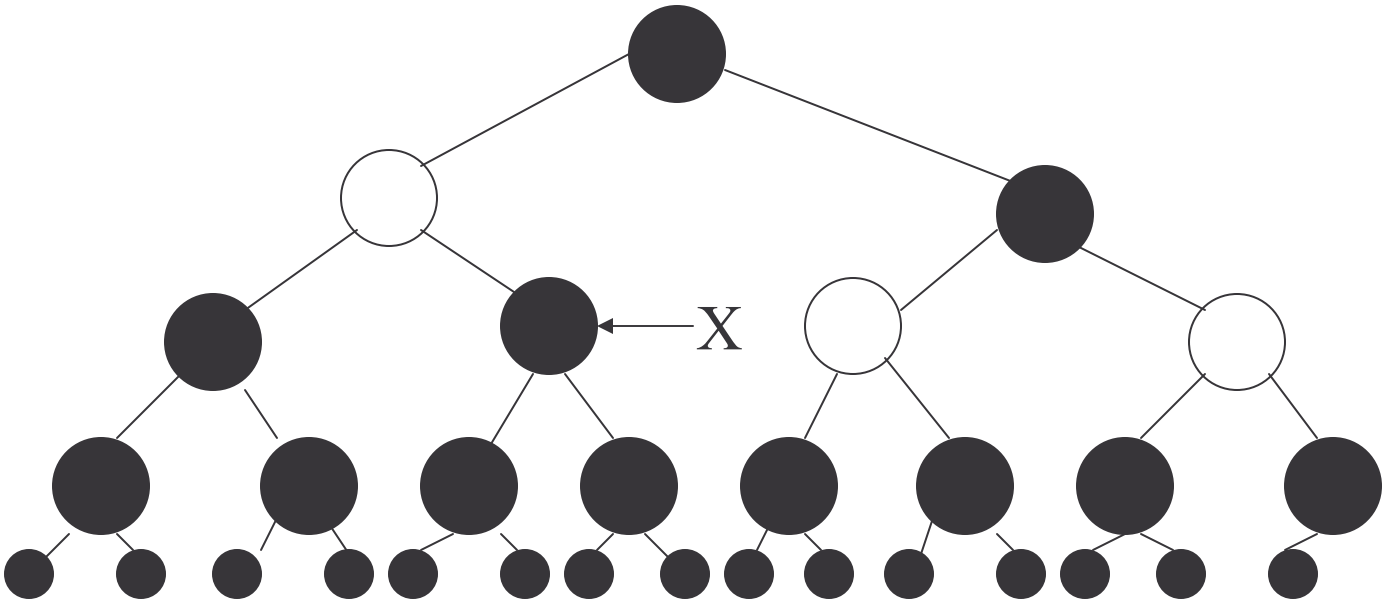
Red-Black Trees

Definitions
and
Bottom-Up Insertion

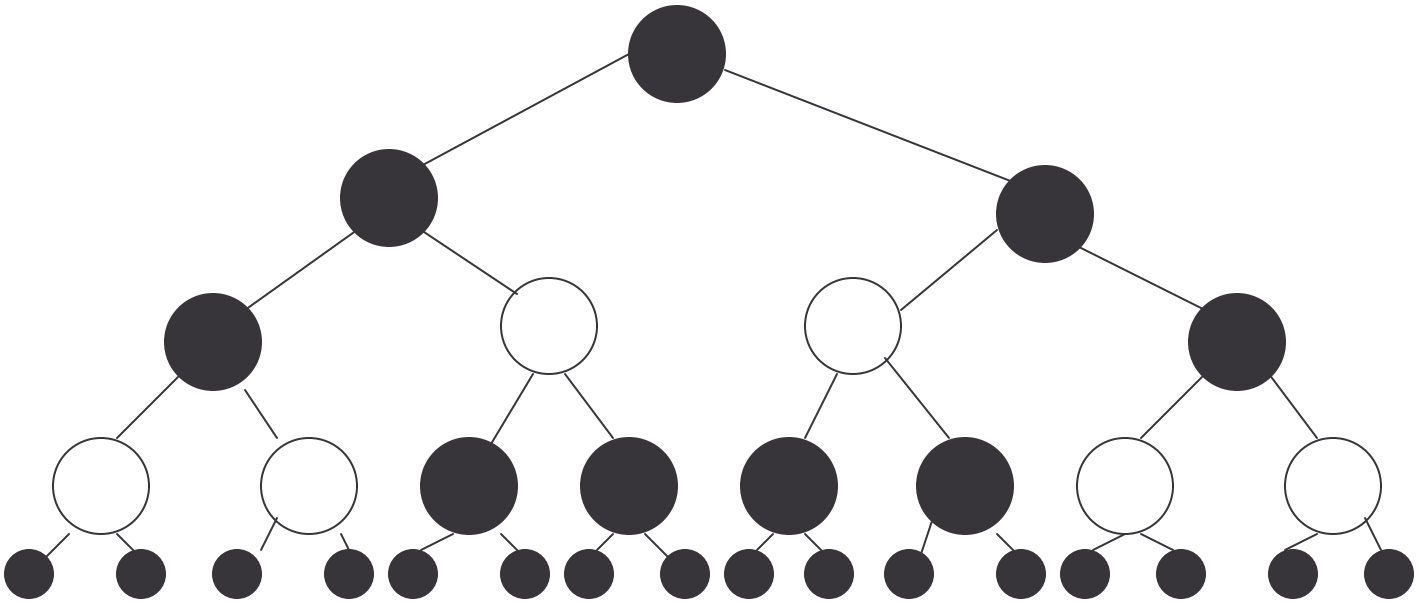
Red-Black Trees

- Definition: A red-black tree is a binary search tree in which:
  - Every node is either Red or Black.
  - Each NULL pointer is considered to be a Black "node".
  - If a node is Red, then both of its children are Black.
  - Every path from a node to a NULL contains the same number of Black nodes.
  - The root is Black
- Definition: The black-height of a node, X, in a red-black tree is the number of Black nodes on any path to a NULL, not counting X.



