Balanced Trees

- 2-3 trees
- red-black trees
- B-trees

Algorithms in Java, 4th Edition · Robert Sedgewick and Kevin Wayne · Copyright © 2009 · October 10, 2009 12:24:53 PM

Symbol table review

implementation	guarantee			average case			ordered iteration?	operations on keys
	search	insert	delete	search hit	insert	delete		
sequential search (linked list)	N	N	N	N/2	N	N/2	no	`equals()`
binary search (ordered array)	lg N	N	N	lg N	N/2	N/2	yes	`compareTo()`
BST	N	N	N	1.39 lg N	1.39 lg N	?	yes	`compareTo()`
Goal	log N	log N	log N	log N	log N	log N	yes	`compareTo()`

Challenge. Guarantee performance.

This lecture. 2-3 trees, left-leaning red-black trees, B-trees.

introduced to the world in COS 226, Fall 2007

- 2-3 trees
- red-black trees
- B-trees

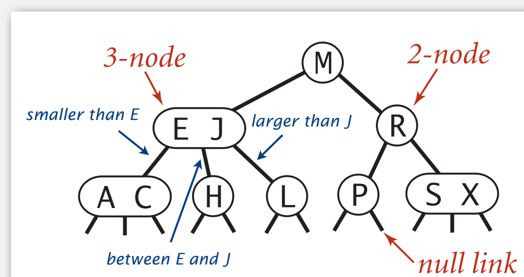
2-3 tree

Allow 1 or 2 keys per node.

- 2-node: one key, two children.
- 3-node: two keys, three children.

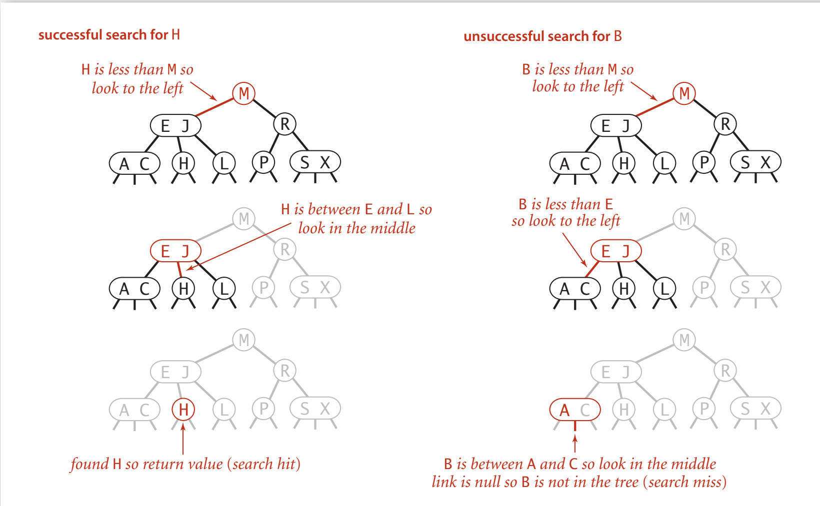
Symmetric order. Inorder traversal yields keys in ascending order.

Perfect balance. Every path from root to null link has same length.



Search in a 2-3 tree

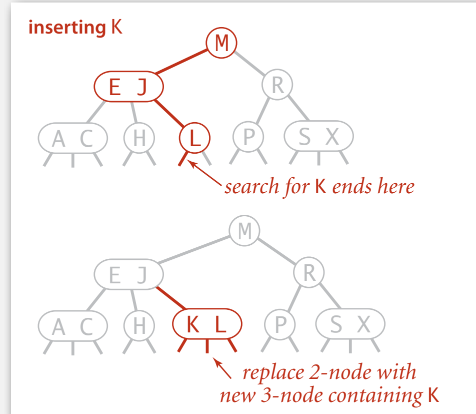
- Compare search key against keys in node.
- Find interval containing search key.
- Follow associated link (recursively).



Insertion in a 2-3 tree

Case 1. Insert into a 2-node at bottom.

- Search for key, as usual.
- Replace 2-node with 3-node.

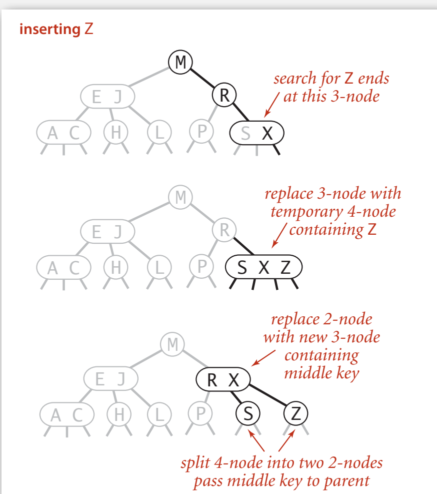


Insertion in a 2-3 tree

Case 2. Insert into a 3-node at bottom.

- Add new key to 3-node to create temporary 4-node.
- Move middle key in 4-node into parent.

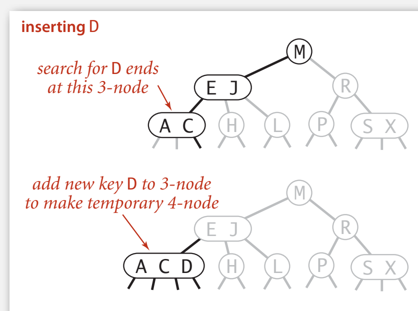
why middle key?

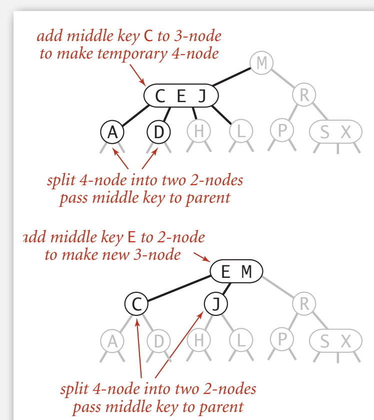


Insertion in a 2-3 tree

Case 2. Insert into a 3-node at bottom.

