

Binary Search Trees (Continued)

- Study Project 3 Solution
- Balanced Binary Search Trees
- Balancing Operations
- Reading: L&C 11.1 – 11.4

Study Project 3 Solution

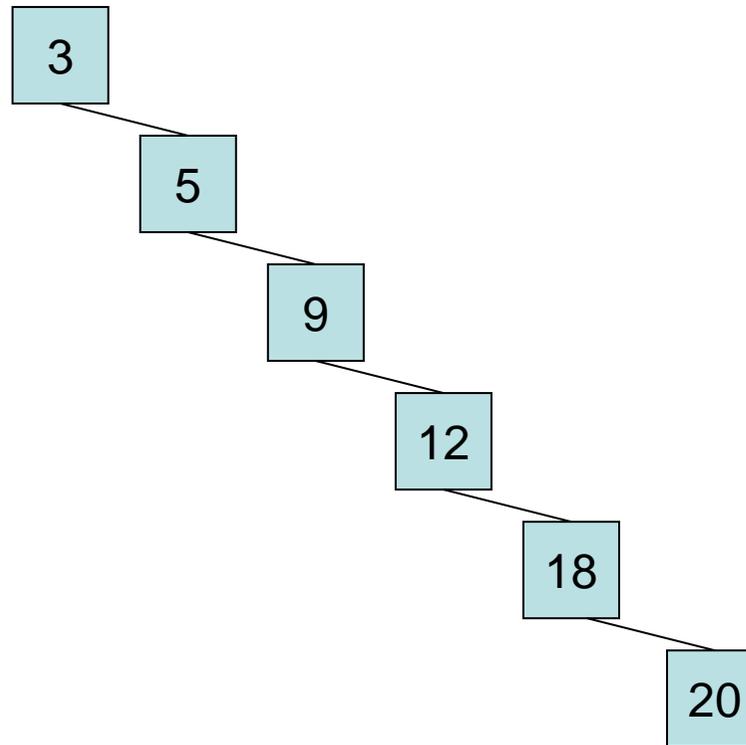
- Project 3 was due before class today
- Discuss solution

Balanced Binary Search Trees

- The balance of a binary search tree is important for obtaining its efficiency
- If we add 3, 5, 9, 12, 18, and 20 to a binary search tree, we get a degenerate tree
- This is less efficient than a singly linked list because our code needs to check the null left pointer at each level while traversing it
- Operations are $O(n)$ instead of $O(\log n)$
- We want our binary search trees balanced

Balanced Binary Search Trees

- Degenerate tree for a binary search tree



Balancing Operations

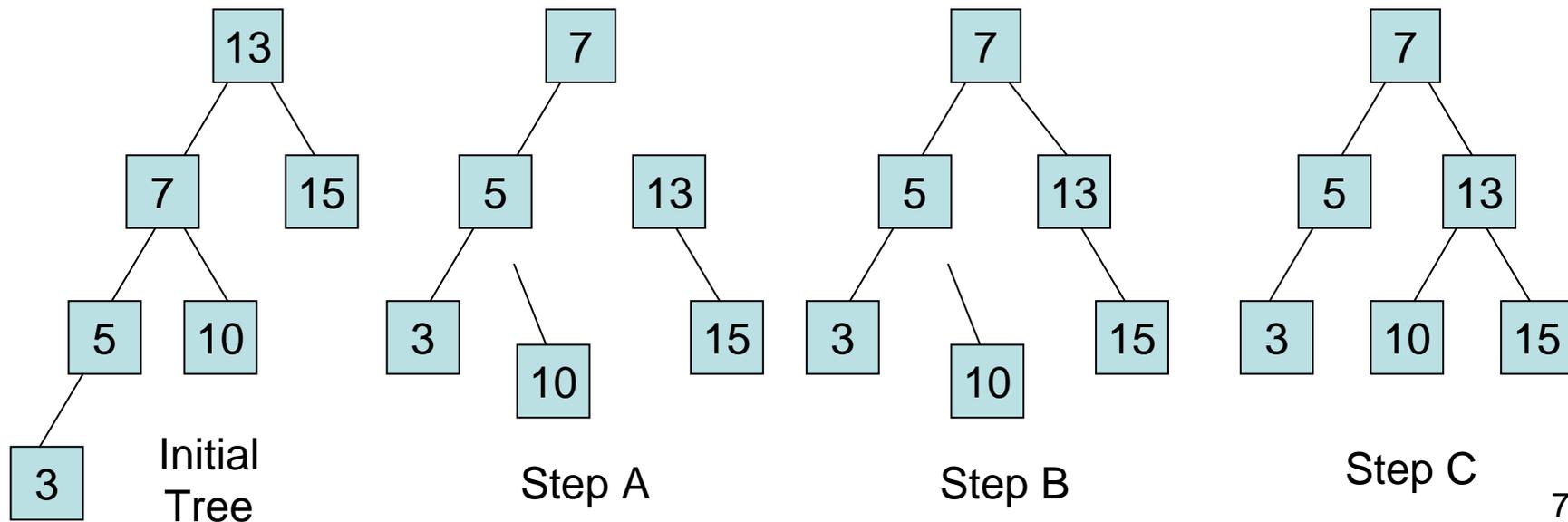
- Brute force balancing methods work but are unnecessarily time consuming
- We could use an in-order traversal of the tree and move everything out to an array
- Then, we could use a recursive method to insert the middle element of the array as the root and subdivide the array into two halves
- Eventually, we will rebuild a balanced tree

