

# Algorithms and Analysis

## Lesson 10: *Keep Trees Balanced*



*AVL trees, red-black trees, TreeSet, TreeMap*

# Outline

1. **Deletion**
2. Balancing Trees
  - Rotations
3. AVL
4. Red-Black Trees
  - TreeSet
  - TreeMap



# Recap

- Binary search trees are commonly used to store data because we need to only look down one branch to find any element
- We saw how to implement many methods of the binary search tree
  - ★ `find`
  - ★ `insert`
  - ★ `successor` (in outline)
- One method we missed was `remove`

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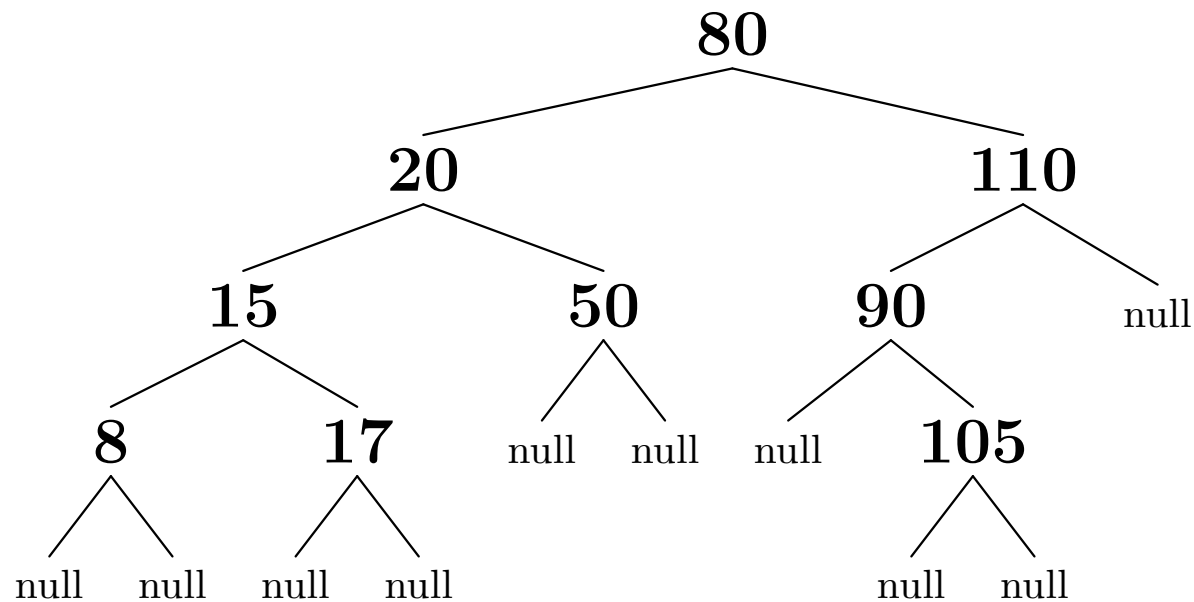
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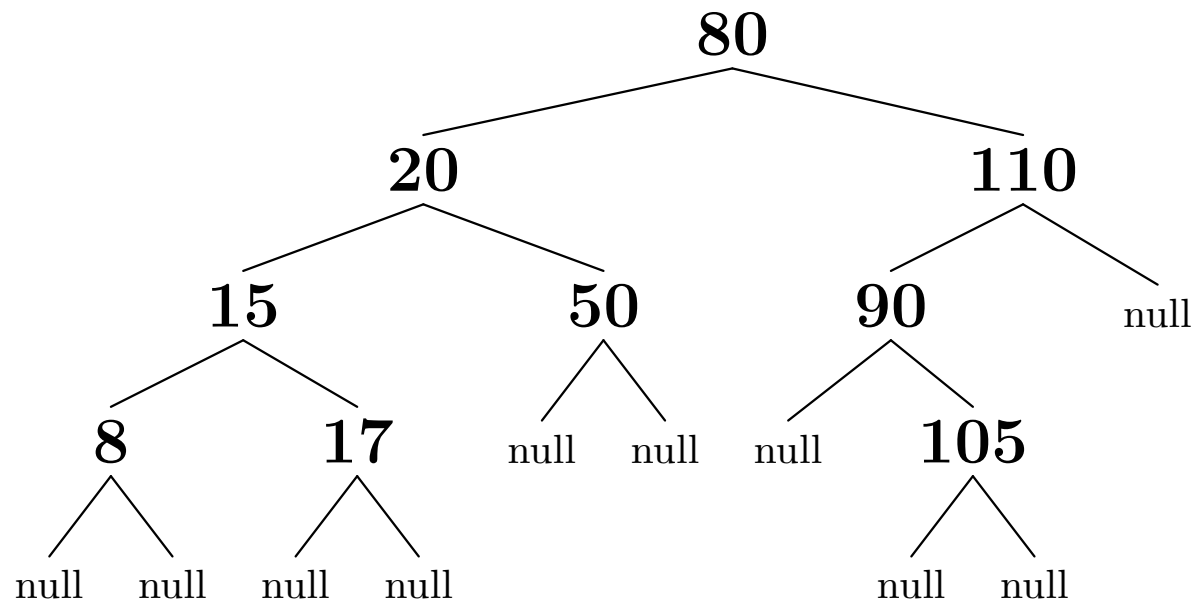
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- Suppose we want to delete some elements from a tree
- It is relatively easy if the element is a leaf node (e.g. 50)
- It is not so hard if the node has one child (e.g. 20)



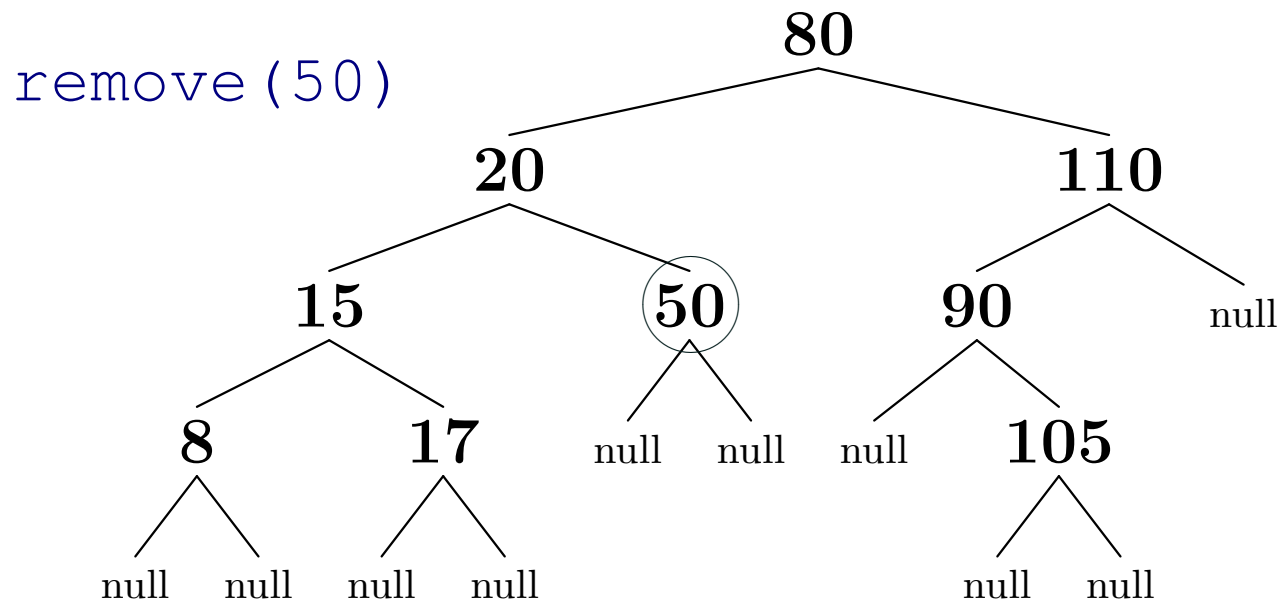
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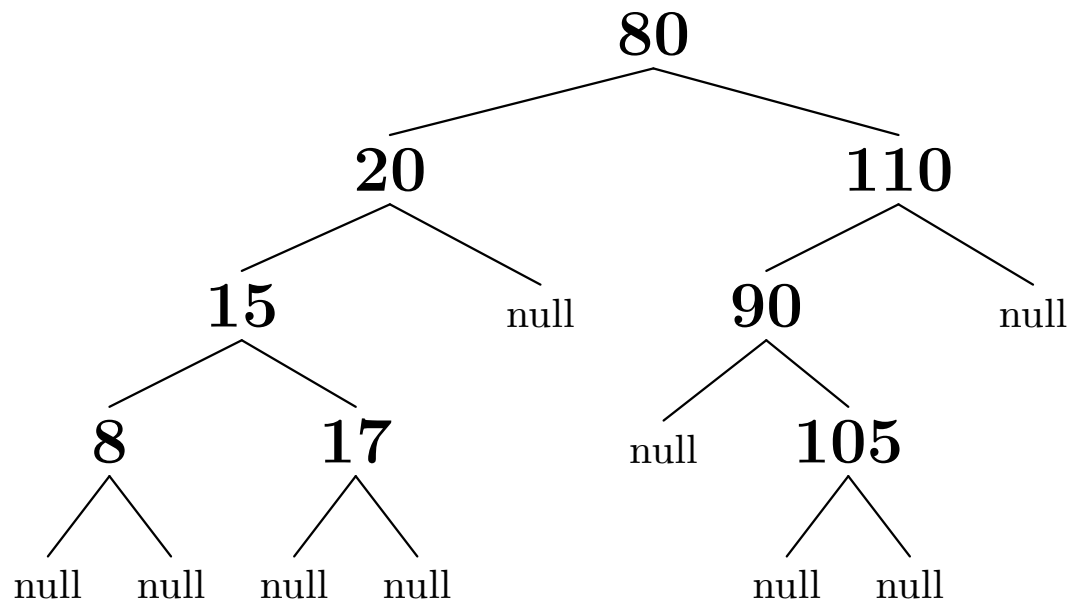
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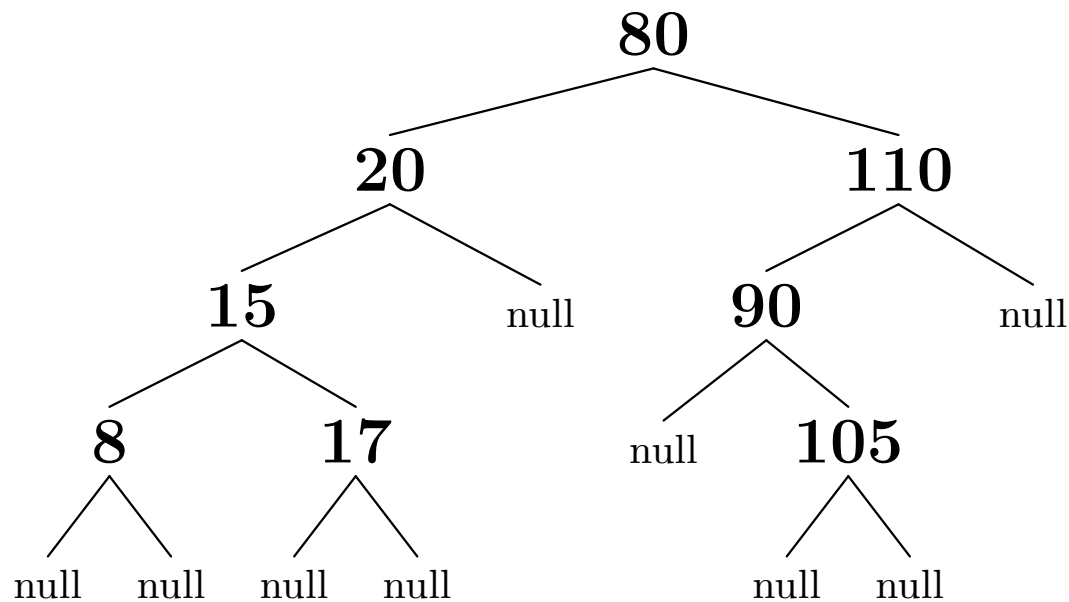
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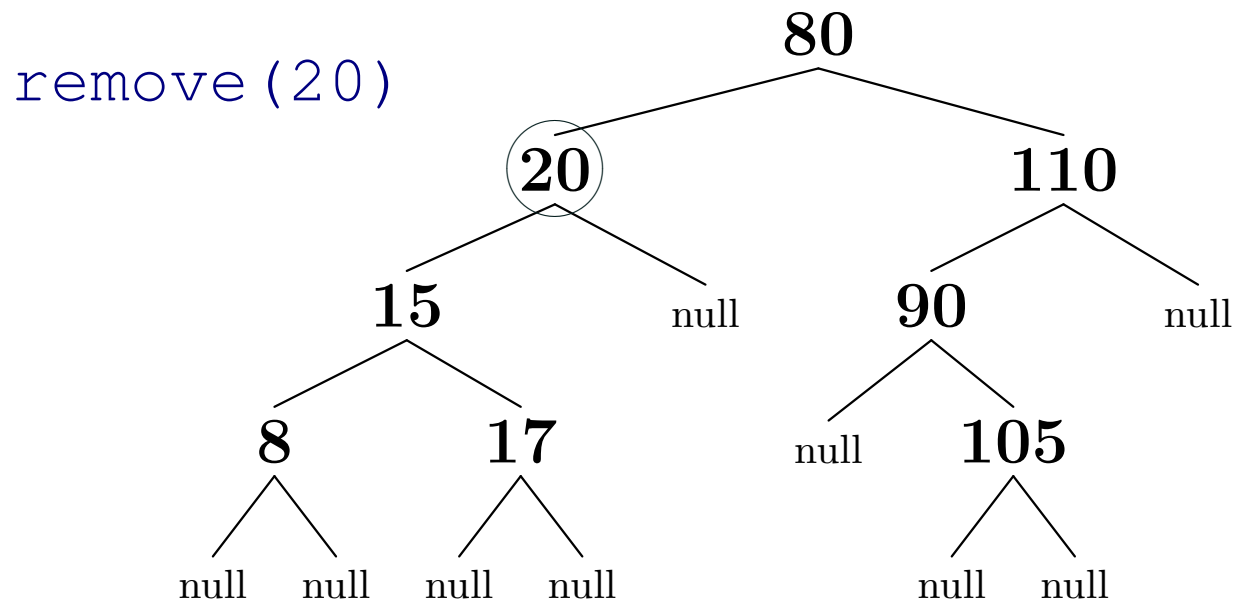
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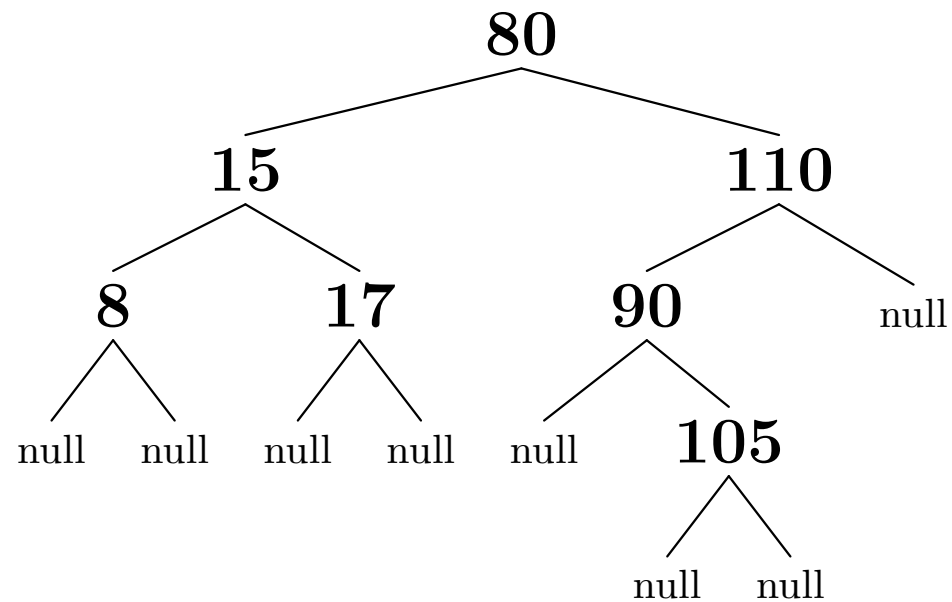
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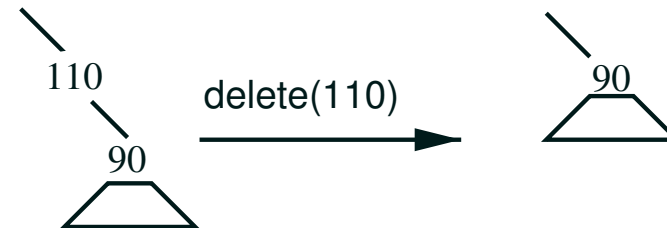
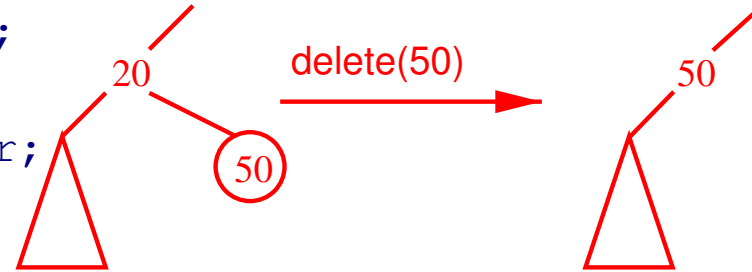


# Code to remove Node $n$

```

if (n->left==nullptr && n->right==nullptr) {
    if (n == n->parent->left)
        n->parent->left = nullptr;
    else
        n->parent->right = nullptr;
} else if (n->right==nullptr) {
    if (n == n->parent->left)
        n->parent->left = n->left;
    else
        n->parent->right = n->left;
    n->left->parent = n->parent;
} else if (n->left==nullptr) {
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}
delete n;

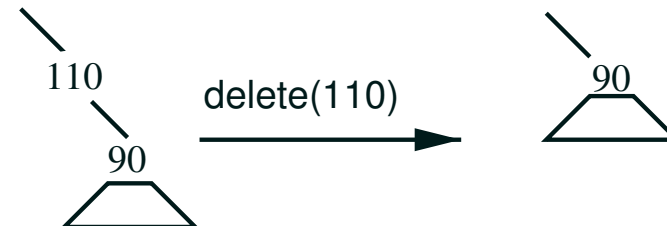
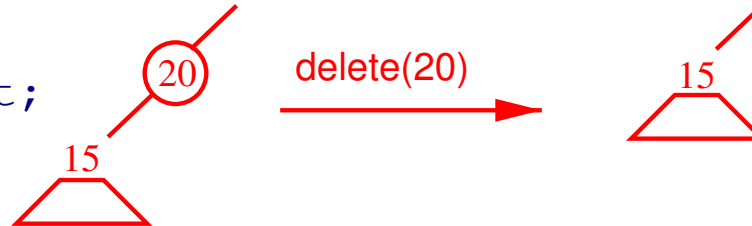
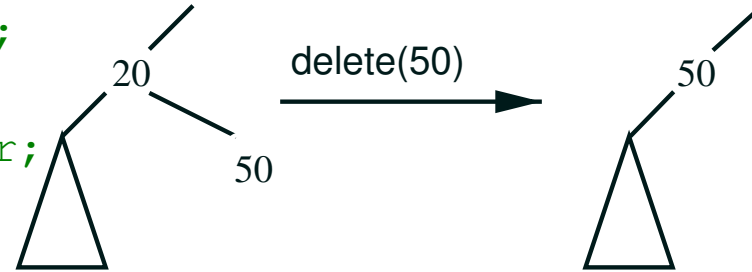
