

Design and Analysis of Algorithms

Lecture-16

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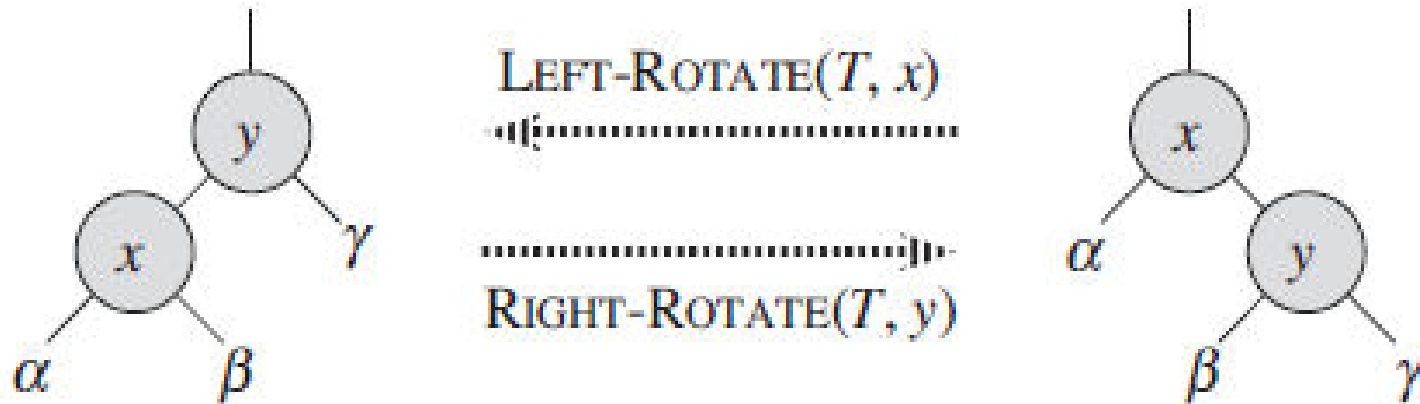
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Rotation operation

We use two types of rotations in the insertion and deletion of a node in the red-black tree.

- (1) Left rotation
- (2) Right rotation

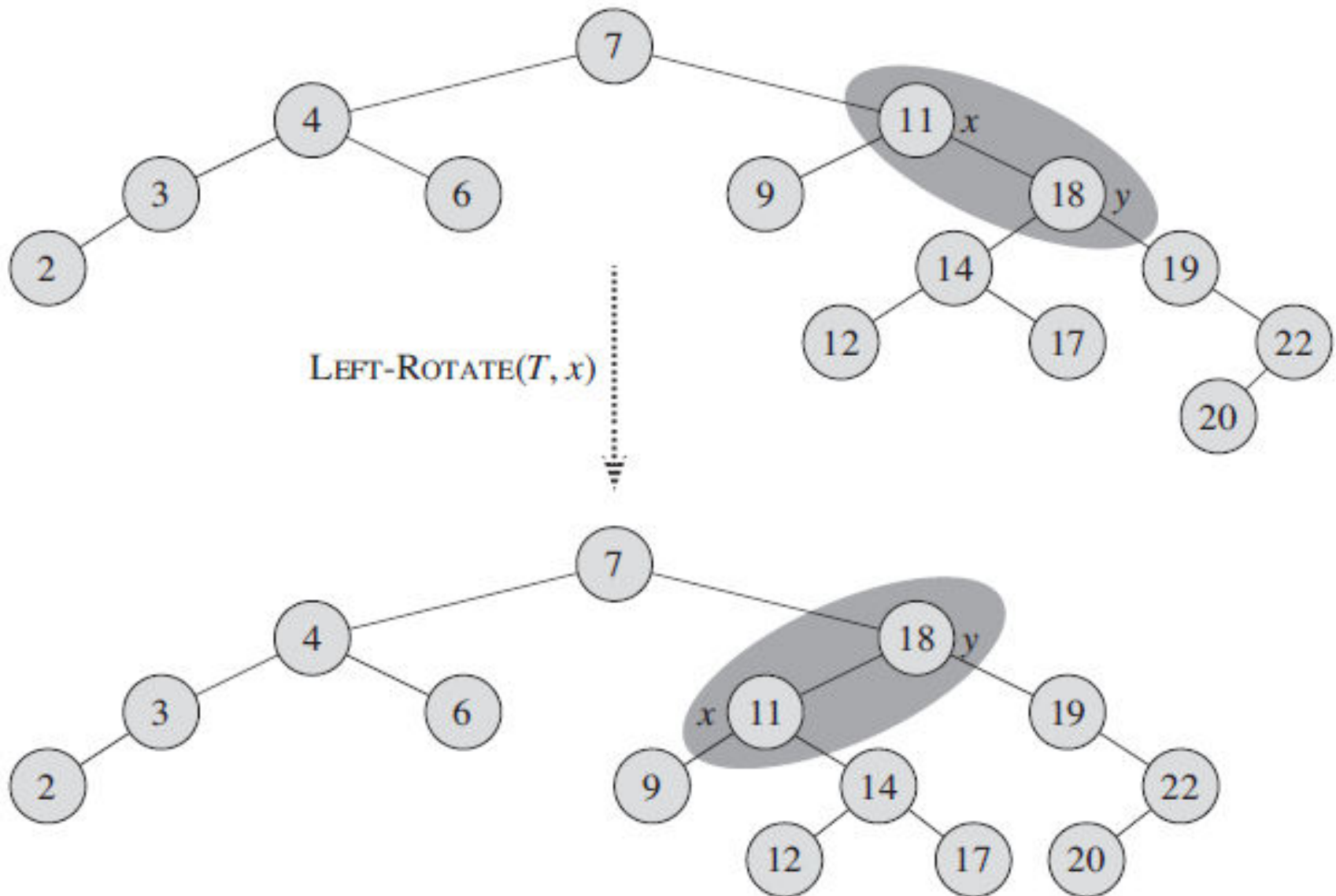


Left rotation algorithm

LEFT-ROTATE(T, x)

```
1   $y = x.right$            // set  $y$ 
2   $x.right = y.left$        // turn  $y$ 's left subtree into  $x$ 's right subtree
3  if  $y.left \neq T.nil$ 
4       $y.left.p = x$ 
5   $y.p = x.p$              // link  $x$ 's parent to  $y$ 
6  if  $x.p == T.nil$ 
7       $T.root = y$ 
8  elseif  $x == x.p.left$ 
9       $x.p.left = y$ 
10 else  $x.p.right = y$ 
11  $y.left = x$            // put  $x$  on  $y$ 's left
12  $x.p = y$ 
```

Left rotation algorithm



Right rotation algorithm

RIGHT-ROTATION(T, y)

1. x = y.left
2. y.left = x.right
3. if x.right \neq T.nil
4. x.right.p = y
5. x.p = y.p
6. if y.p == T.nil
7. T.root = x
8. else if y == y.p.right
9. y.p.right = x
10. else y.p.left = x
11. x.right = y
12. y.p = x

Insertion operation

Suppose we want to insert a node z into red-black tree T . We use the following steps for this purpose:-

1. Insert node z into red-black tree using binary search tree insertion process.
2. Make the color of new node z to be **red**.
3. If the color of parent of node z is **black** then we make the color of root node to be **black** and stop the process.
4. Otherwise we maintain the properties of red-black tree using the following procedure.
 - (4-a) We start a loop and continue until color of parent of node z turns **black**.
 - (4-b) If parent of node z is the left child of its parent then we do the following actions:-
 - (4b-i) Find the sibling of parent of node z i.e. uncle of z . Let it is denoted by node y .

Insertion operation

(4b-ii) Now, there will be three cases.

Case-1: If color of y is **red** then we do the following actions:-

- (1) z.p.color = **black**
- (2) y.color = **black**
- (3) z.p.p.color = **red**
- (4) z = z.p.p

Case-2: If color of y is **black** and z is right child then we do following actions:-

- (1) z = z.p
- (2) Perform left rotation at node z.

Case-3: If color of y is **black** and z is left child then we do following actions:-

- (1) z.p.color = **black**
- (2) z.p.p.color = **red**
- (3) Perform right rotation at node z.p.p i.e. at grandparent of z

Insertion operation

(4-c) If parent of node z is the right child of its parent then we do the following actions:-

(4c-i) Find the sibling of parent of node z i.e. uncle of z .
Let it is denoted by node y .

(4c-ii) Now, there will be three cases.

Case-1: If color of y is **red** then we do the following actions:-

(1) $z.p.color = \mathbf{black}$

(2) $y.color = \mathbf{black}$

(3) $z.p.p.color = \mathbf{red}$

(4) $z = z.p.p$

Insertion operation

Case-2: If color of y is **black** and z is left child then we do following actions:-

(1) $z = z.p$

(2) Perform right rotation at node z.

Case-3: If color of y is **black** and z is right child then we do following actions:-

(1) $z.p.color = \text{black}$

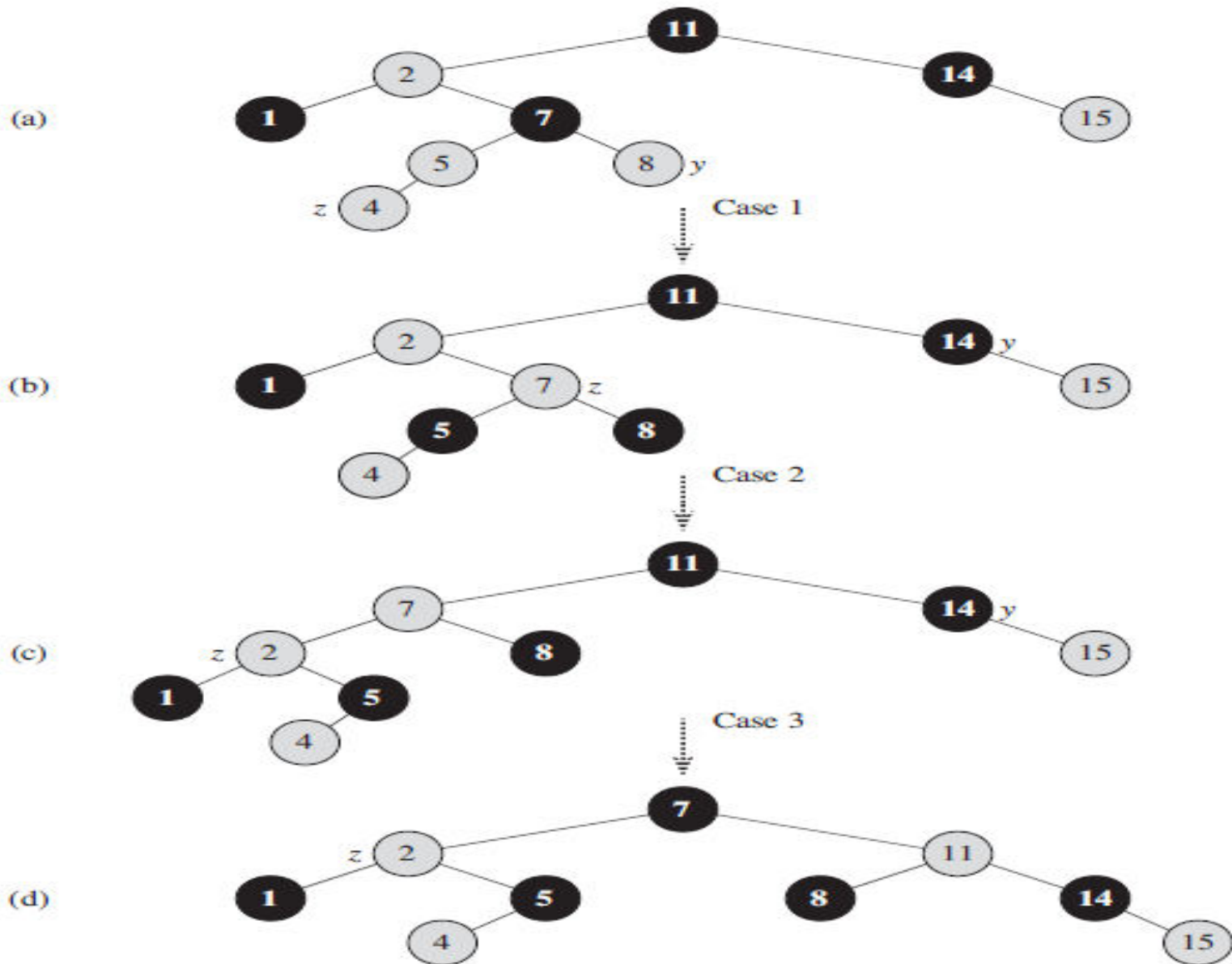
(2) $z.p.p.color = \text{red}$

(3) Perform left rotation at node z.p.p i.e. at grandparent of z

(4-d) After exit from the loop, we make the color of root node to be **black** i.e.

