

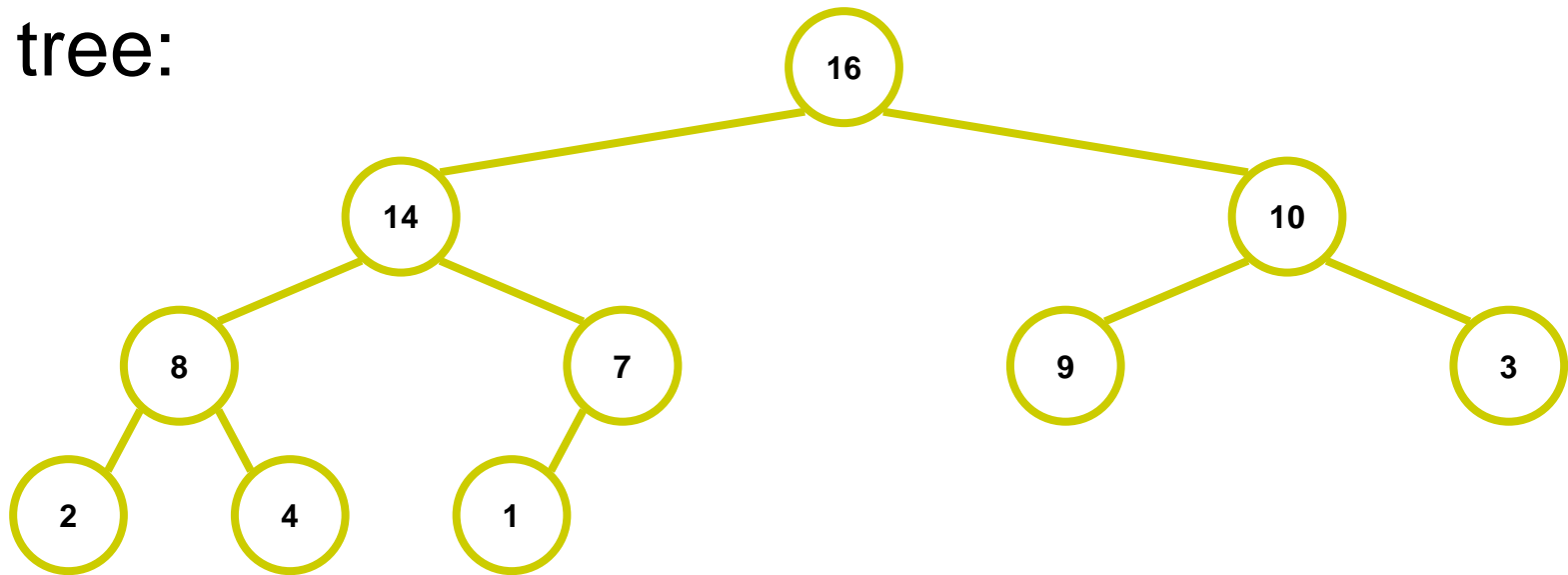
Lecture # 7

- Binary Heaps
- Heap Sort



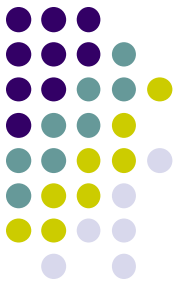
Heaps

- A *heap* can be seen as a complete binary tree:

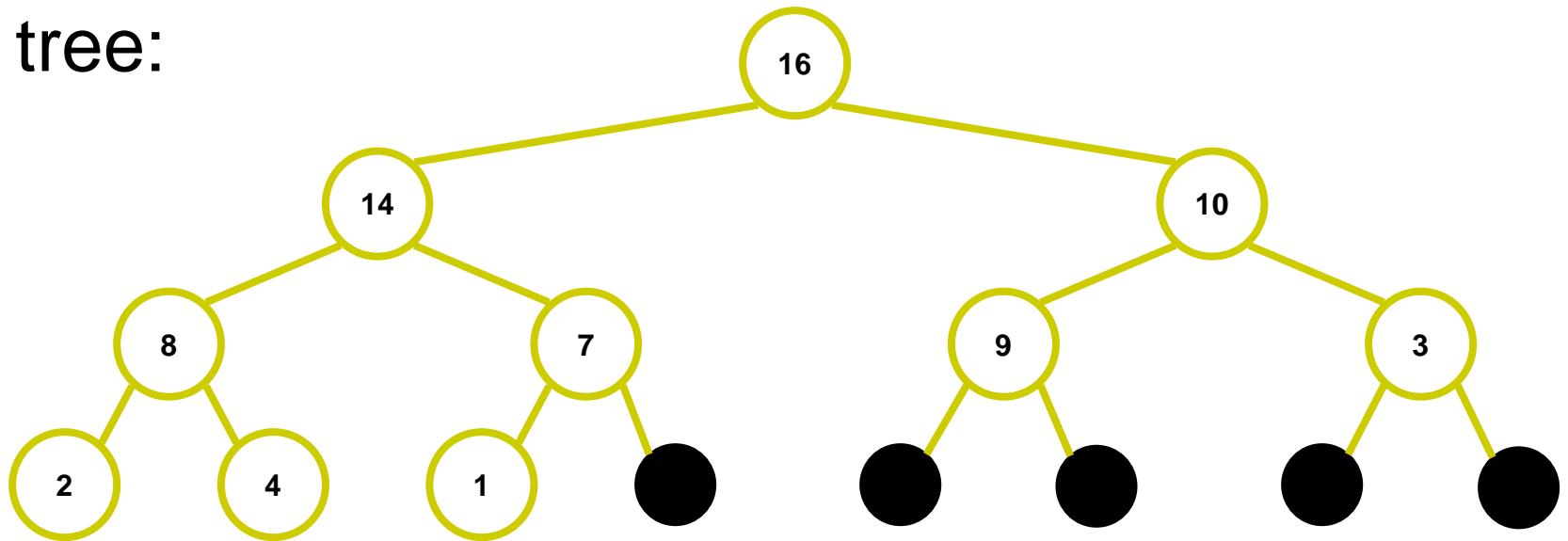


- *What makes a binary tree complete?*
- *Is the example above complete?*

Heaps

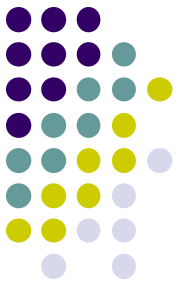


- A *heap* can be seen as a complete binary tree:

