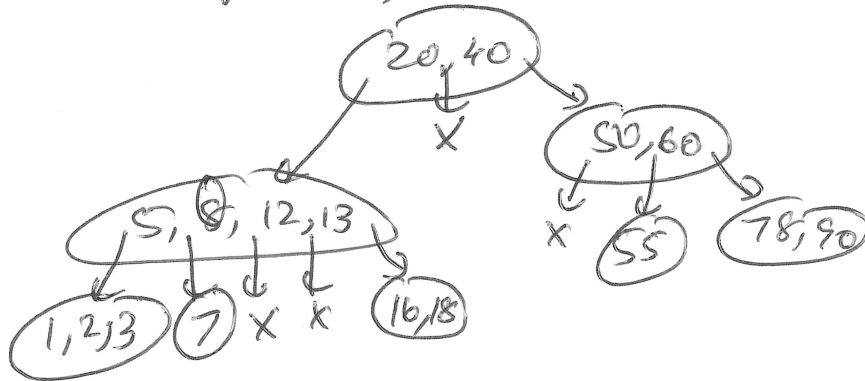


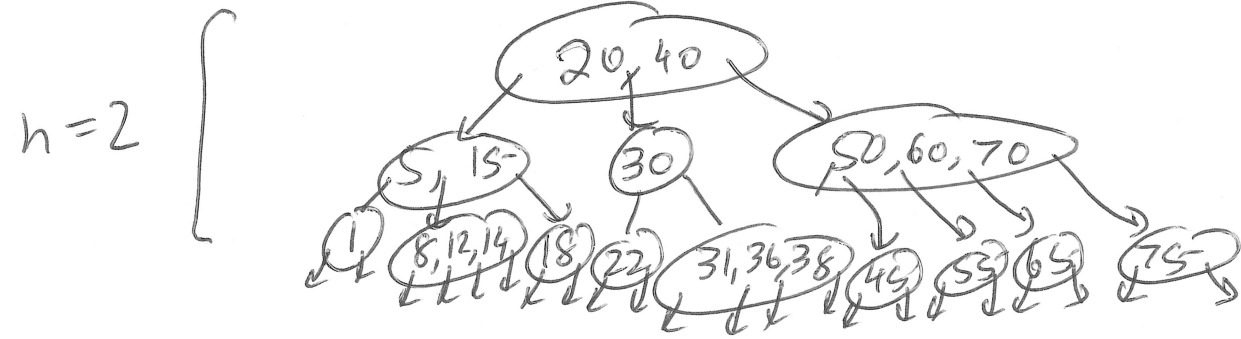
B-Trees

↳ instead on 2 children \Rightarrow more but still keep search tree property



2-4 Tree (specific type of B Tree)

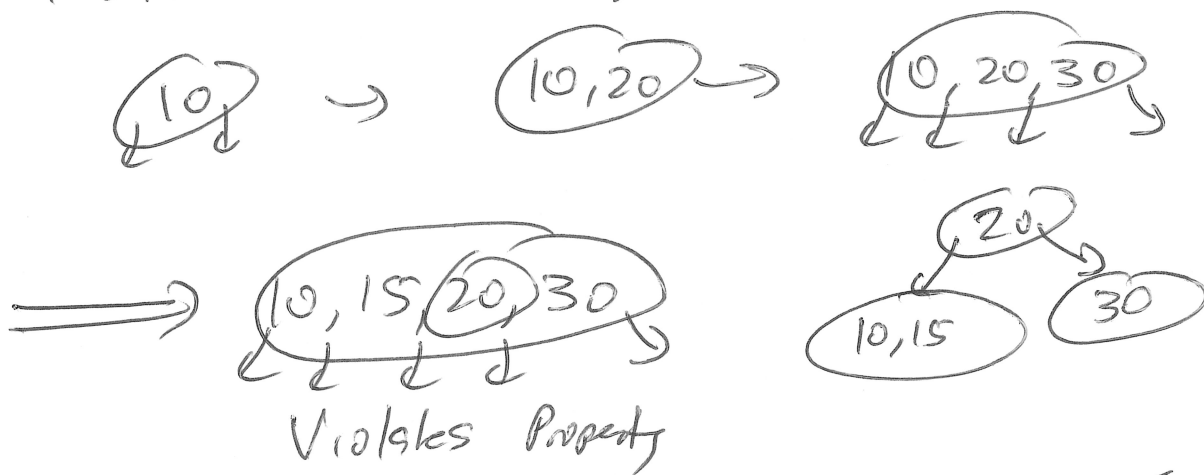
- ① every node has in between 2 and 4 children (each node stores in between 1 and 3 values)
- ② External nodes don't store values but are sort of like null links in a BST. All external nodes are on the same level of the tree. (All leaf nodes are on the same level)



