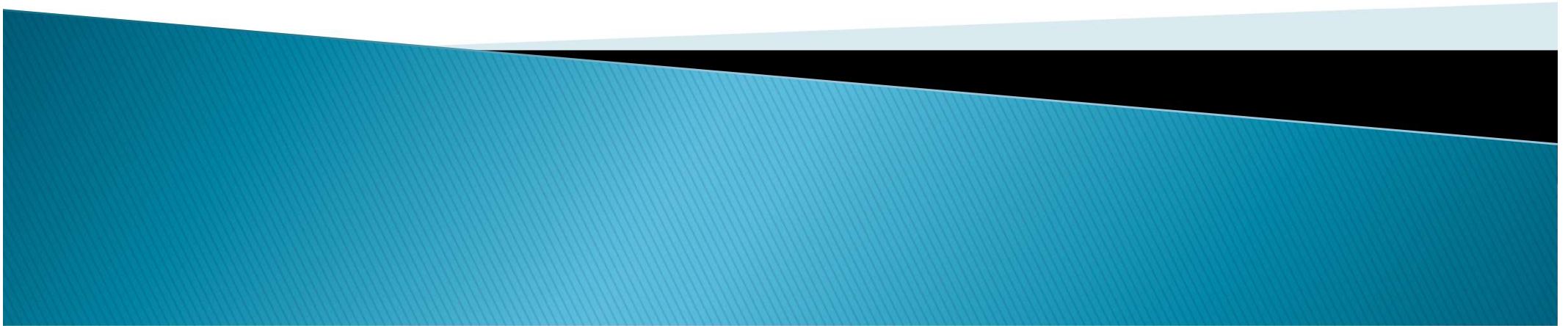
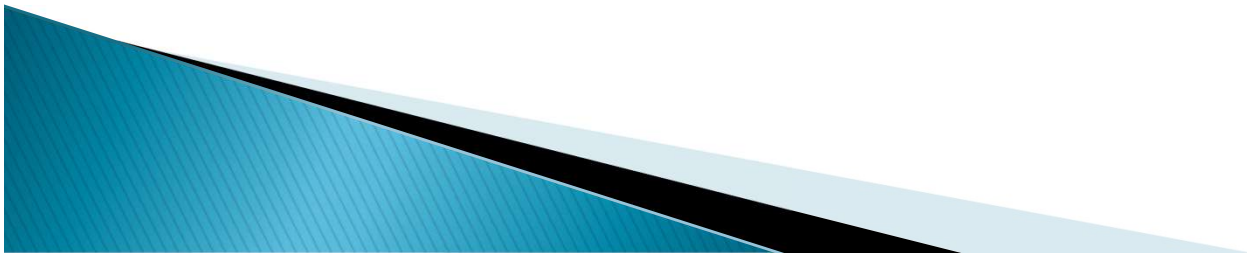


# AVL TREE

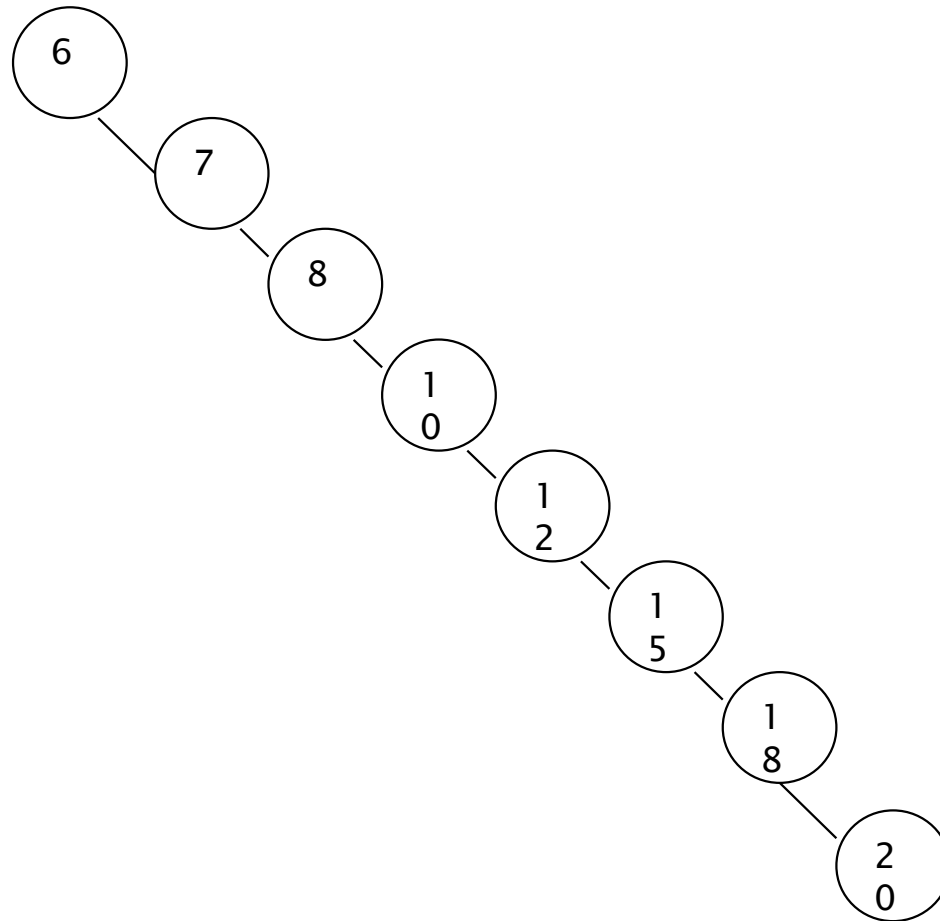


# Circumstances When a Binary Tree Degenerates Into a Linked List

- ▶ If the same input is given in the sorted order as
- ▶ 6, 7, 8, 10, 12, 15, 5, 3, 18, 20, you will construct a lopsided tree with only right subtrees starting from the root.
- ▶ Such a tree will be conspicuous by the absence of its left subtree from the top.



