



# 6. Heapsort

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# Why sorting

1. Sometimes the need to sort information is inherent in an application.
2. Algorithms often use sorting as a key subroutine.
3. There is a wide variety of sorting algorithms, and they use rich set of techniques.
4. Sorting problem has a nontrivial lower bound
5. Many engineering issues come to fore when implementing sorting algorithms.

# Sorting algorithm

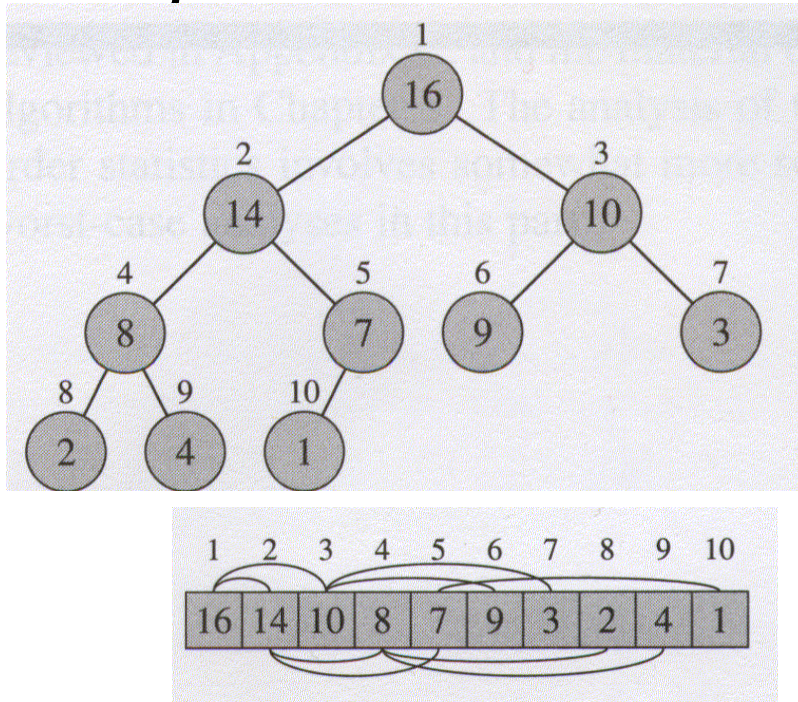
- **Insertion sort :**
  - In place: only a constant number of elements of the input array are even sorted outside the array.
- **Merge sort :**
  - not in place.
- **Heap sort : (Chapter 6)**
  - Sorts  $n$  numbers in place in  $O(n \lg n)$

# Sorting algorithm

- **Quick sort** : (chapter 7)
  - worst time complexity  $O(n^2)$
  - Average time complexity  $O(n \log n)$
- **Decision tree model** : (chapter 8)
  - Lower bound  $O(n \log n)$
  - Counting sort
  - Radix sort
- Order statistics

# 6.1 Heaps (Binary heap)

- The ***binary heap*** data structure is an array object that can be viewed as a complete tree.



Parent( $i$ )

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

LEFT( $i$ )

**return**  $2i$

Right( $i$ )

**return**  $2i+1$

# Heap property

- **Max-heap** :  $A[\text{parent}(i)] \geq A[i]$
- **Min-heap** :  $A[\text{parent}(i)] \leq A[i]$
- The ***height of a node*** in a tree: the number of edges on the longest simple downward path from the node to a leaf.
- The ***height of a tree***: the height of the root
- ***The height of a heap***:  $O(\log n)$ .

# Basic procedures on heap

- Max-Heapify procedure
- Build-Max-Heap procedure
- Heapsort procedure
- Max-Heap-Insert procedure
- Heap-Extract-Max procedure
- Heap-Increase-Key procedure
- Heap-Maximum procedure

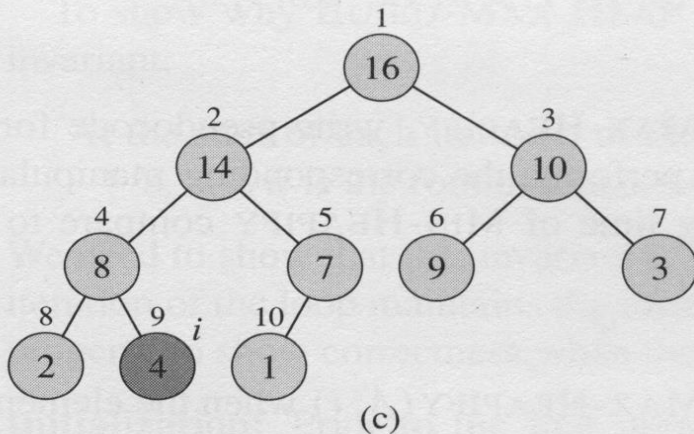
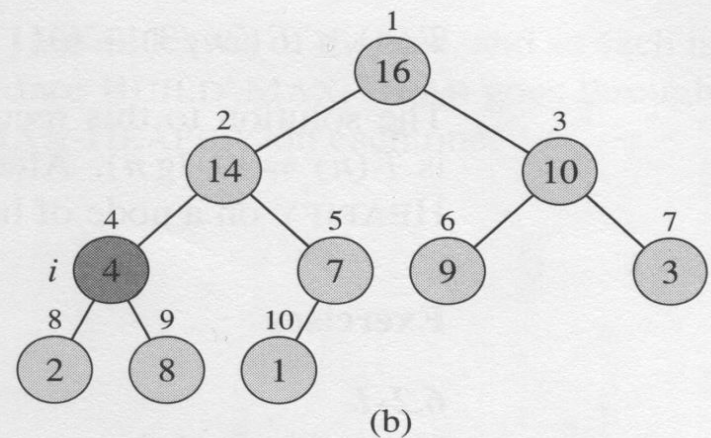
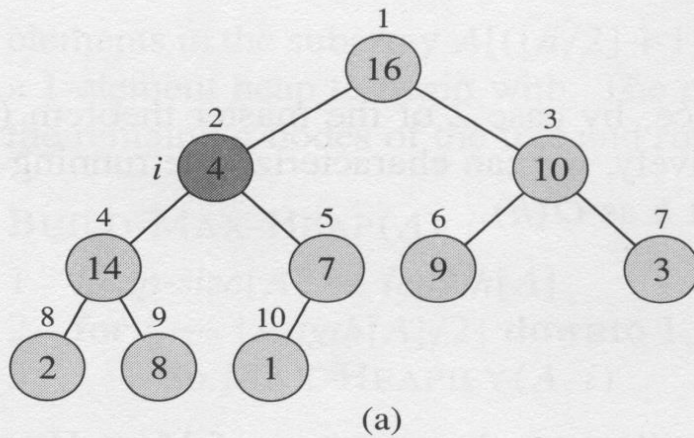
## 6.2 Maintaining the heap property

- Heapify is an important subroutine for manipulating heaps. Its inputs are an array  $A$  and an index  $i$  in the array. When Heapify is called, it is assumed that the binary trees rooted at  $\text{LEFT}(i)$  and  $\text{RIGHT}(i)$  are heaps, but that  $A[i]$  may be smaller than its children, thus violating the heap property.



# Max-Heapify(A,2)

heap-size[A] = 10



Max-Heapify ( $A, i$ )

```
1  $l \rightarrow \text{Left}(i)$   
2  $r \rightarrow \text{Right}(i)$   
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 exchange  $A[i] \leftrightarrow A[\text{largest}]$   
10         Max-Heapify ( $A, \text{largest}$ )
```

Alternatively  $O(h)$  ( $h$ : height)

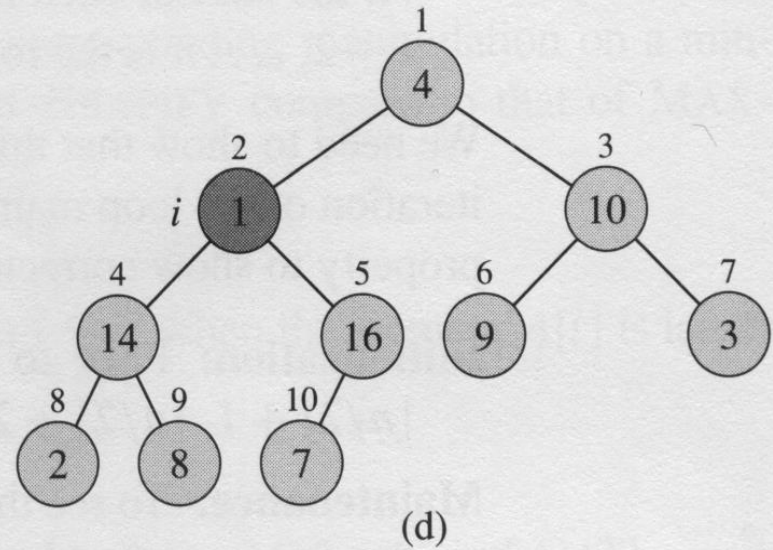
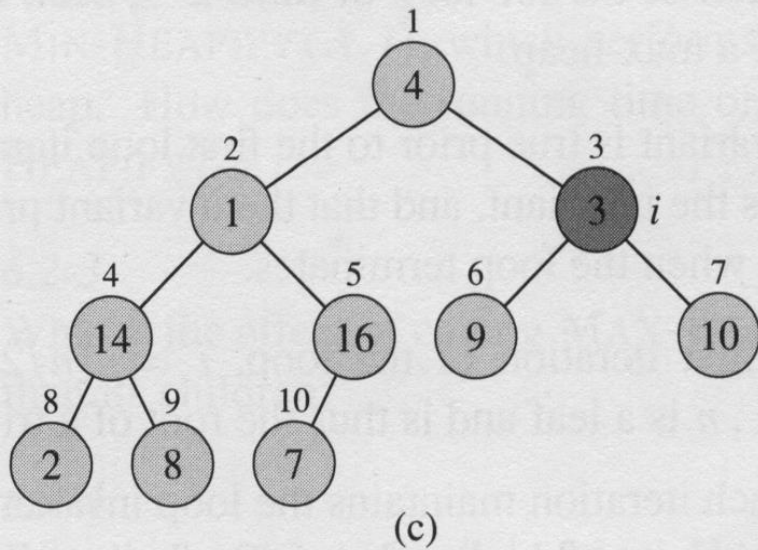
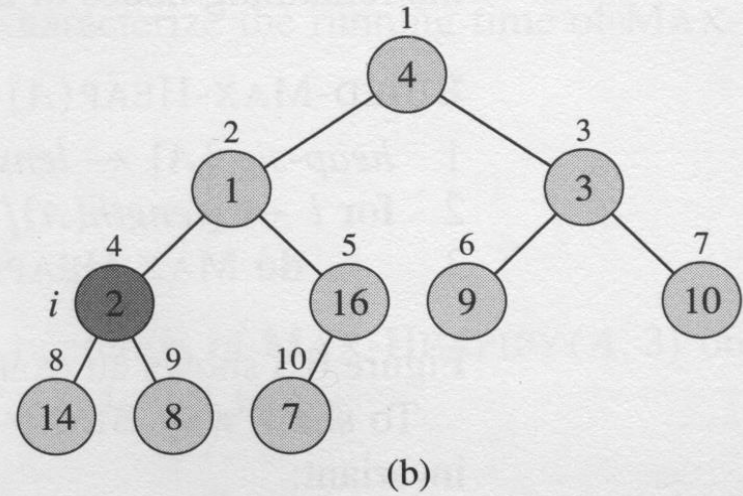
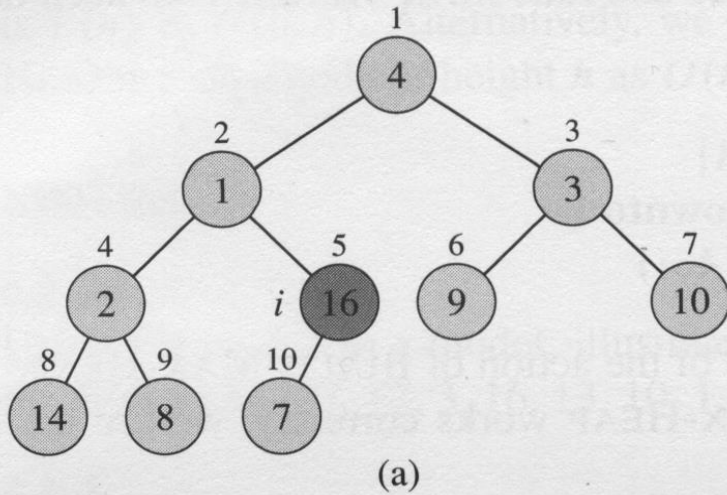
## 6.3 *Building a heap*

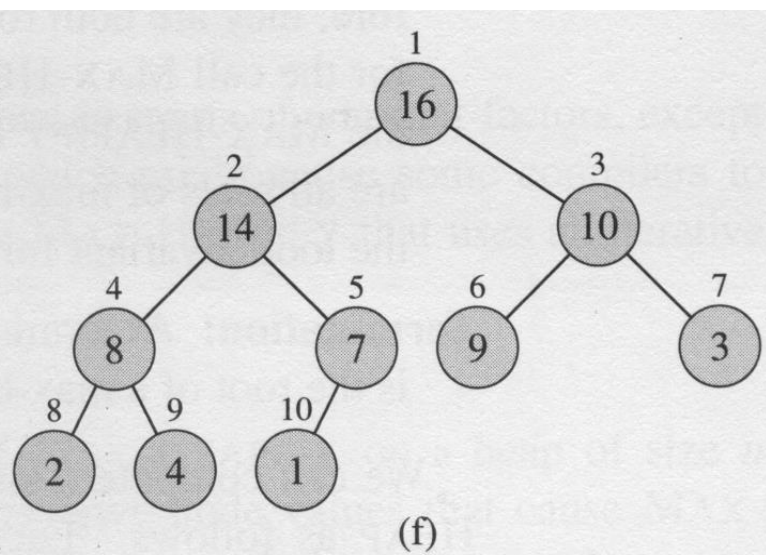
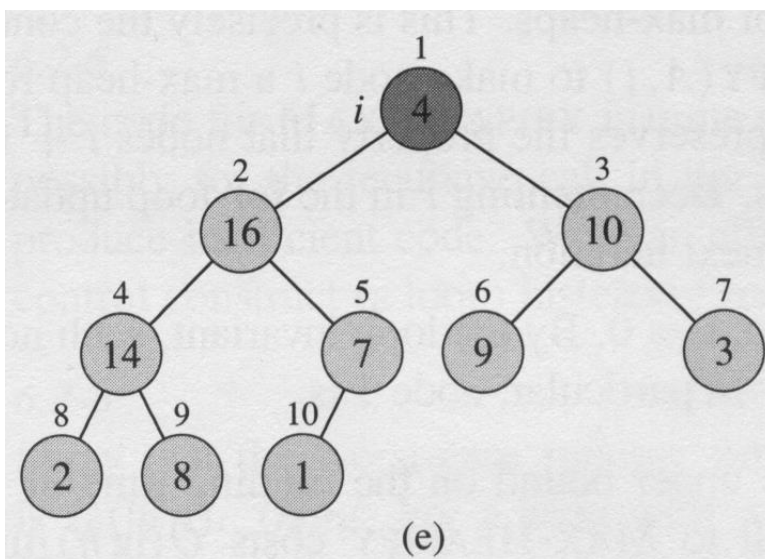
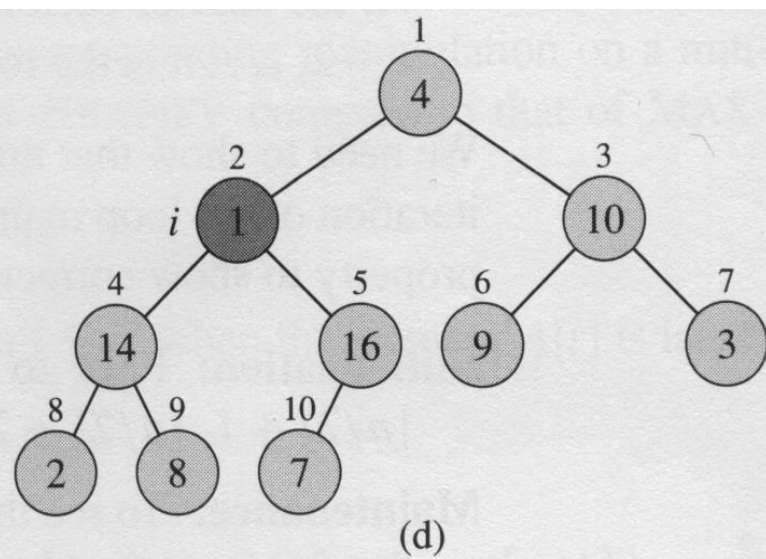
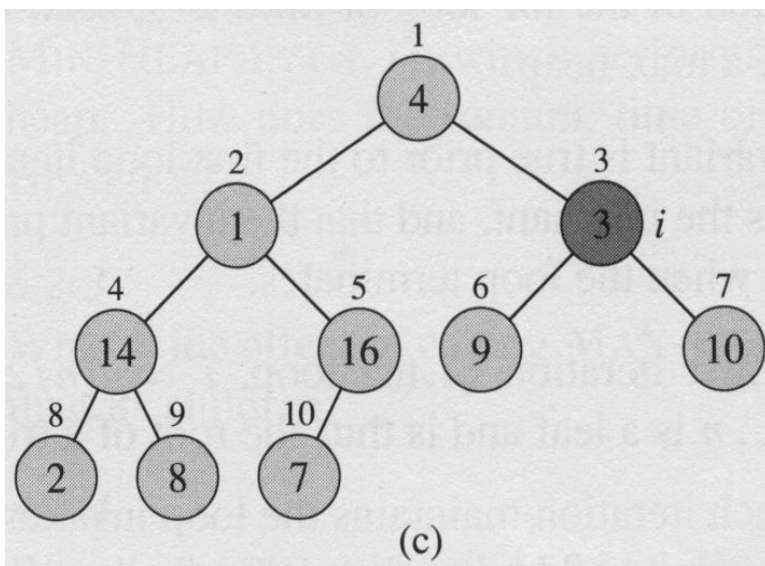
Build-Max-Heap(A)

```
1  heap-size[A] ← length[A]
2  for i ← ⌊length[A]/2⌋ downto 1
3      do Max-Heapify(A, i)
```

A 

4	1	3	2	16	9	10	14	8	7
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# Complexity

- Upper bound:  $O(n \log n)$
- A tighter bound:

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

$$\sum_{k=0}^{\infty} x^k = \frac{1}{1-x} \Rightarrow \sum_{k=0}^{\infty} kx^k = \frac{x}{(1-x)^2} \Rightarrow \sum_{h=0}^{\infty} \frac{h}{2^h} = \sum_{h=0}^{\infty} \frac{1/2}{(1/2)^2} = 2$$

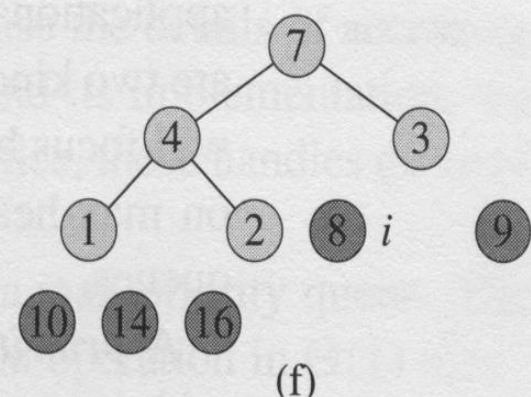
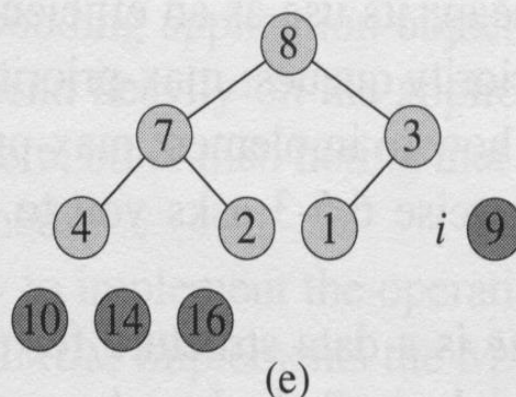
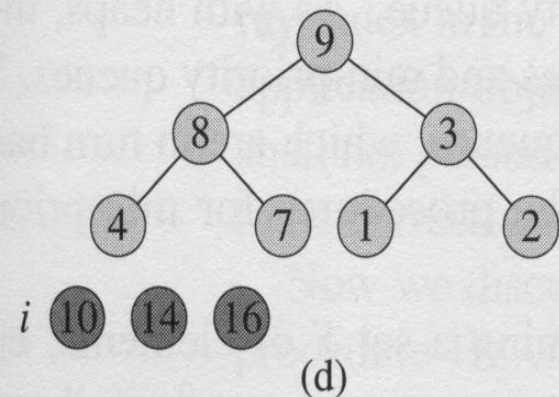
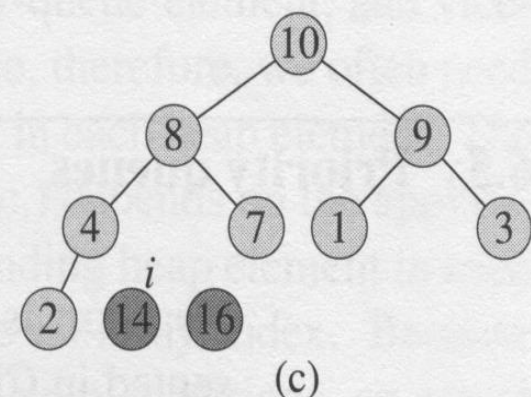
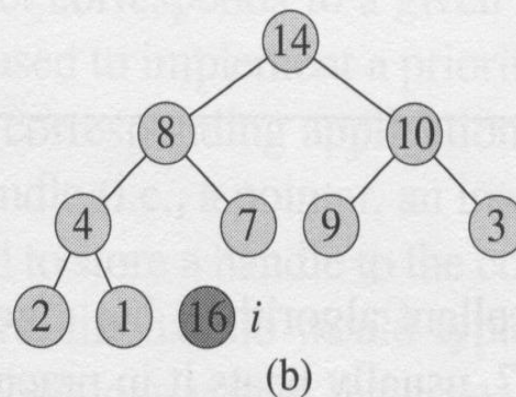
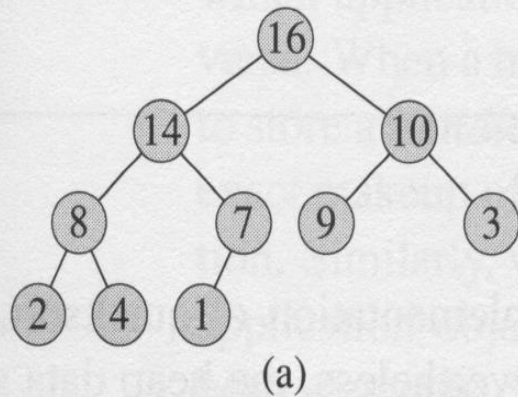
## 6.4 The Heapsort algorithm

