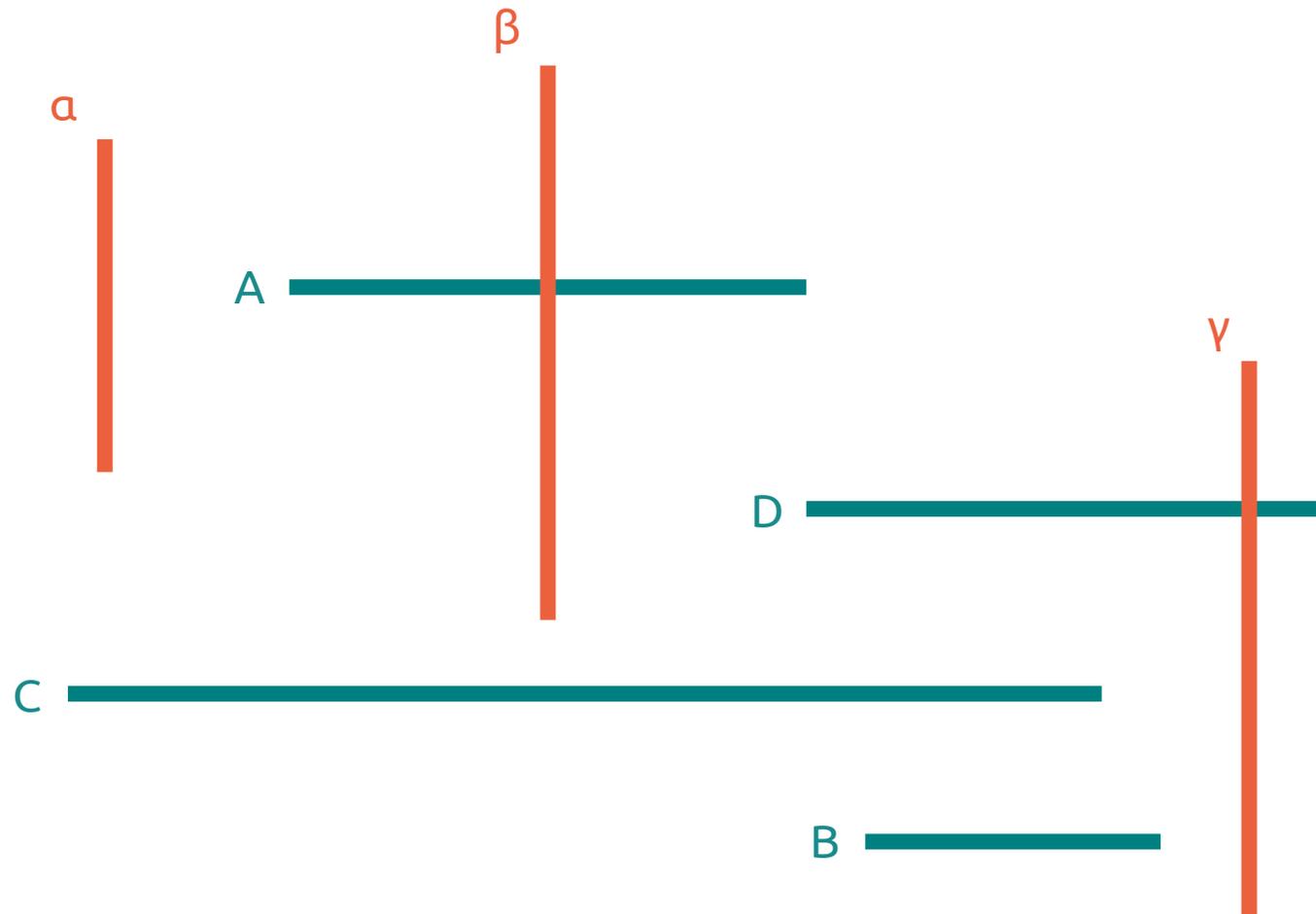
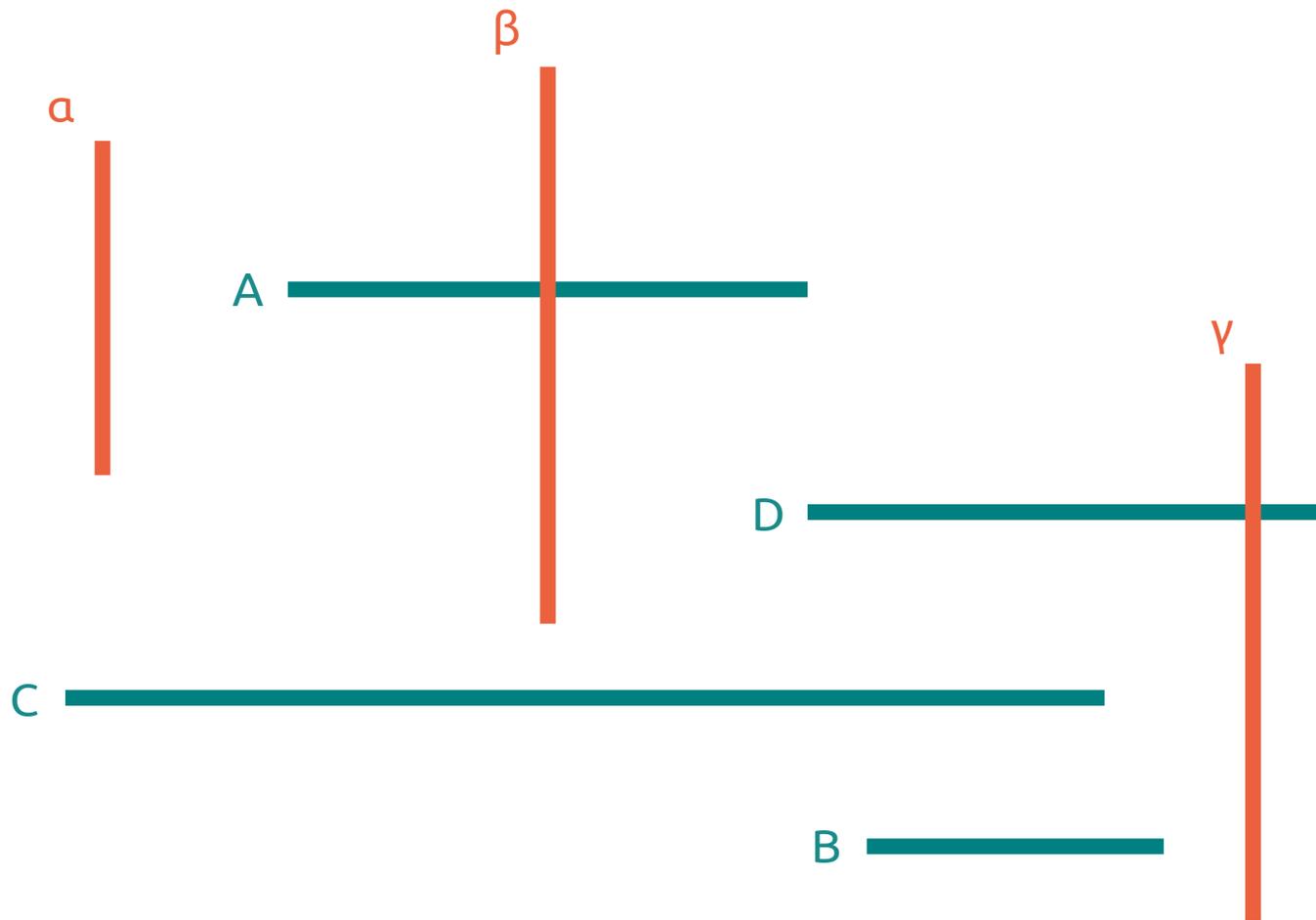


