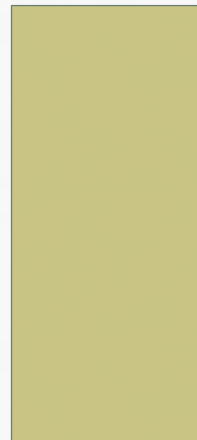


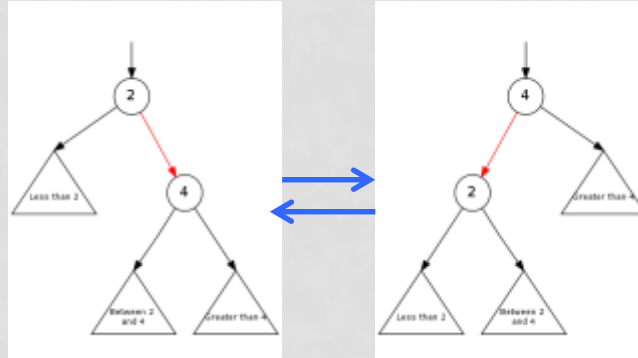
LEFT-LEANING RED BLACK TREES

TONY LIU AND MICHAEL SHAW



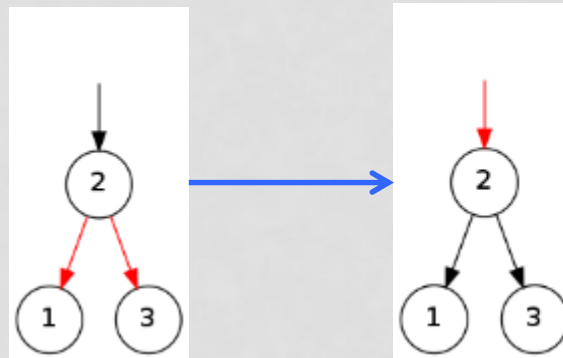
LLRB OPERATIONS

Rotate Left



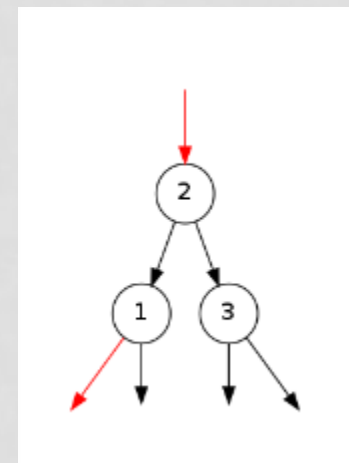
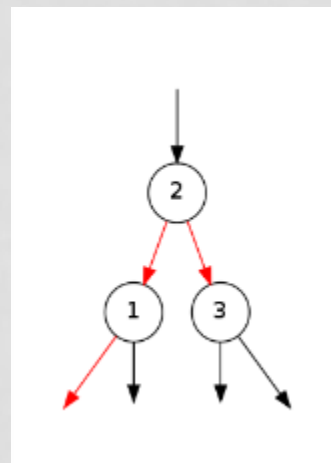
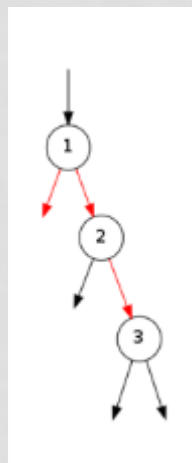
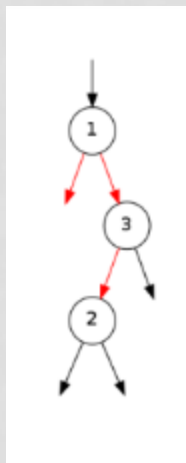
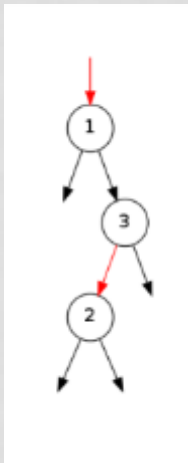
Rotate Right

Flip Colors



LLRB OPERATIONS CONT.

Move Red Left (Remove Operation)



CODE SNAPSHOTS

LLRB

```
1  struct llrb_node {
2      int key;
3      llrb_node* left;
4      llrb_node* right;
5      llrb_node* parent;
6      bool is_red;
7  };
8
9  struct llrb {
10     llrb_node* root;
11     llrb_node* nil;
12 };
13
14 void llrb_init(llrb* t) {
15     t->root = t->nil = new llrb_node();
16     t->root->key = -1;
17     t->root->left = t->root->right = t->root->parent = t->nil;
18     t->root->is_red = false;
19 }
```

BST

```
1  struct bst_node {
2      int key;
3      bst_node* left;
4      bst_node* right;
5  };
6
7  struct bst {
8      bst_node* root;
9  };
10
11 void bst_init(bst* t) {
12     t->root = new bst_node();
13     t->root->key = -1;
14     t->root->left = t->root->right = NULL;
15 }
```

RB Tree

```
1  struct rb_node {
2      int key;
3      rb_node* left;
4      rb_node* right;
5      rb_node* parent;
6      bool is_red;
7  };
8
9  struct rb {
10     rb_node* root;
11     rb_node* nil;
12 };
13
14 void rb_init(rb* t) {
15     t->root = t->nil = new rb_node();
16     t->root->key = -1;
17     t->root->left = t->root->right = t->root->parent = t->nil;
18     t->root->is_red = false;
19 }
```

PERFORMANCE

Running time of various search structures (milliseconds)

500000 elements	Add	Contains	Remove	Height
RB Tree	399.75	301.5	426.5	22
LLRB	345.25	254.5	574.5	25.75
Binary Search Tree	294	293.5	282	46
Splay Tree	517.5	634.25	533	52.25
Skip List	751.75	728.5	656.5	20.5
1000000 elements	Add	Contains	Remove	Height
RB Tree	917.25	749.25	988.75	23.25
LLRB	890.75	695.25	1430	27.5
Binary Search Tree	798.25	858.25	785	49.25
Splay Tree	1292.5	1630.75	1389.75	52.25
Skip List	1900.75	1667	1522.5	22.5
2000000 elements	Add	Contains	Remove	Height
RB Tree	2260.75	1663.75	2241	24.5
LLRB	2115.5	1575.75	3339.75	28.25
Binary Search Tree	1957.25	1981.5	1963	50.75
Splay Tree	2953	3570.5	3261.75	57
Skip List	3713	3522.5	3163	21.75

CONCLUSIONS

- LLRB is competitive with other data structures on most functions
- Can be implemented in about 300 lines of code
- Left-leaning aspect simplifies the tree operations