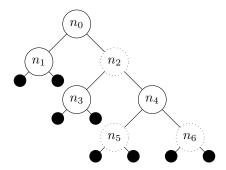
# 1 The Rules

- 1. All nodes must be either red or black
- 2. The root and leaves must be black
- 3. Red nodes cannot be adjacent
- 4. All simple paths from a node (exclusive) to a descendent leaf must have the same number of black nodes

### 1.1 Black Height

Count all black nodes along a simple path from one node to all its descendent leaves.



$$bh(n_1) = bh(n_3) = bh(n_5) = bh(n_6) = bh(n_4) = 1$$

$$bh(n_2) = bh(n_0) = 2$$

## 1.2 2-3-4 Relationship

- All red nodes merge with parents to form a 3 or 4 node.
- Corresponding 2-3-4 tree has the same height as the black height of the red-black tree.

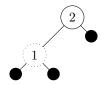
## 2 Insertion

Keep adding a node strictly less than all other nodes in the tree. This leads to imbalance; why? (I did not specify a color for that node, violating rule 1.)

## 2.1 Case 1

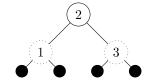


Insert the value 1 into this tree:

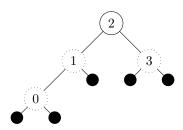


We are done. This satisfies all properties of a red-black tree!

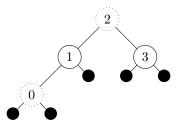
## 2.2 Case 2



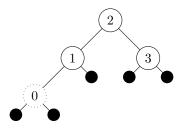
Insert a 0 into this tree:



This violates rule 3, the 0 and 1 nodes are both red, and adjacent. In this case, the new node's "uncle" is also red, so we can recolor the graph:

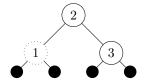


We've now violated a new rule; rule 2. This is not a big deal though, we can recolor the root without violating rule 4:



In general, you have to work back up the entire tree, starting at the "grand-parent", fixing rule violations as you go. Here the grandparent was the root, so we only had to fix one thing.

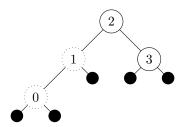
#### 2.3 Case 3



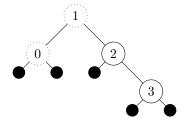
First off, is this a proper red-black tree?

- When inserting, we only care about a small portion of the subtree.
- This, and most future examples, will not themselves be proper red-black trees.

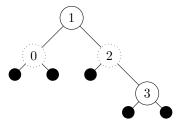
Insert 0 into this tree:



This violates rule 3 again, but the "uncle" node is black, so we cannot recolor. We must first rotate:

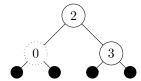


Then, we may "invert" the color of the rotated nodes (1, 2):

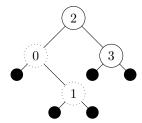


Here, since we have a black node at our "root", we're done.

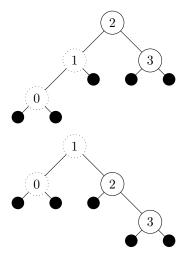
# 2.4 Case 3, Part 2



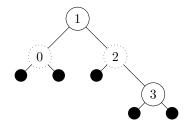
What if we inserted 1 into this tree?



Looks similar to the previous situation, but we need to do a left-right rotation before recoloring:

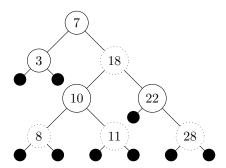


Then, invert colors as usual:



There are mirrors for right-right, and right-left imbalances.

# 3 Putting it All Together

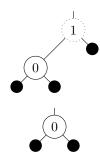


Insert 15 into this tree.

# 4 Deletion

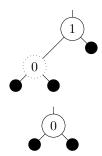
# 4.1 Case 1

If you are deleting a red node with a black child, simply move that child up into the deleted node's place.



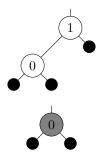
#### 4.2 Case 2

If you are deleting a black node with a red child, simply move that child up, and recolor:



#### 4.3 Case 3

If they are both black, there is a potential problem. We have to introduce a "double-black" node to keep track of where this problem exists.



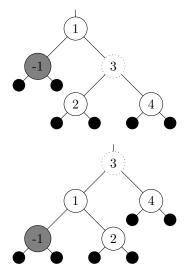
### 4.3.1 Case 3a (Terminal)

If the node to be deleted was the root, we're fine. The black height just reduces by one.

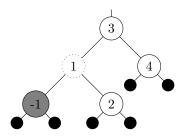


### 4.3.2 Case 3b

If there is a sibling node that is red, we have to rotate to eliminate the double-black node:



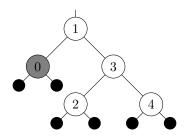
Then, we have to recolor the 1 and 3 nodes.

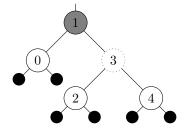


We have to now continue to a new case.

### 4.3.3 Case 3c

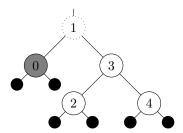
If the sibling node is black, and both of its children are black, recolor the sibling and move up



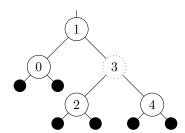


# 4.3.4 Case 3d (Terminal)

If the sibling is black, and the parent is red:

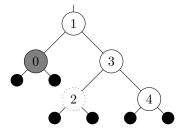


Recolor, and you're done:

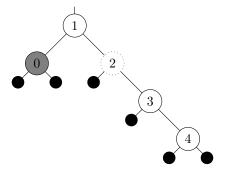


### 4.3.5 Case 3e

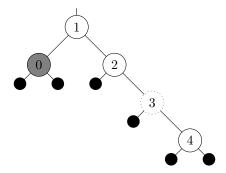
If the parent, sibling, and sibling's right child are black, but the sibling's left child is red:



You must rotate to make the sibling's right child red:



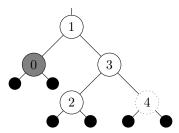
Don't forget to recolor:



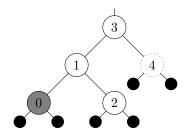
Then, continue on to the next case.

## 4.3.6 Case 3f (Terminal)

If the parent and sibling are black, but the sibling's right child is red:



You must rotate (to the left) around the parent:



Recolor, and you're done:

