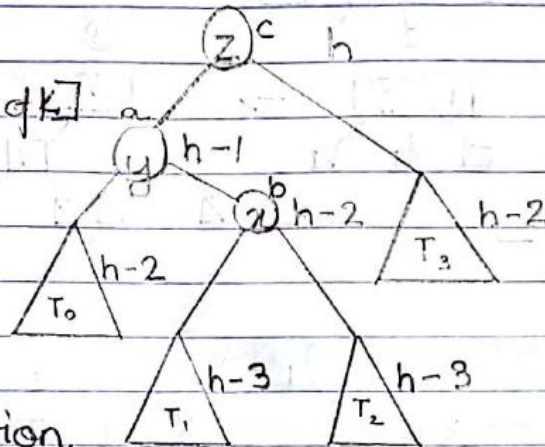


2. $S' \Rightarrow$

[after insertion of k]



height = h

$h-1$

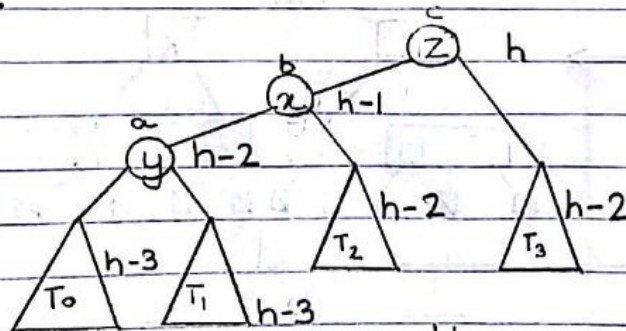
$h-2$

$h-3$

Obviously after insertion, key k broke the height balance property of AVL tree.

*left rotation of x *

Hence restructuring was necessary.



height = h

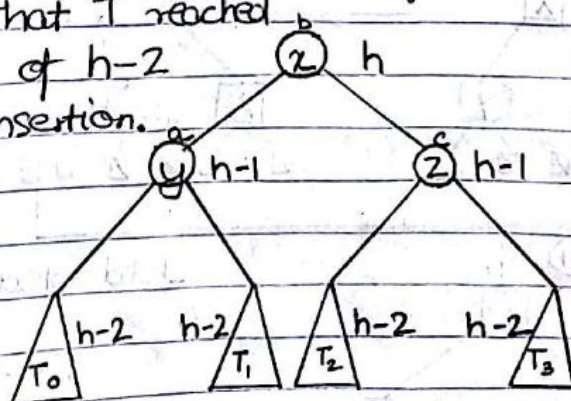
$h-1$

$h-2$

$h-3$

This should imply that T reached a depth of $h-2$ before insertion.

*right rotation of x *



height = h

$h-1$

$h-2$

We can assume that height of S was h and depth $h-2$. Addition of k resulted in S' whose depth was $h-3$. After 2 rotations, we get S^* , whose depth is $h-2$ & height is h (which was the height of the tree before insertion).

* After initializing a global counter "inversions" I would add "inversions++" if cmp is less than / greater than 0 and "inversions++" under $h = \text{rotateLeft}(h);$ / $h = \text{rotateRight}(h);$

5. The output for the given test files were 50% for "test10.txt", 9% for "test100.txt" & 1.5% for "test1000.txt". This made it clear that the smaller the tree was and the more ordered the ~~the~~ input values were, the lesser the percentage of red nodes. However upon using the test files from assignment 1, I realised that my results hovered around 25% of the ~~the~~ nodes being red. These files had more random, larger, repeated values which tested my code more thoroughly. Hence I can conclude that around 25% of the nodes in a red black tree are red.

3. Considering a list of numbers is already sorted, the minimum number of inversions would be 0.

Now if we're given a list of numbers where EVERY value is out of order then every number $(n-1), (n-2), \dots, 2, 1$ needs to be inverted.

The maximum # of inversions would be $(n-1) + (n-2) + (n-3) + \dots + 2 + 1 \Rightarrow \frac{n \cdot (n-1)}{2}$ [as in insertion sort].

4. Red black trees have a running time of $O(\log n)$ for search, insert, and delete. To ~~use~~ compute the # of inversions in a red black tree I would initialize a counter and increment it everytime ~~the~~ nodes were rotated or swapped, etc. Since there are n values, and search/insert/delete take $O(\log n)$, computing the inversions would take $O(n \log n)$ time.

*