7.2 Red Black Trees

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A red black tree is a balanced binary search tree in which each internal node has two children. Each internal node has a color, such that

1. The root is black.
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The null-pointers in a binary search tree are replaced by pointers to special null-vertices, that do not carry any object-data

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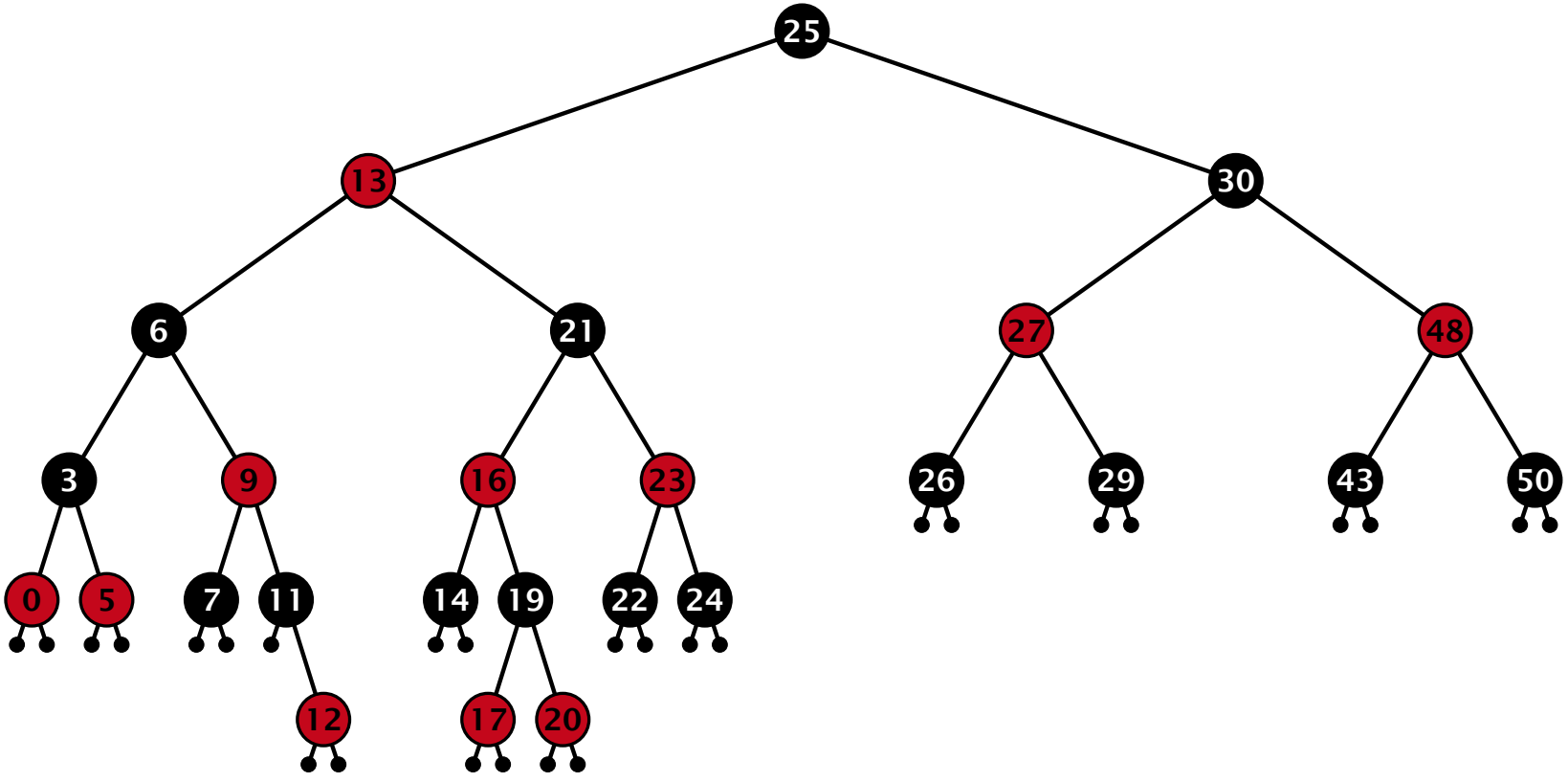
Red Black Trees: Example



7.2 Red Black Trees

Lemma 2

A red-black tree with n internal nodes has height at most $\mathcal{O}(\log n)$.

Definition 3

The black height $\mathrm{bh}(v)$ of a node v in a red black tree is the number of black nodes on a path from v to a leaf vertex (not counting v).

We first show:

Lemma 4

A sub-tree of black height $\mathrm{bh}(v)$ in a red black tree contains at least $2^{\mathrm{bh}(v)} - 1$ internal vertices.

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Proof of Lemma 4.

Induction on the height of v.

base case ($\text{height}(v) = 0$)

- If $\text{height}(v) = 0$ (maximum distance btw. v and a node in the sub-tree rooted at v) is 0 then v is a leaf.
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Proof (cont.)

induction step

- Suppose v is a node with $\mathrm{bh}(v) = k > 0$.
- v has two children with strictly smaller height.
- These children (w_1 and w_2) either have black-height k or $k-1$ (depending on their color).
- By induction hypothesis both sub-trees contain at least $2^{\mathrm{bh}(v)-1}-1$ interval vertices.
- Then T_v contains at least $2(2^{\mathrm{bh}(v)-1}-1)+1 = 2^{\mathrm{bh}(v)}-1$ vertices.

□

Proof (cont.)

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- Supose v is a node with $\text{height}(v) > 0$.
- v has two children with strictly smaller height.
- These children (c_1, c_2) either have $\text{bh}(c_i) = \text{bh}(v)$ or $\text{bh}(c_i) = \text{bh}(v) - 1$.
- By induction hypothesis both sub-trees contain at least $2^{\text{bh}(v)-1} - 1$ internal vertices.
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Proof of Lemma 2.

Let h denote the height of the red-black tree, and let P denote a path from the root to the furthest leaf.

At least half of the node on P must be black, since a red node must be followed by a black node.

Hence, the black height of the root is at least $h/2$.

The tree contains at least $2^{h/2} - 1$ internal vertices. Hence, $2^{h/2} - 1 \leq n$.

Hence, $h \leq 2\log(n+1) = \mathcal{O}(\log n)$. □

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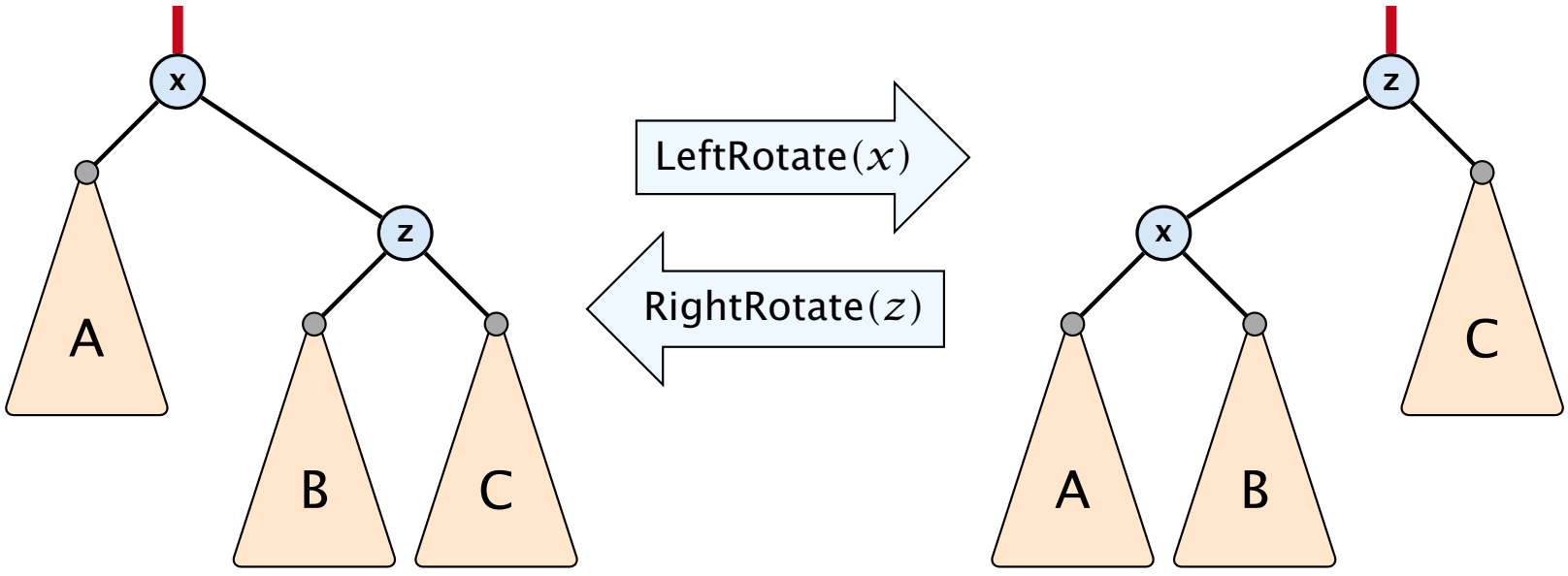
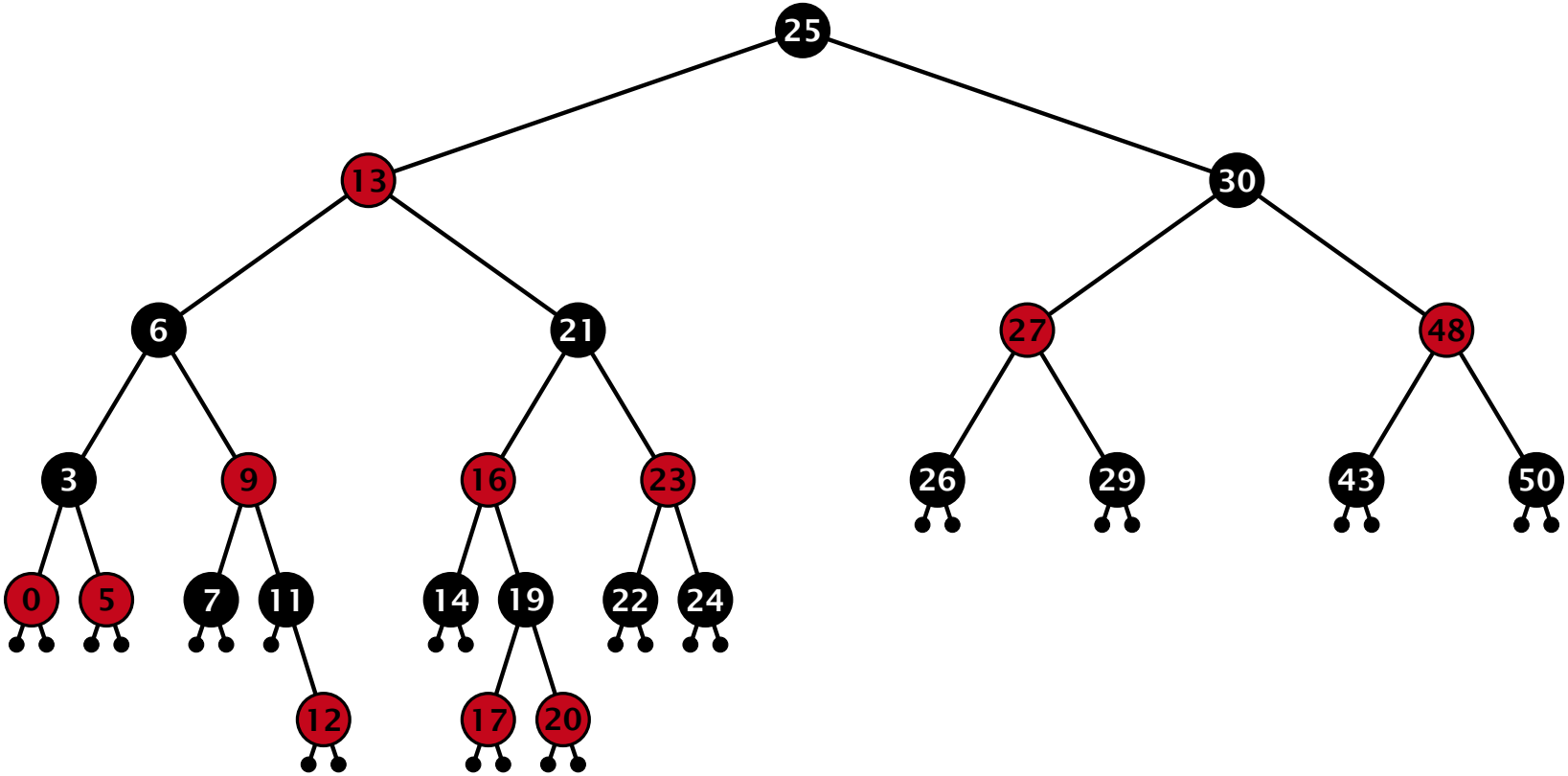
We need to adapt the insert and delete operations so that the red black properties are maintained.

Rotations

The properties will be maintained through rotations:



Red Black Trees: Insert

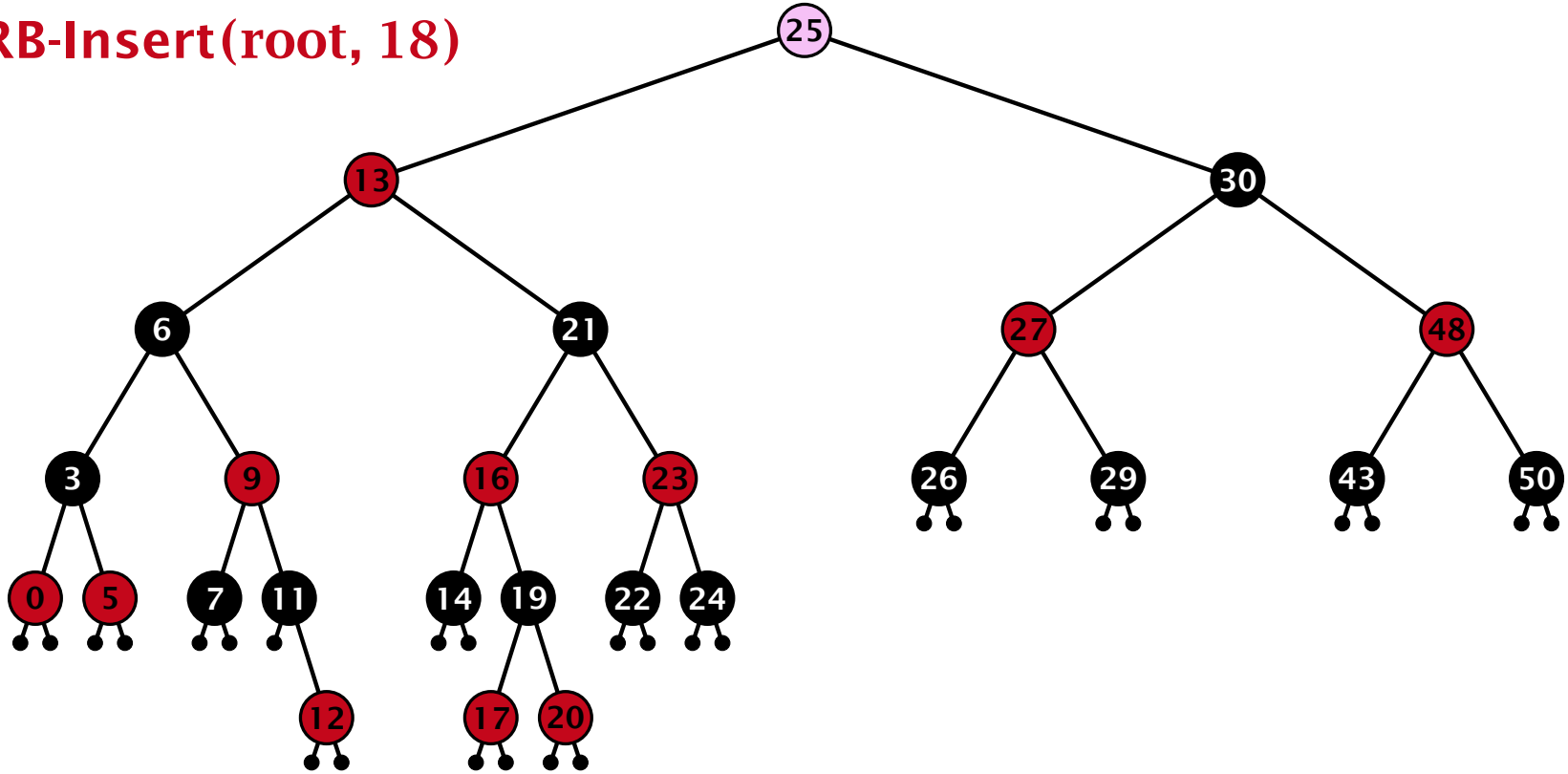


Insert:

- first make a normal insert into a binary search tree
- then fix red-black properties

Red Black Trees: Insert

RB-Insert(root, 18)



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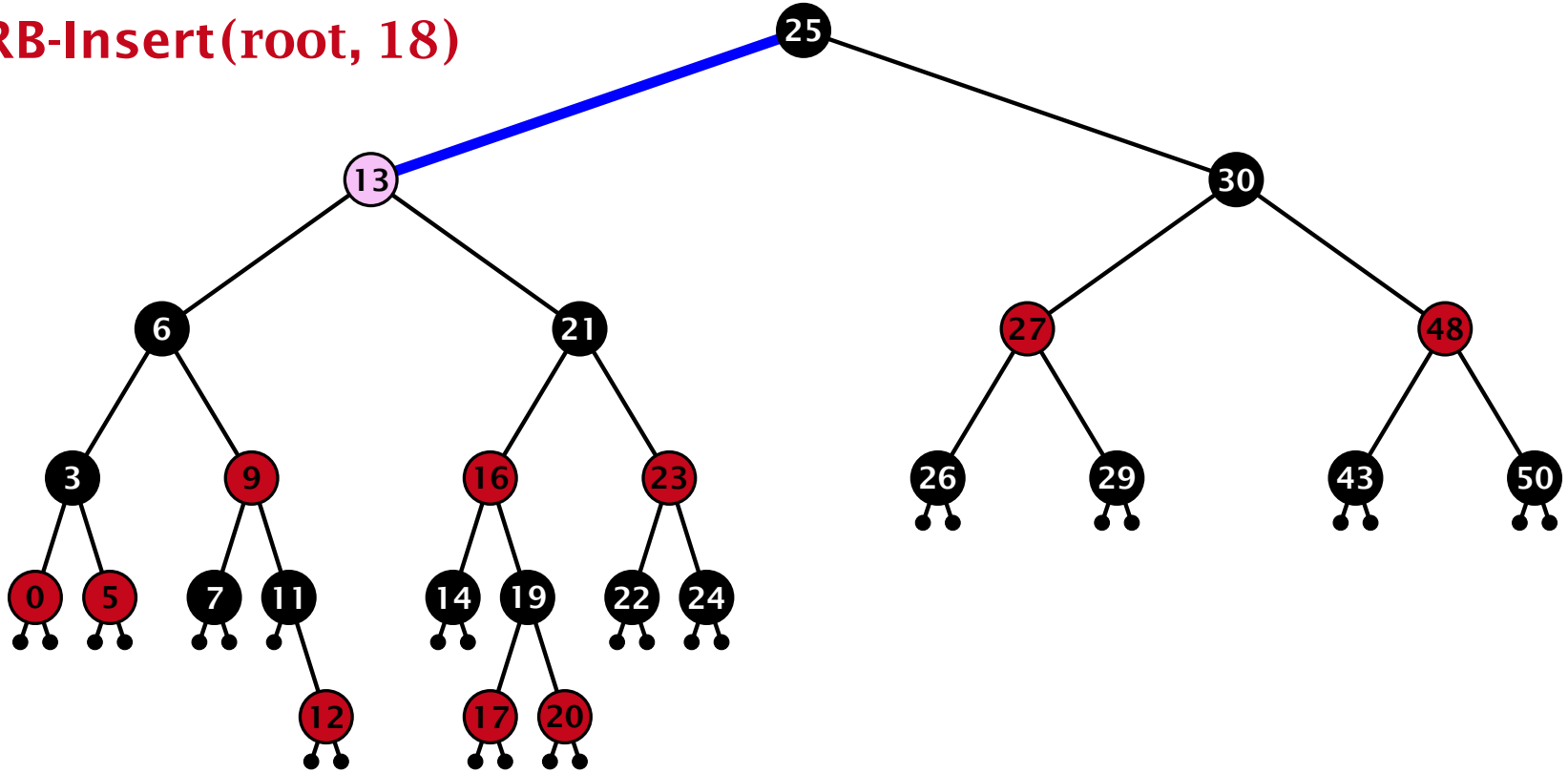

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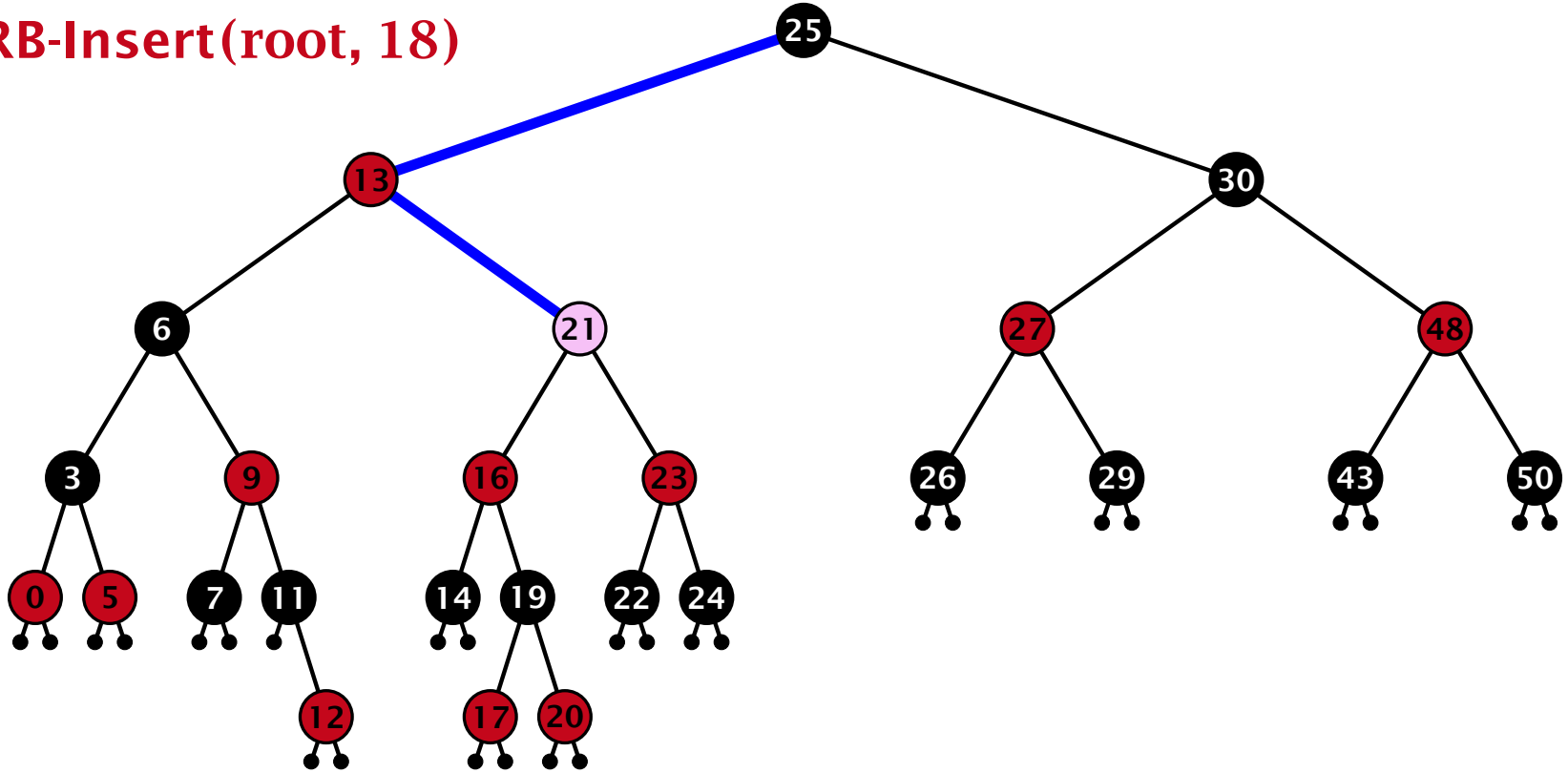

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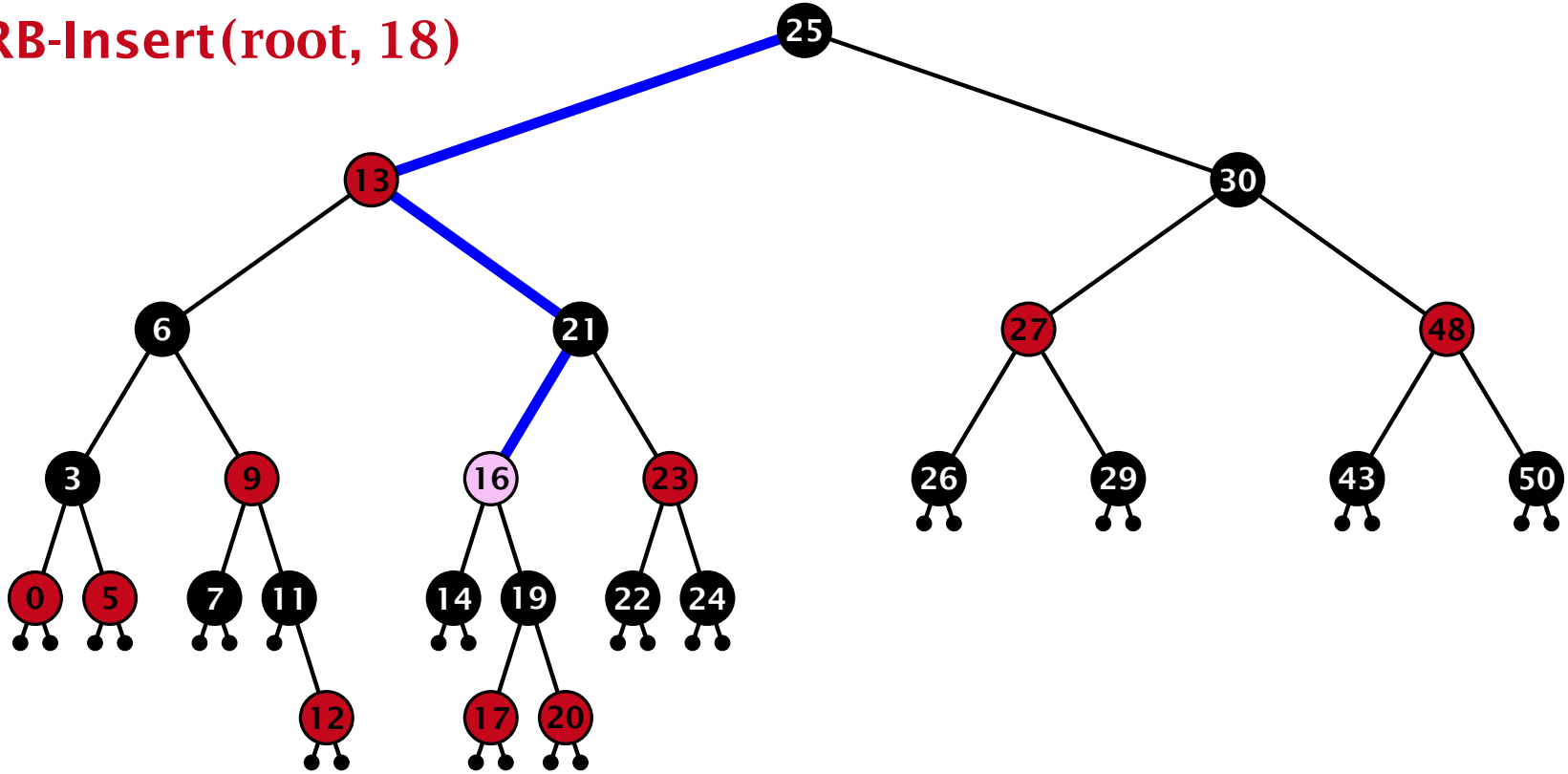