# Arbres binaires de recherche

# Motivation : intersection de segments horizontaux et verticaux

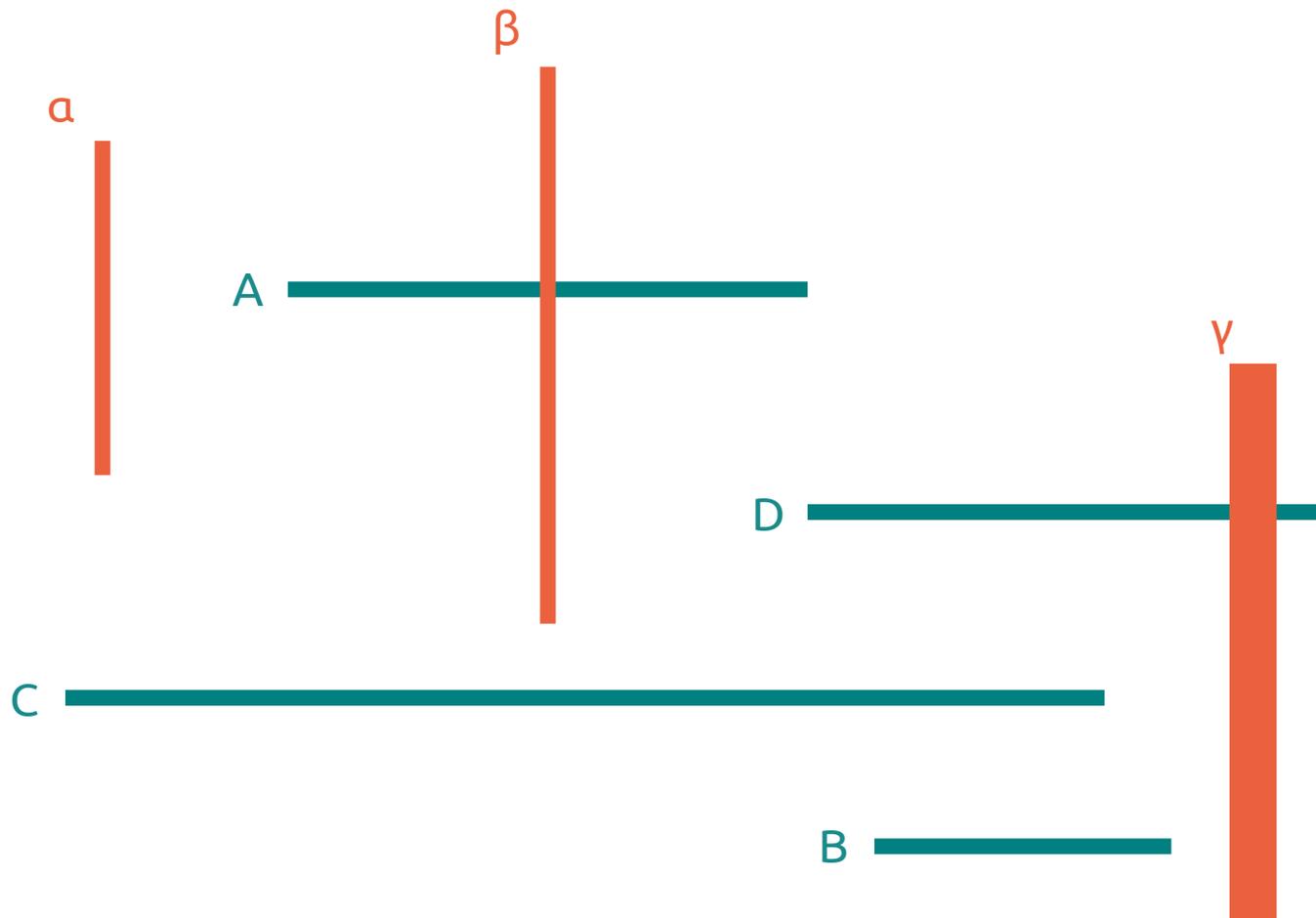


# Motivation : intersection de segments horizontaux et verticaux



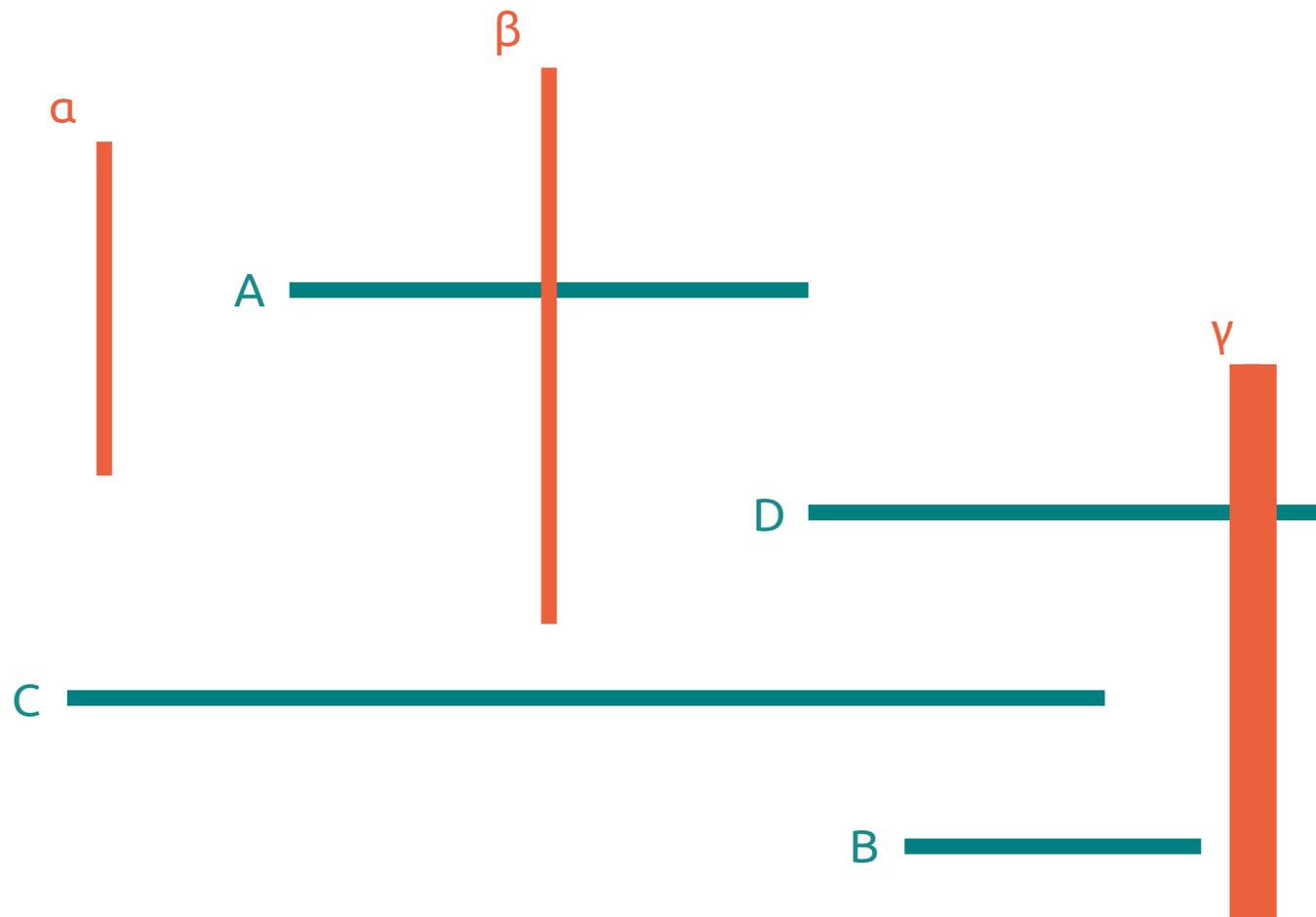
$\gamma$ [ B C  $\beta$ [ D  $\alpha$ [  $\gamma$ ] A  $\alpha$ ]  $\beta$ ]

# Motivation : intersection de segments horizontaux et verticaux



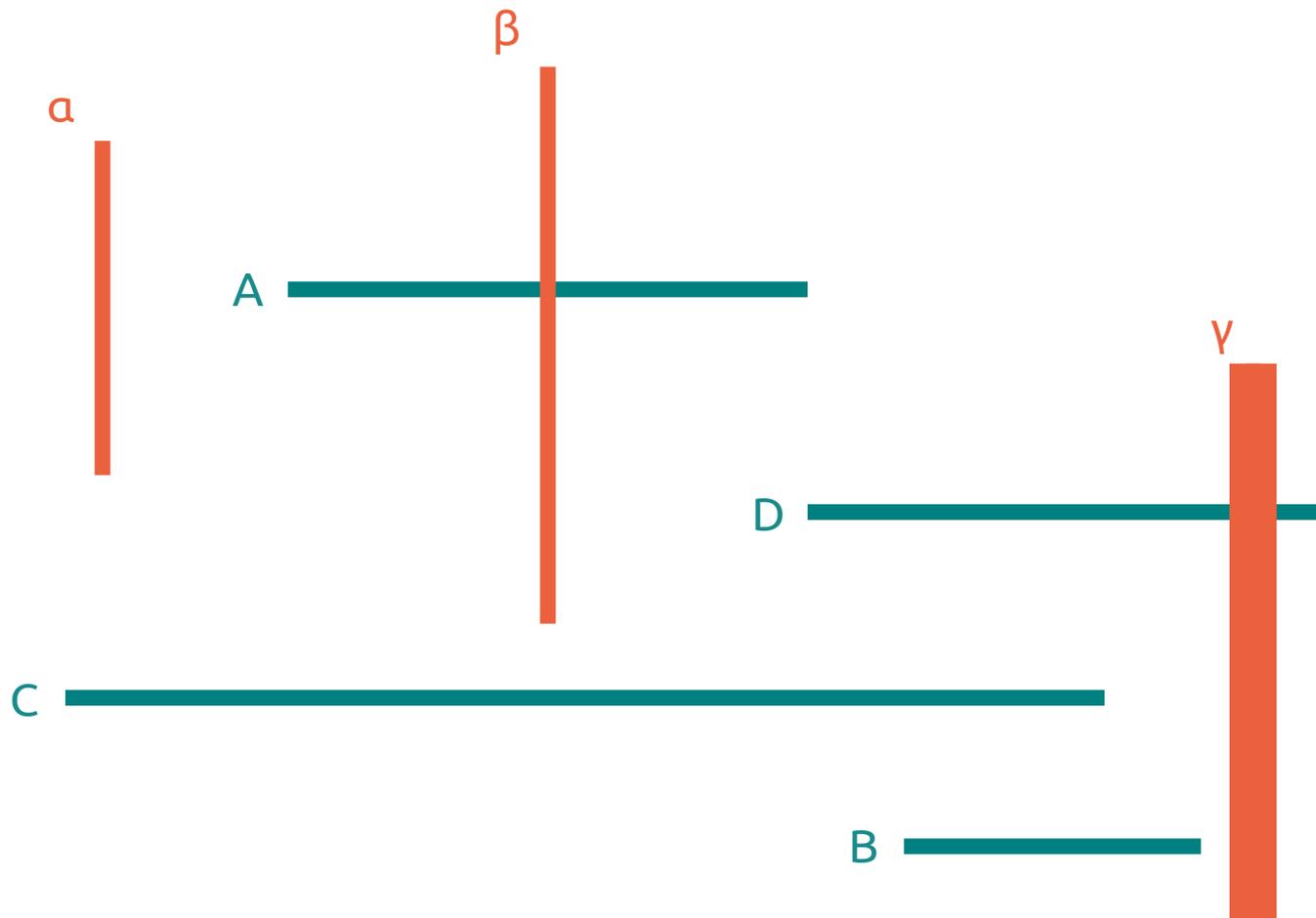
$\gamma$  [ B C  $\beta$  [ D  $\alpha$  [  $\gamma$  ] A  $\alpha$  ]  $\beta$  ]

# Motivation : intersection de segments horizontaux et verticaux



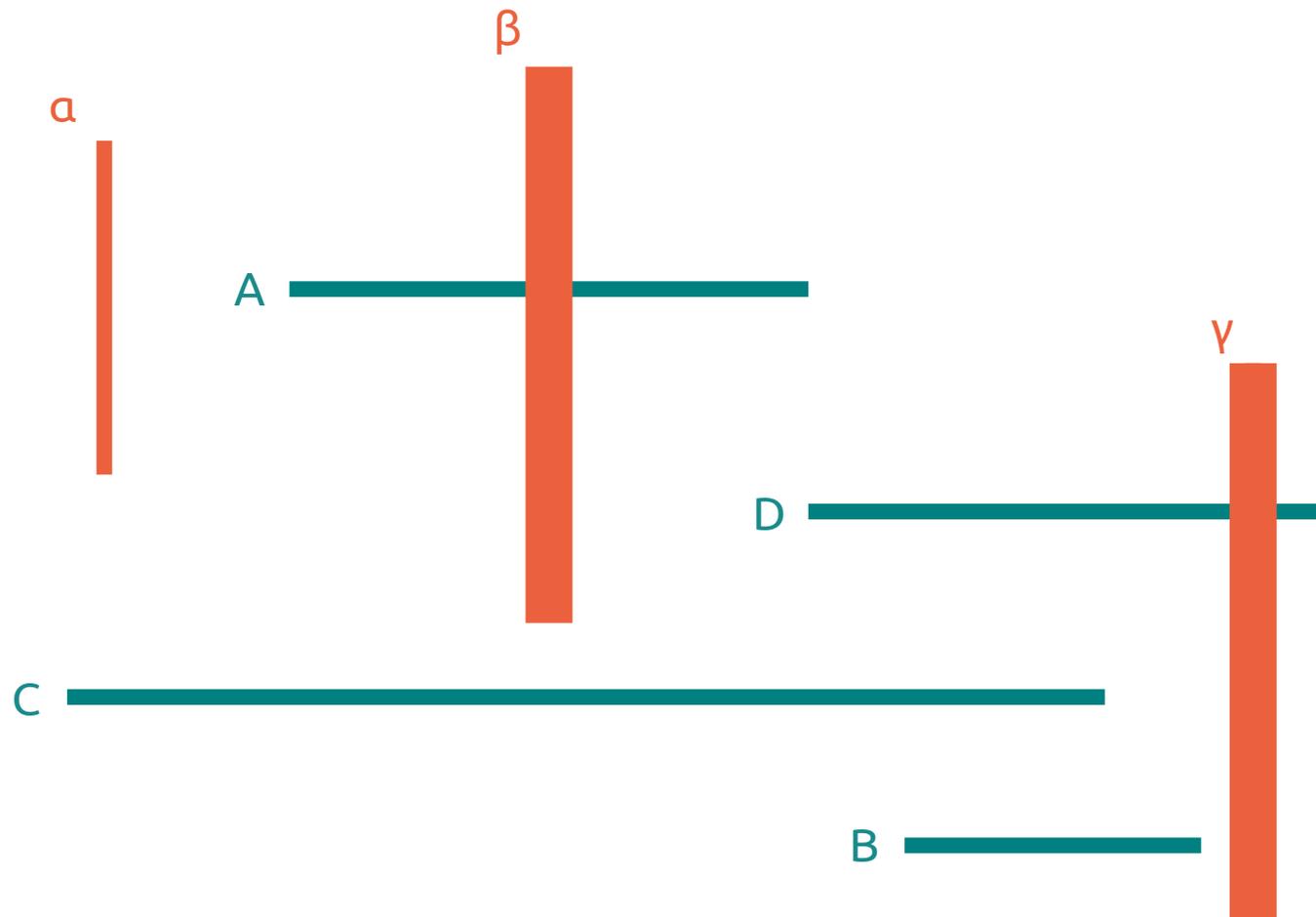
$\gamma$ [ B C  $\beta$ [ D  $\alpha$ [  $\gamma$ ] A  $\alpha$ ]  $\beta$ ]

