

# Data Structures and Algorithms <sup>1</sup>

BITS-Pilani K. K. Birla Goa Campus

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<sup>1</sup>Material for the presentation taken from Cormen, Leiserson, Rivest and Stein, *Introduction to Algorithms, Third Edition*;

## Part II Sorting and Order Statistics

- ▶ Record : Collection of data
- ▶ Key : Value to be sorted
- ▶ Satellite data
- ▶ If satellite data is large, we permute an array of pointers to the records.

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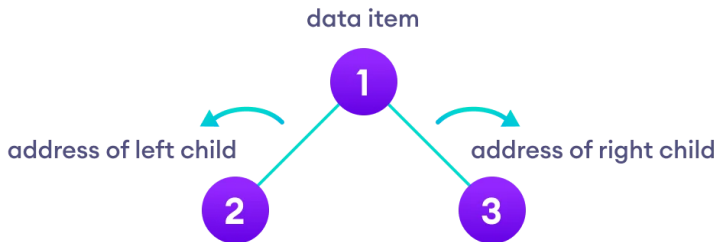
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- ▶ MERGE procedure does not operate in place.
- ▶ Ch 6 : Heapsort that uses a data structure called heap.
- ▶ Heapsort sorts  $n$  elements *in place* in  $O(n \lg n)$  time.



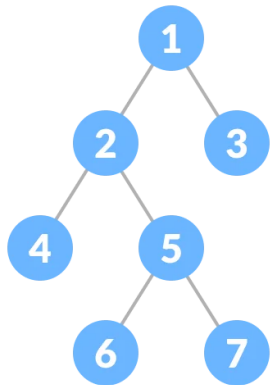
# Binary tree

- ▶ Binary tree is a tree data structure where each node can have at most two child nodes : left child node and right child node.



# Full Binary tree

- Each node is either a leaf node or has two child nodes.

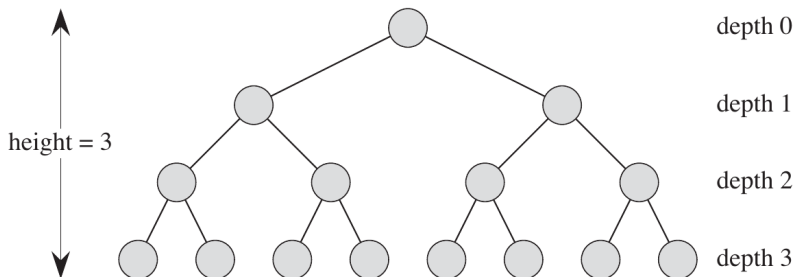


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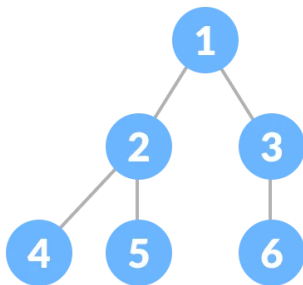
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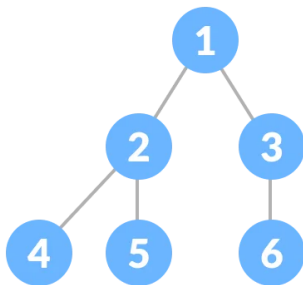


**Figure B.8** A complete binary tree of height 3 with 8 leaves and 7 internal nodes.

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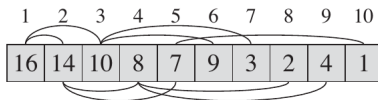
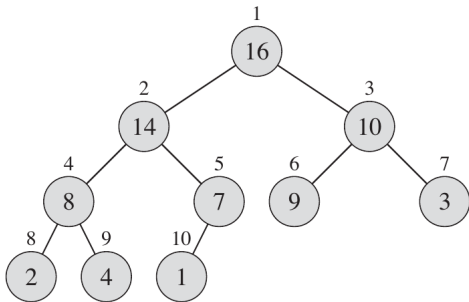
- The last level is not completely filled.

