

# Data Structures (15B11CI311)

Odd Semester 2020



3<sup>rd</sup> Semester , Computer Science and Engineering

Jaypee Institute Of Information Technology (JIIT), Noida

# Lecture: 30-31

Topics to be covered:

- AVL Tree
- Operations on AVL Tree

# AVL Tree



- Searching in a BST has  $O(n)$  worst-case runtime complexity, when  $n$  is the height of the tree
- If we can maintain the height of a binary tree equals to  $O(\log n)$ , then search operation can be performed in  $O(\log n)$
- The trees with a **worst-case height of  $O(\log n)$**  are called **balanced trees**
- An example of a balanced tree is **AVL** (**A**delson-**V**elsky and **L**andis) tree

# Definition of AVL Tree



- It is a Binary Search Tree
- If  $T_L$  and  $T_R$  are the left and right subtrees of a nonempty binary tree (T), then T will be an AVL tree if and only if
  - $T_L$  and  $T_R$  are also AVL trees, and
  - $|h_L - h_R| \leq 1$  where  $h_L$  and  $h_R$  are the heights of  $T_L$  and  $T_R$  respectively

# Properties of AVL Tree



- Height of an AVL tree with  $n$  nodes:  $O(\log n)$
- Search time complexity in an  $n$ -node AVL tree =  $O(\text{height})$   
=  $O(\log n)$
- Insertion into an AVL tree can be done in  $O(\log n)$  time and resultant tree is also AVL tree
- Deletion from an AVL tree can also be done in  $O(\log n)$  time and resultant tree is also AVL tree



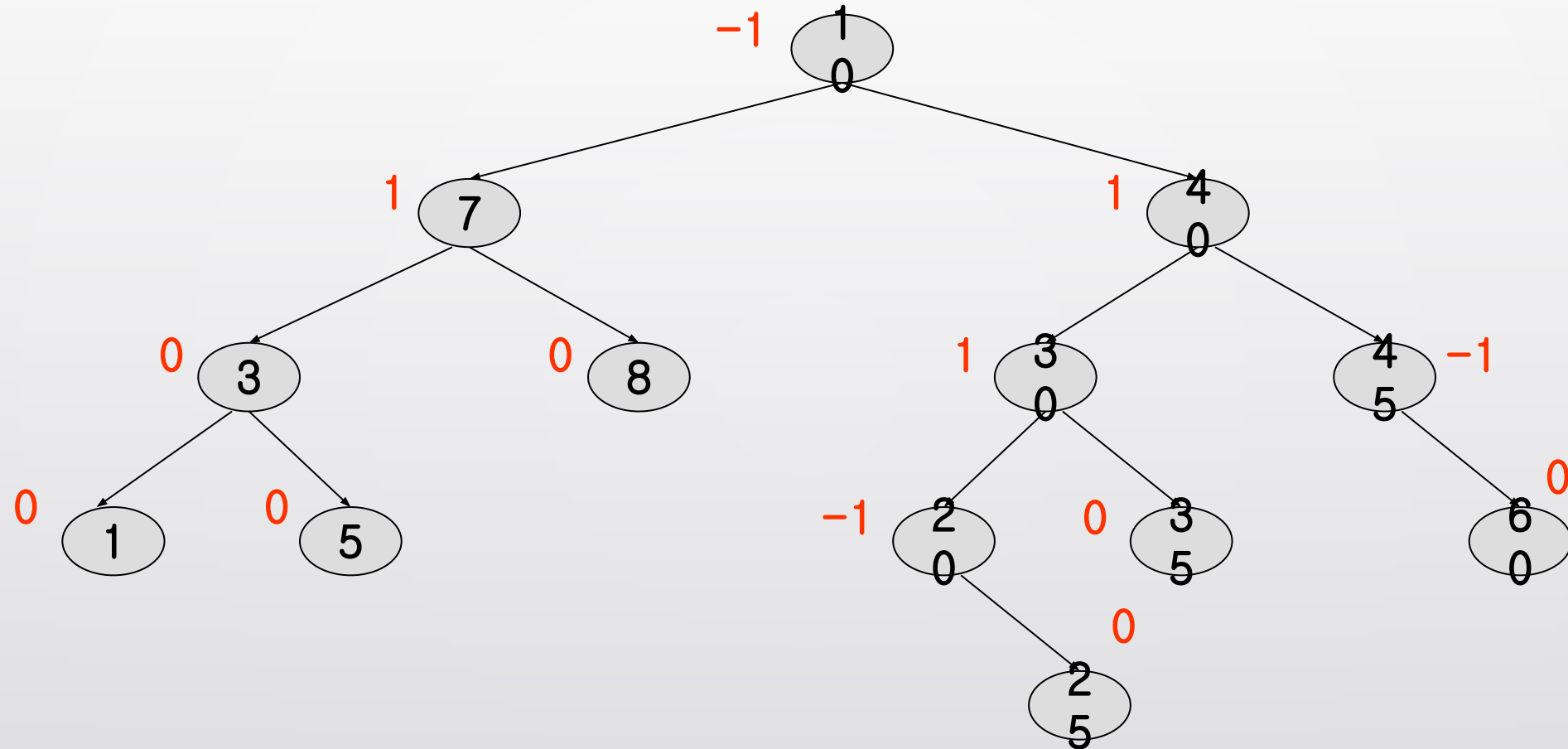
# Representation Of AVL Tree

- Generally represented using the linked representation
- A **balance factor** (bf) is used with each node to perform the insertion and deletion
- The balance factor **bf(x)** of a node x is defined as
  - $bf(x) = \text{height}(x \rightarrow \text{lchild}) - \text{height}(x \rightarrow \text{rchild})$
- Balance factor of each node in an AVL tree must be  $-1$ ,  $0$ , or  $1$

```
struct AVL
{
    int data;

    AVL *lchild, *rchild;
    int bf;
};
```

# AVL Tree with Balance Factor



# AVL Tree Operations



- Searching
  - Similar to Binary Search Tree in  $O(\log n)$
- Insertion
- Deletion

































