

ALGORITHMS AND DATA STRUCTURES II

Lecture 2

Heaps,
Heapsort Algorithm,
Priority Queues

1/35

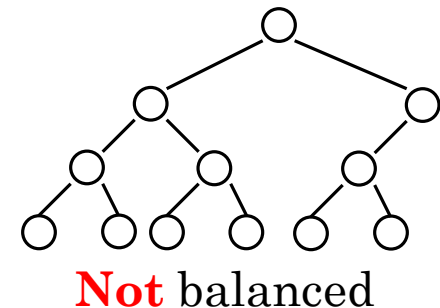
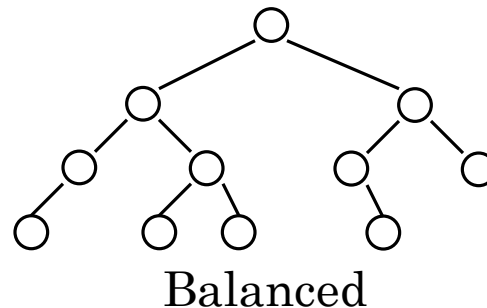
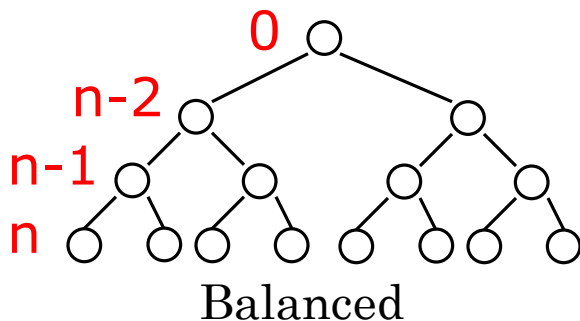
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HEAPS

○ Binary trees

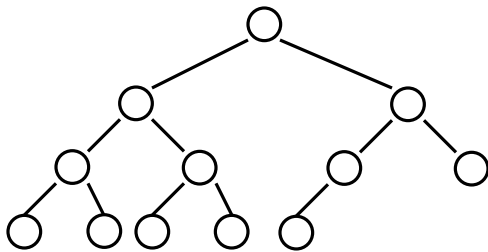
- The **depth of a node** is its distance from the root.
- The **depth of a tree** is the depth of the deepest node.

- A binary tree of depth n is **balanced** if all the nodes at depths 0 through $n-2$ have two children

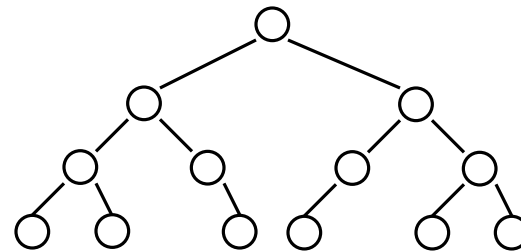


HEAPS

- A balanced binary tree is **left-justified** if:
 - all the leaves are at the same depth, or
 - all the leaves at depth $n+1$ are to the left of all the nodes at depth n .



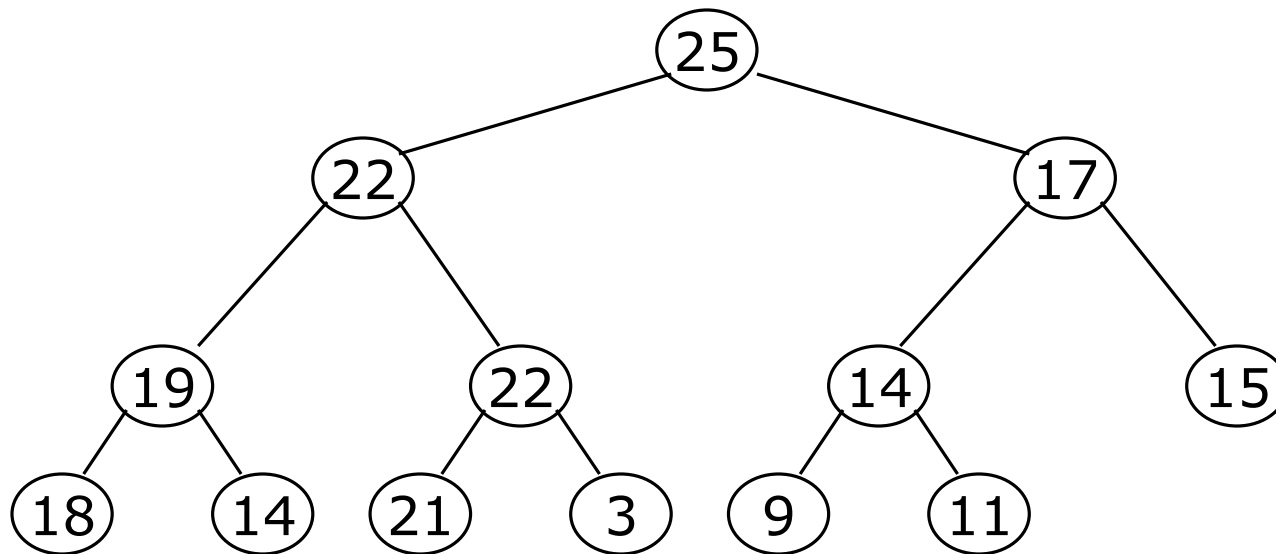
Left-justified



Not left-justified

HEAPS

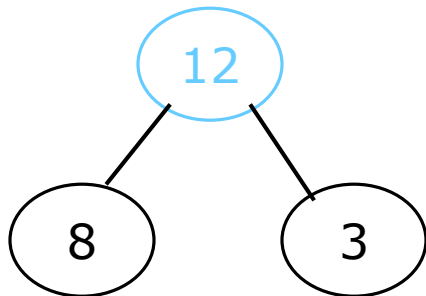
- What is a heap?
 - *A balanced, left-justified binary tree in which no node has a value greater than the value in its parent.*



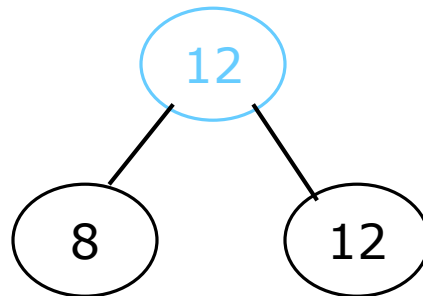
HEAPS

○ Heap property

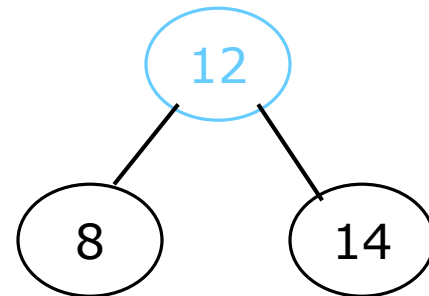
- A node has the **heap property** if the value in the node is as large as or larger than the values in its children.



Blue node has
heap property



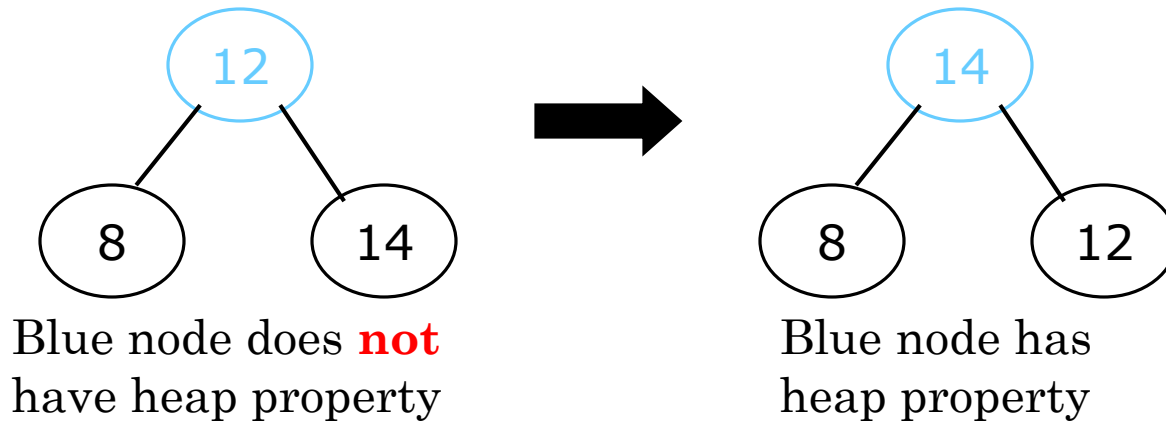
Blue node has
heap property



Blue node does **not**
have heap property

HEAPS

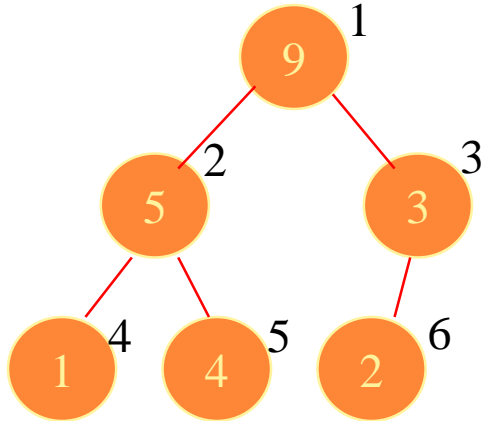
- “Heapify”
 - Given a node that does not have the heap property, you can give it the heap property by exchanging its value with the value of the larger child