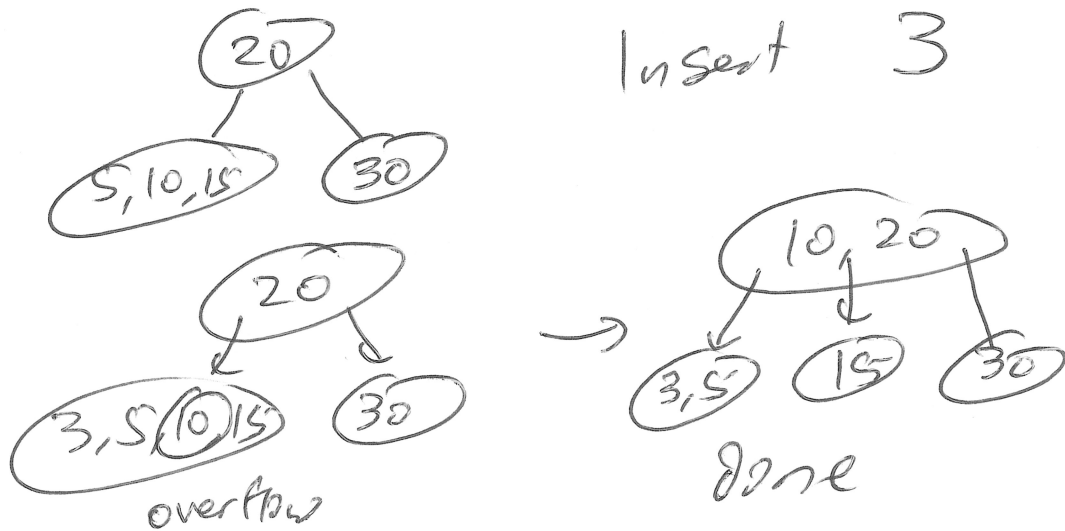
For height h , the min # of nodes is $2^{h+1} - 1$.
Values

$\Rightarrow h = O(\lg n)$, $n = \text{num nodes}$

Difficulty: Adhering to these rules after insert or delete.

