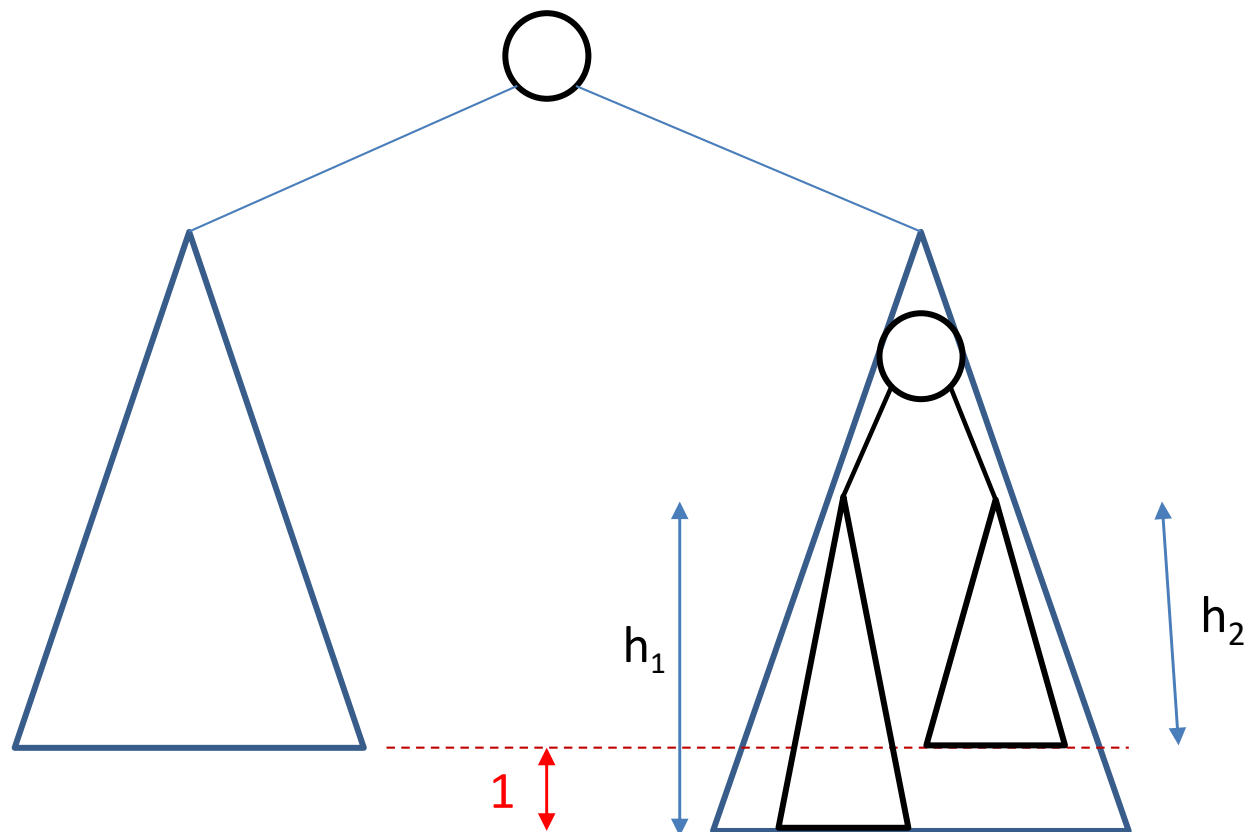


# AVL Trees

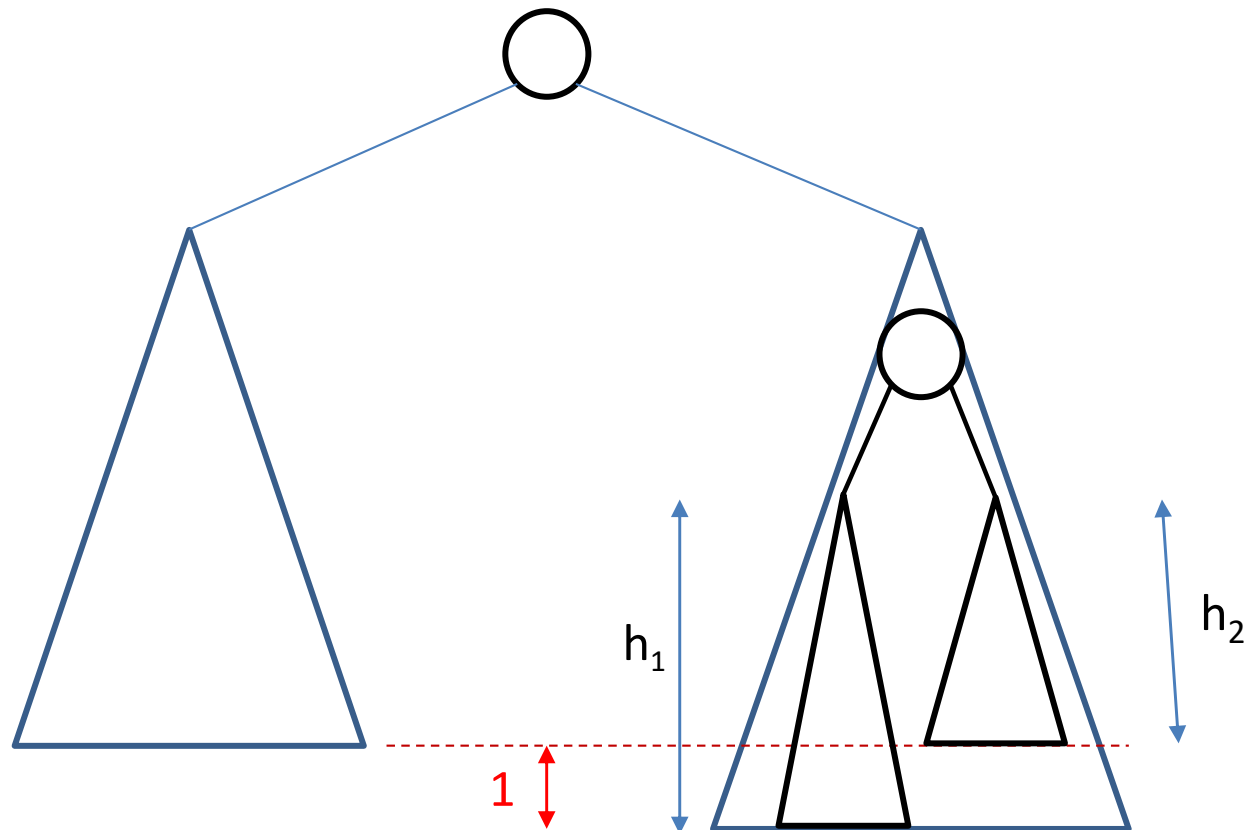
An AVL tree is a **binary search tree** in which for every internal node the heights of its two subtrees **differ by at most 1**.



# AVL Trees

An AVL tree is a **binary search tree** in which for every internal node the heights of its two subtrees **differ by at most 1**.

What is the maximum height of an AVL tree?