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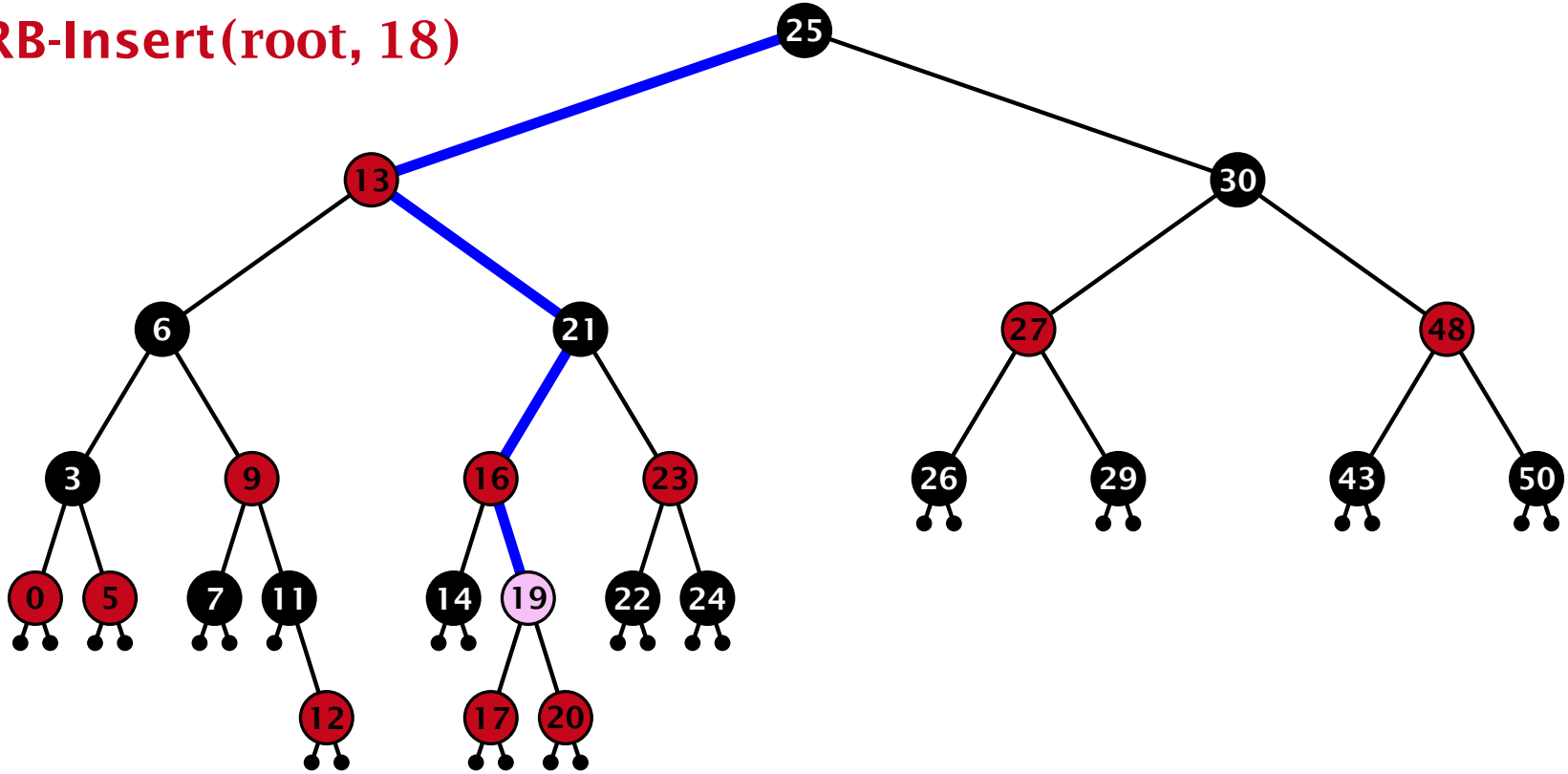

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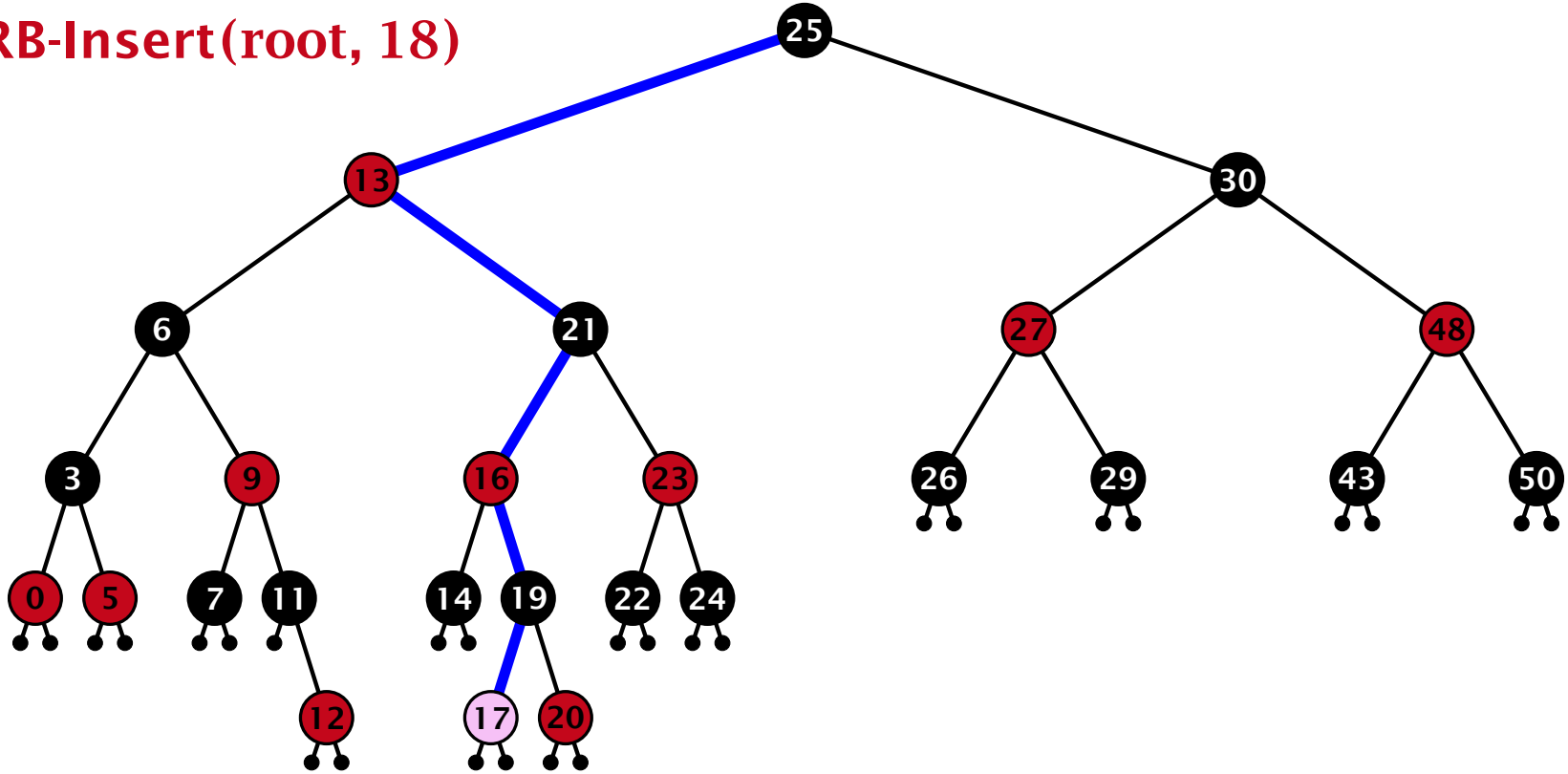

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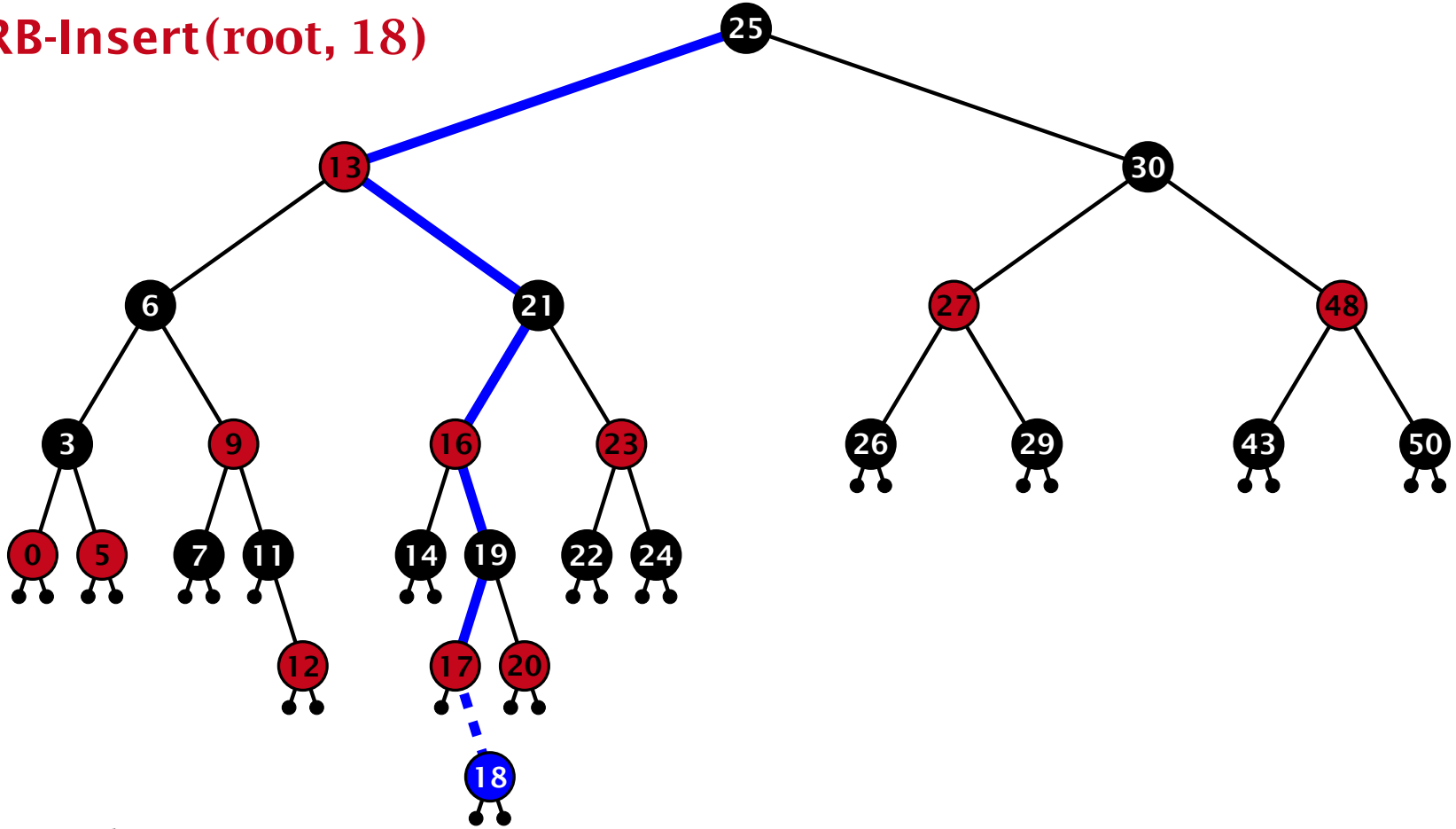

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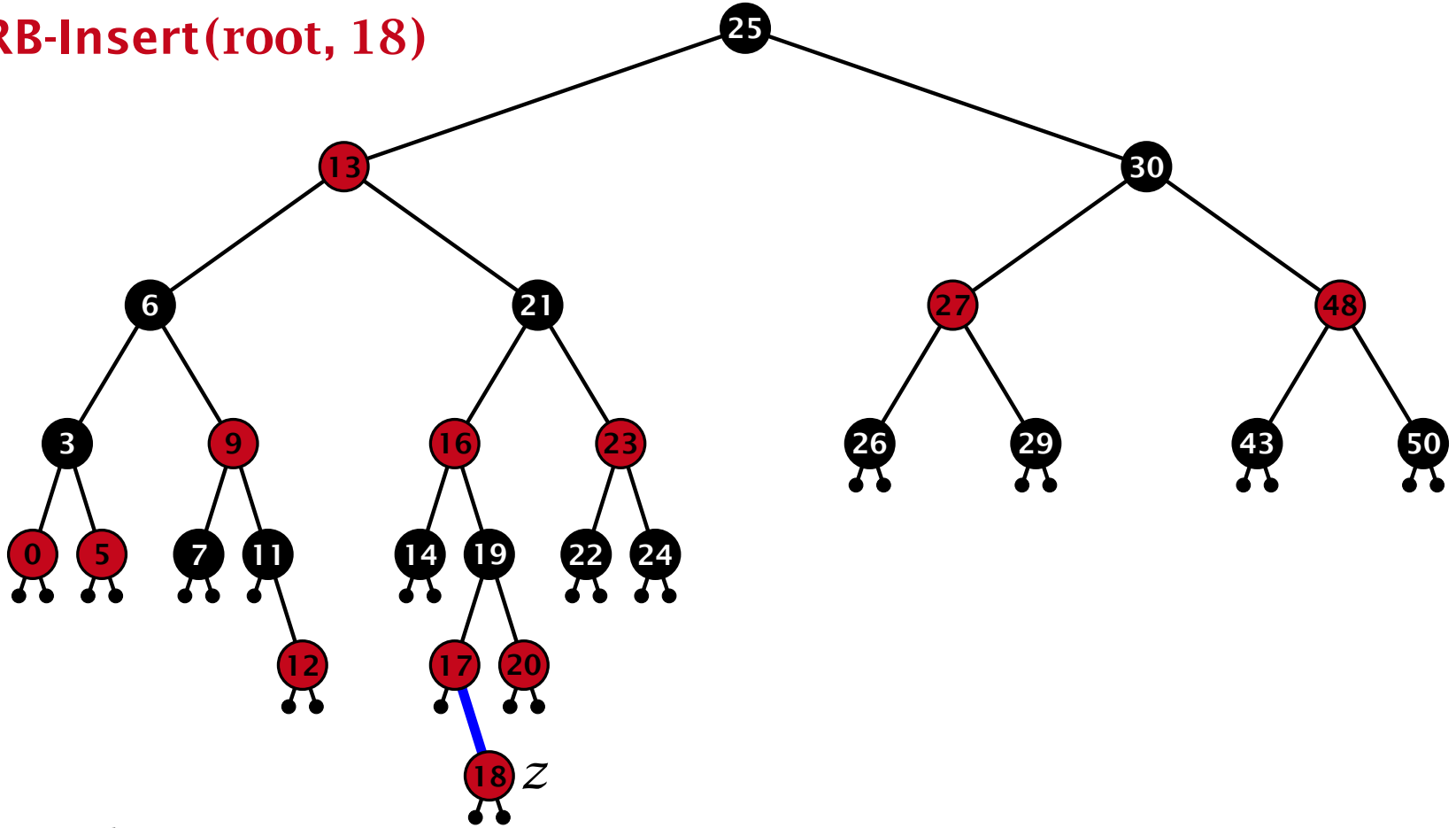

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Invariant of the fix-up algorithm:

- z is a red node
- the black-height property is fulfilled at every node
- the only violation of red-black properties occurs at z and $\text{parent}[z]$
  - either both of them are red
    (most important case)
  - or the parent does not exist
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If z has a parent but no grand-parent we could simply color the parent/root black; however this case never happens.

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Red Black Trees: Insert

Algorithm 10 InsertFix(z)

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 1: while parent[z] ≠ null and col[parent[z]] = red do
 2:     if parent[z] = left[gp[z]] then
 3:         uncle ← right[grandparent[z]]
 4:         if col[uncle] = red then
 5:             col[p[z]] ← black; col[u] ← black;
 6:             col[gp[z]] ← red; z ← grandparent[z];
 7:         else
 8:             if z = right[parent[z]] then
 9:                 z ← p[z]; LeftRotate(z);
10:             col[p[z]] ← black; col[gp[z]] ← red;
11:             RightRotate(gp[z]);
12:     else same as then-clause but right and left exchanged
13: col(root[T]) ← black;
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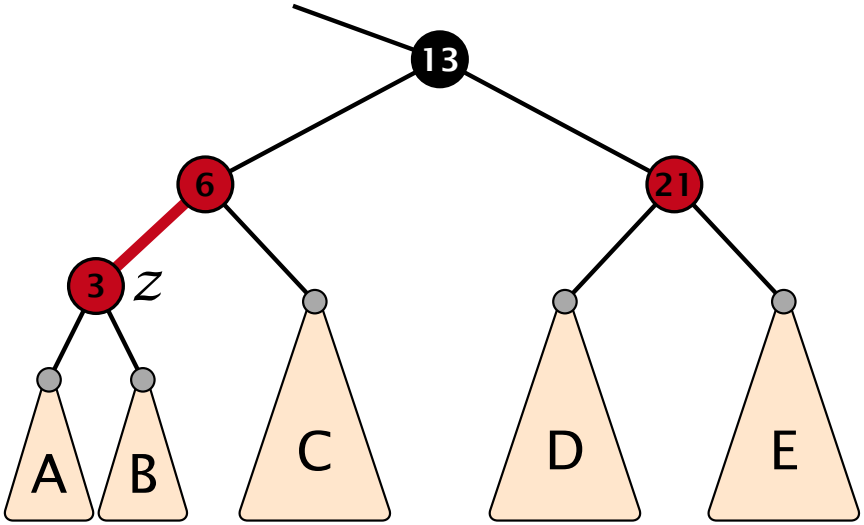
Case 1: Red Uncle



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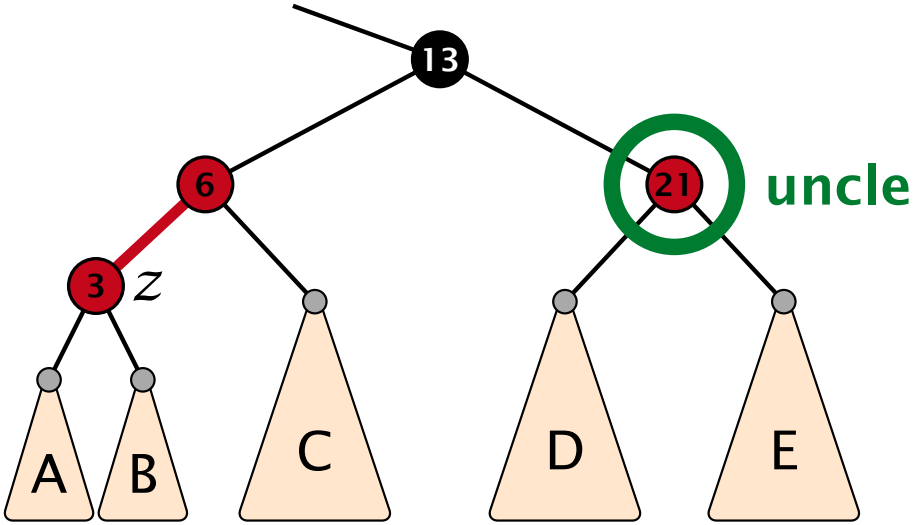

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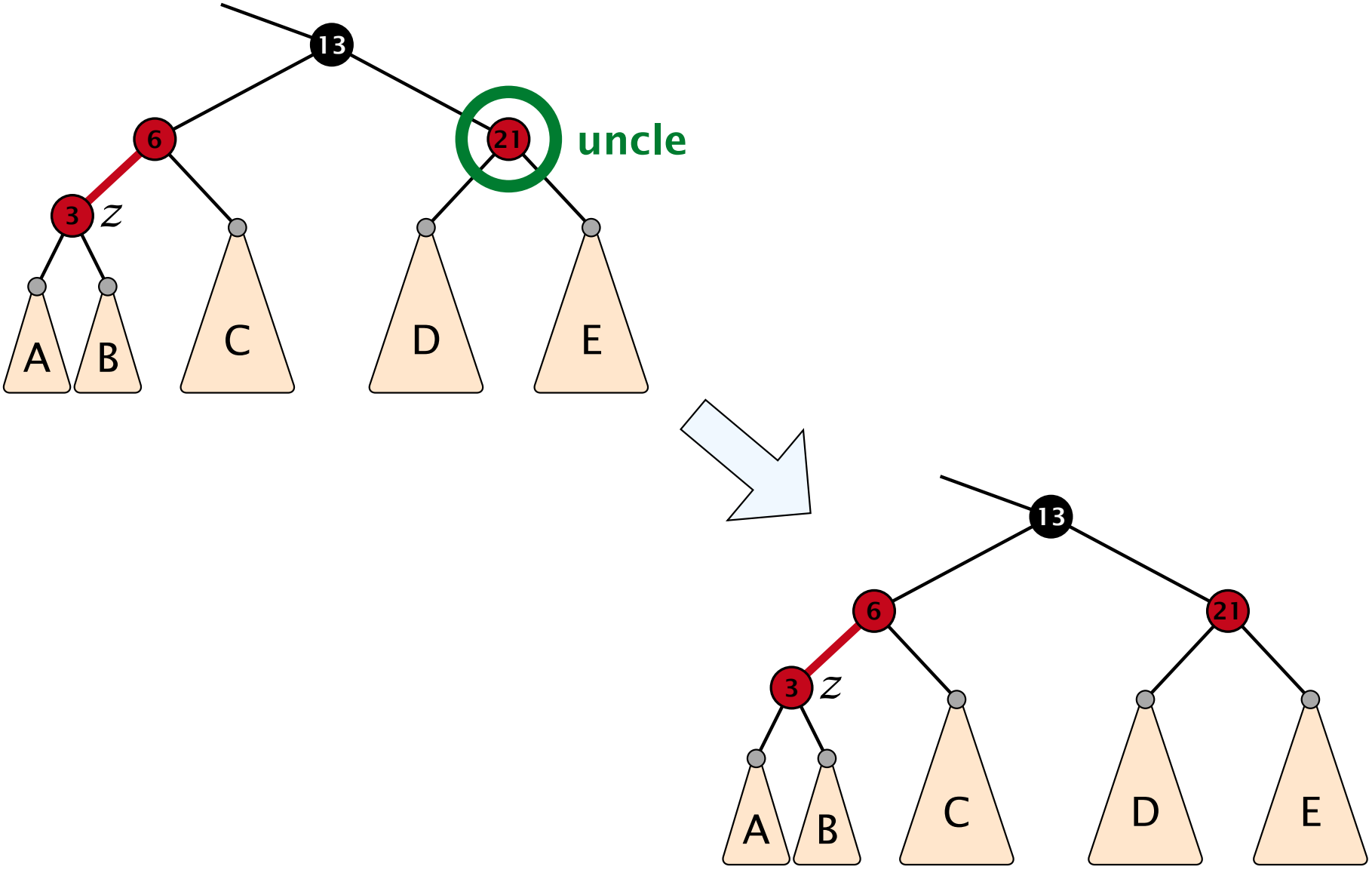

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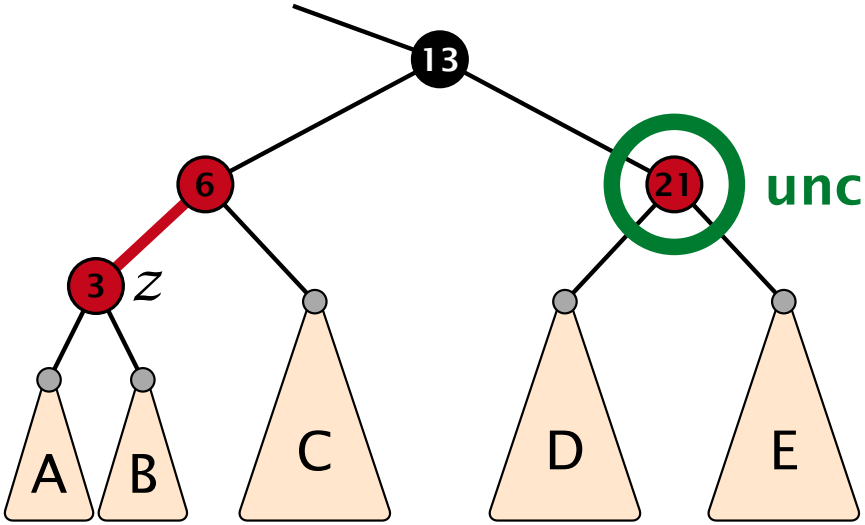

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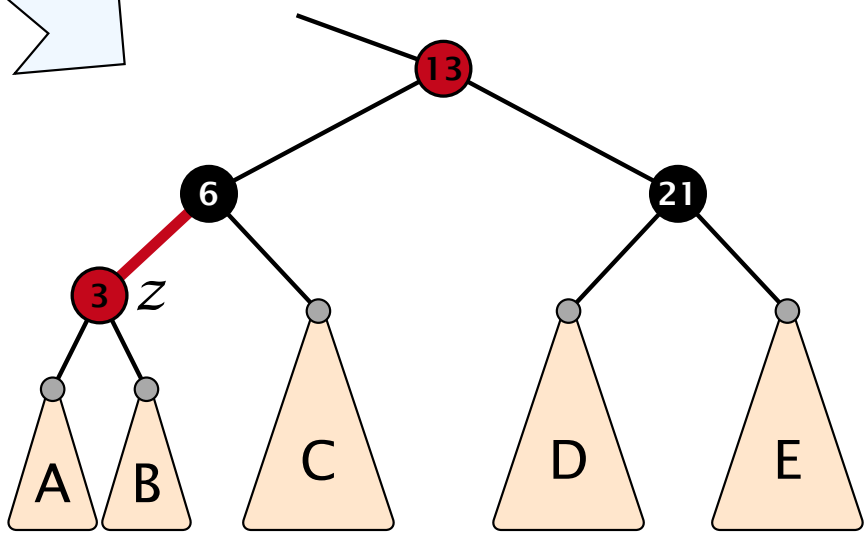

