

Computational Problems & Algorithms to Solve Them

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Sorting

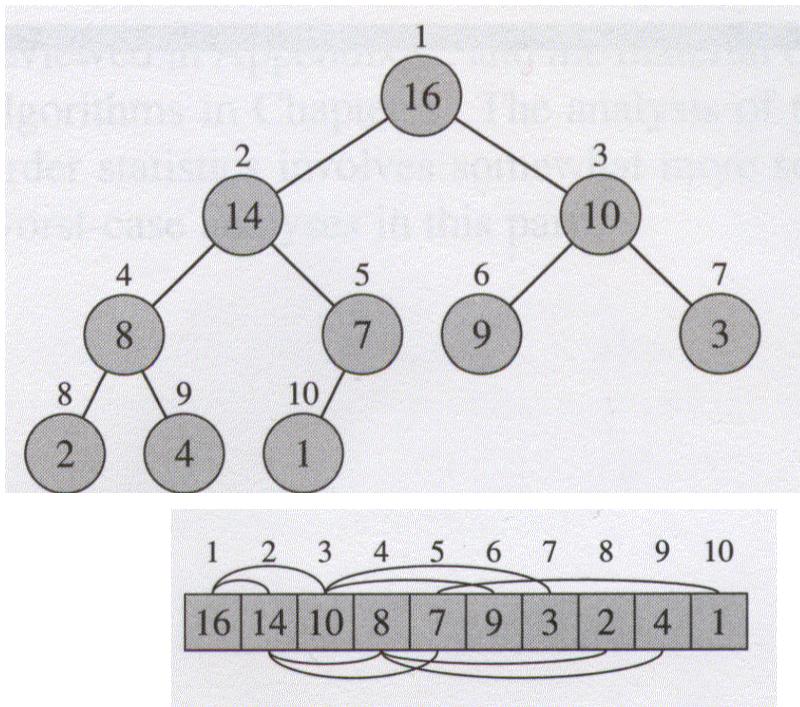
Sorting Algorithms

- We have already discussed three $O(n^2)$ Sorting Algorithms
 - Bubble
 - Selection
 - Insertion
- Thinking Assignment: Though both are $O(n^2)$ algorithms, Selection will always run as or more efficiently than Bubble. Why?
- And one $O(n\log n)$ sorting algorithm
 - Merge
- Next we will discuss two more $O(n\log n)$ sorting algorithms
 - Heap
 - Quick
- And three linear sorting algorithms
 - Counting
 - Radix
 - Bucket

The Binary Heap Data Structure and Heapsort

Binary Heap

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



Parent(i)

return $[i / 2]$
LEFT(i)

return $2i$

Right(i)

return $2i+1$

Heap property

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

Priority Queues

A Binary Heap is an instance of a data structure called a Priority Queue that allows efficient detection and extraction of the data item with the largest or smallest “key” in a set of items without having to sort them.

Priority Queue Operations

1. Build a priority queue of n data items
2. Locate the data item with the max/min key
3. Locate and extract the data item with the max/min key
4. Insert a new data item with its key into an existing Priority Queue
5. Increase or decrease the key value of a data item already in the Priority Queue