$T.root.color = \text{black}$

Insertion operation

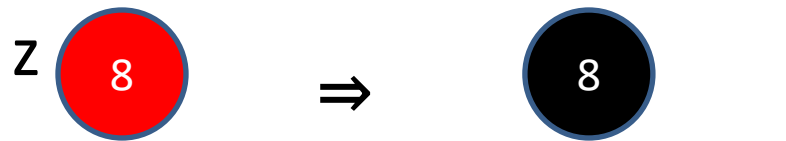


Insertion operation

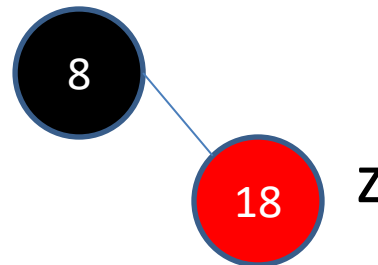
Example: Create the red-black tree by inserting following sequence of numbers:- 8, 18, 5, 15, 17, 25, 40 and 80.

Initially, red-black tree is empty.

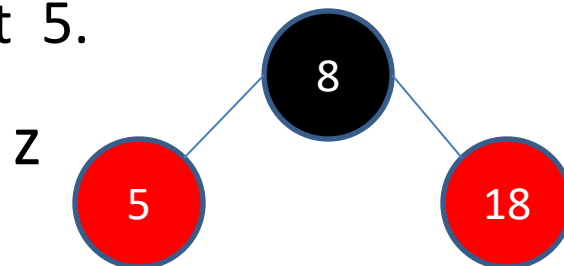
Solution: Initially tree is empty. First insert element 8.



Now, Insert next element 18.

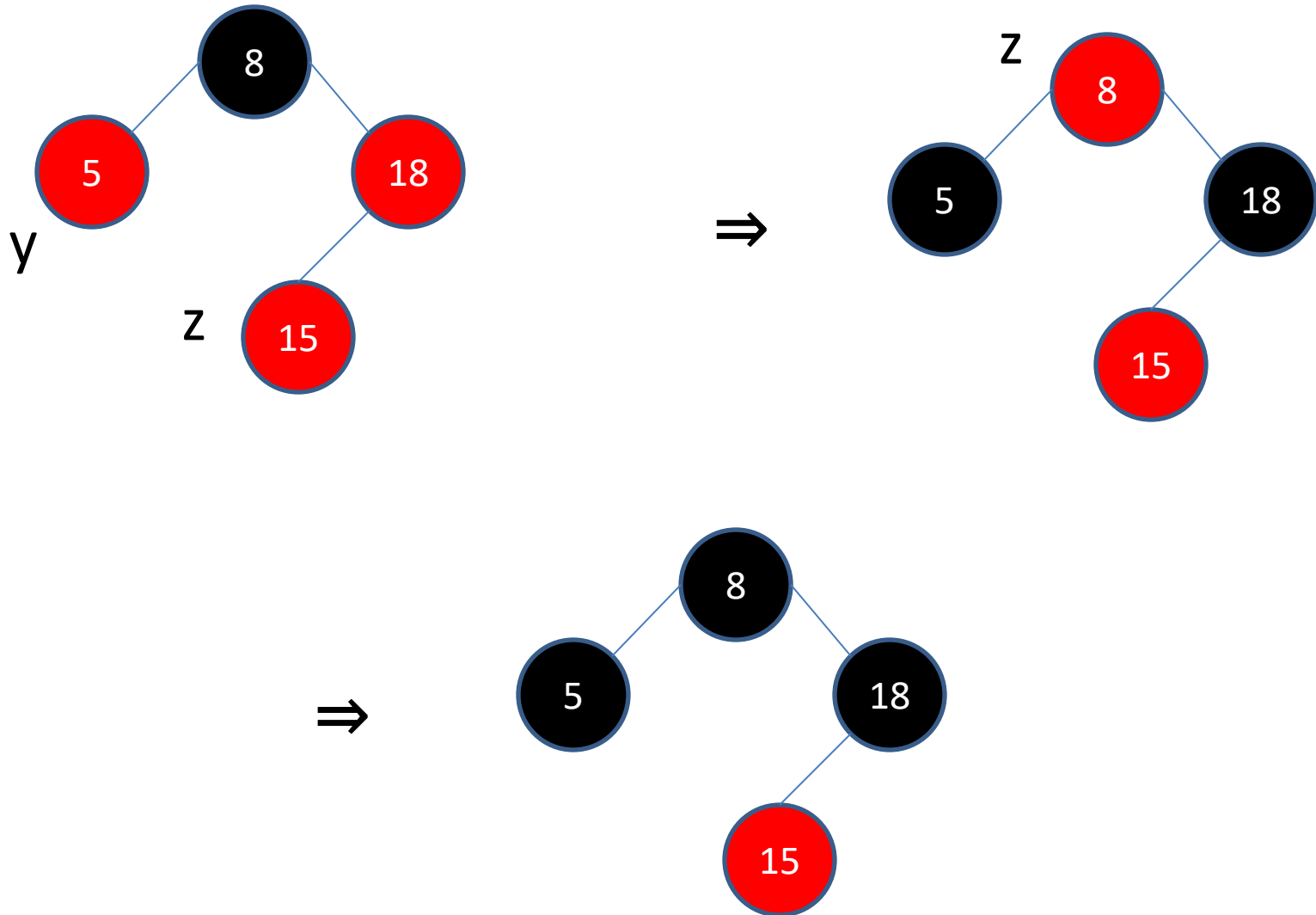


Now, Insert next element 5.



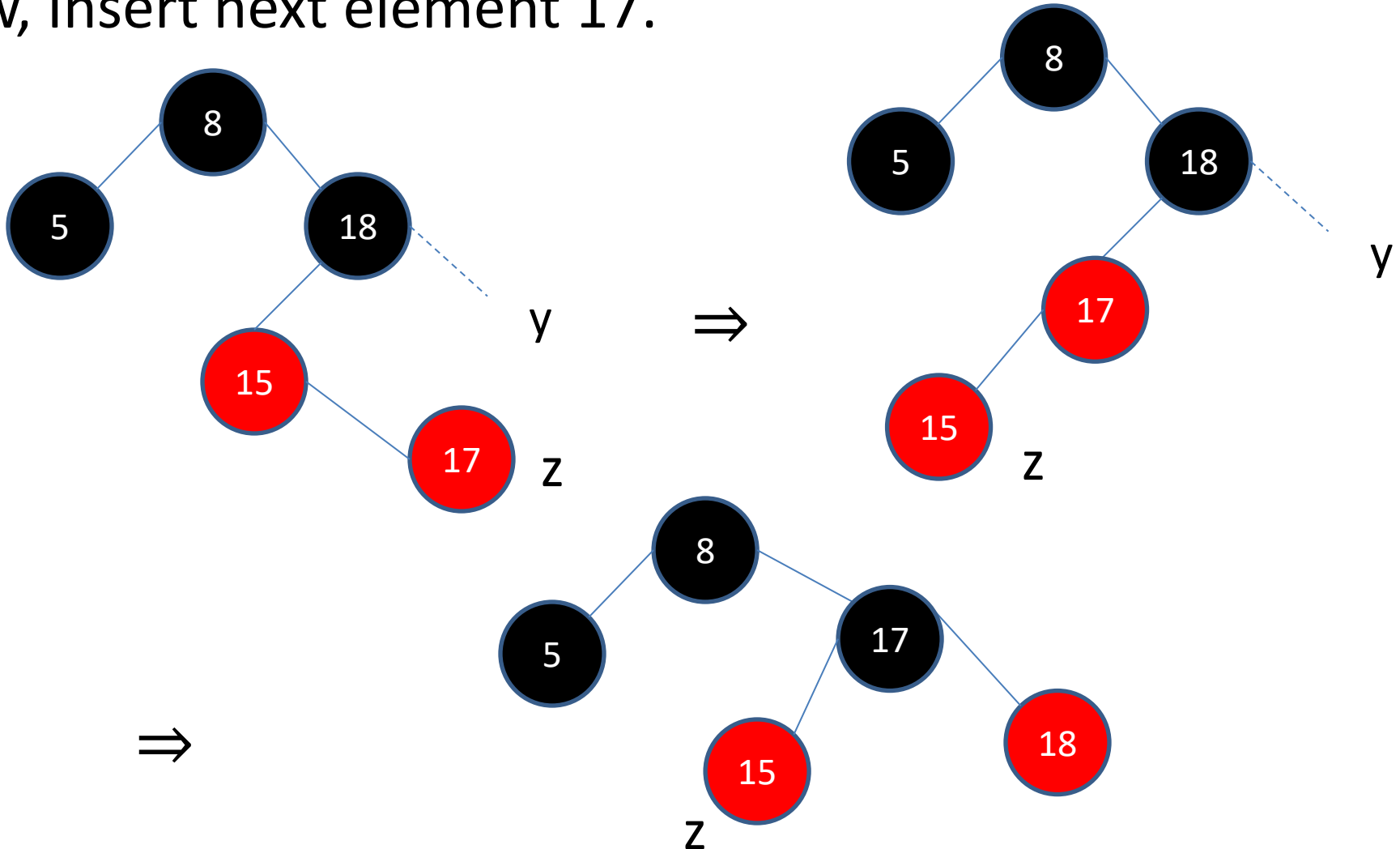
Insertion operation

Now, Insert next element 15.



