



# CS 225

## Data Structures

*October 12 – AVL Analysis*

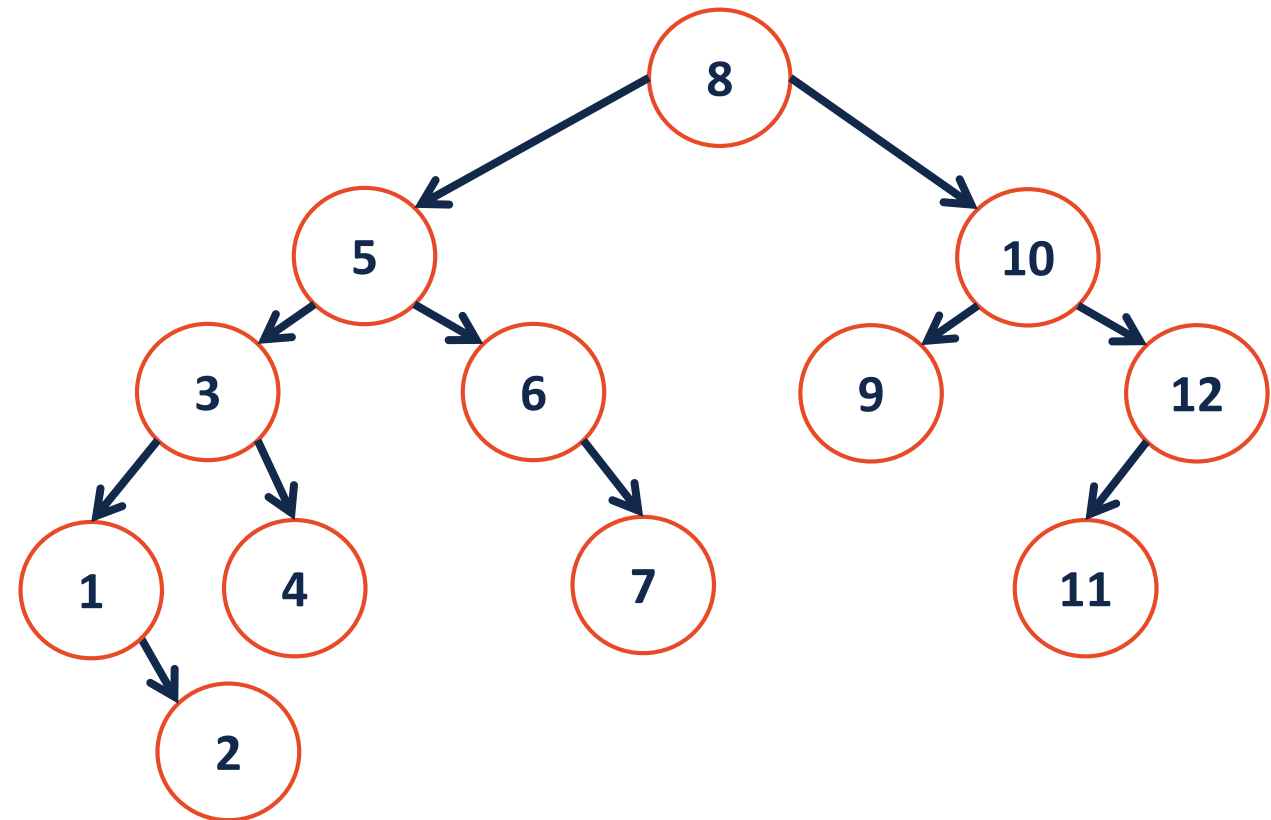
*Wade Fagen-Ulmschneider*

# Insertion into an AVL Tree

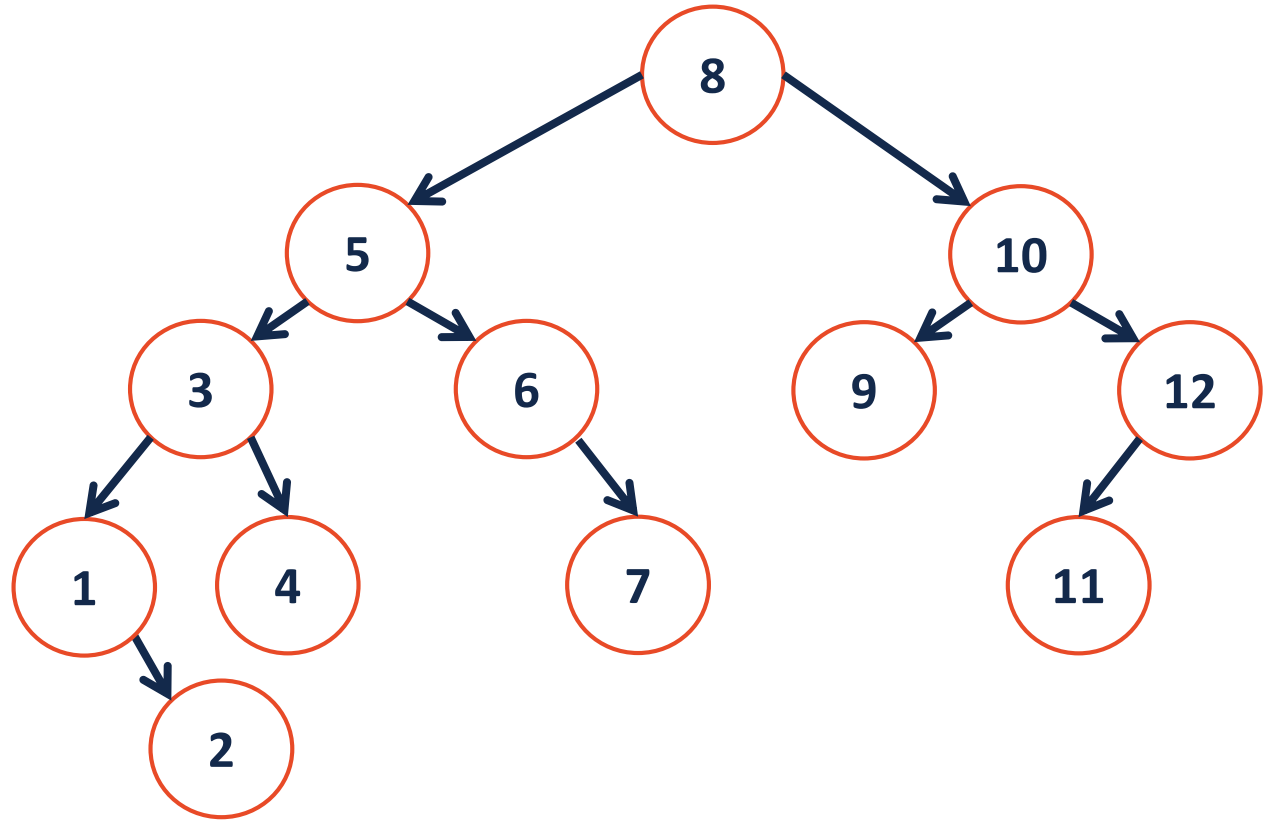
## Insert (pseudo code):

- 1: Insert at proper place
- 2: Check for imbalance
- 3: Rotate, if necessary
- 4: Update height

```
1 struct TreeNode {  
2     T key;  
3     unsigned height;  
4     TreeNode *left;  
5     TreeNode *right;  
6 };
```



```
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) - height(t->left->left);
10         if ( balance == -2 ) {
