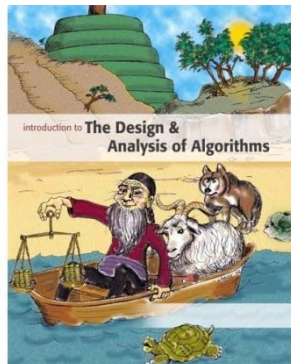




Introduction to

# *Algorithm Design and Analysis*

[5] HeapSort



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# In the last class ...

- The *sorting* problem
  - Assumptions
- InsertionSort
  - Design
  - Analysis: inverse
- QuickSort
  - Design
  - Analysis

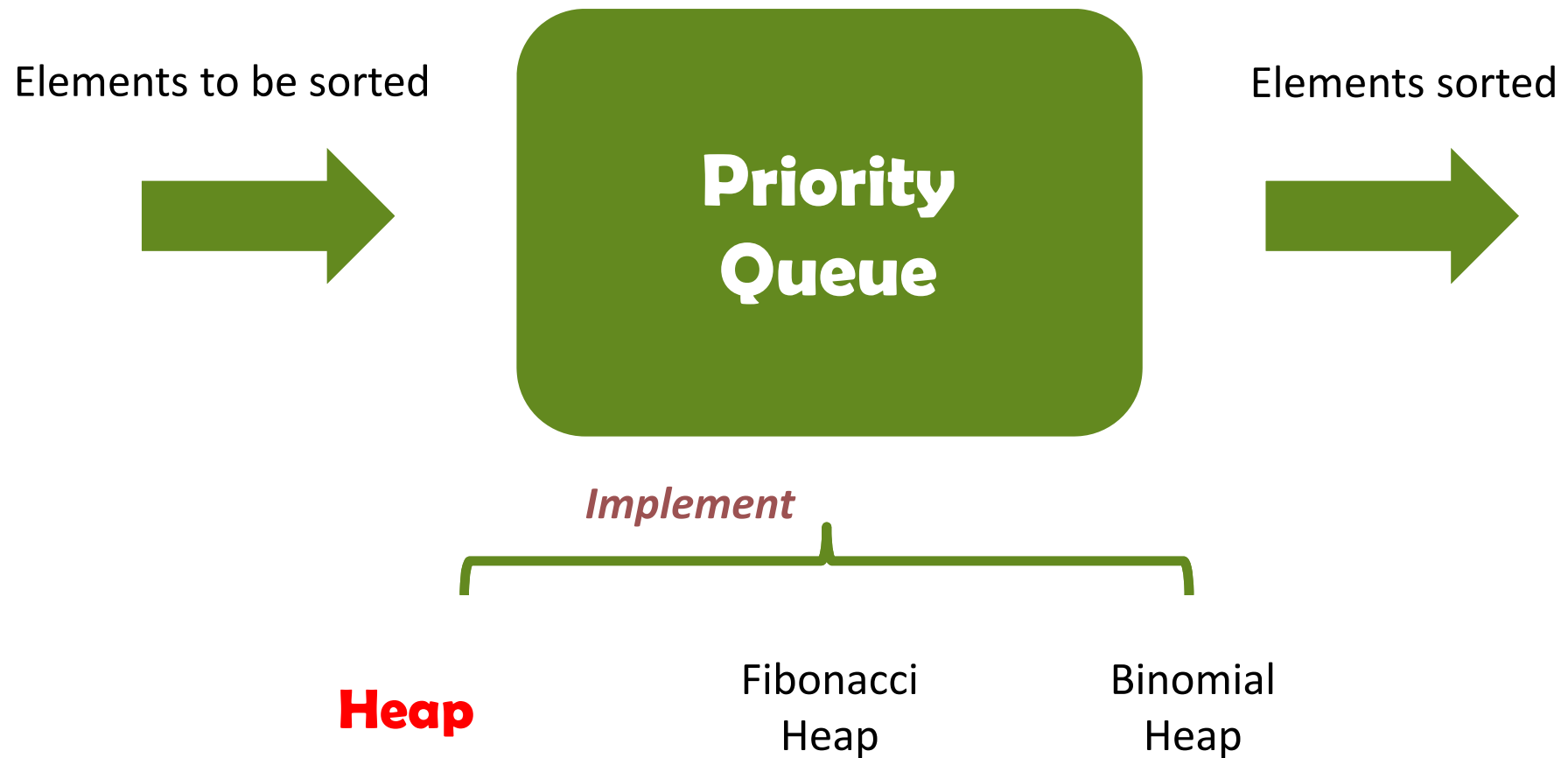


# Heapsort

- Heap
- HeapSort
- FixHeap
- ConstructHeap
- Complexity of Heapsort
- Accelerated Heapsort



# How HeapSort Works



# Elementary Priority Queue ADT

- “FIFO” in some special sense. The “first” means some kind of “priority”, such as value (largest or smallest)
  - **PriorityQ** **create**()
    - Precondition: none
    - Postconditions: If `pq=create()`, then, `pq` refers to a newly created object and `isEmpty(pq)=true`
  - **boolean** **isEmpty**(PriorityQ `pq`)
    - precondition: none
  - **int** **getMax**(PriorityQ `pq`)
    - precondition: `isEmpty(pq)=false`
    - postconditions: \*\*
  - **void** **insert**(PriorityQ `pq`, **int** `id`, **float** `w`)
    - precondition: none
    - postconditions: `isEmpty(pq)=false`; \*\*
  - **void** **delete**(PriorityQ `pq`)
    - precondition: `isEmpty(pq)=false`
    - postconditions: value of `isEmpty(pq)` updated; \*\*
  - **void** **increaseKey**(PriorityQ `pq`, **int** `id`, **float** `newKey`)

