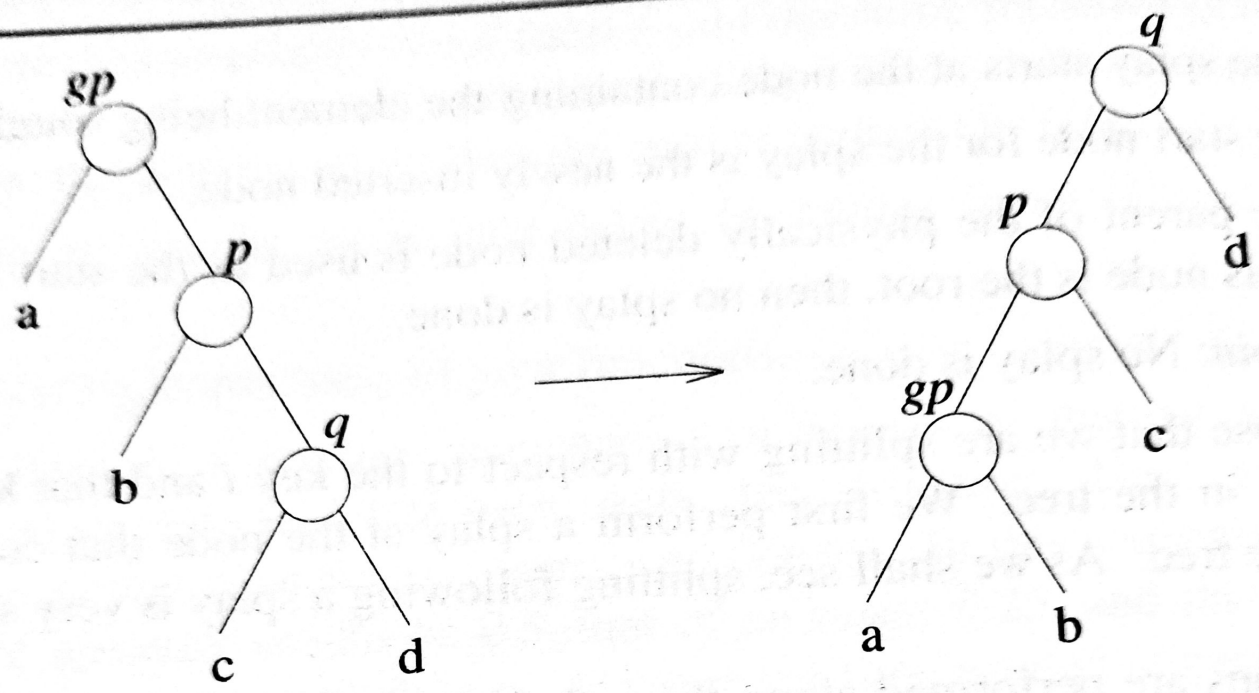
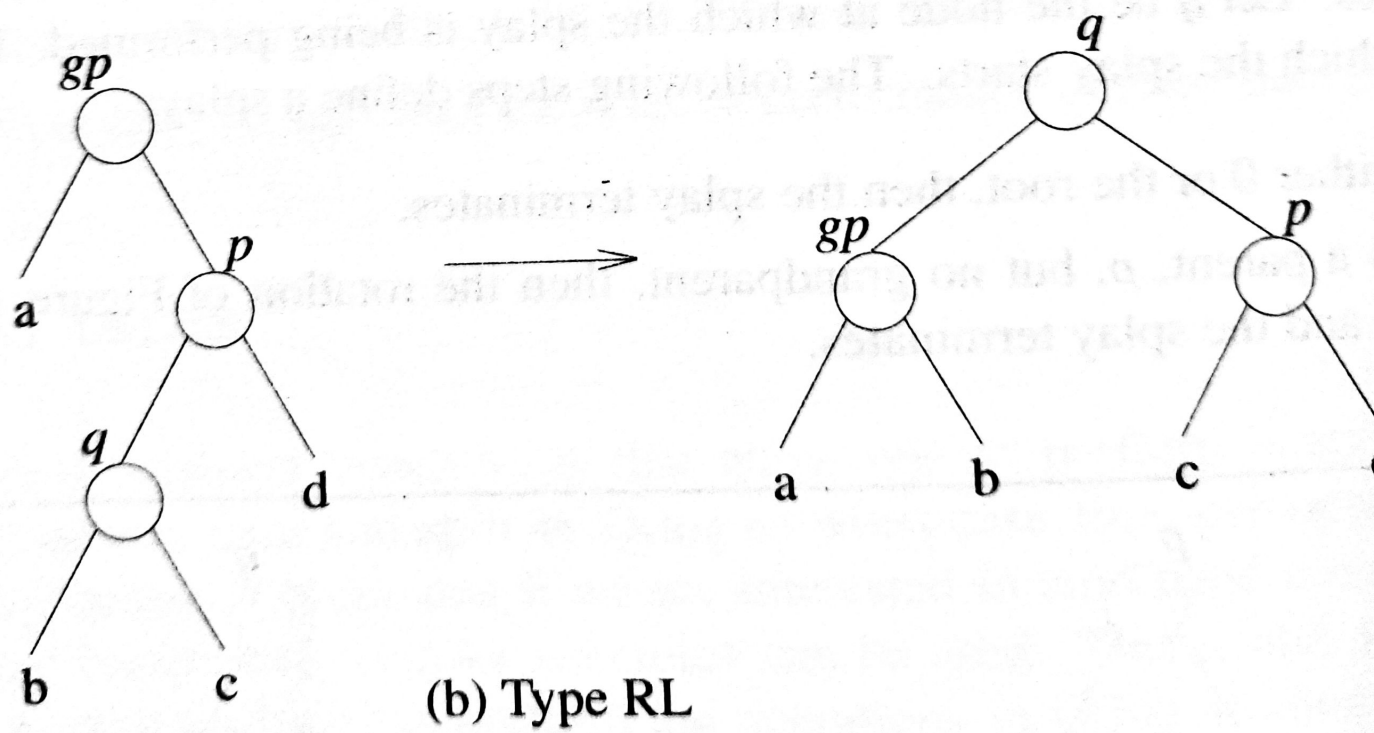