# Motivation : intersection de segments horizontaux et verticaux



$\gamma$  [ B C ]  $\beta$  [ D  $\alpha$  [  $\gamma$  ] A  $\alpha$  ]  $\beta$  ]

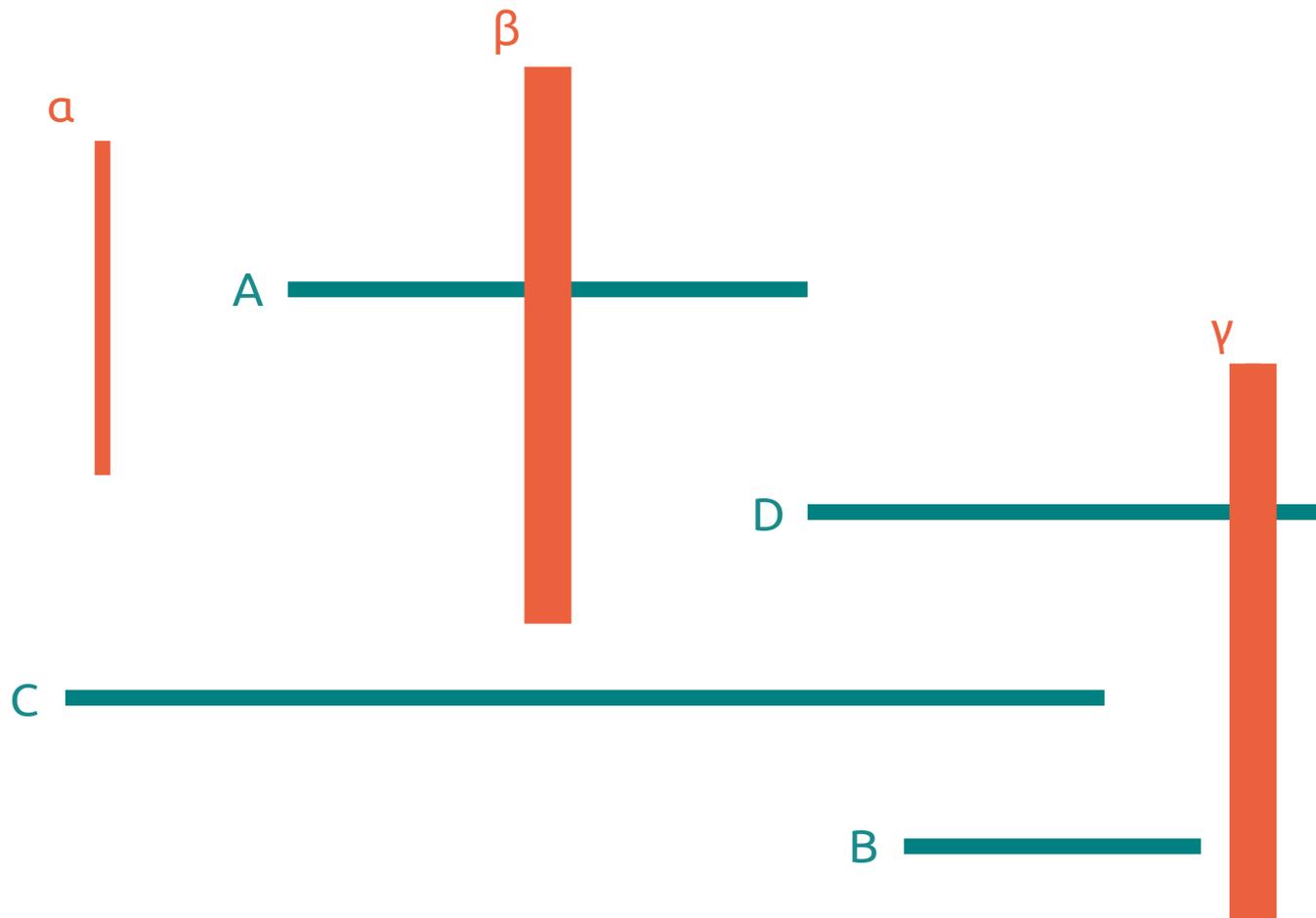
# Motivation : intersection de segments horizontaux et verticaux



$\gamma[$  B C  $\beta[$  D

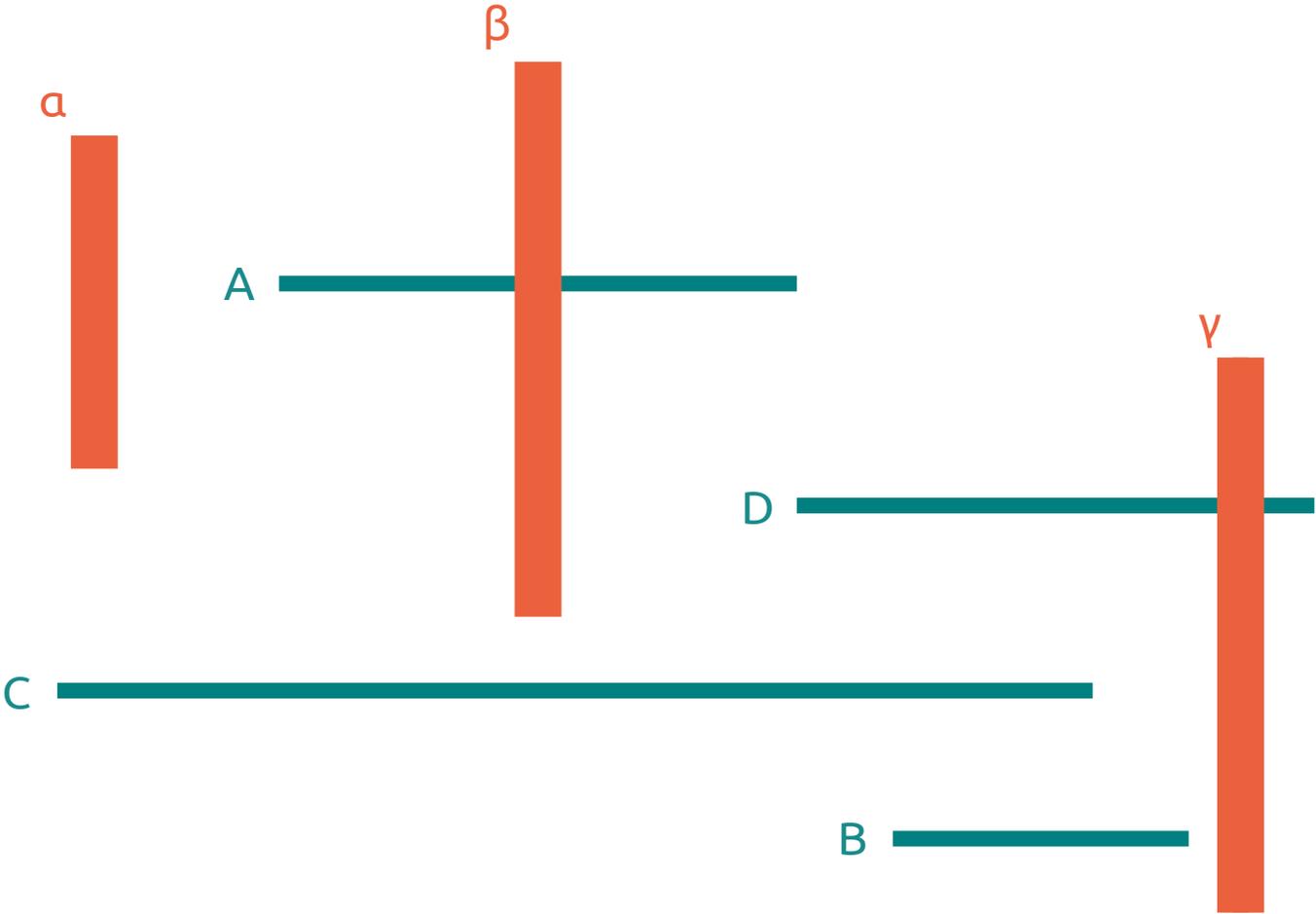
$\alpha[$   $\gamma]$  A  $\alpha]$   $\beta]$

# Motivation : intersection de segments horizontaux et verticaux



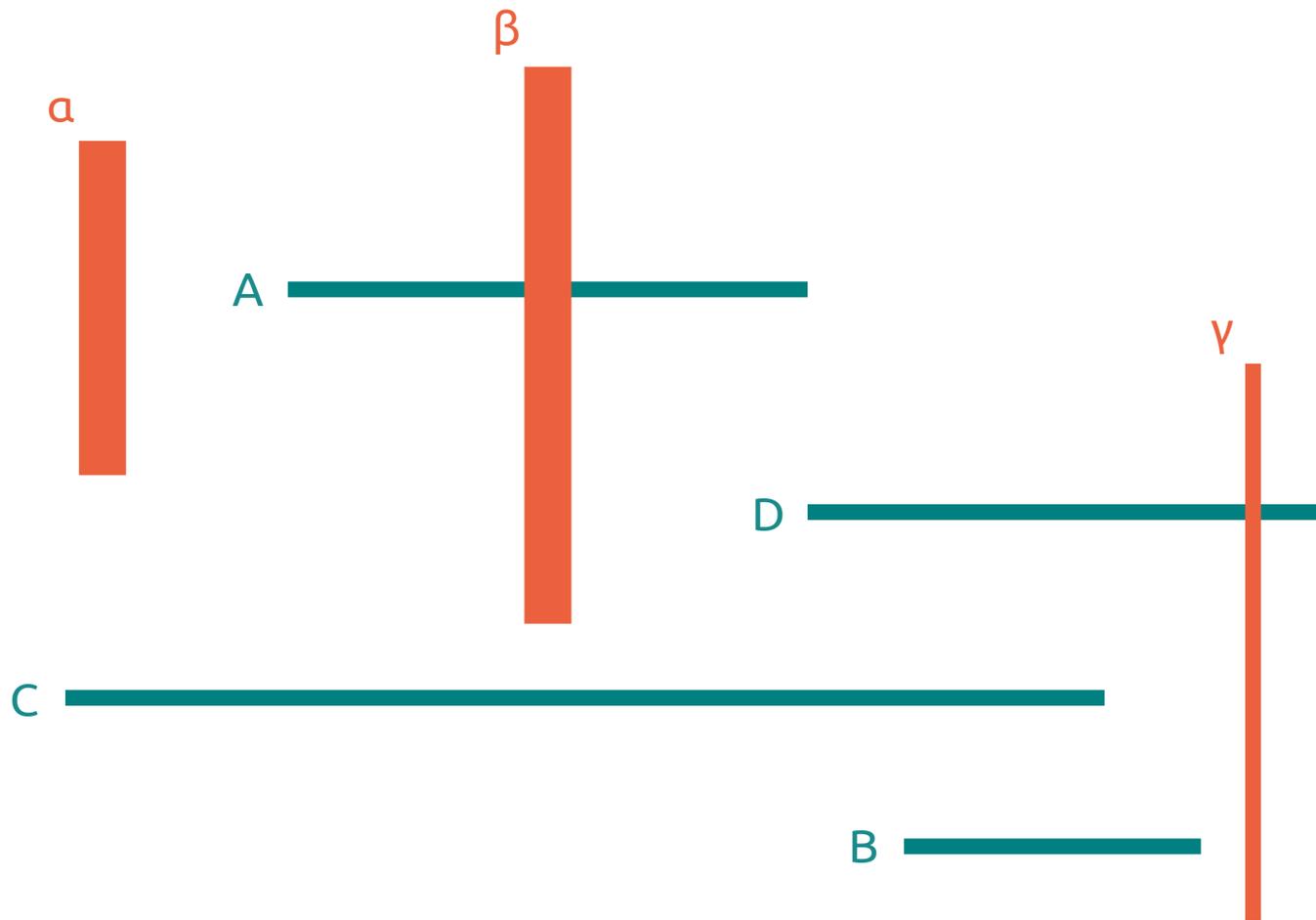
$\gamma[$  B C  $\beta[$  D  $\alpha[$   $\gamma]$  A  $\alpha]$   $\beta]$

