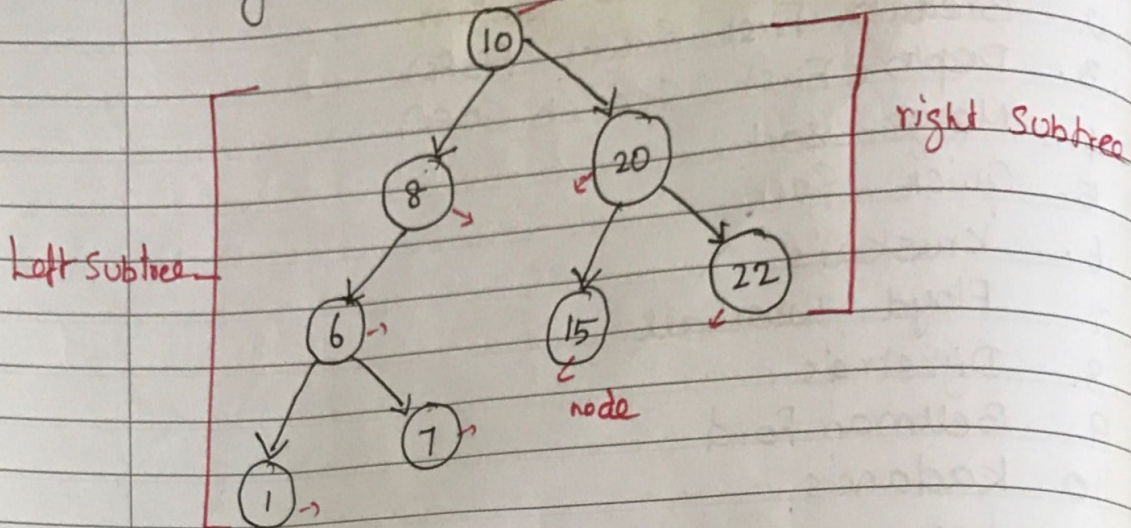


1. Binary Search Tree:-

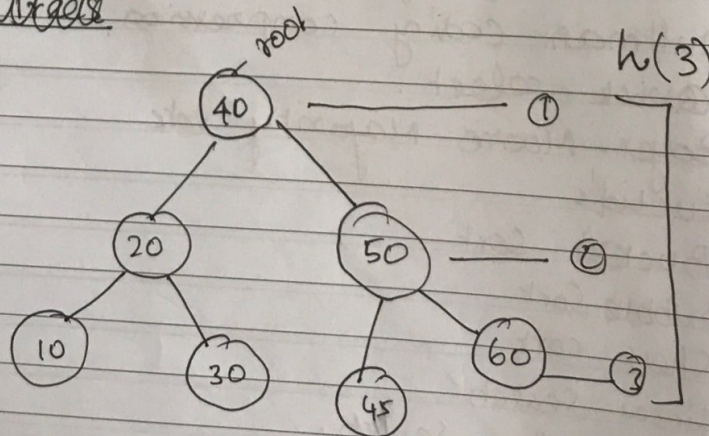


Left subtree $<$ ~~node~~ Root node
 right subtree $>$ ~~node~~ Root node.

Binary search trees used in many search applications where data is constantly entering/leaving. Such as the map and set objects.

Big O of Bst is $O(n)$ (worst case)
 (insertion, deletion and searching)
 $O(h) \rightarrow$ depends on the height.

