

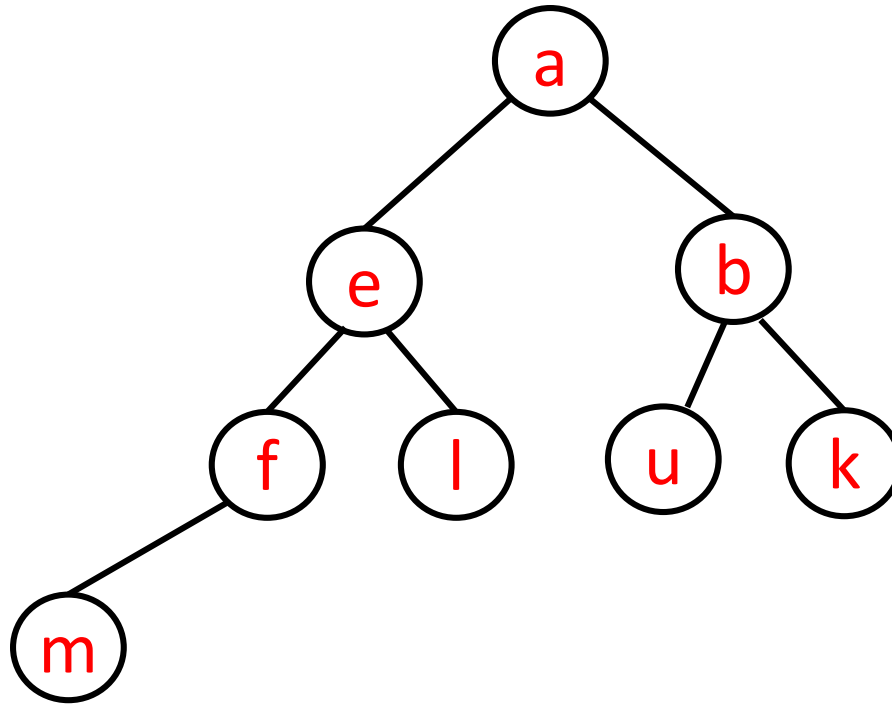
COMP 250

Lecture 24

heaps 2

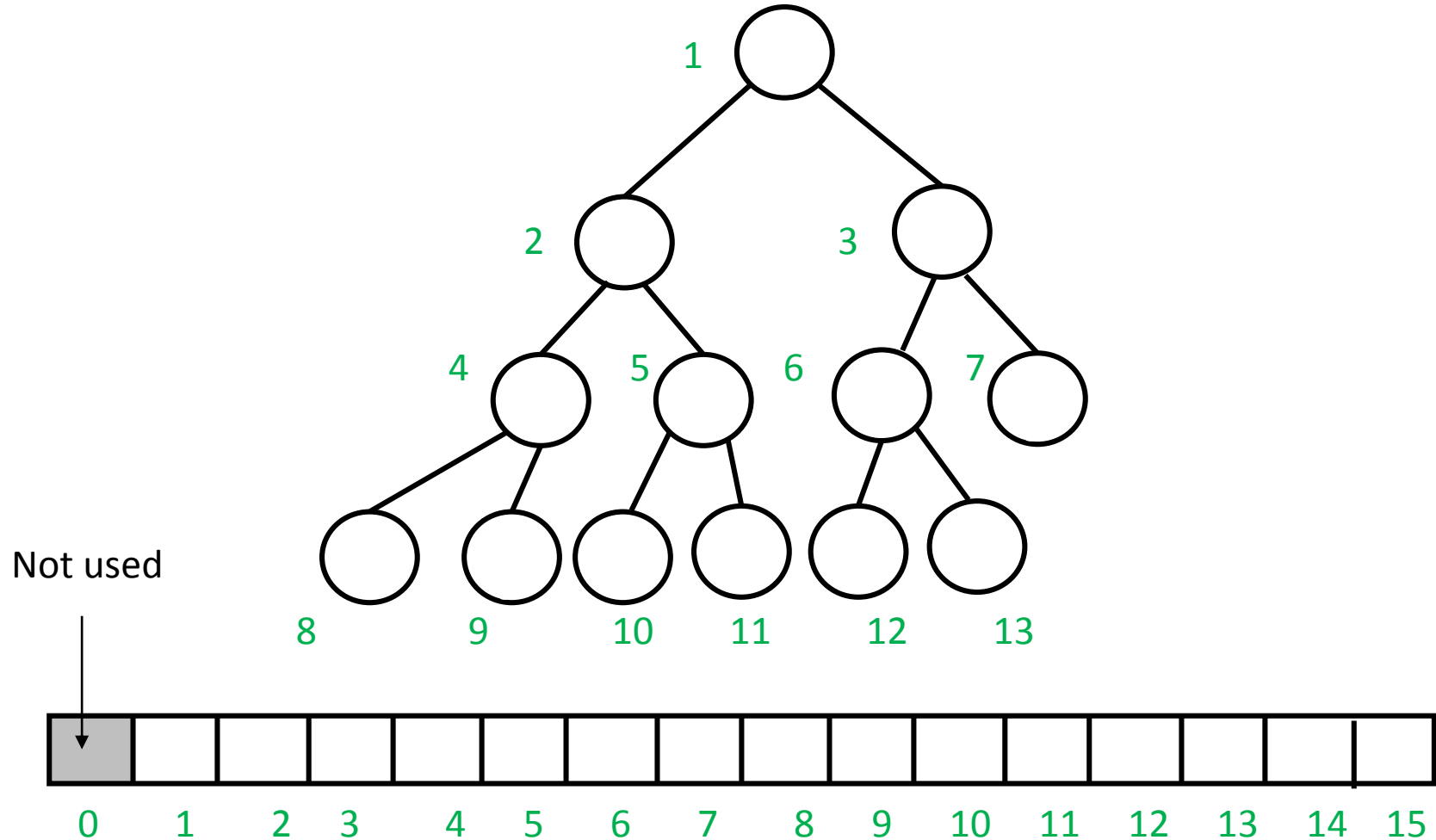
Nov. 3, 2017

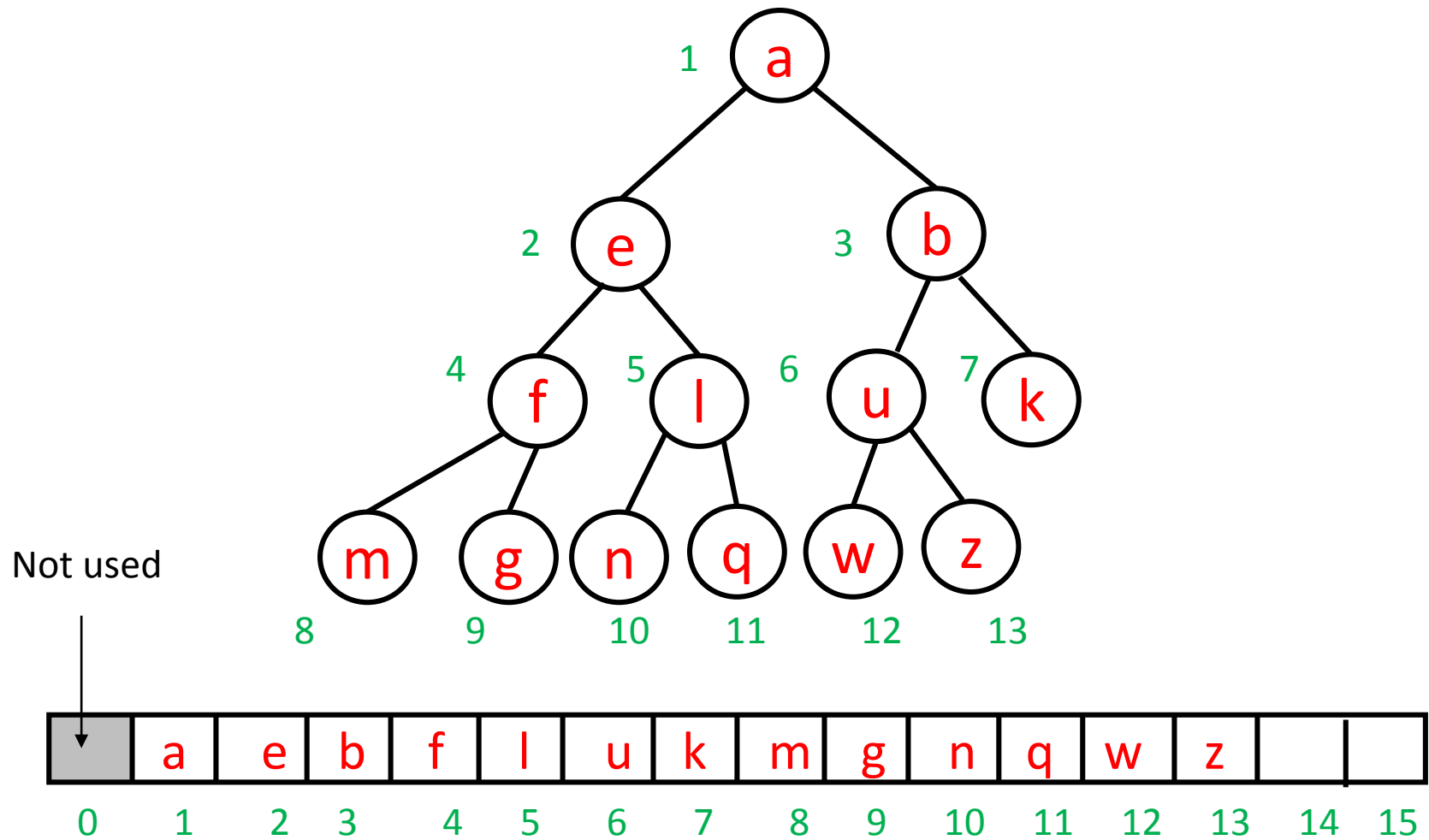
# RECALL: min Heap (definition)



Complete binary tree with (unique) comparable elements, such that each node's element is less than its children's element(s).

