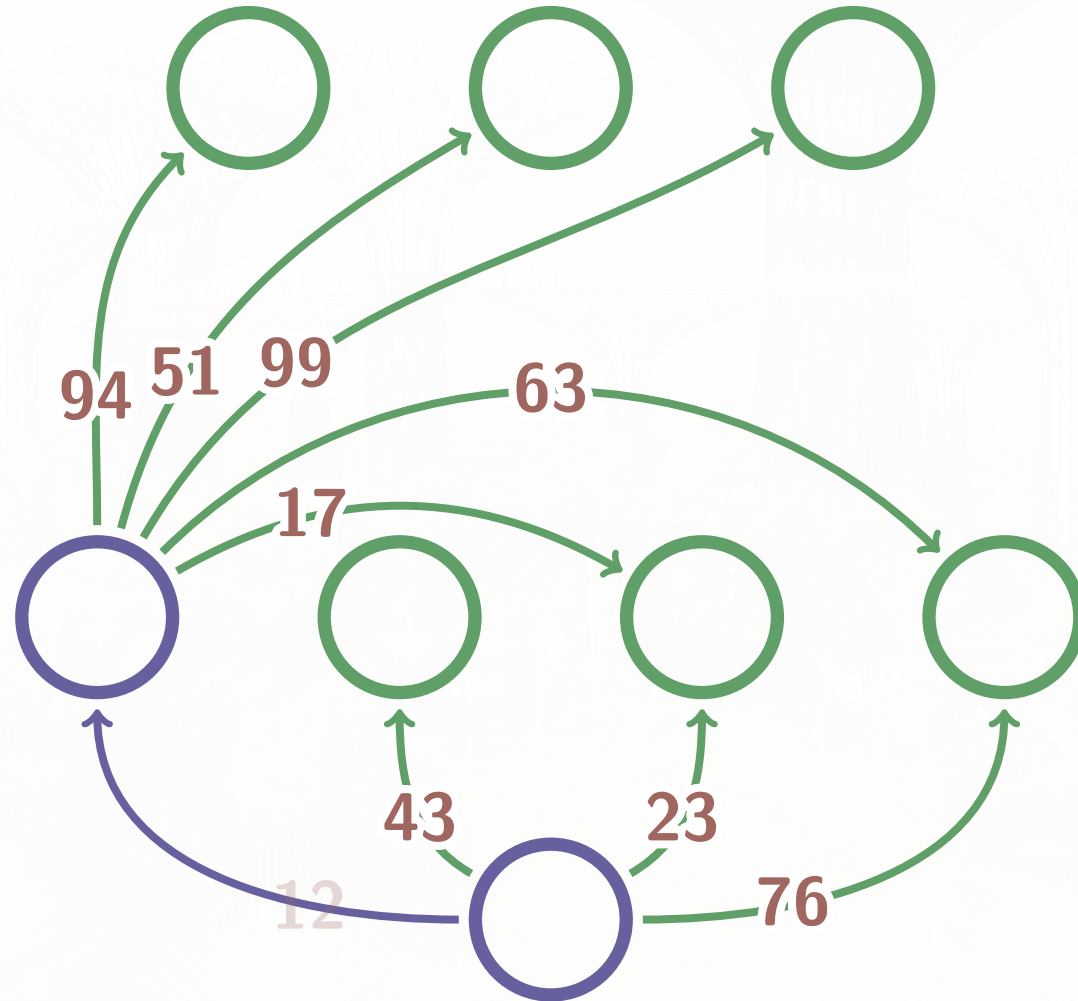
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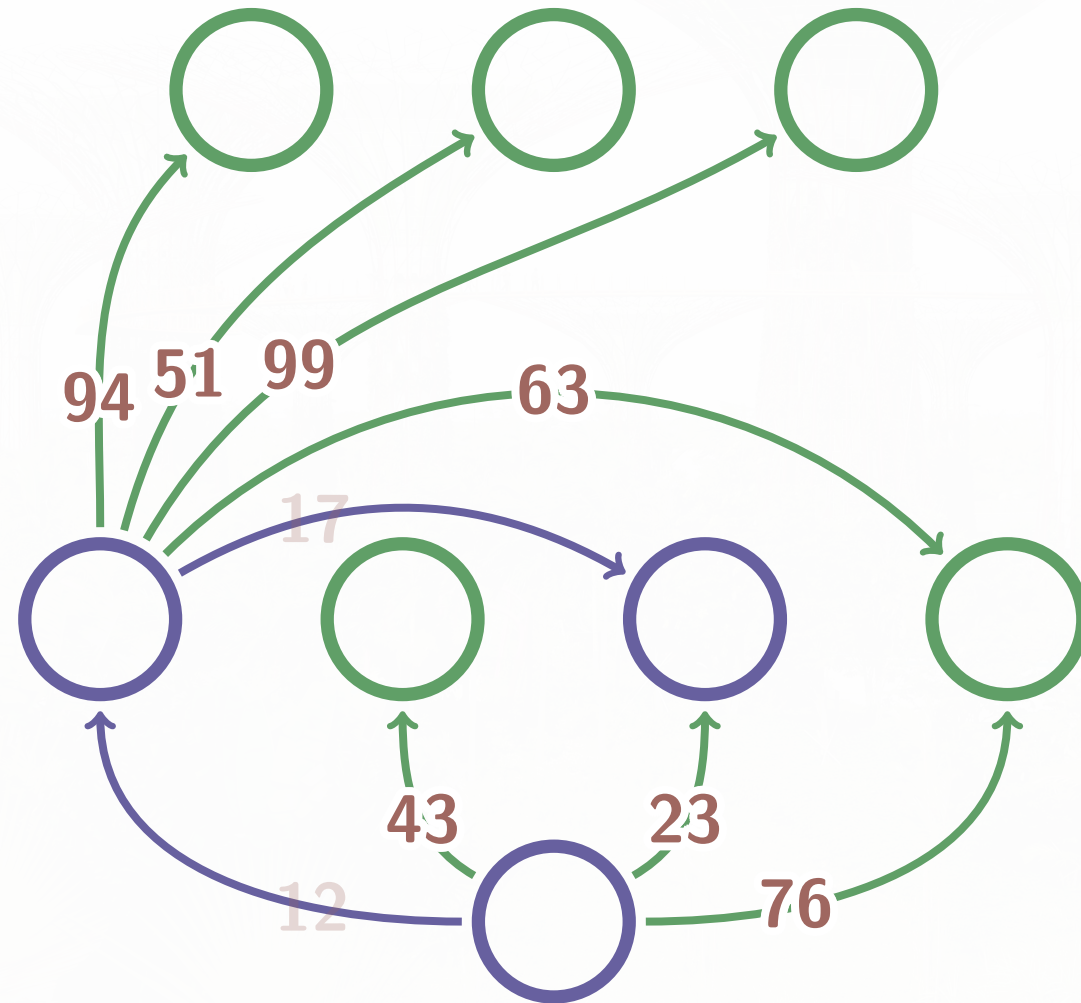
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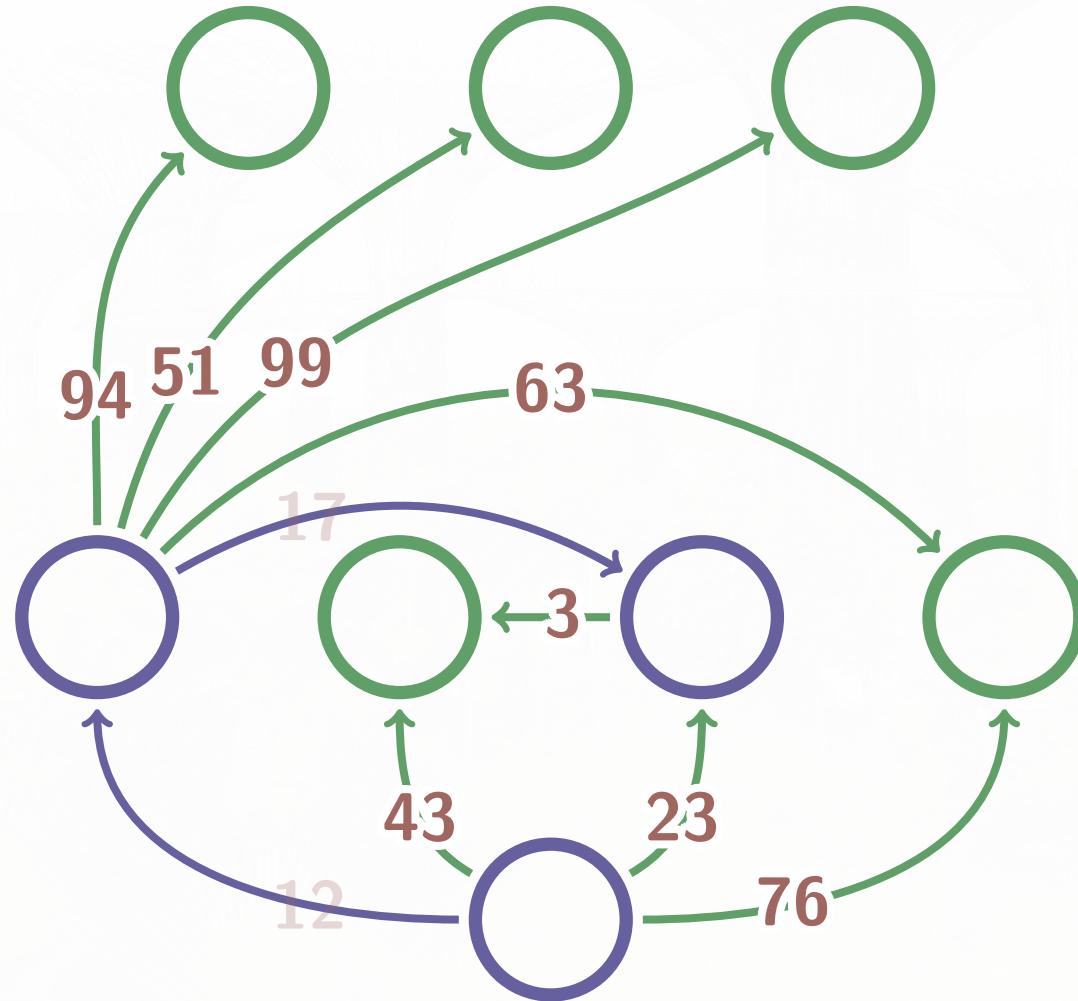
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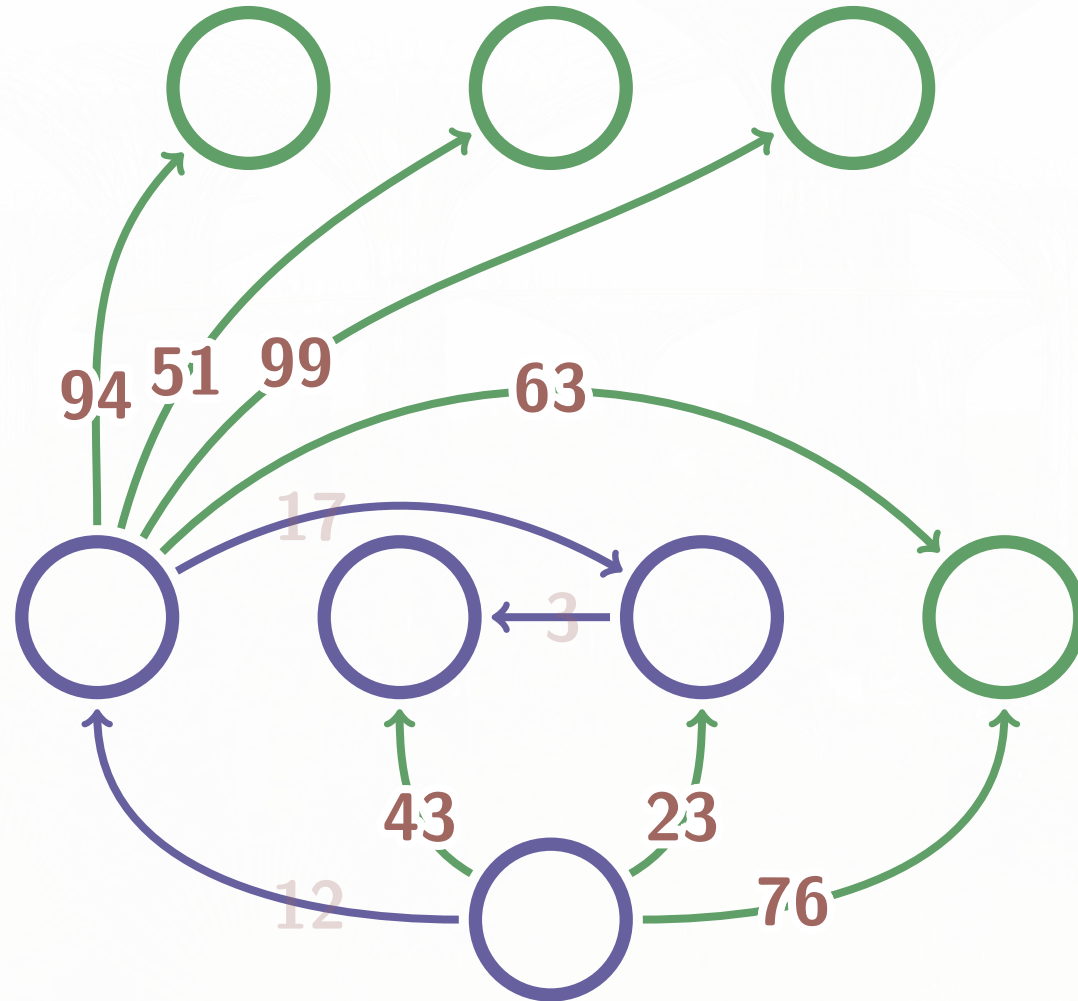
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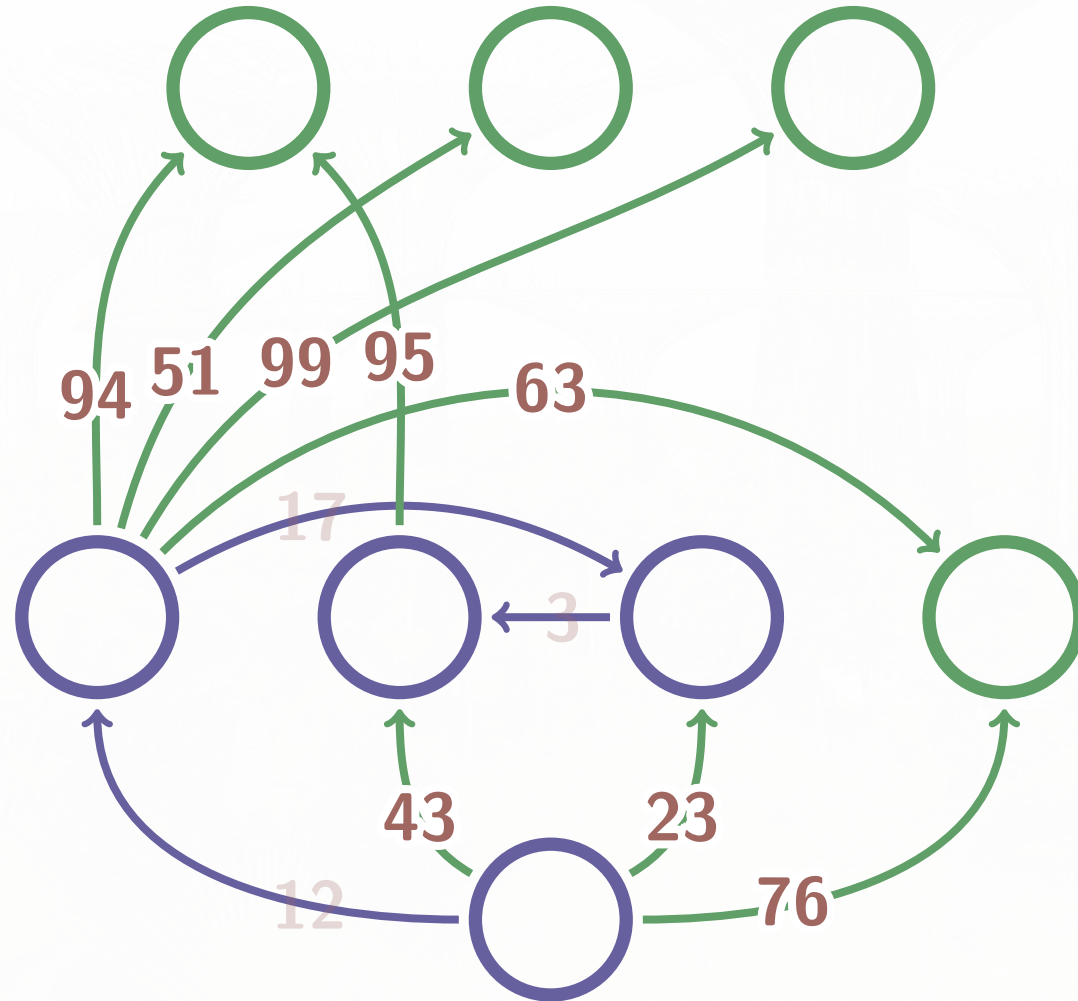