~~AVL trees~~

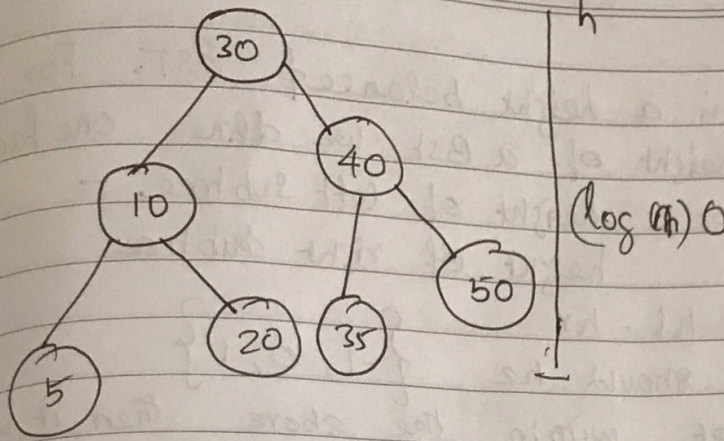


So worst $O(n)$
 best $O(\log n)$

No duplicates in Bst
 classmate

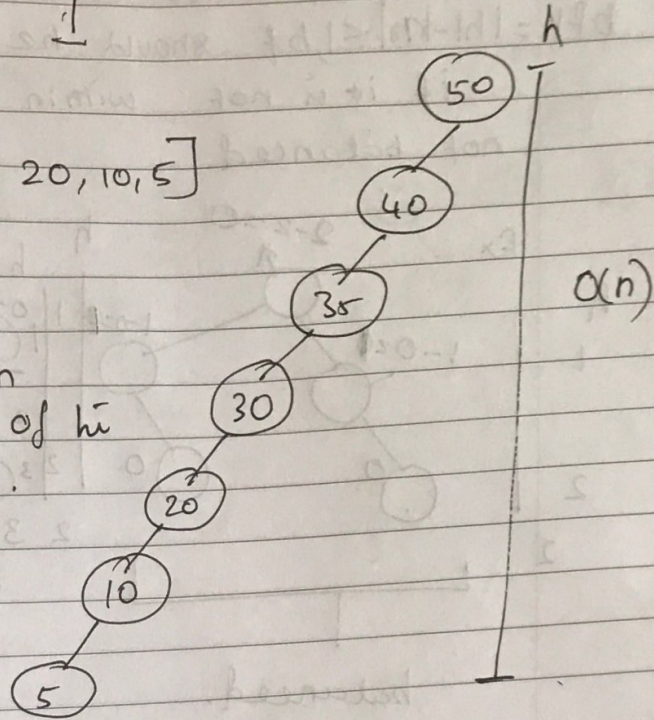
Ex: Keys [30, 40, 10, 50, 20, 5, 35]

DATE



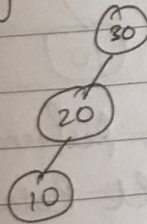
[50, 40, 35, 30, 20, 10, 5]

Big(O) Based on the height of the tree.



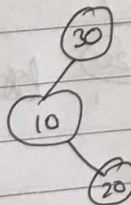
Orders of Tree. = $3! (3 \times 2 \times 1) = 6$ orders

Key (30, 20, 10)