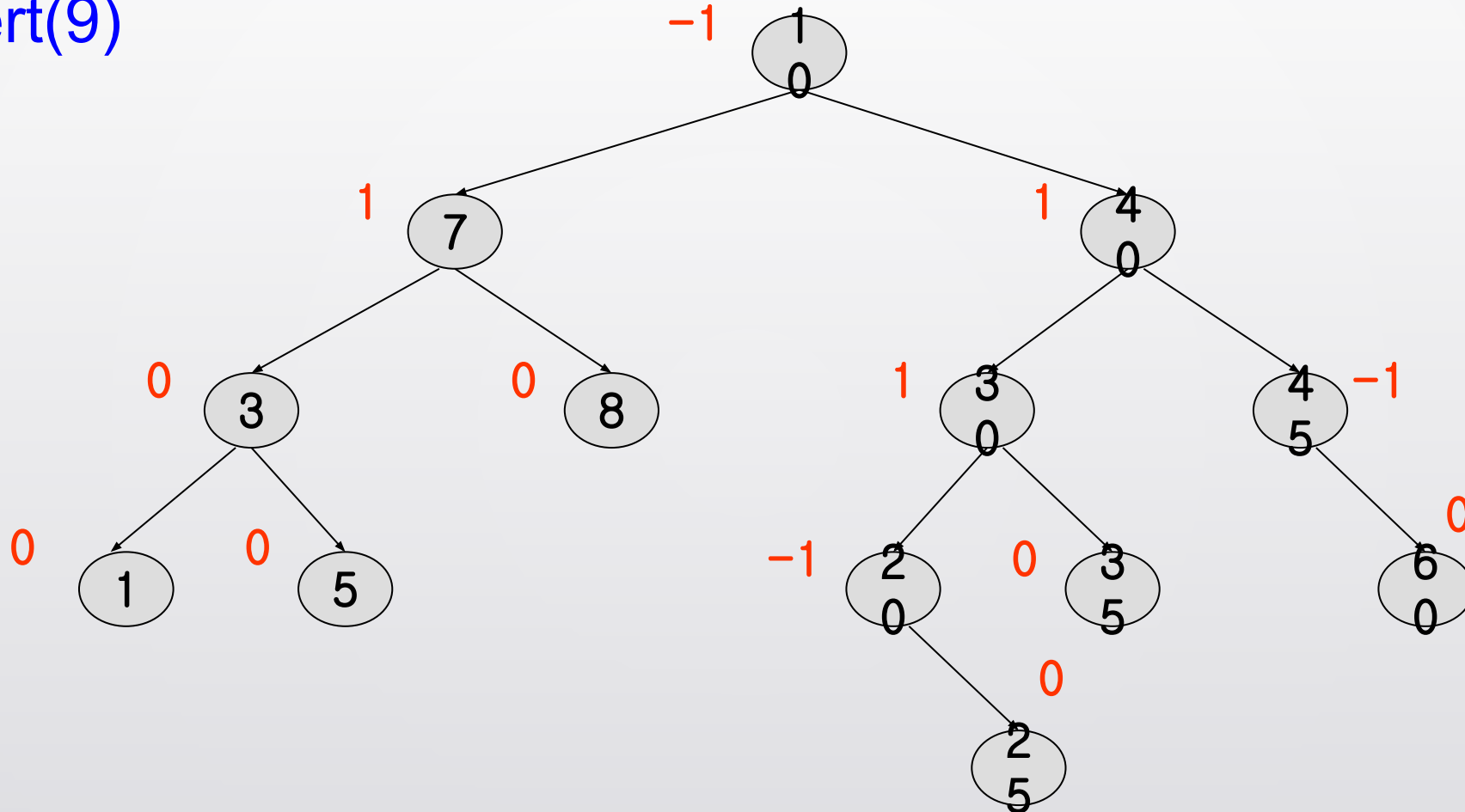


# Insertion/Deletion in an AVL Tree

- Perform the Insertion or deletion in AVL tree like Binary Search Tree
- After performing the operation, check the balance factor of each node
  - **Case-01:**
    - The balance factor of each node is either 0 or 1 or -1
    - The operation is concluded
  - **Case-02:**
    - The balance factor of at least one node is not 0 or 1 or -1
    - That is, the AVL tree is not balanced
    - Perform suitable **Rotations** to balance the tree

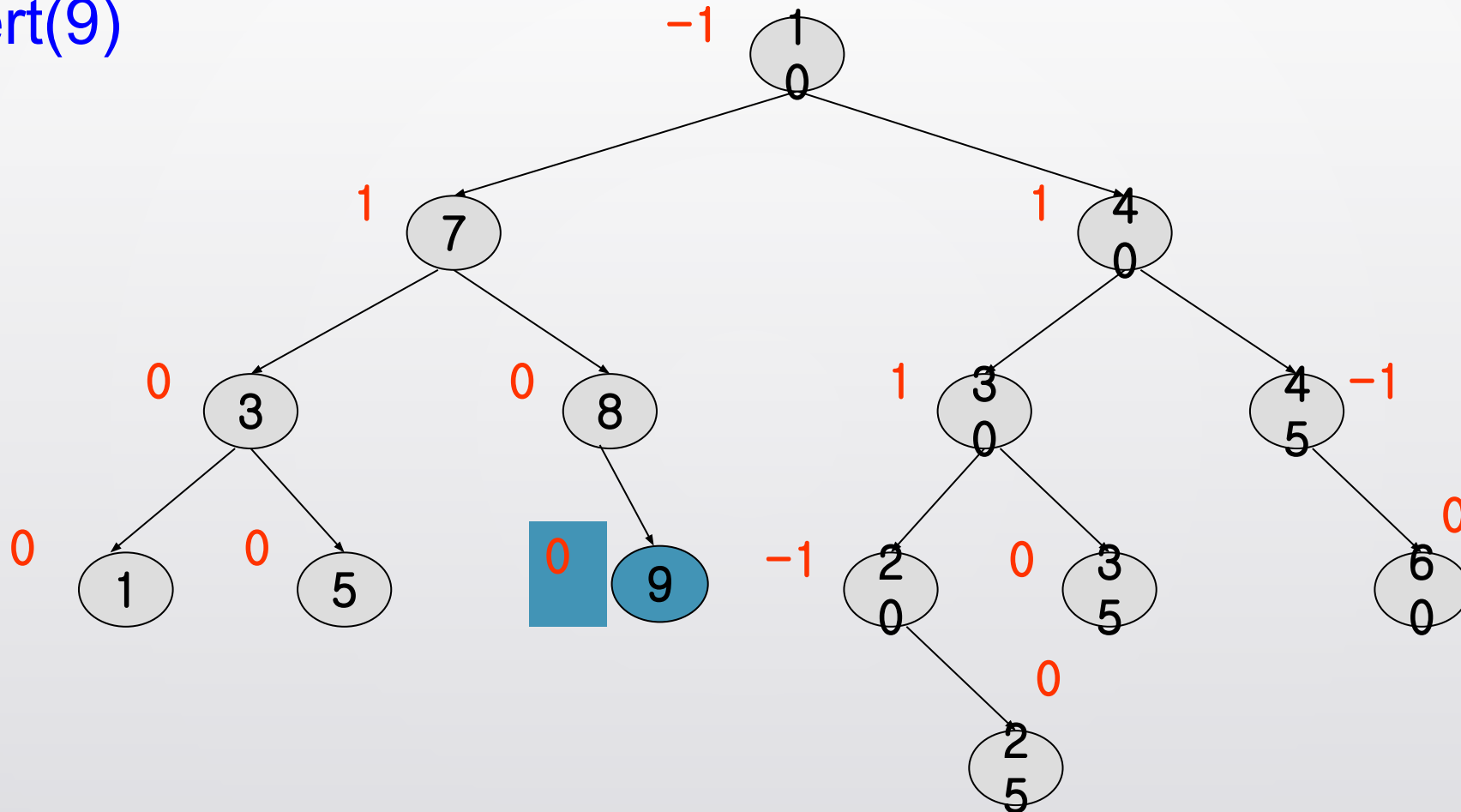
# Insertion/Deletion in an AVL Tree (Case-01)

Insert(9)