HEAPS

○ Array representation

- In practice, it is easier and more efficient to implement a heap using an array.



1	2	3	4	5	6
9	5	3	1	4	2

- Relationships between indexes of parents and children.

PARENT(i)
{return $\lfloor i/2 \rfloor$ }

LEFT(i)
{return $2i$ }

RIGHT(i)
{return $2i+1$ }

HEAPS

- Maintaining heap property
 - **Input:** array A and index i .
 - **Output:** sub-tree rooted at i with heap property.

```
def MaxHeapify (A, i)
    l = LEFT (i)
    r = RIGHT (i)
    if l <= A.heap_size and A[l] > A[i]: // if L child exists and is > A[i]
        largest = l
    else:
        largest = i
    if r <= A.heap_size and A[r] > A[largest]:
        largest = r
    if largest ≠ i:
        swap (A[i], A[largest])
        MaxHeapify (A, largest) // heapify the subtree
```


HEAPS

- Constructing a heap
 - Bottom-up: Put everything in an array and then heapify the trees in a bottom-up way.
 - Given a heap of n nodes, what's the index of the last parent? ($\lfloor n/2 \rfloor$)

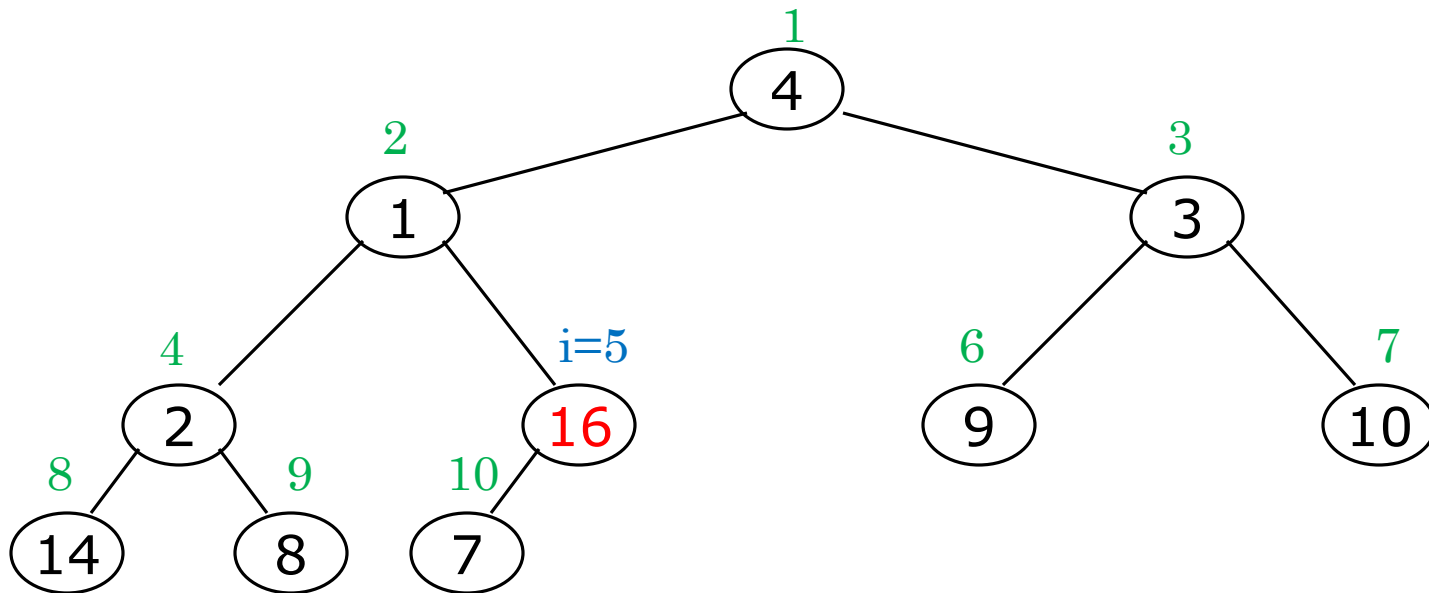
```
def HeapBottomUp (A)
    //Constructs a heap from the elements
    //of a given array by the bottom-up algorithm
    //Input: An array A[1..n] of orderable items
    //Output: A heap A[1..n]
    A.heap_size = A.length
    for i =  $\lfloor A.length / 2 \rfloor$  to 1
        MaxHeapify (A, i)
```

