

# Unit 6

## Red Black Trees and AVL Trees

Amir Hussain

Cyber Security Trainer

Computer Science & Engineering



## Topic

# AVL tree Construction Operations on AVL





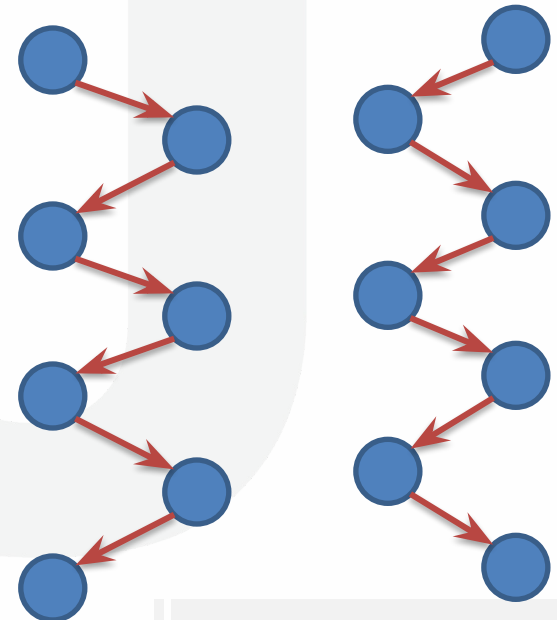
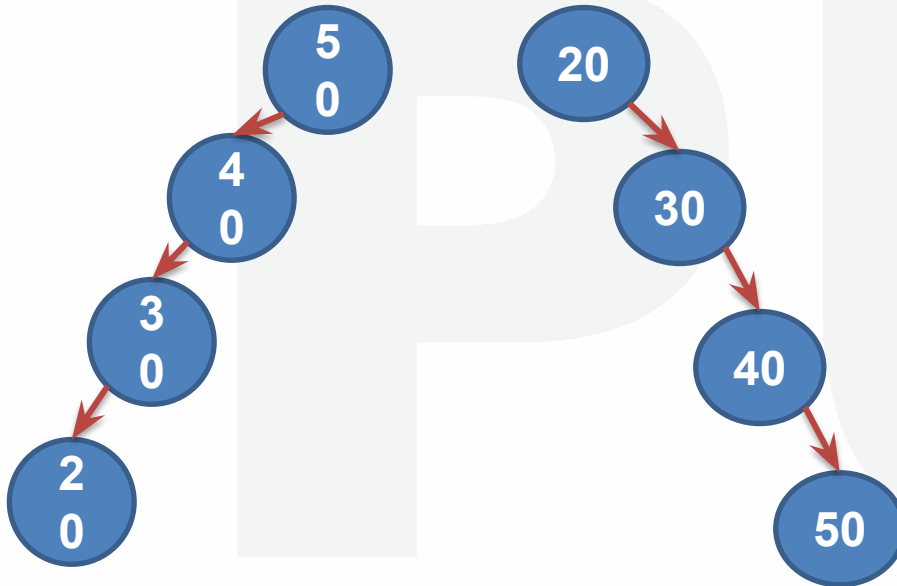
# Introduction

- Binary Search Tree gives advantage of Fast Search, but sometimes in few cases we are not able to get this advantage. E.g. look into worst case BST
- Balanced binary trees are classified into two categories
  - Height Balanced Tree (AVL Tree)
  - Weight Balanced Tree



## Balanced Tree

### Worst search time cases for Binary Search Tree



## Height Balanced Tree (AVL Tree)

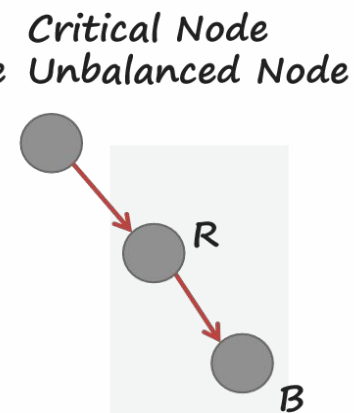
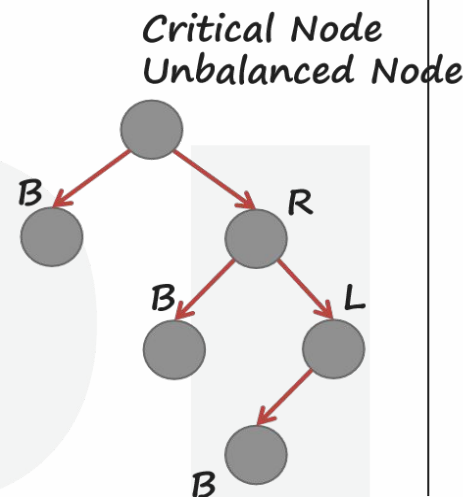
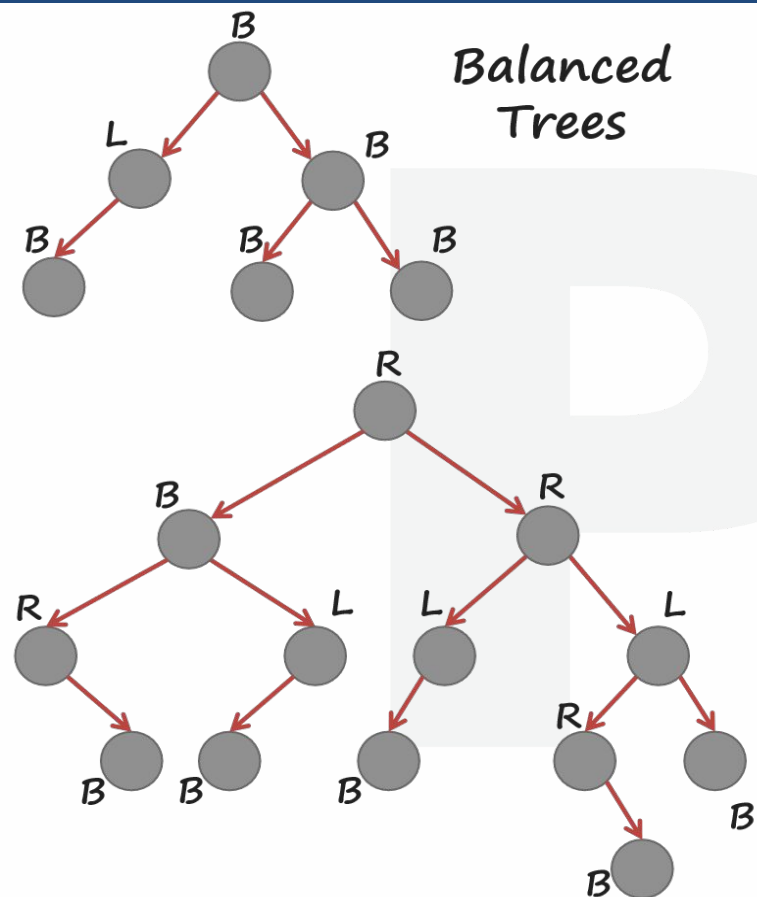
- A tree is called **AVL tree (Height Balanced Tree)**, if each node possessed one of the following properties
  - A **node** is called **left heavy**, if the **longest path in its left sub tree** is **one** longer than the **longest path of its right sub tree**
  - A **node** is called **right heavy**, if the **longest path in its right subtree** is **one** longer than **the longest path of its left sub tree**
  - A **node** is called **balanced**, if the longest path in **both the right and left sub-trees** are equal
- In height balanced tree, each node must be in one of these states
- If there exists a node in a tree where this is not true, then such a tree is called **Unbalanced**