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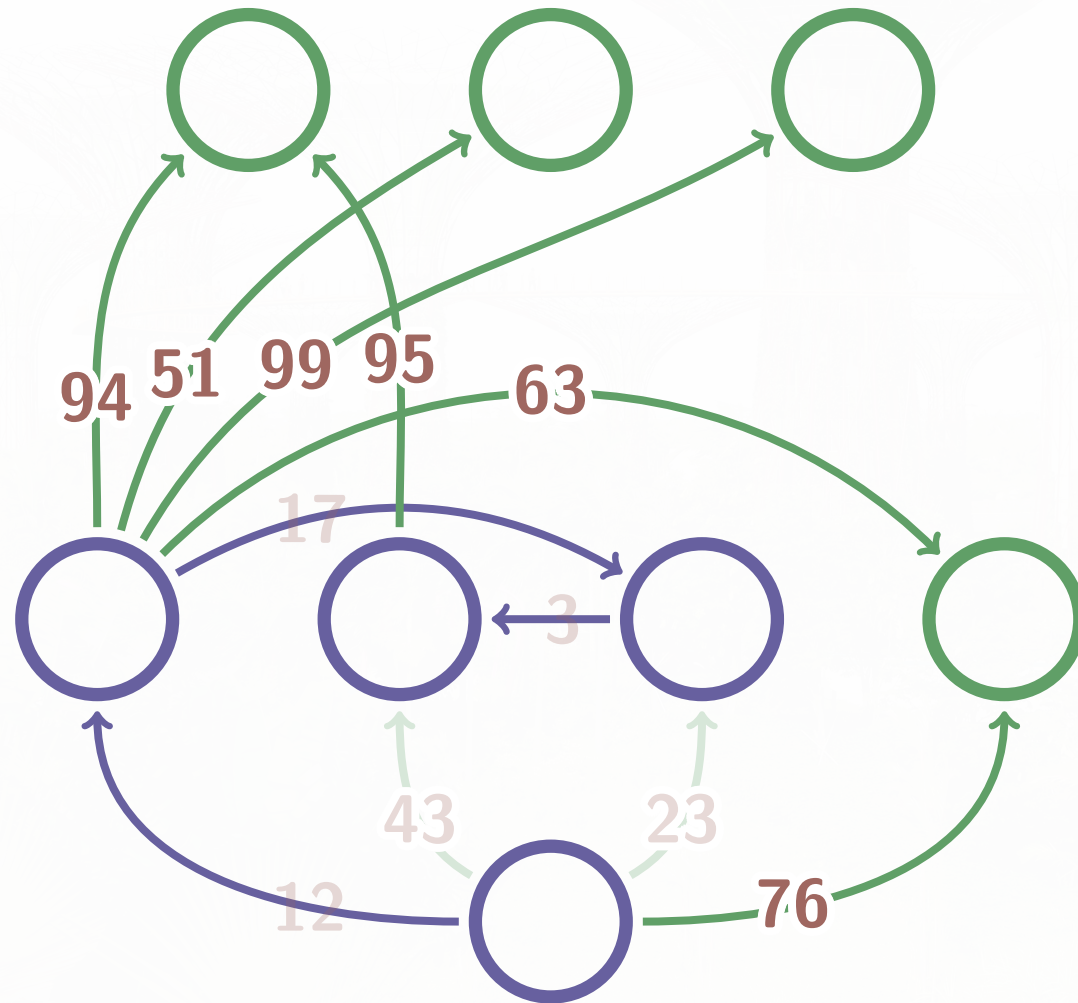
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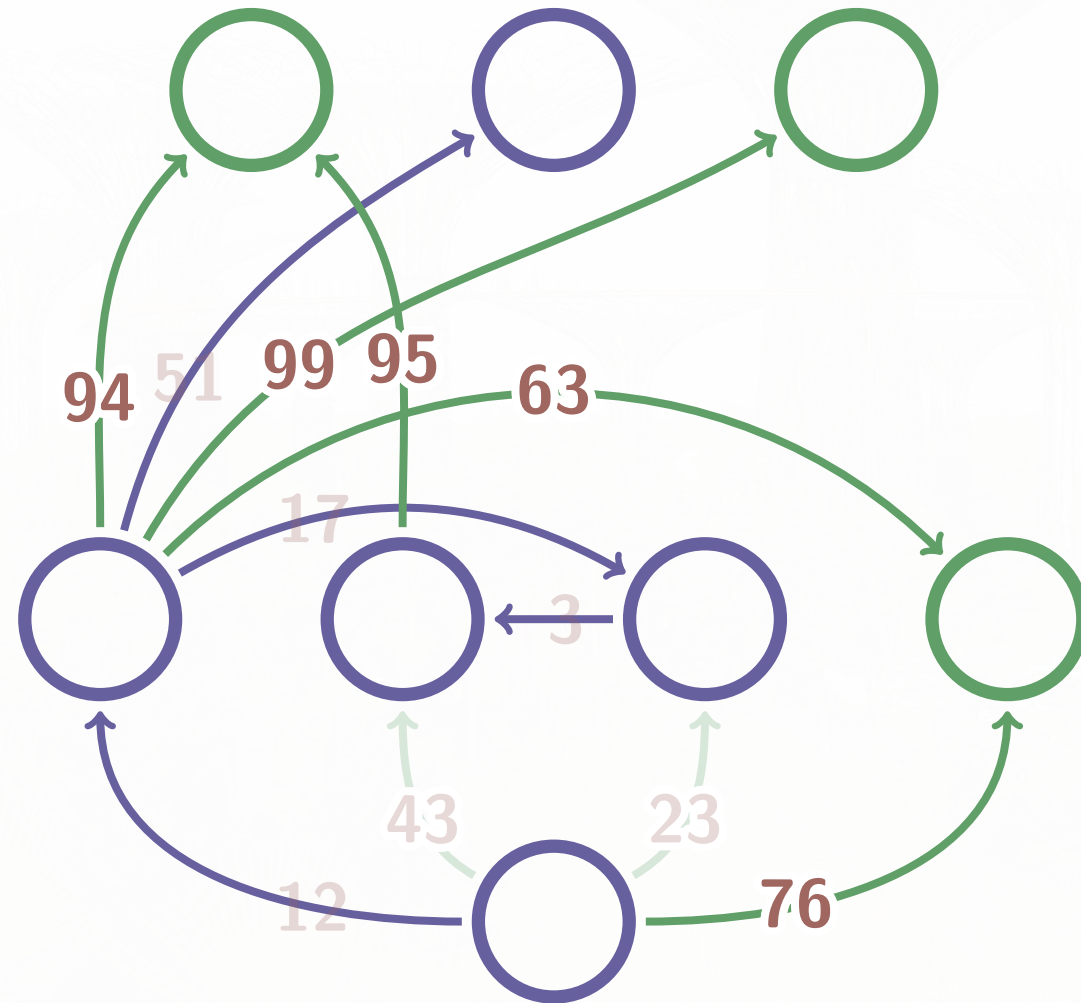
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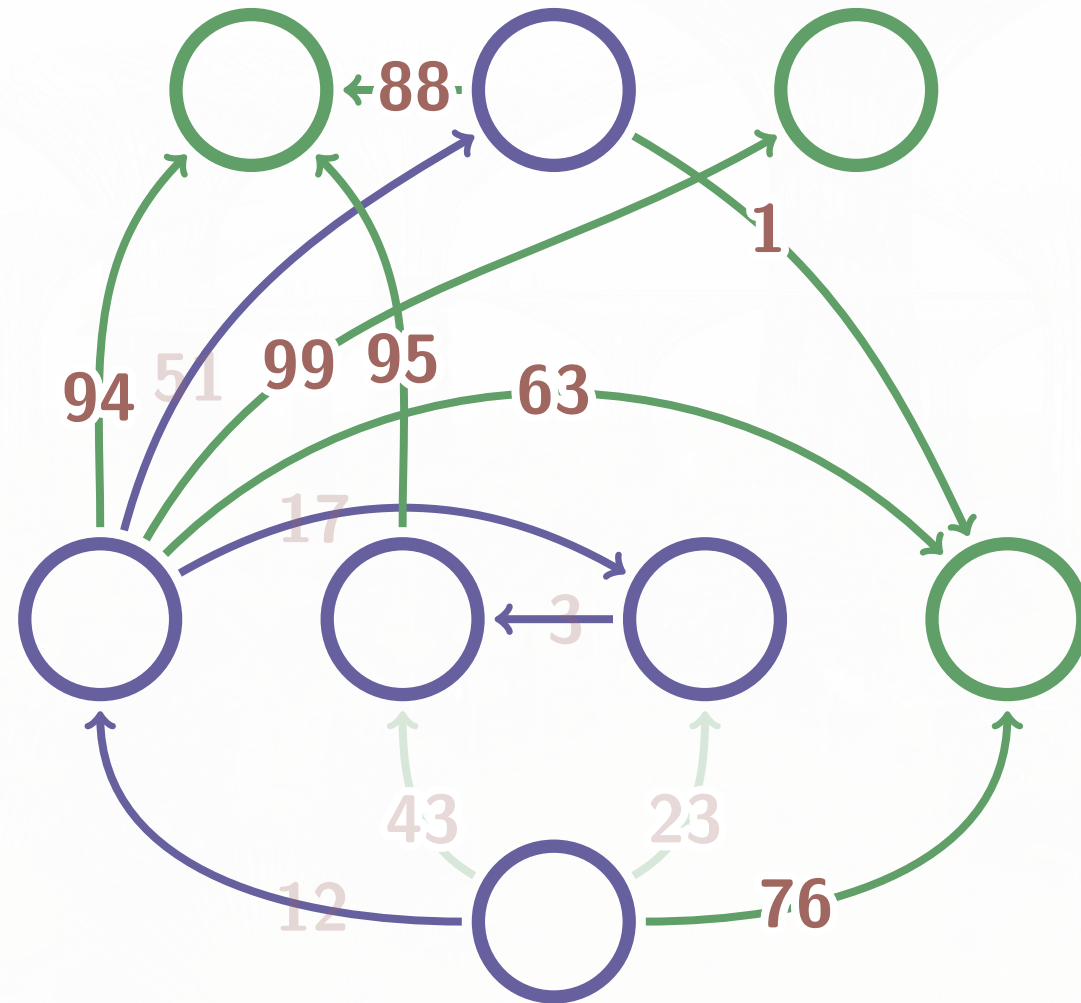
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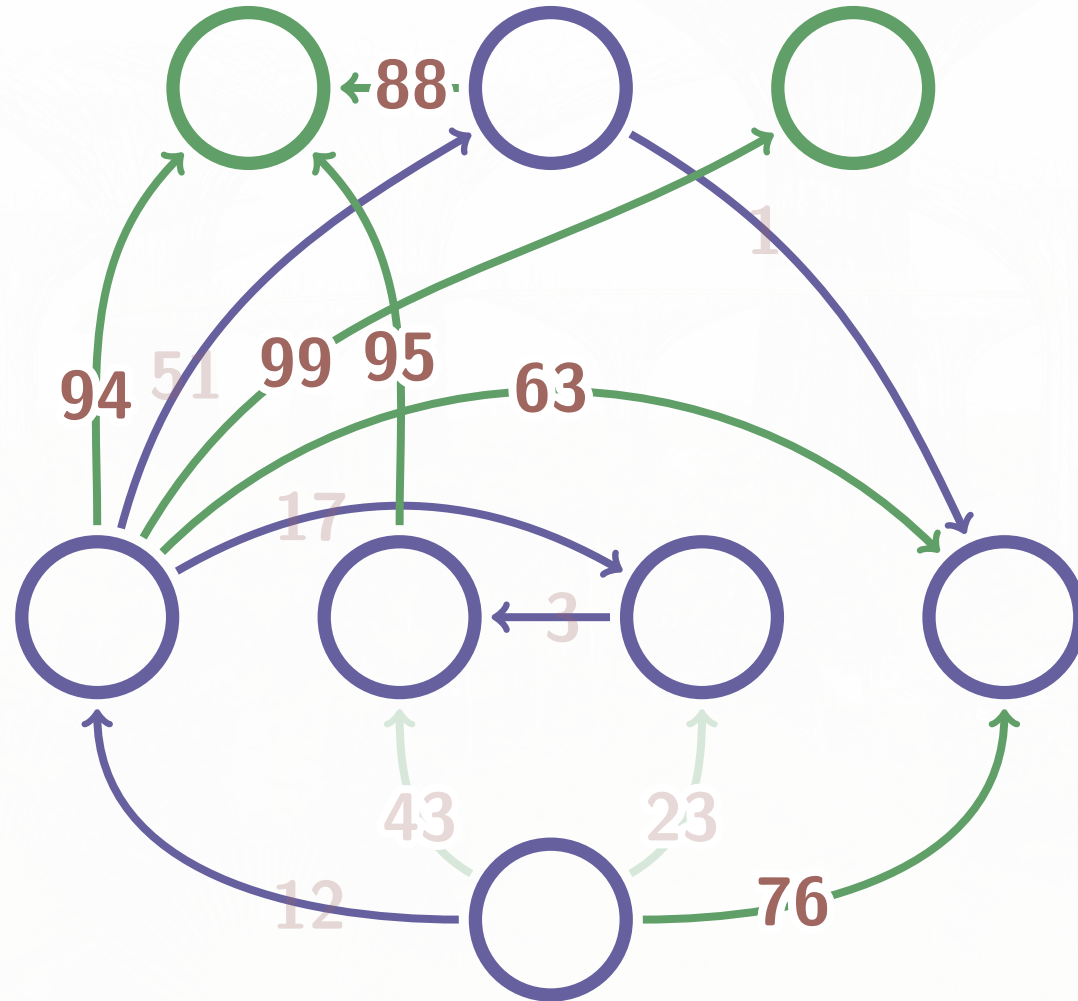