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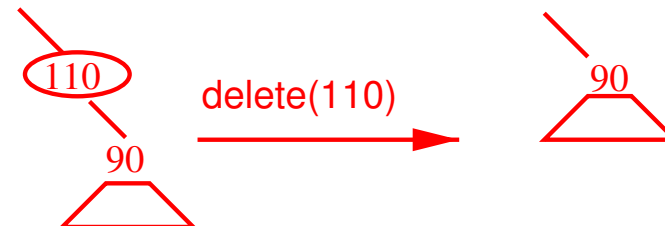
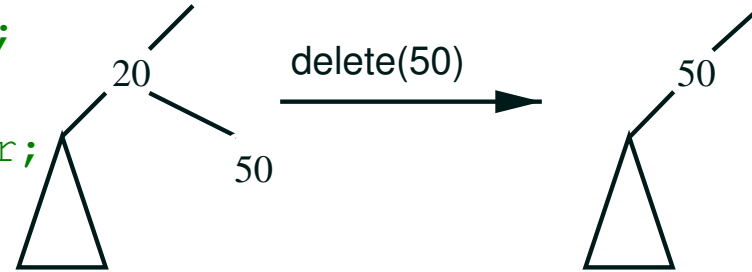
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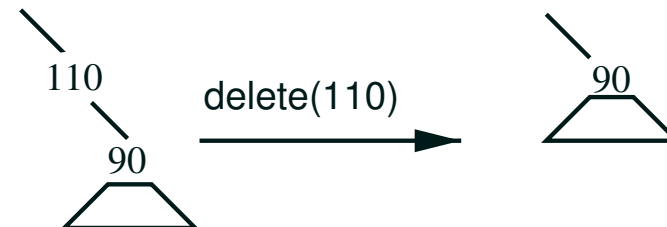
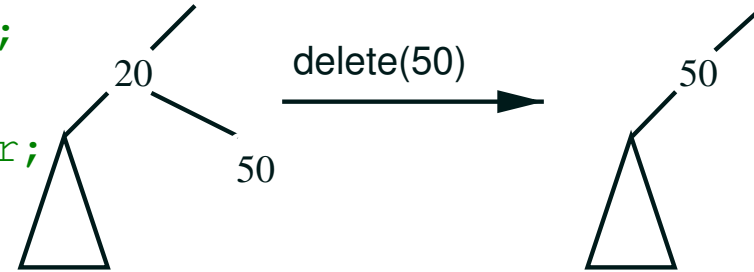
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# Removing Element with Two Children

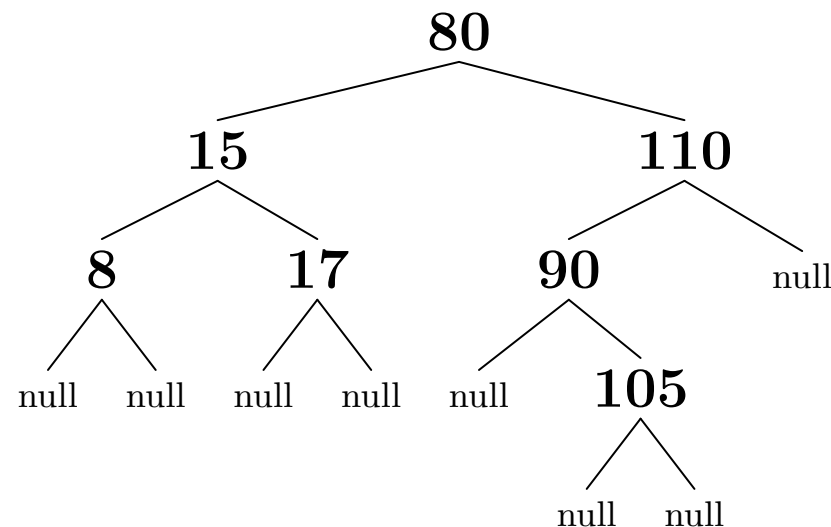
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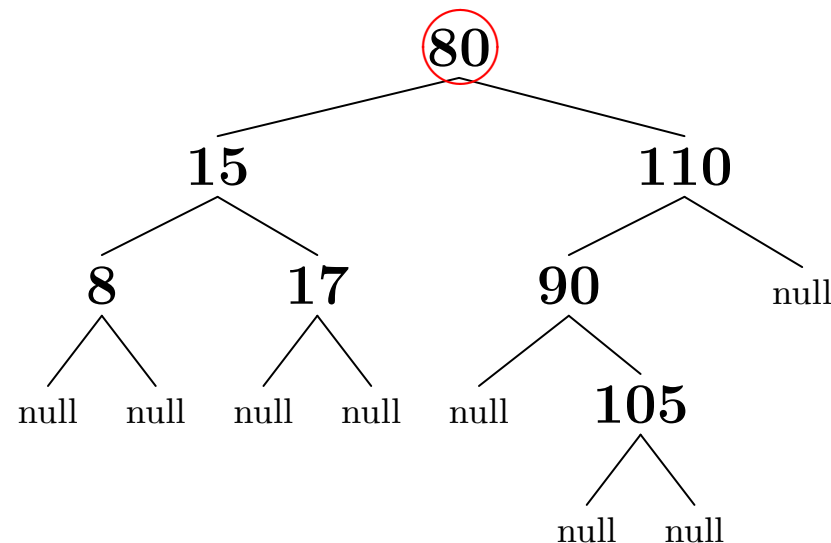
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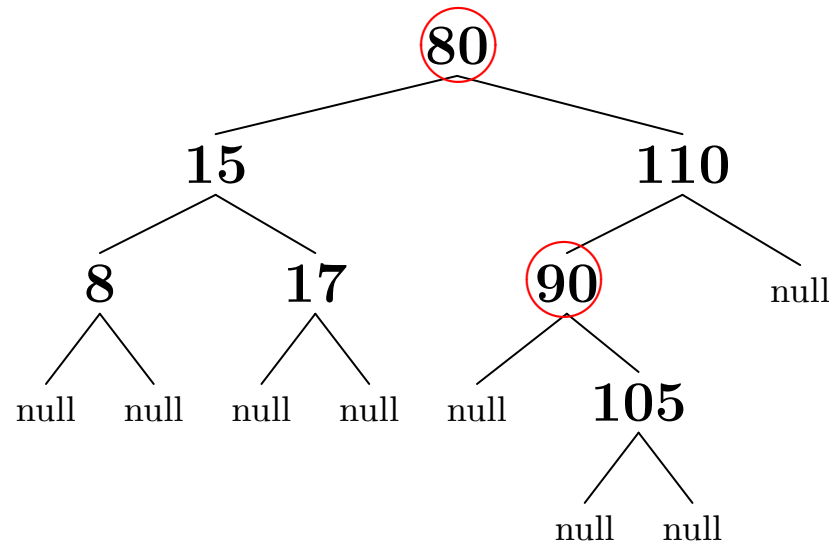
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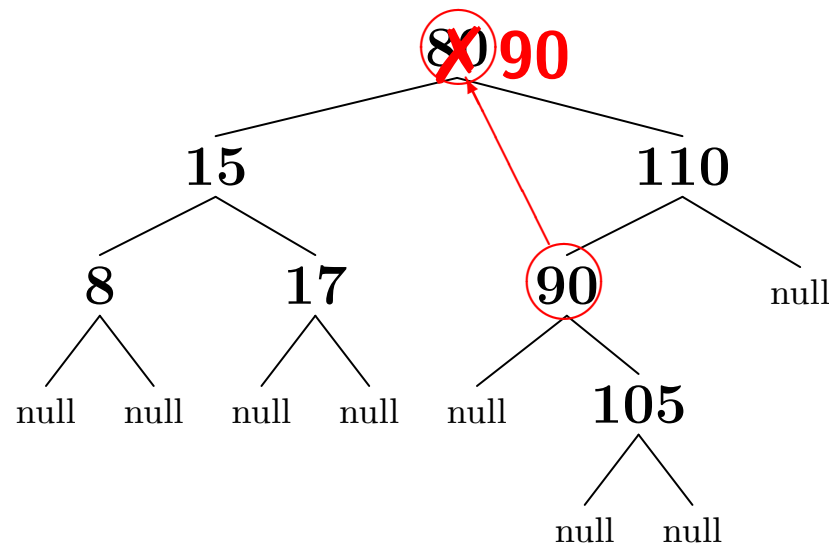
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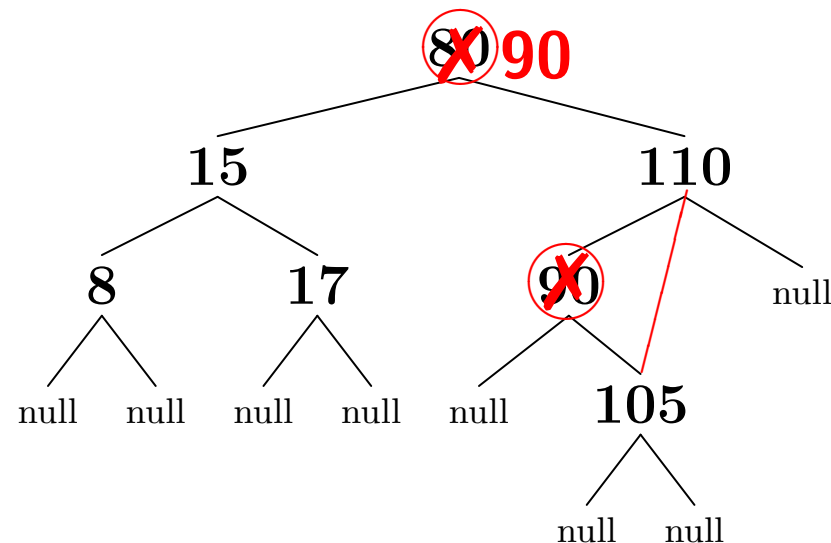
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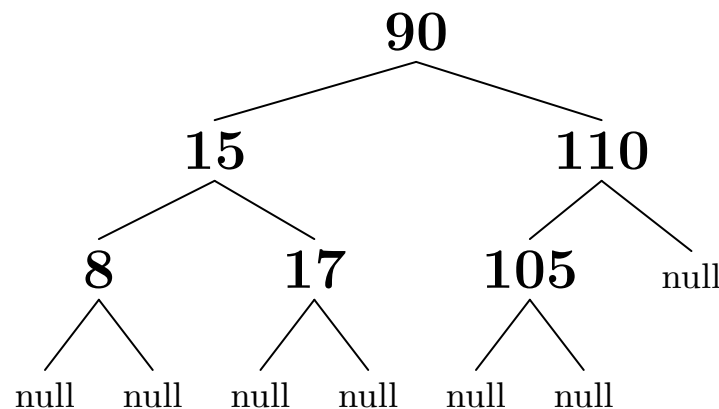
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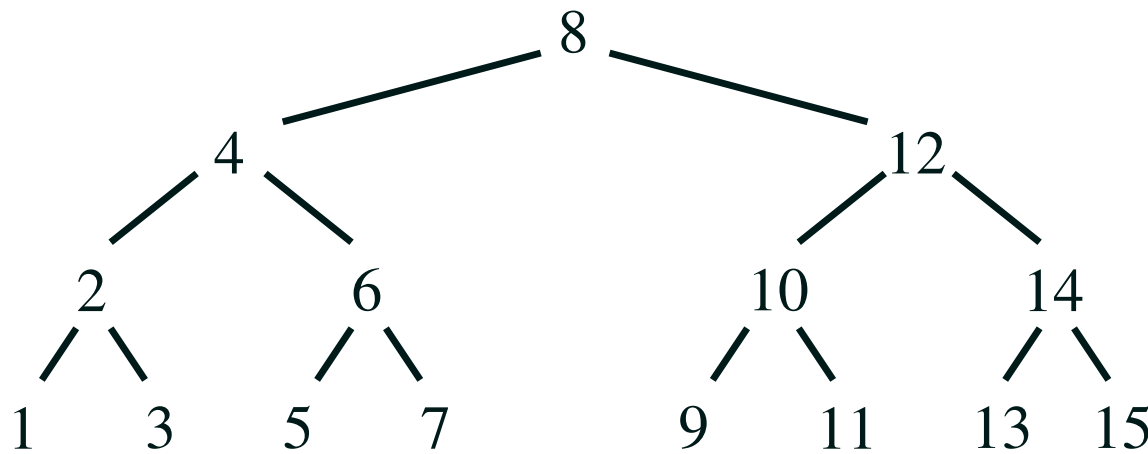
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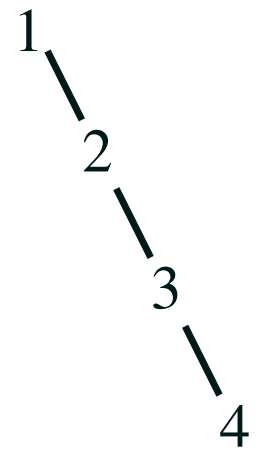


# Why Balance Trees

- The number of comparisons to access an element depends on the depth of the node
- The average depth of the node depends on the shape of the tree



full tree

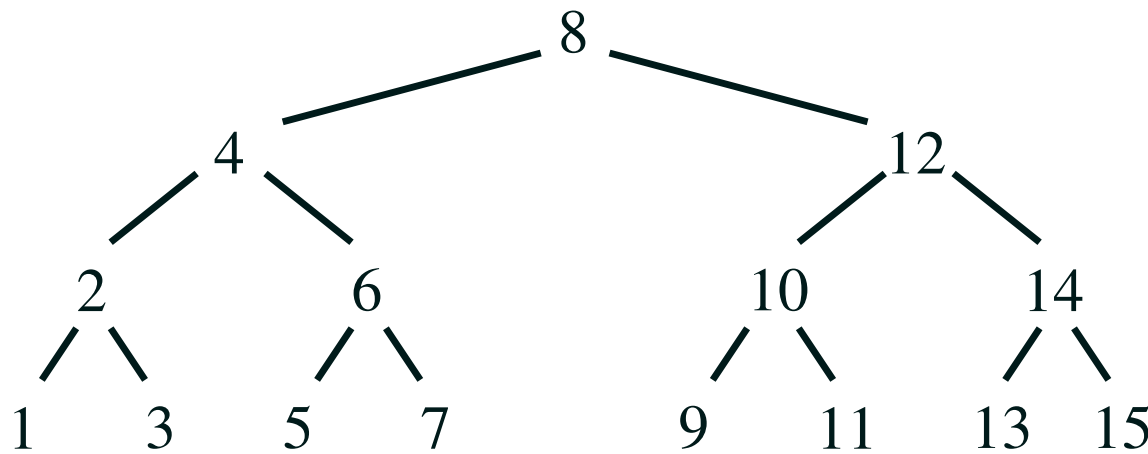


sparse tree

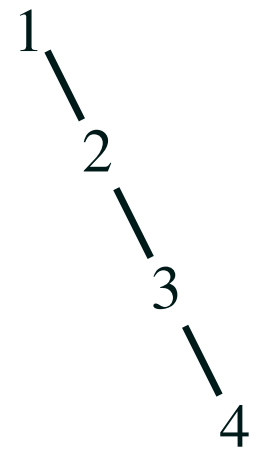
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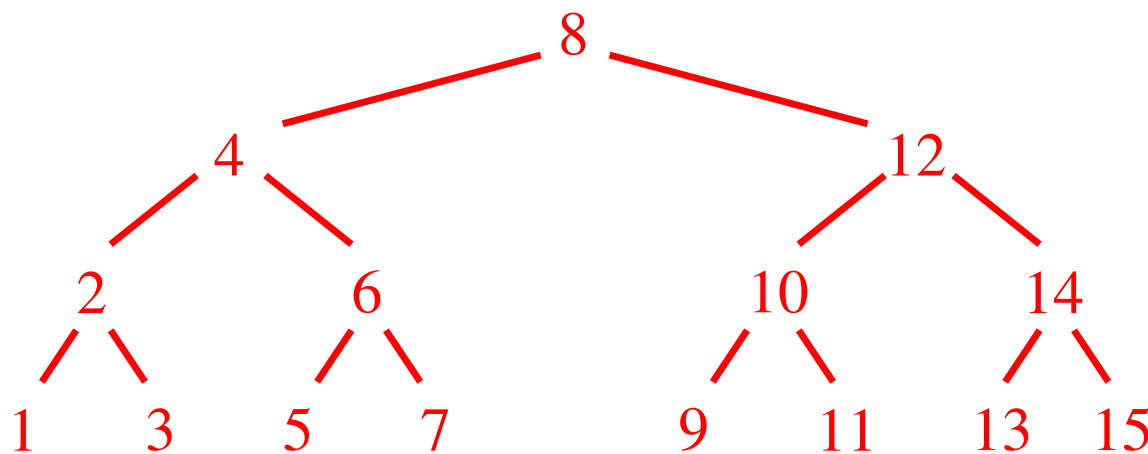


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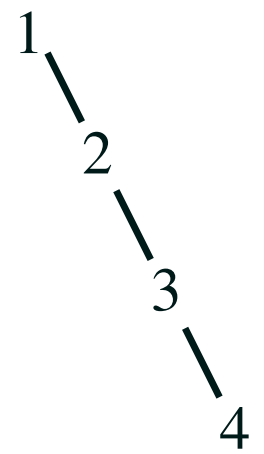
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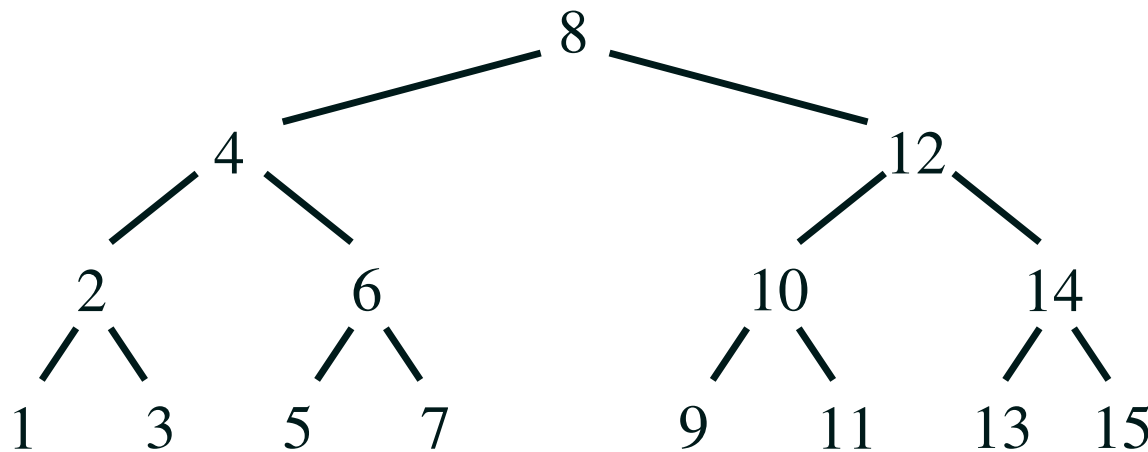


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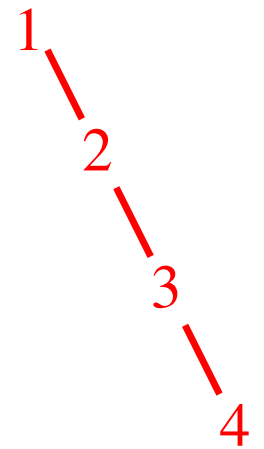
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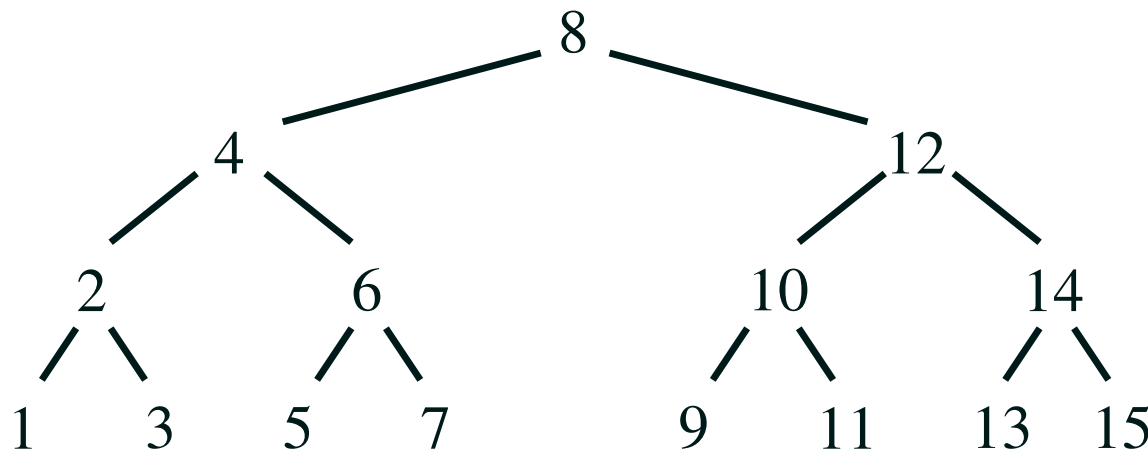


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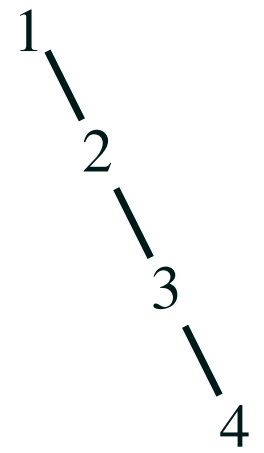
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- In the best situation (a full tree) the number of elements in a tree is  $n = \Theta(2^l)$  the depth is  $l$  so that the maximum depth is  $\log_2(n)$
