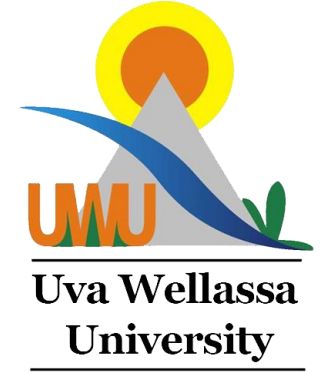


# Data Structures and Analysis of Algorithms CST 225-3

## AVL Trees



# Drawback of BST

- Height is not under control.
- Height depends on the insertion of the element.
- Tree traversal takes more time.

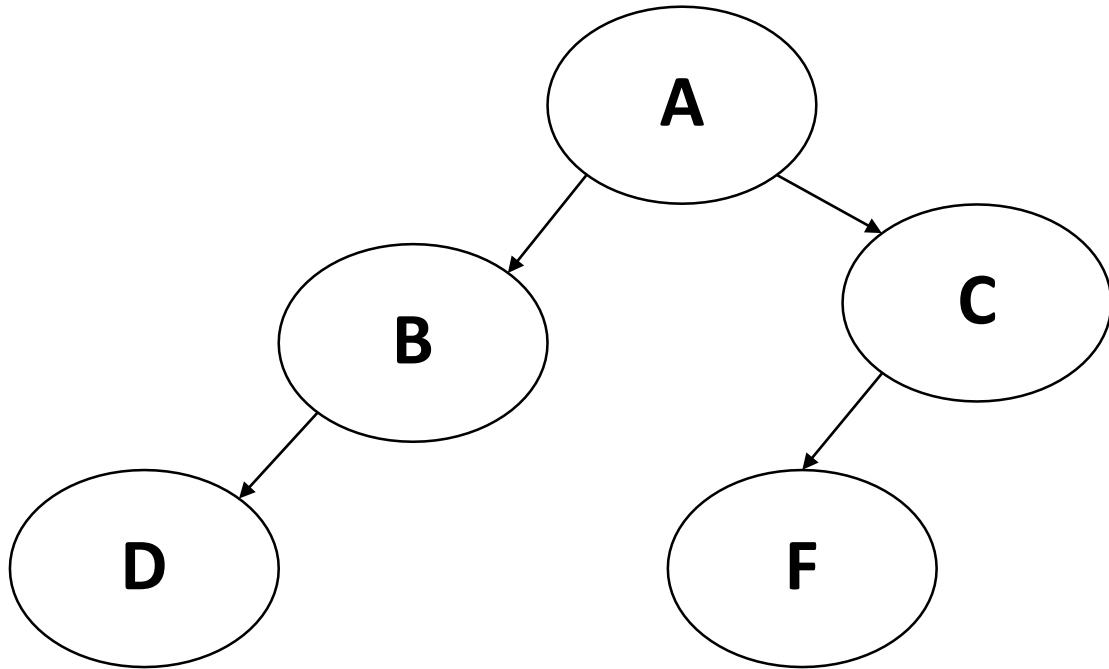
# What are AVL Trees?

- AVL tree is invented by Adelson, Velski & Landis. The tree is named AVL in honour of its inventors.
- AVL Tree can be defined as height balanced binary search tree in which each node is associated with a balance factor.

Balance factor of a node =  $\text{height}(\text{left-sub tree}) - \text{height}(\text{right-sub tree})$

- **AVL tree property:** for every node in the tree, the height of the left and right sub trees differs by at most 1.
- Binary search tree is an AVL tree if balance factor of each node is 0, 1 or -1