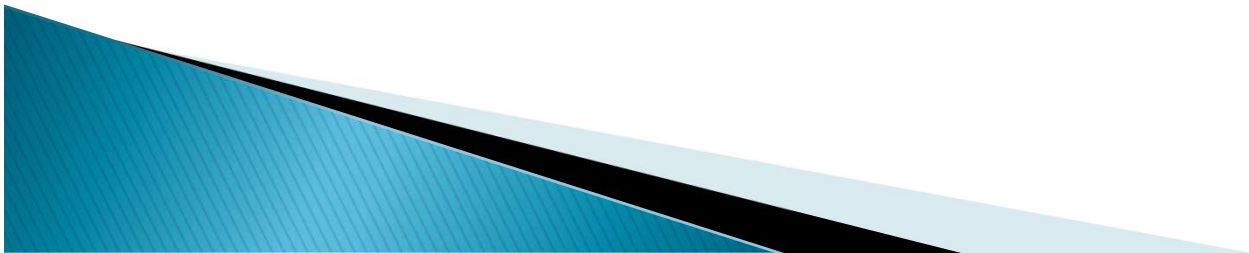
# Circumstances When a Binary Tree Degenerates Into a Linked List



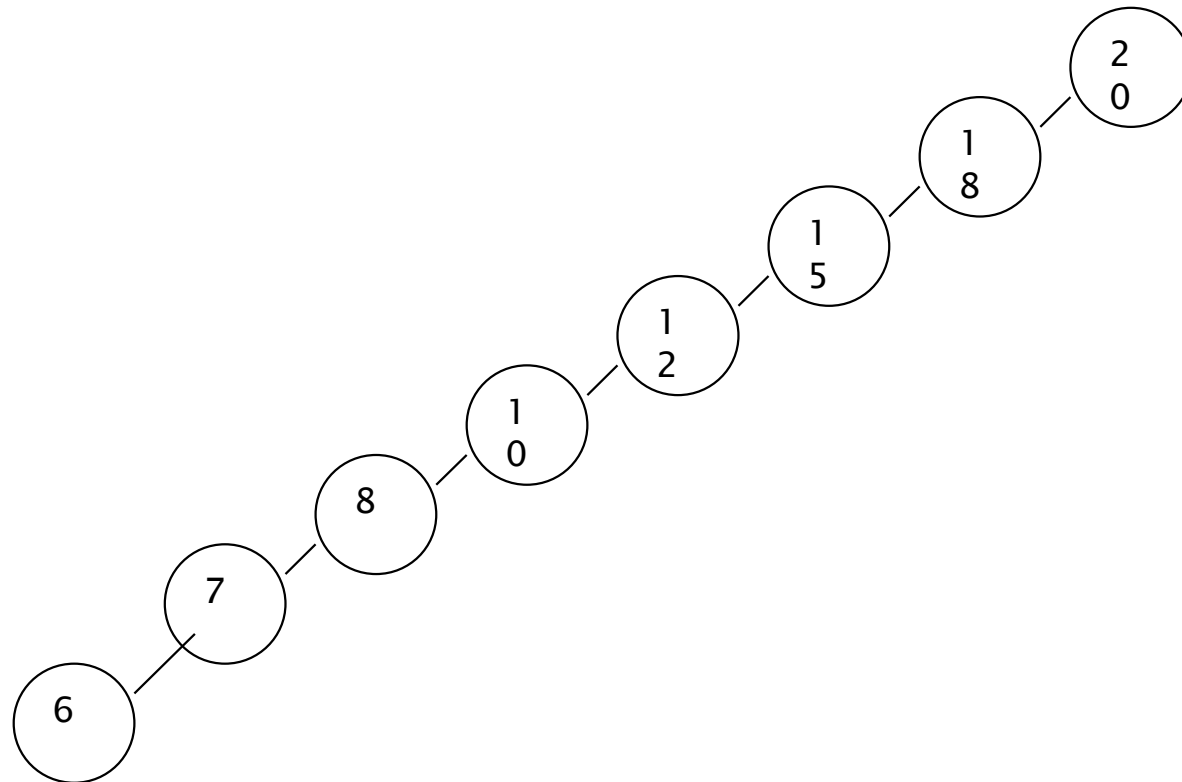
A Lopsided Binary Tree With Only Right Subtrees

## Circumstances When a Binary Tree Degenerates Into a Linked List

- ▶ However if you reverse the input as
- ▶ 20, 18, 15, 12, 10, 8, 7, 6, and insert them into a tree in the same sequence, you will construct a lopsided tree with only the left subtrees starting from the root.
- ▶ Such a tree will be conspicuous by the absence of its right subtree from the top.



# Circumstances When a Binary Tree Degenerates Into a Linked List



A Lopsided Binary Tree With Only Left Subtrees

# Introduction

- ▶ Adelson–Velskii and Landis
- ▶ Complete binary tree is hard to build when we allow dynamic insert and remove.
  - We want a tree that has the following properties
    - Tree height =  $O(\log(N))$
    - allows dynamic insert and remove with  $O(\log(N))$  time complexity.
  - The AVL tree is one of this kind of trees.



