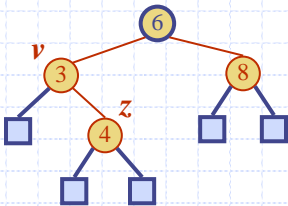


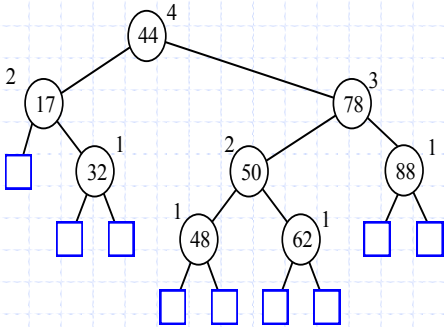
AVL Trees



AVL Trees

AVL Tree Definition

- ◆ **AVL trees are balanced.**
- ◆ 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:

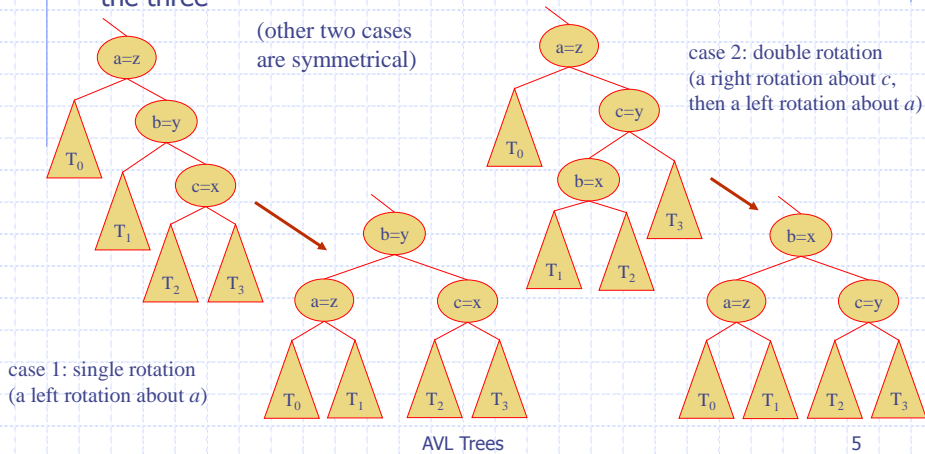
AVL Trees

- 3

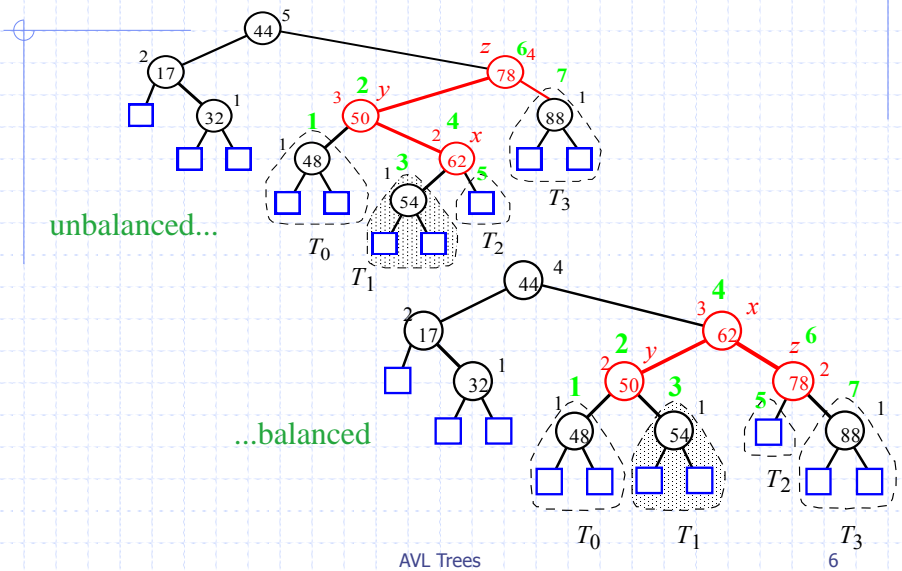
4

Trinode Restructuring

- ◆ let (a,b,c) be an inorder listing of x, y, z
- ◆ perform the rotations needed to make b the topmost node of the three

