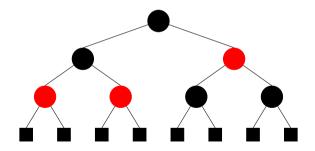
Balanced Trees (**Red-Black** Trees)

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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- \rightarrow Linux Virtual Memory Areas (VMA)

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- → STL Data Structures (e.g. C++'s std::map, Java's HashMap)
- \rightarrow Graph algorithm optimizations (for AI/ML)[e.g. K-mean clustering]
- → Priority Queues (e.g. Range Queries)



Why do we want balanced binary trees?

Motivation

Why do we want balanced binary trees?

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

Motivation

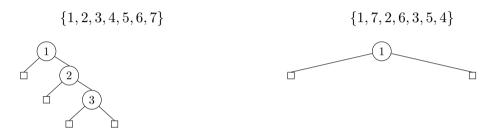
Why do we want balanced binary trees?

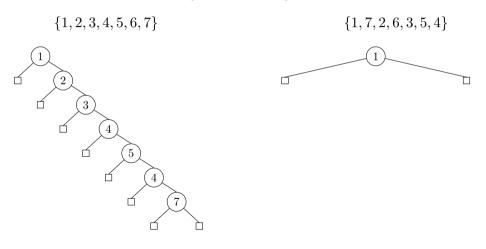
 \rightarrow Raw binary search tree performance is highly dependant on input order.

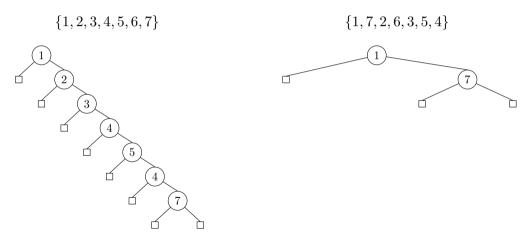
 \rightarrow We want to ensure $\mathcal{O}(\log n)$ performance.

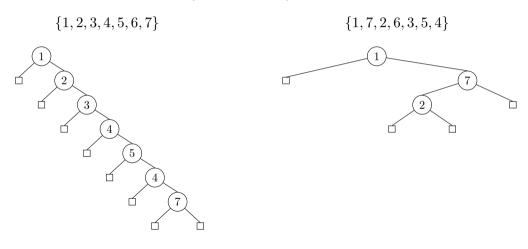


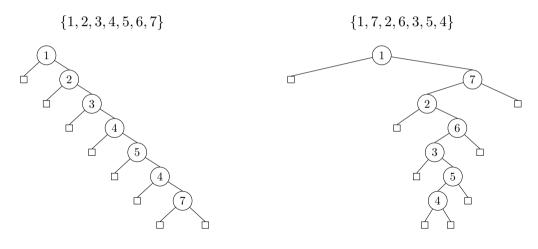












How do we balance binary trees?

¹Metadata: Additional member variables

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We can dynamically balance the tree!

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We can dynamically balance the tree!

 \rightarrow We can add metadata¹ to our Node struct.

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How do we balance binary trees?

We can *dynamically* balance the tree!

- \rightarrow We can add metadata¹ to our Node struct.
- \rightarrow We can define a set of conditions that enforce balance.

¹Metadata: 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**

```
enum Color { RED, BLACK };

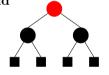
struct Node {
    Color color;
    int data;
    Node *left;
    Node *right;
    Node *parent;
};
```

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

Valid



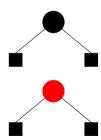






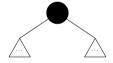
Definition

- (i) Color: Every node is either **red** or **black**
- (ii) Internal: A red node does not have a red child
- (iii) External: All nil nodes are black



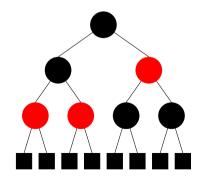
Definition

- (i) Color: Every node is either **red** or **black**
- (ii) Internal: A red node does not have a red child
- (iii) External: All nil nodes are black
- (iv) Root: The root node is always **black**



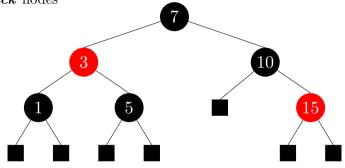
Definition

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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

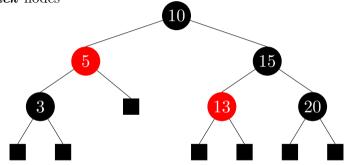
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Depth Property

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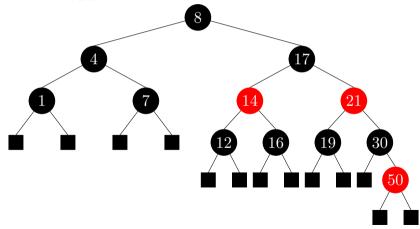


Invalid

Depth Property

Valid

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Definition

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(i) Like a BST, insert z.