Balancing Operations

- We prefer to use balancing operations after each add or remove element operation
- Semantics of balancing operations
 - Right rotation
 - Left rotation
 - Rightleft rotation
 - Leftright rotation

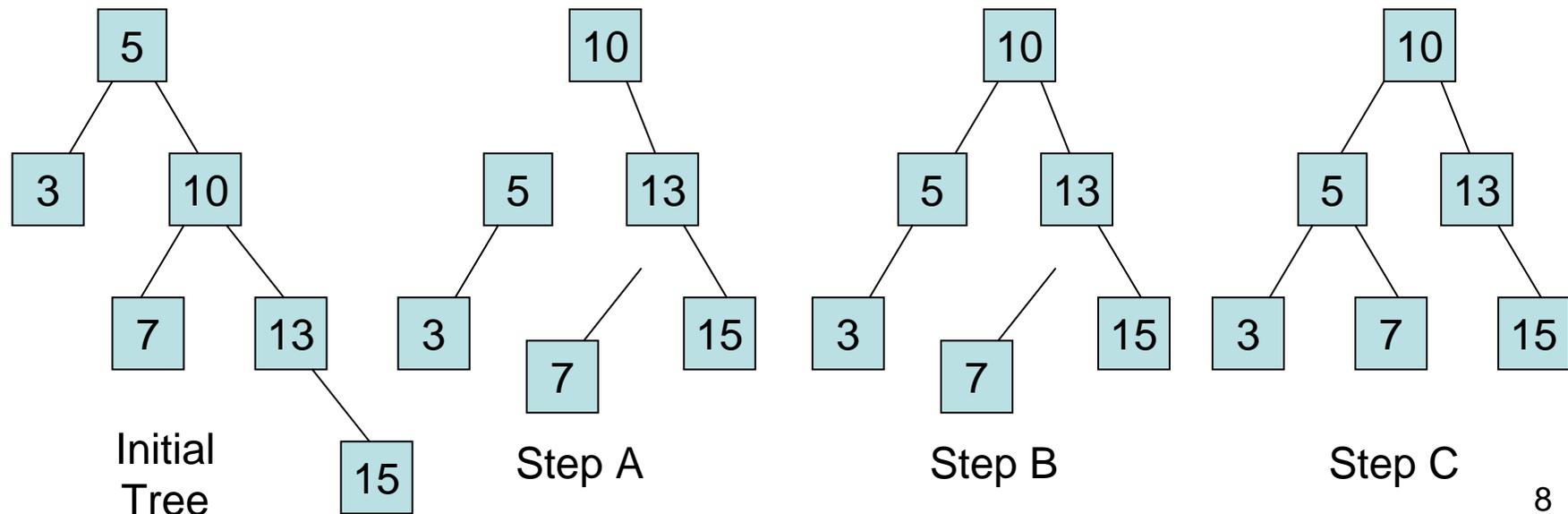
Balancing Operations

- Semantics of Right Rotation
 - A. Make the left child of the root the new root
 - B. Make former root the right child of the new root
 - C. Make right child of the former left child of the former root the new left child of the former root



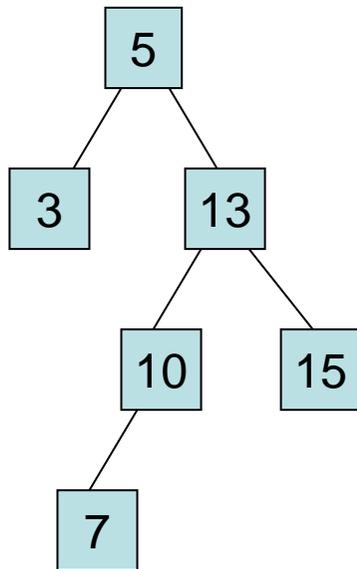
Balancing Operations

- Semantics of Left Rotation
 - A. Make the right child of the root the new root
 - B. Make former root the left child of the new root
 - C. Make left child of the former right child of the former root the new right child of the former root