# Ordered Dictionary Implemented with Binary Search Trees

## Operations

get(k)

smallest()

largest()

put(k,d)

remove(k)

successor(k)

predecessor(k)

$O(\text{height of tree})$  time complexity

# What is the Maximum Height of an AVL Tree?

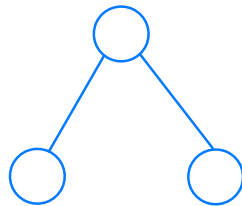
Let  $n(h)$  = minimum number of nodes in an AVL tree of height  $h$ .

*base case*

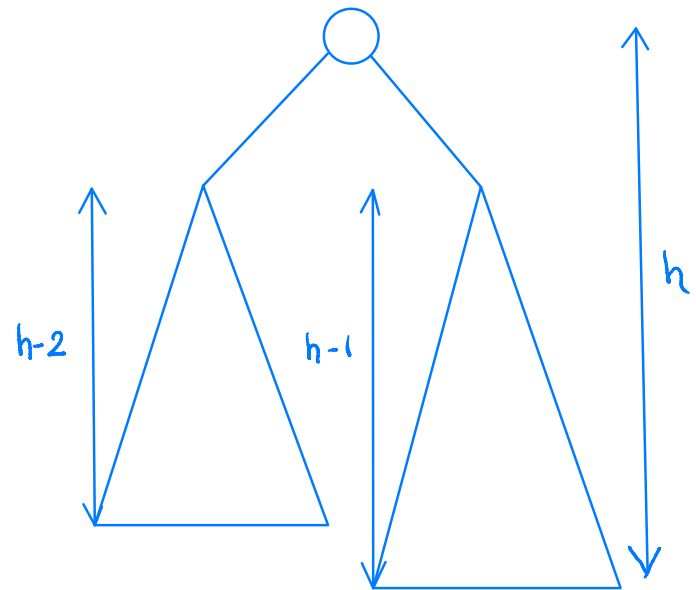
$$n(0) = 1$$



$$n(1) = 3$$



$$n(h) = 1 + n(h-2) + n(h-1)$$
$$n(h) > 1 + 2n(h-2)$$



Assume  $h$  is even

$$n(0) = 1$$

$$n(h) > 1 + 2n(h-2), \quad h > 0$$

$$2n(h-2) > 2[1 + 2n(h-4)], \quad h > 0.$$
$$> 2 + 4n(h-4)$$

$$2^2 n(h-2 \times 2) > 2^2 (1 + 2n(h-2 \times 3)) = 2^2 + 2^3 n(h-2 \times 3),$$

$\vdots$

$$2^x n(h-2x) > 2^x + 2^{x+1} n(h-2(x+1))$$

$$n(h) > 2^0 + 2^1 + \dots + 2^x + 2^{x+1}.$$

$$= \sum_{i=0}^{x+1} 2^i = 2 \frac{1-2^{x+1}}{1-2} = 2^{x+2} - 1.$$

$$n > 2^{i+2} - 1. \quad i = \frac{h}{2} - 1$$

$$n > 2^{\frac{h}{2}+1} - 1.$$

$$\log_2(n+1) > \frac{h}{2} + 1.$$

$$h < 2\log_2(n+1) - 2.$$

# Ordered Dictionary Implemented with AVL Trees

## Operations

get(k)

smallest()

largest()

successor(k)

predecessor(k)

put(k,d)

remove(k)

