



UNIVERSITY *of* WASHINGTON

CSS 343: Data Structures, Algorithms, and
Discrete Mathematics II

AVL tree

Version 1

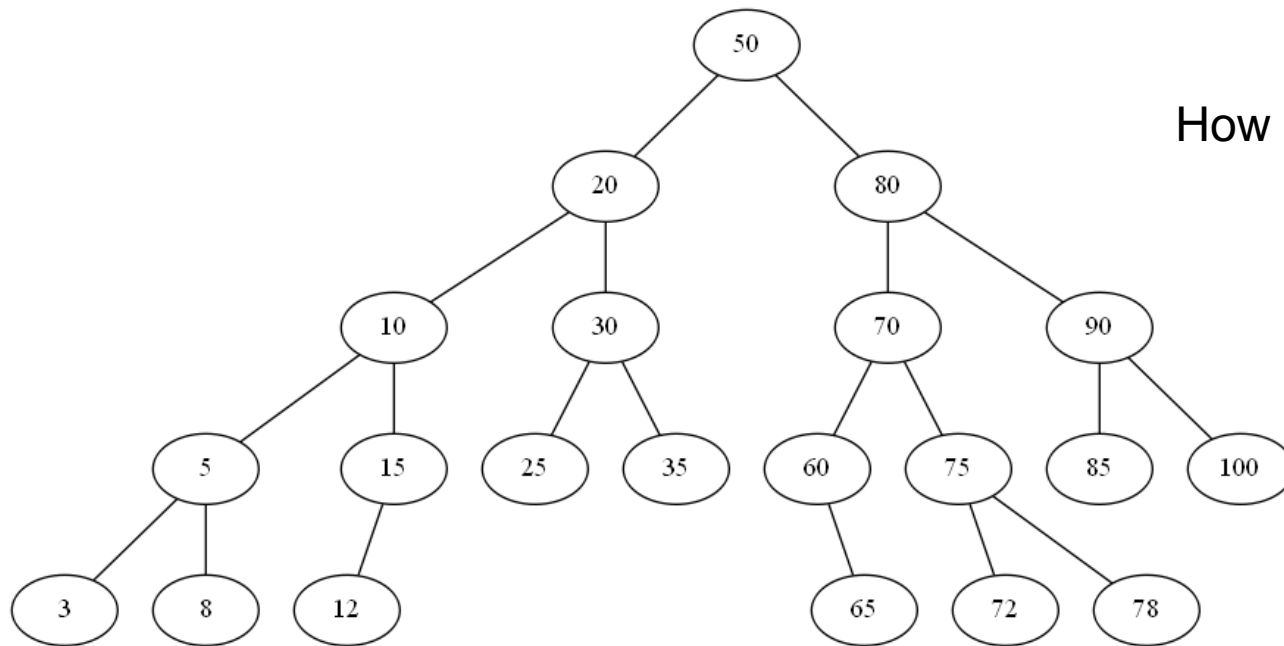
Wooyoung Kim

Balanced tree

- Worst case complexity of an ordinary binary search tree?
 - $O(n)$
- Can we achieve $O(\log n)$?
 - Remain balanced or nearly balanced while updating
- Balanced tree
 - AVL
 - 2-3
 - B-tree
 - Etc

AVL

- AVL
 - Binary search tree AND
 - For each vertex in the tree, the height of the left and right subtrees differ by at most one
 - Named after two inventors, Adelson-Velsky and Landis

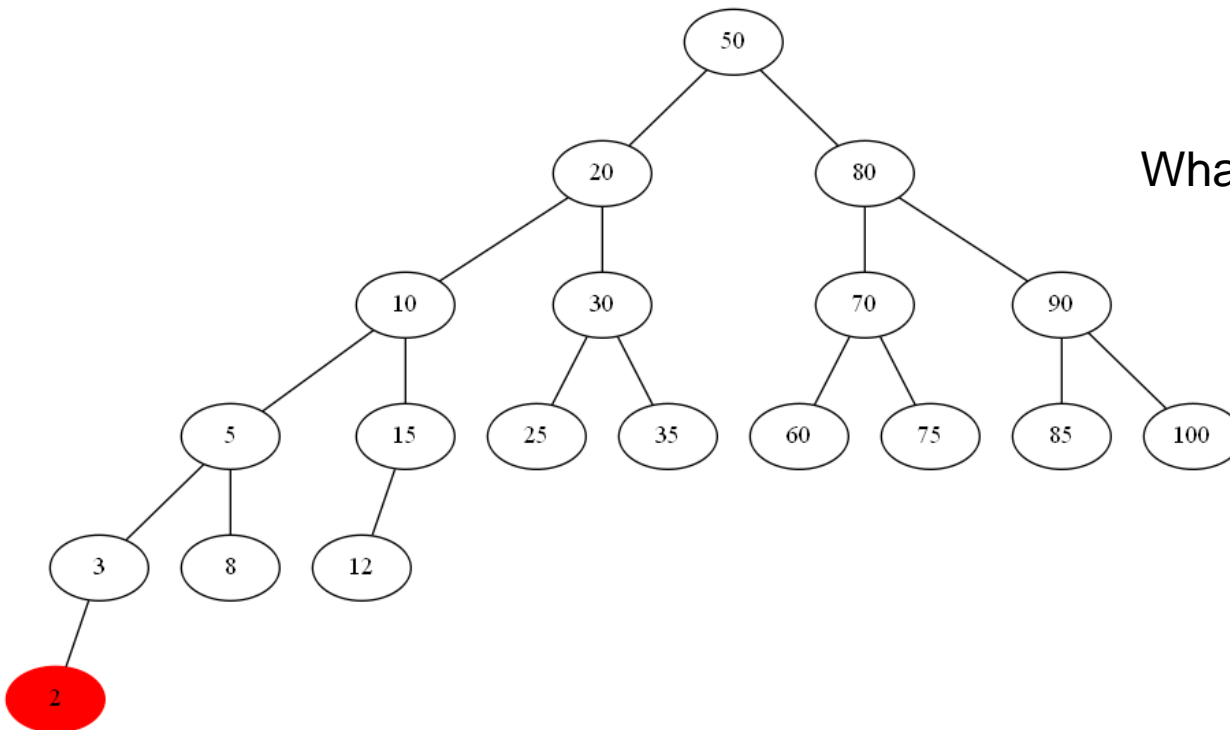


How about inserting 2?

AVL

AVL

- AVL
 - Binary search tree AND
 - For each vertex in the tree, the height of the left and right subtrees differ by at most one

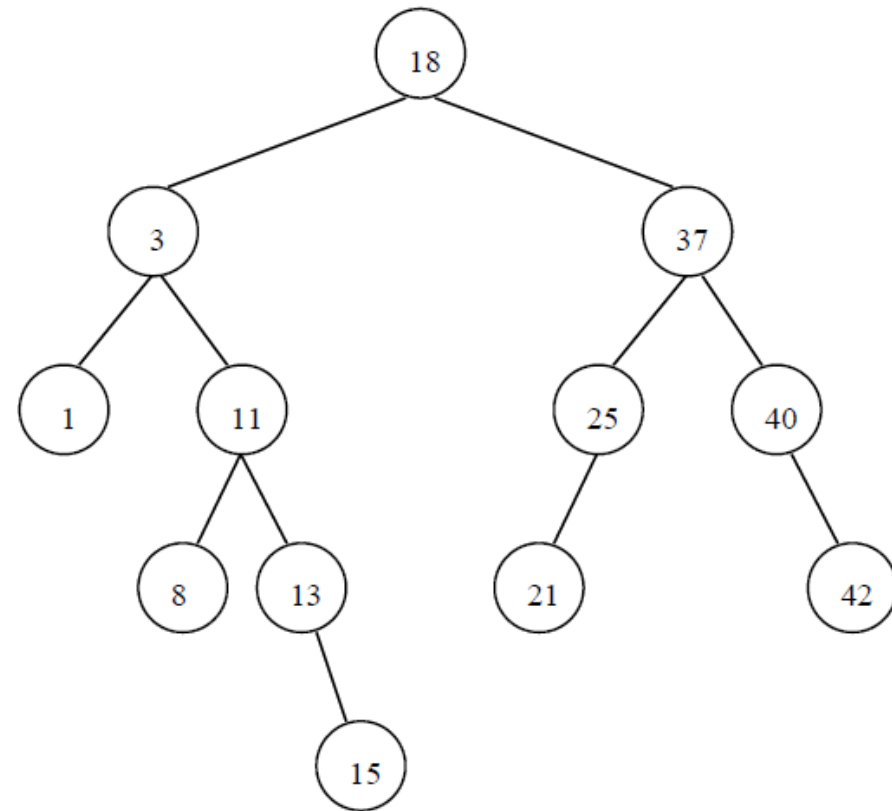


What node is unbalanced one?