HEAPS

- Constructing a heap

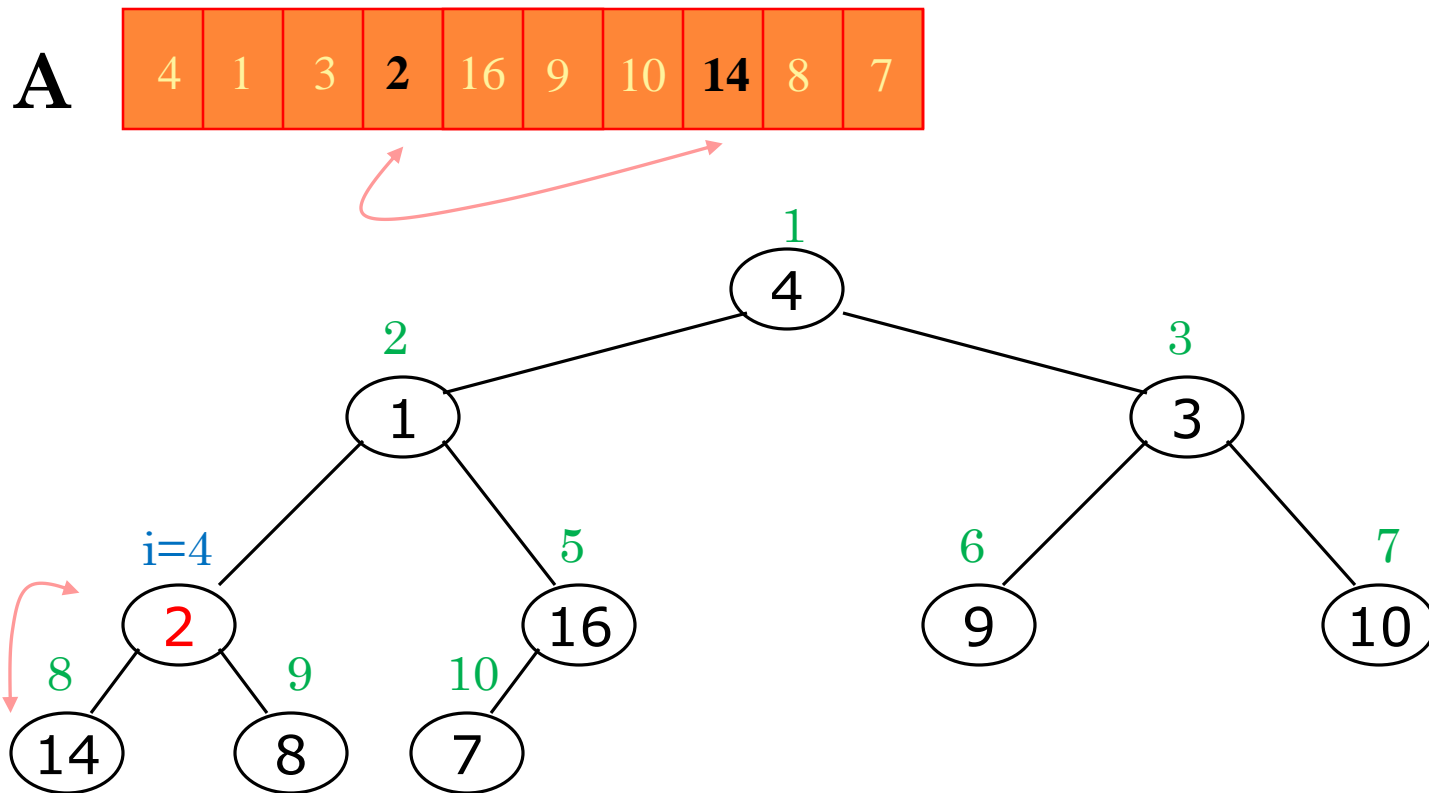
A

4	1	3	2	16	9	10	14	8	7
---	---	---	---	----	---	----	----	---	---



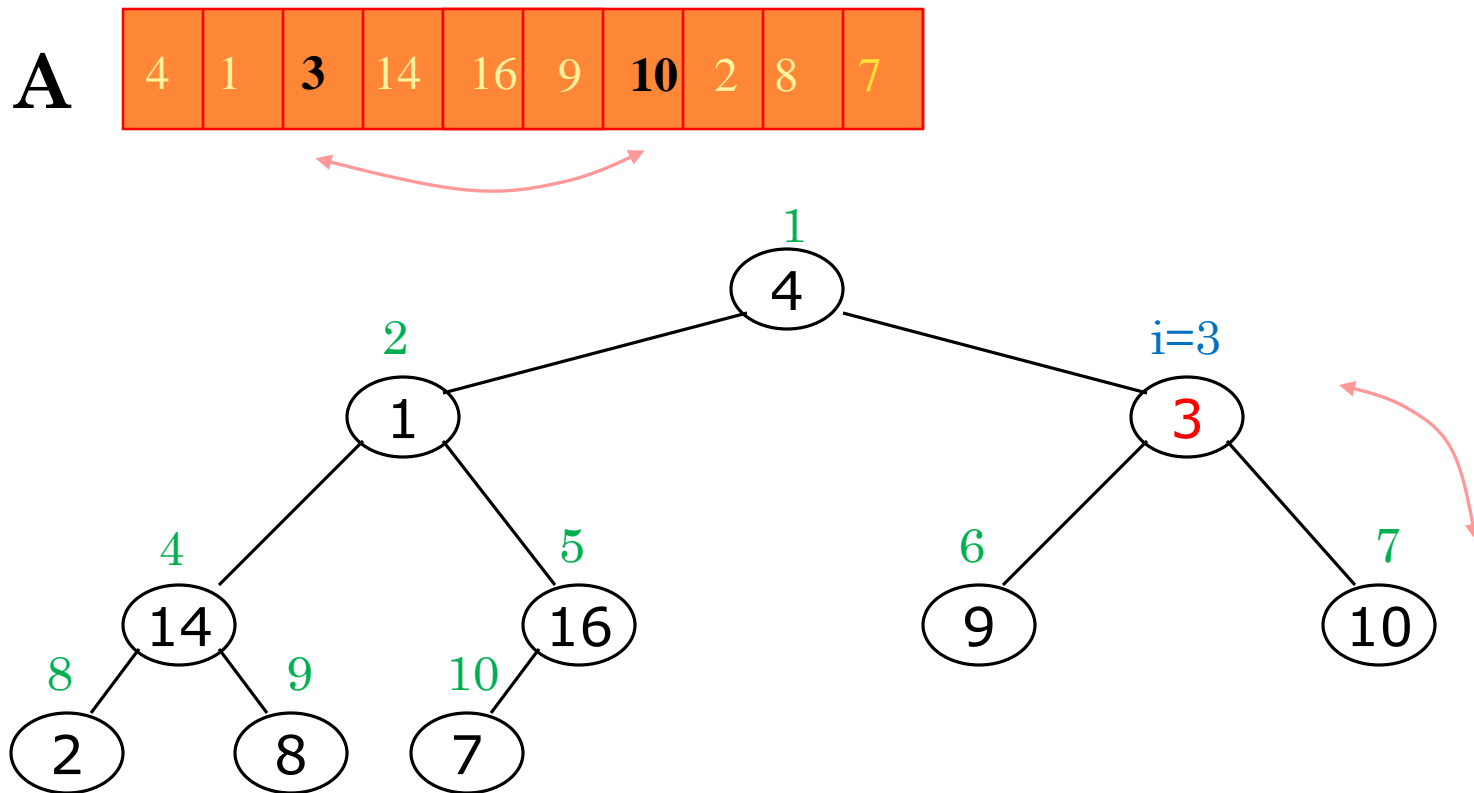
HEAPS

- Constructing a heap



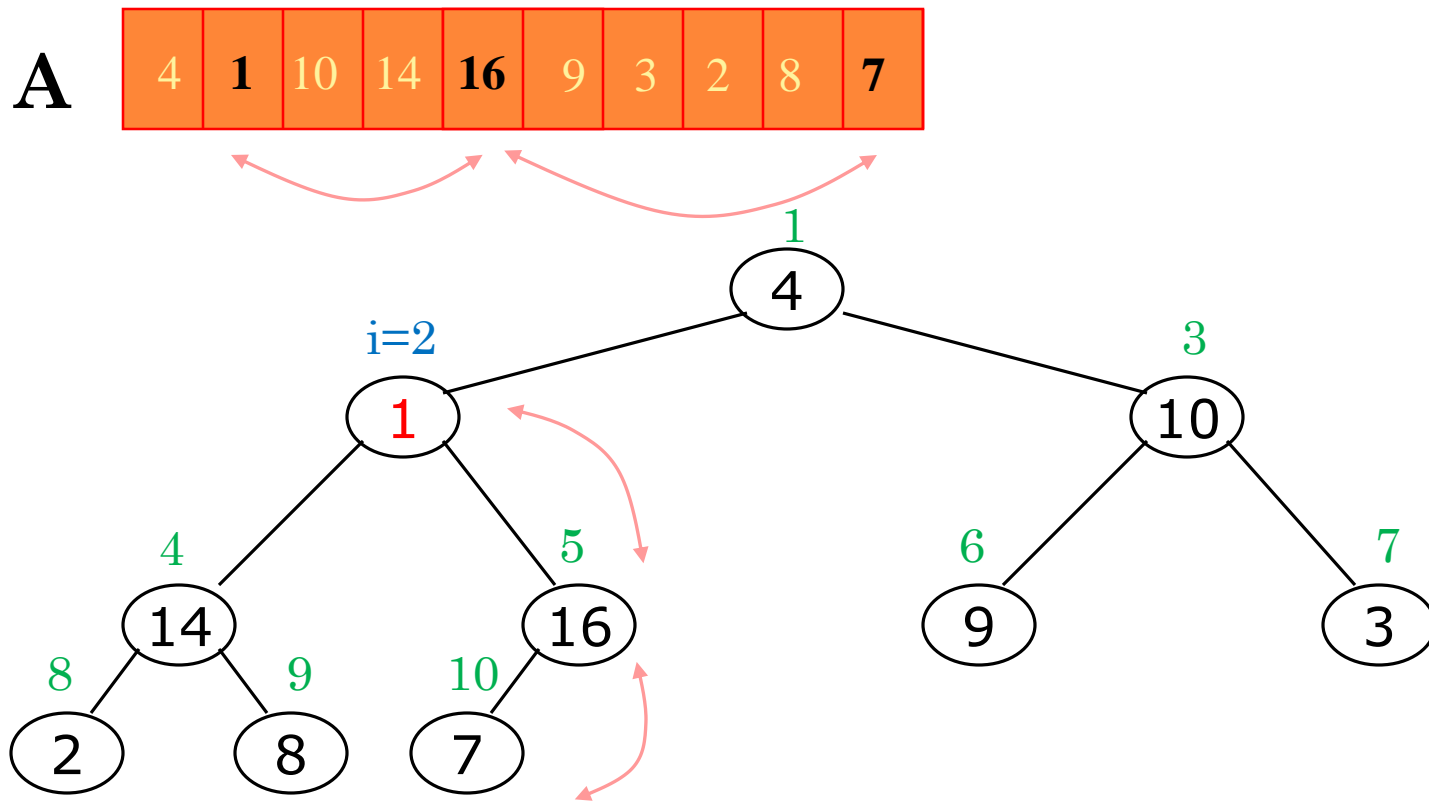
HEAPS

- Constructing a heap



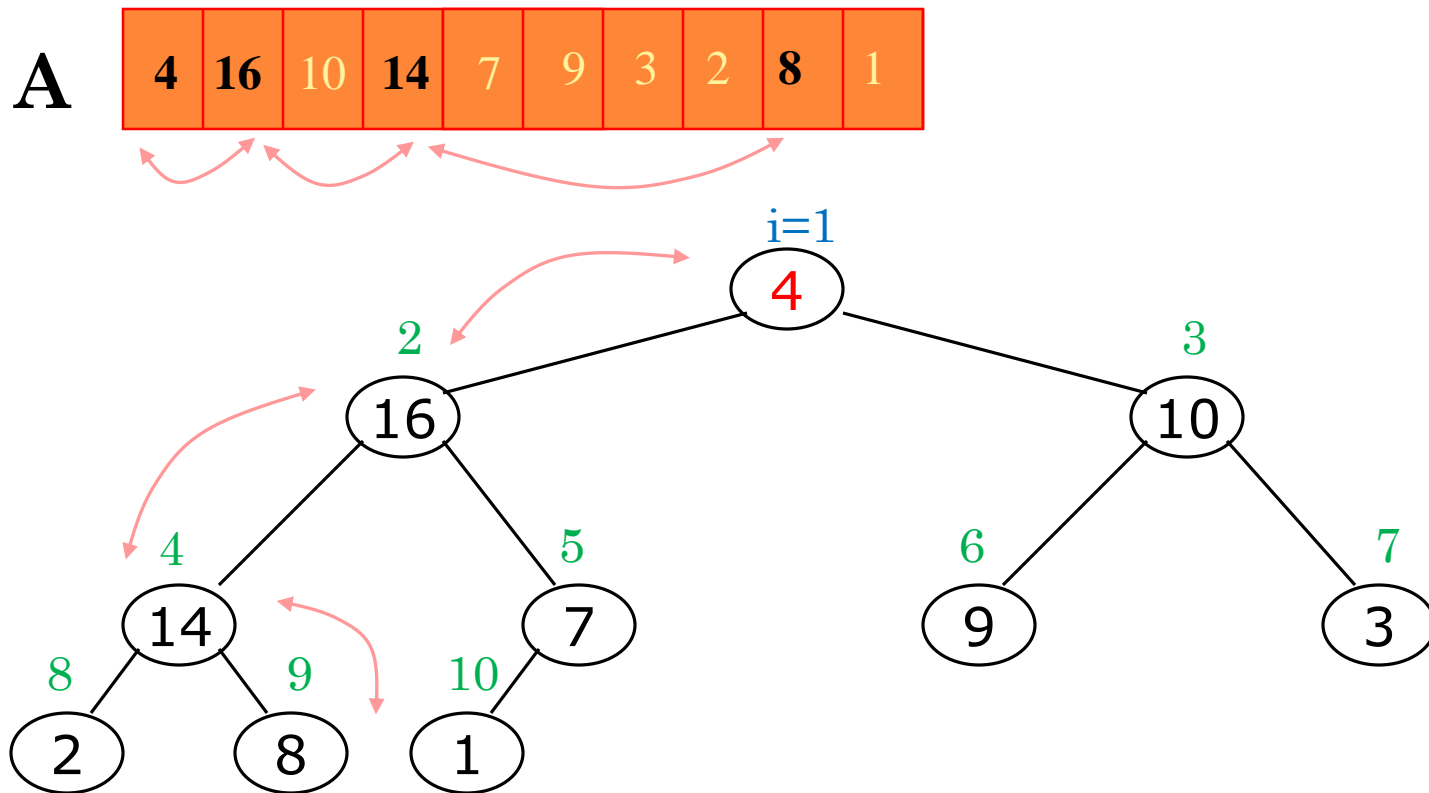
HEAPS

- Constructing a heap



HEAPS

- Constructing a heap

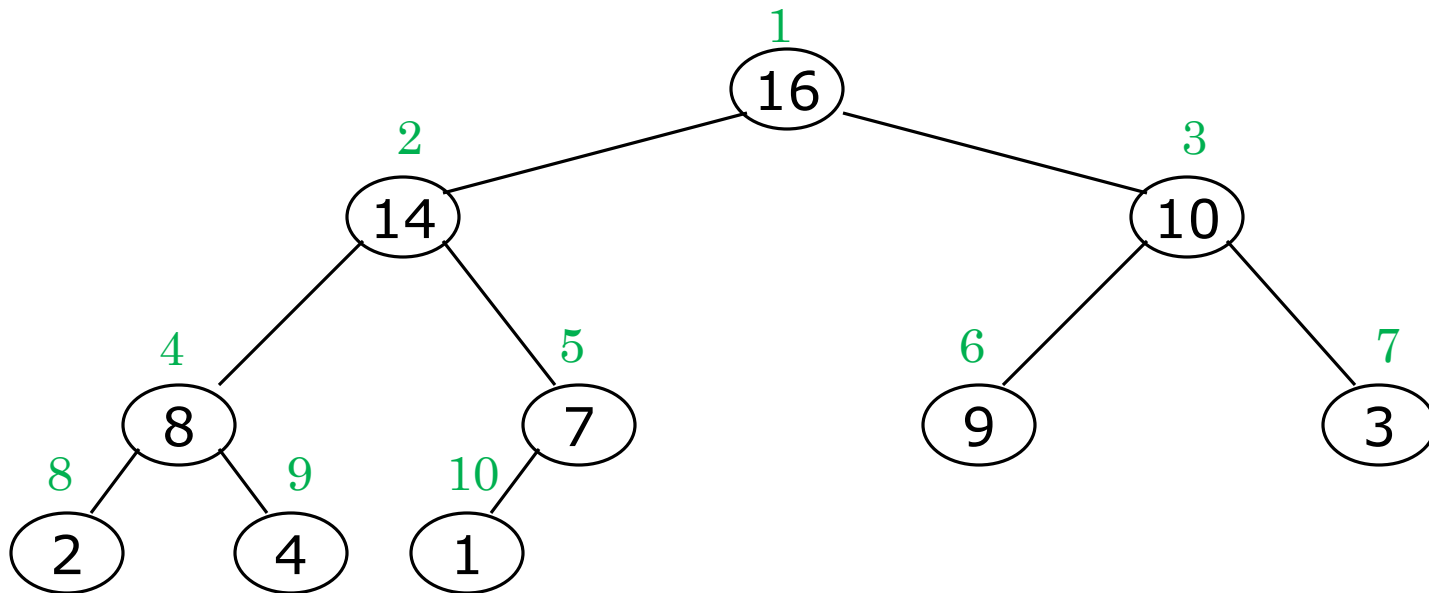


HEAPS

- Constructing a heap

A

16	14	10	8	7	9	3	2	4	1
----	----	----	---	---	---	---	---	---	---



HEAPS

○ Time complexity of heap construction

- An n node heap has height $h = \lfloor \log n \rfloor$.
- There are at most $\lceil n/2^{h+1} \rceil$ nodes at any height h .
- **MaxHeapify** complexity is $O(\log n) = O(h)$
- The time complexity of **HeapBottomUp** is then bounded from above by

