

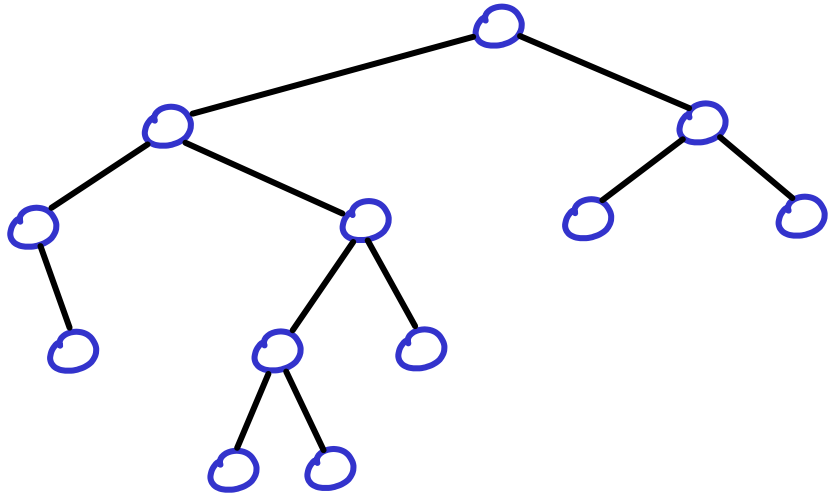
worst case	AVL	RB
height	$1.4 \log n$	$2 \log n$
insert #rotations	$O(1)$	$O(1)$
delete #rotations	$O(\log n)$	$O(1)$

WAVL - Weak AVL trees

(Haeupler, Sen, Tarjan - 2009)

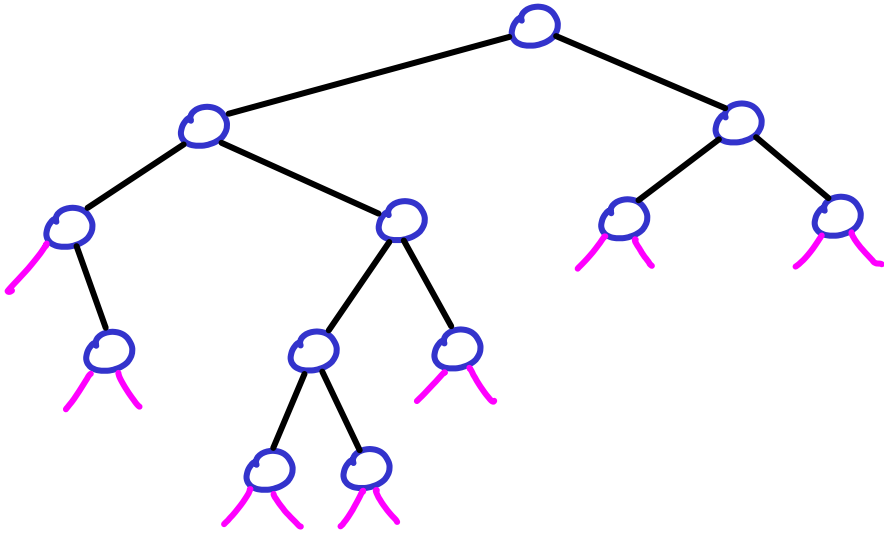
WAVL - Weak AVL trees

- Every node has a score that must be 1 or 2 larger than children's.



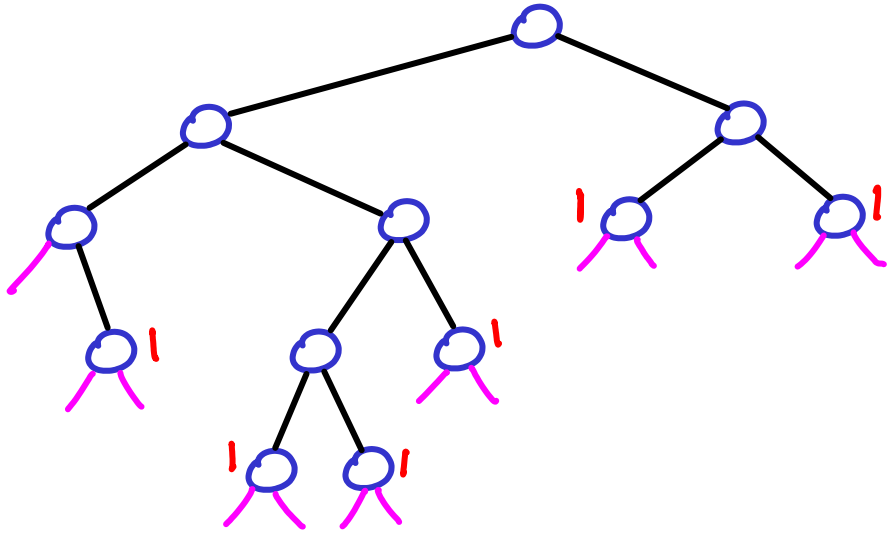
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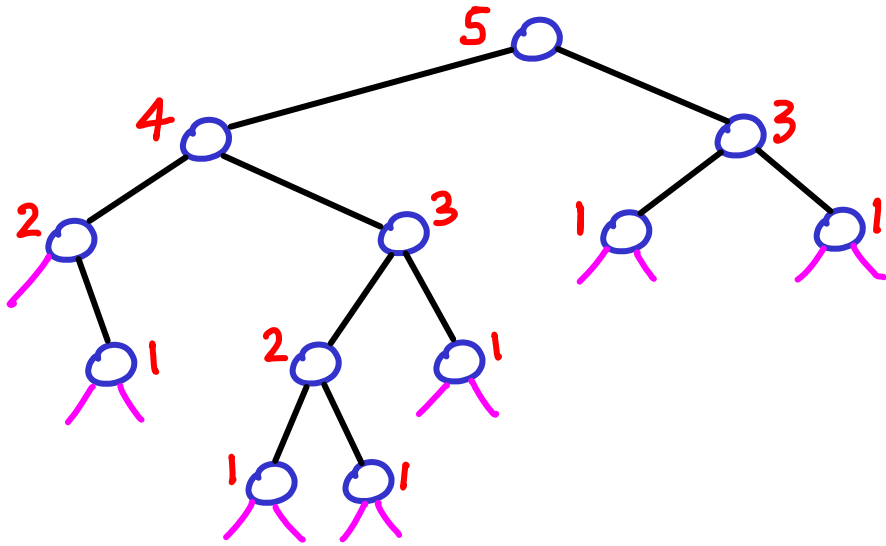
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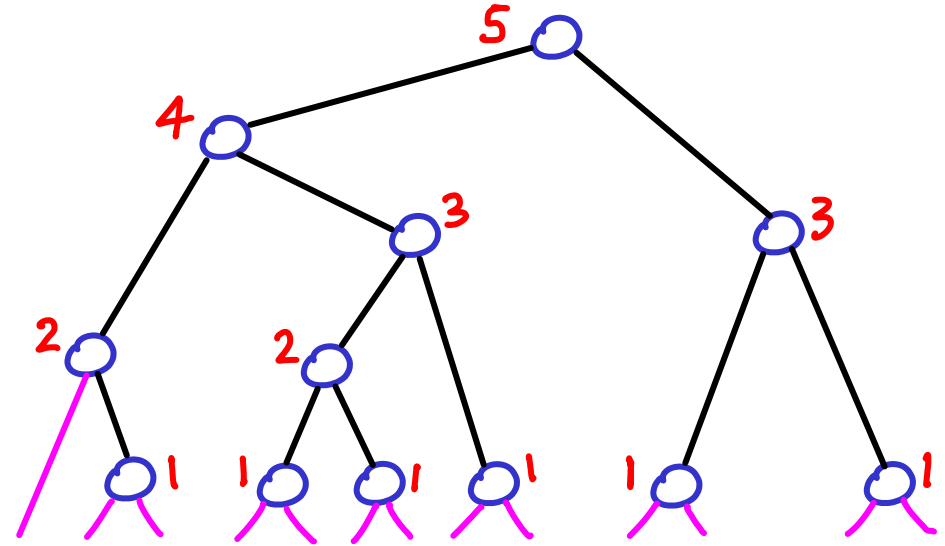
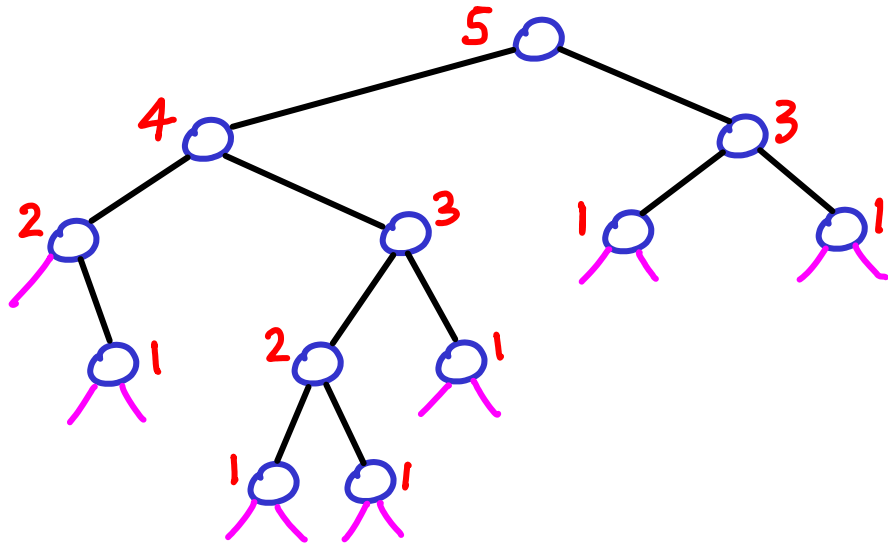
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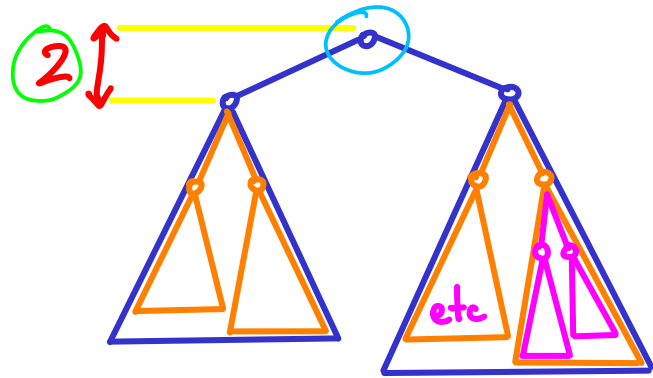
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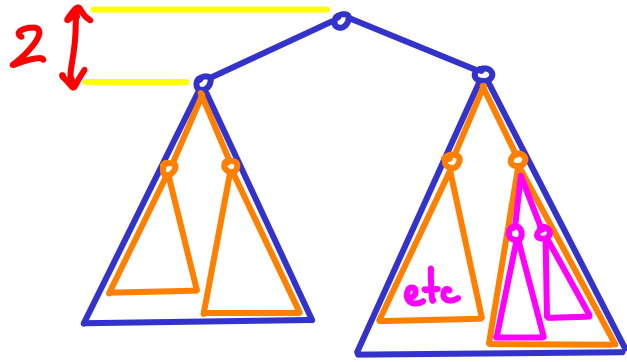
not AVL ↗

