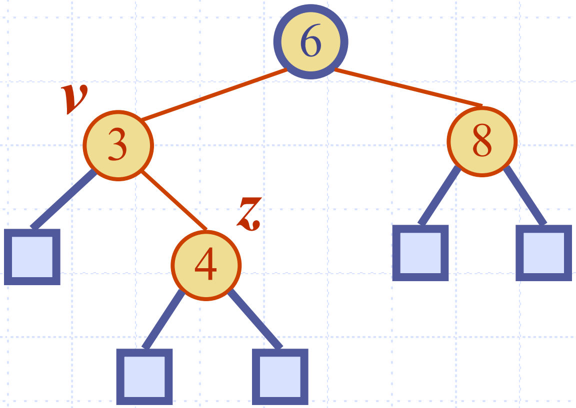
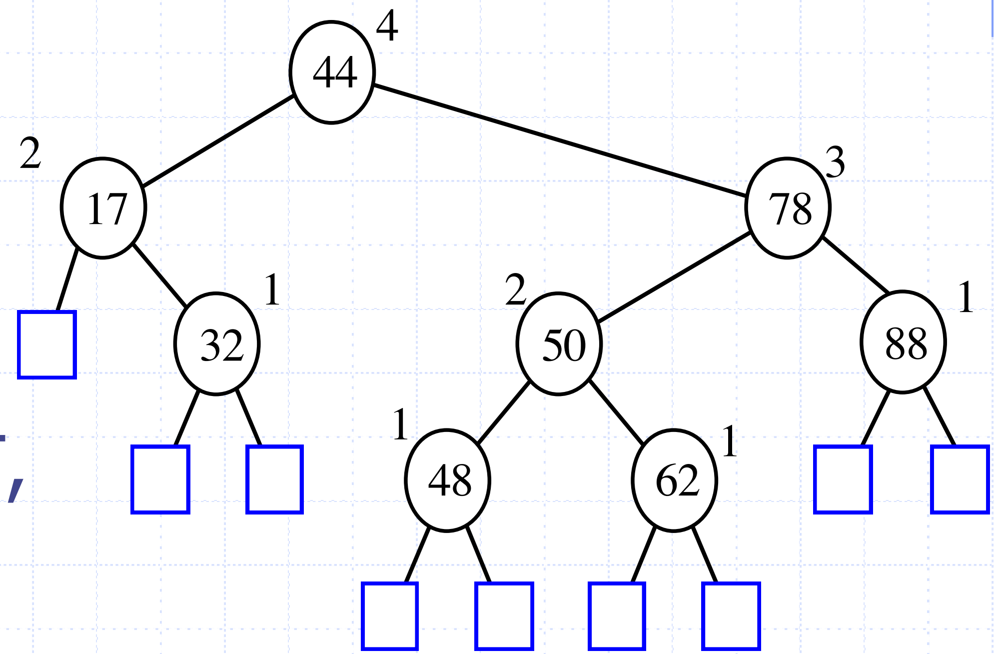
AVL Trees



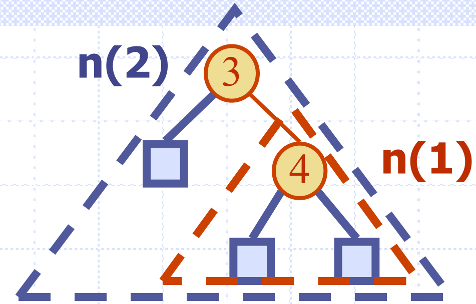
AVL Tree Definition

- AVL trees are balanced
- An AVL Tree is a binary search tree such that for every internal node v of T, the heights of the children of v can differ by at most 1