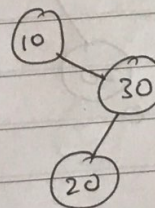
$h=3$

30, 10, 20,



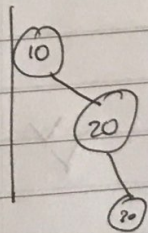
$h=3$

10, 30, 20



$h=3$

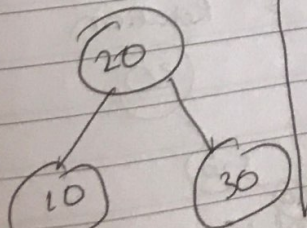
10, 20, 30



20, 10, 30

20, 30, 10

$h=2$



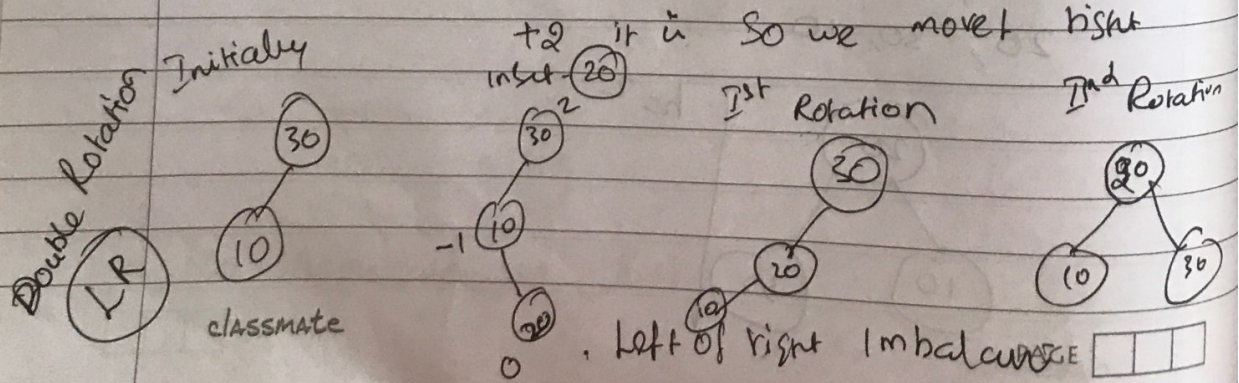
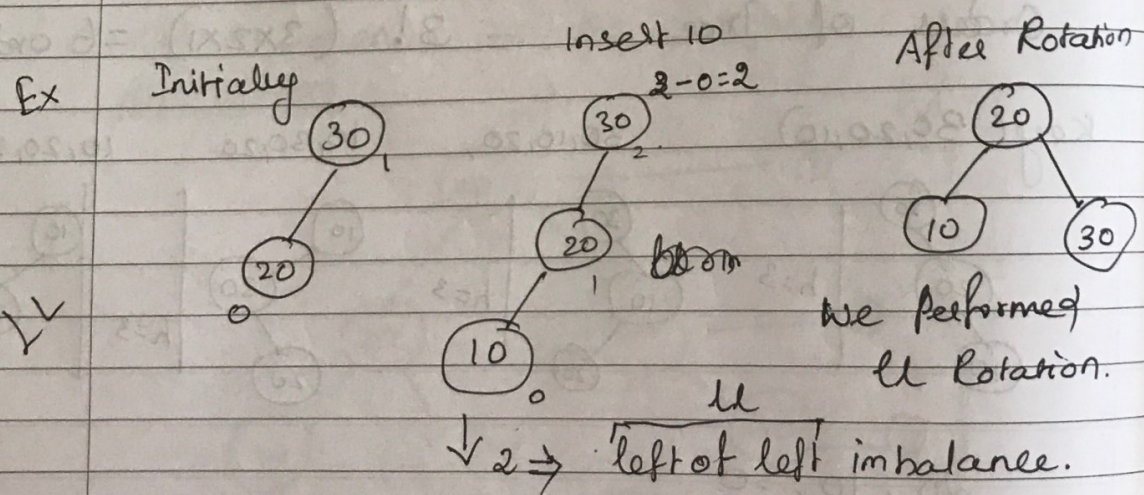
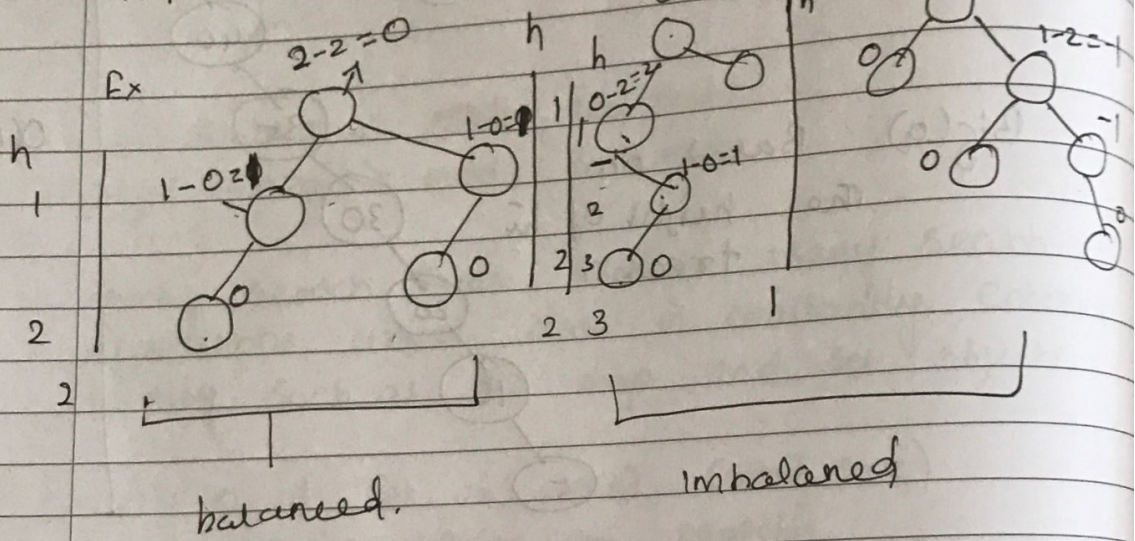
PAGE

