



# **Setting Up Deletion**

As with binary search trees, we can always delete a node that has at least one external child

If the key to be deleted is stored at a node that has no external children, we move there the key of its inorder predecessor (or successor), and delete that node instead

**Example:** to delete key 7, we move key 5 to node u, and delete node v





# **Deletion Algorithm**

- 1. Remove *v* with a removeAboveExternal operation
- 2. If *v* was red, color *u* black. Else, color *u double black*.



3. While a *double black* edge exists, perform one of the following actions ...



## How to Eliminate the Double Black Edge

- The intuitive idea is to perform a "*color compensation*"
- Find a red edge nearby, and change the pair (*red*, *double black*) into (*black*, *black*)
- As for insertion, we have two cases:
  - *restructuring*, and
  - *recoloring* (*demotion*, inverse of promotion)
- Restructuring resolves the problem locally, while recoloring may propagate it two levels up
- Slightly more complicated than insertion, since two restructurings may occur (instead of just one)







# Case 2: black sibling with black childern

- If sibling and its children are **black**, perform a *recoloring*
- If parent becomes **double black**, *continue* upward







#### **Case 3: red sibling**

- If sibling is red, perform an *adjustment*
- Now the sibling is **black** and one the of previous cases applies
- If the next case is recoloring, there is no propagation upward (parent is now red)



































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# **Colors and Weights** Color Weight red black double black 2 **Every root-to-leaf path has the same weight** There are no two consecutive red edges • Therefore, the length of any root-to-leaf path is at most twice the weight

## Bottom-Up Rebalancing of Red-Black Trees

- An insertion or deletion may cause a local *perturbation* (two consecutive red edges, or a **double-black** edge)
- The perturbation is either
  - *resolved locally* (restructuring), or
  - *propagated* to a higher level in the tree by recoloring (promotion or demotion)
- O(1) time for a restructuring or recoloring
- At most one restructuring per insertion, and at most two restructurings per deletion
- O(log N) recolorings
- Total time: O(log N)





