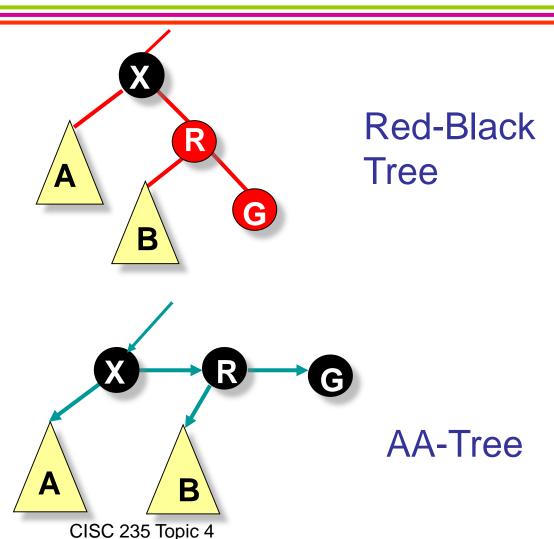
Adjustments to AA-Trees: Split

(Color no longer shown for AA-Trees, since only the level is stored)

Problem: With G inserted, there are two reds in a row

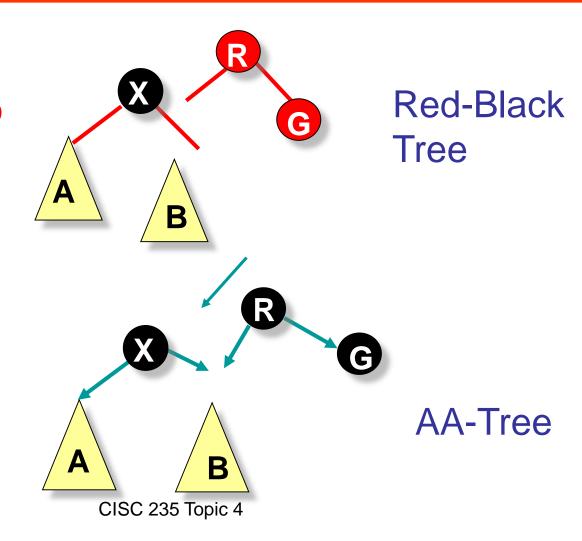
The split (左旋)
procedure is
a simple left
rotation
between X
and R



Adjustments to AA-Trees: Split

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a simple left
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and R



Adjustments to AA-Trees: Split

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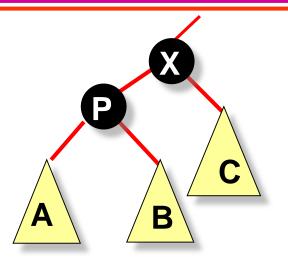
Red-Black Tree

Note that R's level increases in the AA-Tree

Adjustments to AA-Trees: Skew

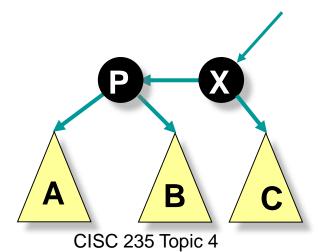
Problem:

Horizontal left link in AA-Tree (too many black nodes on one path)



Red-Black Tree

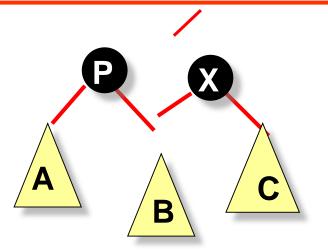
The skew(右旋)
procedure is a
simple right
rotation between
X and P



Adjustments to AA-Trees: Skew

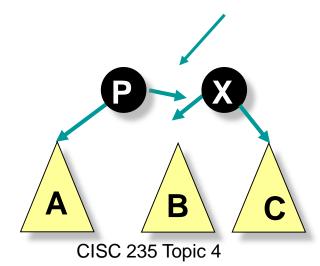
Problem:

Horizontal left link in AA-Tree (too many black nodes on one path)



Red-Black Tree

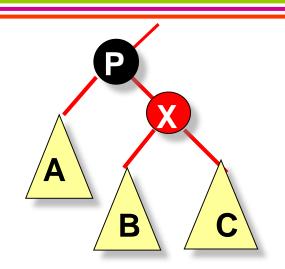
The skew (右旋)
procedure is a
simple right
rotation between
X and P