# Height Balanced Tree (AVL Tree)

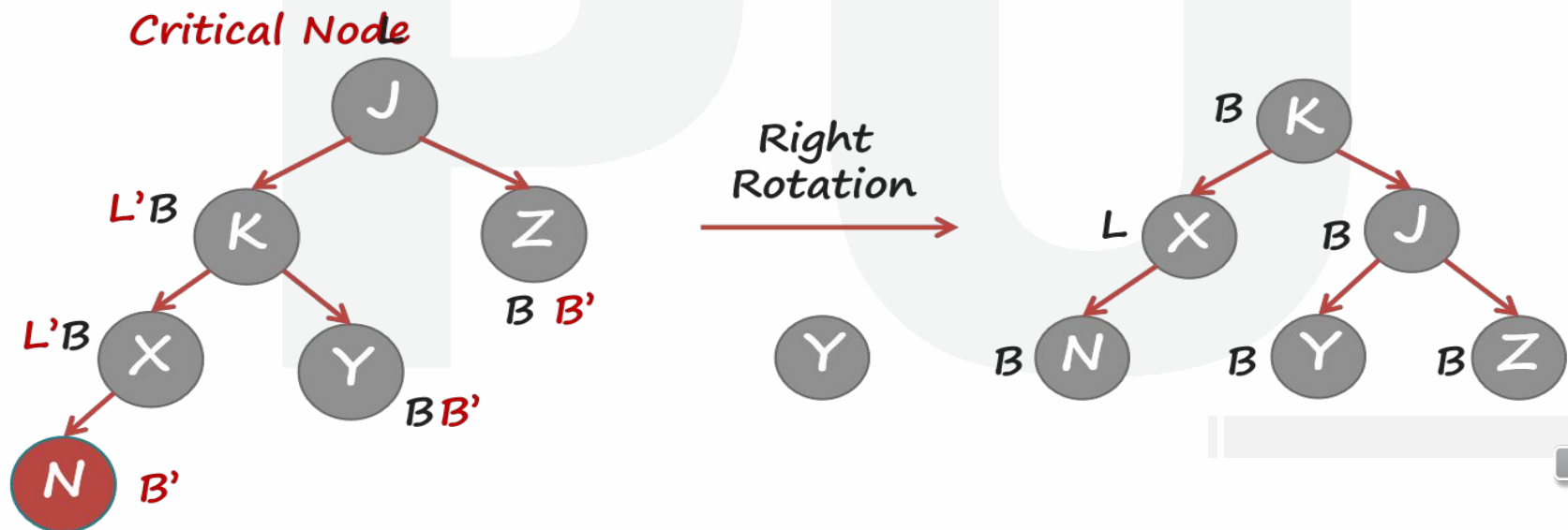


- } Sometimes tree becomes unbalanced by inserting or deleting any node
- } Then based on position of insertion, we need to rotate the unbalanced node
- } **Rotation** is the **process** to **make tree balanced**



## Right Rotation

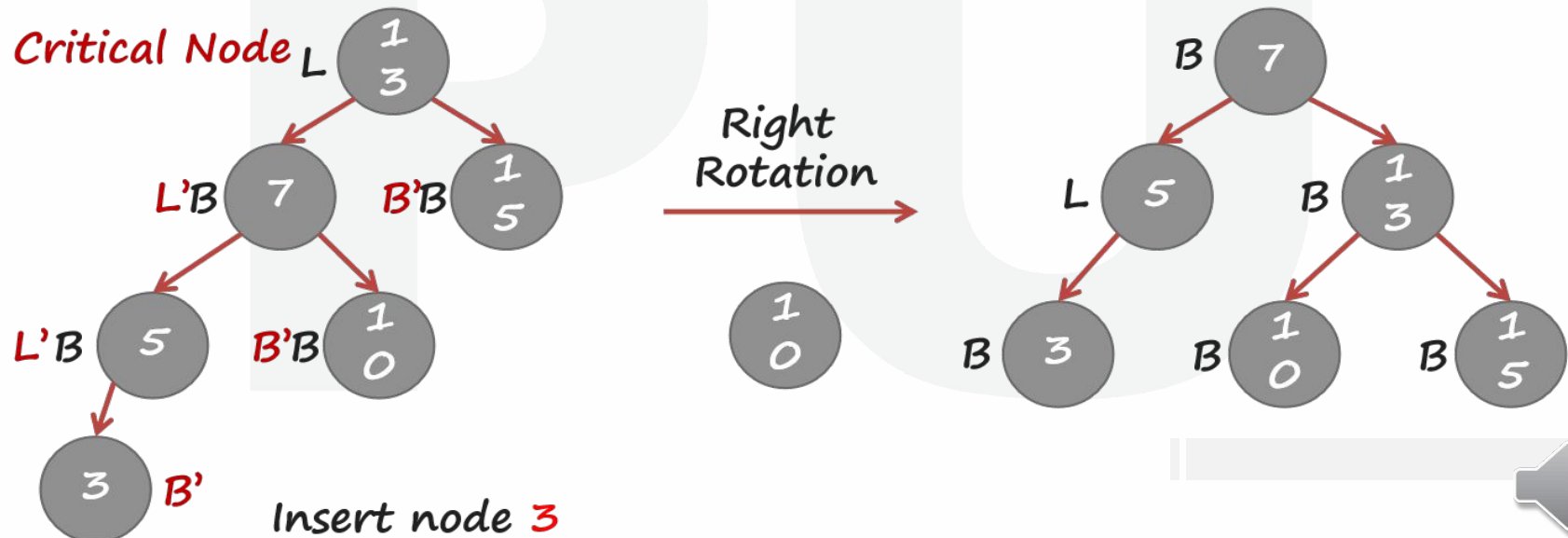
- Detach left child's right sub-tree
- Consider left child to be the new parent
- Attach old parent onto right of new parent
- Attach old left child's old right sub-tree as left sub-tree of new right child





## Right Rotation

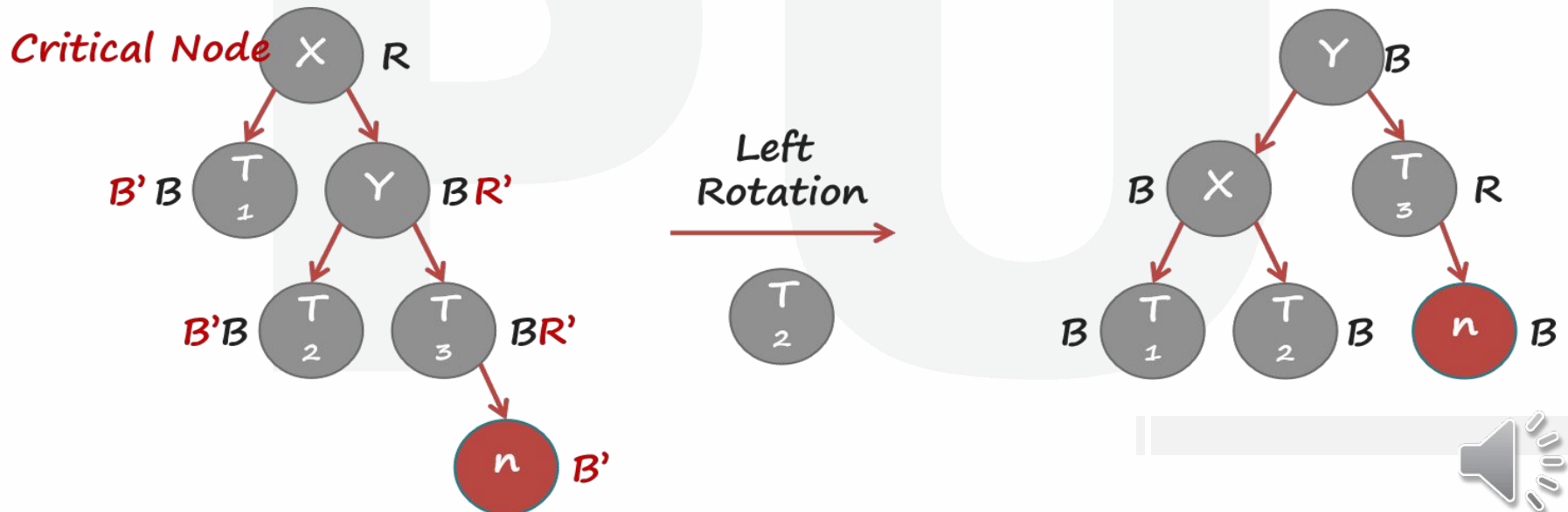
- Detach** left child's right sub-tree
- Consider **left child** to be the **new parent**
- Attach old parent** onto **right of new parent**
- Attach old left child's old right sub-tree** as **left sub-tree of new right child**





