

# Insertion

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Best Case:  $\Omega(1)$  when the tree is empty

Average Case:  $T(n) \in \Omega(1) \wedge T(n) \in O(\log_2 n) \rightarrow \Theta(\log_2 n)$

Worst Case:  $O(\log_2 n)$  since the tree maintains a logarithmic height

```
private AVLNode<K,V> put(K key, V value, AVLNode<K,V> root)
{
    if (root == null) {return new AVLNode<K,V>(key, value);}
    //Key is greater than the current node's, need to insert in the right subtree
    if (key.compareTo(root.getKey()) >= 0) {root.setRight(put(key, value, root.getRight()));}
    //Key is less than the current node's, need to insert in the left subtree
    else if (key.compareTo(root.getKey()) < 0) {root.setLeft(put(key, value, root.getLeft()));}
    //Adjust ancestor height after insertion and rebalance if needed
    return enforceAVL(root);  $O(1) * \log n = O(\log n)$  operation
}
```

# Rotations

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Best Case:  $\Omega(1)$

Average Case:  $T(n) \in \Omega(1) \wedge T(n) \in O(1) \rightarrow \Theta(1)$

Worst Case:  $O(1)$

```
public AVLNode<K,V> leftRotate(AVLNode<K,V> x)
{
    AVLNode<K,V> y = x.getRight(); 0(1) Operation
    AVLNode<K,V> T2 = y.getLeft(); 0(1) Operation

    y.setLeft(x); 0(1) Operation
    x.setRight(T2); 0(1) Operation

    //Recompute the heights of the Subtrees
    x.setHeight(computeHeight(x)); 0(1) Operation
    y.setHeight(computeHeight(y)); 0(1) Operation

    return y; 0(1) Operation
}

public AVLNode<K,V> rightRotate(AVLNode<K,V> y)
{
    AVLNode<K,V> x = y.getLeft(); 0(1) Operation
    AVLNode<K,V> T2 = x.getRight(); 0(1) Operation

    x.setRight(y); 0(1) Operation
    y.setLeft(T2); 0(1) Operation

    //Recompute the heights of the Subtrees
    y.setHeight(computeHeight(y)); 0(1) Operation
    x.setHeight(computeHeight(x)); 0(1) Operation

    return x; 0(1) Operation
}
```

## Remove Minimum

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Best Case:  $\Omega(1)$  when there is no left subtree.

Average Case: Since  $\Omega(1) \supset \Omega(\log_2 n)$ ,  $(T(n) \in \Omega(\log_2 n) \wedge T(n) \in O(\log_2 n)) \rightarrow \Theta(\log_2 n)$

Worst Case:  $O(\log_2 n)$  since the tree maintains a logarithmic height

```
private AVLNode<K,V> removeMinimum(AVLNode<K,V> root)
{
    //There is a leaf node yet to be deleted
    if (root.getLeft() != null)
    {
        root.setLeft(removeMinimum(root.getLeft()));
    }
    //The leaf node is the current node, return the right child
    else
    {
        //Stores the value associated with the minimum key in the subtree
        min = root.getValue();
        return root.getRight();
    }
    return enforceAVL(root);  $O(1) * \log n = O(\log n)$  operation
}
```

## Rebalancing a Subtree

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Best Case:  $\Omega(1)$

Average Case: Average Case:  $T(n) \in \Omega(1) \wedge T(n) \in O(1) \rightarrow \Theta(1)$

Worst Case:  $O(1)$

```
private AVLNode<K,V> enforceAVL(AVLNode<K,V> root)
{

    root.setHeight(computeHeight(root)); O(1) Operation
    int balanceFactor = balanceFactor(root); O(1) Operation

    //The tree is left leaning
    if (balanceFactor > 1)
    {
        //The left subtree is left leaning, perform a right rotation to rebalance.
        if (balanceFactor(root.getLeft()) >= 0)
        {
            return rightRotate(root); O(1) Operation
        }
        //The left subtree is right leaning, perform a left-right rotation to rebalance.
        else
        {
            root.setLeft(leftRotate(root.getLeft())); O(1) Operation
            return rightRotate(root); O(1) Operation
        }
    }
    //The tree is right leaning
    else if (balanceFactor < -1)
    {
        //The right subtree is right leaning, perform a left rotation to rebalance.
        if (balanceFactor(root.getRight()) <= 0)
        {
            return leftRotate(root); O(1) Operation
        }
        //The left subtree is left leaning, perform a right-left rotation to rebalance.
        else
        {
            root.setRight(rightRotate(root.getRight())); O(1) Operation
            return leftRotate(root); O(1) Operation
        }
    }
    return root; O(1) Operation
}
```