(ii) Color z red.

(iii) Fix double red violations, if any.

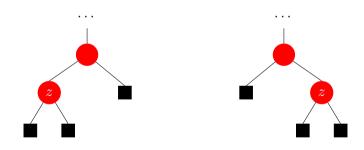
Suppose we have a node z to insert into our red-black tree. Then,

- (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.

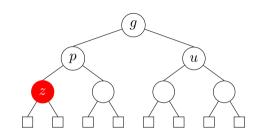
When we insert our node z (red by definition), its parent may be red. Below are examples of such cases.



Terminology

With respect to inserted node z,

- \rightarrow Parent (p): z's direct parent
- $\rightarrow Uncle (u)$: p's sibling
- \rightarrow Grandparent (g): p's parent

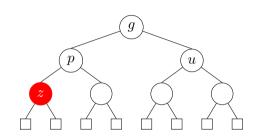


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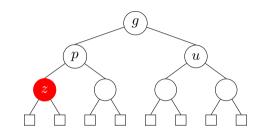
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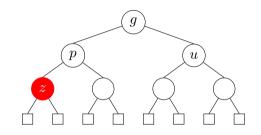
There are two cases:

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

Terminology

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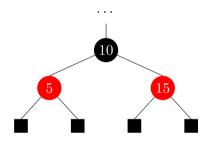
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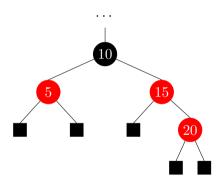
There are two cases:

- (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.

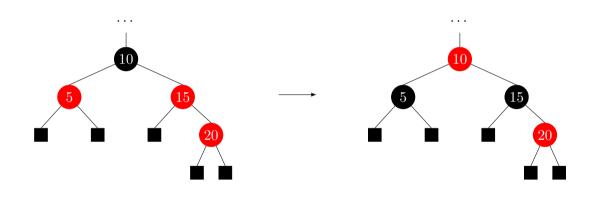
Recolor

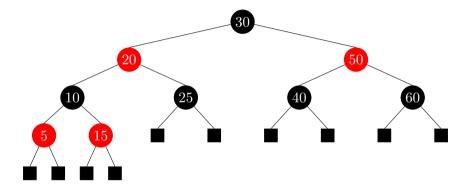


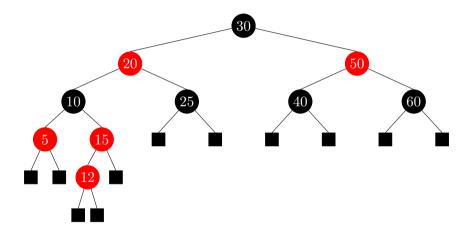
Recolor

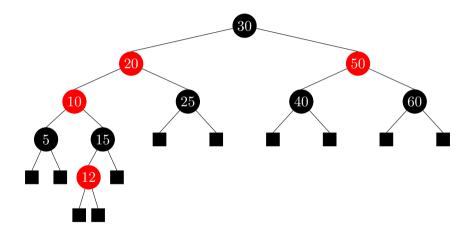


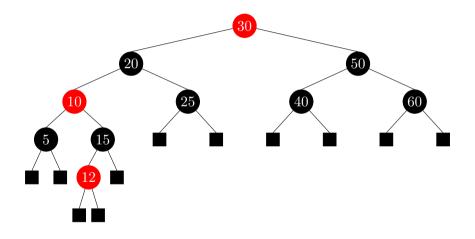
Recolor

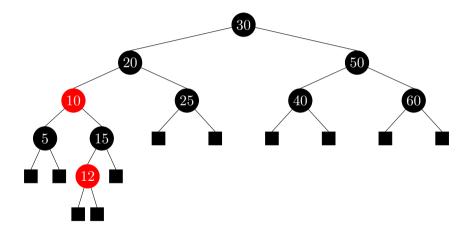












Tri-Node Restructure

There are four cases:

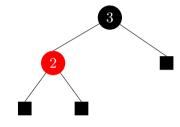
(i) Left-Left

(ii) Right-Right

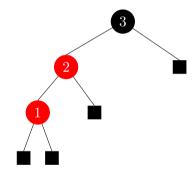
(iii) Left-Right

(iv) Right-Left

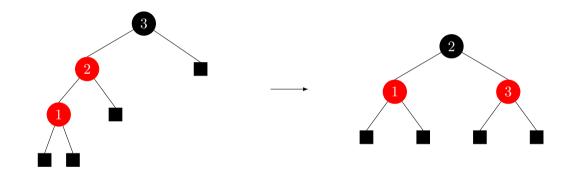
Case: Left-Left (Simple)



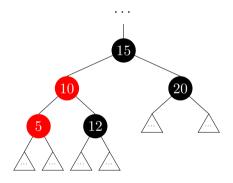
Case: Left-Left (Simple)



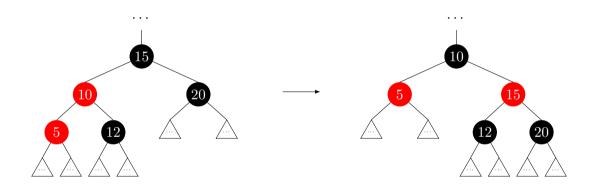
Case: Left-Left (Simple)



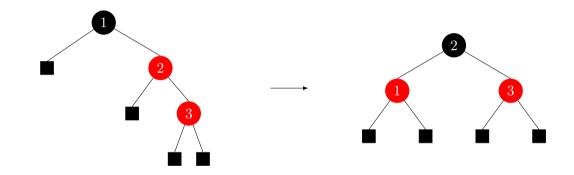
Case: Left-Left (General)



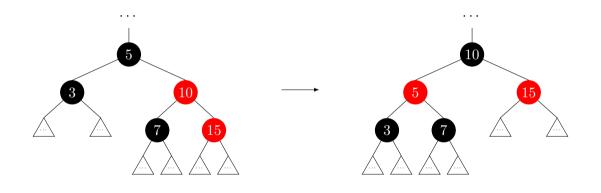
Case: Left-Left (General)

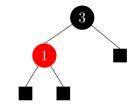


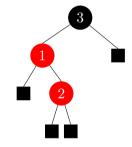
Case: Right-Right (Simple)

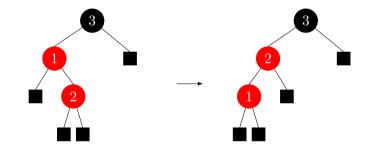


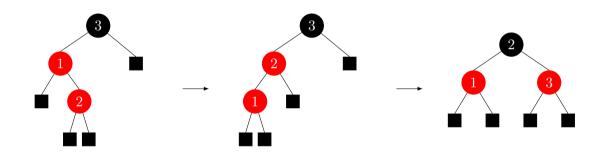
Case: Right-Right (General)





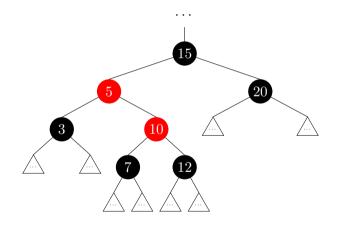






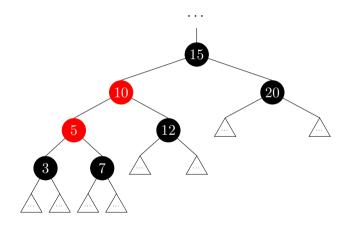
Case: Left-Right (General)

Step 1



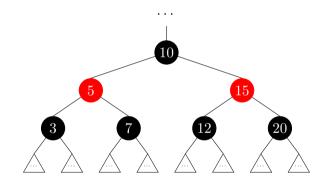
Case: Left-Right (General)

Step 2

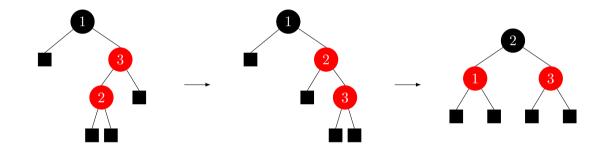


Case: Left-Right (General)

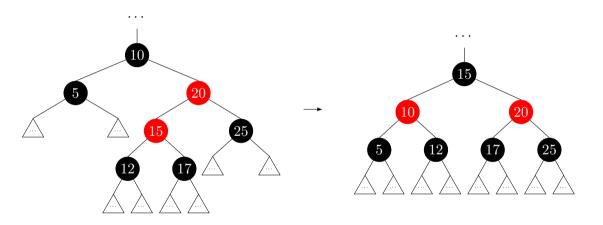
Step 3



Case: Right-Left (Simple)



