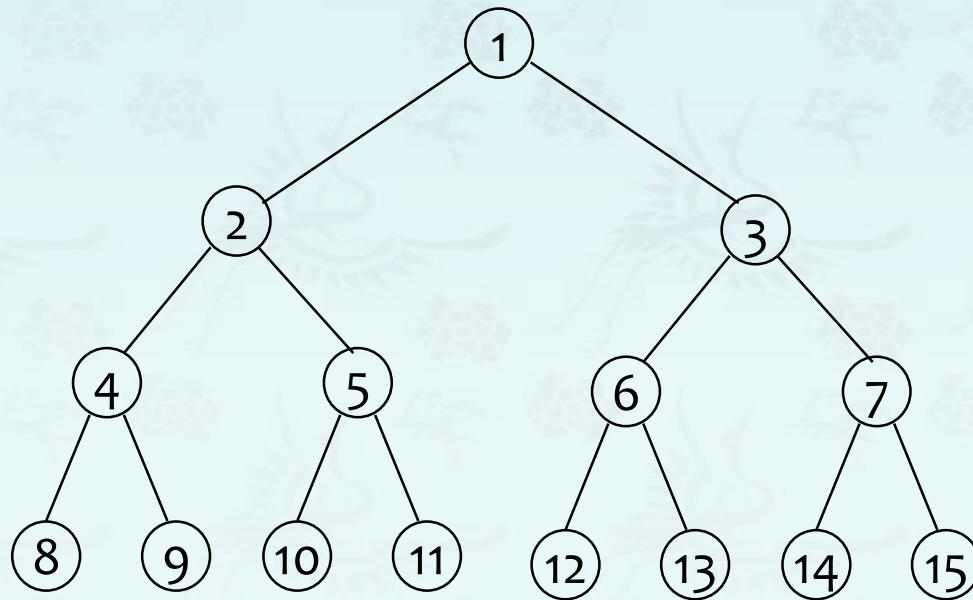


heap

- **complete binary tree (review)**
- heap and priority queues (Chapter 9)
- binary heap and minheap
- maxheap demo
- maxheap coding
- heap sort (Chapter 7)

Binary Trees – Properties

Definition: A *full* binary tree of *level* k is a binary tree having $2^k - 1$ nodes, $k \geq 0$.

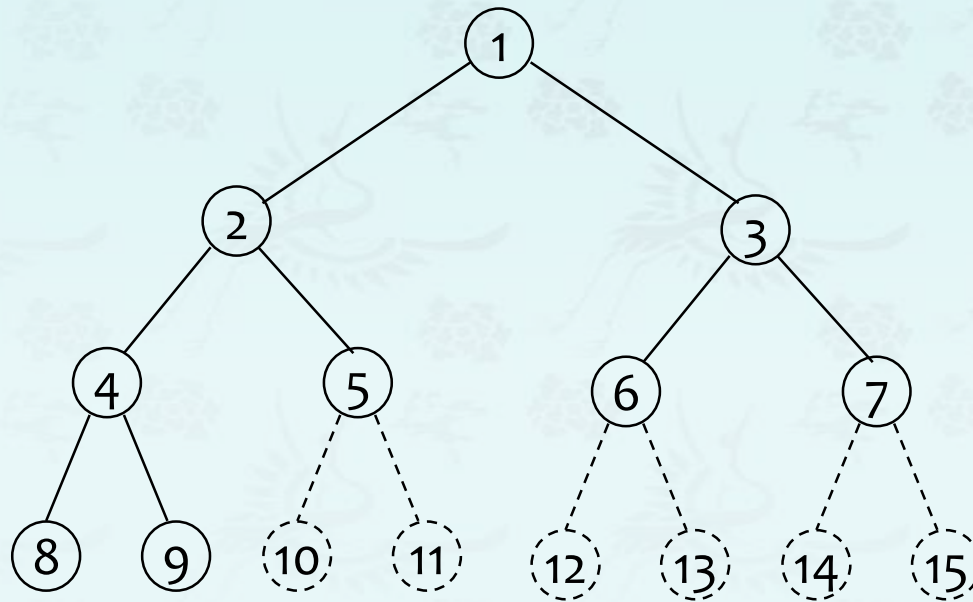


A full binary tree

Binary Trees – Properties

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Definition: A binary tree with n nodes and level k is **complete** iff its nodes correspond to the nodes numbered from 1 to n in the full binary tree of level k .

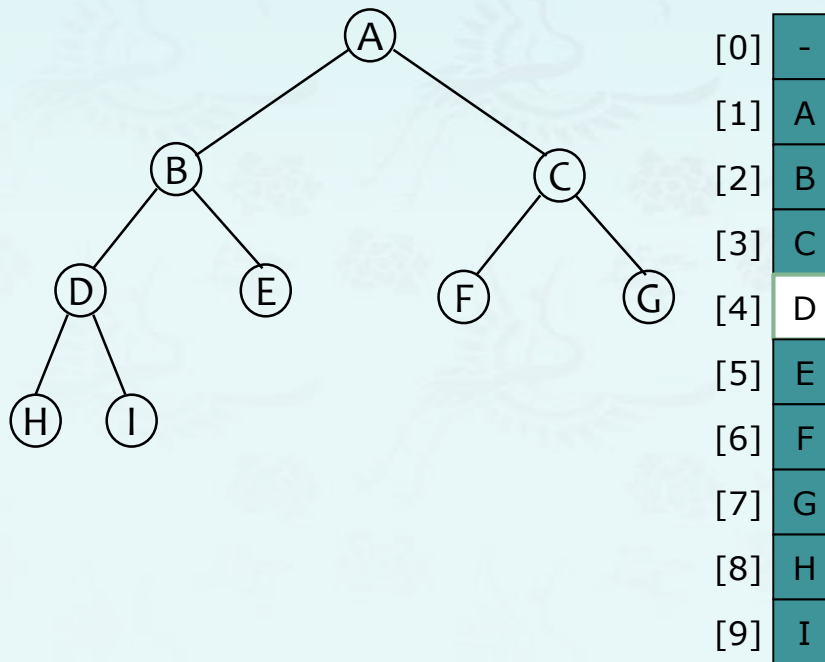


A complete binary tree

Binary Trees – Array representation

Property: a **complete** binary tree with n nodes, any node index i , $1 \leq i \leq n$, we have

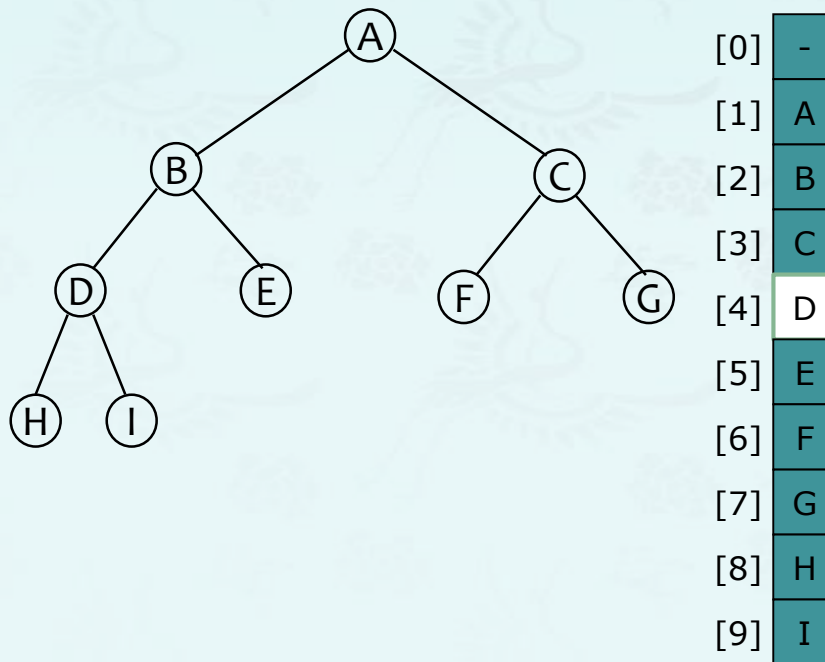
- (1) $\text{parent}(i)$ is at $\lfloor i/2 \rfloor$ if $i \neq 1$. If $i = 1$, i is at the root and has no parent.
- (2) $\text{leftChild}(i)$ is at $2i$ if $2i \leq n$. If $2i > n$, then i has no left child.
- (3) $\text{rightChild}(i)$ is at $2i + 1$ if $2i + 1 \leq n$. If $2i + 1 > n$, then i has no right child.



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Example:

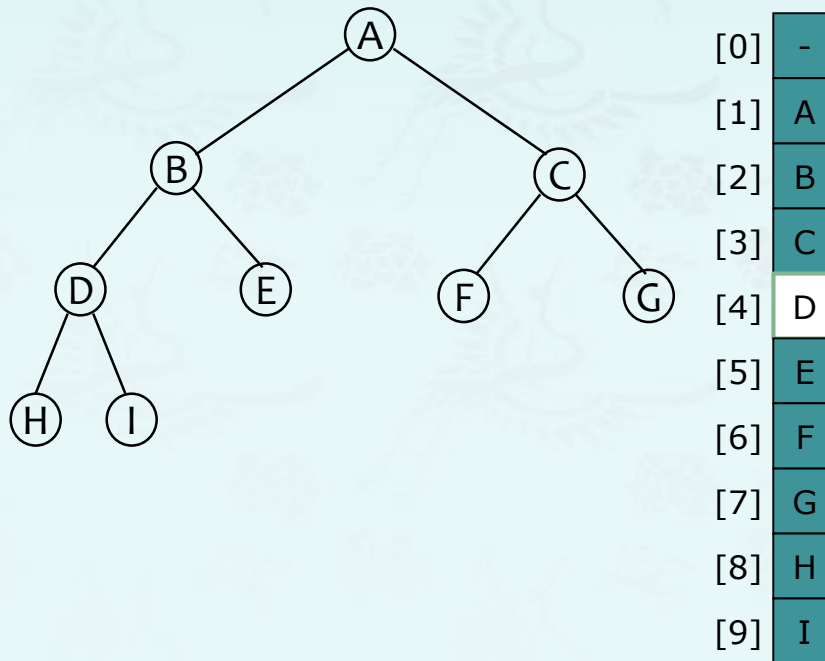
Find its parent, left child and right child at node D

Solution:

Binary Trees – Array representation

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Example:

Find its parent, left child and right child at node D

Solution:

$parent(i = 4)$ is at $4/2 = 2$

$leftChild(4)$ is at $2 \times 4 = 8$

$rightChild(4)$ is at $2 \times 4 + 1 = 9$

How do you like this property of the tree?

heap

- **complete binary tree (review)**
- **heap and priority queues (Chapter 9)**
- **binary heap and minheap**
- heap coding
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Heaps & Priority Queues

Heaps are frequently used to implement **priority queues**.

- Because it provides an efficient implementation for **priority queues**.

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Priority queues.

- Queues with priorities associated to.
- **Example:** A line waiting to be served at a bank and served FIFO except if a senior or a disabled person arrives in the line. They are served first. Seniors and disabled persons have higher priority than others.

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- Get the top priority element (min or max)
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- Get the top priority element (min or max)
 - Insert an element
 - Delete the top priority element
 - Decrease the priority of an element
- $O(1)$
 - $O(\log n)$
 - $O(\log n)$
 - $O(\log n)$

Heaps & Priority Queues

Priority queue applications

- Event-driven simulation. [customers in a line, colliding particles]
- Numerical computation. [reducing roundoff error]
- Data compression. [Huffman codes]
- Graph searching. [Dijkstra's algorithm, Prim's algorithm]
- Number theory. [sum of powers]
- Artificial intelligence. [A* search]
- Statistics. [maintain largest M values in a sequence]
- Operating systems. [load balancing, interrupt handling]
- Discrete optimization. [bin packing, scheduling]
- Spam filtering. [Bayesian spam filter]

Heaps & Priority Queues

Challenge: Find the largest **M** items in a stream of **N** items.

- Fraud detection: isolate \$\$ transactions.
- Hacking: KT's customer DB access by their sales agents
- File maintenance: find biggest files, directories, or emails.

Constraints: Not enough memory to store N items.



N huge,
M large

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%more trans.txt

Turing	6/17/1990	644.08
vonNeumann	3/26/2002	4121.85
Dijkstra	8/22/2007	2678.40
vonNeumann	1/11/1999	4409.74
Dijkstra	11/18/1995	837.42
Hoare	5/10/1993	3229.27
vonNeumann	2/12/1994	4732.35
Hoare	8/18/1992	4381.21
Turing	1/11/2002	66.10
Thompson	2/27/2000	4747.08
Turing	2/11/1991	2156.86
Hoare	8/12/2003	1025.70
vonNeumann	10/13/1993	2520.97
Dijkstra	9/10/2000	708.95
Turing	10/12/1993	3532.36
Hoare	2/10/2005	4050.20

%java TopM 5 < trans.txt

Thompson	2/27/2000	4747.08
vonNeumann	2/12/1994	4732.35
vonNeumann	1/11/1999	4409.74
Hoare	8/18/1992	4381.21
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Sort key

Heaps & Priority Queues

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*N huge,
M large*

Order of growth of finding the largest M **in a stream of N items**

implementation	time	space
sort	$N \log N$	N
binary heap	$N \log M$	M
best in theory	N	M

Heaps & Priority Queues

Challenge: Find the largest **M** items in a stream of **N** items.

Constraints: Not enough memory to store N items.

N huge,
M large

Order of growth of finding the largest M **in a stream of N items**

implementation	insert	delete	min/max
unordered array	1	N	N
ordered array	N	1	1
goal	log N	log N	log N

Mission Impossible?

heap

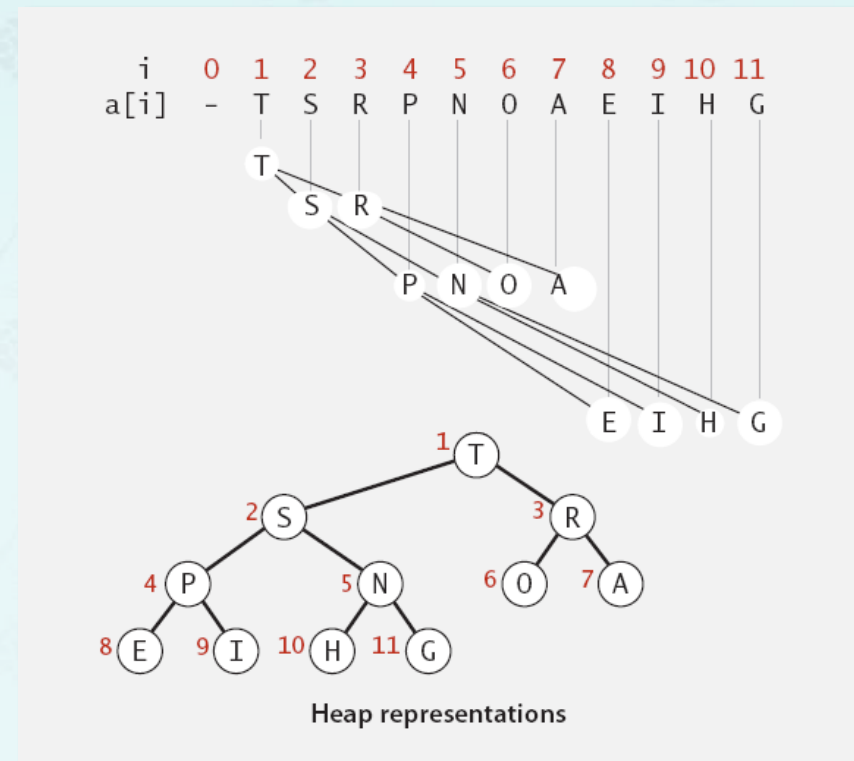
- complete binary tree (review)
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Heaps & Priority Queues

Binary heap: array representation of a **heap-ordered** complete binary tree

- **Properties:**

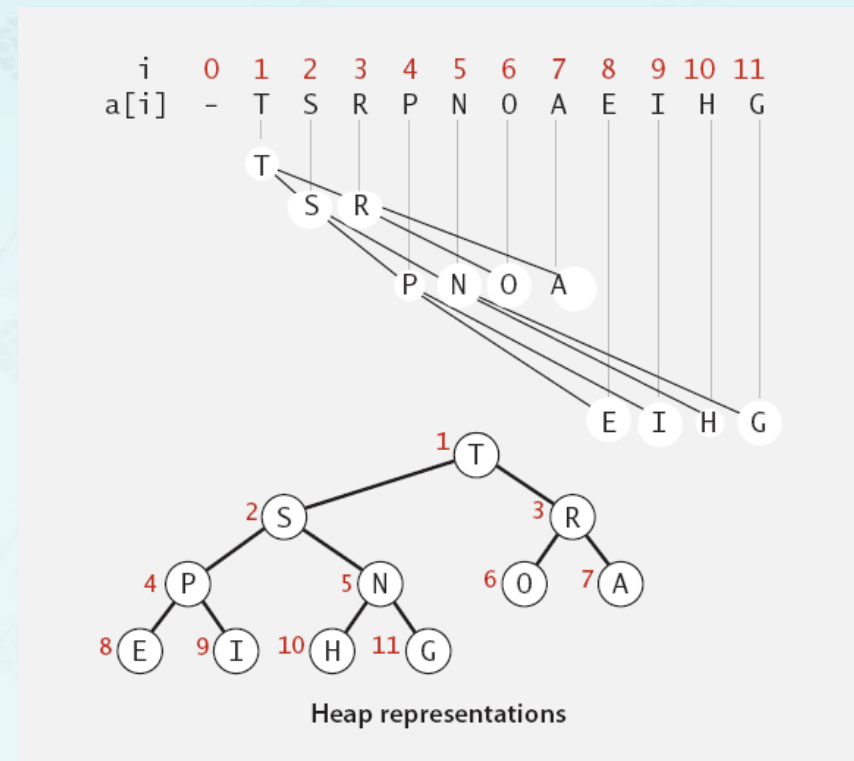
- Array representation



Heaps & Priority Queues

Binary heap: array representation of a **heap-ordered** complete binary tree

- **Properties:**
 - **Heap-ordered:**
Parent's key no smaller than children's keys. [maxheap]
 - **Heap-structure:**
A complete binary tree
- Array representation



Heaps & Priority Queues

Binary heap: array representation of a **heap-ordered** complete binary tree

- **Properties:**

- **Heap-ordered:**

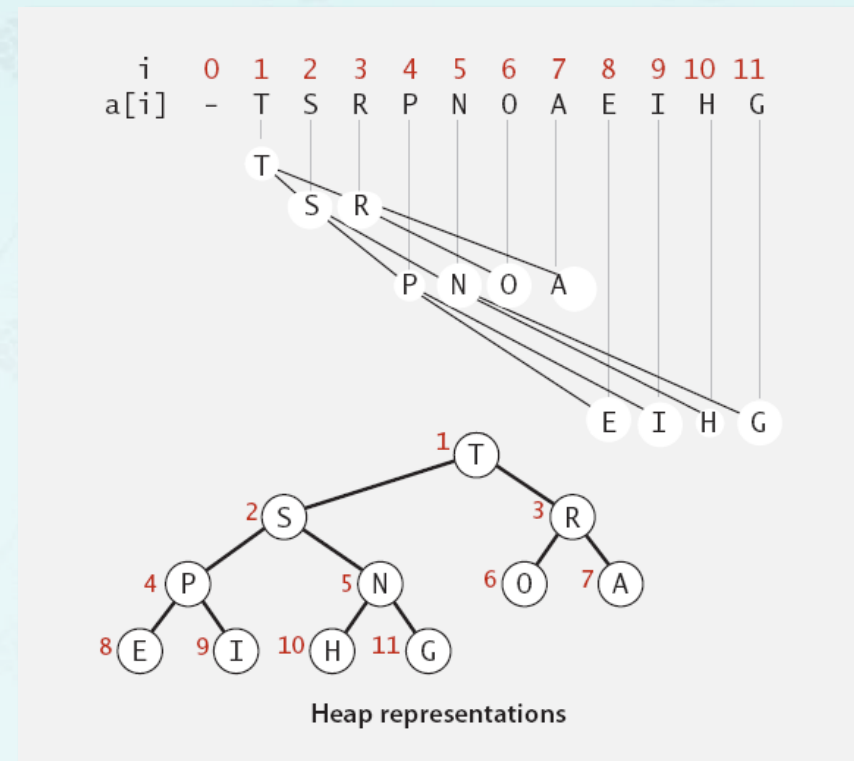
- Parent's key no smaller than children's keys. [maxheap]