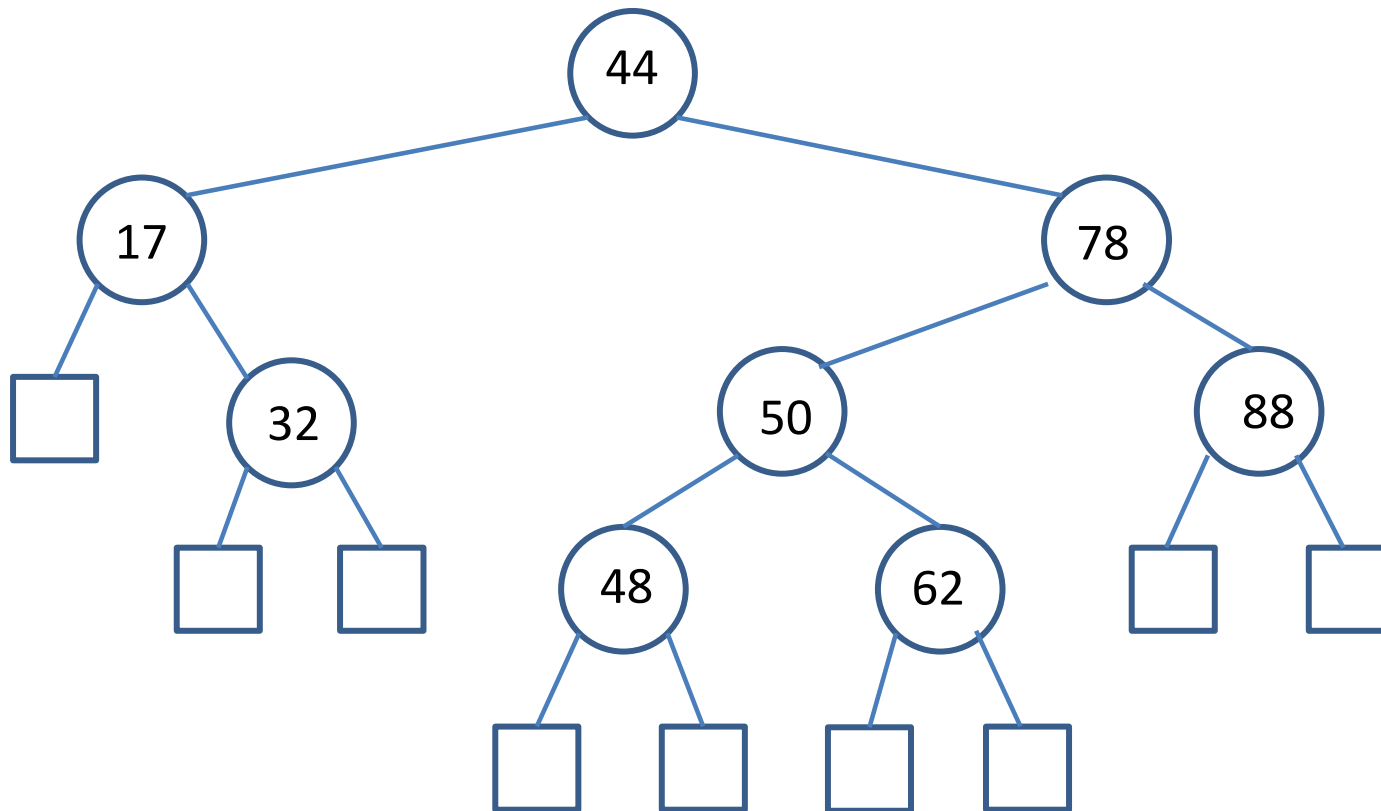
$O(\text{height of tree}) = O(\log n)$

$O(\text{height of tree}) = O(\log n)?$

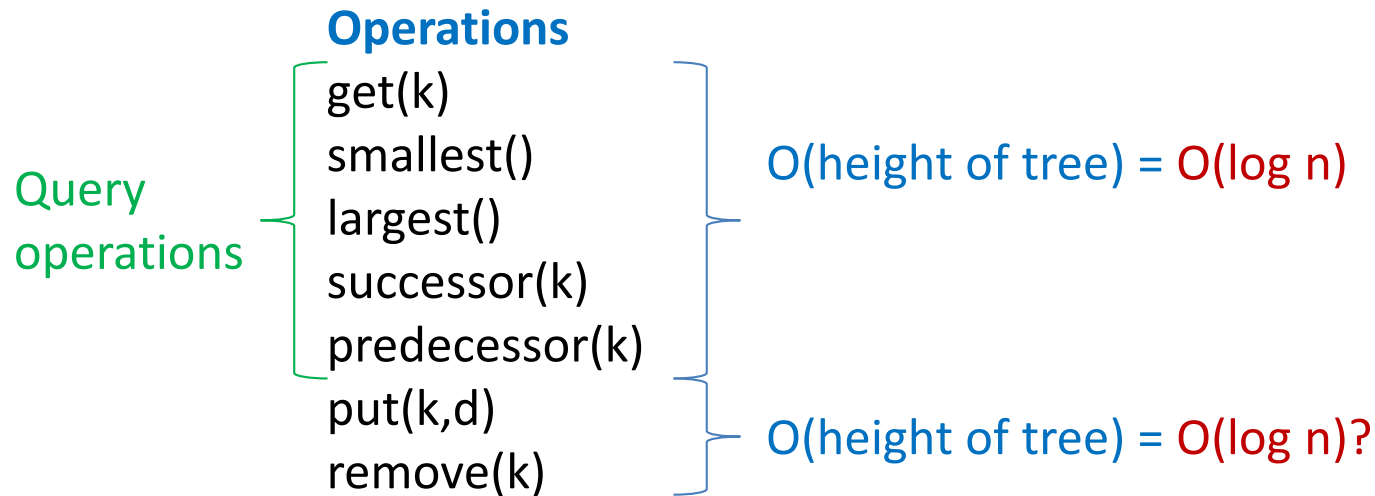
*=> same as methods in BST.*

# AVL Tree

*get(62)*

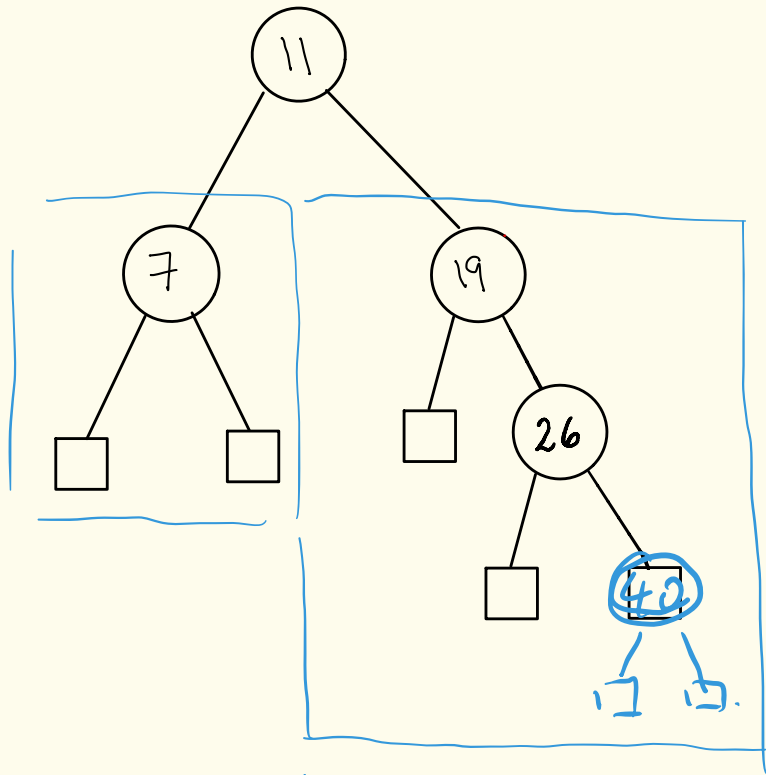


