

MONASH INFORMATION TECHNOLOGY

FIT2004 Algorithms and Data Structures

Ian Wern Han Lim lim.wern.han@monash.edu

Referencing materials by Nathan Companez, Aamir Cheema, Arun Konagurthu and Lloyd Allison





Faculty of Information Technology, Monash University

COMMONWEALTH OF AUSTRALIA

Copyright Regulations 1969

This material has been reproduced and communicated to you by or on behalf of Monash University pursuant to Part VB of the Copyright Act 1968 (the Act). The material in this communication may be subject to copyright under the Act. Any further reproduction or communication of this material by you may be the subject of copyright protection under the Act. Do not remove this notice



Ready?

Agenda



Agenda

- Binary Search Tree (BST)
 - AVL Tree





Let us begin...

And Binary Search Tree (BST)



Our lord and saviour



And Binary Search Tree (BST)



What is a binary search tree?



- What is a binary search tree?
 - Empty tree is BST



- What is a binary search tree?
 - Empty tree is BST
 - All elements in left subtree < root
 - All elements in right subtree > root



- What is a binary search tree?
 - Empty tree is BST
 - All elements in left subtree < root
 - All elements in right subtree > root
 - What about ==?



- What is a binary search tree?
 - Empty tree is BST
 - All elements in left subtree < root
 - All elements in right subtree > root
 - What about ==? Key are unique!



- What is a binary search tree?
 - Empty tree is BST
 - All elements in left subtree < root
 - All elements in right subtree > root
 - What about ==? Key are unique!
 - Left subtree is BST
 - Right subtree is BST

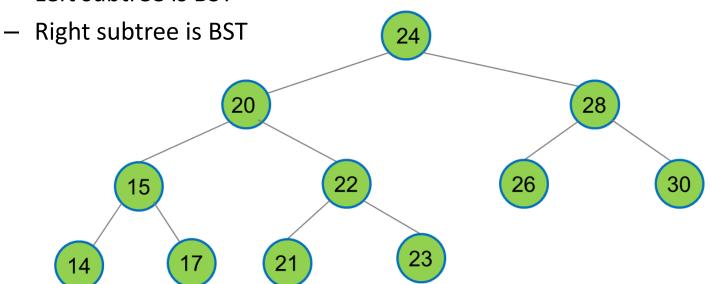


- What is a binary search tree?
 - Empty tree is BST
 - All elements in left subtree < root
 - All elements in right subtree > root
 - What about ==? Key are unique!
 - Left subtree is BST
 - Right subtree is BST





- What is a binary search tree?
 - Empty tree is BST
 - All elements in left subtree < root
 - All elements in right subtree > root
 - What about ==? Key are unique!
 - Left subtree is BST

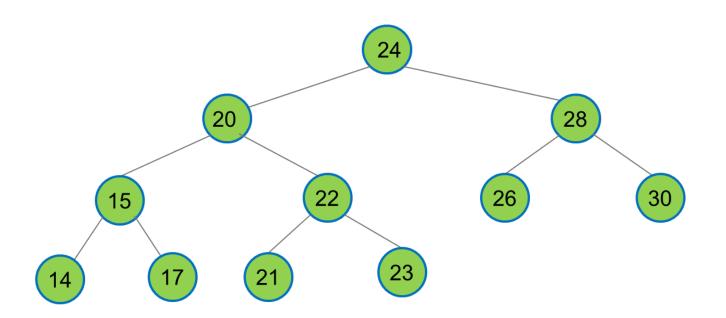




Questions?

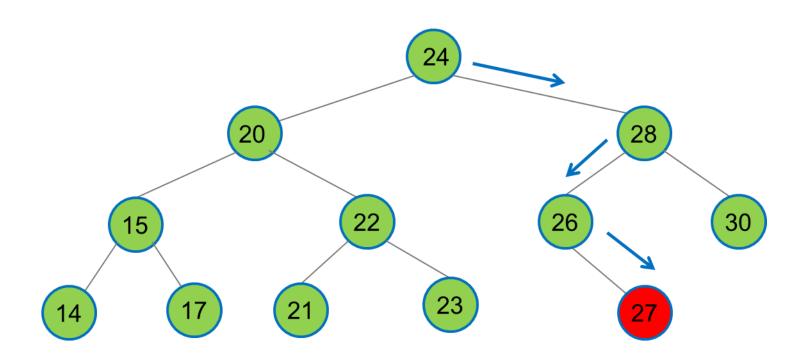


- The main functions?
 - Insert
 - Delete



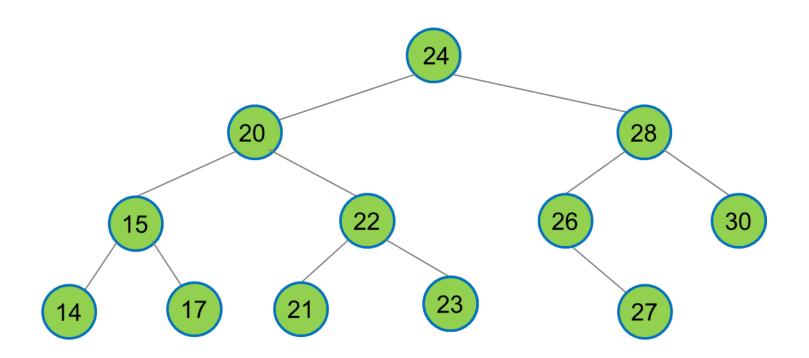


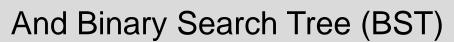
- The main functions?
 - Insert 27





- The main functions?
 - Delete 24

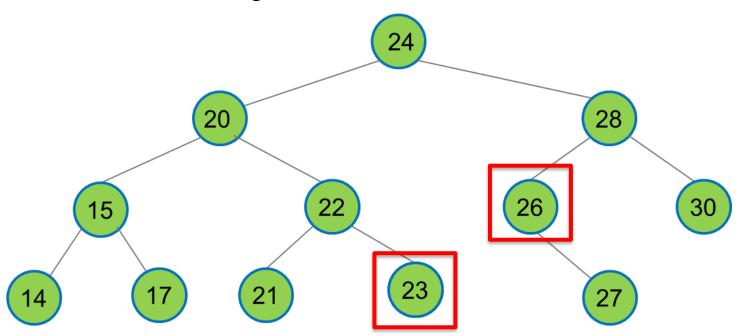


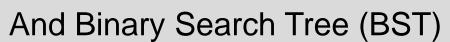




The main functions?

- Delete 24
 - Find the biggest left child
 - Find the smallest right child

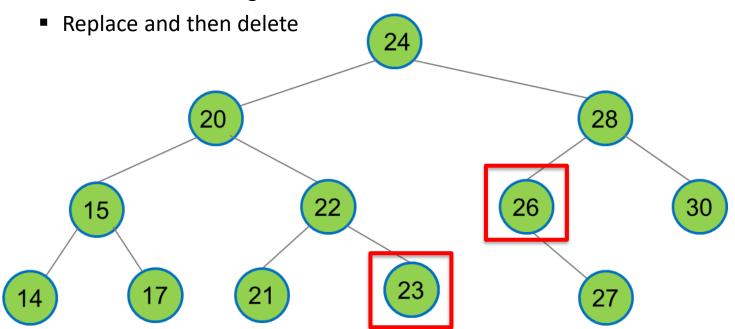






The main functions?

- Delete 24
 - Find the biggest left child
 - Find the smallest right child

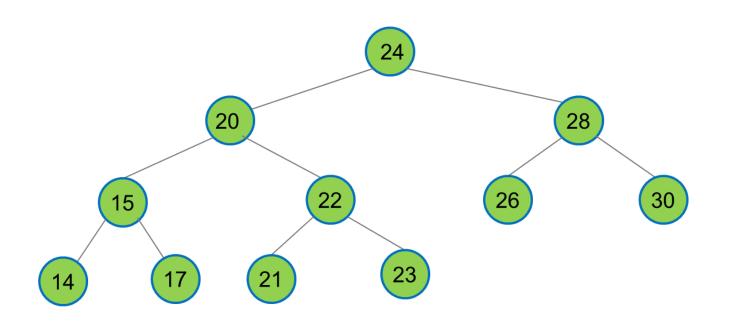




Questions?