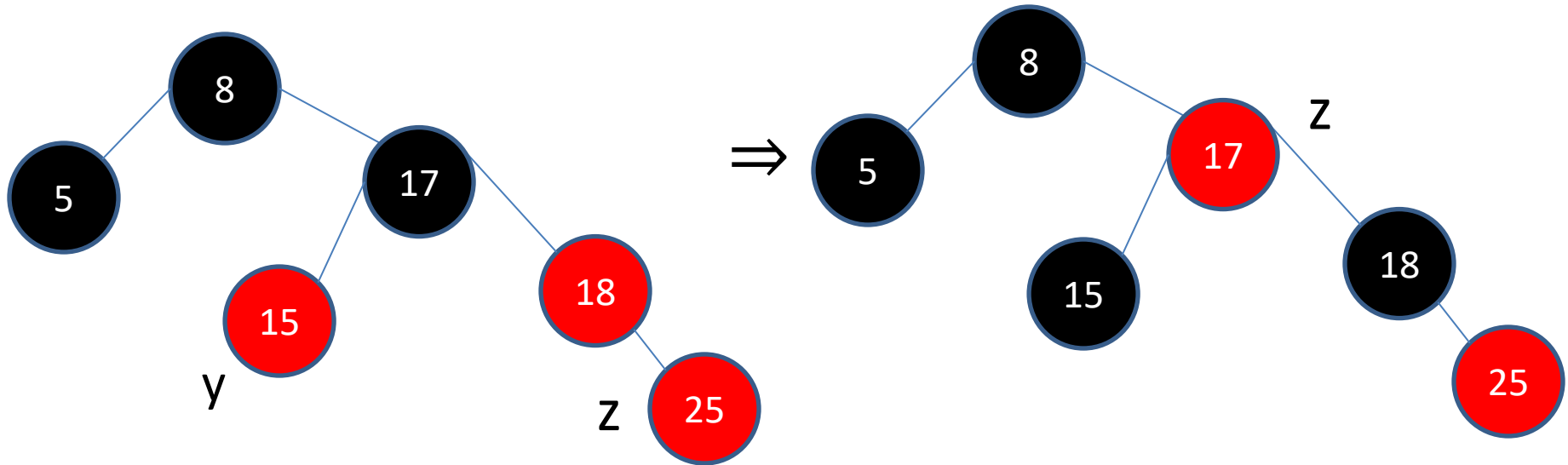
Insertion operation

Now, Insert next element 17.



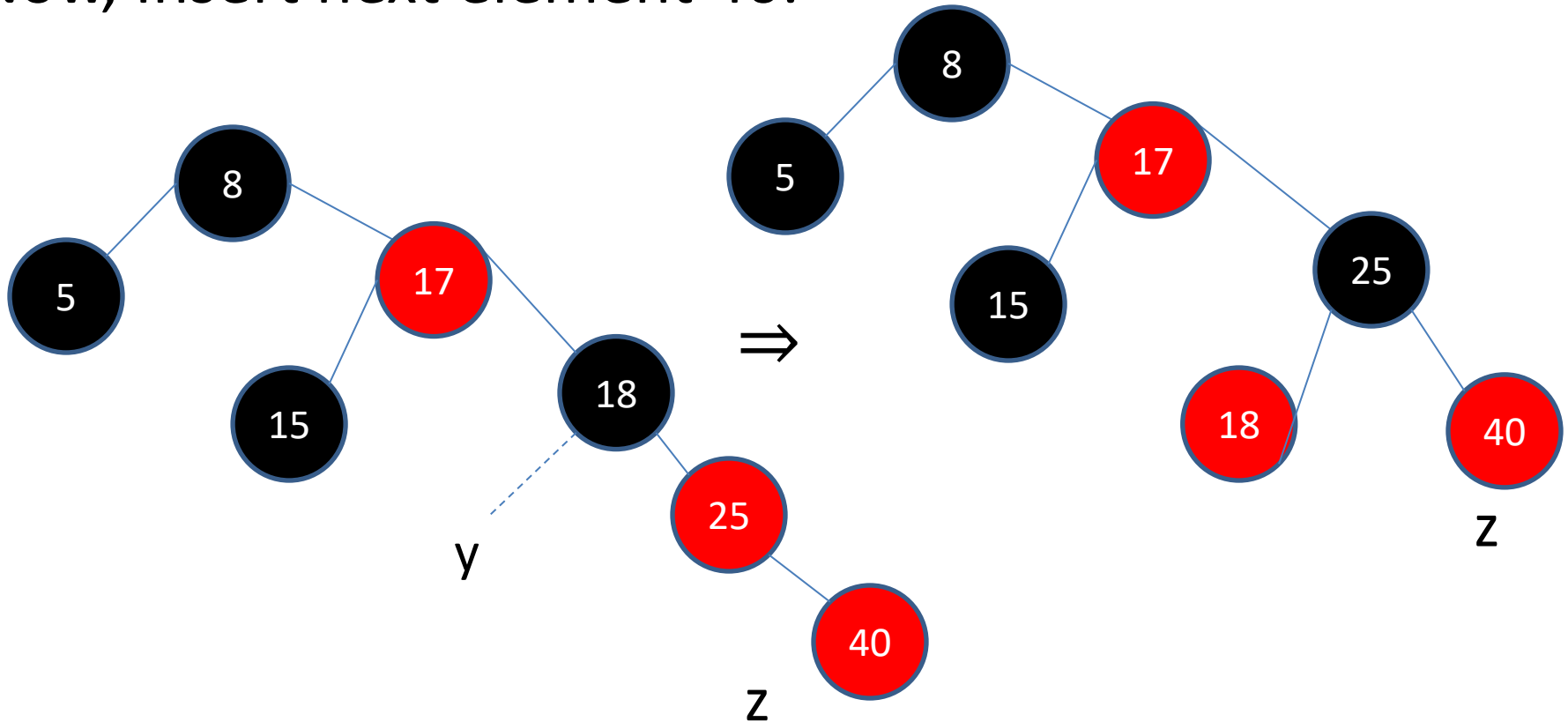
Insertion operation

Now, Insert next element 25.



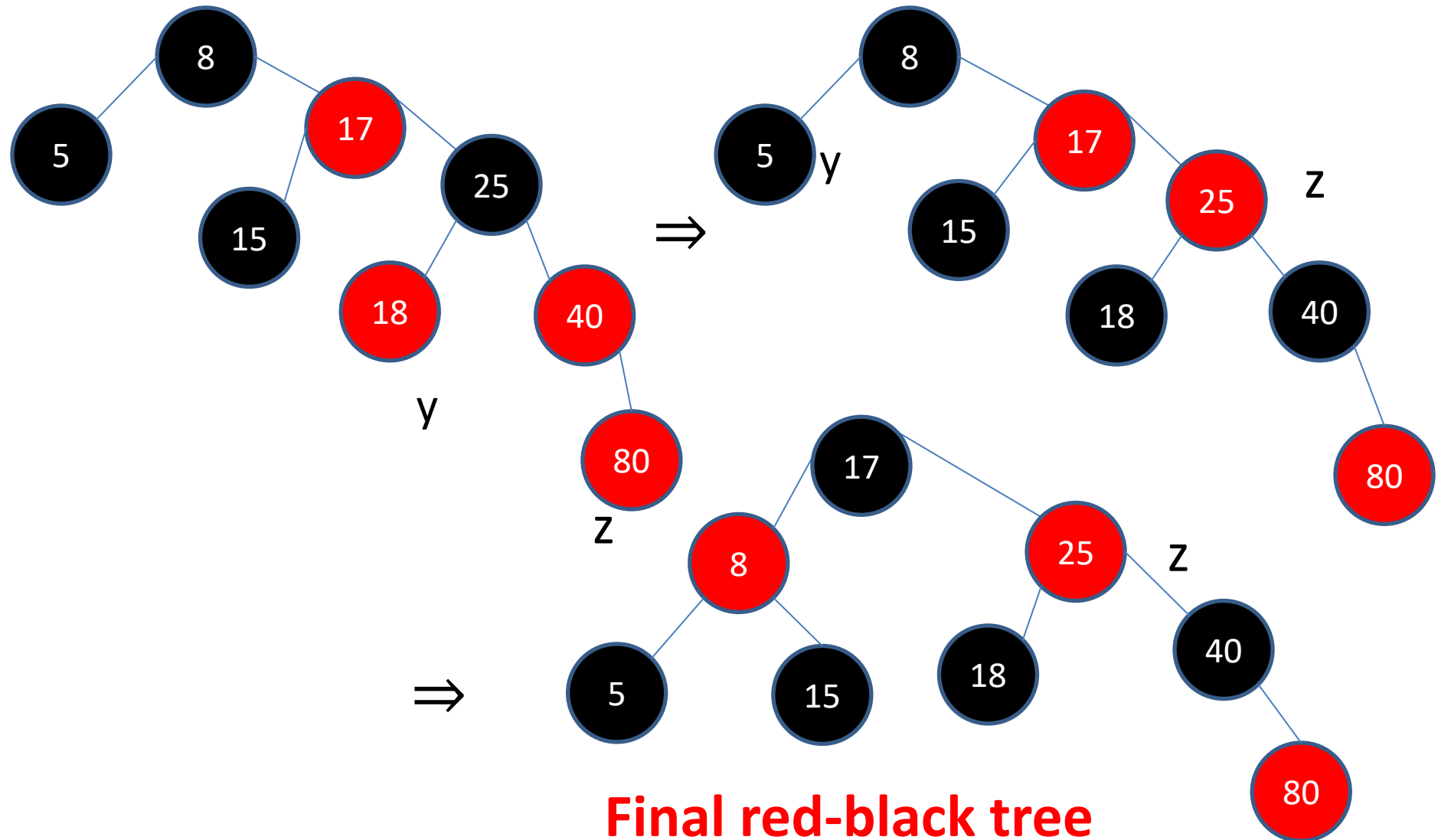
Insertion operation

Now, Insert next element 40.



Insertion operation

Now, Insert next element 80.



Insertion Algorithm

RB-INSERT(T, z)

```
1   $y = T.nil$ 
2   $x = T.root$ 
3  while  $x \neq T.nil$ 
4       $y = x$ 
5      if  $z.key < x.key$ 
6           $x = x.left$ 
7      else  $x = x.right$ 
8   $z.p = y$ 
9  if  $y == T.nil$ 
10      $T.root = z$ 
11  elseif  $z.key < y.key$ 
12      $y.left = z$ 
13  else  $y.right = z$ 
14   $z.left = T.nil$ 
15   $z.right = T.nil$ 
16   $z.color = RED$ 
17  RB-INSERT-FIXUP( $T, z$ )
```

Insertion Algorithm

RB-INSERT-FIXUP(T, z)

```
1  while  $z.p.color == RED$ 
2      if  $z.p == z.p.p.left$ 
3           $y = z.p.p.right$ 
4          if  $y.color == RED$ 
5               $z.p.color = BLACK$ 
6               $y.color = BLACK$ 
7               $z.p.p.color = RED$ 
8               $z = z.p.p$ 
9          else if  $z == z.p.right$ 
10              $z = z.p$ 
11             LEFT-ROTATE( $T, z$ )
12              $z.p.color = BLACK$ 
13              $z.p.p.color = RED$ 
14             RIGHT-ROTATE( $T, z.p.p$ )
15      else (same as then clause
           with “right” and “left” exchanged)
16   $T.root.color = BLACK$ 
```

Time complexity of
insertion algorithm is
 $\theta(\log n)$.

