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Batch C22

**AIM: Implement Red-black Tree Operations.**  
**04-B) DELETION**

**CODE:**

```
import sys
# Node creation
class Node():
    def __init__(self, item):
        self.item = item
        self.parent = None
        self.left = None
        self.right = None
        self.color = 1

class RedBlackTree():
    def __init__(self):
        self.TNULL = Node(0)
        self.TNULL.color = 0
        self.TNULL.left = None
        self.TNULL.right = None
        self.root = self.TNULL

    # Preorder
    def pre_order_helper(self, node):
        if node != TNULL:
            sys.stdout.write(node.item + " ")
            self.pre_order_helper(node.left)
            self.pre_order_helper(node.right)

    # Inorder
    def in_order_helper(self, node):
        if node != TNULL:
            self.in_order_helper(node.left)
            sys.stdout.write(node.item + " ")
            self.in_order_helper(node.right)

    # Postorder
```



```
def post_order_helper(self, node):
    if node != TNULL:
        self.post_order_helper(node.left)
        self.post_order_helper(node.right)
        sys.stdout.write(node.item + " ")

# Search the tree
def search_tree_helper(self, node, key):
    if node == TNULL or key == node.item:
        return node
    if key < node.item:
        return self.search_tree_helper(node.left, key)
    return self.search_tree_helper(node.right, key)

# Balancing the tree after deletion
def delete_fix(self, x):
    while x != self.root and x.color == 0:
        if x == x.parent.left:
            s = x.parent.right
            if s.color == 1:
                s.color = 0
                x.parent.color = 1
                self.left_rotate(x.parent)
                s = x.parent.right
            if s.left.color == 0 and s.right.color == 0:
                s.color = 1
                x = x.parent
            else:
                if s.right.color == 0:
                    s.left.color = 0
                    s.color = 1
                    self.right_rotate(s)
                    s = x.parent.right

                s.color = x.parent.color
                x.parent.color = 0
                s.right.color = 0
                self.left_rotate(x.parent)
                x = self.root
        else:
            s = x.parent.left
            if s.color == 1:
                s.color = 0
                x.parent.color = 1
```



```
        self.right_rotate(x.parent)
        s = x.parent.left
        if s.right.color == 0 and s.right.color == 0:
            s.color = 1
            x = x.parent
        else:
            if s.left.color == 0:
                s.right.color = 0
                s.color = 1
                self.left_rotate(s)
                s = x.parent.left
            s.color = x.parent.color
            x.parent.color = 0
            s.left.color = 0
            self.right_rotate(x.parent)
            x = self.root
    x.color = 0

def __rb_transplant(self, u, v):
    if u.parent == None:
        self.root = v
    elif u == u.parent.left:
        u.parent.left = v
    else:
        u.parent.right = v
    v.parent = u.parent

# Node deletion
def delete_node_helper(self, node, key):
    z = self.TNULL
    while node != self.TNULL:
        if node.item == key:
            z = node
        if node.item <= key:
            node = node.right
        else:
            node = node.left
    if z == self.TNULL:
        print("Cannot find key in the tree")
        return
    y = z
    y_original_color = y.color
    if z.left == self.TNULL:
        x = z.right
```



```
        self.__rb_transplant(z, z.right)
    elif (z.right == self.TNULL):
        x = z.left
        self.__rb_transplant(z, z.left)
    else:
        y = self.minimum(z.right)
        y_original_color = y.color
        x = y.right
        if y.parent == z:
            x.parent = y
        else:
            self.__rb_transplant(y, y.right)
            y.right = z.right
            y.right.parent = y
        self.__rb_transplant(z, y)
        y.left = z.left
        y.left.parent = y
        y.color = z.color
    if y_original_color == 0:
        self.delete_fix(x)

# Balance the tree after insertion
def fix_insert(self, k):
    while k.parent.color == 1:
        if k.parent == k.parent.parent.right:
            u = k.parent.parent.left
            if u.color == 1:
                u.color = 0
                k.parent.color = 0
                k.parent.parent.color = 1
