



CSCI 241

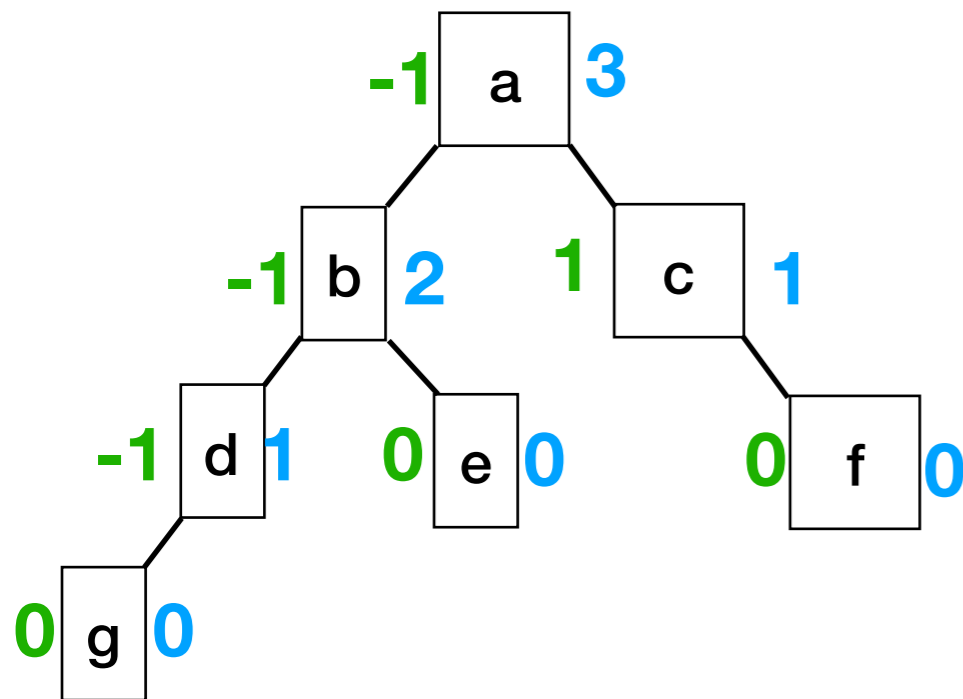
Lecture 13 Exercises:
Balance Factor
Rotations

Height, Balance Factor

Height(t): path length from t's deepest descendant (leaf) to t's root.

Height(n): height of the subtree rooted at n

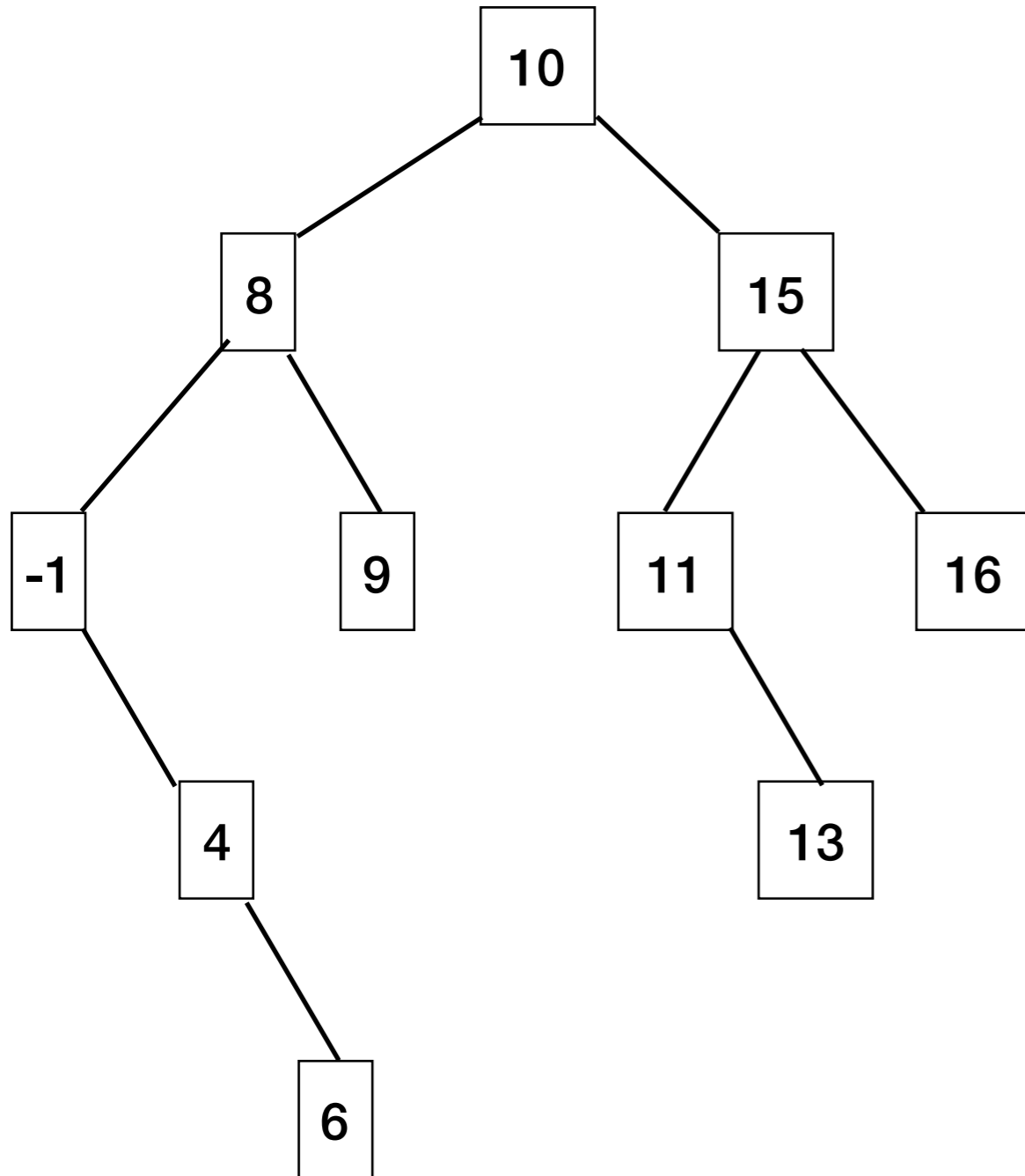
Balance(n): $\text{height}(\text{n.right}) - \text{height}(\text{n.left})$