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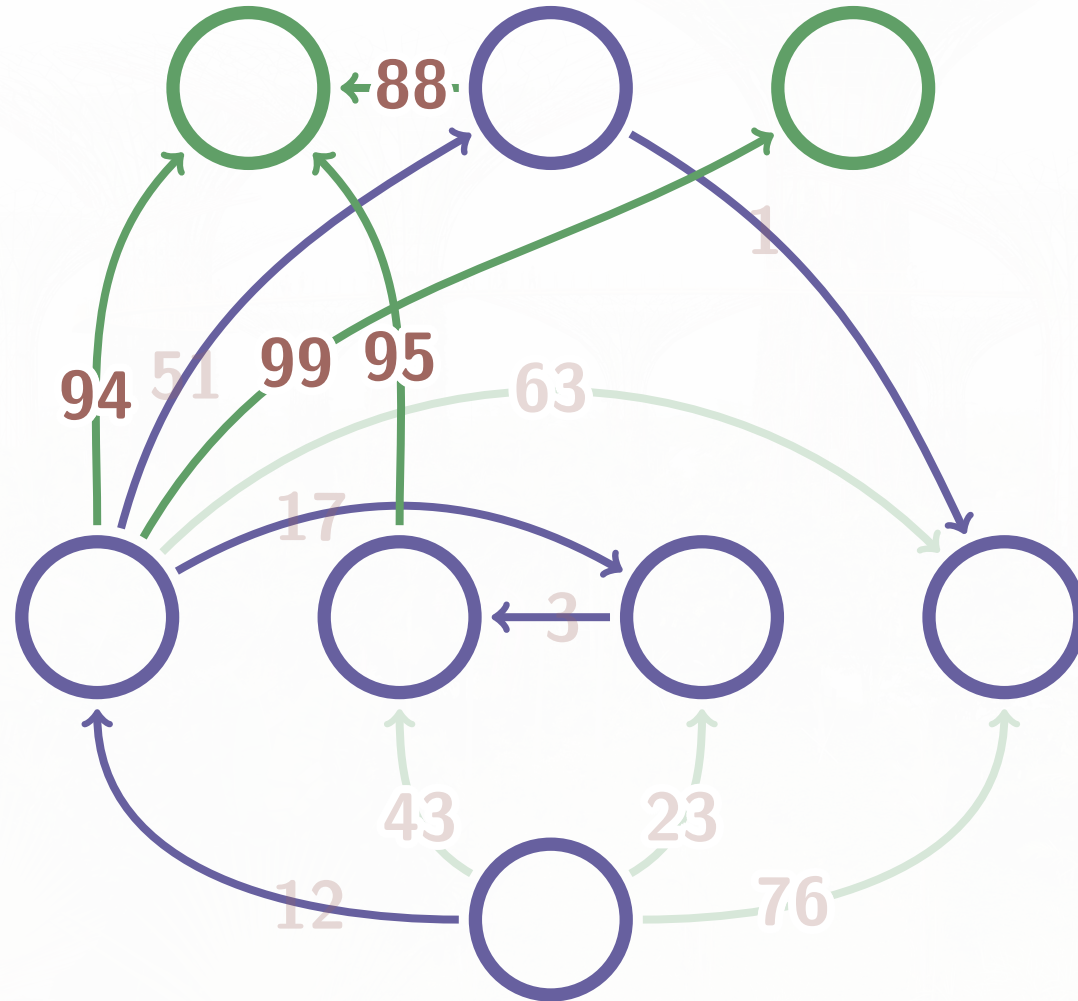
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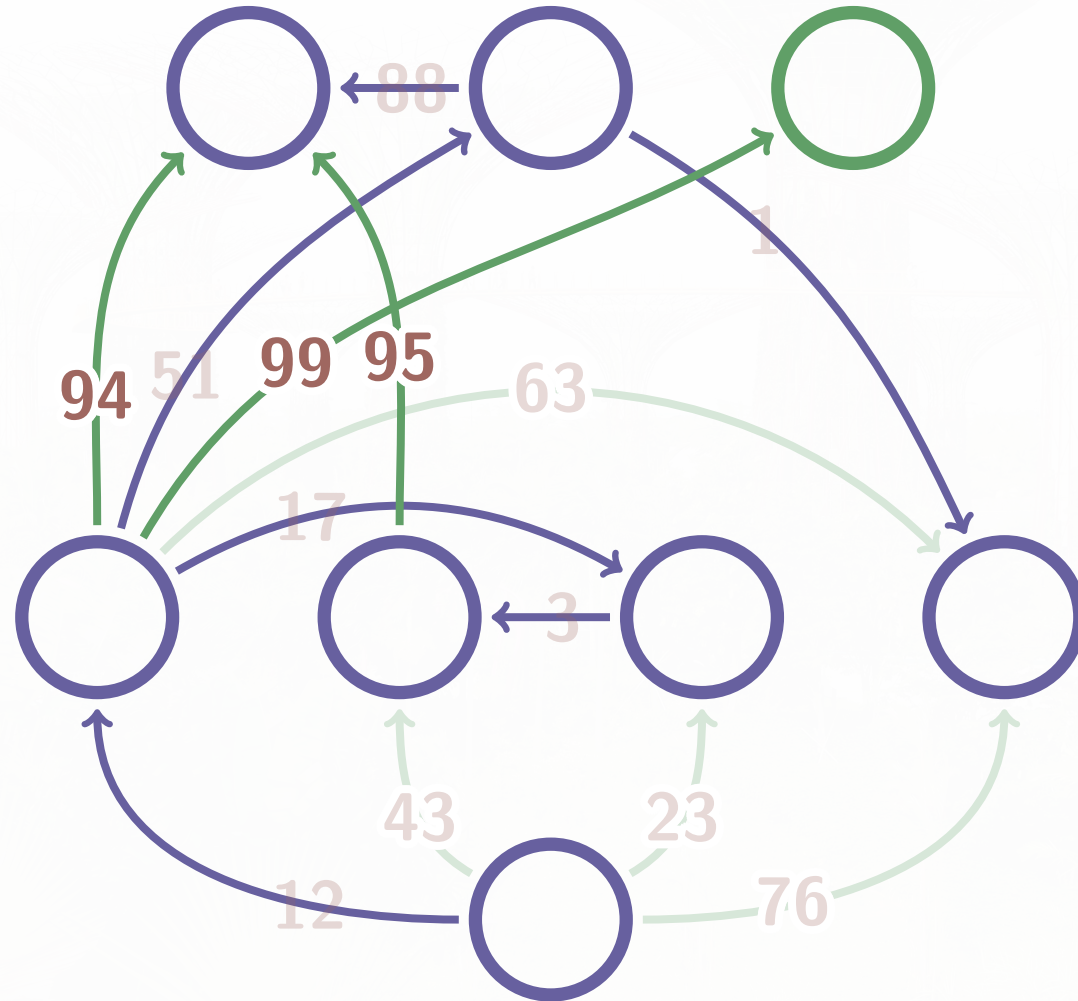
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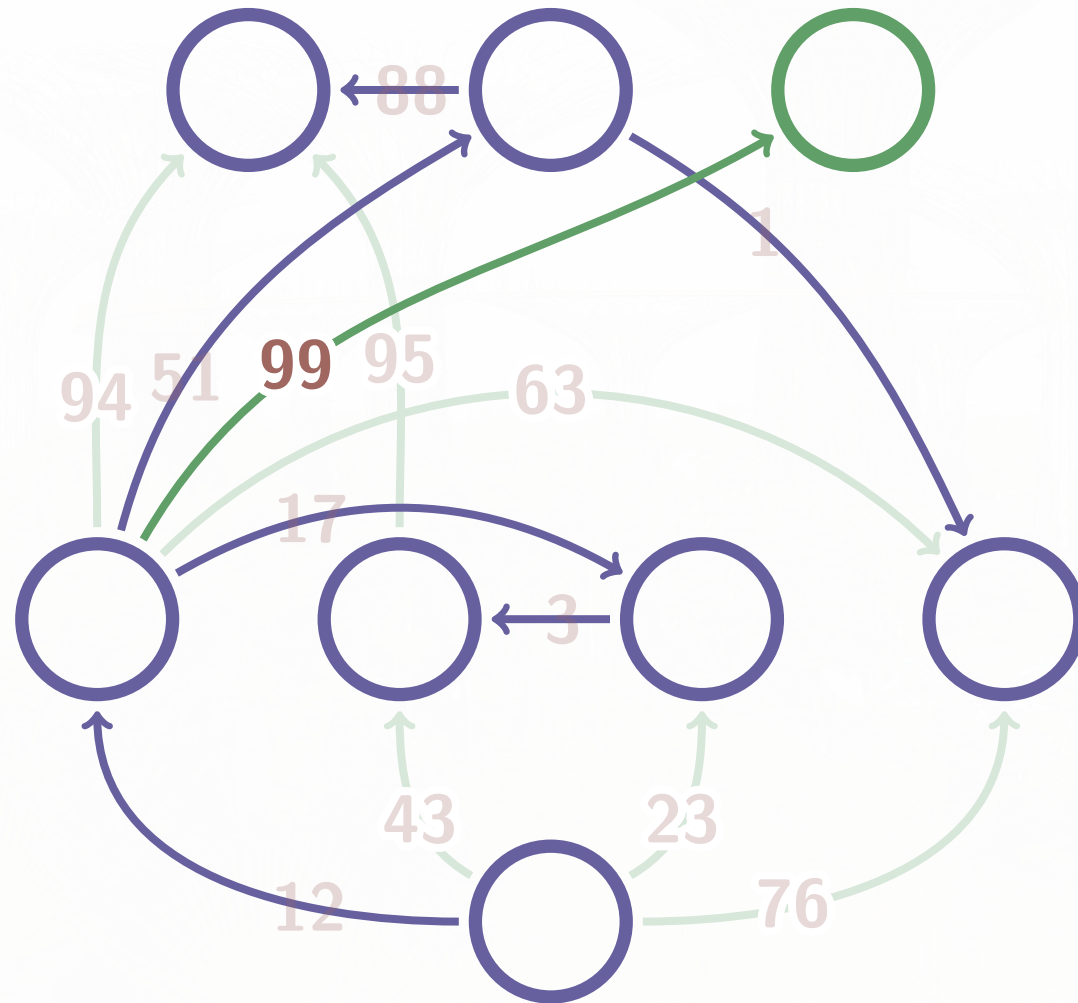
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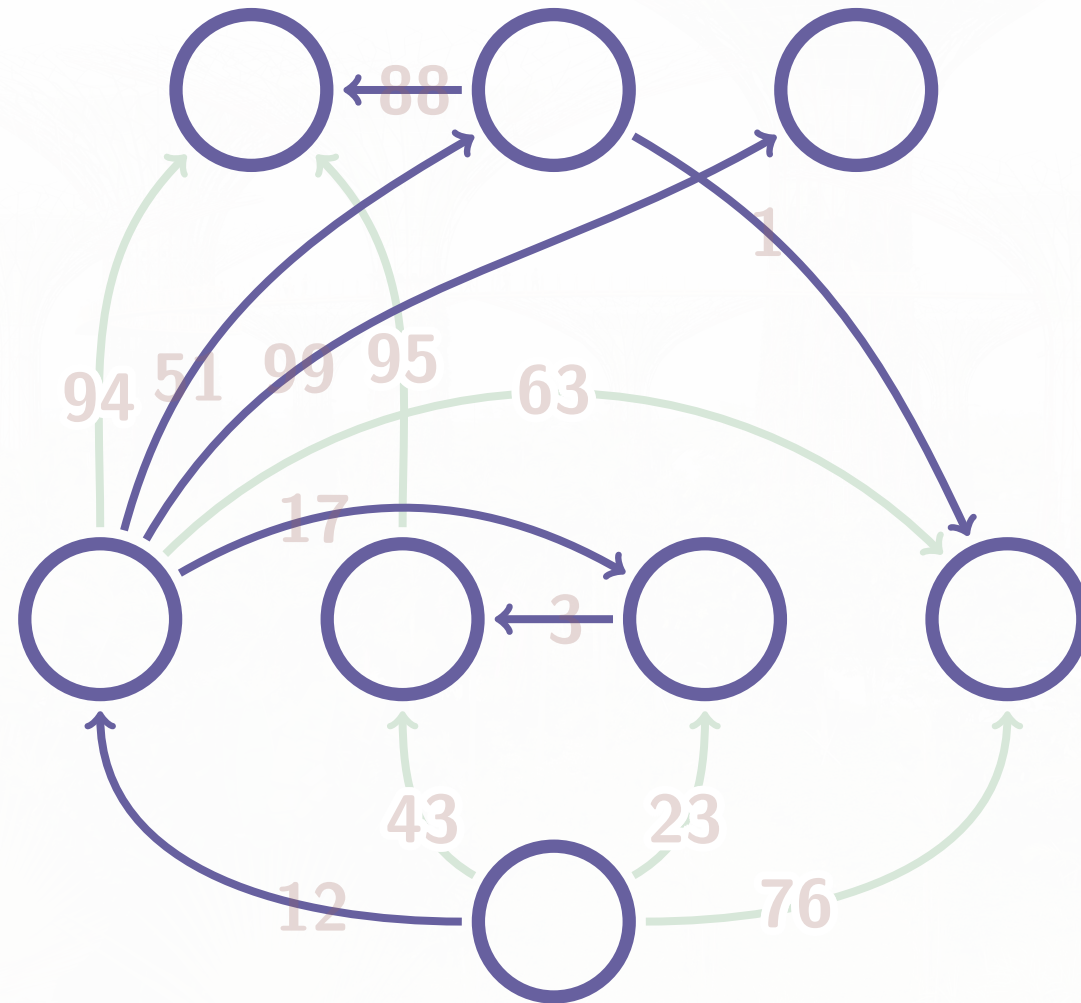
