

L02.03

Heap (II)

50.004 Introduction to Algorithm
Gemma Roig
(slides adapted from Dr. Simon LUI)
ISTD, SUTD

What is this lecture about

- It is a simpler version of Heap I (L02.02)
- With step by step examples

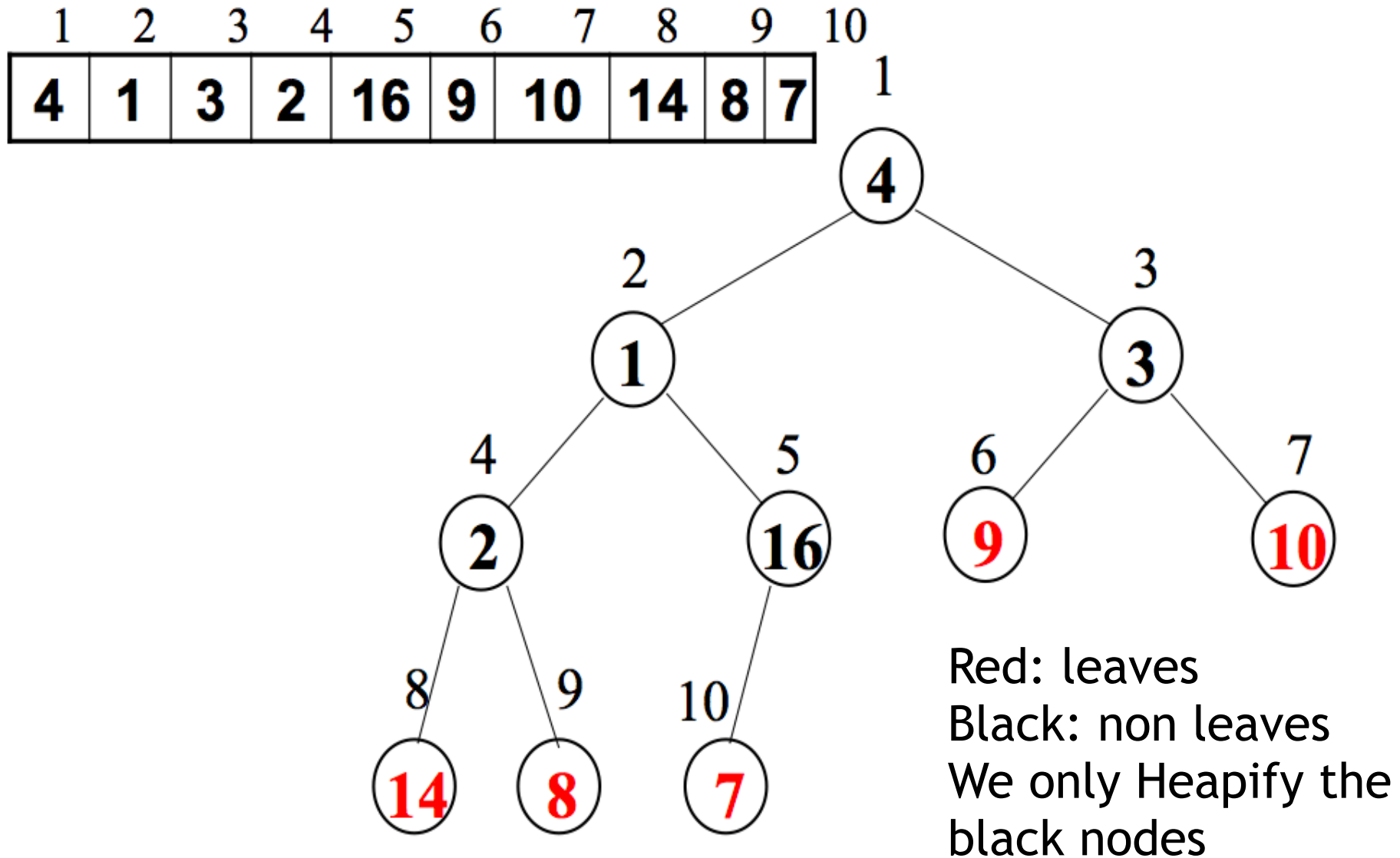
Build Max Heap

Build Max Heap

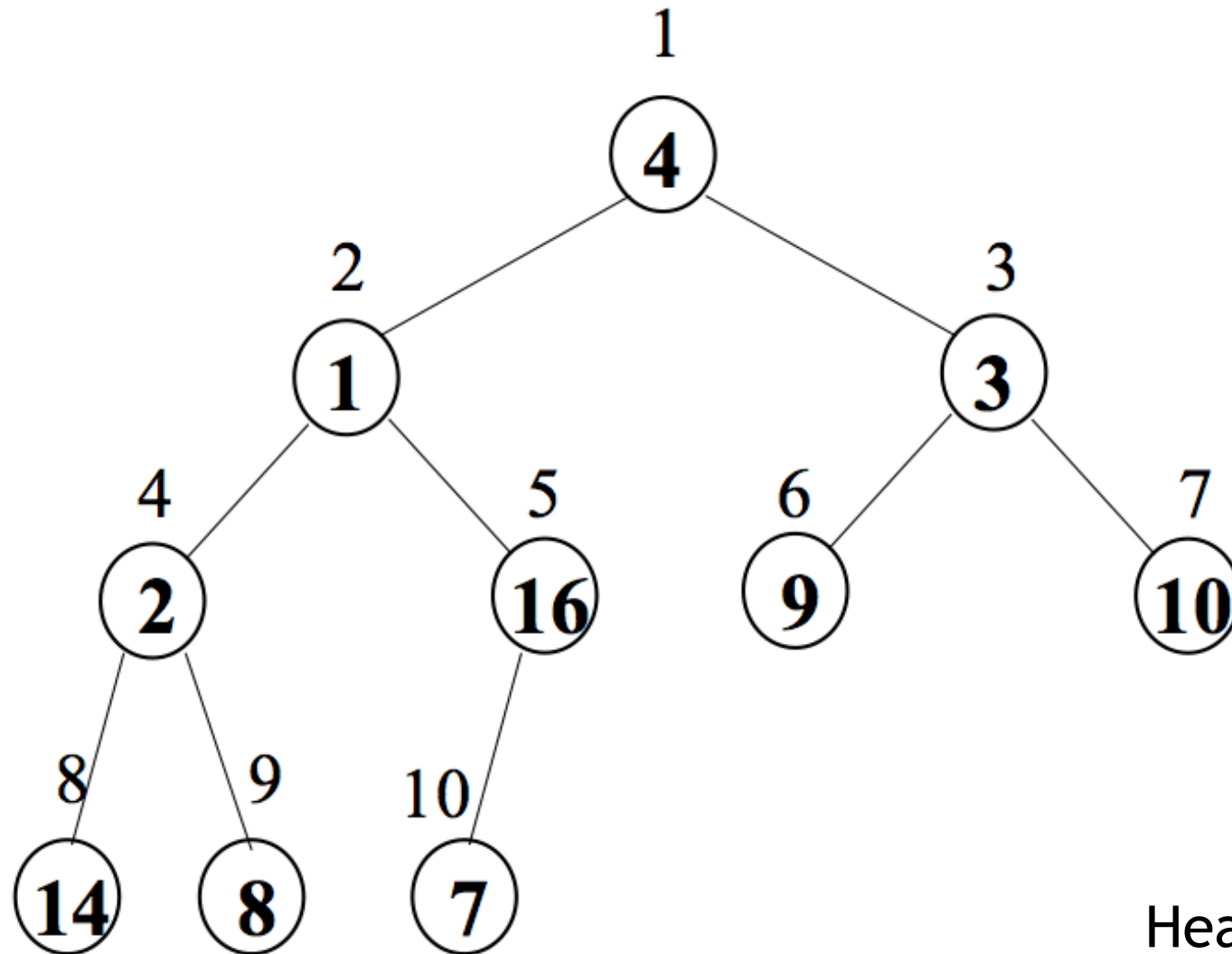
Build-Max-Heap(A)

1. $heap-size[A] \leftarrow length[A]$
2. for $i \leftarrow \lfloor length[A]/2 \rfloor$ downto 1
3. do Max-Heapify(A,i)

