



# CS & IT ENGINEERING

## Data Structures

Tree

Lecture No.- 05

By- Pankaj Sharma Sir



# Recap of Previous Lecture



Topic

Tree Part-04



BST

- Construction
- No. of BSTs
- Insertion
- Search
- Deletion



# Topics to be Covered



Topic

Tree Part-05

AVL tree





## Topic : Tree



Balanced BST

AVL search tree

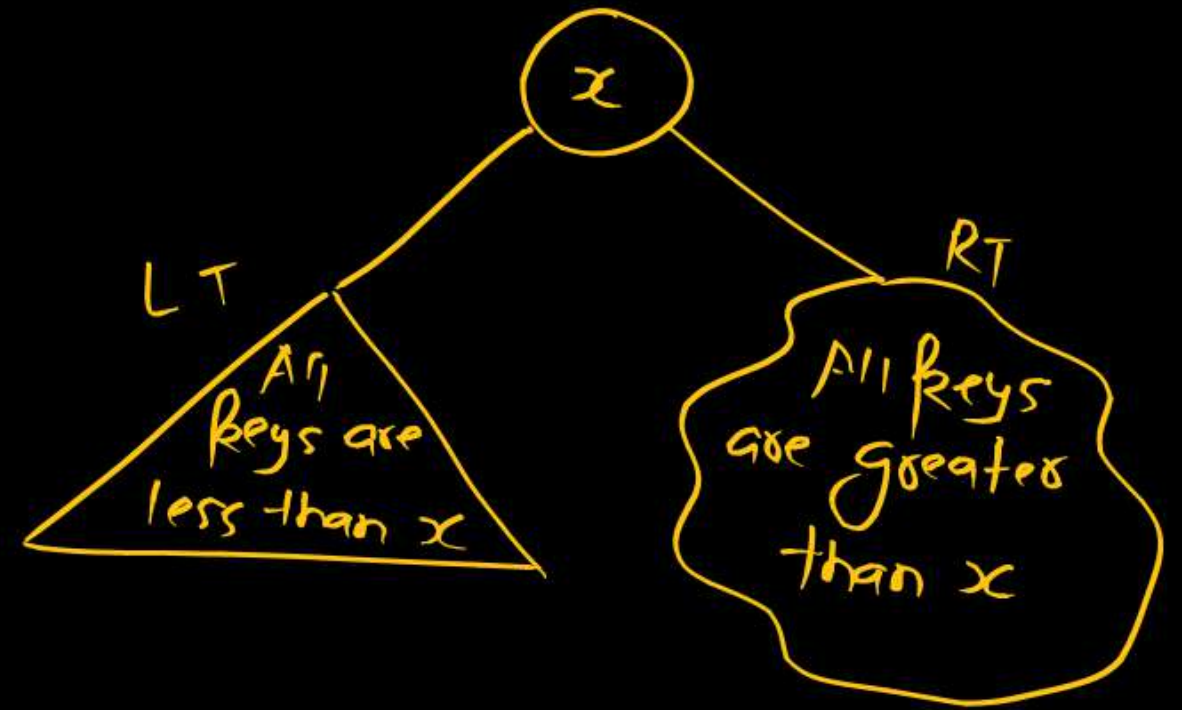
## AVL tree

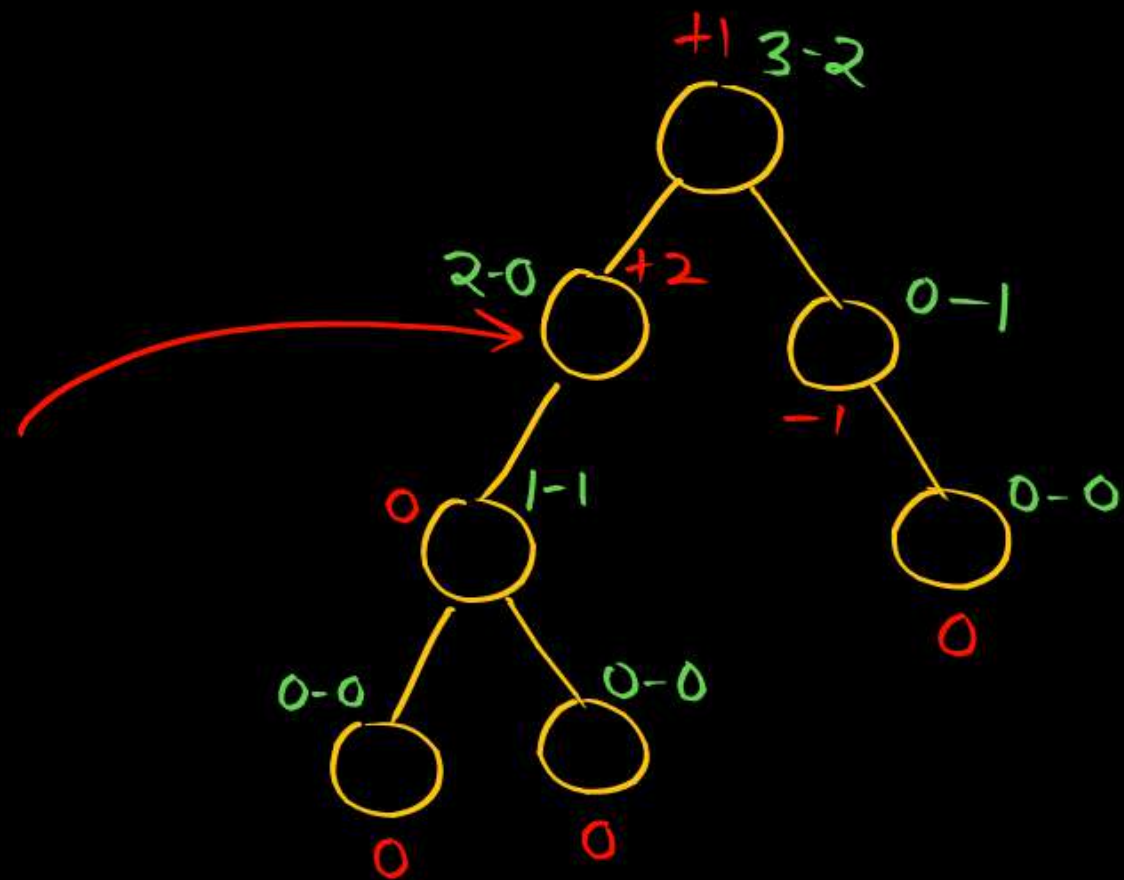
Every node, satisfies 2 property :

a) BST property : All the keys in the left subtree of a node are smaller than node value &

All the keys in the right subtree of a node are greater than node value.

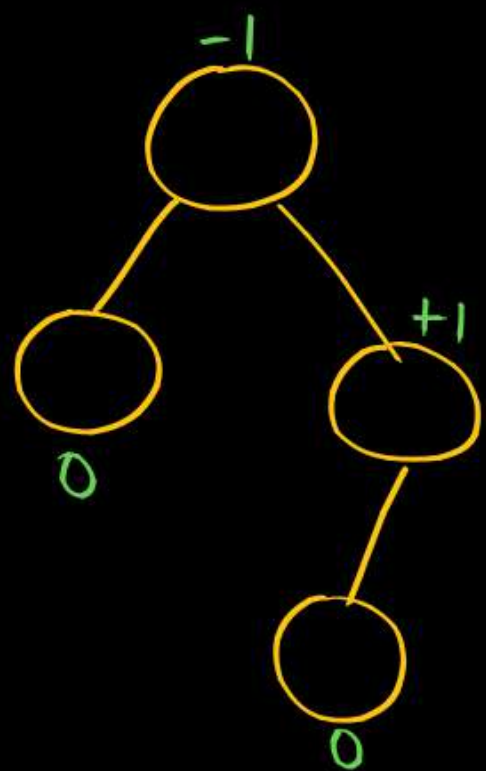
b) AVL tree property : The balancing factor of each node is  $+1, 0, -1$ .