non-AVL

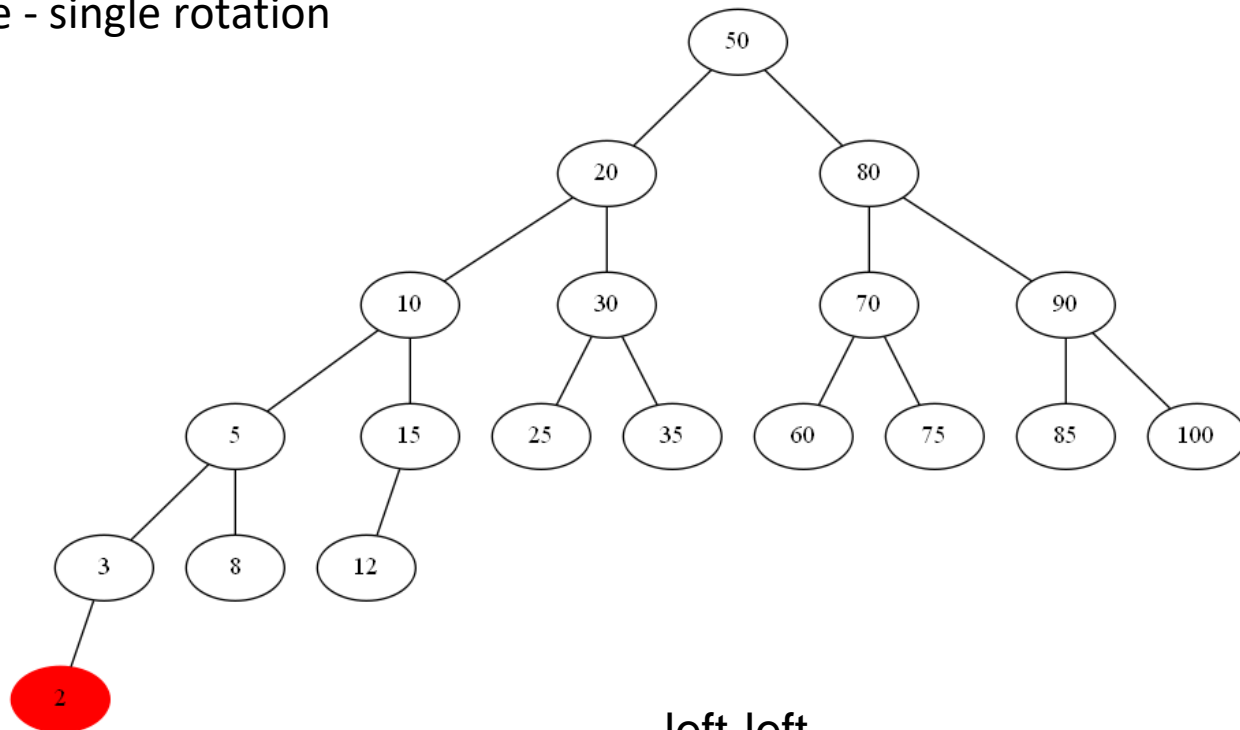
Height - review

- Height of a node: between node and its leaf (leaf node's height is 1)
- In assignment 2: getHeight
 - keep maximal values (longest path upwards)



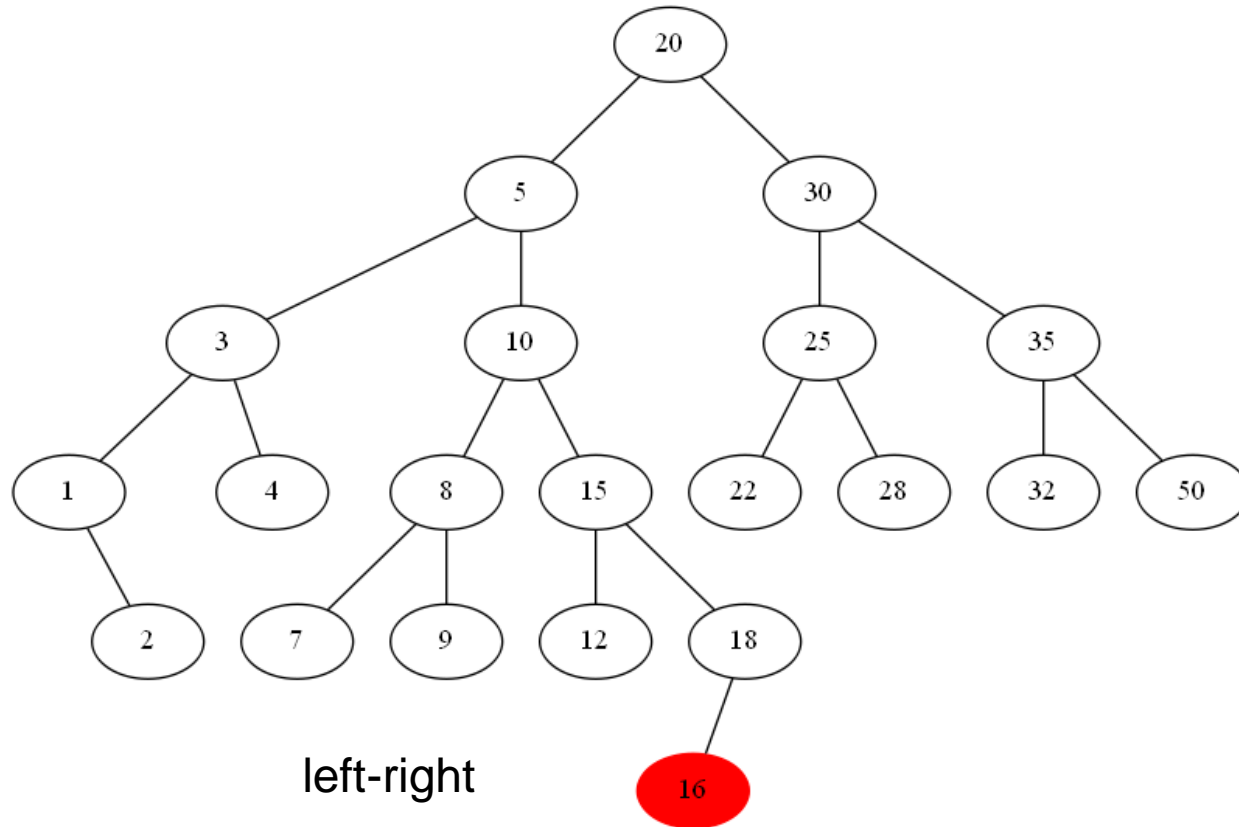
Single rotation

- Key to AVL: keep it balanced when update is performed
- Starting from AVL, four possible insertion cases leading to non-AVL and rotations to fix:
 - Left-left: insertion in (the **left** child of the unbalanced vertex)'s the **left** subtree – single rotation
 - Right-right: insertion in (the **right** child of the unbalanced vertex)'s **right** subtree - single rotation



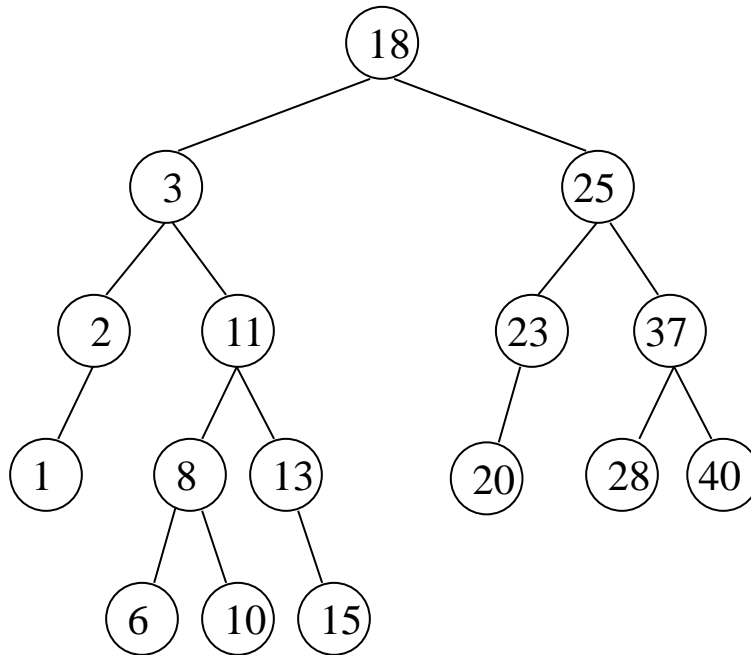
Double rotations

- Left-right: insertion in (the **left** child of the unbalanced vertex)'s **right** subtree
– double rotation
- Right-left: insertion in (the **right** child of the unbalanced vertex)'s **left** subtree
– double rotation



