Algorithms

Red-Black Trees

Review: Red-Black Trees

- *Red-black trees*:
  - Binary search trees augmented with node color
  - Operations designed to guarantee that the height $h = O(\lg n)$
- We described the properties of red-black trees
- We proved that these guarantee $h = O(\lg n)$
- Next: describe operations on red-black trees

Review: Red-Black Properties

- The *red-black properties*:
  1. Every node is either red or black
  2. Every leaf (NULL pointer) is black
     - Note: this means every "real" node has 2 children
  3. If a node is red, both children are black
     - Note: can't have 2 consecutive reds on a path
  4. Every path from node to descendent leaf contains the same number of black nodes
  5. The root is always black

Review: Black-Height

- *black-height*: # black nodes on path to leaf
- *What is the minimum black-height of a node with height h?*
- A: a height-h node has black-height $\geq h/2$
- Theorem: A red-black tree with n internal nodes has height $h \leq 2\lg(n+1)$
    - Proved by (what else?) induction

Review: Proving Height Bound

- Thus at the root of the red-black tree:

  $n \geq 2^{\text{bh}(root)} - 1$

  $n \geq 2^{h/2} - 1$

  $\lg(n+1) \geq h/2$

  $h \leq 2\lg(n+1)$

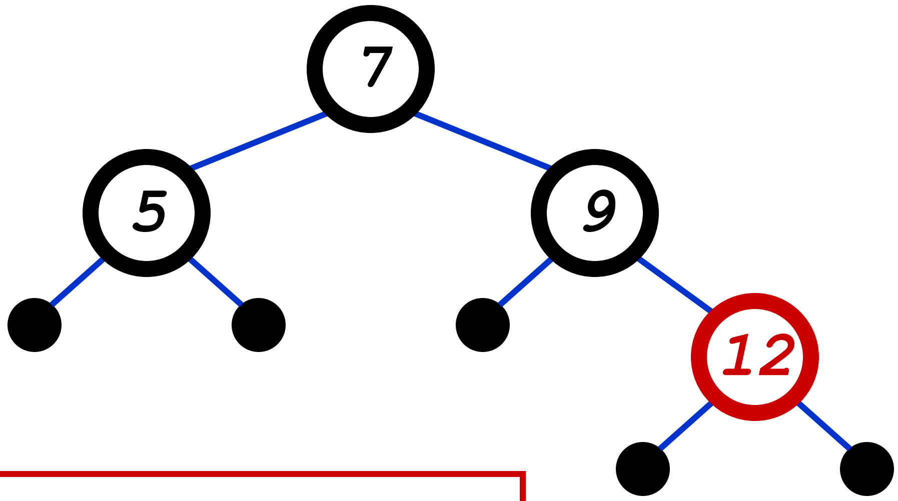
  Thus $h = O(\lg n)$

RB Trees: Worst-Case Time

- So we've proved that a red-black tree has O(lg *n*) height
- Corollary: These operations take O(lg *n*) time:
  - Minimum(), Maximum()
  - Successor(), Predecessor()
  - Search()
- Insert() and Delete():
  - Will also take O(lg *n*) time
  - But will need special care since they modify tree

Red-Black Trees: An Example

- *Color this tree:*



Red-black properties:
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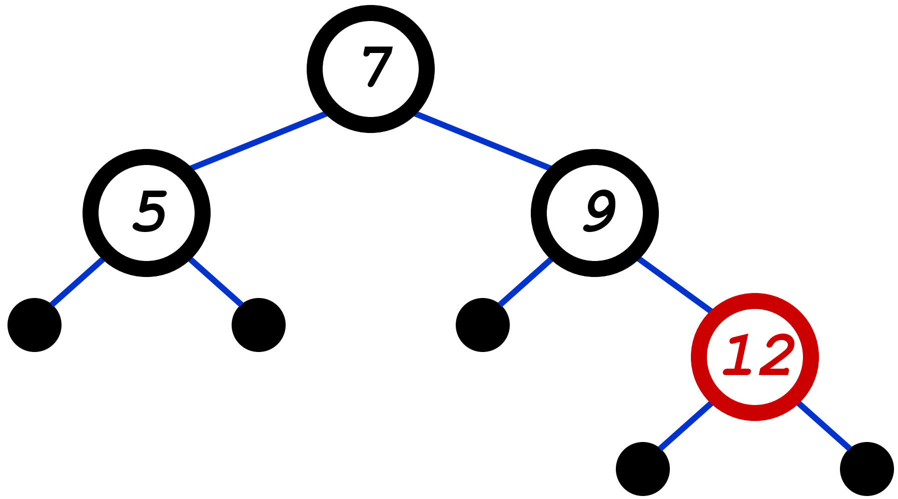
Red-Black Trees: The Problem With Insertion

- Insert 8
  - *Where does it go?*



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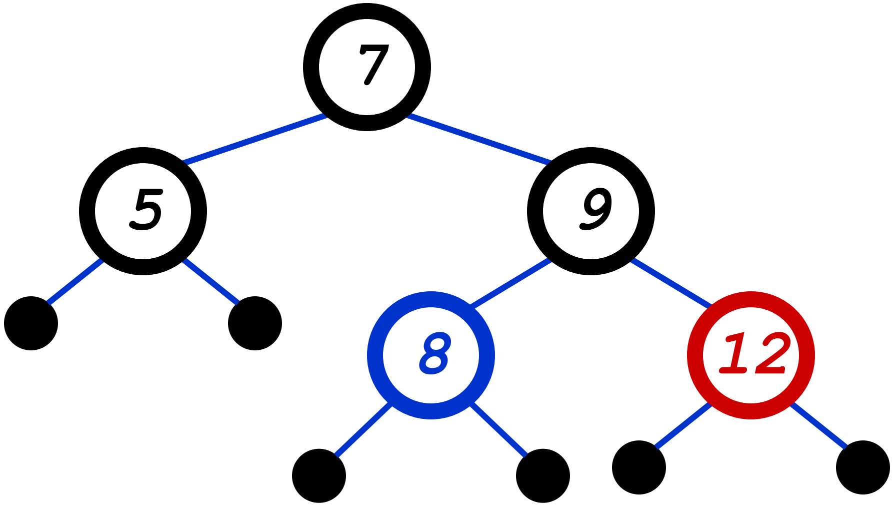
Red-Black Trees: The Problem With Insertion

