

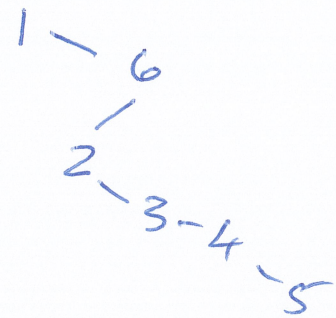
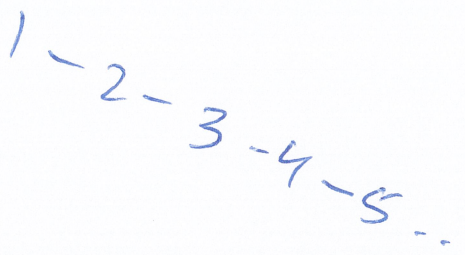
AVL Trees

Issue w/ regular BST is

search, insert, delete run in $O(h)$

time, $h = \text{height}$, WORST CASE $h = n - 1$,

$n = \# \text{ Nodes}$



2^{n-1} BSTs of n ints of height $n-1$.

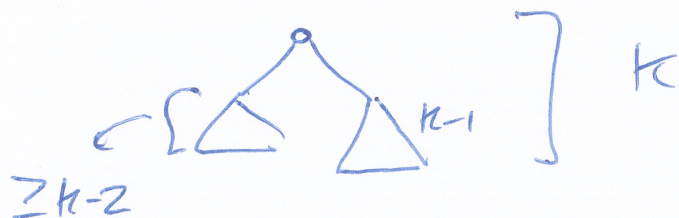
WORST CASE RUN-TIME IS $O(n)$ ops

AVG CASE IS $O(\log n)$

Goal = guarantee $O(\log n)$ height worst case

AVL Tree Node Property

- 1) regular BST (left lower, right higher)
- 2) for every node, the height of the left subtree + height of right subtree can't differ by more than 1.



Let $T_h = \min$ number of nodes for an AVL tree of height h .

Prove $T_h = F_{h+3} - 1$, where F_n is the n^{th} Fibonacci #.

$$h=0 \quad \circ, \quad T_0 = 1 \quad \text{LHS} = T_0 = 1, \quad \text{RHS} = F_{0+3} - 1 = F_3 - 1 = 2 - 1 = 1 \quad \checkmark$$

$$h=1 \quad \circ \text{---} \circ, \quad T_1 = 2 \quad \text{LHS} = T_1 = 2, \quad \text{RHS} = F_{1+3} - 1 = F_4 - 1 = 3 - 1 = 2 \quad \checkmark$$

I.H. Assume for all n , $n \leq k$ that $T_n = F_{n+3} - 1$ where k is an arbitrarily chosen positive integer.

I.S. Prove $T_{k+1} = T_{k+1} = F_{k+4} - 1$.

$$T_{k+1} = T_k + T_{k-1} + 1 \quad \xrightarrow{\text{root}} \quad k \left[\begin{array}{c} \triangle \\ \triangle \end{array} \right]^{k-1}$$

$$= F_{k+3} - 1 + F_{k+2} - 1 + 1, \text{ using I.H.}$$

$$= F_{k+4} - 1 \quad \checkmark$$

$n = \#$ nodes, $h = \text{height}$ $\nearrow \phi$

$$n \geq F_{h+3} - 1 \quad F_n = \frac{1}{\sqrt{5}} \left(\left(\frac{1+\sqrt{5}}{2} \right)^n - \left(\frac{1-\sqrt{5}}{2} \right)^n \right)$$