$\text{height}(\text{null}) = -1$

$\text{height}(n) = 1 + \max(\text{height}(n.\text{left}), \text{height}(n.\text{right}))$

Height, Balance Factor



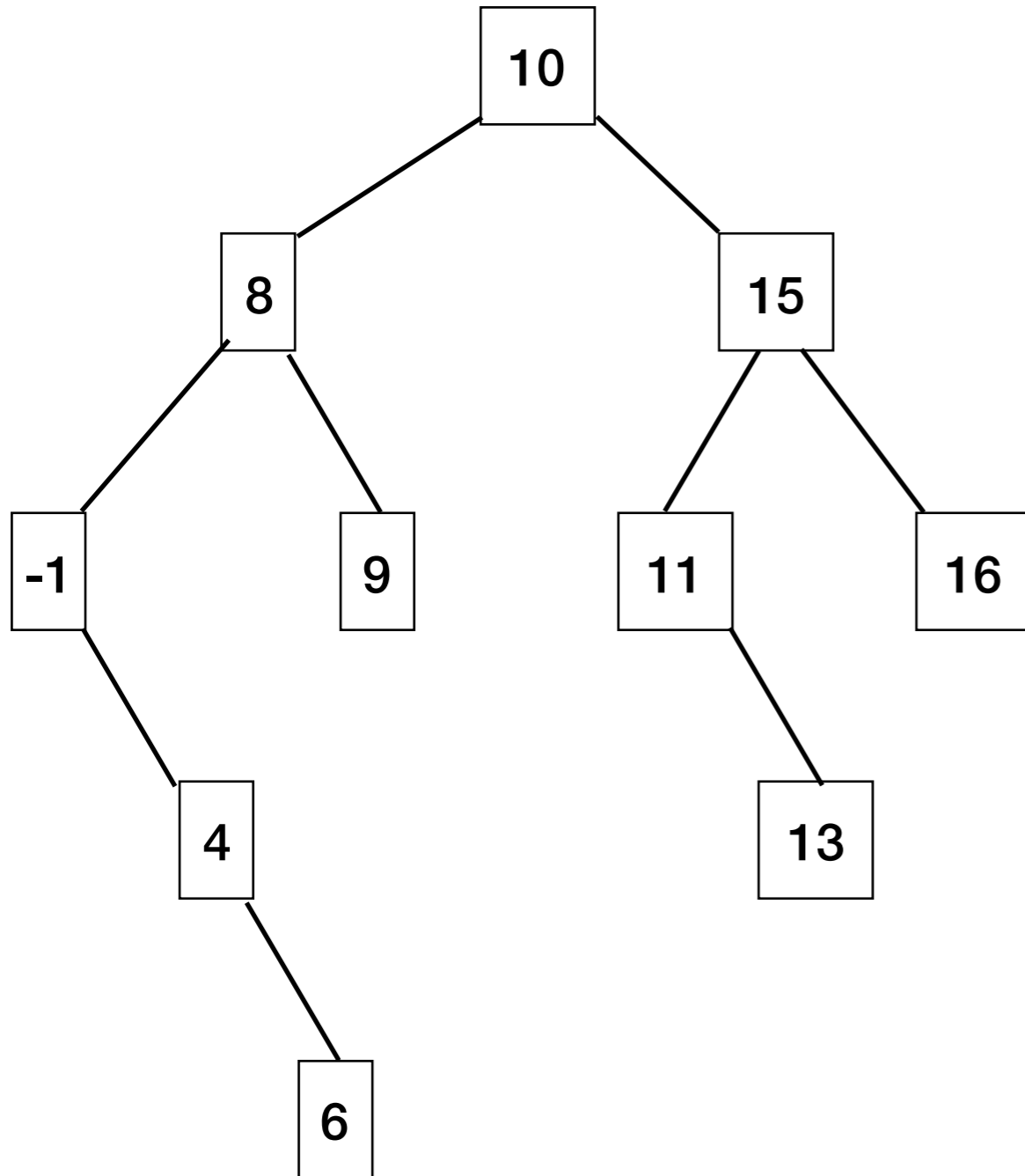
What is the height of

- The root?
- 15's left subtree?
- 15's right subtree?
- 16's left subtree?

What is the balance factor of

- node 16?
- node 15?
- node 10?