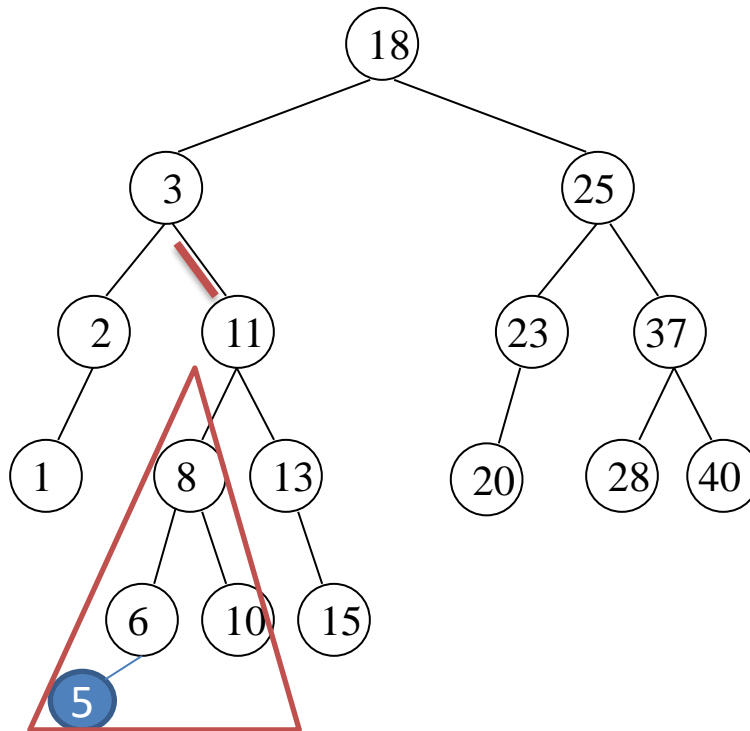
Practice – which insertion type

- After insertion, find the lowest unbalanced vertex
- E.g., insert 5:



Practice – which insertion type

- After insertion, find the lowest unbalanced vertex
- E.g., insert 5:



Unbalanced vertex: 3

right-left type

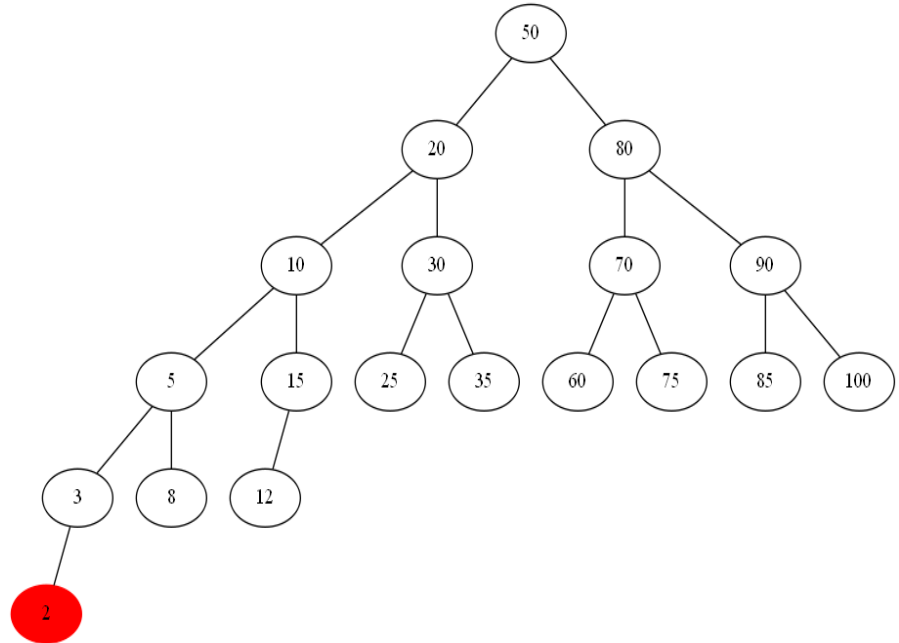
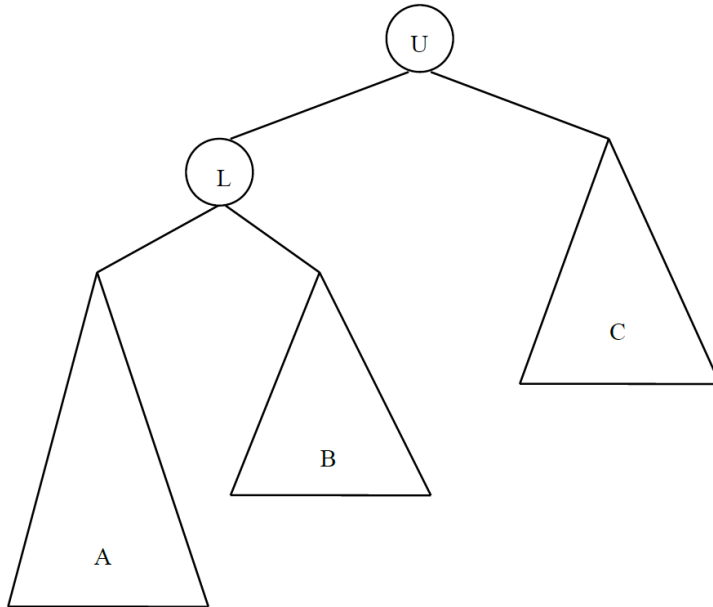
Steps

Precondition: AVL tree

- Step 1: After an insertion, find the lowest unbalanced vertex
- Step 2: Identify insertion type
- Step 3: Make rotation accordingly

Single rotation

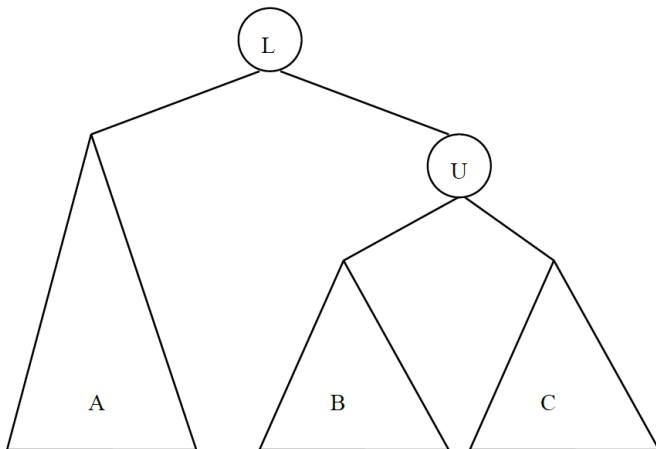
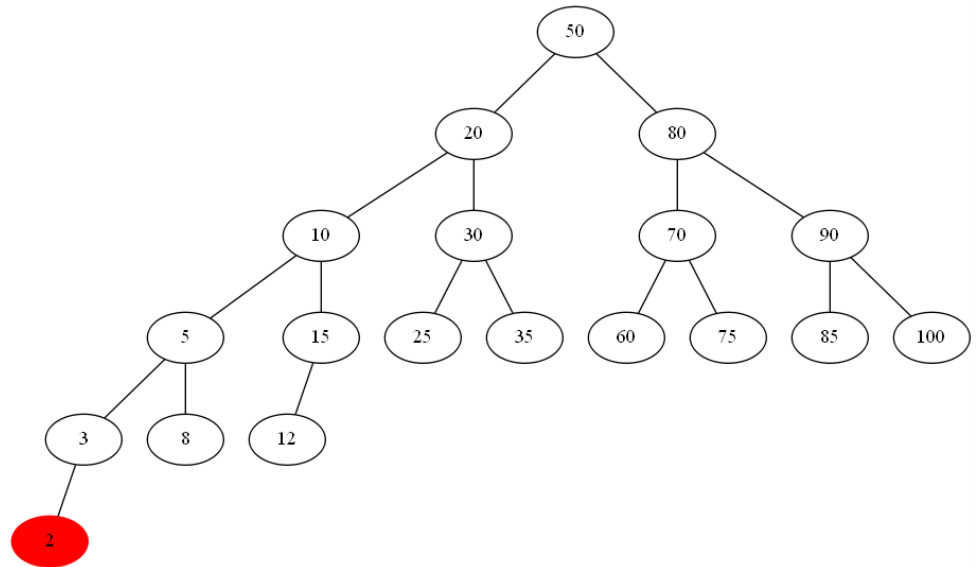
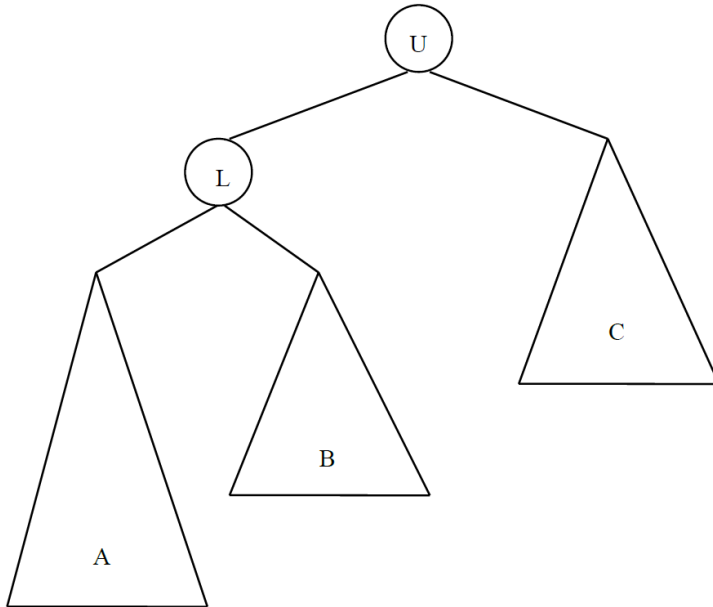
- Left-left: find the lowest unbalanced node - U



