# CSC3100 Data Structures
# Lecture 15: AVL tree

Yixiang Fang
School of Data Science (SDS)
The Chinese University of Hong Kong, Shenzhen

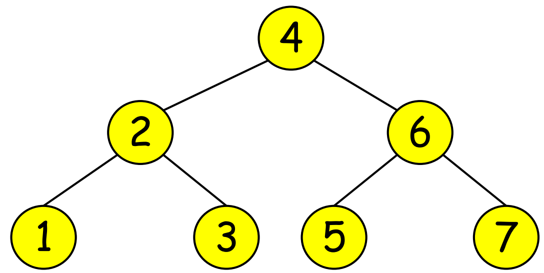
# Outline

- AVL tree
  - Motivation
  - Formal definition
  - Insertion, rebalance strategies, deletion

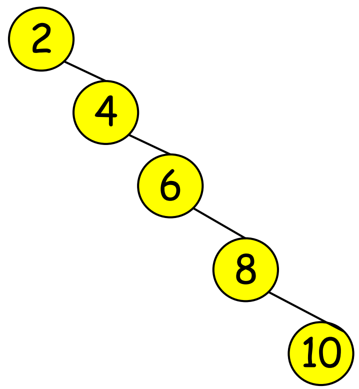
# Analysis of binary search tree

- All BST operations are O(d), where d is the tree depth, where logn <= d <= n-1
  - Thus, they take at most O(n) time and at least O(logn) time

- What is the best-case tree?
  - A complete binary tree



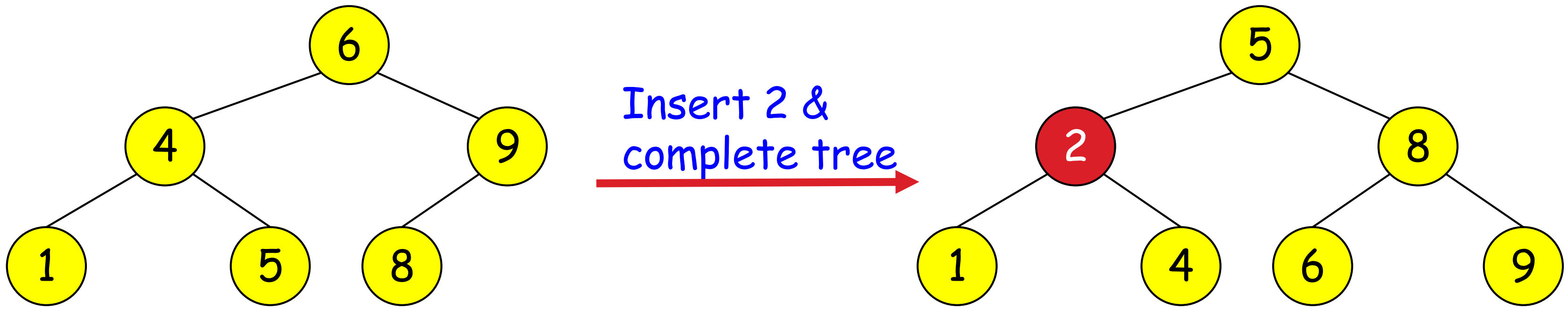

- What is the worst-case tree?
  - All nodes form a chain
  - E.g., inserting 2, 4, 6, 8, 10 into an empty BST



# Balanced binary search tree

- Want a complete tree after every operation
  - A complete binary tree has height of $O(\log n)$
  - The tree is full except possibly in the lower right

- This is expensive
  - For example, insert 2 in the tree on the left and then rebuild as a complete tree




  - Solution: we relax the condition a little bit-> balanced BST

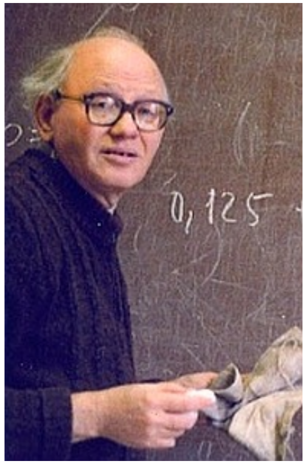
# Balanced binary search tree

- Unless keys appear in just the right order, imbalance will occur on the updated BST
  - In fact, the order of keys defines the structure of the tree

- Many algorithms exist for keeping binary search trees balanced
  - AVL trees
  - Red-black trees
  - Splay trees and other self-adjusting trees
  - B-trees and other multiway search trees

# AVL tree

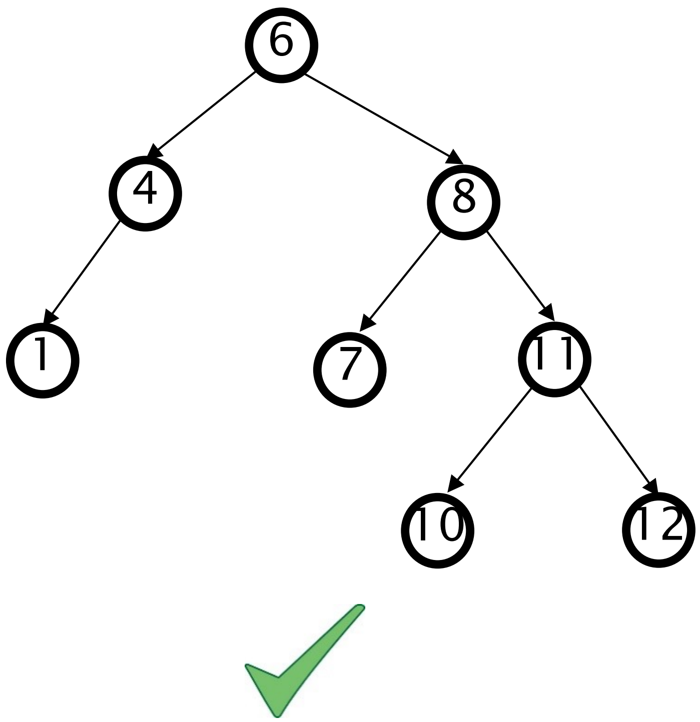
- Invented in 1962 by
  - Georgy **A**delson-**V**elsky
  - Evgenii **L**andis

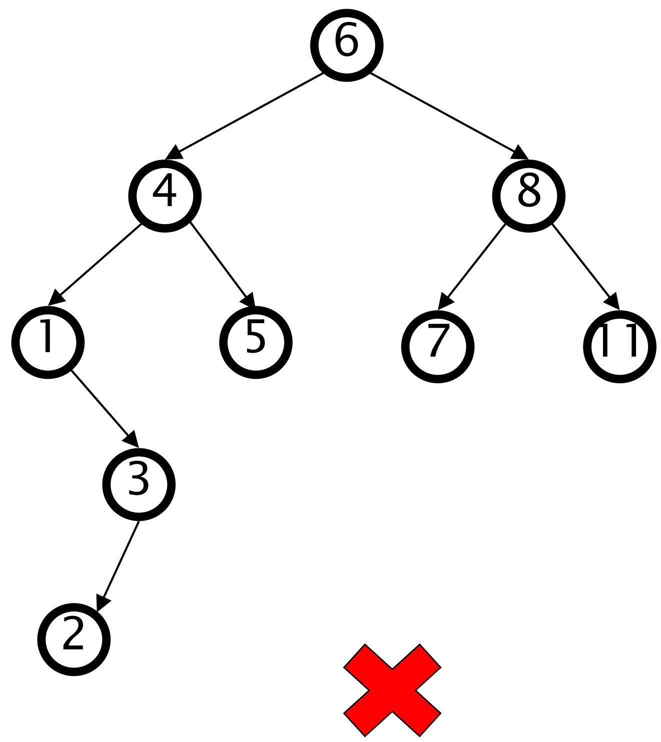



- An AVL tree is a self-balancing BST s.t.
  - For every node in the tree, the height of the left subtree differs from the height of the right subtree by at most 1
    - Balance factor of a node: height(left subtree) - height(right subtree)
  - If at any time they differ by more than one, rebalancing is done to restore this property

