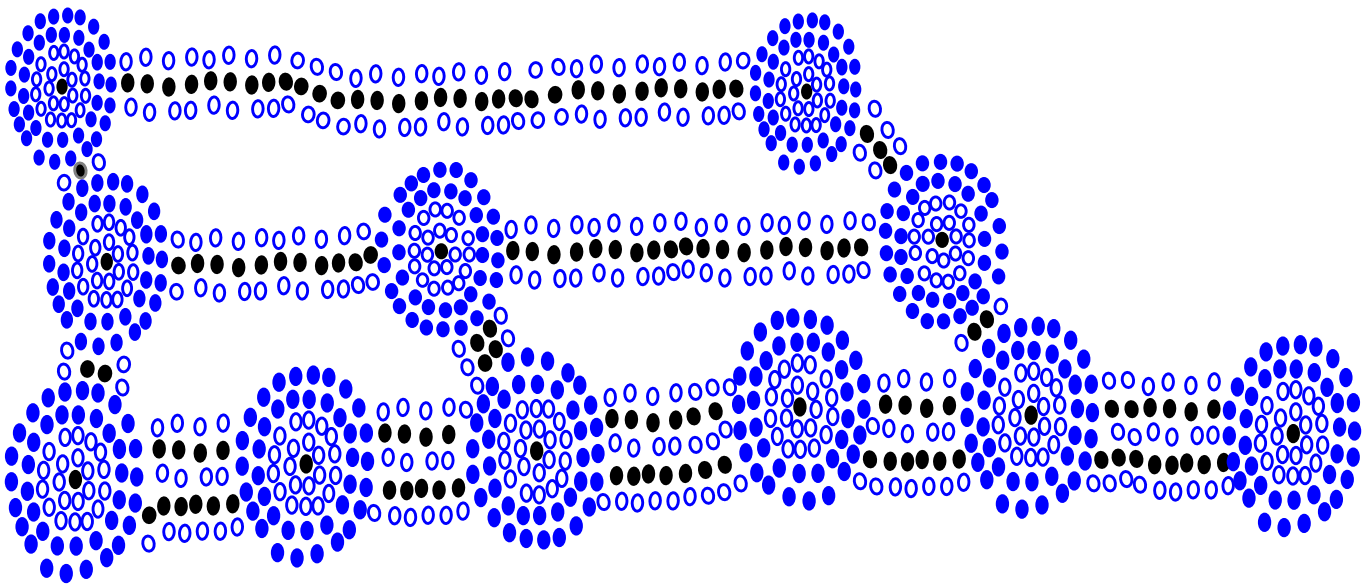


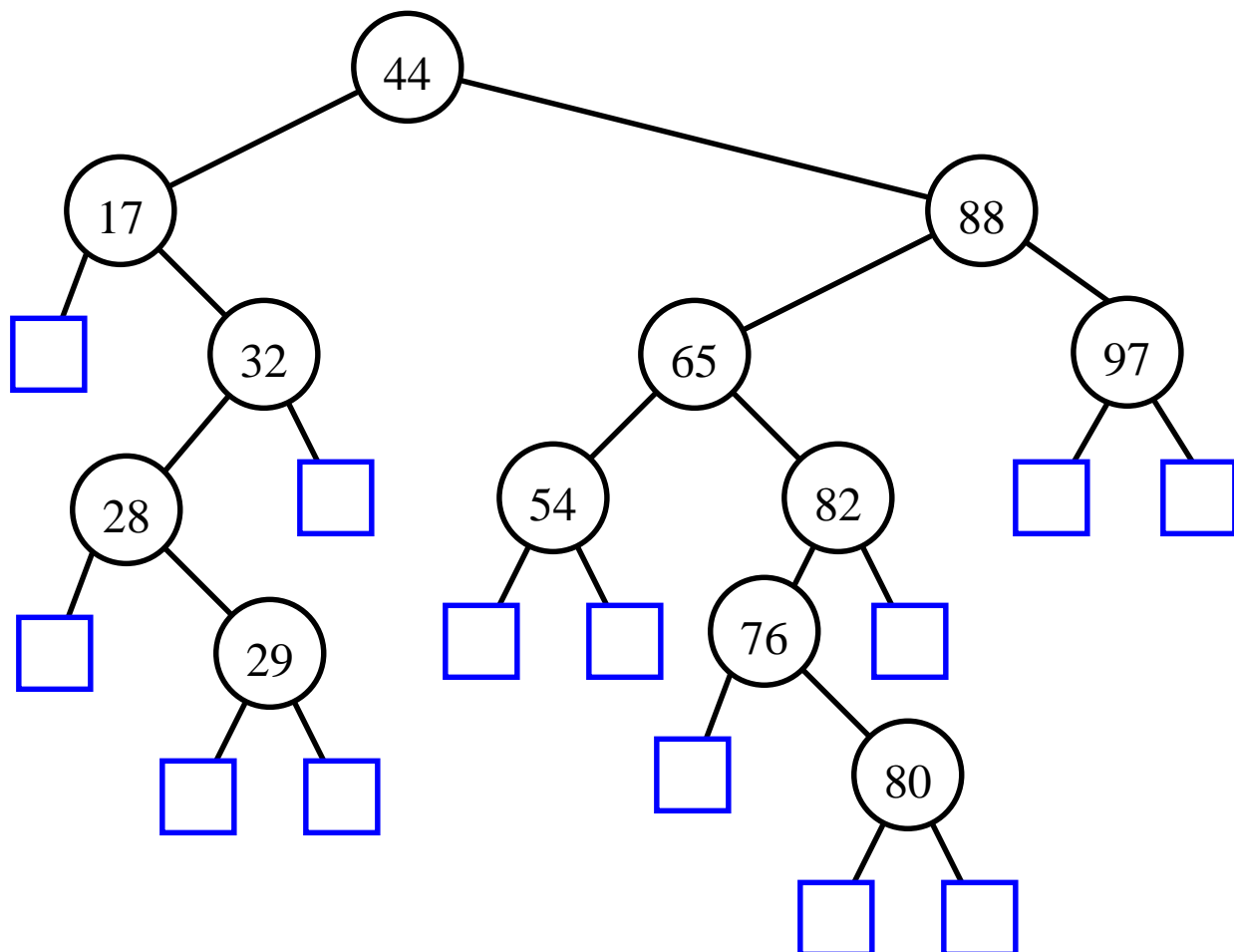
# AVL TREES

- Binary Search Trees
- AVL Trees



# Binary Search Trees

- A binary search tree is a binary tree  $T$  such that
  - each internal node stores an item  $(k, e)$  of a dictionary.
  - keys stored at nodes in the left subtree of  $v$  are less than or equal to  $k$ .
  - Keys stored at nodes in the right subtree of  $v$  are greater than or equal to  $k$ .
  - External nodes do not hold elements but serve as place holders.



# Search

- The binary search tree  $T$  is a **decision tree**, where the question asked at an internal node  $v$  is whether the search key  $k$  is less than, equal to, or greater than the key stored at  $v$ .

- Pseudocode:

**Algorithm** **TreeSearch**( $k, v$ ):

**Input:** A search key  $k$  and a node  $v$  of a binary search tree  $T$ .

**Output:** A node  $w$  of the subtree  $T(v)$  of  $T$  rooted at  $v$ , such that either  $w$  is an internal node storing key  $k$  or  $w$  is the external node encountered in the inorder traversal of  $T(v)$  after all the internal nodes with keys smaller than  $k$  and before all the internal nodes with keys greater than  $k$ .