$N(r) = \text{min \#nodes to achieve score } r.$



$$N(r) = \underline{1} + 2N(\underline{r-2}) \quad // \quad N(1) = 1 \quad N(2) = 2$$

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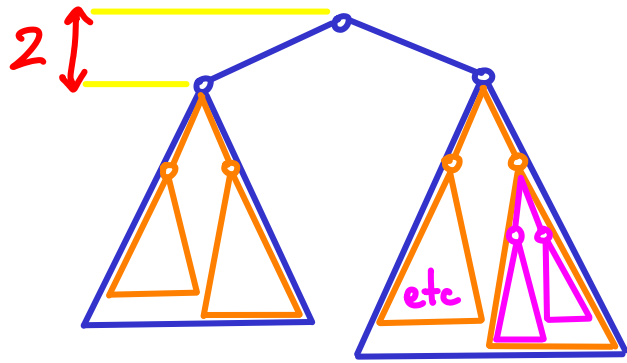


$$N(r) = 1 + 2N(r-2) \quad // \quad N(1) = 1 \quad N(2) = 2$$

$$N(r) = \Omega(2^{r/2})$$

$$r \leq 2 \log_2(N+1)$$

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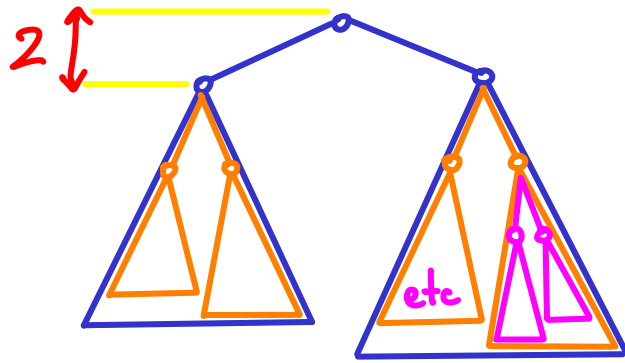
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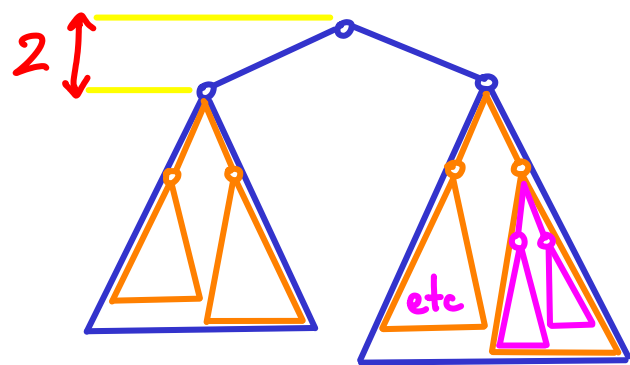
* trivially, every AVL is also WAVL

* every WAVL can be colored red-black

⋮

} AVL trees are RB
(but not vice versa)

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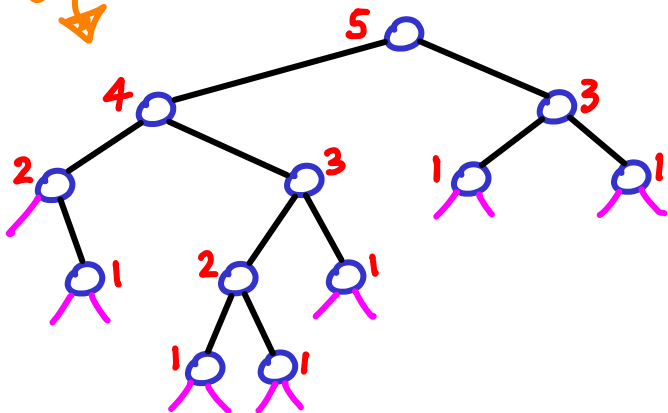
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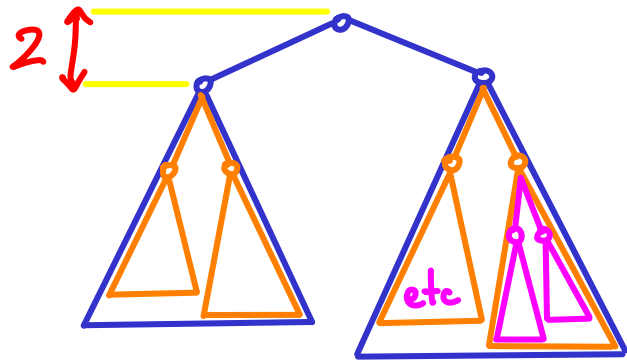
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e.g.