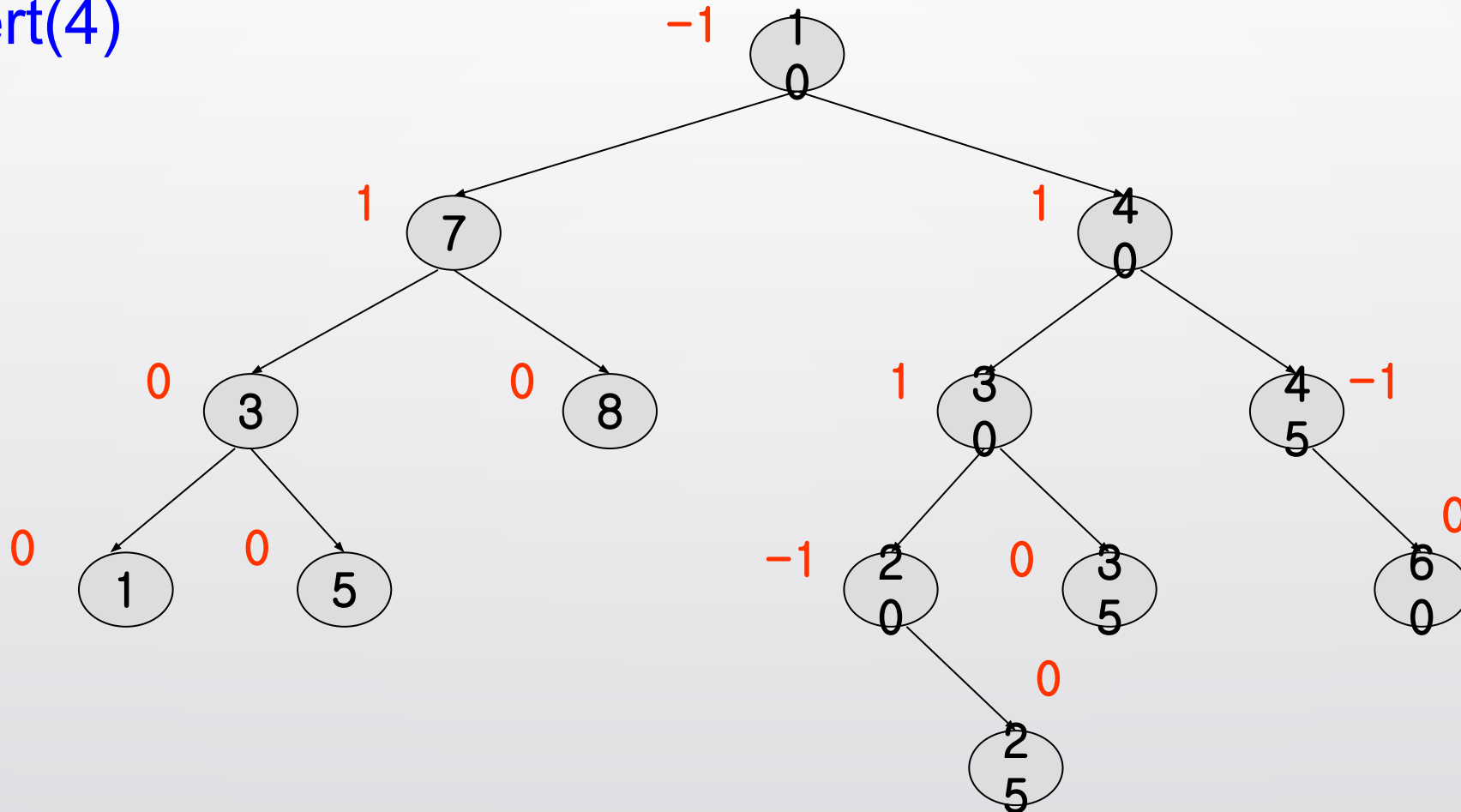
# Insertion/Deletion in an AVL Tree Case-01

Insert(9)



# Insertion/Deletion in an AVL Tree Case-02

Insert(4)





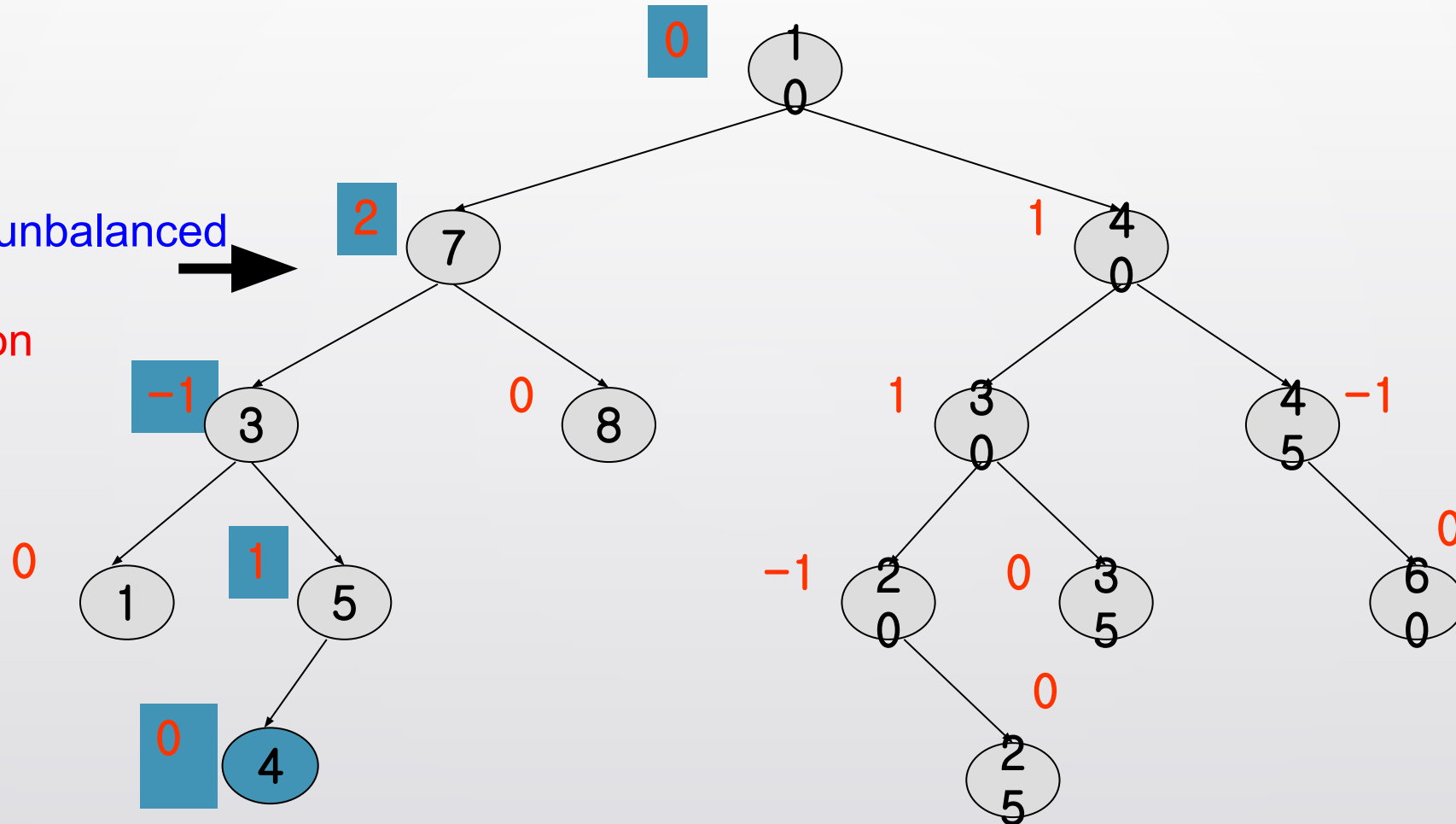
# Insertion/Deletion in an AVL Tree Case-02



