

# Balanced Trees (*Red-Black* Trees)

Warren Kim

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- (v) Graph algorithm optimizations (for AI/ML)[e.g. K-mean clustering]

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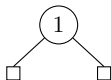
# Motivation

- (i) Raw binary search tree performance is highly dependant on input order
- (ii) We want to ensure  $\mathcal{O}(\log n)$  performance

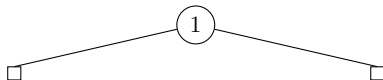
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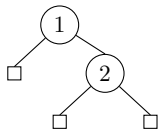




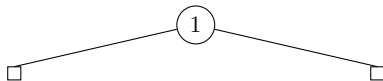
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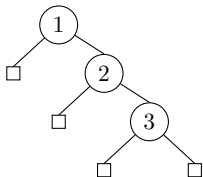
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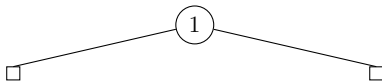
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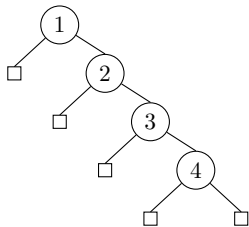
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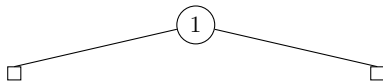
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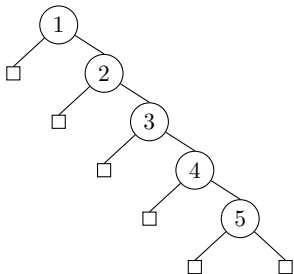
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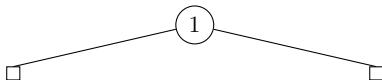
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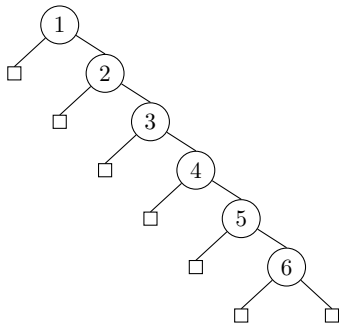
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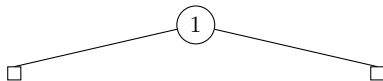
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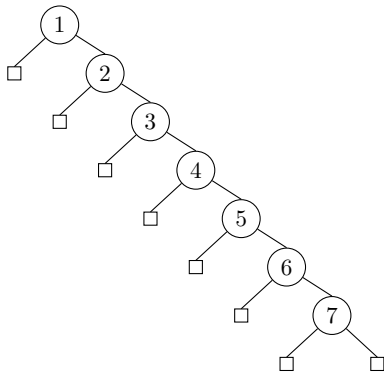