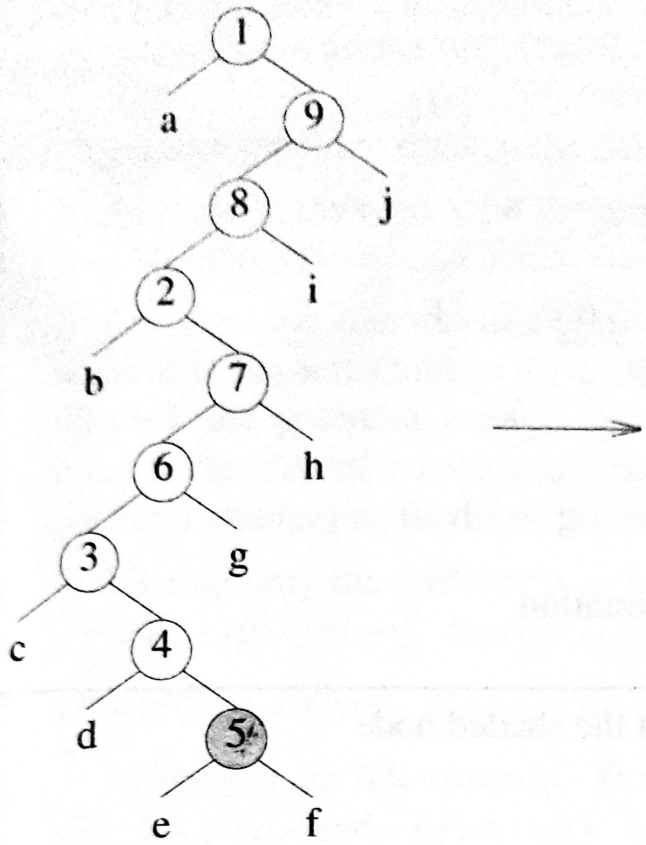


