Data Structures Tree Rotation

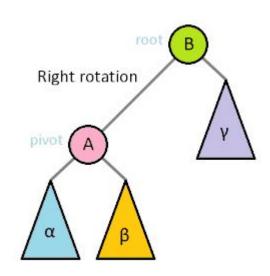
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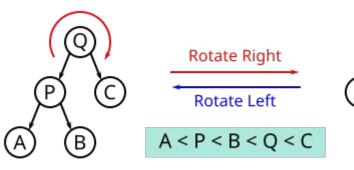


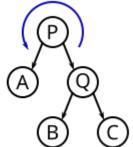
Left and Right Rotations

- Tree rotation changes the structure without affecting the order of the elements
 - One node moves up and one node moves down
 - This movement can change the height of A and B
 - We will use this height change for rebalancing
- We have 2 rotations
 - Right rotation (clockwise):
 - For memorization: the right node (B) goes down
 - Left rotation (counter-clockwise)
 - For memorization: the left node (A) goes down
- Observe β is the only child changing its parent



Left and Right Rotations

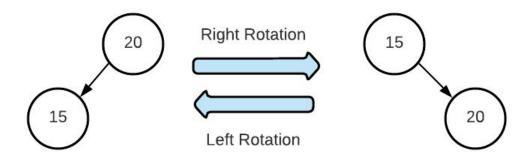




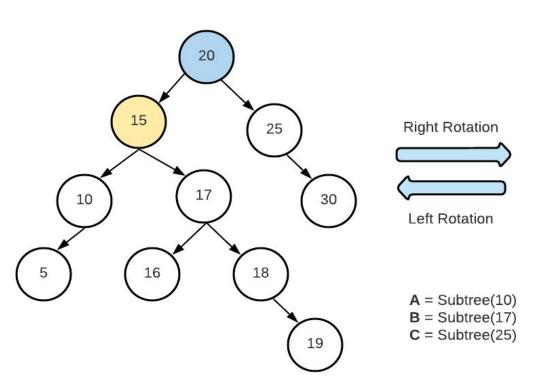
Observe

- Subtrees A, B, C: no change to their children ⇒ same BF
- \circ A < P < B < Q < C in both
 - Remain a BST
- Right rotation (clockwise)
 - P's height increased
 - Q's height decreased
- Left rotation (counter-clockwise)
 - P's height decreased
 - Q's height increased

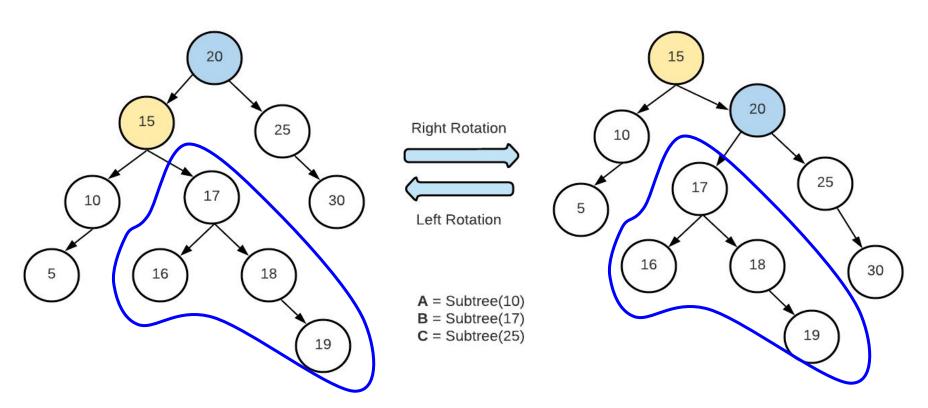
Rotation Example



Your turn: Right rotation for subtree(20)

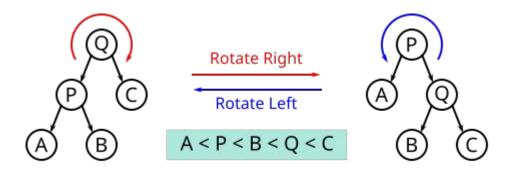


Rotation Example

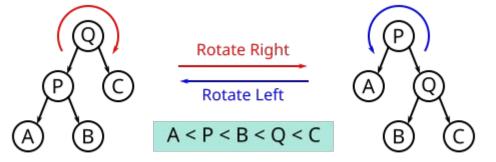


Your turn: Code rotations

- AVLTree* right_rotation(AVLTree* Q)
- AVLTree* left_rotation(AVLTree* P)
- Tip: A few simple lines of code (sketch out your work on paper)

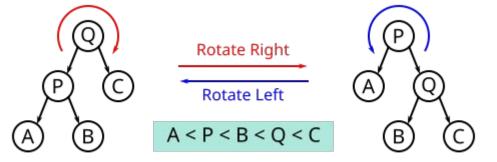


Right Rotation code



```
def _right_rotation(self, Q):
    print("right_rotation", Q.val)
    P = Q.left
    Q.left = P.right
    P.right = Q
    Q.update_height()
    P.update_height()
    return P
```

Left Rotation code



```
def _left_rotation(self, P):
    print("left_rotation", P.val)
    Q = P.right
    P.right = Q.left
    Q.left = P
    P.update_height()
    Q.update_height()
    return Q
```

"Acquire knowledge and impart it to the people."

"Seek knowledge from the Cradle to the Grave."