

# AVL Tree: Insertion and Deletion

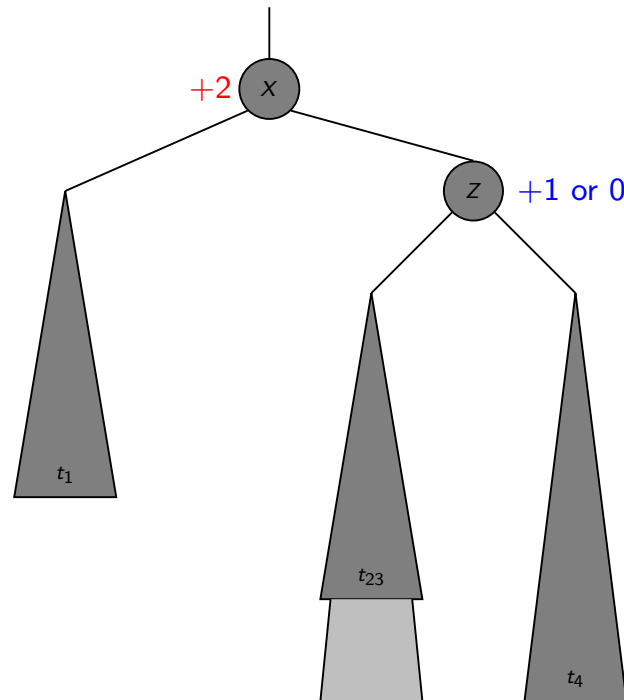
Subhabrata Samajder



IIIT, Delhi  
Winter Semester,  
14<sup>th</sup> April, 2023

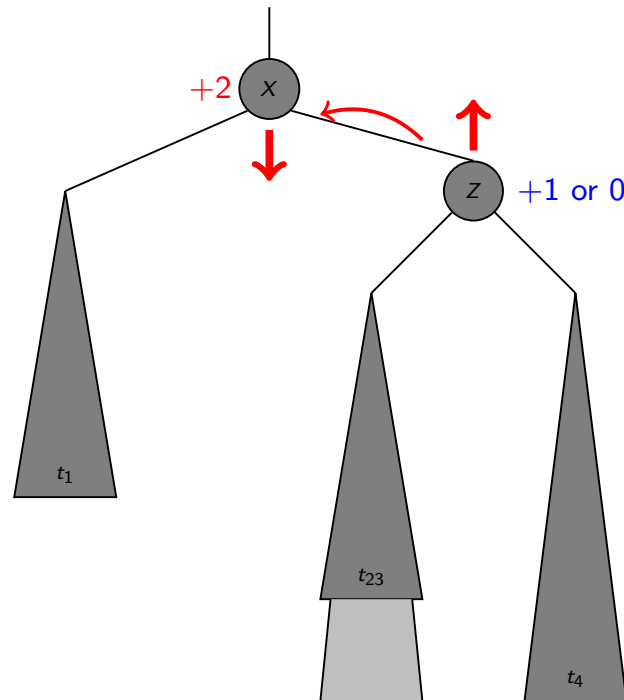
# AVL Trees

## The Balancing Act: Single Rotation (Recap)



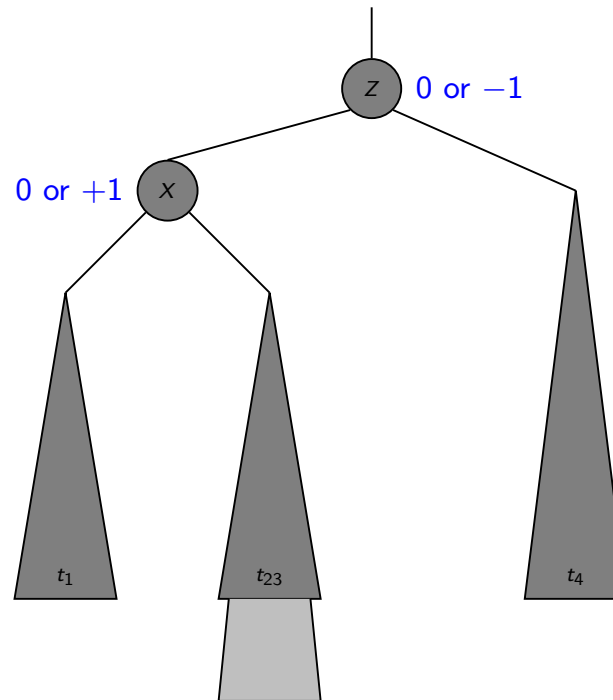
- Node  $X$  has two child trees with a balance factor of  $+2$ .
- The left child  $t_{23}$  of  $Z$  is not higher than its sibling  $t_4$ .
  - Can happen by a height increase of  $t_4$  or by a height decrease of  $t_1$ .
- **Note:**  $t_{23}$  can have the same height as  $t_4$ .
- The mirror case is easily derived.

## The Balancing Act: Single Rotation (Recap)



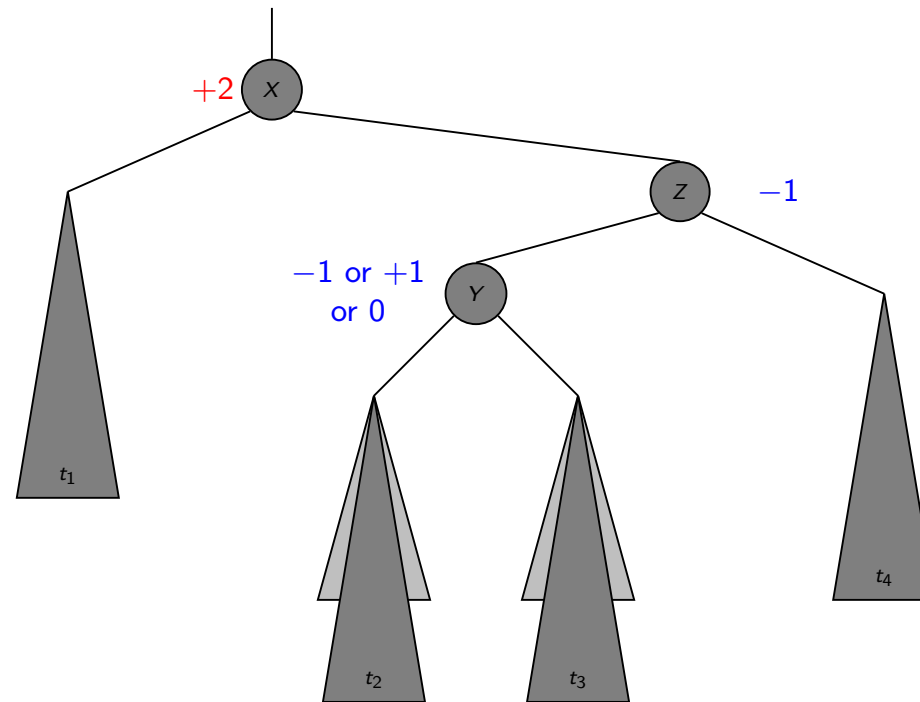
- Node  $X$  has two child trees with a balance factor of  $+2$ .
- The left child  $t_{23}$  of  $Z$  is not higher than its sibling  $t_4$ .
  - Can happen by a height increase of  $t_4$  or by a height decrease of  $t_1$ .
- **Note:**  $t_{23}$  can have the same height as  $t_4$ .
- The mirror case is easily derived.

## The Balancing Act: Single Rotation (Recap)



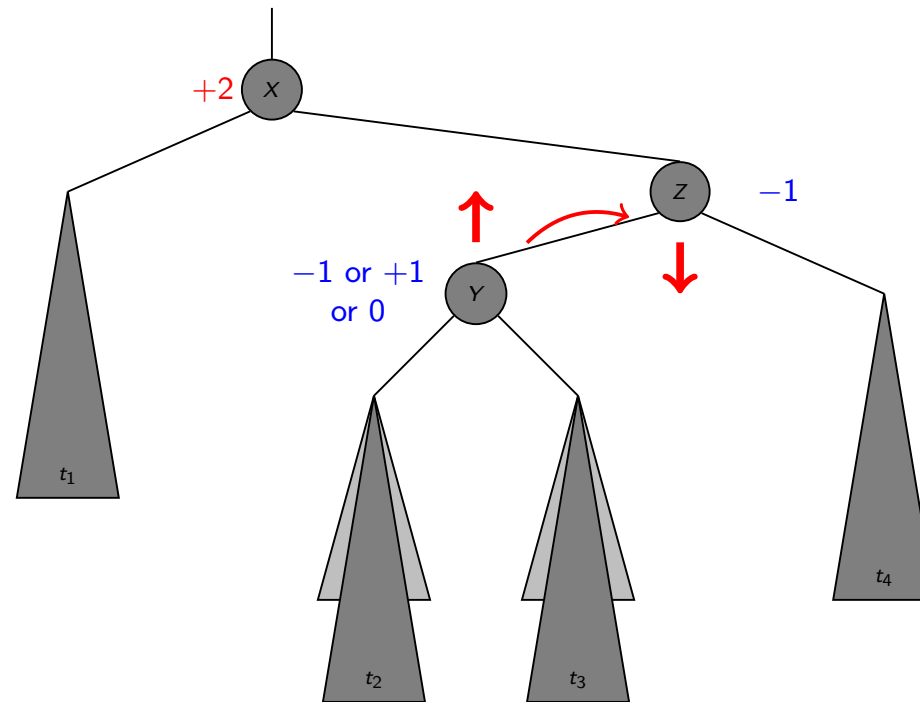
- Node X has two child trees with a balance factor of +2.
- The left child  $t_{23}$  of Z is not higher than its sibling  $t_4$ .
  - Can happen by a height increase of  $t_4$  or by a height decrease of  $t_1$ .
- **Note:**  $t_{23}$  can have the same height as  $t_4$ .
- The mirror case is easily derived.

## The Balancing Act: Double Rotation (Recap)



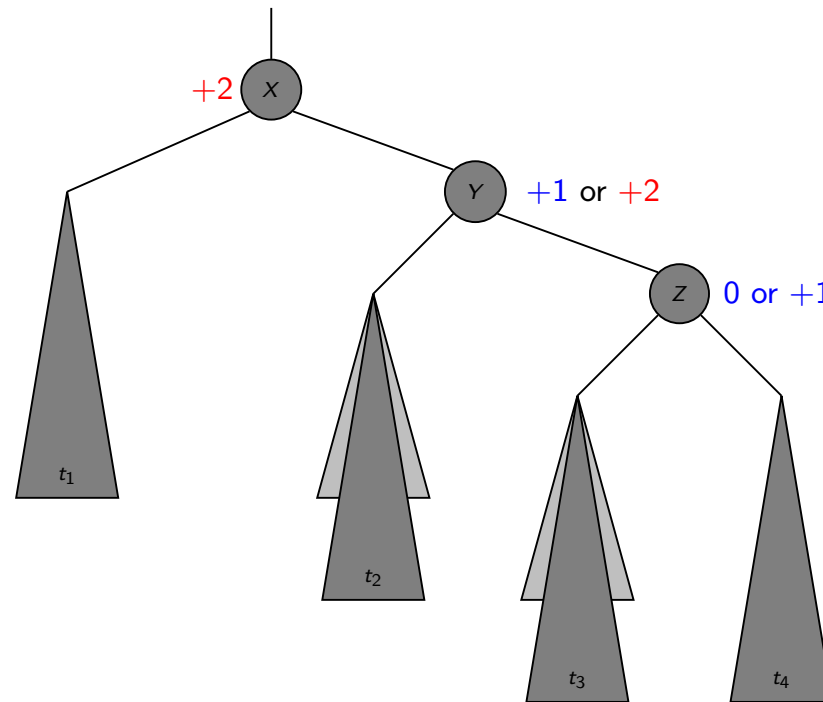
- Node X has two child trees with a balance factor of +2.
- The left child Y of Z is higher than its sibling  $t_4$ .
  - Can happen by the insertion of Y itself or a height increase of one of its subtrees  $t_2$  or  $t_3$  or by a height decrease of subtree  $t_1$ .
- **Note:**  $t_2$  and  $t_3$  may also be of same height.
- The mirror case is easily derived.