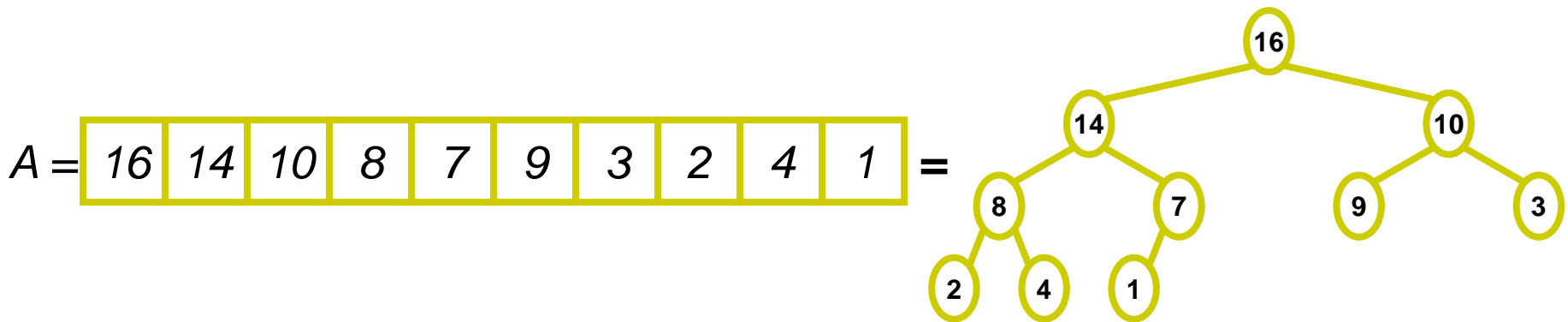


- Some books call them “***nearly complete***” binary trees; can think of unfilled slots as null pointers

Heaps



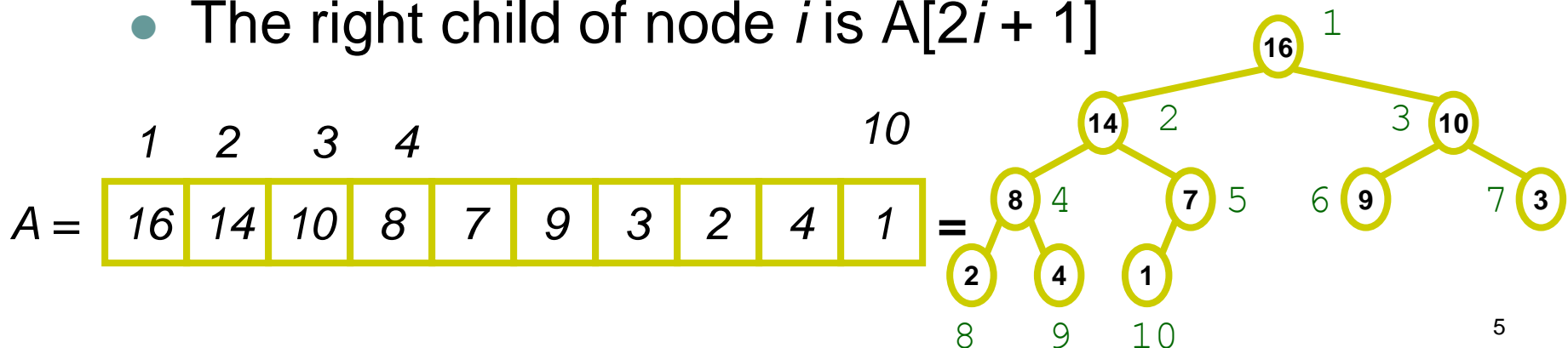
- In practice, heaps are usually implemented as arrays:





Heaps

- To represent a complete binary tree as an array:
 - The root node is $A[1]$
 - Node i is $A[i]$
 - The parent of node i is $A[i/2]$ (note: integer divide)
 - The left child of node i is $A[2i]$
 - The right child of node i is $A[2i + 1]$



Referencing Heap Elements

■ So...

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

Left(i) { return $2*i$; }

right(i) { return $2*i + 1$; }

The *max-Heap* Property

- *max-heap property says:*

$$A[\text{Parent}(i)] \geq A[i] \quad \text{for all nodes } i > 1$$

- In other words, the value of a node is at most the value of its parent
- **Where is the largest element in a heap stored?**

- Definitions:

- The *height* of a node in the tree = the number of edges on the longest downward path to a leaf
- The height of a tree = the height of its root

The *min-Heap* Property

- *min-heap property says:*

$$A[\textit{Parent}(i)] \leq A[i] \quad \text{for all nodes } i > 1$$

- Where is the smallest element in a heap stored?