- It turns out for random sequences the average depth is  $\Theta(\log(n))$
- In the worst case (when the tree is effectively a linked list), the average depth is  $\Theta(n)$
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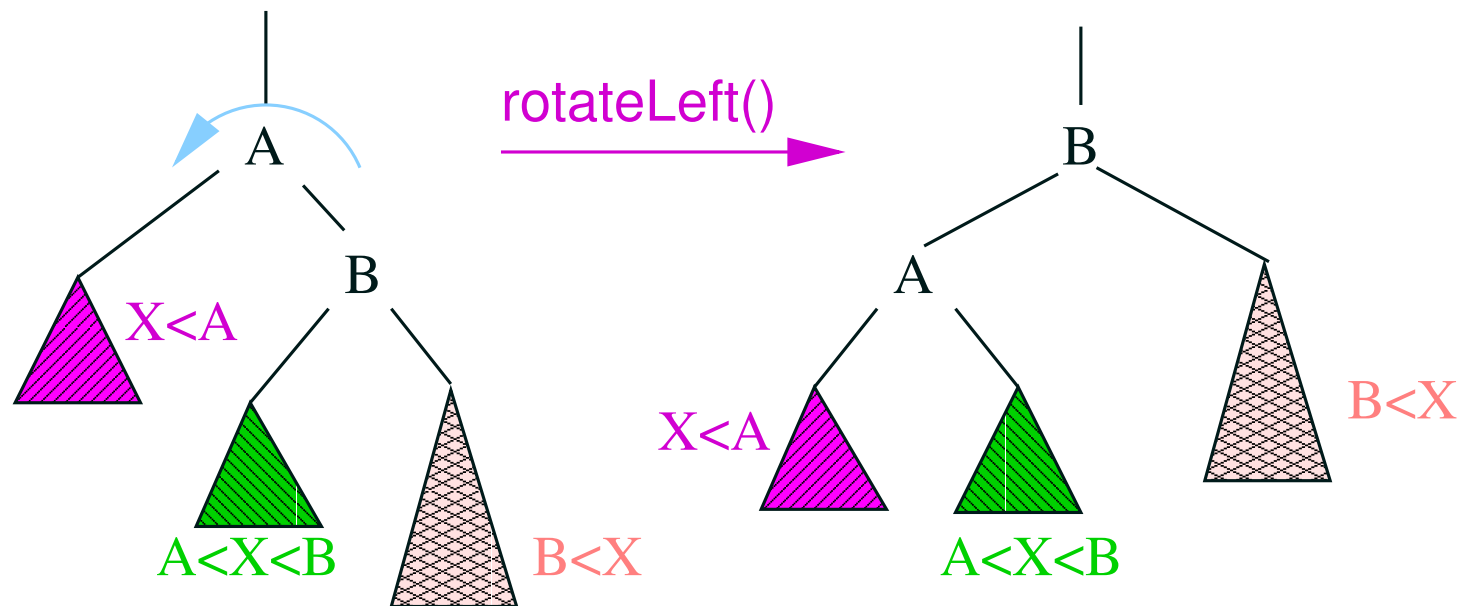
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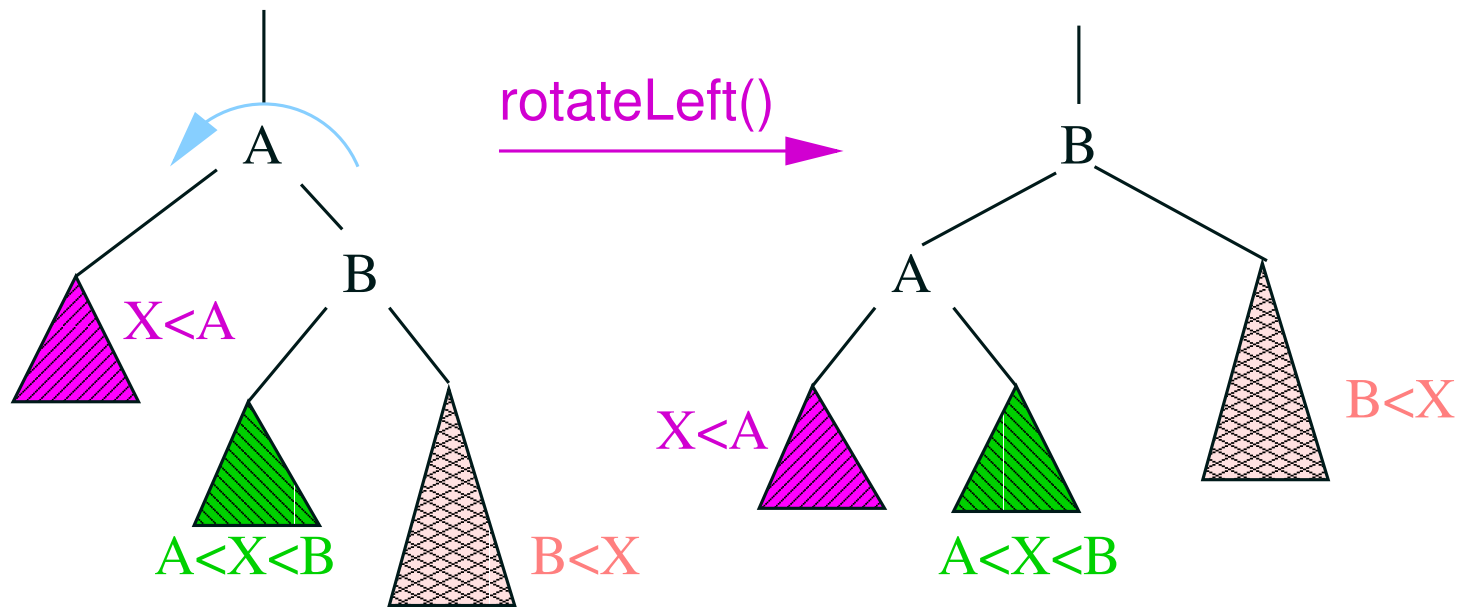
# Rotations

- To avoid unbalanced trees we would like to modify the shape
- This is possible as the shape of the tree is not uniquely defined (e.g. we could make any node the root)
- We can change the shape of a tree using **rotations**
- E.g. left rotation



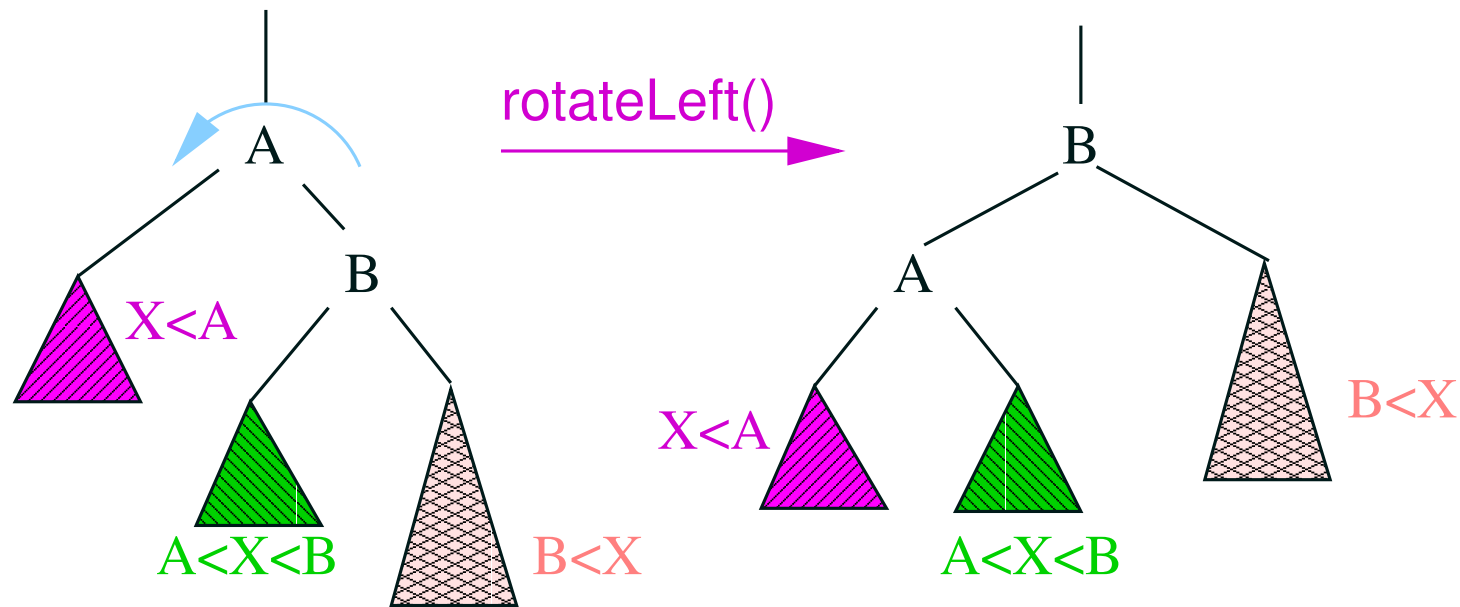
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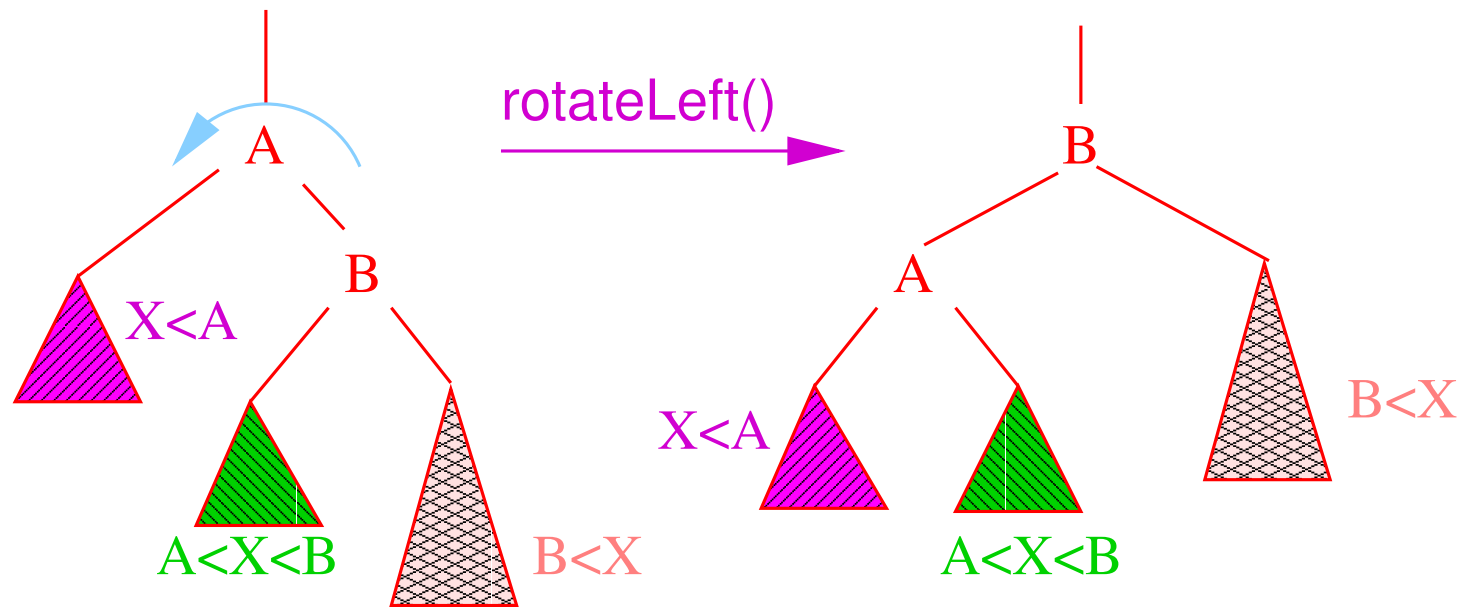
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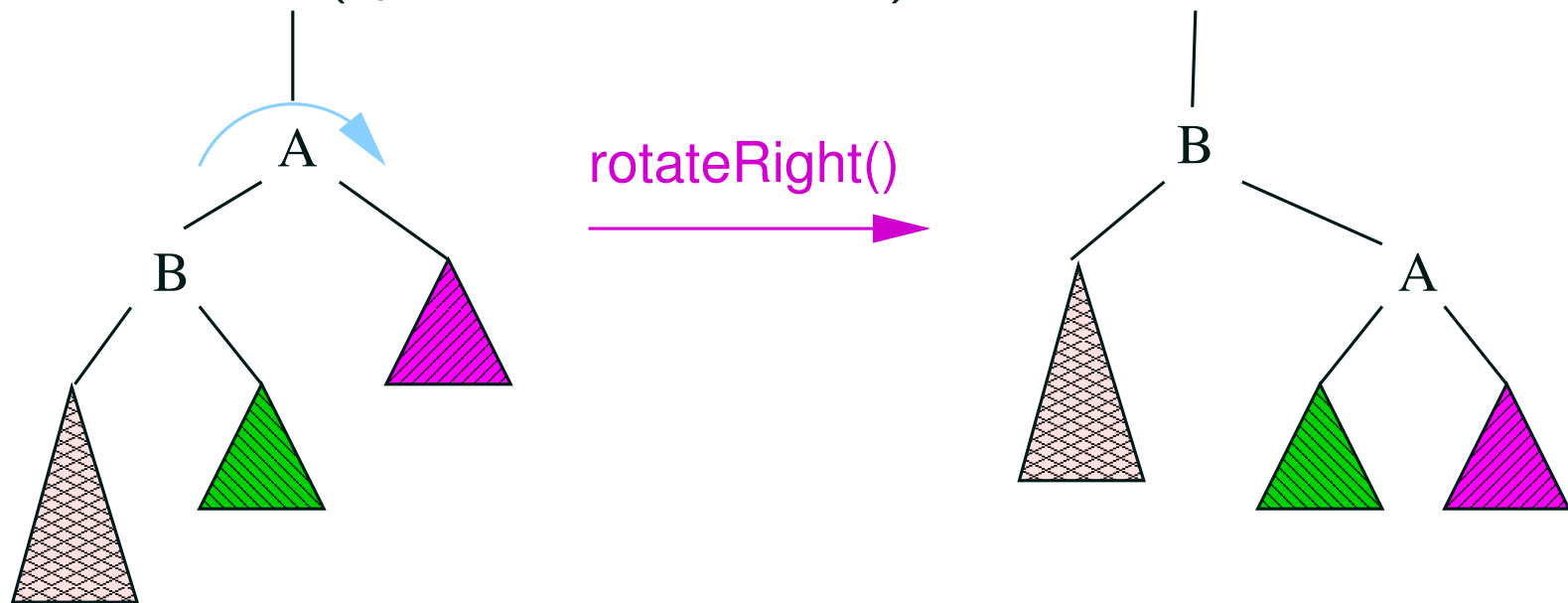
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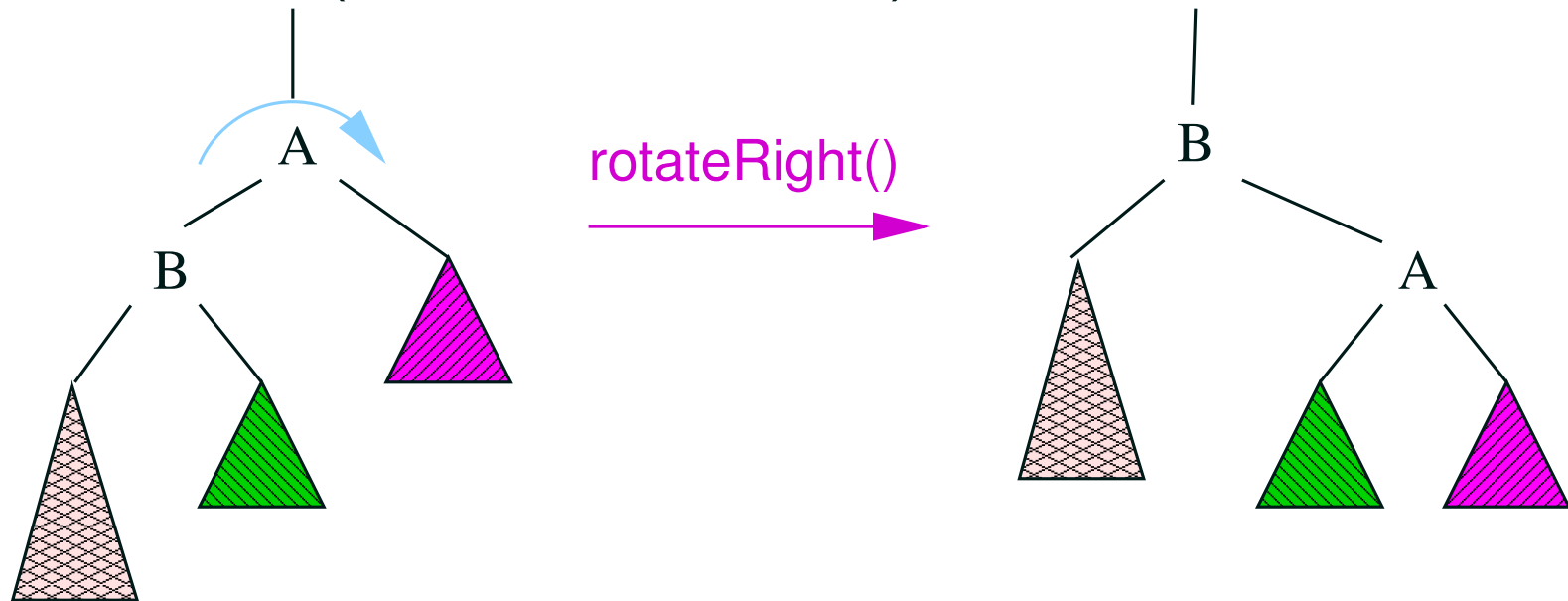
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  - ★ Left rotation (as above)
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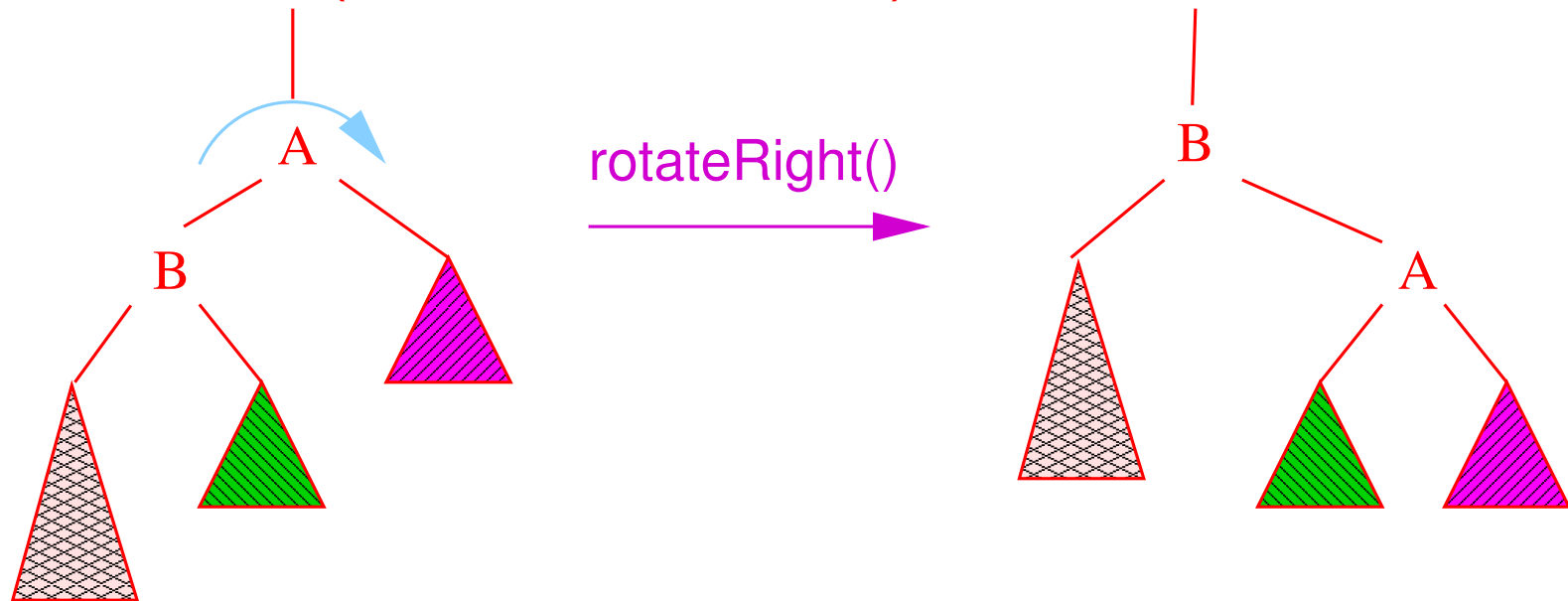


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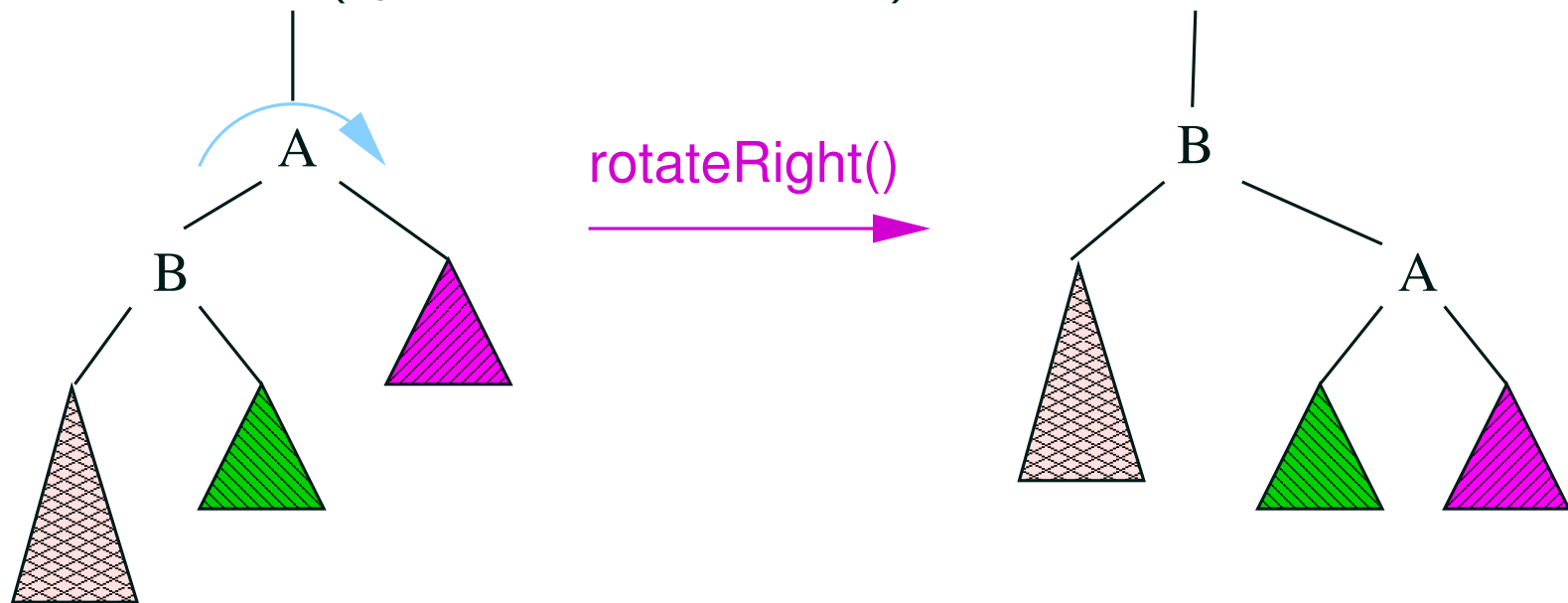
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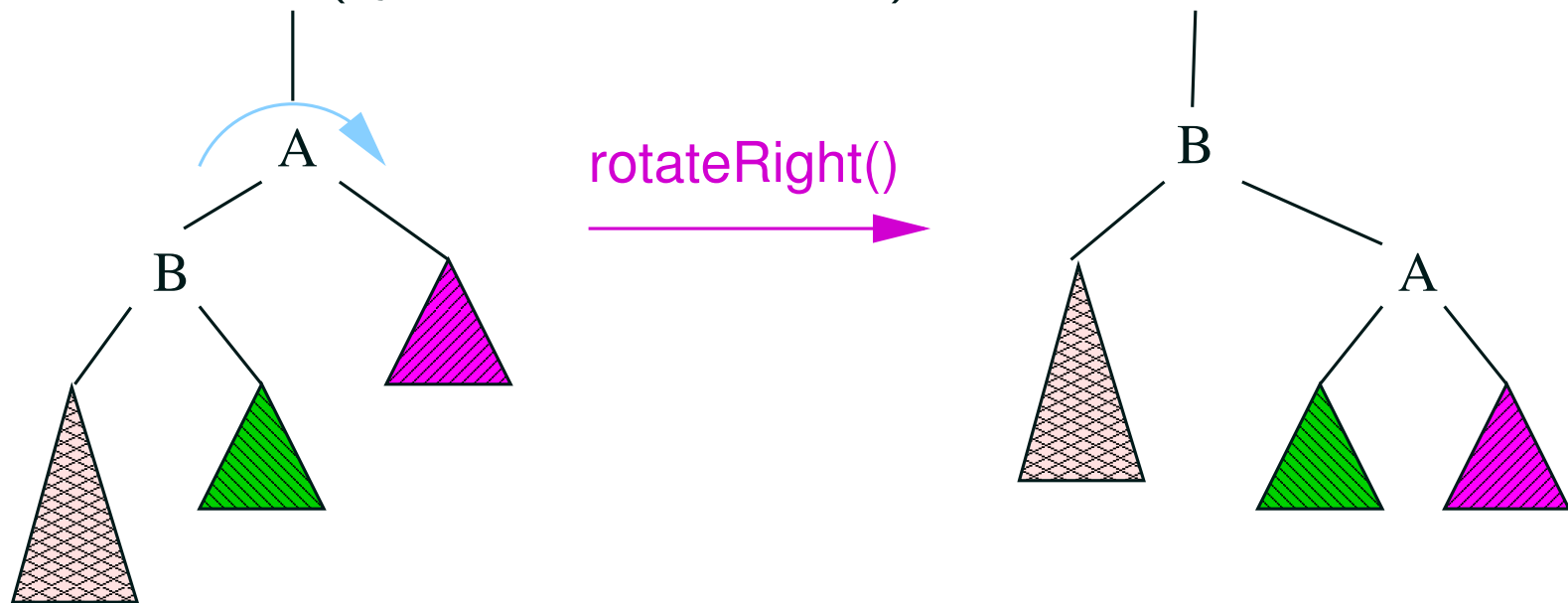
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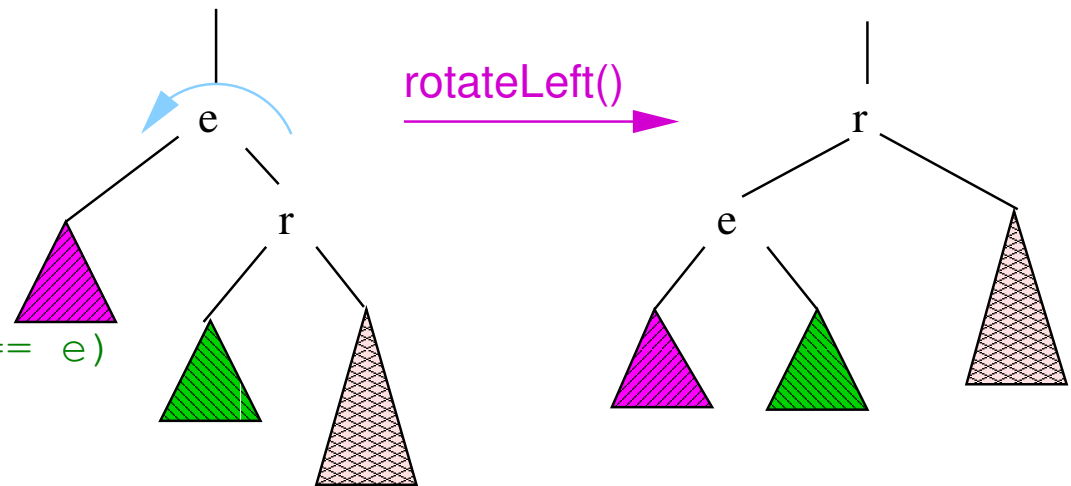
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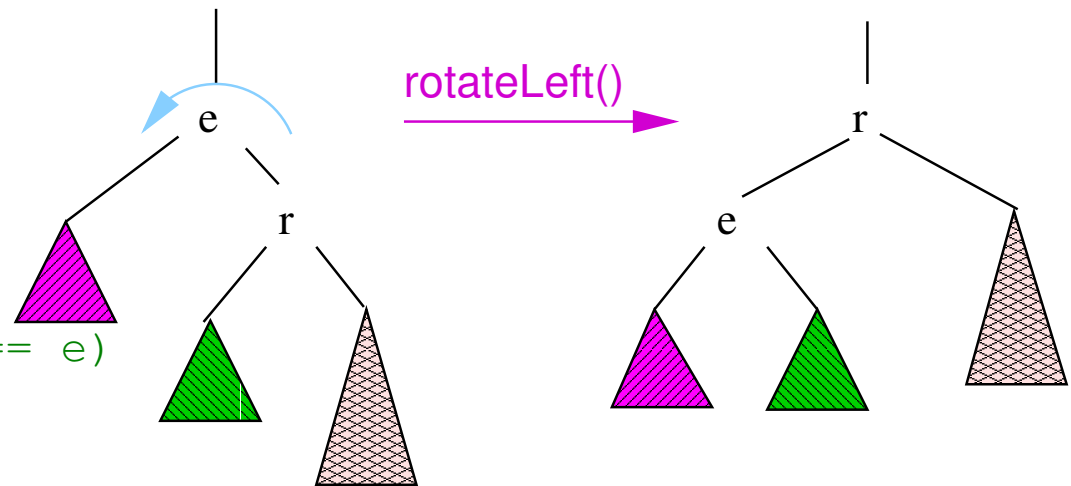
# Coding Rotations

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void rotateLeft(Node* e)
{
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    e->right = r->left;
    if (r->left != nullptr)
        r->left->parent = e;
    r->parent = e->parent;
    if (e->parent == nullptr)
        root = r;
    else if (e->parent->left == e)
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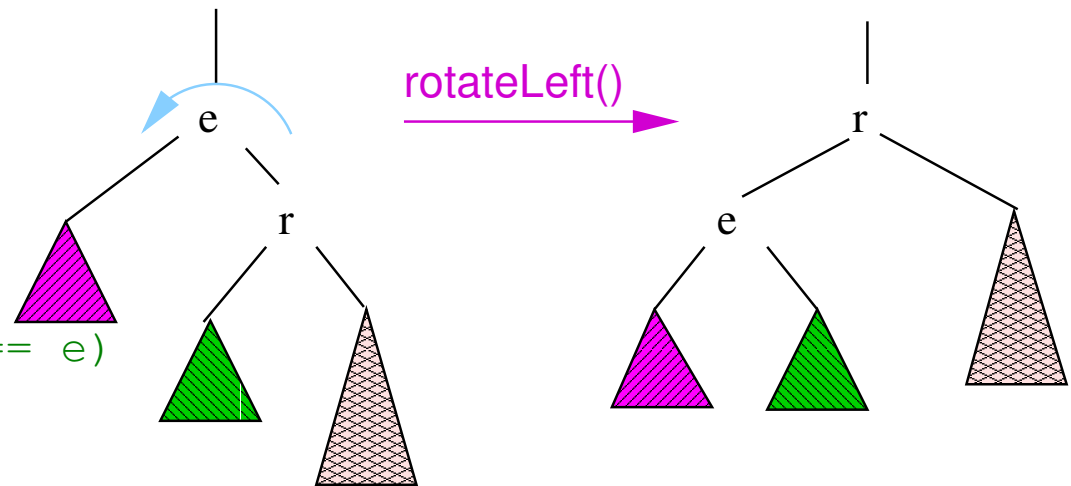
