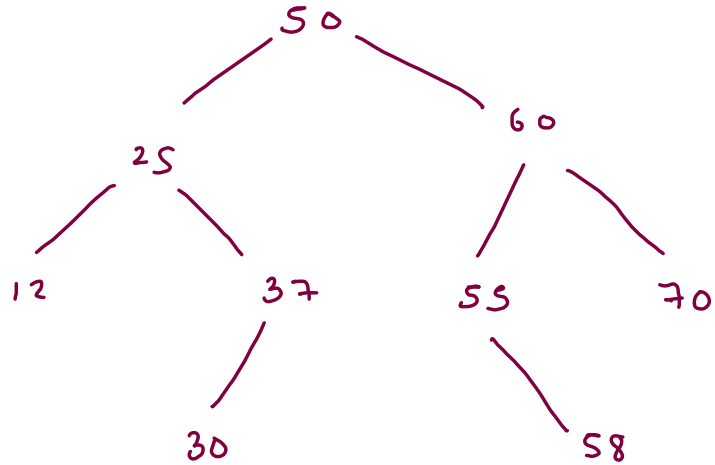


BST



find, lca $\rightarrow O(h)$

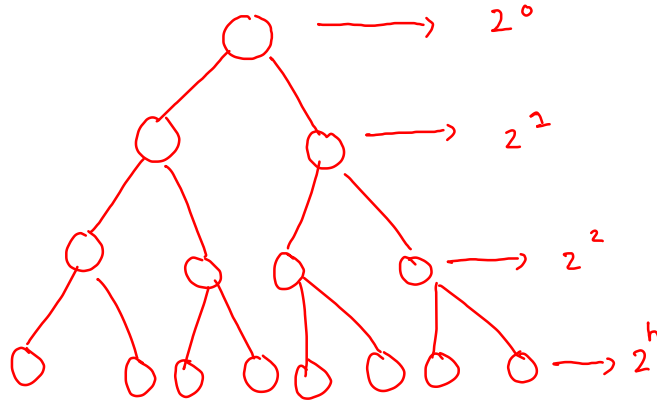
advantage $h \approx \log n$

proof

$$h \approx \log n$$

$n \rightarrow$ no. of nodes

$h \rightarrow$ height of tree



$$n = 2^0 + 2^1 + 2^2 + \dots + 2^h$$

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

$$n = 2^{h+1}$$

$$\log_2 n = h + 1$$

$$\boxed{h \propto \log_2 n}$$

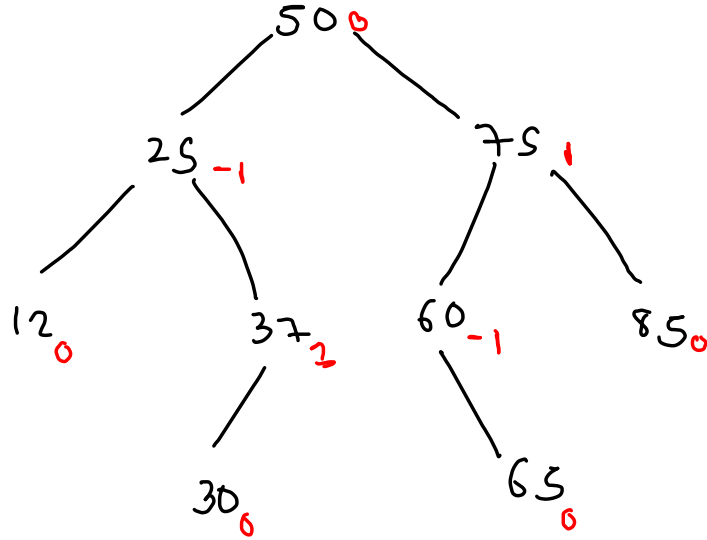
$$t = h + 1$$

$$r = 2$$

$$a = 1$$

$$\frac{a(r^{t-1})}{r-1} = \frac{1(2^{h+1}-1)}{1}$$

AVL : balanced BST



$$bf \leq |1|$$

$$bf : uh - rh$$

ht : edges

saye bf : 0, -1, 1

```

public static Node add(Node node,int data) {
    if(node == null) {
        return new Node(data);
    }

    if(node.data < data) {
        node.right = add(node.right,data);
    }
    else if(node.data > data) {
        node.left = add(node.left,data);
    }
    else {
        //do nothing
    }

    updateHeightAndBalance(node);
    return node;
}

