

## Pseudocode for AVL Balanced Binary Search Tree Methods

### Balance a sub-tree

*Note: the following code does not account for empty child sub-trees. You should check for NULL pointers when accessing left or right or height. Primarily, when calculating heights of children.*

```
function BALANCE(current)
  if current == NULL then    \\Nothing to balance
    return current
  end if

  COMPUTEHEIGHTFROMCHILDREN(current)    \\update current's height

  leftH = current→left→height
  rightH = current→right→height

  if leftH > rightH + 1 then          \\Left subtree is too tall
    leftleftH = current→left→left→height
    leftrightH = current→left→right→height

    if leftleftH >= leftrightH then
      return RIGHTROTATE(current)      \\left-outer grandchild is taller
    else
      return LEFTRIGHTROTATE(current)  \\left-inner grandchild is taller
    end if
  end if

  if rightH > leftH + 1 then          \\Right subtree is too tall
    rightleftH = current→right→left→height
    rightrightH = current→right→right→height

    if rightrightH >= rightleftH then
      return LEFTROTATE(current)      \\right-outer grandchild is taller
    else
      return RIGHTLEFTROTATE(current)  \\right-inner grandchild is taller
    end if
  end if

  return current    \\No rotation, so root is the same
end function
```

```
function RIGHTROTATE(current)  
  newRoot = current → left  
  current → left = newRoot → right  
  newRoot → right = current  
  computeHeightFromChildren(current)  
  computeHeightFromChildren(newRoot)  
  return newRoot  
end function
```

```
function LEFTRIGHTROTATE(current)  
  current → left = leftRotate(current → left)  
  return rightRotate(current)  
end function
```

```
function COMPUTEHEIGHTFROMCHILDREN(current)  
  leftH = current → left → height  
  rightH = current → right → height  
  height = 1 + max(leftH, rightH)  
end function
```