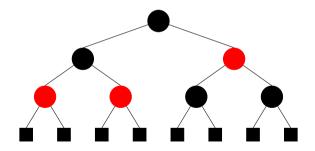
# Balanced Trees (**Red-Black** Trees)

Warren Kim

## Quick Definition

#### Definition

A **red-black** tree is a type of **self-balancing** binary search tree that guarantees  $\mathcal{O}(\log n)$  performance.



**Red-Black** Trees have a variety of applications. Some include:

 $\rightarrow$  Linux CPU scheduler (Completely Fair Scheduler)

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- → Priority Queues (e.g. Range Queries)



Why do we want balanced binary trees?

Motivation

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 $\rightarrow$  Raw binary search tree performance is highly dependant on input order.

### Motivation

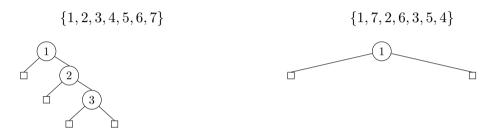
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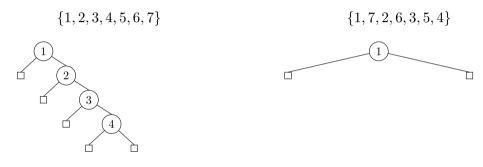
 $\rightarrow$  Raw binary search tree performance is highly dependant on input order.

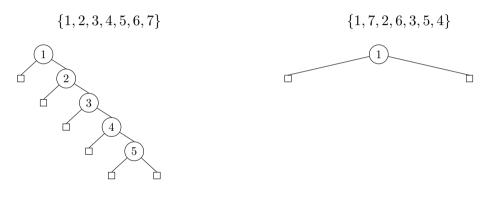
 $\rightarrow$  We want to ensure  $\mathcal{O}(\log n)$  performance.