An example of an AVL tree where the heights are shown next to the nodes

Height of an AVL Tree



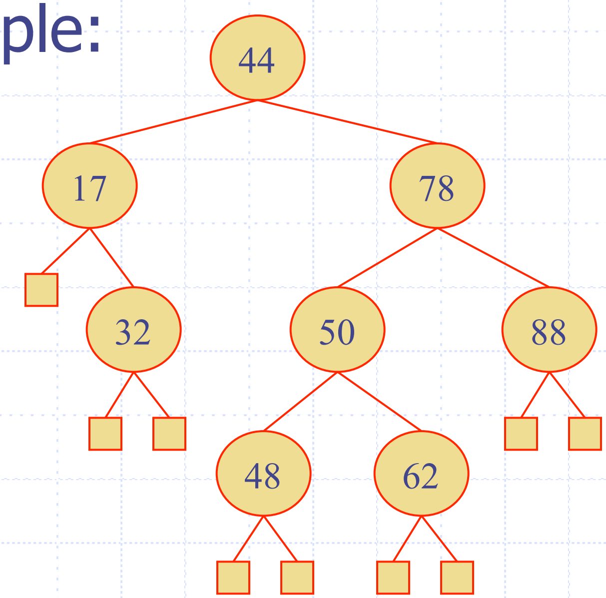
- Fact: The height of an AVL tree storing n keys is O(log n).
- Proof: Let us bound n(h): the minimum number of internal nodes of an AVL tree of height h.
- We easily see that n(1) = 1 and n(2) = 2
- For n > 2, an AVL tree of height h contains the root node, one AVL subtree of height n-1 and another of height n-2.
- That is, n(h) = 1 + n(h-1) + n(h-2)
- Knowing n(h-1) > n(h-2), we get n(h) > 2n(h-2). So

  $n(h) > 2n(h-2)$, $n(h) > 4n(h-4)$, $n(h) > 8n(n-6)$, … (by induction),

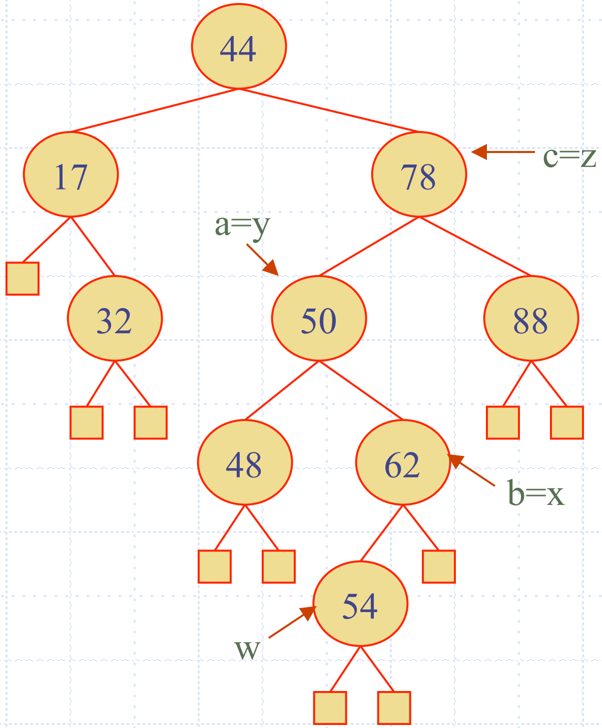
  $n(h) > 2^i n(h-2i)$
- Solving the base case we get: $n(h) > 2^{h/2-1}$
- Taking logarithms: $h < 2\log n(h) + 2$
- Thus the height of an AVL tree is O(log n)

Insertion

- Insertion is as in a binary search tree
- May cause imbalance.
- Example:



before insertion

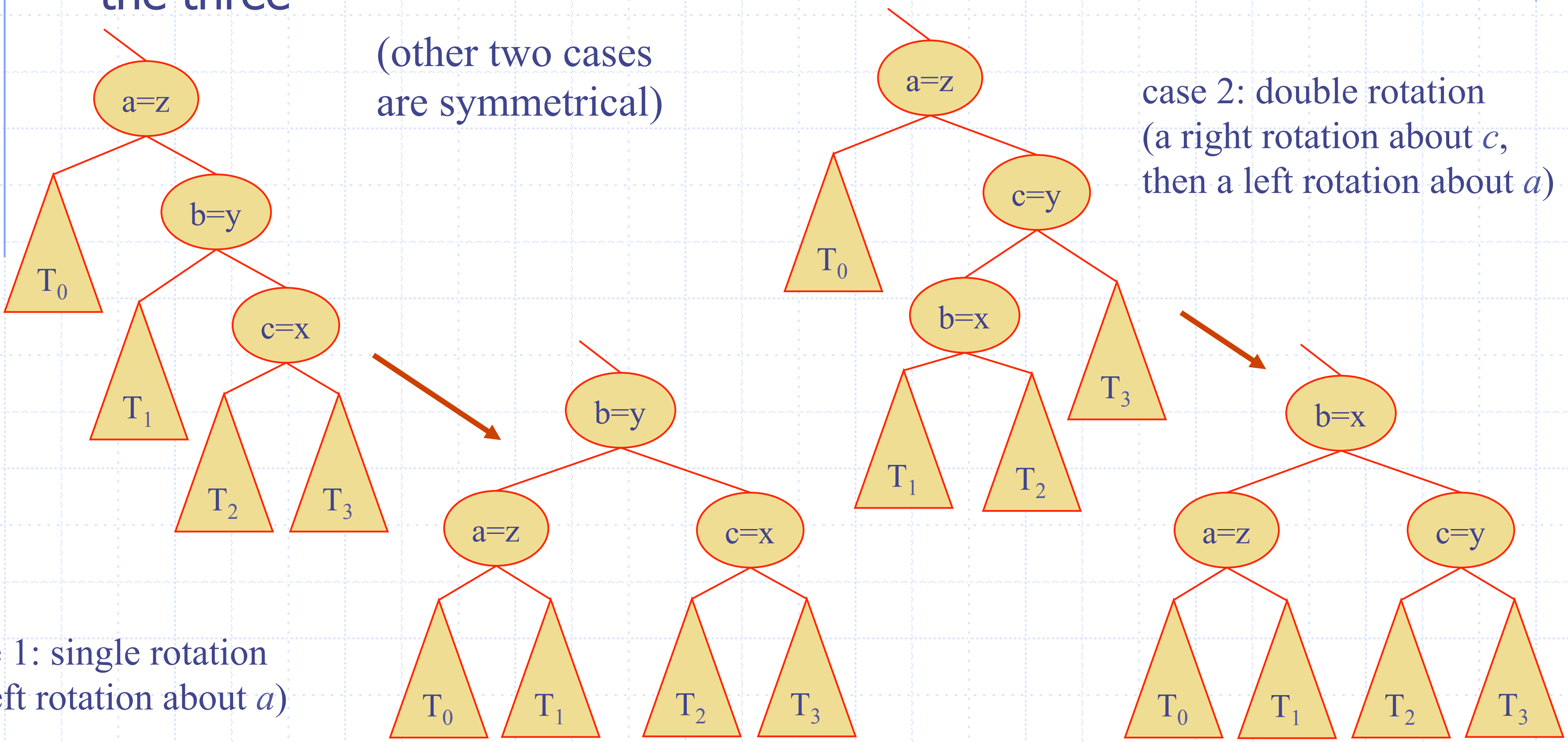


after insertion of 54

Trinode Restructuring

- let (a,b,c) be an inorder listing of x, y, z
- perform the rotations needed to make b the topmost node of the three

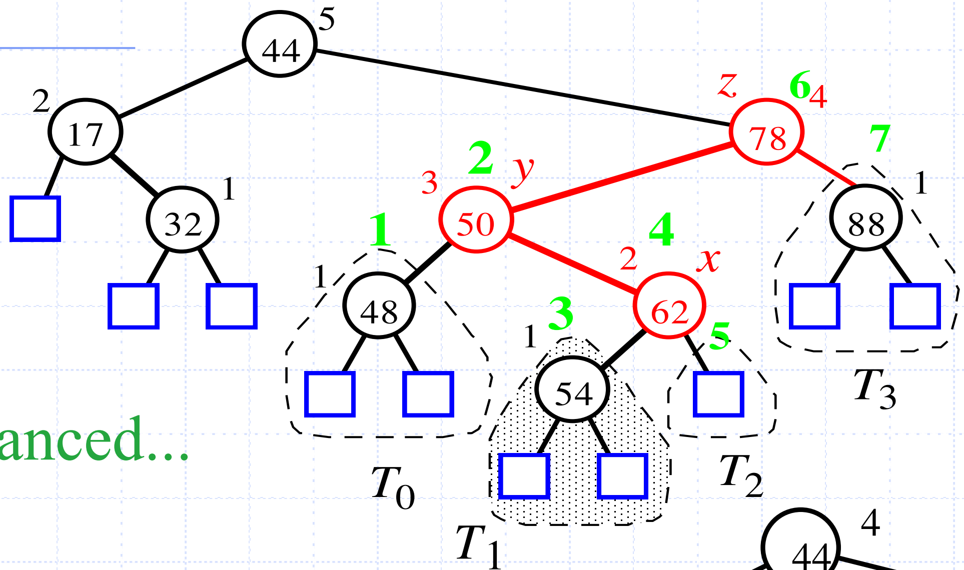
(other two cases are symmetrical)



