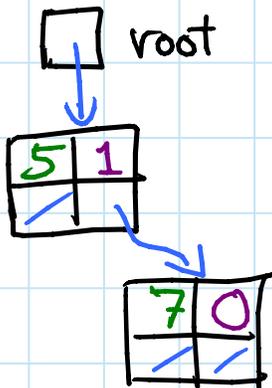
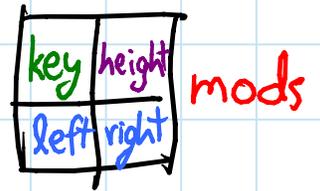
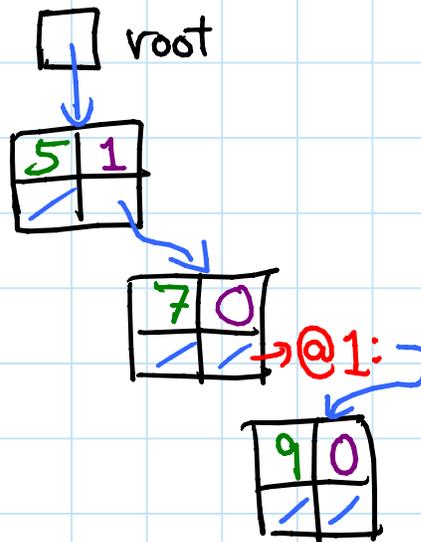
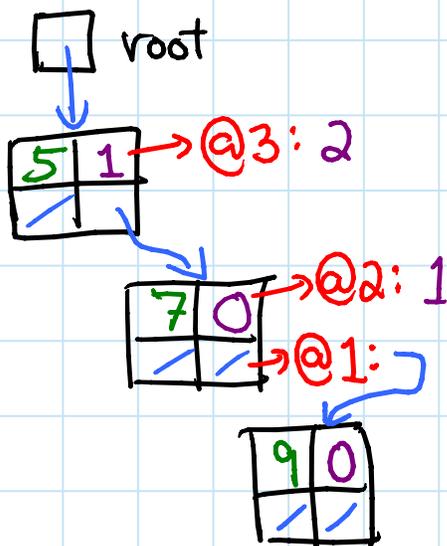
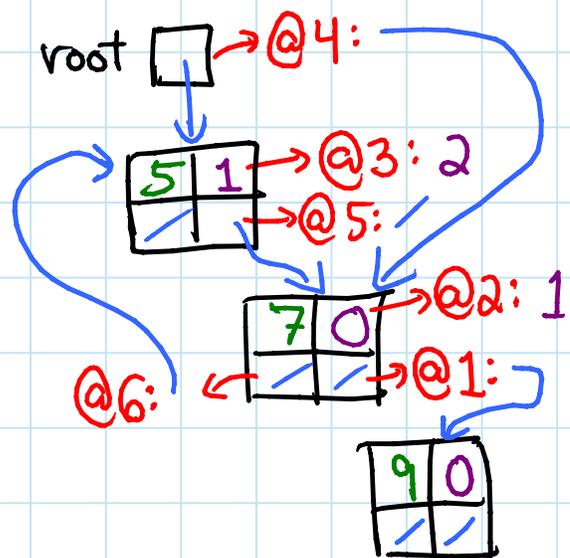
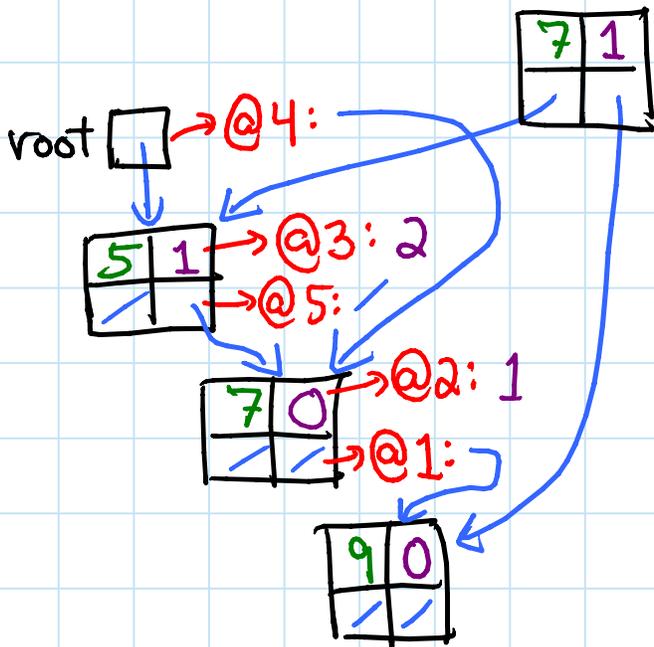


