

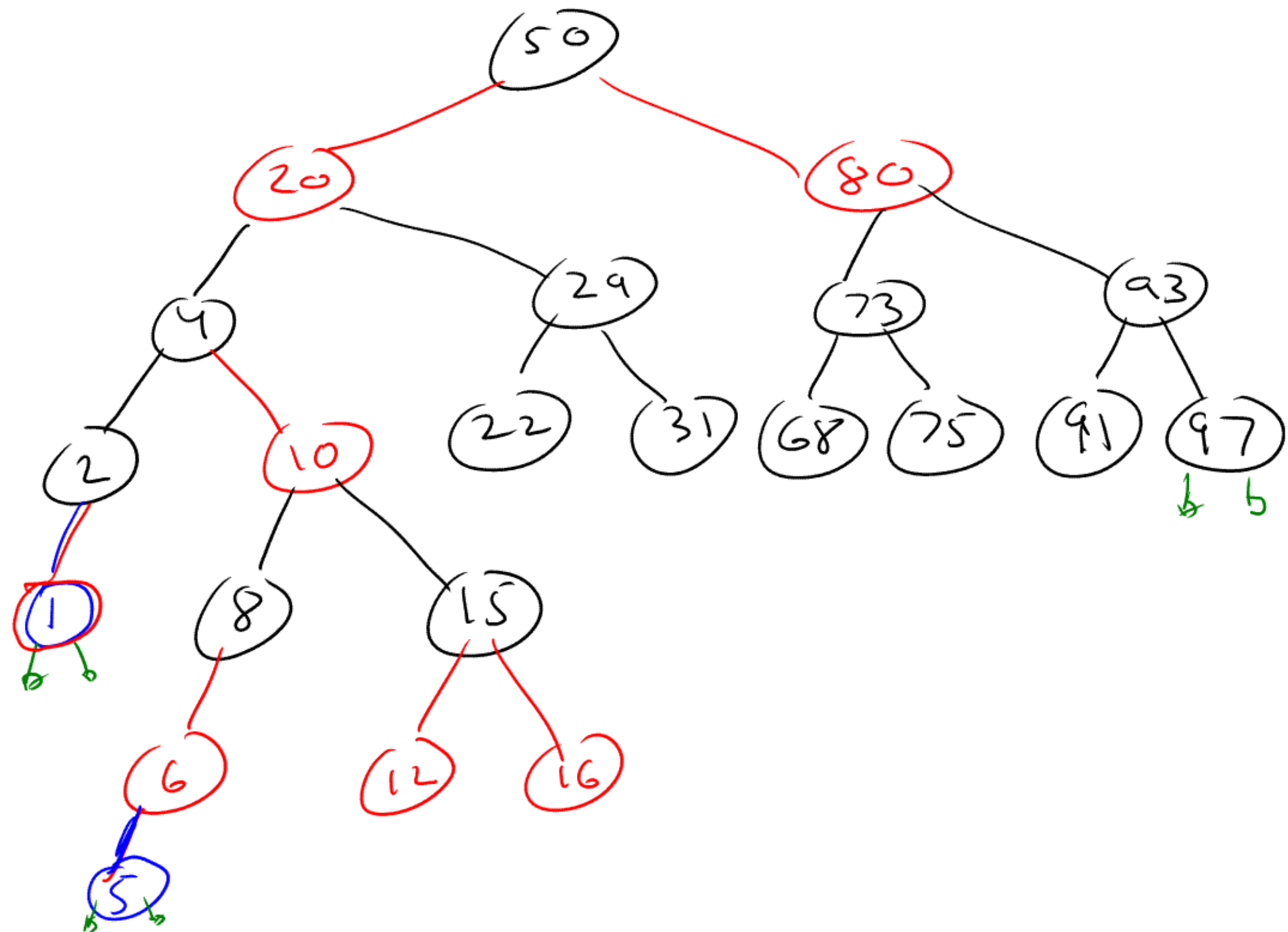
Insert (x)

- BST insert of x

- assign new node a color
→ which color??

→ if we make node black, always a problem because black height of two paths are increased but for other paths, no

→ if we make node red, sometimes a problem, when parent is also red



Insert (x)

{
- BST insert of x, make new node red
- label new node x

if (x's parent is black)