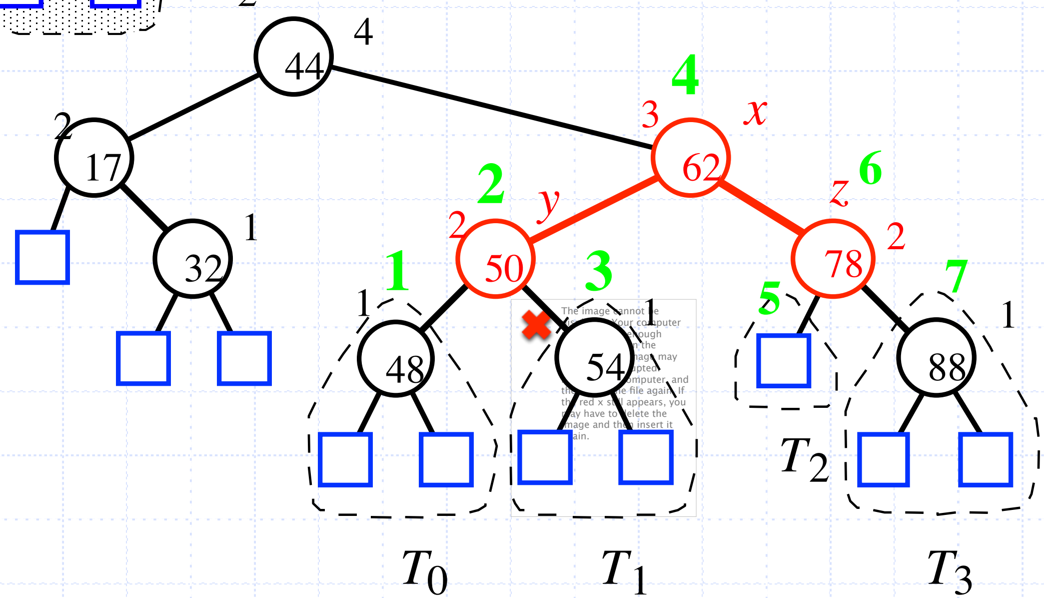
case 1: single rotation (a left rotation about a)

case 2: double rotation (a right rotation about c, then a left rotation about a)

Insertion Example, continued



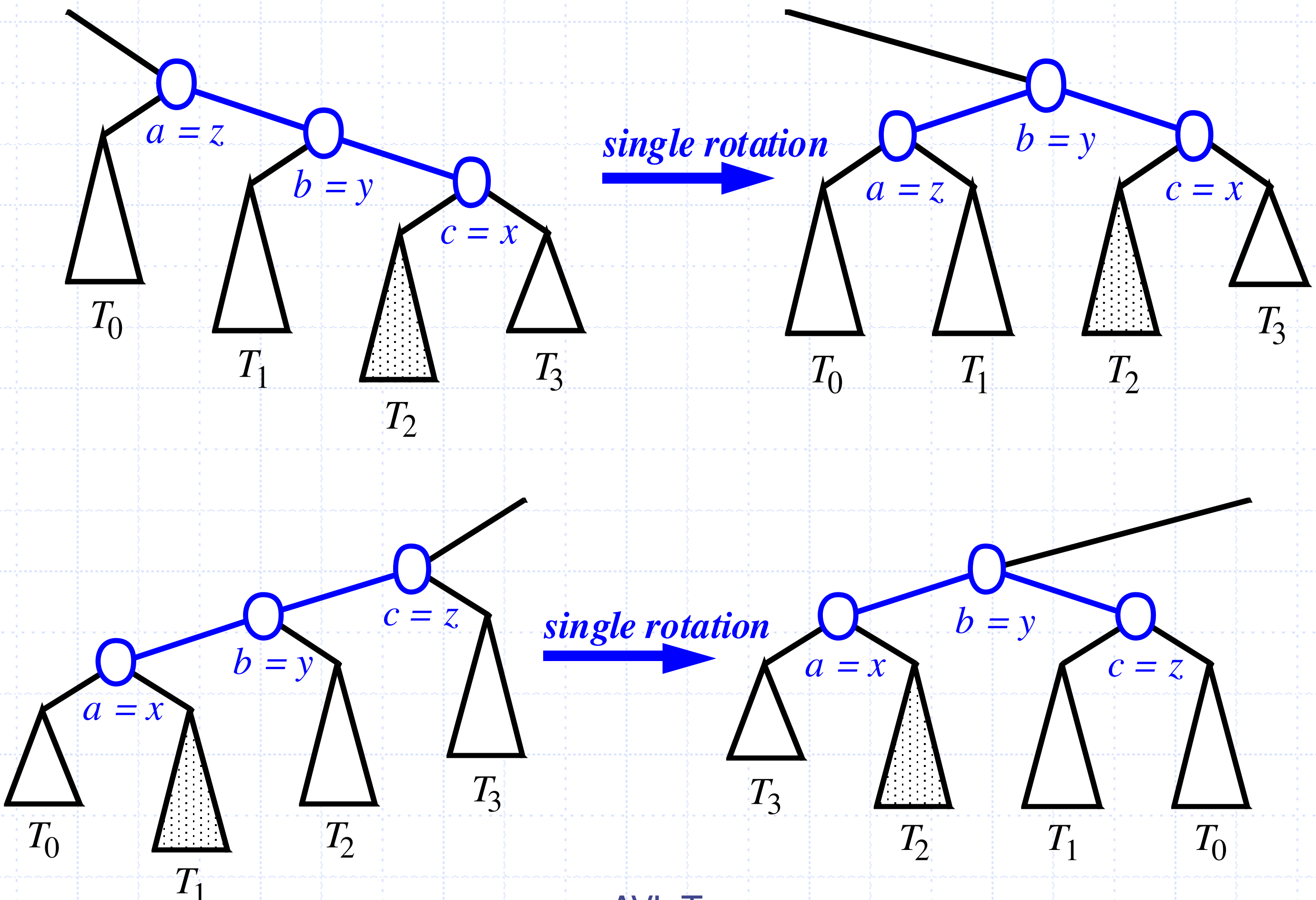
unbalanced...