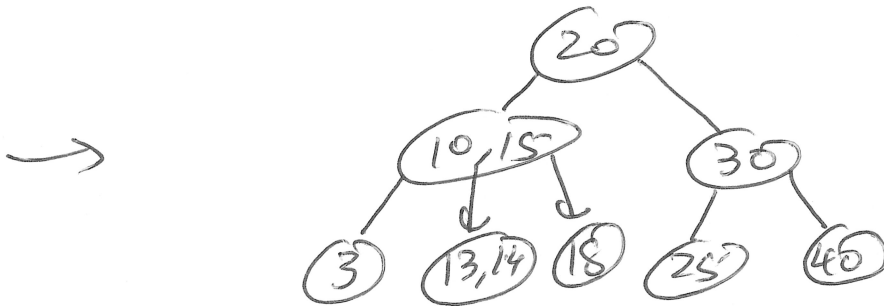
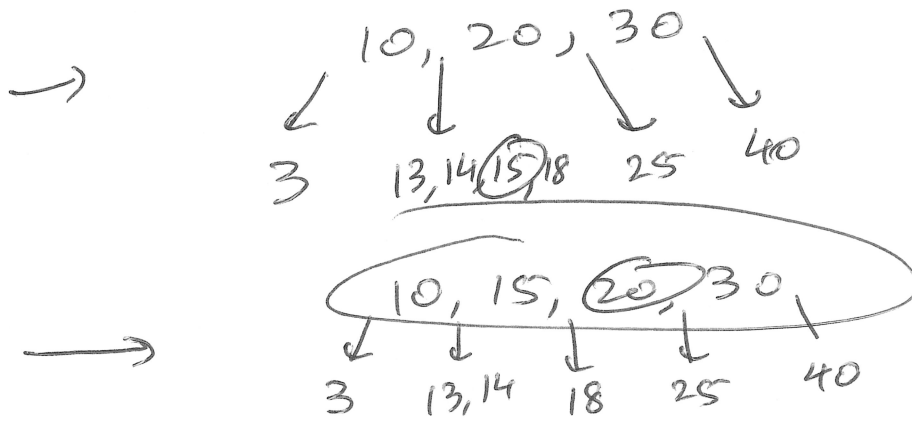
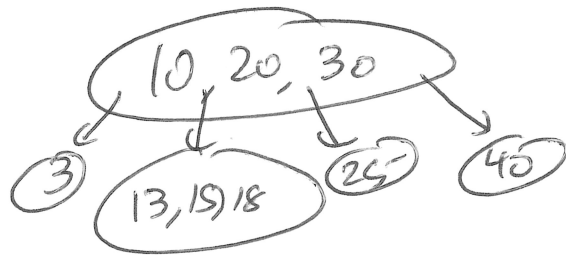


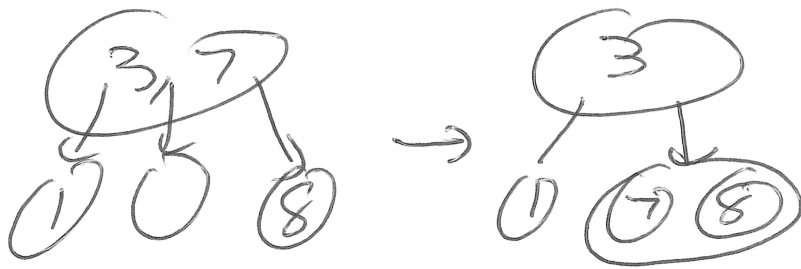
Rule: Node overflow on insert then "push" the 3rd value up to the appropriate parent. If the node root, make the 3rd value the new root.



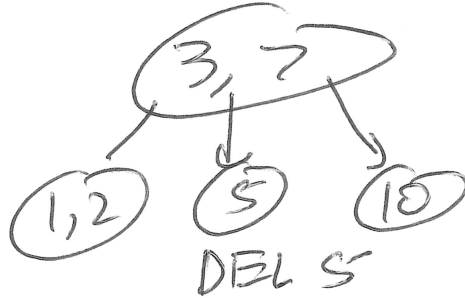
Sometimes that parent overflow so repeat...