Deletion operation

Suppose we want to delete a node z from a red-black tree T . We use the following steps for this purpose:-

1. First we delete node z using binary search tree deletion process.
2. Find node y in the following way:-
 - ❖ If node z has two children then y will be successor of z otherwise y will be z .
3. After finding y , we find x in the following way:-
 - ❖ If node y has left child then x will be left child of y otherwise x will be right child of y .
4. If color of y is **red**, then we terminate the process.
5. If color of y is **black**, then we maintain the properties of red-black tree in the following way:-

Deletion operation

(5-a) We start and continue a loop if x is not root node and color of x is **black**.

(5-b) if x is the left child then we do the following actions:-

(i) Find sibling of x. Let it is denoted by w.

(ii) There will be four cases:-

Case-1: If color of w is **red**, then we do the following actions:-

(1) w.color = **black**

(2) x.p.color = **red**

(3) Apply left rotation at parent of node x.

Case-2: If color of w is **black** and color of its both children is also **black**, then we do the following actions:-

(1) w.color = **red**

(2) x = x.p

Deletion operation

Case-3: If color of w is **black** and color of its left child is **red** and color of its right child is **black**, then we do the following actions:-

- (1) w.left.color = **black**
- (2) w.color = **red**
- (3) Apply right rotation at node w.

Case-4: If color of w is **black** and color of its right child is **red**, then we do the following actions:-

- (1) w.right.color = **black**
- (2) w.color = x.p.color
- (3) x.p.color = **black**
- (4) Apply left rotation at parent of node x.
- (5) x = T.root

Deletion operation

(5-c) if x is the right child then we do the following actions:-

(i) Find sibling of x. Let it is denoted by w.

(ii) There will be four cases:-

Case-1: If color of w is **red**, then we do the following actions:-

(1) w.color = **black**

(2) x.p.color = **red**

(3) Apply right rotation at parent of node x.

Case-2: If color of w is **black** and color of its both children is also **black**, then we do the following actions:-

(1) w.color = **red**

(2) x = x.p

Deletion operation

Case-3: If color of w is **black** and color of its right child is **red** and color of its left child is **black**, then we do the following actions:-

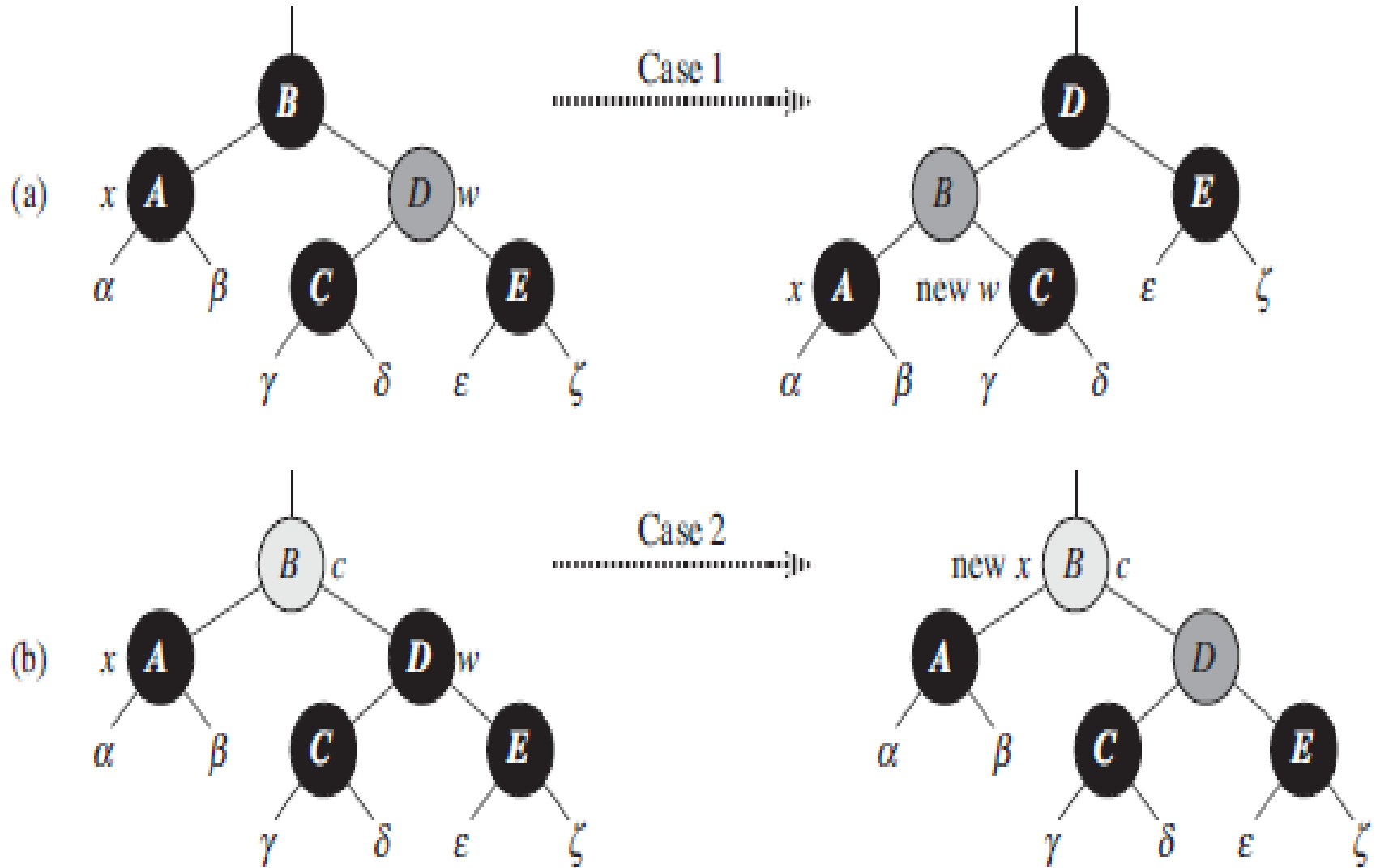
- (1) w.right.color = **black**
- (2) w.color = **red**
- (3) Apply left rotation at node w.

Case-4: If color of w is **black** and color of its left child is **red**, then we do the following actions:-

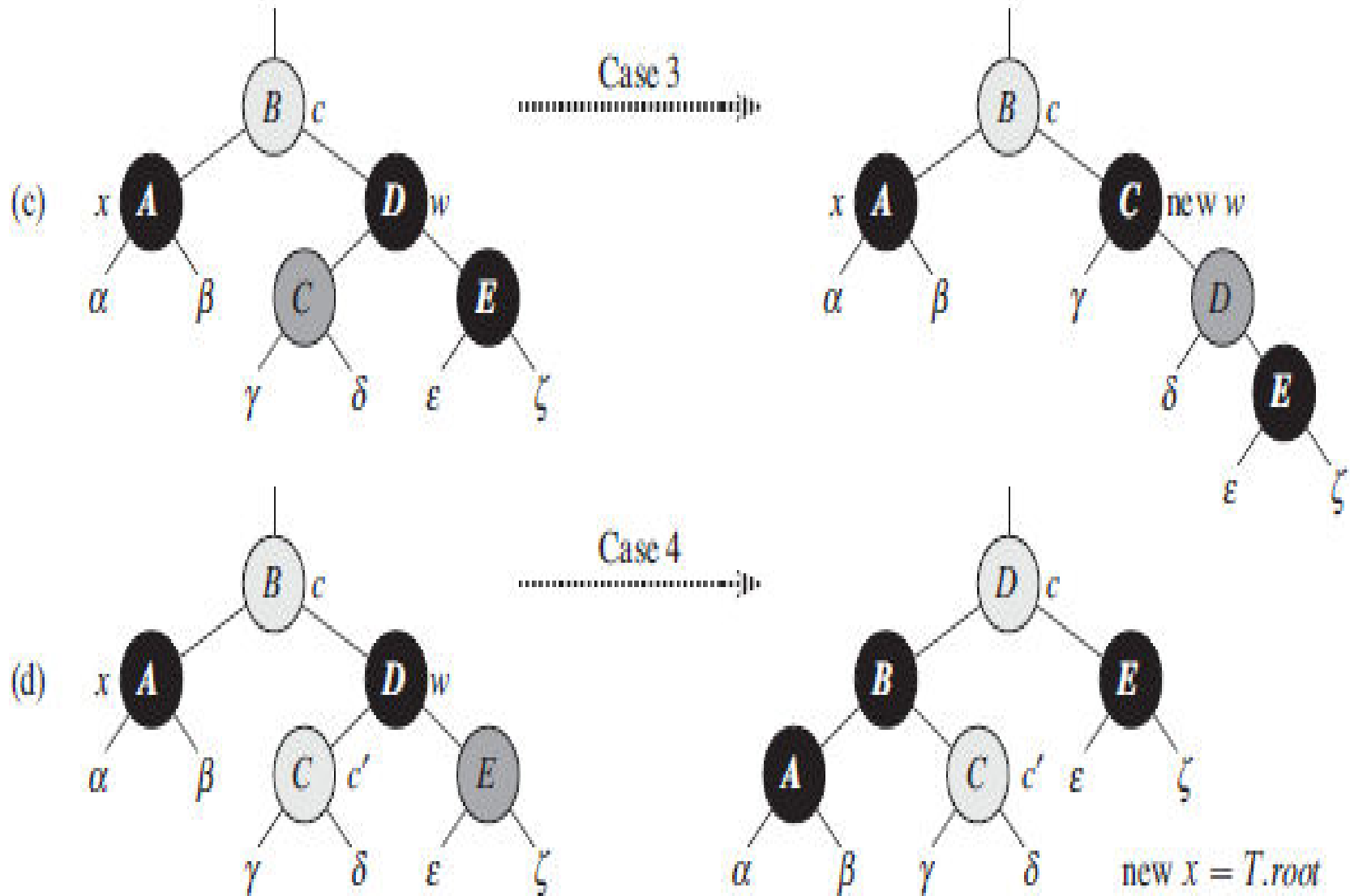
- (1) w.left.color = **black**
- (2) w.color = x.p.color
- (3) x.p.color = **black**
- (4) Apply right rotation at parent of node x.
- (5) x = T.root

(5-d) After exit from the loop, we make the color of node x to the **black**
i.e. x.color = **black**