- **Heap-structure:**

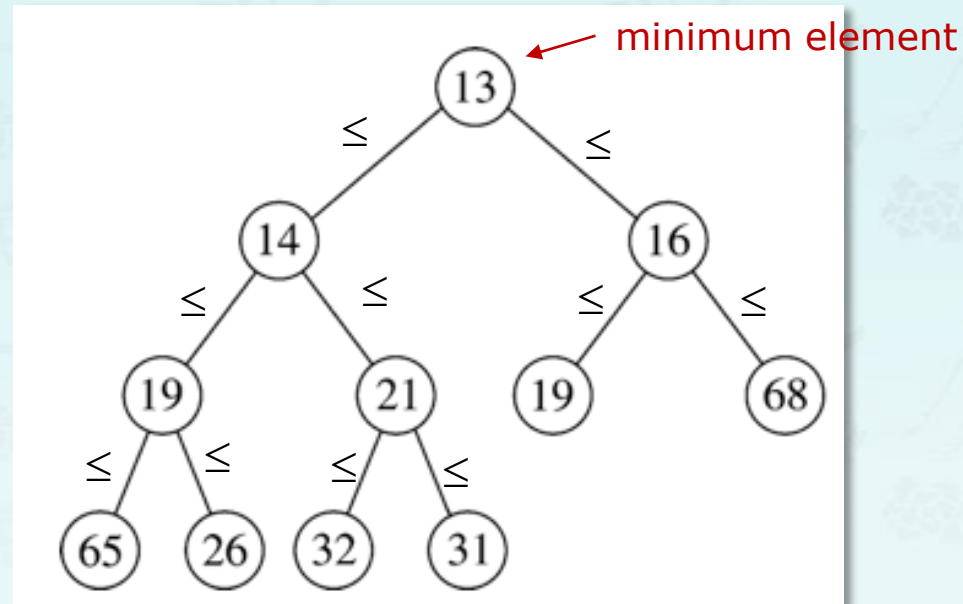
- A complete binary tree

- **Array representation**

- Indices start at 1.
 - Take nodes in **level** order.
 - Parent at k is at $k/2$.
 - Children at k are at $2k$ and $2k+1$.
 - No explicit links needed!



minheap example



- Duplicates are allowed
- No order implied for elements which do not share ancestor-descendant relationship

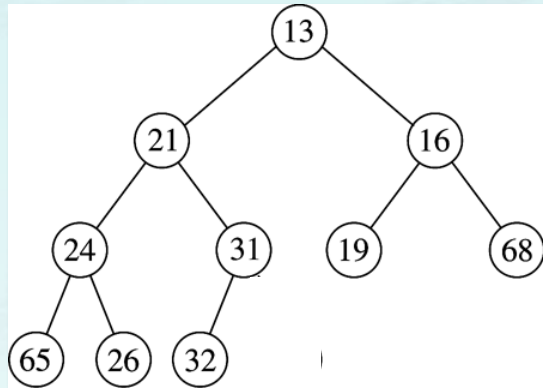
minheap example

insertion:

- Insert a new element **while maintaining a heap-structure**
- Move the element up the heap **while not satisfying heap-ordered**

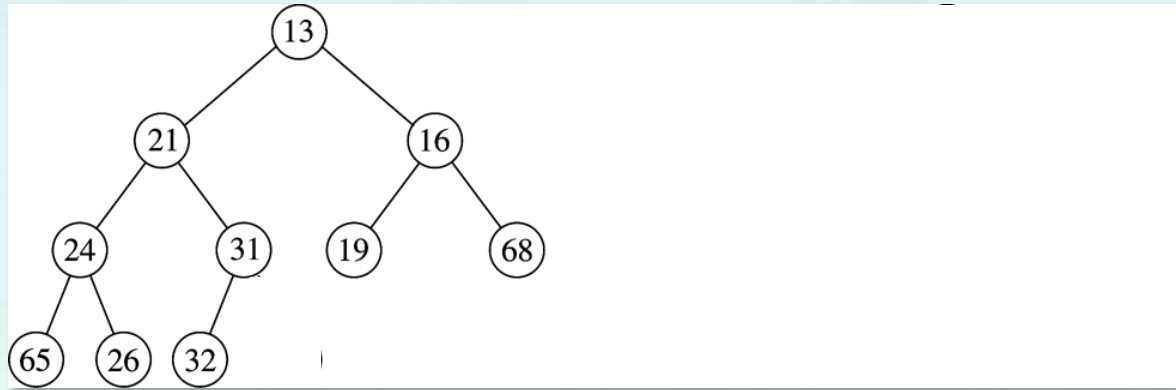
minheap example

insertion: **Insert a node 14**



minheap example

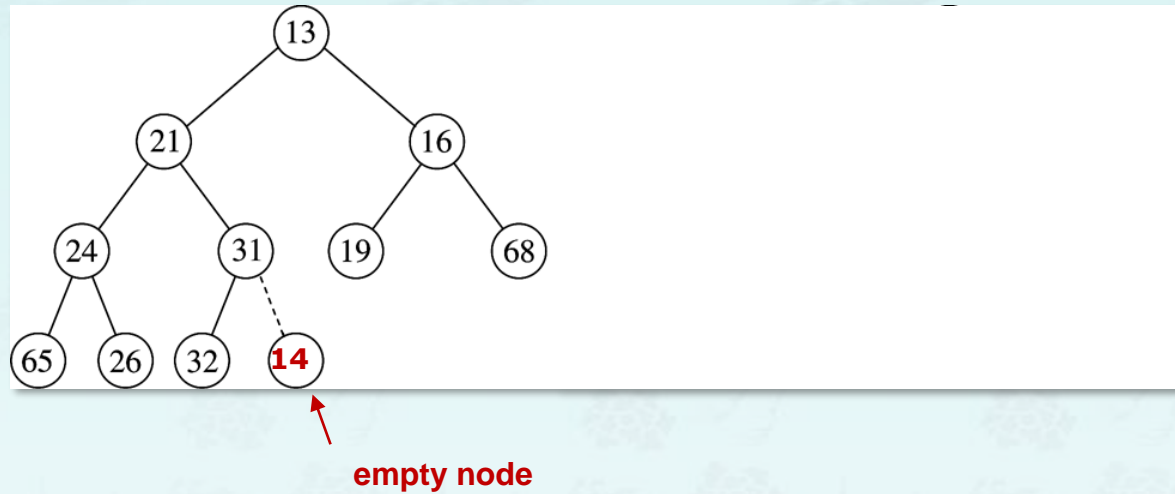
insertion: **Insert a node 14** Where is an empty node to start?



- Insert a new element **while maintaining a heap-structure**
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minheap example

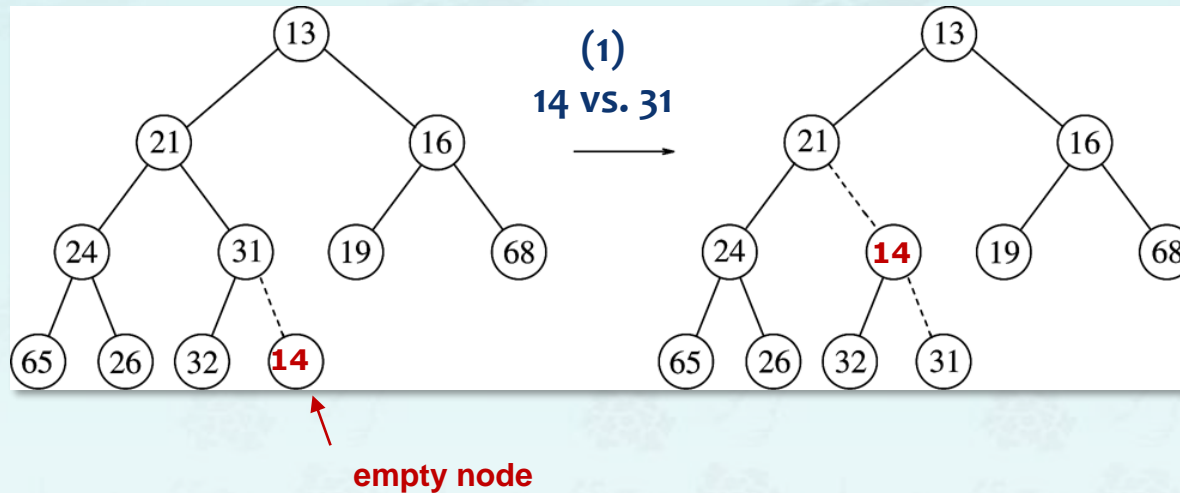
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minheap example

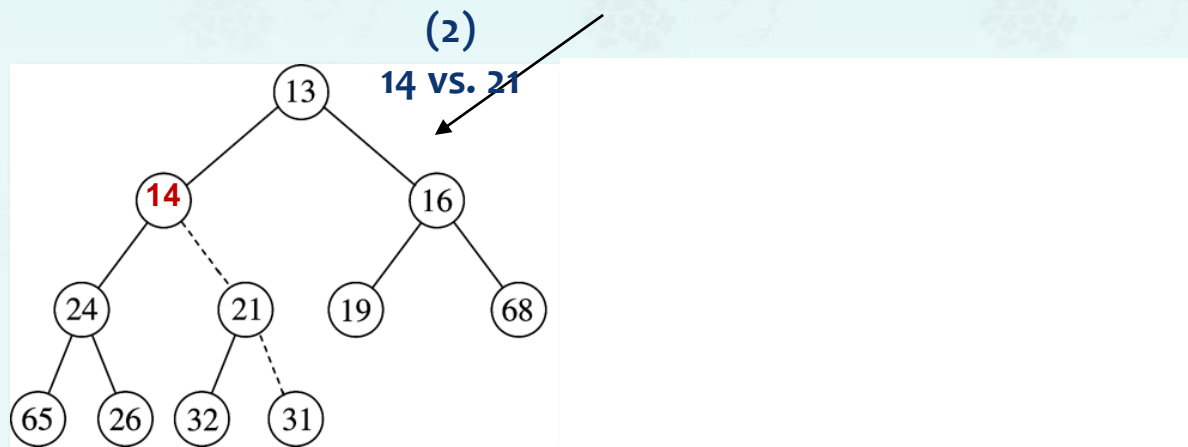
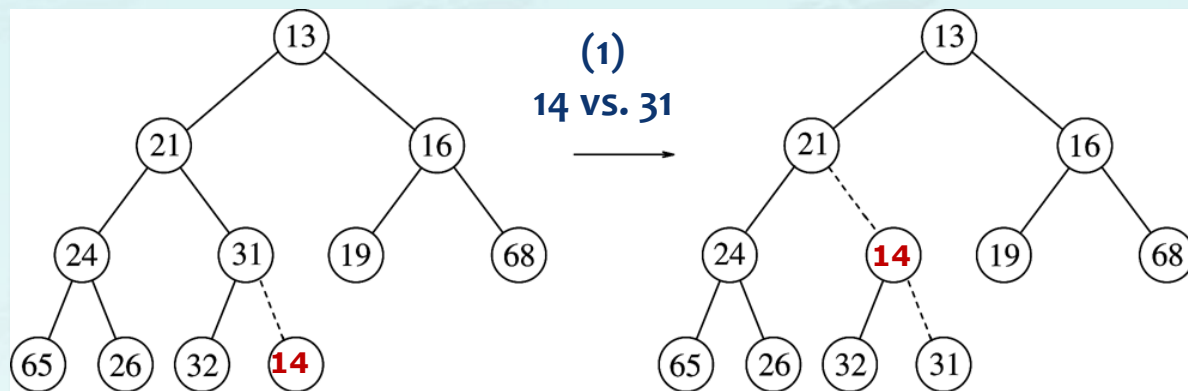
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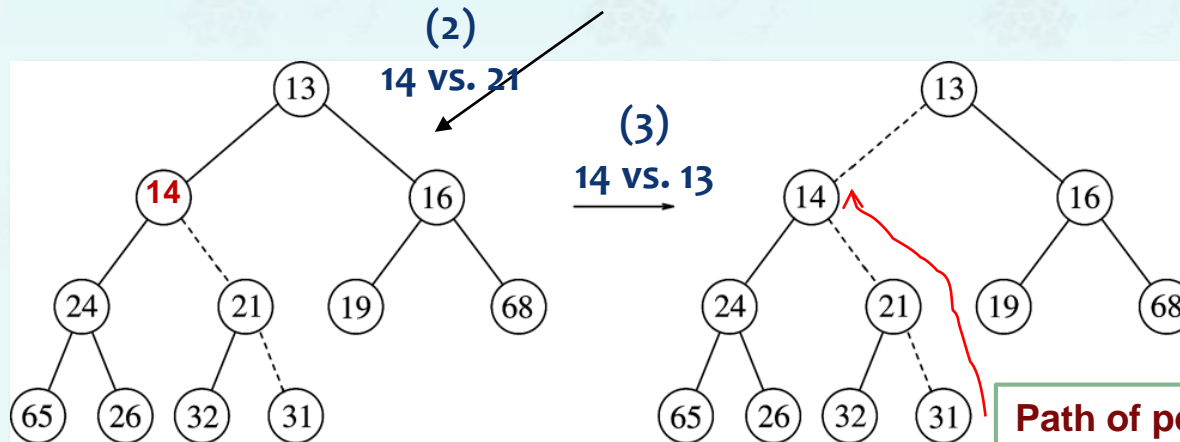
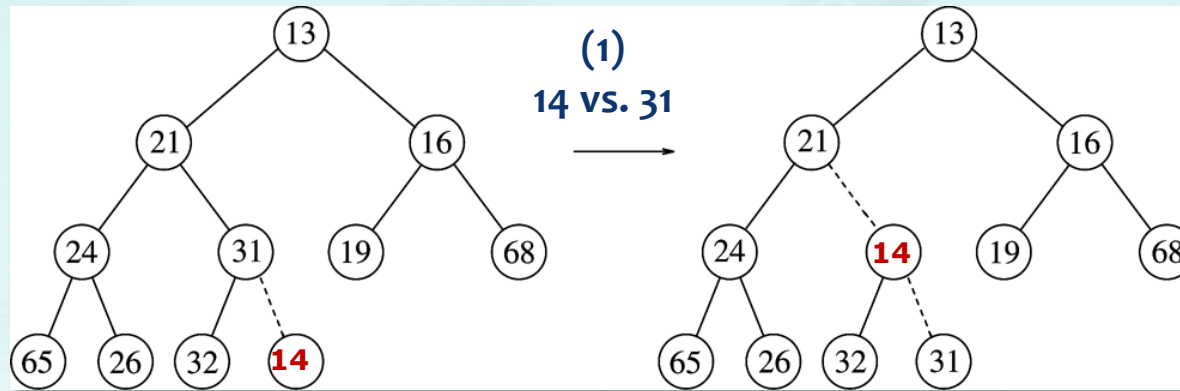
minheap example

insertion: **Insert a node 14**



minheap example

insertion: **Insert a node 14**



✓ Heap-ordered
✓ Heap-Structure

Path of percolation (swim) up

minheap example

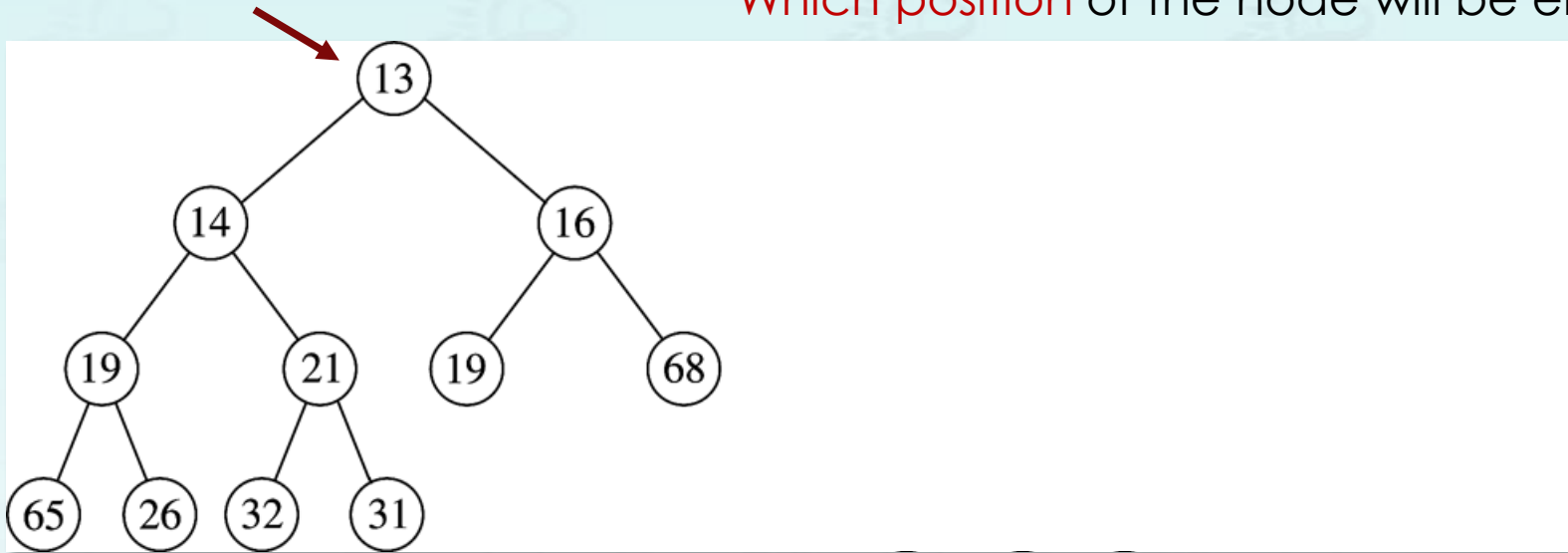
deletion: dequeue – delete the root

- Swap the root and the the last element.
- Heap decreases by one in size.
- **Move down (sink) the root** while not satisfying heap-ordered.
 - Minimum element is **always** at the root (by minheap definition).

minheap example

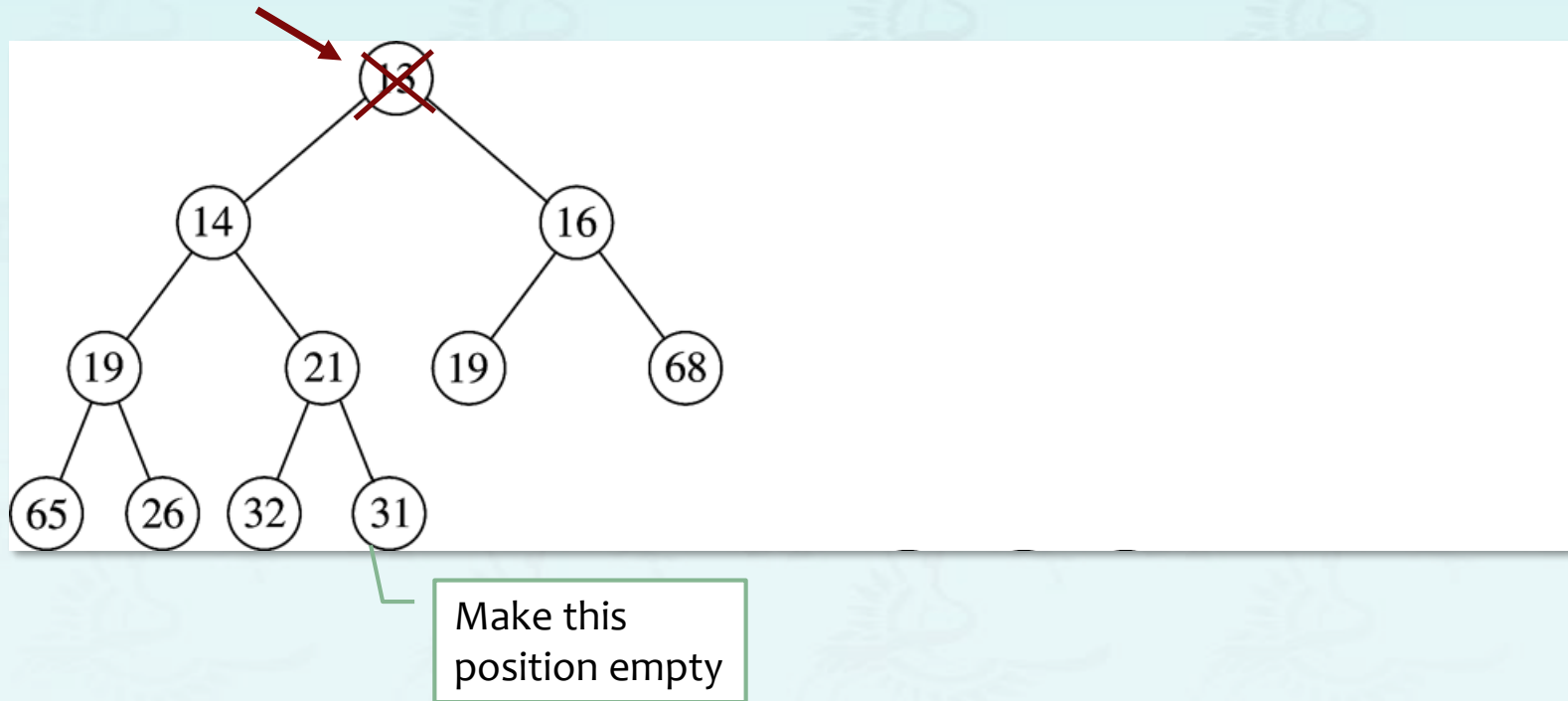
deletion: dequeue – delete the root

Which position of the node will be empty?