## Left Rotation

- Detach** right child's leaf sub-tree
- Consider **right child** to be **new parent**
- Attach old parent** onto **left of new parent**
- Attach old right child's old left sub-tree** as **right sub-tree of new left child**



## Select Rotation based on Insertion Position

**Case 1:** Insertion into **Left sub-tree** of **node's Left child**

**Single Right Rotation**

**Case 2:** Insertion into **Right sub-tree** of **node's Left child**

**Left Right Rotation**

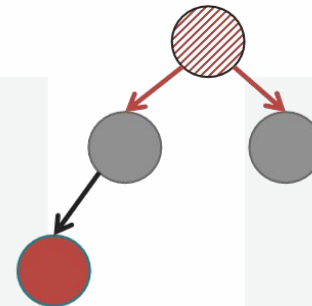
**Case 3:** Insertion into **Left sub-tree** of **node's Right child**

**Right Left Rotation**

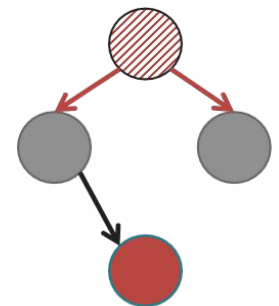
**Case 4:** Insertion into **Right sub-tree** of **node's Right child**

**Single Left Rotation**

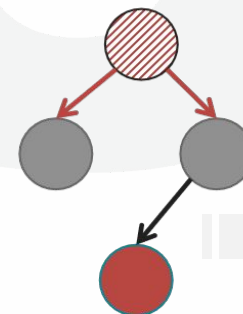
*Case - 1*



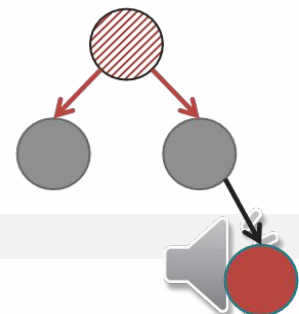
*Case - 2*



*Case - 3*



*Case - 4*

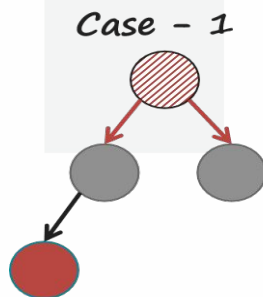


## Insertion into Left sub-tree of nodes Left child

**Case 1:** If node becomes **unbalanced** after **insertion** of new node at **Left sub-tree** of nodes **Left child**, then we need to perform **Single Right Rotation** of **unbalanced node** to balance the node

### Right Rotation

- Detach leaf child's right sub-tree
- Consider leaf child to be the new parent
- Attach old parent onto right of new parent
- Attach old leaf child's old right sub-tree as leaf sub-tree of new right child

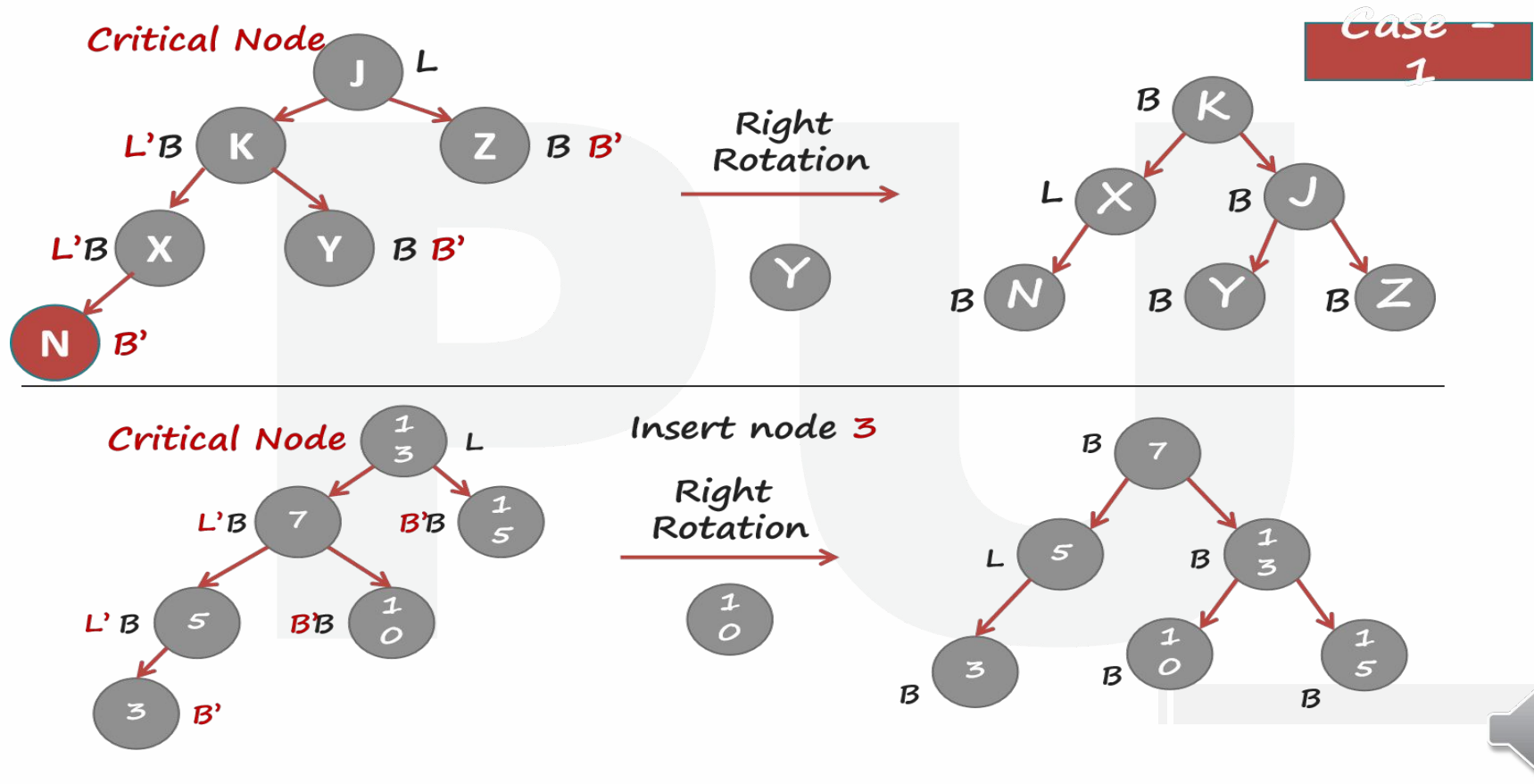


*Single Right Rotation  
of  
unbalanced node*





# Insertion into Left sub-tree of nodes Left child



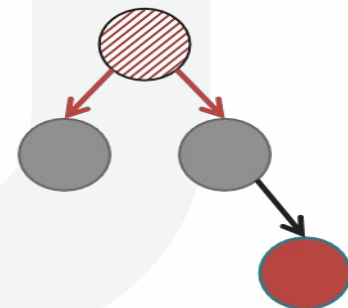
## Insertion into Right sub-tree of node's Right child