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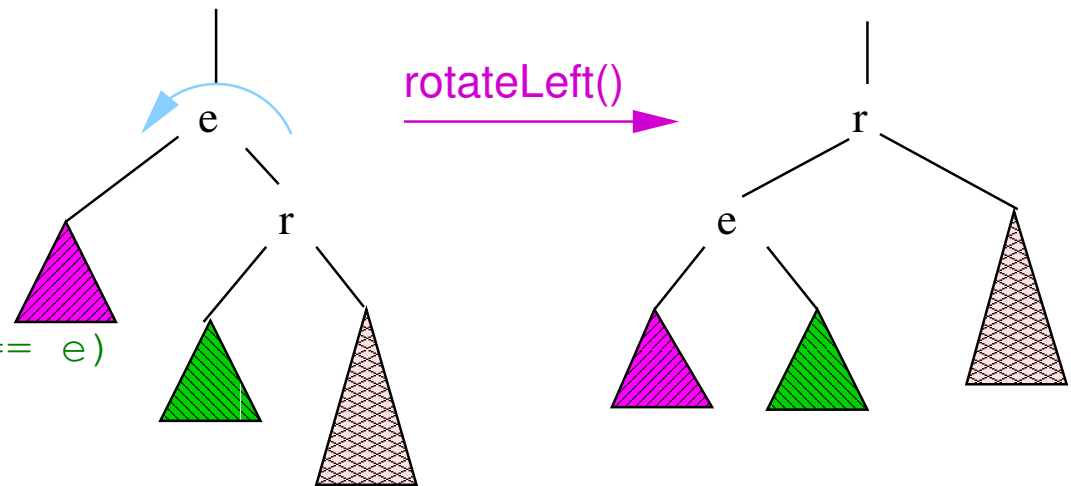
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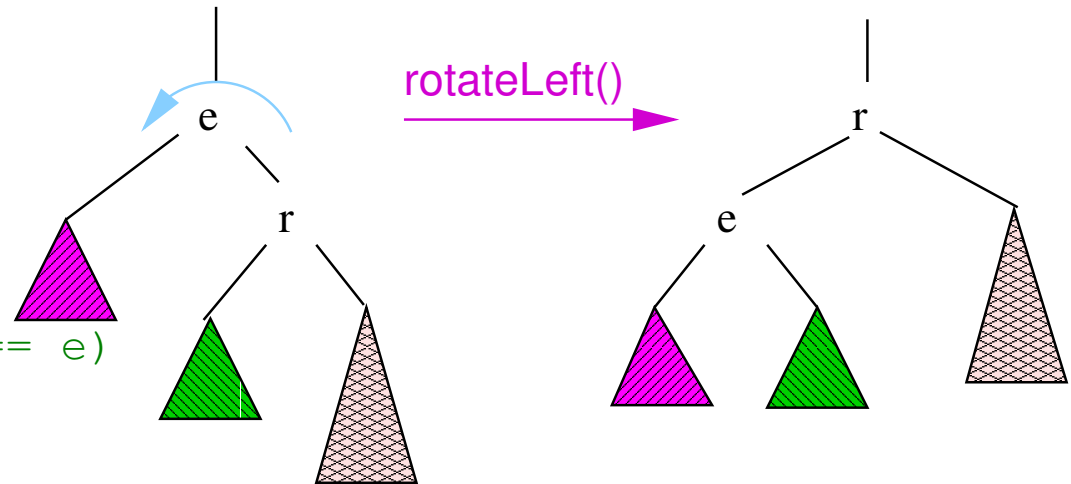
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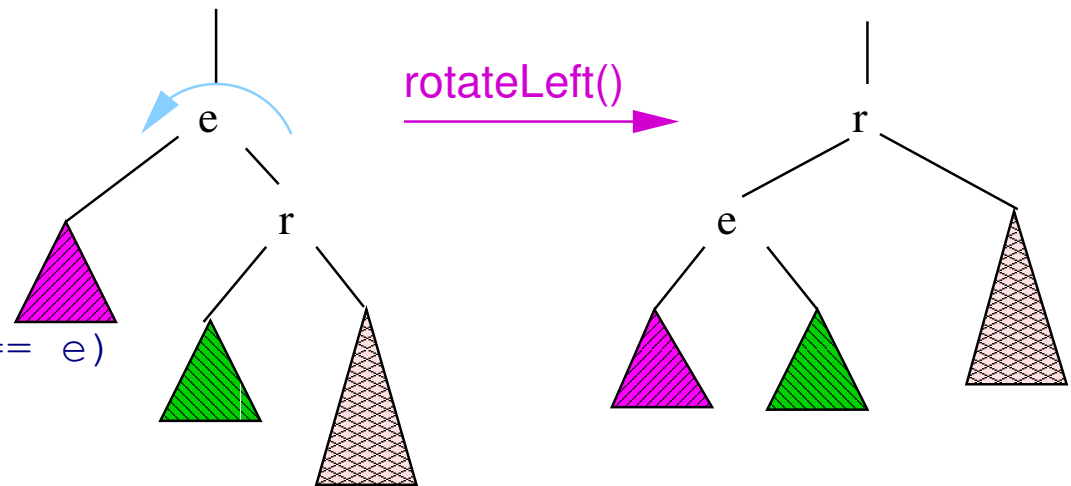
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    r->left = e;
    e->parent = r;
}
```





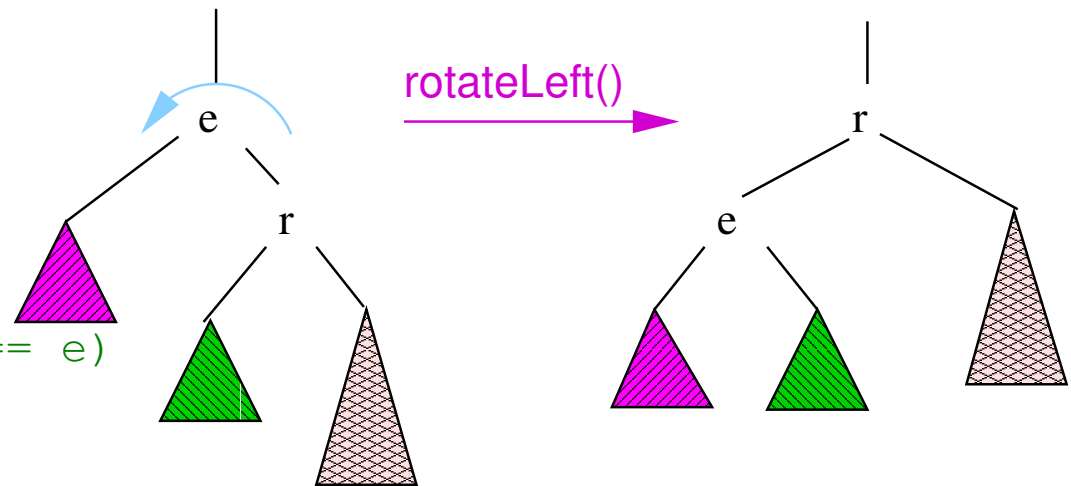
# Coding Rotations

```
void rotateLeft(Node* e)
{
    Node* r = e->right;
    e->right = r->left;
    if (r->left != nullptr)
        r->left->parent = e;
    r->parent = e->parent;
    if (e->parent == nullptr)
        root = r;
    else if (e->parent->left == e)
        e->parent->left = r;
    else
        e->parent->right = r;
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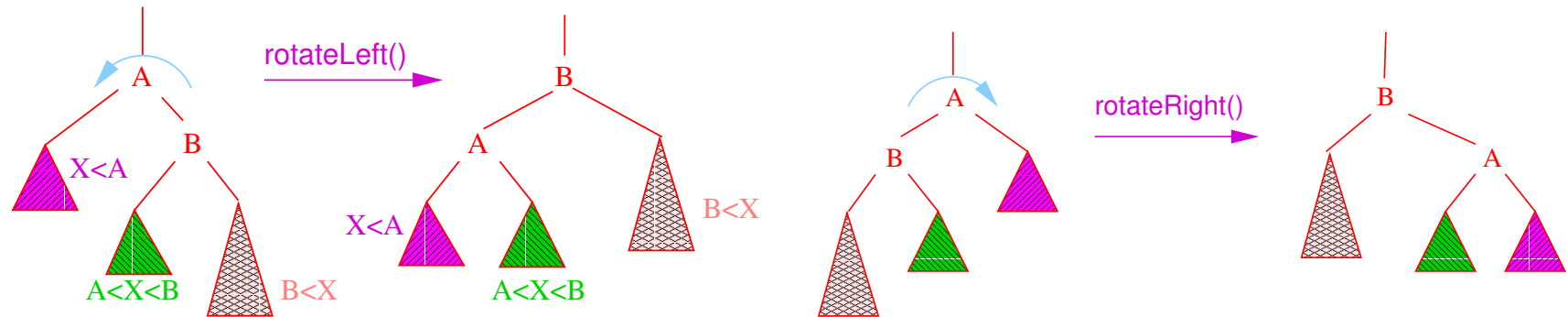
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void rotateLeft(Node* e)
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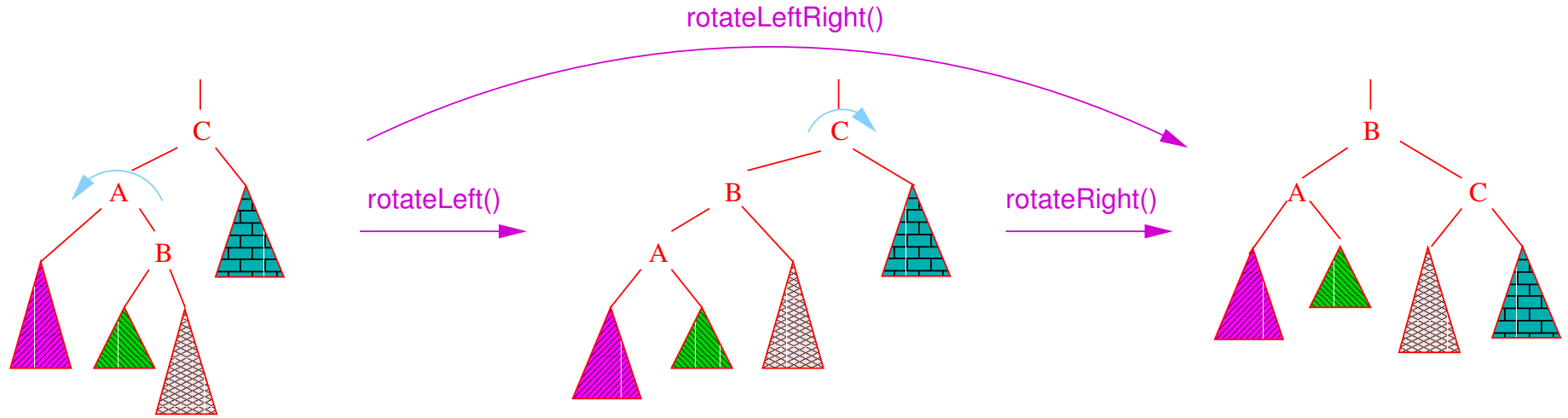
# When Single Rotations Work

- Single rotations balance the tree when the unbalanced subtree is on the outside



# Double Rotations

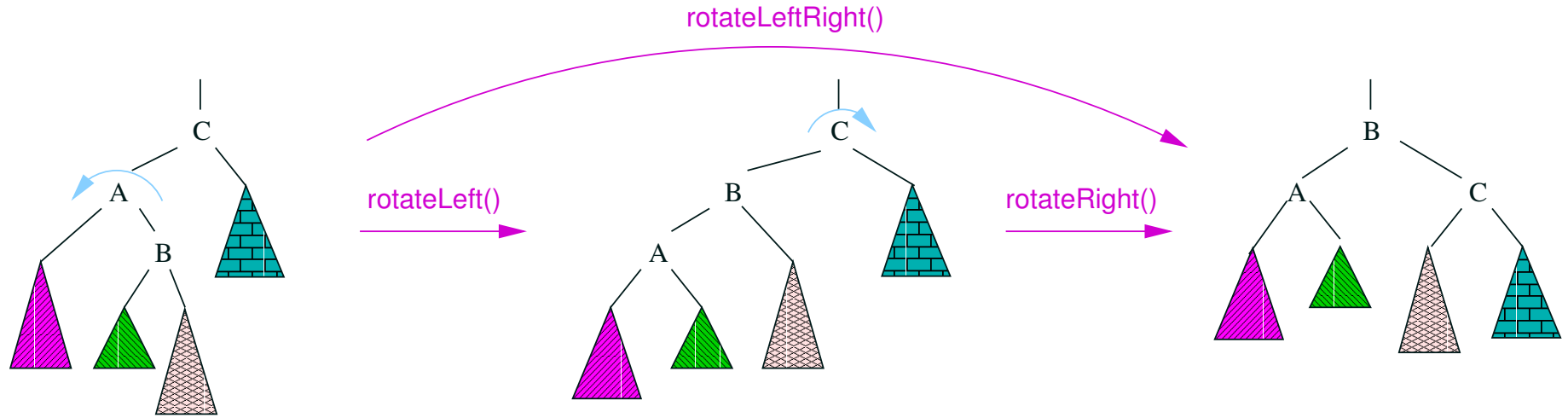
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# Outline

1. Deletion
2. Balancing Trees
  - Rotations
3. **AVL**
4. Red-Black Trees
  - TreeSet
  - TreeMap



# Balancing Trees

- There are different strategies for using rotations for balancing trees
- The three most popular are
  - ★ AVL-trees
  - ★ Red-black trees
  - ★ Splay trees
- They differ in the criteria they use for doing rotations

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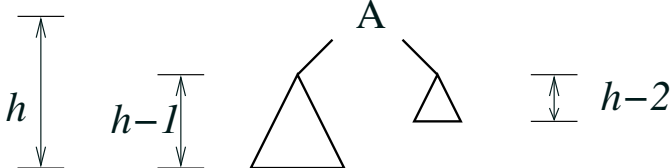
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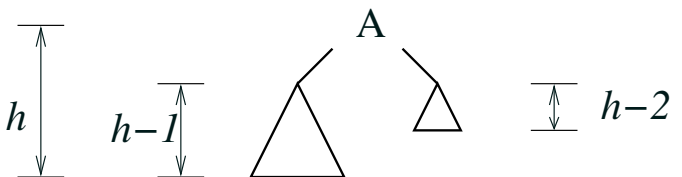
- Let  $m(h)$  be the minimum number of nodes in a tree of height  $h$
- This has to be made up of two subtrees: one of height  $h - 1$ ; and, in the worst case, one of height  $h - 2$
- Thus, the least number of nodes in a tree of height  $h$  is

