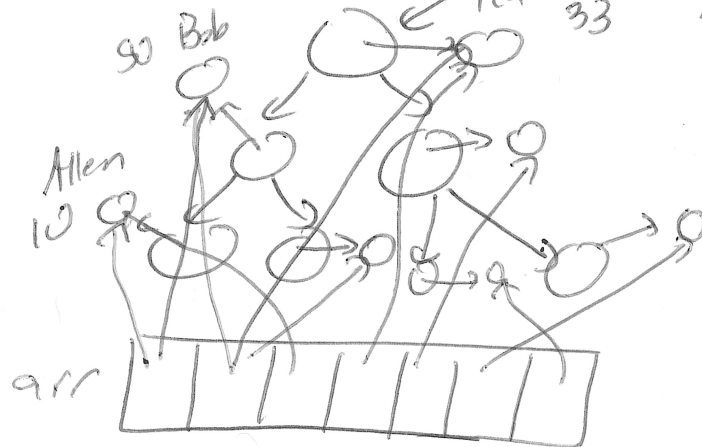


COP 3502 - 10/31/23

① PS posted - BST



nodes by circles
Larger smaller circles

① AVL Trees

- Insert }
- Delete } Good TODAY

R: Code

R: Heaps

Binary Search Trees \rightarrow Insert
Delete
Search $O(h)$

h = height tree

best height = $O(\lg n)$ $n = \#$ nodes

worst height = $O(n)$

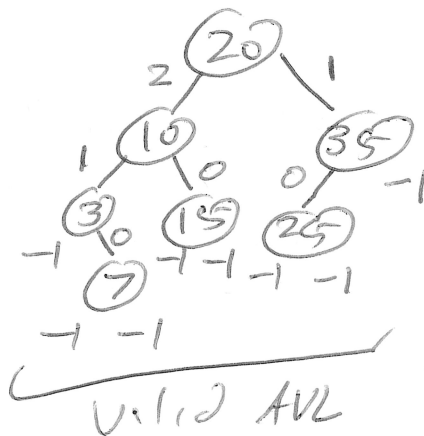
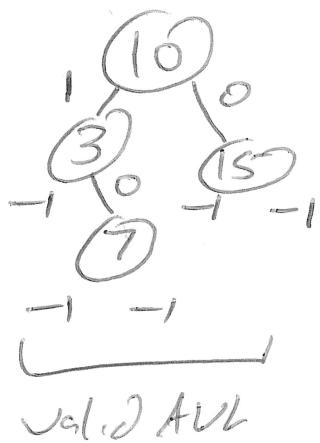
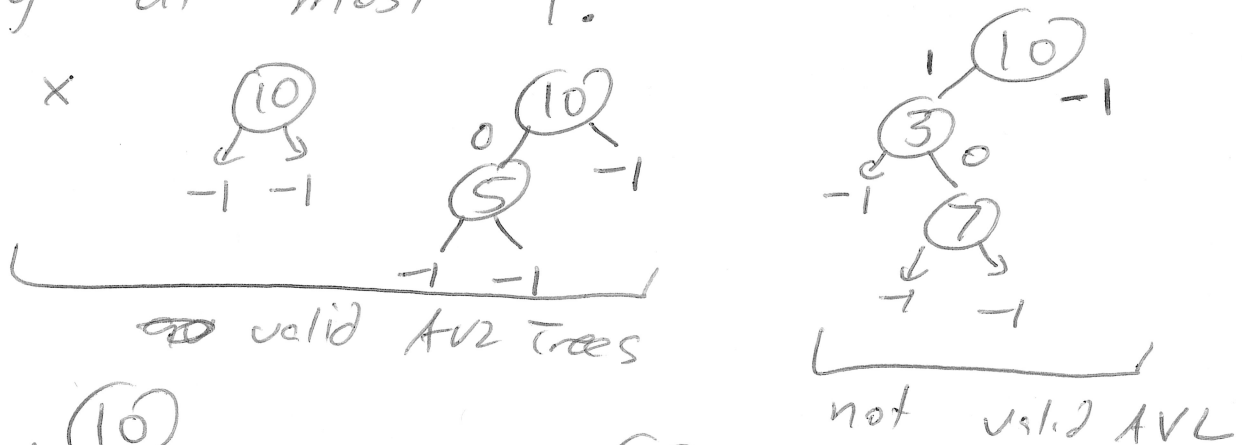


One Balanced Binary Search Tree

We'll do is the AVL tree

AVL Tree Node Property

height of the left + right subtrees differ by at most 1.

