



CIS 263 Introduction to Data Structures and Algorithms

Red Black Tree (RBT)

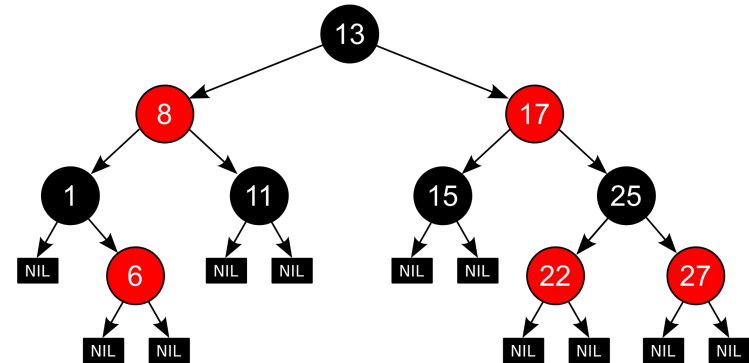
Red Black Tree (RBT)

Red Black Tree

- Red-Black tree is a BST in which every node is colored with either **Red** or **Black**.
- It is a type of self balancing BST.
- It has a good efficient worst case running time complexity.

<https://www.geeksforgeeks.org/introduction-to-red-black-tree/>

With explicit NIL leaves



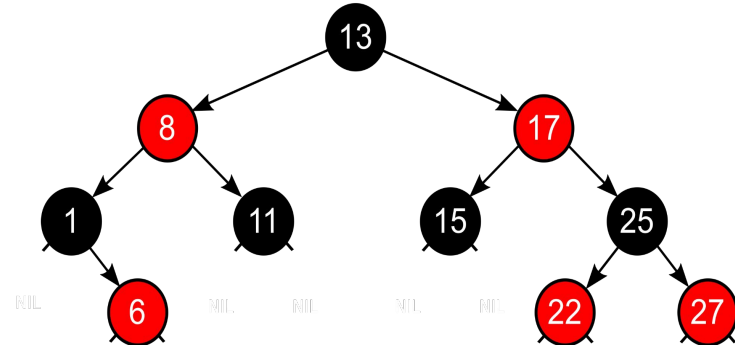
https://en.wikipedia.org/wiki/Red%E2%80%93black_tree

Red Black Tree (RBT)

Red Black Tree

- Red-Black tree is a BST in which every node is colored with either **Red** or **Black**.
- It is a type of self balancing BST.
- It has a good efficient worst case running time complexity.

With implicit left and right docking points

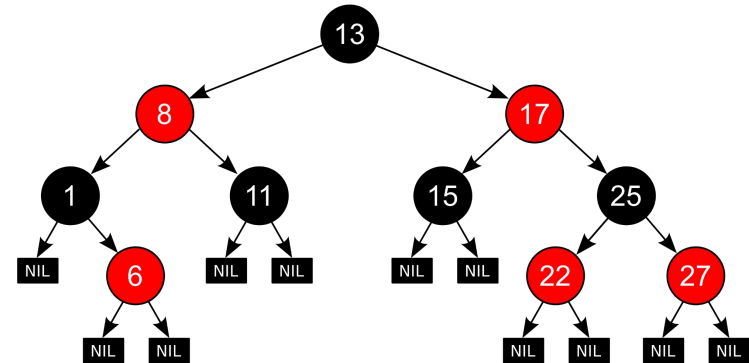


Red Black Tree (RBT)

Properties of Red Black Tree:

The Red-Black tree satisfies all the properties of binary search tree in addition to that it satisfies following additional properties –

1. **Root property:** The root is black.
2. **External property:** Every leaf (Leaf is a NULL child of a node) is black in Red-Black tree.
3. **Internal property:** The children of a Red node are Black.
Hence possible parent of a red node is a black node.

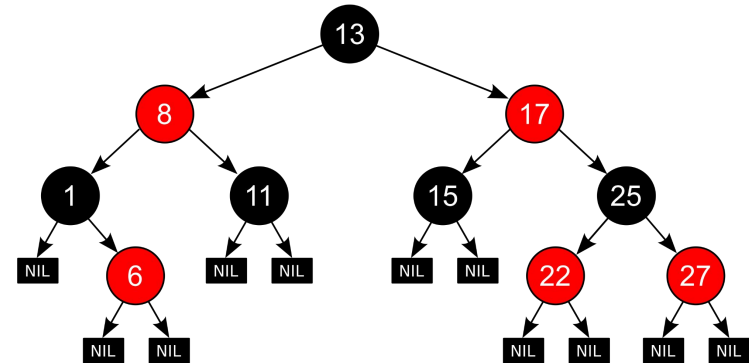


Red Black Tree (RBT)

Properties of Red Black Tree:

The Red-Black tree satisfies all the properties of binary search tree in addition to that it satisfies following additional properties

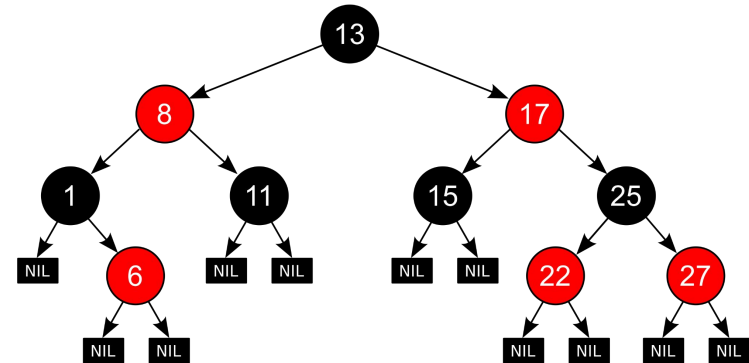
4. **Depth property:** All the leaves have the same Black depth.
5. **Path property:** Every simple path from root to descendant leaf node contains same number of Black nodes.



Red Black Tree (RBT)

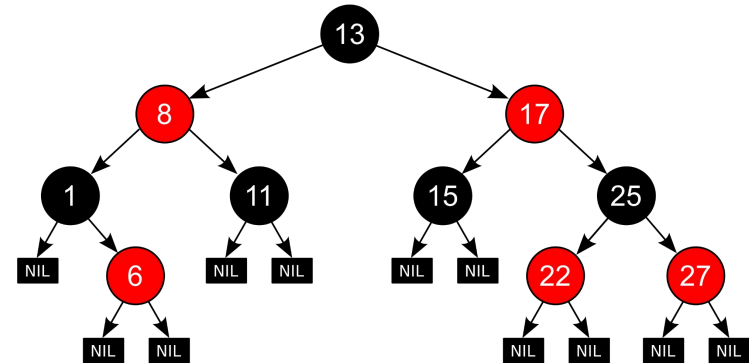
Rules That Every Red-Black Tree Follows:

1. Every node has a color either **Red** or **Black**.
2. The Root of the tree is always black.
3. There are no two adjacent Red nodes. (A red node cannot have a red parent or red child).
4. Every path from a node (including root) to any of its descendants NULL nodes has the same number of black nodes.
5. Every leaf (e.i. NULL node) must be colored BLACK.



RBT - Traversal & Deletion

- RBT is a BST
- So Traversals {Pre Order, In Order, Post Order} still the same
- Deletion will also work





RBT - Insertion

Balancing is implicit (If a tree is RBT it is already balanced).

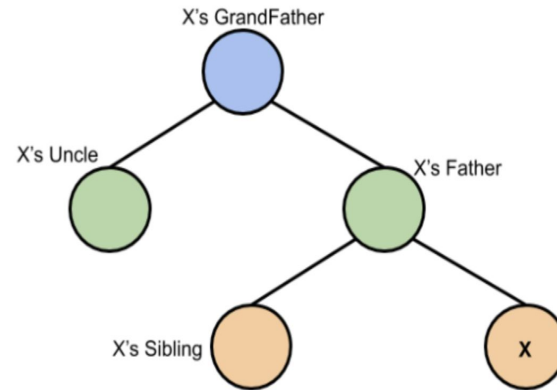
- Recoloring
- Rotation, and recoloring if required.

Try Recoloring first

- Look at the Uncle node
- If uncle node is **Red**
 - We perform Recoloring
- If uncle node is **Black**
 - We perform
 - Rotation, and Recoloring if required.