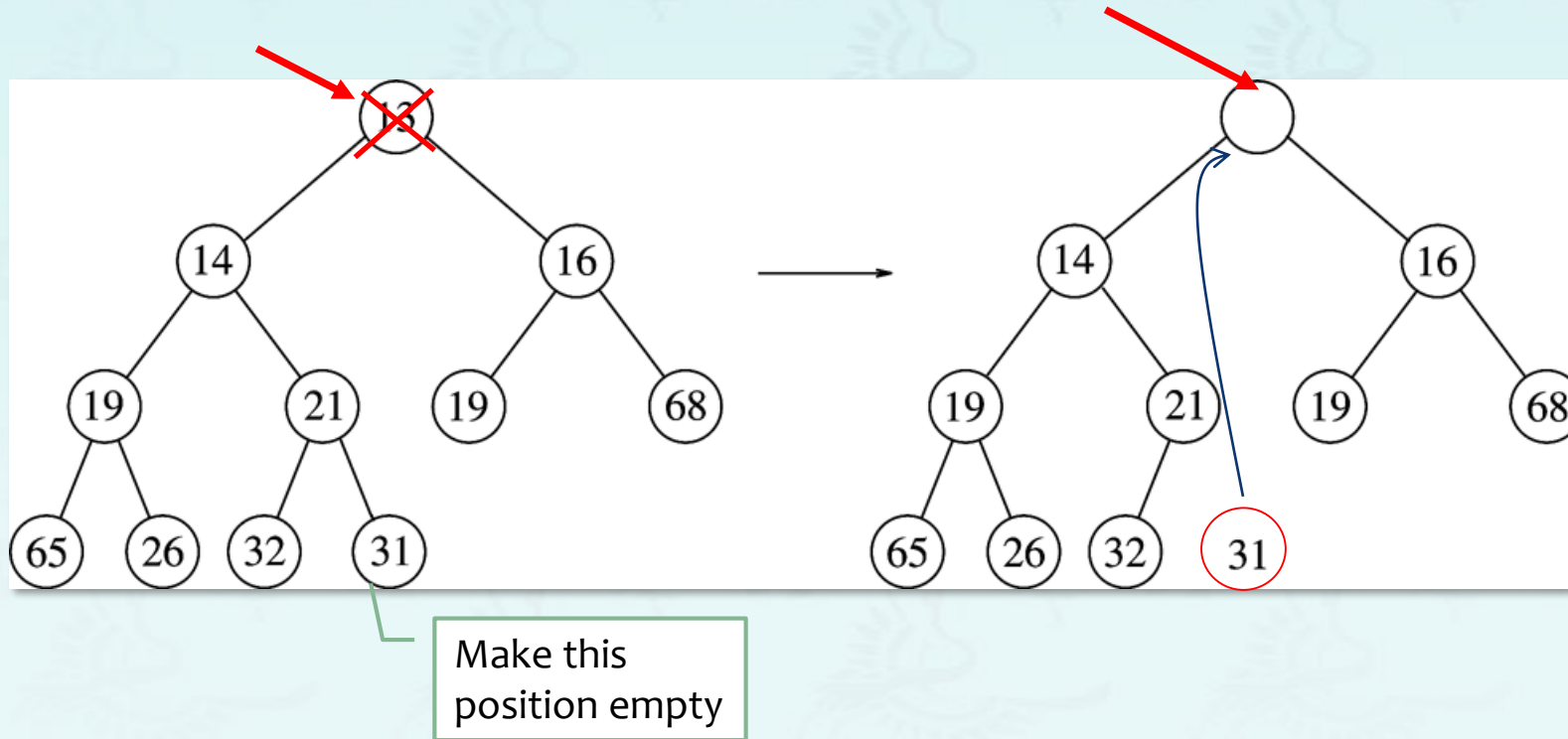
minheap example

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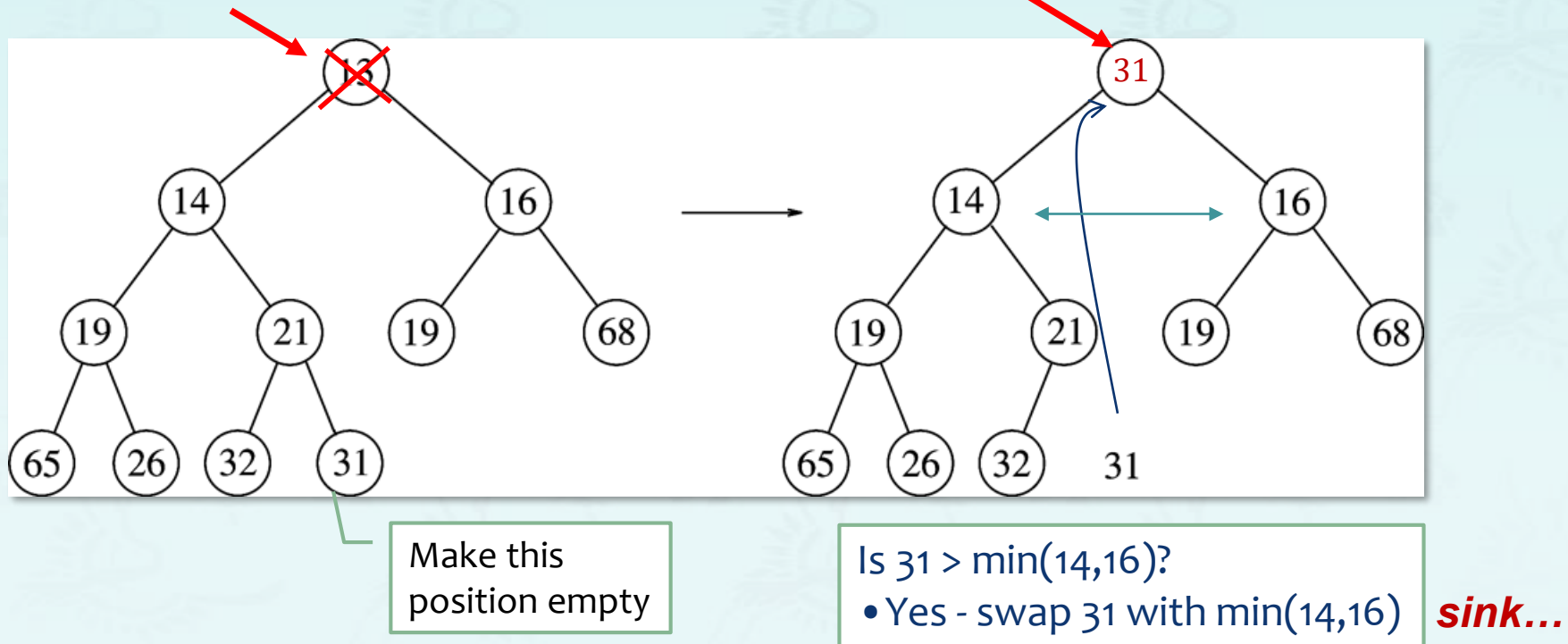
minheap example

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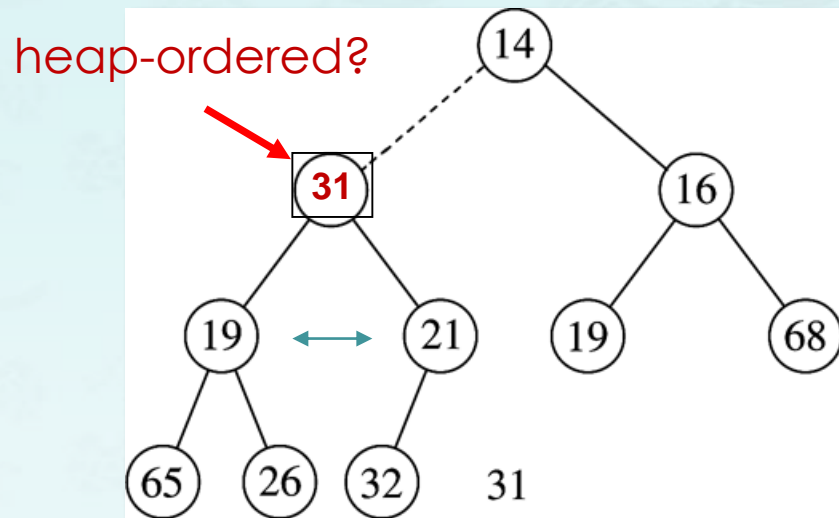
minheap example

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minheap example

deletion: dequeue – delete the root

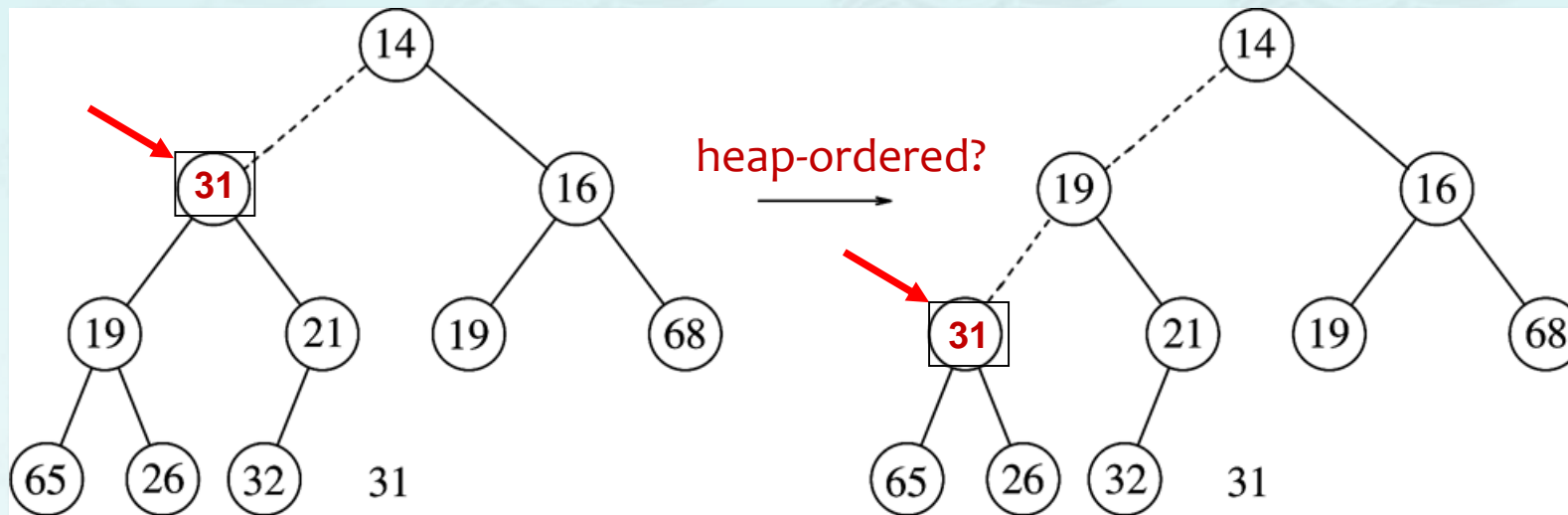


Is $31 > \min(19, 21)$?

- Yes - swap 31 with $\min(19, 21)$

minheap example

deletion: dequeue – delete the root



Is $31 > \min(19, 21)$?

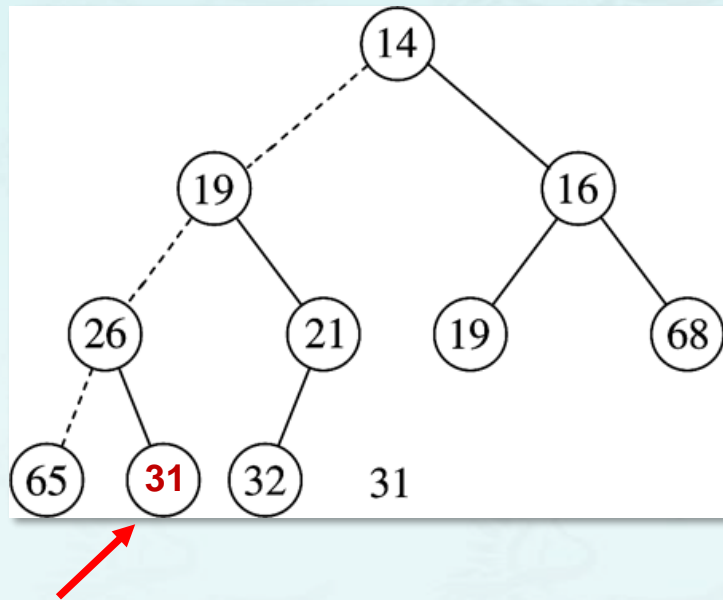
- Yes - swap 31 with $\min(19, 21)$

Is $31 > \min(65, 26)$?

- Yes - swap 31 with $\min(65, 26)$

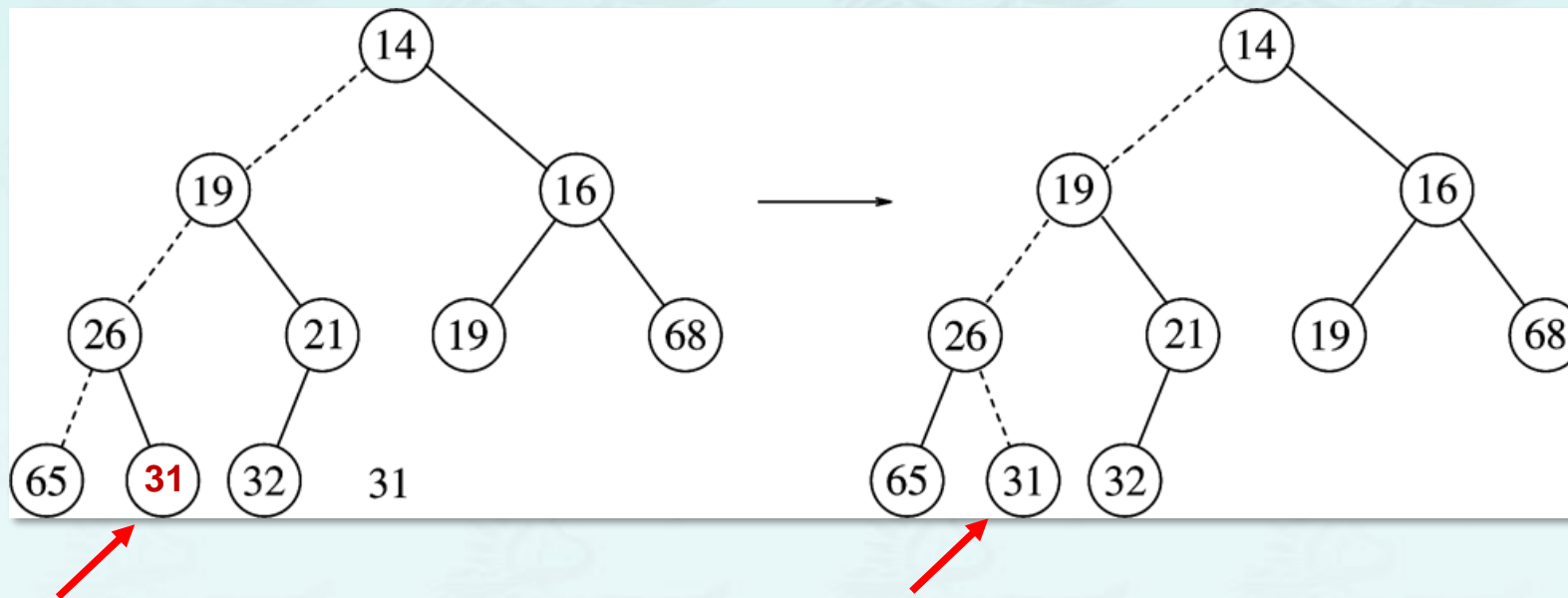
minheap example

deletion: dequeue – delete the root



minheap example

deletion: dequeue – delete the root



- ✓ Heap-ordered
- ✓ Heap-structure

Binary heap operations time complexity:

- Level of heap is $\lfloor \log_2 N \rfloor$
- insert: $O(\log N)$ for each insert
 - In practice, expect less
- delete: $O(\log N)$ // deleting root node in min/max heap
- decreaseKey: $O(\log N)$
- increaseKey: $O(\log N)$
- remove: $O(\log N)$ // removing a node in any location

Binary heap operations time complexity with N items:

Implementation	Insert	Delete	max
Unordered array	1	N	N
Ordered array	N	1	1
Binary heap	log N	log N	1

↑ ↑
Mission Completed

heap

- complete binary tree (review)
- heap and priority queues (Chapter 9)
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- maxheap demo
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- heap sort (Chapter 7)

heap coding: heap.h

Heap ADT: A **one dimensional array** is used to simplify parent and child calculations.

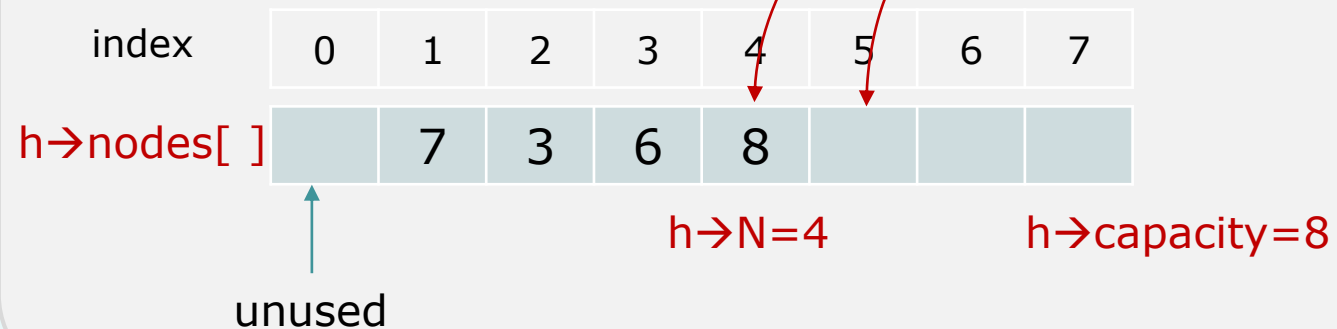
```
struct Heap {
    int *nodes;           // an array of nodes
    int capacity;         // array size of node or key, item
    int N;                // the number of nodes in the heap
    bool (*comp)(Heap*, int, int);
    Heap(int capa = 2) {
        capacity = capa;
        nodes = new int[capacity];
        N = 0;
        comp = nullptr;
    };
    ~Heap() {};
};
using heap = Heap*;
```

heap coding: heap.h

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heap structure h→



maxheap example

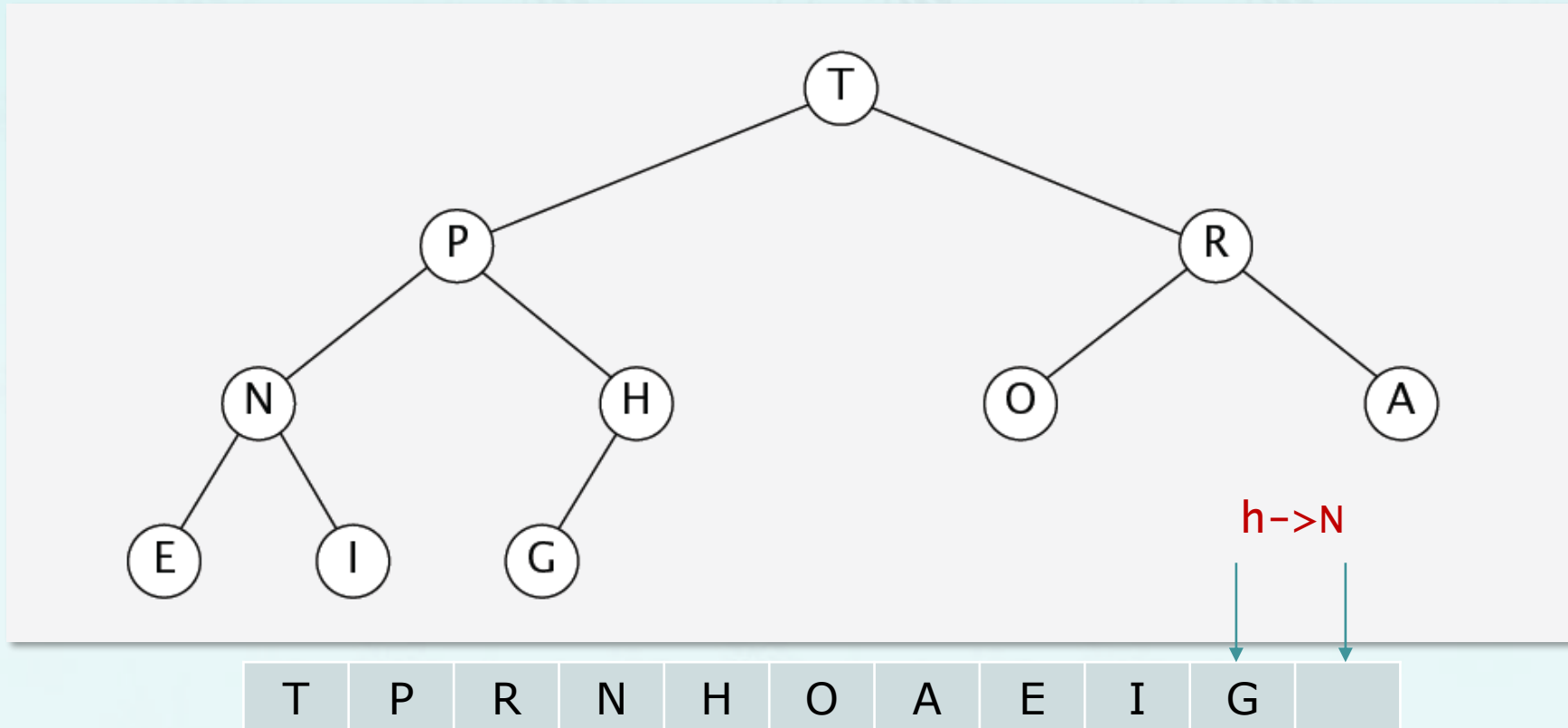
- **Insert:** Add node at end, then swim it up.