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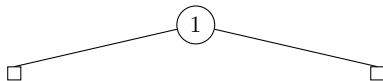
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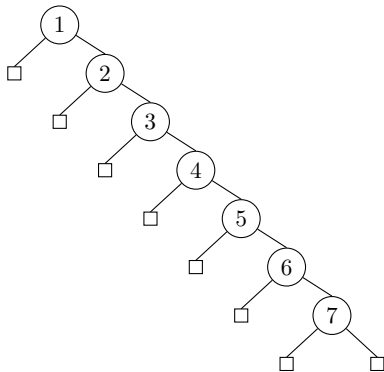
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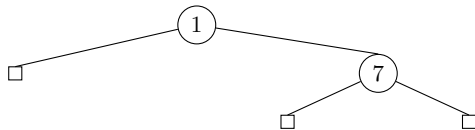
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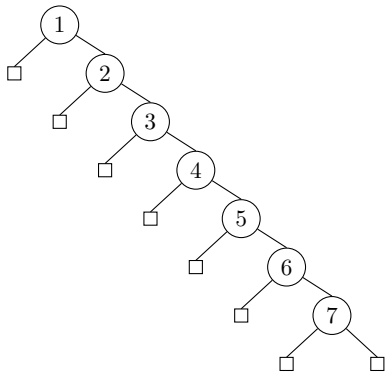
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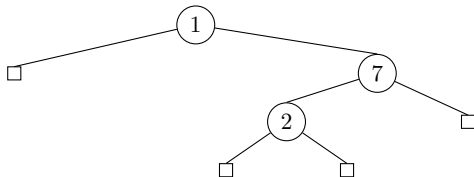
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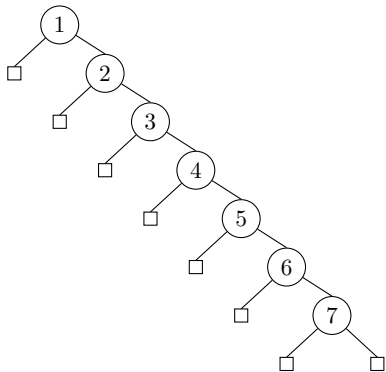




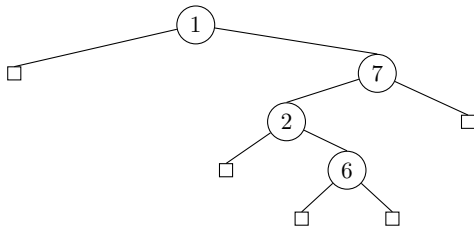
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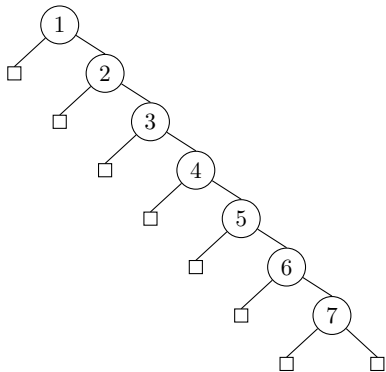
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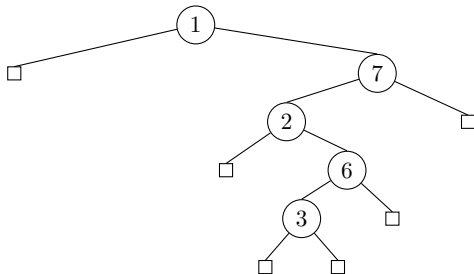
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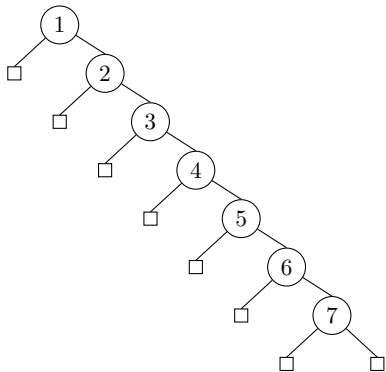
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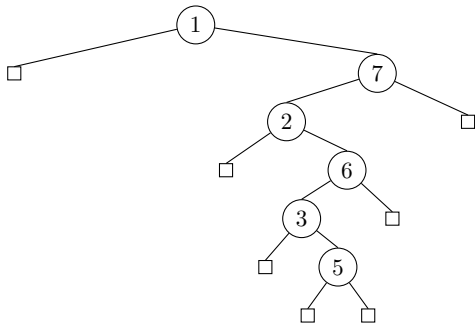
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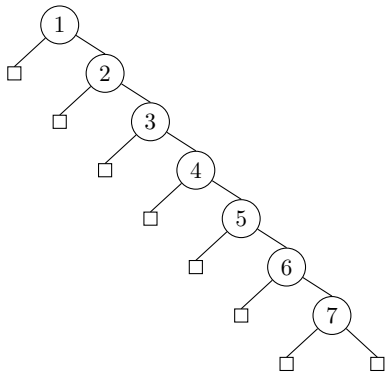
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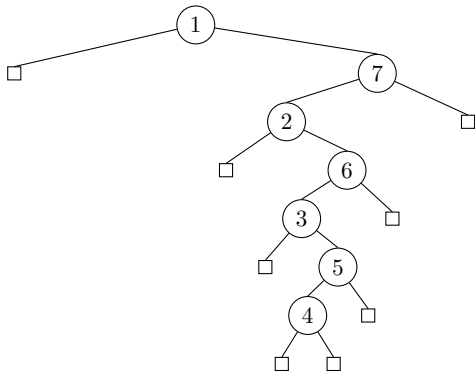
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We want to enforce a set of well-defined conditions. We can achieve this by adding additional member variables in our `Node` struct.

