

# CSSE 230 Day 12

## Height-Balanced Trees

After today, you should be able to...

- ...give the minimum number of nodes in a height-balanced tree
- ...explain why the height of a height-balanced trees is  $O(\log n)$
- ...help write an induction proof

# Today's Agenda

- **Announcements**
  - EditorTrees team preferences survey due 5 PM
  - HW 4 due tonight
  - Also Doublets partner evaluation survey
  - Exam 2 (programming only) in class on Wed  
You'll have about 85 minutes for the exam
  
- Another induction example
- Recap: The need for balanced trees
- Analysis of worst case for height-balanced (AVL) trees

# A useful result... by way of induction

- Recall the definition of the Fibonacci numbers:

- $F_0 = 0, F_1 = 1, F_n = F_{n-1} + F_{n-2}$

- Prove the closed form:

**7.8** Prove by induction the formula

$$F_N = \frac{1}{\sqrt{5}} \left( \left( \frac{1 + \sqrt{5}}{2} \right)^N - \left( \frac{1 - \sqrt{5}}{2} \right)^N \right)$$

**Recall: How to show that property  $P(n)$  is true for all  $n \geq n_0$ :**

(1) Show the base case(s) directly

(2) Show that if  $P(j)$  is true for all  $j$  with  $n_0 \leq j < k$ , then  $P(k)$  is true also