## The Balancing Act: Double Rotation (Recap)



- Node X has two child trees with a balance factor of +2.
- The left child Y of Z is higher than its sibling  $t_4$ .
  - Can happen by the insertion of Y itself or a height increase of one of its subtrees  $t_2$  or  $t_3$  or by a height decrease of subtree  $t_1$ .
- **Note:**  $t_2$  and  $t_3$  may also be of same height.
- The mirror case is easily derived.

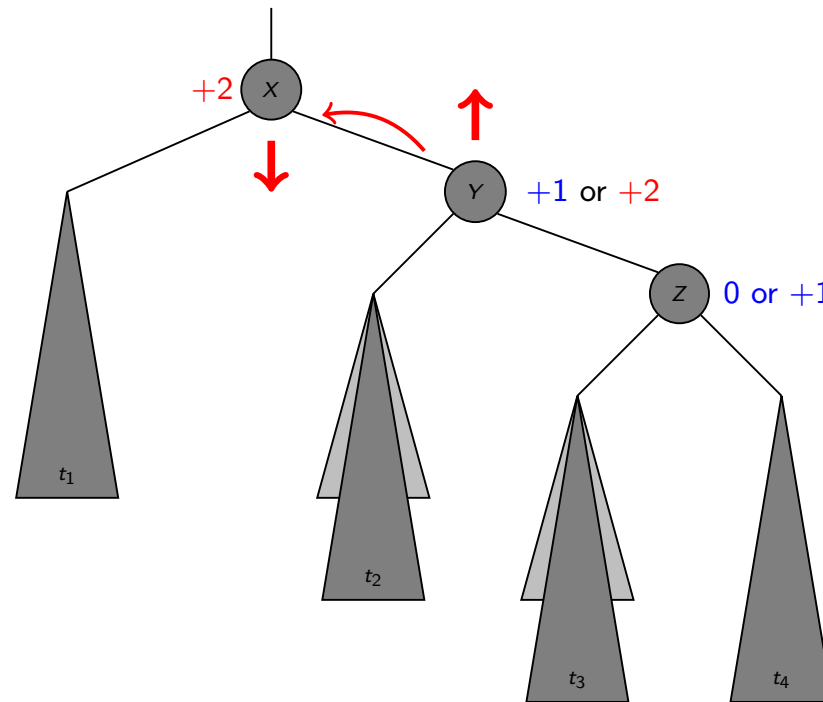
## The Balancing Act: Double Rotation (Recap)



- Node  $X$  has two child trees with a balance factor of  $+2$ .
- The left child  $Y$  of  $Z$  is higher than its sibling  $t_4$ .
  - Can happen by the insertion of  $Y$  itself or a height increase of one of its subtrees  $t_2$  or  $t_3$  or by a height decrease of subtree  $t_1$ .
- **Note:**  $t_2$  and  $t_3$  may also be of same height.
- The mirror case is easily derived.

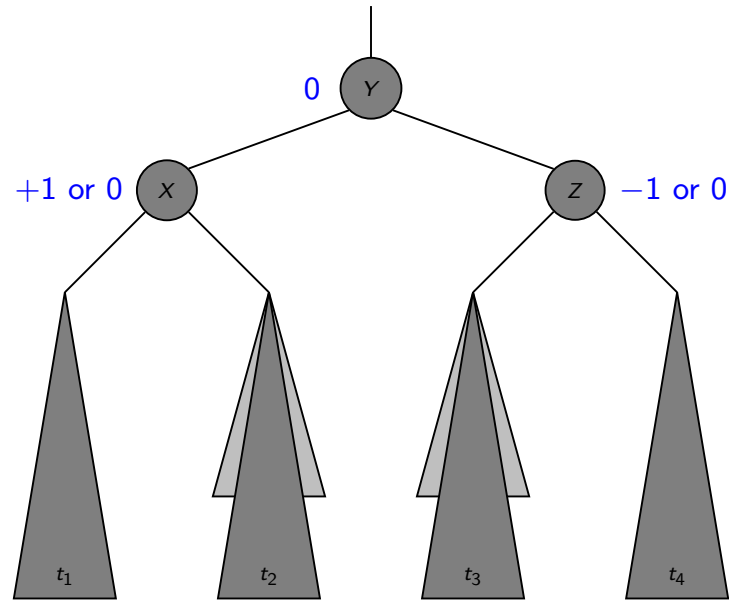


## The Balancing Act: Double Rotation (Recap)



- Node X has two child trees with a balance factor of +2.
- The left child Y of Z is higher than its sibling  $t_4$ .
  - Can happen by the insertion of Y itself or a height increase of one of its subtrees  $t_2$  or  $t_3$  or by a height decrease of subtree  $t_1$ .
- **Note:**  $t_2$  and  $t_3$  may also be of same height.
- The mirror case is easily derived.

## The Balancing Act: Double Rotation (Recap)



- Node X has two child trees with a balance factor of +2.
- The left child Y of Z is higher than its sibling  $t_4$ .
  - Can happen by the insertion of Y itself or a height increase of one of its subtrees  $t_2$  or  $t_3$  or by a height decrease of subtree  $t_1$ .
- **Note:**  $t_2$  and  $t_3$  may also be of same height.
- The mirror case is easily derived.

## Insertion in an AVL Tree

# Rotations

- When the tree structure changes (e.g., insertion or deletion), we need to transform the tree to restore the AVL tree property.
- This is done using **single rotations** or **double rotations**.
- An insertion/deletion involves adding/deleting a single node.
- This may increase/decrease the height of some subtree by 1.
- Thus, if the AVL tree property is violated at a node  $x$ , it means that the heights of  $left[x]$  and  $right[x]$  **differ by exactly 2**.
- Rotations are applied to  $x$  to restore the AVL tree property.

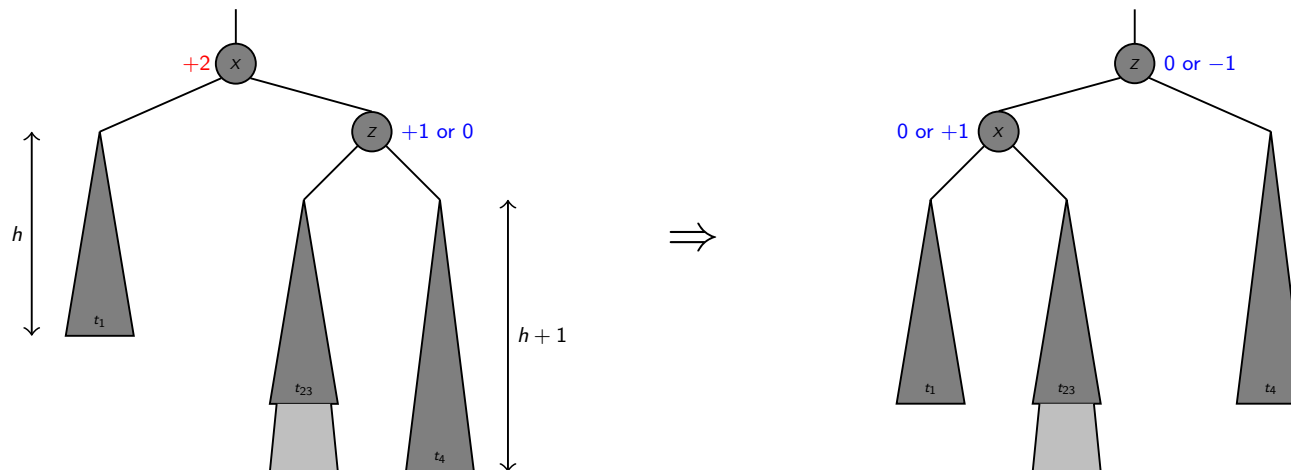
# Insertion

- Insert the new node as leaf like ordinary BST.
- Trace the path from the new leaf towards the root.
- For each node  $x$  encountered, check if heights of  $left[x]$  and  $right[x]$  differ by at most 1.
  - If yes, proceed to the  $parent[x]$ .
  - If not, restructure by doing either a single or a double rotation.
- **Note:** Once a rotation at a node  $x$  is performed, no further rotation is needed for any ancestor of  $x$ .

## Insertion (Cont.)

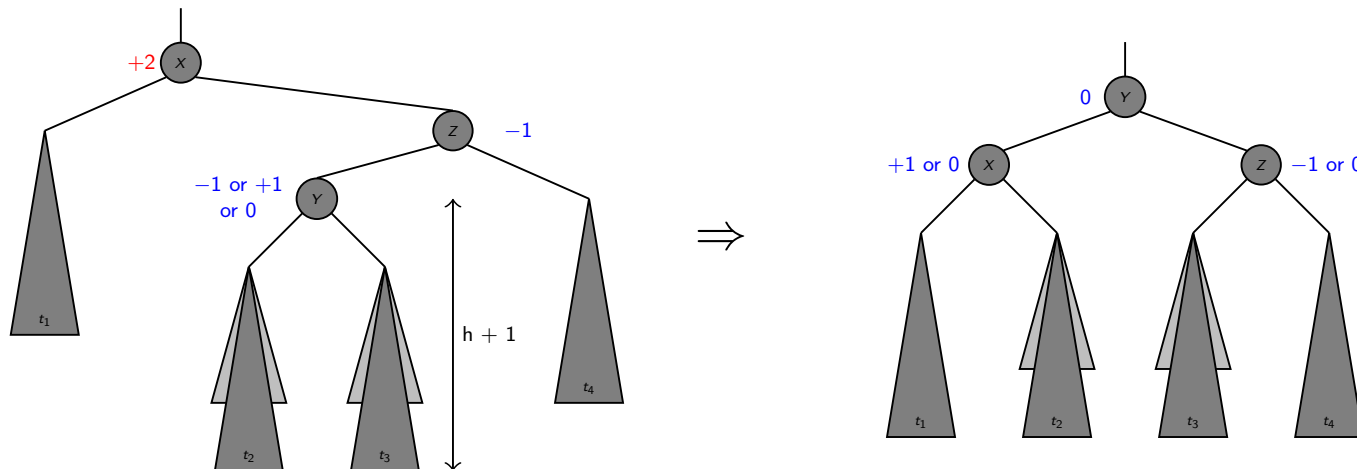
- Let  $x$  be the node at which  $left[x]$  and  $right[x]$  differ by more than 1.
- Assume that the height of  $x$  is  $h + 3$ .
- Four cases may arise:
  - $Height[left[x]] = h + 2$  and  $Height[right[x]] = h$ .
    - $Height[left[left[x]]] = h + 1 \Rightarrow$  single rotate with left child.
    - $Height[right[left[x]]] = h + 1 \Rightarrow$  double rotate with left child.
  - $Height[right[x]] = h + 2$  and  $Height[left[x]] = h$ .
    - $Height[right[right[x]]] = h + 1 \Rightarrow$  single rotate with right child.
    - $Height[left[right[x]]] = h + 1 \Rightarrow$  double rotate with right child.

# Single Rotation



- The new key is inserted in the subtree  $t_4$ .
- The AVL-property is violated at  $x$ :
  - height of  $x$  is  $h + 3$ .
  - height of  $right[x]$  is  $h + 2$  and height of  $left[x]$  is  $h$ .
  - height of  $right[right[x]] = h + 1$ .
- Rotate with right child.
- **Mirror condition:** Rotate with left child.
- Single rotation takes  $\mathcal{O}(1)$  time.
- **Worst-case complexity:**  $\mathcal{O}(\log N)$ .