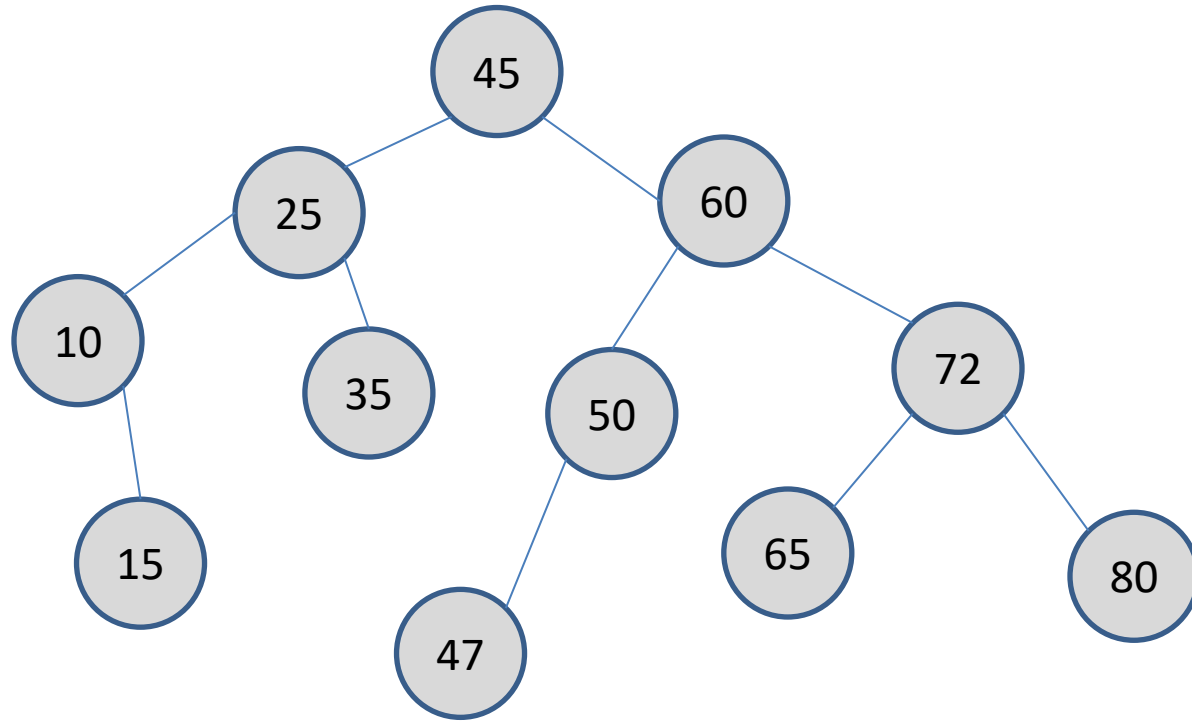
Deletion operation



Deletion operation

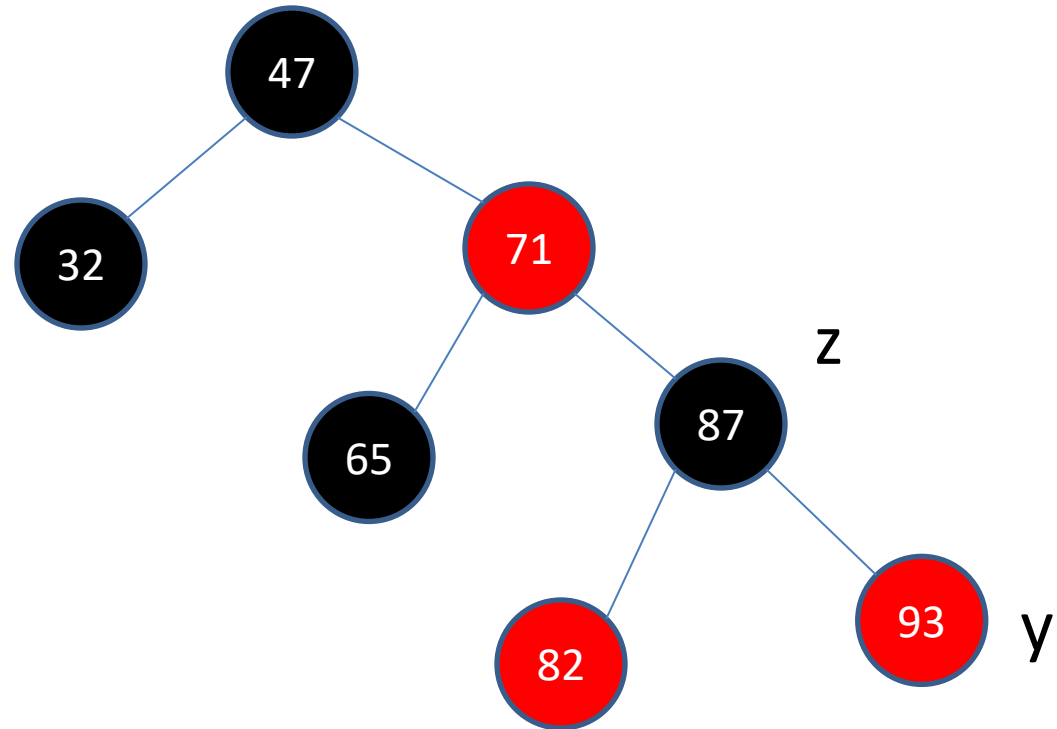


Binary search tree deletion



Deletion operation

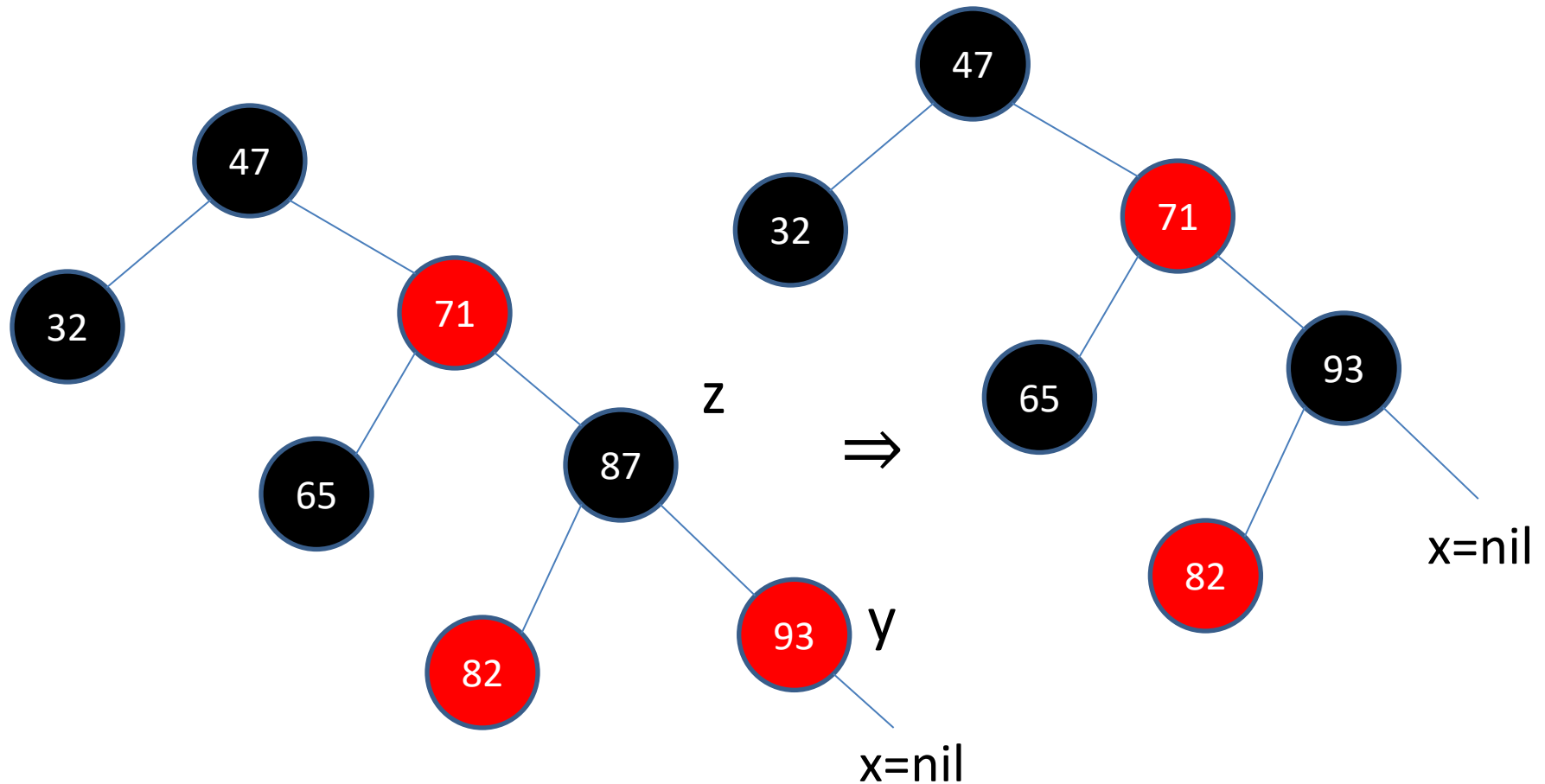
Example: Consider the following red-black tree



Delete the element 87, 32 and 71 in order.