# Heap (array implementation)



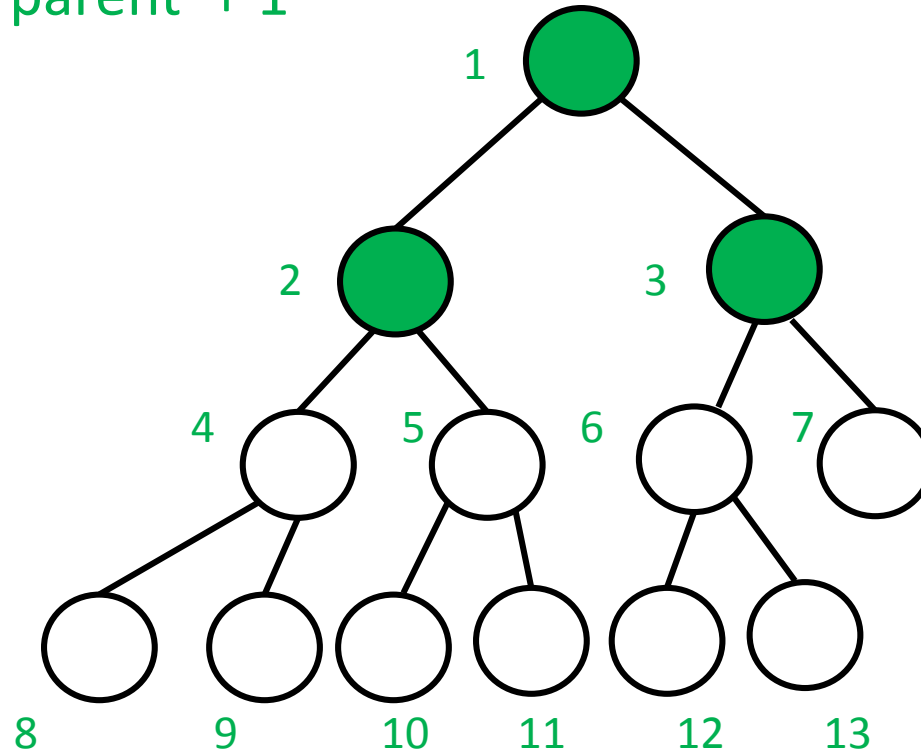


# Heap index relations

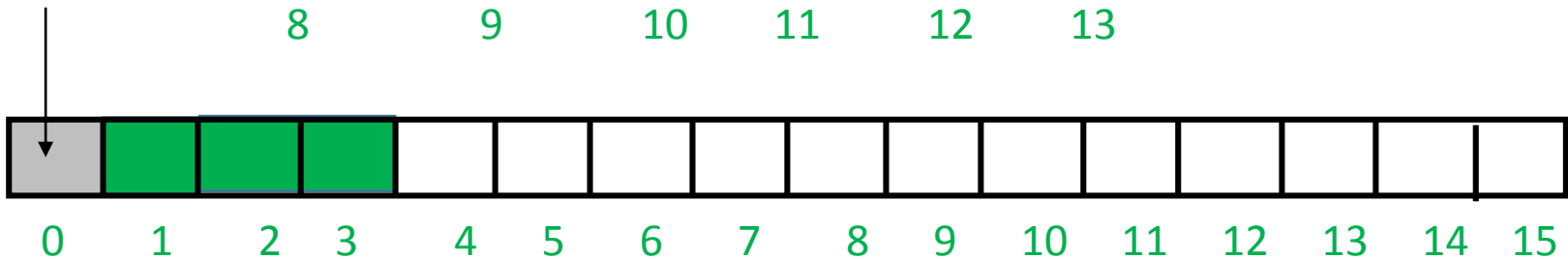
parent = child / 2

left = 2\*parent

right = 2\*parent + 1



Not used

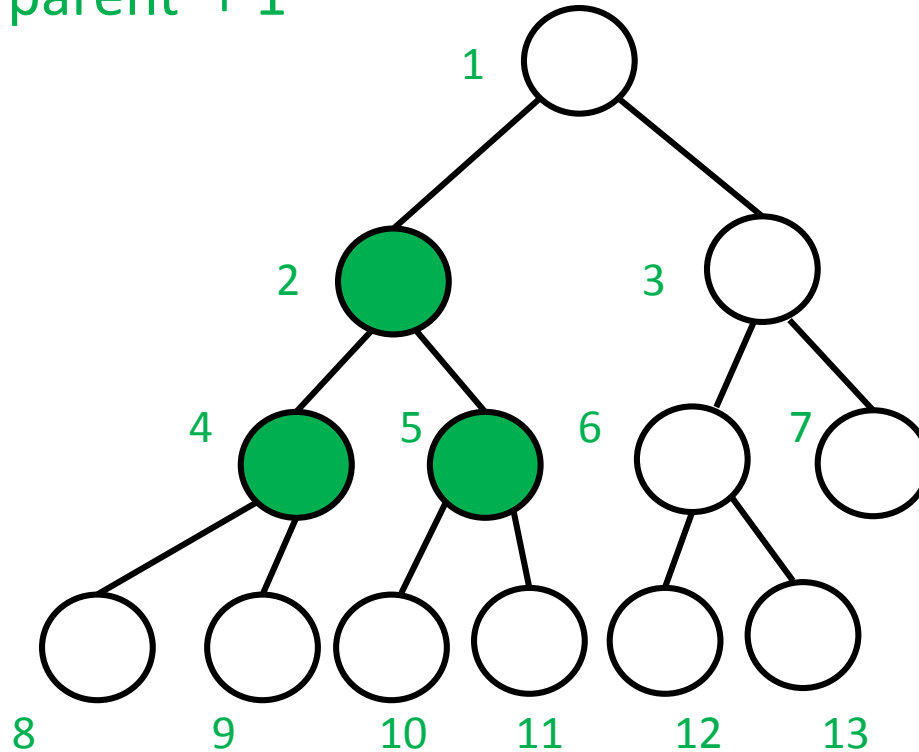


# Heap index relations

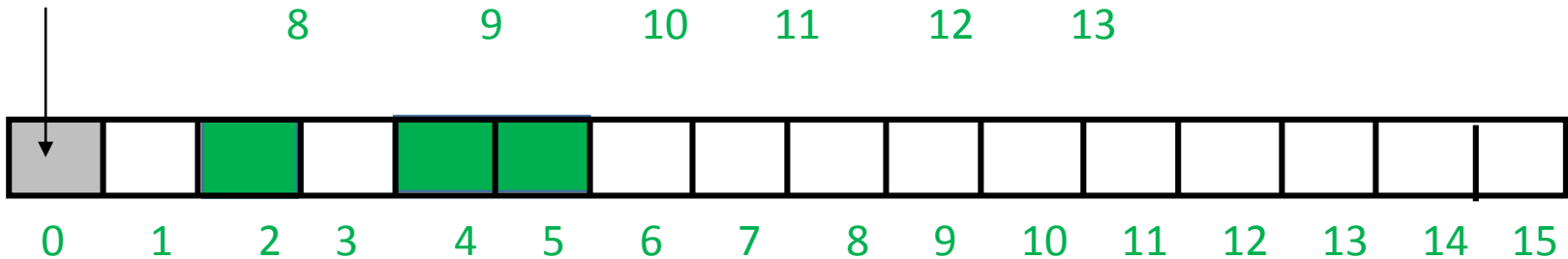
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Not used