**if**  $v$  **is an external node** **then**

**return**  $v$

**if**  $k = \text{key}(v)$  **then**

**return**  $v$

**else if**  $k < \text{key}(v)$  **then**

**return** **TreeSearch**( $k, T.\text{leftChild}(v)$ )

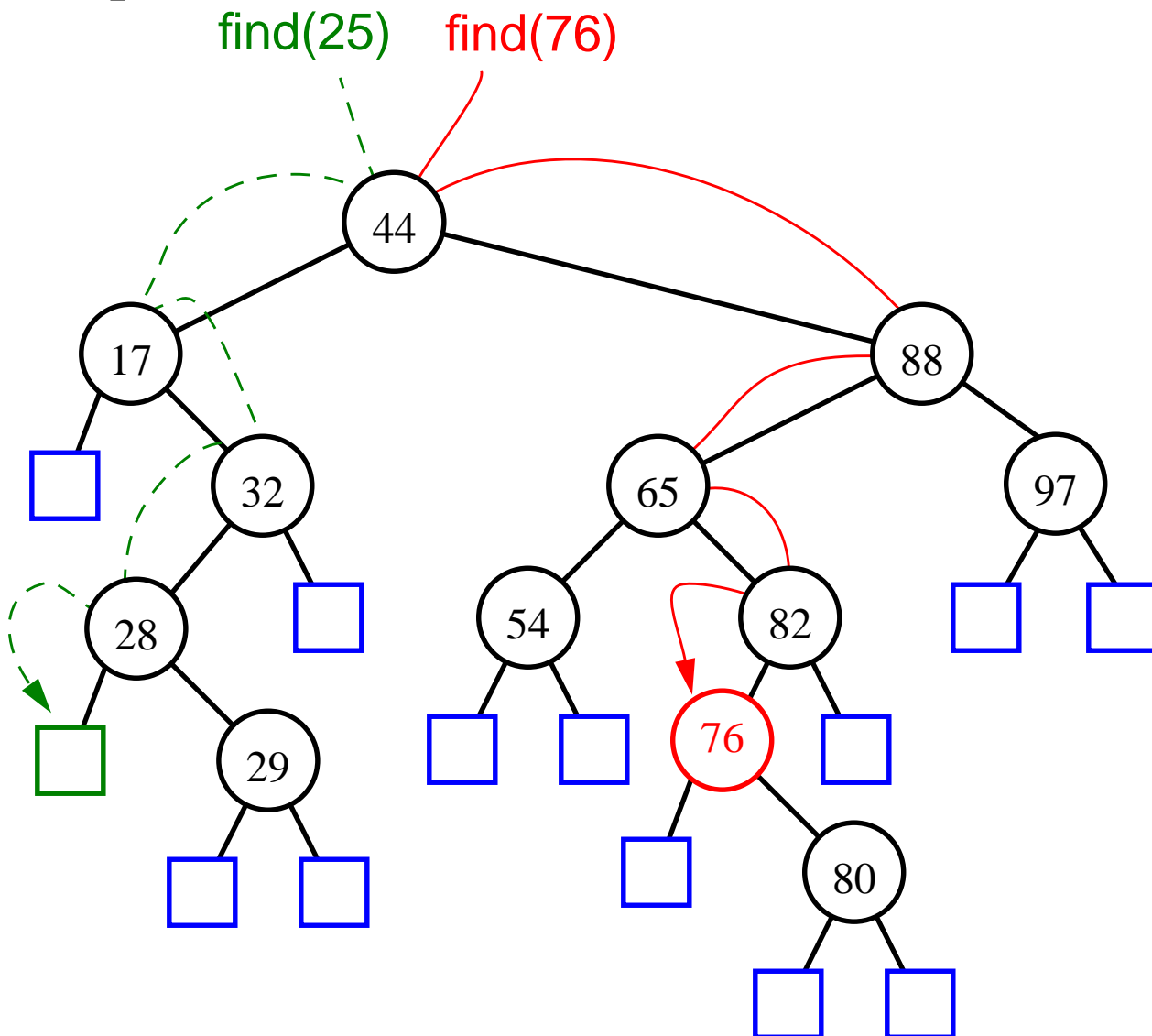
**else**

$\{ k > \text{key}(v) \}$

**return** **TreeSearch**( $k, T.\text{rightChild}(v)$ )

# Search (cont.)

- A picture:



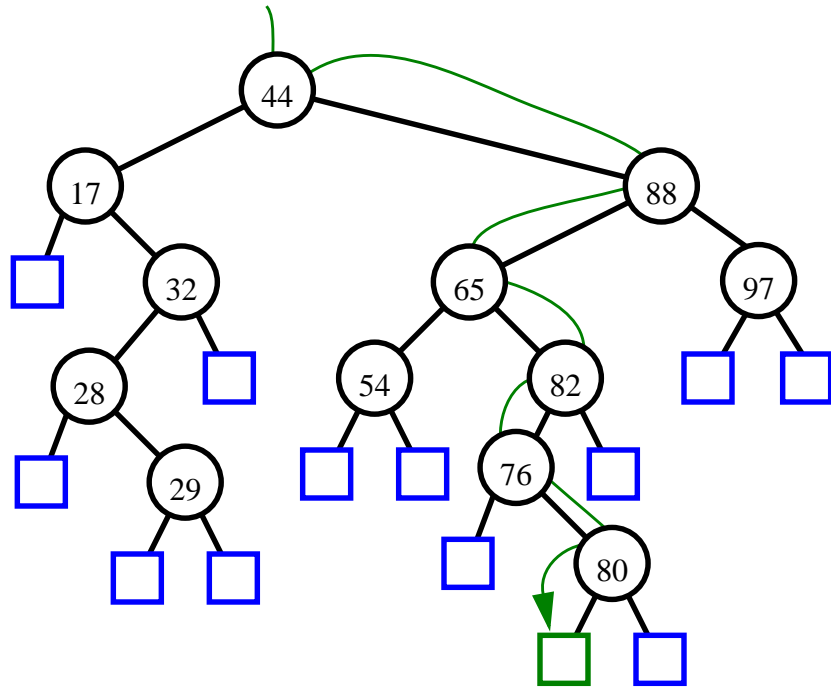
# Insertion in a Binary Search Tree

- Start by calling **TreeSearch**( $k$ ,  $T.\text{root}()$ ) on  $T$ . Let  $w$  be the node returned by TreeSearch
- If  $w$  is external, we know no item with key  $k$  is stored in  $T$ . We call **expandExternal**( $w$ ) on  $T$  and have  $w$  store the item  $(k, e)$
- If  $w$  is internal, we know another item with key  $k$  is stored at  $w$ . We call **TreeSearch**( $k$ , **rightChild**( $w$ )) and recursively apply this algorithm to the node returned by **TreeSearch**.