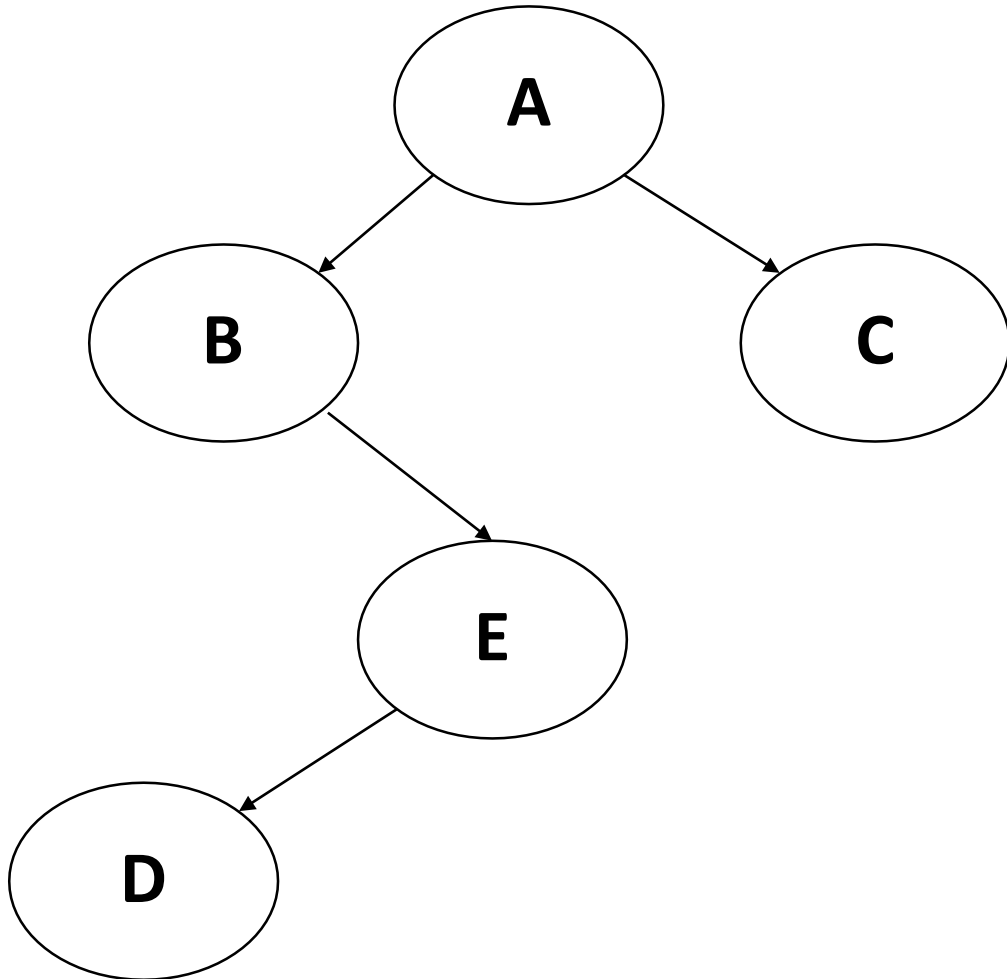
# Example 1



Node	Height of Left Sub Tree	Height of Right Sub Tree	Balance Factor
A	2	2	0
B	1	0	1
C	1	0	1
D	0	0	0
F	0	0	0

This tree is balanced or AVL tree because every node's balance factor is in between -1,0 and 1.

## Example 2



Node	Height of Left Sub tree	Height of Right Sub Tree	Balance Factor
A	3	1	2
B	0	2	-2
C	0	0	0
E	1	0	1
D	0	0	0

This tree is imbalanced because every node's balance factor is not in between -1,0 and 1.

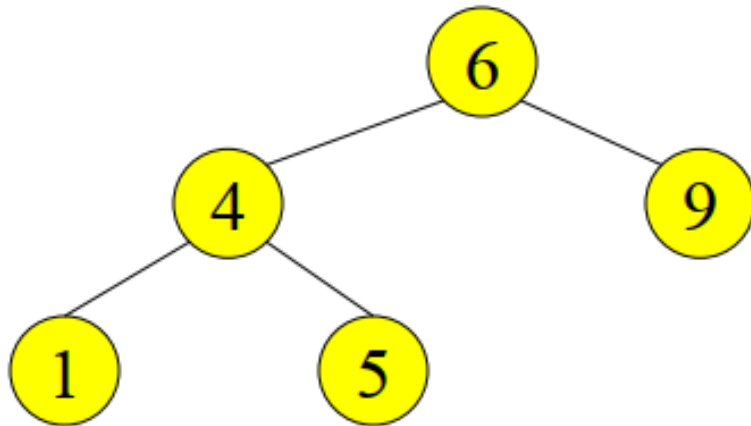
# Maintaining Balance

To maintain AVL balance, observe that:

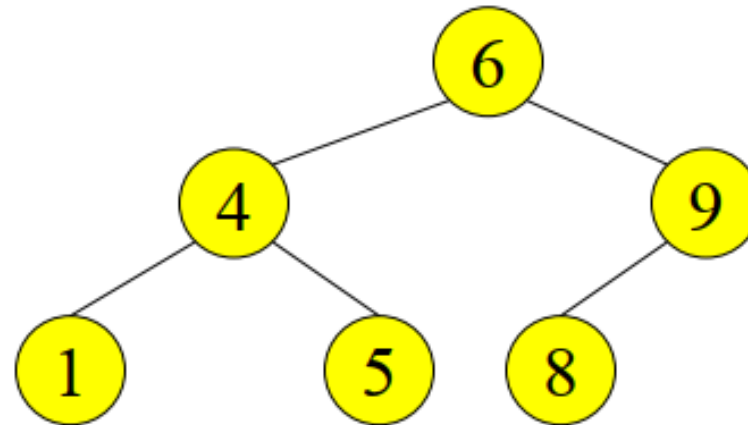
- Inserting a node can increase the height of a tree by at most 1
- Removing a node can decrease the height of a tree by at most 1
- If the tree is imbalanced based on balance factor, then rotations need to be performed in order to make it as a balanced tree.
- Rotations occur when tree becomes unbalanced from insertion or deletion.