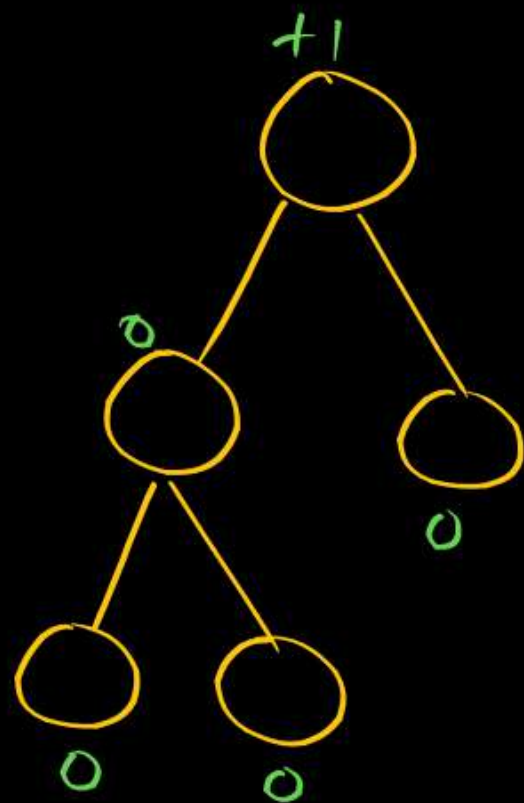


AVL tree property X

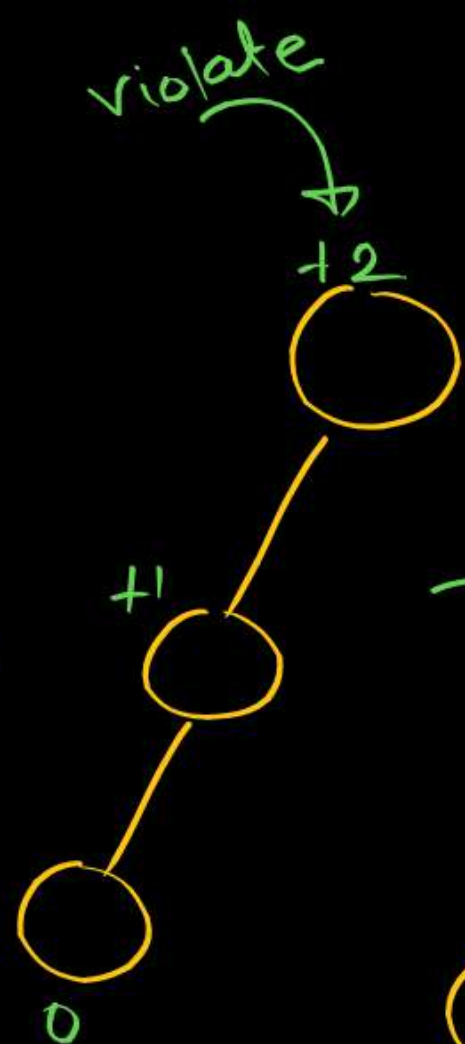




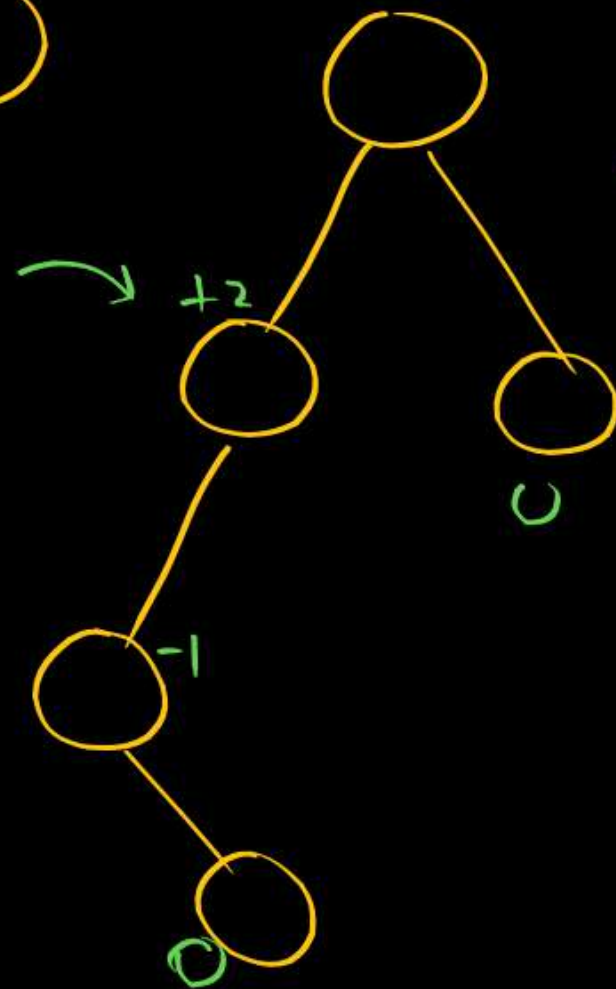
✓  
AVL tree  
Property



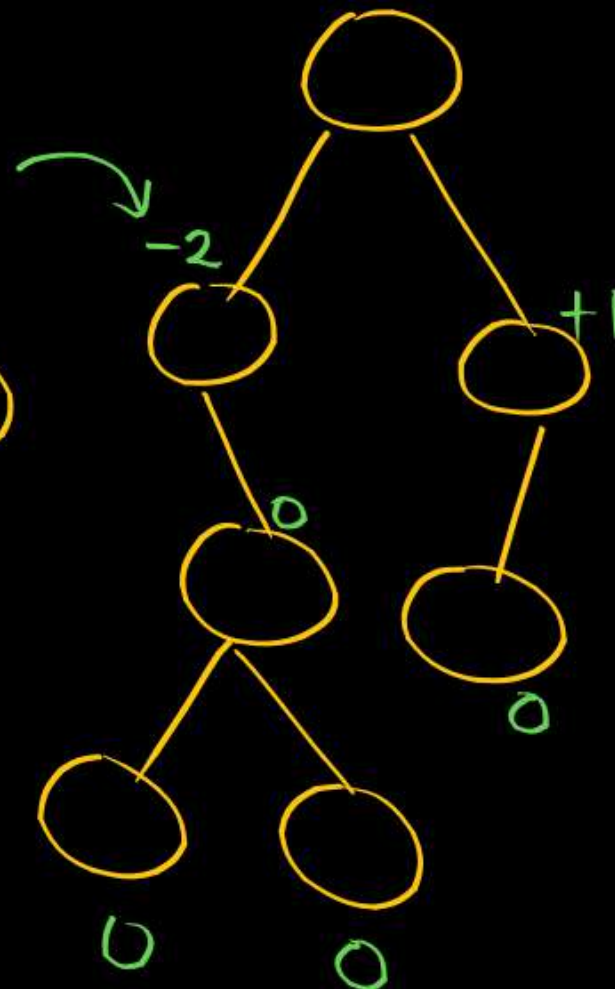
✓  
AVL tree  
Property



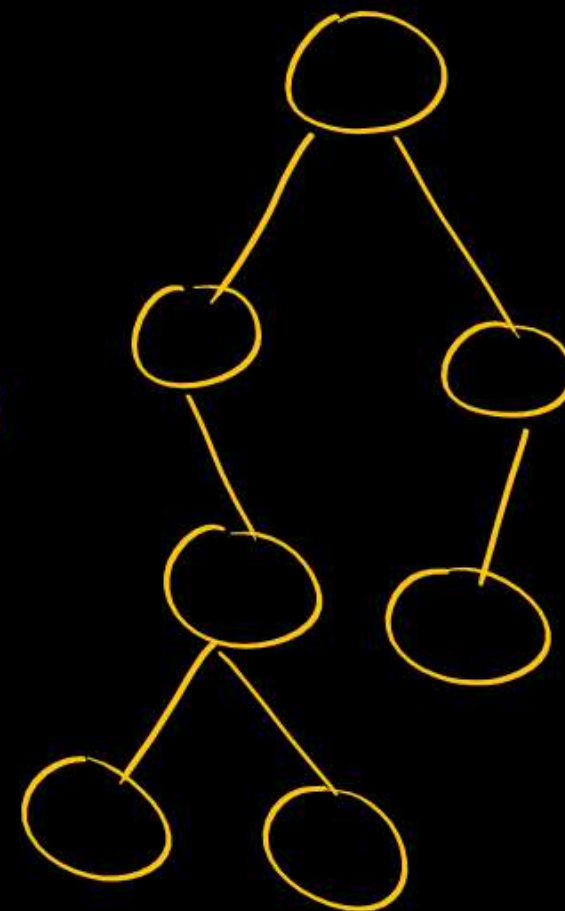
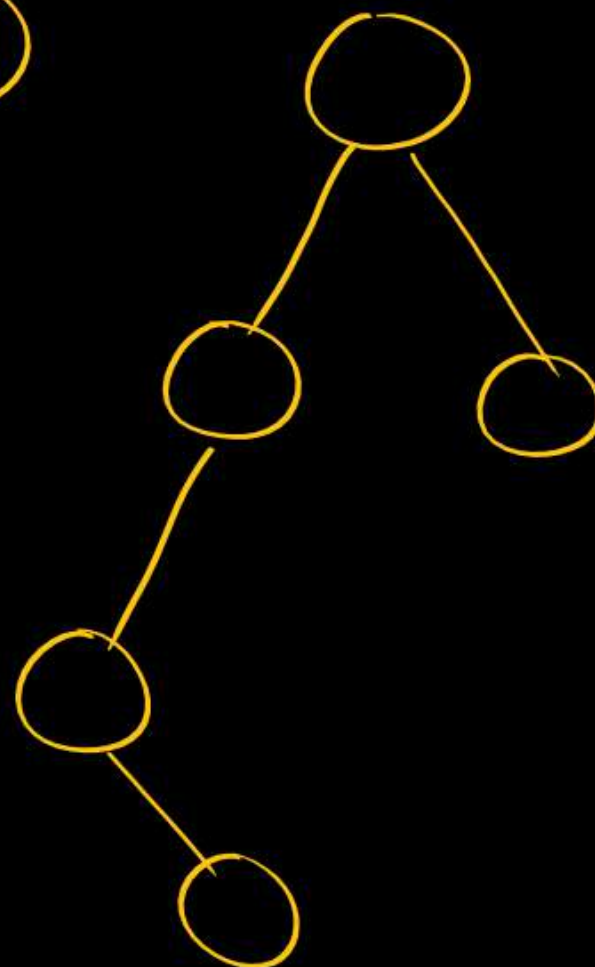
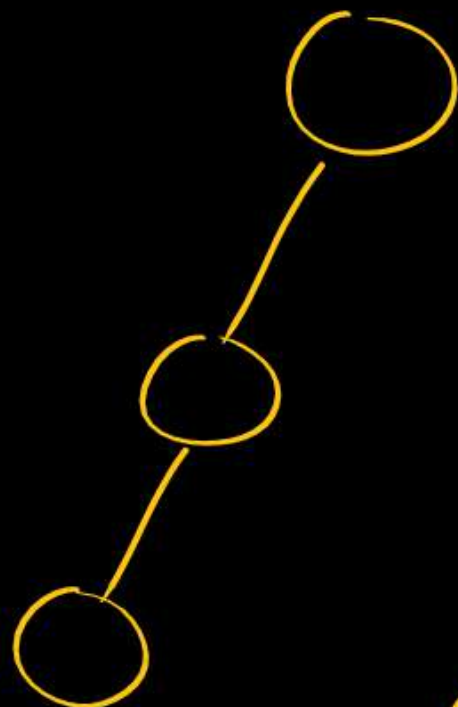
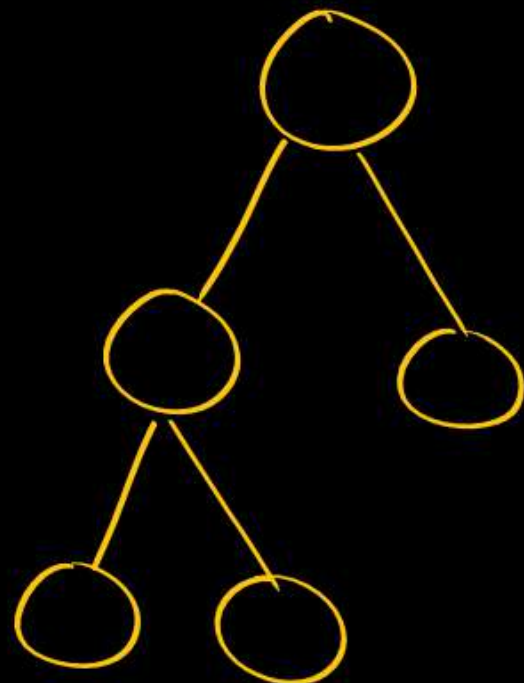
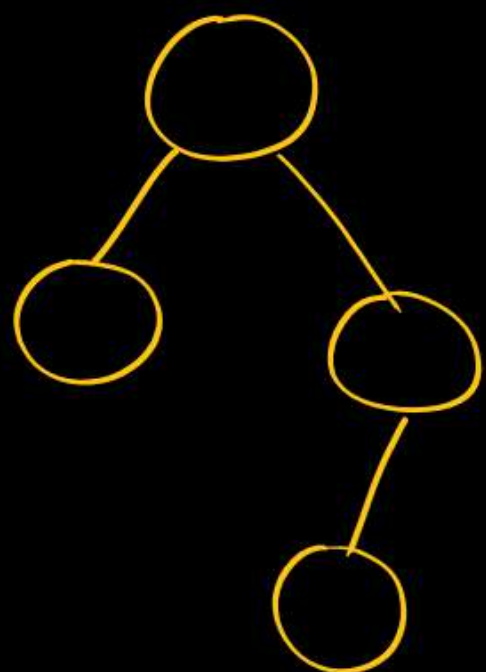
✗  
AVL tree  
Property



✗  
AVL tree  
Property



✗  
AVL tree  
Prop.



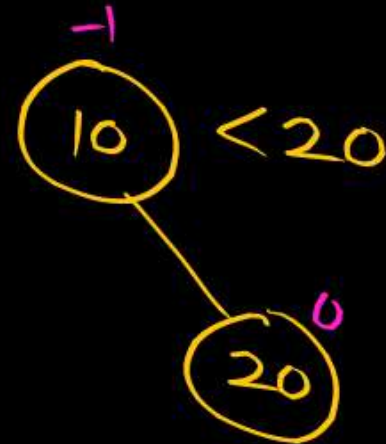


Construct an AVL tree by inserting keys 10, 20, 30 in this order.

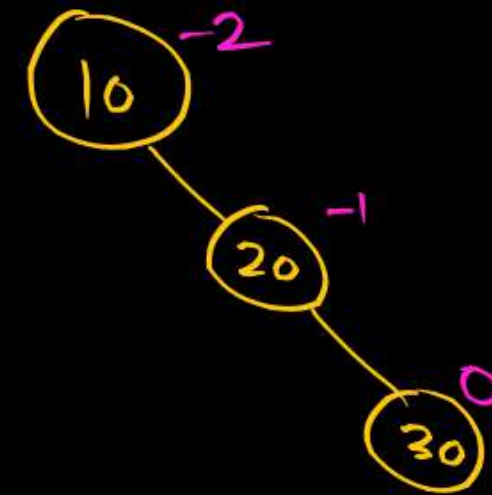
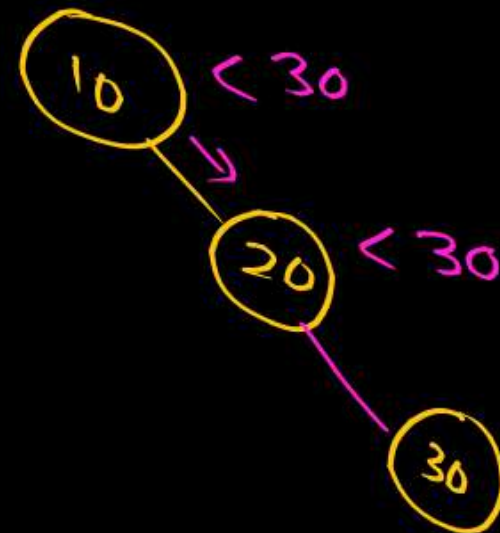
Insert is as same as insertion in BST.



(ii) Insert 20



(iii) Insert 30



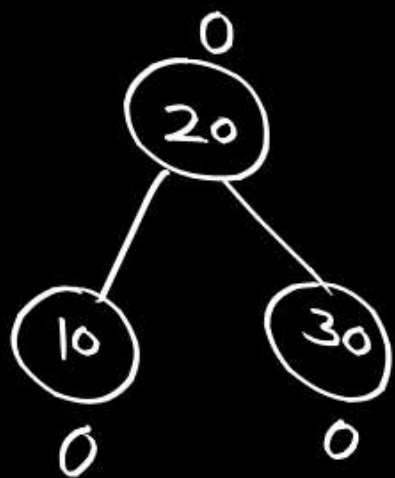
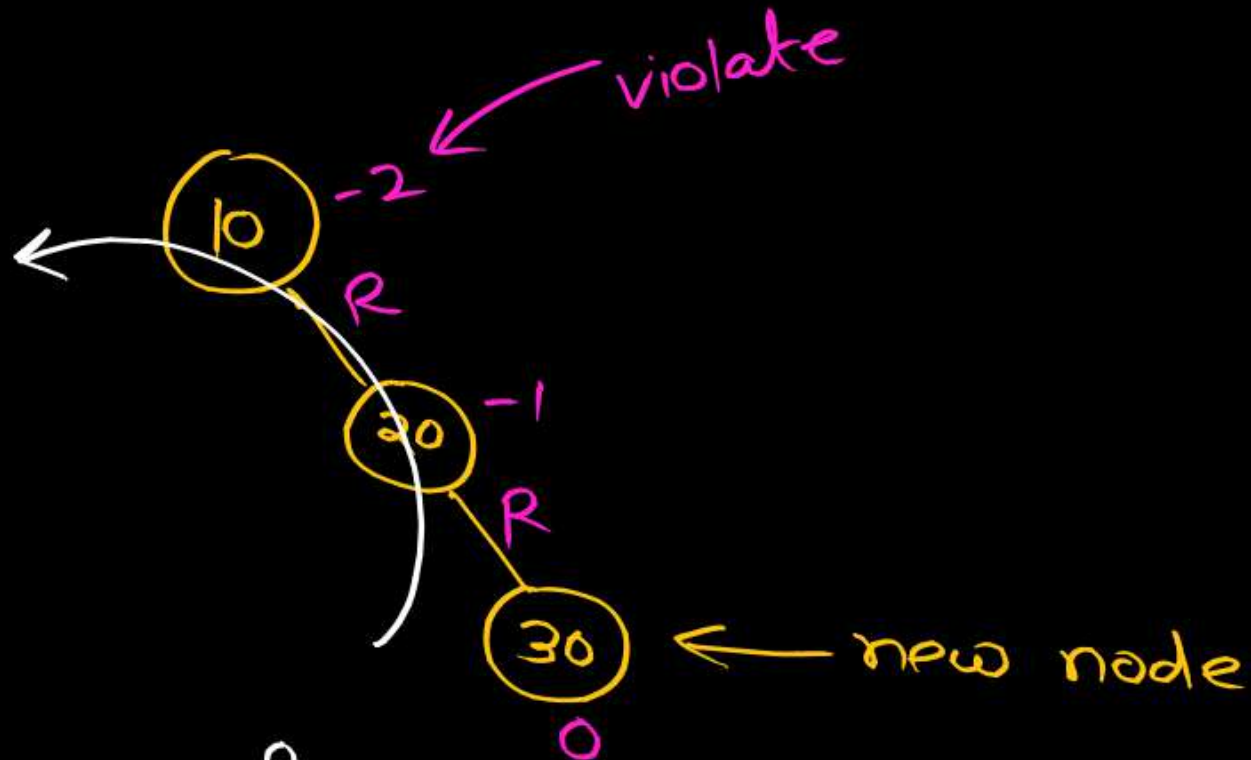
Insertion of a key may cause the balancing factor of a node become other than  $+1, -1$  or  $0$   
(unbalanced)



[to balance it  $\Rightarrow$  rotations  
are performed]

①

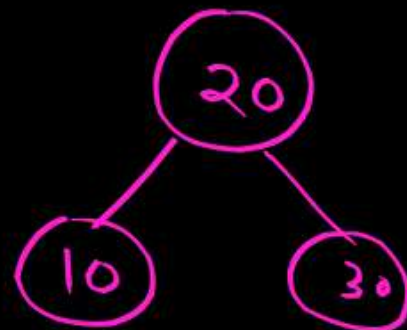
Insert keys 10, 20, 30



RR  
rotation

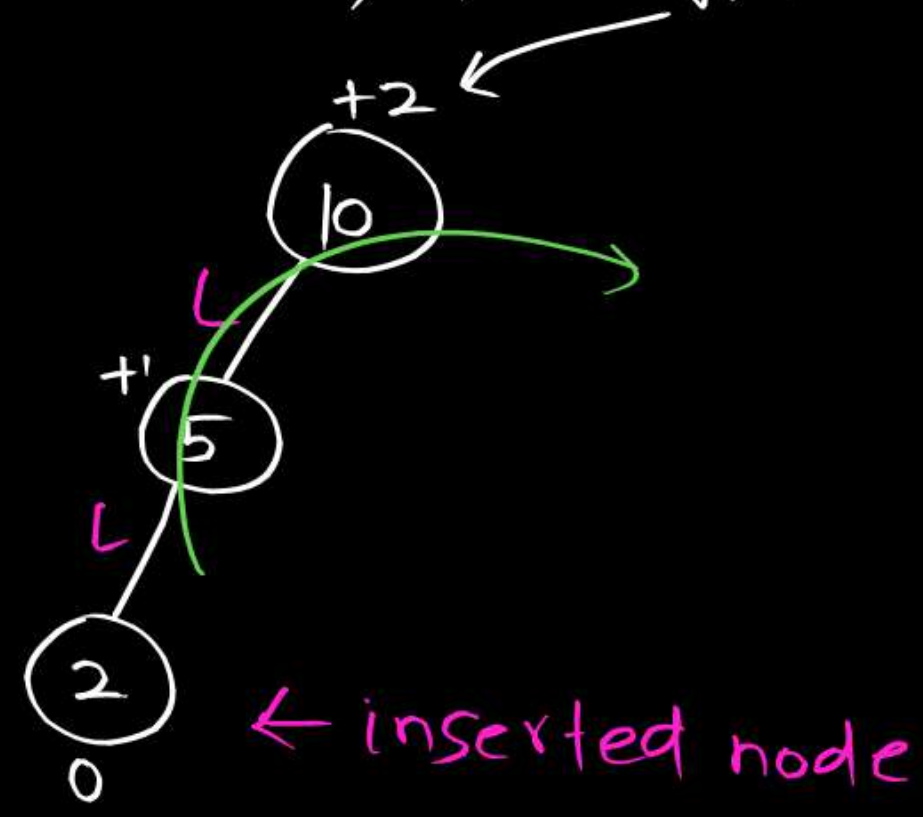
1st way: Tri-node

10, 20, 30





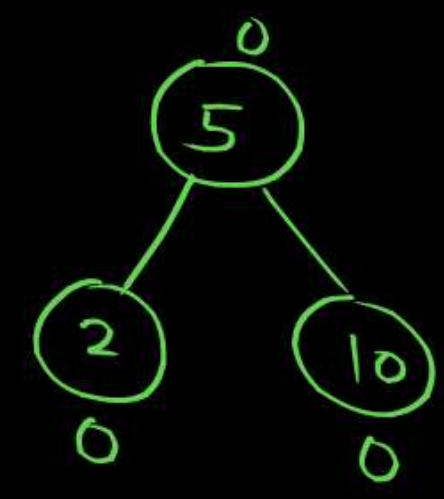
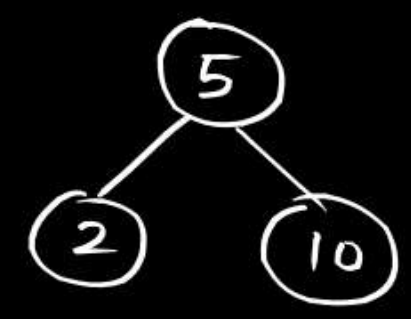
2. Insert 10, 5, 2 violate