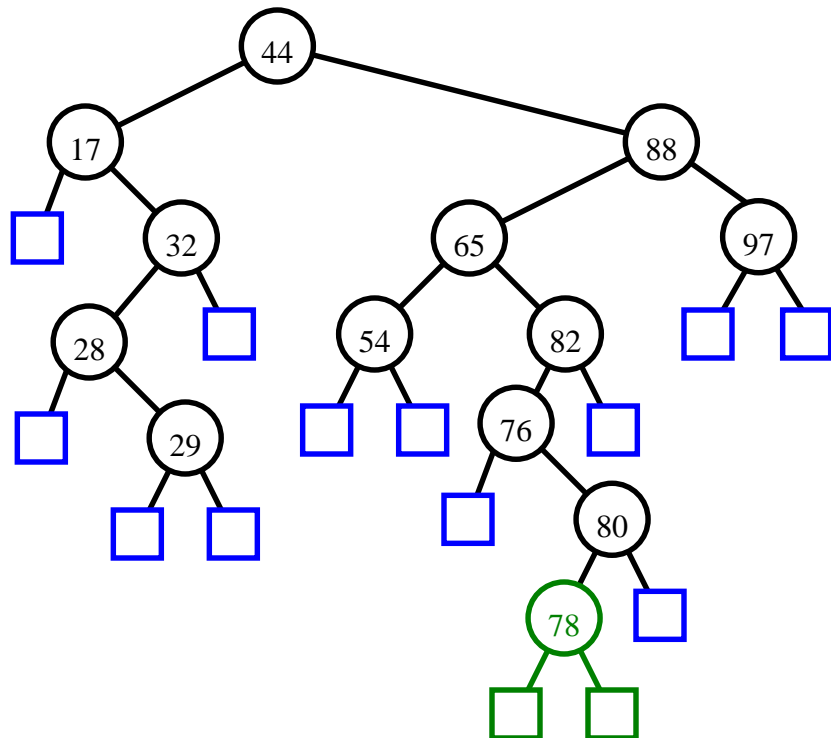
# Insertion in a Binary Search Tree (cont.)

- Insertion of an element with key 78:

a)

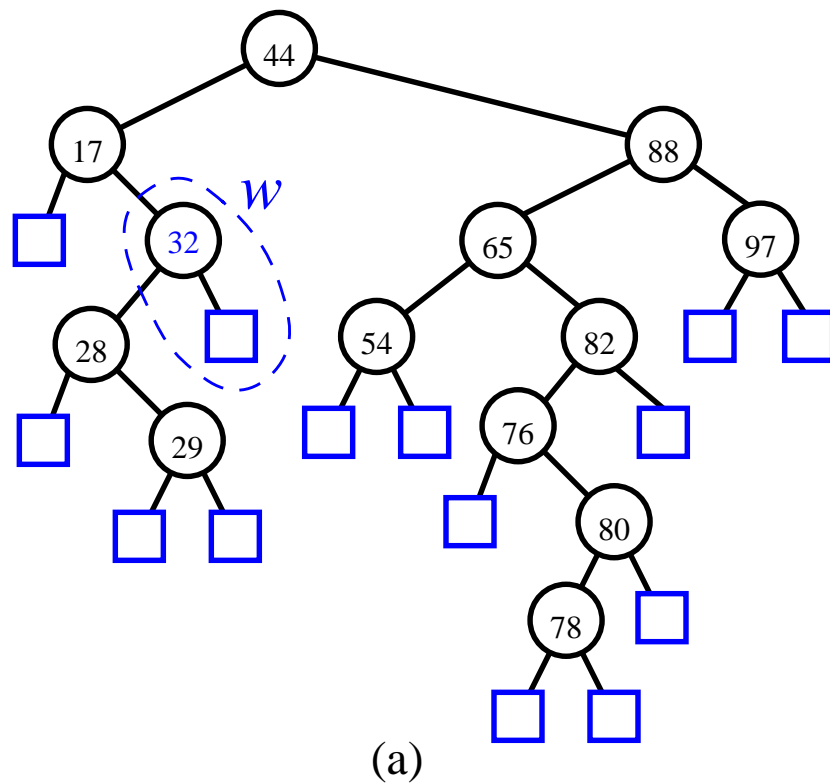


b)

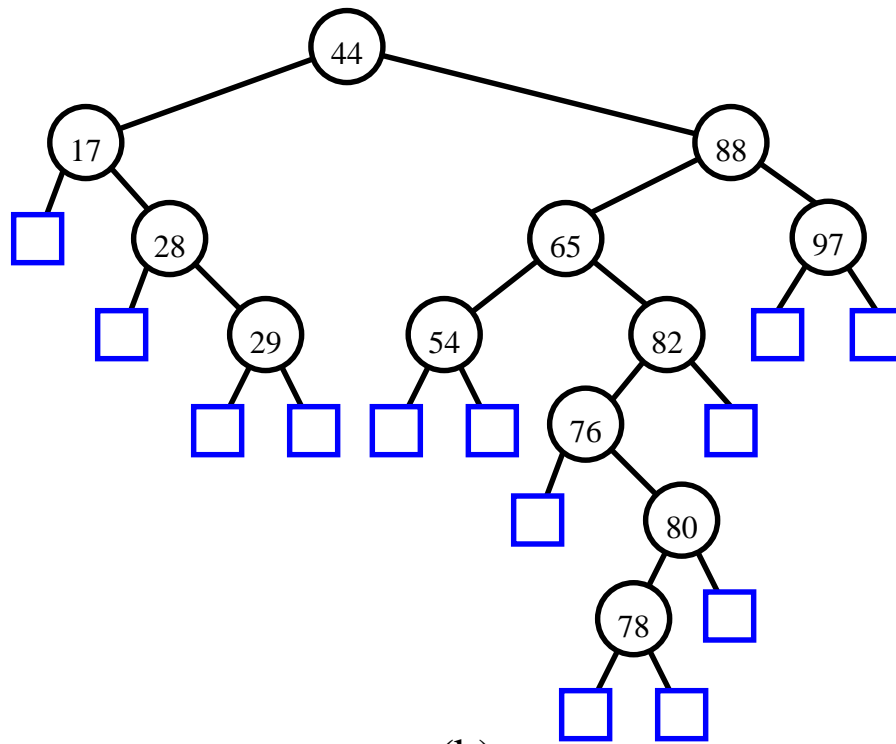


# Removal from a Binary Search Tree

- Removal where the key to remove is stored at a node (w) with an external child:



# Removal from a Binary Search Tree (cont.)

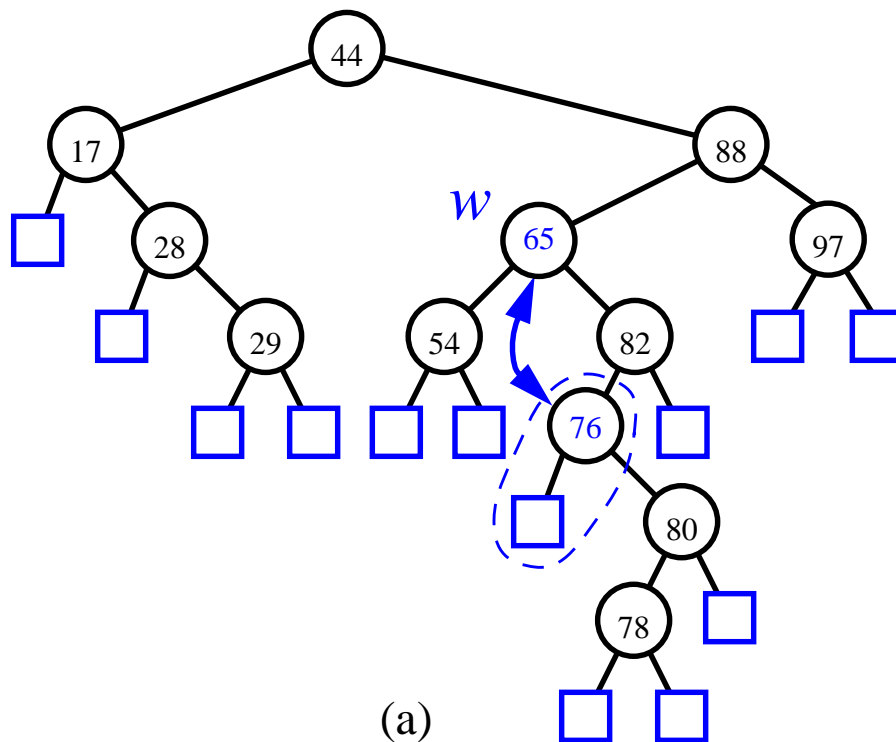


(b)

