

# CSE-200 Final Presentation

## Red Black Tree

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Bangladesh University of Engineering and Technology

## We Need to Store and Search Data

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## We Need to Store and Search Data

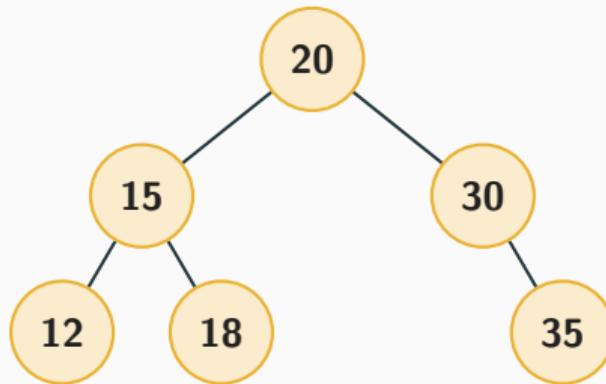
- Everything is **tree-structured**
- **Insert** data into the structure
- **Delete** data efficiently
- **Search** for data quickly

Good way to do all of this?

**Use a BST!**

## The BST Rule

How does BST decide where to put a node?



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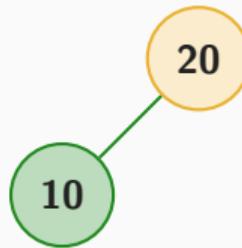


- **Smaller than me? Go **Left****

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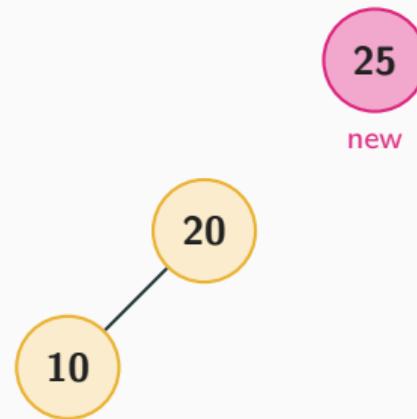
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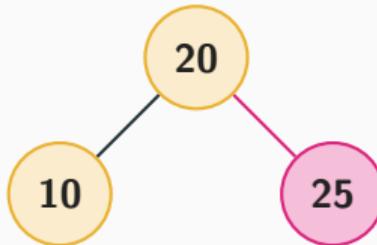
- Smaller than me? Go **Left**
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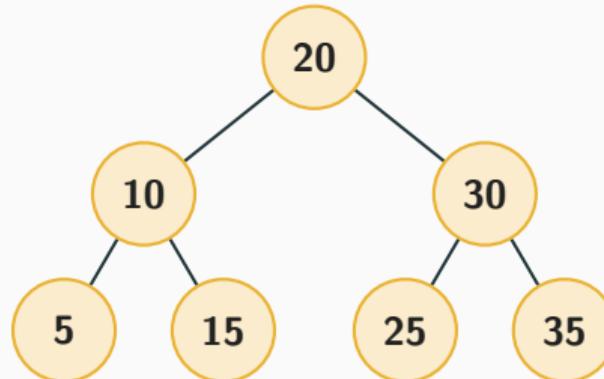
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## The BST Rule

How does BST decide where to put a node?

- Smaller than me? Go **Left**
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**Good technique!**

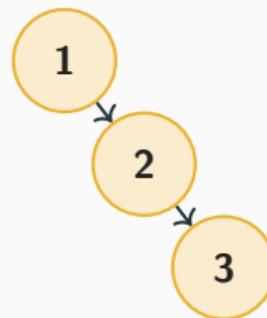
**Insert the roll numbers in a class sequentially**

1, 2, 3, 4 ...10

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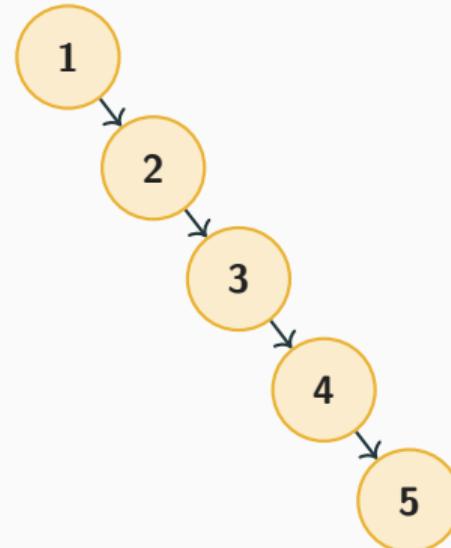
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## Insert the roll numbers in a class sequentially

1, 2, 3, 4 ...10

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- The tree just keeps **growing** right...

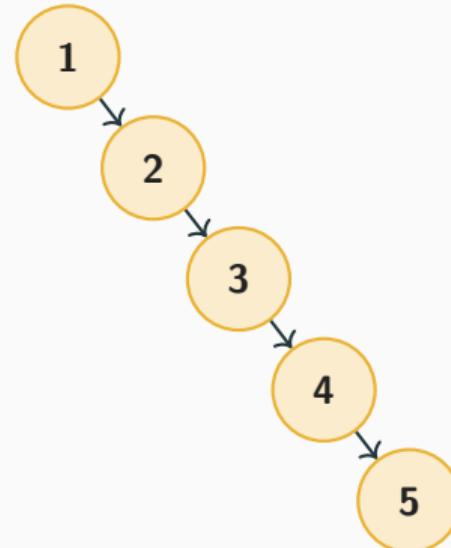


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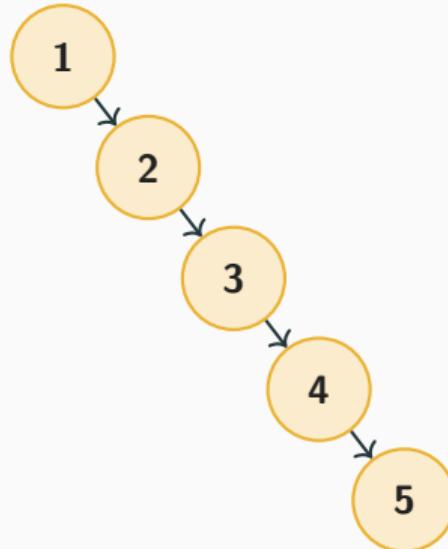


Still works!

...and on

## But, What's the Problem?

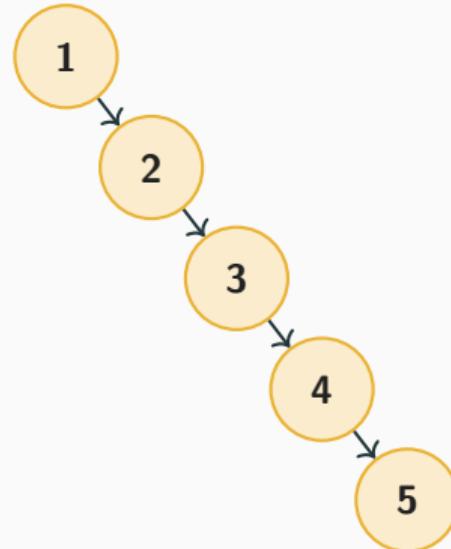
- Height becomes  $n$



...and on

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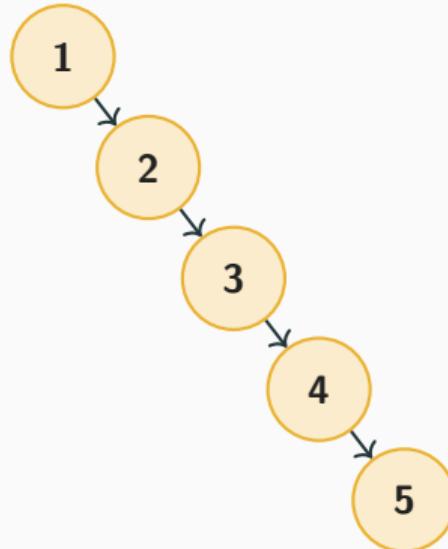
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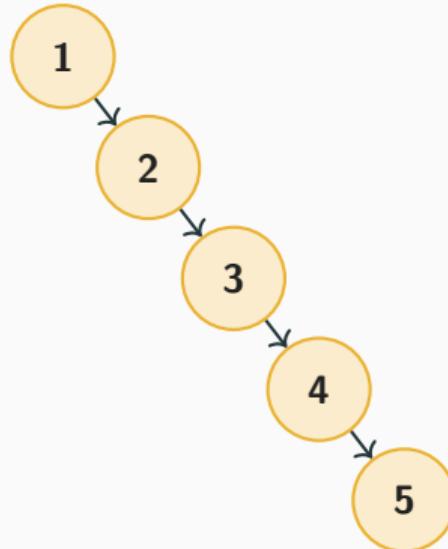
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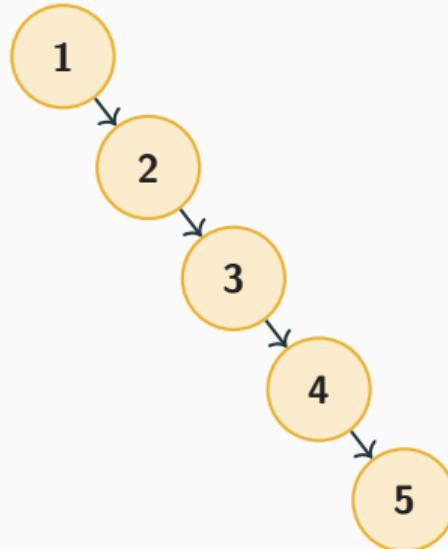
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## But, What's the Problem?

- Height becomes  $n$
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- A linked list in disguise



...and on

## But, What's the Problem?

- Insertion takes  $O(n)$
- Deletion takes  $O(n)$
- Search takes  $O(n)$
- A linked list in disguise

**Time complexity becomes  $O(n)$**

## The Solution?

Use a BST that **promises** to keep its height **logarithmic**  
no matter how and what element you insert.

## The Solution?

Examples of Self-Balancing Trees:

- AVL Tree

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- **Red-Black Tree**
- Splay Tree

## The Solution?

Examples of Self-Balancing Trees:

- AVL Tree
- **Red-Black Tree**
- Splay Tree
- B-Tree

Let's look at **Red-Black** Trees



## What is Red-Black Tree

A Red-Black Tree rebalances itself by coloring nodes **red** and **black**, ensuring no two **red** nodes are **adjacent** and all **paths** have the same **black-height**, which keeps its height **logarithmic**.

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**Height becomes  $\log(n)$  here!**

## How does RBT do it:Properties

**Five points to remember**

## How does RBT do it:Properties

- **Property 1:** Every node is either red or black

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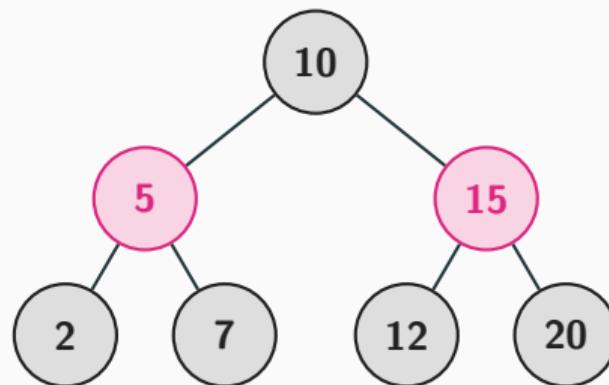
Hence, the name Red Black Tree

## How does RBT do it:Properties

- **Property 2:** Root will always be a black node

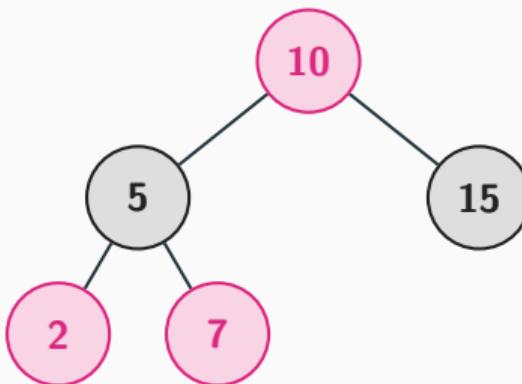
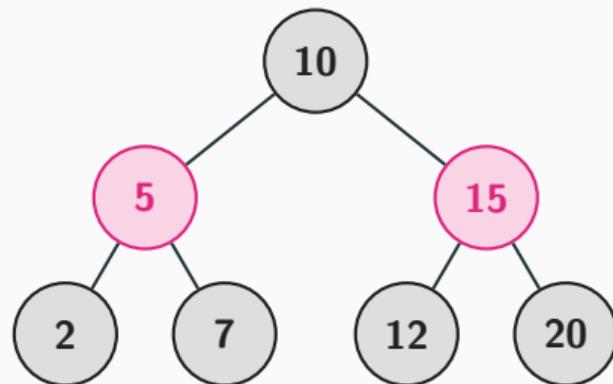
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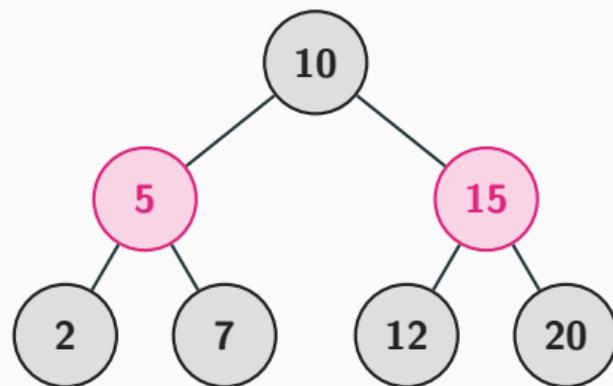
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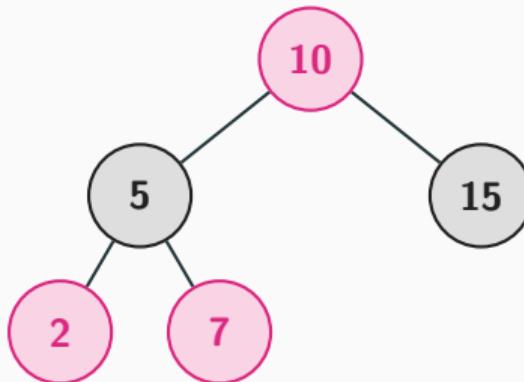