Height, Balance Factor



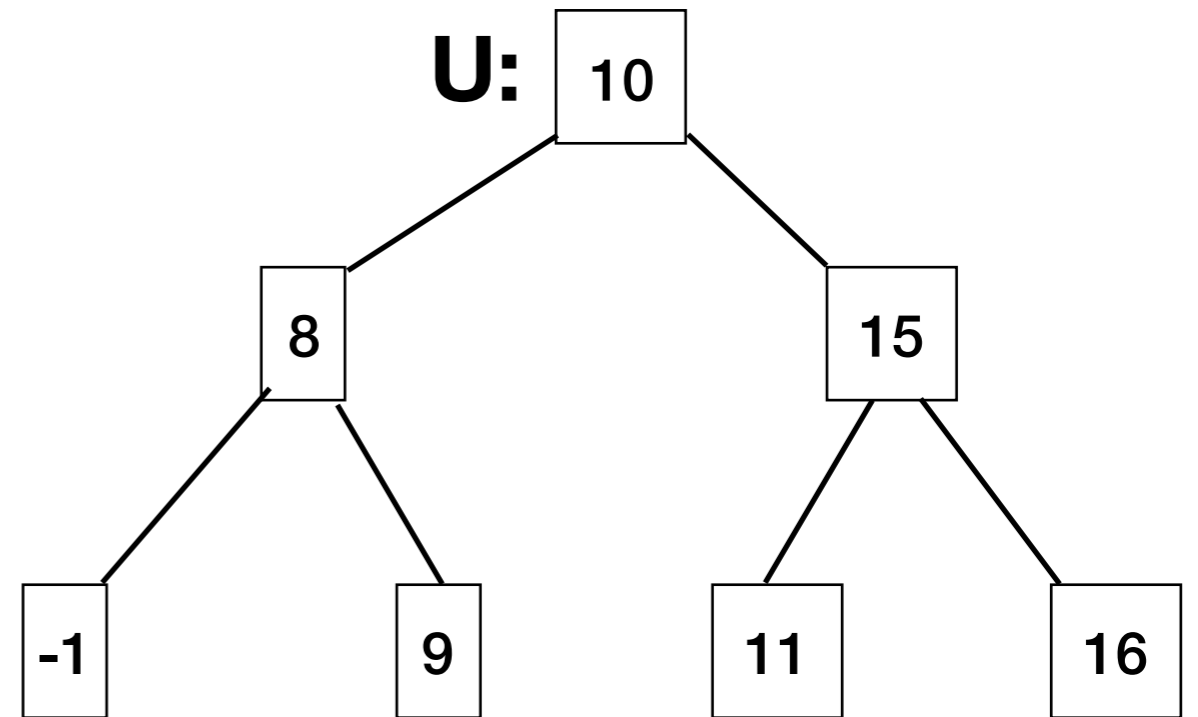
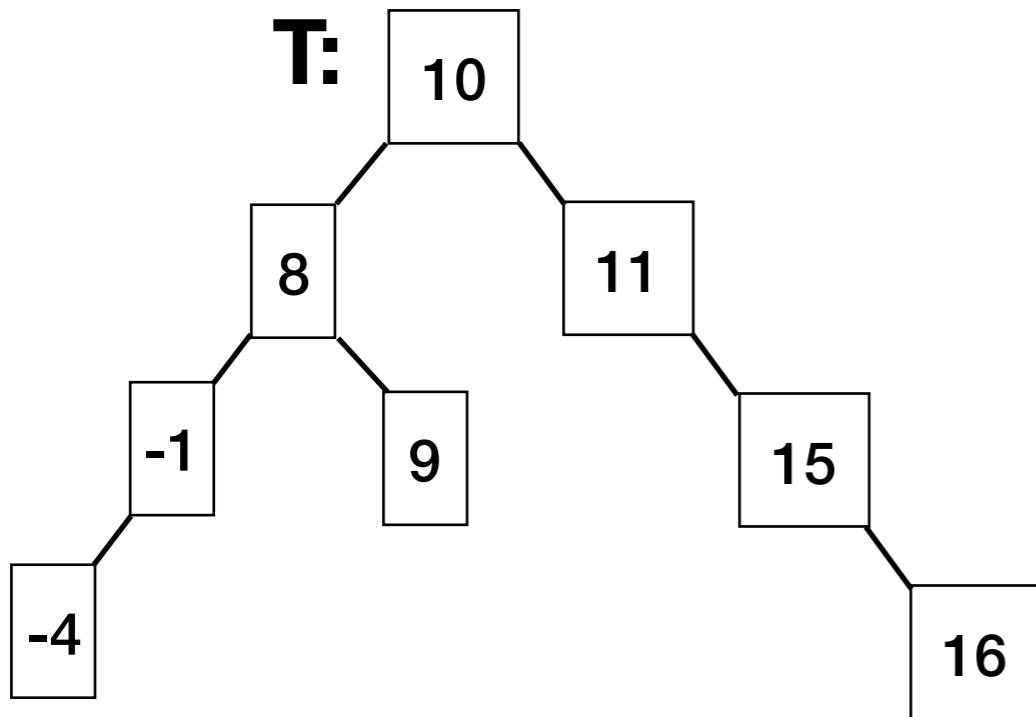
What is the height of

- The root? **4**
- 15's left subtree? **1**
- 15's right subtree? **1**
- 16's left subtree? **-1**