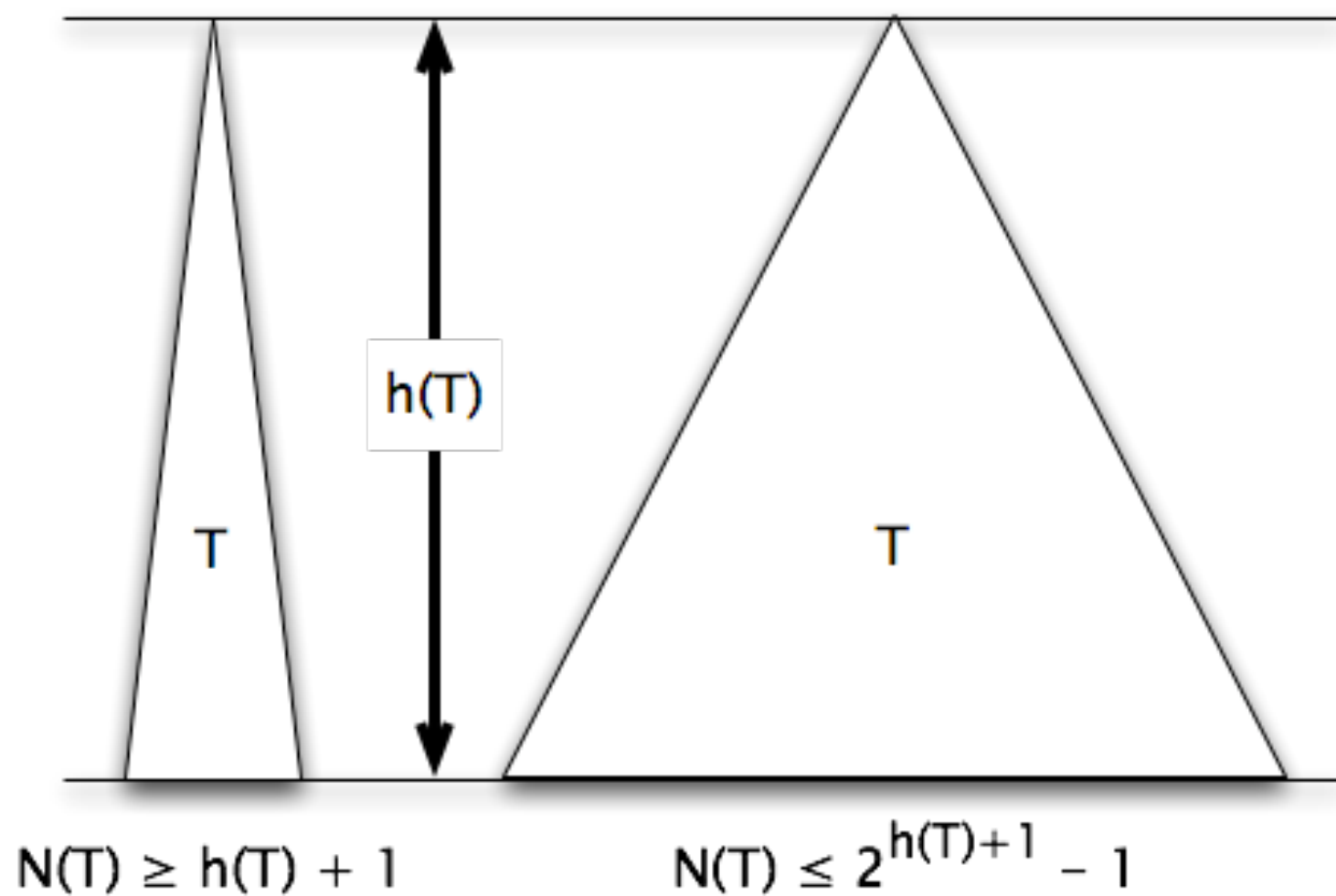
**Details of step 2:**

a. Fix “arbitrary but specific”  $k \geq \underline{\hspace{2cm}}$ .