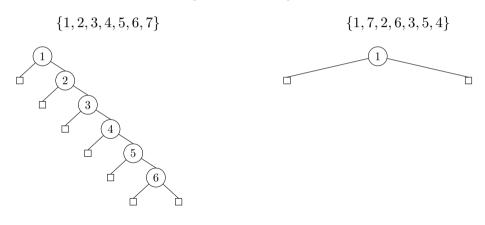


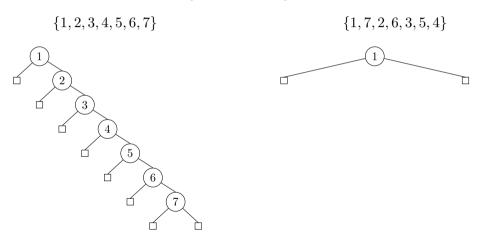


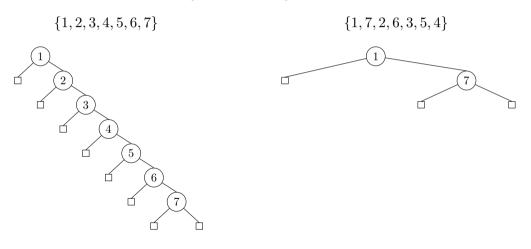


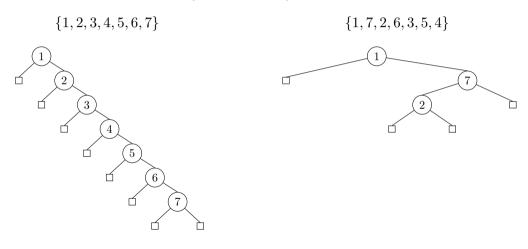


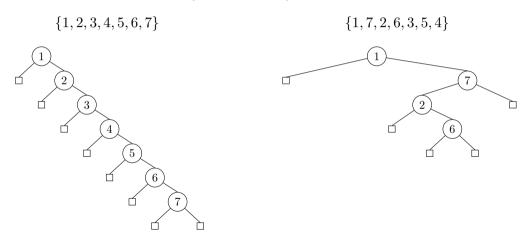


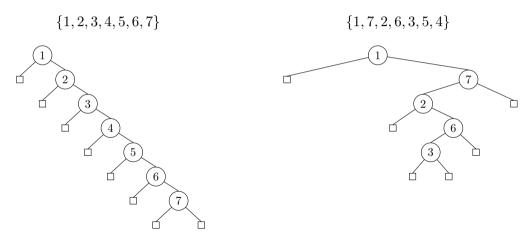


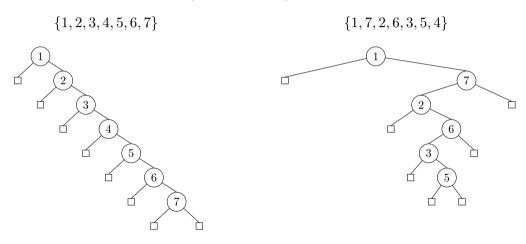


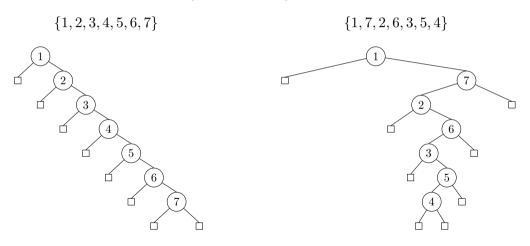












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<sup>&</sup>lt;sup>1</sup>Metadata: Additional member variables

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We can *dynamically* balance the tree!

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#### How do we balance binary trees?

We can *dynamically* balance the tree!

- $\rightarrow$  We can add metadata<sup>1</sup> to our Node struct.
- $\rightarrow$  We can define a set of conditions that enforce balance.

<sup>&</sup>lt;sup>1</sup>Metadata: Additional member variables

#### Definition

A **red-black** tree is a type of **self-balancing** binary search tree that guarantees  $\mathcal{O}(\log n)$  search, insertion, and deletion operations with the following properties:

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

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

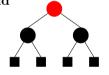
struct Node {
    Color color;
    int data;
    Node *left;
    Node *right;
    Node *parent;
};
```

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- (ii) Internal: A **red** node does not have a **red** child

#### Valid





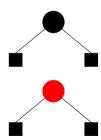




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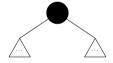
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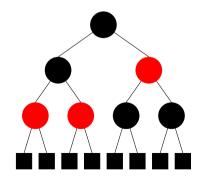
- (i) Color: Every node is either **red** or **black**
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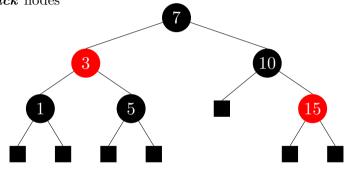
A red-black tree is a type of self-balancing binary search tree that guarantees  $\mathcal{O}(\log n)$  search, insertion, and deletion operations with the following properties:

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- (v) Depth: Every path from the root to any leaf node passes through the same number of **black** nodes



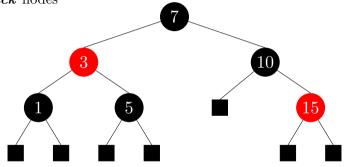
## Depth Property

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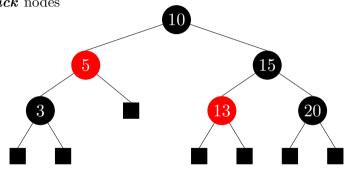
(v) Depth: Every path from the root to any leaf node passes through the same number of **black** nodes



Valid

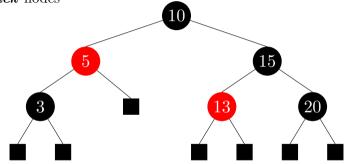
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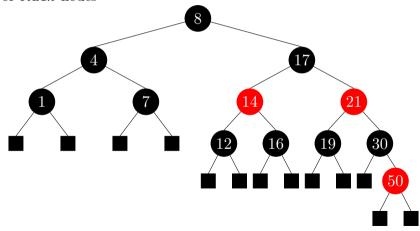
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**Invalid** 

#### Depth Property

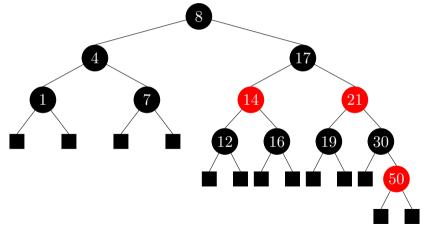
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### Definition and Properties

#### Definition

A **red-black** tree is a type of **self-balancing** binary search tree that guarantees  $\mathcal{O}(\log n)$  search, insertion, and deletion operations with the following properties:

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Suppose we have a node z to insert into our red-black tree. Then,