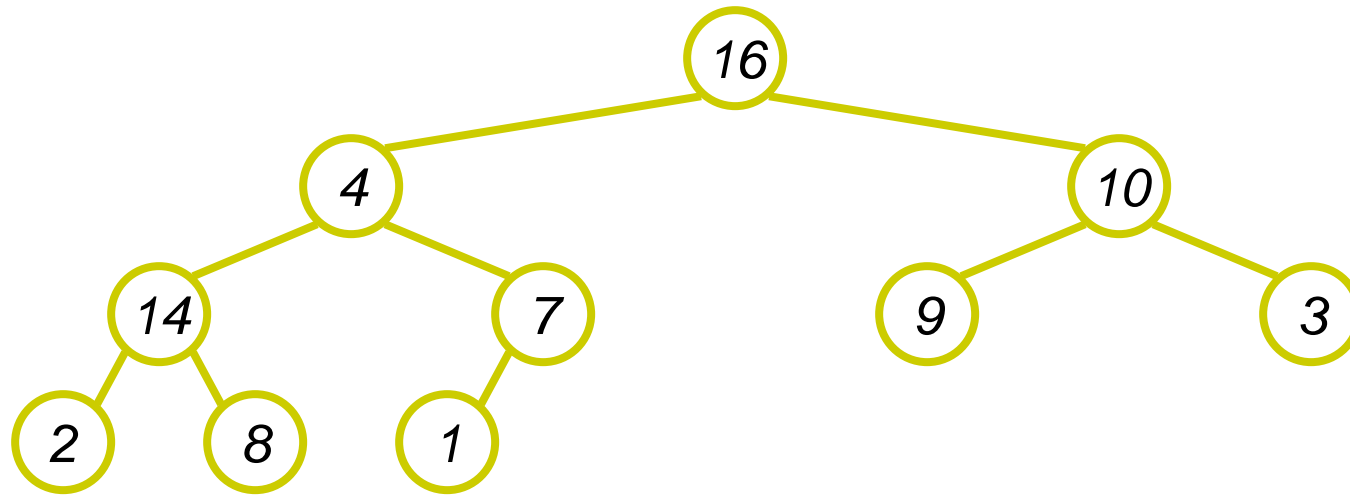
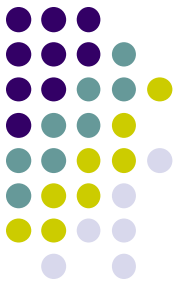
Heap Height

- What is the height of an n-element heap? Why?
- Basic heap operations take at most time proportional to the height of the heap

Heap Operations: Max-Heapify(A, i)

- Max-Heapify(): maintain the heap property
 - Its input is an Array A and an index i of array
 - Left and right sub trees of node i are assumed to be max-heaps.
 - **Problem**: The sub tree rooted at i may violate the heap property (*How?*)
 - **Action**: let the value of the parent node “float down” so sub tree at i satisfies the heap property