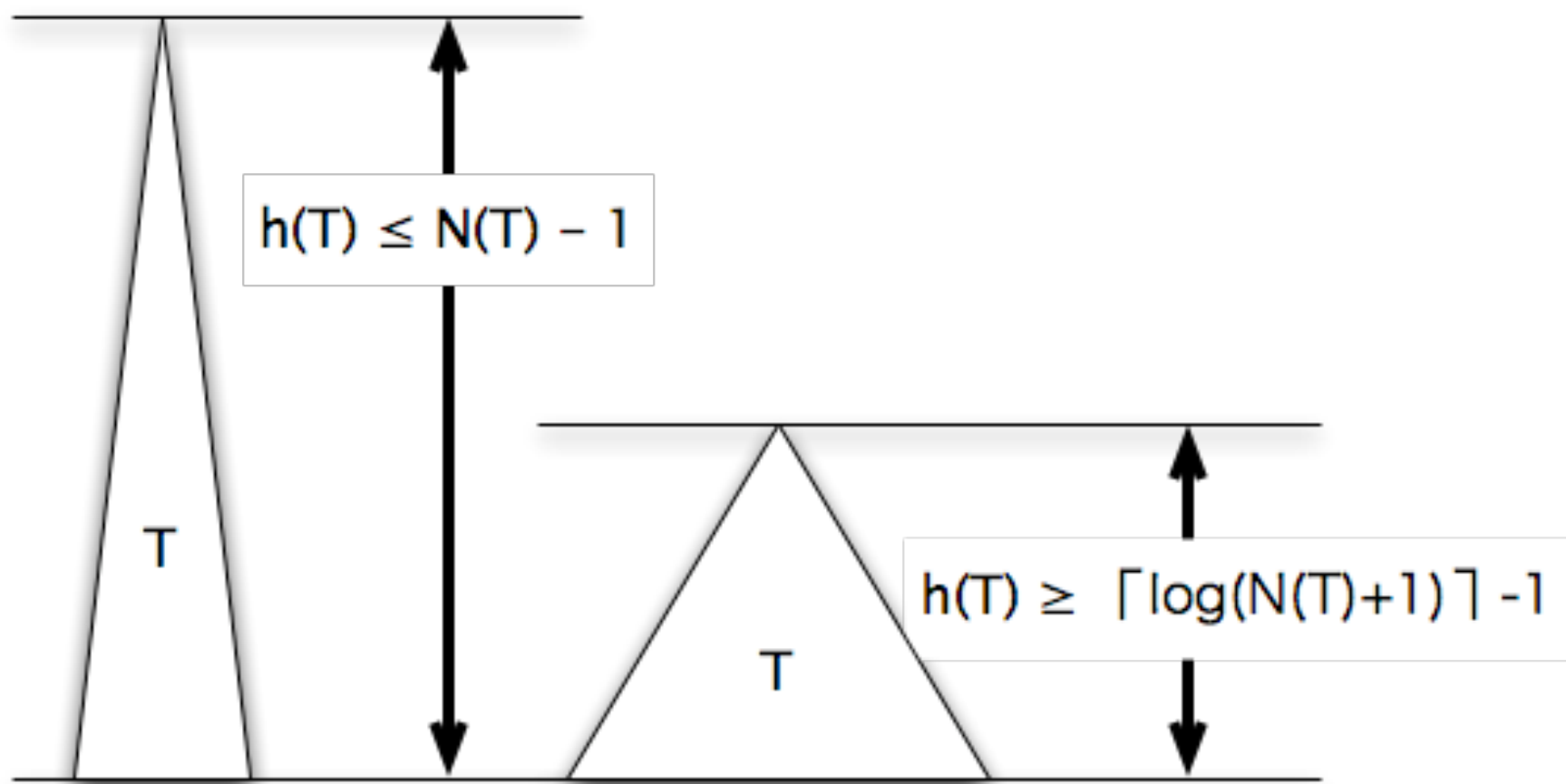
b. Write the induction hypothesis: assume  $P(j)$  is true  $\forall j : n_0 \leq j < k$