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- (i) *Color*: Every node is either **red** or **black**

```
typedef enum Color { RED, BLACK };

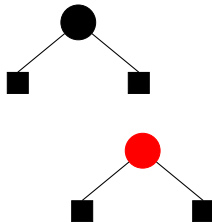
typedef struct Node {
    Color color;
    int data;
    Node *left;
    Node *right;
    Node *parent;
} Node;
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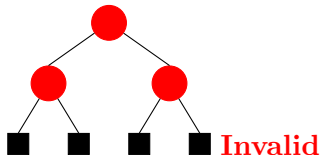
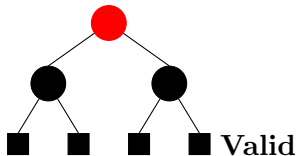


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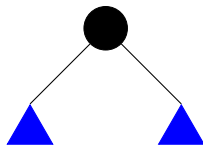


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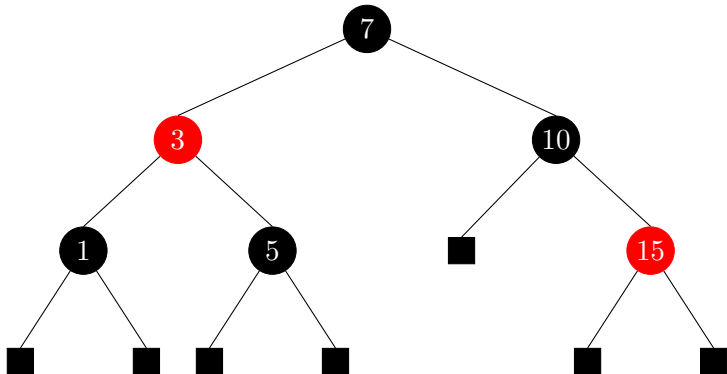
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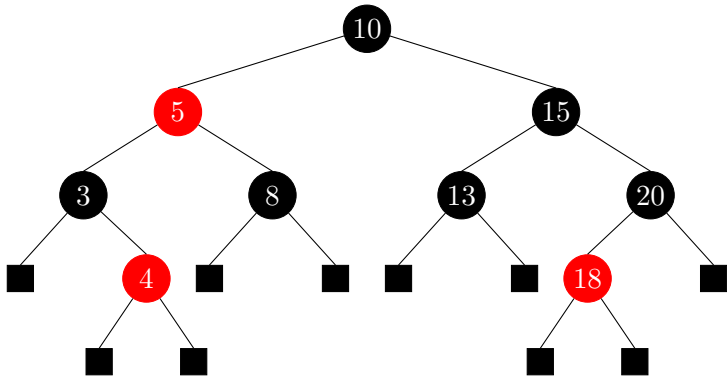
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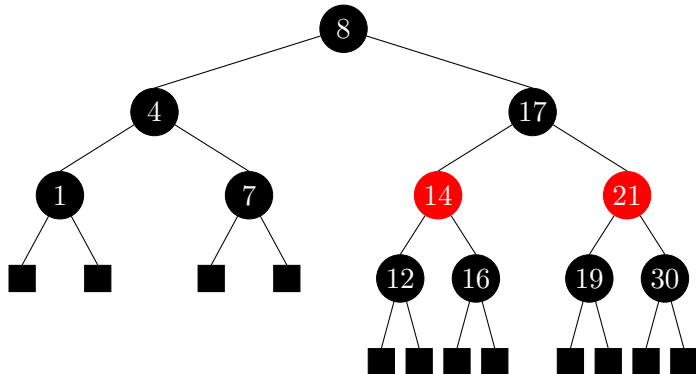
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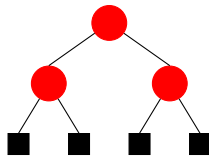
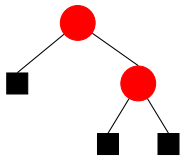
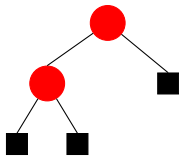
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- (iv) Recursively fix violations upward.

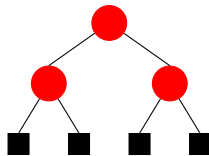
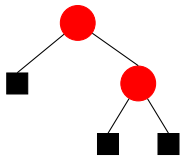
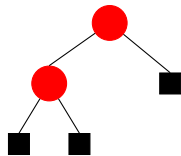
## Double Red Violations

Recall *Property (iii)*: A **red** node does not have a **red** child. All of the diagrams shown below are examples of *invalid red-black* trees.



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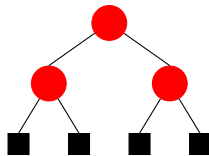
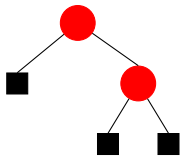
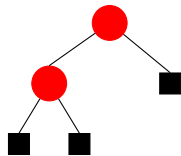
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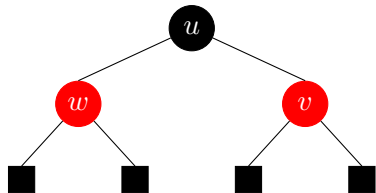


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- (i) **Recolor**: If both the *parent* and *uncle* are **red**, perform a *recolor*.



# Recolor



where

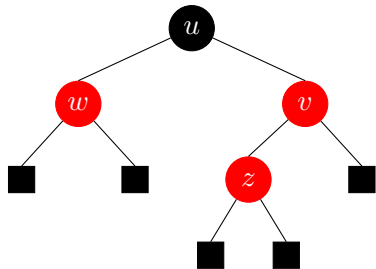
$z$  is the new node

$v$  is  $z$ 's parent

$u$  is  $z$ 's grandparent

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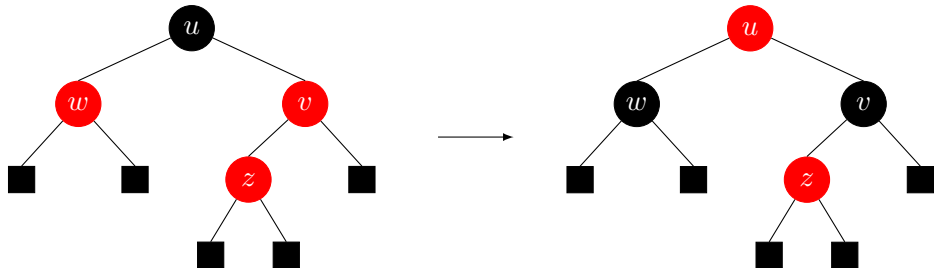
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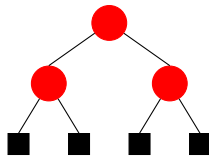
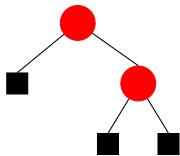
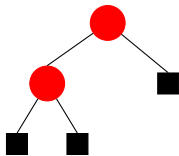
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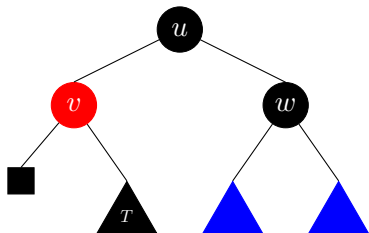
- (i) **Recolor**: If both the *parent* and *uncle* are **red**, perform a *recolor*.