- Add new key to 3-node to create temporary 4-node.
- Move middle key in 4-node into parent.
- Repeat up the tree, as necessary.

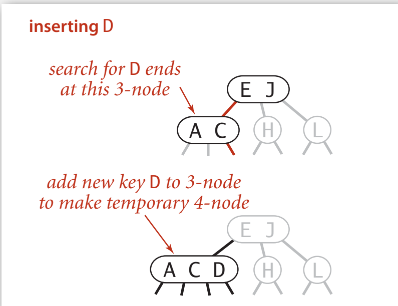


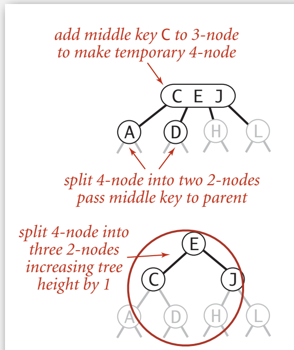


Insertion in a 2-3 tree

Case 2. Insert into a 3-node at bottom.

- Add new key to 3-node to create temporary 4-node.
- Move middle key in 4-node into parent.
- Repeat up the tree, as necessary.
- If you reach the root and it's a 4-node, split it into three 2-nodes.

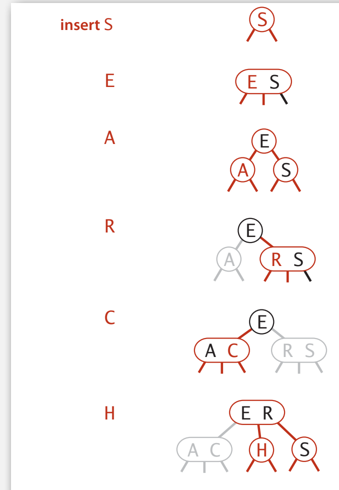


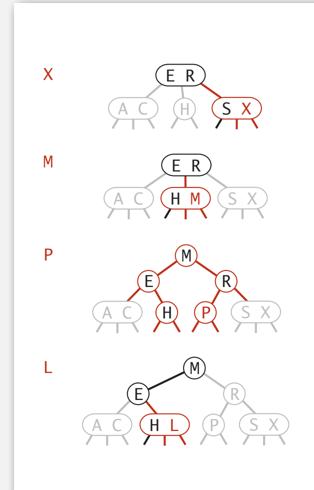


Remark. Splitting the root increases height by 1.

2-3 tree construction trace

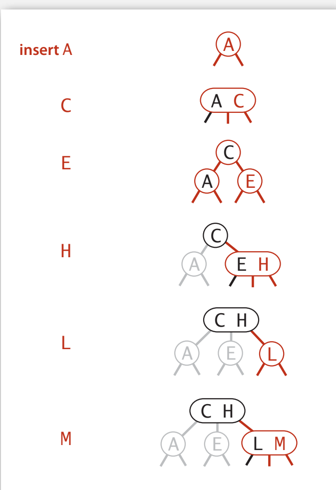
Standard indexing client.

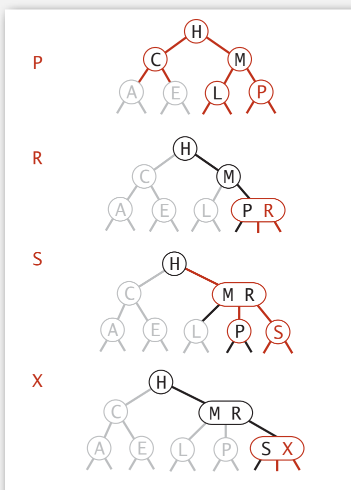




2-3 tree construction trace

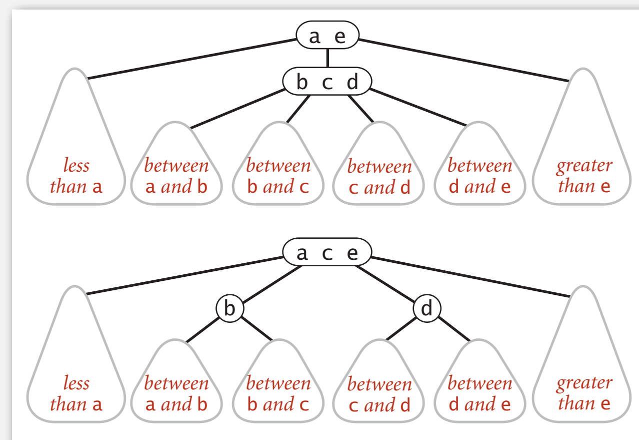
The same keys inserted in ascending order.





Local transformations in a 2-3 tree

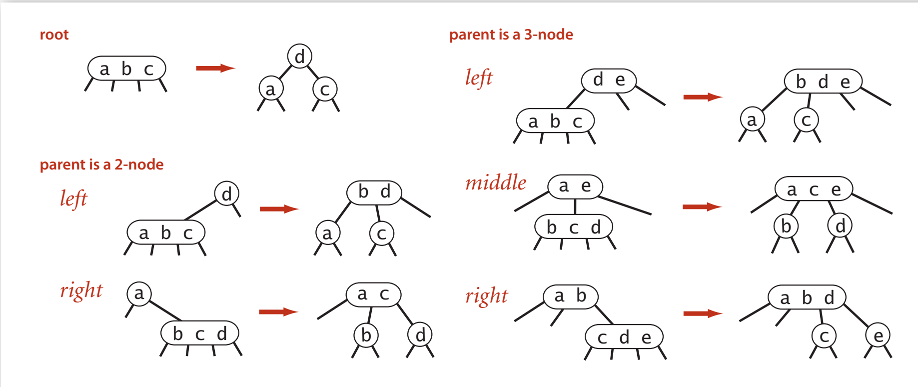
Splitting a 4-node is a local transformation: constant number of operations.