Algorithms that implement these operations on a Max Binary Heap

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

Maintaining the heap property

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

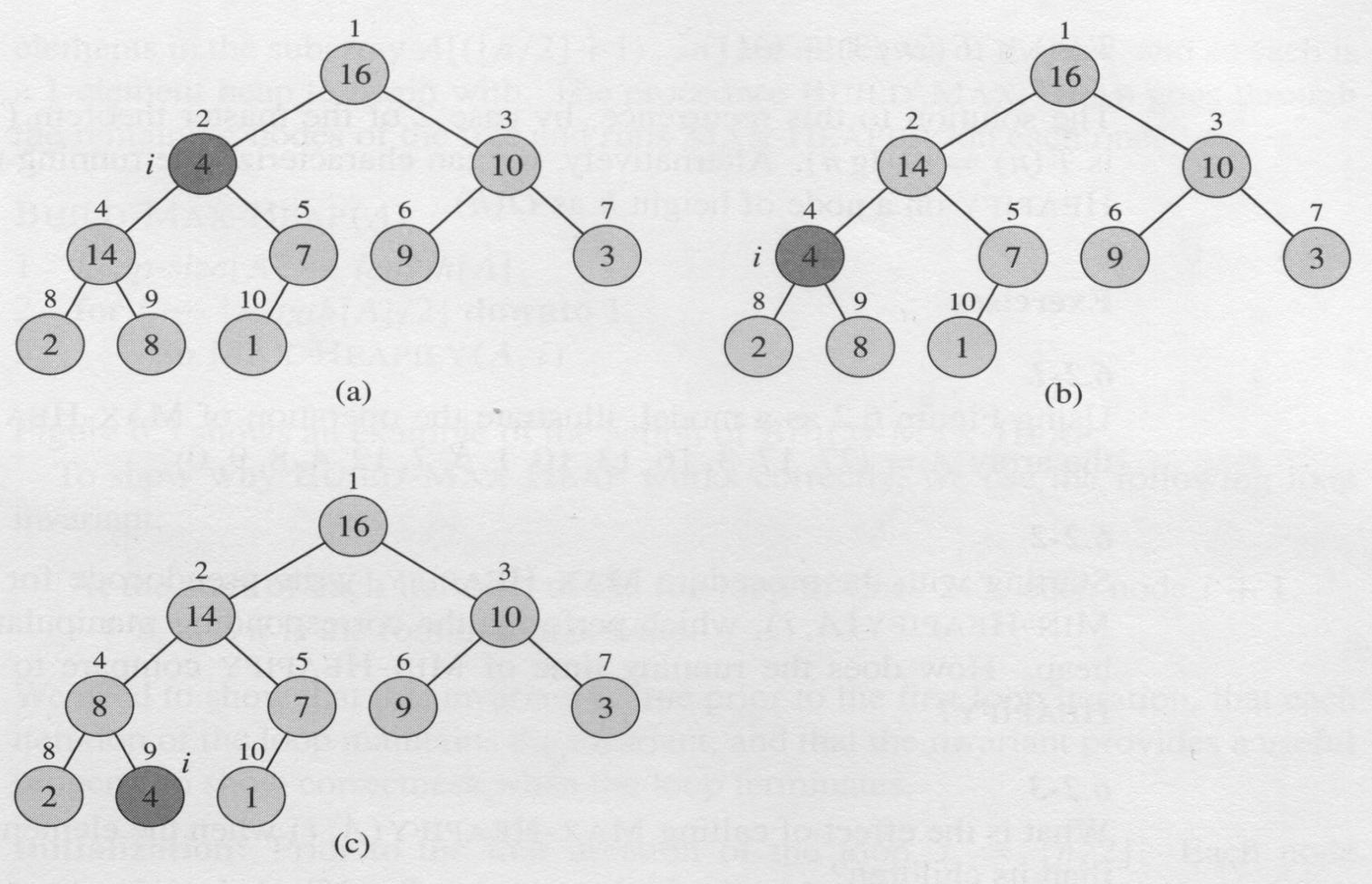
Max-Heapify (A[1...n]: array of number, i: int $1 \leq i \leq n$)

```
1 l = 2i
2 r = 2i + 1
3 if 1 ≤ A.heap-size and A[l] > A[i]
4     then largest = l
5     else largest = i
6 if r ≤ A.heap-size and A[r] > A[largest]
7     then largest = r
8 if largest ≠ i
9     then swap A[i] and A[largest]
10    Max-Heapify (A, largest)
```

Thinking Assignment: Modify Max-Heapify to get Min-Heapify for min heaps

Max-Heapify(A,2)

heap-size[A] = 10



Max-Heapify Complexity

- It has to be $O(\text{height})$ – why?
- Height of a heap is $O(\lg n)$
- So Max-Heapify is $O(\lg n)$

Alternately

- What is the base case?
- What are the recurrence relations? The size of the tree reduces by at least one third in each recursive call. So:
 - $T(\text{base case}) = c$
 - $T(n) = T(2n/3) + c$
- These can be solved to show $T(n)=O(\lg n)$
- Thinking Assignment: Try it using the Master Theorem or Recursion Tree to solve these