- (ii) **Restructure**: If the *parent* is **red** but the *uncle* is **black**, perform a *tri-node restructure*.

# Tri-Node Restructure

There are four cases:

- (i)* Left-Left
- (ii)* Right-Right
- (iii)* Left-Right
- (iv)* Right-Left

## Case: Left-Left



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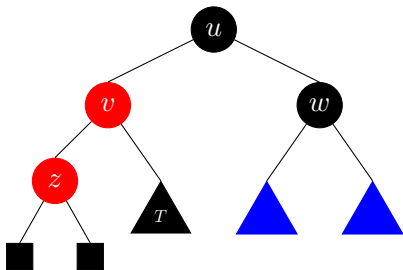
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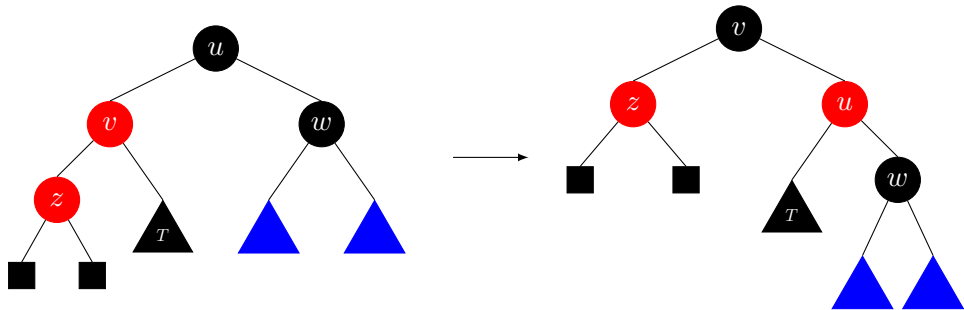
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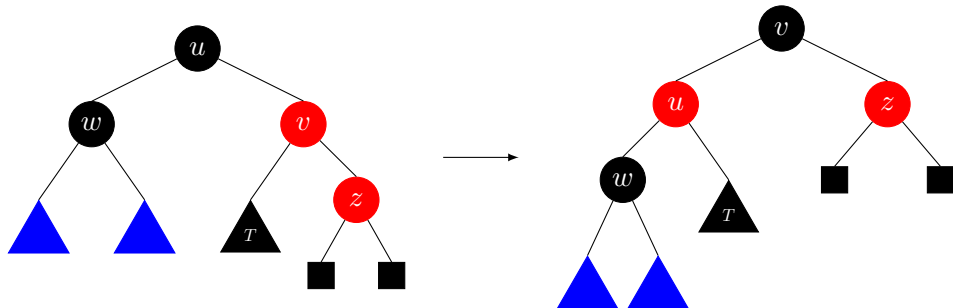
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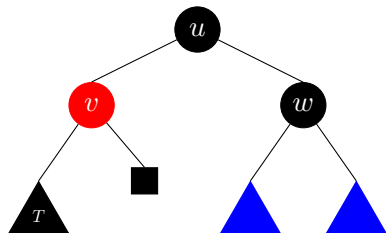
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$T$  is  $v$ 's subtree

## Case: Left-Right



where

$z$  is the new node

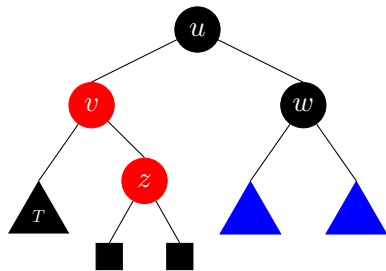
$v$  is  $z$ 's parent

$u$  is  $z$ 's grandparent

$w$  is  $z$ 's uncle

$T$  is  $v$ 's subtree

## Case: Left-Right



where

$z$  is the new node

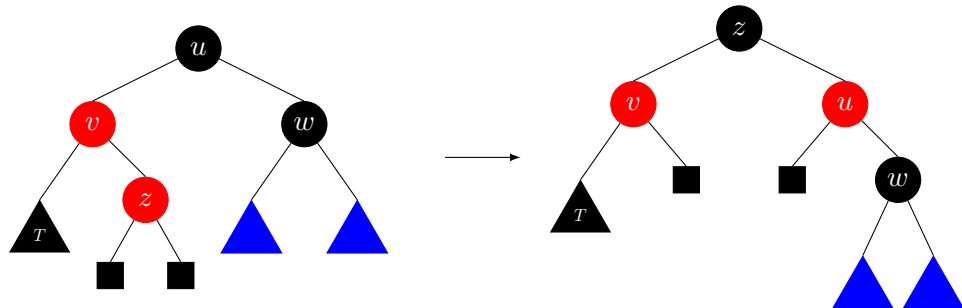
$v$  is  $z$ 's parent

$u$  is  $z$ 's grandparent

$w$  is  $z$ 's uncle