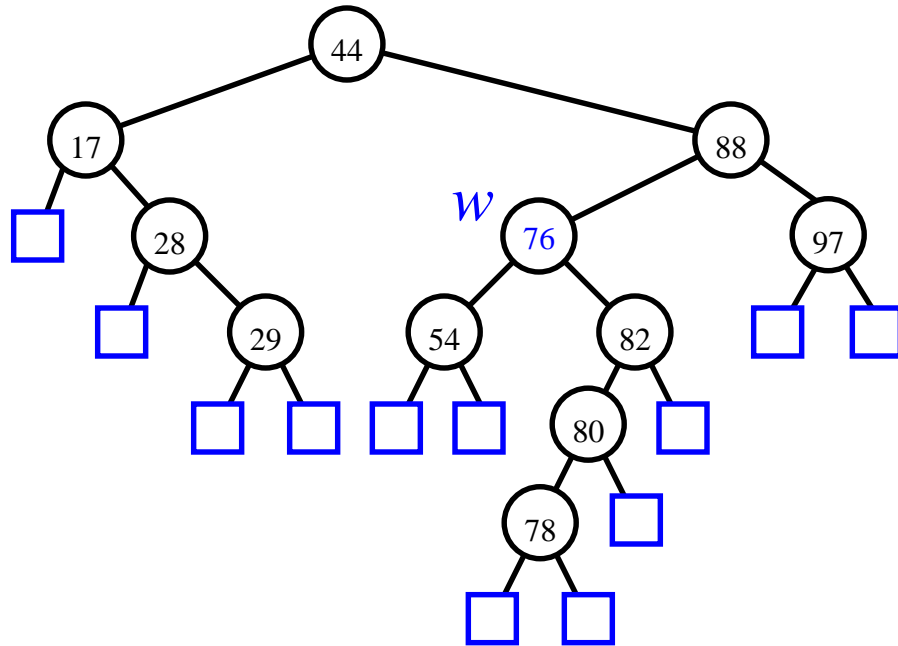


# Removal from a Binary Search Tree (cont.)

- Removal where the key to remove is stored at a node whose children are both internal:



# Removal from a Binary Search Tree (cont.)



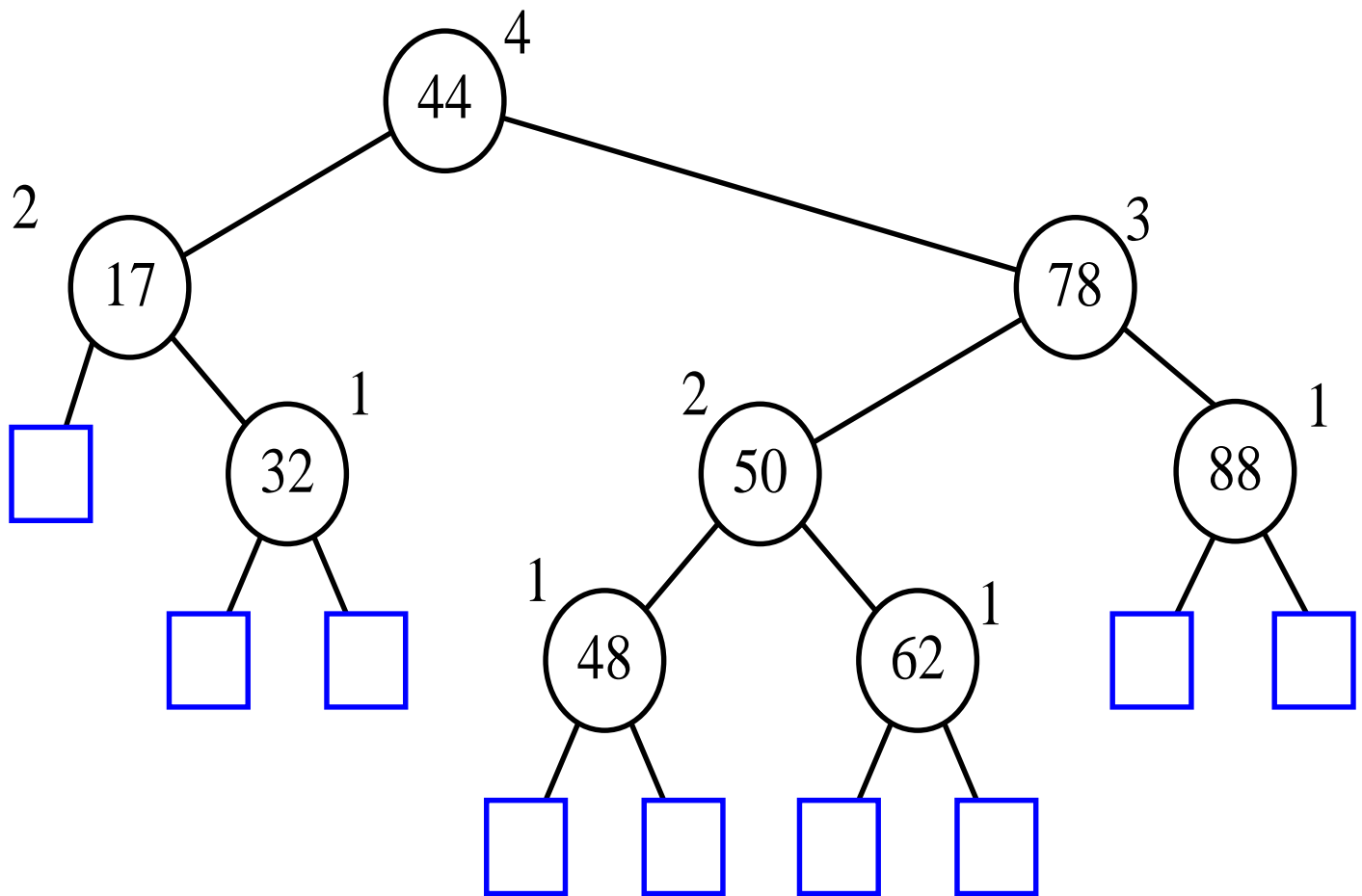
(b)

# Time Complexity

- Searching, insertion, and removal in a binary search tree is  $O(h)$ , where  $h$  is the height of the tree.
- However, in the worst-case search, insertion, and removal time is  $O(n)$ , if the height of the tree is equal to  $n$ . Thus in some cases searching, insertion, and removal is no better than in a sequence.
- Thus, to prevent the worst case, we need to develop a rebalancing scheme to bound the height of the tree to  $\log n$ .