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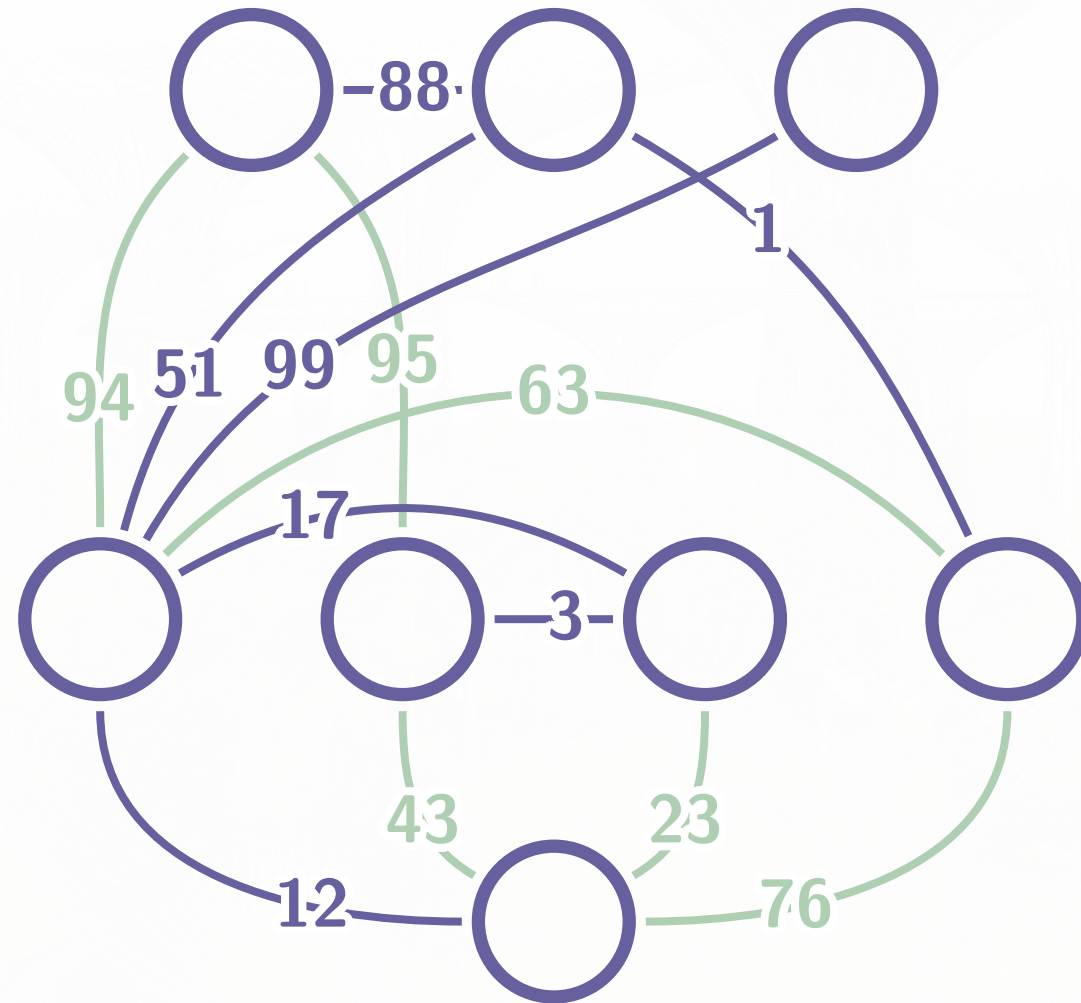
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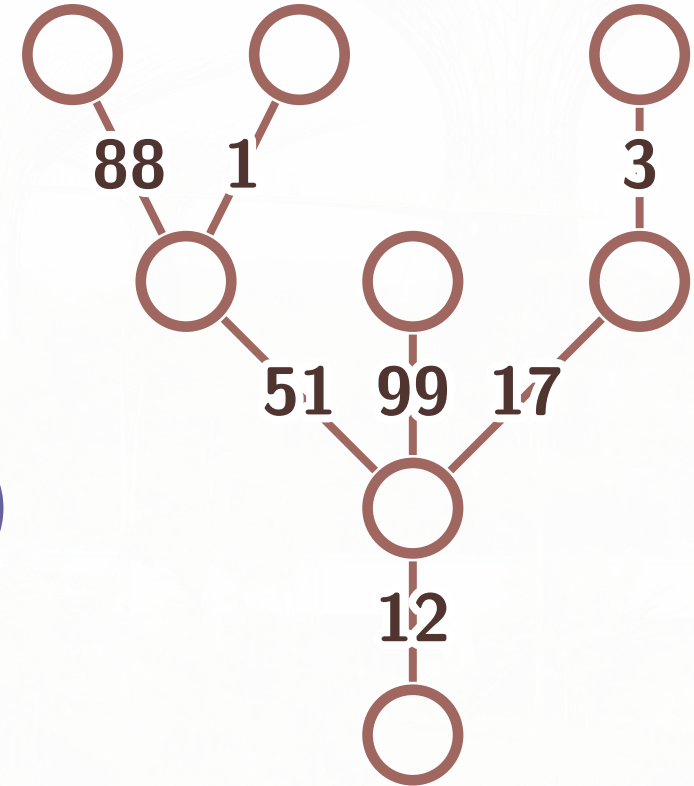
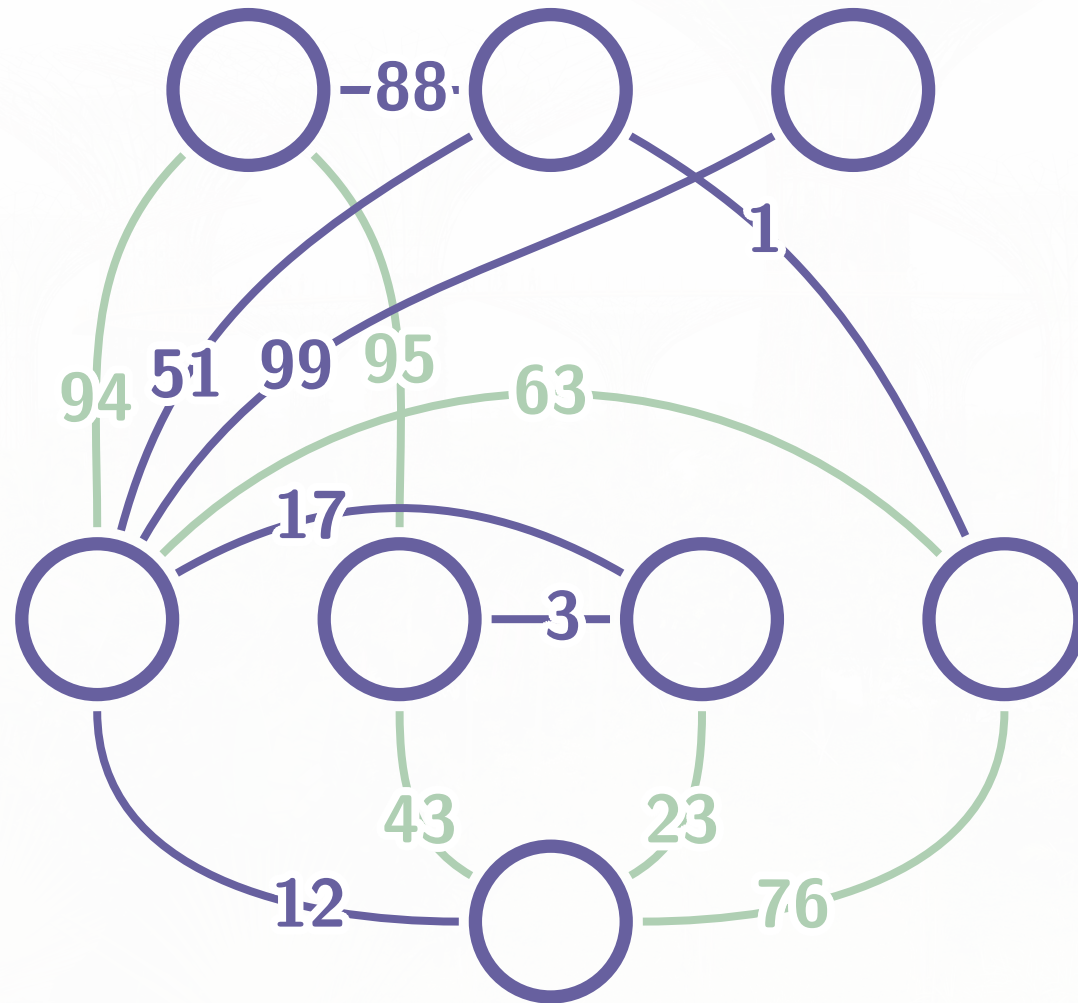
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Prim's algorithm and the minimum spanning tree