What is the balance factor of

- node 16? **0**
- node 15? **-1**
- node 10? **-1**

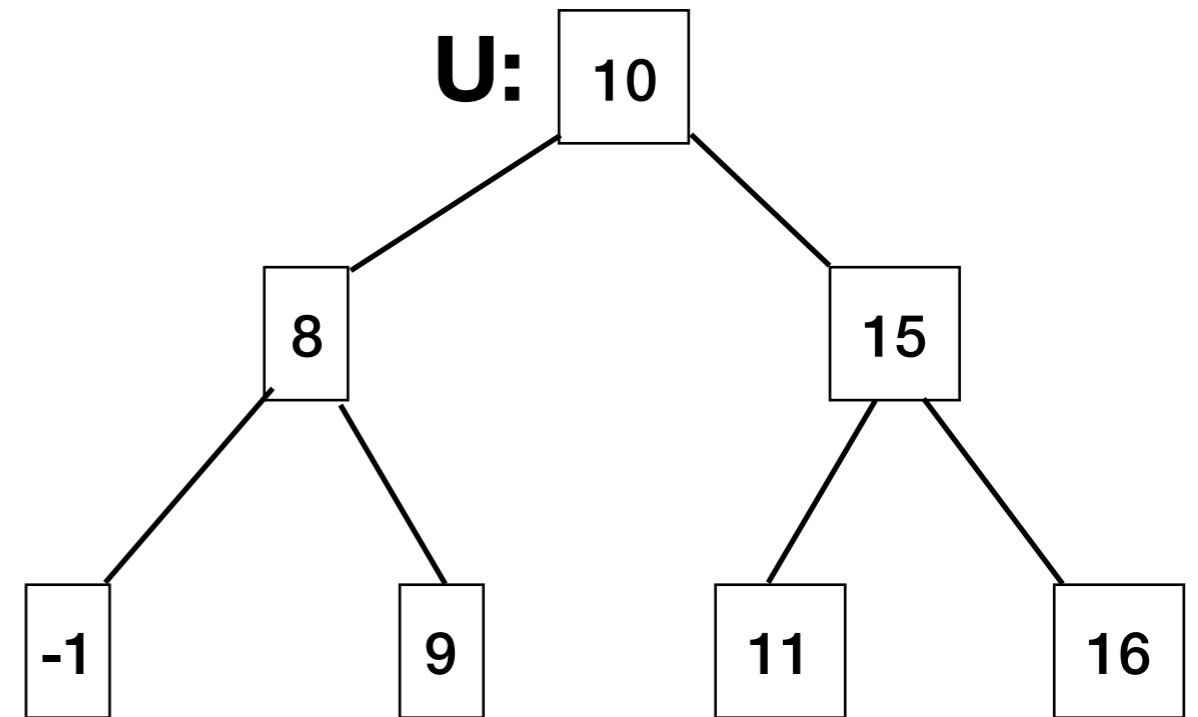
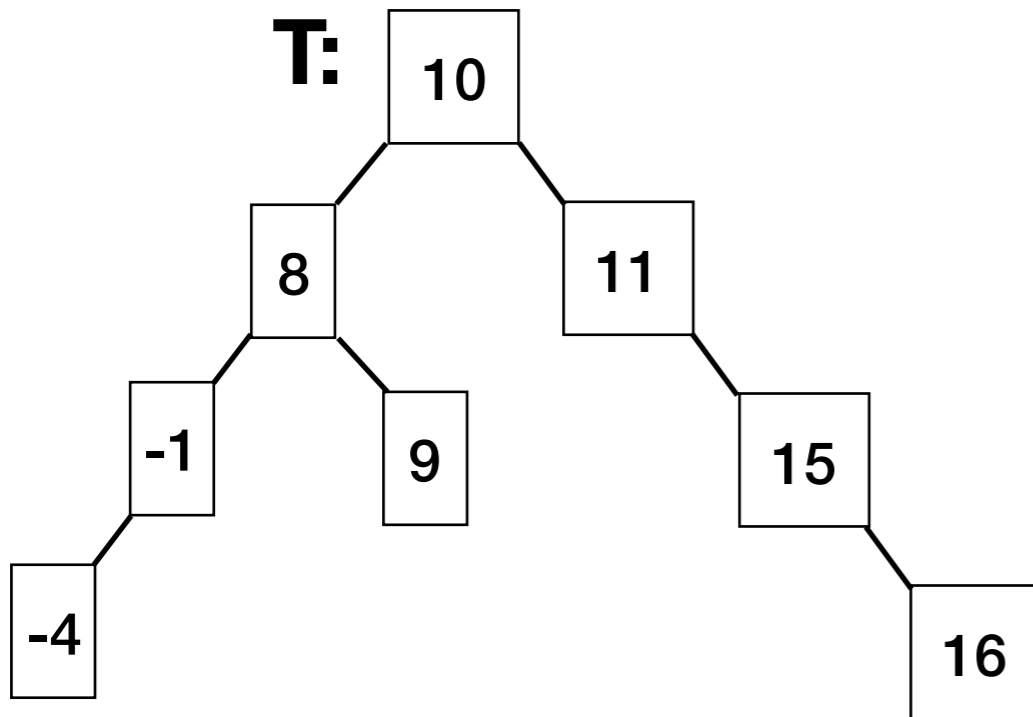
Balance Factor



What's the largest *absolute* balance factor of any node in each tree?

	T	U
A	0	0
B	2	1
C	2	0
D	1	1

Balance Factor



What's the largest *absolute* balance factor of any node in each tree?