# Are these trees AVL or not?

Tree A



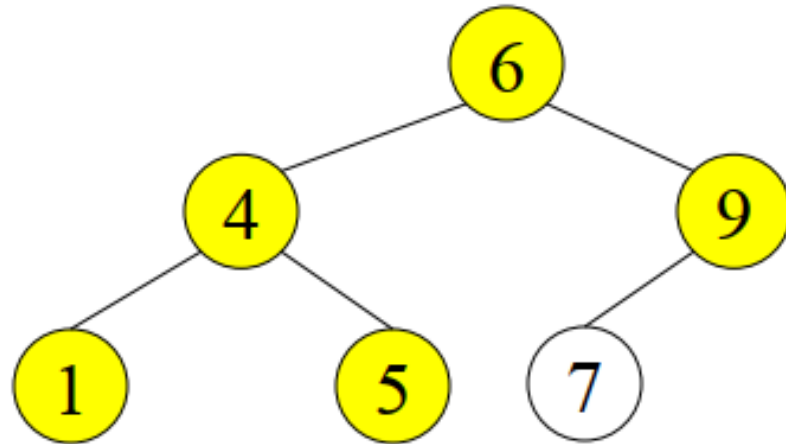
Tree B



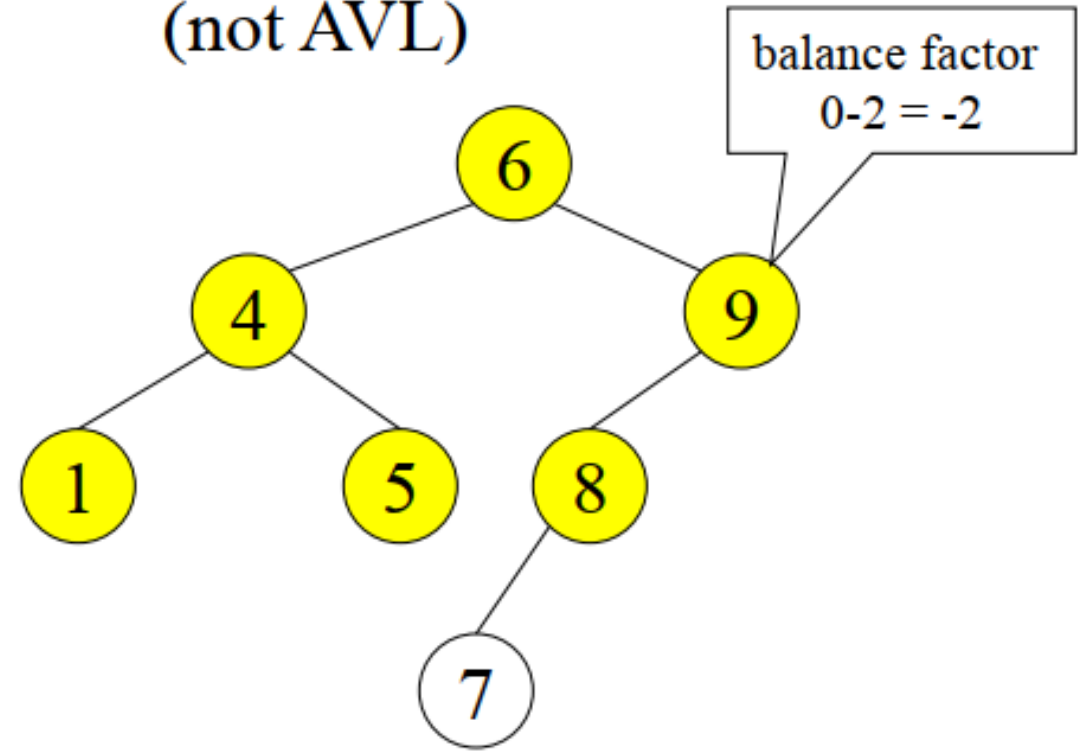
- Insert 7 to both of above trees. Are these trees now AVL or not?

# Trees after Inserting 7

Tree A  
(AVL)



Tree B  
(not AVL)





# Insertion and Rotation in AVL Trees

- Insert operation may cause balance factor to become 2 or  $-2$  for some nodes.
- Only nodes on the path from insertion point to root node have possibly changed in height.
- So after the insertion, go back up to the root node by node, updating heights.
- If a new balance factor is 2 or  $-2$ , adjust tree by **rotation** around the node.

# Rotation

- Rotation can be done with tree(3) nodes in the tree.
- Rotation is the process of moving the nodes to either left or right to make tree balanced.
- There are two types of rotations.
  1. **Single rotation**- If the three nodes lie in a straight line, single rotation is needed to restore the balance.
  2. **Double rotation**- If these three nodes lie in a “dog-leg” pattern, you need double rotation to restore the balance.