Heapsort(A)

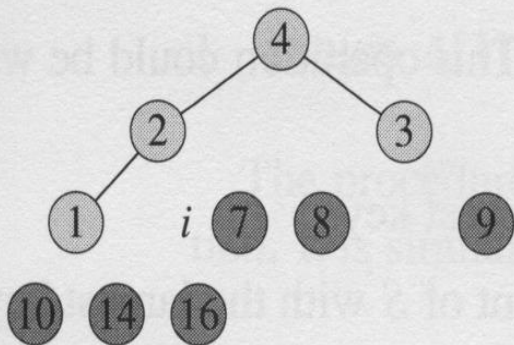
- 1 Build-Max-Heap(A)
- 2 **for**  $i \leftarrow \text{length}[A]$  **down to** 2
- 3     **do** exchange  $A[1] \leftrightarrow A[i]$
- 4          $\text{heap-size}[A] \leftarrow \text{heap-size}[A] - 1$
- 5         Max-Heapify(A, 1)



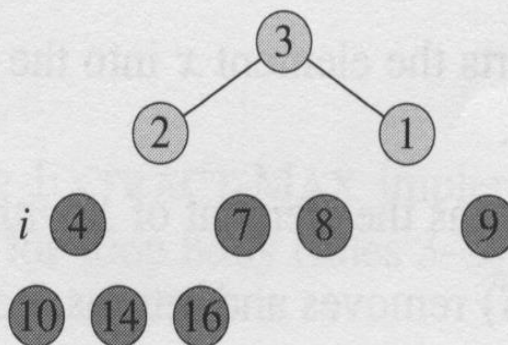
# The operation of Heapsort



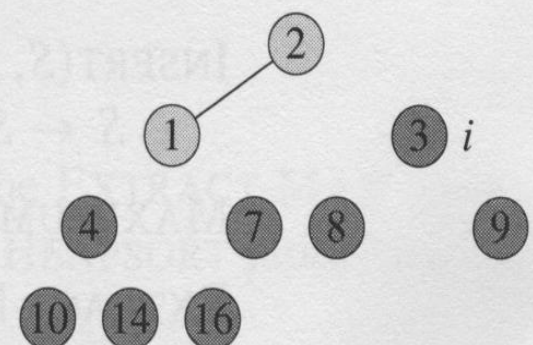




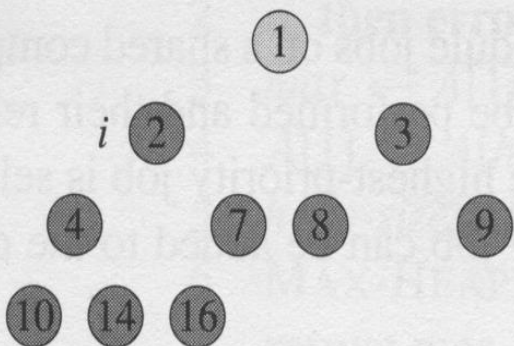
(g)



(h)



(i)



(j)

A

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

Analysis:  $O(n \log n)$

## 7.5 Priority queues

A **priority queue** is a data structure that maintain a set  $S$  of elements, each with an associated value call a **key**. A **max-priority queue** support the following operations:

- **Insert** ( $S, x$ )  $O(\log n)$
- **Maximum** ( $S$ )  $O(1)$
- **Extract-Max** ( $S$ )  $O(\log n)$
- **Increase-Key** ( $S, x, k$ )  $O(\log n)$