11             if ( leftBalance == -1 ) { rotate_____ ( t ); }
12             else { rotate_____ ( t ); }
13         }
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) - height(t->right->left);
20         if( balance == 2 ) {
21             if( rightBalance == 1 ) { rotate_____ ( t ); }
22             else { rotate_____ ( t ); }
23         }
24     }
25
26     t->height = 1 + max(height(t->left), height(t->right));
27 }
```



# AVL Tree Analysis

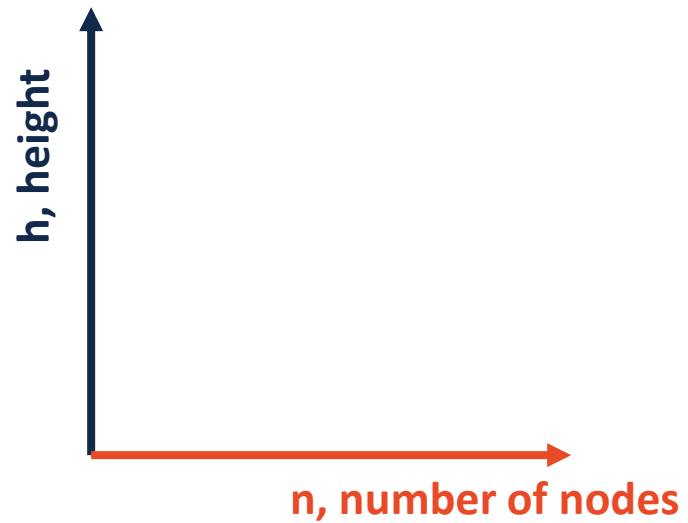
**We know:** insert, remove and find runs in: \_\_\_\_\_.