# Double Rotation



- The new key is inserted in the subtree  $t_2/t_3$ .
- The AVL-property is violated at  $x$ :
  - height of  $x$  is  $h + 3$ .
  - height of  $right[x]$  is  $h + 2$  and height of  $left[x]$  is  $h$ .
  - height of  $left[right[x]] = h + 1$ .
- Execute a right-left rotate.
- Similarly execute a left-right rotate for the mirror condition.
- Single rotation takes  $\mathcal{O}(1)$  time.
- **Worst-case complexity:**  $\mathcal{O}(\log N)$ .



## An Extended Example

**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,

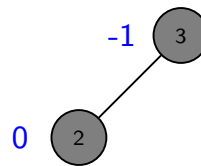
## An Extended Example

**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,

0 

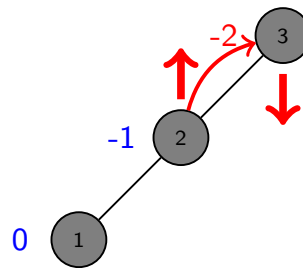
## An Extended Example

**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



## An Extended Example

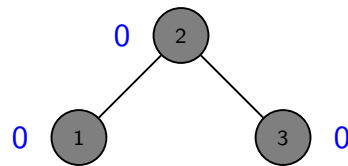
Insert: 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



Single Rotation

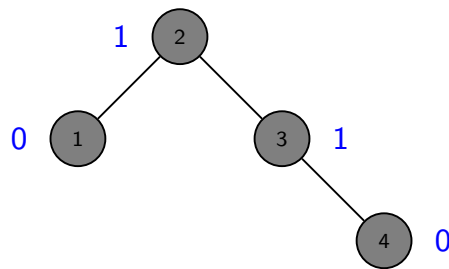
## An Extended Example

**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



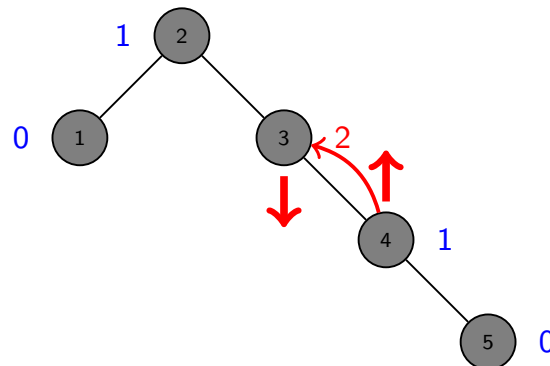
## An Extended Example

**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



## An Extended Example

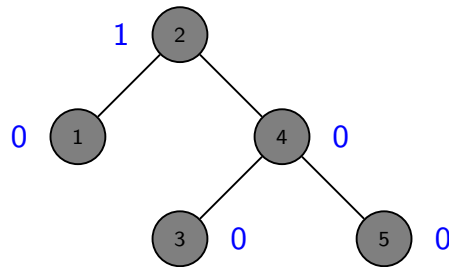
**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



Single Rotation

## An Extended Example

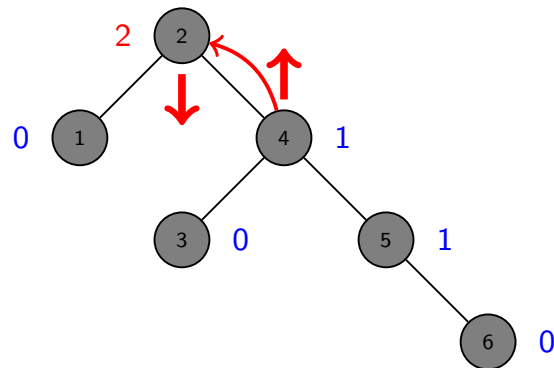
**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,





## An Extended Example

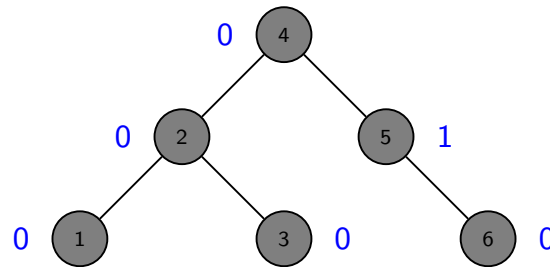
**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



Single Rotation

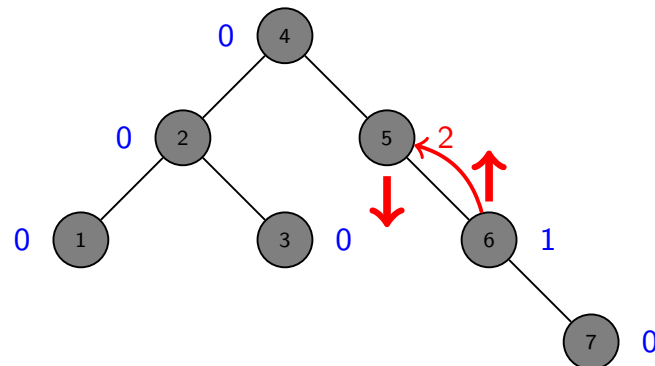
## An Extended Example

**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



## An Extended Example

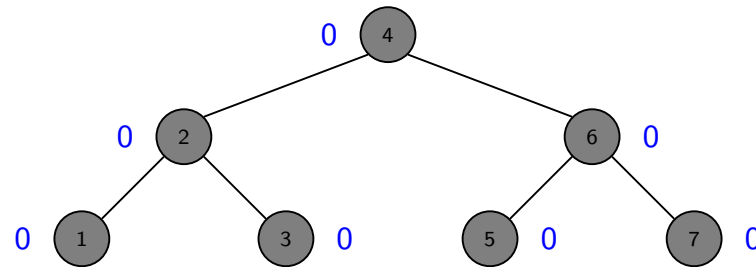
**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



Single Rotation

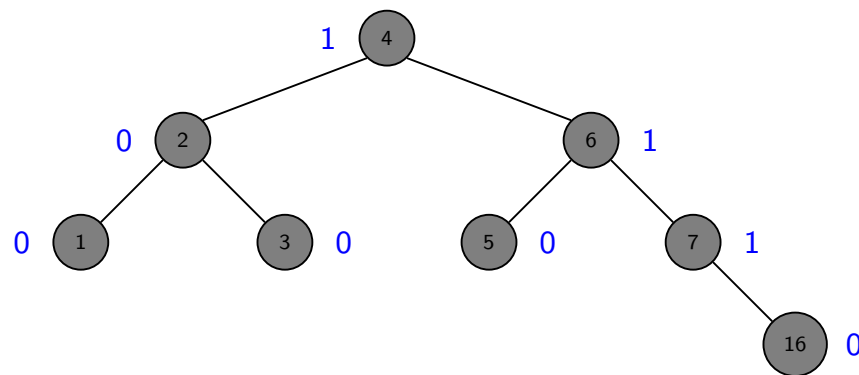
## An Extended Example

**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



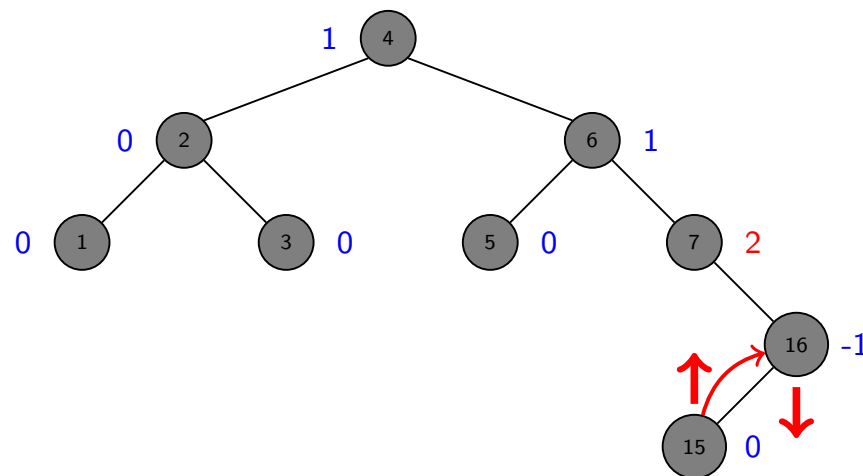
## An Extended Example

**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



## An Extended Example

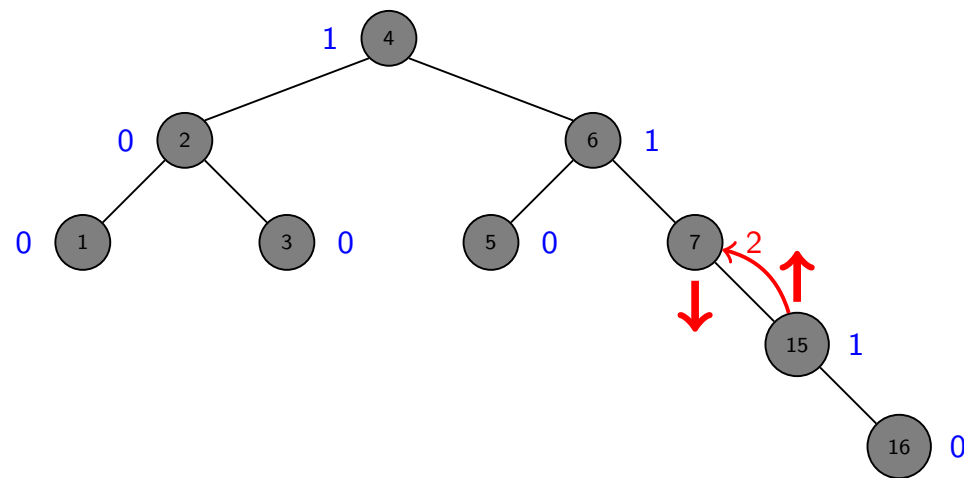
Insert: 3, 2, 1, 4, 5, 6, 7, 16, **15**, 14,



Double Rotation

## An Extended Example

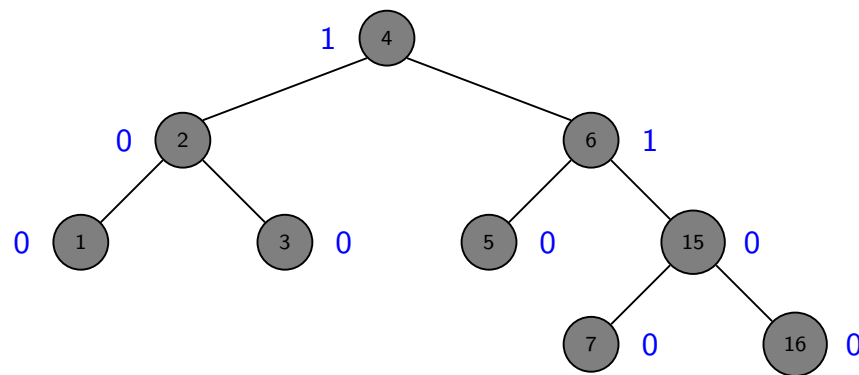
Insert: 3, 2, 1, 4, 5, 6, 7, 16, **15**, 14,



