



# Lecture 9: Self Balancing Trees

CSE 373: Data Structures and  
Algorithms

# Warm Up

# Meet AVL Trees

**AVL Trees** must satisfy the following properties:

- **binary trees**: all nodes must have between 0 and 2 children
- **binary search tree**: for all nodes, all keys in the left subtree must be smaller and all keys in the right subtree must be larger than the root node
- **balanced**: for all nodes, there can be no more than a difference of 1 in the height of the left subtree from the right.  
 $\text{Math.abs}(\text{height}(\text{left subtree}) - \text{height}(\text{right subtree})) \leq 1$

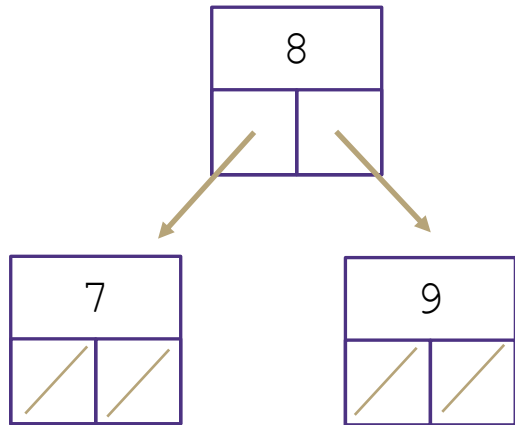
AVL stands for **A**delson-**V**elsky and **L**andis (the inventors of the data structure)

# Measuring Balance

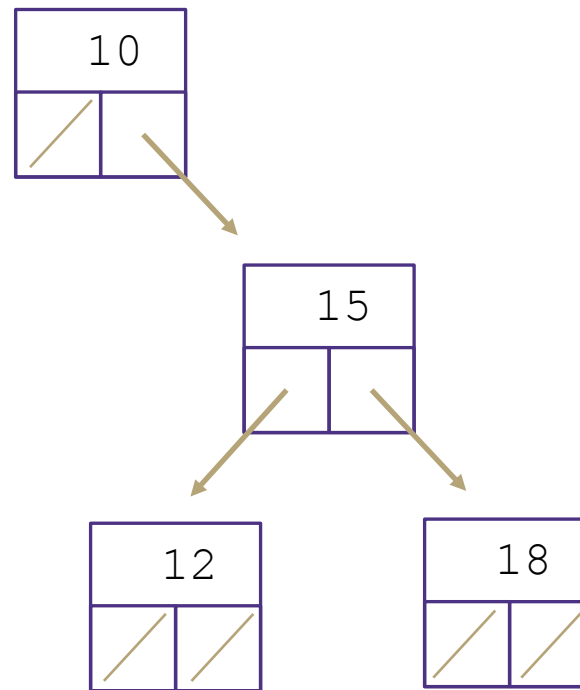
Measuring balance:

For each node, compare the heights of its two sub trees

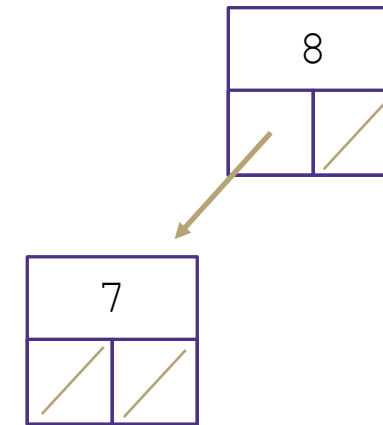
Balanced when the difference in height between sub trees is no greater than 1



