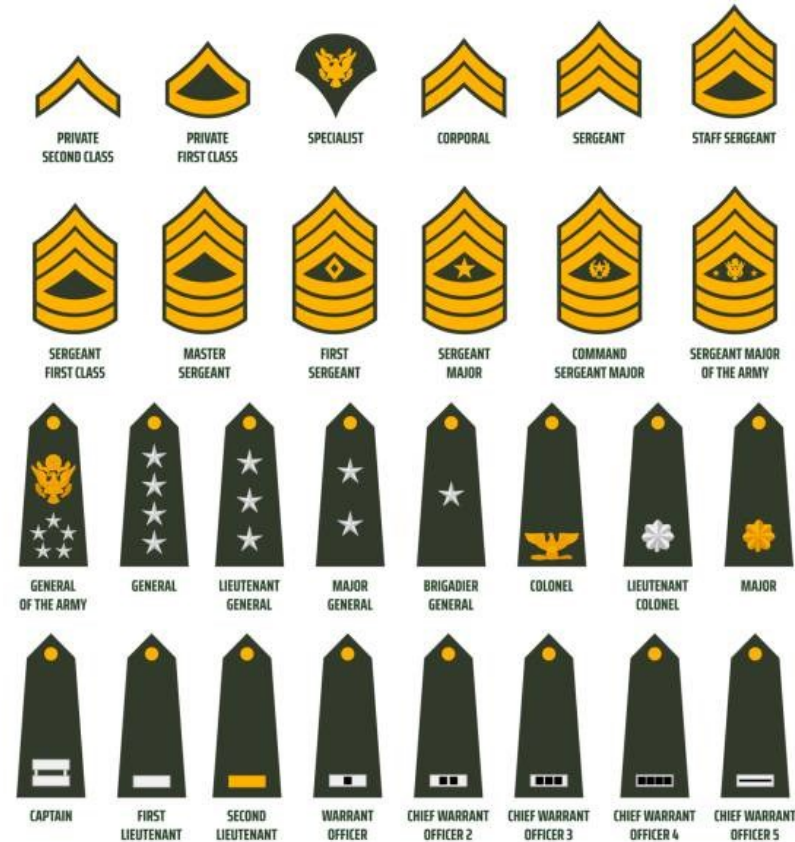


# Data Structure

# Heap

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DS&A. Chapter 8.3 Heap

# Priority Queue

- A priority queue is a collection of elements, that provides insertion and removal of elements in order of priority
  - operations
    - `insert (elem, key)`
    - `min()`
    - `removeMin ()`
- A priority queue manages elements according to their priorities, not their positions or the order of their arrivals
  - e.g., Suppose a certain flight is fully booked an hour prior to departure. Because of the possibility of cancellations, the airline maintains a priority queue of standby passengers hoping to get a seat. The priority of each passenger is determined by the fare paid and the frequent-flyer status.