                k = k.parent.parent
            else:
                if k == k.parent.left:
                    k = k.parent
                    self.right_rotate(k)
                k.parent.color = 0
                k.parent.parent.color = 1
                self.left_rotate(k.parent.parent)
        else:
            u = k.parent.parent.right

            if u.color == 1:
                u.color = 0
```



```
        k.parent.color = 0
        k.parent.parent.color = 1
        k = k.parent.parent
    else:
        if k == k.parent.right:
            k = k.parent
            self.left_rotate(k)
            k.parent.color = 0
            k.parent.parent.color = 1
            self.right_rotate(k.parent.parent)
        if k == self.root:
            break
    self.root.color = 0

# Printing the tree
def __print_helper(self, node, indent, last):
    if node != self.TNULL:
        sys.stdout.write(indent)
        if last:
            sys.stdout.write("R----")
            indent += "    "
        else:
            sys.stdout.write("L----")
            indent += "|    "

        s_color = "RED" if node.color == 1 else "BLACK"
        print(str(node.item) + "(" + s_color + ")")
        self.__print_helper(node.left, indent, False)
        self.__print_helper(node.right, indent, True)

def preorder(self):
    self.pre_order_helper(self.root)

def inorder(self):
    self.in_order_helper(self.root)

def postorder(self):
    self.post_order_helper(self.root)

def searchTree(self, k):
    return self.search_tree_helper(self.root, k)

def minimum(self, node):
```



```
while node.left != self.TNULL:
    node = node.left
return node

def maximum(self, node):
    while node.right != self.TNULL:
        node = node.right
    return node

def successor(self, x):
    if x.right != self.TNULL:
        return self.minimum(x.right)
    y = x.parent
    while y != self.TNULL and x == y.right:
        x = y
        y = y.parent
    return y

def predecessor(self, x):
    if (x.left != self.TNULL):
        return self.maximum(x.left)
    y = x.parent
    while y != self.TNULL and x == y.left:
        x = y
        y = y.parent
    return y

def left_rotate(self, x):
    y = x.right
    x.right = y.left
    if y.left != self.TNULL:
        y.left.parent = x
    y.parent = x.parent
    if x.parent == None:
        self.root = y
    elif x == x.parent.left:
        x.parent.left = y
    else:
        x.parent.right = y
    y.left = x
    x.parent = y

def right_rotate(self, x):
    y = x.left
```



```
x.left = y.right
if y.right != self.TNULL:
    y.right.parent = x
y.parent = x.parent
if x.parent == None:
    self.root = y
elif x == x.parent.right:
    x.parent.right = y
else:
    x.parent.left = y
y.right = x
x.parent = y

def insert(self, key):
    node = Node(key)
    node.parent = None
    node.item = key
    node.left = self.TNULL
    node.right = self.TNULL
    node.color = 1
    y = None
    x = self.root
    while x != self.TNULL:
        y = x
        if node.item < x.item:
            x = x.left
        else:
            x = x.right
    node.parent = y
    if y == None:
        self.root = node
    elif node.item < y.item:
        y.left = node
    else:
        y.right = node
    if node.parent == None:
        node.color = 0
        return
    if node.parent.parent == None:
        return
    self.fix_insert(node)

def get_root(self):
    return self.root
```



```
def delete_node(self, item):
    self.delete_node_helper(self.root, item)

def print_tree(self):
    self.__print_helper(self.root, "", True)

if __name__ == "__main__":
    bst = RedBlackTree()
    bst.insert(55)
    bst.insert(40)
    bst.insert(65)
    bst.insert(60)
    bst.insert(75)
    bst.insert(57)
    bst.print_tree()

    print("\nAfter deleting element 40")
    bst.delete_node(40)
    bst.print_tree()

    print("\nAfter deleting element 57")
    bst.delete_node(57)
    bst.print_tree()
```

#### OUTPUT:

```
PS C:\Users\Jadhav\Documents\BTech\Docs\6th Sem\AA\Code> & C:/msys64/mingw64/bin/python.exe "c:/Users/Jadhav/Documents
/BTech/Docs/6th Sem/AA/Code/Red-Black_Deletion.py"
R----55(BLACK)
  L----40(BLACK)
  R----65(RED)
    L----60(BLACK)
    |   L----57(RED)
    R----75(BLACK)

After deleting element 40
R----65(BLACK)
  L----57(RED)
  |   L----55(BLACK)
  |   R----60(BLACK)
  R----75(BLACK)

After deleting element 57
R----65(BLACK)
  L----60(BLACK)
  |   L----55(RED)
  R----75(BLACK)
PS C:\Users\Jadhav\Documents\BTech\Docs\6th Sem\AA\Code> █
```