- What is the lowest unbalanced node in the right tree?
 - 20
 - Because its left subtree is two levels deeper than its right subtree

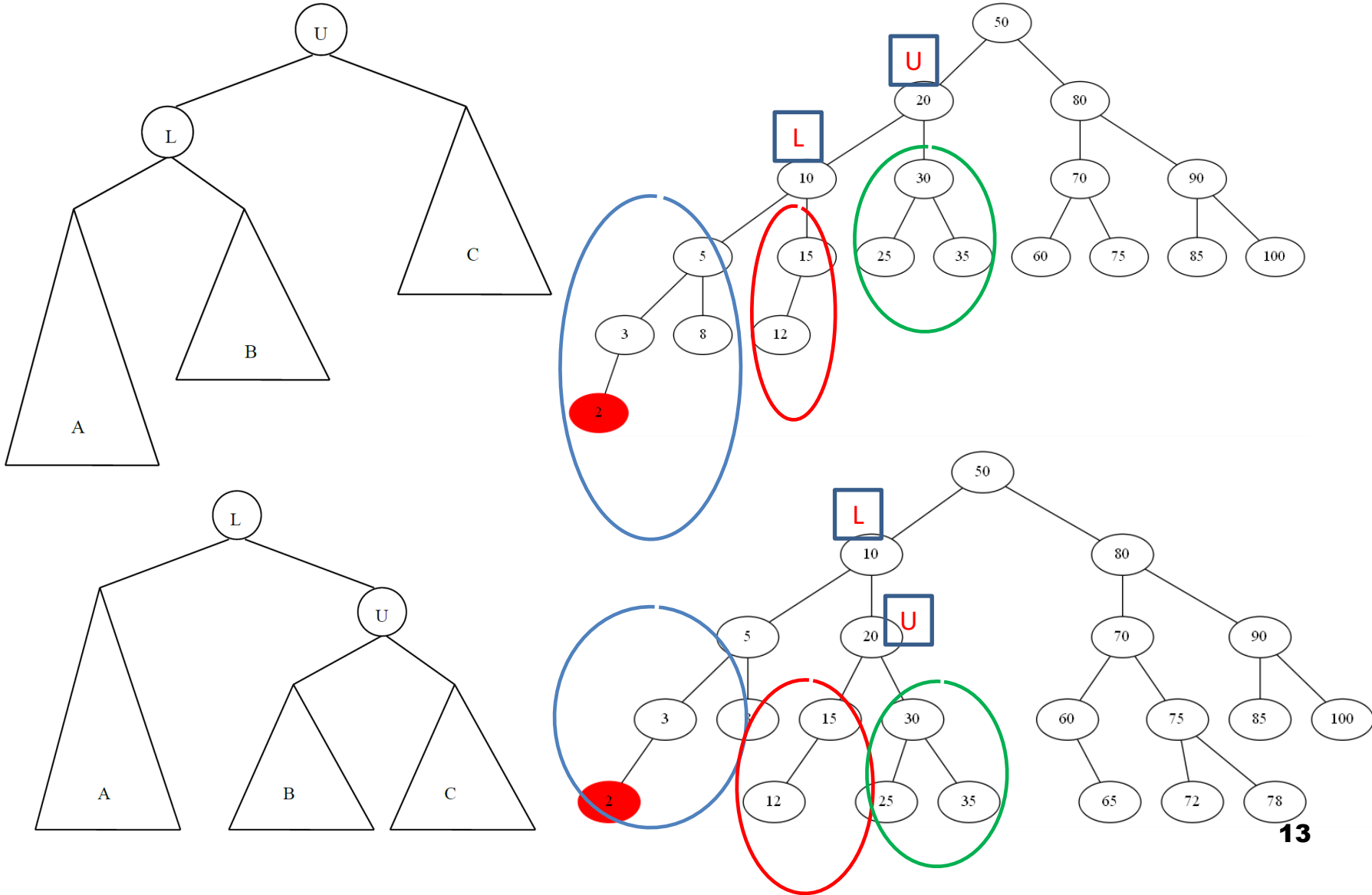
Single rotation

- Make to AVL by single rotation



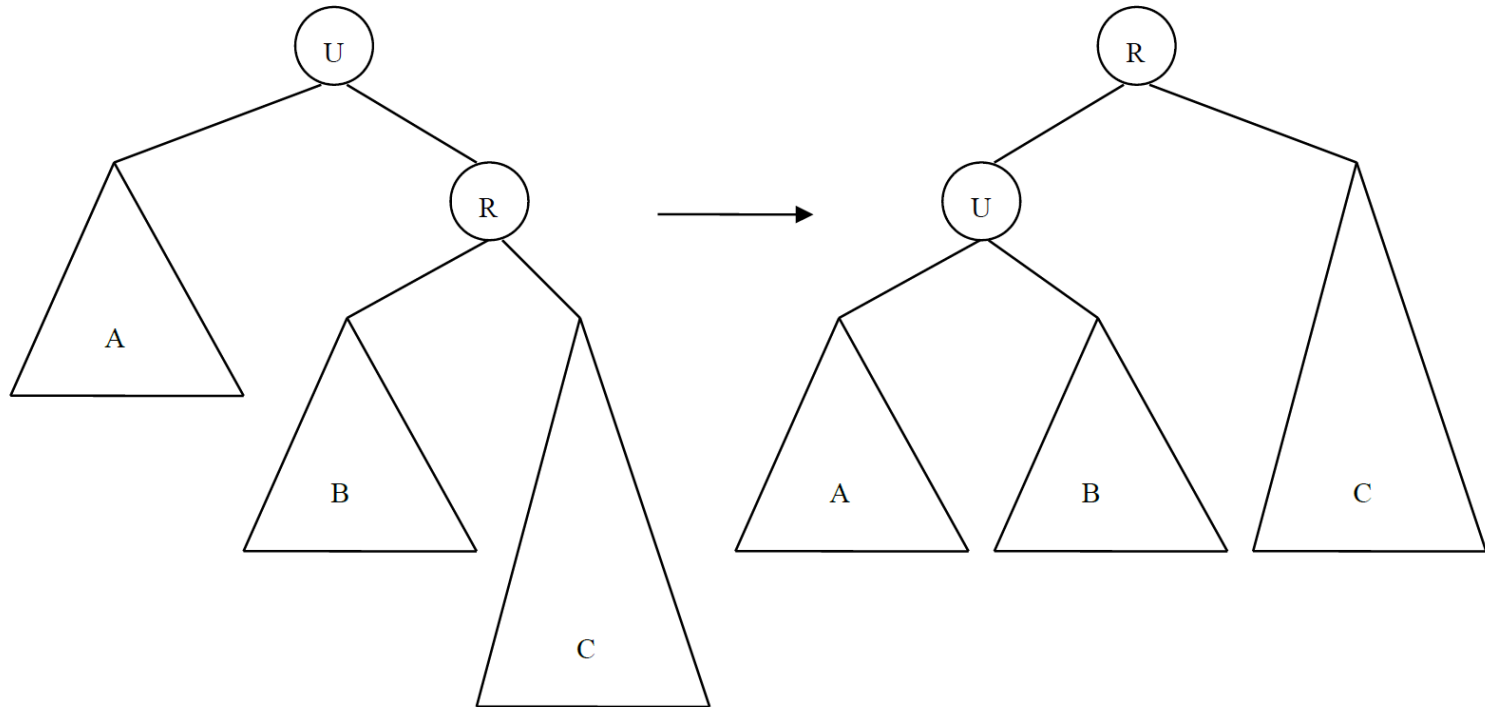
Single rotation

- Make to AVL by single rotation

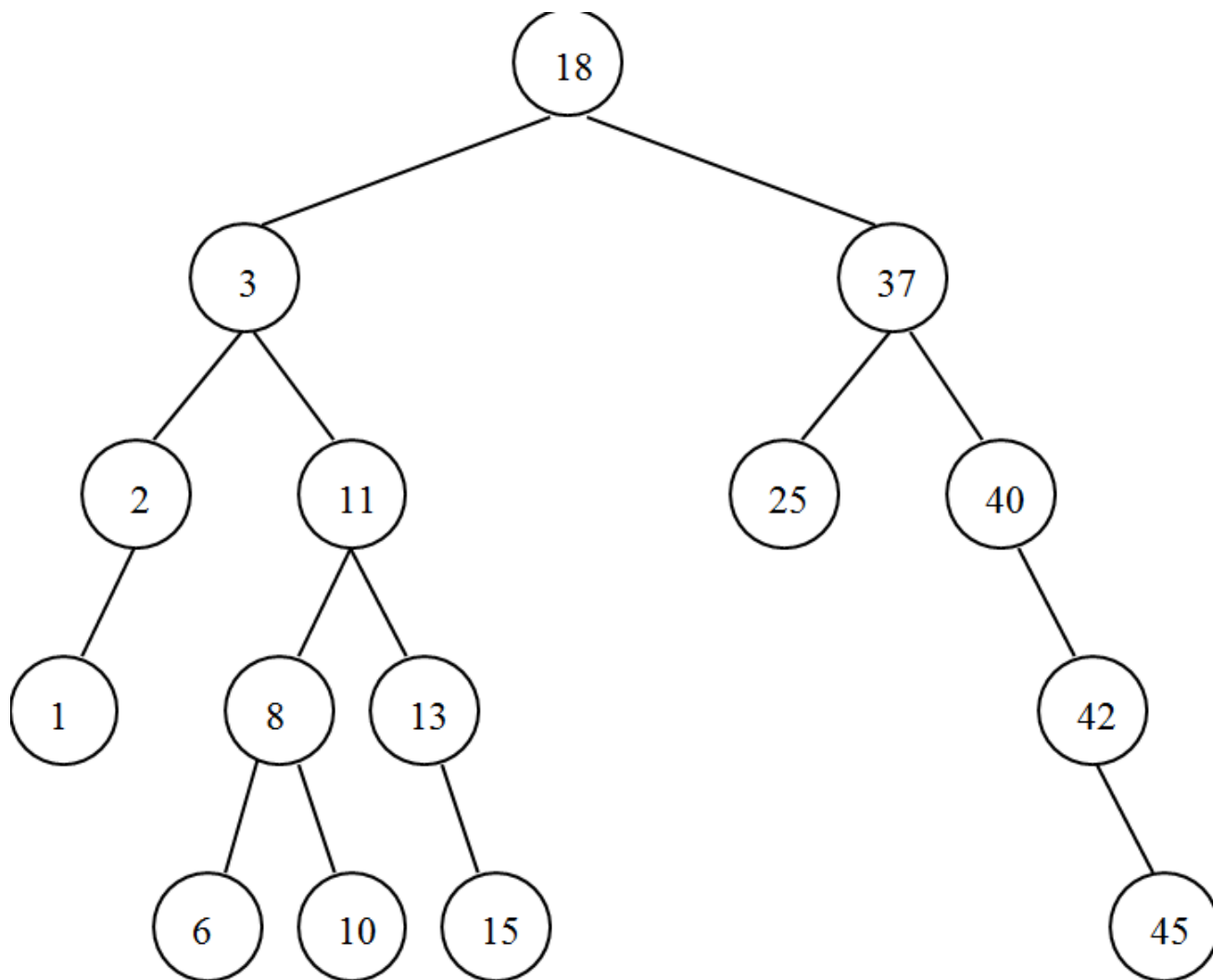


Single rotation (cont.)