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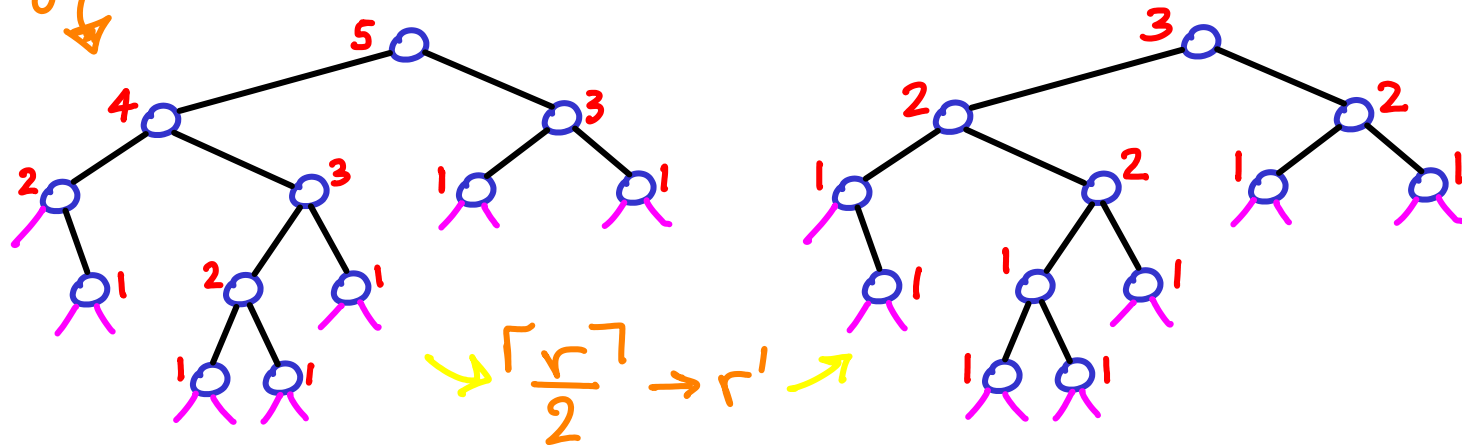
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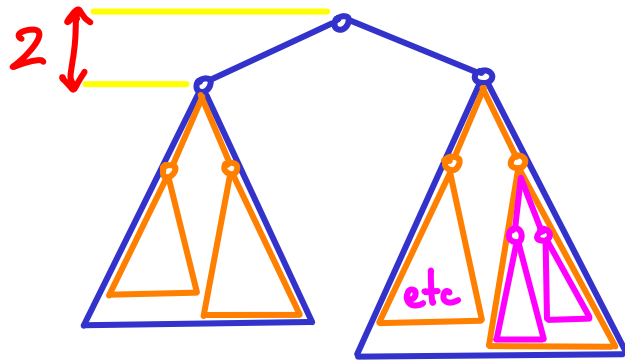
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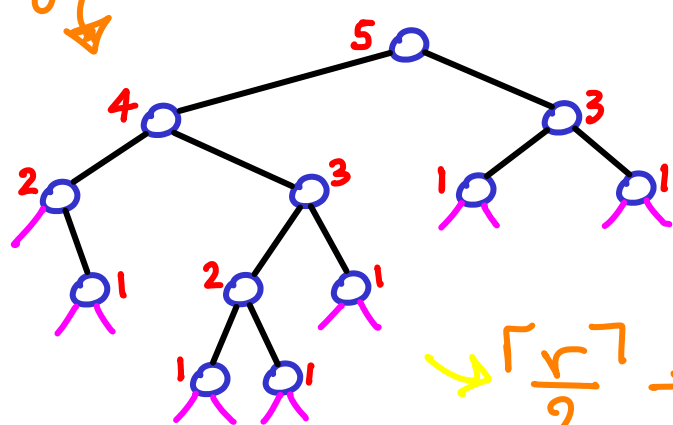
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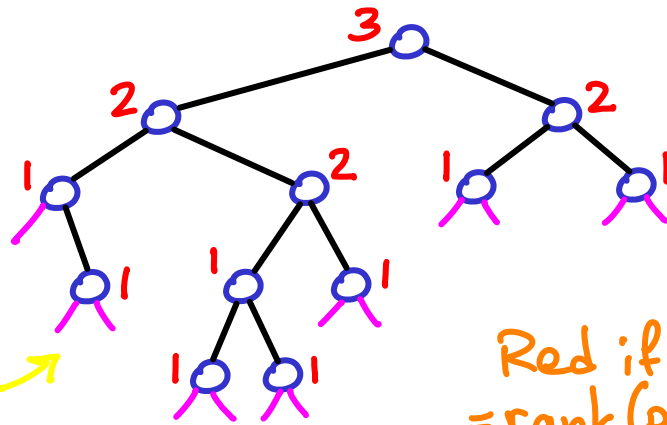
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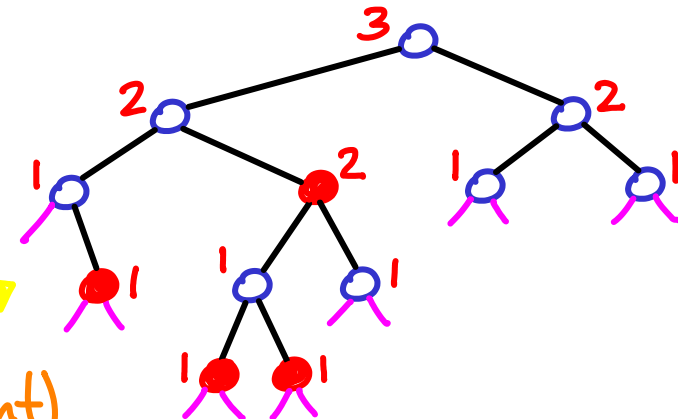
e.g.



$$\lceil \frac{r}{2} \rceil \rightarrow r'$$



Red if
= rank(parent)



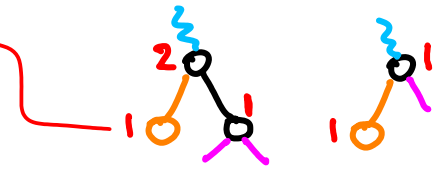
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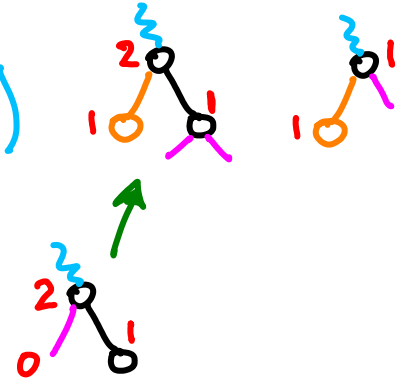
- inserted node becomes (non-fake) leaf with score = 1



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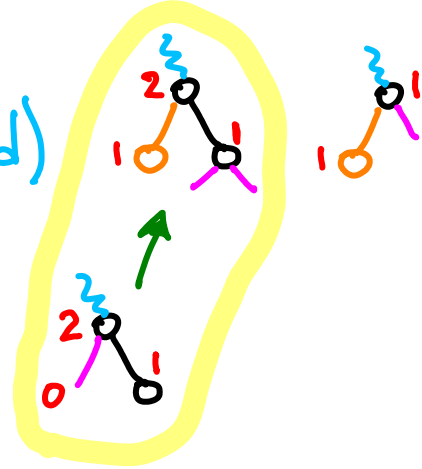
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- if parent score is still greater, DONE

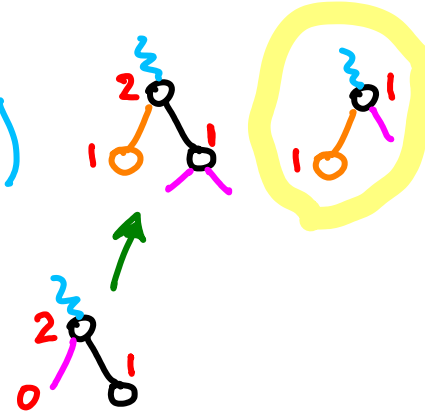


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else - if parent score is +1 of sibling ... ?



