
Red-Black Trees (Part 1)

Red-black trees and their rotation cases

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Review

- Binary search tree with self-balancing features
 - AVL trees
 - * Definition: binary search tree with a balanced height
 - * Operation and analysis
 - Single or double rotations

Red-Black Trees

- In a 1978 paper “A Dichromatic Framework for Balanced Trees”, Leonidas J. Guibas and Robert Sedgwick derived red-black tree from symmetric binary B-tree. The color “red” was chosen because it was the best-looking color produced by the color laser printer.” (Wikipedia:Red-black tree)
- Could perform insertion in a single top-down pass
 - AVL trees require one pass down for insertion, and a second pass upwards to update the height and re-balance
- Red-black trees
 - Definition: four features
 - Operation: insertion
 - Analysis: how can we ensure a height of $\log(N)$?

Red-Black Tree Definition

- A binary search tree with four additional properties
 1. Every node is either red or black
 2. The root is black
 3. If a node is red, its children are black – the converse is *not necessarily true*
 4. Every path from the root to **null** has the same number of black nodes

Red-Black Trees vs AVL Trees

- Both are special binary search trees

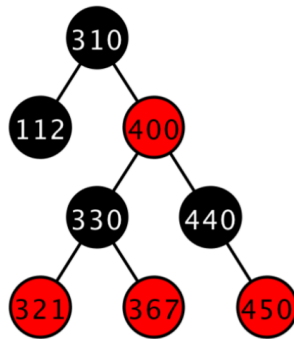


Figure 1: Example one

- Is this a red-black tree?
 - Yes:
 1. Every node is either red or black
 2. The root is black
 3. If a node is red, its children are black
 4. Every path from the root to **null** has the same number of black nodes: 1
- Is this an AVL tree?
 - No, because there is a difference of more than one between the left and right subtrees

Insertion Basics

- Implementations tend to use recursion for clarity (though it's still more complicated than the implementation for insertion in an AVL tree)
- Insert data as if it were a normal binary search tree
 - Color the new node red and insert it as a leaf (**why red?**)
 - If this creates two adjacent red nodes, fix it
 - Fix all red-red child-parent pairs using rotations or recolors

Easy Case

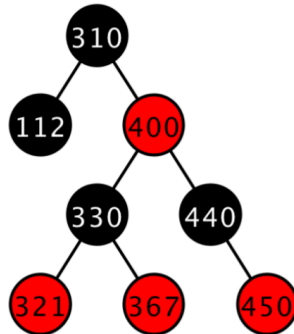


Figure 2: Insertion with an easy case

- Inserting 110 or 211
 - With a black parent node: easy
 - No two adjacent red nodes
 - The same black depth for all nodes with a **null**-child including the new node
 - Black depth of a node: the number of black nodes from root to that node

Recolor Case

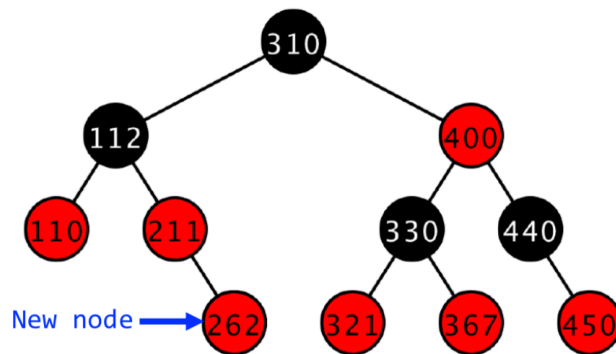


Figure 3: Insertion pre-recoloring

- Inserting 262
 - The new node has a red parent and a red uncle (they are *not* **null**)
 - Grandparent must be black
 - Recolor the grandparent, parent, and uncle (red-black-black)

- ★ After this point, we'll need to check the grandparent and make sure that we haven't messed up the supertree

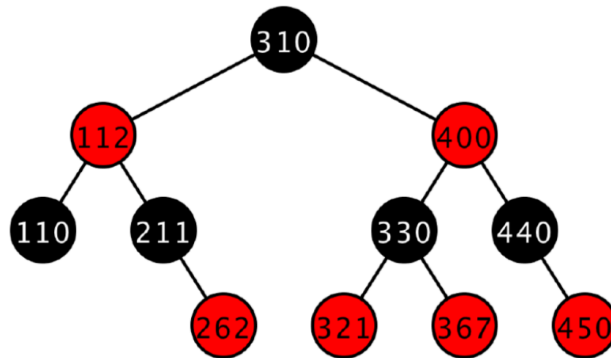


Figure 4: Insertion post-recoloring

Recolor Up the Tree

- The general case of a red parent and red uncle:
 - After recoloring, the grandparent becomes red and might conflict with the newly inserted node's red great-grandparent