Global properties in a 2-3 tree

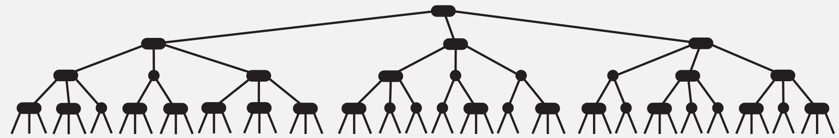
Invariant. Symmetric order.
Invariant. Perfect balance.

Pf. Each transformation maintains order and balance.



2-3 tree: performance

Perfect balance. Every path from root to null link has same length.

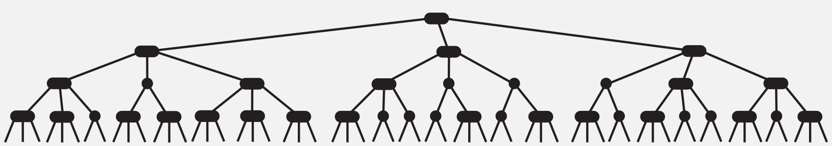


Tree height.

- Worst case:
- Best case:

2-3 tree: performance

Perfect balance. Every path from root to null link has same length.



Tree height.

- Worst case: lg N. [all 2-nodes]
- Best case: $\log_3 N \approx .631 \lg N$. [all 3-nodes]
- Between 12 and 20 for a million nodes.
- Between 18 and 30 for a billion nodes.

Guaranteed logarithmic performance for search and insert.

ST implementations: summary

implementation	guarantee			average case			ordered iteration?	operations on keys
	search	insert	delete	search hit	insert	delete		
sequential search (linked list)	N	N	N	N/2	N	N/2	no	`equals()`
binary search (ordered array)	lg N	N	N	lg N	N/2	N/2	yes	`compareTo()`
BST	N	N	N	1.39 lg N	1.39 lg N	?	yes	`compareTo()`
2-3 tree	c lg N	c lg N	c lg N	c lg N	c lg N	c lg N	yes	`compareTo()`

constants depend upon implementation

2-3 tree: implementation?

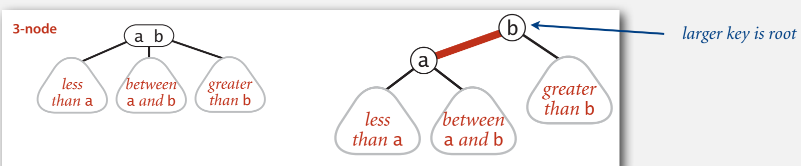
Direct implementation is complicated, because:

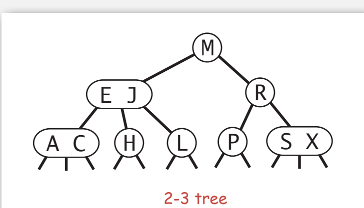
- Maintaining multiple node types is cumbersome.
- Need multiple compares to move down tree.
- Need to move back up the tree to split 4-nodes.
- Large number of cases for splitting.

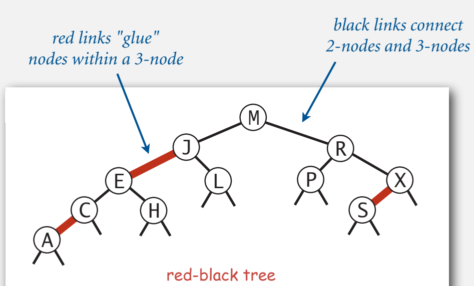
Bottom line. Could do it, but there's a better way.

Left-leaning red-black trees (Guibas-Sedgewick 1979 and Sedgewick 2007)

1. Represent 2-3 tree as a BST.
2. Use "internal" left-leaning links as "glue" for 3-nodes.

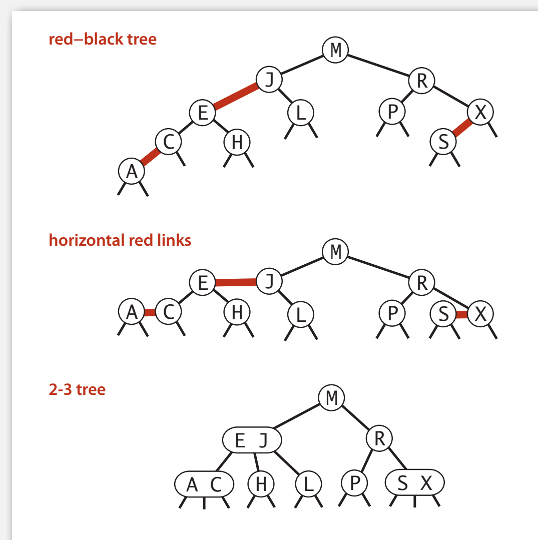






Left-leaning red-black trees: 1-1 correspondence with 2-3 trees

Key property. 1-1 correspondence between 2-3 and LLRB.

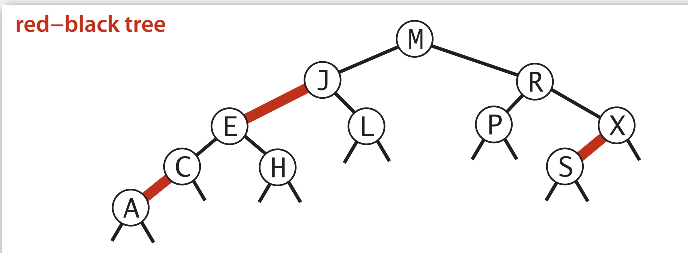


An equivalent definition

A BST such that:

- No node has two red links connected to it.
- Every path from root to null link has the same number of black links.
- Red links lean left.

