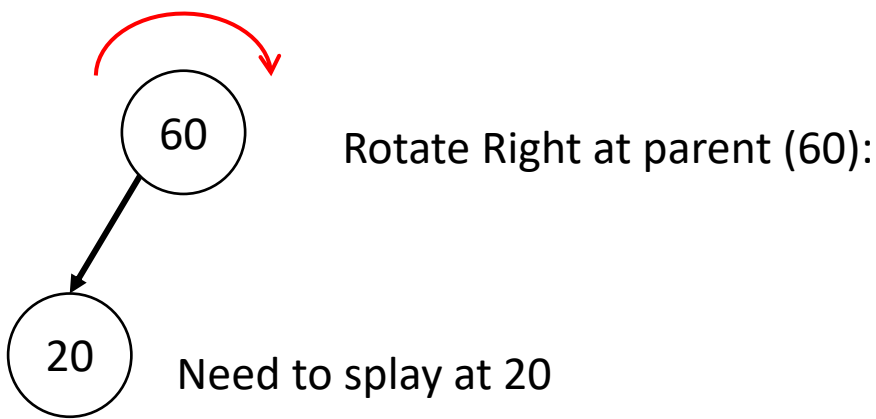


Splay Tree

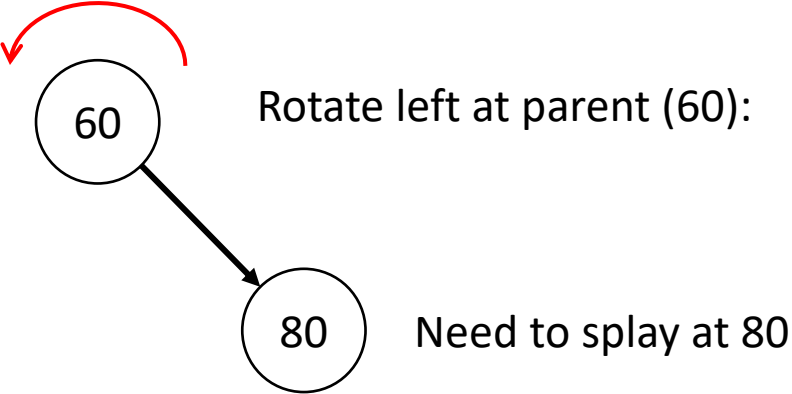
SIX CASES OF ROTATION:

1. **ZIG** : rotate right at parent
2. **ZAG** : rotate left at parent
3. **ZIG-ZIG** : (1) rotate right at grandparent first, then (2) rotate right at parent later
4. **ZAG-ZAG** : (1) rotate left at grandparent first, then (2) rotate left at parent later
5. **ZIG-ZAG** : (1) rotate right at parent first, then (2) rotate left at grandparent later
6. **ZAG-ZIG** : (1) rotate left at parent first, then (2) rotate right at grandparent later