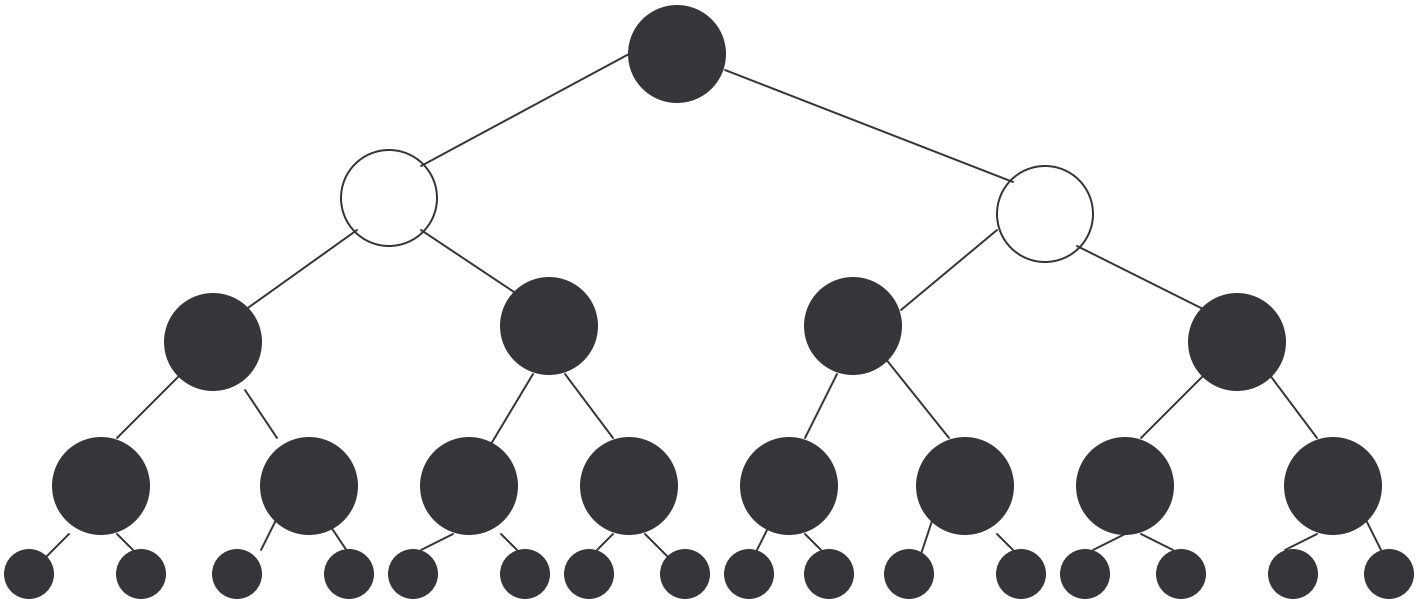
A Red-Black Tree with NULLs shown

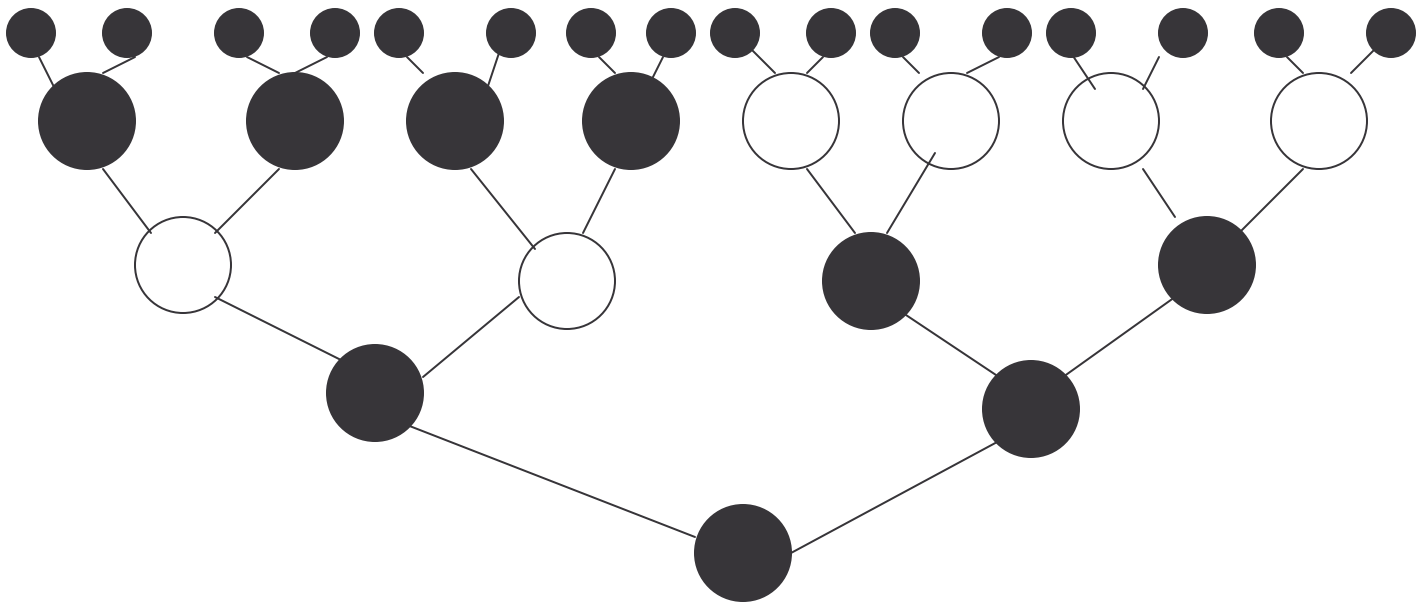
Black-Height of the tree (the root) = 3
Black-Height of node “X” = 2



A Red-Black Tree with

Black-Height = 3





Theorem 1 – Any red-black tree with root ***x***, has $\mathbf{n \geq 2^{bh(x)} - 1}$ nodes, where bh(x) is the black height of node x.