# Ordered Dictionary Implemented with AVL Trees





put 40



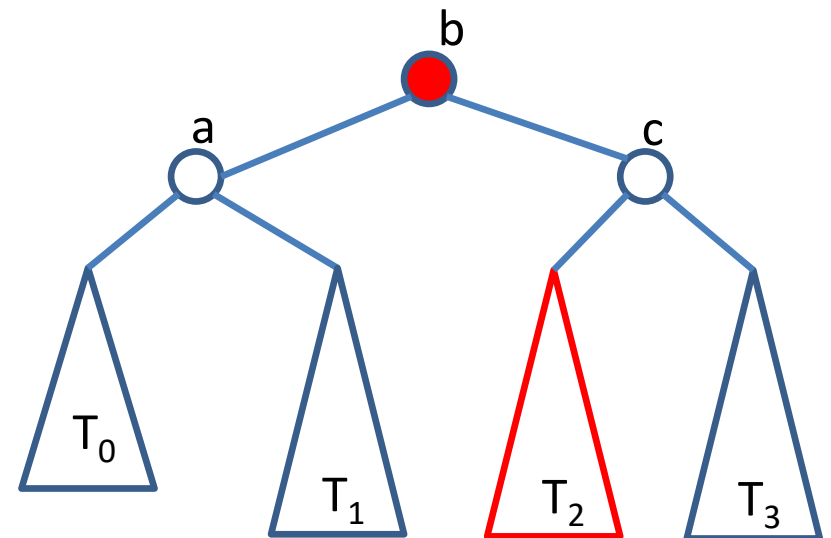
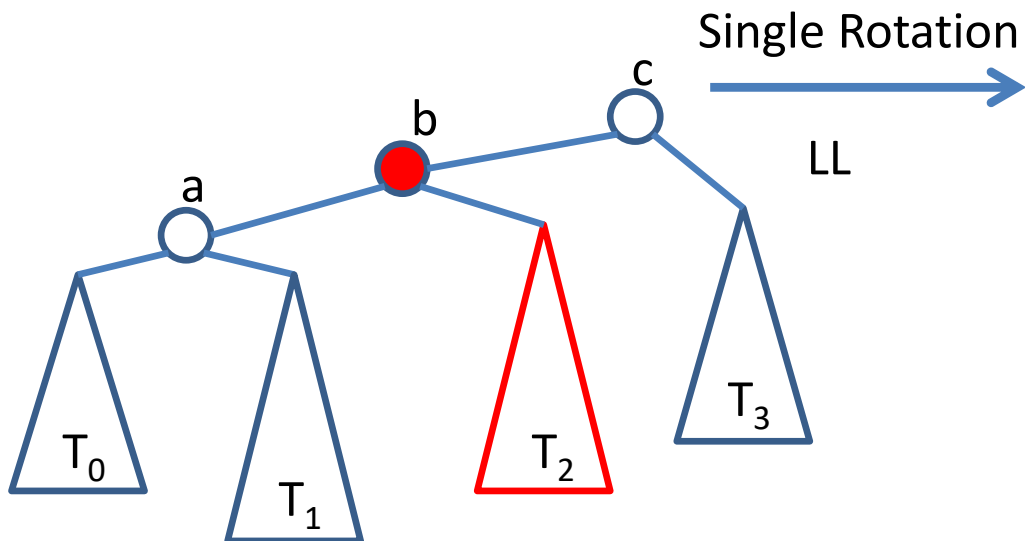
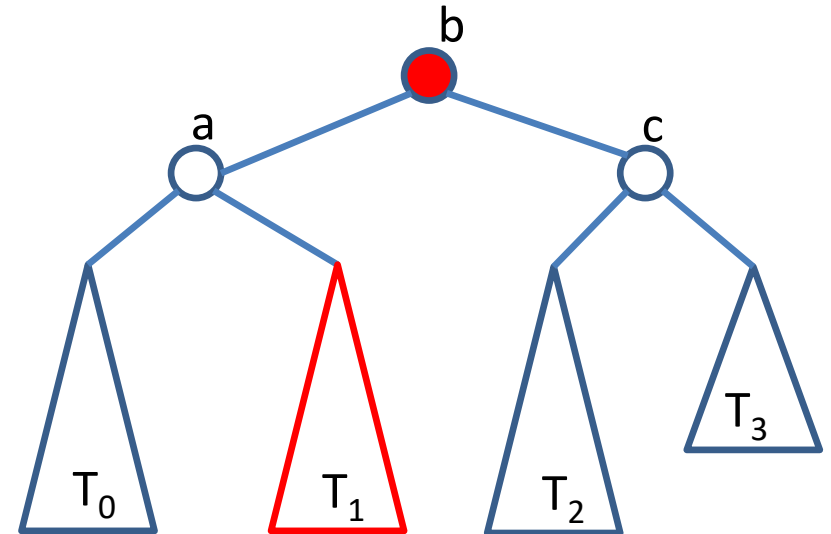
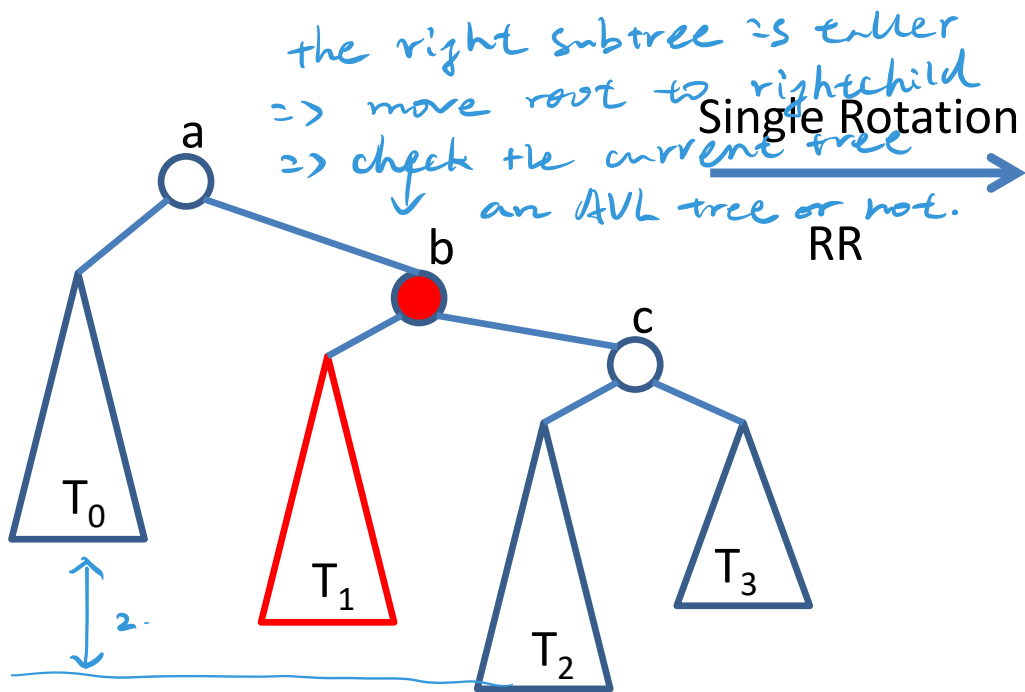
Fix :

after adding 40, the tree  
is no longer an AVL tree.