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Note: The minimum spanning tree is the unique sub-structure within the graph that connects all the nodes together while minimizing the total sum of its edges.

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- The minimum spanning tree optimizes a *global* property: the connected sub-graph that minimizes its total edge weights.
 - Prim's algorithm optimizes the structure *locally*: it explores adjacent parts of the current tree.
- These concepts of *local* and *global* within a graph may seem opposite but are often more related than expected.
- In general, global properties are a lot more difficult to study than local properties.

Current research



Current research

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Q: Given the local growth, can we deduce global properties of the graph?

Q: Can we provide strong results connecting local and global properties of a graph?

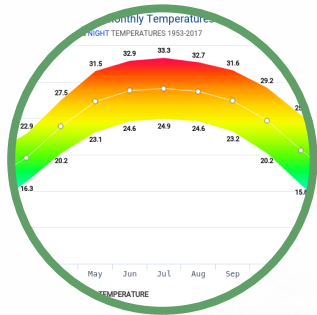
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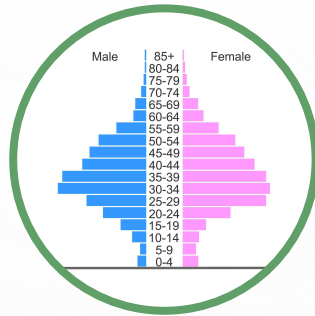
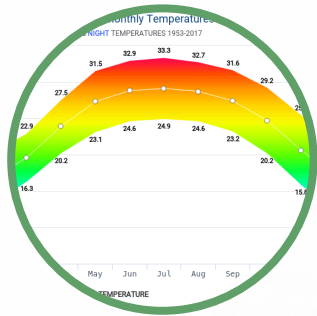
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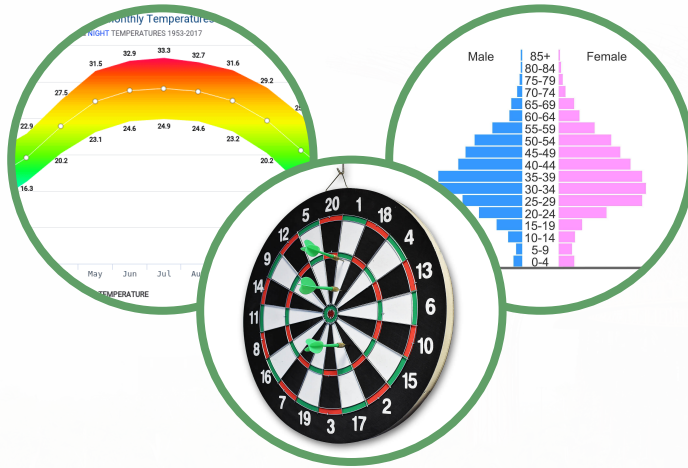
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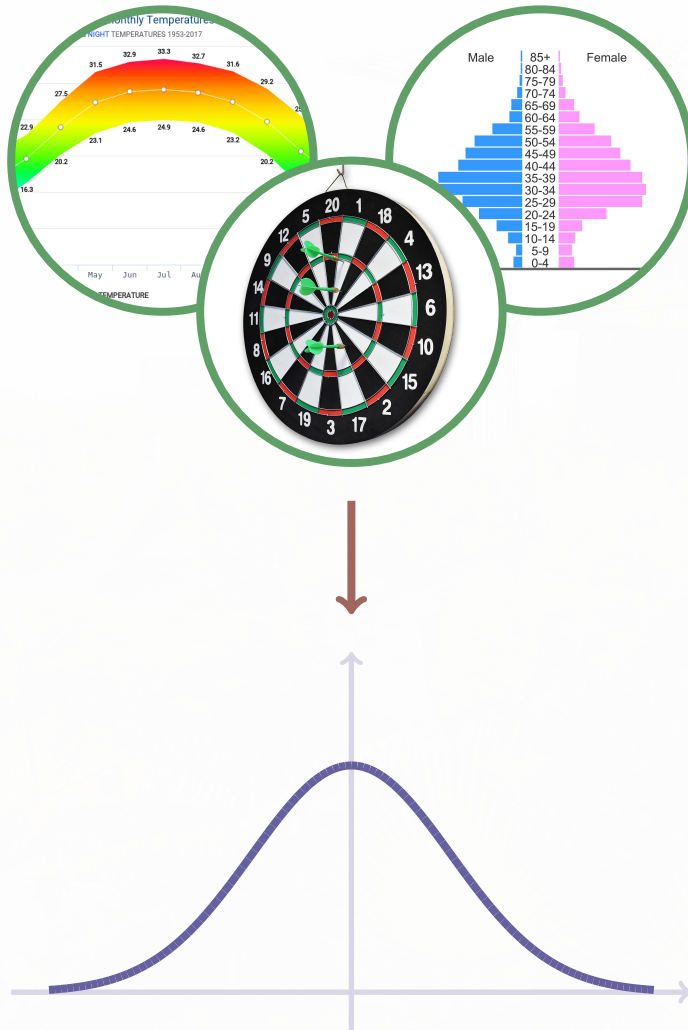
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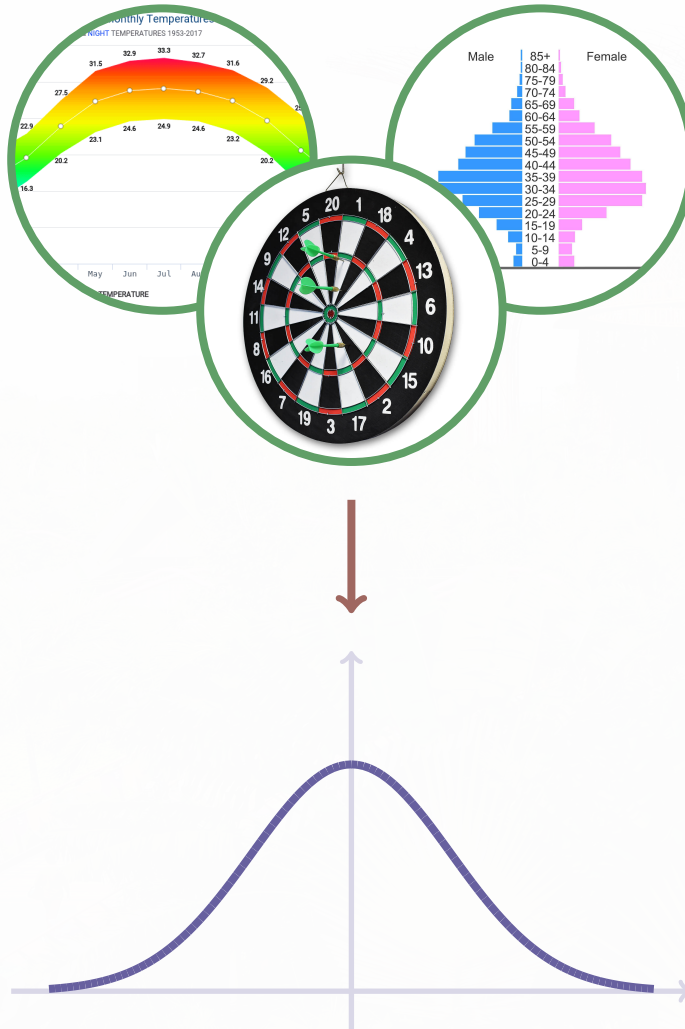
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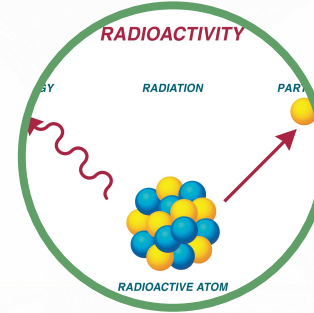
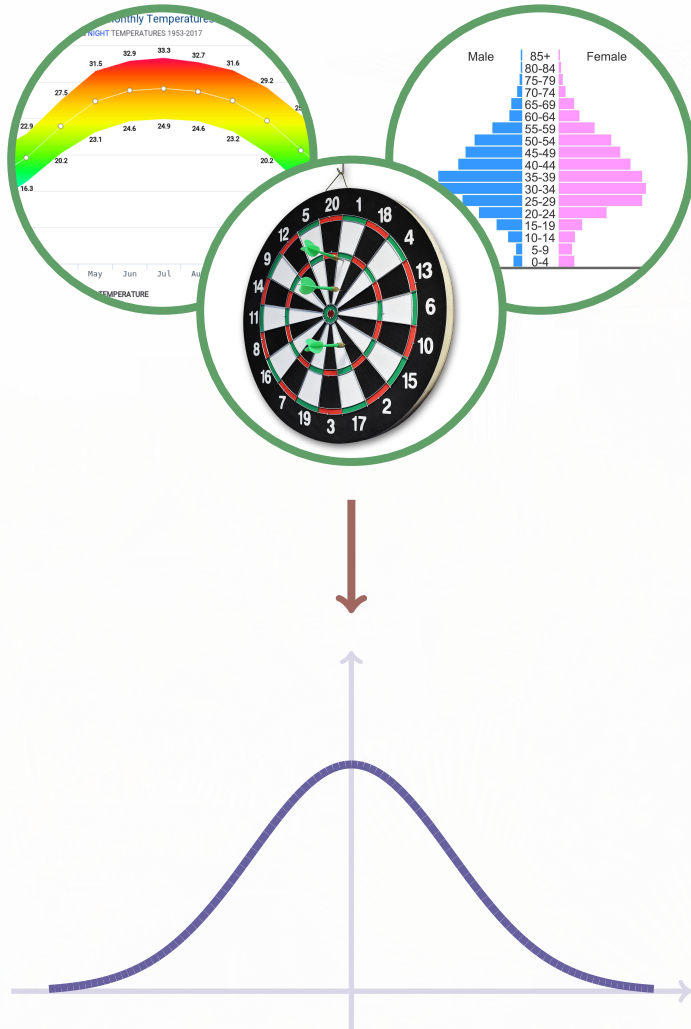
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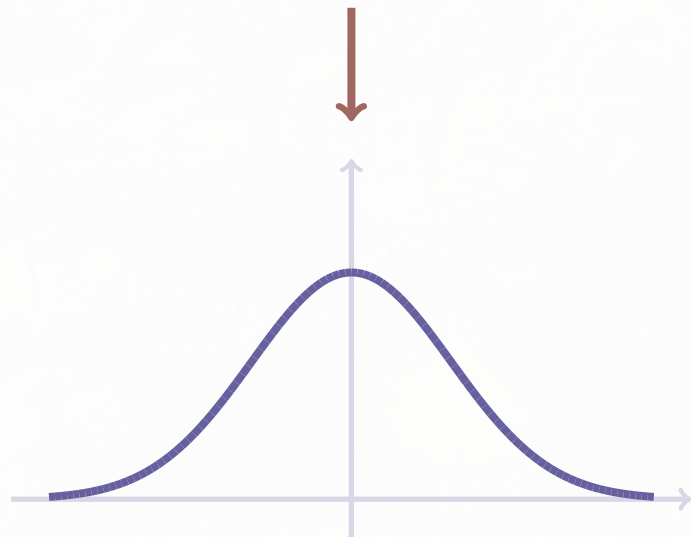
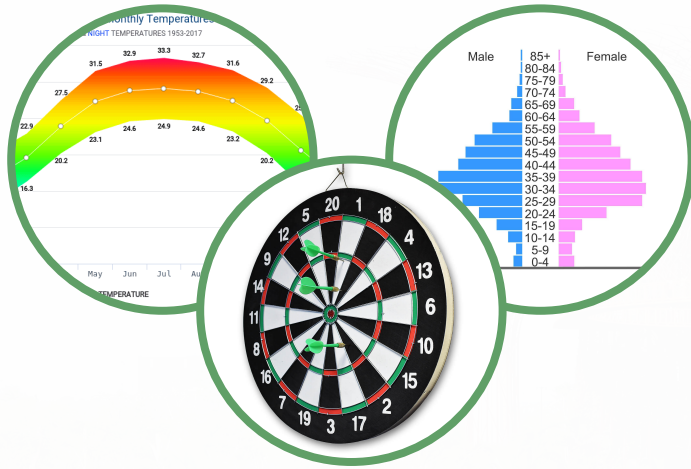
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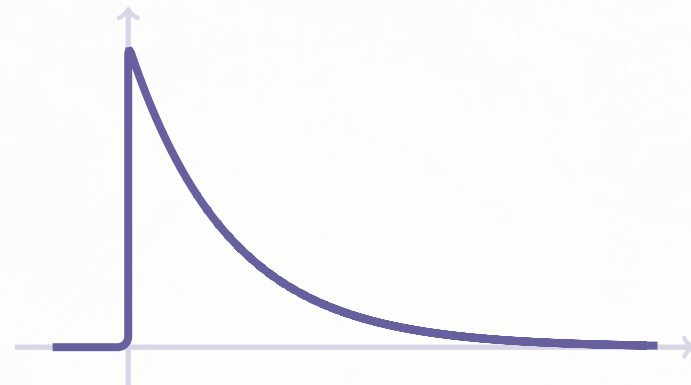
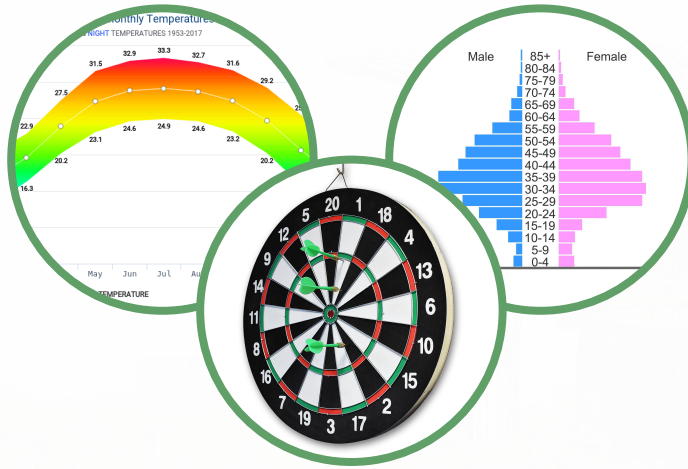
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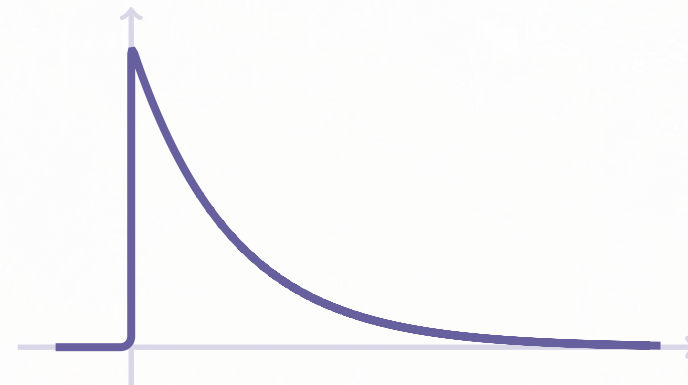
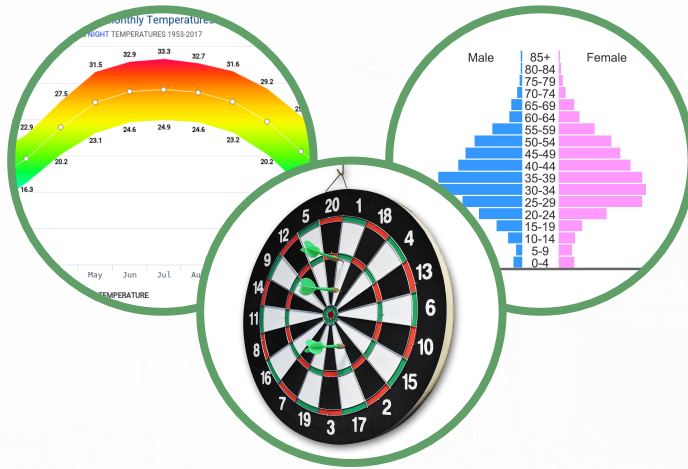
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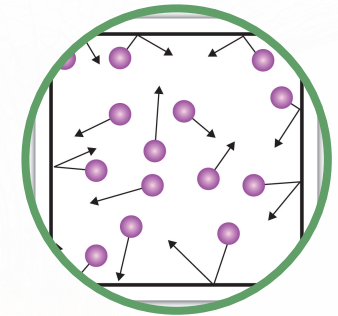
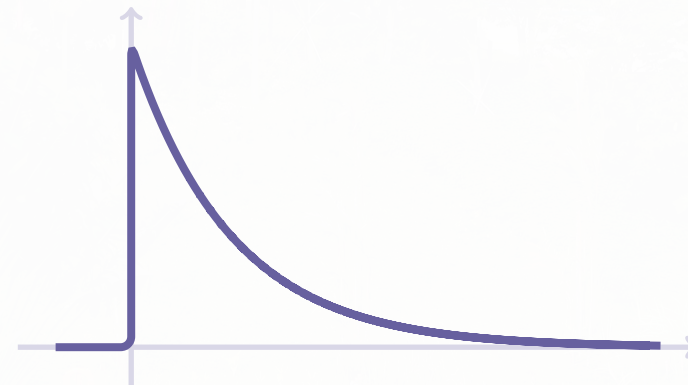
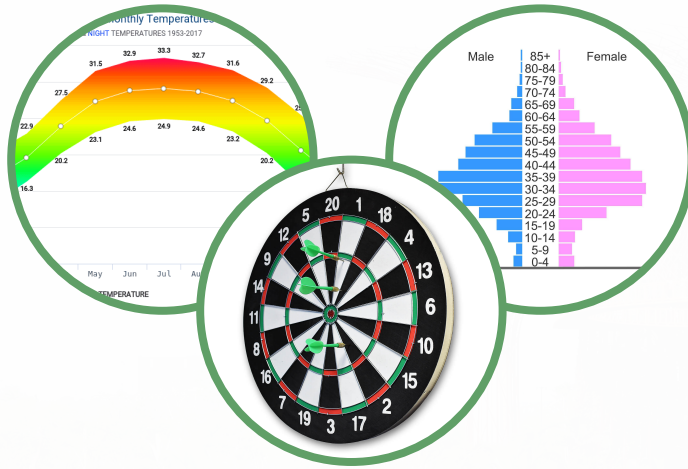
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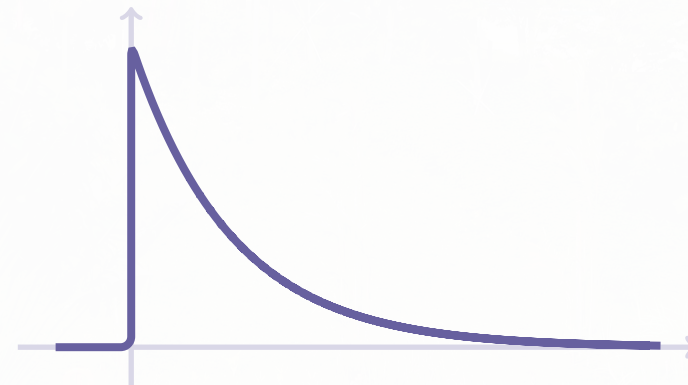
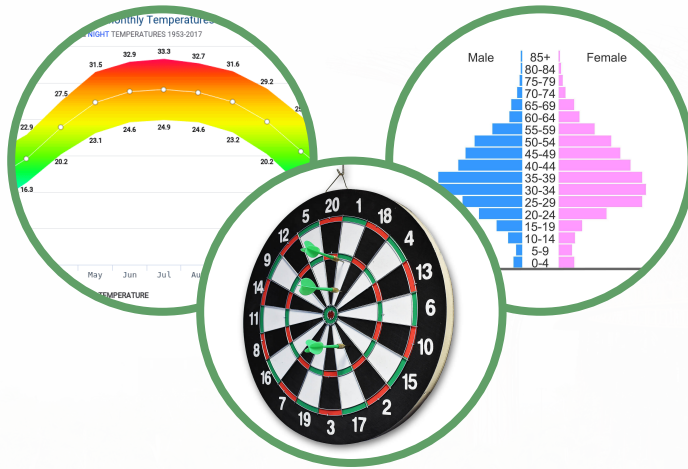
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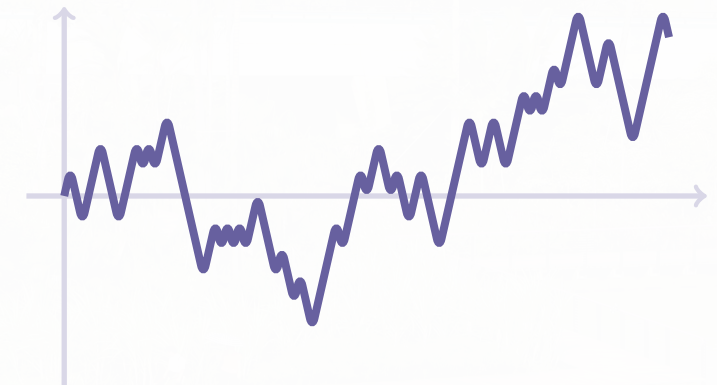
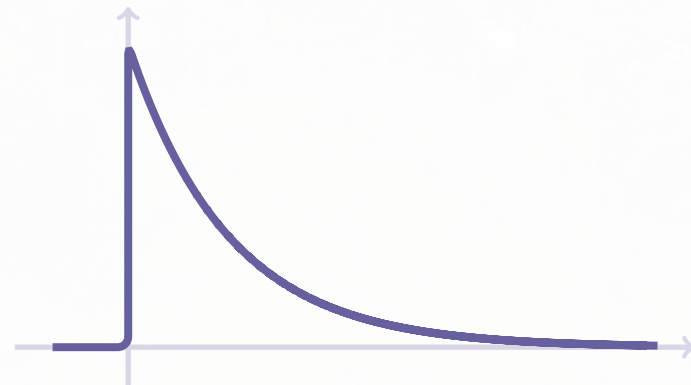
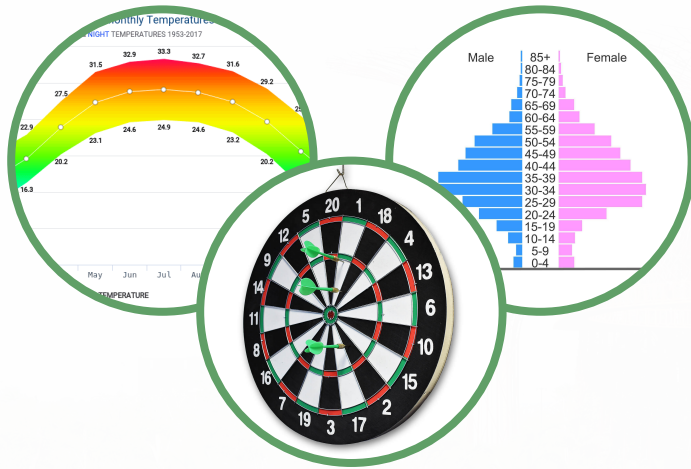
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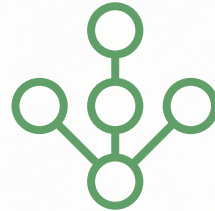
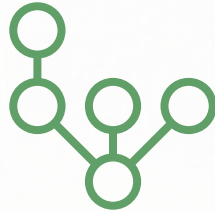
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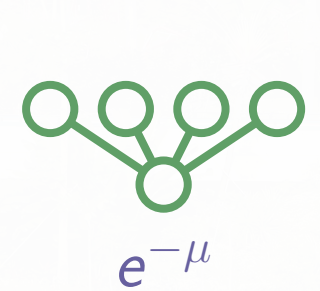
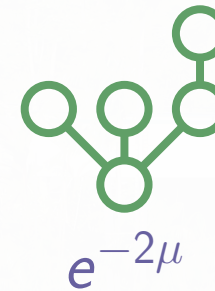
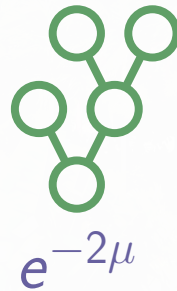
Height-biased trees