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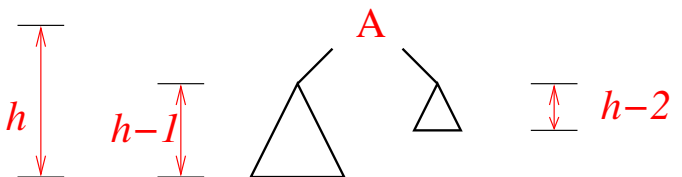
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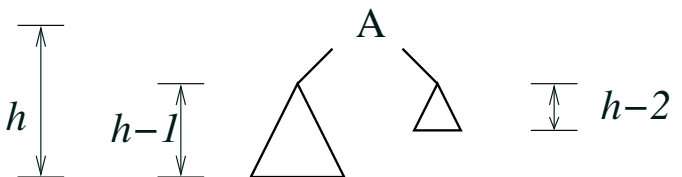
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- $m(h) = m(h-1) + m(h-2) + 1$  with  $m(1) = 1, m(2) = 2$
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add(0)

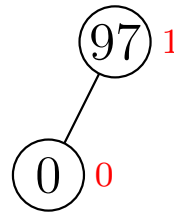
97 0



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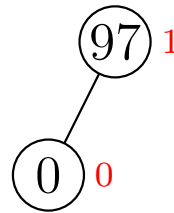


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add(77)

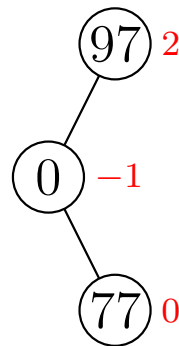


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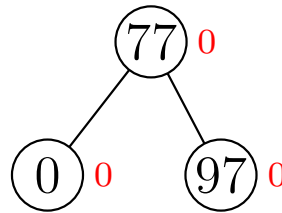
RotateLeftRight



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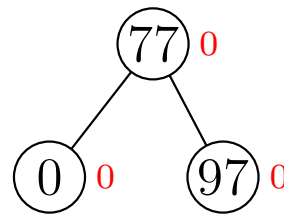


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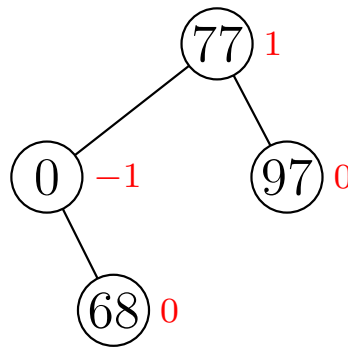
add(68)



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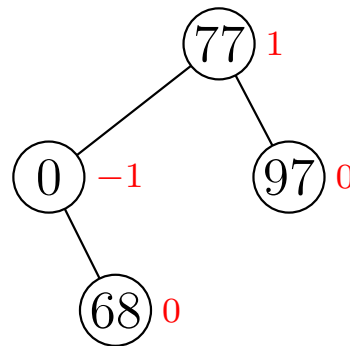


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add(21)

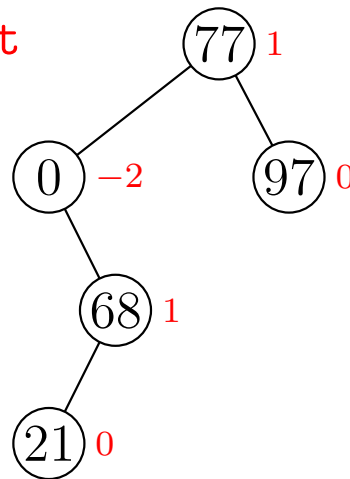


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RotateRightLeft

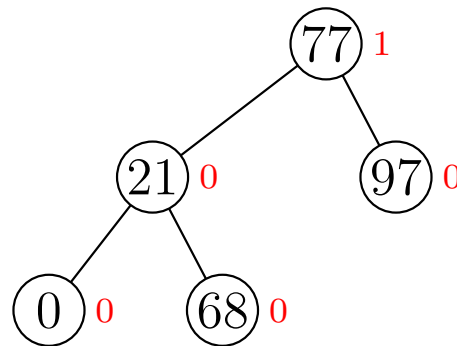




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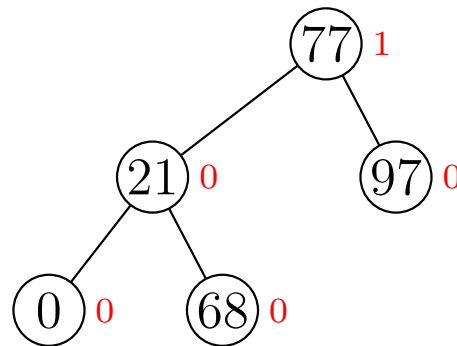


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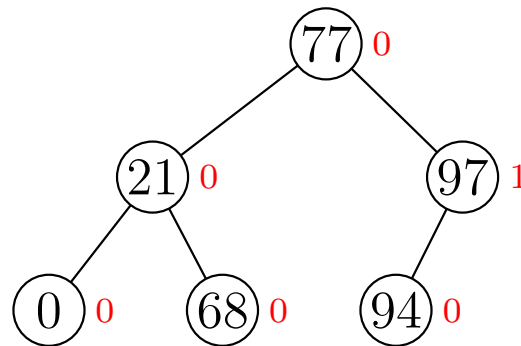
add(94)



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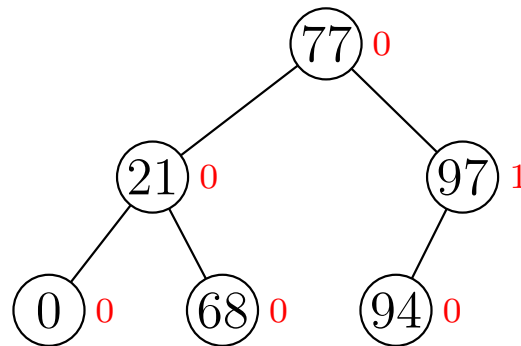


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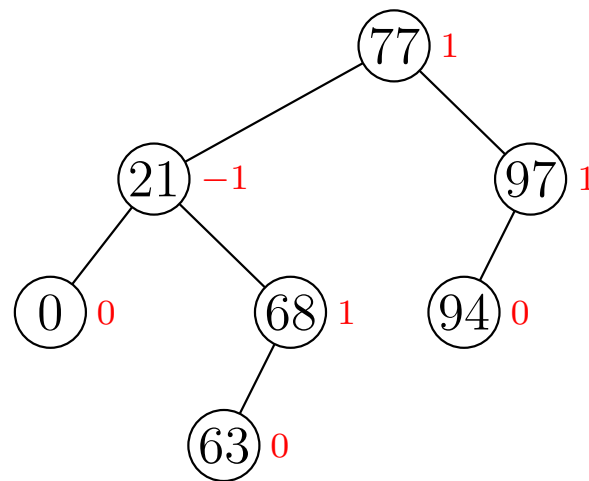
add(63)



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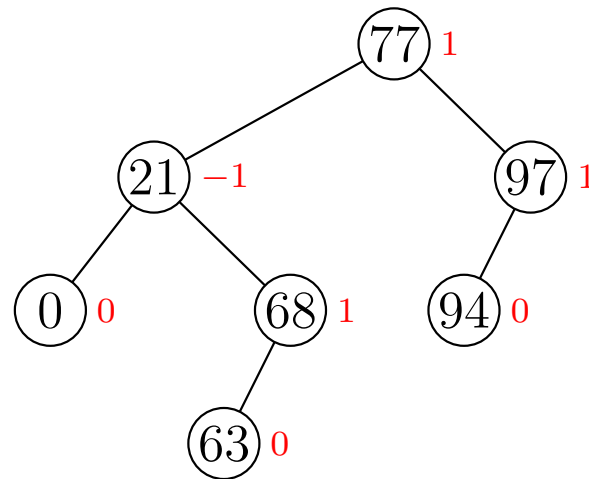


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add(40)

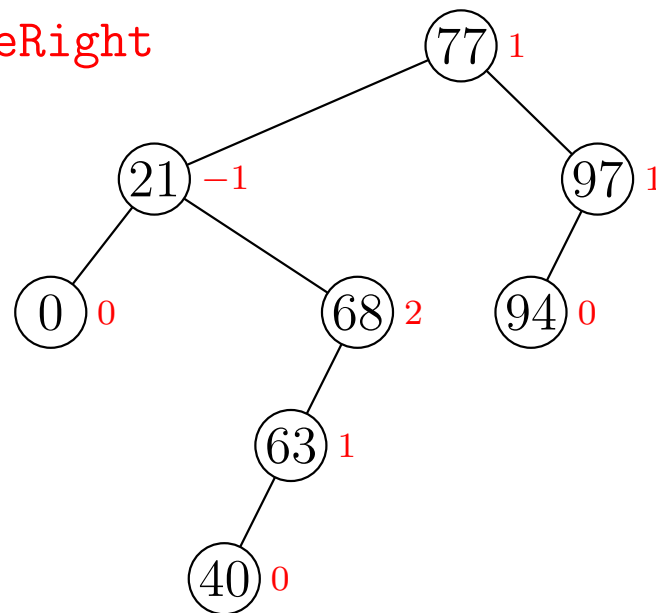


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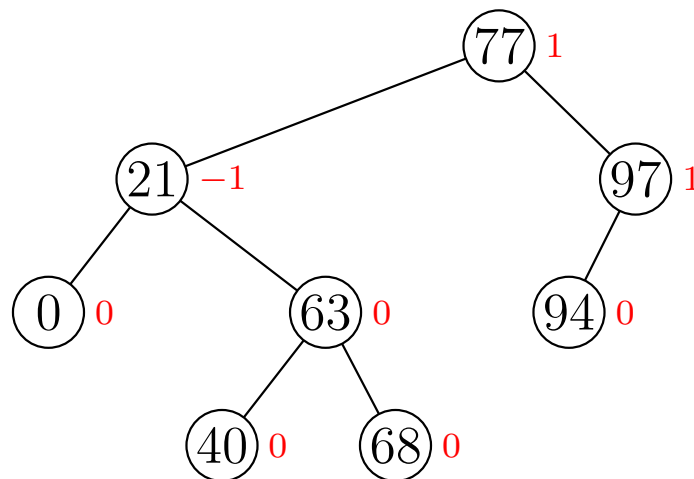
RotateRight



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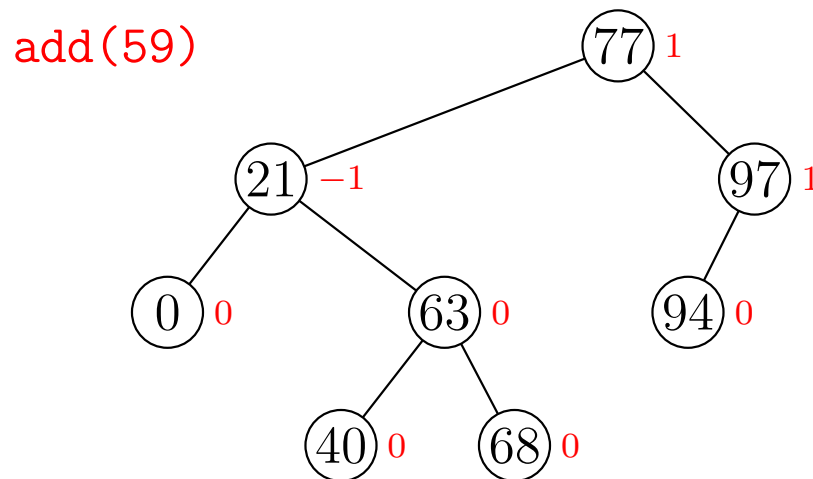




