



# CS 225

## Data Structures

*February 14 – BST Balance*

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## Exam 1 Issues

Several of the free response questions were poorly written which impacted the answers given.

- Grades and feedback assume that the questions were understood
- You can see feedback in office hours now / later will be available
- Grades will be changed to be full points for everyone

# BST Analysis – Running Time

Operation	BST Worst Case
find	
insert	
delete	
traverse	



# BST Analysis

Therefore, for all BST:

**Lower bound:**  $h \geq O(\lg(n))$

**Upper bound:**  $h \leq O(n)$



## BST Analysis

The height of a BST depends on the order in which the data is inserted into it.

**ex: 1 3 2 4 5 7 6**

**vs.**

**4 2 3 6 7 1 5**

**Q:** How many different ways are there to insert keys into a BST?

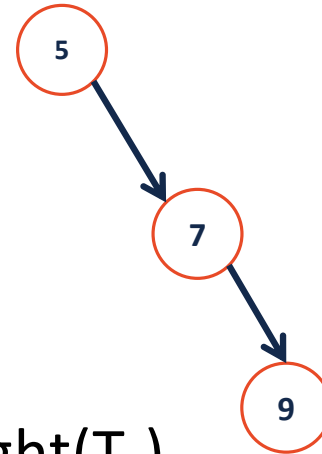
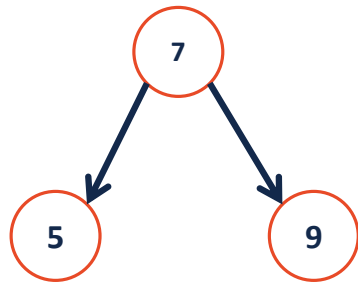
**Q:** What is the average height of all the arrangements?

# Dictionary Analysis – Running Time

Operation	BST Average case*	BST Worst case	Sorted array	Sorted List
<b>find</b>				
<b>insert</b>				
<b>delete</b>				
<b>traverse</b>				

# Height-Balanced Tree

What tree makes you happier?



Height balance:  $b = \text{height}(T_R) - \text{height}(T_L)$

A tree is height balanced if:



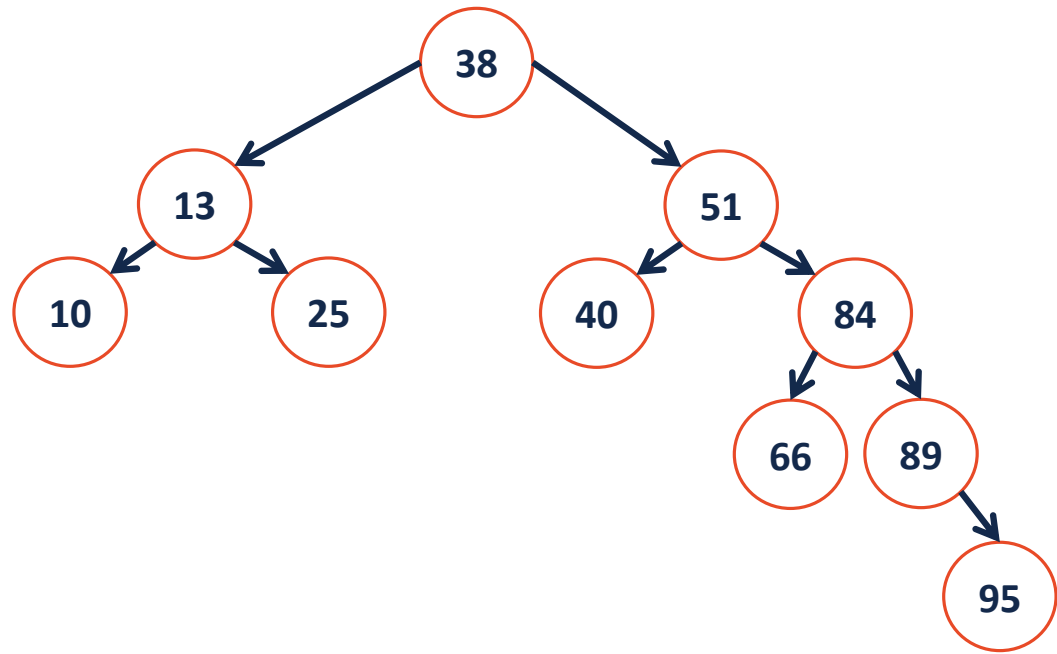
# BST Rotation

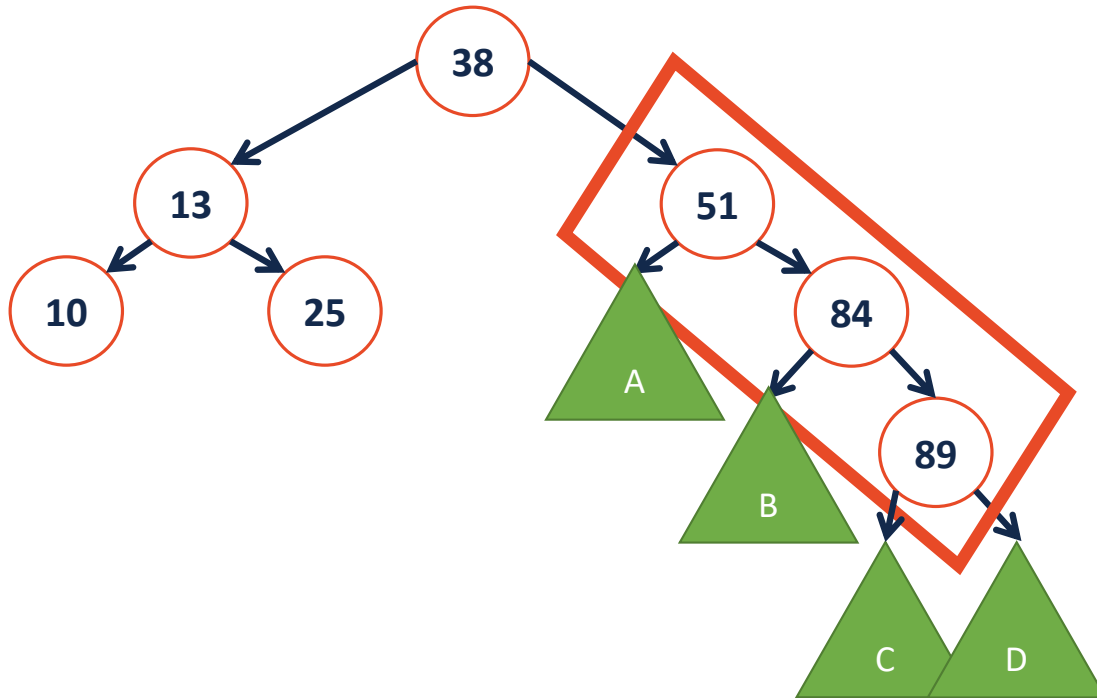
We will perform a rotation