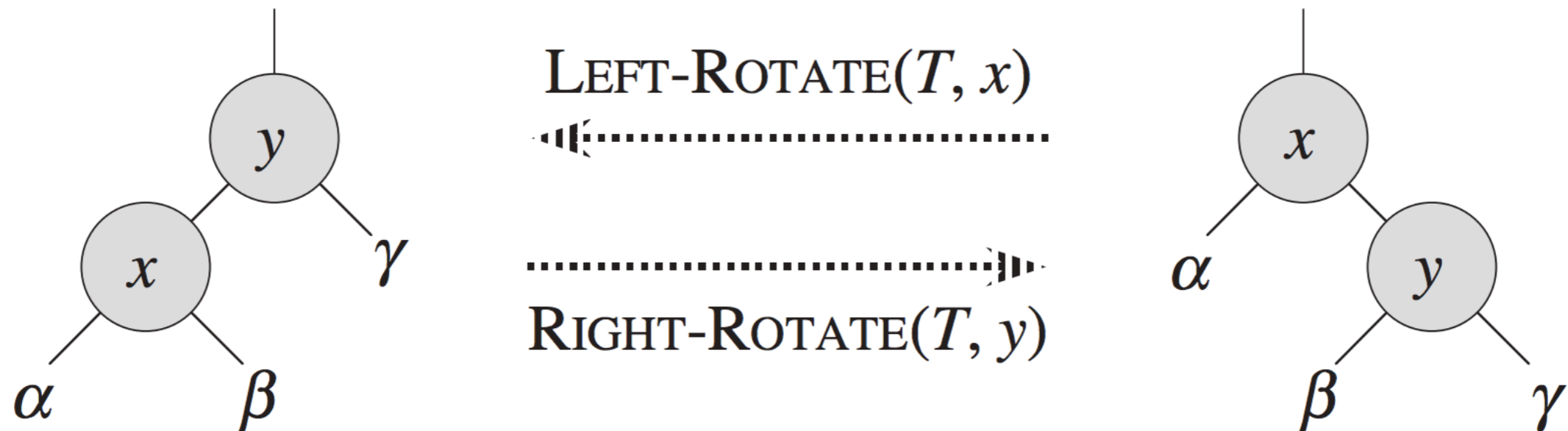
	T	U
A	0	0
B	2	1
C	2	0
D	1	1

Tree Rotations

modify the structure without violating the BST property.

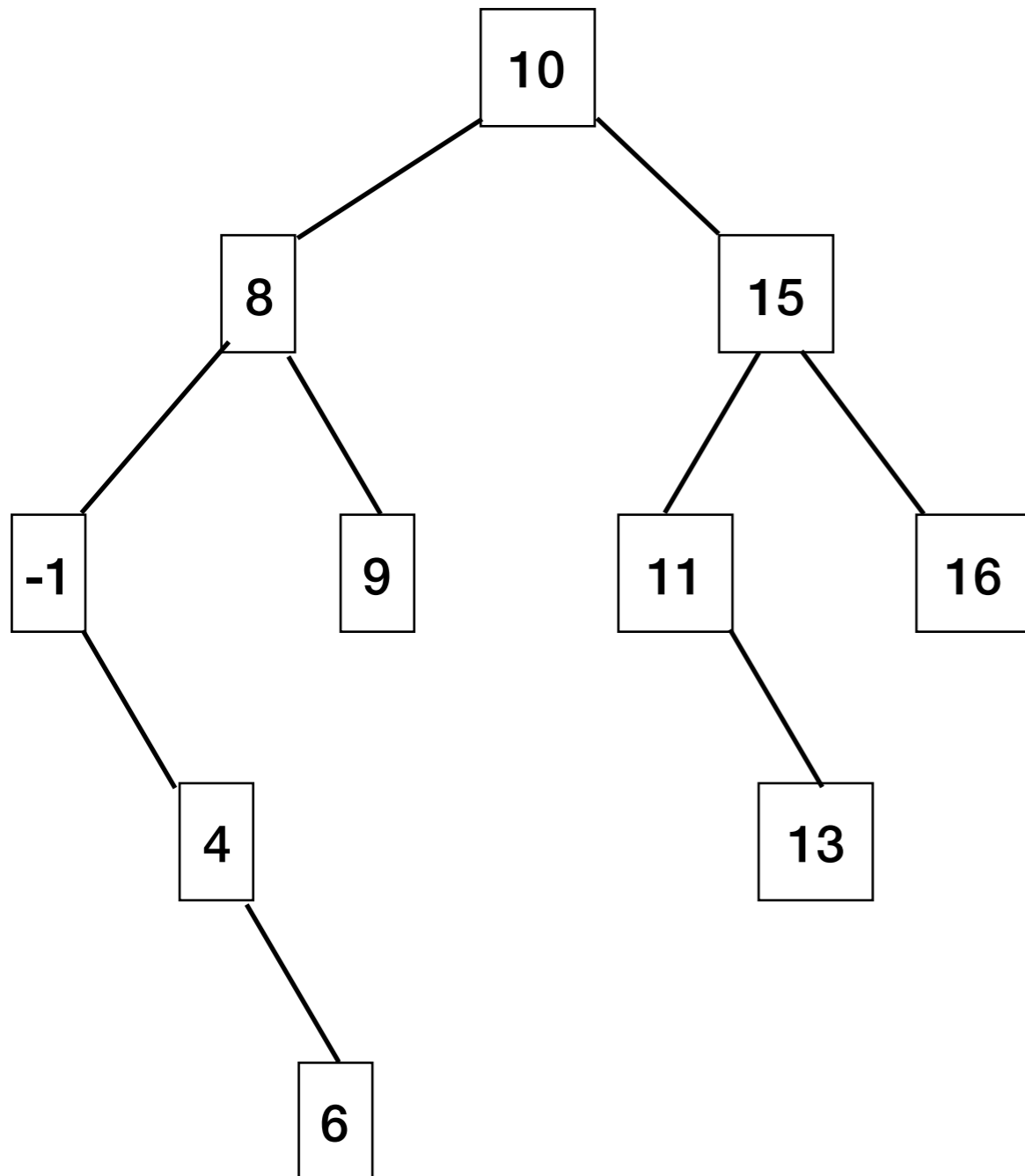
Steps in left rotation (move y up to its parent's position):