Example: Build_Max_Heap

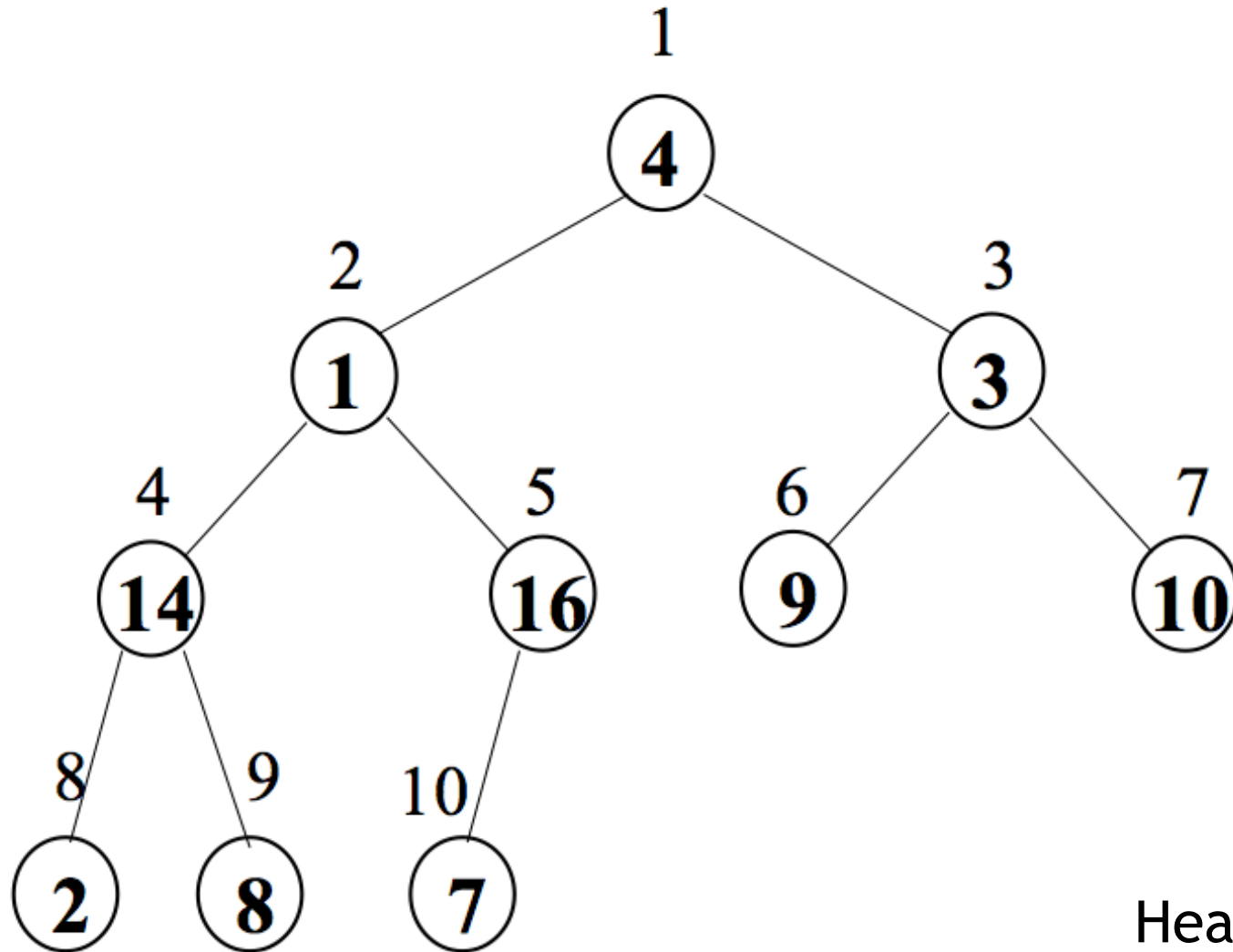


Example: Build_Max_Heap



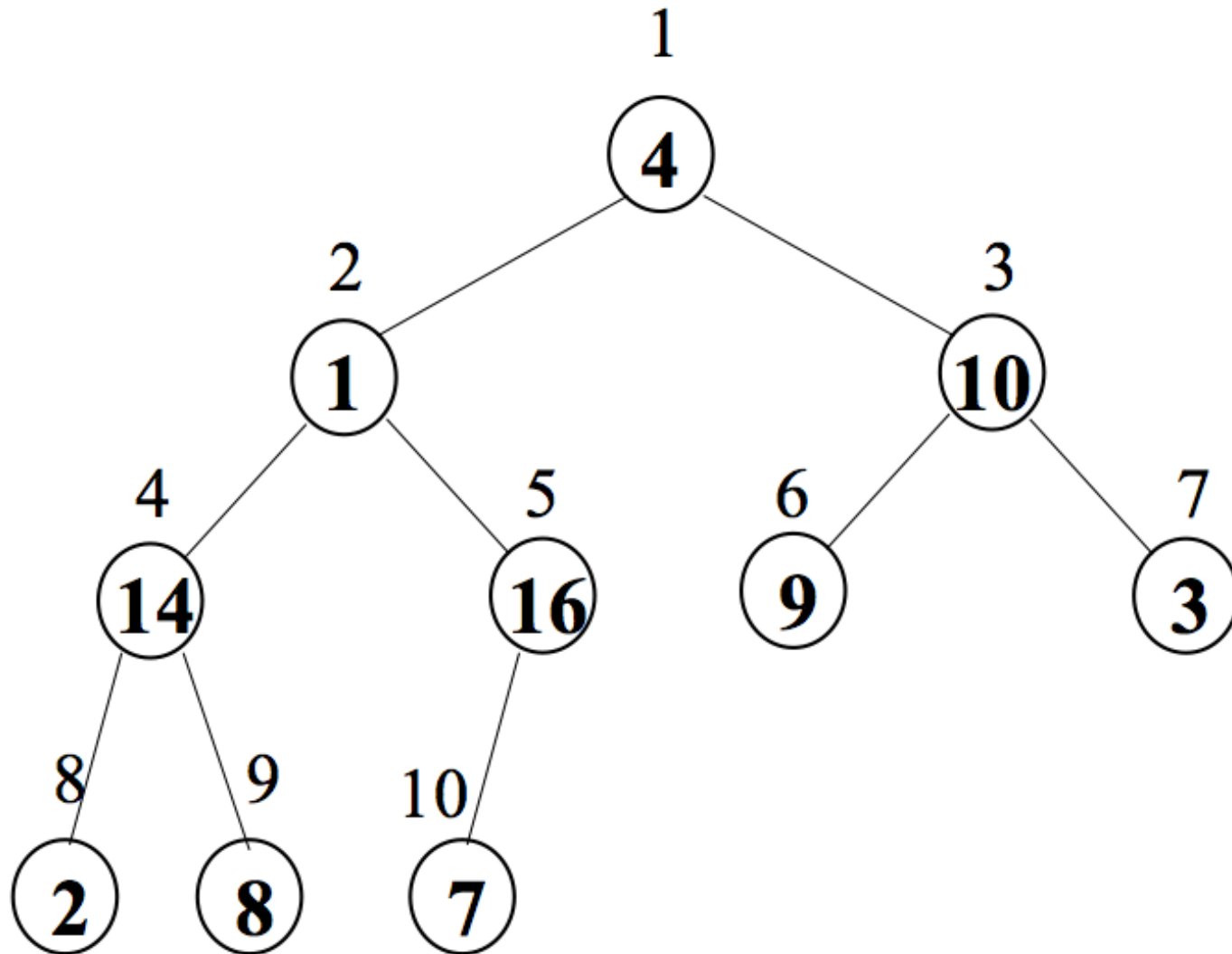
Heapify(A,5)

Example: Build_Max_Heap



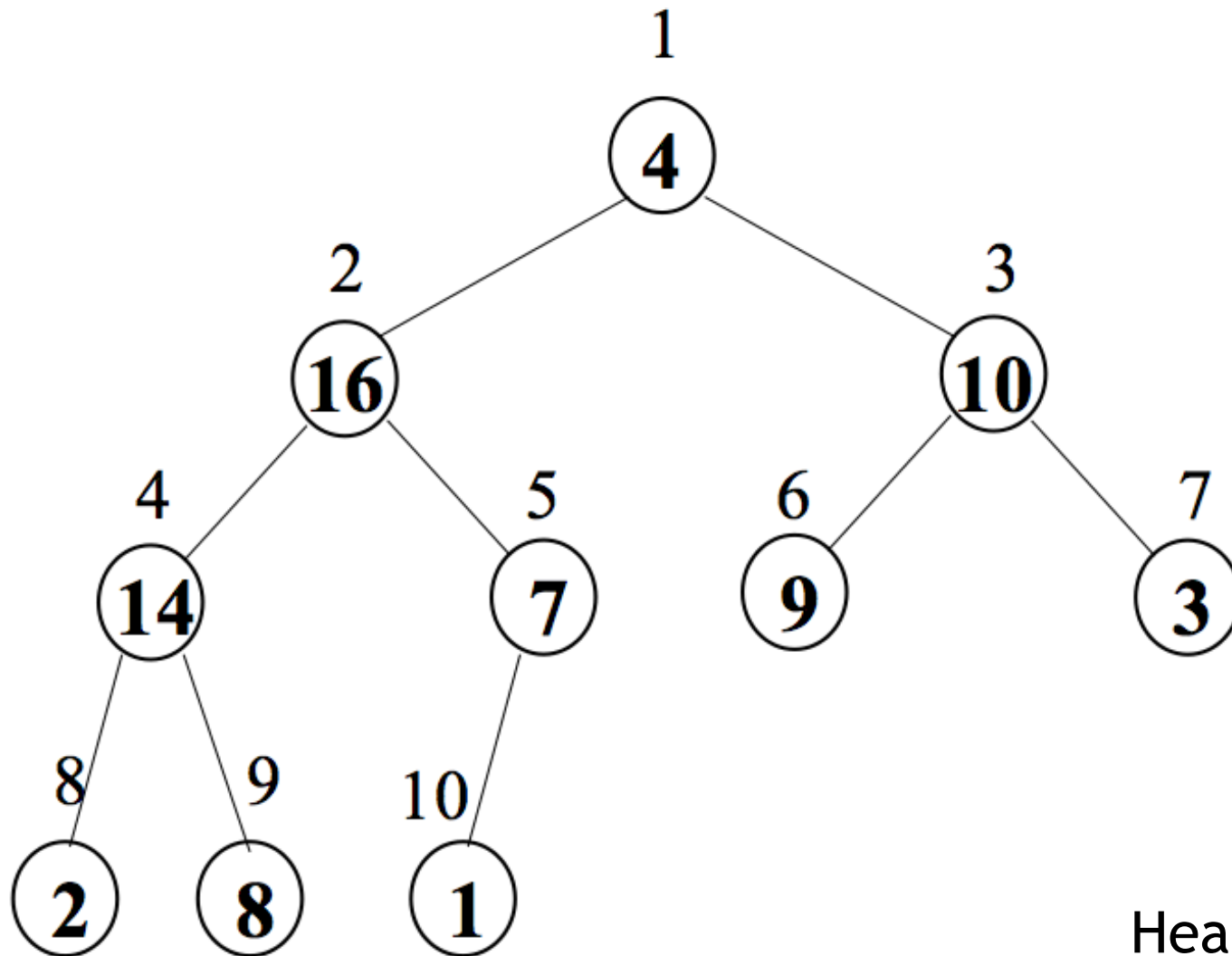
Heapify(A,4)