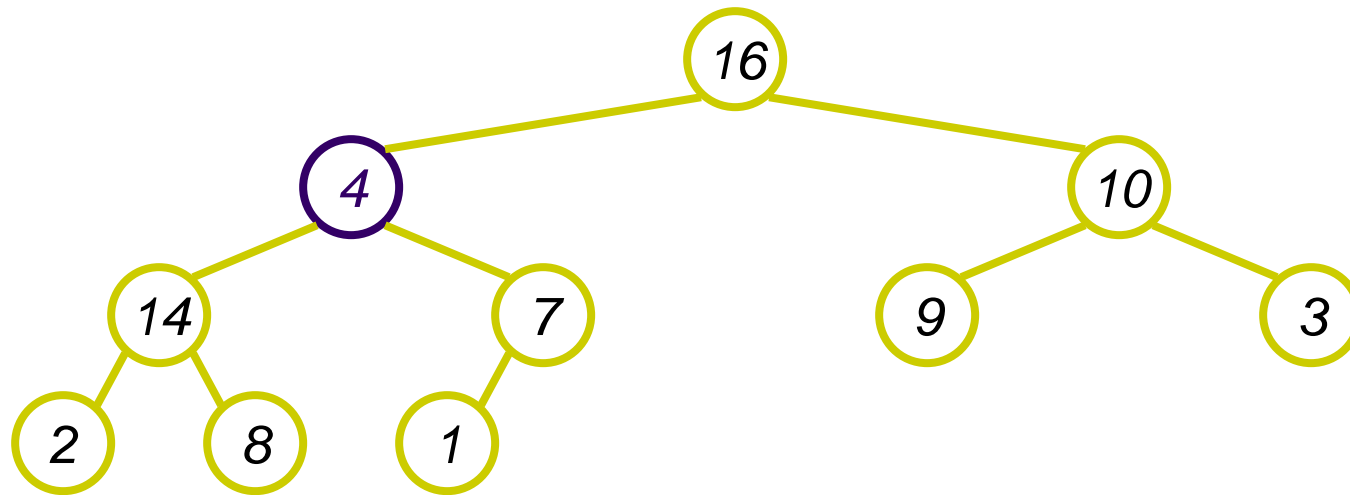
Max-Heapify() Example



$A =$

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

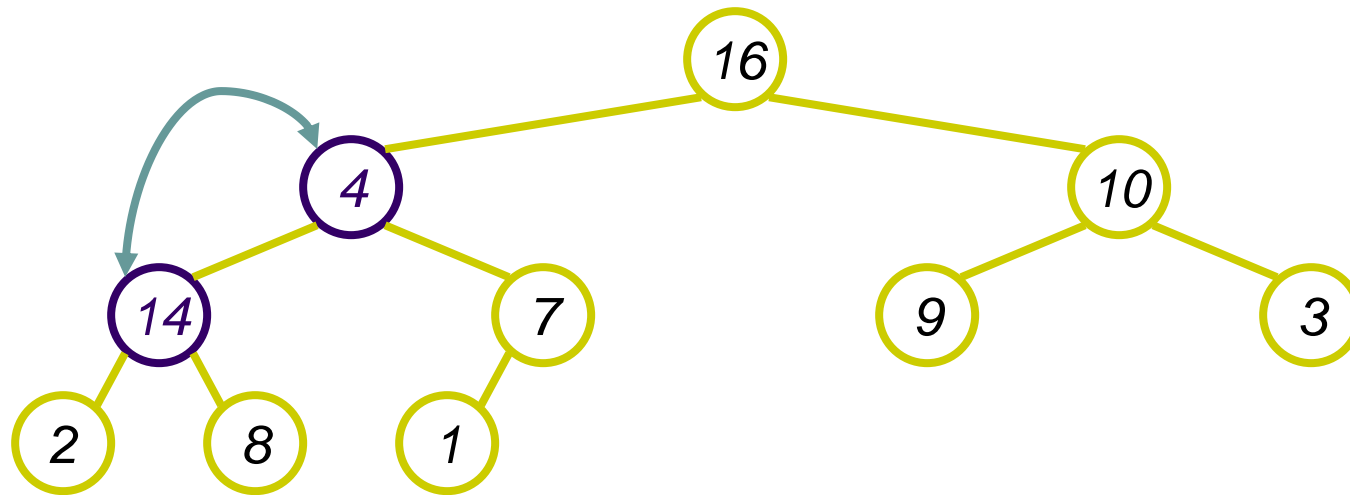
Heapify() Example



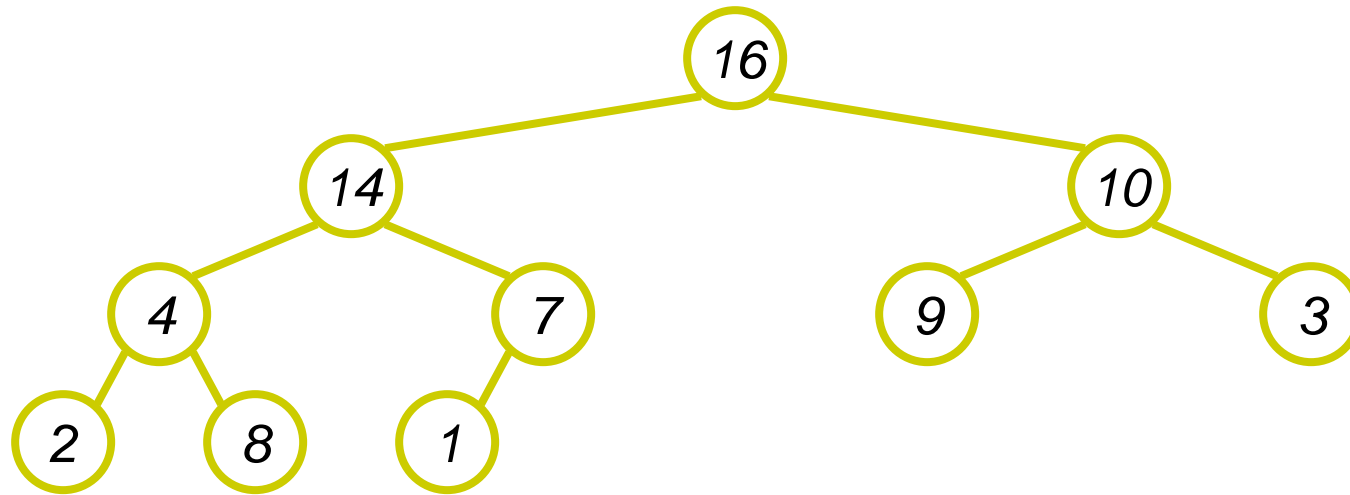
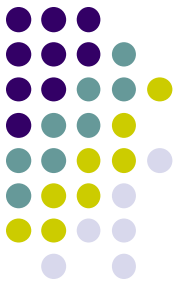
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Heapify() Example