Insert 14

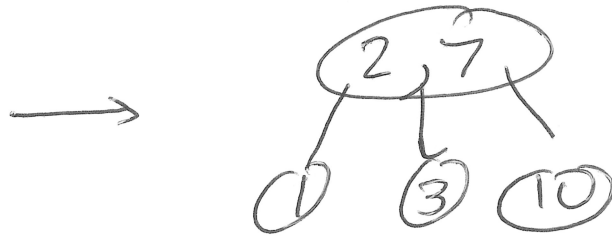




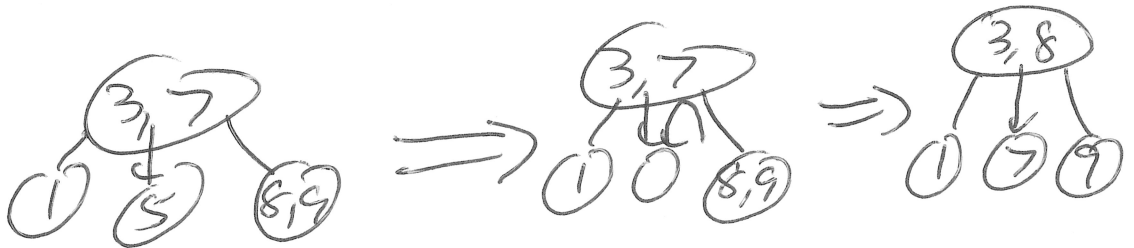
transfer operation



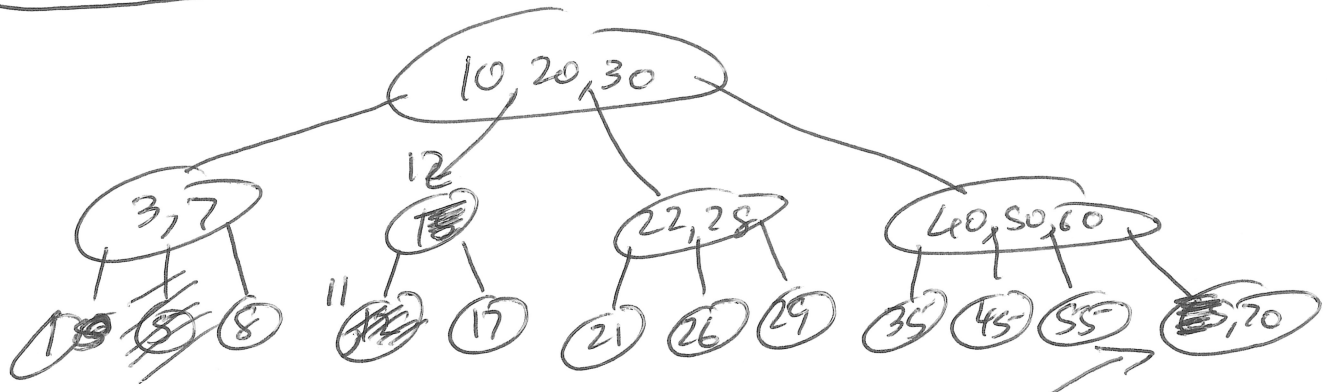
If del causes empty node, first look left + right. See if either has > 1 value. If either does we can a transfer operation



Alt
Del 5



Delete



1) easy: delete 65

bottom level, ~~no other~~ at least 2 values in node

2) still relatively easy

- delete ~~15~~ 15 (not on bottom)

there will be a value on the bottom level that is the next neighbor (either < or >) this value to delete

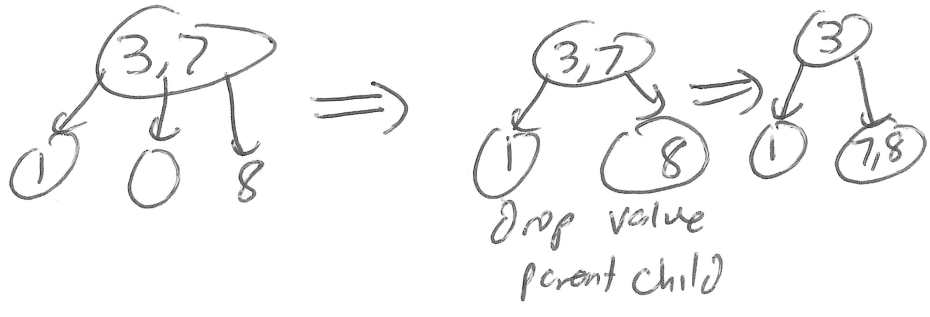
Replace deleted value w/ nearest neighbor
Then remove that nearest neighbor

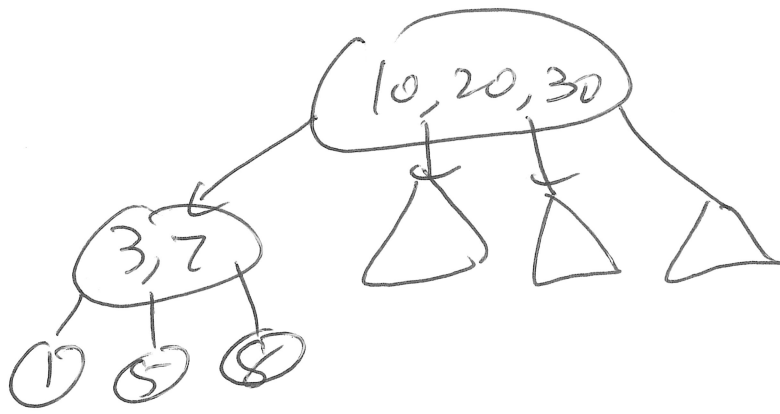
3) hard: leaf node w/ only 1 value

DELETE 5 (up top)

