



# Data Structures

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## Insertion In A Red-Black Tree

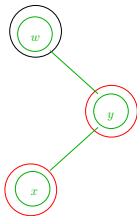
Design and Analysis  
of Algorithms I

# High-Level Plan

**Idea for Insert/Delete:** Proceed as in a normal binary search tree, then recolor and/or perform rotations until invariants are restored.

**Insert( $x$ ):**

1. Insert  $x$  as usual (makes  $x$  a leaf).
2. Try coloring  $x$  red.
3. If  $x$ 's parent  $y$  is black, done.
4. Else  $y$  is red  $\Rightarrow y$  has a black parent  $w$ .



# Insertion

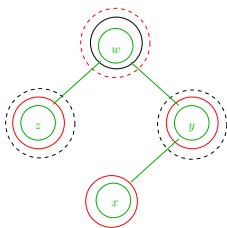
# Case 1

**Case 1:** The other child  $z$  of  $x$ 's grandparent  $w$  is also red.

⇒ Recolor  $y, z$  black and  $w$  red. [key point: does not break invariant (4)]

⇒ Either restores invariant (3) or propagates the double red upward.

⇒ Can only happen  $O(\log n)$  times. [If you reach the root, recolor it black ⇒ Preserves invariant (4)].



## Case 2

**Case 2:** Let  $x, y$  be the current double-red,  $x$  the deeper node. Let  $w = x$ 's grandparent. Suppose  $w$ 's other child is NULL or is a black node  $z$ .

**Exercise/case analysis (details omitted):** Can eliminate double-red [ $\Rightarrow$  All invariants satisfied] in  $O(1)$  time via 2-3 rotations + recolorings.