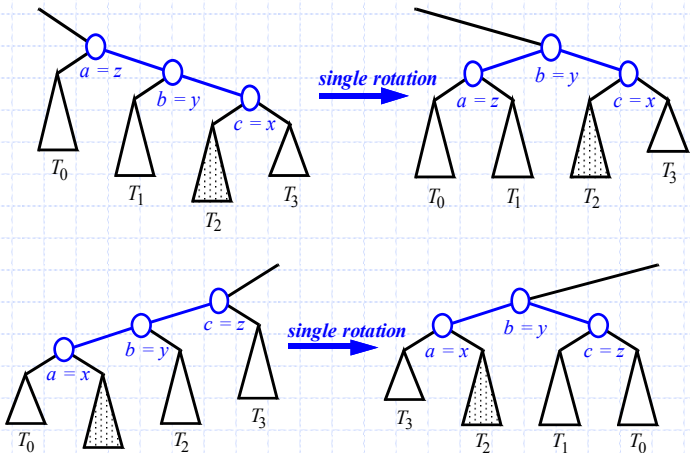


Insertion Example, continued



Restructuring (as Single Rotations)

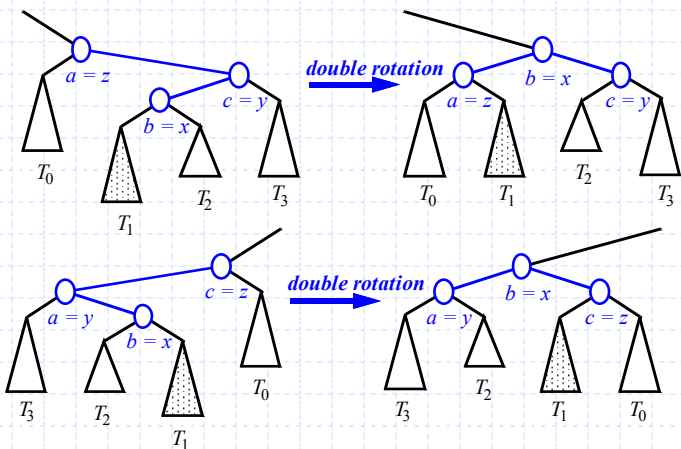
◆ Single Rotations:



AVL Trees

Restructuring (as Double Rotations)

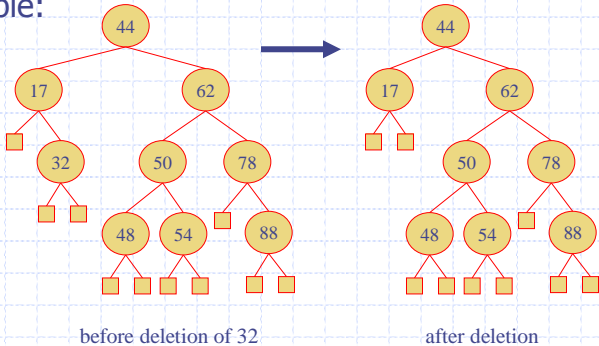
◆ double rotations:



AVL Trees

Removal in an AVL Tree

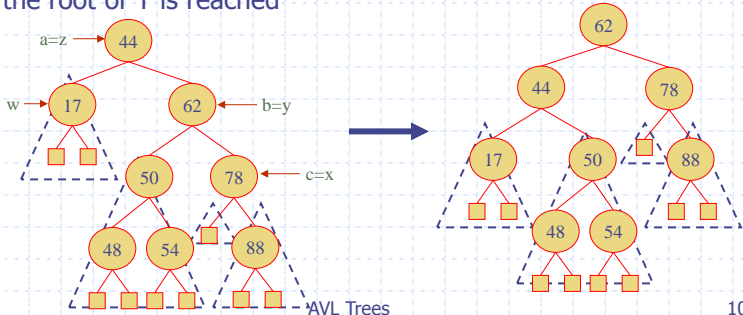
- ◆ Removal begins as in a binary search tree, which means the node removed will become an empty external node. Its parent, w, may cause an imbalance.
- ◆ Example:



AVL Trees

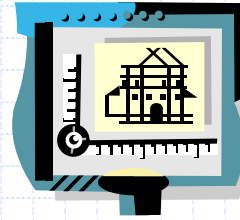
Rebalancing after a Removal

- ◆ 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 perform **restructure(x)** to restore balance 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



AVL Trees

Running Times for AVL Trees



- ◆ a single restructure is $O(1)$
 - using a linked-structure binary tree
- ◆ find is $O(\log n)$
 - height of tree is $O(\log n)$, no restructures needed
- ◆ insert is $O(\log n)$
 - initial find is $O(\log n)$
 - Restructuring up the tree, maintaining heights is $O(\log n)$
- ◆ remove is $O(\log n)$
 - initial find is $O(\log n)$
 - Restructuring up the tree, maintaining heights is $O(\log n)$