**Case 4:** If node becomes unbalanced after **insertion of new node** at **Right sub-tree** of **nodes Right child**, then we need to perform **Single Left Rotation** of **unbalance node** to balance the node

### Left Rotation

- A. Detach right child's leaf sub-tree
- B. Consider right child to be new parent
- C. Attach old parent onto left of new parent
- D. Attach old right child's old left sub-tree as right sub-tree of new left child

*Case - 4*

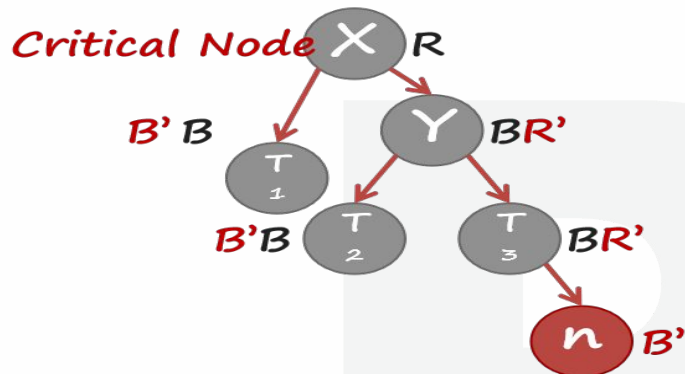


*Single Left Rotation  
of  
unbalanced node*

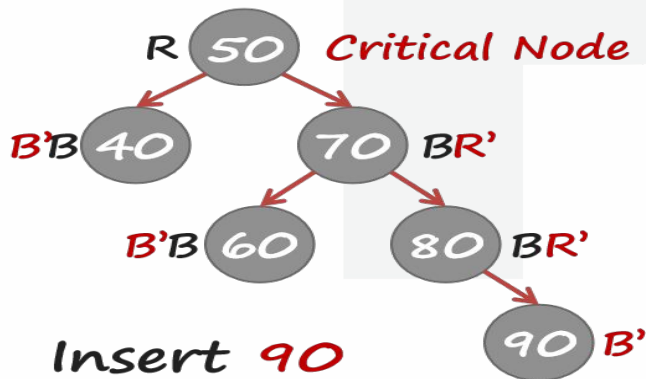
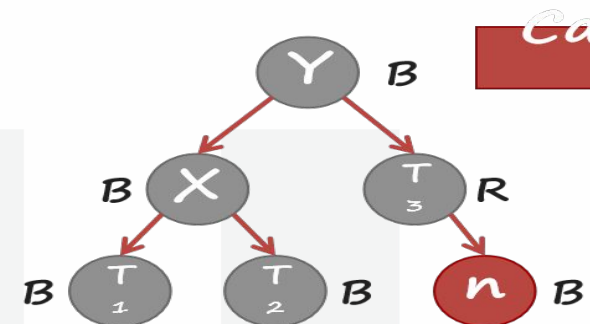




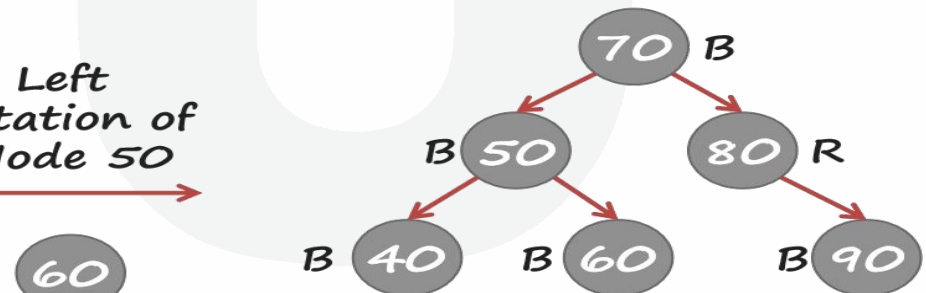
# Insertion into Right sub-tree of node's Right child



Left  
Rotation



Left  
Rotation of  
Node 50





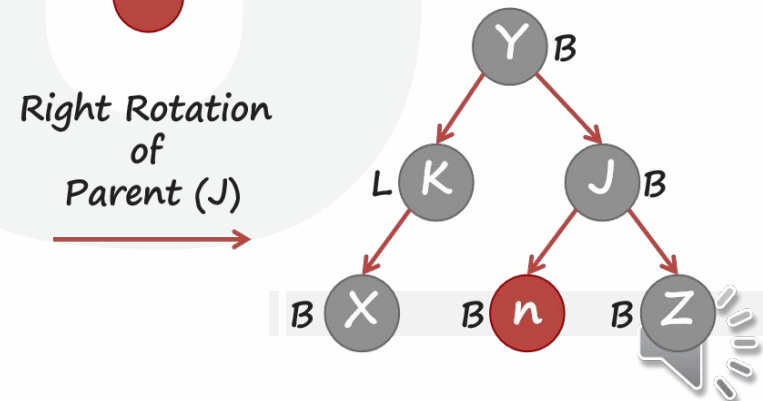
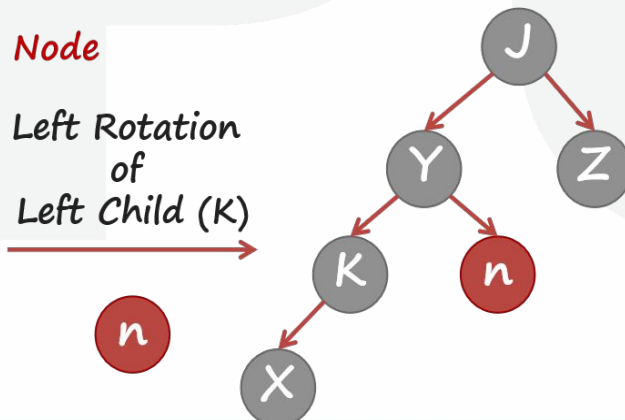
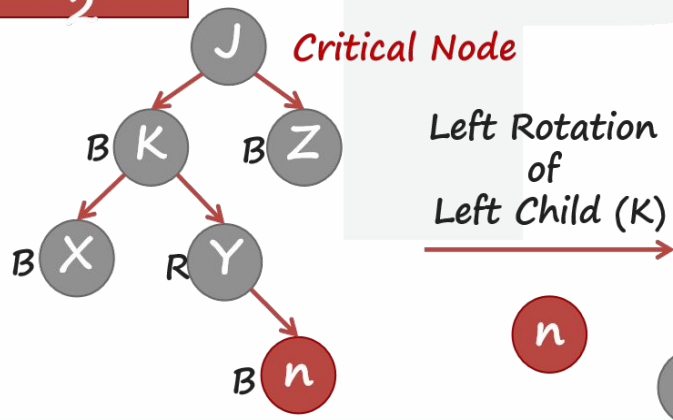
## Insertion into Right sub-tree of node's Left child

**Case 2:** If node becomes unbalanced **after insertion** of **new node** at **Right sub-tree** of **node's Left child**, then we need to perform **Left Right Rotation** for **unbalanced node**.