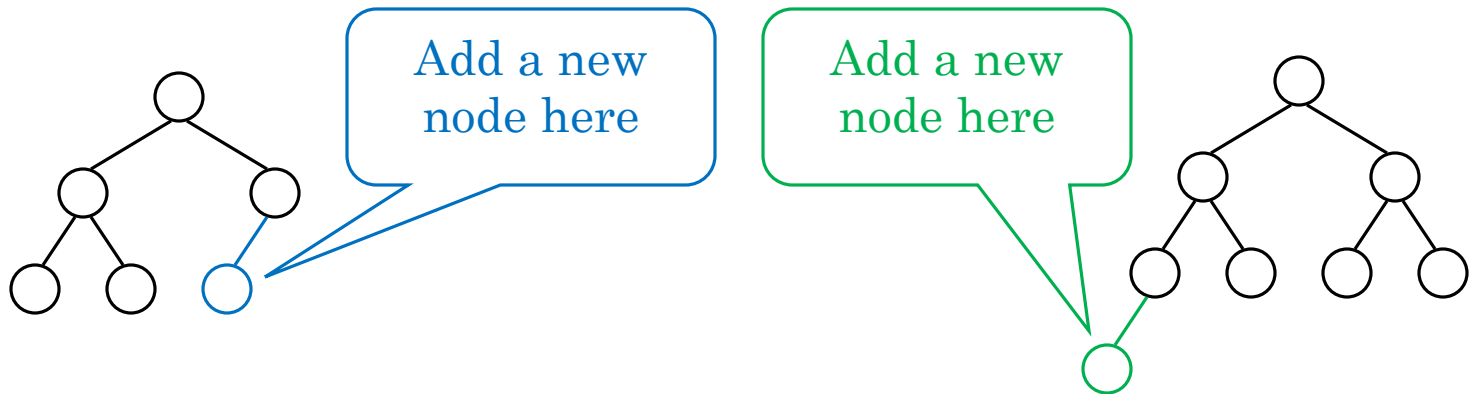
$$\sum_{h=0}^{\lfloor \log n \rfloor} \left\lceil \frac{n}{2^{h+1}} \right\rceil O(h) = O \left(n \sum_{h=0}^{\lfloor \log n \rfloor} \frac{h}{2^h} \right) = O \left(n \sum_{h=0}^{\infty} \frac{h}{2^h} \right) = O(n)$$

since $\sum_{h=0}^{\infty} \frac{h}{2^h} = 2$

HEAPS

○ New element insertion.

- Insert element at the **last** position in heap.
 - Add the node just to the right of the rightmost node in the deepest level
 - If the deepest level is full, start a new level.

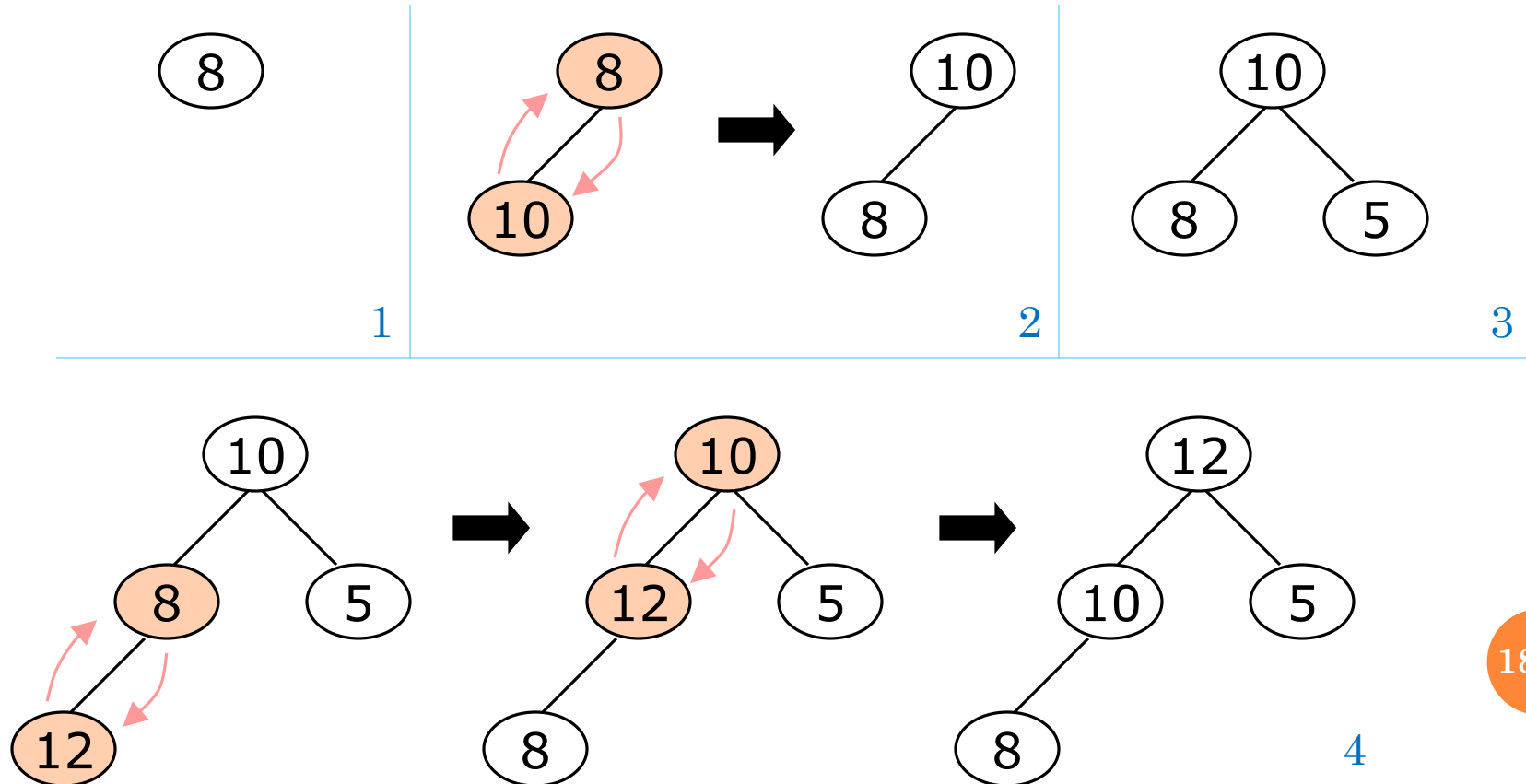


- Compare with its parent, and exchange them if it violates the heap property.
- Continue comparing the new element with nodes up the tree until the heap property condition is satisfied.

HEAPS

○ Top down heap construction.

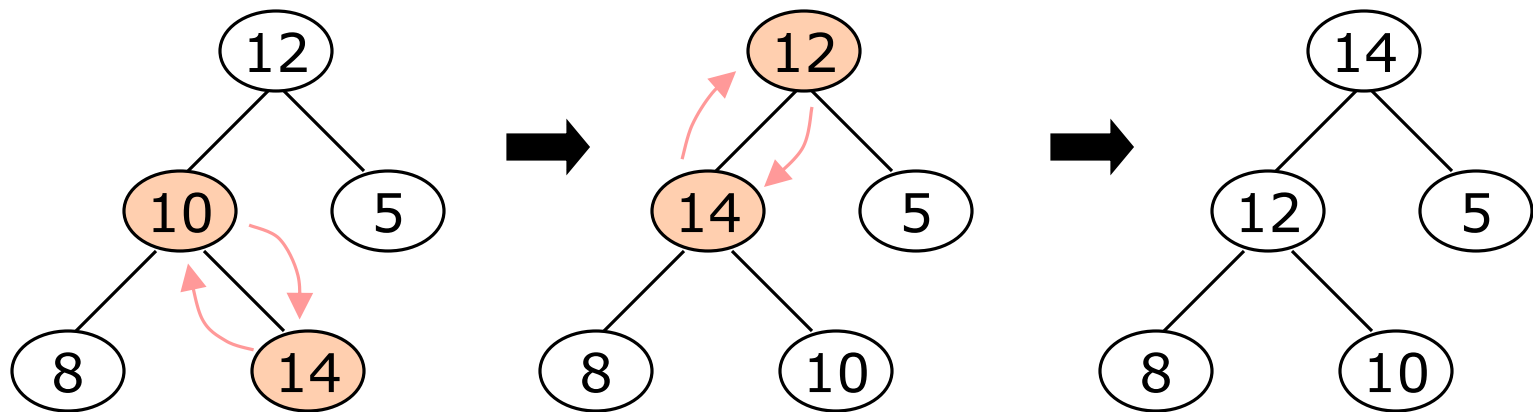
- Start with **empty** heap.
- Insert all nodes one at a time.



HEAPS

○ Top down heap construction.

