1. Background Introduction

1.1 Binary Search Trees

- *Binary Search Trees* include a wide variety of algorithms whose implementations share a common feature: for a given node, all values in the left subtree are less than the node's value, and all values in the right subtree are greater than the node's value.
- There are various strategies for manipulating elements, and for restructuring the tree to improve overall performance.

1.2 Existing Problems

- If we use unbalanced binary search trees, the tree may degenerate into a structure resembling a linked list under certain insertion orders(increasing order for example), resulting in $O(N)$ time complexity in the worst case.
- This leads to unstable performance across different input patterns, which is undesirable for efficient data storage.

1.3 Possible Solutions

- To ensure performance stability, we aim to maintain the height of the tree within $O(\log N)$.
- Using basic operations such as `leftRotate()` and `rightRotate()` , balancing methods like these can be implemented to solve tree imbalance and preserve efficient operations.

2. Experiments and Performance Evaluation

2.1 Experiments Procedure

- We conducted experiments on three types of binary search trees: Unbalanced Binary Search Trees, AVL trees, and Splay trees.

- Firstly, we programmed several functions to perform insertions and deletions. "Insert"、"delete" are core functions for each,"rebalanceAVL"、"leftrotate"、"rightrotate" for AVL tree ,and "splay"、"leftrotate"、"rightrotate" for Splay trees.And then we used the "time" function to measure the execution time of each operation."Main.c" combines all the functions into one program,serving as the entry point of our program.Finally, we used "run_analyzer.py" to get the results.
- For each tree type, we performed insertions and deletions.Three types of orders are considered: "inc" for increasing order, "dec" for decreasing order, and "rand" for random order.We achieve this by reversing and shuffling the input data in "main.c".## 2.1 Experiments Results
  -Considering that AVL Tree and Splay Tree both perform well with short execution time of insertions and deletions,we repeated the experiments 100 times for each tree type,in order to get a more accurate result.
  Here are the results of our experiments,for deletion type "inc","dec" and "rand":

2.2 Tables and Graphs of results

Incremental Data Performance

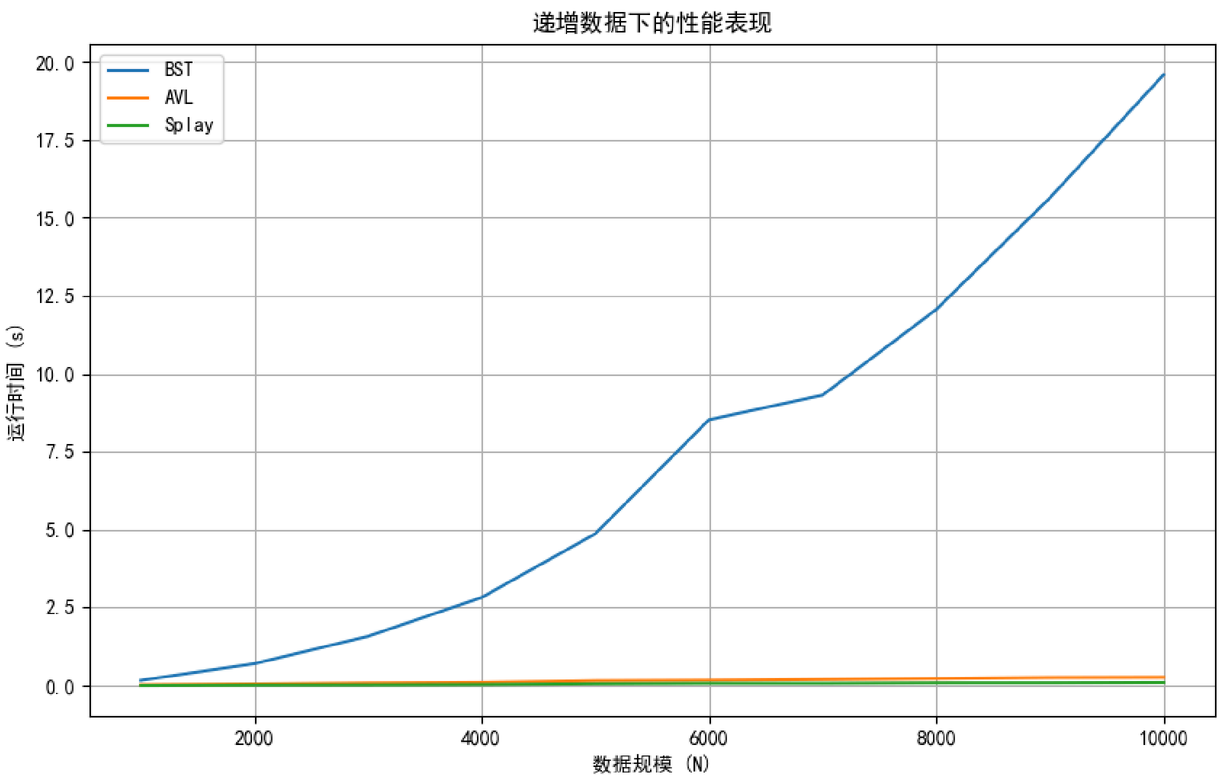
数据规模(N)	BST运行时间(s)	AVL运行时间(s)	Splay运行时间(s)
1000	0.361000	0.048000	0.020000
2000	1.403000	0.107000	0.034000
3000	3.354000	0.158000	0.061000
4000	5.872000	0.225000	0.091000
5000	9.061000	0.280000	0.103000
6000	13.907000	0.330000	0.127000
7000	19.189000	0.419000	0.143000
8000	24.591000	0.426000	0.151000
9000	30.795000	0.506000	0.168000
10000	38.366000	0.587000	0.175000

