

Using insertion method introduced in the lecture, prove that if $n > 1$, the tree contains at least one red node.

Below is the inserting algorithm in the lecture slides.

```

RB-INSERT( $T, z$ )
1   $y = T.nil$ 
2   $x = T.root$ 
3  while  $x \neq T.nil$ 
4       $y = x$ 
5      if  $z.key < x.key$ 
6           $x = x.left$ 
7      else  $x = x.right$ 
8   $z.p = y$ 
9  if  $y == T.nil$ 
10      $T.root = z$ 
11 elseif  $z.key < y.key$ 
12      $y.left = z$ 
13 else  $y.right = z$ 
14  $z.left = T.nil$ 
15  $z.right = T.nil$ 
16  $z.color = RED$ 
17 RB-INSERT-FIXUP( $T, z$ )

```

The new inserted node always has the red color. The only thing that might change this situation is the following RB_INSERT_FIXUP function.

```

RB-INSERT-FIXUP( $T, z$ )
1  while  $z.p.color == RED$ 
2      if  $z.p == z.p.p.left$ 
3           $y = z.p.p.right$ 
4          if  $y.color == RED$ 
5               $z.p.color = BLACK$ 
6               $y.color = BLACK$ 
7               $z.p.p.color = RED$ 
8               $z = z.p.p$ 
9          else if  $z == z.p.right$ 
10              $z = z.p$ 
11             LEFT-ROTATE( $T, z$ )
12              $z.p.color = BLACK$ 
13              $z.p.p.color = RED$ 
14             RIGHT-ROTATE( $T, z.p$ )
15         else (same as then clause
16             with "right" and "left" exchanged)
17      $T.root.color = BLACK$ 

```

There are three cases under the condition that $z.p.color$ is RED, therefore, when $z.p.color$ is black, the tree will not be changed as well as the color of the new inserted node.

Let's consider the three cases that may change colors, in every case, each time a node's color being changed to black, there is always a node changes to RED. Therefore, no matter how many times the tree is being fixed in this function, one RED node is always remained.