

# Heaps & Heapsort

In place sorting algorithm: Does not require more memory other than the array that contains the #s

Properties of a heap:

It's a binary tree with:

- Heap shape property
- Heap ordering: key parent > key child

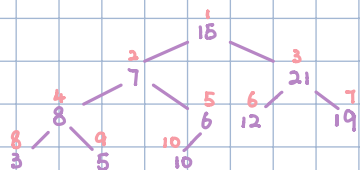
Do not confuse with BST!

For node  $i$ :

- parent is  $(i/2)$
- right child is  $2i+1$
- left child is  $2i$

Example:

A	15	7	21	8	6	12	19	3	5	10
	1	2	3	4	5	6	7	8	9	10



## Heap Operations

Heapify (or "bubble down")

Heapify(A, i)

A(2i)

compare A(i) with A(2i+1)

swap with larger

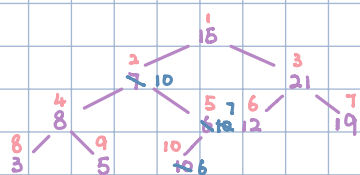
repeat till no swap

Heapify(5): compare 10 with 6 and swap them

Heapify(4): compare 8 with 3 & 5 and do nothing

Heapify(2): compare 7 with 10 and swap

compare 7 with 6 and do nothing



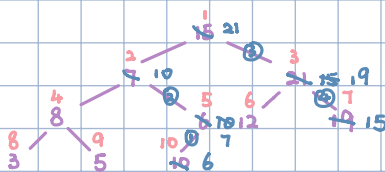
Build Heap(A)

For  $i = \frac{\text{length}(A)}{2} \rightarrow 1$

Heapify(A, i)

Example:

A	21	10	19	8	7	12	15	3	5	6
	1	2	3	4	5	6	7	8	9	10



Where is the max element in a heap?

MaxHeap: at the root

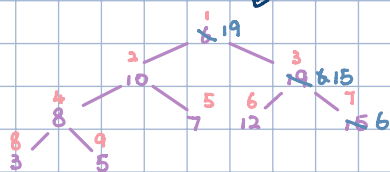
(MinHeap: smallest at root)

Delete Max(A)

swap(A[1] ↔ A[length(A)])

length(A) = length(A) - 1

Heapify(A, 1)



Heapsort(A)

BuildHeap(A)

For  $i = 1 \dots \text{length}(A)$

Delete Max(A)

	1	2	3	4	5	6	7	8	9	10
A	21	10	19	8	7	12	15	3	5	6
6										21
19			6				6			
5			15							
15			5						19	
3			12			5				
12								15		
3										
12										
3										

Runtime:

Heapify:  $O(\log n)$

Build Heap:  $O(n \log n)$

Delete Max:  $O(\log n)$

Heapsort:  $O(n \log n)$

Tight bound  $O(n)$  for Build Heap

Lemma: There are at most  $\frac{n}{2^h}$  nodes of height  $h$  in a heap

$$\sum_{h=0}^{\log n} \left( \frac{n}{2^{h+1}} \right) \cdot O(h) = O\left(n \sum_{h=0}^{\log n} \frac{h}{2^h}\right) \quad (1)$$

$$\text{But } \sum_{h=0}^{\infty} h x^h = \frac{x}{(1-x)^2} \stackrel{x=\frac{1}{2}}{=} \frac{\frac{1}{2}}{(1-\frac{1}{2})^2} = 2$$

→ Rewrite as:

$$O\left(n \sum_{h=0}^{\log n} \frac{h}{2^h}\right) = O\left(n \sum_{h=0}^{\infty} \left(\frac{1}{2}\right)^h \cdot h\right) = O(2n) = O(n)$$

## Priority Queues

Can be implemented easily with heaps.

- Insert (bubble up)
- Extract\_Max