# Rotation Classifications

## 1. Single Rotation

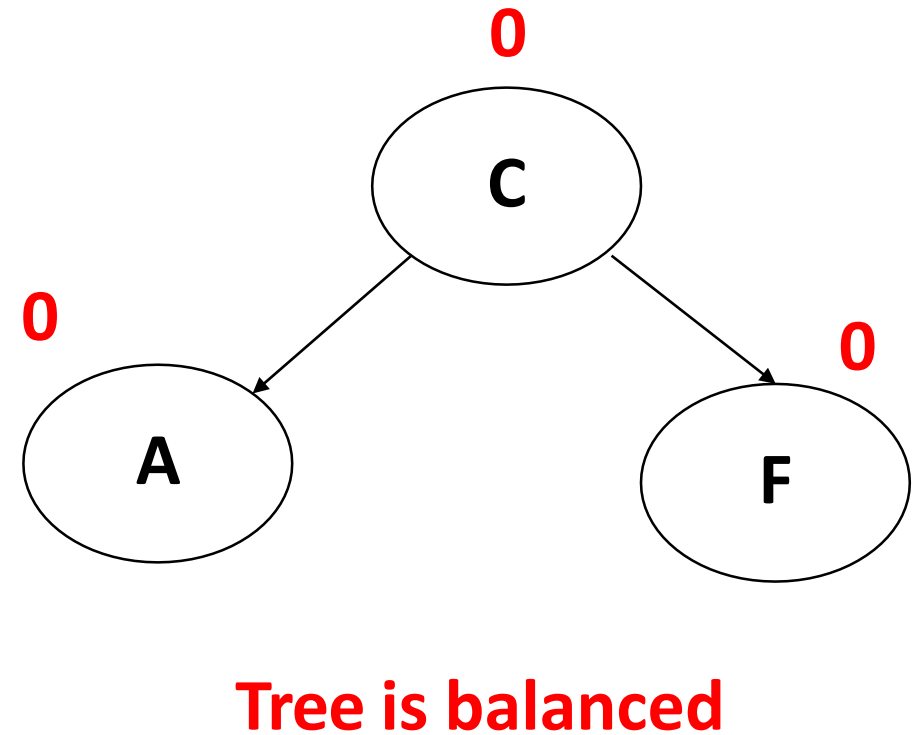
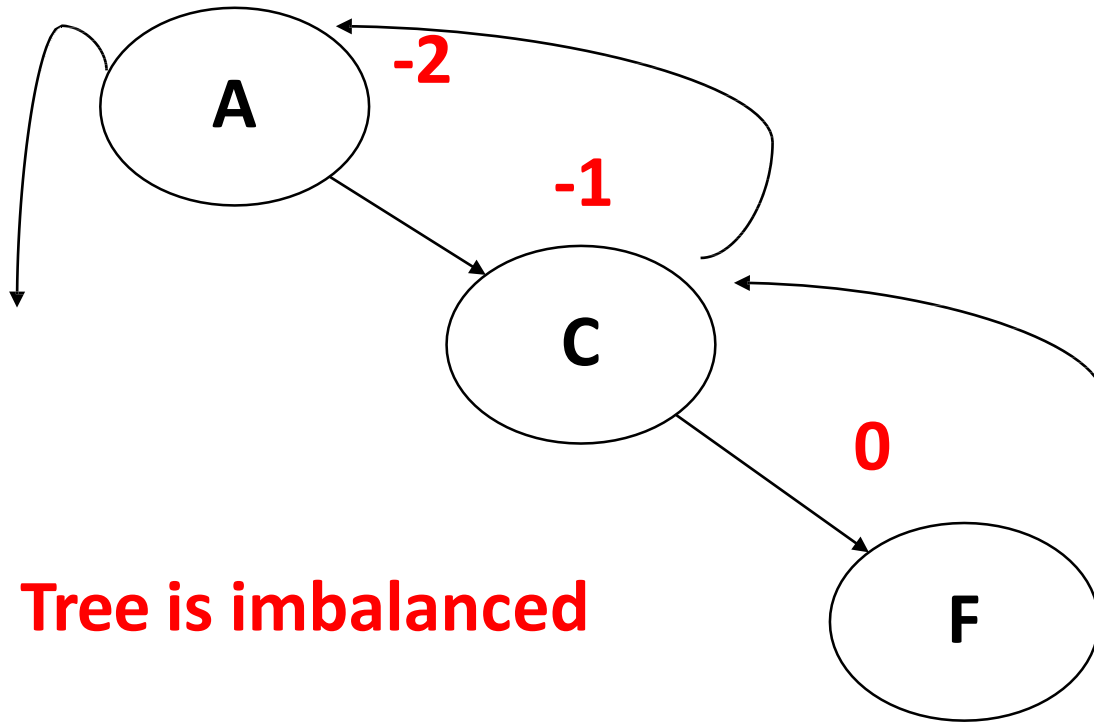
- Left Left Rotation (LL Rotation)
- Right Right Rotation (RR Rotation)