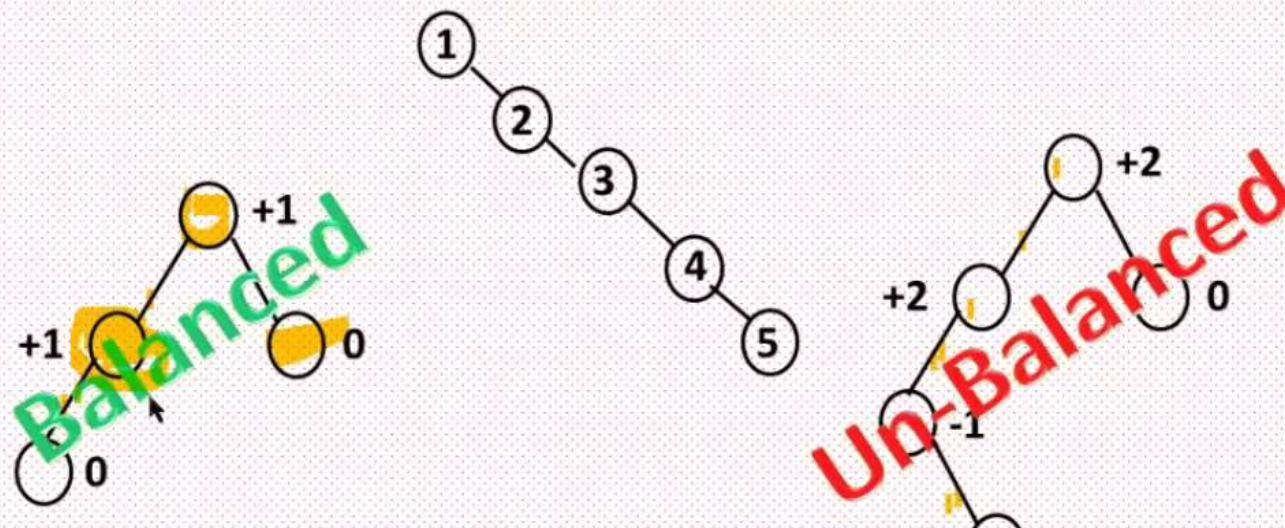


# AVL Trees

AVL (Adelson, Velski & Landis) Trees.

Height of 2 child sub-tree of any node differ **at most by 1**

Self balancing Binary Search tree



Balance Factor(bf) :  $H(\text{Left Sub tree}) - H(\text{Right Sub tree})$

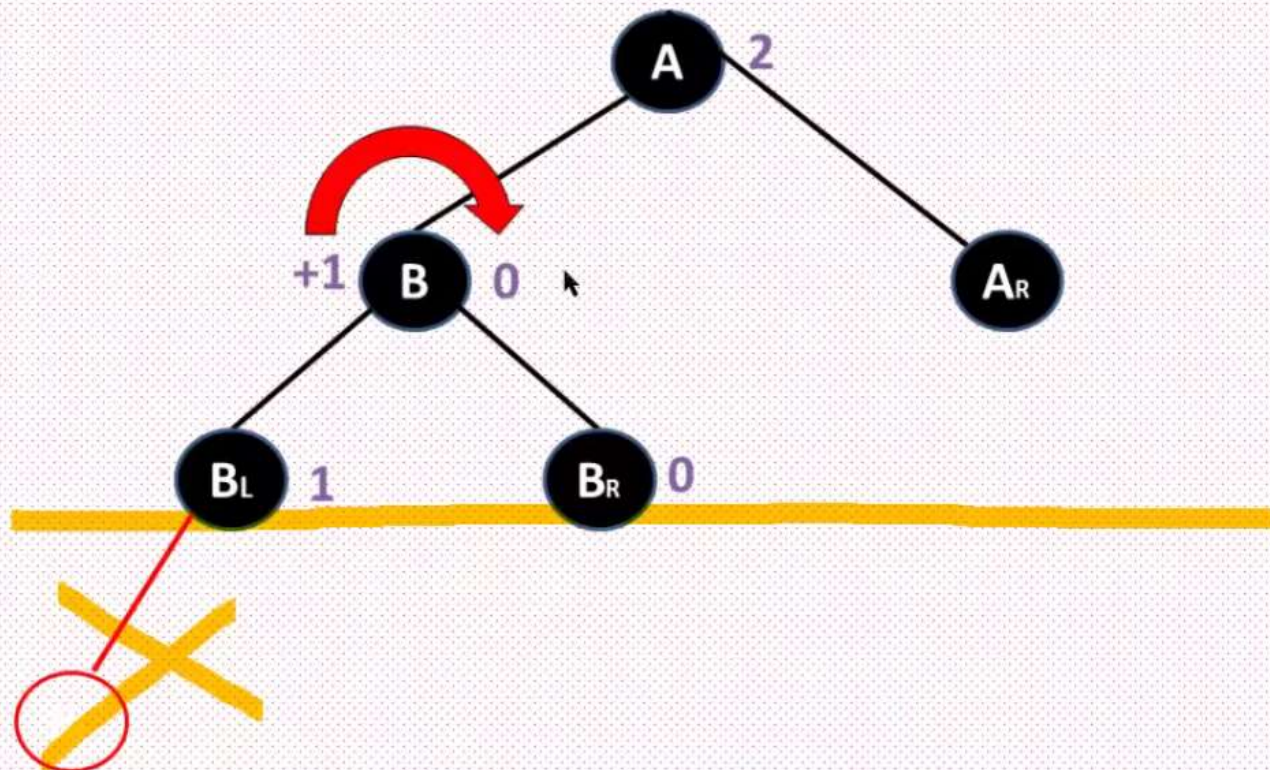
# Types of imbalances

- ▶ Violation cases at node k (deepest node)
  1. An insertion into left subtree of left child of k
  2. An insertion into right subtree of right child of k
  3. An insertion into right subtree of left child of k
  4. An insertion into left subtree of right child of k
  - Cases 1 and 2 equivalent
    - Single rotation to rebalance
  - Cases 3 and 4 equivalent
    - Double rotation to rebalance



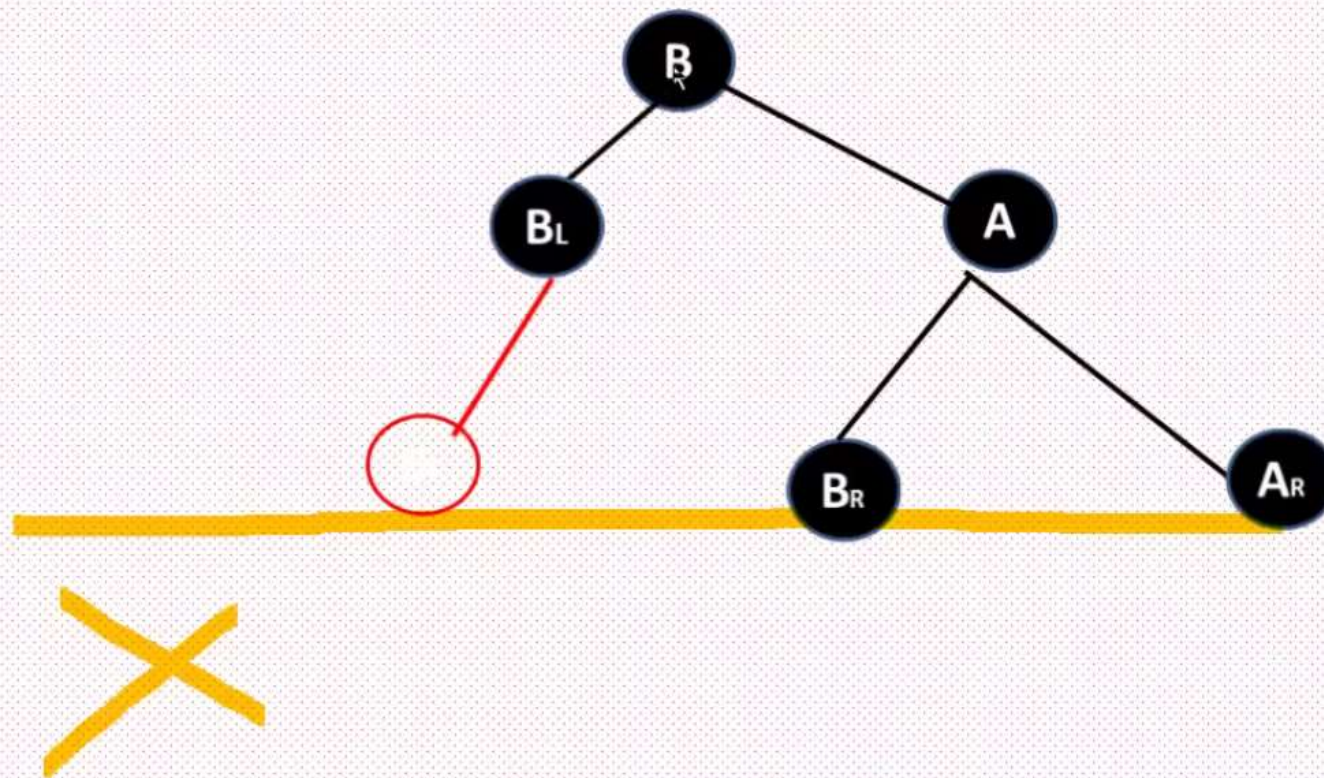


## Left-Left Imbalance :



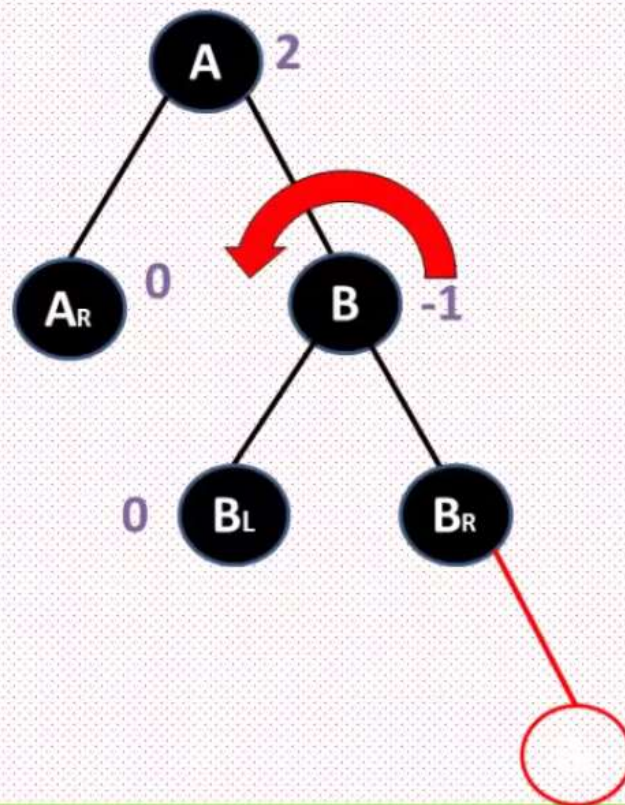


