Balanced Trees
Part One
Balanced Trees

• Balanced search trees are among the most useful and versatile data structures.

• Many programming languages ship with a balanced tree library.
  
  • C++: std::map / std::set
  • Java: TreeMap / TreeSet
  • Python: OrderedDict

• Many advanced data structures are layered on top of balanced trees.
  
  • We'll see them used to build y-Fast Tries later in the quarter. (They’re really cool, trust me!)
Where We're Going

- **B-Trees**
  - A simple type of balanced tree developed for block storage.

- **Red/Black Trees**
  - The canonical balanced binary search tree.

- **Augmented Search Trees**
  - Adding extra information to balanced trees to supercharge the data structure.

- **Two Advanced Operations**
  - The split and join operations.
Outline for Today

- **BST Review**
  - Refresher on basic BST concepts and runtimes.
- **Overview of Red/Black Trees**
  - What we're building toward.
- **B-Trees and 2-3-4- Trees**
  - A simple balanced tree in depth.
- **Intuiting Red/Black Trees**
  - A much better feel for red/black trees.
A Quick BST Review
Binary Search Trees

- A *binary search tree* is a binary tree with the following properties:
  - Each node in the BST stores a *key*, and optionally, some auxiliary information.
  - The key of every node in a BST is strictly greater than all keys to its left and strictly smaller than all keys to its right.
  - The *height* of a binary search tree is the length of the longest path from the root to a leaf, measured in the number of *edges*.
    - A tree with one node has height 0.
    - A tree with no nodes has height -1, by convention.
Searching a BST
Searching a BST
Searching a BST

```
  137
 /   \
73    271
 / \
42  161
/    /
60   314
```
Searching a BST
Searching a BST
Searching a BST
Searching a BST
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Searching a BST
Searching a BST

- 137
- 73
- 42
- 271
- 161
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Inserting into a BST
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137
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![BST Diagram]

- 137
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Inserting into a BST
Inserting into a BST
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Deleting from a BST
Deleting from a BST
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![Binary Search Tree (BST)](image)

- **137**
- **73**
- **271**
- **42**
- **60**
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- **314**
- **166**
Deleting from a BST
Deleting from a BST

![Binary Search Tree Diagram]
Deleting from a BST

Case 1: If the node has just no children, just remove it.
Deleting from a BST
Deleting from a BST
Deleting from a BST
Deleting from a BST
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Deleting from a BST

Case 2: If the node has just one child, remove it and replace it with its child.
Deleting from a BST
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Deleting from a BST
Deleting from a BST
Deleting from a BST

```
        137
       /   \
      42    271
        /     \
       161     314
         /   \
        166
```
Deleting from a BST
Deleting from a BST
Deleting from a BST
Deleting from a BST
Case 3: If the node has two children, find its inorder successor (which has zero or one child), replace the node's key with its successor's key, then delete its successor.
Runtime Analysis

- The time complexity of all these operations is $O(h)$, where $h$ is the height of the tree.
  - Represents the longest path we can take.
- In the best case, $h = O(\log n)$ and all operations take time $O(\log n)$.
- In the worst case, $h = \Theta(n)$ and some operations will take time $\Theta(n)$.
- **Challenge:** How do you efficiently keep the height of a tree low?
A Glimpse of Red/Black Trees
Red/Black Trees

- A *red/black tree* is a BST with the following properties:
  - Every node is either red or black.
  - The root is black.
  - No red node has a red child.
  - Every root-null path in the tree passes through the same number of black nodes.
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Red/Black Trees

- **Theorem**: Any red/black tree with \( n \) nodes has height \( O(\log n) \).
  - We could prove this now, but there's a much simpler proof of this we'll see later on.
- Given a fixed red/black tree, lookups can be done in time \( O(\log n) \).
Mutating Red/Black Trees
Mutating Red/Black Trees

```
\begin{tikzpicture}
  \node[black] {17} child {node[black] {7} \node[red] {3} } child {node[black] {31} \node[red] {23} \node[red] {37} };
\end{tikzpicture}
```
Mutating Red/Black Trees

Diagram of a Red/Black Tree with nodes 3, 7, 11, 17, 23, 31, and 37.
Mutating Red/Black Trees
Mutating Red/Black Trees
Mutating Red/Black Trees

