

AVL Tree

• balanced factor of every node can be 1, 0, -1

• Leaf's balance factor = 0

* verify given BST is balanced or not:

```
** int isBalanced (BST *bst) {
```

```
    if (!bst)
        return 1;
```

```
    if (abs(leftHeight - rightHeight) >= 1)
        return false;
```

```
    return isBalanced(left) && isBalanced(right);
```

IPY043

Code this up

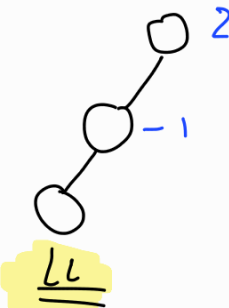
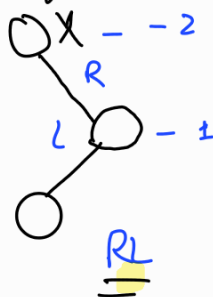
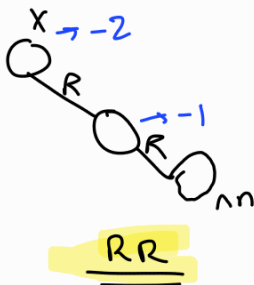
Type of imbalance decides rotation

LL → LL
Left Left

RR → RR
Right Subtree

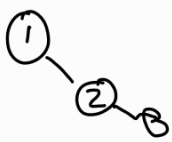
A-node → Node which is imbalanced

RR: Newly inserted Node is in right subtree of right subtree

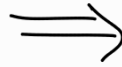


LL → 1 Rotation
RR → 1 Rotation

RL → 2 Rotation
LR → 2 Rotation



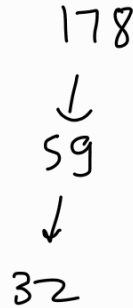
RR
Rotation



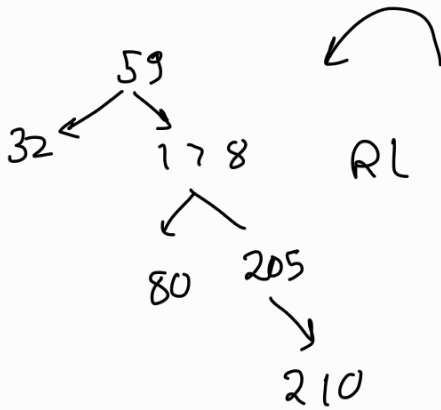
178, 32, 59, 205, 210, 80, 75, 56, 100, 125, 10, 15, 108, 64



LR ① ⇒

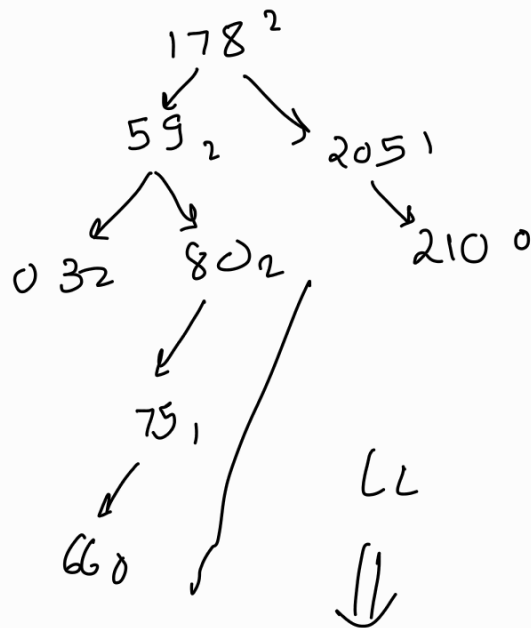


② ⇒

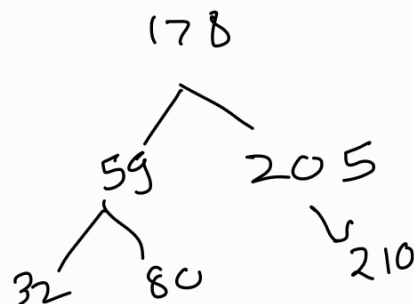


RL

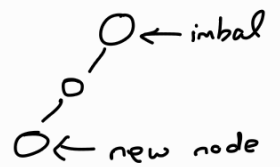
① ⇒



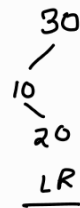
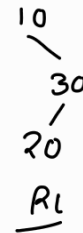
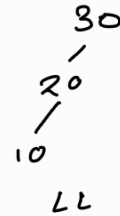
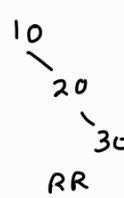
LL



\downarrow imbalance node.
 if (nn → key < imbal → key) ← gives L
 if (nn → key < imbal → key)
 // LL imbalance
 else
 // LR imbalance
 else
 // RR imbalance



if (nn → key < imbal → key)
 // RL
 else
 // RR



void LLrotate (AVLTree *t, node *A) {

Node* B = A → left;
 Node* BR = B → right;

Node * Ap = A → parent; // Parent of A;
 B → parent = Ap;

if (Ap == NULL) {
 *t = B;

}
 A → parent = B;

else {
 if (Ap → right == A)
 Ap → right = B;

 else
 Ap → left = B;
 }

A → parent = B

B → right = A

A → left = BR

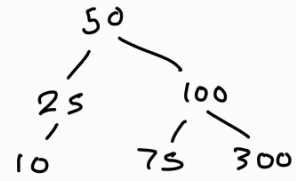
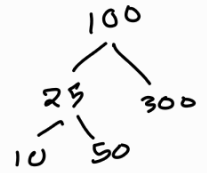
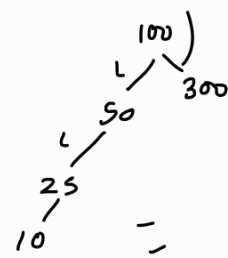
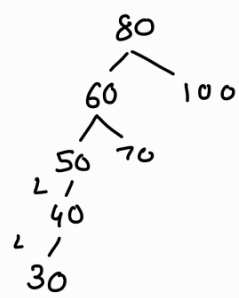
if (BR) {

BR → parent = A;

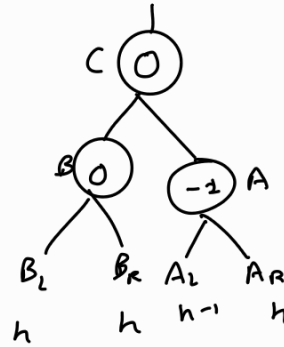
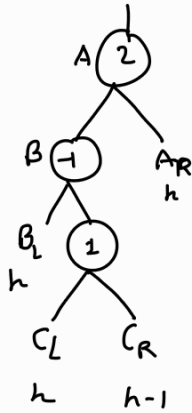
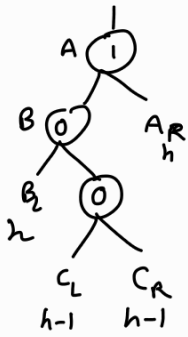
}

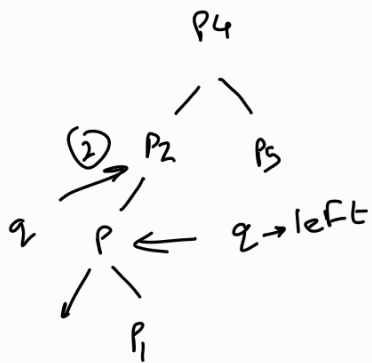
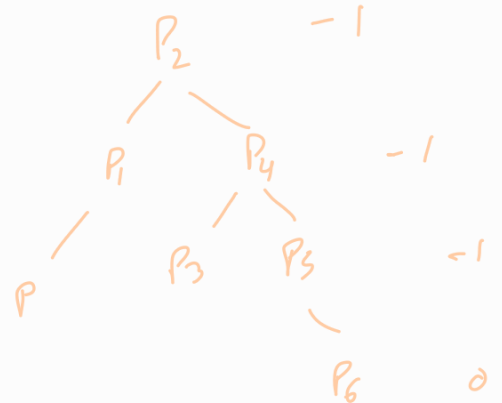
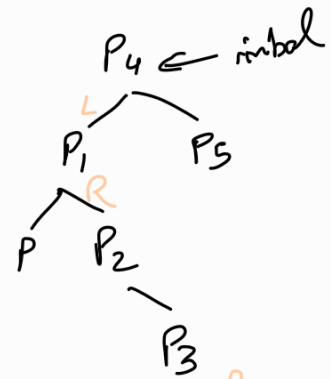
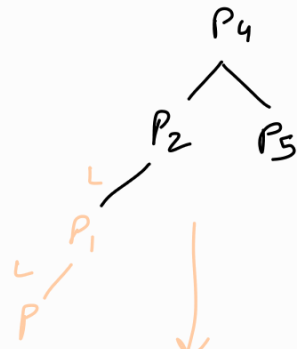
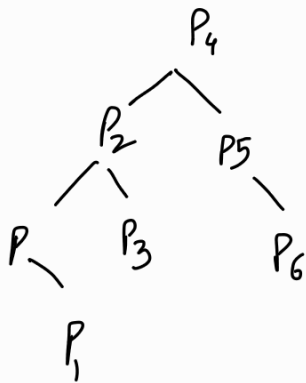
store height in all nodes.

LL causing tree

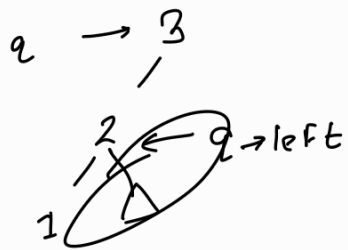


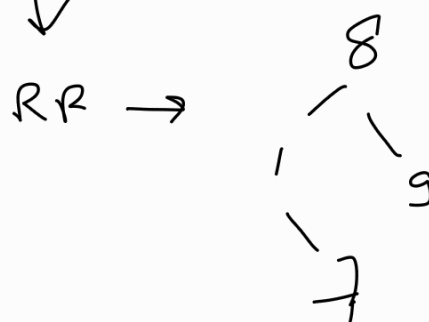
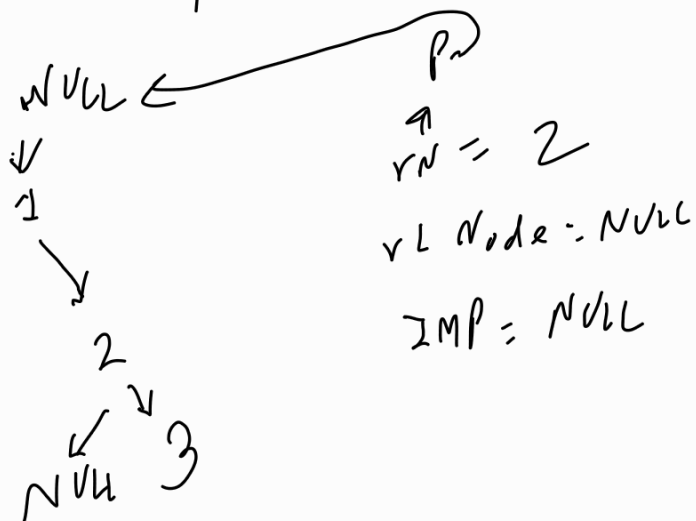
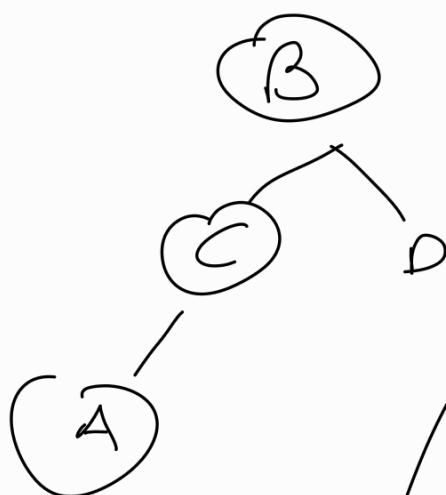
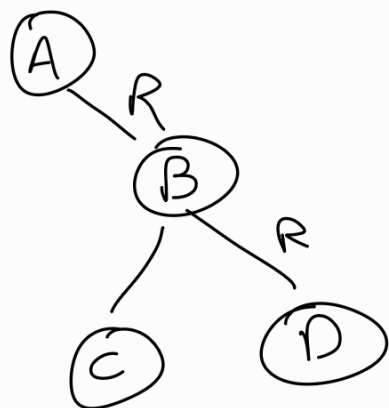
LR Rotation (Case 2):

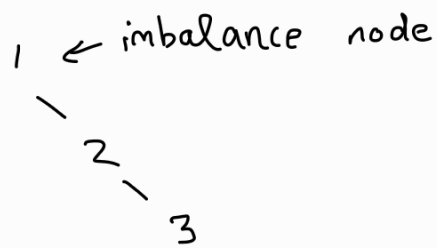




LR

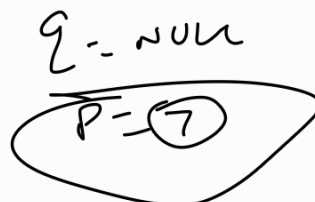
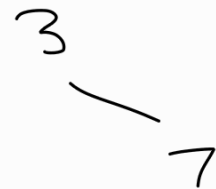
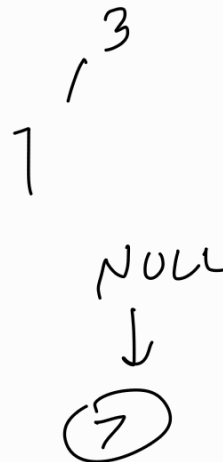
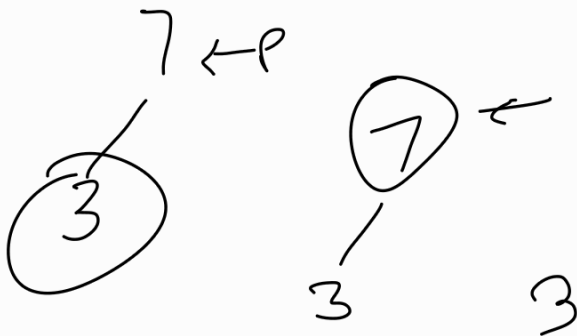
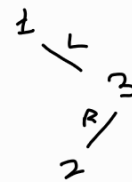






imbalance Node = 1
 right Node = 2
 rightleft Node = NULL;
 imbalance Parent = NULL

NULL
 ↑
 rightNode



Max. height of AVL tree \Rightarrow Fibonacci Series

height 0

height 1

height 2

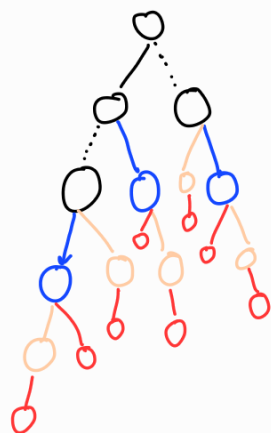
height 3

height 4

height 5

height 6

Total number of element to get height 3.



Nodes

1

1+1

1+1+2

1+1+2+3

1+1+2+3+5

1+1+2+3+5+8

1+1+2+3+5+8+13

for inserting 20 nodes in a tree,
max possible height = 5

$$N_0 = 1$$

$$N_1 = N_0 + 1 = 2$$

$$N_2 = N_0 + N_1 + 1 = 1 + 2 + 1 = 4$$

$$N_3 = N_1 + N_2 + 1 = 2 + 4 + 1 = 7$$

$$N_4 = N_2 + N_3 + 1 = 12$$

$$N_5 = N_3 + N_4 + 1 = 20$$

Let $S(N)$ represent sum of first ' N ' terms of fibonacci series. Calculate $(N+2)^{th}$ term and subtract 1 from result.

$$N^{th} \text{ term of series} \Rightarrow F_N = \frac{\left(\frac{1+\sqrt{5}}{2}\right)^N}{\sqrt{5}}$$


$$\phi^i = \left(\frac{1+\sqrt{5}}{2}\right)^N$$

$$\left(\frac{1+\sqrt{5}}{2}\right)^5$$

0 1 1 2 3 5 8 13 21 34

0 1 2 3 4 5 6 7 8 9

height of AVL tree having 'n' nodes is at most

$$1.44 \log_2(n+2)$$


and is at least $\log_2(n+1)$