LL  
rotation

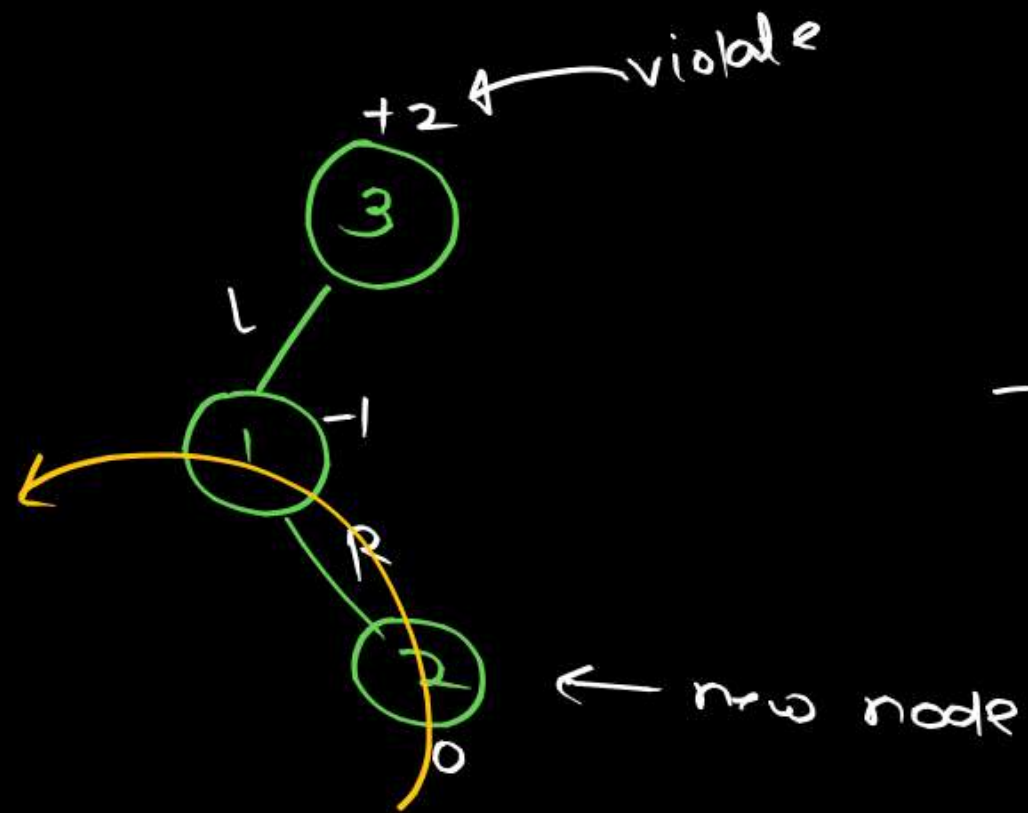
(ii)

(i)  $\xrightarrow{\text{inc.}}$   
2, (5) 10  
root

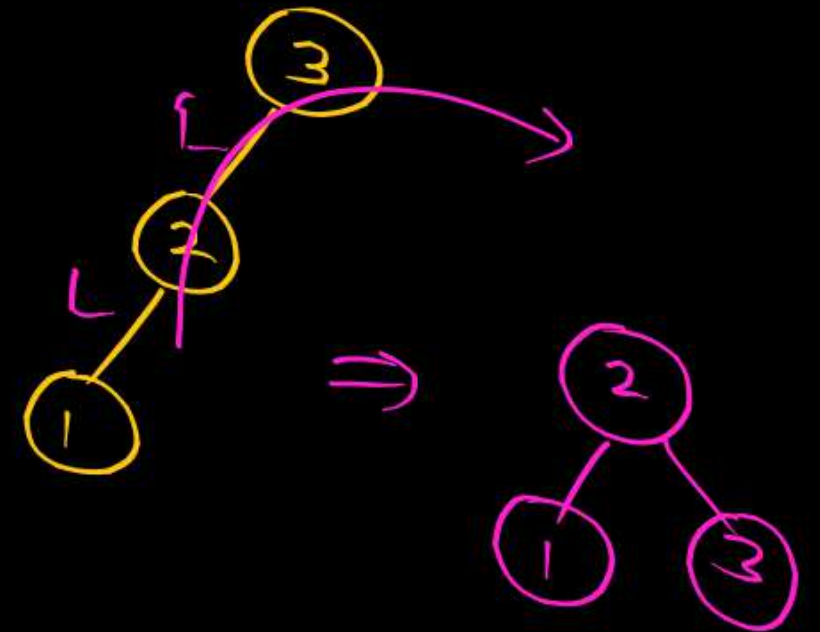


3.

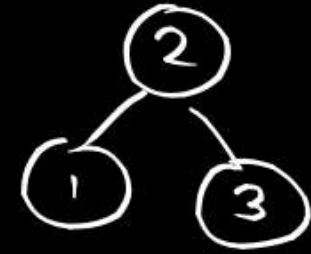
Insert 3, 1, 2



LR  
rotation → (ii) 2 rotations



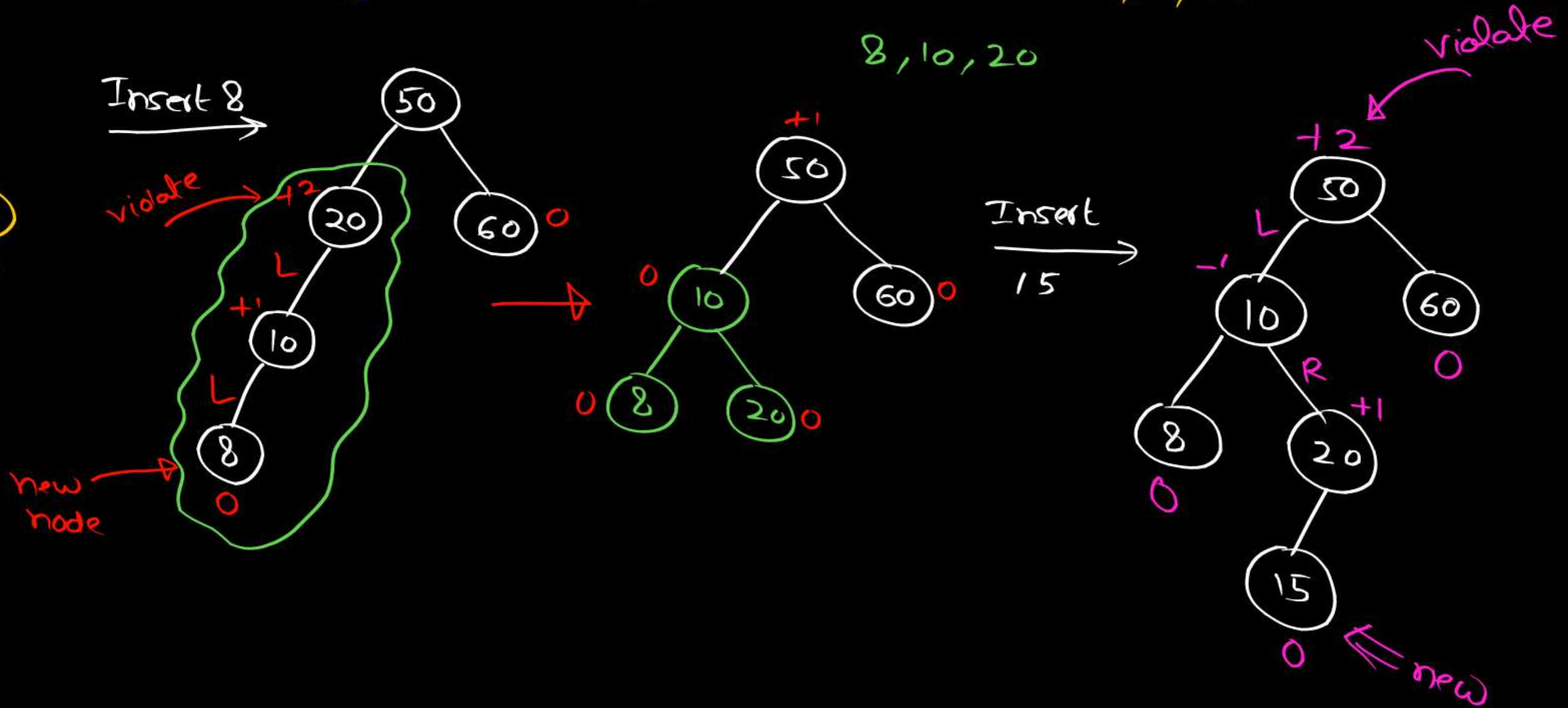
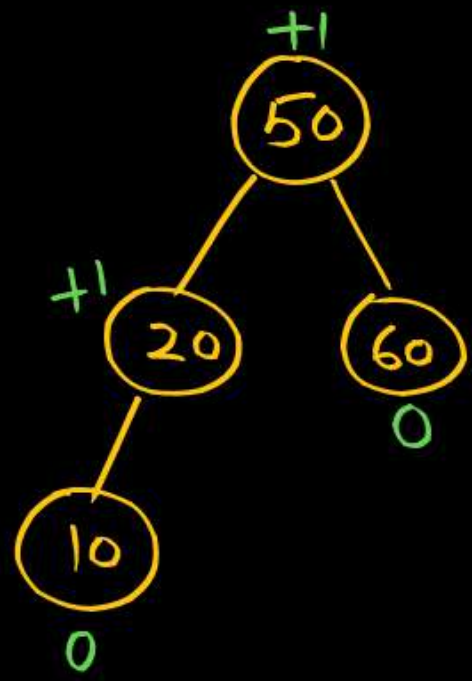
(i) Trinode 1, 2, 3  
root



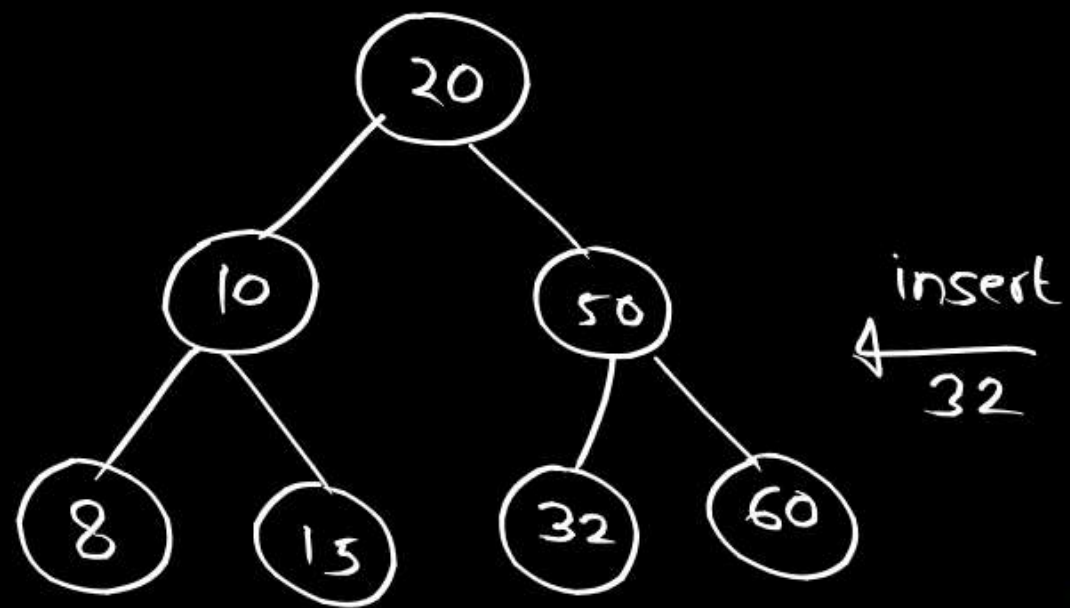
- 1) RR
  - 2) LL
  - 3) LR
  - 4) RL
- single rotation
- double rotation



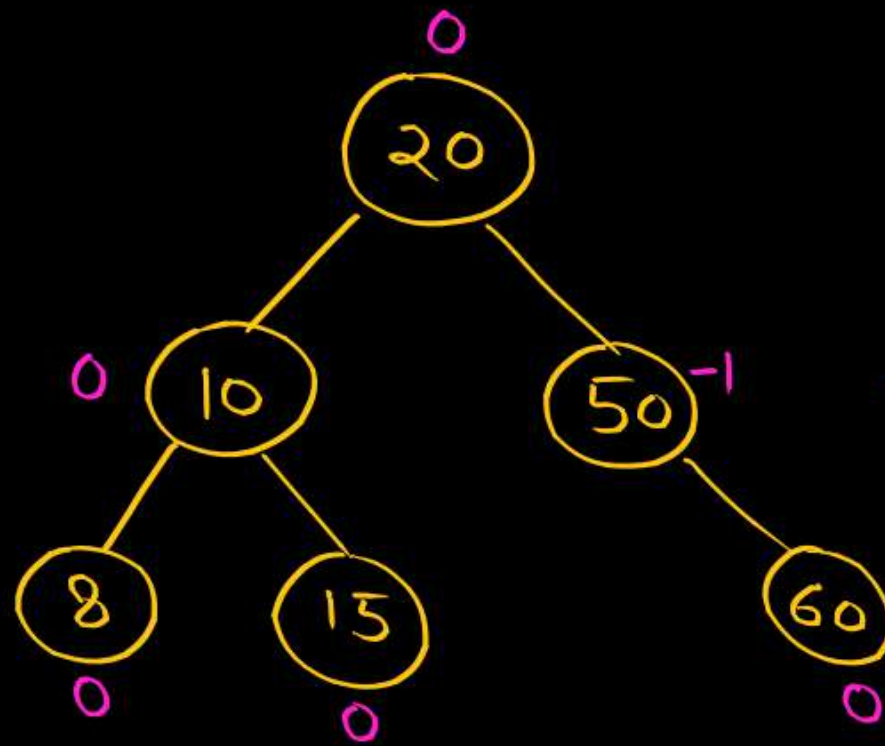
1. Const. AVL tree by inserting keys 50, 20, 60, 10, 8, 15, 32, 46, 11, 48.



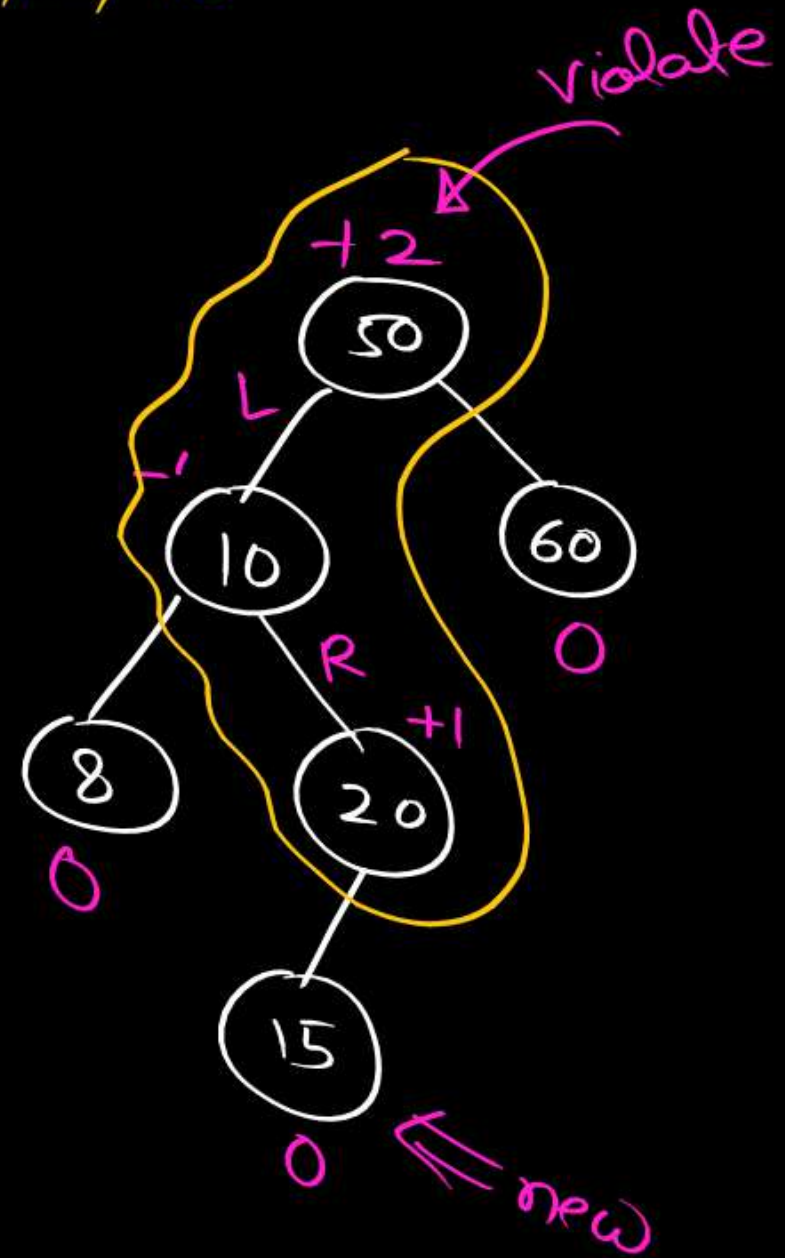
1. Const. AVL tree by inserting keys 50, 20, 60, 10, 8, 15, 32, 46, 11, 48.  
10, 20, 50