- Insert 8
  - *Where does it go?*
  - *What color should it be?*



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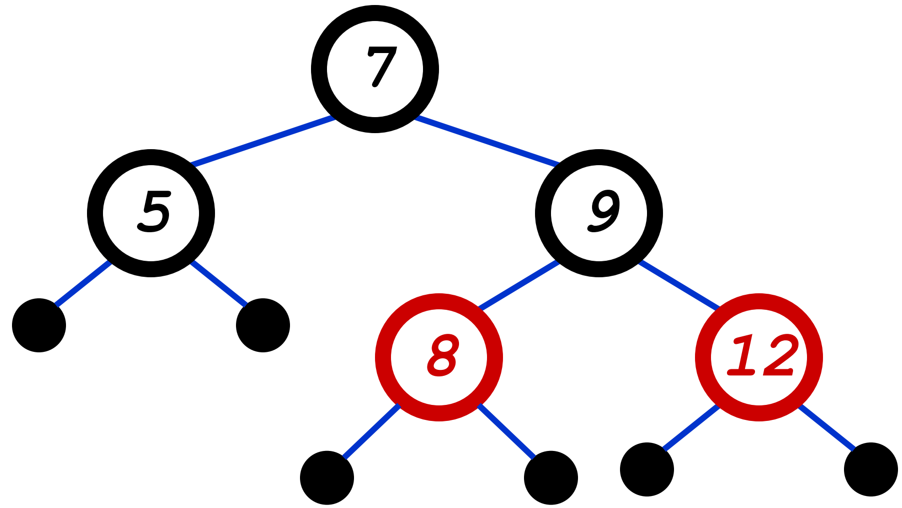

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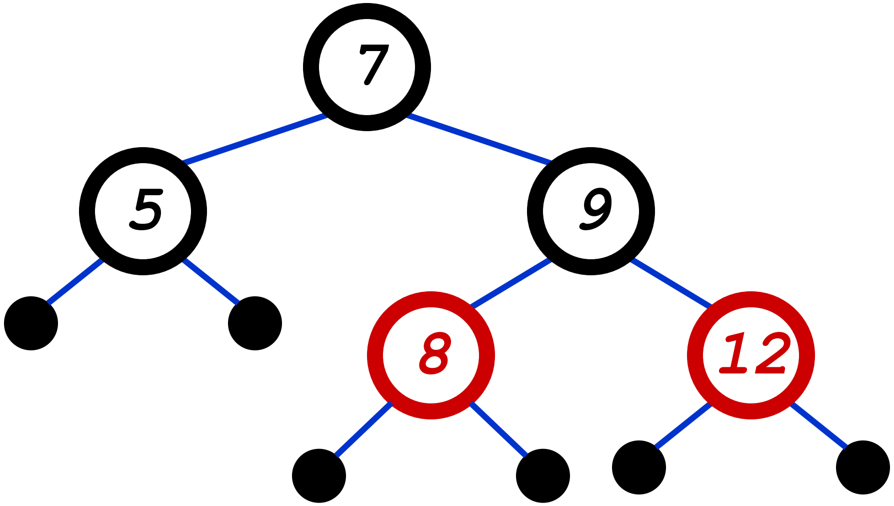
Red-Black Trees: The Problem With Insertion

- Insert 11
  - *Where does it go?*



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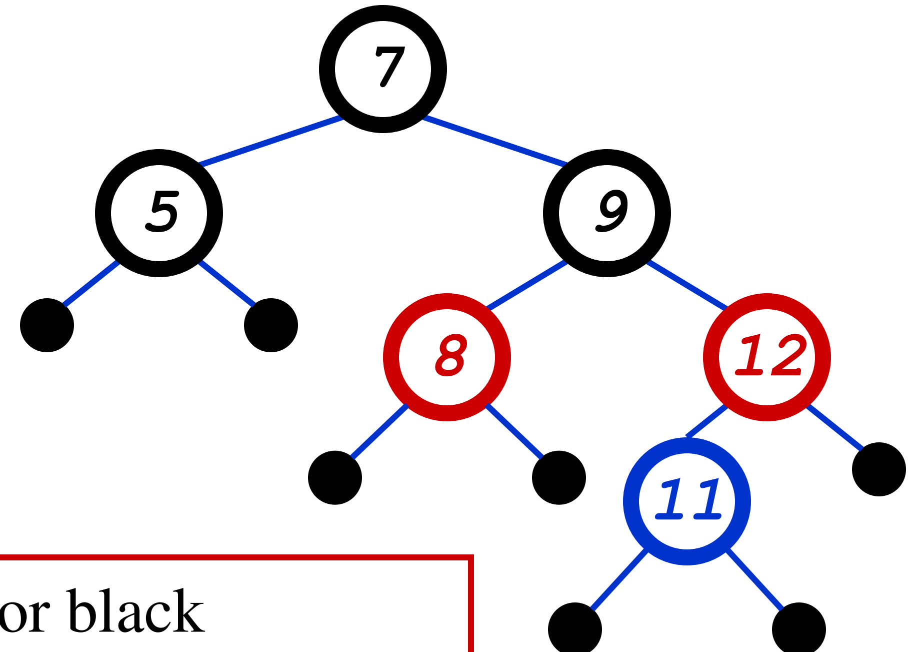
Red-Black Trees: The Problem With Insertion