RBT - Insertion

- X is our target key (node)
- Let's define the relationships

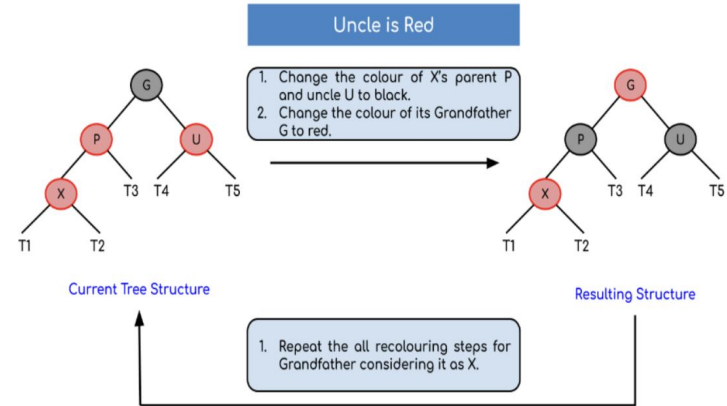


This representation is based on X

RBT - Insertion

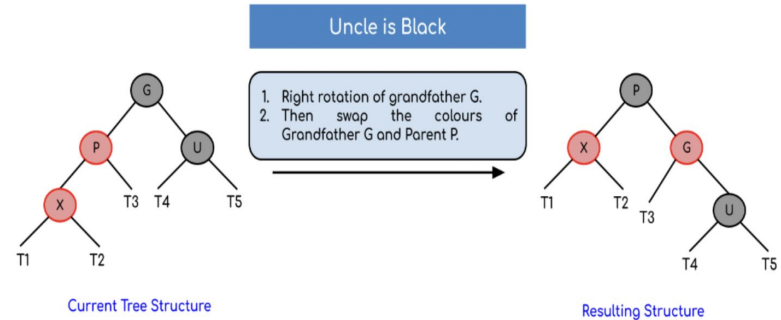
- Uncle node is **Red**
- Change the color of X's Parent(P) and Uncle(U) to be **Black**
- Change the color of its Grandfather G to **Red**

- Repeat the process for G (upwards, as a child) until G is the root, then make its color **Black**.
- If G is root and its color is **Black**, keep it as it is.



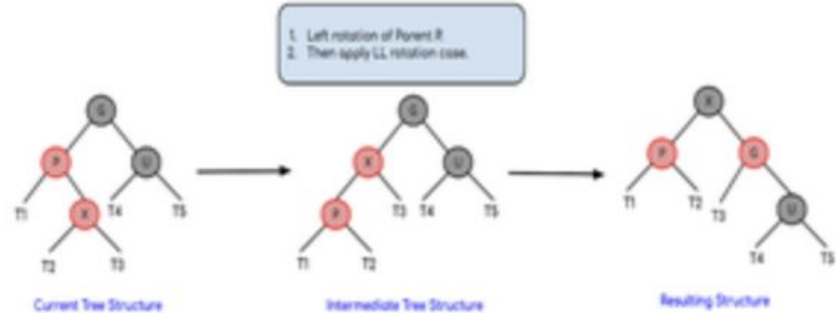
RBT - Insertion

- Uncle node is **Black**
- We have 4 possible cases
-
- LL rotation
 - Right rotation of grandfather G
 - Then swap the colors of G and parent P



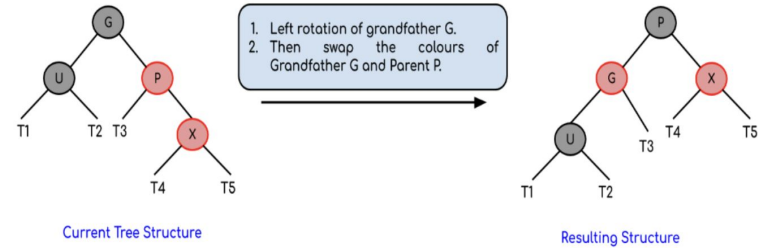
RBT - Insertion

- Uncle node is **Black**
- We have 4 possible cases
-
- LR rotation
 - Left rotation of parent P
 - Then LL rotation (earlier slide)



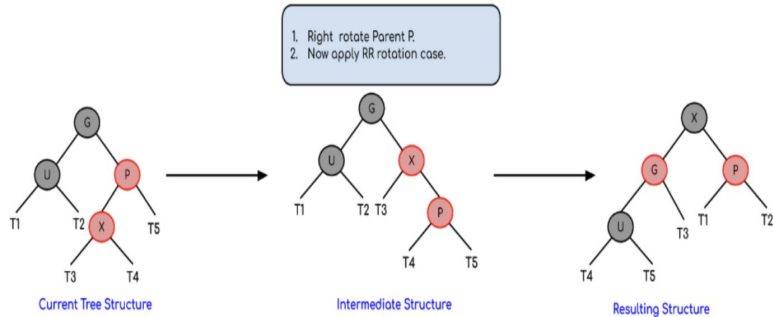
RBT - Insertion

- Uncle node is **Black**
- We have 4 possible cases
-
- RR rotation
 - Left rotation of grandfather G
 - Then swap the colors of G and parent P



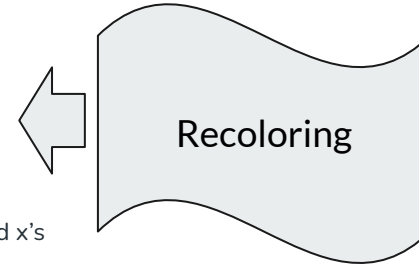
RBT - Insertion

- Uncle node is **Black**
- We have 4 possible cases
-
- RL rotation
 - Right rotate parent P
 - Apply RR rotation (earlier slide)