Building a heap

Build-Max-Heap($A[1\dots n]$: array of number)

- 1 $A.\text{heap-size} = A.\text{length}$ { $A.\text{heap-size}$ used by Max-Heapify}
- 2 **for** $i = \lfloor A.\text{length}/2 \rfloor$ **downto** 1
- 3 Max-Heapify(A, i)

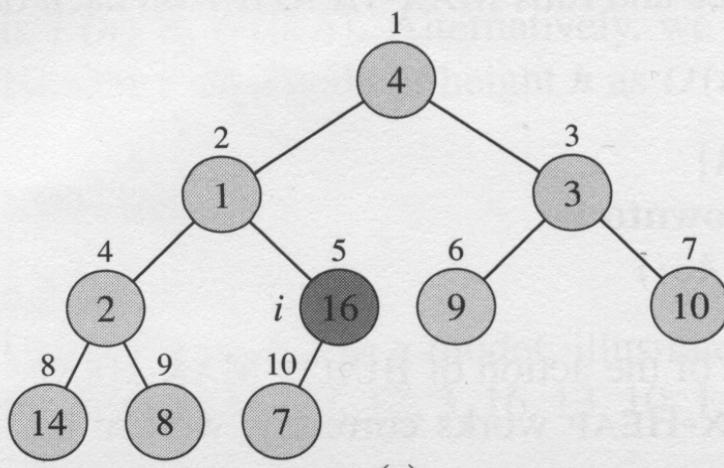
Thinking Assignments:

Why does this loop start from $\lfloor \text{length}(A)/2 \rfloor$?

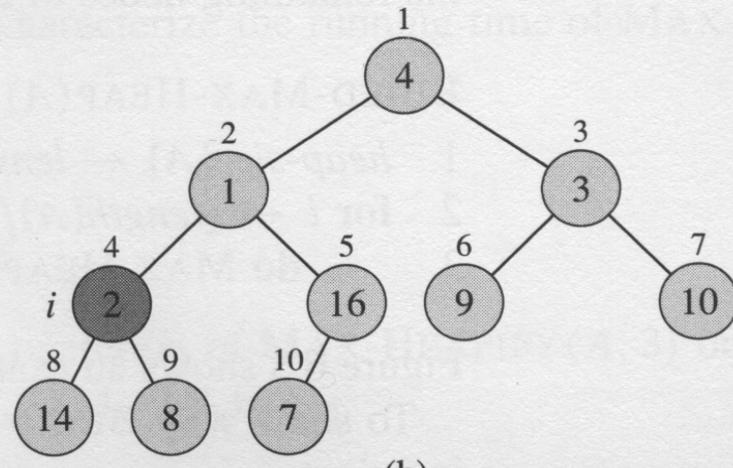
Why does the loop not go from 1 to $\lfloor \text{heap-size}(A)/2 \rfloor$?