**\*\*** `pq` can always be thought as a sequence of pairs  $(id_i, w_i)$ , in non-decreasing order of  $w_i$

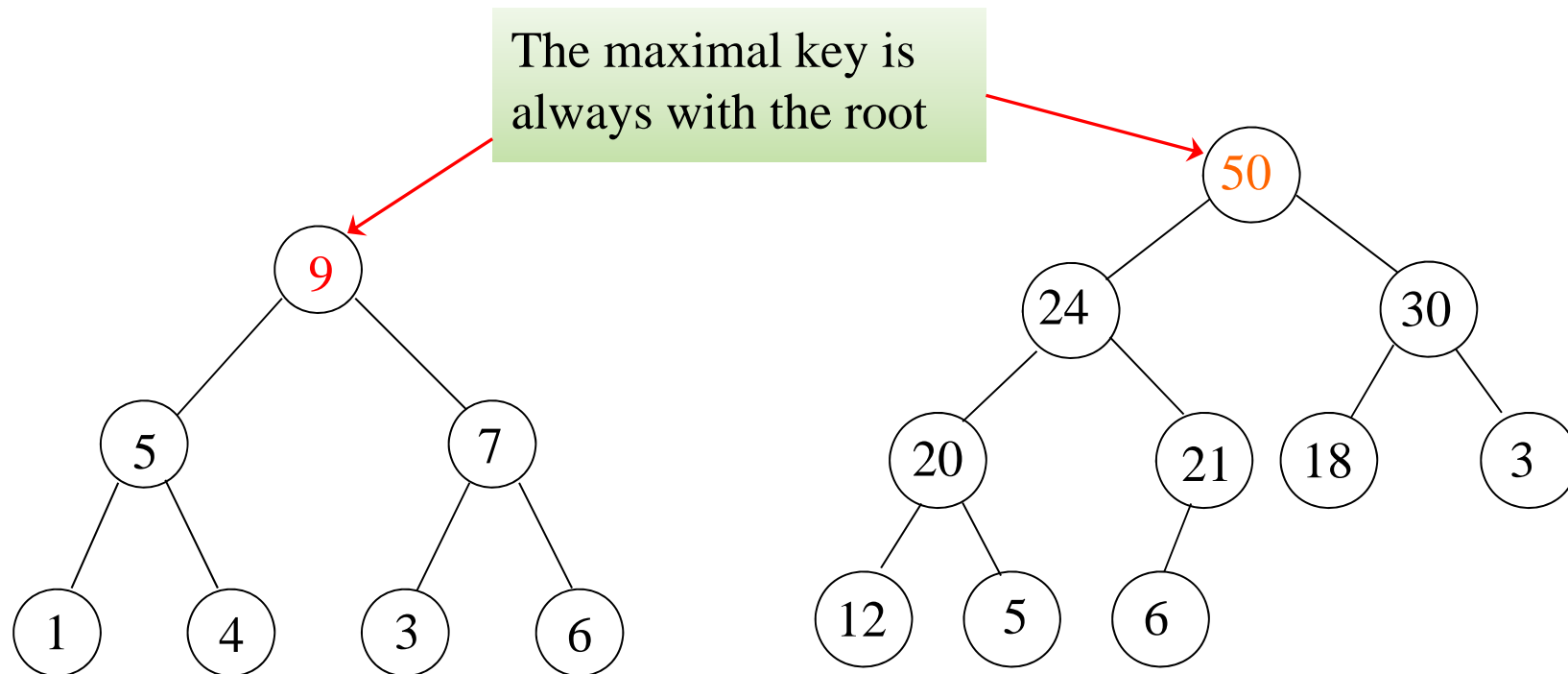


# Heap: an Implementation of Priority Queue

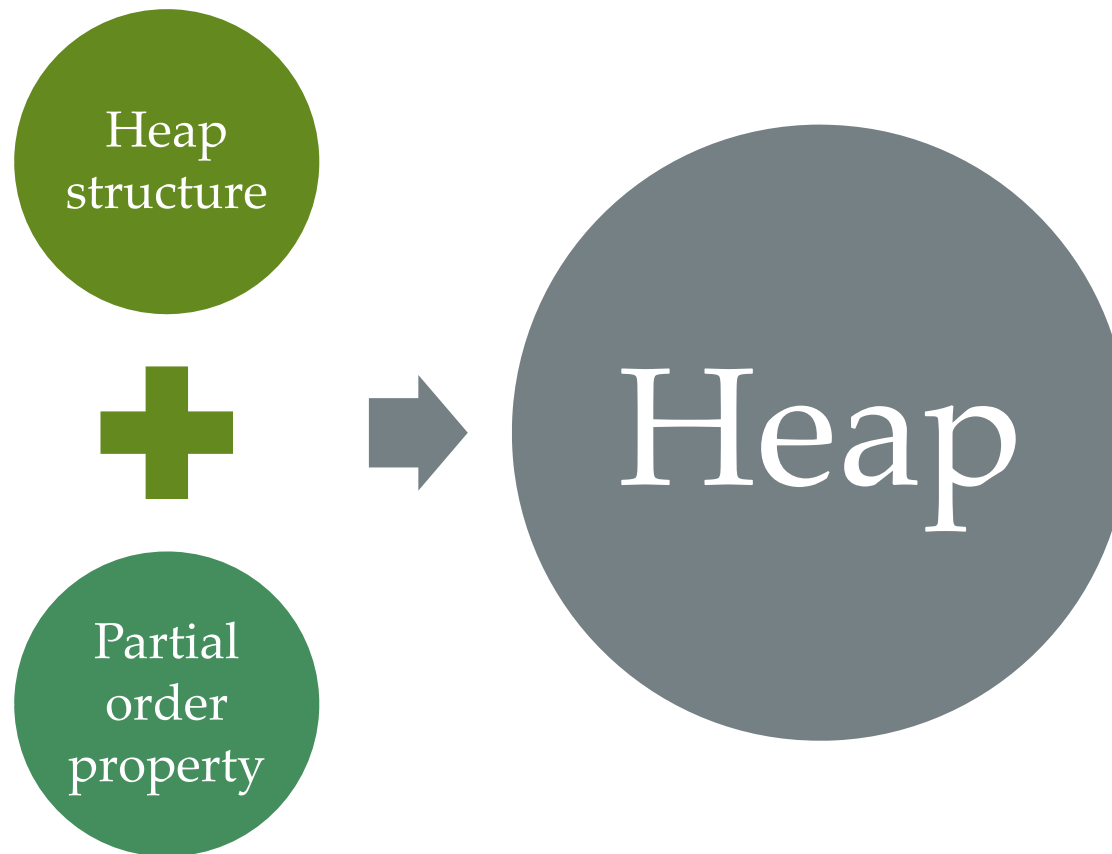
- A **binary tree**  $T$  is a *heap structure* if:
  - $T$  is complete at least through depth  $h-1$
  - All leaves are at depth  $h$  or  $h-1$
  - All path to a leaf of depth  $h$  are to the left of all path to a leaf of depth  $h-1$
- **Partial order tree property**
  - A tree  $T$  is a (maximizing) partial order tree if and only if the key at any node is greater than or equal to the keys at each of its children (if it has any).



# Heap: Examples



# Heap: an Implementation of Priority Queue





# HeapSort: the Strategy

heapSort(E,n)

*Construct H from E, the set of n elements to be sorted;*

for (i=n;i≥1;i--)

curMax = getMax(H);

**deleteMax(H);**

E[i] = curMax



deleteMax(H)

*Copy the rightmost element on the lowest level of H into K;*

*Delete the rightmost element on the lowest level of H;*

**fixHeap(H,K)**



# FixHeap

- **Input:** A nonempty binary tree  $H$  with a “vacant” root and its two subtrees in partial order. An element  $K$  to be inserted.
- **Output:**  $H$  with  $K$  inserted and satisfying the partial order tree property.

- **Procedure:**

fixHeap( $H, K$ )

if ( $H$  is a leaf) insert  $K$  in root( $H$ );

else

Set *largerSubHeap*;

if ( $K.\text{key} \geq \text{root}(\text{largerSubHeap}).\text{key}$ ) insert  $K$  in root( $H$ )

else

insert root(*largerSubHeap*) in root( $H$ );

*fixHeap(largerSubHeap, K);*

return

One comparison:

*largerSubHeap* is left- or right-Subtree( $H$ ), the one with larger key at its root.