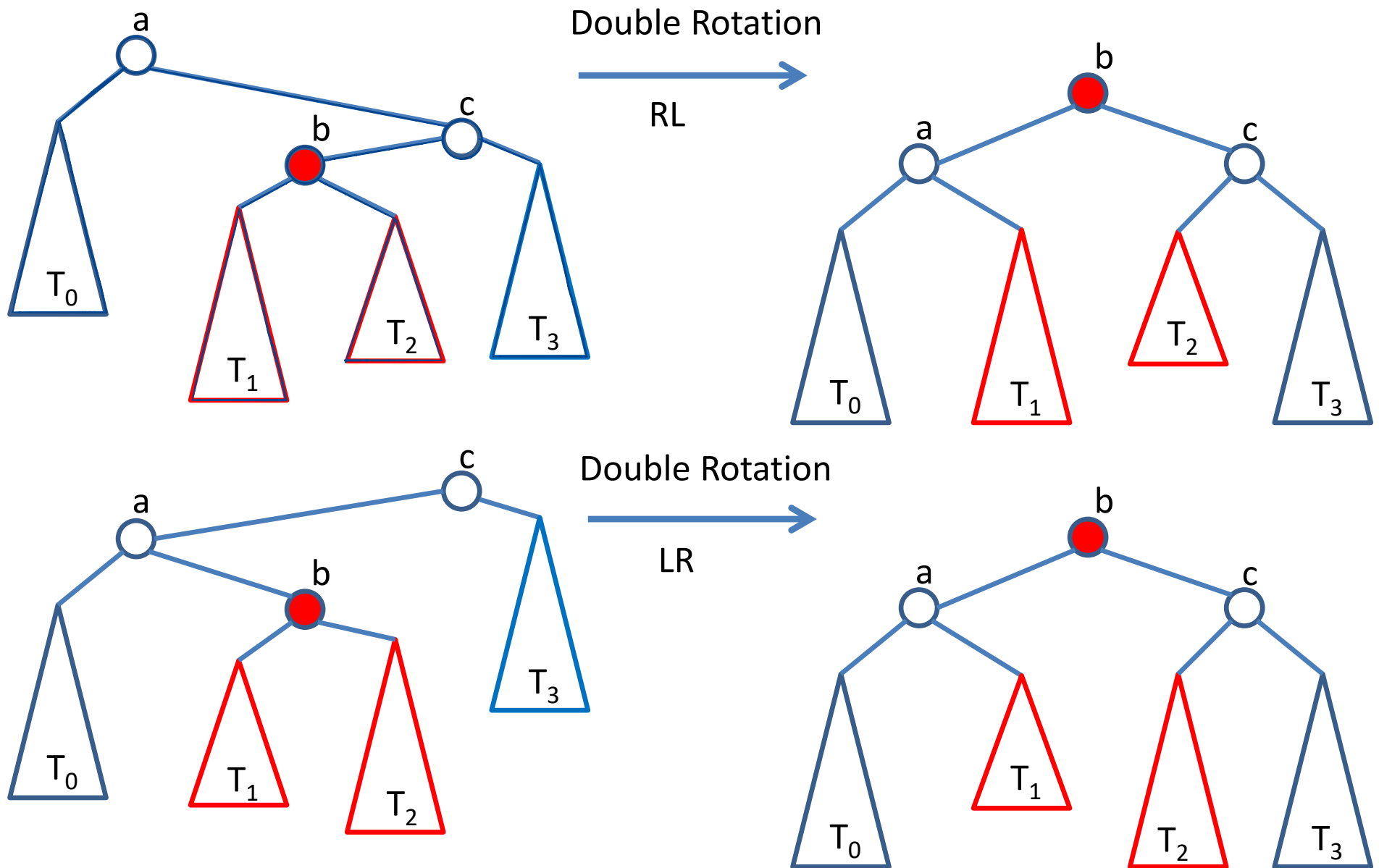
# Re-Balancing AVL Trees

To re-balance an AVL tree we always rebalance the **smallest** un-balanced subtree.

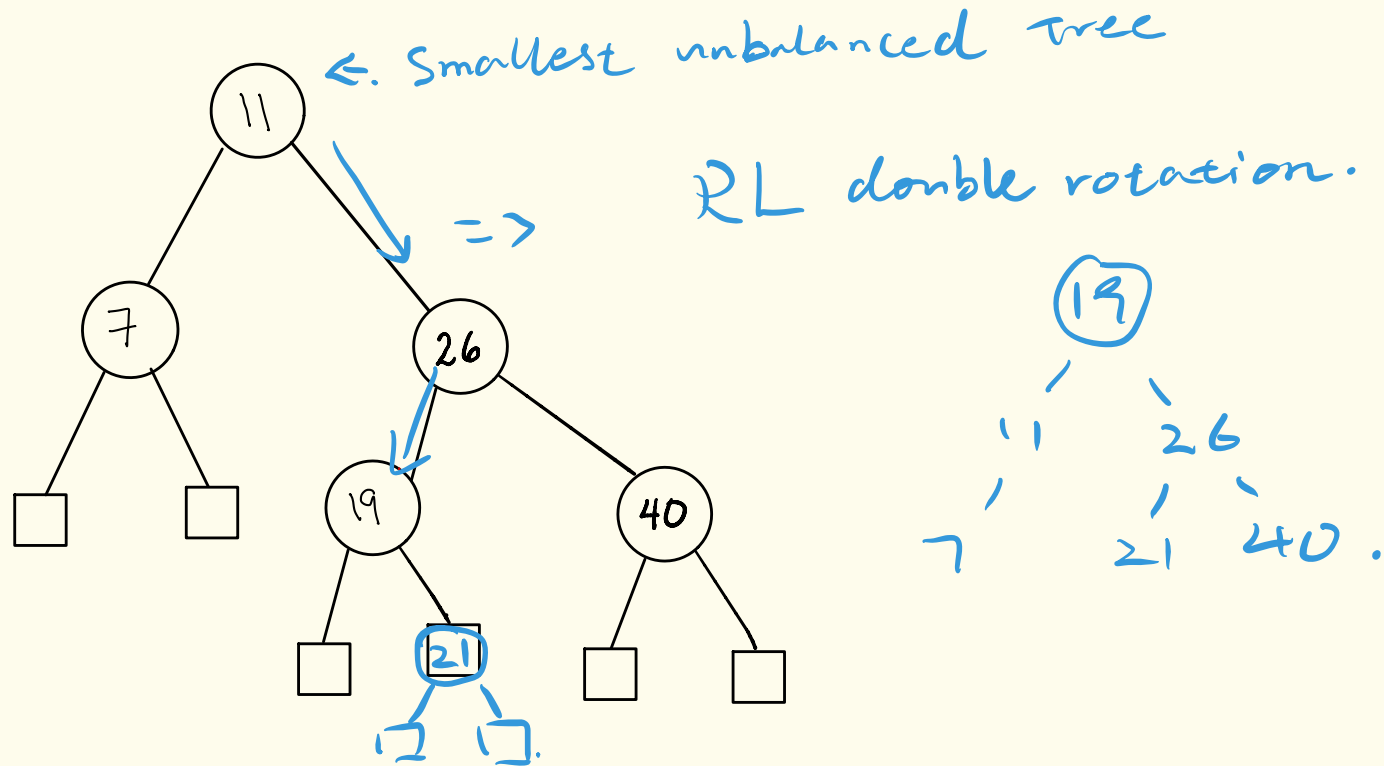
# Single Rotations



# Double Rotations



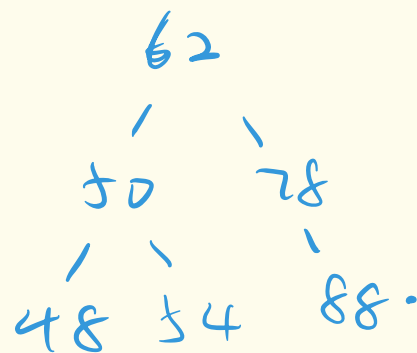
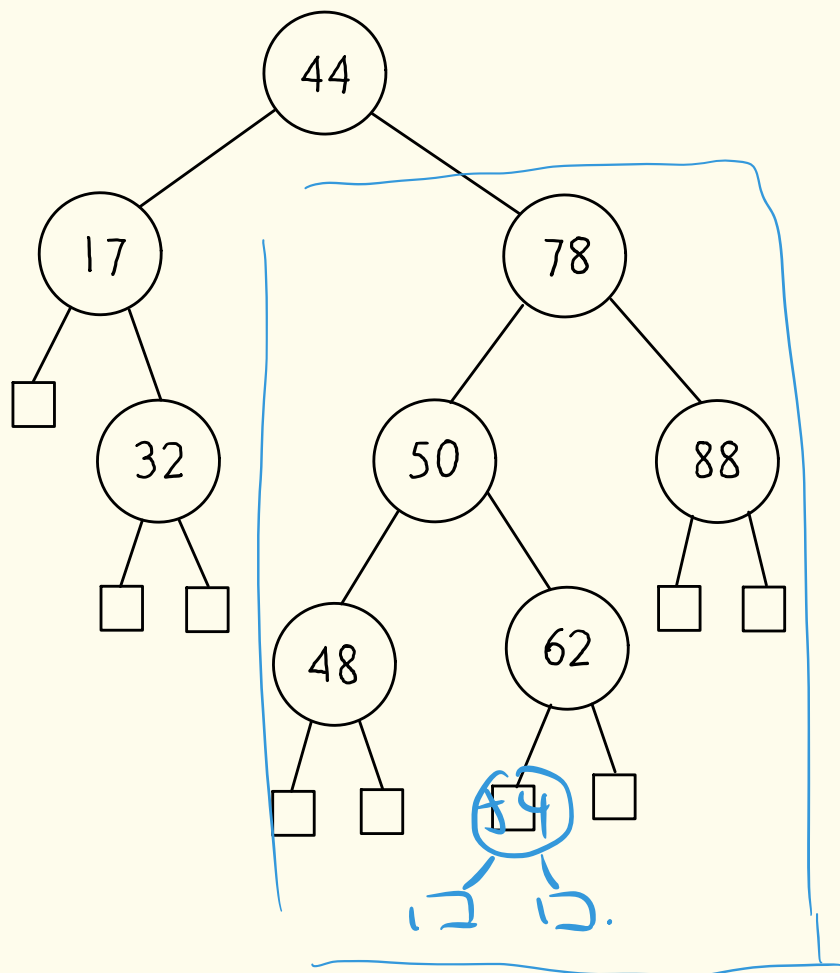
put 21, 5