# Motivation : intersection de segments horizontaux et verticaux



$\gamma[$  B C  $\beta[$  D  $\alpha[$   $\gamma]$  A  $\alpha]$   $\beta]$

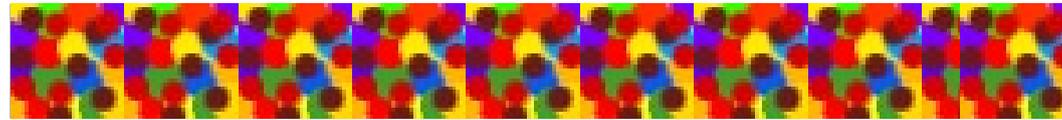
# Motivation : intersection de segments horizontaux et verticaux



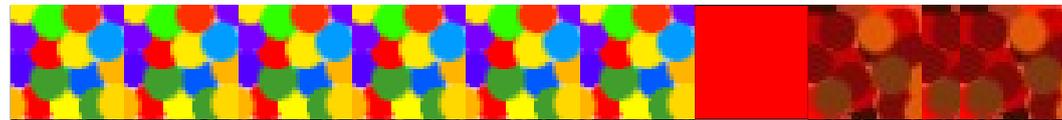
$\gamma[$  B C  $\beta[$  D  $\alpha[$   $\gamma]$  A  $\alpha]$

$\beta]$

# Idée qui vient du tri rapide



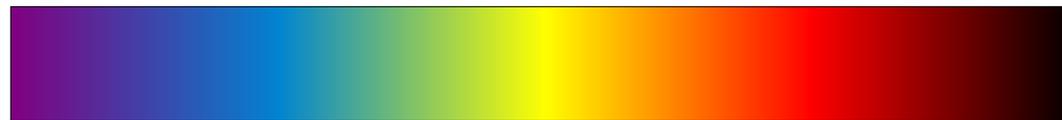
diviser

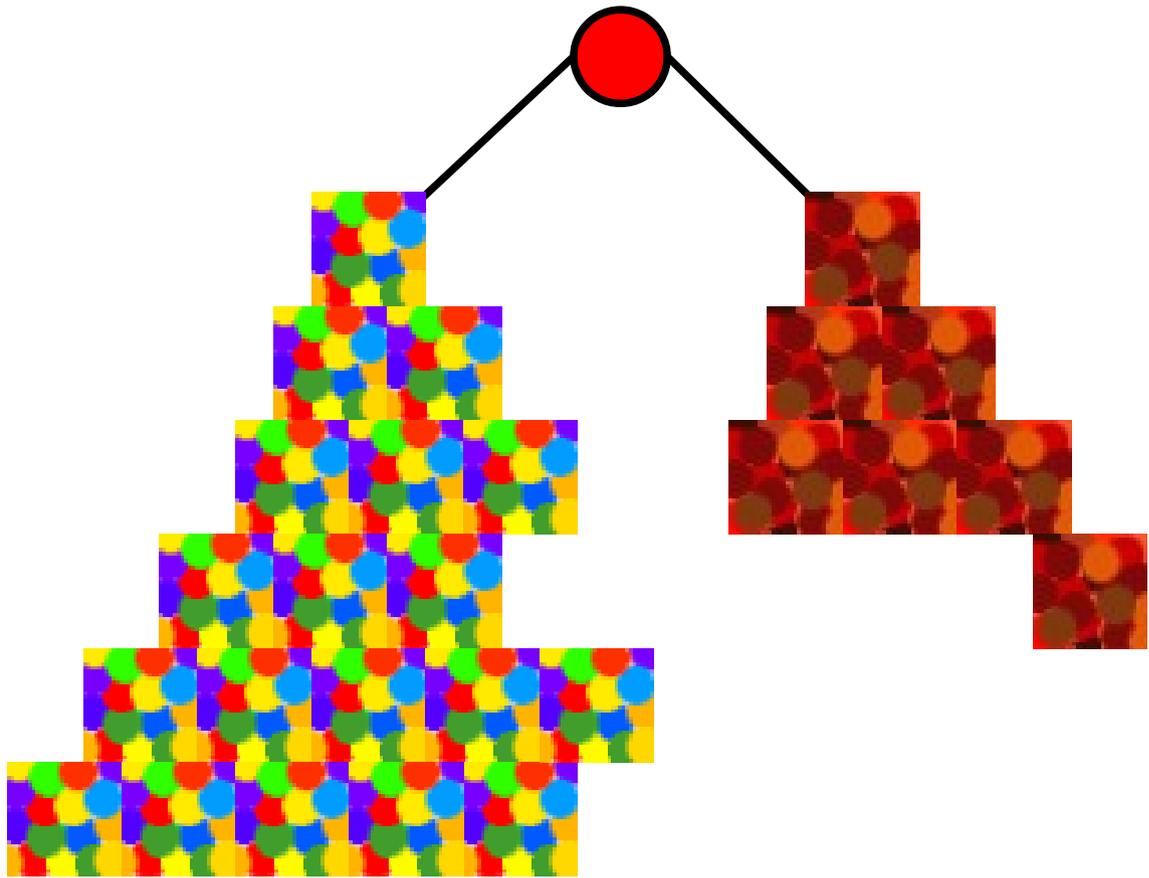
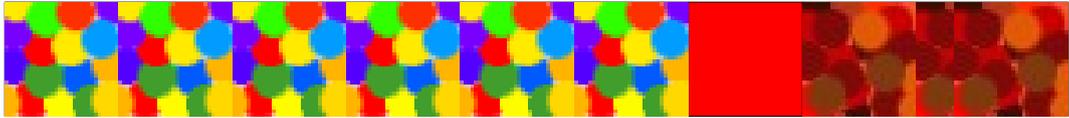


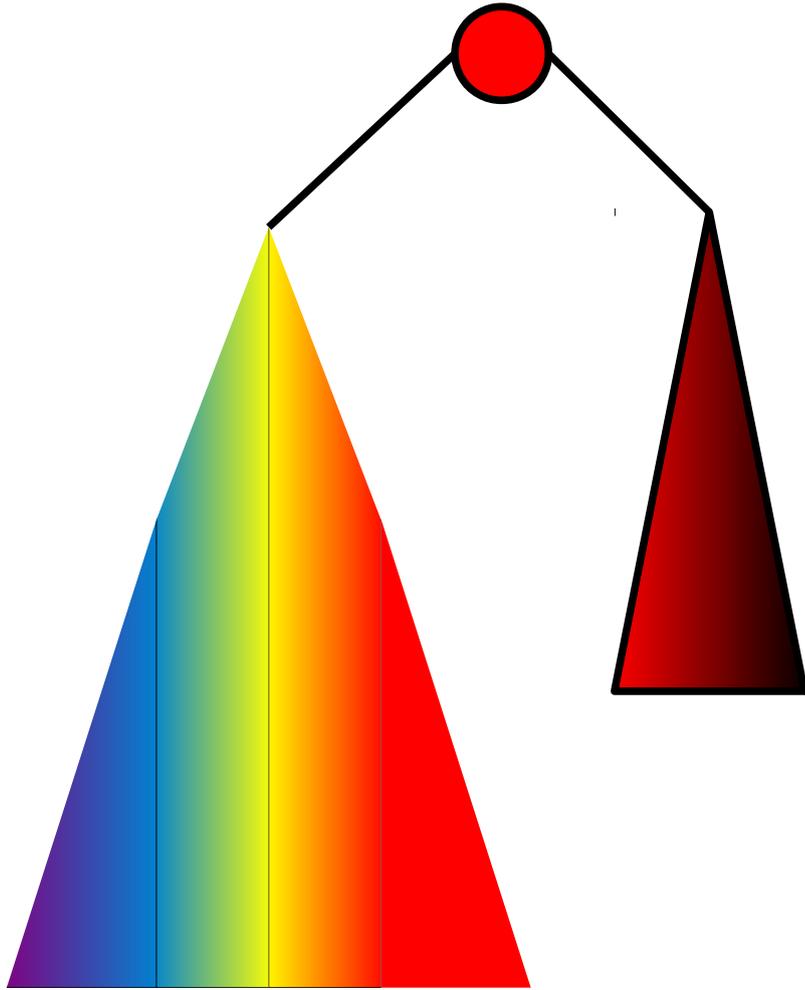
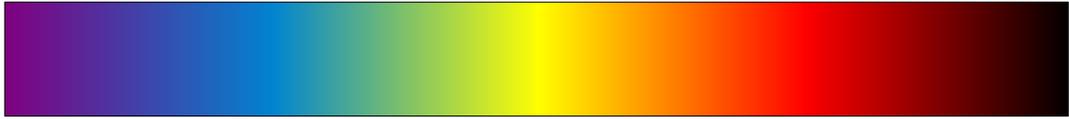
régner



