



# SEARCH TREES

## 2-3 TREES

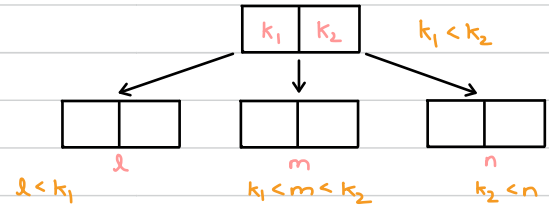
→ degree

- Multiway Search Tree (M Way Search Tree)
- Degree 3 (2-3 trees are Multiway Search Trees with degree 3)
- B Trees (These are height Balanced Search Trees)
- Rules

- All leaf nodes at same level
- Every node must have  $\lceil \frac{n}{2} \rceil$  children

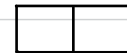
$$\lceil \frac{3}{2} \rceil = 2$$

- Cannot have duplicates



## CREATION OF 2-3 TREE

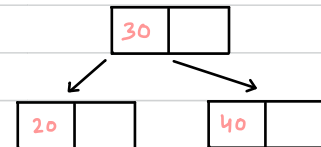
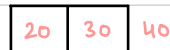
KEYS : 20 , 30 , 40 , 50 , 60 , 10 , 15 , 70 , 80 , 90



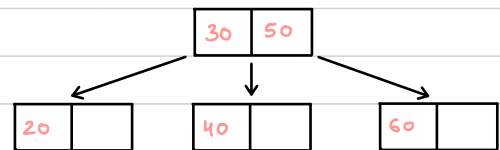
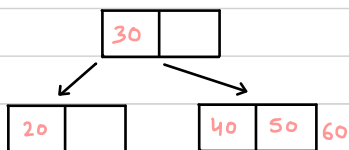
20 , 30



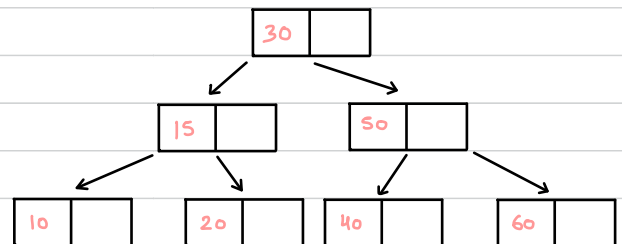
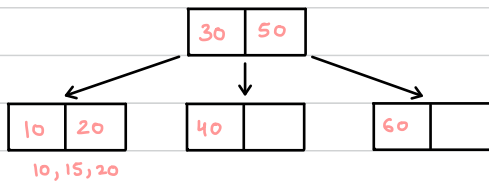
40

