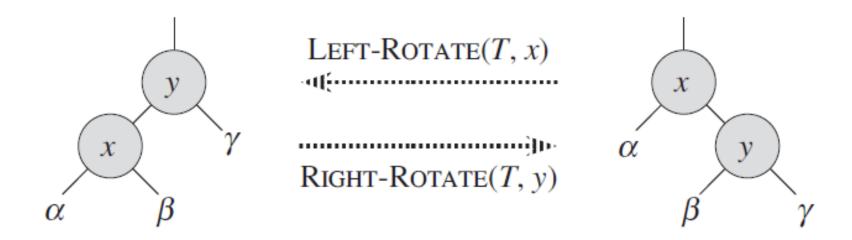
Lecture 20: Red-Black Trees II

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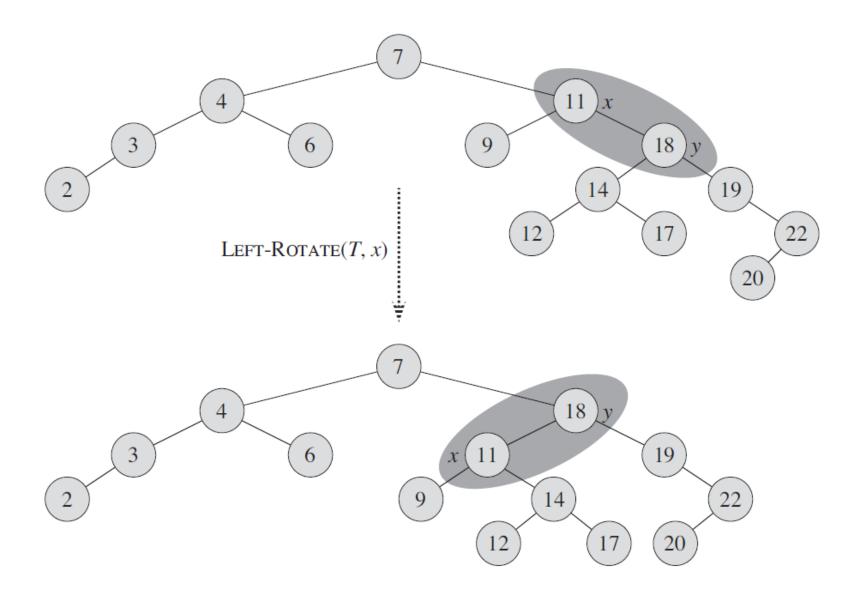
Rotations



Note:

- Invariants of binary search trees are maintained.
- What is really maintained is the inorder traversal of the tree.

Rotations in Practice



Rotation: implementation

```
LEFT-ROTATE(T, x)
 1 y = x.right
                             // set y
2 \quad 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 \quad y.p = x.p
                             // link x's parent to y
6 if x.p == T.nil
   T.root = y
   elseif x == x.p.left
     x.p.left = y
   else x.p.right = y
11 y.left = x
                             // put x on y's left
12 x.p = y
```

Red-Black Trees: insertion

- Initial steps same as insertion for usual BST.
- The newly inserted node is colored red.
- Then, fixup is performed to recover the invariant.

Implementation

- Line 1-13: same as insertion in usual BST.
- Line 14-16: set fields of *z*.
- Line 17: fixup operations (to be expanded).

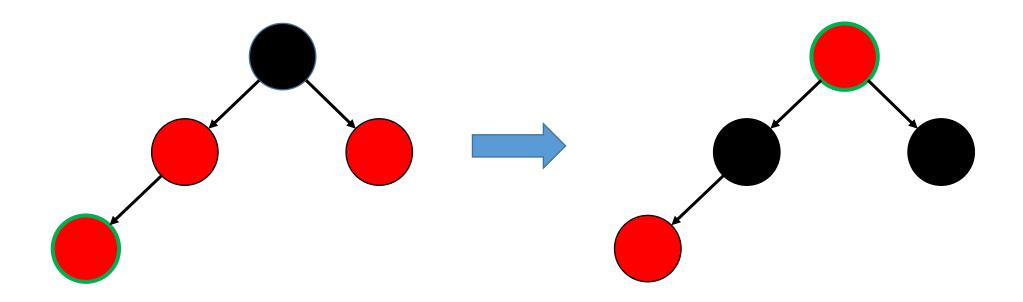
```
RB-INSERT (T, z)
 1 y = T.nil
 2 \quad x = T.root
    while x \neq T.nil
         y = x
        if z.key < x.key
             x = x.left
        else x = x.right
 8 \quad z.p = y
   if y == T.nil
10
         T.root = z
    elseif z. key < y. key
        y.left = z
    else y.right = z
14 z.left = T.nil
15 z.right = T.nil
16 \quad z.color = RED
    RB-INSERT-FIXUP(T, z)
```

Fixup operation

- Starting from the bottom, where the new node is added.
- Proceed as long as there are two consecutive red nodes.
- Perform fixup so all invariant of the tree is maintained:
 - 1. No two consecutive reds.
 - 2. All paths have same number of black nodes.
 - 3. Order in binary search tree.
- Finally, if the root becomes red, recolor it black.