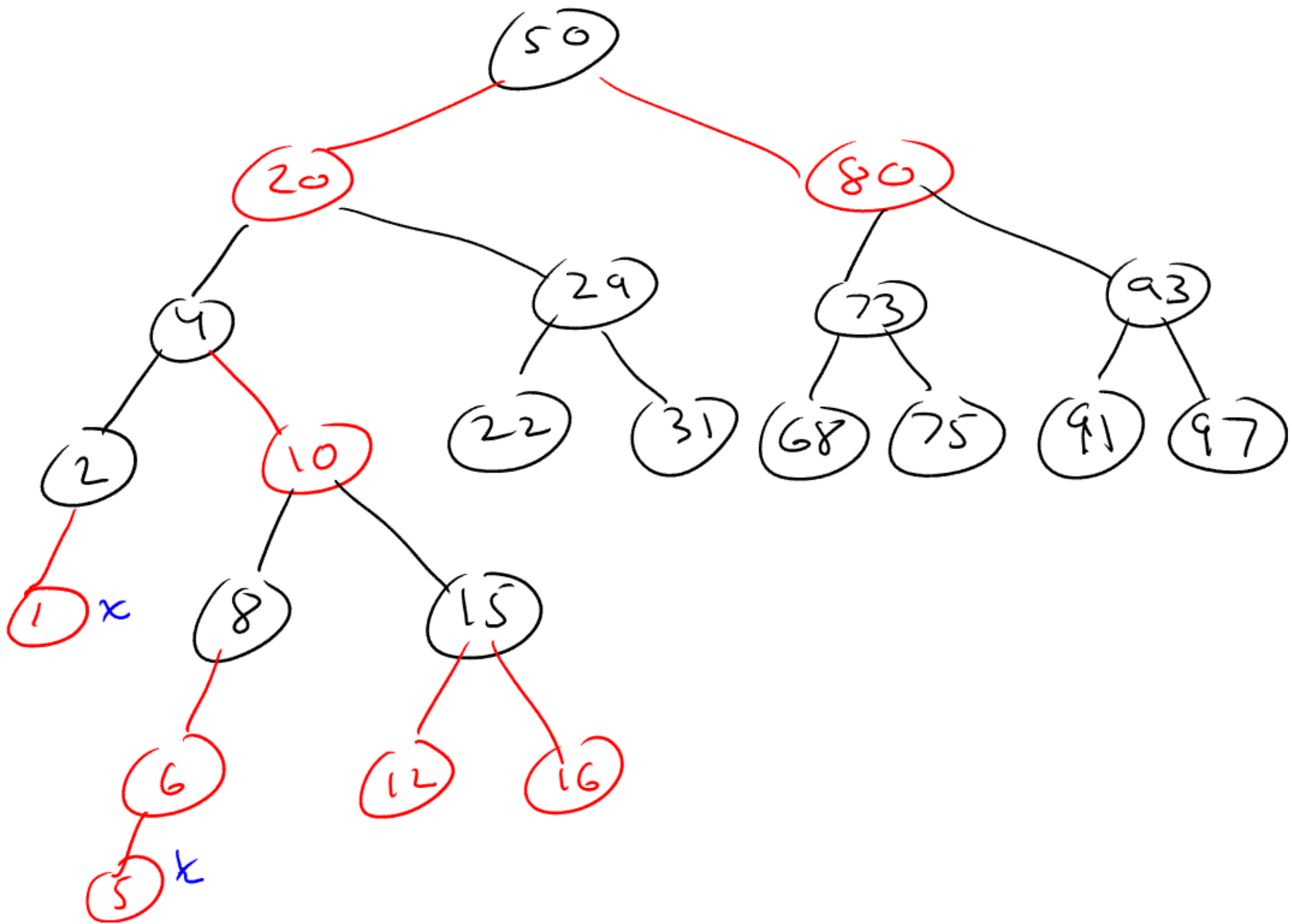
STOP;

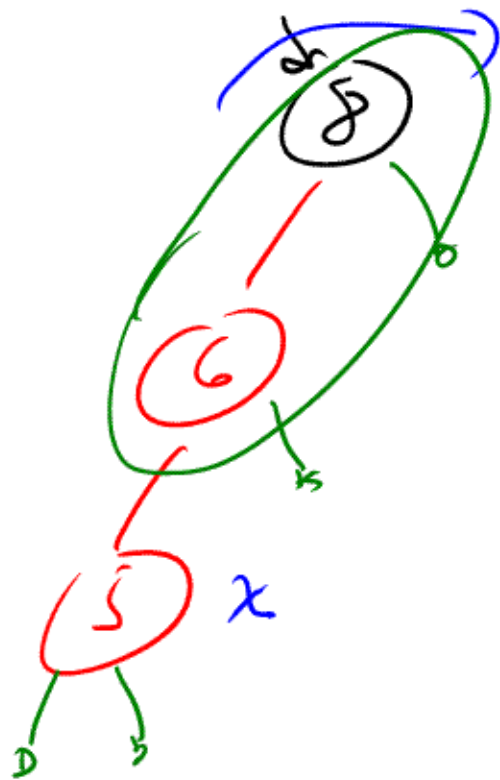
else // x's parent is red

{
fix problems in tree

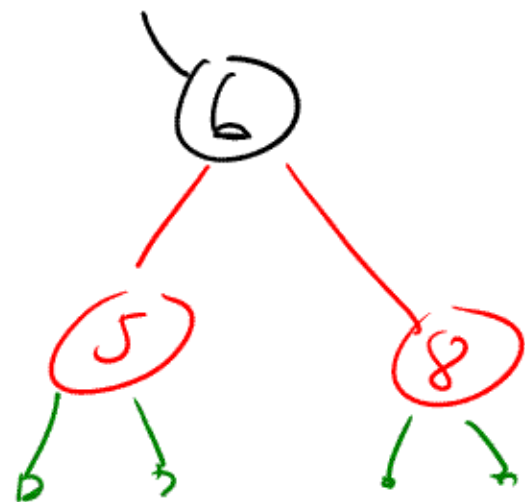
}

}





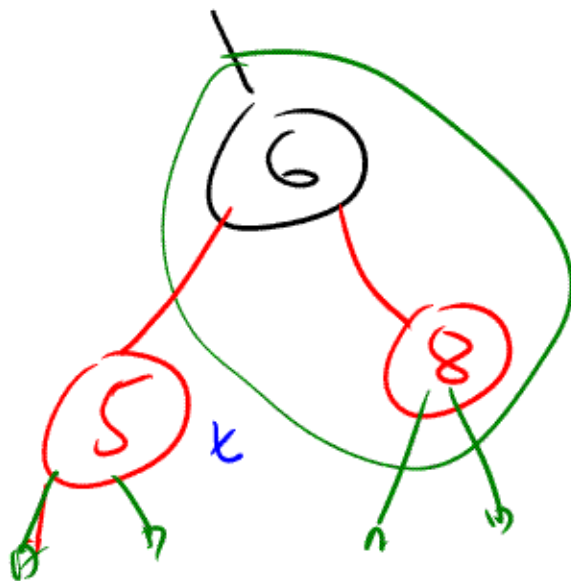
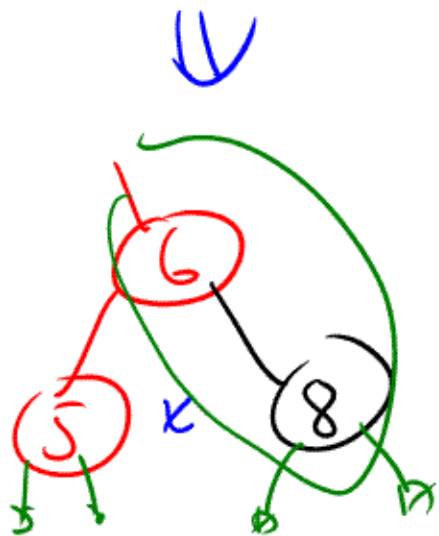
\Rightarrow