T	P	R	N	H	O	A	E	I	G	
---	---	---	---	---	---	---	---	---	---	--

maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

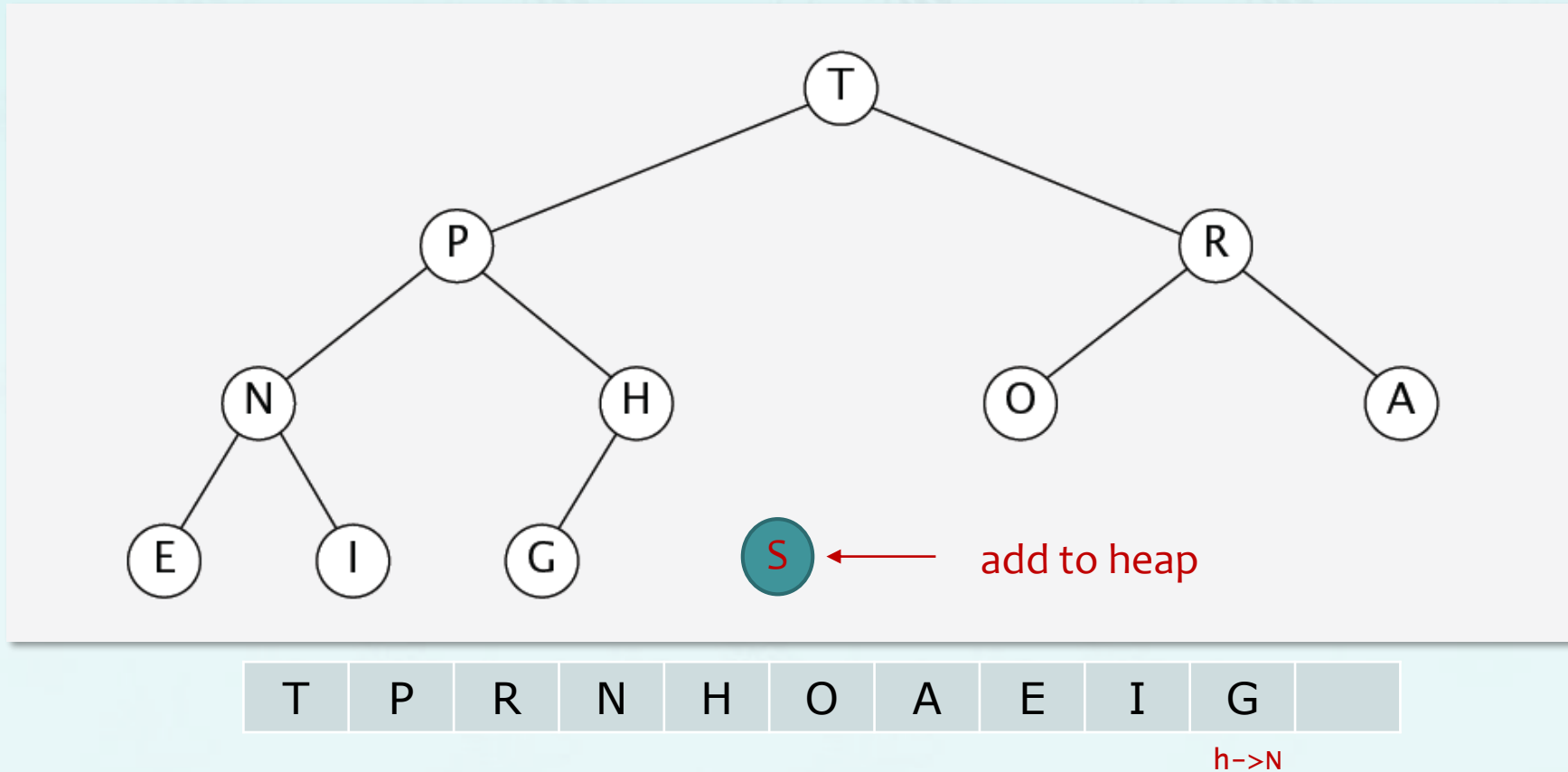
Heap ordered



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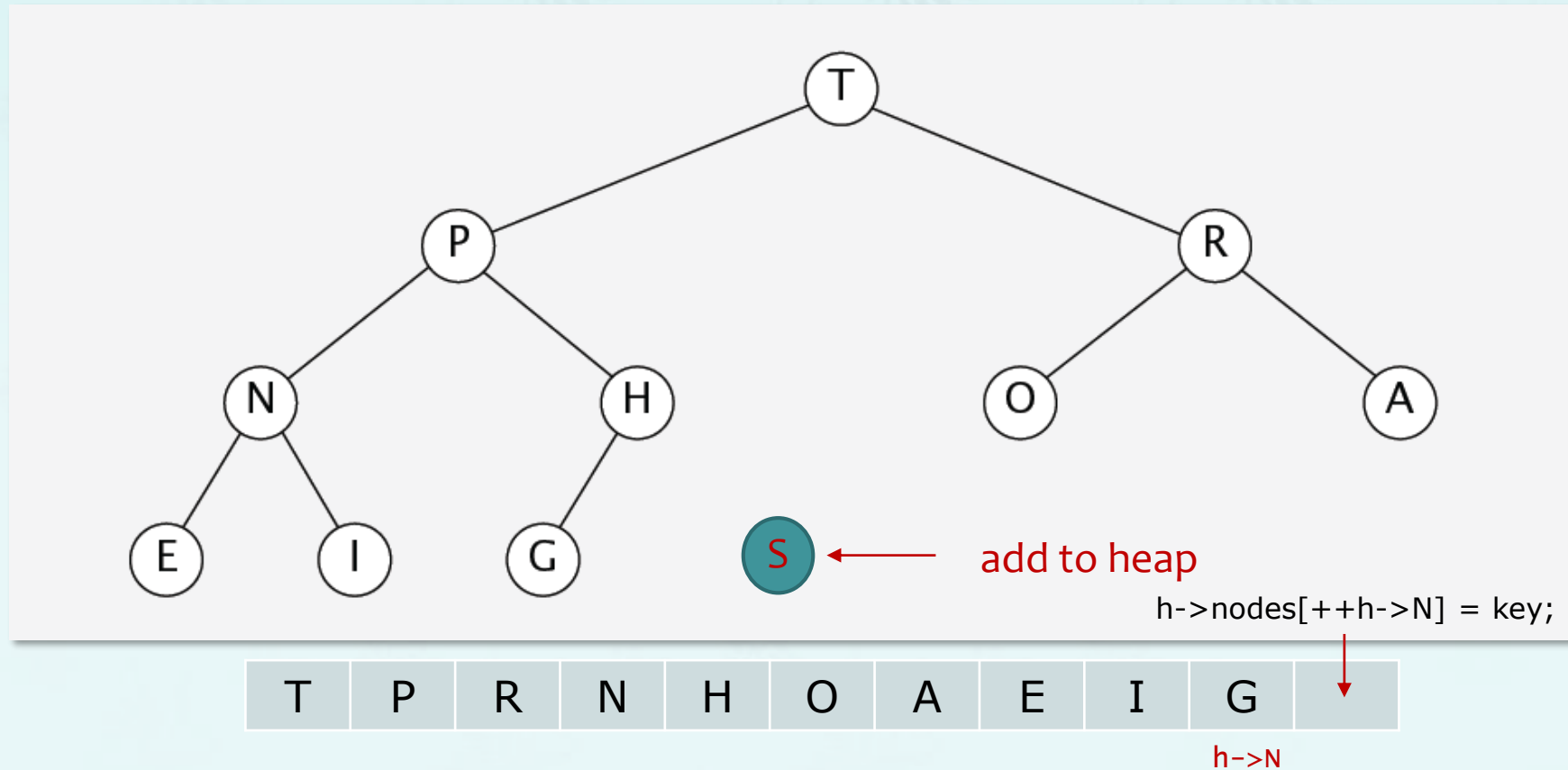
insert S



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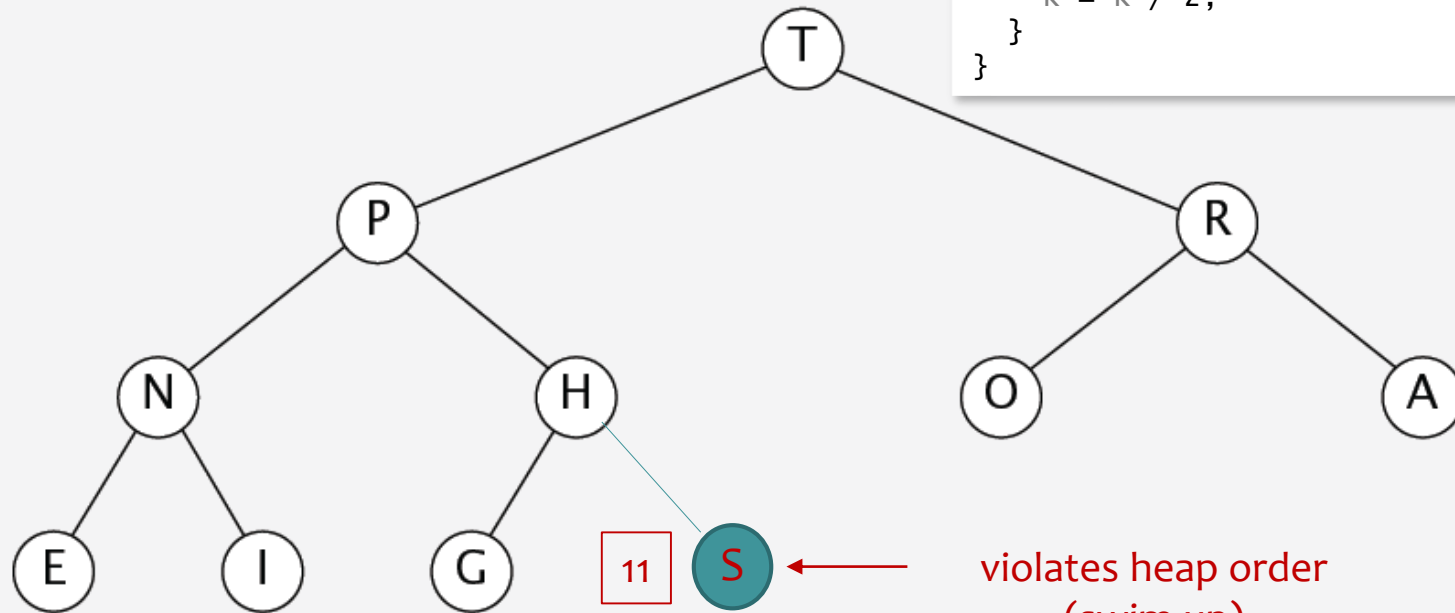


maxheap example

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insert S

```
void swim(heap h, int k) {  
    while (k > 1 && less(h, k / 2, k)) {  
        swap(h, k / 2, k);  
        k = k / 2;  
    }  
}
```

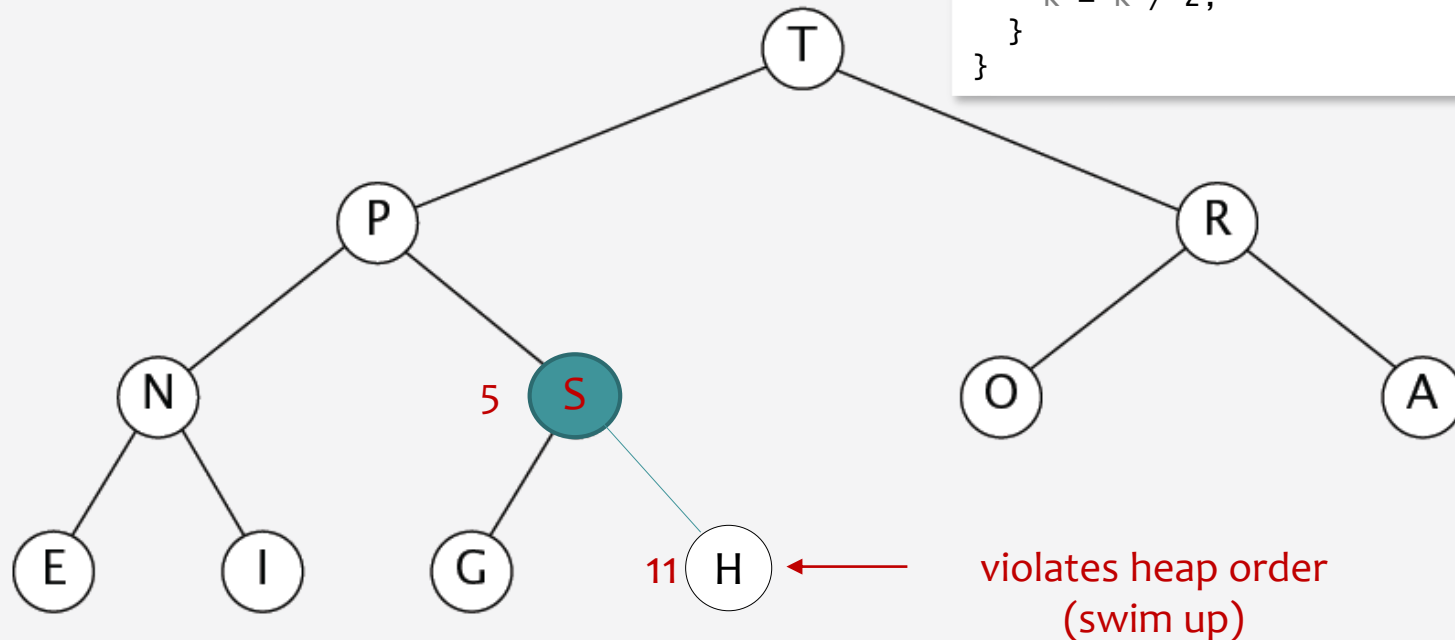


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T	P	R	N	S	O	A	E	I	G	H
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5

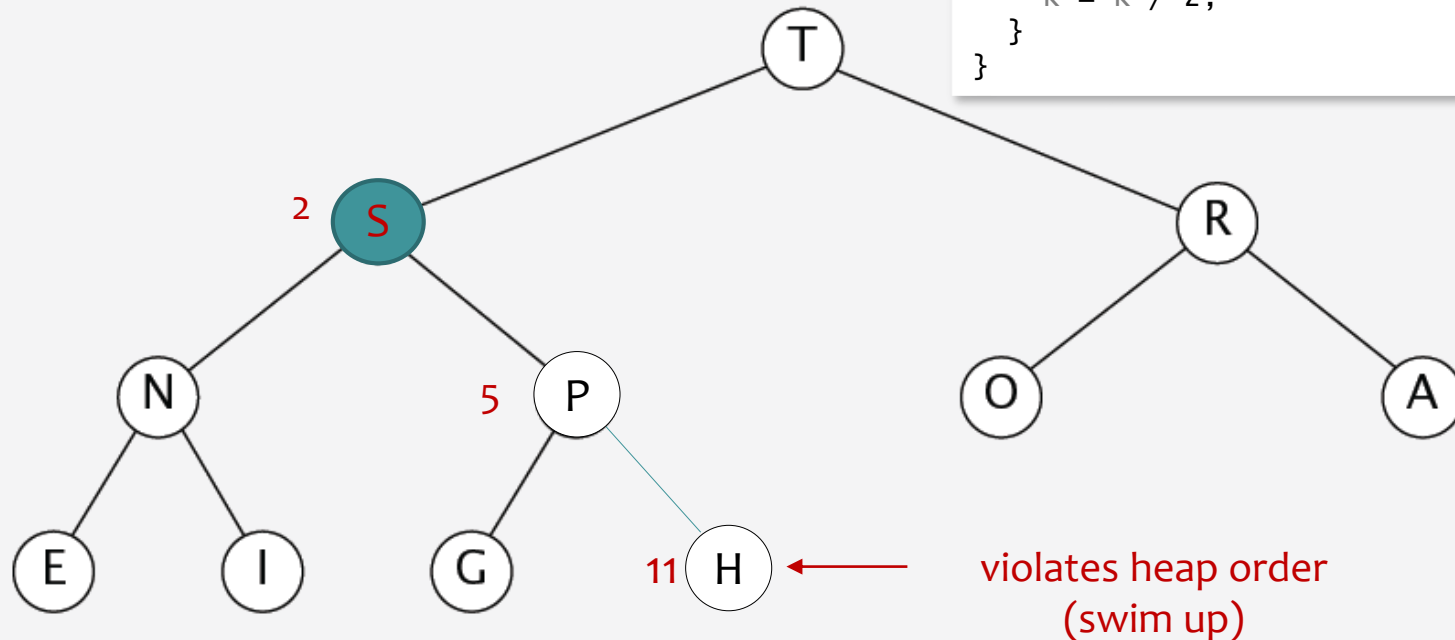
11

maxheap example

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insert S

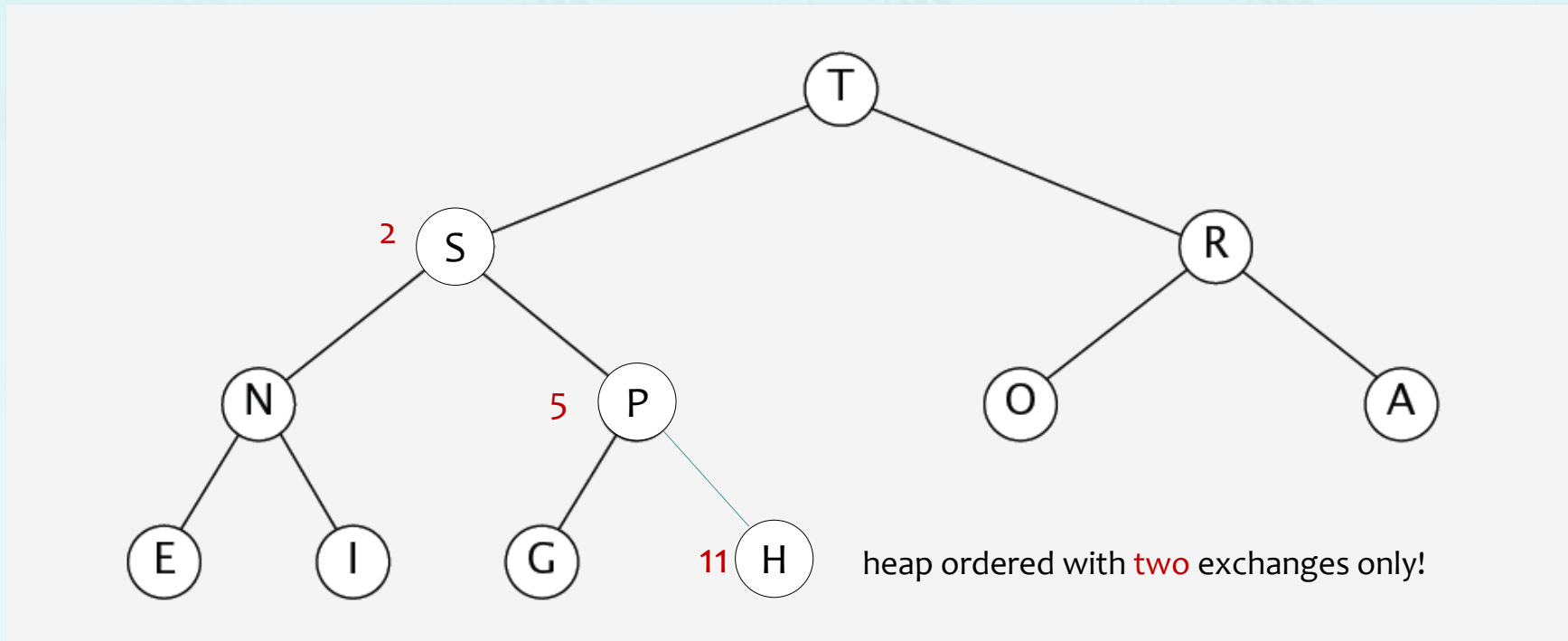
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heap ordered