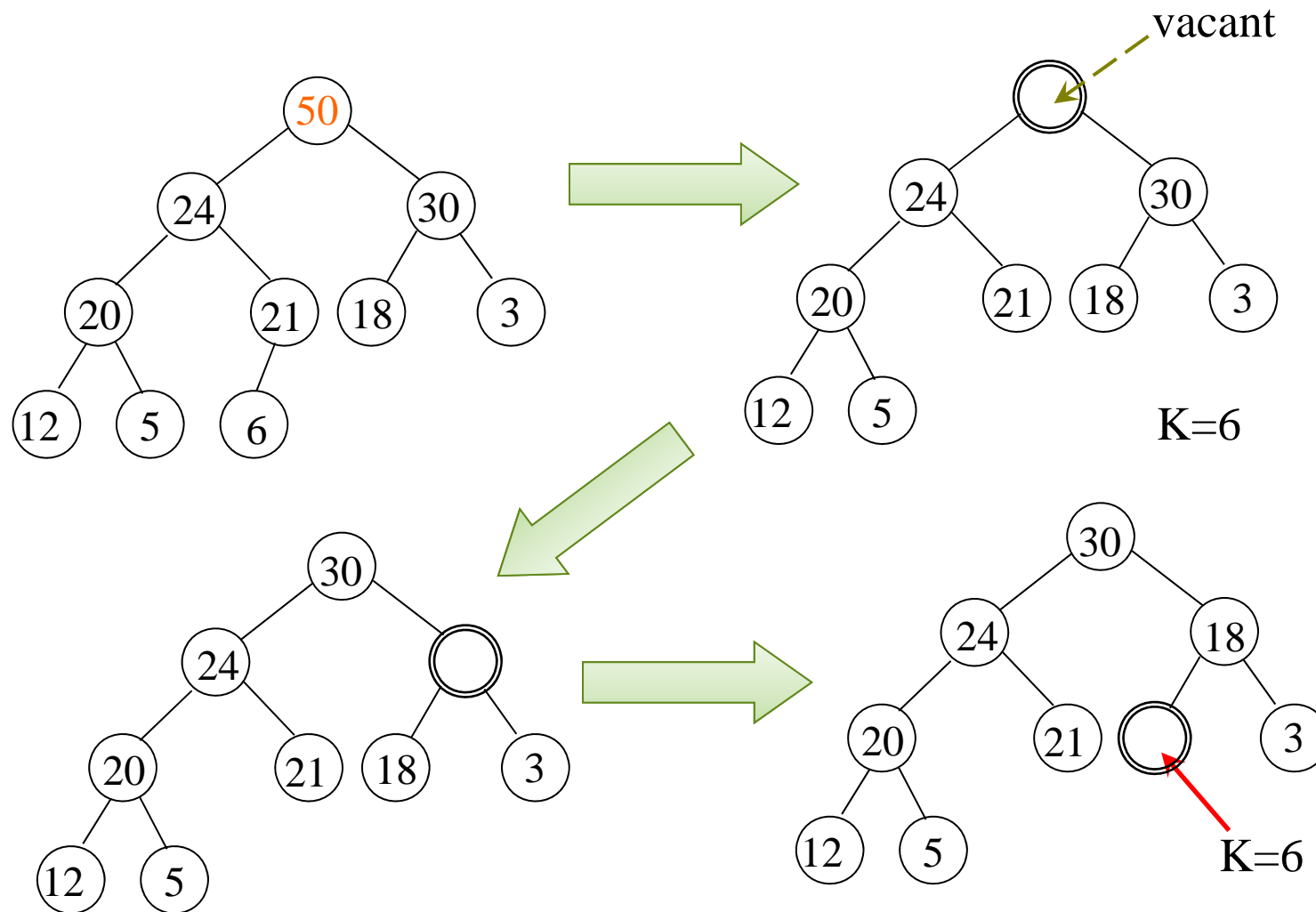
Special case: rightSubtree is empty

Recursion

“Vacant” moving down



# FixHeap: an Example



# Worst Case Analysis for fixHeap

- **2 comparisons** at most in one activation of the procedure
- The tree *height decreases by one* in the recursive call
- So,  **$2h$  comparisons are needed in the worst case**, where  $h$  is the height of the tree

- **Procesure:**

```
fixHeap(H,K)
```

```
  if (H is a leaf) insert K in root(H)
```

```
  else
```

```
    Set largerSubHeap;
```

```
    if (K.key  $\geq$  root(largerSubHeap).key) insert K in root(H)
```

```
  else
```

```
    insert root(largerSubHeap) in root(H);
```

```
    fixHeap(largerSubHeap, K);
```

```
  return
```

One comparison:

largerSubHeap is left- or right-Subtree(H), the one with larger key at its root.

Special case: rightSubtree is empty

Recursion

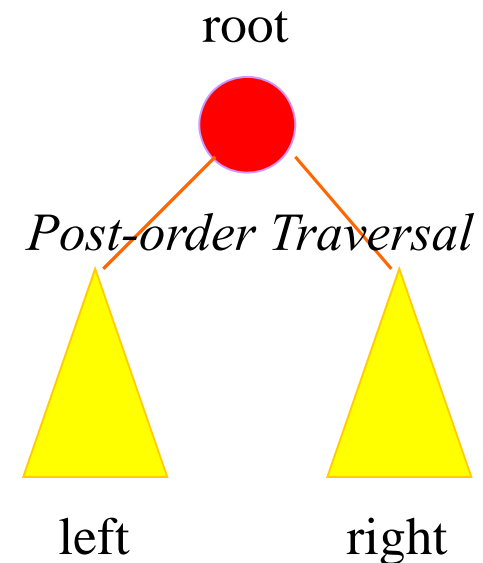
“Vacant” moving down



# Heap Construction

- **Note:** *if* left subtree and right subtree **both satisfy** the partial order tree property, then **fixHeap(H,root(H))** *gets the thing done*.
- We **begin from a Heap Structure H:**

```
void constructHeap(H)
    if (H is not a leaf)
        constructHeap(left subtree of H);
        constructHeap(right subtree of H);
        Element K=root(H);
        fixHeap(H,K)
    return
```



# Correctness of *constructHeap*

- **Specification**

- Input: A heap structure  $H$ , not necessarily having the partial order tree property.
- Output:  $H$  with the same nodes rearranged to satisfy the partial order tree property.

```
void constructHeap(H)
```

```
  if (H is not a leaf)
```

```
    constructHeap(left subtree of H);
```

```
    constructHeap(right subtree of H);
```

```
    Element K=root(H);
```

```
    fixHeap(H,K);
```

```
  return
```

$H$  is a leaf: base case, satisfied trivially.

Preconditions hold respectively?

Postcondition of *constructHeap* satisfied?



# Linear Time Heap Construction!

- The recursion equation:  $W(n) = W(n-r-1) + W(r) + 2\log(n)$ 
  - Number of nodes in right subheap (points to  $W(r)$ )
  - Cost of fixHeap (points to  $2\log(n)$ )
- A special case:  $H$  is a complete binary tree:
  - The size  $N = 2^d - 1$ ,  
(then, for arbitrary  $n$ ,  $N/2 < n \leq N \leq 2n$ , so  $W(n) \leq W(N) \leq W(2n)$ )
  - Note:  $W(N) = 2W((N-1)/2) + 2\log(N)$
  - The **Master Theorem** applies, with  $b=c=2$ , and the critical exponent  $E=1$ ,  $f(N) = 2\log(N)$
  - Note: 
$$\lim_{N \rightarrow \infty} \frac{2\log(N)}{N^{1-\varepsilon}} = \lim_{N \rightarrow \infty} \frac{2\log N}{N^{1-\varepsilon} \log 2} = \lim_{N \rightarrow \infty} \frac{2N^\varepsilon}{((1-\varepsilon)\log 2)N}$$
  - When  $0 < \varepsilon < 1$ , this limit is equal to zero
  - So,  $2\log(N) \in O(N^{E-\varepsilon})$ , case 1 satisfied, we have  $W(n) \in \Theta(n)$



# Direct Analysis of Heap construction

- Heap construction
  - From *recursion* to *iteration*
  - Sum of rowsums

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

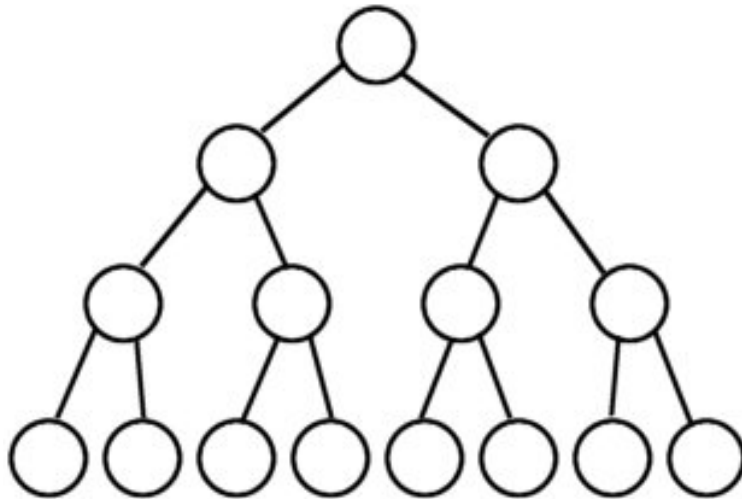
**c = logn fix; h = logn; # = 1**

**c = 2 fix; h = 2; # = n/8**

**c = 1 fix; h = 1; # = n/4**

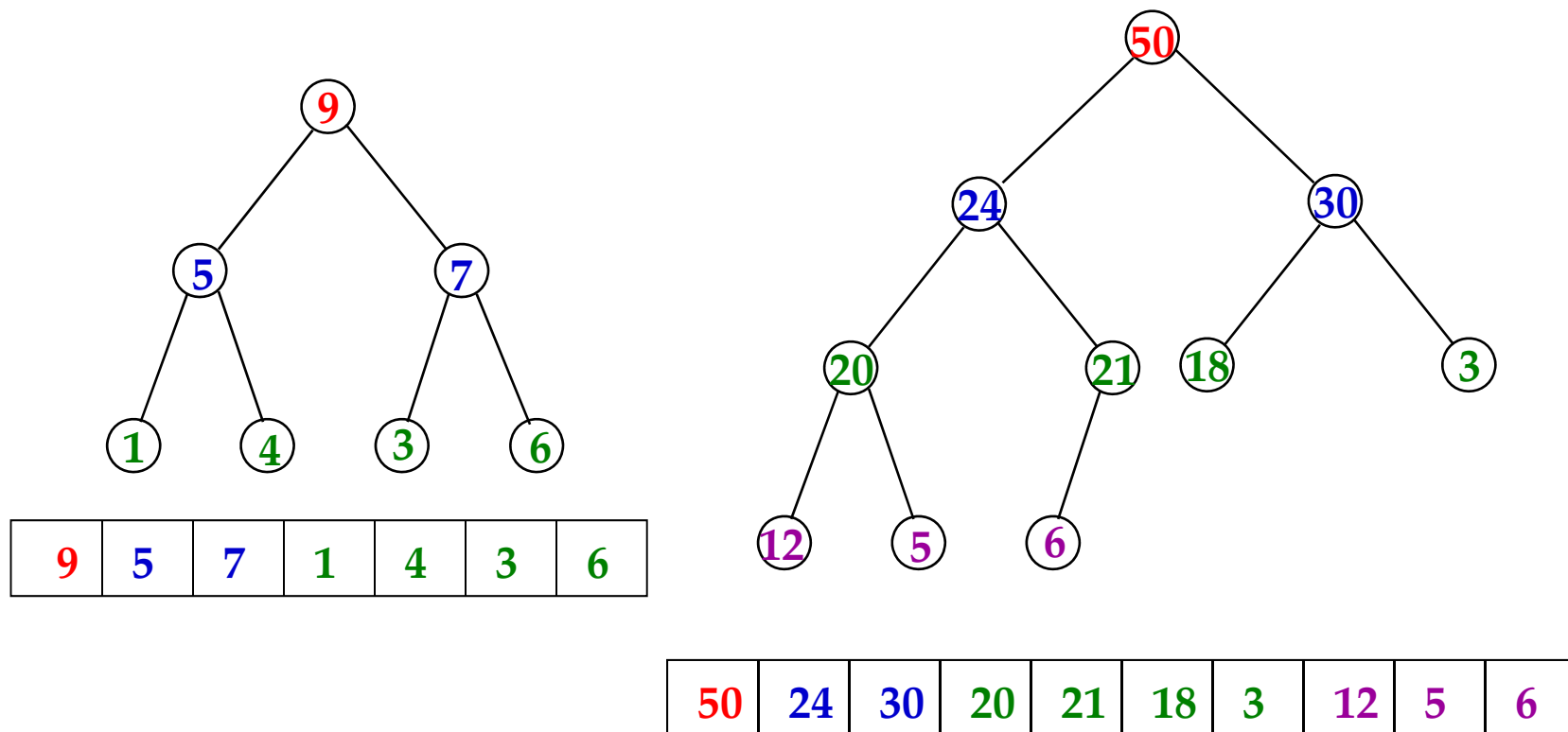
**c = 0 fix; h = 0; # = n/2**

**1 fix = 2 comparisons**





# Implementing Heap Using Array



# Looking for the Children Quickly

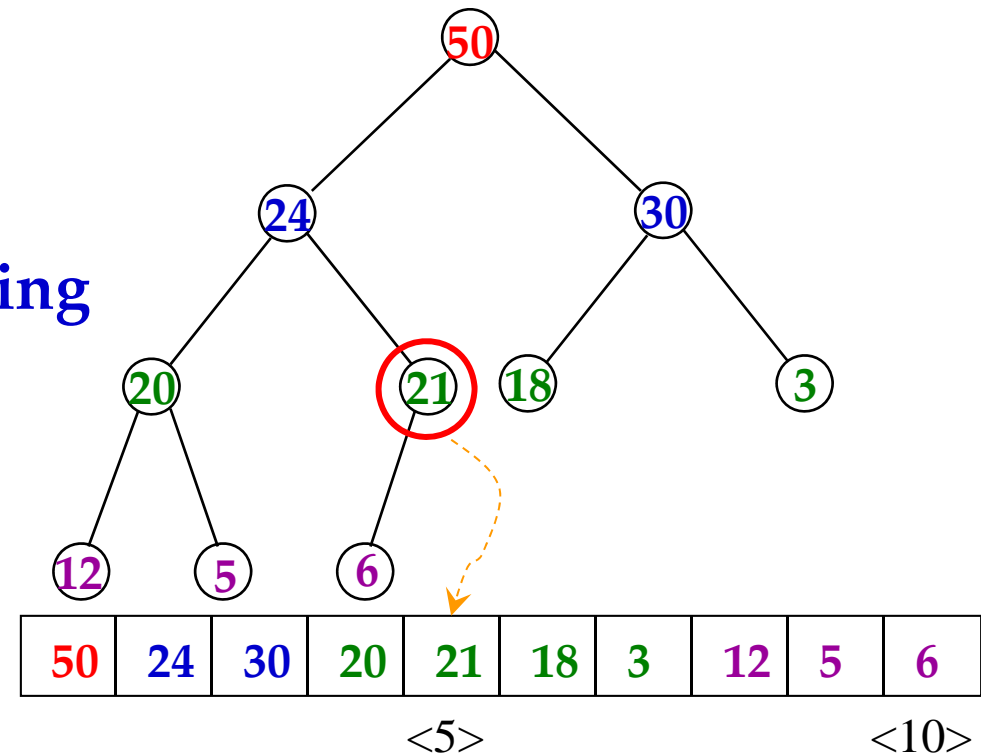
Starting from 1, not *zero*, then the  $j$ th level has  $2^{j-1}$  elements. and there are  $2^{j-1}-1$  elements in the proceeding  $j-1$  levels altogether.

So, If  $E[i]$  is the  $k^{\text{th}}$  element at level  $j$ , then  $i=(2^{j-1}-1)+k$ , and the index of its left child (if existing) is

$$i+(2^{j-1}-k)+2(k-1)+1=2i$$

The number of node on the right of  $E[i]$  on level  $j$

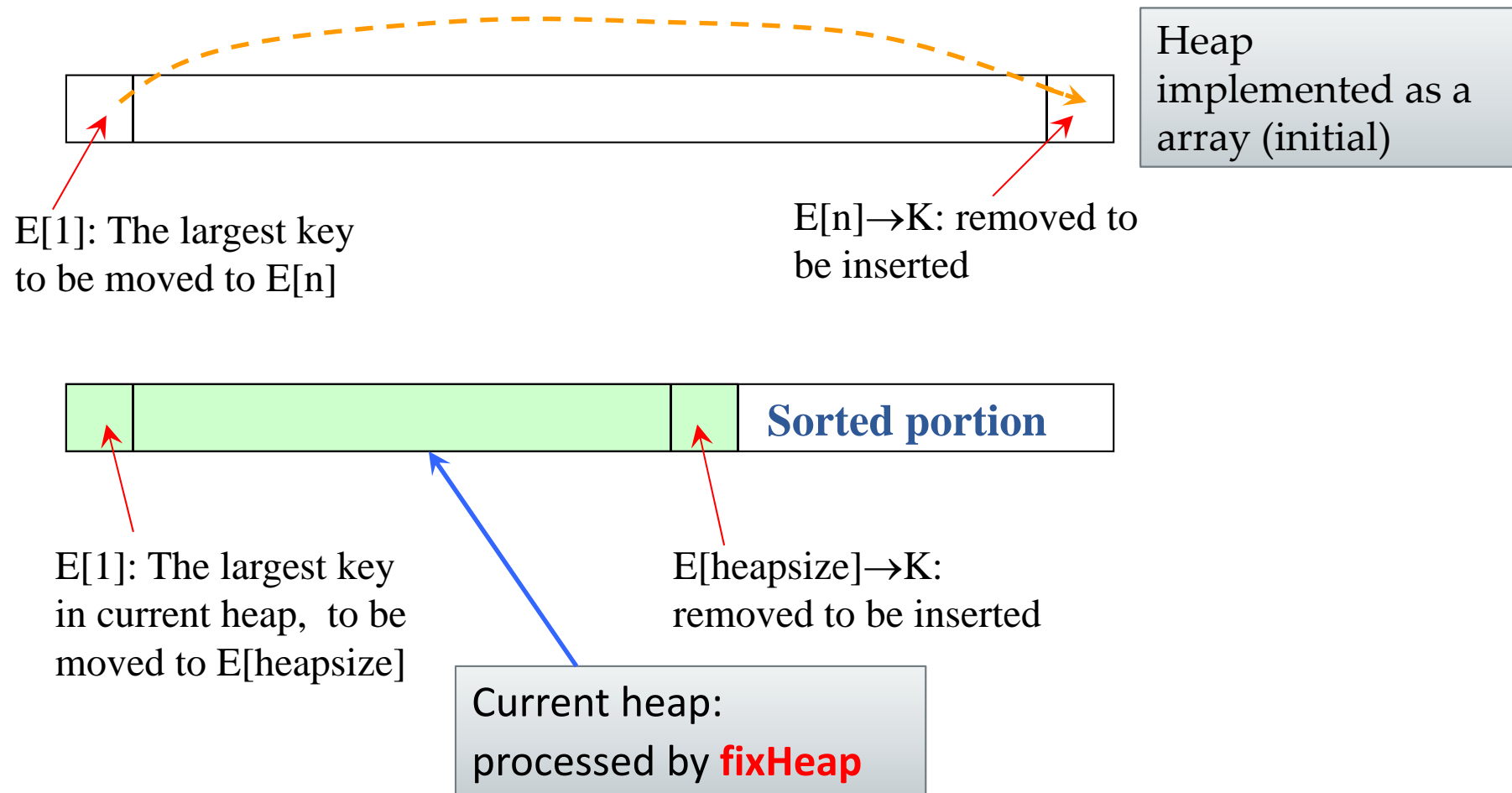
The number of children of the nodes on level  $j$  on the left of  $E[i]$



For  $E[i]$ :  
Left subheap:  $E[2i]$   
right subheap:  $E[2i+1]$



# HeapSort: In-Space Implementation



# FixHeap: Using Array

- `Void fixHeap(Element[ ] E, int heapSize, int root, Element K)`
- `int left=2*root; right=2*root+1;`
- `if (left>heapSize) E[root]=K; //Root is a leaf.`
- `else`
- `int largerSubHeap; //Right or Left to filter down.`
- `if (left==heapSize) largerSubHeap=left; // No right SubHeap.`
- `else if (E[left].key>E[right].key) largerSubHeap=left;`
- `else largerSubHeap=right;`
- `if (K.key≥E[largerSubHeap].key) E[root]=K;`
- `else E[root]=E[largerSubHeap]; //vacant filtering down one level.`
- `fixHeap(E, heapSize, largerSubHeap, K);`
- `return`



