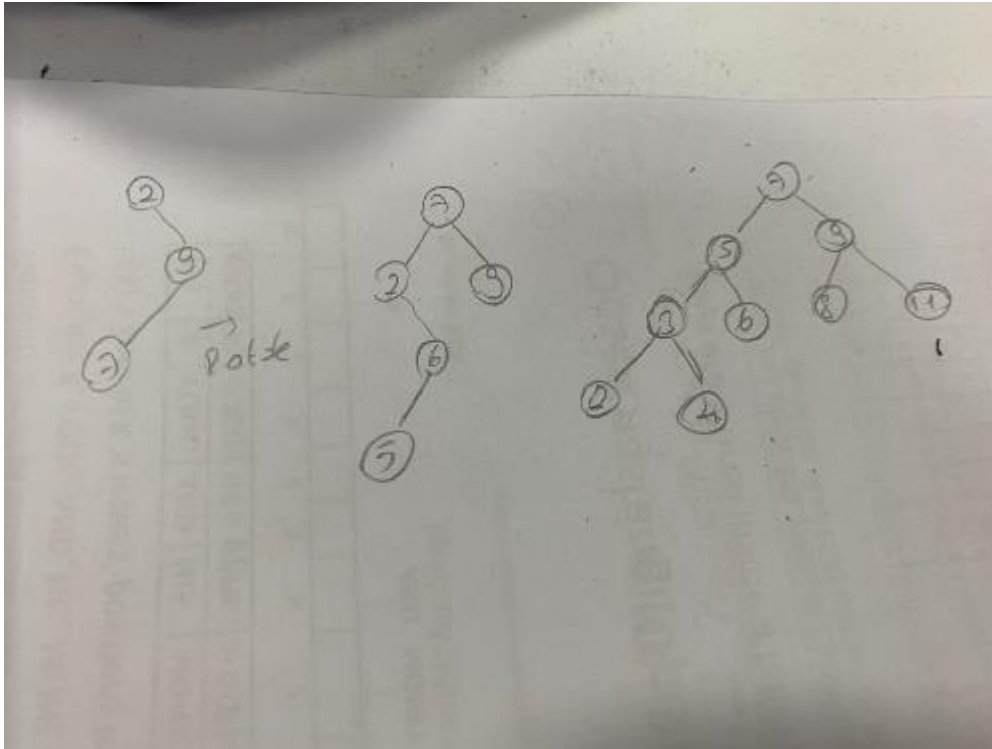


## Lab 6: HeapSort – AVL Trees

**Question 1:** Draw a AVL tree for given sequence of numbers: 2, 9, 7, 6, 5, 8, 11, 4, 3



**Question 2:** Show the time efficiency classes of the priority queue's for following operations and data types.

	Unsorted Array	AVL Tree	Heap
find maximum element	$O(1)$	$O(\log n)$	$O(\log n)$
Delete maximum element	$O(n)$	$O(\log n)$	$O(\log n)$
Add new value	$O(n)$	$O(\log n)$	$O(1)$

**Question 3:** Assume that we want to implement the priority-based job scheduler. Which is the best data structure to implement the priority-based operation system process scheduler (LinkedList, Queue, BST, etc.). What is the insertion performance of this data structure? Explain.

For example: I use an AVL Tree for process scheduler and, implement AVL Tree as an unsorted array. Insertion performance of the AVL Tree with an unsorted array is  $O(n)$ .

I use Queue. Performance:  $O(1)$ . Queue Insertion operation is also called enqueue. Queue operations implement FIFO (First In First Out) principle. The element added at the beginning of the queue is deleted first. A new element can be added at the REAR of the queue.

**Question 4:** Why is the time complexity of Heap Sort  $O(n \cdot \log n)$ ? The time complexity of which operation is  $O(\log n)$  and which one is  $O(n)$ ?

we suggested that the basic heap operation of Heapify operates in  $O(\log n)$  time because the heap has  $O(\log n)$  levels, and the component being sifted progresses down one level of the tree after a fixed quantity of work. Therefore the total running time of HeapSort is  $O(n \log n)$ .

A common algorithm with  $O(\log n)$  time complexity is Binary Search whose recursive relation is  $T(n/2) + O(1)$  i.e. at every subsequent level of the tree you divide the problem into half and do a constant amount of additional work.

$O(1)$  indicates in fastened time - freelance of the number of things.  $O(N)$  denotes in proportion to the amount of things.

**Question 5:** Given a sequence of numbers: 2, 9, 7, 6, 5, 8

- Draw a binary max-heap (in a tree form) by inserting the above numbers reading them from left to right
- Show a tree that can be the result after the call to `deleteMax()` on the above heap