1. Transfer β : x 's right subtree becomes y 's old left subtree (β)
2. Transfer the parent: y 's parent becomes x 's old parent
3. Transfer x itself: x becomes y 's left subtree



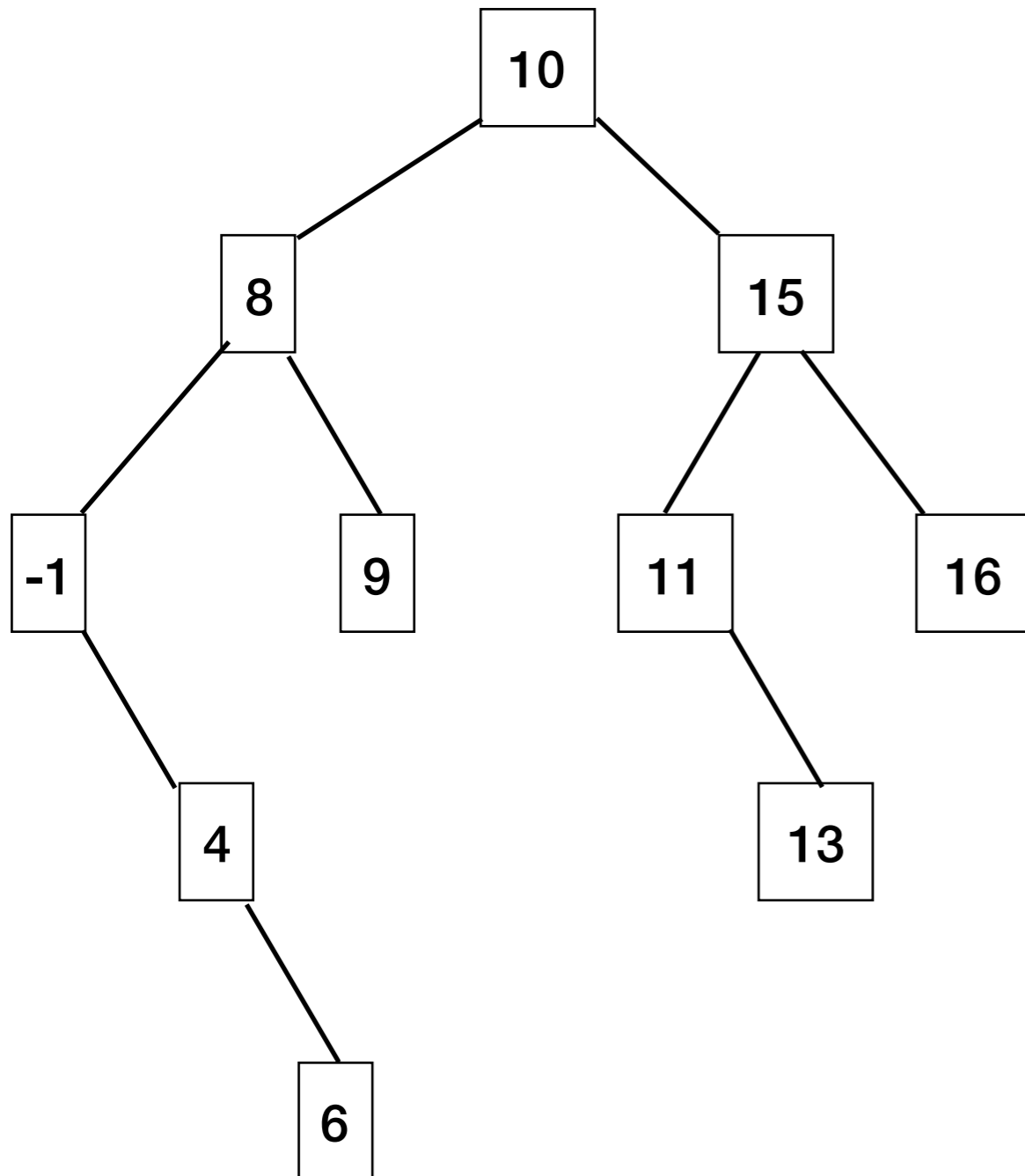
Rotations

Write the tree after a left rotation on the node with value 11.