- Right-right: symmetric to left-left

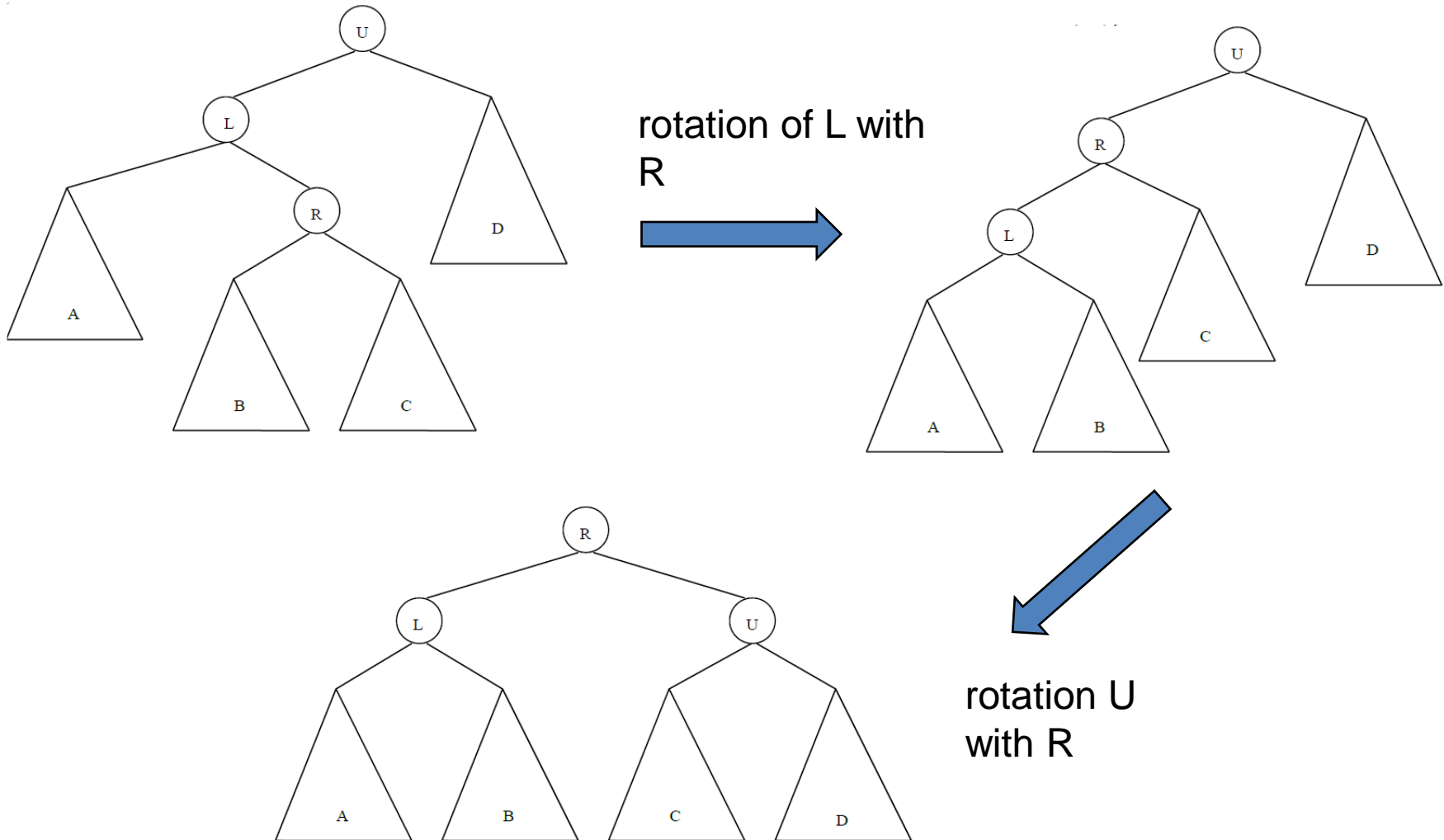


Single rotation - exercise



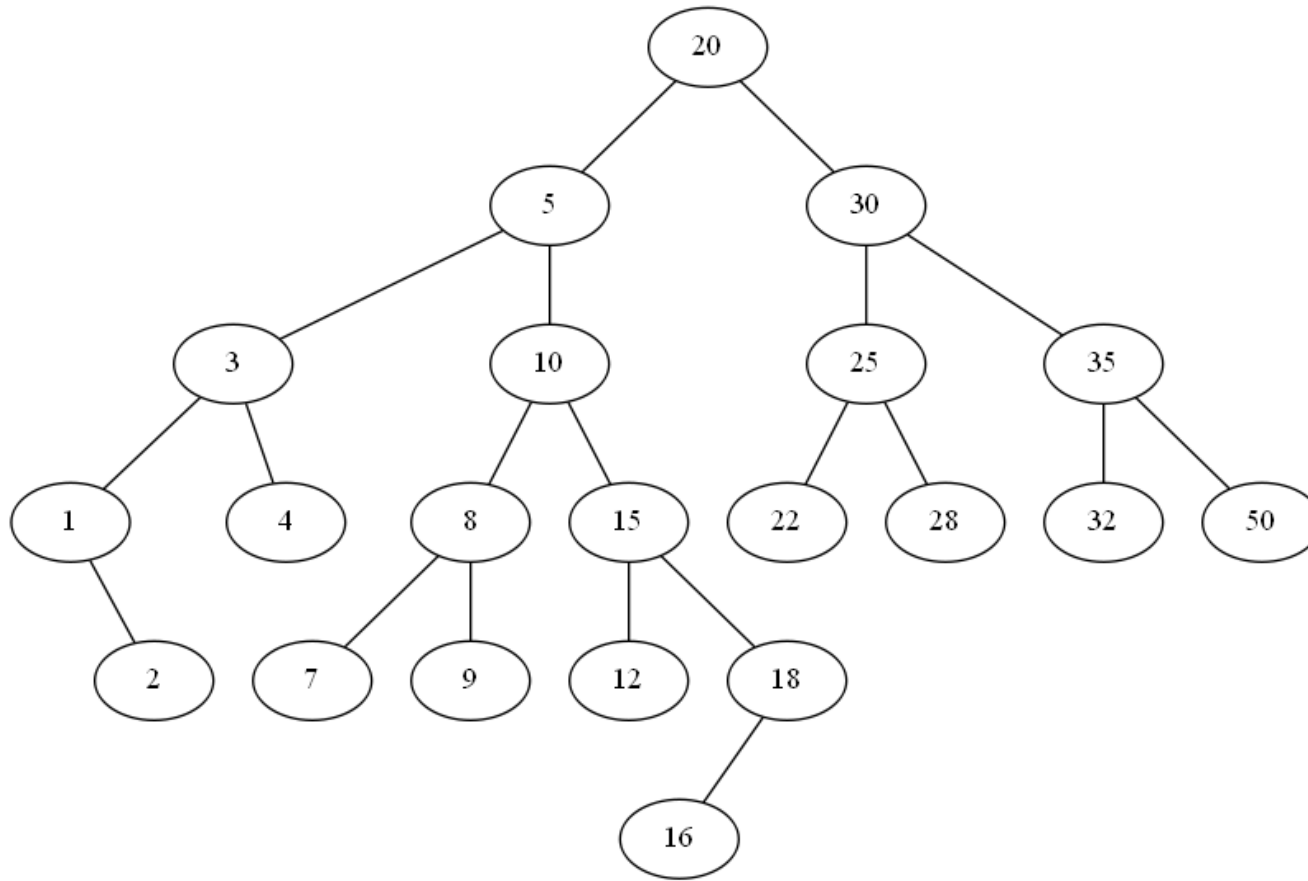