Example: Build_Max_Heap



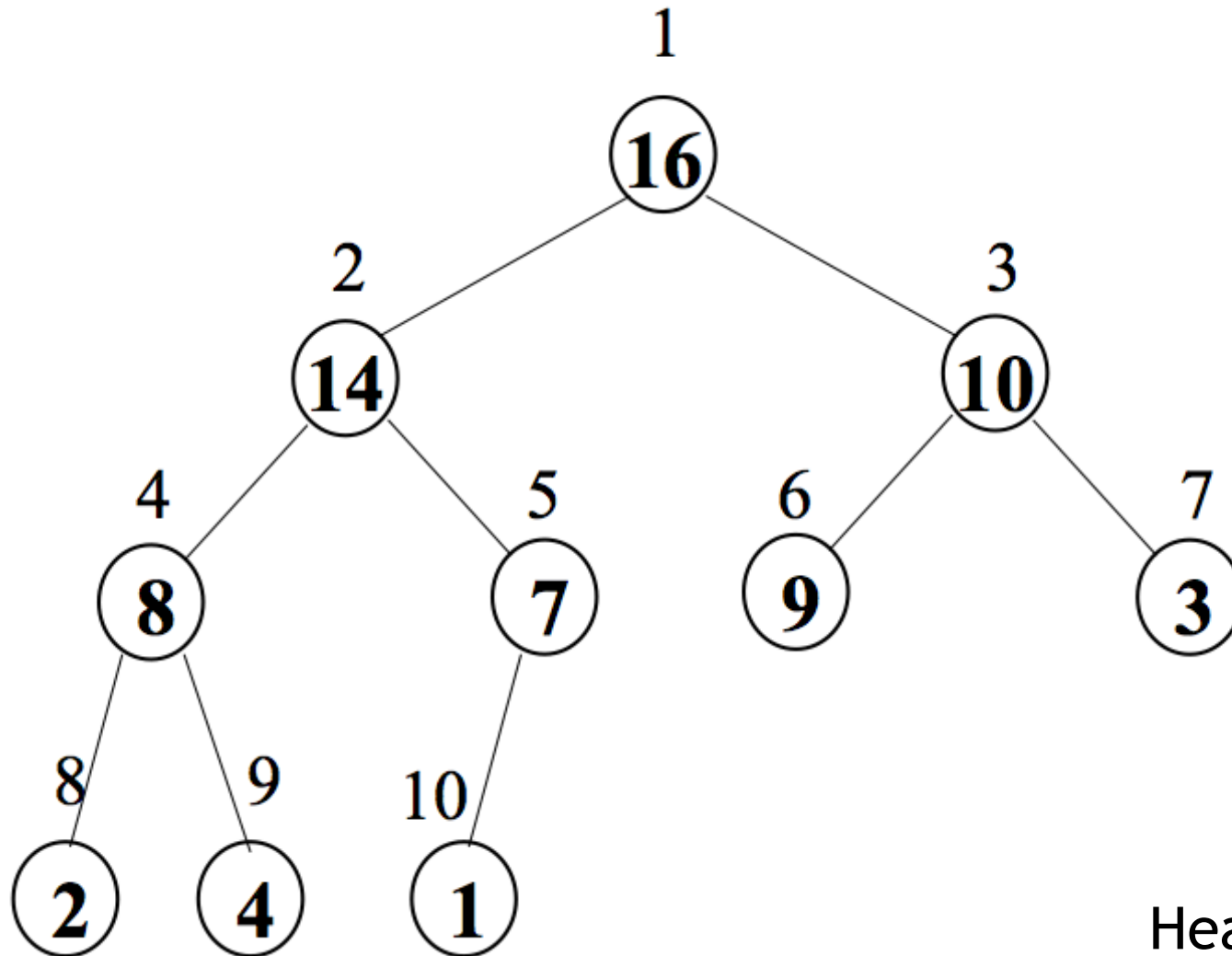
Heapify(A,3)

Example: Build_Max_Heap



Heapify(A,2)

Example: Build_Max_Heap



Heapify(A,1)

Heapify

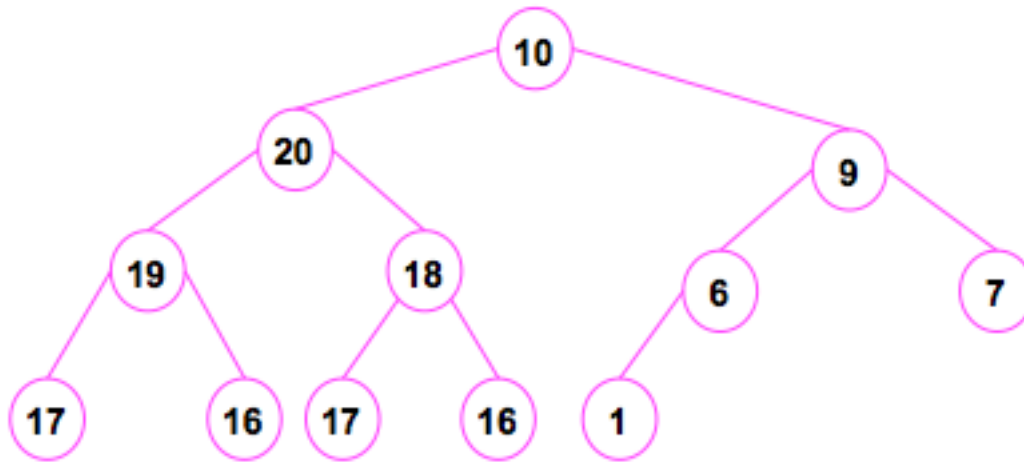
Heapify

Max-Heapify(A, i)

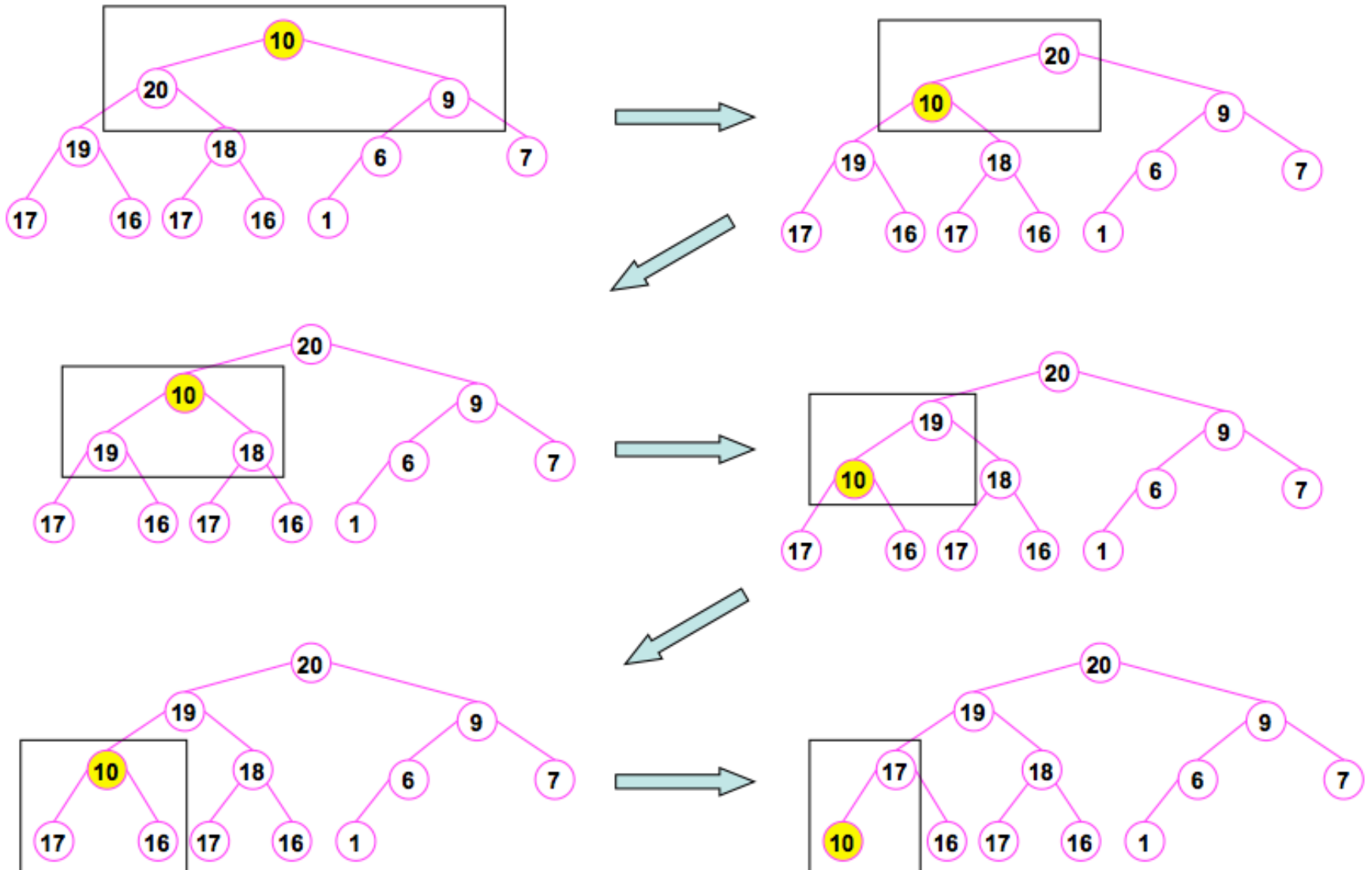
1. $l \leftarrow \text{Left}(i)$
2. $r \leftarrow \text{Right}(i)$
3. if $l \leq \text{heap-size}[A]$ and $A[l] > A[i]$
4. then $\text{largest} \leftarrow l$
5. else $\text{largest} \leftarrow i$
6. if $r \leq \text{heap-size}[A]$ and $A[r] > A[\text{largest}]$
7. then $\text{largest} \leftarrow r$
8. if $\text{largest} \neq i$
9. then swap($A[i]$, $A[\text{largest}]$)
 Max-Heapify(A, largest)

Example: Heapify

- Node(1) violates the max heap rule



Example: Heapify



Priority Queue

Priority Queue

- There are many kinds of priority Queue
 - Array Priority Queue
 - List Priority Queue
 - Heap Priority Queue



We will work on this today

Priority Queue operations

Insert(A, key): insert a key, then heapify and maintain the heap structure

Max(A): returns the largest key

Extract-Max(A): returns the largest key, remove it, then heapify and maintains the heap property

Increase-Key(A, i, key): Increase the key of index i

Priority Queue - the algorithm

Max (A)

1. **return** $A[1]$

Extract-Max(A)

1. if $heap-size[A] < 1$
2. **then error** “heap underflow”
3. $max \leftarrow A[1]$
4. $A[1] \leftarrow A[heap-size[A]]$
5. $heap-size[A] \leftarrow heap-size[A] - 1$
6. Max-Heapify(A,1)
7. **return** max

