

LEC8 Binary Heaps

3.25 https://github.com/GUMI-21/MIT6.006_note

Priority queue interface (Subset of Set)

- build(x): init to items in x
- insert(x): add item x
- delete_max(): delete & return max-key item
- find-max(): return max_key item

Set AVL

add augmentation $O(1)$ find_max()

Today: Heaps

- priority queue interface & sorting Alg
- set AVL tree -> Avl Sort
- array -> selection/insertion sort
- binary heap -> heap sort ~ *inplace*

- *Array*

insert $O(1)$

delete_max() $O(n)$

find_max() $O(n)$

- *sorted Array*

delete_max(): $O(1)$ am.

insert: $O(n)$

find_max: $O(1)$

Priority queue sort:

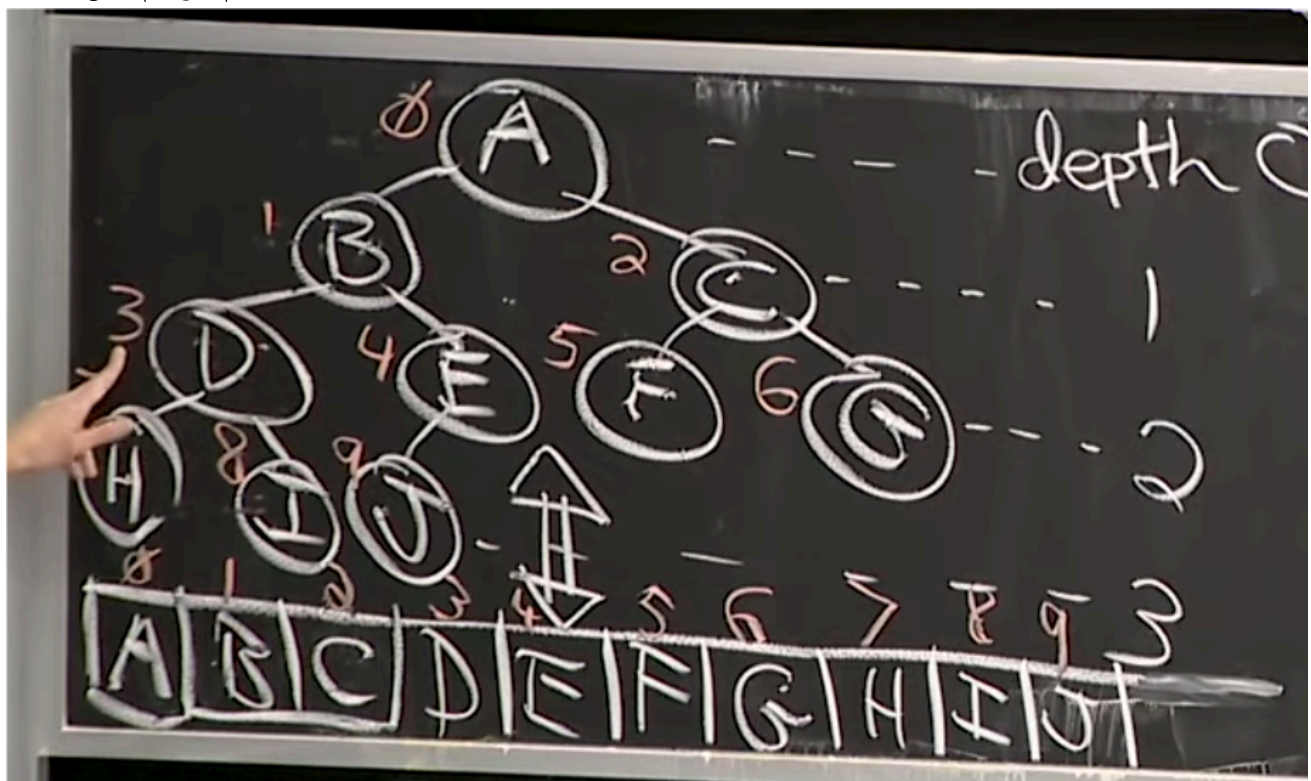
- insert(x) for x in A (build A)
- repeatedly delete *max()*

$$T_{\text{build}}(n) + n \cdot T_{\text{delete_max}} \leq n(T_{\text{insert}} + T_{\text{delete_max}})$$