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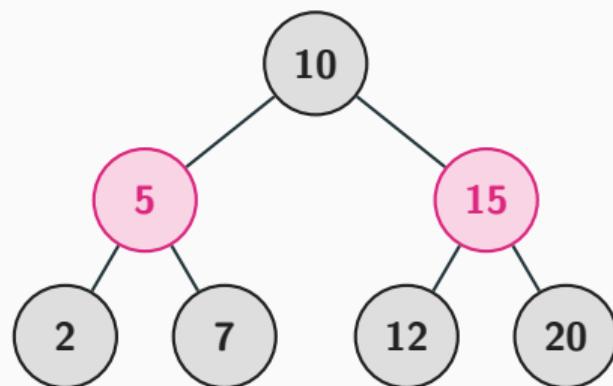


Correct

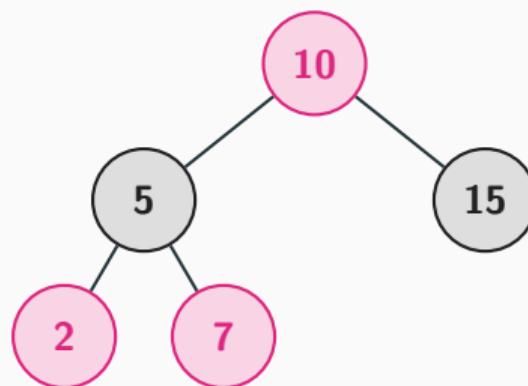


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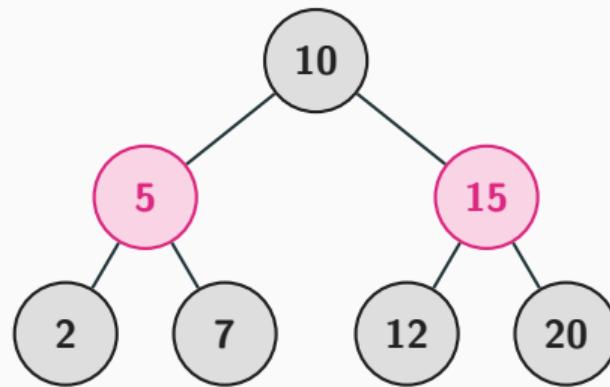
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## How does RBT do it:Properties

- **Property 3:** Leaves will either be black or NIL

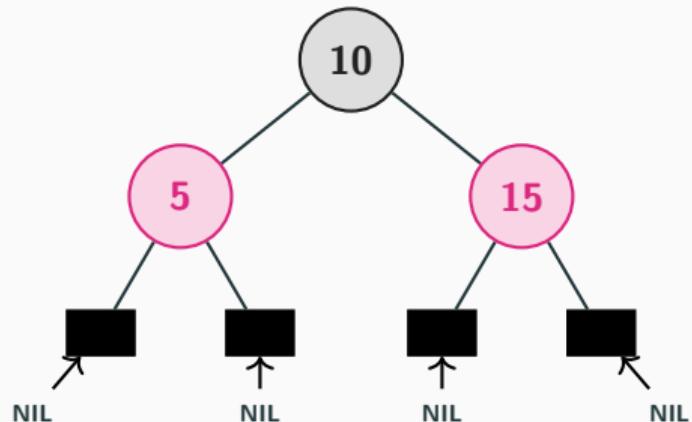
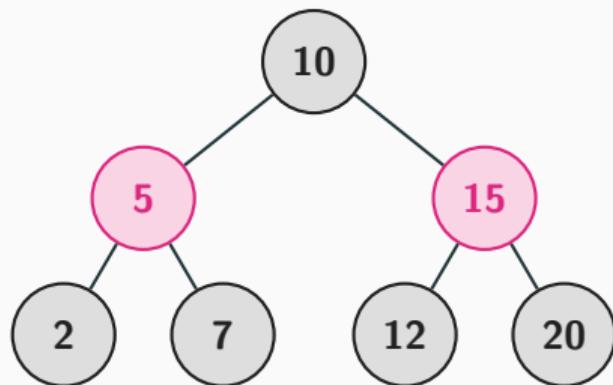
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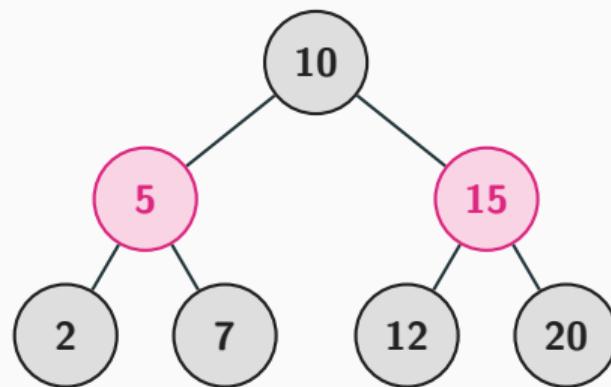
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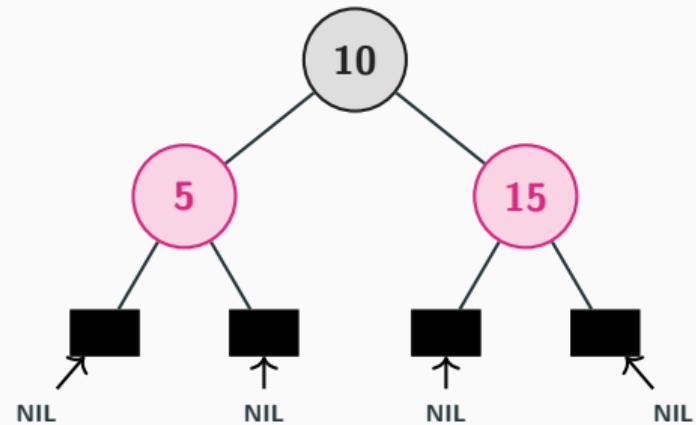


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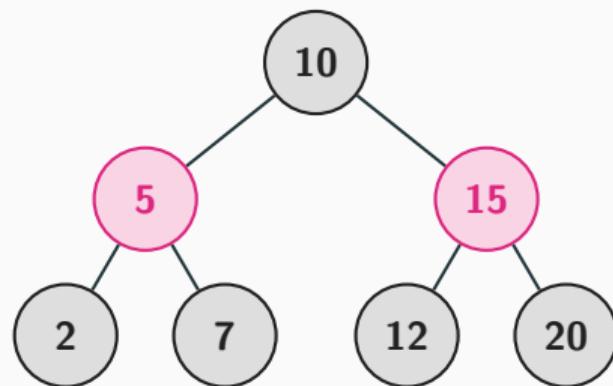


Black Leaves

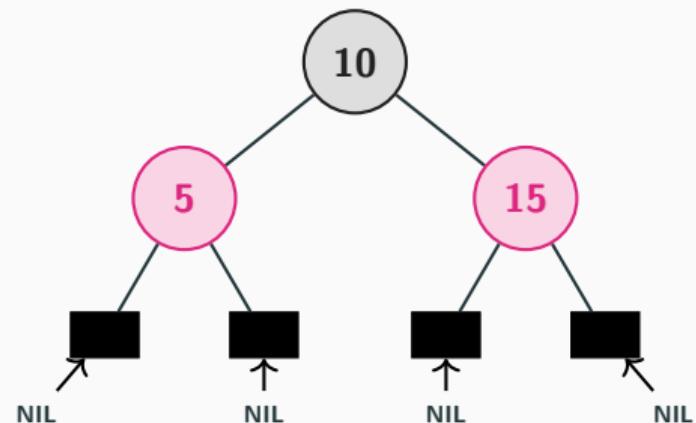


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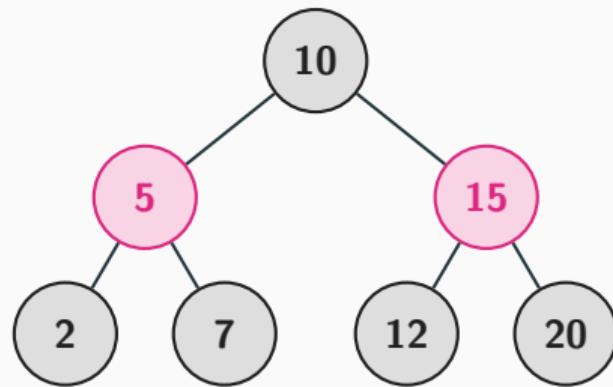
NIL nodes (counted as Black)

## How does RBT do it:Properties

- **Property 4:** There will be no two consecutive red nodes

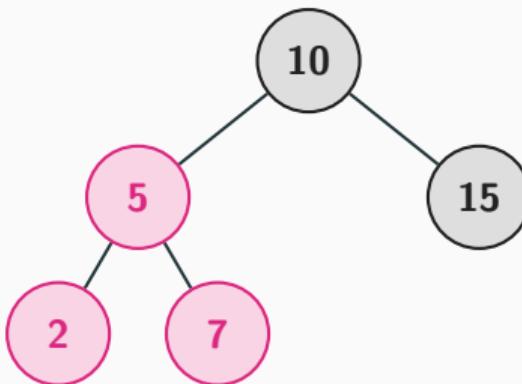
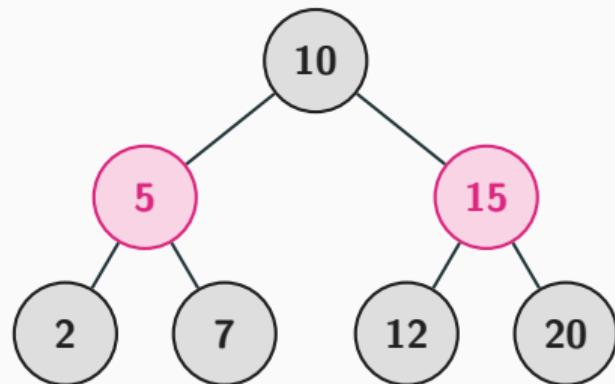
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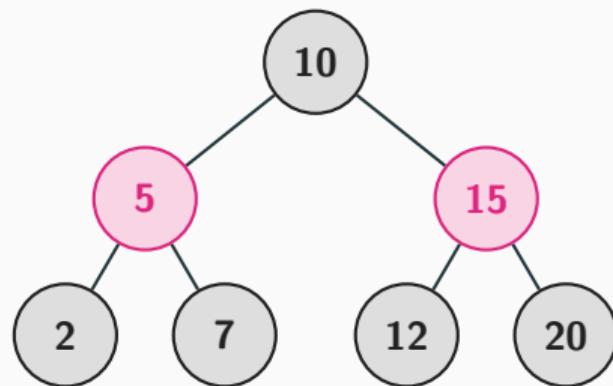
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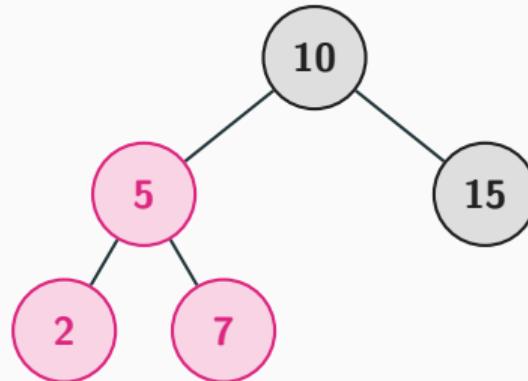


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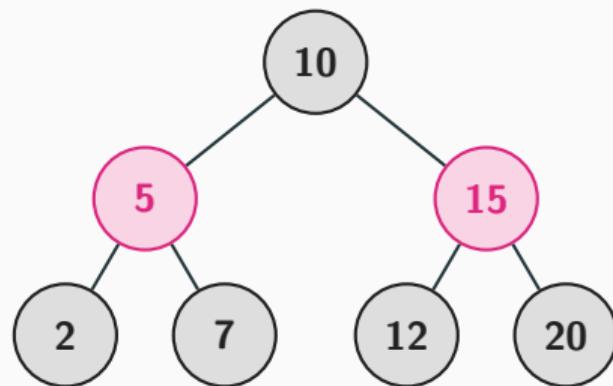