"perfect black balance"

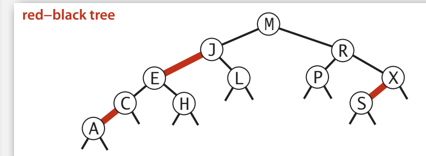


Search implementation for red-black trees

Observation. Search is the same as for elementary BST (ignore color).

but runs faster because of better balance

```
public Val get(Key key)
{
   Node x = root;
   while (x != null)
   {
      int cmp = key.compareTo(x.key);
      if      (cmp  < 0) x = x.left;
      else if (cmp  > 0) x = x.right;
      else if (cmp == 0) return x.val;
   }
   return null;
}
```



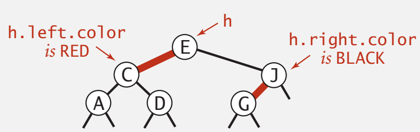
Remark. Many other ops (e.g., ceiling, selection, iteration) are also identical.

Red-black tree representation

Each node is pointed to by precisely one link (from its parent) ⇒ can encode color of links in nodes.

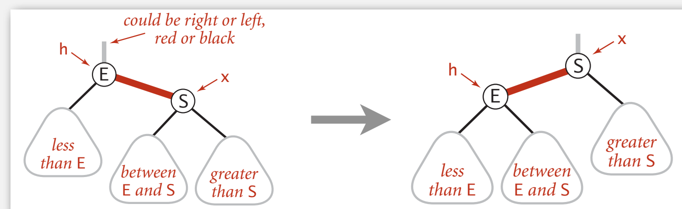
```
private static final boolean RED   = true;
private static final boolean BLACK = false;

private class Node
{
   Key key;
   Value val;
   Node left, right;
   boolean color;    // color of parent link
}

private boolean isRed(Node x)
{
   if (x == null) return false;
   return x.color == RED;
}
```

null links are black



Elementary red-black tree operations

Left rotation. Orient a (temporarily) right-leaning red link to lean left.

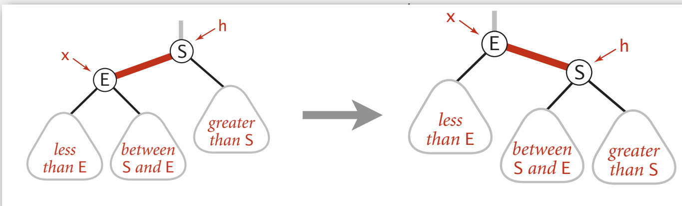



```
private Node rotateLeft(Node h)
{
   assert (h != null) && isRed(h.right);
   Node x = h.right;
   h.right = x.left;
   x.left = h;
   x.color = h.color;
   h.color = RED;
   return x;
}
```

Invariants. Maintains symmetric order and perfect black balance.

Elementary red-black tree operations

Right rotation. Orient a left-leaning red link to (temporarily) lean right.

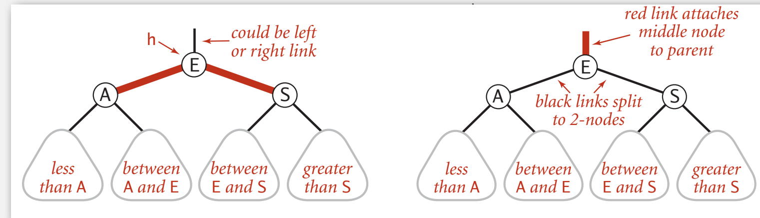



```
private Node rotateRight(Node h)
{
   assert (h != null) && isRed(h.left);
   Node x = h.left;
   h.left = x.right;
   x.right = h;
   x.color = h.color;
   h.color = RED;
   return x;
}
```

Invariants. Maintains symmetric order and perfect black balance.

Elementary red-black tree operations

Color flip. Recolor to split a (temporary) 4-node.

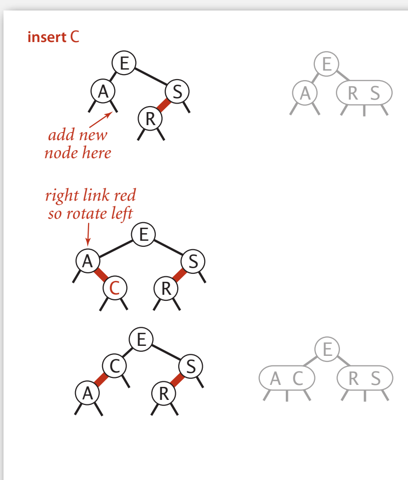



```
private void flipColors(Node h)
{
   assert !isRed(h) && isRed(h.left) && isRed(h.right);

   h.color = RED;
   h.left.color = BLACK;
   h.right.color = BLACK;
}
```

Invariants. Maintains symmetric order and perfect black balance.

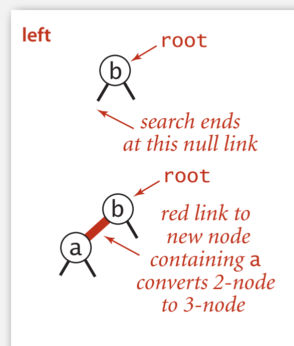
Insertion in a LLRB tree: overview

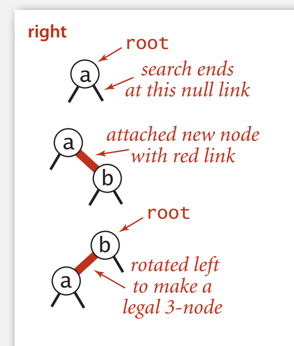
Basic strategy. Maintain 1-1 correspondence with 2-3 trees by applying elementary red-black tree operations