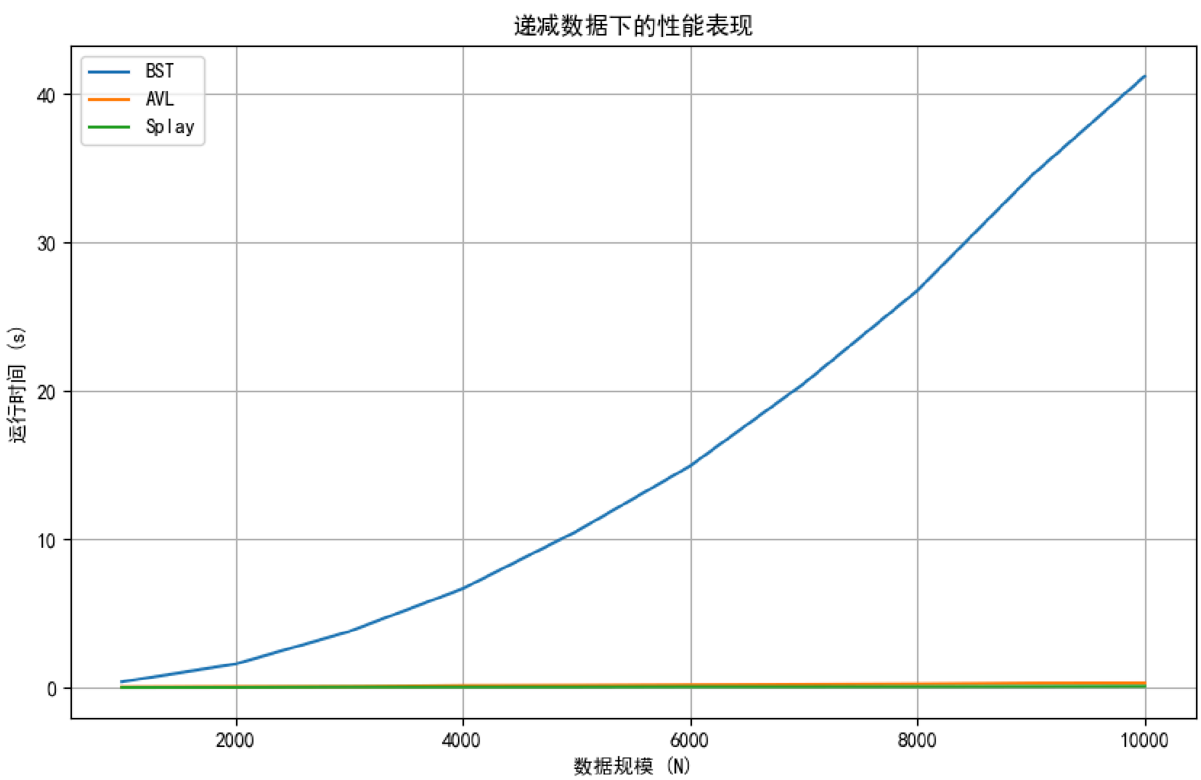
Decremental Data Performance

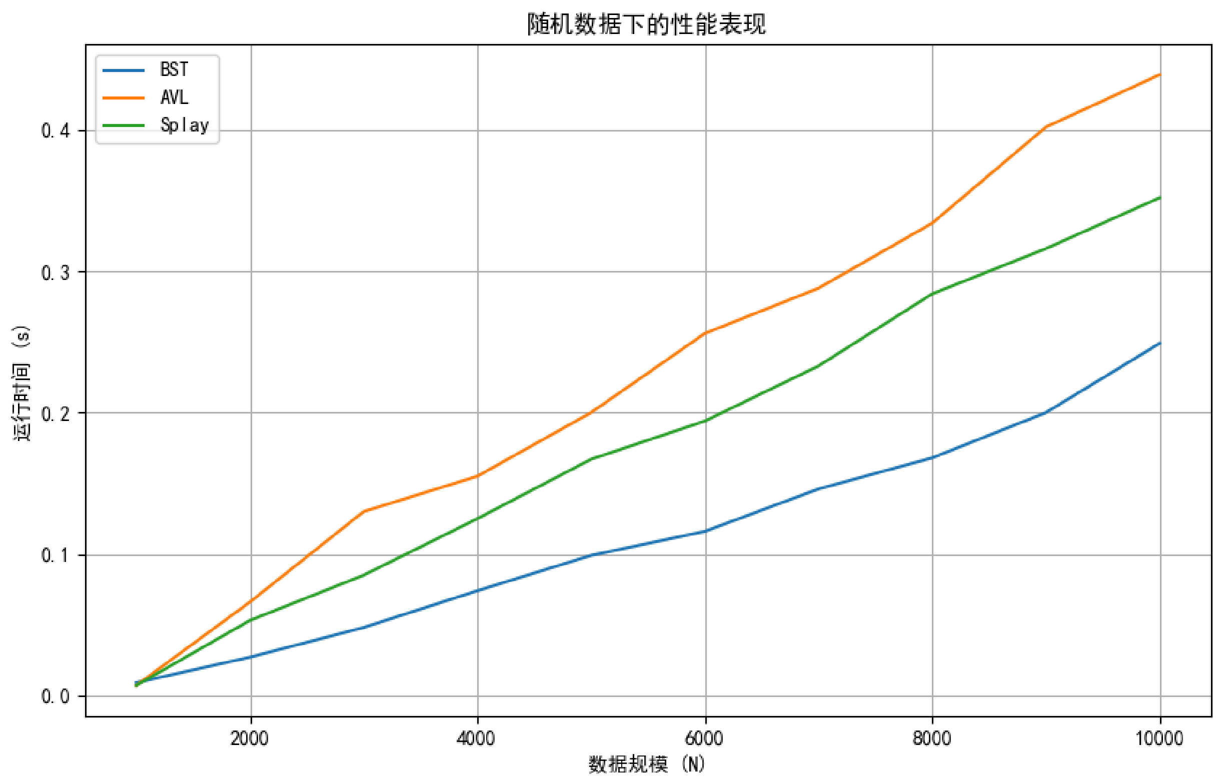
数据规模(N)	BST运行时间(s)	AVL运行时间(s)	Splay运行时间(s)
1000	0.793000	0.054000	0.014000
2000	3.230000	0.106000	0.029000
3000	7.551000	0.169000	0.046000
4000	13.987000	0.252000	0.075000
5000	21.594000	0.290000	0.070000
6000	32.182000	0.408000	0.111000
7000	43.014000	0.429000	0.118000
8000	56.953000	0.480000	0.140000
9000	69.678000	0.574000	0.141000
10000	87.619000	0.645000	0.181000