$T$  is  $v$ 's subtree

## Case: Left-Right



where

$z$  is the new node

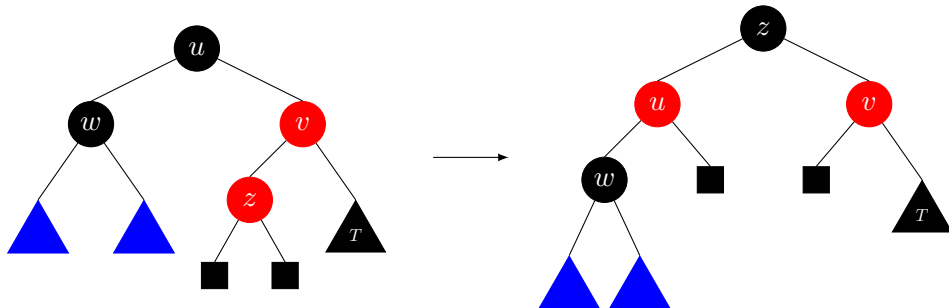
$v$  is  $z$ 's parent

$u$  is  $z$ 's grandparent

$w$  is  $z$ 's uncle

$T$  is  $v$ 's subtree

## Case: Right-Left



where

$z$  is the new node

$v$  is  $z$ 's parent

$u$  is  $z$ 's grandparent

$w$  is  $z$ 's uncle

$T$  is  $v$ 's subtree

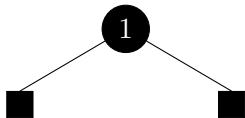
# Time and Space Complexities

***Insertion:***  $\mathcal{O}(\log n)$

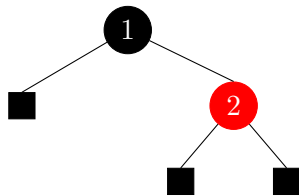
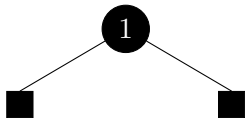
***Deletion:***  $\mathcal{O}(\log n)$

***Search:***  $\mathcal{O}(\log n)$

## Red-Black Tree: Example

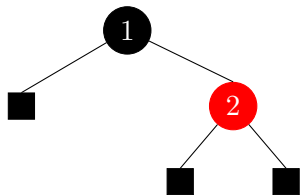


## Red-Black Tree: Example

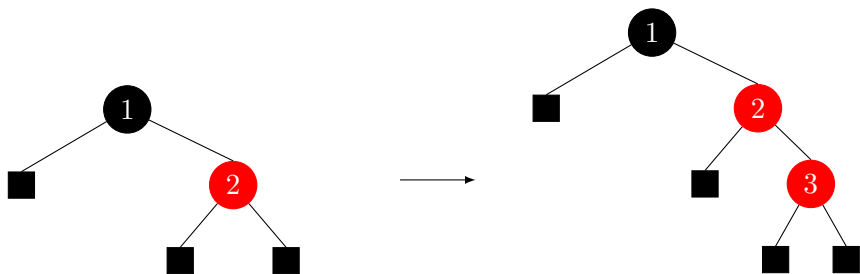




## Red-Black Tree: Example

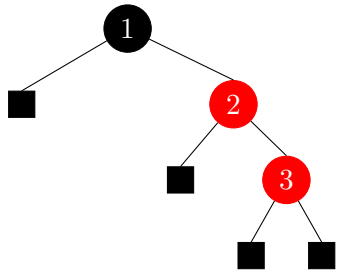


## Red-Black Tree: Example



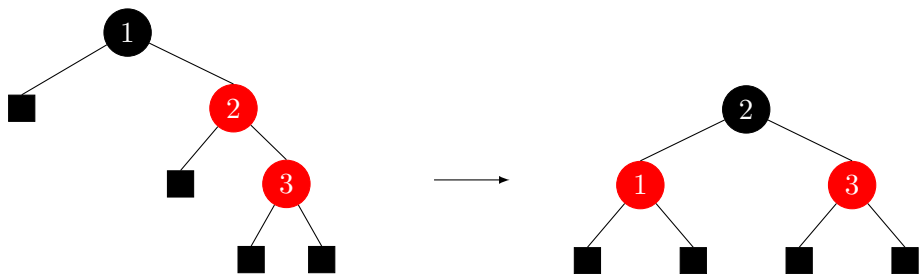
*Case: Right-Right*

## Red-Black Tree: Example



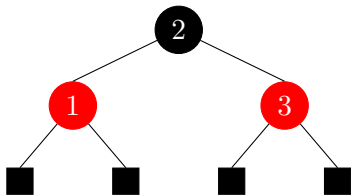
*Case: Right-Right*