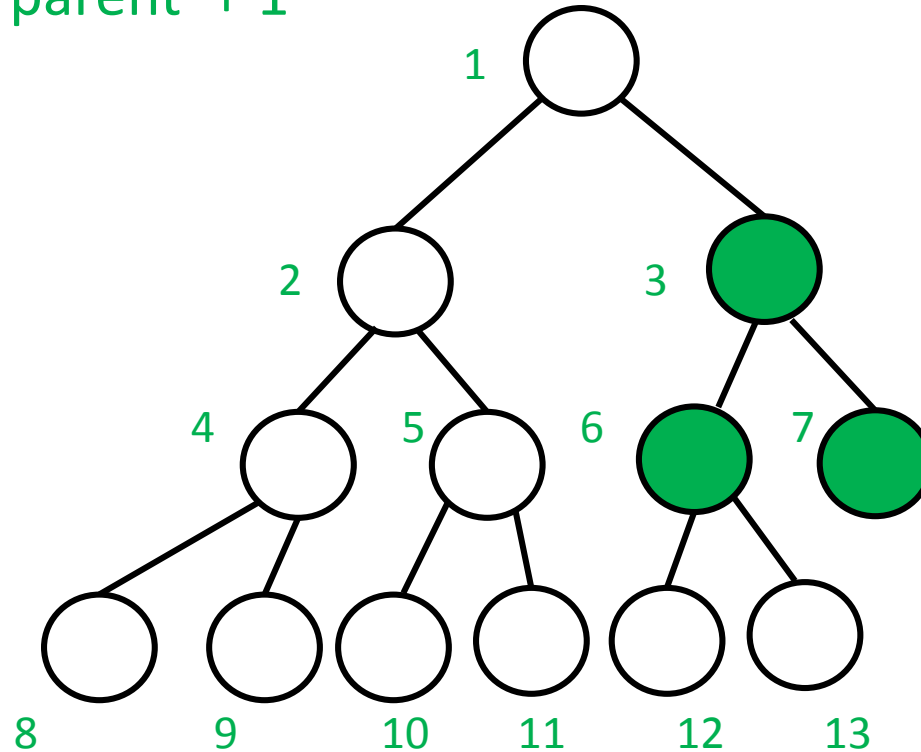


# Heap index relations

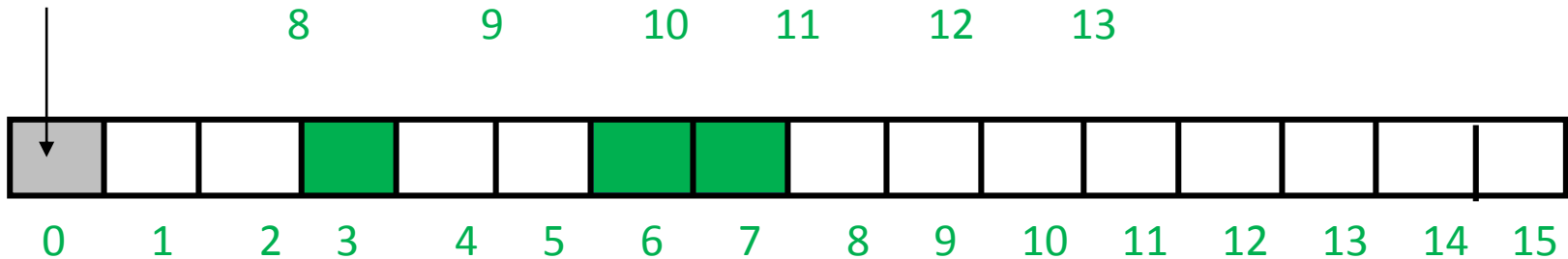
parent = child / 2

left = 2\*parent

right = 2\*parent + 1



Not used

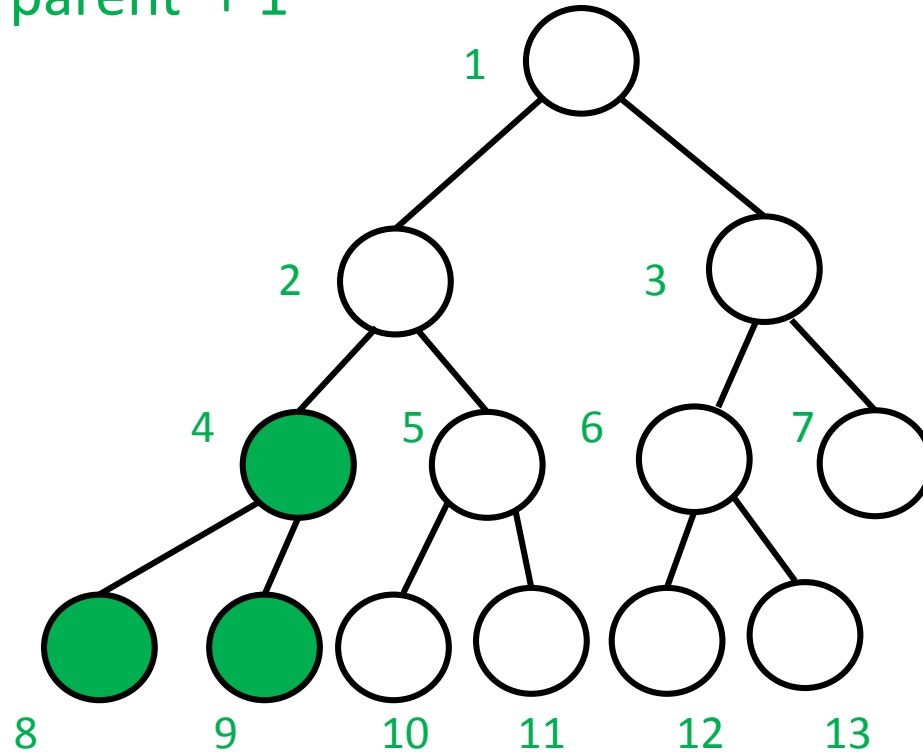


# Heap index relations

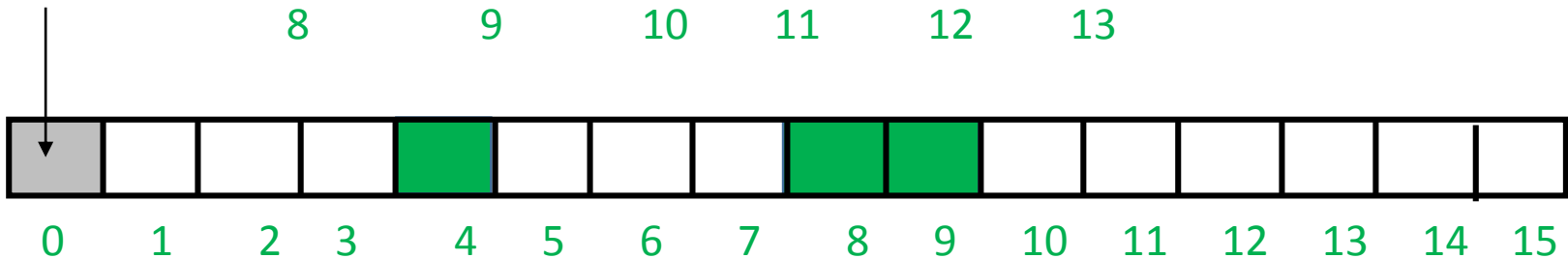
parent = child / 2

left = 2\*parent

right = 2\*parent + 1

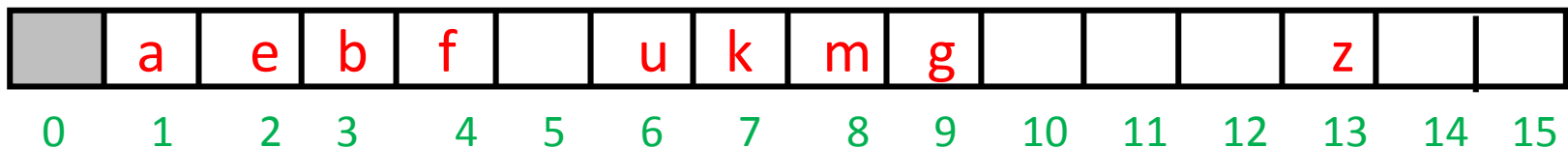
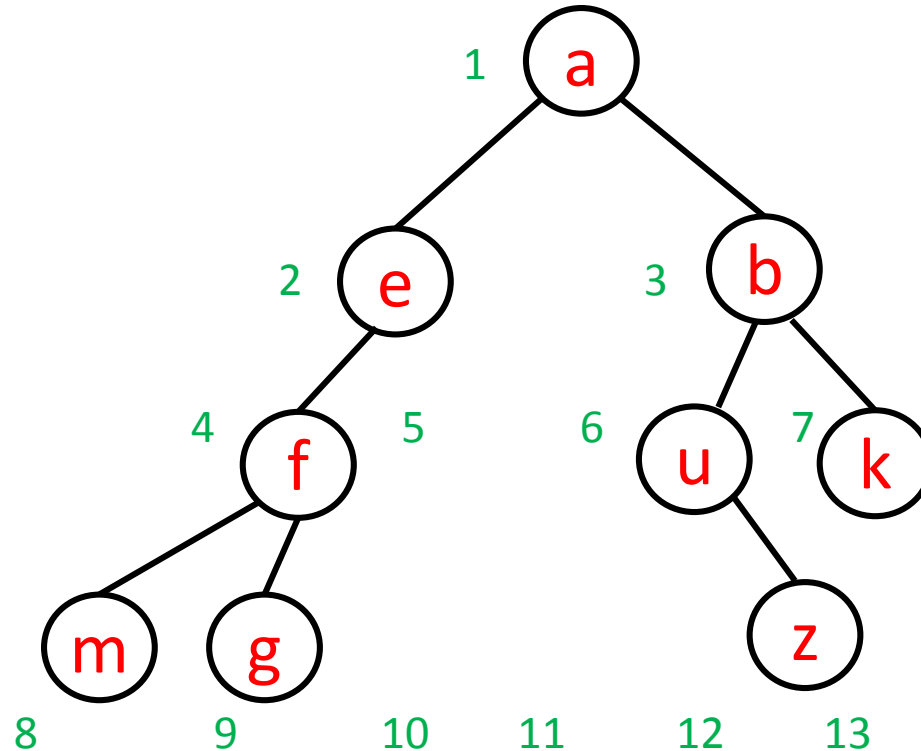


Not used

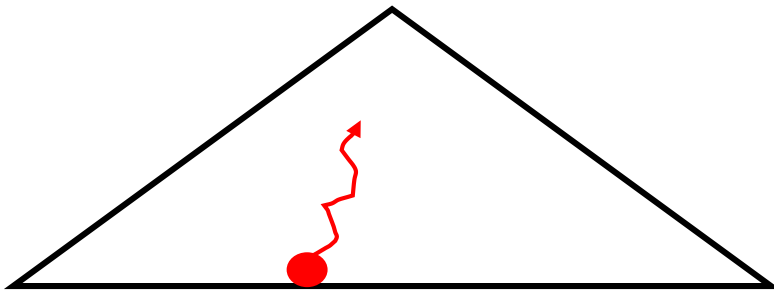




ASIDE: an array data structure can be used for *any* binary tree. But this is uncommon and often inefficient.

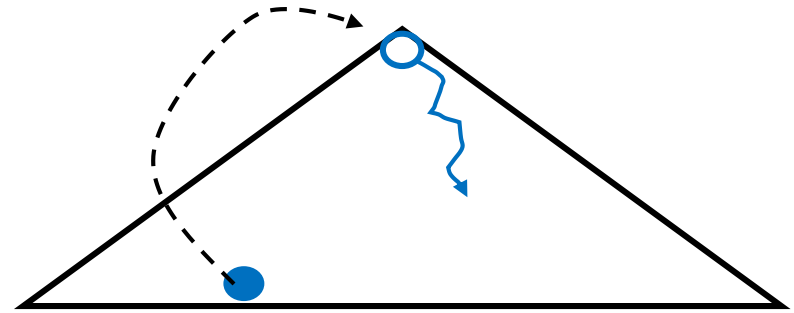


add(**element**)



“upHeap”

removeMin()



“downHeap”

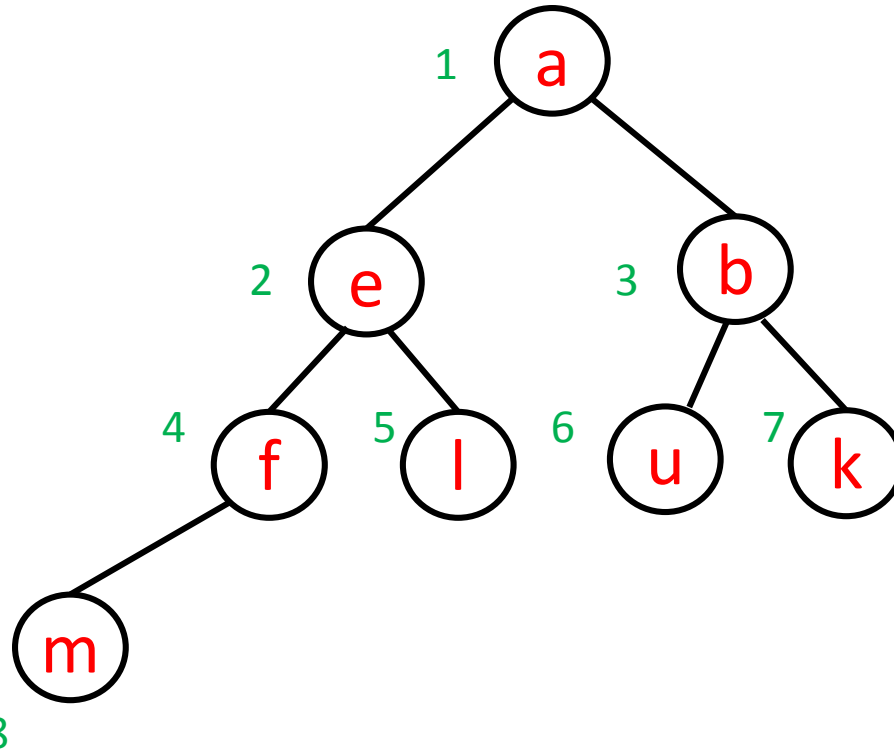
```
add(element ){
    size = size + 1      // number of elements in heap
    heap[ size ] = element // assuming array
                          // has room for another element

    i = size

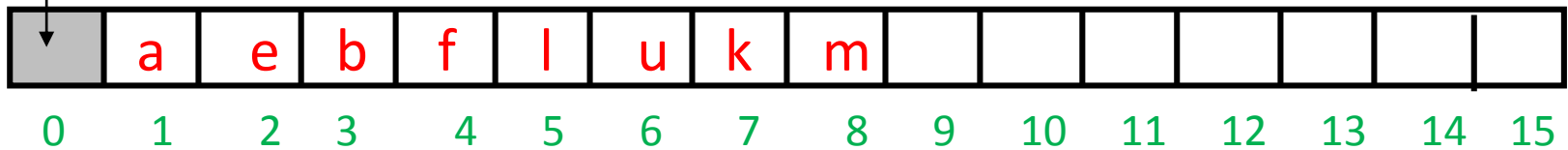
    // the following is sometimes called "upHeap"

    while ( i > 1 and heap[i] < heap[ i/2 ] ){
        swapElements( i, i/2 )
        i = i/2
    }
}
```