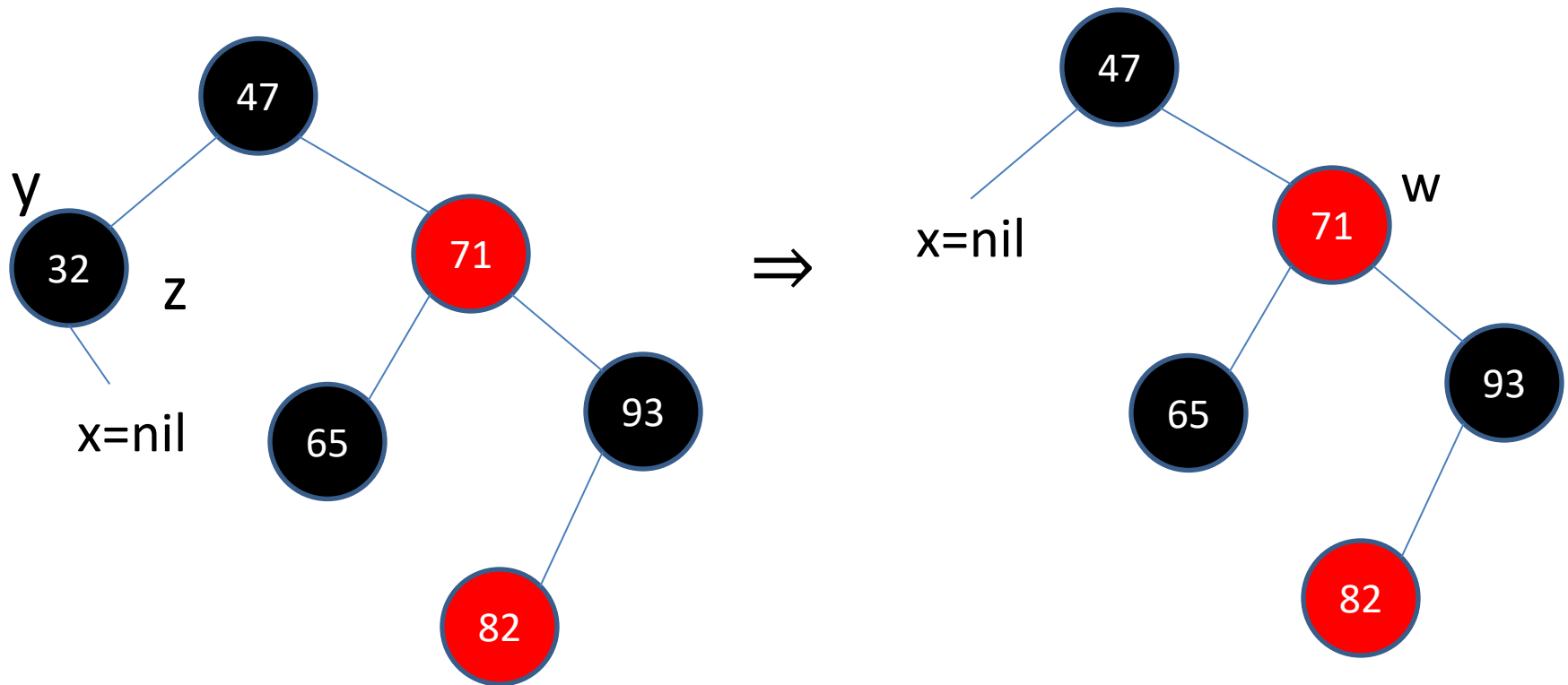
Deletion operation

Deletion of 87



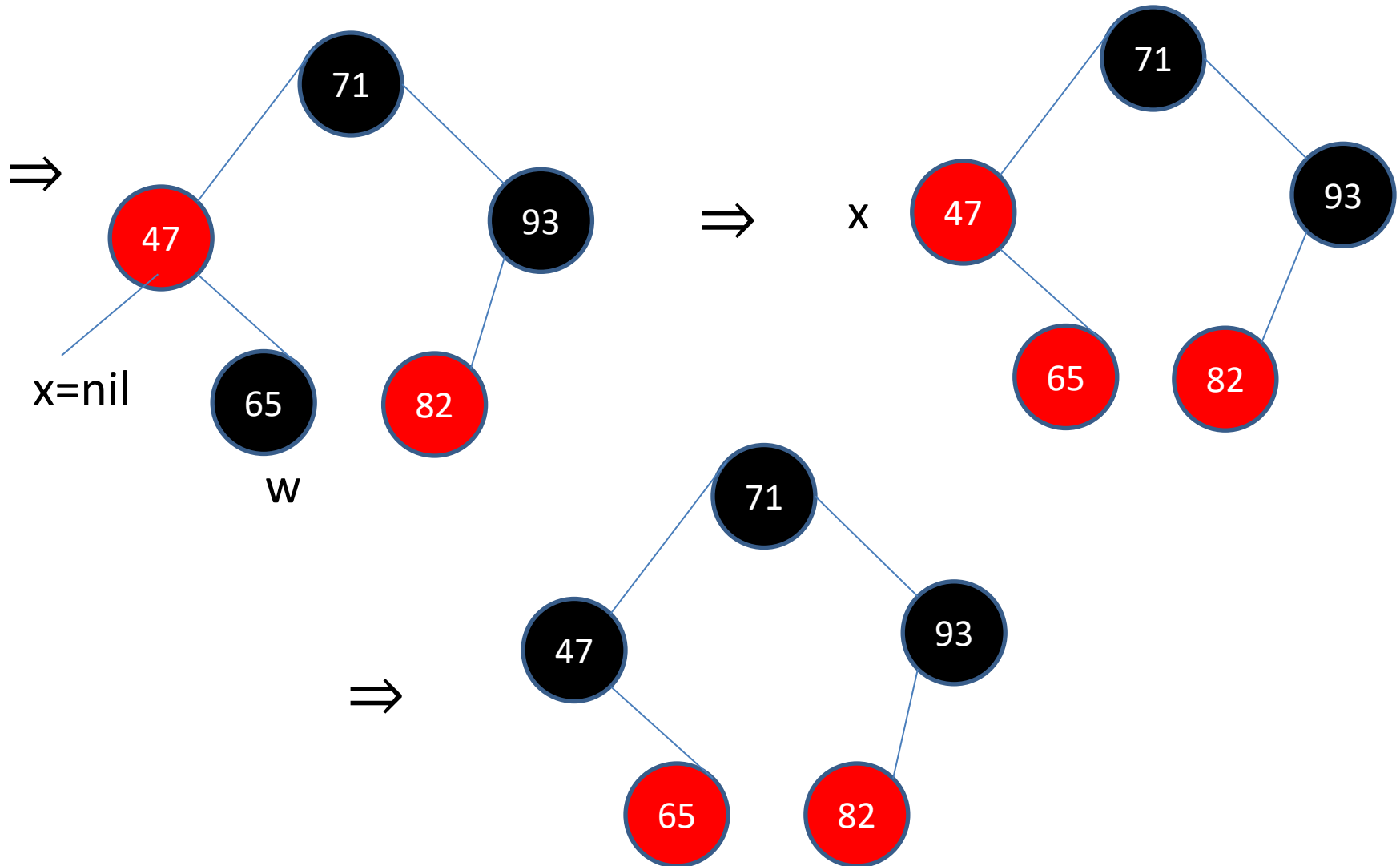
Deletion operation

Deletion of 32



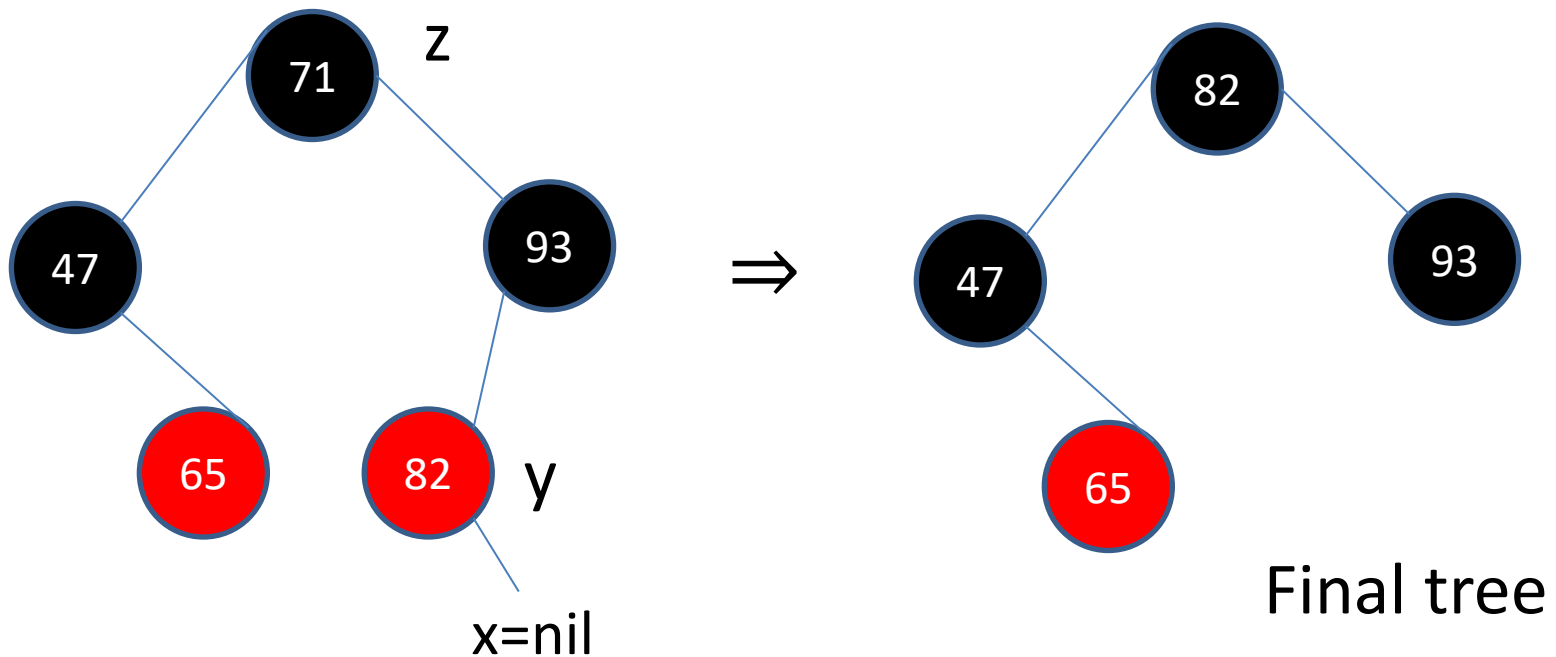
Deletion operation

Deletion of 32(continue)