Proof: by induction on height of x.

Theorem 2 – In a red-black tree, at least half the nodes on any path from the root to a NULL must be Black.

Proof – If there is a Red node on the path, there must be a corresponding Black node.

Algebraically this theorem mean

$$bh(x) \geq h/2$$

Theorem 3 – In a red-black tree, no path from any node, X, to a NULL is more than twice as long as any other path from X to any other NULL.

Proof: By definition, every path from a node to any NULL contains the same number of Black nodes. By Theorem 2, a least ½ the nodes on any such path are Black. Therefore, there can no more than twice as many nodes on any path from X to a NULL as on any other path. Therefore the length of every path is no more than twice as long as any other path.

Theorem 4 –

A red-black tree with n nodes has height

$$h \leq 2 \lg(n + 1).$$

Proof: Let h be the height of the red-black tree with root x. By Theorem 2,

$$bh(x) \geq h/2$$

From Theorem 1, $n \geq 2^{bh(x)} - 1$

Therefore $n \geq 2^{h/2} - 1$

$$n + 1 \geq 2^{h/2}$$

$$\lg(n + 1) \geq h/2$$

$$2\lg(n + 1) \geq h$$

Bottom –Up Insertion

- Insert node as usual in BST
- Color the Node Red
- What Red-Black property may be violated?
  - Every node is Red or Black
  - NULLs are Black
  - If node is Red, both children must be Black
  - Every path from node to descendant NULL must contain the same number of Blacks

Bottom Up Insertion

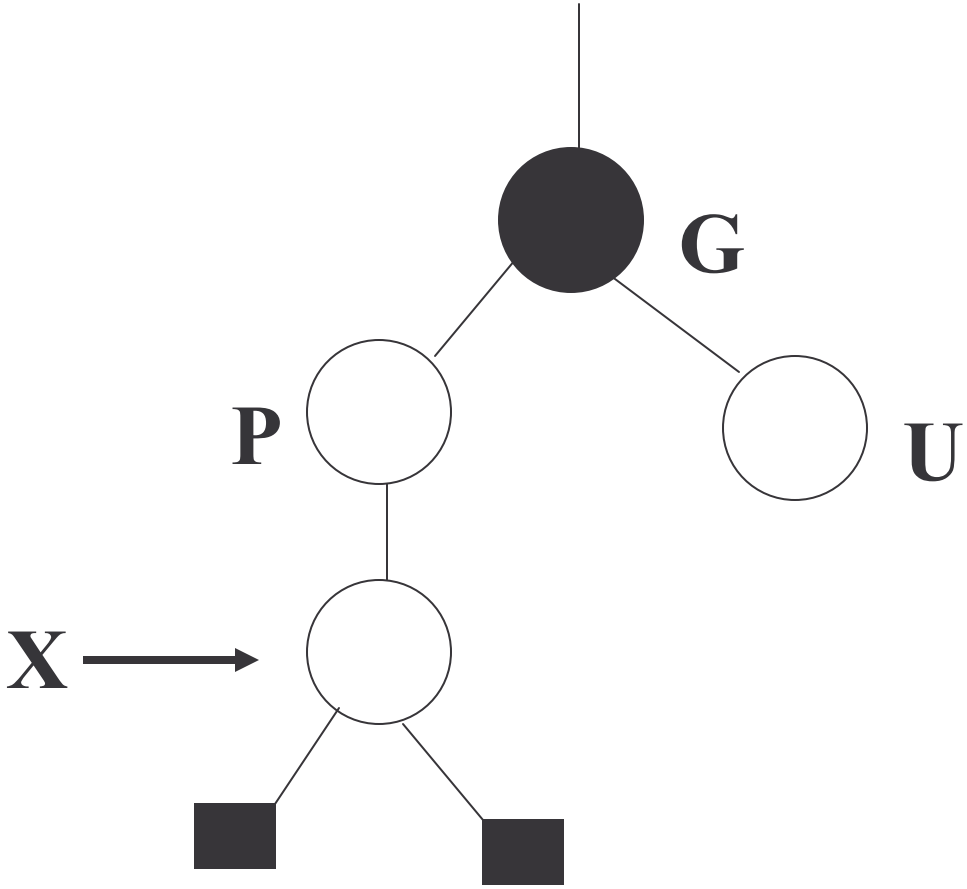
- Insert node; Color it Red; X is pointer to it
- Cases