Insertion in a LLRB tree

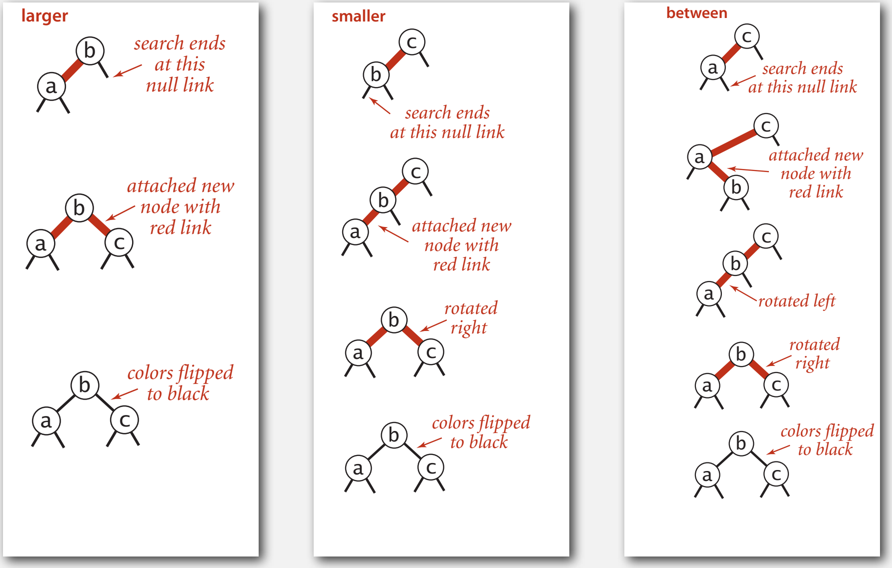
Warmup 1. Insert into a tree with exactly 1 node.





Insertion in a LLRB tree

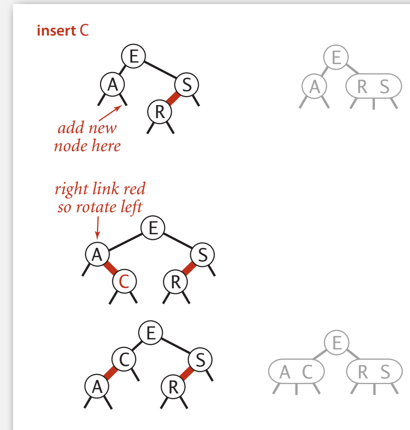
Warmup 2. Insert into a tree with exactly 2 nodes.



Insertion in a LLRB tree

Case 1. Insert into a 2-node at the bottom.

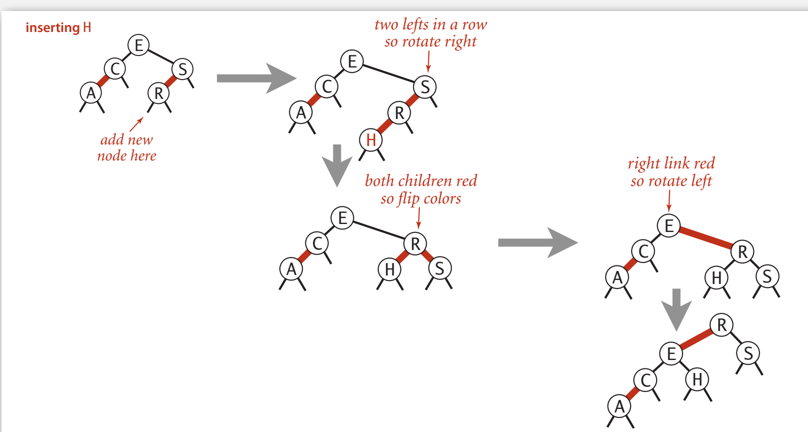
- Do standard BST insert; color new link red.
- If new red link is a right link, rotate left.



Insertion in a LLRB tree

Case 2. Insert into a 3-node at the bottom.

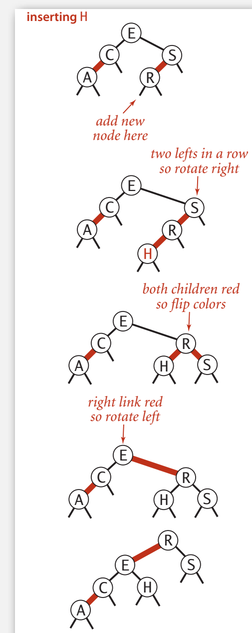
- Do standard BST insert; color new link red.
- Rotate to balance the 4-node (if needed).
- Flip colors to pass red link up one level.
- Rotate to make lean left (if needed).



Insertion in a LLRB tree

Case 2. Insert into a 3-node at the bottom.

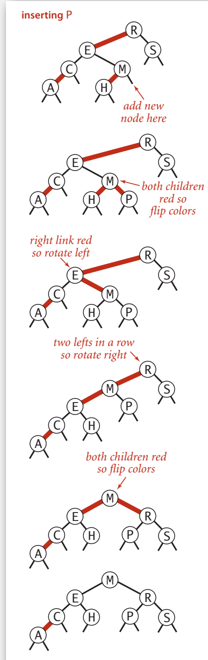
- Do standard BST insert; color new link red.
- Rotate to balance the 4-node (if needed).
- Flip colors to pass red link up one level.
- Rotate to make lean left (if needed).



Insertion in a LLRB tree: passing red links up the tree

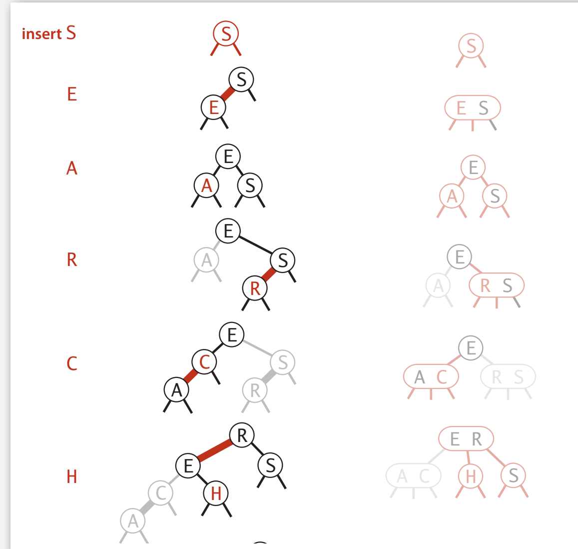
Case 2. Insert into a 3-node at the bottom.

- Do standard BST insert; color new link red.
- Rotate to balance the 4-node (if needed).
- Flip colors to pass red link up one level.
- Rotate to make lean left (if needed).
- Repeat Case 1 or Case 2 up the tree (if needed).



LLRB tree construction trace

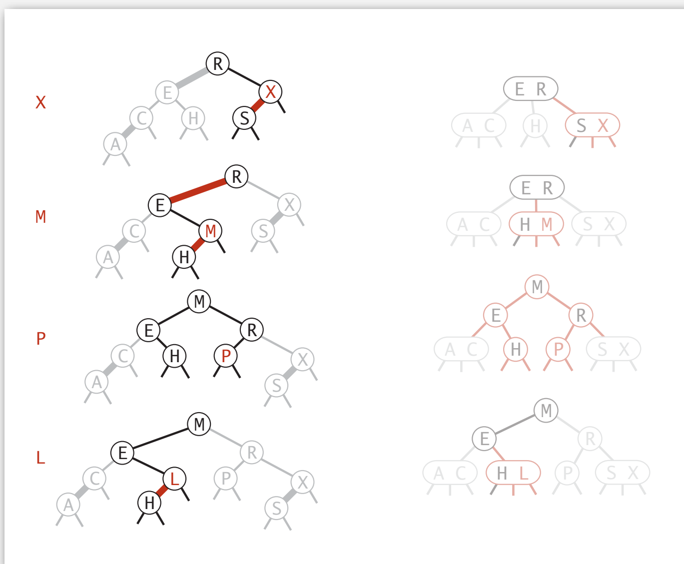
Standard indexing client.



red black tree 2-3 tree

LLRB tree construction trace

Standard indexing client (continued).

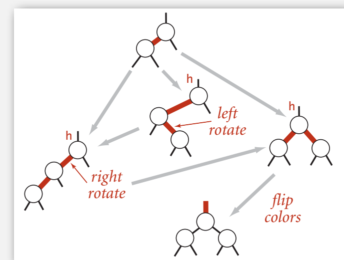


red black tree 2-3 tree

Insertion in a LLRB tree: Java implementation

Same code for both cases.

- Right child red, left child black: rotate left.
- Left child, left-left grandchild red: rotate right.
- Both children red: flip colors.




```
private Node put(Node h, Key key, Value val)
{
   if (h == null) return new Node(key, val, RED);
   int cmp = key.compareTo(h.key);
   if      (cmp < 0) h.left  = put(h.left,  key, val);
   else if (cmp > 0) h.right = put(h.right, key, val);
   else h.val = val;

   if (isRed(h.right)  && !isRed(h.left))      h = rotateLeft(h);
   if (isRed(h.left)   && isRed(h.left.left))  h = rotateRight(h);
   if (isRed(h.left)   && isRed(h.right))      h = flipColors(h);

   return h;
}
```

insert at bottom

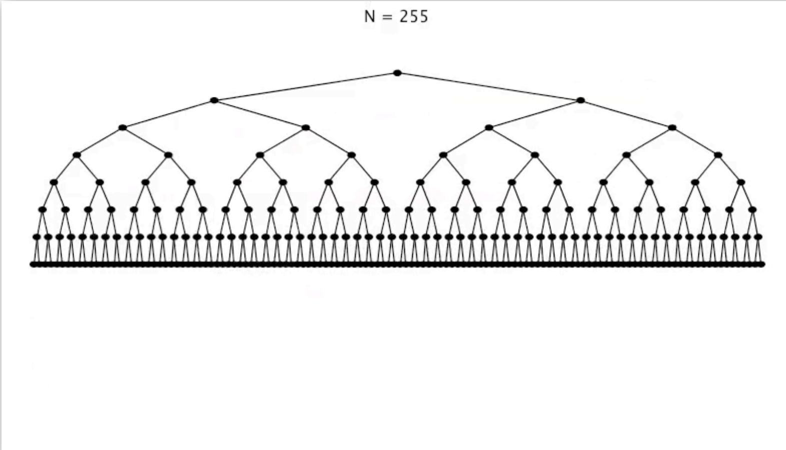
lean left

balance 4-node

split 4-node

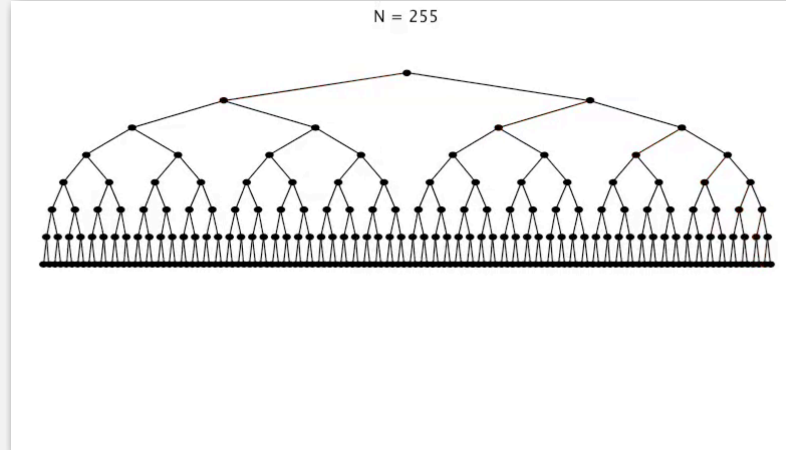
only a few extra lines of code to provide near-perfect balance