## 2. Double Rotation

- Left Right Rotation (LR Rotation)
- Right Left Rotation (RL Rotation)

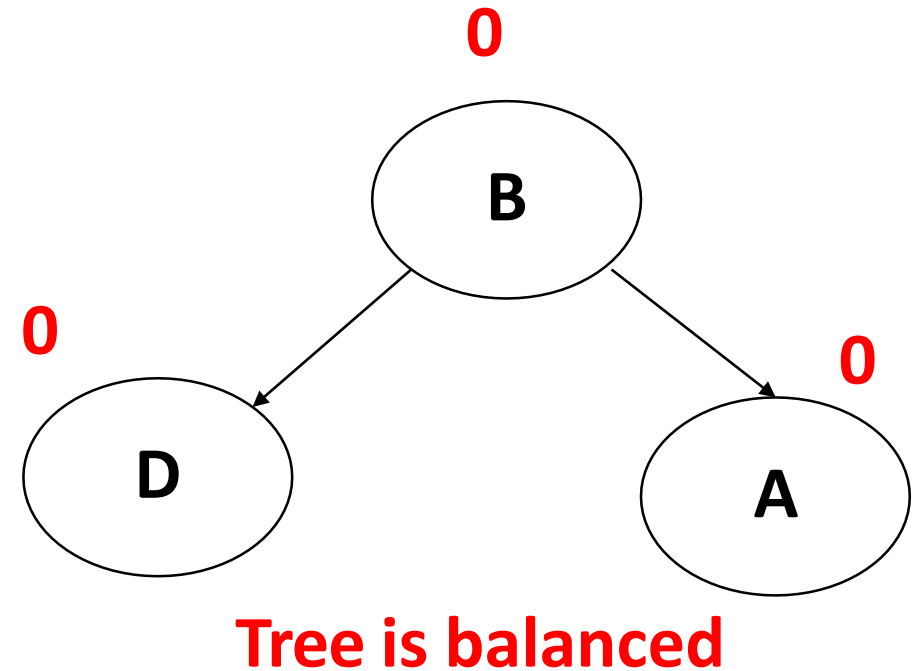
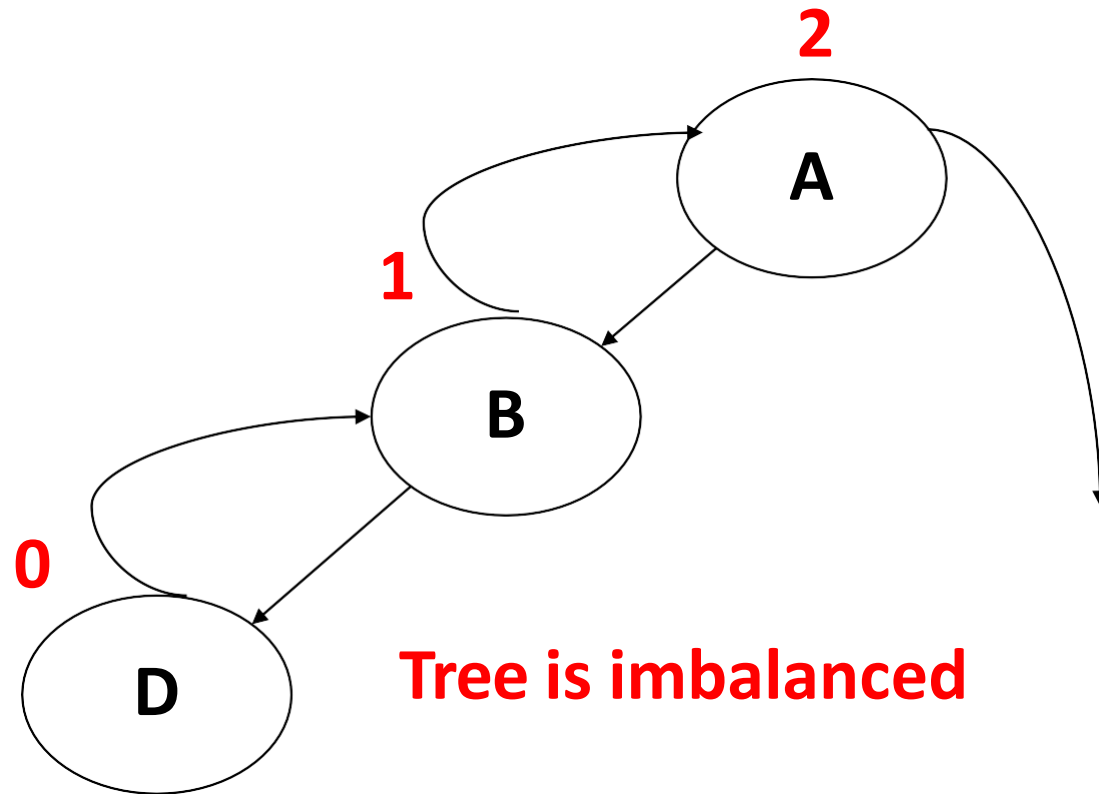
# Single LL Rotation