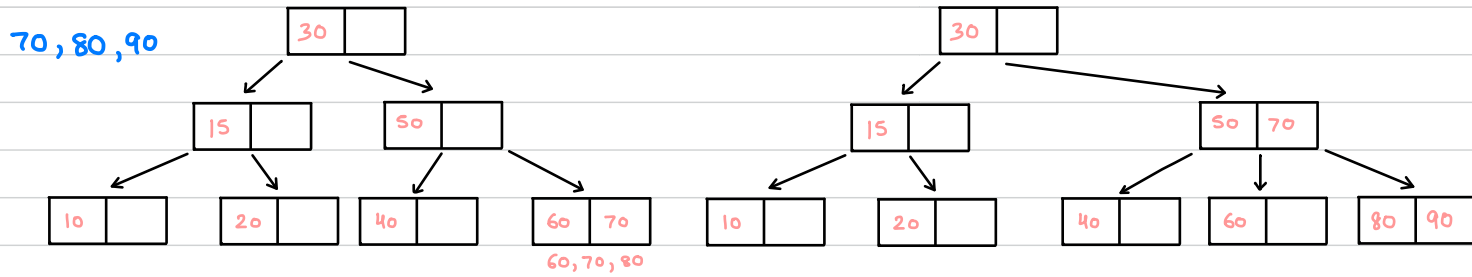


50, 60



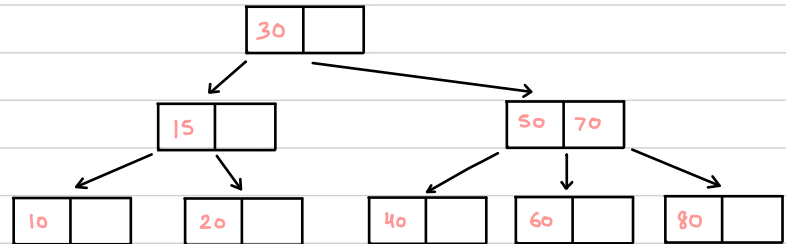
10, 15



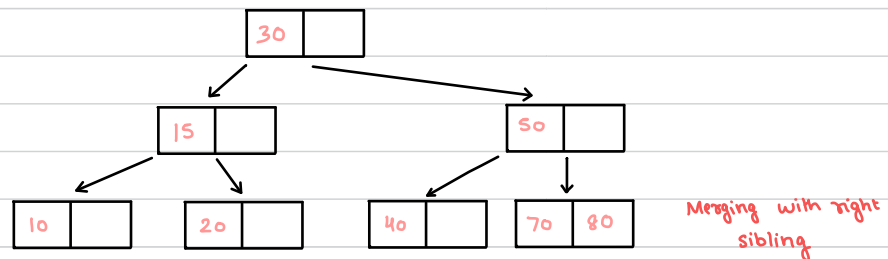
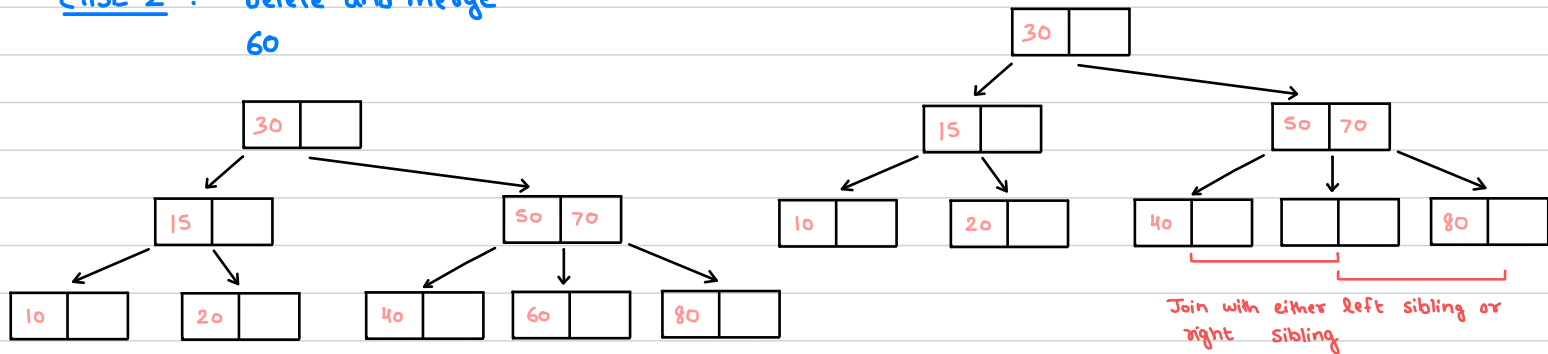