```

```

public static void updateHeightAndBalance(Node node) {
    if(node == null) {
        return;
    }

    int lht = node.left == null ? -1 : node.left.ht;
    int rht = node.right == null ? -1 : node.right.ht;

    int ht = Math.max(lht,rht) + 1;
    int bf = lht - rht;

    node.ht = ht;
    node.bf = bf;
}

```

```

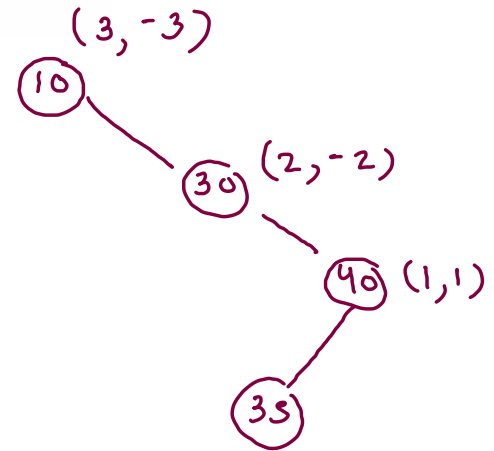
B. (Wolfspace ref)
5 <- 10 -> 30
. <- 5 -> 8
. <- 8 -> .
. <- 30 -> 40
35 <- 40 -> 90
. <- 35 -> .
50 <- 90 -> .
. <- 50 -> .

```

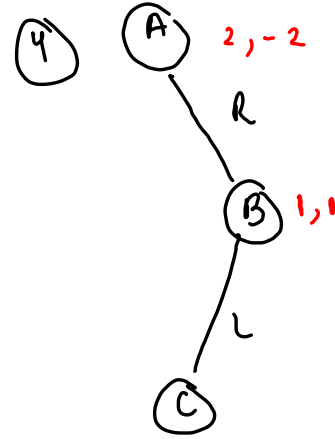
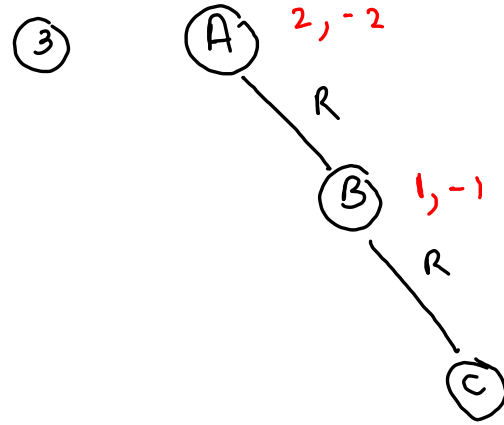
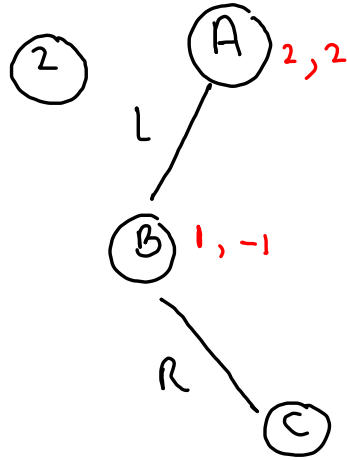
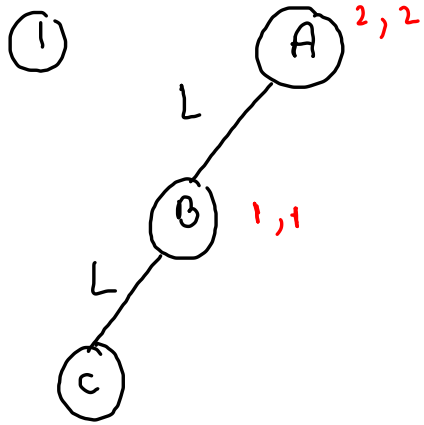
```

root = add(root,10);
add(root,30);
add(root,40);
add(root,35);
add(root,90);
add(root,5);
add(root,50);
add(root,8);