$$n+1 \geq F_{h+3} \quad F_n \sim c \phi^n$$

$$n+1 \geq c \cdot \phi^{h+3}$$

$$\phi^{h+3} \leq \frac{n+1}{c}$$

$$h+3 \leq \log_{\phi} \frac{n+1}{c}$$

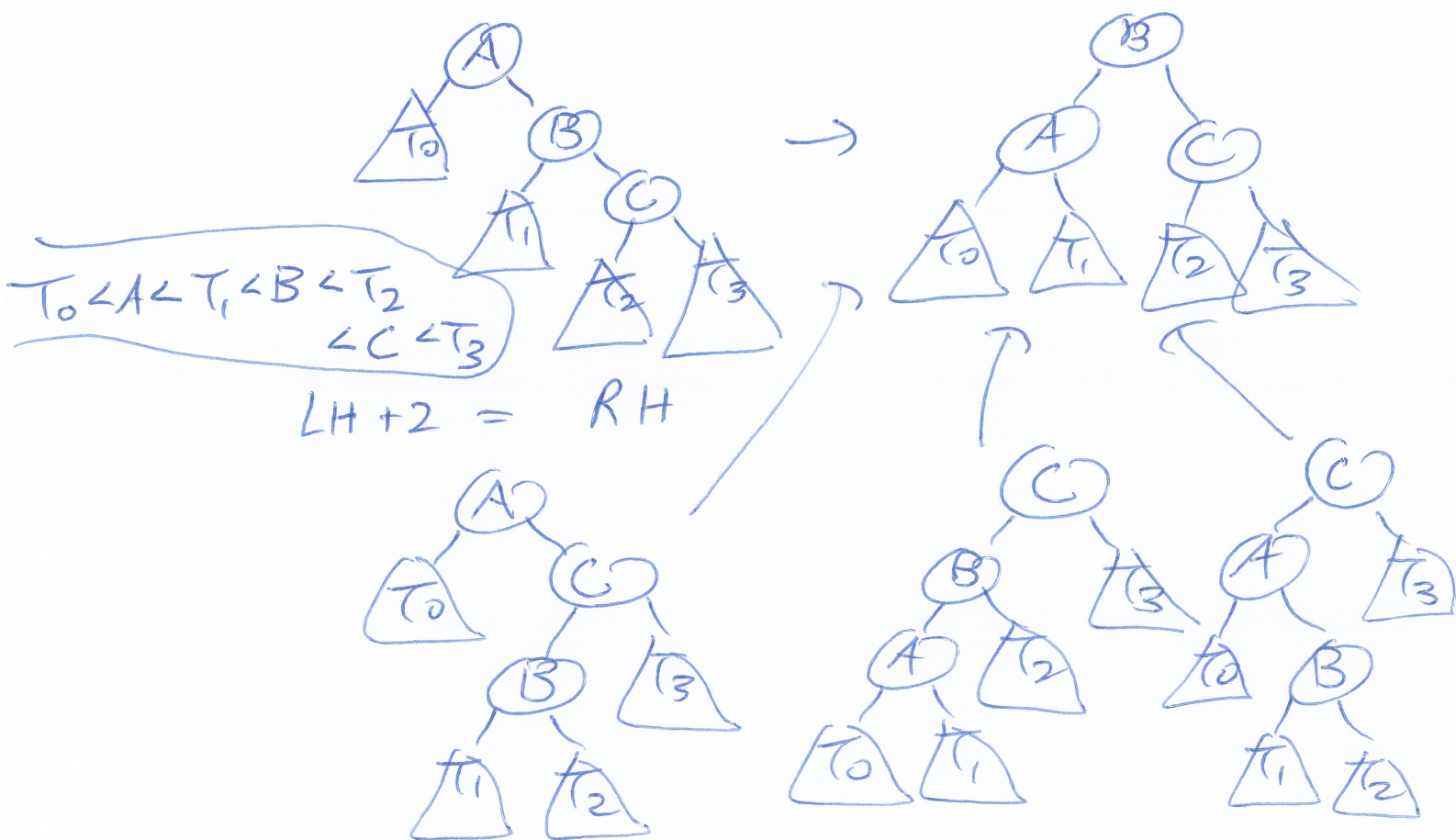
$$h+3 \leq O(\lg n)$$

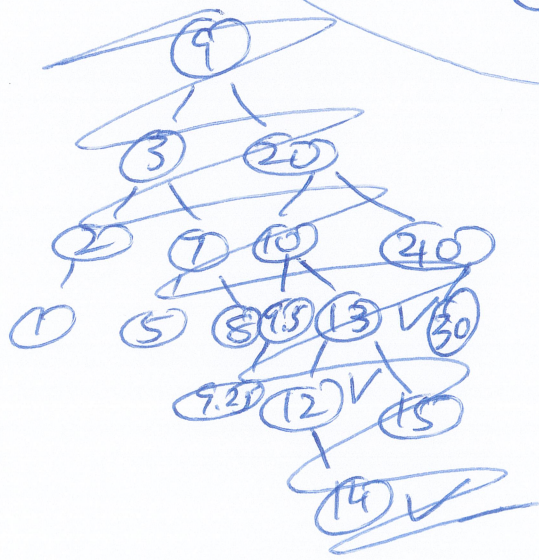
