COMP 3760 Algorithm Analysis and Design

Lesson 11: Heaps and Heapsort



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Today's Agenda

- Heaps
 - insertion (review)
 - heapify
 - RemoveMax
- HeapSort

Algorithm Heap.Insert(item)

From last class ...

- use this algorithm to insert a new key into an existing Heap
- can be used to create a new heap in O(nlogn) time (by putting it in a loop)

```
Insert(H[1...n], item)
  insert item into last empty location
  while item > parent AND item is not root
  swap item with parent
```

- efficiency class: O(log₂n)
 - in the worst case we have to swap with every parent
 - a node has a maximum LO(log₂n) parents

Algorithm TrickleDown(A[0...n], root)

- we use this algorithm to fix a heap at any root
- assumes the heap is stored as an array
- complete algorithm details in textbook
- Note: this algo is sometimes called "sift-down".
- a high level description of the algorithm is:

```
TrickleDown(H[1...n], root)
While the root has child(ren)...
Point to roots left child
If right child value is greater than left child ...
... point to the right child instead
If the value in root is less than in child...
... swap the root and the child
Make root point to its child
```

Use Heapify to build a heap

To build a heap from an arbitrary array, do this:

```
Heapify(A[1...n])
```

For each parent node in the array (from bottom-right to top)
Set root to be the next unprocessed parent
TrickleDown(H[1..n], root)

Note: The textbook calls this algo "HeapBottomUp"

Efficiency (see textbook for analysis details):

- TrickleDown O(logn)
- Heapify O(nlogn)

Index	1	2	3	4	5	6	7	8	9	10	11	12	13	14
value	9	8	13	12	14	2	20	18	17	14	16	24	3	6

Comp 3760

Algorithm Heap.RemoveMax(H)

- need to remove the max item
- this means we need a new max item as the root
- O(logn)

```
RemoveMax(H[1...n])
  move the last item to root position in heap
  call TrickleDown(H[], root)
```

HeapSort

How can we use a Heap to sort an array?

- 1. transform the array into a heap (use Heapify)
- 2. call RemoveMax to get all array elements in sorted order

- note that this algorithm is "in place" (it doesn't require any additional memory)
- efficiency is n x O(logn) ∈ O(nlogn)

Accessing Arbitrary Elements

- we have fast access to max in a maxHeap, or min in a minHeap
- what if we want to get the minimum item in a maxHeap?
 - we know that the smallest item will be one of the leaves ... so we will have to search n/2 items, for example:

- note that if you wanted to remove this item, you would have to move the last item A[size] to position i, and check that the parental dominance rule still holds
- to get an arbitrary item we need to search all n elements on the heap

Comp 3760

Page 8

The End Comp 3760 Page 9