# Key and Comparator

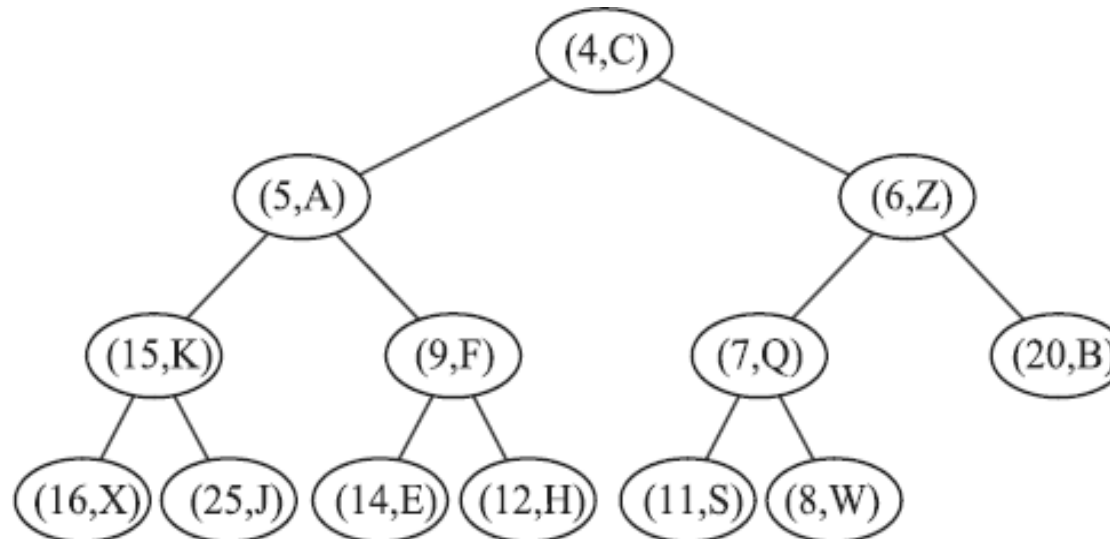
- Each element is assigned with a key which defines the ranking (or ordering)
  - The ordering of keys must be totally defined without any contradiction (i.e., total ordering)
    - Reflexive property:  $k \leq k$
    - Antisymmetric property: if  $k_1 \leq k_2$  and  $k_2 \leq k_1$ , then  $k_1 = k_2$
    - Transitive property: if  $k_1 \leq k_2$  and  $k_2 \leq k_3$ , then  $k_1 \leq k_3$
- A comparator is a function that receives two key objects and determines the ordering in them
  - e.g., a geometric algorithm may compare points  $p$  and  $q$  in 2D space, by their x-coordinate (that is,  $p \leq q$  if  $p.x \leq q.x$ ), to sort them from left to right,
  - e.g., another algorithm may compare them by their y-coordinate (that is,  $p \leq q$  if  $p.y \leq q.y$ ), to sort them from bottom to top.

# Priority Queue with Lists

- Implementation with an unsorted list
  - insertion:  $O(1)$
  - removeMin:  $O(n)$
- Implementation with a sorted list
  - insertion:  $O(n)$
  - removeMin:  $O(1)$