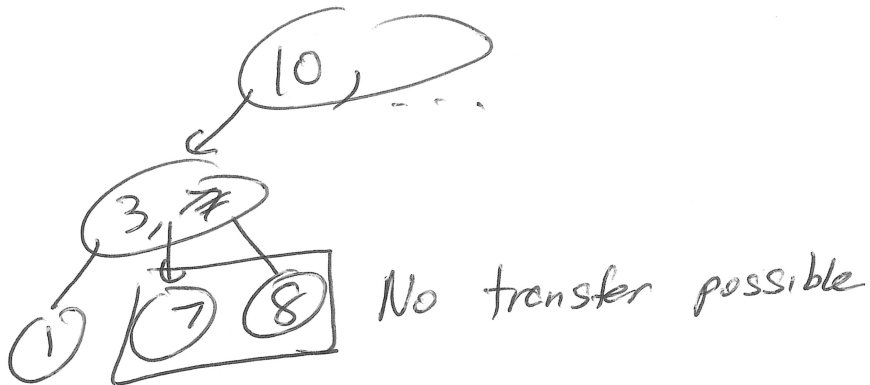
⇒ 1 fewer children (too many parents)

Drop a parent into a child

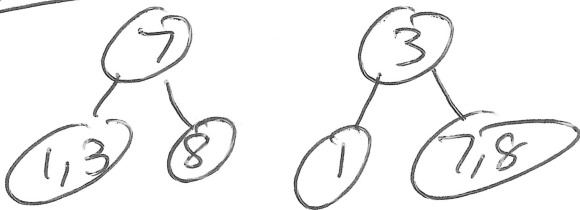




Delete 5



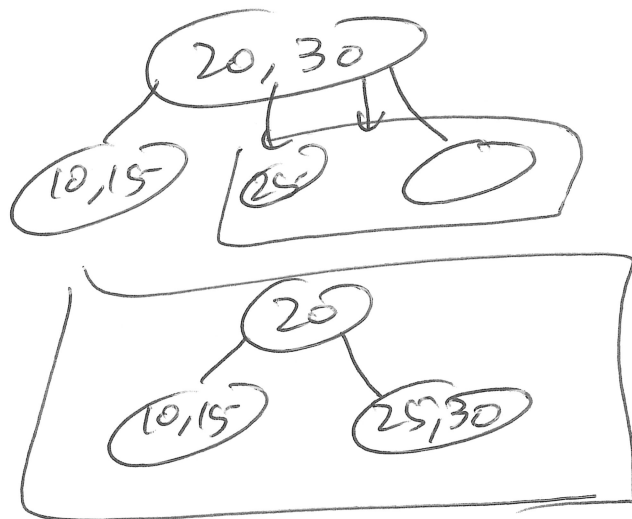
alt poss



drop value parent into
empty child, fix empty child
w/ appropriate rebal
Now done!

Worst case \rightarrow drop only node parent into
the child, leaving it empty!