Priority Queue - the algorithm

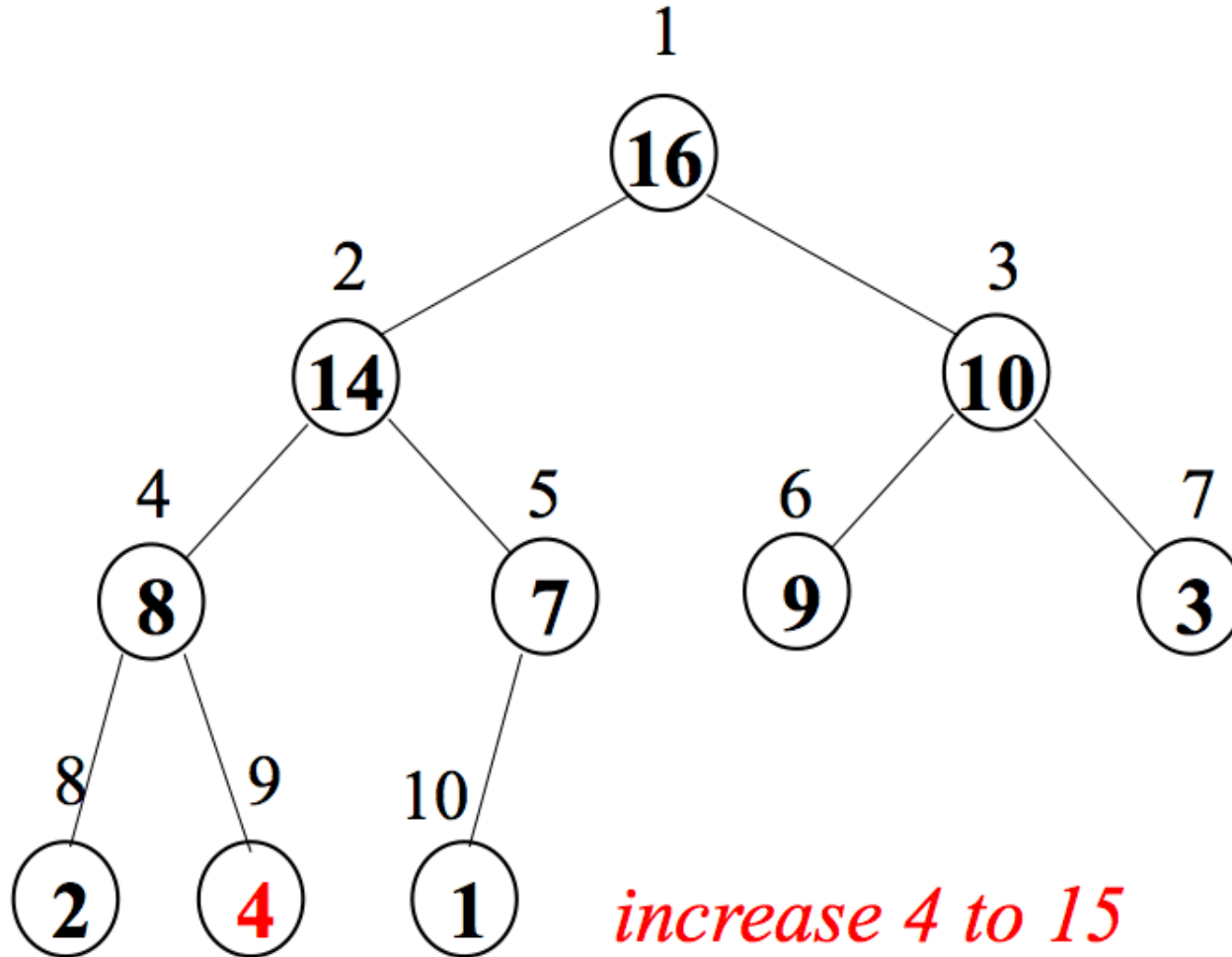
Increase-Key(A,i,key)

1. **if** $\text{key} < A[i]$
2. **then error** “new key is smaller than current key”
3. $A[i] \leftarrow \text{key}$
4. **while** $i > 1$ and $A[\text{Parent}(i)] < A[i]$
5. **do** exchange $A[i] \leftrightarrow A[\text{Parent}(i)]$
6. $i \leftarrow \text{Parent}(i)$

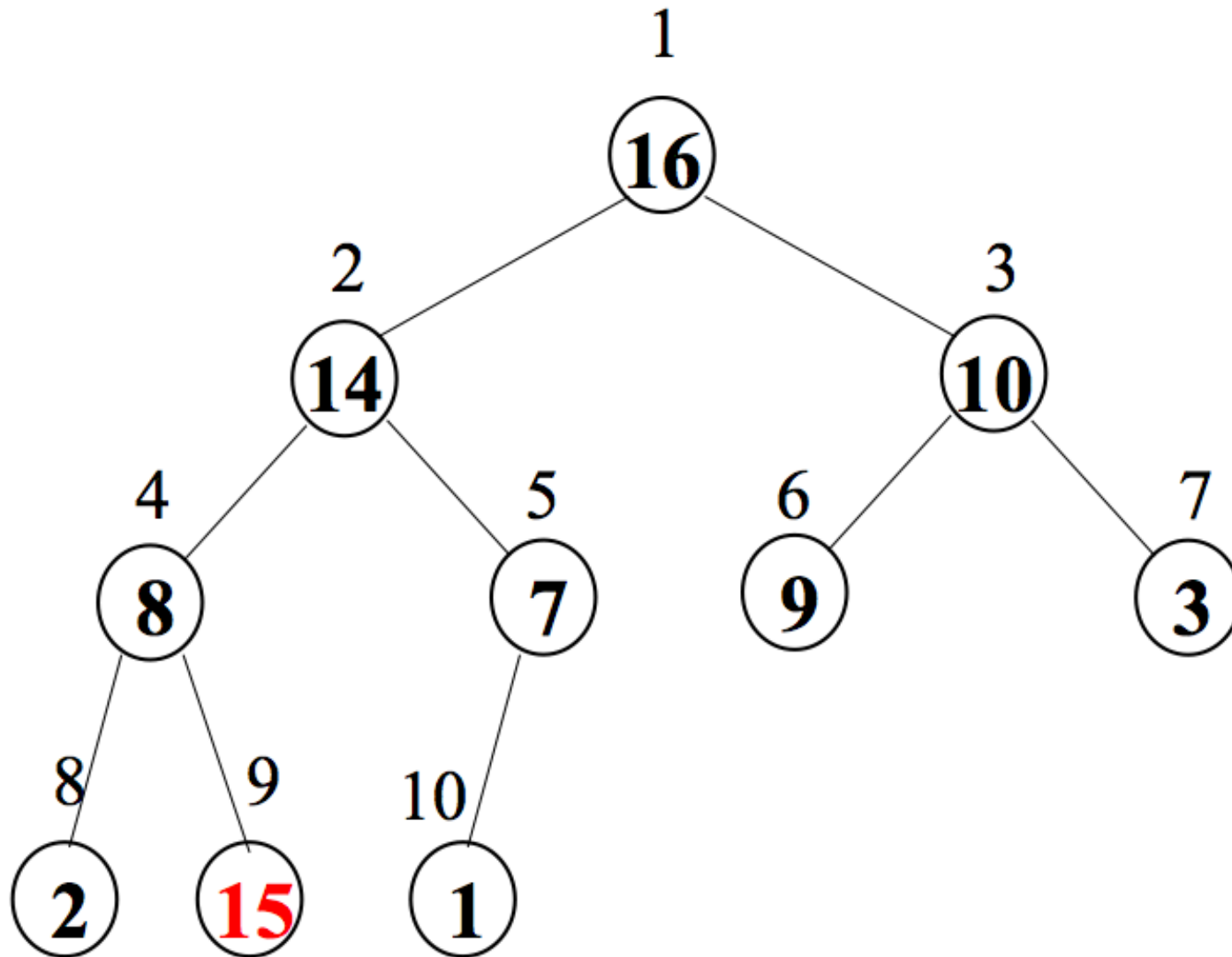
Insert(A,key)

1. $\text{heap-size}[A] \leftarrow \text{heap-size}[A] + 1$
2. $A[\text{heap-size}[A]] \leftarrow -\infty$
3. Heap-Increase-Key(A , $\text{heap-size}[A]$, key)