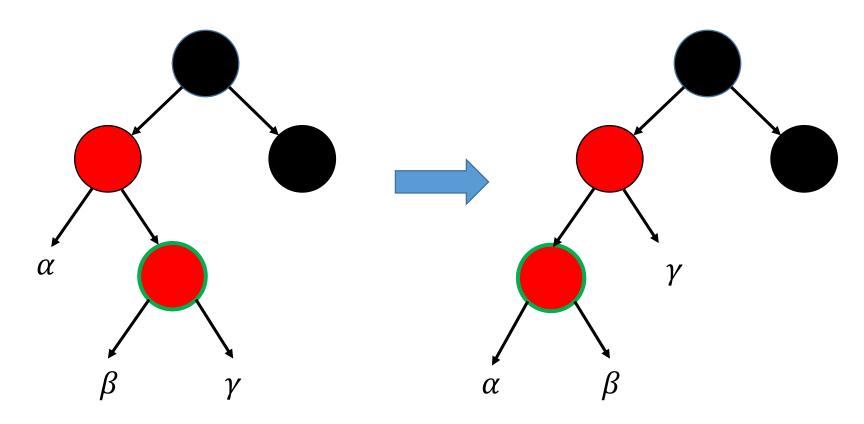
Fixup: case 1

- The uncle of the current node is also red.
 - Change parent and uncle to black, grandparent to red.



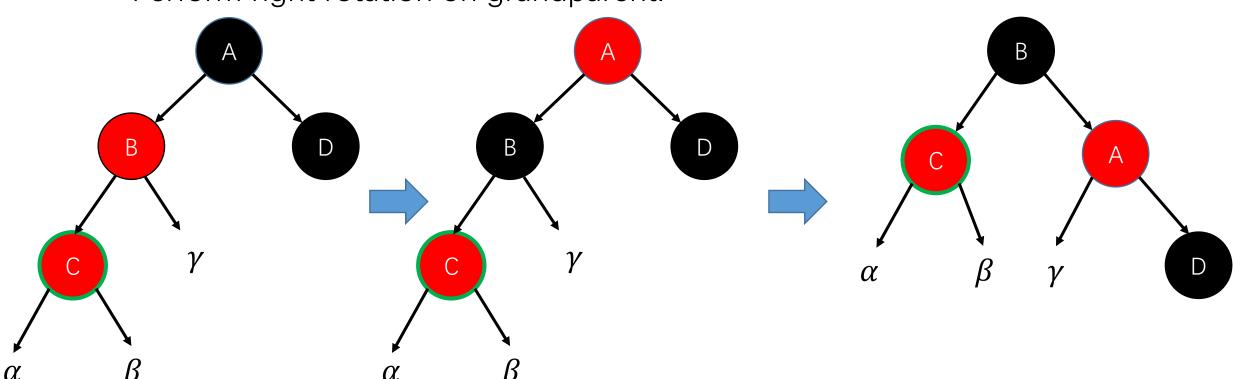
Fixup: case 2

- Uncle of current node is black. Current node is right child.
 - Perform left rotation on parent.

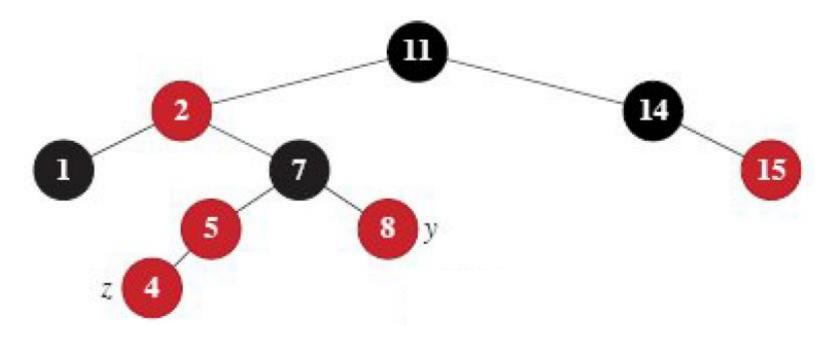


Fixup: case 3

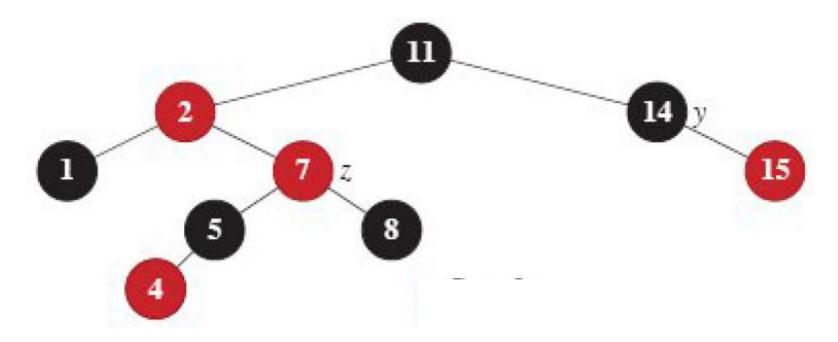
- Uncle of current node is black. Current node is left child.
 - Recolor parent and grandparent.
 - Perform right rotation on grandparent.