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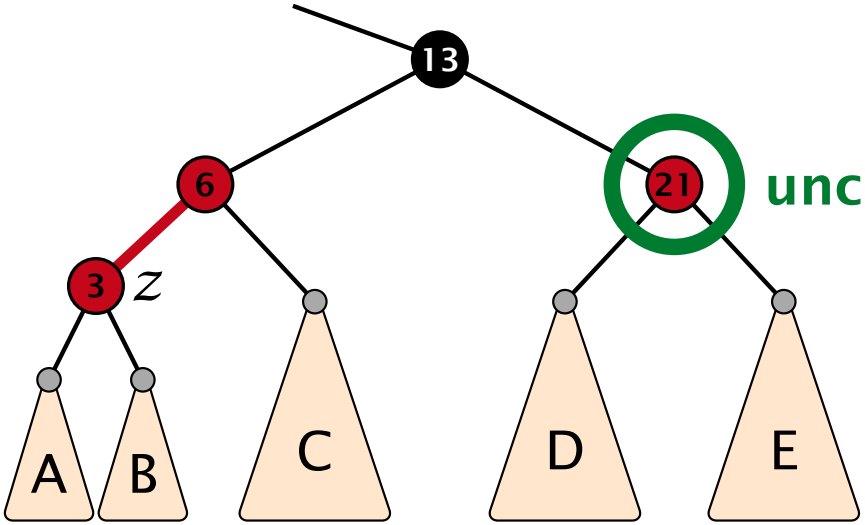

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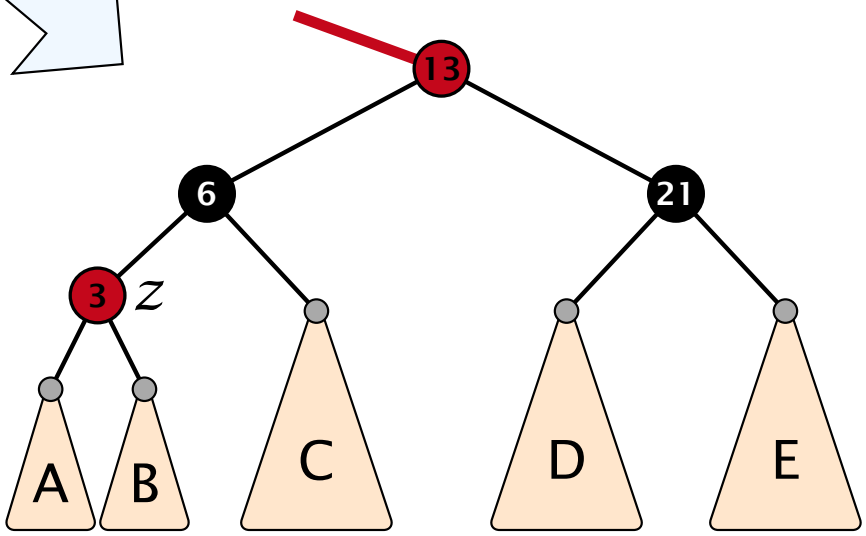

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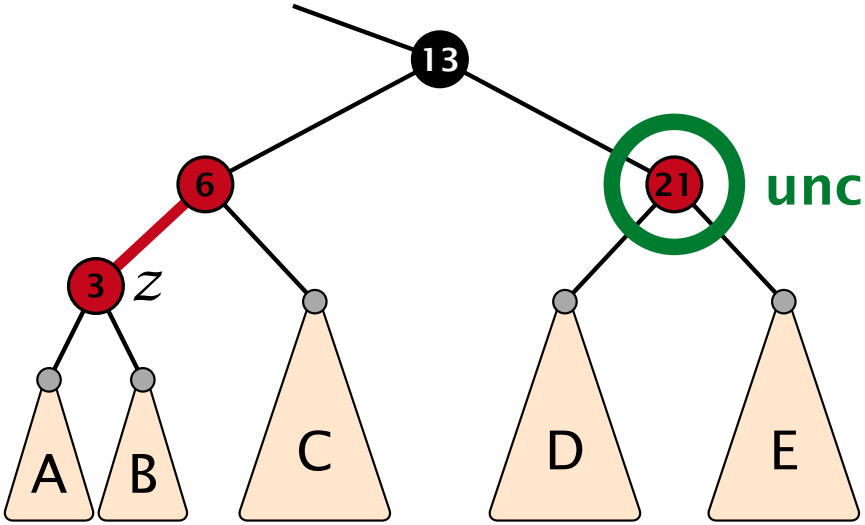
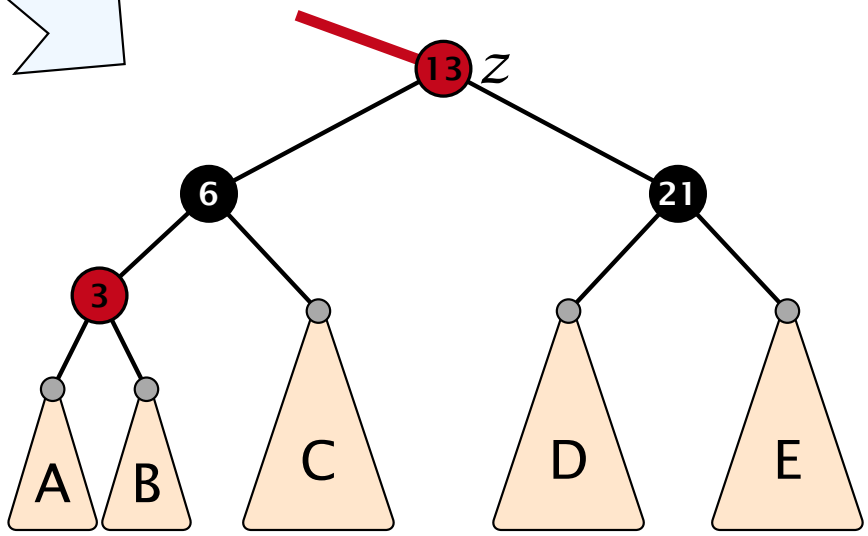


1. recolour
2. move z to grand-parent



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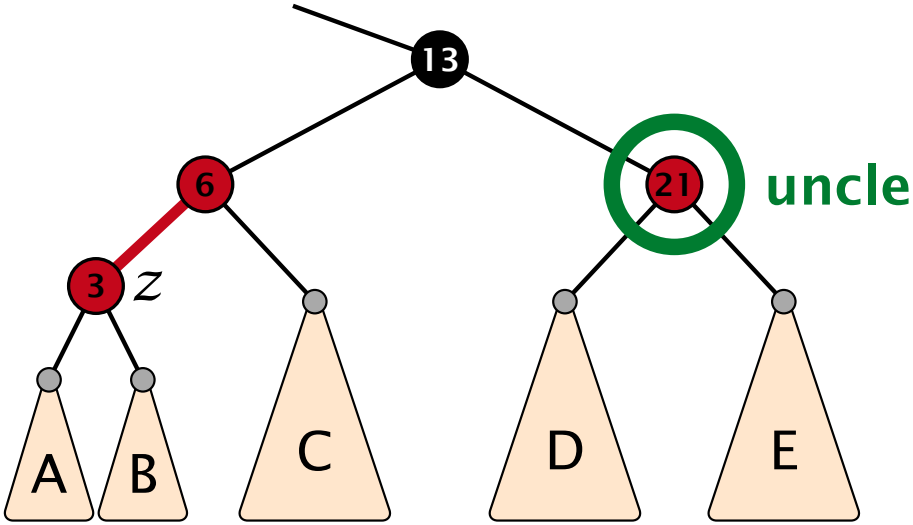
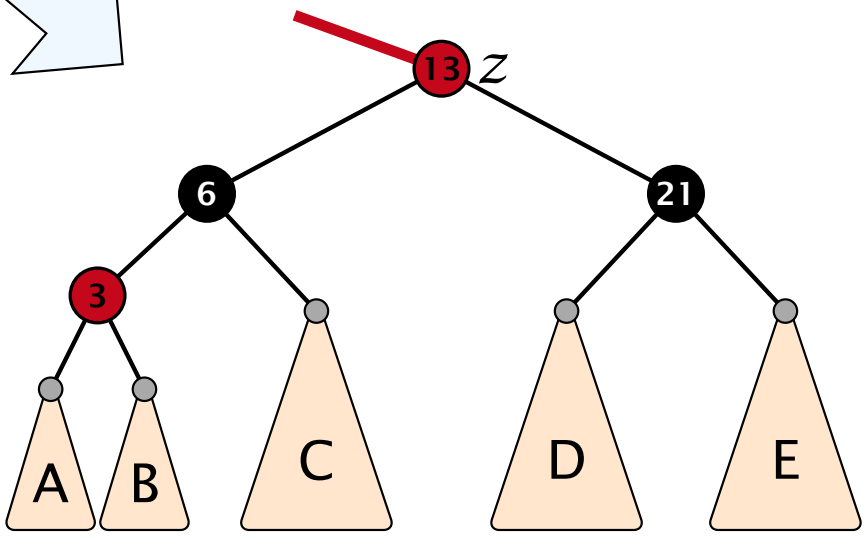


1. recolour
2. move z to grand-parent
3. invariant is fulfilled for new z



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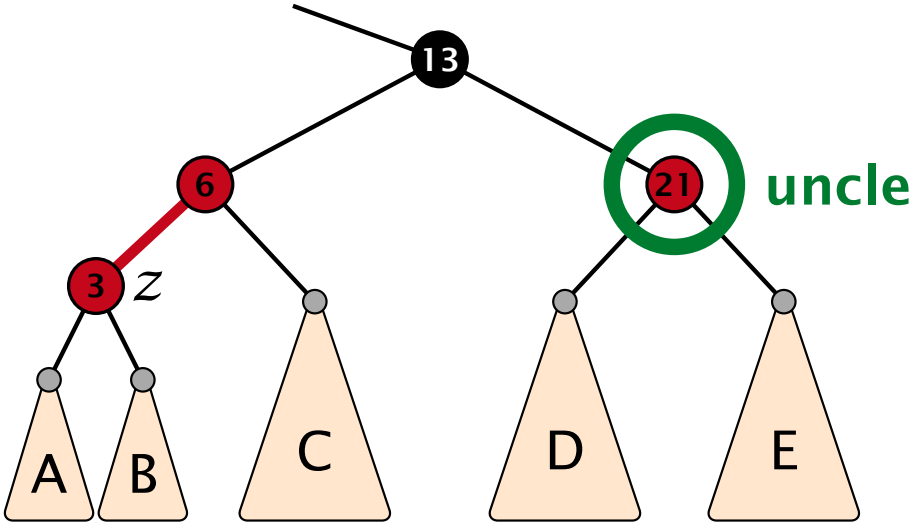
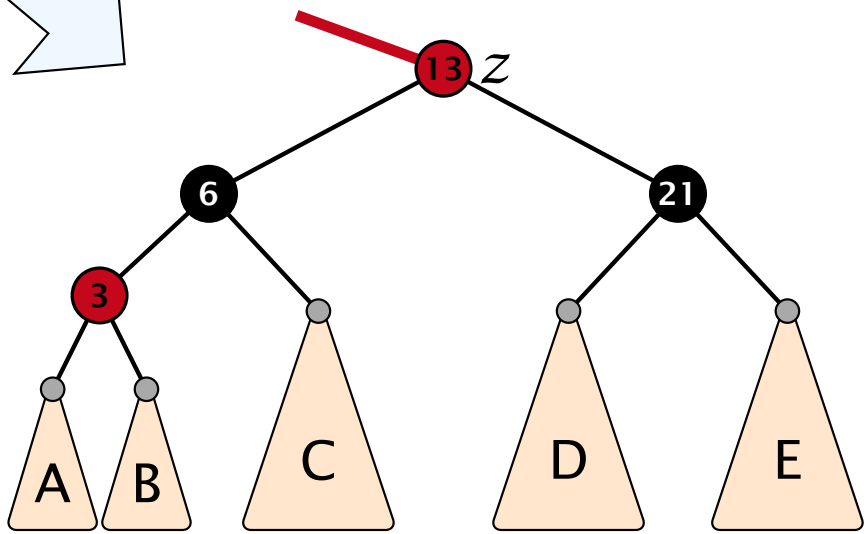


1. recolour
2. move z to grand-parent
3. invariant is fulfilled for new z
4. you made progress



Case 2b: Black uncle and z is left child

1. rotate around grandparent
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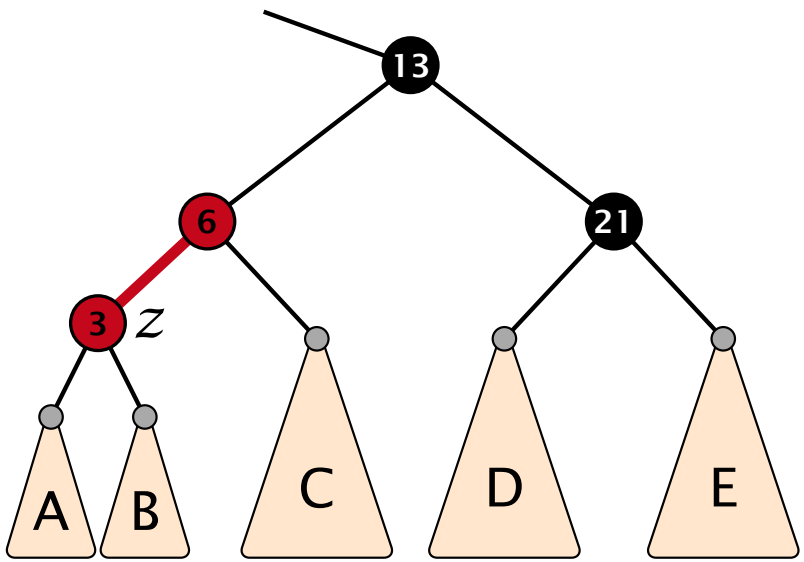
   black height property holds
3. you have a red black tree



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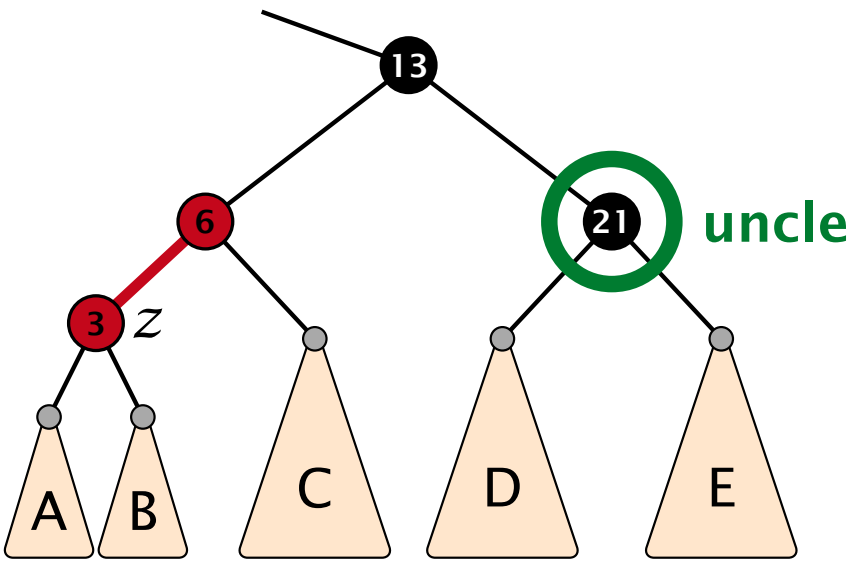

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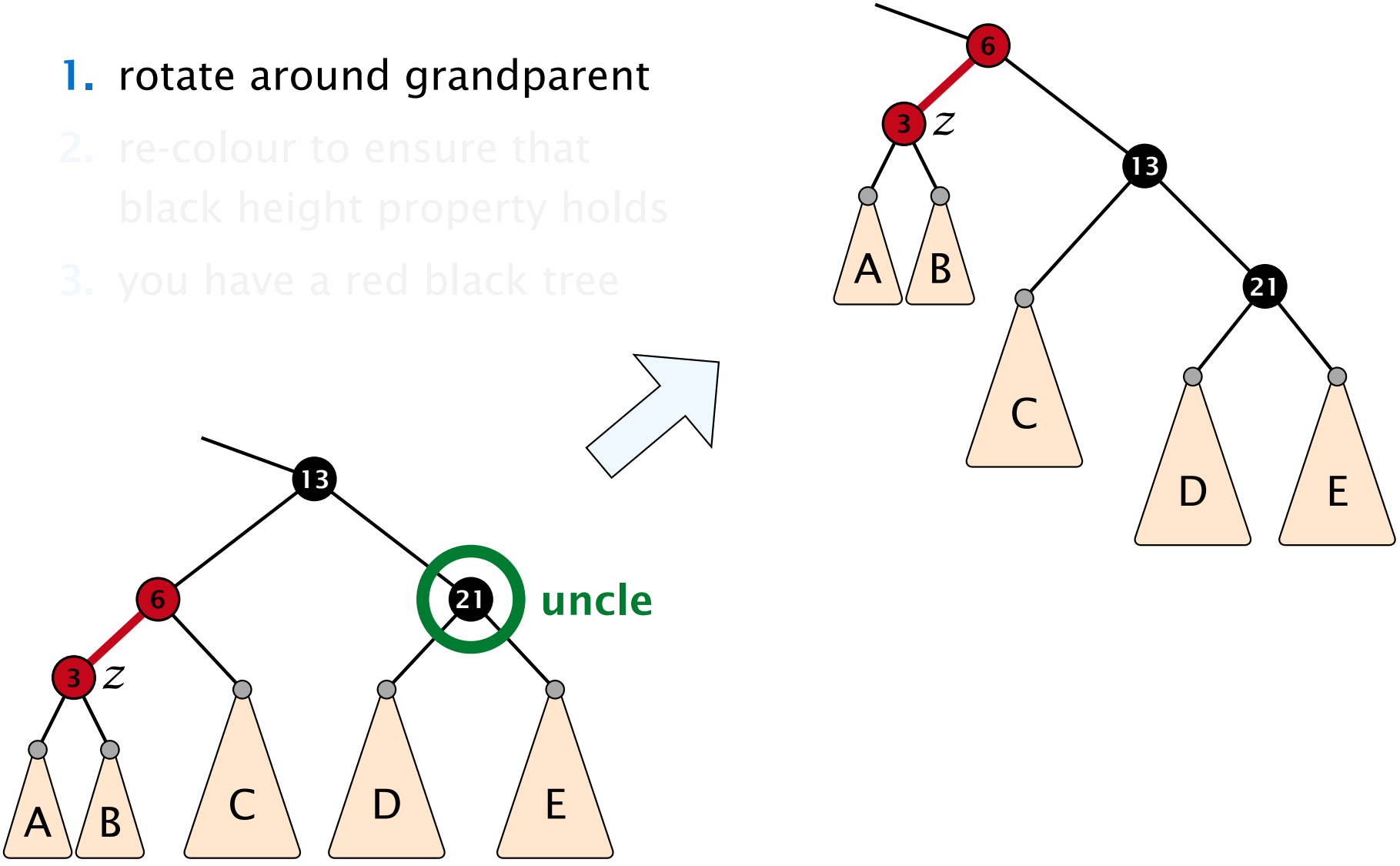

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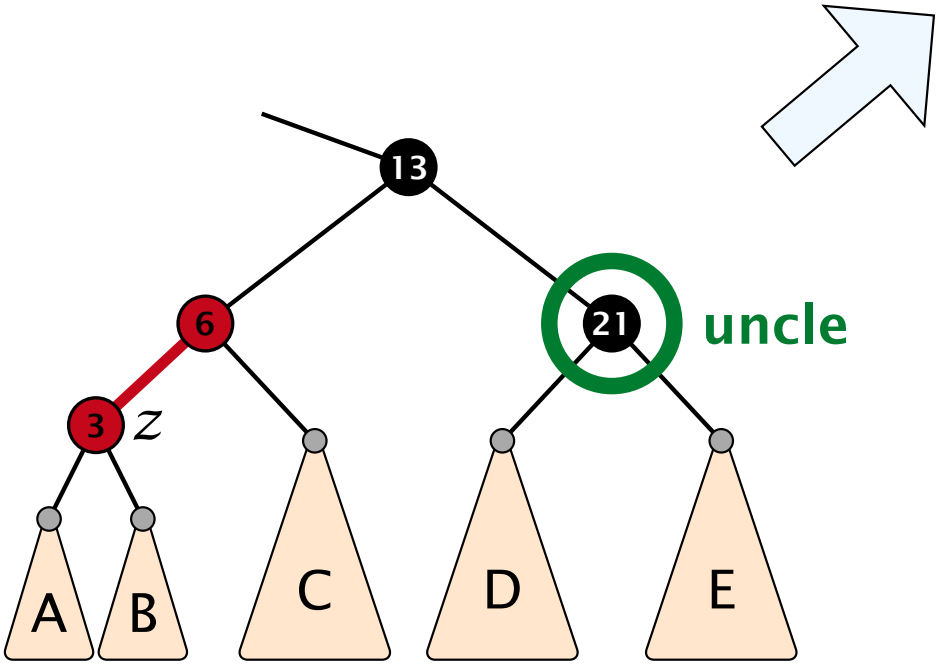

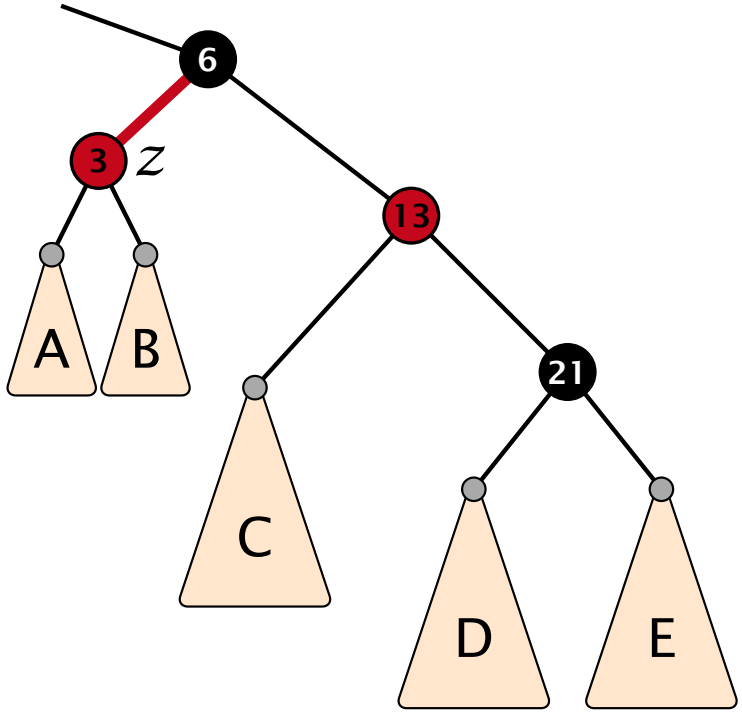

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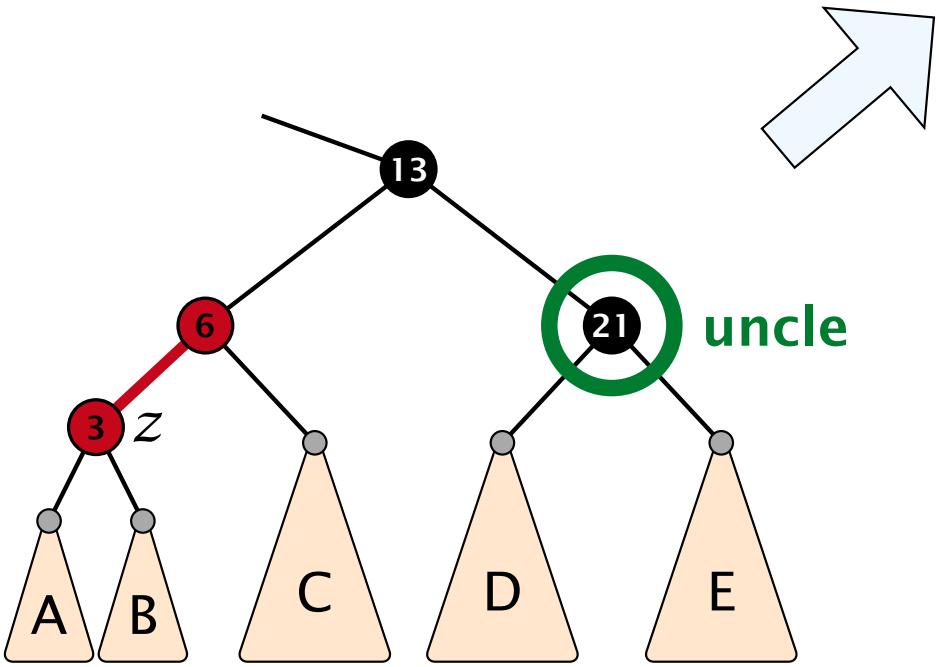

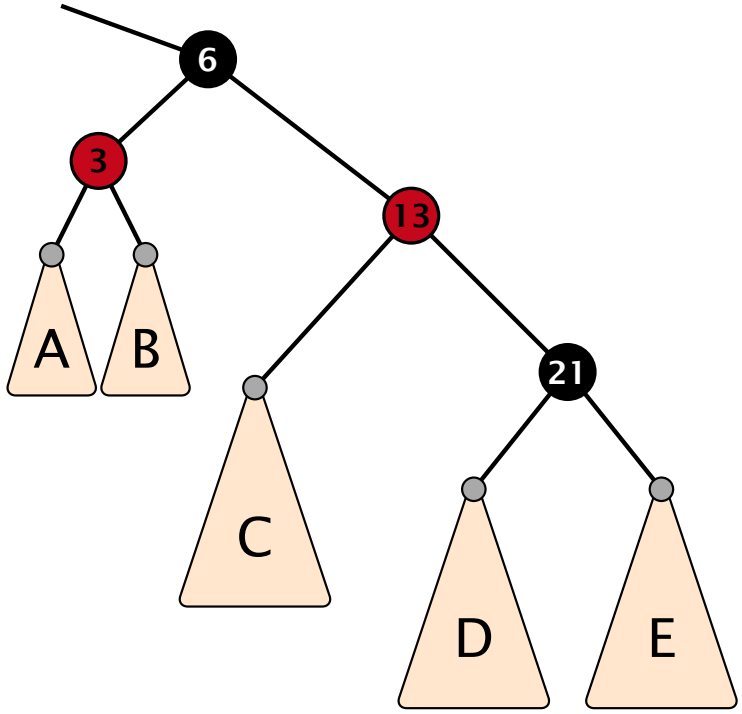

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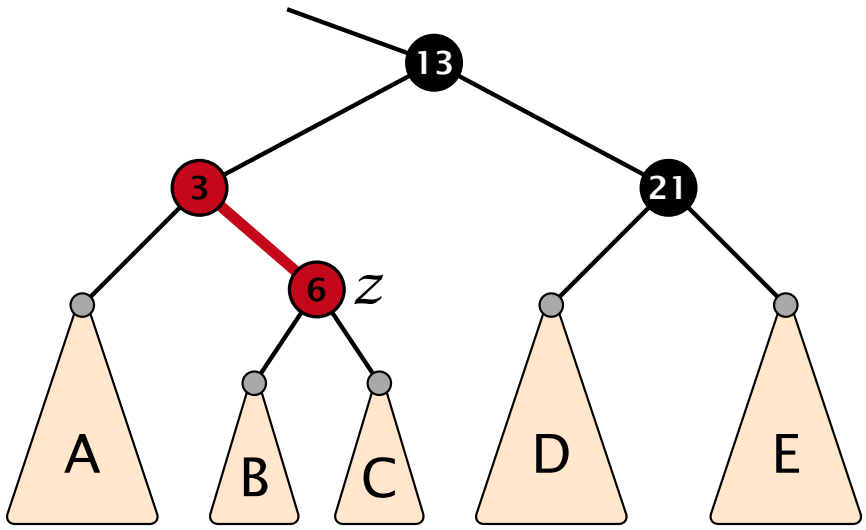