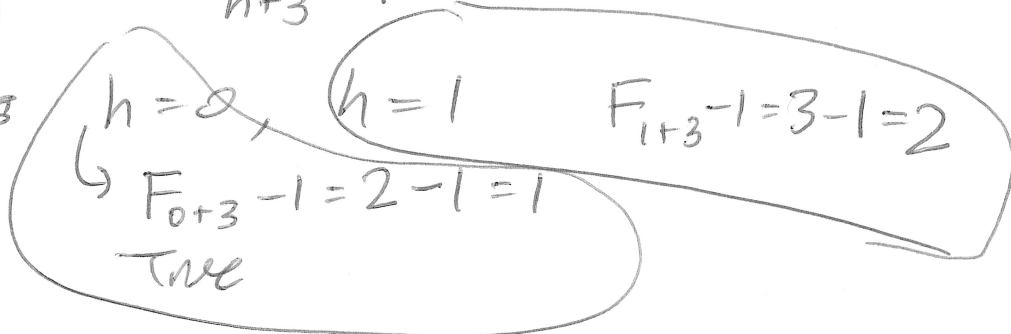


Prove that $h = O(\lg n)$, $n = \# \text{ nodes}$

Let $T_h = \text{min } \# \text{ nodes in an AVL Tree of height } h.$

$$T_h = F_{h+3} - 1$$

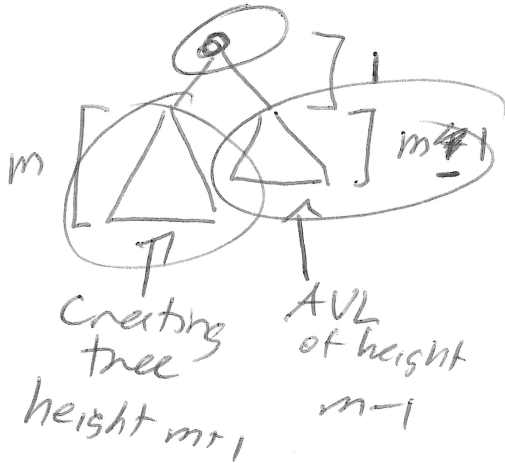
Base cases



Inductive hypothesis: Assume for all non-neg int.

$$h, h \leq \underline{m}, m \geq 1 \text{ that } T_h = F_{h+3} - 1$$

Inductive step: Prove for $h=m+1$ that $T_{m+1} = F_{m+4} - 1$.



$$\begin{aligned}
 T_{m+1} &= 1 + \overset{\substack{\downarrow \text{root} \\ \downarrow \text{bigger} \\ \downarrow \text{side}}}{T_m} + \overset{\substack{\downarrow \text{smaller} \\ \downarrow \text{side}}}{T_{m-1}} \\
 &= 1 + F_{m+3} - 1 + F_{m+2} - 1 \\
 &= \boxed{F_{m+4} - 1}
 \end{aligned}$$

$$n = T_h = F_{h+3} - 1$$

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

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

$\phi \sim 1.6$
Small limit to 0

$$\log_{\phi} n \sim \frac{1}{\sqrt{5}} \phi^{h+3}$$

$$\log_{\phi} n \sim (h+3) \times \frac{1}{\sqrt{5}} \times \boxed{\log_{\phi} \phi}$$