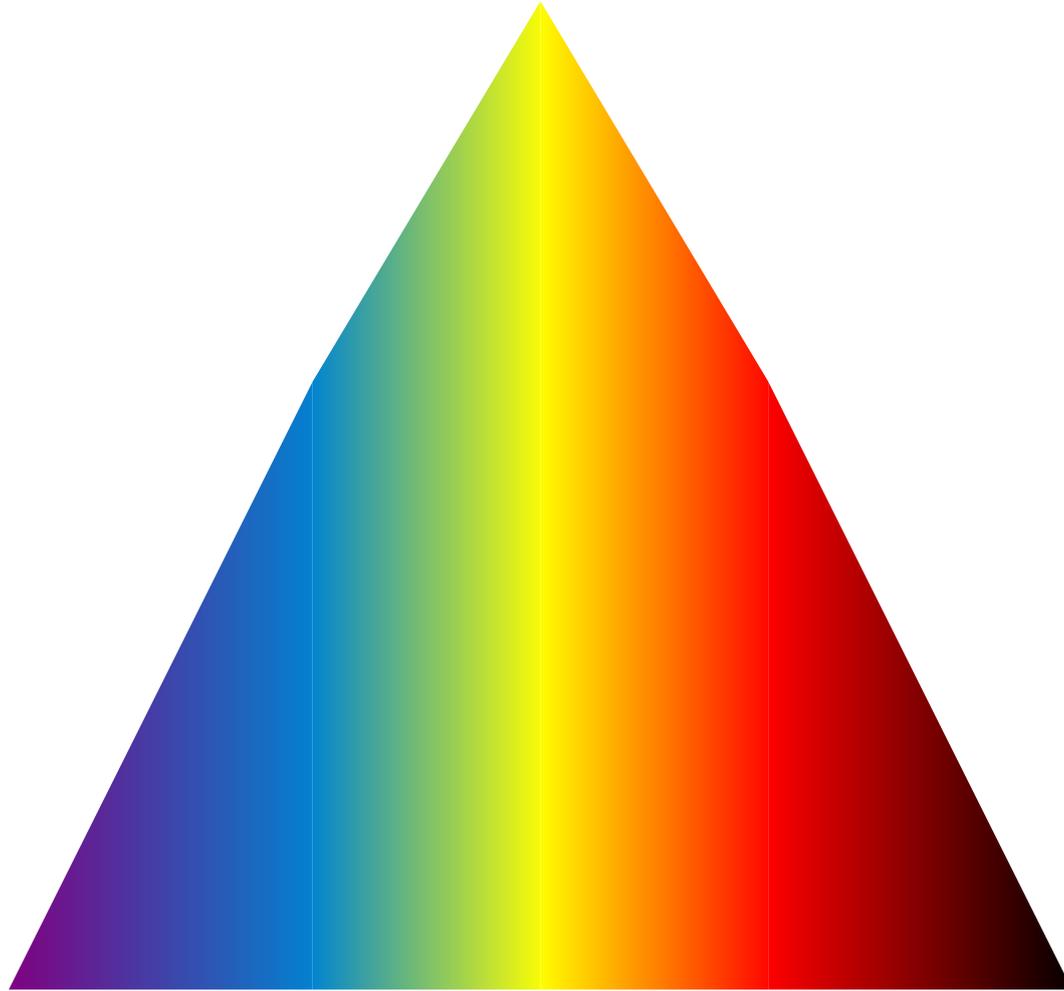
régner



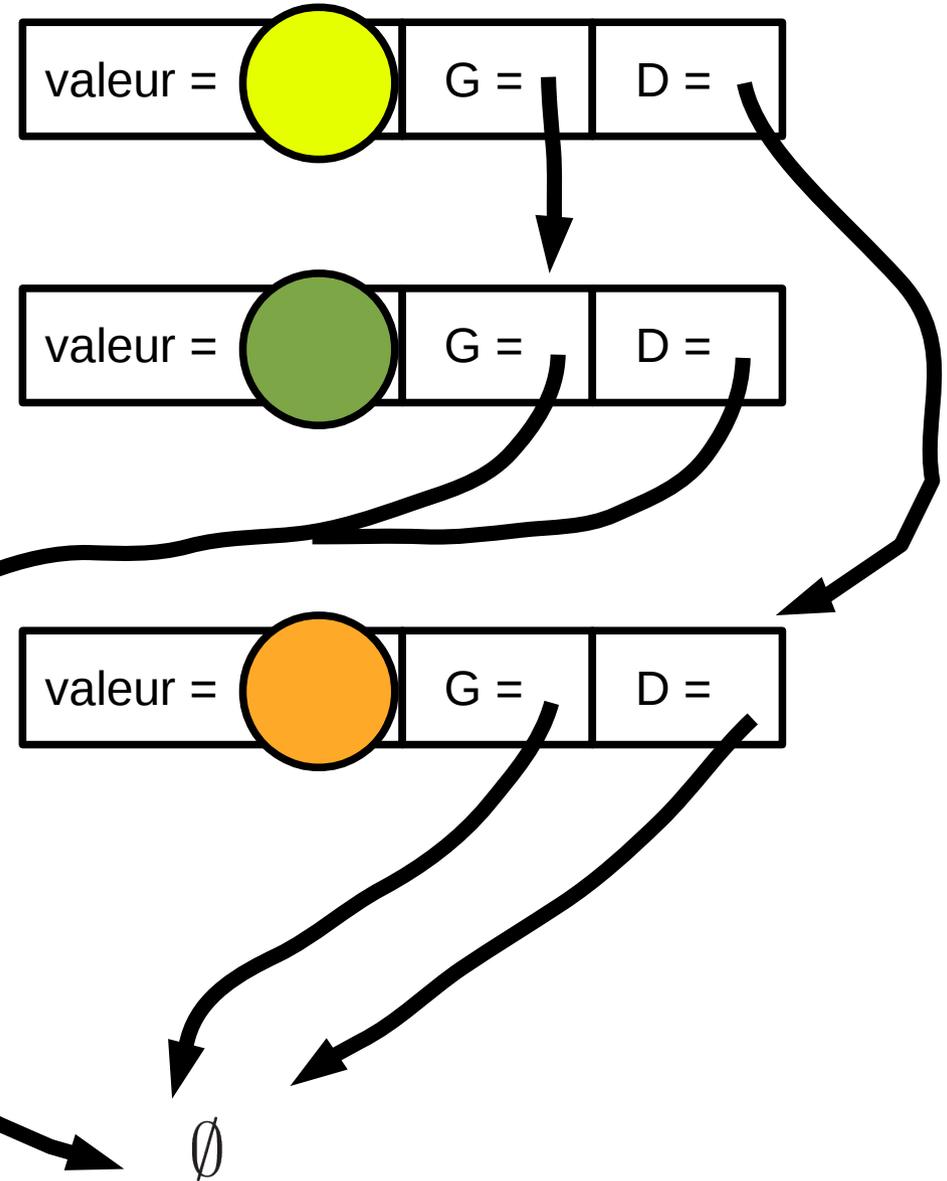
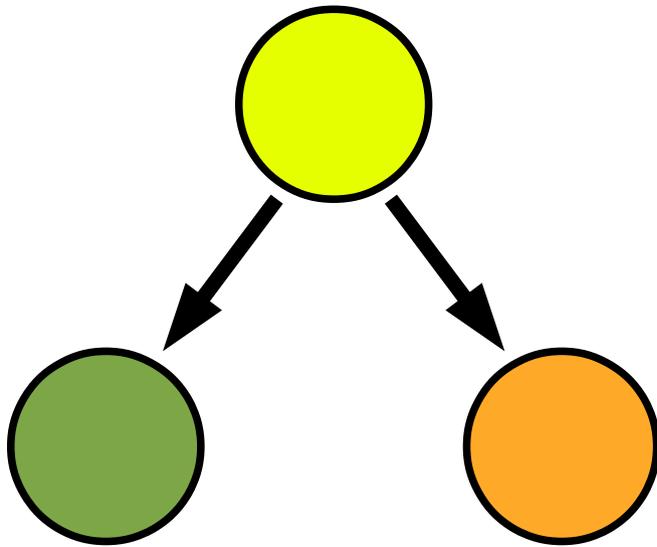




# Un arbre de recherche



# Représentation en machine



# Etude de cas

Etude de cas(T)

$\emptyset$

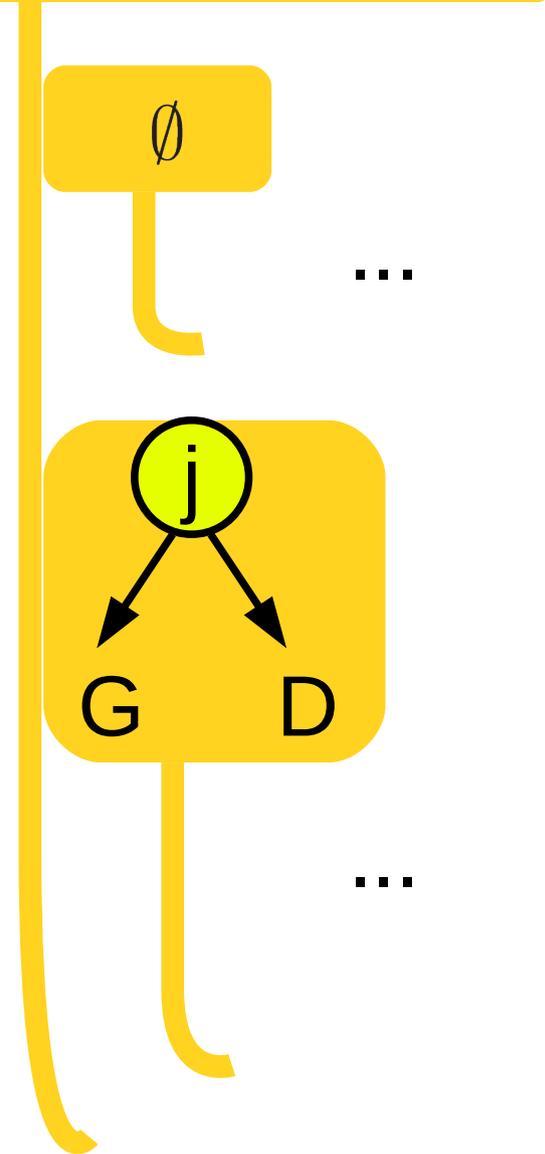
...

j

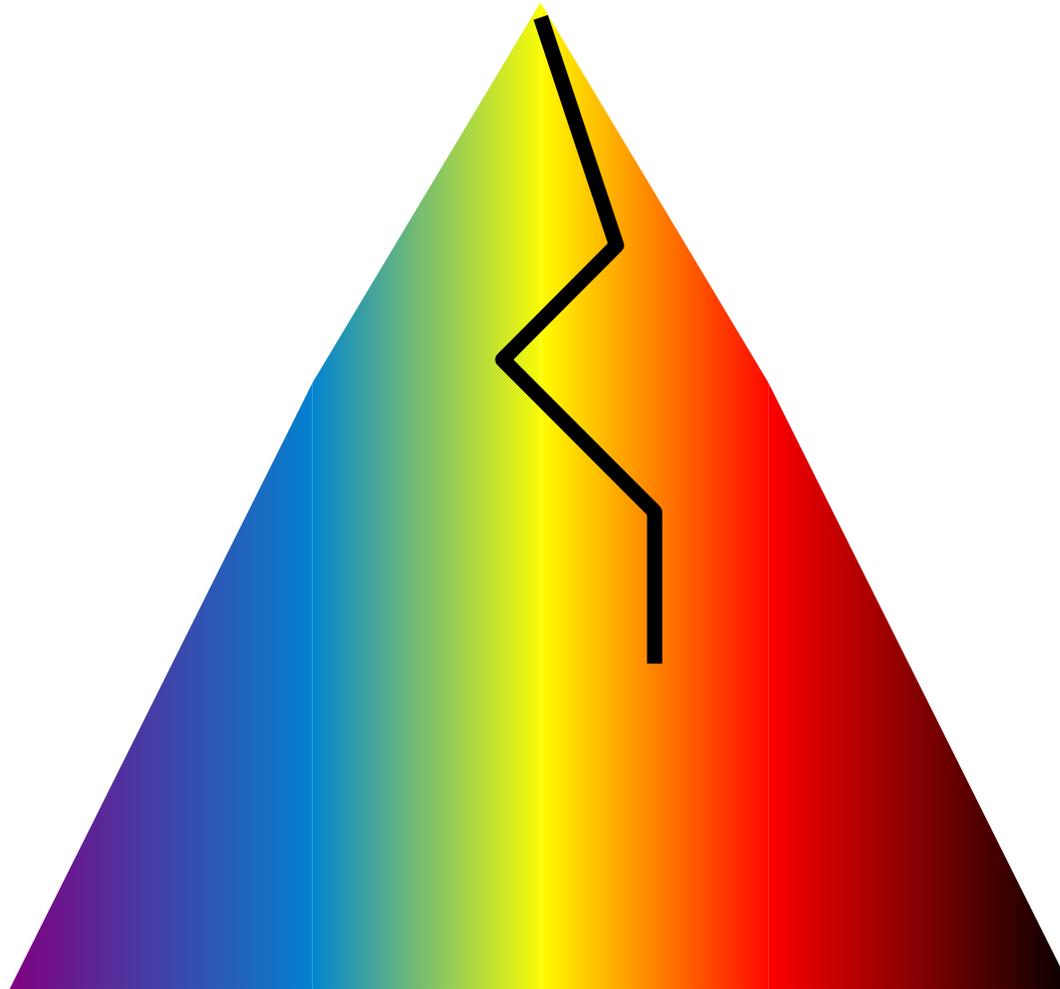
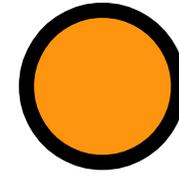
G

