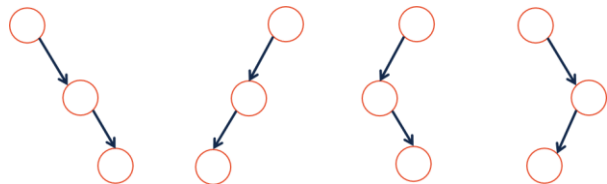


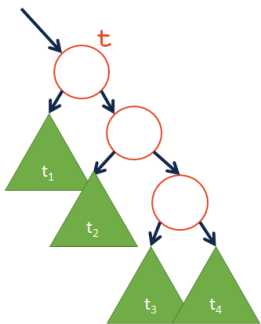
Four AVL Rotation Templates:



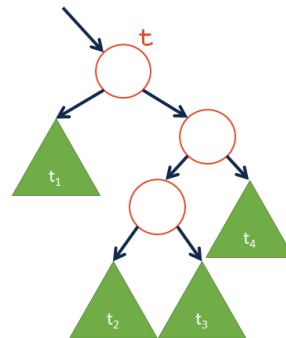
Detecting Imbalance:

b =

**Theorem #1:** If an insertion occurred in subtrees  $t_3$  or  $t_4$  and a subtree was detected at  $t$ , then a \_\_\_\_\_ rotation about  $t$  restores the balance of the tree.

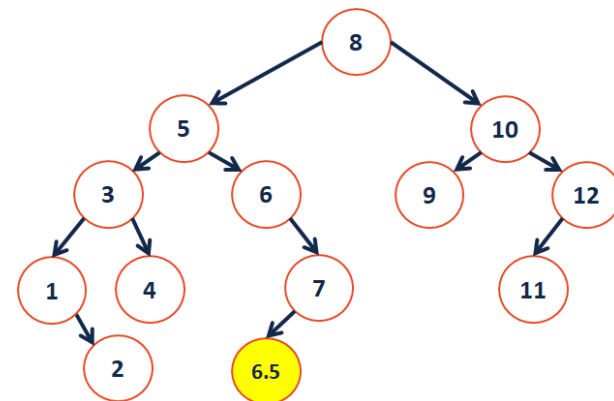


**Theorem #2:** If an insertion occurred in subtrees  $t_2$  or  $t_3$  and a subtree was detected at  $t$ , then a \_\_\_\_\_ rotation about  $t$  restores the balance of the tree.



AVL Insertion

Pseudocode:



```

AVL.h (snippet)
1 struct TreeNode {
2     T key;
3     unsigned height;
4     TreeNode *left;
5     TreeNode *right;
6 }
    
```

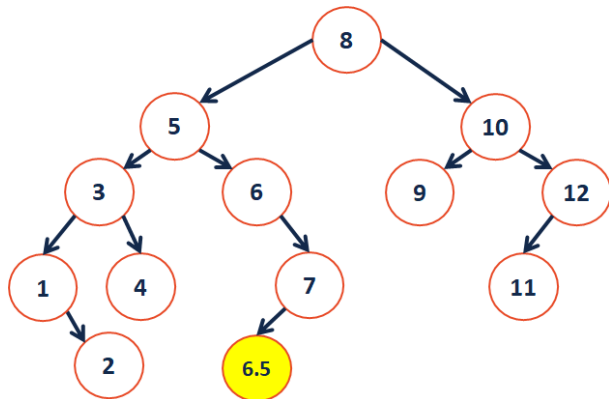
## AVL Insertion

### AVL.cpp (snippet)

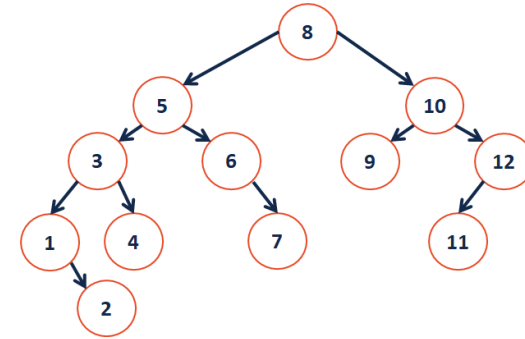
```

1  template <class T>
   void AVLTree<T>::_insert(const T & x, treeNode<T> * & t ) {
2      if( t == NULL ) {
3          t = new treeNode<T>(x, 0, NULL, NULL);
4      }
5
6      else if( x < t->key ) {
7          _insert( x, t->left );
8          int balance = height(t->right) - height(t->left);
9          int leftBalance = height(t->left->right)
10             - height(t->left->left);
11         if ( balance == -2 ) {
12             if ( leftBalance == -1 ) { rotate_____ ( t ); }
13             else { rotate_____ ( t ); }
14         }
15     }
16     else if( x > t->key ) {
17         _insert( x, t->right );
18         int balance = height(t->right) - height(t->left);
19         int rightBalance = height(t->right->right)
20             - height(t->right->left);
21         if( balance == 2 ) {
22             if( rightBalance == 1 ) { rotate_____ ( t ); }
23             else { rotate_____ ( t ); }
24         }
25     }
26     t->height = 1 + max(height(t->left), height(t->right));
27 }

```



## AVL Removal



### AVL Analysis

We know: \_\_\_\_\_.

We will argue:  $h =$  \_\_\_\_\_.

Big-O is defined as:

Visually:



### CS 225 – Things To Be Doing:

1. Exam #6 live now! (Programming exam: lists, trees)
2. MP4 extra credit submission starts tonight!
3. New lab on Wednesday
4. Daily POTDs