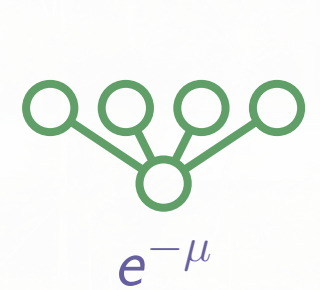
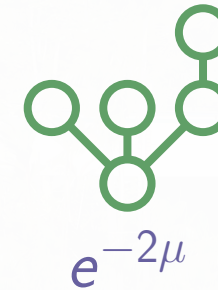
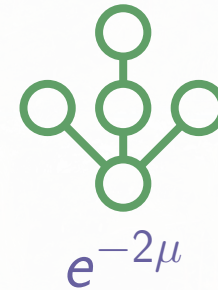
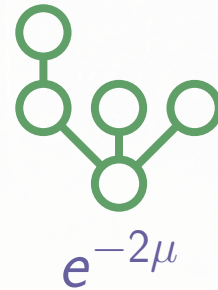
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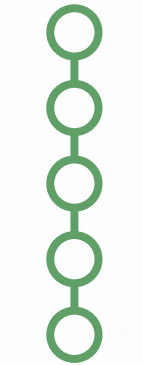


Height-biased trees



→ Consider $\mu = \log 2$.