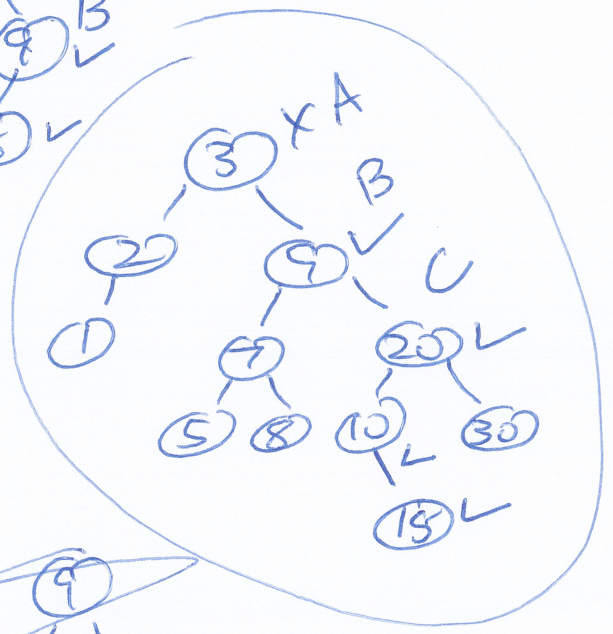
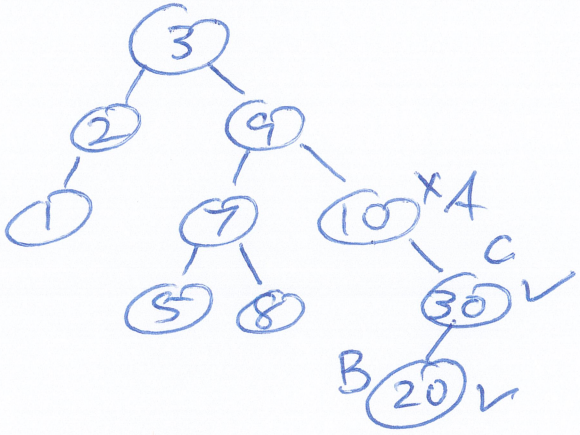
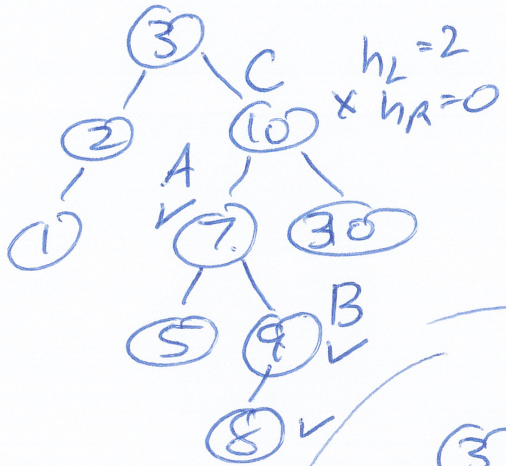
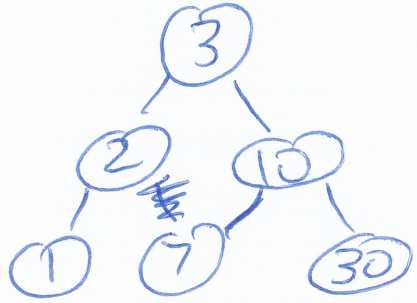
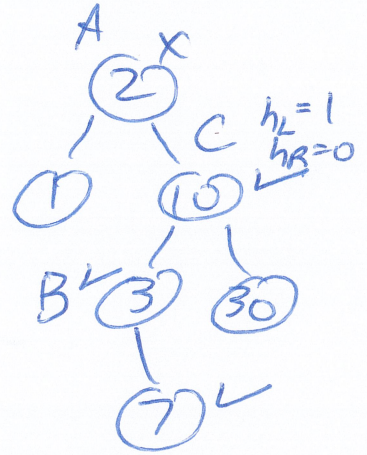
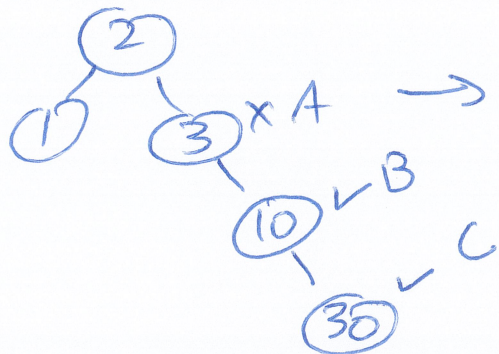
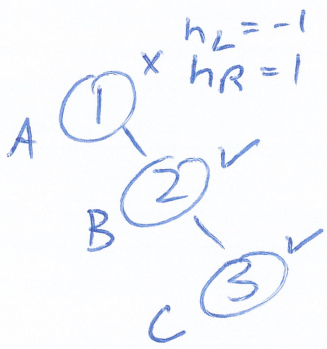
AVL

