Red-Black Trees

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Outline

- Red-black trees

Summary on Binary Search Trees

- Binary search trees
  - embody the ***divide-and-conquer*** search strategy
  - **SEARCH**, **INSERT**, **MIN**, and **MAX** are $O(h)$, where h is the ***height of the tree***
  - in general, $h(n) = \Omega(\log n)$ and $h(n) = O(n)$
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- Problem
  - worst-case scenario is unlikely but still possible
  - simply bad cases are even more probable

Red-Black Tree

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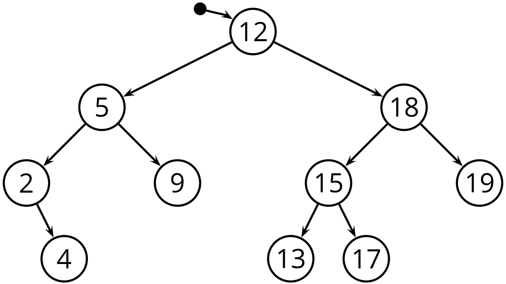
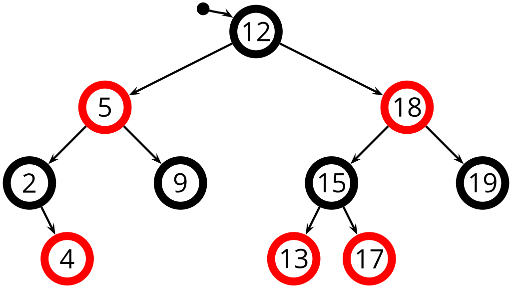


Red-Black Tree



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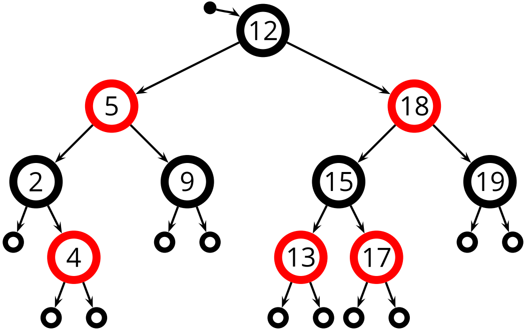

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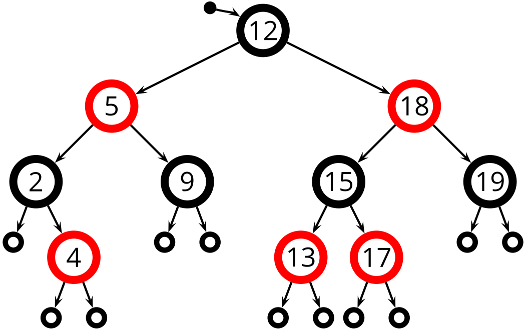
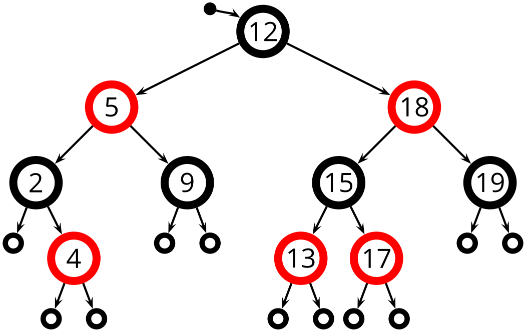


- *Red-black-tree property*



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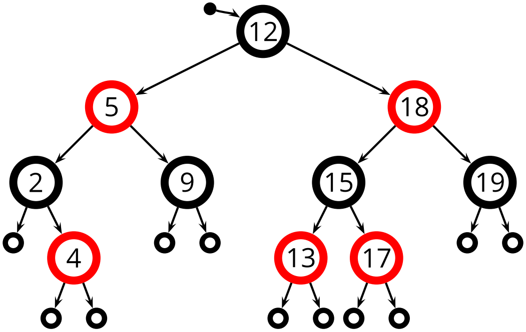

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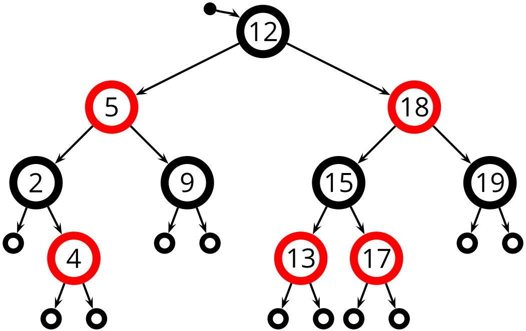

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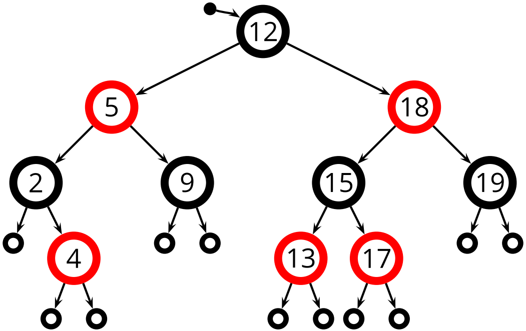