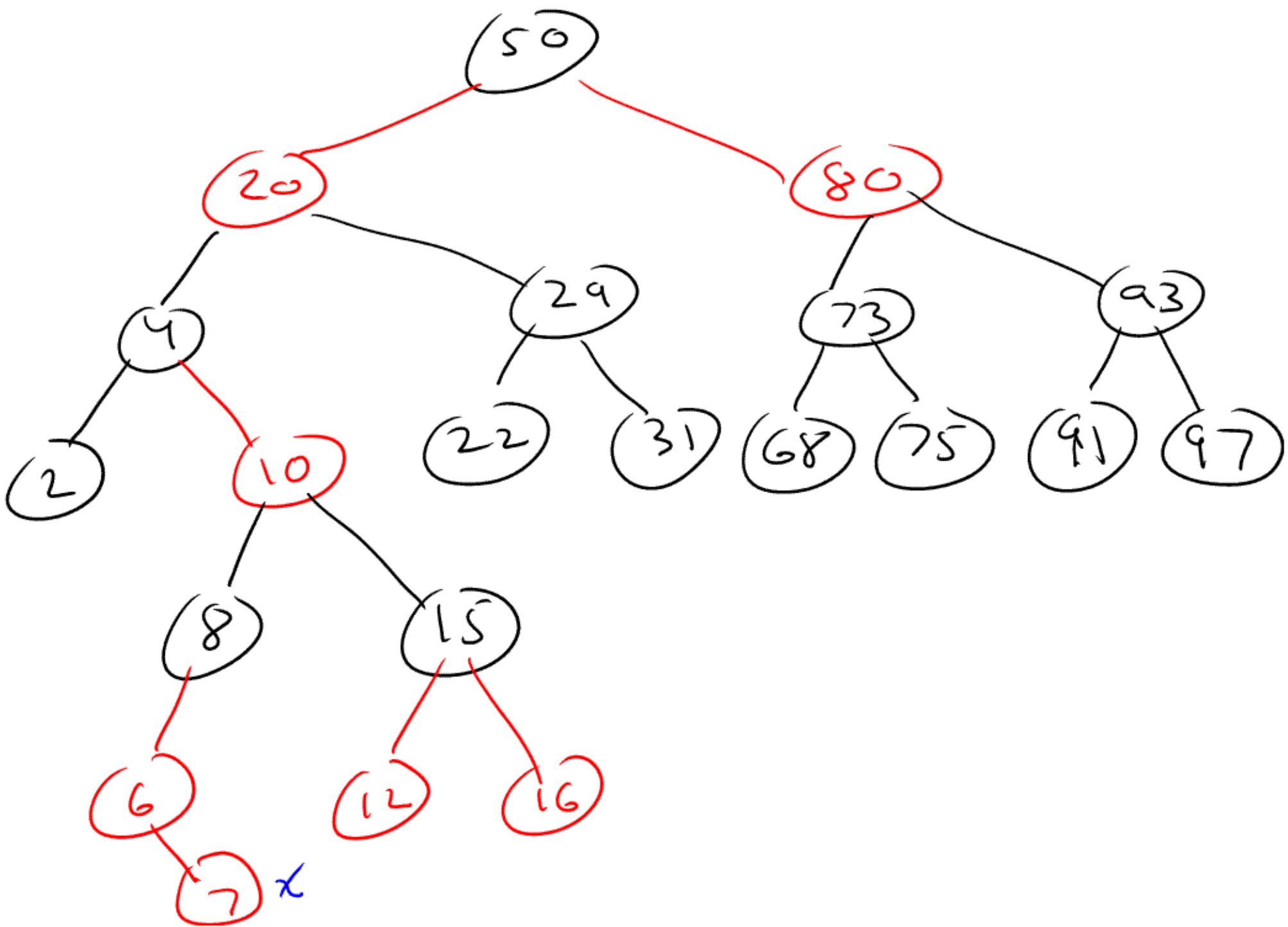


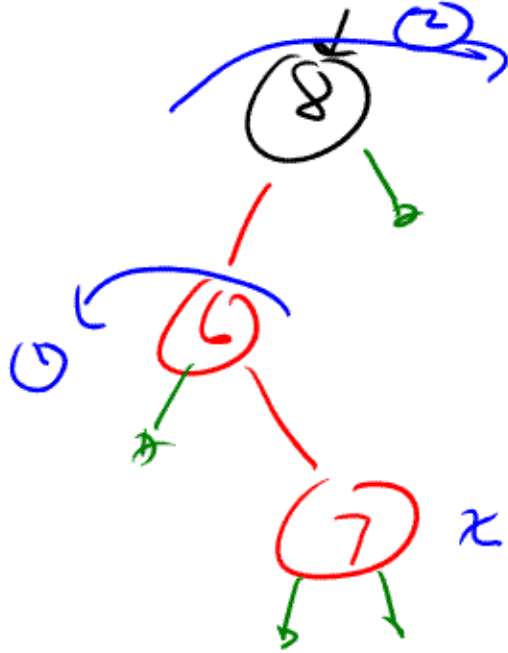
1) S/R on

x 's grandparent

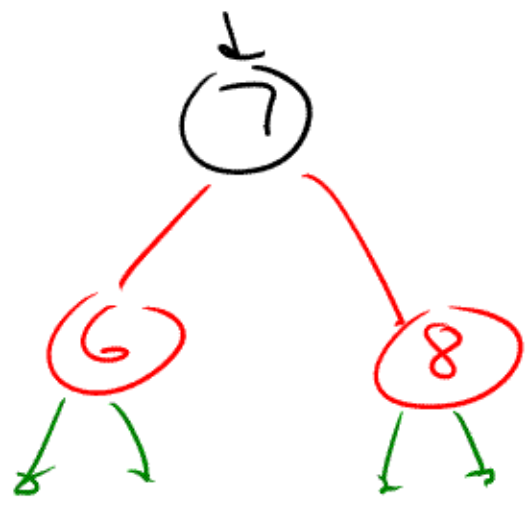
2) swap colors of old subtree root (x 's former grandparent) & new subtree root