T	S	R	N	P	O	A	E	I	G	H
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2

5

11

maxheap example

- **Insert:** Add node at end, then swim it up.
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remove the maximum(root)

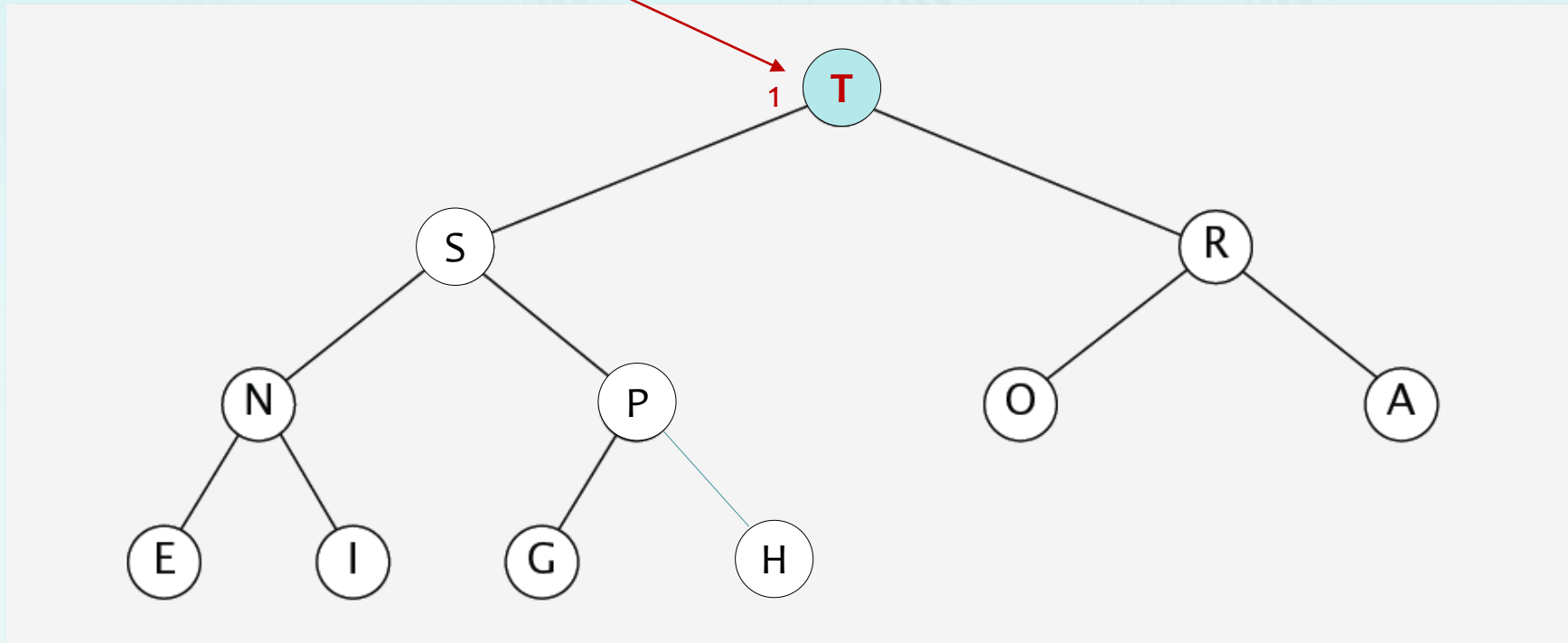
T	S	R	N	P	O	A	E	I	G	H
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1

maxheap example

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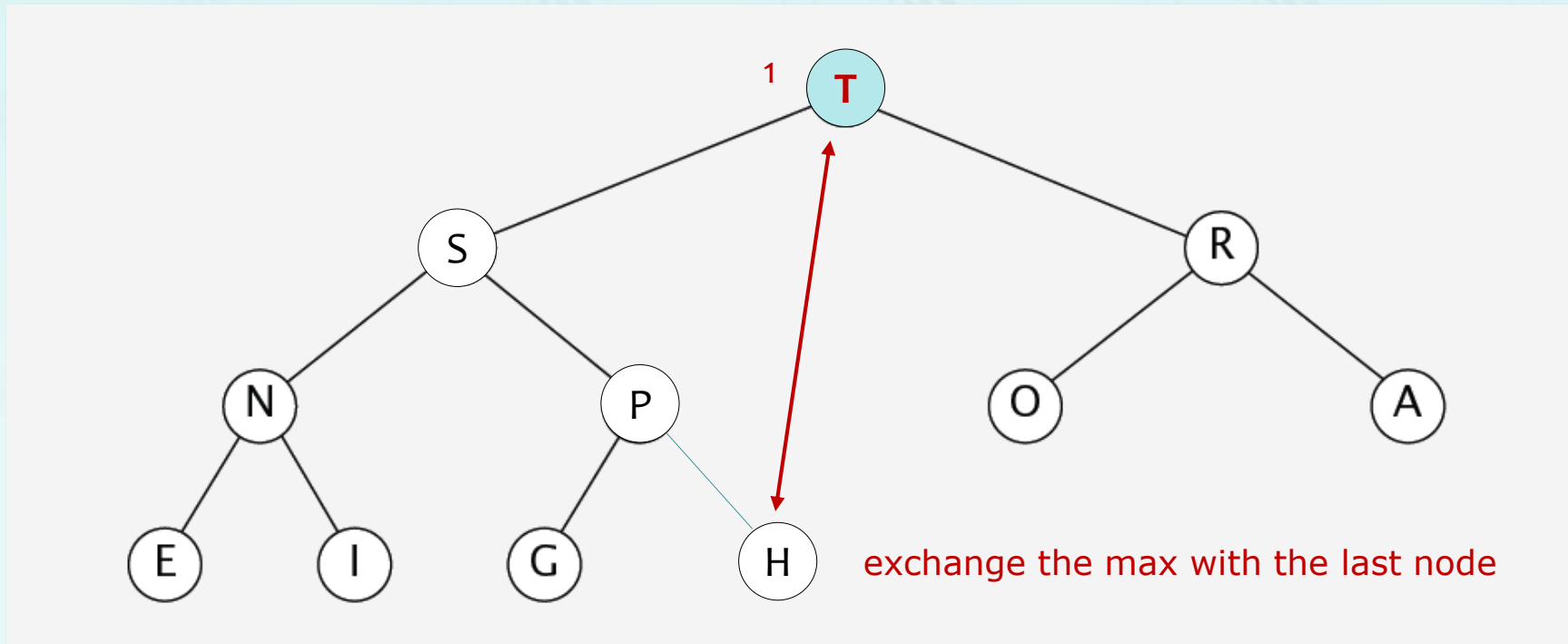
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1

maxheap example

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T	S	R	N	P	O	A	E	I	G	H
---	---	---	---	---	---	---	---	---	---	---

1

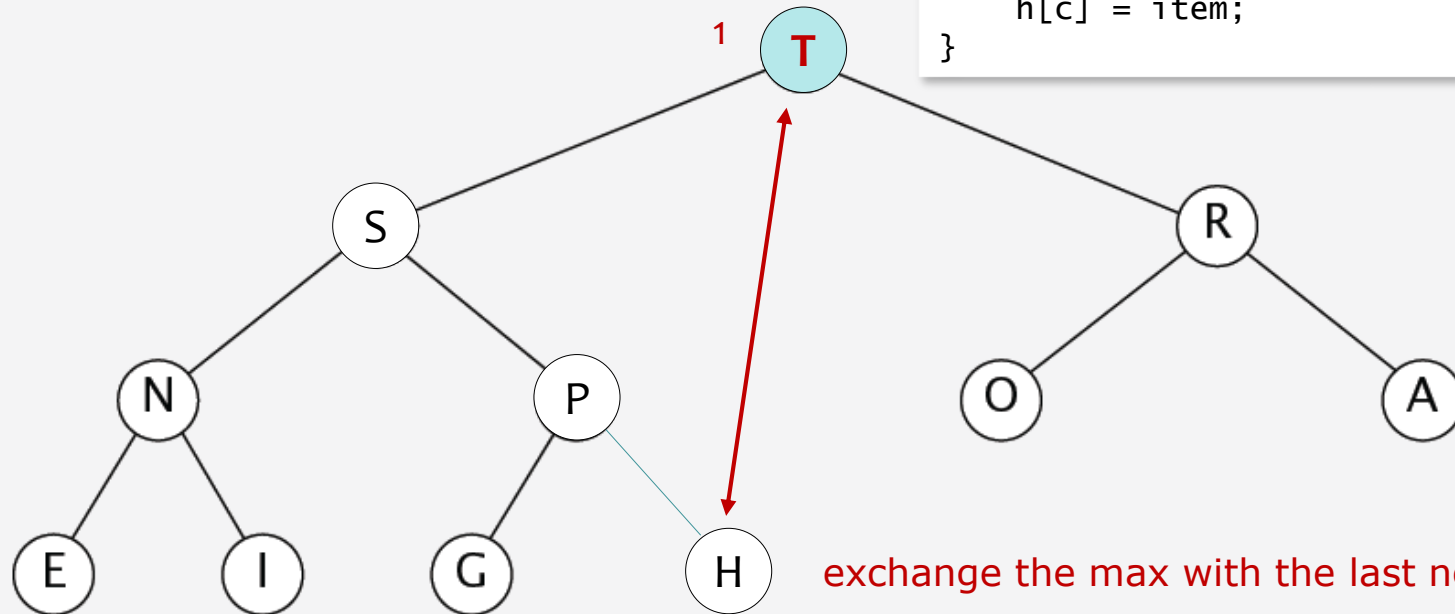
h->N

maxheap example

- **Insert:** Add node at end, then swim it up.
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remove the maximum(root)

```
void swap(heap h, int p, int c) {  
    key item = h[p];  
    h[p] = h[c];  
    h[c] = item;  
}
```



T	S	R	N	P	O	A	E	I	G	H
---	---	---	---	---	---	---	---	---	---	---

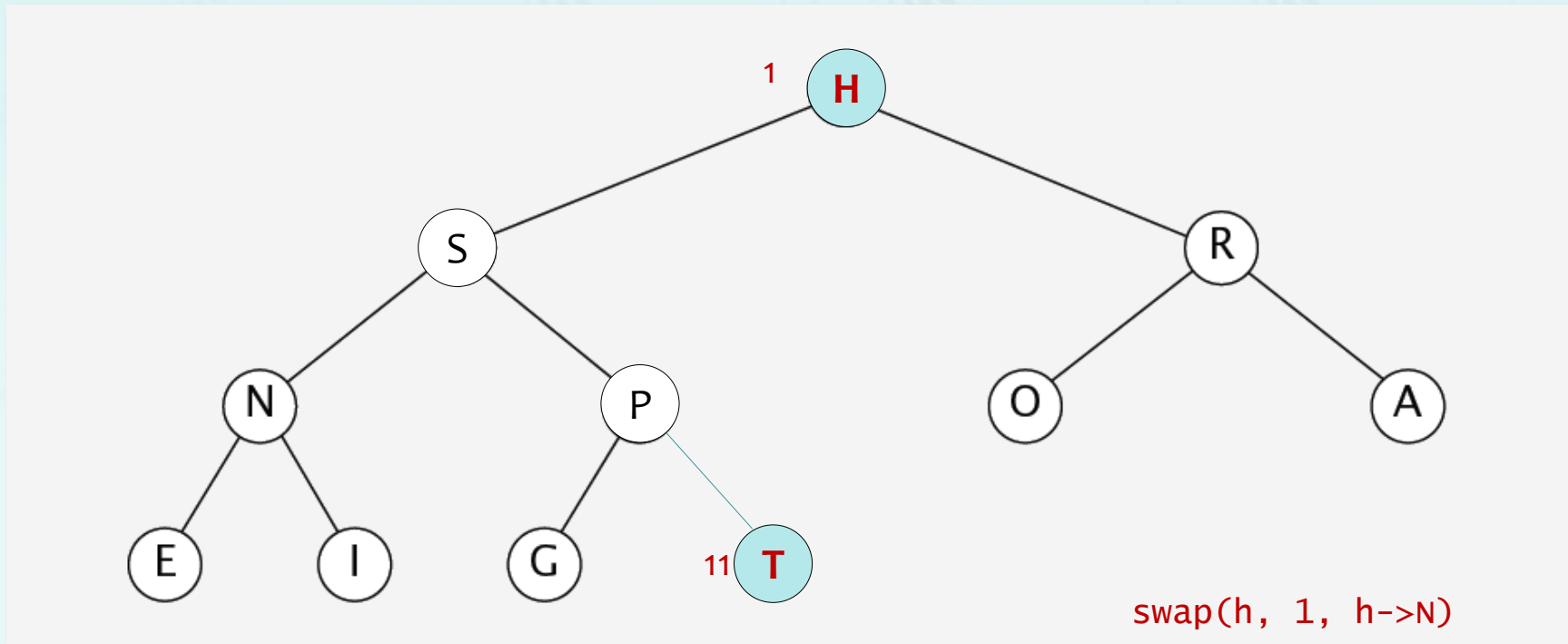
1

h->N

maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)



H	S	R	N	P	O	A	E	I	G	T
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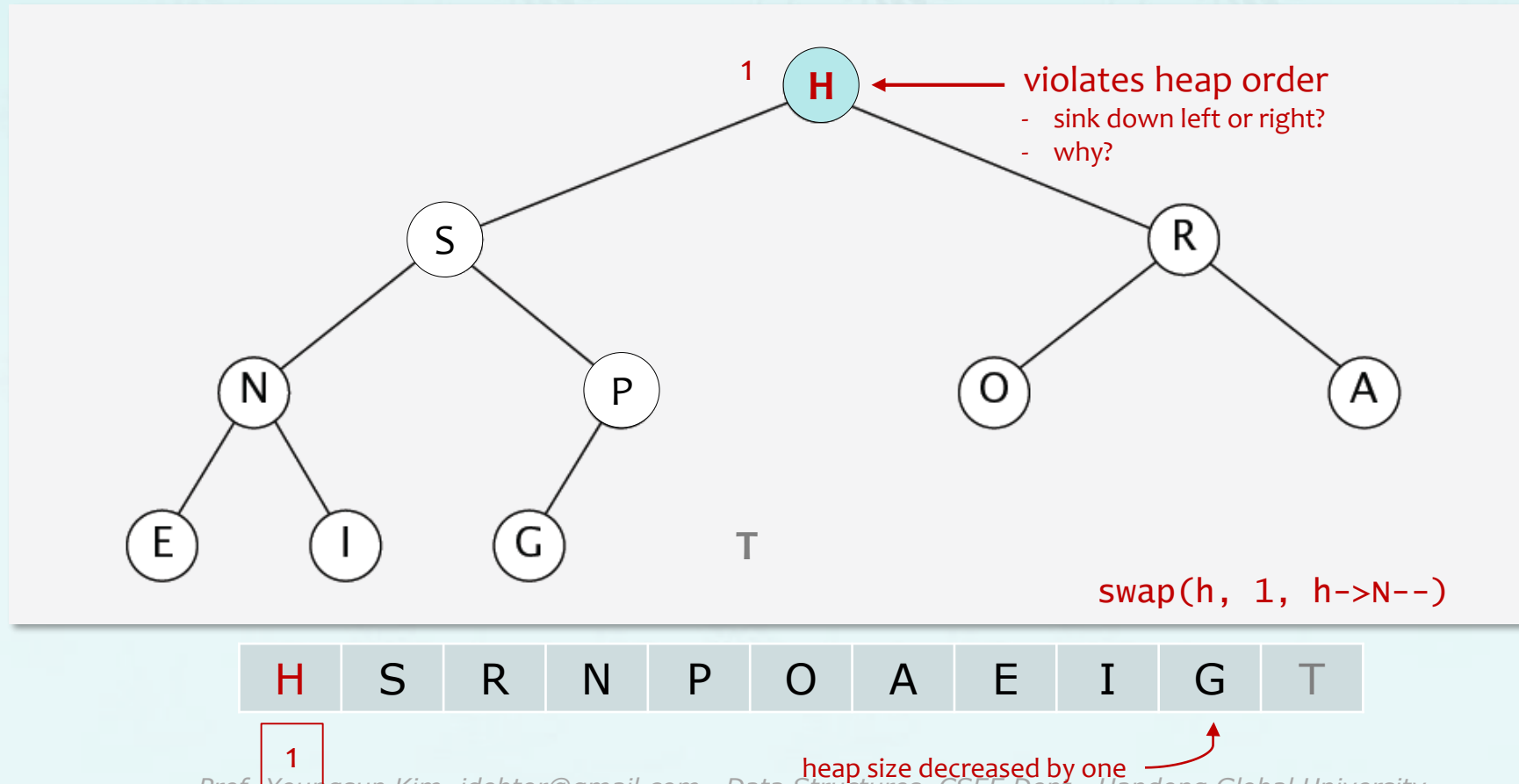
1

11

maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

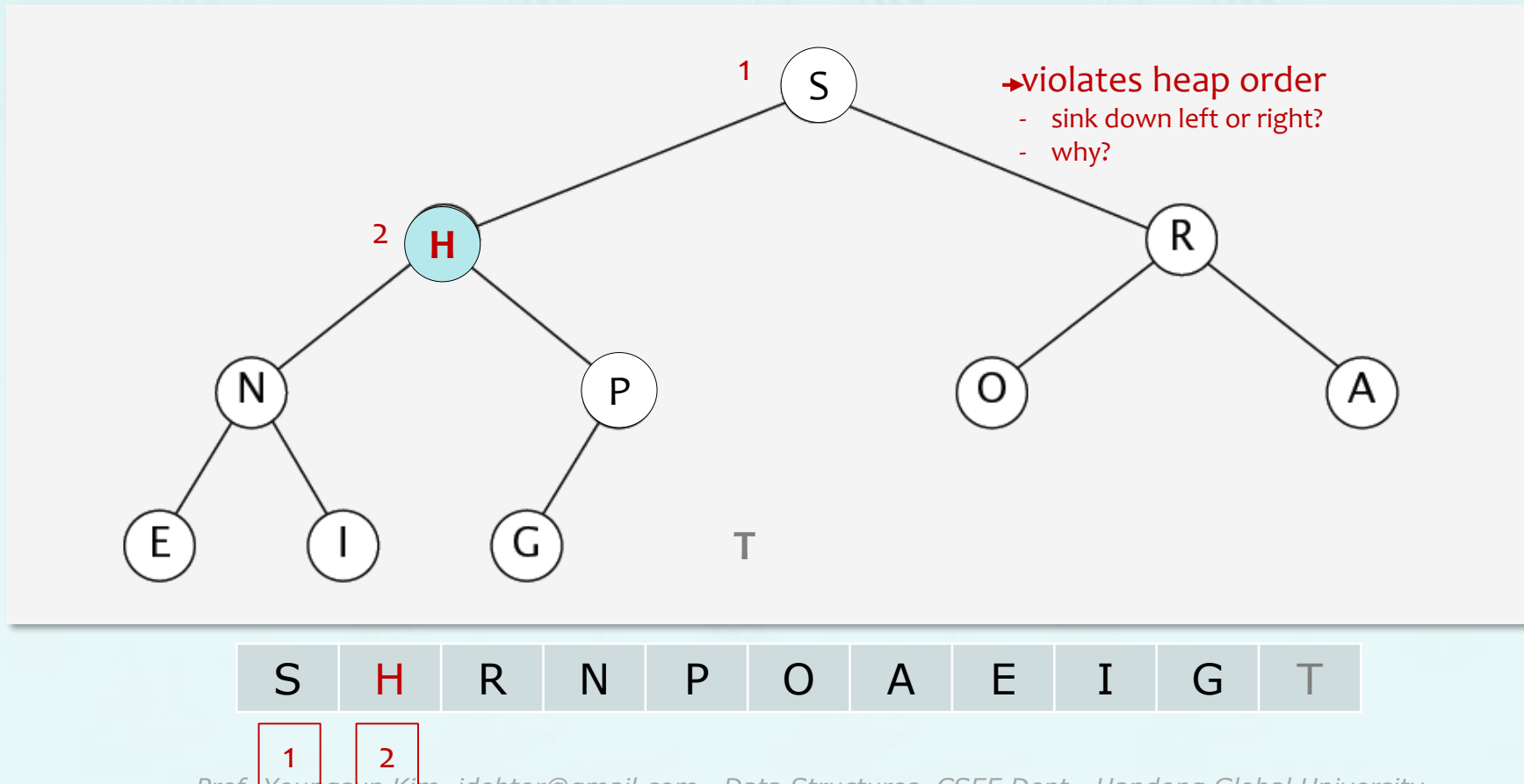
remove the maximum(root)



