

# Optimal Binary Search Tree

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## 1 Finding the optimal binary search tree

We are given  $n$  keys  $k_1, k_2, \dots, k_n$  and a probability  $p_i$  that a key  $k_i$  is queried. We assume that  $\sum_{i=1}^n p_i = 1$  that is, we only allow queries in the set of keys (alternately, we assume we have listed all possible queries). Given a particular binary search tree  $T$ , we compute the cost of the tree as

$$\sum_{1 \leq i \leq n} \text{depth}_T(k_i) p_i,$$

which is the average number of queries needed to find a key: we ask for key  $k_i$  with probability  $p_i$  and finding it will take  $\text{depth}_T(k_i)$  queries. (The root of the tree has depth 1.)

How do we find the optimal binary search tree? Suppose  $k_r$  is in the root of the tree, then  $k_1, \dots, k_{r-1}$  are to the left of the root and  $k_{r+1}, \dots, k_n$  are to the right of the root. Call the trees they form  $T_{1r-1}$  and  $T_{r+1n}$ , respectively. Then both of these trees are optimal binary search trees. So we can solve the problem by trying all possibilities for  $k_r$  and then computing the optimal search trees on both sides recursively; or, actually, using dynamic programming.

Let  $T_{ij}$  be the optimal binary search tree for keys  $k_i, \dots, k_j$ , and let  $c_{ij}$  be the cost of  $T_{ij}$ . Let  $p_{ij}$  be the probability that we ask for a key in  $T_{ij}$ , in other words:

$$p_{ij} = \sum_{k=i}^j p_k.$$

Then

$$c_{ij} = \min_{i \leq r \leq j} [(c_{i r-1} + p_{i r-1}) + (c_{r+1 j} + p_{r+1 j}) + 1 * p_r],$$

because if  $k_r$  is at the root of the tree, the left tree has cost  $c_{i_{r-1}}$  to which we must add  $1 * p_{i_{r-1}}$ , because we will ask for a key in that tree with probability  $p_{i_{r-1}}$ , increasing the average height of that tree by 1 with that probability to get  $(c_{i_{r-1}} + p_{i_{r-1}})$ . The same reasoning applies to the right tree, and the root will cost us 1 query with a probability of  $p_r$ . Now,

$$\begin{aligned} c_{ij} &= \min_{i \leq r \leq j} [(c_{i_{r-1}} + p_{i_{r-1}}) + (c_{r+1_j} + p_{r+1_j}) + 1 * p_r] \\ &= p_{ij} + \min_{i \leq r \leq j} [c_{i_{r-1}} + c_{r+1_j}] \end{aligned}$$

Since  $p_{i_{r-1}} + p_{r+1_j} + p_r = p_{ij}$ , by definition.

Here is a small example:

$k$	1	2	3	4	5
$p$	0.2	0.1	0.15	0.25	0.3

We first precompute the  $p_{ij}$ , using dynamic programming (details left to the reader ...).

0.2	0.3	0.45	0.7	1
	0.1	0.25	0.5	0.8
		0.15	0.4	0.7
			0.25	0.55
				0.3

Now,  $c_{ii} = p_i$ , since there is only one key in the tree. So we start the matrix of  $c_{ij}$  as

0.2	*	*	*	*
	0.1	*	*	*
		0.15	*	*
			0.25	*
				0.3

Let us compute  $c_{12}$ . There are two possibilities:  $k_1$  is on top, or  $k_2$  is on top. In the first case, the cost of the tree is  $c_{11} + (c_{22} + p_{22}) = 0.4$ , in the second case, the tree costs  $c_{22} + (c_{11} + p_{11}) = 0.5$ ; let us double-check with the formula we derived earlier:

$$c_{12} = p_{12} + \min(c_{11}, c_{22}),$$

that is,  $c_{12} = 0.3 + \min(0.2, 0.1) = 0.4$ , which checks with our earlier computation. So putting  $k_1$  on top is the cheaper choice for keys  $k_1, k_2$ :

0.2	0.4	*	*	*
	0.1	*	*	*
		0.15	*	*
			0.25	*
				0.3

Similarly,  $c_{23} = \min(0.35, 0.4) = 0.35$ .

0.2	0.4	*	*	*
	0.1	0.35	*	*
		0.15	*	*
			0.25	*
				0.3

Next, we can compute  $c_{34} = 0.55$  and  $c_{45} = 0.8$ :

0.2	0.4	*	*	*
	0.1	0.35	*	*
		0.15	0.55	*
			0.25	0.8
				0.3

As a final example, let us compute  $c_{13}$ . Now there are three possibilities:  $k_1, k_2$ , or  $k_3$  on top. The first possibility costs  $p_{13} + c_{23} = 0.45 + 0.35 = 0.8$ , the second  $p_{13} + c_{11} + c_{33} = 0.45 + 0.2 + 0.15 = 0.8$  and the third  $p_{13} + c_{12} = 0.45 + 0.4 = 0.85$ , so we go with either the first or the second choice (they are equally good) for a cost of 0.8:

0.2	0.4	0.8	*	*
	0.1	0.35	*	*
		0.15	0.7	*
			0.25	0.8
				0.3