

EADS LAB 3

BST & AVL

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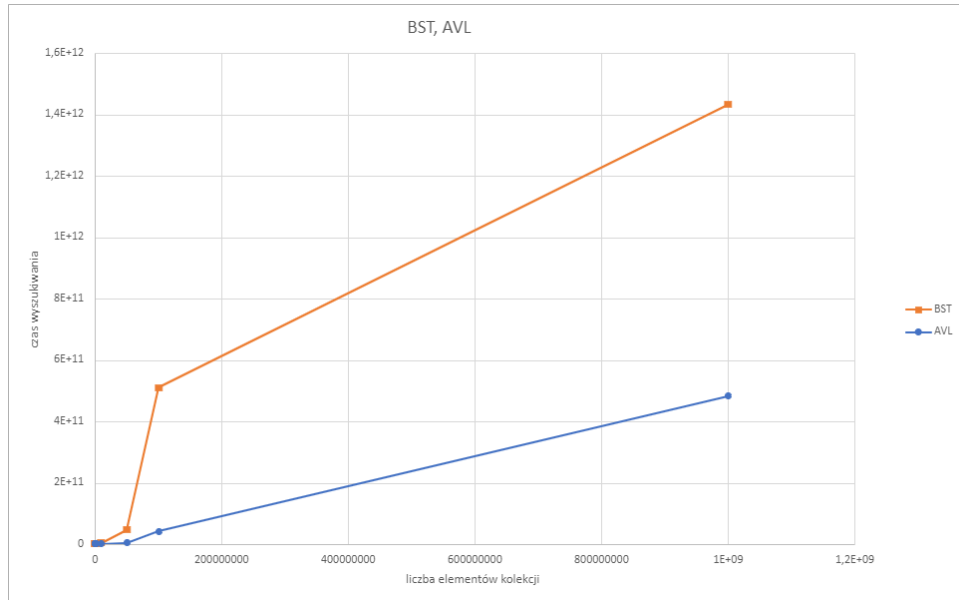
309602

COMPUTATIONAL COMPLEXITY

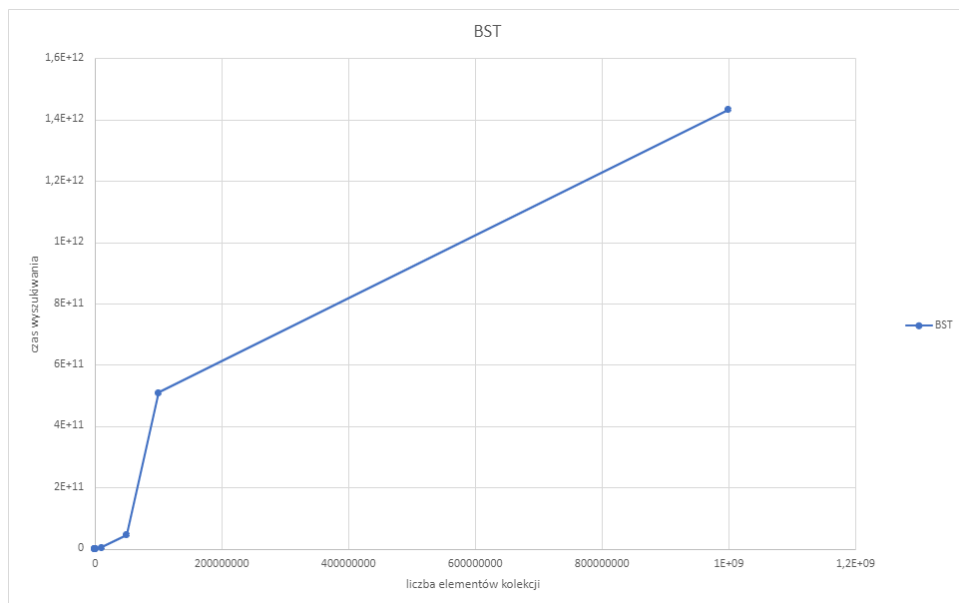
INSERTION

collection size	Insertion time(micro seconds)	
	BST	AVL
1000	2250	640
10000	233900	7254
100000	28074339	233900
1000000	342794626	28074339
10000000	4189327360	342673922
50000000	45917239026	3812237468
100000000	5,09424E+11	42045356168
1000000000	1,4329E+12	4,83245E+11