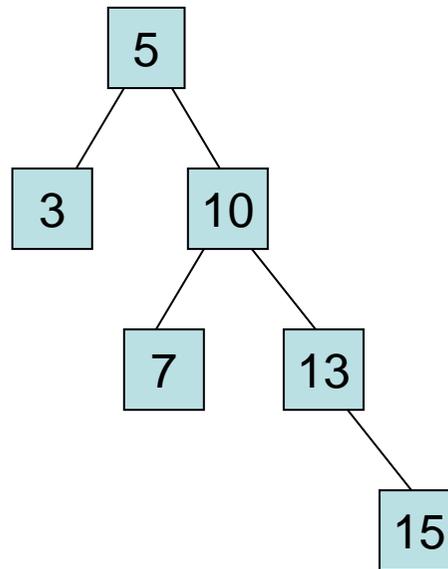


Balancing Operations

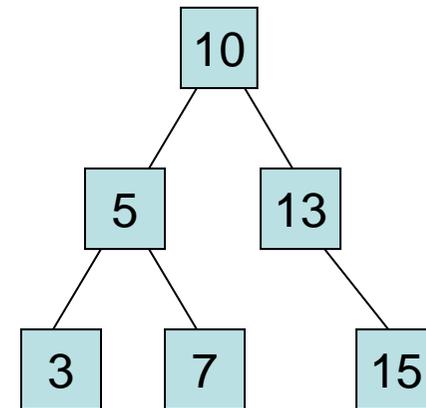
- Semantics of Rightleft Rotation
 - A. Right rotation around right child of root
 - B. Left rotation around root



Initial Tree



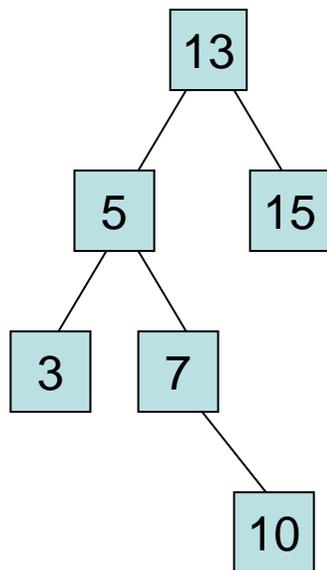
After Right Rotation



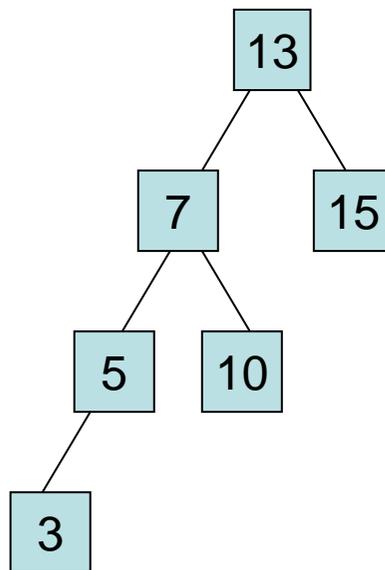
After Left Rotation

Balancing Operations

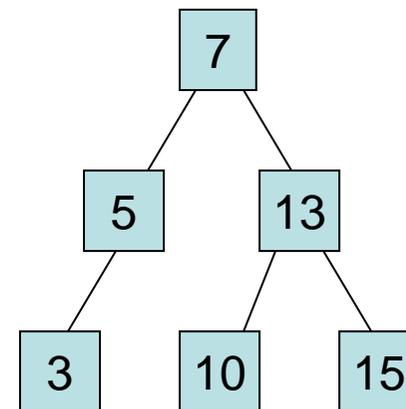
- Semantics of Leftright Rotation
 - A. Left rotation around left child of root
 - B. Right rotation around root



Initial
Tree



After Left
Rotation



After Right
Rotation

Introduction to Project 4

- In the next lecture we will cover the AVL strategy for determining which rotation to perform on a binary search tree after an add or remove operation
- In project 4, I provide you a framework for an AVL tree implementation
- However, it is missing a few key pieces:
 - Determining which of the rotations to perform
 - Updating of the balance factors after a rotation

Introduction to Project 4

- You need to add code for the missing pieces
- I provide junit test cases to determine if your code works correctly for samples of all of the different situations that can occur
- Your code must pass the test cases