

2-3 trees Implementation :

Insertion

- insert new leaf in appropriate place
- repeat until all non-leaf nodes have 2 or 3 children
 - if there is a node with 4 children split parent into 2 parent node with 2 children each.
 - if split root : add a new root.
- adjust search values along insertion path.

Deletion

- delete x from 2-3 tree
 - > let $P = \text{parent}(x)$
 - > if x is root remove x
 - > else if x has 3 children then remove x .
 - > else
 - if P is root \rightarrow remove x & P
 - else
 - * let S be other child of P , let $L = \text{left sibling of } P$, $R = \text{right sibling of } P$
 - if L has 3 children, replace x by one of L 's children.
 - else if R has 3 children, replace x by one of R 's children
 - else
 - remove x

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combine 'p' with l (or r)
make s a children of l or r.
rename p to x.
recursively remove x.

Insert Algorithm :

insert (TwoThreeNode N, comparable value)

locate leaf in which to put value.

if leaf is a 2node, make it a 3 node
insert value as either small key or large
key.

if leaf is a 3 node

insert value temporarily & split the
node.

split (TwoThreeNode N)

if N is root

make middle key into a 2 node

make small & large key into 2
node.

relink children

else : N has parent P → move middle key
to P, make small, large key into 2
node, relink children.


```
insert (a, r)
```

```
{
```

```
    if (r consist of single leaf labeled b)
        create a new root r'
        create a new leaf v labeled a
        make l & v children of r'
        update L & M for r'
```

```
    else
```

```
        Set f to Search (a, r)
        create a new leaf l labeled a
        if f has 2 children
            insert l into proper position
            update L & M.
```

```
        else
```

```
            create a transitory H node tree at f
            Addchild (f)
```

```
}
```

```
Addchild (v)
```

```
{
```

```
    create new node v'
    move 2 rightmost children of v to v'
    if (v has no parent)
        make new root r'
        make v: left child & v': right child
        update L & M
```

```
    else
```

```
        let f be parent of v
        make v' child of f immediately to right of v
        if f now has H children
```


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```

        Addchild (f)
    else
        update h & M
}

```

Delete :-

```

delete ()
{
    let f be parent of node just deleted
    while (f is an illegal interior node)
    {
        if (f has no parent)
            make single child of f, new node
            delete f
            set of to the root
        else
            let g be parent of f
            if (one of f's sibling is a 3 node)
                move one child from 3-node into
                f, update k1 & k2 everywhere
            else
                give f's remaining child to one f's
                sibling
                delete f
                update k1 & k2 everywhere
                set f to g
            }
    }
}

```