

* Red Black Tree :- (also follow BST rules)

This data structure requires an extra one-bit color field in each node.

Properties :- It is a self balancing BST

(i) Every node has a color either Red or Black

(ii) Root is always Black & whenever you insert ^{New Node}, it is Red always.

(iii) Every leaf which is NIL is black

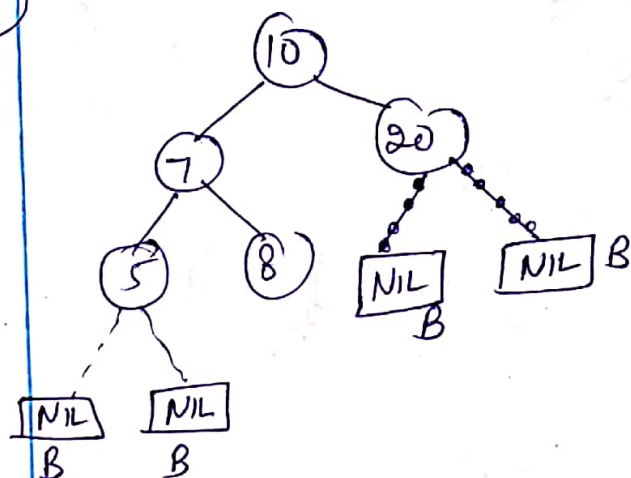
(iv) If Node is red then its both children must be black or

If a node is red, then its parent must be black.

(v) For ~~n~~ node, all paths from the ~~x~~ node to descendant leaves contain the same no. of black nodes.

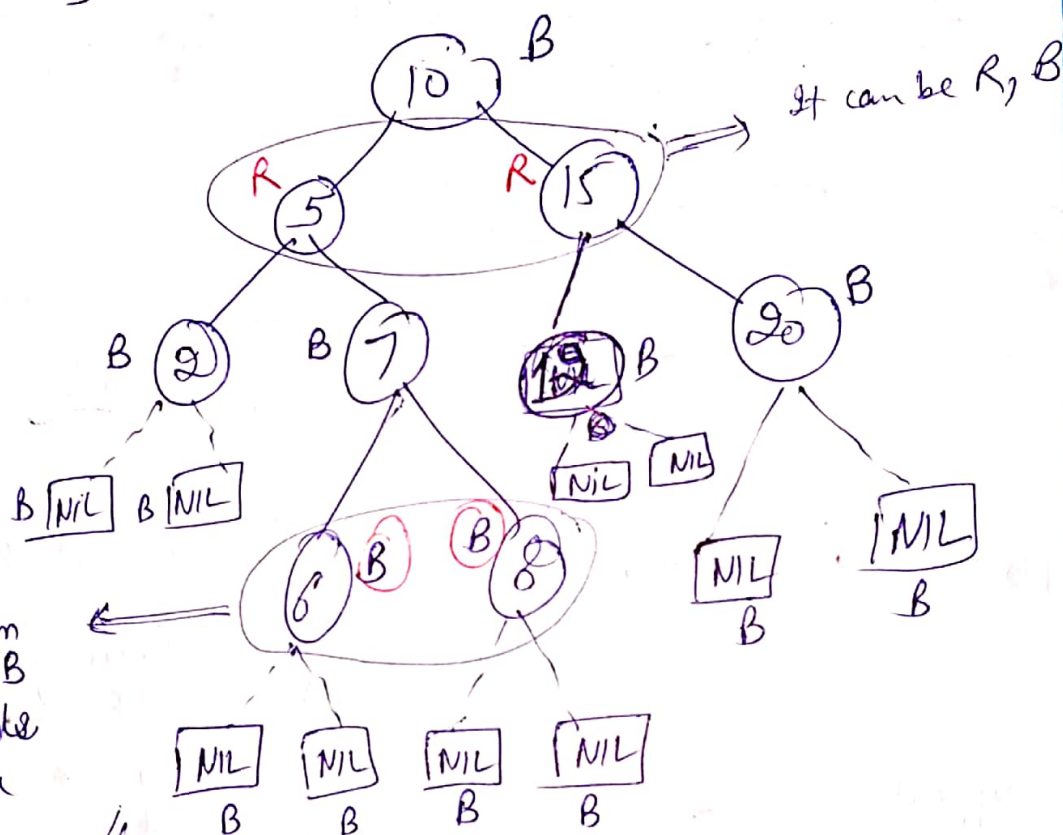
Example:-

①



⇒ Nil Nodes Consider as ~~all~~ External Nodes & rest all nodes are internal Node.