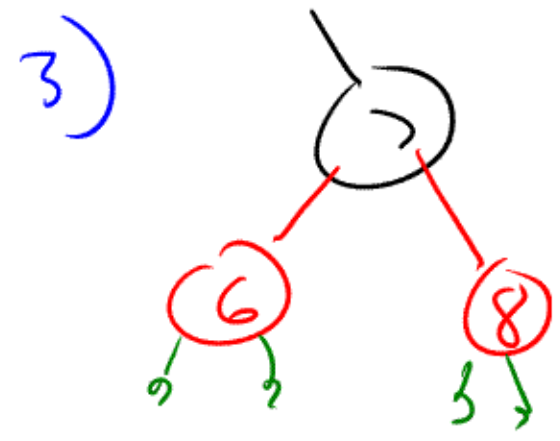
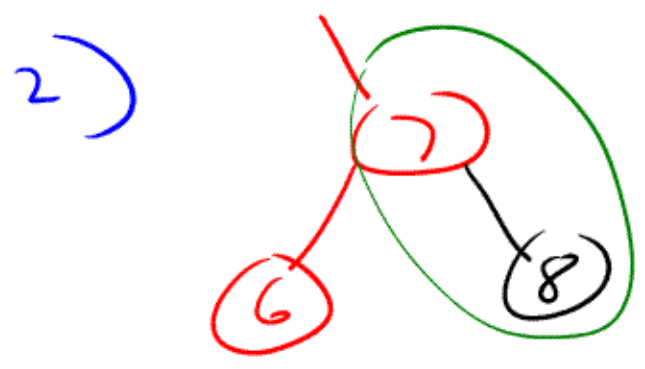
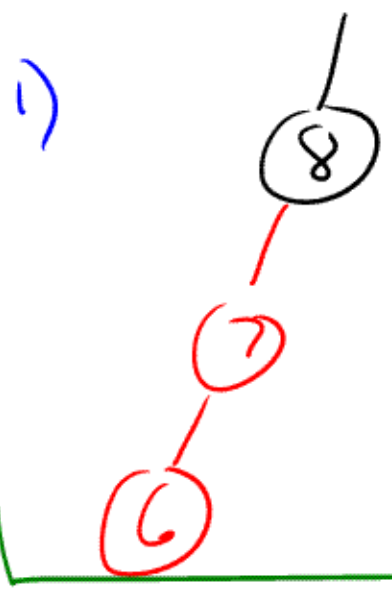




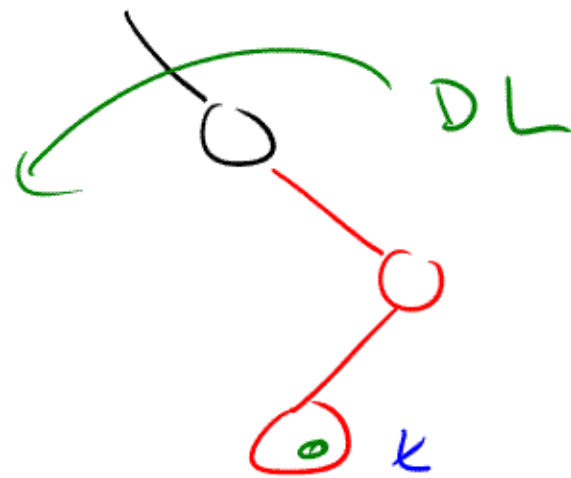
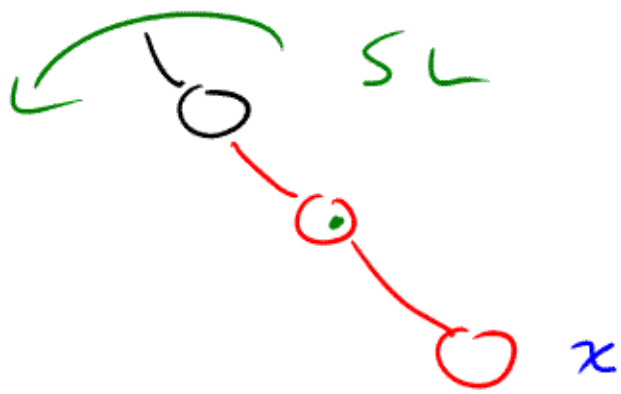
\Rightarrow



