# CMPT307: Red-Black Trees

Week 3-2

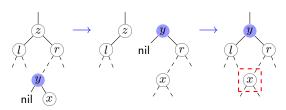
#### Xian Qiu

Simon Fraser University



#### Deletion

recall the deletion (of z) in binary search trees



what if it is a red-black tree?

- $\triangleright$  implement the above and let  $y.\operatorname{color} = z.\operatorname{color}$
- $\,\,\vartriangleright\,\,$  no problem if y was red





#### Idea

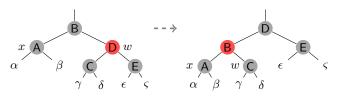
#### Key idea

Add an extra black to x when counting black-height, thus the black-height property holds as before.

- $\triangleright x$  might be red-and-black (if x.color = Red) or double black (if x.color = BLACK)
- $\triangleright$  if x is red-and-black, then color x black (done)
- ▷ else use ROTATION to modify tree, then remove the extra black
- $\triangleright$  look at x's sibling w (always existed?)
- $\triangleright$  in the following, assume x = x.p.left (else, similar)



w is red



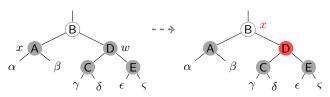
switch the colors of w and w.p;

Left-Rotate(w.p); update w;

- black height property holds
- $\triangleright$  now w is black, then distinguish w's children



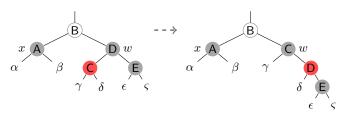
(w is black) its two children are black



take one black off x and w: add an extra black to x.p; update x and w;

- $\triangleright$  if enter case 2 via case 1, then new x is red-and-black
- $\triangleright$  color x black and terminate else go to case 3 or 4

(w is black) w.left is red and w.right is black



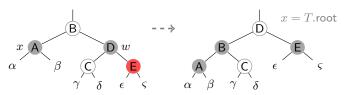
switch the colors of w and w.left; RIGHT-ROTATE(w);

- black-height property holds
- ⊳ go to case 4





(w is black) w.right is red



swith the colors of w and w.p;

Left-Rotate(
$$w.p$$
);

 $w.\mathsf{color} = \mathsf{BLACK}$  and remove the extra black of x; update x := T.root

- black-height property holds
- b terminate (running time?)

### Pseudocode

#### RB-DELETE-FIXUP(T,x)

```
1 while x \neq T.root and x.color == BLACK do
        if x == x.p.left then
 2
             w = x.p.right:
 3
                                                                             // sibling w
             if w.color == RED then
 4
                  w.\operatorname{color} = \operatorname{BLACK}; x.\operatorname{p.color} = \operatorname{RED};
                                                                                 // case 1
 5
                  LEFT-ROTATE(T, x.p); w = x.p.right;
             if w.left.color == BLACK and w.right.color == BLACK then
 7
                  w.\mathsf{color} = \mathtt{RED}; \ x = x.\mathsf{p} \ ;
                                                                                 // case 2
 8
             else if w.right.color == BLACK then
 9
                  w.left.color = BLACK; w.color = RED;
                                                                                 // case 3
10
                  RIGHT-ROTATE(T, w); w = x.p.right;
11
             w.\mathsf{color} = x.\mathsf{p.color}; x.\mathsf{p.color} = \mathsf{BLACK};
                                                                                 // case 4
12
             w.right.color = BLACK; LEFT-ROTATE(T, x.p); x = T.root;
13
        else ... same as above, with "left" and "right" exchanged
14
15 x.color = BLACK;
```

## Summarization

	insert	delete	search	sort keys
linked list				
doubly linked list				
hashing with chaining				
open addressing				
binary search tree				
red-black tree				