# AVL tree examples

Balance condition: balance factor of every node is between -1 and 1



# AVL tree properties

- Structural properties
  - Binary tree property (same as for BST)
  - Order property (same as for BST)

  - Balance condition: balance factor of every node is between -1 and 1
    - where balance(node) = height(node.left) – height(node.right)

The height of a node is the length of the longest path from it to a leaf (all leaves are at height 0)

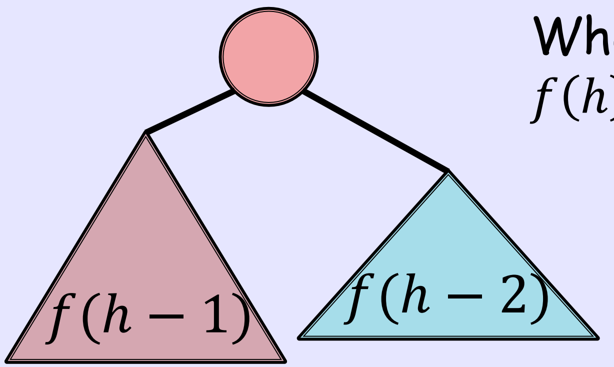
- The worst-case depth is O(logn)
  - All operations depend on the depth of the tree
  - Find, insertion, and deletion can be completed in O(logn), where n is the number of nodes in the tree

# Height of binary search tree

Theorem 1: Given a balanced binary search tree $T$ of $n$ nodes, the height, or equivalently the depth, of $T$ is $O(\log n)$.

Proof: Let $f(h)$ be the minimum number of nodes of a balanced binary search tree of height $h$. Then, it is easy to verify that $f(1) = 2, \mathrm{f}(2) = 4$.

For any $h \geq 3$, we have that $f(h) = f(h-1) + f(h-2) + 1$




When $h$ is even number:

$$\begin{aligned} f(h) &> f(h-1) + f(h-2) \\ &> 2f(h-2) \\ &> 4f(h-4) \\ &\cdots \\ &> 2^{\frac{h}{2}-1} \cdot f(2) = 2^{\frac{h}{2}} \end{aligned}$$

When $h$ is odd number:

$$\begin{aligned} f(h) &> f(h-1) \\ &> 2^{\frac{h-1}{2}} \end{aligned}$$

Therefore, given a balanced BST of $n$ nodes of height $h$, we have:

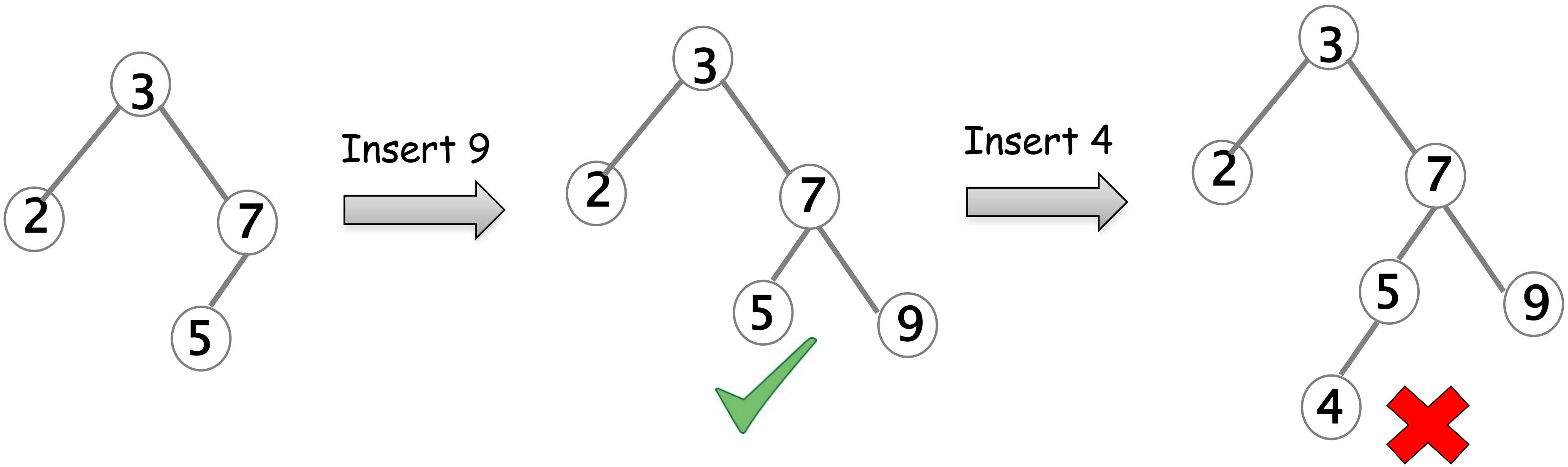
$$n > 2^{\frac{h-1}{2}} \Rightarrow h < 2\log_2 n + 1 \Rightarrow h = O(\log n)$$

# Insertion on AVL tree

- Insertion at the leaf (as for all BST) may cause unbalance
  - Only nodes on the path from insertion point to root node have possibly changed in height
  - After the insertion, go back up to the root node by node, updating heights
  - If a new balance factor is 2 or -2, rebalance tree by *rotation* around the node

# Insertion on AVL tree

- General steps of insertion:
  - Search for the element
  - If it is not there, insert it in its place