![Red/Black Tree Diagram]
Mutating Red/Black Trees
Mutating Red/Black Trees
Mutating Red/Black Trees

What are we supposed to do with this new node?
Mutating Red/Black Trees
Mutating Red/Black Trees
Mutating Red/Black Trees
Mutating Red/Black Trees
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Mutating Red/Black Trees

How do we fix up the black-height property?
Fixing Up Red/Black Trees

- **The Good News:** After doing an insertion or deletion, can locally modify a red/black tree in time $O(\log n)$ to fix up the red/black properties.

- **The Bad News:** There are a lot of cases to consider and they're not trivial.

- Some questions:
  - How do you memorize / remember all the different types of rotations?
  - How on earth did anyone come up with red/black trees in the first place?
B-Trees
Generalizing BSTs

- In a binary search tree, each node stores a single key.
- That key splits the “key space” into two pieces, and each subtree stores the keys in those halves.

![BST Diagram]

Values less than two | Values greater than two
Generalizing BSTs

- In a **multiway search tree**, each node stores an arbitrary number of keys in sorted order.

- In a node with \( k \) keys splits the “key space” into \( k + 1 \) pieces, and each subtree stores the keys in those pieces.
One Solution: **B-Trees**

- A **B-tree of order** \( b \) **is a multiway search tree with the following properties:**
  - All leaf nodes are stored at the same depth.
  - All non-root nodes have between \( b - 1 \) and \( 2b - 1 \) keys.
  - The root node has been \( 1 \) and \( 2b - 1 \) keys.
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![B-tree of order 7 diagram](image-url)
2-3-4 Trees

- A **2-3-4 tree** is a B-tree of order 2. The rules for 2-3-4 trees are really simple:
  - All leaf nodes are stored at the same depth.
  - All nodes have between 1 and 3 keys (between 2 and 4 children).
  - All root-null paths through the tree pass through the same number of nodes.
- These fellas will make a number of appearances later on. Stay tuned!
The Tradeoff

- Because B-tree nodes can have multiple keys, when performing a search, insertion, or deletion, we have to spend more work inside each node.

- Insertion and deletion can be expensive – for large $b$, we might have to shuffle thousands or millions of keys over!

- Why would you use a B-tree?
Memory Tradeoffs

• There is an enormous tradeoff between *speed* and *size* in memory.

• SRAM (the stuff registers are made of) is fast but very expensive:
  • Can keep up with processor speeds in the GHz.
  • As of 2010, cost is $5/MB. *(Anyone know a good source for a more recent price?)*
  • Good luck buying 1TB of the stuff!

• Hard disks are cheap but very slow:
  • As of 2018, you can buy a 4TB hard drive for about $100.
  • As of 2018, good disk seek times for magnetic drives are measured in ms (about two to four million times slower than a processor cycle!)


The Memory Hierarchy

• **Idea:** Try to get the best of all worlds by using multiple types of memory.
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![Memory Hierarchy Diagram]

<table>
<thead>
<tr>
<th>Type</th>
<th>Size Range</th>
<th>Access Time Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Registers</td>
<td>256B - 8KB</td>
<td>0.25 – 1ns</td>
</tr>
<tr>
<td>L1 Cache</td>
<td>16KB - 64KB</td>
<td>1ns – 5ns</td>
</tr>
<tr>
<td>L2 Cache</td>
<td>1MB - 4MB</td>
<td>5ns – 25ns</td>
</tr>
<tr>
<td>Main Memory</td>
<td>4GB - 256GB</td>
<td>25ns – 100ns</td>
</tr>
<tr>
<td>Hard Disk</td>
<td>1TB+</td>
<td>3 – 10ms</td>
</tr>
<tr>
<td>Network (The Cloud)</td>
<td><em>Lots</em></td>
<td>10 – 2000ms</td>
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</tbody>
</table>
Why B-Trees?