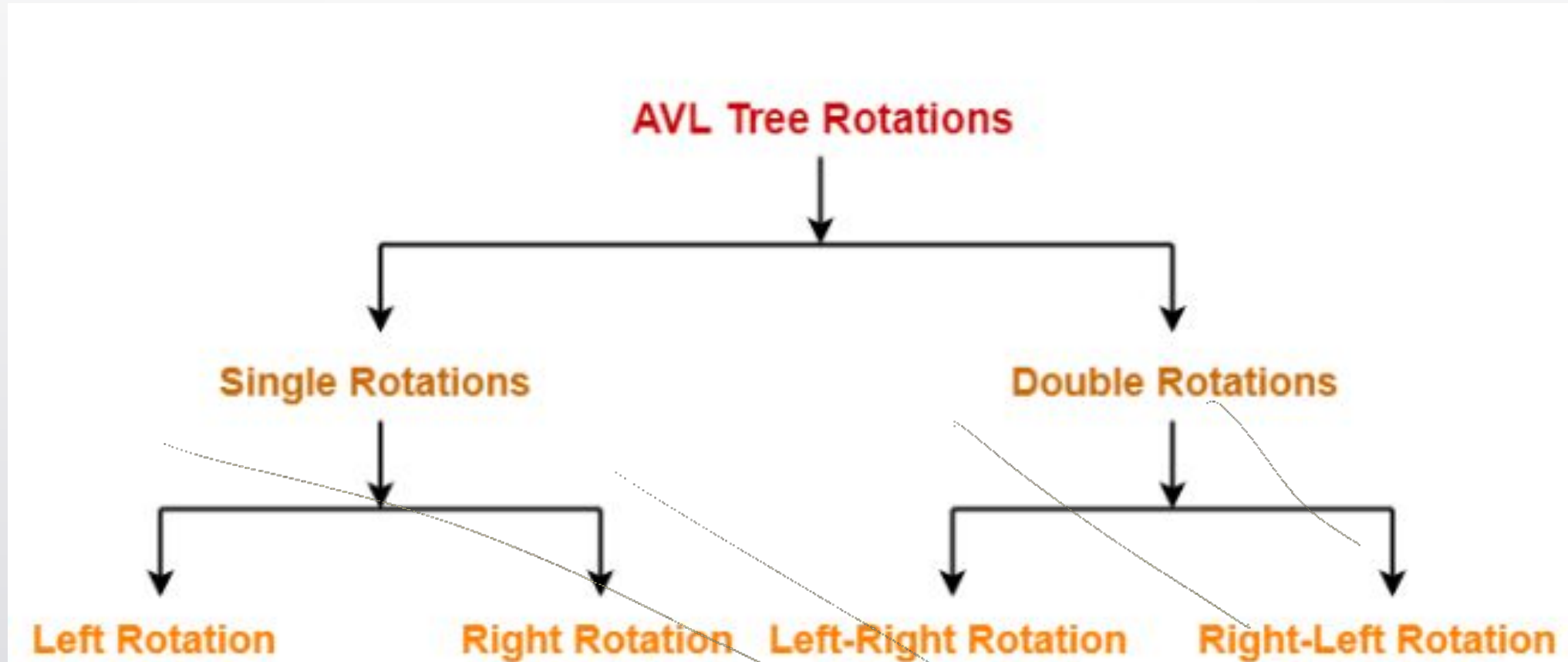
Insert(4)