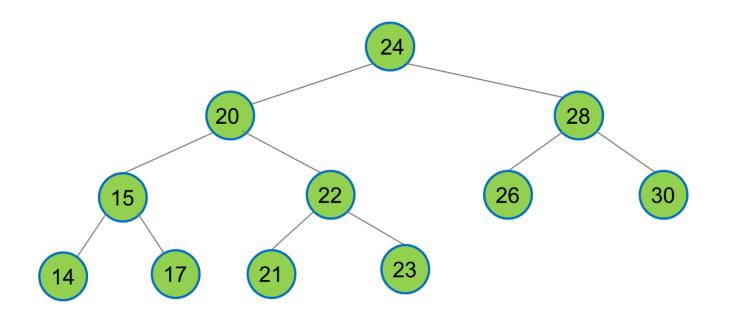


- The main functions?
 - Search
 - Traversal



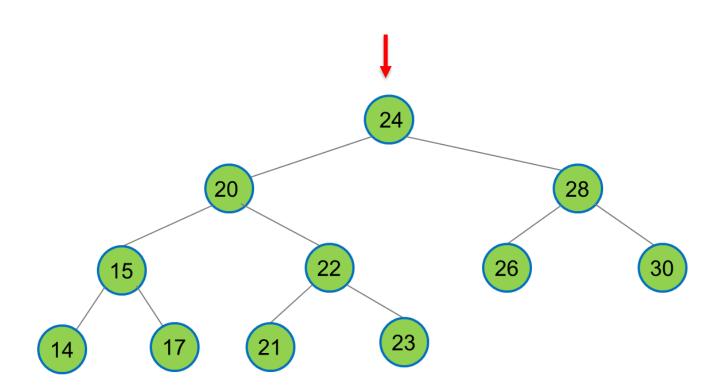


- The main functions?
 - Search 24



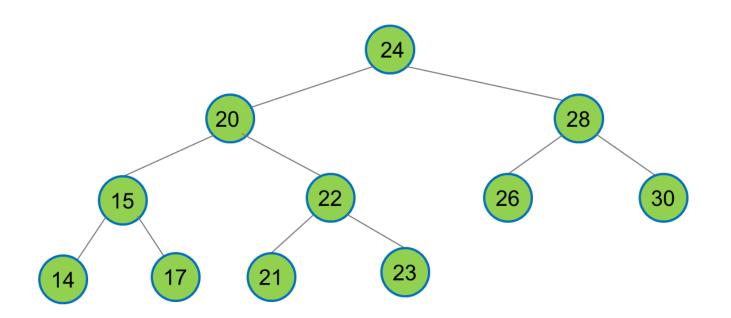


- The main functions?
 - Search 24



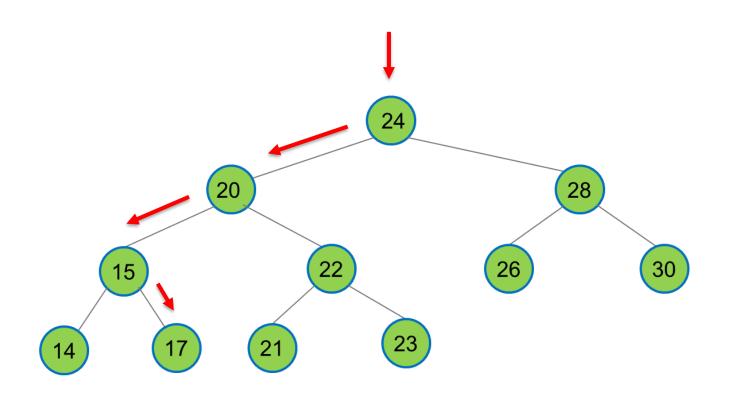


- The main functions?
 - Search 17



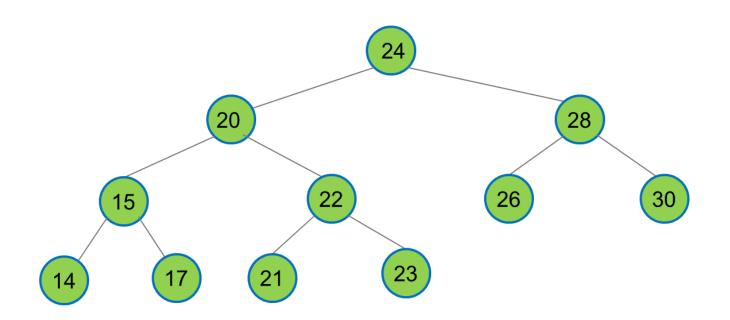


- The main functions?
 - Search 17



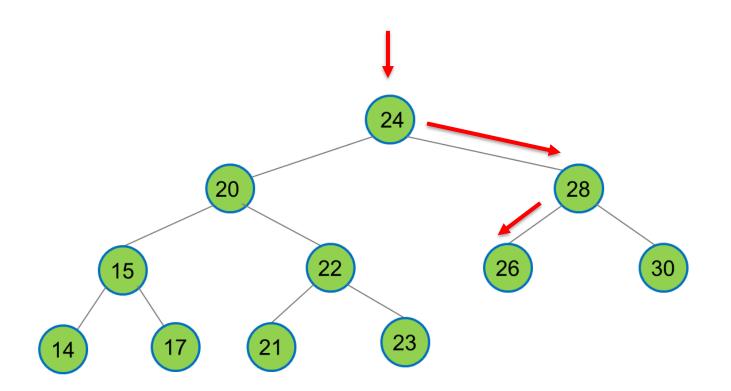


- The main functions?
 - Search 26



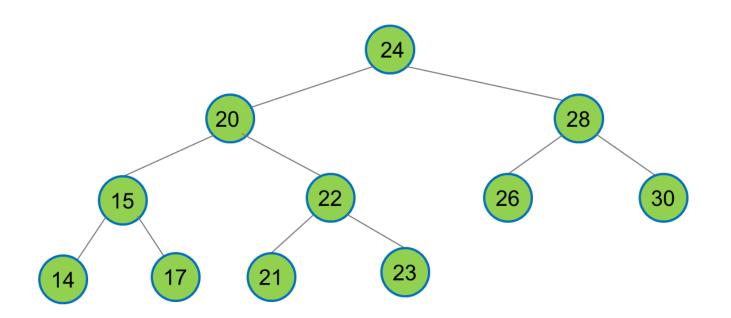


- The main functions?
 - Search 26



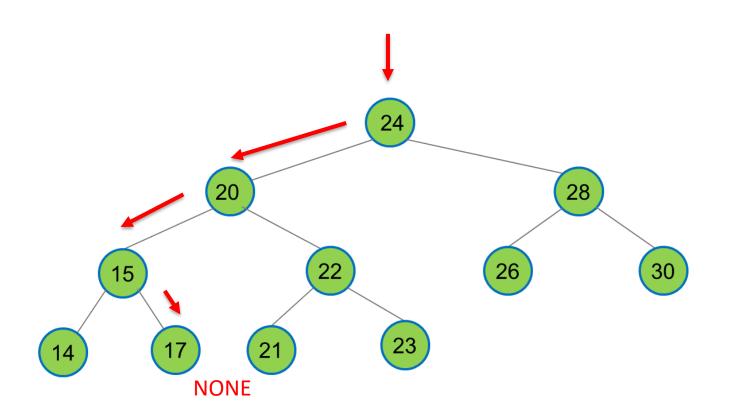


- The main functions?
 - Search 19



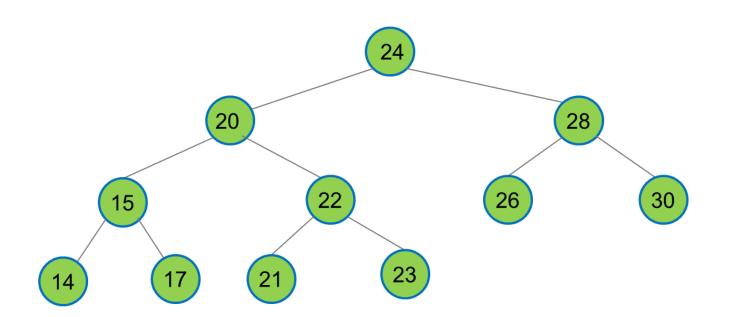


- The main functions?
 - Search 19



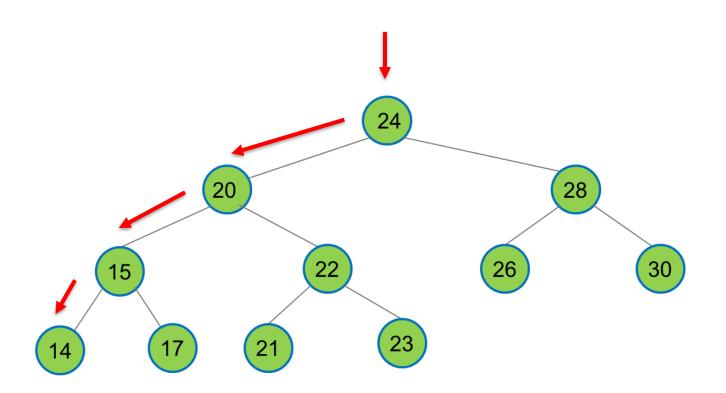


- The main functions?
 - Search for smallest number in BST



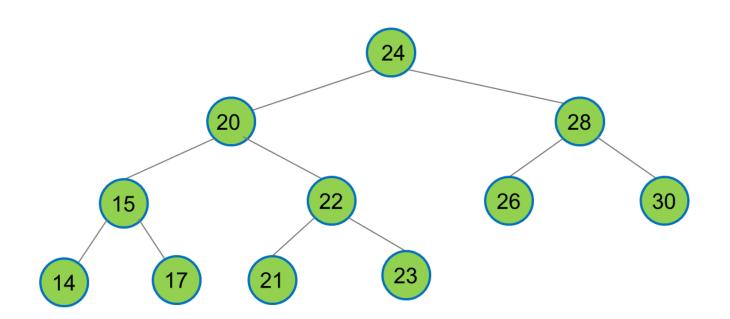


- The main functions?
 - Search for smallest number in BST



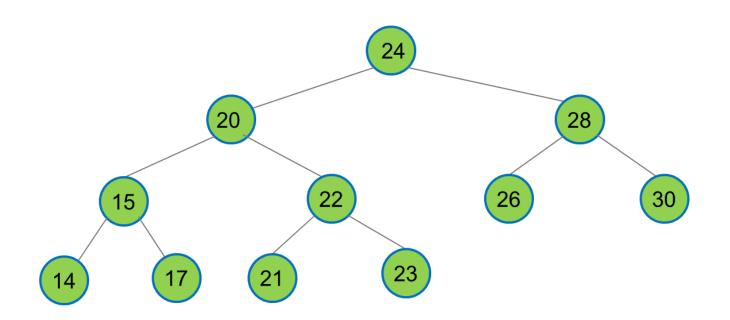


- The main functions?
 - Search complexity?