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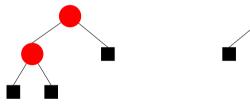
(iii) Fix double red violations, if any.

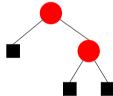
Suppose we have a node z to insert into our red-black tree. Then,

- (i) Like a BST, insert z.
- (ii) Color  $z \, red$ .
- (iii) Fix double **red** violations, if any.
- (iv) Recursively fix violations upward.

#### Double Red Violations

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





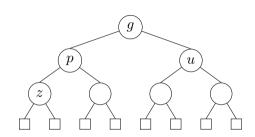
#### Terminology

With respect to node z,

 $\rightarrow$  Parent (p): z's direct parent

 $\rightarrow Uncle (u)$ : p's sibling

 $\rightarrow$  Grandparent (g): p's parent



#### Terminology

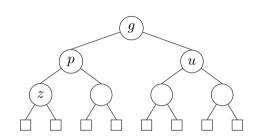
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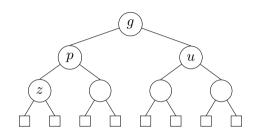
There are two cases:



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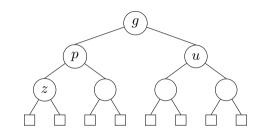
There are two cases:

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

#### Terminology

With respect to node z,

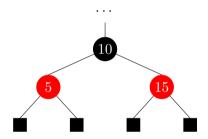
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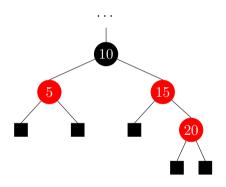
There are two cases:

- (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.

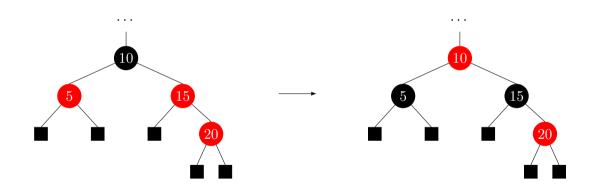
### Recolor

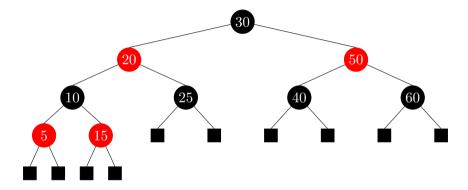


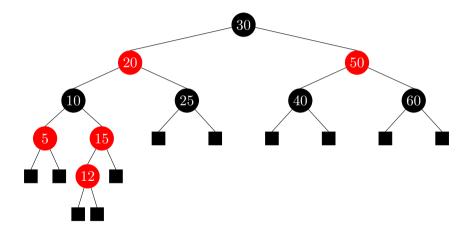
### Recolor

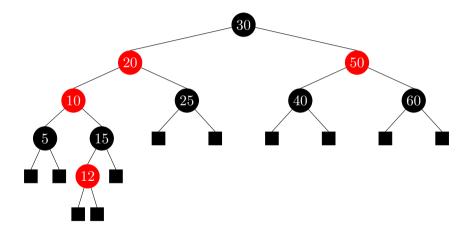


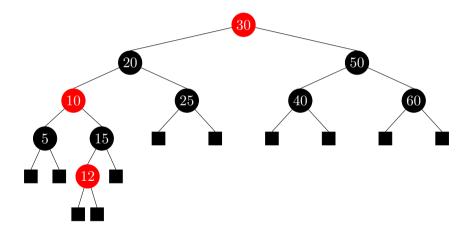
### Recolor

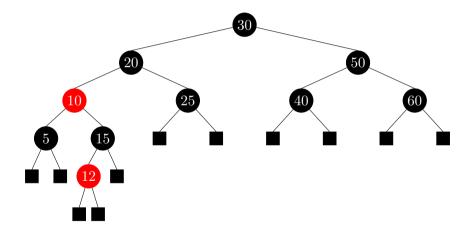












## Tri-Node Restructure

There are four cases:

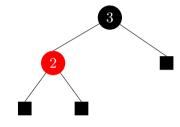
(i) Left-Left

(ii) Right-Right

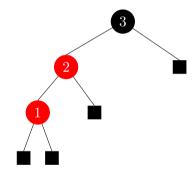
(iii) Left-Right

(iv) Right-Left

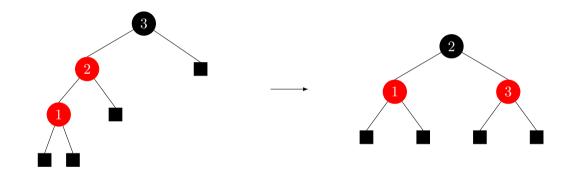
Case: Left-Left (Simple)



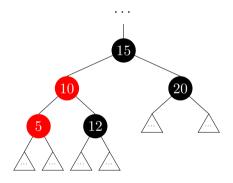
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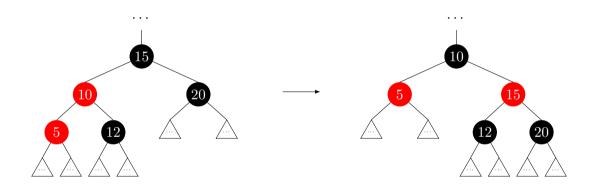


### Case: Left-Left (General)



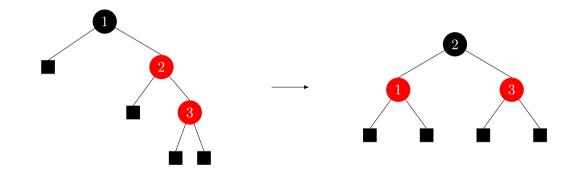