Height-biased trees



$$e^{-4\mu}$$
$$1/16$$



$$e^{-3\mu}$$
$$1/8$$



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$$1/8$$



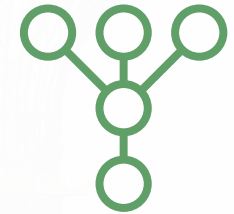
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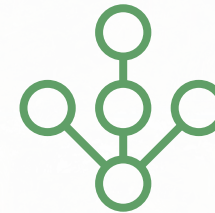
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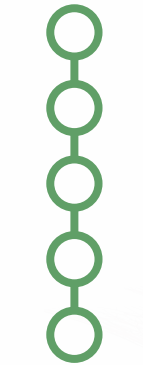
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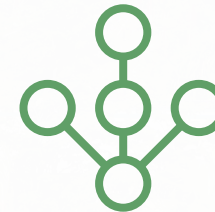
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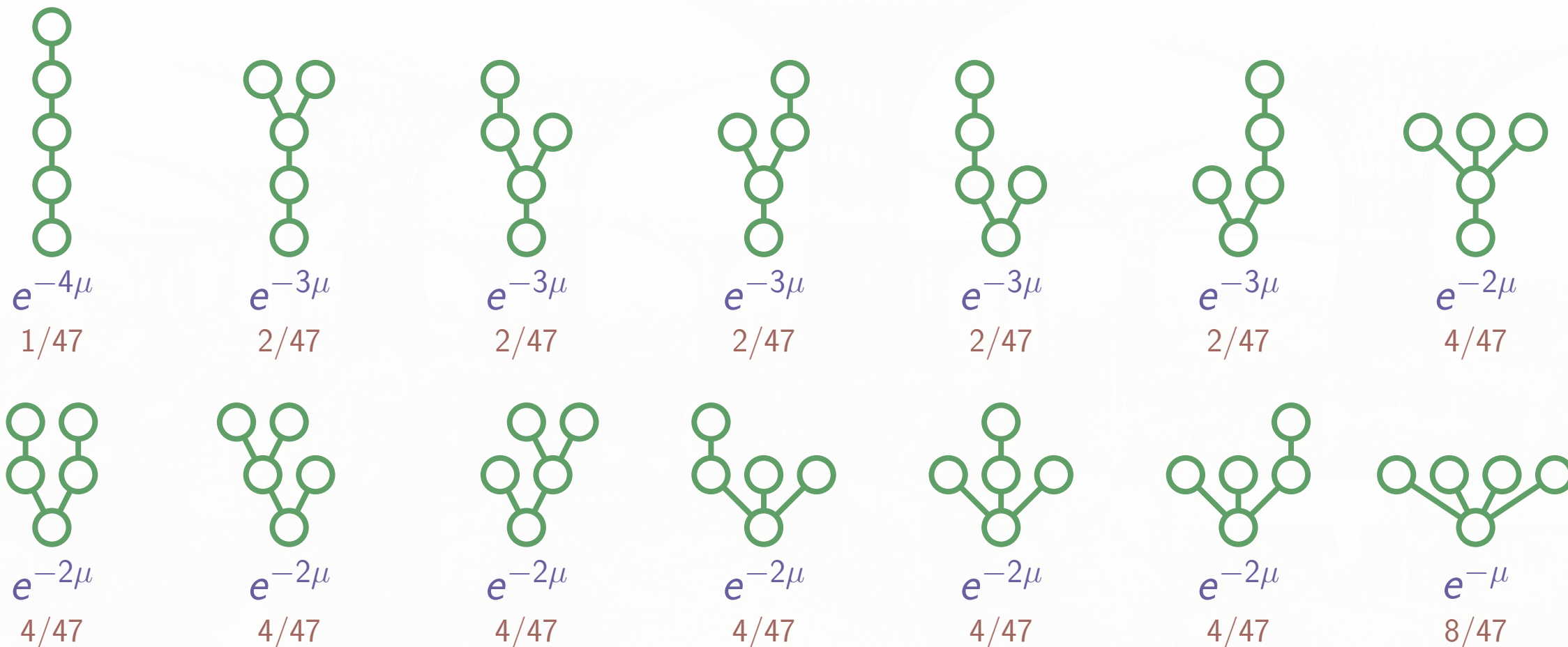
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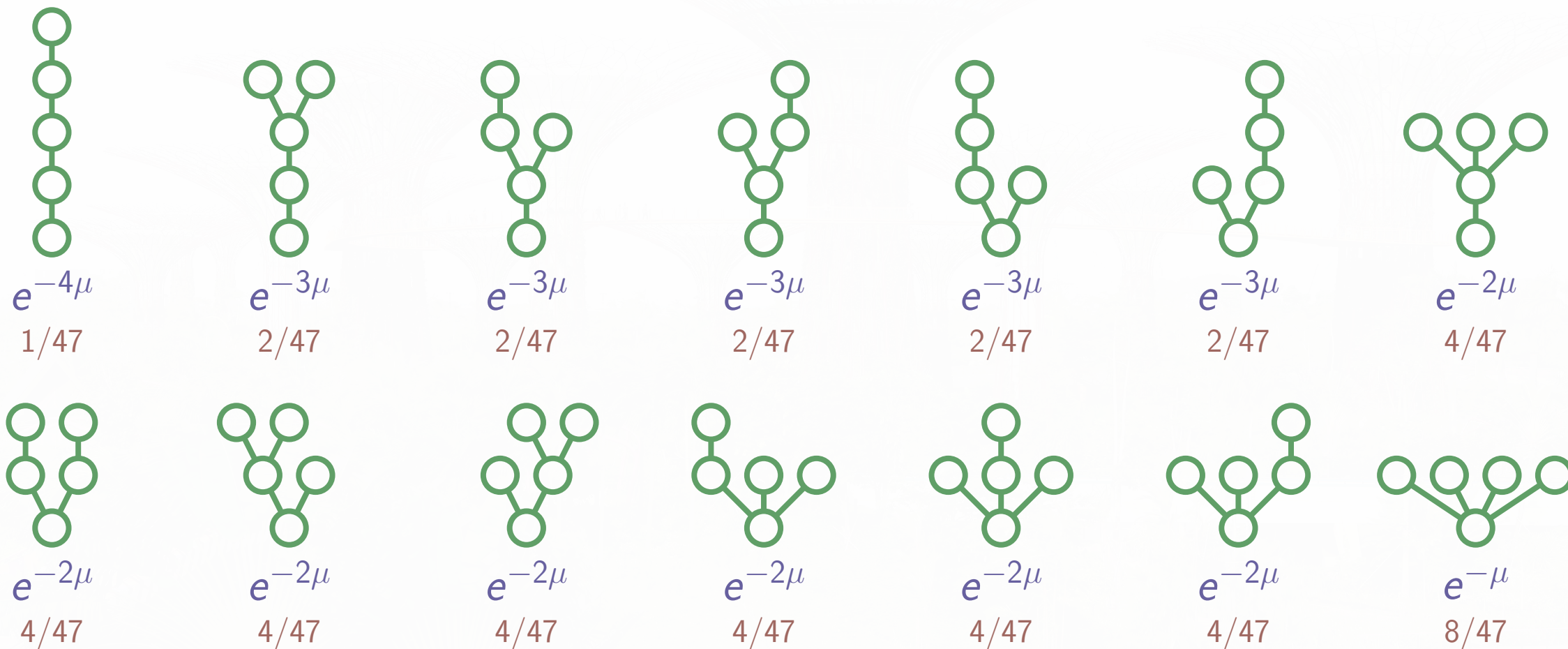
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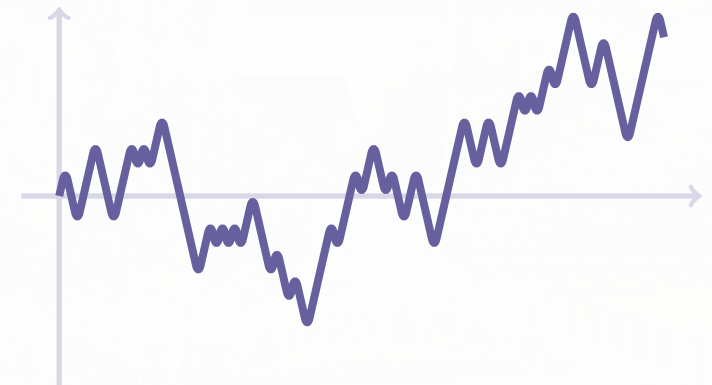
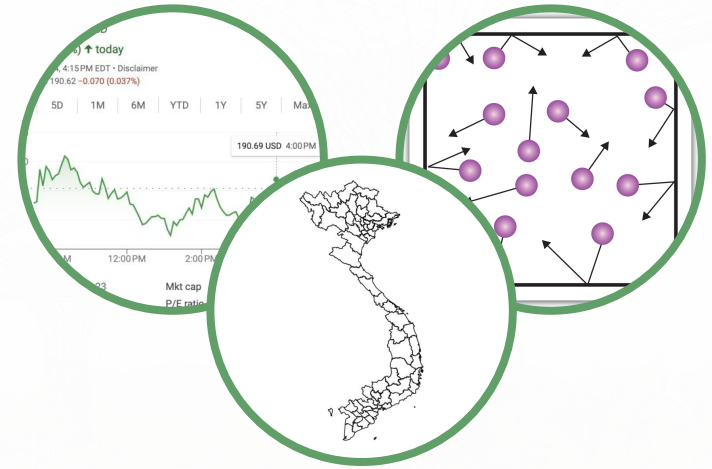
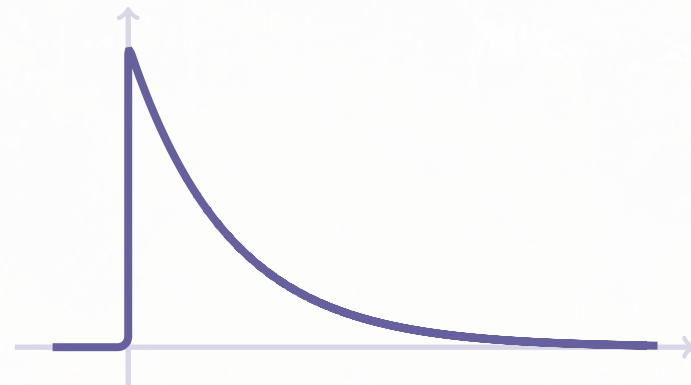
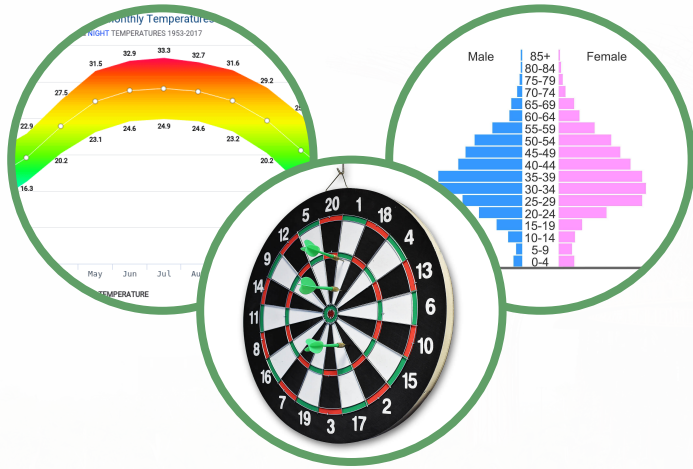


→ Consider $\mu = \log 2$. The weights sum to $47/16$. The average height is $98/47 \simeq 2.09$.

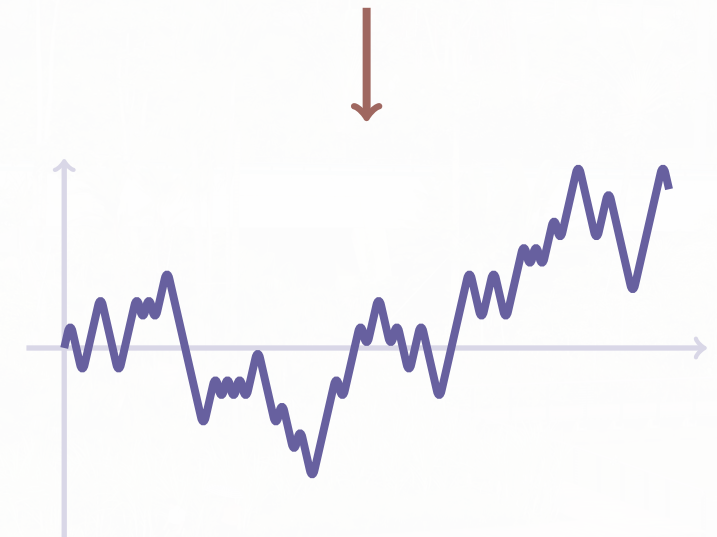
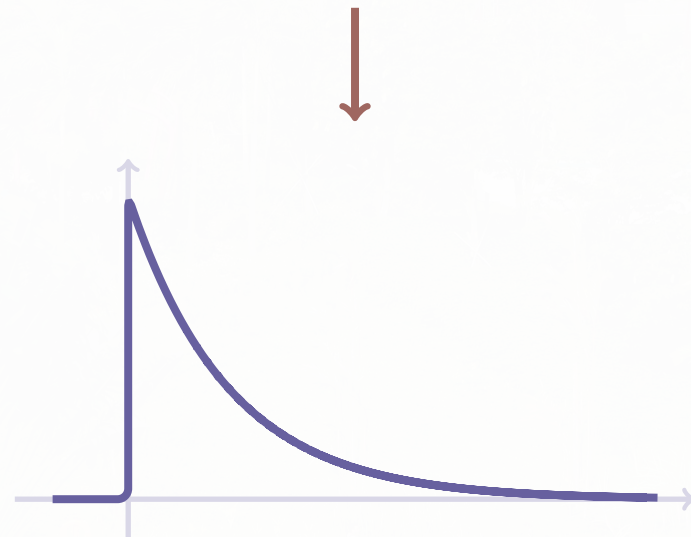
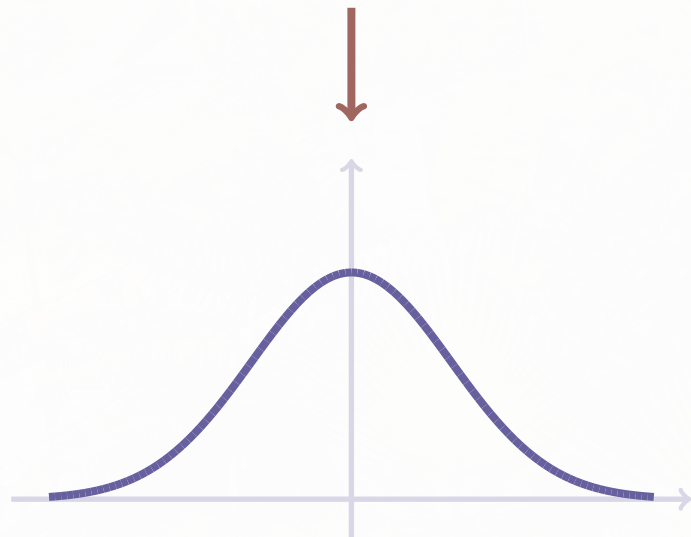
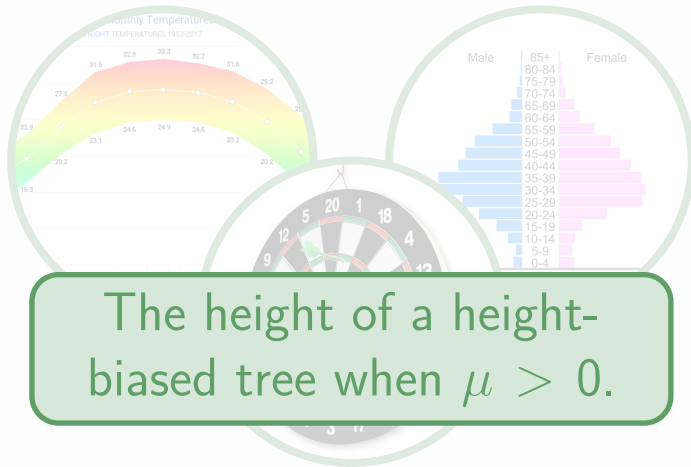
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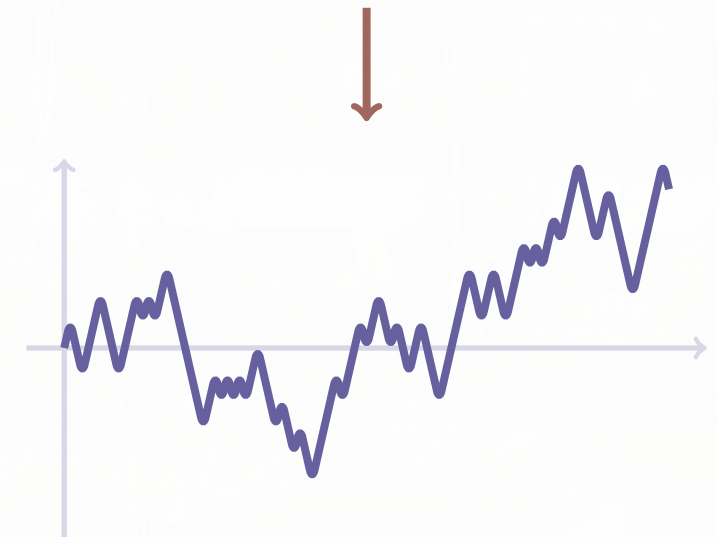
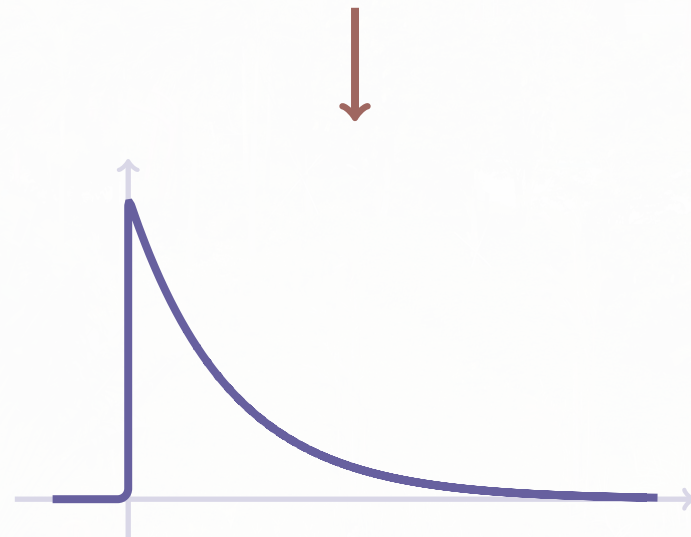
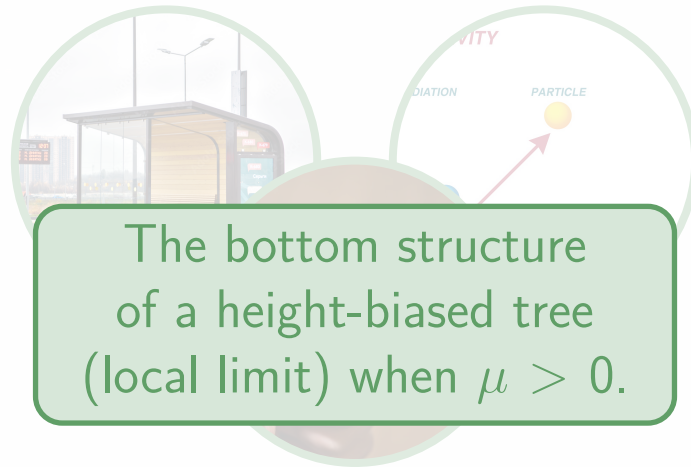
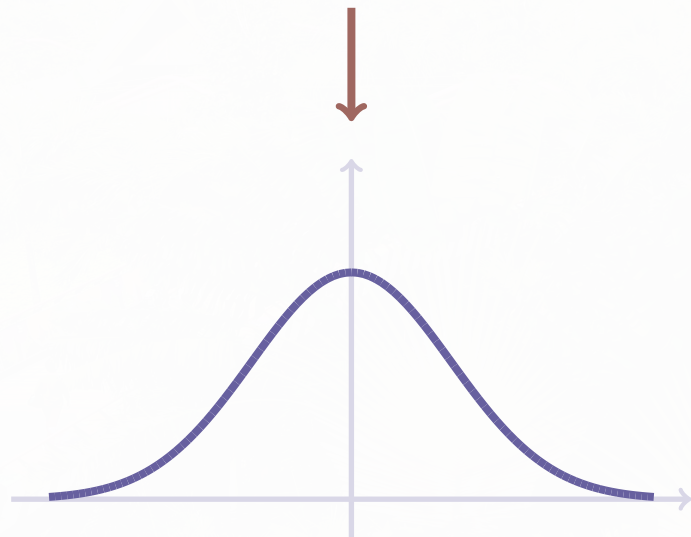
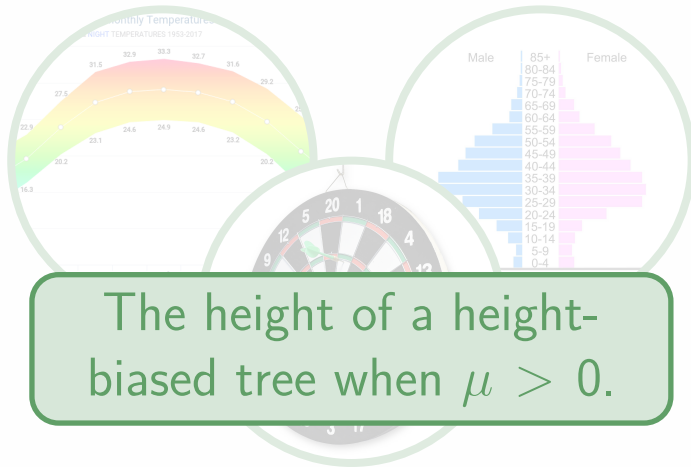
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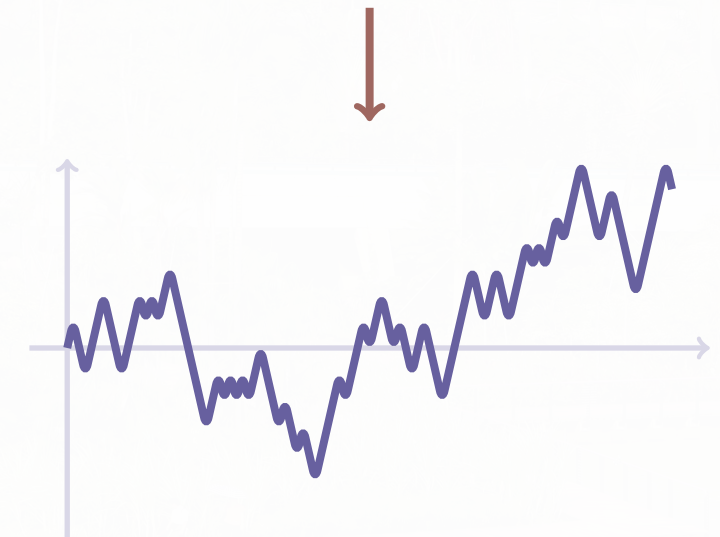
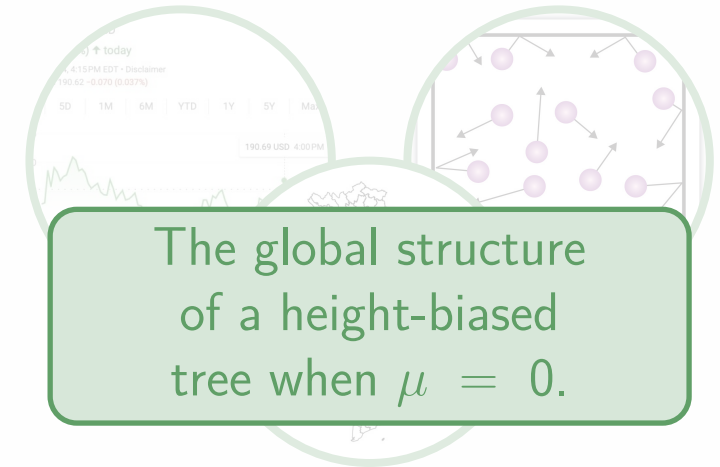
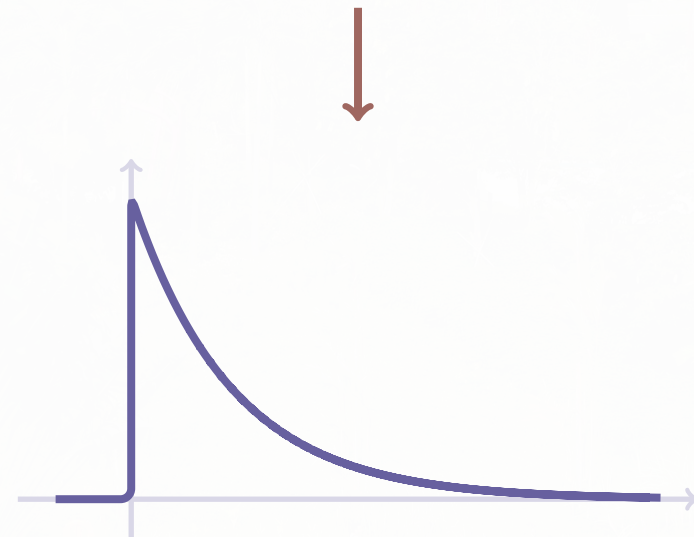
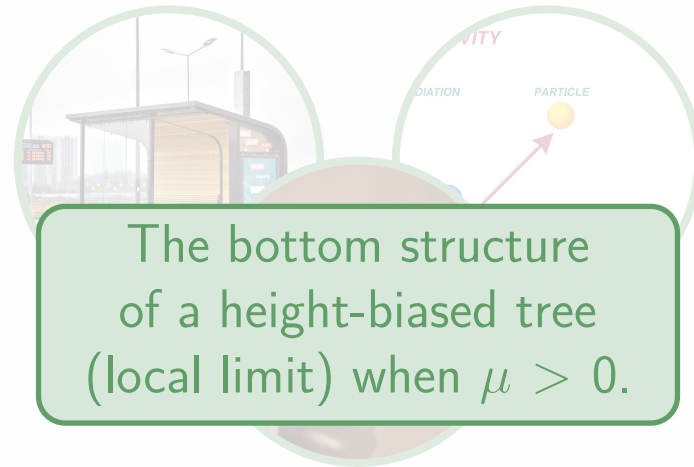
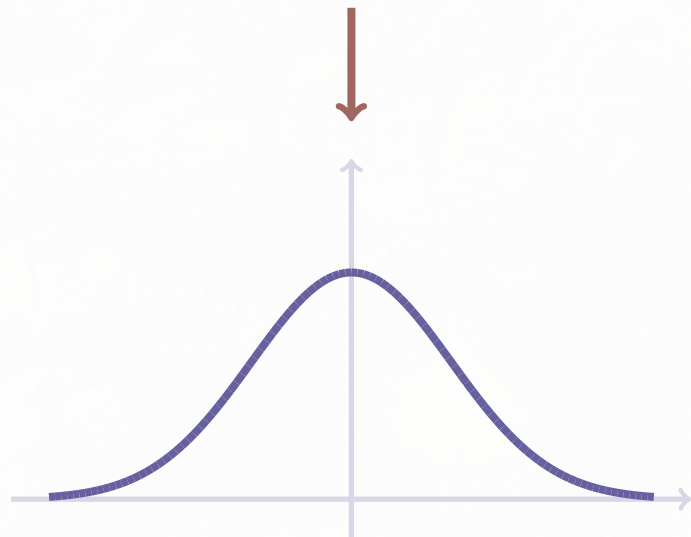
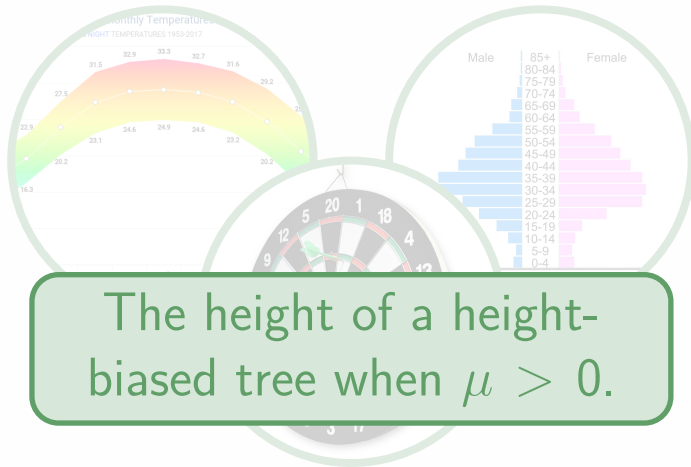
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Q: Why does this model show such universality results?

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