

An AVL tree is a binary search tree with a big difference of having to be balanced. The tree can have nodes that can have two children each. We use a balance factor to indicate if the tree needs to be rebalanced by seeing if sub tree's heights are off by more than 1 or -1. Right/Left rotates are performed to keep the tree balanced.

An advantage of an AVL tree over a BST is that an AVL tree is going to be balanced at all times while a BST can get out of control really quick at higher number of nodes. A disadvantage of AVL tree is the longer process of keeping it balanced.

## AVL TREE BIG O

### Average Case

- Access -  $\theta(\log(n))$
- Search -  $\theta(\log(n))$
- Insertion -  $\theta(\log(n))$
- Deletion -  $\theta(\log(n))$

### Worst Case

- Access -  $O(\log(n))$
- Search -  $O(\log(n))$
- Insertion -  $O(\log(n))$
- Deletion -  $O(\log(n))$