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

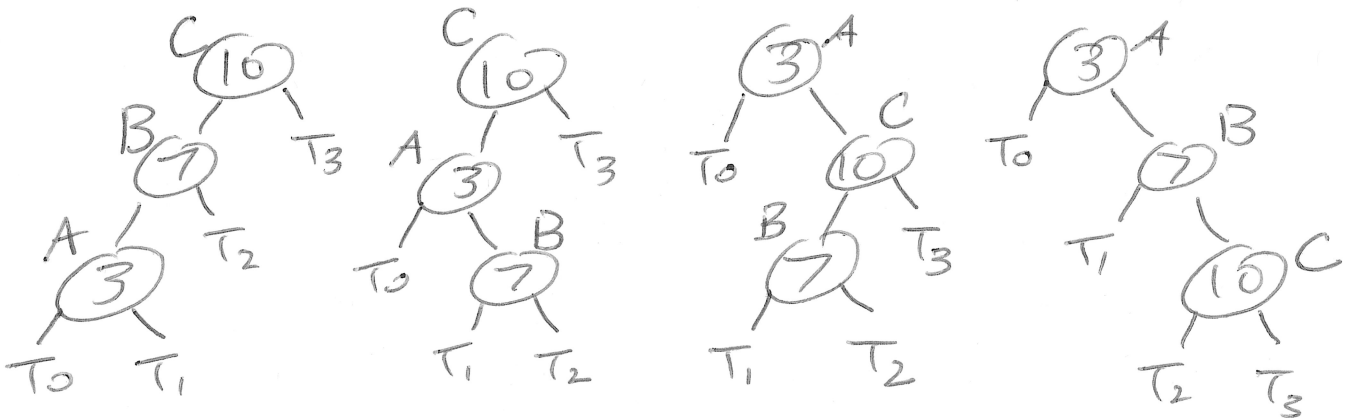
Difficulties of maintaining property



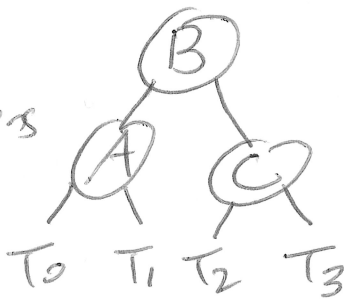
Insert

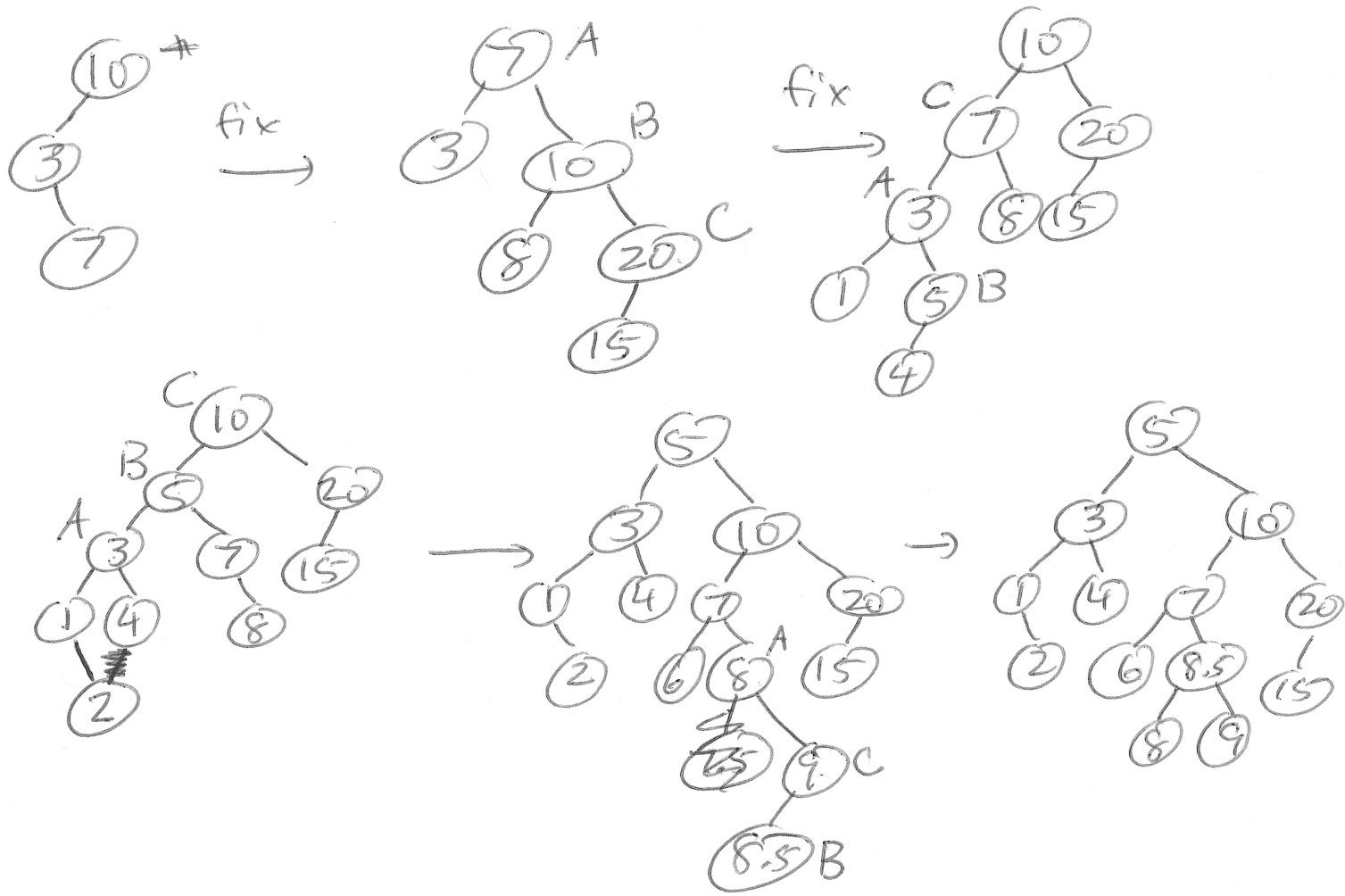
1. Do reg BST insert
2. Trace up ancestral path
if you find an imbalanced node, rebalance it!