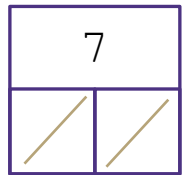
Balanced



Unbalanced



Balanced

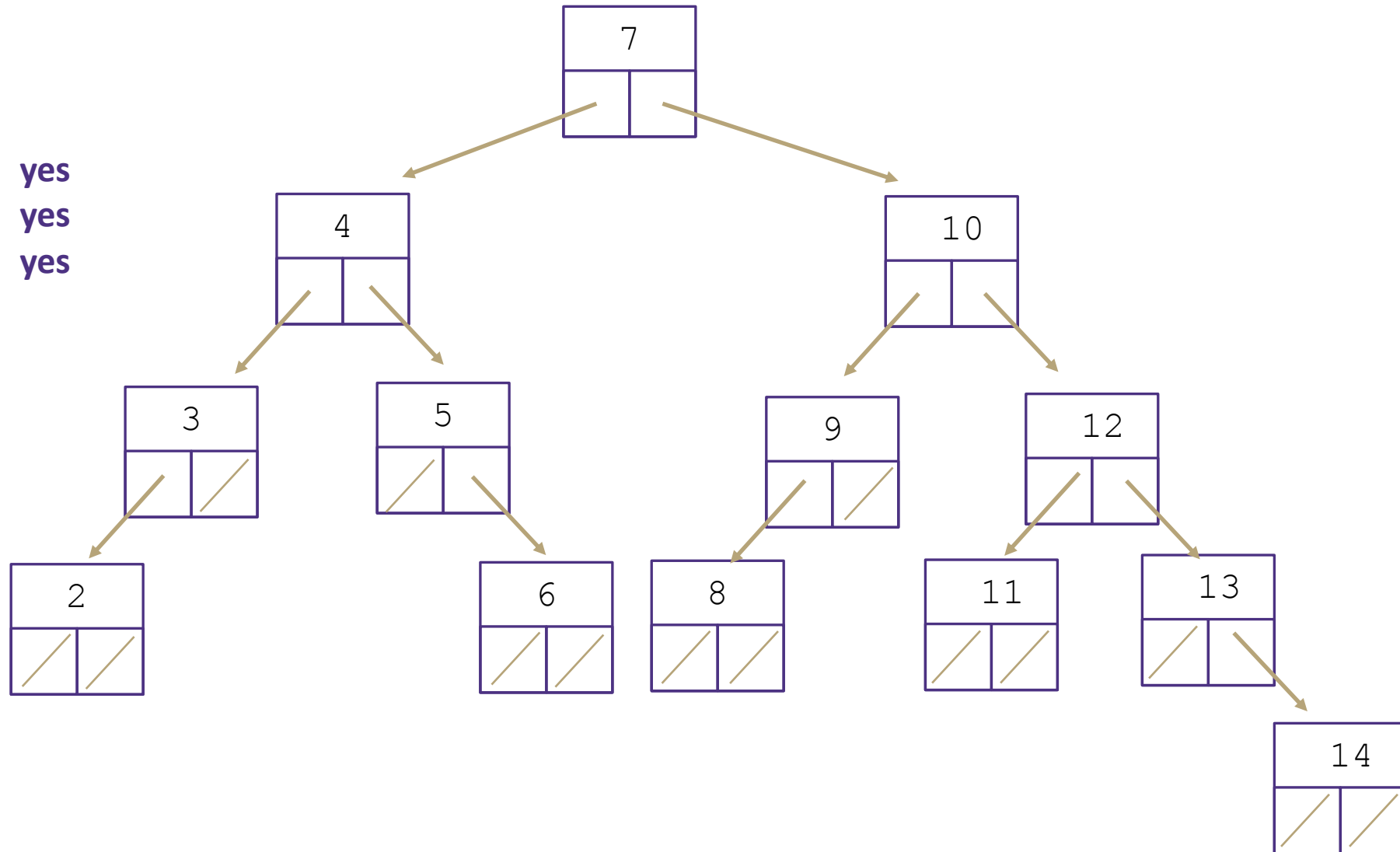


Balanced

# Is this a valid AVL tree?

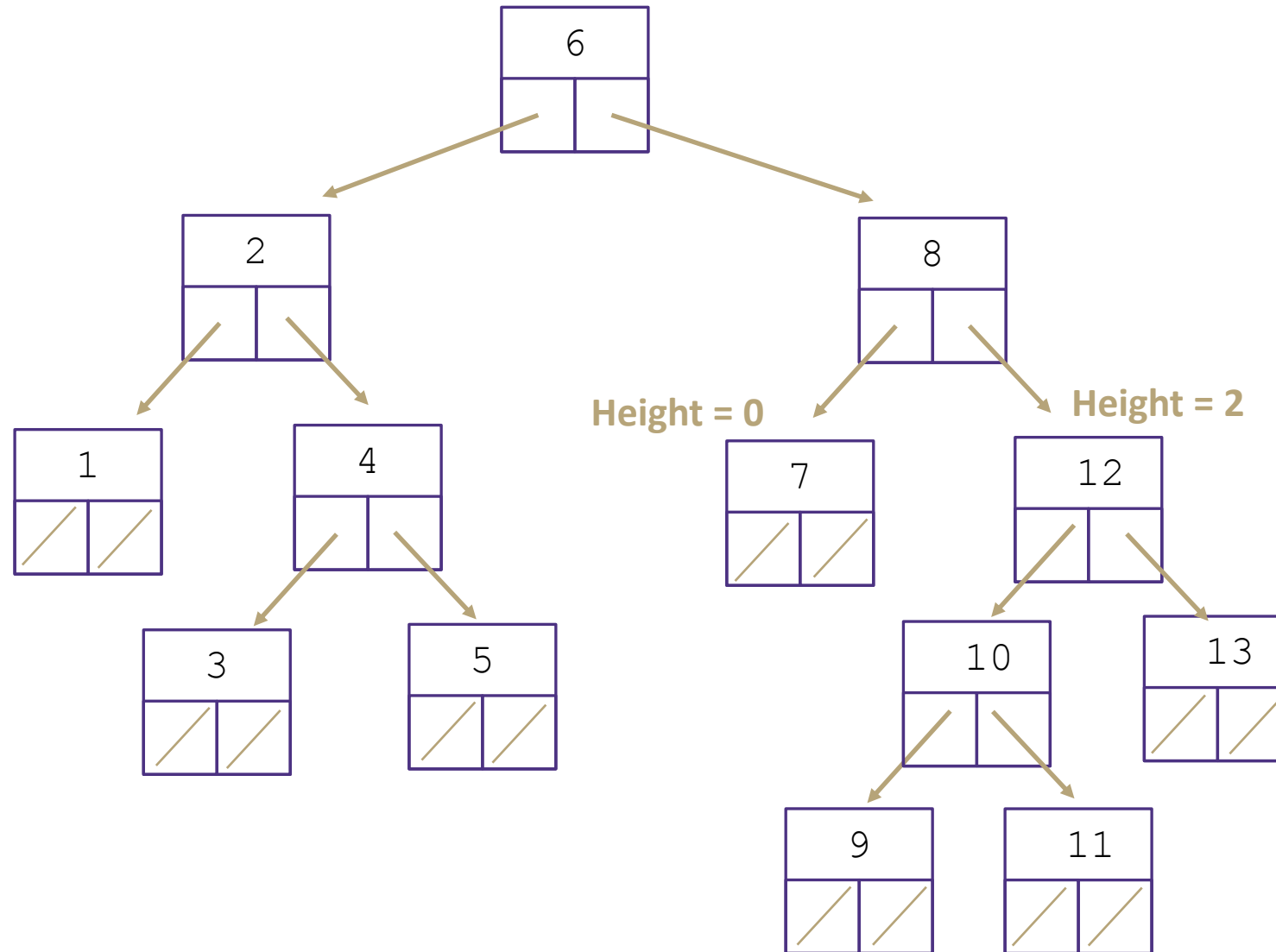
Is it...