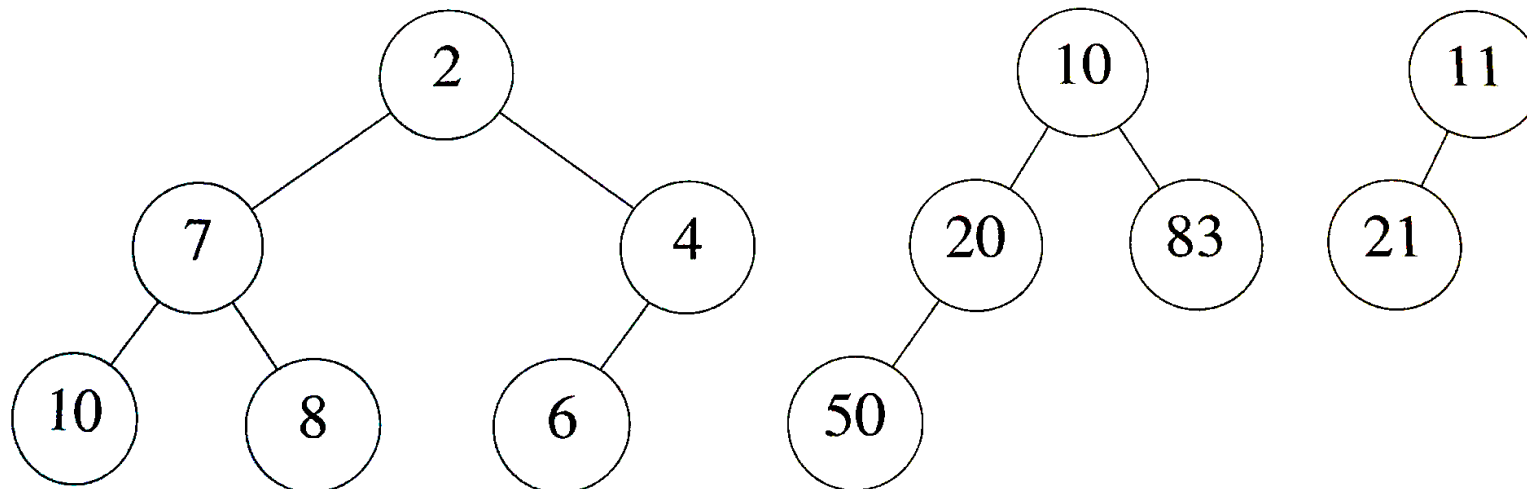
# Heap

- A heap is a complete binary tree such that the element at a node always precedes those of the children
- A heap provides both insertion and removal in  $O(\log n)$  which significantly improves list-based priority queue
  - the height of a complete binary tree is  $\lfloor \log n \rfloor$



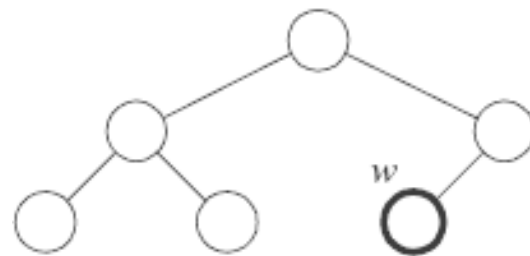
# Heap-order Property

- In a min-heap  $T$ , for every node  $v$  other than the root, the key associated with  $v$  is greater than or equal to the key associated with  $v$ 's parent.
- By the heap-order property:
  - an element with the minimum key is always placed at the root,
  - the key encountered on a path from the root to a leaf node are in non-decreasing order

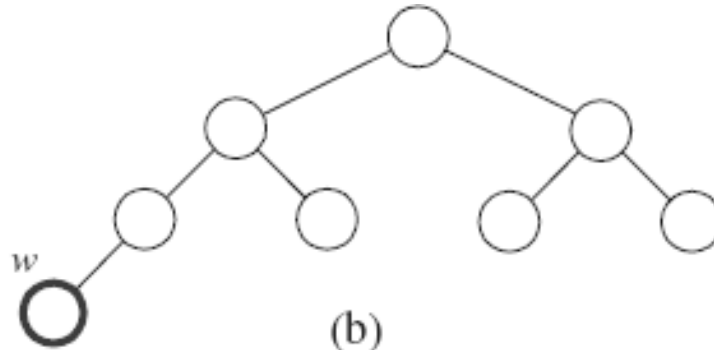


# Complete Binary Tree

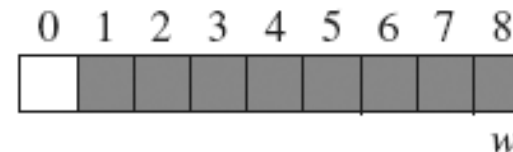
- an array (or vector) is especially suitable for representing a complete binary tree
- the level number of a node,  $f(n)$  in a binary tree is defined as follows:
  - if  $n$  is the root,  $f(n) = 1$
  - if  $n$  is the left child of node  $u$ ,  $f(n) = 2f(u)$
  - if  $n$  is the right child of node  $u$ ,  $f(n) = 2f(u) + 1$



(a)