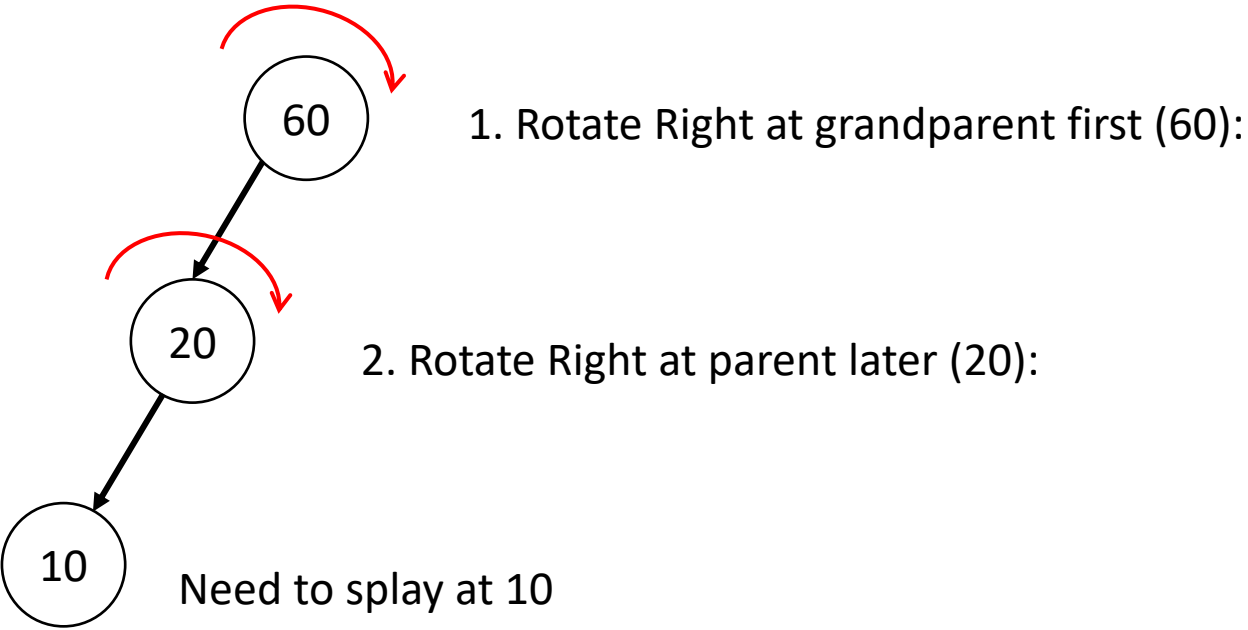
ZIG Rotation:



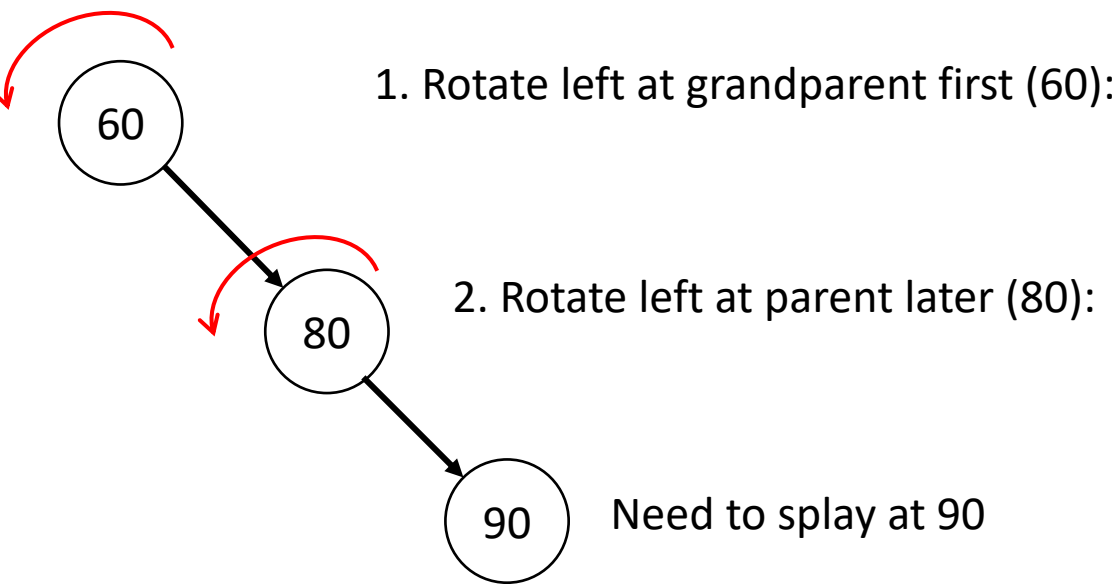
ZAG Rotation:



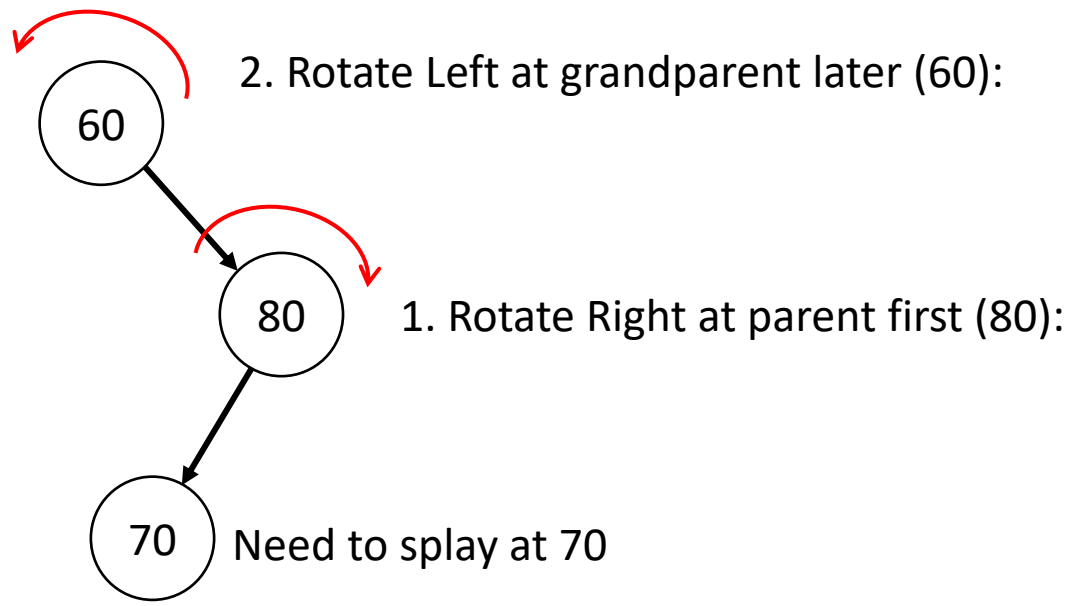
ZIG-ZIG Rotation:



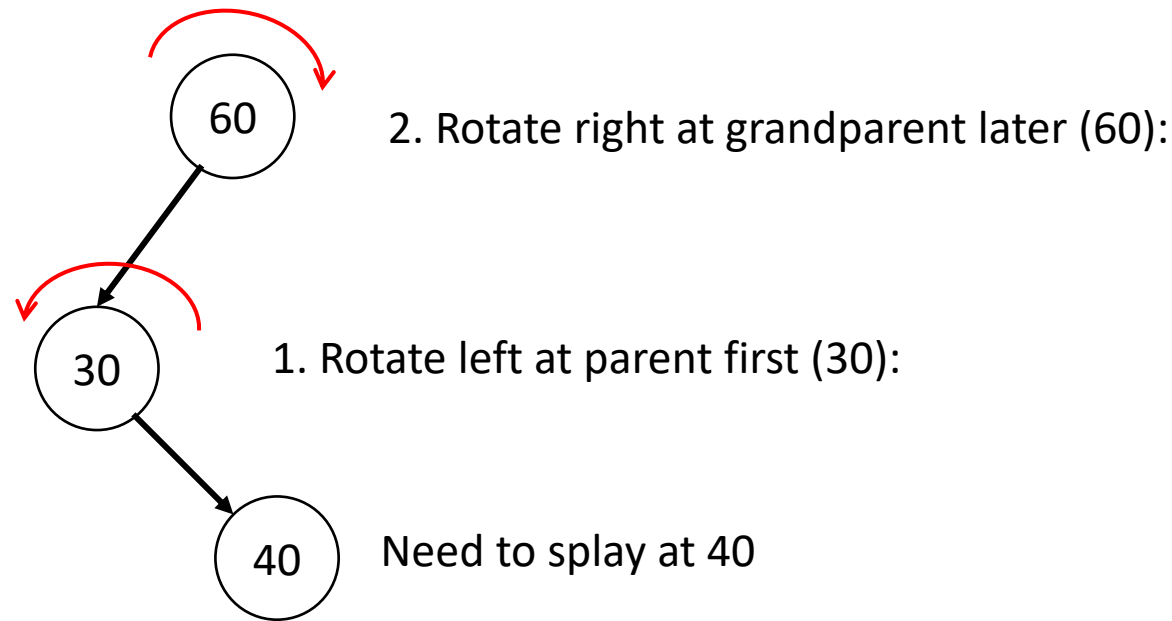
ZAG-ZAG Rotation:



ZIG-ZAG Rotation:



ZAG-ZIG Rotation:



OTHER NAMES OF ROTATION:

1. ZIG }
2. ZAG } **ZIG**

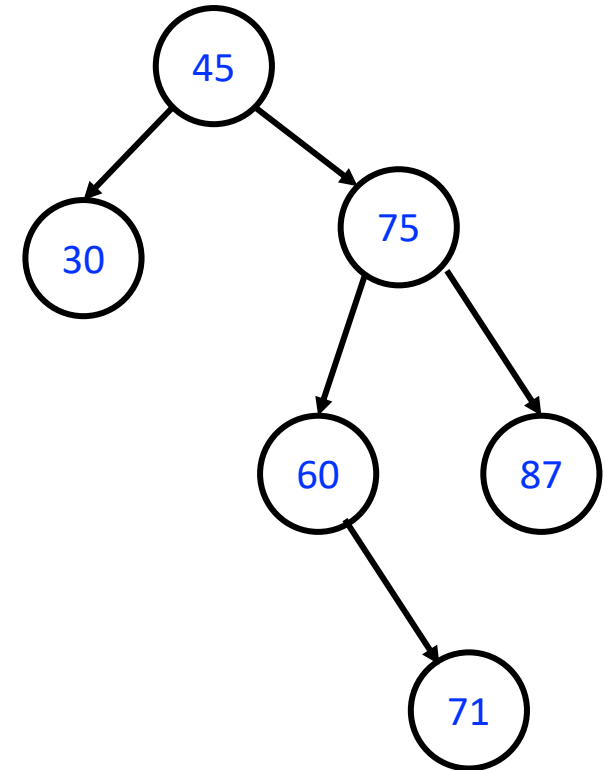
3. ZIG-ZIG }
4. ZAG-ZAG } **ZIG-ZIG**

5. ZIG-ZAG }
6. ZAG-ZIG } **ZIG-ZAG**

Splay tree - Insertion

Splay Tree Insertion:

1. Insert new item as in BST
2. Splay the new item to the root
 - Example: insert 35?



Splay tree - Searching

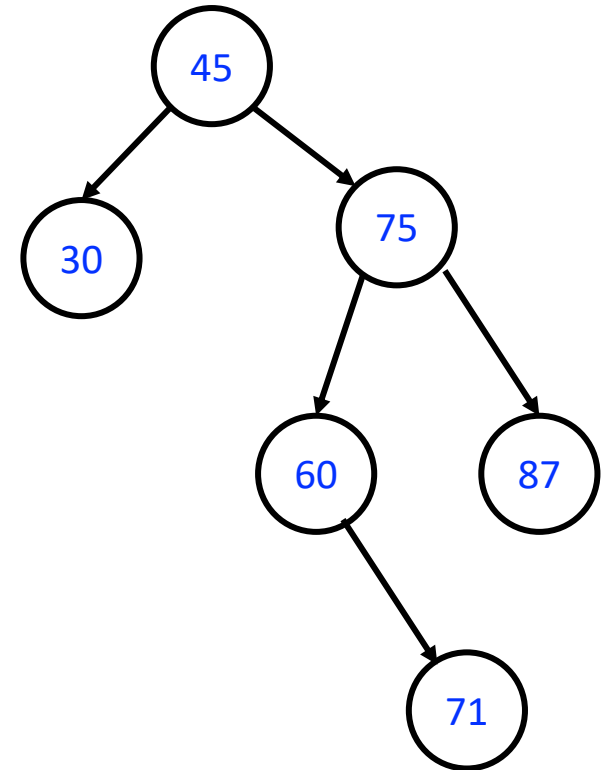
Splay Tree Searching:

1. CASE 1: Found

- Splay the found node to root
 - Example: search for 60
=> FOUND => Splay 60

2. CASE 2: NOT FOUND

- (1) Splay the last node visited to the root
 - Example: search for 73
=> NOT FOUND => Splay 71



Slay tree - Deletion

Splay Tree deletion:

1. Approach 1: Bottom-Up

- Identify the parent of the node being deleted (called p)
- Delete the node as BST
- Splay p to the root

2. Approach 2: Top-Down

- (1) Splay the node being deleted to root
- (2) For left subtree of the main tree:
 - Splay the largest to the root of the subtree
- (3) Attach the right subtree of the main tree as the right subtree of the tree obtained from step (2)