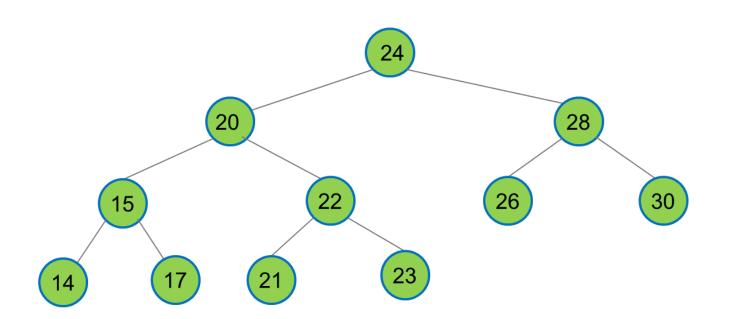


- The main functions?
 - Search complexity? O(log N)?





- The main functions?
 - Search complexity? O(N)



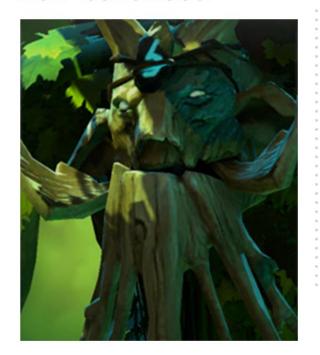
Tree

And Binary Search Tree (BST)

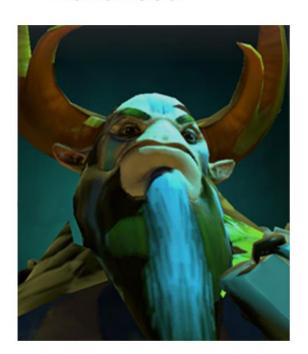


- The main functions?
 - Search complexity? O(N)
 - Complexity is high when tree is imbalanced!

Non-balanced



Balanced



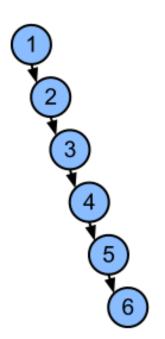
Tree

And Binary Search Tree (BST)

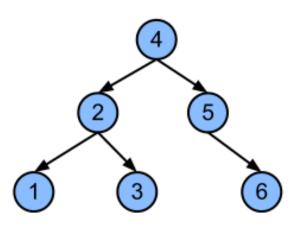


- The main functions?
 - Search complexity? O(N)
 - Complexity is high when tree is imbalanced!

Non-balanced



Balanced





Questions?

The better BST!



This is BST



The better BST!



This is BST



This is AVL



The better BST!



This is BST



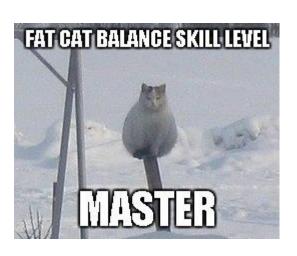




The better BST!



AVL trees are self balancing...





- AVL trees are self balancing...
- Height balanced
 - absolute(Height(left) Height(right)) <= 1</pre>
 - Ensure a maximum of O(log N) height





- AVL trees are self balancing...
- Height balanced
 - absolute(Height(left) Height(right)) <= 1</p>
 - Ensure a maximum of O(log N) height
 - True for each subtree as well





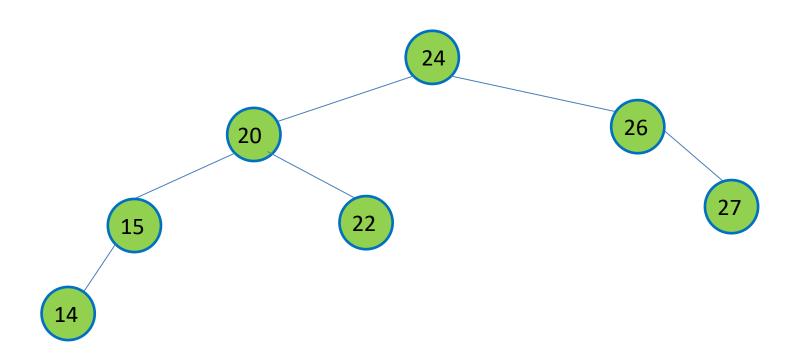
- AVL trees are self balancing...
- Height balanced
 - absolute(Height(left) Height(right)) <= 1</p>
 - Ensure a maximum of O(log N) height
 - True for each subtree as well
 - Now let us see the trees



The better BST!

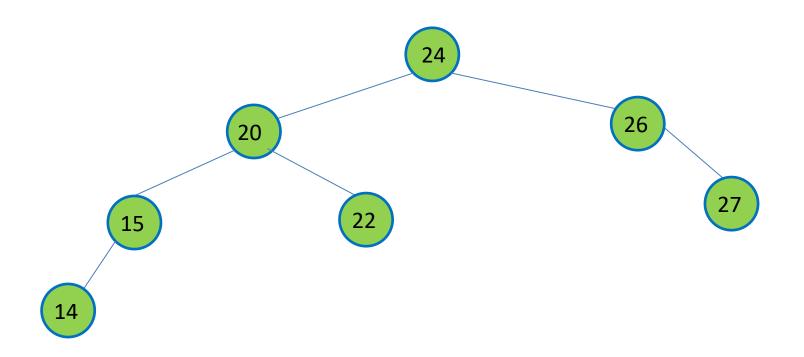


What is the height?