## Left-Left Imbalance :



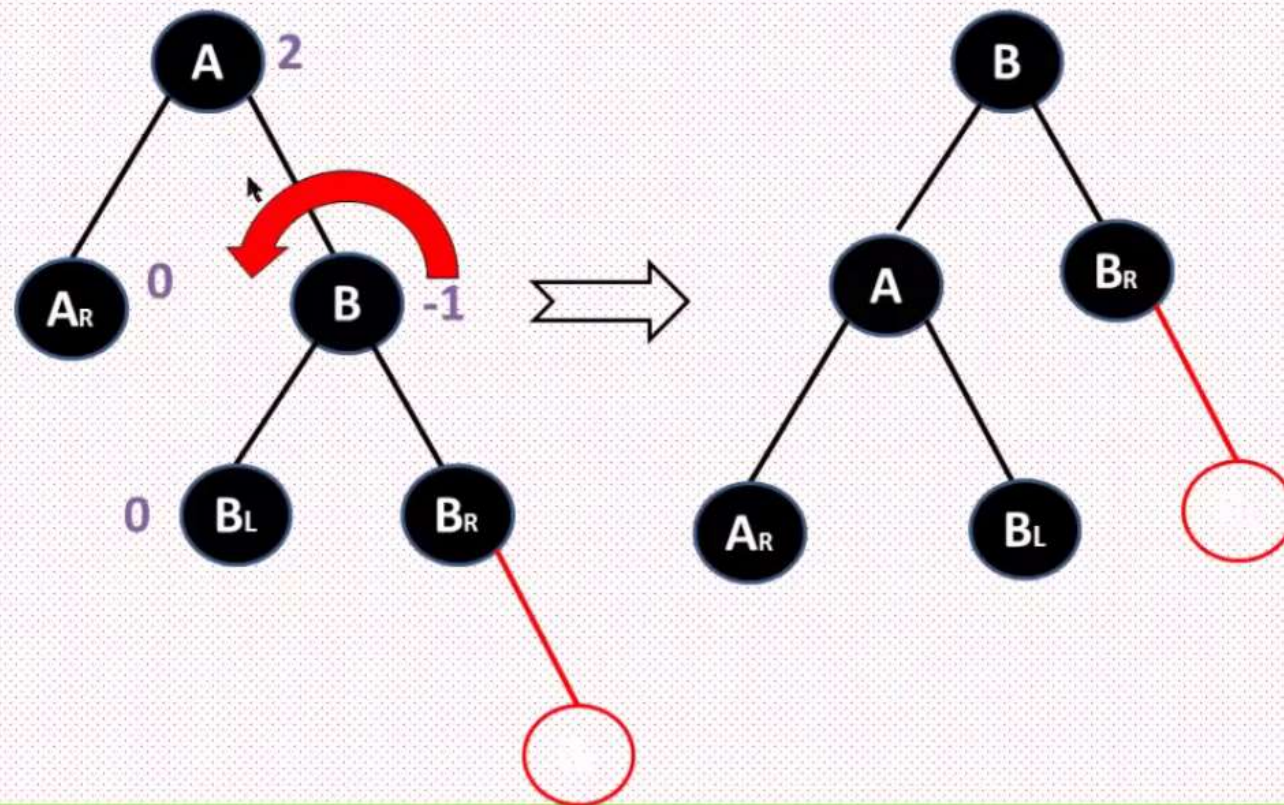


## Right Right Imbalance :



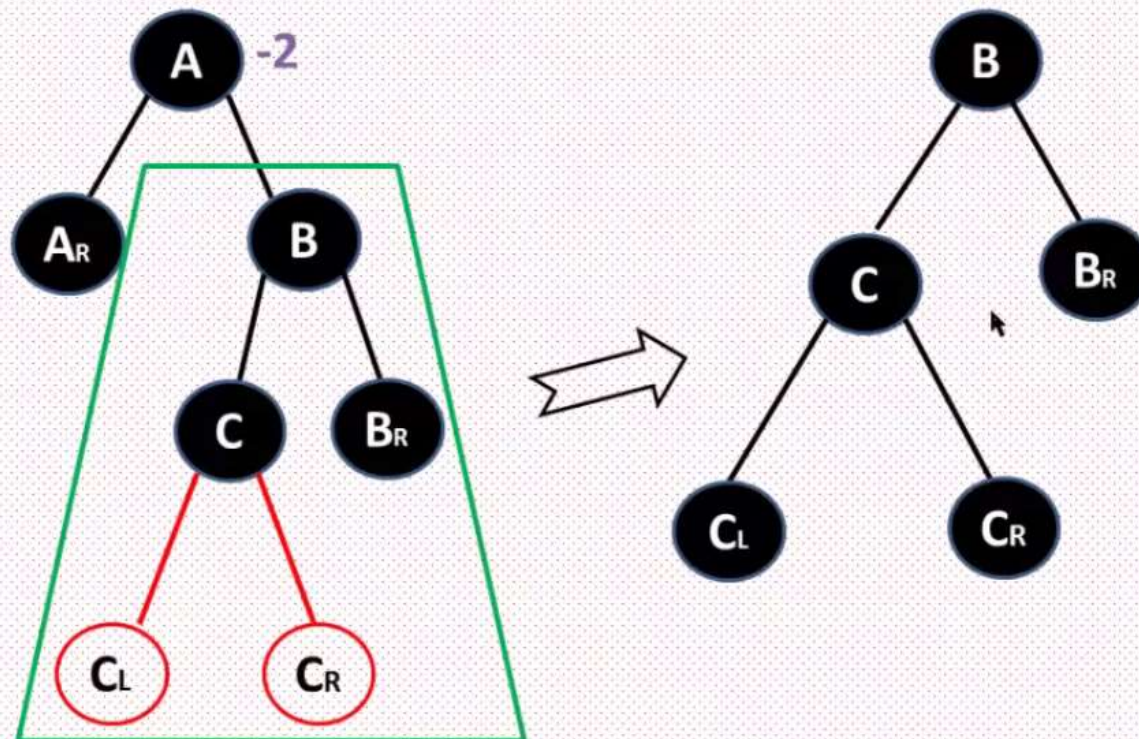