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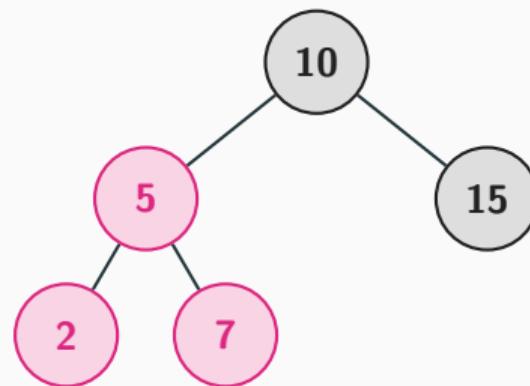


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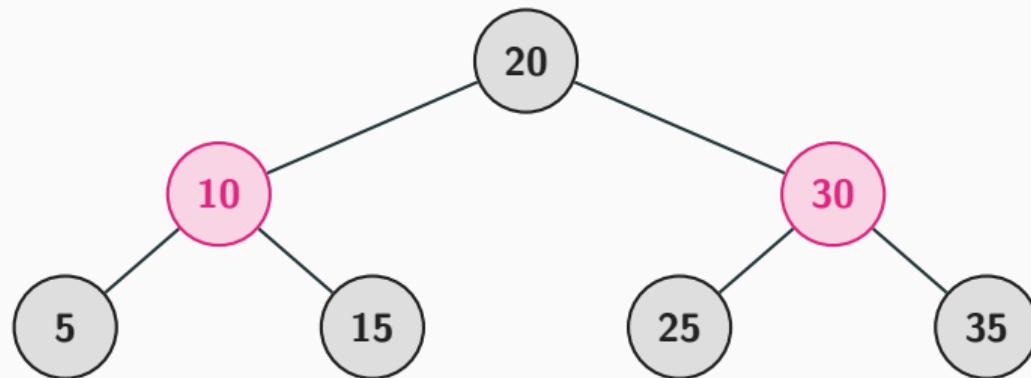
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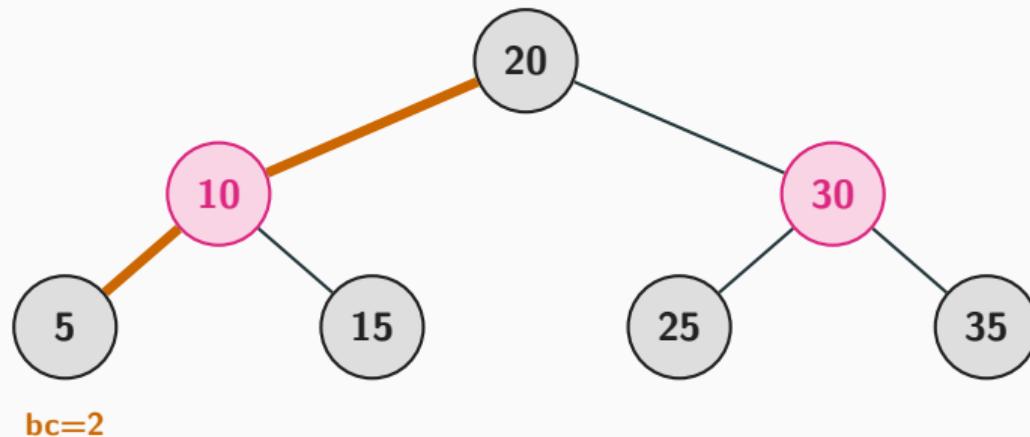
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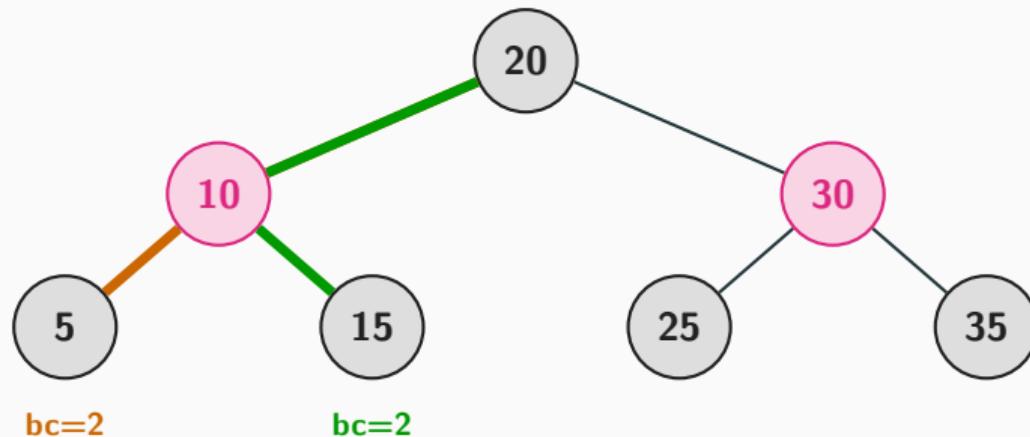
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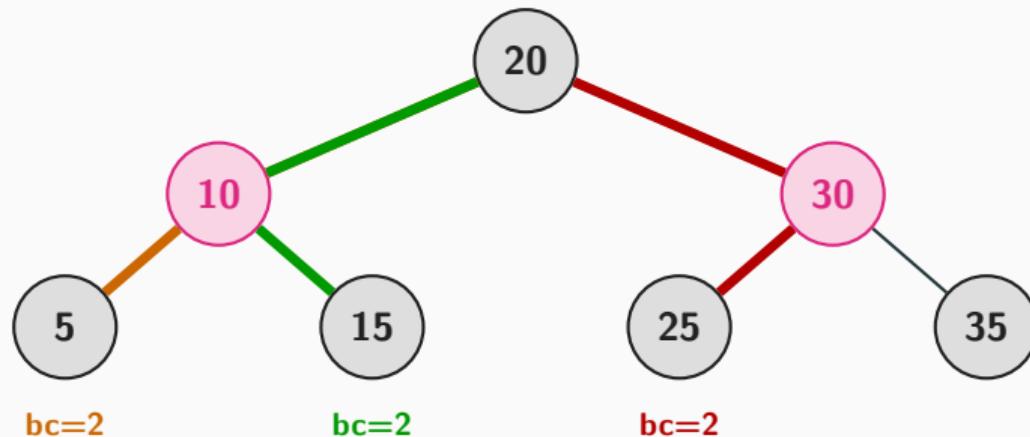
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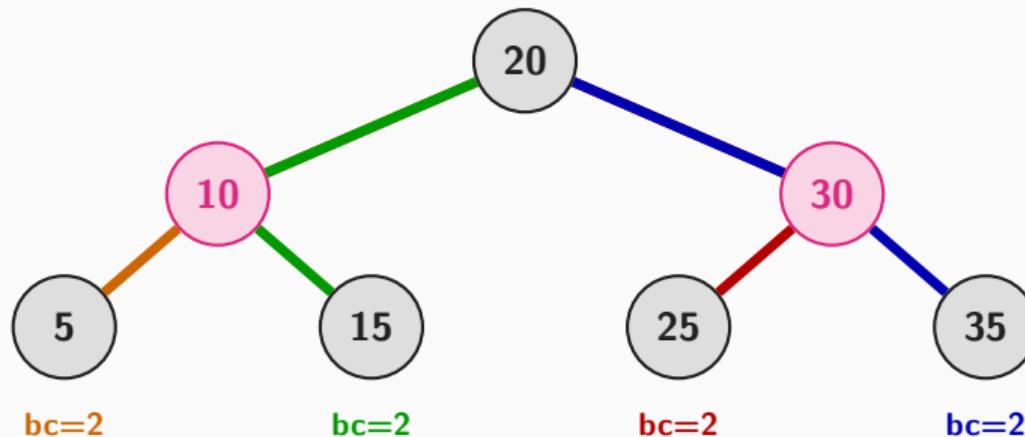
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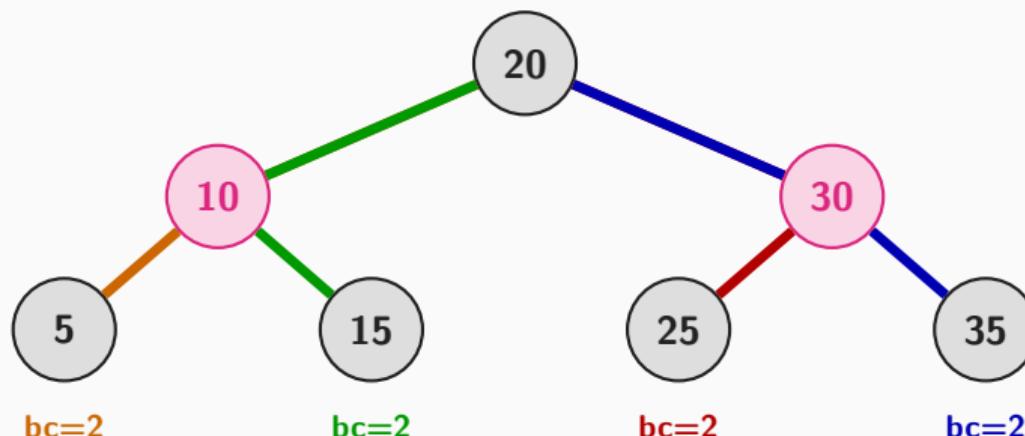
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All paths from root have same black count = 2

## RBT Operations

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**Let's see some operations....**

## Insertion

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### Pseudocode

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color[x] = RED  
  
y = root[T]  
  
while y ≠ NIL do  
    if key[x] > key[y]  
        y = right[y]  
    else  
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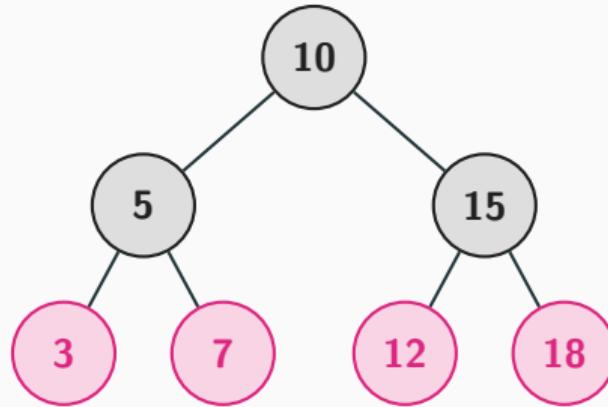
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Existing RBT

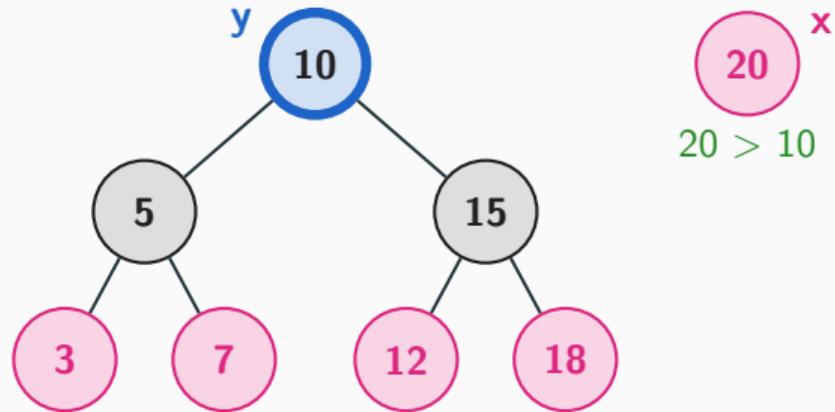


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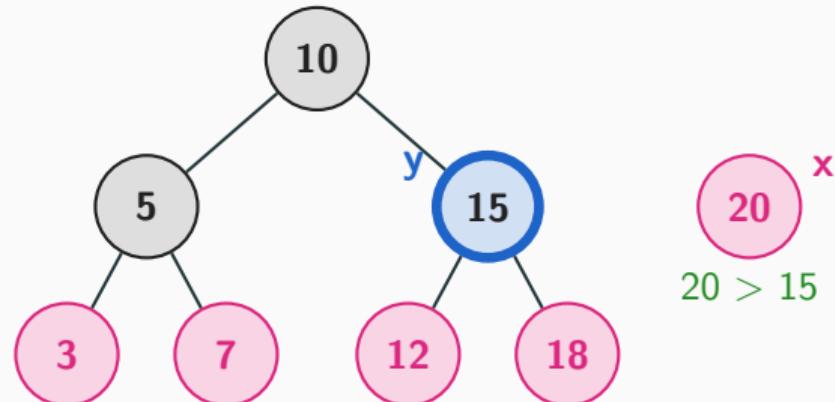


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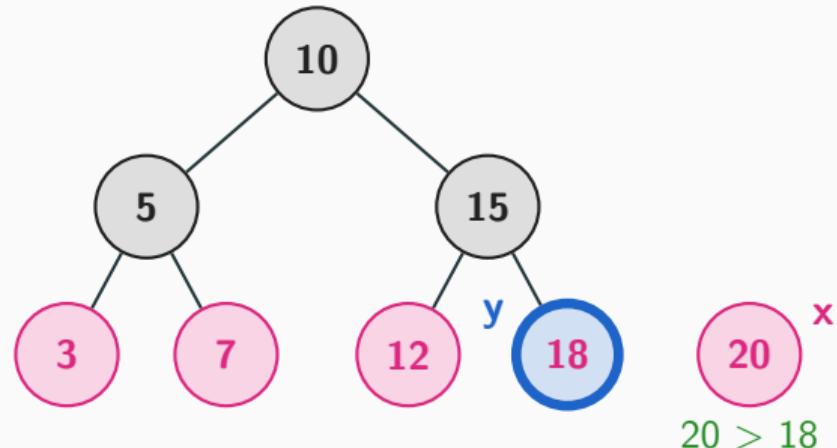


