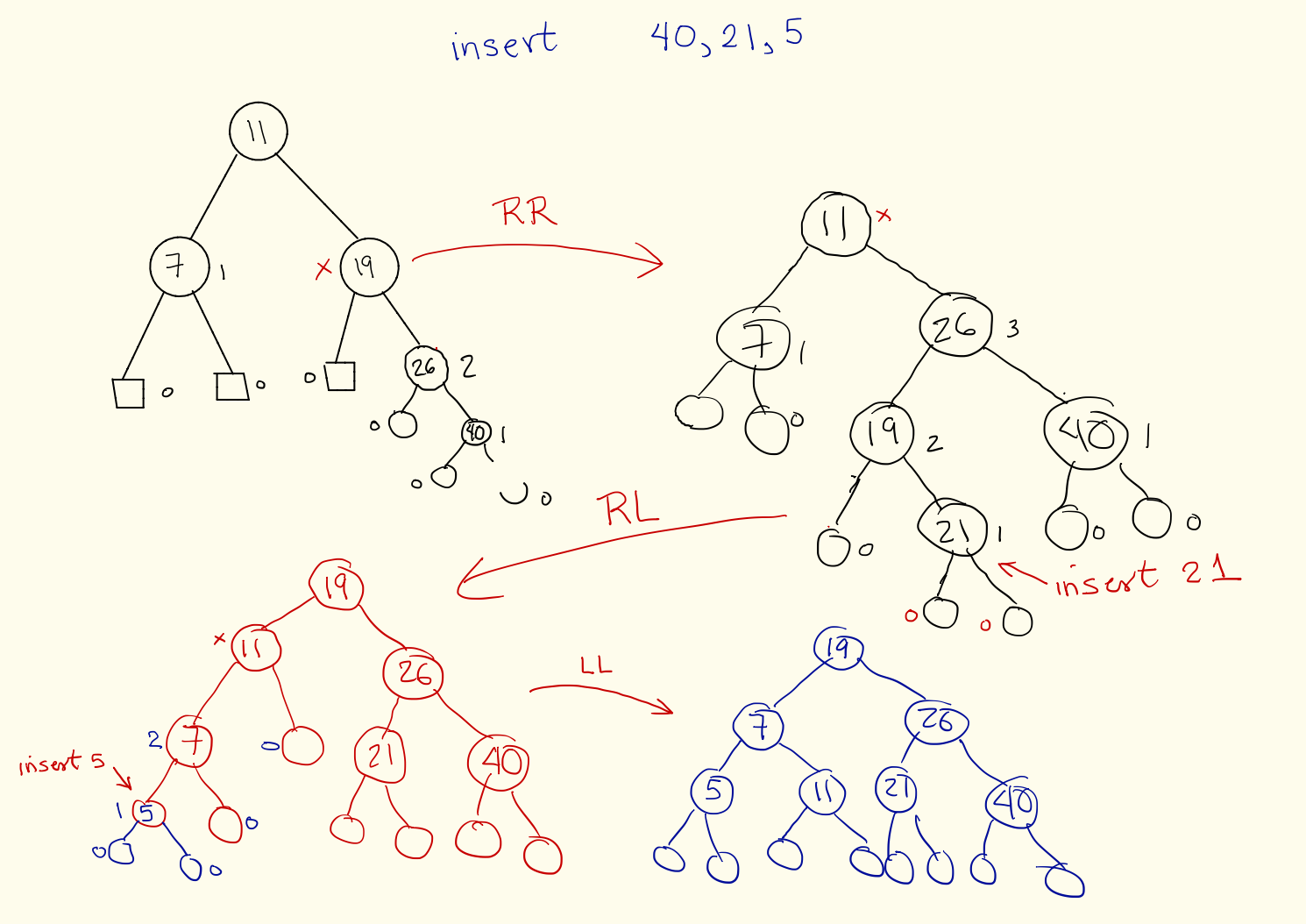
insert 40, 21, 5
11
7
1
x
19
0
0
0
26
2
0
40
1
0
0
RR
11
x
7
1
26
3
0
19
2
40
1
0
21
1
0
0
0
0
insert 21
RL
19
x
11
26
2
7
0
21
40
insert 5
1
5
0
0
LL
19
7
26
5
11
21
40

Algorithm putAVL (*r, k*, data)

In: Root *r* of an AVL tree, record (*k*,data)

Out: {Insert (*k*,data) and re-balance if needed}

O(height)

put(*r*,*k*,data) // Algorithm for binary search trees

c_1

Let *p* be the node where (*k*,data) was inserted

while (*p* ≠ null) **and** (subtrees of *p* differ in height ≤ 1) **do**

c_2 *p* = parent of *p*

if *p* ≠ null **then** rebalance subtree rooted at *p* by performing appropriate rotation } O(1)

$c_2 \times height$

f(n) is O(height) = O(log n)

Algorithm remove AVL (r, K)

In: Root r of an AVL tree, key K

Out: {Remove K from the tree and rebalance, if needed}

O(height) {remove (r, K) // Same algorithm for BST

c_1 {Let p be the parent of the removed node

$c_2 \times$ height { while p ≠ null do {

c_2 { if subtree rooted at p is not AVL then

Rebalance it

p ← parent of p

}

f(n) is O(height) = O(log n)