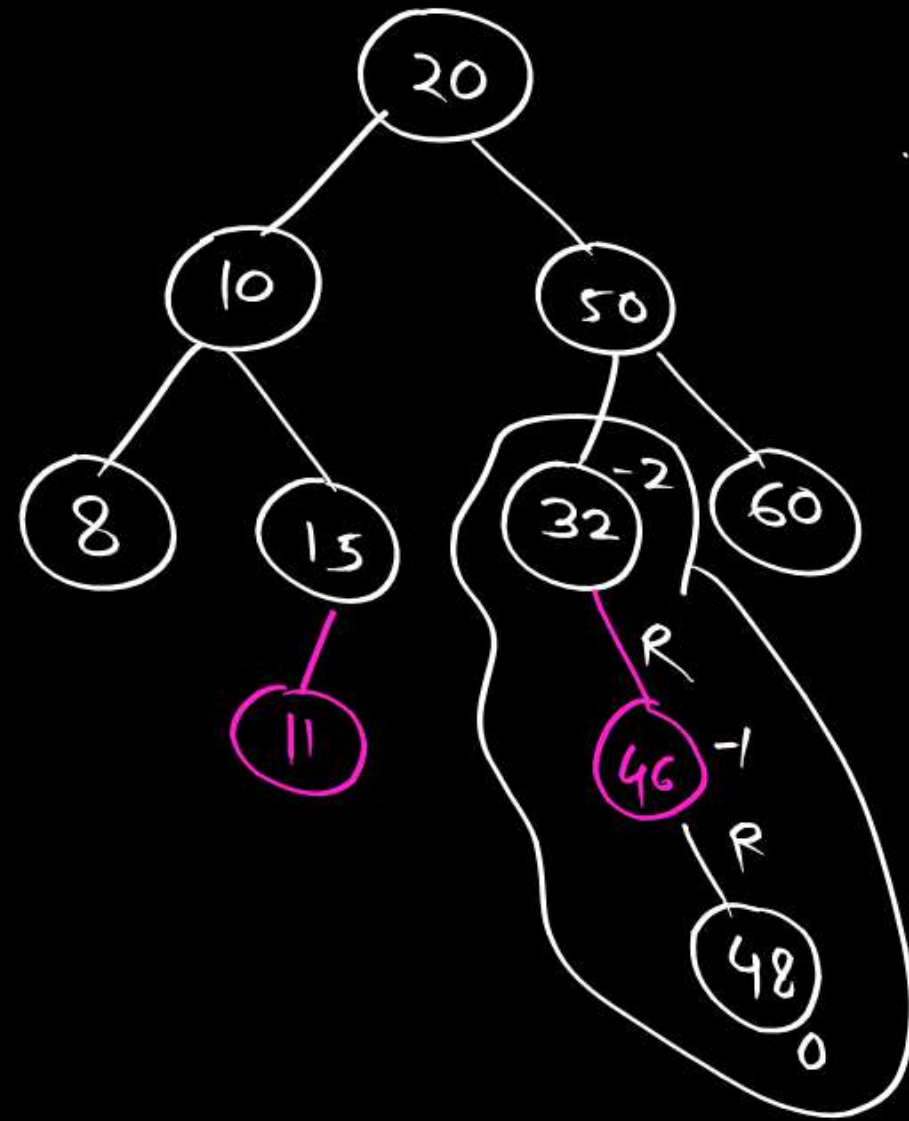
insert  
32



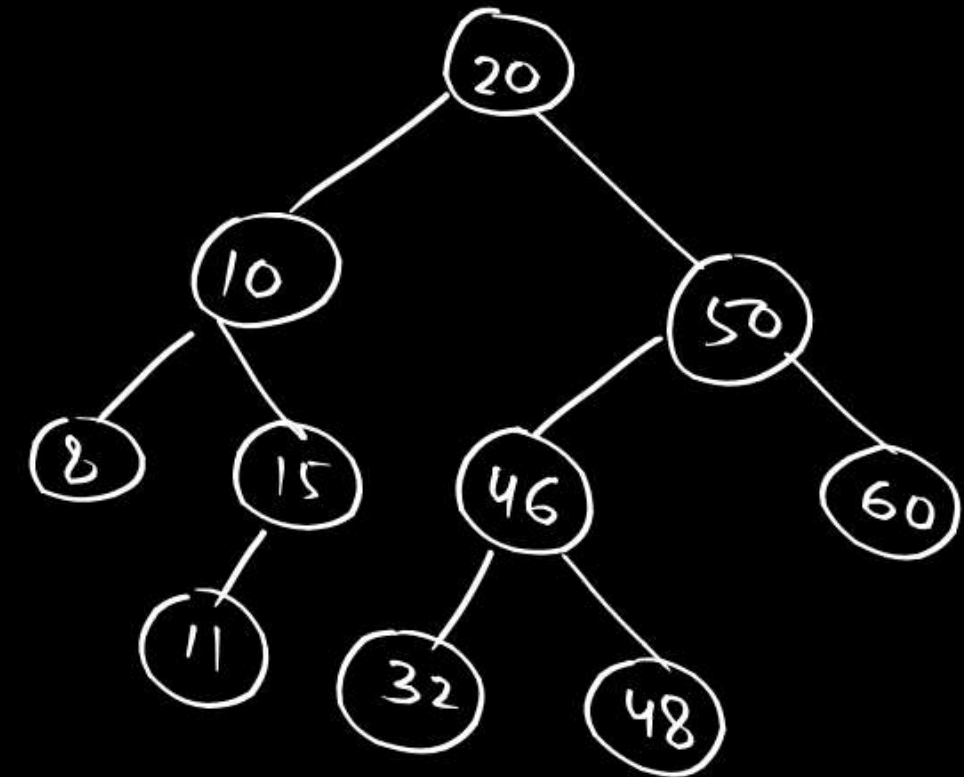
LR  
rotation



1. Const. AVL tree by inserting keys 50, 20, 60, 10, 8, 15, 32, 46, 11, 48.



32, 46, 48

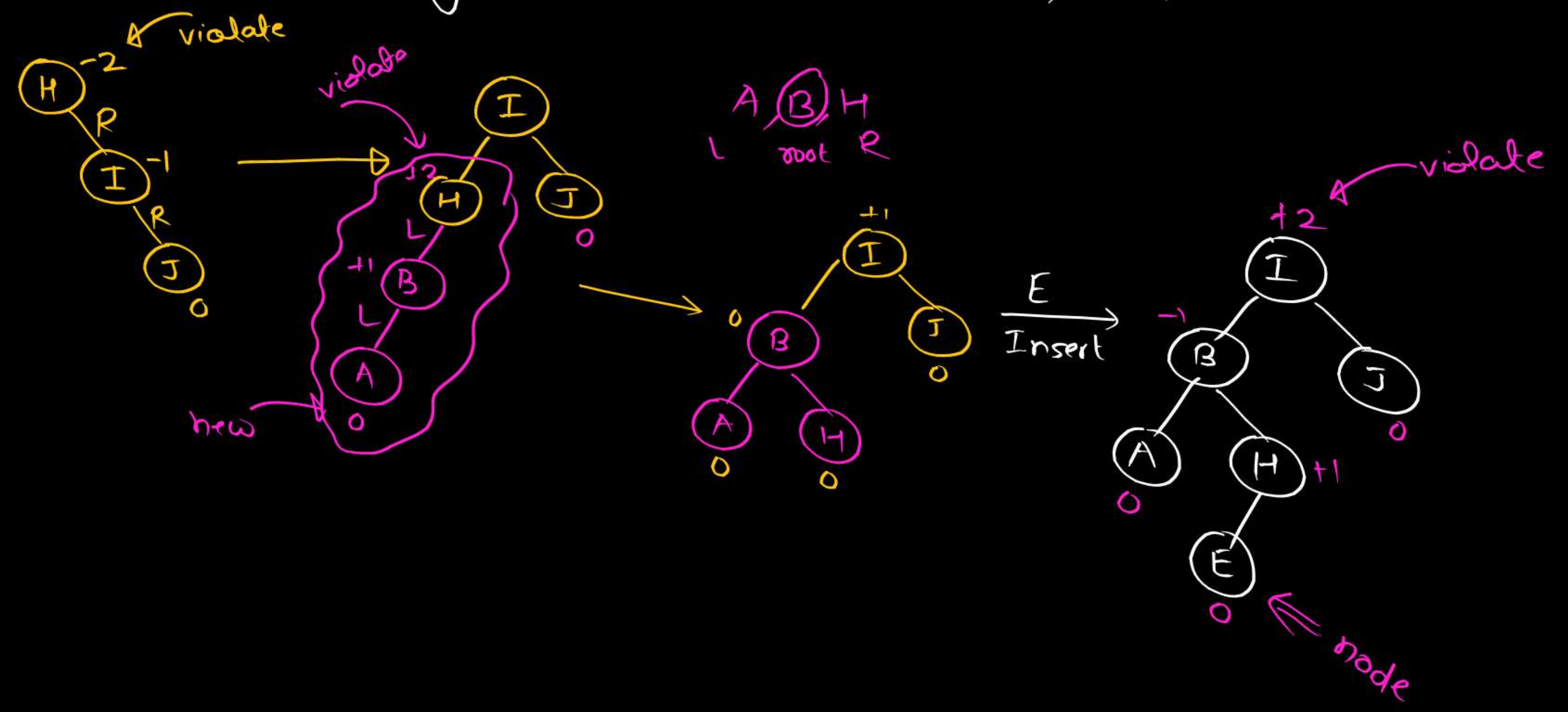


new



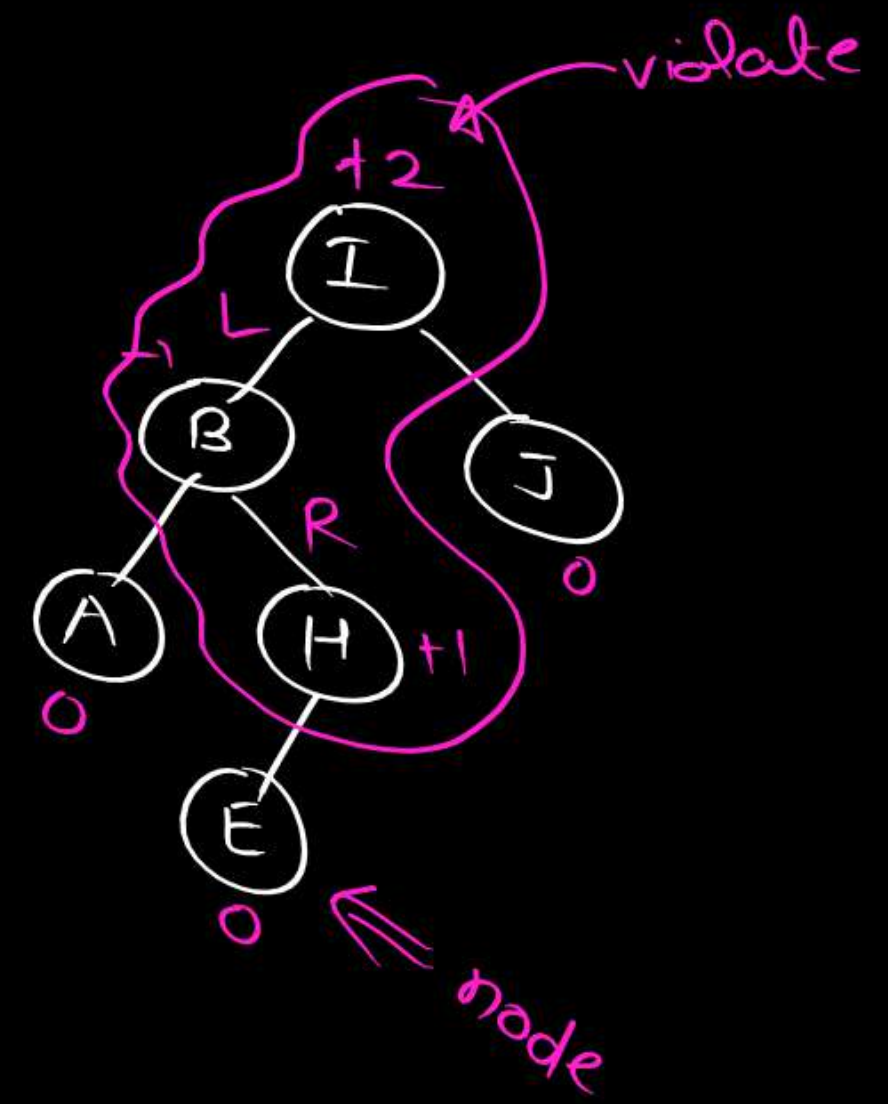
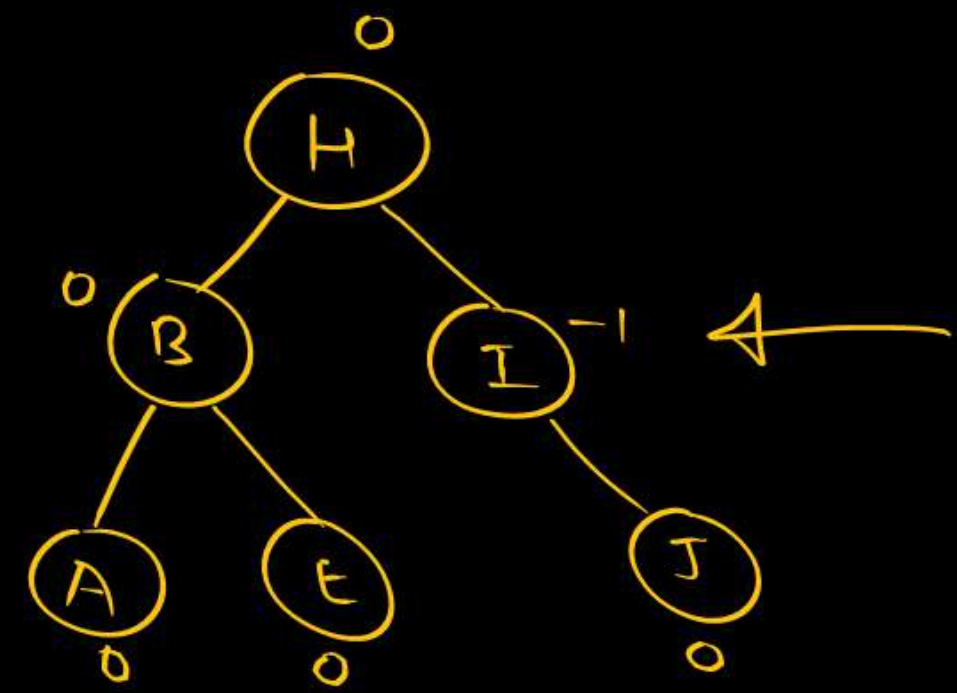
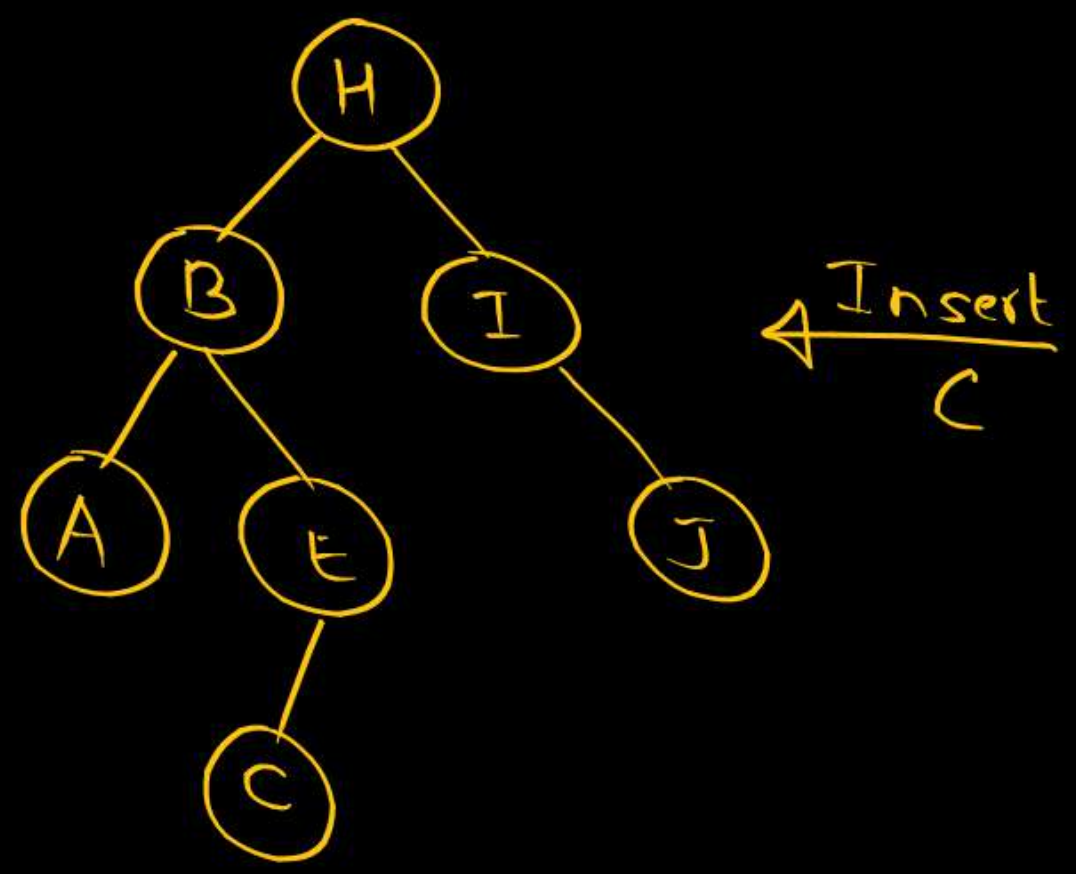
5 min