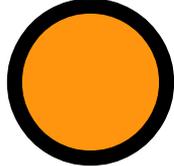
D

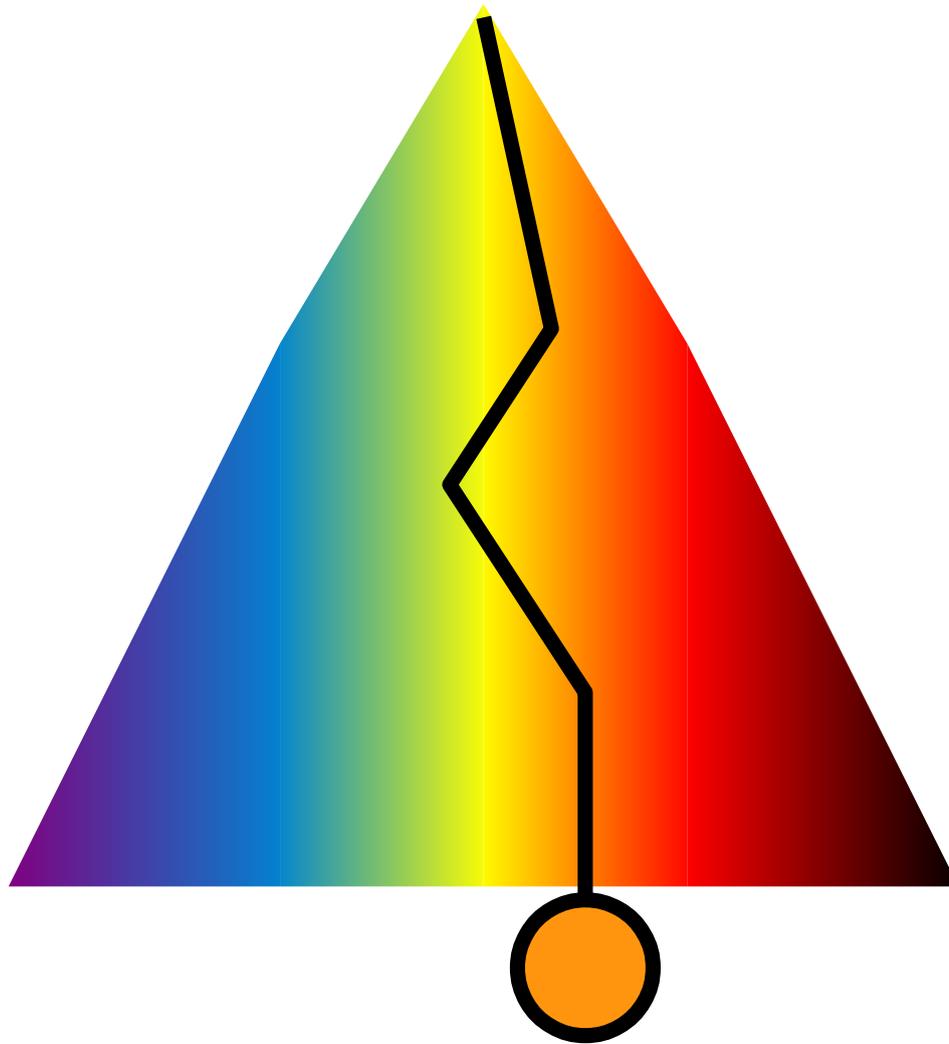
...



Rechercher

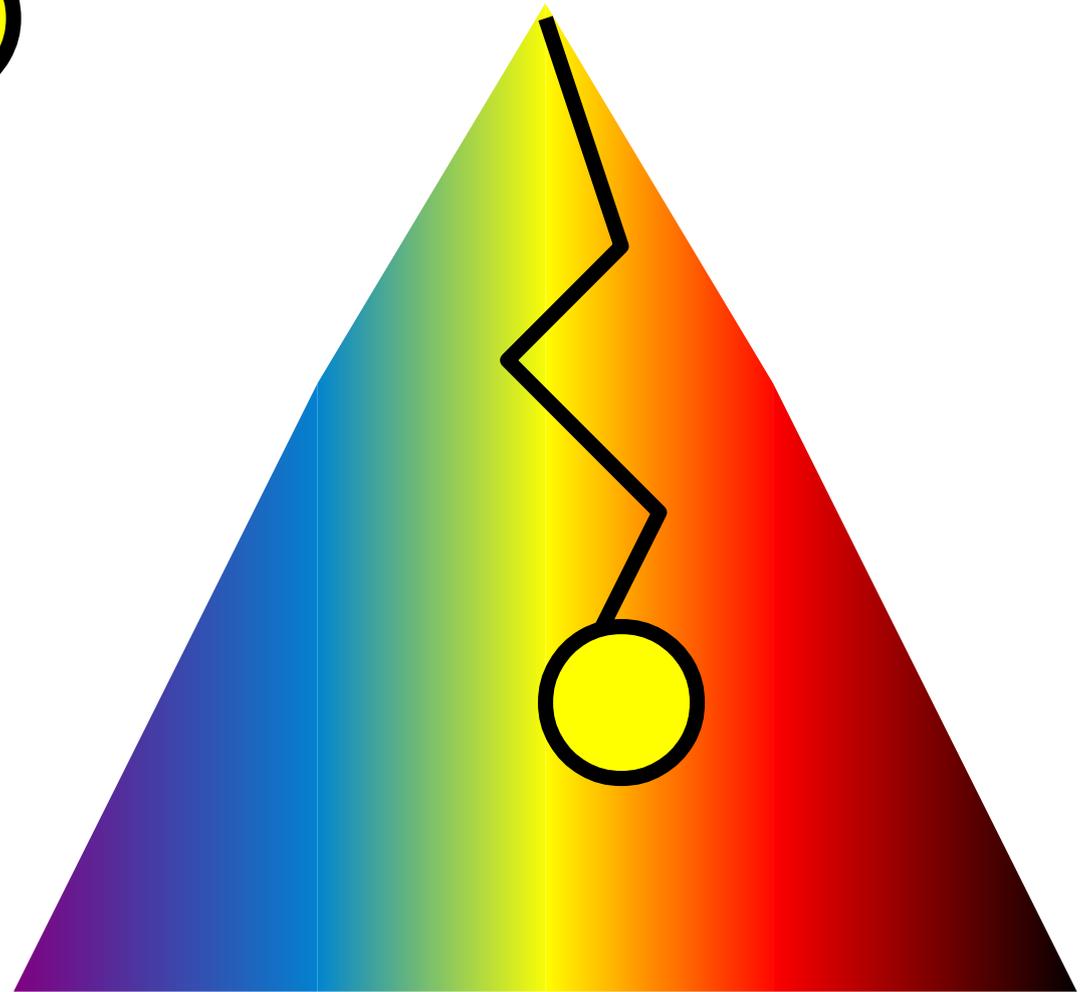
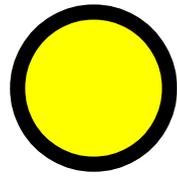