Adjustments to AA-Trees: Skew

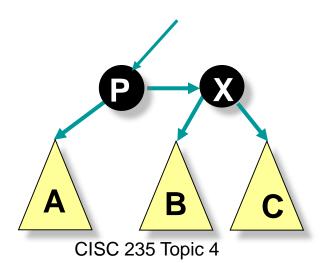
Problem:

Horizontal left link in AA-Tree (too many black nodes on one path)

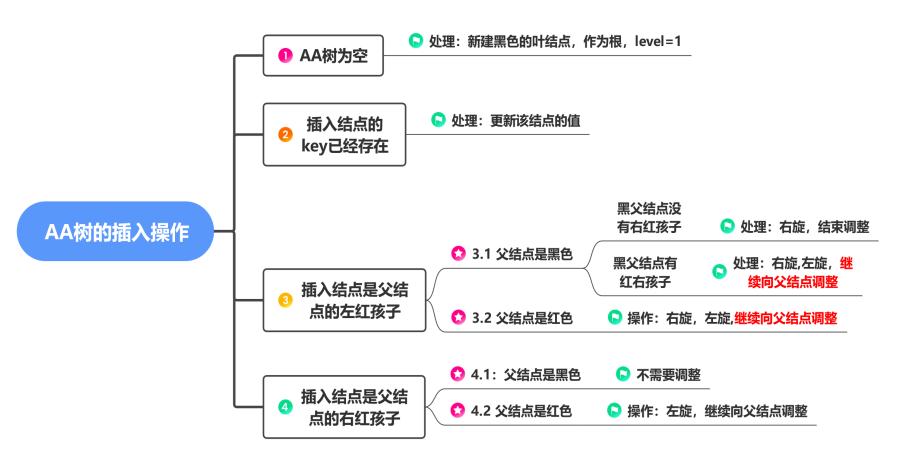


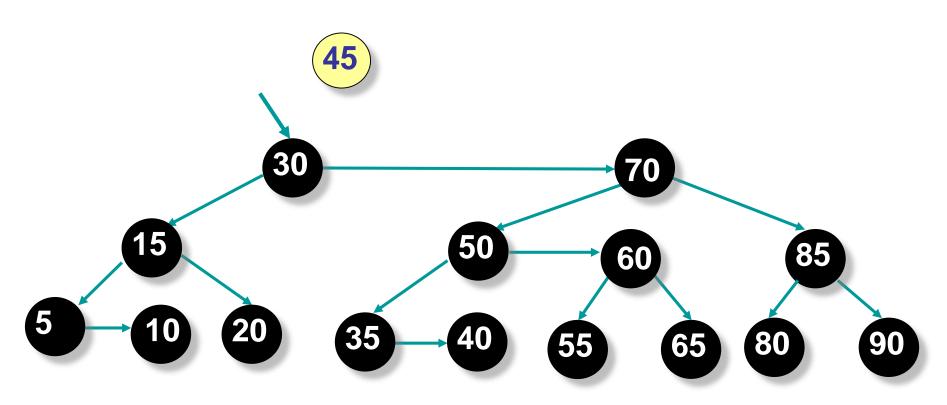
Red-Black Tree

The skew(右旋)
procedure is a
simple right
rotation between
X and P



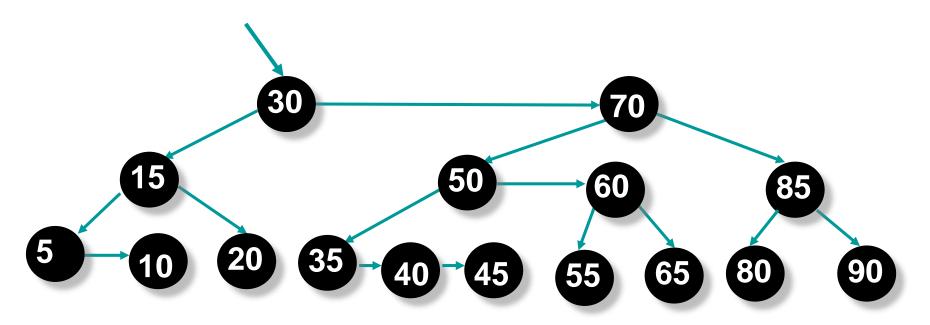
AA树结点的插入





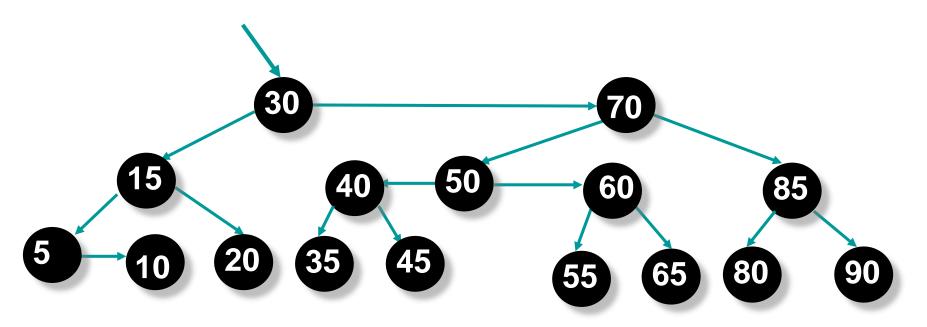
First, insert as for simple binary search tree