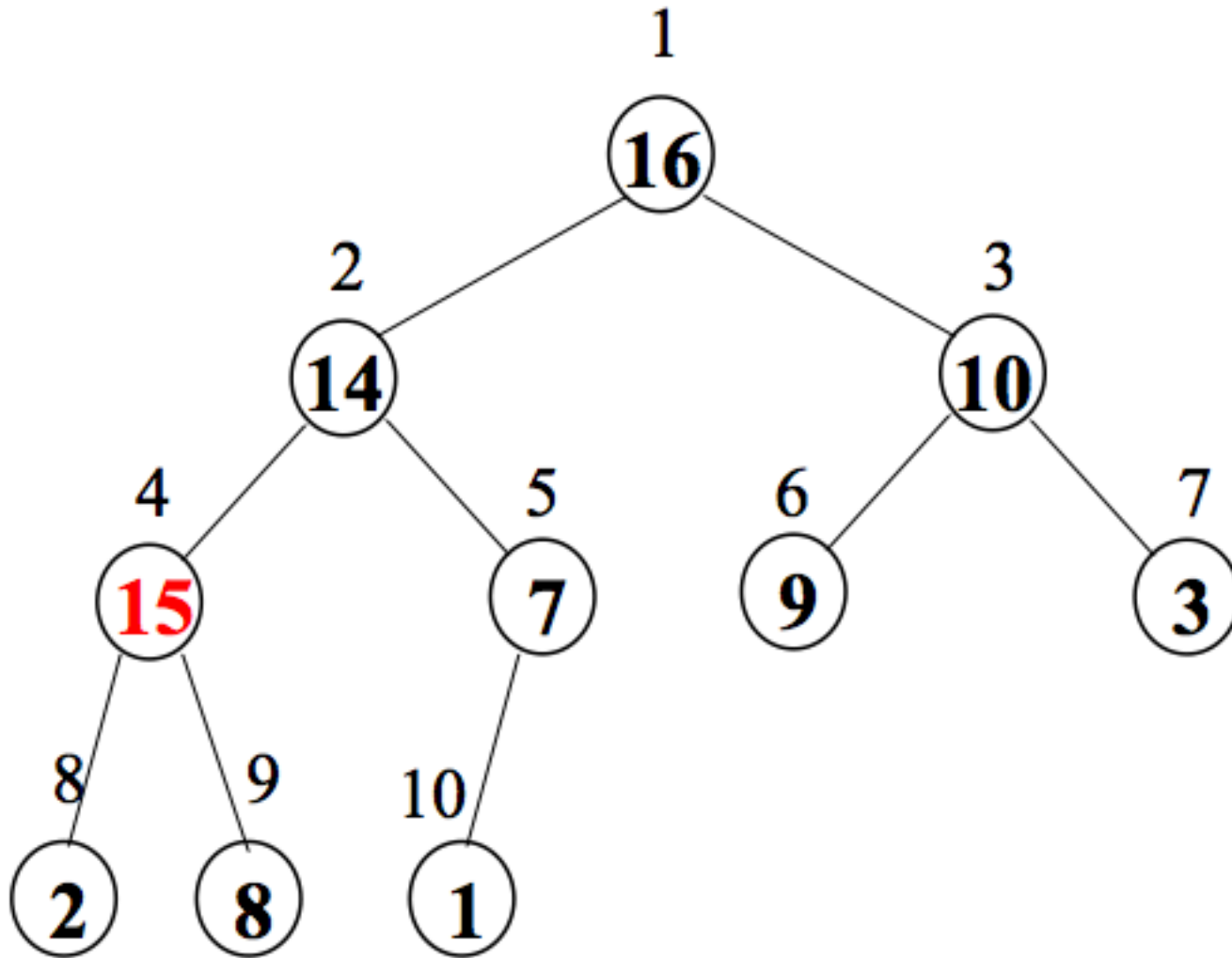
Example: increase key



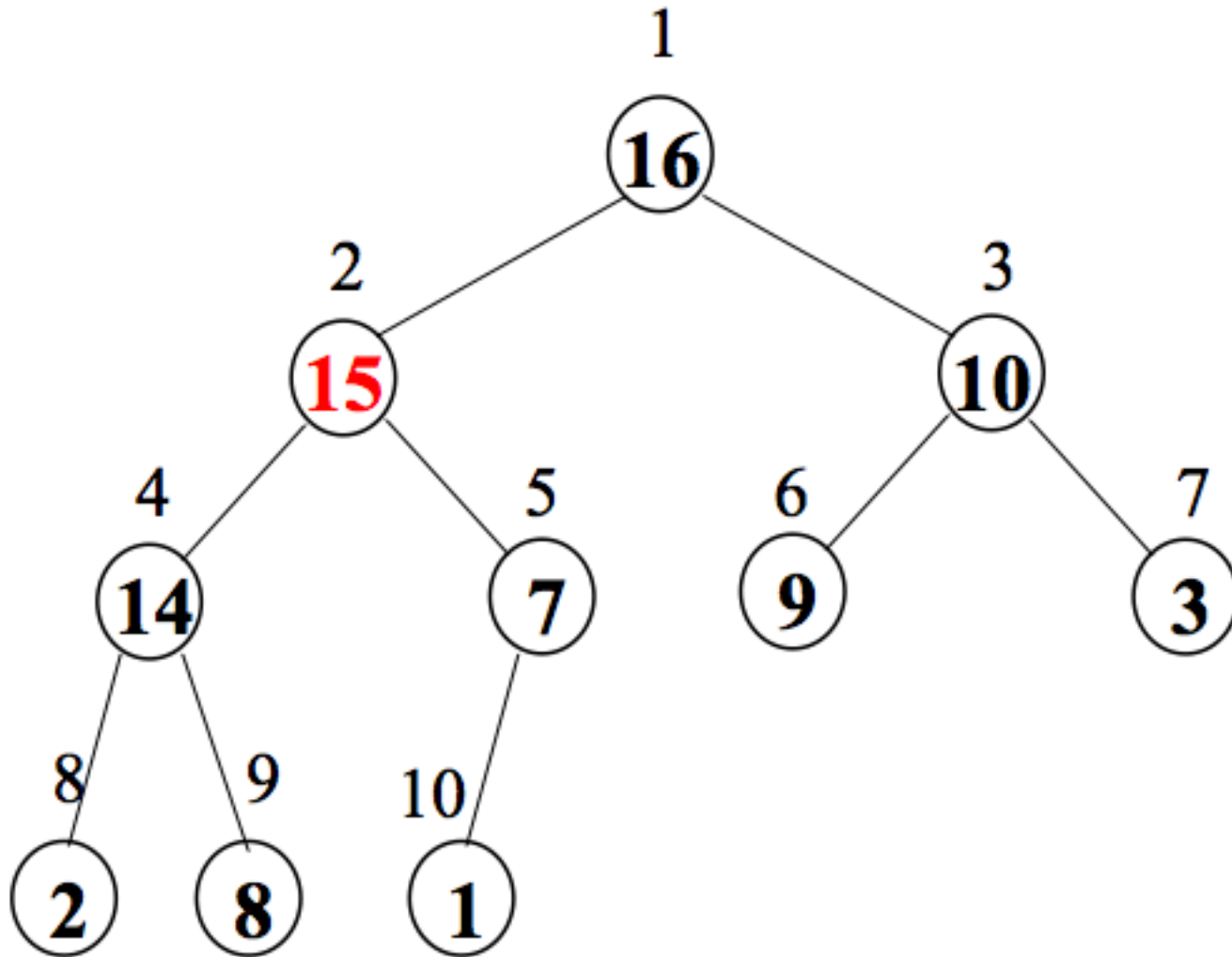
Example: increase key



Example: increase key



Example: increase key



Heap sort

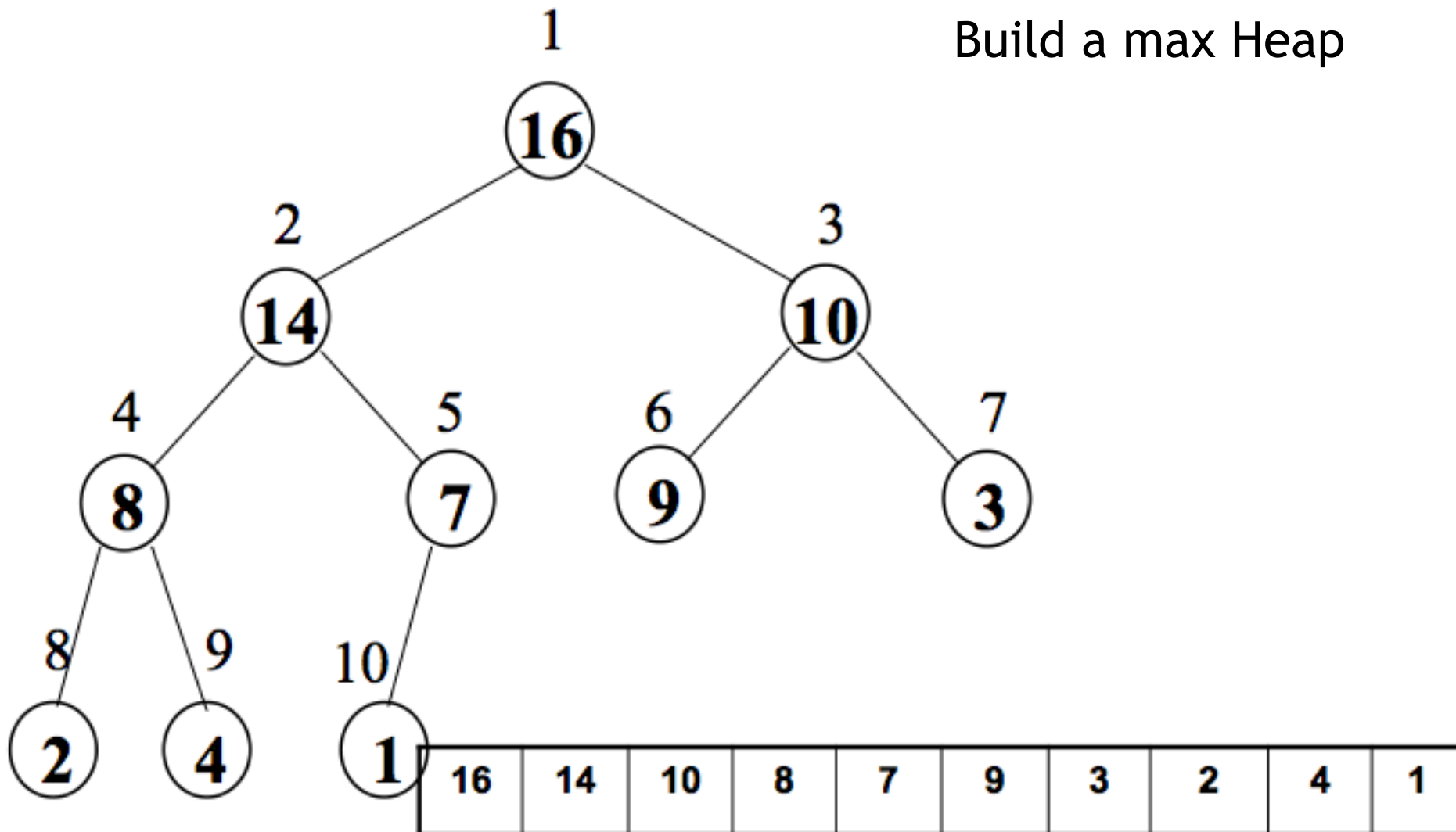
Heap sort

Heapsort(A)

1. Build-Max-Heap(A)
2. for $i \leftarrow \text{length}[A]$ downto 2
3. **do** exchange $A[1] \leftrightarrow A[i]$
4. $\text{heap-size}[A] \leftarrow \text{heap-size}[A]-1$
5. Max-Heapify(A,1)