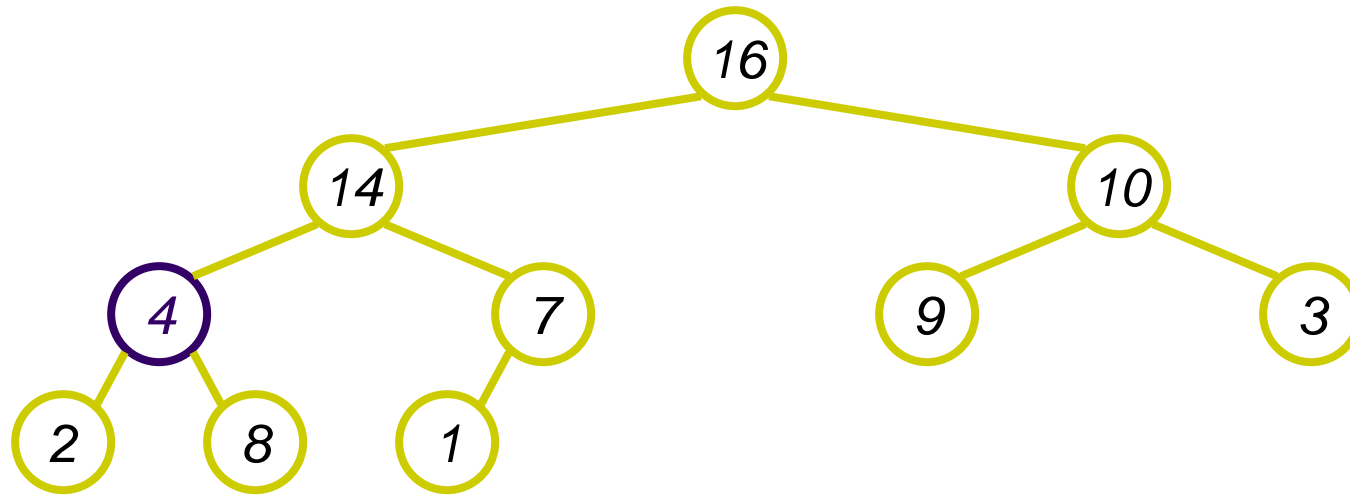
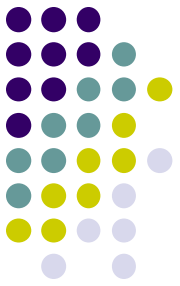
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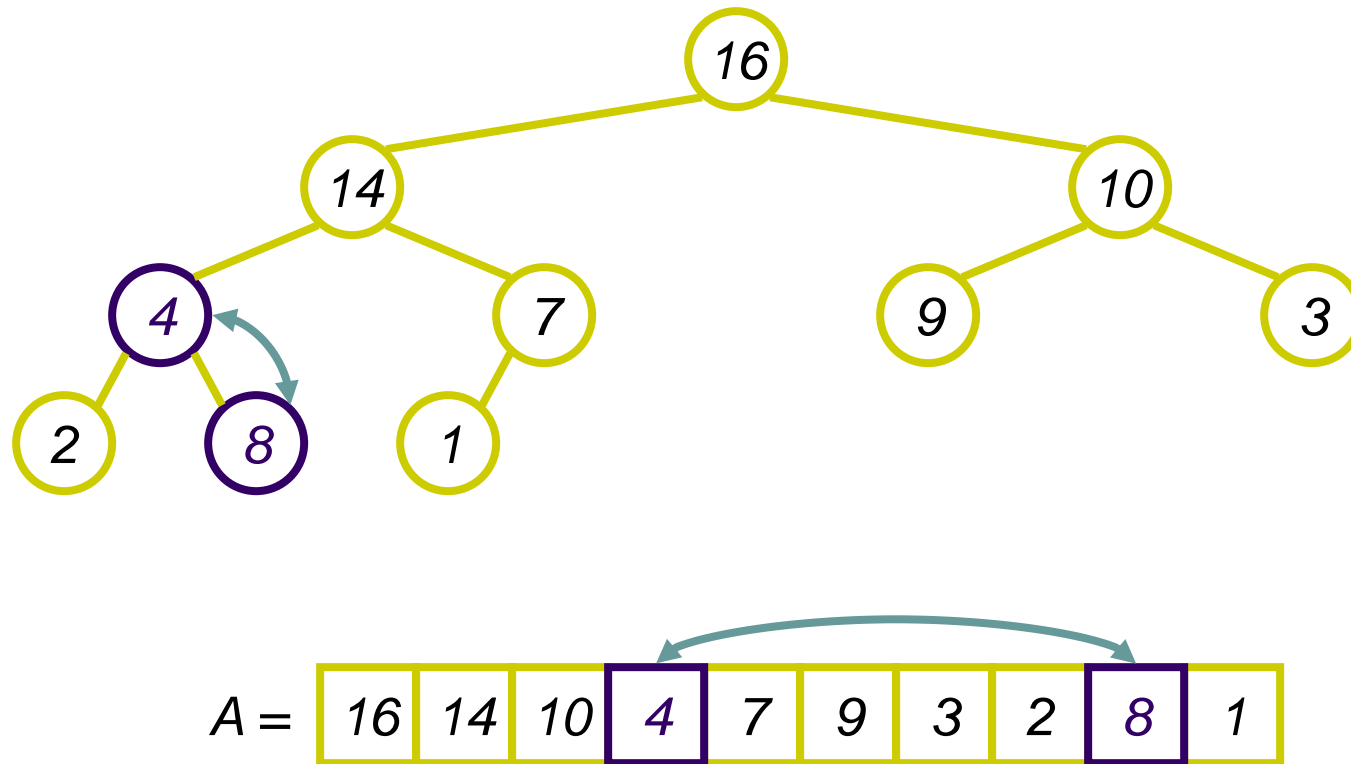
Heapify() Example



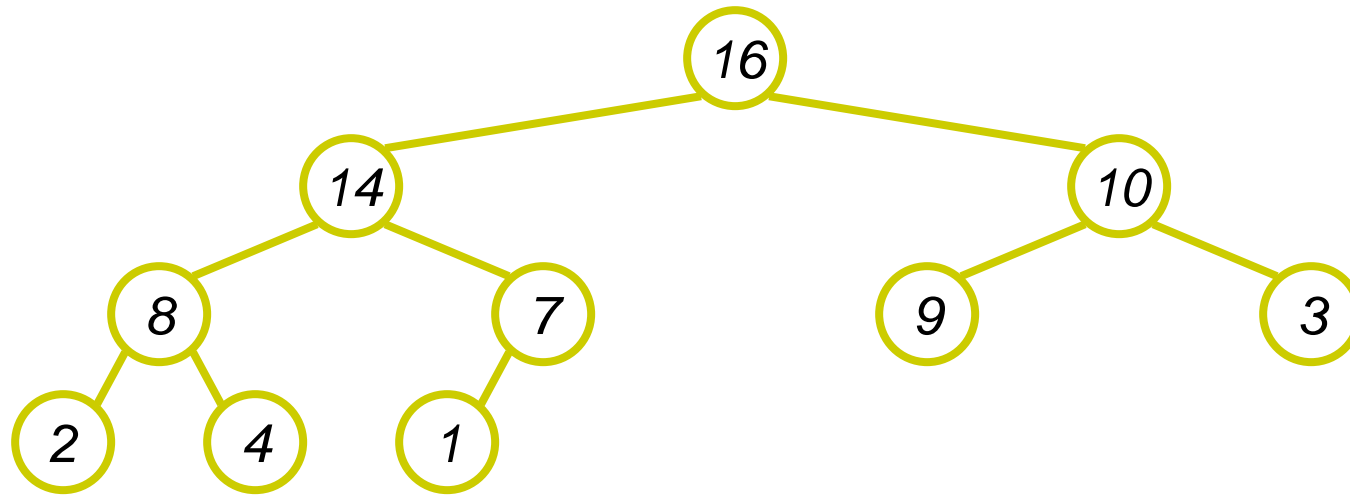
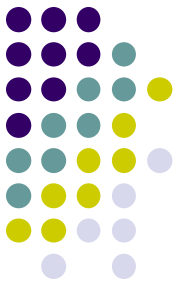
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Heapify() Example