Double rotation

- Left-right



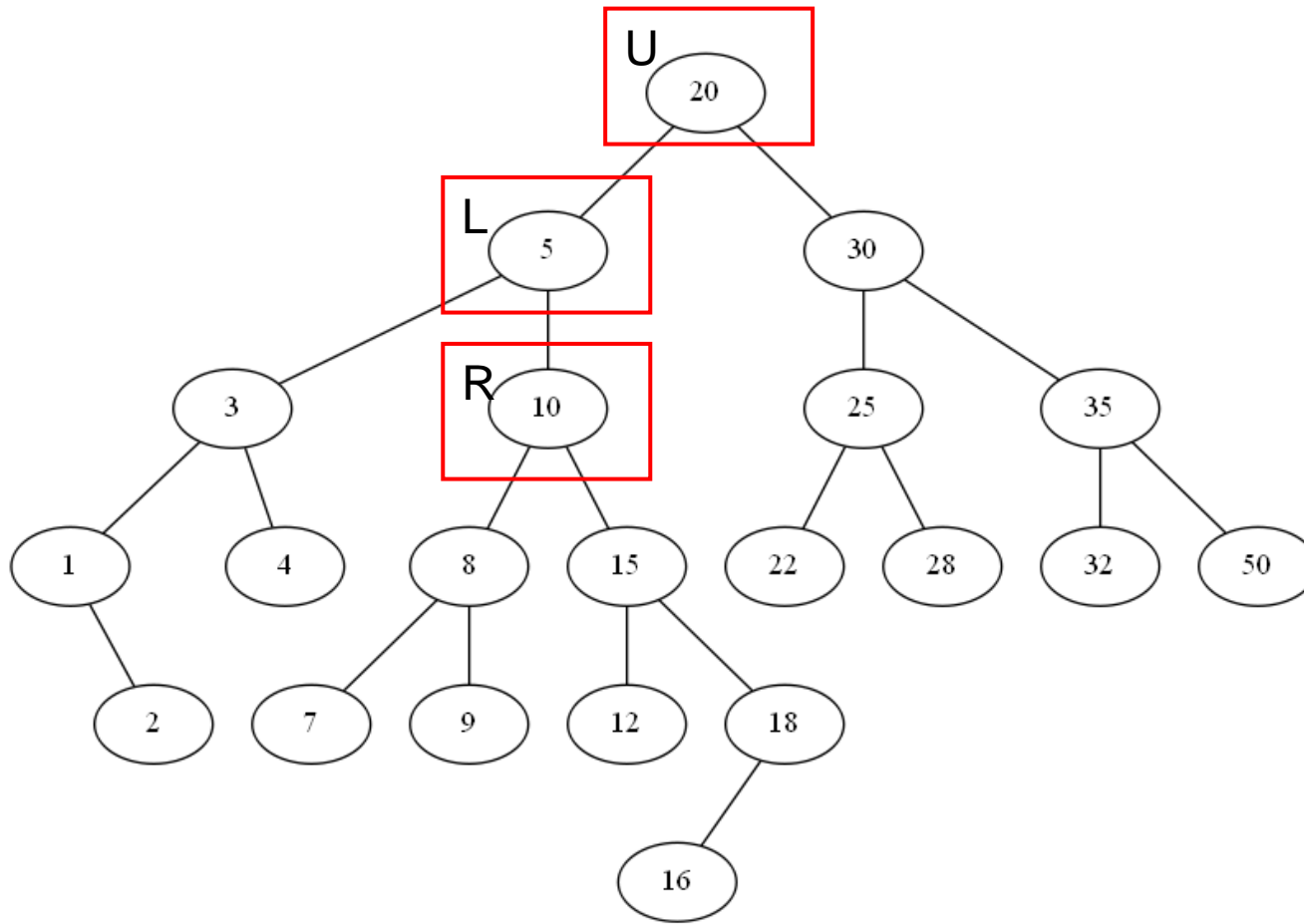
Double rotation-practice

- What is U? L? R?