## Right Right Imbalance :



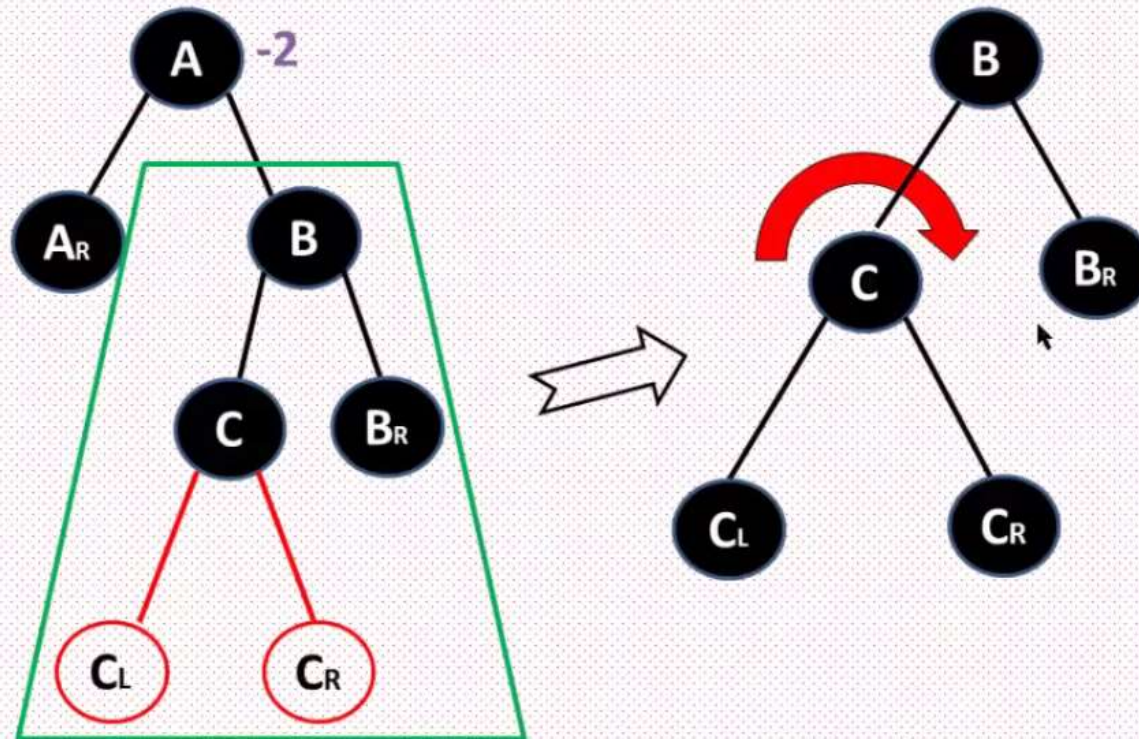


## Right Left Imbalance :