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

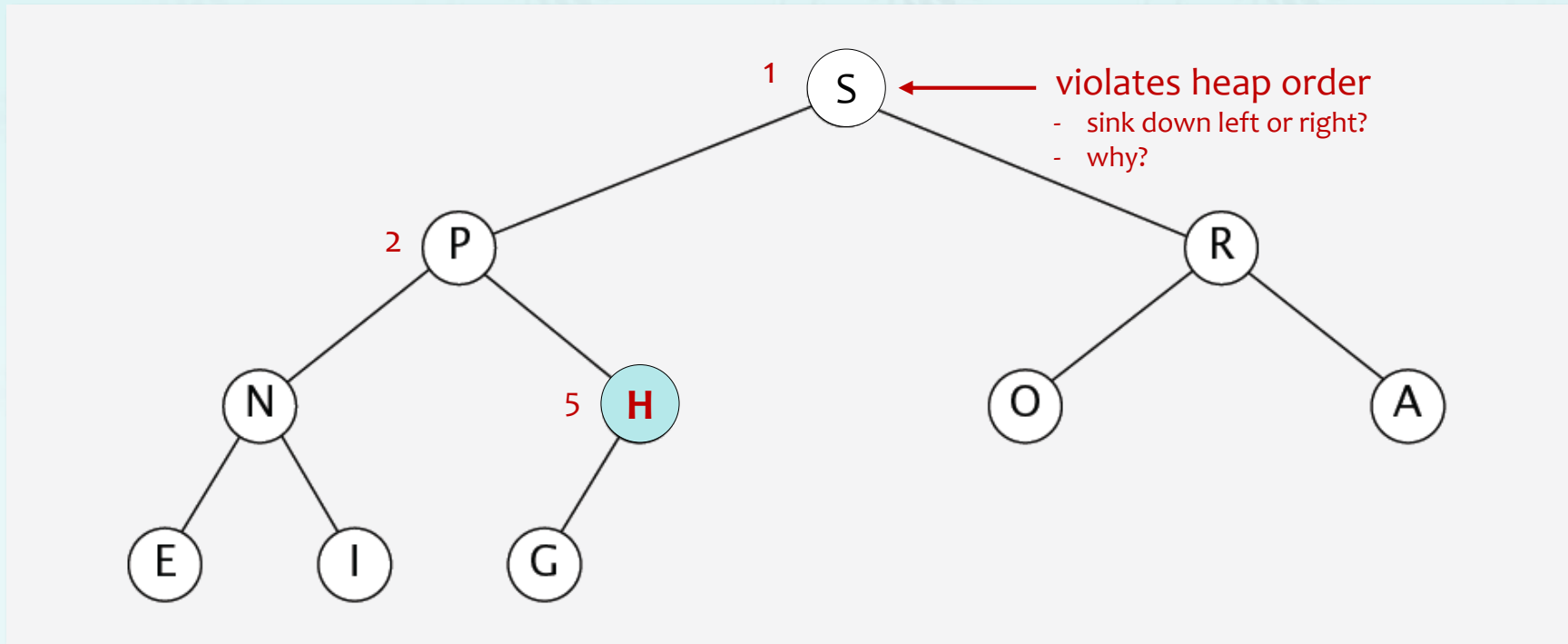
remove the maximum(root)



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)



S	P	R	N	H	O	A	E	I	G	
---	---	---	---	---	---	---	---	---	---	--

1

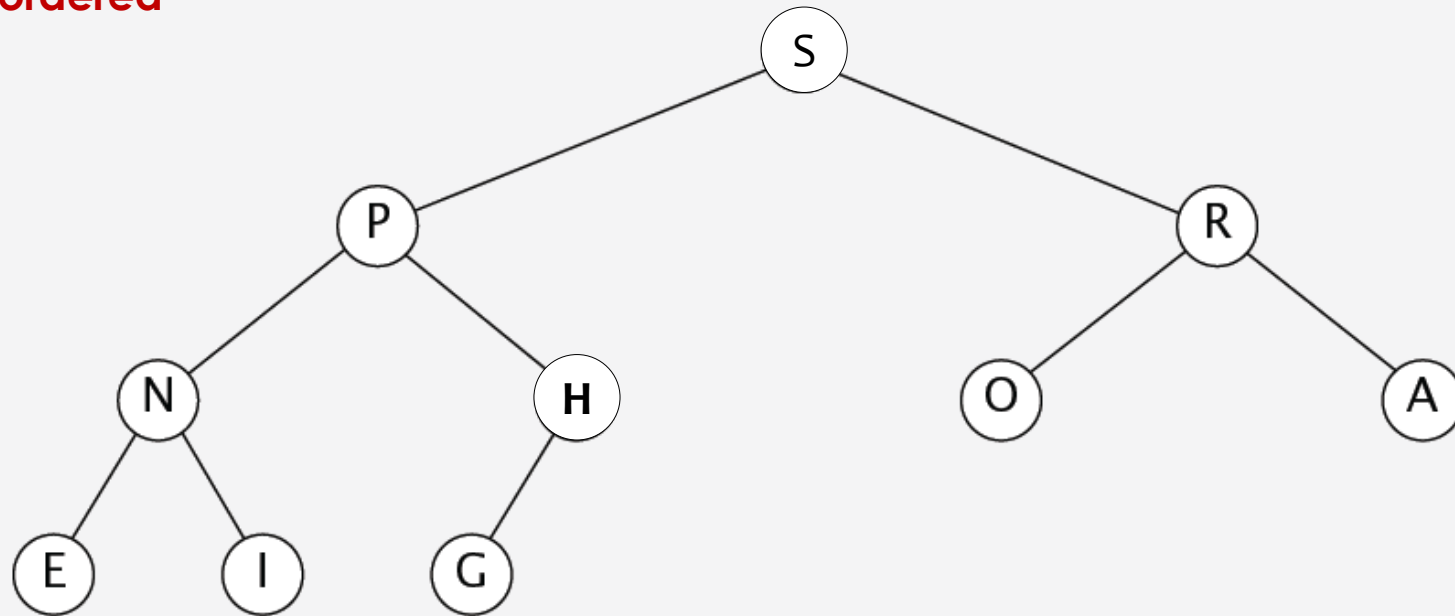
2

5

maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

heap ordered

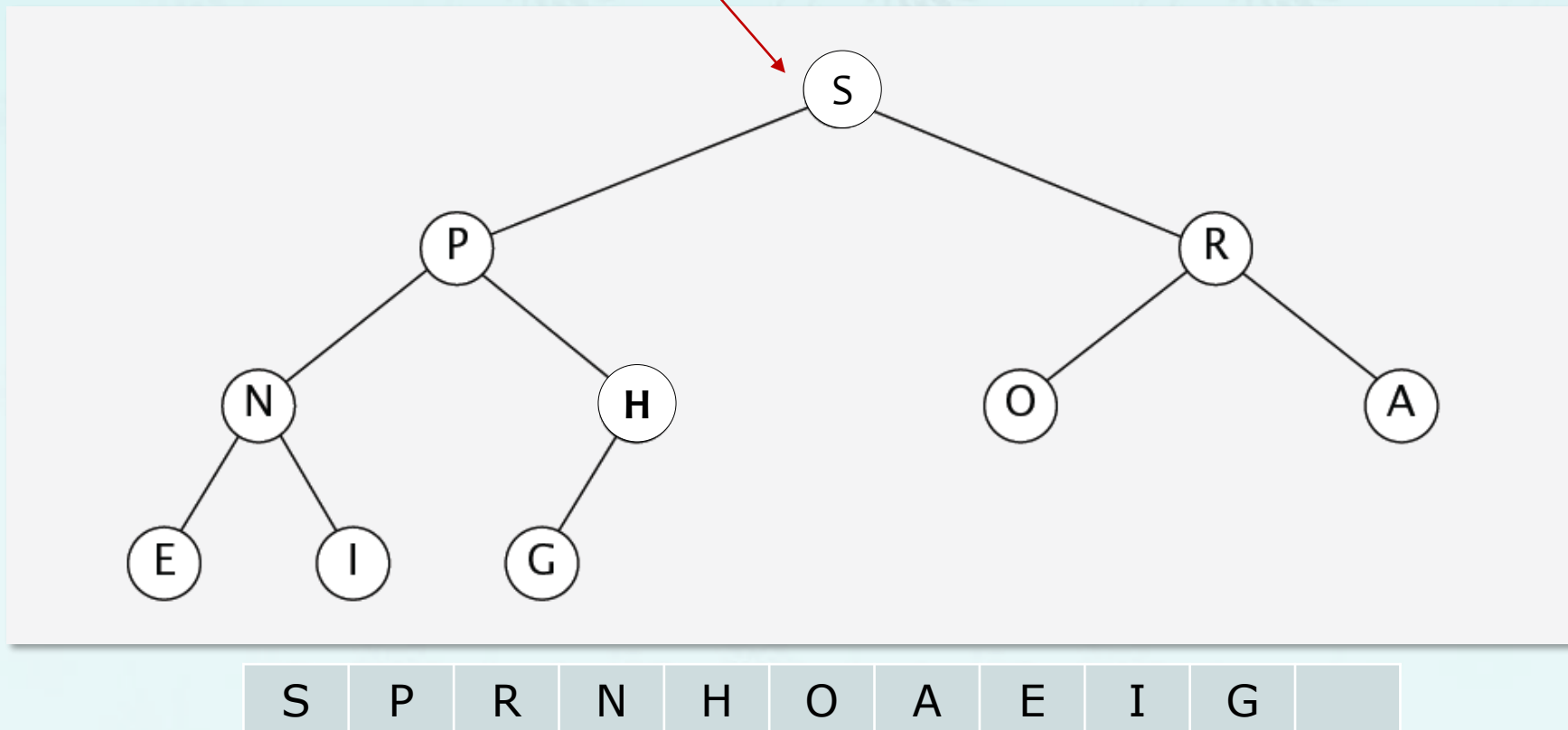


S	P	R	N	H	O	A	E	I	G	
---	---	---	---	---	---	---	---	---	---	--

maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)

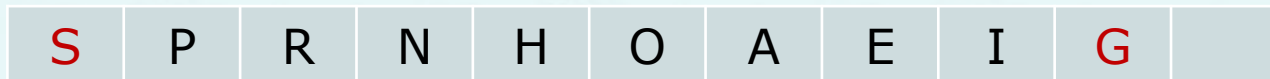
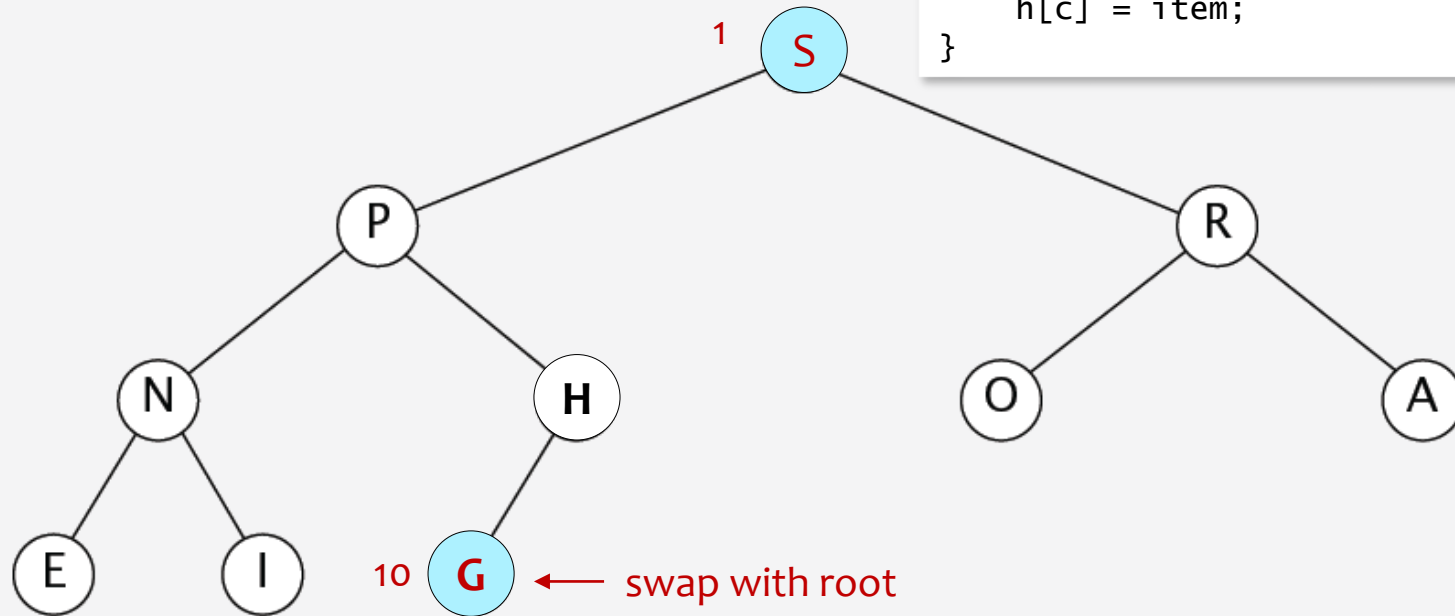


maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)

```
void swap(heap h, int p, int c) {  
    key item = h[p];  
    h[p] = h[c];  
    h[c] = item;  
}
```



1

10

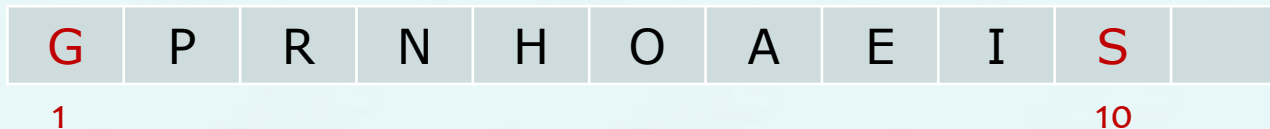
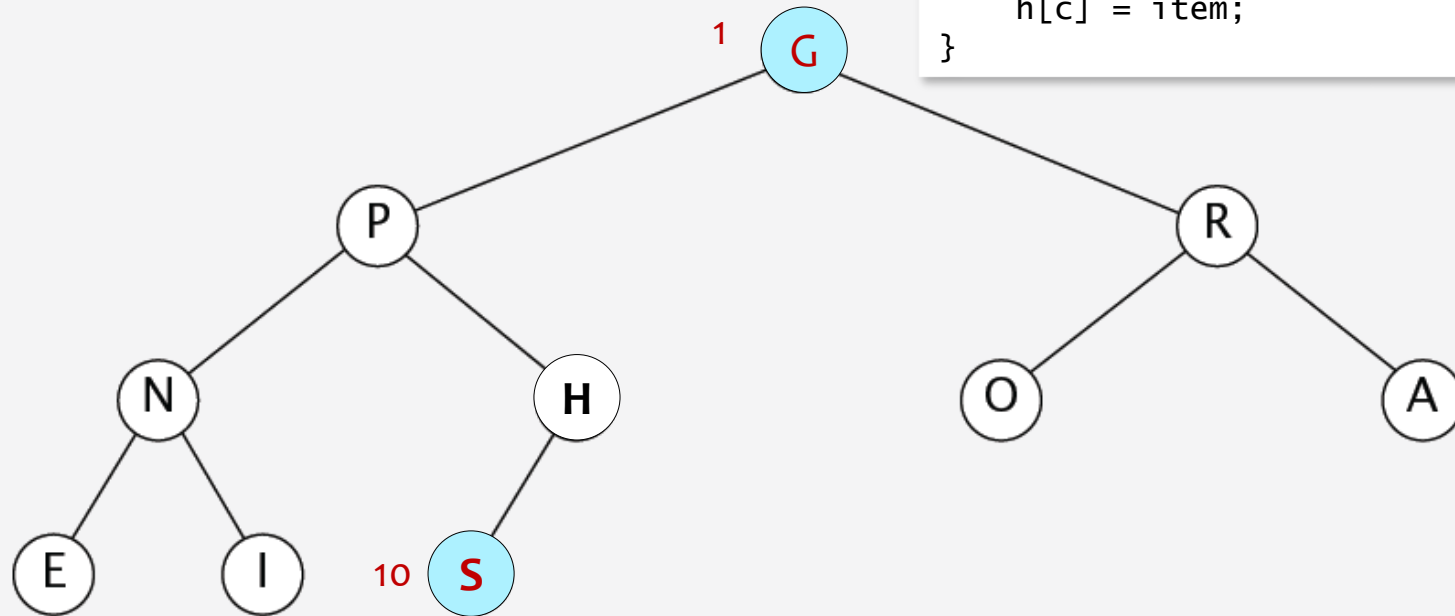
$h \rightarrow N$

maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)

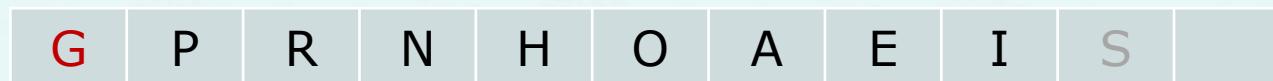
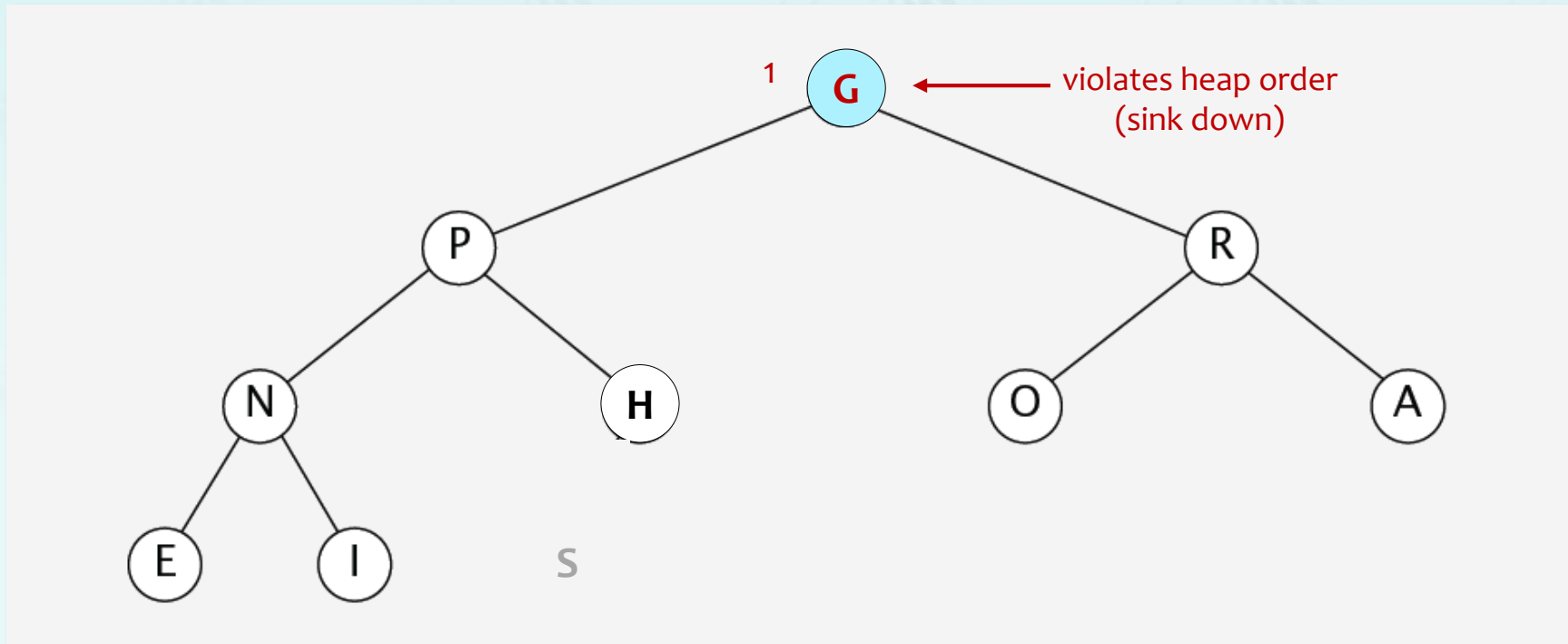
```
void swap(heap h, int p, int c) {  
    key item = h[p];  
    h[p] = h[c];  
    h[c] = item;  
}
```