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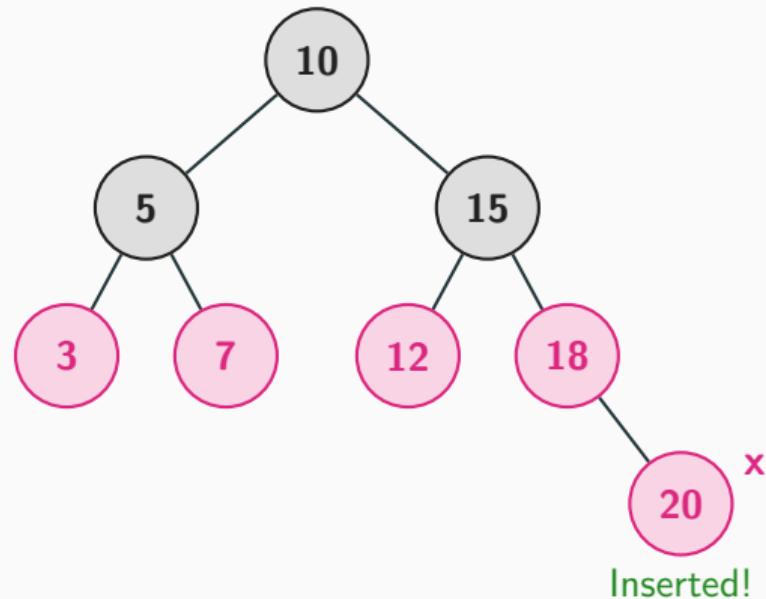


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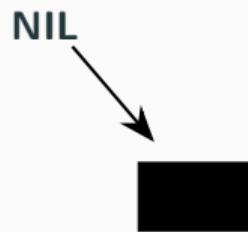
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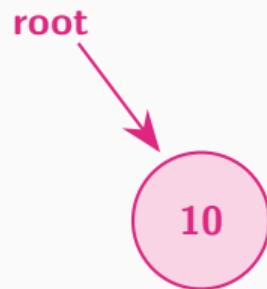
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Insert 10



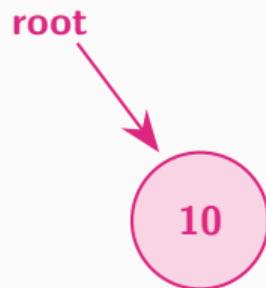
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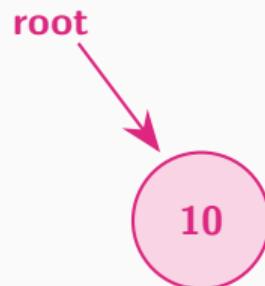
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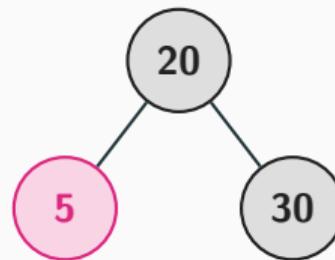
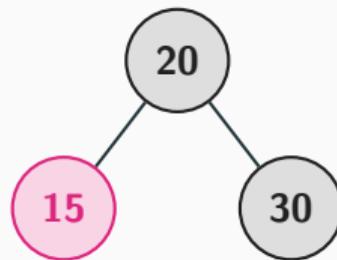
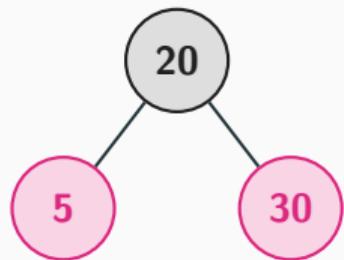


Root can't be RED

**Case 1**

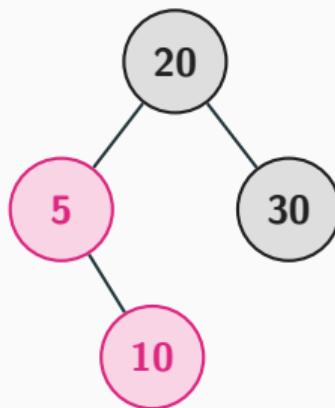
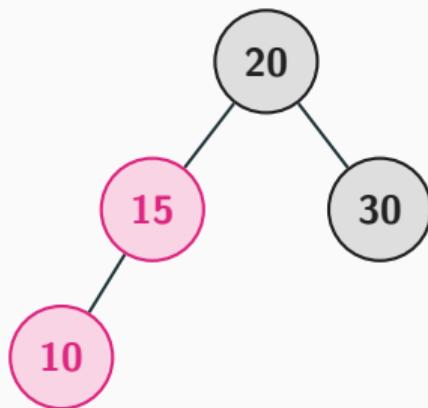
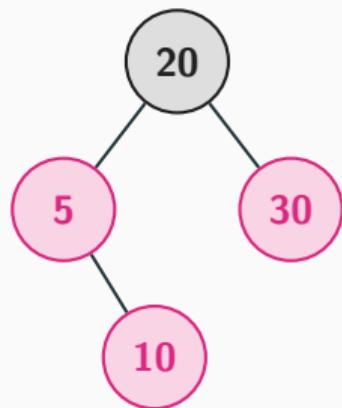
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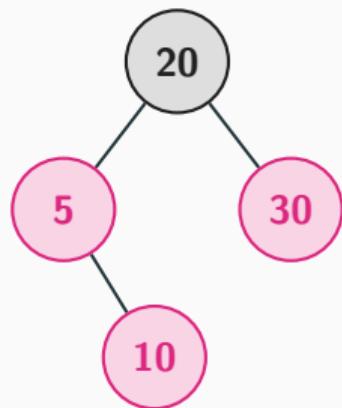
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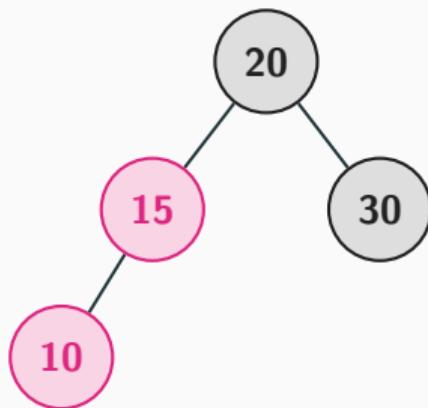


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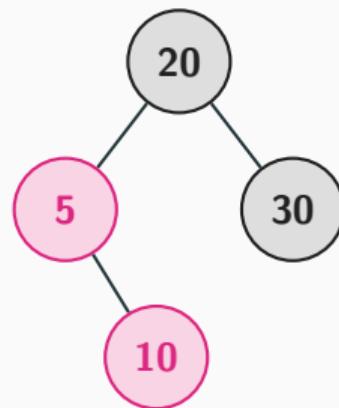
Insert 10



Case 2



Case 3



Case 4

## Solutions to Violations

Case 1

 **Violation**

Root is **RED** — Property 2 broken

 **Fix**

Recolor root to **BLACK**

## Solutions to Violations

Case 1

### Violation

Root is **RED** — Property 2 broken

### Fix

Recolor root to **BLACK**

Case 2

### Violation

Uncle is **RED** — two reds adjacent

### Fix

Recolor parent, uncle **BLACK**;  
grandparent **RED**

## Solutions to Violations

Case 1

### ⚠️ Violation

Root is **RED** — Property 2 broken

### 🔧 Fix

Recolor root to **BLACK**

Case 2

### ⚠️ Violation

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### 🔧 Fix

Recolor parent, uncle **BLACK**;  
grandparent **RED**

Case 3

### ⚠️ Violation

Uncle is **BLACK** — Right-Right

### 🔧 Fix

Left rotate at grandparent, then  
recolor

## Solutions to Violations

Case 1

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Root is **RED** — Property 2 broken

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### 🔧 Fix

Left rotate at grandparent, then  
recolor

Case 4

### ⚠️ Violation

Uncle is **BLACK** — Left-Right

### 🔧 Fix

Left rotate at parent, then apply Case  
3

## Remember This Problem?

Let's try inserting **1, 2, 3, 4, 5** again...

But this time in a **Red-Black Tree!**

## Remember This Problem?

Let's try inserting **1, 2, 3, 4, 5** again...

But this time in a **Red-Black Tree!**

**Watch the magic happen!**

## Insert 1

- First node is always **root**
- Insert as **RED** (default color)

## Insert 1

- First node is always **root**
- Insert as **RED** (default color)

After Insert



## Insert 1

- First node is always **root**
- Insert as **RED** (default color)
- But Root cannot be **RED!**

**Property 2 violated - Case : 1**

**Violation — Root is RED!**



## Insert 1

- First node is always **root**
  - Insert as **RED** (default color)
  - But Root cannot be **RED!**
- Property 2 violated - Case : 1**
- Recolor root to **BLACK**
  - **Fixed!**

After Recolor



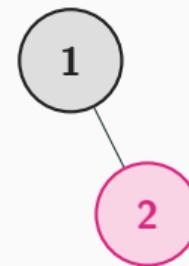
## Insert 2

- Right child of 1
- Insert as **RED** (default color)

## Insert 2

- Right child of 1
- Insert as **RED** (default color)
- Parent is BLACK — **no violation ✓**

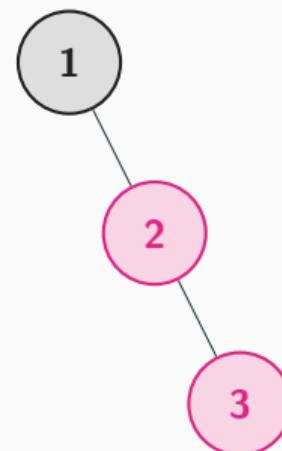
After Insert



## Insert 3

- Right child of 2
- Insert as **RED** (default)

After Insert

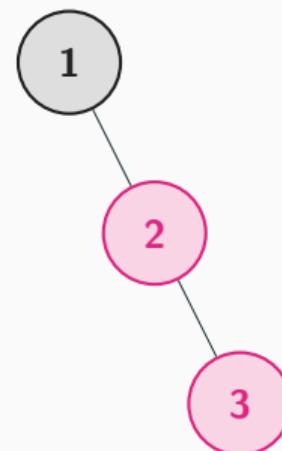


## Insert 3

- Right child of 2
- Insert as **RED** (default)
- Uncle is **NIL/BLACK**
- **Case: 3**

Left rotate at node 1

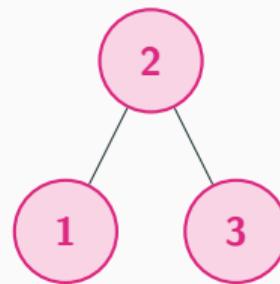
**Violation Found — Two RED in a row!**



## Insert 3

- Right child of 2
- Insert as **RED** (default)
- Uncle is **NIL/BLACK**
- **Case: 3**  
Left rotate at node 1
- Recolor: 2 → **BLACK**, children  
→ **RED**

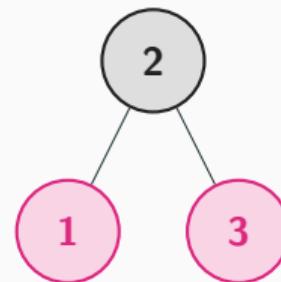
After Left Rotation



## Insert 3

- Right child of 2
- Insert as **RED** (default)
- Uncle is **NIL/BLACK**
- **Case: 3**
  - Left rotate at node 1
- Recolor: 2 → **BLACK**, children → **RED**
- **Fixed!**

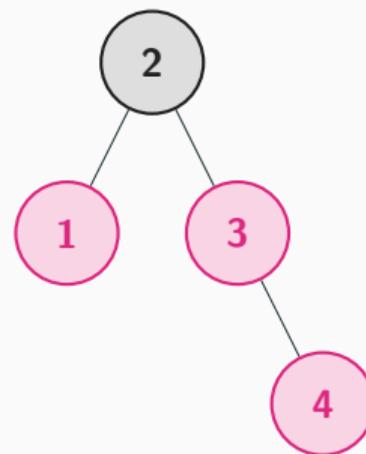
After Recolor



## Insert 4

- Right child of 3
- Insert as **RED** (default)

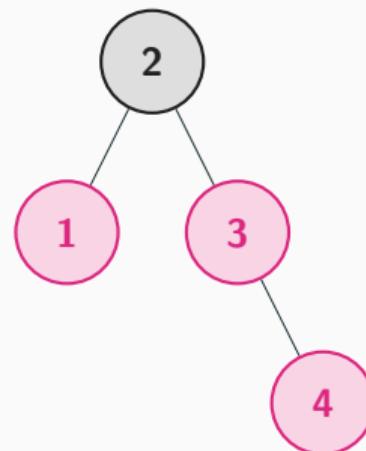
After Insert



## Insert 4

- Right child of 3
- Insert as **RED** (default)
- Uncle (node 1) is **RED**
- **CASE 2**  
Uncle is RED — just recolor!