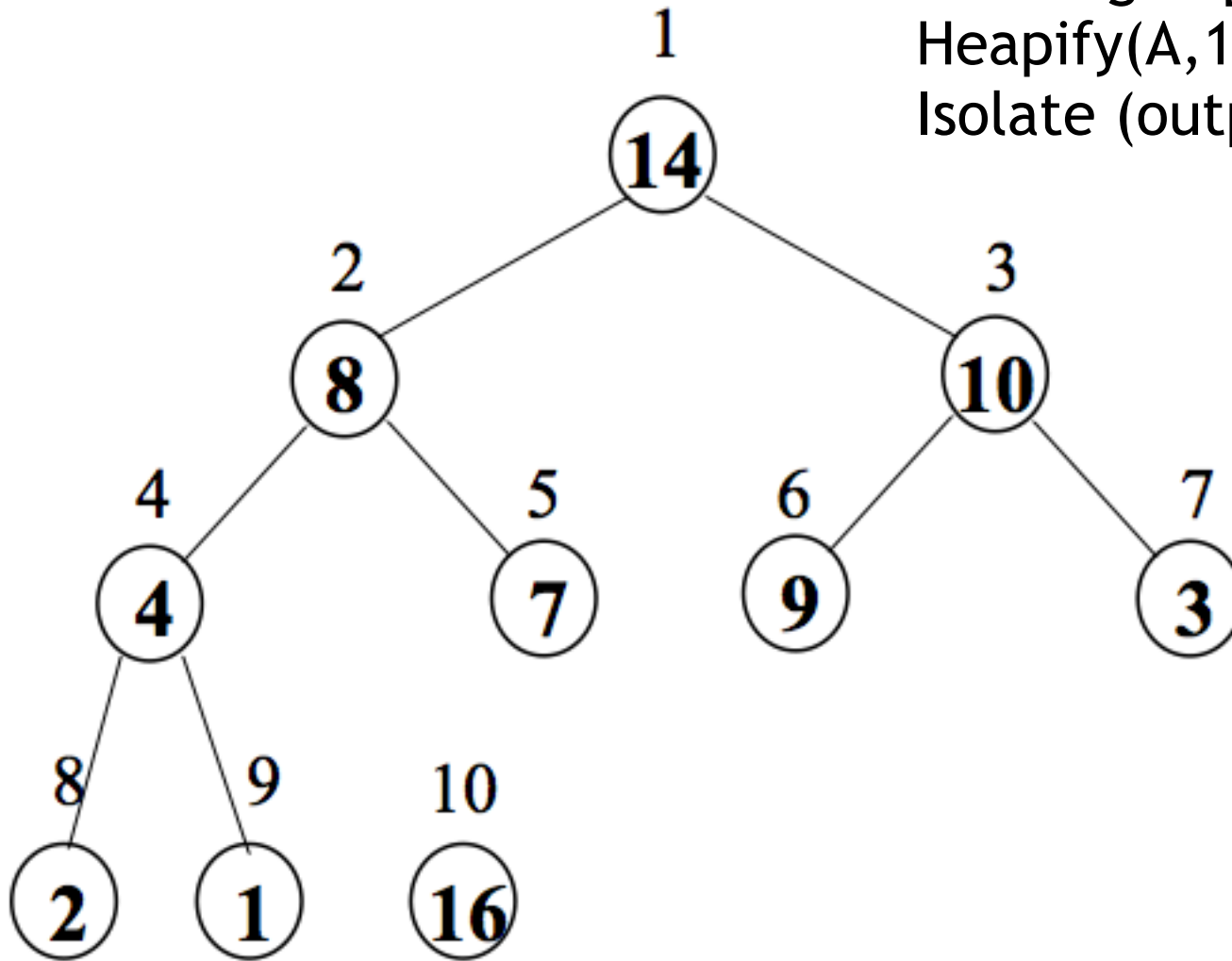
Example: Heap sort

Build a max Heap



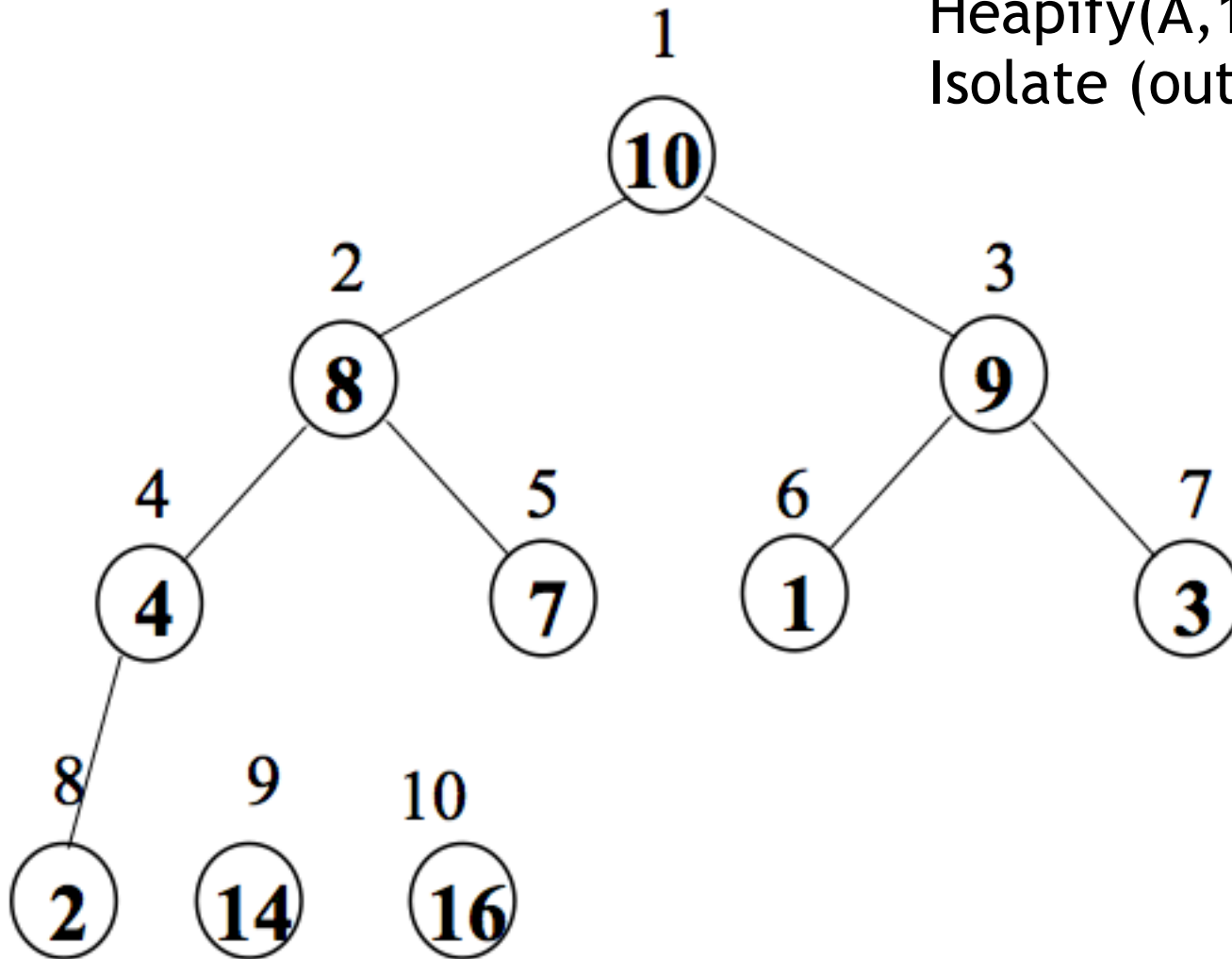
Example: Heap sort

Exchange $A[1]$ and $A[10]$
Heapify($A, 1$)
Isolate (output) $A[10]$



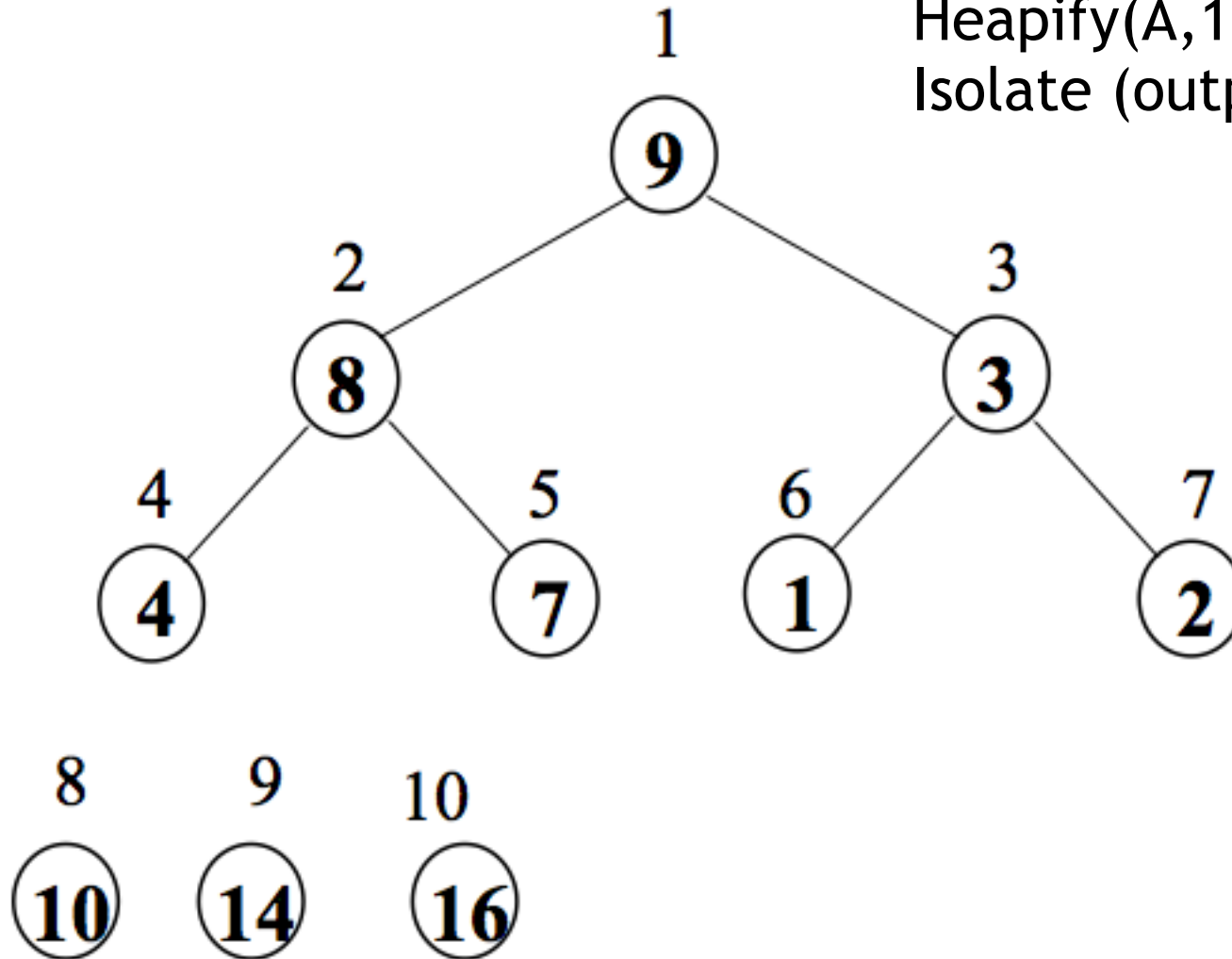