✓ ②



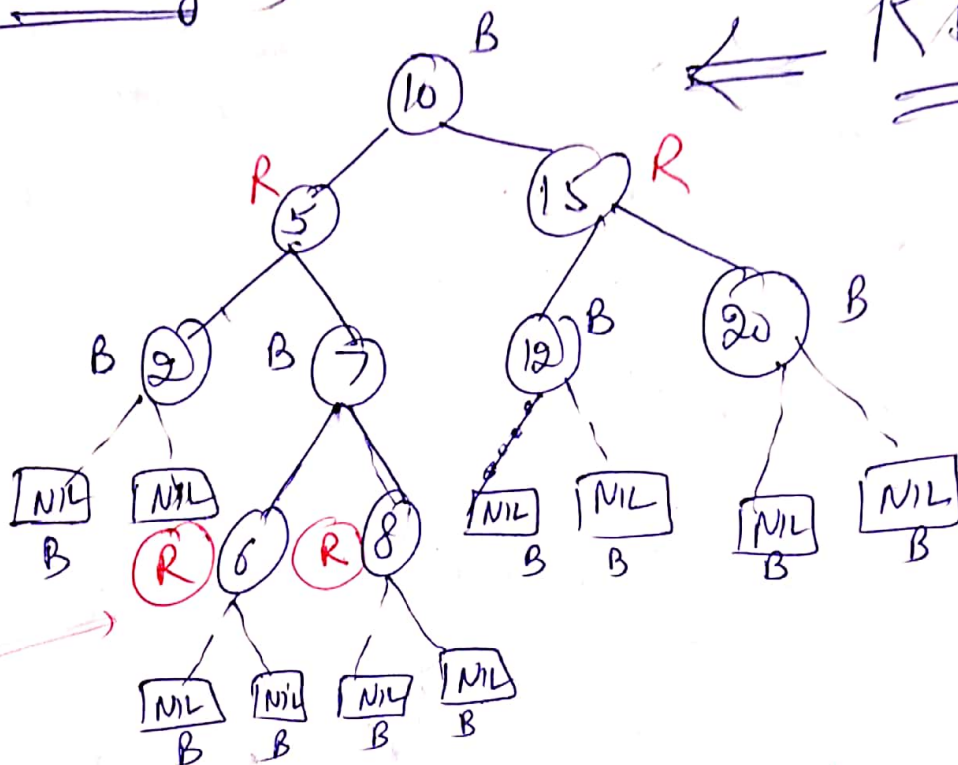
* Not Count NIL Node while count Black node in each Path ∵ it's a External Node.

Because it's this

example each part is not having same no. of Black node ∴ It is not Red Black Tree.

New Change \Rightarrow

RBT



Changes
B to
Red

Now, No. of Black at each
Path is equal.

NOTE:- Is every AVL Tree is the Red Black Tree?

(Strictly Height
Balanced Tree)

(Roughly Height
Balance Tree)

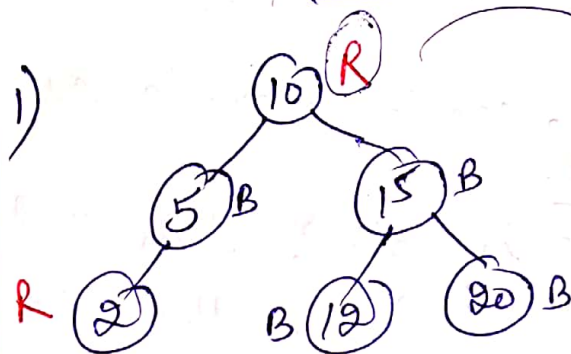
\Rightarrow Suppose if a Tree is AVL Tree & you color it
as Red & Black acc. to the rule then we
call ~~it~~ ^{AVL Tree} as Red Black Tree.