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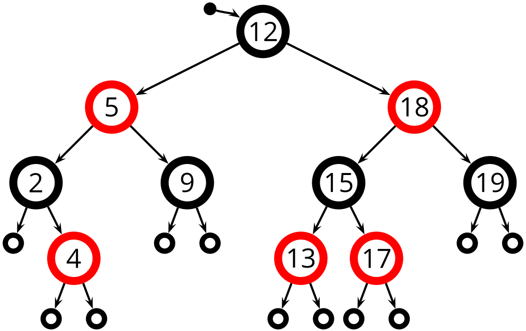

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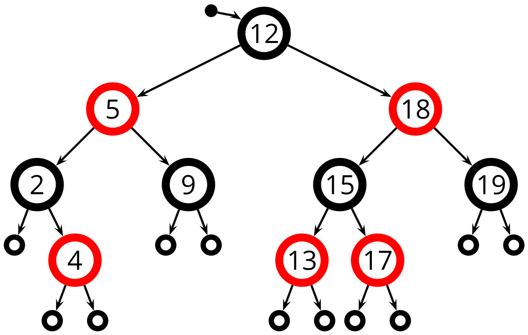

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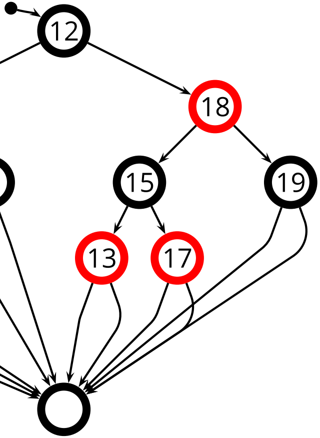

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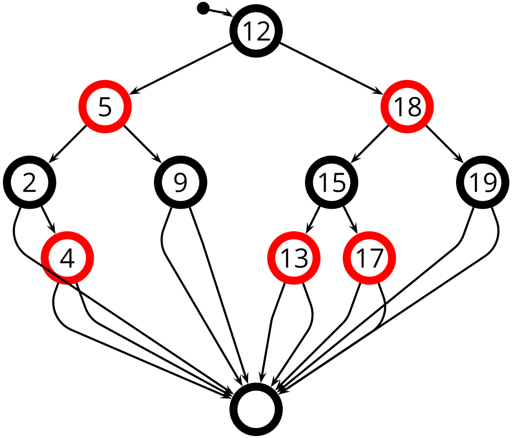

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  - the sentinel is also the parent of the root node

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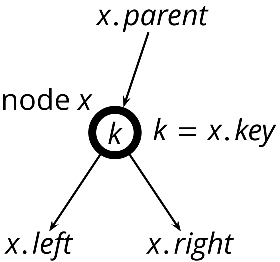

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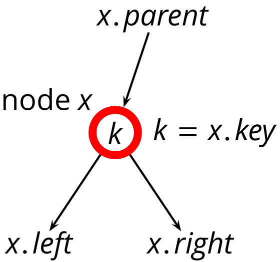

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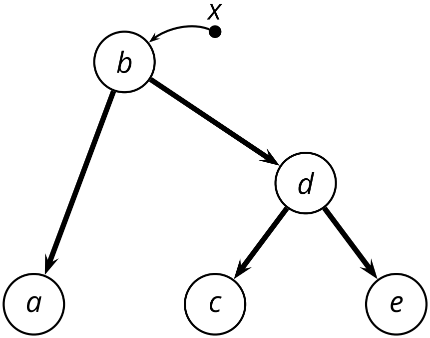
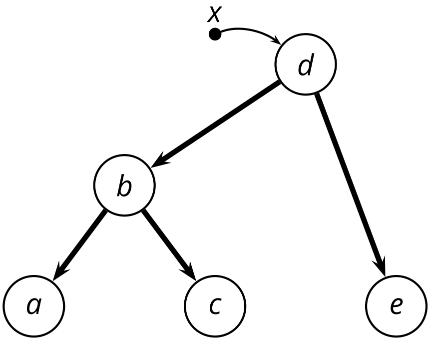
- A red-black tree works as a binary search tree for search, etc.
- So, the complexity of those operations is $T(n) = O(h)$, that is

$$\boxed{T(n) = O(\log n)}$$

  - which is also the *worst-case* complexity

Rotation




x
d
b
a
c
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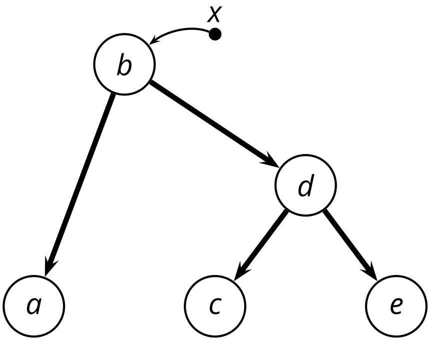

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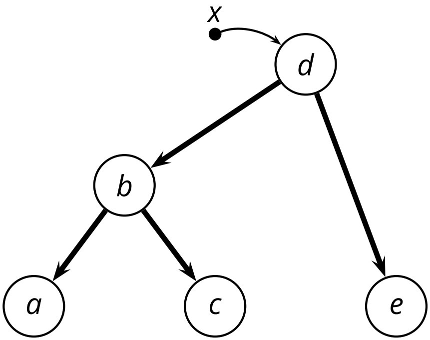