```



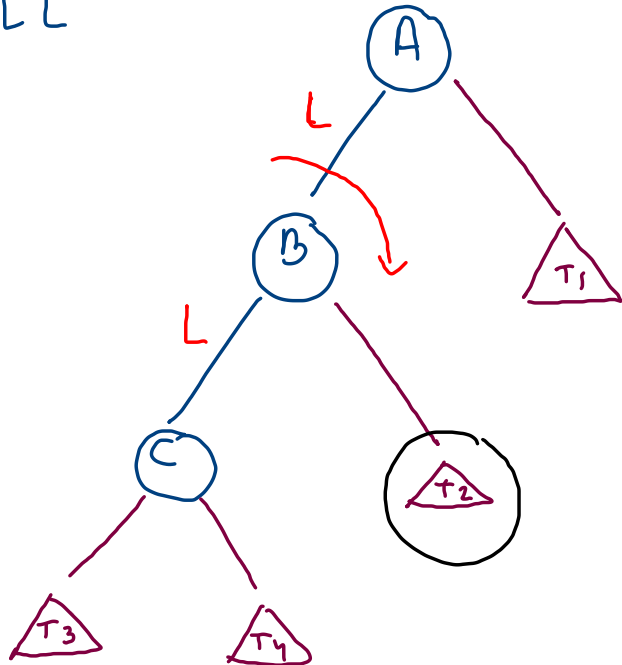
mistakes (the first node where $bf > 111$)



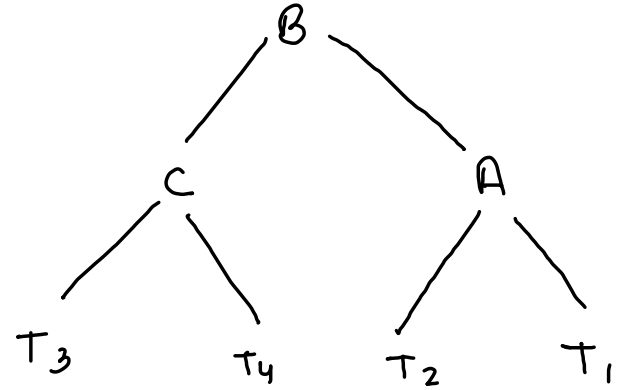
(ht, bal)

Solve the problems:

①. LL



right
rotation
at B



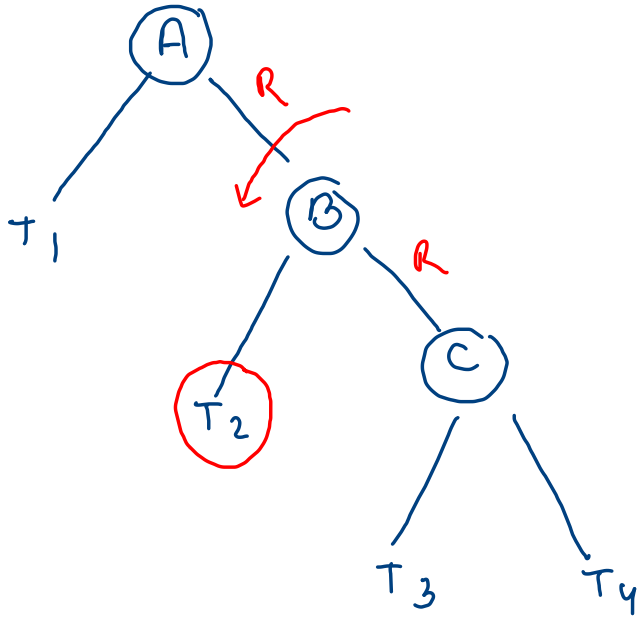
Node temp = B->right;

B->right = A;

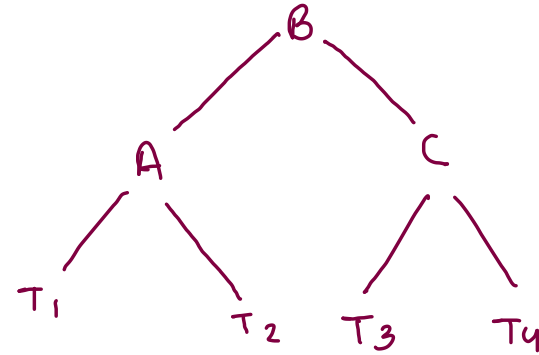
A->left = temp;

return B;