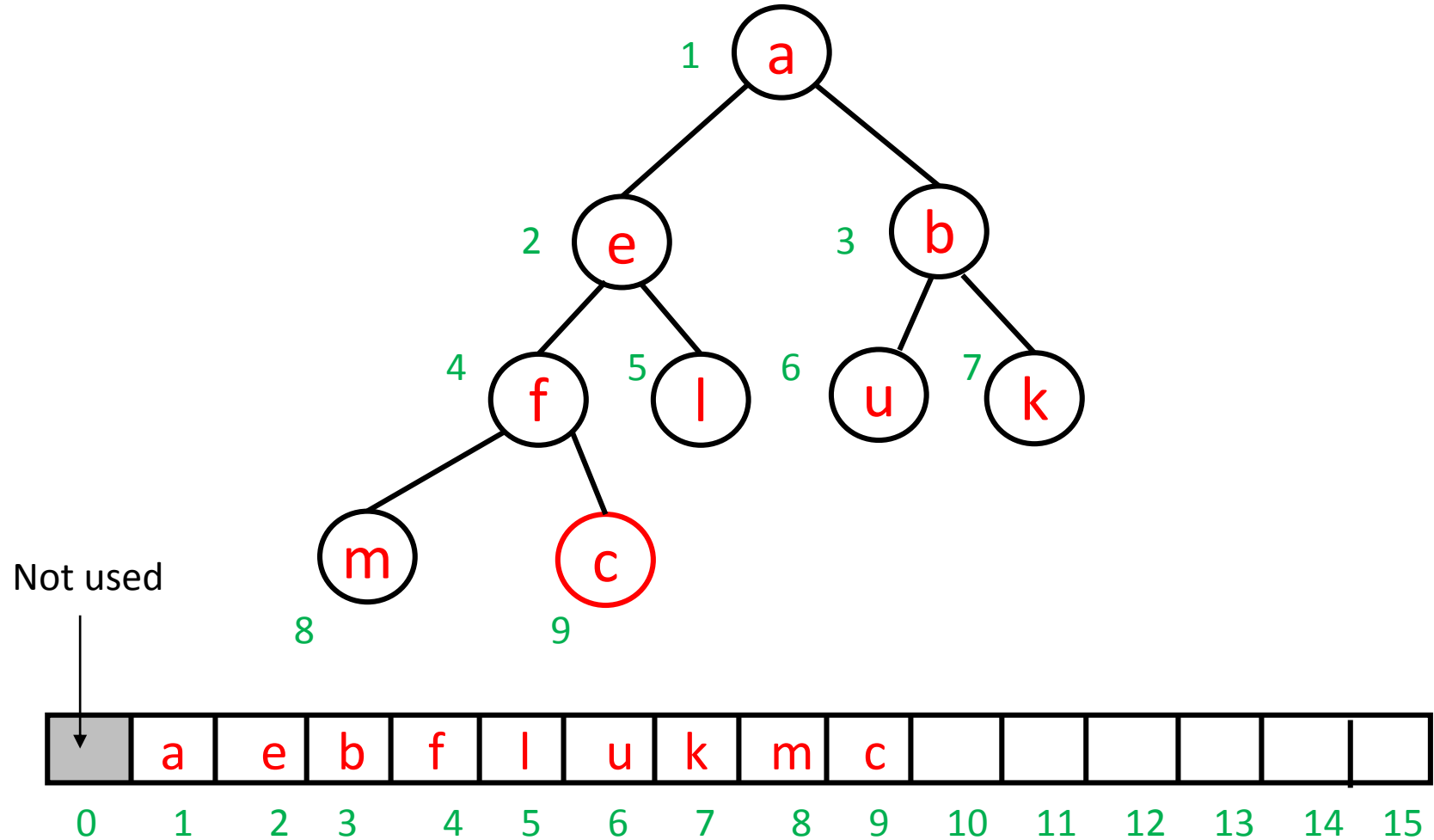
e.g. add( **c** )



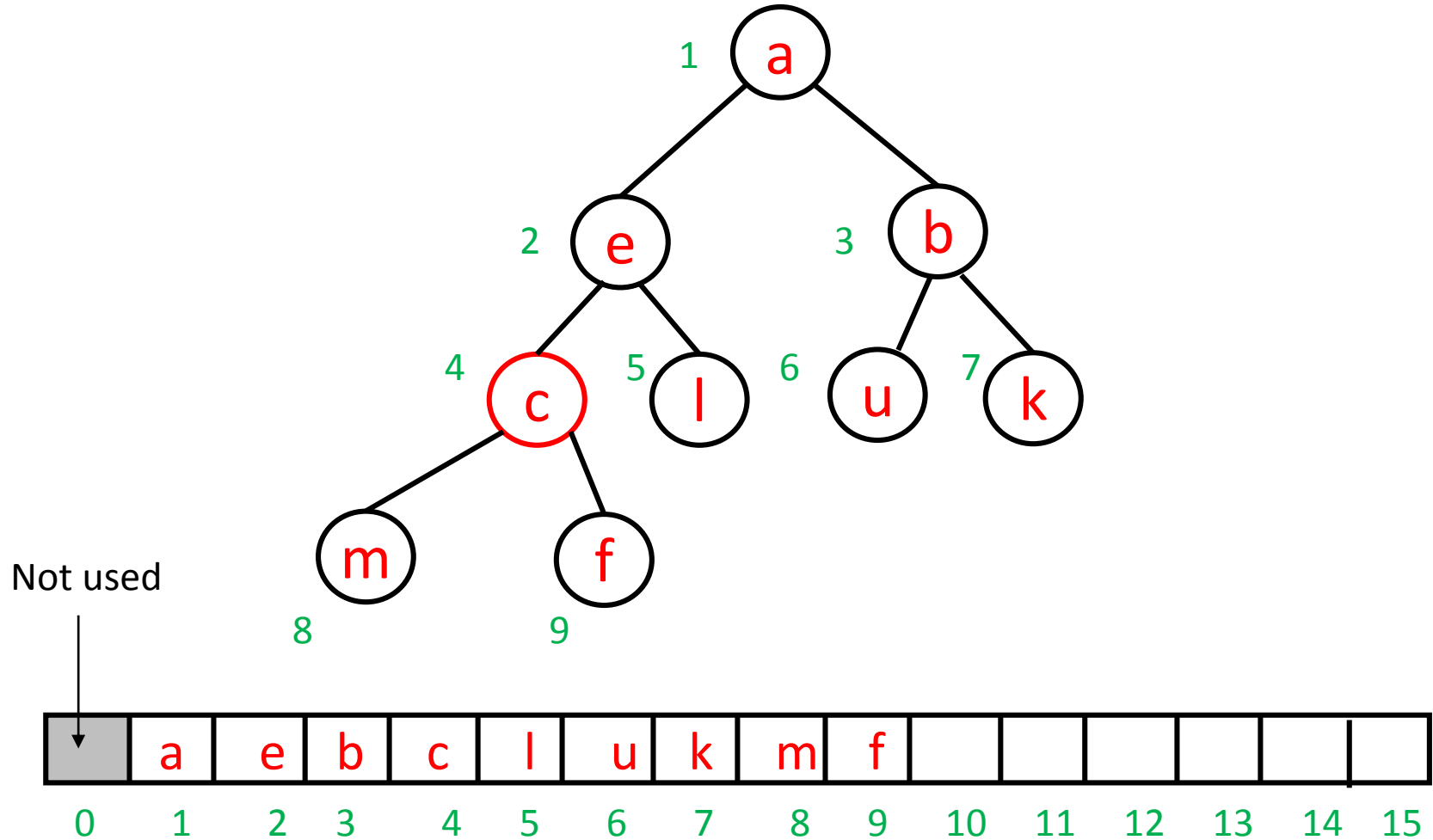
Not used



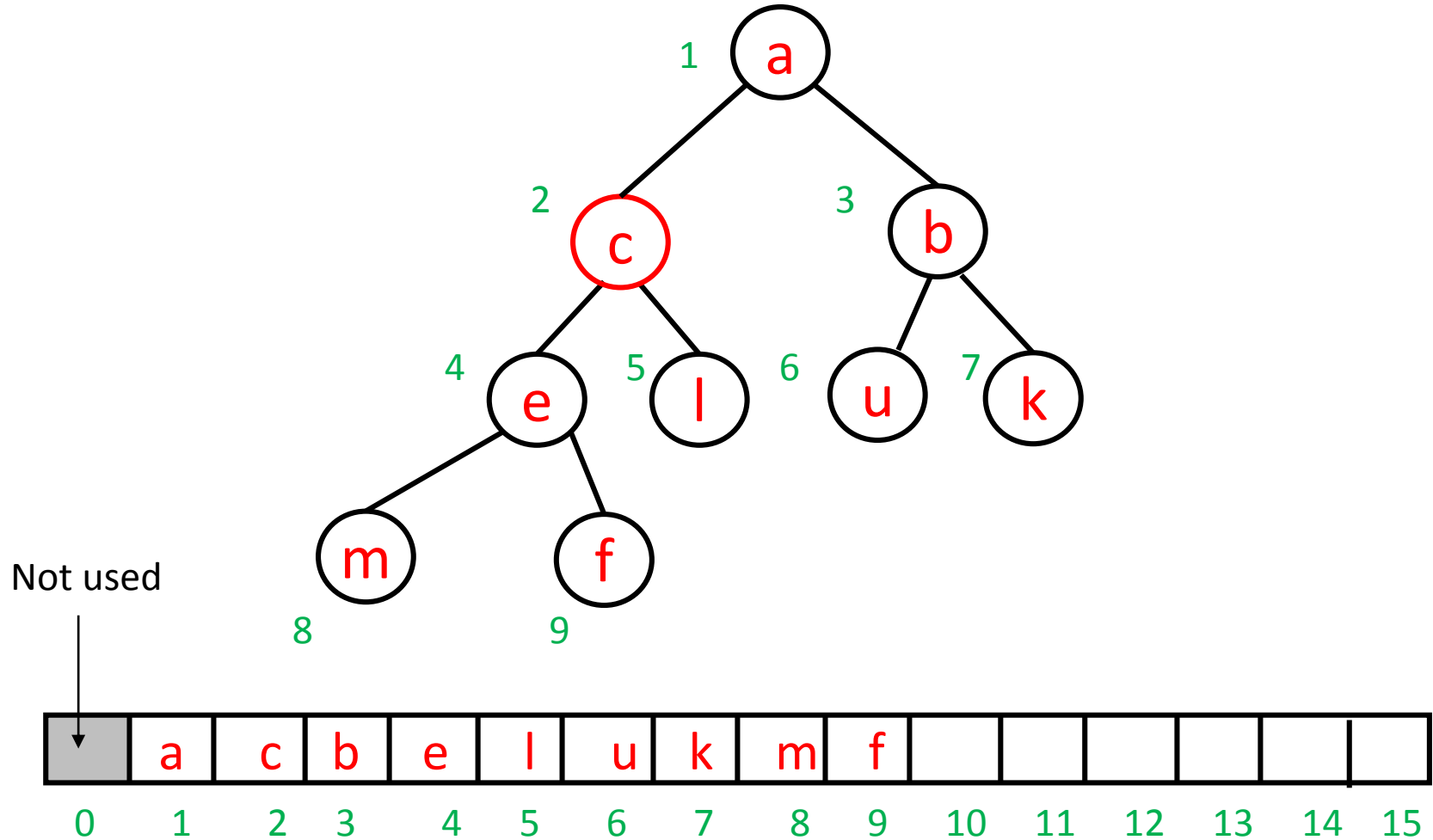
e.g. add( **c** )



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e.g. add( **c** )



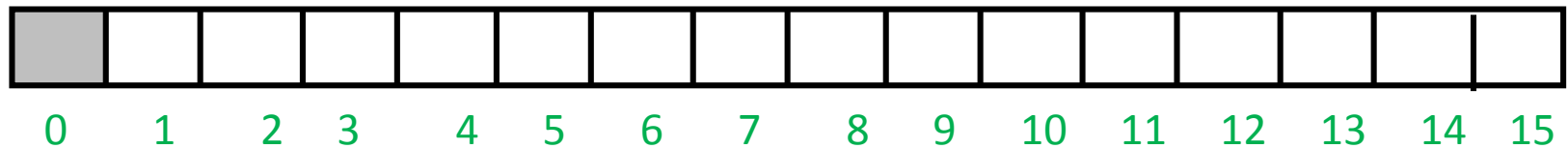
Given a list with size elements:

```
buildHeap(list){  
    create new heap array           // length > list.size  
    for (k = 0; k < list.size; k++)  
        add( list[k] )             // add to heap[ ]  
}
```



You could write the buildHeap algorithm slightly differently by putting all the list elements into the array at the beginning, and then `upheaping` each one.