Example: Heap sort

Exchange $A[1]$ and $A[9]$
Heapify($A, 1$)
Isolate (output) $A[9]$

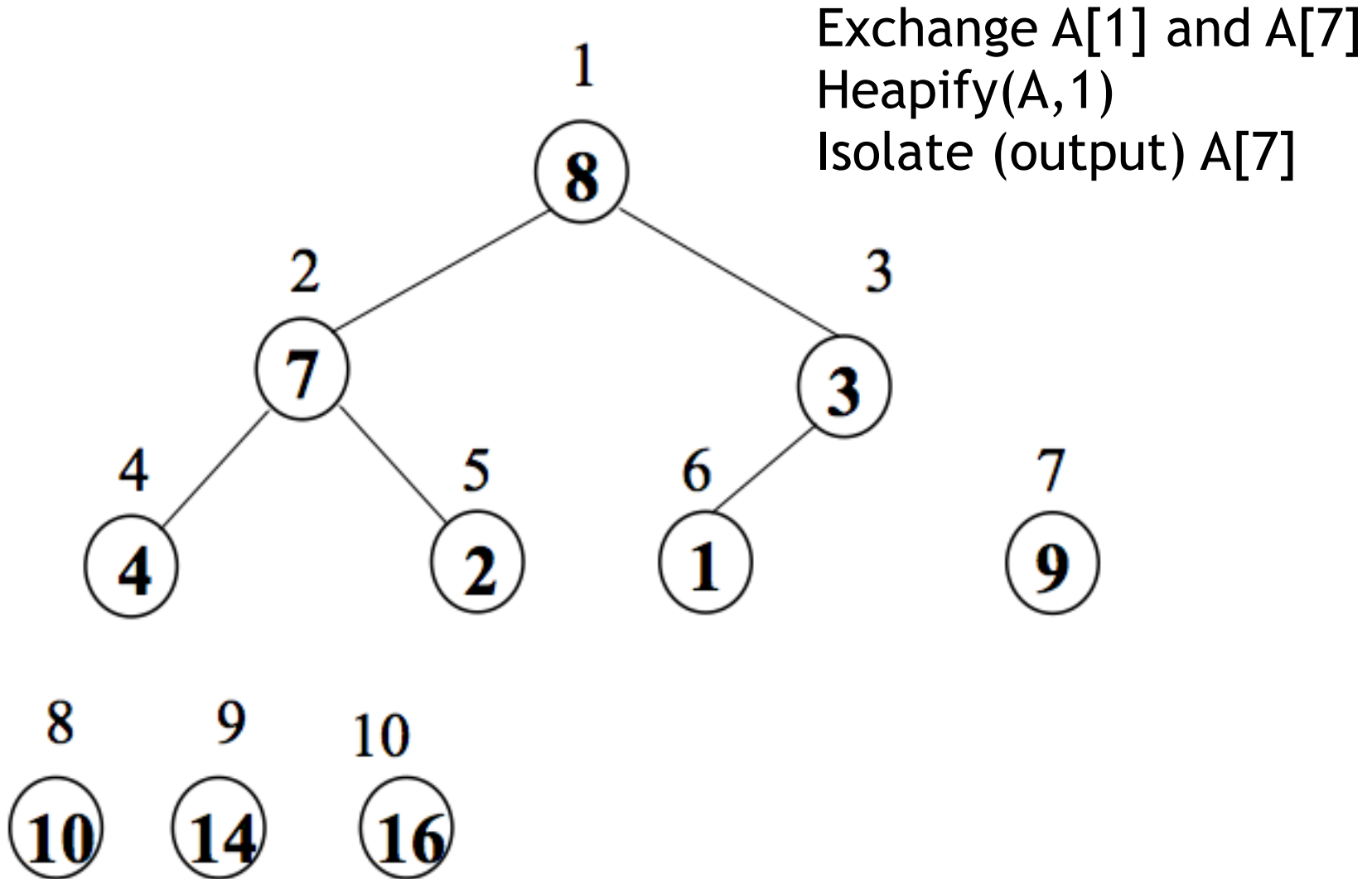


Example: Heap sort

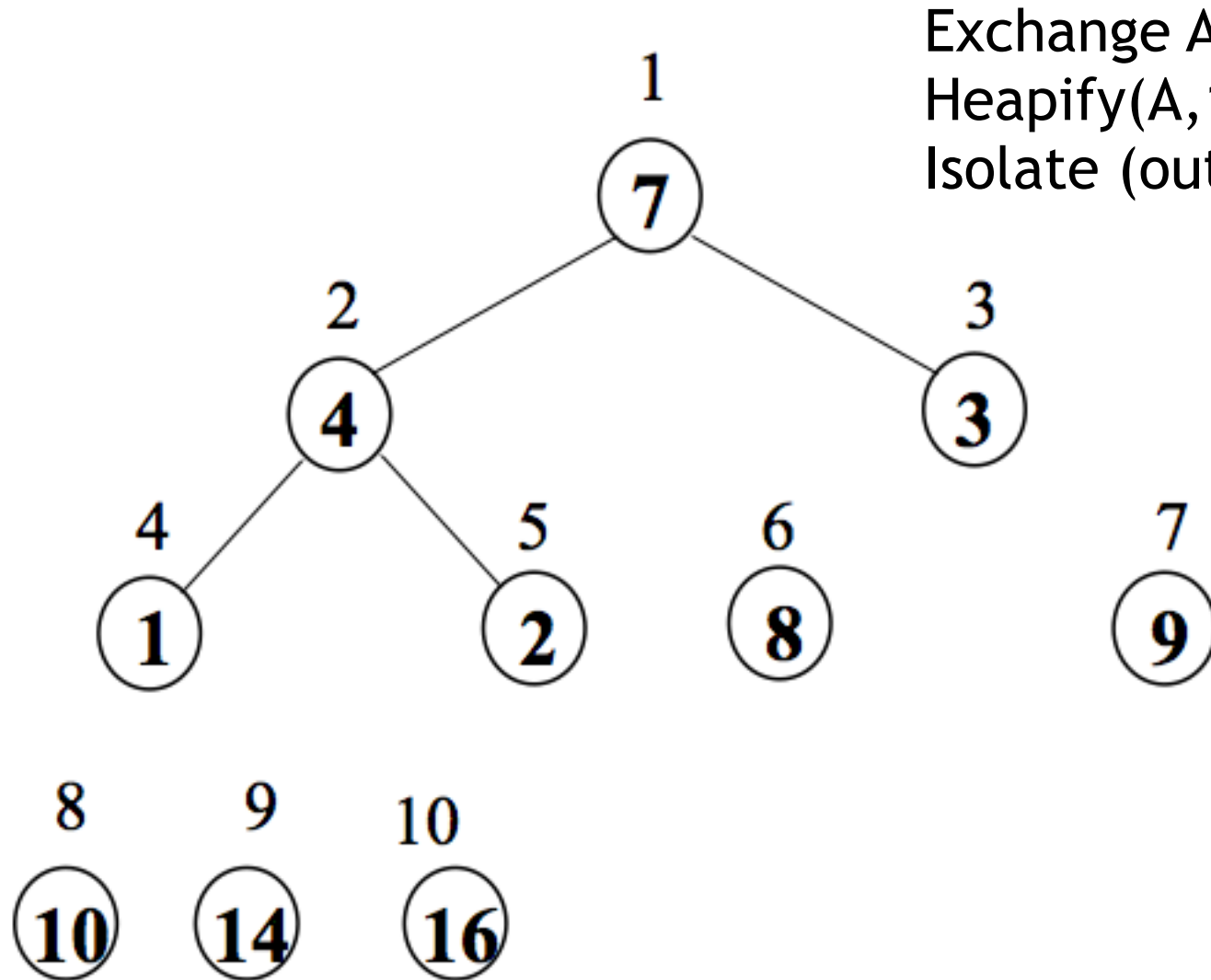
Exchange $A[1]$ and $A[8]$
Heapify($A, 1$)
Isolate (output) $A[8]$