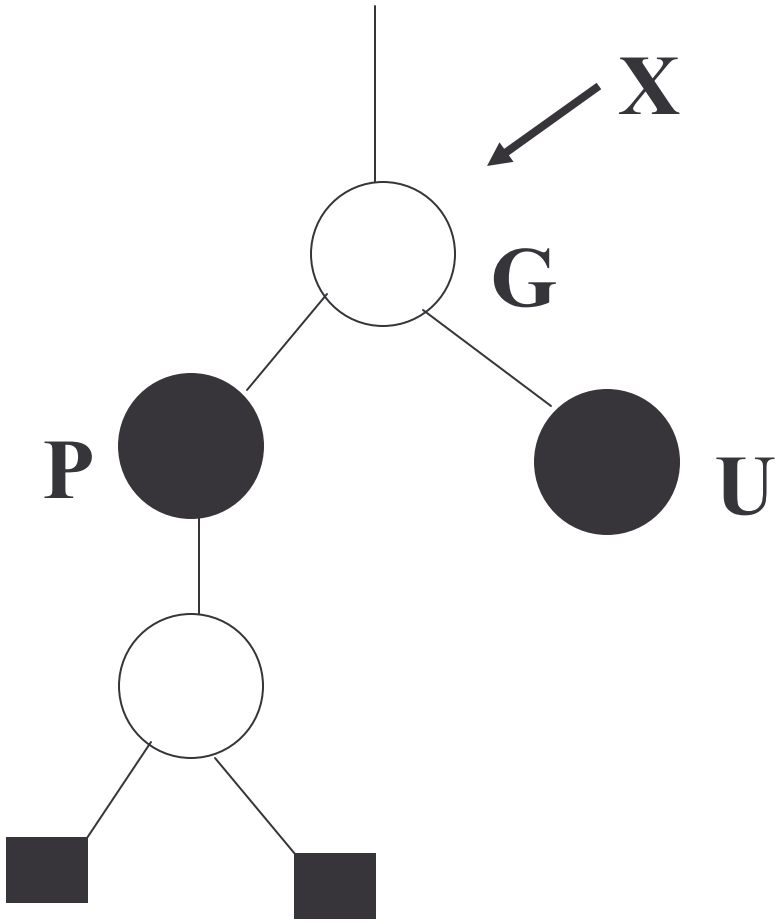
  0: X is the root -- color it Black

  1: Both parent and uncle are Red -- color parent and uncle Black, color grandparent Red, point X to grandparent, check new situation

  2 (zig-zag): Parent is Red, but uncle is Black. X and its parent are opposite type children -- color grandparent Red, color X Black, rotate left(right) on parent, rotate right(left) on grandparent