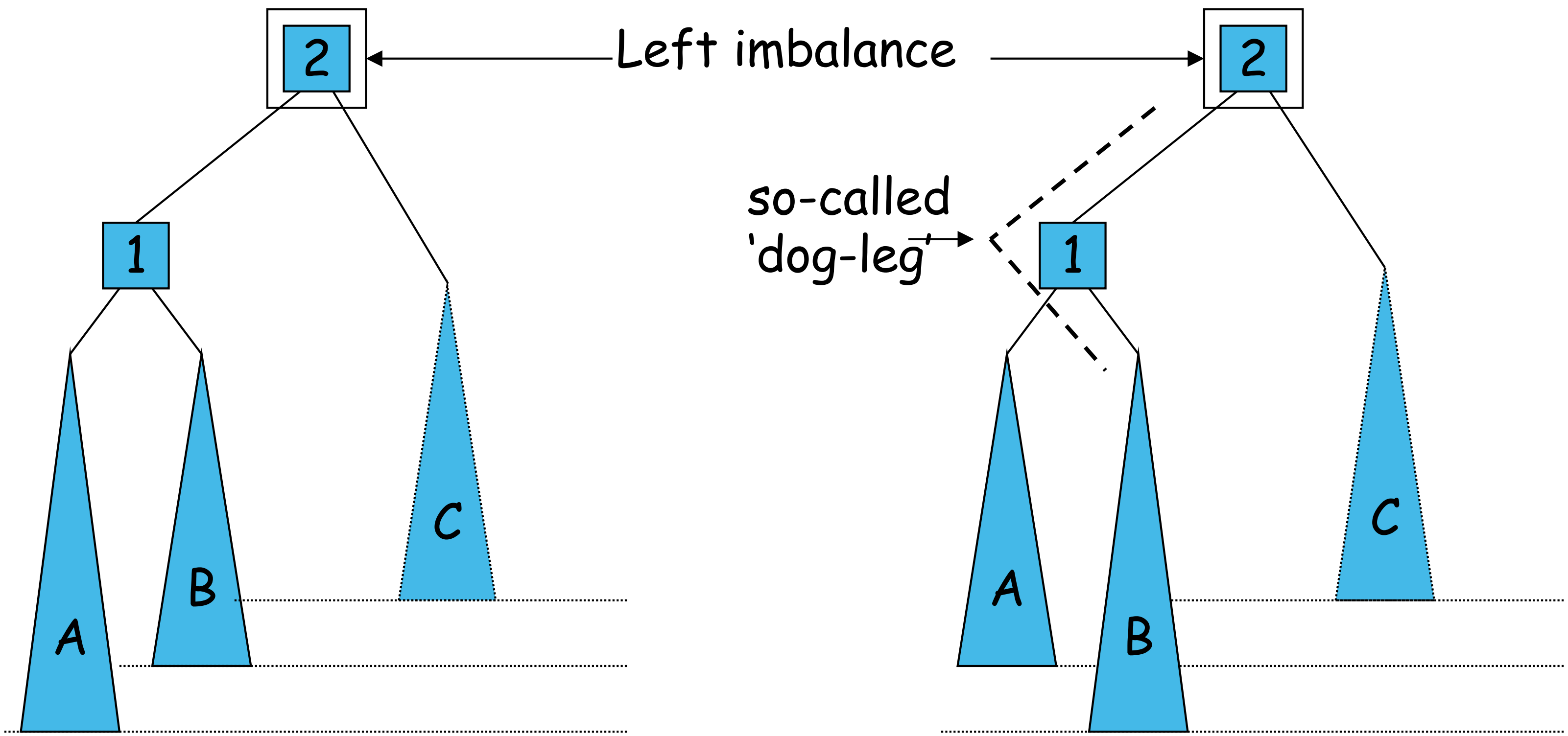

- Rebalance strategies:
  - Rotation allows us to change the structure without violating the BST property

# Insertion on AVL tree

- There are 4 cases:
  - Outside cases (require single rotation) :
    - Left-left: insertion into left subtree of left child
    - Right-right: Insertion into right subtree of right child
    - (These two cases are symmetry)
  - Inside cases (require double rotation) :
    - Left-right: insertion into left subtree of right child
    - Right-left: insertion into right subtree of left child
    - (These two cases are symmetry)

# AVL tree: resolving imbalance issue

- Left-left (right-right)
- Left-right (right-left)



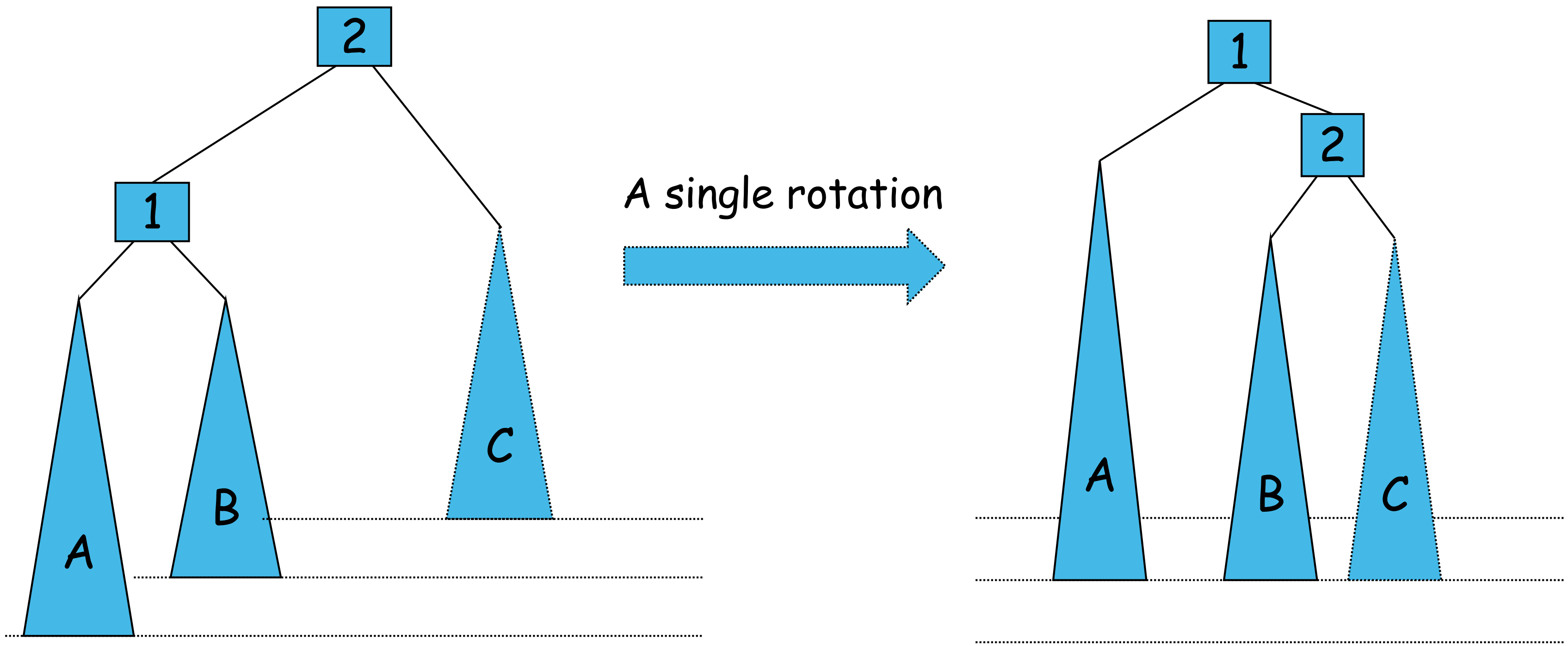

There are no other possibilities for the left (or right) subtree

# Localising the problem

- Two principles:
  - Imbalance will only occur on the path from the inserted node to the root (only these nodes have had their subtrees altered - local problem)
  - Rebalancing should occur at the deepest unbalanced node (local solution too)

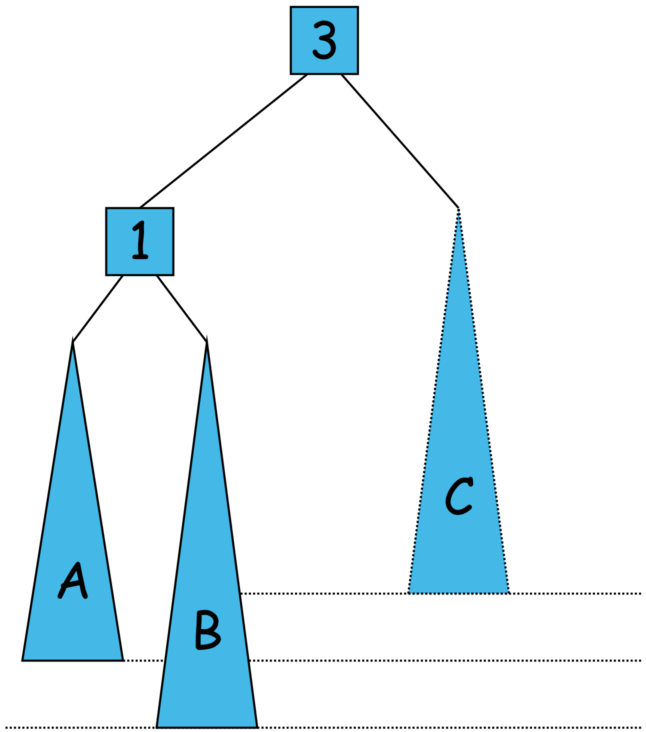
# Left (left) imbalance [and right (right) imbalance, by symmetry]