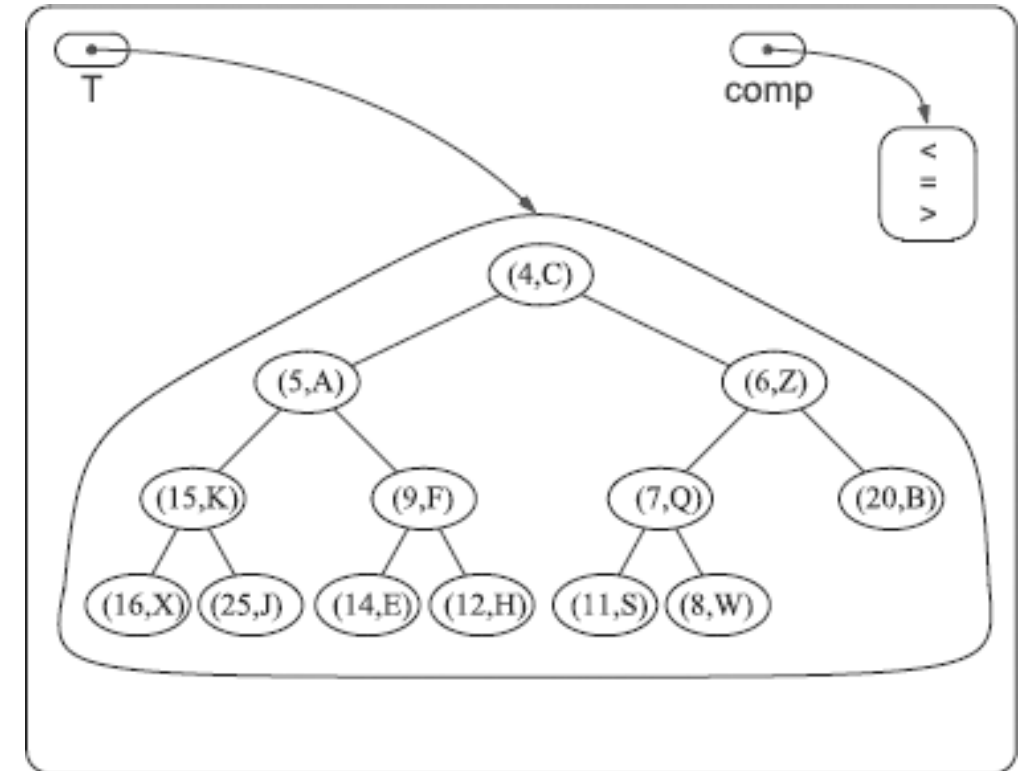


(b)



# Priority Queue with Heap

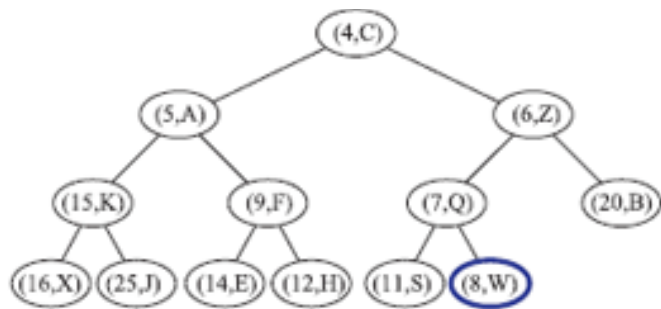
- a heap-based priority queue consists of:
  - heap: a complete binary tree whose nodes store the elements and whose keys satisfy the heap-order property
  - comp: a comparator that defines the total order relation among the keys