c. Prove  $P(k)$ , using the induction hypothesis.

Review: The number of nodes in a tree with height  $h(T)$  is bounded



Review: Therefore the height of a tree with  $N(T)$  nodes is also bounded

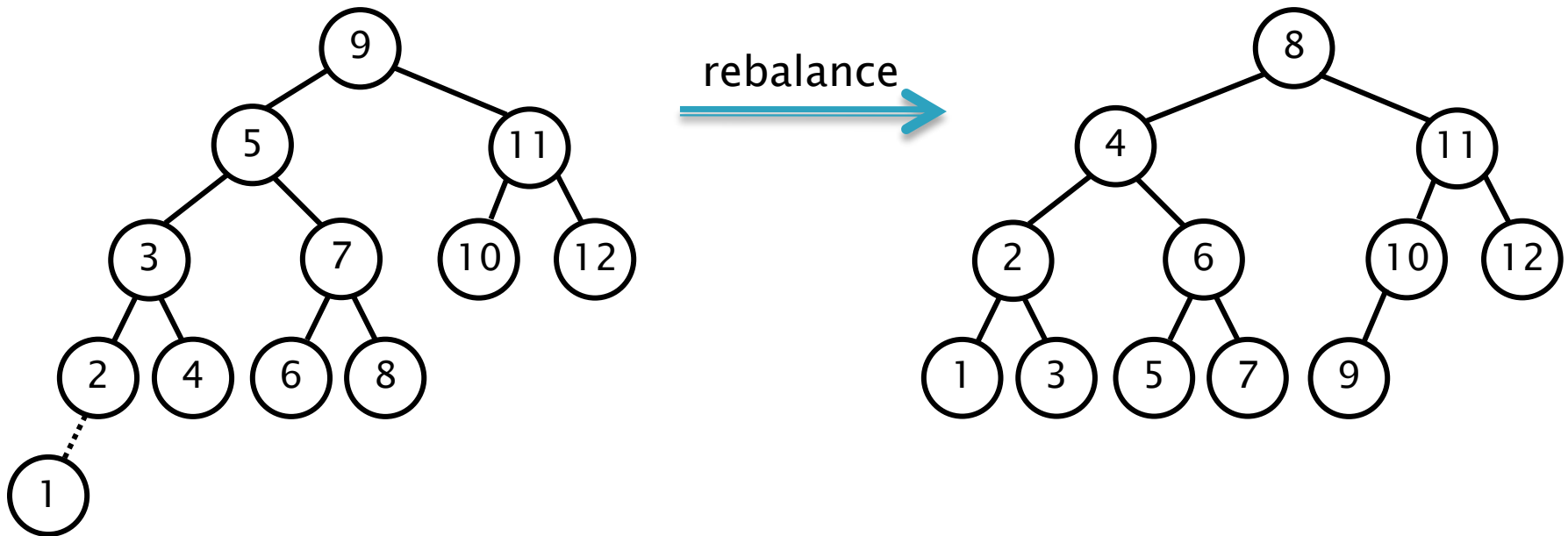


We want to keep trees balanced so that the run time of BST algorithms is minimized

- BST algorithms are  $O(h(T))$
- Minimum value of  $h(T)$  is  $\lceil \log(N(T) + 1) \rceil - 1$
- Should we rearrange the tree after an insertion to guarantee that  $h(T)$  is always **minimized**?
  - Maintain “Complete balance”

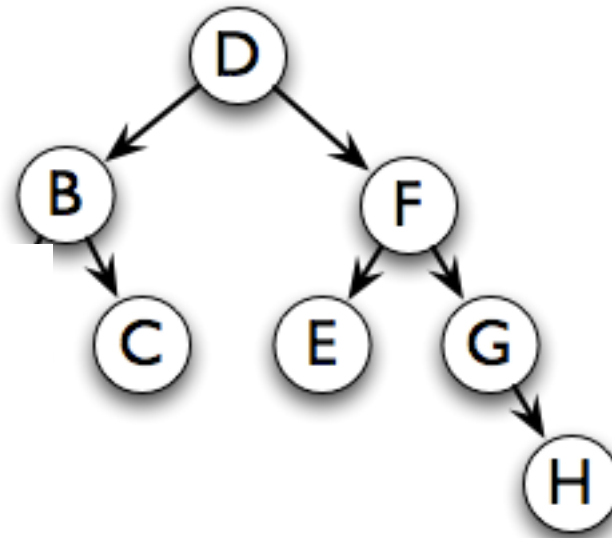
# But keeping complete balance is too expensive!

- Consider inserting 1 in the following tree.
- What does it take to get back to complete balance?
- Keeping completely balanced is too expensive:
  - $O(N)$  to rebalance after insertion or deletion



**Solution: Height Balanced Trees (less is more)**

Height-Balanced Trees have subtrees whose heights differ by at most 1



Still height-balanced?

More precisely, a binary tree  $T$  is height balanced if

$T$  is empty, or if

$| \text{height}(T_L) - \text{height}(T_R) | \leq 1$ , and

$T_L$  and  $T_R$  are both height balanced.



What is the tallest (worst) height-balanced tree with  $N$  nodes?

Is it taller than a completely balanced tree?

- Consider the dual concept: find the minimum number of nodes for height  $h$ .

A binary search tree  $T$  is height balanced if

$T$  is empty, or if

$| \text{height}(T_L) - \text{height}(T_R) | \leq 1$ , and  $T_L$  and  $T_R$  are both height balanced.

An AVL tree is a height-balanced BST that maintains balance using “rotations”

- Named for authors of original paper, **A**delson-**V**elskii and **L**andis (1962).
- Max. height of an AVL tree with **N** nodes is:  
 **$H < 1.44 \log (N+2) - 1.328 = O(\log N)$**

Our goal is to rebalance an AVL tree after insert/delete in  $O(\log n)$  time

- Why?
- Worst cases for BST operations are  $O(h(T))$ 
  - **find**, **insert**, and **delete**
- $h(T)$  can vary from  $O(\log N)$  to  $O(N)$
- Height of a height-balanced tree is  $O(\log N)$
- So if we can rebalance after insert or delete in  $O(\log N)$  time, then **all** operations are  $O(\log N)$