AVL Trees

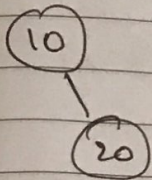
Avl tree is a height balanced BST. For balancing the height of a Bst we define one factor -
 balance factor = height of left subtree - height of right subtree

$$bf = hl - hr$$

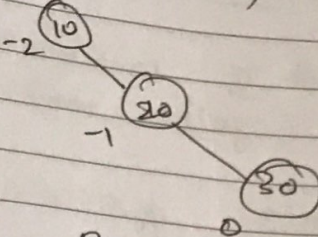
$bf = |hl - hr| \leq 1$, bf should be $\{-1, 0, 1\}$
 if it is not within the above then it is not balanced.



Initially

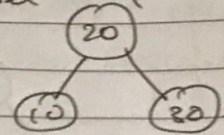


Insert (20)



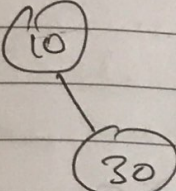
DATE

After RR Rotation

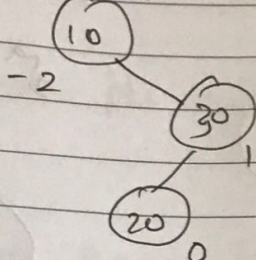


Right of right Imbalance

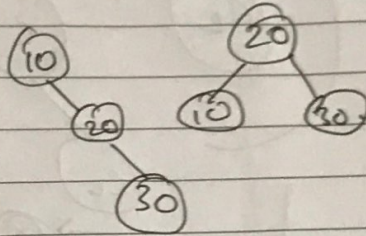
Initial



Inset (20)



RL Rotat



RL Imbalance

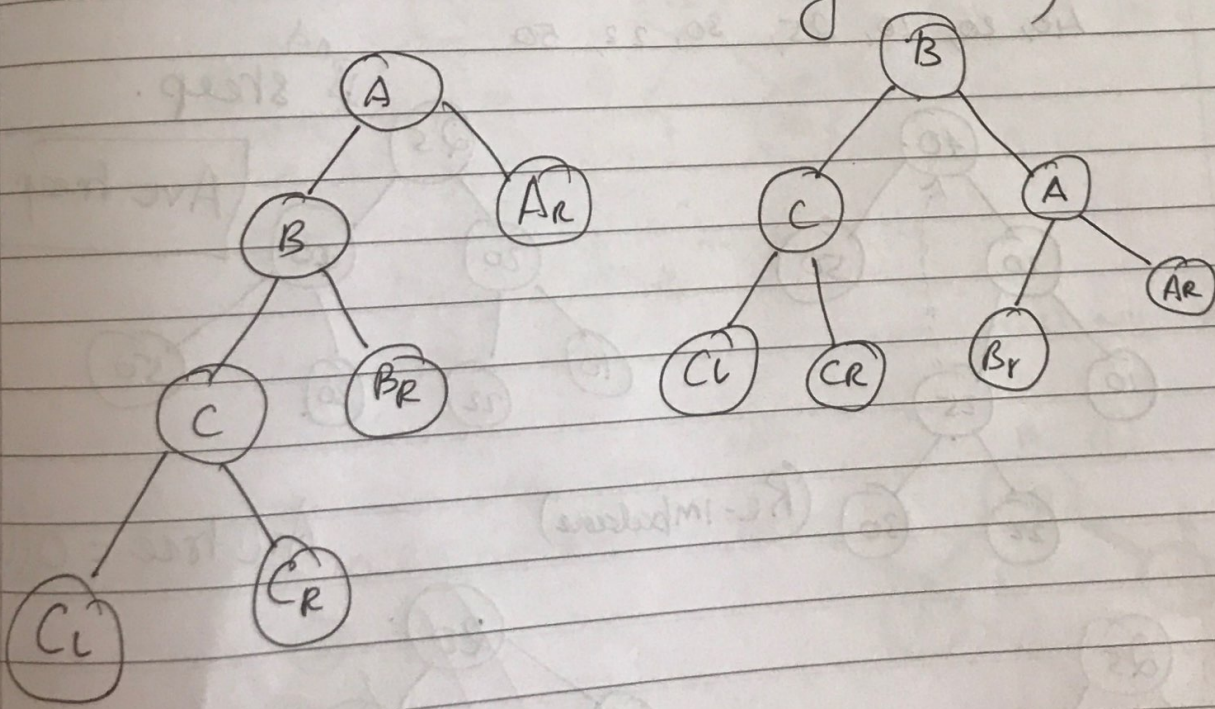
LL
RR

Single Rotation.