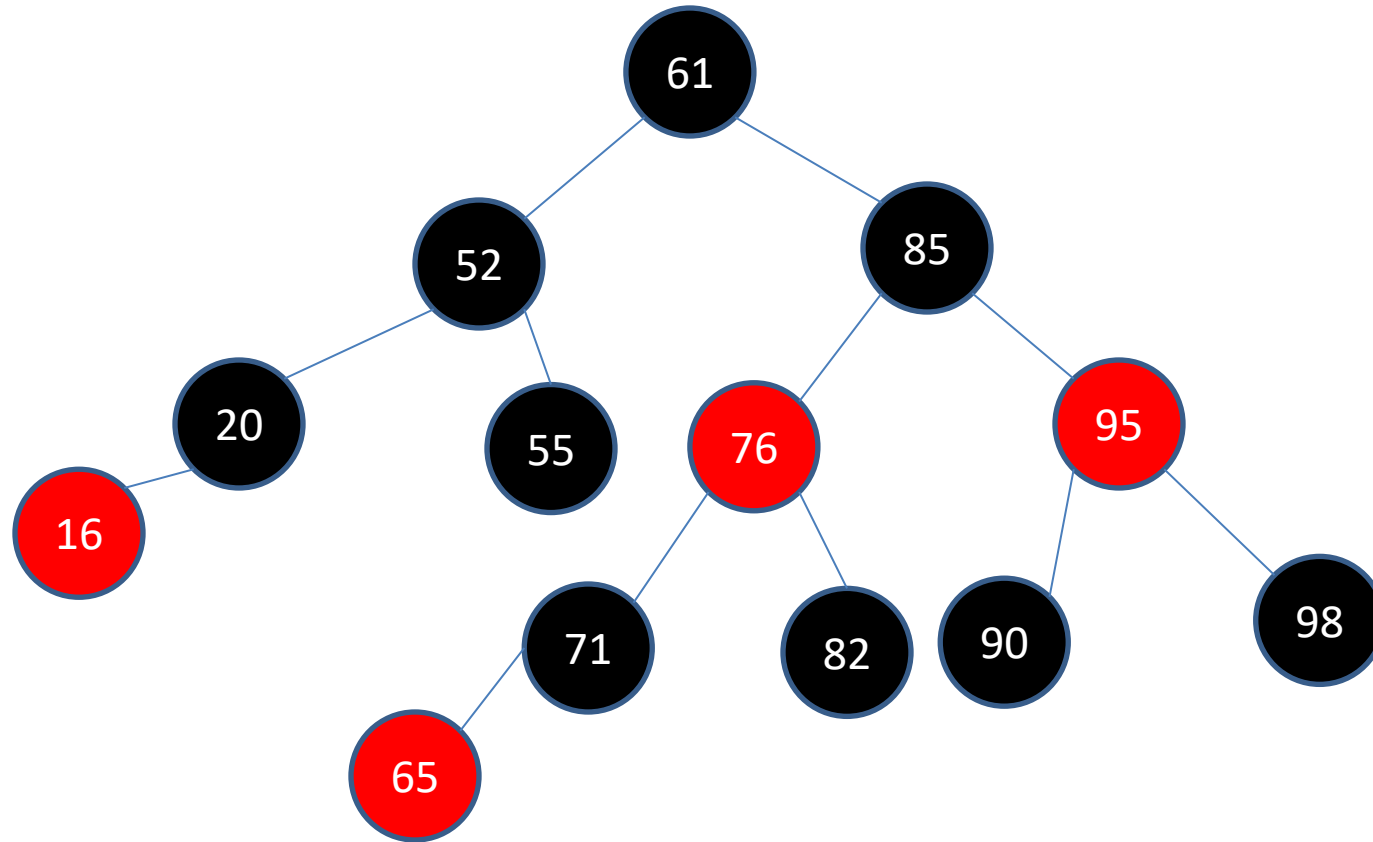
Deletion operation

Deletion of 71



Deletion operation

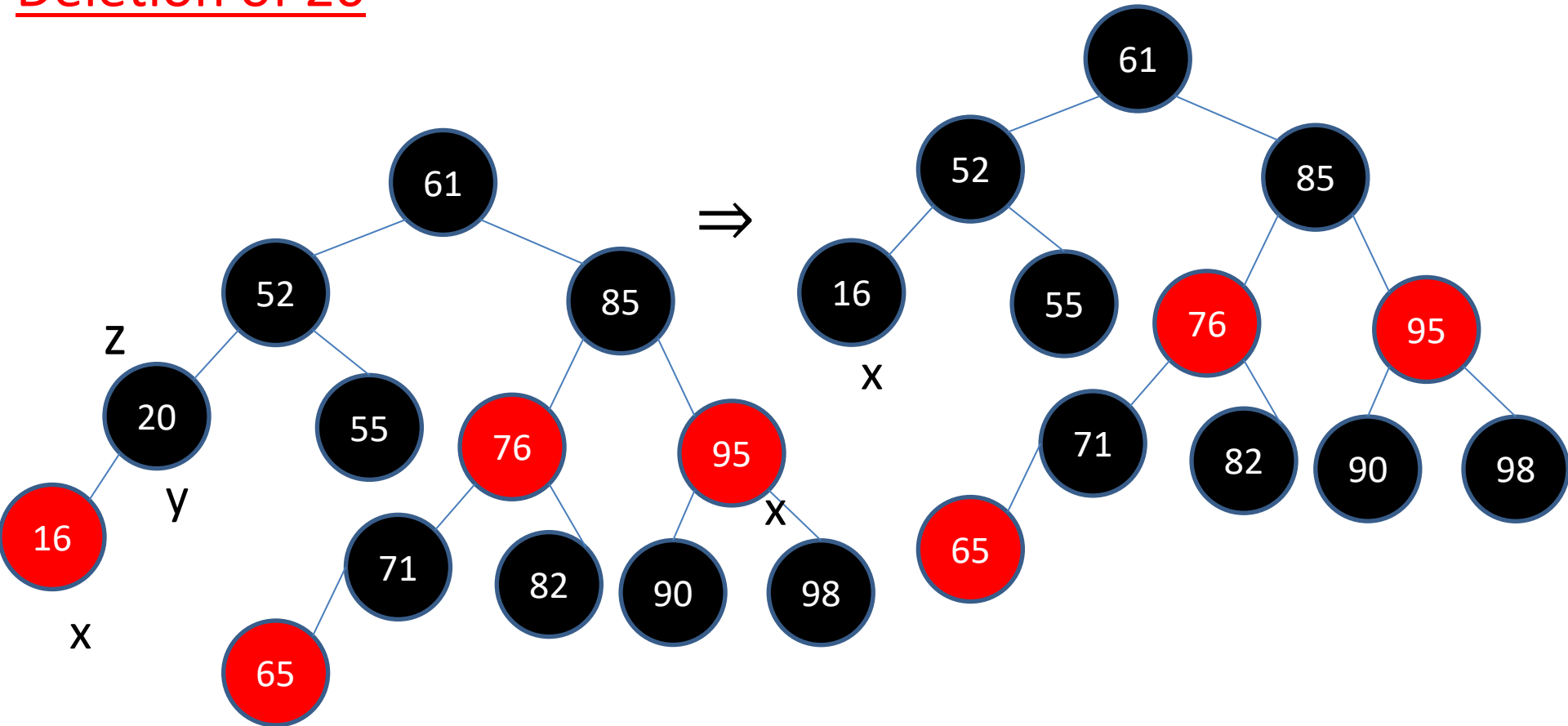
Example: Consider the following red-black tree



Delete the element 20, 85, 95 and 98 in order.

