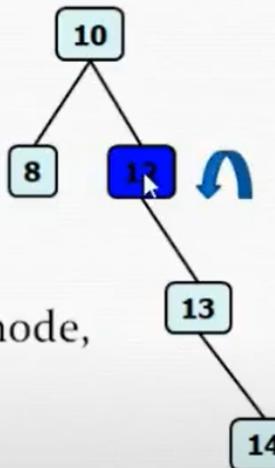


Right-Left Case

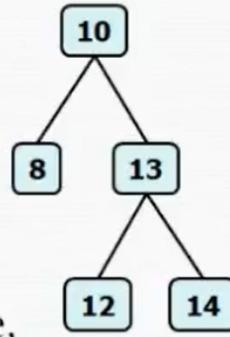
- Consider the AVL tree
- Insert **13** in the tree
- Travel upwards from new node to find first imbalance node i.e. **12**
- If new node is right-right to imbalance node, its right-right case
- Two steps to balance:
 - Do a rotate right at **12->right**(i.e. **14**)
 - Do a rotate left at **12**



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Right-Left Case

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Computing Height

- Height of node: number of edges between node and farthest leaf
- We can calculate height of any node recursively
- $\text{height}(x) = 1 + \max(\text{height}(\text{left}), \text{height}(\text{right}))$
- Height of leaf nodes are 0.

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Compute Height : Implementation

```
int height(tree){  
    if (tree == NULL) {  
        return -1; //For NULL tree, eases computation  
    }  
    else {  
        return (1 + max(heightBST(tree->left),  
                         heightBST(tree->right)));  
    }  
}
```

Time Complexity = **O(n)**



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Insertion in AVL : Implementation

- We alter the node structure to have one more field **ht**
- Updated node structure therefore is

```
typedef struct Node {  
    int data;  
    struct Node * left;  
    struct Node * right;  
    int ht;  
} * Nptr;
```

- “ht” of leaf nodes are 0. Thus every new node has ht=0

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Insertion in AVL : Implementation

(cont.)

//Algorithm

```
Nptr insertAVL(Nptr tree, int data) {
```

1. insert similar to BST
 2. This insertion might have caused change in height of ancestors of new node, thus update "height" of ancestors
 3. Check balance factor of every ancestor as we move up in the AVL Tree
 4. if balance factor is greater than 1, test for left-left or left-right case and fix accordingly
 5. if balance factor is less than -1, test for right-right or right-left case and fix accordingly
- ```
}
```

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## Insertion in AVL : Implementation

(cont.)

```
int getHt(Nptr tree) {
 if (tree == NULL)
 return -1;
 else
 return (tree->ht);
}
```

```
int balanceFactor(Nptr tree) {
 if (tree == NULL)
 return 0;
 else
 return (getHt(tree->left) - getHt(tree->right));
}
```



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## Insertion in AVL : Implementation

(cont.)

```
Nptr leftRotate(Nptr tree) {
 Nptr X = tree->right;
 Nptr Y = X->left;

 tree->right = Y;
 X->left = tree;

 tree->ht = 1 + max(getHt(tree->left), getHt(tree->right));
 X->ht = 1 + max(getHt(X->left),getHt(X->right));
 return X;
}
```

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## Insertion in AVL : Implementation

(cont.)

```
Nptr rightRotate(Nptr tree) {
 Nptr X = tree->left;
 Nptr Y = X->right;

 tree->left = Y;
 X->right = tree;

 tree->ht = 1 + max(getHt(tree->left), getHt(tree->right));
 X->ht = 1 + max(getHt(X->left),getHt(X->right));
 return X;
}
```

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# Insertion in AVL : Implementation

(cont.)

```
Nptr insertAVL(Nptr tree, int data) {
 //insertBST function, thus skipping writing
 //update height of current node
 tree->ht= 1 + max(getHt(tree->left), getHt(tree->right));
 int bal = balanceFactor(tree);

 if (bal > 1 && data < tree->left->data) //left-left case
 return rightRotate(tree);

 else if (bal > 1 && data > tree->left->data) { //left-right case
 tree->left = leftRotate(tree->left);
 return rightRotate(tree);
 }
}
```

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## Insertion in AVL : Implementation

(cont.)

```
else if (bal<-1 && data < tree->right->data) { //right-left case
 tree->right = rightRotate(tree->right);
 return leftRotate(tree);
}

else if (bal < -1 && data > tree->right->data) //right-right case
 return leftRotate(tree);
else
 return tree;
}
```

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## Insertion in AVL : Analysis

- Insert the new key as a new leaf just as in ordinary binary search tree:  $O(\log N)$
- Then trace the path **from the new leaf towards the root, for each node x encountered:**  $O(\log N)$ 
  - Check height difference:  $O(1)$
  - If satisfies AVL property, proceed to next node:  $O(1)$
  - If not, perform single/double rotation:  $O(1)$

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