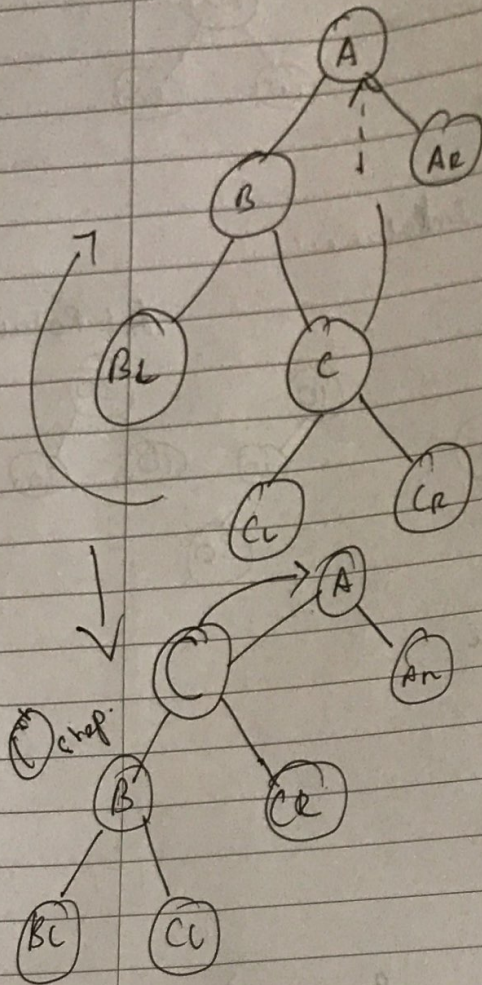
LR
RL

Double Rotation

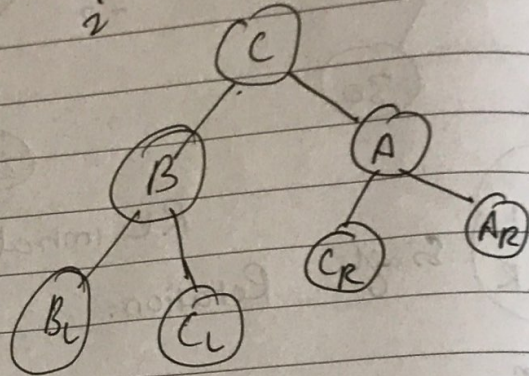
LL - Rotation (with many nodes)



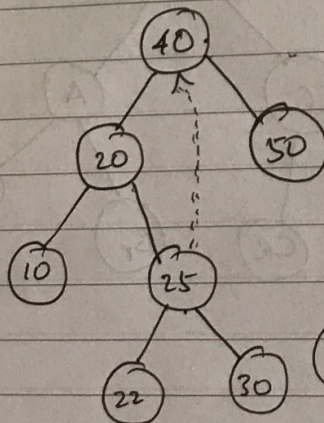
LR Rotation



2nd step

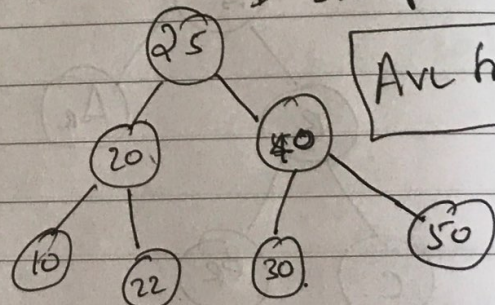


40, 20, 10, 25, 30, 22, 50



(RL-imbalance)

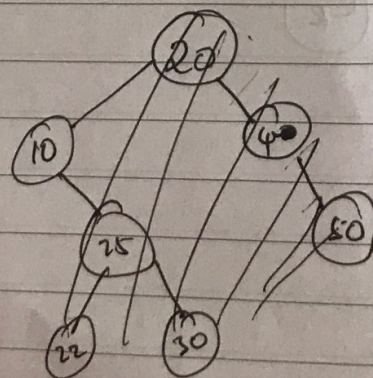
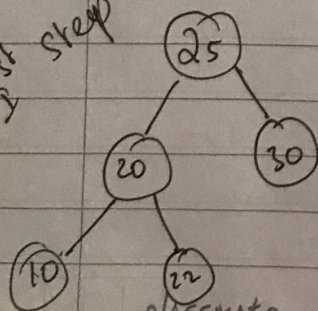
2nd step.