that maintains two properties:

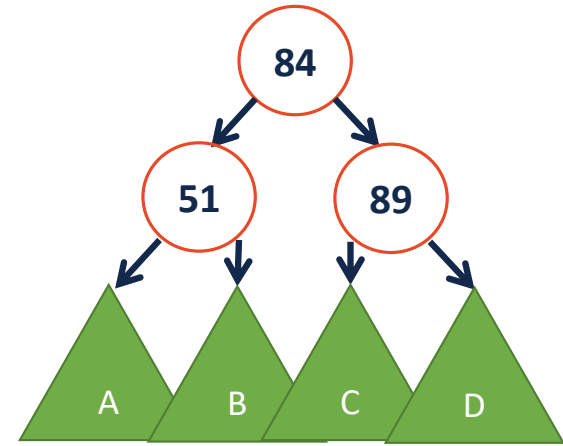
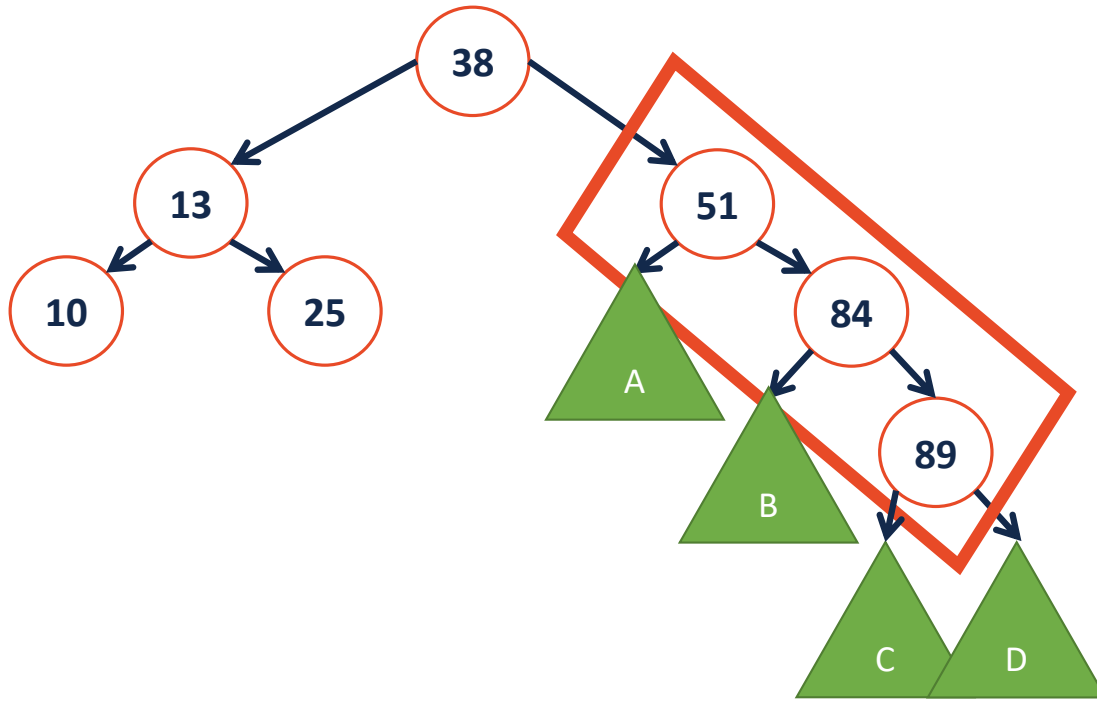
- 1.**