Tree becomes unbalanced →

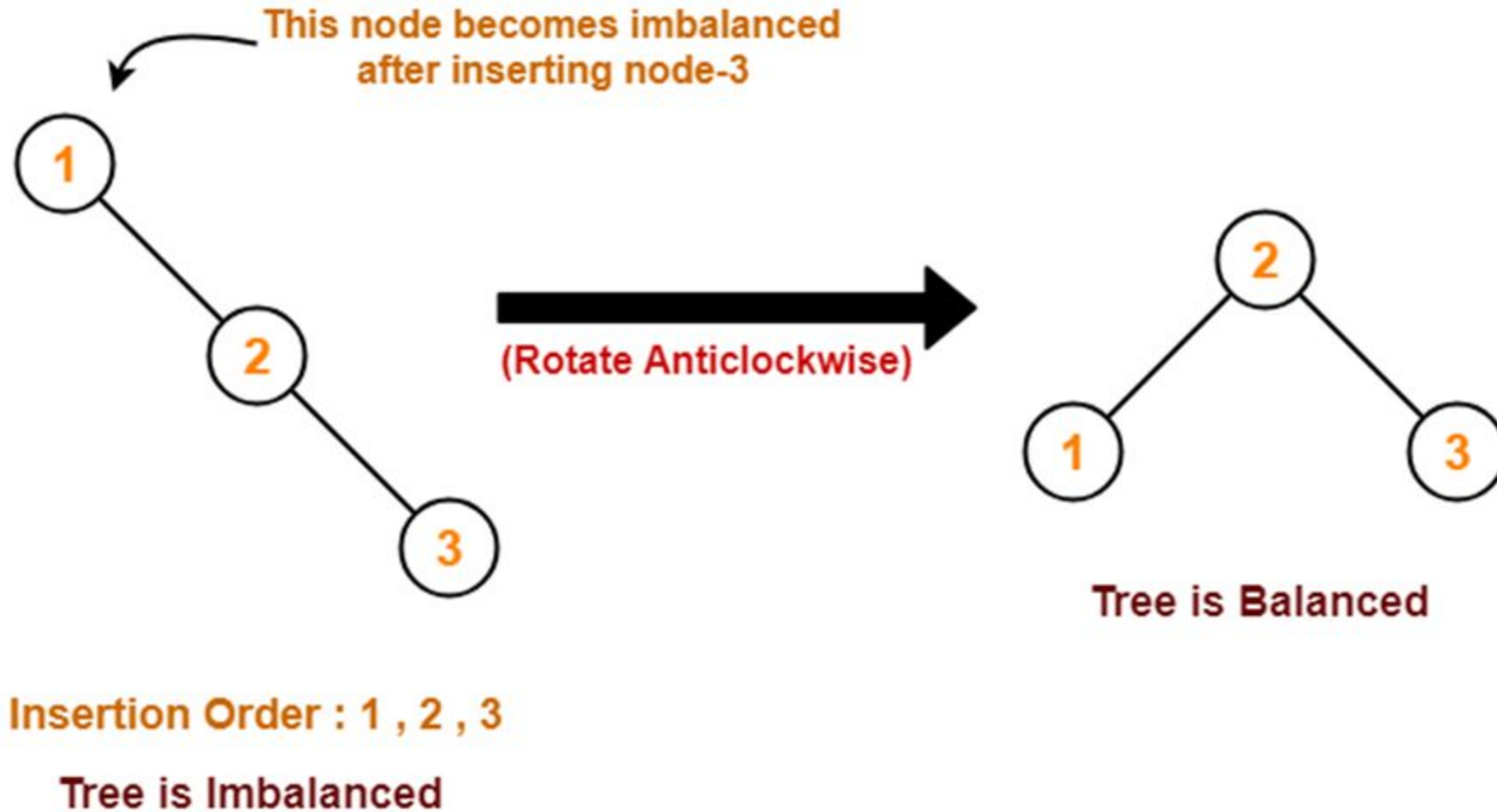
Perform Rotation



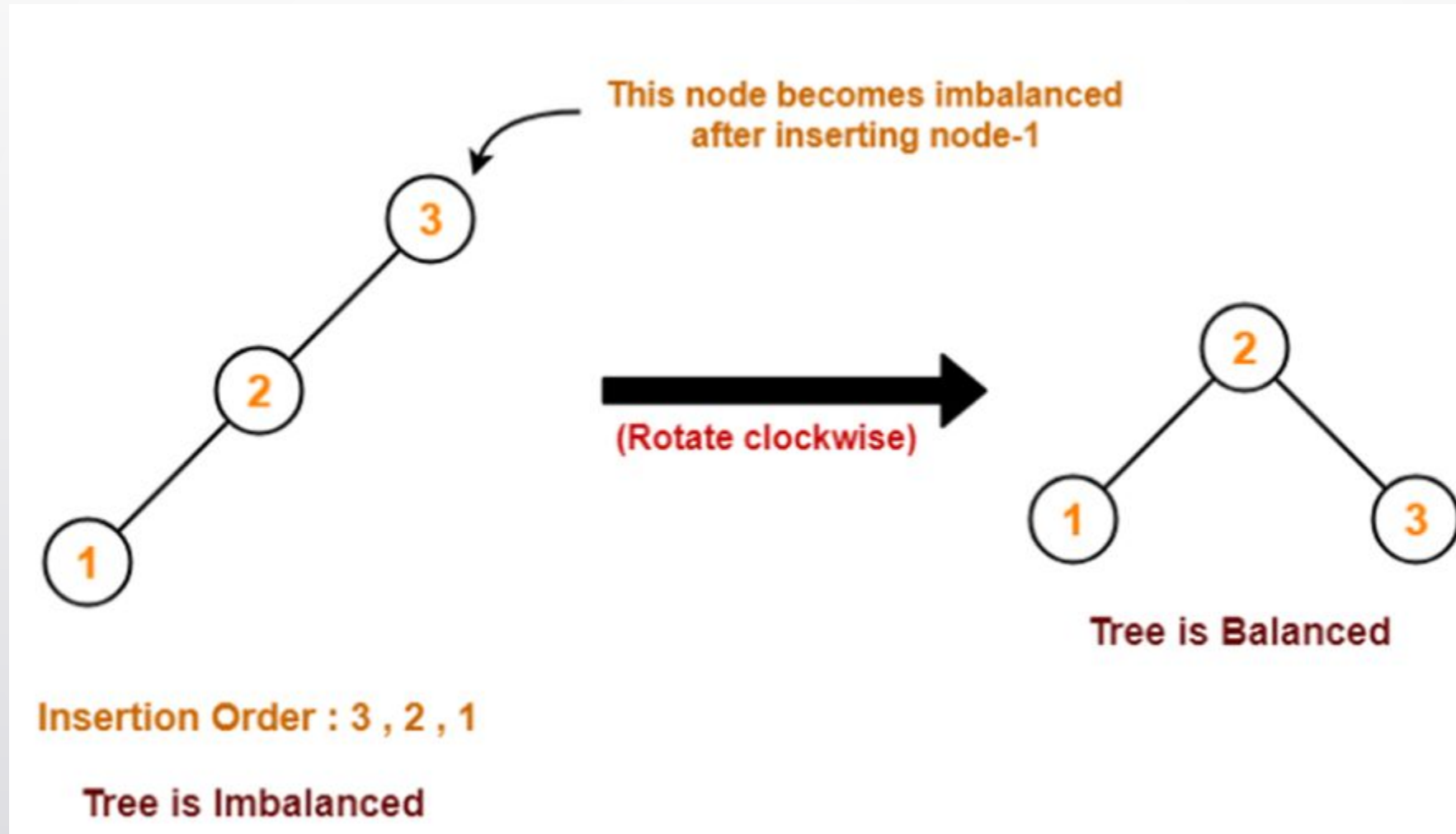
# AVL Tree Rotations



# Case-01: Left Rotation

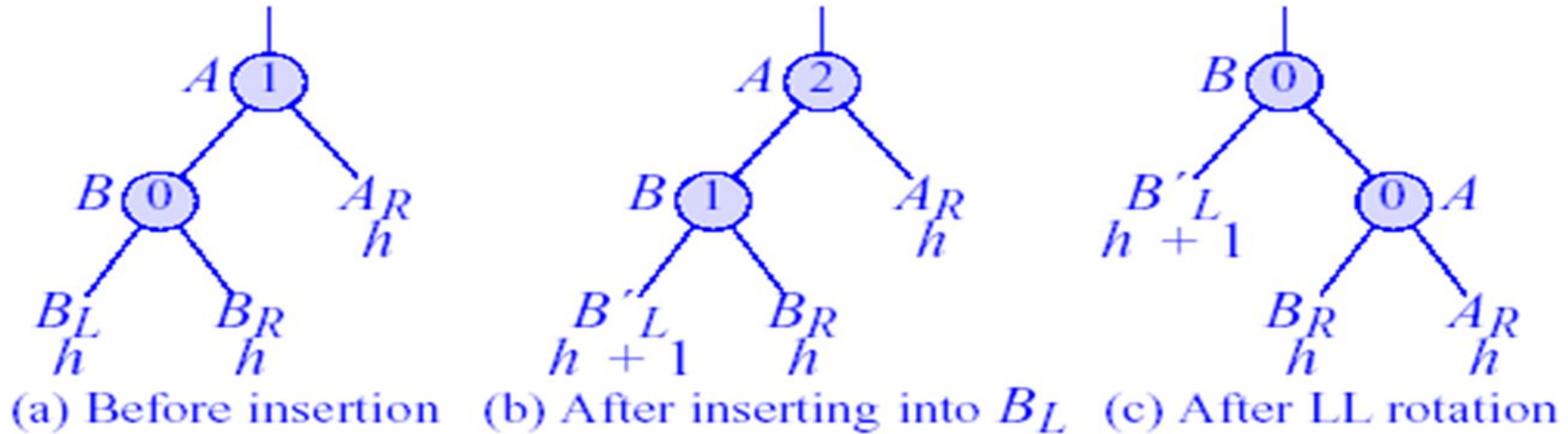