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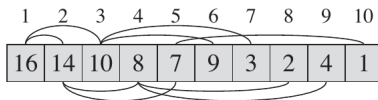
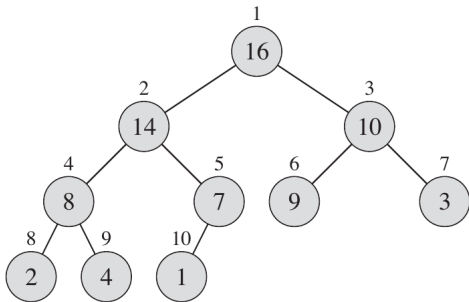
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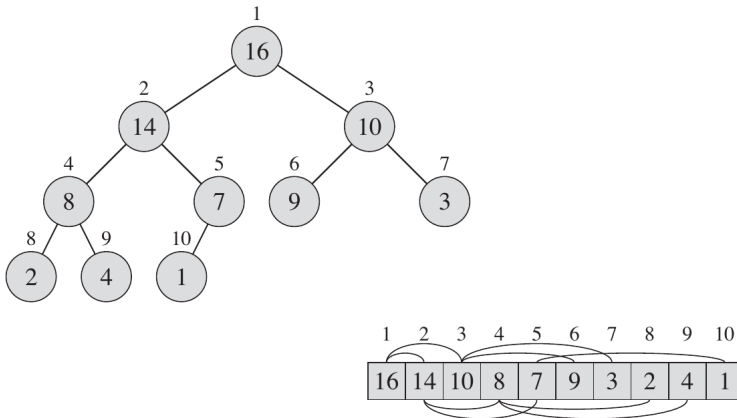
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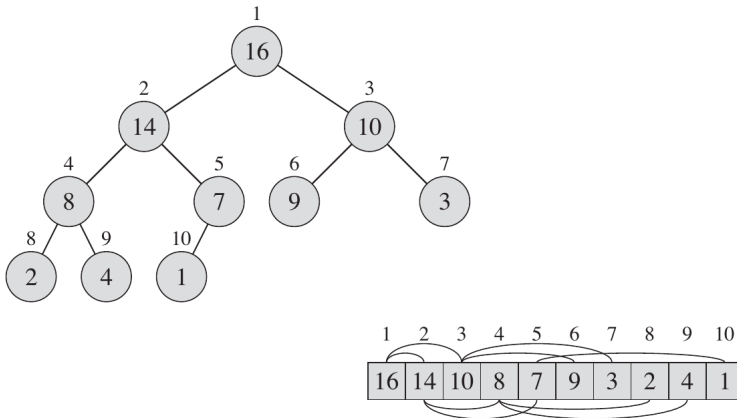
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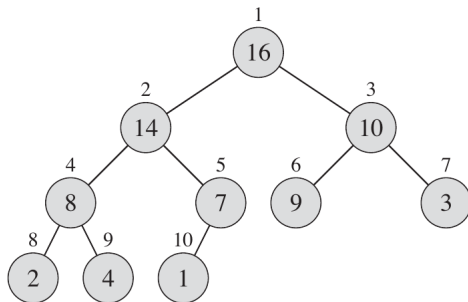
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- ▶  $A.length$ ,  $A.heap\text{-}size$ , Root :  $A[1]$

# Heap : parent, left child, right child



PARENT( $i$ )

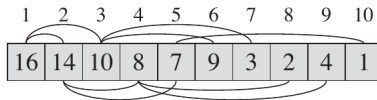
1    **return**  $\lfloor i/2 \rfloor$

LEFT( $i$ )

1    **return**  $2i$

RIGHT( $i$ )

1    **return**  $2i + 1$



# Binary Heaps

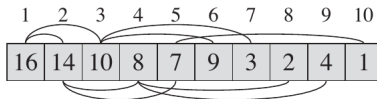
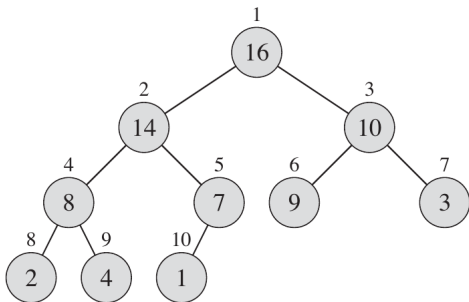
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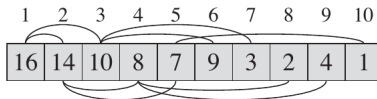
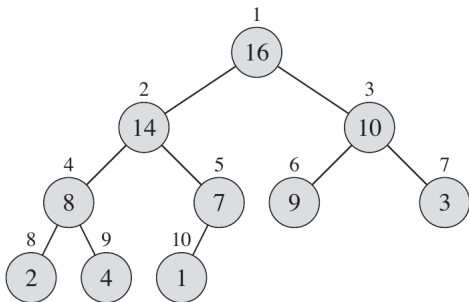
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- ▶  $A[1]$  contains the maximum element