Double Rotation

## An Extended Example

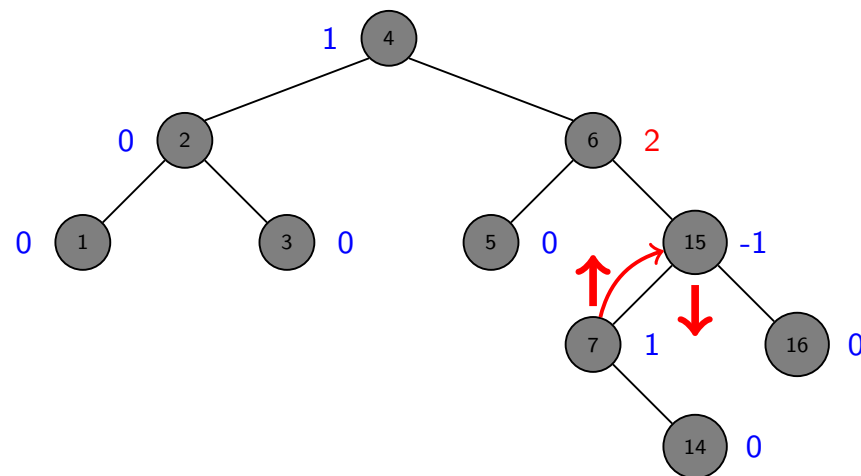
**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,





## An Extended Example

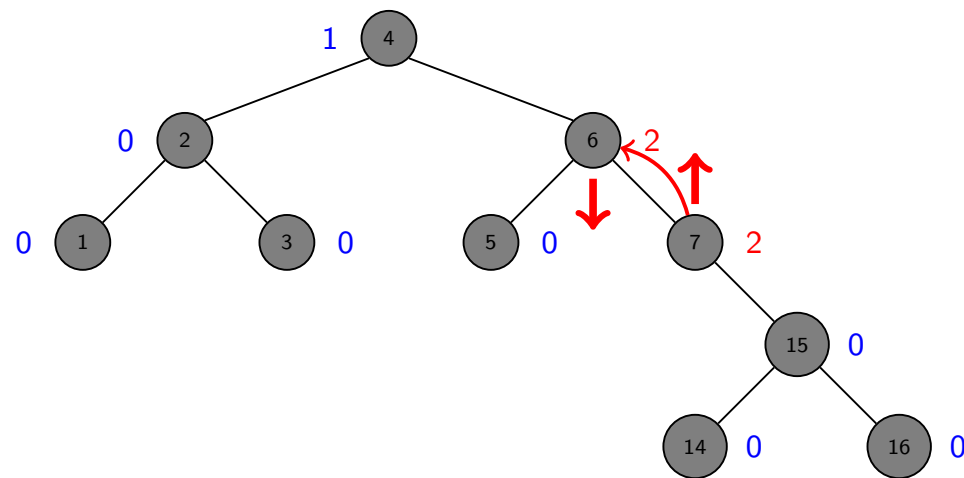
Insert: 3, 2, 1, 4, 5, 6, 7, 16, 15, **14**,



Double Rotation

## An Extended Example

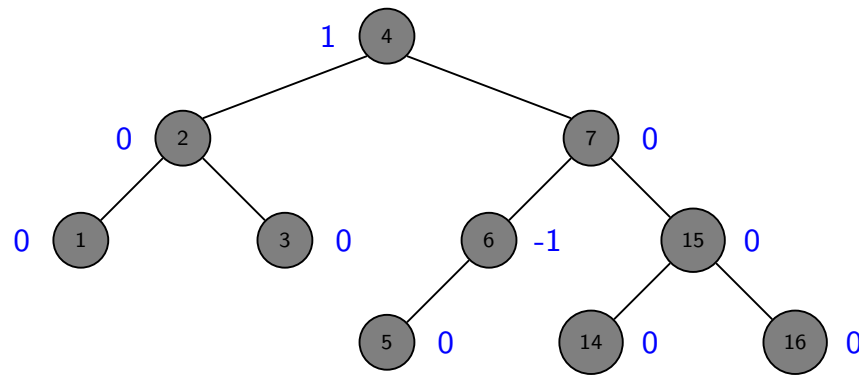
Insert: 3, 2, 1, 4, 5, 6, 7, 16, 15, **14**,



Double Rotation

## An Extended Example

**Insert:** 3, 2, 1, 4, 5, 6, 7, 16, 15, 14,



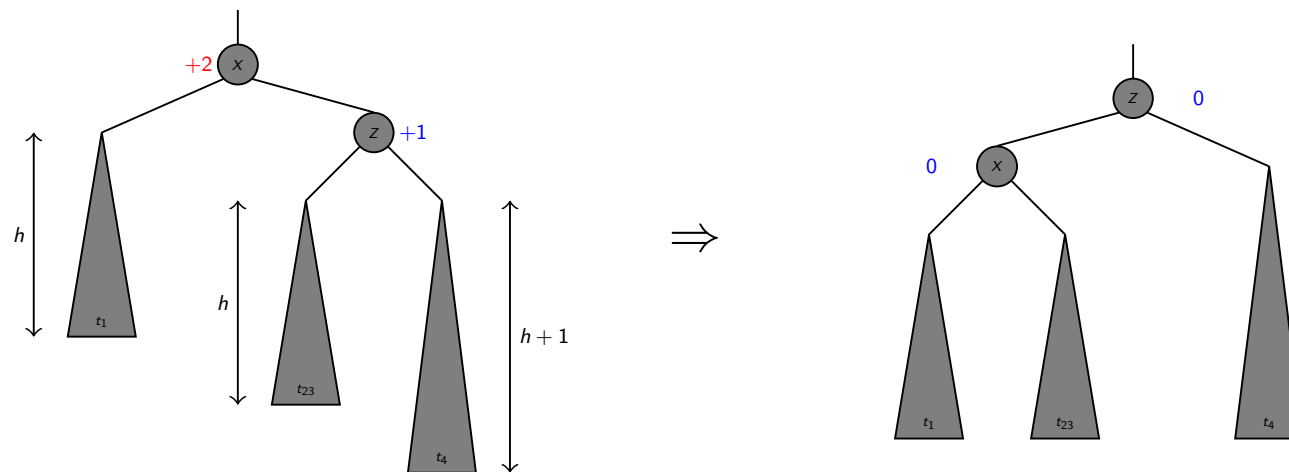
## Deletion in an AVL Tree

# Deletion

- Delete a node  $x$  as in ordinary BST.
- Trace the path from **the deleted node towards the root**.
- For each node  $x$  encountered, check if heights of  $left[x]$  and  $right[x]$  differ by at most 1.
  - If yes, proceed to  $parent[x]$ .
  - If not, perform an appropriate rotation at  $x$ .
- There are 4 cases as in the case of insertion.
- **Note:** For deletion, after we perform a rotation at  $x$ , we may have to perform a rotation at some ancestor of  $x$ .
- $\therefore$  continue to trace the path until we reach the root.

## Single Rotations in Deletion

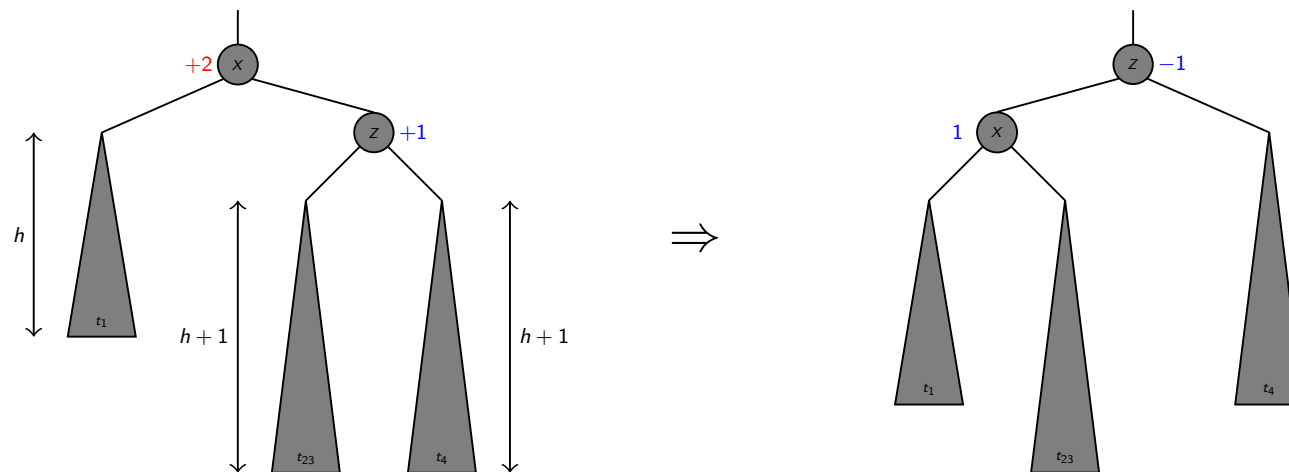
- A node is deleted in  $t_1$ , causing the height to drop to  $h$ .
- The height of  $z$  is  $h + 2$ .
- The height of  $t_4$  is  $h + 1$ ; the height of  $t_{23}$  can be  $h$  or  $(h + 1)$ .
- A single rotation can correct both cases.
- The mirror case is handled similarly.



**Rotate with Right Child**

## Single Rotations in Deletion

- A node is deleted in  $t_1$ , causing the height to drop to  $h$ .
- The height of  $z$  is  $h + 2$ .
- The height of  $t_4$  is  $h + 1$ ; the height of  $t_{23}$  can be  $h$  or  $(h + 1)$ .
- A single rotation can correct both cases.
- The mirror case is handled similarly.



**Rotate with Right Child**

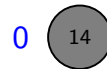
## Rotations in Deletion

- There are 4 cases for single rotations, but we do not need to distinguish among them.
- There are exactly two cases for double rotations (as in the case of insertion).
- Therefore, we can reuse exactly the same procedure for insertion to determine which rotation to perform.



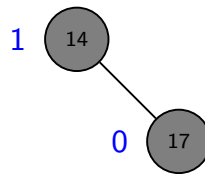
# AVL Tree Example

Insert: 14



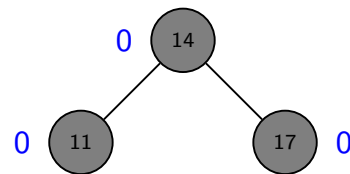
# AVL Tree Example

Insert: 14, 17



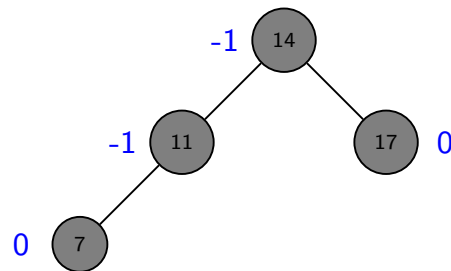
# AVL Tree Example

Insert: 14, 17, **11**



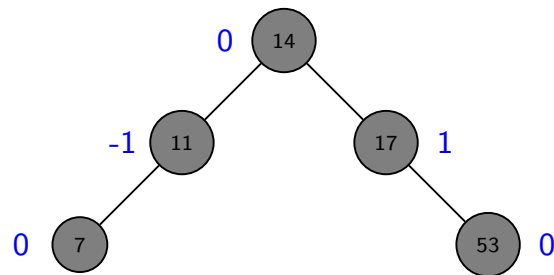
# AVL Tree Example

Insert: 14, 17, 11, 7



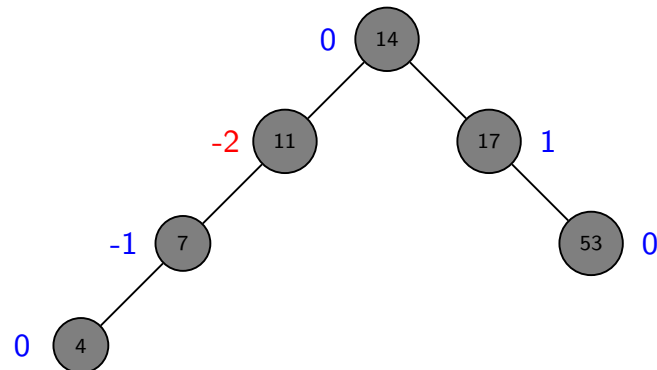
# AVL Tree Example

Insert: 14, 17, 11, 7, 53



# AVL Tree Example

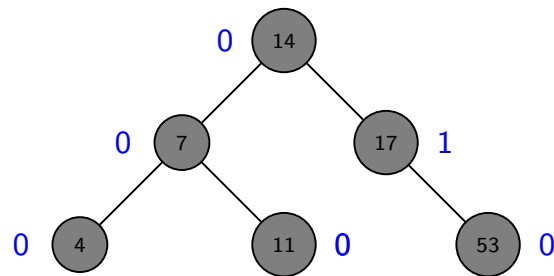
**Insert:** 14, 17, 11, 7, 53, **4**



Single Rotation

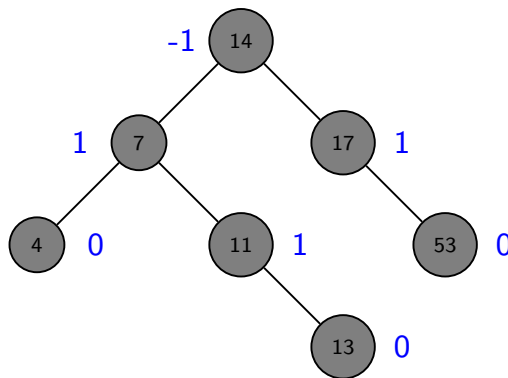
# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4