- Every node moves one position to left from the current position.



# Single RR Rotation

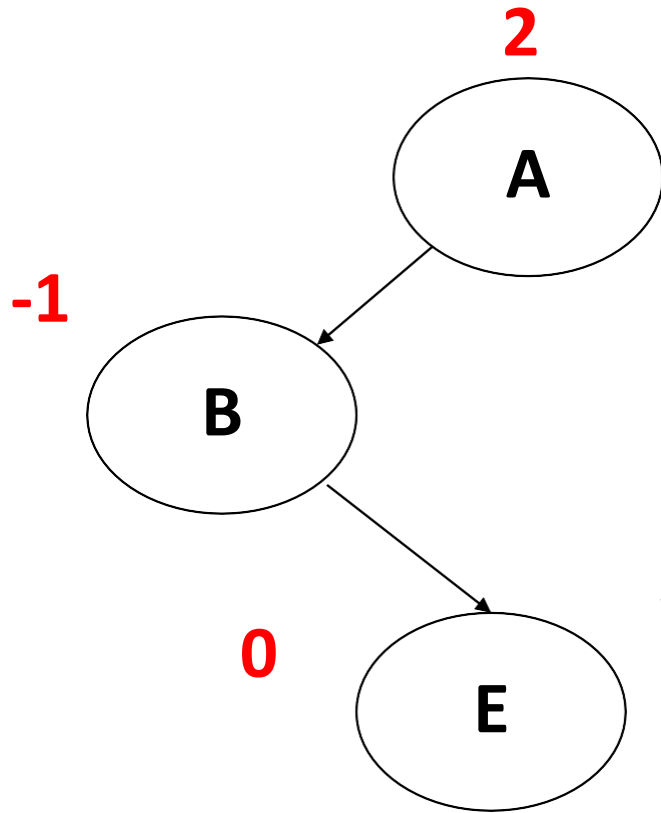
- In RR rotation every node moves one position to right from the current position.



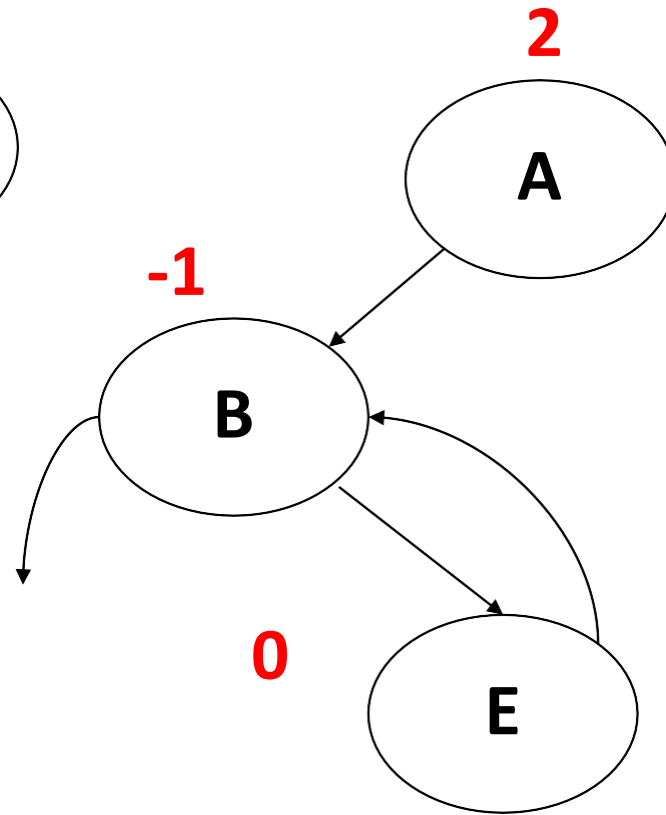
# Double LR Rotation

- The LR Rotation is combination of single left rotation followed by single right rotation.
- In LR Rotation, first every node moves one position to left then one position to right from the current position.