# Re-Balancing AVL Trees

If the tree becomes unbalanced due to an insertion **ONE** rotation will re-balance the tree.

put(54)



**Algorithm** putAVL ( $r, k, \text{data}$ )

**In:** Root  $r$  of an AVL tree, record  $(k, \text{data})$

**Out:** {Insert  $(k, \text{data})$  and re-balance if needed}

$O(\text{height})$   $p \leftarrow \text{put}(r, k, \text{data})$  // Algorithm to add information  
to a binary search tree  
 $= O(\log n)$

locate  
unbalance  
point of  
the tree  
 $O(\log n)$  } while ( $p \neq \text{null}$ ) and (difference in height between  
Subtree of  $p$  is at most 1 )  
 $p \leftarrow p.\text{parent}$   
if  $p \neq \text{null}$  then

Rebalance the tree rooted at  $p$  by one rotation.

the operation changes at most 3 links in single rotation.

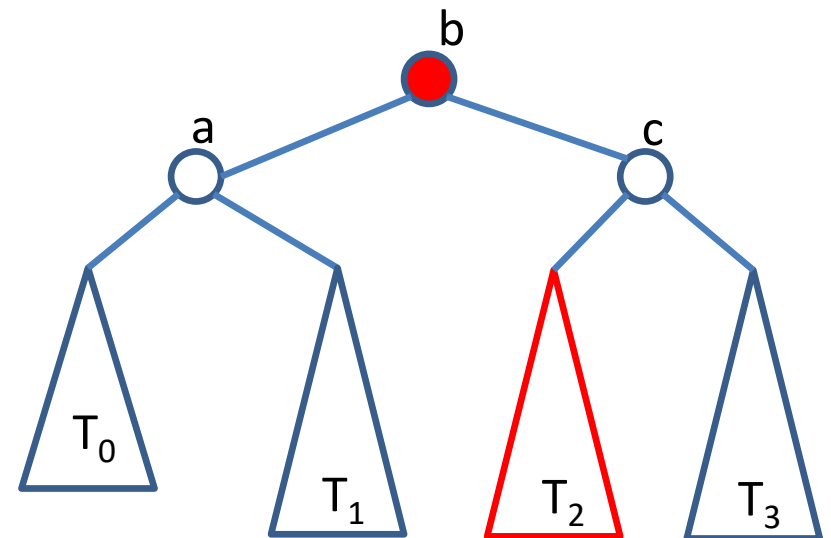
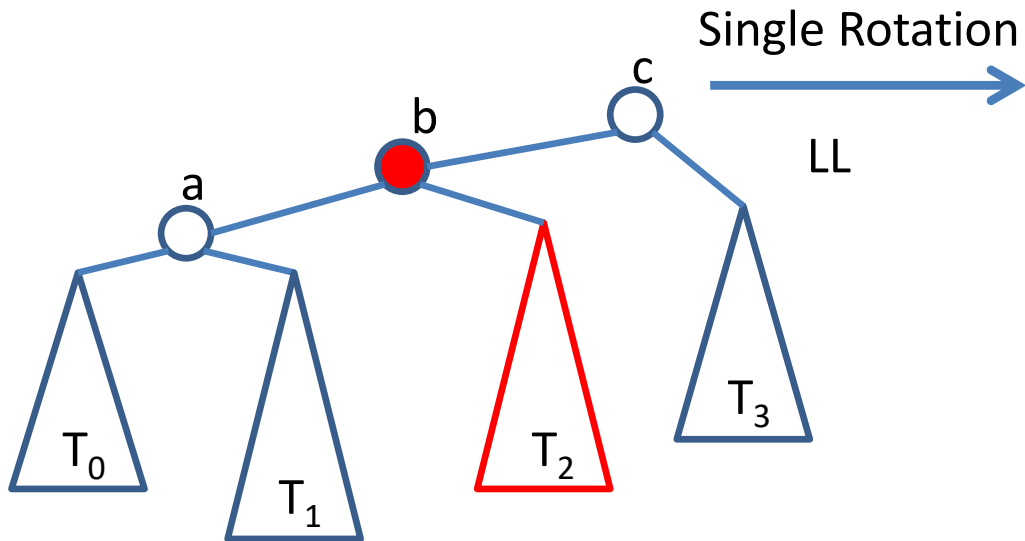
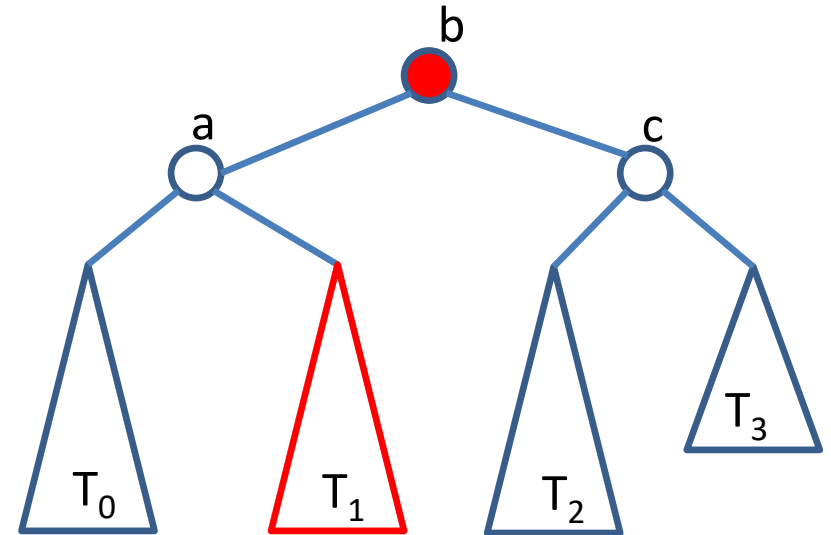
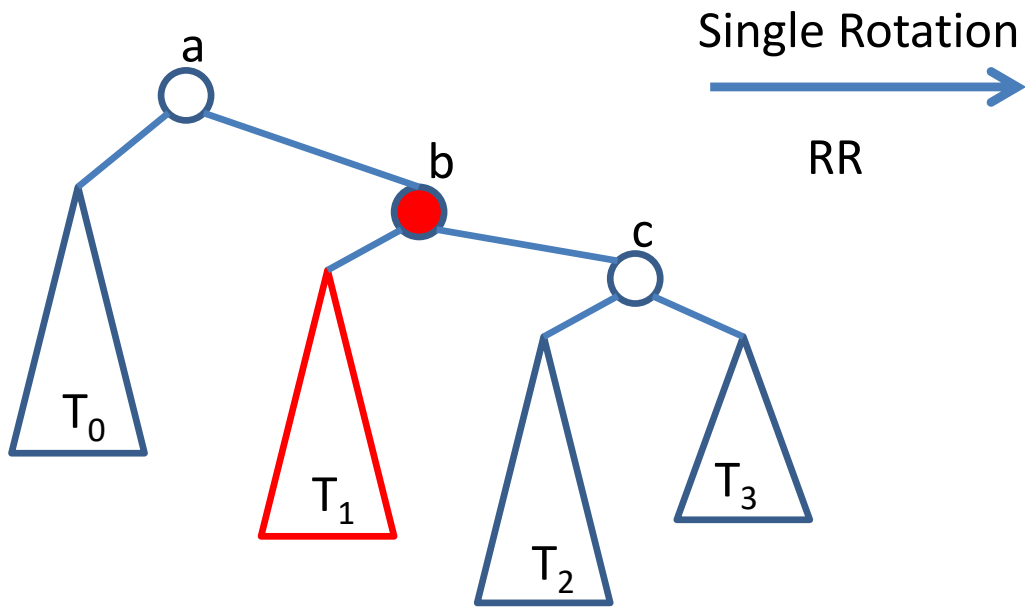
4 in double rotation

