

COP 3502 10/29/28

1) Considering syllabus change - will vote in class on Friday.

2) Updated Grade Calc - Tomorrow Morning

3) AVL Trees

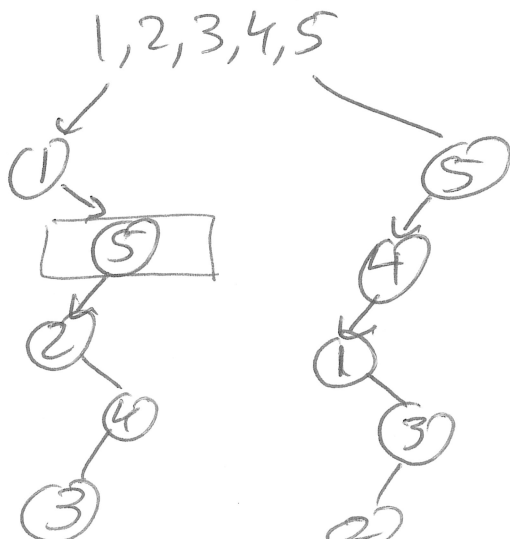
- Specific Type of Binary Search Tree

Regular BST

Positives: inserts, deletes, searches - $O(h)$ time
 $h = \text{height}$ and ON AVERAGE $h = O(\lg n)$,
where $n = \#$ of elements

Negative: WORST CASE is $h = n - 1$, and these
run times are $O(n)$.

of BSTs storing 1 to n with n nodes
+ height $n - 1$ is 2^{n-1} .



2 choices

2 choices

2 choices

2 choices

1 choice

AVL Tree - Solution to height to #node ratio guaranteed

① Regular BST Property

② AVL Tree Node Property:

for any node in the tree,

the difference in height (absolute value)

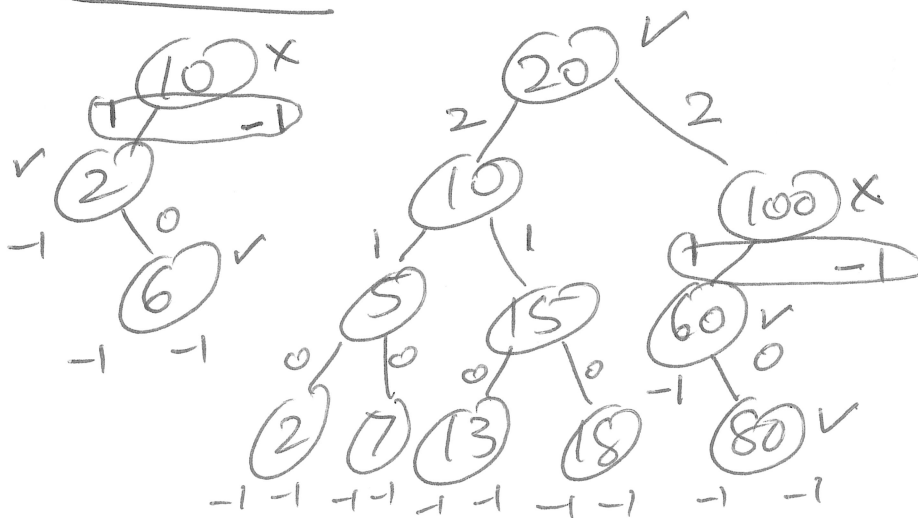
of the left subtree and right subtree

is ≤ 1 .

Valid



Invalid



2 Things

1) Prove that a tree with this property has height $O(\lg n)$

2) How to maintain these properties

→ Given a tree of height h , we'll prove n , the number of nodes in tree is $\geq F_{h+3} - 1$ where F_k denotes the k^{th} Fibonacci #.