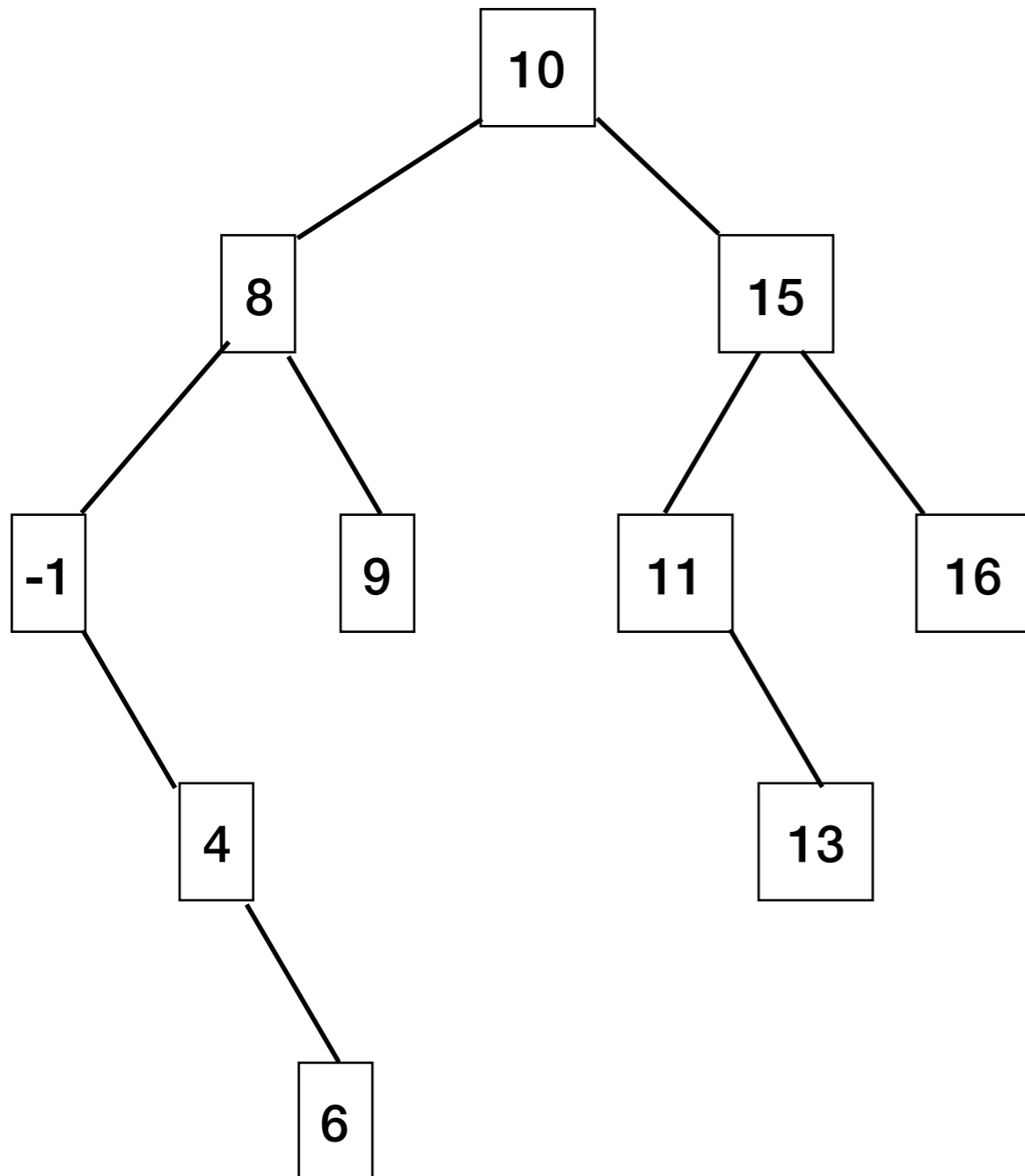
Rotations

Write the tree after a left rotation on the node with value 15.