# Heapsort: the Algorithm

- Input: E, an unsorted array with  $n(>0)$  elements, indexed from 1
- Sorted E, in nondecreasing order
- Procedure:

```
void heapSort(Element[] E, int n)
    int heapsize
    constructHeap(E,n,root)
    for (heapsize=n; heapsize≥2; heapsize--;)
        Element curMax=E[1];
        Element K=E[heapsize];
        fixHeap(E,heapsize-1,1,K);
        E[heapsize]=curMax;
    return;
```

*"array version"*



# Worst Case Analysis of Heapsort

- **We have:**  $W(n) = W_{cons}(n) + \sum_{k=1}^{n-1} W_{fix}(k)$
- **It has been shown that:**  $W_{cons}(n) \in \Theta(n)$  and  $W_{fix}(k) \leq 2 \log k$
- **Recall that:**

$$2 \sum_{k=1}^{n-1} \lceil \log k \rceil \leq 2 \int_1^n \log e \ln x dx = 2 \log e (n \ln n - n) = 2(n \log n - 1.443n)$$

- **So,  $W(n) \leq 2n \lg n + \Theta(n)$ , that is  $W(n) \in \Theta(n \log n)$**

Coefficient doubles that of mergeSort approximately



# HeapSort: the Right Choice

- For heapSort,  $W(n) \in \Theta(n \log n)$
- Of course,  $A(n) \in \Theta(n \log n)$
- More good news: HeapSort is an in-space algorithm (using iteration instead of recursion)
- It will be more competitive *if only* the coefficient of the leading term can be decreased to 1




# Number of Comparisons in fixHeap

## Procedure:

```
fixHeap(H,K)
  if (H is a leaf) insert K in root(H);
  else
    Set largerSubHeap;
    if (K.key  $\geq$  root(largerSubHeap).key) insert K in root(H)
    else
      insert root(largerSubHeap) in root(H);
      fixHeap(largerSubHeap, K);
  return
```

2 comparisons are  
done in filtering  
down for one level.





# A One-Comparison-per-Level Fixing

- **Bubble-Up Heap Algorithm:**

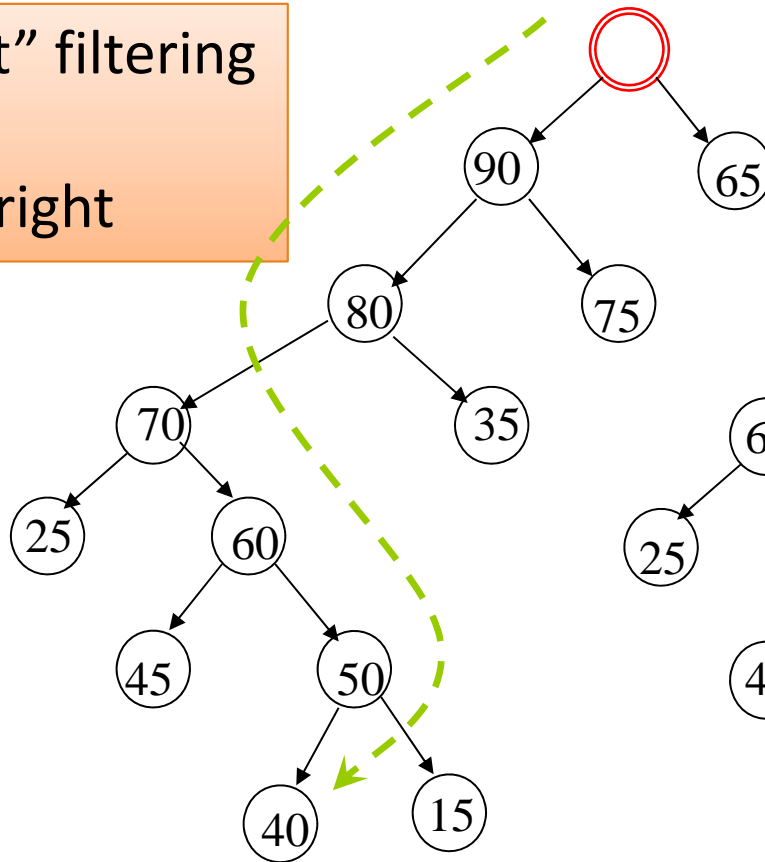
```
void bubbleUpHeap(Element []E, int root, Element K,  
    int vacant)  
    if (vacant==root) E[vacant]=K;  
    else  
        int parent=vacant/2;  
        if (K.key≤E[parent].key)  
            E[vacant]=K  
        else  
            E[vacant]=E[parent];  
            bubbleUpHeap(E,root,K,parent);
```