...balanced

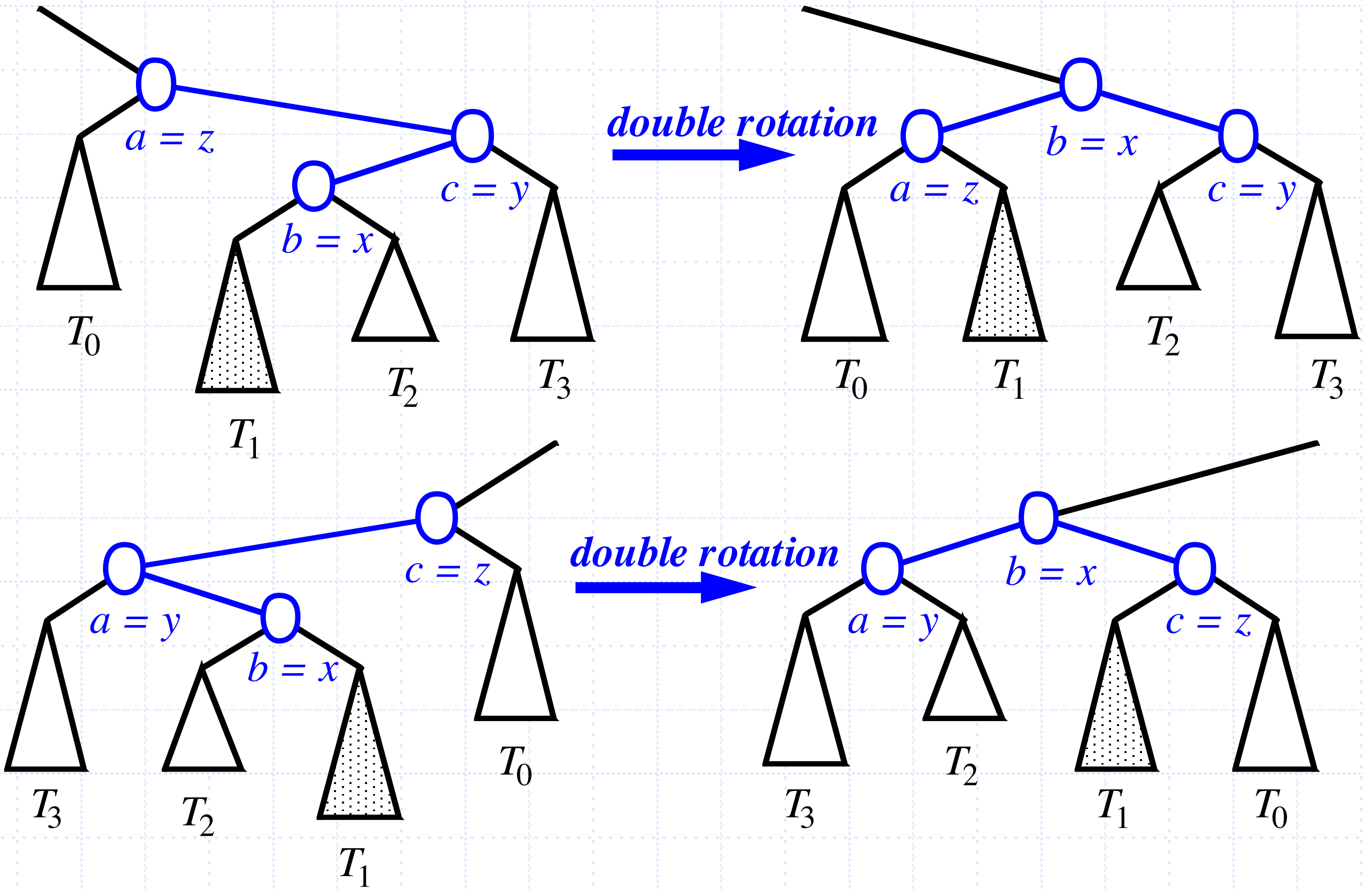
Restructuring (as Single Rotations)