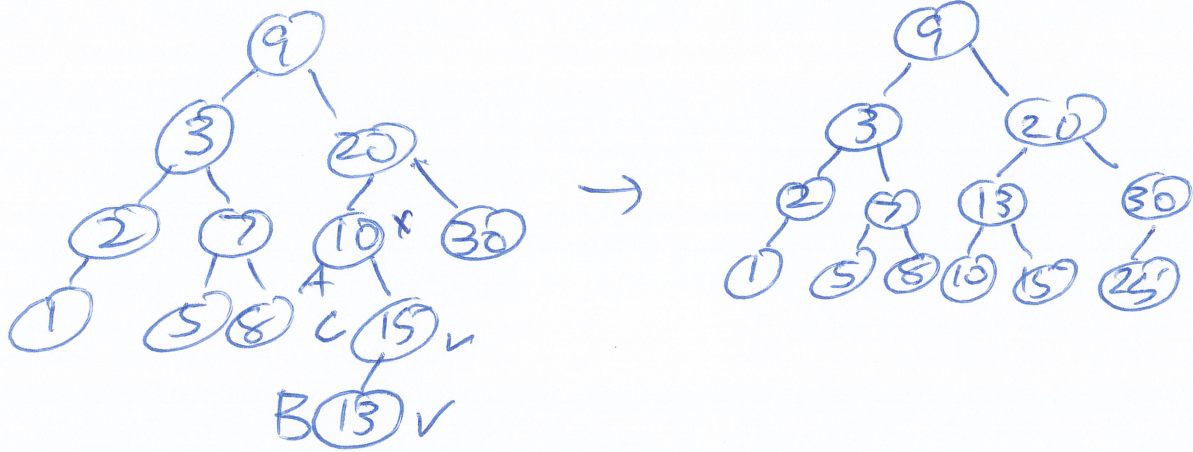
Insert - Step 1 - regular bst insert

Step 2 - trace up the ancestral path and if there's an imbalance, fix it!