So, we can say AVL Tree are
subset of Red Black Tree.

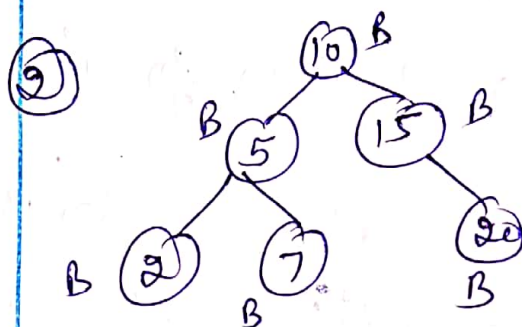
\Rightarrow But if Tree is Red Black Tree than it is
not Compulsory/Tree that it could be a AVL Tree.

Question:-

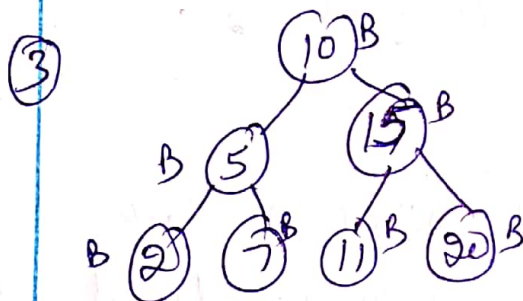
Example:- Check whether it is RBT or Not?



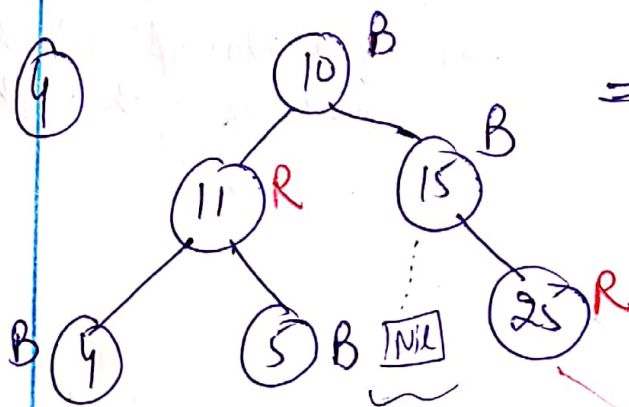
⇒ Not RBT
 First Property of Root Node violates. ~~Root~~ Node need not to check other property (i.e. Root → Black)



⇒ Not RBT
 Each path from node to any of its descendant X



⇒ ✓ RBT
 (Even we don't have any Red Node still it is Red Black Tree).



⇒ X RBT
 (∵ No BST Property)

Rather than draw Nil everywhere just draw {left of 15} cases

* Algorithm of Insertion of Node in RB

- ① If tree is empty, create newnode as root node with color Black
- ② If tree is not empty, create newnode as leaf node with color Red.
- ③ If parent of newnode is Black, then exit.
- ④ If " " " " Red, then check the color of parent's siblings of newnode.
 - a) if color is black or null then do suitable rotation & recolor
 - b) if color is Red then recolor & also check if parent's parent of newnode is not root node then recolor it & recheck.