- B and C have the same height
- A is one level higher
- Therefore, make 1 the new root, 2 its right child and B and C the subtrees of 2



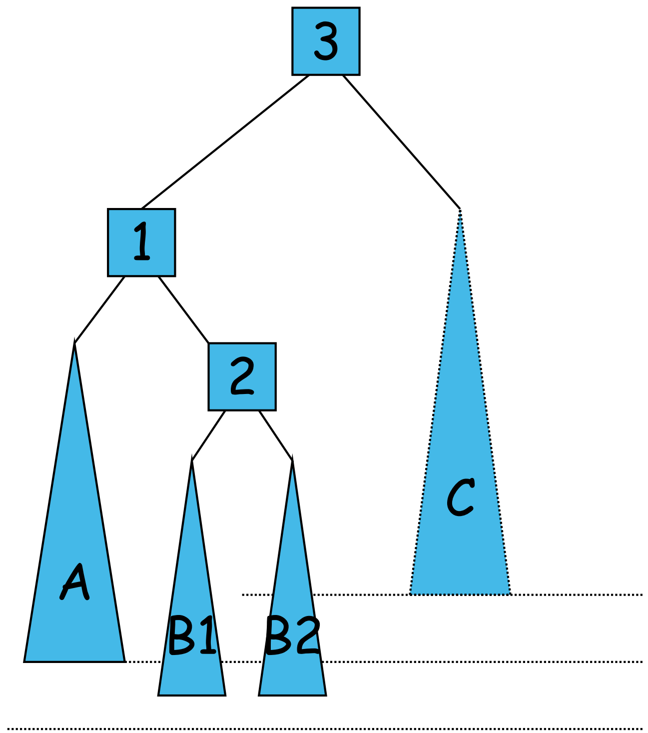
# Left(right) imbalance [and right (left) imbalance by symmetry]

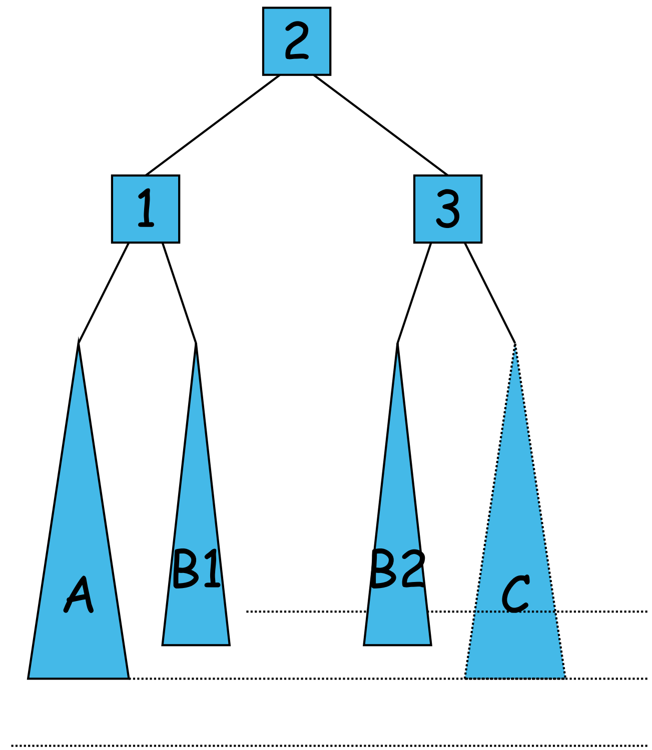
- Can't use the left-left balance trick
  - because now it's the middle subtree, i.e., B, that's too deep
- Instead consider what's inside B...



# Left (right) imbalance [and right (left) imbalance by symmetry]

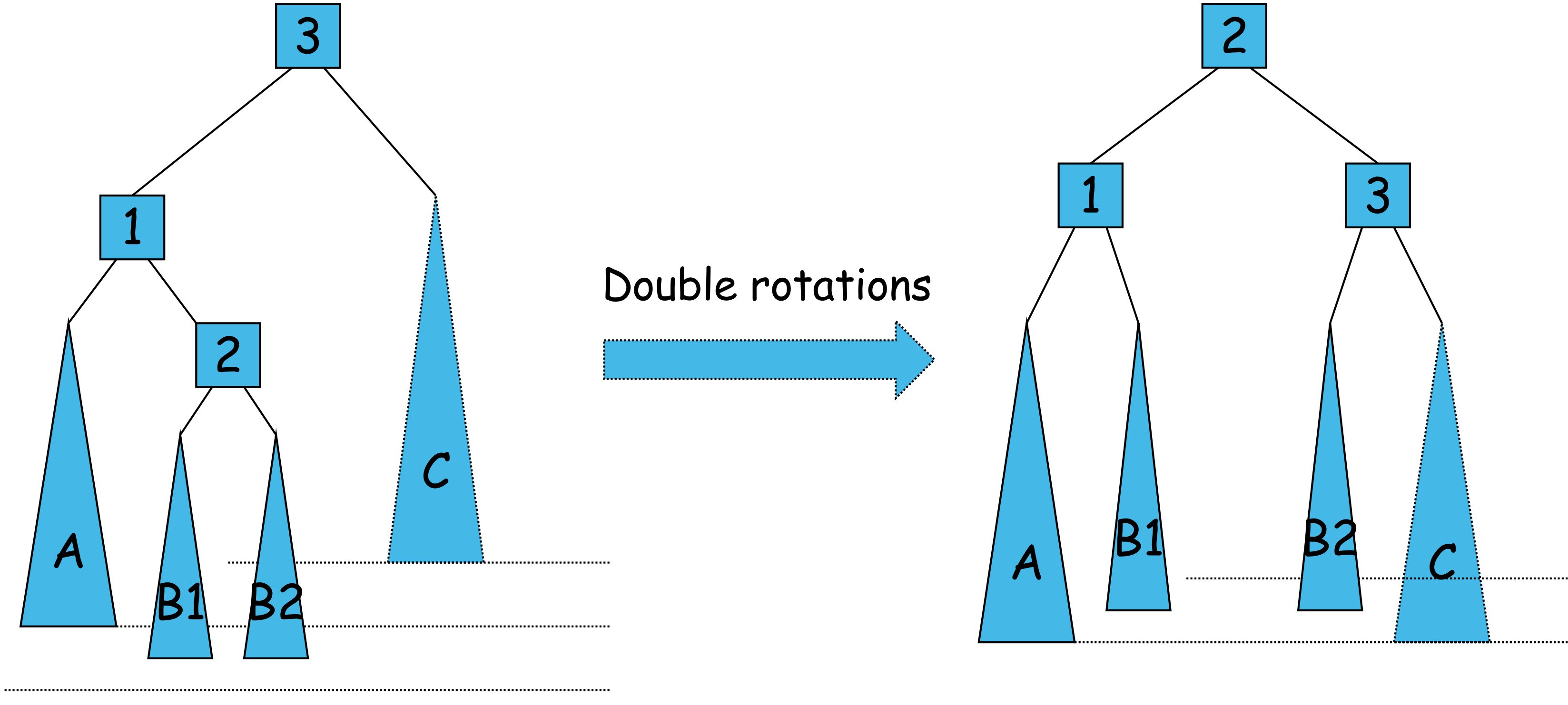
- B will have two subtrees having at least one item
- We do not know which is too deep - set them both to 0.5 levels below subtree A
- Neither 1 nor 3 worked as root node, so make 2 the root
- Rearrange the subtrees
- No matter how deep B1 or B2 (+/- 0.5 levels) we get a legal AVL tree again



