Lecture 6: Balanced Binary Search Trees

Lecture Overview

- The importance of being balanced
- AVL trees
  - Definition and balance
  - Rotations
  - Insert
- Other balanced trees
- Data structures in general
- Lower bounds

Recall: Binary Search Trees (BSTs)

- rooted binary tree
- each node has
  - key
  - left pointer
  - right pointer
  - parent pointer

See Fig. 1

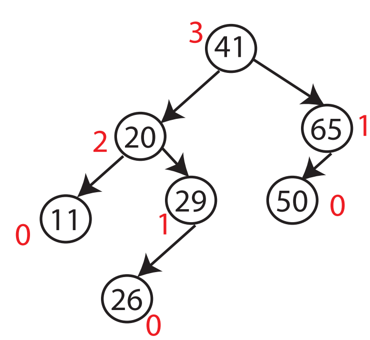


Figure 1: Heights of nodes in a BST

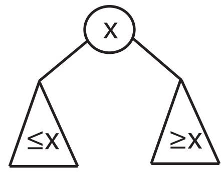


Figure 2: BST property

- BST property (see Fig. 2).
- height of node = length (# edges) of longest downward path to a leaf (see CLRS B.5 for details).

height of a node
= length of largest path from it down to a leaf
= max(height(left child),height(right child)) + 1

The Importance of Being Balanced:

- BSTs support insert, delete, min, max, next-larger, next-smaller, etc. in $O(h)$ time, where $h =$ height of tree (= height of root).
- h is between $\lg n$ and n: Fig. 3.

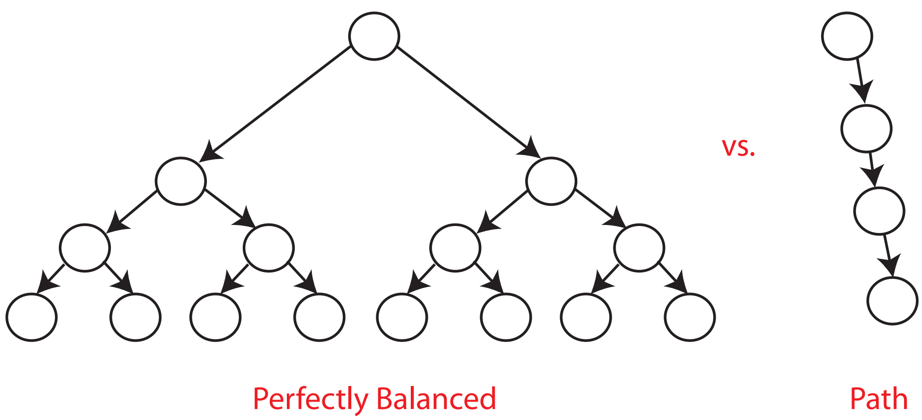


Figure 3: Balancing BSTs

- balanced BST maintains $h = O(\lg n)$ $\Rightarrow$ all operations run in $O(\lg n)$ time.

AVL Trees: Adel'son-Vel'skii & Landis 1962

|hl - hr| <=1

For every node, require heights of left & right children to differ by at most ±1.

- treat nil tree as height -1 ±not
- each node stores its height (DATA STRUCTURE AUGMENTATION) (like subtree size) (alternatively, can just store difference in heights)

This is illustrated in Fig. 4

height of node = length (# edges) of longest downward path to a leaf

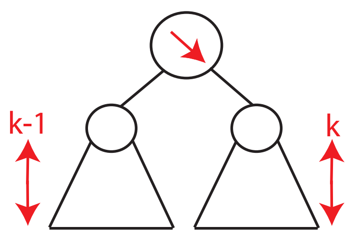


Figure 4: AVL Tree Concept

Balance:

Worst when every node differs by 1 — let N_h = (min.) # nodes in height-h AVL tree

right left (example)

$$\begin{aligned} \implies N_h &= N_{h-1} + N_{h-2} + 1 \\ &> 2N_{h-2} \\ \implies N_h &> 2^{h/2} \\ \implies h &< 2\lg N_h \end{aligned}$$

∵N[h - 1] > N[h - 2]

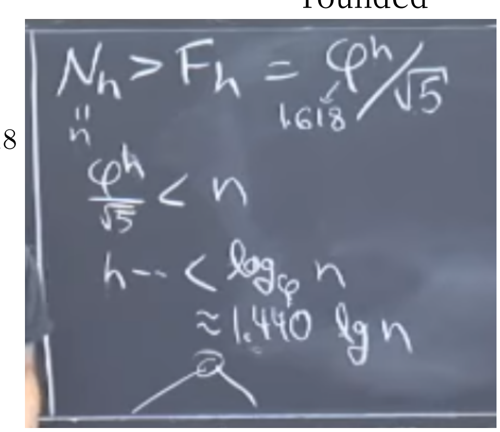
∵N[h] > N[h - 2]*2.. > N[h - 2k]*2^k = N[0]*2^h/2 = 2^h/2 (k=h/2)

Alternatively:

$N_h > F_h$ (nth Fibonacci number)

