Data Structures Tree Rotation

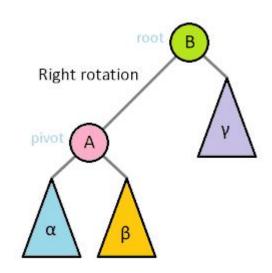
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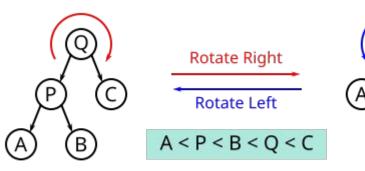


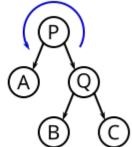
Right and Left Rotations

- Tree rotation changes the structure without affecting the order of the elements
 - One node moves up and one node moves down
 - This moving could increase/decrease the height of A & B
 - We will use this height change for rebalancing
- We have 2 rotations
 - Right rotation (clockwise):
 - For memorization: right node (B) goes down
 - Left rotation (counter-clockwise)
 - For memorization: left node (A) goes down
- Observe β is the only child changing its parent



Right and Left Rotations

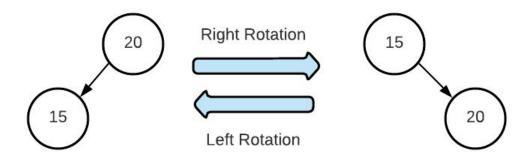




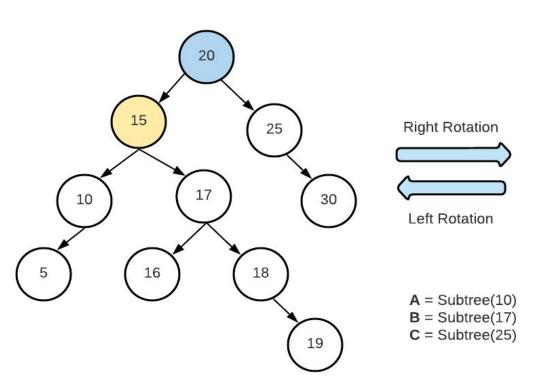
Observe

- Subtrees A, B, C: no change for their children ⇒ same BF
- \circ A < P < B < Q < C in both
 - remain BST
- Right rotation (clockwise)
 - P's height increased
 - Q's height decreased
- Left rotation (counter-clockwise)
 - P's height decreased
 - Q's height increased

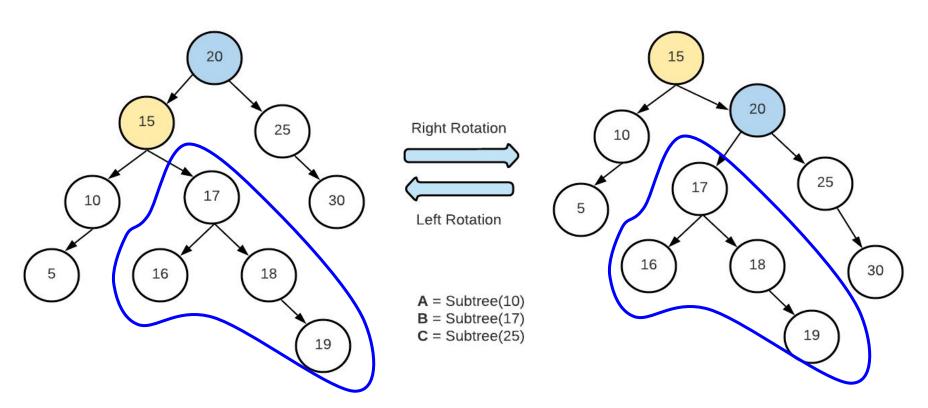
Rotation Example



Your turn: Right rotation for subtree(20)

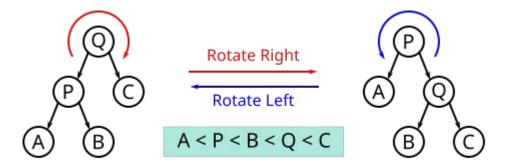


Rotation Example

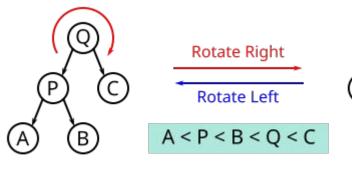


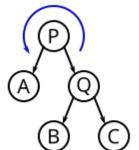
Your turn: Code rotations

- AVLTree* right_rotation(AVLTree* Q)
- AVLTree* left_rotation(AVLTree* P)
- Tip: A few simple lines of code (*do on paper*)



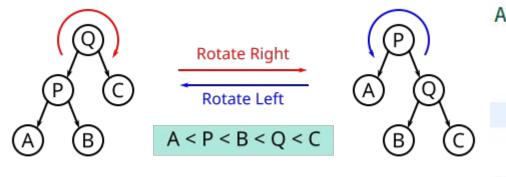
Right Rotation code





```
AVLTree* right_rotation(AVLTree* Q) {
    AVLTree* P = Q->left;
    Q->left = P->right;
    P->right = Q;
    Q->update_height();
    P->update_height();
    return P;
}
```

Left Rotation code



```
AVLTree* left_rotation(AVLTree* P) {
   AVLTree* Q = P->right;
   P->right = Q->left;
   Q->left = P;
   P->update_height();
   Q->update_height();
   return Q;
}
```

"Acquire knowledge and impart it to the people."

"Seek knowledge from the Cradle to the Grave."