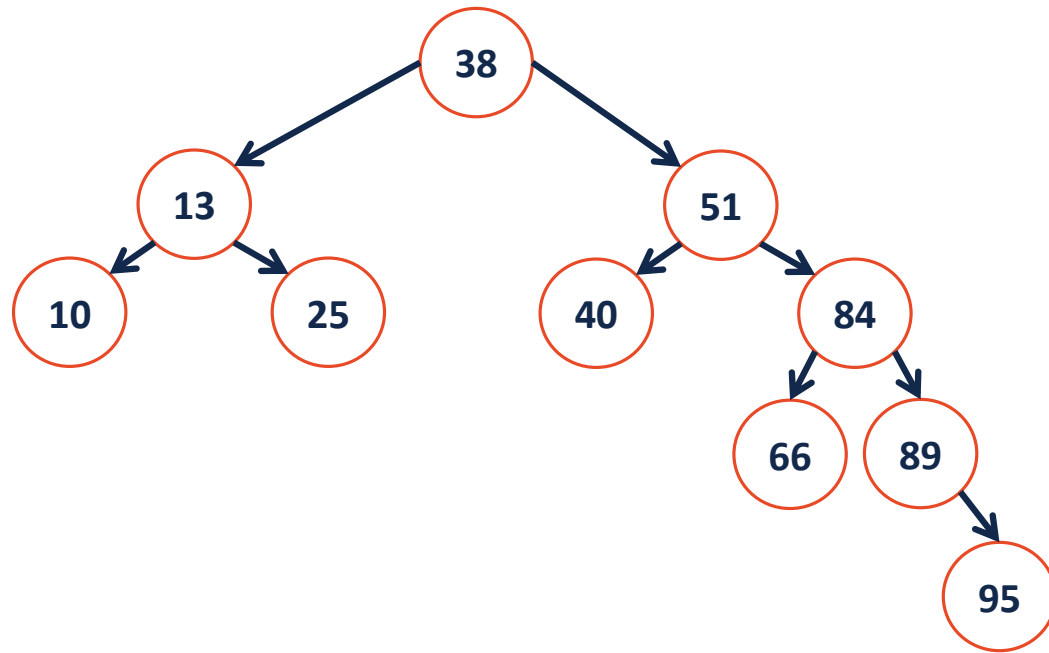
- 2.**

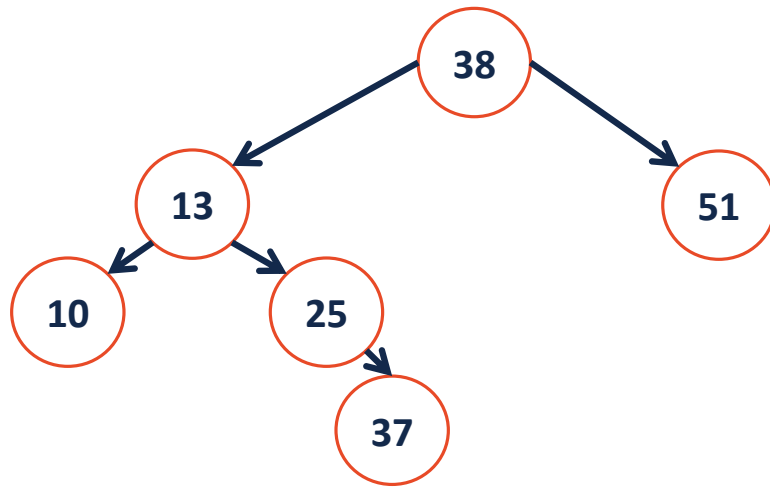


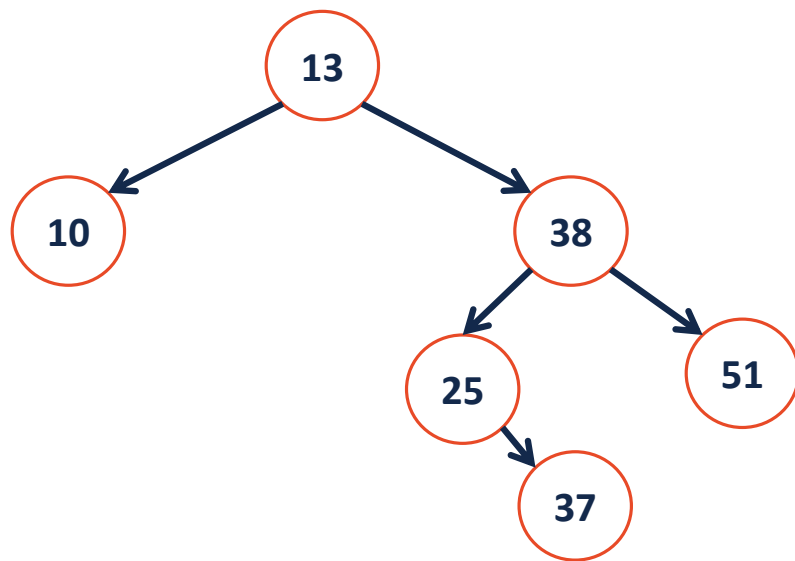


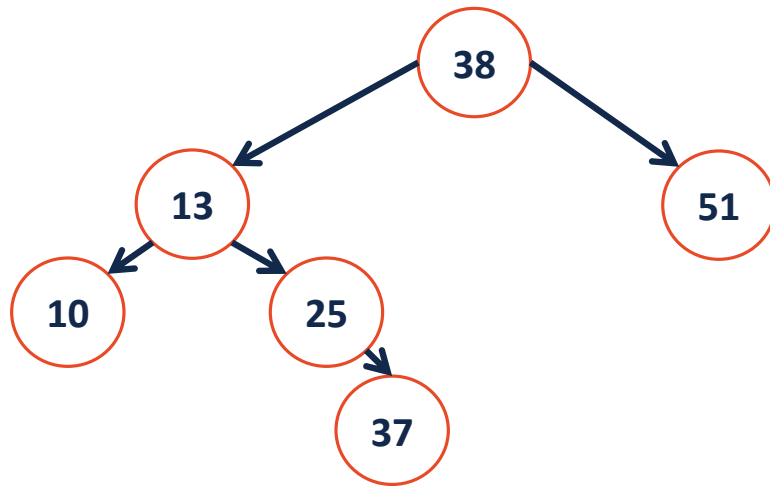














## BST Rotation Summary

- Four kinds of rotations (L, R, LR, RL)
- All rotations are local (subtrees are not impacted)
- All rotations are constant time:  $O(1)$
- BST property maintained

**GOAL:**

We call these trees:





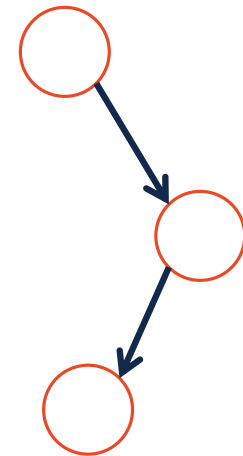
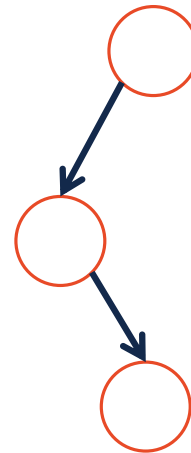
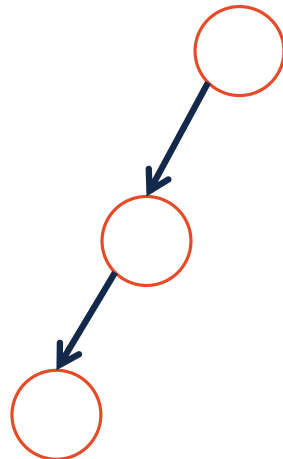
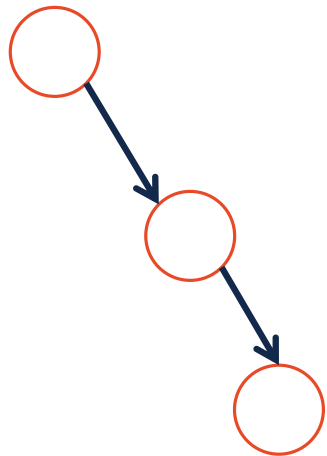
# AVL Trees

Three issues for consideration:

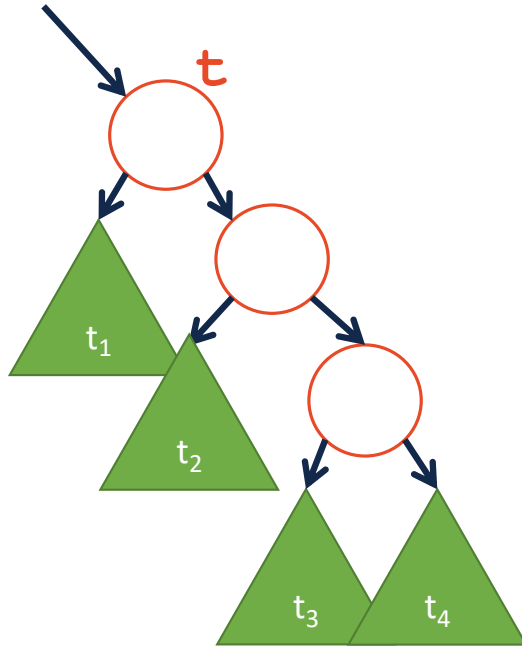
- Rotations
- Maintaining Height
- Detecting Imbalance

# AVL Tree Rotations

Four templates for rotations:



# Finding the Rotation on Insert

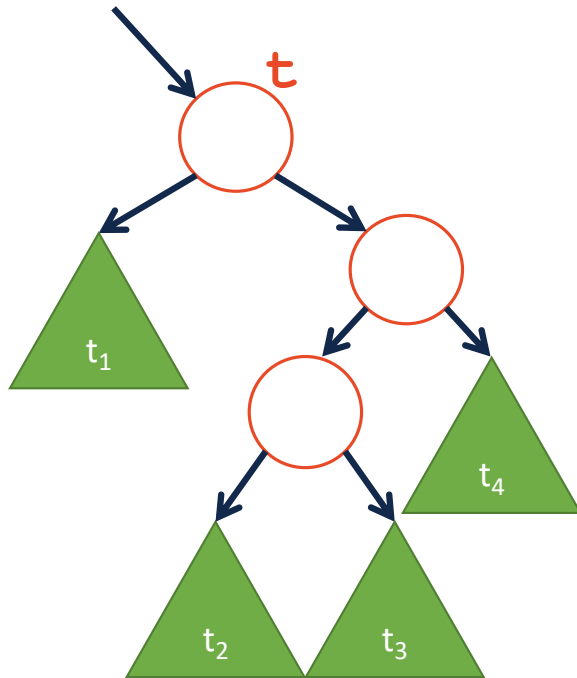


## Theorem:

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.

We gauge this by noting the balance factor of  $t \rightarrow \mathbf{right}$  is \_\_\_\_\_.