*rounded

- In fact $N_h = F_{n+1} - 1$ (simple induction)
- $F_h = \frac{\varphi_h}{\sqrt{5}}$ rounded to nearest integer where $\varphi = \frac{1+\sqrt{5}}{2} \approx 1.618$
- $\implies$ max. $h \approx \log_\varphi n \approx 1.440 \lg n$



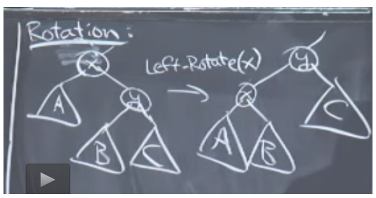
AVL Insert:

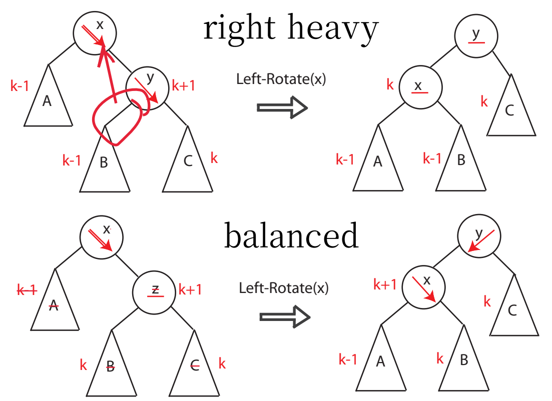
1. insert as in simple BST = same to BST insertion
2. work your way up tree, restoring AVL property (and updating heights as you go).

Each Step:

- suppose x is lowest node violating AVL
- assume x is right-heavy (left case symmetric)
- if x's right child is right-heavy or balanced: follow steps in Fig. 5

* BST order check : AxByC (same)

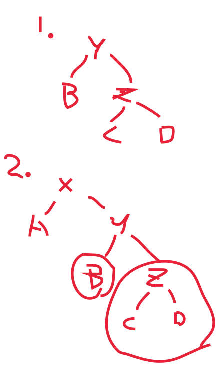




→: bigger size

Figure 5: AVL Insert Balancing

- else: follow steps in Fig. 6 = x's right child is left-heavy.



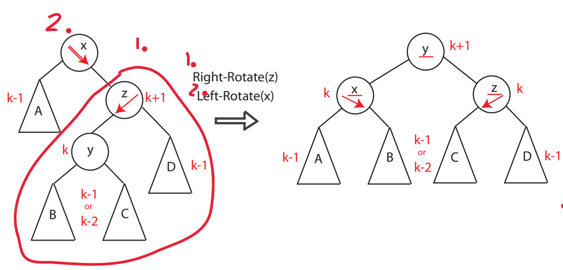


Figure 6: AVL Insert Balancing

- then continue up to x's grandparent, greatgrandparent . . .

Example: An example implementation of the AVL Insert process is illustrated in Fig. 7

ll case = r rotate(rr)
rr case = l rotate (lr)
lr case = l rotate(child),
r rotate(root)
rl case = r rotate(child),
l rotate(root)