- Insert 11
  - *Where does it go?*
  - *What color?*



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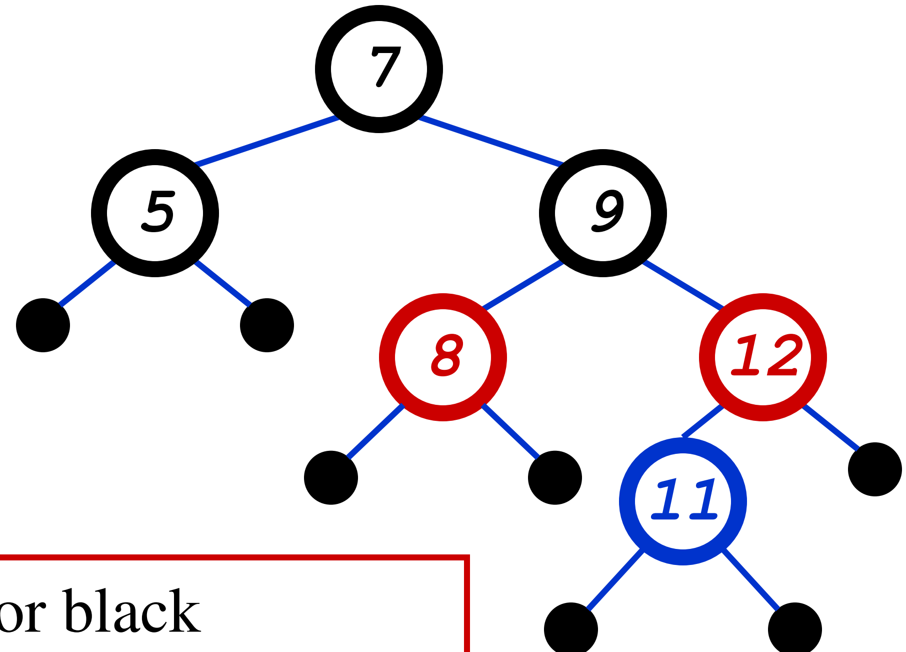
Red-Black Trees: The Problem With Insertion

- Insert 11
  - *Where does it go?*
  - *What color?*
    - Can't be red! (#3)



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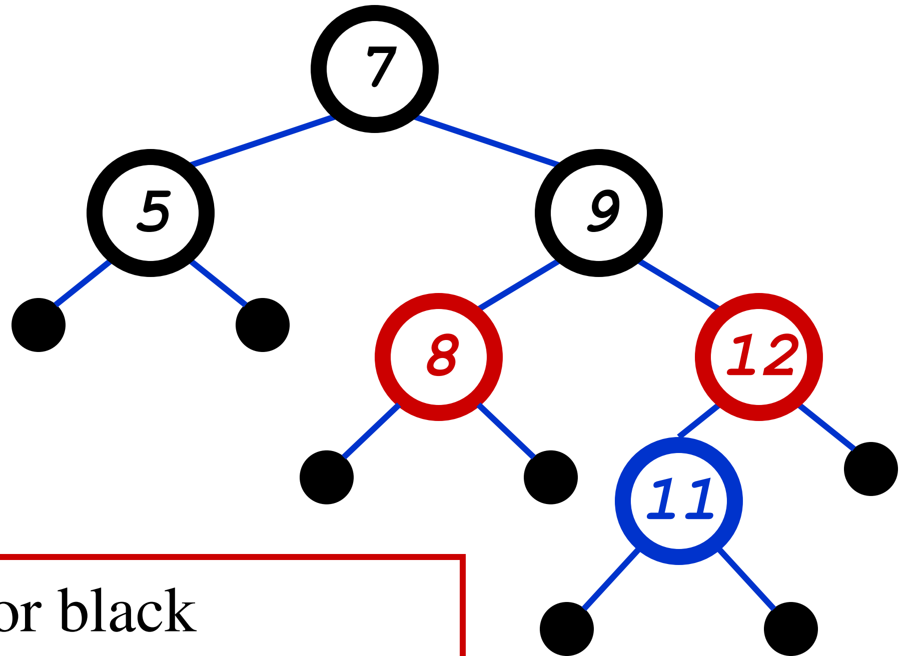
Red-Black Trees: The Problem With Insertion

- Insert 11
  - *Where does it go?*
  - *What color?*
    - Can't be red! (#3)
    - Can't be black! (#4)



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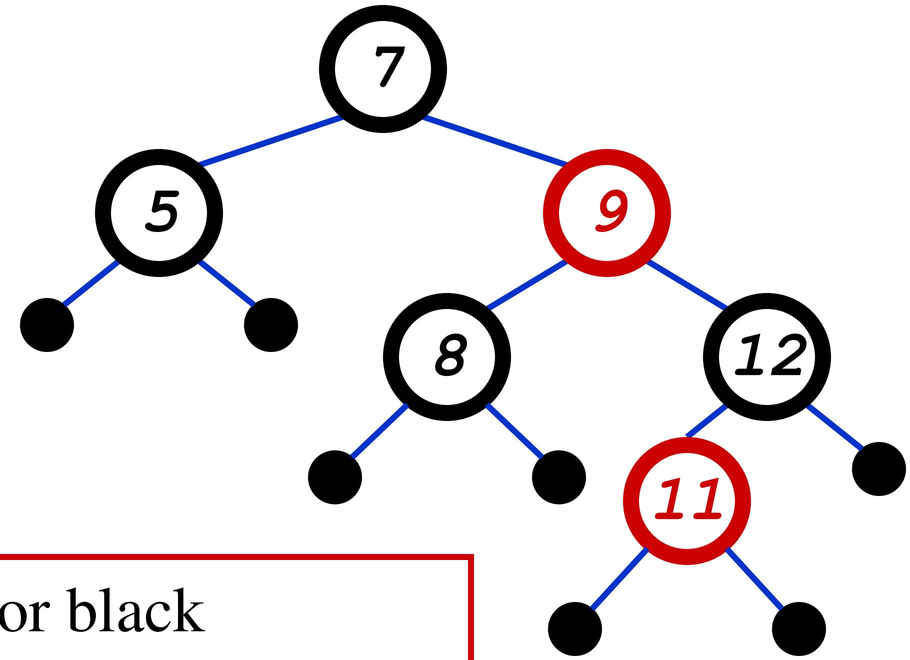
Red-Black Trees: The Problem With Insertion