Partial & full persistence: review

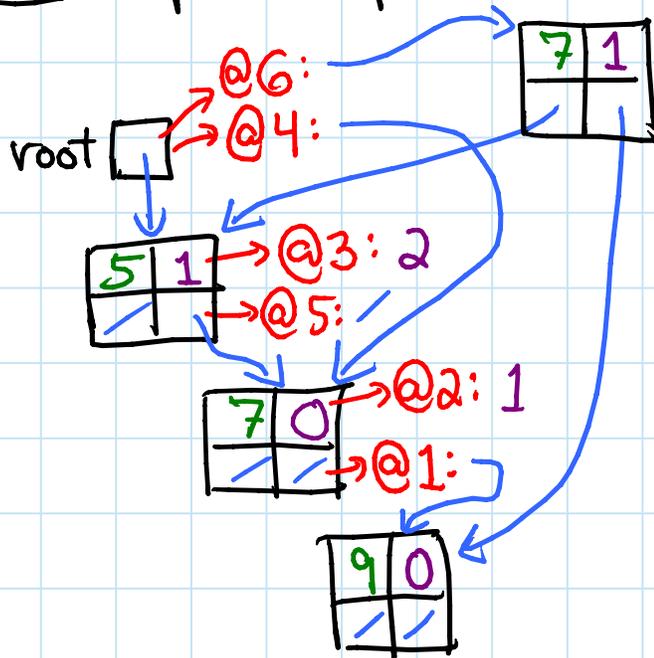
Example: AVL tree + partial persistence
 $p = 1$ (no parent pointers)
 $\Rightarrow \leq 2$ mods./node