Priority Queue Data Structure	Operations $O(\cdot)$			Priority Queue Sort		
	build(A)	insert(x)	delete_max()	Time	In-place?	
Dynamic Array	n	$1_{(a)}$	n	n^2	Y	Selection Sort
Sorted Dynamic Array	$n \log n$	n	$1_{(a)}$	n^2	Y	Insertion Sort
Set AVL Tree	$n \log n$	$\log n$	$\log n$	$n \log n$	N	AVL Sort
Goal	n	$\log n_{(a)}$	$\log n_{(a)}$	$n \log n$	Y	Heap Sort

Heap

- complete binary tree
 - 2^i nodes at depth i
 - except at max depth where nodes are left-justified
 - \Rightarrow height $\lceil \log n \rceil$



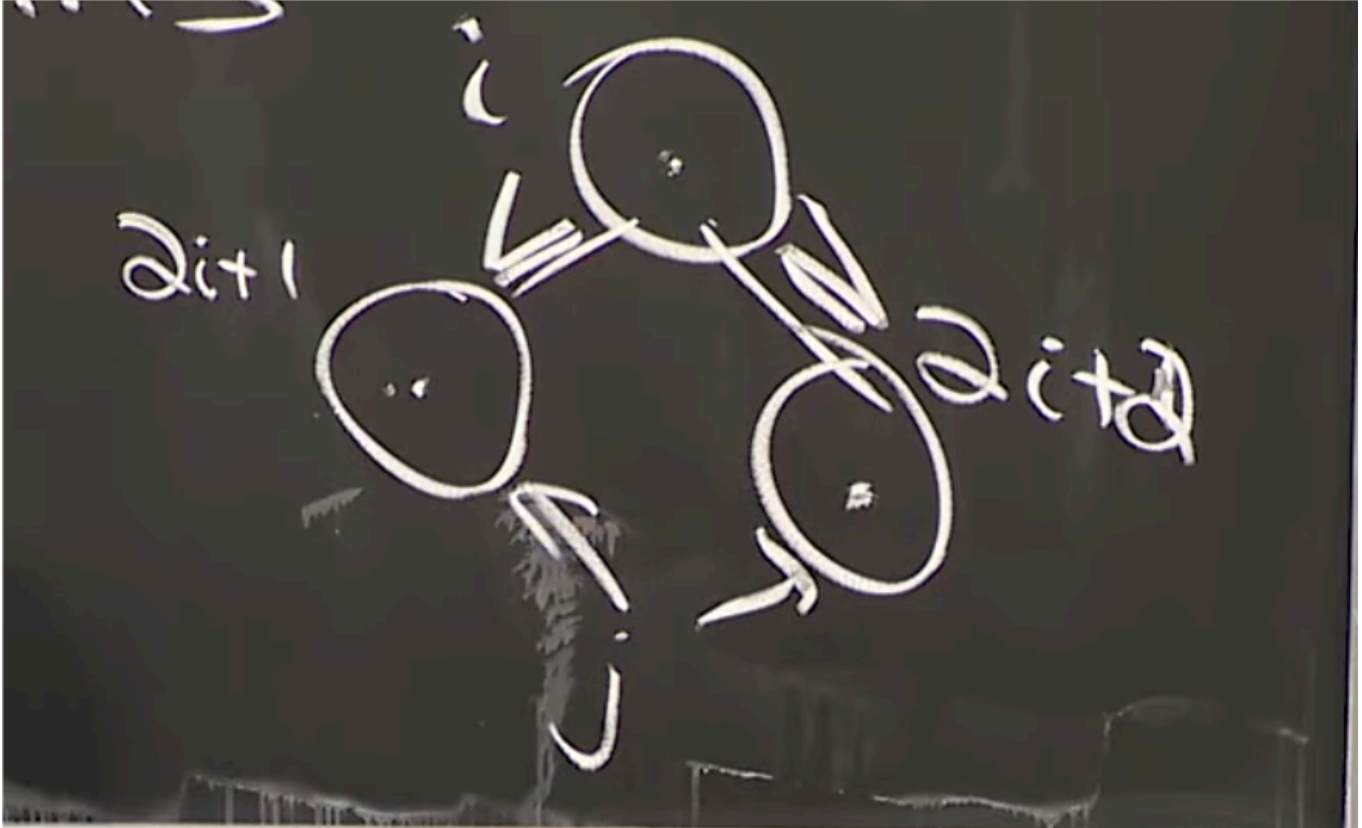
- the depth order of complete binary tree
 - for every complete binary tree, there is only one projection unique array, and for any array there is on unique projection complete binary tree too.
- Implicit data structure
 - no pointers, just store array of n items.
 - $\text{left_child}(i) = 2i + 1$ see in tree