# Best case of buildHeap is ... ?



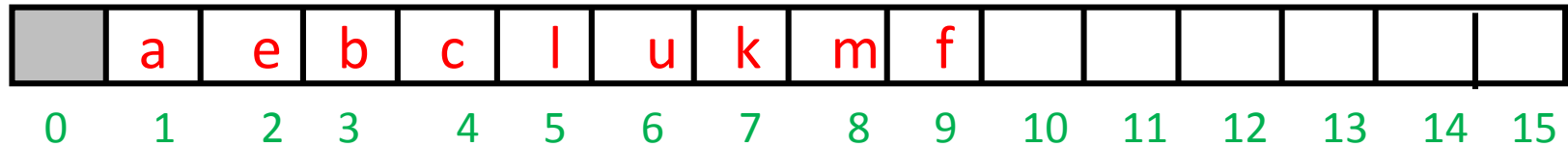
Suppose we want to add some elements to an empty heap:

a e b c l u k m f

How many swaps do we need to add each element?

In the best case, ...

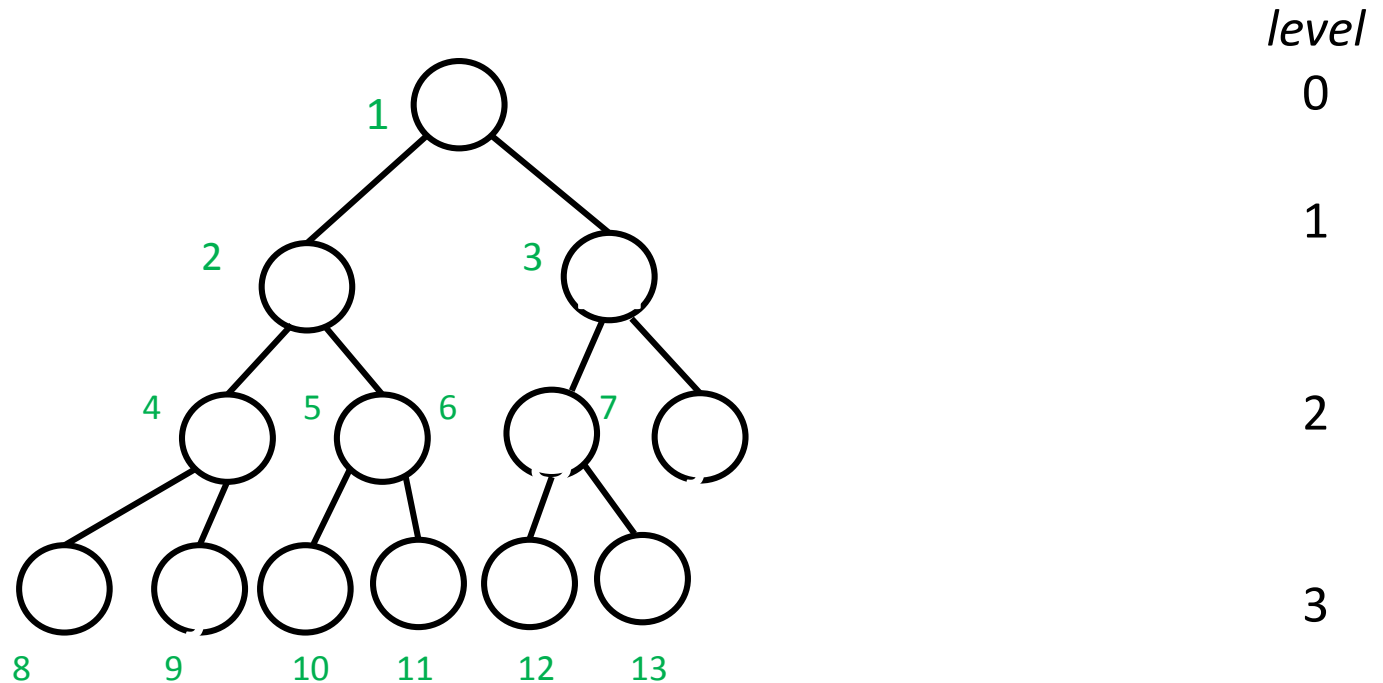
Best case of buildHeap is  $\Theta(n)$



How many swaps do we need to add each element?

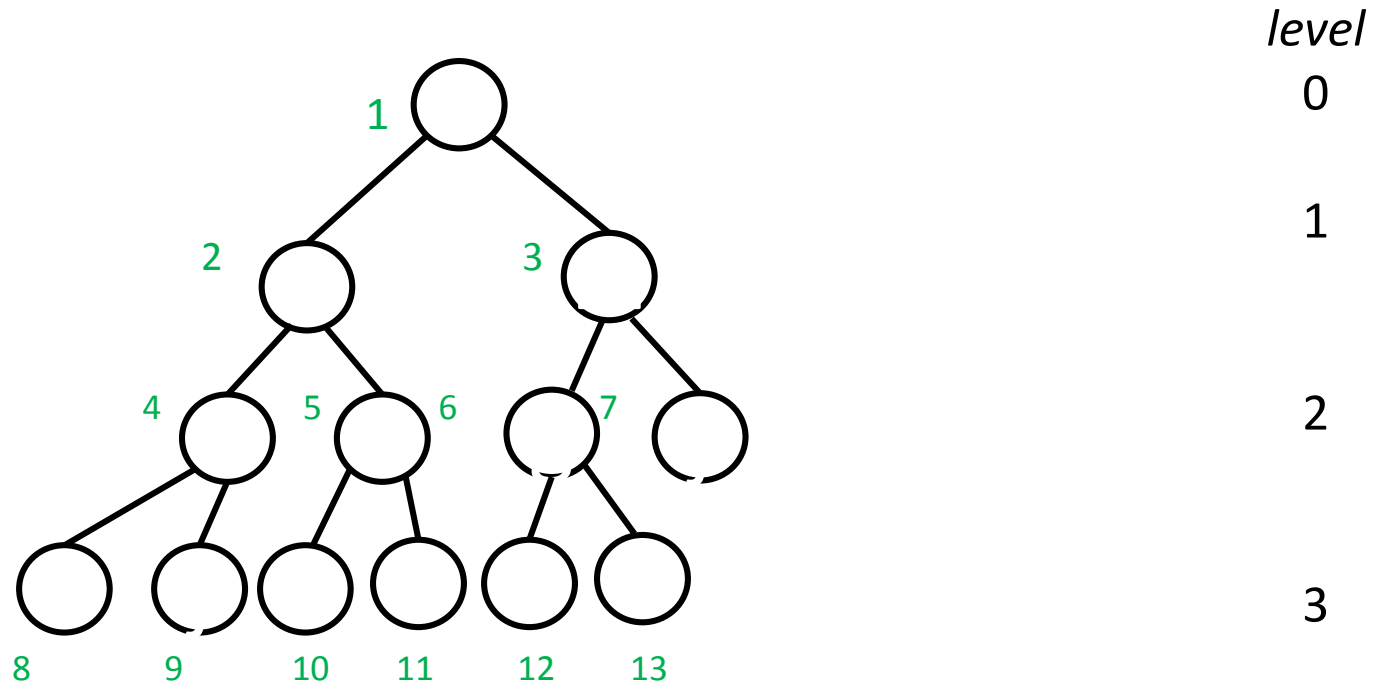
In the best case, the order of elements that we add is already a heap, and no swaps are necessary.

# Worse case of buildHeap ?



How many swaps do we need to add the  $i$ -th element?

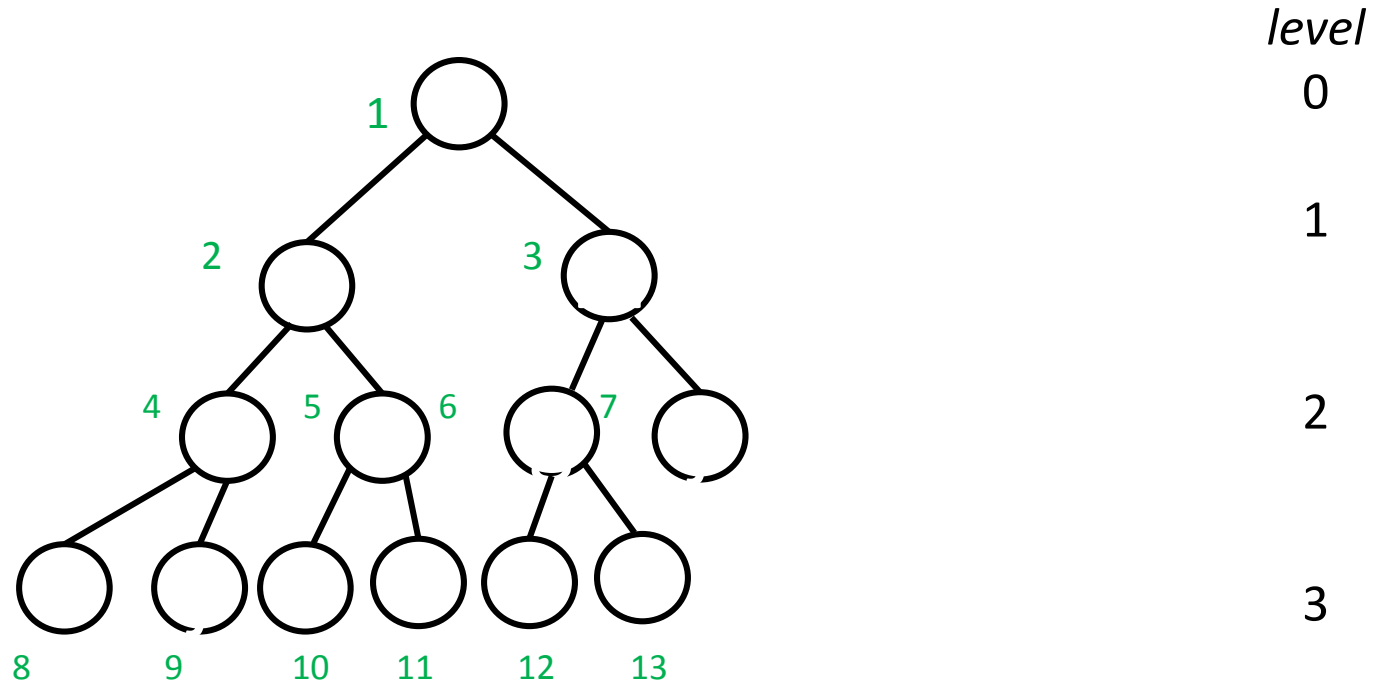
# Worse case of buildHeap ?