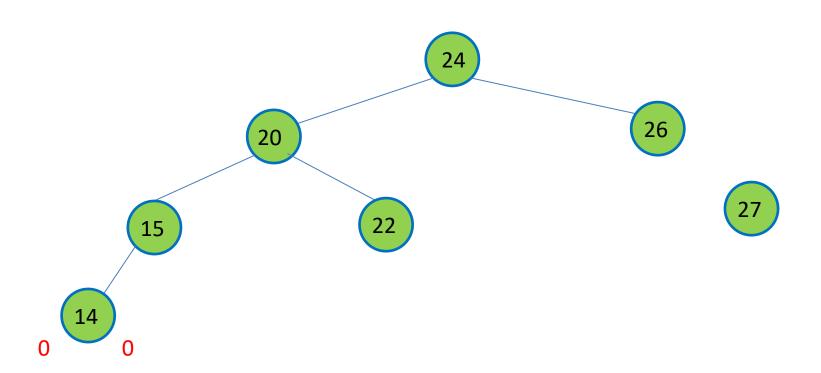


- What is the height?
 - Let us do it by hand



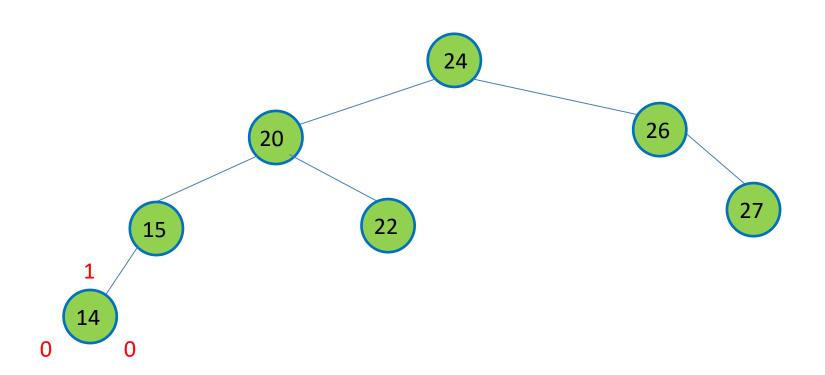


- What is the height?
 - Let us do it by hand



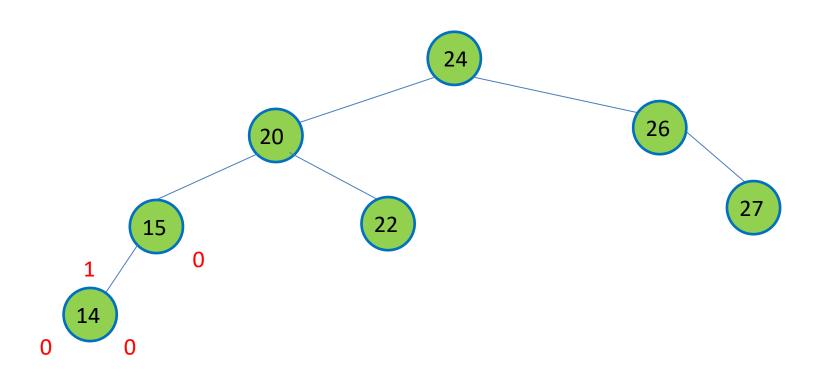


- What is the height?
 - Let us do it by hand



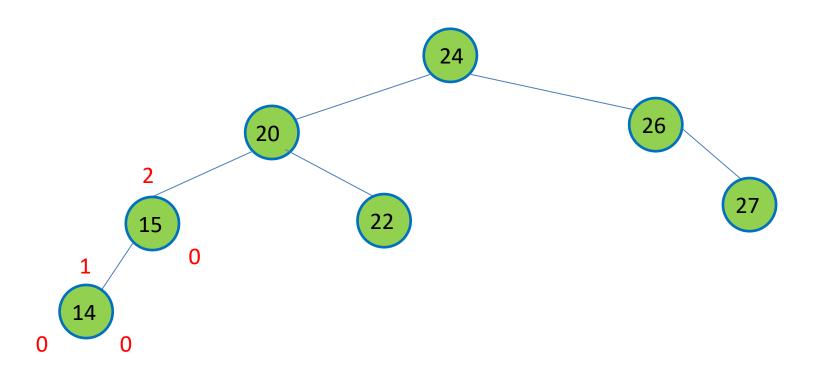


- What is the height?
 - Let us do it by hand



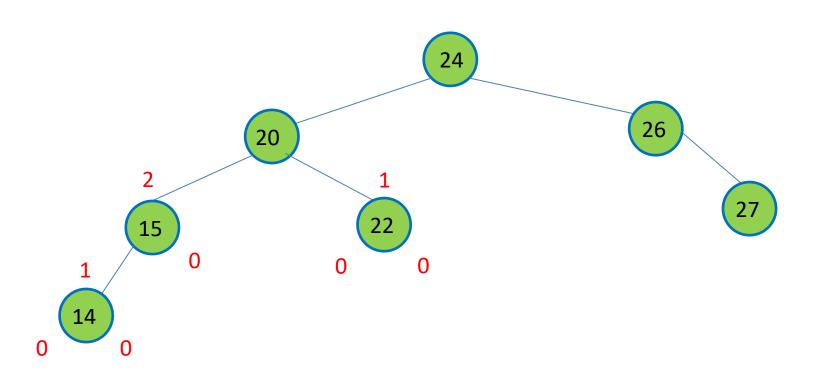


- What is the height?
 - Let us do it by hand



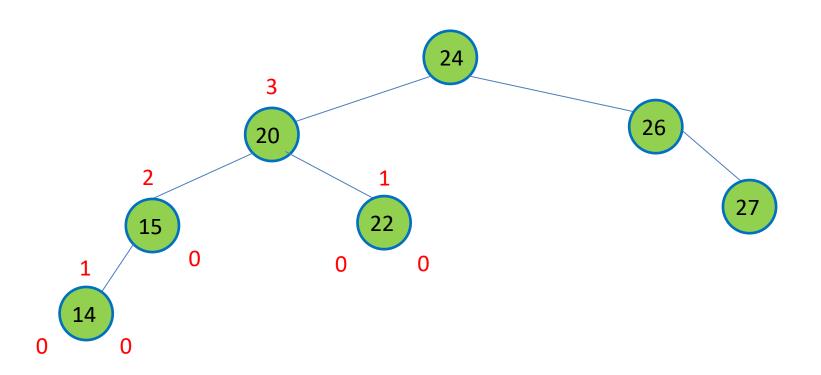


- What is the height?
 - Let us do it by hand



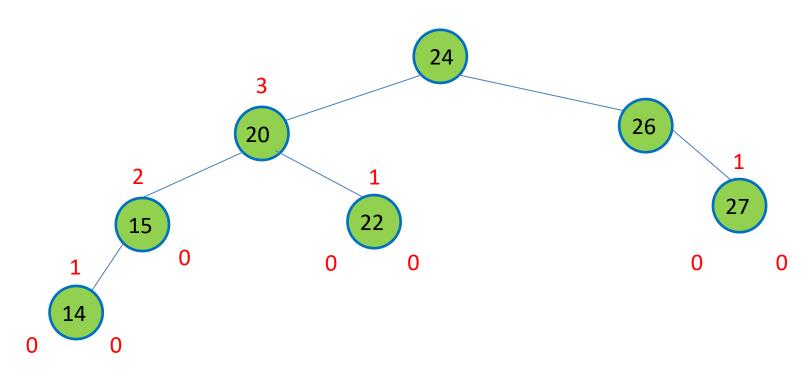


- What is the height?
 - Let us do it by hand



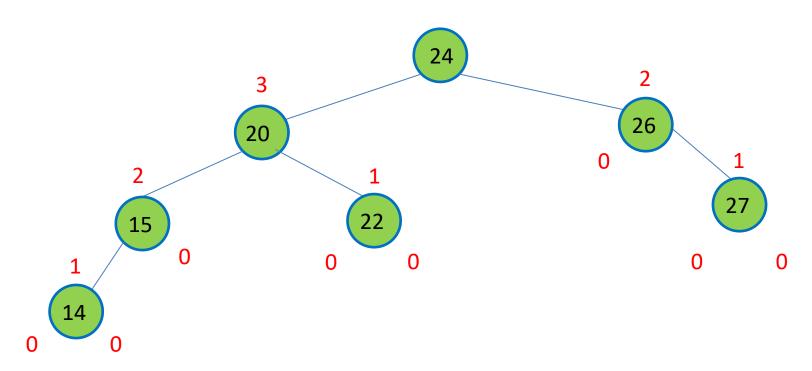


- What is the height?
 - Let us do it by hand



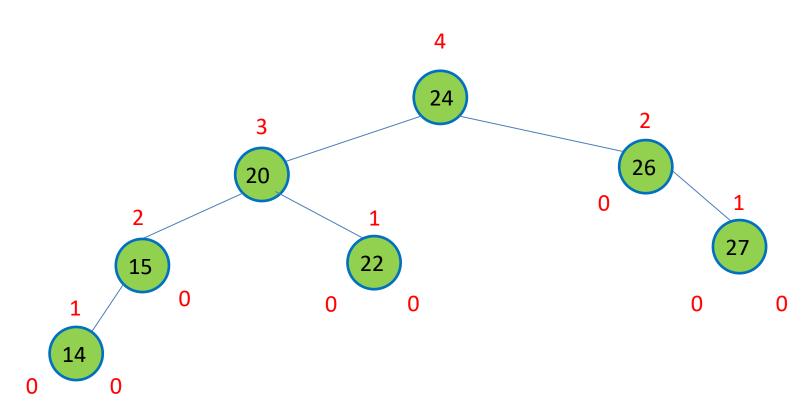


- What is the height?
 - Let us do it by hand



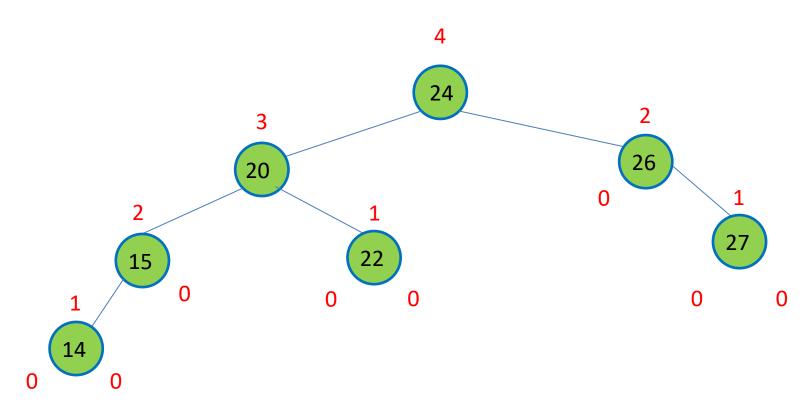


- What is the height?
 - Let us do it by hand



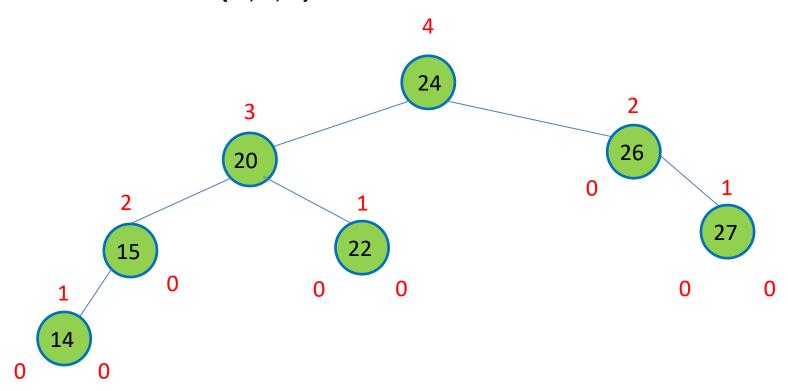


- What is the height?
- Is the tree balanced?



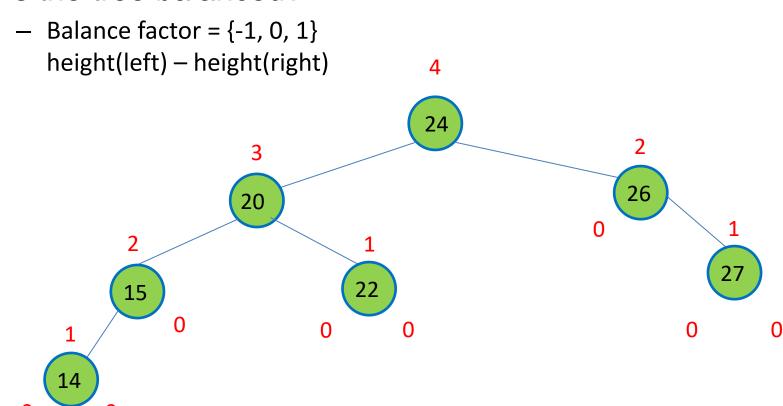


- What is the height?
- Is the tree balanced?
 - Balance factor = {-1, 0, 1}



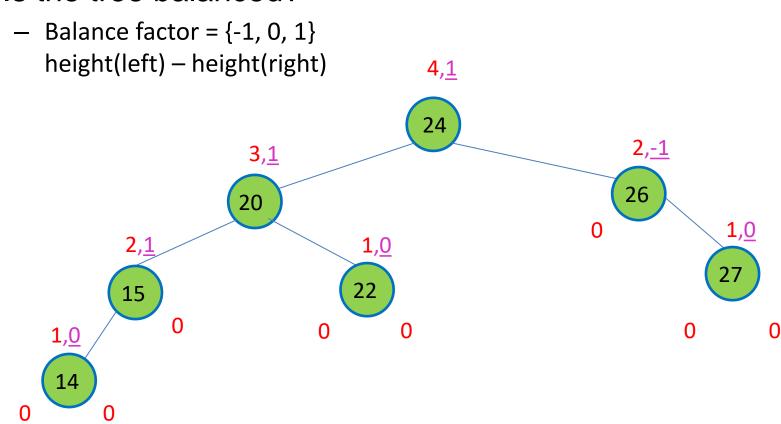


- What is the height?
- Is the tree balanced?