- Binary **yes**
- BST **yes**
- Balanced? **yes**



# Is this a valid AVL tree?

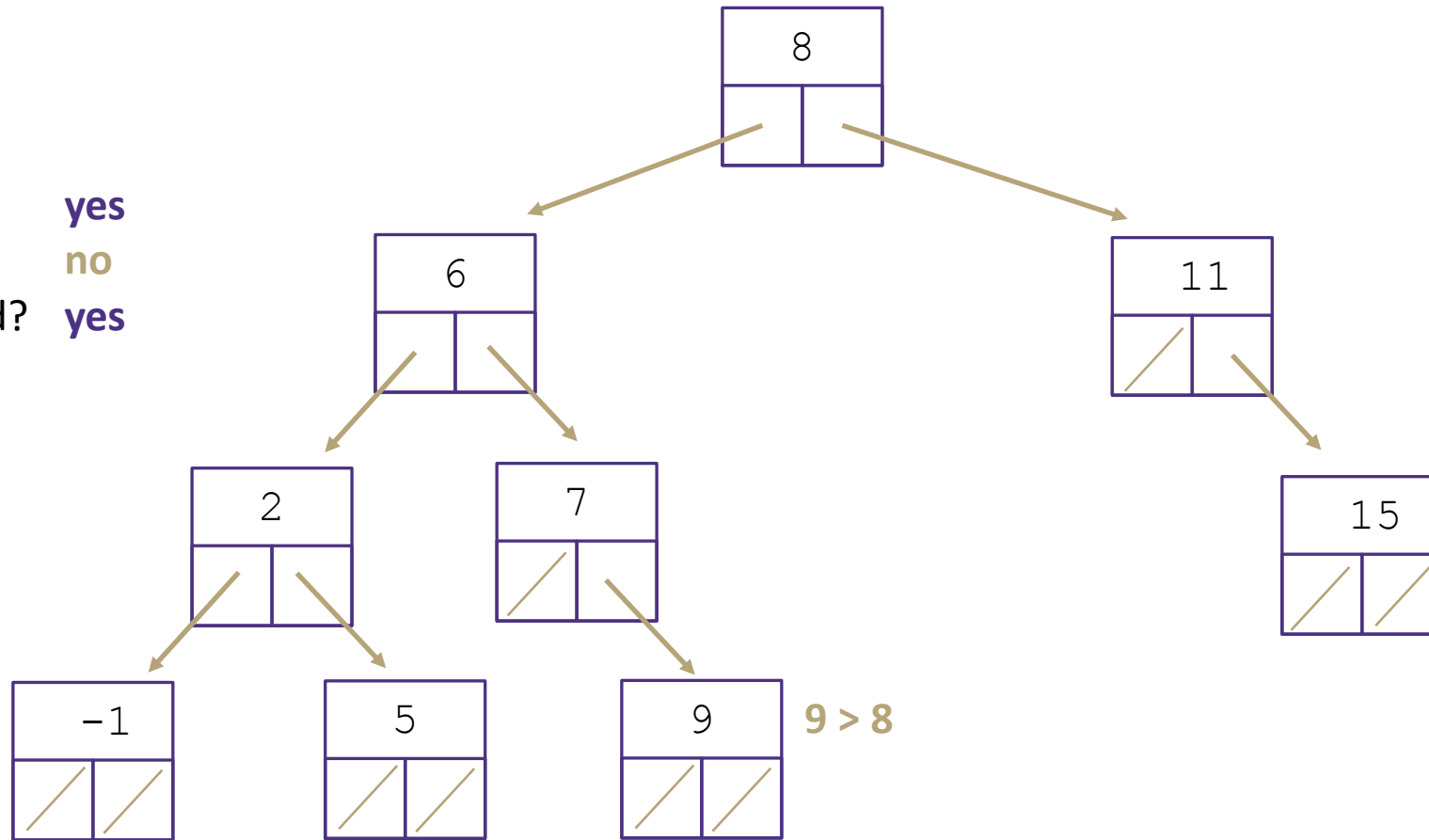
- Is it...
- Binary **yes**
  - BST **yes**
  - Balanced? **no**



# Is this a valid AVL tree?

Is it...

- Binary **yes**
- BST **no**
- Balanced? **yes**



# Implementing an AVL tree dictionary

Dictionary Operations:

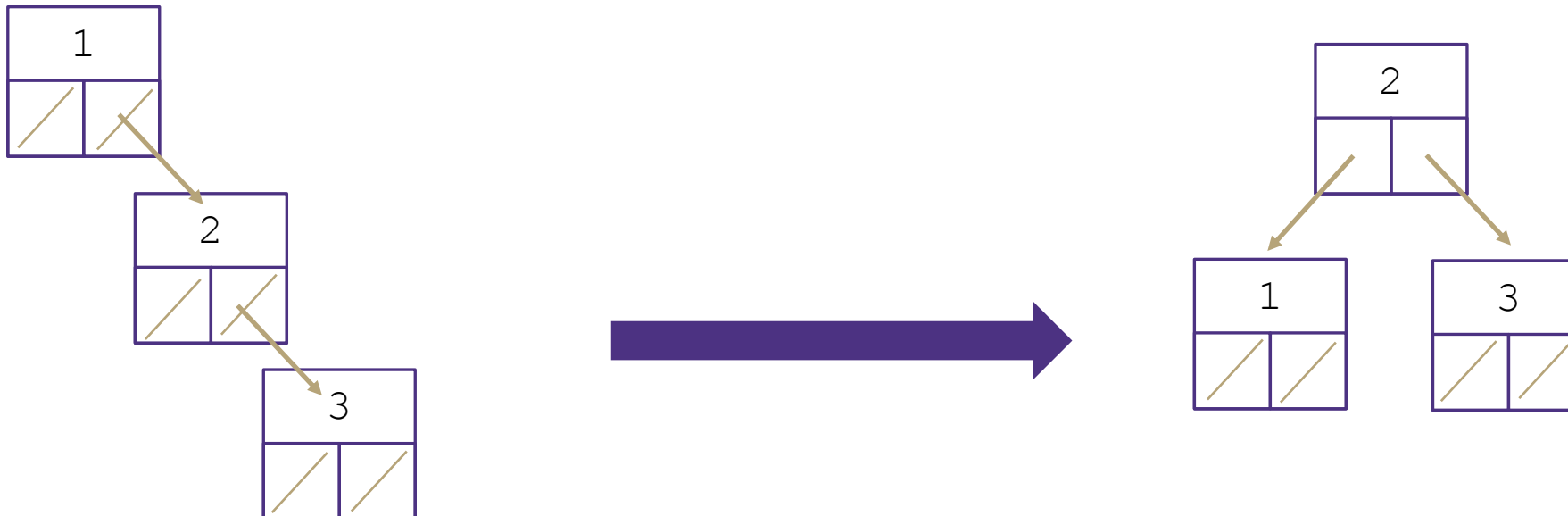
get() – same as BST

containsKey() – same as BST

put() - Add the node to keep BST, fix AVL property if necessary

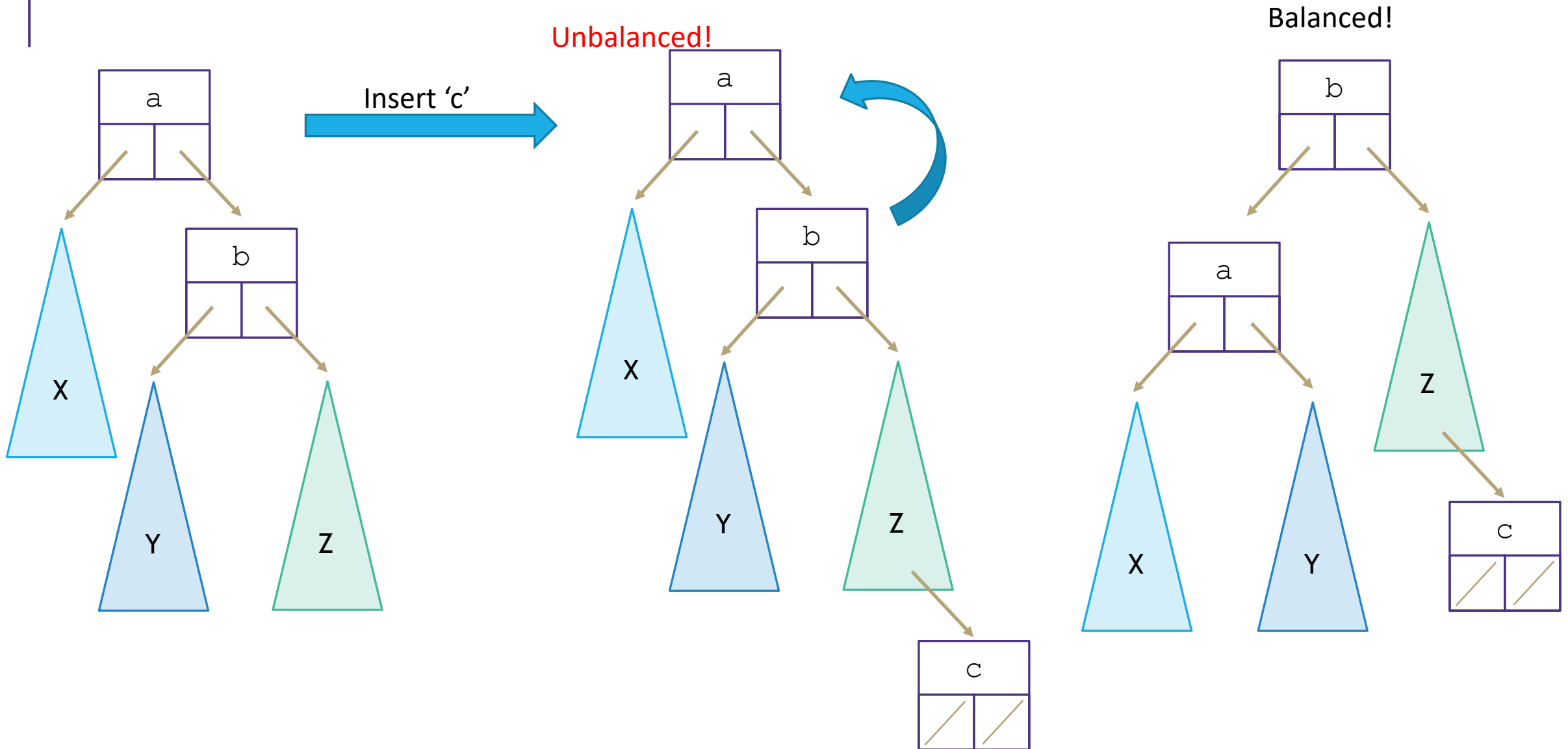
remove() - Replace the node to keep BST, fix AVL property if necessary

Unbalanced!



