



Red-Black Trees

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Rotation

Insert

Fixing Insertion

fix-insert(z)

Fixing Invariant

Termination

Maintenance

Radix Trees

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each node: data, left, right, parent, color

Properties:

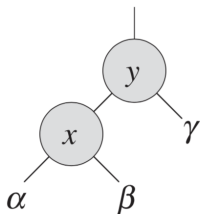
- every node is either red or black
- the root is black
- nil is black
- both children of a red node are black
- from any node, all the paths to leaf *nils* have the same number of black nodes

changes to find and next/prev?

Rotation

useful subroutines:

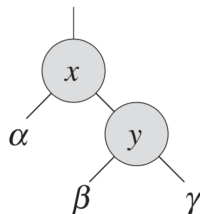
- ROTATE-RIGHT
- ROTATE-LEFT



LEFT-ROTATE(T, x)



RIGHT-ROTATE(T, y)



Insert

INSERT(n)

- 1: $n.parent \leftarrow \text{FINDPARENT}(n, root, nil)$
 - 2: **if** $n.parent$ is nil **then**
 - 3: $root \leftarrow n$
 - 4: **else**
 - 5: **if** $n < n.parent$ **then**
 - 6: $n.parent.left \leftarrow n$
 - 7: **else**
 - 8: $n.parent.right \leftarrow n$
 - 9: n 's children $\leftarrow nil$
 - 10: color n red
 - 11: FIX-INSERT(n)
-

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Cases:

- 1 root is red (property 2)
- 2 two red in a row (property 4)

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FIX-INSERT(z)

```
1: while  $z$ 's parent is red do
2:   if  $z$ 's parent is a left child then
3:      $y \leftarrow z$ 's grandparent's right child
4:     if  $y$  is red then
5:       color  $z$ 's parent black
6:       color  $y$  black
7:       color  $z$ 's grandparent red
8:        $z \leftarrow z$ 's grandparent
9:     else
10:      if  $z$  is a right child then
11:         $z \leftarrow z$ 's parent
12:        rotate-left( $z$ )
13:      color  $z$ 's parent black
14:      color  $z$ 's grandparent red
15:      rotate-right( $z$ 's grandparent)
16:    else 3 symmetric cases (switch left $\leftrightarrow$ right)
17:  color root black
```

Fixing Invariant

Cases:

- 1 root is red (property 2)
- 2 two red in a row (property 4)

During fixup:

- 1 z is red
- 2 if z 's parent is the root, it is black
- 3 at most, one property is violated at z
 - a) if property 2: z is root and red
 - b) if property 4: z and parent are both red

Invariant initialization:

- 1 we colored z red
- 2 we didn't touch z 's parent, and root is black
- 3 just shown

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Invariant Termination

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Assuming other properties are maintained, do we have a red-black tree now?

Examine invariant:

- 1 irrelevant
- 2 irrelevant
- 3 only 2 xor 4 can be violated in loop
 - a) if 2: root colored black at line 17
 - b) if 4: z 's parent is black (by 5 and 13), so 4 is not violated

What about maintaining the other red-black properties?

Invariant Maintenance

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central problem: z and parent are red

3 cases (+3 more by symmetry of z 's parent being left/right):

- 1 z 's uncle y is also red
- 2 z 's uncle y is black and z is a right child
- 3 z 's uncle y is black and z is a left child

Proof plan:

- 1 fix case 1, possibly introduce case 2
- 2 reduce case 2 to case 3
- 3 fix case 3

Invariant Maintenance

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Radix Trees



Searching

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Searching

Tries

What if we are searching for long keys?

Can we detect a miss without examining the entire key?

Tries

trie: test each digit of key, branch on digit value

- some nodes do not hold values
- trie depth = key length
- canonical representation

retrieval

CLRS: 'trie' = 'radix tree'

Wikipedia: 'trie' \neq 'radix tree', 'radix tree' = 'radix trie' = 'patricia trie'

duplicate keys?

what is their weakness?