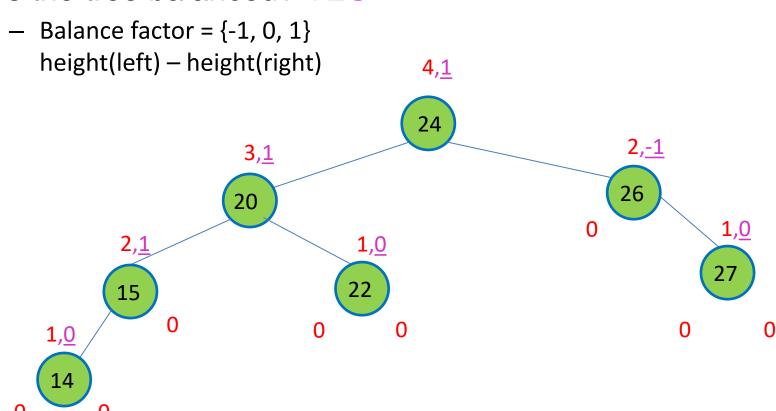


- What is the height?
- Is the tree balanced?





- What is the height?
- Is the tree balanced? YES



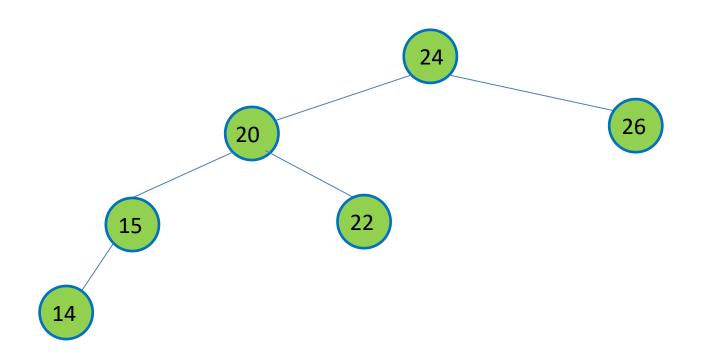


Questions?

The better BST!

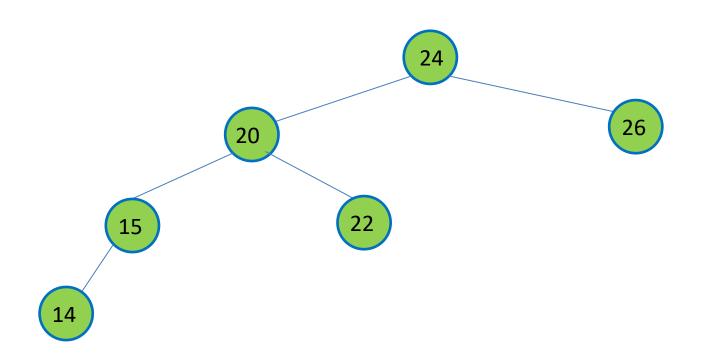


Let's try a new tree...



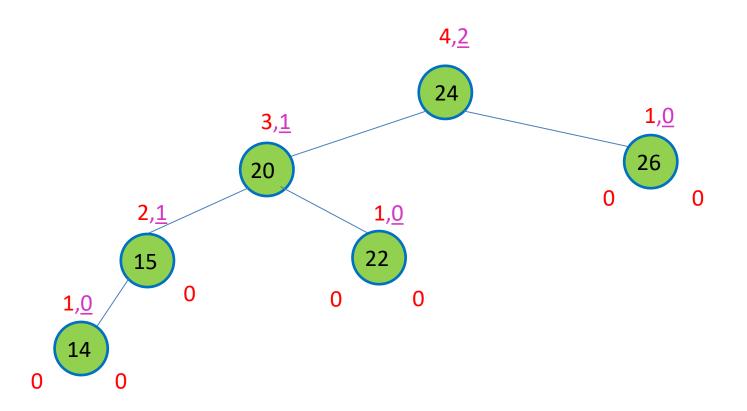


- Let's try a new tree...
 - Is this balanced?

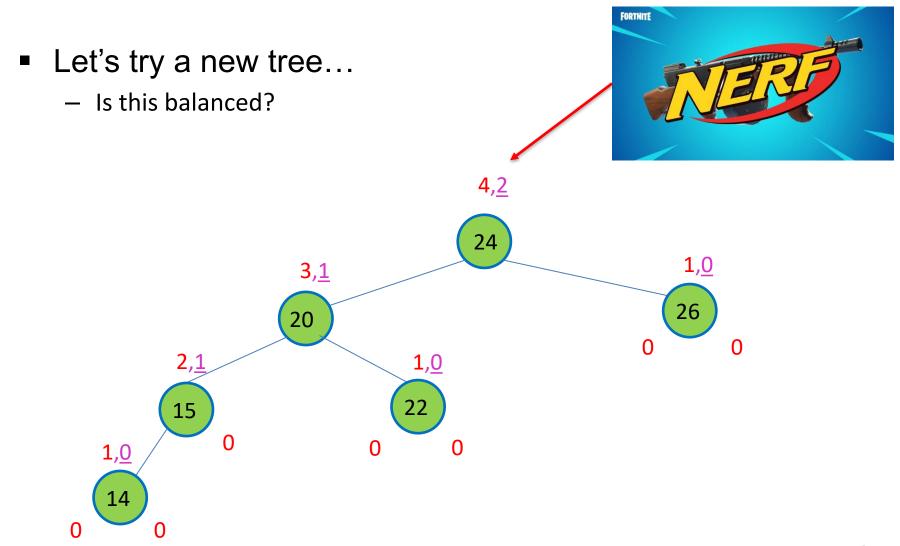




- Let's try a new tree...
 - Is this balanced?