After insert to right of 40:



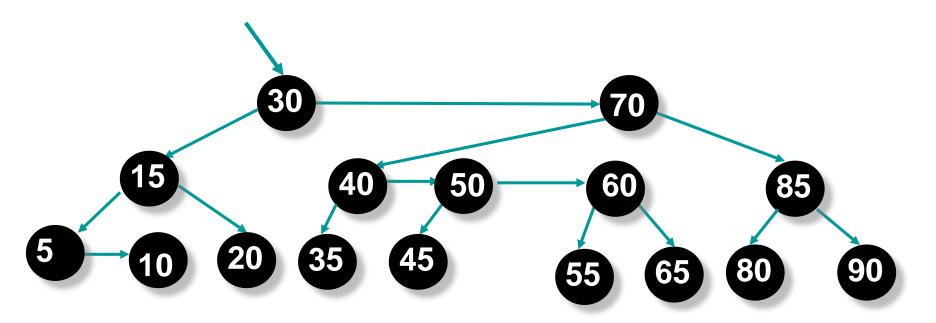
Problem: Consecutive horizontal links starting at 35, so need split

After split at 35:



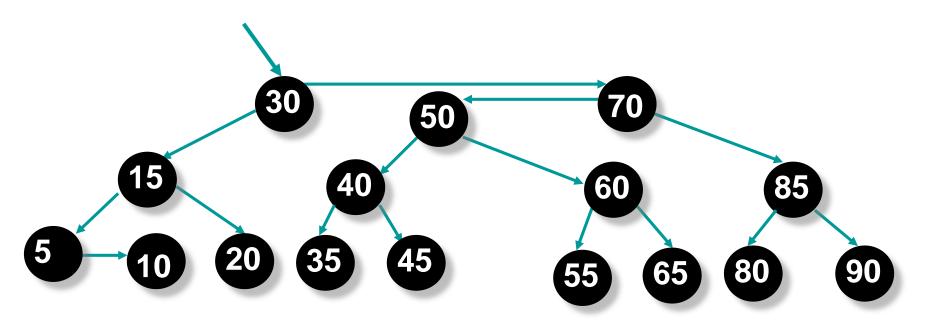
Problem: Left horizontal link at 50 is introduced, so need skew

After skew at 50:



Problem: Consecutive horizontal links starting at 40, so need split

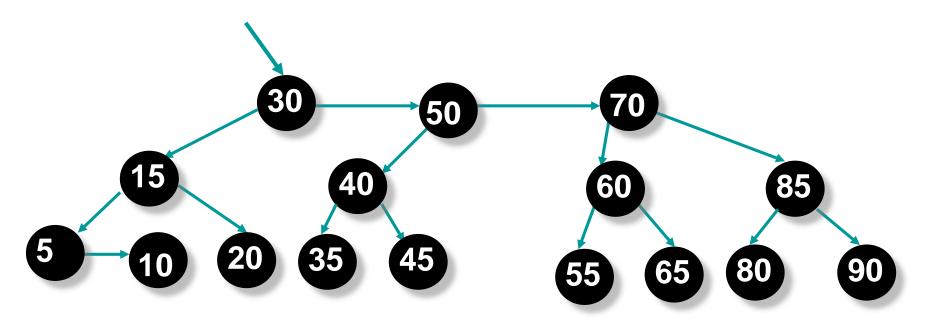
After split at 40:



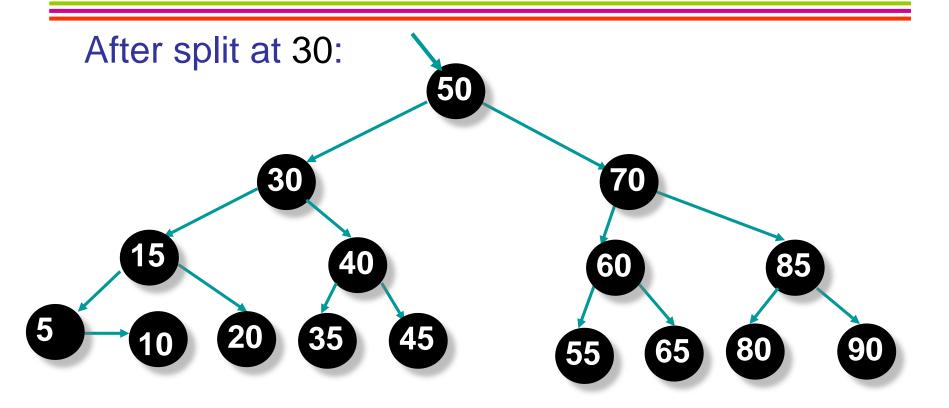
Problem: Left horizontal link at 70 is introduced (50 is now on same level as 70), so need skew

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After skew at 70:



Problem: Consecutive horizontal links starting at 30, so need split

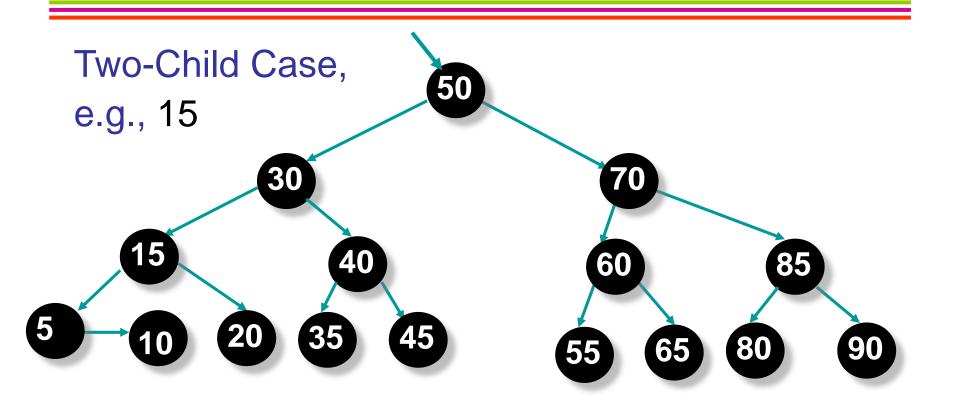


Insertion is complete (finally!)

AA-Tree Insertion Algorithm

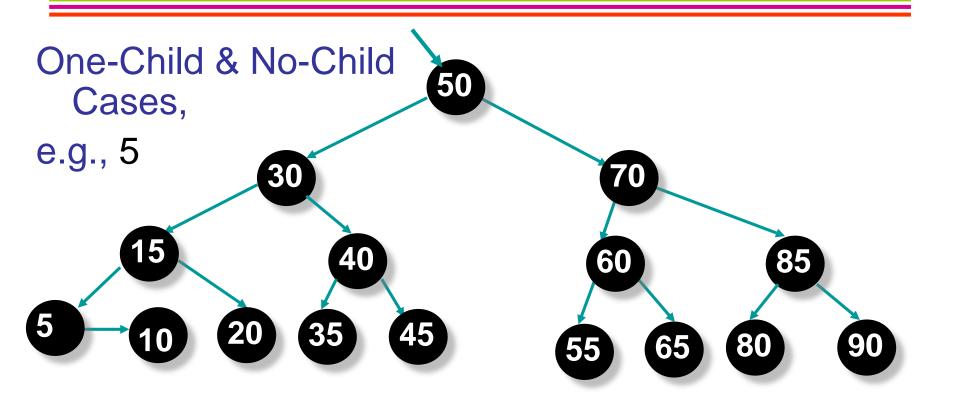
```
// Inserts node y into AA-Tree rooted at node x
// Only for tree nodes with no pointer to parent
AAInsert (x, y)
        if (x = NIL) // have found where to insert y
                then x 	 y
        else if key[ y ] < key[ x ]
                then AAInsert( left[ x ], y )
        else if key[ y ] > key[ x ]
                then AATInsert( right[ x ], y )
        else
                y is a duplicate; handle duplicate case
        skew (x) // Do skew and split at each level
        split (x)
```

Deletion



Same as for simple BST: replace with smallest right child or largest left child and recursively call delete