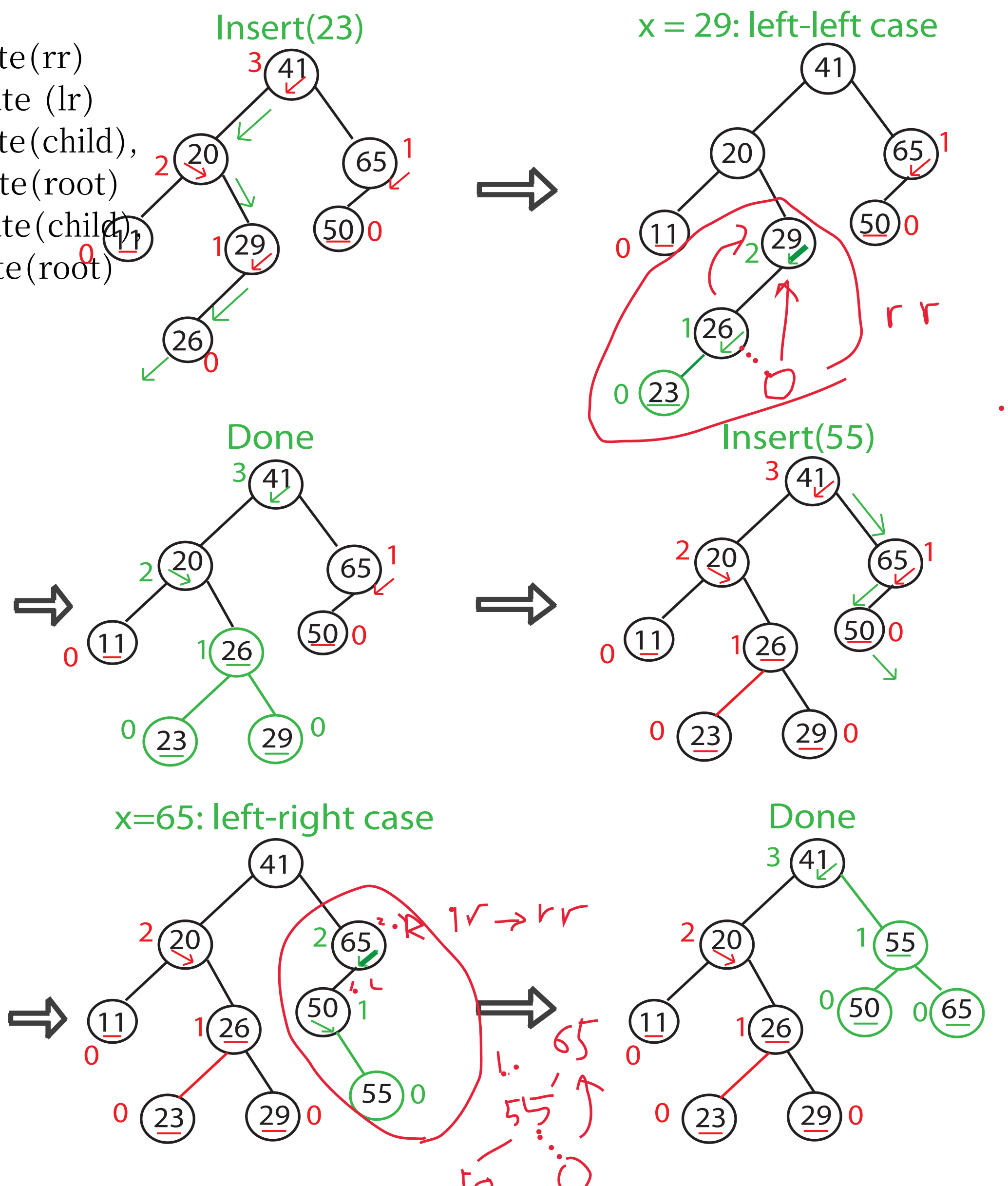


Figure 7: Illustration of AVL Tree Insert Process

Comment 1. In general, process may need several rotations before done with an Insert.

Comment 2. Delete(-min) is similar — harder but possible.

AVL sort:
- Insert n items $\Theta(n\lg n)$
- in - order traversal $\Theta(n)$

AVL sort:

- ~~insert each item into AVL tree~~ $\cancel{\Theta(n \lg n)}$
- ~~in-order traversal~~ $\frac{\cancel{\Theta(n)}}{\cancel{\Theta(n \lg n)}}$

Balanced Search Trees:

There are many balanced search trees.

AVL Trees	Adel'son-Velsii and Landis 1962
B-Trees/2-3-4 Trees	Bayer and McCreight 1972 (see CLRS 18)
BB[α] Trees	Nievergelt and Reingold 1973
Red-black Trees	CLRS Chapter 13
(A) — Splay-Trees	Sleator and Tarjan 1985
(R) — Skip Lists	Pugh 1989
(A) — Scapegoat Trees	Galperin and Rivest 1993
(R) — Treaps	Seidel and Aragon 1996

(R) = use random numbers to make decisions fast with high probability
(A) = "amortized": adding up costs for several operations $\implies$ fast on average
For example, Splay Trees are a current research topic — see 6.854 (Advanced Algorithms) and 6.851 (Advanced Data Structures)

Big Picture:

ex. java interface

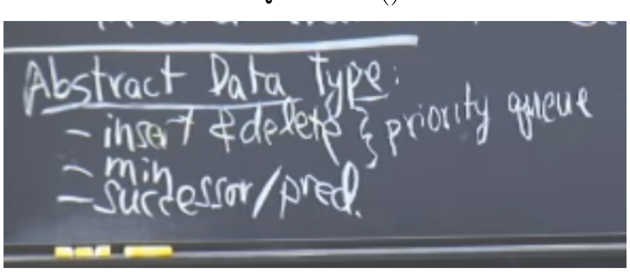
Abstract Data Type(ADT): interface spec.

vs.

Data Structure (DS): algorithm for each op.

There are many possible DSs for one ADT. One example that we will discuss much later in the course is the "heap" priority queue.

Priority Queue ADT	**heap**	**AVL tree**
Q = new-empty-queue()	$\Theta(1)$	$\Theta(1)$
Q.insert(x)	$\Theta(\lg n)$	$\Theta(\lg n)$
x = Q.deletemin()	$\Theta(\lg n)$	$\Theta(\lg n)$
x = Q.findmin()	$\Theta(1)$	$\Theta(\lg n) \rightarrow \Theta(1)$



Predecessor/Successor ADT	**heap**	**AVL tree**
S = new-empty()	$\Theta(1)$	$\Theta(1)$
S.insert(x)	$\Theta(\lg n)$	$\Theta(\lg n)$
S.delete(x)	$\Theta(\lg n)$	$\Theta(\lg n)$
y = S.predecessor(x) $\rightarrow$ next-smaller	$\Theta(n)$	$\Theta(\lg n)$
y = S.successor(x) $\rightarrow$ next-larger	$\Theta(n)$	$\Theta(\lg n)$