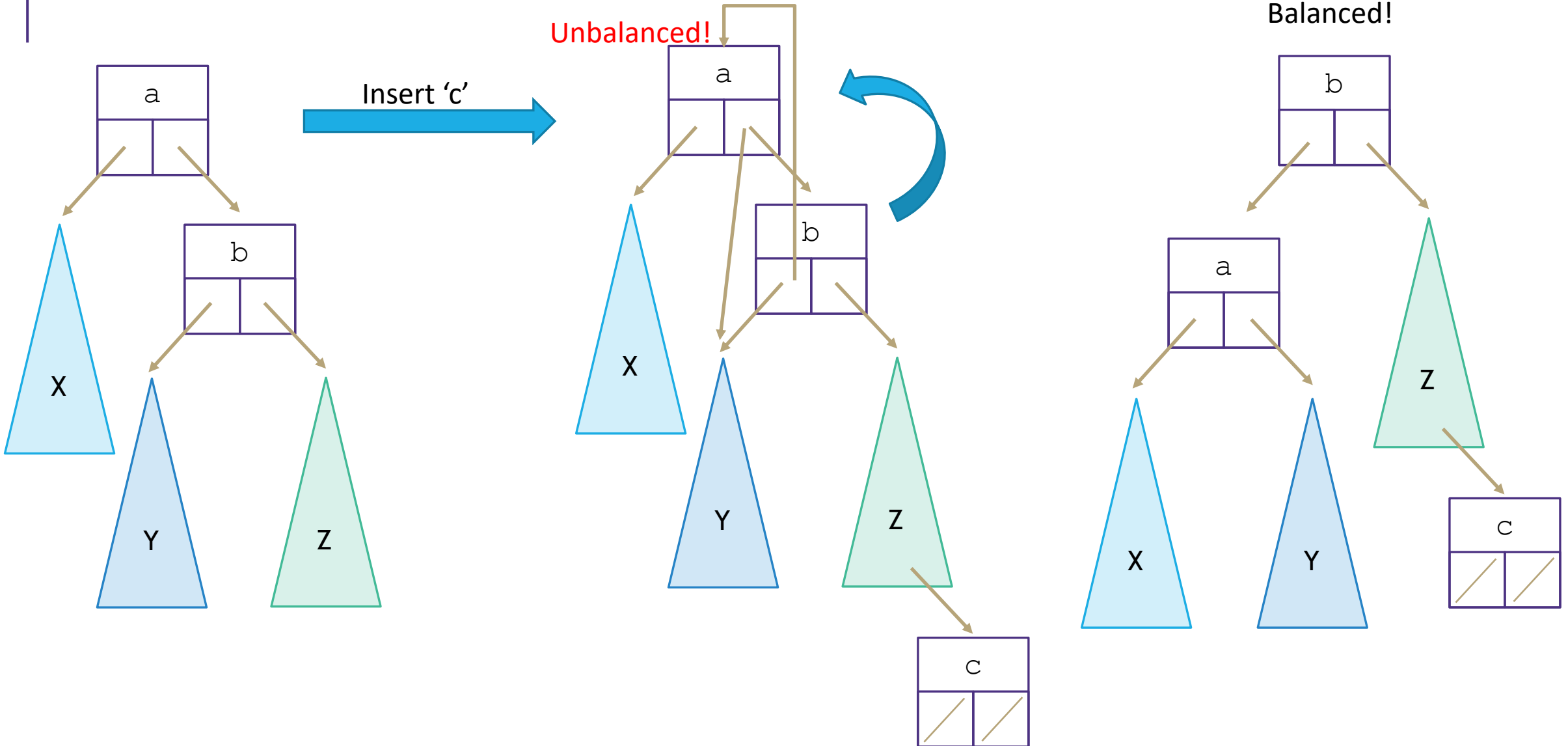


# Rotations!



# Rotate Left

parent's right becomes child's left, child's left becomes its parent

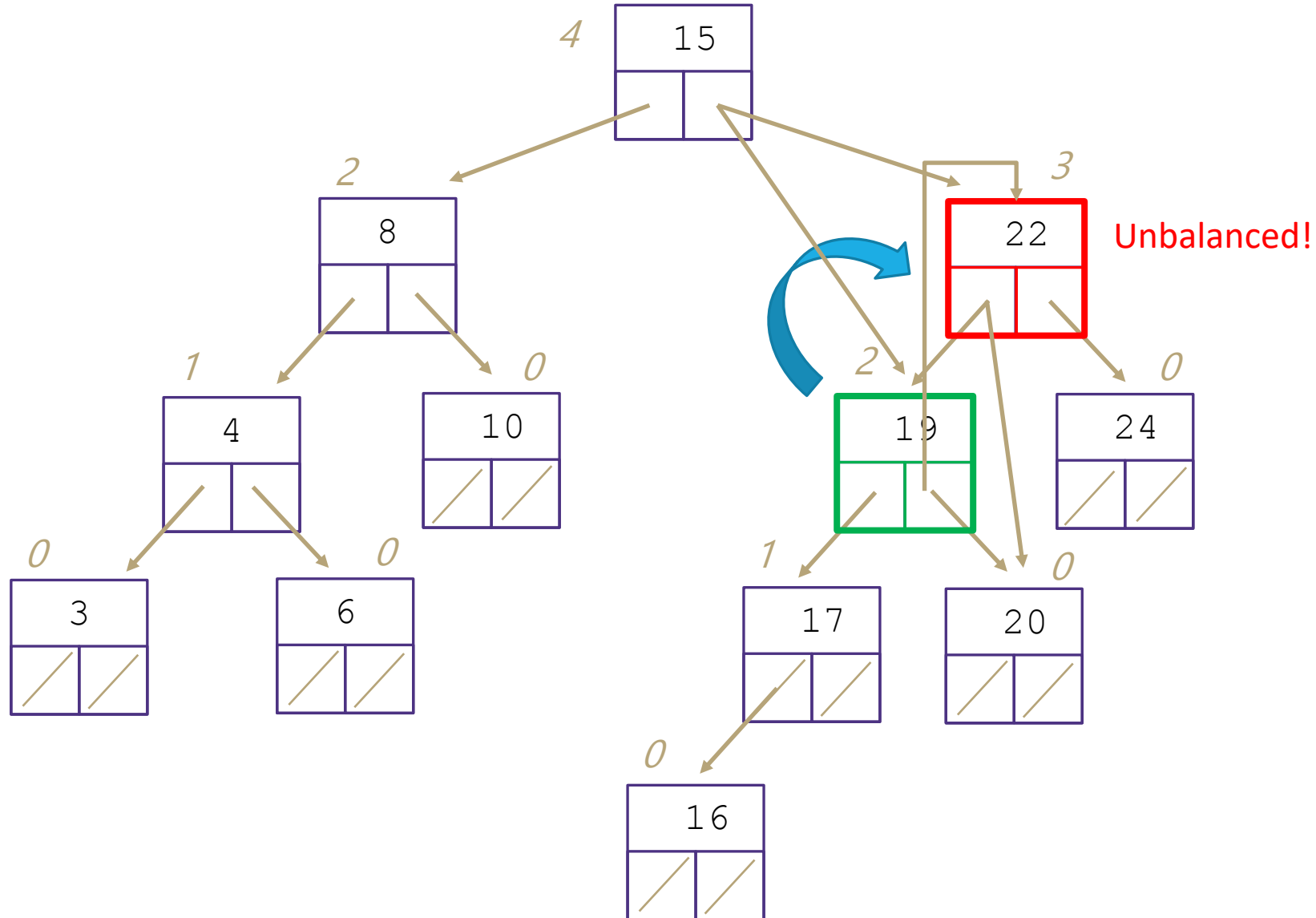


# Rotate Right

parent's left becomes child's right, child's right becomes its parent

put(16);

