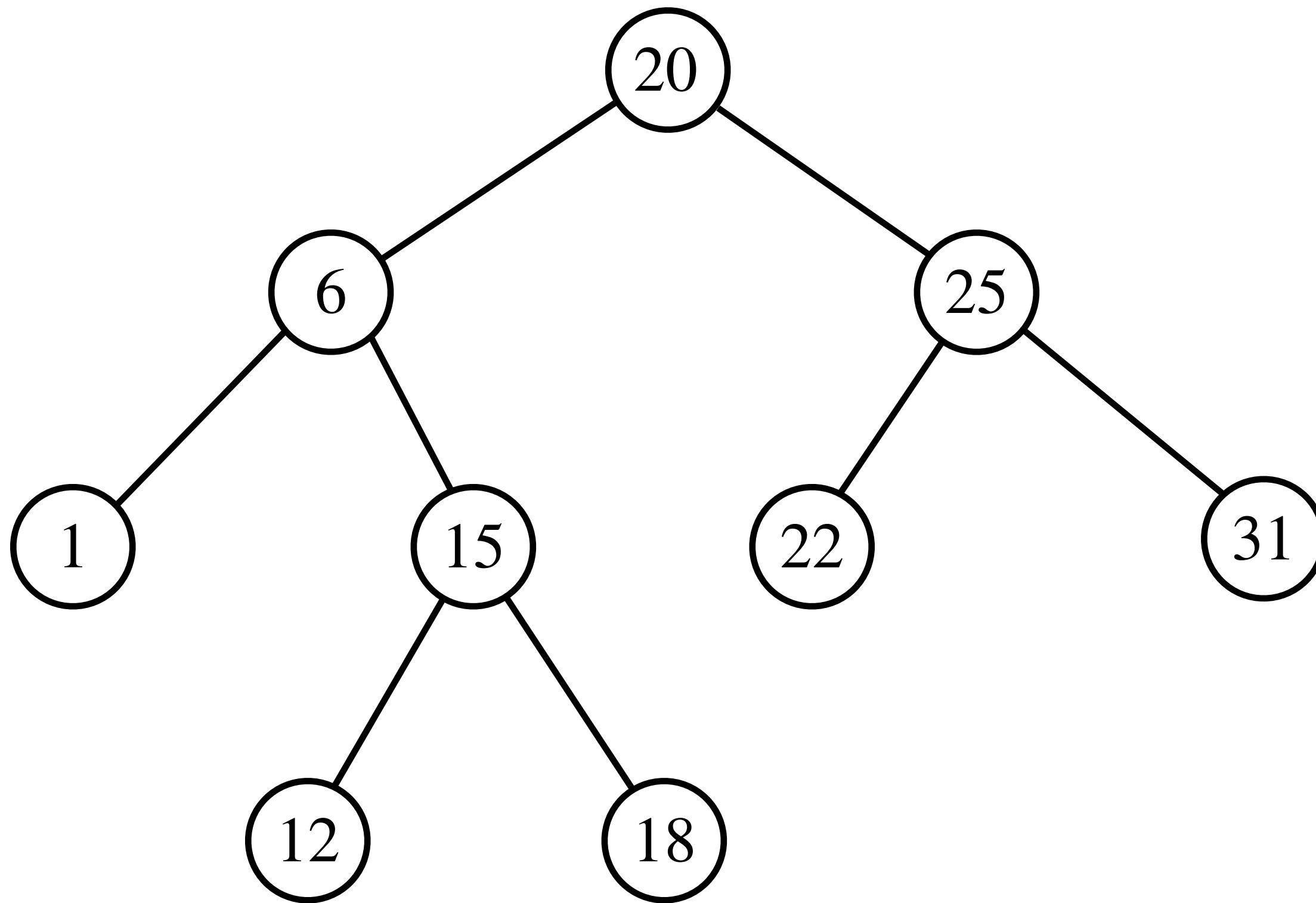


Lecture 4

BST: Insertion & Deletion, Intro to Red-Black Trees

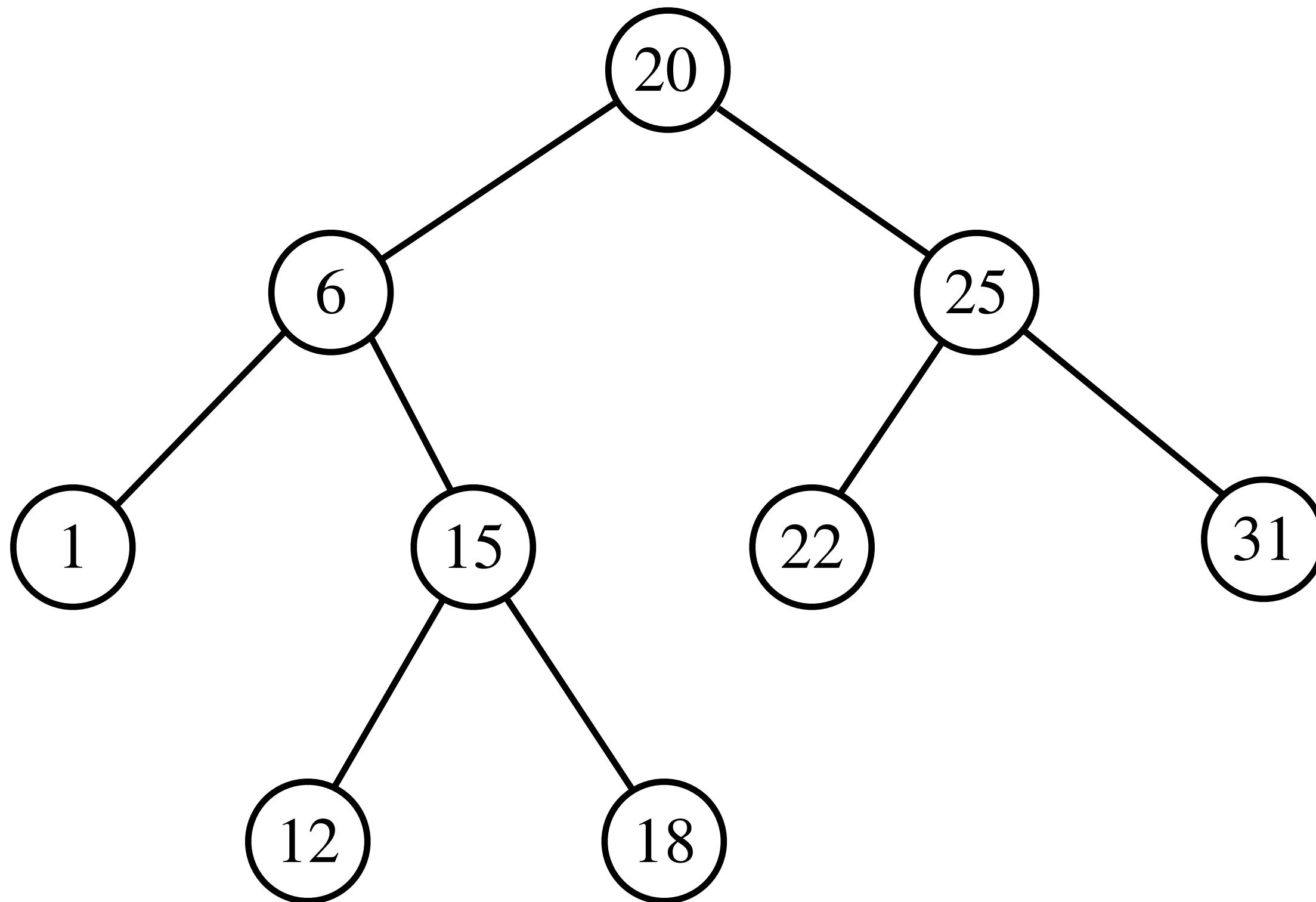
Insertion in a BST

Insertion in a BST



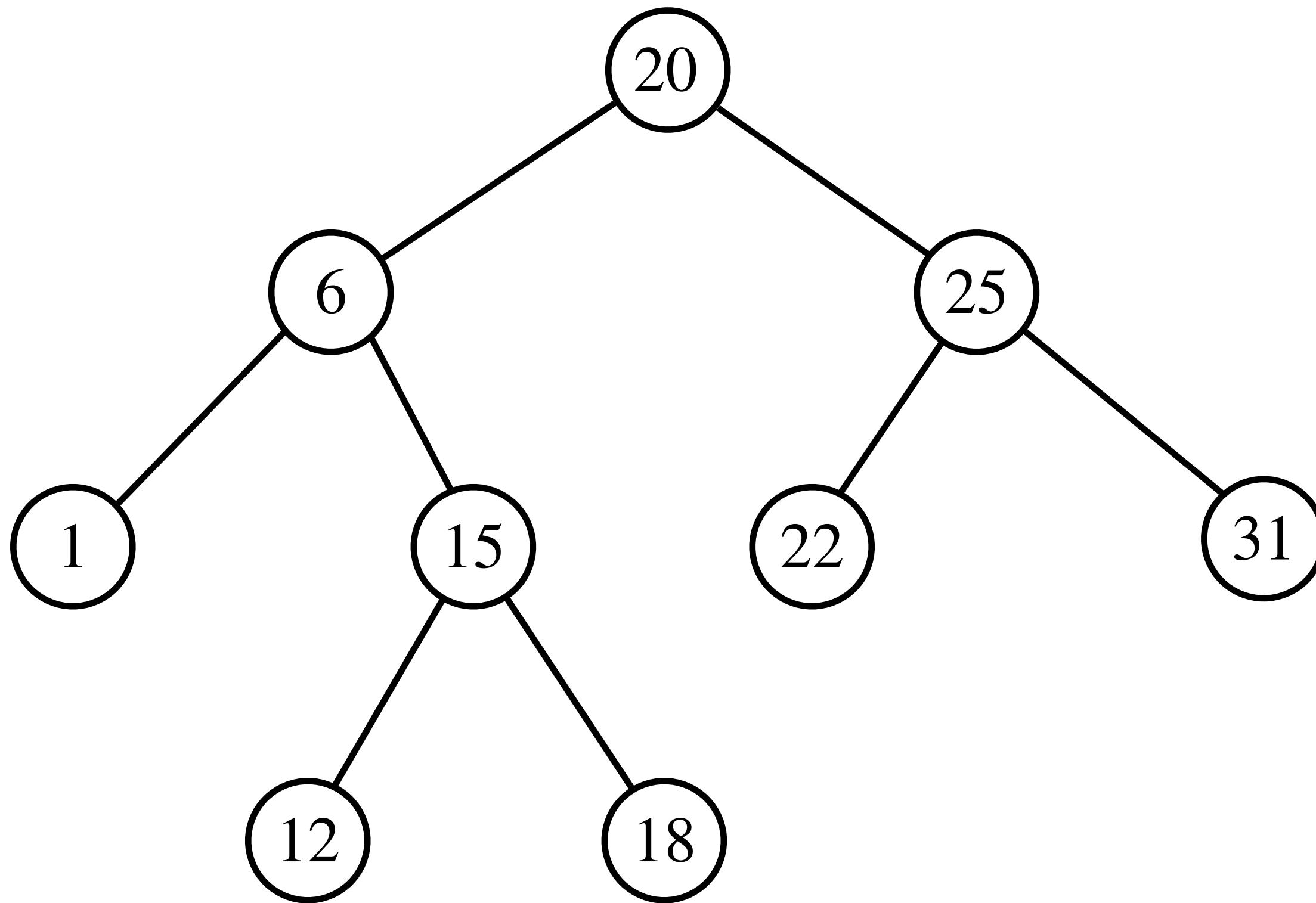
Insertion in a BST

Example:



Insertion in a BST

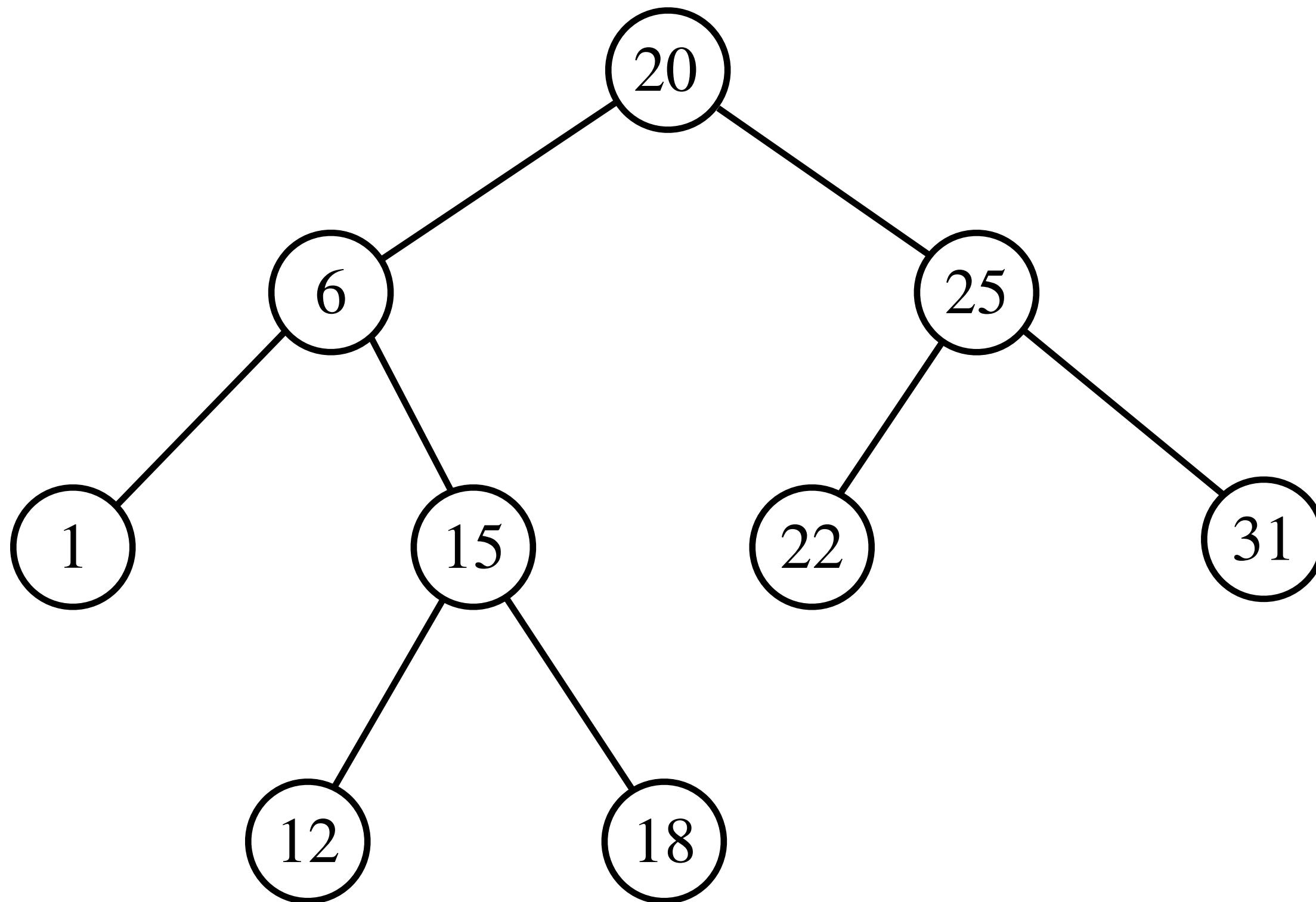
Example: Insert a node with **24** as key in the following BST.



Insertion in a BST

Example: Insert a node with **24** as key in the following BST.

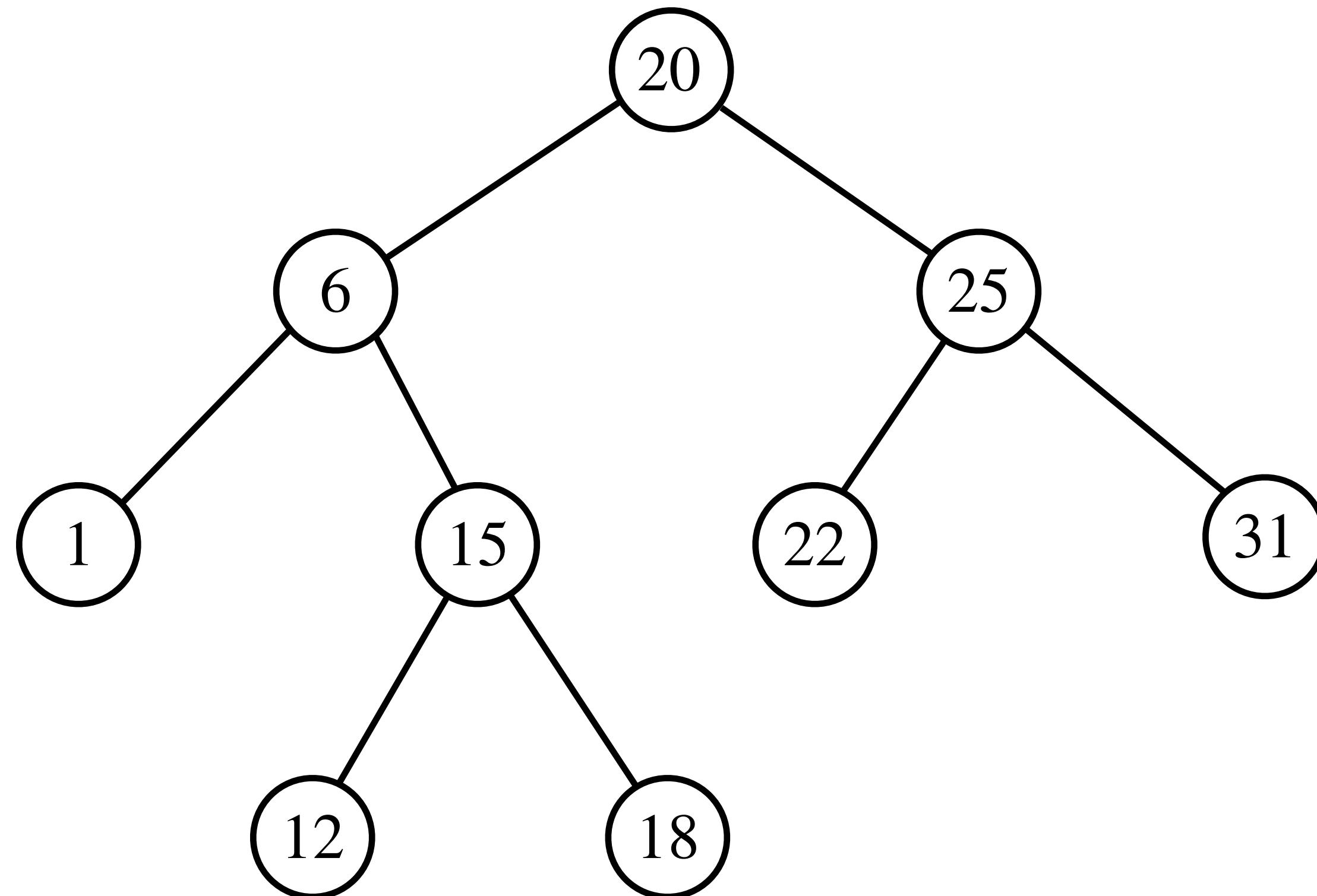
Idea:



Insertion in a BST

Example: Insert a node with **24** as key in the following BST.

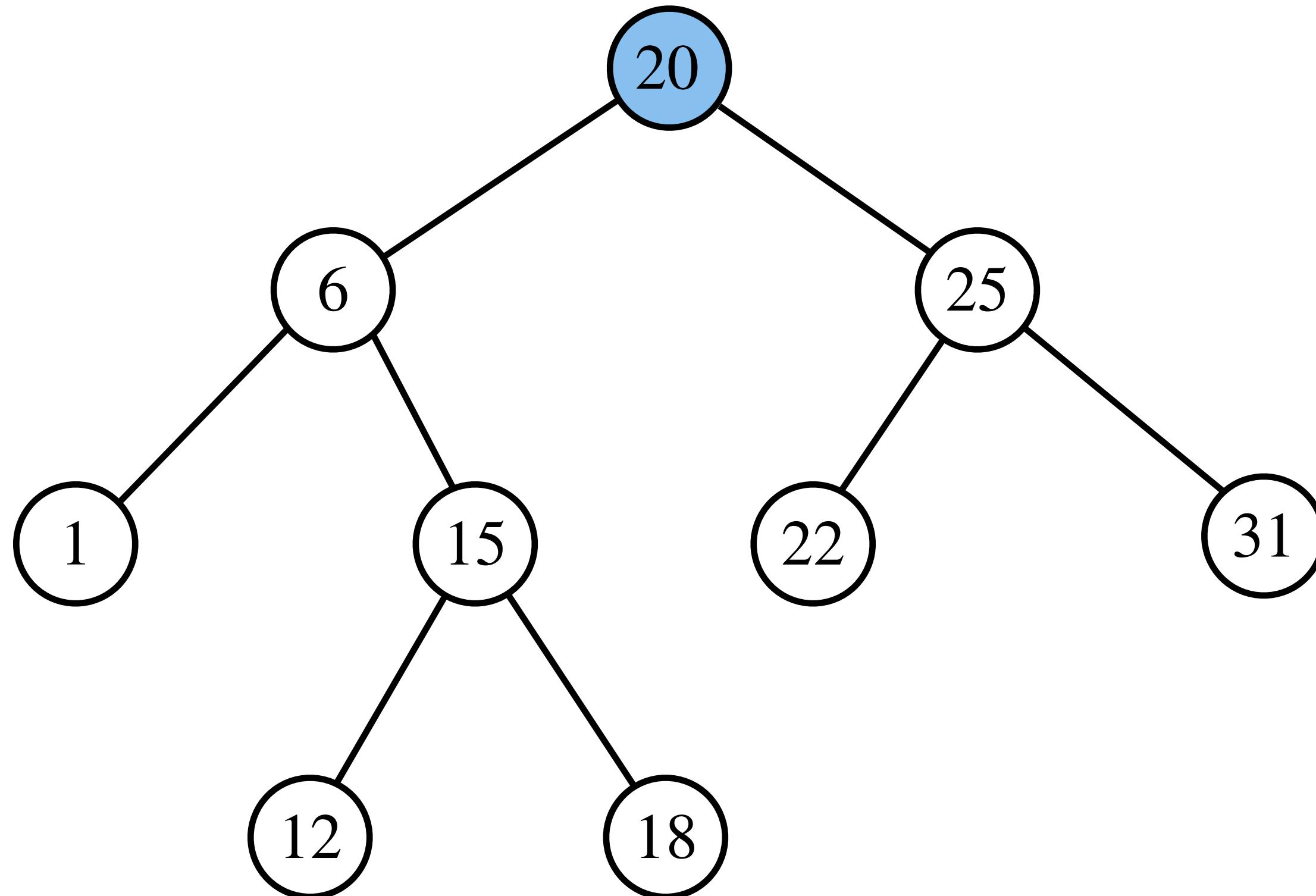
Idea: Find the correct leaf where it can be inserted.



Insertion in a BST

Example: Insert a node with **24** as key in the following BST.

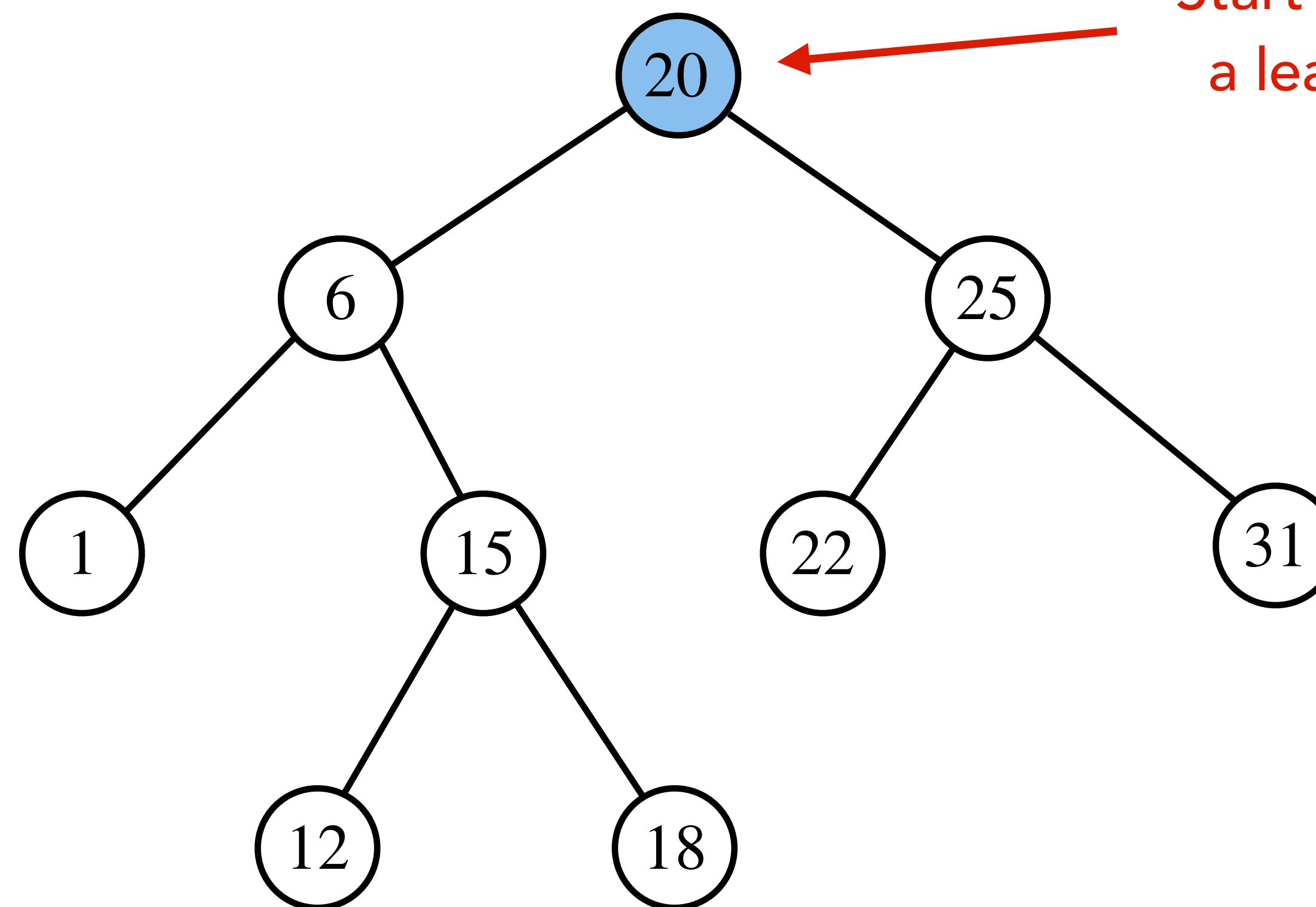
Idea: Find the correct leaf where it can be inserted.



Insertion in a BST

Example: Insert a node with **24** as key in the following BST.

Idea: Find the correct leaf where it can be inserted.