**We will argue that:**  $h$  is \_\_\_\_\_.

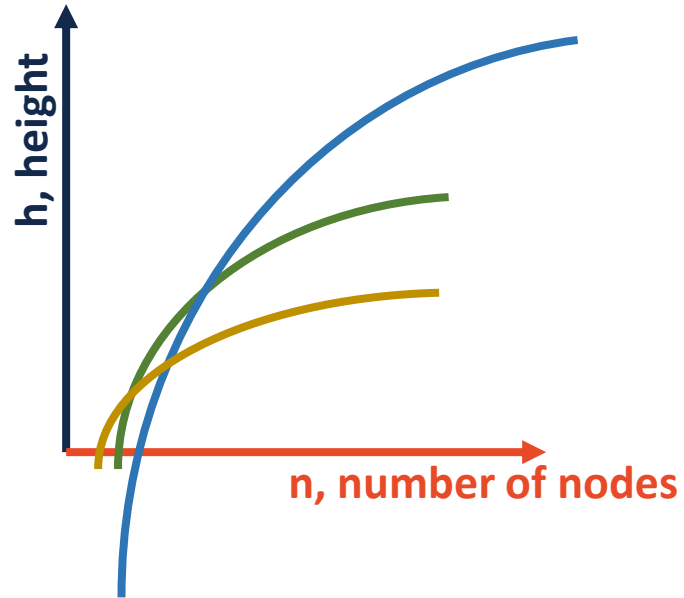
# AVL Tree Analysis

Definition of big-O:

...or, with pictures:

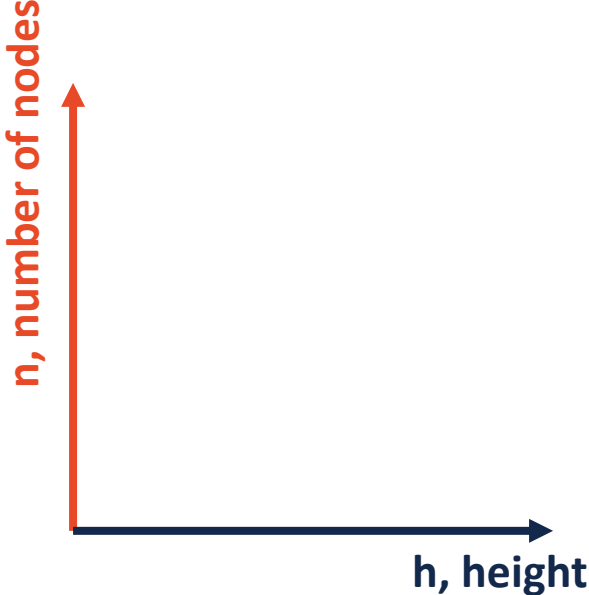
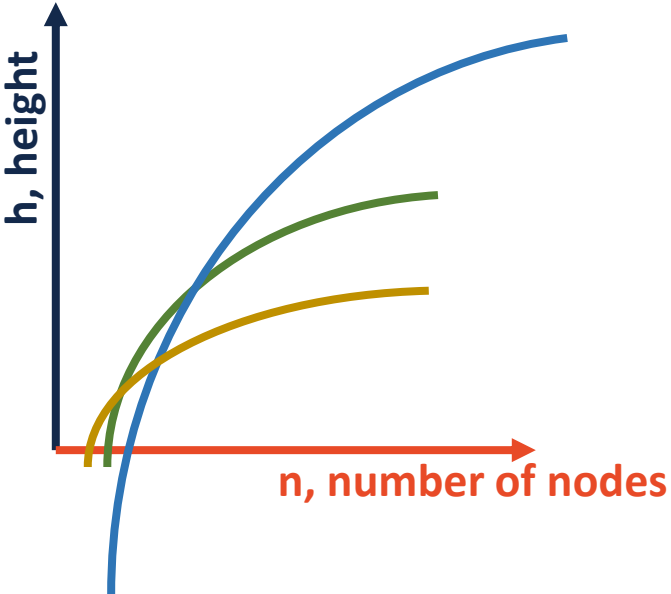