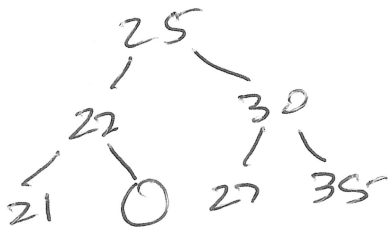
\rightarrow recursively deal w/ this empty node
(a) (look to ^{adjacent} siblings see if they have
 ≥ 1 value)



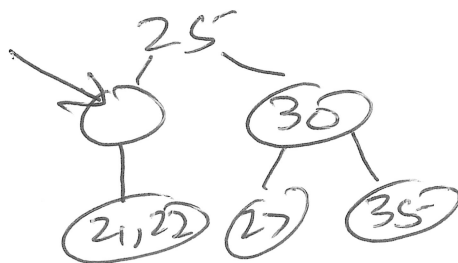
Drop 30
fuse 25, 30



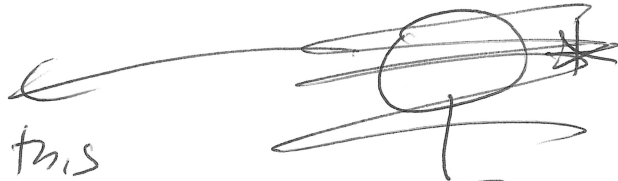
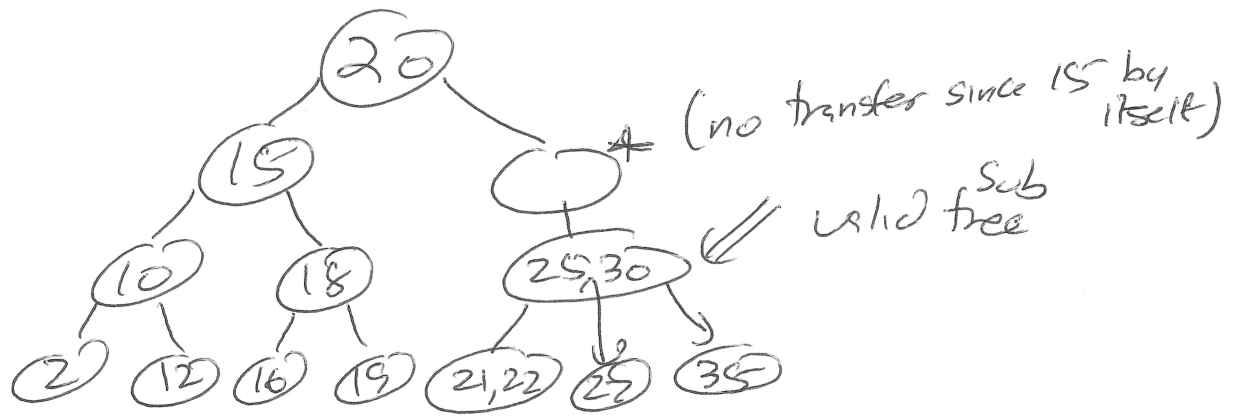
Del 24



Drop 22
fuse

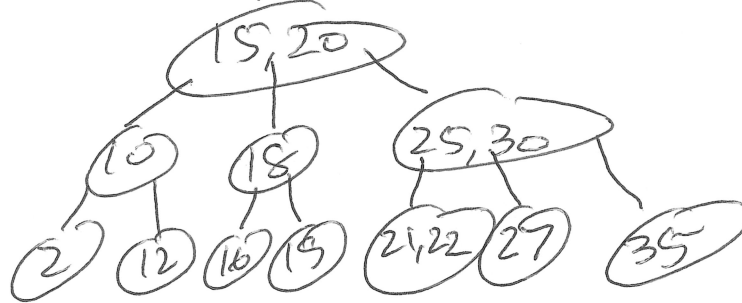


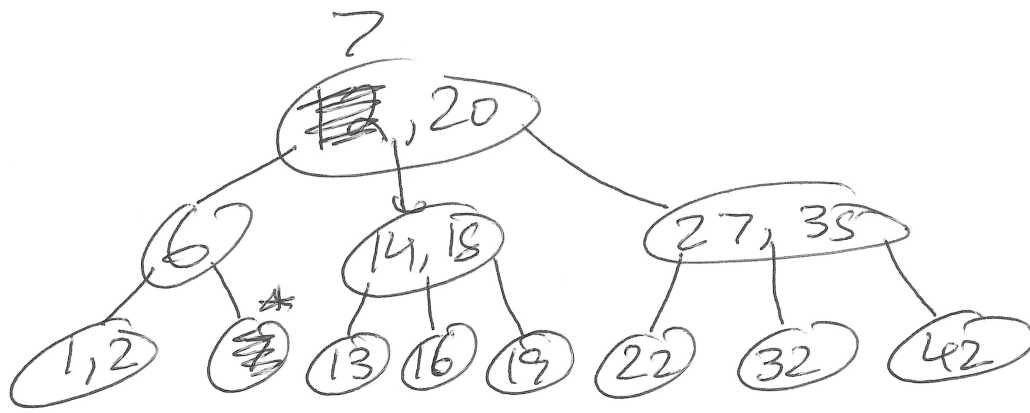
(siblings only has
30 can't transta)