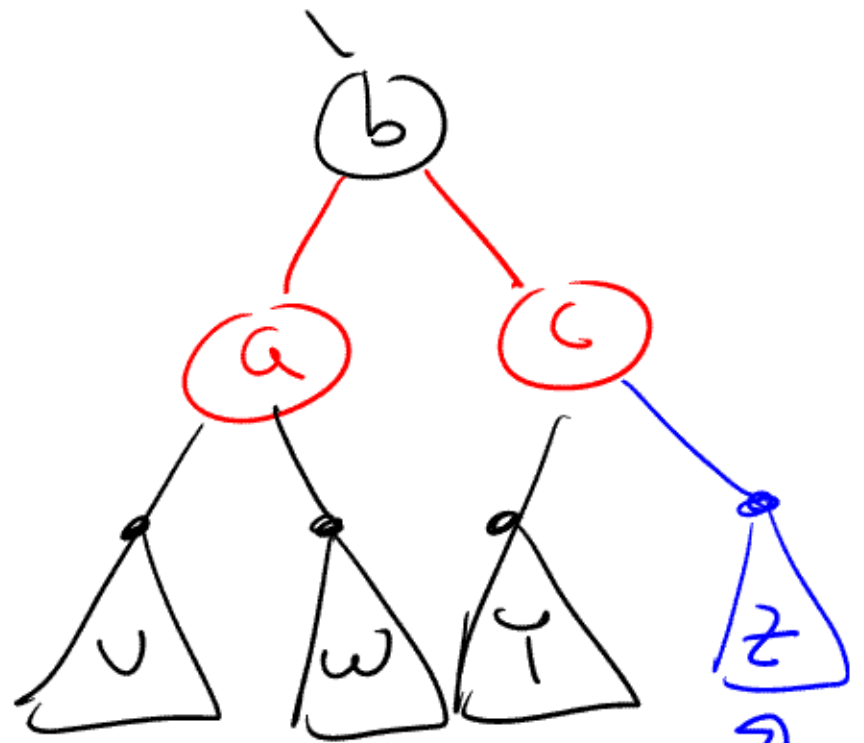
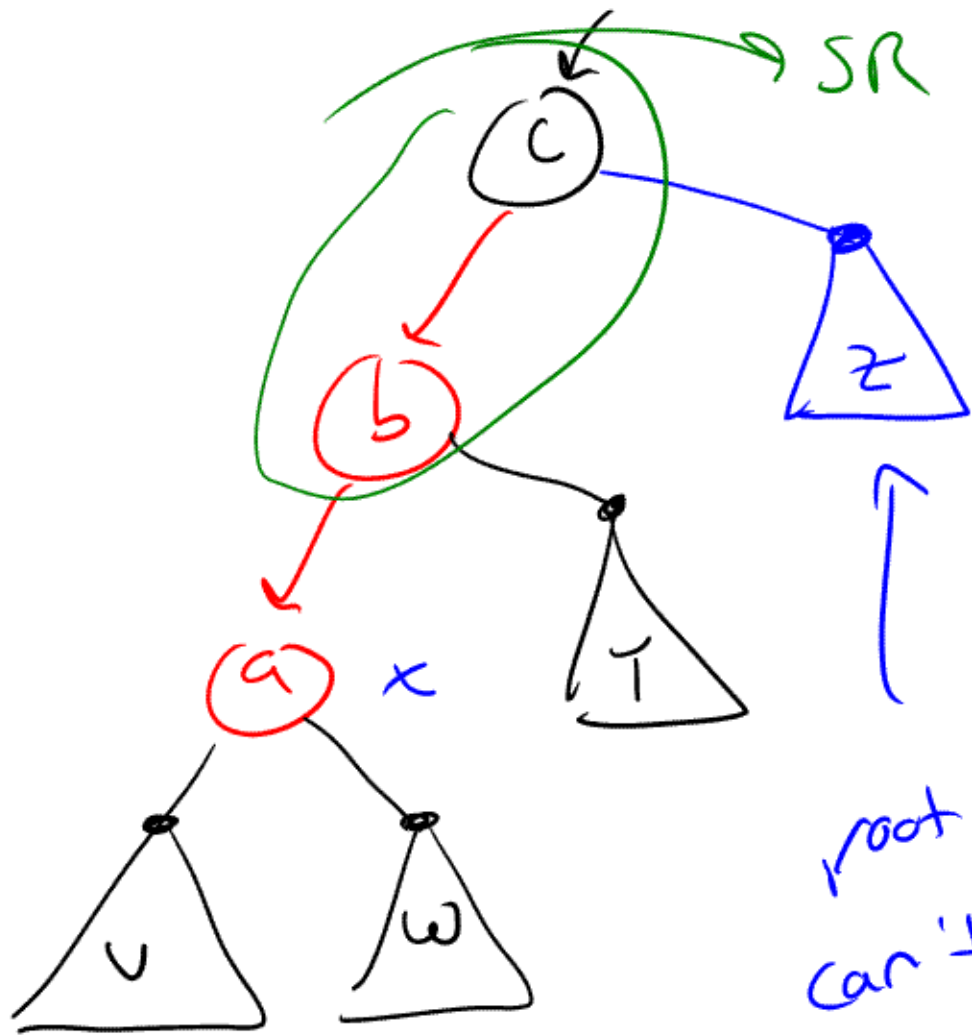
DR on 8 (x's grandparent)



DR



-
- 1) do a rotation (SR, DR, DL, SL) on x's grandparent
 - 2) x's grandparent is old root of subtree, swap its color w/ that of new root of subtree



root
can't
be red
else

problem
here

Insert (x)

{ - BST insert of x, color new node red

- label new node "x"

if (x's parent is black)
stop;