**Violation Found — Uncle is RED**



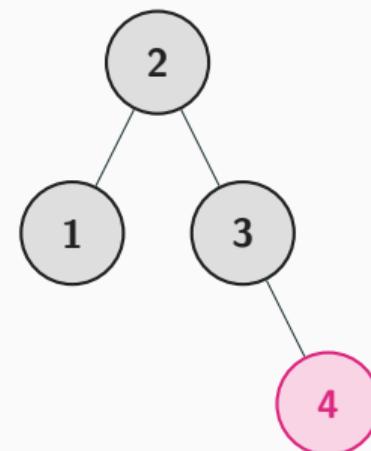
## Insert 4

- Right child of 3
- Insert as **RED** (default)
- Uncle (node 1) is **RED**
- **CASE 2**
  - Uncle is RED — just recolor!
- Recolor: parent & uncle →  
**BLACK**
- Grandparent stays **BLACK**

## Insert 4

- Right child of 3
- Insert as **RED** (default)
- Uncle (node 1) is **RED**
- **CASE 2**
  - Uncle is RED — just recolor!
- Recolor: parent & uncle → **BLACK**
- Grandparent stays **BLACK**
- **Fixed!**

After Recolor



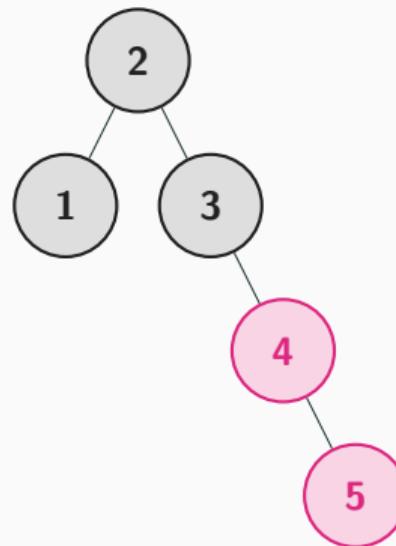
## Insert 5

- Right child of 4
- Insert as **RED** (default)

## Insert 5

- Right child of 4
- Insert as **RED** (default)

After Insert

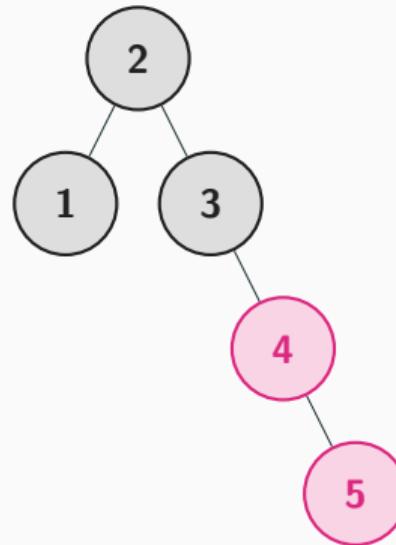


## Insert 5

- Right child of 4
- Insert as **RED** (default)
- Uncle (node 1) is **BLACK**
- **CASE 3**

Uncle is **BLACK** — rotate & recolor!

**Violation — Two RED in a row!**



## Insert 5

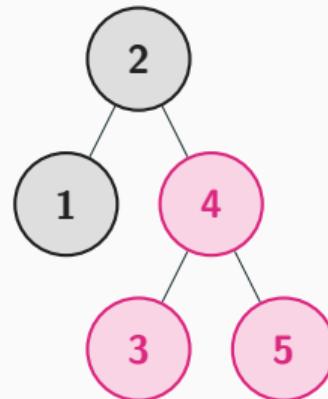
- Right child of 4
- Insert as **RED** (default)
- Uncle (node 1) is **BLACK**

### CASE 3

Uncle is **BLACK** — rotate & recolor!

- Left rotate at node 3 → 4 moves up

After Left Rotation



## Insert 5

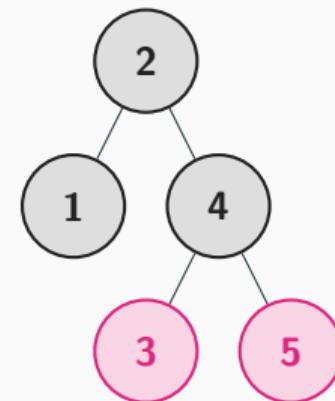
- Right child of 4
- Insert as **RED** (default)
- Uncle (node 1) is **BLACK**

### CASE 3

Uncle is **BLACK** — rotate & recolor!

- Left rotate at node 3 → 4 moves up
- Recolor: 4 → **BLACK**, children → **RED**
- **We're done!**

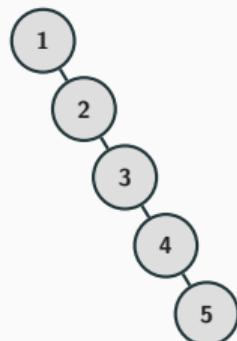
After Recolor



## BST vs. Red-Black Tree

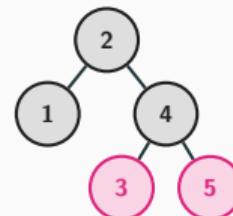
Inserting  $\{1, 2, 3, 4, 5\}$  in order

Regular BST



Height = 5 •  $O(n)$

Red-Black Tree



Height = 3 •  $O(\log n)$

**Insertion is the easy half**

**Now, What happens when we delete a node?**

**Deletion is even more... interesting!**

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Deleting a **RED** node

Deleting a **BLACK** node

# Deletion is even more... interesting!

Deleting a **RED** node

Deleting a **BLACK** node

- No problem!

# Deletion is even more... interesting!

### Deleting a **RED** node

- No problem!
- Just remove it

### Deleting a **BLACK** node

# Deletion is even more... interesting!

### Deleting a **RED** node

- No problem!
- Just remove it
- **Properties still hold**

### Deleting a **BLACK** node

# Deletion is even more... interesting!

### Deleting a RED node

- No problem!
- Just remove it
- **Properties still hold**

### Deleting a BLACK node

- Oh boy...

# Deletion is even more... interesting!

### Deleting a **RED** node

- No problem!
- Just remove it
- **Properties still hold**

### Deleting a **BLACK** node

- Oh boy...
- Black height changes!

# Deletion is even more... interesting!

### Deleting a **RED** node

- No problem!
- Just remove it
- **Properties still hold**

### Deleting a **BLACK** node

- Oh boy...
- Black height changes!
- **Need “double black” fix**

# Deletion is even more... interesting!

### Deleting a **RED** node

- No problem!
- Just remove it
- **Properties still hold**

### Deleting a **BLACK** node

- Oh boy...
- Black height changes!
- **Need “double black” fix**
- Complex cases

# Deletion is even more... interesting!

### Deleting a **RED** node

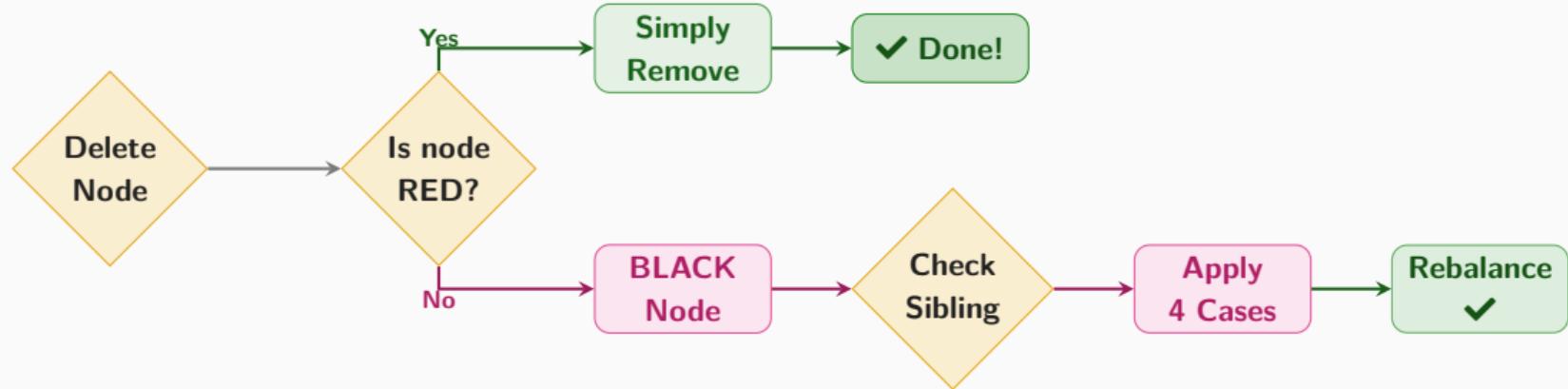
- No problem!
- Just remove it
- **Properties still hold**

### Deleting a **BLACK** node

- Oh boy...
- Black height changes!
- **Need “double black” fix**
- Complex cases

Let's see both cases...

## Deletion Decision Flowchart

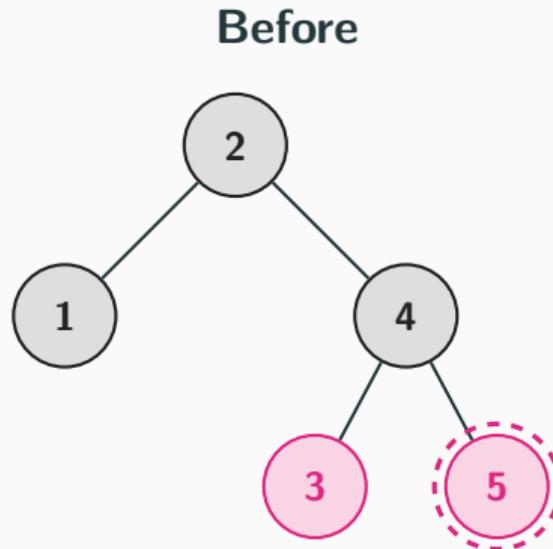


**Top path (RED node)** = straightforward

**Bottom path (BLACK node)** = complex

## Case 1: Deleting a RED Node

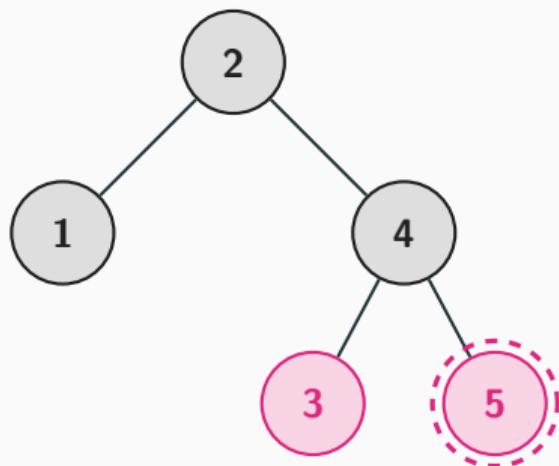
Delete node **5** from the tree



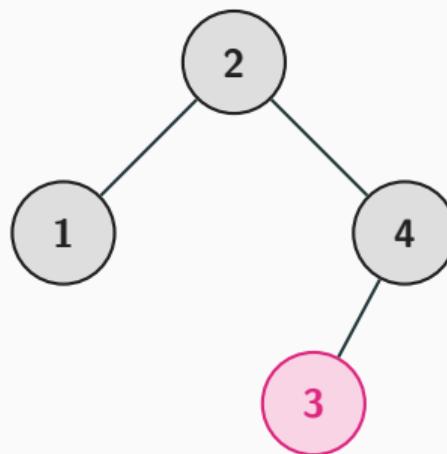
## Case 1: Deleting a RED Node

Delete node **5** from the tree

Before



After



## Case 1: Deleting a **RED** Node

Is it done?

## Case 1: Deleting a **RED** Node

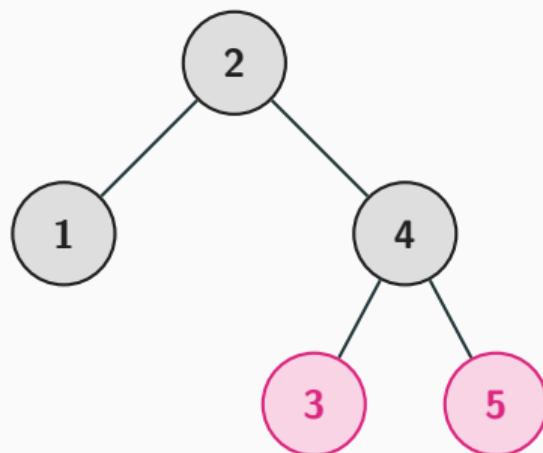
**Is it done?**

Let's check the black height.