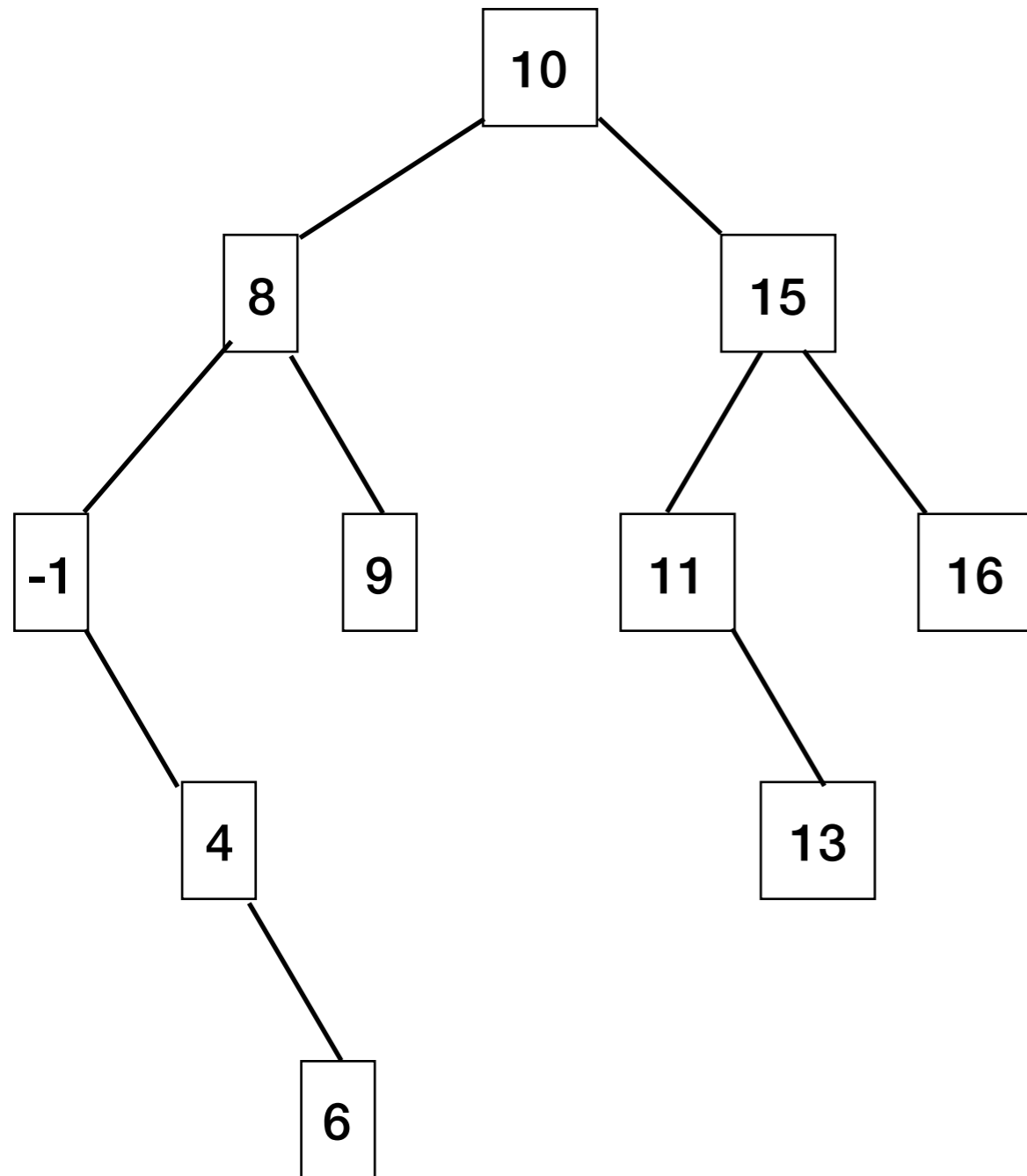


Rotations

Write the tree after a right rotation on the node with value 15.



Rotations



What is the **precondition** for performing a left rotation on a node?

What is the **precondition** for performing a right rotation on a node?

Hint: try performing a right rotation on node 11.

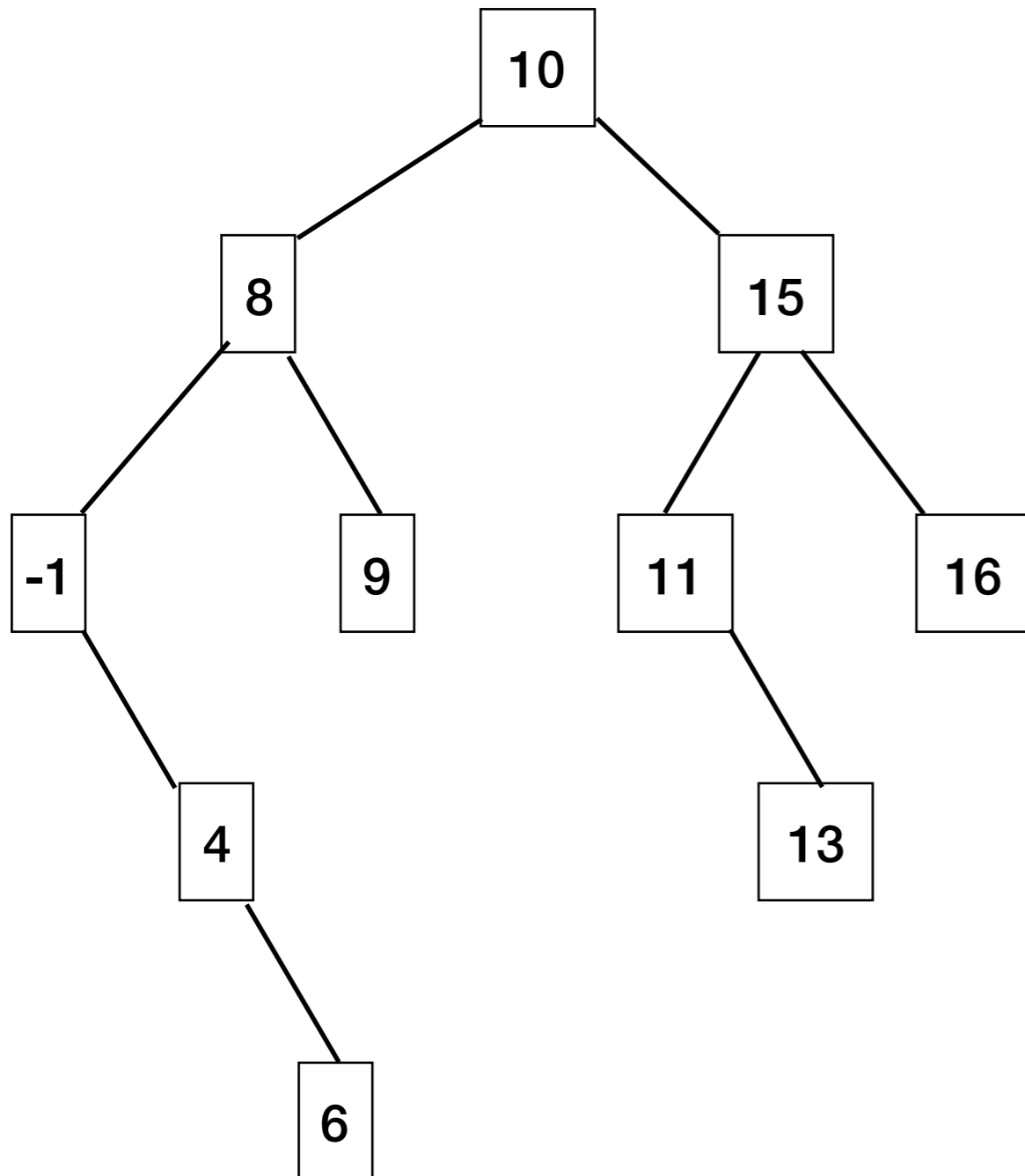
Rotations

What is the **precondition** for performing a left rotation on a node?

`n.right != null`

What is the **precondition** for performing a right rotation on a node?

`n.left != null`



Hint: try performing a right rotation on node 11.