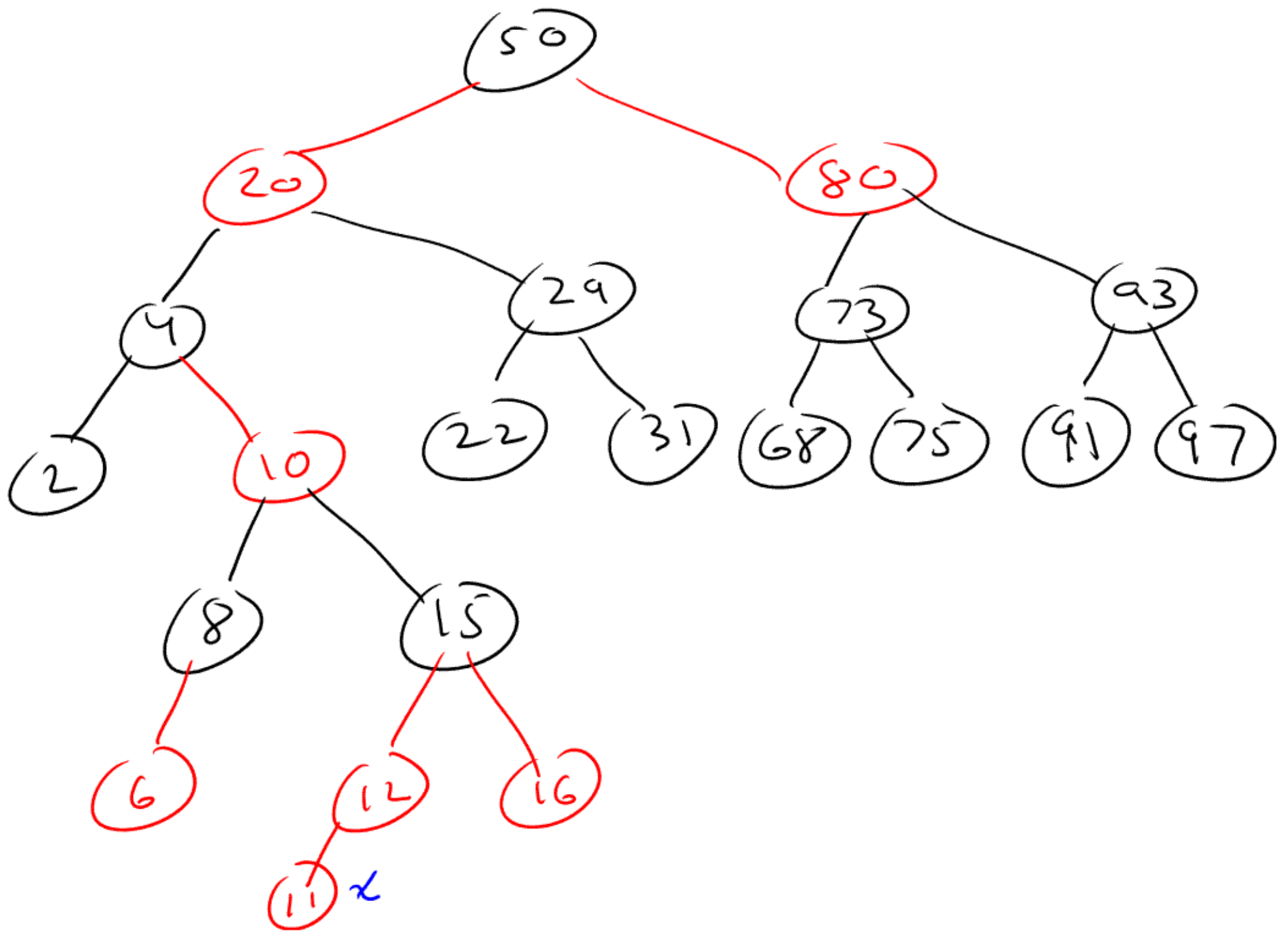
else

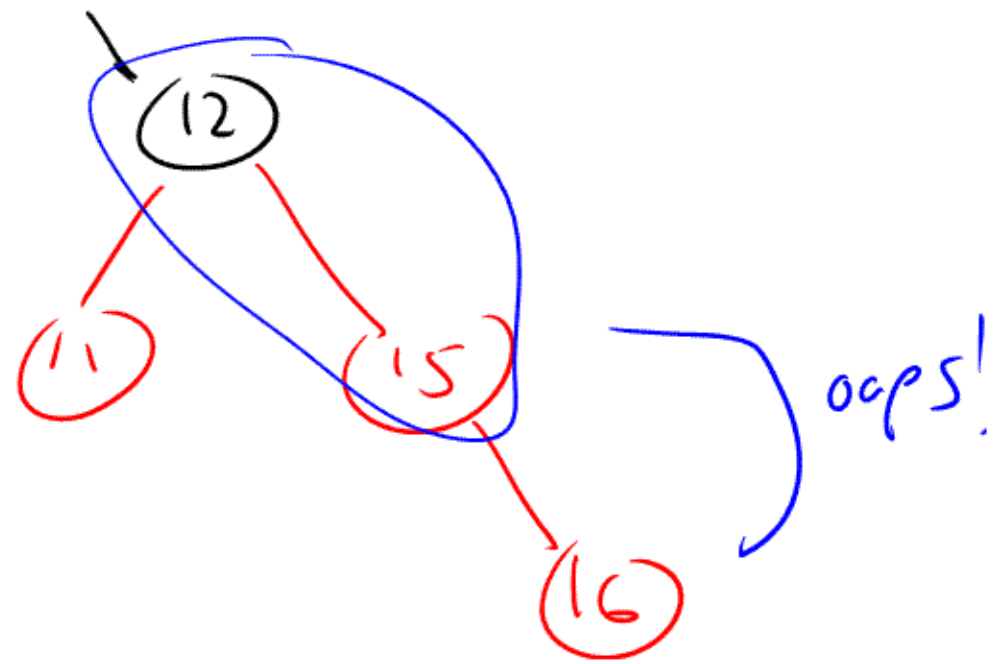
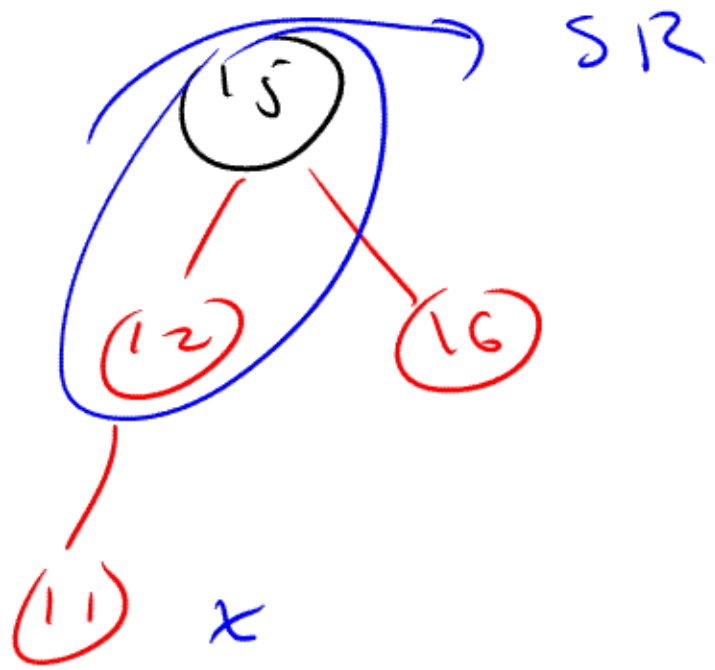
{ if (x's parent's sibling is black)