How many swaps do we need to add the  $i$ -th element?  
Element  $i$  gets added to some level, such that:

$$2^{level} \leq i < 2^{level+1}$$

# Worse case of buildHeap ?



$$2^{\text{level}} \leq i < 2^{\text{level} + 1}$$

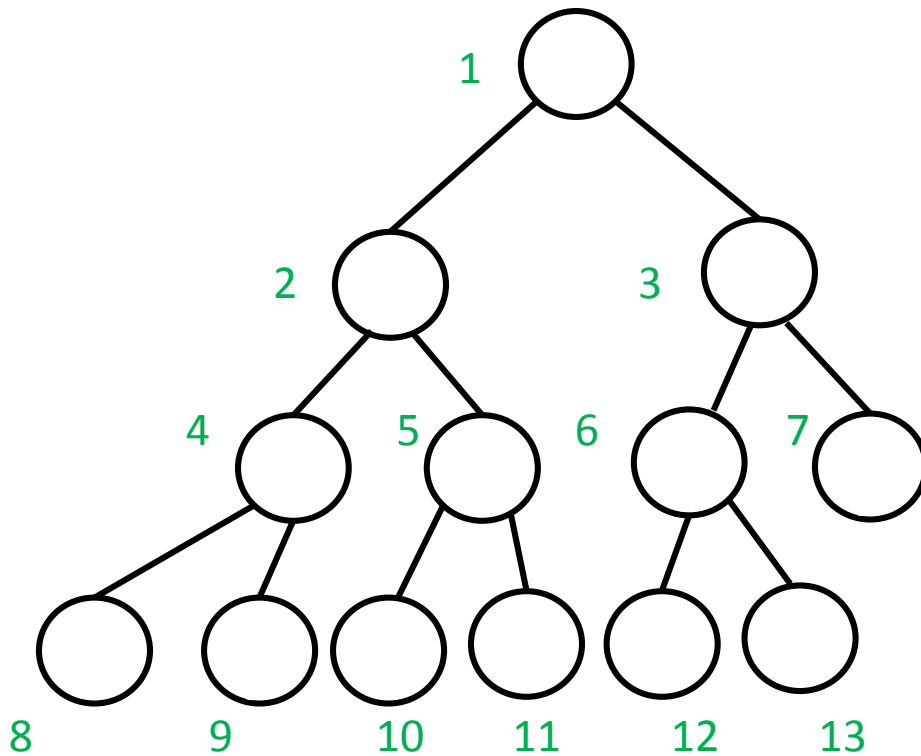
$$\text{level} \leq \log_2 i < \text{level} + 1$$

Thus,  $\text{level} = \text{floor}(\log_2 i)$

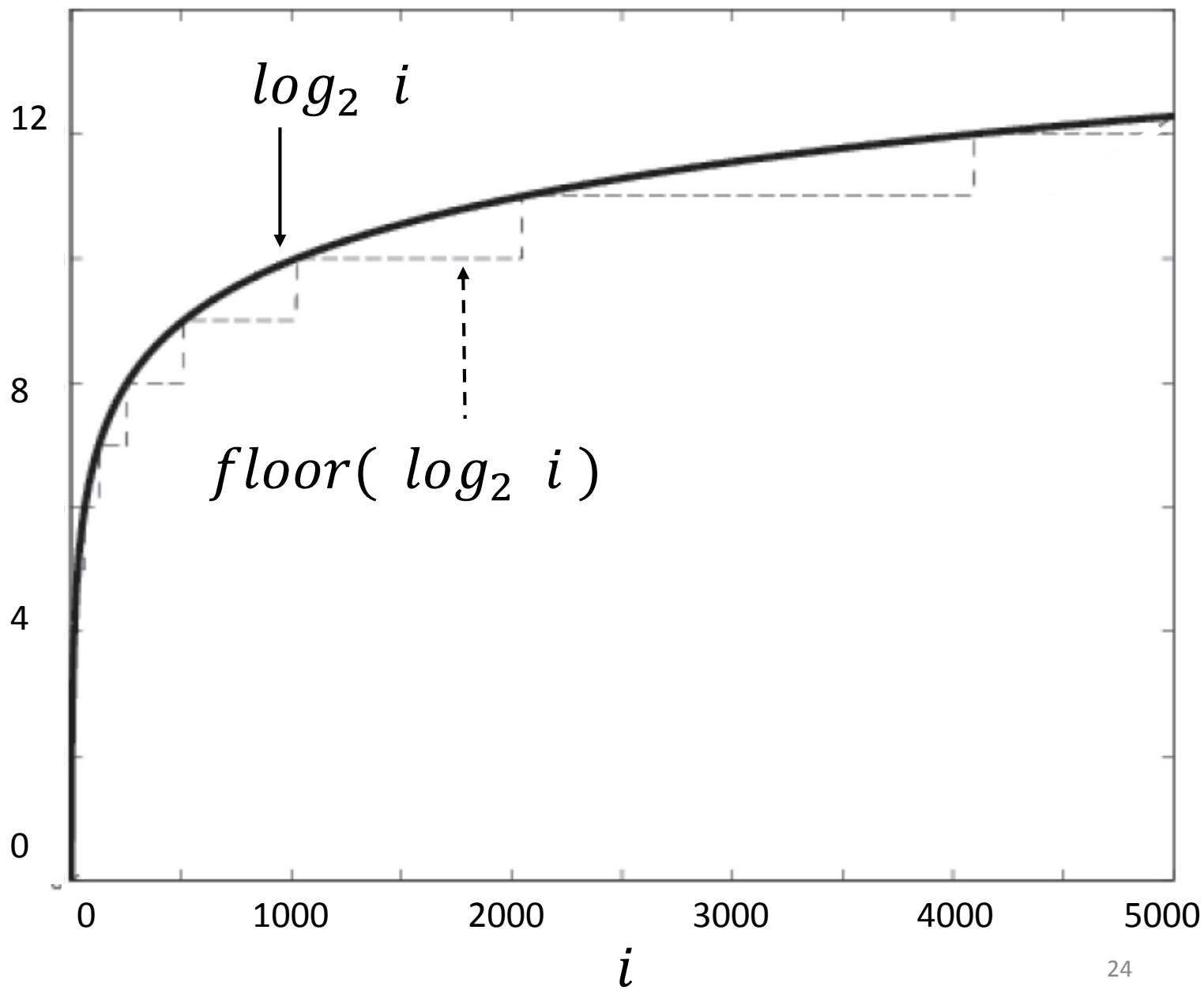
# Worse case of buildHeap

Suppose there are  $i$ .  
 $n$  elements to add.

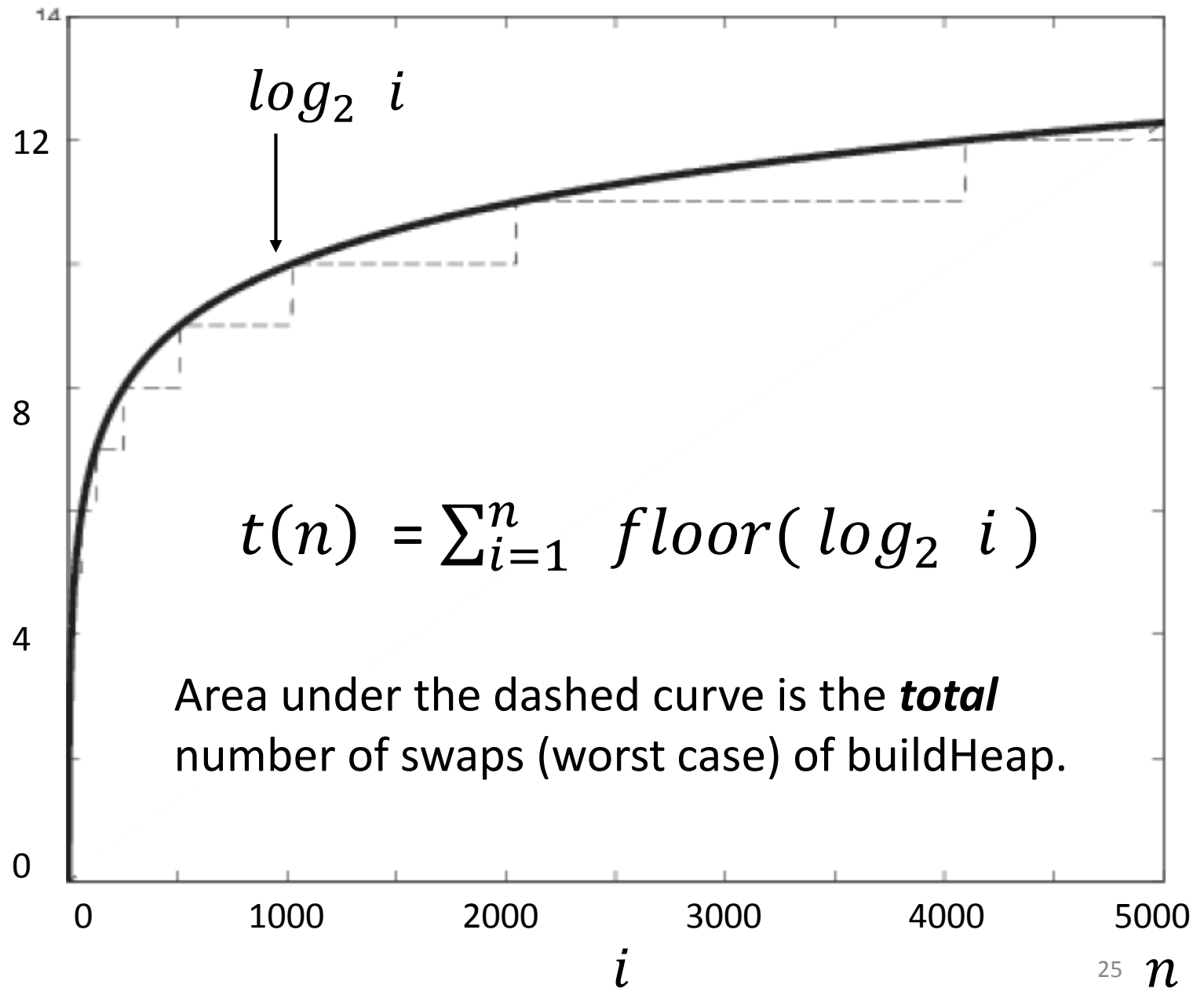
Worst case number of  
swaps needed to add  
node  $i$ .