## Case 1: Black-Height Stays the Same

Every path still has  $\text{bc} = 2$  black nodes after removing 5

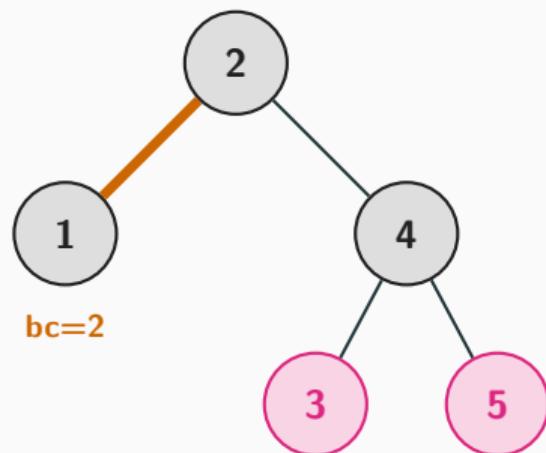
Before (with node 5)



## Case 1: Black-Height Stays the Same

Every path still has  $\text{bc} = 2$  black nodes after removing 5

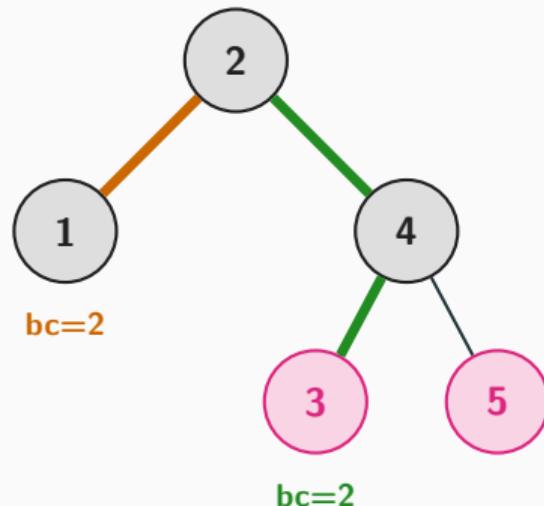
Before (with node 5)



## Case 1: Black-Height Stays the Same

Every path still has  $\text{bc} = 2$  black nodes after removing 5

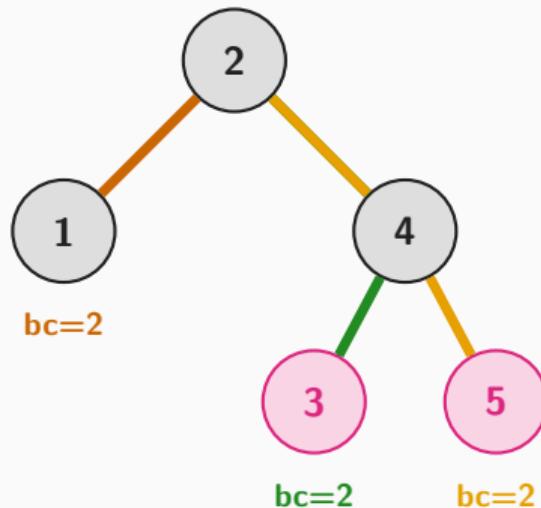
Before (with node 5)



## Case 1: Black-Height Stays the Same

Every path still has  $\text{bc} = 2$  black nodes after removing 5

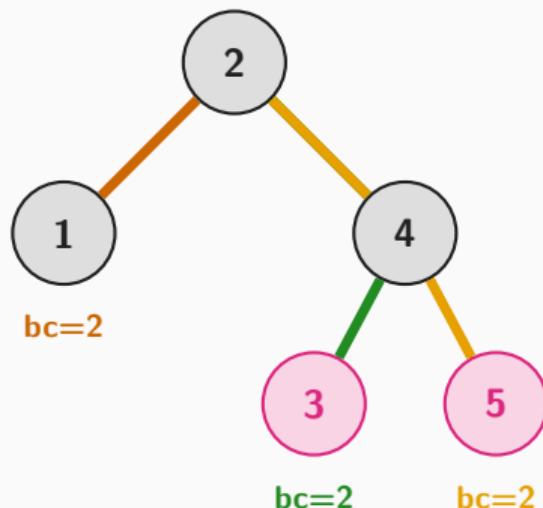
Before (with node 5)



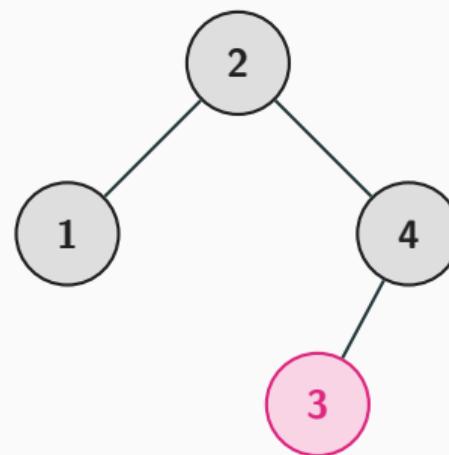
## Case 1: Black-Height Stays the Same

Every path still has  $\text{bc} = 2$  black nodes after removing 5

Before (with node 5)



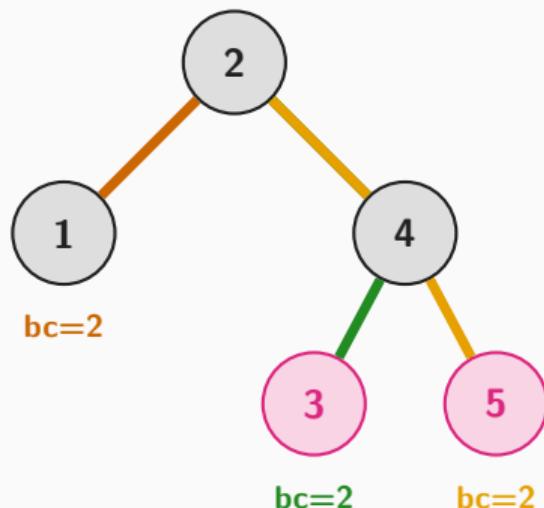
After (node 5 removed)



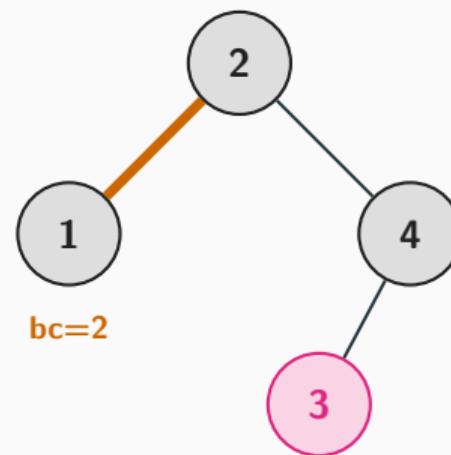
## Case 1: Black-Height Stays the Same

Every path still has  $\text{bc} = 2$  black nodes after removing 5

Before (with node 5)



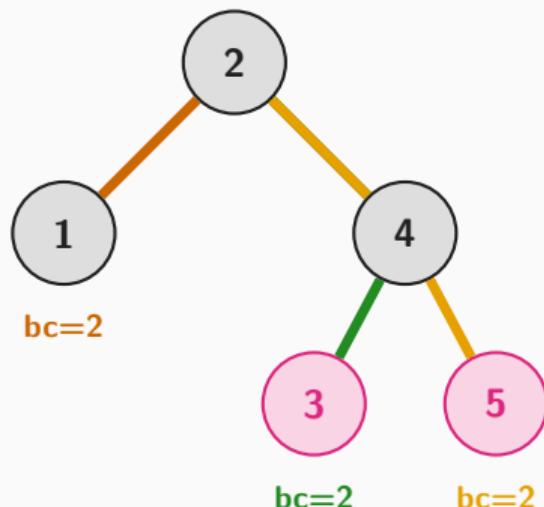
After (node 5 removed)



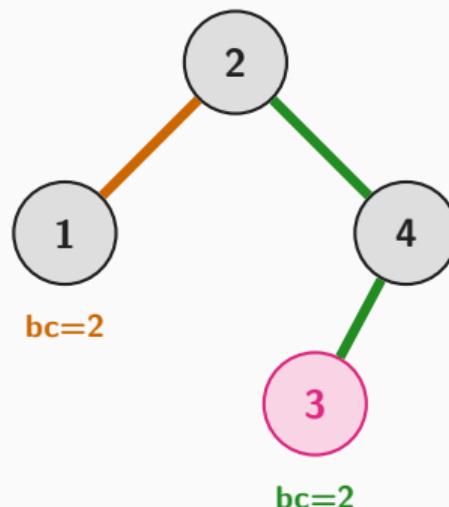
## Case 1: Black-Height Stays the Same

Every path still has  $\text{bc} = 2$  black nodes after removing 5

Before (with node 5)



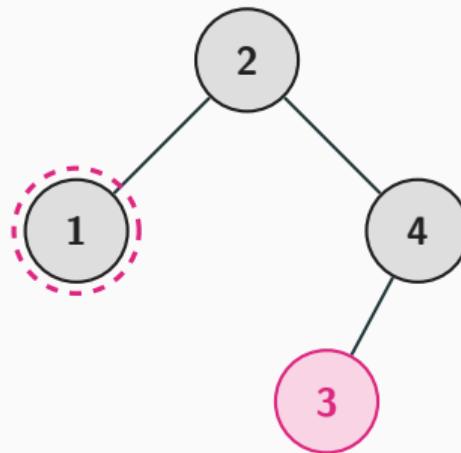
After (node 5 removed)



## Case 2: Deleting a BLACK Node

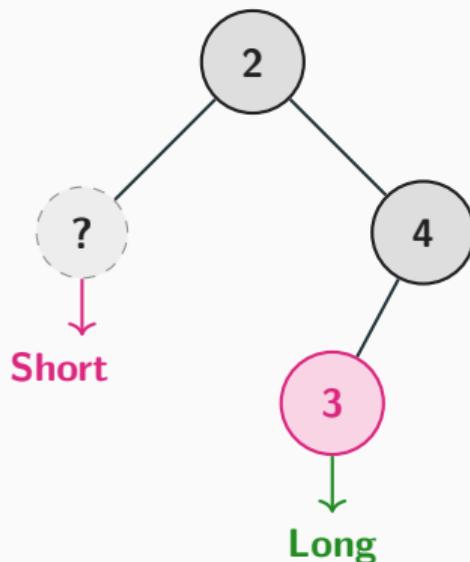
Delete node **1** from the tree

**Before deletion:**



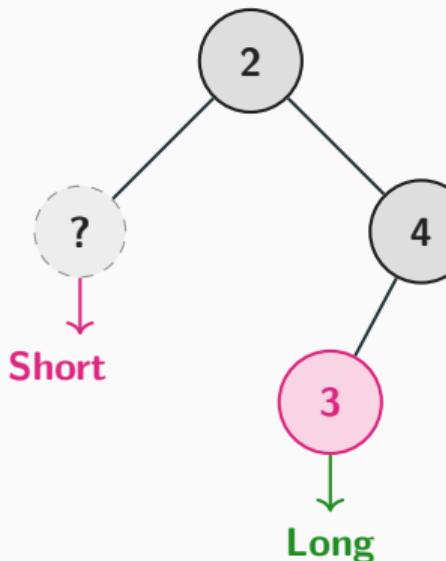
## Case 2: After Deleting the BLACK Node

The node is gone - but now we have a **problem**



## Case 2: After Deleting the BLACK Node

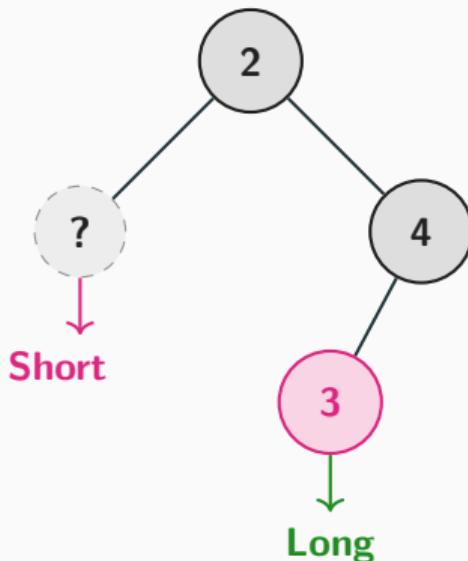
The node is gone - but now we have a **problem**



- Left path is now **shorter**

## Case 2: After Deleting the BLACK Node

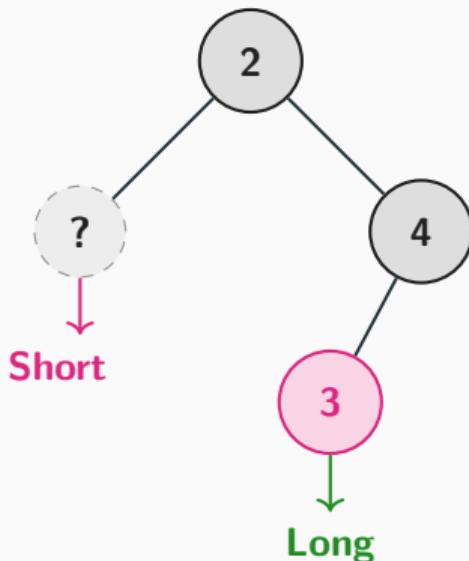
The node is gone - but now we have a **problem**



- Left path is now **shorter**
- Black-height **violated!**

## Case 2: After Deleting the BLACK Node

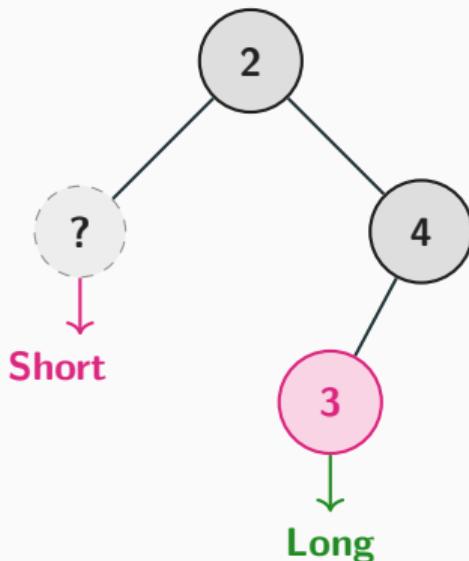
The node is gone - but now we have a **problem**



- Left path is now **shorter**
- Black-height **violated!**
- We call this a  
**“Double-Black” node**