Here,  $\triangle$  represents a subtree and  $\cdots$  represents the rest of the tree.

Case: Left-Left (General)

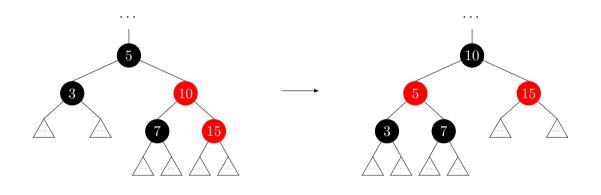


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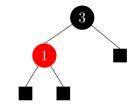
Case: Right-Right (Simple)

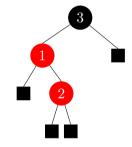


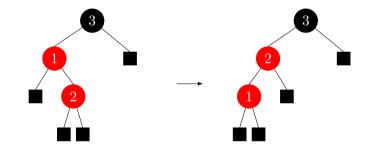
Case: Right-Right (General)

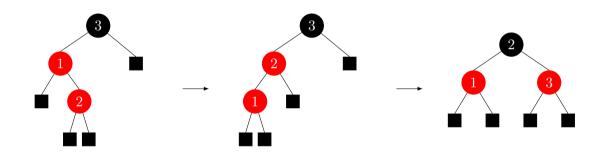


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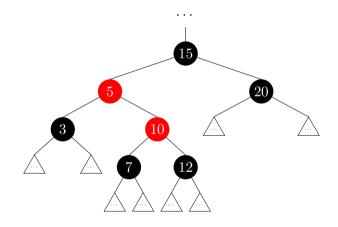






Case: Left-Right (General)

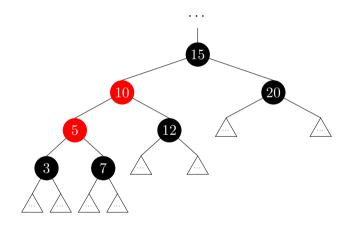
Step 1



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Case: Left-Right (General)

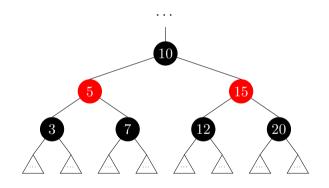
Step 2

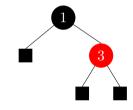


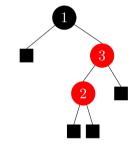
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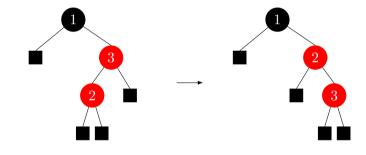
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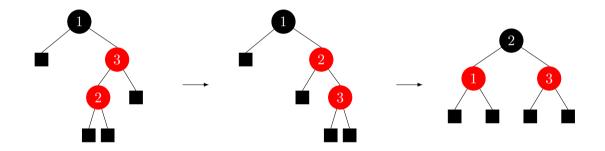
Step 3





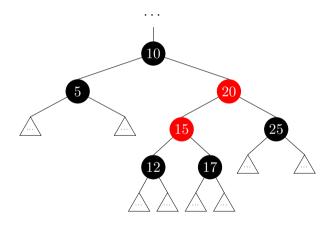






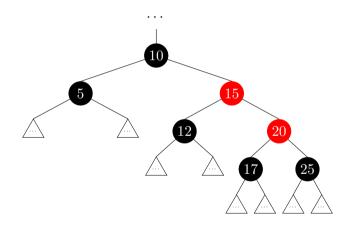
Case: Right-Left (General)

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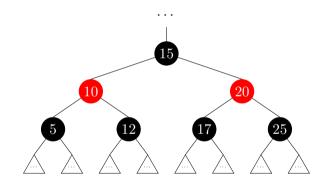
Case: Right-Left (General)

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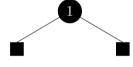
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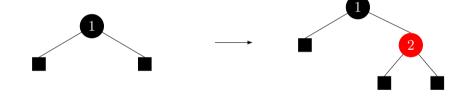


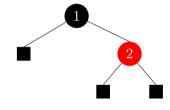
Time and Space Complexities

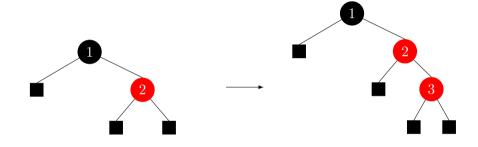
Insertion:  $\mathcal{O}(\log n)$ Deletion:  $\mathcal{O}(\log n)$ 

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

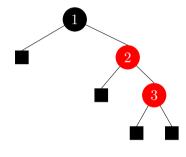




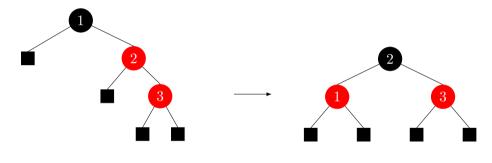




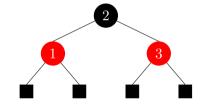
Case: Right-Right

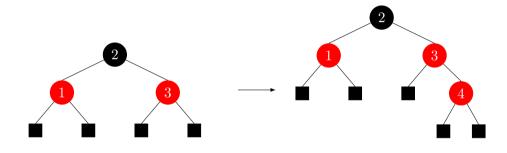


 $Case:\ Right\text{-}Right$ 

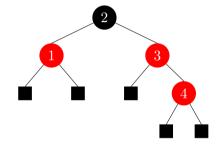


 $Case:\ Right\text{-}Right$ 

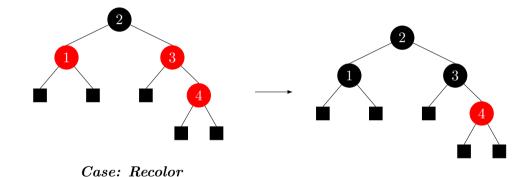


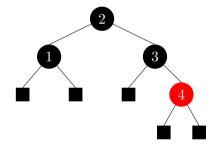