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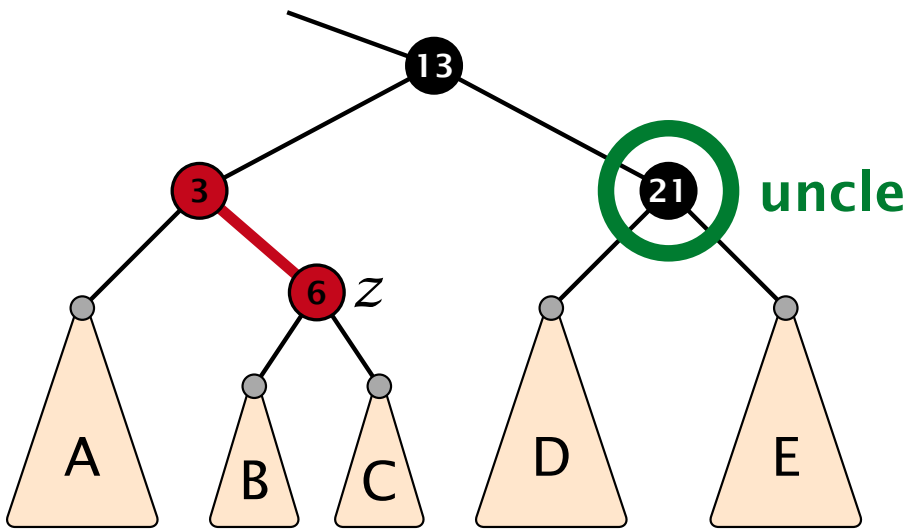

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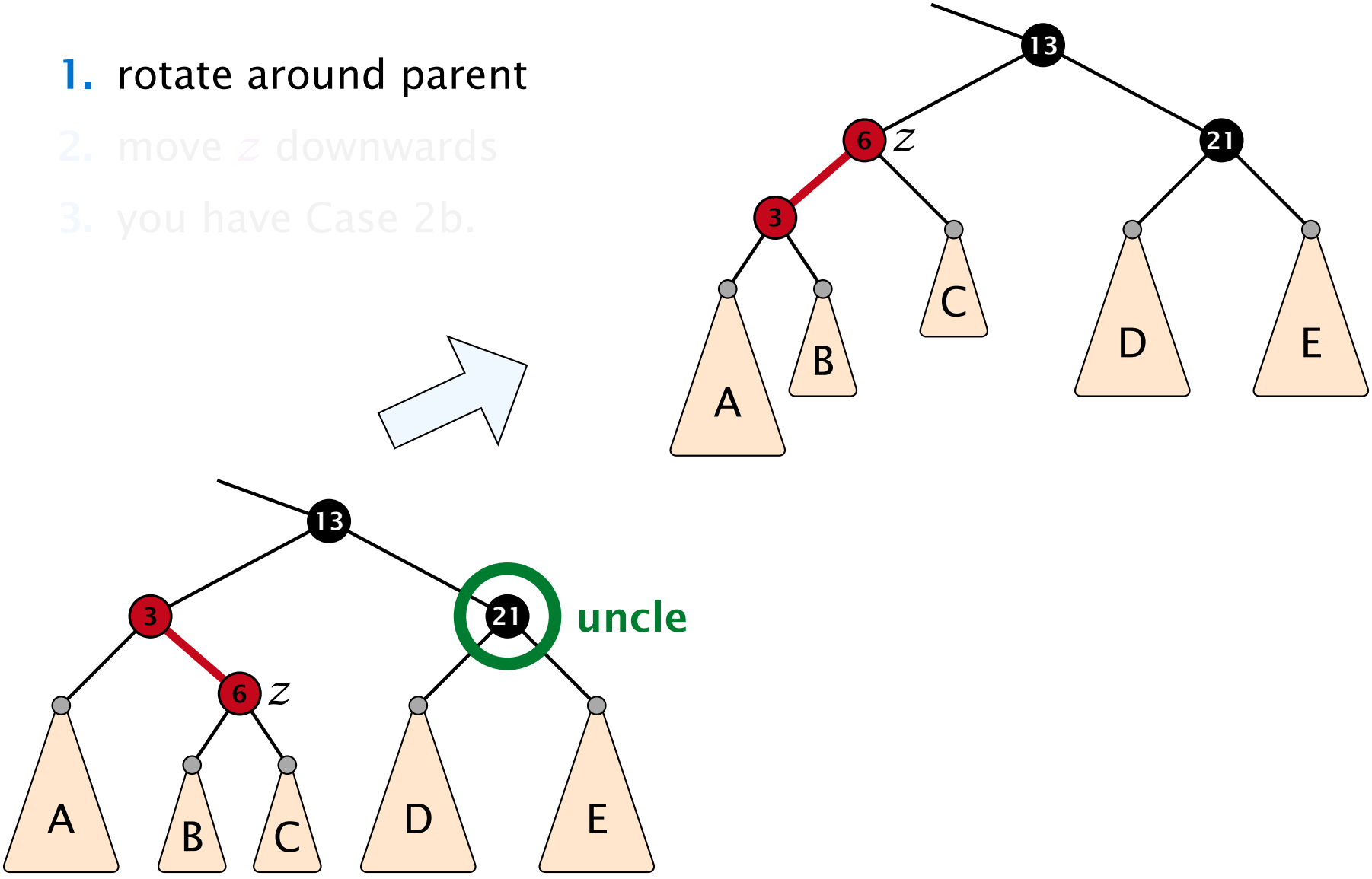

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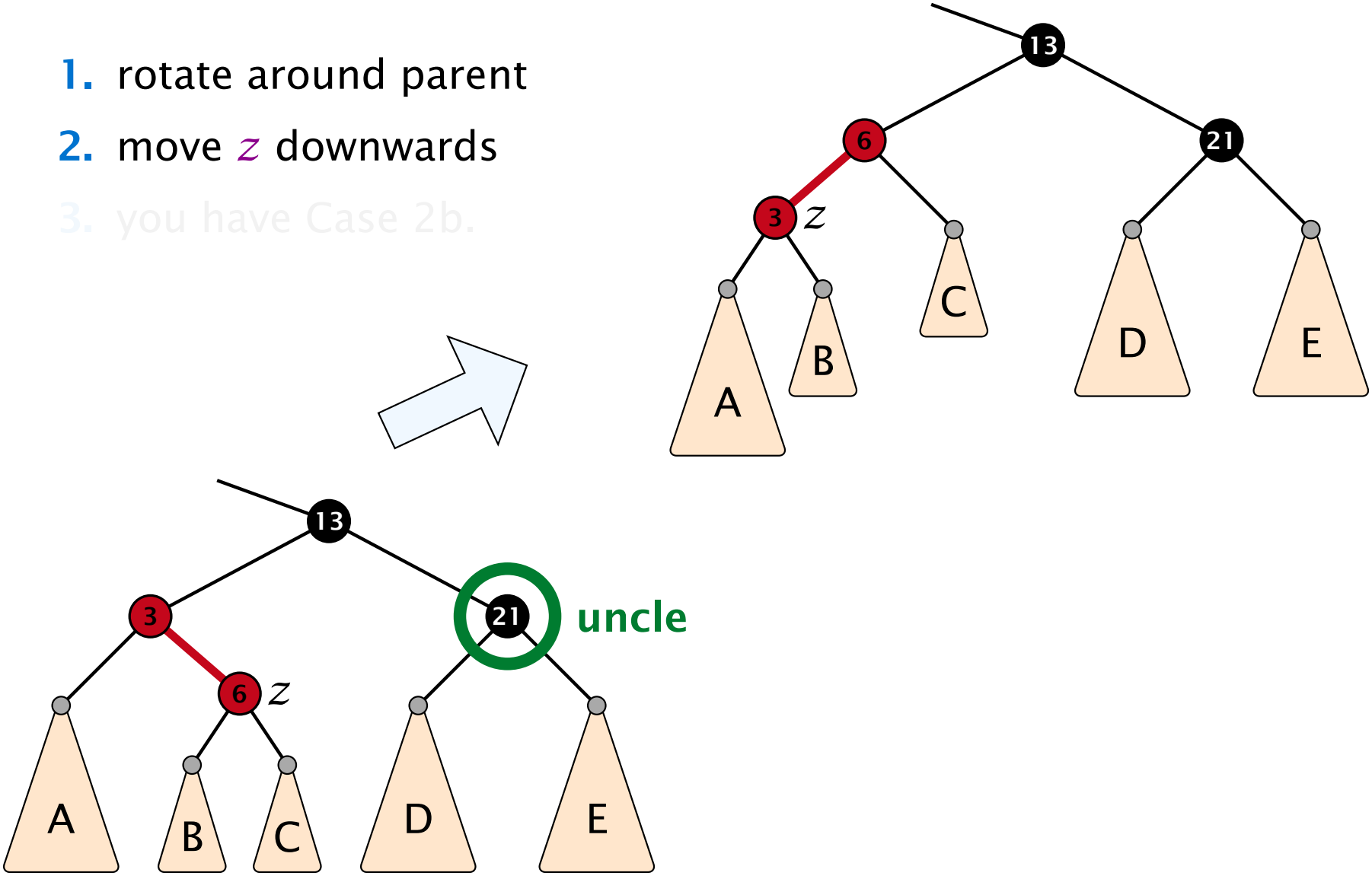

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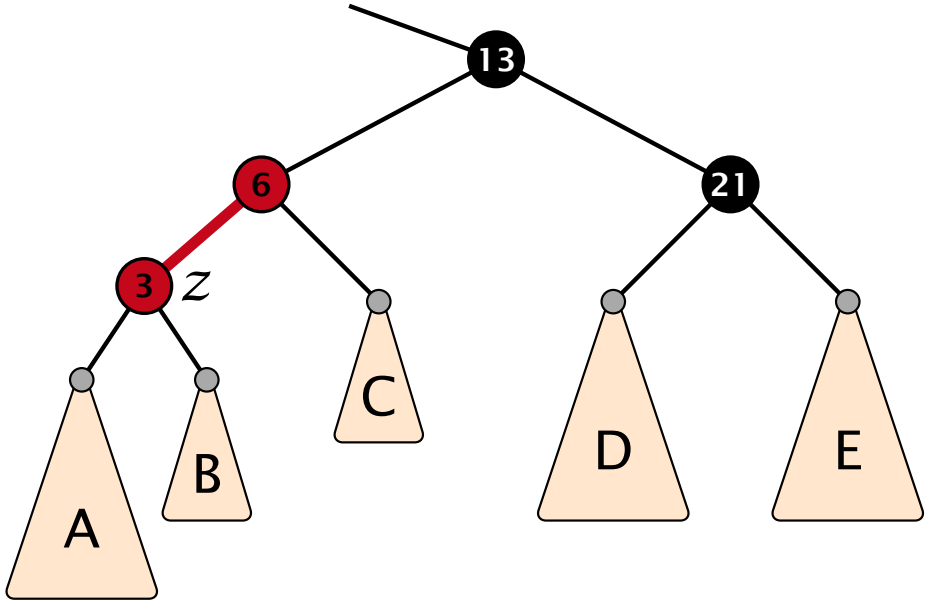

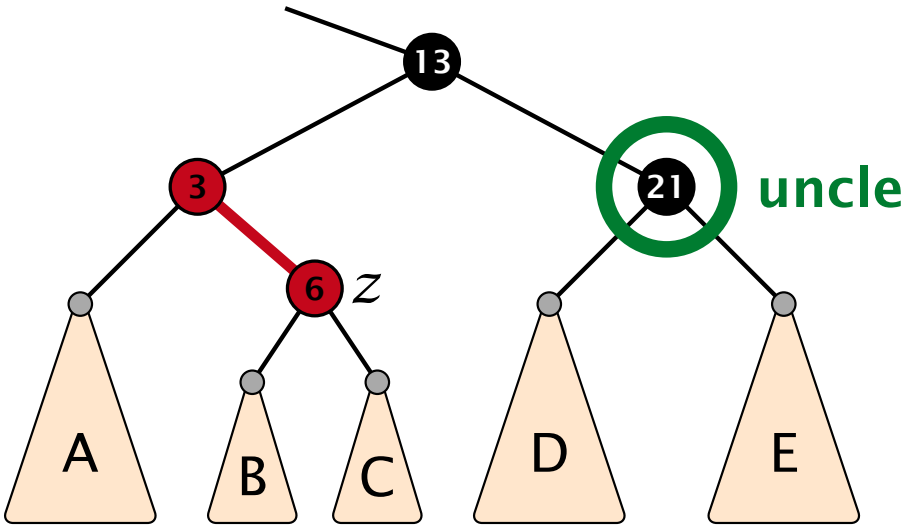

Red Black Trees: Insert

Running time:

- Only Case 1 may repeat; but only $h/2$ many steps, where h is the height of the tree.
- Case 2a $\rightarrow$ Case 2b $\rightarrow$ red-black tree
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Performing Case 1 at most $\mathcal{O}(\log n)$ times and every other case at most once, we get a red-black tree. Hence $\mathcal{O}(\log n)$ re-colorings and at most 2 rotations.

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Red Black Trees: Delete

First do a standard delete.

If the spliced out node x was red everything is fine.

If it was black there may be the following problems.

- Parent and child of x were red; two adjacent red vertices.
- If you delete the root, the root may now be red.
- Every path from an ancestor of x to a descendant leaf of x changes the number of black nodes; black height property might be violated.

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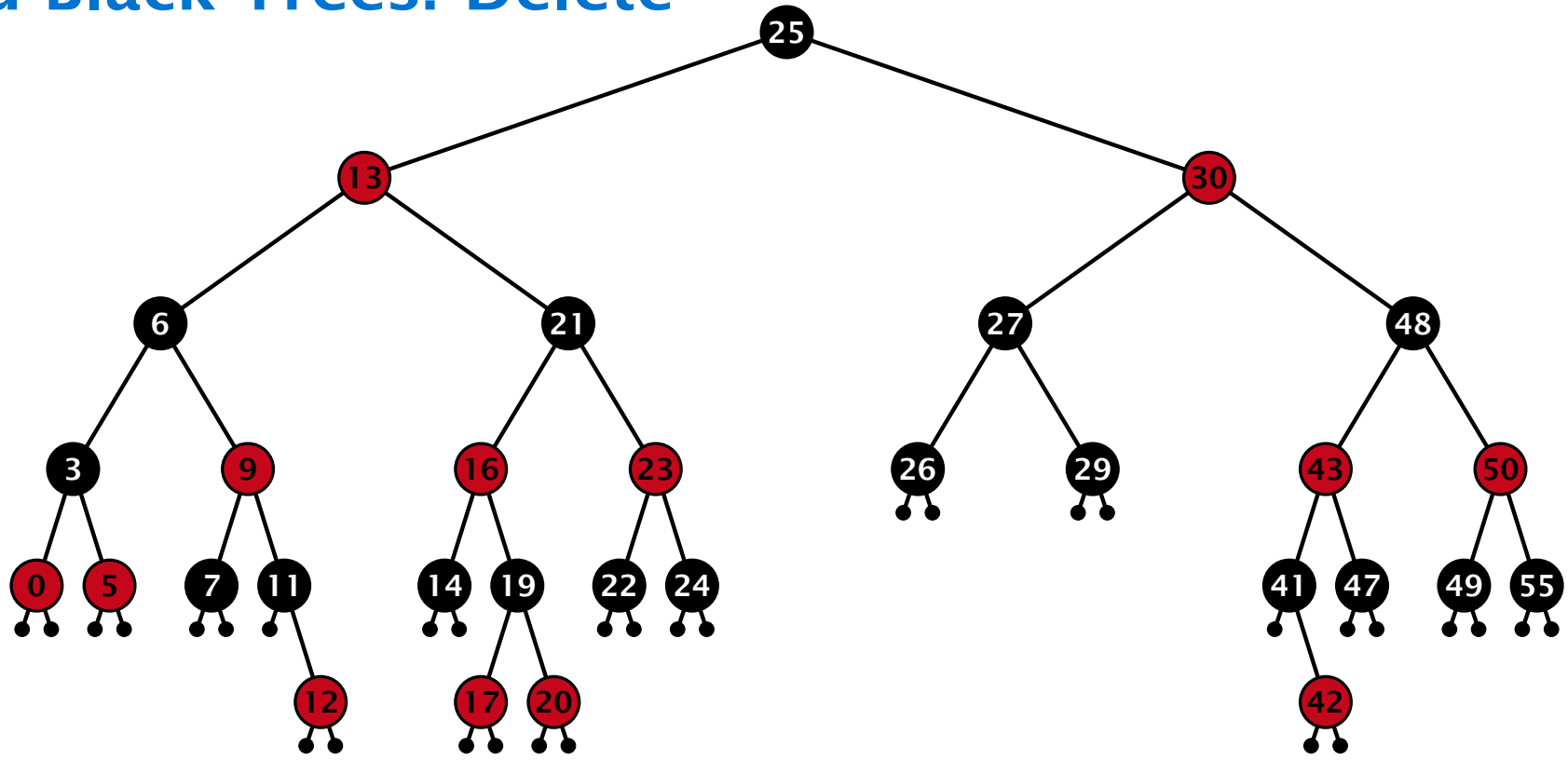

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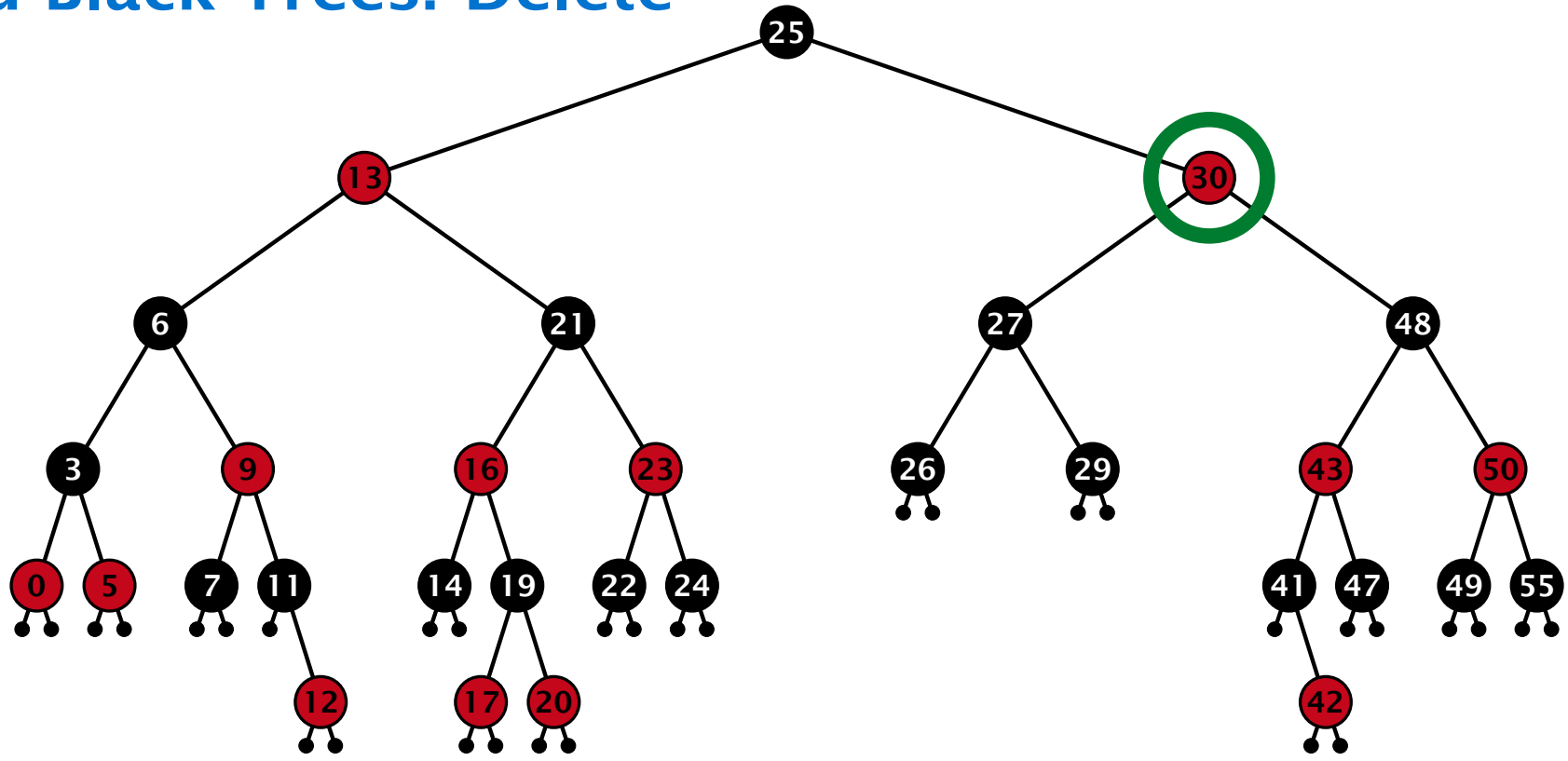

Case 3:

Element has two children

- do normal delete
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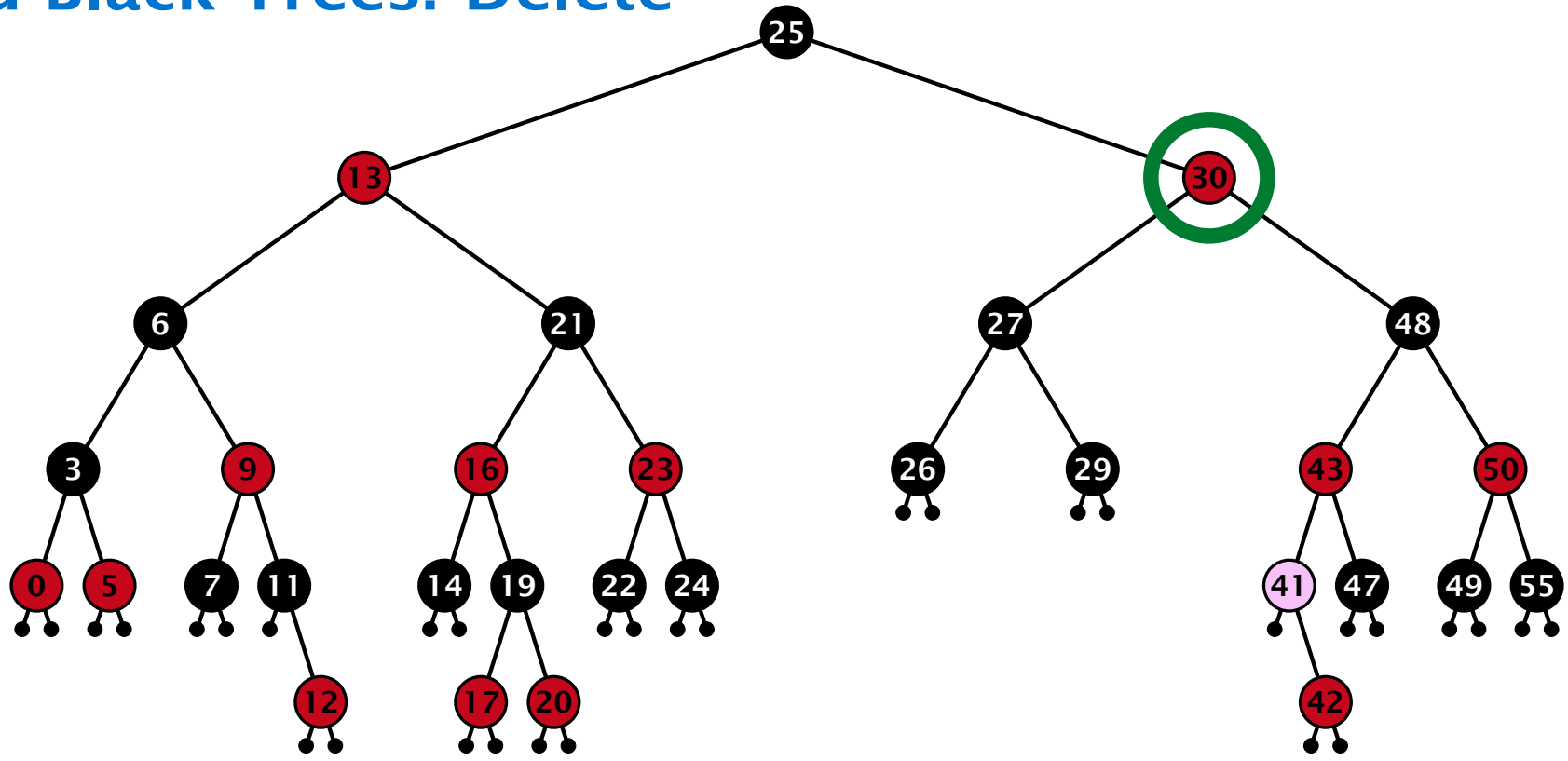

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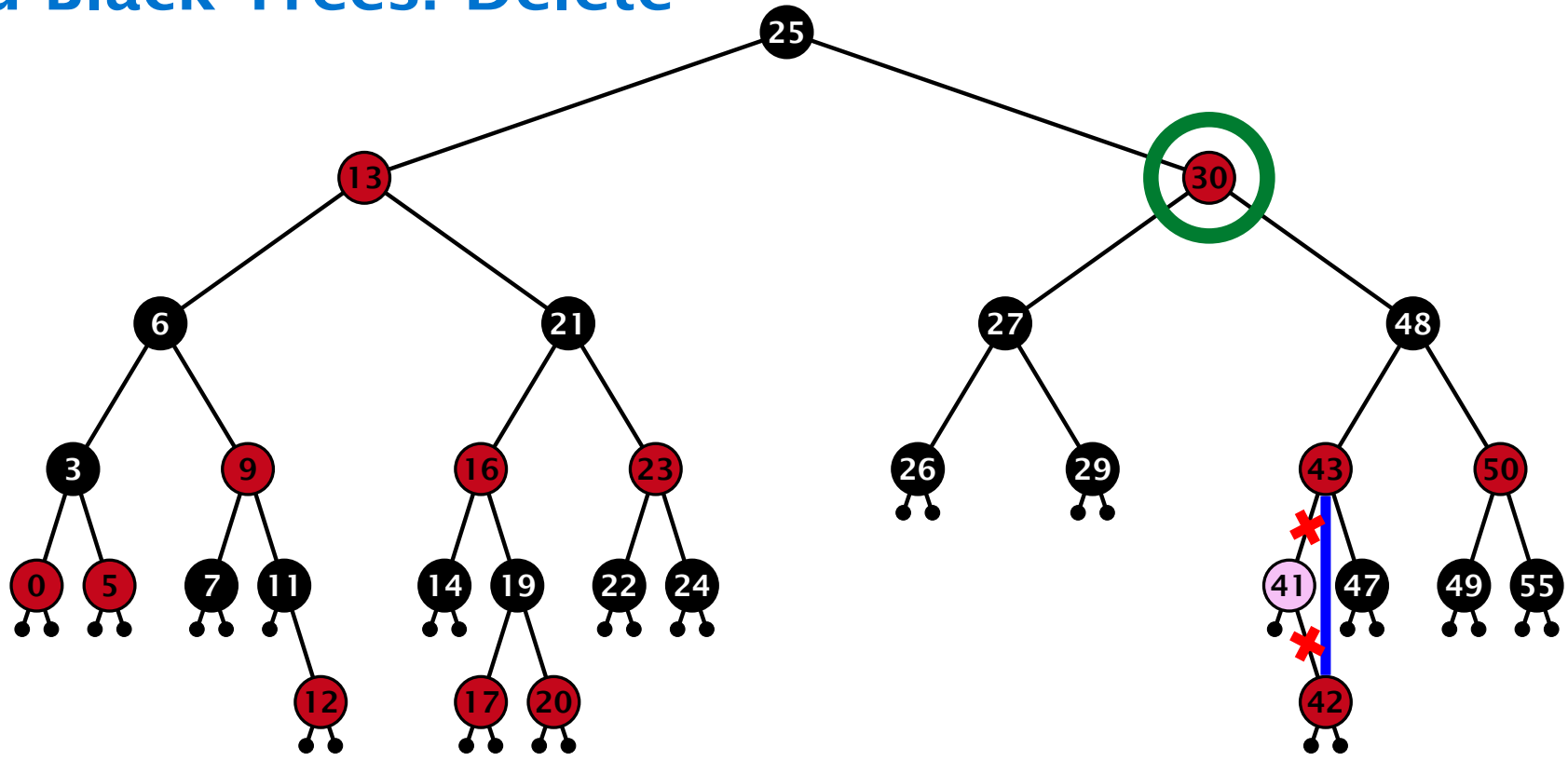