# AVL Tree

- An AVL Tree is a binary search tree such that for every internal node  $v$  of  $T$ , the heights of the children of  $v$  can differ by at most 1.
- An example of an AVL tree where the heights are shown next to the nodes:



# Height of an AVL Tree

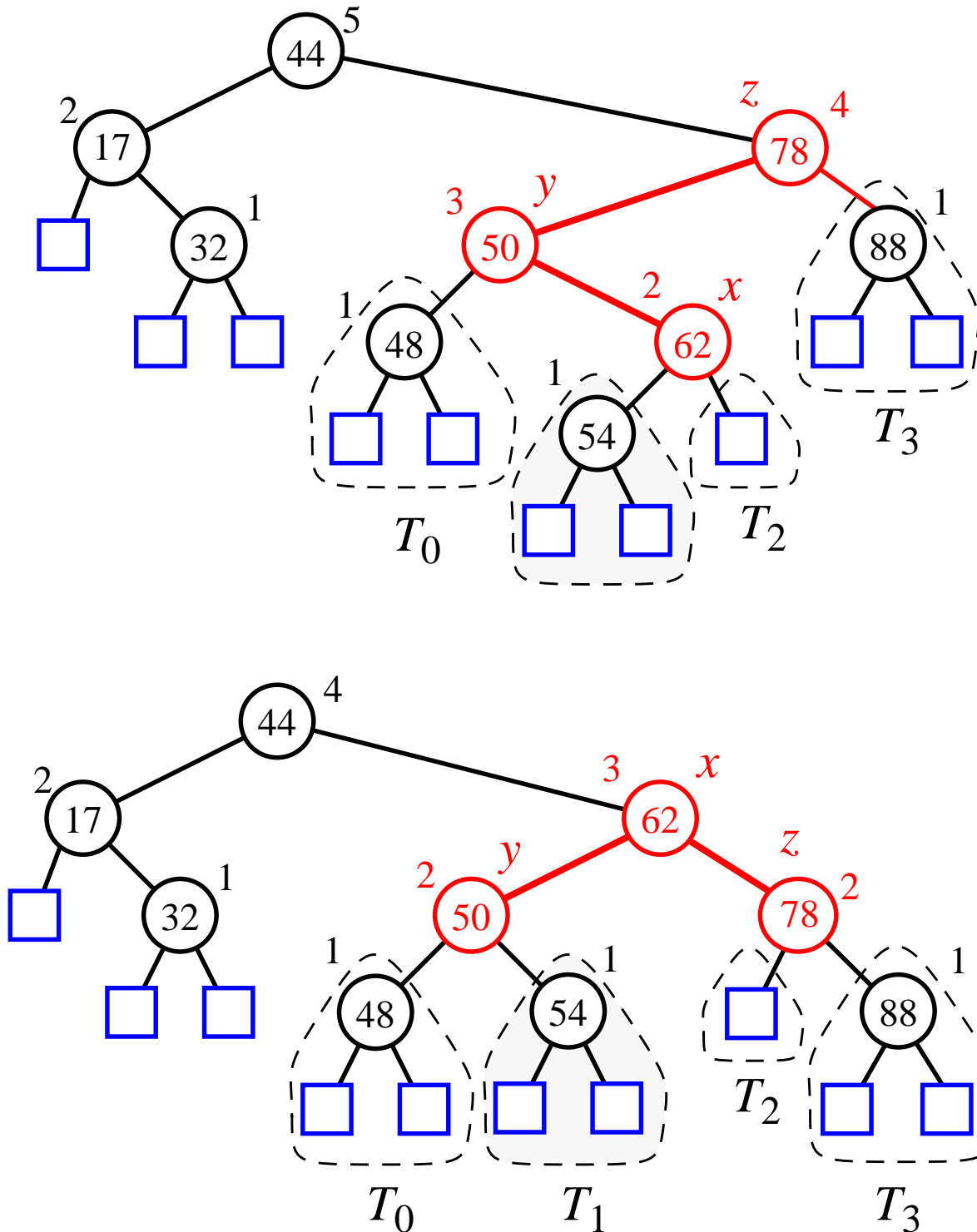
- **Proposition:** The height of an AVL tree  $T$  storing  $n$  keys is  $O(\log n)$ .
- **Justification:** The easiest way to approach this problem is to try to find the minimum number of internal nodes of an AVL tree of height  $h$ :  $n(h)$ .
- We see that  $n(1) = 1$  and  $n(2) = 2$
- for  $n \geq 3$ , an AVL tree of height  $h$  with  $n(h)$  minimal contains the root node, one AVL subtree of height  $h-1$  and the other AVL subtree of height  $h-2$ .
- i.e.  $n(h) = 1 + n(h-1) + n(h-2)$
- Knowing  $n(h-1) > n(h-2)$ , we get  $n(h) > 2n(h-2)$ 
  - $n(h) > 2n(h-2)$
  - $n(h) > 4n(h-4)$
  - ...
  - $n(h) > 2^i n(h-2i)$
- Solving the base case we get:  $n(h) \geq 2^{h/2-1}$
- Taking logarithms:  $h < 2\log n(h) + 2$
- Thus the height of an AVL tree is  $O(\log n)$

# Insertion

- A binary search tree  $T$  is called **balanced** if for every node  $v$ , the height of  $v$ 's children differ by at most one.
- Inserting a node into an AVL tree involves performing an **expandExternal**( $w$ ) on  $T$ , which changes the heights of some of the nodes in  $T$ .
- If an insertion causes  $T$  to become **unbalanced**, we travel up the tree from the newly created node until we find the first node  $x$  such that its grandparent  $z$  is unbalanced node.
- Since  $z$  became unbalanced by an insertion in the subtree rooted at its child  $y$ ,  
 $\text{height}(y) = \text{height}(\text{sibling}(y)) + 2$
- To rebalance the subtree rooted at  $z$ , we must perform a **restructuring**
  - we rename  $x$ ,  $y$ , and  $z$  to  $a$ ,  $b$ , and  $c$  based on the order of the nodes in an in-order traversal.
  - $z$  is replaced by  $b$ , whose children are now  $a$  and  $c$  whose children, in turn, consist of the four other subtrees formerly children of  $x$ ,  $y$ , and  $z$ .

# Insertion (contd.)

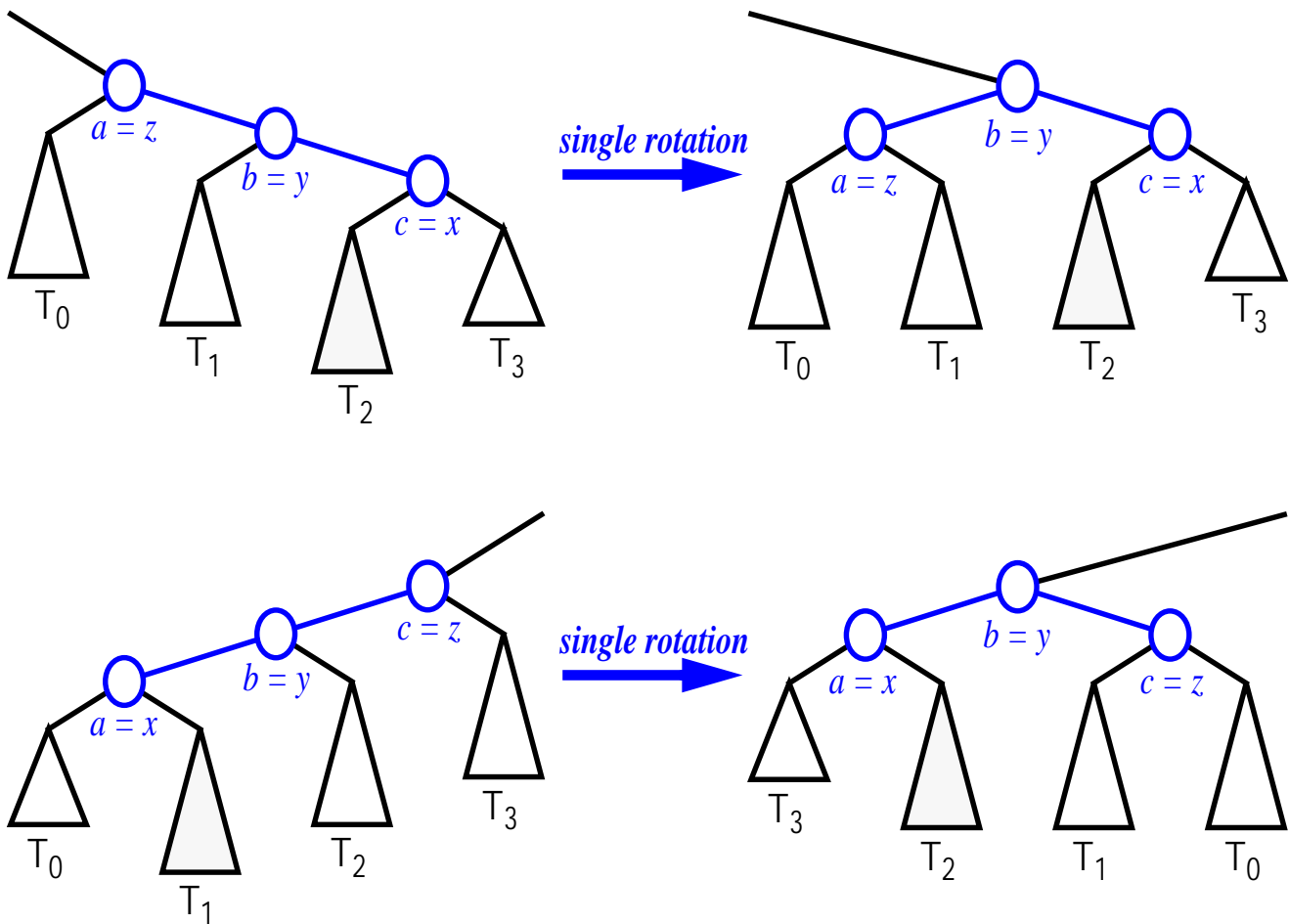
- Example of insertion into an AVL tree.