Steps at a glance

1. Perform [standard BST insertion](#) and make the colour of newly inserted nodes as **RED**.
2. If x is the root, change the colour of x as **BLACK** (Black height of complete tree increases by 1).
3. Do the following if the color of x's parent is not BLACK and x is not the root.
 - a) If x's uncle is **RED** (Grandparent must have been black from [property 4](#))
 - (i) Change the colour of parent and uncle as BLACK.
 - (ii) Colour of a grandparent as RED.
 - (iii) Change x = x's grandparent, repeat steps 2 and 3 for new x.
 - b) If x's uncle is **BLACK**, then there can be four configurations for x, x's parent (p) and x's grandparent (g)
 - (i) Left Left Case (p is left child of g and x is left child of p)
 - (ii) Left Right Case (p is left child of g and x is the right child of p)
 - (iii) Right Right Case (Mirror of case i)
 - (iv) Right Left Case (Mirror of case ii)





Steps at a glance

1. Perform standard BST insertion and make the colour of newly inserted nodes as **RED**.
2. If x is the root, change the colour of x as **BLACK** (Black height of complete tree increases by 1).
3. Do the following if the color of x's parent is not BLACK and x is not the root.
 - a) **If x's uncle is RED** (Grandparent must have been black from property 4)
 - (i) Change the colour of parent and uncle as BLACK.
 - (ii) Colour of a grandparent as RED.
 - (iii) Change x = x's grandparent, repeat steps 2 and 3 for new x.
 - b) **If x's uncle is BLACK**, then there can be four configurations for x, x's parent (p) and x's grandparent (g)
 - (i) Left Left Case (p is left child of g and x is left child of p)
 - (ii) Left Right Case (p is left child of g and x is the right child of p)
 - (iii) Right Right Case (Mirror of case i)
 - (iv) Right Left Case (Mirror of case ii)

Re-coloring after rotation:

- For LL Case [3.b (i)] and RR case [3.b (iii)], swap colors of grandparent and parent after rotations
- For LR Case [3.b (ii)] and RL Case [3.b (iv)], swap colors of grandparent and inserted node after rotations



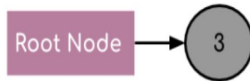
Re-coloring after rotation

Re-coloring after rotation:

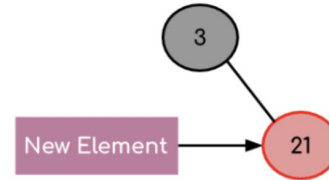
- For LL Case [3.b (i)] and RR case [3.b (iii)], swap colors of grandparent and parent after rotations
- For LR Case [3.b (ii)] and RL Case [3.b (iv)], swap colors of grandparent and inserted node after rotations

Example case

Step 1: Inserting element 3 inside the tree.

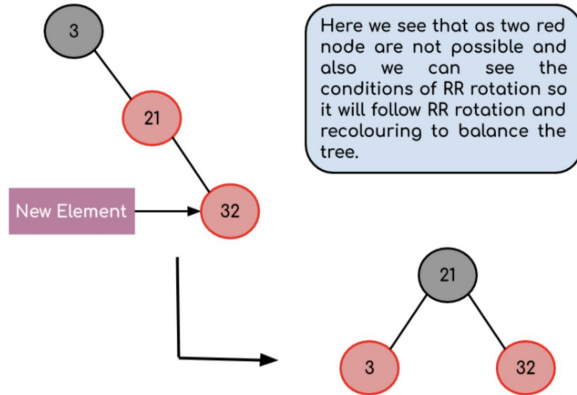


Step 2: Inserting element 21 inside the tree.



Example case

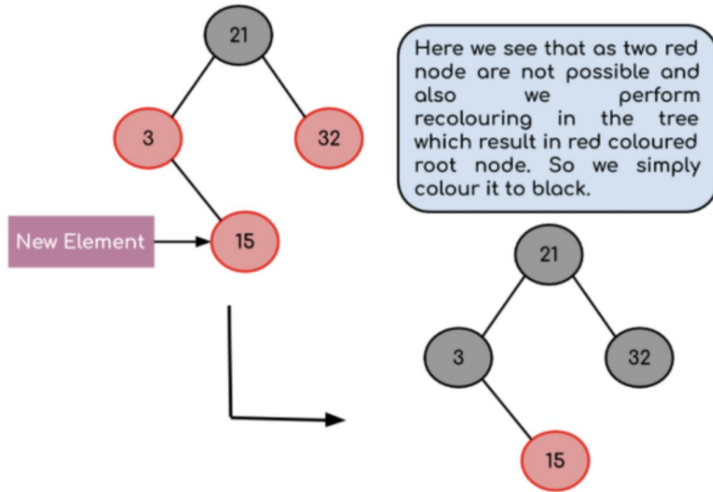
Step 3: Inserting element 32 inside the tree.



- RR rotation and recoloring turned it to be a RBT

Example case

Step 4: Inserting element 15 inside the tree.



- Recoloring operation turned it to be a RBT