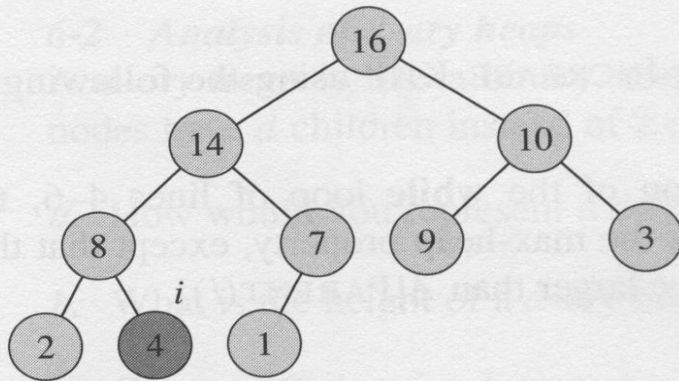
# Heap\_Extract-Max(A)

```
1  if heap-size[A] < 1
2    then error “heap underflow”
3  max ← A[1]
4  A[1] ← A[heap-size[A]]
5  heap-size[A] ← heap-size[A] - 1
6  Max-Heapify (A, 1)
7  return max
```

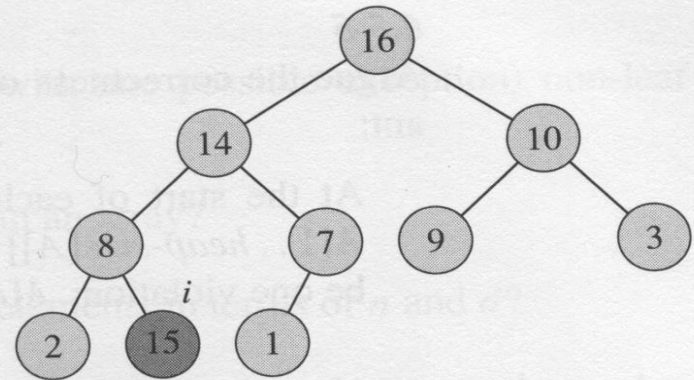
# Heap-Increase-Key ( $A, i, \text{key}$ )

```
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       $i \leftarrow \text{Parent}(i)$ 
```

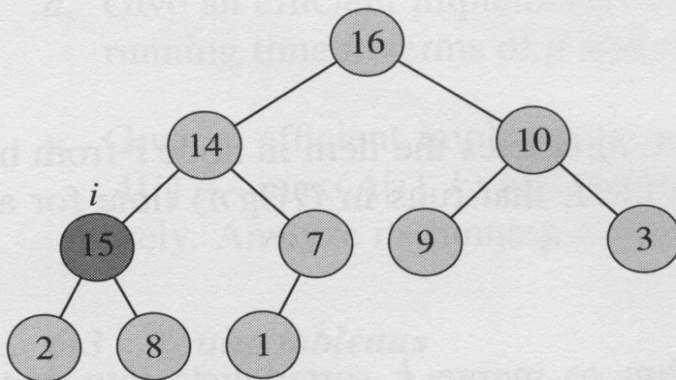
# Heap-Increase-Key



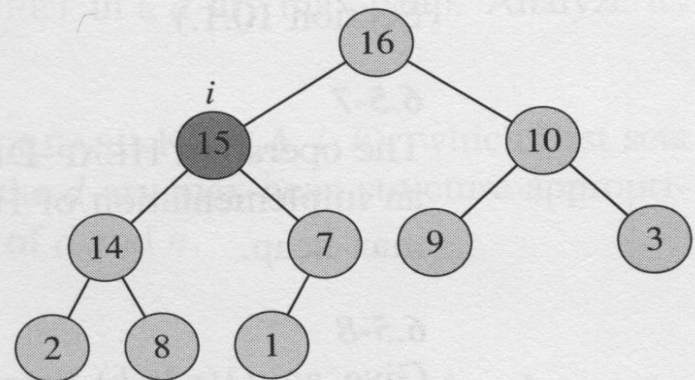
(a)



(b)



(c)



(d)

# Heap\_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 ( $A$ ,  $\text{heap-size}[A]$ ,  $key$ )