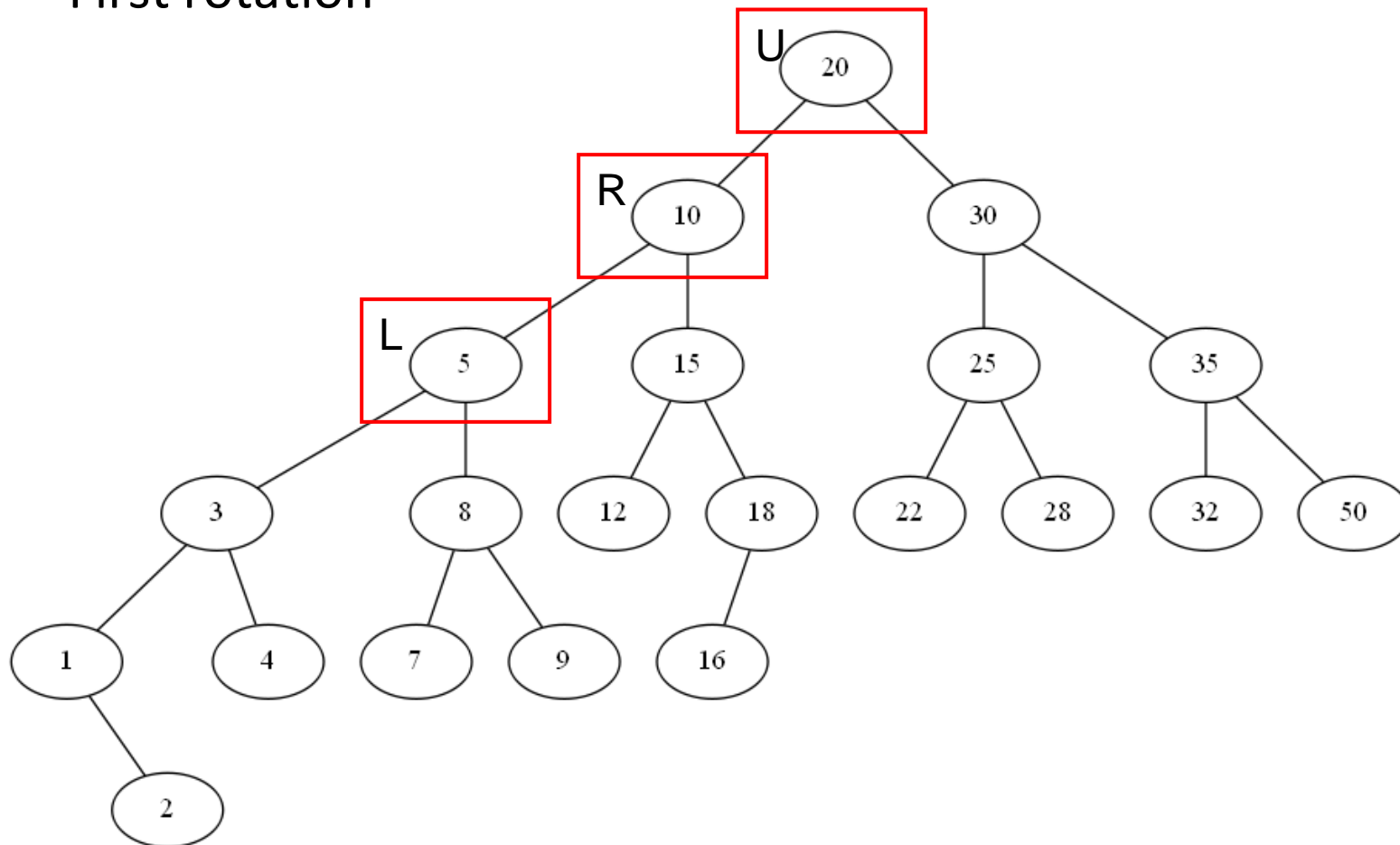
Double rotation-practice

- What is U? L? R?



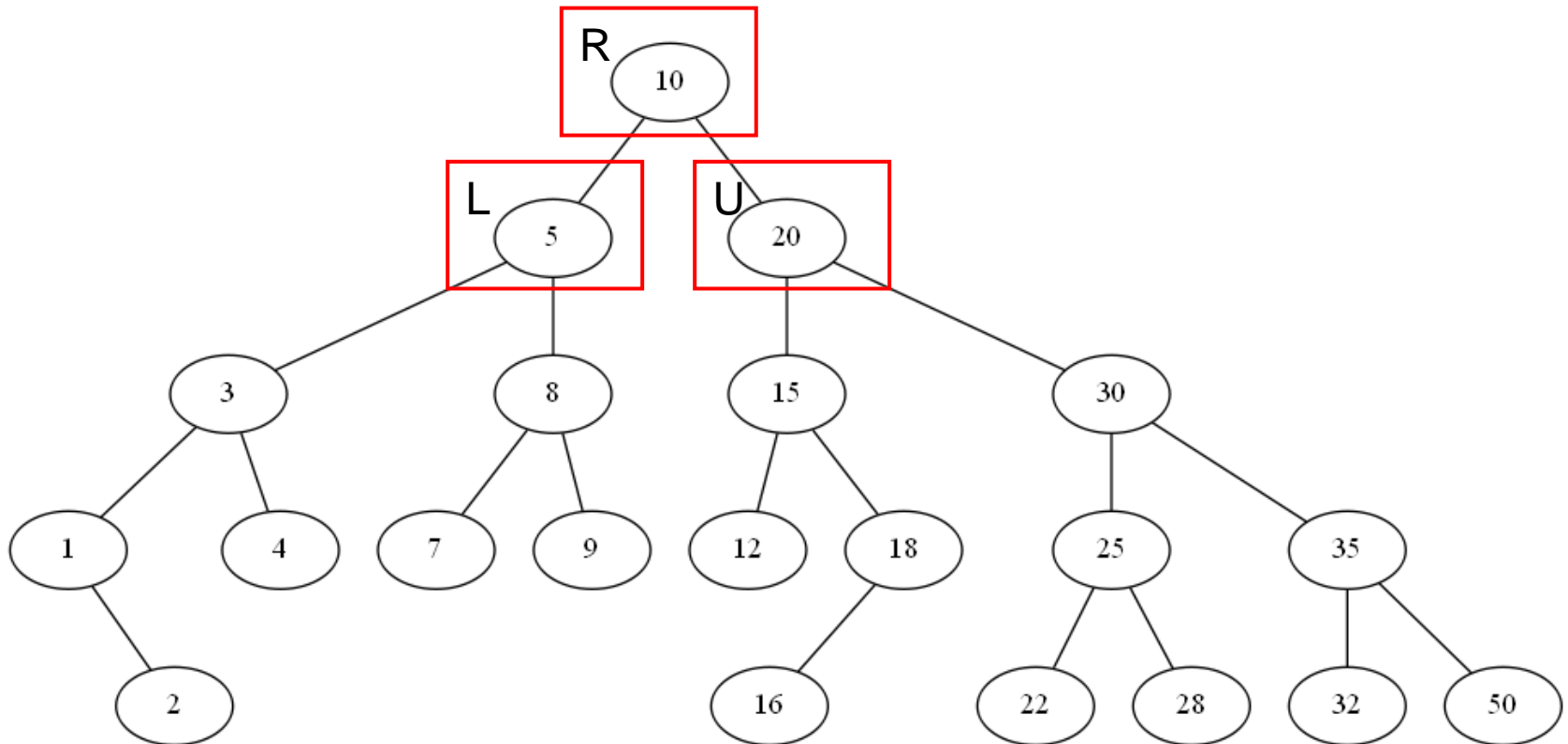
Double rotation-practice

- First rotation



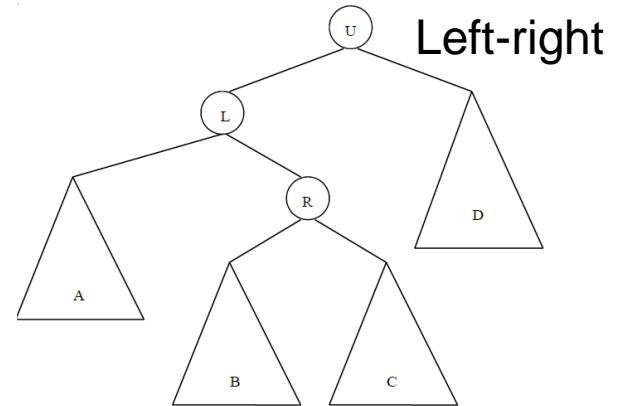
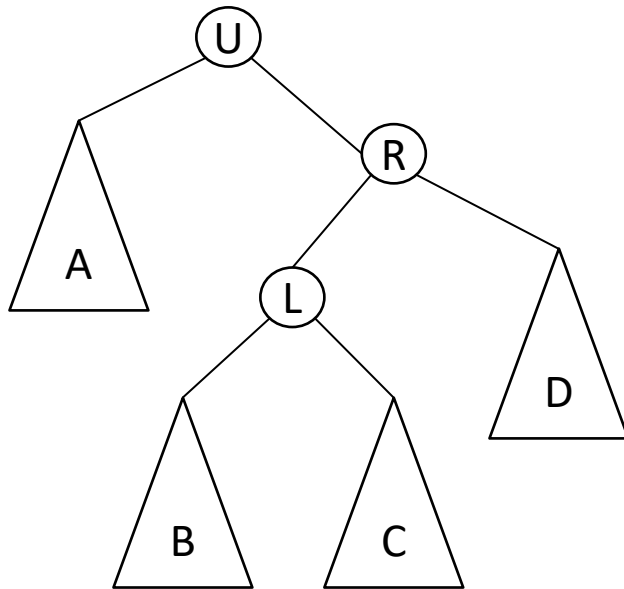
Double rotation-practice