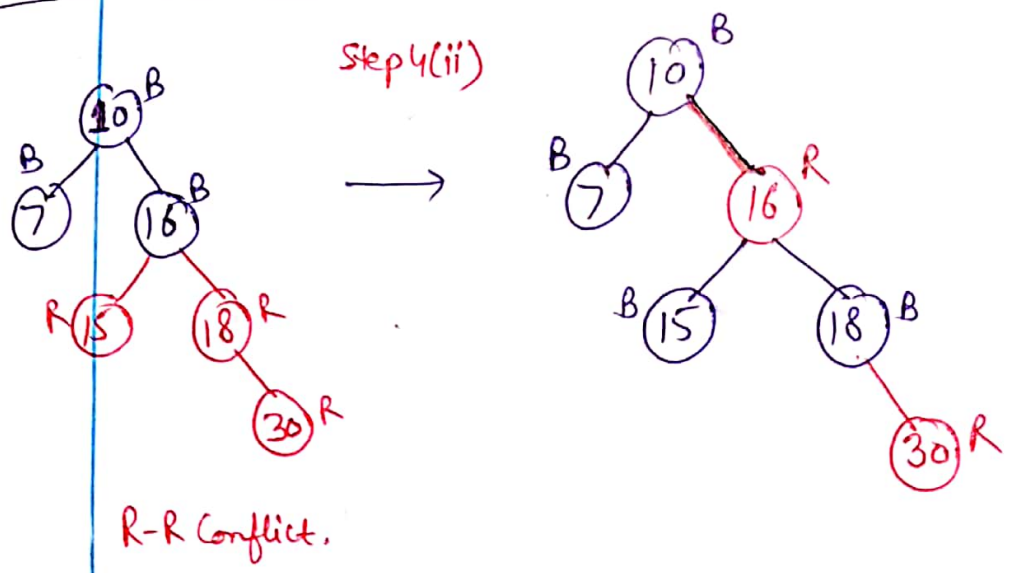
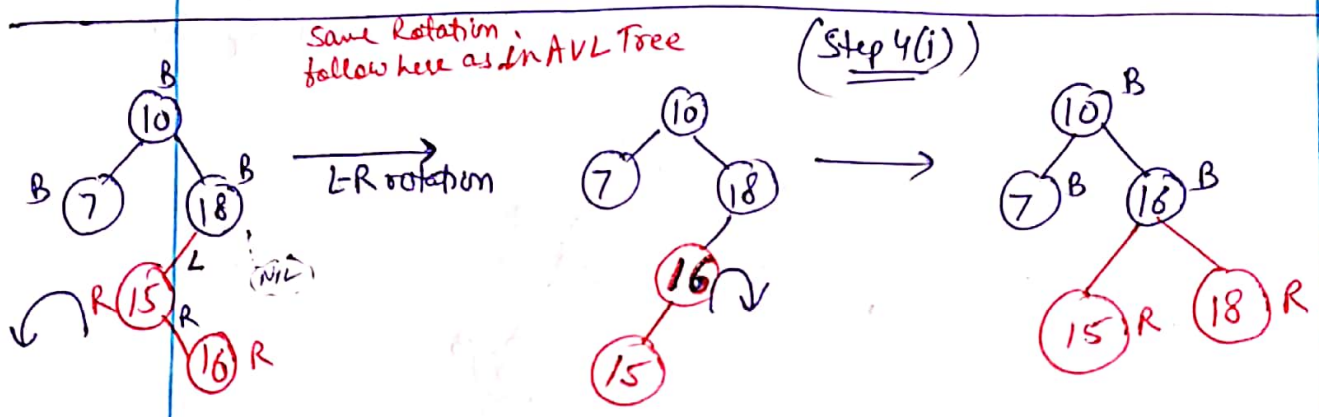
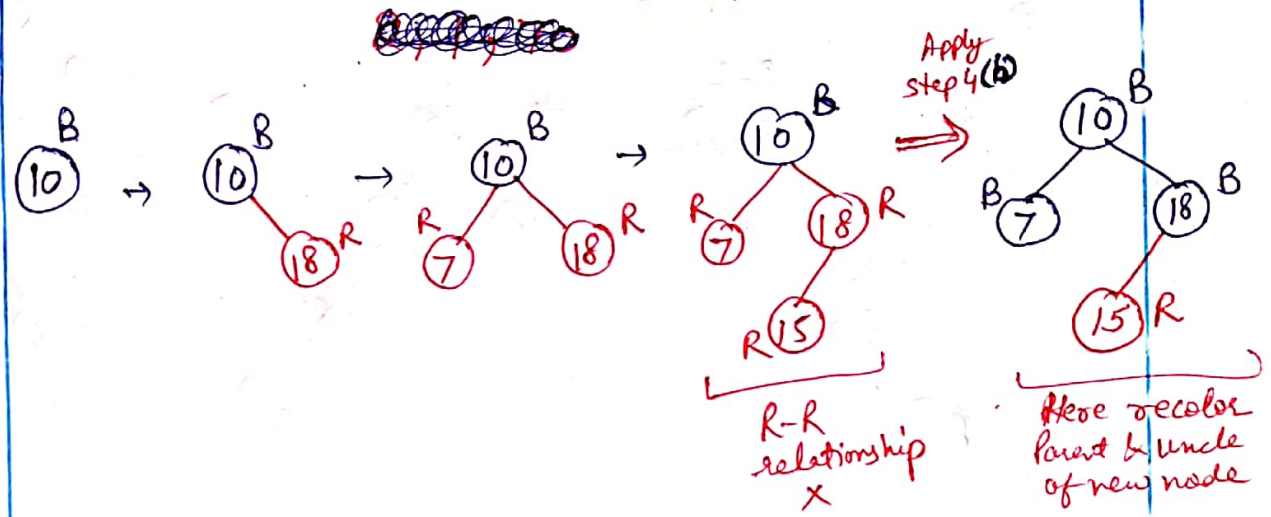
NOTE:- \odot Root \rightarrow Black