- Insert 11
  - *Where does it go?*
  - *What color?*
    - Solution: recolor the tree



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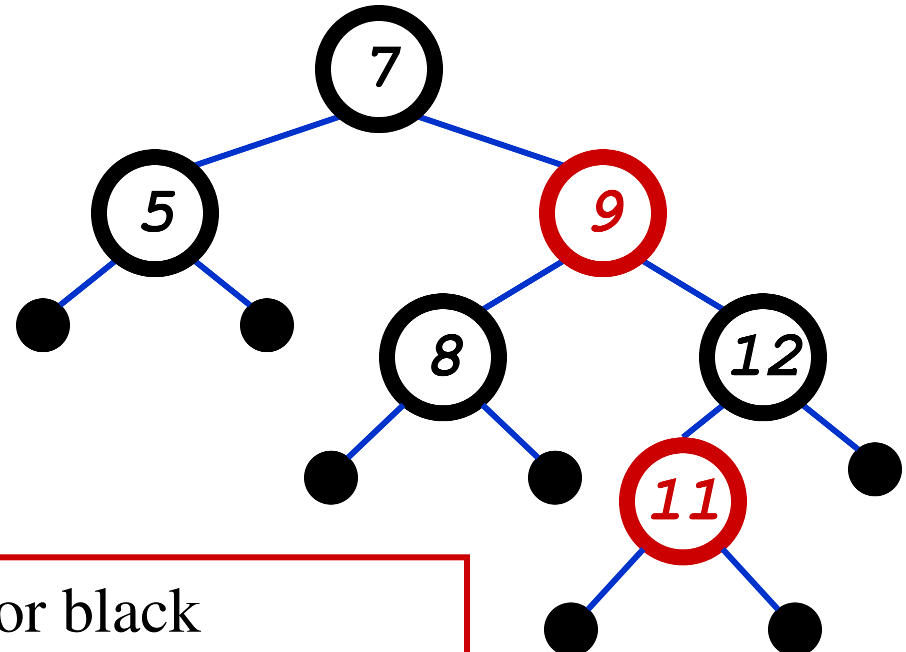
Red-Black Trees: The Problem With Insertion

- Insert 10
  - *Where does it go?*



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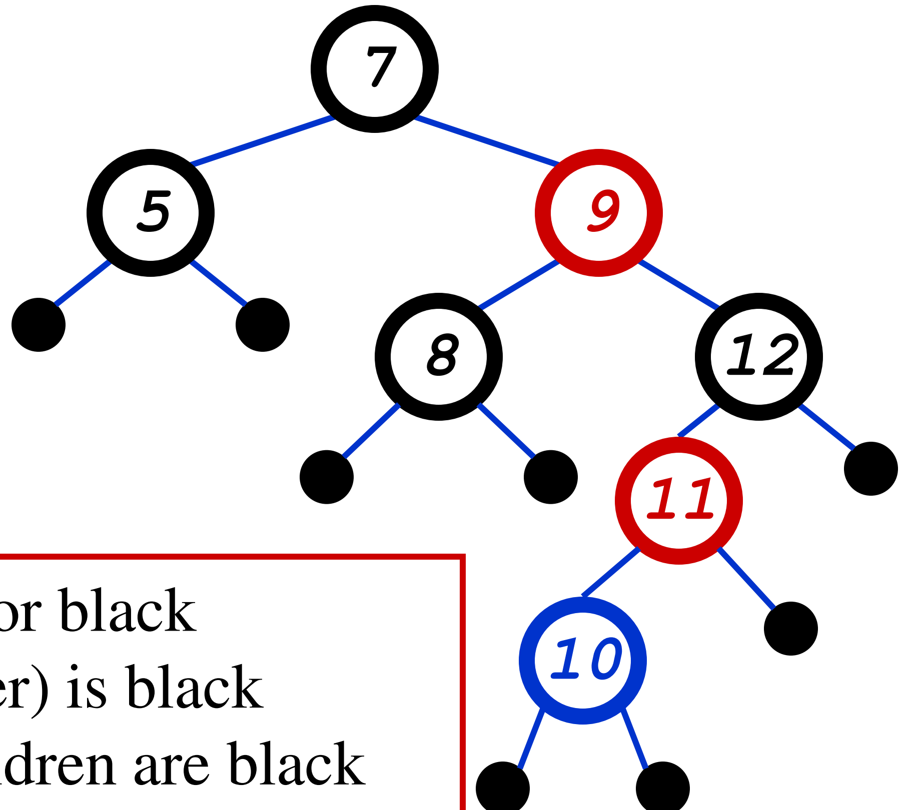

