ADSLabs - Red-Black Tree

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Insertion algorithm: -

1. Perform BST insert, set col. of new node X=RED

2. If x is not, ther col of x = BLACK

3. If color of x's parend != BLACK or x is not root:

a. If x's uncle is RED in change parent col & uncle col = BLACK

ii. Cprandfarent Col = RED

iii. Change x's col = goundparent's col.

b. Else (iex's unde is BLACK) a) peremune i. Left-left cax

ii. Left-right case

iii. Right-right case iv. right-left case

b) Chargex = x's parent

13 & Basic structs & modes:

Struct Node ?

int data; bool color;

Node \*left, +right, \* pewent,

Node (int data) { this -) data = data

left = & right = prent = NULL;

this scolor = RED;

class RBTree }

private: Nadet root;

void notacleft (Node xb, Node xb) notate Right (Node + U, Node \* W) Fix Violation (Node Xb, Mode Xb)

```
public:
          RBTree () { not = NULL; }
          void insert (const int On);
          void inorder ();
   };
Utility Runtian .
Node *BSTInsert (Node* not, Node* pt) {
      H(not == NULL) return pt,
      if (pt ) data < root > data) {
            not-) left = BSTInscrt (not > left, pt))
            not -> left -> parent = root;
      } else if (pt >data > root > data) {
            roots right = BSTinsert (roots right, pt);
             nost > nght + percent = rost;
     return root;
     RBTree: rotate Righet (Node * & root, Node + & pt) {
     Node* pt-night =pt-night
     pt-right = pt-right > left)
     if (pt > right = NVII) pt -> right + parent = pt;
      pt_sight -> parent = Bt-parent;
      if (pt->parent == NULL) root = pt-right;
      else if (pt=pt->parent>) lef) pt->parent-> left = pt-nglit;
     else pt-sparent soight = pt-right;
      pt-ng by steft = pt;
      pt-parent = pt-nght;
     RBTree: notateRight (Node * Wroot, Node * & pt) {
      Node+ pt_left = pt > left;
      pt-sleft = pt_left sright;
      of (pt >left &NULL) pt >left -> parent =pt;
       pt-left > parent = pt > parent;
```

if ( pb - sparent = NULL) mot = pt\_-left;