## DELETING FROM 2-3 TREE

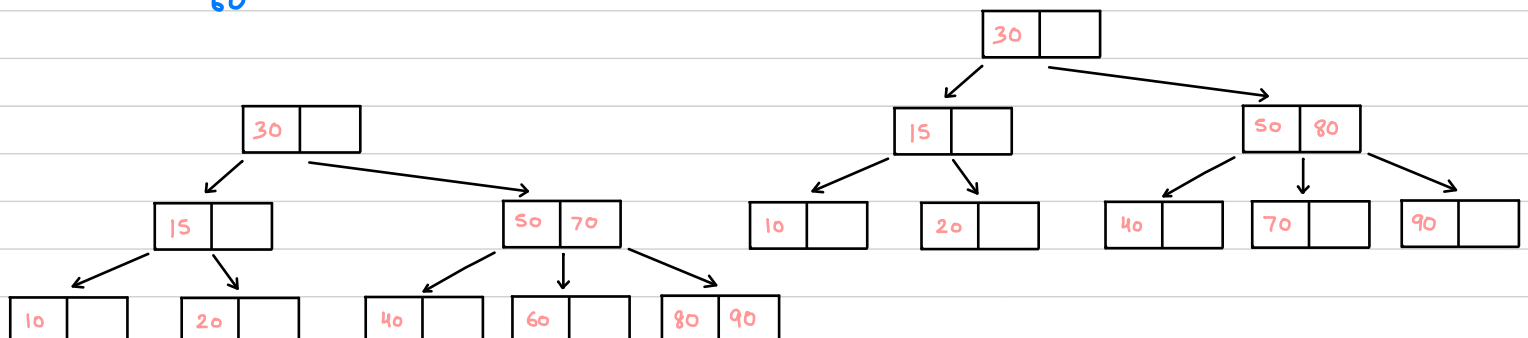
CASE 1 : Simply Delete  
90



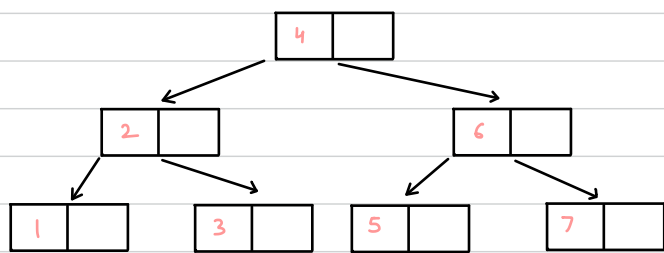
CASE 2 : Delete and merge  
60



CASE 3 : Borrow  
60



## ANALYSIS



0

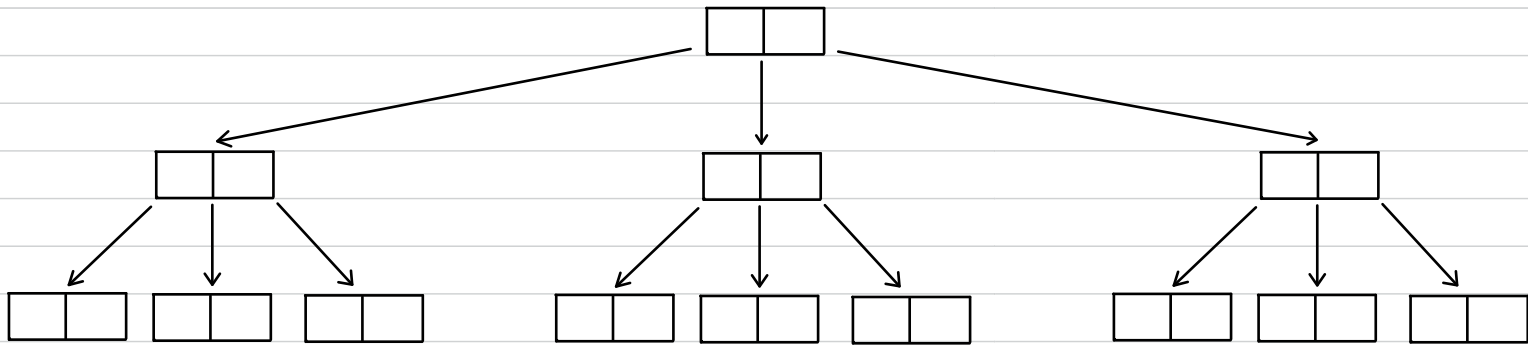
1

2

Tree with min nodes  
for given height

$$\begin{aligned}\text{Minimum } n &= 1 + 2 + 2^2 + \dots \\ &= 2^{h+1} - 1\end{aligned}$$

$$\begin{aligned}\text{Max } h &= \log_2(n-1) - 1 \\ &= O(\log_2 n)\end{aligned}$$



$$\begin{aligned}\text{Max } n &= 1 + 3 + 3^2 + \dots \\ &= \frac{3^{h+1} - 1}{3 - 1}\end{aligned}$$

$$\text{Min } h = \log_3 [n(3-1) + 1] - 1$$

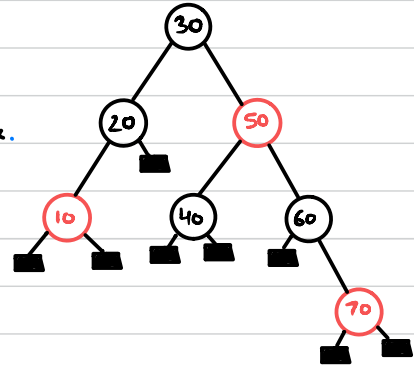
$$O(\log_3 n)$$

Minimum as well as maximum height is  $\log n$

These trees are used for DBMS softwares  
because a node can have more than one value