-right_child(i)=2i+2

-parent =(i-1) / 2

Binary heap Q

array representing a complete binary tree where every node i satisfy *Max-Heap Property* at i :
 $Q[i] \geq Q[j]$ for $j \in \{left(i), right(i)\}$



- *Lemma*
 $\Rightarrow Q[i] \geq Q[j]$ for node j in subtree(i)
the property queue just need to delete max

Alg

- **insert(x)**
 - Q insert_last(x)
 - max_heapify_up(|Q| - 1)
 - max_heapify_up(i)*: if $Q[parent(i)].key < Q[i].key$: swap $Q[parent(i)]$ & $Q[i]$, recurse on parent.
 - and if $i = 0$: return.
 - runtime: $O(\log n)$
- **delete_max()**:
 - what we need to do: delete root item.
 - swap $Q[0]$ with $Q[|Q| - 1]$
 - Q.delete_last()

-max_heapify_down(0)

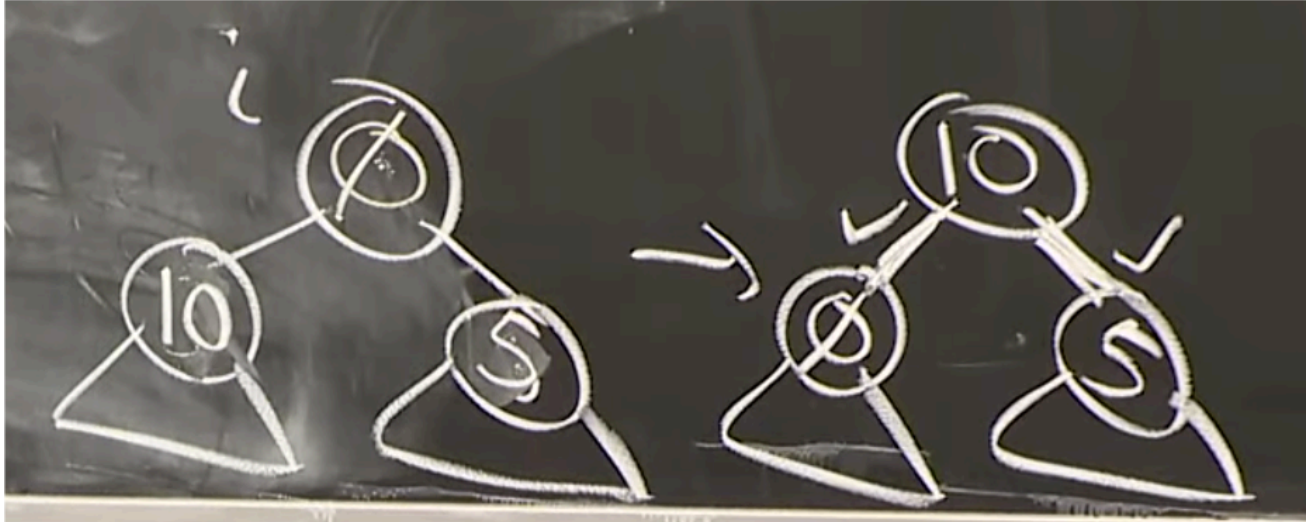
max-heapify_down(i):

-if i leaf: done

-let $j \in \{left(i), right(i)\}$, maximizing $Q[j].key$

-if $Q[i] < Q[j]$: swap $Q[i] - Q[j]$

-recurse on j



-runtime: $O(\log n)$

In place

-insert: increment $|Q|$

-delete-max: decreasemn $|Q|$