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

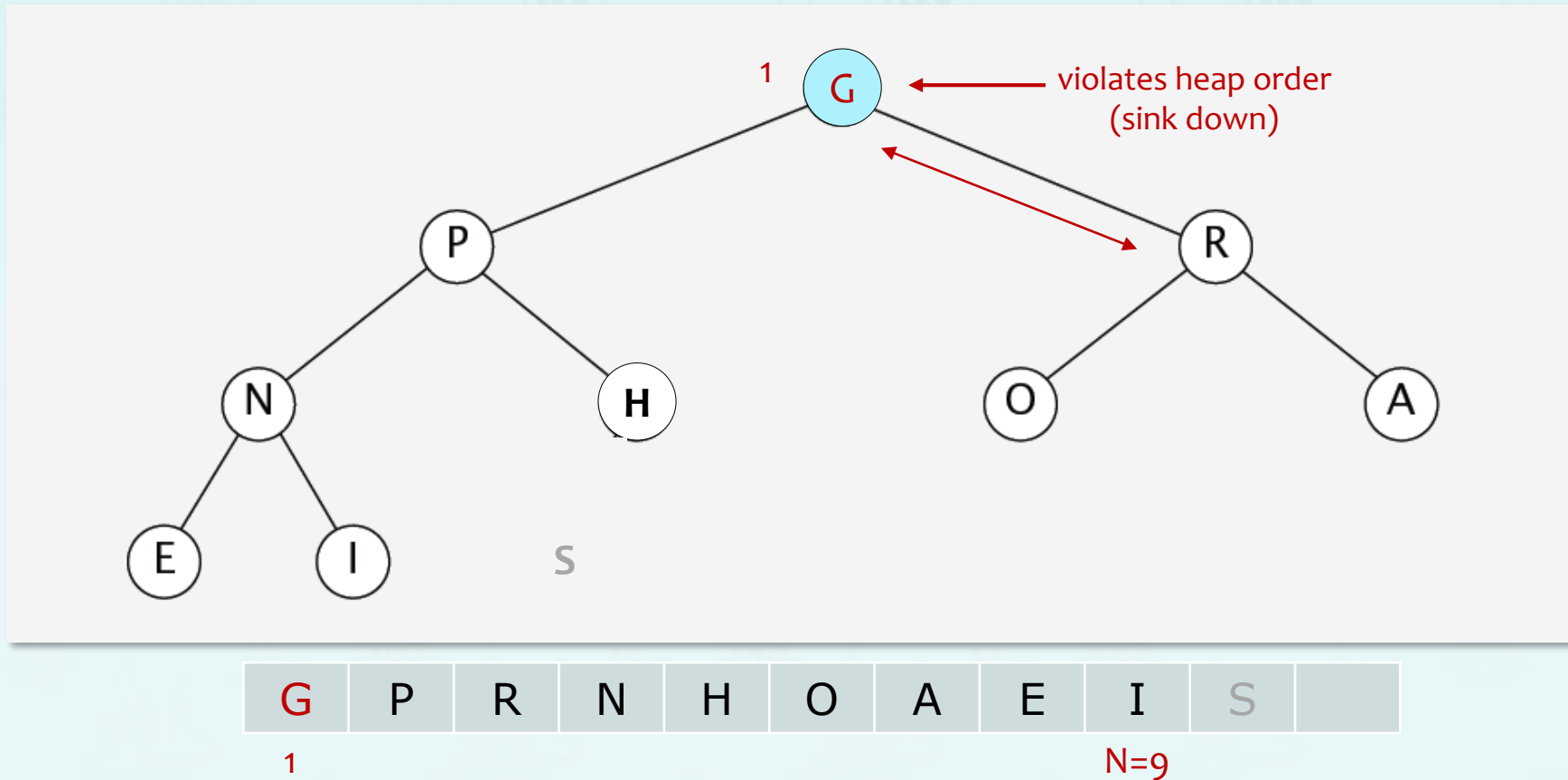
remove the maximum(root)



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

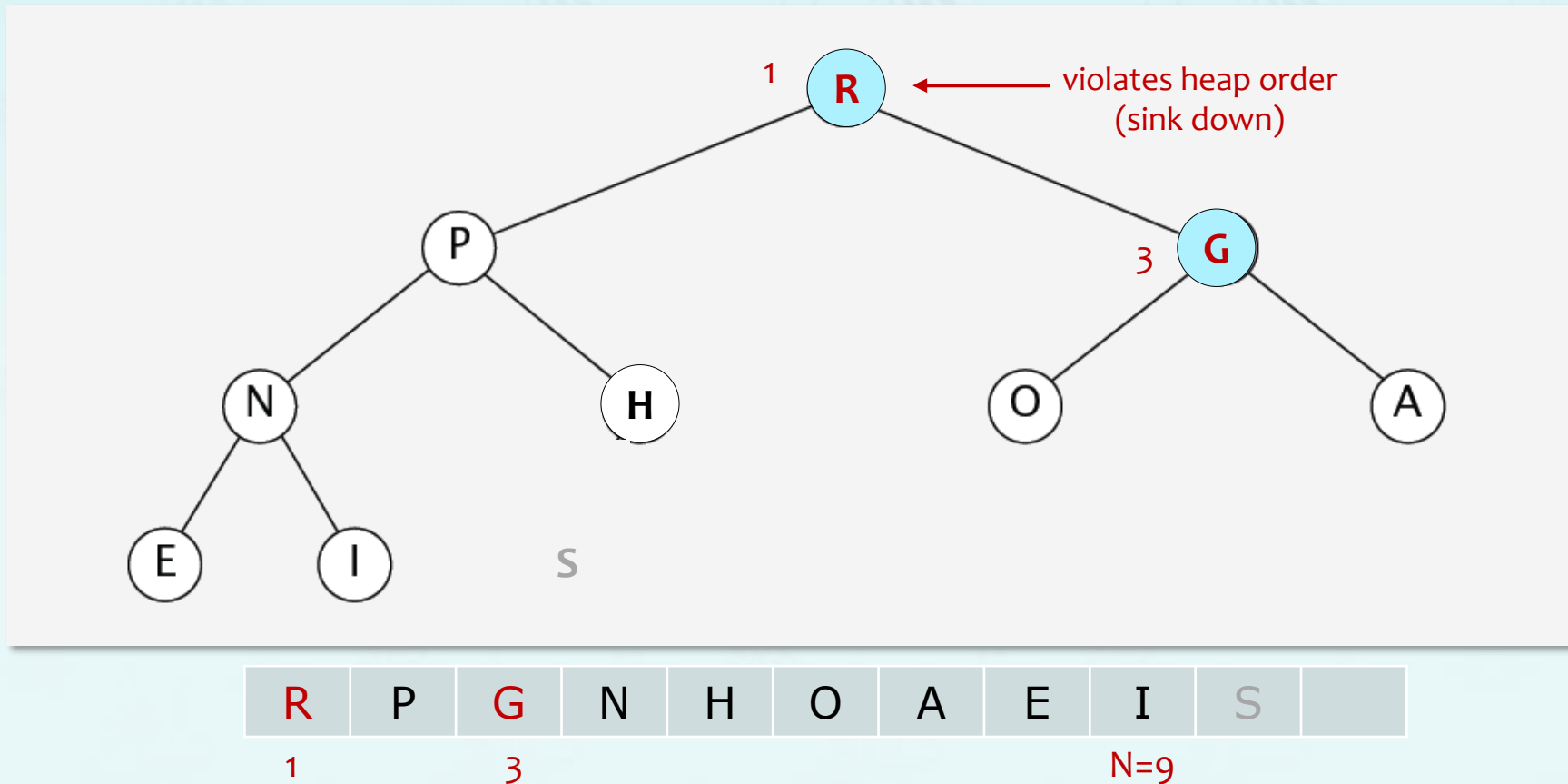
remove the maximum(root)



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

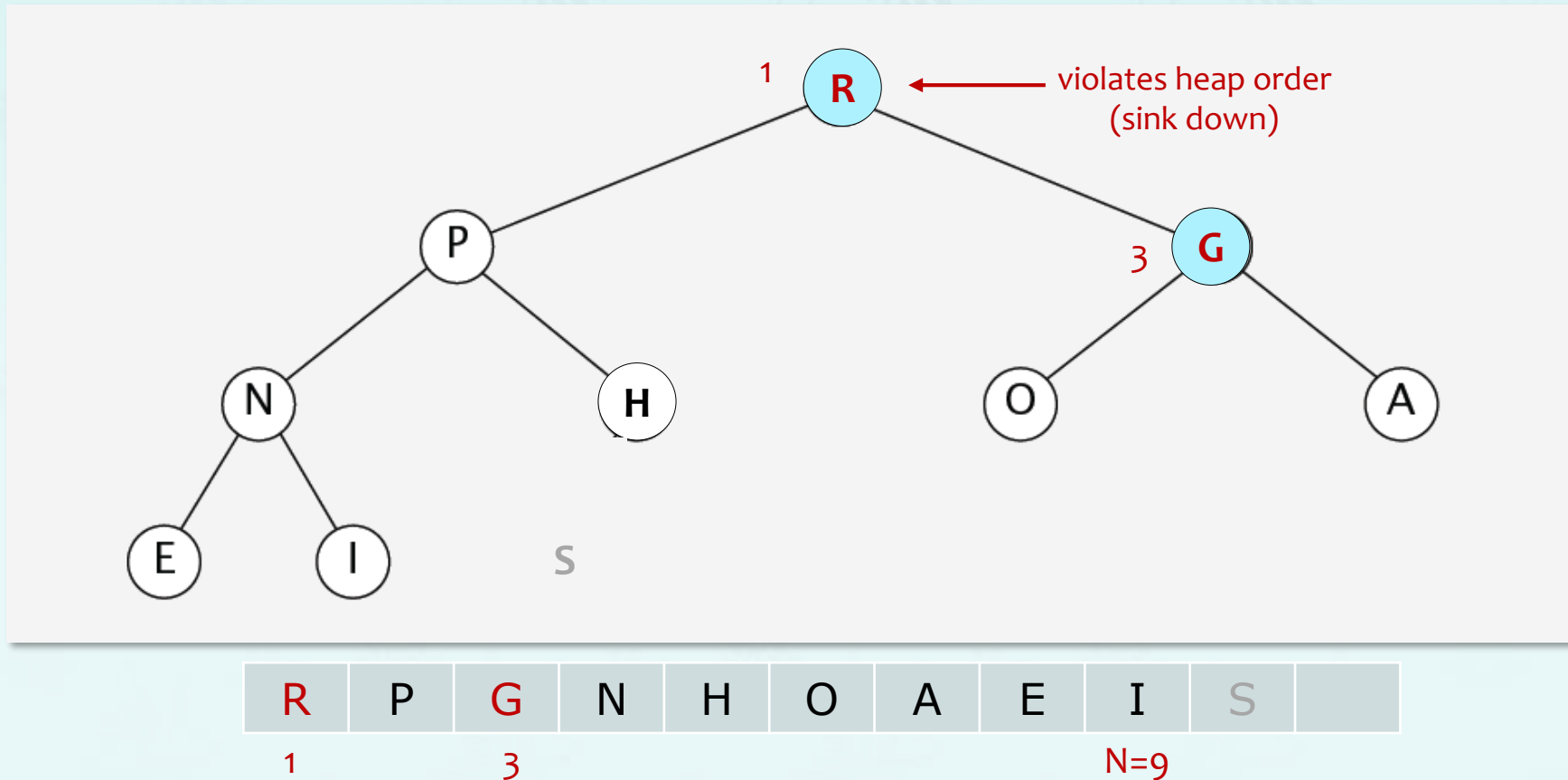
remove the maximum(root)



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

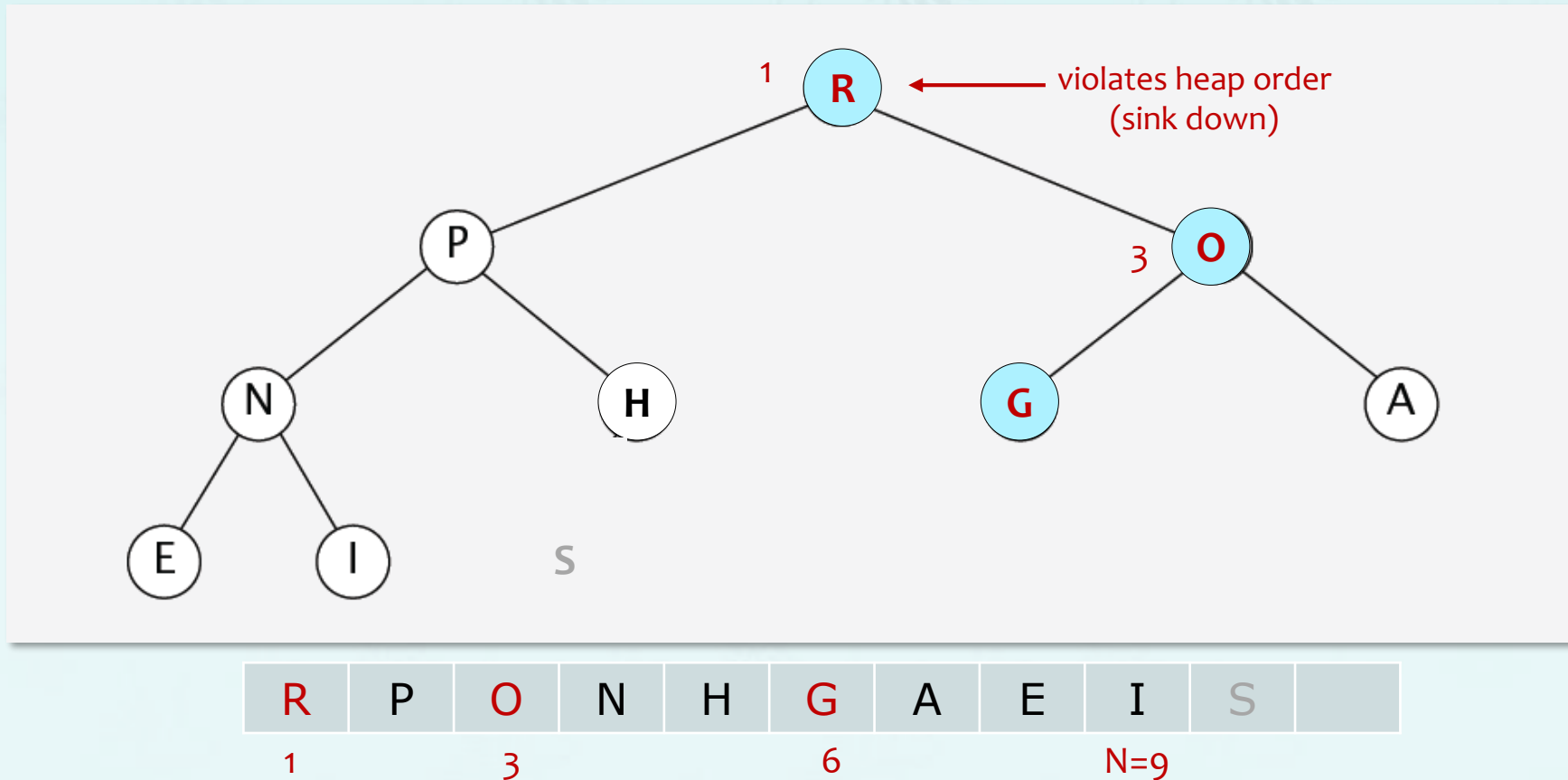
remove the maximum(root)



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

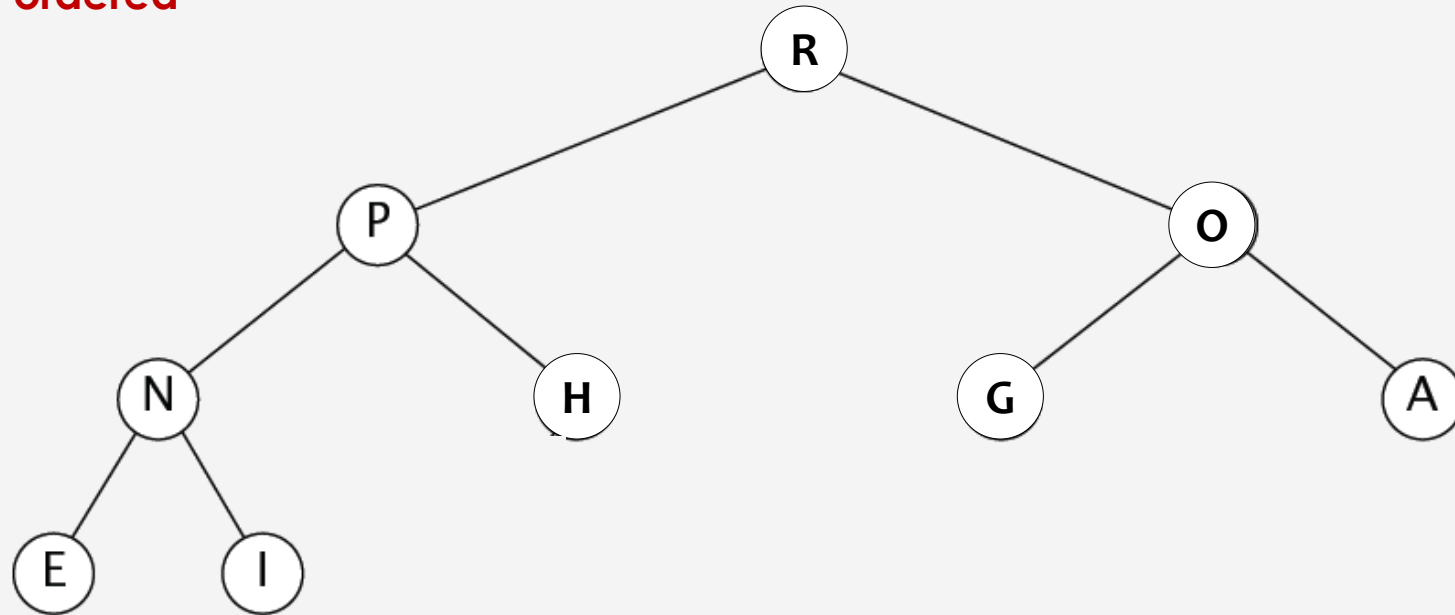
remove the maximum(root)