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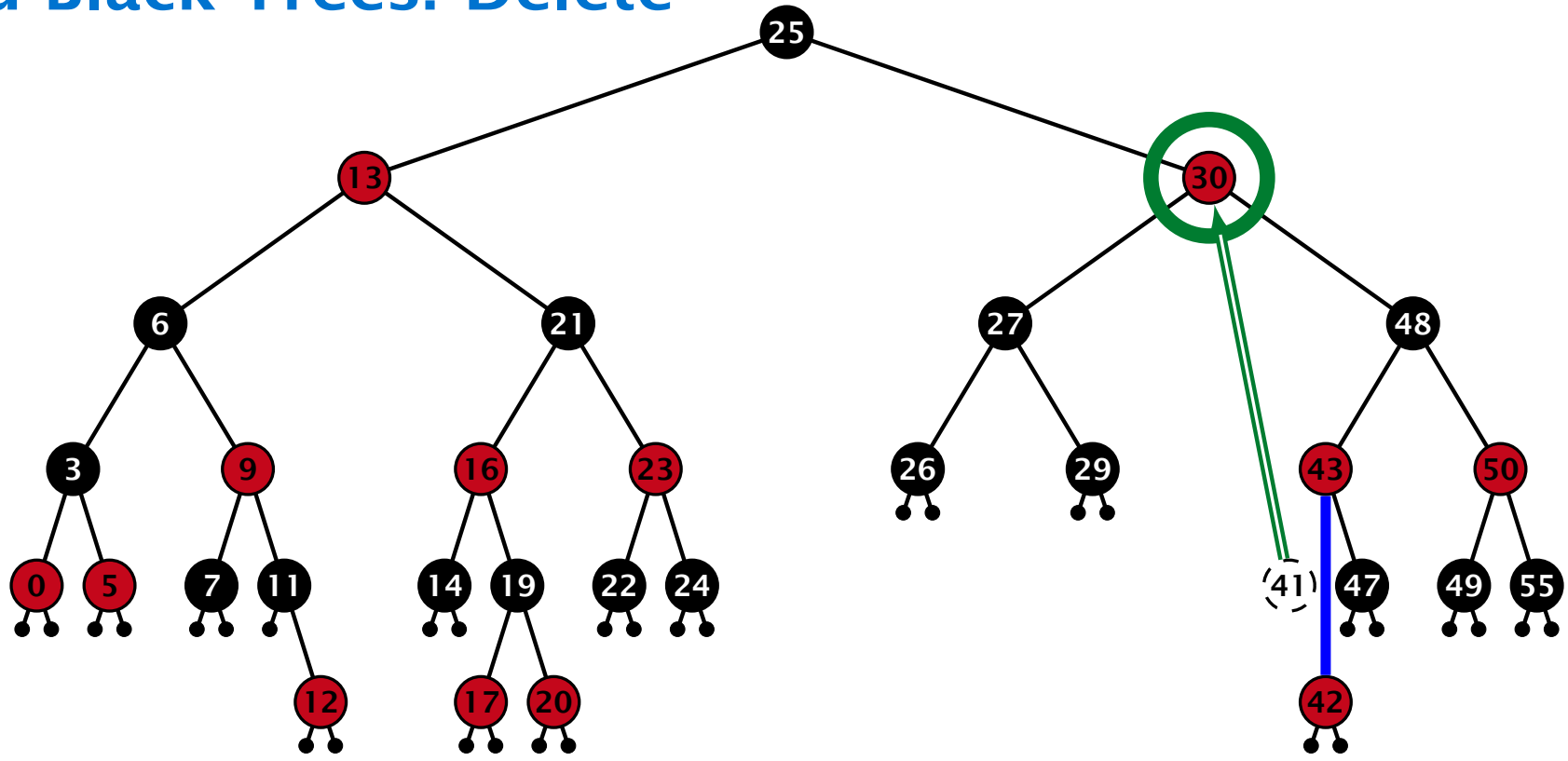

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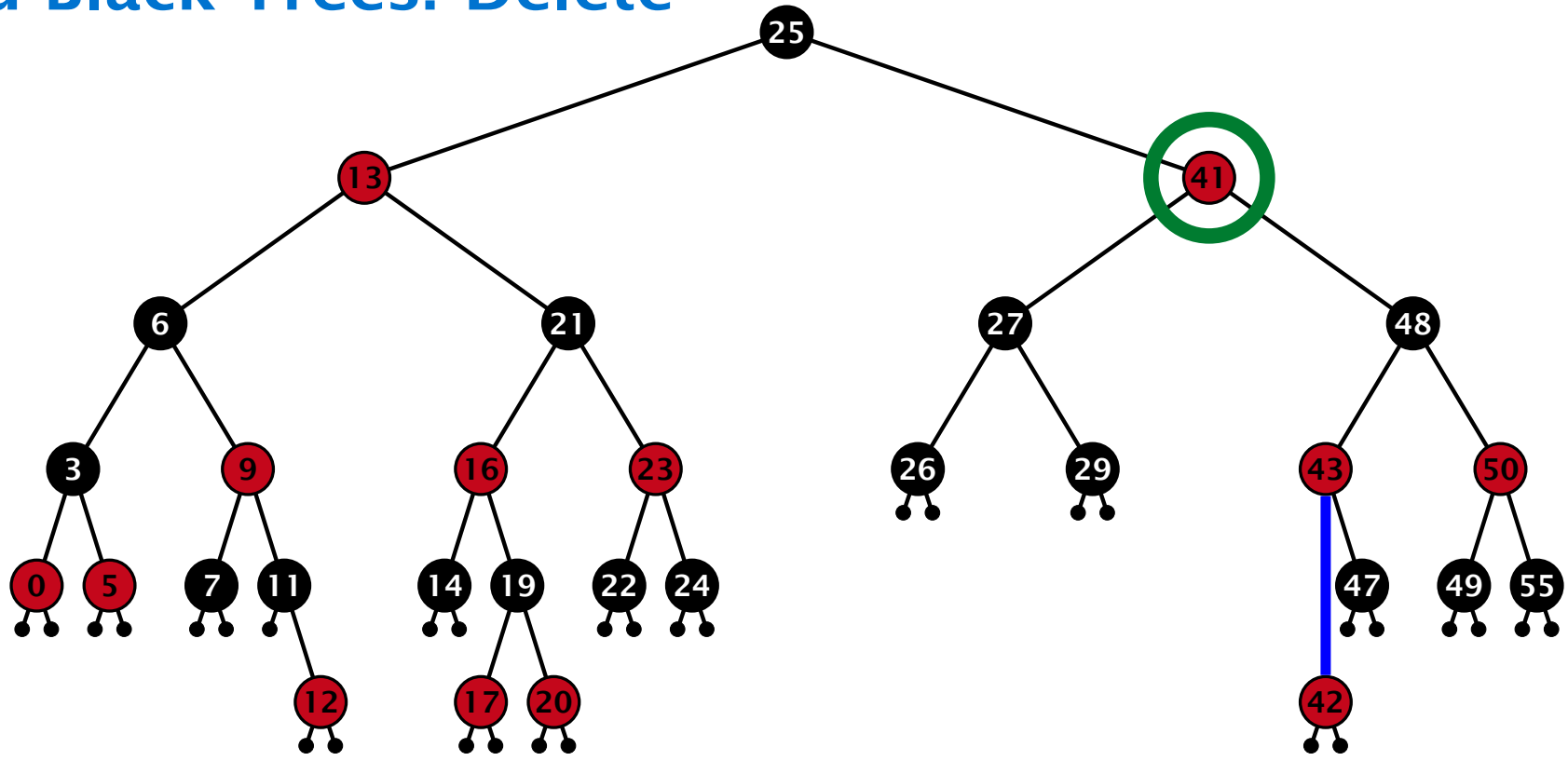

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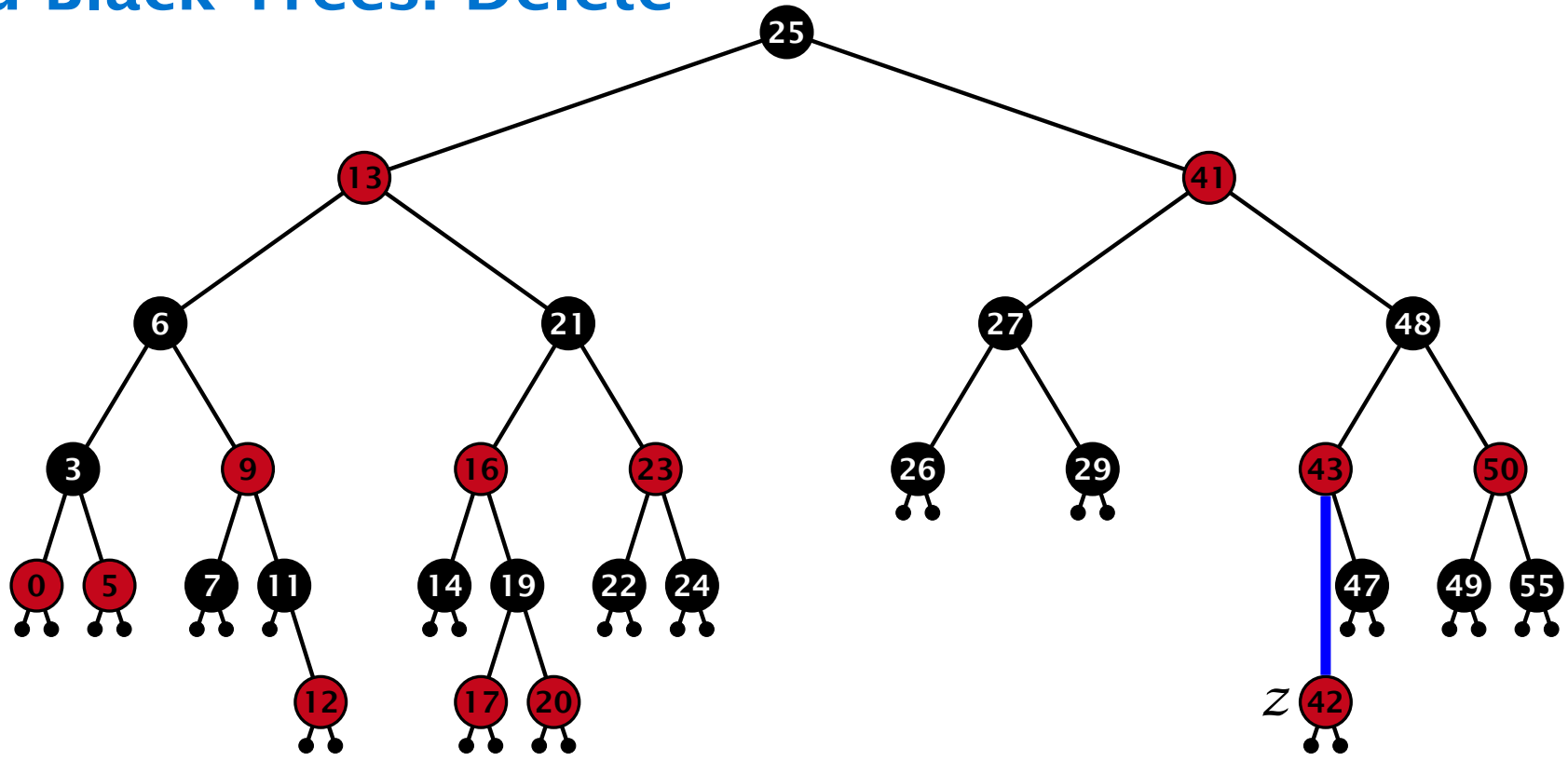

Delete:

- deleting black node messes up black-height property
- if z is red, we can simply color it black and everything is fine
- the problem is if z is black (e.g. a dummy-leaf); we call a fix-up procedure to fix the problem.

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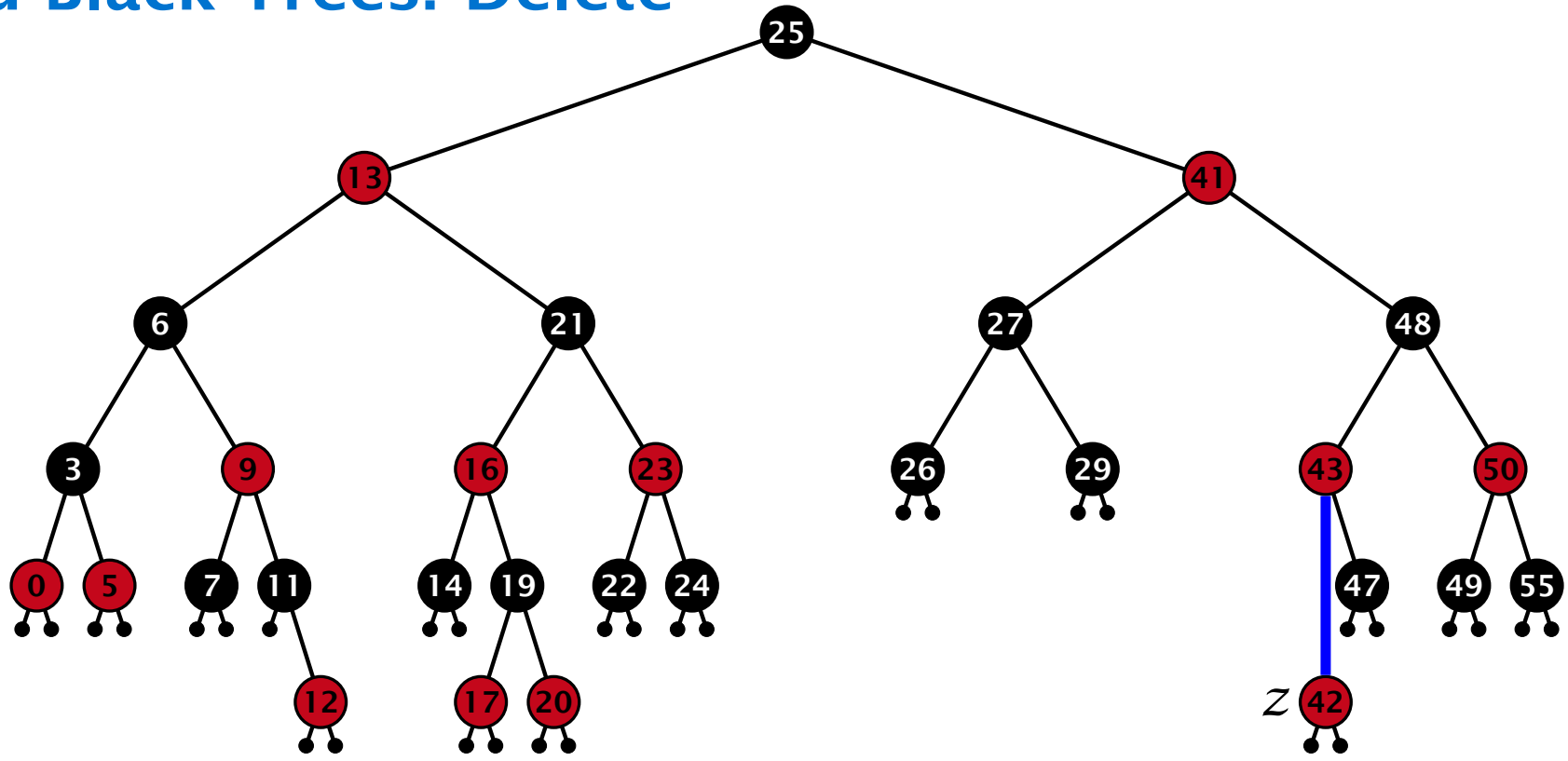

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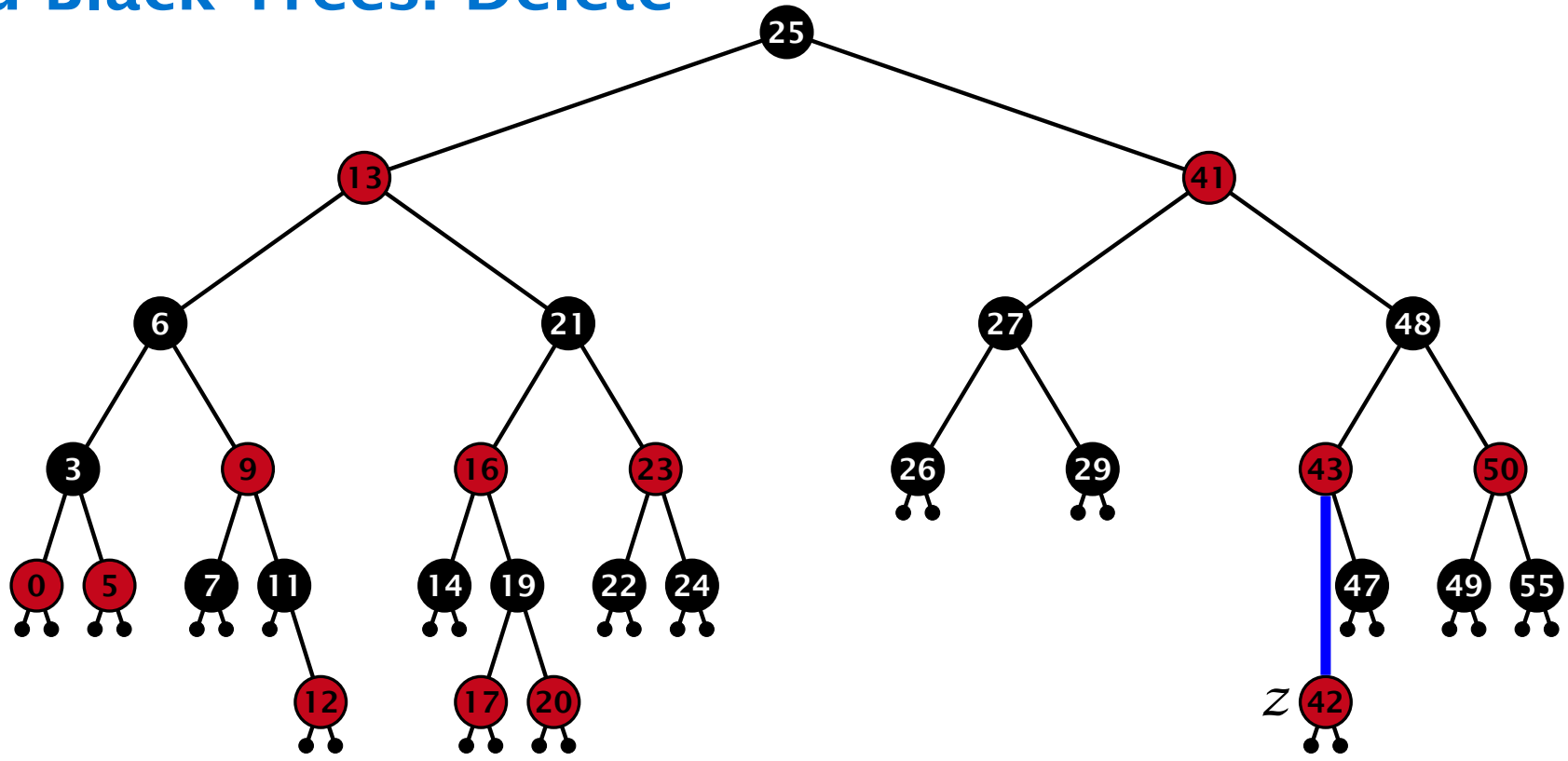

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Invariant of the fix-up algorithm

- the node z is black
- if we "assign" a fake black unit to the edge from z to its parent then the black-height property is fulfilled

Goal: make rotations in such a way that you at some point can remove the fake black unit from the edge.

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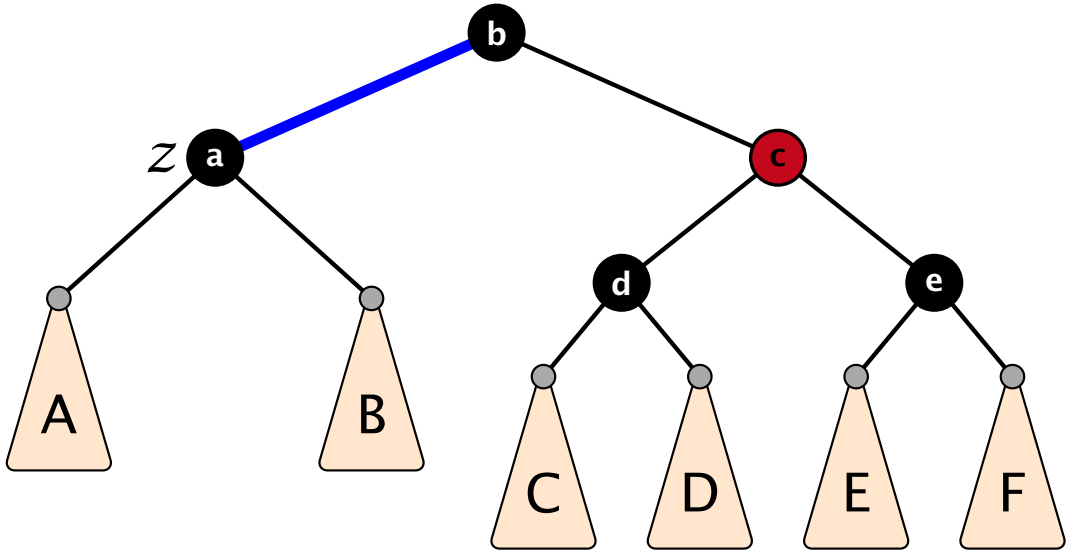

1. left-rotate around parent of z
2. recolor nodes b and c
3. the new sibling is black
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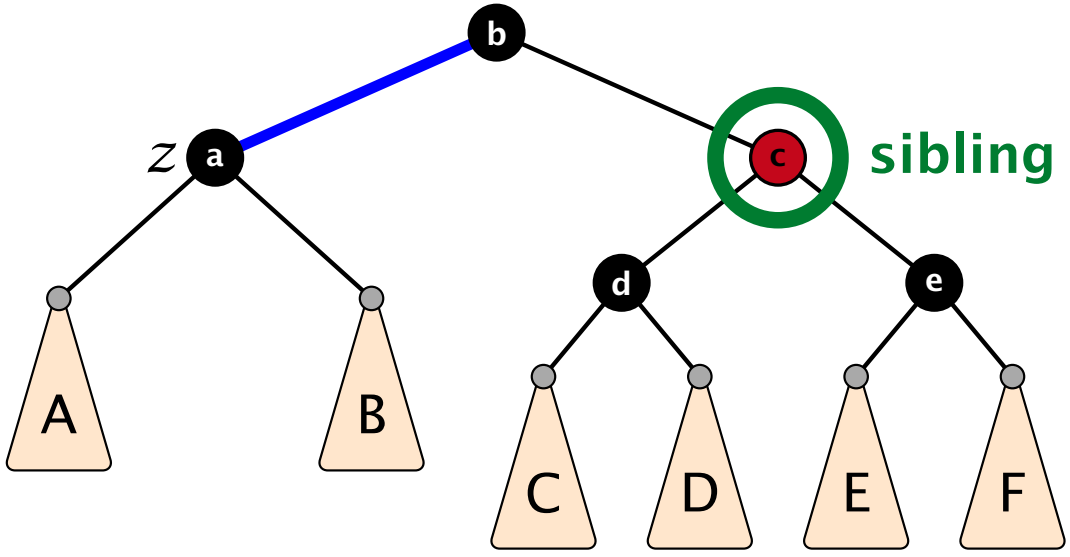

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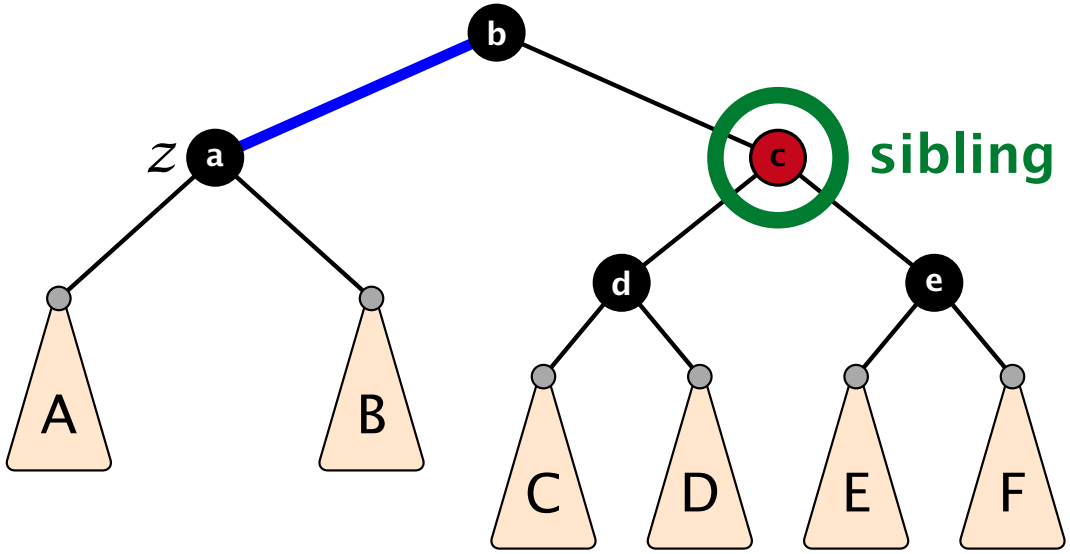