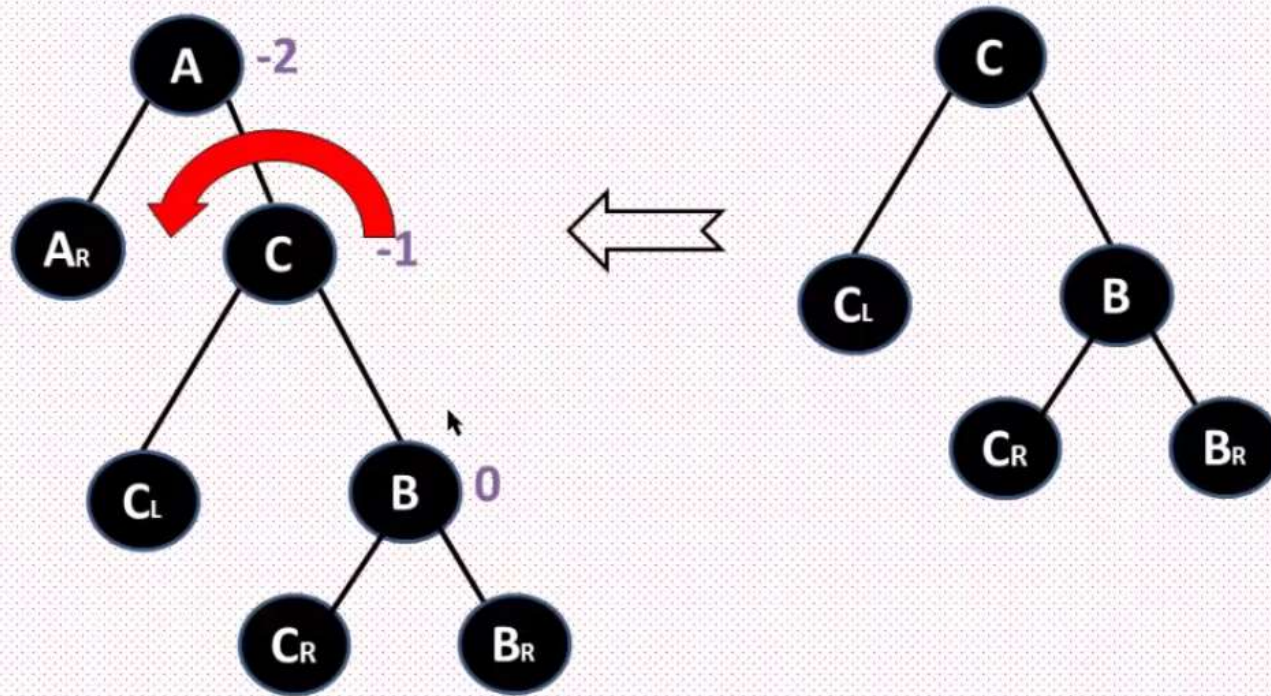


## Right Left Imbalance :





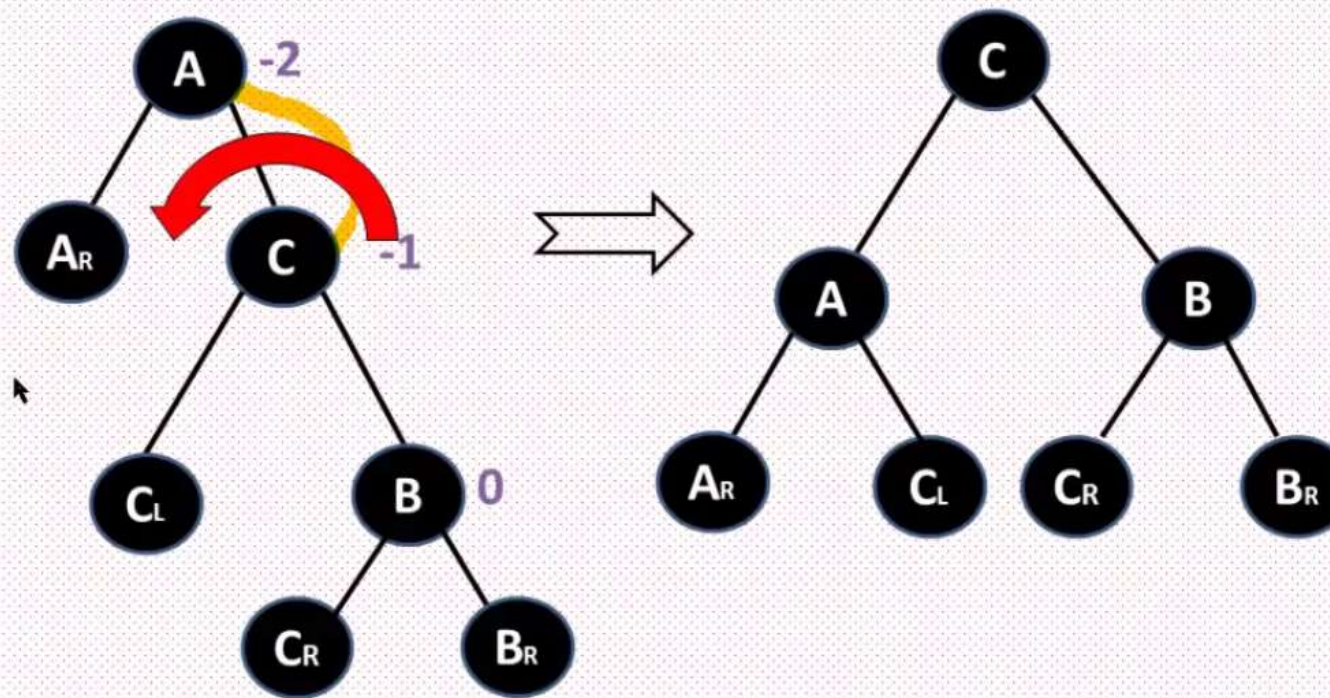
## Right Left Imbalance :