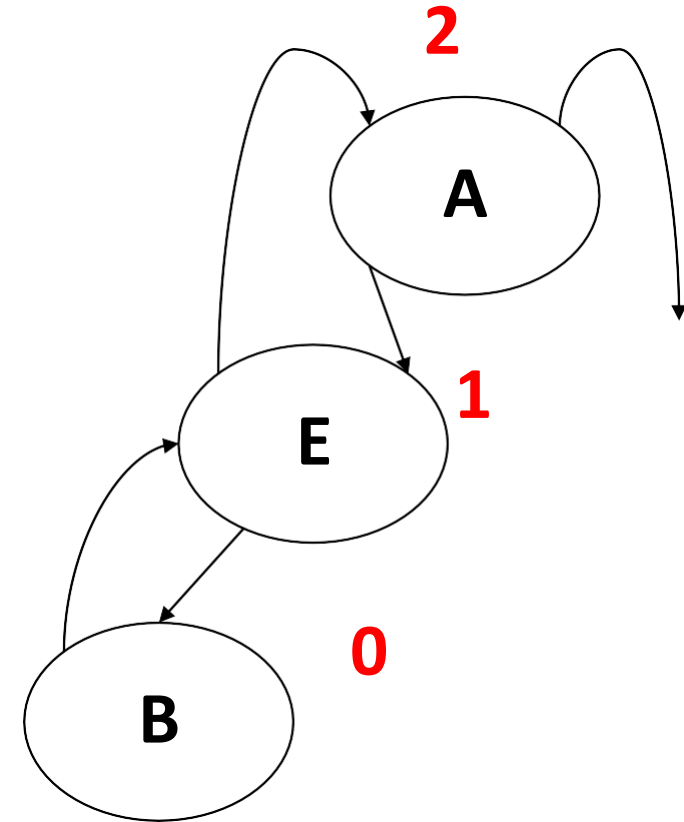
# Double LR Rotation - Example



Tree is imbalanced

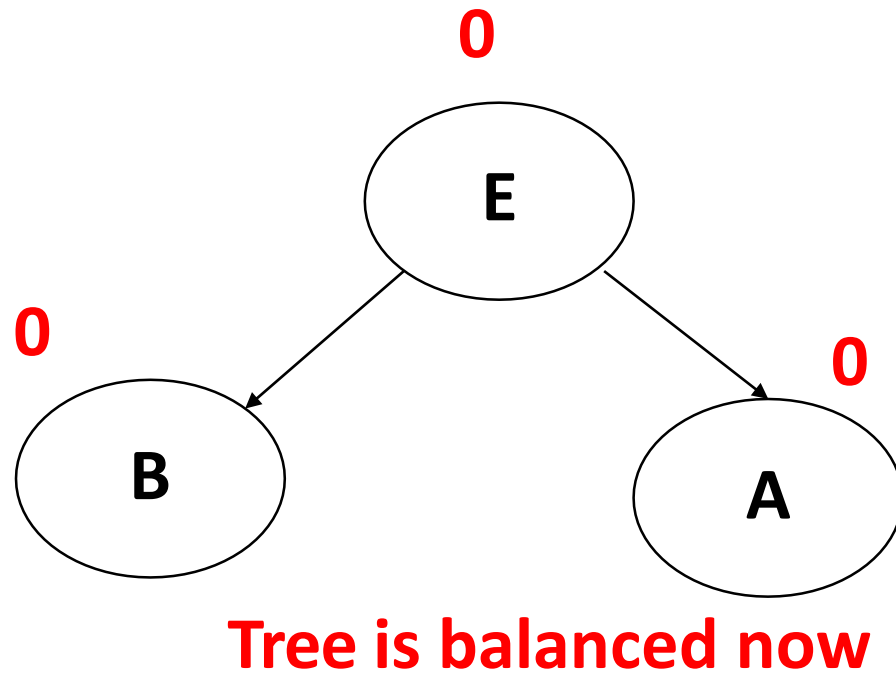


LL Rotation



RR Rotation

# Double LR Rotation - Example

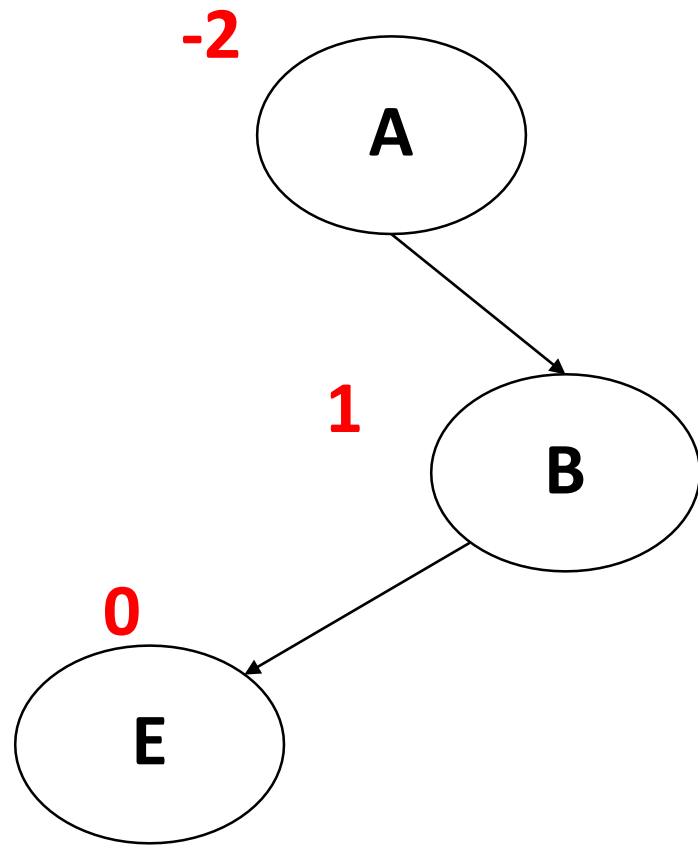




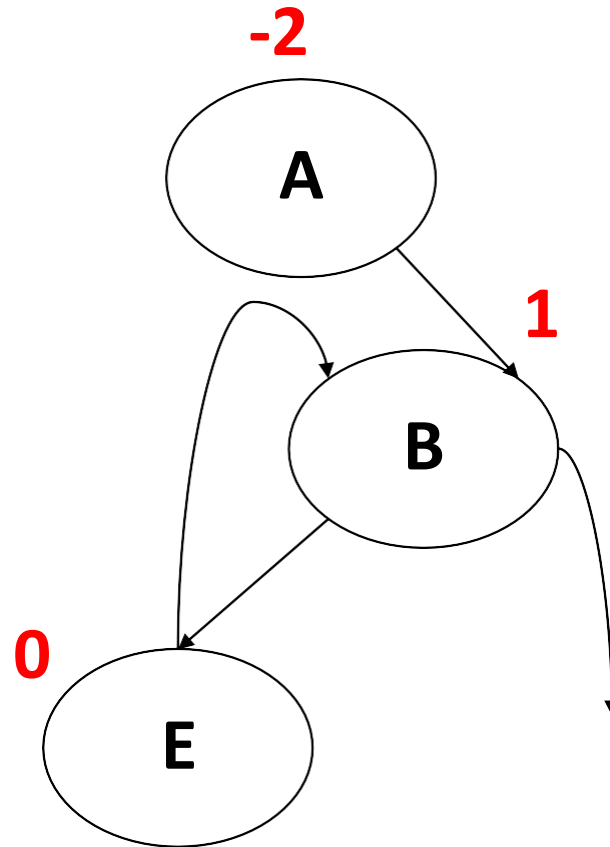
# Double RL Rotation

- The RL Rotation is combination of single right rotation followed by single left rotation.
- In RL Rotation, first every node moves one position to right then one position to left from the current position.