Avl tree

Avl tree = 0 (lg)

1st step



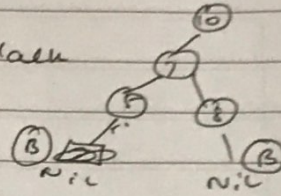
Red-Black is same as AVL Tree. DATE

in RB. maximum 2 Rotations are required. conform $O(\log n)$ Base on Height $O(\log n)$.

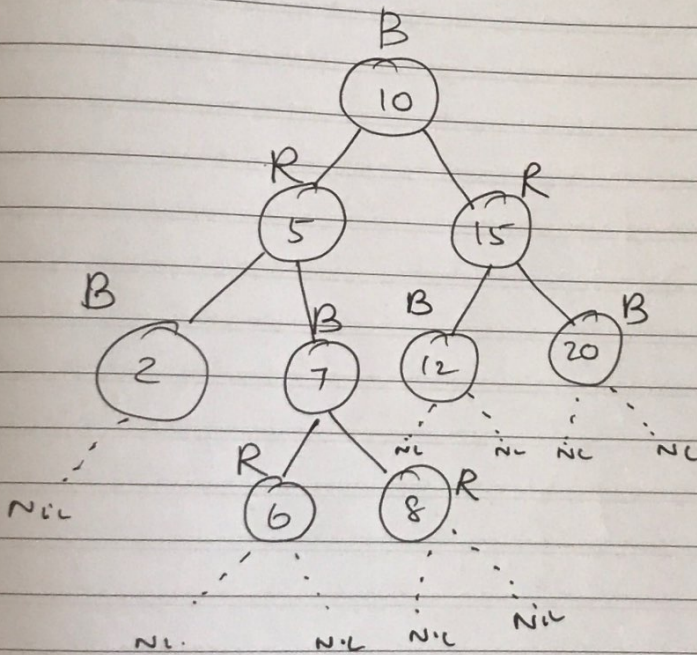
* Root is always Black (head node)

* Every leaf which is nil is Black

* If node is red then its children are black

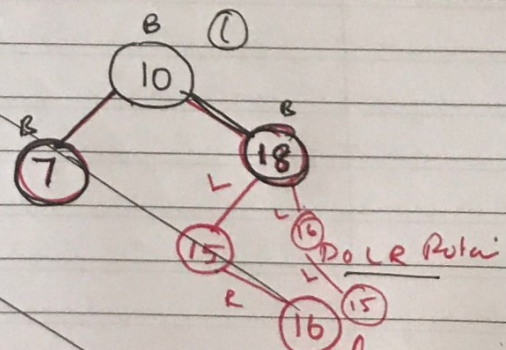
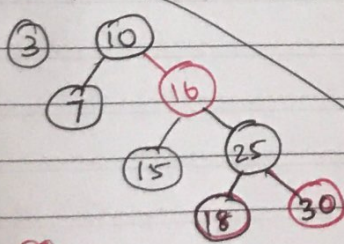
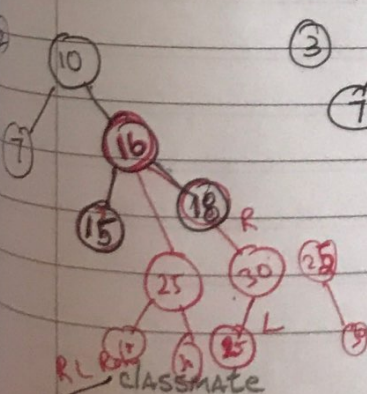


* Every path from a node to any of its descendant nil node has same no. of black nodes.



all nil is Black

Ex 10, 18, 7, 15, 16, 30, 25, 40, 60, 2, 1, 70



Learn insertion of Confusing Red-Black tree.