$\log n + \log n + C.$

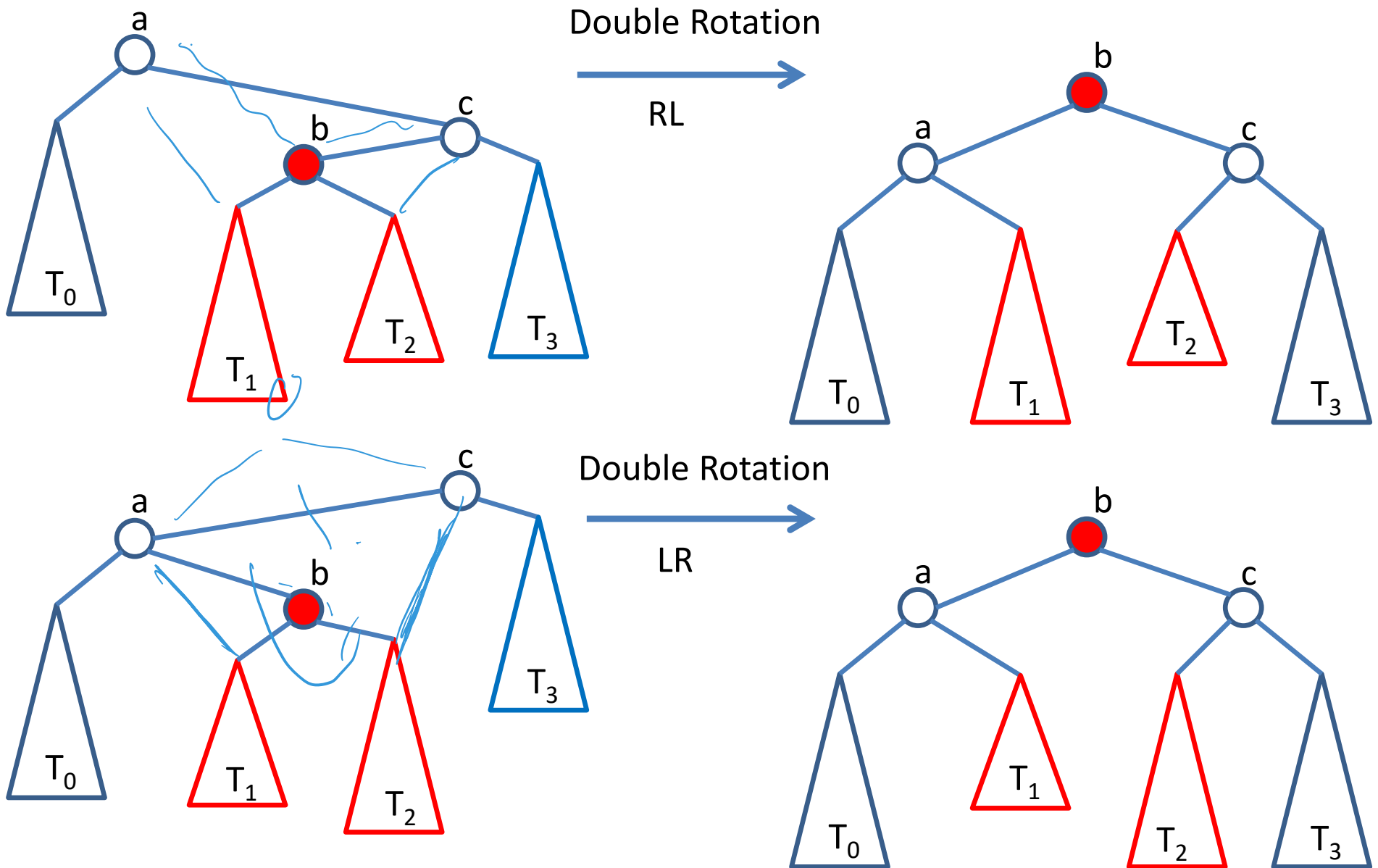
$f(n) = O(\log n).$

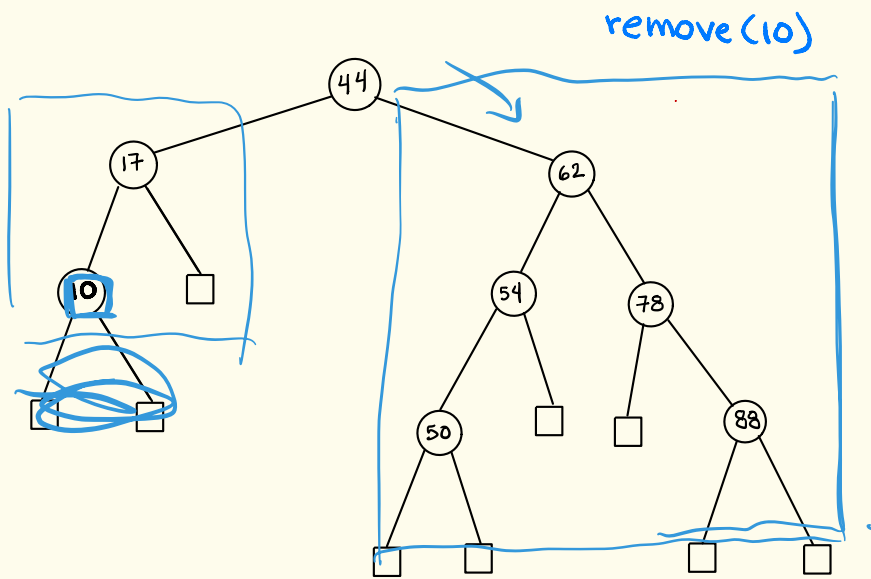


# Single Rotations Complexity

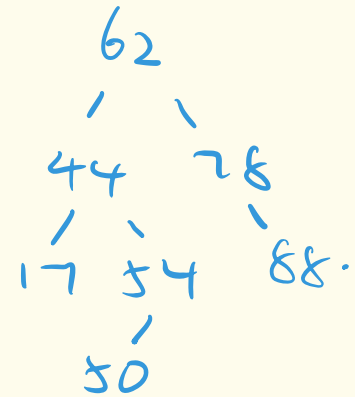


# Double Rotations Complexity

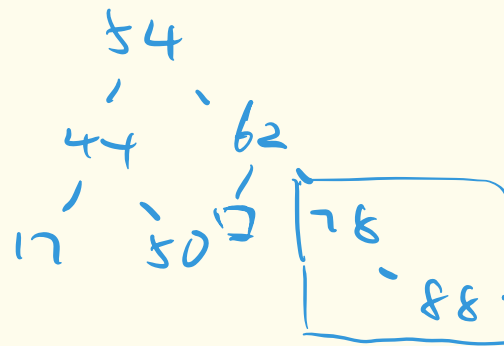




R.