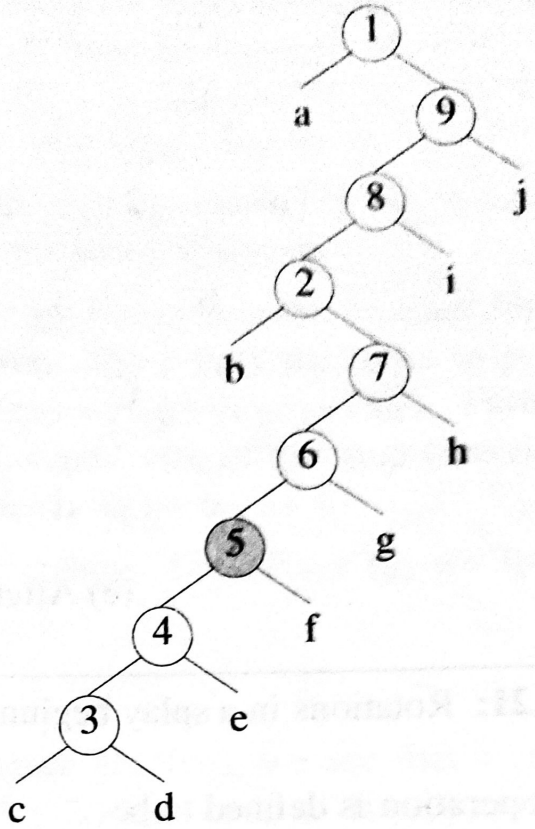
(a) Type RR



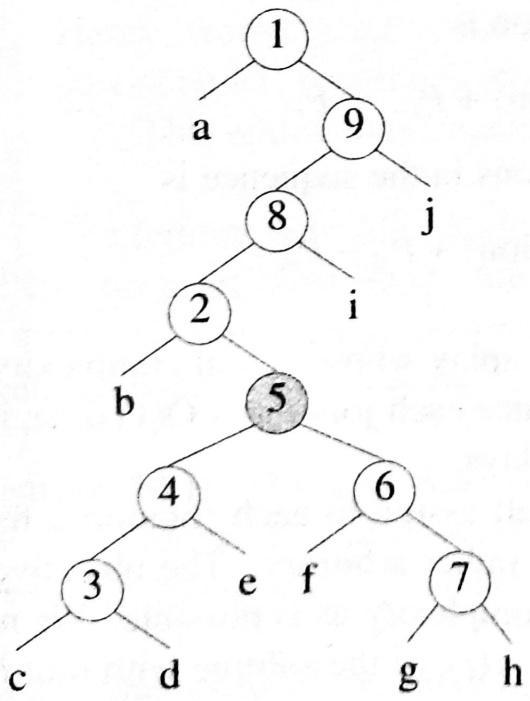
(b) Type RL



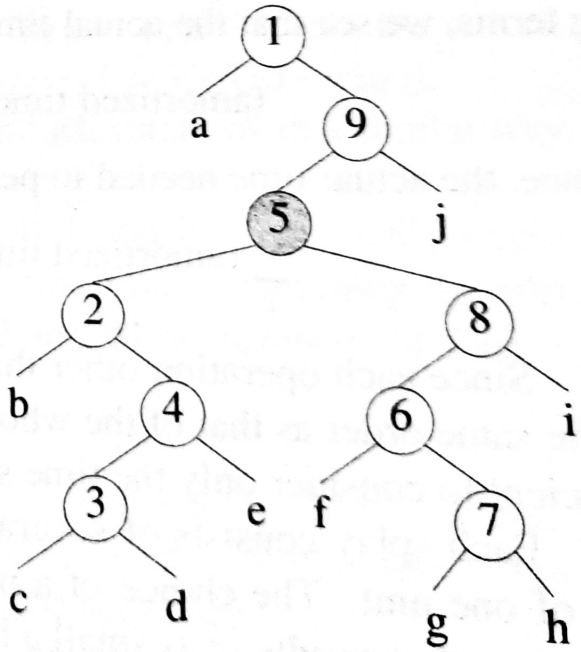
(a) Initial search tree



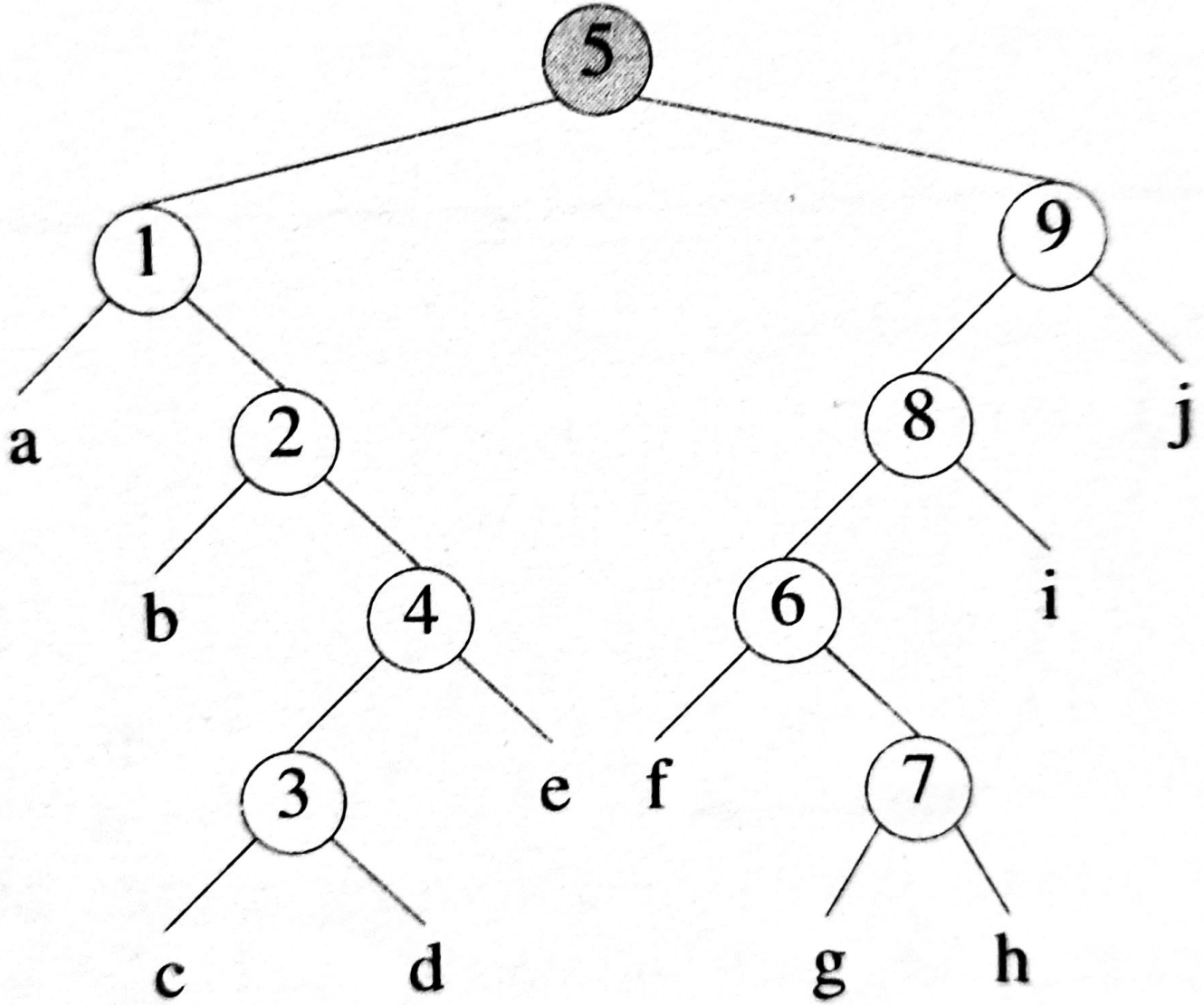
(b) After RR rotation



(c) After LL rotation



(d) After LR rotation



(e) After RL rotation