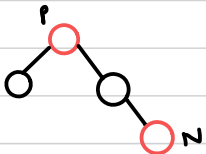
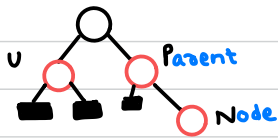
## RED BLACK TREE

- It is a height balanced Binary Search Tree, similar to 2-3-4 tree.
- Every node is either Red or Black.
- Root of a Tree is Black
- NULL is also Black.
- Number of Blacks on paths from root to leaf are same.
- No 2 consecutive Red, Parent and children of red are Black.
- New inserted Node is Red.
- Height in  $\log n \leq h \leq 2\log n$



## CREATION OF RED BLACK TREE

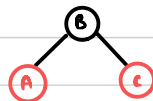
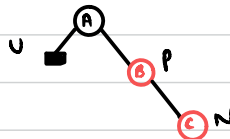
### Uncle is Red (for Node)



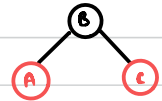
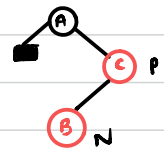
RECOLOURING

### Uncle is Black

#### Zig-Zig (LL/RR)



#### Zig-Zag (RL/LR)



ROTATION

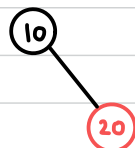
KEYS : 10 , 20 , 30 , 50 , 40 , 60 , 70 , 80 , 4 , 8

### INSERT

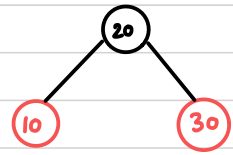
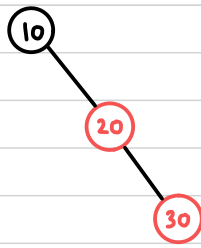
10



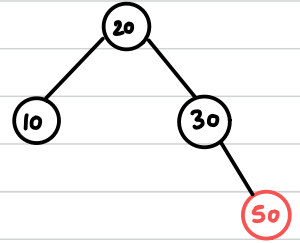
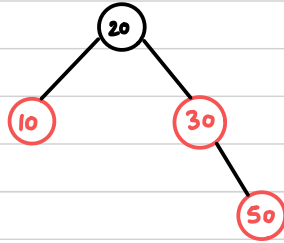
20



30

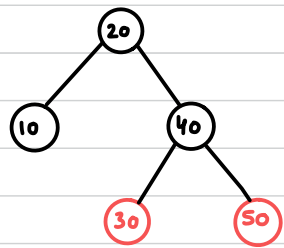
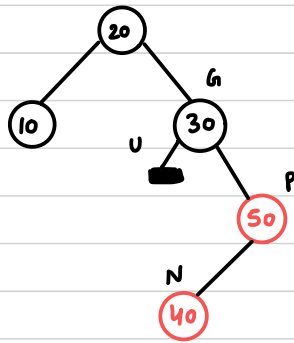


50

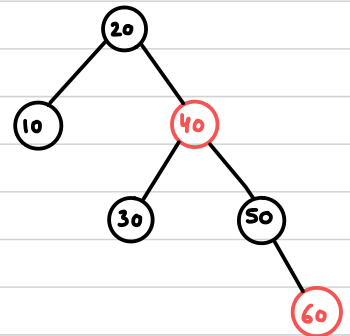
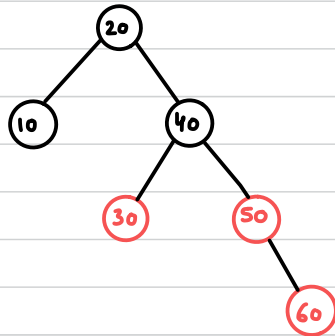


Root must be black

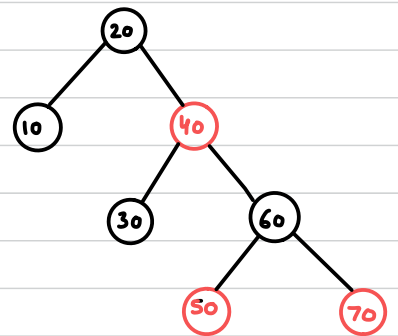
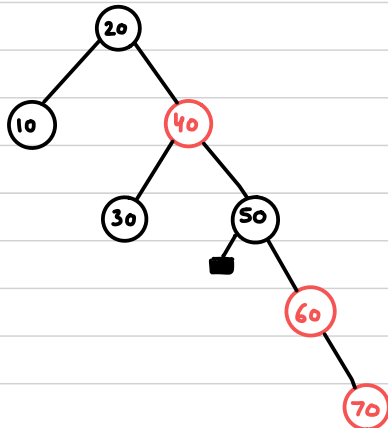
40