v0:v1: insert 9v2&3: update heightsv4&5&6: rotate

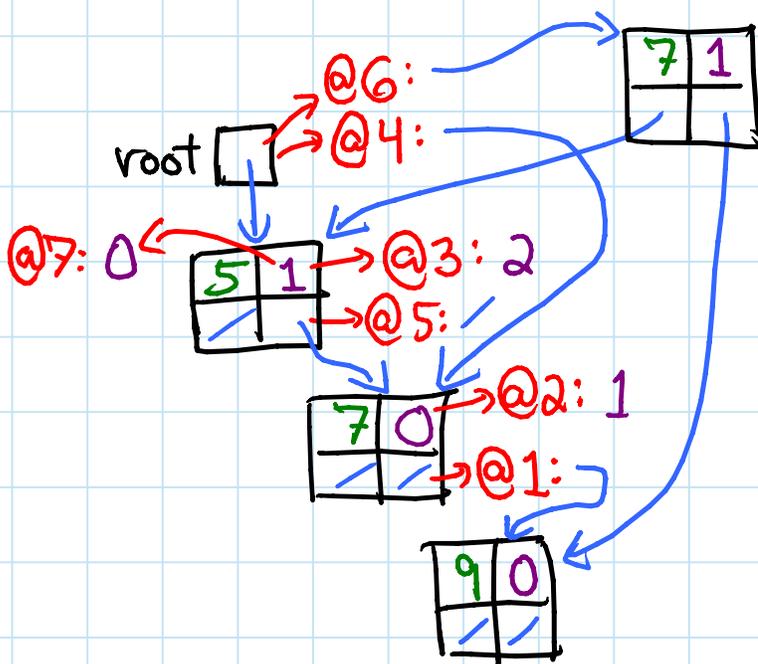
v6': overflow 7



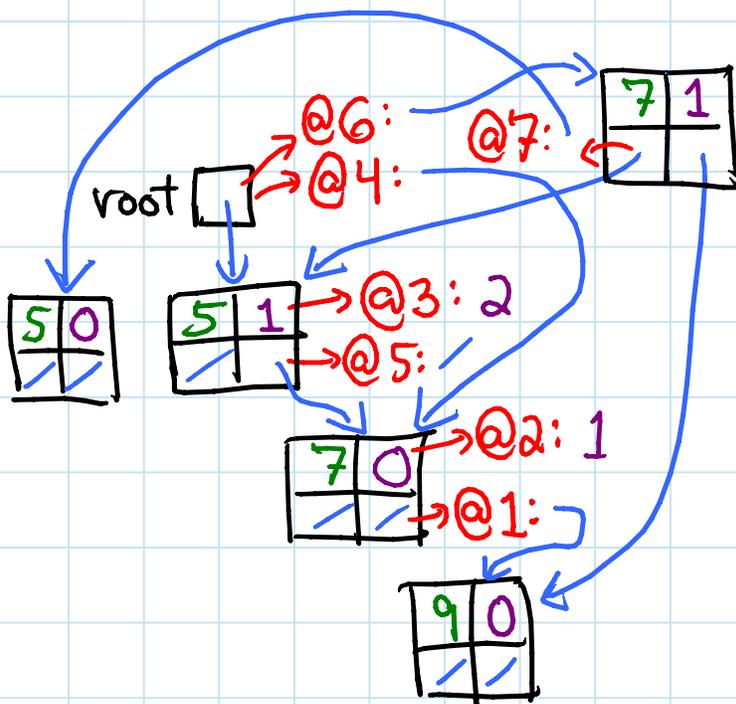
v6'': update pointers



v7: update heights

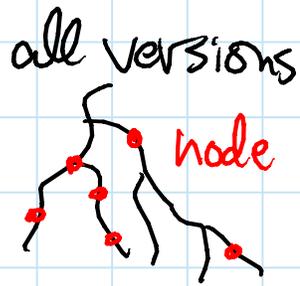


v7': overflow 5 & update pointers

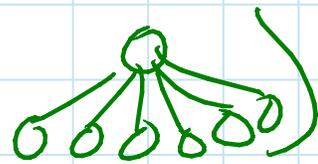


Node splitting: full persistence

- overflowing node represents various versions
- look at linearized versions
- split represented versions in half linearly
- second half is closed under descendants \Rightarrow put in new node



(Can't split out single subtree of $\frac{1}{2}$ or $\frac{1}{3}$ the size)



Potential analysis: full persistence

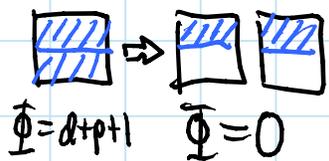
- $\leq 2(d+p+1)$ mods. per node
out-degree in-degree

- potential $\Phi = c \cdot \sum_{\text{node}} \left((d+p+1) - \min\{d+p+1, \# \text{empty mod. slots}\} \right)$
 $= \sum_{\text{node}} (\# \text{used mods. in second half of node})$

- each update i has:

- actual cost $t_i = c \cdot (1 + \# \text{overflows})$
orig. field node splits

- potential change $\Delta \Phi_i = \Phi_i - \Phi_{i-1}$
 $= -c \cdot \# \text{overflows} \cdot \# \text{emptied 2nd-half slots}$
 $d+p+1$



$+ c \cdot \# \text{overflows} \cdot \# \text{pointers to "both" nodes}$
 $d+p$ forward \Rightarrow back back

no 1+ for mod causing split, which turns into a d pointer

- key: pointers in $d+p+1$ mods (of both nodes) have reverse pointers that can be updated directly to just one of the nodes

- amortized cost $a_i = t_i + \Delta \Phi_i$
 $= c(1 + \cancel{0}) - c \cdot 0 \cdot (\cancel{d+p+1}) + c \cdot 0 \cdot (\cancel{d+p})$
 $= c = O(1)$

- care about total cost $\sum t_i$ \rightarrow telescoping sum

- know $0 = \sum a_i = \sum (t_i + \Delta \Phi_i) = \sum t_i + \Phi_m - \Phi_0$
 $\Rightarrow \sum t_i = \Phi_0 - \Phi_m \leq \# \text{initial nodes} \cdot (d+p+1)$
 ≤ 0

$\Rightarrow O(1)$ amortized cost per update □

Partially retroactive priority queue: review

- ordered by key: Q_{now} as balanced BST
- ordered by time:
 - BBST where leaves = updates (insert + delete)
 - leaf stores \emptyset for $\text{insert}(k)$ where $k \in Q_{now}$
 - $+1$ for $\text{insert}(k)$ where $k \notin Q_{now}$
 - -1 for delete-min

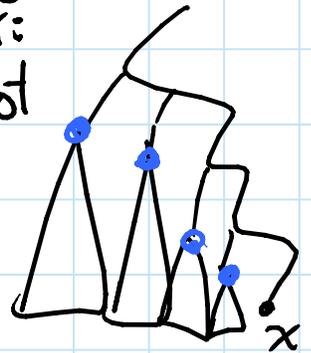
\Rightarrow prefix sum 0 means all to-be-deleted items have been deleted \equiv BRIDGE

- each node stores subtree sum & min & max prefix sum within subtree

\Rightarrow can find bridge preceding given leaf x :

- compute prefix sum for x :
 Σ left subtrees of path to root

- look for subtree whose prefix sum range hits \emptyset when adding previous Δ s



- walk down \rightarrow & Delete(t , "delete-min")

- Insert(t , "insert(k)") inserts into Q_{now}
 - max key deleted after t (or k if larger)
 - = max key $\notin Q_{now}$ inserted after last bridge

\Rightarrow store in each node the max key $\notin Q_{now}$ inserted in the subtree \rightarrow & Insert(t , "delete-min")

- Delete(t , "insert(k)") deletes from Q_{now}
 - min key $\in Q_{now}$ inserted before next bridge $> t$
 - \Rightarrow successor bridge + min insert augmentation

Problem: transform any partially retroactive DS

- retro. updates in $U(m)$

- present queries in $Q(n)$

into a fully retroactive DS with $O(\sqrt{m})$ overhead:

- retro. updates in $O(\sqrt{m}U(m))$

- retro. queries in $O(\sqrt{m}U(m) + Q(n_t))$