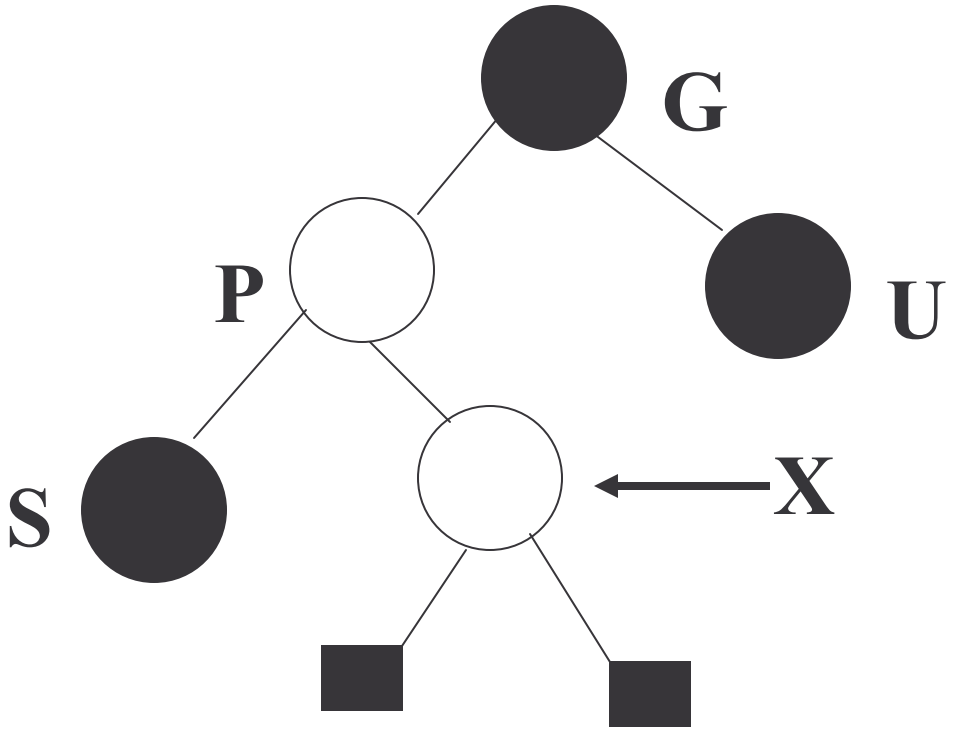
  3 (zig-zig): Parent is Red, but uncle is Black. X and its parent are both left (right) children -- color parent Black, color grandparent Red, rotate right(left) on grandparent