**...yet Un-Balanced**

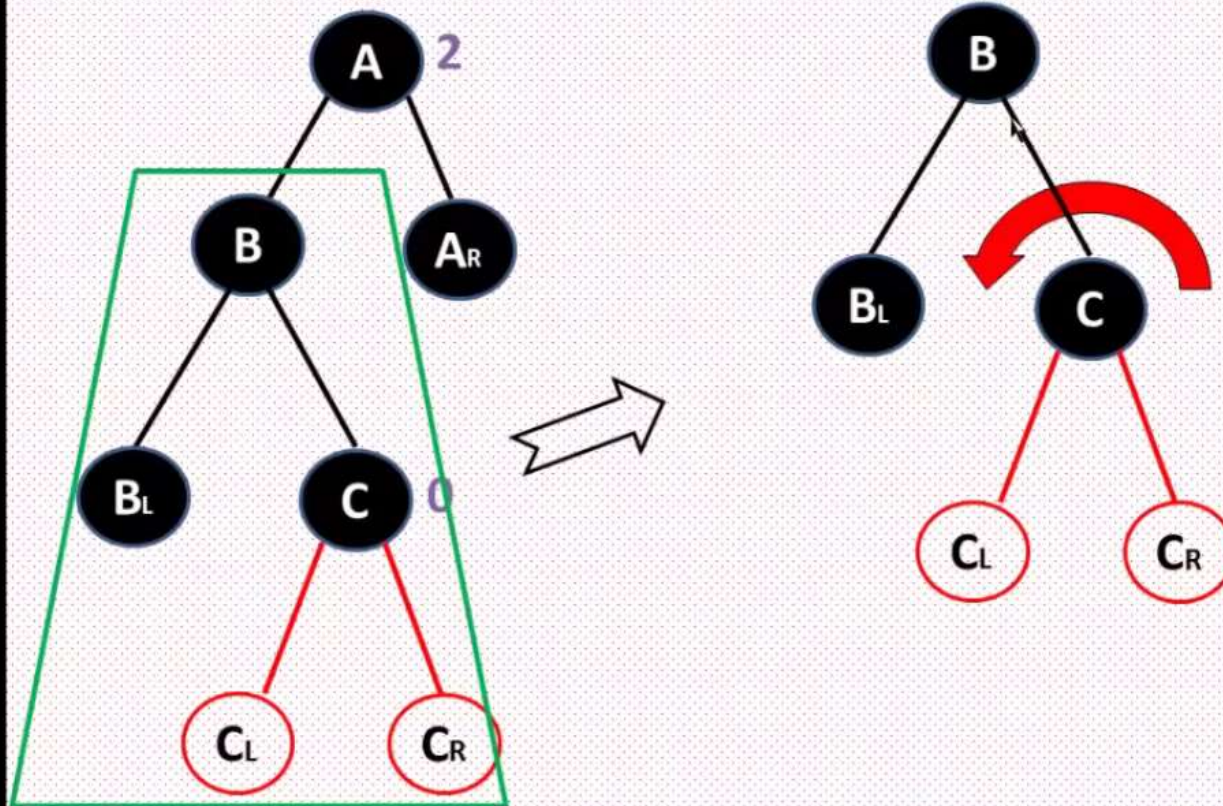


## Right Left Imbalance :



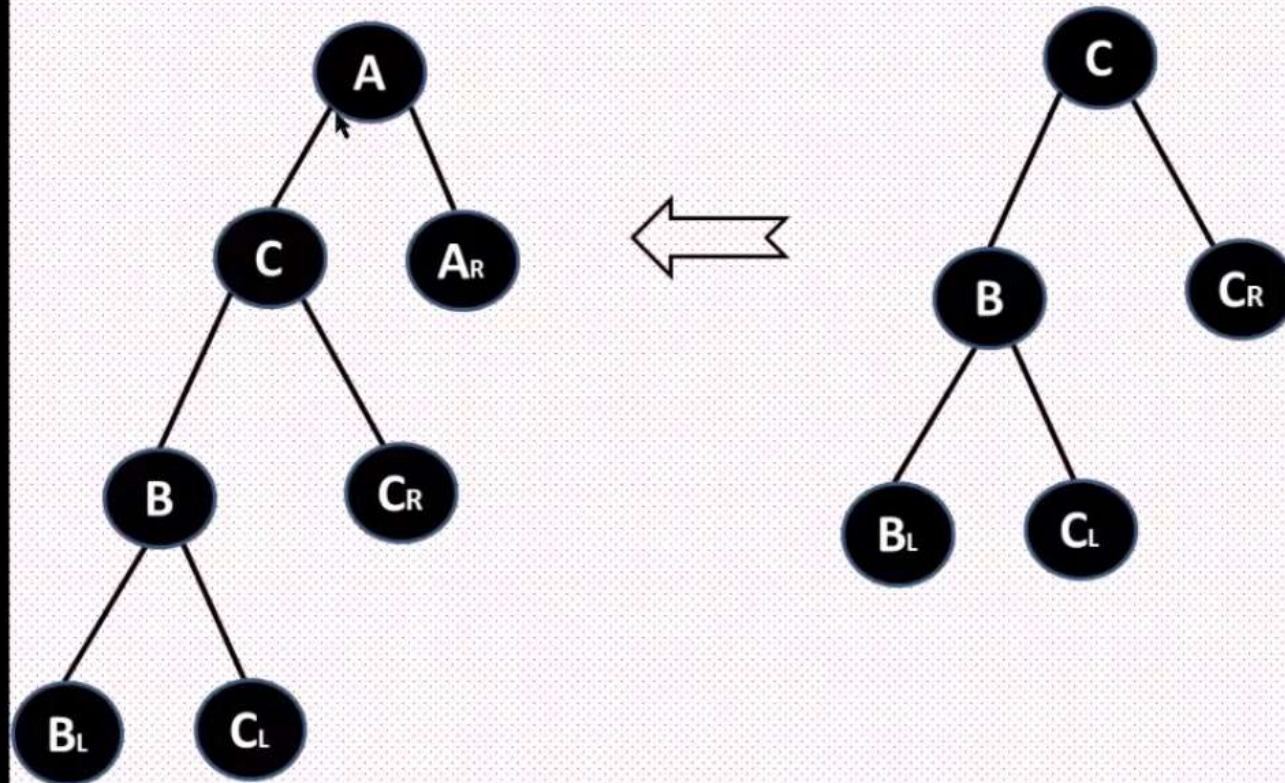


## Left Right Imbalance :





## Left Right Imbalance :





## Left Right Imbalance :

