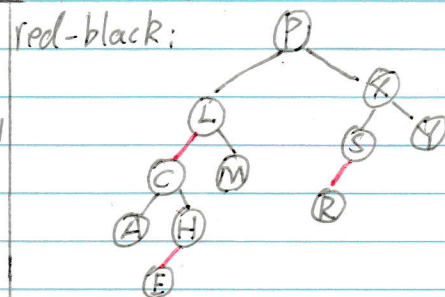


2. Suppose the AVL tree T has height h , after inserting k we get an unbalanced tree which means the node x with key k at height -1 . Now in s' we have node z of height 1 of height 0 x of height -1 . After the two rotations the height of x increases by 2: $-1+2=1$, the height of z decrease by 1: $1-1=0$, and the height of y keeps the same as 0 . Then the height of s^* is 1 which is same as s .



3. The minimum number is 0 since it would be a sorted sequence with no inversion. The maximum number of inversions in a list with n elements is $(n-1) + (n-2) + \dots + (n-n)$.
 $= 1 + 2 + 3 + \dots + (n-1) = \frac{(n-1)(n+1)}{2} = \frac{(n-1)n}{2}$ or $0.5(n-1)n$.

4. By using red-black to track the sum of inversions, we add each element in the permutation into the tree. Whenever a node is attached to the left subtree, we add the amount of nodes to the right of it to the sum after doing any rotation needed (size of right subtree + 1). After the tree is complete, the sum will equal the number of inversions. Since we are going to call $put()$ n times and $put()$ run in $O(\log n)$ and since the red-black tree is balanced binary tree, it requires no extra running time. The running time is $O(n \log n)$ the change will look like this: if $(cmp < 0)$ {

```

    h.left = put(h.left, key, val);
    inversions += size(h.right) + 1;
}

```

5. By doing the experiment I found out that the percentage of red edge in a red-black tree with random keys is always between 25% - 25.5%. But in reality we know we can have no red edge in the tree or a red edge follows every black edge, which means the range of the percentage of red edge is 0 to 50% but the expect percentage should be 25% to 25.5%. $\rightarrow \frac{n}{4}\%$