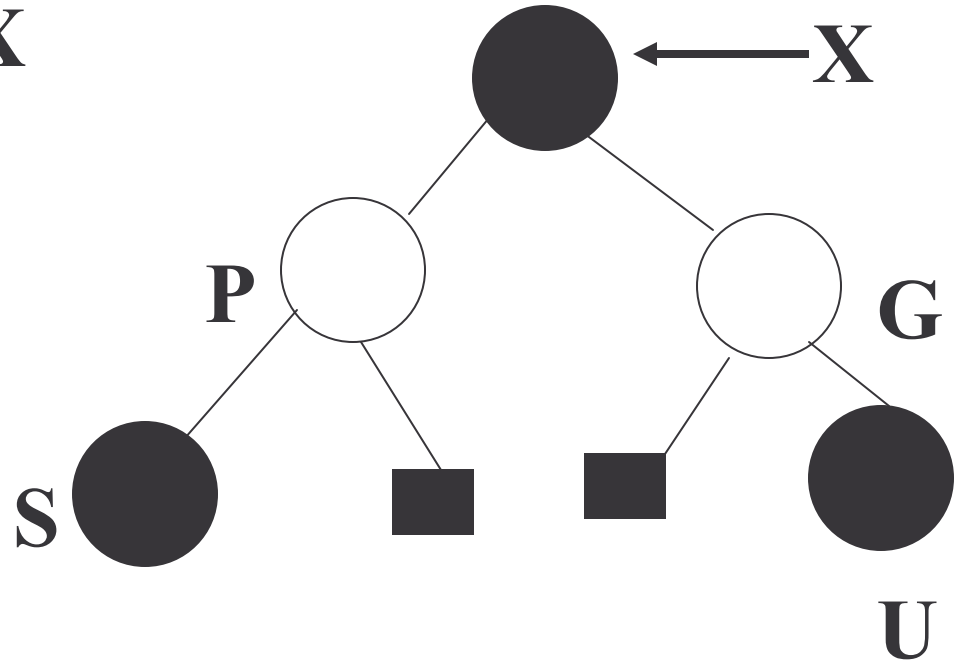




Case 1 – U is Red

Just Recolor and move up

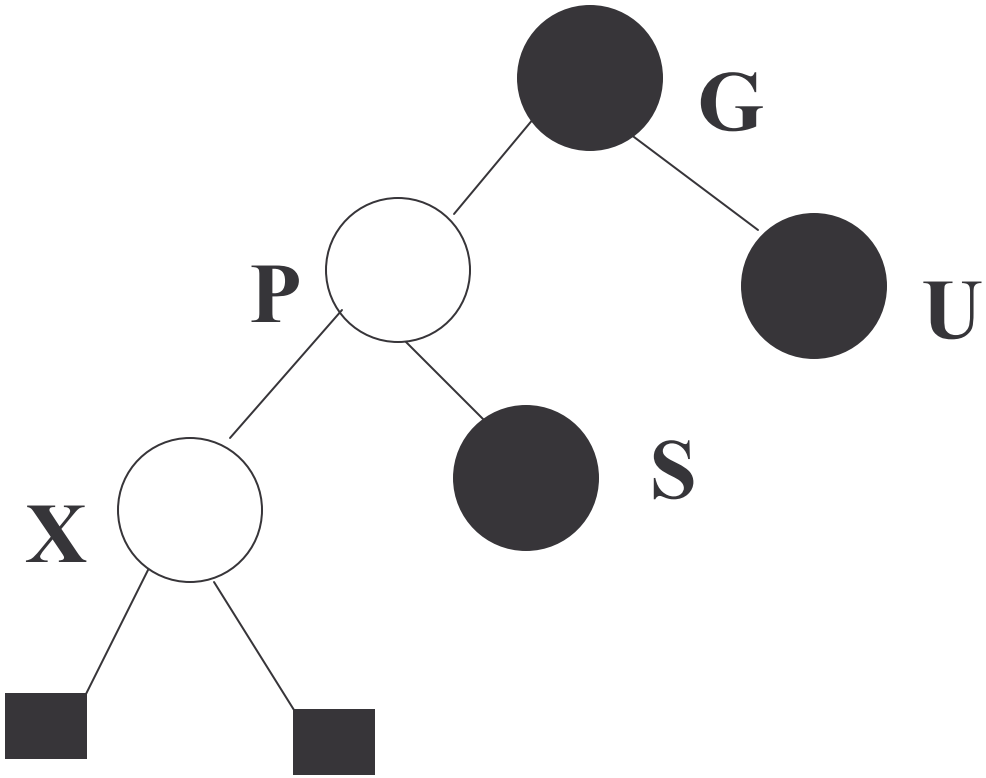




Case 2 – Zig-Zag

Double Rotate
X around P; X around G

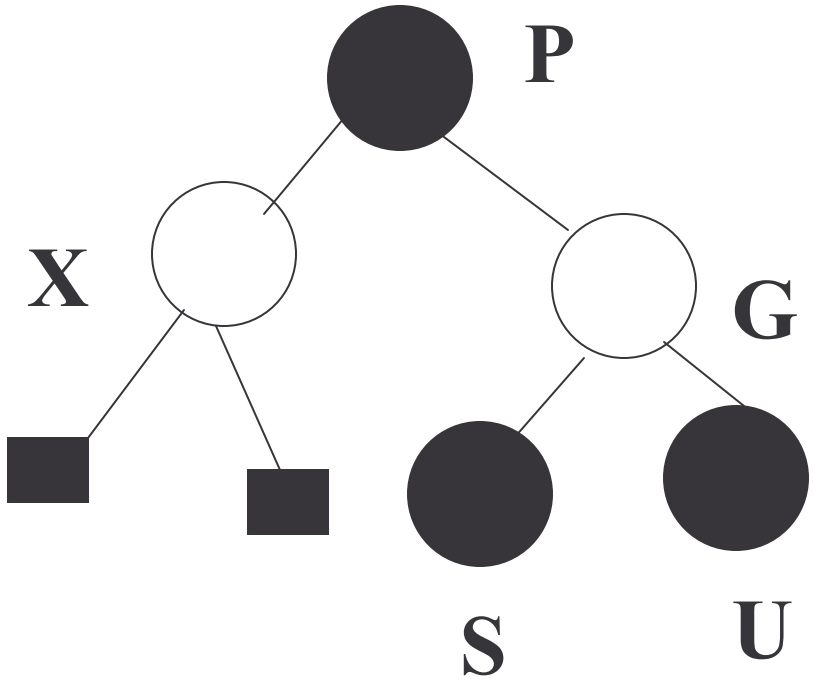
Recolor G and X



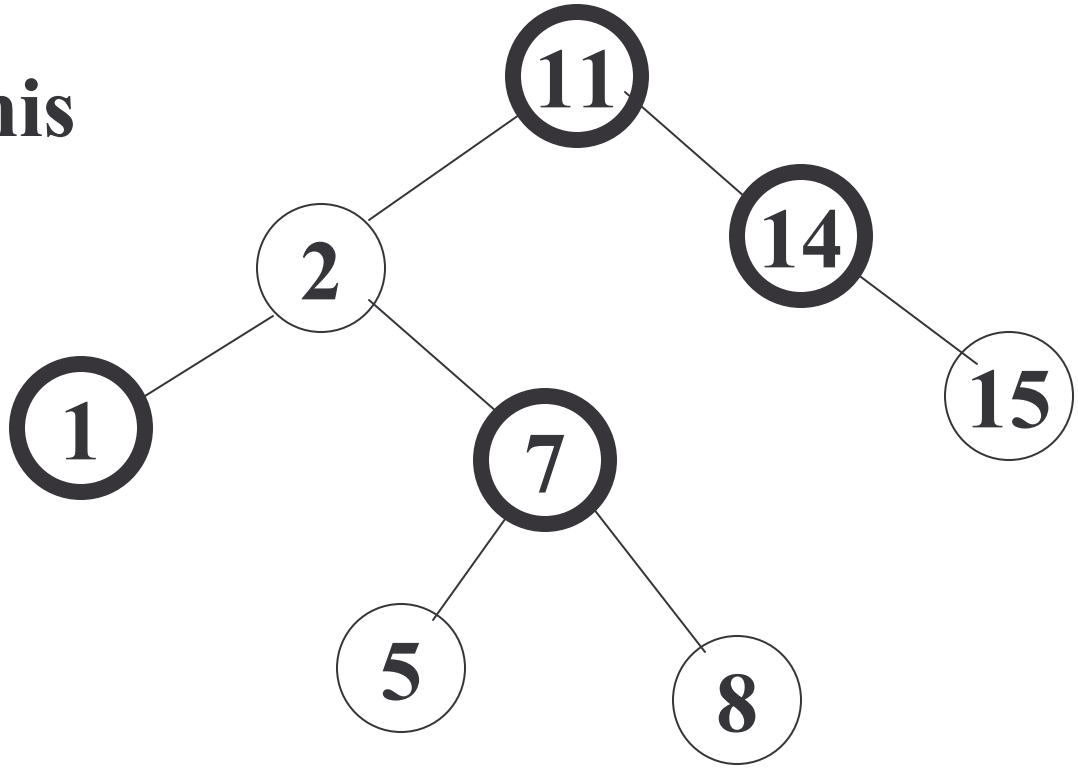
Case 3 – Zig-Zig

Single Rotate P around G

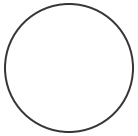
Recolor P and G



Insert 4 into this R-B Tree



Black node



Red node

Insertion Practice

Insert the values 2, 1, 4, 5, 9, 3, 6, 7 into an initially empty Red-Black Tree

Asymptotic Cost of Insertion

- $O(\lg n)$ to descend to insertion point
- $O(1)$ to do insertion
- $O(\lg n)$ to ascend and readjust == worst case only for case 1

- Total: $O(\log n)$