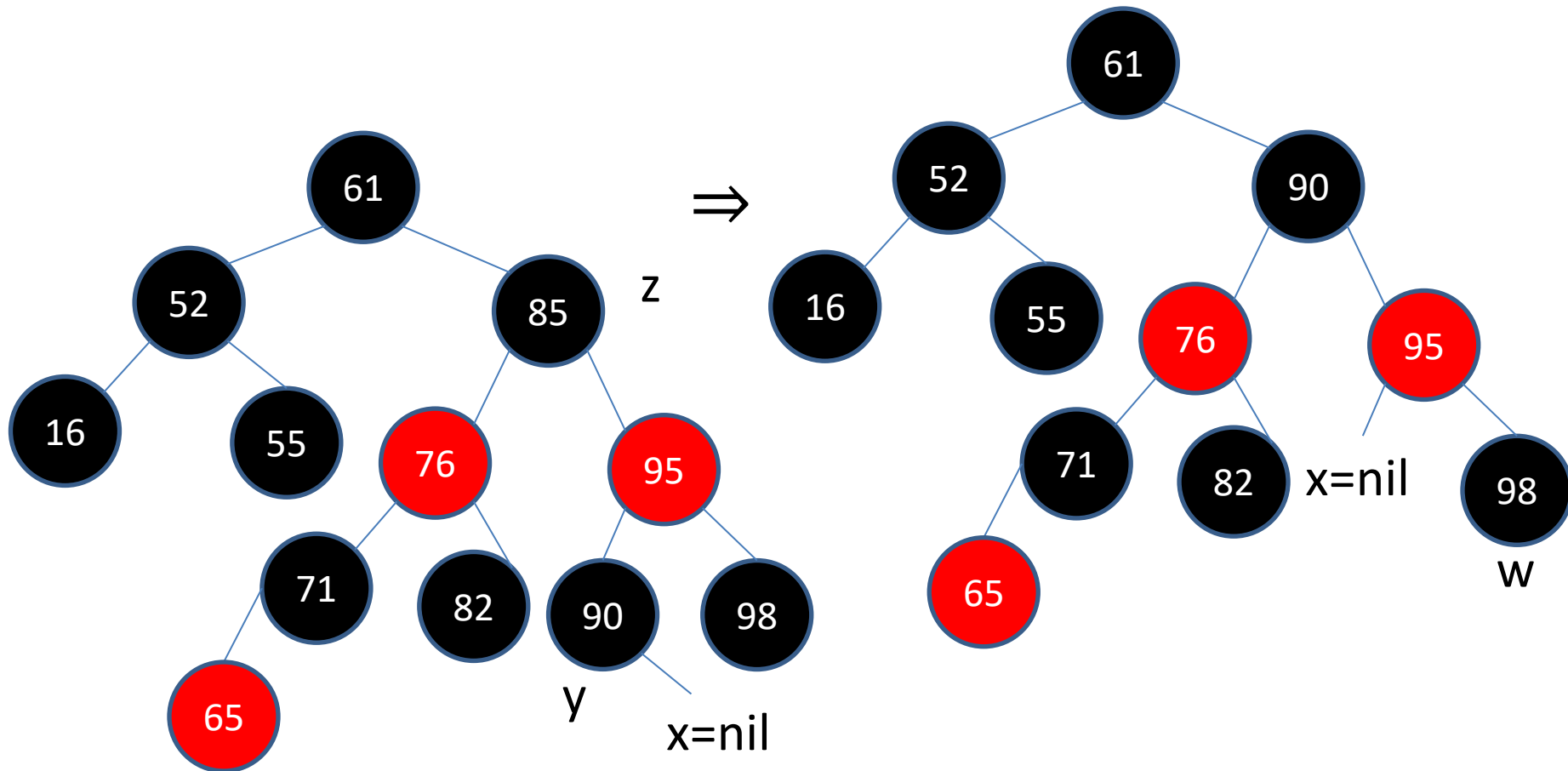
Deletion operation

Deletion of 20



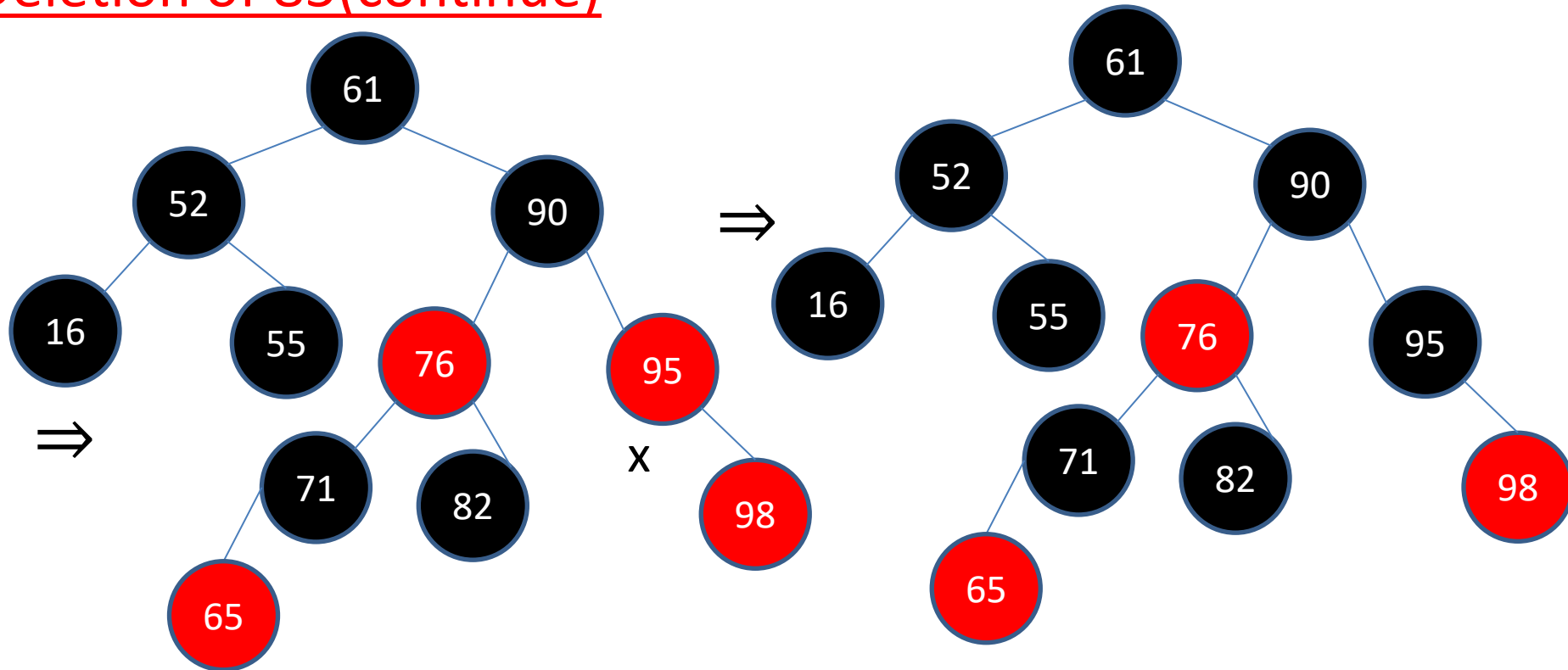
Deletion operation

Deletion of 85



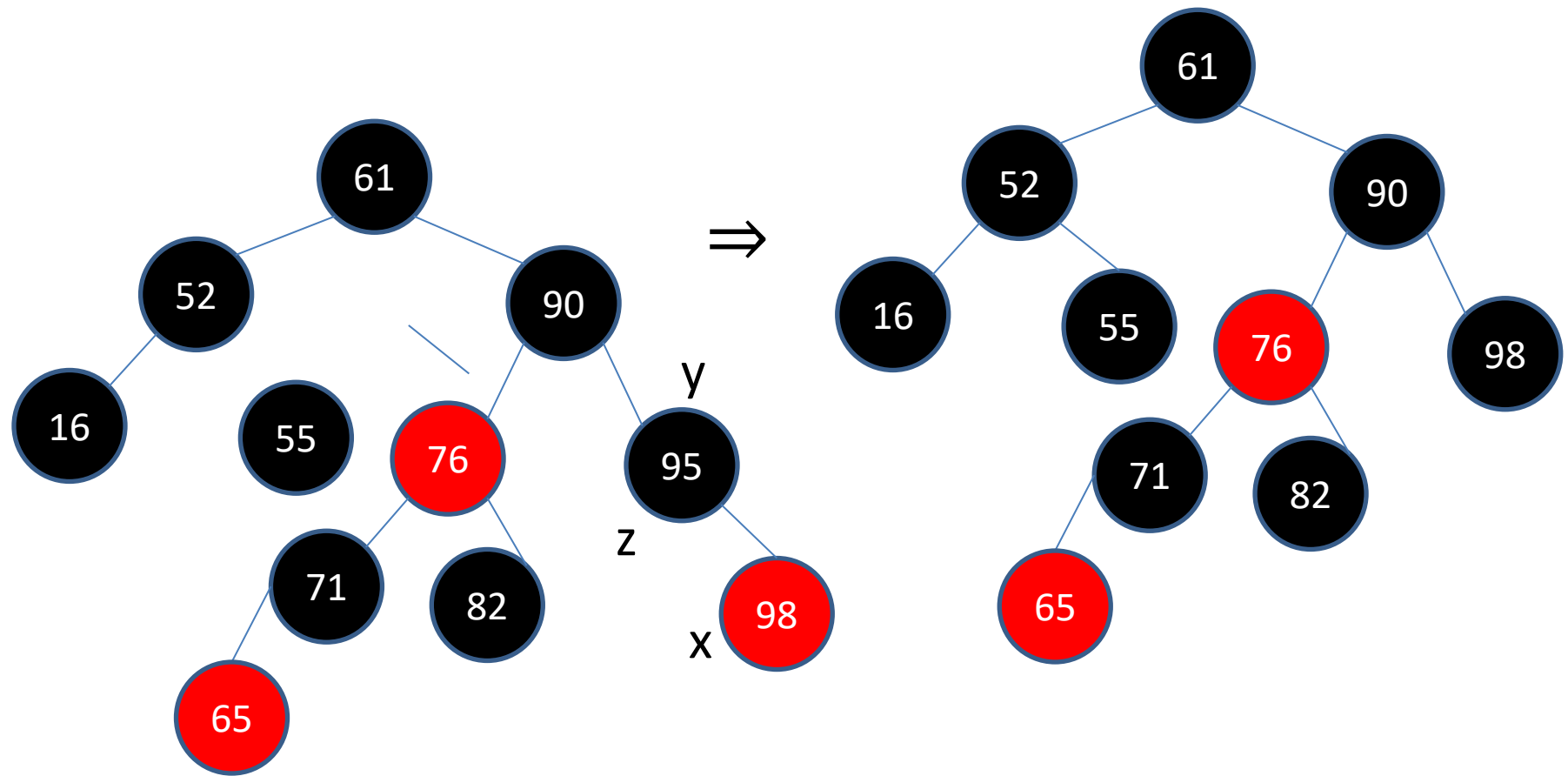
Deletion operation

Deletion of 85(continue)



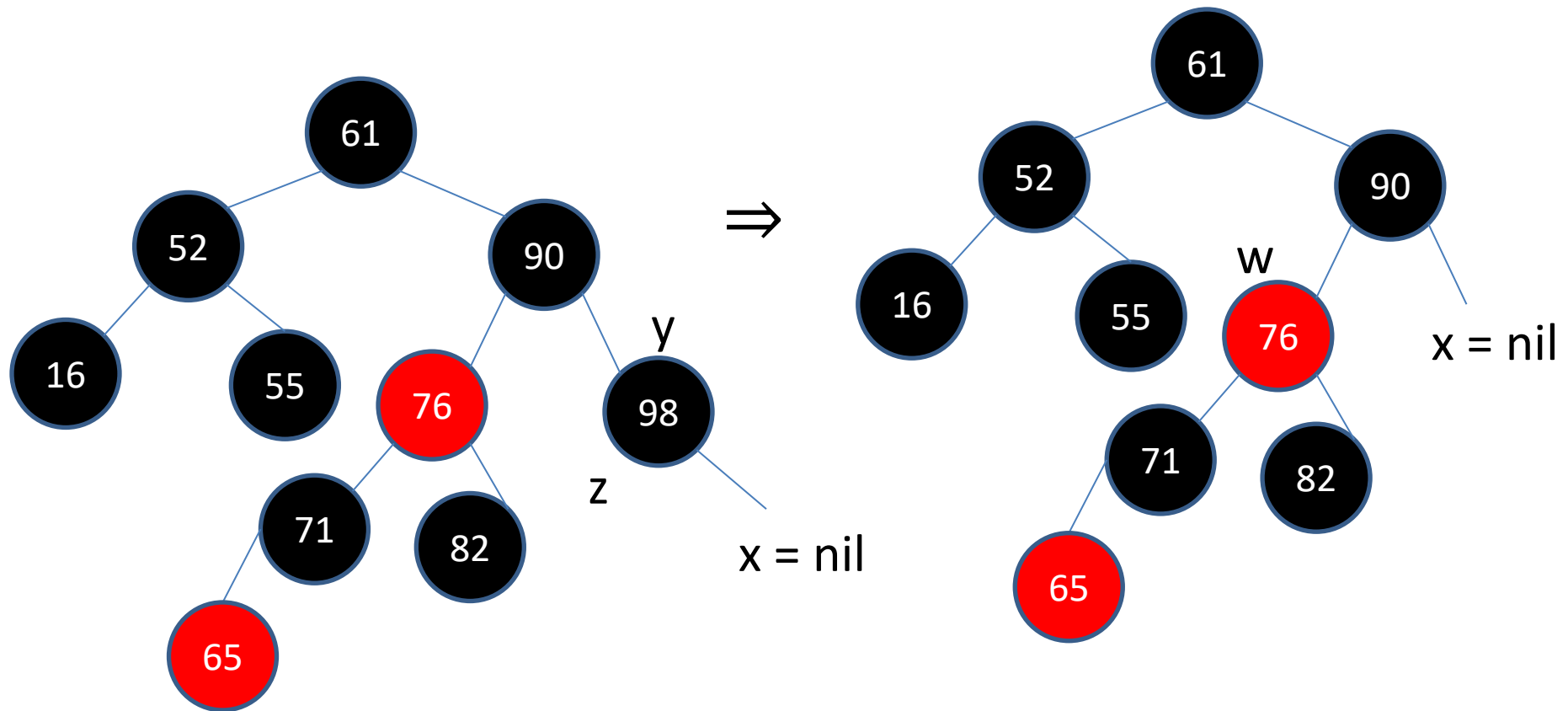
Deletion operation

Deletion of 95



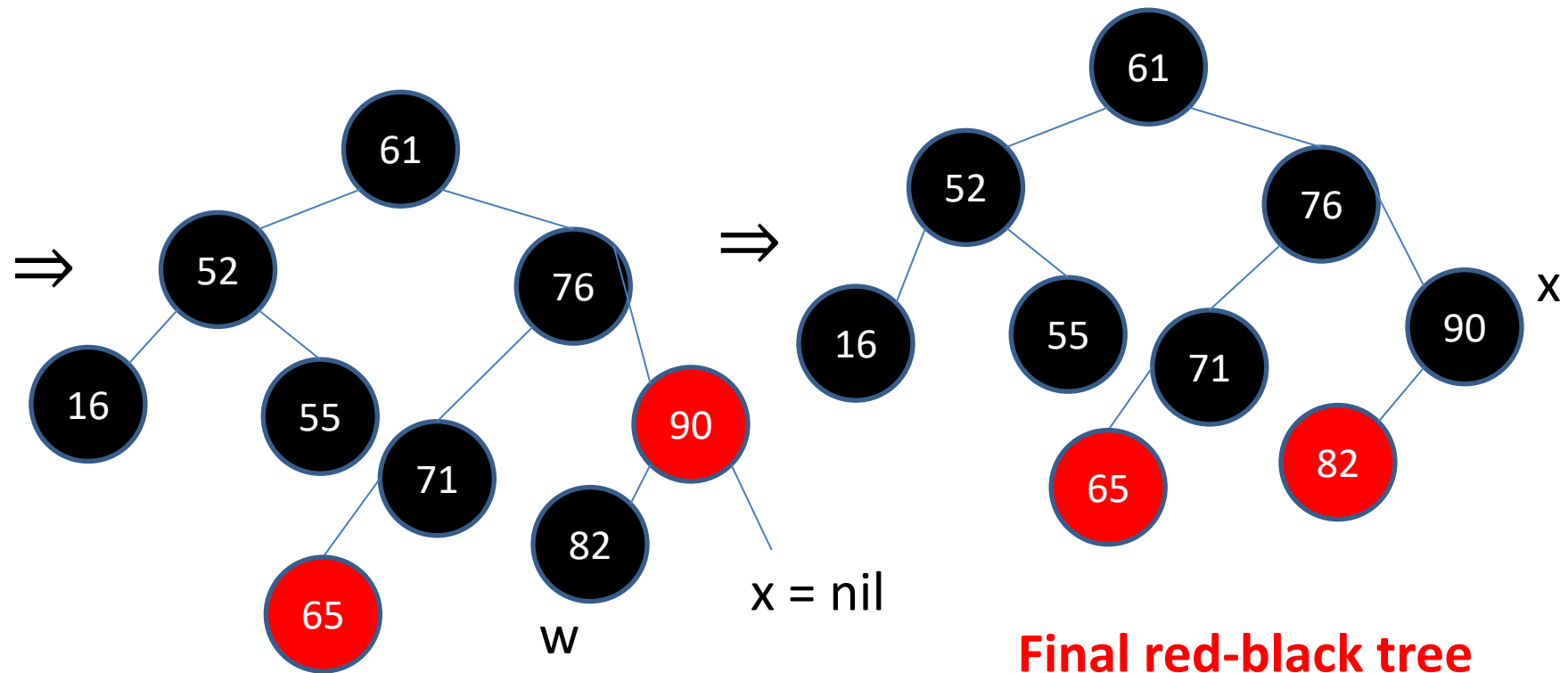
Deletion operation

Deletion of 98



Deletion operation

Deletion of 98(continue)



AKTU exam. questions

1. Insert the elements 8, 20, 11, 14, 9, 4, 12 in a Red-Black Tree and delete 12, 4, 9, 14 respectively.
2. What is Red-Black tree? Write an algorithm to insert a node in an empty red-black tree explain with suitable example.
3. Insert the following element in an initially empty RB-Tree. 12, 9, 81, 76, 23, 43, 65, 88, 76, 32, 54. Now Delete 23 and 81.
4. Write the properties of Red-Black Tree. Illustrate with an example, how the keys are inserted in an empty red-black tree.

Thank You.