- Because B-trees have a huge branching factor, they're great for on-disk storage.
  - Disk block reads/writes are glacially slow.
  - The high branching factor minimizes the number of blocks to read during a lookup.
  - Extra work scanning inside a block offset by these savings.
- Major use cases for B-trees and their variants (B+-trees, H-trees, etc.) include
  - databases (huge amount of data stored on disk);
  - file systems (ext4, NTFS, ReFS); and, recently,
  - in-memory data structures (due to cache effects).
The Height of a B-Tree

- What is the maximum possible height of a B-tree of order $b$?

![Diagram of a B-tree with nodes labeled $b-1$ and $b$-values indicating the height of the tree.]
The Height of a B-Tree

• **Theorem:** The maximum height of a B-tree of order $b$ containing $n$ nodes is $\log_b \left(\frac{n + 1}{2}\right)$.

• **Proof:** Number of nodes $n$ in a B-tree of height $h$ is guaranteed to be at least

$$1 + 2(b - 1) + 2b(b - 1) + 2b^2(b - 1) + \ldots + 2b^{h-1}(b - 1)$$

$$= 1 + 2(b - 1)(1 + b + b^2 + \ldots + b^{h-1})$$

$$= 1 + 2(b - 1)((b^h - 1) / (b - 1))$$

$$= 1 + 2(b^h - 1) = 2b^h - 1.$$  

Solving $n = 2b^h - 1$ yields $h = \log_b \left(\frac{n + 1}{2}\right)$. ■

• **Corollary:** B-trees of order $b$ have height $\Theta(\log_b n)$. 
Searching in a B-Tree

- Doing a search in a B-tree involves
  - searching the root node for the key, and
  - if it's not found, recursively exploring the correct child.

Time complexity is \( O(\log_b \cdot \log_b n) \), which simplifies to \( O(\log n) \) given the bit size and number of keys relationship.
Searching in a B-Tree

• Doing a search in a B-tree involves
  • searching the root node for the key, and
  • if it's not found, recursively exploring the correct child.
• Using binary search within a given node, can find the key or the correct child in time $O(\log \text{number-of-keys})$.
• Repeat this process $O(\text{tree-height})$ times.
• Time complexity is
  \[
  O(\log \text{number-of-keys} \cdot \text{tree-height})
  = O(\log b \cdot \log_b n)
  = O(\log b \cdot (\log n / \log b))
  = O(\log n)
  \]
• Requires reading $O(\log_b n)$ blocks; this more directly accounts for the total runtime.
B-Trees are Simple

• Because nodes in a B-tree can store multiple keys, most insertions or deletions are straightforward.
• Here's a B-tree with $b = 3$ (nodes have between 2 and 5 keys):
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```
2 3 7 11 12 13 14 23 29 37 41 59 61 67 73 79 89 97
```

```
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7 11 12 13 14
23 29
37 41
59 61 67
73 79 89 97
```

```
5 19 31
```

```
43
```

```
71 83
```
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- Here's a B-tree with $b = 3$ (nodes have between 2 and 5 keys):
The Trickier Cases

- What happens if you insert a key into a node that's too full?
- **Idea:** Split the node in two and propagate upward.
- Here's a 2-3-4 tree (each node has 1 to 3 keys).
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**Note:** B-trees grow upward, not downward.
Inserting into a B-Tree

- To insert a key into a B-tree:
  - Search for the key, insert at the last-visited leaf node.
  - If the leaf is too big (contains $2b$ keys):
    - Split the node into two nodes of size $b$ each.
    - Remove the largest key of the first block and make it the parent of both blocks.
    - Recursively add that node to the parent, possibly triggering more upward splitting.

- Time complexity:
  - $O(b)$ work per level and $O(\log_b n)$ levels.
  - Total work: $O(b \log_b n)$
  - In terms of blocks read: $O(\log_b n)$
The Trickier Cases

• How do you delete from a leaf that has only $b - 1$ keys?

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```
  46
 /  \
36   56
|   /|
26  31  41  51  61
```
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- Again, a 2-3-4 tree:
The Trickier Cases

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- Again, a 2-3-4 tree:
Deleting from a B-Tree

- If not in a leaf, replace the key with its successor from a leaf and delete out of a leaf.