4 ways we could have imbalance



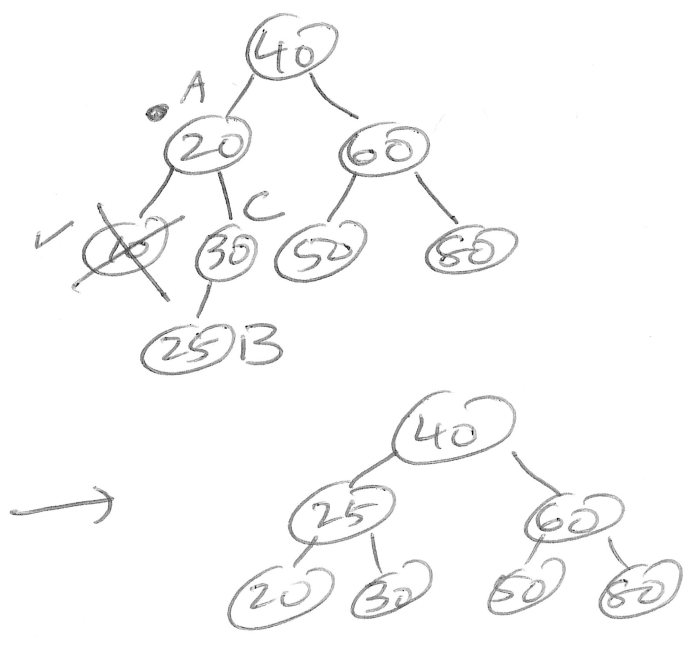
all 4 situations same fix



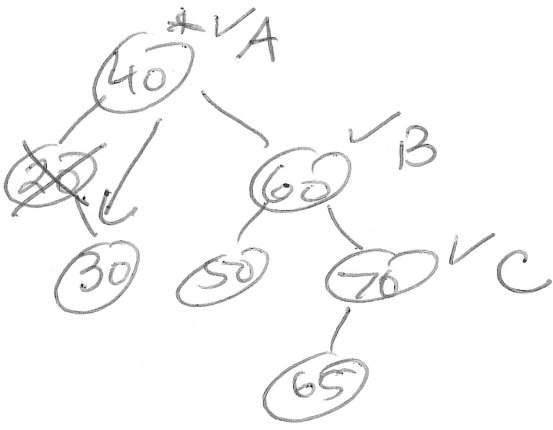


Delete! (Header)