60

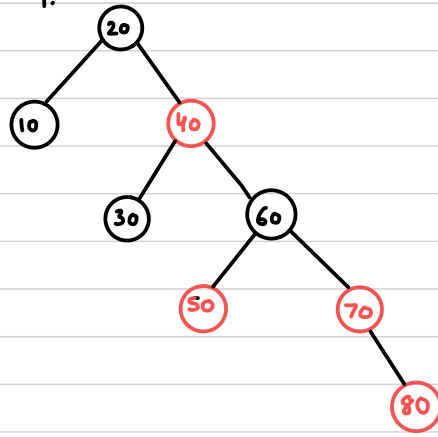


70

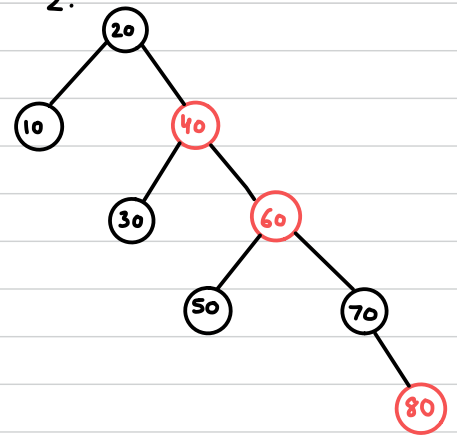


80

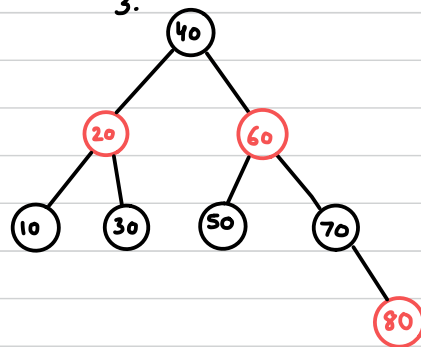
1.



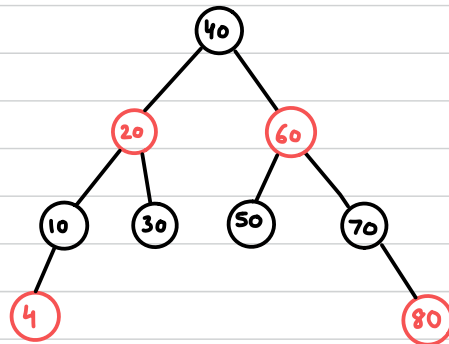
2.



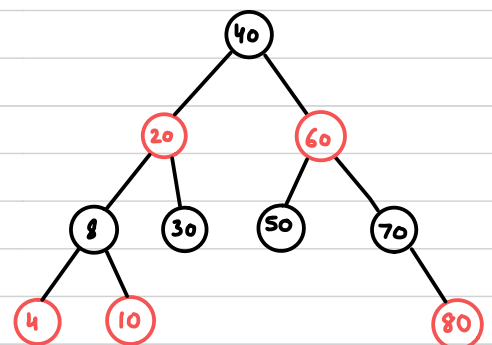
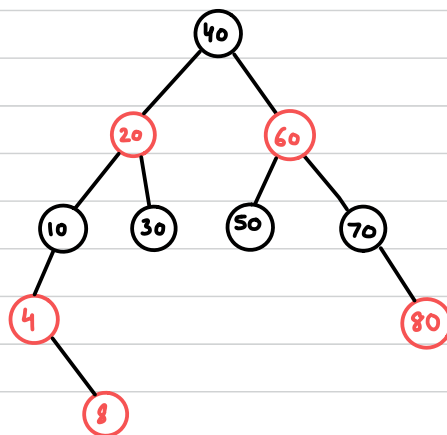
3.