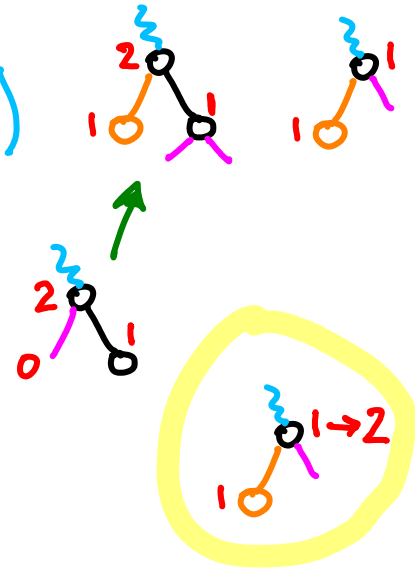
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increment parent score (fixed locally)



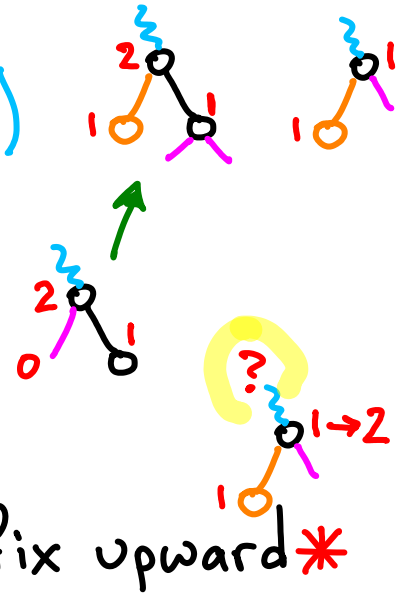
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- * • if parent score is still greater, DONE

else - if parent score is +1 of sibling
increment parent score (fixed locally) & fix upward*



INSERTION IN WAVL

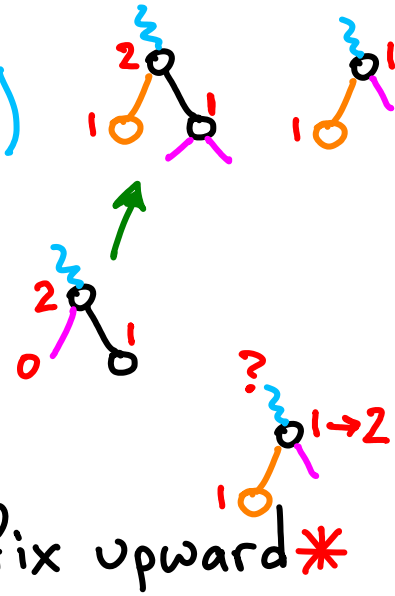
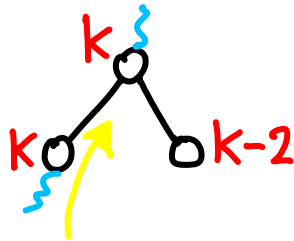
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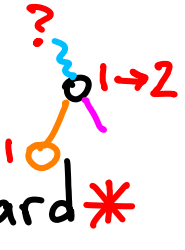
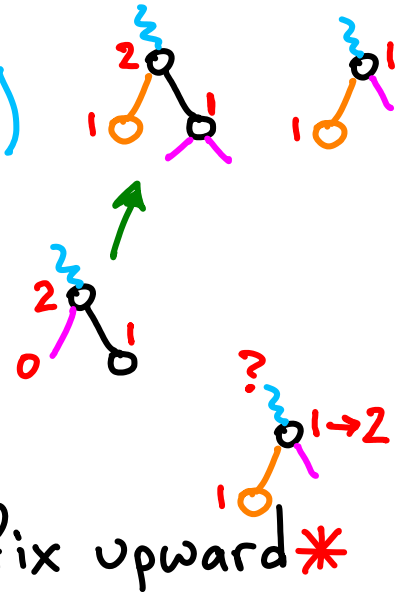
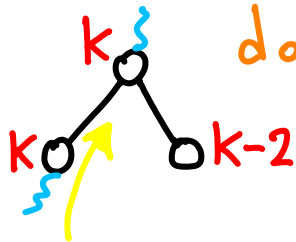
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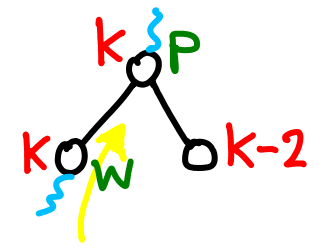
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do some rotating and we're DONE

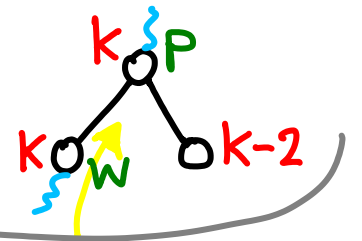


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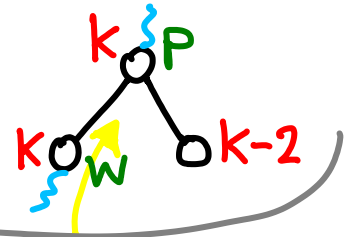


♦ Observation:

we have a child, C , with relative score -1

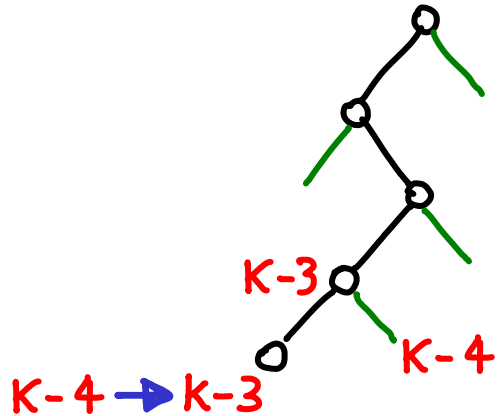
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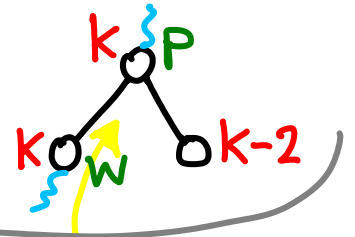


Recall:

if parent score is +1 of sibling $\rightarrow$ fix upward

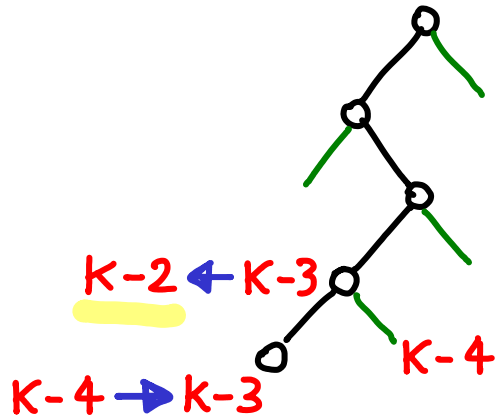
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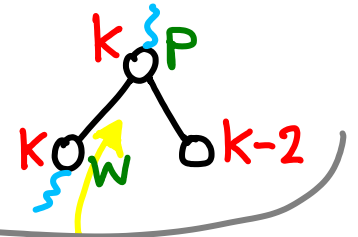


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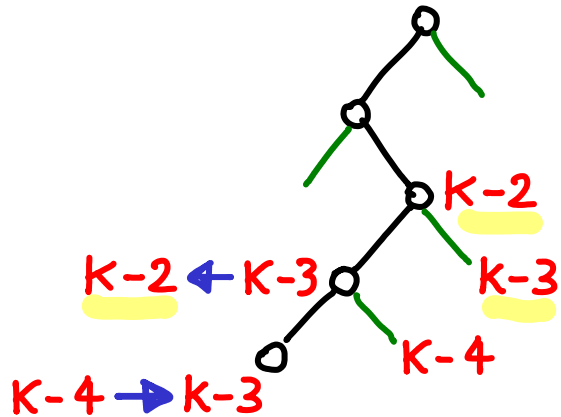
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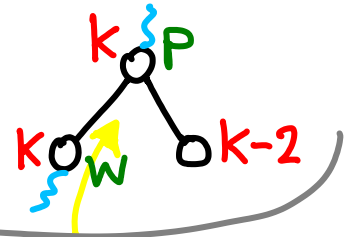


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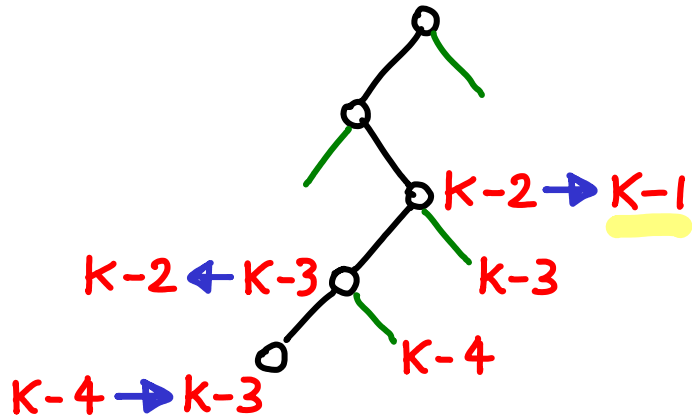
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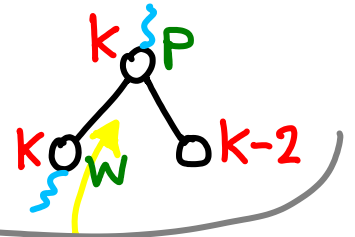