Ajouter 



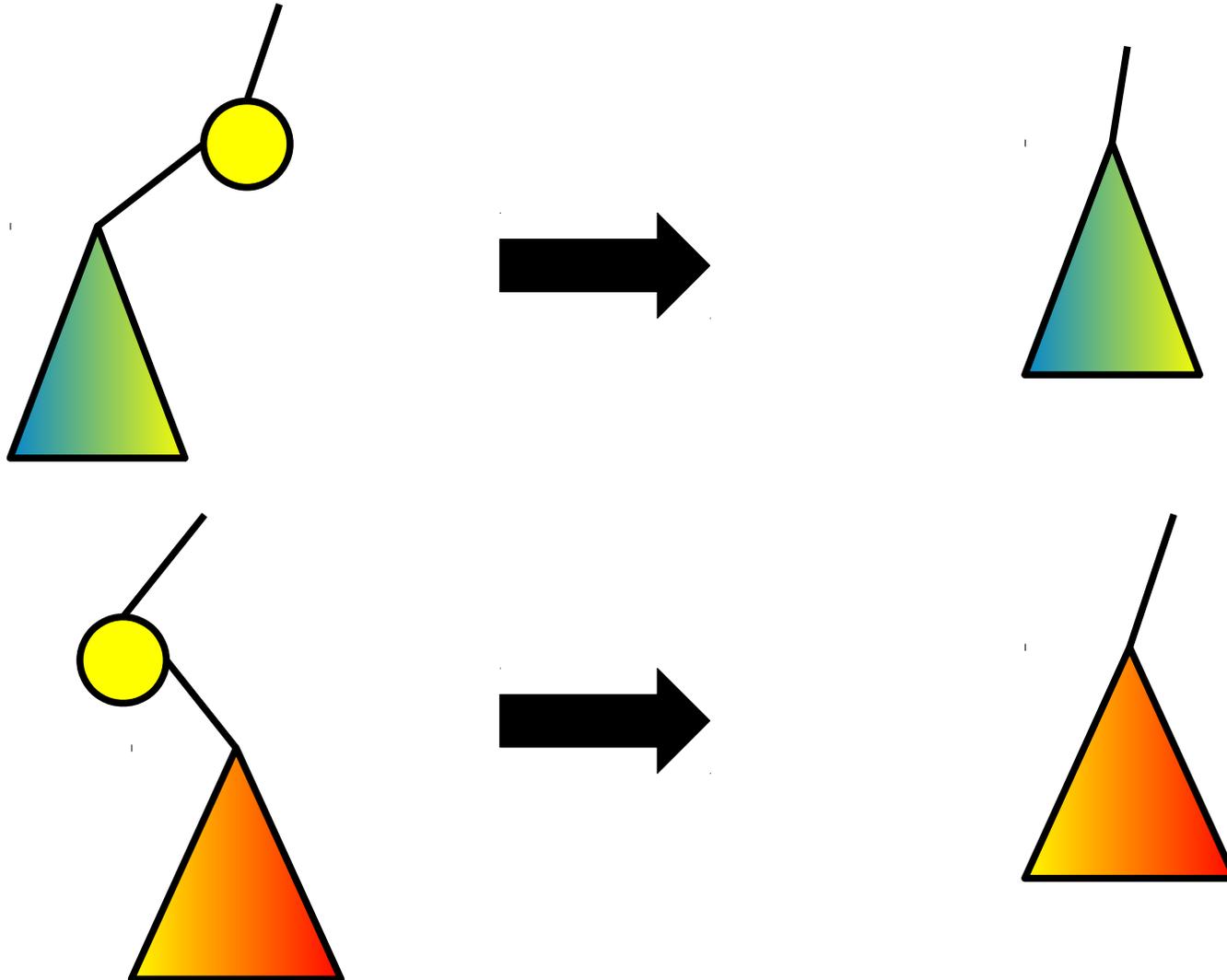
# Supprimer

1) Recherchons



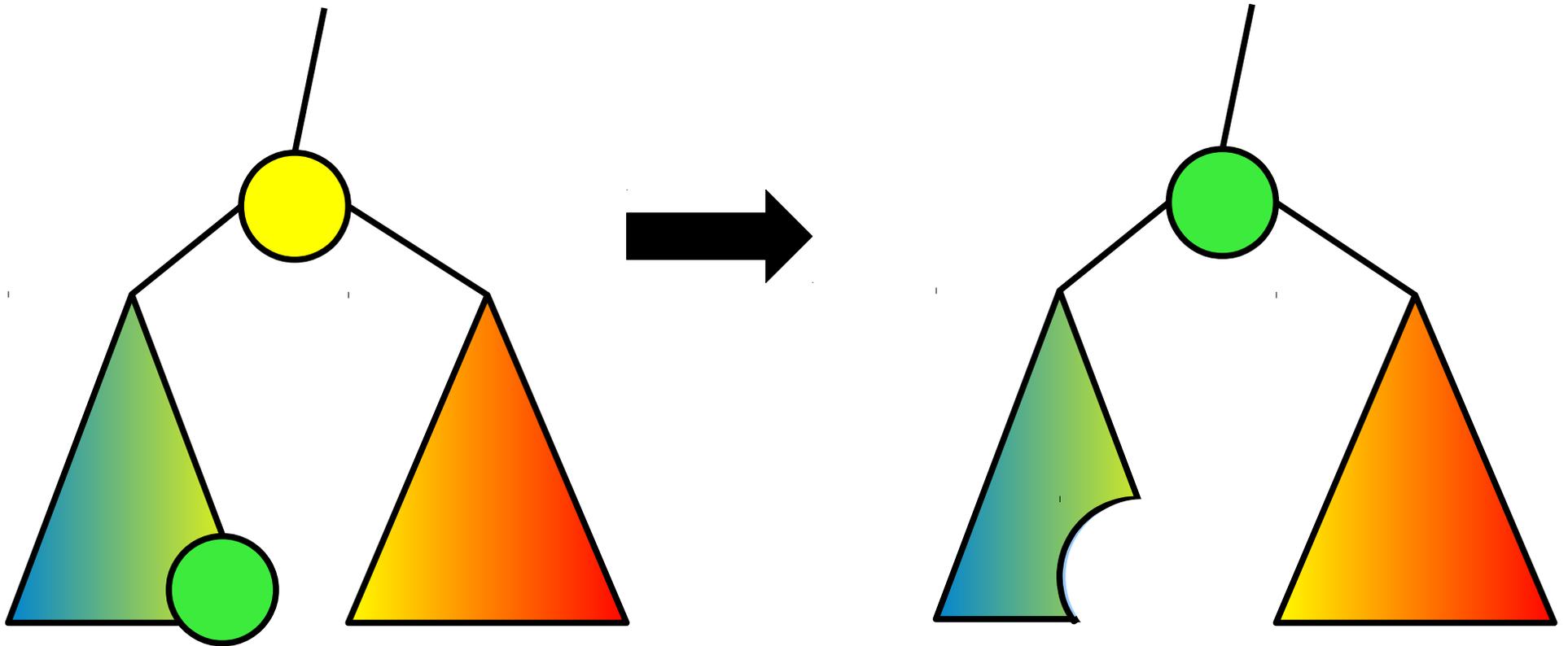
# Supprimer

## 2) Supprimons effectivement



# Supprimer

## 2) Supprimons effectivement



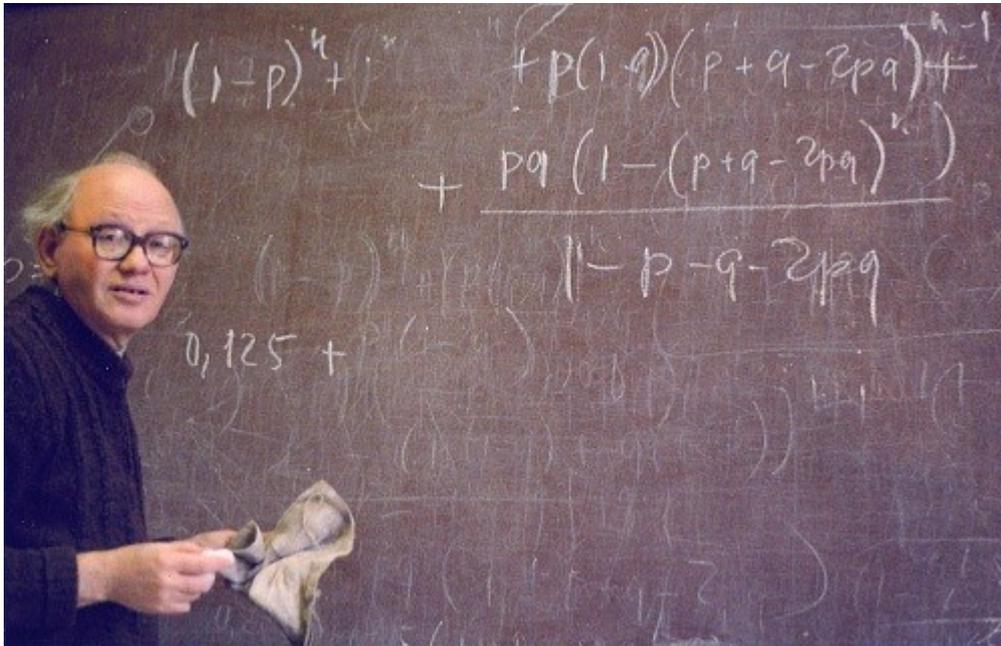
# Complexités

	rechercher	ajouter	supprimer
Arbre binaire de recherche	$O(h)$	$O(h)$	$O(h)$

Souhait : On veut une hauteur  $h$  optimale

On veut un arbre équilibré

# Arbres binaires de recherche de type AVL (Adelson-Velsky, Landis)

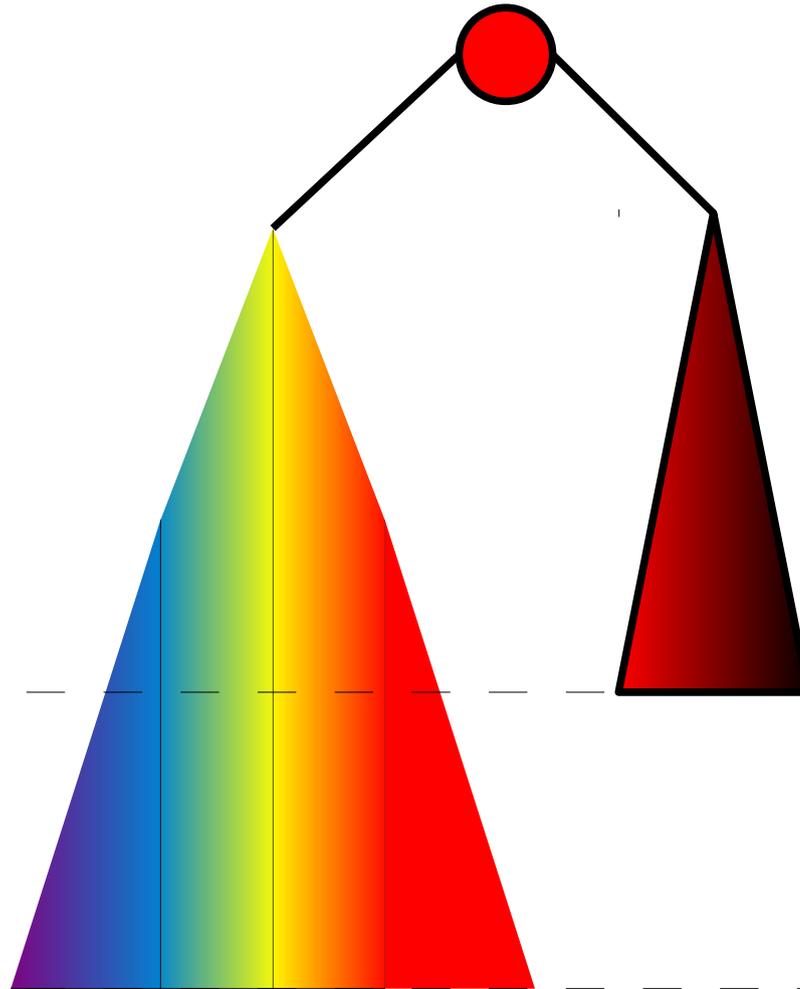