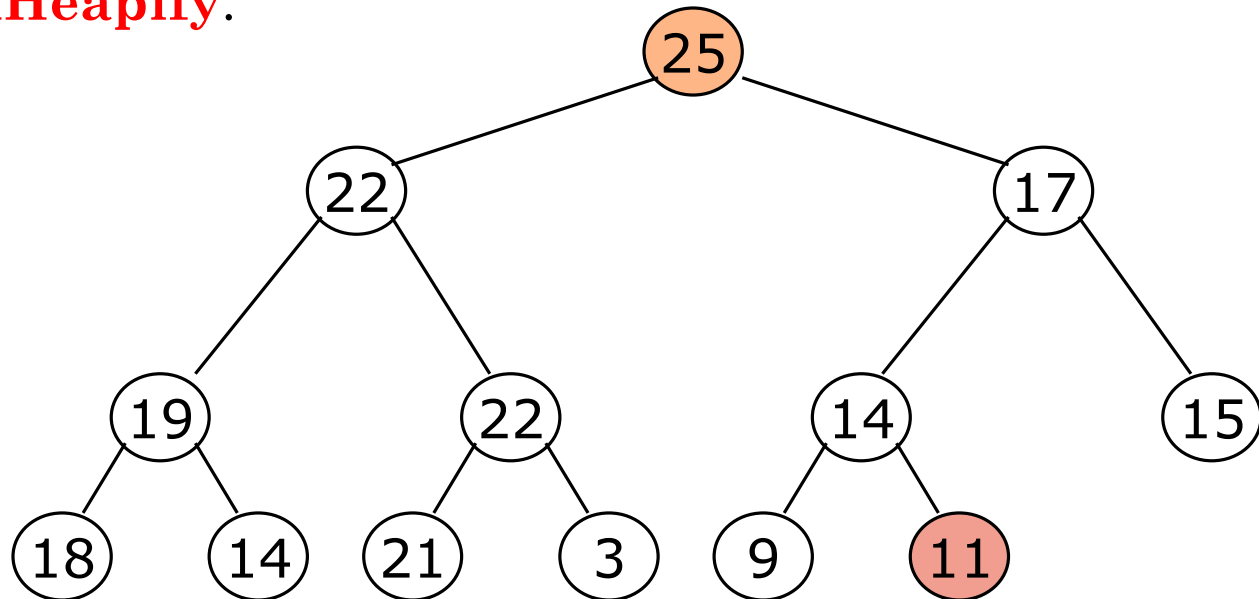
- Start with **empty** heap.
- Insert all nodes one at a time.



HEAPS

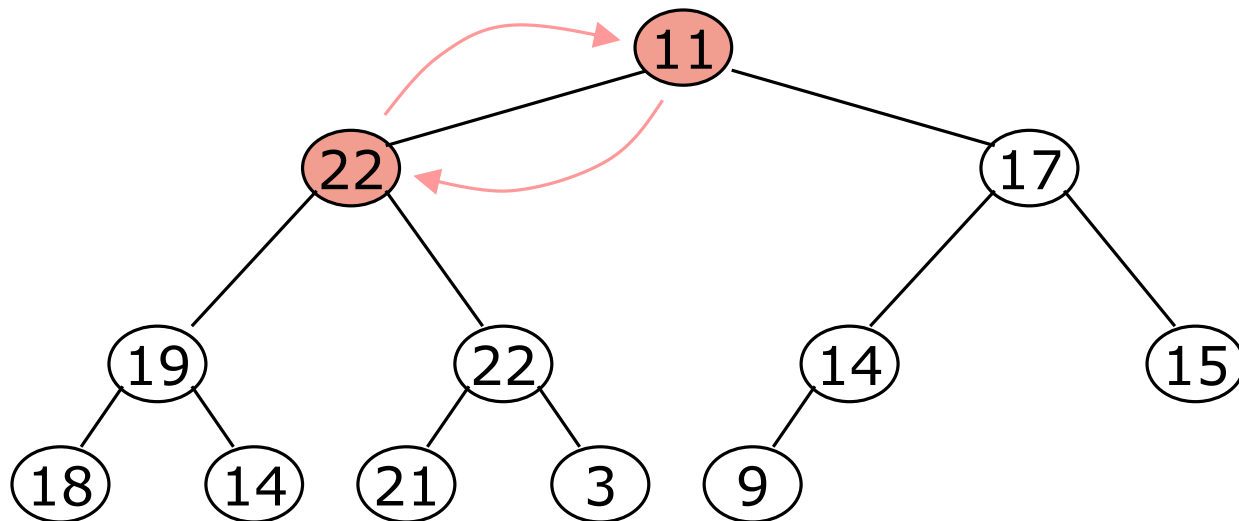
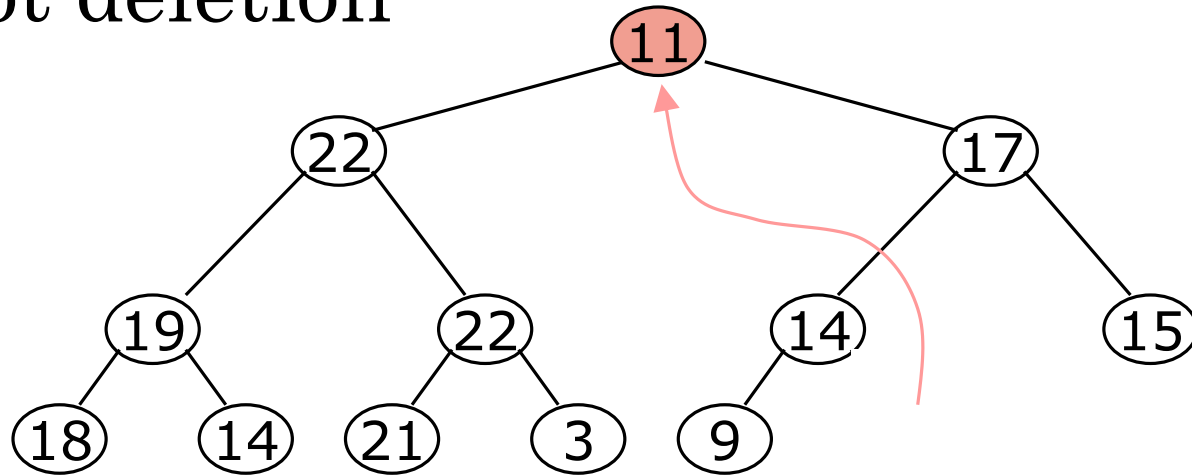
○ Root deletion

- The root of a heap can be deleted and the heap fixed up as follows:
 - Exchange the root with the last leaf .
 - Decrease the heap's size by 1.
 - Heapify the smaller tree in exactly the same way we did it in **MaxHeapify**.