# Restructuring

- The four ways to rotate nodes in an AVL tree, graphically represented:

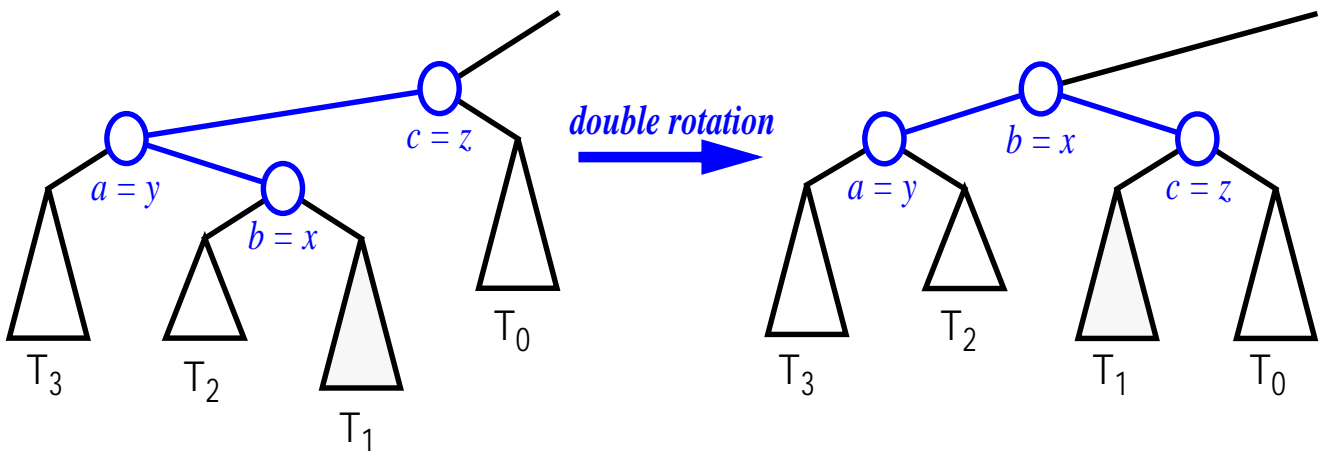
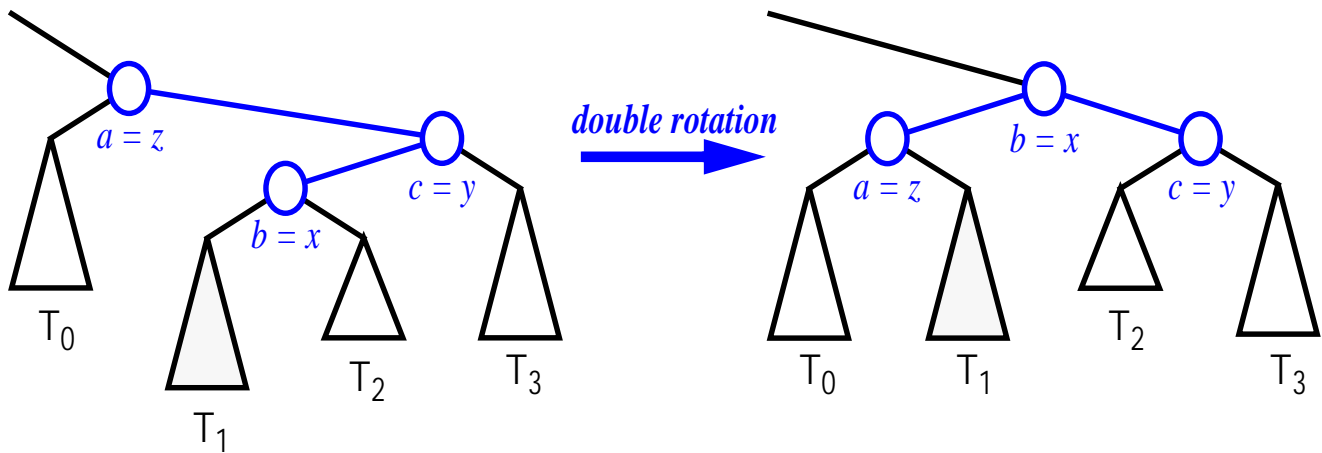
- Single Rotations:





# Restructuring (contd.)

- double rotations:



# Restructuring (contd.)

- In Pseudo-Code:

## **Algorithm** **restructure**( $x$ ):

Input: A node  $x$  of a binary search tree  $T$  that has both a parent  $y$  and a grandparent  $z$

Output: Tree  $T$  restructured by a rotation (either single or double) involving nodes  $x$ ,  $y$ , and  $z$ .