# Finding the Rotation on Insert



## Theorem:

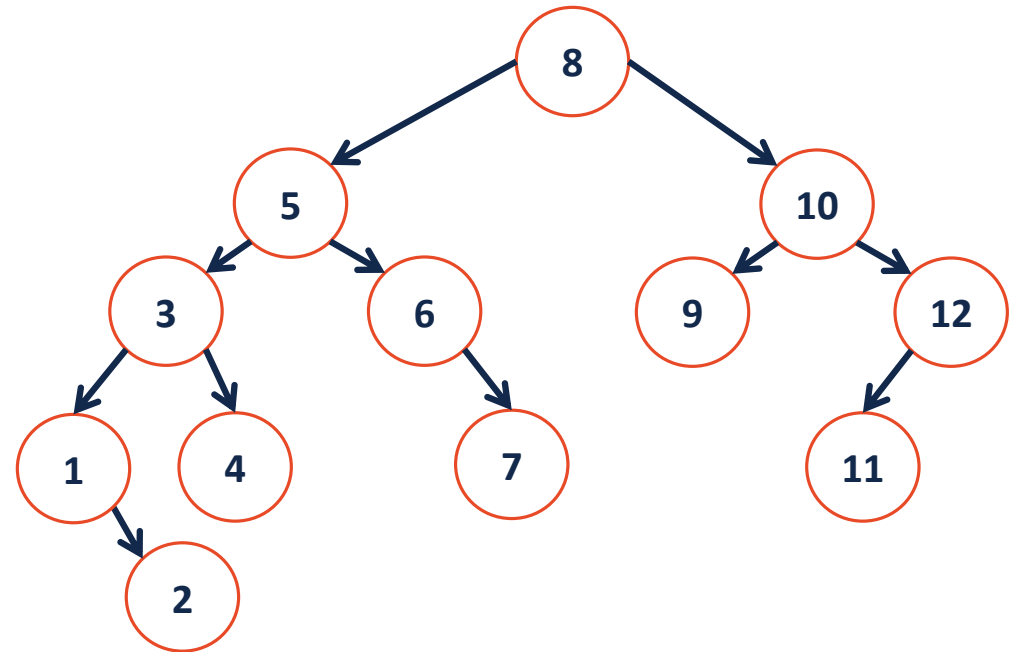
If an insertion occurred in subtrees  $t_2$  or  $t_3$  and a subtree was detected at  $t$ , then a \_\_\_\_\_ rotation about  $t$  restores the balance of the tree.

We gauge this by noting the balance factor of  $t \rightarrow \mathbf{right}$  is \_\_\_\_\_.

# Insertion into an AVL Tree

`_insert(6.5)`

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

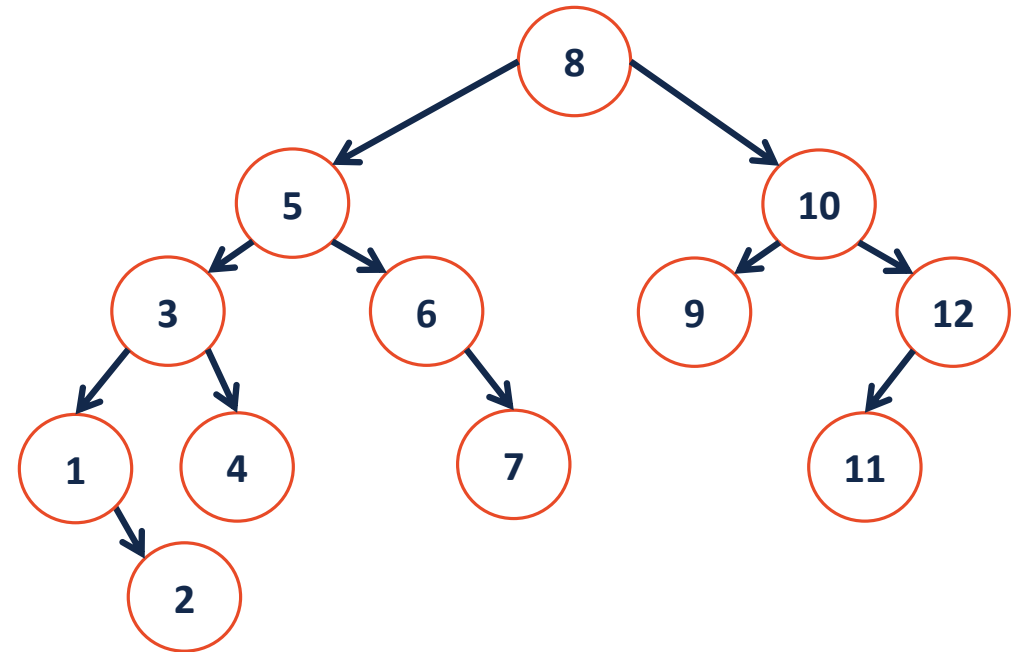


# Insertion into an AVL Tree

`_insert(6.5)`

## 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 };
```