### Left Right Rotation

**Left Rotation** of **Left Child** followed by  
**Right Rotation** of **Parent**

Case - 2



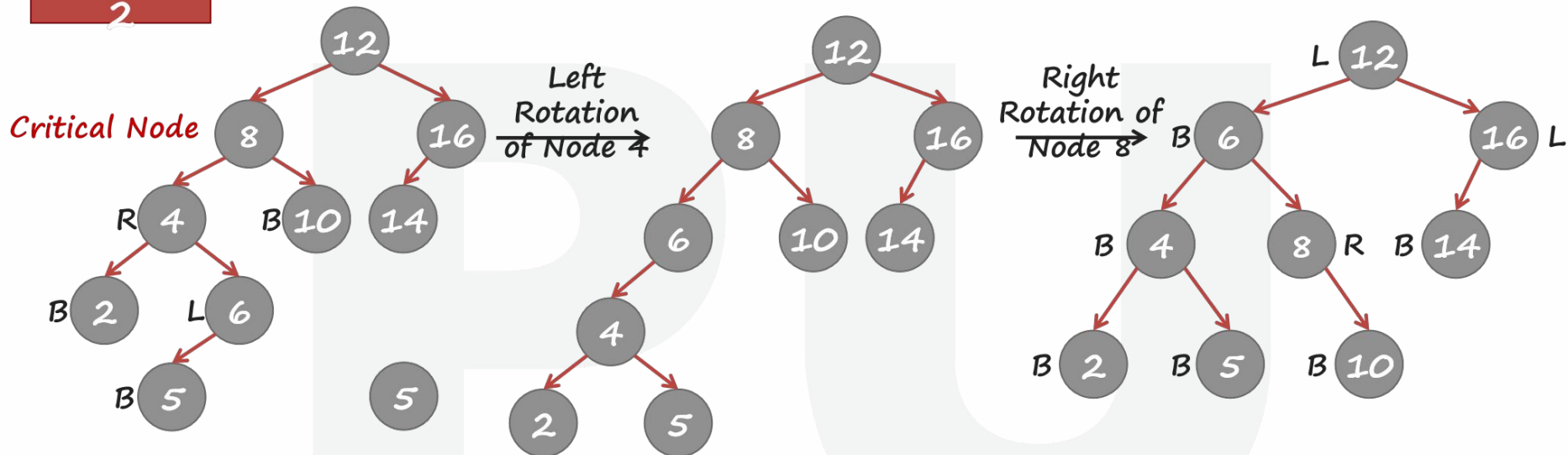
Case - 2

**Left Right Rotation**  
Left Rotation of Left Child  
followed by  
Right Rotation of Parent



## Insertion into Right sub-tree of node's Left child

Case -  
2



**Left Right Rotation**

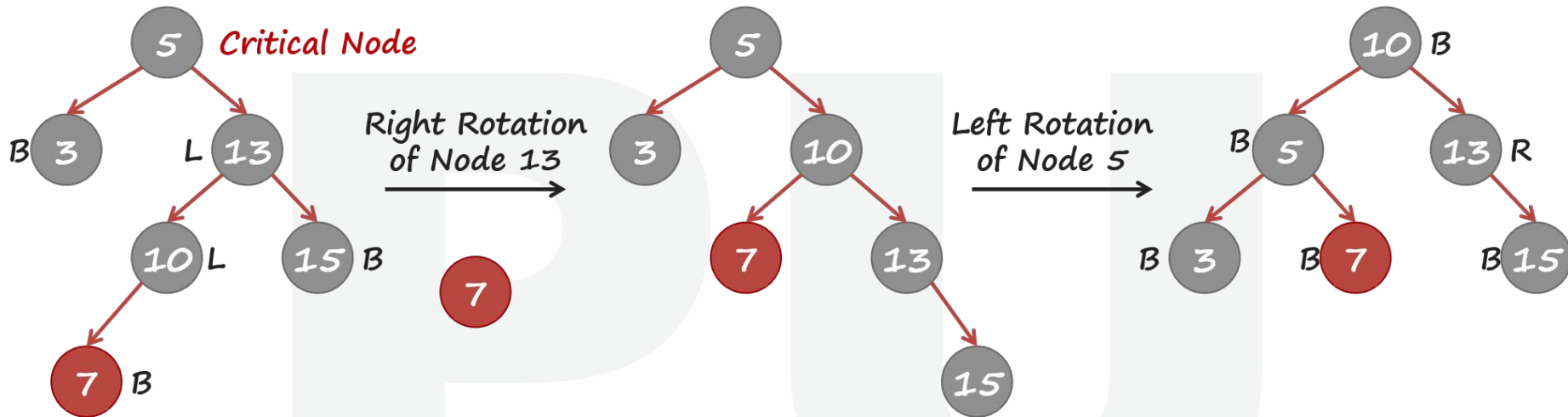
Left Rotation of Left Child (4)  
followed by  
Right Rotation of Parent (8)