2. Const. AVL tree by inserting keys H, I, J, B, A, E, C, F, D, G, K, L in order.

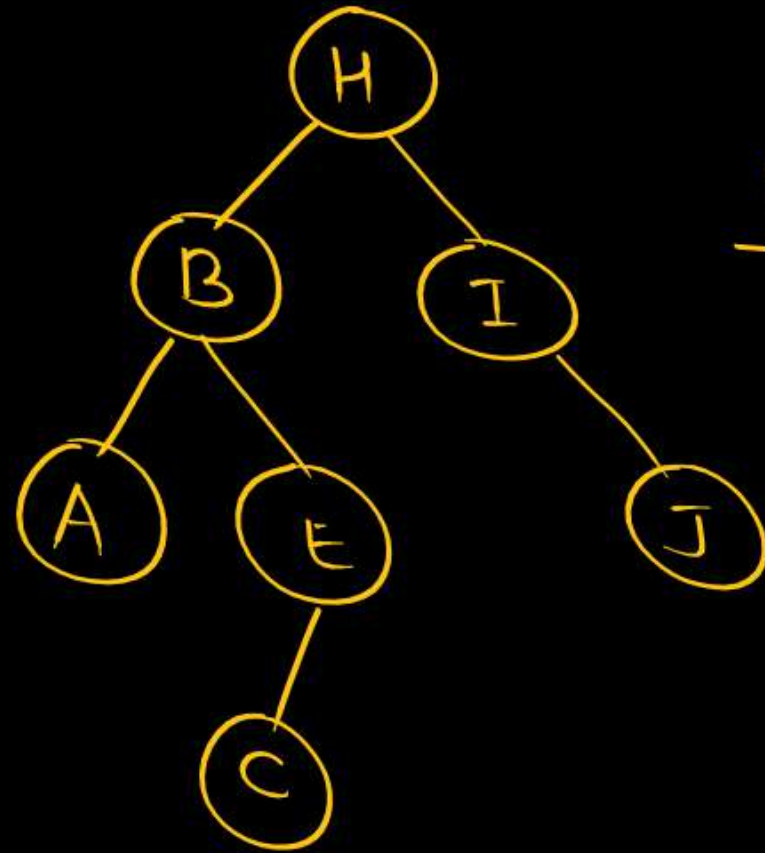


2. Const. AVL tree by inserting keys H, I, J, B, A, E, C, F, D, G, K, L in order. 5 min in order.

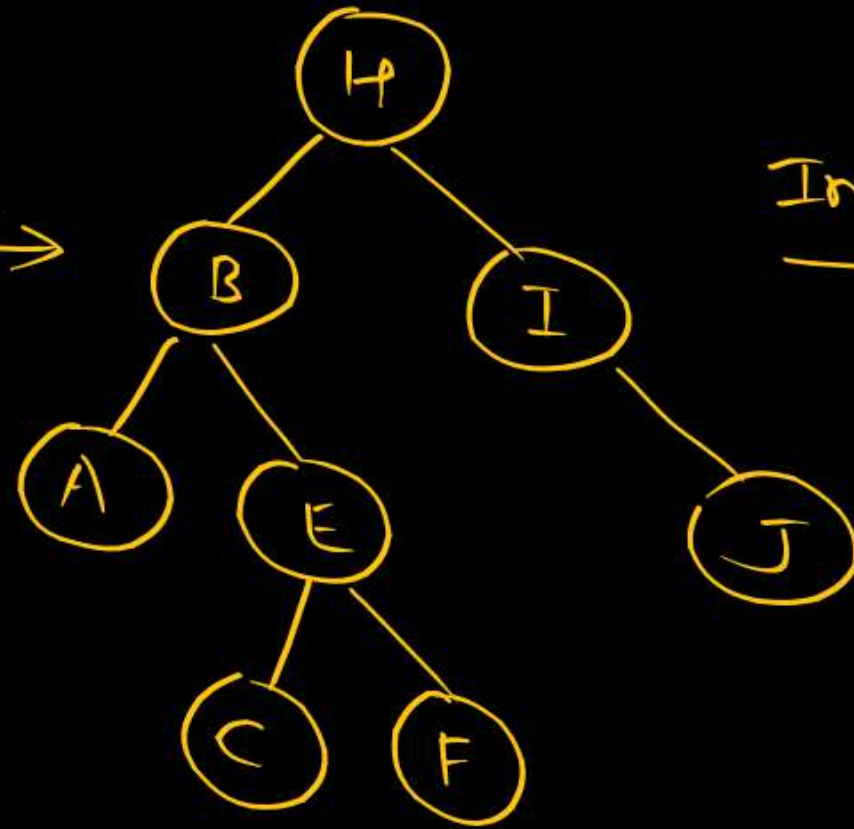
B, H, I  
root



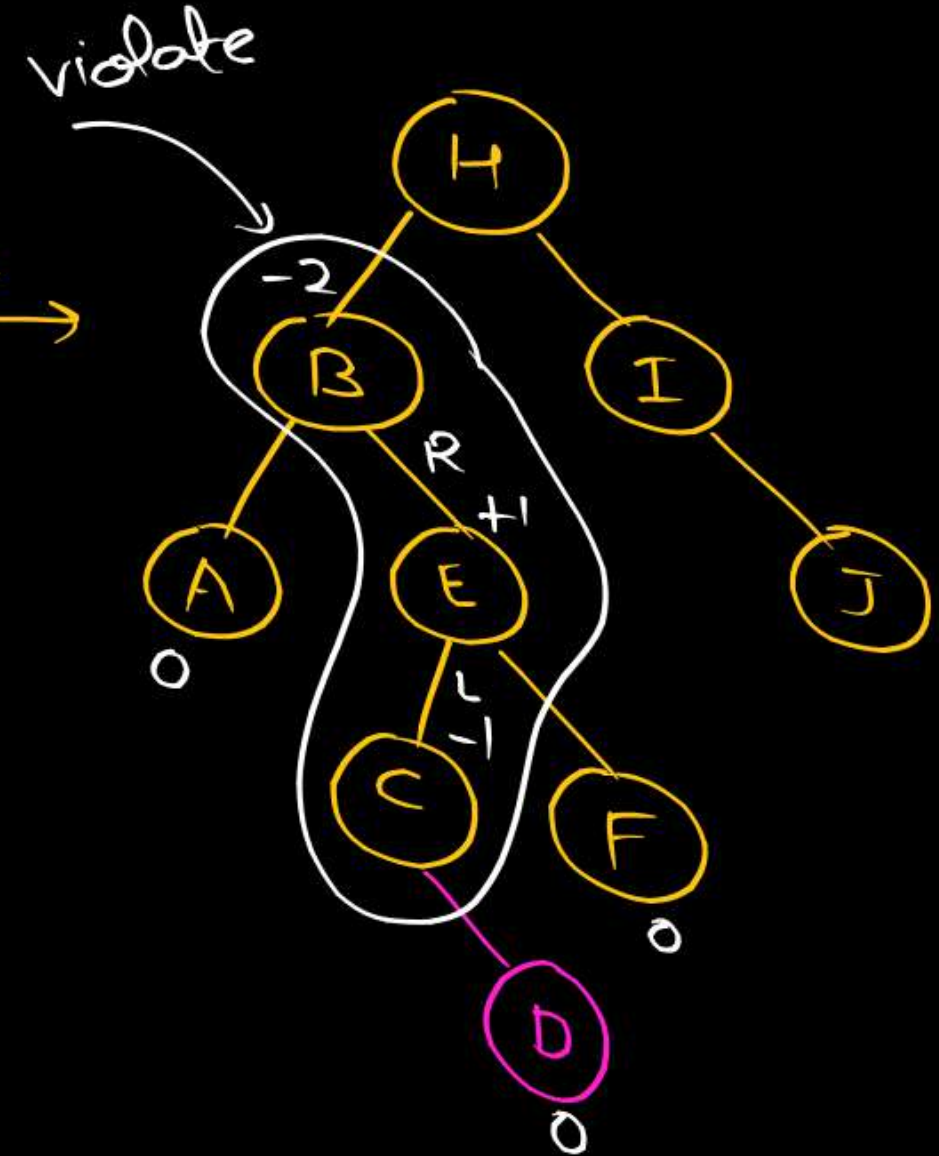
2. Const. AVL tree by inserting keys H, I, J, B, A, E, C, F, D, G, K, L in order. 5 min in order.



Insert  
F



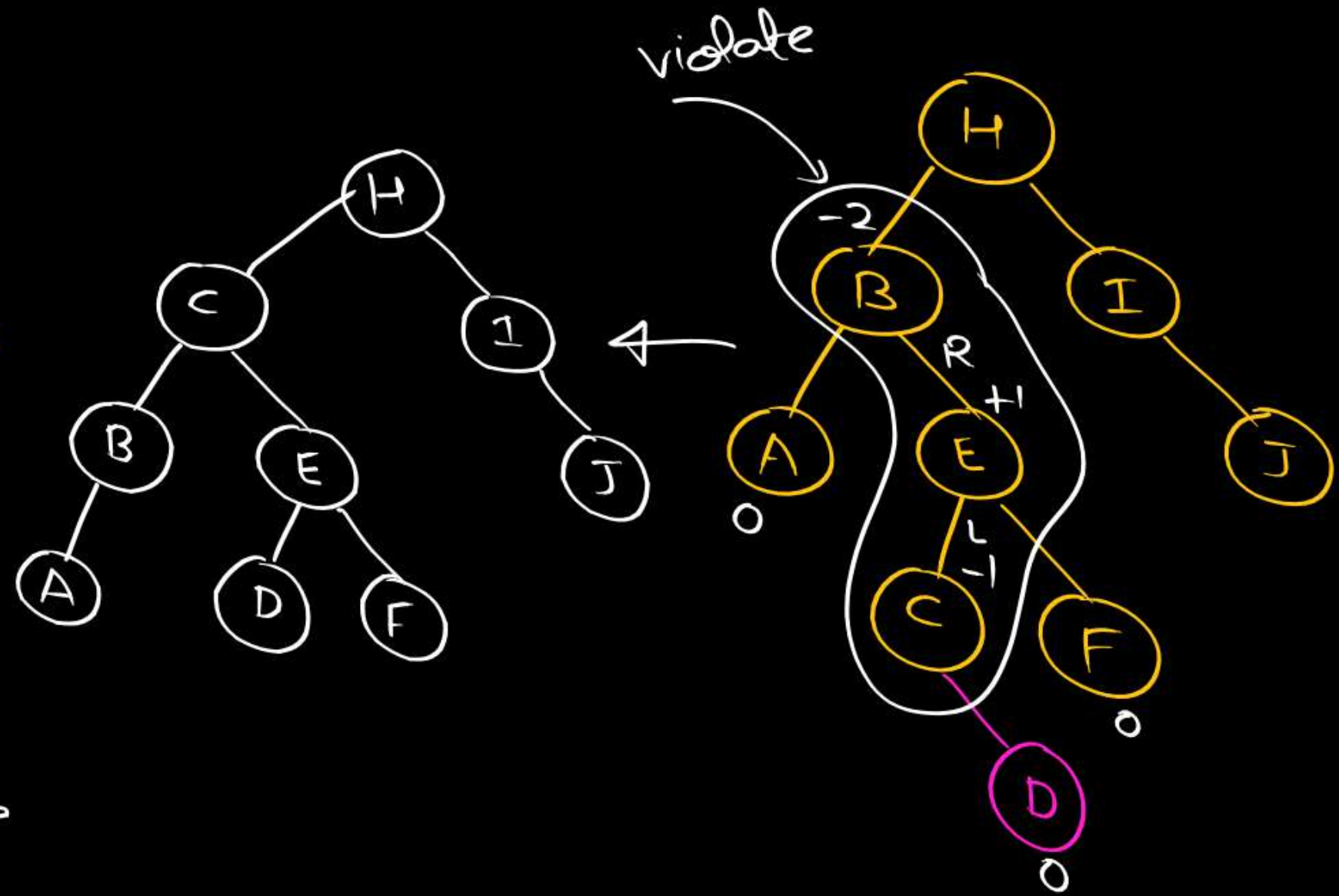
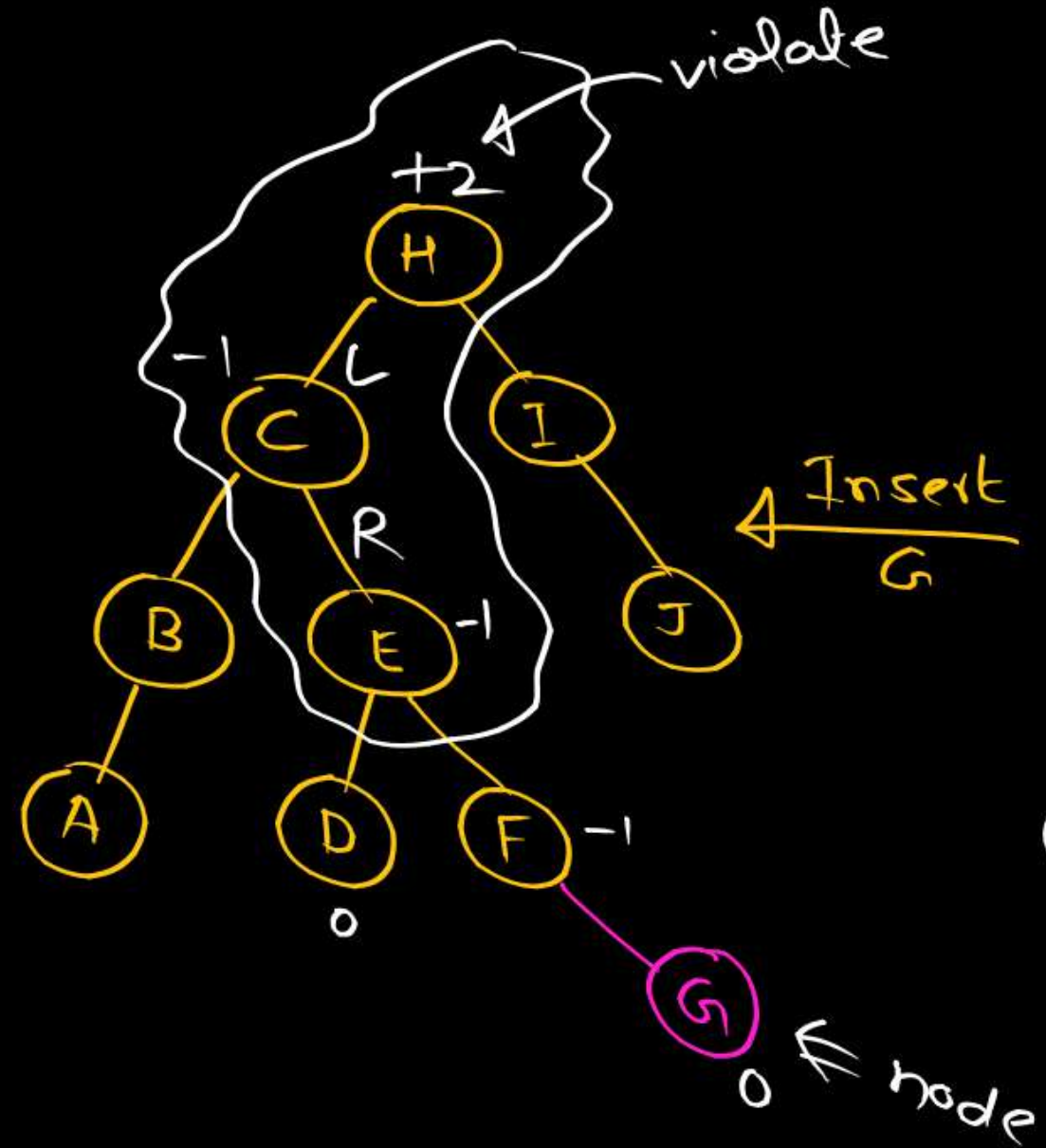
Insert  
D



