

#20: AVL Trees

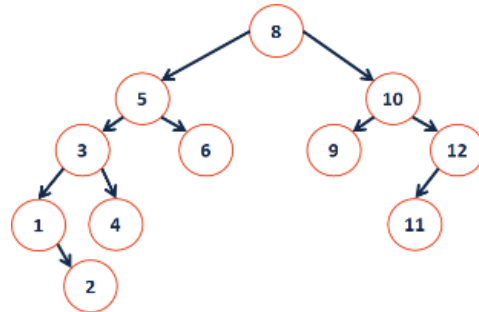
March 15, 2021 · G Carl Evans

BST Rotation Summary:

1. Four kinds of rotations (L, R, LR, and RL)
2. All rotations are local
3. All rotations run in constant time, $O(1)$
4. BST property is maintained!

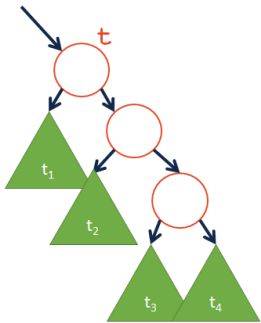
Overall Goal:

...and we call these trees:

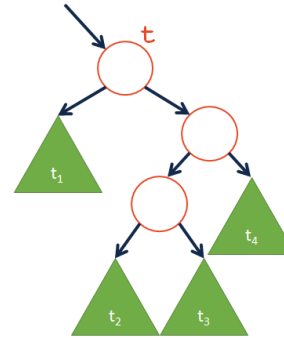


...additional property:

AVL 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.

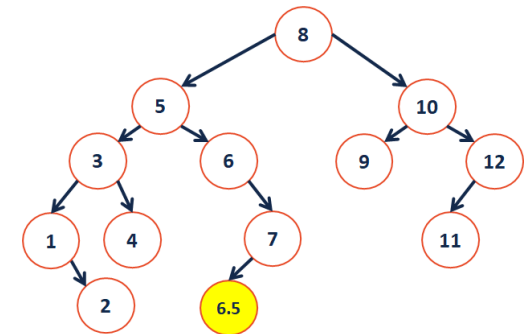


AVL Theorem #2: If an insertion occurred in subtrees t_2 or t_3 and a subtree was detected at t , then a _____ rotation about t restores the balance of the tree.



AVL Insertion

Pseudocode:



```

AVL.h (snippet)
23 class TreeNode {
24     public:
25         T key;
26         unsigned height;
27         TreeNode *left;
28         TreeNode *right;
...

```

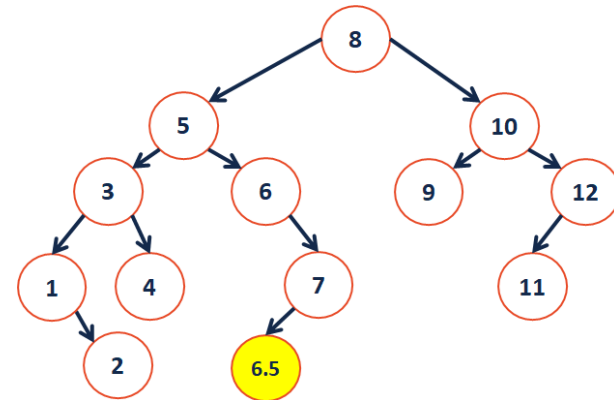
AVL Insertion

```

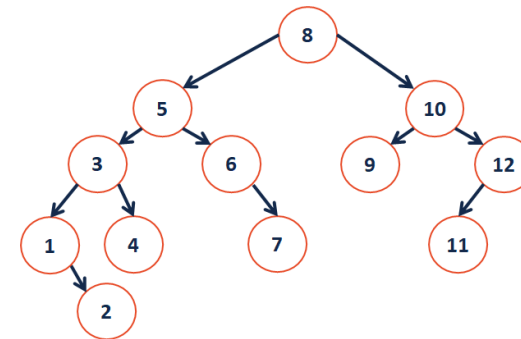
AVL.hpp
151 template <typename K, typename V>
152 void AVL<K, D>::_insert(const K & key, const V & data, TreeNode
*& cur) {
153     if (cur == NULL) { cur = new TreeNode(key, data); }
157     else if (key < cur->key) { _insert( key, data, cur->left ); }
160     else if (key > cur->key) { _insert( key, data, cur->right ); }
166     _ensureBalance(cur);
167 }
---
119 template <typename K, typename V>
120 void AVL<K, D>::_ensureBalance(TreeNode *& cur) {
121     // Calculate the balance factor:
122     int balance = height(cur->right) - height(cur->left);
123
124     // Check if the node is current not in balance:
125     if ( balance == -2 ) {
126         int l_balance =
            height(cur->left->right) - height(cur->left->left);
127         if ( l_balance == -1 ) { _____; }
128         else { _____; }
129     } else if ( balance == 2 ) {
130         int r_balance =
            height(cur->right->right) - height(cur->right->left);
131         if( r_balance == 1 ) { _____; }
132         else { _____; }
133     }
134     _updateHeight(cur);
135 };

```

AVL Insertion



AVL Removal



- CS 225 – Things To Be Doing:**
1. mp_mosaics EC deadline today
 2. Daily POTDs