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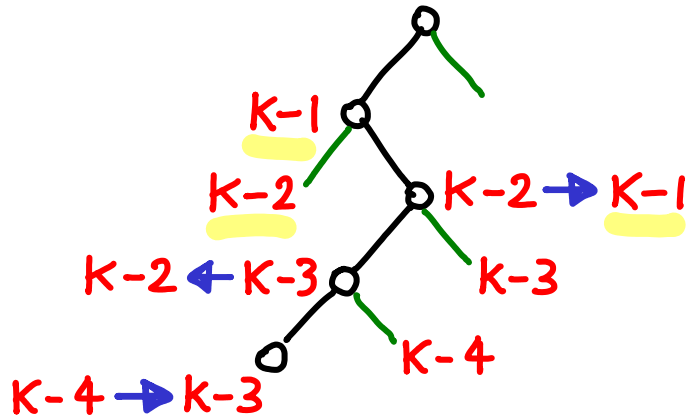
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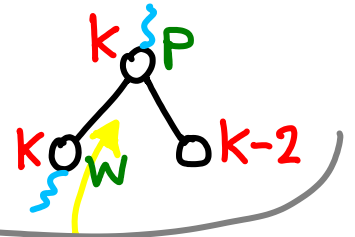


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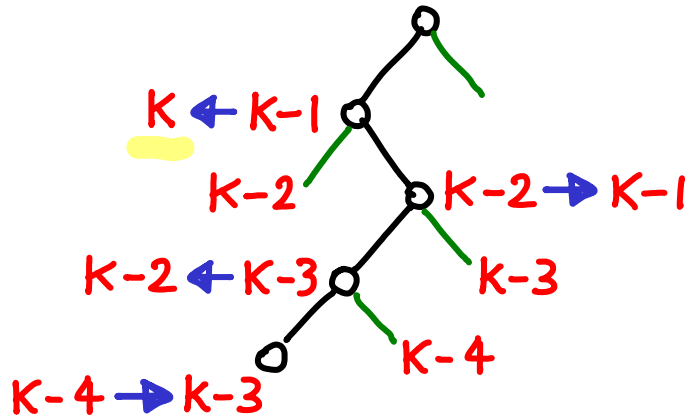
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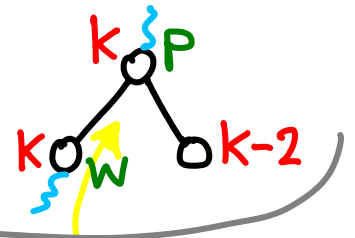


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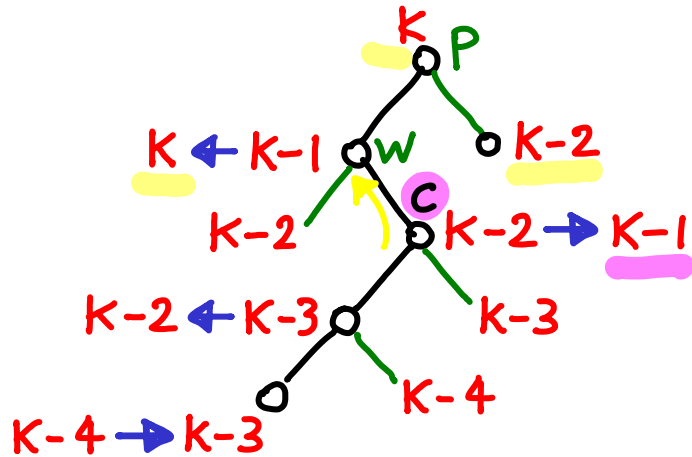
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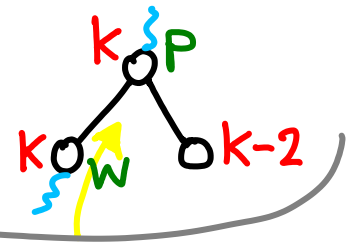
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Recall:

if parent score is +1 of sibling → fix upward

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do some rotating and we're DONE



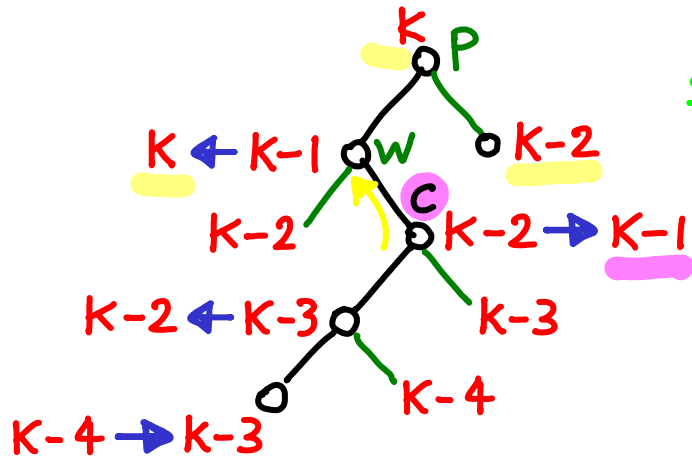
♦ Observation:

we have a child, C , with relative score -1

↳ by induction/construction

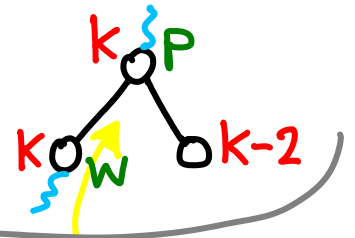
- true when inserted as leaf
- maintained by "fix upward" case

Summary



...-else (we have same score as parent, which is +2 from sibling)

do some rotating and we're DONE



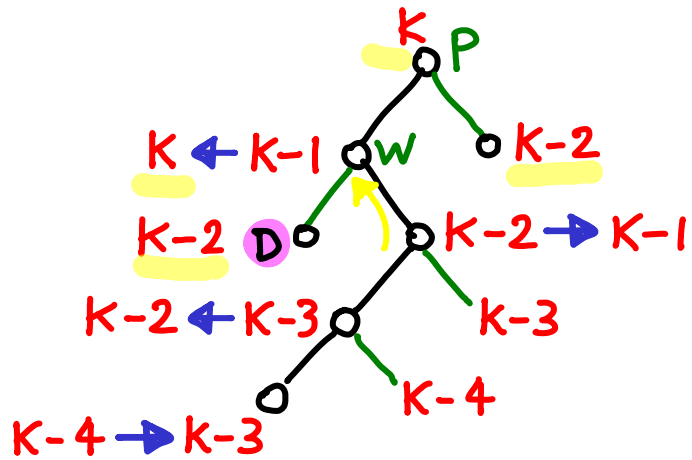
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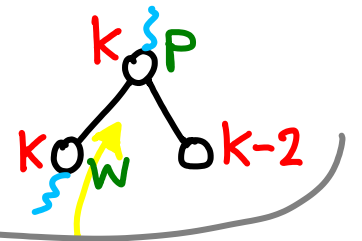
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other child, D, has relative score -2



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do some rotating and we're DONE



♦ Observation:

we have a child, C , with relative score -1

↳ by induction/construction

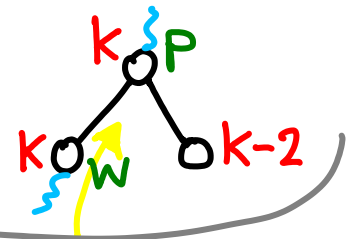
- true when inserted as leaf
- maintained by "fix upward" case

other child, D , has relative score -2

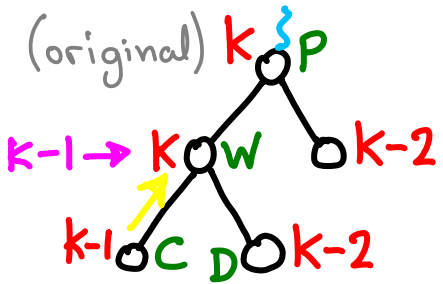
- it already had a lower score
- we incremented our score