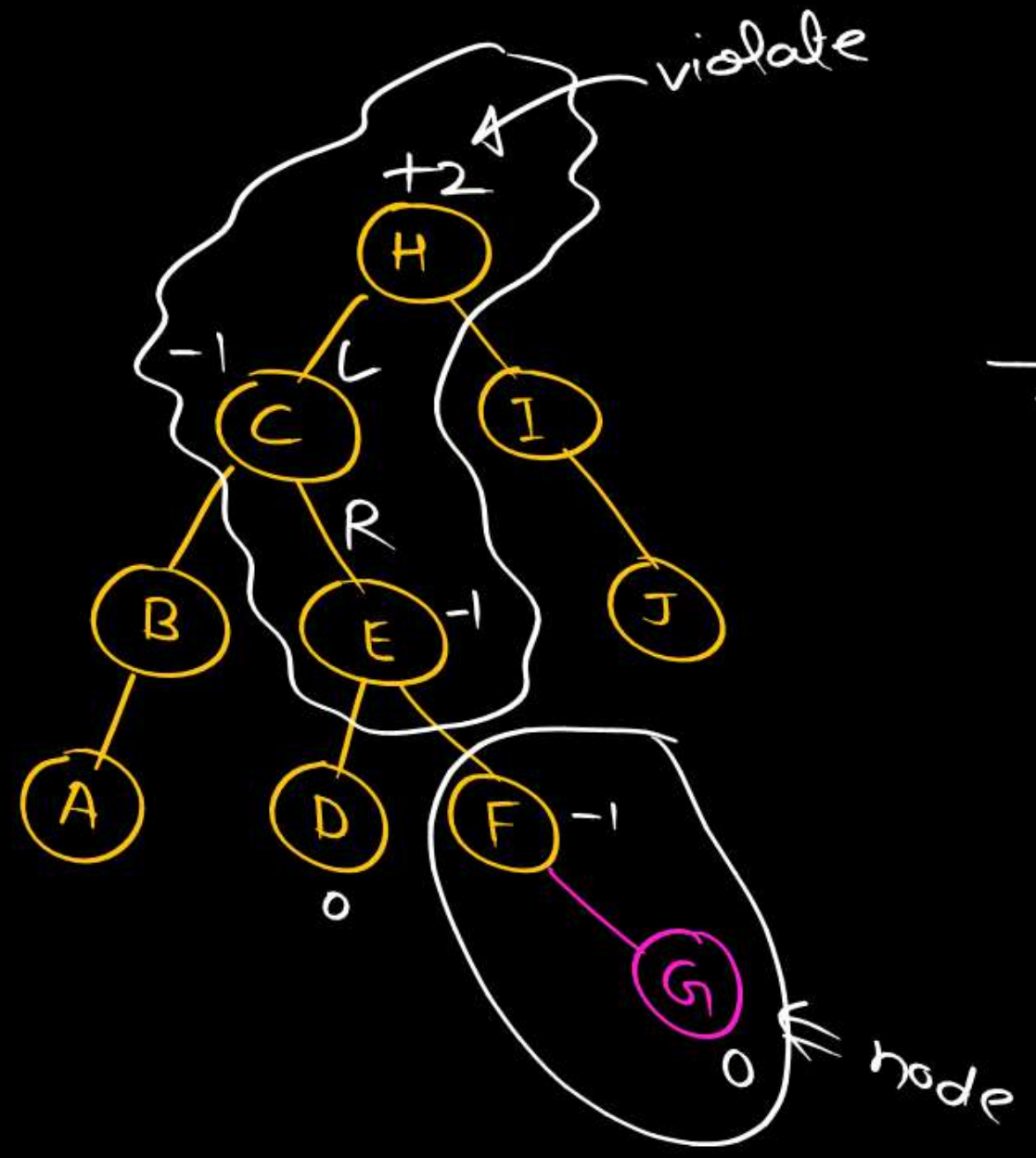


2. Const. AVL tree by inserting keys H, I, J, B, A, E, C, F, D, G, K, L in order. 5 min in order.

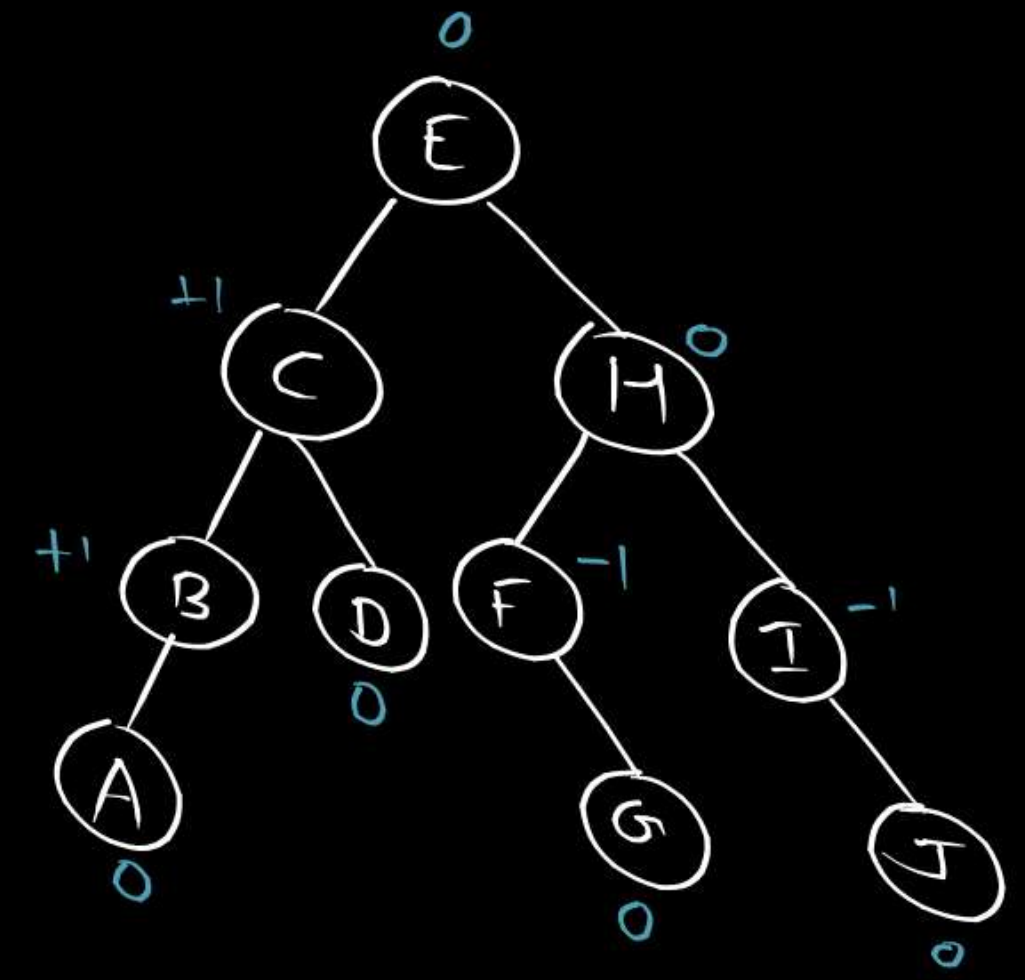
BCE



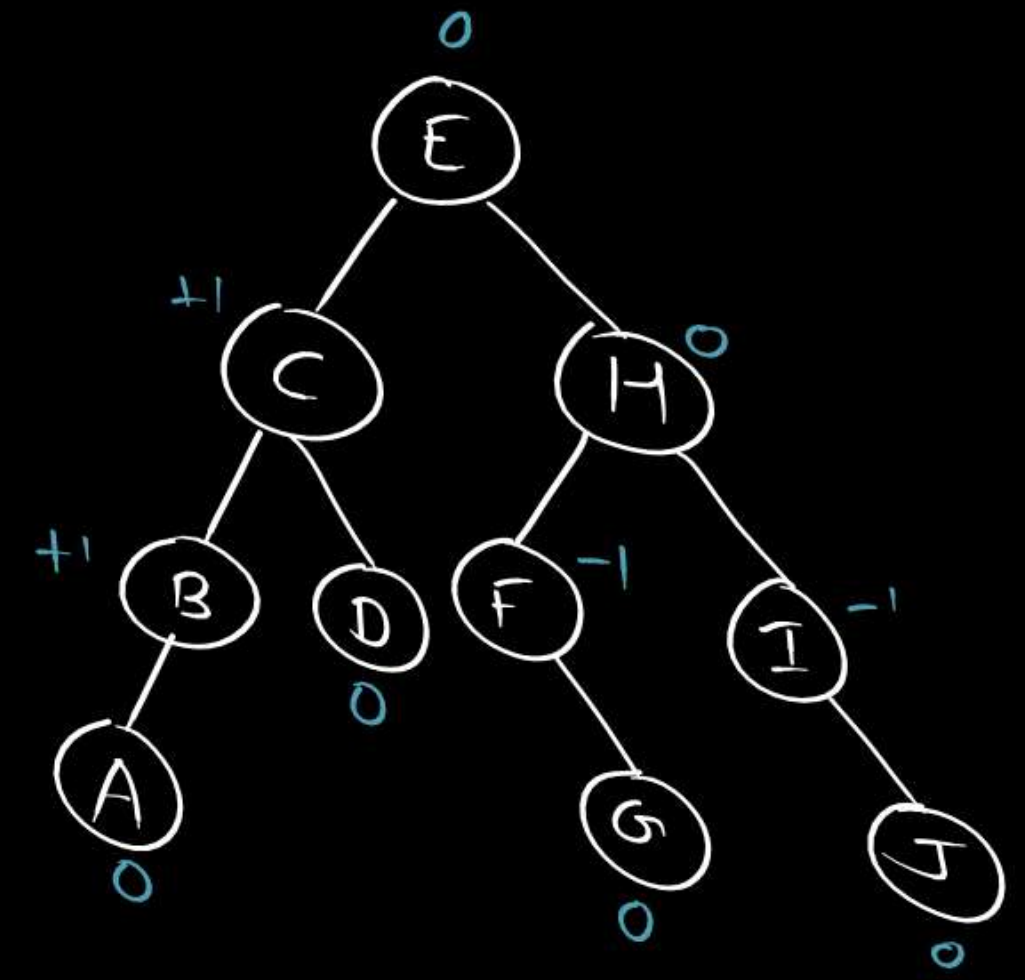
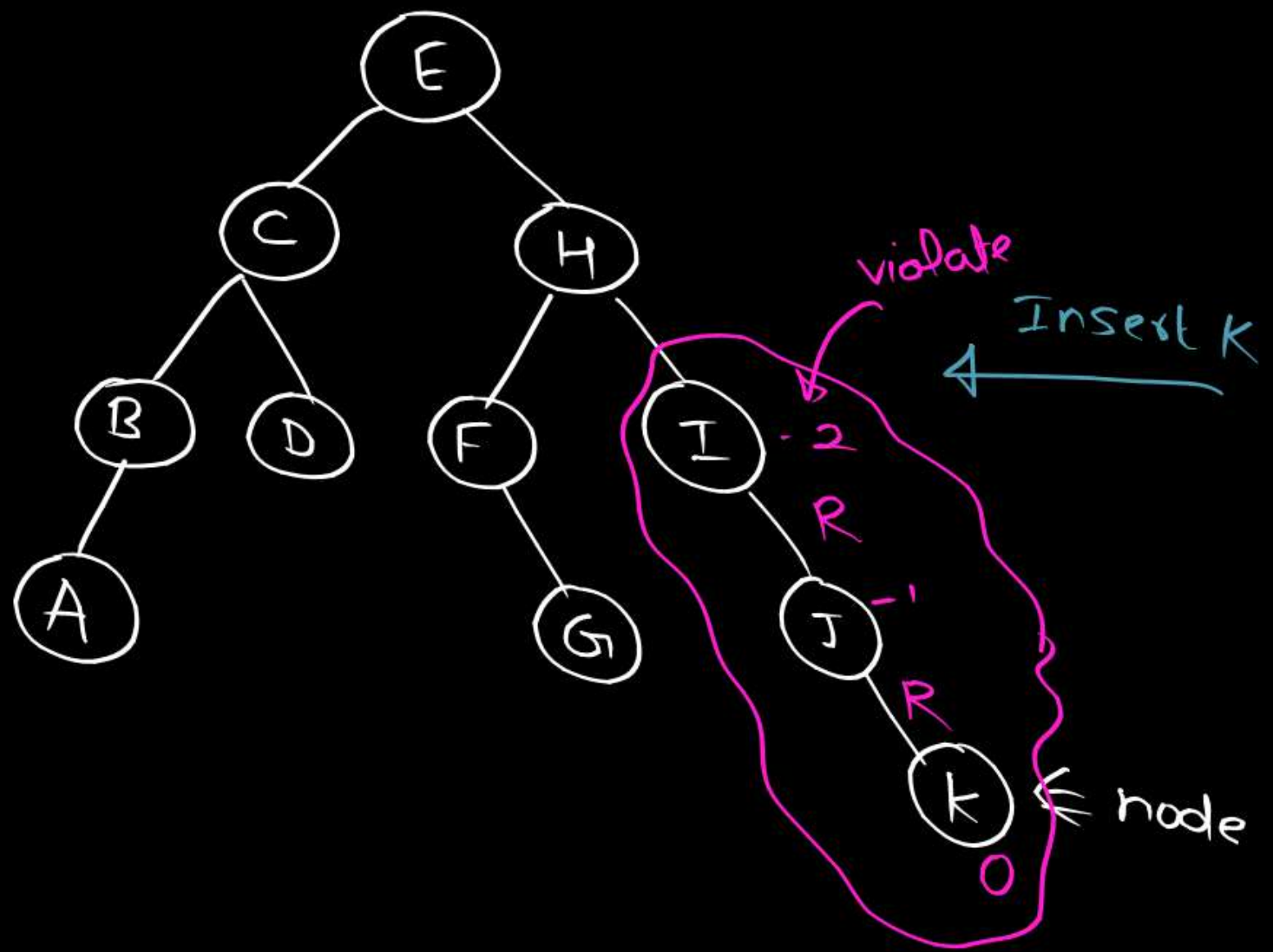
2. Const. AVL tree by inserting keys H, I, J, B, A, E, C, F, D, G, K, L in order. 5 min in order.  
 C, E, H