- Second rotation



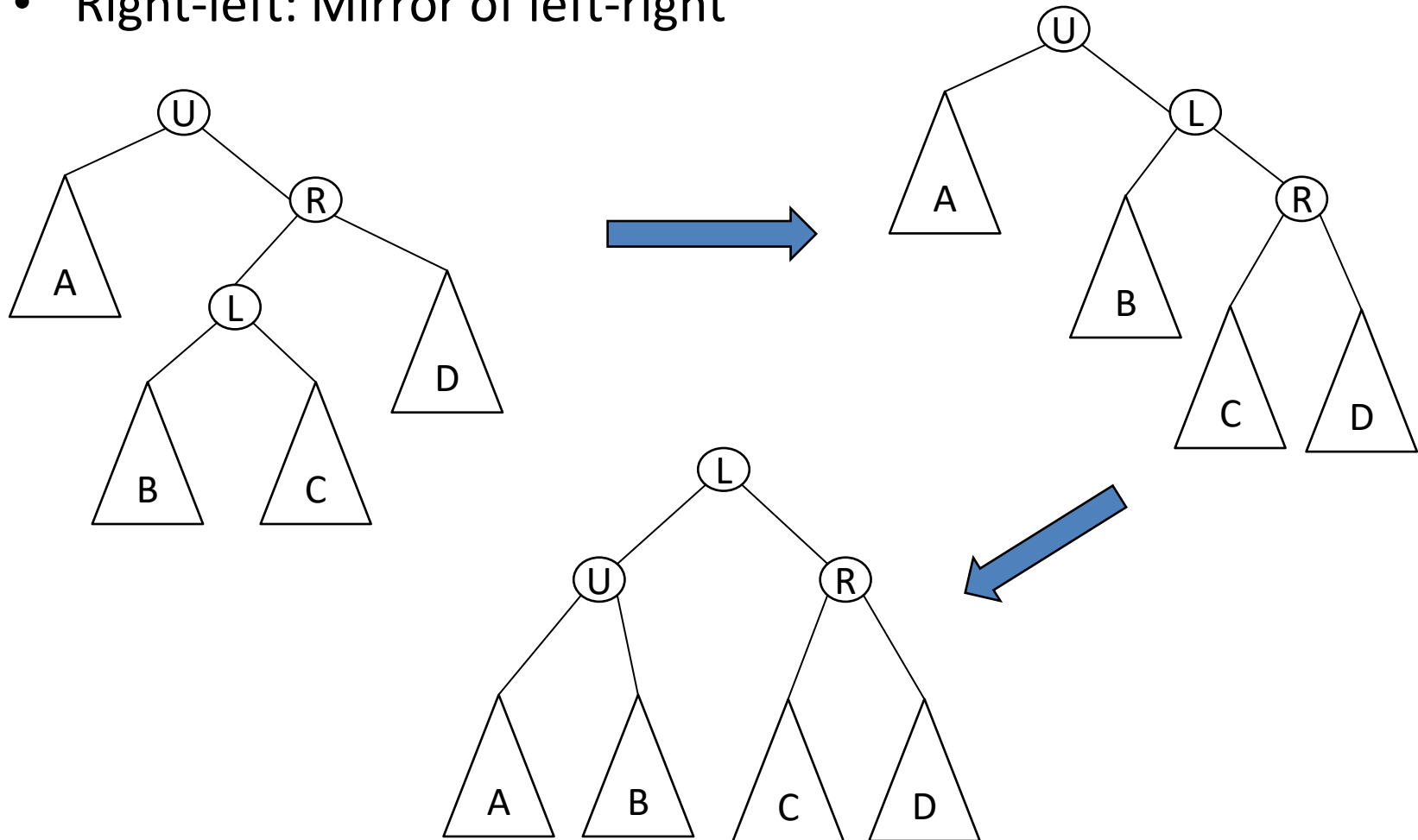
Double rotation

- Right-left: Mirror of left-right



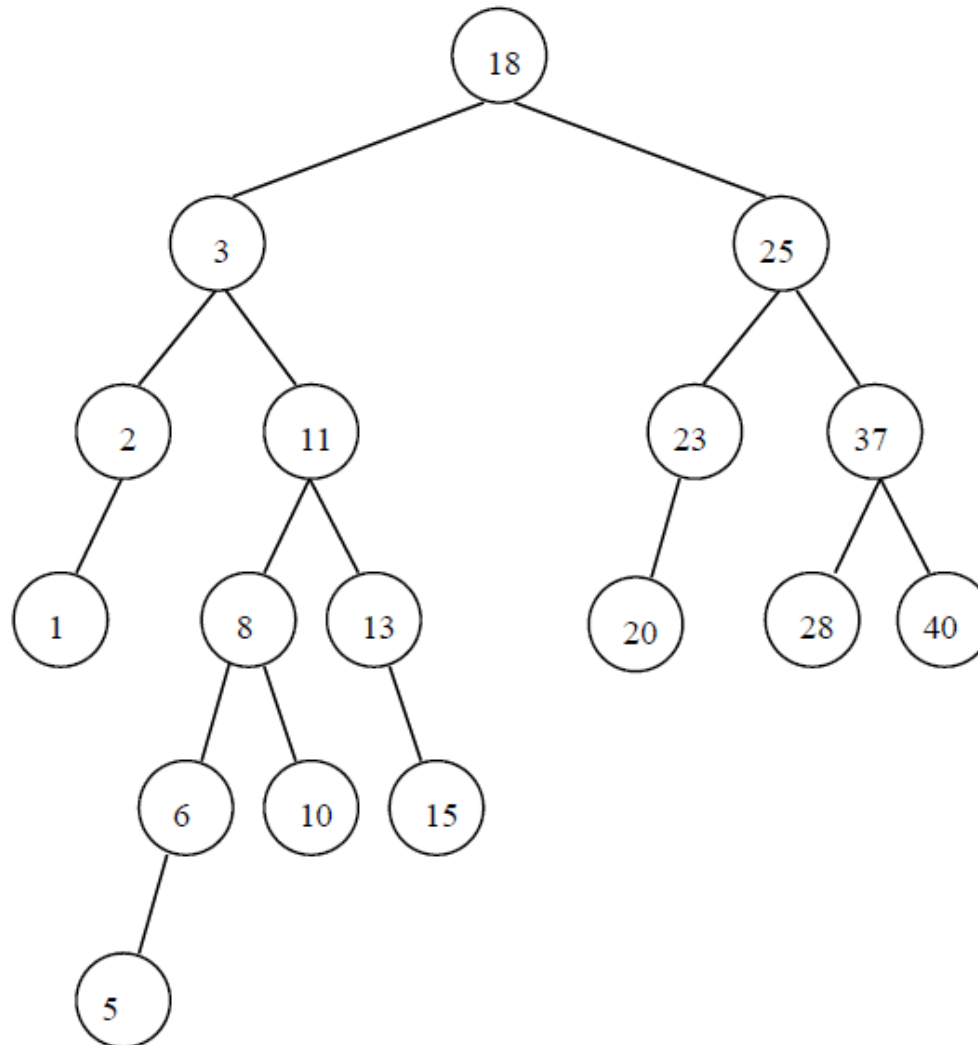
Double rotation

- Right-left: Mirror of left-right



Double rotation - exercises

- Right-left: Mirror of left-right(See lecture note)



AVL Tree- complexity

- The rotation routines are all $O(1)$
- Insertion takes $O(\log N)$, when N is the number of nodes, and $\log N$ is the height of the tree
- Insert: $O(\log N)$, requires rotation
- Search: $O(\log N)$
- Remove: $O(\log N)$, requires rotation