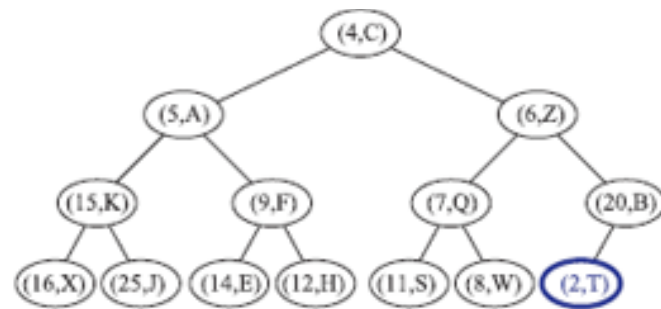


# Insertion

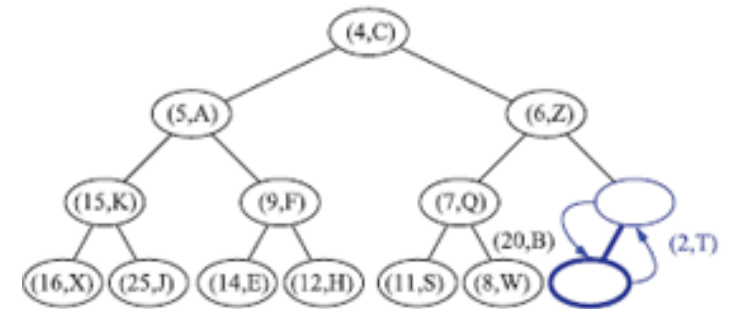
1. add a new node  $n$  s.t. the new node becomes the last node
  - it keeps the tree complete
  - it may violate the heap-order property
2. if the key of  $n$  is less than that of its parent, swap  $n$  and the parent
  - repeat this step until the key of the parent node is less than that of  $n$  or  $n$  becomes the root
    - the heap-order property will be satisfied again



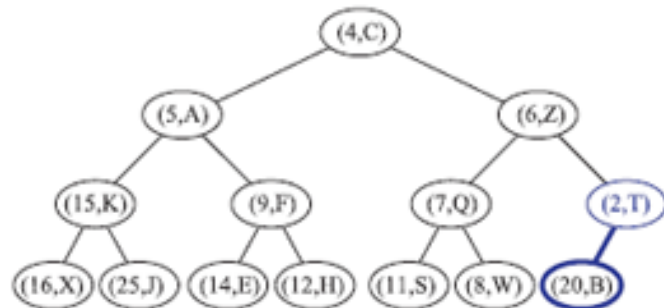
(a)



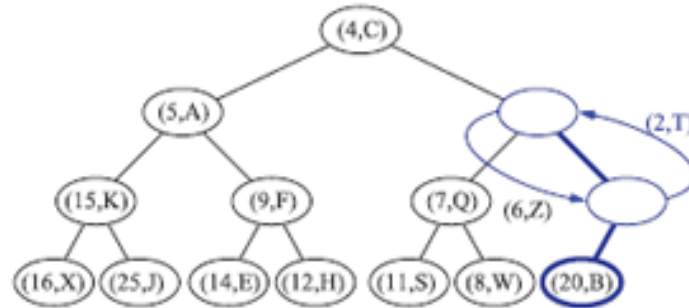
(b)



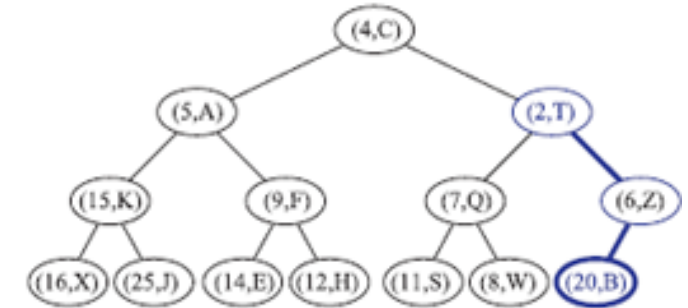
(c)



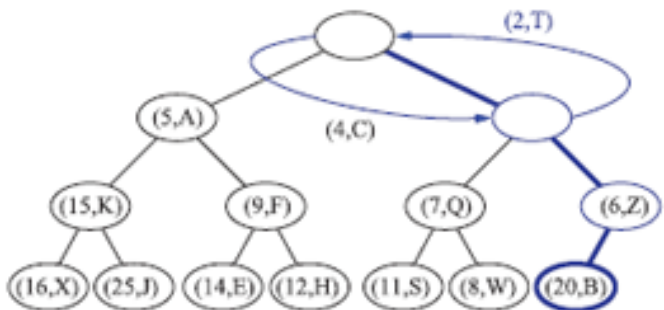
(d)



