

**Algorithm D** (*Deletion from AVL tree*). Given a set of nodes which form an AVL-balanced binary tree, this algorithm searches for a given argument  $K$  and deletes it from the tree, and rebalances the tree if necessary. The nodes of the tree are assumed to contain **KEY**, **LLINK**, **RLINK**, and **B** fields. **KEY** is arbitrary data stored in a node, which must have  $<$ ,  $=$ , and  $>$  operations defined for it. **LLINK** and **RLINK** are pointers to the node's left and right subtrees, respectively, and either or both may be  $\Lambda$ . **B** is the height of the node's right subtree minus the height of its left subtree, and must be  $-1$ ,  $0$ , or  $+1$ .

The tree has a special header node in location **HEAD**. **LLINK(HEAD)** is a pointer to the root of the tree.

For convenience in description, the algorithm uses the notation **LINK( $a, P$ )** as a synonym for **LLINK( $P$ )** if  $a = -1$ , and for **RLINK( $P$ )** if  $a = +1$ .

The algorithm makes use of a pair of auxiliary arrays named  $P$  and  $a$ , which are used as stacks.  $P_k$  is used to store pointers to nodes which may need to be rebalanced.  $a_k$  stores  $-1$  or  $+1$  such that **LINK( $a_k, P_k$ )** =  $P_{k+1}$ .

- D1.** [Initialize.] Set  $a_0 \leftarrow -1$ ,  $P_0 \leftarrow \text{HEAD}$ ,  $k \leftarrow 1$ ,  $P \leftarrow \text{LLINK}(\text{HEAD})$ . (The pointer variable  $P$  will move down the tree.)
- D2.** [Compare.] If  $K < \text{KEY}(P)$ , go to D3; if  $K > \text{KEY}(P)$ , go to D4; and if  $K = \text{KEY}(P)$ , go to D5.
- D3.** [Move left.] Set  $P_k \leftarrow P$ ,  $a_k \leftarrow -1$ ,  $k \leftarrow k + 1$ ,  $P \leftarrow \text{LLINK}(P)$ . If  $P \neq \Lambda$ , go to D2; otherwise, terminate (the tree does not contain  $K$ ).
- D4.** [Move right.] Set  $P_k \leftarrow P$ ,  $a_k \leftarrow +1$ ,  $k \leftarrow k + 1$ ,  $P \leftarrow \text{RLINK}(P)$ . If  $P \neq \Lambda$ , go to D2; otherwise, terminate (the tree does not contain  $K$ ).
- D5.** [Is **RLINK** null?] Set  $Q \leftarrow \text{LOC}(\text{LINK}(a_{k-1}, P_{k-1}))$ . ( $Q$  now points to the link that was followed to arrive at  $P$ .) If **RLINK**( $P$ )  $\neq \Lambda$ , go to D6. Otherwise, set **CONTENTS**( $Q$ )  $\leftarrow \text{LLINK}(P)$ . Then, if  $Q \neq \Lambda$ , set **B**(**CONTENTS**( $Q$ ))  $\leftarrow 0$ , and go to D10.
- D6.** [Find successor.] Set  $R \leftarrow \text{RLINK}(P)$ . If **LLINK**( $R$ )  $\neq \Lambda$ , go to D7. Otherwise, set **LLINK**( $R$ )  $\leftarrow \text{LLINK}(P)$ , **CONTENTS**( $Q$ )  $\leftarrow R$ , **B**( $R$ )  $\leftarrow \text{B}(P)$ ,  $a_k \leftarrow +1$ ,  $P_k \leftarrow R$ ,  $k \leftarrow k + 1$ , and go to D10.
- D7.** [Set up to find null **LLINK**.] Set  $S \leftarrow \text{LLINK}(R)$ ,  $l \leftarrow k$ ,  $k \leftarrow k + 1$ ,  $a_k \leftarrow -1$ ,  $P_k \leftarrow R$ ,  $k \leftarrow k + 1$ .
- D8.** [Find null **LLINK**.] If **LLINK**( $S$ ) =  $\Lambda$ , go to D9. Otherwise, set  $R \leftarrow S$ ,  $S \leftarrow \text{LLINK}(R)$ ,  $a_k \leftarrow -1$ ,  $P_k \leftarrow R$ ,  $k \leftarrow k + 1$ , and repeat this step.
- D9.** [Fix up.] Set  $a_l \leftarrow +1$ ,  $P_l \leftarrow S$ , **LLINK**( $S$ )  $\leftarrow \text{LLINK}(P)$ , **LLINK**( $R$ )  $\leftarrow \text{RLINK}(S)$ , **RLINK**( $S$ )  $\leftarrow \text{RLINK}(P)$ , **B**( $S$ )  $\leftarrow \text{B}(P)$ , and **CONTENTS**( $Q$ )  $\leftarrow S$ .
- D10.** [Adjust balance factors.] Set  $k \leftarrow k - 1$ . If  $k = 0$  then terminate successfully. Otherwise, set  $S \leftarrow P_k$ , and consider the following cases:
  - i) If **B**( $S$ ) =  $0$ , set **B**( $S$ )  $\leftarrow -a_k$ , and terminate successfully.
  - ii) If **B**( $S$ ) =  $a_k$ , set **B**( $S$ )  $\leftarrow 0$ , and repeat this step.
  - iii) Otherwise, **B**( $S$ ) =  $-a_k$ . Set  $R \leftarrow \text{LINK}(-a_k, S)$ . Go to D11 if **B**( $R$ ) =  $0$ ; go to D12 if **B**( $R$ ) =  $-a_k$ ; otherwise, **B**( $R$ ) =  $a_k$ , and go to D13.
- D11.** [Single rotation with balanced  $R$ .] Set **LINK**( $-a_k, S$ )  $\leftarrow \text{LINK}(a_k, R)$ , **LINK**( $a_k, R$ )  $\leftarrow S$ , **B**( $R$ )  $\leftarrow a_k$ , **LINK**( $a_{k-1}, P_{k-1}$ )  $\leftarrow R$ , and terminate successfully.
- D12.** [Single rotation with unbalanced  $R$ .] Set **LINK**( $-a_k, S$ )  $\leftarrow \text{LINK}(a_k, R)$ , **LINK**( $a_k, R$ )  $\leftarrow S$ , **B**( $S$ )  $\leftarrow \text{B}(R)$   $\leftarrow 0$ , **LINK**( $a_{k-1}, P_{k-1}$ )  $\leftarrow R$ , and go to D10.
- D13.** [Double rotation.] Set  $P \leftarrow \text{LINK}(a_k, R)$ , **LINK**( $a_k, R$ )  $\leftarrow \text{LINK}(-a_k, P)$ , **LINK**( $-a_k, P$ )  $\leftarrow R$ , **LINK**( $-a_k, S$ )  $\leftarrow \text{LINK}(a_k, P)$ , **LINK**( $a_k, P$ )  $\leftarrow S$ . Update balance factors as follows:
  - i) If **B**( $P$ ) =  $-a_k$ , set **B**( $S$ )  $\leftarrow a_k$  and **B**( $R$ )  $\leftarrow 0$ .
  - ii) If **B**( $P$ ) =  $0$ , set **B**( $S$ )  $\leftarrow \text{B}(R)$   $\leftarrow 0$ .
  - iii) Otherwise, **B**( $P$ ) =  $a_k$ . Set **B**( $S$ )  $\leftarrow 0$  and **B**( $R$ )  $\leftarrow -a_k$ .

Finally, set **B**( $P$ )  $\leftarrow 0$  and **LINK**( $a_{k-1}, P_{k-1}$ )  $\leftarrow P$ , and go to D10. ■