②. RR



left rotation
at B



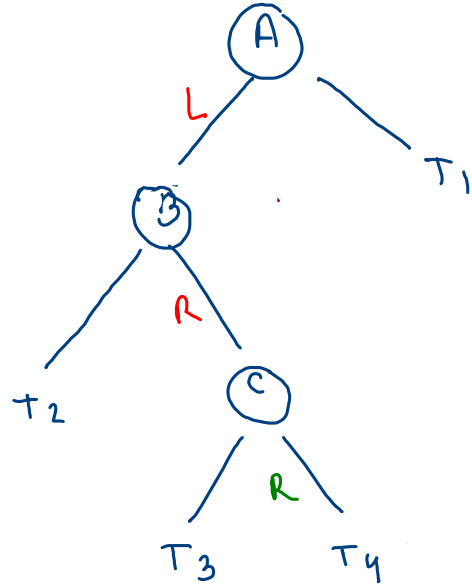
Node temp = B.left;

B.left = A;

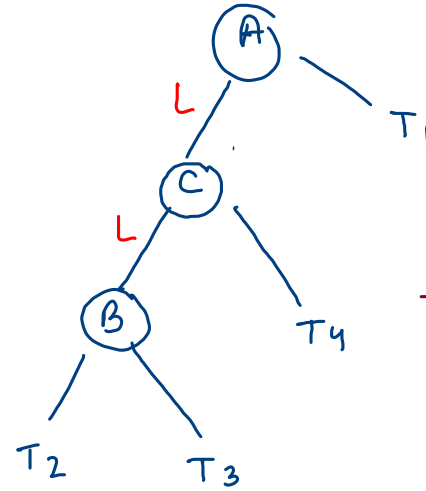
A.right = temp;

return B;