Example: Heap sort



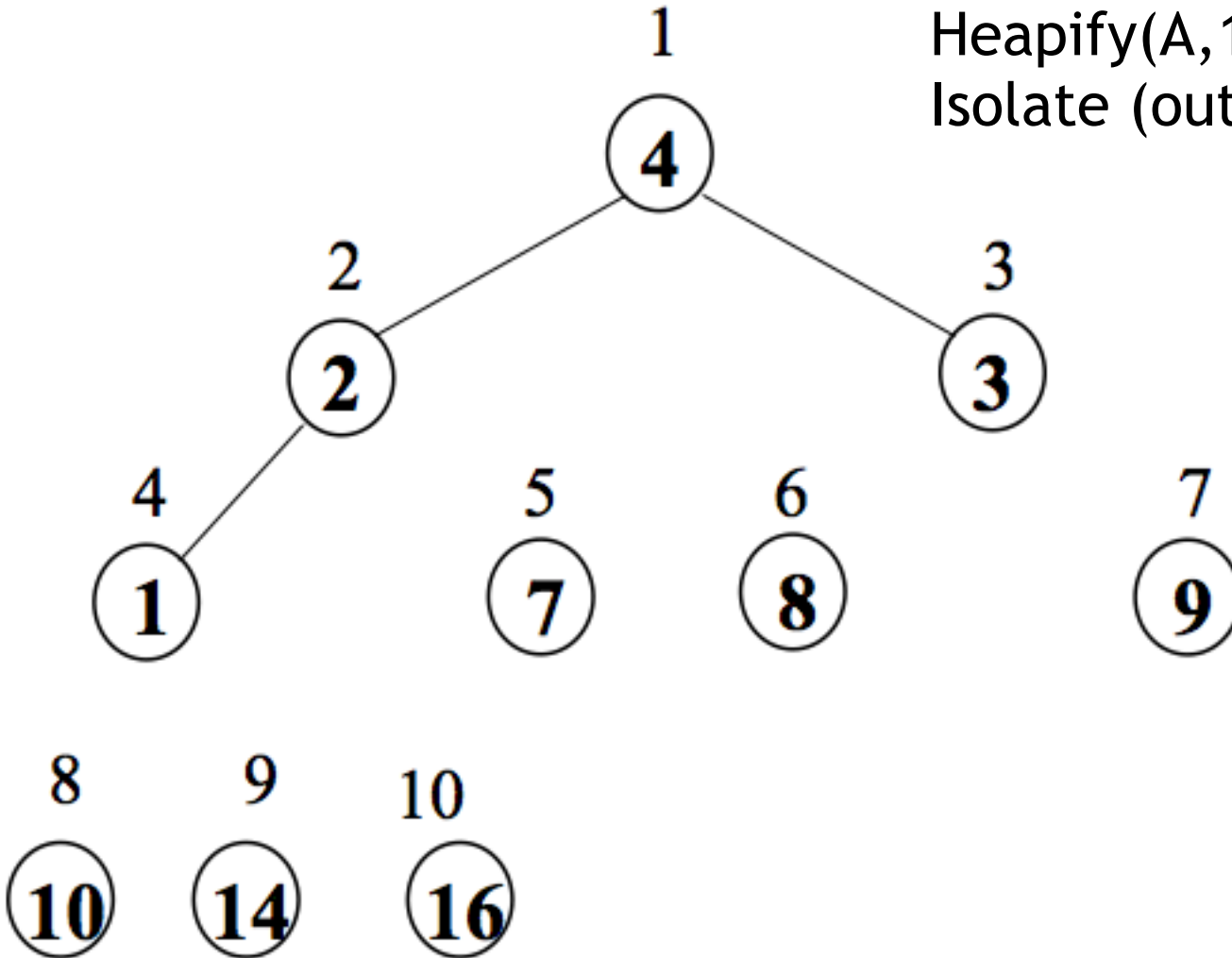
Example: Heap sort



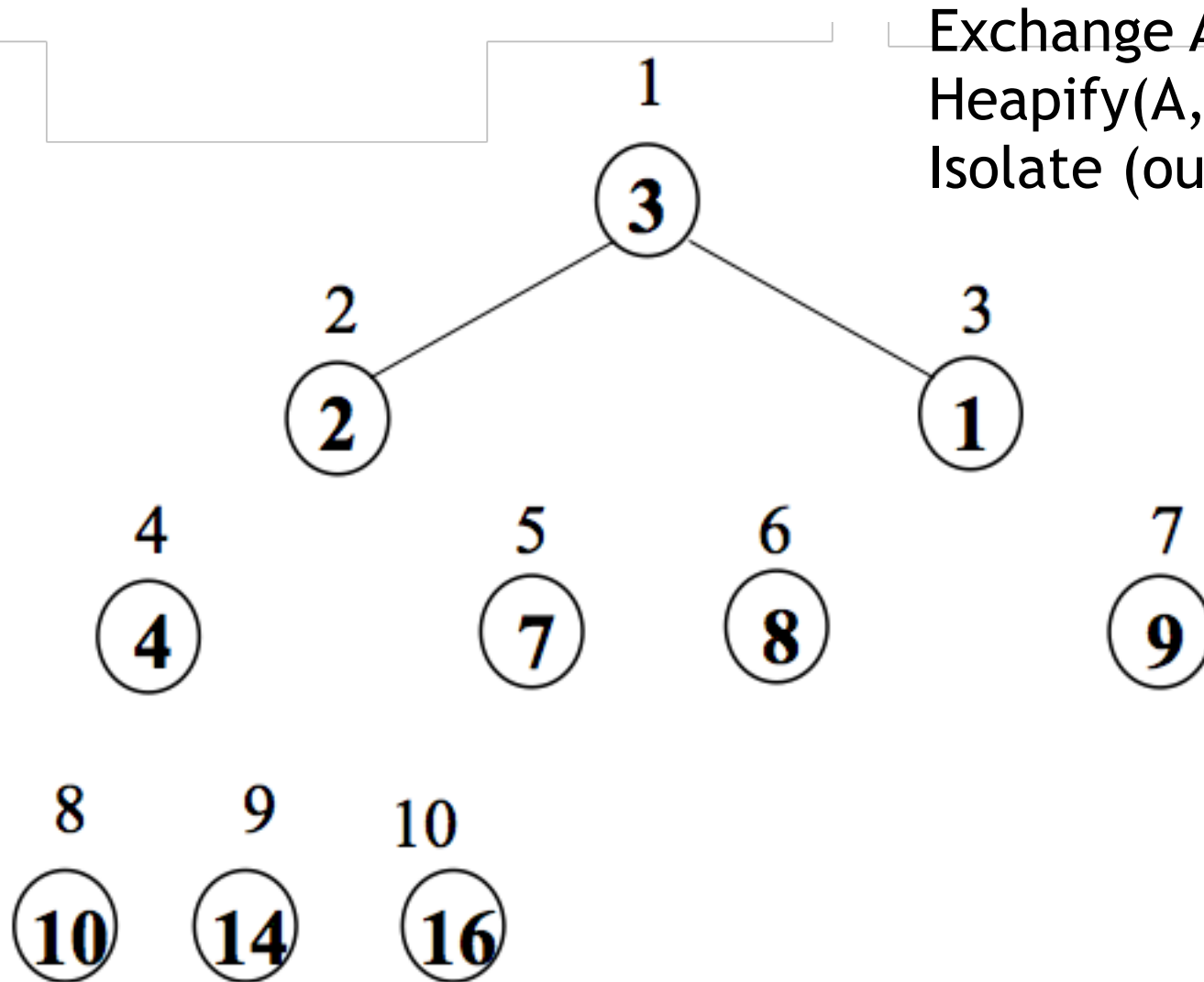
Exchange $A[1]$ and $A[6]$
Heapify($A, 1$)
Isolate (output) $A[6]$

Example: Heap sort

Exchange $A[1]$ and $A[5]$
Heapify($A, 1$)
Isolate (output) $A[5]$



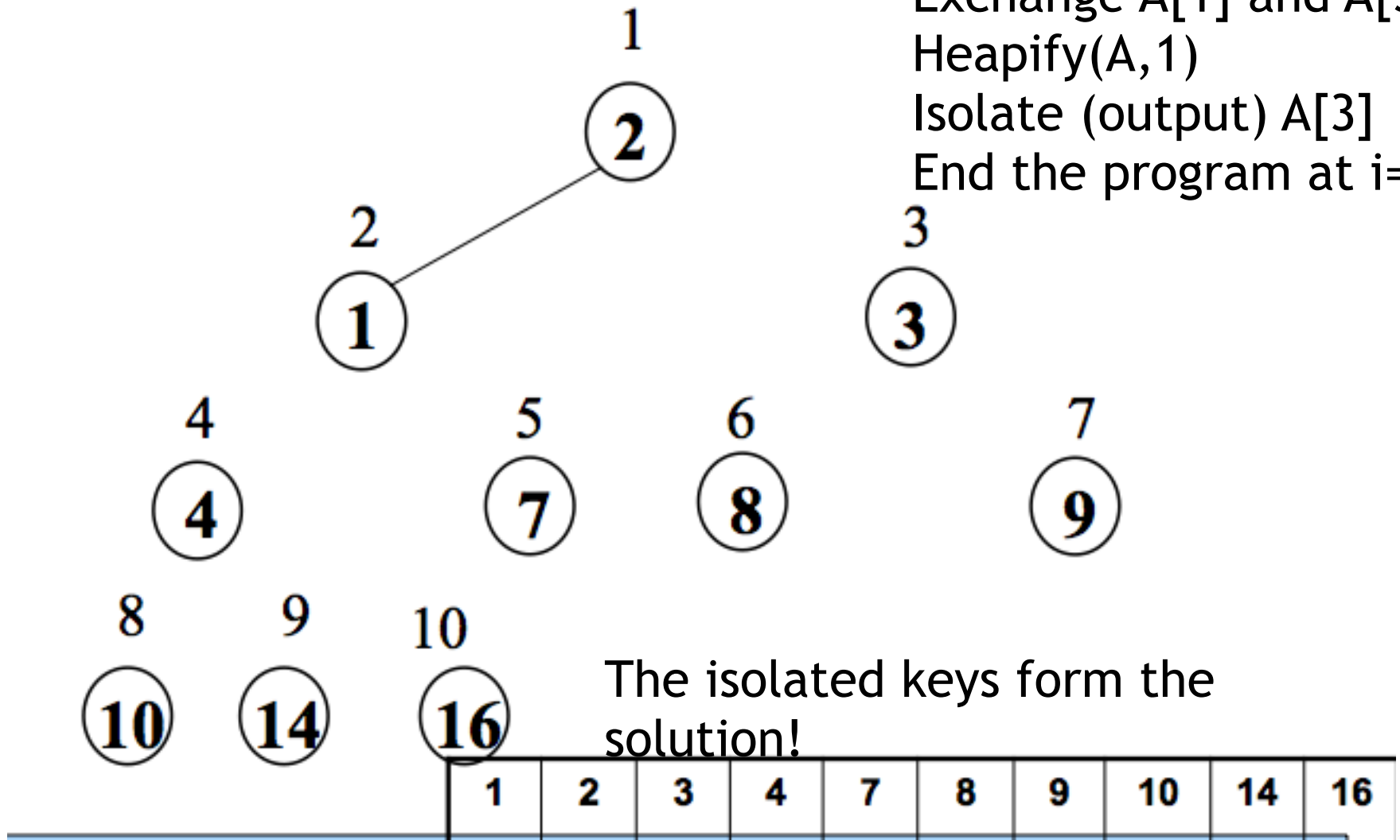
Example: Heap sort



Exchange $A[1]$ and $A[4]$
Heapify($A, 1$)
Isolate (output) $A[4]$

Example: Heap sort

Exchange $A[1]$ and $A[3]$
Heapify($A, 1$)
Isolate (output) $A[3]$
End the program at $i=2$



Application

Application of Priority Queue

- Used as stack
 - For Dijkstra's algorithm (find the shortest path from 1 node to another) - week 9
 - For Prim's algorithm (find the minimum spanning tree) - week 6

Application of Heap

- To implement a priority Queue
- To implement heapsort
- Computer virtual memory