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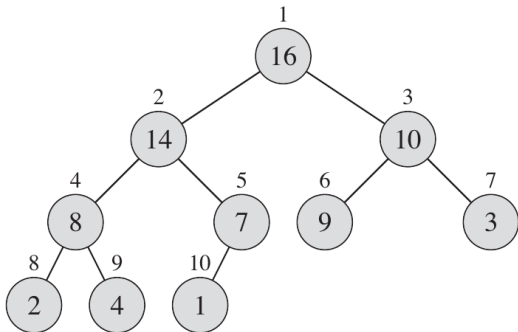
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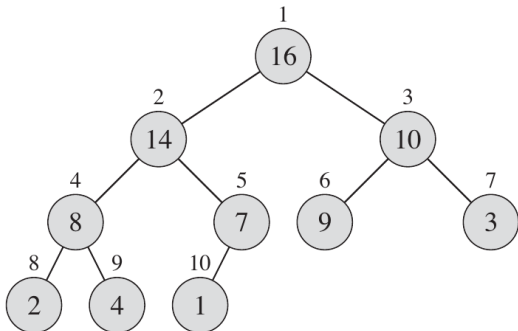
- ▶ Min heap
- ▶ Min-heap property:  $A[PARENT(i)] \leq A[i]$
- ▶  $A[1]$  will contain the smallest element

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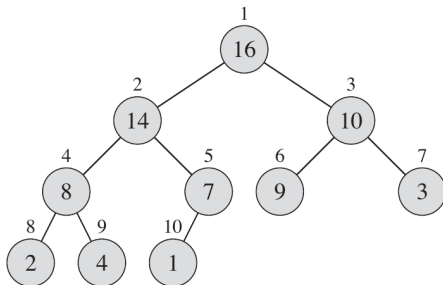
- **Height** of a heap is the height of its root.

# Height of a heap

- ▶ Suppose a heap has  $n$  elements and has a height of  $h$ .

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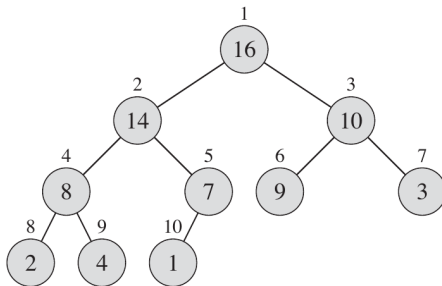
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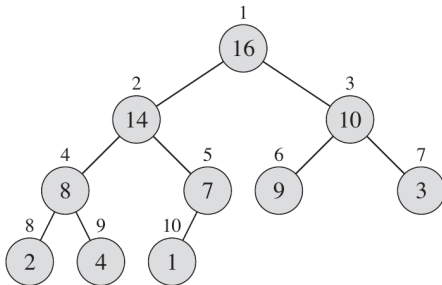
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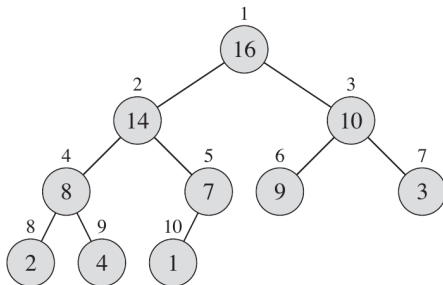
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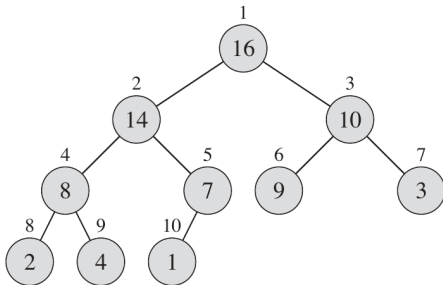
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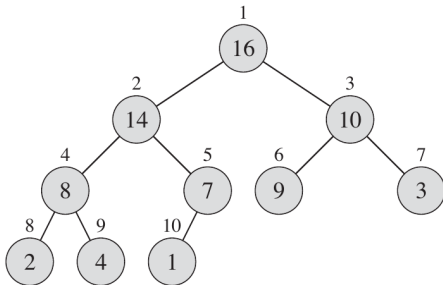


