

**Maximum number nodes at level  $l$  in a binary tree  
(levels are 0-indexed):**



$$2^l$$

$$2^{l+1} - 1$$

$$2^{l-1} + 1$$

$$2^l + 1$$

$$2^l - 1$$

**Maximum number of nodes in binary tree with height  $h$ :**

$$2^h$$

$$\checkmark 2^{h+1} - 1$$

$$2^{h-1} + 1$$

$$2^h + 1$$

$$2^h - 1$$

$$| 2^0 + 2^1 + \dots + 2^h = 2^{h+1} - 1$$

A binary tree has  $N$  nodes. Then height of the tree  
(choose the most strict one):

$$h \geq \lg N$$

$$h > \lg N$$

$$h \geq \lg N + 1$$

$$h \geq \lg N - 1$$

$$h \geq \lg(N + 1)$$

$$h > \lg(N + 1)$$

✓  $h \geq \lg(N + 1) - 1$

$$h > \lg(N + 1) - 1$$


$$h \leq 2 \lg(N + 1)$$

$$h \leq \lg N + 1$$

$$N \leq 2^{h+1} - 1 \Rightarrow N+1 \leq 2^{h+1}$$
$$\Rightarrow \lg(N+1) \leq h+1$$
$$\Rightarrow h \geq \lg(N+1) - 1$$

\_\_\_\_\_ traversal of a BST is the elements in sorted order.

Pre-order

 In-order

Post-order

None. Because otherwise we would have  $O(n)$  sorting which is impossible.

## Complexity of

```
for (auto it = s.begin(); it != s.end(); ++it)
```

```
cout << *it << endl;
```

✓  $O(N)$

≈ In-order trav.

$O(N \lg N)$

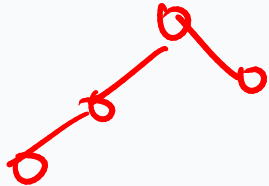
## Complexity of

```
for (int i = 0; i < N; ++i){ {  
    auto it = median;  
    cout << *(++it) << endl; }
```

$O(N)$

✓  $O(N \lg N)$

**An AVL tree has height 2. Minimum number of nodes it may have:**



4

**An AVL tree has height 6. Minimum number of nodes it  
may have: 33**

use  $N_n = N_{n-1} + N_{n-2} + 1$



**Maximum number of rotations for an insert in an AVL tree with  $N$  nodes and  $h$  height is (assume LR, RL is two rotations): 2**

**Minimum number of nodes required to get  $X$  rotations for an delete operation is:**

$$N_X$$

$$N_{X+1}$$

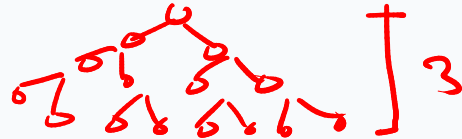

$$N_{2X}$$

$$N_{2X+1}$$

**Minimum height of an AVL tree with 15 nodes:**

3

as compact as possible:



Maximum height of an AVL tree with 15 nodes: 4

$N_4 = 12$ ,  $N_5 = 20$ , Need 20 nodes for  $h = 5$ .

So max is 4.



**In an AVL tree, the median is either the root node, or one of its two children.**

True

False

only height balanced,  
not size. Look at  $N_6$ .

$N$  inserts in an AVL tree can be  $O(N)$ .

True

this is  $\leq$  min depth. for each insert.  
min depth  $\geq \frac{\text{maxdepth}}{2}$  [convince yourself from  $N_2, \dots, N_8$ ]

False

so,  $\leq \frac{\log(i)}{2} \approx O(\log N)$ .

Insert  $N$  elements into an AVL tree. Total number of rotations is:

$O(1)$

$O(\lg N)$

$O(N)$

$O(N \lg \lg N)$

$O(N \lg N)$

→ possibly??

✓ each take 2 rotation at most

Can you find a sequence??



**At any node in an AVL tree, left and right subtree differ by  $\leq 1$  height. As a result, any two leaf node differ by  $\leq 1$  depth.**

True

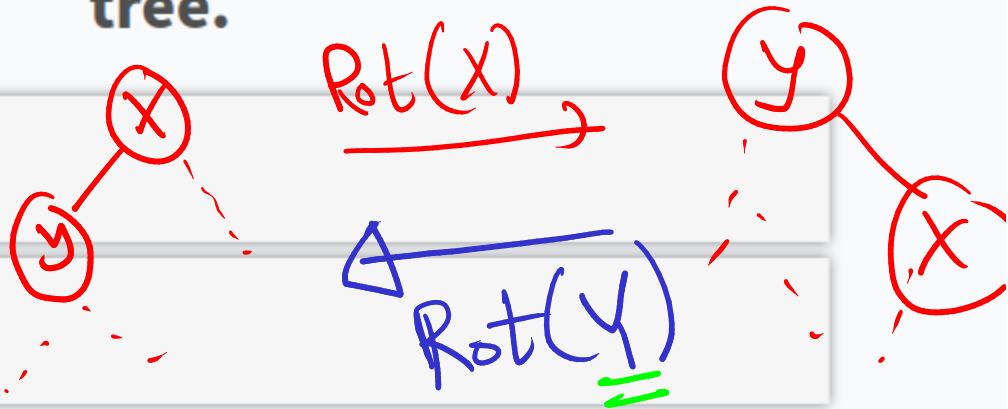
False

look at N<sub>6</sub>

Let  $X$  be any node in an AVL tree. LeftRotate( $X$ ) followed by RightRotate( $X$ ) does not change the tree.

True

False



**AVL tree with height  $h$  has at least  $2^h$  nodes.**

True

False

✓  $N_3 = 7 \not> 8$

**After an insertion, before doing any rotations the maximum imbalance of a node is:**

1

✓ 2

3

$h$