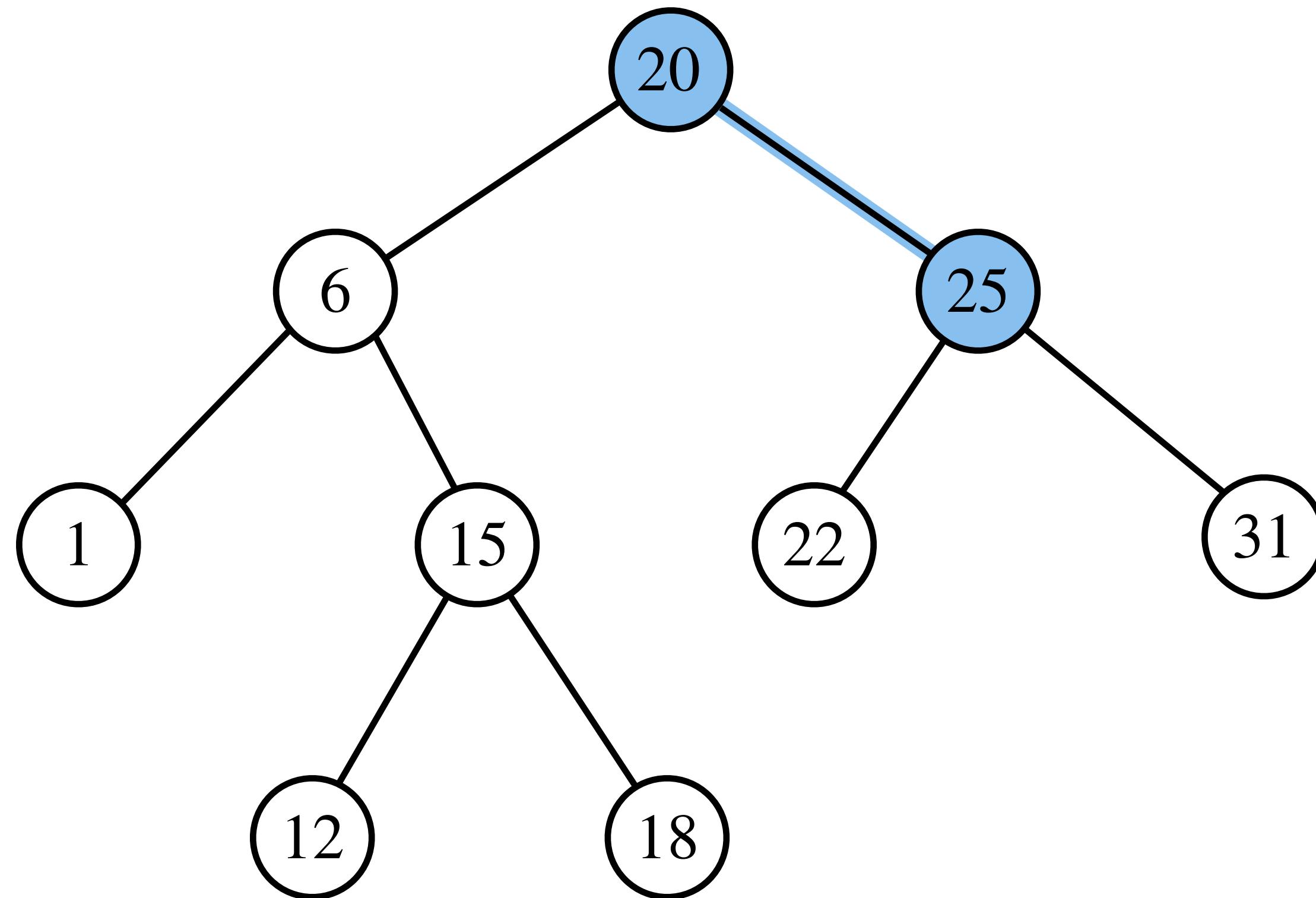


Start from the root and reach a leaf using BST properties

Insertion in a BST

Example: Insert a node with **24** as key in the following BST.

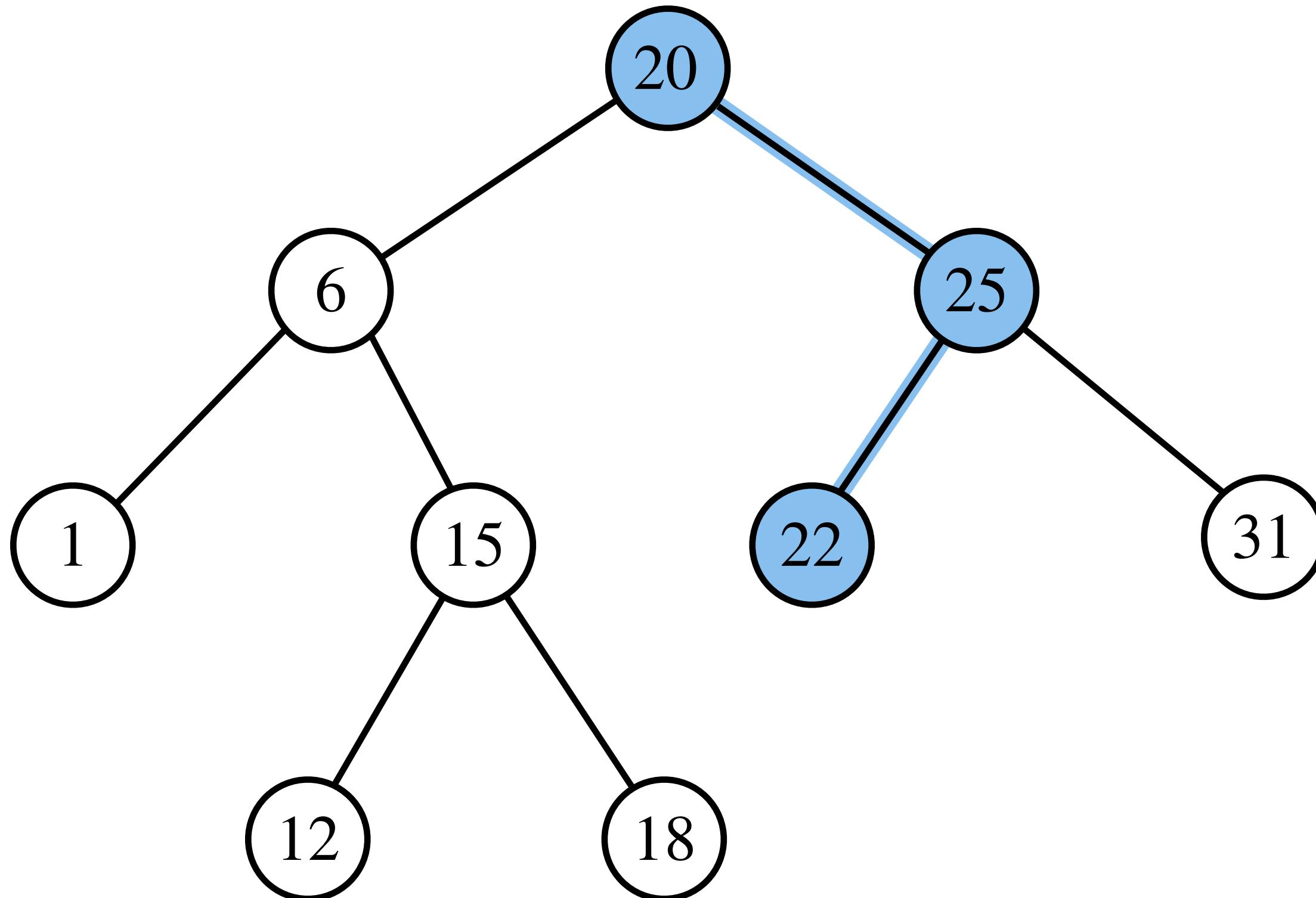
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Insertion in a BST

Example: Insert a node with **24** as key in the following BST.

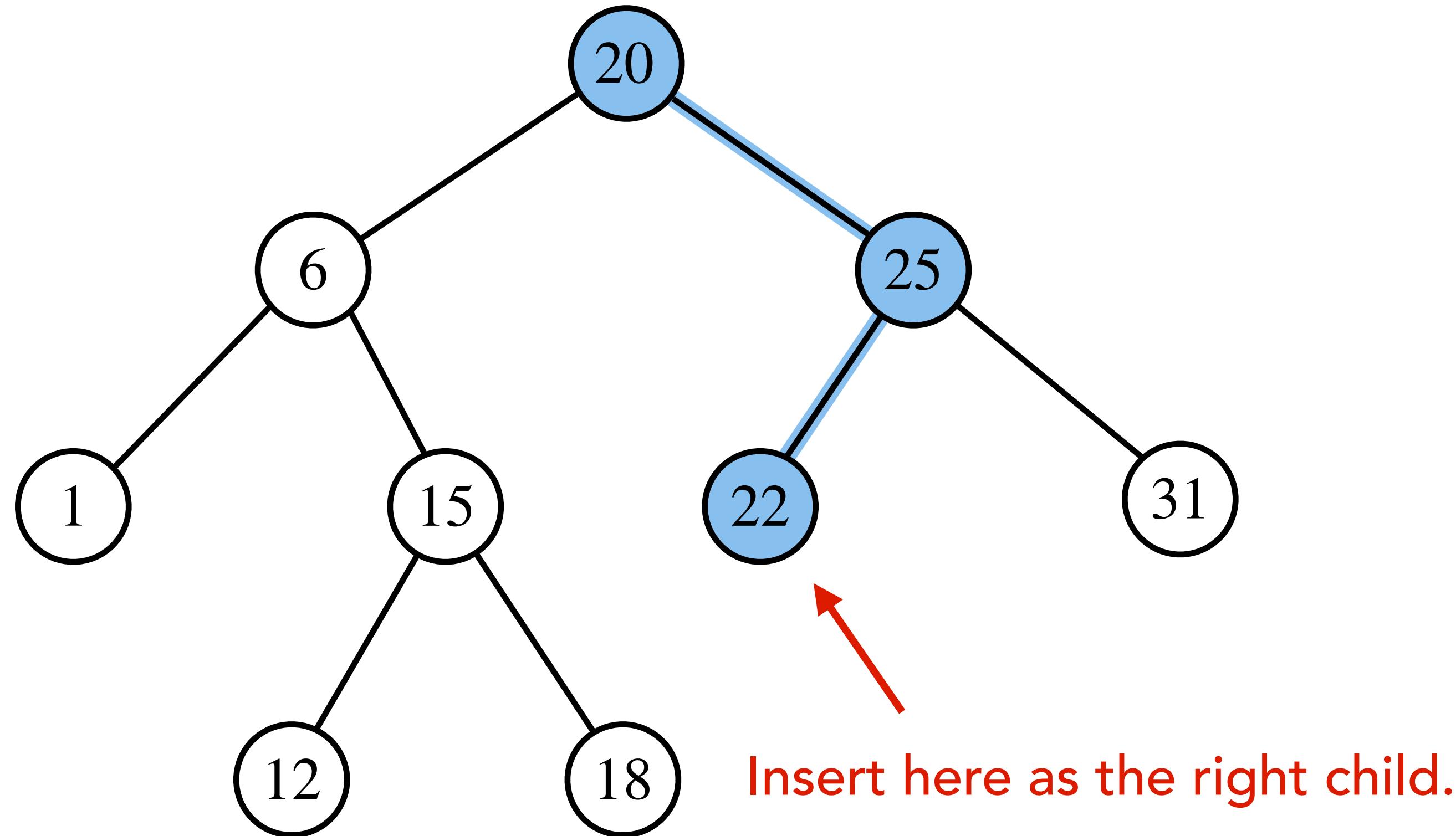
Idea: Find the correct leaf where it can be inserted.



Insertion in a BST

Example: Insert a node with **24** as key in the following BST.

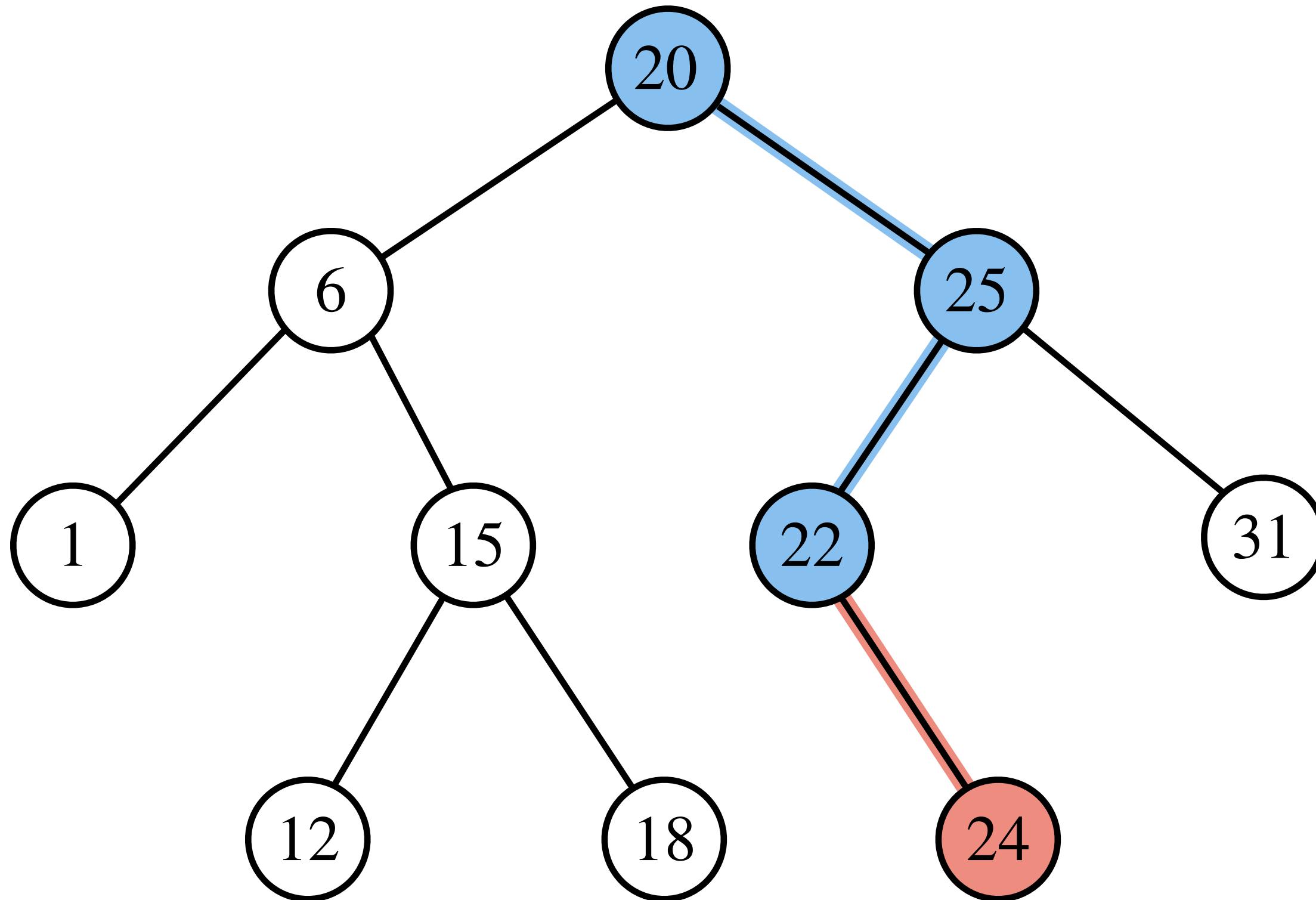
Idea: Find the correct leaf where it can be inserted.



Insertion in a BST

Example: Insert a node with **24** as key in the following BST.

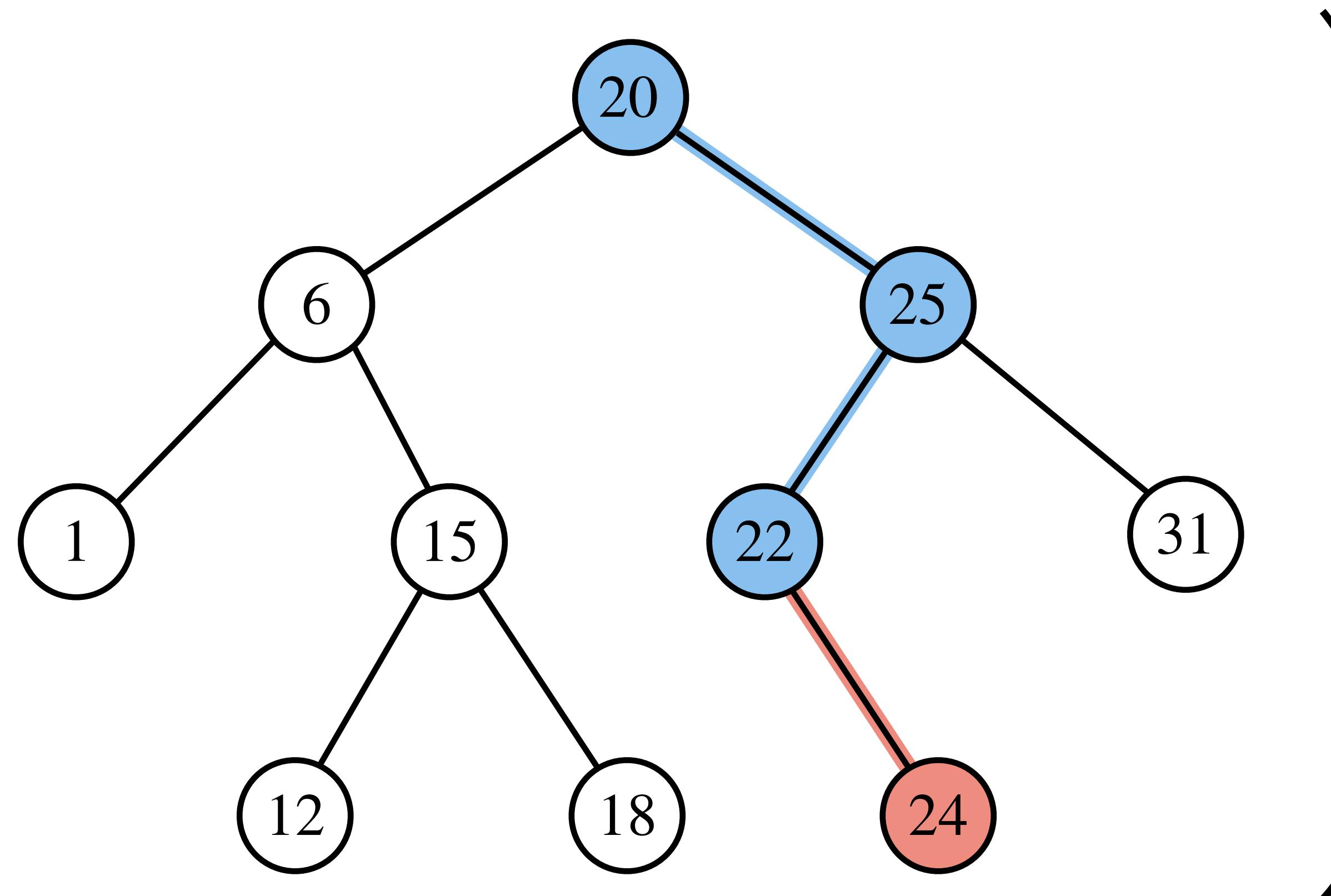
Idea: Find the correct leaf where it can be inserted.



Insertion in a BST

Example: Insert a node with **24** as key in the following BST.

Idea: Find the correct leaf where it can be inserted.



Searching for the correct leaf
and insertion takes $\Theta(h)$ time.

Deletion in a BST

Deletion in a BST

Deletion can be **more tricky** than Insertion.

Deletion in a BST

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Let z be the node we want to delete.

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Deletion in a BST

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- **Case 1:** z has no children.

Deletion in a BST

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Let z be the node we want to delete. Then, the following cases are possible:

- **Case 1:** z has no children.
- **Case 2:** z has only single child.

Deletion in a BST

Deletion can be **more tricky** than Insertion.

Let z be the node we want to delete. Then, the following cases are possible:

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- **Case 3:** z has two children.

Deletion in a BST

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Easy

Deletion in a BST

Deletion can be **more tricky** than Insertion.

Let z be the node we want to delete. Then, the following cases are possible:

- **Case 1:** z has no children. 
- **Case 2:** z has only single child. 
- **Case 3:** z has two children. 

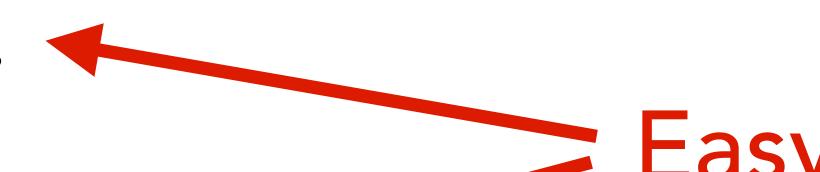
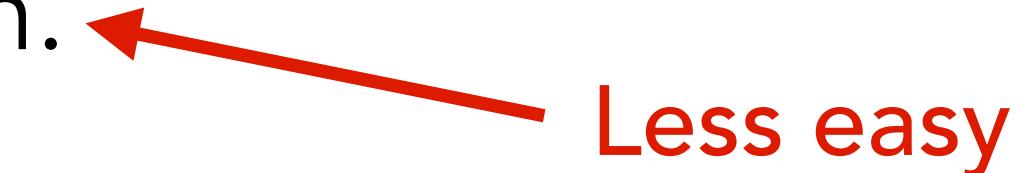
Easy

Less easy

Deletion in a BST

Deletion can be **more tricky** than Insertion.

Let z be the node we want to delete. Then, the following cases are possible:

- **Case 1:** z has no children. 
- **Case 2:** z has only single child. 
- **Case 3:** z has two children. 

Note: Node z is provided as the input.

Deletion in a BST

Deletion in a BST

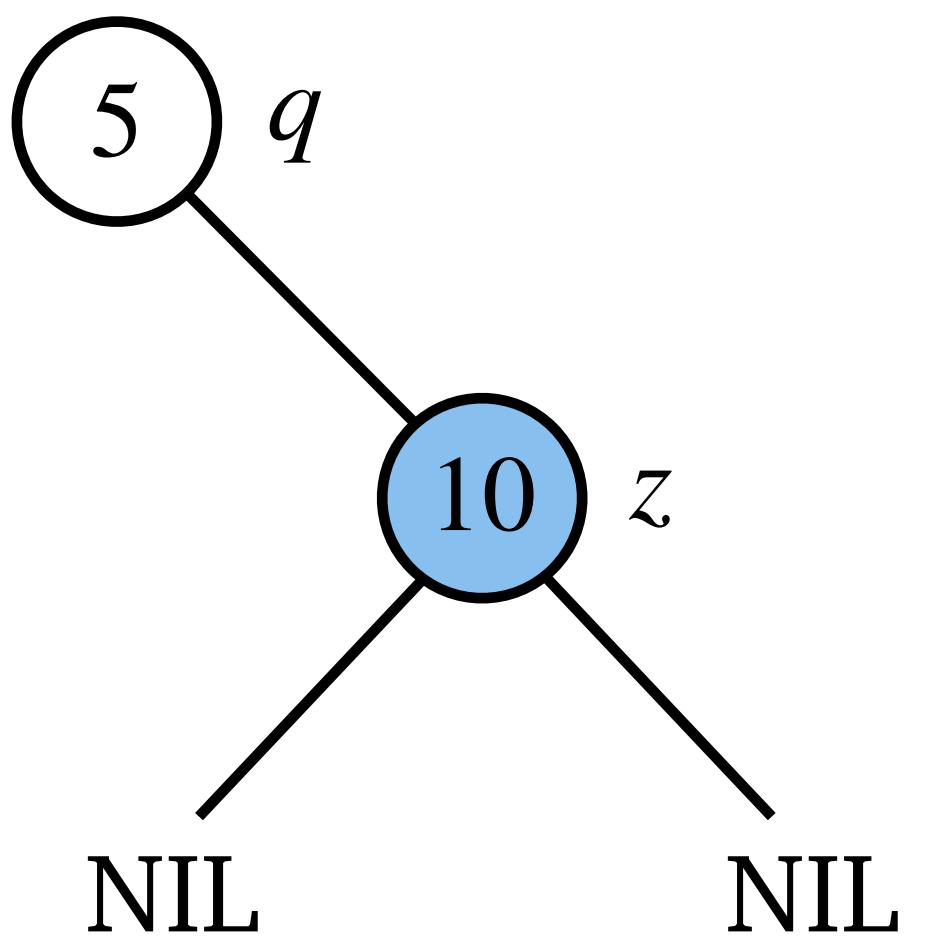
Case 1: z has no children.

Deletion in a BST

Case 1: z has no children. (WLOG assume z is a right child.)

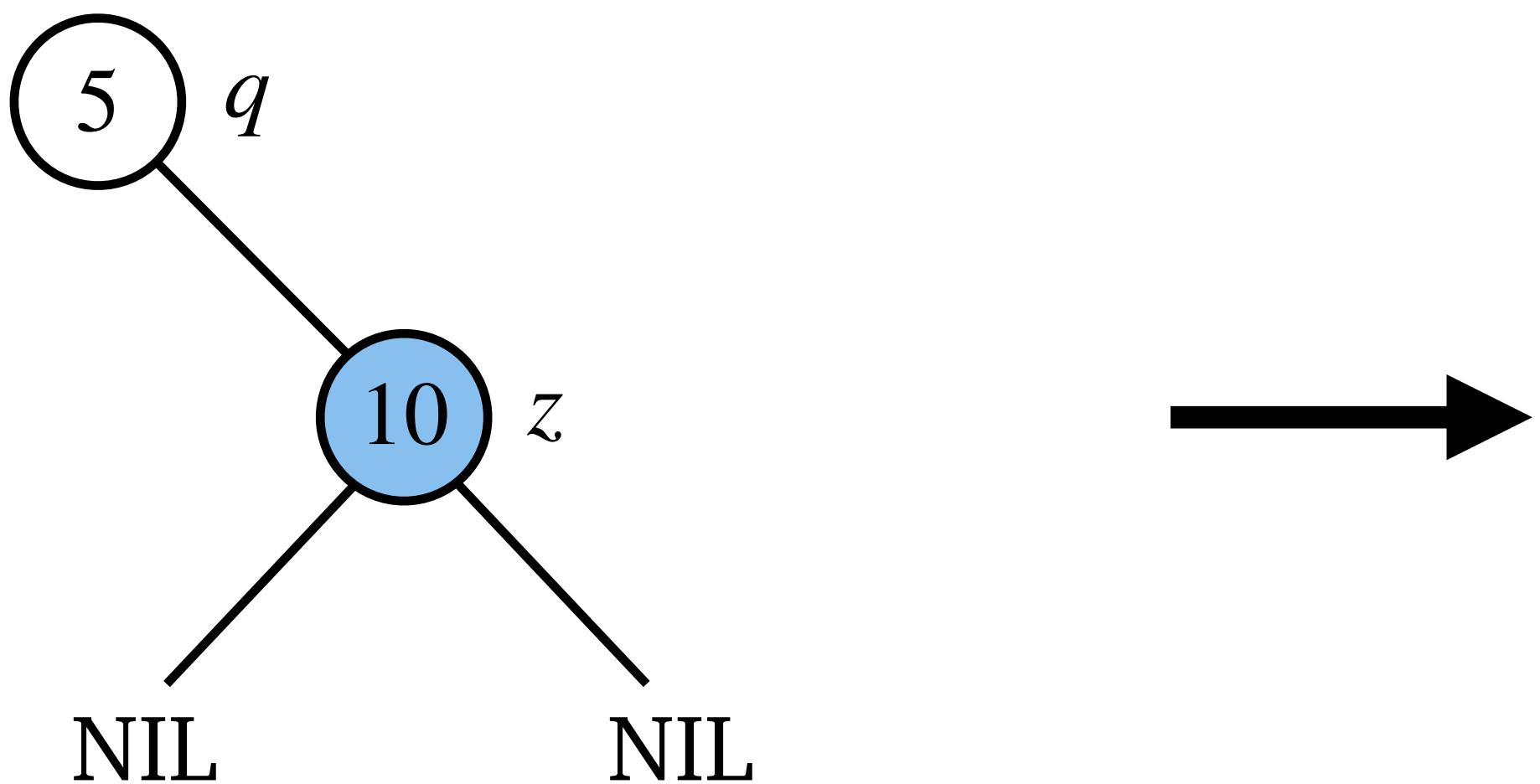
Deletion in a BST

Case 1: z has no children. (WLOG assume z is a right child.)