## Red-Black Tree: Example

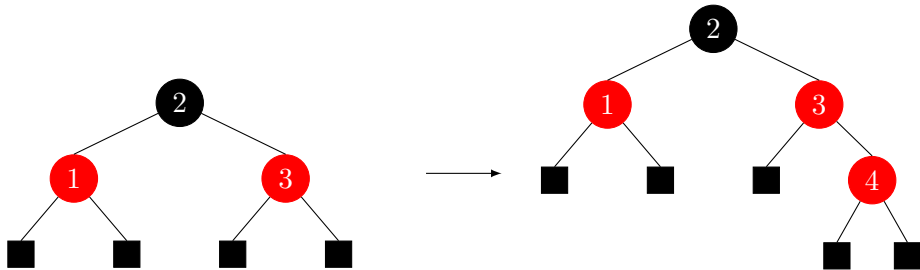


*Case: Right-Right*

## Red-Black Tree: Example

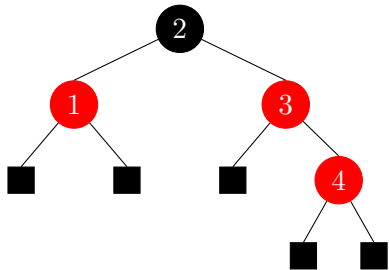


## Red-Black Tree: Example



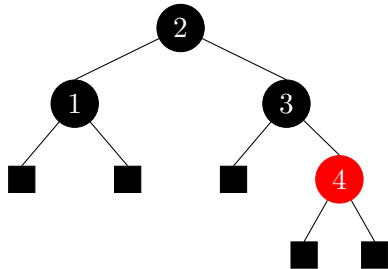
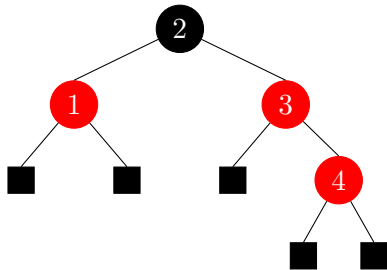
*Case: Recolor*

## Red-Black Tree: Example



*Case: Recolor*

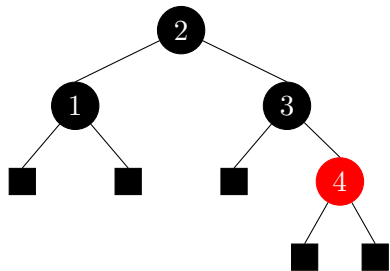
## Red-Black Tree: Example



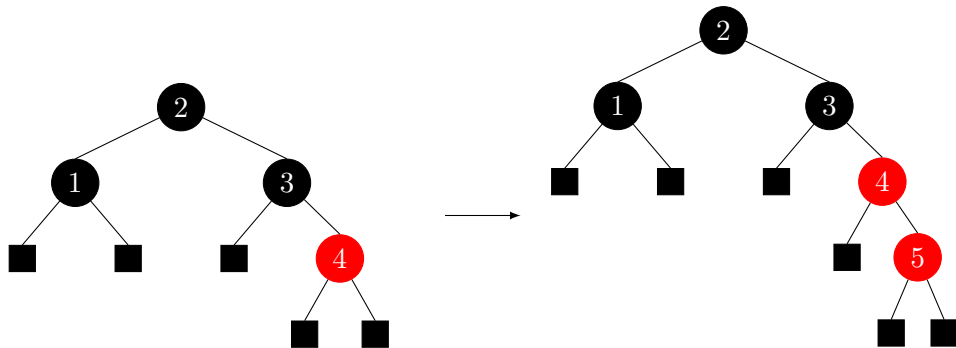
*Case: Recolor*



## Red-Black Tree: Example

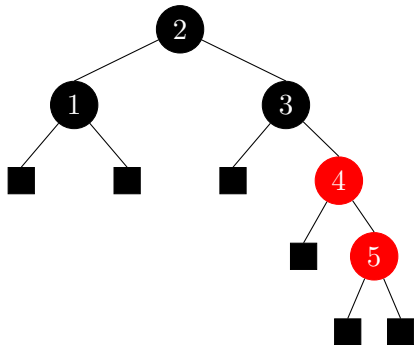


## Red-Black Tree: Example



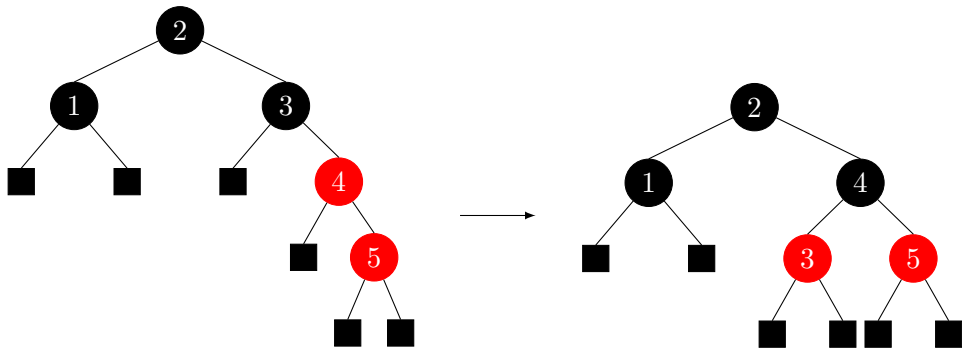
*Case: Right-Right*

## Red-Black Tree: Example



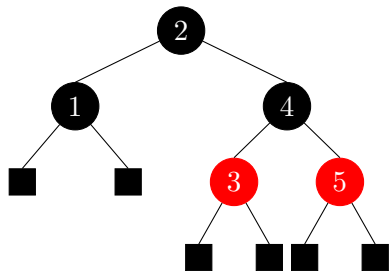
*Case: Right-Right*

## Red-Black Tree: Example

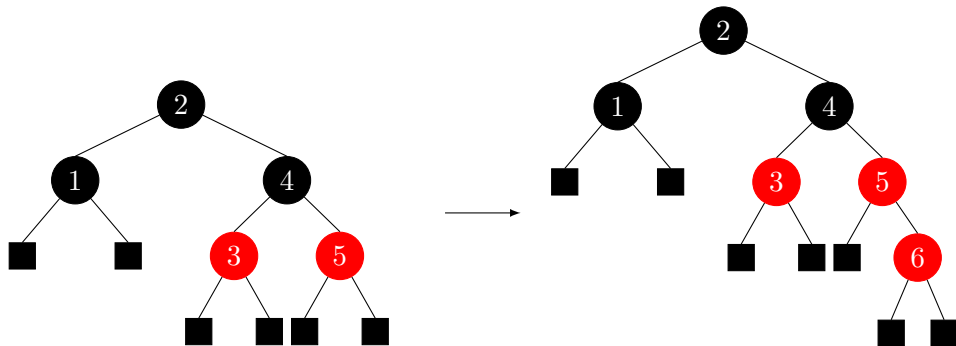


*Case: Right-Right*

## Red-Black Tree: Example

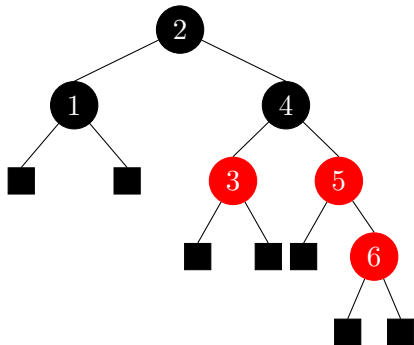


## Red-Black Tree: Example



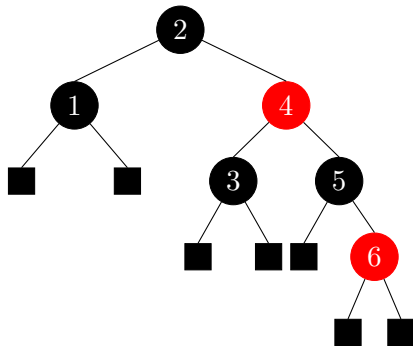
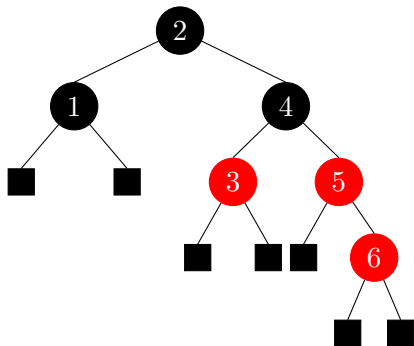
*Case: Recolor*

## Red-Black Tree: Example



*Case: Recolor*