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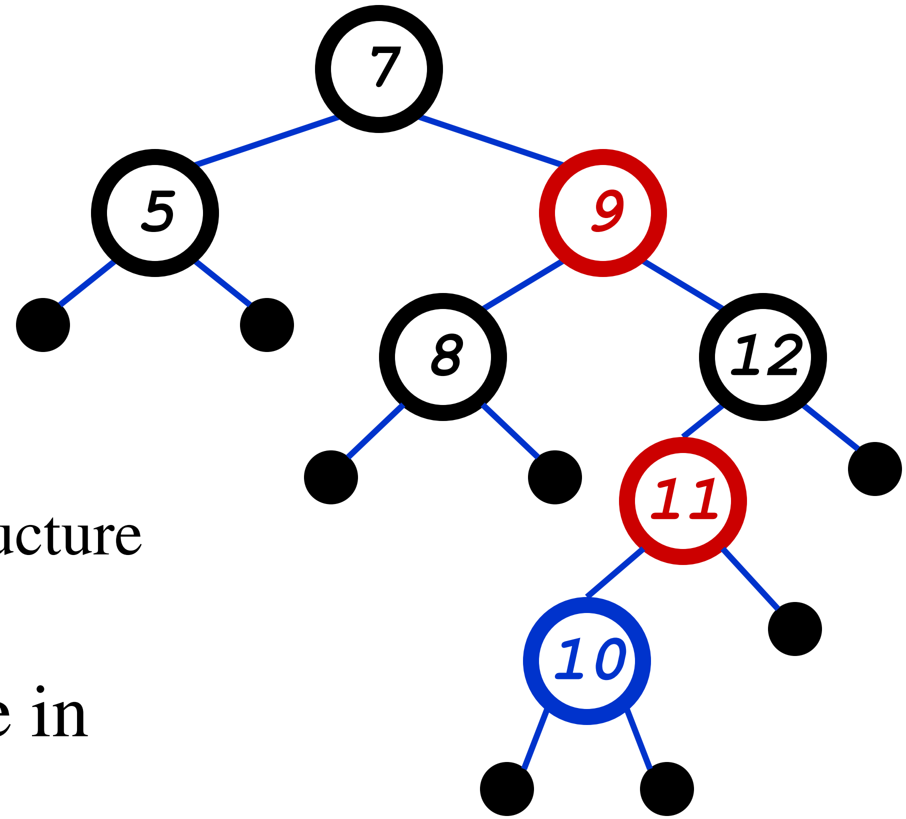
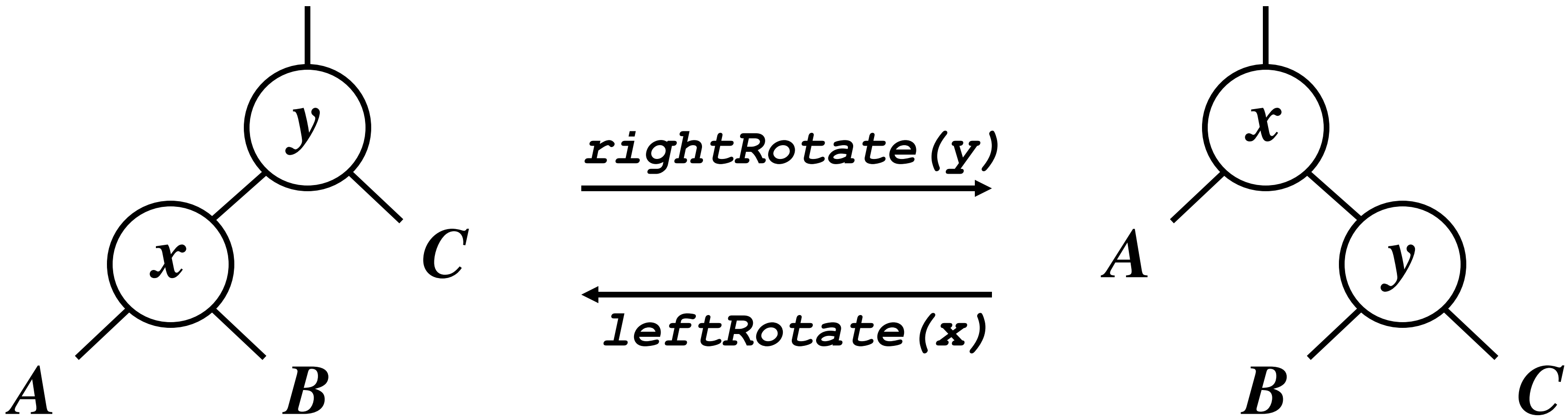
Red-Black Trees: The Problem With Insertion

- Insert 10
  - *Where does it go?*
  - *What color?*
    - A: no color! Tree is too imbalanced
    - Must change tree structure to allow recoloring
  - Goal: restructure tree in O(lg *n*) time



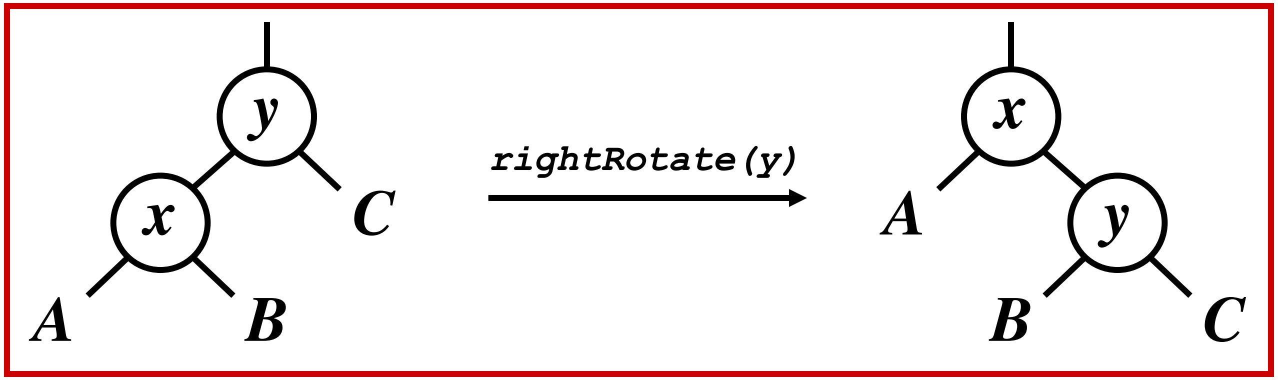
RB Trees: Rotation

- Our basic operation for changing tree structure is called *rotation*:



- *Does rotation preserve inorder key ordering?*
- *What would the code for **`rightRotate()`** actually do?*

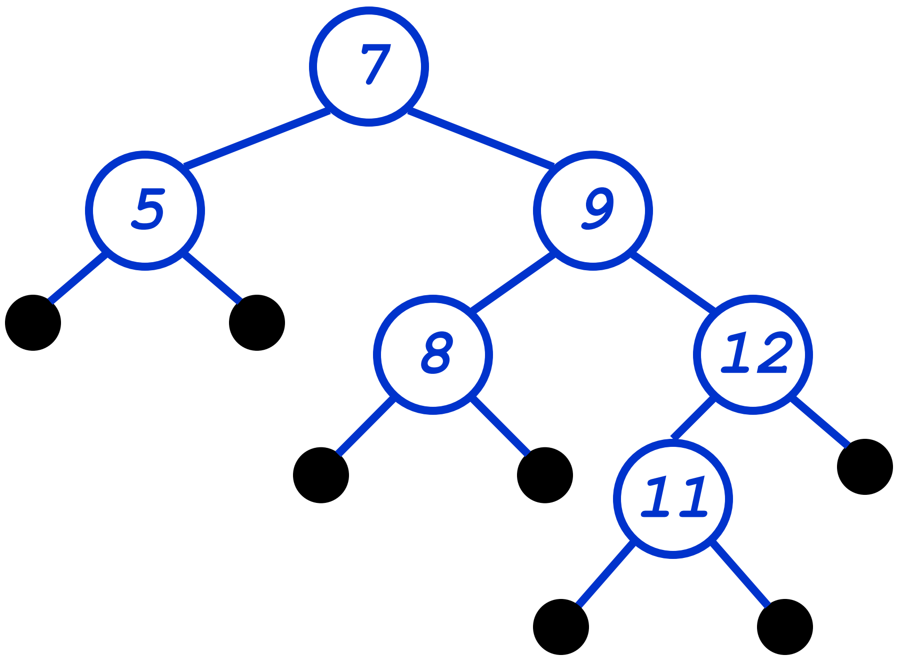
RB Trees: Rotation



- Answer: A lot of pointer manipulation
  - x keeps its left child
  - y keeps its right child
  - x's right child becomes y's left child
  - x's and y's parents change
- *What is the running time?*

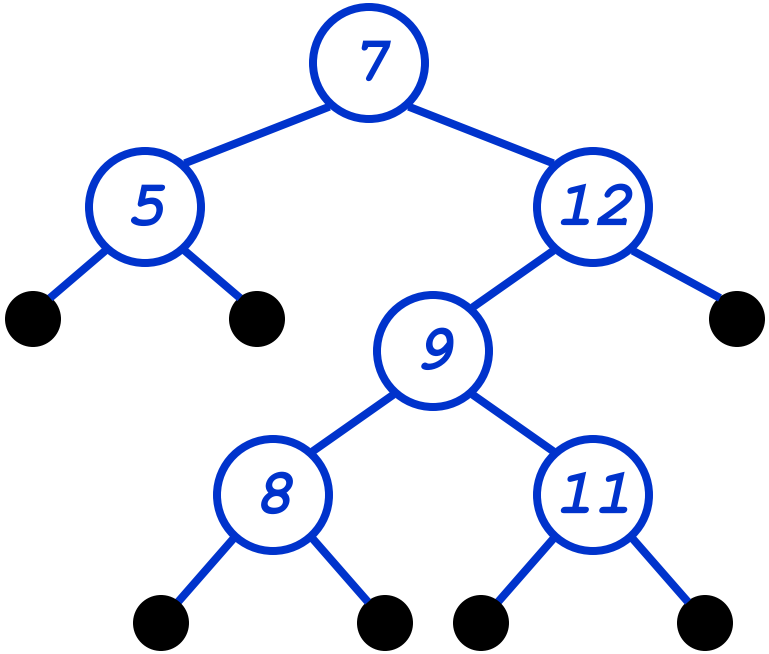
Rotation Example

- Rotate left about 9:



Rotation Example

- Rotate left about 9:



Red-Black Trees: Insertion

- Insertion: the basic idea
  - Insert x into tree, color x red
  - Only r-b property 3 might be violated (if p[x] red)
    - If so, move violation up tree until a place is found where it can be fixed
  - Total time will be O(lg n)

```
rbInsert(x)
  treeInsert(x);
  x->color = RED;
  // Move violation of #3 up tree, maintaining #4 as invariant:
  while (x!=root && x->p->color == RED)
  if (x->p == x->p->p->left)
      y = x->p->p->right;
      if (y->color == RED)
          x->p->color = BLACK;              } 
          y->color = BLACK;                 } Case 1
          x->p->p->color = RED;             }
          x = x->p->p;                      }
      else    // y->color == BLACK
          if (x == x->p->right)
              x = x->p;                     } Case 2
              leftRotate(x);                }
          x->p->color = BLACK;              }
          x->p->p->color = RED;             } Case 3
          rightRotate(x->p->p);             }
  else    // x->p == x->p->p->right
      (same as above, but with
       "right" & "left" exchanged)
```

```
rbInsert(x)
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  while (x!=root && x->p->color == RED)
  if (x->p == x->p->p->left)
      y = x->p->p->right;
      if (y->color == RED)
          x->p->color = BLACK;
          y->color = BLACK;                 Case 1: uncle is RED
          x->p->p->color = RED;
          x = x->p->p;
      else    // y->color == BLACK
          if (x == x->p->right)
              x = x->p;                     Case 2
              leftRotate(x);
          x->p->color = BLACK;
          x->p->p->color = RED;             Case 3
          rightRotate(x->p->p);
  else    // x->p == x->p->p->right
      (same as above, but with
       "right" & "left" exchanged)
```
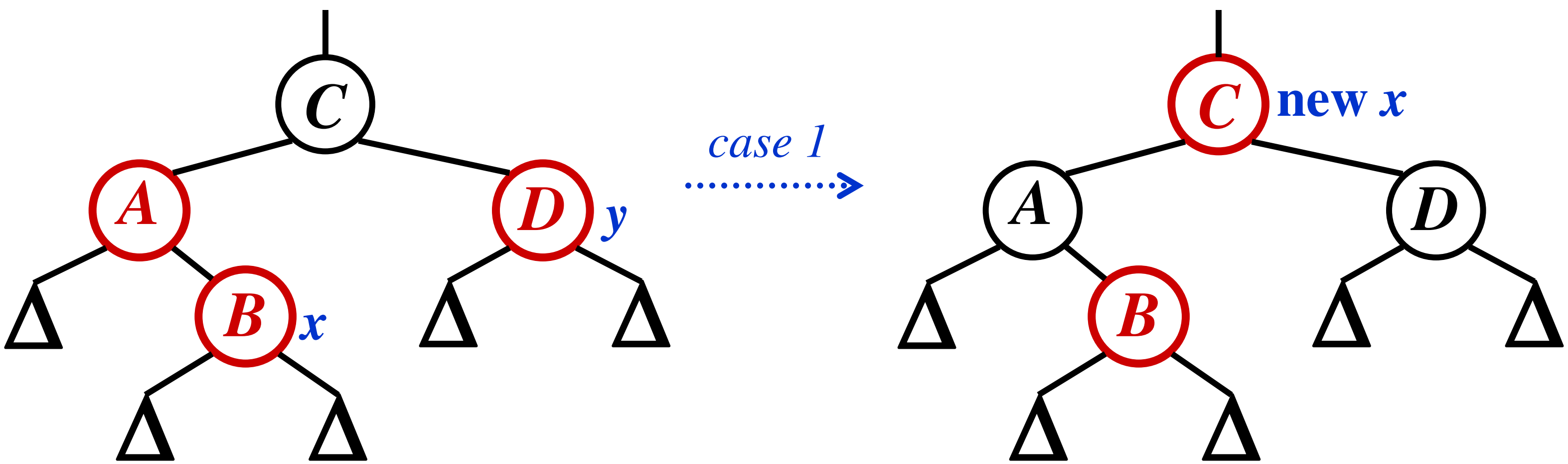

RB Insert: Case 1

```
if (y->color == RED)
    x->p->color = BLACK;
    y->color = BLACK;
    x->p->p->color = RED;
    x = x->p->p;
```

- Case 1: "uncle" is red
- In figures below, all Δ's are equal-black-height subtrees

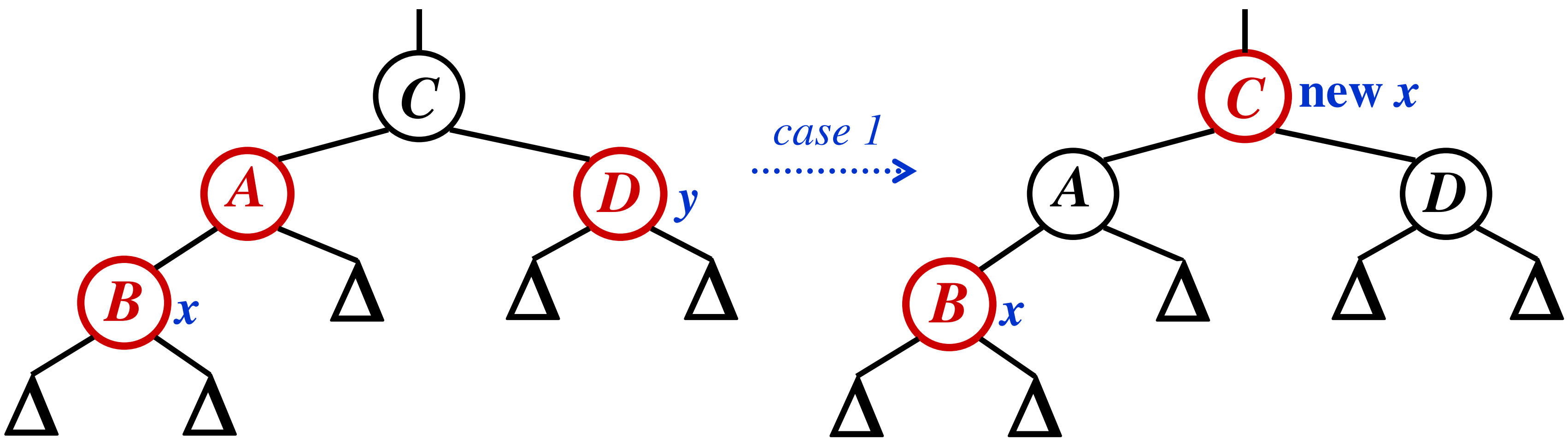


Change colors of some nodes, preserving #4: all downward paths have equal b.h.
The while loop now continues with x's grandparent as the new x

RB Insert: Case 1

```
if (y->color == RED)
    x->p->color = BLACK;
    y->color = BLACK;
    x->p->p->color = RED;
    x = x->p->p;
```

- Case 1: “uncle” is red
- In figures below, all Δ’s are equal-black-height subtrees