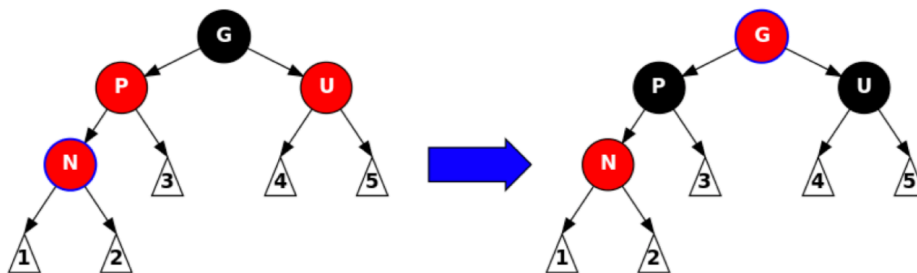


Figure 5: Recoloring the tree

Rotation Case

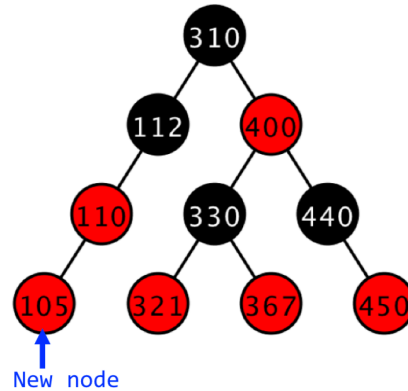


Figure 6: Insertion with a case involving rotation

- Insert 105
 - New node with a red parent and a black uncle
 - * The **null** child of 112 is considered black
 - Can we recolor the grandparent to red and the parent to black?
 - * Nope!
 - * The **null** child of 112 would have a changed black depth!
 - Then we must use a rotation and a recolor
 - * Right-rotate 110 recoloring it black, and recolor 112 as red

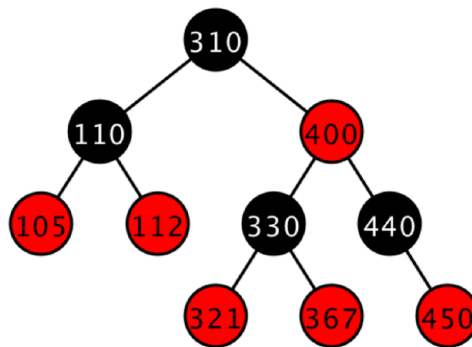


Figure 7: Tree after rotation and recoloring

Rotation General Cases

- The new node is red, the parent is red, and the uncle is black
 - Note: more black on the uncle's side of the tree
- Step 1: perform a rotation at the parent *if needed*
 - **When do we do this? Why?**

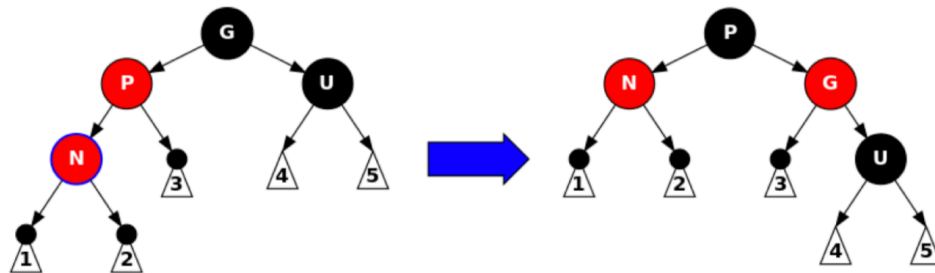


Figure 8: Step 1

- Step 2: perform a rotation at the grandparent
- Step 3: swap the old parent and the grandparent's colors

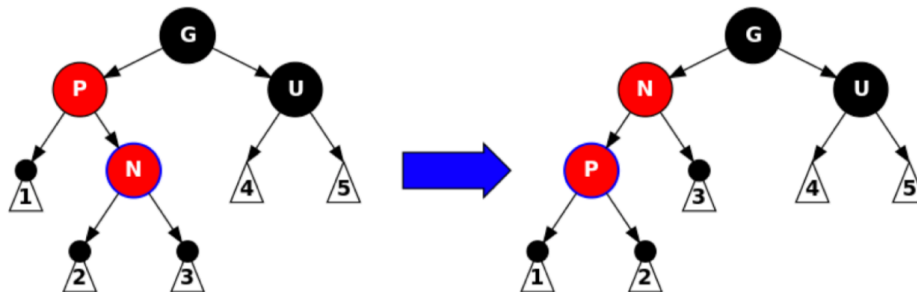


Figure 9: Steps 2 and 3

Red-Black Tree Insertion Notes

- Cases have mirror cases (the right side cases are all mirrors of the left side which we've already discussed)
 - Before you ask: cases don't have an agreed upon numbering
- Use the Gnarley Trees demo ([gt.jar](#)) to play around with the trees