Build-Max-Heap

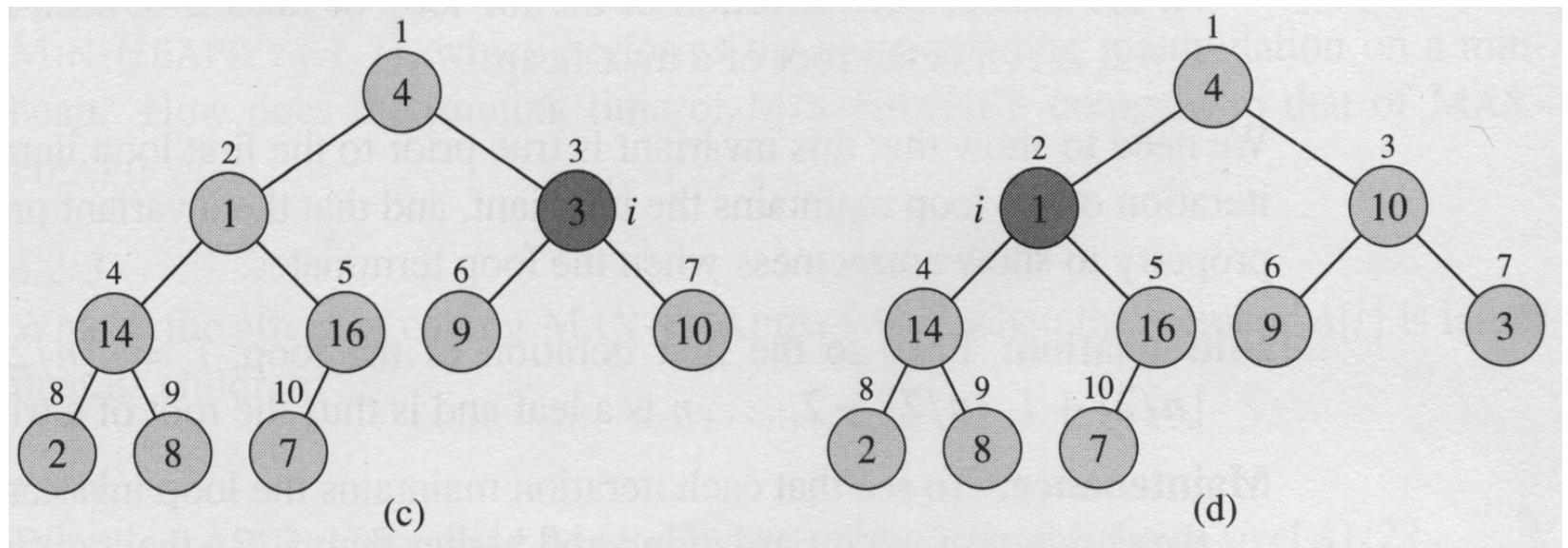
A [4 | 1 | 3 | 2 | 16 | 9 | 10 | 14 | 8 | 7]

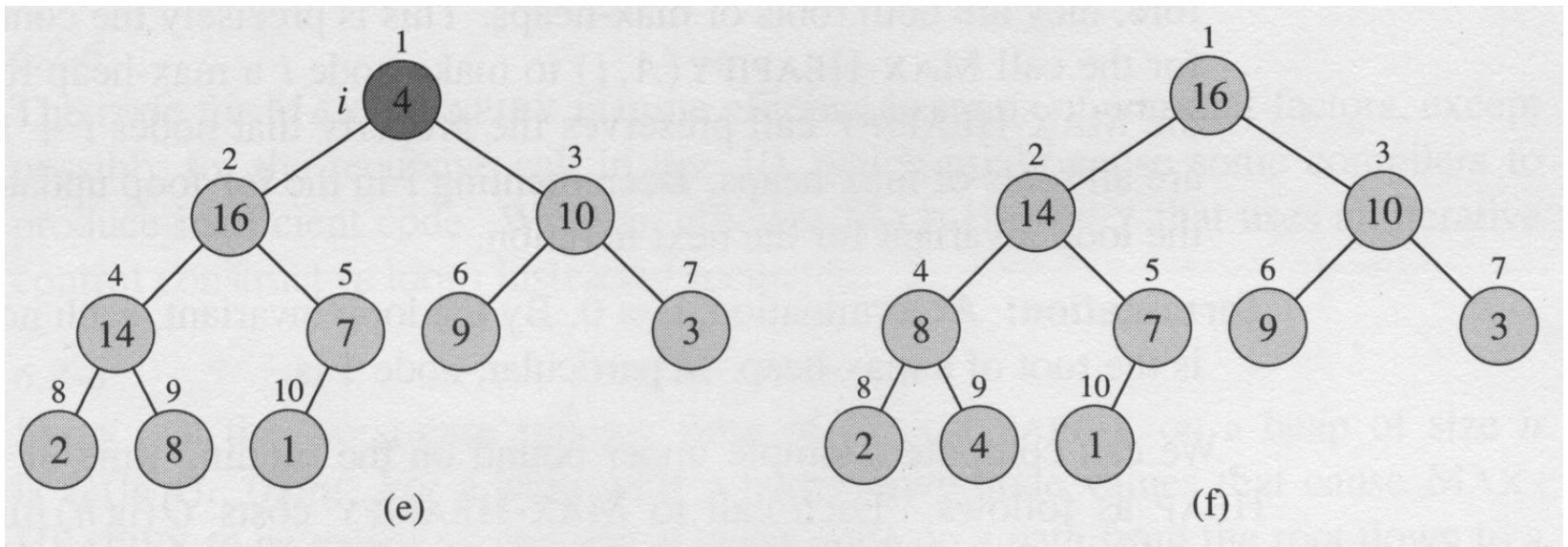


(a)



(b)





What is Build-Max-Heap's complexity?