# Case-02: Right Rotation





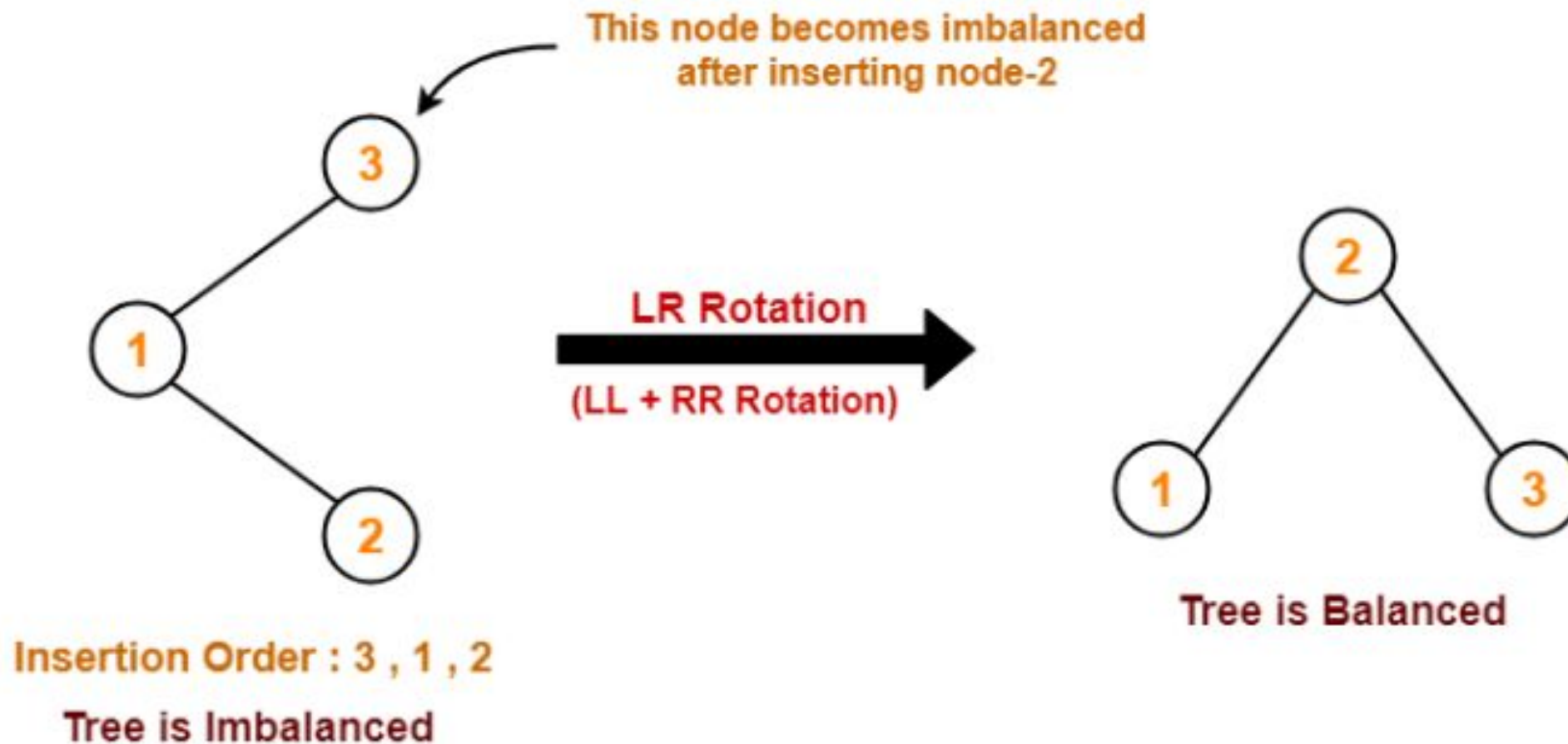
# Case-01: Right Rotation



Balance factors are inside nodes.  
Subtree heights are below subtree names.

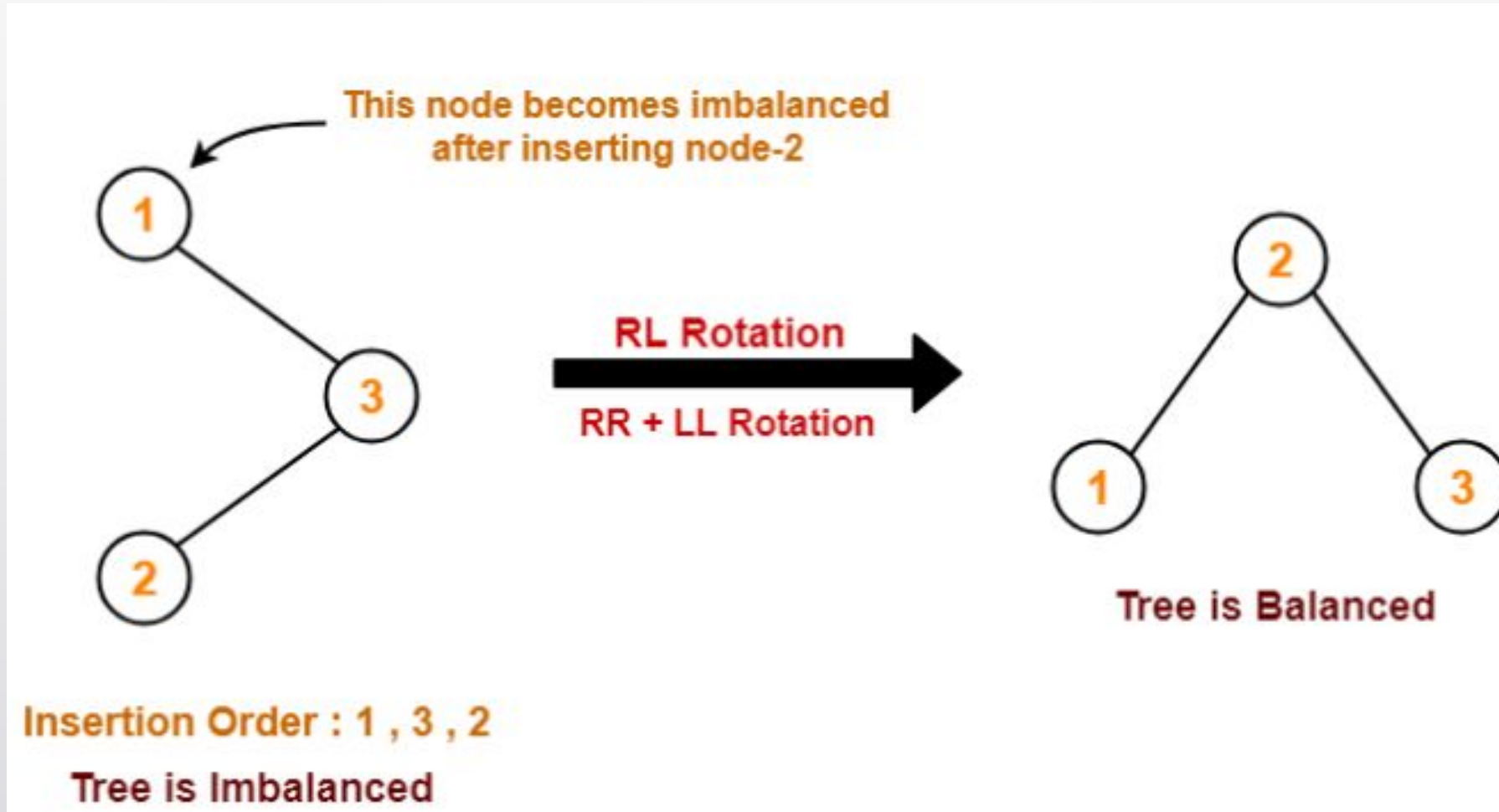
- Similarly, we can do the rotation for Left rotation