## Case 2: After Deleting the BLACK Node

The node is gone - but now we have a **problem**



- Left path is now **shorter**
- Black-height **violated!**
- We call this a  
**“Double-Black” node**

**IMBALANCED - must fix!**

## Case 2: The Fix-up

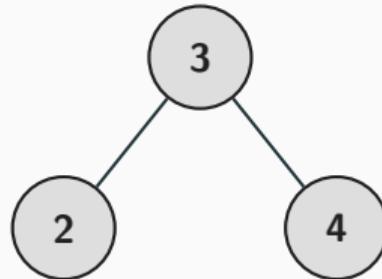
- **Rotate:** Right at 4,  
then left at 2

## Case 2: The Fix-up

- **Rotate:** Right at 4,  
then left at 2
- **Recolor:** Node 3 → Black

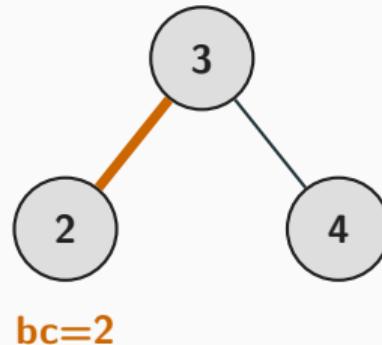
## Case 2: The Fix-up

- **Rotate:** Right at 4,  
then left at 2
- **Recolor:** Node 3 → Black



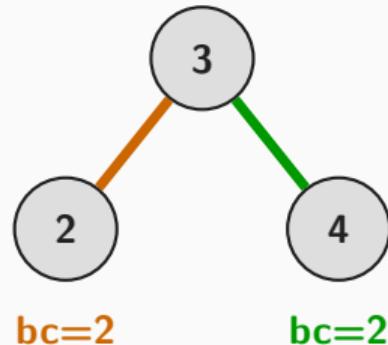
## Case 2: The Fix-up

- **Rotate:** Right at 4,  
then left at 2
- **Recolor:** Node 3 → Black



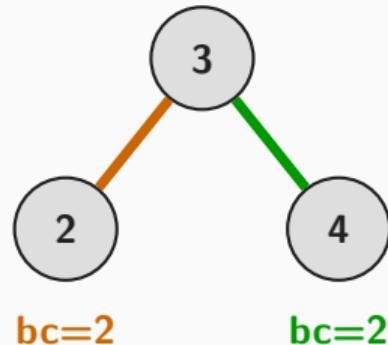
## Case 2: The Fix-up

- **Rotate:** Right at 4,  
then left at 2
- **Recolor:** Node 3 → Black



## Case 2: The Fix-up

- **Rotate:** Right at 4,  
then left at 2
- **Recolor:** Node 3 → Black
- **Tree is balanced!**



All paths:  $bc = 2$  - Black-height restored!

## Fixing Double-Black: 4 Cases

When we have a **Double-Black** node,  
the fix depends on the **sibling's color and children**.

**P** = Parent      **S** = Sibling      **L / R** = S's children

 = Double-Black node

## Fixing Double-Black: 4 Cases

When we have a **Double-Black** node,  
the fix depends on the **sibling's color and children**.

**P** = Parent      **S** = Sibling      **L / R** = S's children

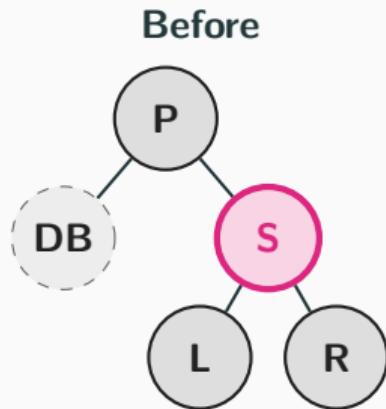


= Double-Black node

4 cases - let's go through them one by one!

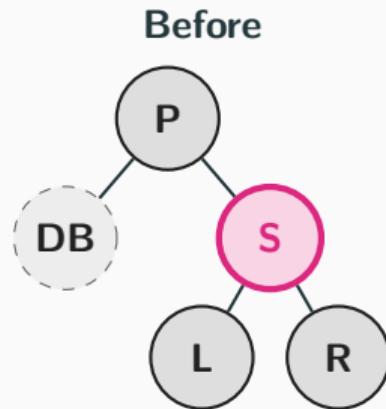
## Fix Case 1 of 4: Sibling is RED

The Sibling S is RED



## Fix Case 1 of 4: Sibling is RED

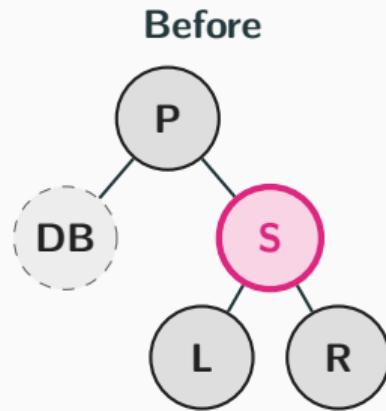
The Sibling S is RED



- **Rotate P to the left**

## Fix Case 1 of 4: Sibling is RED

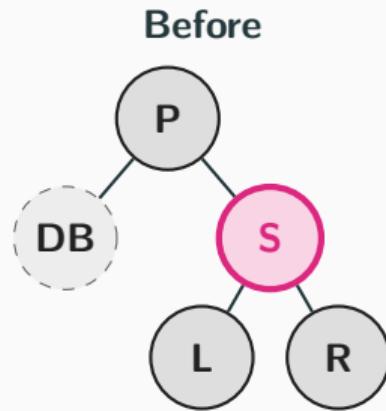
The Sibling S is RED



- **Rotate P to the left**
- **Recolor:** S → Black, P → Red

## Fix Case 1 of 4: Sibling is RED

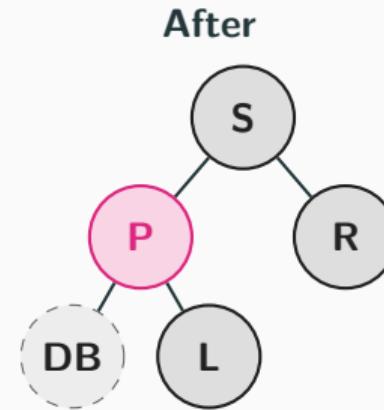
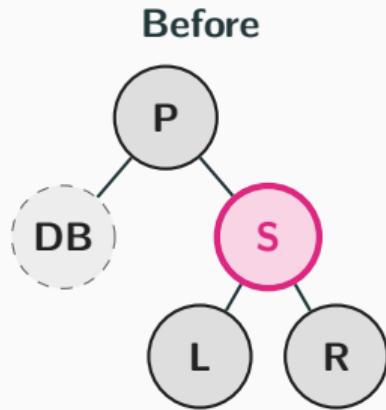
The Sibling S is RED



- **Rotate P to the left**
- **Recolor:** S → Black, P → Red

## Fix Case 1 of 4: Sibling is RED

The Sibling S is RED

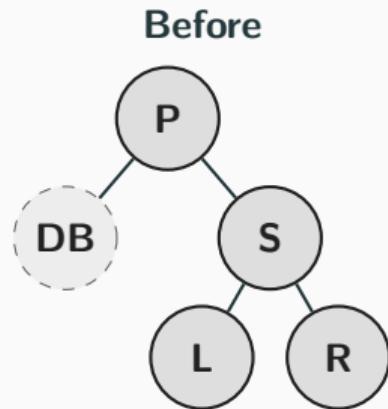


Now apply Case 2, 3, or 4 to DB

- **Rotate P to the left**
- **Recolor:** S → Black, P → Red

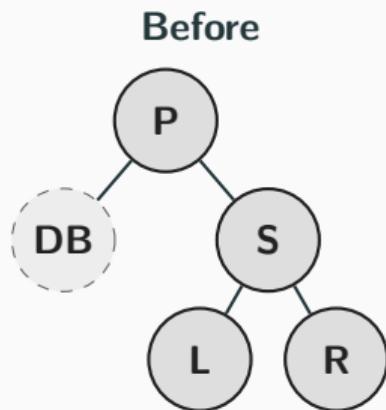
## Fix Case 2 of 4: Sibling & Children All BLACK

S and both children are BLACK



## Fix Case 2 of 4: Sibling & Children All BLACK

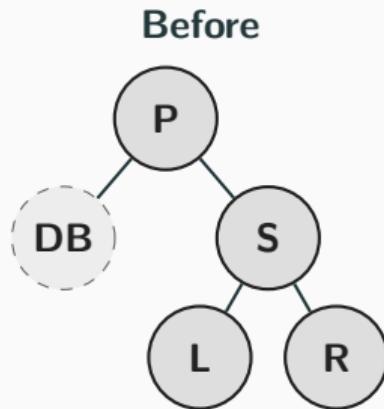
S and both children are BLACK



- Recolor S → Red

## Fix Case 2 of 4: Sibling & Children All BLACK

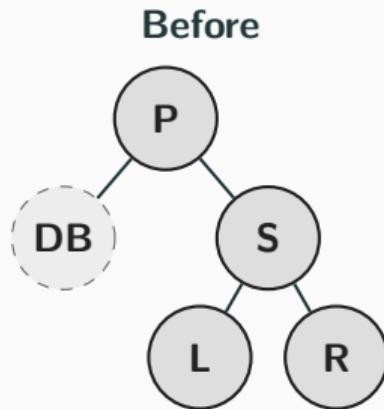
S and both children are BLACK



- Recolor S → Red
- Push the Double-Black up to P

## Fix Case 2 of 4: Sibling & Children All BLACK

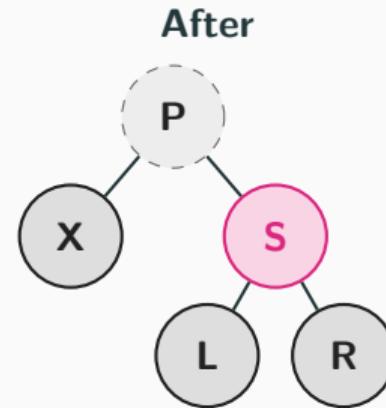
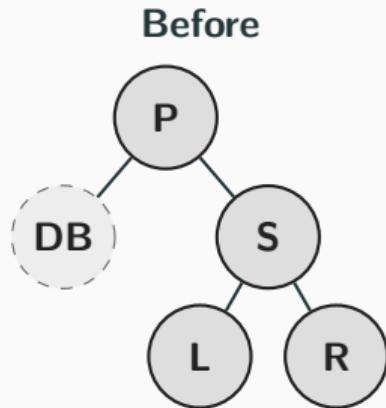
S and both children are BLACK



- Recolor S → Red
- Push the Double-Black up to P

## Fix Case 2 of 4: Sibling & Children All BLACK

S and both children are BLACK

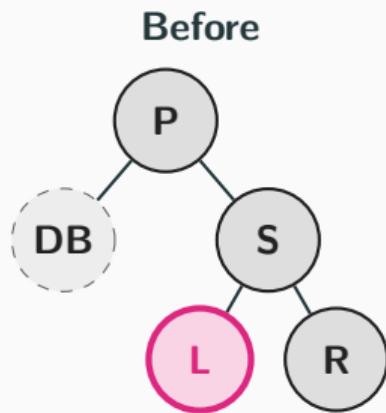


*DB pushed to P — continue fixing*

- Recolor S → Red
- Push the Double-Black up to P

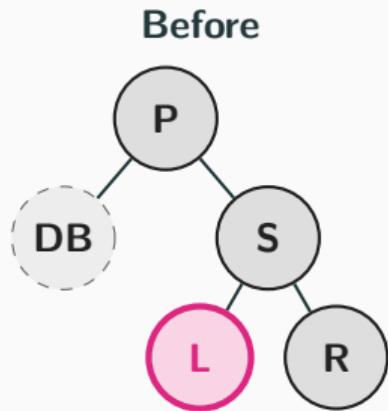
## Fix Case 3 of 4: Sibling's Left Child is RED

S is Black, S's Left child is RED



## Fix Case 3 of 4: Sibling's Left Child is RED

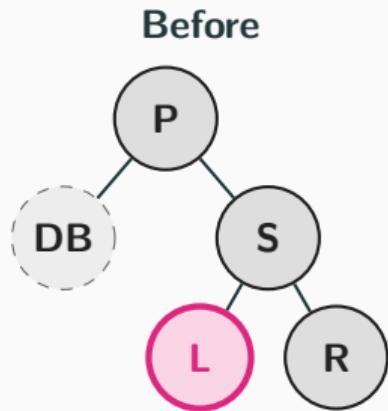
S is Black, S's Left child is RED



- Right-rotate at S, & Swap colors of S and L

## Fix Case 3 of 4: Sibling's Left Child is RED

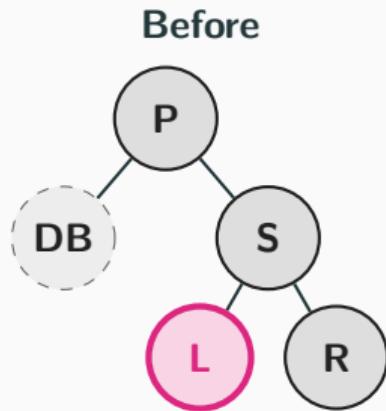
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## Fix Case 3 of 4: Sibling's Left Child is RED