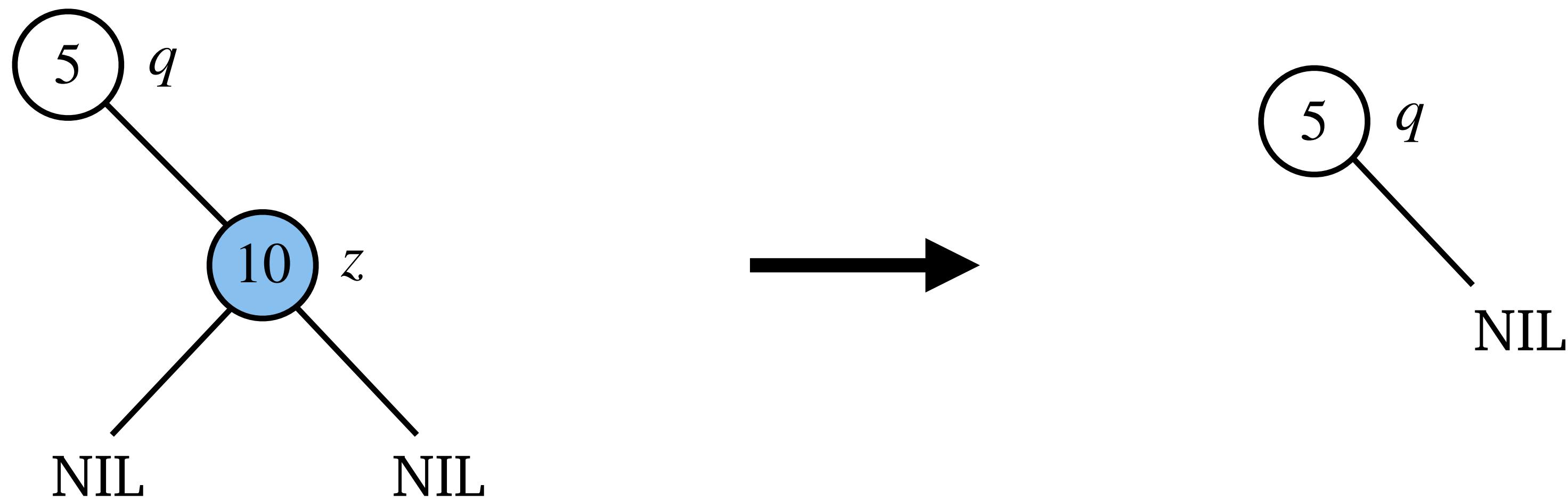
Deletion in a BST

Case 1: z has no children. (WLOG assume z is a right child.)



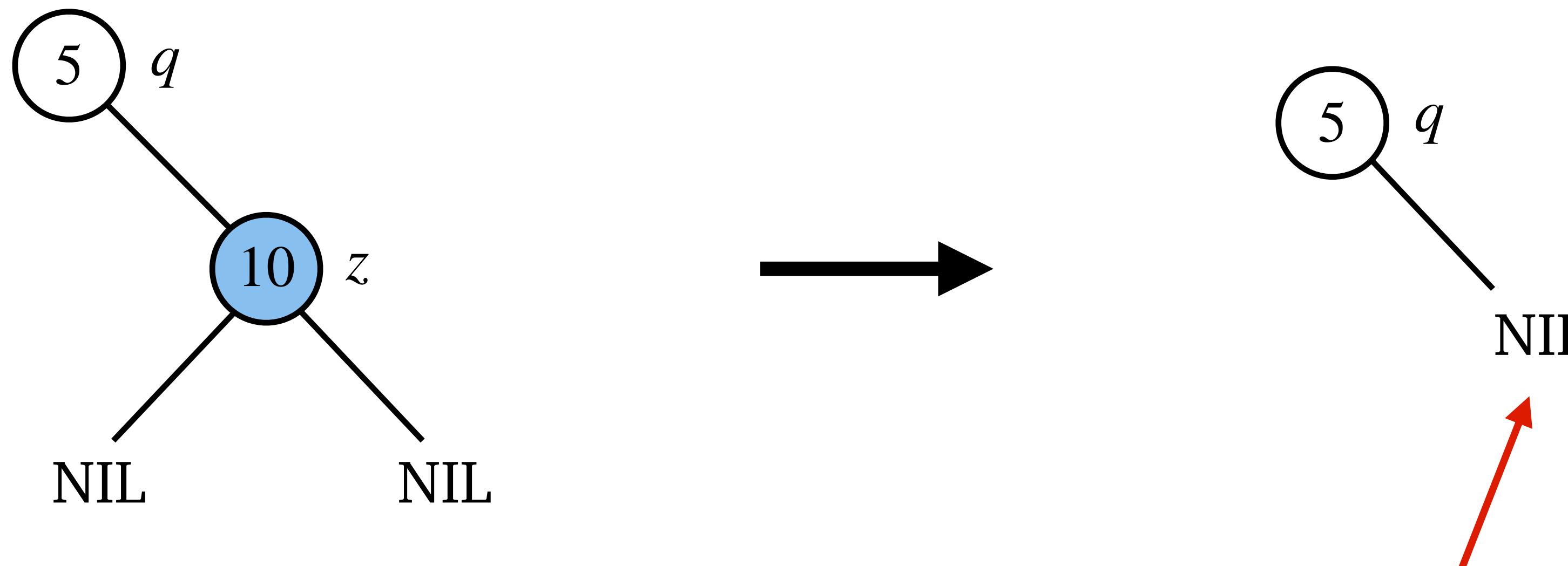
Deletion in a BST

Case 1: z has no children. (WLOG assume z is a right child.)



Deletion in a BST

Case 1: z has no children. (WLOG assume z is a right child.)



Make q 's right child NIL

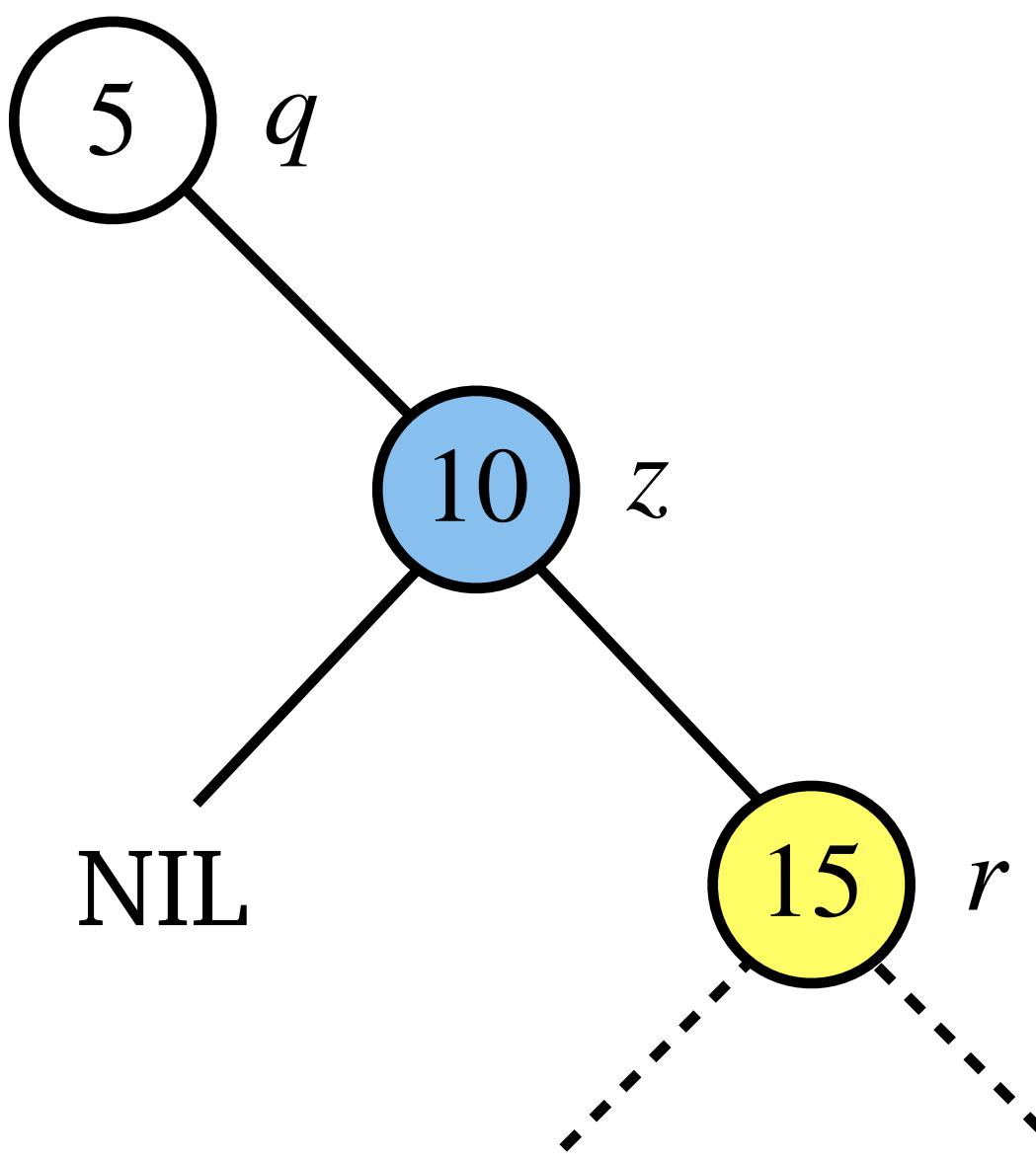
Deletion in a BST

Deletion in a BST

Case 2: z has one child. (WLOG assume z is a right child.)

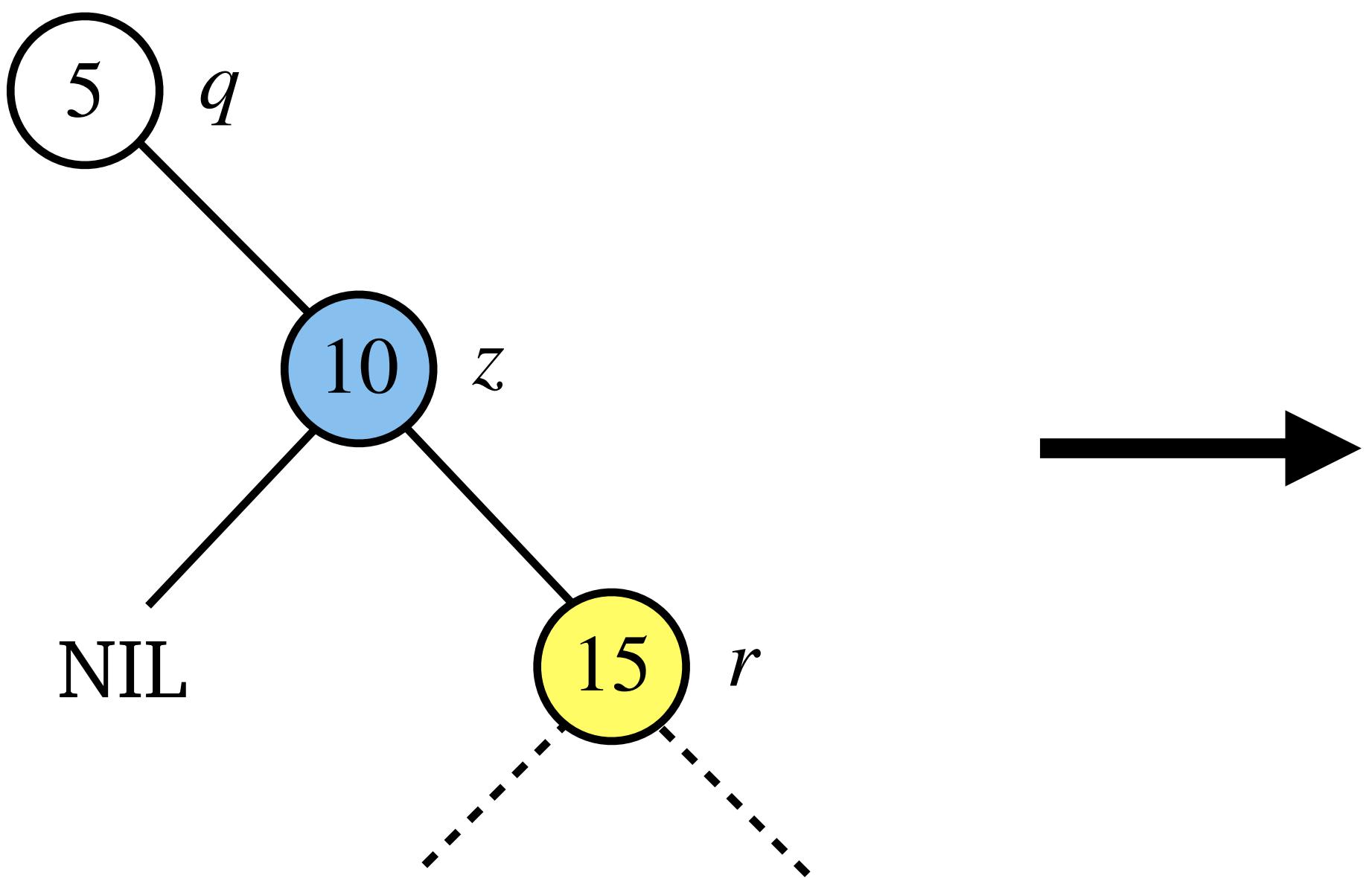
Deletion in a BST

Case 2: z has one child. (WLOG assume z is a right child.)



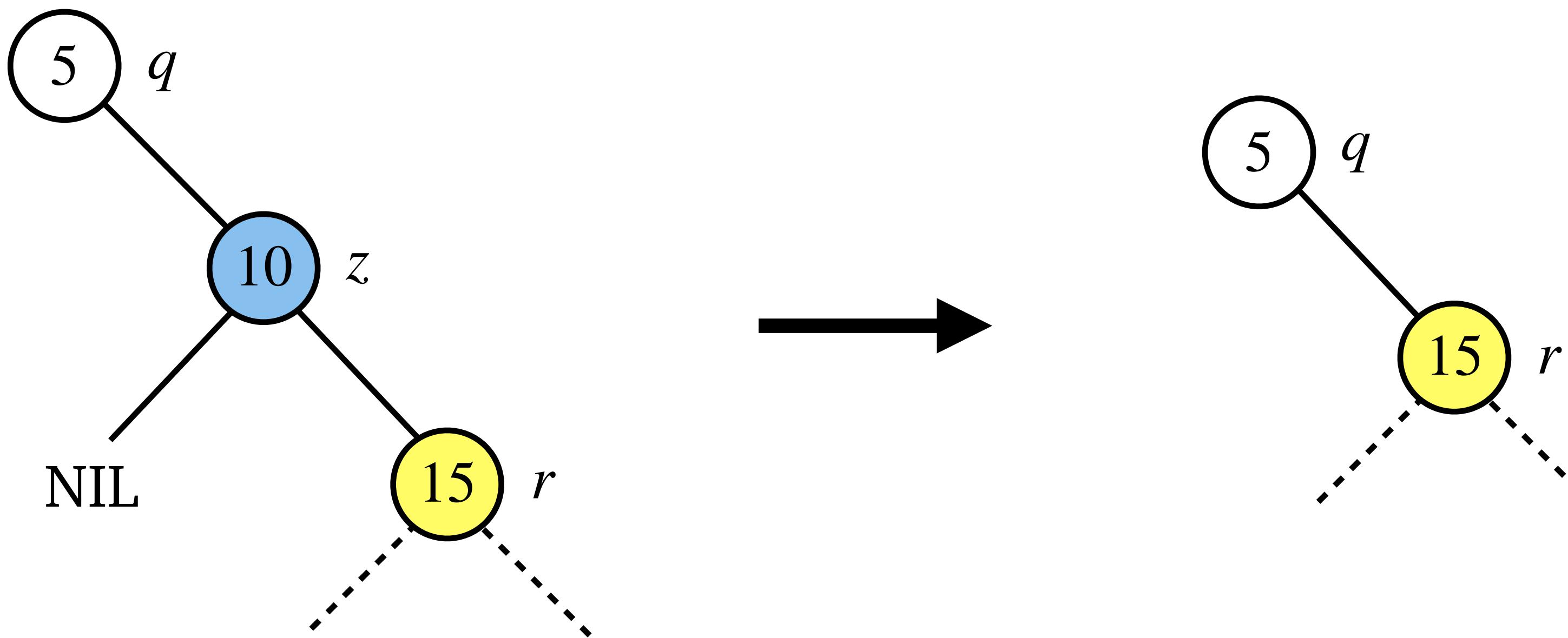
Deletion in a BST

Case 2: z has one child. (WLOG assume z is a right child.)



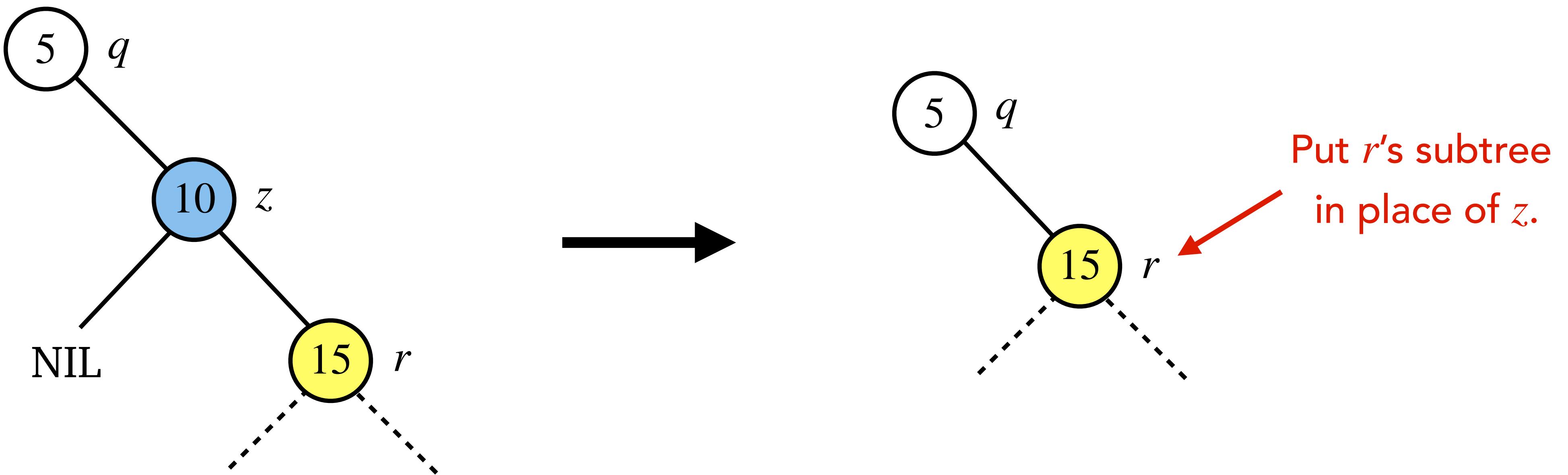
Deletion in a BST

Case 2: z has one child. (WLOG assume z is a right child.)



Deletion in a BST

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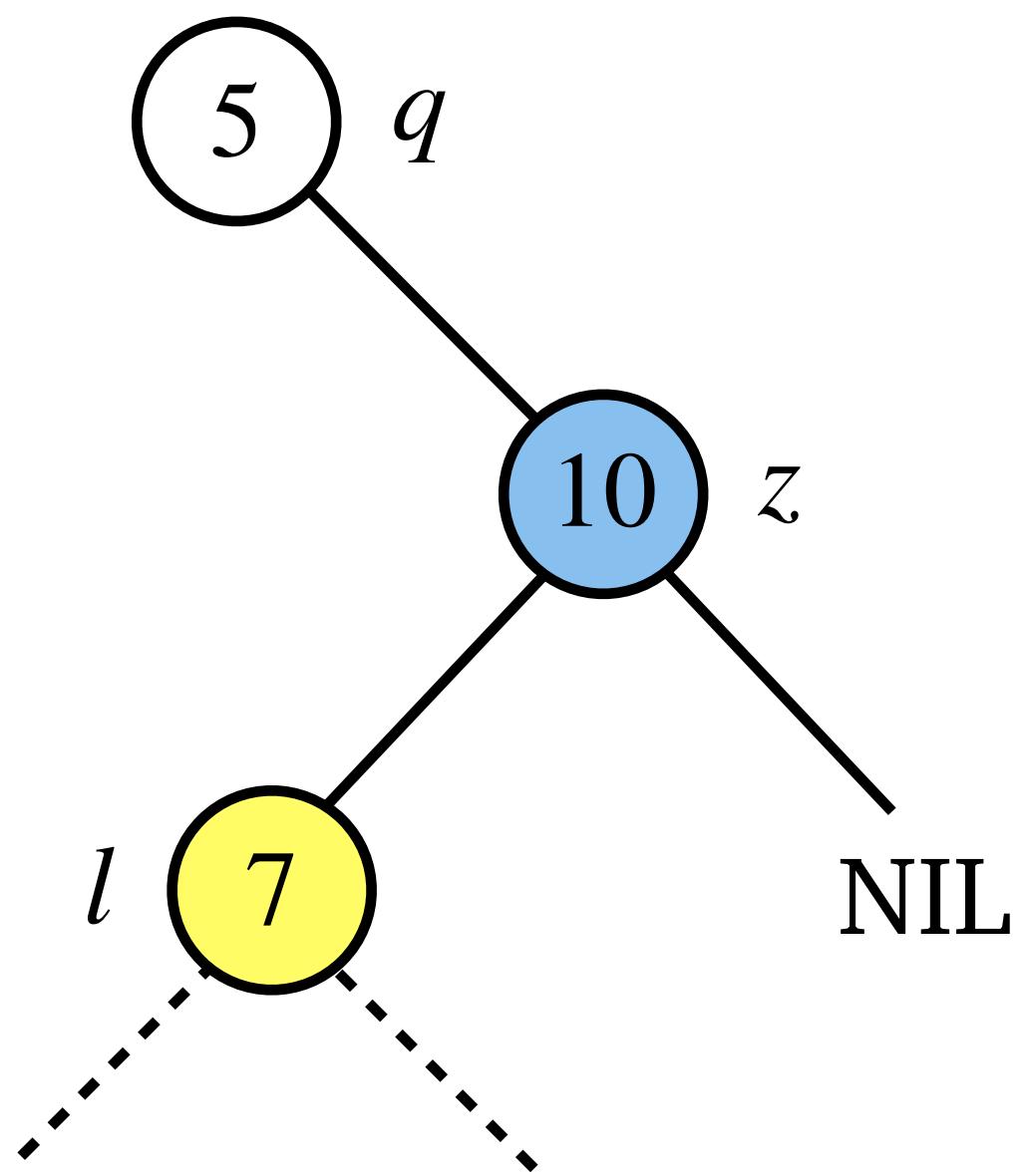


Deletion in a BST

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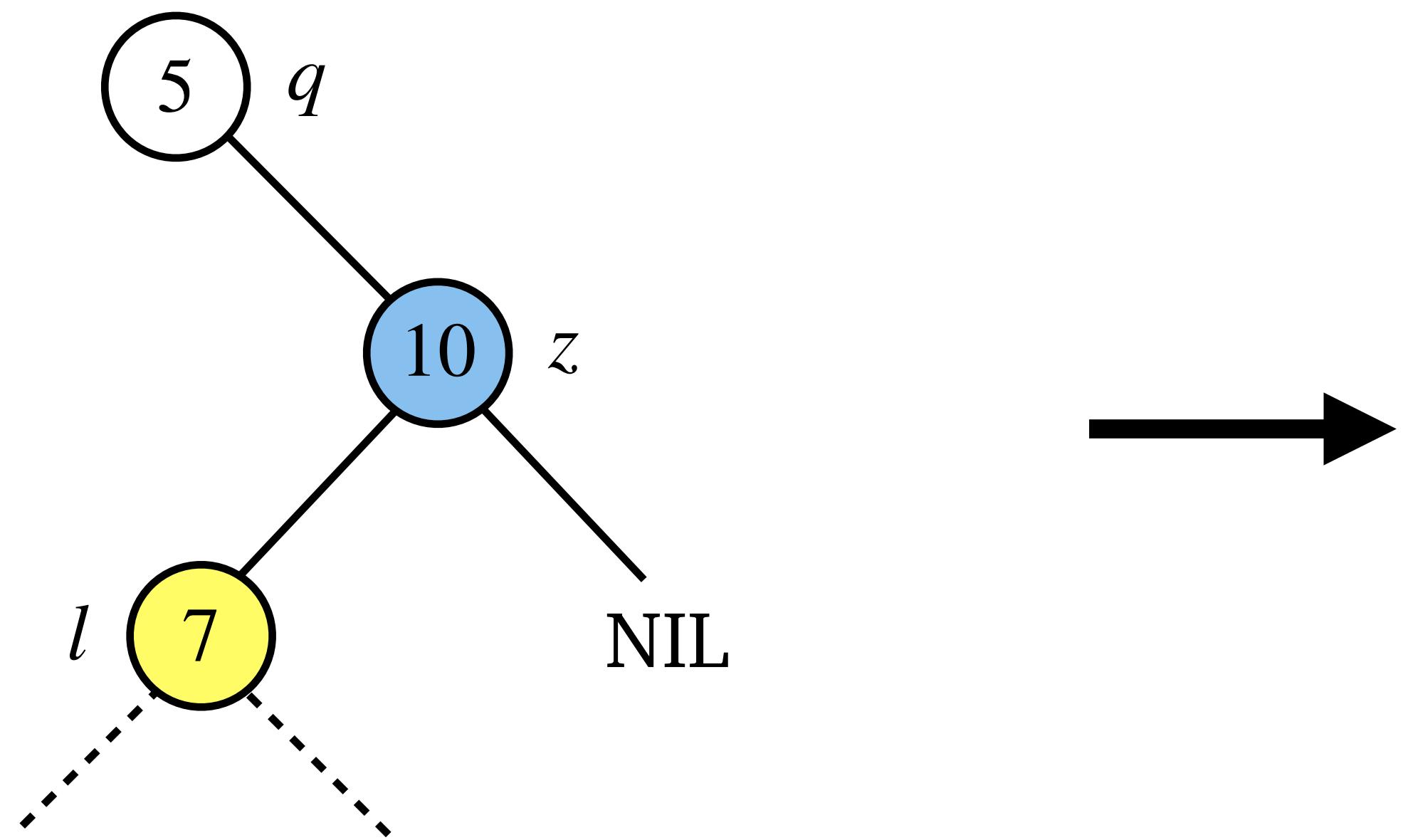
Deletion in a BST