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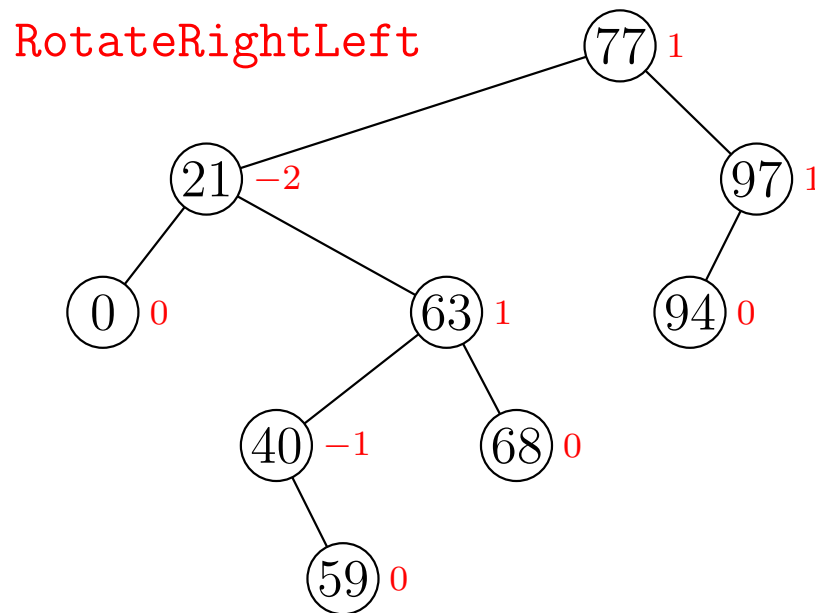
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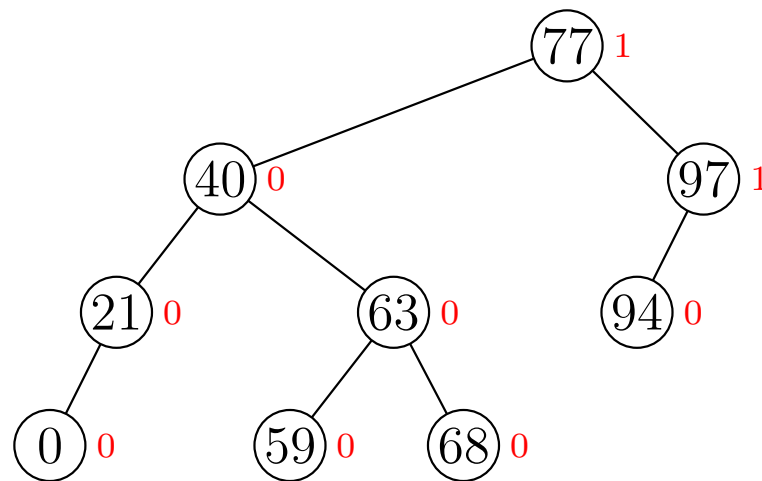
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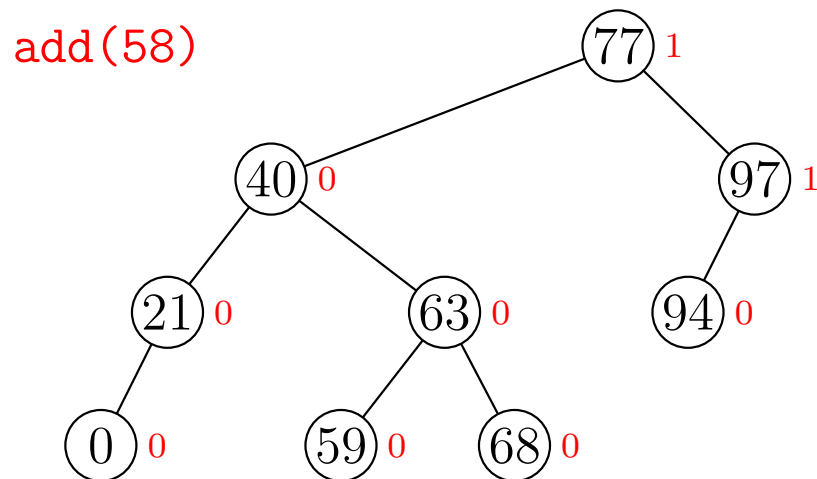
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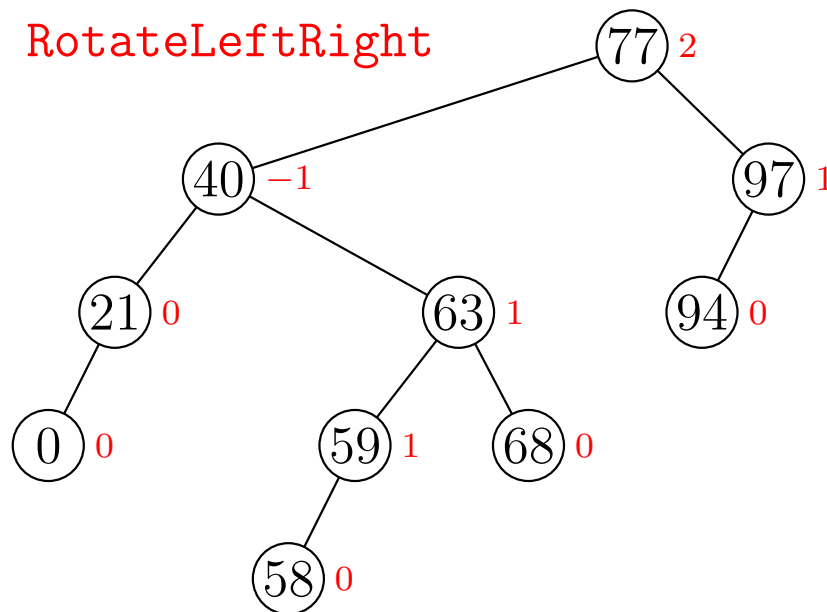
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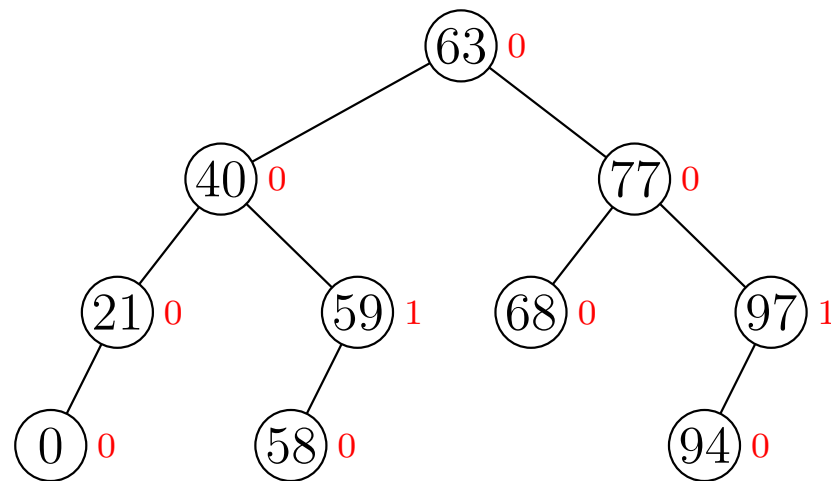
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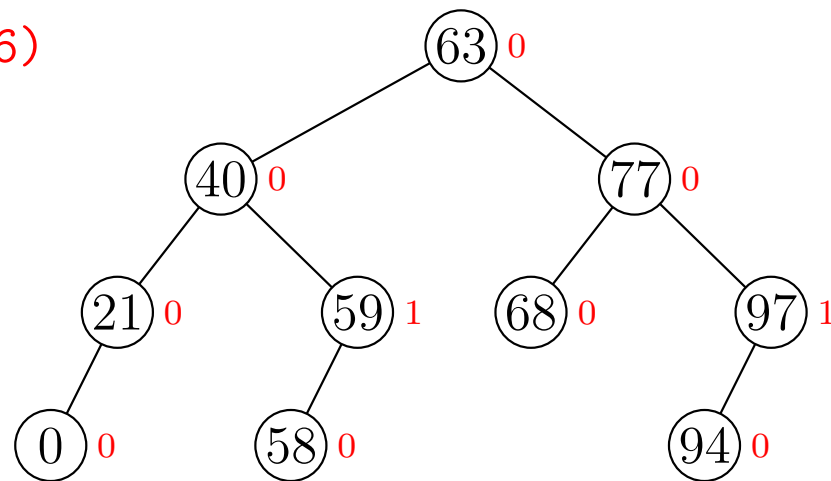


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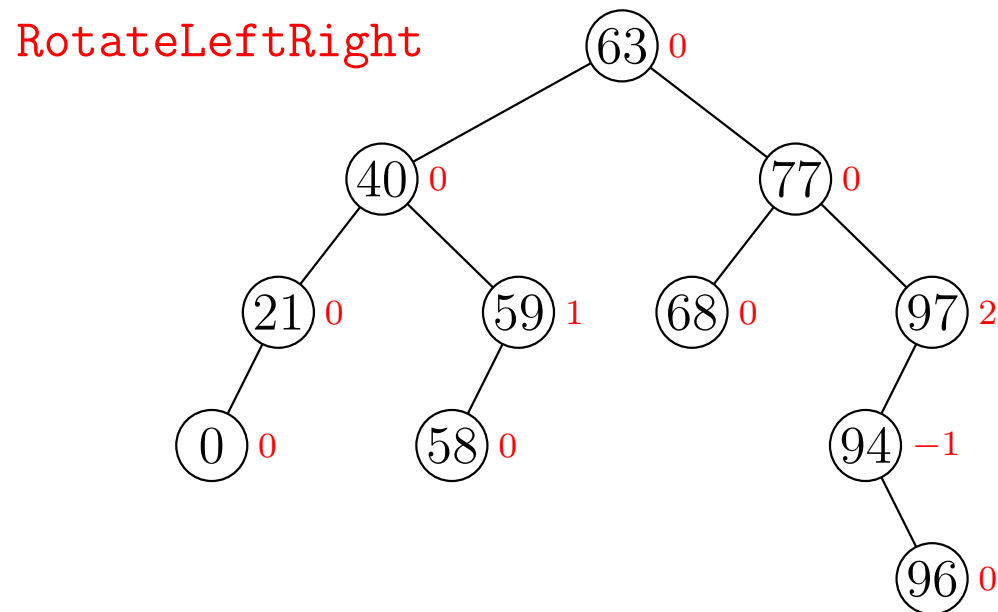
add(96)



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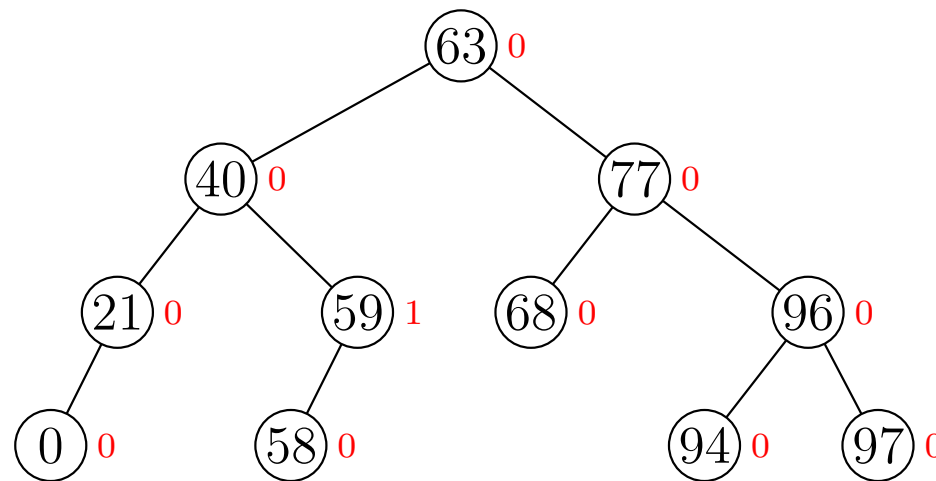




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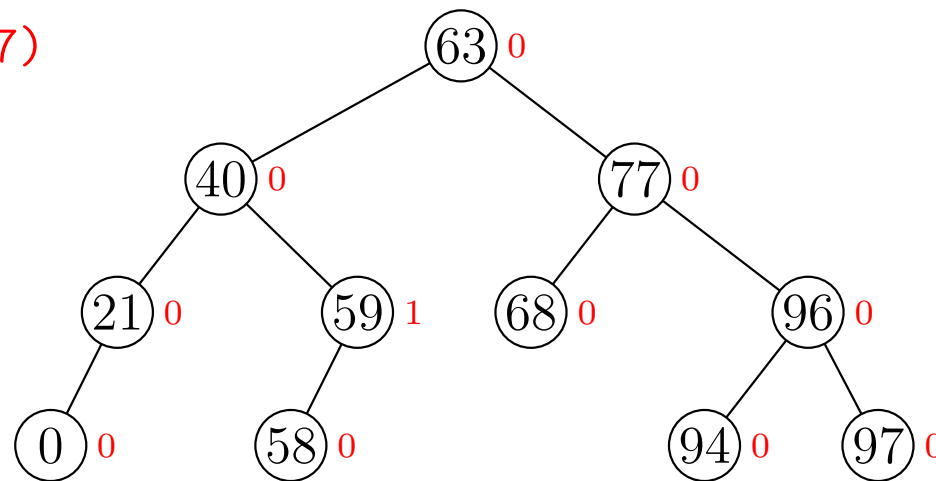


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add(57)

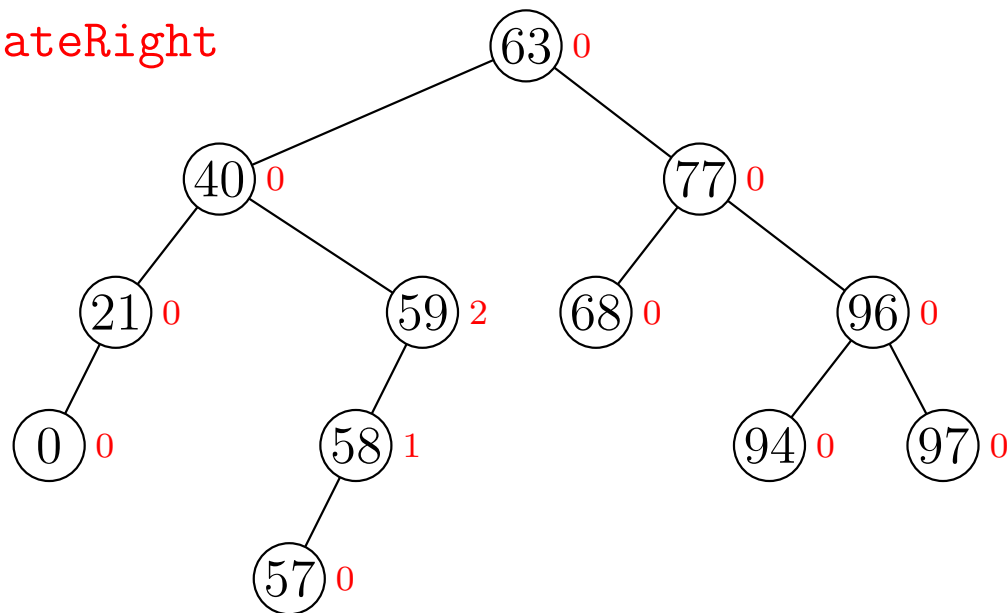


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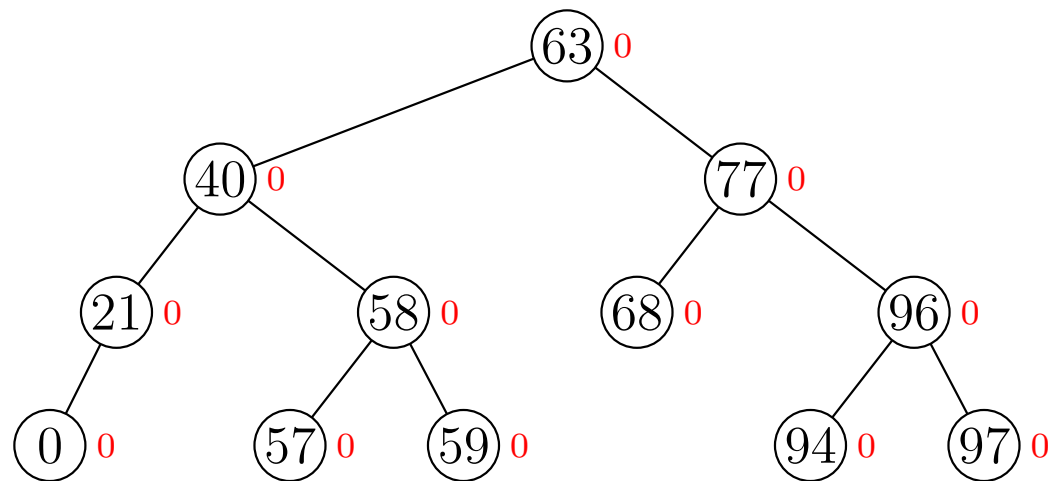
RotateRight



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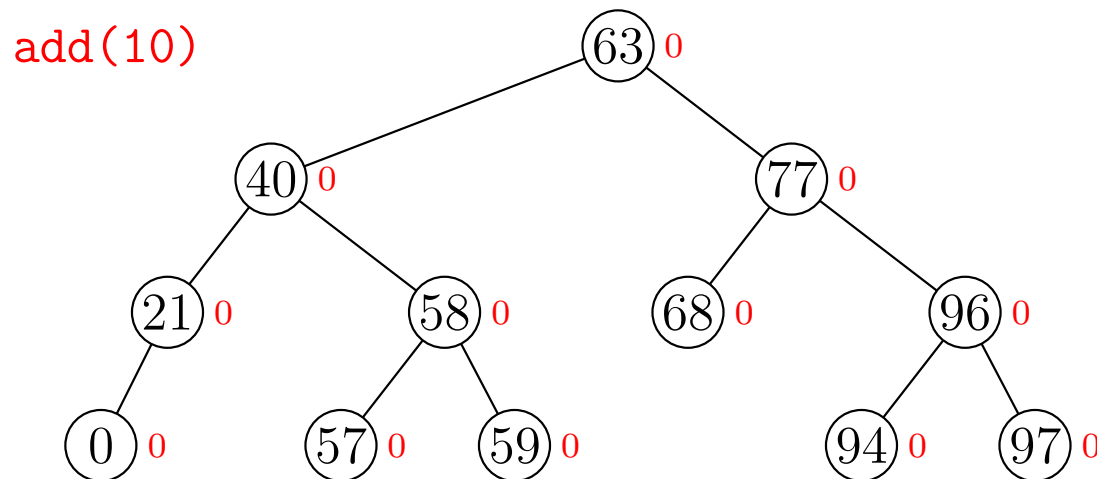
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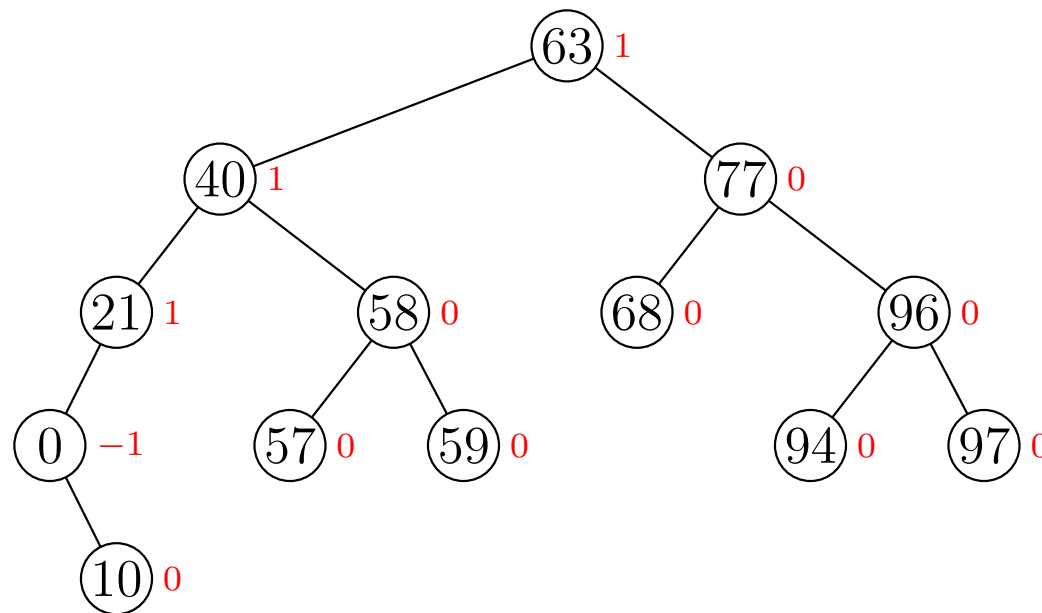
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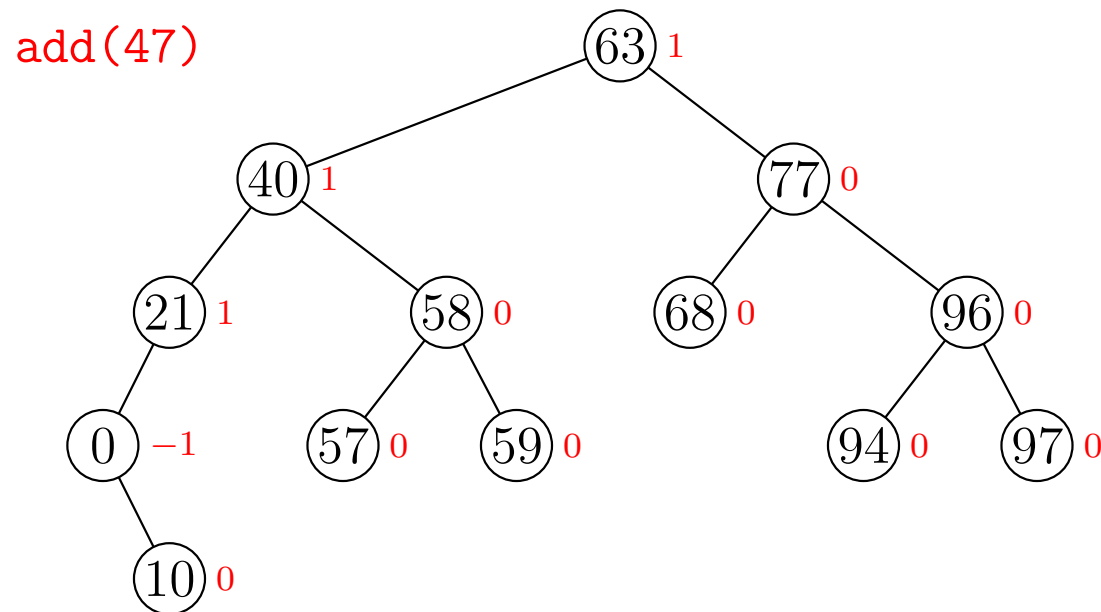
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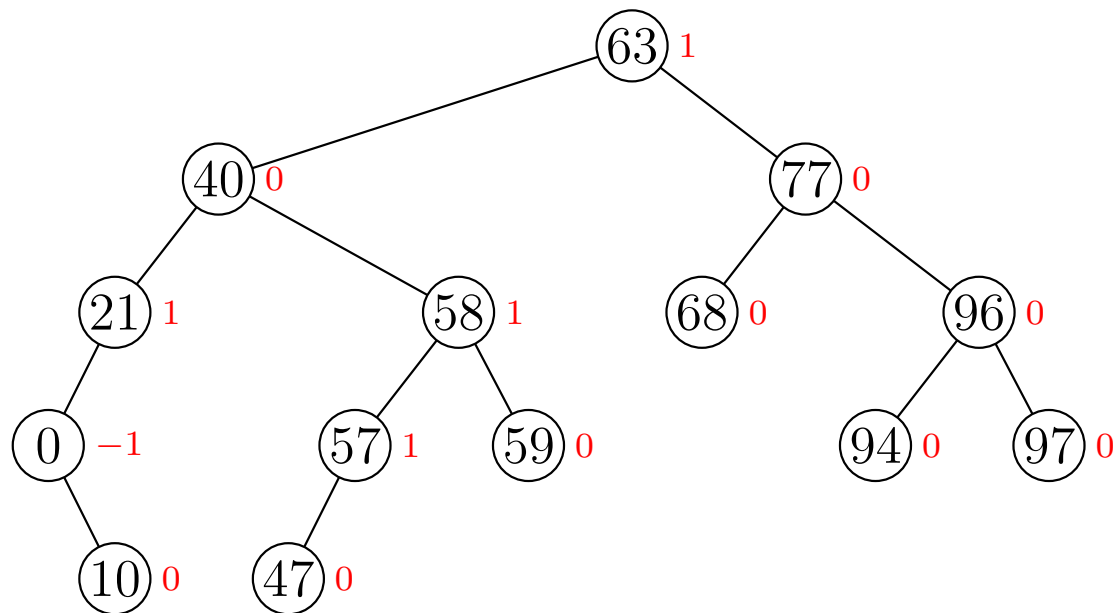
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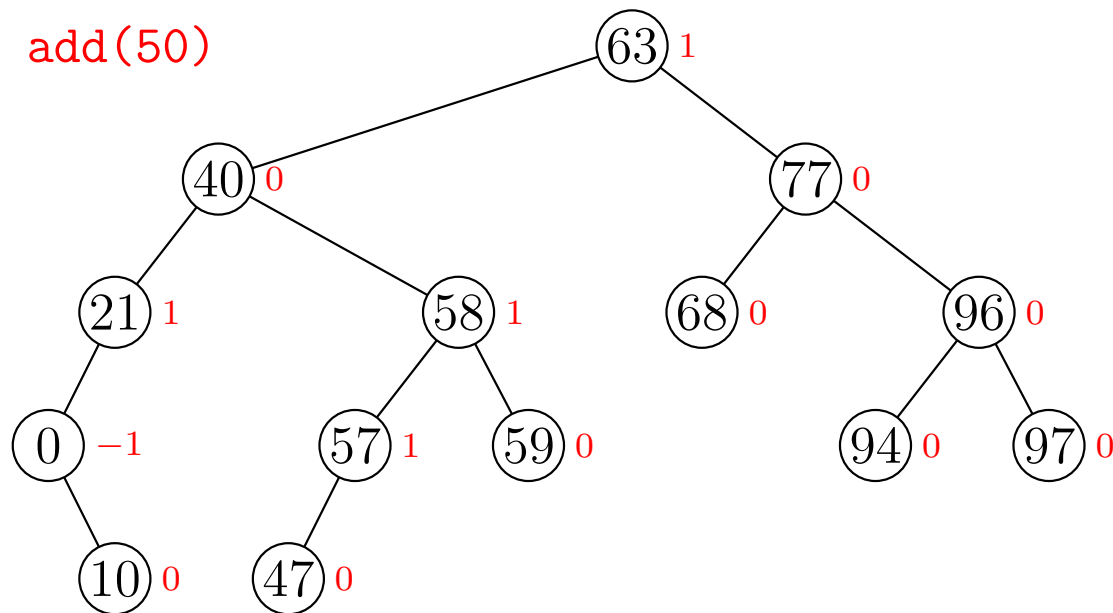




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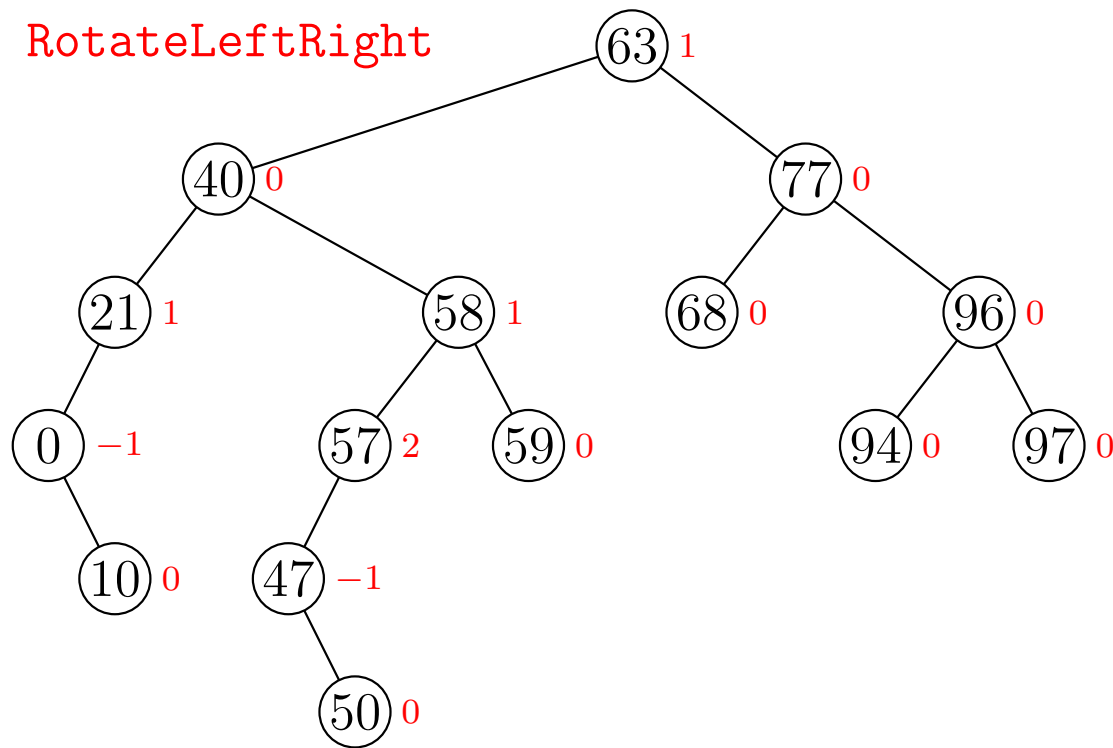
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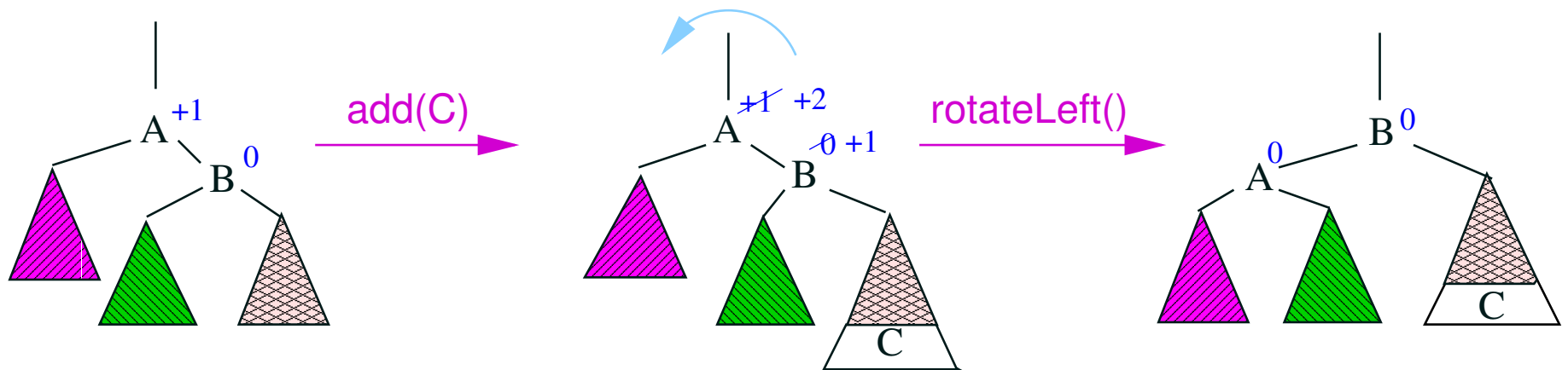
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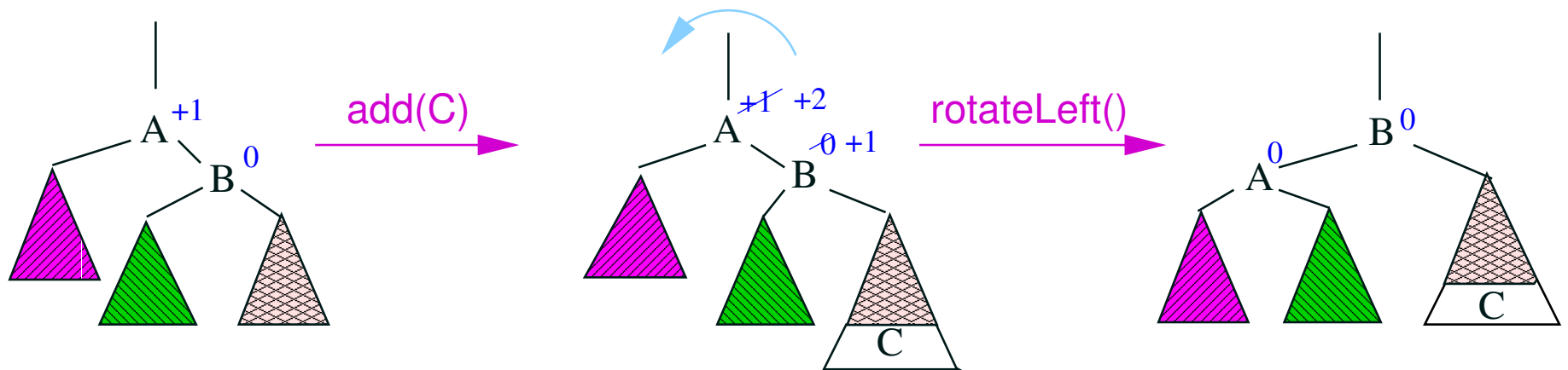
# Balancing AVL Trees

- When adding an element to an AVL tree
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  - ★ **If** the balance factor exceeds  $\pm 1$  then re-balance the tree and stop
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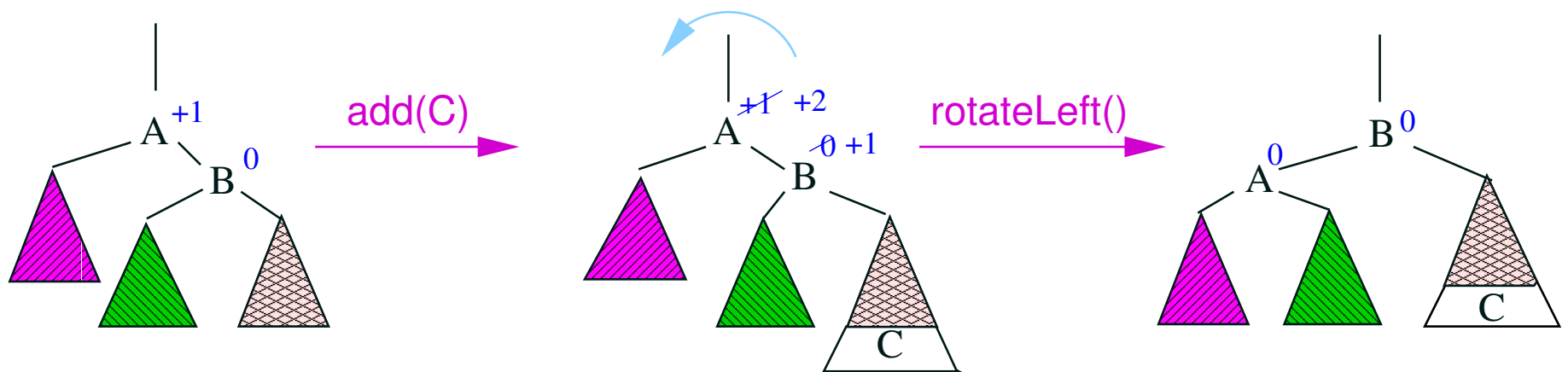