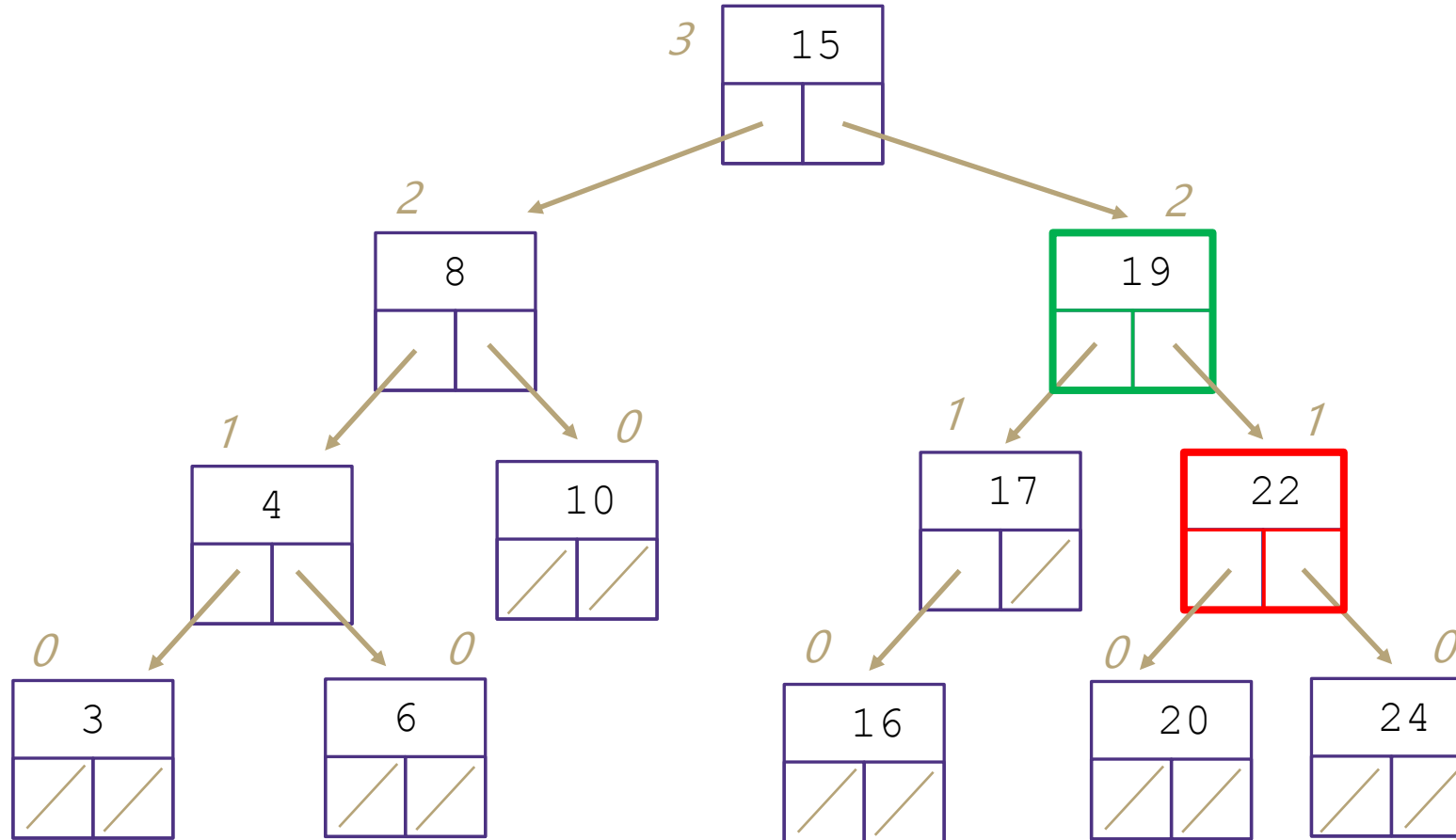
height



# Rotate Right

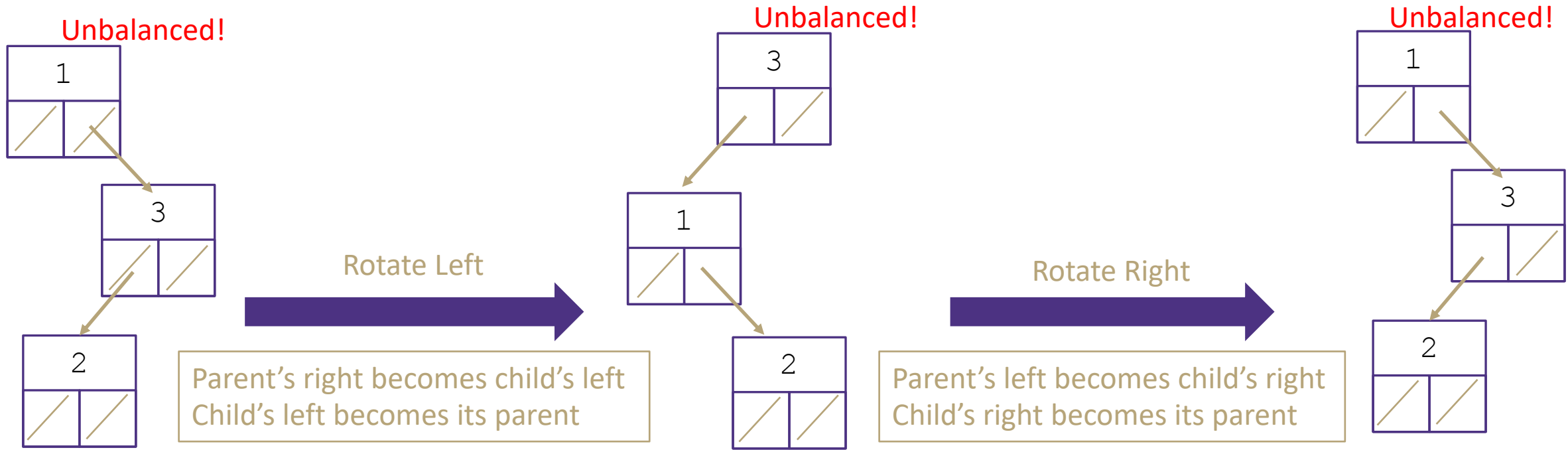
parent's left becomes child's right, child's right becomes its parent