# Case-03: LR Rotation

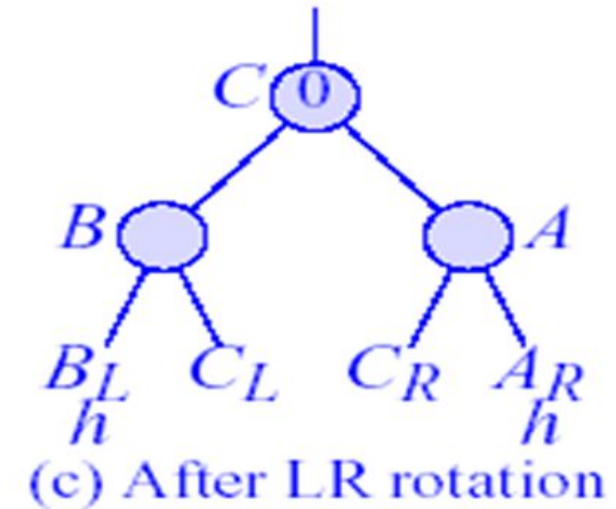
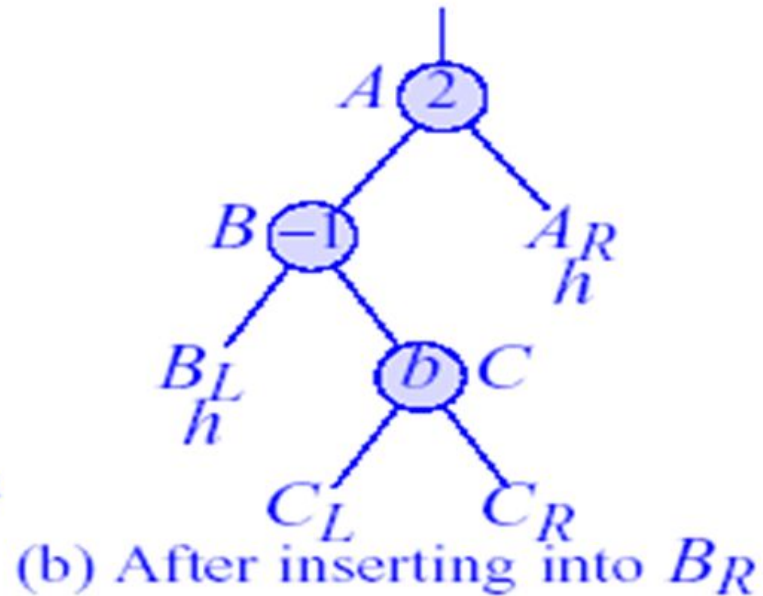
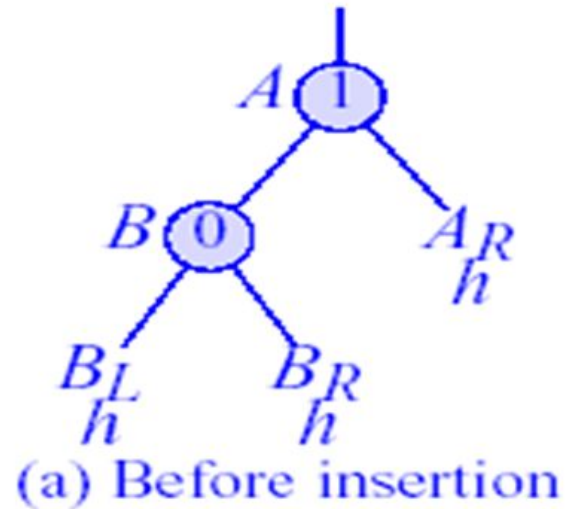




# Case-04: RL Rotation



# Case-01: LR Rotation



$b = 0 \Rightarrow bf(B) = bf(A) = 0$  after rotation  
 $b = 1 \Rightarrow bf(B) = 0$  and  $bf(A) = -1$  after rotation  
 $b = -1 \Rightarrow bf(B) = 1$  and  $bf(A) = 0$  after rotation

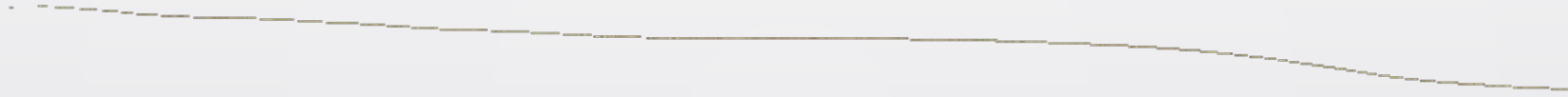
An LR Rotation

- Similarly, we can do the rotation for RL rotation

# Insertion in an AVL Tree: Example



- Insert the following elements in an AVL tree and do the required rotations to balance it.
- 10, 7, 27, 9, 40, 3, 8, 30, 45, 1, 5, 20, 35, 60, 25, 4, 29,



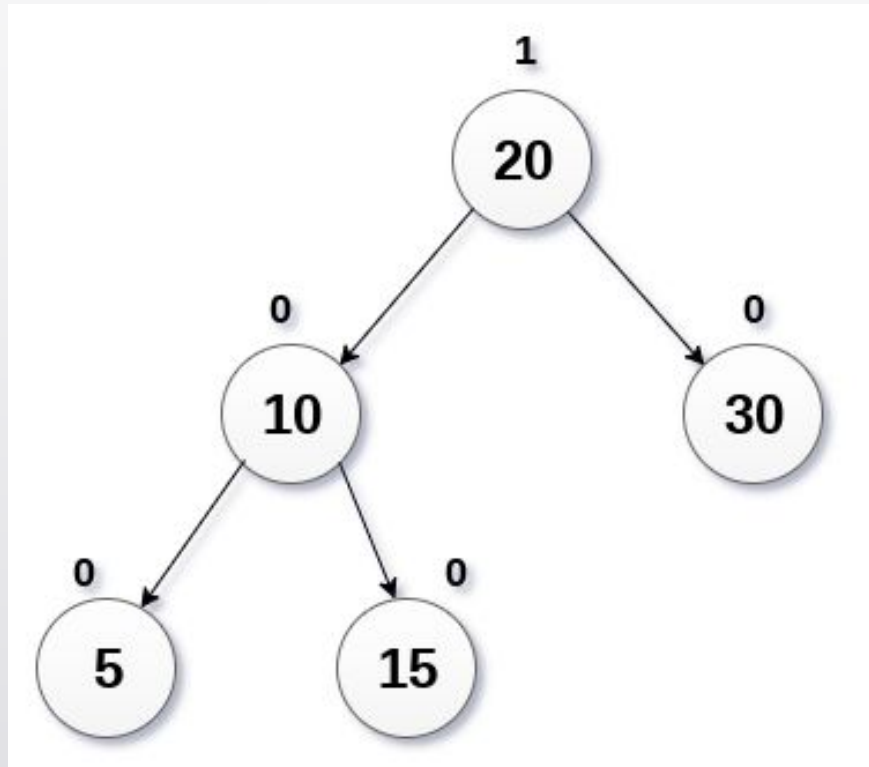
# Deletion in an AVL Tree

- Perform the deletion in AVL tree like Binary Search Tree
- After performing the operation, check the balance factor of each node
  - **Case-01:**
    - The balance factor of each node is either 0 or 1 or -1
    - The operation is concluded
  - **Case-02:**
    - The balance factor of at least one node is not 0 or 1 or -1
    - That is, the AVL tree is not balanced
    - Perform suitable **Rotations**, as described previously, to balance the tree