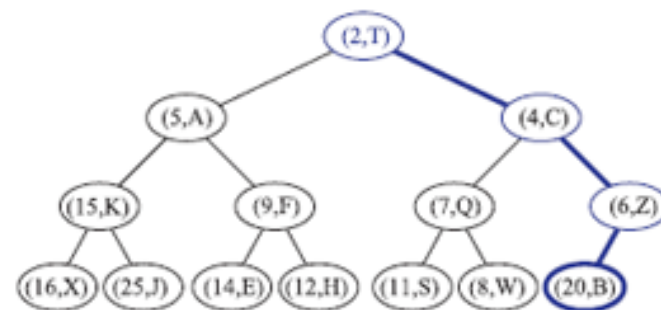
(e)



(f)



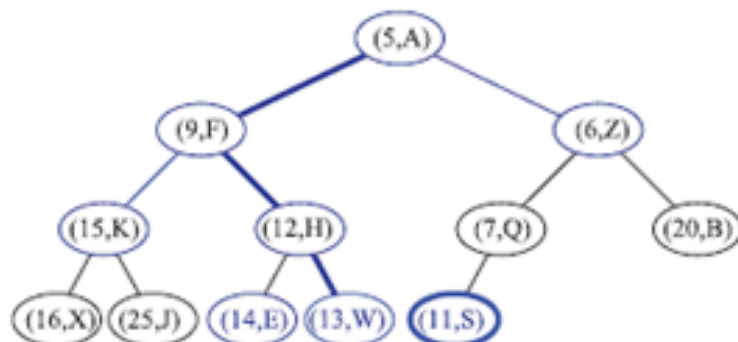
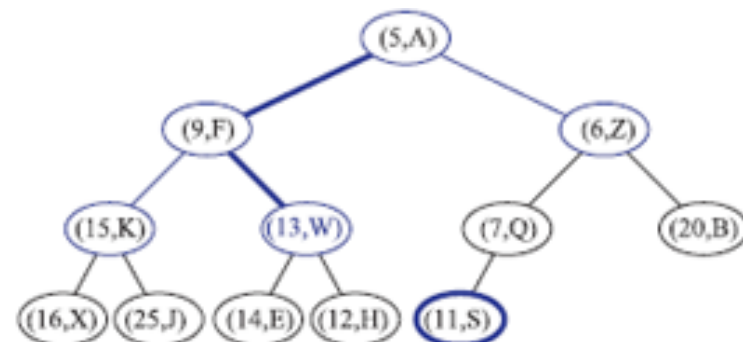
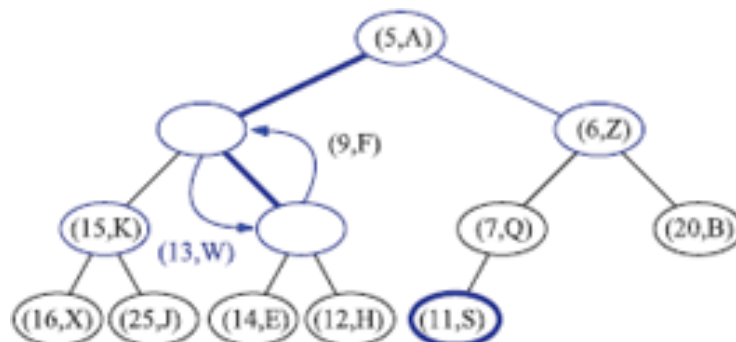
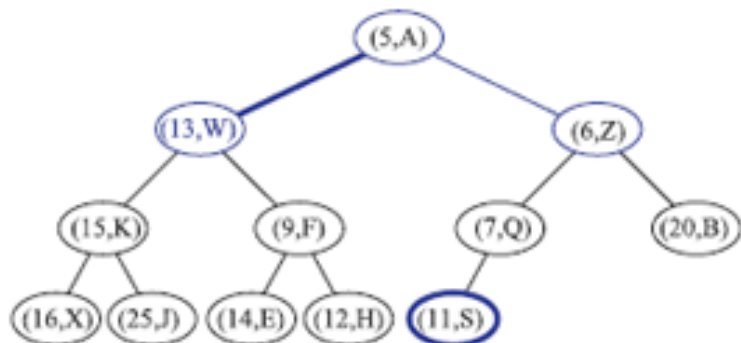
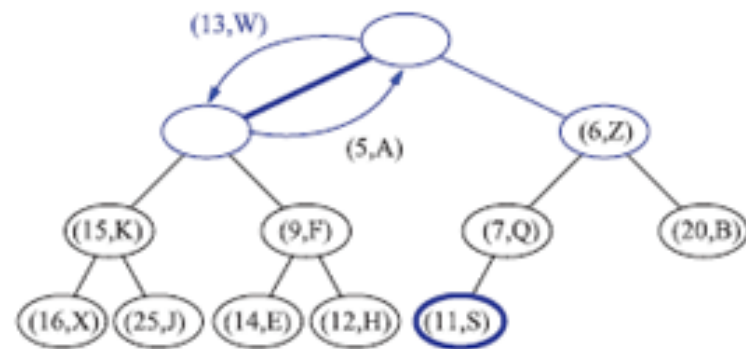
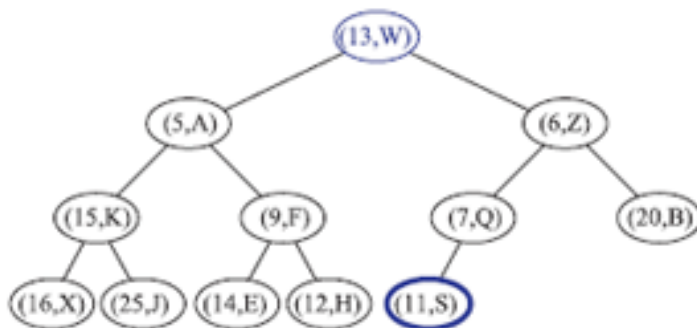
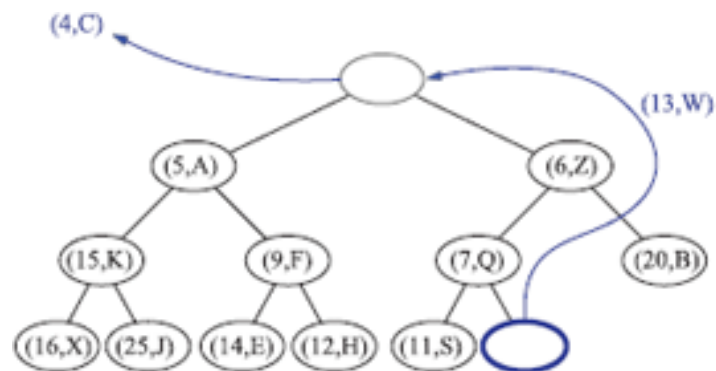
(g)



(h)

# Removal

- An element with the minimal key is always found at the root
- After removal, the root must be replaced with another while keeping the tree complete and keeping the heap-order property
  1. move the last node  $n$  to the root
    - keep the tree complete
    - the heap-order property may be violated
  2. swap  $n$  and a child with the least key if the key of  $n$  is greater than that of one or two children
    - repeat this step until the tree restores the heap-order property
    - this process is called as heapify



# Heap Sort

```
heapsort(elem * a, int n) {  
    for (i = 2 ; i <= n ; i++)  
        insert(a, i) ;  
    for (i = n - 1 ; i > 1 ; i--) {  
        swap(&(a[1]),&(a[i+1])) ;  
        heapify(a, n) ;  
    }  
}
```

ex. (26, 5, 77, 1, 61, 11, 59, 15, 48, 19)