Random Data Performance

数据规模(N)	BST运行时间(s)	AVL运行时间(s)	Splay运行时间(s)
1000	0.018000	0.050000	0.044000
2000	0.063000	0.145000	0.111000
3000	0.117000	0.240000	0.174000
4000	0.148000	0.333000	0.249000
5000	0.206000	0.414000	0.311000
6000	0.264000	0.556000	0.401000
7000	0.293000	0.597000	0.471000
8000	0.355000	0.697000	0.555000
9000	0.418000	0.817000	0.648000
10000	0.496000	0.894000	0.689000


递增数据下的性能表现
BST
AVL
Splay
20.0
17.5
15.0
12.5
10.0
7.5
5.0
2.5
0.0
运行时间 (s)
2000
4000
6000
8000
10000
数据规模 (N)


递减数据下的性能表现
BST
AVL
Splay
40
30
20
10
0
运行时间 (s)
2000
4000
6000
8000
10000
数据规模 (N)



2.3 Performance Evaluation & Analysis

Incremental Data Performance

- BST performs terribly bad. With incremental data,this tree has degenerated into a linear chain.The time complexity of every insertion or deletion is O(n),so totally its complexity is $O(n^2)$.
- For AVL tree and Splay tree,the time complexity of every insertion or deletion is O(log n),so totally its complexity is O(n log n).
- Splay tree consistently performs better than AVL tree..
- Analysis:
  Splay tree Advantages compared with AVL tree:
  For monotonic data,insertions are concentrated on the left side of the tree,requiring fewer rotations and resulting in faster speed.AVL tree need frequent rotations to maintain balance,requiring more time.

Decremental Data Performance

- Nearly the same as Incremental Data Performance
- The decremental data of deletion makes Splay tree even more faster,because the tree just need to delete the root in every operaion.

Random Data Performance

- BST achieves its theoretical O(n log n) complexity
- All types of trees perform well,in which BST performs pretty excellent,better than balanced trees.
- Splay Tree is faster than AVL
- Analysis
  Due to the randomness of the data, BST trees do not degenerate, so their simplicity makes them the fastest. Rules of AVL trees are the most strict.So AVL trees have the most frequent rotation operations. Splay have less rotation operations. Therefore, the required time for insertion and deletion: AVL > Splay > BST.
  Theoretical vs. Observed Complexity:

Tree Type	Data Distribution	Theoretical	Observed Behavior
BST	Random	O(n log n)	✅ O(n log n)
BST	Ordered	$O(n^2)$	✅ $O(n^2)$
AVL	All	O(n log n)	✅ O(n log n)
Splay	All	O(n log n)	✅ O(n log n)

3. Conclusions

- There are many methods to address tree imbalance and inefficiencies in different operations. In our experiment, AVL Trees and Splay Trees show better performance compared to unbalanced binary search trees.
- However, each method has disadvantages. For instance, AVL Trees require frequent rotations to maintain balance, which means the time cost can be considerable when there are multiple insertions or deletions. Splay Trees, while efficient in some cases, may have poor worst-case performance when elements are inserted in a specific order (increasing order for example).
- Therefore, no single algorithm is perfect for all cases. The choice of data structure should depend on the specific use case, and it's essential to understand the problem features to select the most suitable balancing strategy.