Insertion in a LLRB tree: visualization



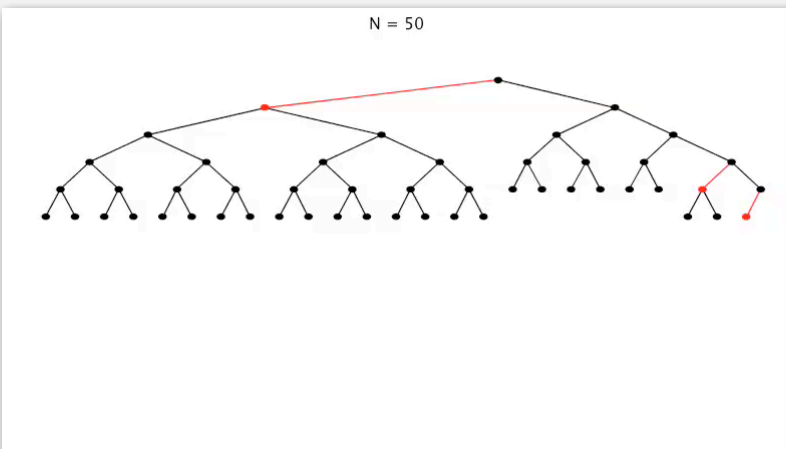
255 insertions in ascending order

Insertion in a LLRB tree: visualization



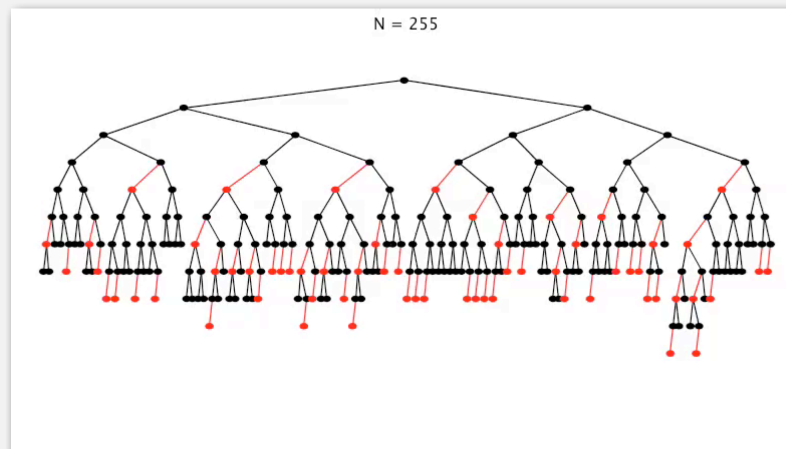
255 insertions in descending order

Insertion in a LLRB tree: visualization



50 random insertions

Insertion in a LLRB tree: visualization



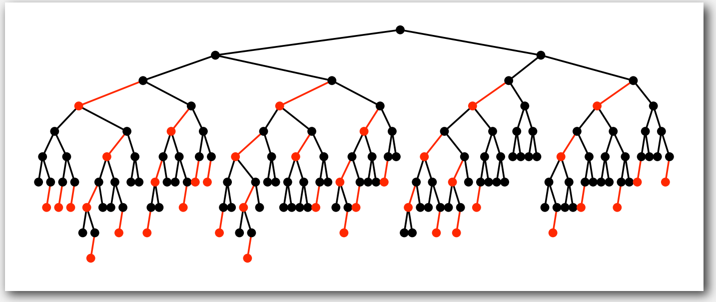
255 random insertions

Balance in LLRB trees

Proposition. Height of tree is ≤ 2 lg N in the worst case.

Pf.

- Every path from root to null link has same number of black links.
- Never two red links in-a-row.

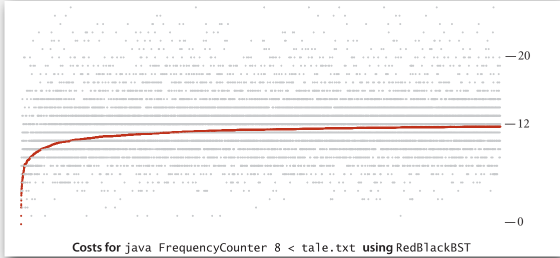


Property. Height of tree is ~ 1.00 lg N in typical applications.

ST implementations: summary

implementation	guarantee			average case			ordered iteration?	operations on keys
	search	insert	delete	search hit	insert	delete		
sequential search (linked list)	N	N	N	N/2	N	N/2	no	`equals()`
binary search (ordered array)	lg N	N	N	lg N	N/2	N/2	yes	`compareTo()`
BST	N	N	N	1.39 lg N	1.39 lg N	?	yes	`compareTo()`
2-3 tree	c lg N	c lg N	c lg N	c lg N	c lg N	c lg N	yes	`compareTo()`
red-black tree	2 lg N	2 lg N	2 lg N	1.00 lg N *	1.00 lg N *	1.00 lg N *	yes	`compareTo()`

* exact value of coefficient unknown but extremely close to 1



Costs for `java FrequencyCounter 8 < tale.txt` using `RedBlackBST`

Why left-leaning trees?

old code (that students had to learn in the past)

```
private Node put(Node x, Key key, Value val, boolean sw)
{
   if (x == null)
      return new Node(key, value, RED);
   int cmp = key.compareTo(x.key);

   if (isRed(x.left) && isRed(x.right))
   {
      x.color = RED;
      x.left.color  = BLACK;
      x.right.color = BLACK;
   }
   if (cmp < 0)
   {
      x.left = put(x.left, key, val, false);
      if (isRed(x) && isRed(x.left) && sw)
         x = rotateRight(x);
      if (isRed(x.left) && isRed(x.left.left))
      {
         x = rotateRight(x);
         x.color = BLACK; x.right.color = RED;
      }
   }
   else if (cmp > 0)
   {
      x.right = put(x.right, key, val, true);
      if (isRed(h) && isRed(x.right) && !sw)
         x = rotateLeft(x);
      if (isRed(h.right) && isRed(h.right.right))
      {
         x = rotateLeft(x);
         x.color = BLACK; x.left.color = RED;
      }
   }
   else x.val = val;
   return x;
}
```

extremely tricky

new code (that you have to learn)

```
public Node put(Node h, Key key, Value val)
{
   if (h == null)
      return new Node(key, val, RED);
   int cmp = kery.compareTo(h.key);
   if (cmp < 0)
      h.left  = put(h.left,  key, val);
   else if (cmp > 0)
      h.right = put(h.right, key, val);
   else h.val = val;

   if (isRed(h.right) && !isRed(h.left))
      h = rotateLeft(h);
   if (isRed(h.left) && isRed(h.left.left))
      h = rotateRight(h);
   if (isRed(h.left) && isRed(h.right))
      h = flipColors(h);

  return h;
}
```

straightforward
(if you've paid attention)

Why left-leaning trees?