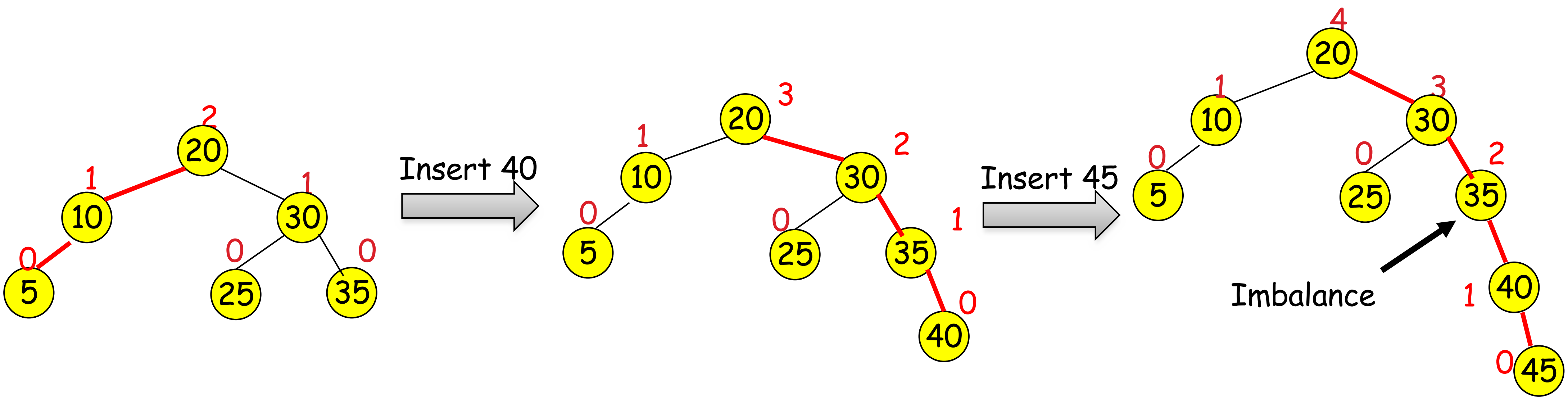



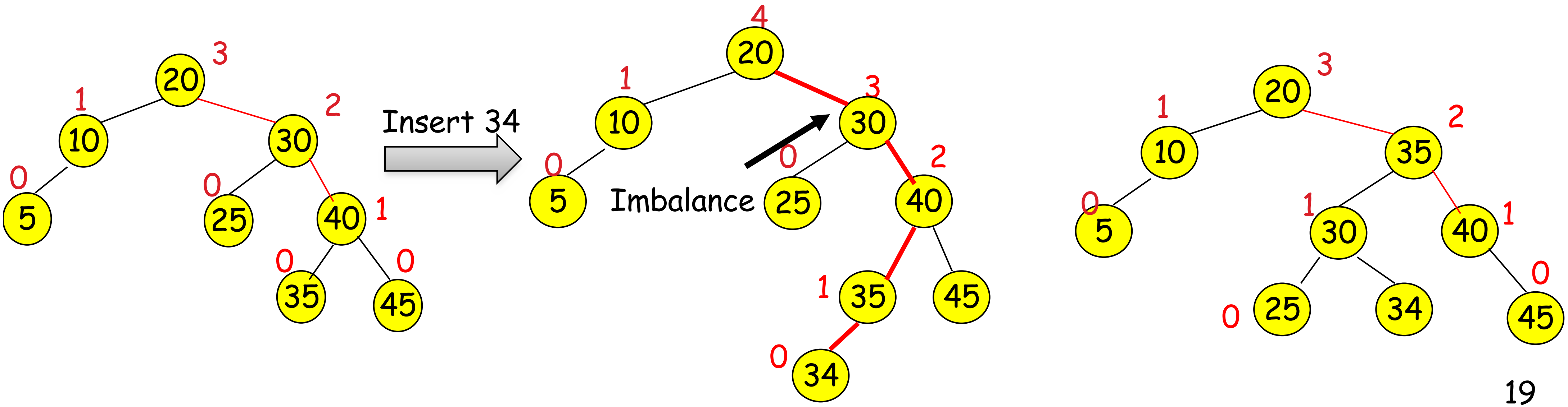
# Left (right) imbalance [and right (left) imbalance by symmetry]