① No two adjacent red nodes

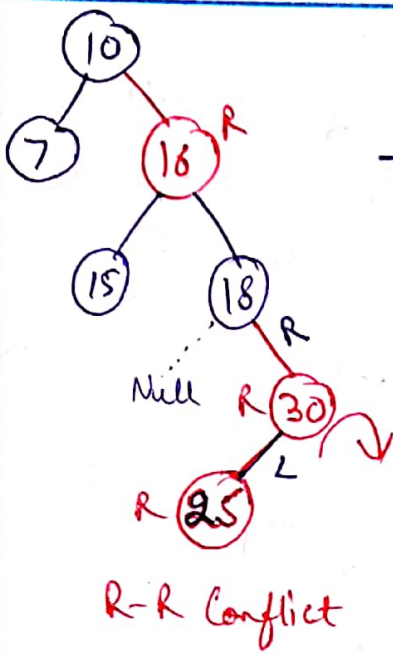
② Count No. of Black nodes in each path is equal.

11) BT :- Insertion in RBT

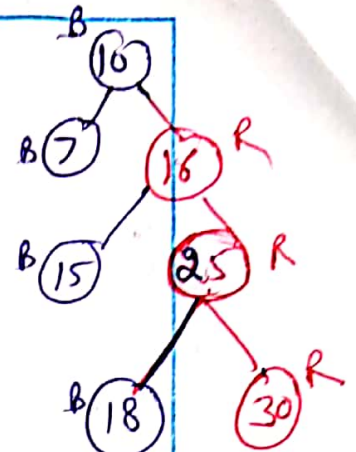
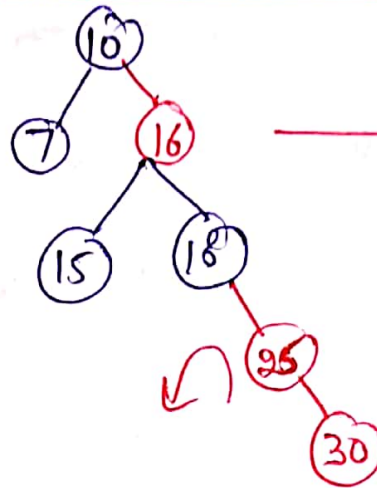
Example:- 10, 18, 7, 15, 16, 30, 25, ~~20, 22, 24~~



Step 4(i)



R-L
Relation



New Recolor