4

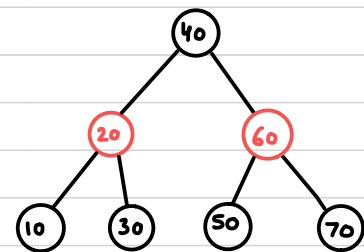
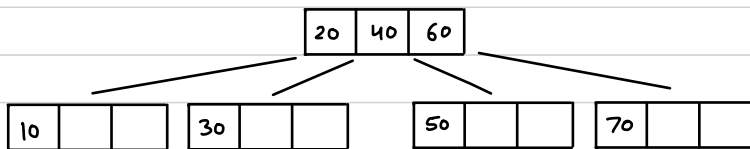
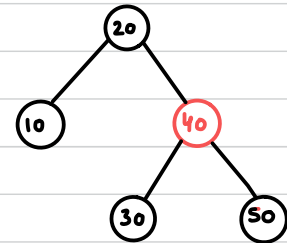
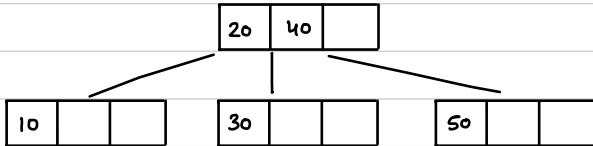
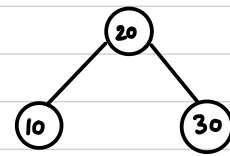
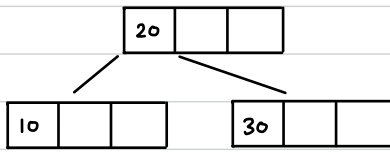


8



height only red/black =  $\log n$   
 height red and black =  $2\log n$

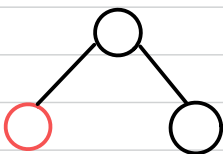
## 2-3-4 TREES VS RED BLACK TREES



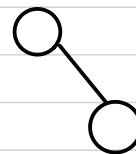
## RED BLACK TREE DELETION CASES

### CASE 1: Deleted Node is Red Node

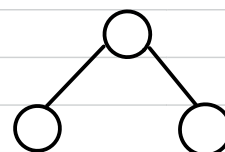
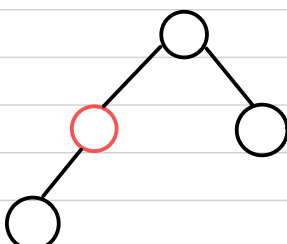
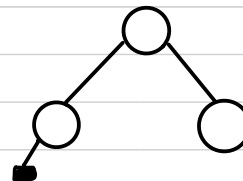
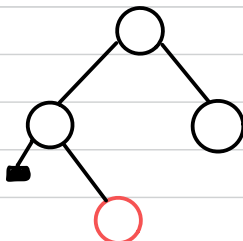
Before Deletion



After Deletion



Simply delete as it is a leaf node and red

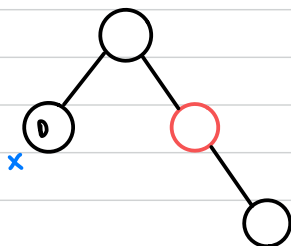


Simply delete because if red node is deleted, the path of black nodes remains unchanged

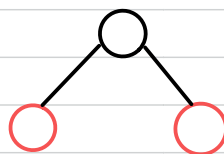


CASE 2 : Node is black and sibling is red

Before Deletion



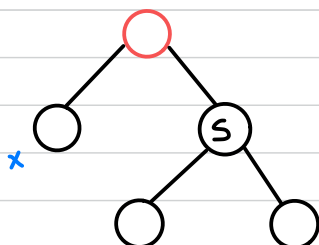
After Deletion



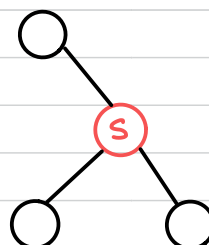
perform rotation

CASE 3 : Node is black and sibling is also black

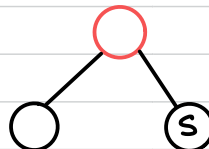
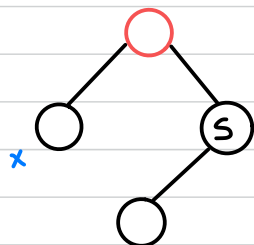
Before Deletion



After Deletion



Change sibling to red and parent to black  
Recolour



perform rotation