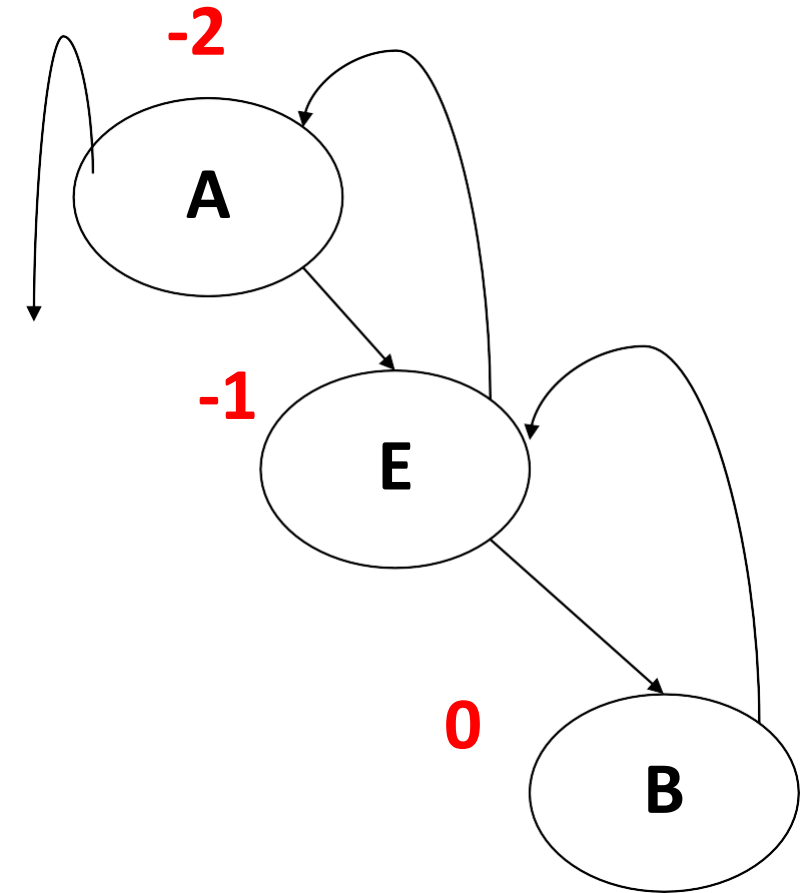
# Double RL Rotation - Example



Tree is imbalanced

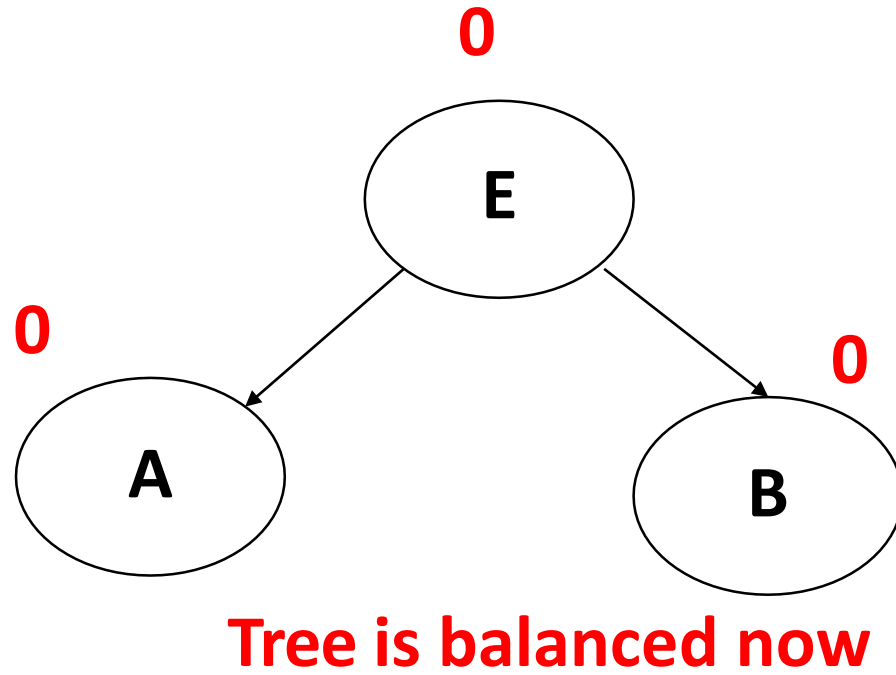


RR Rotation



LL Rotation

# Double RL Rotation - Example

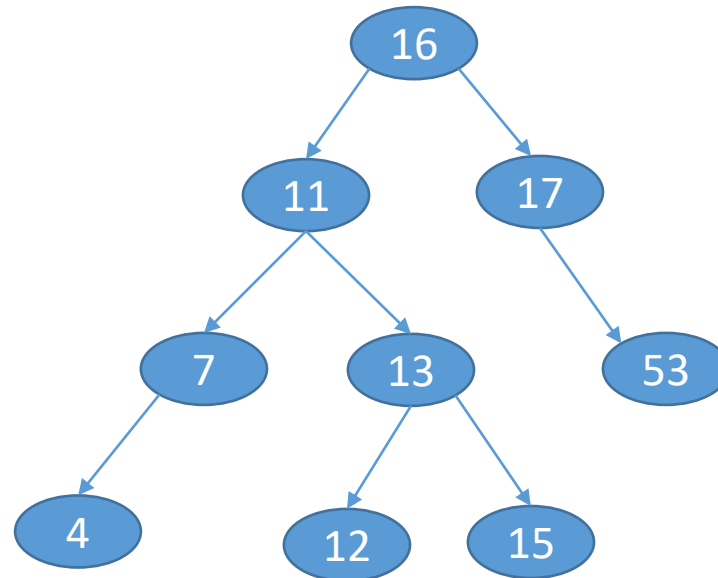


# Construction of AVL Trees

- Insert the following elements and construct a AVL tree.  
16, 17, 11, 7, 53, 4, 13, 12,15

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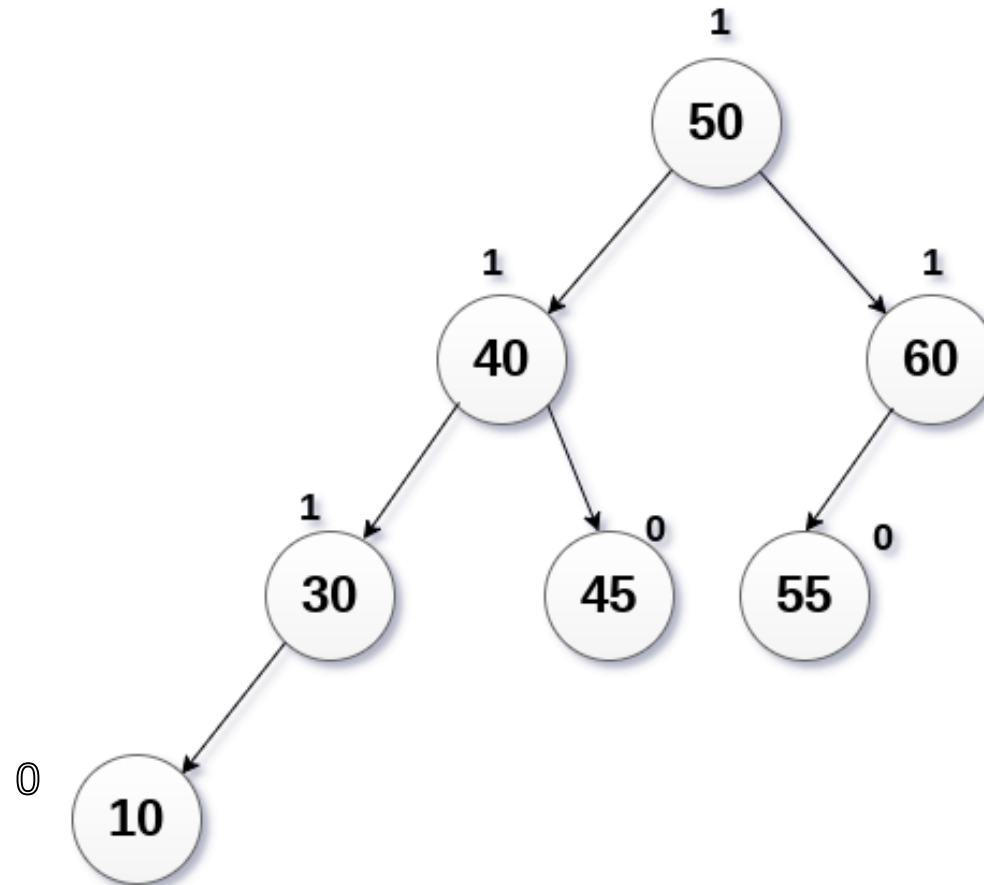


# Deletion in AVL Tree

- Deletion of element is same as in BST.
- After the deletion, check the balance factor of each node of the tree.
- If not balanced, then balance the tree.

# Exercise

- Delete node 55 from the following AVL tree.



# Applications of AVL Trees

- Used frequently for quick searching.



# Questions?