$O(nlgn)$ is a good estimate – why?

But a tighter upper bound can be found: Build-Max-Heap is actually $O(n)$ – linear!

Optional Reading Assignment: If you want to know why, read text p. 159

The Heapsort algorithm

Heapsort($A[1\dots n]$: array of number)

- 1 Build-Max-Heap(A)
- 2 **for** $i = A.length$ **down to** 2
- 3 swap $A[1]$ and $A[i]$
- 4 $A.heap-size = A.heap-size - 1$
5. Max-Heapify($A, 1$)

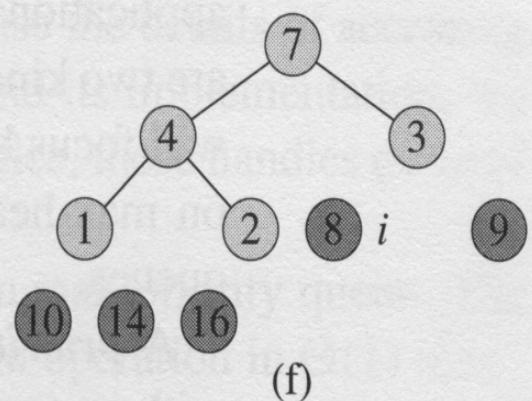
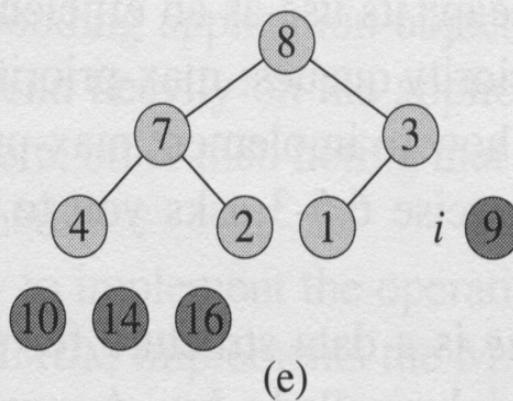
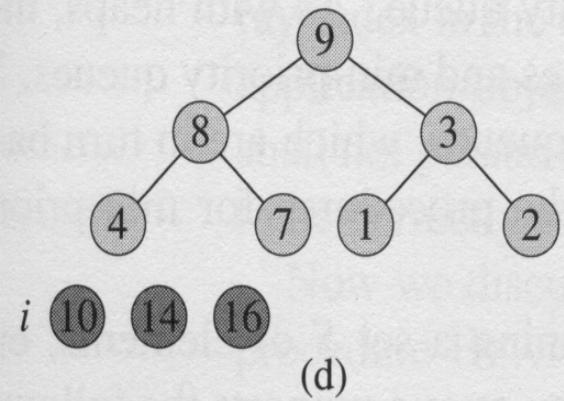
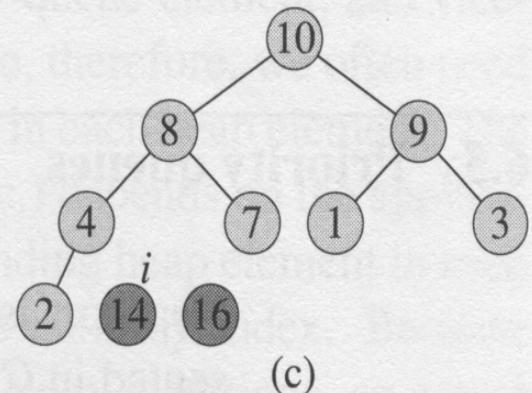
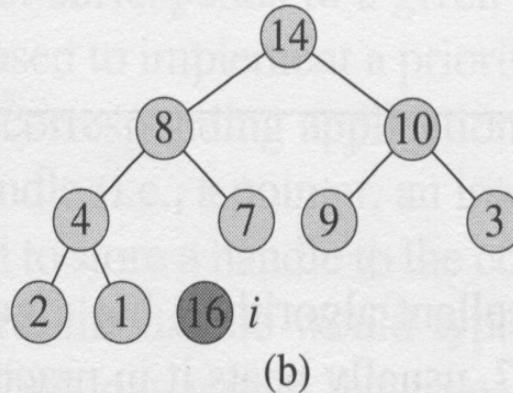
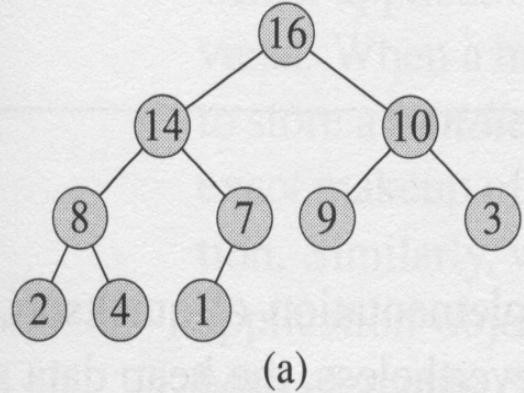
Thinking Assignments:

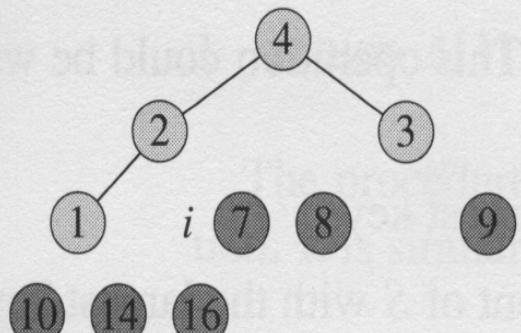
Does this algorithm sort in ascending order?

Why is its worst-case complexity $O(nlgn)$?

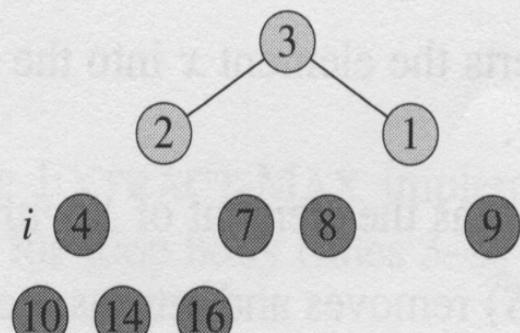
What is its best case complexity? For what kind of input?

The operation of Heapsort

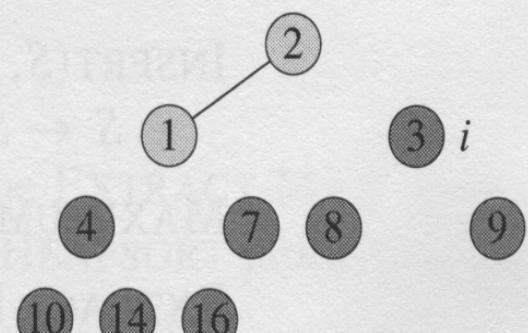




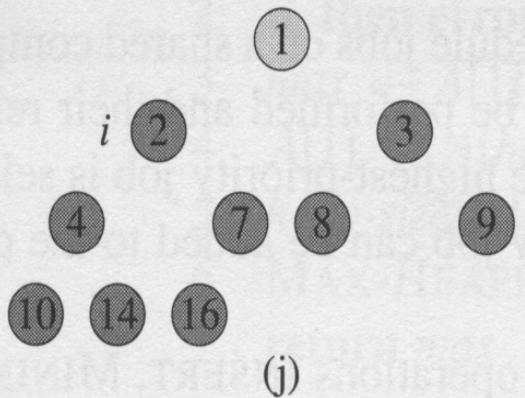
(g)



(h)



(i)



(j)