LR  
rotation



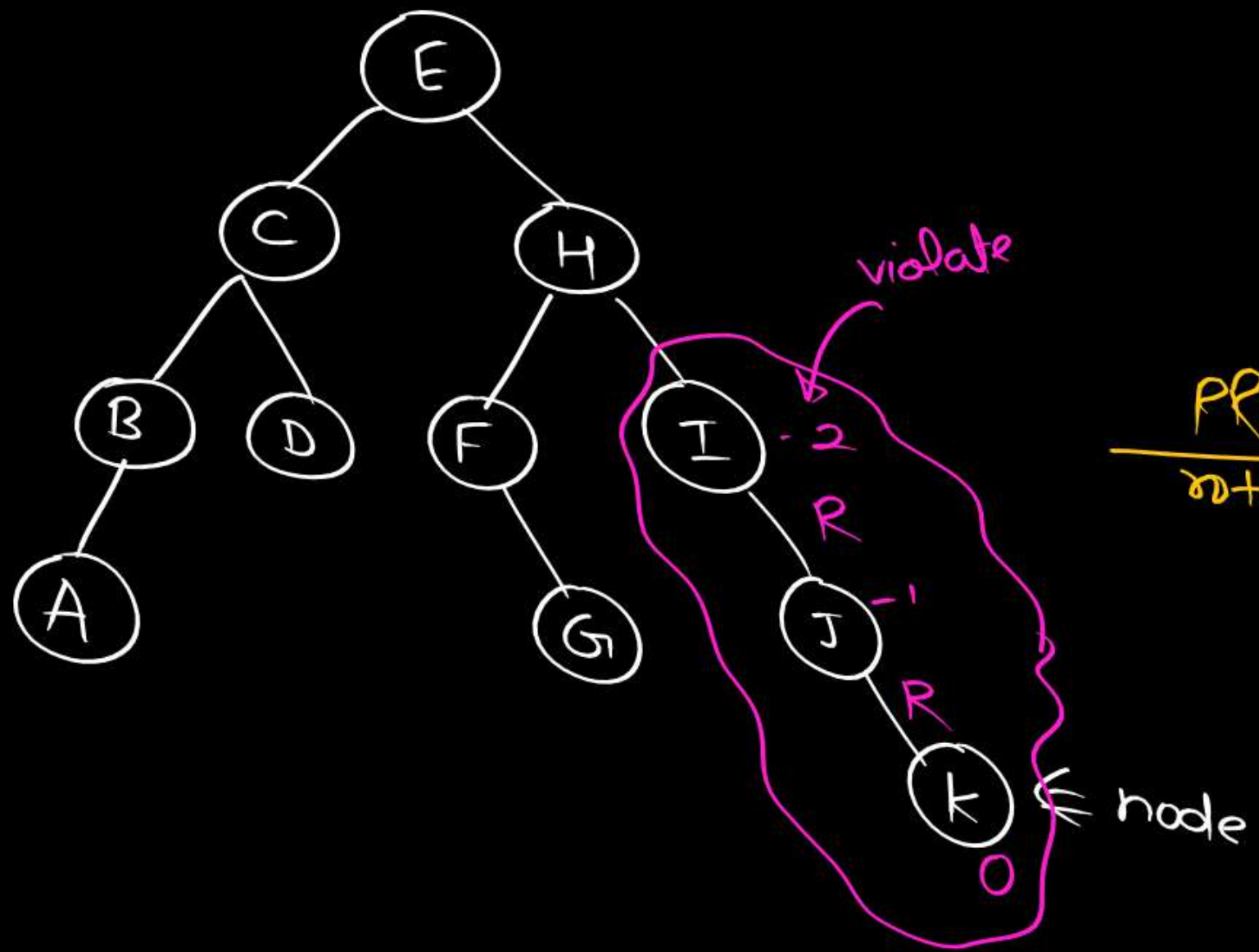
2. Const. AVL tree by inserting keys H, I, J, B, A, E, C, F, D, G, K, L in order. 5 min  
 C, E, H



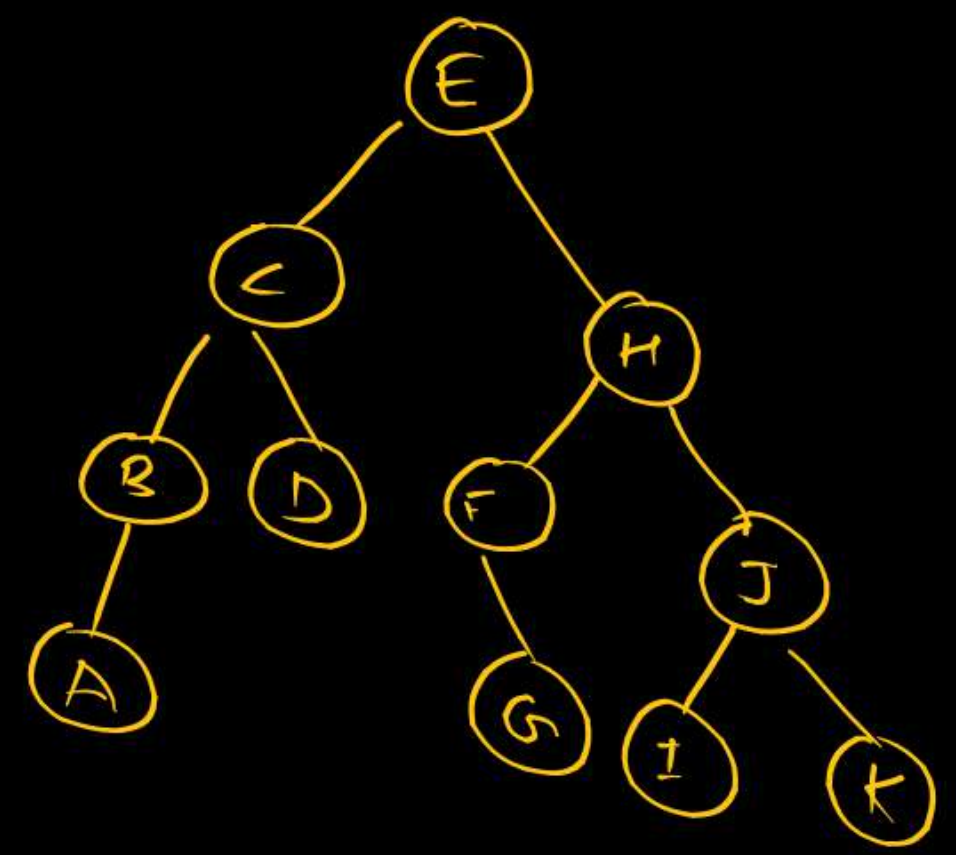


2. Const. AVL tree by inserting keys H, I, J, B, A, E, C, F, D, G, K, L in order. 5 min

C, E, H    I, J, K



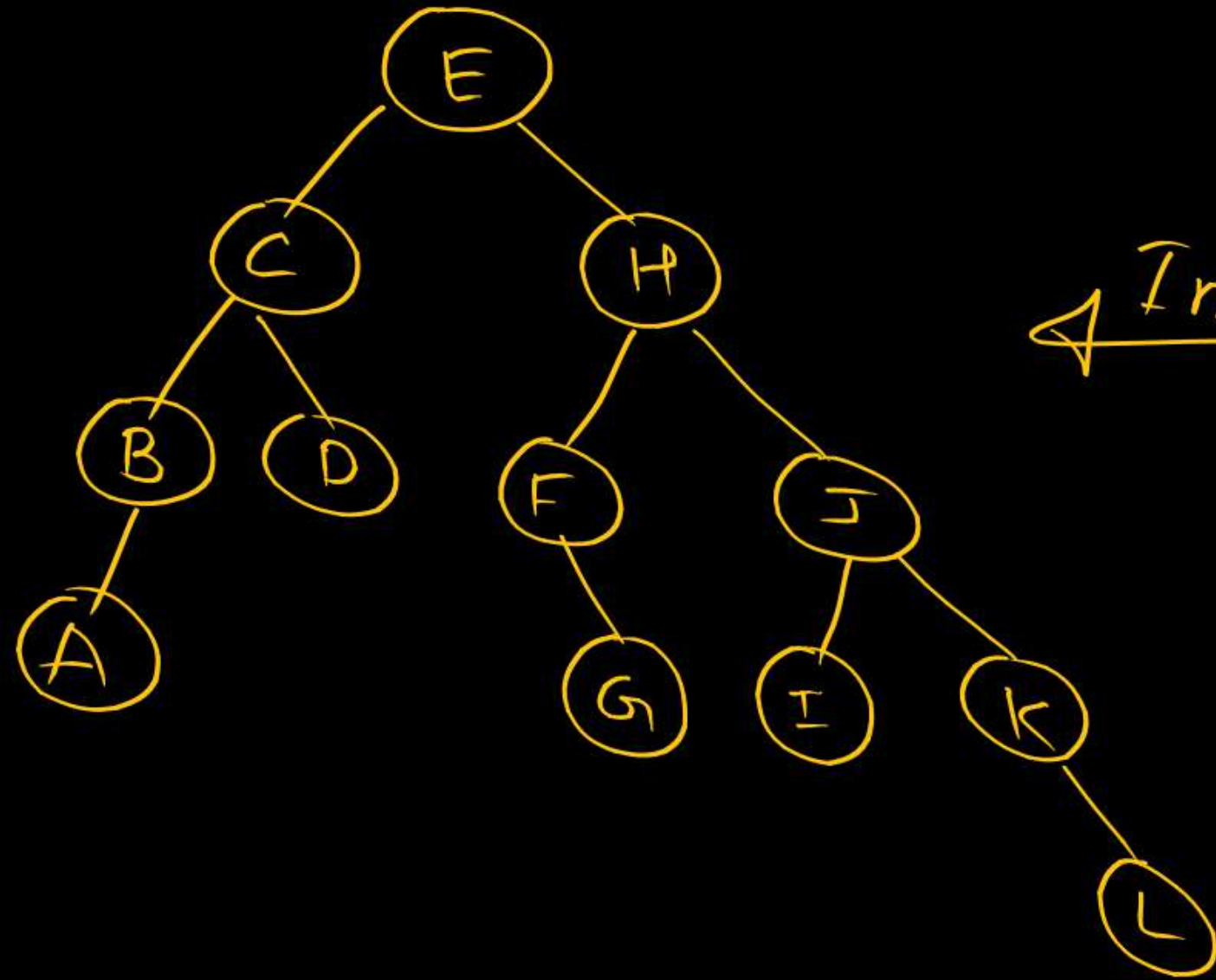
RR  
rotation



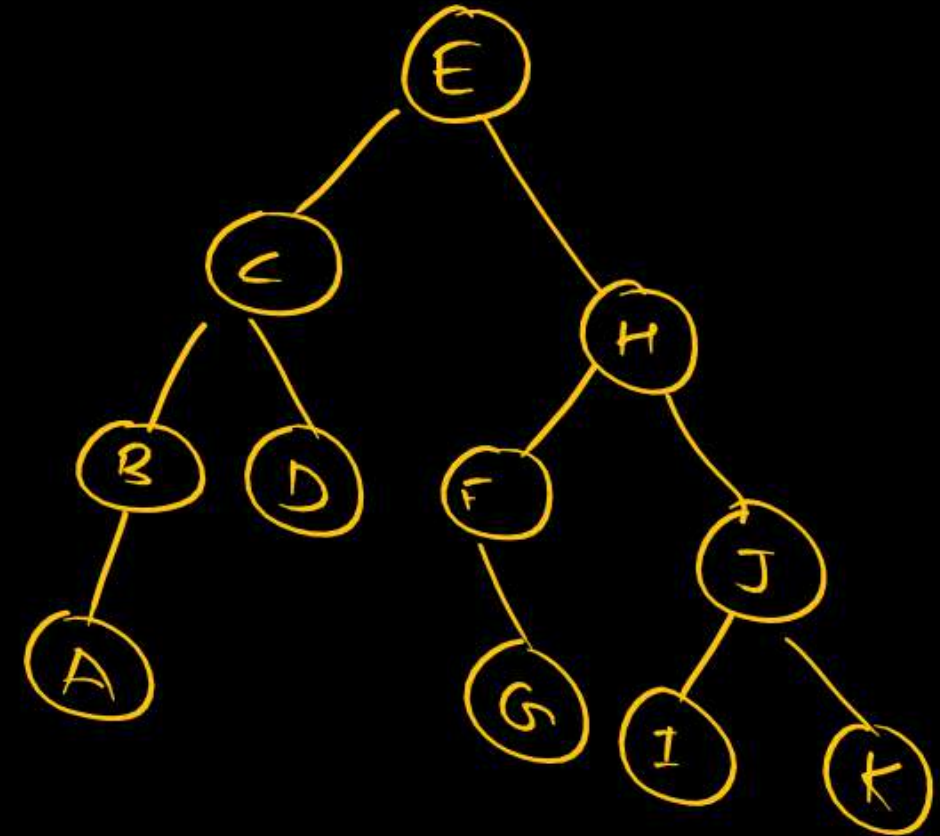


2. Const. AVL tree by inserting keys H, I, J, B, A, E, C, F, D, G, K, L in order. 5 min

C, E, H     I, J, K



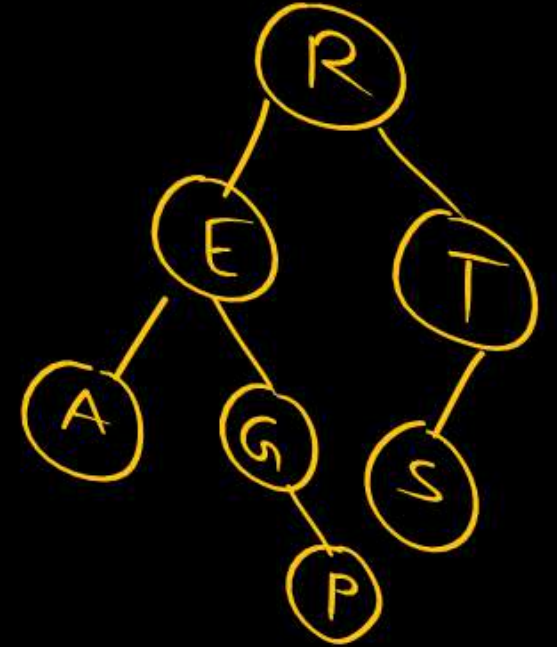
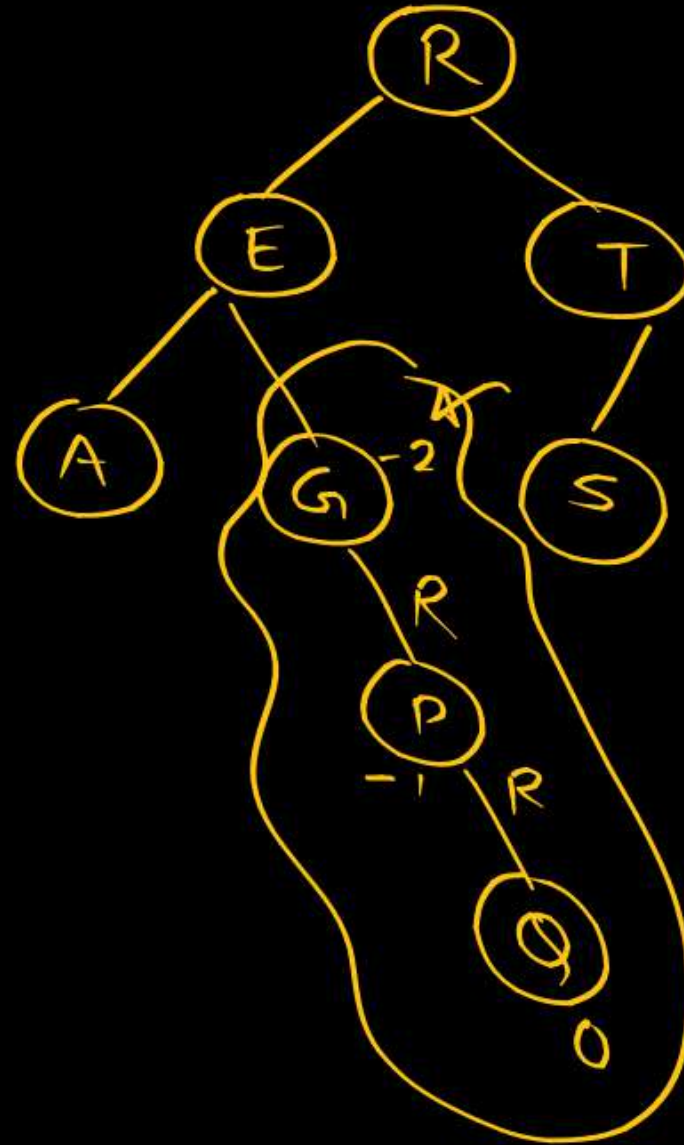
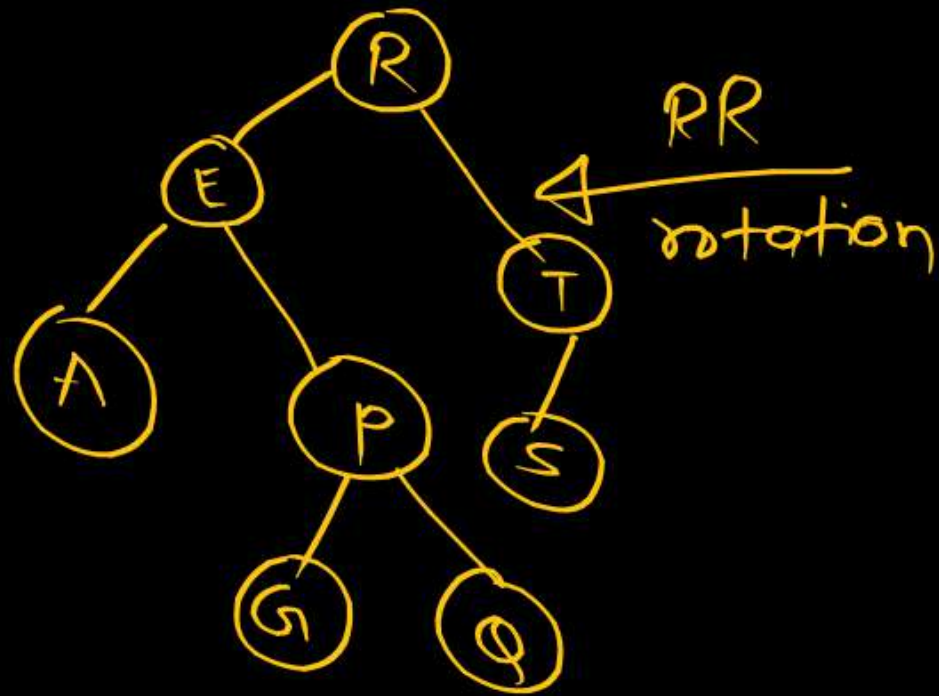
Insert-L



