AVL Tree Rotation

Thanks to John Hargrove for his tutorial, of which this explanation was derived from

This concept of rotation in AVL's may seem intimidating, and can be confusing very fast. The following may seem needlessly long to a few, but in order to grasp the entire process we will delve through the process step by step.

Identify a Need for Rotation

Imagine we have such a tree:

```
a
b
```

With the following balance factors

```
\mathbf{a} = 2 - 0 = 2

\mathbf{b} = 1 - 0 = 1

\mathbf{c} = 0 - 0 = 0
```

As we can see, node **a** has an imbalance out of the acceptable range (-1, 0, 1).

We have an **unbalanced state** and therefore need a rotation.

Simple.

Determining Rotation Type

This is the harder part. In the previous example, we see that node **a** has a balance factor of **2**. If we think back to the balance equation:

Balance_Factor = Height(Right_Subtree) - Height(Left_Subtree)

Since Height() will always be positive, a balance factor of +2 means that:

Height(Right_Subtree) > Height(Left_Subtree)

This means that the tree is *right heavy*. Logically, to fix a right heavy tree, we can perform a *left rotation*!

Trivially, a *left heavy* tree requires a *right rotation*!

Single Left Rotation

Back to the example, with example numbers this time:

```
a = 9, Balance = 2 - 0 = +2
b = 14, Balance = 1 - 0 = 1
c = 200, Balance = 0
b becomes the new root
a takes b's left child and makes it is right child (in this case, null)
b makes a its left child
b = 14
```

A simple sanity check is to verify that order has been preserved!

Single Right Rotation

Mirror of left rotation:

a = 9 **c** = 200

```
c = 200, Balance = 0 - 2 = -2 !!!
/
b = 14, Balance = 0 - 1 = -1
/
a = 9, Balance = 0
```

Category: **left heavy**Fix: **right rotation**

- **b** becomes new root
- c takes b's right child, and makes it its left child (in this case, null)
- **b** makes **c** its *right* child

```
b = 14
/ \
a = 9 c = 200
```

How can I identify this need just from observation?

If we look at the case of a single rotation, we can see the balance signs match. That is, for a right heavy tree (+2, +1) and a left heavy tree (-2, -1).

When we need a double rotation, the balance factor signs do not match! For the last example, we can see the balance factor pair is (+2, -1).

However, once we rotate the subtree, the signs start to match (+2, +1)! Then, we can perform a final complete tree rotation.

Double Rotations, huh?

Observe the following tree:

```
a = 9, Balance = 2 - 0 = +2
\
c = 14, Balance = 0 - 1 = -1
/
b = 12, Balance = 0
```

This is obviously *right heavy*, so lets do a *left rotation*.

- **c** becomes the new root
- **a** takes **c's** *left* child, and makes it its right child (in this case, **b**)
- **c** makes **a** its *left child*

Result:

```
c = 14
/
a = 9
\
b = 12
```

??? Unbalanced.

We need a **double rotation**.

Performing a Double Rotation

Left-Right Rotation

To fix the aforementioned issue we first apply a *right rotation* on the right subtree then a *left rotation*.

Given this tree:

```
a = 9
  \
     c = 14
  /
b = 12

Right Subtree is:
     c = 14
  /
b = 12
```

We perform a **right rotation** on this subtree:

```
b = 12 \ c = 14
```

Now the whole tree looks like:

```
a = 9, Balance = +2
\
b = 12, Balance = +1
\
c = 14
```

Notice how the signs match now? Lets now perform a final *left rotation*, as it is *right heavy*

```
b = 12, Balance = +2
/
a = 9 c = 14
```

Onto the next one (zzz)

Right-Left Rotation

Mirror of the p

revious Left-Right rotation. Let's speed through this.

```
c = 14 (-2)
/
a = 9 (+1)
\
b = 12
```

Different signs, **double rotate**. Since it is *left heavy* we first do a *left rotation* on the *left* subtree.

Left subtree:

```
b

Rotated:

b

/
a
```

Tree updated:

```
c = 14 (-2)
/
b = 12 (-1)
/
a = 9
```

Signs match, still **left heavy**, so **right rotate**:

- **b** becomes new root
- c takes b's right child and makes it its left child
- **b** makes **c** its left child

```
b = 12
/ \
a = 9 c = 14
```

This concept is hard enough to do conceptually, but implementing a recursive balancing algorithm that handles these 4 cases is harder.

Overall Procedure

Here is some pseudocode to keep in mind:

```
IF tree is right heavy
{
    IF tree's right subtree is left heavy
    {
        Perform Double Left rotation
    }
    ELSE
    {
        Perform Single Left rotation
    }
}
ELSE IF tree is left heavy
{
        IF tree's left subtree is right heavy
        {
             Perform Double Right rotation
        }
        ELSE
        {
             Perform Single Right rotation
        }
}
```