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

Complexity: $O(n \log n)$

Priority Queues

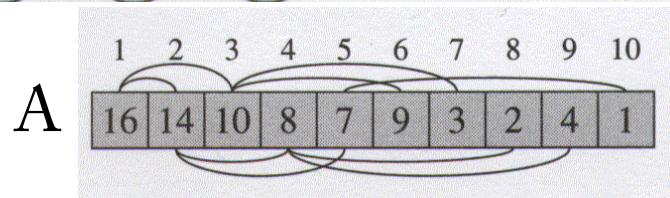
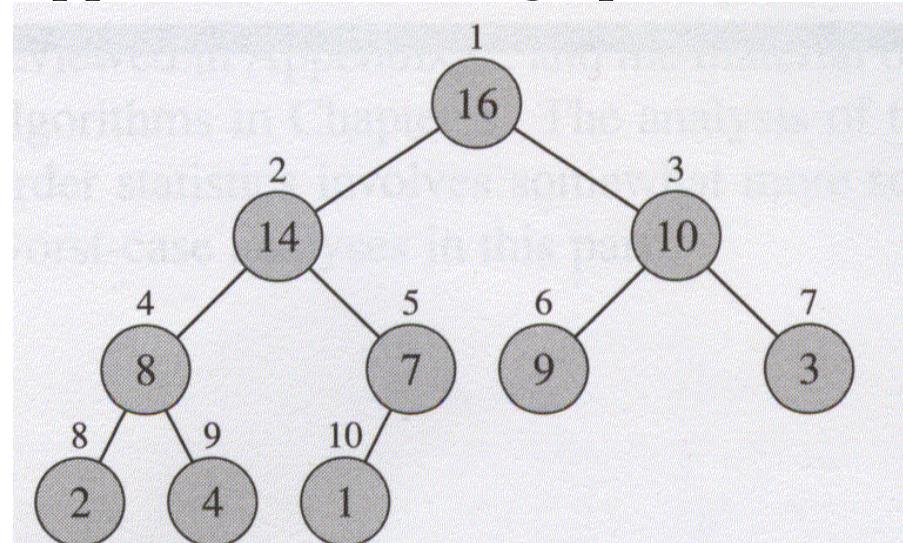
The heap data structure is not only used in sorting but also in priority queues. A **priority queue** is a data structure that maintain a set S of elements, each with an associated value call a **key**. Priority queues has many applications. A **max (or min) priority queue** should at least support the following operations:

- **Maximum/Minimum** (S)
- **Extract-Max/Min** (S)
- **Decrease-Key** (S, x, k)
- **Increase-Key** (S, x, k)
- **Insert** (S, x)