Simplified code.

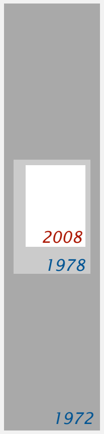
- Left-leaning restriction reduces number of cases.
- Short inner loop.

Same ideas simplify implementation of other operations.

- Delete min/max.
- Arbitrary delete.

Improves widely-used algorithms.

- AVL trees, 2-3 trees, 2-3-4 trees.
- Red-black trees.

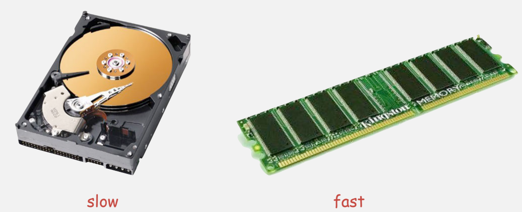


Bottom line. Left-leaning red-black trees are the simplest balanced BST to implement and the fastest in practice.

- 2-3-4 trees
- red-black trees
- **B-trees**

File system model

Page. Contiguous block of data (e.g., a file or 4096-byte chunk).
Probe. First access to a page (e.g., from disk to memory).



Model. Time required for a probe is much larger than time to accessdata within a page.

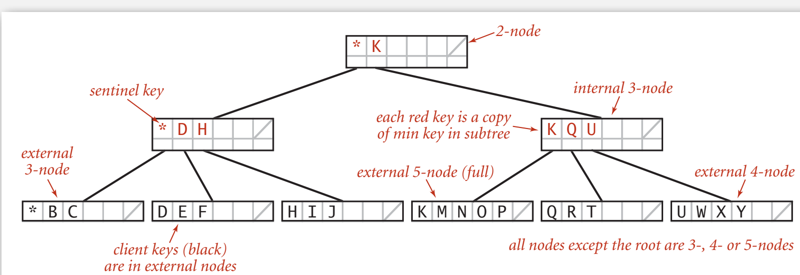
Goal. Access data using minimum number of probes.

B-trees (Bayer-McCreight, 1972)

B-tree. Generalize 2-3 trees by allowing up to M links per node.

- At least 1 entry at root.
- At least M/2 links in other nodes.
- External nodes contain client keys.
- Internal nodes contain copies of keys to guide search.

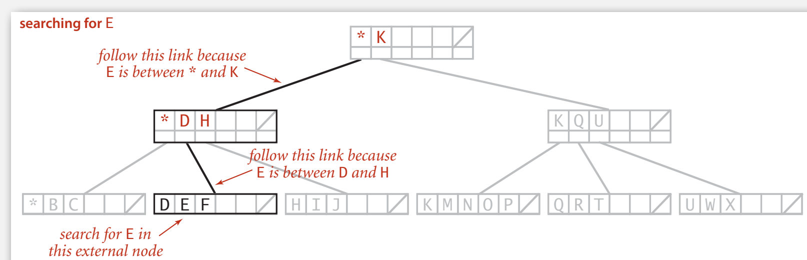
choose M as large as possible so that M links fit in a page, e.g., M = 1000



Anatomy of a B-tree set (M = 6)

Searching in a B-tree

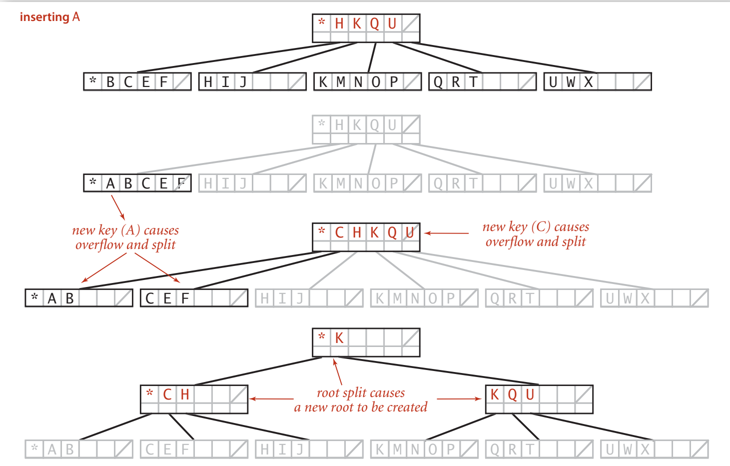
- Start at root.
- Find interval for search key and take corresponding link.
- Search terminates in external node.



Searching in a B-tree set (M = 6)

Insertion in a B-tree

- Search for new key.
- Insert at bottom.
- Split (M+1)-nodes on the way up the tree.



Inserting a new key into a B-tree set

Balance in B-tree

Probes. A search or insert in a B-tree of order M with N items requires between $\log_M N$ and $\log_{M/2} N$ probes.

Pf. All internal nodes (besides root) have between M/2 and M links.

In practice. Number of probes is at most 4! ← M = 1000; N = 62 billion; $\log_{M/2} N \leq 4$

Optimization. Always keep root page in memory.

Balanced trees in the wild

Red-black trees are widely used as system symbol tables.

- Java: `java.util.TreeMap`, `java.util.TreeSet`.
- C++ STL: map, multimap, multiset.
- Linux kernel: completely fair scheduler, `linux/rbtree.h`.

B-tree variants. B+ tree, B*tree, B# tree, …

B-trees (and variants) are widely used for file systems and databases.

- Windows: HPFS.
- Mac: HFS, HFS+.
- Linux: ReiserFS, XFS, Ext3FS, JFS.
- Databases: ORACLE, DB2, INGRES, SQL, PostgreSQL.