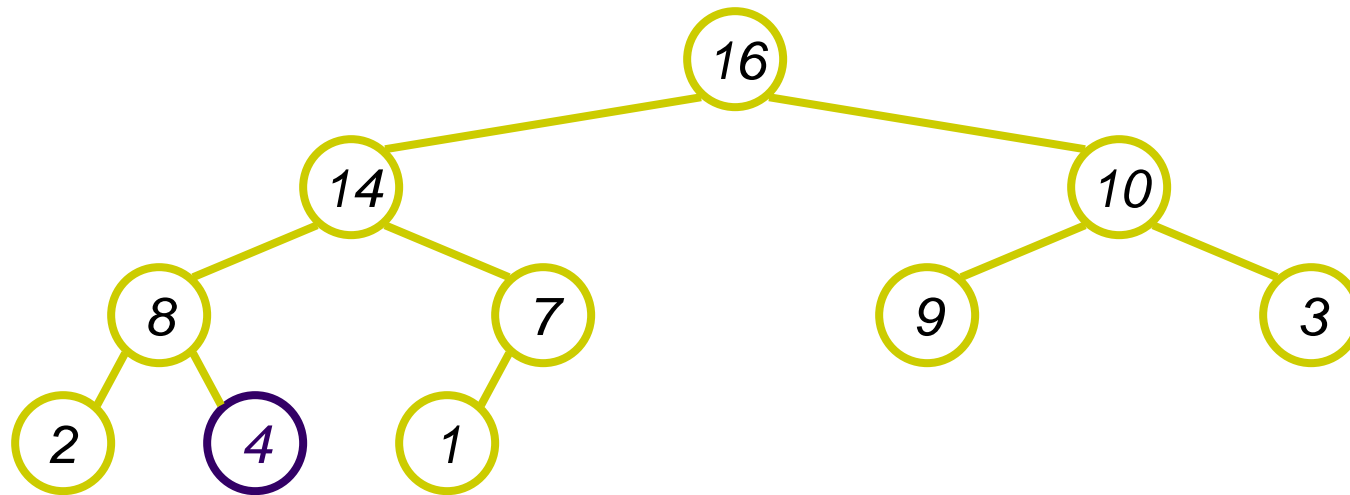
Heapify() Example



$A =$

16	14	10	8	7	9	3	2	4	1
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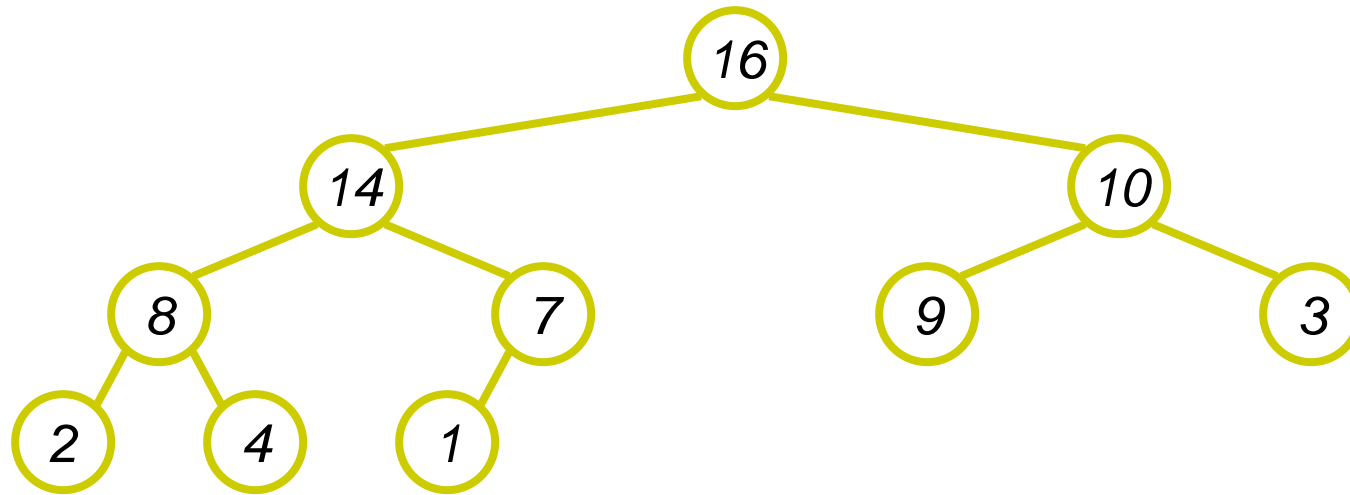
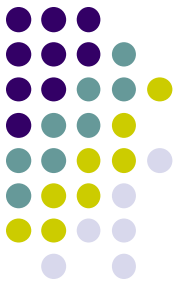
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Heapify() Example



$A =$

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Analyzing Heapify()

- The number of nodes in a complete binary tree of height h is

$$n = 2^0 + 2^1 + 2^2 + \dots + 2^h = \sum_{i=0}^h 2^i = 2^{h+1} - 1$$

- So h in terms of n is:

$$h = (\log(n + 1)) - 1 \approx \log n \in \Theta(\log n)$$

- Running time of Max-Heapify() on a node of height h will be $O(\lg n)$ or $O(h)$.