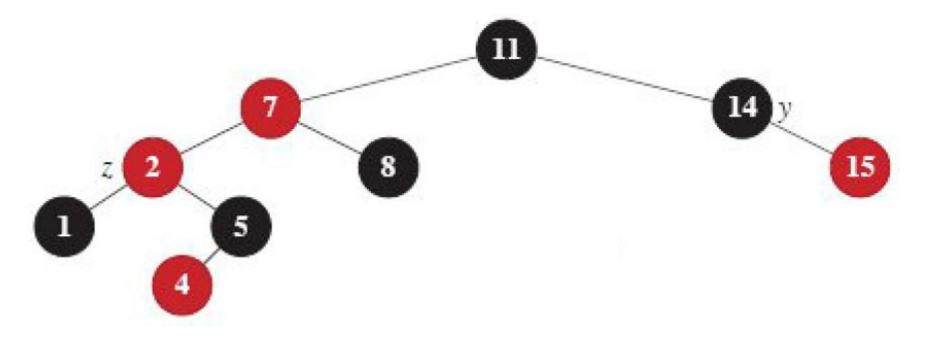
- Current node is z, its uncle y is red, so we are in case 1.
 - Recolor nodes 5, 7, and 8.



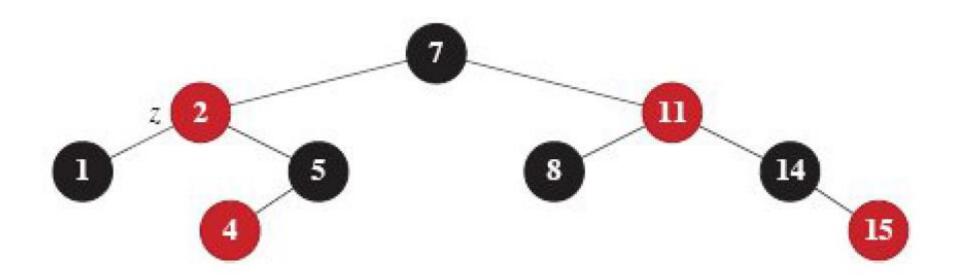
- Current node is z, its uncle y is black. z is right child, so case 2.
 - Perform left rotation.



- Current node is z, its uncle y is black. z is left child, so case 3.
 - Recolor nodes 7 and 11, then perform right rotation.



• Final state.



Implementation

```
RB-INSERT-FIXUP (T, z)
    while z.p.color == RED
        if z.p == z.p.p.left
             y = z.p.p.right
 4
             if y.color == RED
                 z.p.color = BLACK
                                                                     // case 1
                                                                     // case 1
 6
                 y.color = BLACK
                                                                     // case 1
                 z.p.p.color = RED
 8
                                                                     // case 1
                 z = z.p.p
 9
             else if z == z.p.right
10
                                                                     // case 2
                     z = z.p
                     LEFT-ROTATE (T, z)
                                                                    // case 2
12
                 z.p.color = BLACK
                                                                     // case 3
13
                 z.p.p.color = RED
                                                                     // case 3
                 RIGHT-ROTATE (T, z.p.p)
14
                                                                     // case 3
15
        else (same as then clause
                 with "right" and "left" exchanged)
    T.root.color = BLACK
```

Exercise (previous week)

- Consider inserting the keys 10, 22, 31, 4, 15, 28, 17, 88, 59 into a hash table of length m=11 using open addressing with the auxiliary hash function h'(k)=k. Illustrate the result of inserting these keys using linear probing, using quadratic probing with $c_1=1$ and $c_2=3$, and using double hashing with $h_1(k)=k$ and $h_2(k)=1+(k \mod (m-1))$.
- 考虑用开放寻址法将元素10, 22, 31, 4, 15, 28, 17, 88, 59 加入到长度为 m=11 的散列表中,使用辅助散列函数h'(k)=k。分别展示使用线性探查,二次探查($c_1=1$, $c_2=3$)和双重散列($h_1(k)=k$, $h_2(k)=1+(k \mod (m-1))$)加入散列表的过程。

Exercise (this week)

Construct red-black tree with insertion of values:

1, 2, 3, 4, 5, 6, 7, 8

• Remember:

- 1. Nil nodes at leaf position (not shown) are black.
- 2. Use symmetric version of rules if necessary.
- 3. If root node becomes red, it is recolored black.