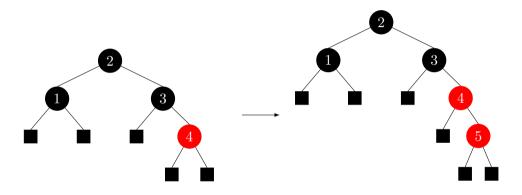
 $Case:\ Recolor$ 



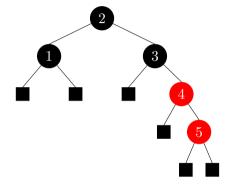
 $Case:\ Recolor$ 



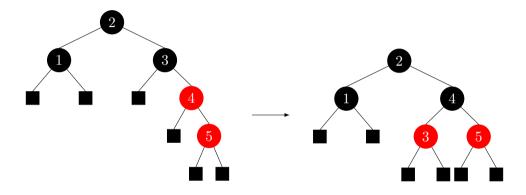




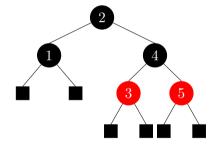
 $Case:\ Right\text{-}Right$ 

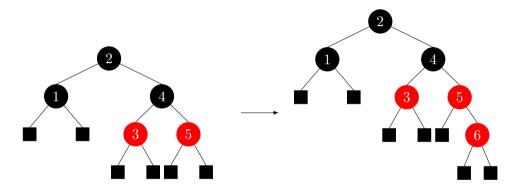


 $Case:\ Right\text{-}Right$ 

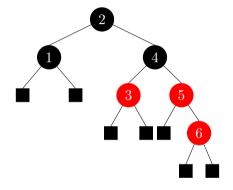


 $Case:\ Right\text{-}Right$ 

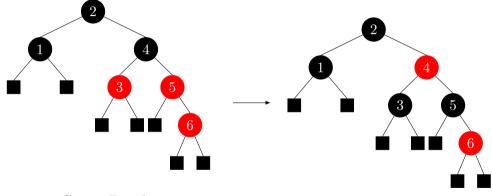




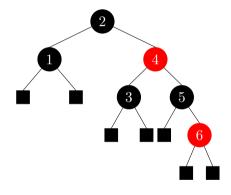
 $Case:\ Recolor$ 

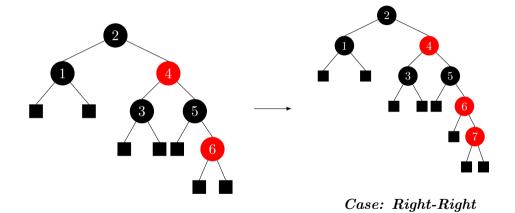


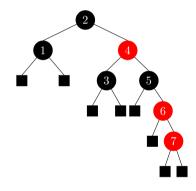
 $Case:\ Recolor$ 

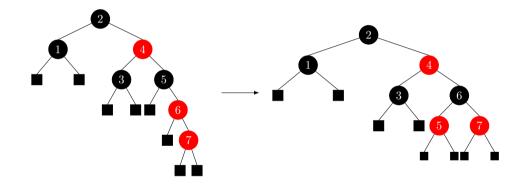


Case: Recolor









End

Thank you!



Below are slides that didn't make the cut.

#### Corollaries

#### Proposition

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

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

- (a) z passes through no **black** nodes on the right side by assumption. If c were **black**, then z would pass through 1 **black** node, a contradiction since this violates the depth property.
- (b) By (a), z's child is **red** and by the *internal property*, z is **black**.
- (c) Since z passes through no **black** nodes on the right side by assumption, z 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

Height of a Red-Black Tree

#### Theorem

A **red-black** tree with n nodes has a height h that is  $\mathcal{O}(\log n)$ .

*Proof.* Suppose we have a red-black tree with n nodes and height h. Let b be the number of black nodes on the shortest path from root to any leaf. In the worst case, the longest path alternates between red and black nodes and thus has a height of 2b. Then, h is bounded above by 2b; that is,  $h \leq 2b$ . There are  $2^b - 1 \leq n$  nodes in this tree. Solving for b, we get  $b \leq \log(n+1)$ . Substituting b, we get  $b \leq \log(n+1) \leq h \leq 2b \leq 2\log(n+1)$  so b is bounded below by  $\log(n+1)$  and above by  $2\log(n+1)$ ; that is,  $\log(n+1) \leq h \leq 2\log(n+1)$ . So, b is  $\mathcal{O}(\log n)$ .  $\square$