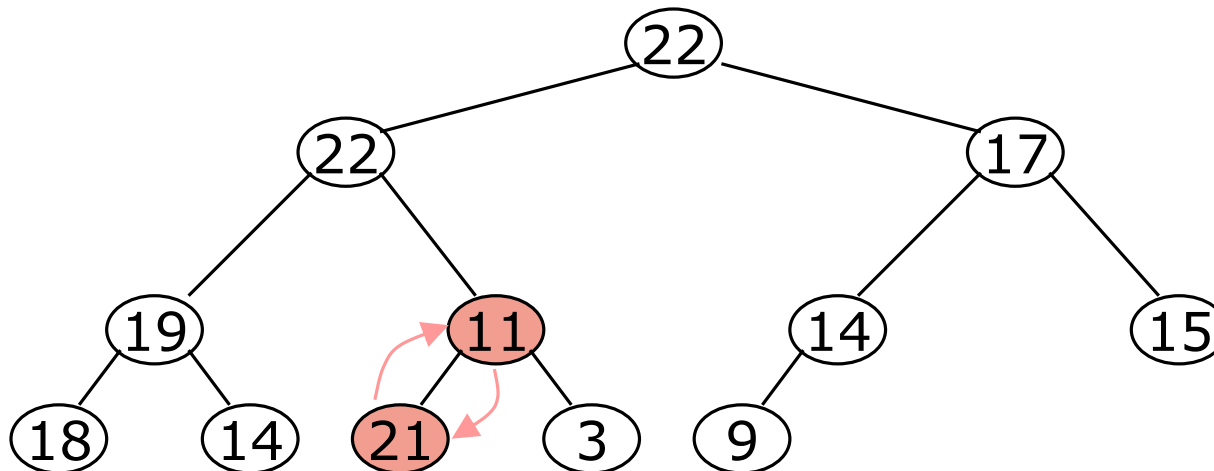
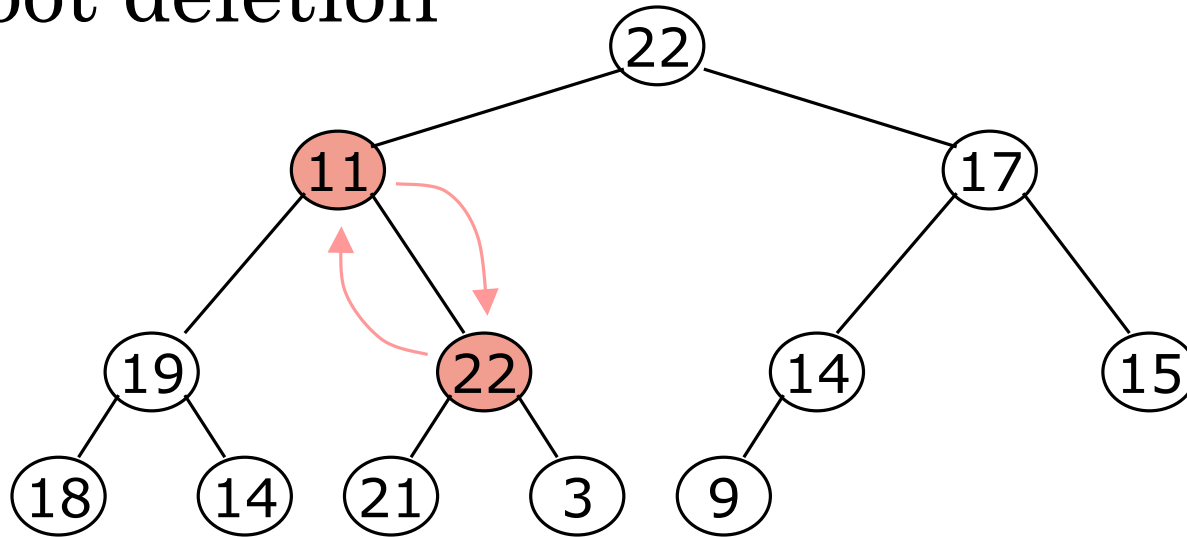
HEAPS