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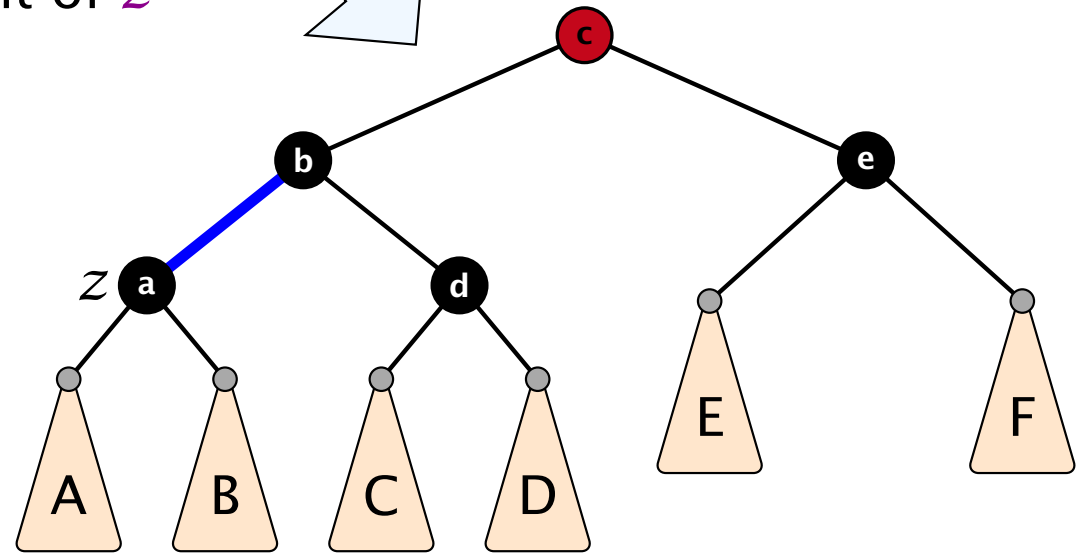

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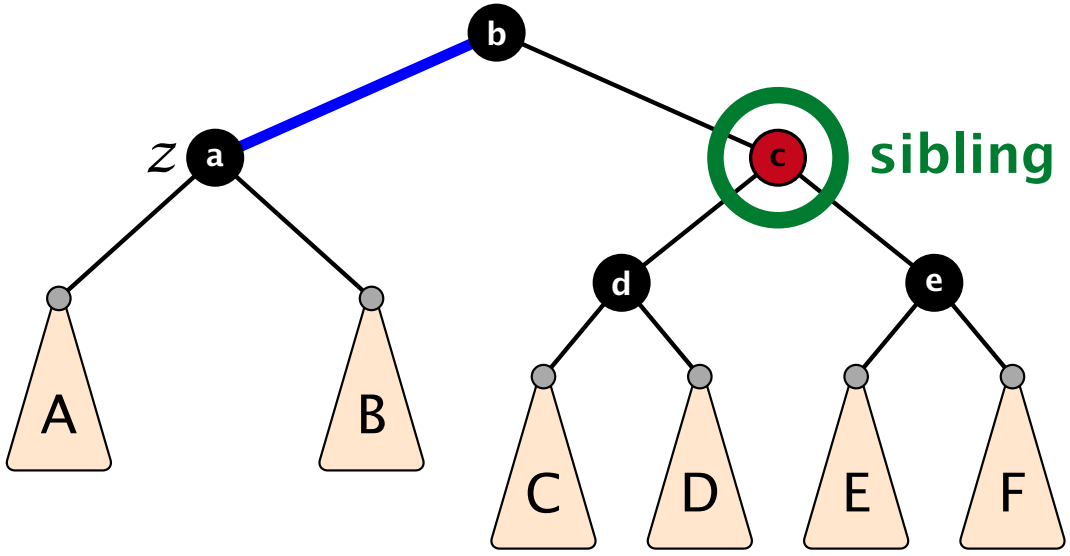

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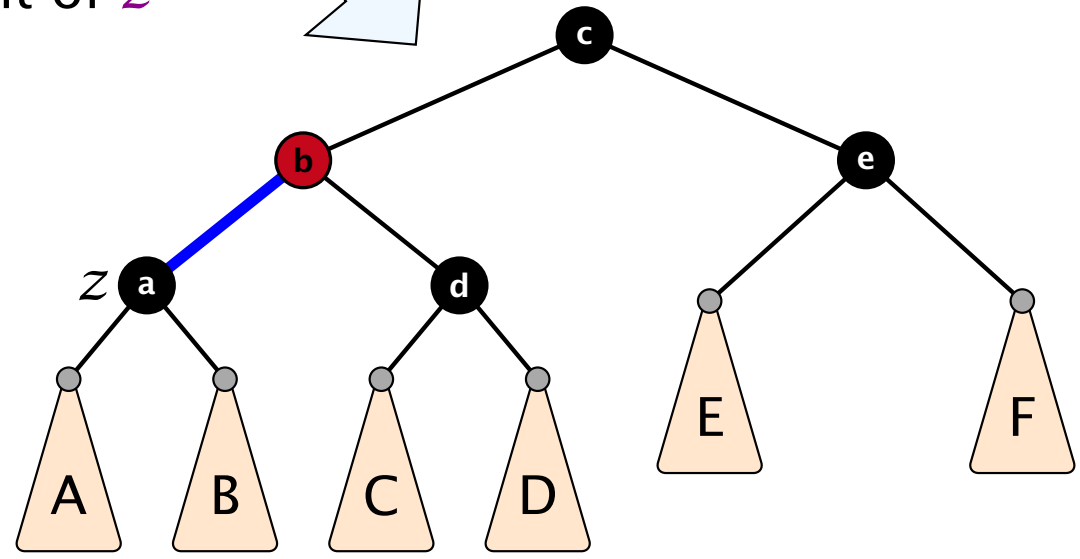

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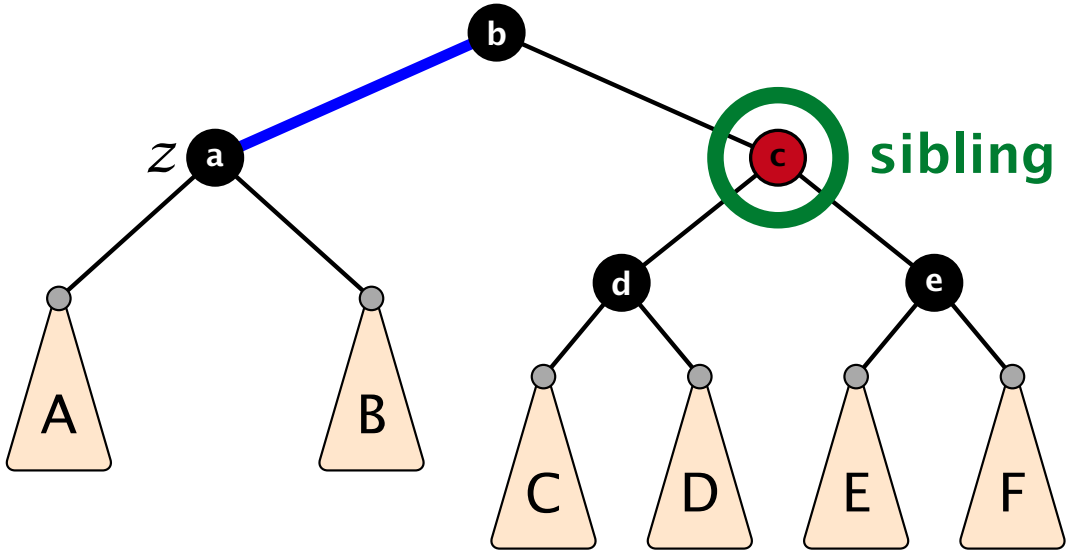

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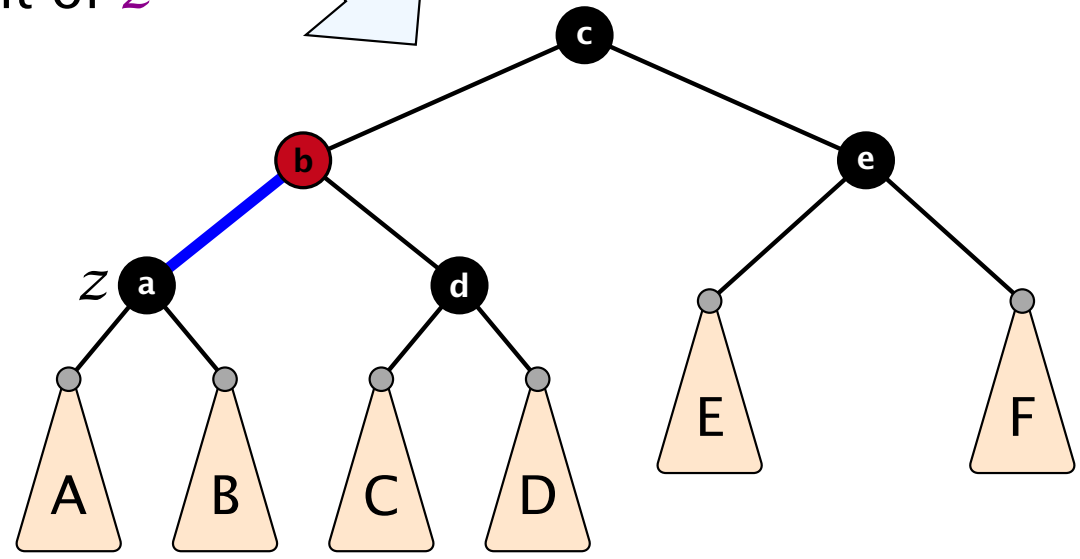
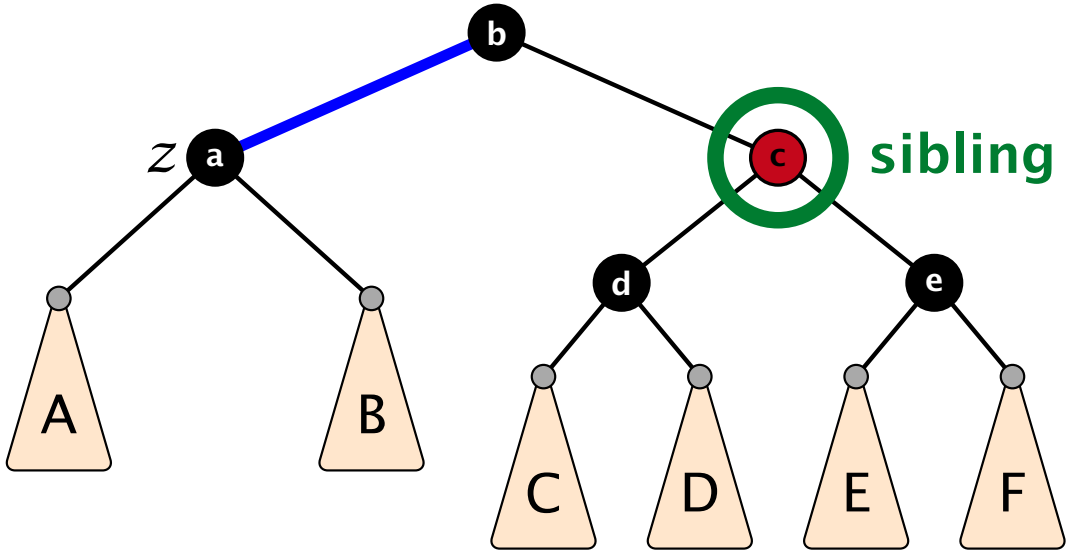
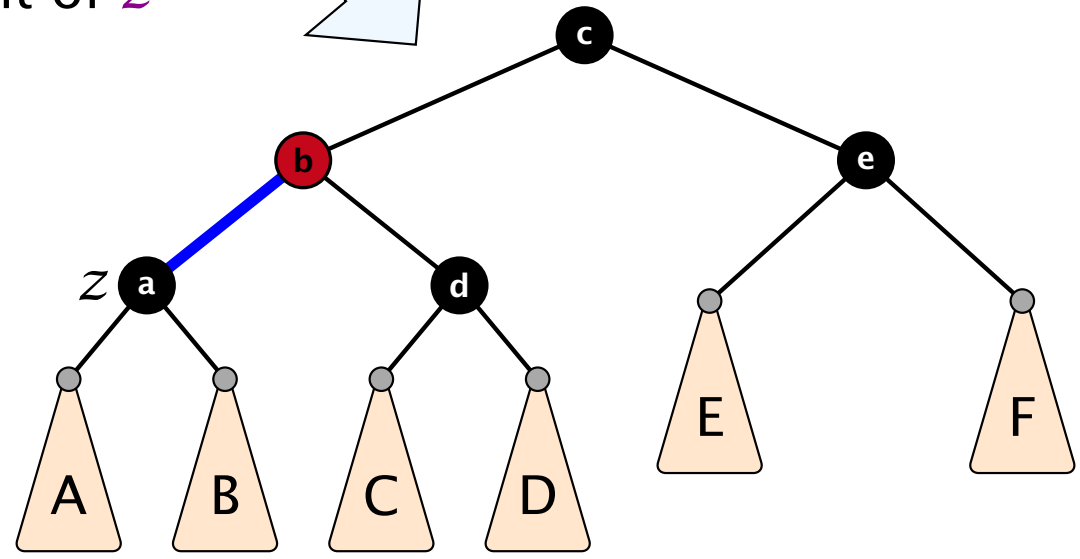


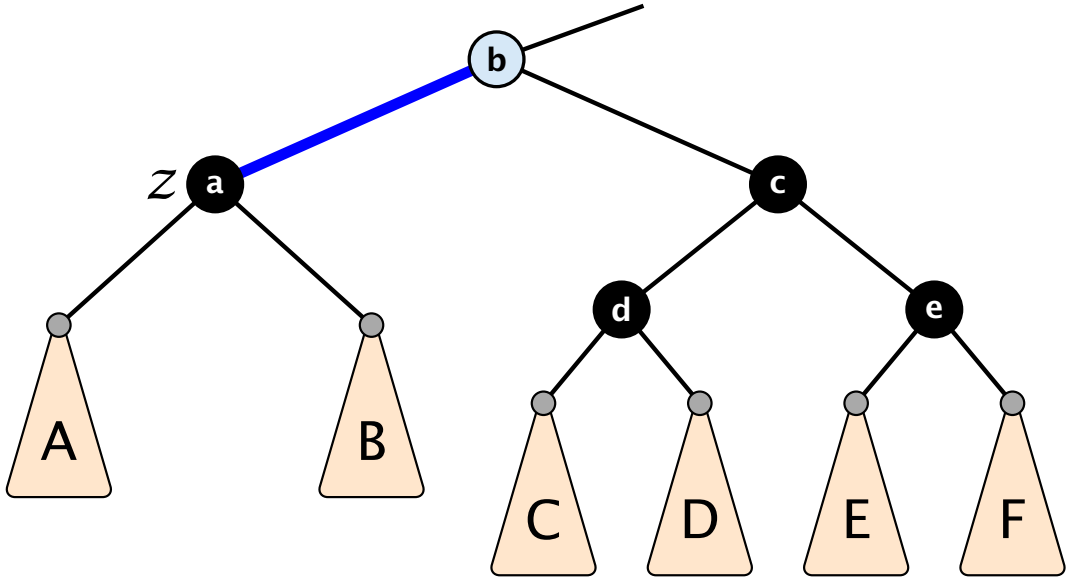
Case 1: Sibling of z is red



1. left-rotate around parent of z
2. recolor nodes b and c
3. the new sibling is black
   (and parent of z is red)
4. Case 2 (special),
   or Case 3, or Case 4

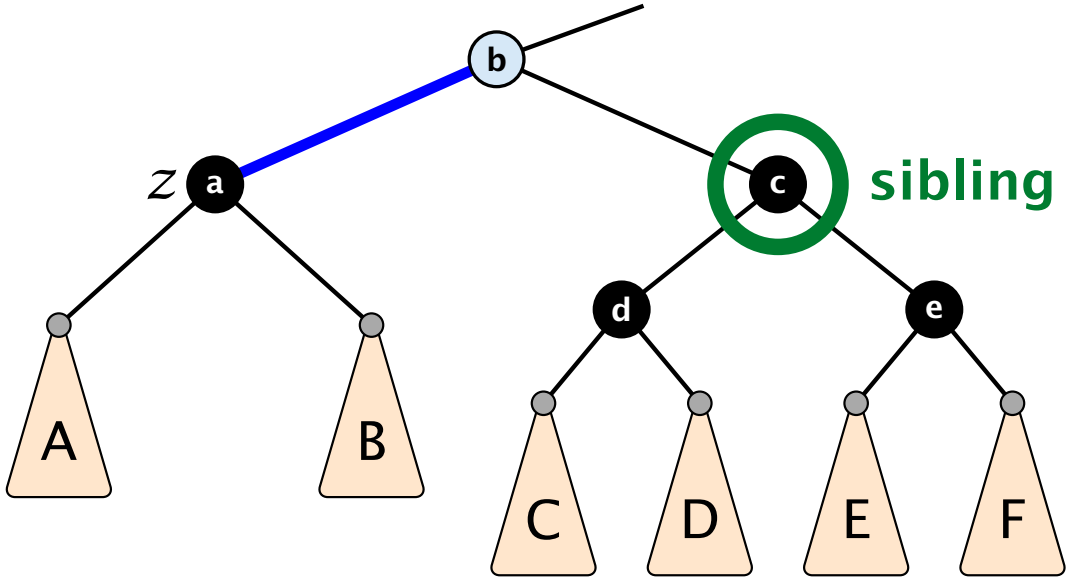


Case 2: Sibling is black with two black children



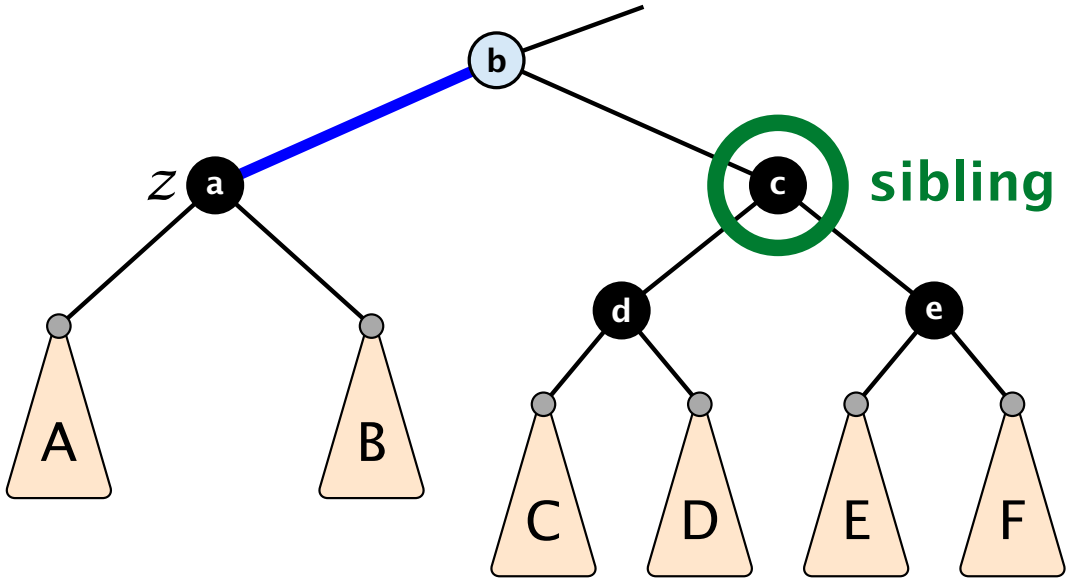
1. re-color node *c*
2. move fake black unit upwards
3. move z upwards
4. we made progress
5. if *b* is red we color it black and are done

Case 2: Sibling is black with two black children

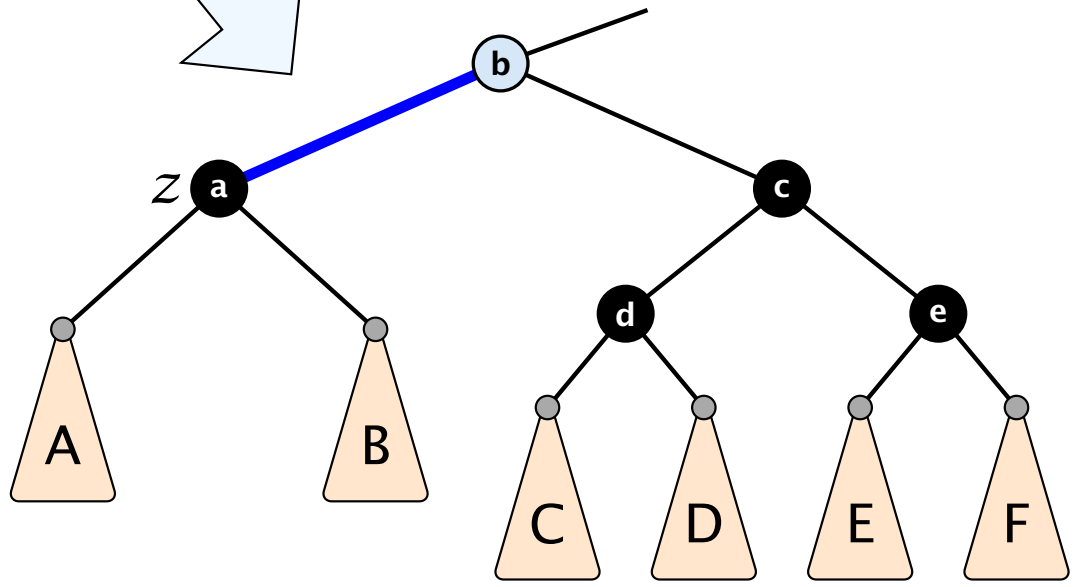


1. re-color node *c*
2. move fake black unit upwards
3. move z upwards
4. we made progress
5. if *b* is red we color it black and are done

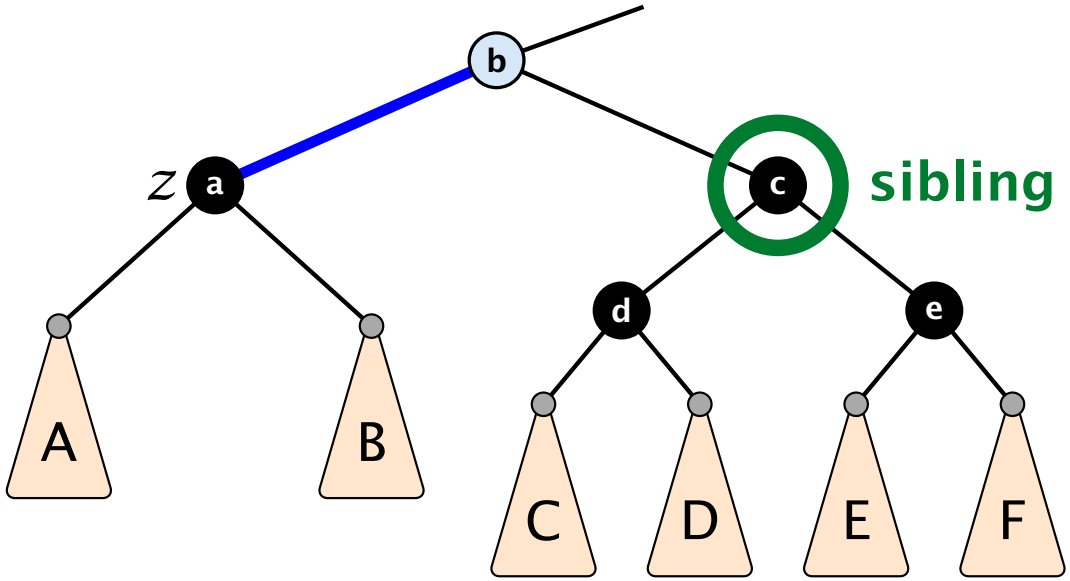
Case 2: Sibling is black with two black children



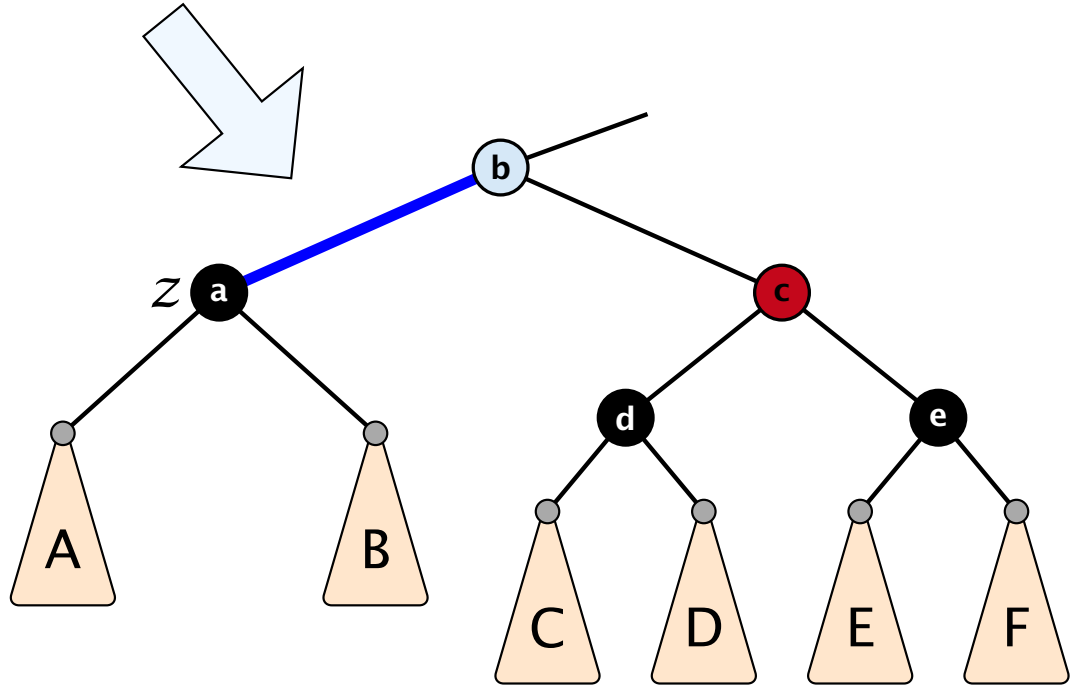
1. re-color node *c*
2. move fake black unit upwards
3. move z upwards
4. we made progress
5. if *b* is red we color it black and are done



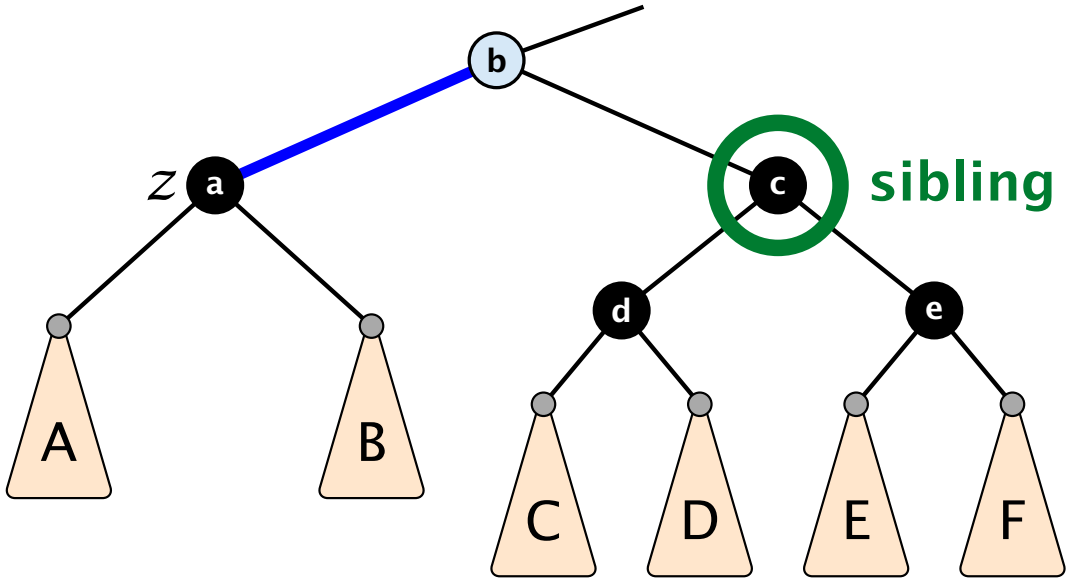
Case 2: Sibling is black with two black children