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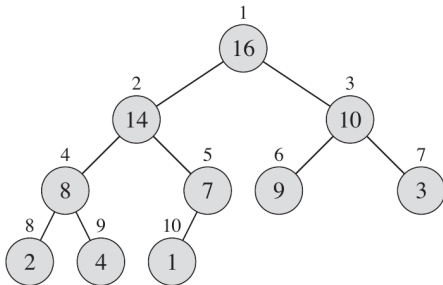
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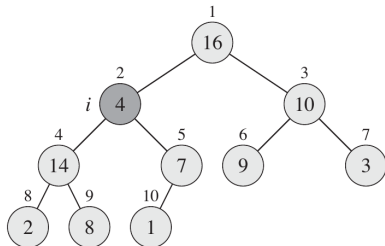
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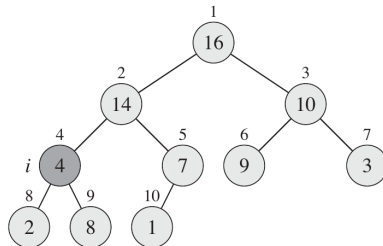
# MAX-HEAPIFY: Maintaining the heap property

- ▶ MAX-HEAPIFY( $A, i$ ) : binary trees rooted at LEFT( $i$ ) and RIGHT( $i$ ) satisfy max-heap property.

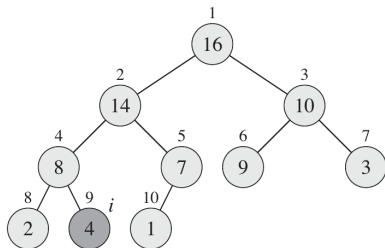
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(a)



(b)



(c)



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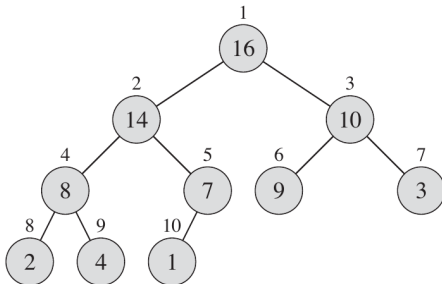
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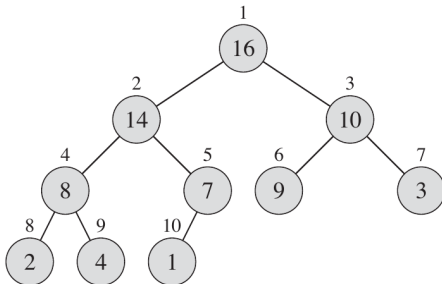
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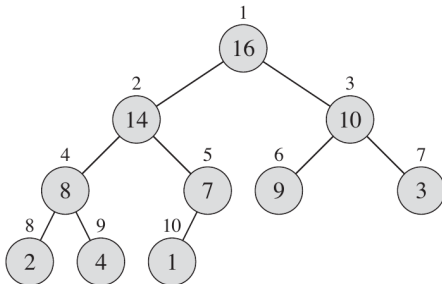


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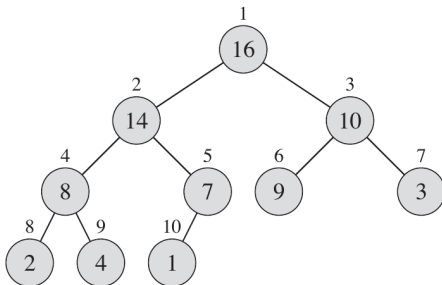
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$$\text{Maximum size of child subtree} < \frac{2n}{3}$$

