CSC263 Lecture Notes

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September 12, 2019

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Definition of AVL Trees A binary tree is *height-balanced* if the heights of the left and right subtrees of *every* node differ by at most one. An AVL tree is a height-balanced binary search tree.

Remark By convention, the height of an empty tree is -1; the height of a tree consisting of a single node is 0.

Definition of balance factor Let h_R and h_L be the heights of the right and left subtrees of a node m in a binary tree respectively. The balance factor of m, BF[m], is defined as $BF[m] = h_R - h_L$. For an AVL tree, the balanced factor of any node is -1, 0 or +1.

- 1. if BF[m] = +1, m is right heavy
- 2. if BF[m] = -1, m is left heavy
- 3. if BF[m] = 0, m is balanced

In AVL trees we will store BF[m] in each node m

Algorithm Search Treat T as an ordinary binary search tree

Algorithm Insert First insert x in T as in ordinary binary search trees: trace a path from the root downward, and insert a new node with key x in it in the proper place, so as to preserve the binary search tree property. This may destroy the integrity of our AVL tree in that

- 1. The addition of a new leaf may have destroyed the height-balance of some nodes
- 2. The balance factors of some nodes must be updated to take into account the new leaf

Steps for Insert as following

Insert \mathbf{x} into T as in any BST:

x is now a leaf Set BF(x) to 0

Go up from x to the root and for each node v in this path

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Adjust the BF:
    if x is in right subtree of v: Increment BF(v)
    if x is in left subtree of v: Decrement BF(v)
Rebalance if necessary:
if BF(v) = +2:
    if BF(v.right) = +1
        Do Left Rotation, update BFs of rotated nodes, and stop if BF(v.right) = -1
        Do Right-Left Rotation, update BFs of rotated nodes, and stop if BF(v.right) = -2
        Symmetric to above case
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