## Insertion into Left sub-tree of node's Right child

Case -  
3



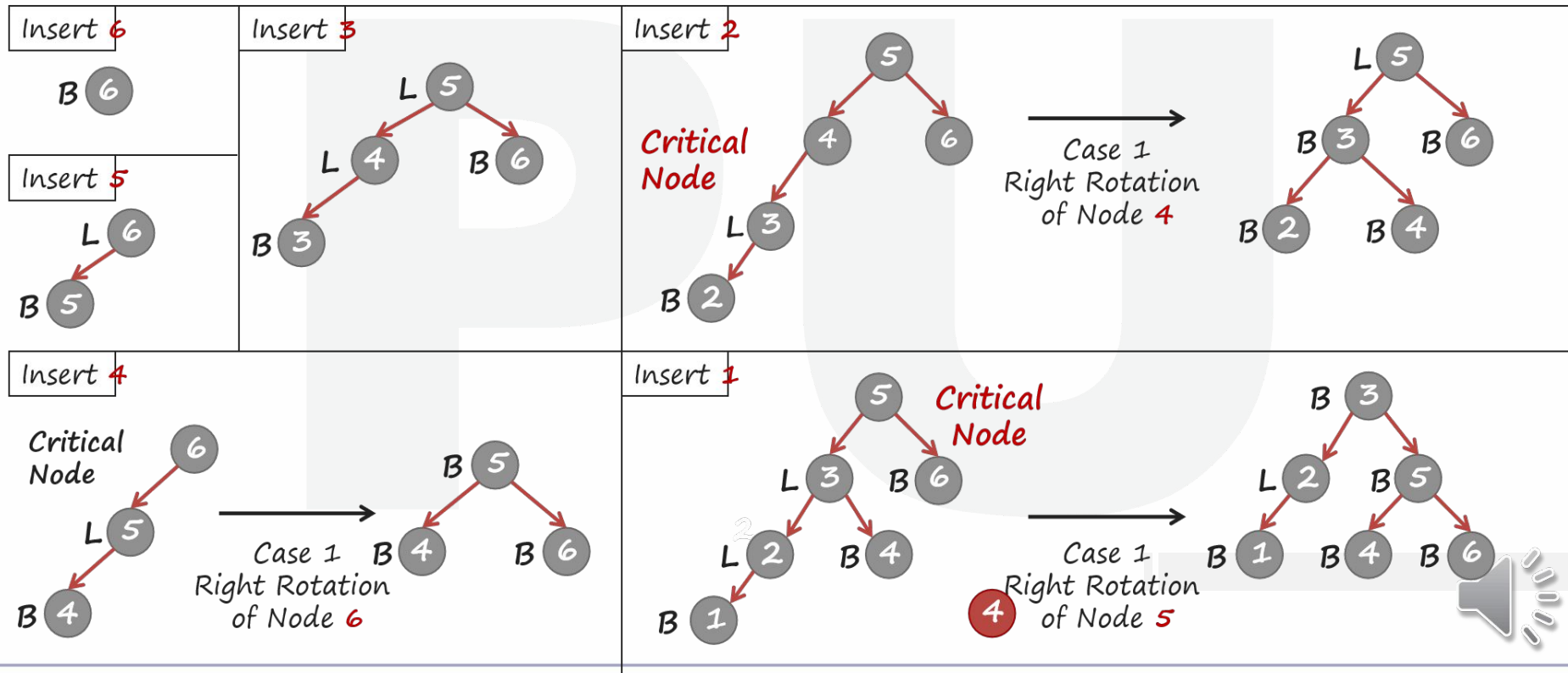
### Right Left Rotation

Right Rotation of Right Child (13)  
followed by  
Left Rotation of Parent (5)



# Construct AVL Search Tree

Construct AVL Search tree by inserting following elements in order of their occurrence 6, 5, 4, 3, 2, 1

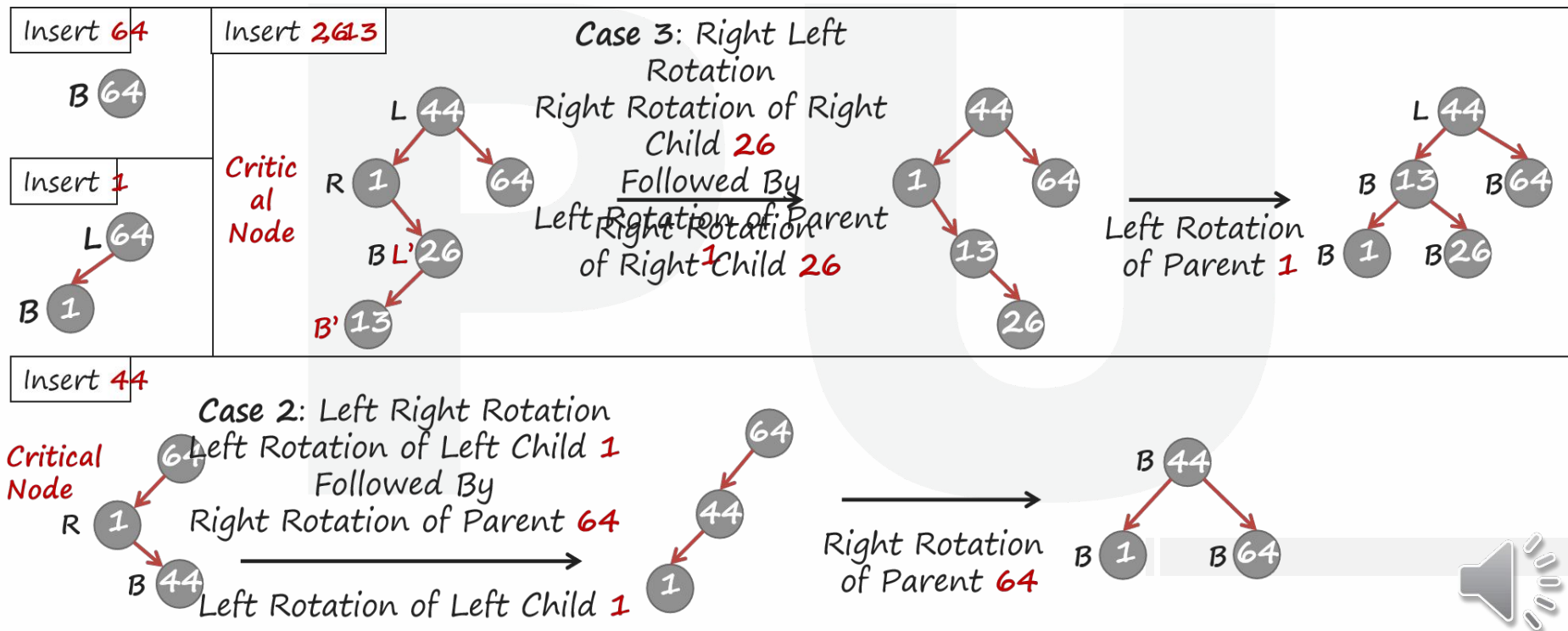






## Construct AVL Search Tree

Construct AVL Search tree by inserting following elements in order of their occurrence **64, 1, 44, 26, 13, 110, 98, 85**

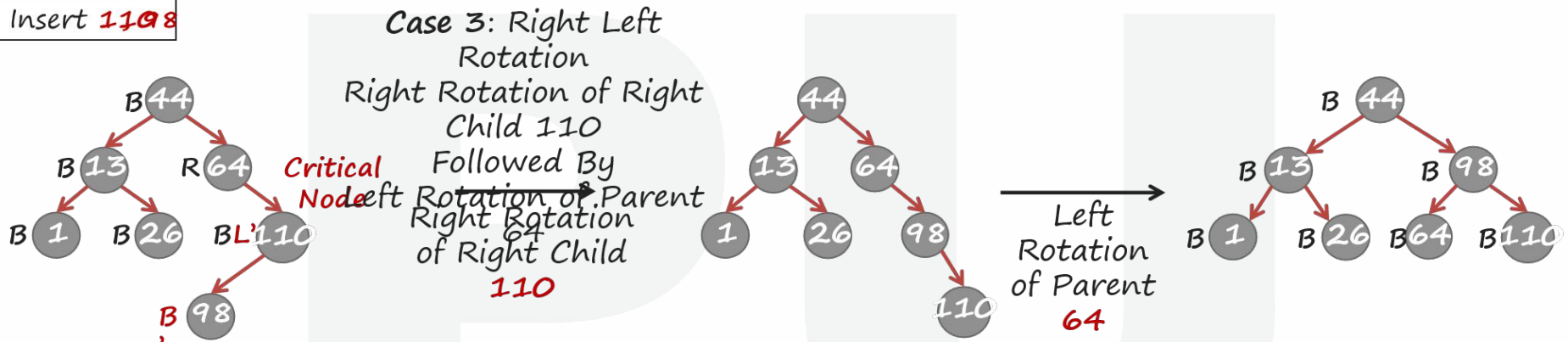




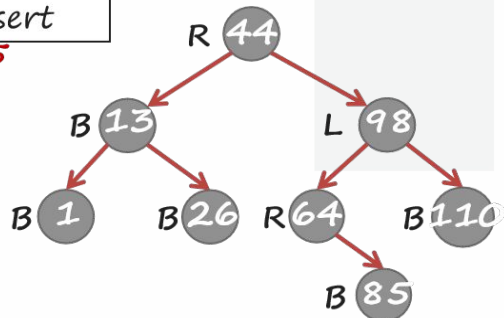
## Construct AVL Search Tree

Construct AVL Search tree by inserting following elements in order of their occurrence **64, 1, 44, 26, 13, 110, 98, 85**