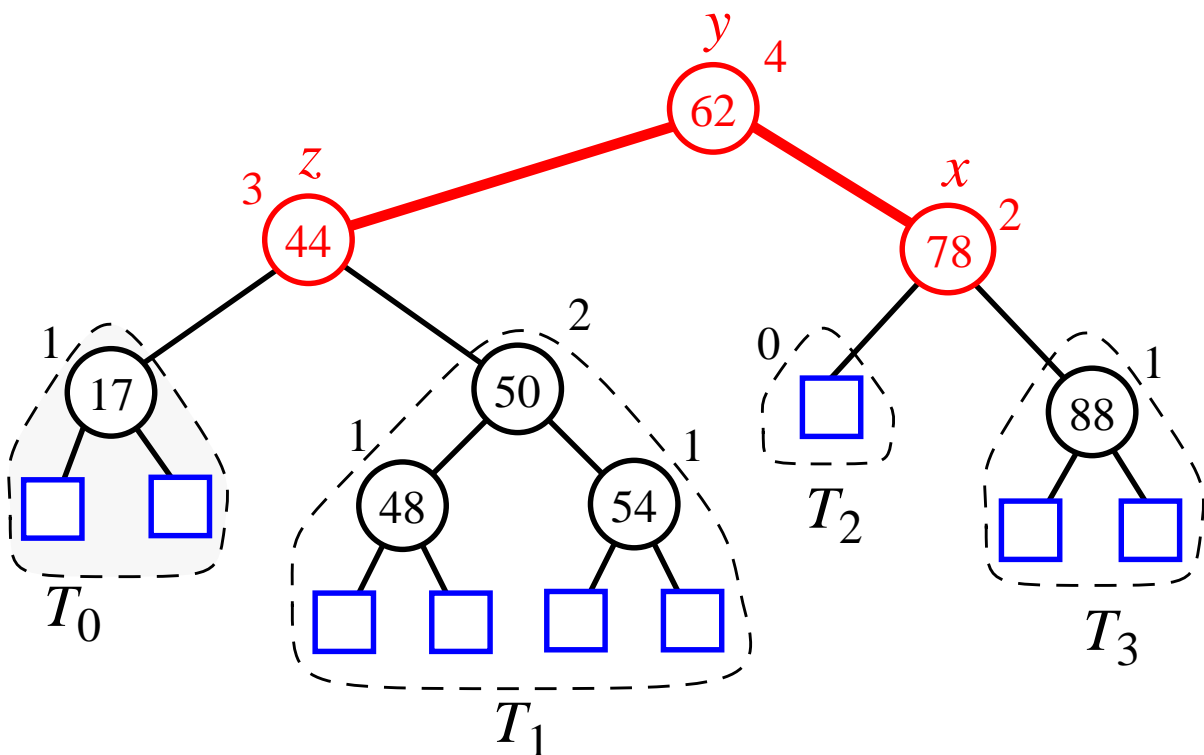
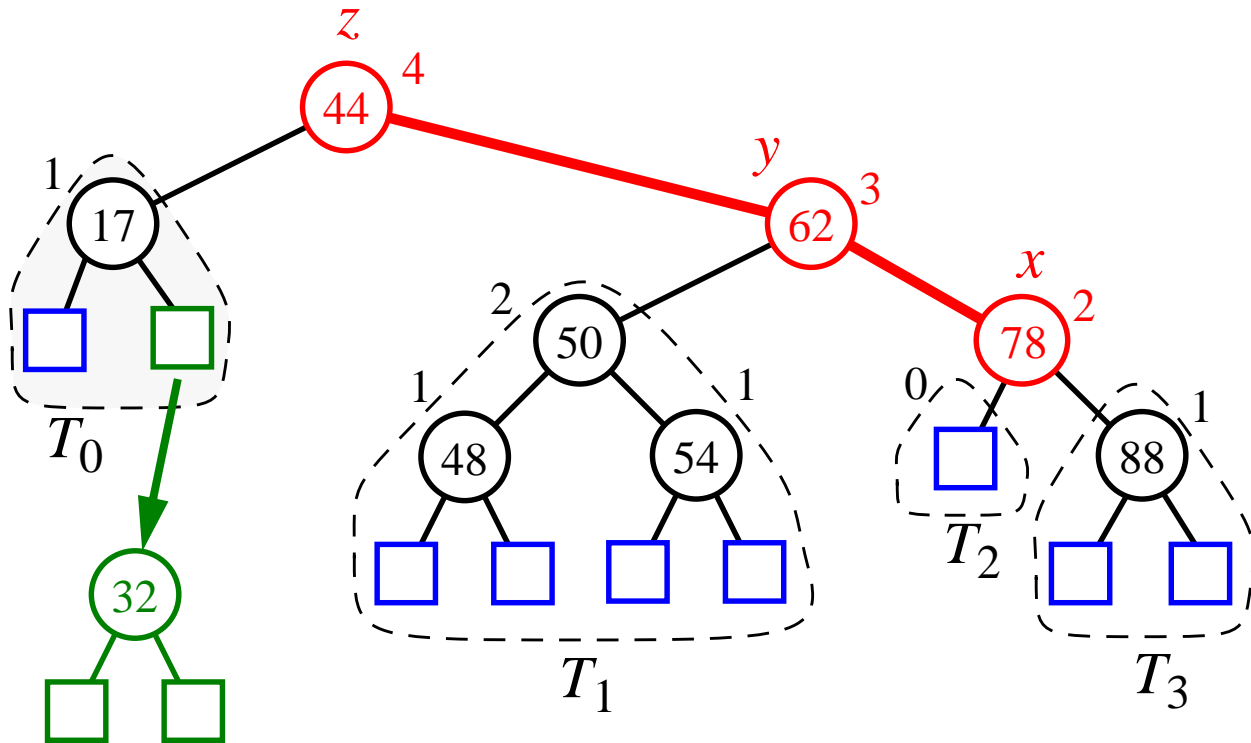
- 1: Let  $(a, b, c)$  be an inorder listing of the nodes  $x$ ,  $y$ , and  $z$ , and let  $(T_0, T_1, T_2, T_3)$  be an inorder listing of the the four subtrees of  $x$ ,  $y$ , and  $z$  not rooted at  $x$ ,  $y$ , or  $z$
2. Replace the subtree rooted at  $z$  with a new subtree rooted at  $b$
3. Let  $a$  be the left child of  $b$  and let  $T_0, T_1$  be the left and right subtrees of  $a$ , respectively.
4. Let  $c$  be the right child of  $b$  and let  $T_2, T_3$  be the left and right subtrees of  $c$ , respectively.

# Removal

- We can easily see that performing a **removeAboveExternal**( $w$ ) can cause  $T$  to become unbalanced.
- Let  $z$  be the first **unbalanced** node encountered while travelling up the tree from  $w$ . Also, let  $y$  be the child of  $z$  with the larger height, and let  $x$  be the child of  $y$  with the larger height.
- We can perform operation **restructure**( $x$ ) to restore balance at the subtree rooted at  $z$ .
- As this restructuring may upset the balance of another node higher in the tree, we must continue checking for balance until the root of  $T$  is reached.