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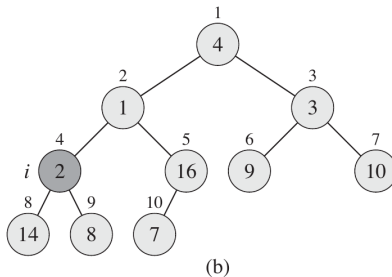
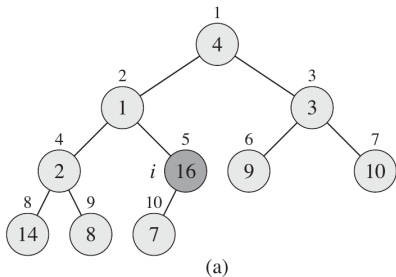
BUILD-MAX-HEAP( $A$ )

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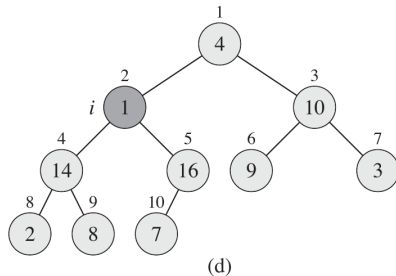
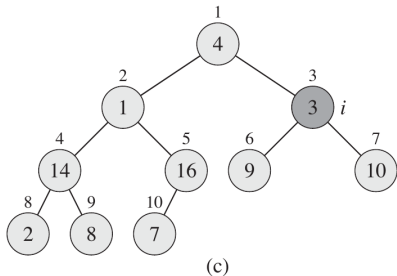
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4	1	3	2	16	9	10	14	8	7
---	---	---	---	----	---	----	----	---	---

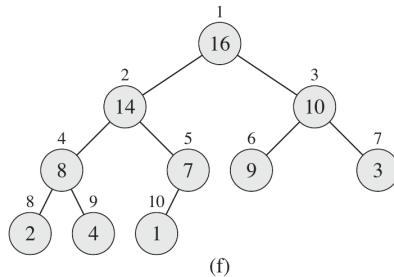
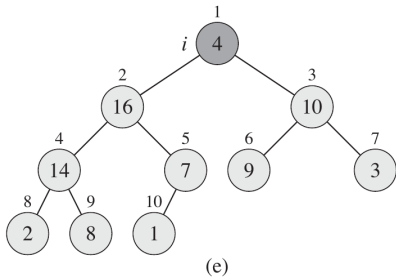




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Running time:  $O(n \lg n)$

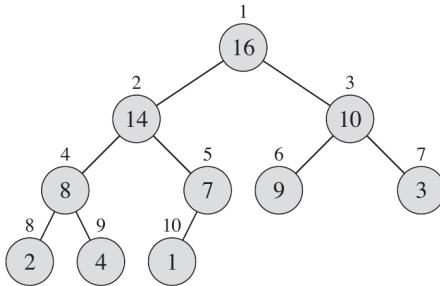
# BUILD-MAX-HEAP : Running time

BUILD-MAX-HEAP( $A$ )

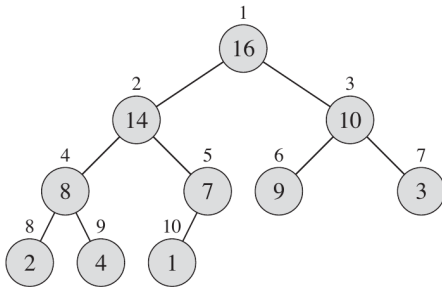
```
1   $A.heap-size = A.length$   
2  for  $i = \lfloor A.length/2 \rfloor$  downto 1  
3      MAX-HEAPIFY( $A, i$ )
```