- x = **Right-Rotate**(x)
- x = **Left-Rotate**(x)

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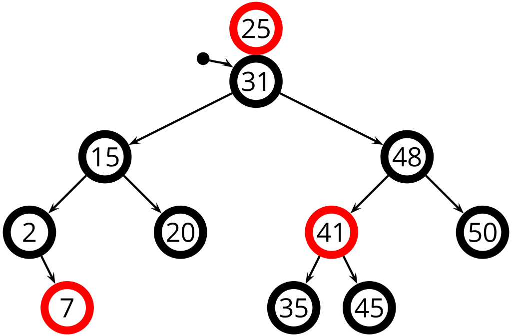
- *General strategy*
  1. insert z as in a binary search tree
  2. color z **red** so as to preserve property 5
  3. *fix the tree* to correct possible violations of property 4

RB-Insert

```
RB-Insert(T, z)
y = T.nil
x = T.root
while x ≠ T.nil
        y = x
        if z.key < x.key
                x = x.left
        else x = x.right
z.parent = y
if y == T.nil
        T.root = z
else if z.key < y.key
                y.left = z
        else y.right = z
z.left = z.right = T.nil
z.color = RED
RB-Insert-Fixup(T, z)
```


25
31
15
48
2
20
41
50
7
35
45

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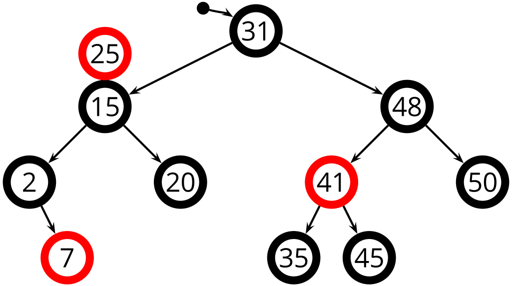

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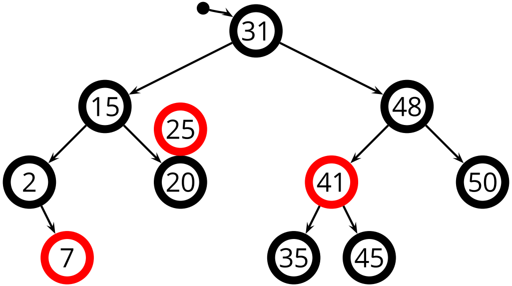

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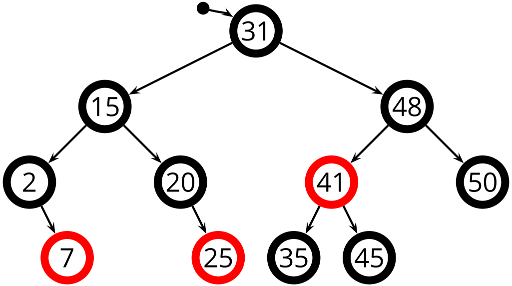

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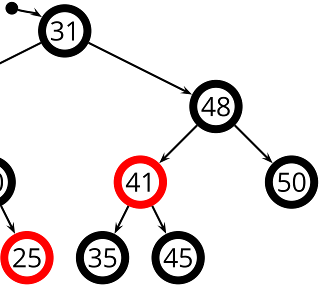

- *z*'s father is **black**, so no fixup needed

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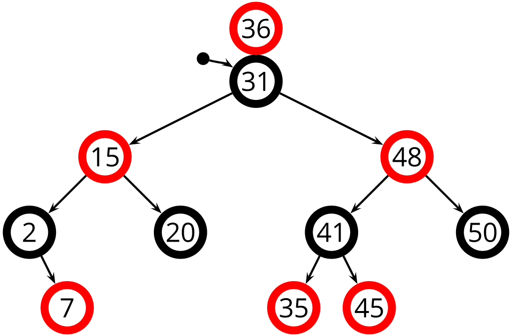

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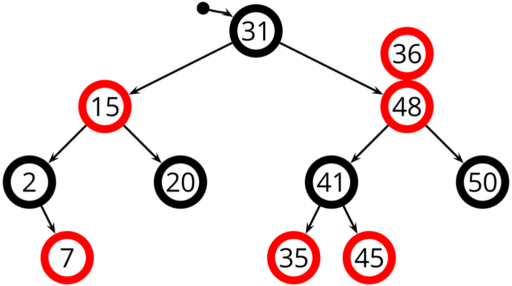

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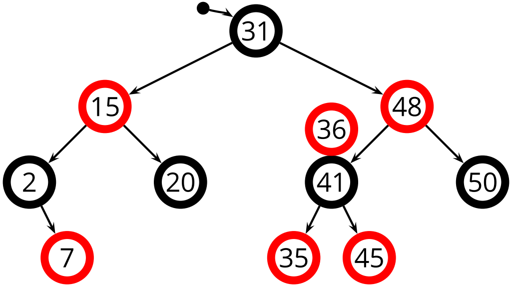

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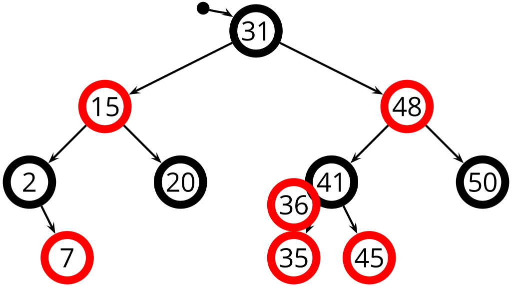

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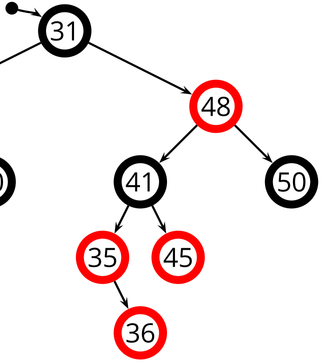

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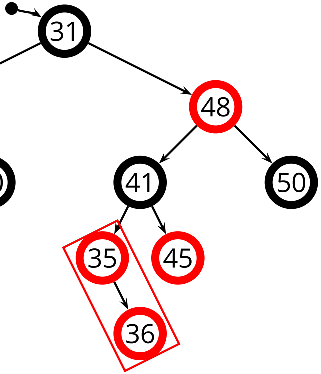

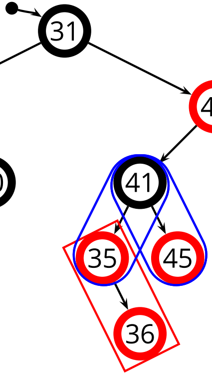

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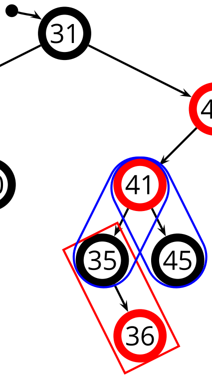

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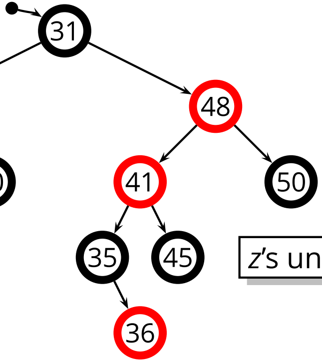

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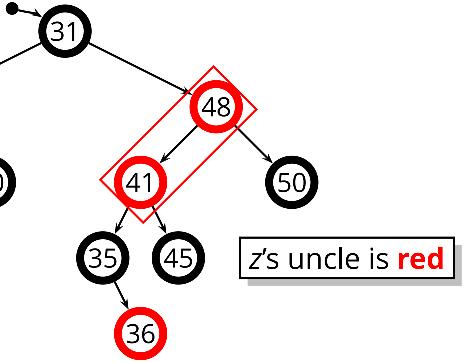

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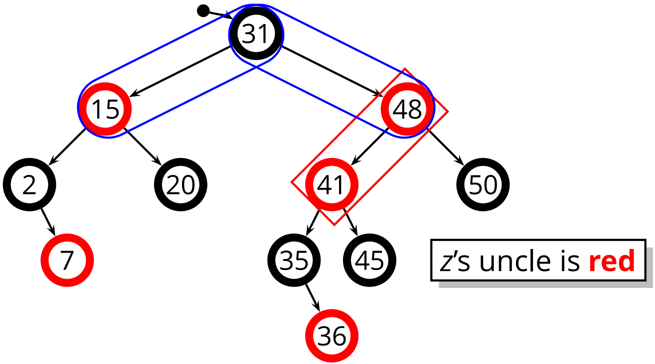
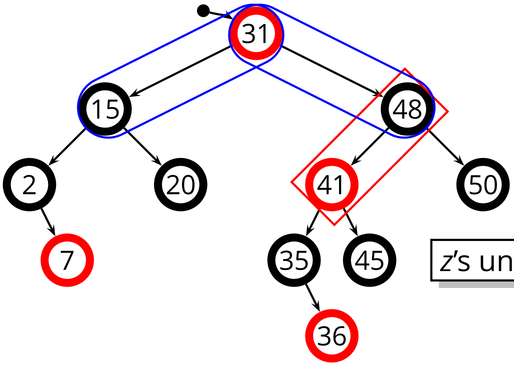
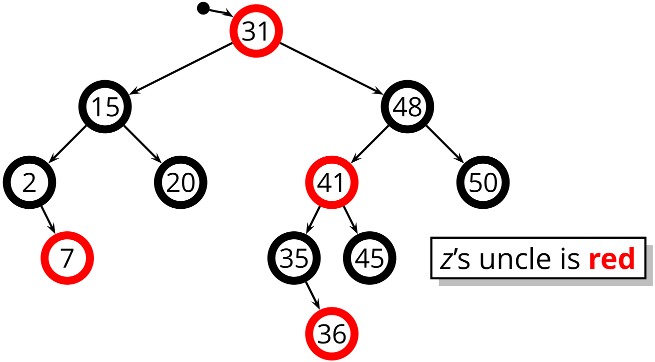


Red-Black Insertion (3)

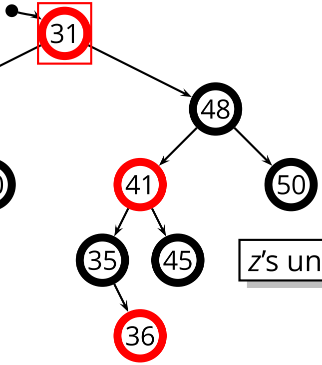


z's uncle is **red**

Red-Black Insertion (3)

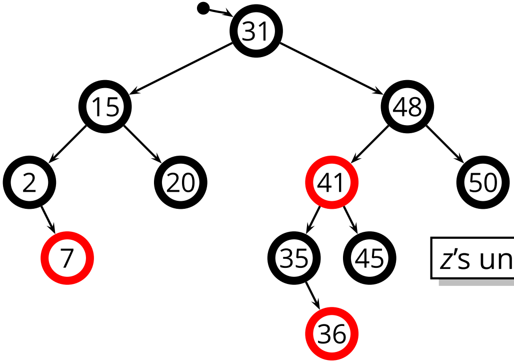


Red-Black Insertion (3)

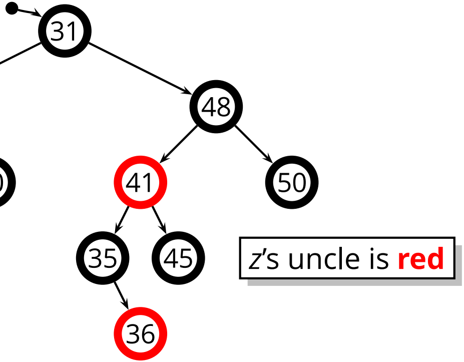


z's uncle is **red**

Red-Black Insertion (3)

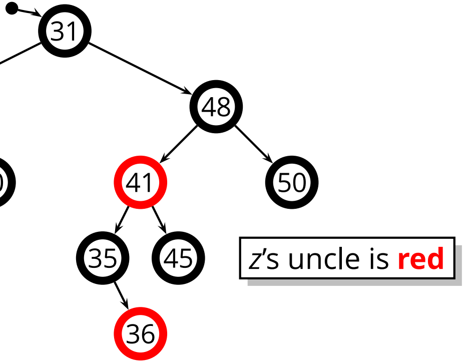


z's uncle is **red**



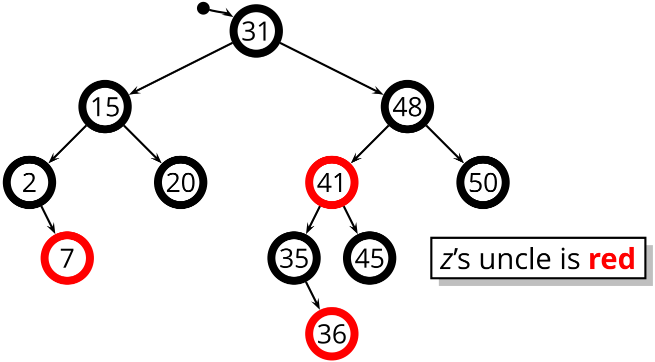
- A **black** node can become **red** and transfer its **black** color to its two children

Red-Black Insertion (3)



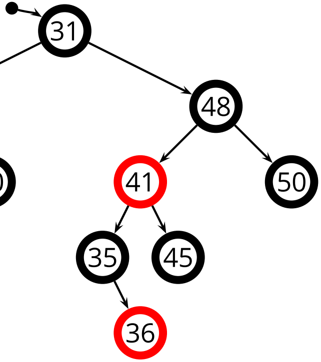
- A **black** node can become **red** and transfer its **black** color to its two children
- This may cause other **red–red** conflicts, so we iterate…

Red-Black Insertion (3)

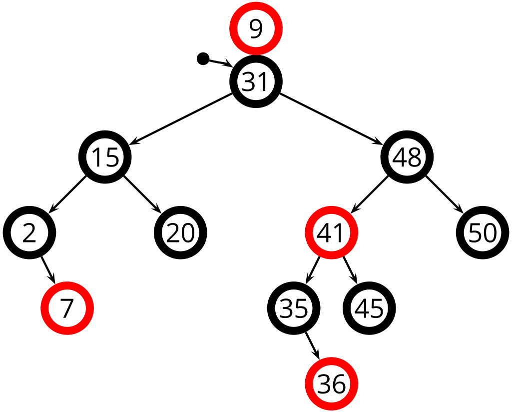


- A **black** node can become **red** and transfer its **black** color to its two children
- This may cause other **red–red** conflicts, so we iterate. . .
- The root can change to **black** without causing conflicts

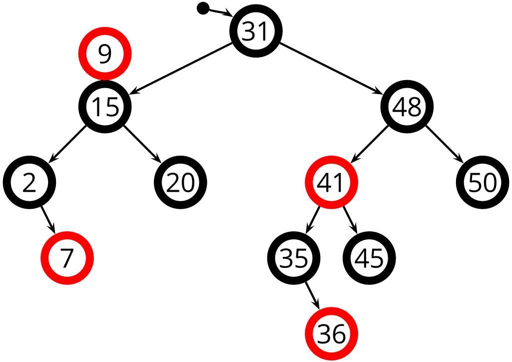
Red-Black Insertion (4)



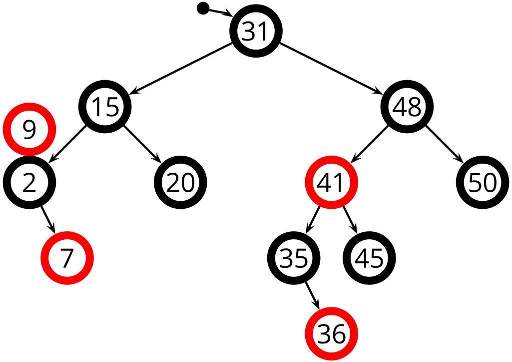
Red-Black Insertion (4)



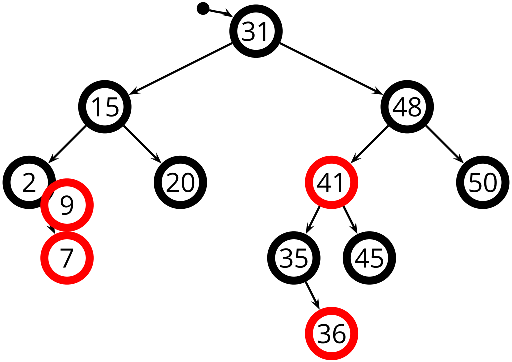
Red-Black Insertion (4)



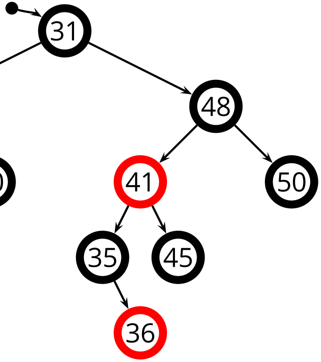
Red-Black Insertion (4)



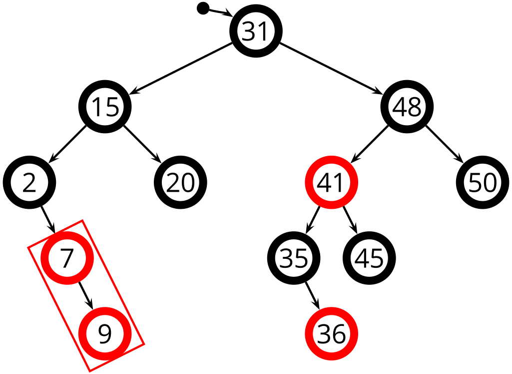
Red-Black Insertion (4)



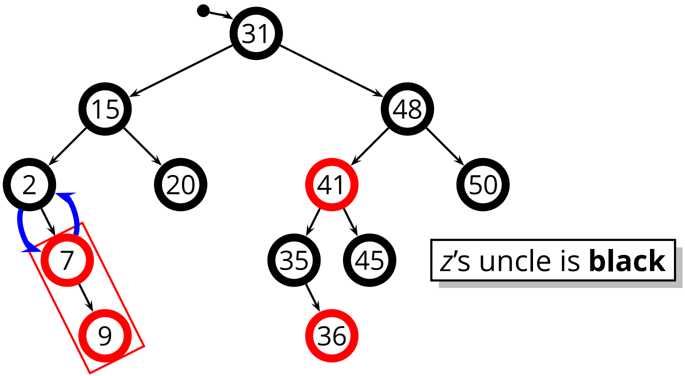
Red-Black Insertion (4)



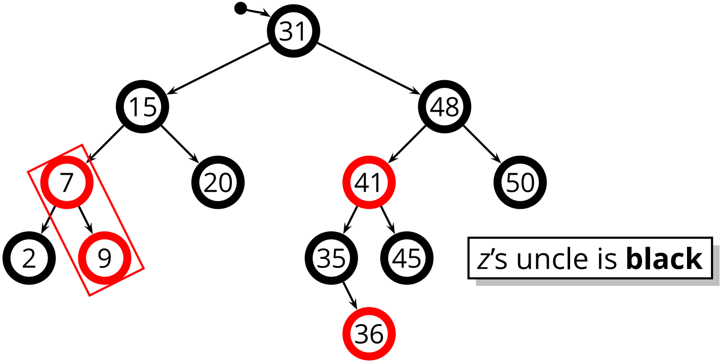
Red-Black Insertion (4)



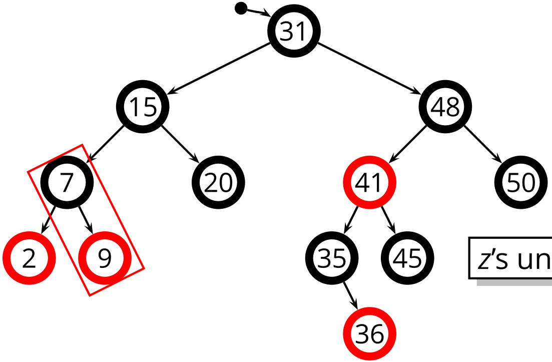
Red-Black Insertion (4)



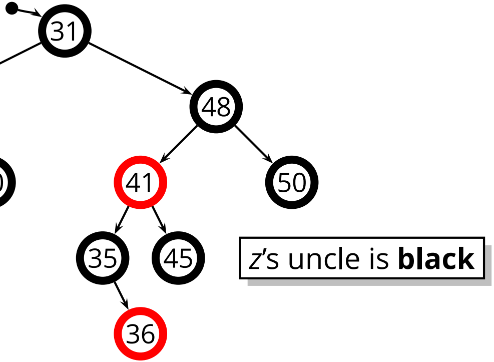
Red-Black Insertion (4)



Red-Black Insertion (4)

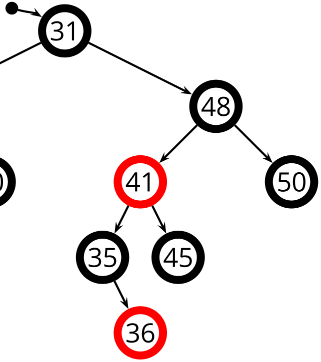


z's uncle is **black**

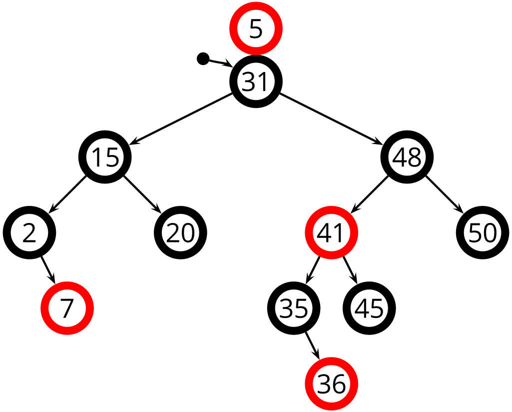


- An *in-line* ***red***–**red** conflicts can be resolved with a rotation plus a color switch

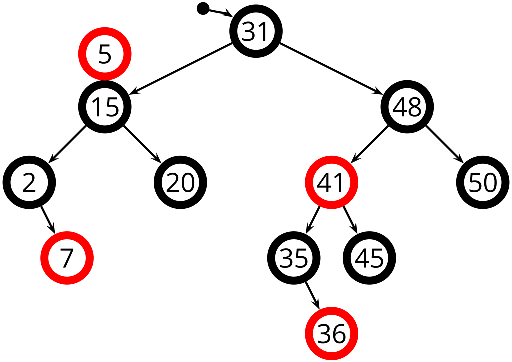
Red-Black Insertion (5)



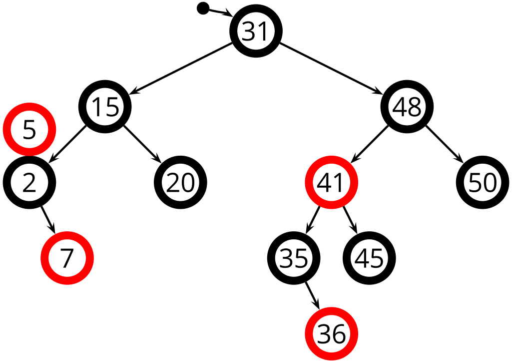
Red-Black Insertion (5)



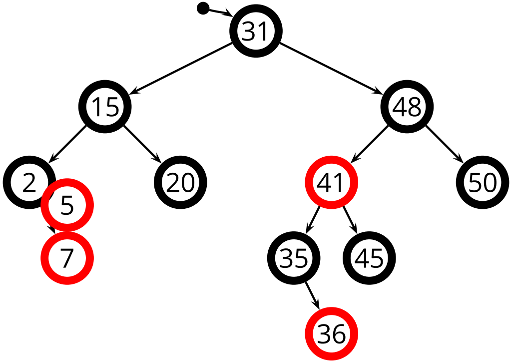
Red-Black Insertion (5)



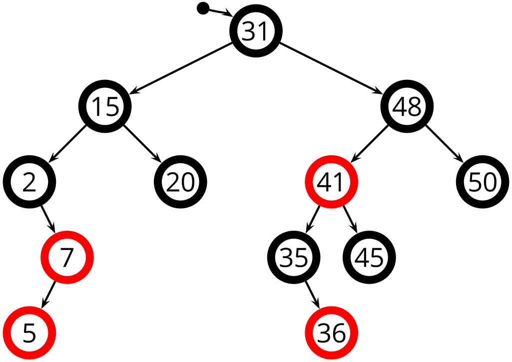
Red-Black Insertion (5)



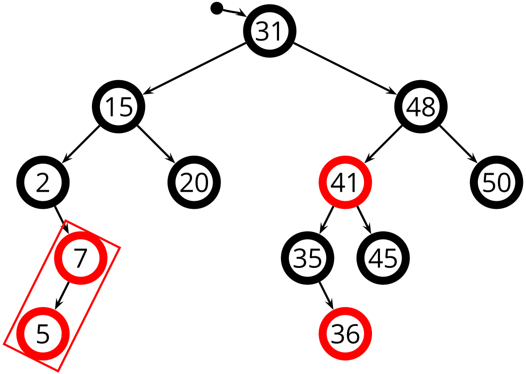
Red-Black Insertion (5)



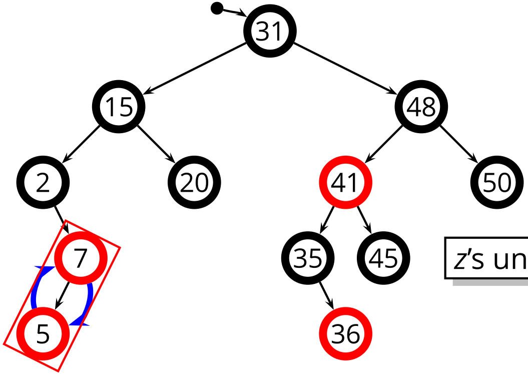
Red-Black Insertion (5)



Red-Black Insertion (5)

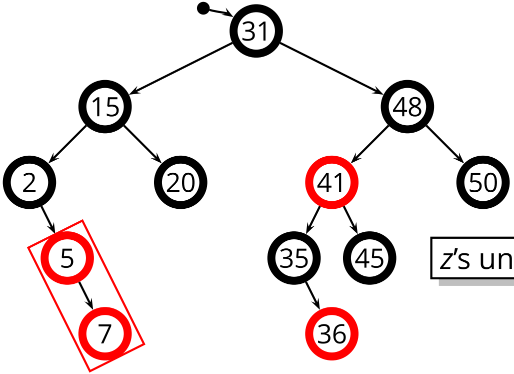


Red-Black Insertion (5)



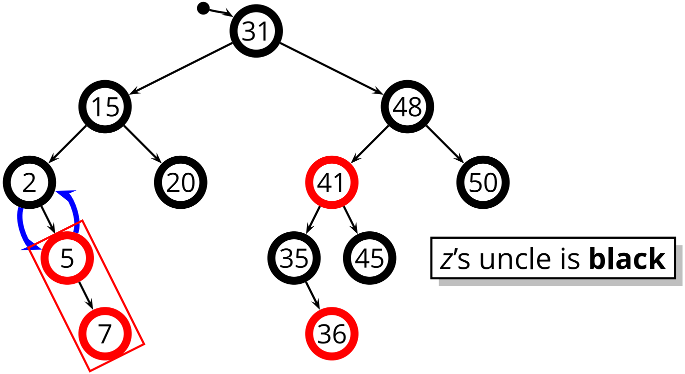
z's uncle is **black**

Red-Black Insertion (5)

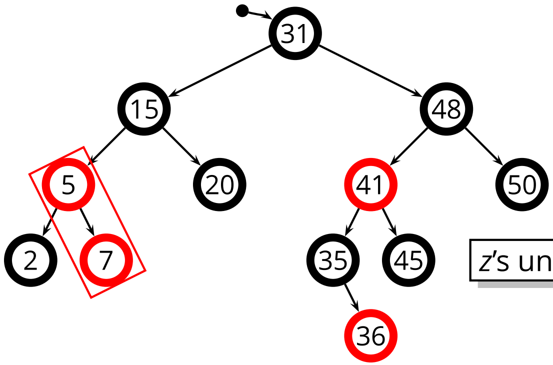


z's uncle is **black**

Red-Black Insertion (5)

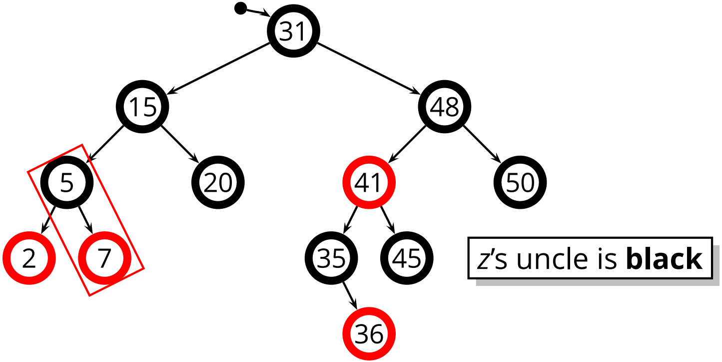


Red-Black Insertion (5)

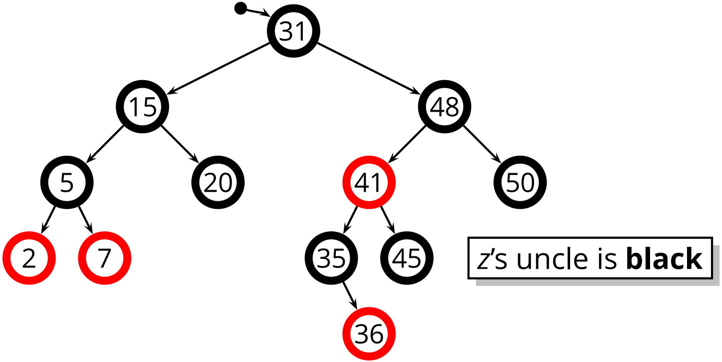


z's uncle is **black**

Red-Black Insertion (5)



Red-Black Insertion (5)



- A *zig-zag* **red–red** conflicts can be resolved with a rotation to turn it into an *in-line* conflict, and then a rotation plus a color switch