RL



It is not an  
AVL tree!

# Re-Balancing AVL Trees

When a single and a double rotation can be applied to an un-balanced subtree the single rotation always re-balances the subtree.

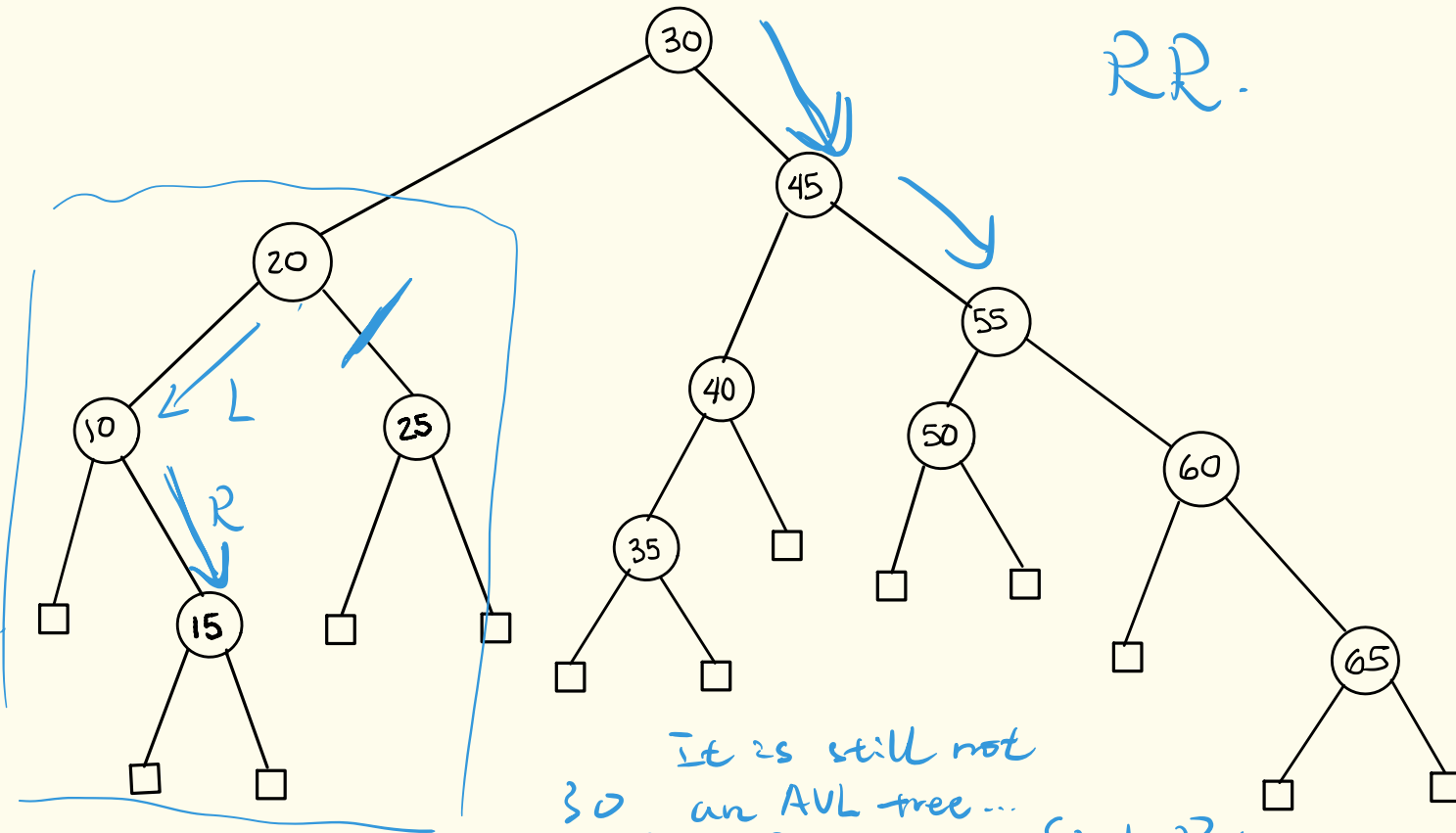
## Re-Balancing AVL Trees

If the tree becomes unbalanced due to a removal **SEVERAL** rotations might be needed to re-balance the tree.

Find the smallest subtree.

remove(25)

RR.



It is still not an AVL tree...

LR  $\Rightarrow$   $\begin{array}{c} 15 \\ / \quad \backslash \\ 10 \quad 20 \end{array}$

$\begin{array}{c} 15 \\ / \quad \backslash \\ 10 \quad 20 \end{array}$

$\begin{array}{c} 45 \\ / \quad \backslash \\ 40 \quad 55 \\ / \quad \backslash \quad \backslash \\ 35 \quad 50 \quad 60 \end{array}$

Single Rotation.

RR  $\Rightarrow$

$\begin{array}{c} 45 \\ / \quad \backslash \\ 30 \quad 55 \\ / \quad \backslash \quad \backslash \\ 15 \quad 40 \quad 60 \\ / \quad \backslash \quad \backslash \\ 10 \quad 20 \quad 35 \quad 65 \end{array}$

65

## Algorithm **removeAVL** ( $r, k$ )

**In:** Root  $r$  of an AVL tree, key  $k$  to remove

**Out:** {Remove  $k$  and re-balance if needed}

$p \leftarrow \text{remove}(r, k)$  } Algorithm for binary search trees  
max = height  $\Rightarrow$   
 $\rightarrow f(n) = O(\log n)$

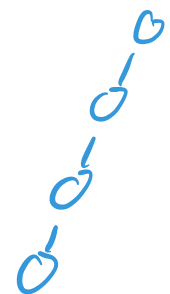
**while** ( $p \neq \text{null}$ ) **do** {  $O(\log n)$ .

**if** the two subtrees of  $p$  differ in height  $> 1$  **then**

        rebalance subtree rooted at  $p$  by performing  
        appropriate rotation

$p = \text{parent of } p$

}



# Ordered Dictionary Implemented with AVL Trees

## Operations

get(k)

smallest()

largest()

successor(k)

predecessor(k)

put(k,d)

remove(k)

$O(\text{height of tree}) = O(\log n)$

$O(\text{height of tree}) = O(\log n)$