This material takes 1 hour.

1 Persistent Data Structures

Sarnak and Tarjan, "Planar Point Location using persistent trees", Communications of the ACM 29 (1986) 669–679
"Making Data Structures Persistent" by Driscoll, Sarnak, Sleator and Tarjan Journal of Computer and System Sciences 38(1) 1989
Idea: be able to query and/or modify past versions of data structure.

- ephemeral: changes to struct destroy all past info
- partial persistence: changes to most recent version, query to all past versions
- full persistence: queries and changes to all past versions (creates "multiple worlds" situtation)

Goal: general technique that can be applied to *any* data structure.
Application: planar point location.

- planar subdivision
  - n segments meeting only at ends
  - defines set of polygons
  - query: "what polygon contains this point"
- numerous special-purpose solutions
- One solution:
  - vertical line through each vertex
  - divides into slabs
  - in slab, segments maintain one vertical ordering
  - find query point slab by binary search
  - build binary search tree for slab with "above-below" queries
  - n binary search trees, size $O(n^2)$, time $O(n^2 \log n)$
- observation: trees all very similar
- think of x axis as time, slabs as "epochs"
- at end of epoch, "delete" segments that end, "insert" those that start.
- over all time, only n inserts, n deletes.
- must be able to query over all times

Persistent sorted sets:

- find(x, s, t) find (largest key below) x in set s at time t
- insert(i, s, t) insert i in s at time t
- delete(i, s, t).

We use partial persistence: updates only in "present"
Implement via persistent search trees.
Result: $O(n)$ space, $O(\log n)$ query time for planar point location.

2 Persistent Trees

Full copy bad.
Fat nodes method:

- replace each (single-valued) field of data structure by list of all values taken, sorted by time.
- requires $O(1)$ space per data change (**unavoidable** if keep old date)
- to lookup data field, need to search based on time.
- store values in binary tree
- checking/changing a data item takes $O(\log m)$ time after m updates
- **multiplicative** slowdown of $O(\log m)$ in structure access.

Path copying:

- much of data structure consists of fixed-size *nodes* conencted by *pointers*
- can only reach node by traversing pointers starting from *root*
- changes to a node only visible to *ancestors* in pointer structure
- when change a node, copy it and ancestors (back to root of data structure
- keep list of roots sorted by update time
- $O(\log m)$ time to find right root (or const, if time is integers) (**additive** slowdown)
- same access time as original structure
- *additive* instead of multiplicative $O(\log m)$.
- modification time and space usage equals number of ancestors: possibly huge!

Combined Solution (trees only):

- in each node, store 1 *extra* time-stamped field
- if full, overrides one of standard fields for any accesses later than stamped time.
- access rule
  - standard access, just check for overrides while following pointers
  - constant factor increase in access time.
- update rule:
  - when need to change/copy pointer, use extra field if available.
  - otherwise, make new copy of node with new info, and recursively modify parent.
- Analysis
  - *live* node: pointed at by *current* root.
  - potential function: number of *full* live nodes.
  - copying a node is free (new copy not full, pays for copy space/time)
  - pay for filling an extra pointer (do only once, since can stop at that point).
  - amortized space per update: $O(1)$.

Power of twos: Like Fib heaps. Show binary tree of modifications.
Application: persistent trees.

- amortized cost $O(1)$ to change a field.
- splay tree has $O(\log n)$ amortized field change per access.
- $O(\log n)$ space per access!
- drawback: rotations on access mean unbounded space usage.

Red-black trees:

- aggressive rebalancers
- store red/black bit in each node
- use red/black bit to rebalance.
- depth $O(\log n)$
- search: standard binary tree search; no changes
- update: causes changes in red/black fields on path to item, $O(1)$ rotations.
- result: $(\log n)$ space *per insert/delete*

- geometry does $O(n)$ changes, so $O(n \log n)$ space.
- $O(\log n)$ query time.

Improvement:

- red-black bits used only for updates
- only need current version of red-black bits
- don't store old versions: just overwrite
- only updates needed are for $O(1)$ rotations
- so $O(1)$ space per update
- so $O(n)$ space overall.

Result: $O(n)$ space, $O(\log n)$ query time for planar point location.
Extensions:

- method extends to arbitrary pointer-based structures.
- $O(1)$ cost per update for any pointer-based structure with any constant indegree. s
- full persistence with same bounds.