Running time:  $O(n \lg n)$       { Not asymptotically tight }

Nodes with height  $h \leq \left\lceil \frac{n}{2^{h+1}} \right\rceil$



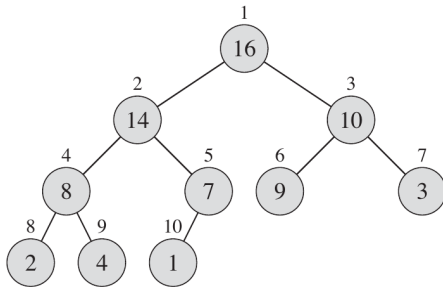
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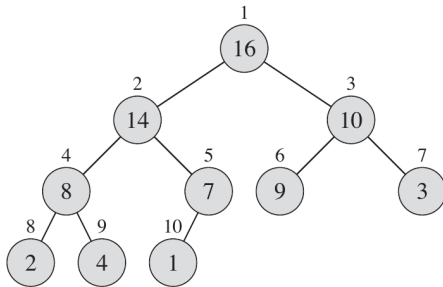
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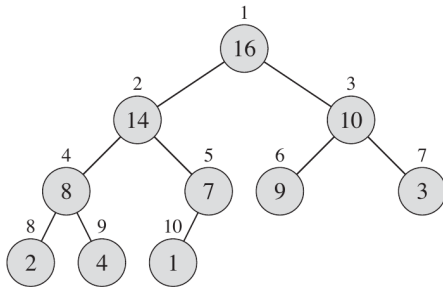
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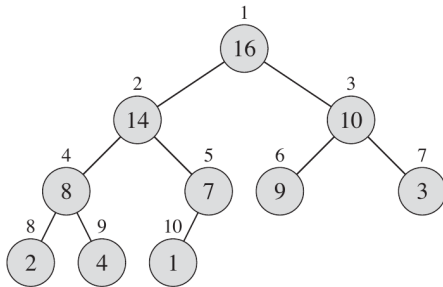
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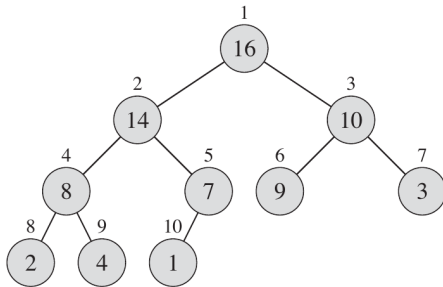
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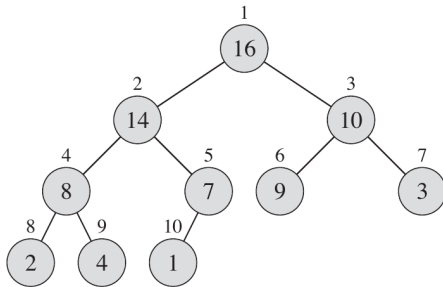
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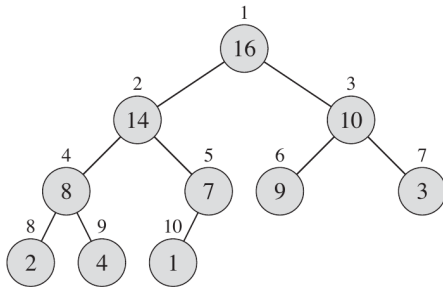


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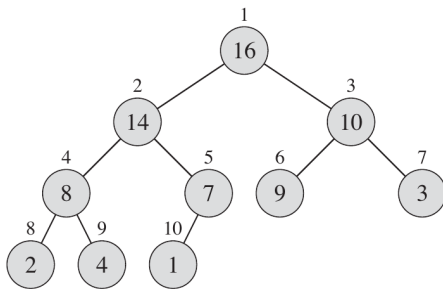
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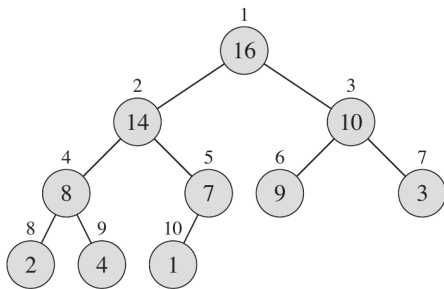
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BUILD-MAX-HEAP( $A$ )

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▶ Multiplying  $x$  on both sides

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- ▶ We can construct a max heap (or a min heap) from an unordered array in  $O(n)$  time.

# Heapsort

HEAPSORT( $A$ )

```
1  BUILD-MAX-HEAP( $A$ )
2  for  $i = A.length$  downto 2
3      exchange  $A[1]$  with  $A[i]$ 
4       $A.heap-size = A.heap-size - 1$ 
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- ▶ Running time :  $O(n \lg n)$
- ▶ Operation (P. 161)

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- ▶ Job scheduling
- ▶ Two forms : max-priority queue and min priority-queue
- ▶ Max-priority queue operations:
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  2. Maximum( $S$ )
  3. Extract-Max( $S$ )
  4. Increase-Key( $S, x, k$ )

# Priority Queues

HEAP-MAXIMUM( $A$ )

1   **return**  $A[1]$

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HEAP-EXTRACT-MAX( $A$ )