- Root deletion



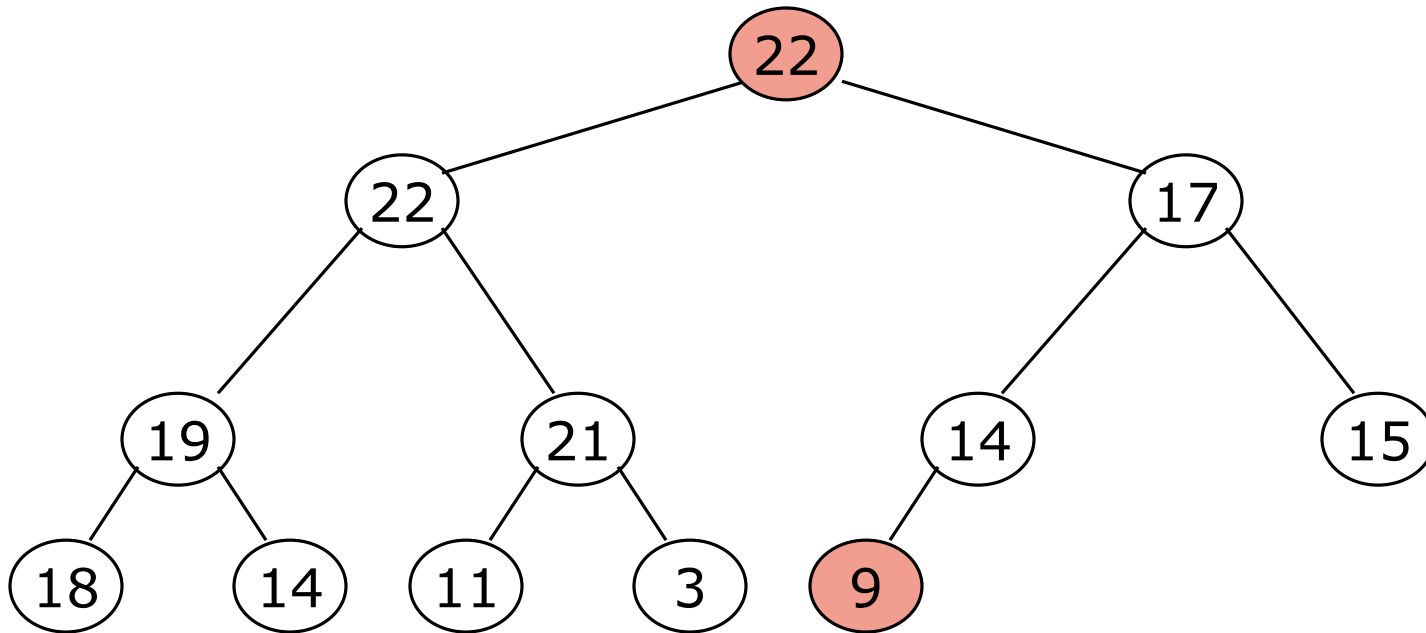
HEAPS

- Root deletion



HEAPS

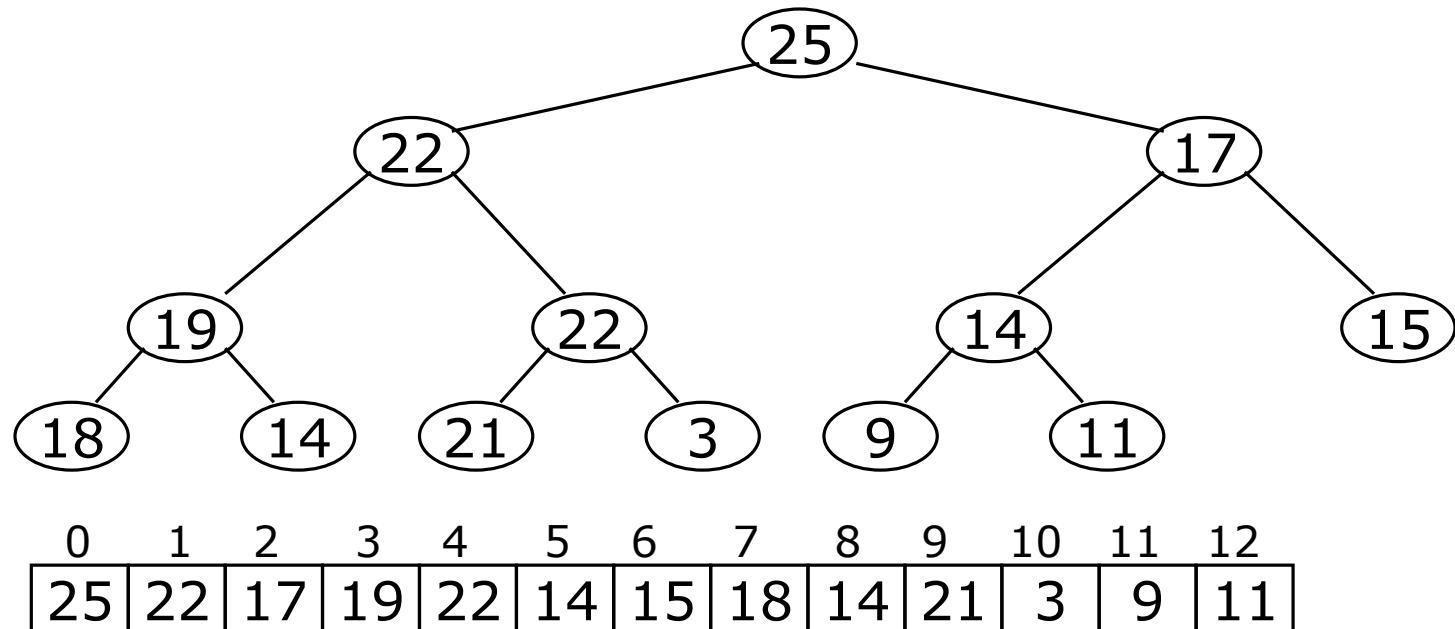
- Root deletion
 - Removing next root



HEAPSORT

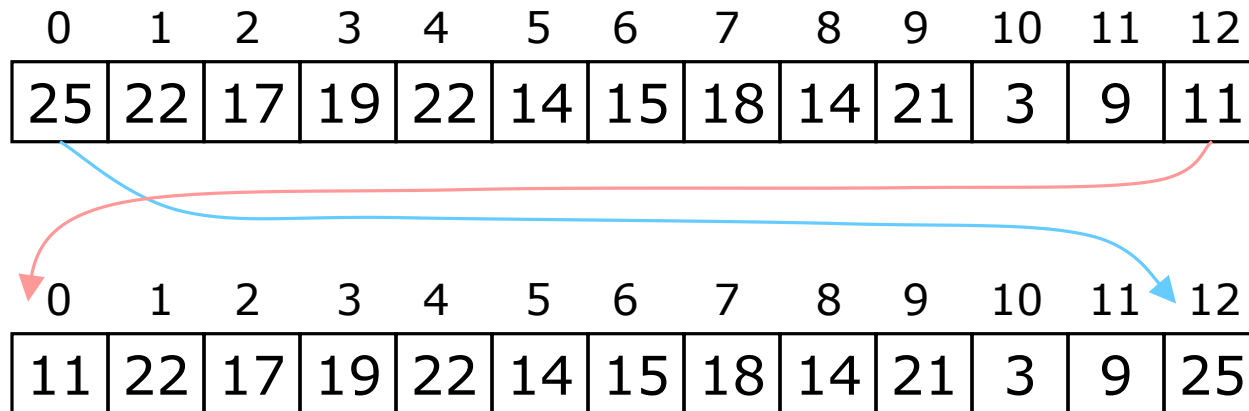
- Heapsort algorithm:

- (Heap construction) Build heap for a given array (either bottom-up or top-down)
- (Maximum deletion) Apply the root-deletion operation $n-1$ times to the remaining heap until heap contains just one node.



HEAPSORT

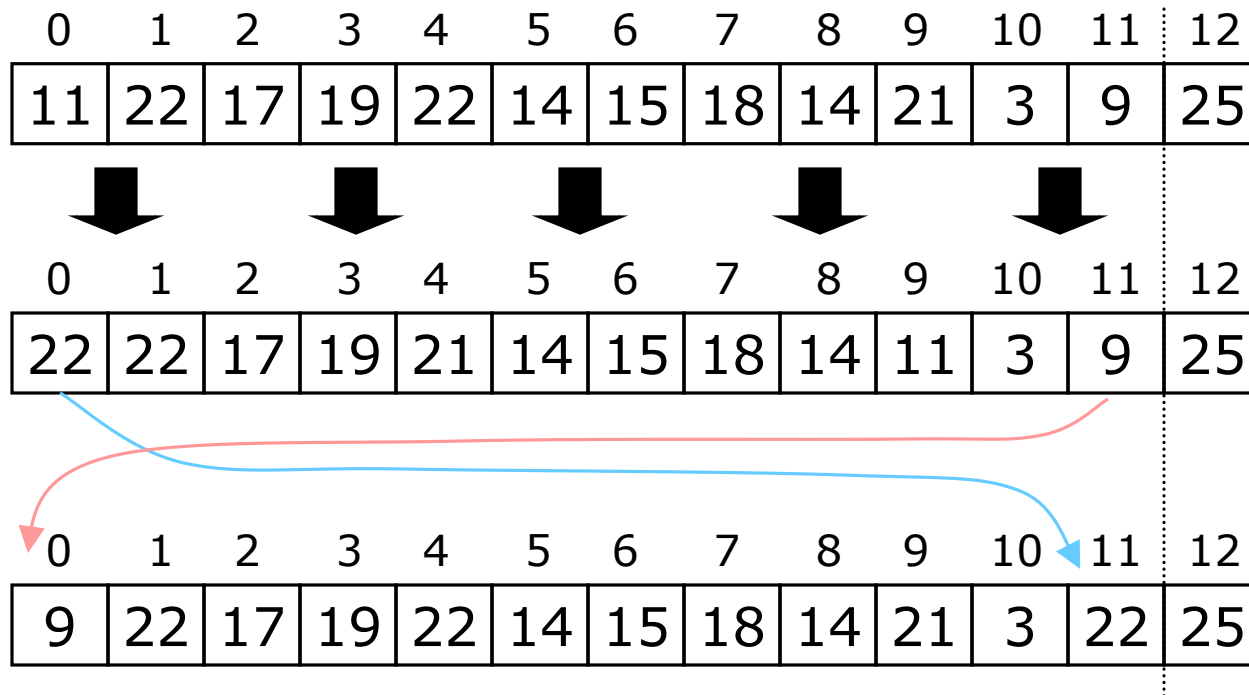
- The “root” is the first element in the array
- The “rightmost node at the deepest level” is the last element
- Swap them...



- ...And pretend that the last element in the array no longer exists—that is, the “last index” is **11** (9)

HEAPSORT

- Reheap the root node (index 0, containing **11**)



- ...And again, remove and replace the root node
- Repeat until the last becomes first, and the array is sorted!

HEAPSORT

- Animated example

6 5 3 1 8 7 2 4

HEAPSORT

- Pseudo-code of the Heapsort algorithm.

```
def Heapsort (A)  
    //Constructs a heap from the elements  
    //Sorts elements of the array.  
    //Input: An array A[1..n] of orderable items  
    //Output: A sorted A[1..n]  
    HeapBottomUp (A)  
    for i = A.length to 2: // n-1 times  
        swap (A[1], A[i])  
        A.heap_size = A.heap_size - 1  
    MaxHeapify (A, 1)
```

HEAPSORT

- Analysis of the Heapsort
- Heapsort consists of two parts:
 - Heap construction which has $O(n)$ time complexity.
 - For loop (repeated $n - 1$ times) which has time complexity $O(\log n)$.

Total:

$$O(n) + (n - 1)O(\log n) = O(n \log n)$$

PRIORITY QUEUE

- Priority queue is an abstract data type which is like a regular queue or stack data structure, but **additionally**, each element is associated with a **"priority"**.
 - **stack** — elements are pulled in last-in first-out-order (e.g. a stack of papers)
 - **queue** — elements are pulled in first-in first-out-order (e.g. a line in a cafeteria)
 - **priority queue** — elements are pulled highest-priority-first (e.g. cutting in line, or VIP service).

PRIORITY QUEUE

- Operations on priority queues
 - *Insert* (S, x) – insert element x into queue S .
 - *Maximum* (S) – return the element of S with the largest key.
 - *Extract-Max* (S) – removes and returns the element of S with the largest key.
 - *Increase-Key* (S, x, k) – increases the value of x 's key to the new value k which should be at least as large as x 's current key value.

PRIORITY QUEUE

- Priority queue is implemented as **heap**.
- Operations on priority queues:
 - ***Extract-Max*** (*S*) operation

```
def Extract-Max (A)
    // Input: heap A[1..n]
    // Removes and returns the root element
    max = A[1]
    A[1] = A[A.heap_size]
    A.heap_size = A.heap_size - 1
    MaxHeapify (A, 1)
    return max
```

- Time complexity: $O(\log n)$

PRIORITY QUEUE

- Operations on priority queues
 - *Increase-Key (S)* operation

```
def Heap-Increase-Key (A, i, k)
    // Input: heap A[1..n], element index i, and its new key k.
    // Output: heap A[1..n] conforming to heap property.
    A[i] = k
    while i > 1 and A[Parent(i)] < A[i]:
        swap (A[Parent(i)], A[i])
        i = Parent (i)
```

- Time complexity: $O(\log n)$

PRIORITY QUEUE

- Operations on priority queues
 - *Insert* (S, x) operation

```
def Max-Heap-Insert (A, k)
    // Input: heap A[1..n] and new key k.
    // Output: heap A[1..n+1].
    A.heap_size = A.heap_size + 1
    A[A.heap_size] = MAX_NEGATIVE
    Heap-Increase-Key (A, A.heap_size, k)
```

- Time complexity: $O(\log n)$

THAT'S ALL FOR TODAY!