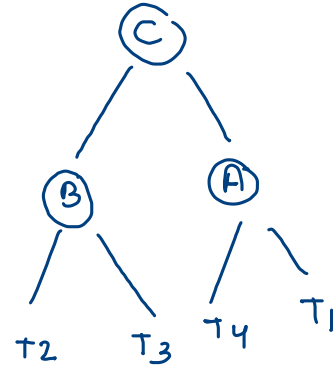
③ LR



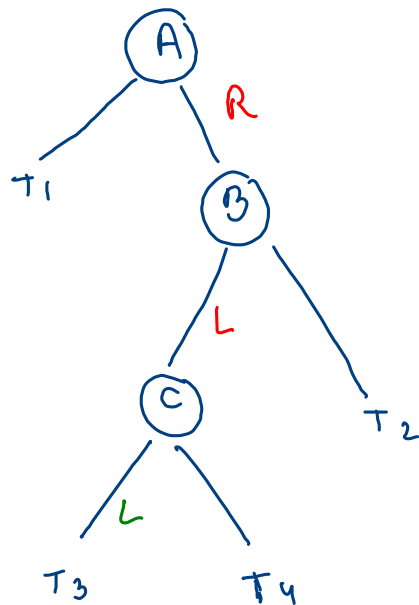
Solve RR
problem B
→
left rotation
at C



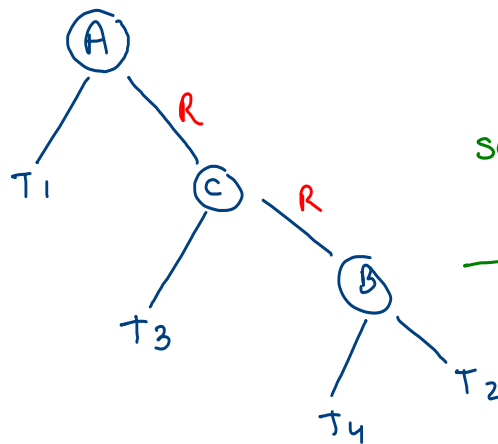
Solve LL
at A
→
right rotation
at A



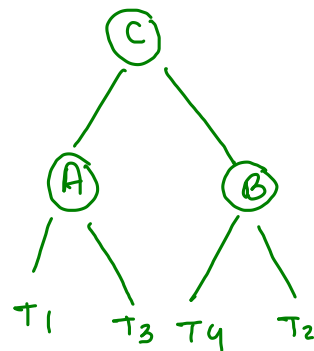
④ RL



solve LL
at B
→
right rotation
at C



solve RR
at A
→
left rotation
at C



```

public static void main(String[] args) {
    Node root = null;
    int[] arr = {10,30,40,35,90,5,50,8};

    for(int i=0; i < arr.length;i++) {
        root = add(root,arr[i]);
    }

    display(root);
}

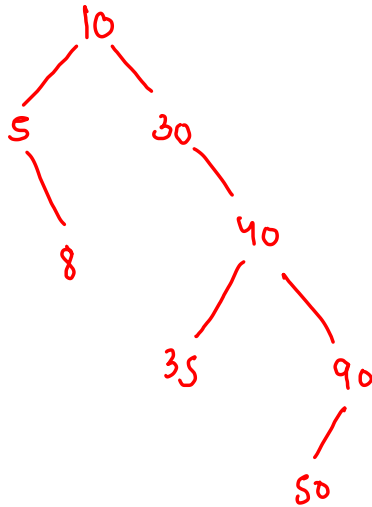
```

```

5 <- 10 -> 30
. <- 5 -> 8
. <- 8 -> .
. <- 30 -> 40
35 <- 40 -> 90
. <- 35 -> .
50 <- 90 -> .
. <- 50 -> .

```

before
(AVL)

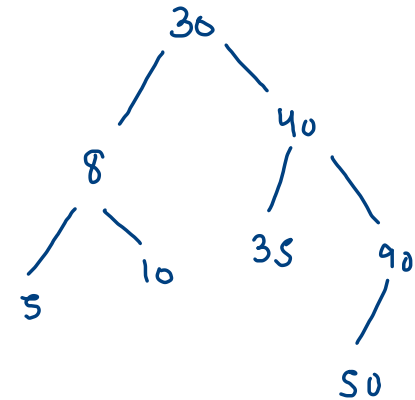


```

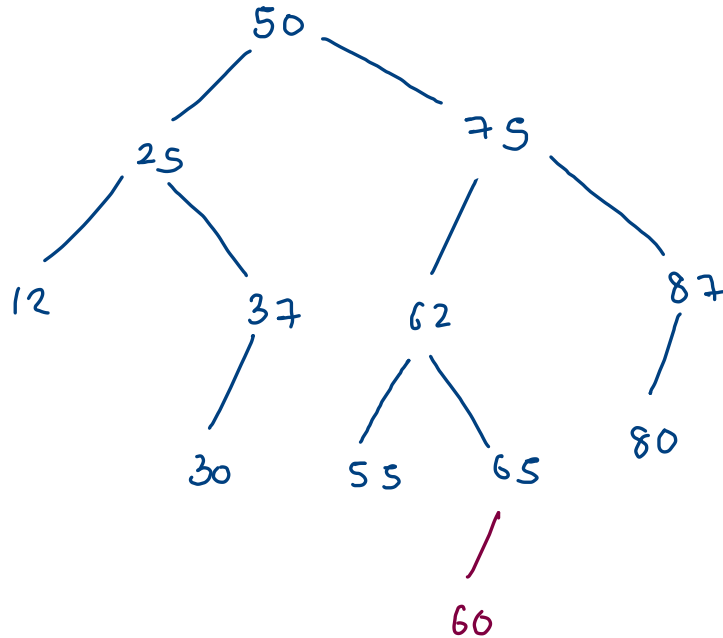
8 <- 30 -> 40
5 <- 8 -> 10
. <- 5 -> .
. <- 10 -> .
35 <- 40 -> 90
. <- 35 -> .
50 <- 90 -> .
. <- 50 -> .

```

after
(AVL)