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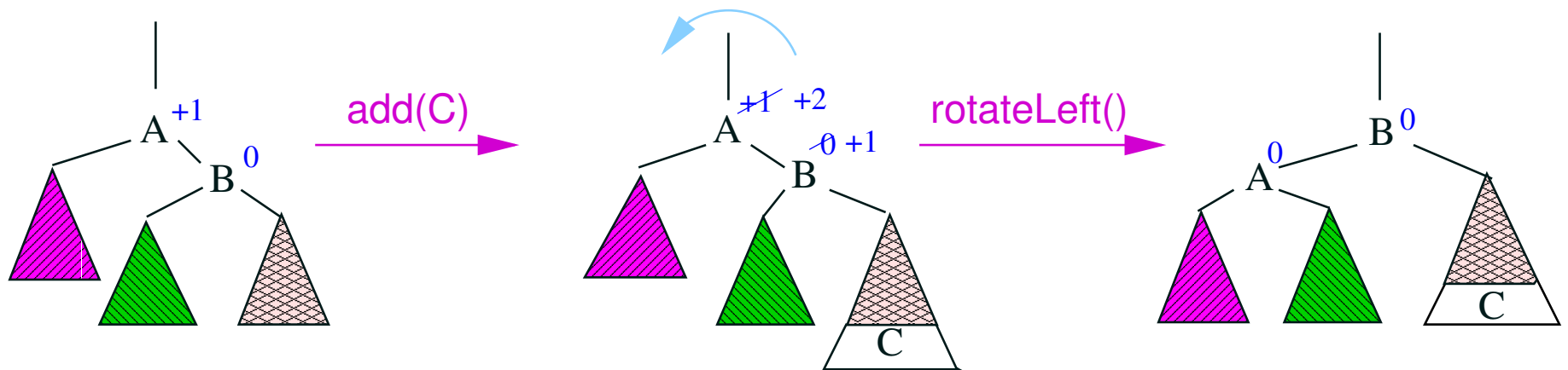
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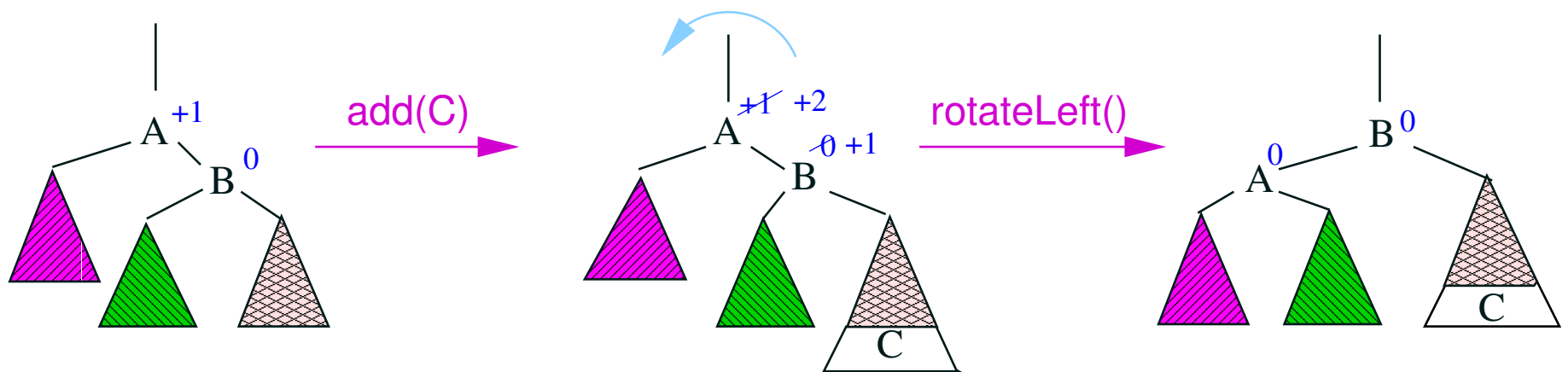
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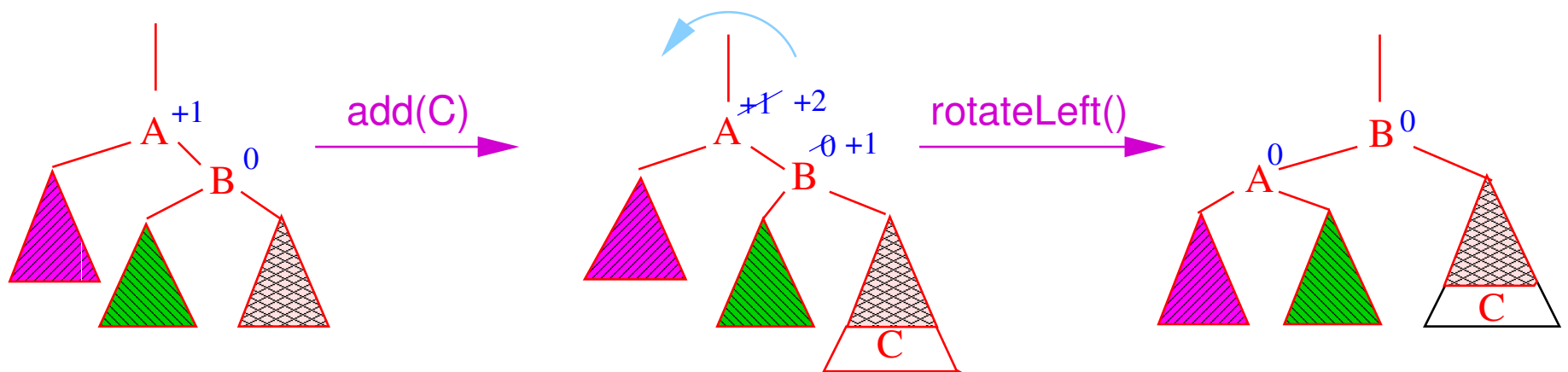
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# AVL Deletions

- AVL deletions are similar to AVL insertions
- One difference is that after performing a rotation the tree may still not satisfy the AVL criteria so higher levels need to be examined
- In the worst case  $\Theta(\log(n))$  rotations may be necessary
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# AVL Tree Performance

- Insertion, deletion and search in AVL trees are, at worst,  $\Theta(\log(n))$
- The height of an average AVL tree is  $1.44 \log_2(n)$
- The height of an average binary search tree is  $2.1 \log_2(n)$
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# Outline

1. Deletion
2. Balancing Trees
  - Rotations
3. AVL
4. **Red-Black Trees**
  - TreeSet
  - TreeMap

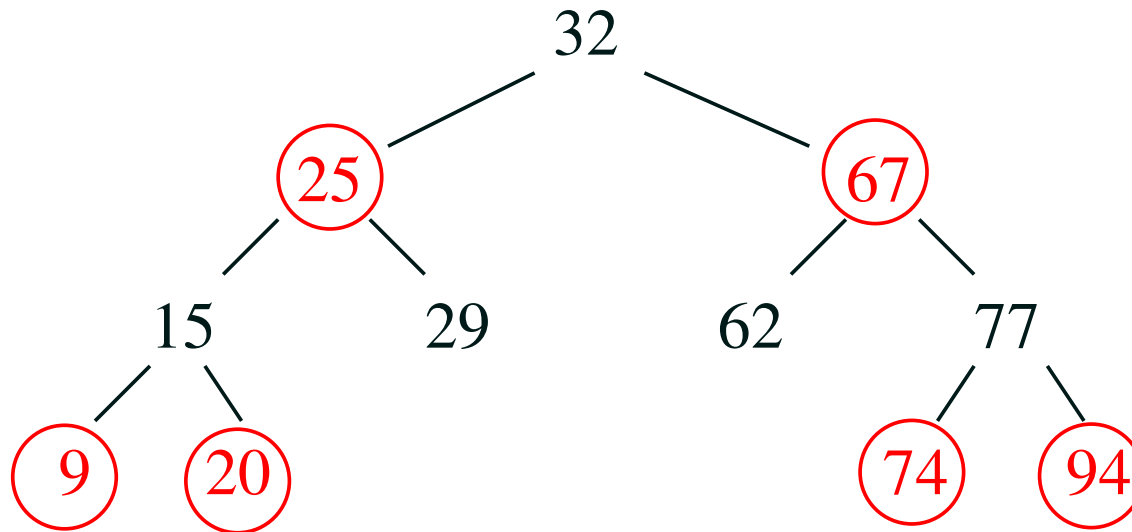


# Red-Black Trees

- Red-black trees are another strategy for balancing trees
- Nodes are either *red* or *black*
- Two rules are imposed

**Red Rule:** the children of a red node must be black

**Black Rule:** the number of black elements must be the same in all paths from the root to elements with no children or with one child

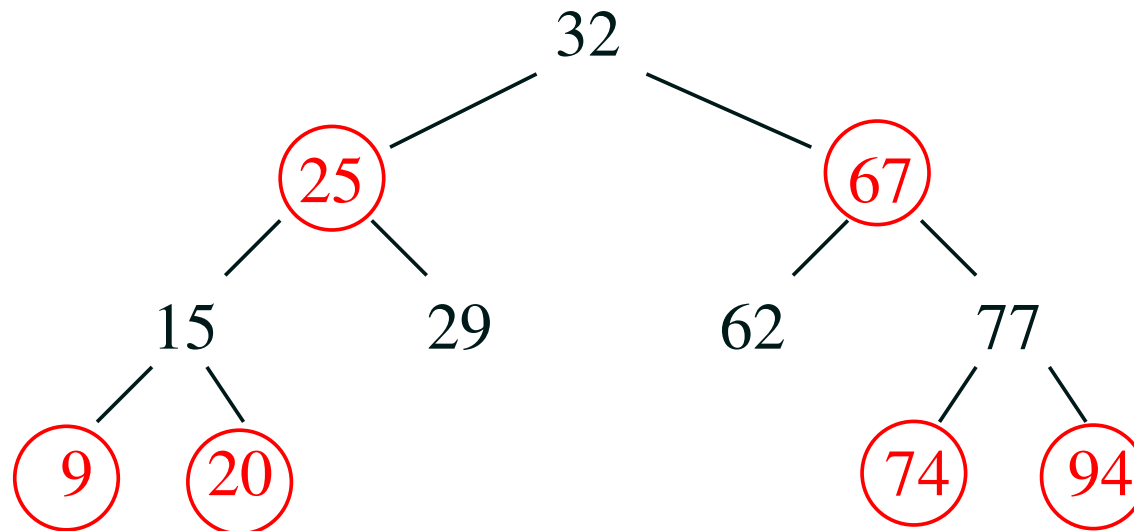


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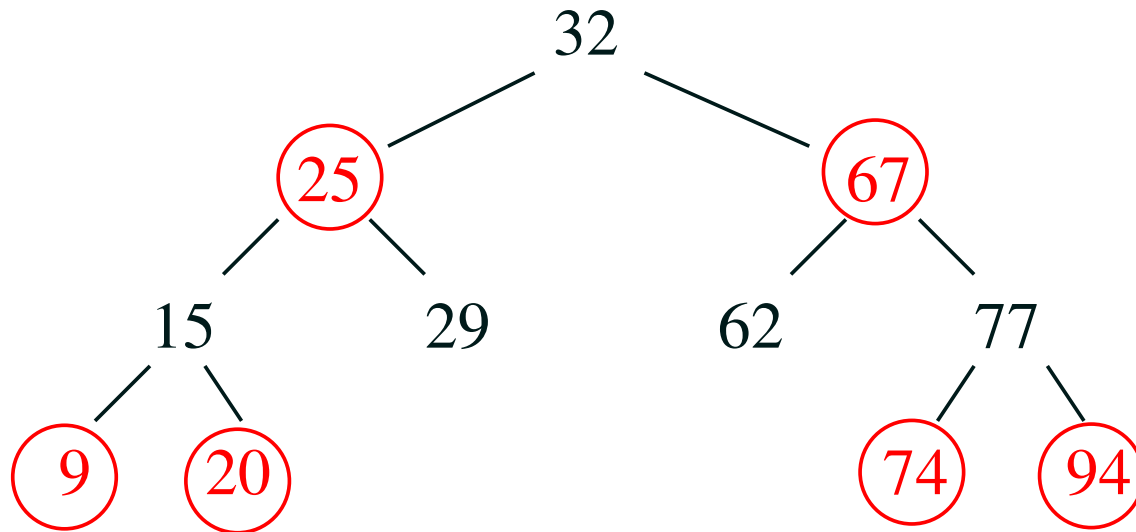


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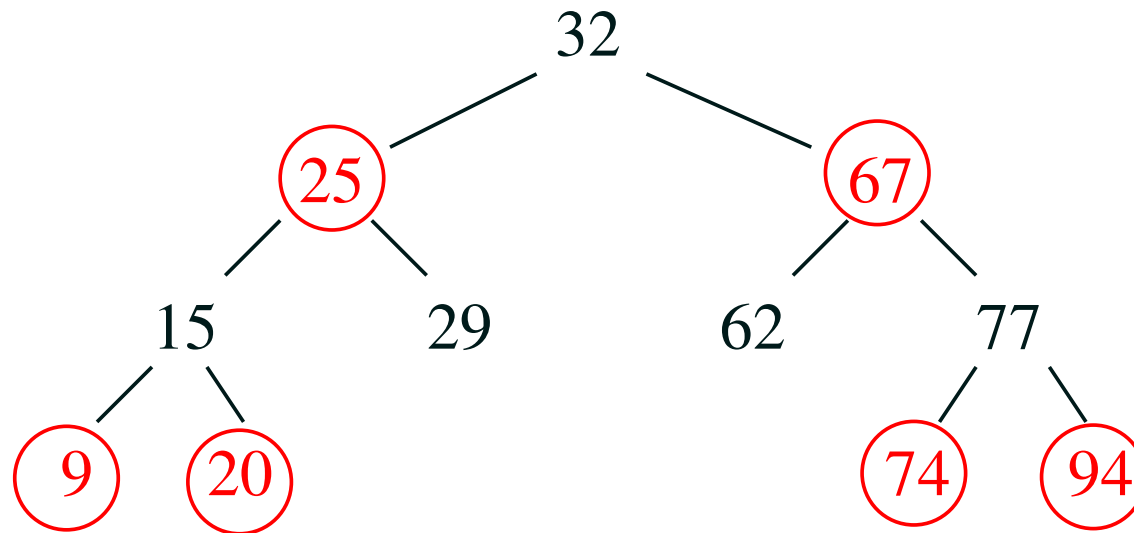


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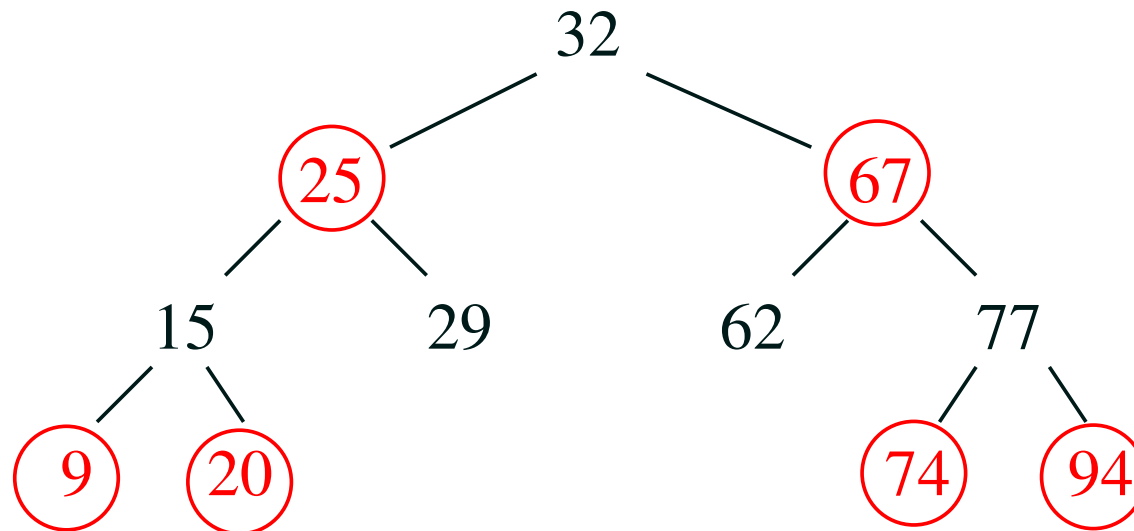


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# Restructuring

- When inserting a new element we first find its position
- If it is the root we colour it black otherwise we colour it red
- If its parent is red we must either relabel or restructure the tree