$$t(n) = \sum_{i=1}^n \text{floor}(\log_2 i)$$







$\log_2 n$

12

8

4

0

$$t(n) \leq n \log_2 n$$

0

1000

2000

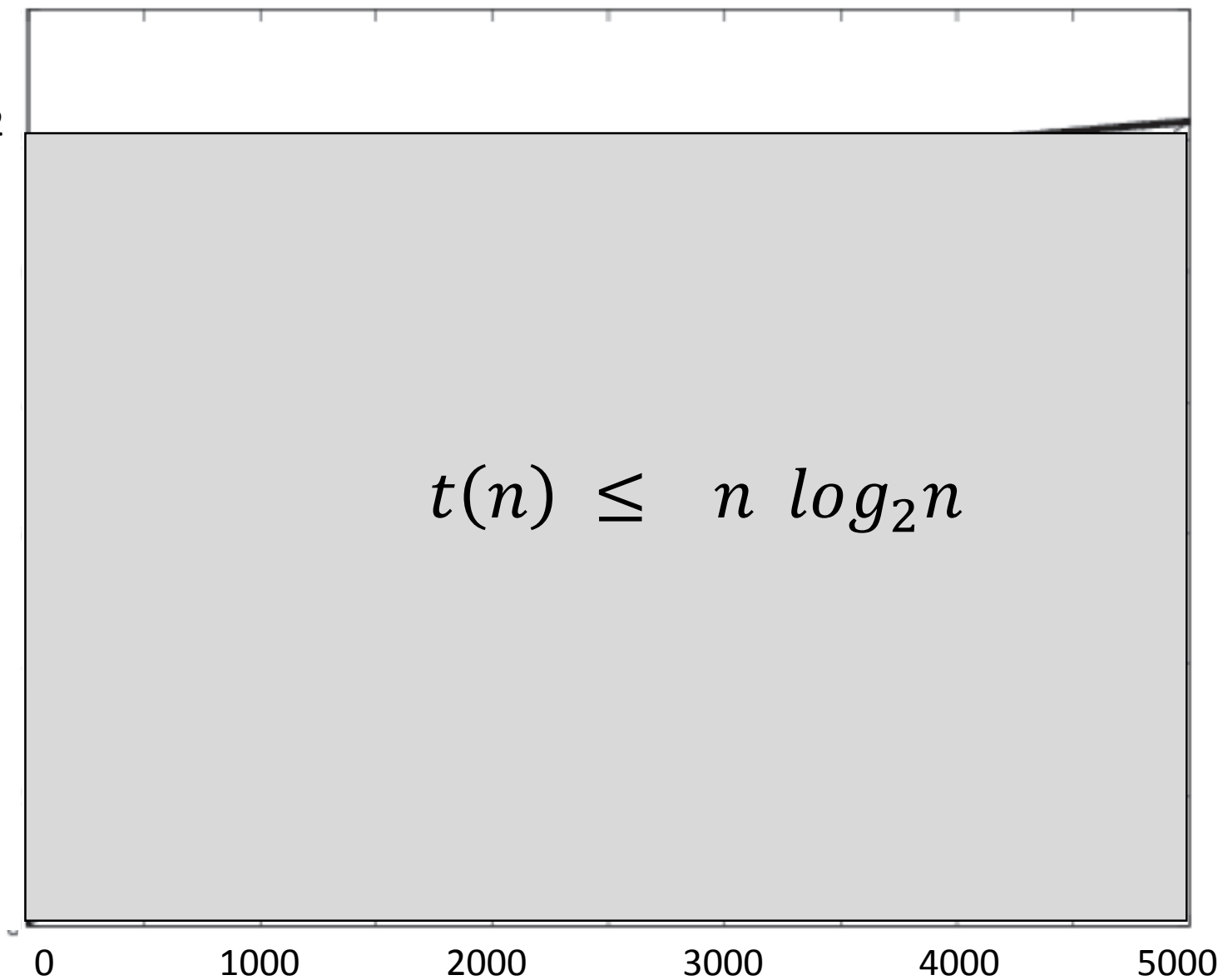
3000

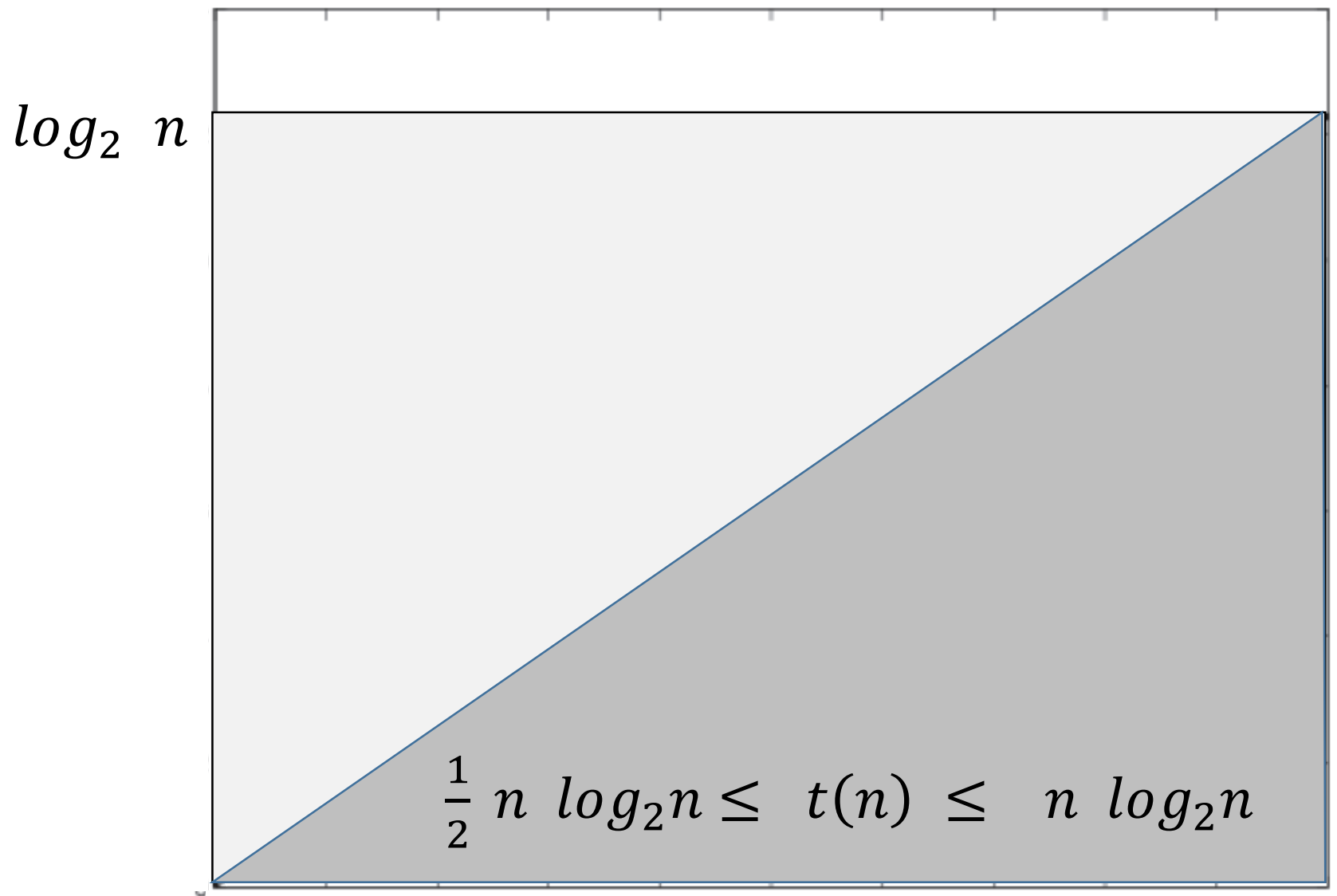
4000

5000

$i$

26  $n$





Thus, worst case: buildHeap is  $\Theta(n \log_2 n)$

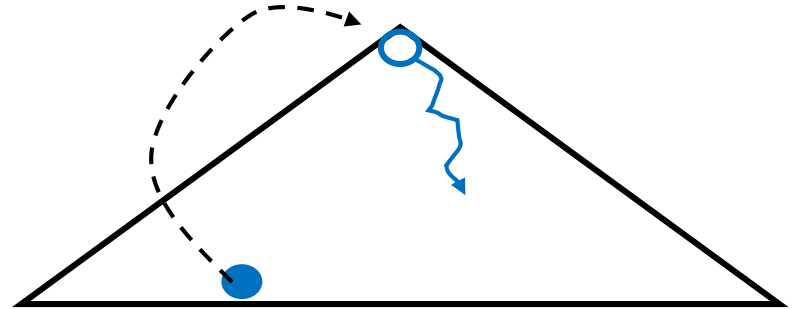
Next lecture I will show you a  $\Theta(n)$  algorithm.

add(element)



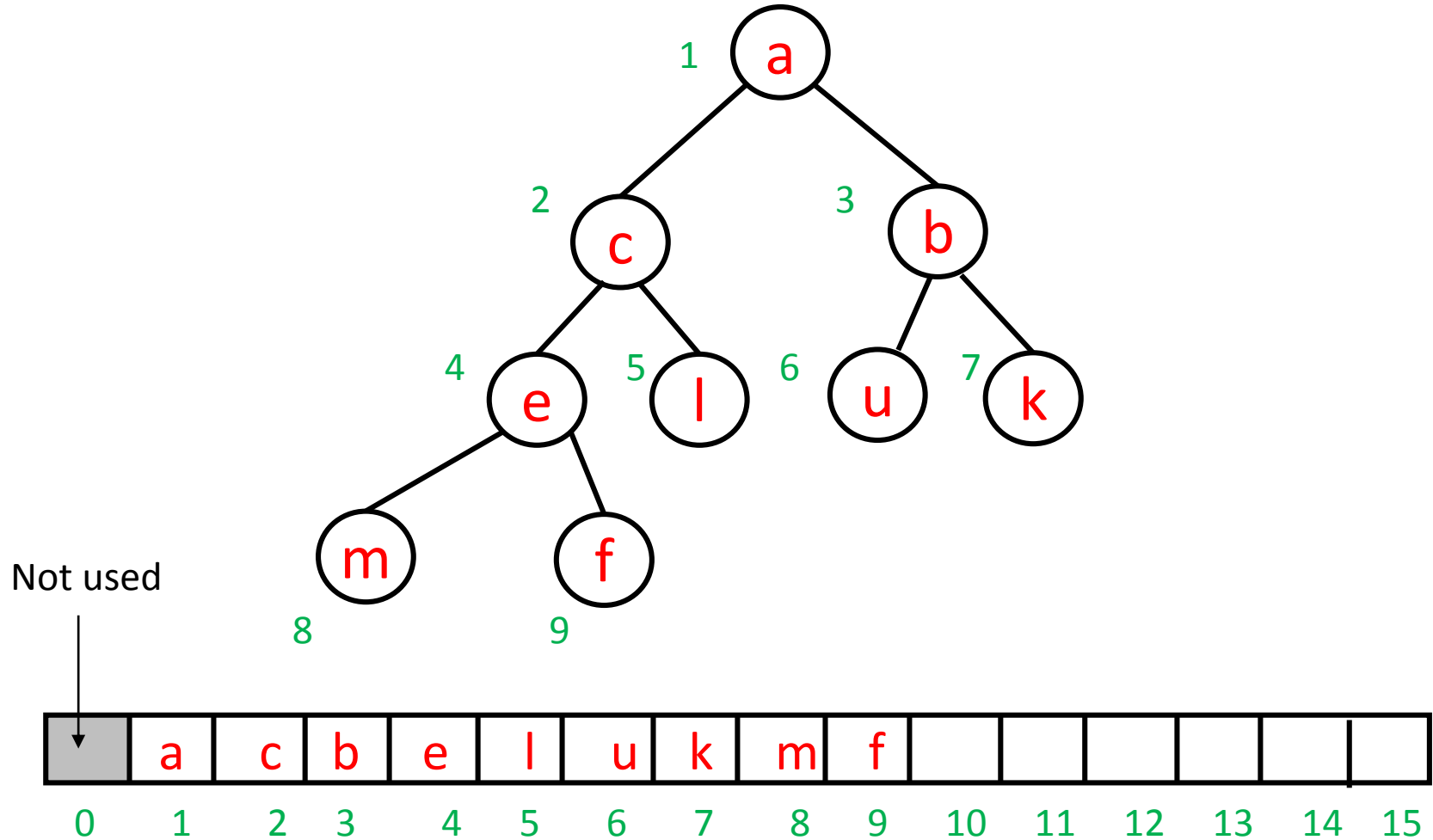
“upHeap”