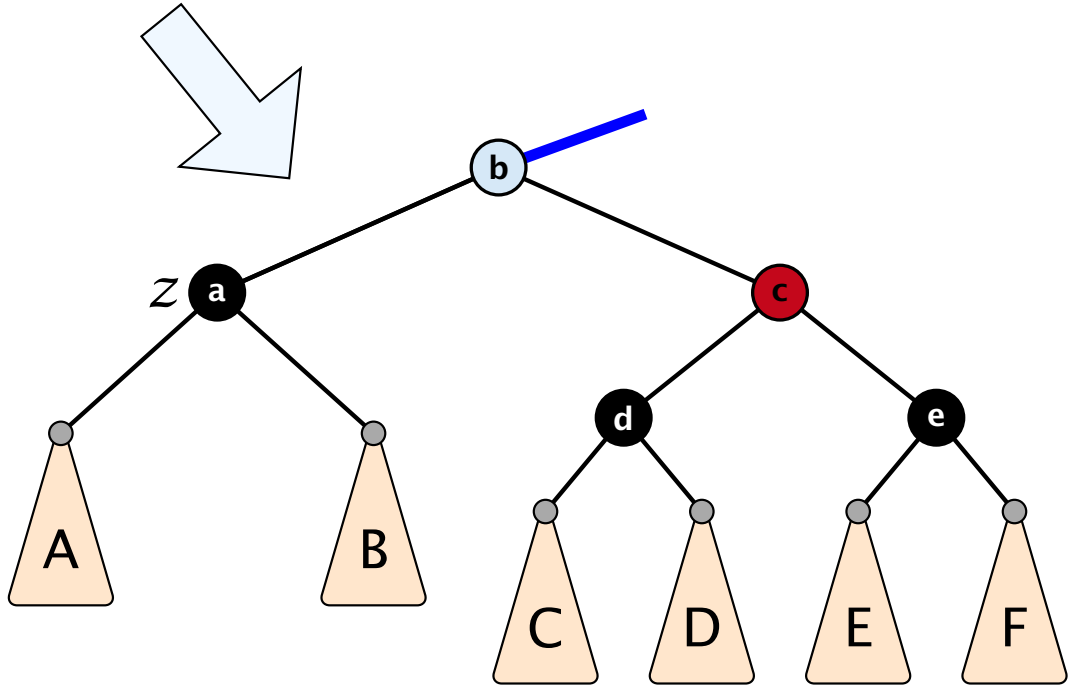
1. re-color node c
2. move fake black unit upwards
3. move z upwards
4. we made progress
5. if b is red we color it black and are done



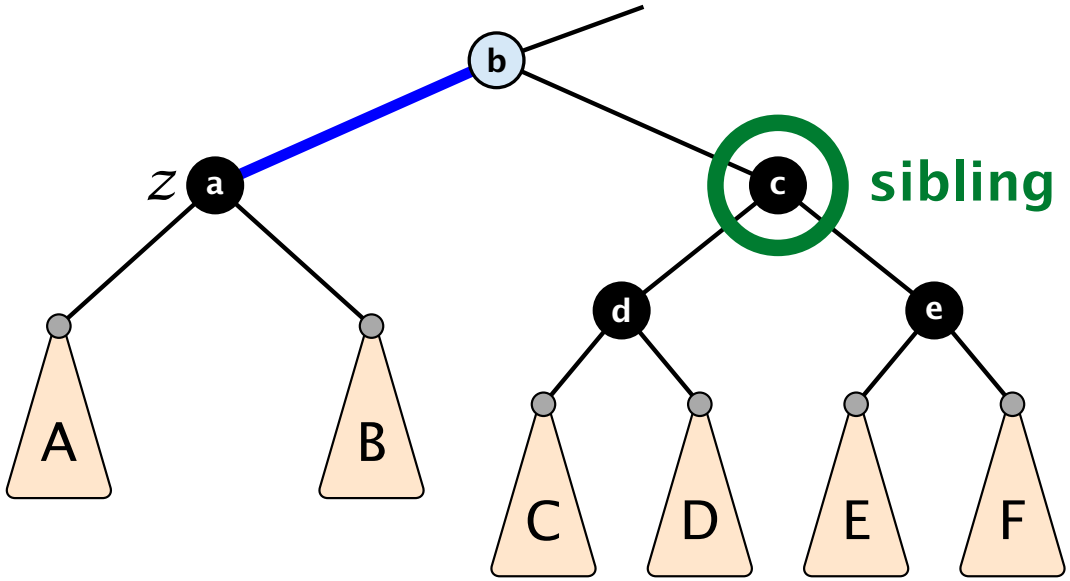
Case 2: Sibling is black with two black children



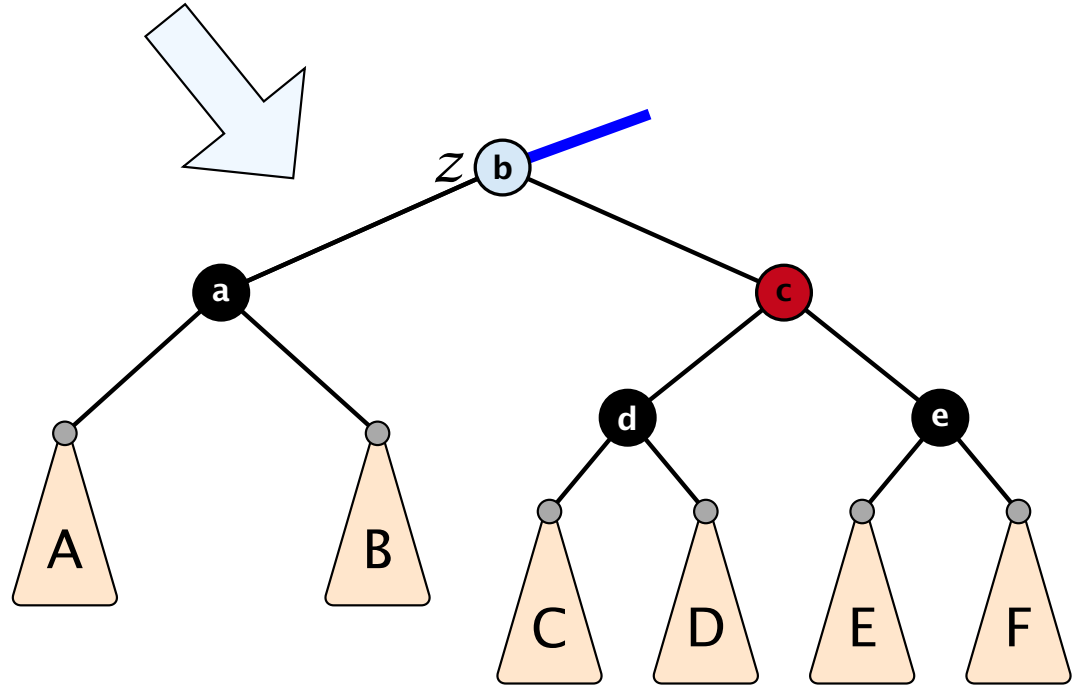
1. re-color node c
2. move fake black unit upwards
3. move z upwards
4. we made progress
5. if b is red we color it black and are done



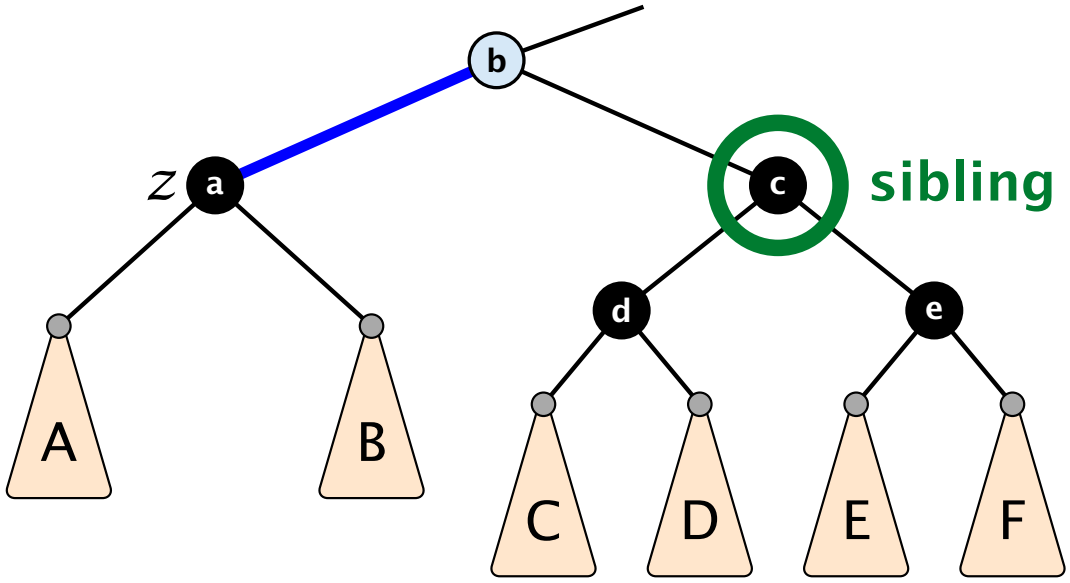
Case 2: Sibling is black with two black children



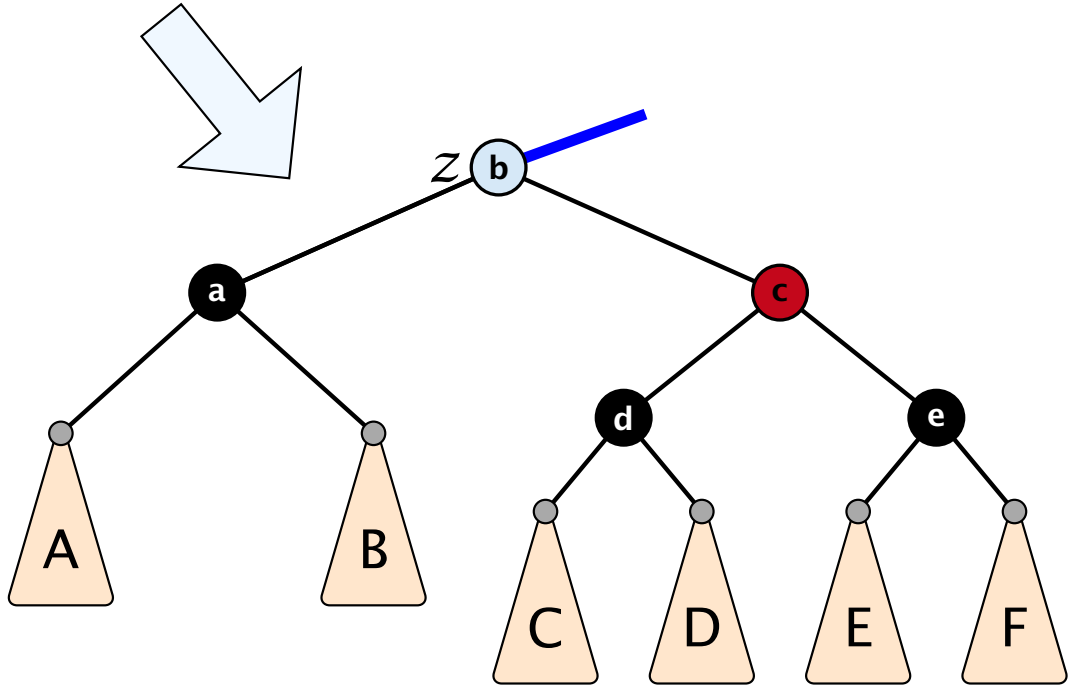
1. re-color node c
2. move fake black unit upwards
3. move z upwards
4. we made progress
5. if b is red we color it black and are done



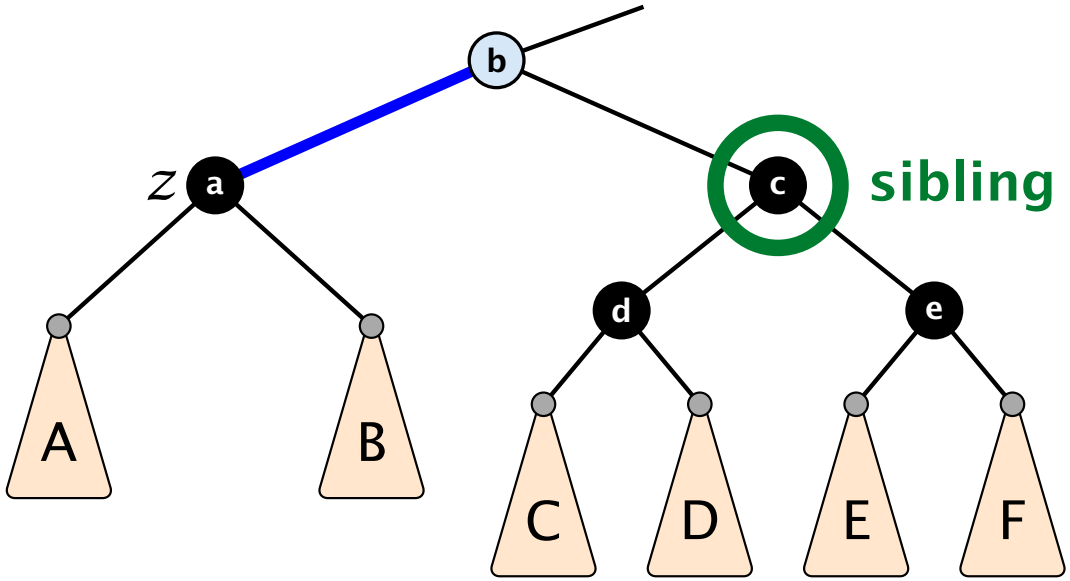
Case 2: Sibling is black with two black children



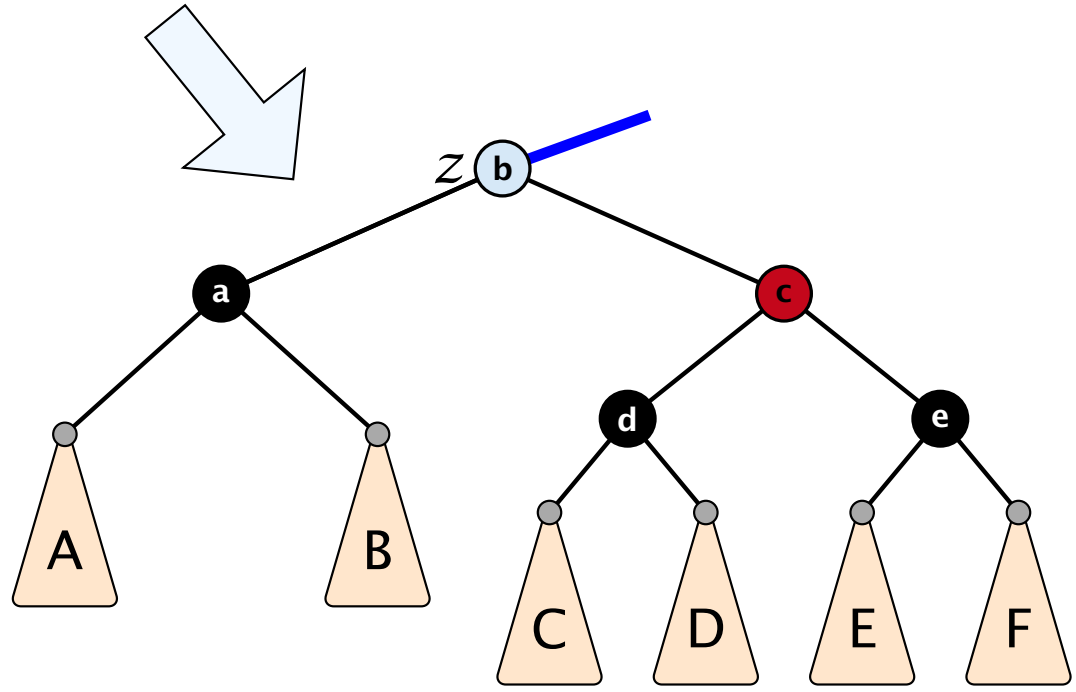
1. re-color node c
2. move fake black unit upwards
3. move z upwards
4. we made progress
5. if b is red we color it black and are done



Case 2: Sibling is black with two black children

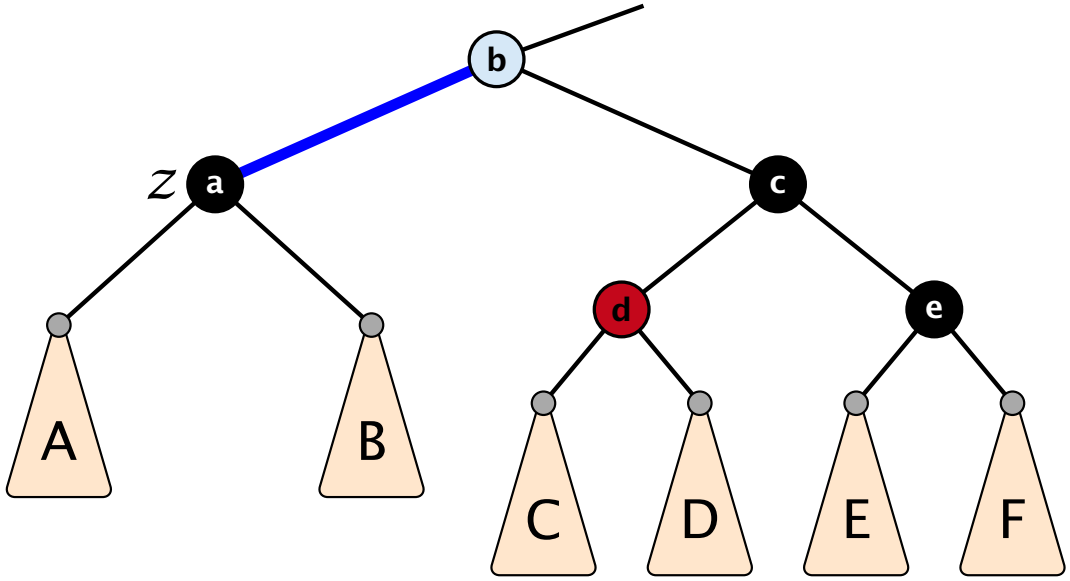


1. re-color node c
2. move fake black unit upwards
3. move z upwards
4. we made progress
5. if b is red we color it black and are done



Case 3: Sibling black with one black child to the right

1. do a right-rotation at sibling
2. recolor c and d
3. new sibling is black with red right child (Case 4)



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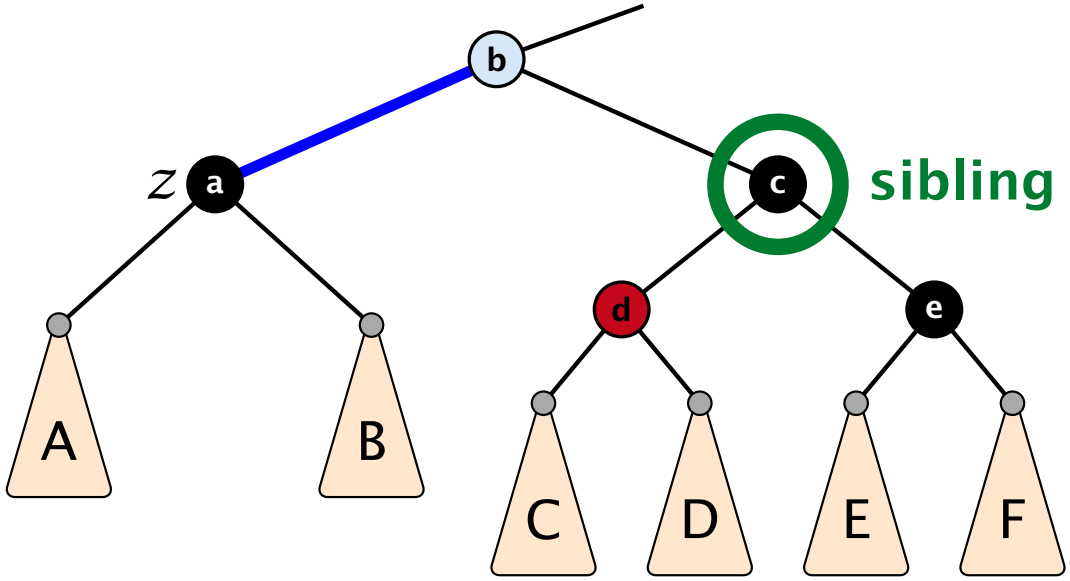
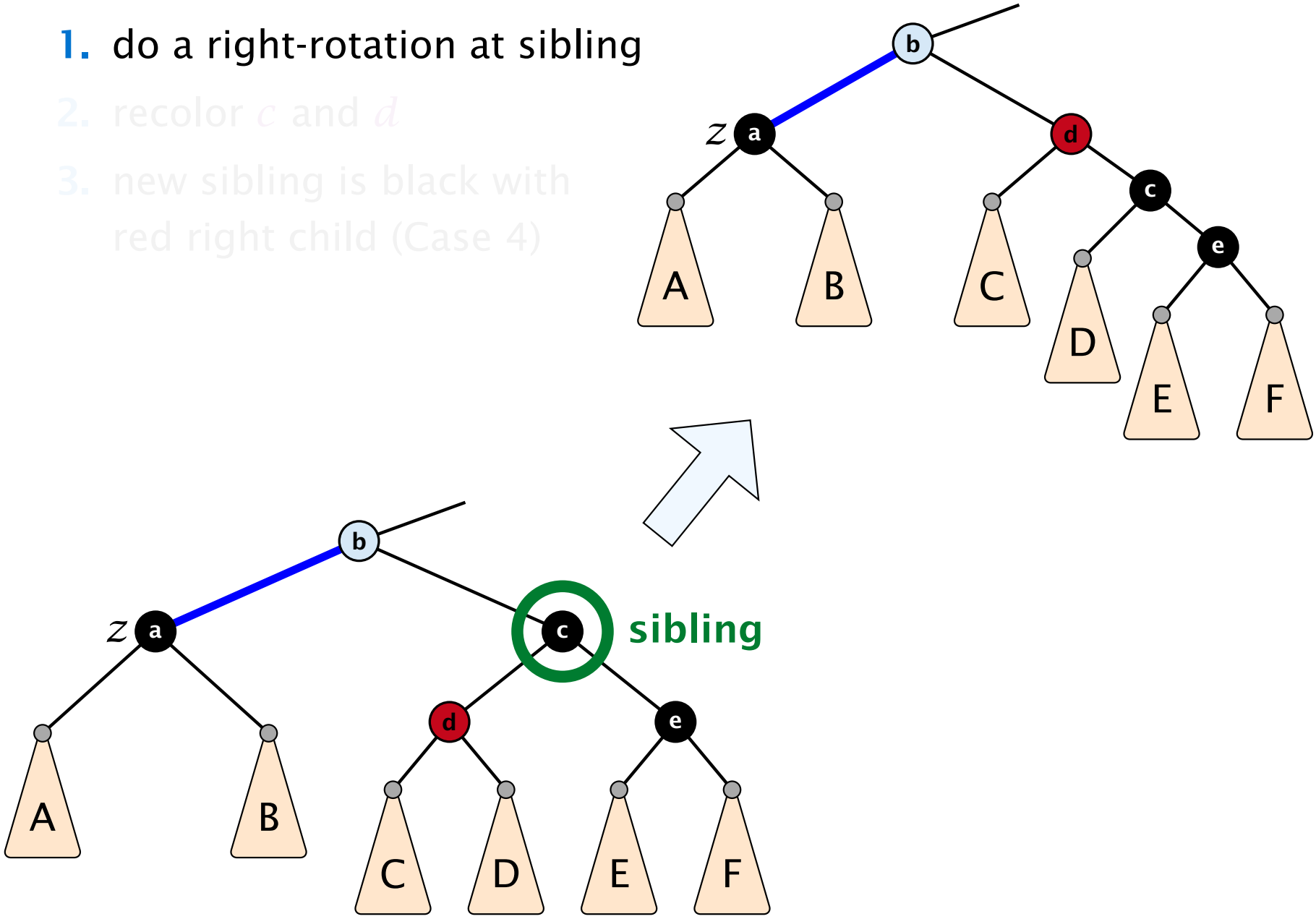


Case 3: Sibling black with one black child to the right

1. do a right-rotation at sibling
2. recolor c and d
3. new sibling is black with red right child (Case 4)



Case 3: Sibling black with one black child to the right

1. do a right-rotation at sibling
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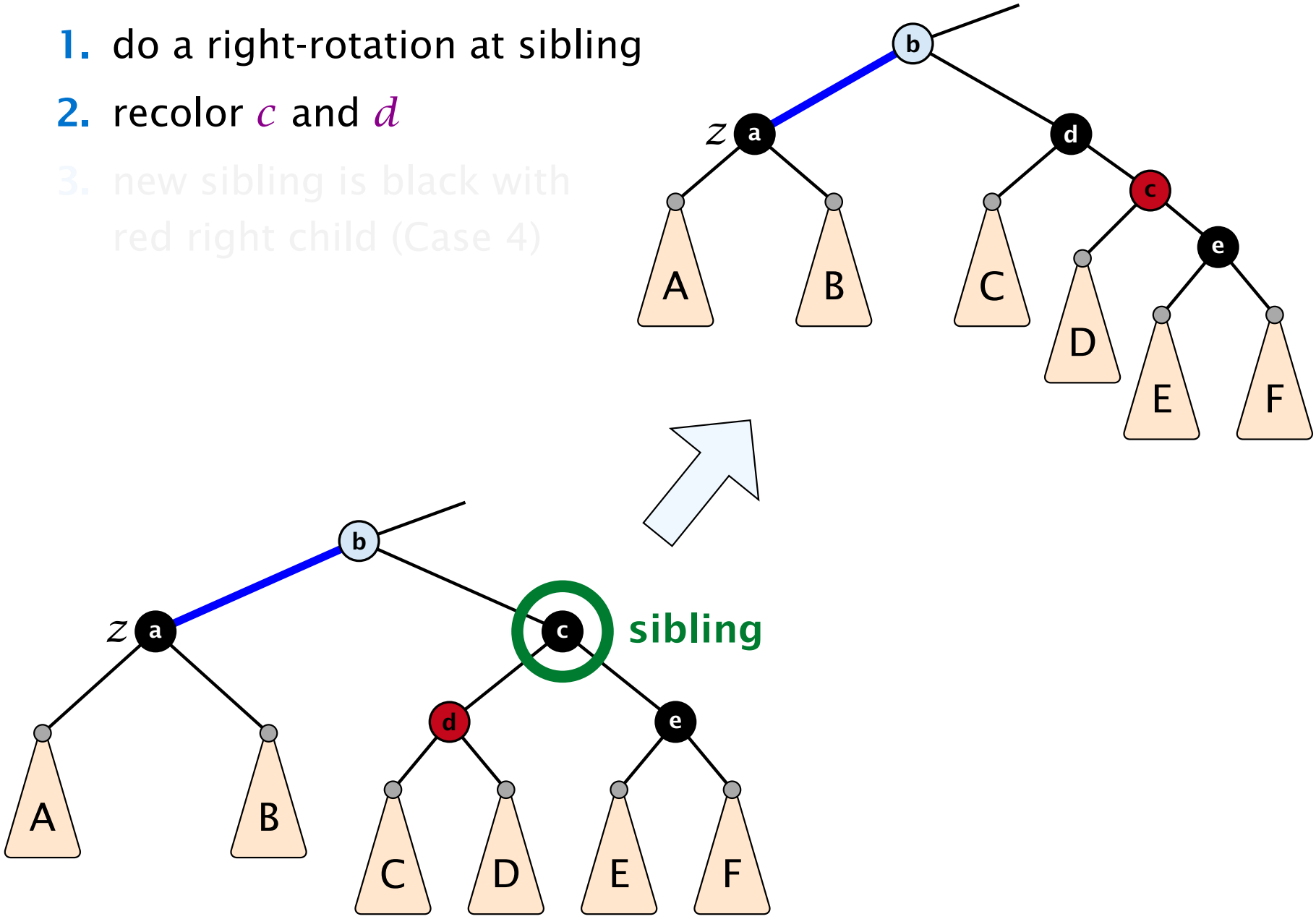