...-else (we have same score as parent, which is +2 from sibling)

do some rotating and we're DONE



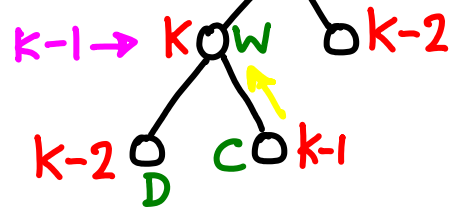
(original)



C: left child

C: right child

(original)



♦ Observation:

we have a child, C, with relative score -1

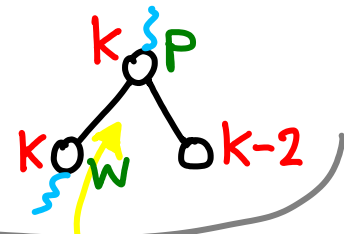
↳ by induction/construction

- true when inserted as leaf
- maintained by "fix upward" case

other child, D, has relative score -2

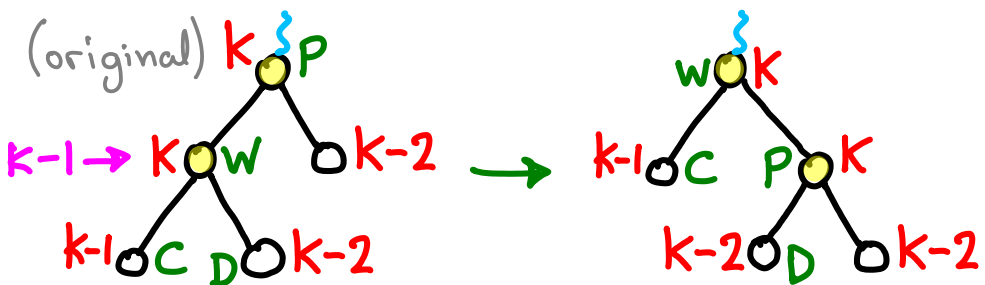
- it already had a lower score
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...-else (we have same score as parent, which is +2 from sibling)
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Right-rotate(P)

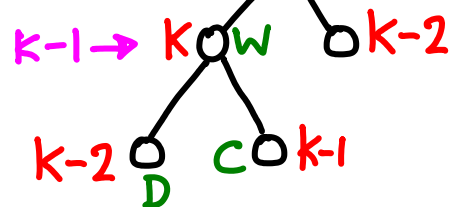
(original)



C: left child

C: right child

(original)



♦ Observation:

we have a child, C, with relative score -1

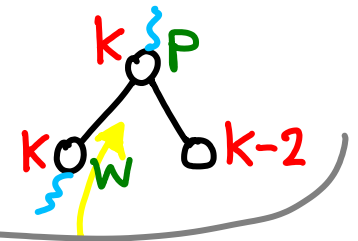
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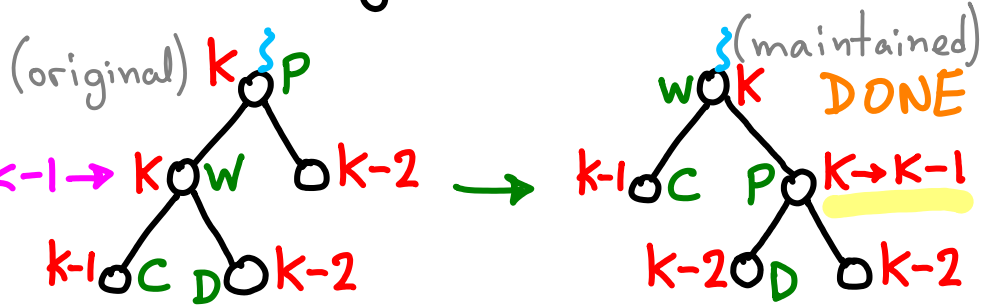
other child, D, has relative score -2

- it already had a lower score
- we incremented our score

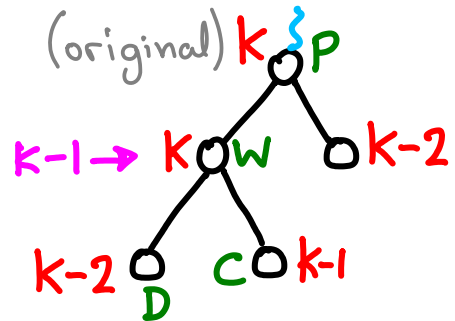
...-else (we have same score as parent, which is +2 from sibling)
do some rotating and we're DONE



Right-rotate(P)



C: left child
C: right child



♦ Observation:

we have a child, C, with relative score -1

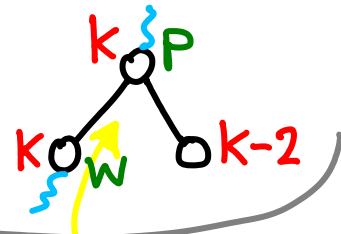
↳ by induction/construction

- true when inserted as leaf
- maintained by "fix upward" case

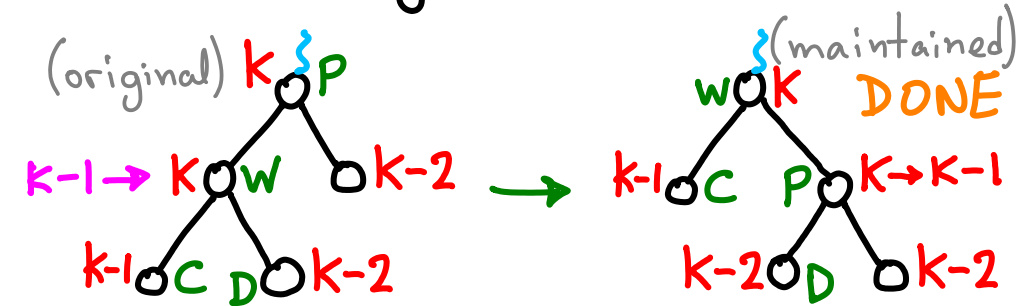
other child, D, has relative score -2

- it already had a lower score
- we incremented our score

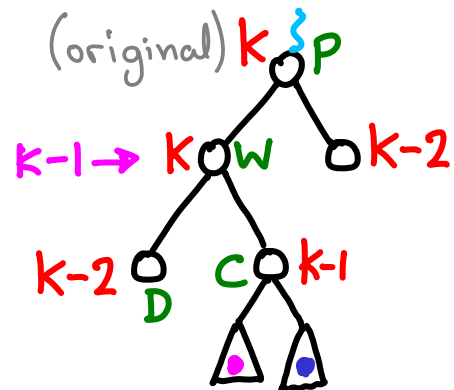
...-else (we have same score as parent, which is +2 from sibling)
do some rotating and we're DONE



Right-rotate(P)



C: left child
C: right child



♦ Observation:

we have a child, C, with relative score -1

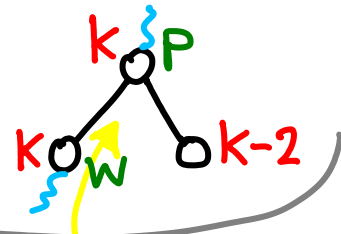
↳ by induction/construction

- true when inserted as leaf
- maintained by "fix upward" case

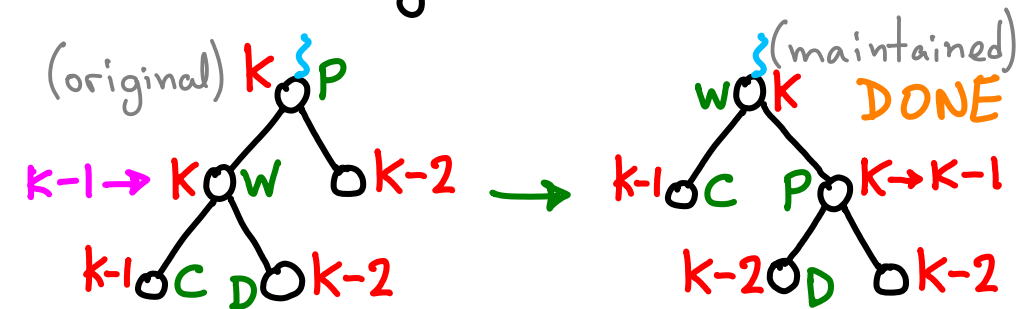
other child, D, has relative score -2

- it already had a lower score
- we incremented our score

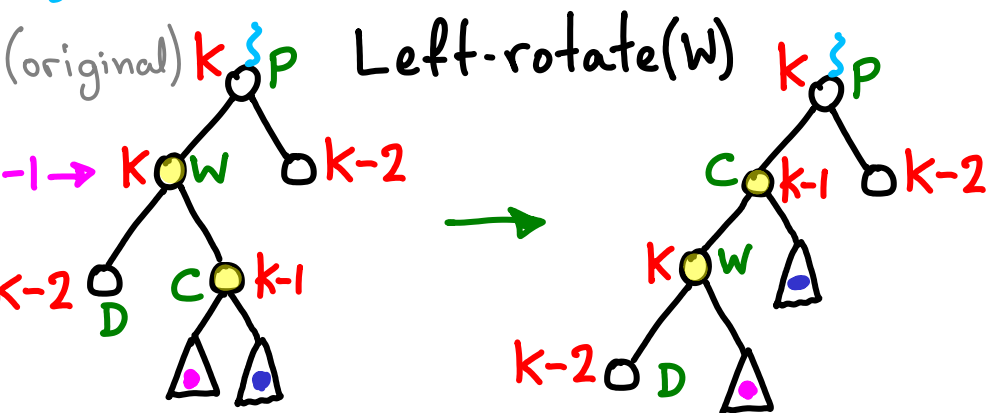
...-else (we have same score as parent, which is +2 from sibling)
do some rotating and we're DONE



Right-rotate(P)



C: left child
C: right child



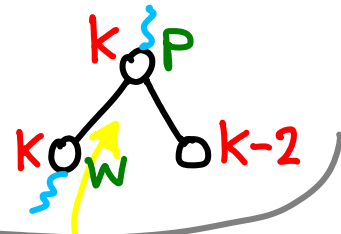
♦ Observation:

we have a child, C, with relative score -1

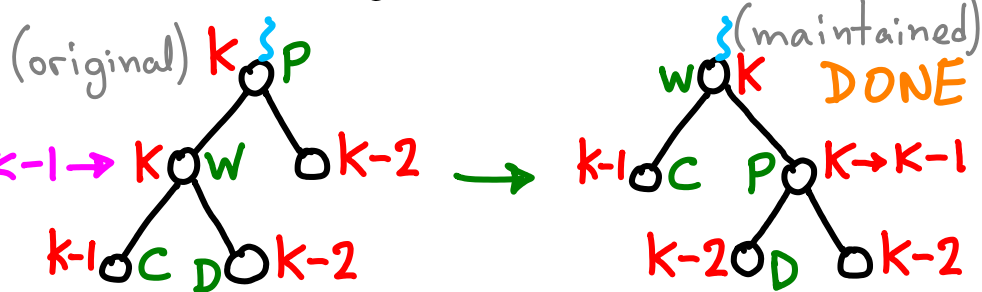
↳ by induction/construction

- true when inserted as leaf
 - maintained by "fix upward" case
- other child, D, has relative score -2
- it already had a lower score
 - we incremented our score

...-else (we have same score as parent, which is +2 from sibling)
do some rotating and we're DONE



Right-rotate(P)



C: left child
C: right child

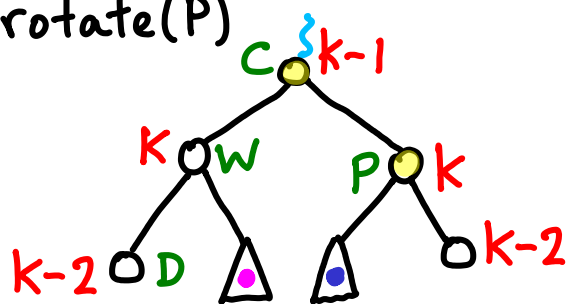
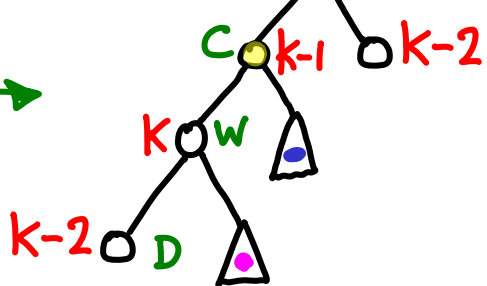
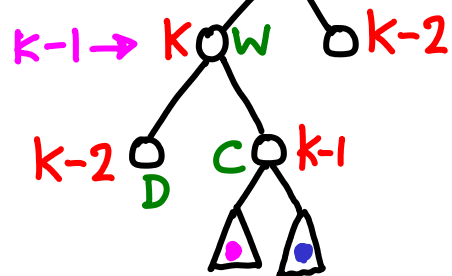
♦ Observation:

we have a child, C, with relative score -1

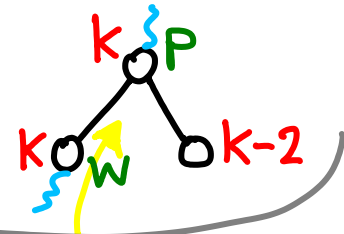
↳ by induction/construction

- true when inserted as leaf
 - maintained by "fix upward" case
- other child, D, has relative score -2
- it already had a lower score
 - we incremented our score

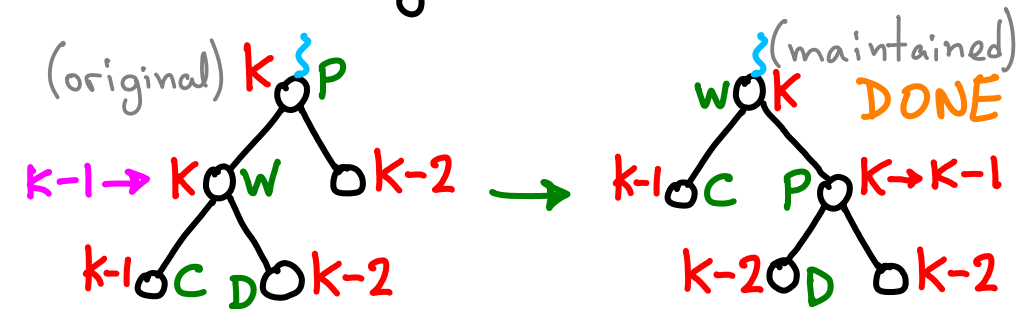
(original) Left-rotate(W) Right-rotate(P)



...-else (we have same score as parent, which is +2 from sibling)
do some rotating and we're DONE



Right-rotate(P)



C: left child
C: right child

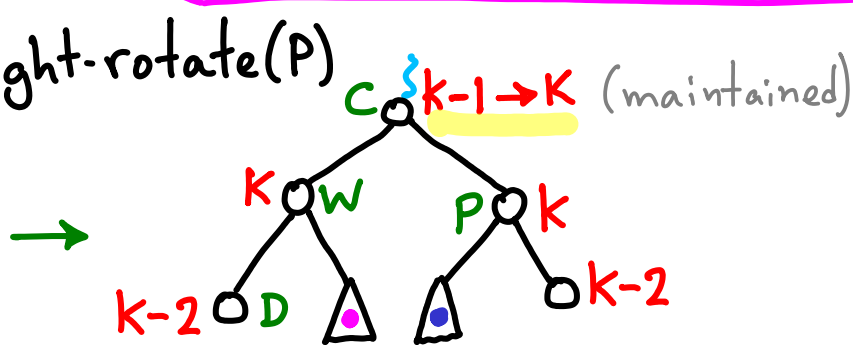
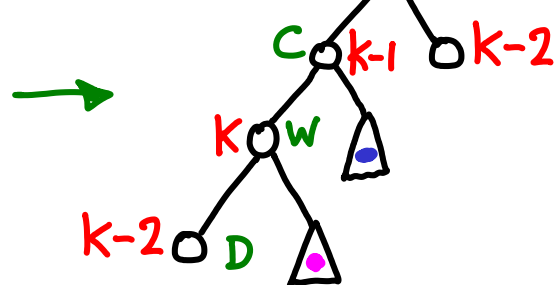
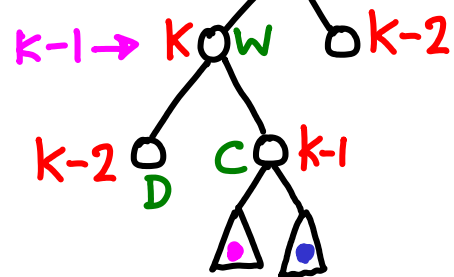
♦ Observation:

we have a child, C, with relative score -1

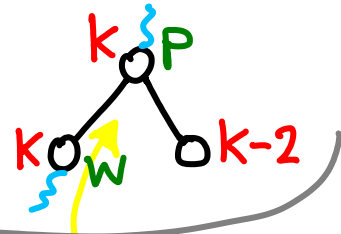
↳ by induction/construction

- true when inserted as leaf
 - maintained by "fix upward" case
- other child, D, has relative score -2
- it already had a lower score
 - we incremented our score