**Адельсón-Вéльский**



**Ландис**

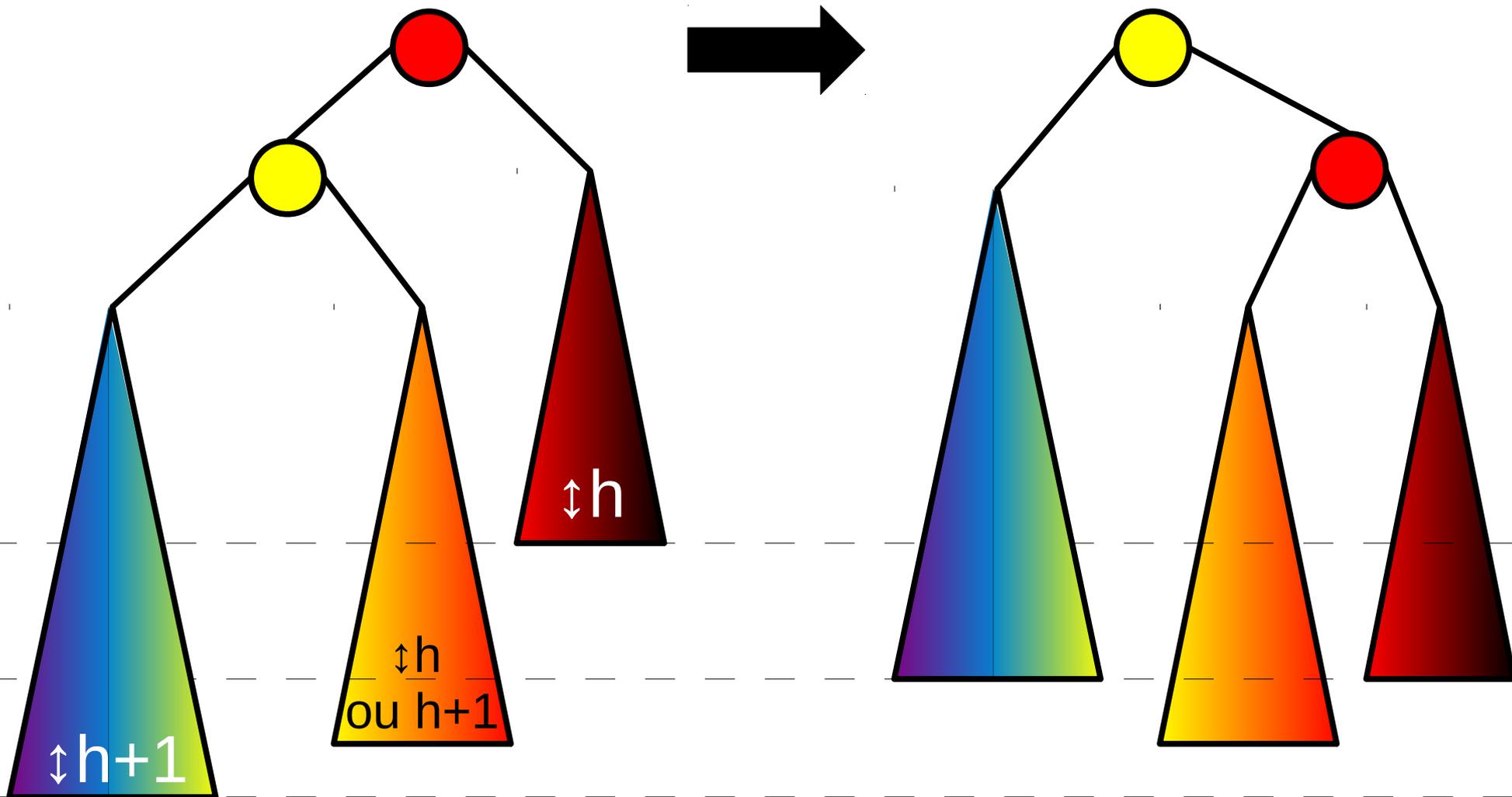
# But : rééquilibrer



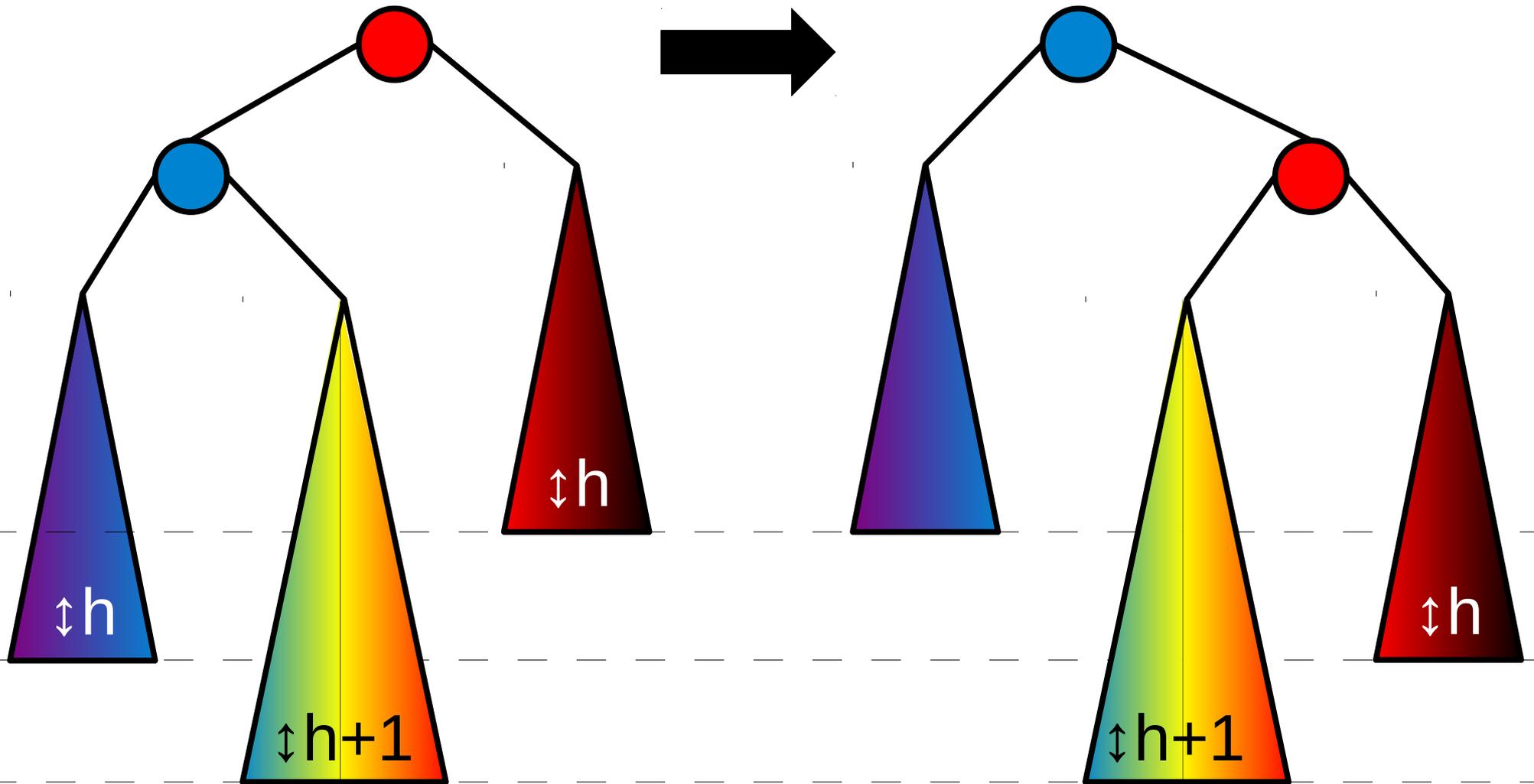
(ou son  
symétrique)

2

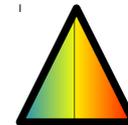
# Rotation droite



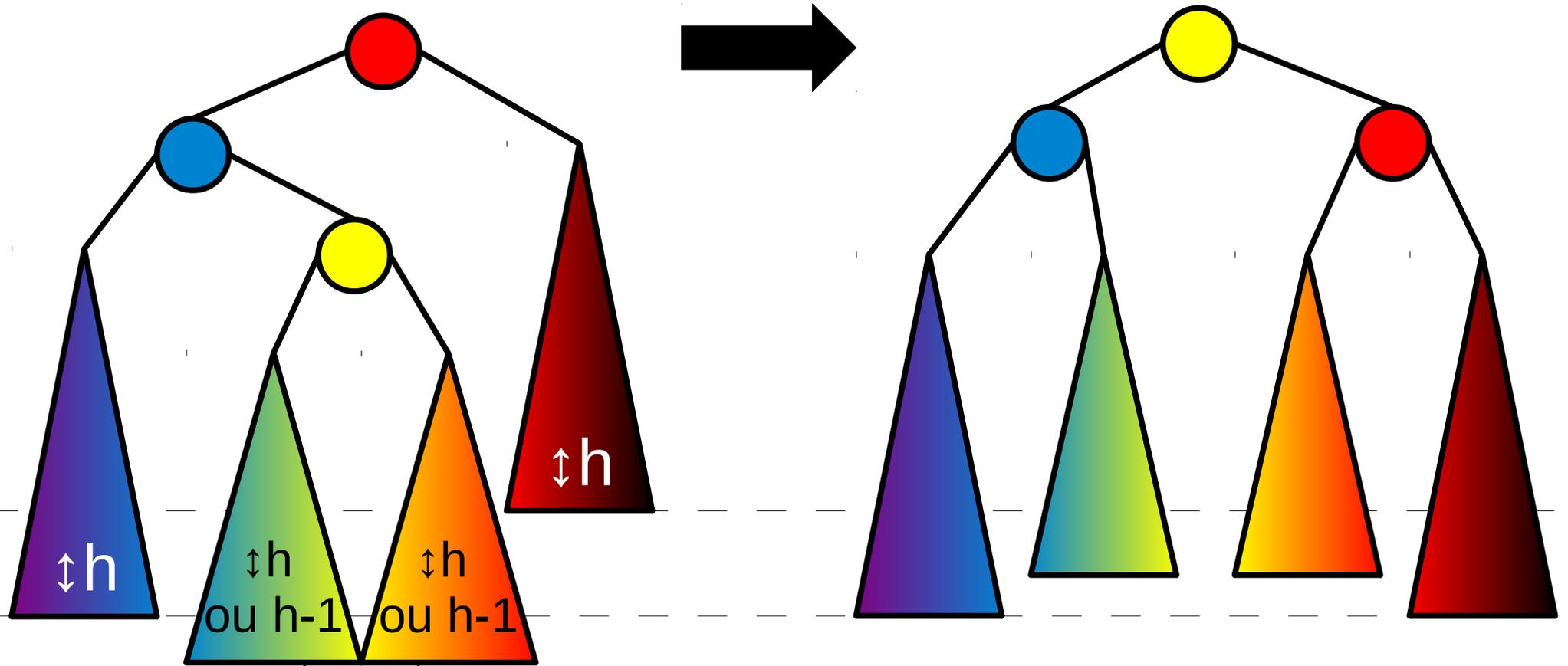
# Essai d'une rotation droite !



Raté ! On va détailler

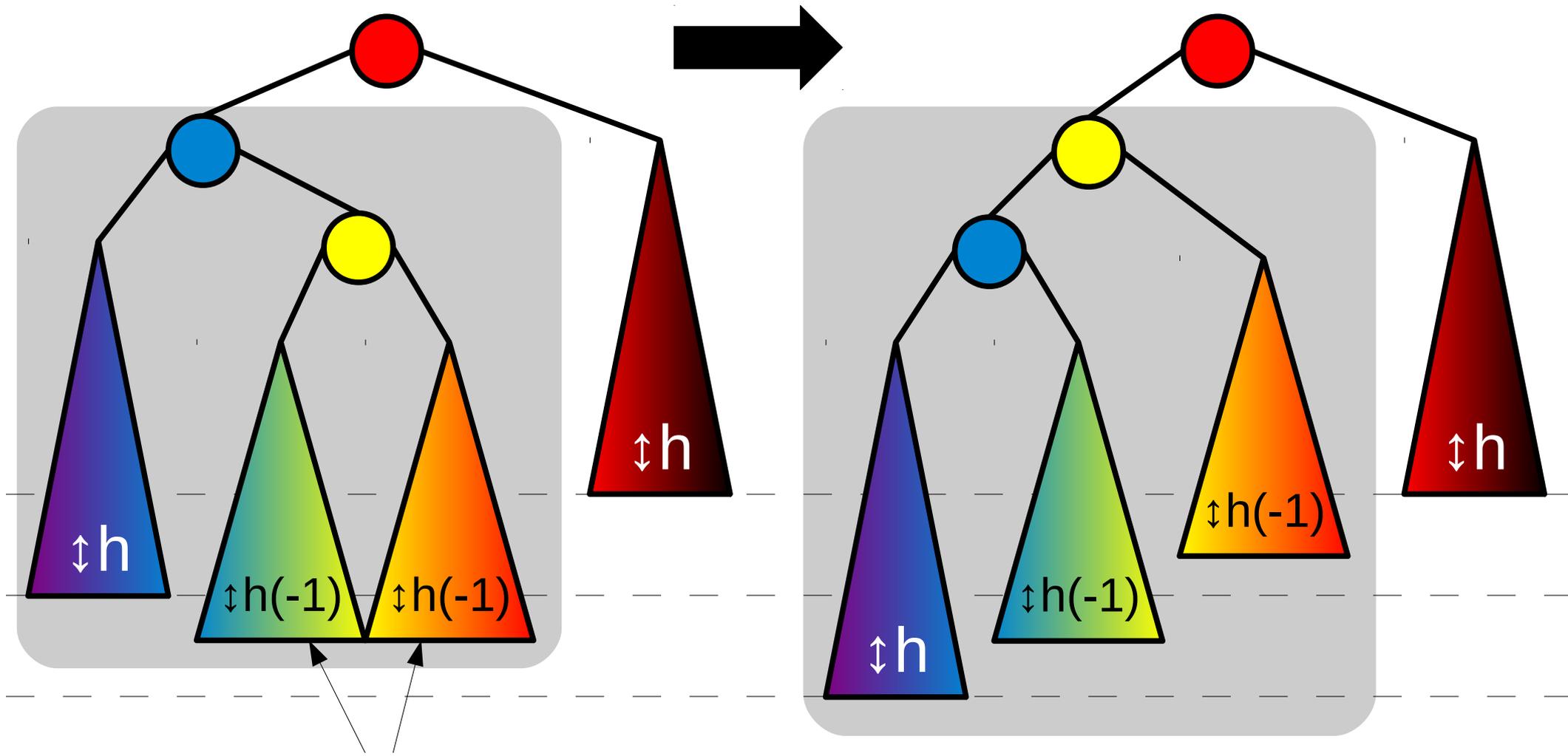


# Rotation gauche-droite



L'un des deux de hauteurs  $h$

# D'abord une rotation gauche



L'un des deux de hauteurs  $h$

# Puis une rotation droite