- Single Rotations:



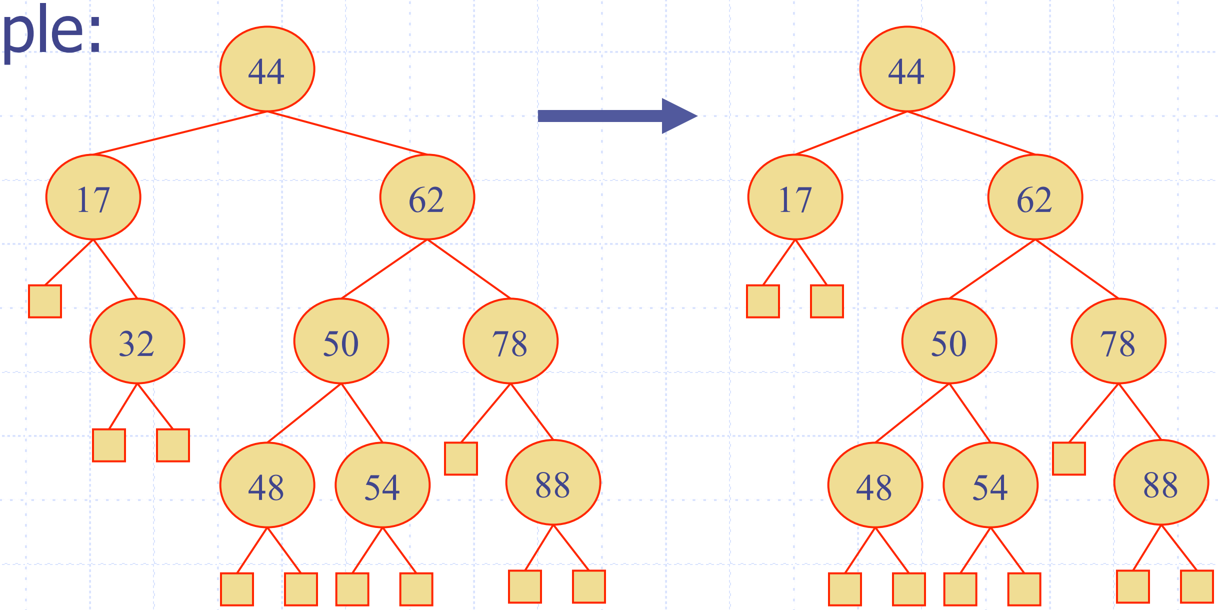
Restructuring (as Double Rotations)

- double rotations:



Removal

- Removal begins as in a binary search tree, which means the node removed will become an empty external node. Its parent, w, may cause an imbalance.
- Example:



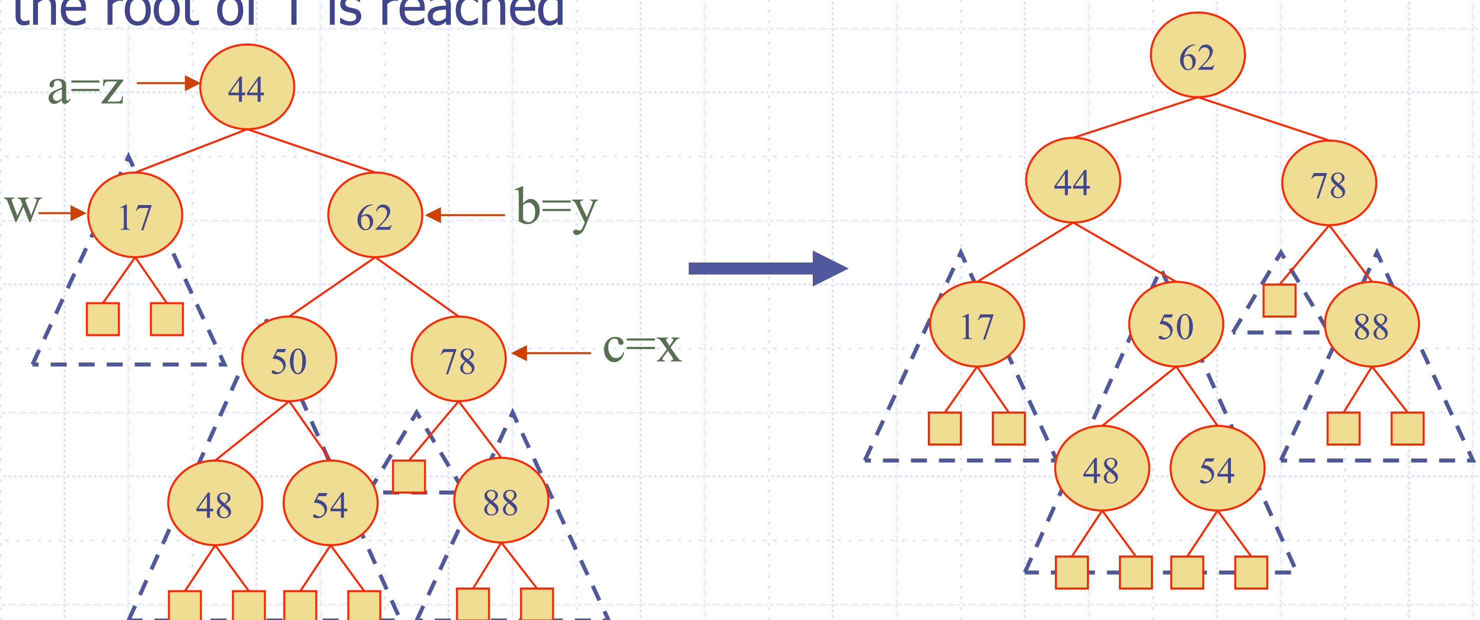
before deletion of 32

after deletion

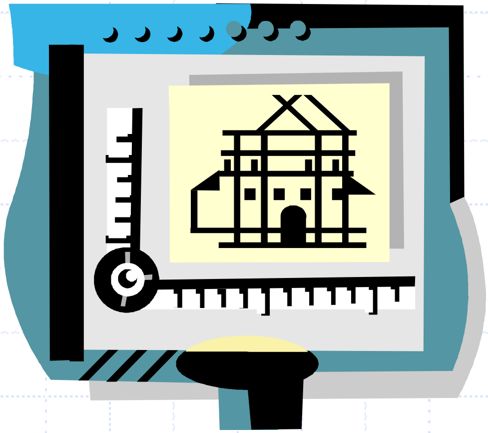
http://www.cs.usfca.edu/~galles/visualization/AVLtree.html

Rebalancing after a Removal

- Let z be the first unbalanced node encountered while travelling up the tree from w. Also, let y be the child of z with the larger height, and let x be the child of y with the larger height
- We perform restructure(x) to restore balance at z
- As this restructuring may upset the balance of another node higher in the tree, we must continue checking for balance until the root of T is reached



AVL Tree Performance



- a single restructure takes O(1) time
  - using a linked-structure binary tree
- get takes O(log n) time
  - height of tree is O(log n), no restructures needed
- put takes O(log n) time
  - initial find is O(log n)
  - Restructuring up the tree, maintaining heights is O(log n)
- remove takes O(log n) time
  - initial find is O(log n)
  - Restructuring up the tree, maintaining heights is O(log n)