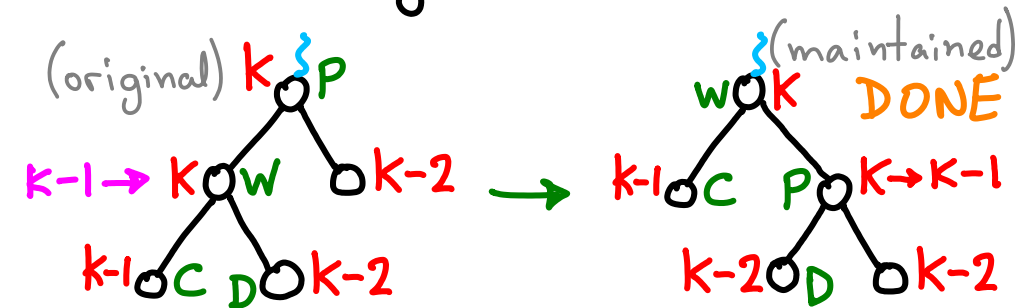
(original) Left-rotate(W) Right-rotate(P)



...-else (we have same score as parent, which is +2 from sibling)
do some rotating and we're DONE



Right-rotate(P)



C: left child
C: right child

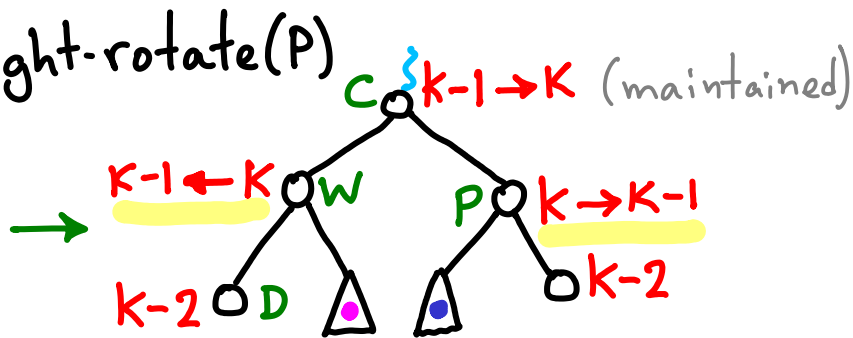
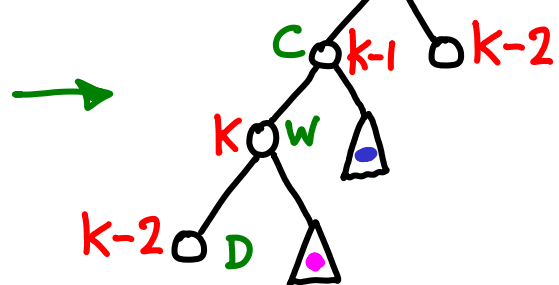
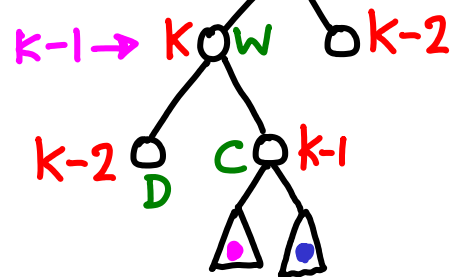
♦ Observation:

we have a child, C, with relative score -1

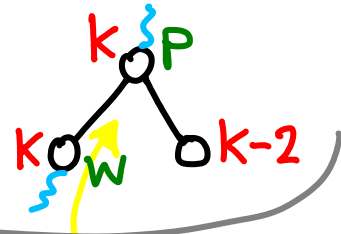
↳ by induction/construction

- true when inserted as leaf
 - maintained by "fix upward" case
- other child, D, has relative score -2
- it already had a lower score
 - we incremented our score

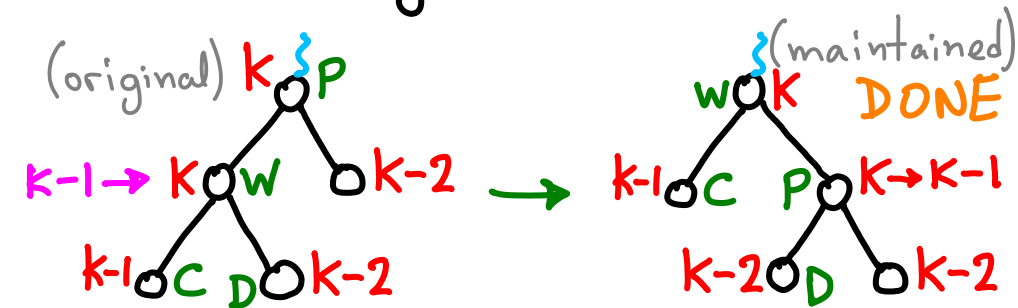
(original) Left-rotate(W) Right-rotate(P)



...-else (we have same score as parent, which is +2 from sibling)
do some rotating and we're DONE



Right-rotate(P)



C: left child
C: right child

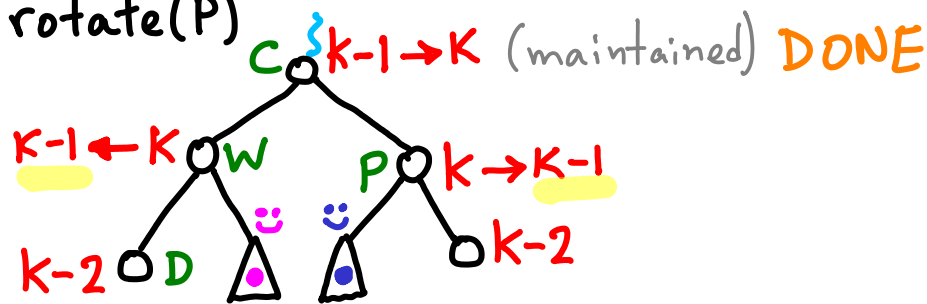
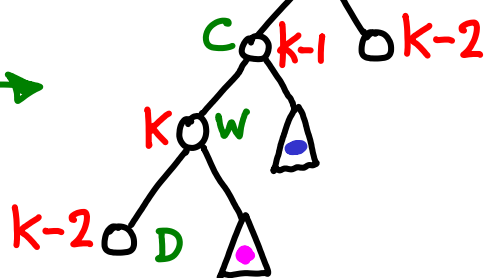
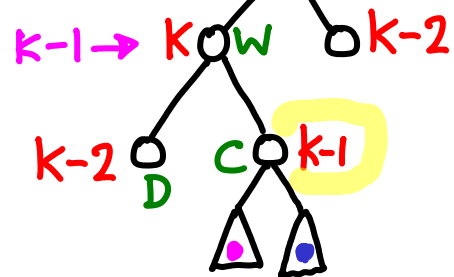
♦ Observation:

we have a child, C, with relative score -1

↳ by induction/construction

- true when inserted as leaf
 - maintained by "fix upward" case
- other child, D, has relative score -2
- it already had a lower score
 - we incremented our score

(original) $K \rightarrow P$ Left-rotate(W) $K \rightarrow P$ Right-rotate(P)



WAVL deletion is also straightforward

worst case	AVL	RB	WAVL
height	$1.4 \log n$	$2 \log n$	$2 \log n$ $1.4 \log n$ insert only
insert #rotations	$O(1)$	$O(1)$	$O(1)$ better than RB
delete #rotations	$O(\log n)$	$O(1)$	$O(1)$