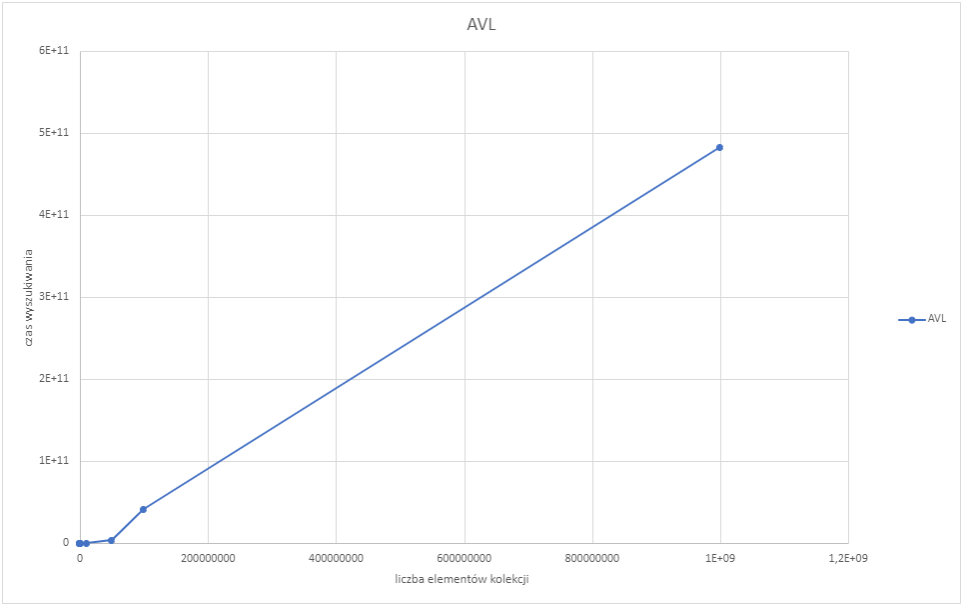
BST vs AVL Insertion



BST Insertion



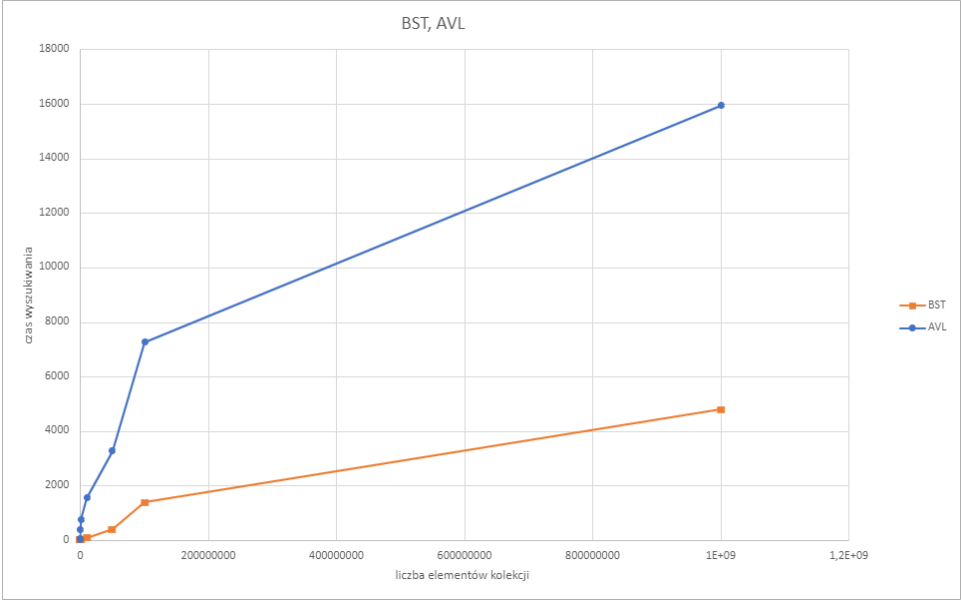
AVL Insertion



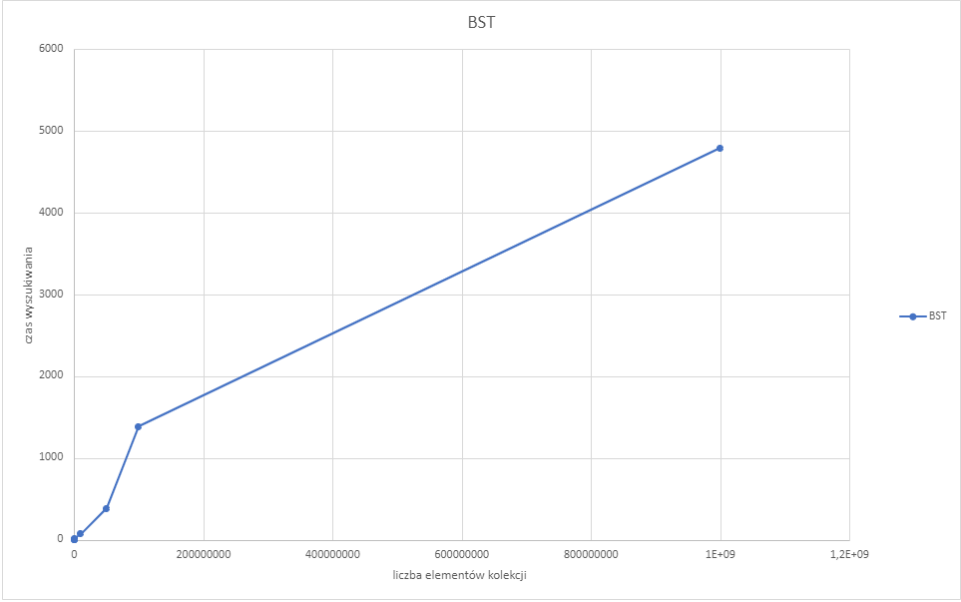
SEARCHING

collection size	Search time(micro seconds)	
	BST	AVL
1000	0	3
10000	4	43
100000	5	390
1000000	17	742
10000000	74	1543
50000000	387	3270
100000000	1390	7256
1000000000	4792	15932

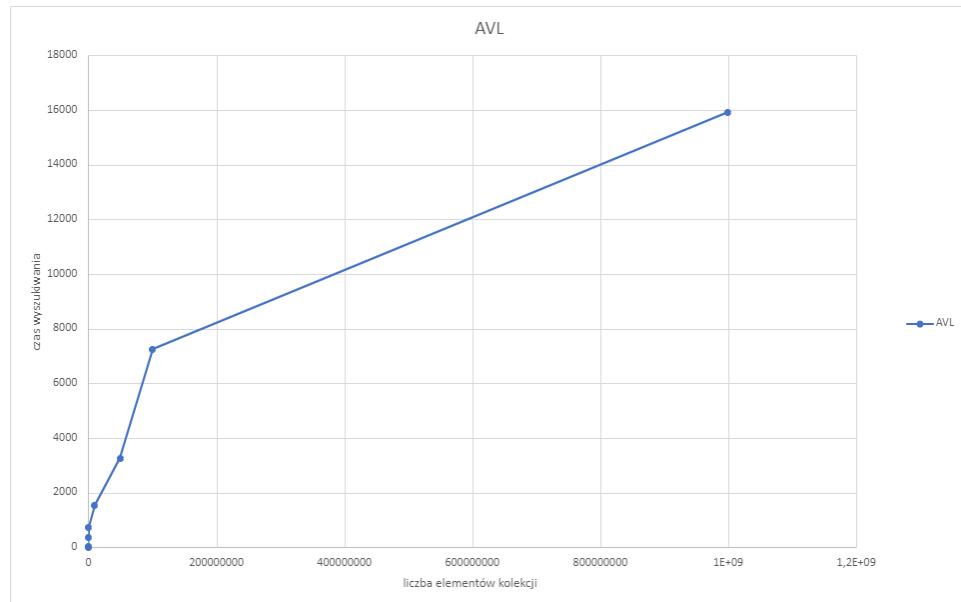
BST vs AVL Searching



BST Searching



AVL Searching



BST Insertion : $O(\log n)$ [best case]

$O(n)$ [worst case]

BST Search : $O(\log n)$ [best case]

$O(n)$ [worst case]

AVL Insertion : $O(\log n)$

AVL Search : $O(\log n)$

CONCLUSION

Therefore, from the obtained results, a balanced BST and AVL have similar computational complexities, whereas an unbalanced BST performs the worse when compared to AVL.