removeMin()

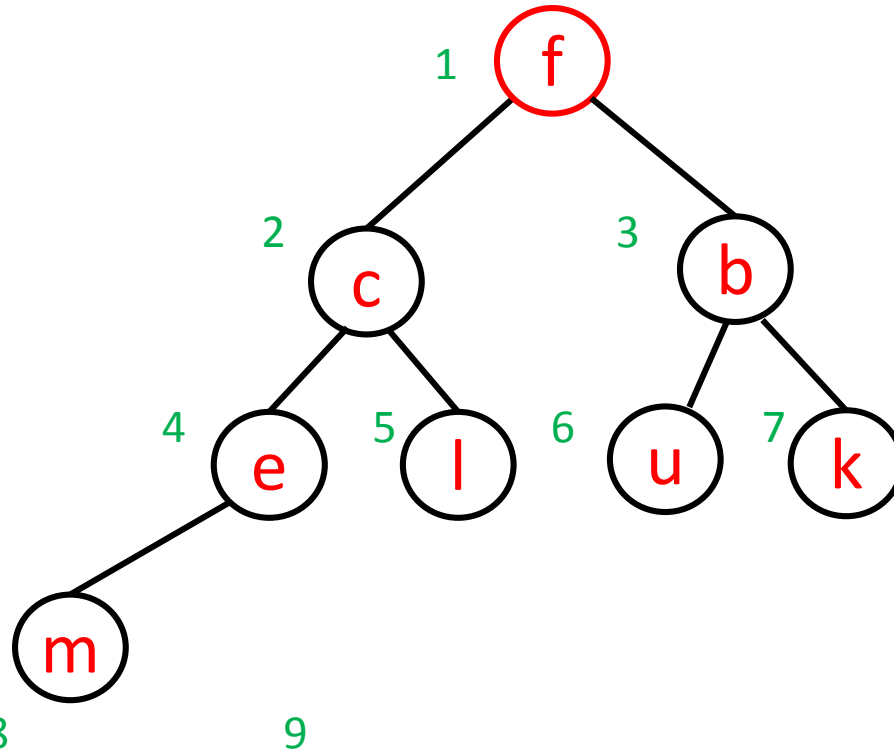


“downHeap”

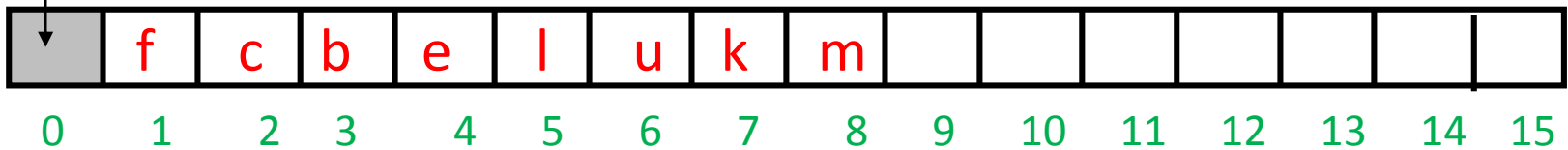
e.g. removeMin()

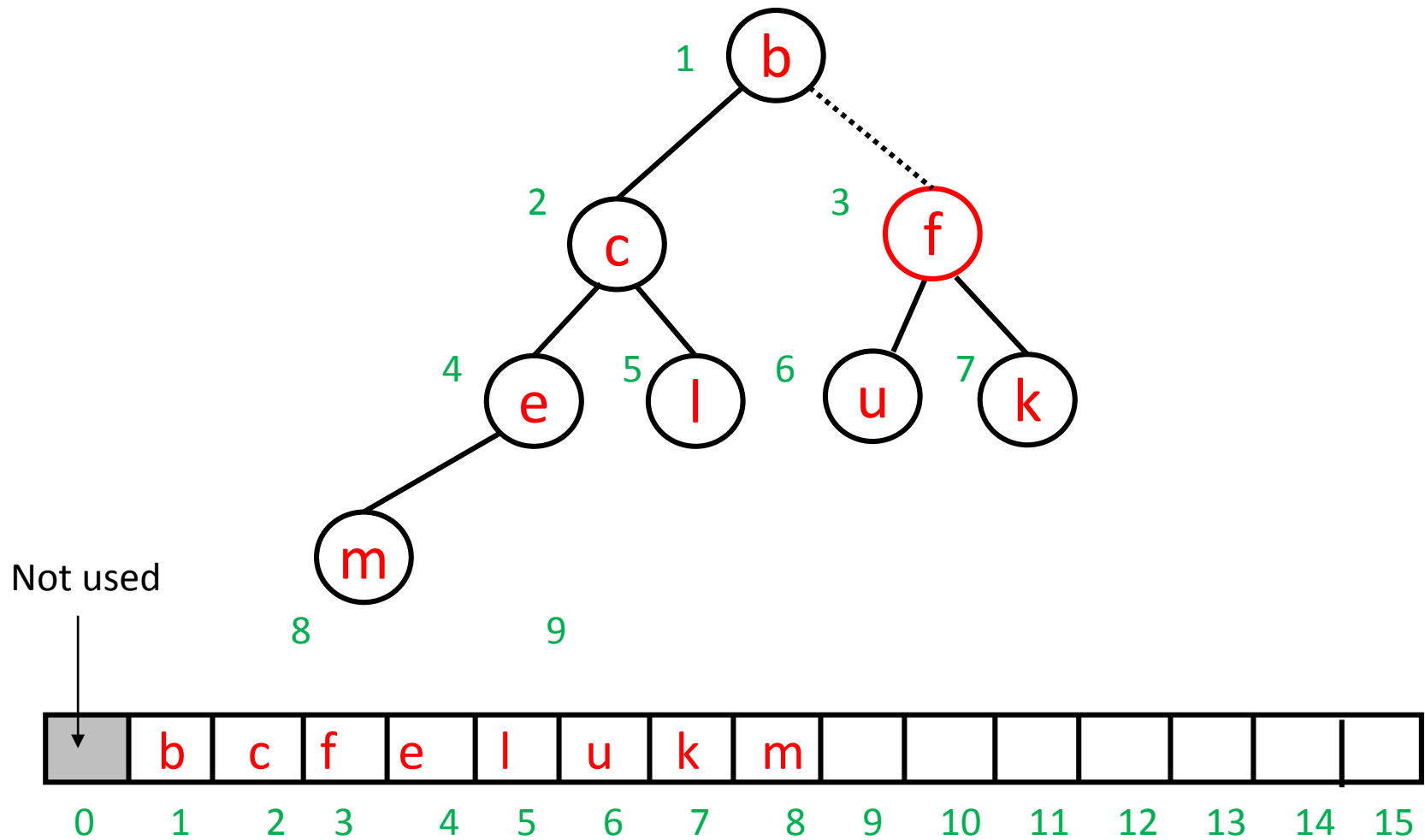


a



Not used








# removeMin()

Let `heap[ ]` be the array.

Let `size` be the number of elements in the heap.

```
removeMin( ){  
    tmpElement = heap[1]           // heap[0] not used.  
    heap[1] = heap[size]  
  
      
}
```

# removeMin()

Let `heap[ ]` be the array.

Let `size` be the number of elements in the heap.

```
removeMin( ){  
    tmpElement = heap[1]           // heap[0] not used.  
    heap[1] = heap[size]  
    heap[size] = null  
    size = size - 1  
    downHeap(1, size)             // next slide  
    return tmpElement  
}
```

```
downHeap( startIndex , maxIndex ){
```

```
    i = startIndex
```

```
    while (2*i <= maxIndex){           // if there is a left child
```

```
        child = 2*i
```

Find the smaller child (left or right?)

```
    }
```

```
}
```

```
downHeap( startIndex , maxIndex ){
```

```
    i = startIndex
```

```
    while (2*i <= maxIndex){           // if there is a left child
```

```
        child = 2*i
```

```
        if child < size {              // if there is a right sibling
```

```
            if (heap[child + 1] < heap[child]) // if rightchild < leftchild ?
```

```
            child = child + 1
```

```
        }
```

```
    }
```

```
}
```

```
downHeap( startIndex , maxIndex ){
```

```
    i = startIndex
```

```
    while (2*i <= maxIndex){           // if there is a left child
```

```
        child = 2*i
```

```
        if child < size {              // if there is a right sibling
```

```
            if (heap[child + 1] < heap[child]) // if rightchild < leftchild ?
```

```
            child = child + 1
```

```
        }
```

```
        if (heap[child] < heap[ i ]){    // Do we need to swap with child?
```

```
            swapElements(i , child)
```

```
            i = child
```

```
        }
```

```
        else return                     // otherwise we have an infinite loop.
```

```
    }
```

```
}
```

# Announcements

- Mycourses survey about MATH 240/235 and COMP 251
- Update on final exam grading policy

# Final Exam grading policy

- Multiple Choice with 50 questions
- Four choices on each question
- *No penalty for incorrect answers*  
*(so don't leave any question blank)*
- **Grade out of 50**  
**=  $\max(0, -10 + 6/5 * \text{raw number correct})$**

# Raw number correct for pure guessing ?

(binomial distribution,  $n=50$ ,  $p=.25$ )

Hey, me and all my buddies averaged  
25% raw scores on the final.