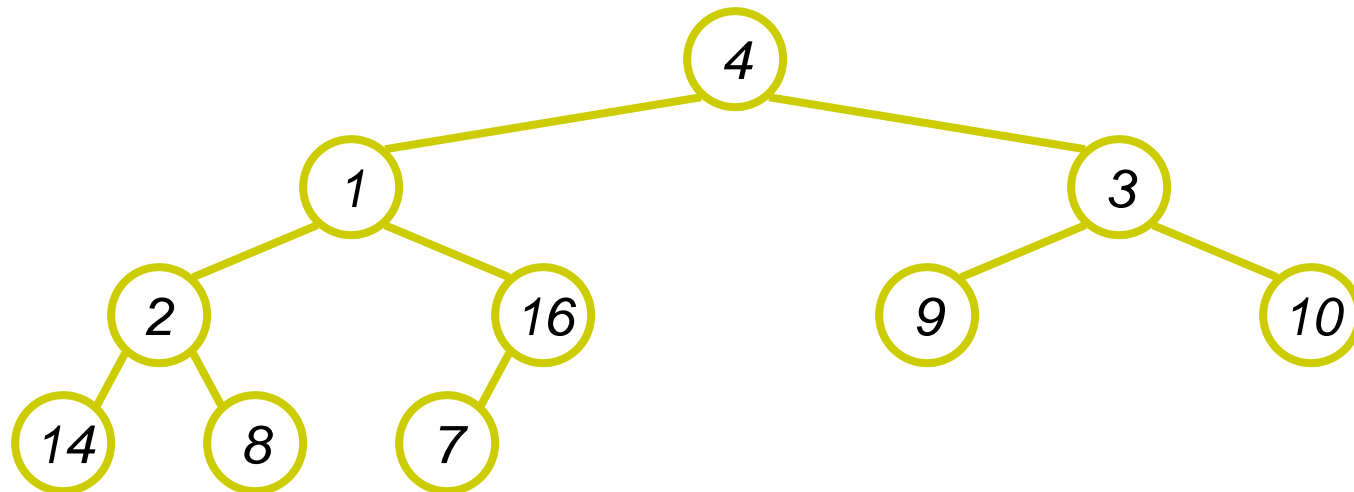
Heap Operations: BuildHeap()

- We can build a heap in a bottom-up manner by running `Heapify()` on successive subarrays
 - Fact: for array of length n , all elements in range $A[\lfloor n/2 \rfloor + 1 .. n]$ are heaps (*Why?*)
 - **Ans:** Because sub array $A[\lfloor n/2 \rfloor + 1 .. n]$ are all leaves.
 - So:
 - Walk backwards through the array from $n/2$ to 1, calling `Heapify()` on each node.
 - Order of processing guarantees that the children of node i are heaps when i is processed



BuildHeap() Example

- Work through example
 $A = \{4, 1, 3, 2, 16, 9, 10, 14, 8, 7\}$



BuildHeap()

- For array of length n , all elements in range $A[\lfloor n/2 \rfloor + 1 .. n]$ are leaves of the tree.
- The procedure **BuildHeap()** goes through the remaining each and every node of the tree and apply **Heapify()** on every node so that the whole tree is in the form of heap, having all **heap** properties.

Analyzing BuildHeap()

- Each call to Max-Heapify() costs $O(\lg n)$ or $O(h)$ time, and
- There would be total of $O(n)$ such calls (specifically, $\lfloor n/2 \rfloor$) for complete set of nodes in a heap.
- Thus the running time is $O(n \lg n)$. This upper bound is correct but not *asymptotically tight*.

Analyzing BuildHeap(): Tight bound

- The time required by max-heapify() when called on single node of height h is $O(h)$.
- **Fact:** an n -element heap has height $\lfloor \lg n \rfloor$ and at most $\lceil n/2^{h+1} \rceil$ nodes of any height h .
(leaves are at height 0)
- We have the formula:

$$\sum_{k=0}^{\infty} k \cdot x^k = x / (1-x)^2 \text{ for } |x| < 1$$

$$\text{Put } x = 1/2 < 1$$

$$\sum_{k=0}^{\infty} k/2^k = 2$$

- So we can express the total cost of BuildHeap() as follows.

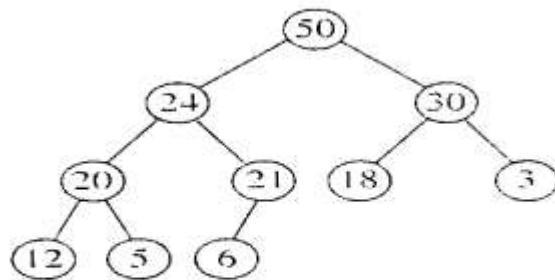
$$\sum_{h=0}^{\lfloor \lg n \rfloor} \lceil n / 2^{h+1} \rceil \cdot O(h) = O \left(n \cdot \sum_{h=0}^{\lfloor \lg n \rfloor} \lceil h / 2^h \rceil \right)$$

As $\sum_{h=0}^{\infty} h/2^h = 2$

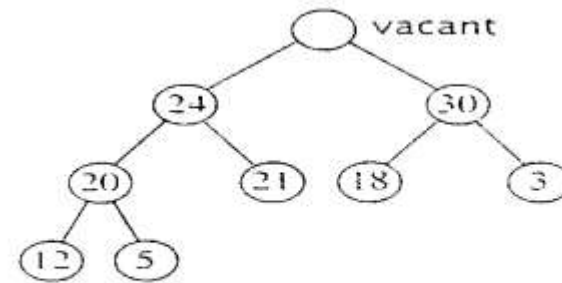
- Thus running time of BuildHeap() can be $O(n)$.