Q3: Const. AVL tree by inserting Keys: A, G, E, R, T, S, P, Q, W, C, M, D, X

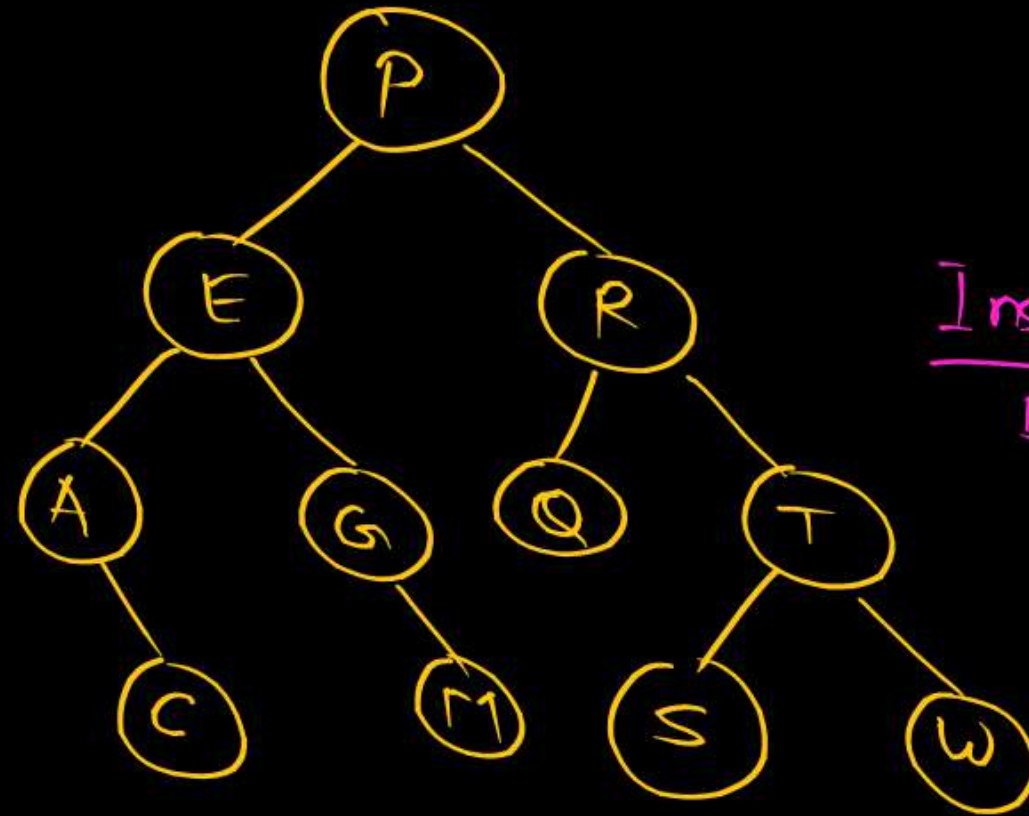
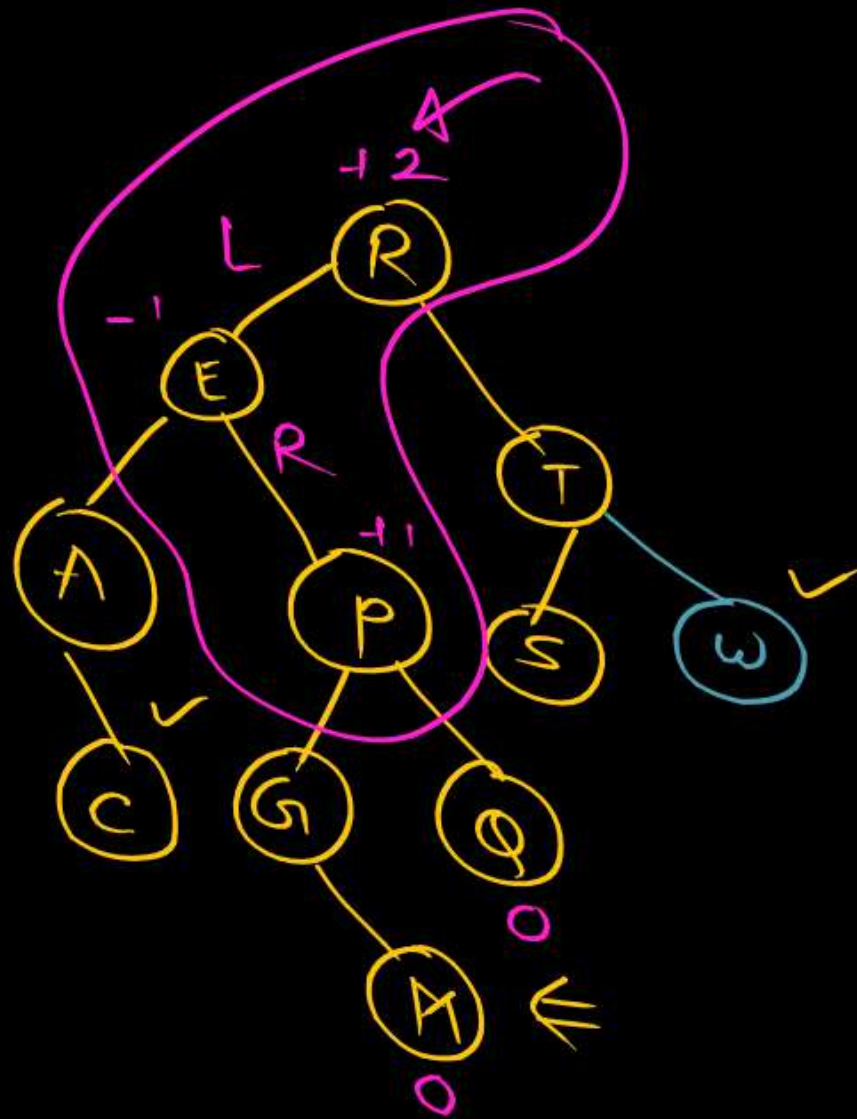


Q3: Const. AVL tree by inserting Keys: A, G, E, R, T, S, P, Q, W, C, M, D, X

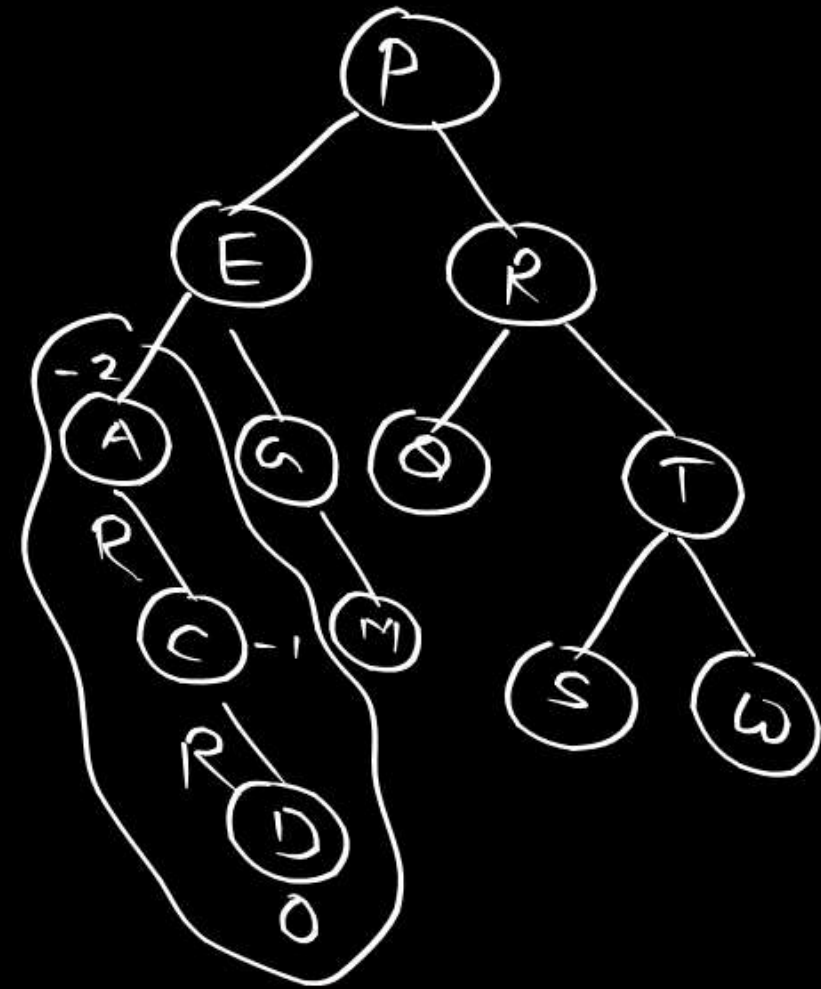




Q3. Const. AVL tree by inserting Keys: A, G, E, R, T, S, P, Q, W, C, M, D, X

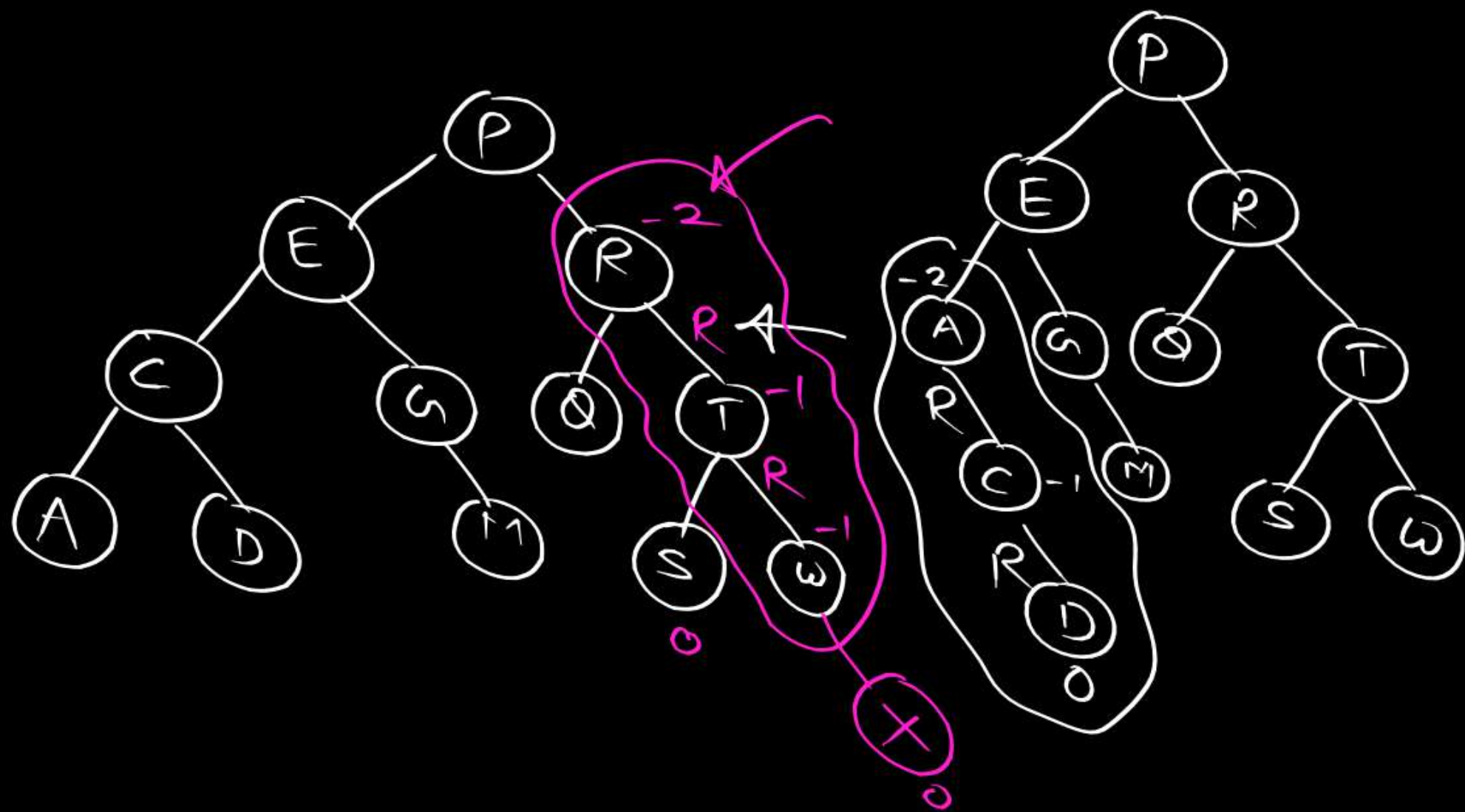
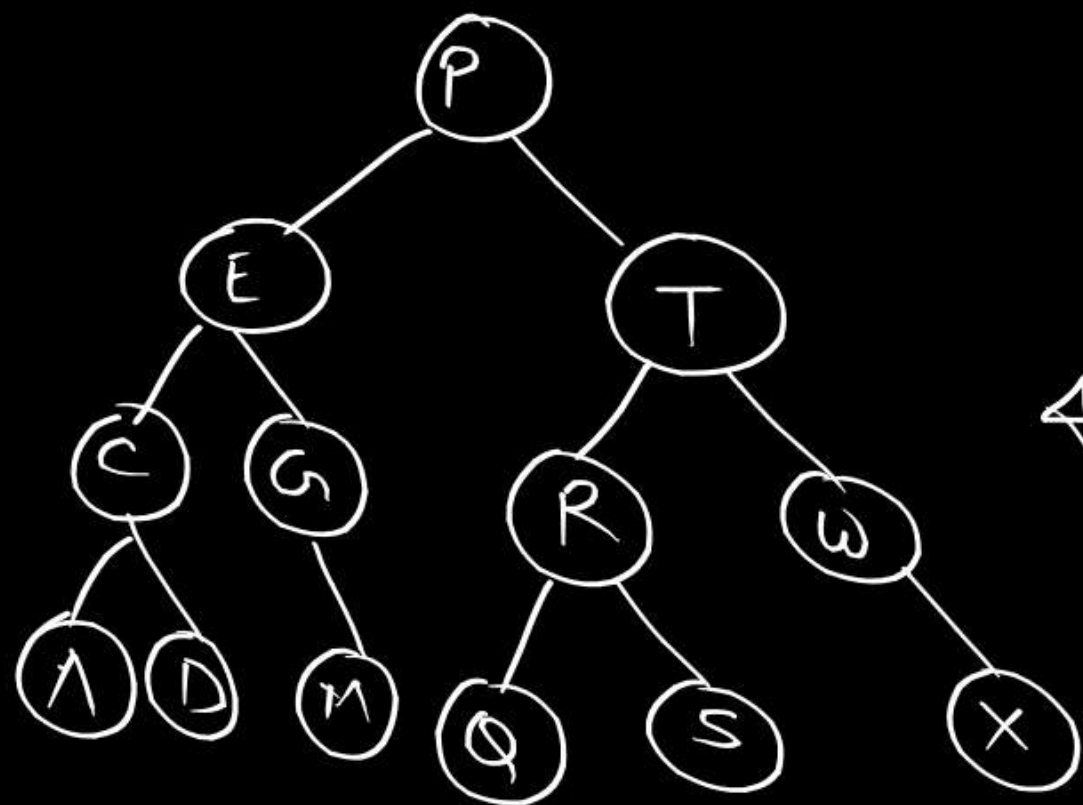


Insert  
D





Q3: Const. AVL tree by inserting Keys: A, G, E, R, T, S, P, Q, W, C, M, D, X



**THANK - YOU**