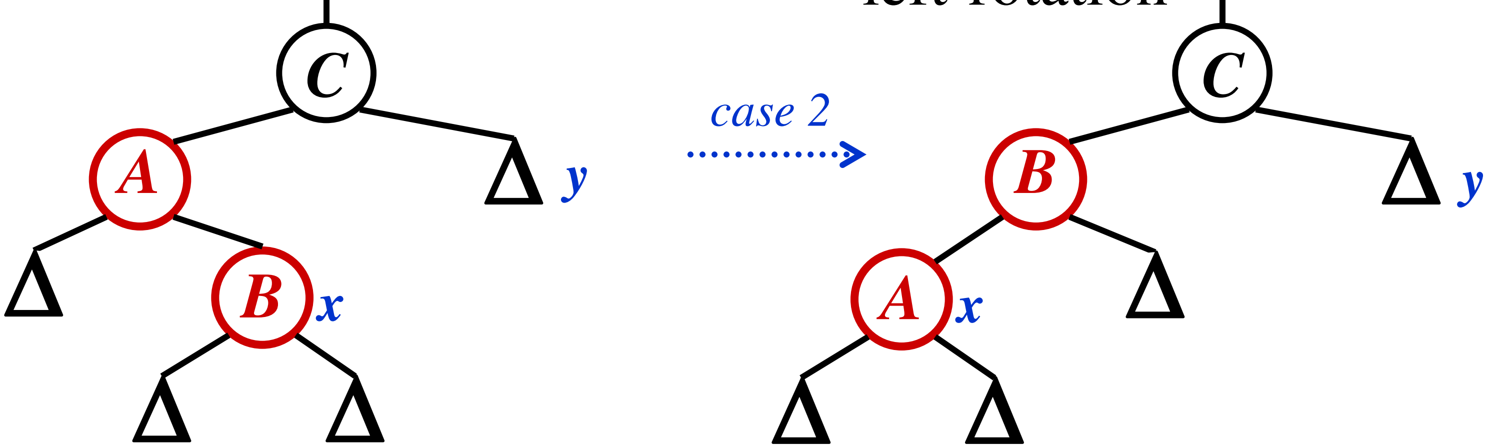


Same action whether x is a left or a right child

RB Insert: Case 2

```
if (x == x->p->right)
    x = x->p;
    leftRotate(x);
// continue with case 3 code
```

- Case 2:
  - "Uncle" is black
  - Node *x* is a right child
- Transform to case 3 via a left-rotation

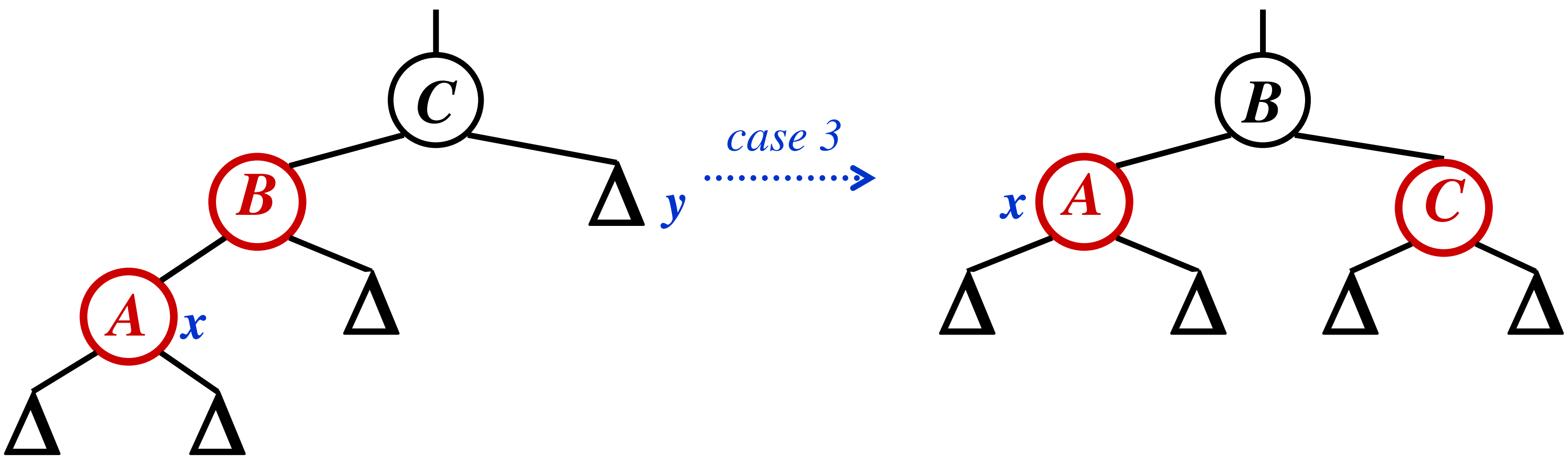


Transform case 2 into case 3 (x is left child) with a left rotation
This preserves property 4: all downward paths contain same number of black nodes

RB Insert: Case 3

```
x->p->color = BLACK;
x->p->p->color = RED;
rightRotate(x->p->p);
```

- Case 3:
  - "Uncle" is black
  - Node *x* is a left child
- Change colors; rotate right



Perform some color changes and do a right rotation
Again, preserves property 4: all downward paths contain same number of black nodes

RB Insert: Cases 4-6

- Cases 1-3 hold if *x*'s parent is a left child
- If *x*'s parent is a right child, cases 4-6 are symmetric (swap left for right)

Red-Black Trees: Deletion

- And you thought insertion was tricky…
- We will not cover RB delete in class
  - You should read section 14.4 on your own
  - Read for the overall picture, not the details

The End

- Coming up:
  - Skip lists
  - Hash tables