Heapsort

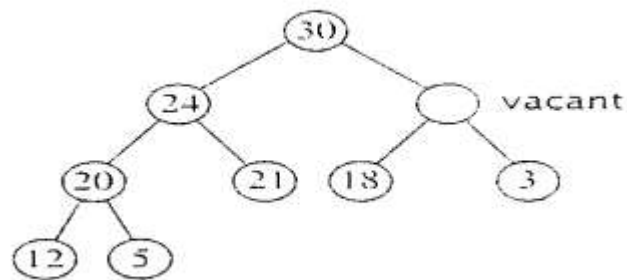
- Given **BuildHeap()**, an in-place sorting algorithm is easily constructed:
 - Maximum element is at **A[1]**
 - Discard by swapping with element at **A[n]**
 - Decrement heap_size[A]
 - A[n] now contains correct value
 - Restore heap property at A[1] by calling **Heapify()**
 - Repeat, **always** swapping A[1] for A[heap_size(A)]



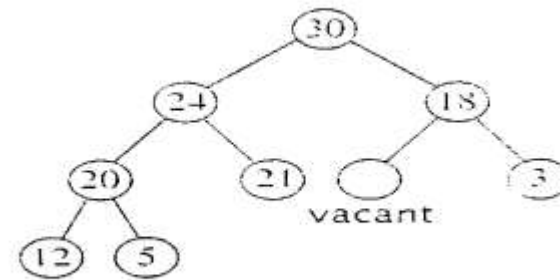
(a) The heap



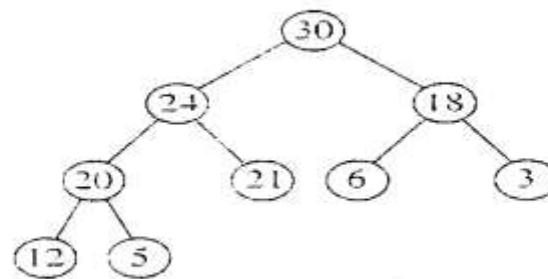
(b) The key at the root has been removed; the rightmost leaf at the bottom level has been removed. $K = 6$ must be reinserted.



(c) The larger child of vacant, 30, is greater than K , so it moves up and vacant moves down.

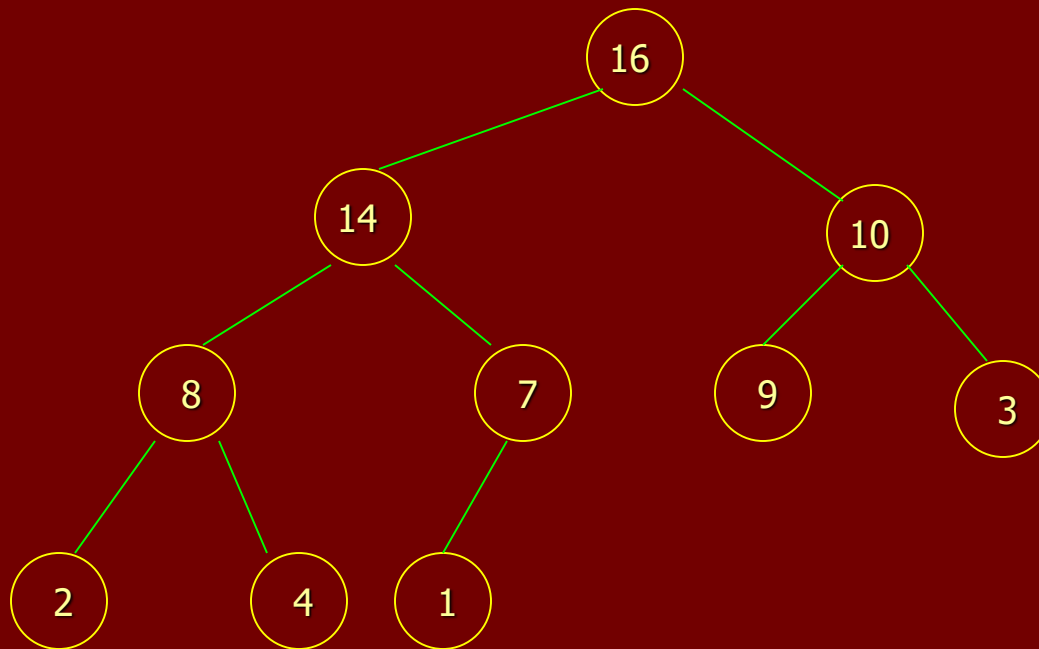


(d) The larger child of vacant, 18, is greater than K , so it moves up and vacant moves down.



(e) Finally, since vacant is a leaf, $K = 6$ is inserted.

- View book (Cormen) page number 137 figure 6.4 for better understanding of heap sort mechanism for following Tree.



Analyzing Heapsort

- The call to **BuildHeap()** takes $O(n)$ time
- Each of the $n - 1$ calls to **Heapify()** takes $O(\lg n)$ time
- Thus the total time taken by **HeapSort()**
 - $= O(n) + (n - 1) O(\lg n)$
 - $= O(n) + O(n \lg n)$
 - $= O(n \lg n)$