- To delete a key from a node:
  - If the node has more than $b - 1$ keys, or if the node is the root, just remove the key.
  - Otherwise, find a sibling node whose shared parent is $p$.
  - If that sibling has more than $b - 1$ keys, move the max/min key from that sibling into $p$'s place and $p$ down into the current node, then remove the key.
  - Otherwise, fuse the node and its sibling into a single node by adding $p$ into the block, then recursively remove $p$ from the parent node.

- Work done is $O(b \log_b n)$: $O(b)$ work per level times $O(\log_b n)$ total levels. Requires $O(\log_b n)$ block reads/writes.
Time-Out for Announcements!
Problem Sets

- Problem Set One solutions are now available up on the course website.
  - We’re working on getting them graded – stay tuned!
- Problem Set Two is due next Tuesday.
  - Have questions? Ask them on Piazza or stop by our office hours!
Back to CS166!
So... red/black trees?
Red/Black Trees

• A **red/black tree** is a BST with the following properties:
  • Every node is either red or black.
  • The root is black.
  • No red node has a red child.
  • Every root-null path in the tree passes through the same number of black nodes.
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Data Structure Isometries

- Red/black trees are an *isometry* of 2-3-4 trees; they represent the structure of 2-3-4 trees in a different way.
- Many data structures can be designed and analyzed in the same way.
- **Huge advantage:** Rather than memorizing a complex list of red/black tree rules, just think about what the equivalent operation on the corresponding 2-3-4 tree would be and simulate it with color flips and rotations.
The Height of a Red/Black Tree

**Theorem:** Any red/black tree with $n$ nodes has height $O(\log n)$.

**Proof:** Contract all red nodes into their parent nodes to convert the red/black tree into a 2-3-4 tree. This decreases the height of the tree by at most a factor of two. The resulting 2-3-4 tree has height $O(\log n)$, so the original red/black tree has height $2 \cdot O(\log n) = O(\log n)$.
Exploring the Isometry

- Nodes in a 2-3-4 tree are classified into types based on the number of children they can have.
  - 2-nodes have one key (two children).
  - 3-nodes have two keys (three children).
  - 4-nodes have three keys (four children).
- How might these nodes be represented?
Exploring the Isometry
Using the Isometry
Using the Isometry
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Using the Isometry
Using the Isometry
Using the Isometry

3 → 5
13 → 17
23 → 31 → 37
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Red/Black Tree Insertion

• **Rule #1:** When inserting a node, if its parent is black, make the node red and stop.

• **Justification:** This simulates inserting a key into an existing 2-node or 3-node.
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
We need to
1. Change the colors of the nodes, and
2. Move the nodes around in the tree.
This applies any time we're inserting a new node into the middle of a “3-node.”

By making observations like these, we can determine how to update a red/black tree after an insertion.
Using the Isometry
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Using the Isometry
Using the Isometry

Two steps:
1. Split the “5-node” into a “2-node” and a “3-node.”
2. Insert the new parent of the two nodes into the parent node.
change colors
Using the Isometry
Using the Isometry

```plaintext
19
    /
   7   
   / 
  4   7
   /   / 
  3   5   13 
      /
     16
```

```plaintext
31
   /
  23   37
```
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Using the Isometry
Building Up Rules

• All of the crazy insertion rules on red/black trees make perfect sense if you connect it back to 2-3-4 trees.

• There are lots of cases to consider because there are many different ways you can insert into a red/black tree.

• **Main point:** Simulating the insertion of a key into a node takes time $O(1)$ in all cases. Therefore, since 2-3-4 trees support $O(\log n)$ insertions, red/black trees support $O(\log n)$ insertions.

• The same is true of deletions.
My Advice

- **Do** know how to do B-tree insertions and deletions.
  - You can derive these easily if you remember to split and join nodes.
- **Do** remember the rules for red/black trees and B-trees.
  - These are useful for proving bounds and deriving results.
- **Do** remember the isometry between red/black trees and 2-3-4 trees.
  - Gives immediate intuition for all the red/black tree operations.
- **Don't** memorize the red/black rotations and color flips.
  - This is rarely useful. If you're coding up a red/black tree, just flip open CLRS and translate the pseudocode. 😊
Next Time

- **Augmented Trees**
  - Building data structures on top of balanced BSTs.

- **Splitting and Joining Trees**
  - Two powerful operations on balanced trees.