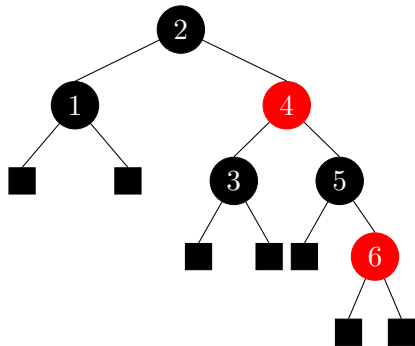
## Red-Black Tree: Example



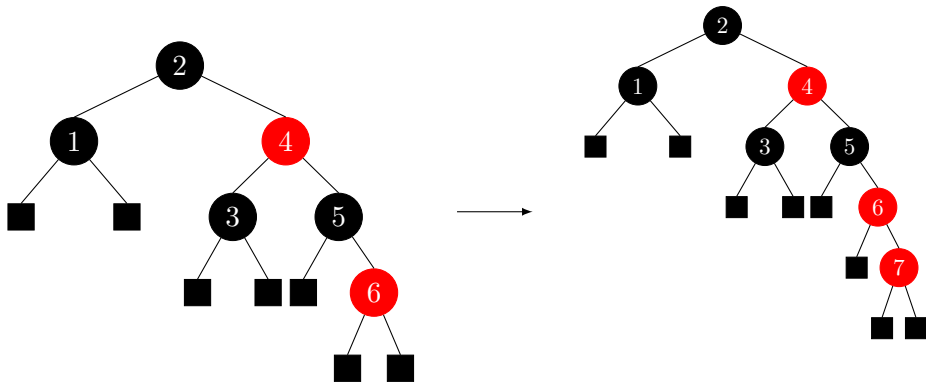
*Case: Recolor*



## Red-Black Tree: Example

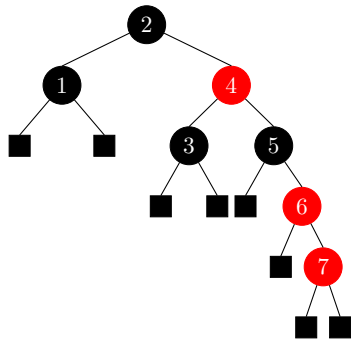


## Red-Black Tree: Example

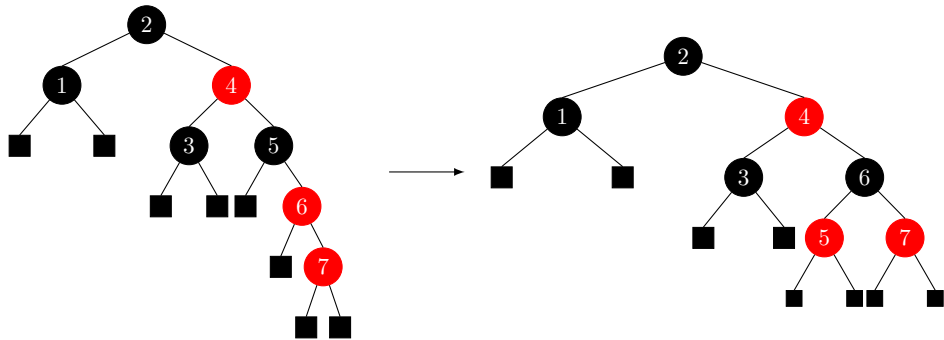


*Case: Right-Right*

## Red-Black Tree: Example



## Red-Black Tree: Example



End

Thank you!

# Appendix

Below are slides that didn't make the cut :(

# Corollaries

## Proposition

*If a node  $n$  has exactly one child,  $c$ , then (a)  $c$  is **red**, (b)  $n$  is **black**, and (c)  $c$  has no children.*

*Proof.* Suppose we have a valid red-black tree. Consider a node  $n$  with exactly one child. Without loss of generality, choose  $n$ 's left node to be the child and call it  $c$ .

## Corollaries

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(a)  $n$  passes through no **black** nodes on the right side by assumption. If  $c$  were **black**, then  $n$  would pass through 1 **black** node, a contradiction since this violates the *depth property*.



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- (b) By (a),  $n$ 's child is **red** and by the *internal property*,  $n$  is **black**.

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If a node  $n$  has exactly one child,  $c$ , then (a)  $c$  is **red**, (b)  $n$  is **black**, and (c)  $c$  has no children.

*Proof.* Suppose we have a valid red-black tree. Consider a node  $n$  with exactly one child. Without loss of generality, choose  $n$ 's left node to be the child and call it  $c$ .

- (a)  $n$  passes through no **black** nodes on the right side by assumption. If  $c$  were **black**, then  $n$  would pass through 1 **black** node, a contradiction since this violates the *depth property*.
- (b) By (a),  $n$ 's child is **red** and by the *internal property*,  $n$  is **black**.
- (c) Since  $n$  passes through no **black** nodes on the right side by assumption,  $n$  cannot pass through any **black** nodes on the left side by the *the depth property*. Then, since  $c$  is **red** by (a),  $c$  has only nil nodes, which are **black** by the *external property*.