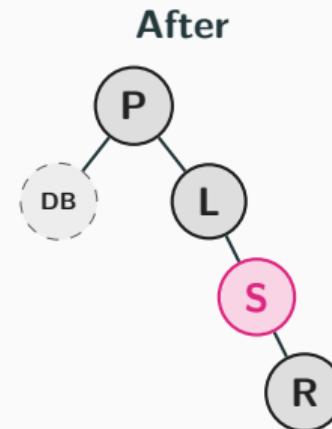
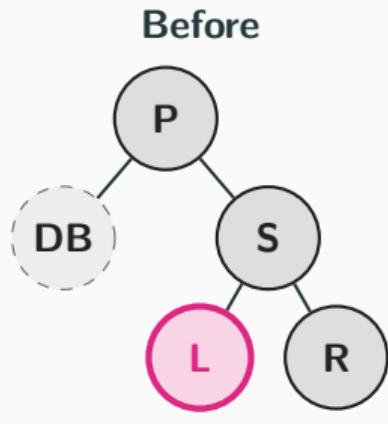
S is Black, S's Left child is RED



- Right-rotate at S, & Swap colors of S and L

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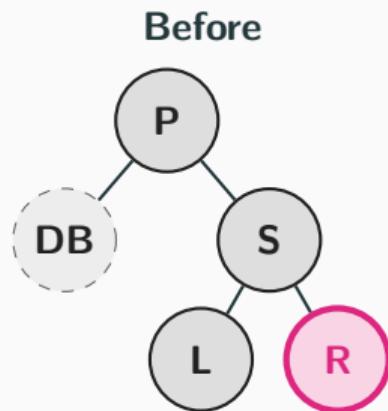


*Now proceed with Case 4*

- Right-rotate at S, & Swap colors of S and L

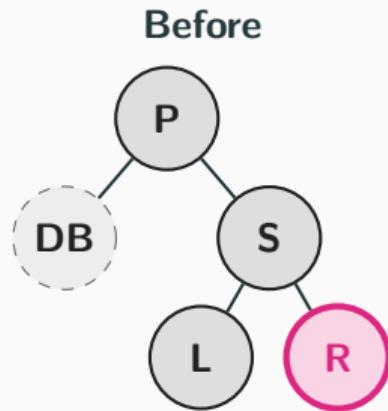
## Fix Case 4 of 4: Sibling's Right Child is RED

S is Black, S's Right child is RED



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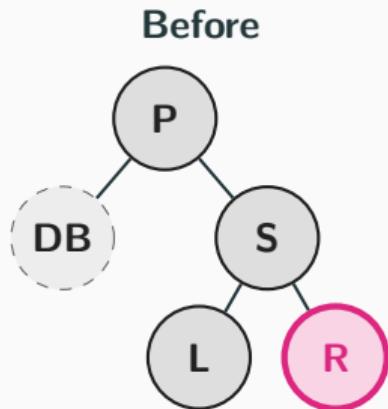
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- Left-rotate at P

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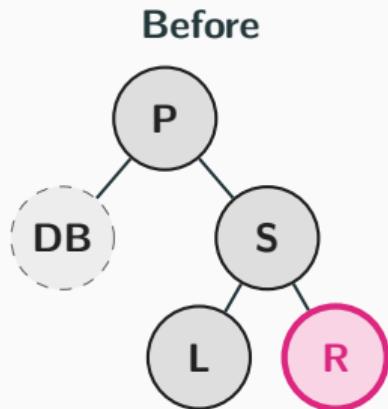
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- **Left-rotate at P**
- **Recolor R → Black**

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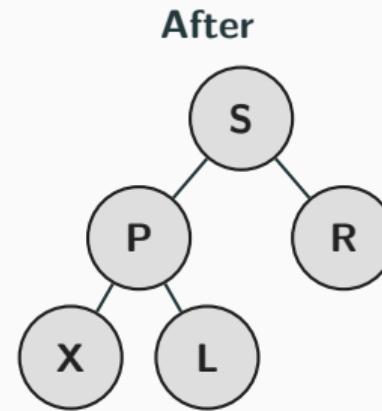
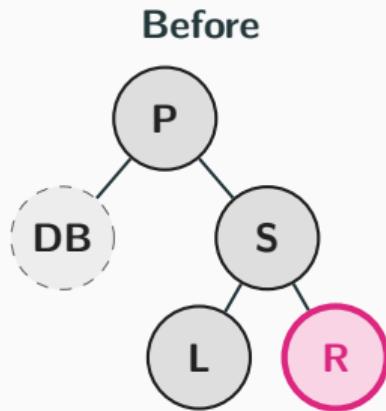
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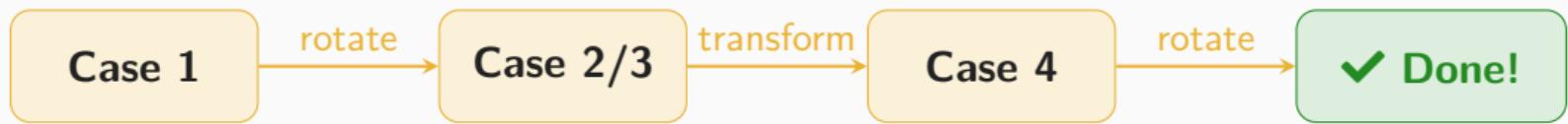


*Double-Black fully resolved!*

- Left-rotate at P
- Recolor R → Black

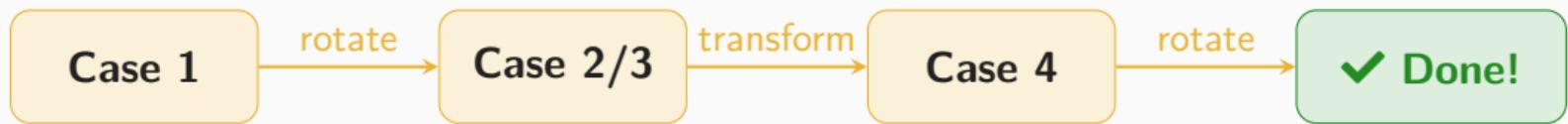
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The cases form a **chain**:



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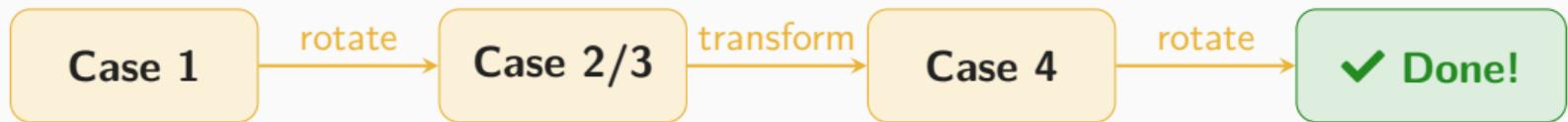
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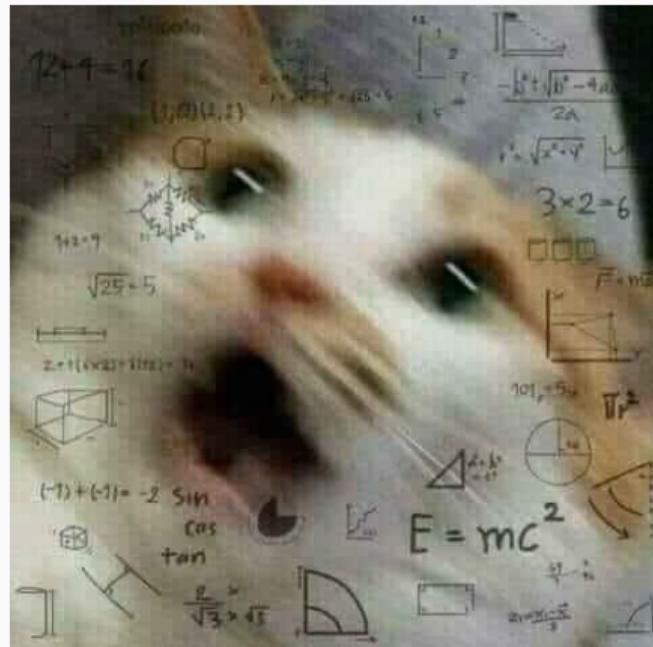
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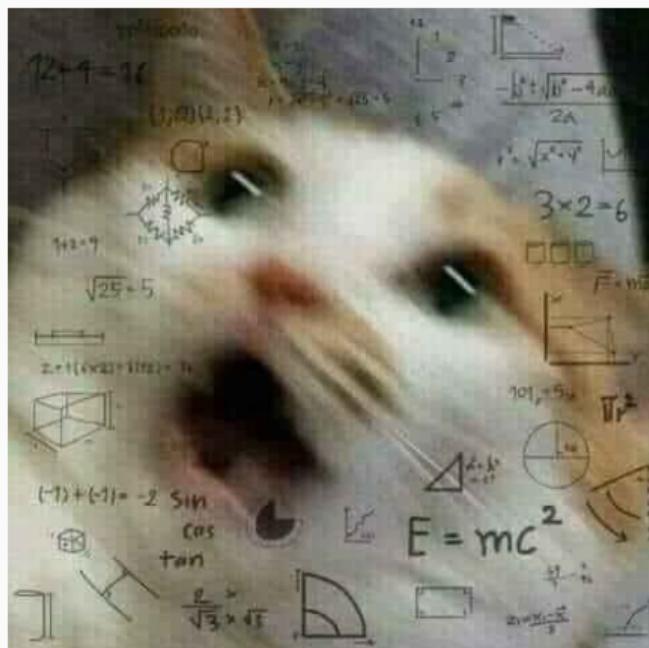
*Case 2 may propagate upward; Cases 1 & 3 always lead to Case 4*

# Too Many Cases?



Confused?

# Too Many Cases?



## Confused?

If this felt like **a lot** at once -  
that's because **it is !**

Even seasoned programmers keep  
a reference sheet open for this one.

## The Reality of Deletion

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► We'll skip the gory details for now!

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What did it actually buy us?

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**All that work.**

What did it actually buy us?

*Let's finally see the payoff.*

# CSE-200 Final Presentation

## Red Black Tree

---

Muhasina Ashraf - 2205002

Rifah Tasnia Islam - 2205008

Sufian Ashraf - 2205019

February 19, 2026

Department of CSE

Bangladesh University of Engineering and Technology

## Why Rotations Work: The Magic Behind Balance

**Rotation Complexity:  $O(1)$  Operations**

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- Restructures tree locally

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# Why Red-Black Trees Work: The Math Behind It

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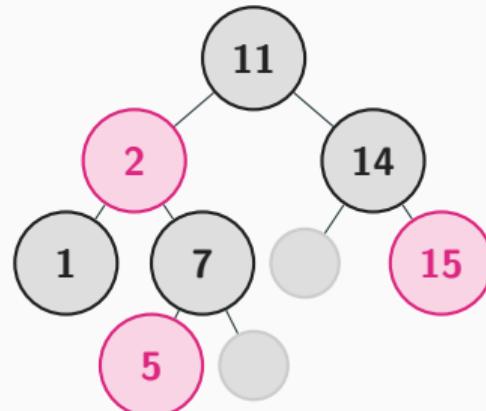
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Black height = 2, Total height = 4

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Red-black trees achieve  $O(n)$  space with just 1 extra bit per node (the color)!

That's the definition of space-efficient data structures!

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**Fun fact:** Robert Sedgewick (co-inventor of RBT) later said: "*I prefer left-leaning red-black trees now - they're simpler!*"

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- RBTs: Keanu Reeves of data structures - always reliable!



### Why Choose Red-Black Trees?

## The Ultimate Showdown: RBT vs Other Trees

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Tree Type	Search	Insert	Delete	Space
Red-Black	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(n)$
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Like coffee - balanced and  
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Many companies use hybrid approaches - RBTs for small datasets, B-trees for large ones. It's complicated... but mostly red-black trees!

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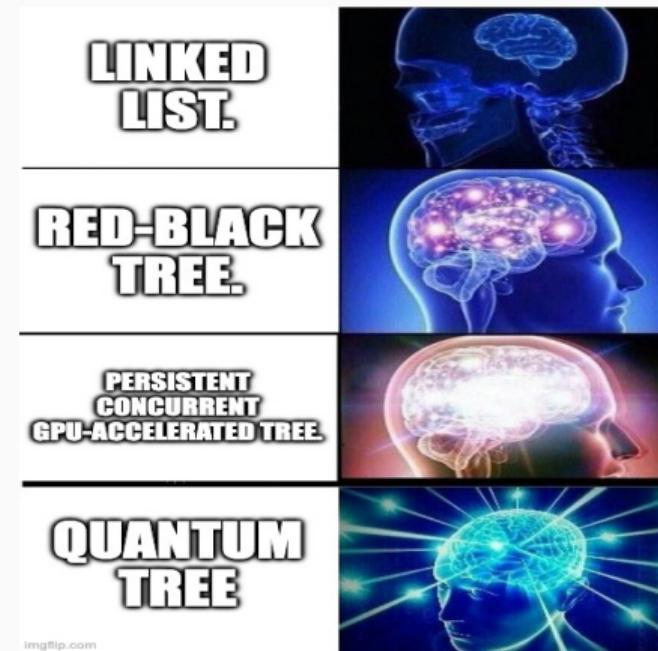
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# The Future: Where Are Trees Heading?

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**So There You Have It!**

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### Remember

The next time your code runs in  $O(\log n)$  time...

Thank a red-black tree! ❤

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