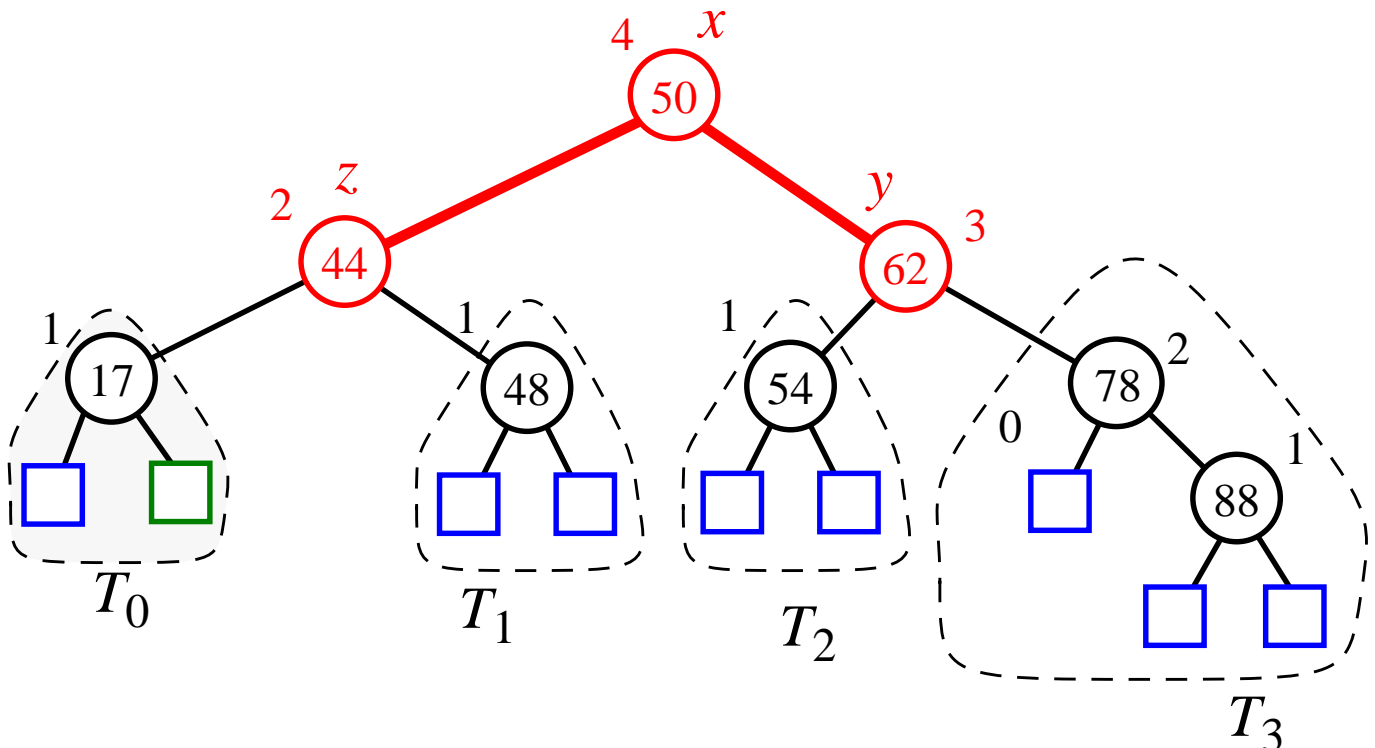
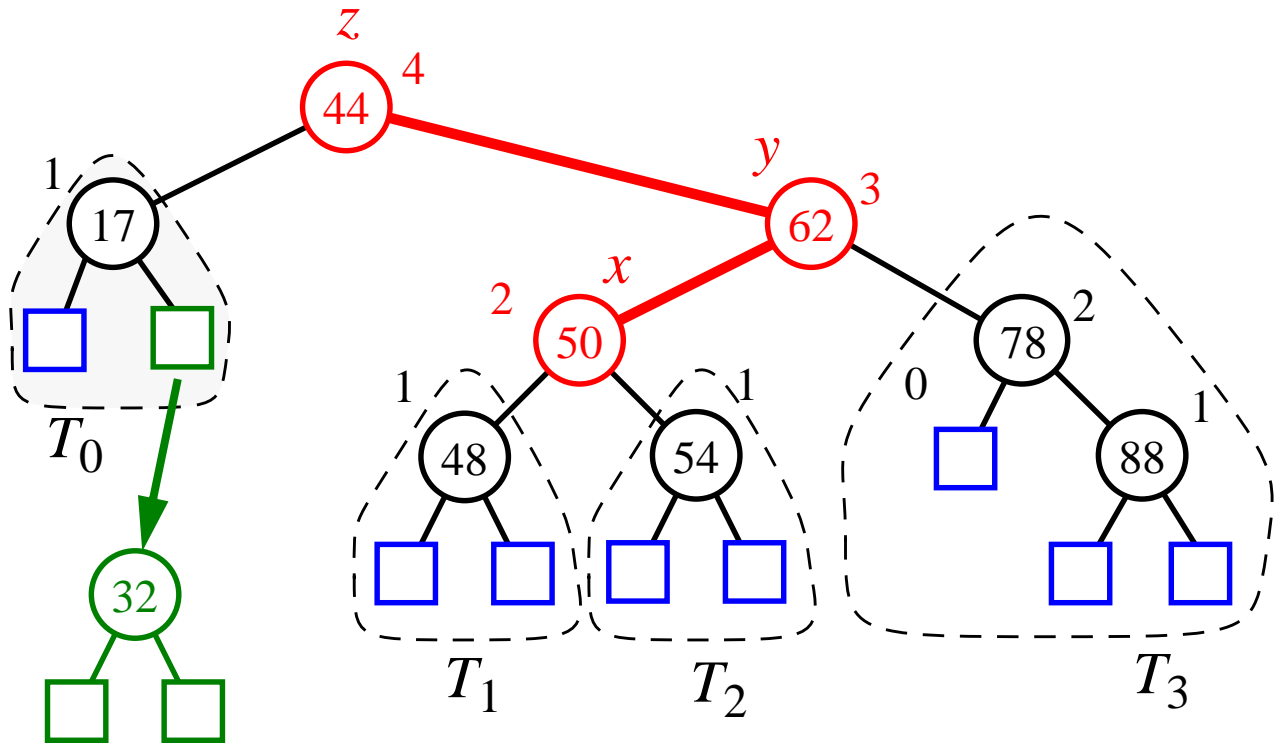
# Removal (contd.)

- example of deletion from an AVL tree:



# Removal (contd.)

- example of deletion from an AVL tree



# Implementation

- A Java-based implementation of an AVL tree requires the following node class:

```
public class AVLItem extends Item {  
    int height;  
  
    AVLItem(Object k, Object e, int h) {  
        super(k, e);  
        height = h;  
    }  
  
    public int height() {  
        return height;  
    }  
  
    public int setHeight(int h) {  
        int oldHeight = height;  
        height = h;  
        return oldHeight;  
    }  
}
```

# Implementation (contd.)

```
public class SimpleAVLTree
    extends SimpleBinarySearchTree
    implements Dictionary {

    public SimpleAVLTree(Comparator c) {
        super(c);
        T = new RestructurableNodeBinaryTree();
    }

    private int height(Position p) {
        if (T.isExternal(p))
            return 0;
        else
            return ((AVLItem) p.element()).height();
    }

    private void setHeight(Position p) { // called only
                                         // if p is internal
        ((AVLItem) p.element()).setHeight
            (1 + Math.max(height(T.leftChild(p)),
                          height(T.rightChild(p))));
    }
}
```

# Implementation (contd.)

```
private boolean isBalanced(Position p) {  
    // test whether node p has balance factor  
    // between -1 and 1  
    int bf = height(T.leftChild(p)) - height(T.rightChild(p));  
    return ((-1 <= bf) && (bf <= 1));  
}
```

```
private Position tallerChild(Position p) {  
    // return a child of p with height no  
    // smaller than that of the other child  
    if(height(T.leftChild(p)) >= height(T.rightChild(p)))  
        return T.leftChild(p);  
    else  
        return T.rightChild(p);  
}
```



# Implementation (contd.)

```
private void rebalance(Position zPos) {  
    //traverse the path of T from zPos to the root;  
    //for each node encountered recompute its  
    //height and perform a rotation if it is  
    //unbalanced  
    while (!T.isRoot(zPos)) {  
        zPos = T.parent(zPos);  
        setHeight(zPos);  
        if (!isBalanced(zPos)) { // perform a rotation  
            Position xPos = tallerChild(tallerChild(zPos));  
            zPos = ((RestructurableNodeBinaryTree)  
                    T).restructure(xPos);  
            setHeight(T.leftChild(zPos));  
            setHeight(T.rightChild(zPos));  
            setHeight(zPos);  
        }  
    }  
}
```

# Implementation (contd.)

```
public void insertItem(Object key, Object element)
    throws InvalidKeyException {
    super.insertItem(key, element); // may throw an
                                    // InvalidKeyException
    Position zPos = actionPos; // start at the
                              // insertion position
    T.replace(zPos, new AVLItem(key, element, 1));
    rebalance(zPos);
}

public Object remove(Object key)
    throws InvalidKeyException {
    Object toReturn = super.remove(key); // may throw
                                        // an InvalidKeyException
    if (toReturn != NO_SUCH_KEY) {
        Position zPos = actionPos; // start at the
                                  // removal position
        rebalance(zPos);
    }
    return toReturn;
}
}
```