{ rotate, recolor 2 nodes, stop

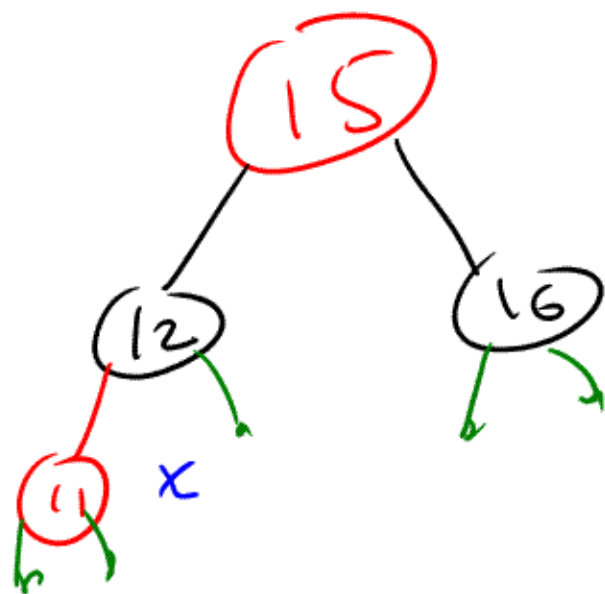
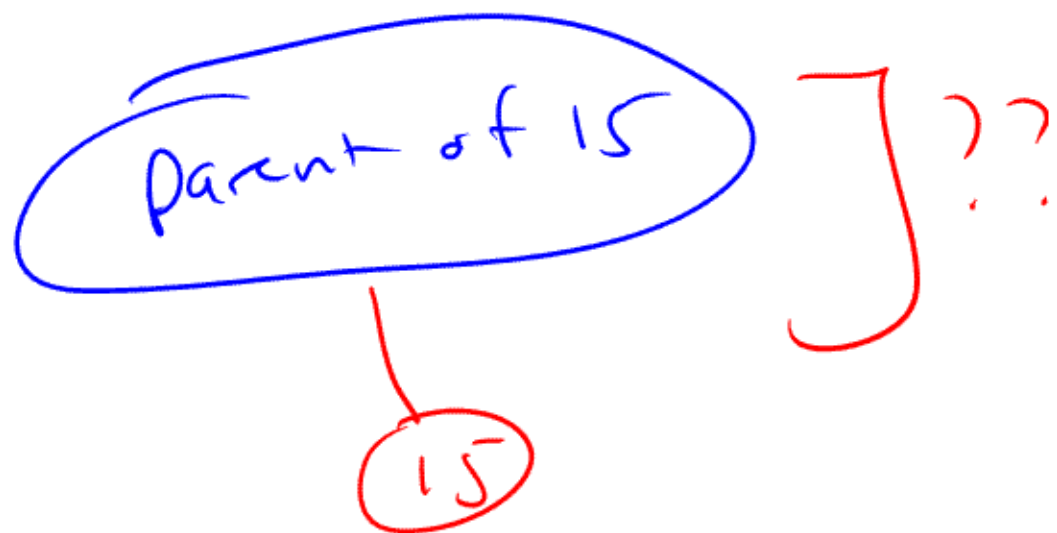
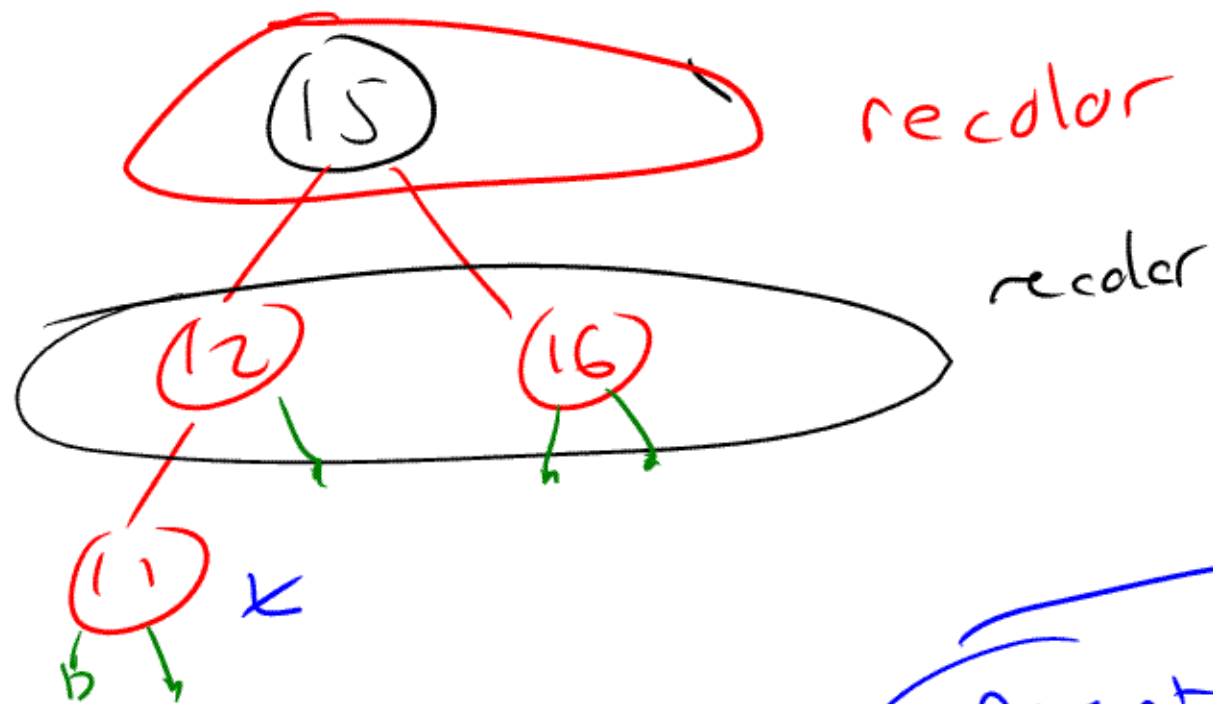
else // x's parent's sibling is red