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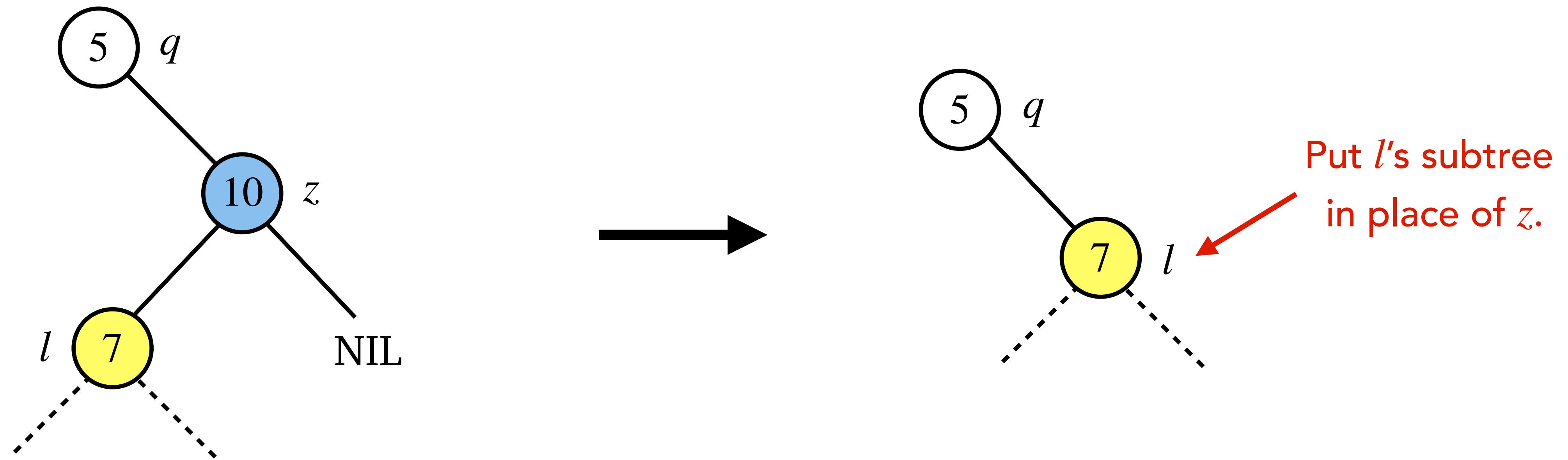
Deletion in a BST

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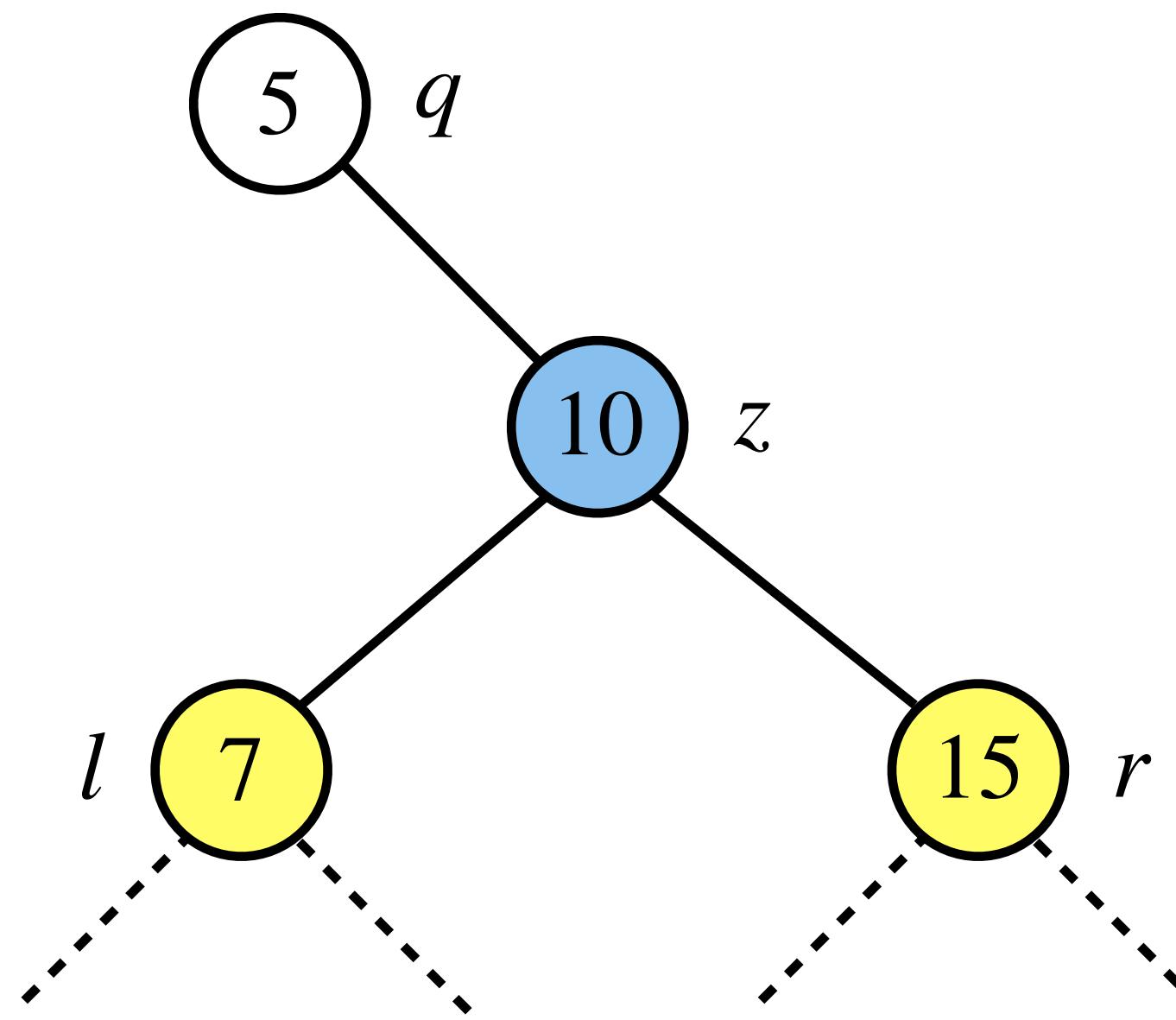
Deletion in a BST

Deletion in a BST

Case 3: z has two children. (WLOG assume z is a right child.)

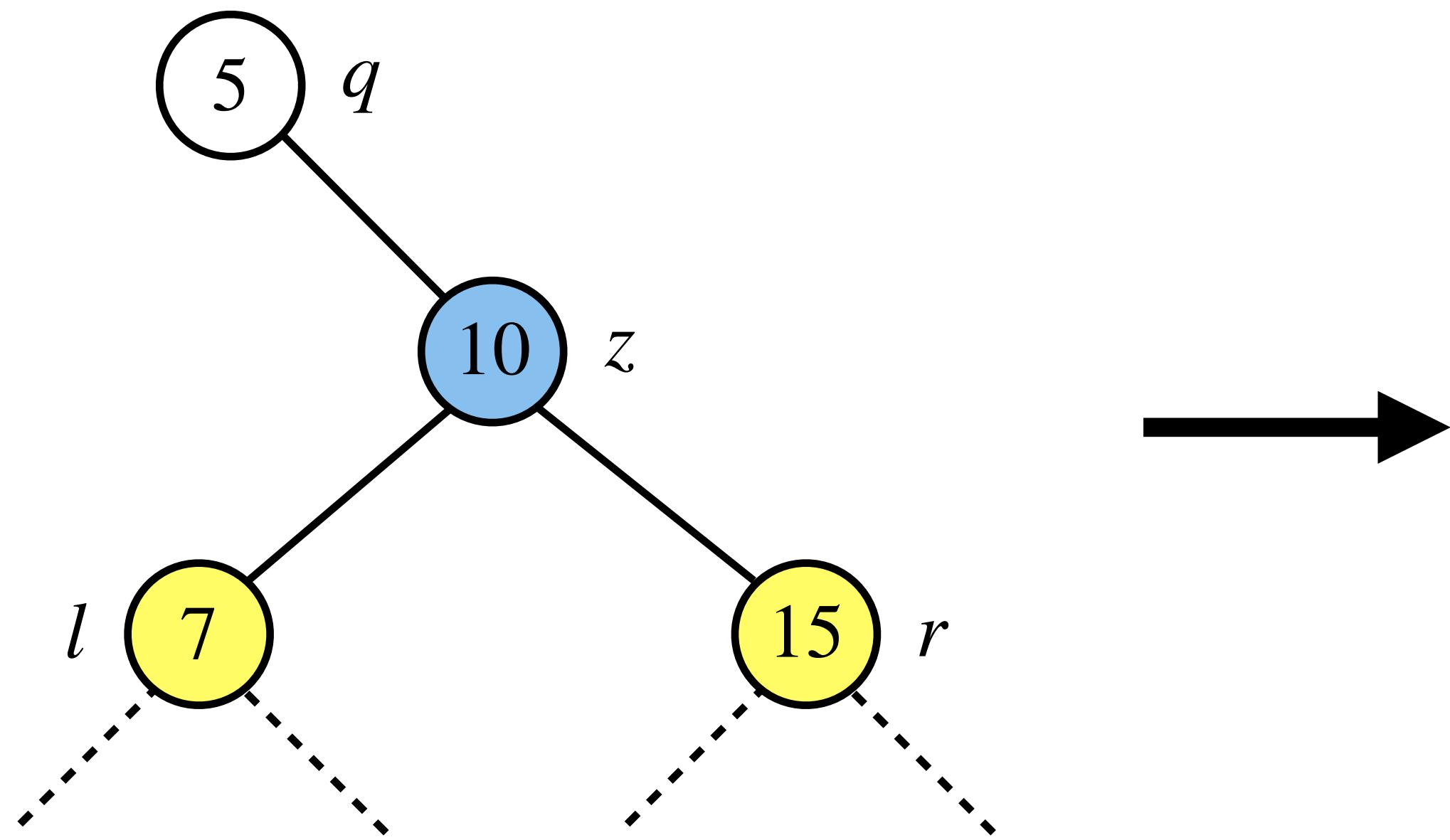
Deletion in a BST

Case 3: z has two children. (WLOG assume z is a right child.)



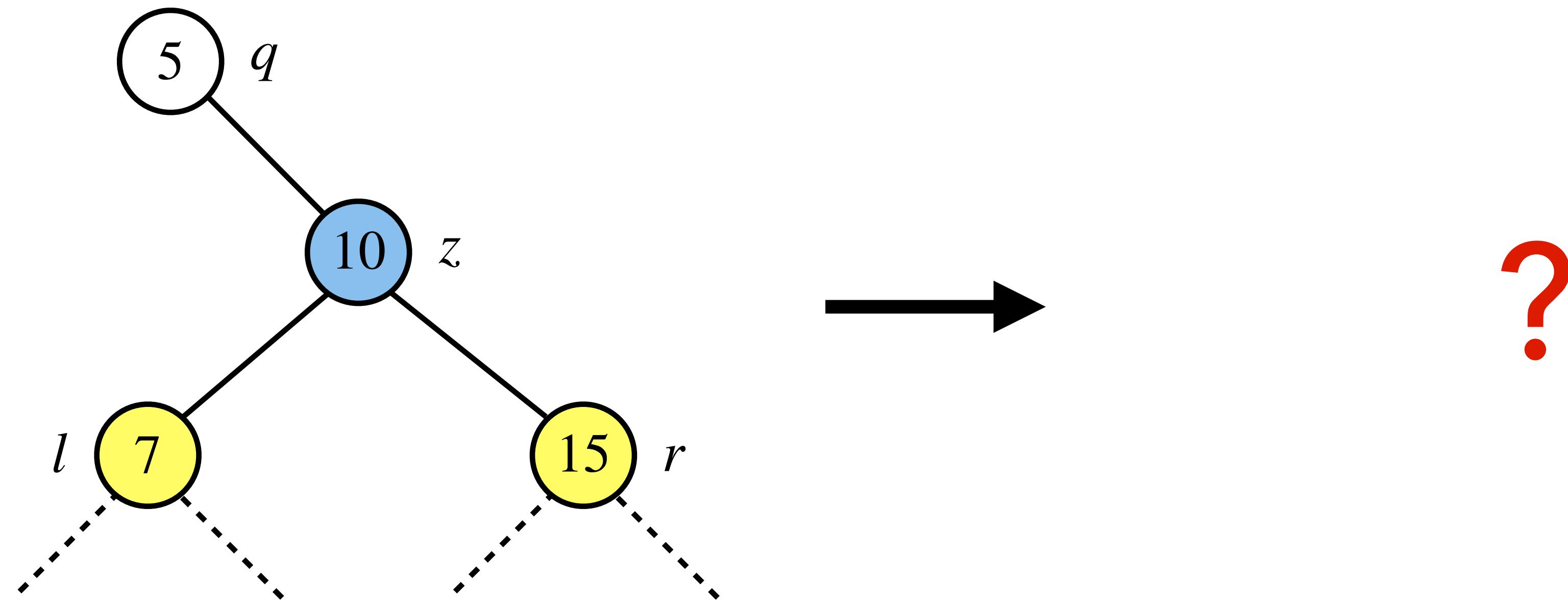
Deletion in a BST

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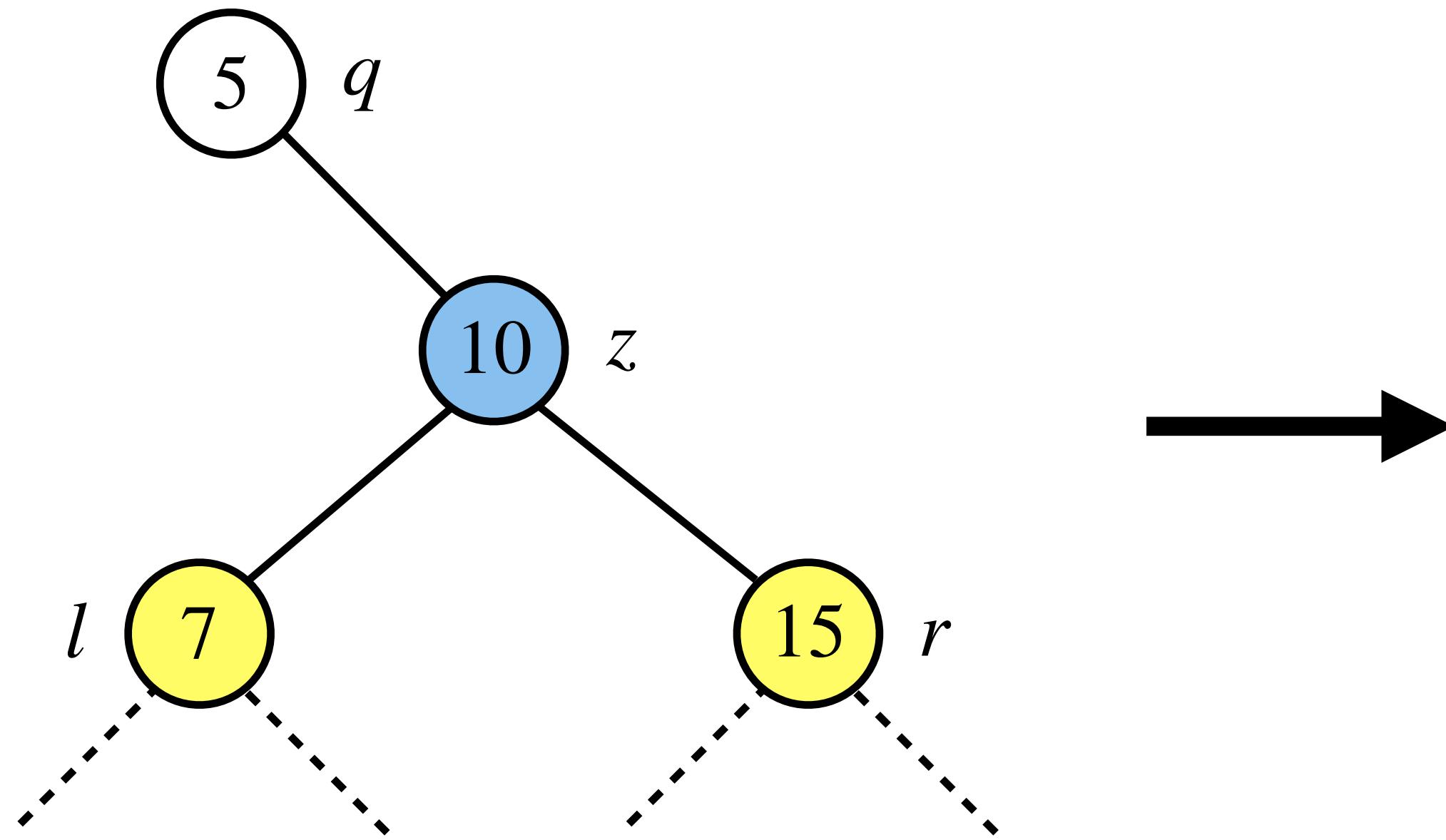
Deletion in a BST

Case 3: z has two children. (WLOG assume z is a right child.)



Deletion in a BST

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Two sub-cases:

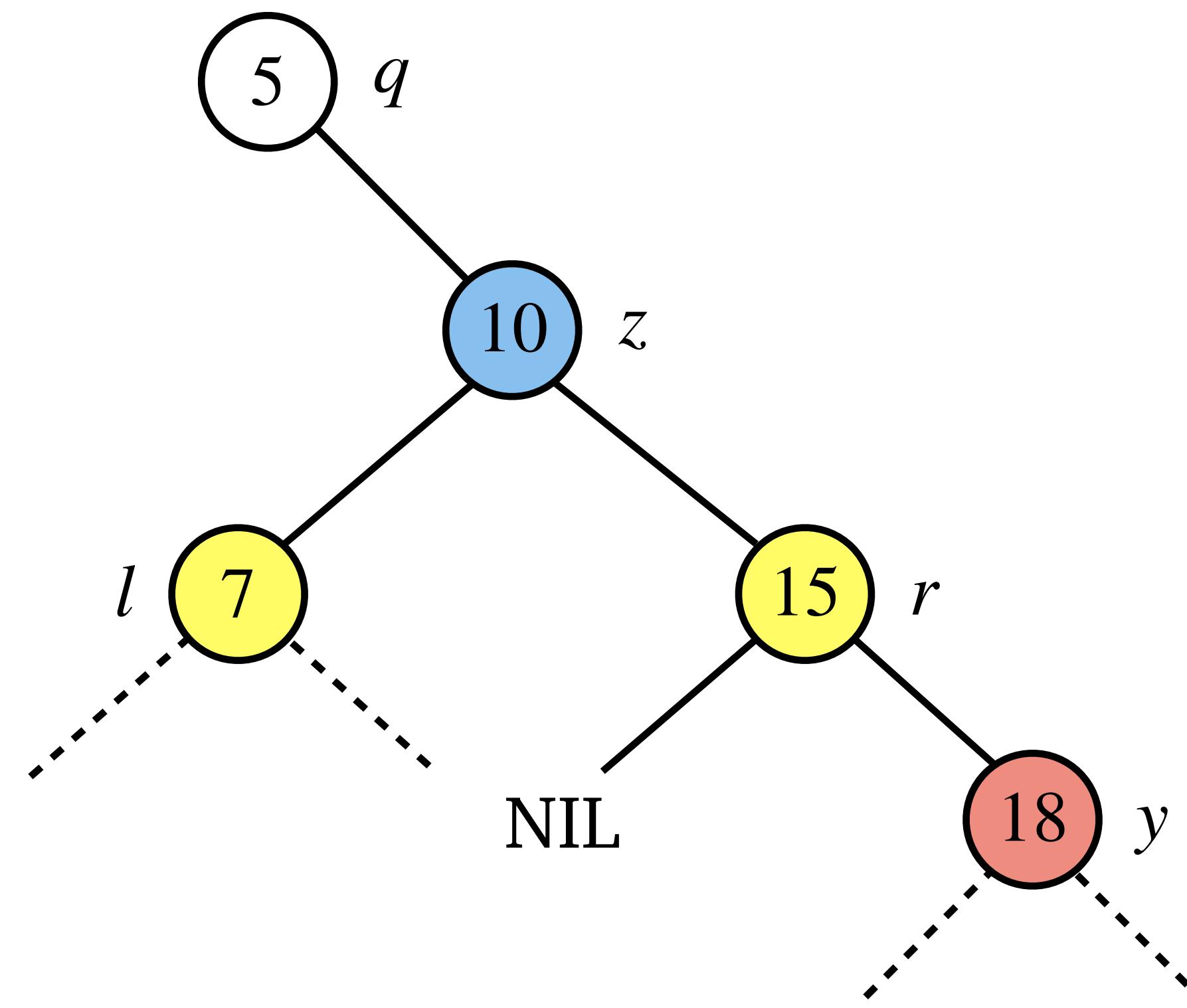
- r has no left child.
- r has a left child.

Deletion in a BST

Case 3a: z has two children where its right child has no left child.

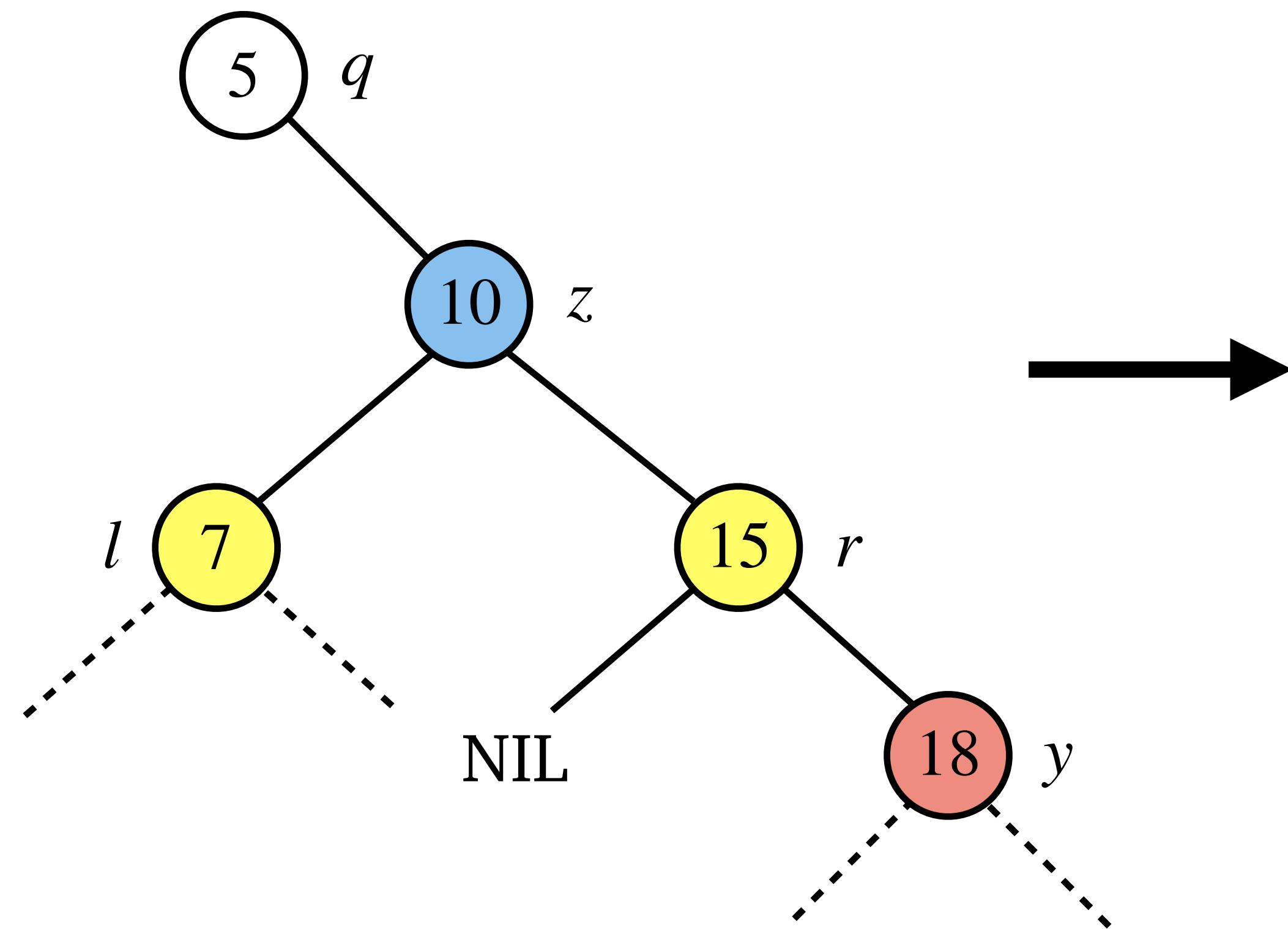
Deletion in a BST

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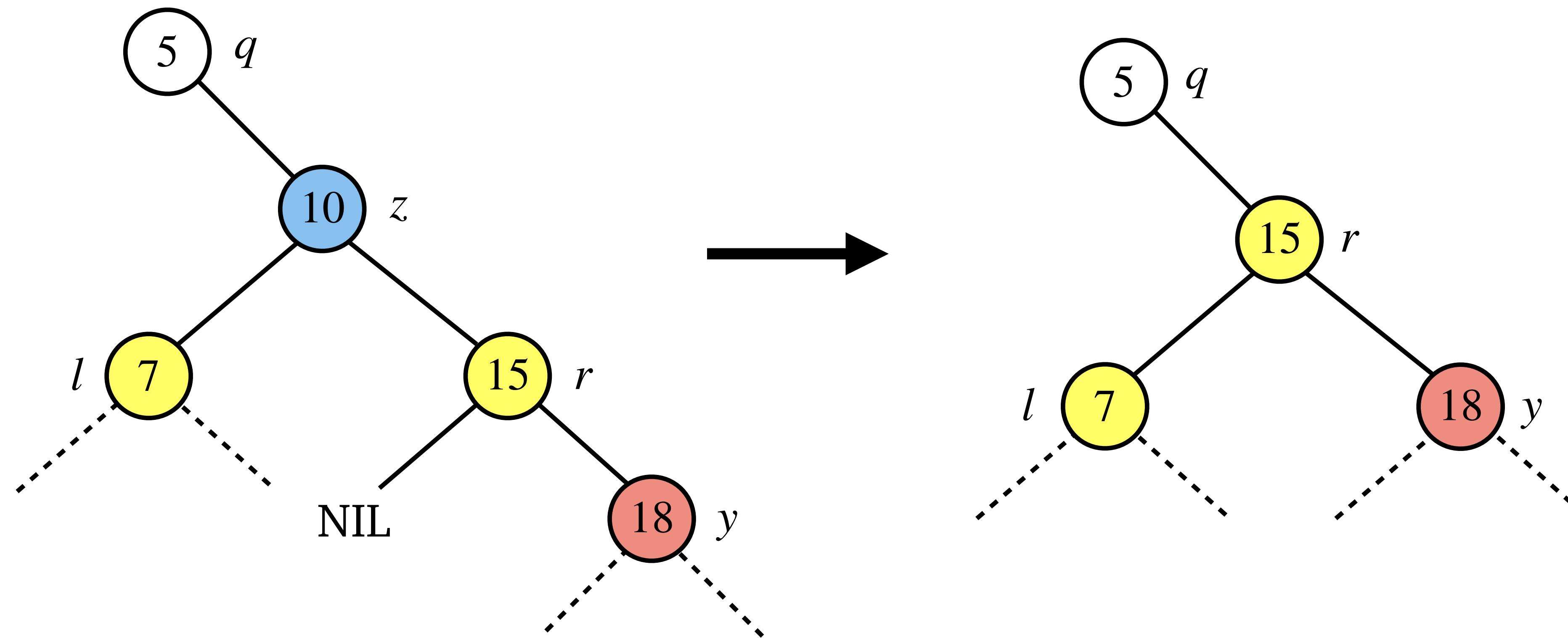
Deletion in a BST

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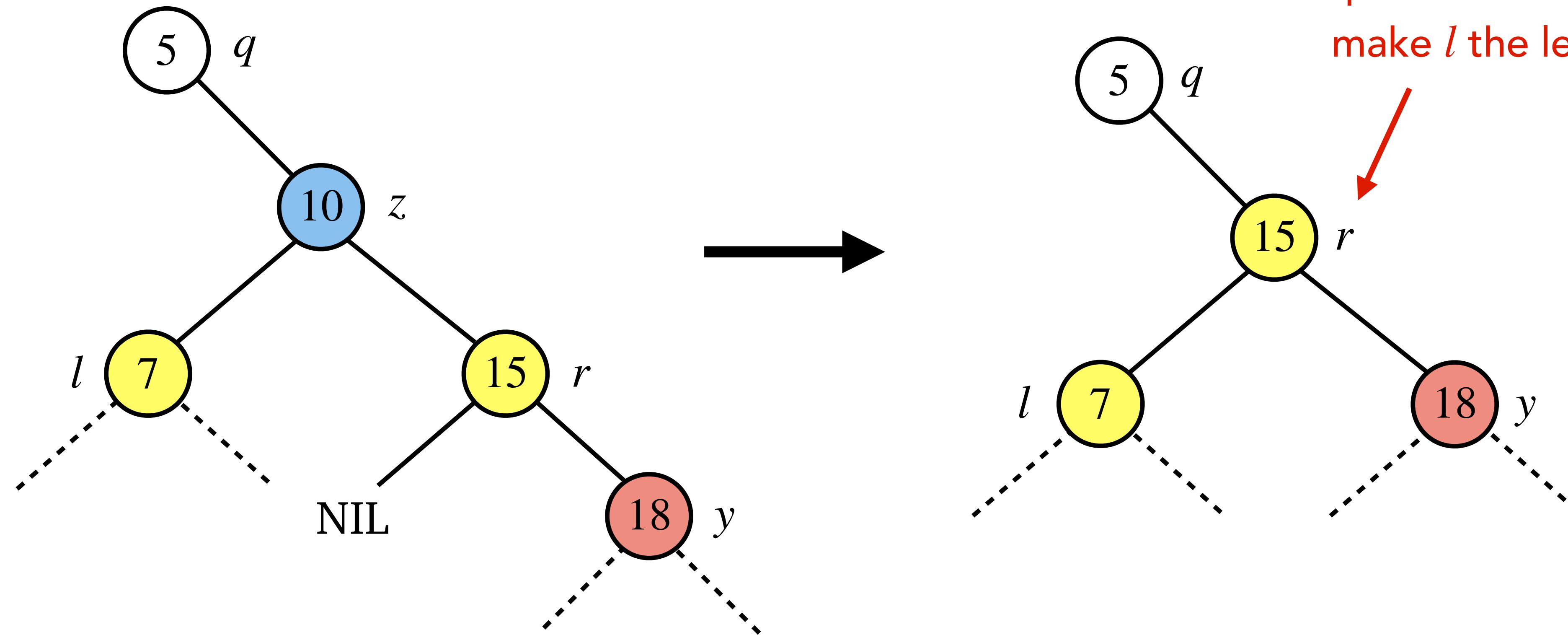
Deletion in a BST

Case 3a: z has two children where its right child has no left child.



Deletion in a BST

Case 3a: z has two children where its right child has no left child.



Replace z with r 's subtree &
make l the left child of r

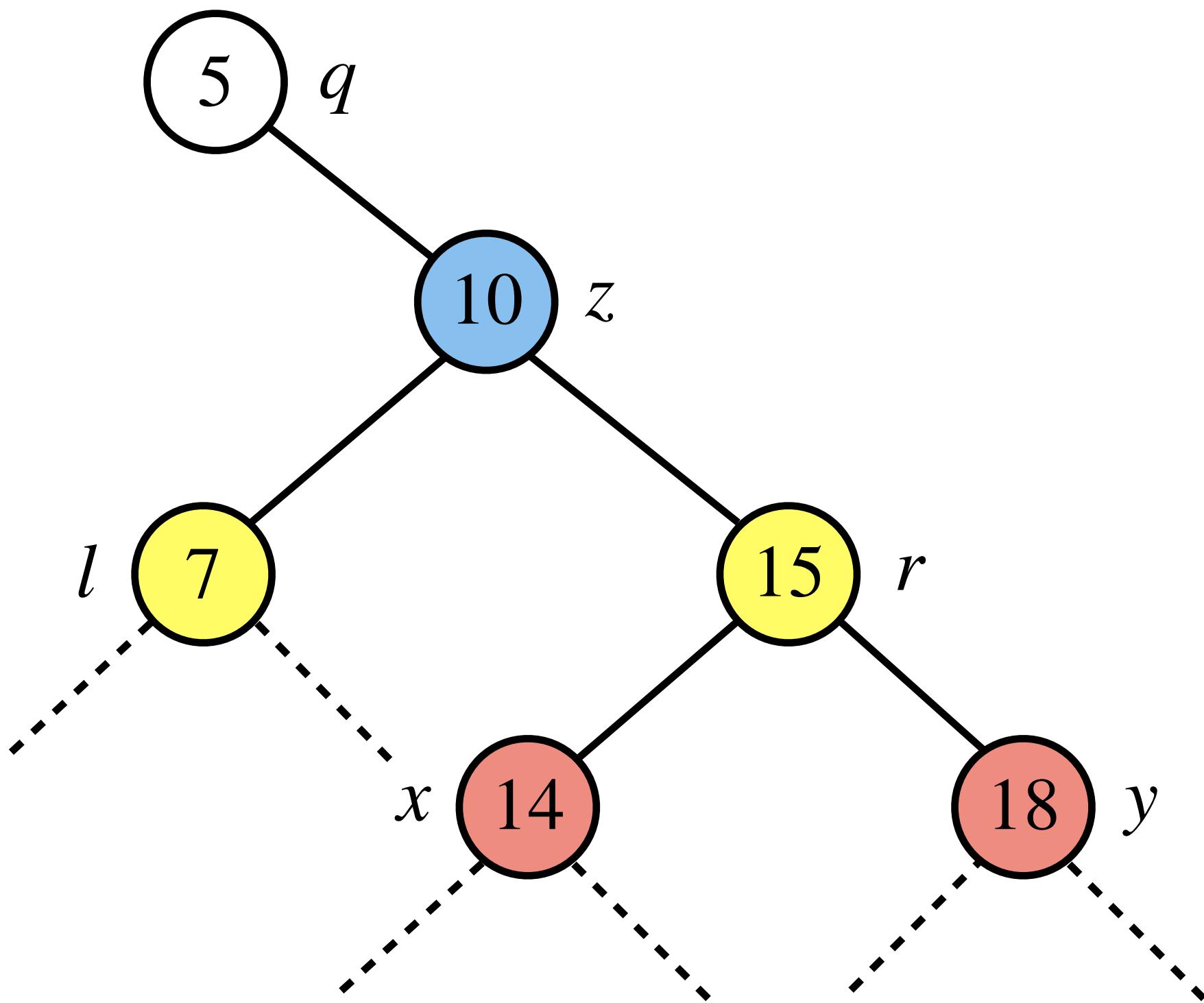
Deletion in a BST

Deletion in a BST

Case 3b: z has two children where its right child has a left child.

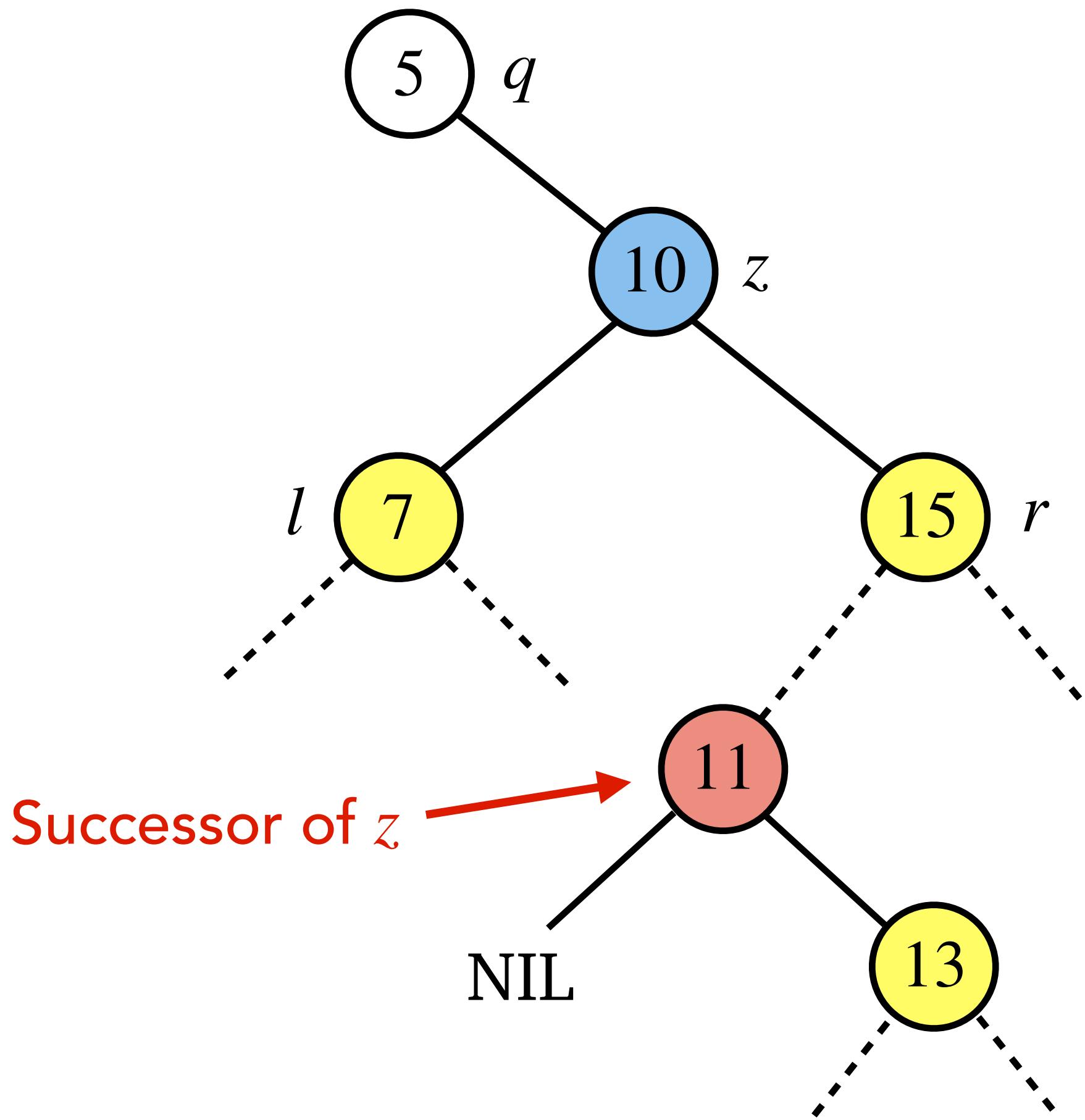
Deletion in a BST

Case 3b: z has two children where its right child has a left child.



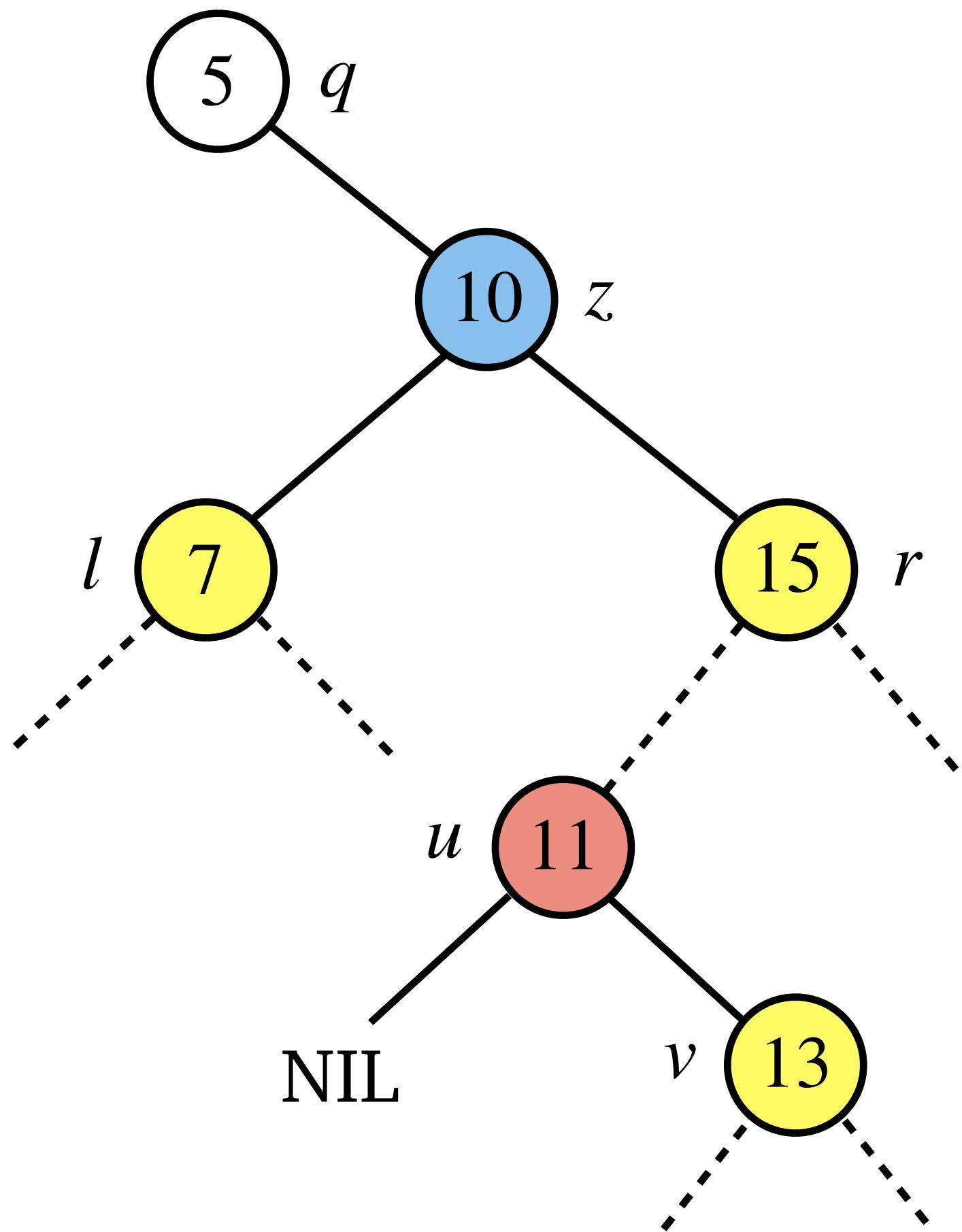
Deletion in a BST

Case 3b: z has two children where its right child has a left child.



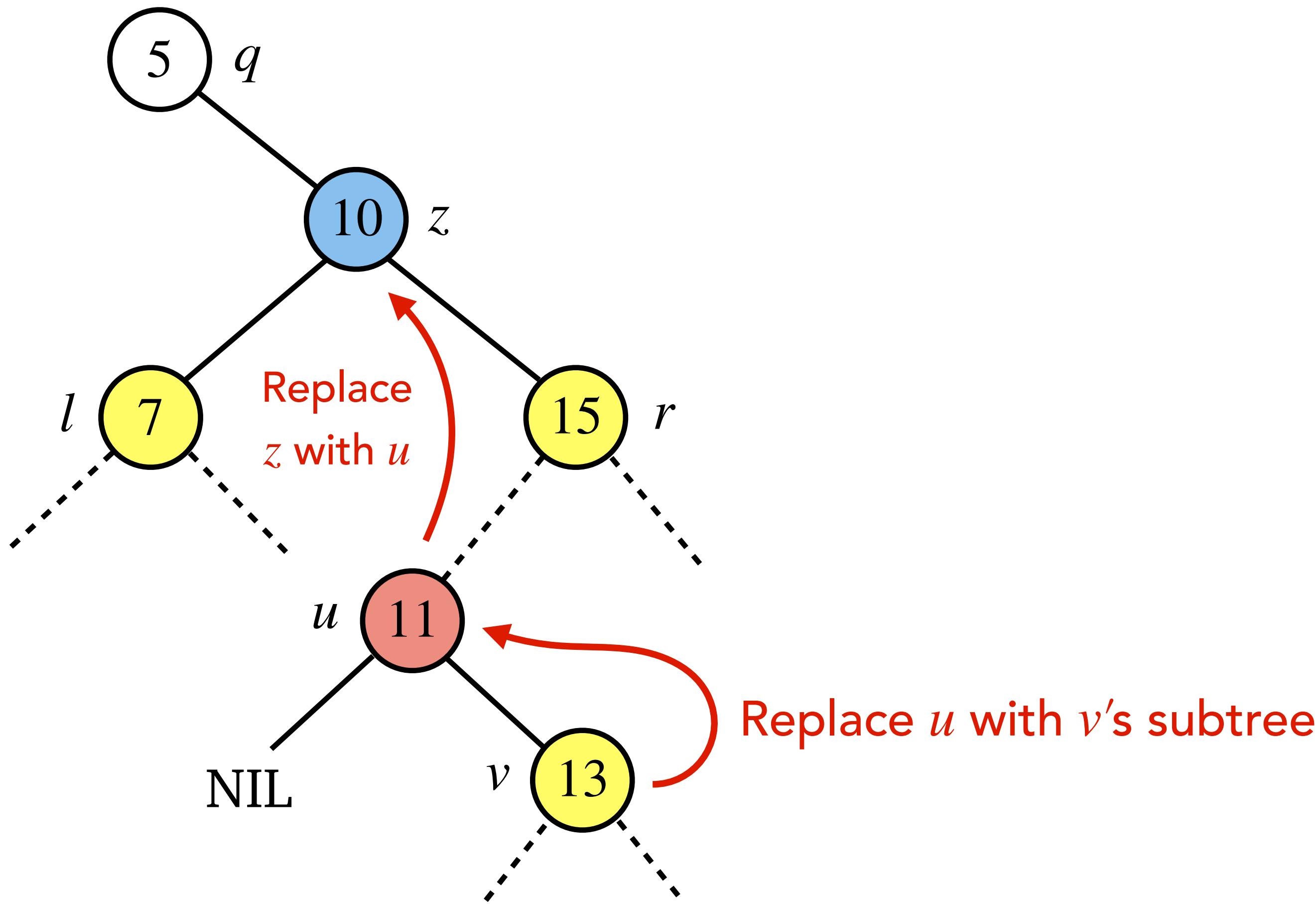
Deletion in a BST

Case 3b: z has two children where its right child has a left child.



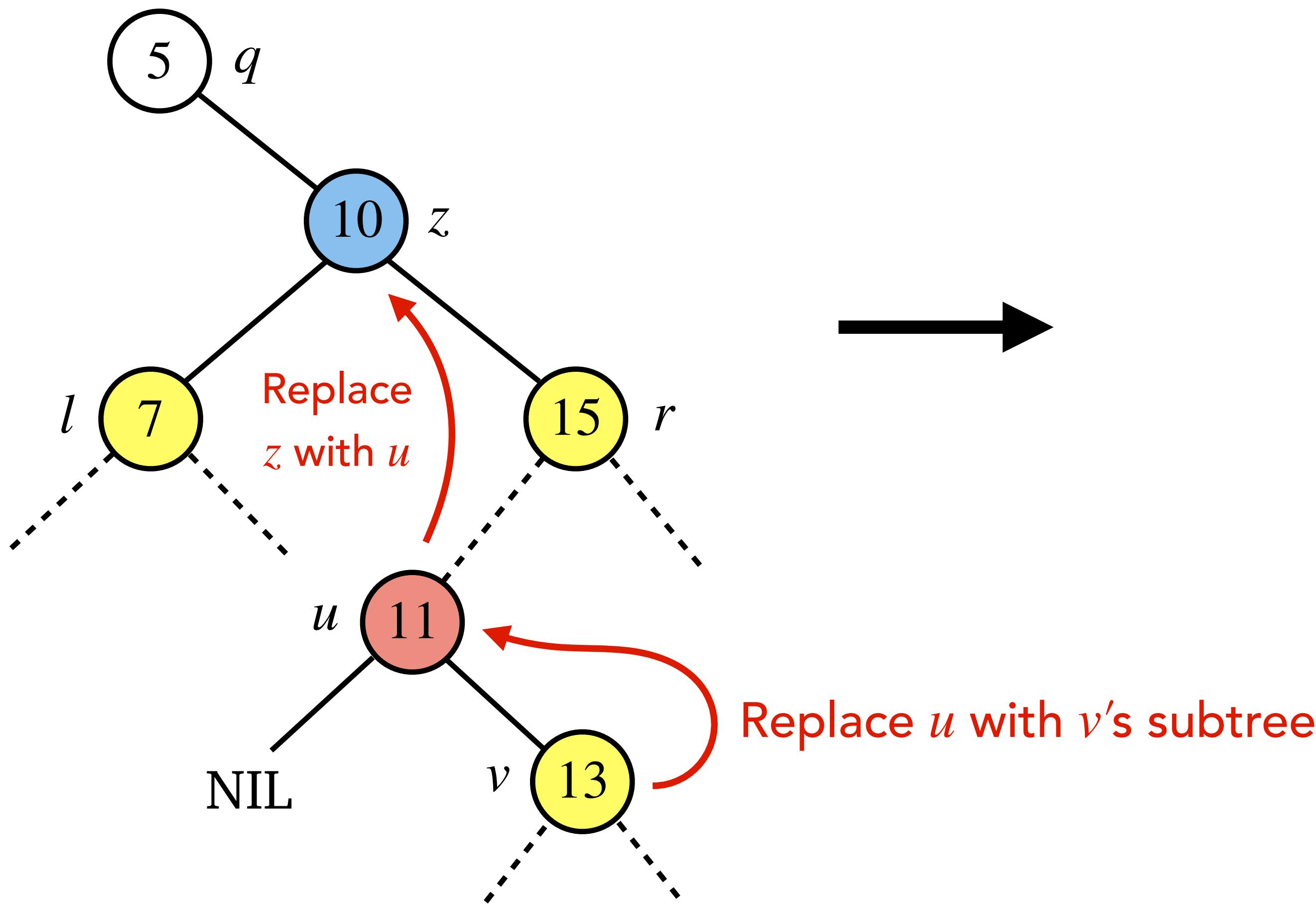
Deletion in a BST

Case 3b: z has two children where its right child has a left child.



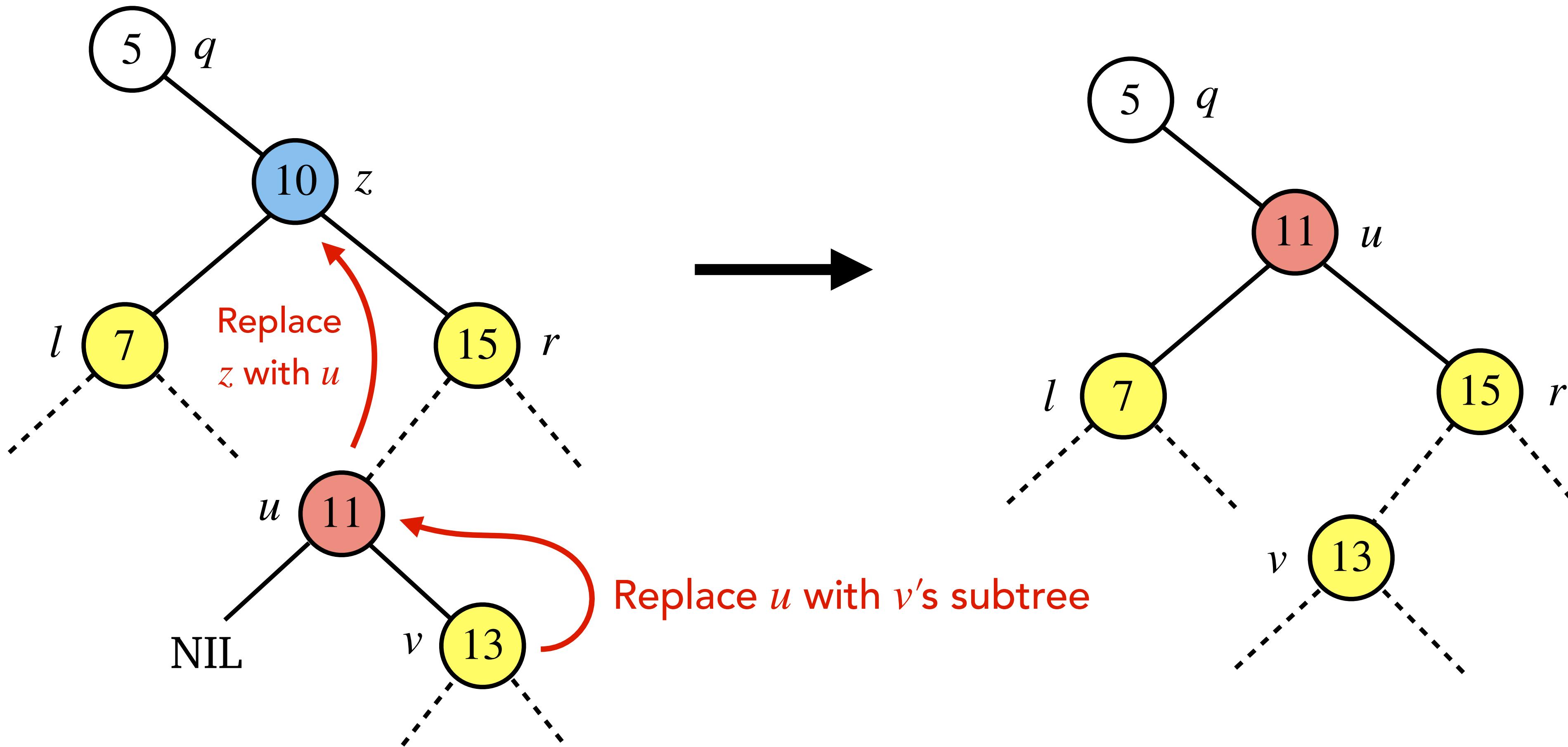
Deletion in a BST

Case 3b: z has two children where its right child has a left child.