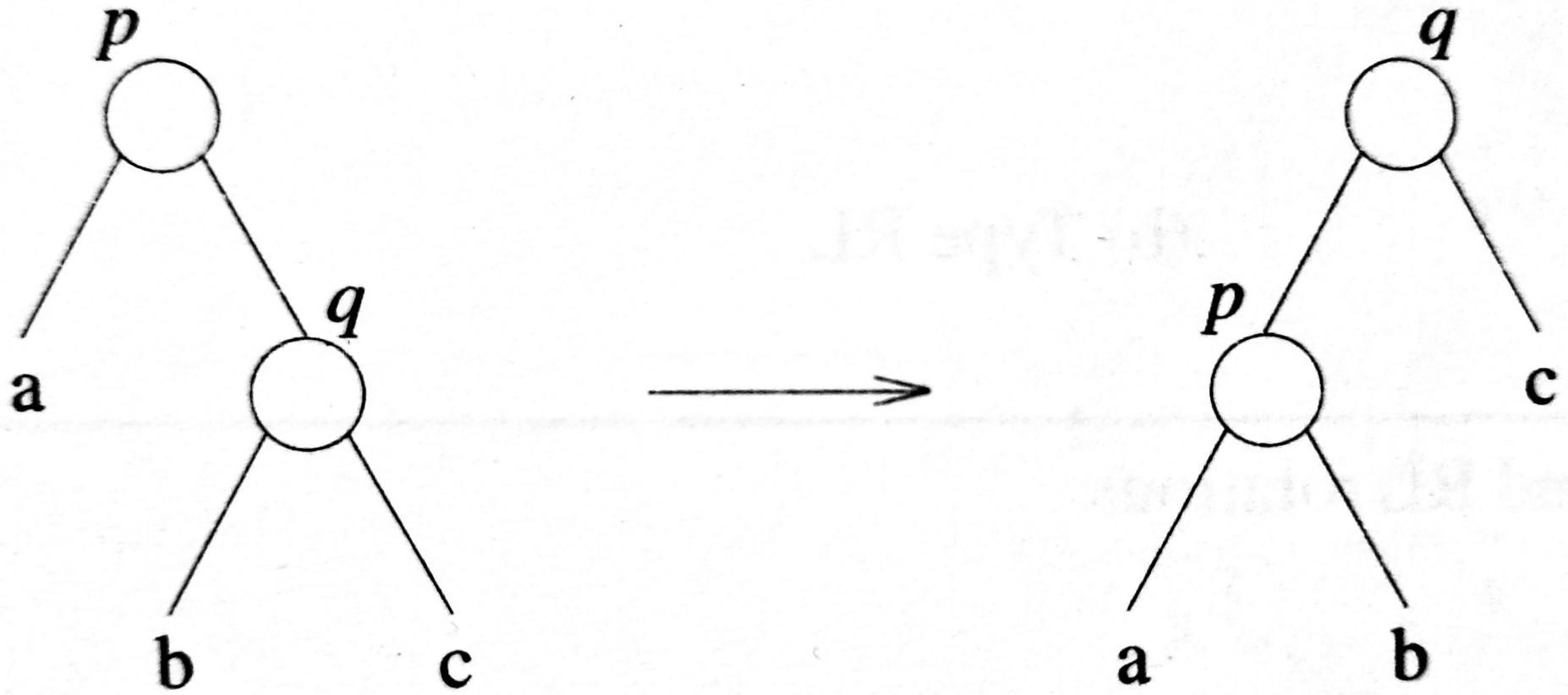
(1) *search*: The splay starts at the node containing the element being sought.

(2) *insert*: The start node for the splay is the newly inserted node.

(3) *delete*: The parent of the physically deleted node is used as the start node for the splay. If this node is the root, then no splay is done.

(4) *threeWayJoin*: No splay is done.

(5) *split*: Suppose that we are splitting with respect to the key i and that key i is actually present in the tree. We first perform a splay at the node that contains i and then split the tree. As we shall see, splitting following a splay is very simple.



a, b, and c are subtrees