Bubbling up from  
vacant through to the  
root, recursively

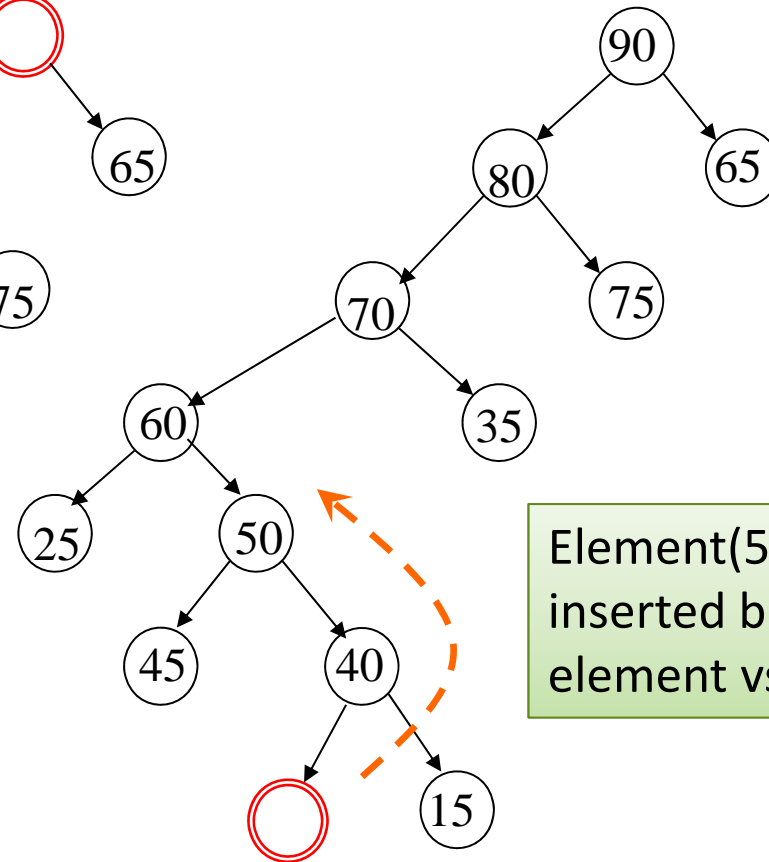


# Risky FixHeap

“Vacant” filtering down:  
left vs. right

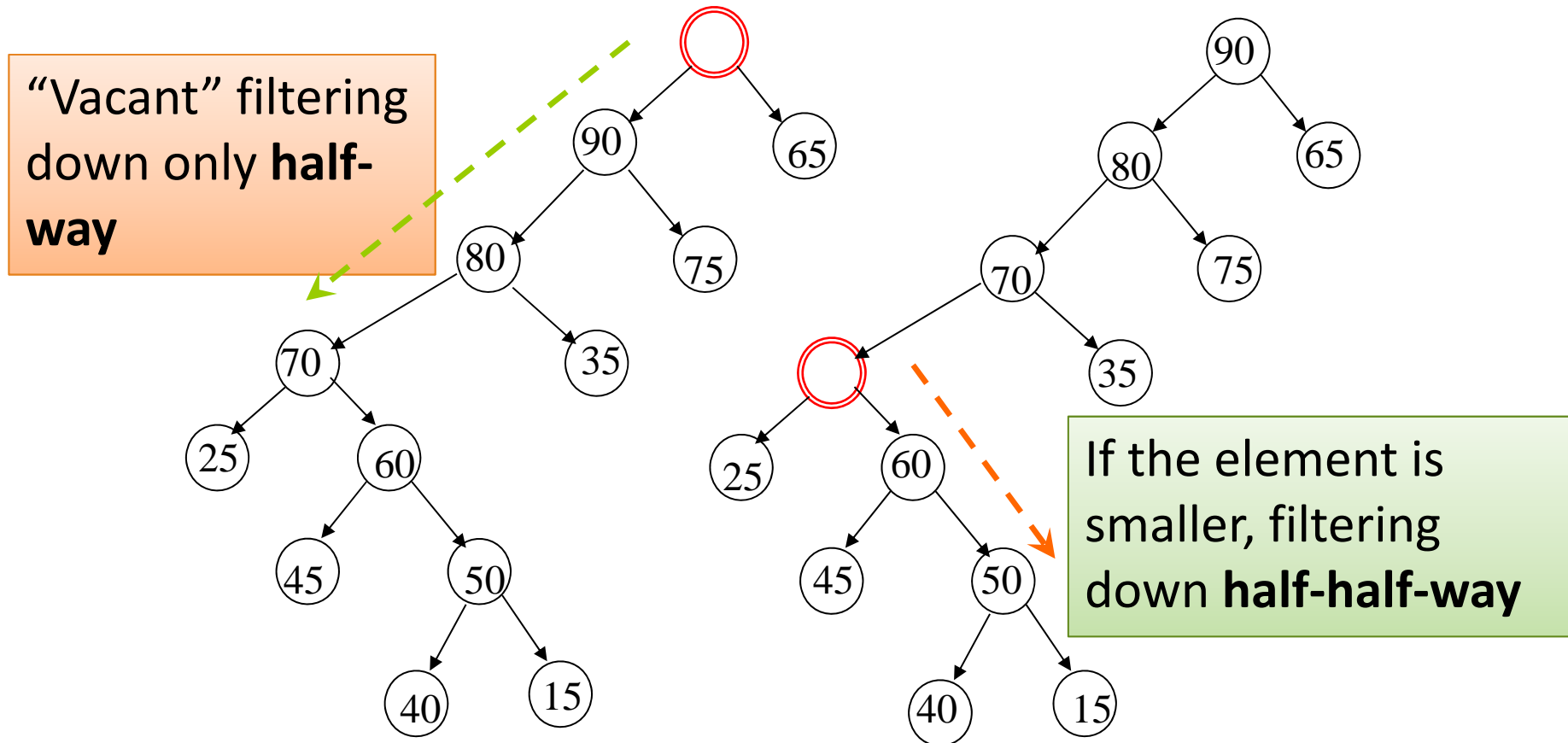


In fact, the “risk” is no more than “no improvement”



Element(55) to be  
inserted bubling up:  
element vs. parent

# Improvement by Divide-and-Conquer



*The bubbling up will not  
beyond last vacStop*

# Depth Bounded Filtering Down

```
int promote(Element [ ] E, int hStop, int vacant, int h)
    int vacStop;
    if (h ≤ hStop) vacStop=vacant;
    else if (E[2*vacant].key ≤ E[2*vacant+1].key)
        E[vacant]=E[2*vacant+1];
        vacStop=promote(E, hStop, 2*vacant+1, h-1);
    else
        E[vacant]=E[2*vacant];
        vacStop=promote(E, hStop, 2*vacant, h-1);
    return vacStop
```

*Depth Bound*



# *FixHeap* Using Divide-and-Conquer

```
void fixHeapFast(Element [ ] E, Element K, int vacant, int h)
    //  $h = \lceil \lg(n+1)/2 \rceil$  in uppermost call
    if (h ≤ 1) Process heap of height 0 or 1;
    else
        int hStop = h/2;
        int vacStop = promote(E, hStop, vacant, h);
        int vacParent = vacStop/2;
        if (E[vacParent].key ≤ K.key)
            E[vacStop] = E[vacParent];
            bubbleUpHeap(E, vacant, K, vacParent);
        else
            fixHeapFast(E, K, vacStop, hStop)
```



# Number of Comparisons in Accelerated FixHeap

- Moving the vacant one level up or down need one comparison exactly in promote or bubbleUpHeap.
- In a cycle,  $t$  calls of promote and 1 call of bubbleUpHeap are executed at most. So, the number of comparisons in promote and bubbleUpHeap calls are:

$$\sum_{k=1}^t \left\lceil \frac{h}{2^k} \right\rceil + \left\lceil \frac{h}{2^t} \right\rceil = h = \log(n + 1)$$

- At most,  $\lg(h)$  checks for reverse direction are executed. So, the number of comparisons in a cycle is at most  $h + \log(h)$
- So, for accelerated heapSort:  **$W(n) = n \log n + \Theta(n \log \log n)$**