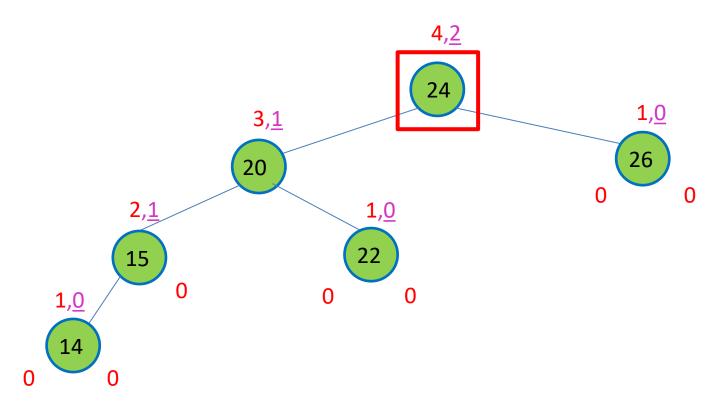






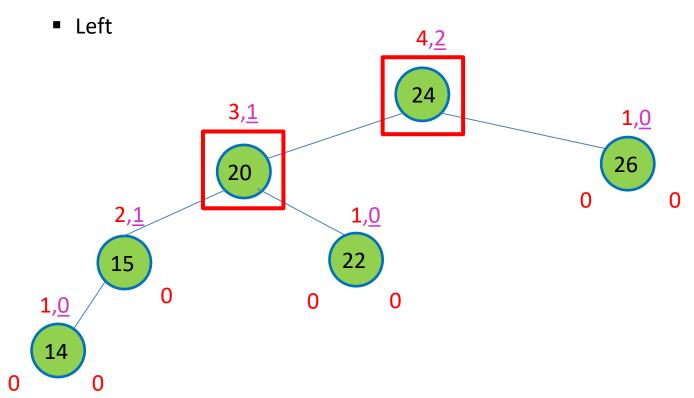


- Let's try a new tree...
 - Is this balanced?
 - No



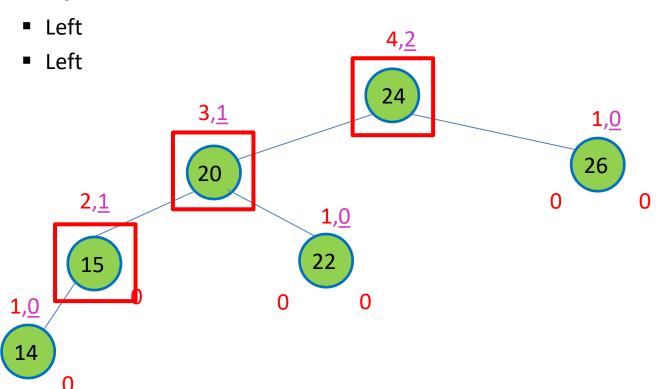


- Let's try a new tree...
 - Is this balanced?
 - No



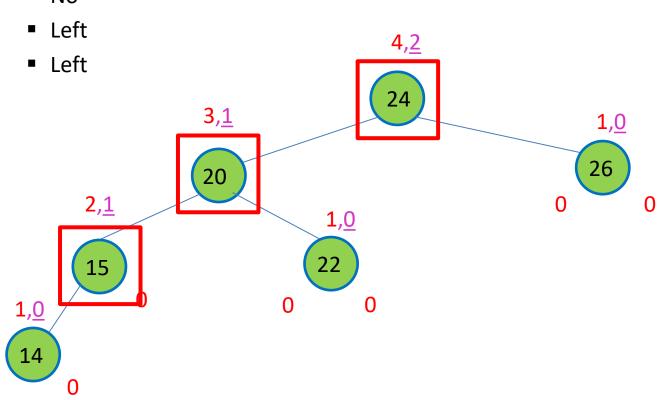


- Let's try a new tree...
 - Is this balanced?
 - No



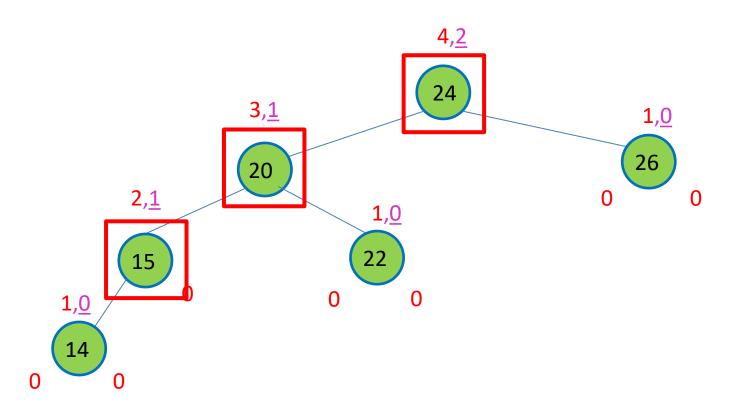


- Let's try a new tree...
 - Is this balanced? Left-Left imbalanced
 - No



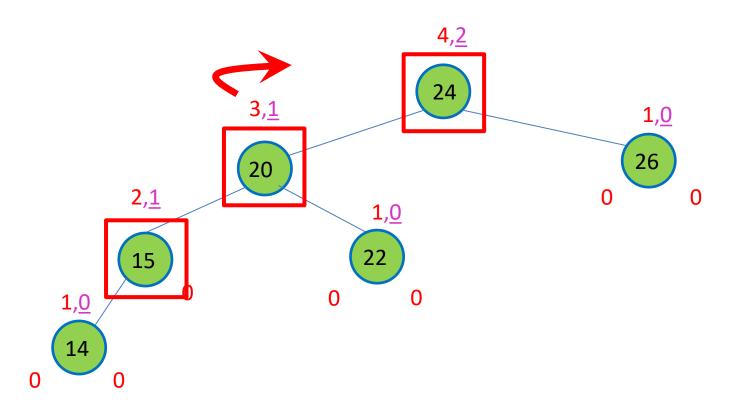


- How to balance?
 - If left-left imbalanced, rotate right





- How to balance?
 - If left-left imbalanced, rotate right

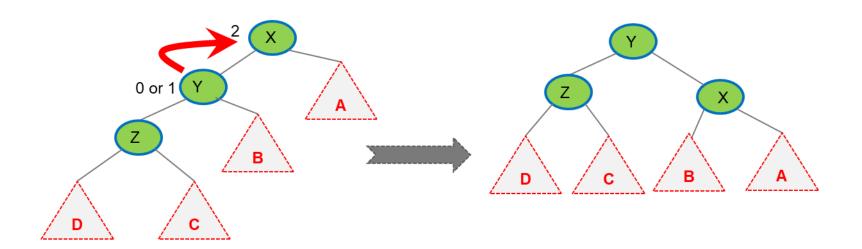


The better BST!



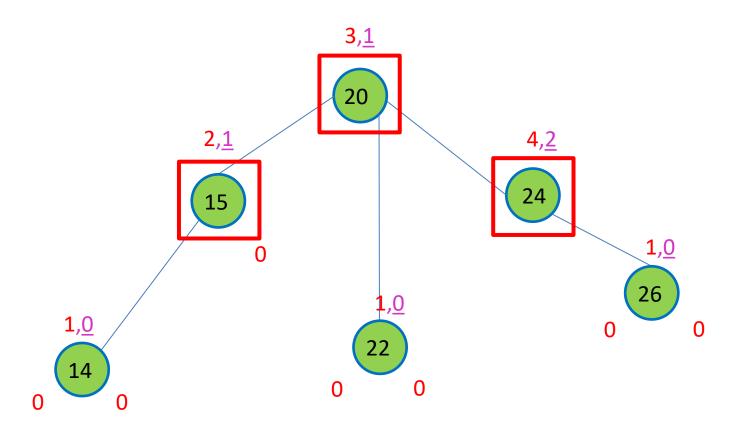
How to balance?

- If left-left imbalanced, rotate right
- If left-left, we rotate right





- How to balance?
 - If left-left imbalanced, rotate right

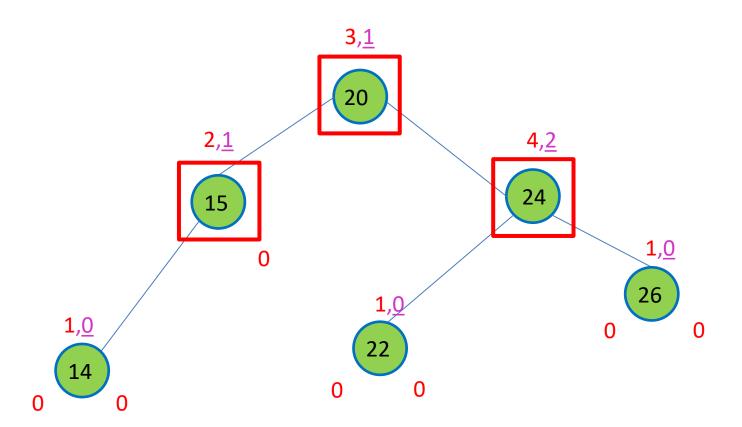


The better BST!



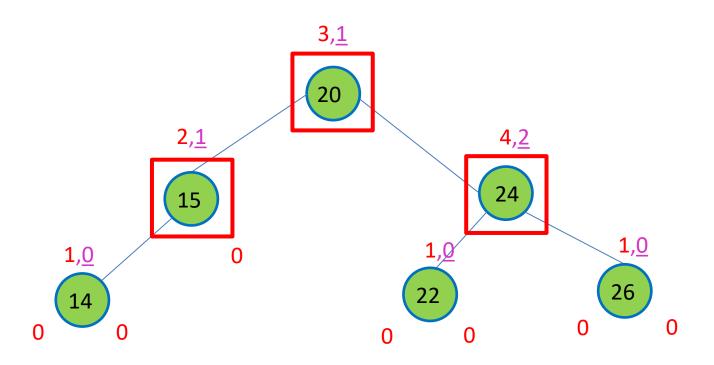
How to balance?

If left-left imbalanced, rotate right





- How to balance?
 - If left-left imbalanced, rotate right



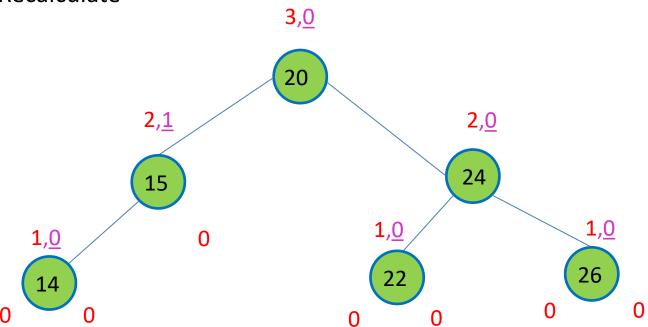
The better BST!



How to balance?

If left-left imbalanced, rotate right

Recalculate





- How to balance?
 - If left-left imbalanced, rotate right
 - Recalculate

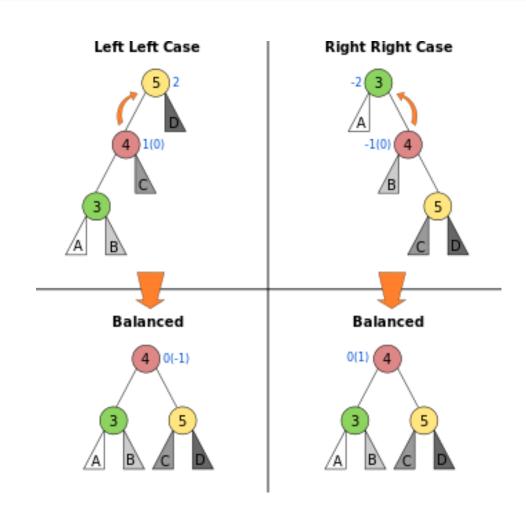


The better BST!



How to balance?

- If left-left imbalanced, rotate right
- If right-right,rotate left





Questions?

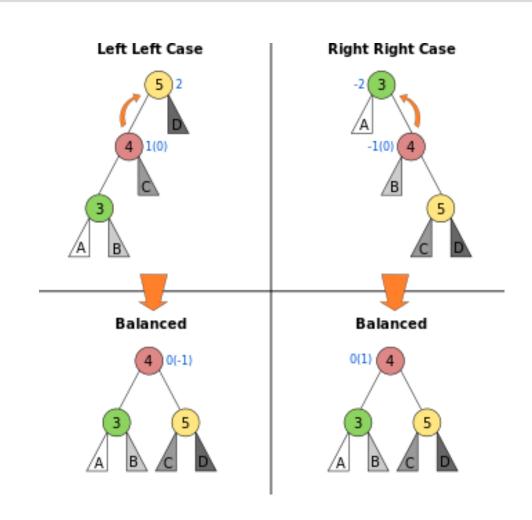
The better BST!