```
1  if  $A.heap-size < 1$ 
2      error “heap underflow”
3   $max = A[1]$ 
4   $A[1] = A[A.heap-size]$ 
5   $A.heap-size = A.heap-size - 1$ 
6  MAX-HEAPIFY( $A, 1$ )
7  return  $max$ 
```

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4   $A[1] = A[A.heap-size]$   
5   $A.heap-size = A.heap-size - 1$   
6  MAX-HEAPIFY( $A, 1$ )  
7  return  $max$ 
```

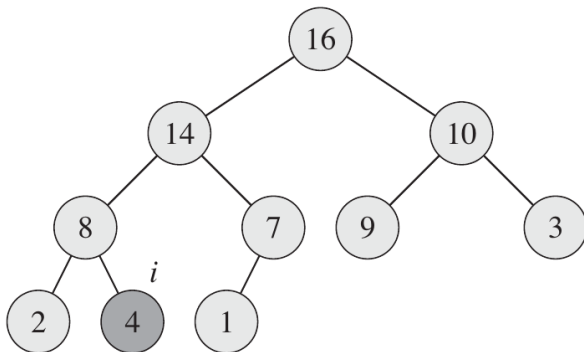
Running time of Heap-Extract-Max :  $O(\lg n)$

# Heap-Increase-Key

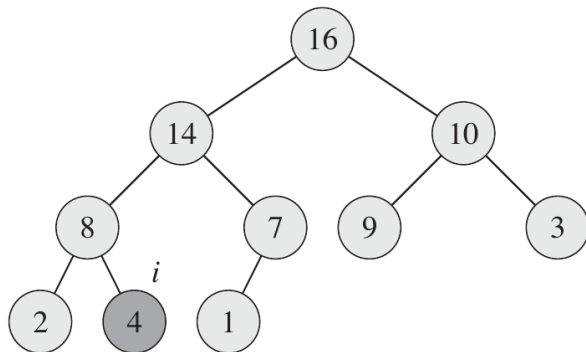
HEAP-INCREASE-KEY( $A, i, key$ )

```
1  if  $key < A[i]$ 
2      error “new key is smaller than current key”
3   $A[i] = key$ 
4  while  $i > 1$  and  $A[\text{PARENT}(i)] < A[i]$ 
5      exchange  $A[i]$  with  $A[\text{PARENT}(i)]$ 
6       $i = \text{PARENT}(i)$ 
```

# Heap-Increase-Key



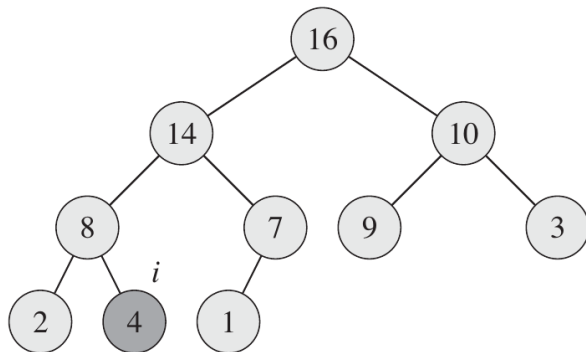
# Heap-Increase-Key



- Suppose we increase the value at index  $i$  to 15.



# Heap-Increase-Key



- ▶ Suppose we increase the value at index  $i$  to 15.
- ▶ Running time of Heap-Increase-Key :  $O(\lg n)$

# Max-Heap-Insert

MAX-HEAP-INSERT( $A, key$ )

- 1  $A.heap-size = A.heap-size + 1$
- 2  $A[A.heap-size] = -\infty$
- 3 HEAP-INCREASE-KEY( $A, A.heap-size, key$ )

# Max-Heap-Insert

MAX-HEAP-INSERT( $A, key$ )

- 1  $A.heap-size = A.heap-size + 1$
- 2  $A[A.heap-size] = -\infty$
- 3 HEAP-INCREASE-KEY( $A, A.heap-size, key$ )

Running time of Heap-Increase-Key :  $O(\lg n)$

# Priority Queue

- ▶ Using a heap, all the basic operations can be performed in  $O(\lg n)$  time.