put(16);



height

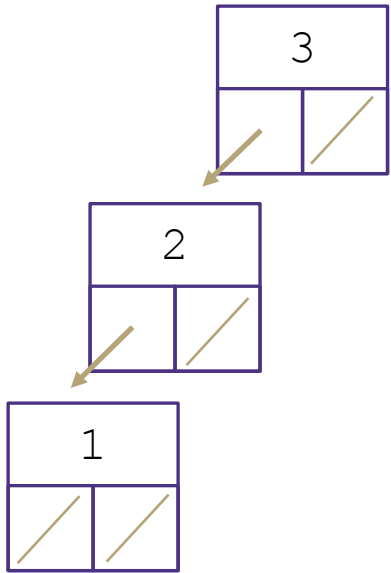
# So much can go wrong



# Two AVL Cases

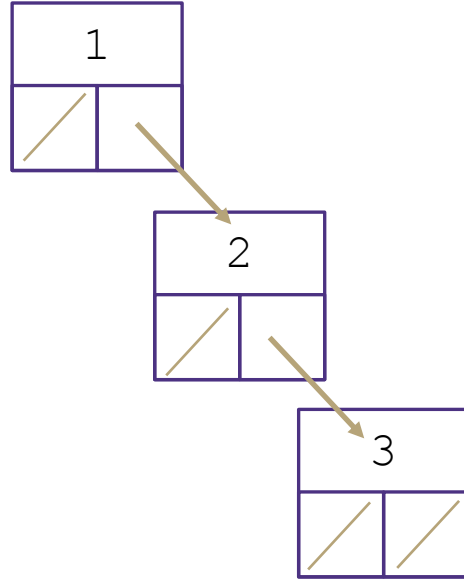
## Line Case

Solve with **1** rotation



### Rotate Right

Parent's left becomes child's right  
Child's right becomes its parent

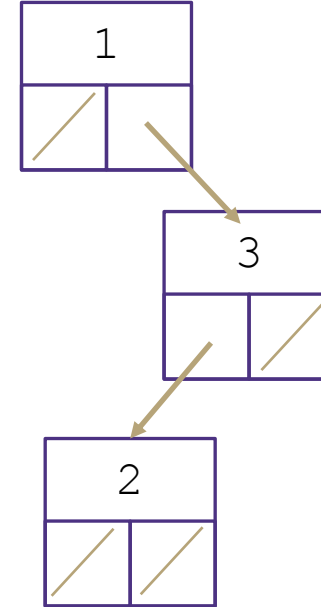


### Rotate Left

Parent's right becomes child's left  
Child's left becomes its parent

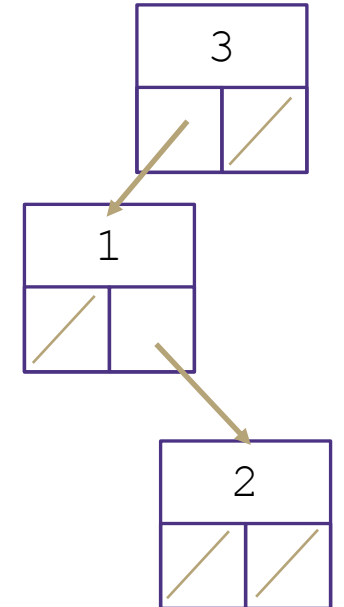
## Kink Case

Solve with **2** rotations



### Right Kink Resolution

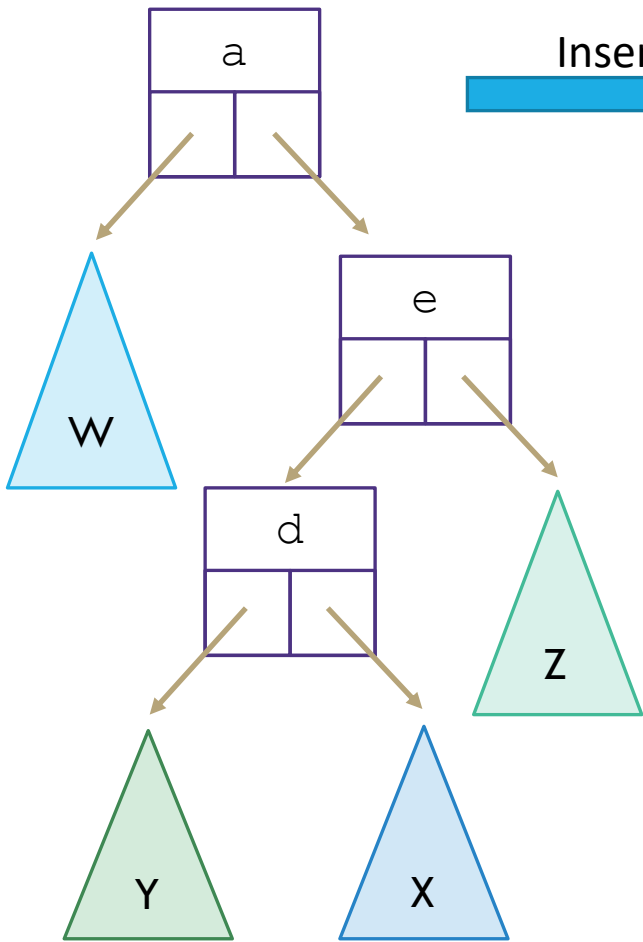
Rotate subtree left  
Rotate root tree right