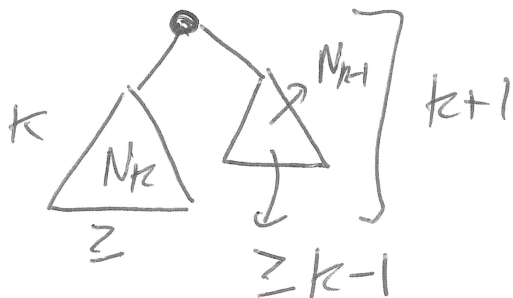
$$h=0 \quad n=1, \quad \geq F_{0+3} - 1 = 2 - 1 = 1 \quad \checkmark$$

$$h=1 \quad n \geq 2 \quad (2, 3) \quad \geq F_{1+3} - 1 = 3 - 1 = 2 \quad \checkmark$$

I.H. Assume for all $h \leq k$ that the number of nodes in an AVL tree of height h ,

$$N_h \geq F_{h+3} - 1.$$

Prove for $h = k+1$ that $N_{k+1} \geq F_{k+3+1} - 1$.



$$N_{k+1} \geq N_k + N_{k-1} + 1$$

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

$$= \boxed{F_{k+4} - 1}$$

$$n \geq F_{h+3} - 1$$

$$n \geq F_{h+3} - 1$$

$$n+1 \geq F_{h+3} \rightarrow \phi$$

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

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

$$\lg(n+1) \geq \lg(c \phi^{h+3})$$

$$\lg(n+1) \geq \lg c + \lg \phi \rightarrow \text{Constant}$$

$$\lg(n+1) - \lg c \geq (h+3) \lg \phi$$

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

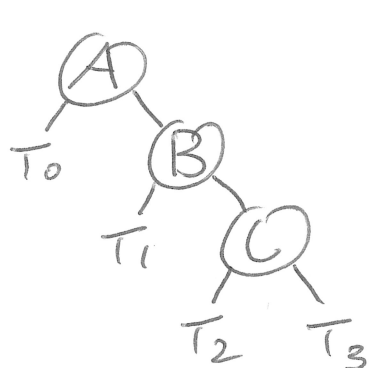
$$h = O(\lg n)$$

AVL Inserts

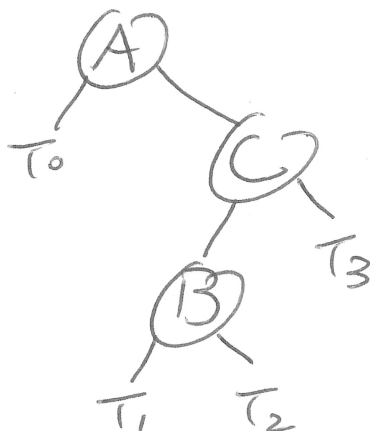
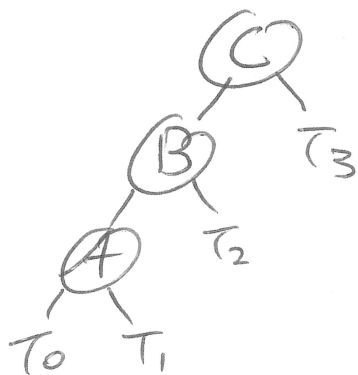
1) Regular BST insert

2) Trace up the ancestral path. If you reach a node with an imbalance, fix it! Then you're done!

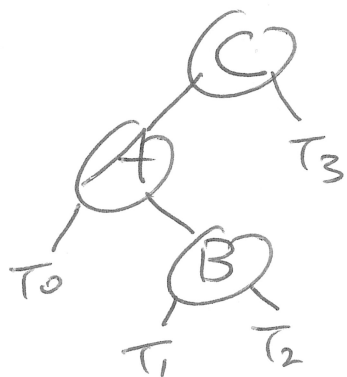
Four Types of Imbalances



$LH < RH - 1$



$LH < RH - 1$

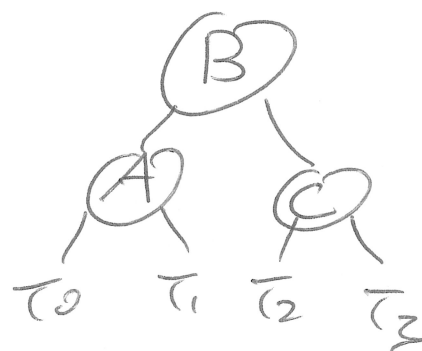


$RH < LH - 1$

FIX
→

T_0, T_1, T_2, T_3 are
subtrees possibly
empty

$T_0 < A < T_1 < B < T_2 < C < T_3$



Example 1