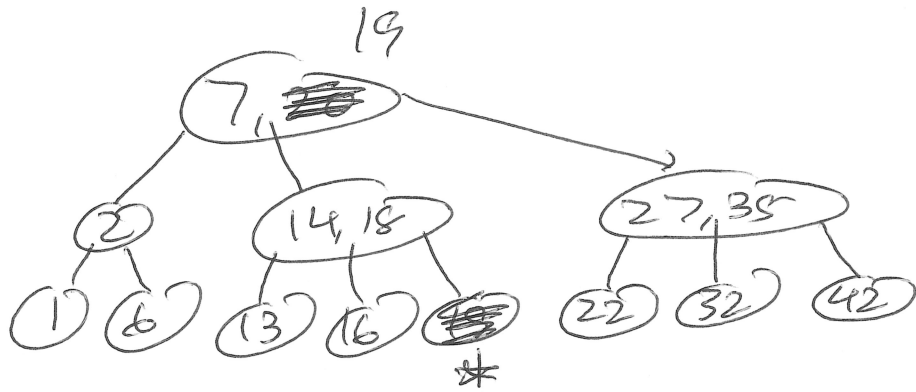
Delete this
root
empty
height
reduces
by 1

Drop 20
fuse

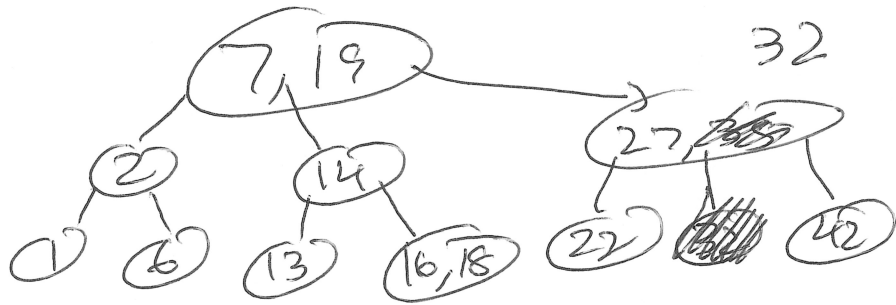




Delete
~~12~~
 Replace
 12 w/7
 Del old 7



Del 20
 Replace
 20 w/19
 Del old 19

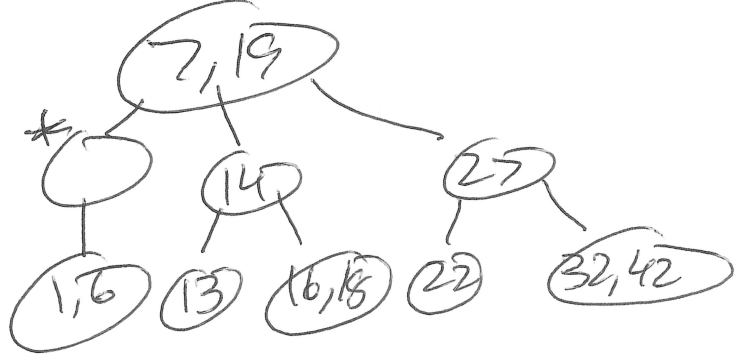


Del
 35
 Replace
 w/32
 Del old
 32

Del 2
 Replace 1
 Del old 1



Drop 6
 fuse
 new
 empty
 no siblings
 > 1 value



Drop 7
fixe 14
reattach kids