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

heap ordered

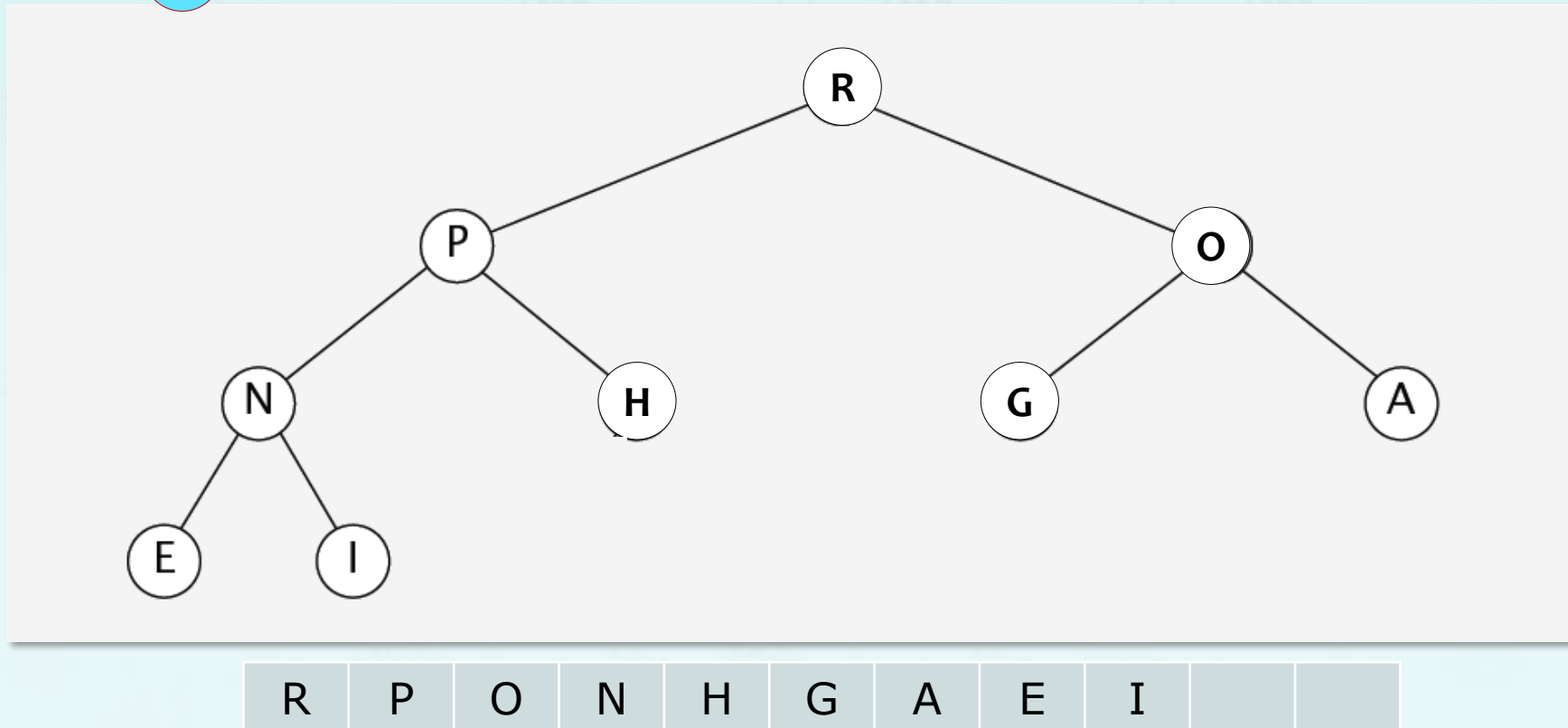


N=9

maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

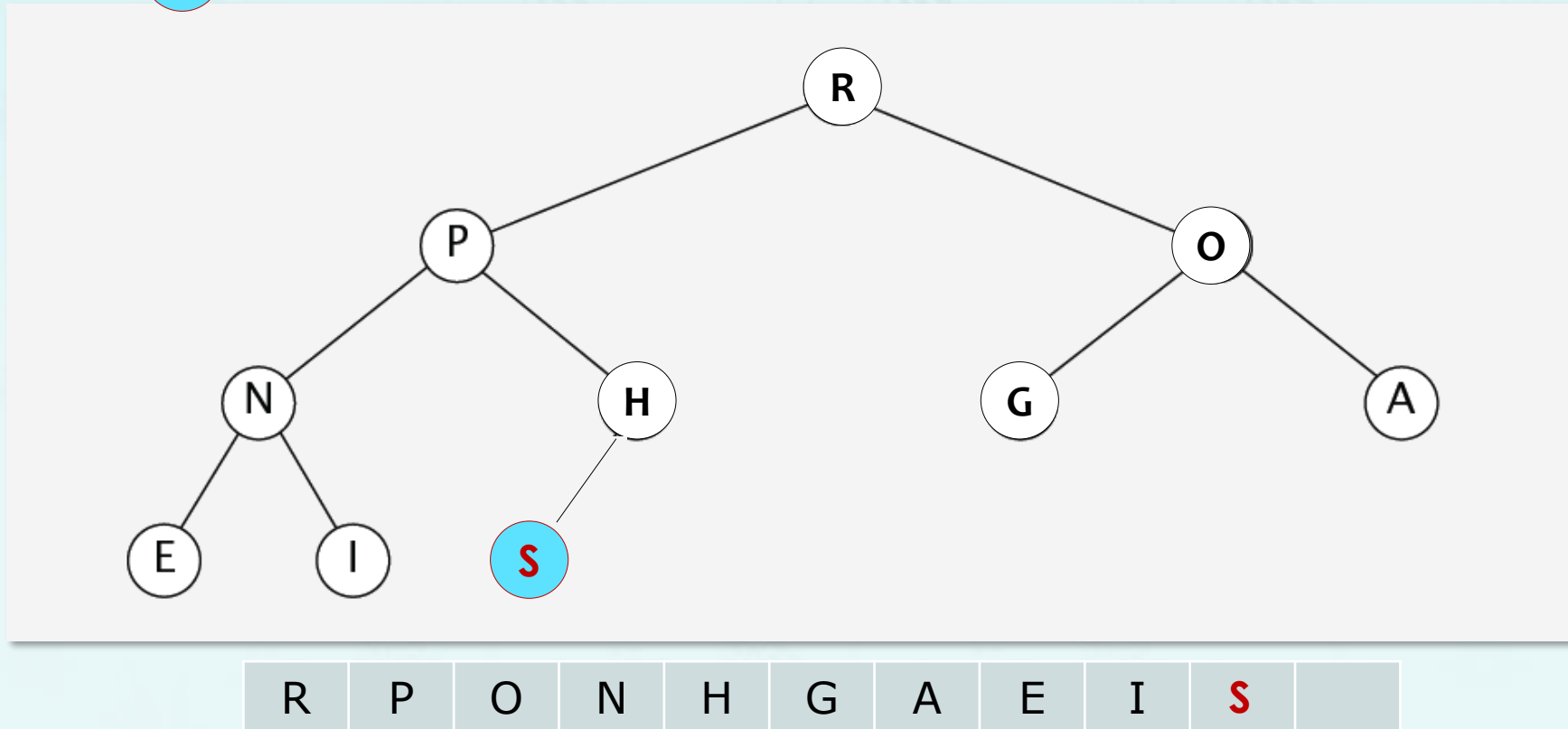
insert **S**



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

insert **S**

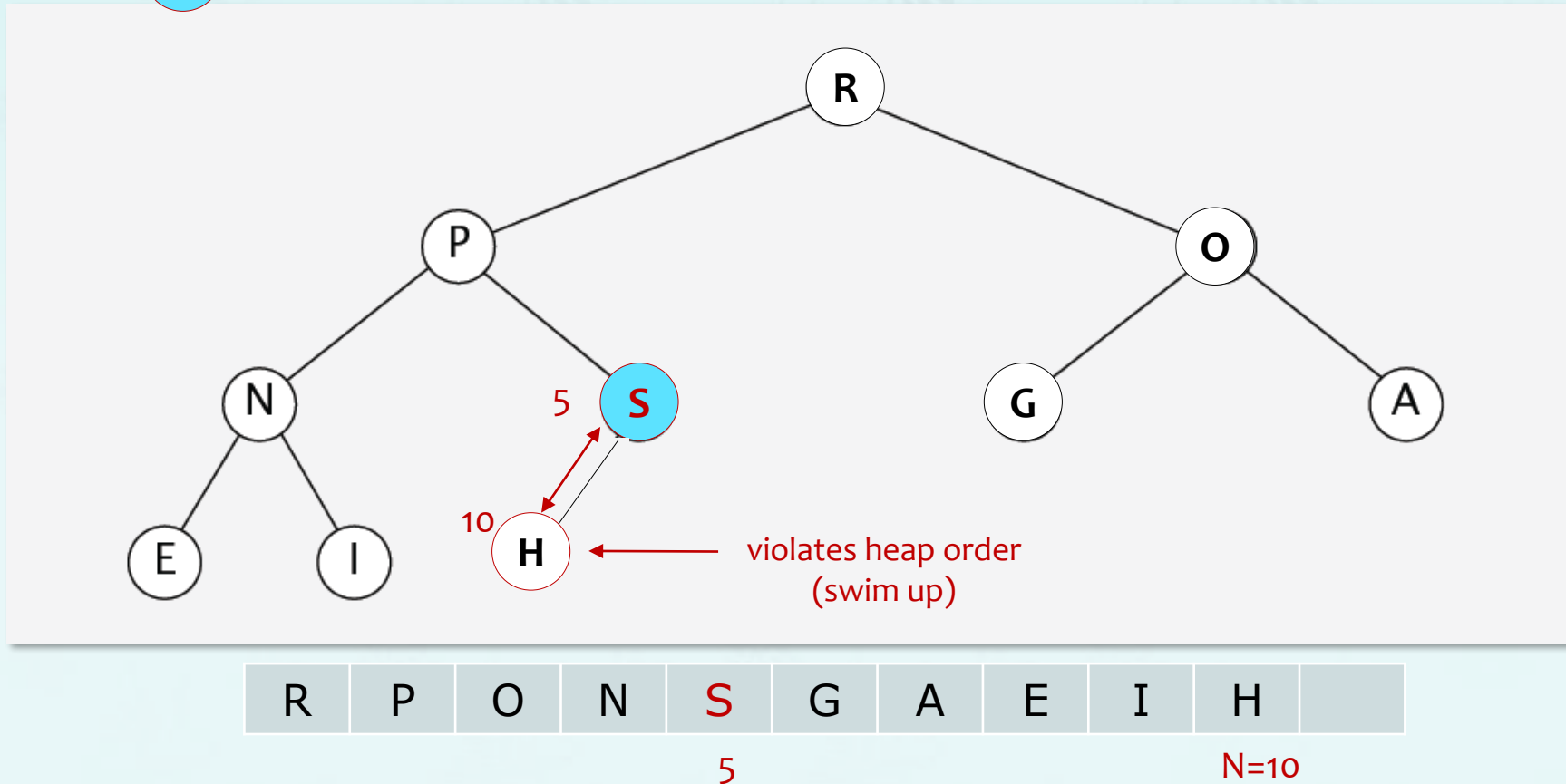


N=10

maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

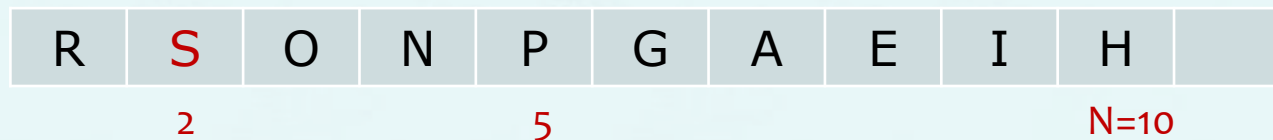
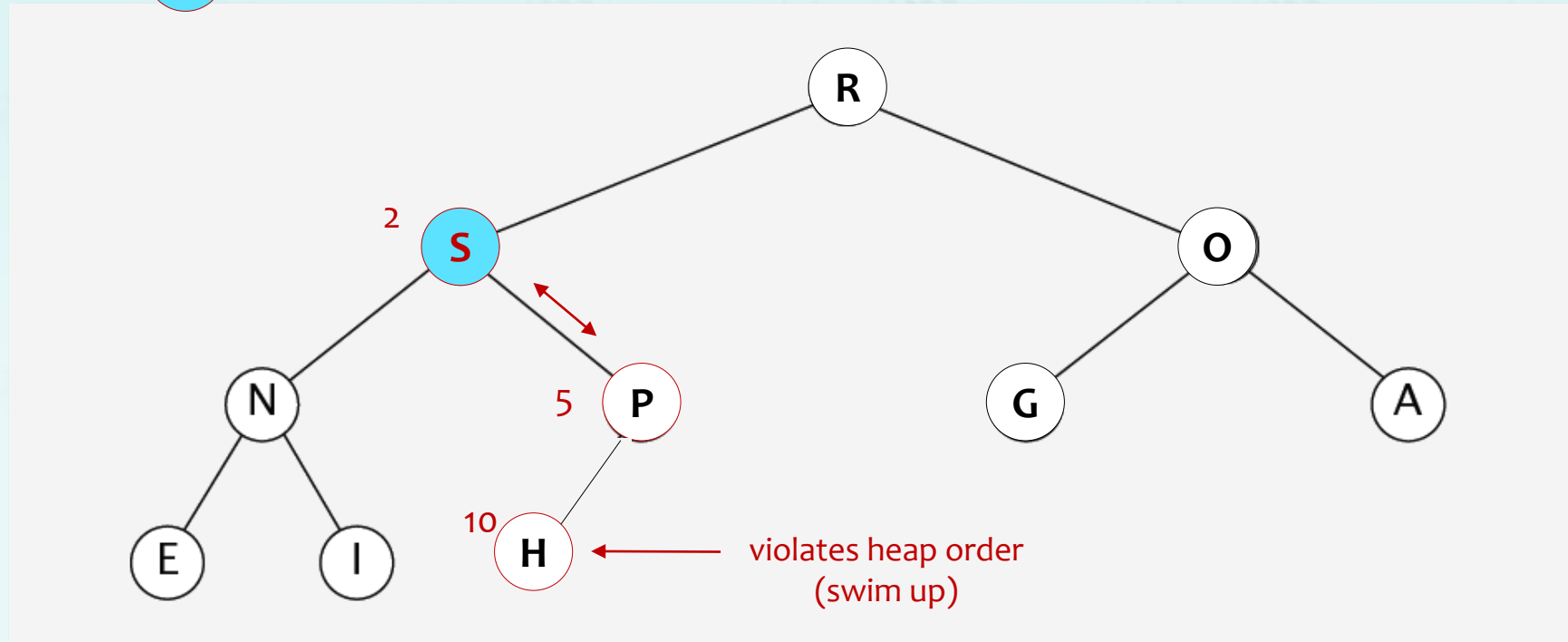
insert **S**



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

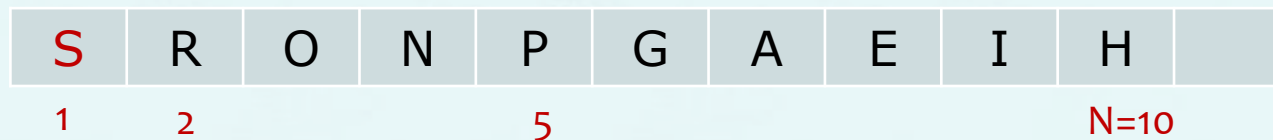
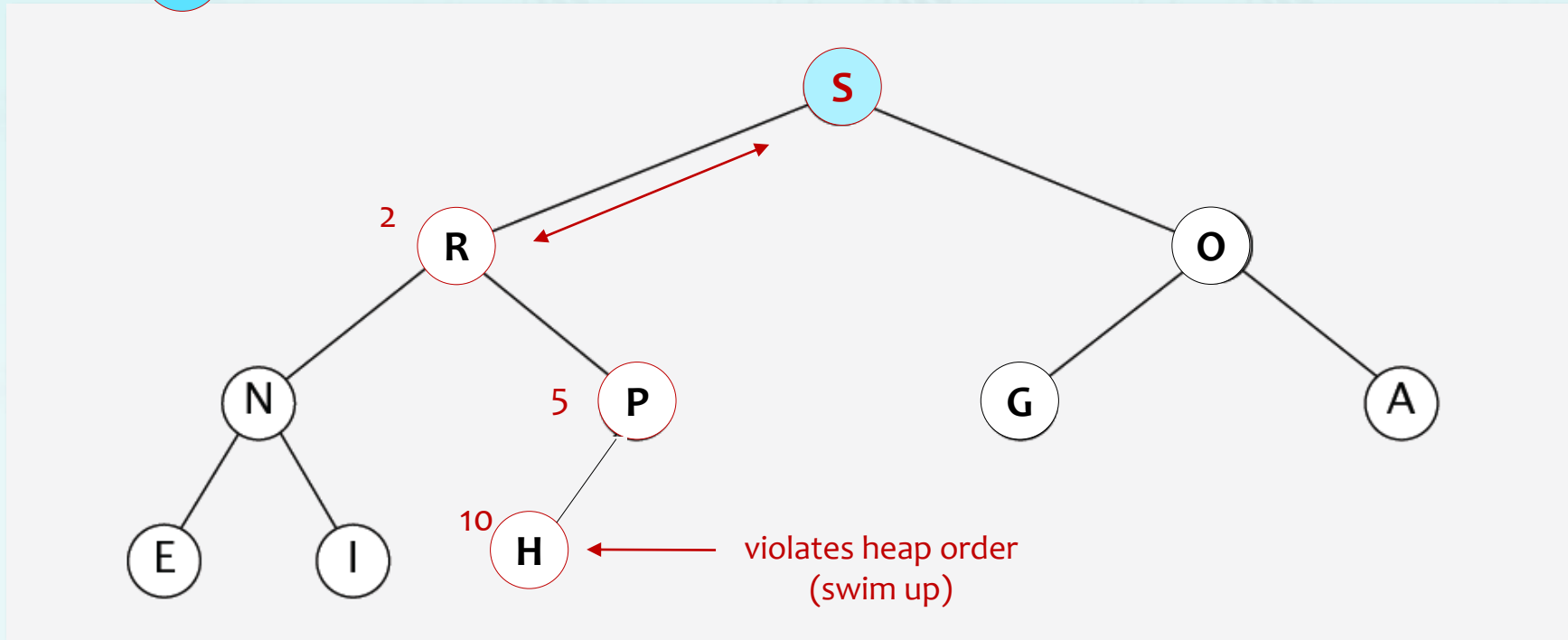
insert **S**



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

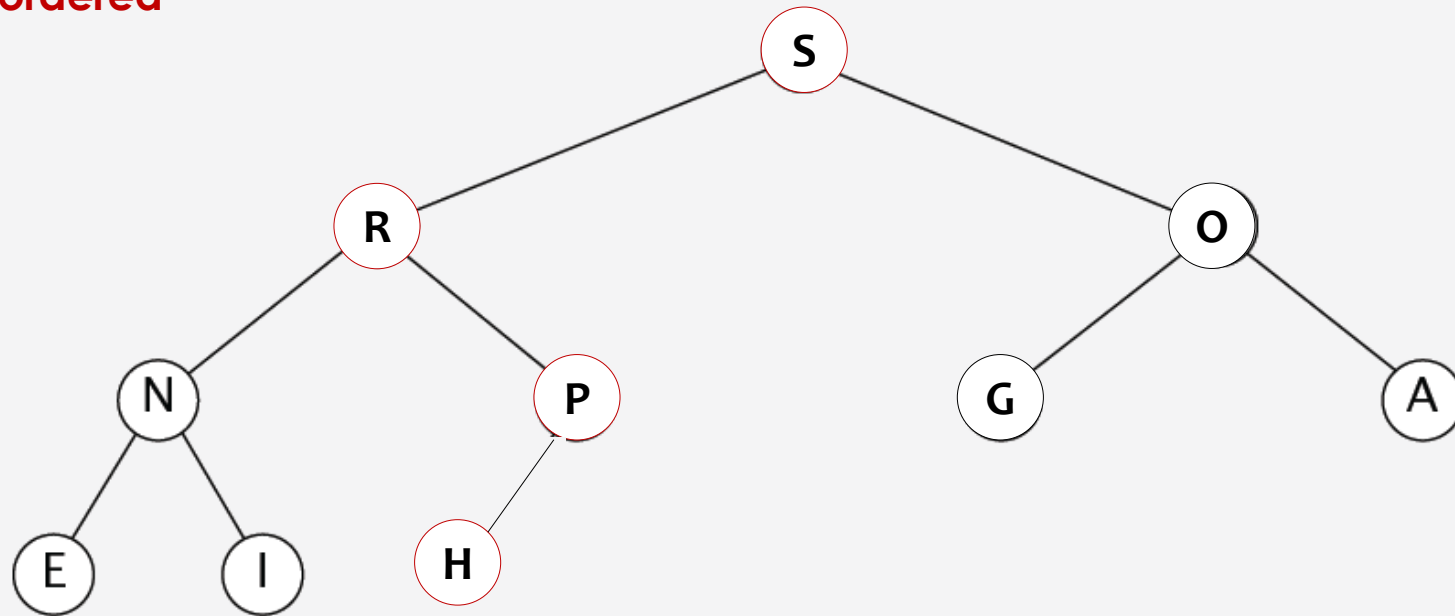
insert **S**



maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

heap ordered



S	R	O	N	P	G	A	E	I	H	
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Binary heap operations time complexity with N items:

- Level of heap is $\lfloor \log_2 N \rfloor$
- insert: $O(\log N)$ for each insert
 - In practice, expect less
- delete: $O(\log N)$ // deleting root node in min/max heap
- decreaseKey: $O(\log N)$
- increaseKey: $O(\log N)$
- remove: $O(\log N)$ // removing a node in any location

Heapify(): $O(N)$

Heapsort(): $O(n \log n)$

Because $O(N)$ heapify + $O(n \log n)$ remove nodes = $O(n \log n)$

Proof:

<https://stackoverflow.com/questions/9755721/how-can-building-a-heap-be-on-time-complexity>

<https://www.growingwiththeweb.com/data-structures/binary-heap/build-heap-proof/>

<https://www.quora.com/How-is-the-time-complexity-of-building-a-heap-is-o-n>

<http://www.cs.umd.edu/~meesh/351/mount/lectures/lect14-heapsort-analysis-part.pdf>

Binary heap operations time complexity with N items:

Implementation	Insert	Delete	max
Unordered array	1	N	N
Ordered array	N	1	1
Binary heap	log N	log N	1

↑ ↑
Mission Completed

heap

- complete binary tree (review)
- heap and priority queues (Chapter 9)
- binary heap and minheap
- maxheap demo
- maxheap coding
- heap sort (Chapter 7)

Chapter 7