Insert **110**



Insert **85**

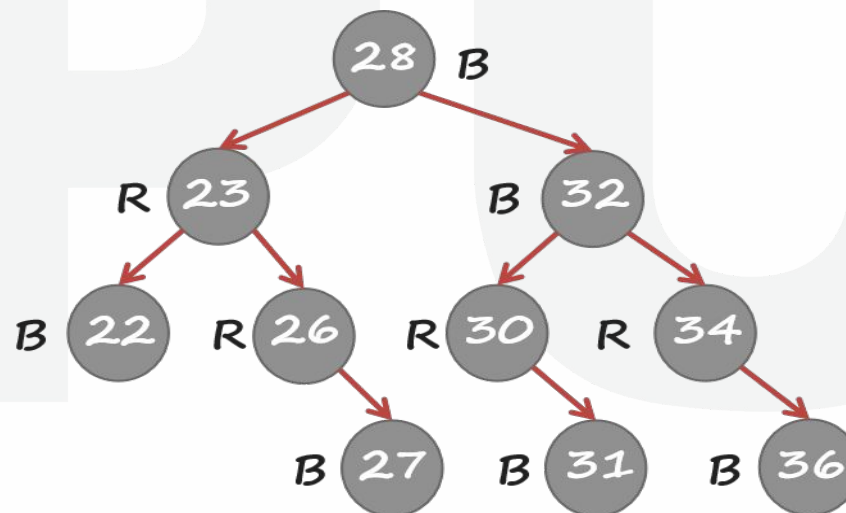




## Deleting Node from AVL Tree

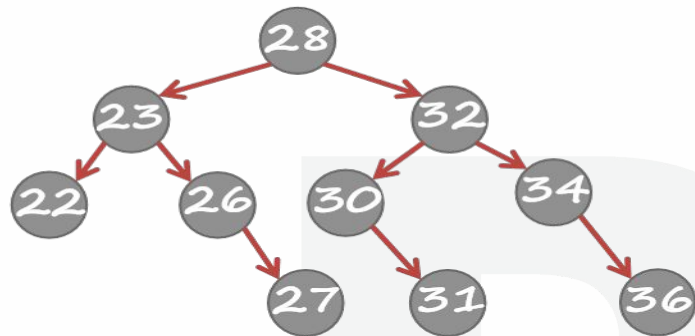
If element to be deleted **does not have empty right sub-tree**, then **element** is **replaced** with its **In-Order successor** and its **In-Order successor** is **deleted** instead

During **winding up phase**, we need to **revisit every node** on the **path** from the **point of deletion** up to the **root**, rebalance the tree if require





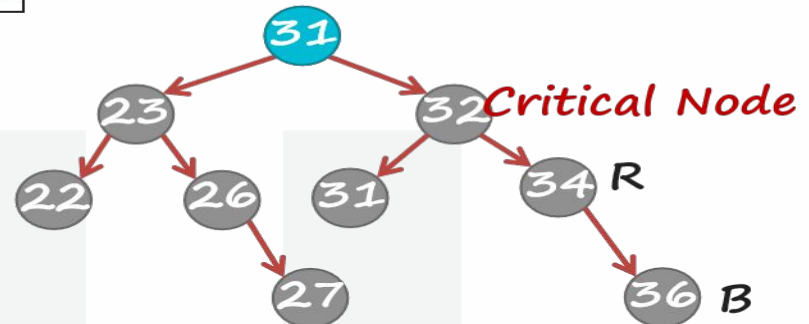
## Deleting Node from AVL Tree



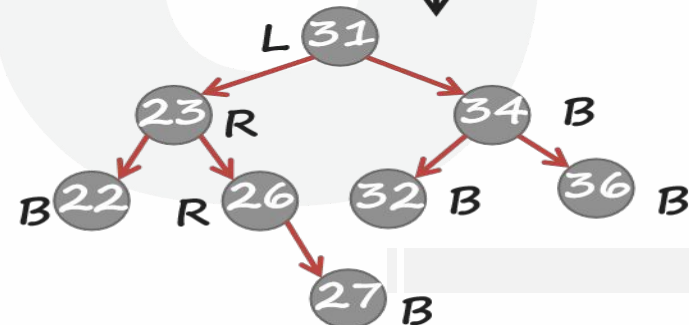
In-Order Traversal

22, 23, 26, 27, 28, 30, 31, 32, 34, 36

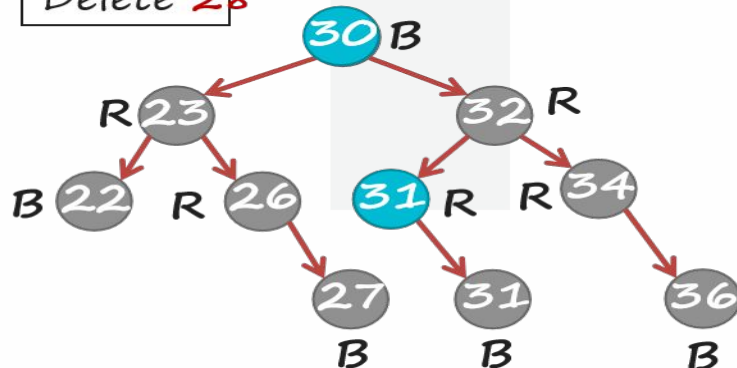
Delete 30



Case 4:  
Left Rotation of  
Node 32

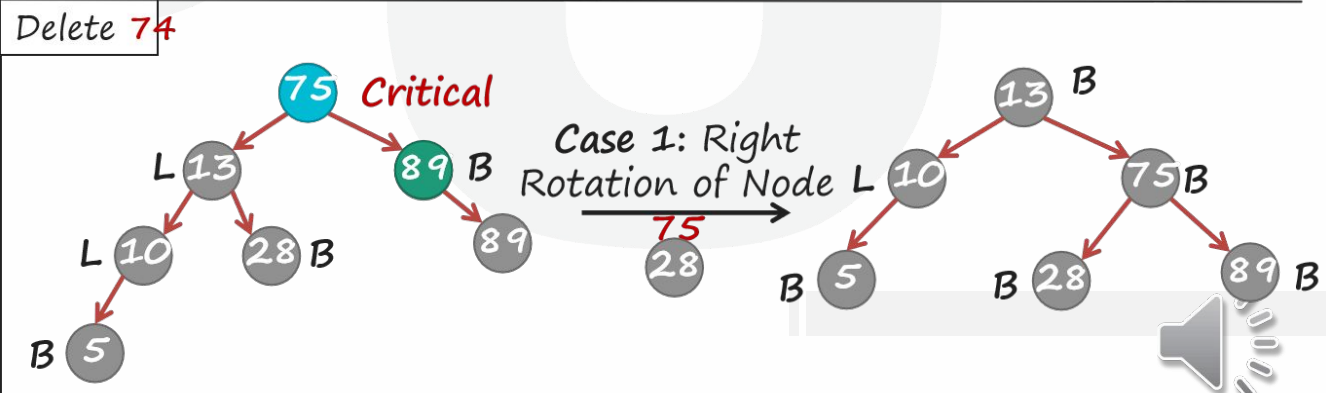
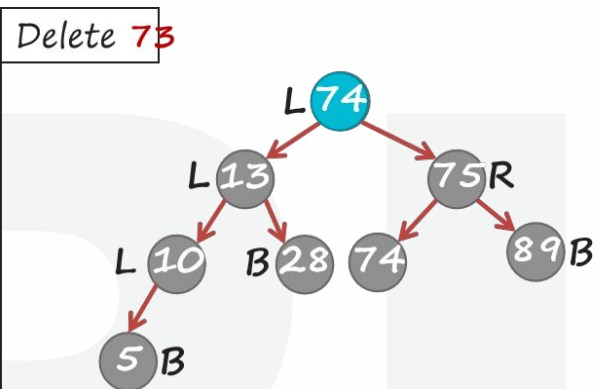
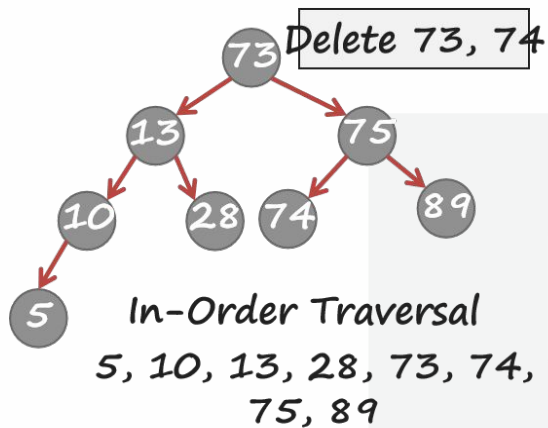