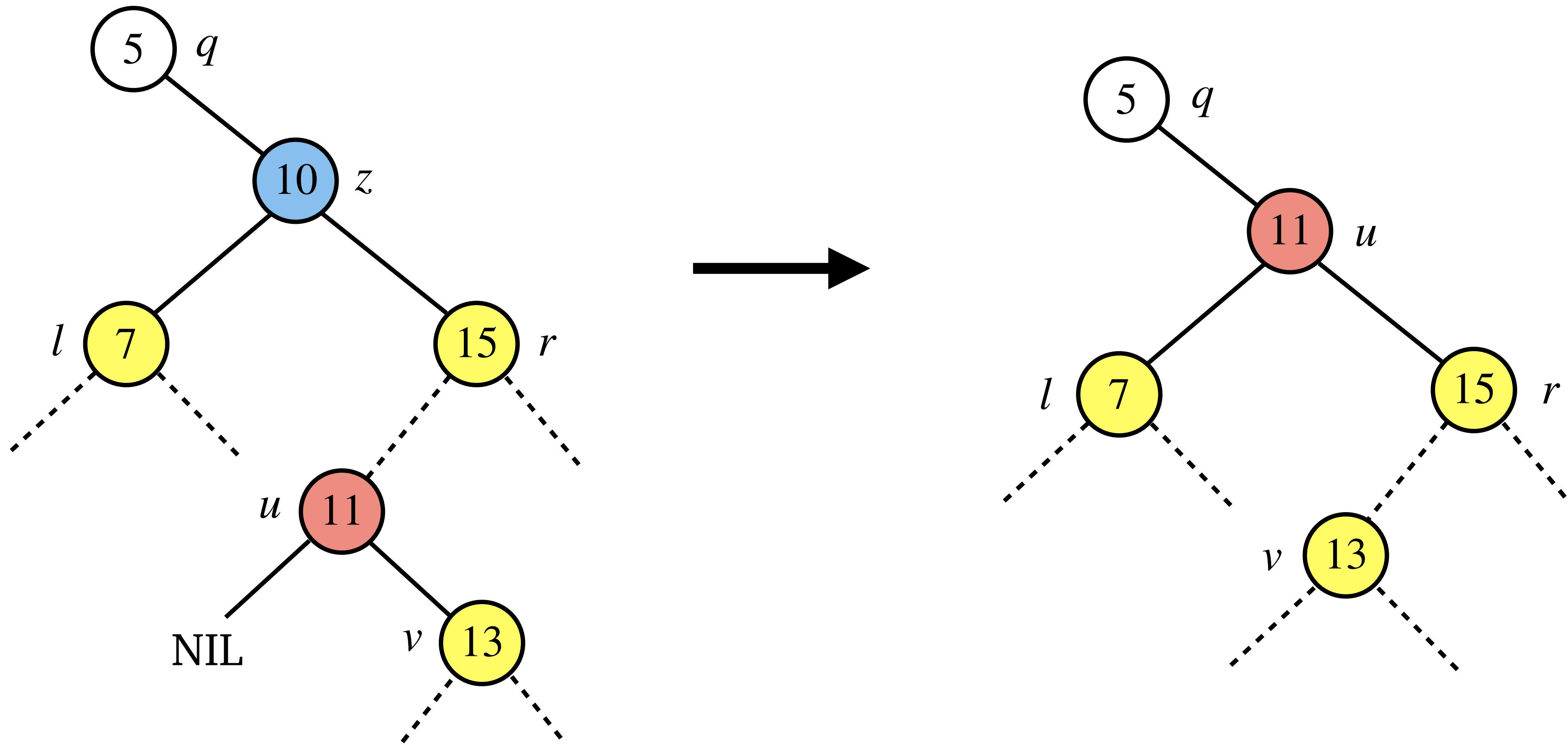
Deletion in a BST

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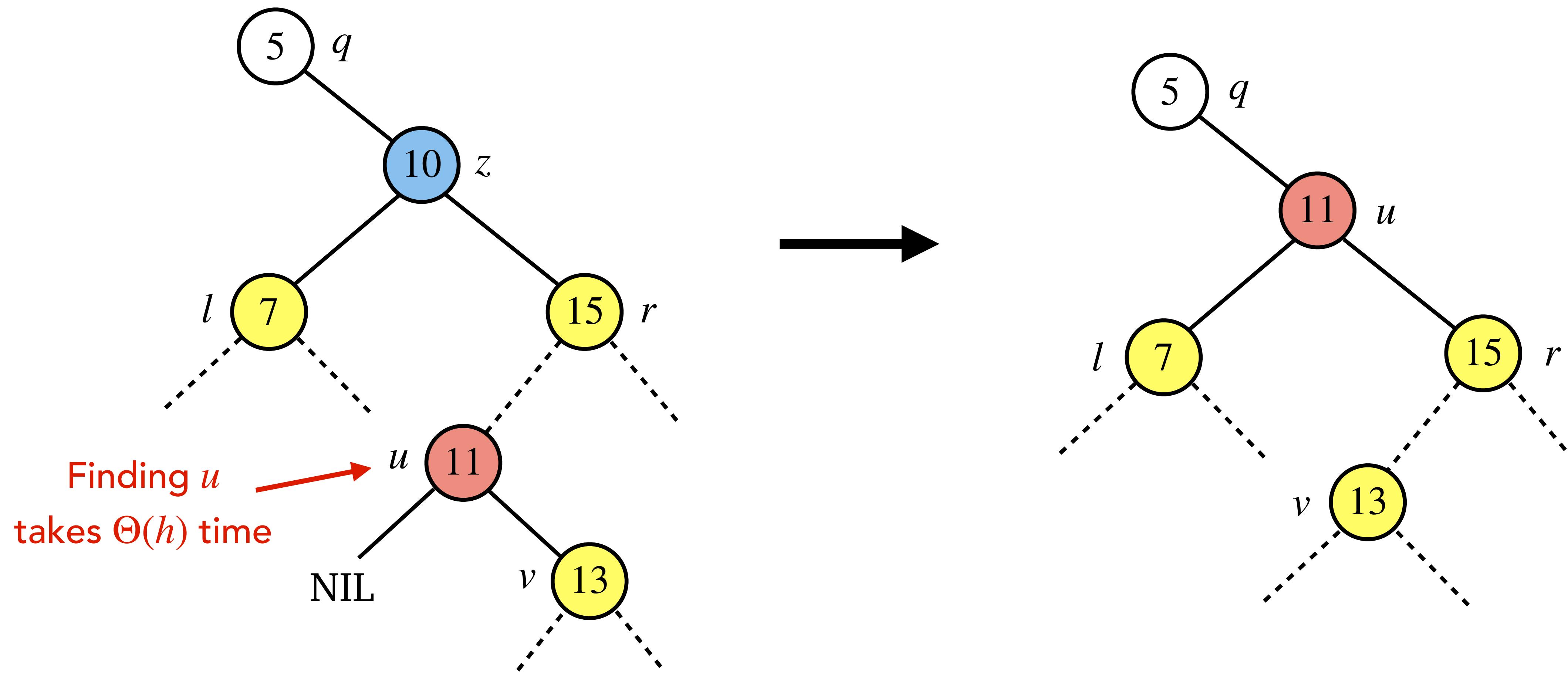
Deletion in a BST

Case 3b: z has two children where its right child has a left child.



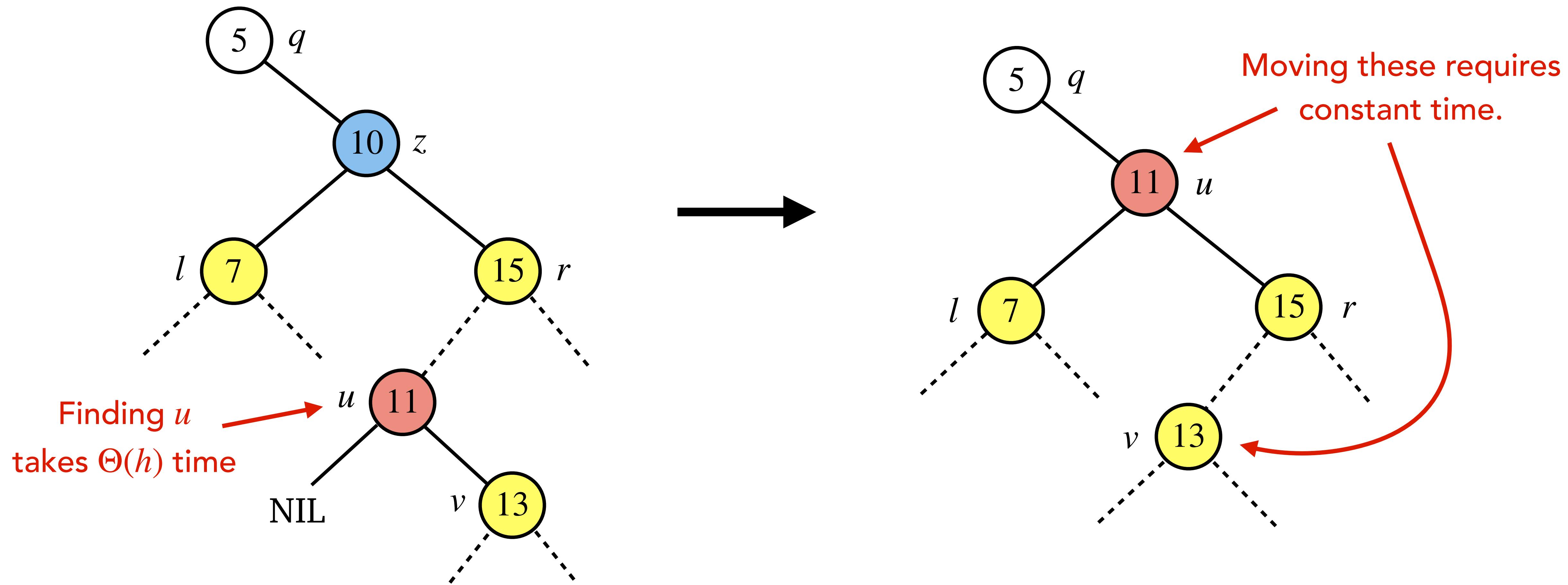
Deletion in a BST

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Are BSTs Good Enough?

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BSTs can perform **Insert**, **Delete**, **Search**, etc., in $\Theta(h)$ time.

Are BSTs Good Enough?

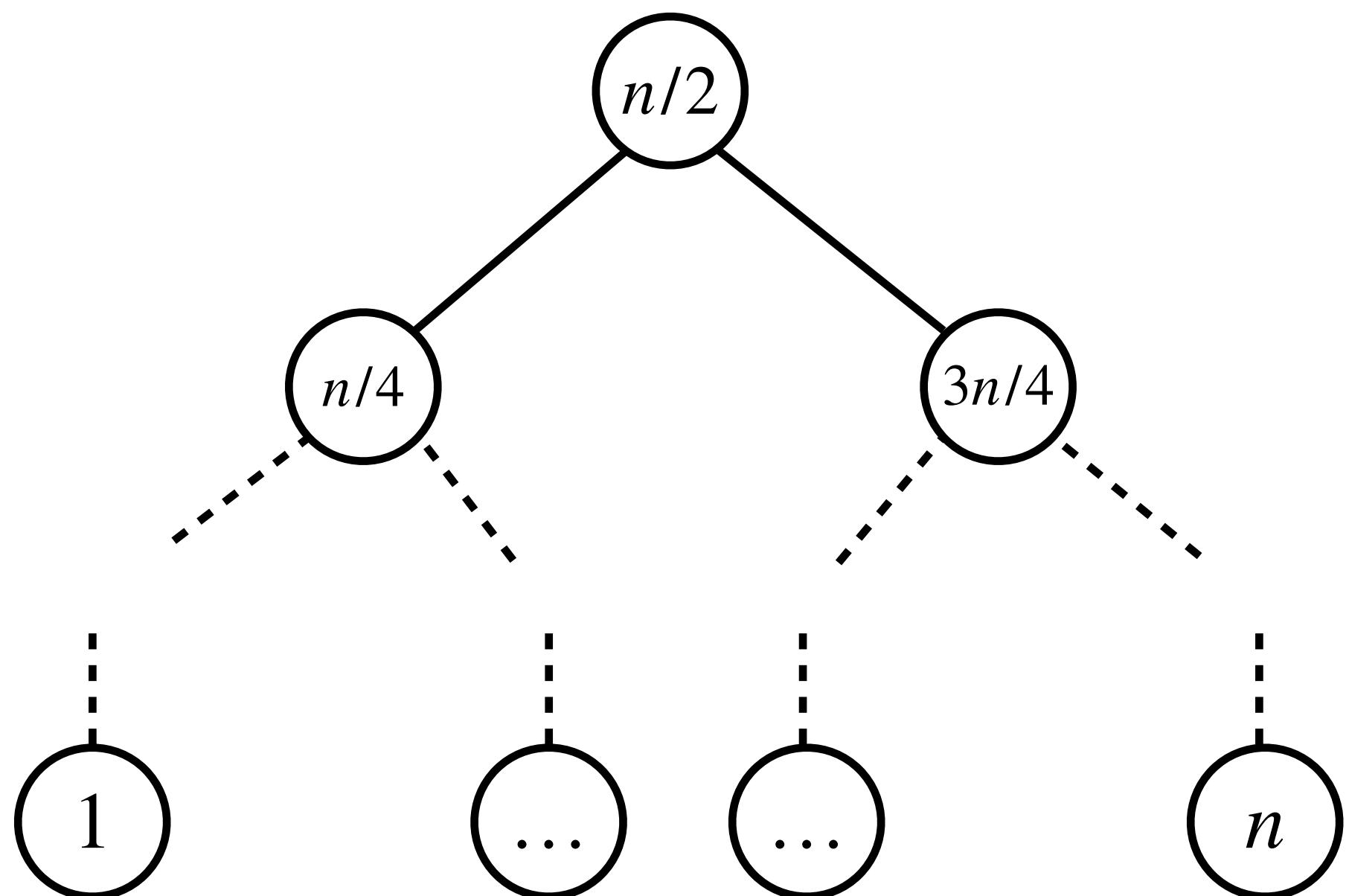
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But,

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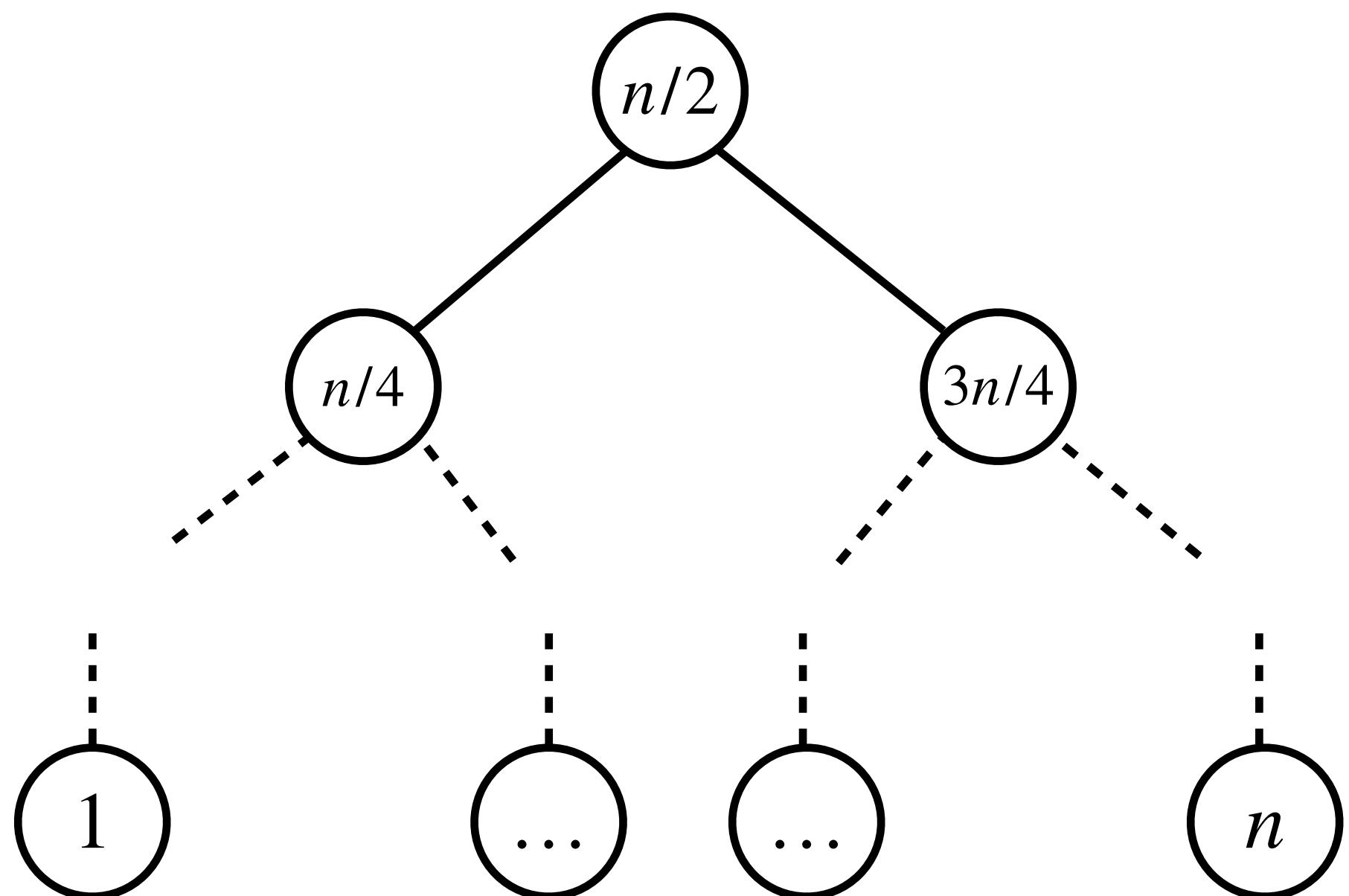
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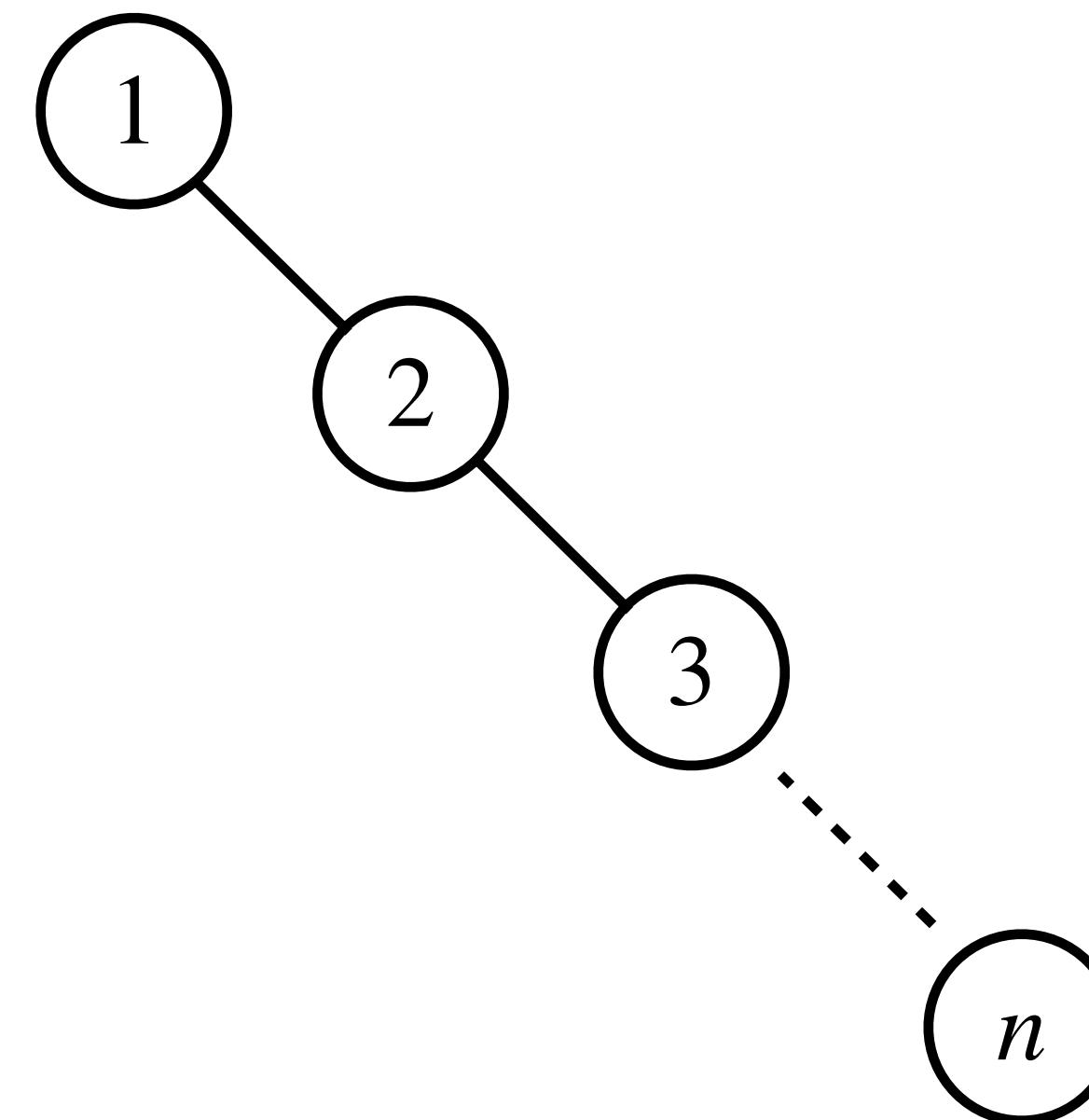
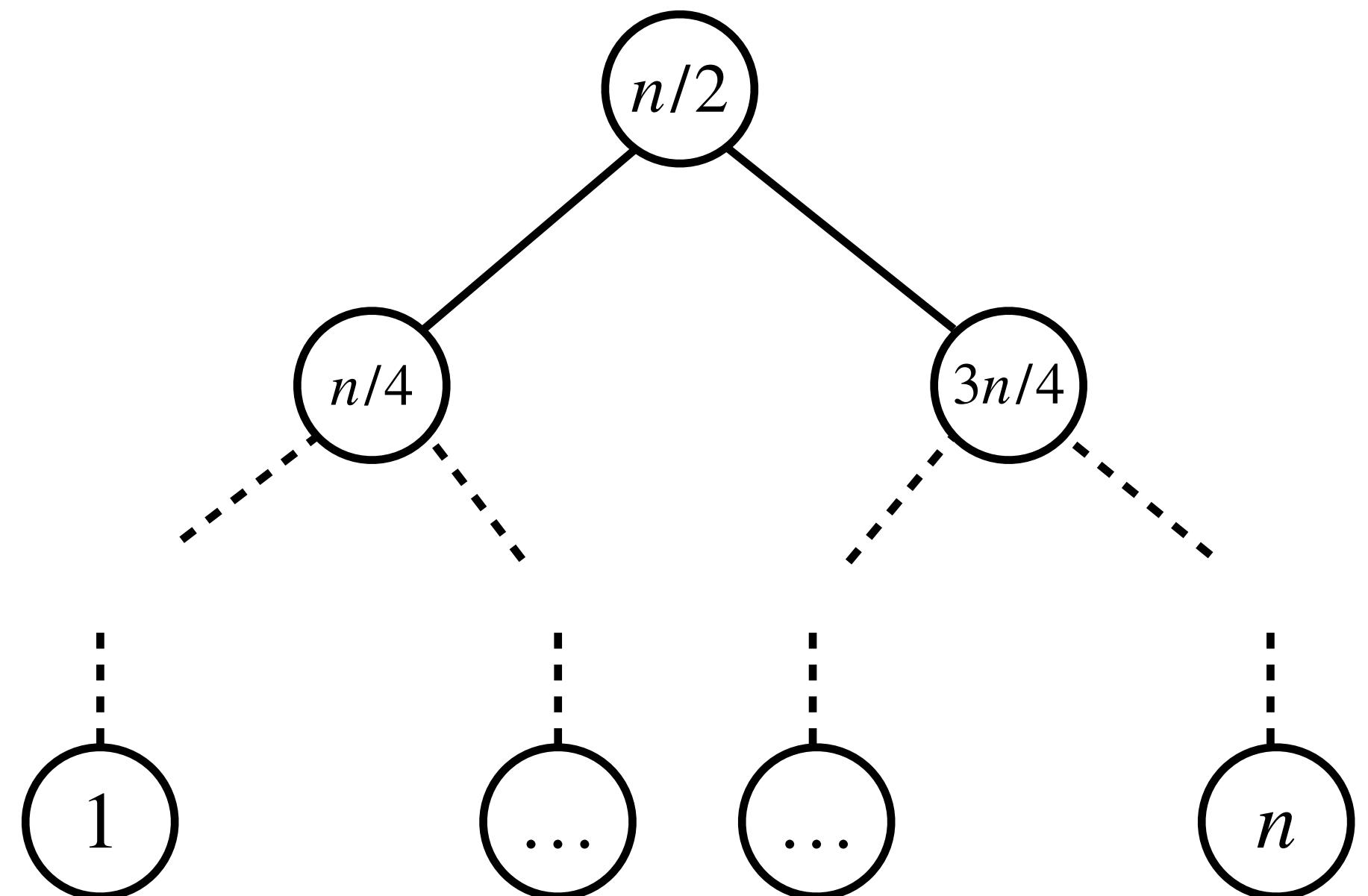


Best case: $h = \Theta(\log n)$

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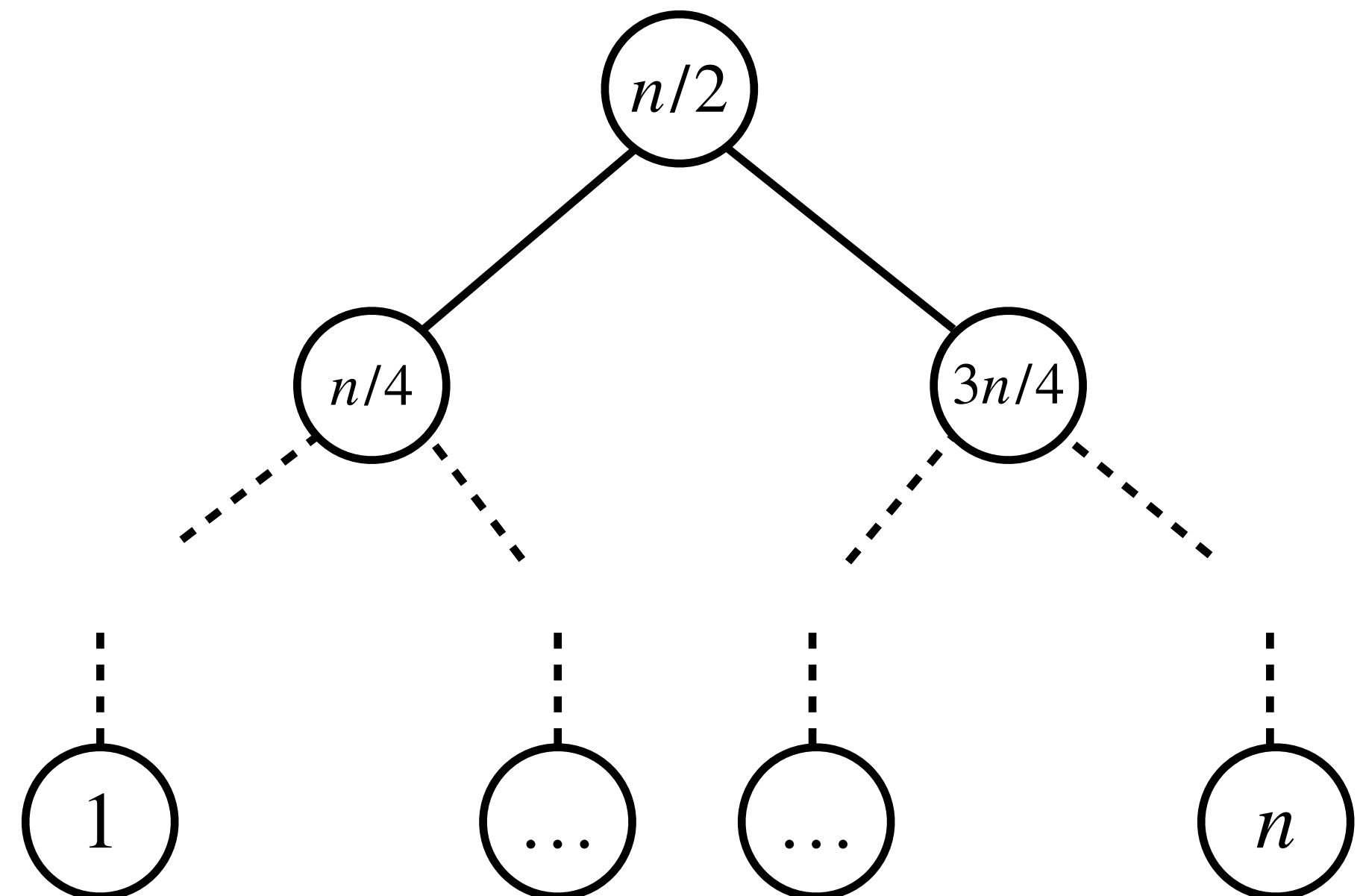


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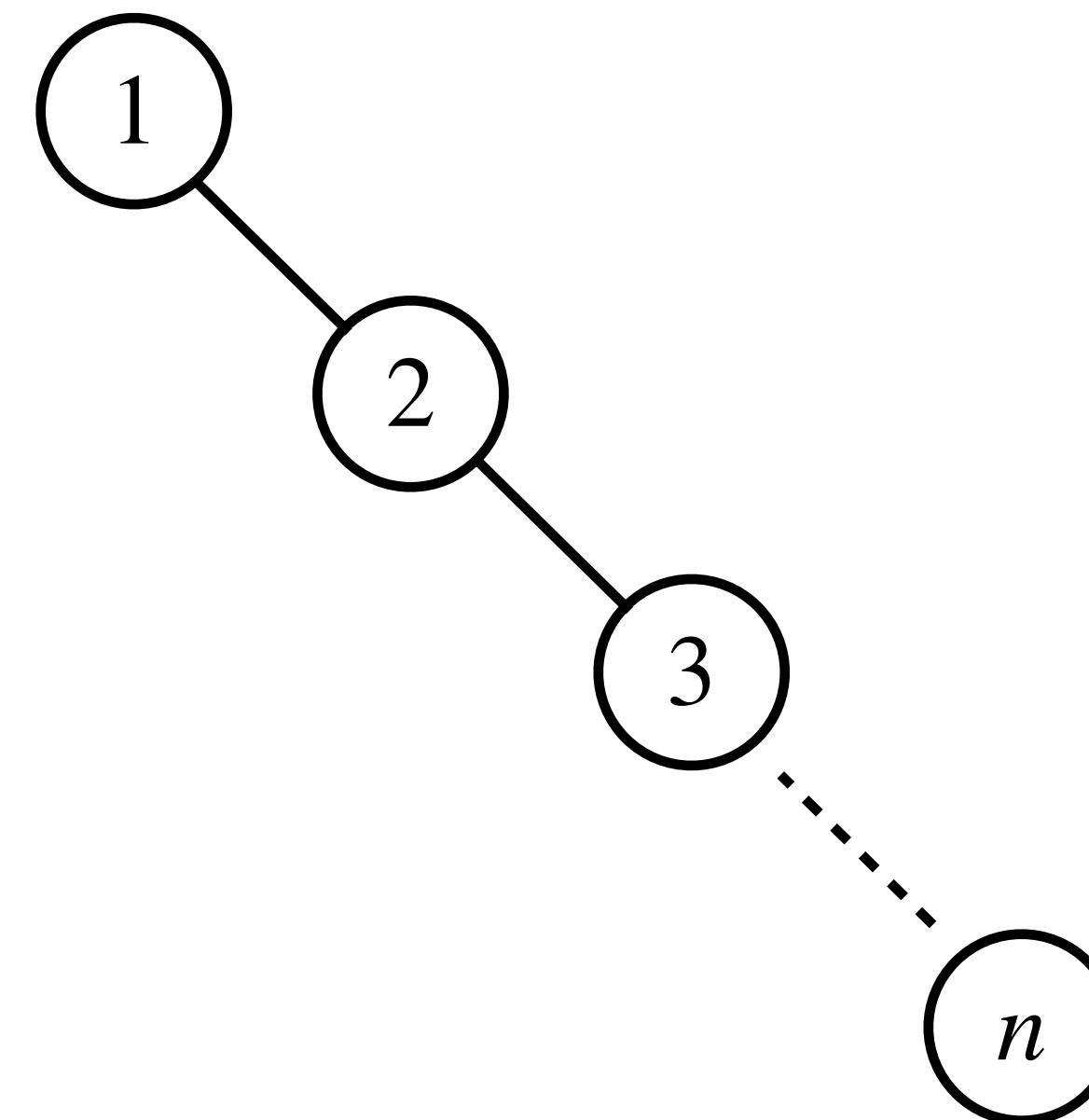
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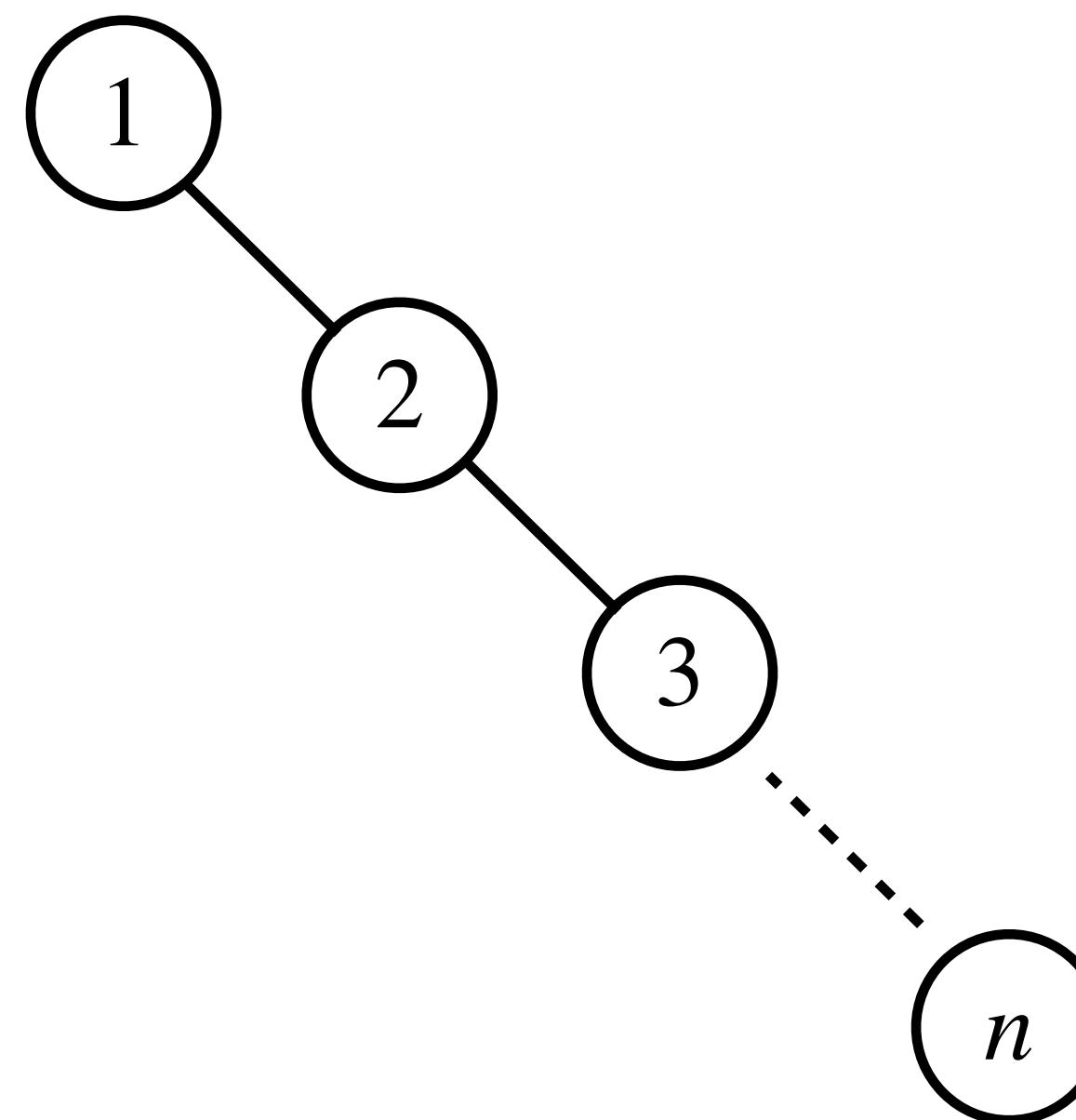
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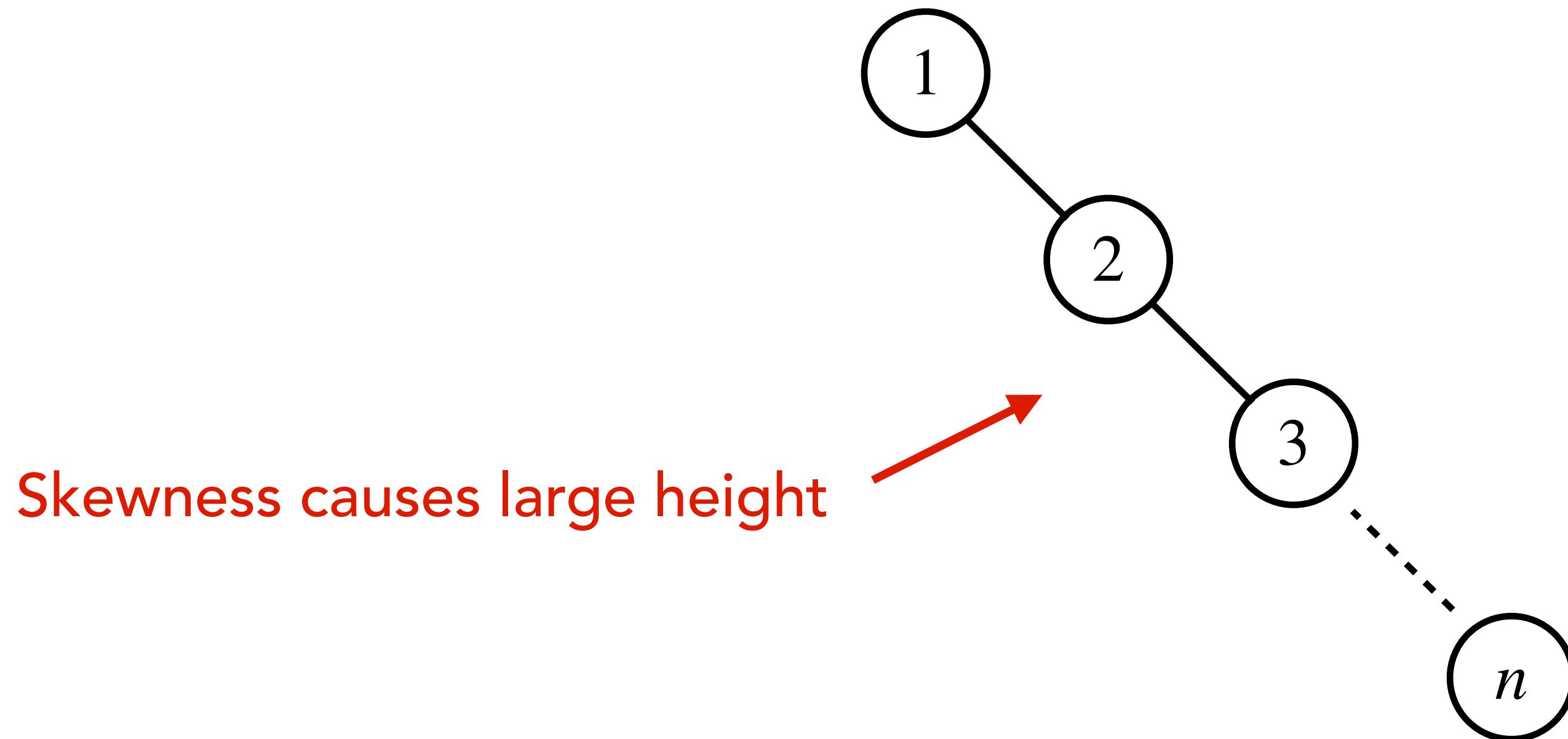
Worst case: $h = \Theta(n)$

How to Restrict Height in BSTs?

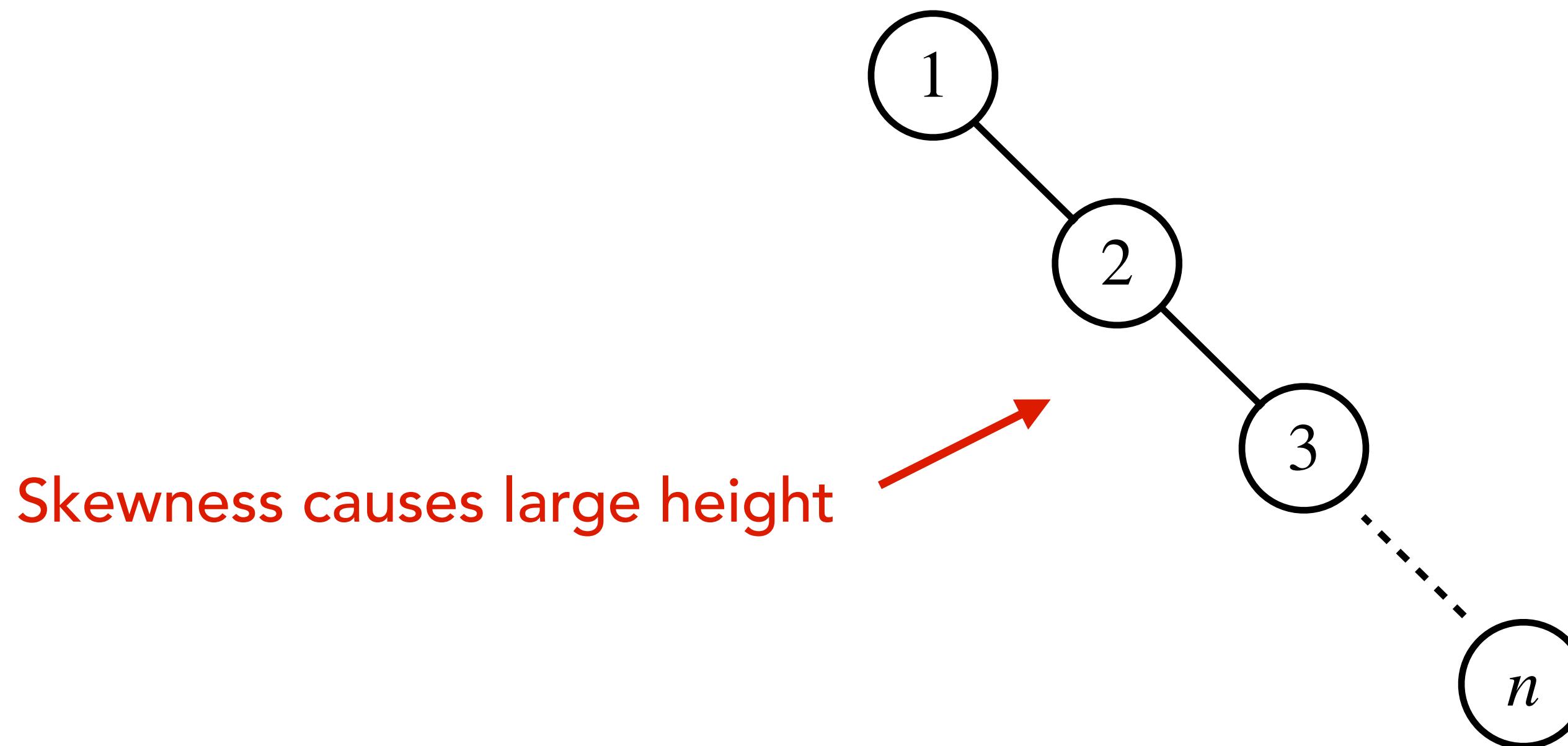
How to Restrict Height in BSTs?



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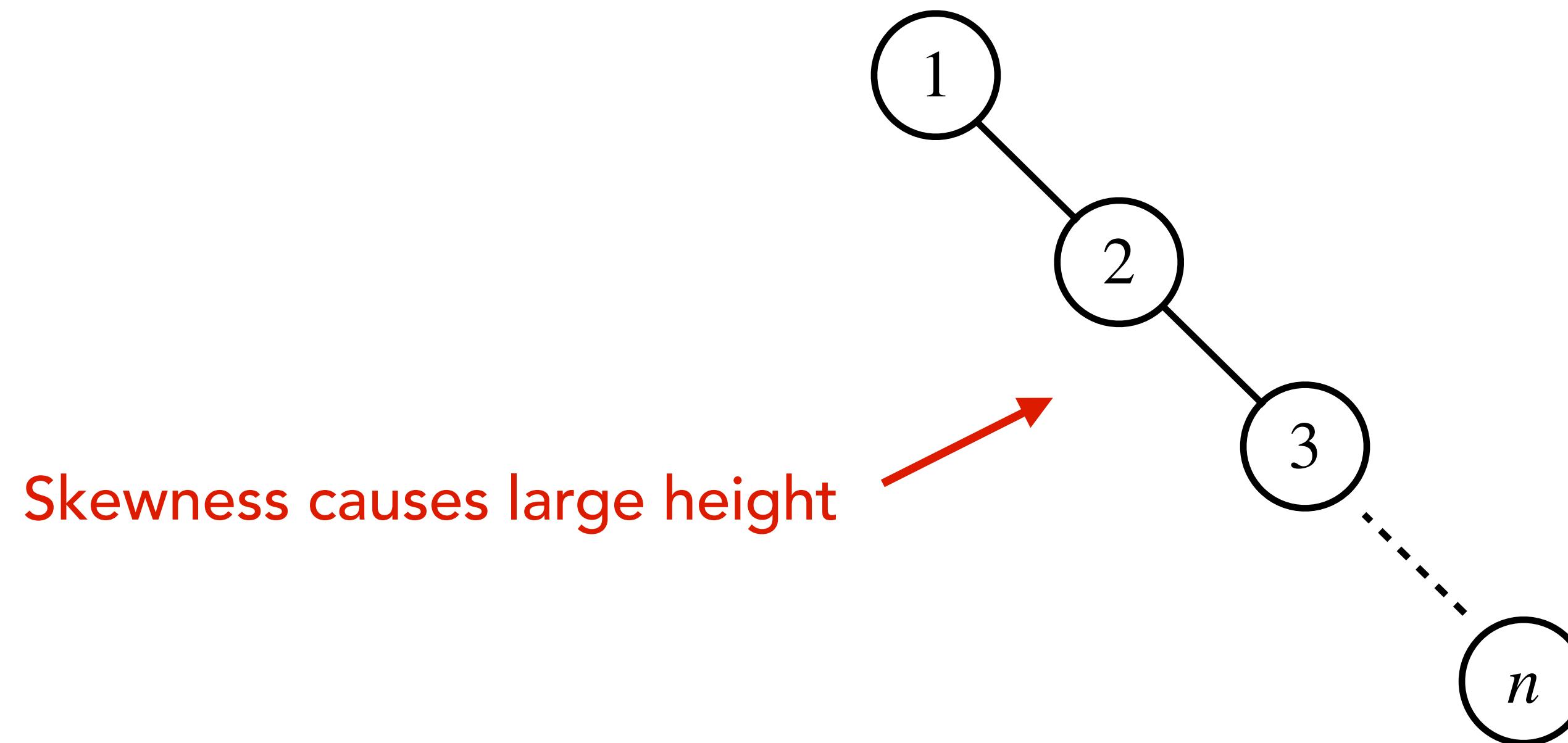


How to Restrict Height in BSTs?



Idea: We can restrict the maximum height by keeping the BST **balanced**.

How to Restrict Height in BSTs?

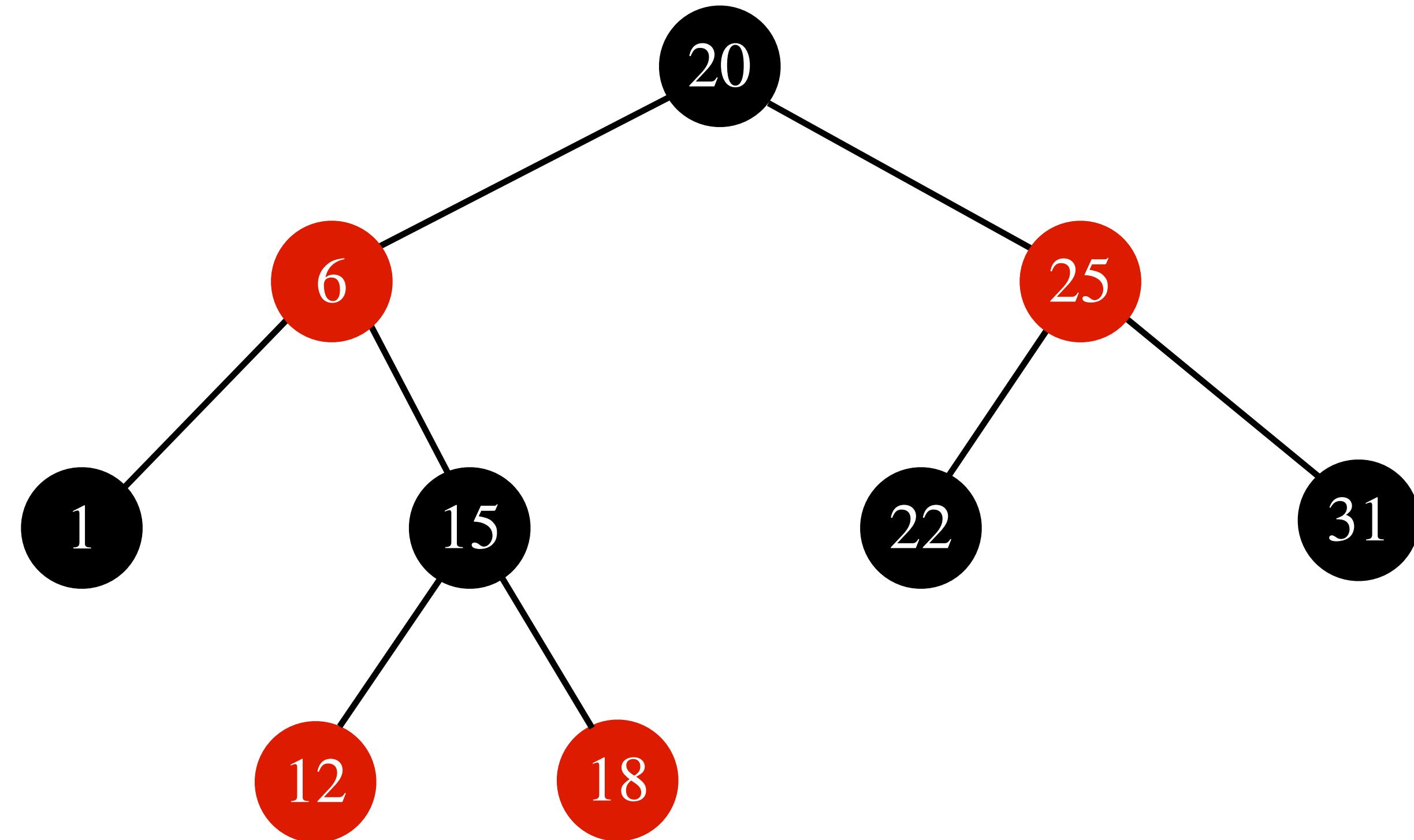


Idea: We can restrict the maximum height by keeping the BST **balanced**.

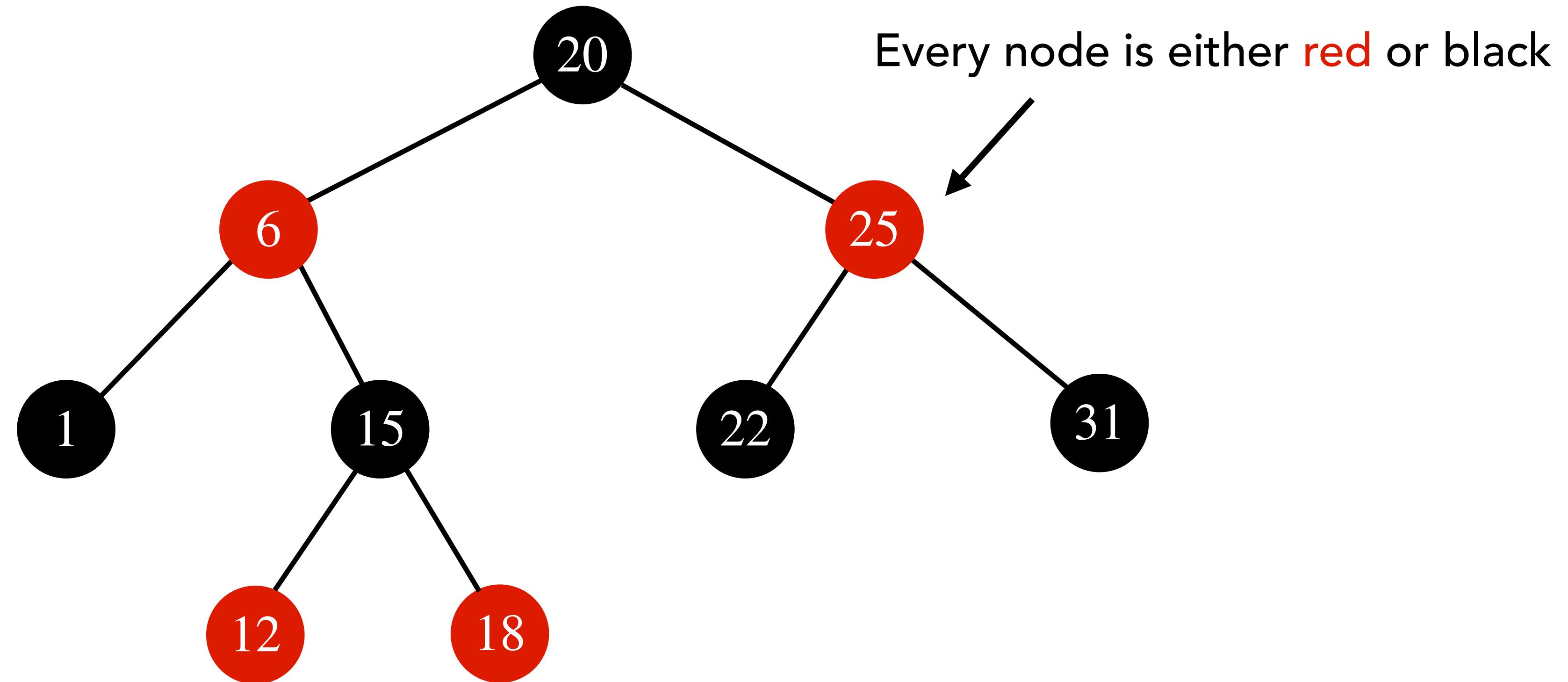
For any node x , number of nodes in $\text{left-subtree}(x)$ should not be too small or large than number of nodes in $\text{right-subtree}(x)$

RB-Trees: How do they look like?

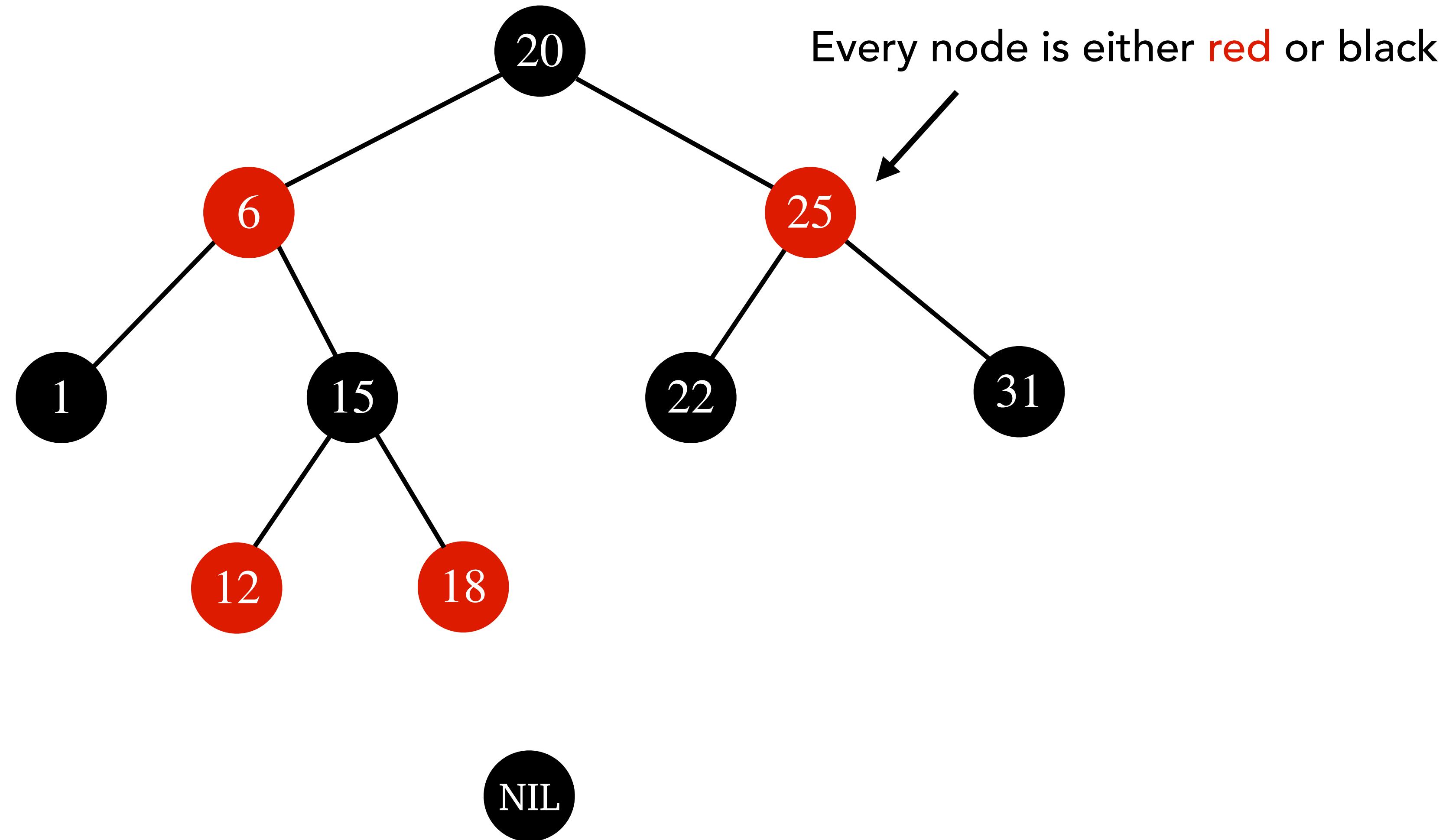
RB-Trees: How do they look like?



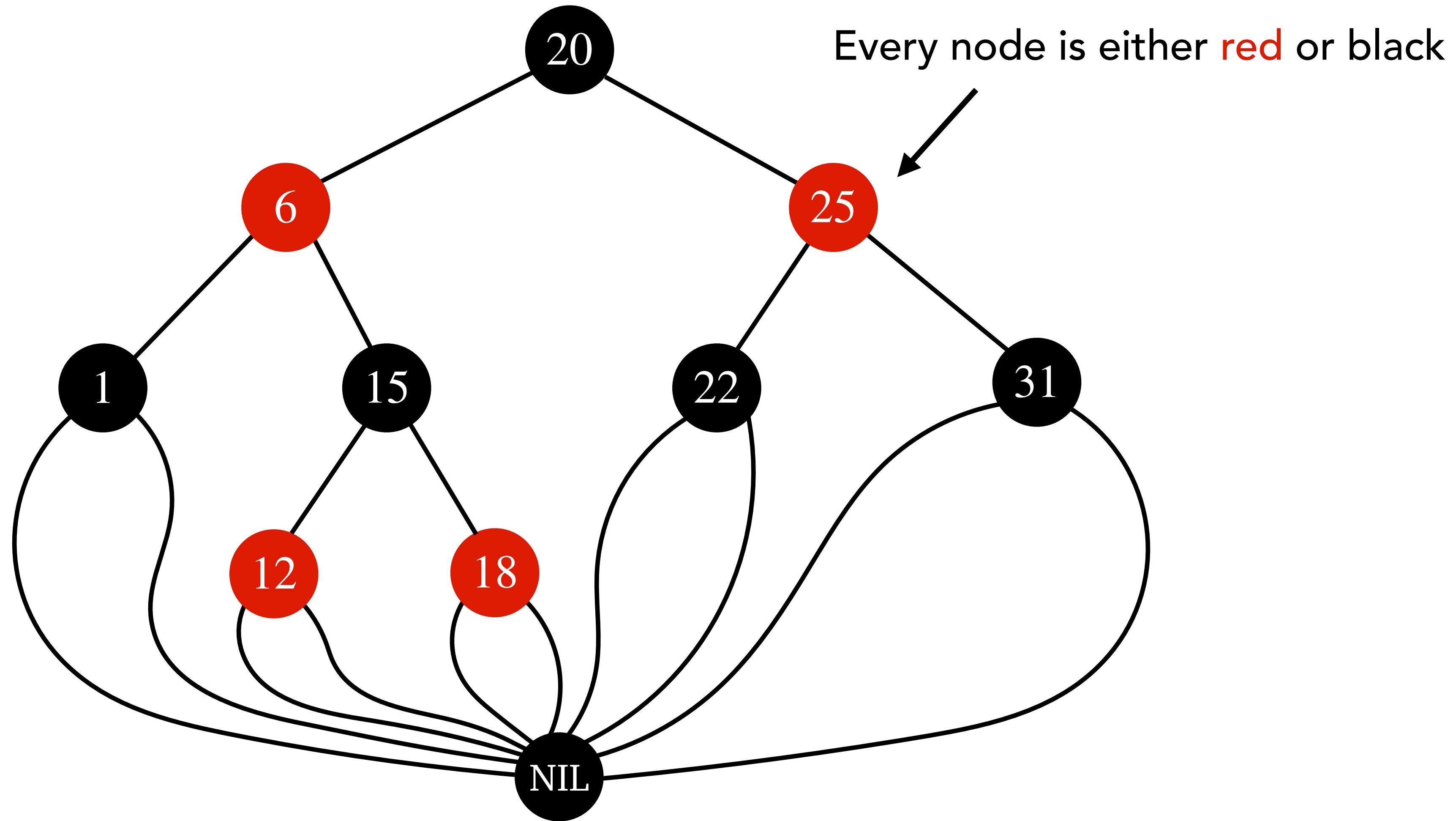
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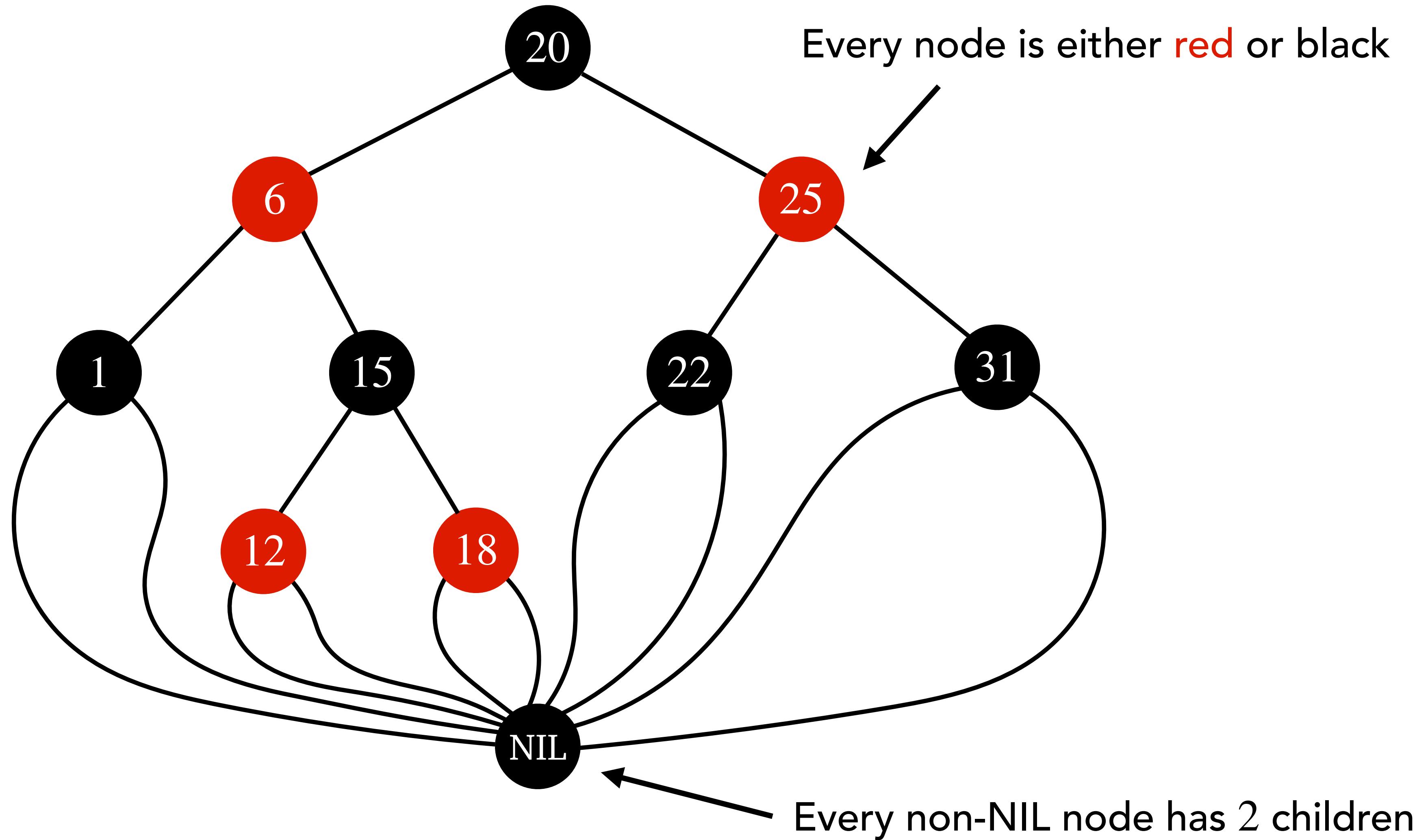
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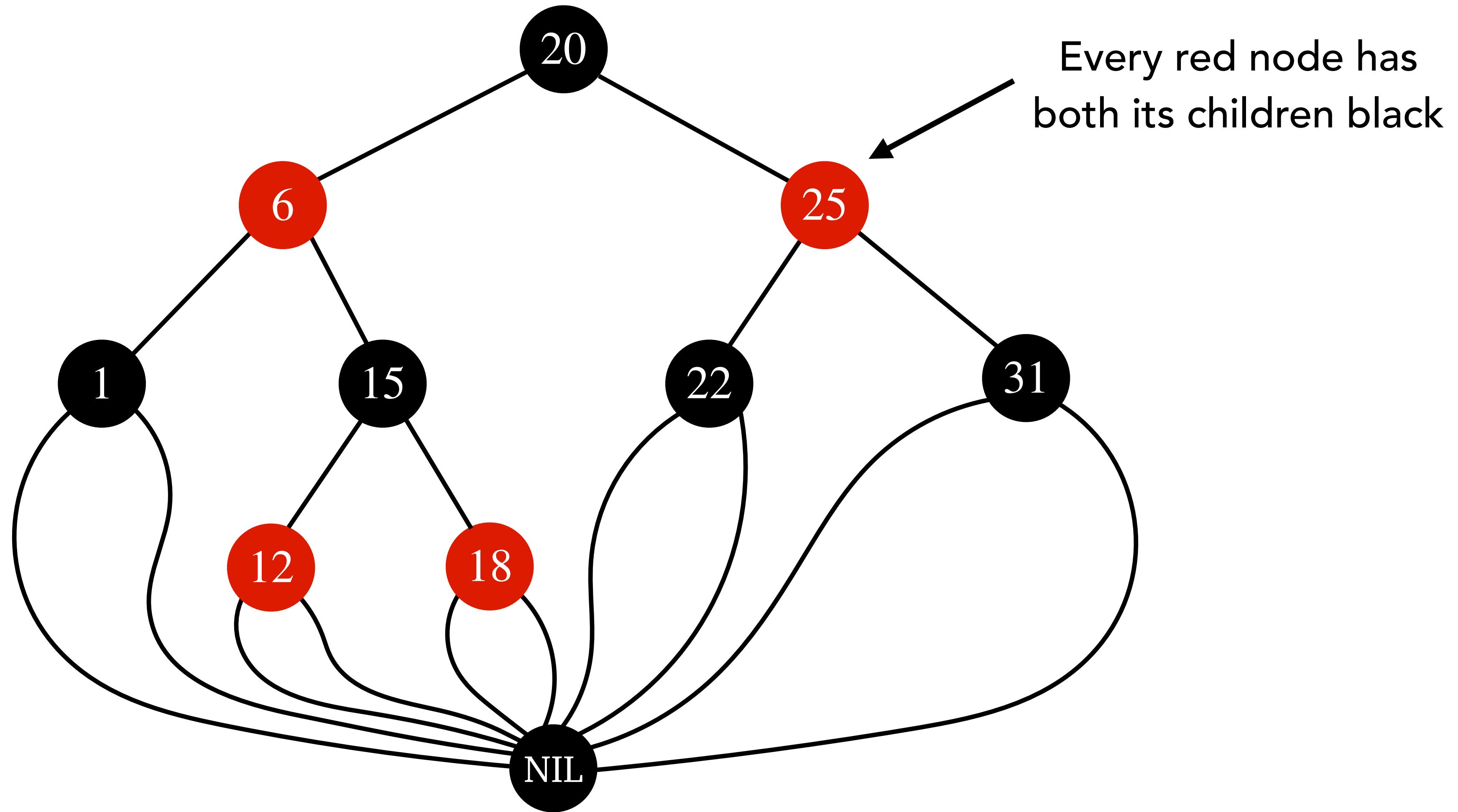
RB-Trees: How do they look like?



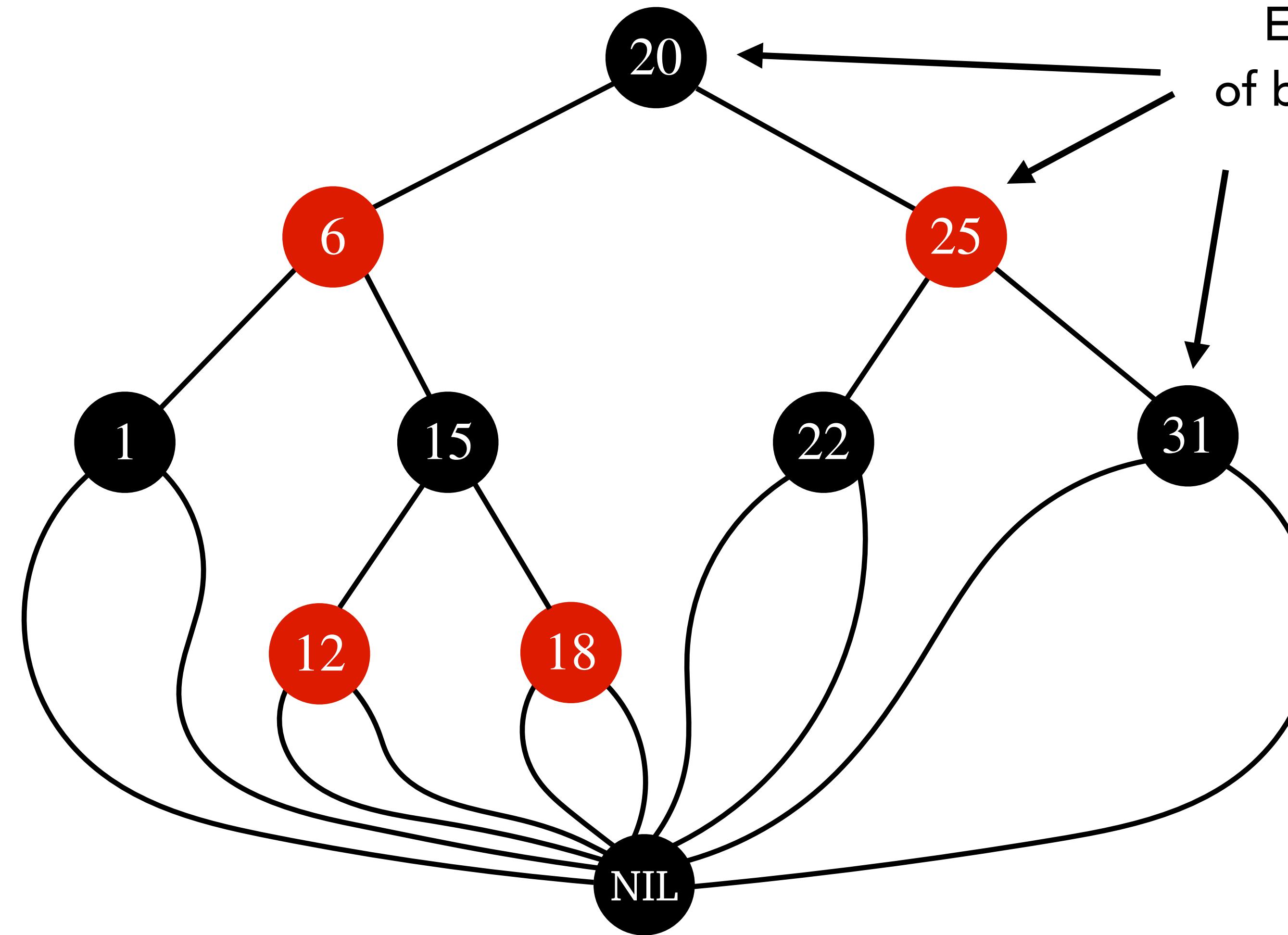
RB-Trees: How do they look like?



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RB-Trees: How do they look like?



Every node has same number of black nodes on paths to leaves.

RB-Trees: Formal Description

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- If a node is **red**, then both its children are **black**.

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RB-Trees: Formal Description

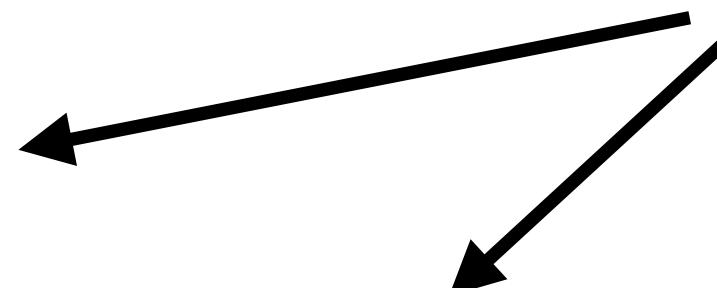
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- For every node, all the paths from the node to leaves contain the same number of **black** nodes.

RB-Trees: Formal Description

RB-trees are BSTs which satisfy the following properties:

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- Root is **black**.
- Leaf nodes are **NIL** nodes which are **black** in colour.
- If a node is **red**, then both its children are **black**.
- For every node, all the paths from the node to leaves contain the same number of **black** nodes.

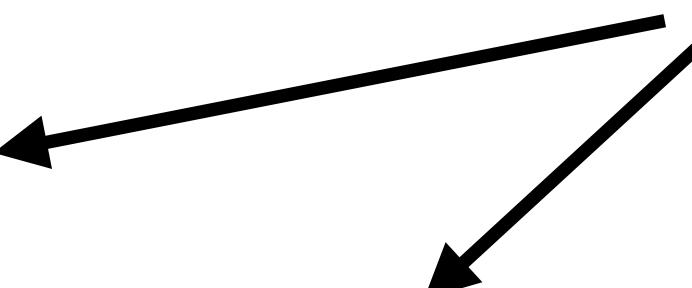


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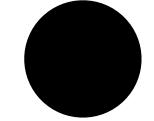


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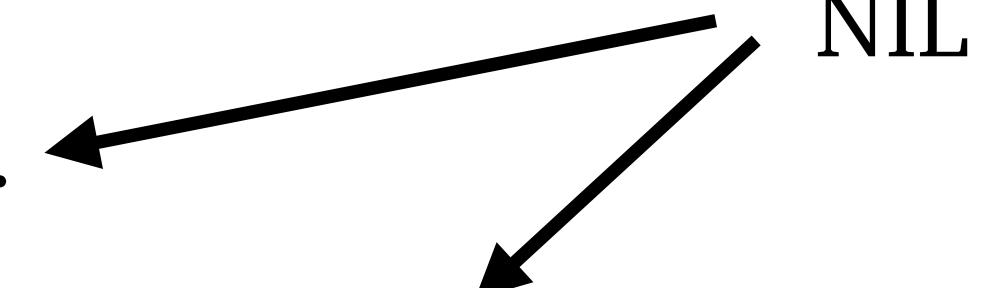
Root



NIL



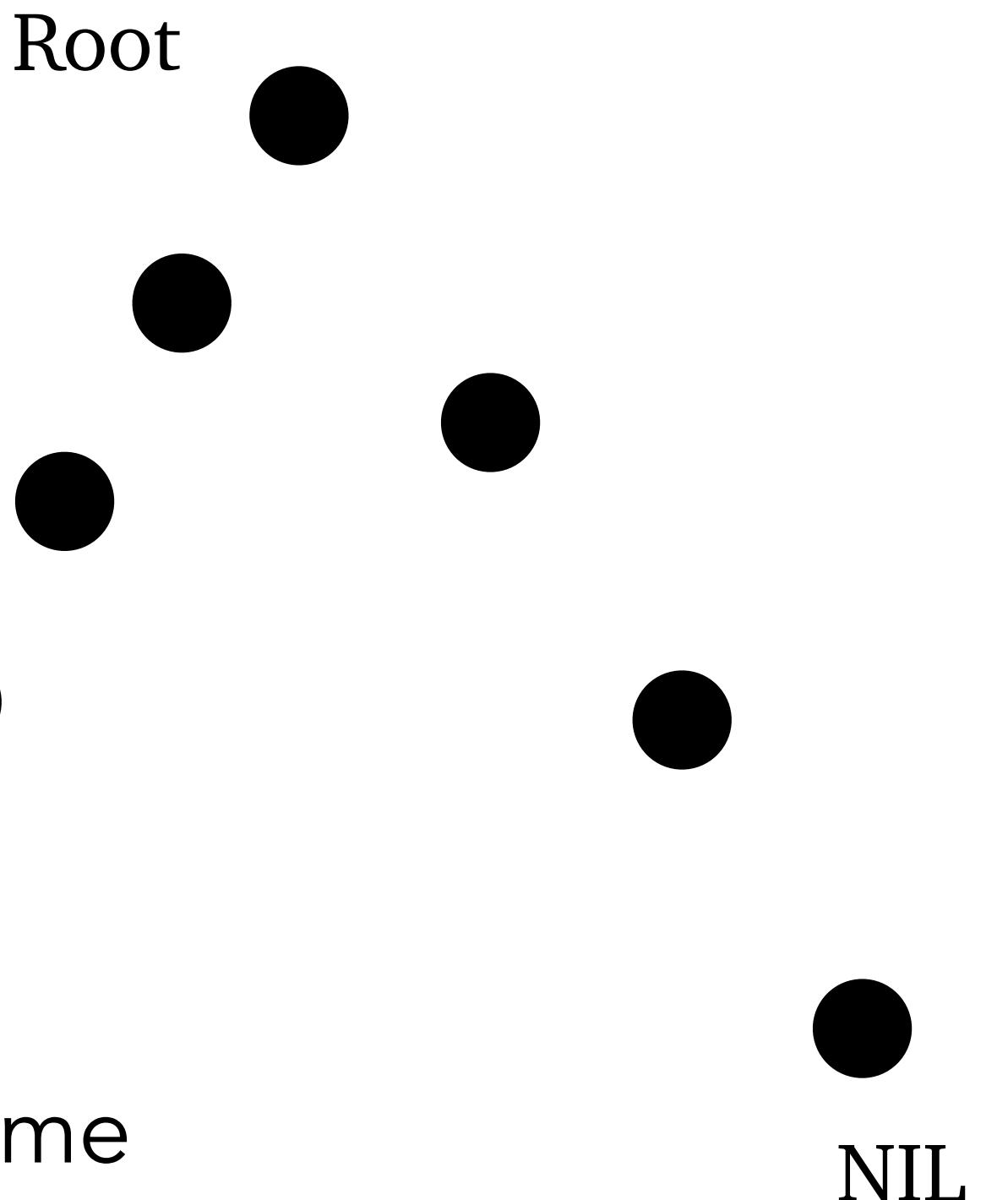
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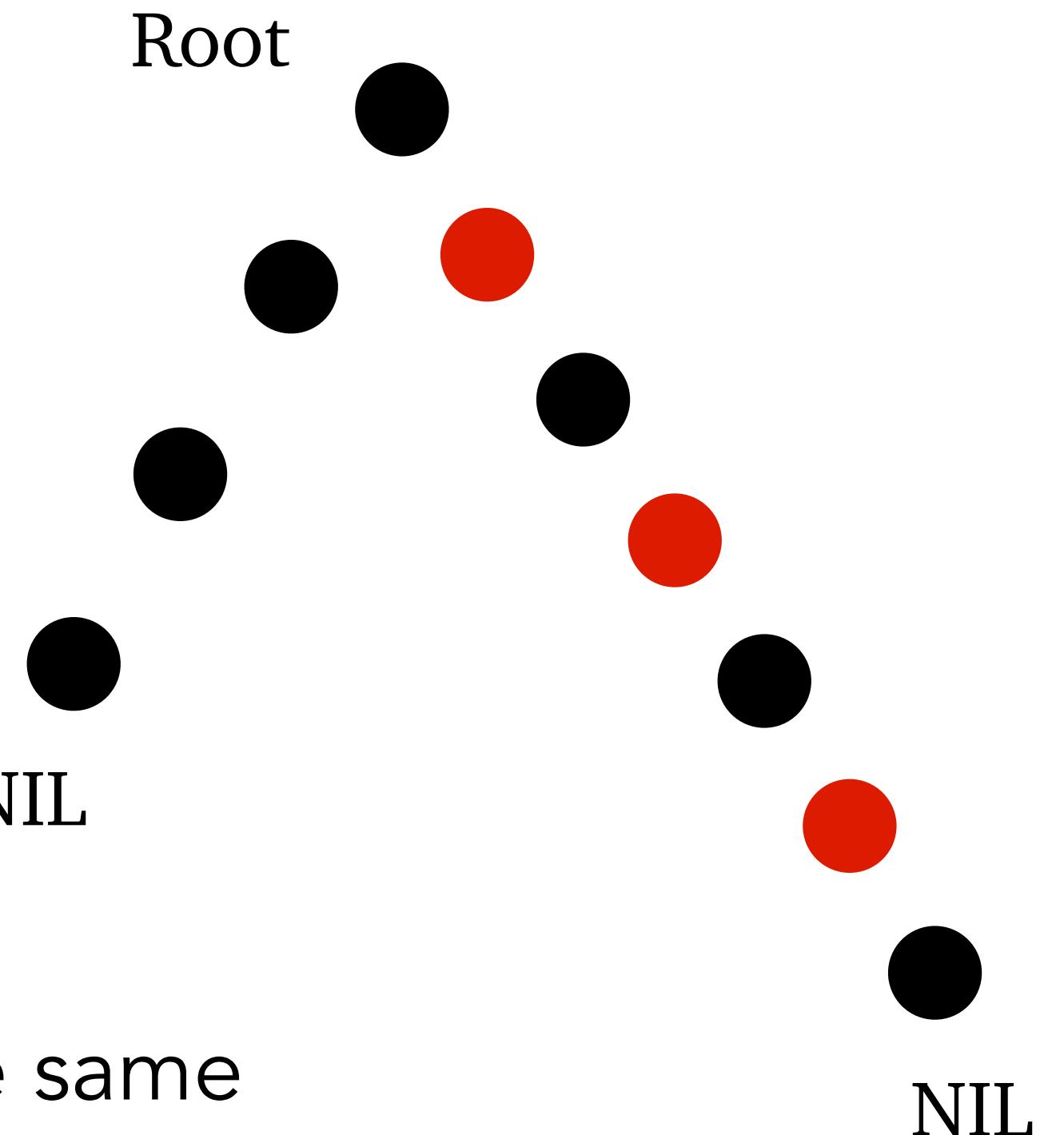
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Both these properties ensure that no path from root to a leaf is more than twice as long as any other.

