

(4) Insert procedure:

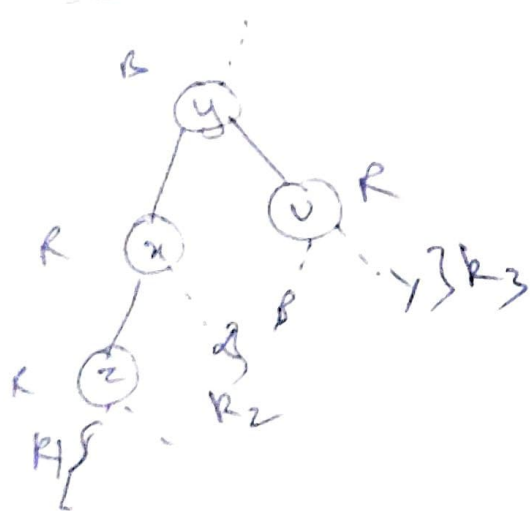
Insert (T, z)

Insert 1 (T, z)

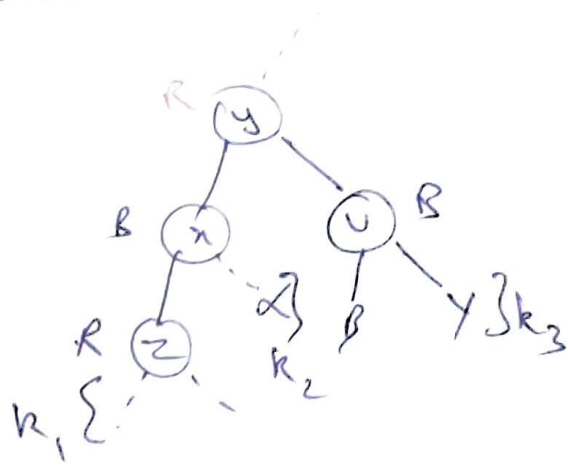
No change in these procedures is required as the inserted node is red which does not affect the black height of Tree (i.e. $T.bh$)

Fix up (T, z) // we will look at various cases.

uncle has red colour




Procedure \rightarrow

~~After~~

~~Before~~ ~~After~~
 Property \rightarrow No. of black nodes from y to any
 descendant leaf is ~~the same~~

A hand-drawn diagram of a long, thin object, possibly a musical instrument or a tool. It features a circular component near the left end and a series of vertical lines along its length, suggesting a segmented or jointed structure.

B 

If y is root \rightarrow Case 1 (a)

(referring to figure on previous page)

Before

Black nodes

$$y - z \dots = 1 + k_1$$
$$y - \alpha \dots = 1 + k_2$$
$$y - \beta \dots = 1 + k_3$$

After \rightarrow

$$y \dots \alpha = 1 + k_2$$
$$y - z \dots = 1 + k_1$$
$$y - \beta \dots = 1 + k_3$$

But to preserve property 2, the colour of y is made black. so T.bh increases by 1.

Conclusion:

IF $\text{fixUP}(T, x)$ in

We only need to change the code in ^{Case 1}
if y ~~became~~ is the root.

① if ($u.\text{col} == \text{red}$) \rightarrow uncle is red

if ($y == T.\text{root}$) \rightarrow y is root

$y.\text{col} = \text{black}$

$T.\text{bh} = T.\text{bh} + 1$

elif

}

Conclusion:

We only need to change the code in Case 1 if y ~~became~~ is the root.

① if ($v.col == red$)

if ($y == T.root$)

$y.col = black$

$bh = bh + 1$

elif

Delete procedure

$z \rightarrow$ node being deleted

$y \rightarrow$ node which was at the position in T , which got deleted

$x \rightarrow$ is the node that comes in place of y after deletion

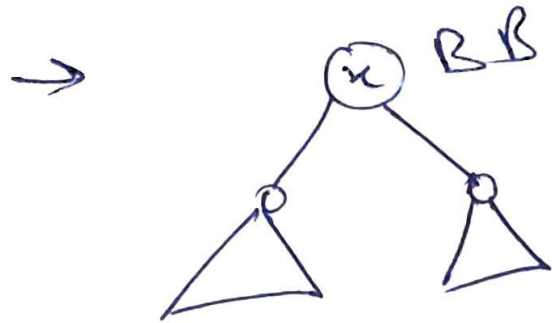
Case \rightarrow When y is red (then R-B properties are still satisfied and T.bh does not change as a red node is removed from the position in T).

Delete (T, z)

\rightarrow No change is required in Delete(T, z) as ~~it is~~ a ~~Red-Black~~ tree if the black height of the tree changes we will get to know it while restoring the R.B properties as for the time being we have conserved the property 5, by denoting colour of x to Red-Black or Black-Black to maintain property 5 in case y was coloured black.

fixUp(T, z)

Case-1(b) when $x = z = T.\text{root}$ and x is $\begin{bmatrix} \text{black} \\ \text{black} \end{bmatrix}$



As x is root we drop off a Black from x hence the black height of Tree decreases by 1.

$$[T.bh = T.bh - 1]$$

Pseudo code

Defix VP(T, x).

If (x.col == red)
:
x.col = black
return

If (x.col == black) and (x == T.root)
~~return~~ T.bh = T.bh - 1
return

...

}

Time complexity

We have just added $O(1)$ operation
[T.bh = T.bh - 1] if x.col == black and
x == T.root which does not change the
complexity.

→ Split the
code given in
lecture
notes.