Delete 28





## Deleting Node from AVL Tree





**Topic**

**Red Black Trees**



# Red Black Trees

A Red-Black Tree is a self-balancing binary search tree where each node has an additional attribute: a color, which can be either red or black.

The primary objective of these trees is to maintain balance during insertions and deletions, ensuring efficient data retrieval and manipulation.



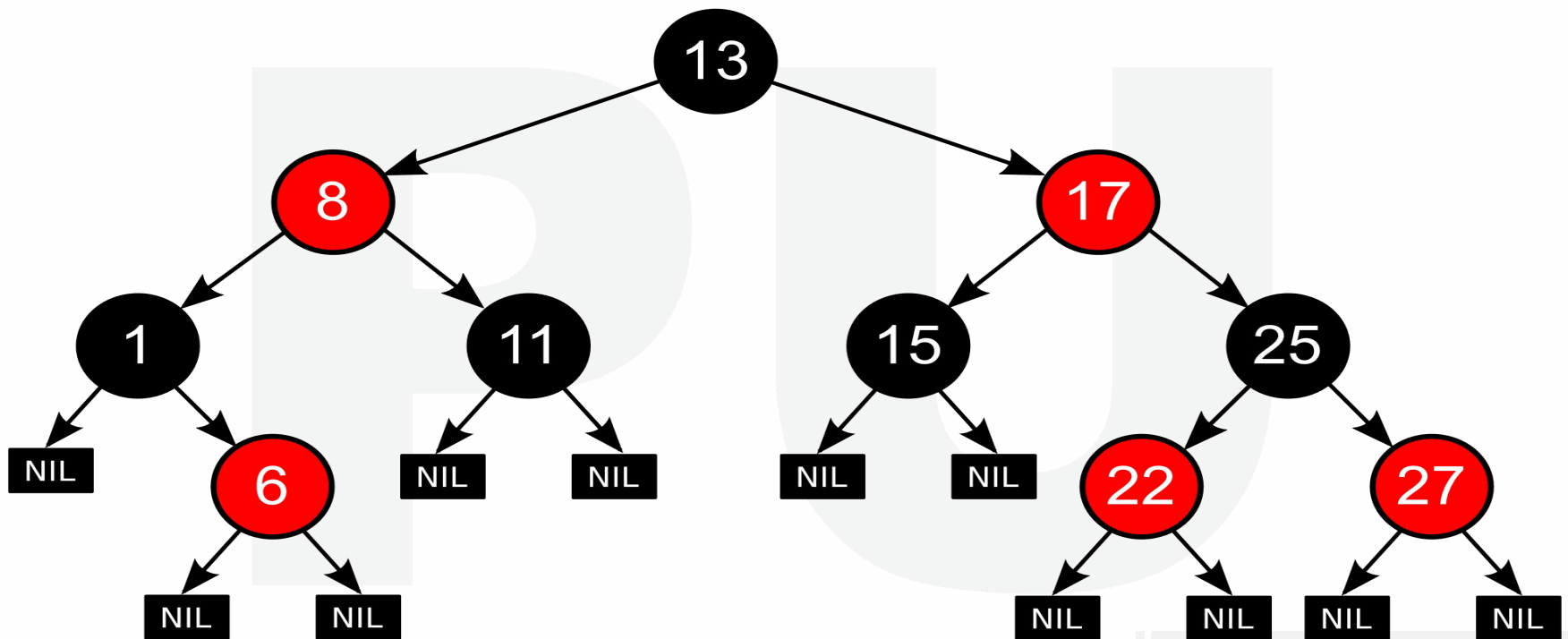


## Properties of Red Black Trees

1. Node Color: Each node is either red or black.
2. Root Property: The root of the tree is always black.
3. Red Property: Red nodes cannot have red children (no two consecutive red nodes on any path).
4. Black Property: Every path from a node to its descendant null nodes (leaves) has the same number of black nodes.
5. Leaf Property: All leaves (NIL nodes) are black.



# Red Black Trees



# Insertion Operation on Red Black Trees

Inserting a new node in a Red-Black Tree involves a two-step process: performing a standard binary search tree (BST) insertion, followed by fixing any violations of Red-Black properties.

BST Insert: Insert the new node like in a standard BST.

Fix Violations:

- If the parent of the new node is black, no properties are violated.

- If the parent is red, the tree might violate the Red Property, requiring fixes.





# Insertion Operation on Red Black Trees

## Fixing Violations During Insertion

After inserting the new node as a red node, we might encounter several cases depending on the colors of the node's parent and uncle (the sibling of the parent)

### **Case 1: Uncle is Red:**

Recolor the parent and uncle to black, and the grandparent to red. Then move up the tree to check for further violations.

### **Case 2: Uncle is Black:**

Sub-case 2.1: Node is a right child: Perform a left rotation on the parent.

Sub-case 2.2: Node is a left child: Perform a right rotation on the grandparent and recolor appropriately.



# Searching

Searching for a node in a Red-Black Tree is similar to searching in a standard Binary Search Tree (BST).

**Start at the Root:** Begin the search at the root node.

**Traverse the Tree:**

- If the target value is equal to the current node's value, the node is found.
- If the target value is less than the current node's value, move to the left child.
- If the target value is greater than the current node's value, move to the right child.

**Repeat:** Continue this process until the target value is found or a NIL node is reached .



# Deletion

Deleting a node from a Red-Black Tree also involves a two-step process:

**BST Deletion:** Remove the node using standard BST rules.

**Fix Double Black:**

If a black node is deleted, a “double black” condition might arise, which requires specific fixes.



# Deletion

When a black node is deleted, we handle the double black issue based on the sibling's color and the colors of its children:

**Case 1: Sibling is Red:** Rotate the parent and recolor the sibling and parent.

**Case 2: Sibling is Black:**

**Sub-case 2.1: Sibling's children are black:** Recolor the sibling and propagate the double black upwards.

**Sub-case 2.2: At least one of the sibling's children is red:**

**If the sibling's far child is red:** Perform a rotation on the parent and sibling, and recolor appropriately.

**If the sibling's near child is red:** Rotate the sibling and its child, then handle as above.



# × ○ DIGITAL LEARNING CONTENT



## Parul<sup>®</sup> University



[www.paruluniversity.ac.in](http://www.paruluniversity.ac.in)