How to balance?

- If left-left imbalanced, rotate right
- If right-right,rotate left

- Left-right?
- Right-left?



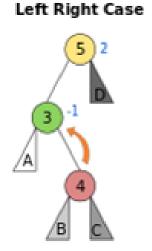
The better BST!

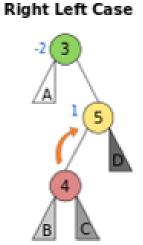


How to balance?

- If left-left imbalanced, rotate right
- If right-right,rotate left

- Left-right?
- Right-left?





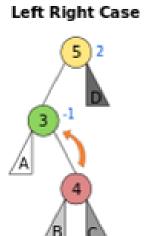
The better BST!

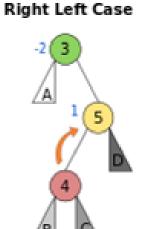


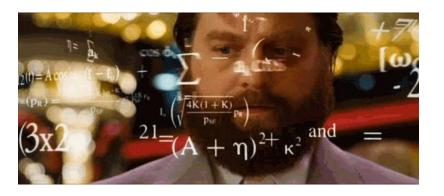
How to balance?

- If left-left imbalanced, rotate right
- If right-right,rotate left

- Left-right?
- Right-left?







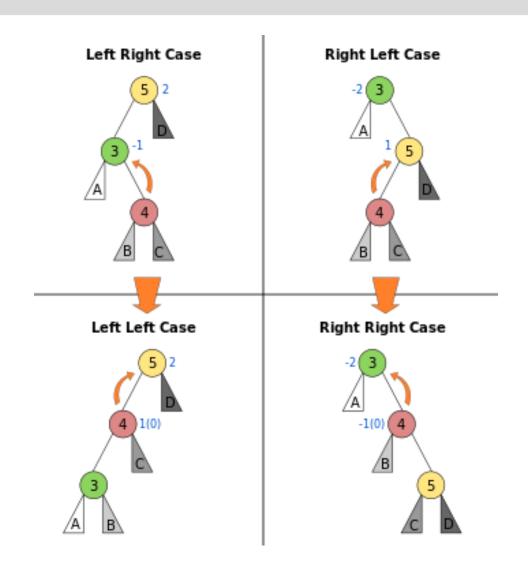
The better BST!



How to balance?

- If left-left imbalanced, rotate right
- If right-right,rotate left

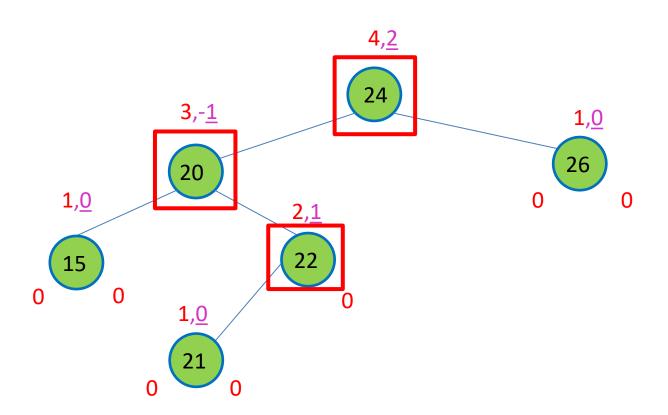
- Left-right?
- Right-left?
- We do double rotation



The better BST!

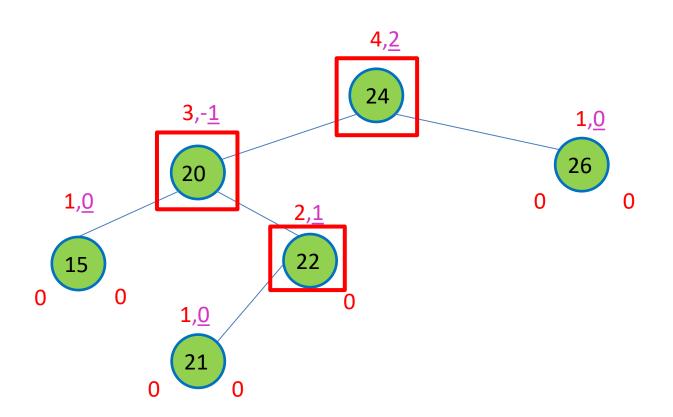


Left-right imbalanced example



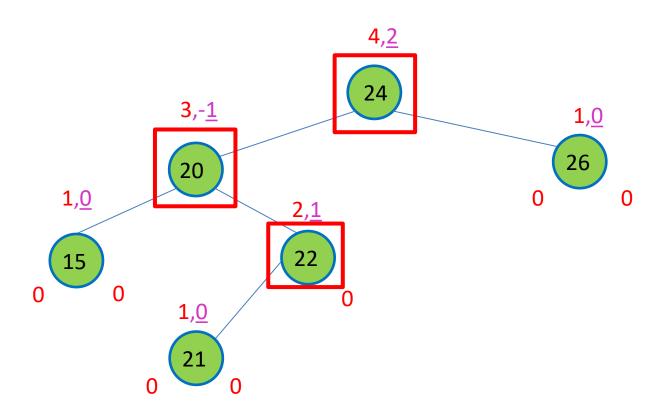


- Left-right imbalanced example
 - How do we balance?



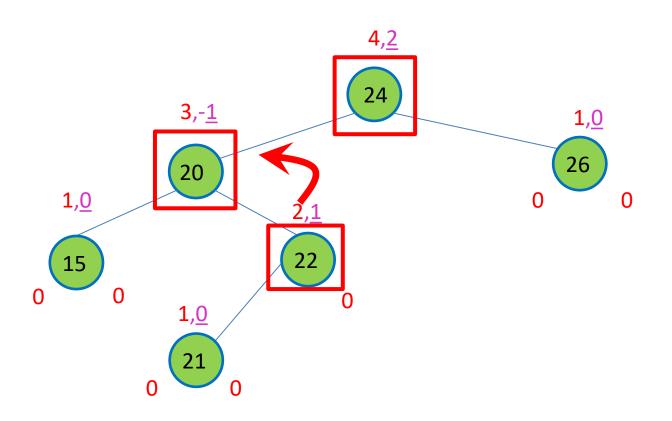


- Left-right imbalanced example
 - How do we balance? Rotate left, so it become left-left imbalanced



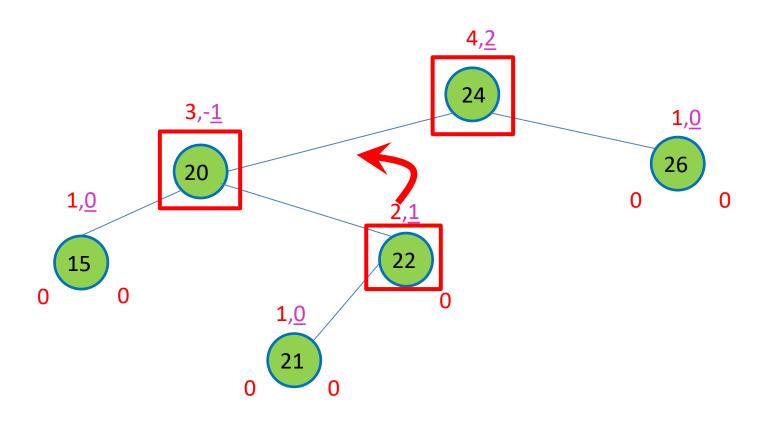


- Left-right imbalanced example
 - How do we balance? Rotate left, so it become left-left imbalanced



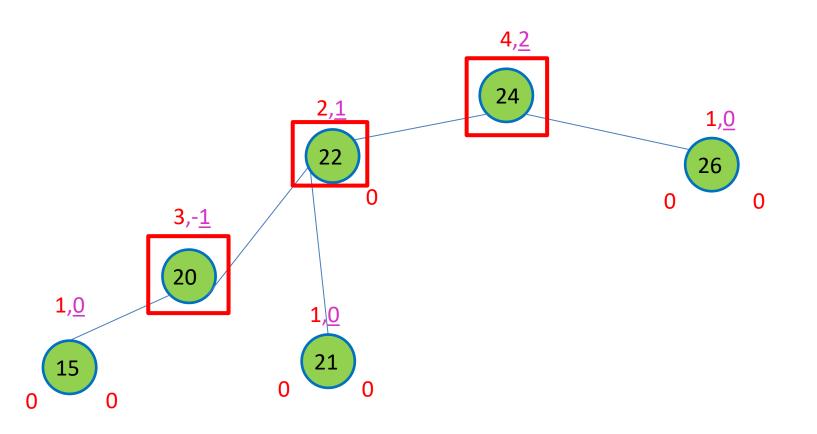


- Left-right imbalanced example
 - How do we balance? Rotate left, so it become left-left imbalanced