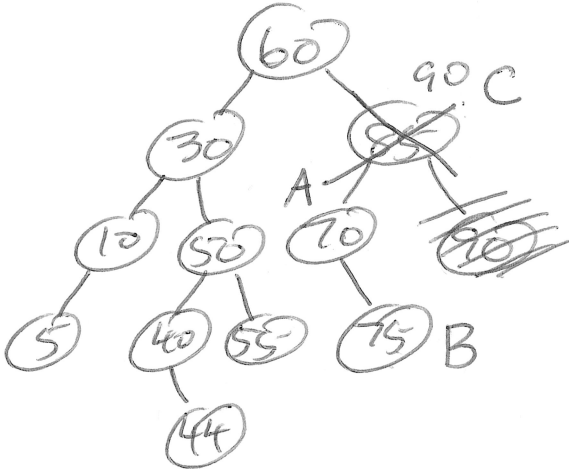
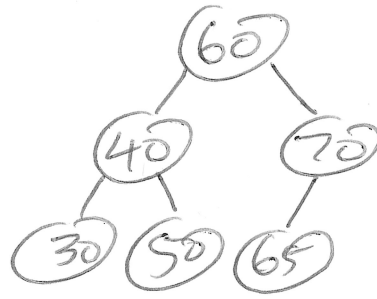
Delete 10



- 1) regular BST delete
 - 2) trace up ancestral path
- If a node is unbalanced balance it!
 * more than 1 rebalance may be necessary!

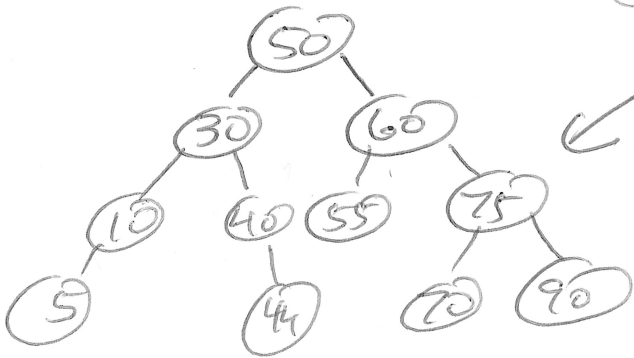
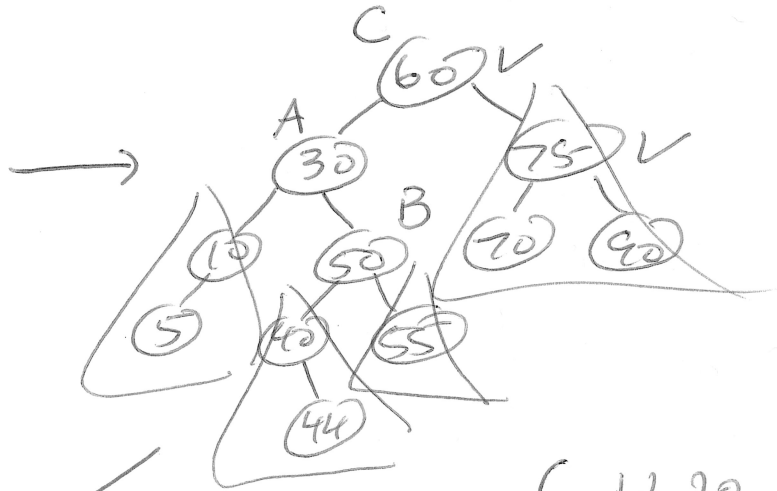


Delete 20



Delete 85

Replace w/ min right



Could do a rebalance at multiple nodes ancestral path but there are $O(\lg n)$ such nodes + each rebalance is $O(1)$ time.

Overall runtime $O(\lg n)$