# Recursion Equation of Accelerated heapSort

- The recurrence equation about  $h$ , which is about  $\log(n+1)$

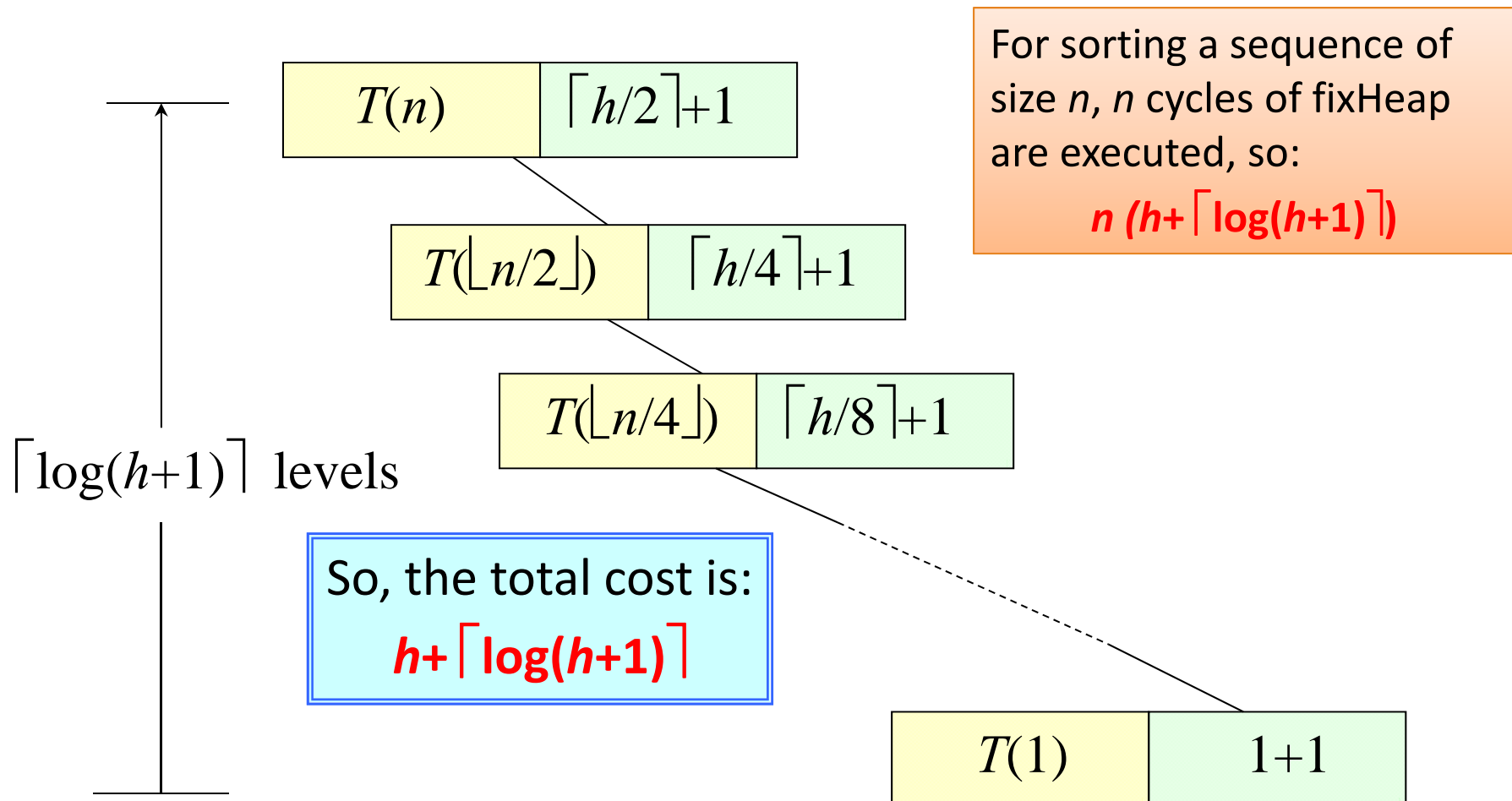
$$\begin{cases} T(1) = 2 \\ T(h) = \left\lceil \frac{h}{2} \right\rceil + \max \left( \left\lceil \frac{h}{2} \right\rceil, 1 + T \left( \left\lfloor \frac{h}{2} \right\rfloor \right) \right) \end{cases}$$

- Assuming  $T(h) \geq h$ , then:

$$\begin{cases} T(1) = 2 \\ T(h) = \left\lceil \frac{h}{2} \right\rceil + 1 + T \left( \left\lfloor \frac{h}{2} \right\rfloor \right) \end{cases}$$



# Solving the Recurrence Equation by Recursive Tree





# Inductive Proof

$$\begin{cases} T(1) = 2 \\ T(h) = \left\lceil \frac{h}{2} \right\rceil + 1 + T\left(\left\lfloor \frac{h}{2} \right\rfloor\right) \end{cases}$$

- The recurrence equation for fixHeapFast:
- Proving the following solution by induction:

$$T(h) = h + \lceil \log(h+1) \rceil$$

- According to the recurrence equation:

$$T(h+1) = \lceil (h+1)/2 \rceil + 1 + T(\lfloor (h+1)/2 \rfloor)$$

- Applying the inductive assumption to the last term:

$$T(h+1) = \lceil (h+1)/2 \rceil + 1 + \lfloor (h+1)/2 \rfloor + \lceil \log(\lfloor (h+1)/2 \rfloor + 1) \rceil$$

*(It can be proved that for any positive integer:*

$$\lceil \log(\lfloor h/2 \rfloor + 1) \rceil + 1 = \lceil \log(h+1) \rceil)$$

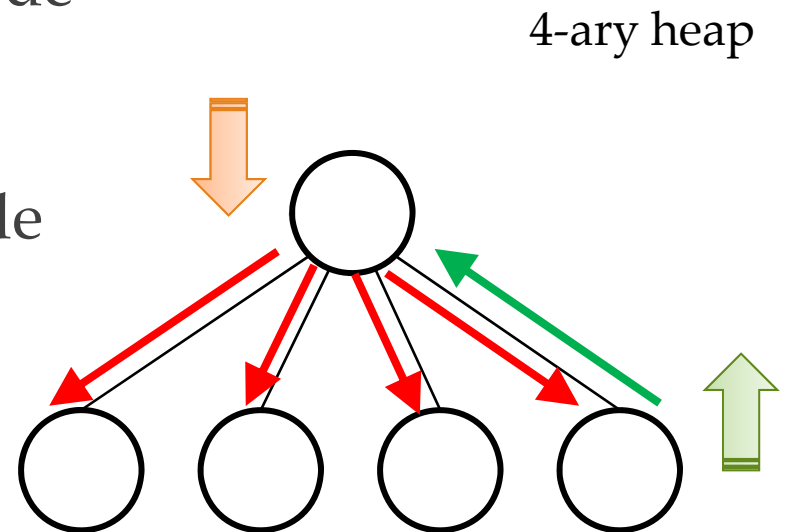
The sum is  $h+1$

**$W(n) = n \log n + \Theta(n \log \log n)$  for Accelerated HeapSort**



# Generalization of a Heap

- **d-ary heap**
  - Structure / partial order
- **How to choose “d”?**
  - Top-down: fix the parent node
    - Cost: d comparisons in the worst case
  - Bottom-up: fix the child node
    - Cost: always 1



# Not only for Sorting

- **Eg1: how to find the  $k^{\text{th}}$  max element?**
  - The cost should be  $f(k)$
- **Eg2: how to find the first  $k$  elements**
  - In sorted order?
- **Eg3: how to merge  $k$  sorted lists?**
- **Eg4: how to find the median dynamically?**
- ...



*Thank you!*

*Q & A*

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