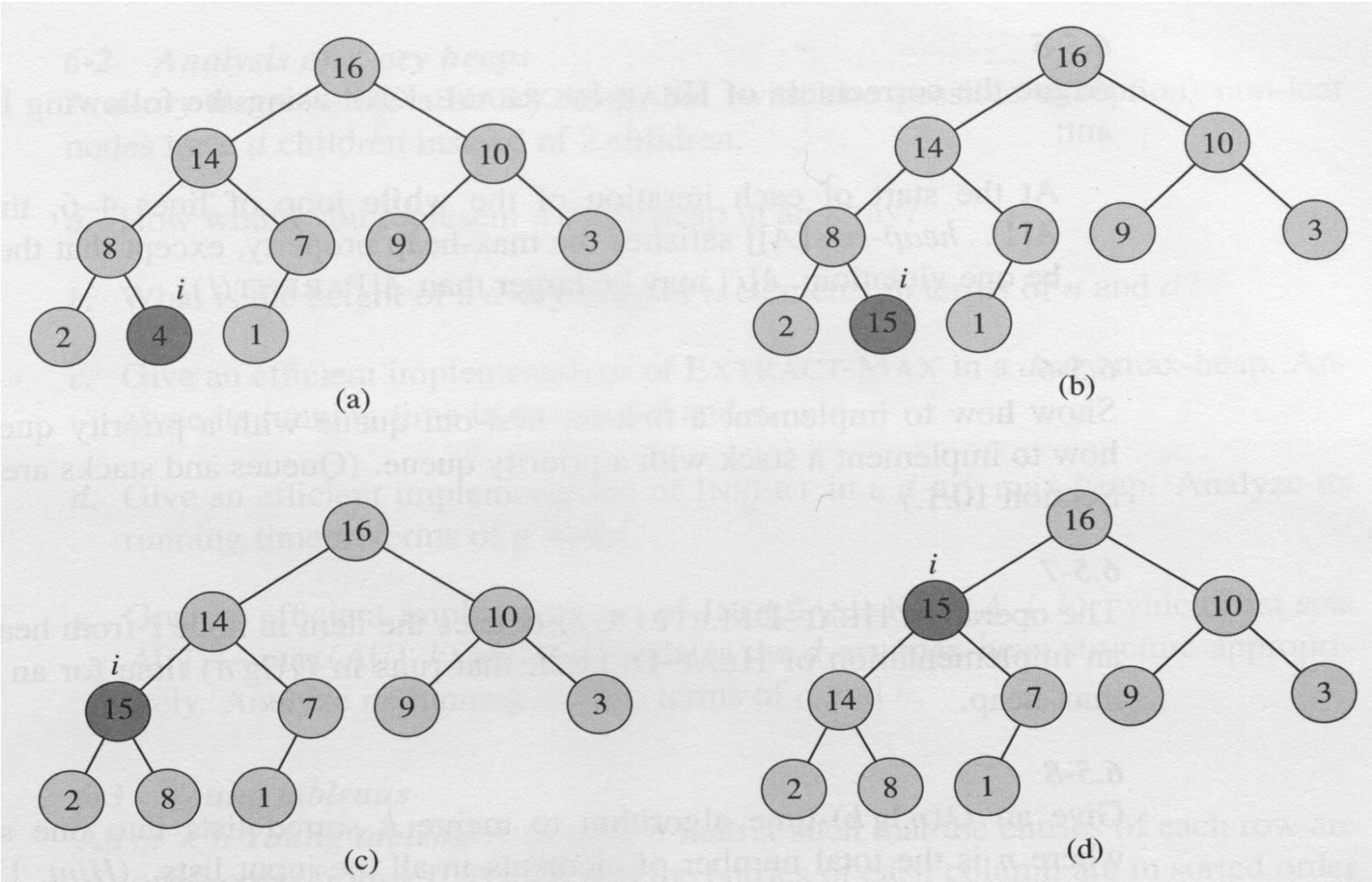
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- **Maximum/Minimum (S)**
- **Extract-Max/Min (S)**
- **Decrease-Key (S, x, k)**
- **Increase-Key (S, x, k)**
- **Insert (S, x)**



Max-Heap-Increase-Key



Priority Queues

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

Two Heap Operations

Heap-Maximum(A[1...n]: array of number)

1 return A[1]

Heap-Extract-Max(A[1...n]: array of number)

1 if A.heap-size < 1

2 then 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

Thinking Assignment: Write Heap-Extract-Min

Max-Heap-Increase-Key(A[1...n]: array of number, i: int $1 \leq i \leq n$, key)

- 1 **if** key < A[i]
- 2 **then error** “new key is smaller than current key”
- 3 A[i] = key
- 4 **while** i > 1 and A[Parent(i)] < A[i] {Parent(i) returns $\lfloor i/2 \rfloor$ }
- 5 swap A[i] and A[Parent(i)]
6. i = Parent(i)

Thinking Assignments:

What is this algorithm's complexity?

Write Max-Heap-Decrease-Key(A, i, key)

Write Min-Heap-Increase-Key(A, i, key)

Write Min-Heap-Decrease-Key(A, i, key)

Max-Heap-Insert($A[1\dots n]$: array of number, key)

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

Thinking Assignment: Write Min-Heap-Insert(A, key)

Algorithm Design Thinking Assignments

- Min-Heapify
- Build-Min-Heap
- Heapsort procedure using a Min heap
- Heap-Extract-Min
- Heap-Minimum
- Min-Heap-Decrease-Key
- Min-Heap-Insert
- Max-Heap-Decrease-Key
- Min-Heap-Increase-Key

Ch. 6 Reading Assignments

All of the chapter (make sure you understand the Loop Invariant correctness proof of BUILD-MAX-HEAP on p. 157)

Ch. 6 Thinking Assignments

Exercises: 6.1-1:6.1-7, 6.2-1:6.2-6,
6.3-1:6.3-2, 6.4-1:6.4-4, 6.5-1:6.5-8