Appendix:Source Code in C

Splay Tree:

```
SplayNode *createnode(int k) //initialize a tree whose val is k
{
    SplayNode *new=(SplayNode *)malloc(sizeof(SplayNode));
    new->left=NULL;
    new->right=NULL;
    new->parent=NULL;
    new->val=k;
    return new;
}
SplayNode *insert(SplayNode *newnode,SplayNode *root) //insert a new node following the rule of
{
    if(root==NULL)
      return newnode;
    if(newnode->val>root->val)
    {
      root->right=insert(newnode,root->right);//insert to the right subtree,using recursion
      if(root->right) //avoid that root->right==NULL;
        root->right->parent=root;//establish the parent-child relationship
    }
    else if(newnode->val<root->val)
    {
      root->left=insert(newnode,root->left);//insert to the left subtree,using recursion
      if(root->left)//root->right==NULL;
        root->left->parent=root;//establish the parent-child relationship
    }
    return root;
}
SplayNode *search(int k, SplayNode *root) {
    SplayNode *cur=root;
    while(cur)
    {
        if (cur->val==k)//find the target
            return cur;
        if (cur->val>k)
            cur=cur->left;//target in the left subtree
        else
            cur=cur->right;//target in the right subtree
```

```
    }
    return NULL;
}

void rightrotate(SplayNode *root, SplayNode *newnode) //right rotate the child node
{
    SplayNode *nr=newnode->right;//record the previous newnode->right
    if (root->parent) //if root has a parent,establish the parent-child relationship between gra
    {
        SplayNode *grandfather=root->parent;
        if (grandfather->left==root)
        {
            grandfather->left=newnode;
            newnode->parent=grandfather;
        }
        else if (grandfather->right==root)
        {
            grandfather->right=newnode;
            newnode->parent=grandfather;
        }
    }
    else //the parent node is exactly the root
        newnode->parent=NULL;
    newnode->right=root;//change the parent-child relationship between root and newnode
    root->parent=newnode;
    root->left=nr;//establish the parent-child relationship between root and previous newnode's
    if(nr)
        nr->parent=root;
}

void leftrotate(SplayNode *root, SplayNode *newnode)//left rotate the child node
{
    SplayNode *nl=newnode->left;//record the previous newnode->left
    if(root->parent) //if root has a parent,establish the parent-child relationship between grar
    {
        SplayNode *grandfather=root->parent;
        if(grandfather->left==root)
        {
            grandfather->left=newnode;
            newnode->parent=grandfather;
        }
        else if(grandfather->right==root)
        {
```

```
            grandfather->right=newnode;
            newnode->parent=grandfather;
        }
    }
    else //the parent node is exactly the root
        newnode->parent=NULL;
    newnode->left=root;//change the parent-child relationship between root and newnode
    root->parent=newnode;
    root->right=nl;//establish the parent-child relationship between root and previous newnode's
    if(nl)
        nl->parent=root;
}
SplayNode* splay(SplayNode *newnode, SplayNode *root)
{
    while(newnode->parent!=NULL)
    {
        SplayNode *parent=newnode->parent;
        SplayNode *grandparent=parent->parent;
        if (grandparent==NULL) //newnode is the son of root;
        {
            if (parent->left==newnode)
                rightrotate(parent,newnode);
            else
                leftrotate(parent,newnode);
        }
        else if(grandparent->left==parent&&parent->left==newnode) //case "zig-zig"
        {
            rightrotate(grandparent,parent);//first rotate the parent node
            rightrotate(parent,newnode);//then rotate newnode
        }
        else if(grandparent->right==parent&&parent->right==newnode) //case "zig-zig"
        {
            leftrotate(grandparent,parent);//first rotate the parent node
            leftrotate(parent,newnode);//then rotate newnode
        }
        else if(grandparent->left==parent&&parent->right==newnode) //case "zig-zag"
        {
            leftrotate(parent,newnode);//rotate the newnode node
            rightrotate(grandparent,newnode);//rotate newnode again
        }
        else if(grandparent->right==parent&&parent->left==newnode) //case "zig-zag"
        {
            rightrotate(parent,newnode);//rotate the newnode
```

```
            leftrotate(grandparent,newnode);//rotate newnode again
        }
    }
    return newnode;
}

SplayNode *findmax(SplayNode *root) //according to the rule of BST,the maximum value is at the r
{
    if (!root)
        return NULL;
    while(root->right)
        root=root->right;
    return root;
}

SplayNode *findmin(SplayNode *root) //according to the rule of BST,the minimum value is at the l
{
    if(!root)
        return NULL;
    while (root->left)
        root=root->left;
    return root;
}
SplayNode *delete(SplayNode *root) //delete the node whose value is k
{
    if(root==NULL)
        return NULL;
    SplayNode *new_root=NULL;
    if (root->left&&root->right) // if the root has both left subtree and right subtree
    {
        SplayNode *max=findmax(root->left);//find the maximum value in the left subtree
        new_root=splay(max, root->left);//splay the max node to the root's left son
        new_root->right=root->right;//establish the parent-child relationship between new_root a
        if(root->right)
            root->right->parent=new_root;
        new_root->parent=NULL;
    }
    else if(root->left) //if the root has only left subtree
    {
        new_root=root->left;
        new_root->parent=NULL;
    }
    else if(root->right) //if the root has only right subtree
```

```
    {
        new_root=root->right;
        new_root->parent=NULL;
    }

    free(root);
    return new_root;
}
```