- Double rotations



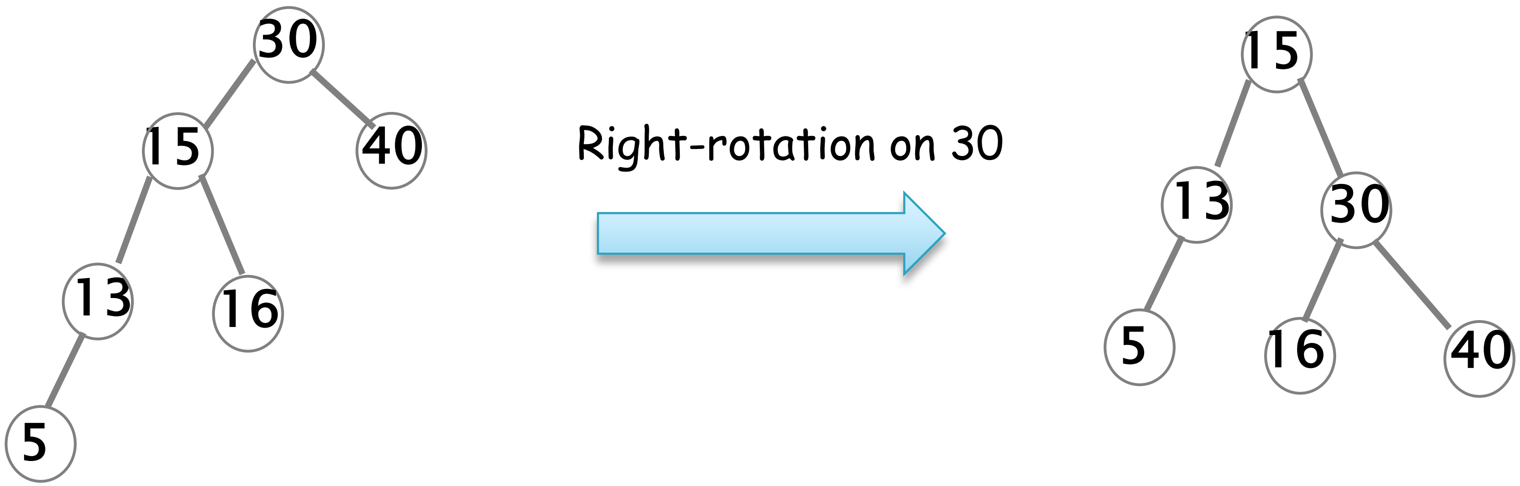
# Insertion examples



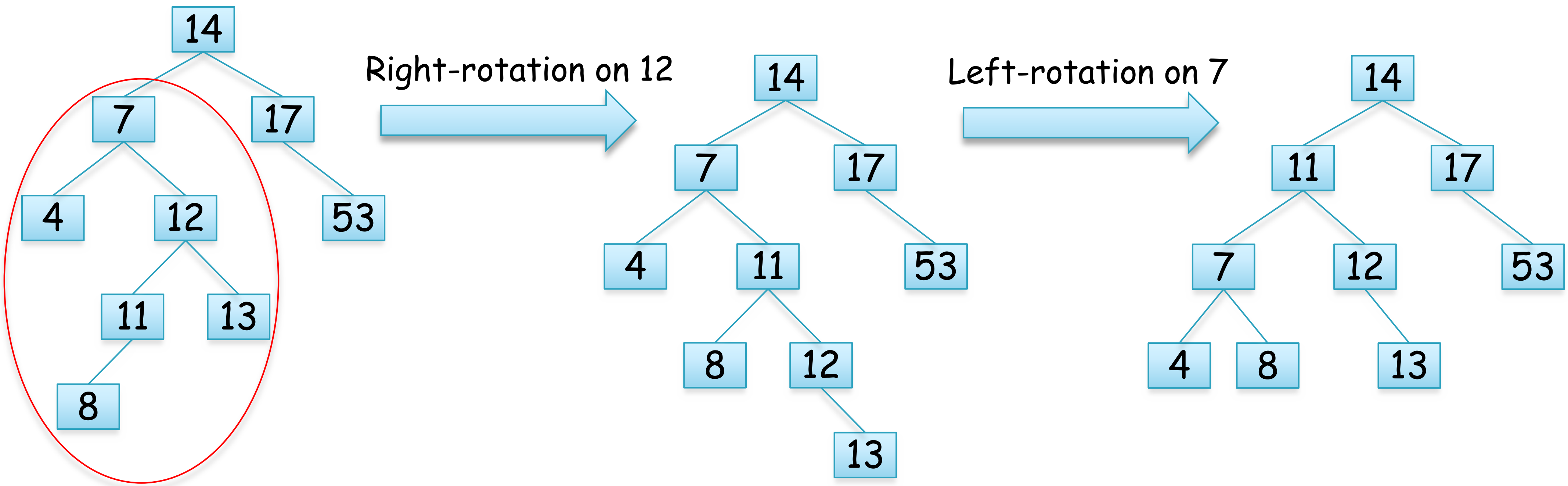
# Exercises

- Show the BST after inserting key 5



# Exercise

- Show the BST after inserting key 8



# Rebalance implementation

```
private AvlNode<Anytype> insert(Anytype x, AvlNode<Anytype> t ) {
/*1*/     if( t == null )    t = new AvlNode<Anytype>( x, null, null );
/*2*/     else if( x.compareTo( t.element ) < 0 )
          {
                    t.left = insert( x, t.left );
                    if( height( t.left ) - height( t.right ) == 2 )
                              if( x.compareTo( t.left.element ) < 0 )
                                        t = rotateWithLeftChild( t );
                              else
                                        t = doubleWithLeftChild( t );
          }
/*3*/     else if( x.compareTo( t.element ) > 0 )
          {
                    t.right = insert( x, t.right );
                    if( height( t.right ) - height( t.left ) == 2 )
                              if( x.compareTo( t.right.element ) > 0 )
                                        t = rotateWithRightChild( t );
                              else
                                        t = doubleWithRightChild( t );
          }
/*4*/     else
                    ;  // Duplicate; do nothing
          t.height = max( height( t.left ), height( t.right ) ) + 1;
          return t;
}
```

# Rebalance implementation

```
private static AvlNode<Anytype> rotateWithLeftChild(AvlNode<Anytype>
k2 )
{
        AvlNode<Anytype> k1 = k2.left;
        k2.left = k1.right;
        k1.right = k2;
        k2.height = max(height(k2.left), height(k2.right)) + 1;
        k1.height = max(height( k1.left), k2.height) + 1;
        return k1;
}


private static AvlNode<Anytype> rotateWithRightChild(
AvlNode<Anytype> k1 )
{
    AvlNode<Anytype> k2 = k1.right;
    k1.right = k2.left;
    k2.left = k1;
    k1.height = max( height( k1.left ), height( k1.right ) ) + 1;
    k2.height = max( height( k2.right ), k1.height ) + 1;
    return k2;
}
```

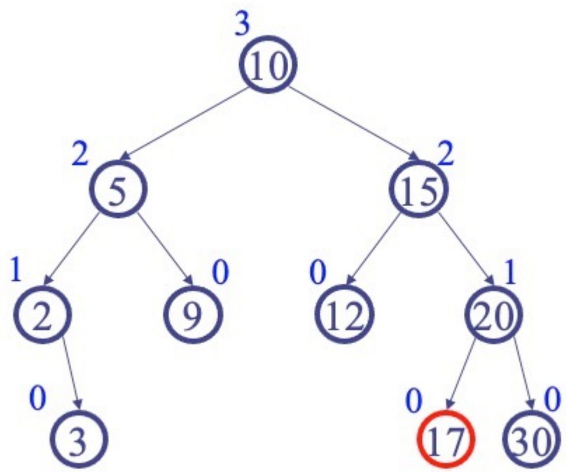
# Rebalance implementation

```
private static AvlNode<Anytype> doubleWithLeftChild(
  AvlNode<Anytype> k3 )
{
  k3.left = rotateWithRightChild( k3.left );
  return rotateWithLeftChild( k3 );
}
```

```
private static AvlNode<Anytype> doubleWithRightChild(
AvlNode<Anytype> k1 )
{
        k1.right = rotateWithLeftChild( k1.right );
        return rotateWithRightChild( k1 );
}
```