deletion



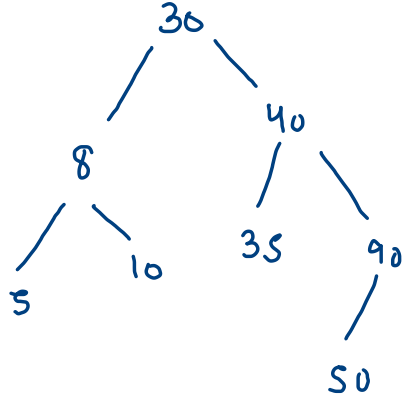
no child : return null

single child : return single child

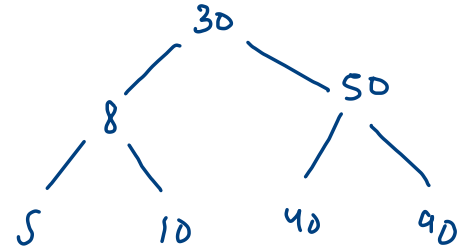
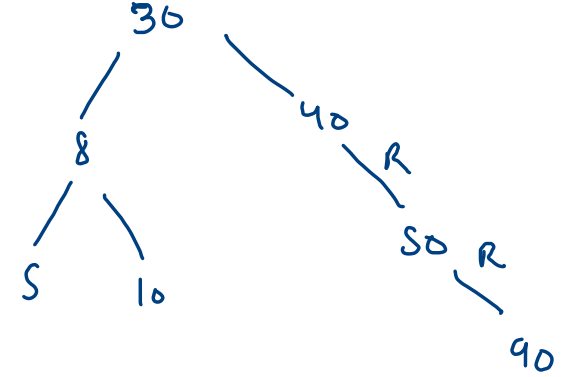
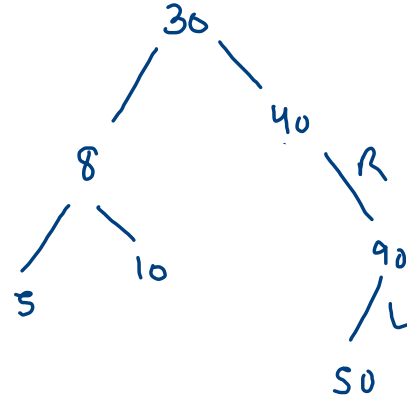
both child :

(i) replace node.data with left max.

(ii) deletion(node.left, max)

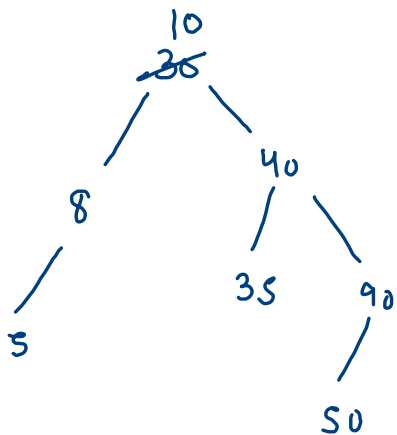


delete
35 →

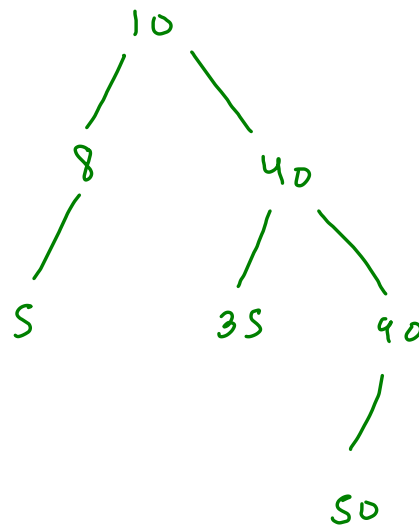


```

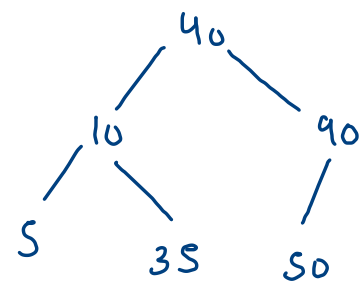
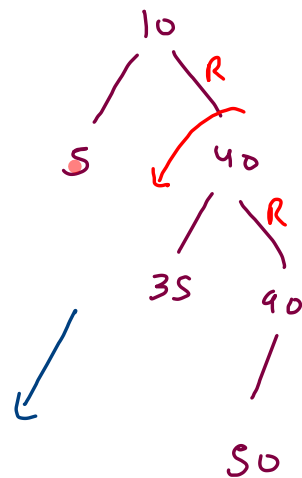
8 <- 30 -> 50
5 <- 8 -> 10
. <- 5 -> .
. <- 10 -> .
40 <- 50 -> 90
. <- 40 -> .
. <- 90 -> .
  
```



delete
30
→



delete 8
→



```

10 <- 40 -> 90
5 <- 10 -> 35
. <- 5 -> .
. <- 35 -> .
50 <- 90 -> .
. <- 50 -> .
  
```