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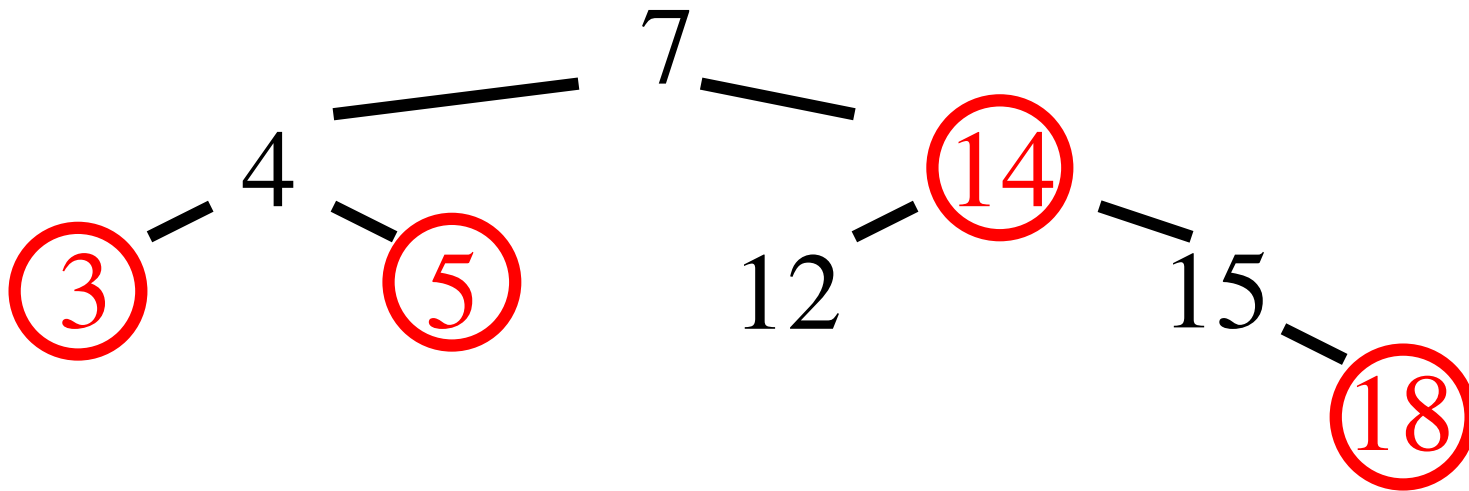
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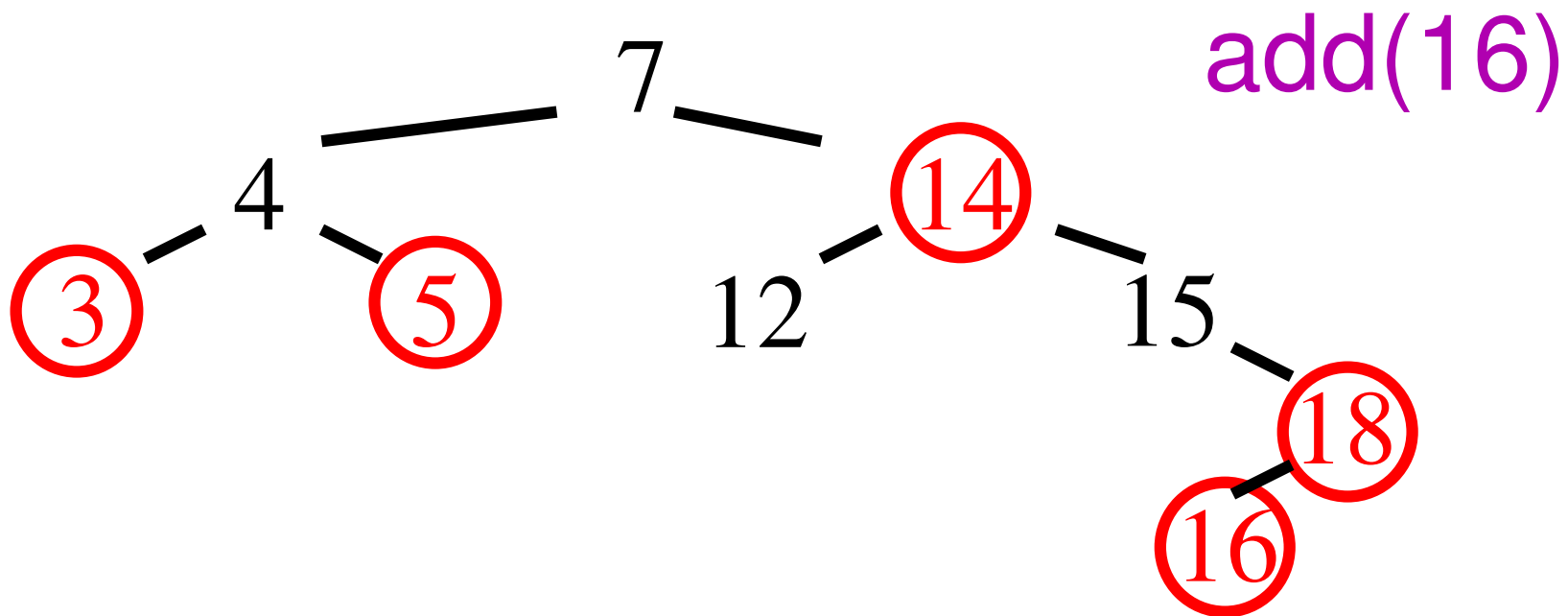
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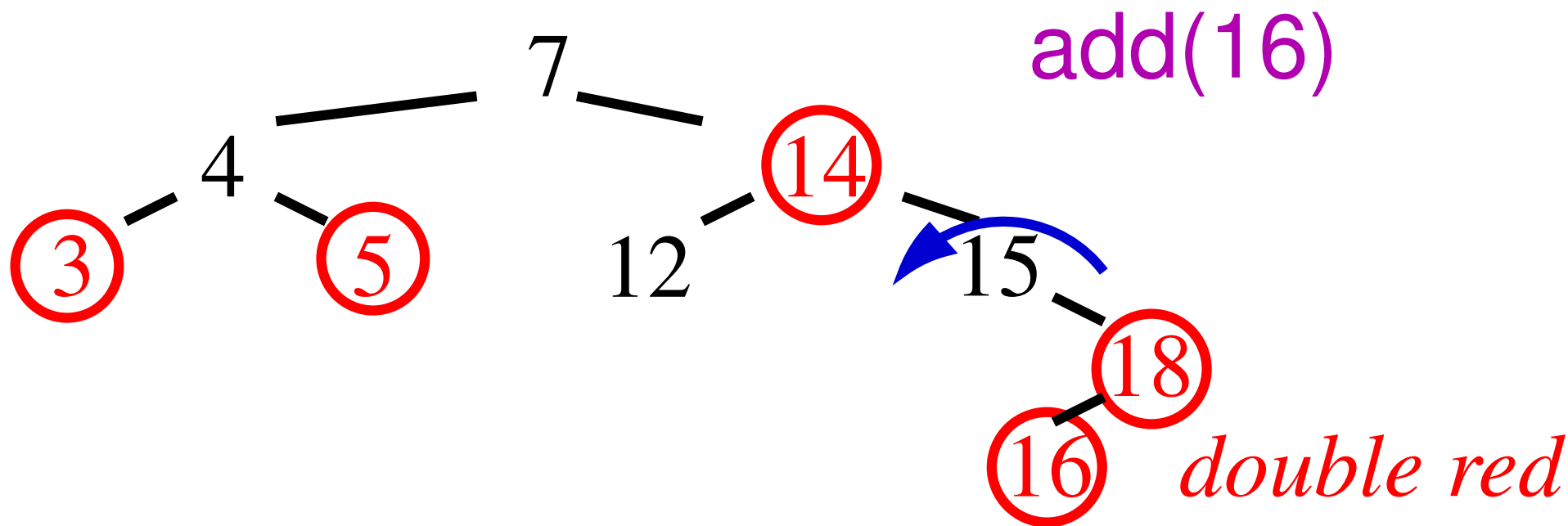
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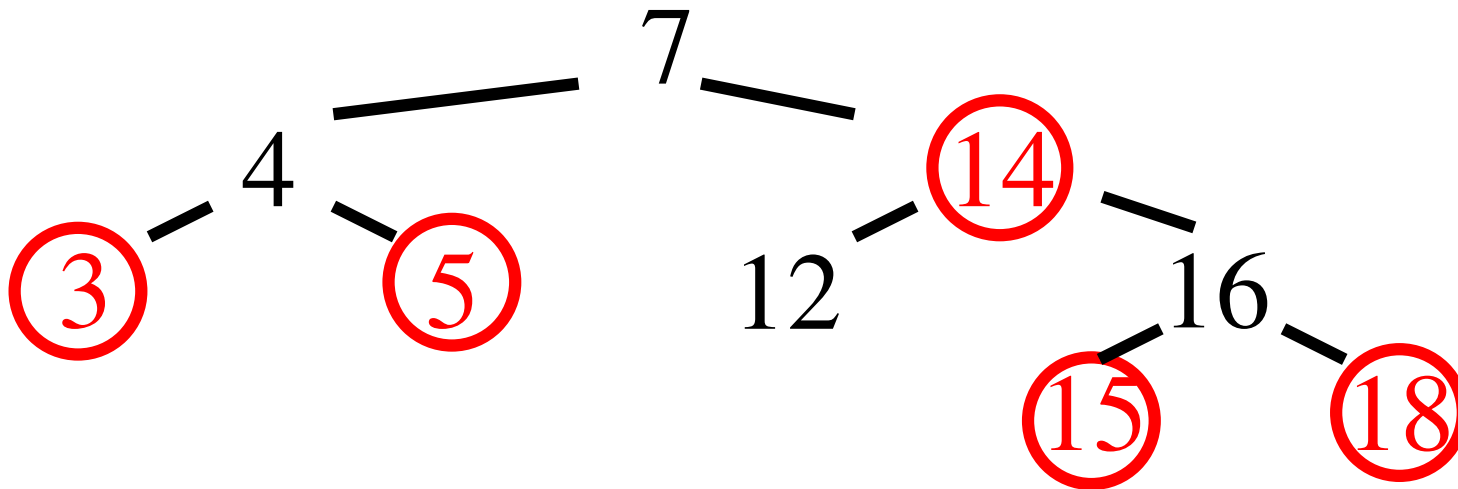
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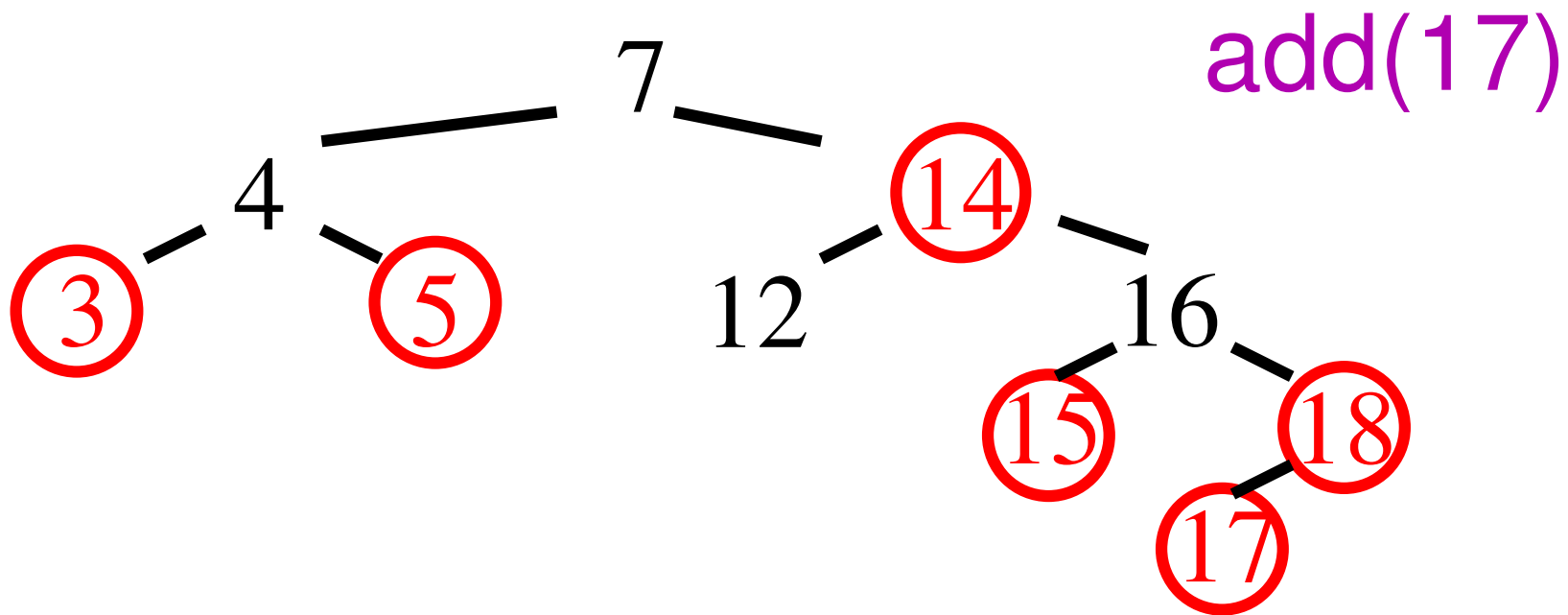
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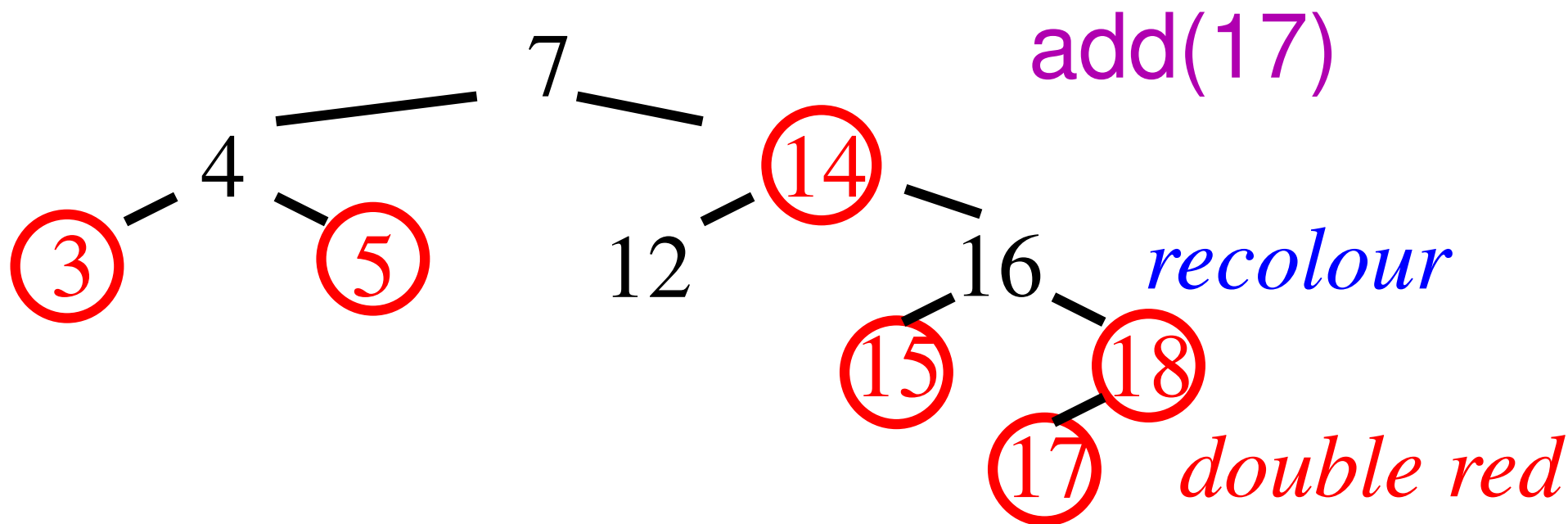
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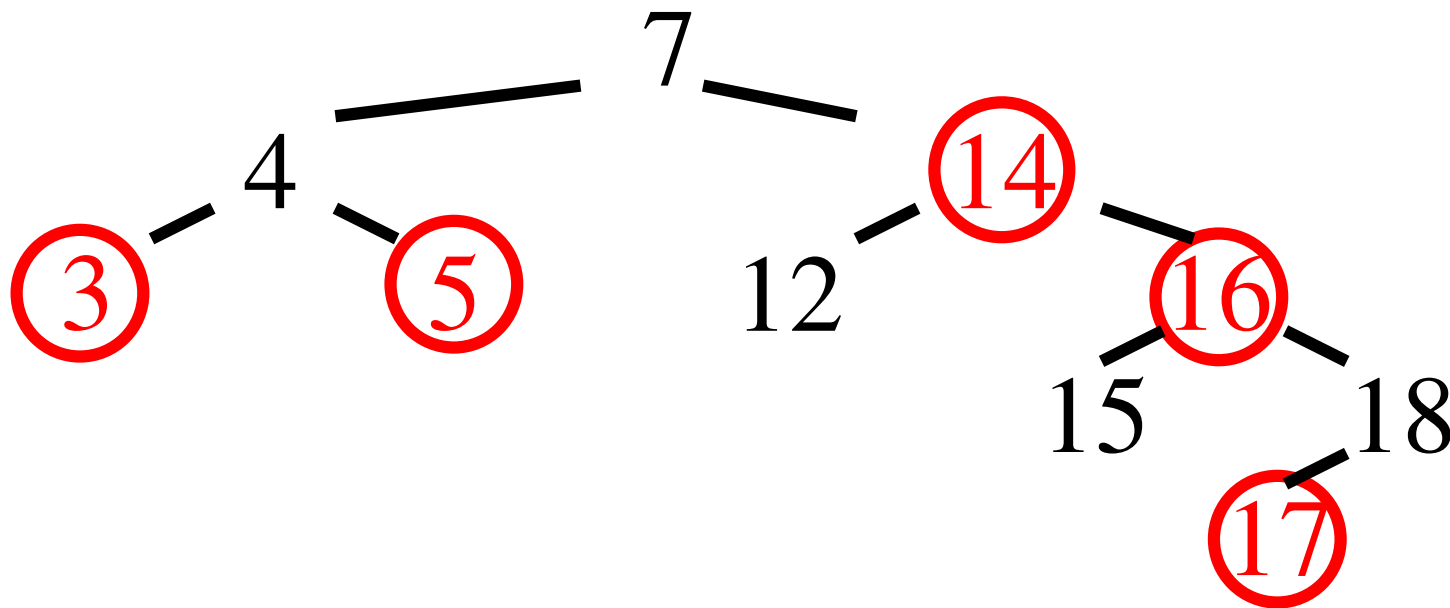
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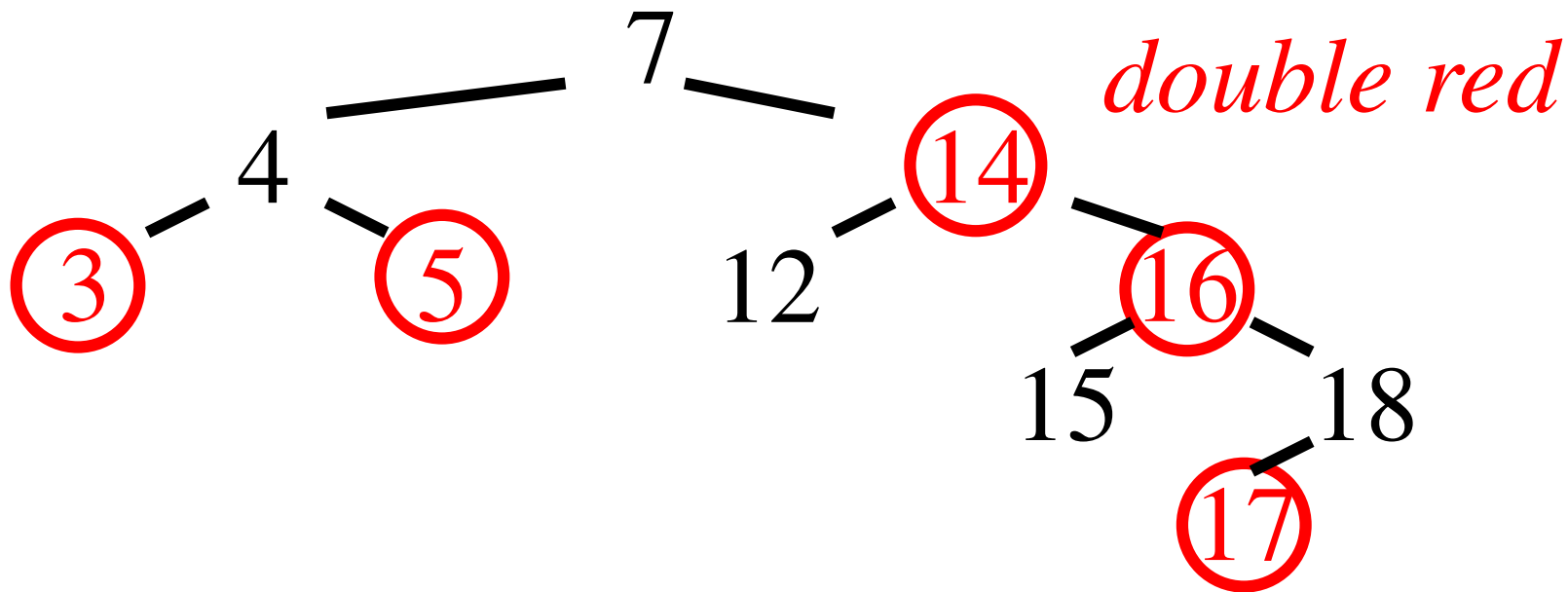
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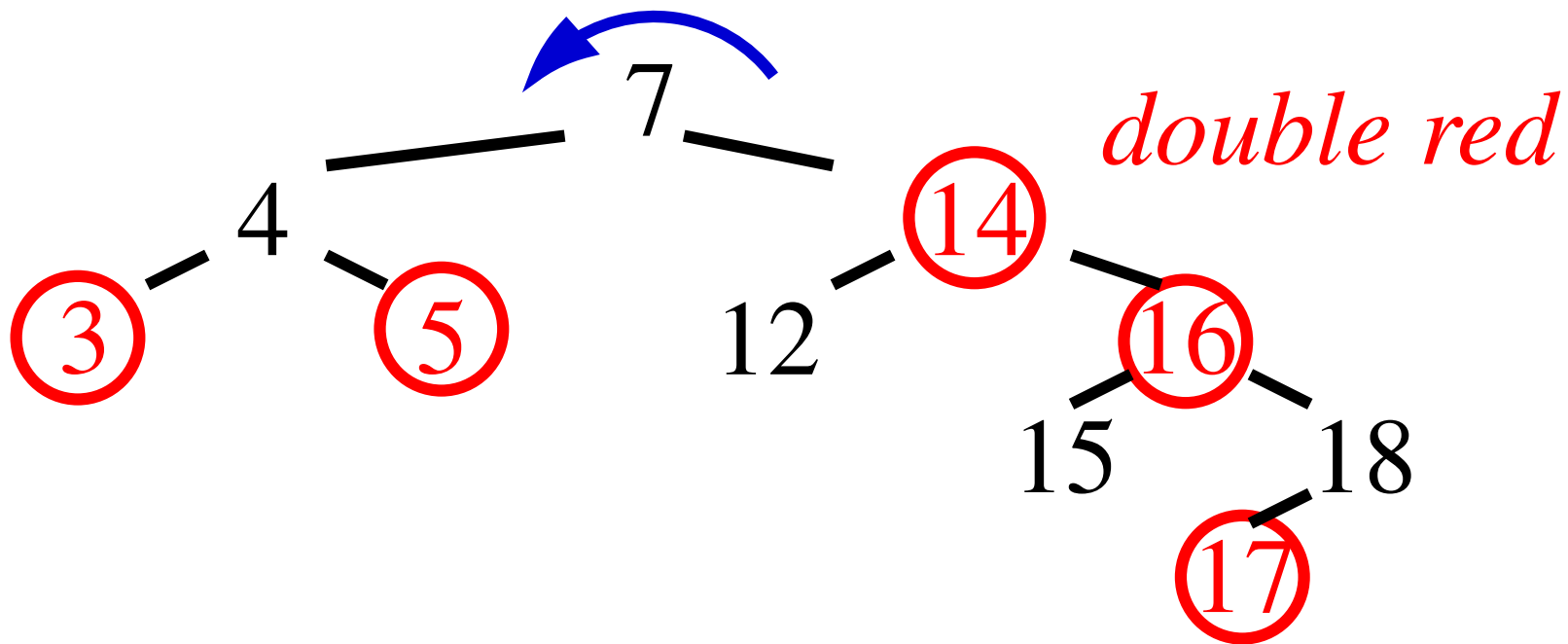
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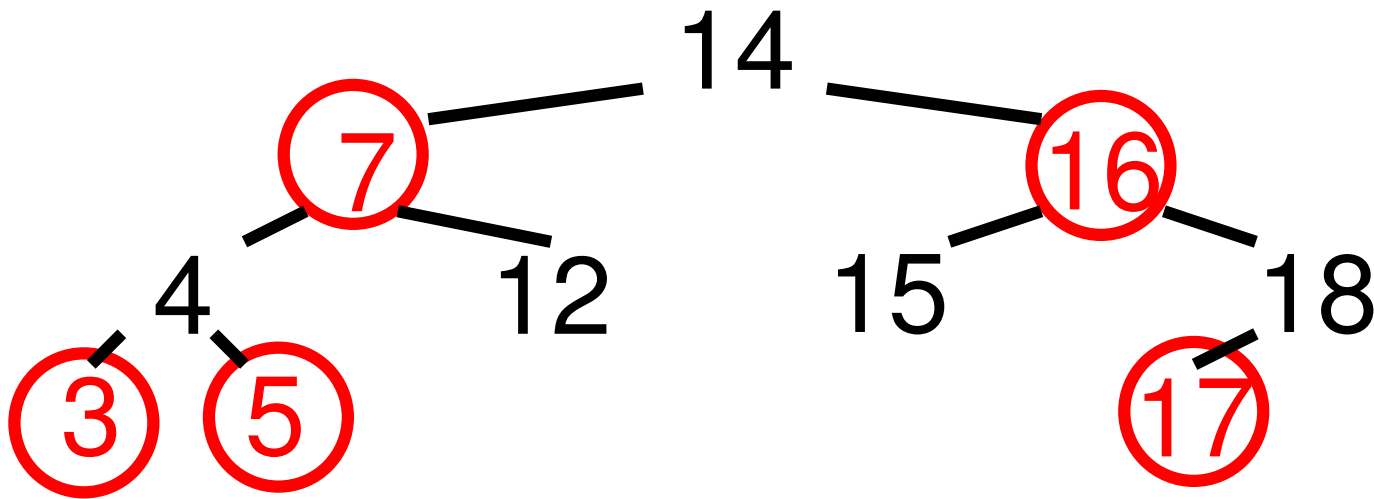
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# Performance of Red-Black Trees

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- Red-black trees tend to be slightly less compact than AVL trees
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- It also has a `std::unordered_set<T>` class (which uses a hash table covered later)
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- One major abstract data type (ADT) we have not encountered is the map class
- The map class `std::map<Key, V>` contain key-value pairs `pair<Key, V>`
  - ★ The first element of type `Key` is the **key**
  - ★ The second element of type `V` is the **value**
- Maps work as content addressable arrays

```
map<string, int> students;  
student["John Smith"] = 89;  
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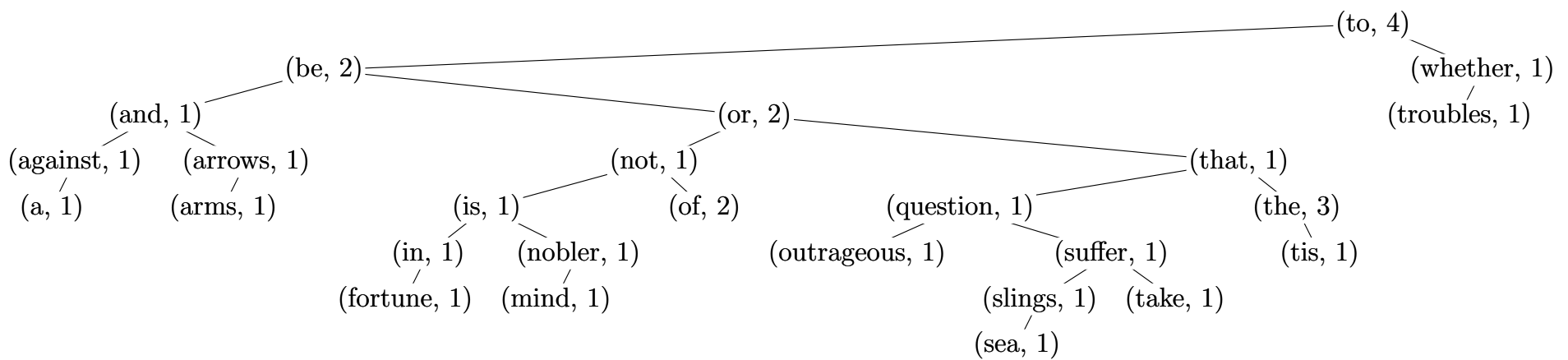
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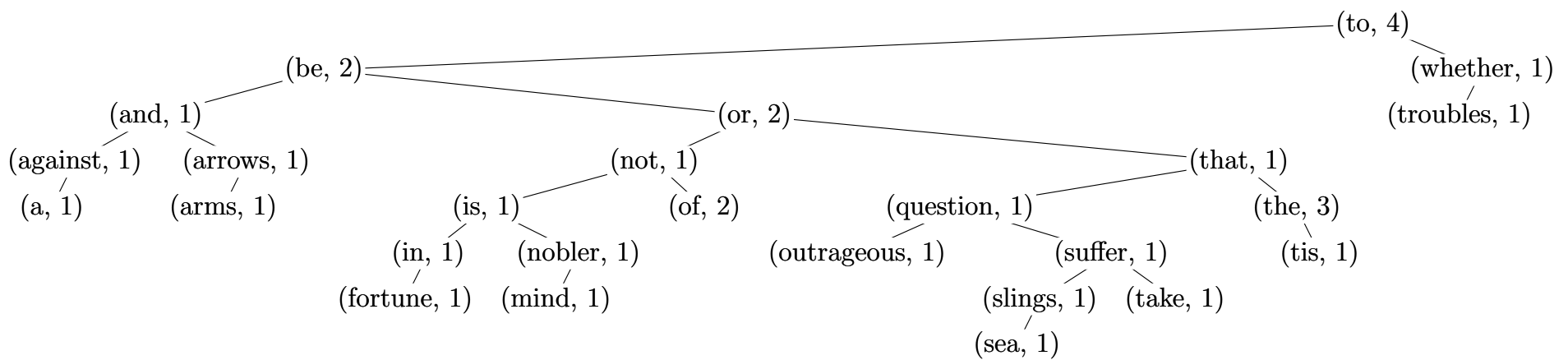


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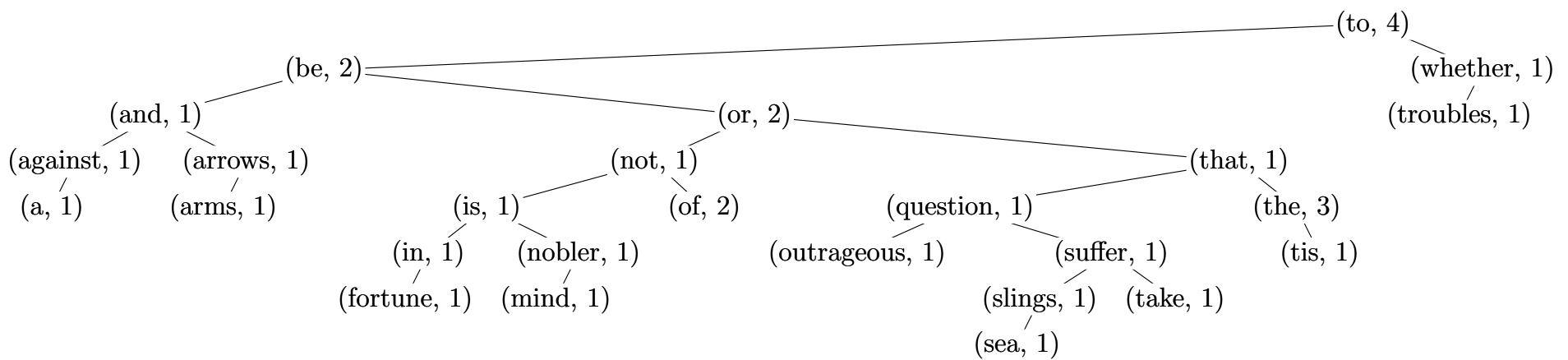


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