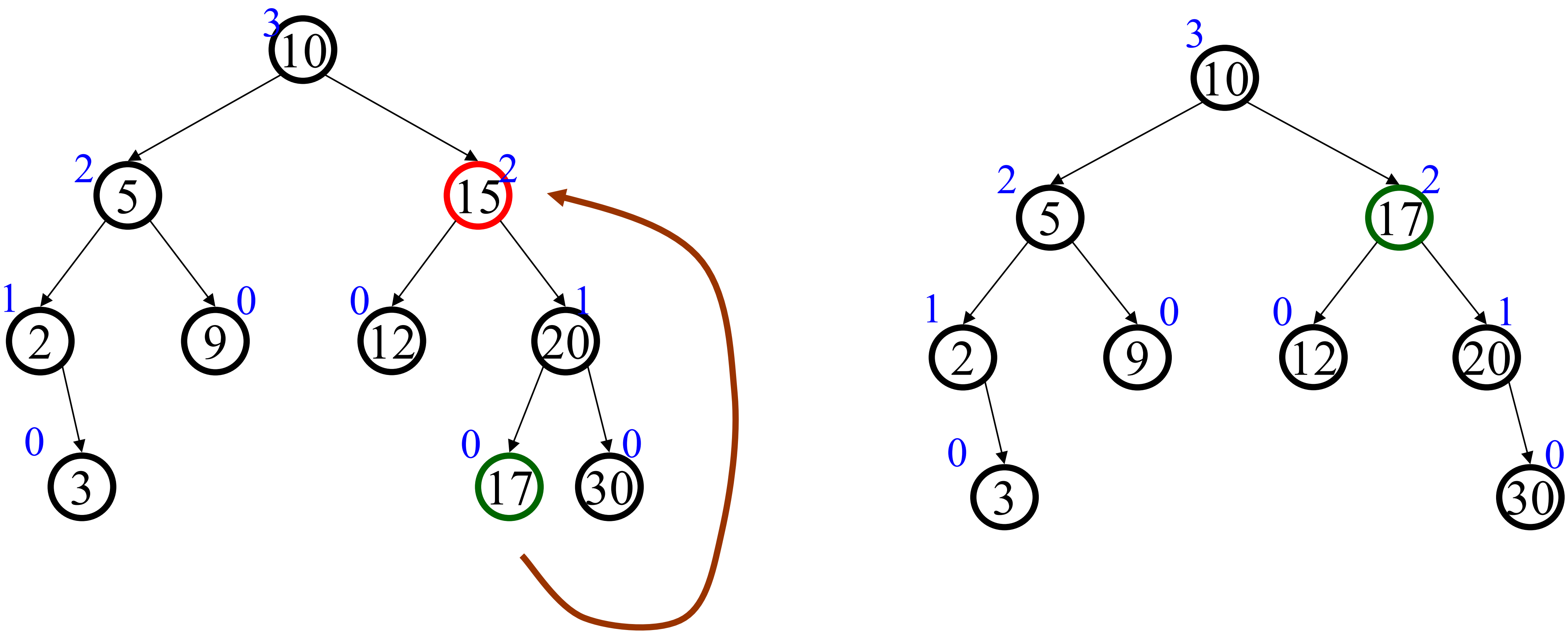
# Deletion on AVL-tree

- Similar but more complex than insertion
  - Rotations and double rotations needed to rebalance
  - Imbalance may propagate upward so that many rotations may be needed
- Easy case: no rotation (Delete 17)



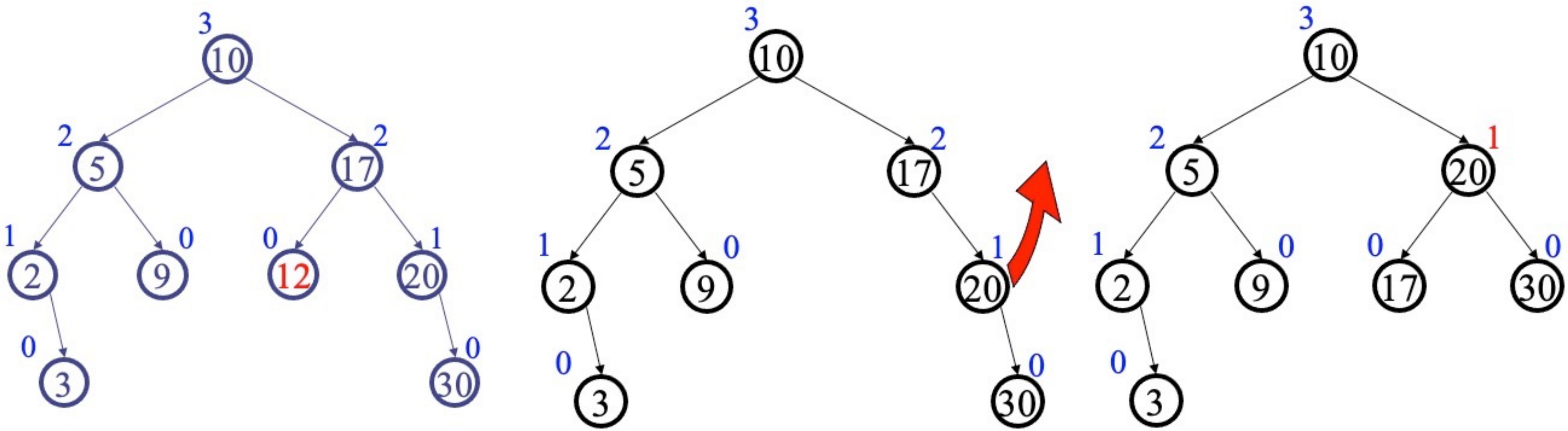
# Deletion on AVL-tree

- Easy case: no rotation (Delete 15)



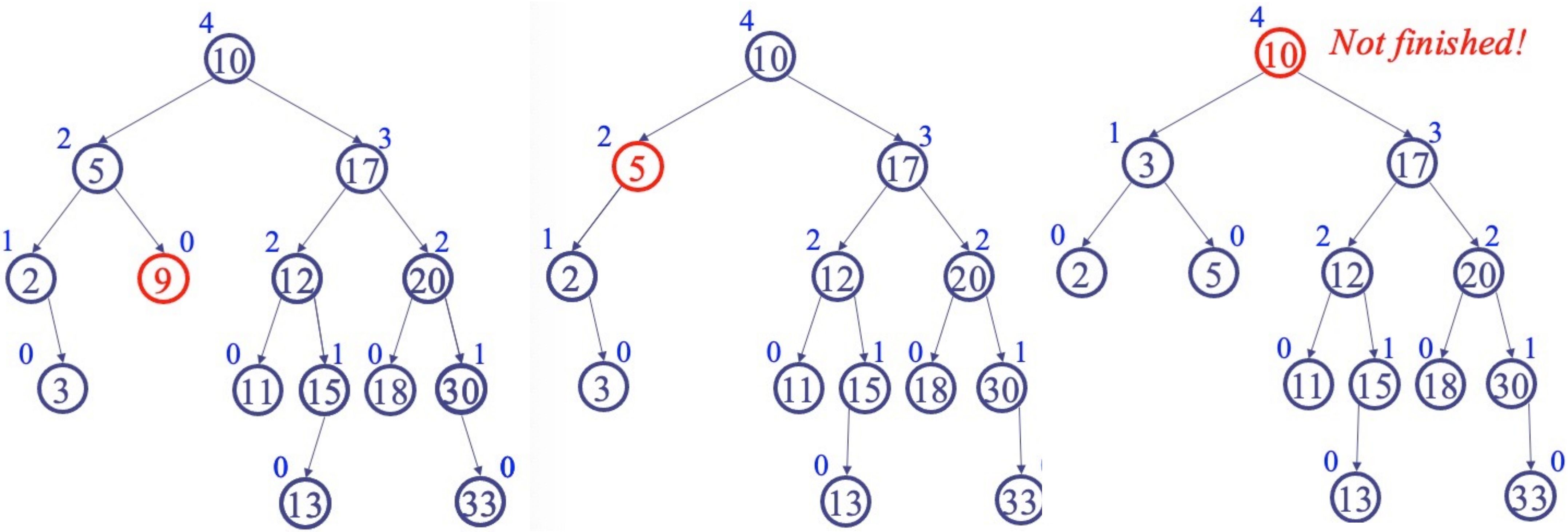
# Deletion on AVL-tree

- Case 1: single rotation (Delete 12)