Case: Right-Left (General)



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

Time and Space Complexities

```
\rightarrow Insertion: \mathcal{O}(\log n)
```

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

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

$$\rightarrow$$
 Space: $\mathcal{O}(n)$

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

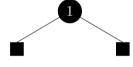
Height of a Red-Black Tree

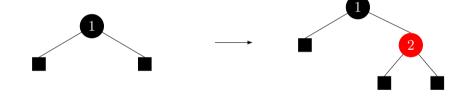
Theorem

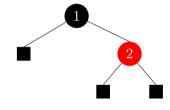
A **red-black** tree with n nodes has a height h that is $\mathcal{O}(\log n)$.

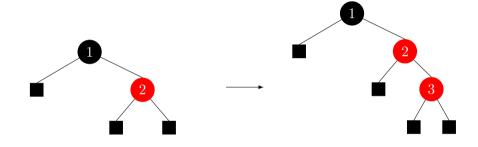
Proof. Suppose we have a red-black tree with n nodes and height h. Let b be the number of black nodes on the shortest path from root to any leaf. In the worst case, the longest path alternates between red and black nodes and thus has a height of 2b. Then, h is bounded above by 2b; that is, $h \leq 2b$. 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

Red-Black Tree: Example

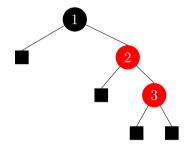




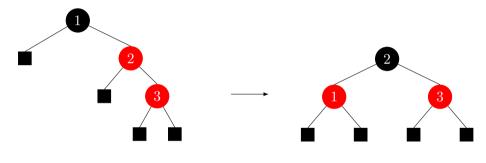




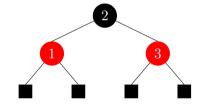
Case: Right-Right

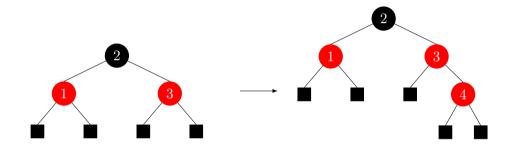


 $Case:\ Right\text{-}Right$

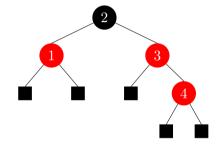


 $Case:\ Right\text{-}Right$

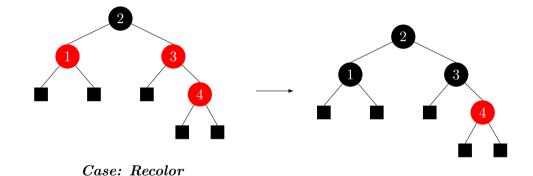


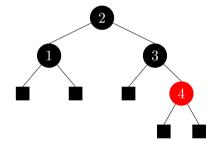


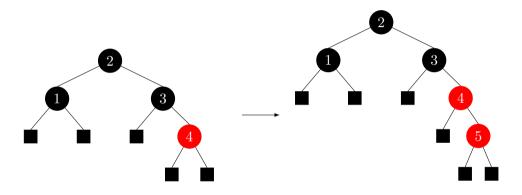
 $Case:\ Recolor$



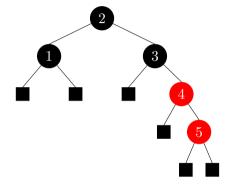
 $Case:\ Recolor$



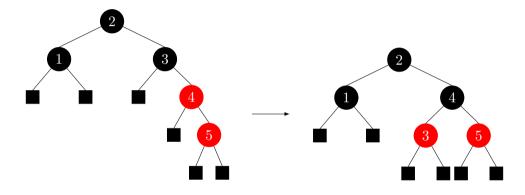




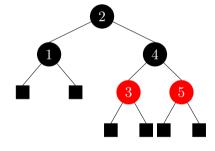
 $Case:\ Right\text{-}Right$

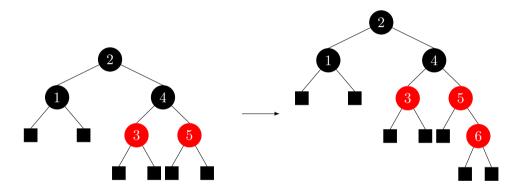


 $Case:\ Right\text{-}Right$

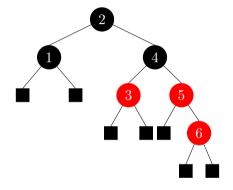


 $Case:\ Right\text{-}Right$





 $Case:\ Recolor$



 $Case:\ Recolor$