# AVL Tree Example

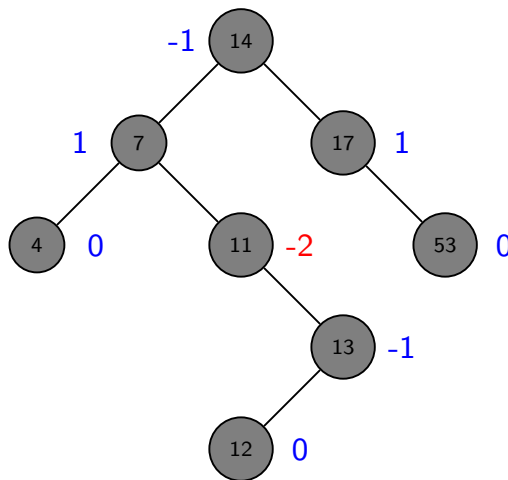
**Insert:** 14, 17, 11, 7, 53, 4, **13**





# AVL Tree Example

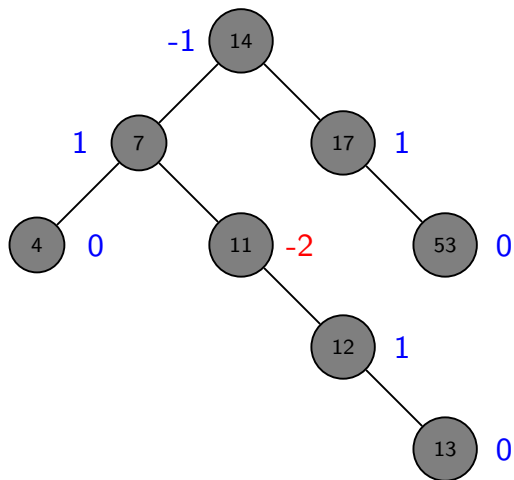
Insert: 14, 17, 11, 7, 53, 4, 13, **12**



Double Rotation

# AVL Tree Example

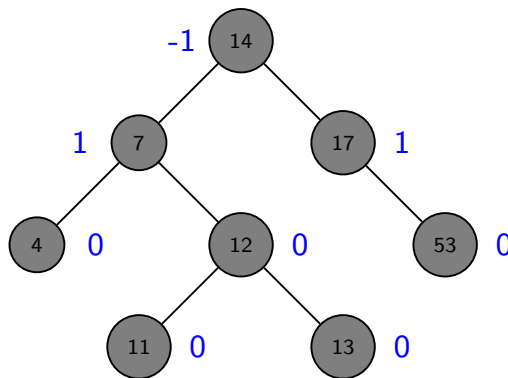
**Insert:** 14, 17, 11, 7, 53, 4, 13, 12



Double Rotation

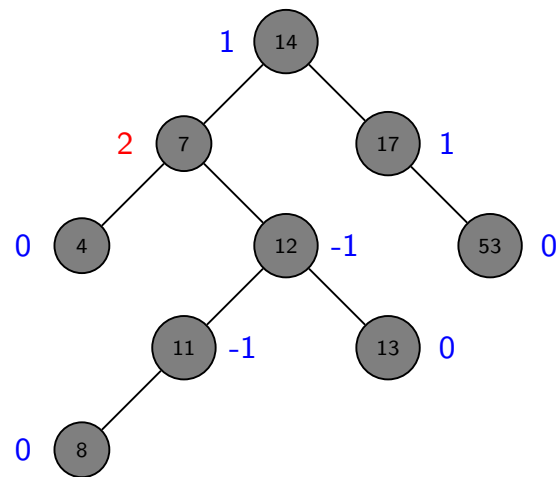
# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12



# AVL Tree Example

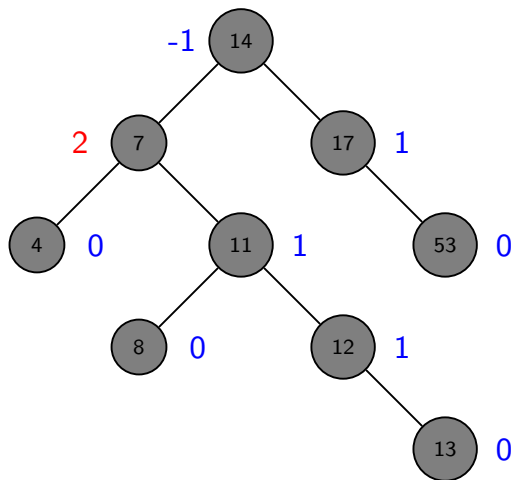
**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8



Double Rotation

# AVL Tree Example

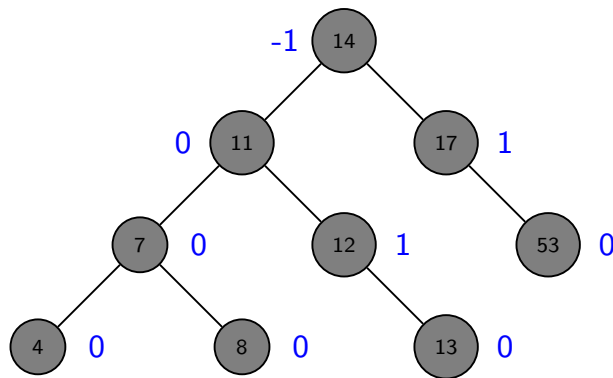
**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8



Double Rotation

# AVL Tree Example

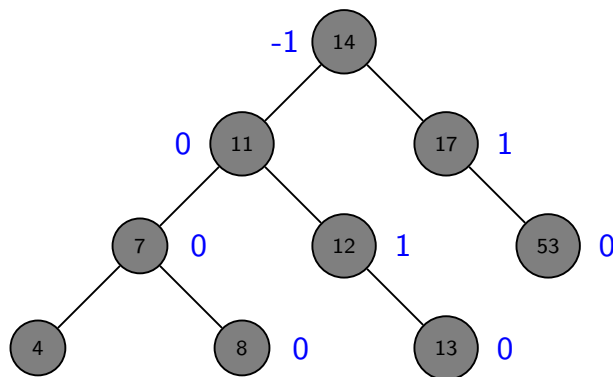
**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8



# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8

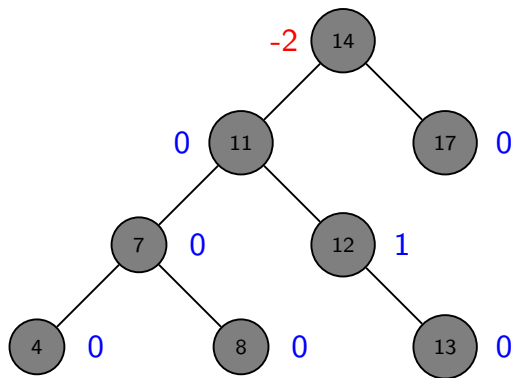
**Delete:** 53



# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8

**Delete:** 53



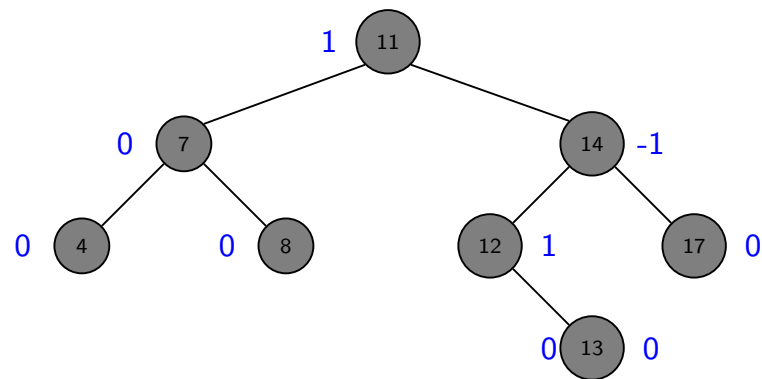
Single Rotation



# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8

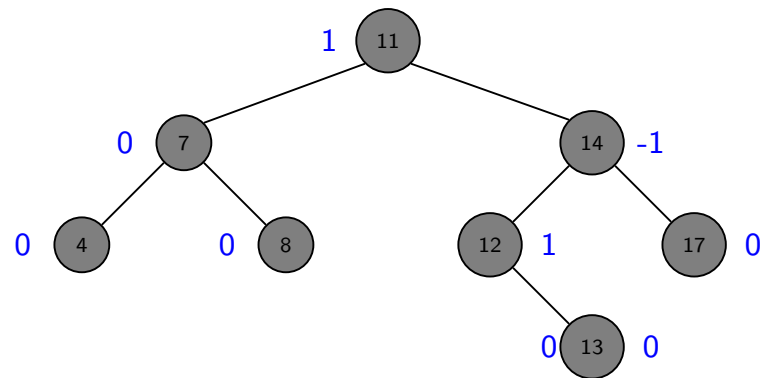
**Delete:** 53



# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8

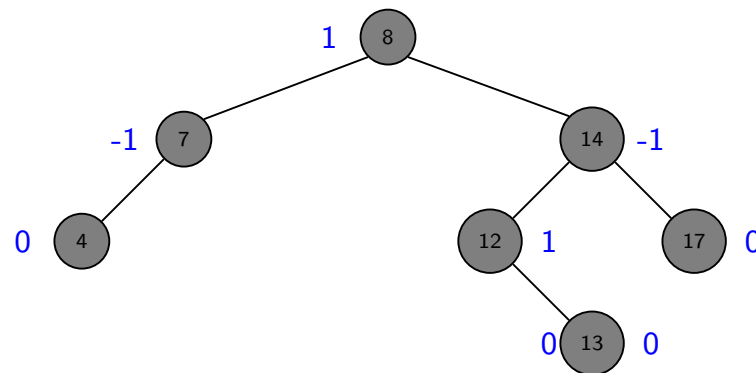
**Delete:** 53, 11



# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8

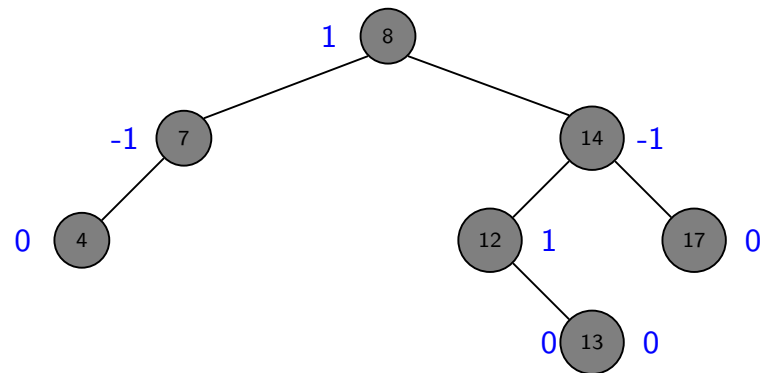
**Delete:** 53, 11 (Replace 11 by its pre-decessor!!)



# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8

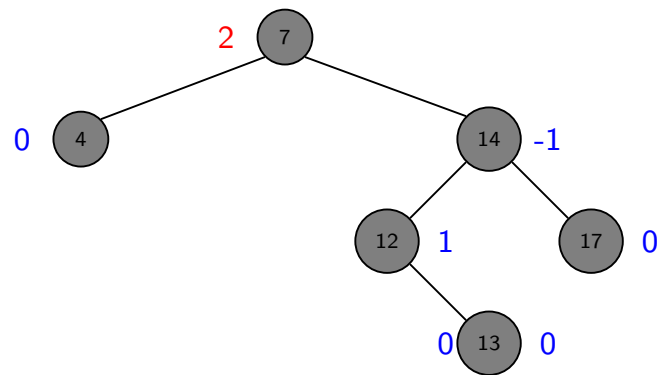
**Delete:** 53, 11, 8



# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8

**Delete:** 53, 11, 8 (Replace 8 by its pre-decessor!!)

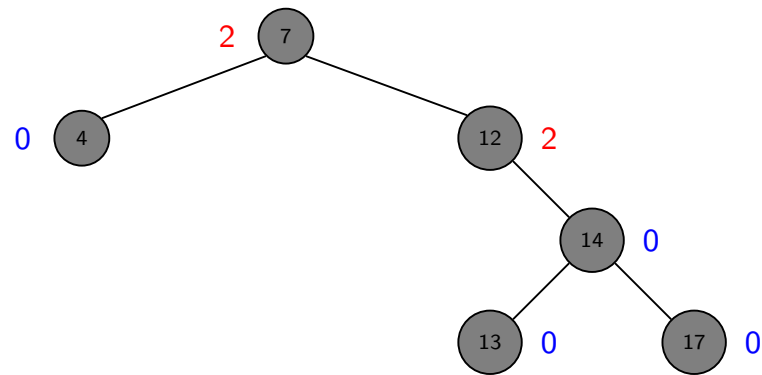


Double Rotation

# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8

**Delete:** 53, 11, 8

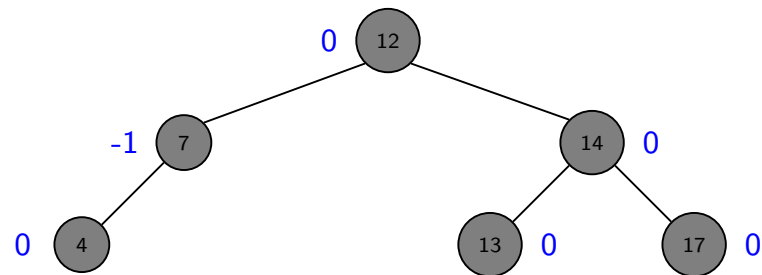


Double Rotation

# AVL Tree Example

**Insert:** 14, 17, 11, 7, 53, 4, 13, 12, 8

**Delete:** 53, 11, 8



## Class Exercises

- Build an AVL tree with the following values:

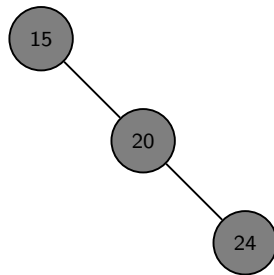
15, 20, 24, 10, 13, 7, 30, 36, 25



## Class Exercises

- Build an AVL tree with the following values:

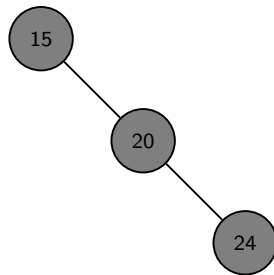
15, 20, 24, 10, 13, 7, 30, 36, 25



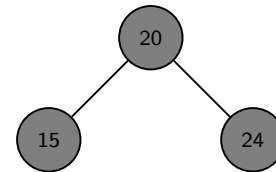
## Class Exercises

- Build an AVL tree with the following values:

15, 20, 24, 10, 13, 7, 30, 36, 25



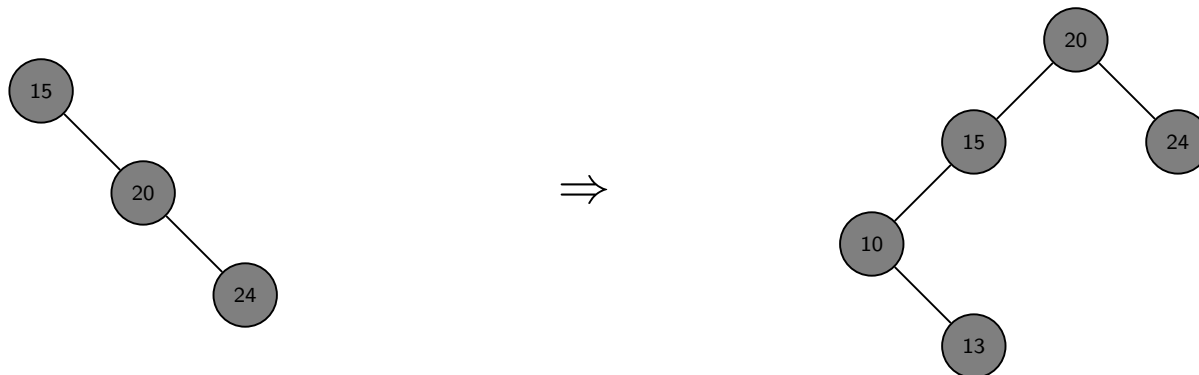
⇒



## Class Exercises

- Build an AVL tree with the following values:

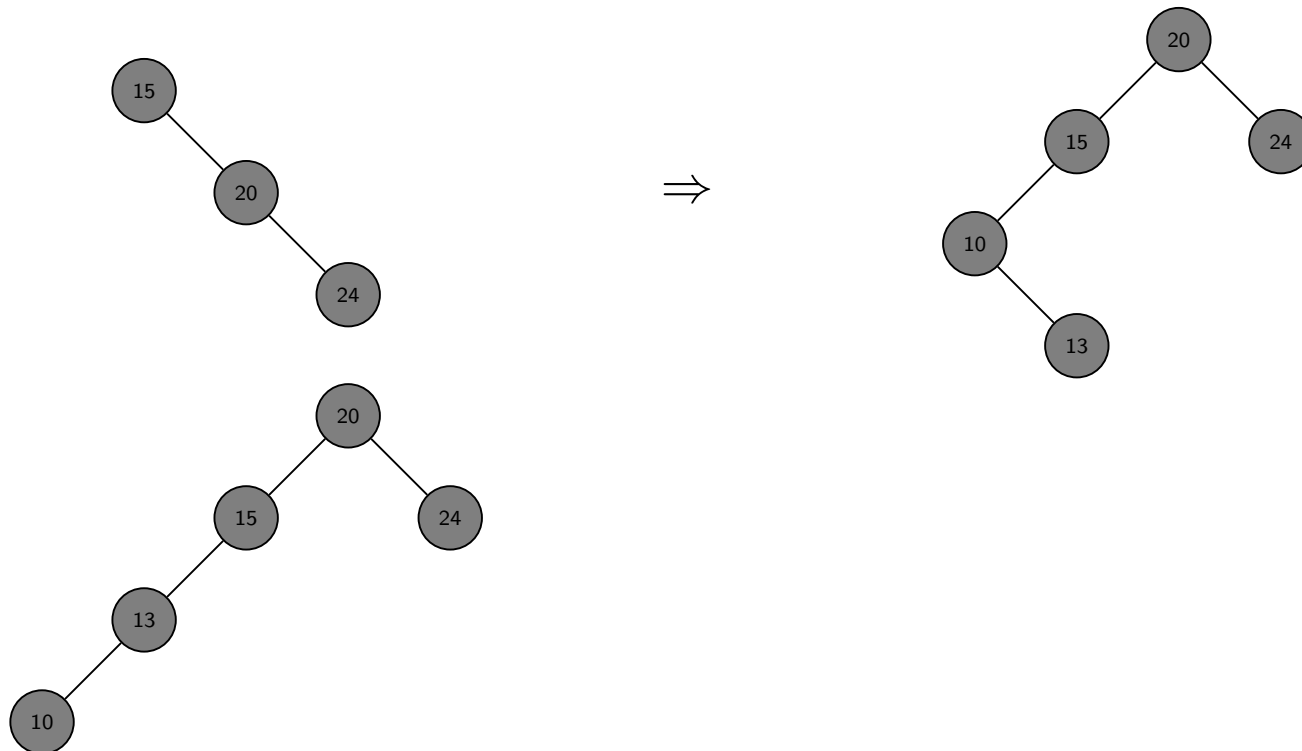
15, 20, 24, 10, 13, 7, 30, 36, 25



## Class Exercises

- Build an AVL tree with the following values:

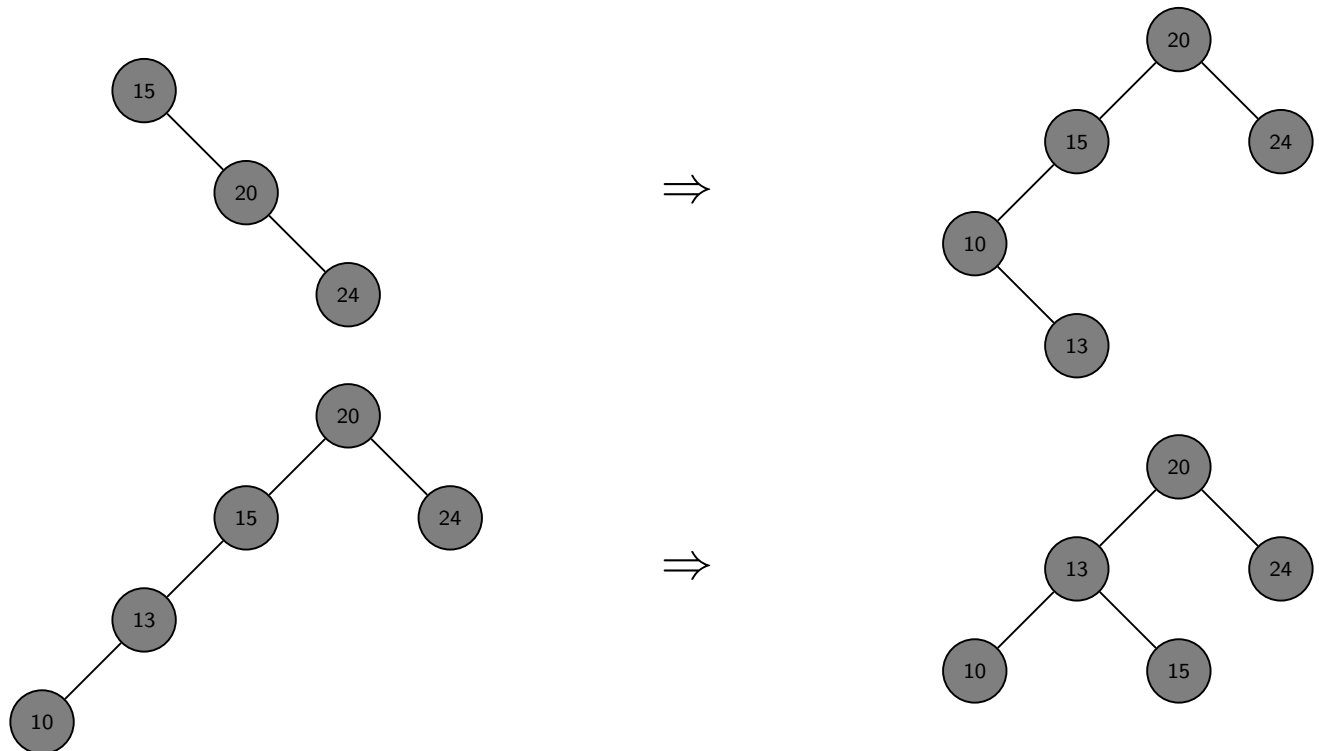
15, 20, 24, 10, 13, 7, 30, 36, 25



## Class Exercises

- Build an AVL tree with the following values:

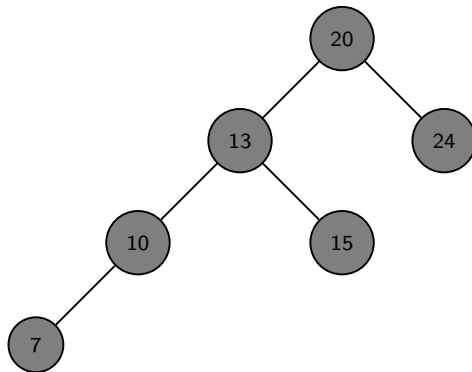
15, 20, 24, 10, 13, 7, 30, 36, 25



## Class Exercises

- Build an AVL tree with the following values:

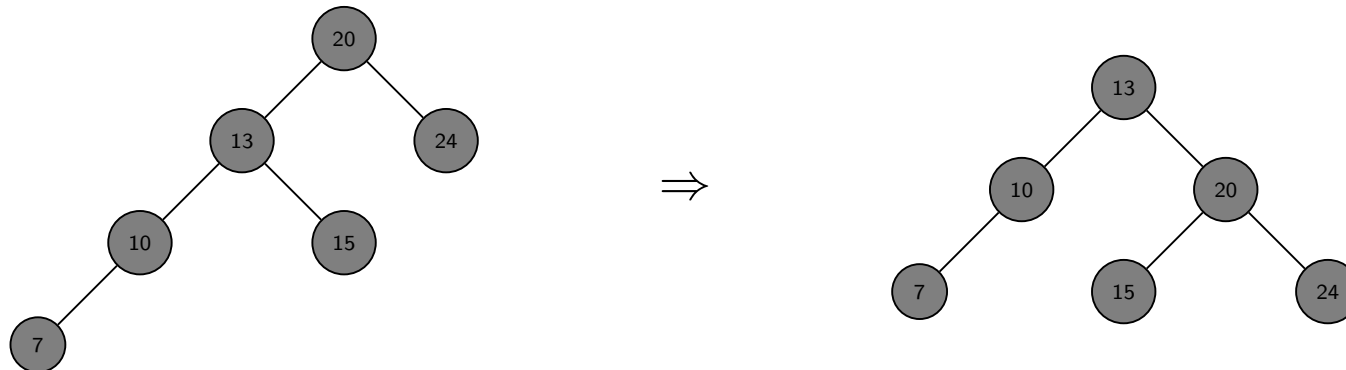
15, 20, 24, 10, 13, 7, 30, 36, 25



## Class Exercises

- Build an AVL tree with the following values:

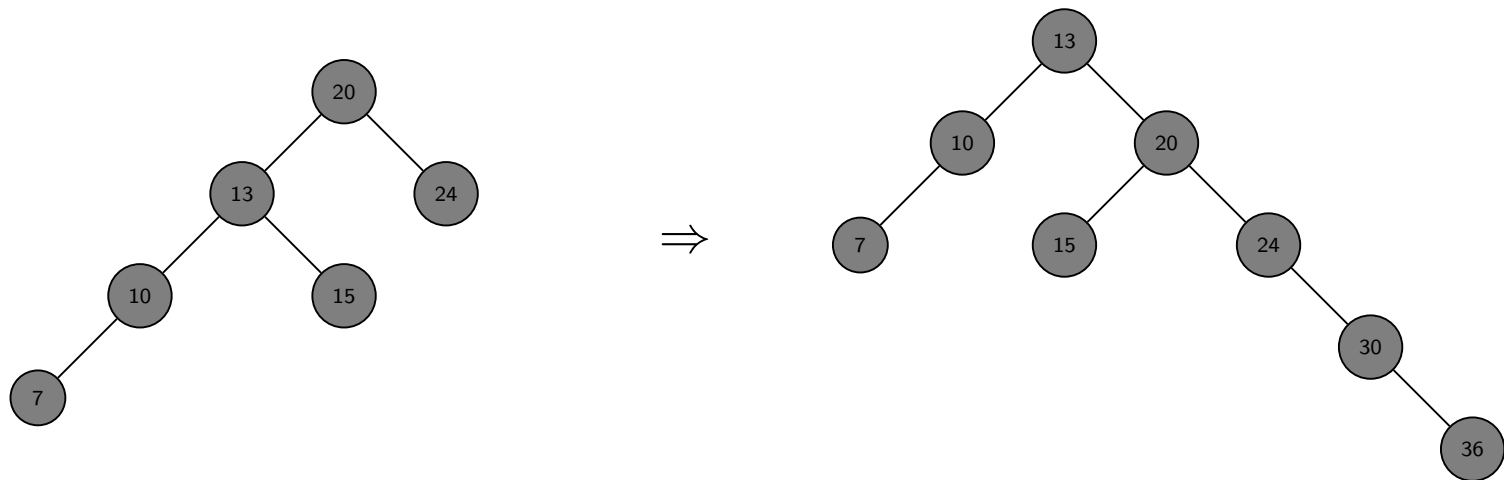
15, 20, 24, 10, 13, 7, 30, 36, 25



## Class Exercises

- Build an AVL tree with the following values:

15, 20, 24, 10, 13, 7, 30, 36, 25

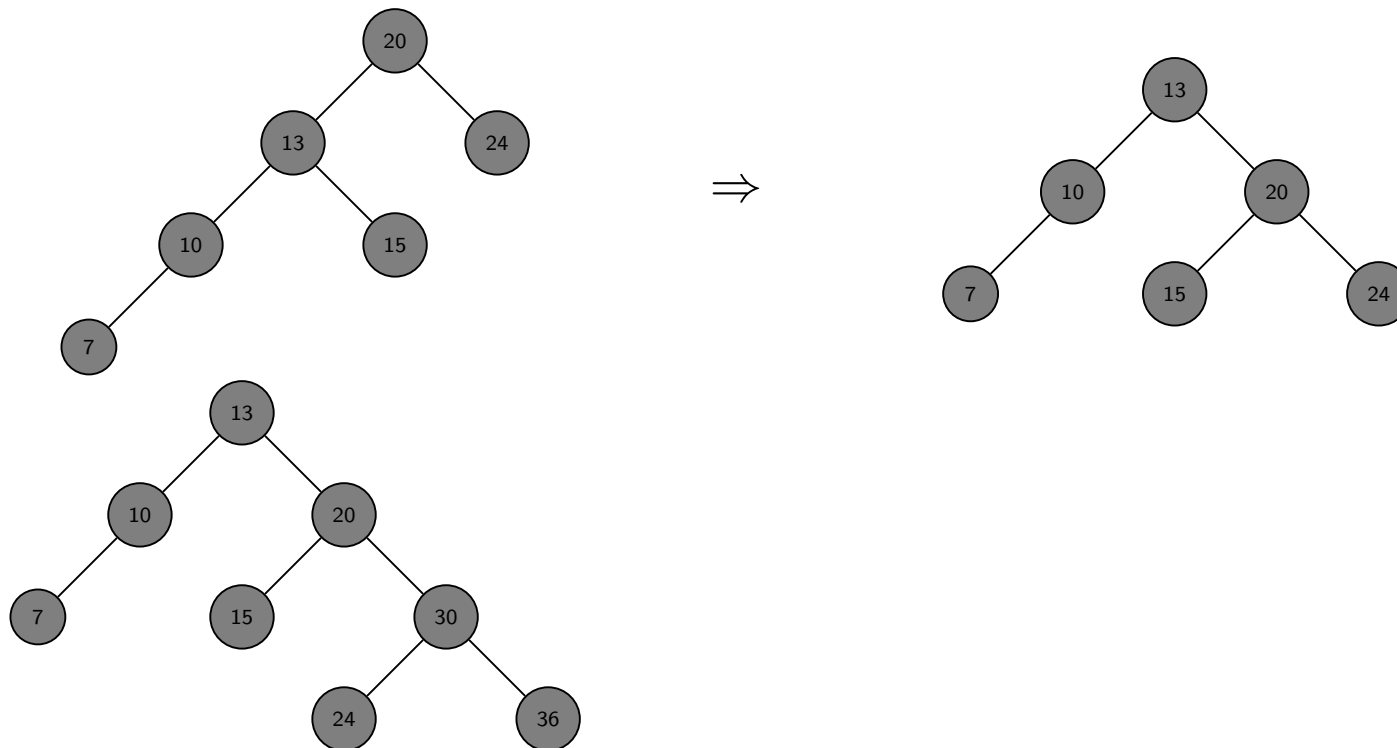




## Class Exercises

- Build an AVL tree with the following values:

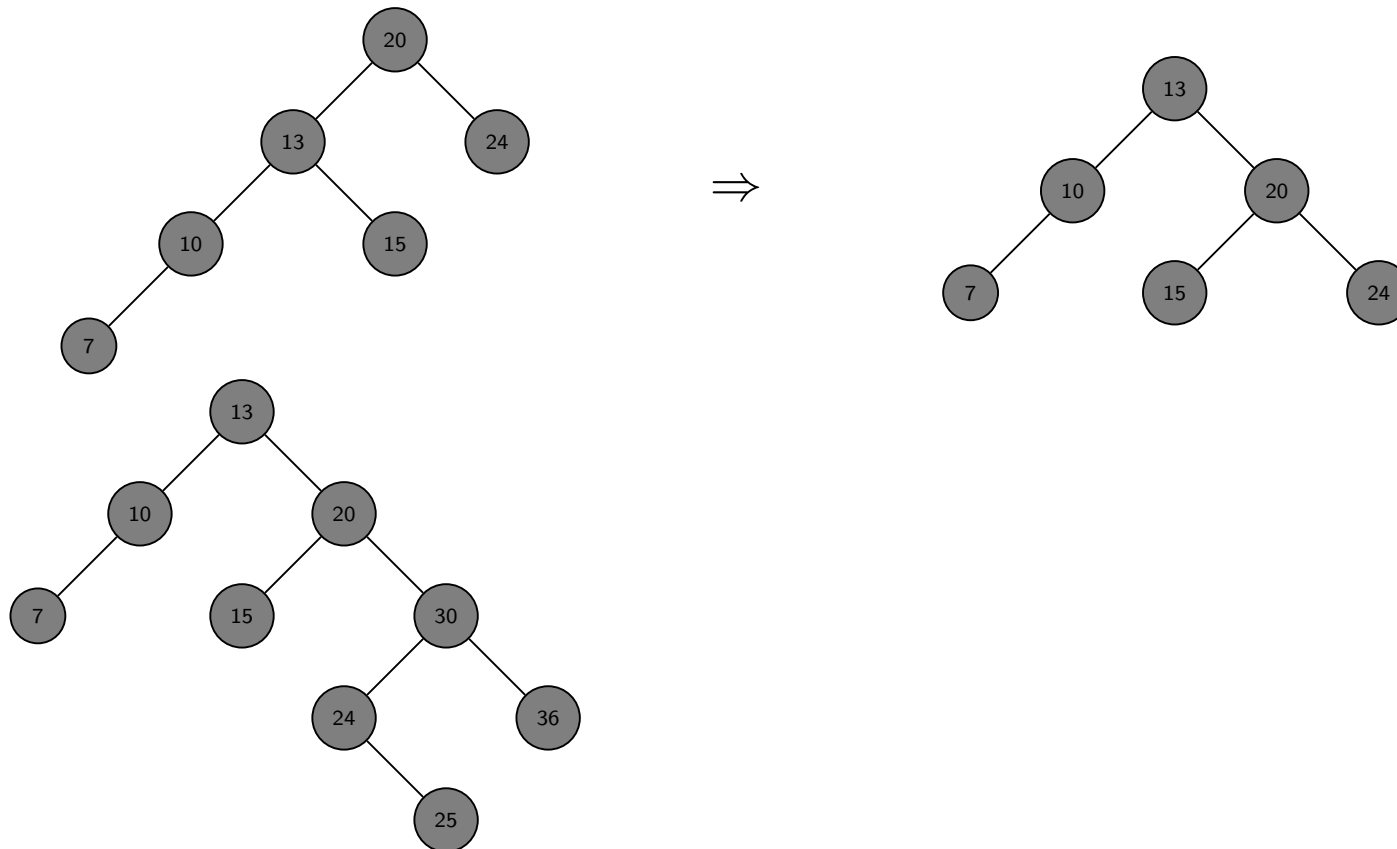
15, 20, 24, 10, 13, 7, 30, 36, 25



## Class Exercises

- Build an AVL tree with the following values:

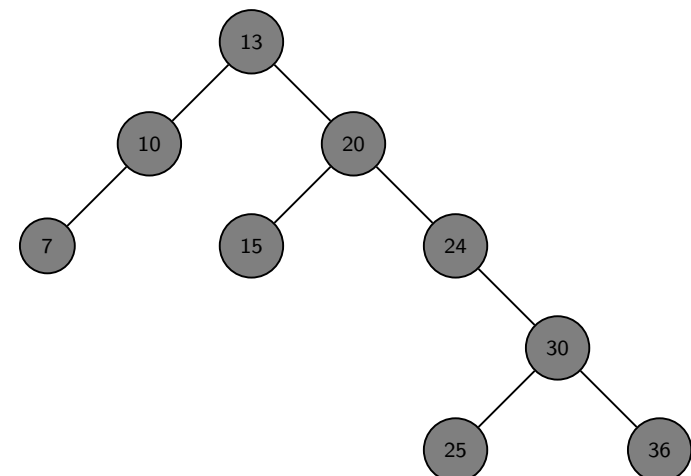
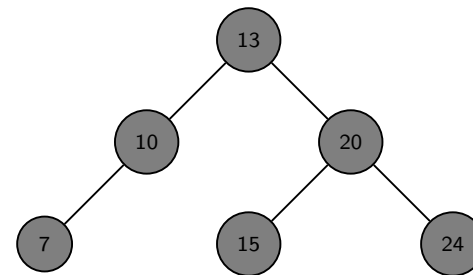
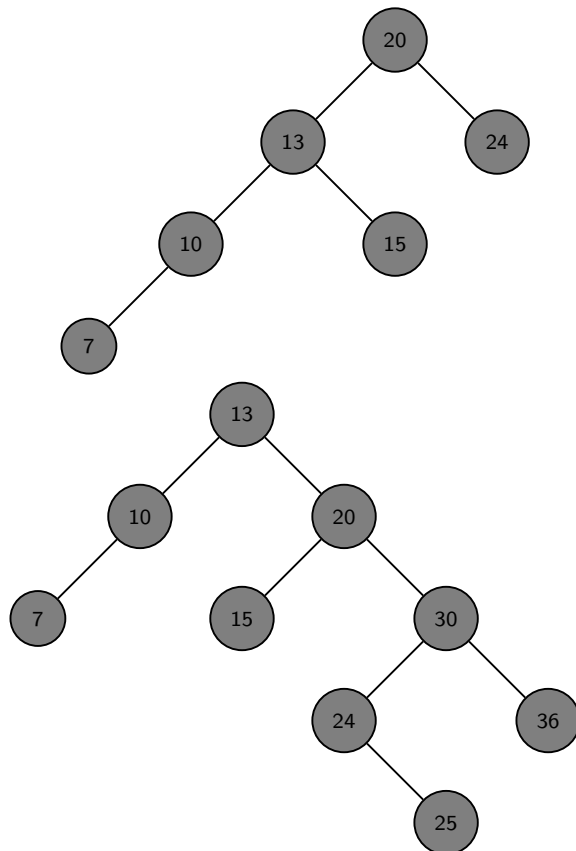
15, 20, 24, 10, 13, 7, 30, 36, 25



# Class Exercises

- Build an AVL tree with the following values:

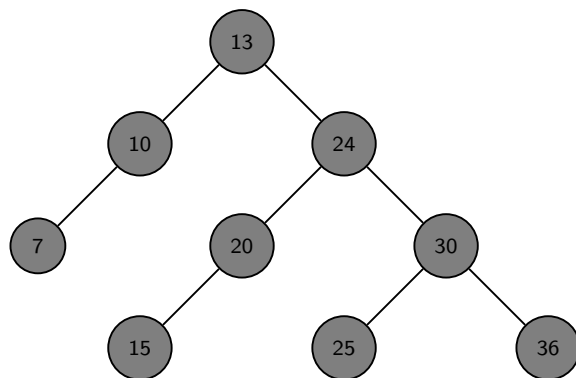
15, 20, 24, 10, 13, 7, 30, 36, 25



# Class Exercises

- Build an AVL tree with the following values:

15, 20, 24, 10, 13, 7, 30, 36, 25

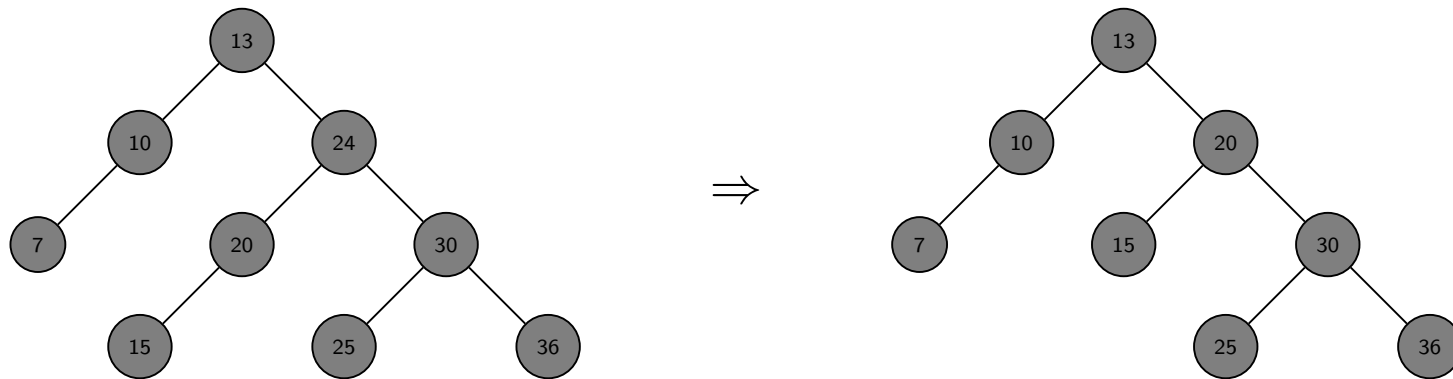


## Class Exercises

- Build an AVL tree with the following values:

15, 20, 24, 10, 13, 7, 30, 36, 25

- Delete: 24,

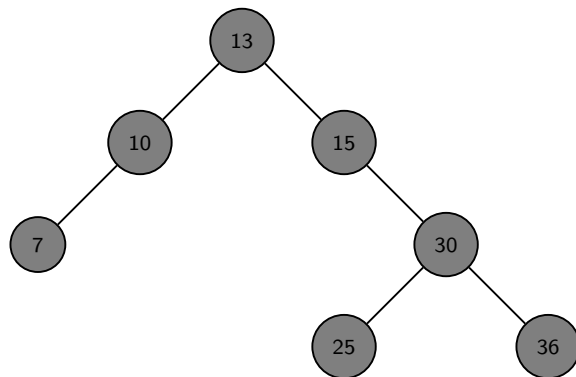


## Class Exercises

- Build an AVL tree with the following values:

15, 20, 24, 10, 13, 7, 30, 36, 25

- Delete: 24, 20

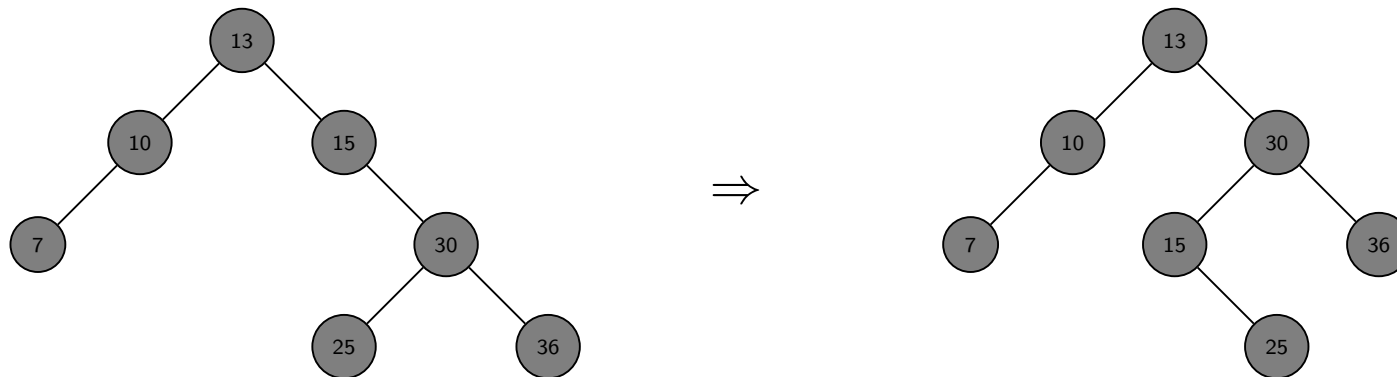


## Class Exercises

- Build an AVL tree with the following values:

15, 20, 24, 10, 13, 7, 30, 36, 25

- Delete: 24, 20



## Worst Case Complexity

- Let  $N_h$  denote the minimum number of nodes in an AVL tree of height  $h$
- Clearly,  $N_i \geq N_{i-1}$  by definition.
- Therefore, we have

$$\begin{aligned} N \geq N_h &\geq N_{h-1} + N_{h-2} + 1 \\ &> N_{h-1} + N_{h-2} \quad [\text{Fibonacci Series!}] \\ &\approx \frac{\phi^h}{\sqrt{5}} \end{aligned}$$

$$\begin{aligned} \Rightarrow \log_2 N &> h \log_2 \phi - \frac{1}{2} \log_2 5 \\ \Rightarrow h &< 1.4404 \log_2 N + c, \end{aligned}$$

where  $\phi = \frac{1+\sqrt{5}}{2}$  is the **golden ratio** and  $c = \frac{\log_2 5}{2 \log_2 \phi}$ .



Thank You for your kind attention!

## Books and Other Materials Consulted

- ① The [Class Exercise on AVL tree](#) was taken from Prof. Daisy Tang [webpage](#).
- ② *Introduction to Algorithms* by [Thomas H Cormen](#), [Charles E Leiserson](#), [Ronald L Rivest](#), [Clifford Stein](#).
- ③ Portion on the AVL Trees taken from Prof. Roy P. Pargas's [webpage](#).
- ④ The Part on Insertion and Deletion in an AVL Tree is taken from Prof. Roy P. Pargas's [webpage](#).



# Questions!!