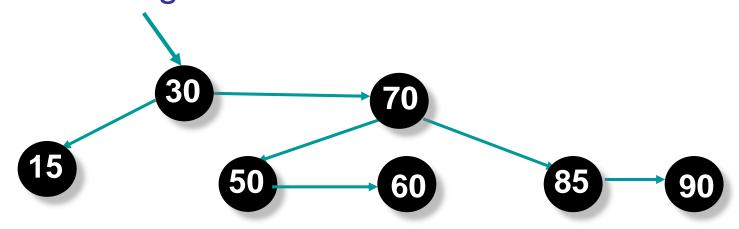
Deletion



Note that these are all at level one, so everything boils down to deleting a level one node

Deletion at Level 1

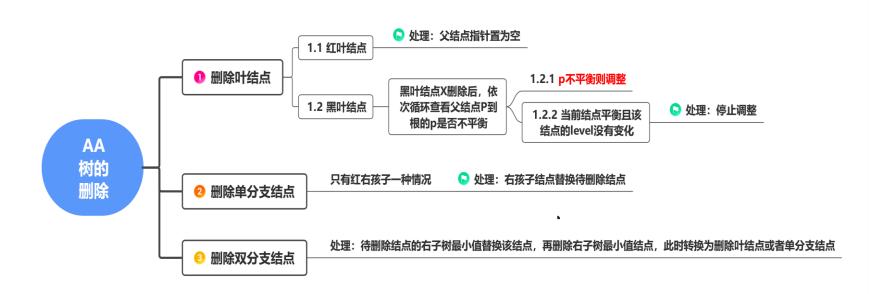
In the worst case, deleting one leaf node, e.g., 15, could cause six nodes to all become at one level, introducing horizontal left links.



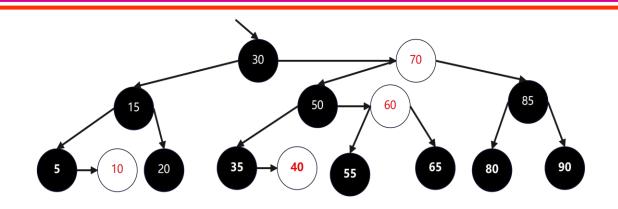
However, it turns out that all cases can be handled by three calls to skew, followed by two calls to split (implementation can be found in various texts if you need it someday).

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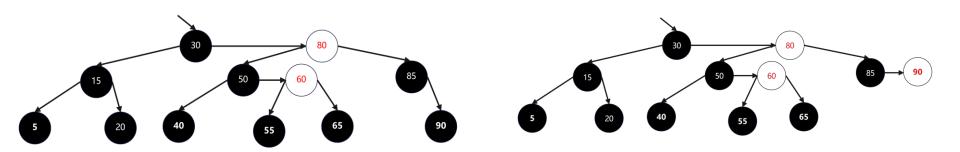
AA树结点的删除



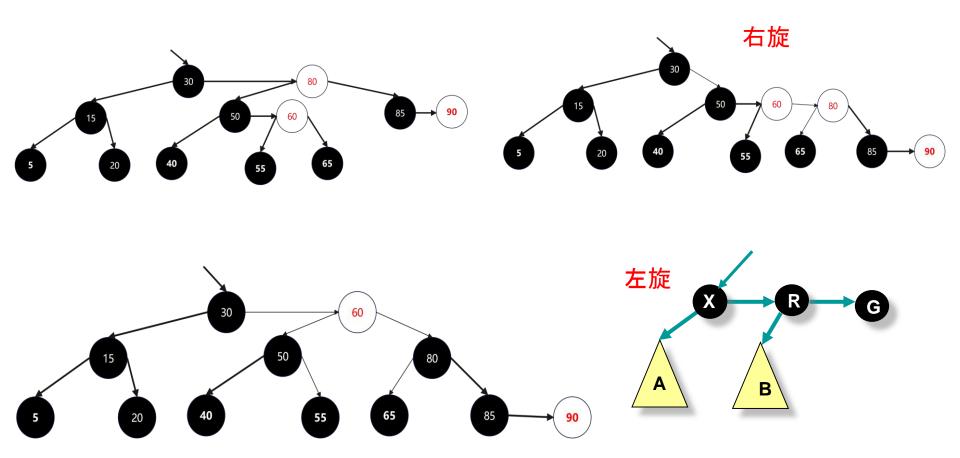
AA树结点的删除



- 删除10,35和70
- 85的level减少1



AA树结点的删除



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BST Applets

http://people.ksp.sk/~kuko/bak/index.html

http://www.site.uottawa.ca/~stan/csi2514/applets/avl/BT.html

http://www.cis.ksu.edu/~howell/viewer/viewer.html