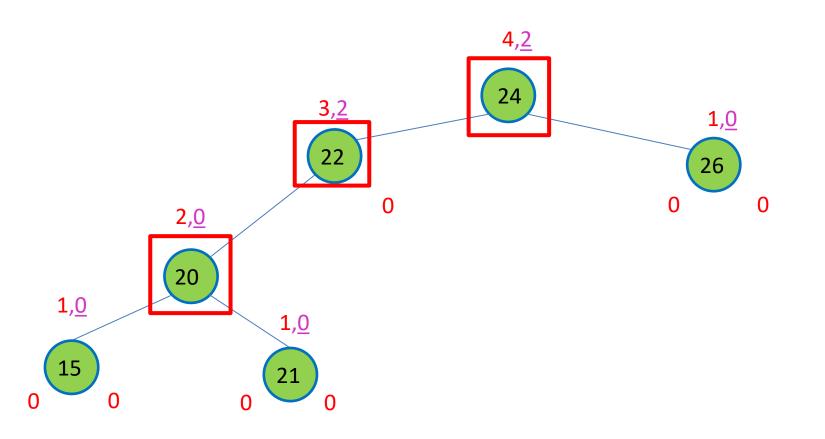


- Left-right imbalanced example
 - How do we balance? Rotate left, so it become left-left imbalanced



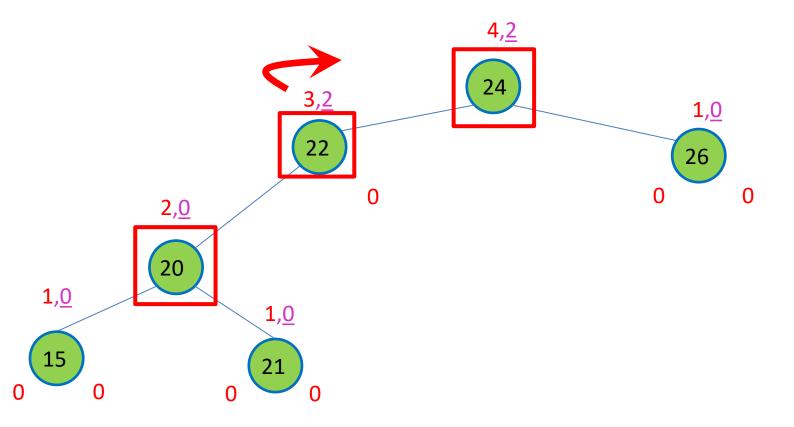


- Left-right imbalanced example
 - How do we balance? Rotate left, so it become left-left imbalanced



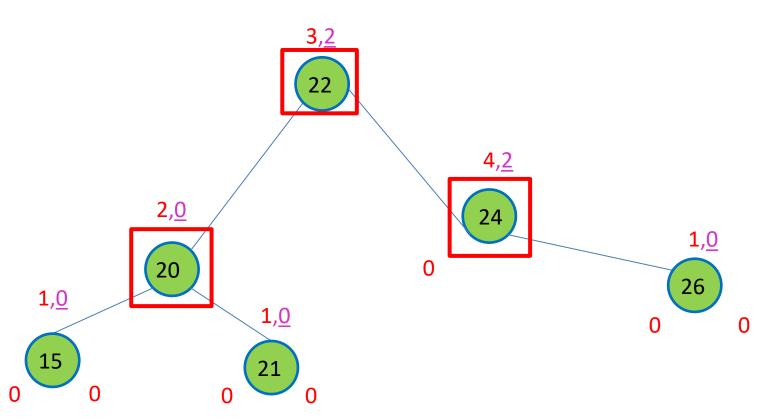


- Left-right imbalanced example
 - How do we balance? Rotate left, so it become left-left imbalanced
 - Then rotate right



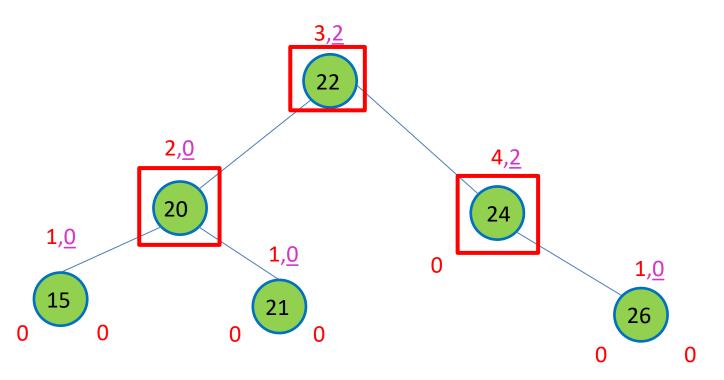


- Left-right imbalanced example
 - How do we balance? Rotate left, so it become left-left imbalanced
 - Then rotate right



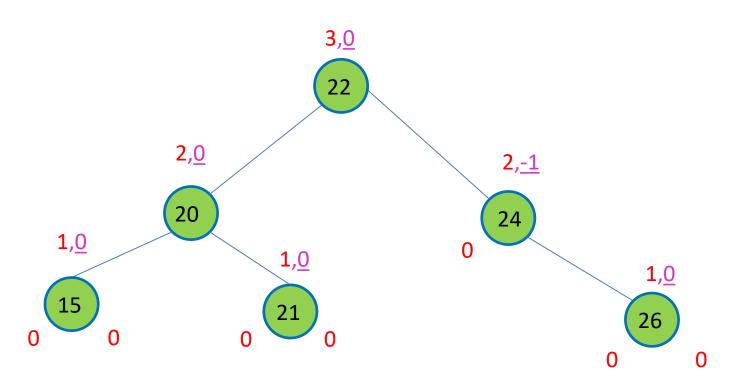


- Left-right imbalanced example
 - How do we balance? Rotate left, so it become left-left imbalanced
 - Then rotate right



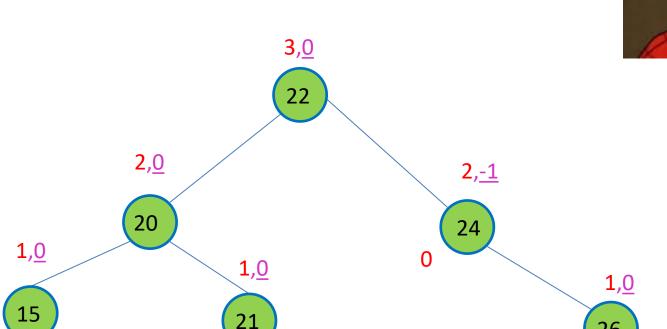


- Left-right imbalanced example
 - Let us check balance again





- Left-right imbalanced example
 - Let us check balance again







Questions?



- Everything is the same as BST
 - Insert
 - Delete
 - Search



- Everything is the same as BST
 - Insert
 - Delete
- Check balance after that
 - Search



- Everything is the same as BST

 - InsertDeleteCheck balance after that
 - Search
- So what is the balancing cost?



- Everything is the same as BST

 - InsertDeleteCheck balance after that
 - Search
- So what is the balancing cost?
 - Check balance from the bottom
 - If we find imbalance, we balance (at most 2 rotations a constant)



- Everything is the same as BST

 - InsertDeleteCheck balance after that
 - Search
- So what is the balancing cost?
 - Check balance from the bottom
 - If we find imbalance, we balance (at most 2 rotations a constant)
 - So this would be O(log N)



- Everything is the same as BST

 - InsertDeleteCheck balance after that
 - Search
- So what is the balancing cost?
 - Check balance from the bottom
 - Done via recursion...
 - If we find imbalance, we balance (at most 2 rotations a constant)
 - So this would be O(log N)



- Everything is the same as BST

 - InsertDelete
- Check balance after that
- Search
- So what is the balancing cost?
 - Check balance from the bottom
 - Done via recursion...
 - Note: This isn't O(N) because we would just update and not calculate from scratch as how we do by hand
 - If we find imbalance, we balance (at most 2 rotations a constant)
 - So this would be O(log N)



- Everything is the same as BST

 - InsertDelete
- Check balance after that
- Search
- So what is the balancing cost?
 - Check balance from the bottom
 - Done via recursion...
 - Note: This isn't O(N) because we would just update and not calculate from scratch as how we do by hand
 - If we find imbalance, we balance (at most 2 rotations a constant)
 - So this would be O(log N)
 - Note: Analyzed further in tutorial supplementary question



Questions?

lan's way



Now let us look at lan's way...



- Now let us look at lan's way...
 - Let us model it like how exams would ask



- Now let us look at lan's way...
 - Let us model it like how exams would ask
 - Give me a list of numbers...



- Now let us look at lan's way...
 - Let us model it like how exams would ask
 - Give me a list of numbers...
 - I will insert these into a AVL tree, checking balance

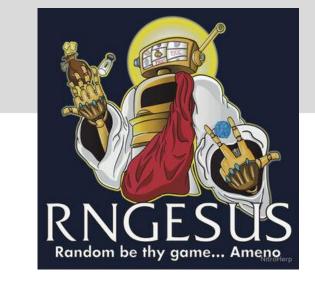


- Now let us look at lan's way...
 - Let us model it like how exams would ask
 - Give me a list of numbers...
 - I will insert these into a AVL tree, checking balance
 - Then give me a list of numbers...
 - I will delete these from the AVL tree, checking balance



- Now let us look at lan's way...
 - Let us model it like how exams would ask
 - Give me a list of numbers...
 - I will insert these into a AVL tree, checking balance
 - Then give me a list of numbers...
 - I will delete these from the AVL tree, checking balance
- This will be our active learning activity!
 - And I won't repeat in the tutorial >.

- Now let us look at lan's way...
 - Let us model it like how exams would ask
 - Give me a list of numbers...
 - I will insert these into a AVL tree, checking balance
 - Then give me a list of numbers...
 - I will delete these from the AVL tree, checking balance
- This will be our active learning activity!
 - And I won't repeat in the tutorial >.
- Since we don't have face to face, we use RNG





Questions?



Thank You