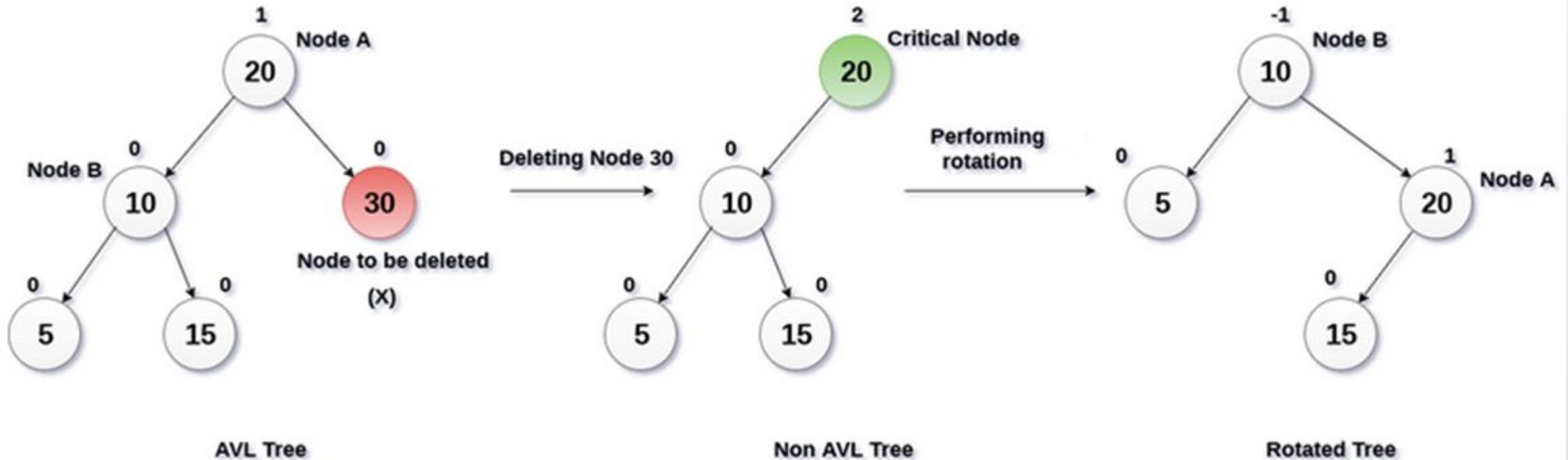
# Deletion in an AVL Tree

- Delete 30 from the below AVL tree



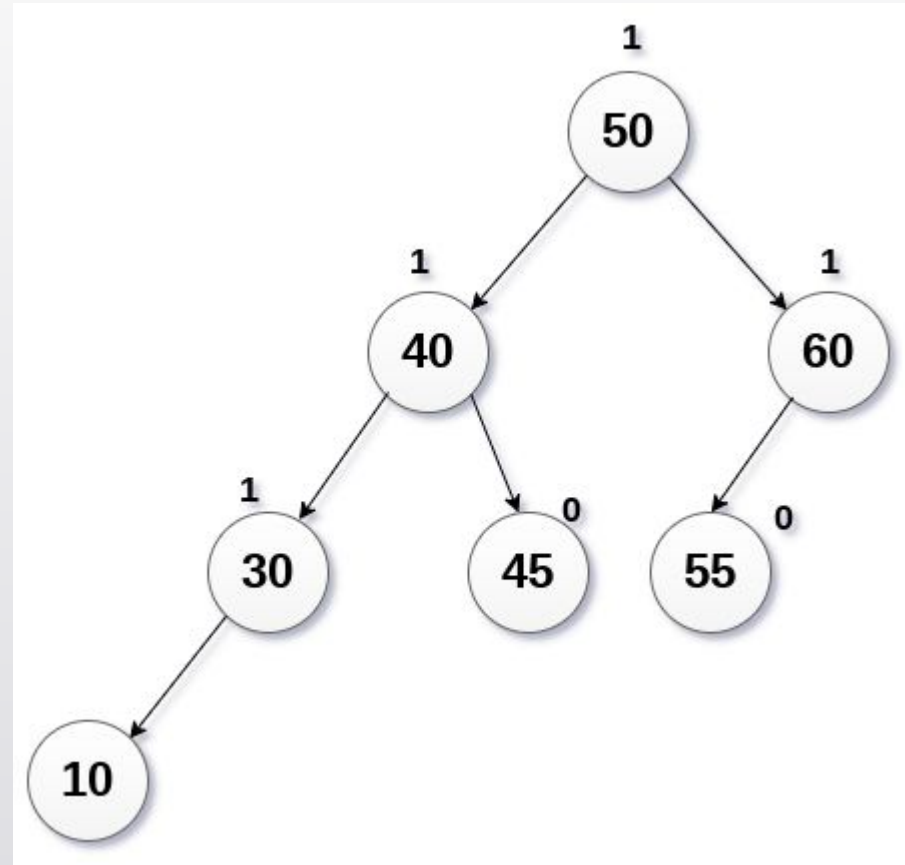
# Deletion in an AVL Tree

- Delete 30 from the below AVL tree



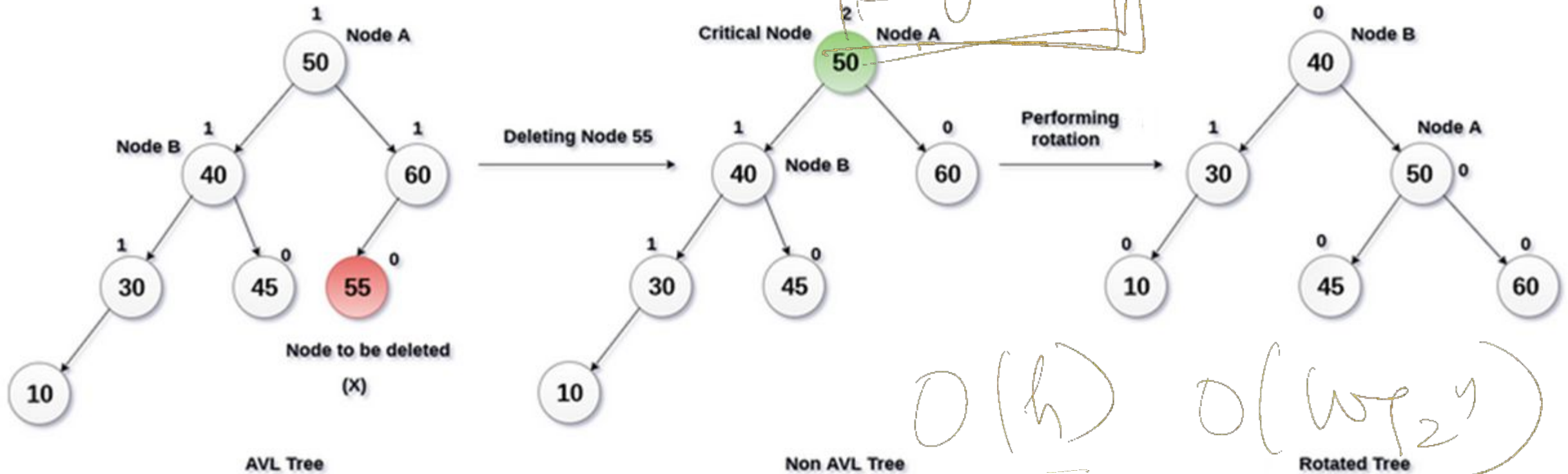
# Deletion in an AVL Tree

- Delete 55 from the below AVL tree



# Deletion in an AVL Tree

- Delete 55 from the below AVL tree



$\log_2(n)$

$O(h)$

$O(\log_2 n)$

$O(\log_2 n)$

$O(h) \rightarrow O(\log_2 n)$



# Reference

- <https://nptel.ac.in/courses/106/103/106103069/>
- <https://www.cs.cmu.edu/~wlovas/15122-r11/lectures/18-avl.pdf>
- <https://www.gatevidyalay.com/avl-tree-avl-tree-example-avl-tree-rotation/>
- <https://www.javatpoint.com/deletion-in-avl-tree>
- <https://www.javatpoint.com/avl-tree>
- <http://dpm.postech.ac.kr/cs233/>