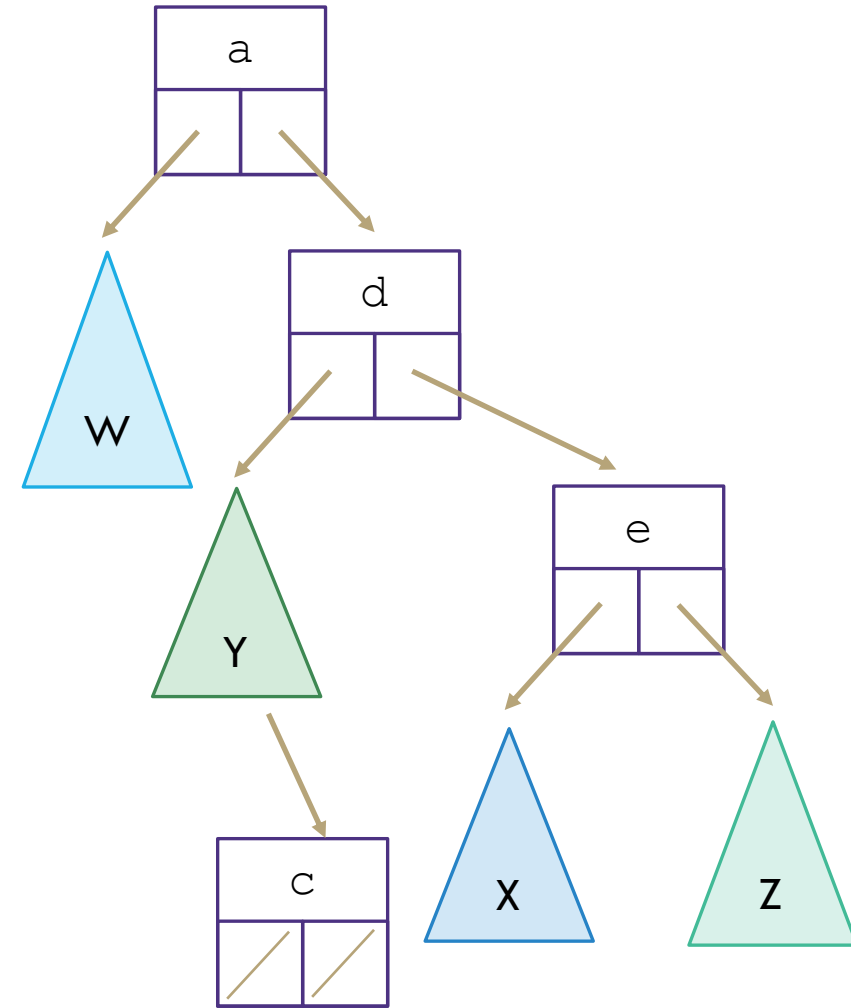
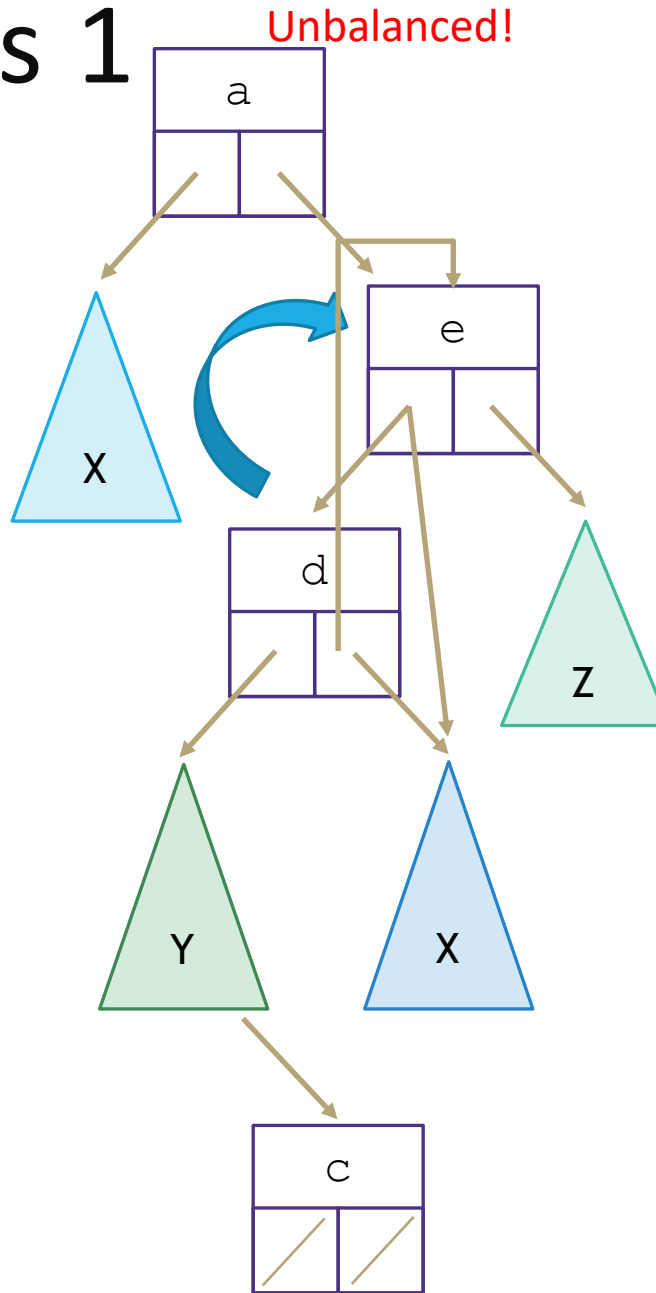
### Left Kink Resolution

Rotate subtree right  
Rotate root tree left

# Double Rotations 1



Insert 'c'



# Double Rotations 2

