1. min BH.

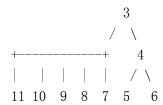
(a)

(b) delete_min



2. 2P min PH

(a) insert (meld)

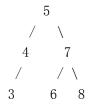


(b) delete_min (meld in 2 pass)

(c) decrease_key : 8 --> 2 (meld subtree & main tree)

3. AVL insert

: rotation types used : RR, RL, LR



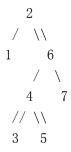
4. 2-3 tree

delete 3:



5. RB

rotation types / color flips used : RRr, RLb, LLr, LLb



6. merits of RB

- o efficient join and split of small & big trees.
- o no waste of memory space
- o no data movement within node