General Procedure to Fix





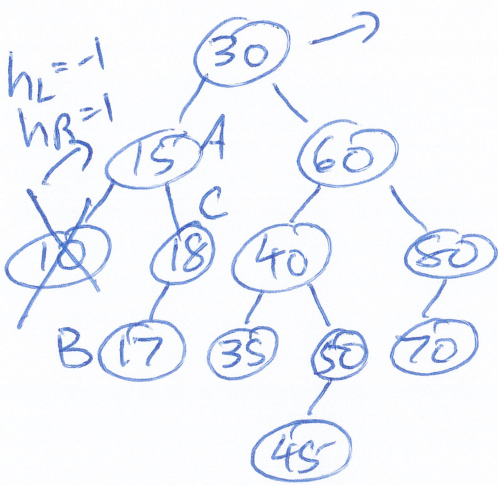


Delete

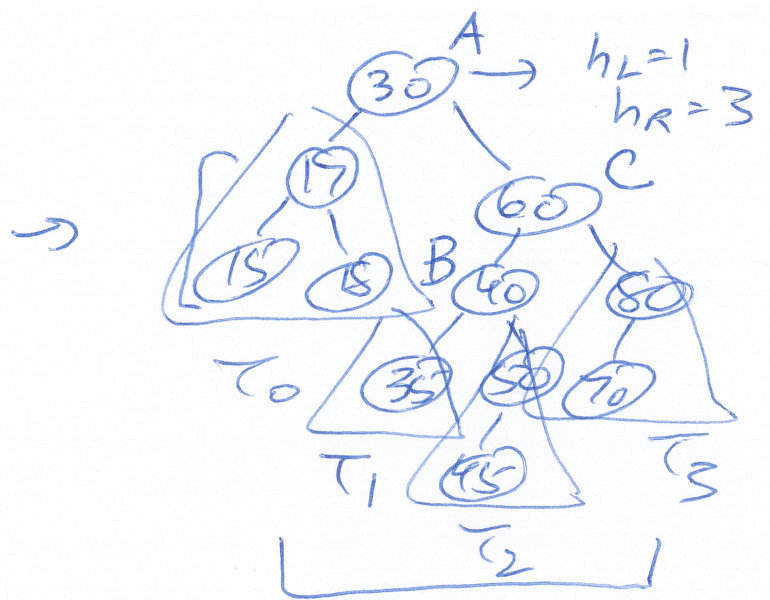
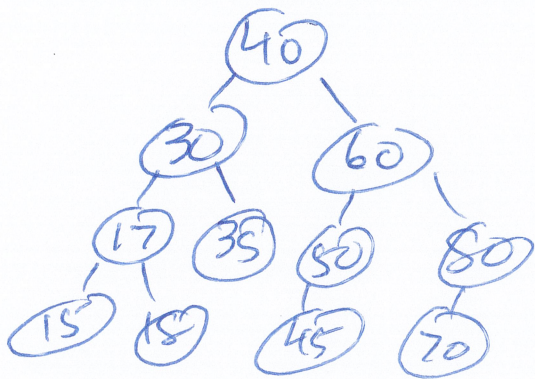
1) Do a regular BST Delete

2) Trace up ancestral path of ~~parent~~ parent of deleted node and rebalance whenever there's a problem

→ Can trigger at each node it traces up.

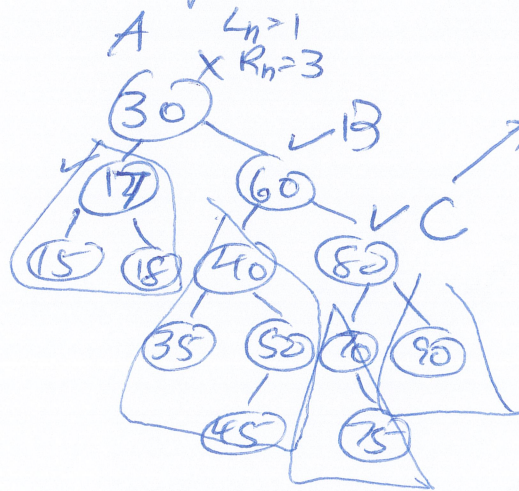
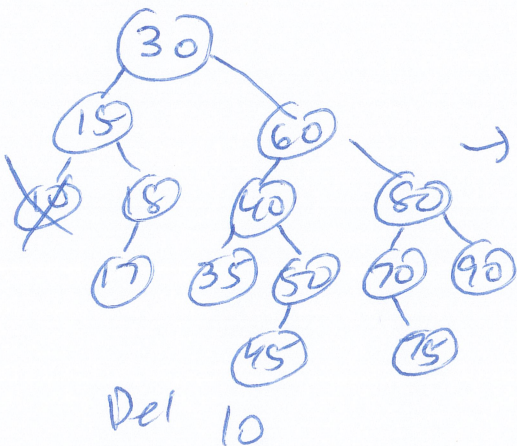


Delete 10



we choose C, B
due to greater
height

Note: I was right: when choosing A, B, C for delete you go to the longer subtree. If the 2 sides are equal, you ALWAYS go in the same direction as the previous decision. Here is a case



we choose
this because
60 is right of
30, so we went
Right again in
the tie case

Final answer on next
page