?

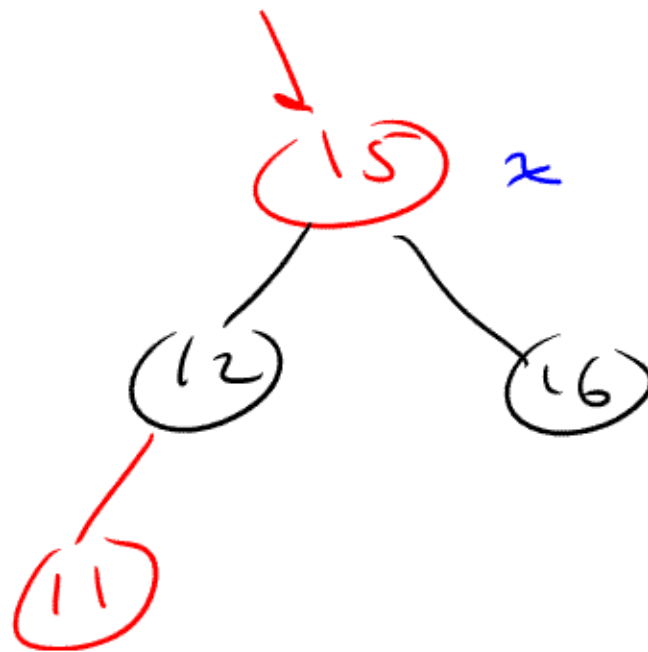
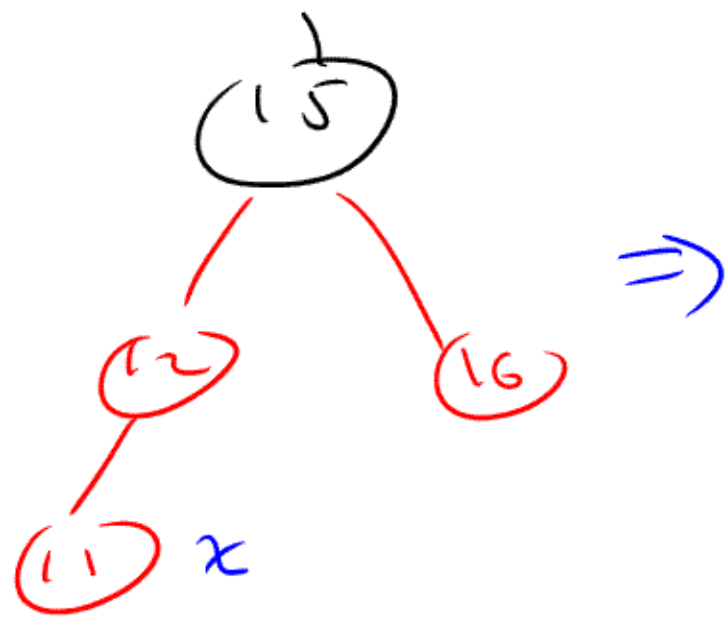
>







so relabel 15 as x



Insert (x)

{
- BST insert of x, new node is red
- label new node as x

while (^{x not root AND} x's parent is red)

{
if (x's parent's sib is black

{
rotate, recolor 2 nodes, stop

}

else

{
recolor 3 nodes, x's grandparent
relabeled x, continue

}

}

color root black;

}