# Deletion on AVL-tree

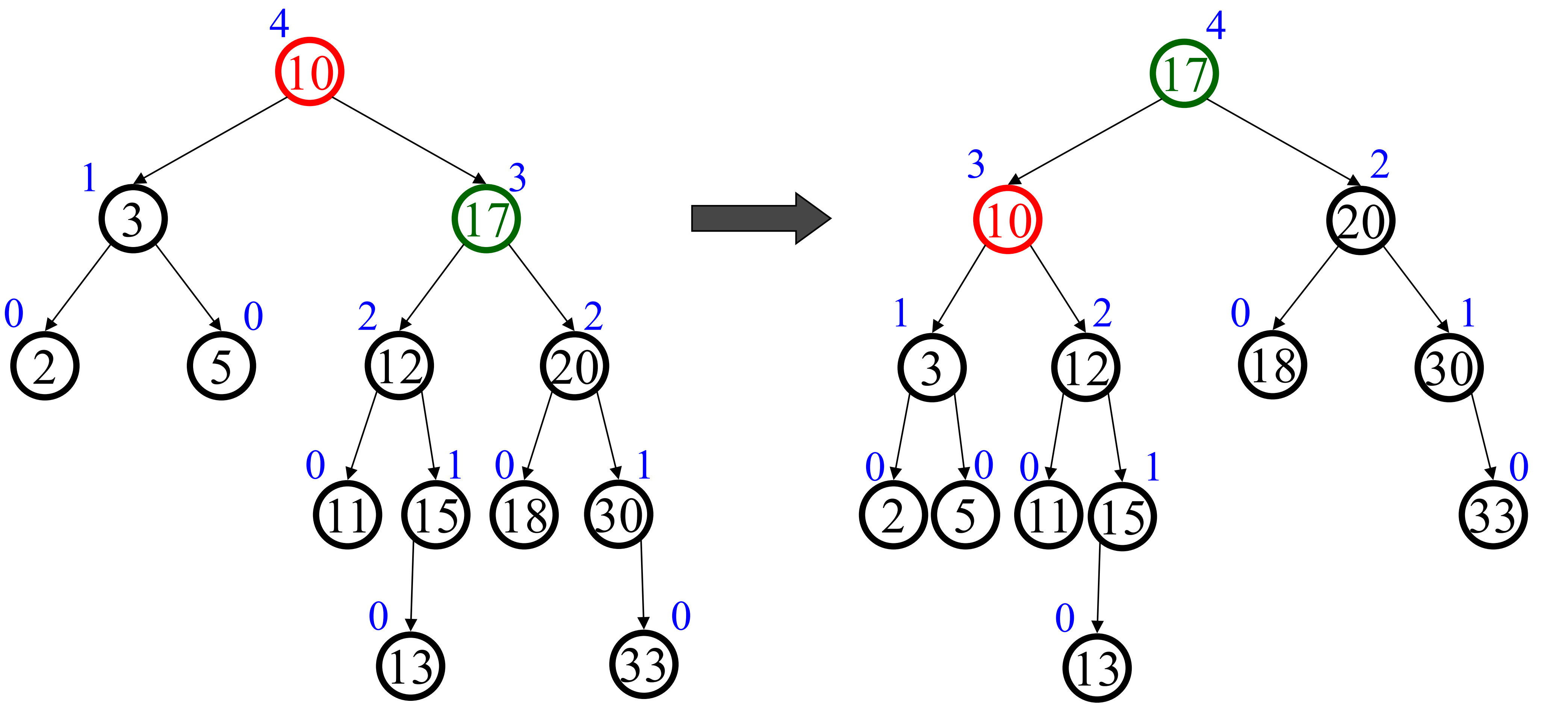
- Case 2: double rotation (Delete 9)




We get to choose whether to single or double rotate!

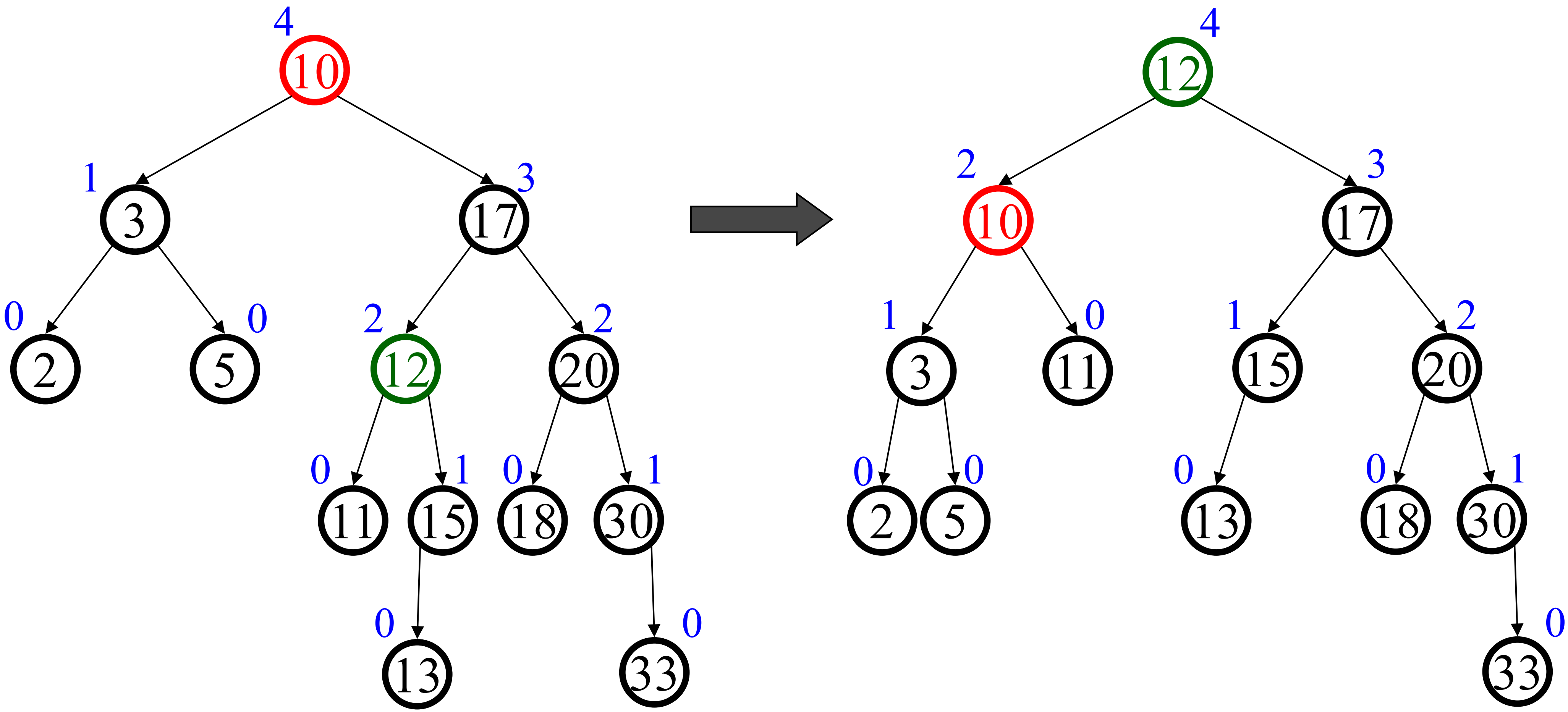
# Deletion on AVL-tree

- Propagated single rotation



# Deletion on AVL-tree

- Propagated double rotation



# Deletion on AVL-tree

- General steps (a recursive algorithm)
  - Search downward for node
  - Delete node (may replace it by its successor)
  - Unwind, correcting heights as we go
  - If imbalance #1,
  - single rotate
  - If imbalance #2,
  - double rotate

# Pros and cons of AVL trees

- Arguments for AVL trees:

1. Search is O(log n) since AVL trees are always balanced
2. Insertion and deletions are also O(logn)
3. The height balancing adds no more than a constant factor to the speed of insertion

- Arguments against using AVL trees:

1. Difficult to program & debug; more space for balance factor
2. Asymptotically faster but rebalancing costs time
3. Most large searches are done in database systems on disk and use other structures (e.g., B-trees)

# Recommended reading

- Reading this week
  - Chapter 12, textbook

- Next lecture
  - Red-black tree: chapter 13, textbook