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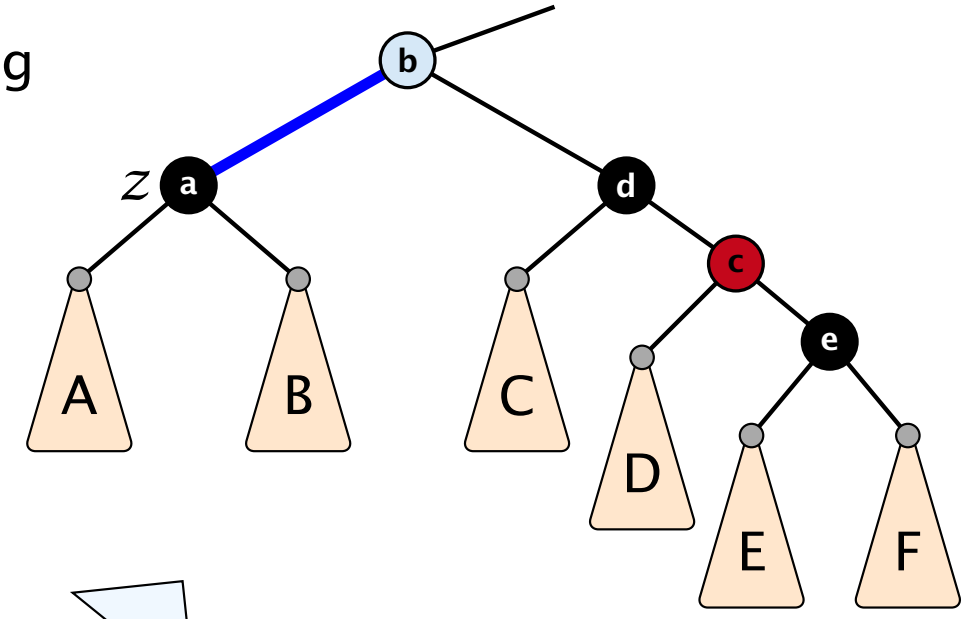
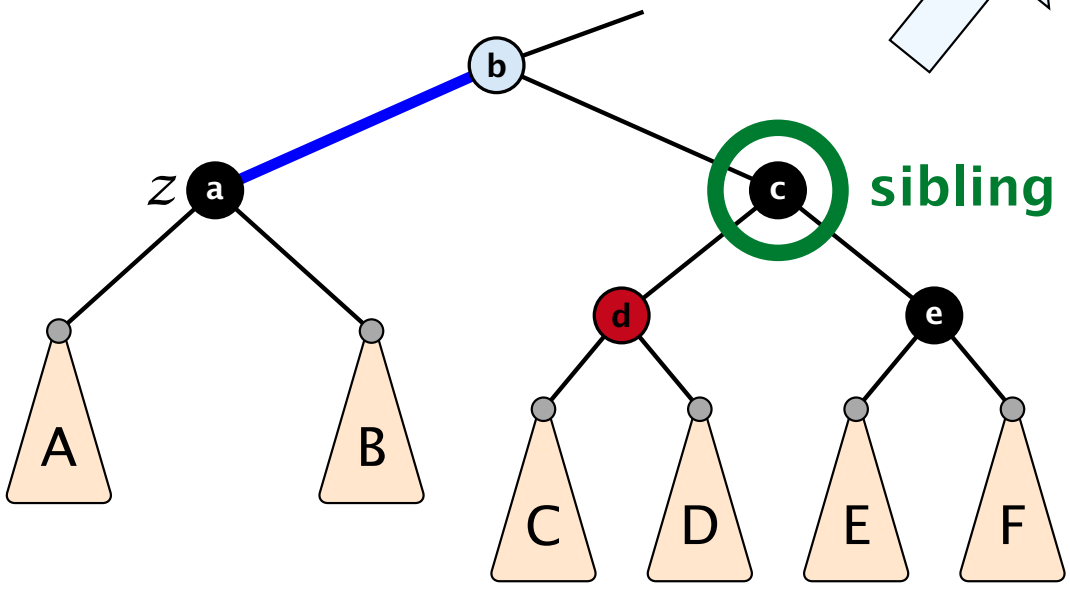
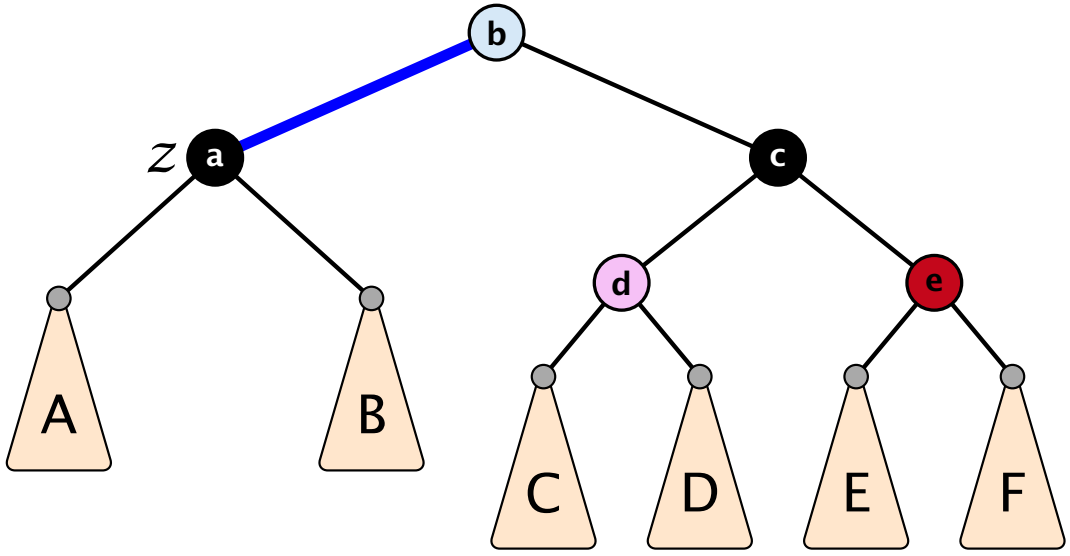
1. do a right-rotation at sibling
2. recolor c and d
3. new sibling is black with red right child (Case 4)



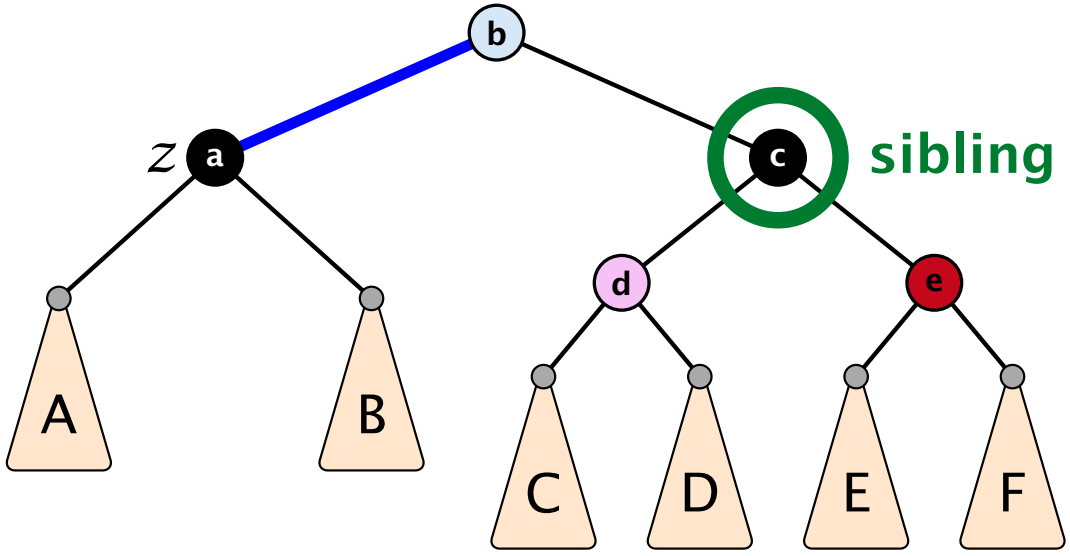


Case 4: Sibling is black with red right child



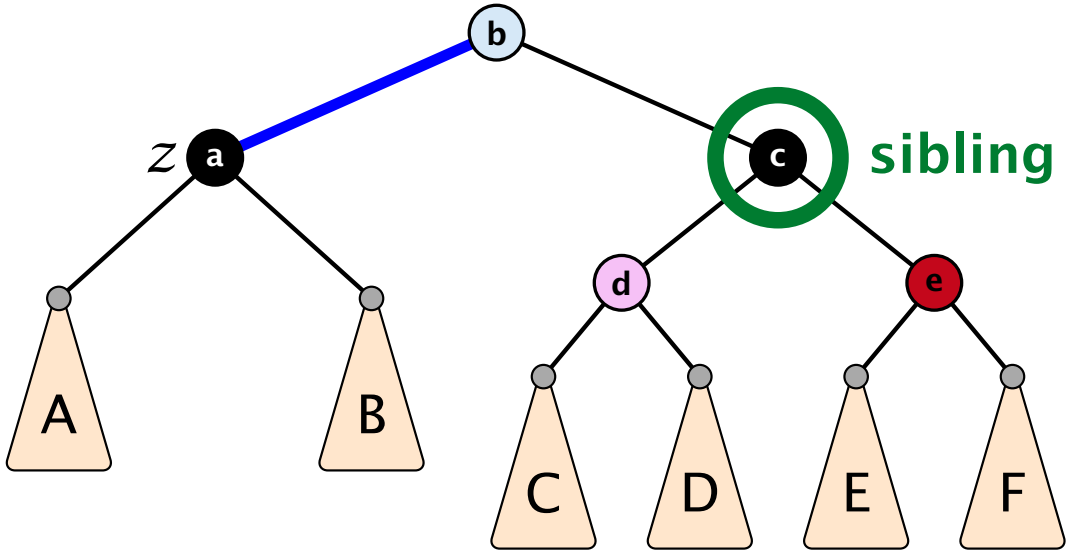
1. left-rotate around b
2. remove the fake black unit
3. recolor nodes b, c, and e
4. you have a valid red black tree

Case 4: Sibling is black with red right child

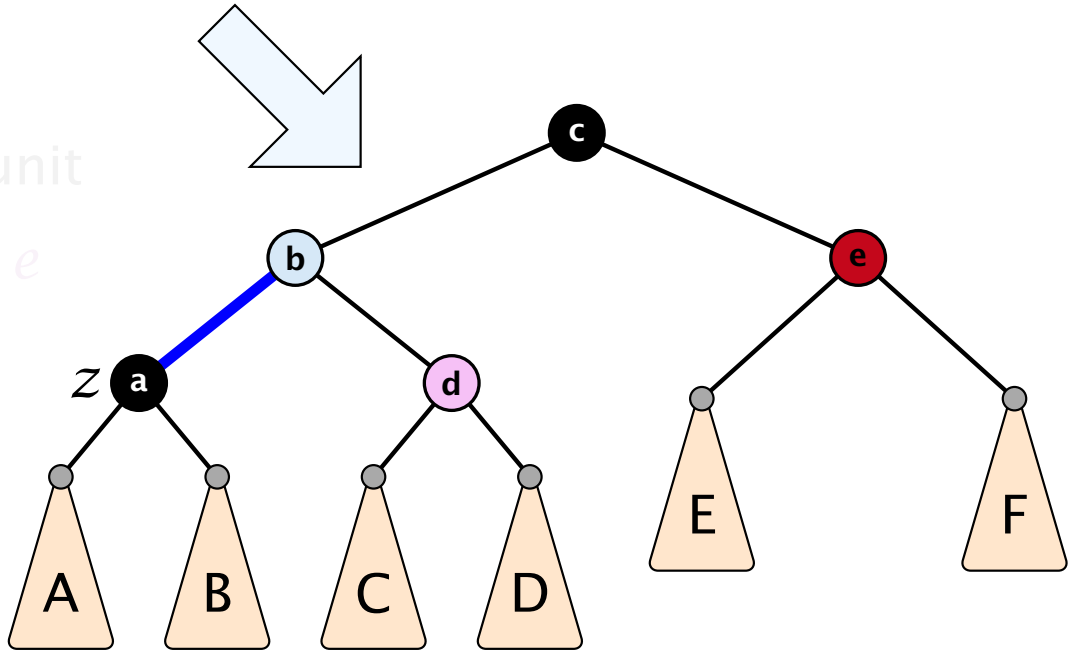


1. left-rotate around b
2. remove the fake black unit
3. recolor nodes b, c, and e
4. you have a valid red black tree

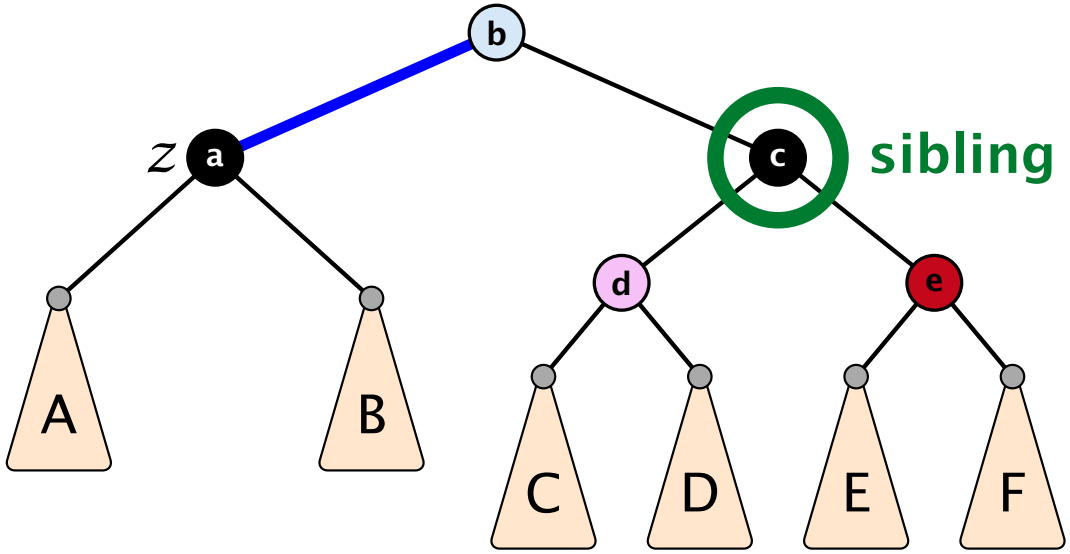
Case 4: Sibling is black with red right child



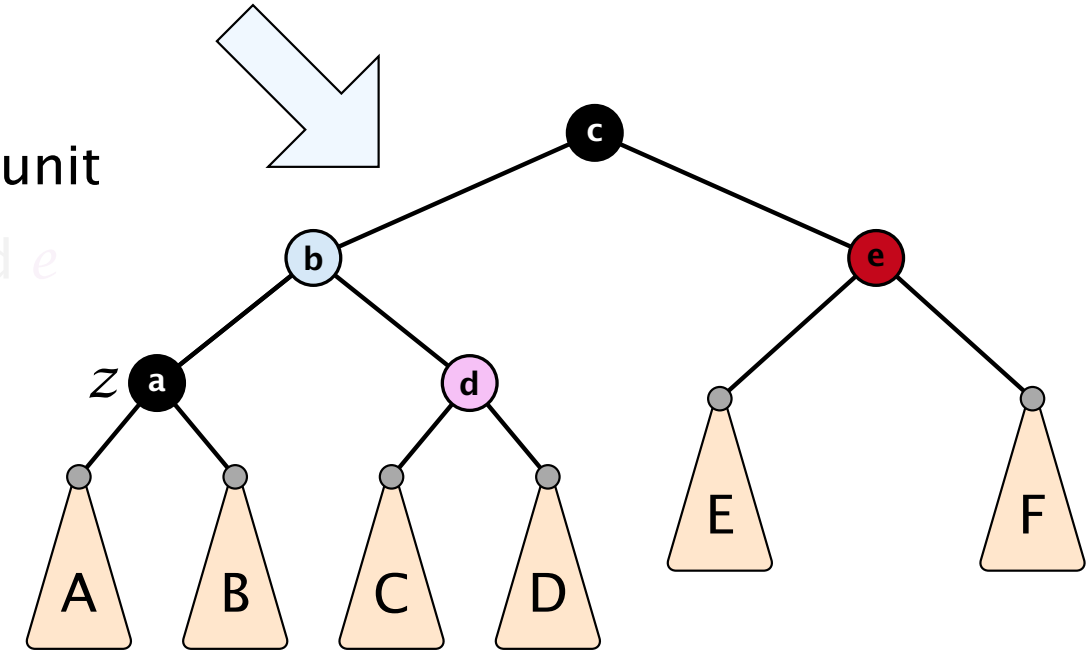
1. left-rotate around b
2. remove the fake black unit
3. recolor nodes b, c, and e
4. you have a valid red black tree



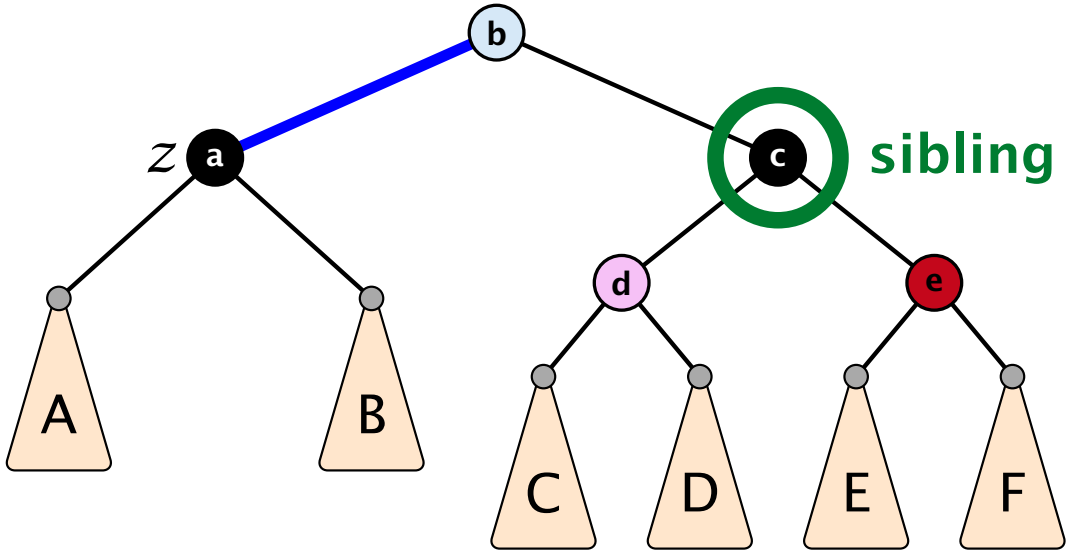
Case 4: Sibling is black with red right child



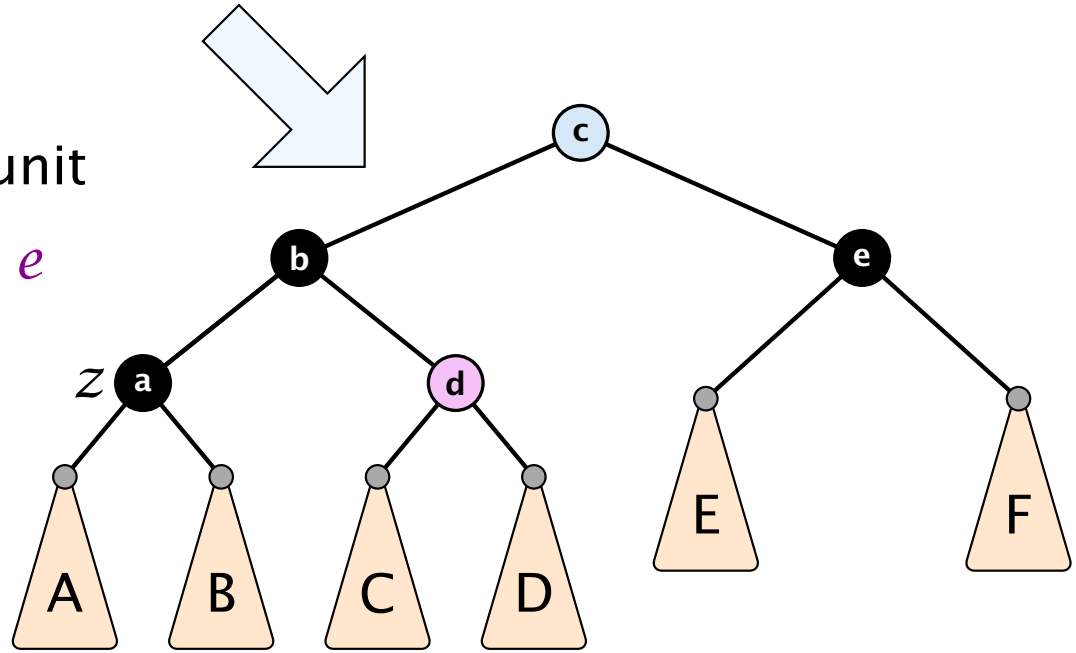
1. left-rotate around b
2. remove the fake black unit
3. recolor nodes b, c, and e
4. you have a valid red black tree



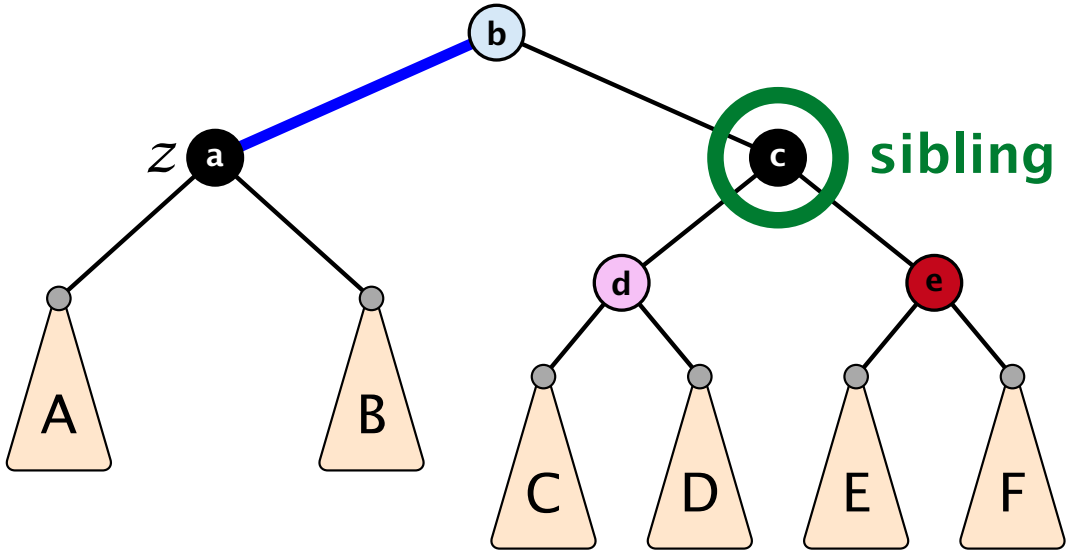
Case 4: Sibling is black with red right child



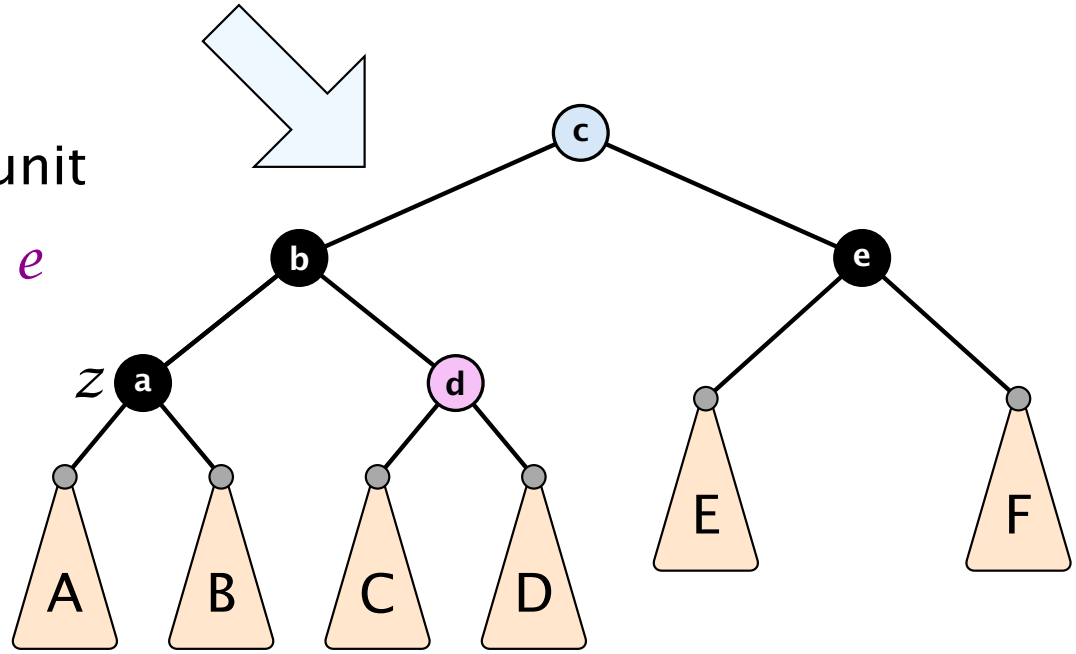
1. left-rotate around b
2. remove the fake black unit
3. recolor nodes b, c, and e
4. you have a valid red black tree



Case 4: Sibling is black with red right child



1. left-rotate around b
2. remove the fake black unit
3. recolor nodes b, c, and e
4. you have a valid red black tree



Running time:

- only Case 2 can repeat; but only h many steps, where h is the height of the tree
- Case 1 → Case 2 (special) → red black tree
  Case 1 → Case 3 → Case 4 → red black tree
  Case 1 → Case 4 → red black tree
- Case 3 → Case 4 → red black tree
- Case 4 → red black tree

Performing Case 2 at most $\mathcal{O}(\log n)$ times and every other step at most once, we get a red black tree. Hence, $\mathcal{O}(\log n)$ re-colorings and at most 3 rotations.

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