# AVL Tree Analysis



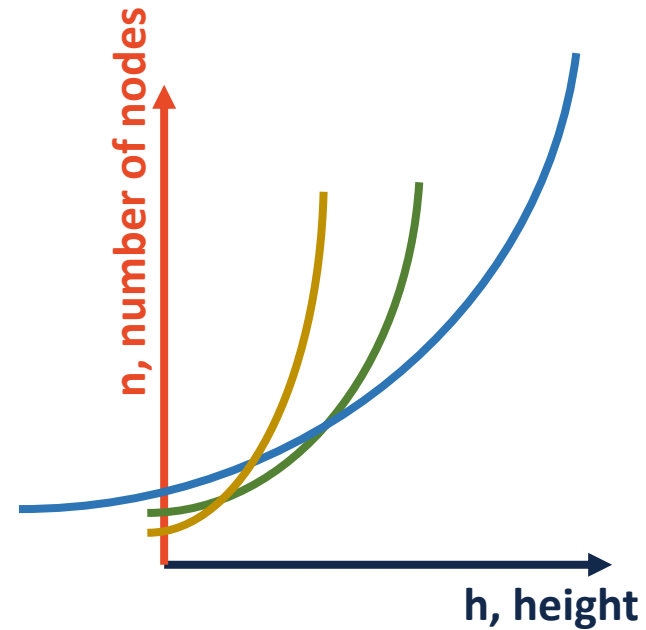
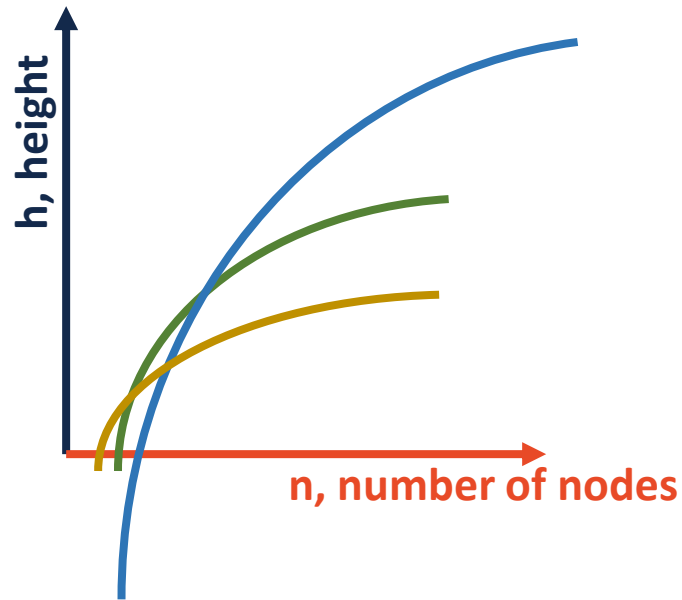
- The height of the tree,  $f(n)$ , will always be less than  $c \times g(n)$  for all values where  $n > k$ .

# AVL Tree Analysis





# AVL Tree Analysis



- The number of nodes in the tree,  $f^{-1}(h)$ , will always be greater than  $c \times g^{-1}(h)$  for all values where  $n > k$ .

# Plan of Action

Since our goal is to find the lower bound on  $n$  given  $h$ , we can begin by defining a function given  $h$  which describes the smallest number of nodes in an AVL tree of height  $h$ :

# Simplify the Recurrence

$$N(h) = 1 + N(h - 1) + N(h - 2)$$

# State a Theorem

**Theorem:** An AVL tree of height  $h$  has at least \_\_\_\_\_.

**Proof:**

I. Consider an AVL tree and let  $h$  denote its height.

II. Case: \_\_\_\_\_

An AVL tree of height \_\_\_\_\_ has at least \_\_\_\_\_ nodes.

# Prove a Theorem

III. Case: \_\_\_\_\_

An AVL tree of height \_\_\_\_\_ has at least \_\_\_\_\_ nodes.

# Prove a Theorem

IV. Case: \_\_\_\_\_

By an Inductive Hypothesis (IH):

We will show that:

An AVL tree of height \_\_\_\_\_ has at least \_\_\_\_\_ nodes.

# Prove a Theorem

V. Using a proof by induction, we have shown that:

...and inverting:

# Summary of Balanced BST

## Red-Black Trees

- Max height:  $2 * \lg(n)$
- Constant number of rotations on insert, remove, and find

## AVL Trees

- Max height:  $1.44 * \lg(n)$
- Rotations:



# Summary of Balanced BST

## **Pros:**

- Running Time:

  - Improvement Over:

- Great for specific applications:

# Summary of Balanced BST

## **Cons:**

- Running Time:

- In-memory Requirement: