

# Sorting

A universal problem!

Many applications often incorporate sorting

There is a wide variety of sorting algorithms,  
and they use rich set of techniques.

# Sorting algorithm

- Insertion, Bubble, Selection sorts:
  - Non-recursive
  - In place: only a constant number of additional storage locations (for local variables) are used outside the array.
- Merge sort :
  - Recursive; Not in place.
- Heap sort : (Chapter 6)
  - Non-recursive
  - Sorts  $n$  numbers in place in  $O(n \lg n)$

# Sorting algorithm

- Quick sort : (chapter 7)
  - Recursive
  - In place
  - Worst time complexity  $O(n^2)$ ; Average time complexity  $O(n \log n)$
  - Fastest general purpose sorting algorithm
- Linear sorting algorithms : (chapter 8)
  - Counting sort
  - Radix sort
  - Bucket Sort

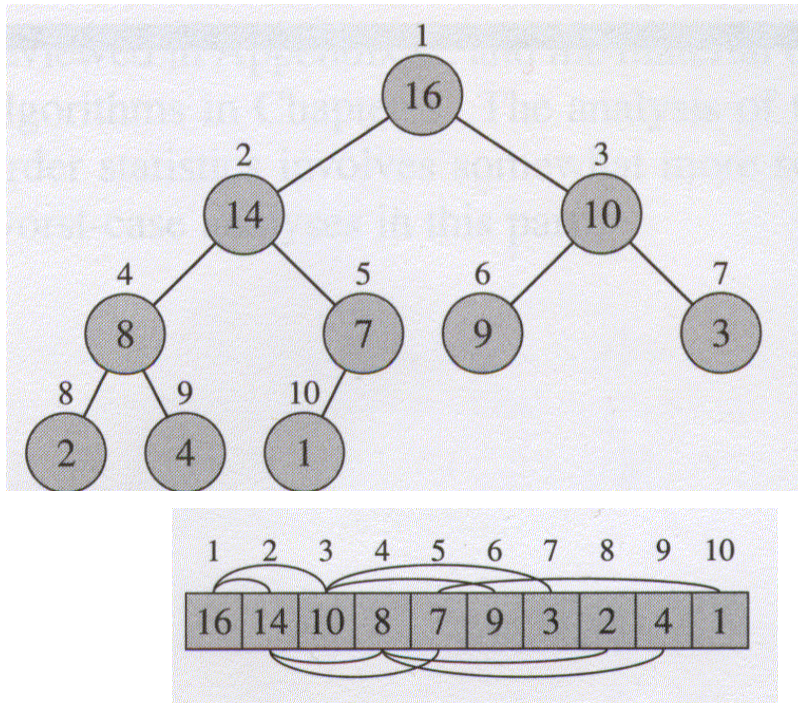
# Heapsort

## **Ch. 6 Reading Assignments**

All of the chapter (make sure you understand the Loop Invariant correctness proof of BUILD-MAX-HEAP on p. 157 but omit its mathematical proof of complexity on p.159)

# 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 downward path from the node to a leaf.
- The **height of a tree**: the height of the root
- **The height of a heap**:  $\text{floor}(\lg n) = O(\lg n)$ .

# Basic algorithms on max 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

## 6.2 Maintaining the heap property

- Max-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 max heap property.



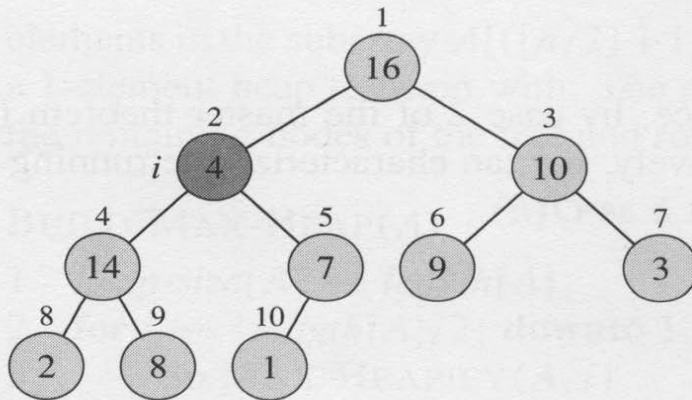
Max-Heapify ( $A, i$ )

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

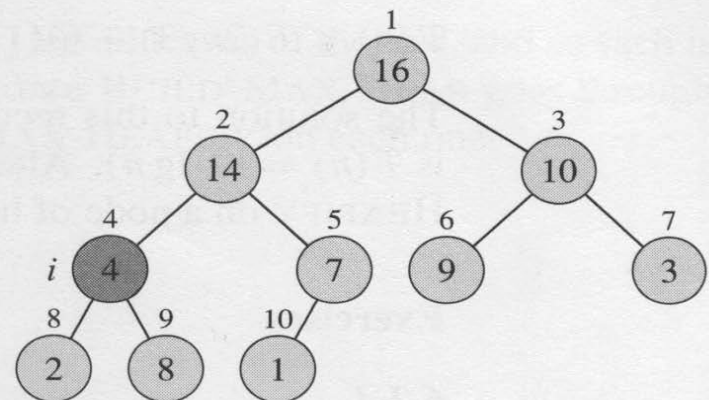
Thinking Assignment: How about Min-Heapify?

# Max-Heapify(A,2)

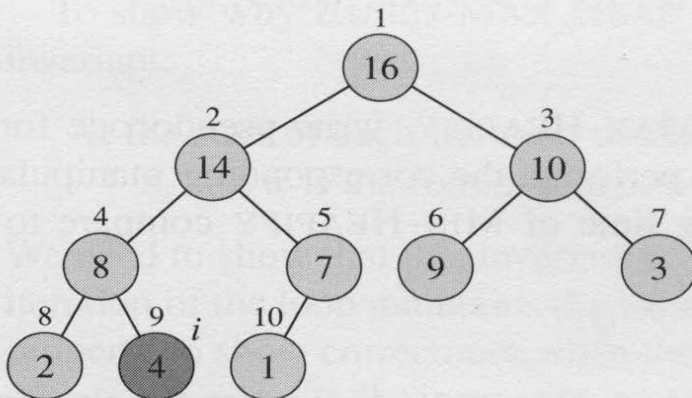
heap-size[A] = 10



(a)



(b)



(c)

# 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?

$$T(\text{base case}) = \Theta(1) = c$$

$$T(n) \leq T\left(\frac{2n}{3}\right) + \Theta(1) \text{ or } T\left(\frac{2n}{3}\right) + c$$

- These can be solved to show  $T(n) = O(\lg n)$
- **Thinking Assignment:** Try it!

## 6.3 *Building a heap*

Build-Max-Heap(A)

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

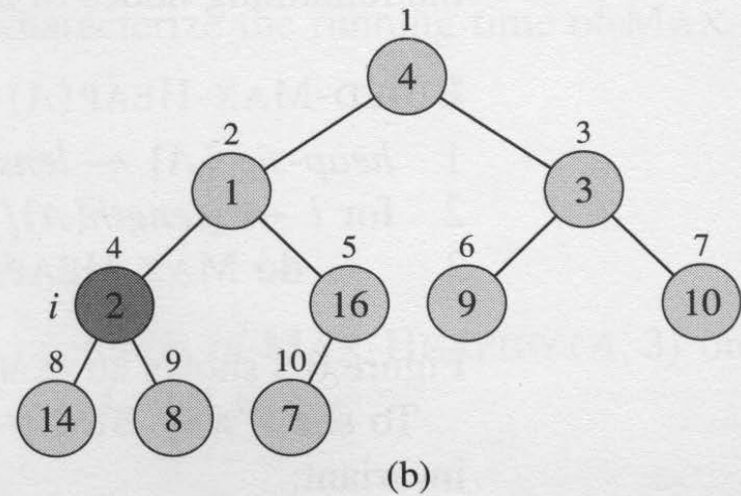
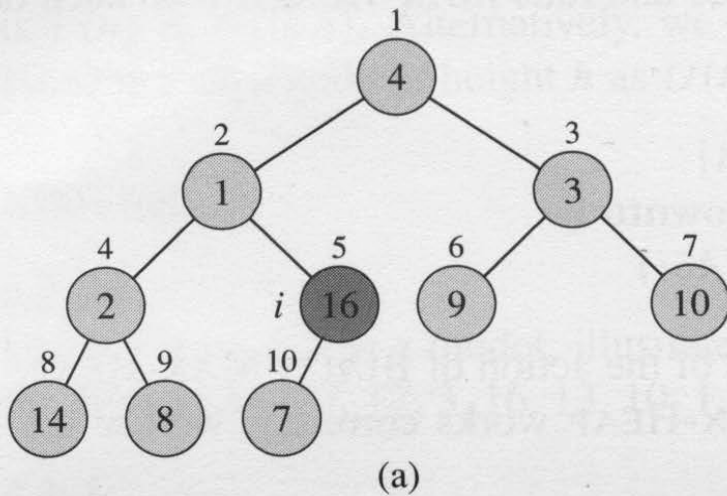
Why does this loop start from  $\lfloor \text{length}(A)/2 \rfloor$  ?

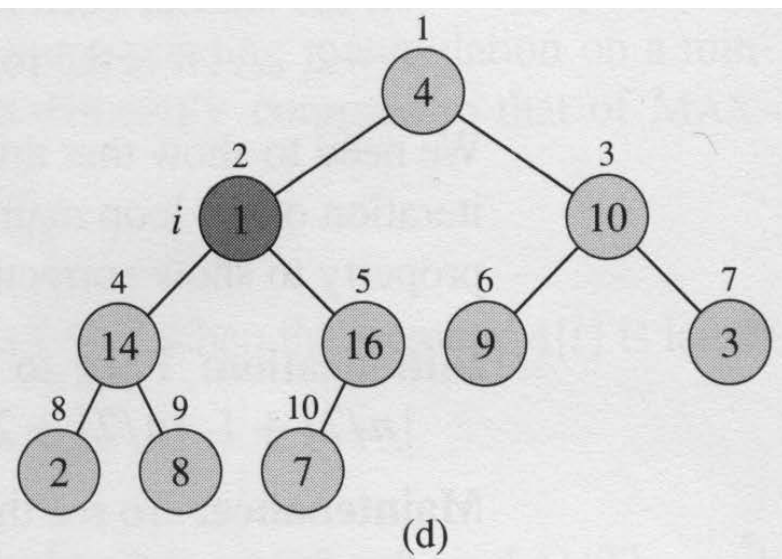
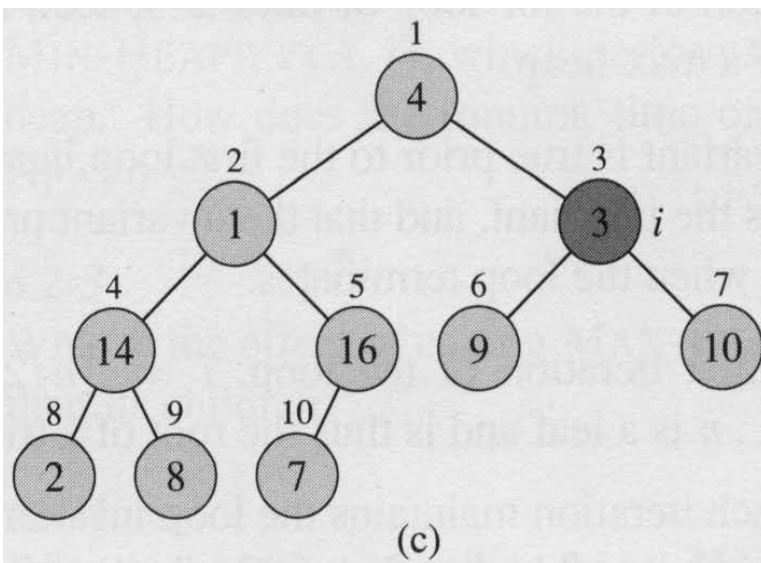
Why does the loop not go from 1 to  $\lfloor \text{heap-size}(A)/2 \rfloor$  ?

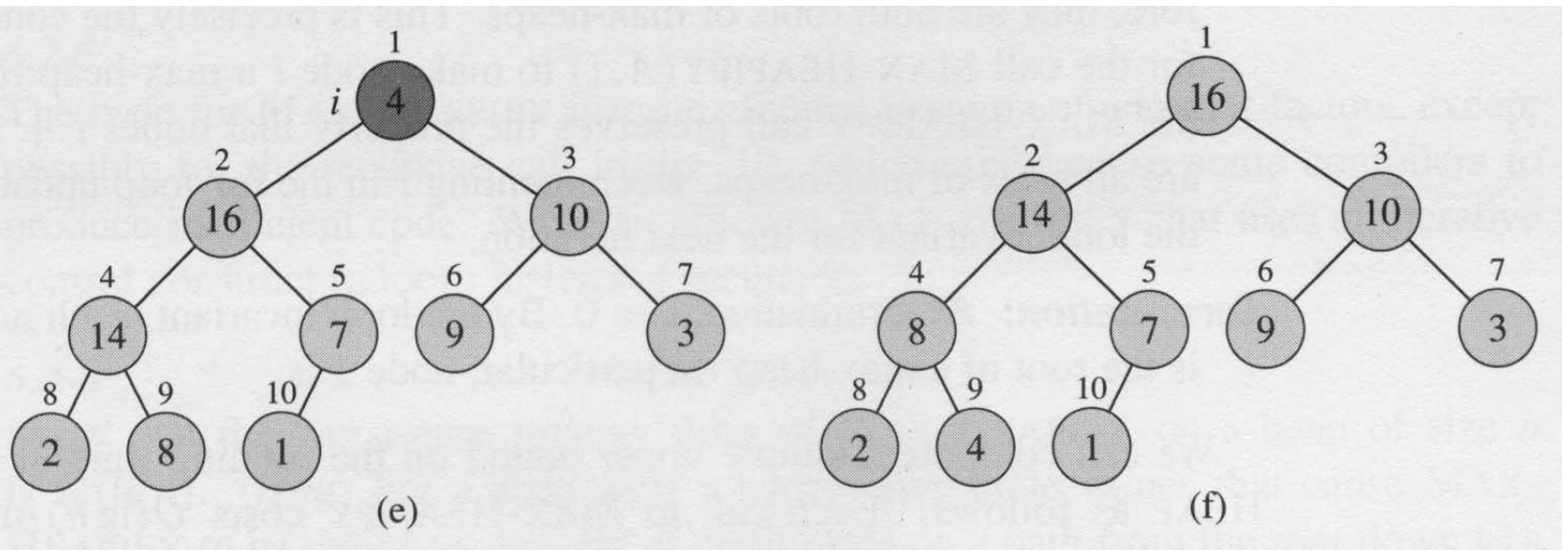
# Build-Max-Heap

A 

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







# What is Build-Max-Heap's complexity?

$O(n \lg n)$  is a good estimate – why?

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

If you want to know why, look at the next slide and read the text p. 159 (optional)



- $O(n \log n)$  ? We can find a tighter upper bound!

$n$ -element heap has height  $\lfloor \lg n \rfloor$

and  $\left\lceil \frac{n}{2^{h+1}} \right\rceil$  nodes at height  $h$

$T(n)$  for the algorithm =

$$\sum_{h=1}^{\lfloor \lg n \rfloor} ((\# \text{ of nodes at height } h) * O(h)) + c$$

$$T(n) = \sum_{h=1}^{\lfloor \lg n \rfloor} \left\lceil \frac{n}{2^{h+1}} \right\rceil O(h) < \sum_{h=0}^{\infty} \left\lceil \frac{n}{2^{h+1}} \right\rceil O(h)$$

$$\text{But } \sum_{h=0}^{\infty} \left\lceil \frac{n}{2^{h+1}} \right\rceil O(h) = O(n \sum_{h=0}^{\infty} \frac{h}{2^h})$$

$$\text{and } \sum_{h=0}^{\infty} \frac{h}{2^h} = 2 \text{ (because } \sum_{k=0}^{\infty} kx^k = \frac{x}{(1-x)^2} \text{)}$$

$$\text{So } O(n \sum_{h=0}^{\infty} \frac{h}{2^h}) = O(n * 2) = O(n)$$

$$T(n) < \sum_{h=0}^{\infty} \left\lceil \frac{n}{2^{h+1}} \right\rceil O(h) = O(n), \text{ so } T(n) = o(n)$$

## 6.4 The Heapsort algorithm

Heapsort(A)

1 Build-Max-Heap(A)

2 **for**  $i = \text{length}(A)$  **down to** 2

3     swap  $A[1]$  and  $A[i]$

4      $\text{heap-size}[A] = \text{heap-size}[A] - 1$

5     Max-Heapify(A, 1)

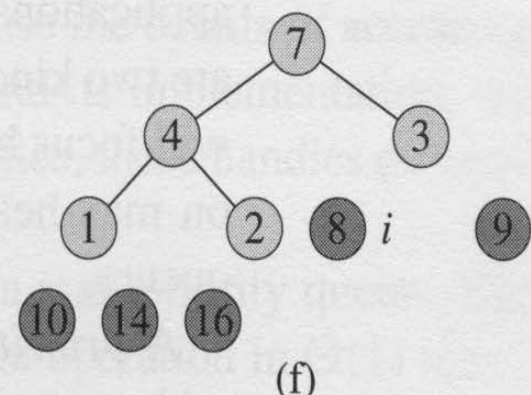
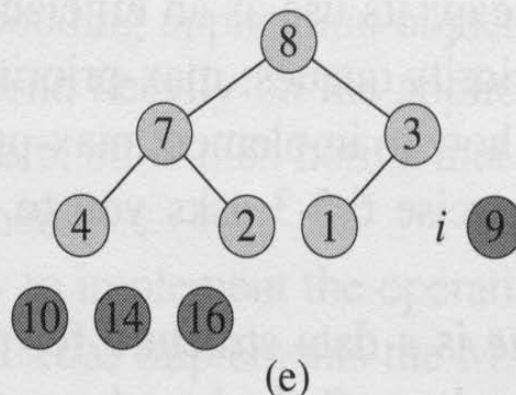
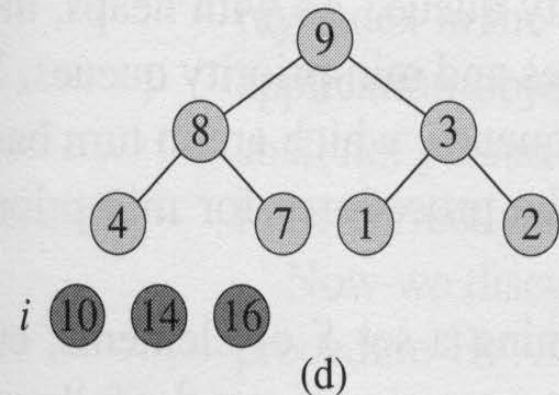
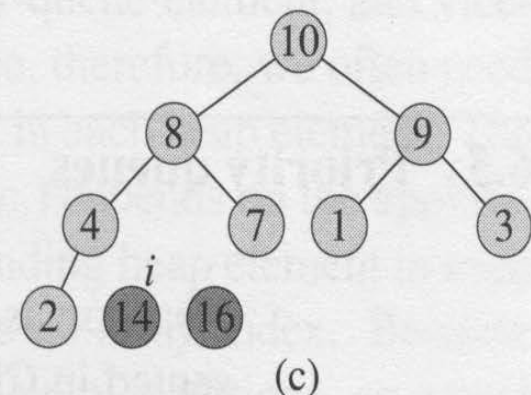
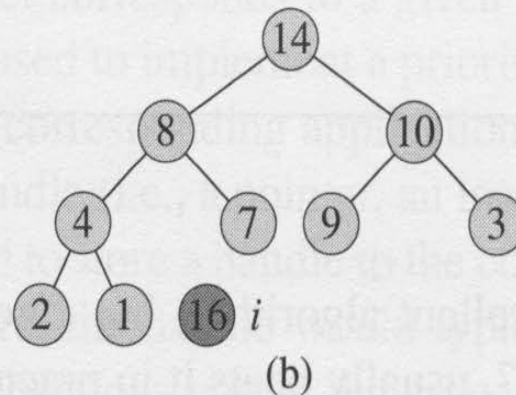
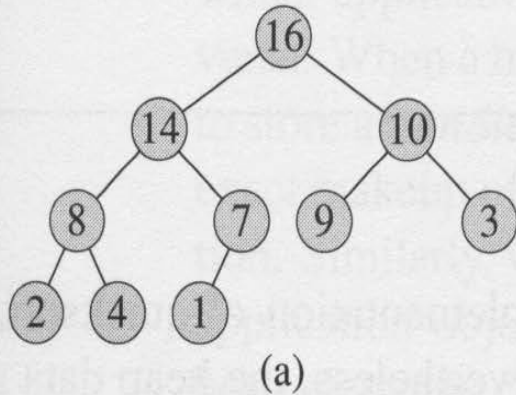
**Thinking Assignment:**

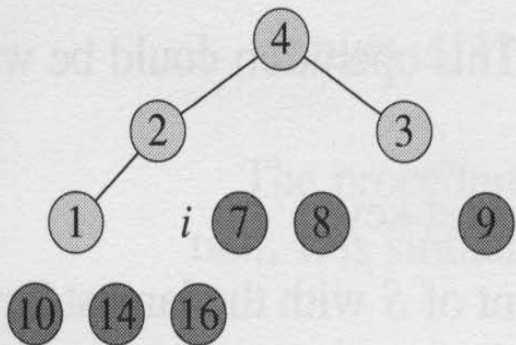
Does this algorithm sort in ascending order?

Why is its worst-case complexity  $O(n \lg n)$ ?

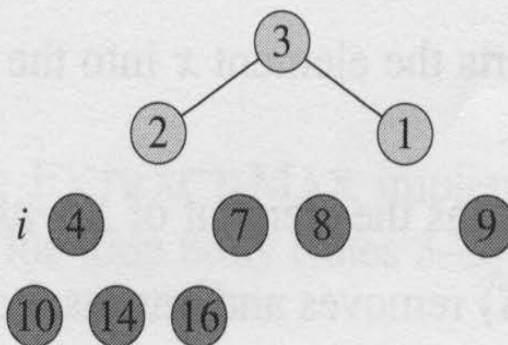
What is its best case complexity? For what kind of input?

# The operation of Heapsort

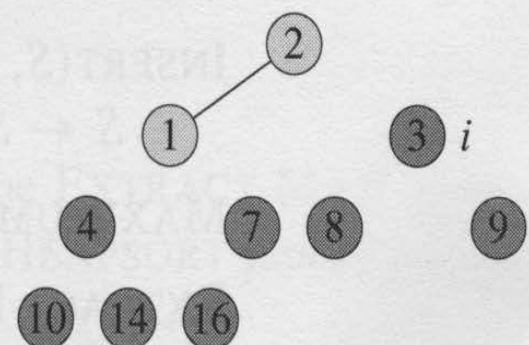




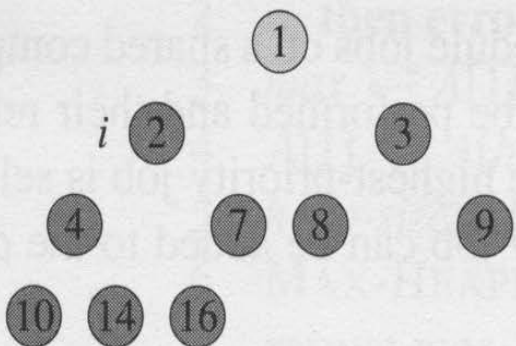
(g)



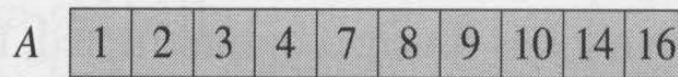
(h)



(i)



(j)



(k)

Analysis:  $O(n \log n)$

# 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 maintains 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:

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

# Two Heap Operations

## Heap-Extract-Max(A)

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

## Heap-Maximum(A)

- 1 return  $A[1]$

**Thinking Assignment:** Write Heap-Extract-Min(A)

# 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   $A[i] = \text{key}$ 
4  while  $i > 1$  and  $A[\text{Parent}(i)] < A[i]$ 
5    swap  $A[i]$  and  $A[\text{Parent}(i)]$ 
6     $i = \text{Parent}(i)$ 
```

## Thinking Assignment:

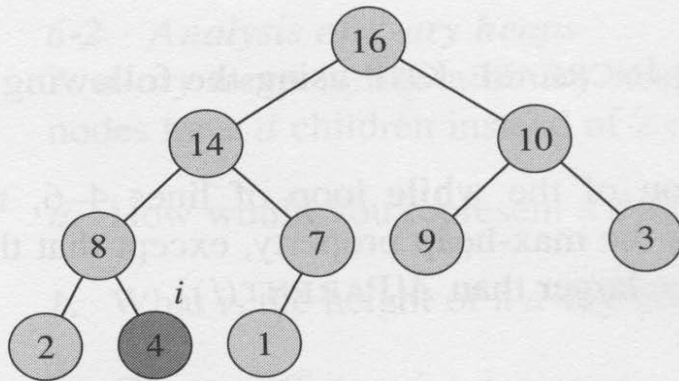
What is this algorithm's complexity?

Write Max-Heap-Decrease-Key ( $A, i, \text{key}$ )

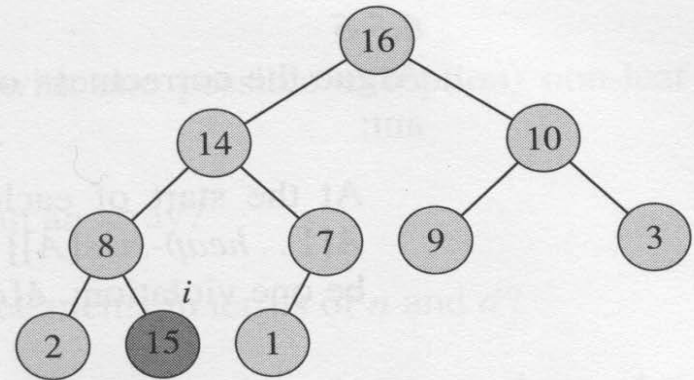
Write Min-Heap-Increase-Key ( $A, i, \text{key}$ )

Min-Heap-Decrease-Key ( $A, i, \text{key}$ )

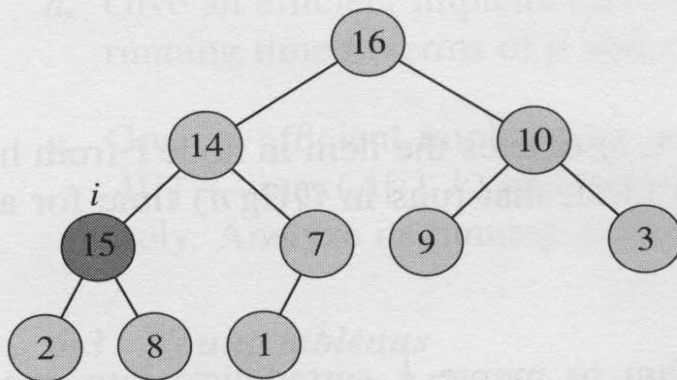
# Heap-Increase-Key



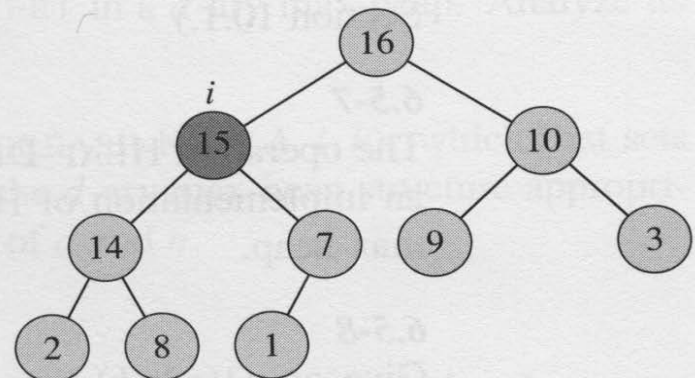
(a)



(b)



(c)



(d)



# Max-Heap-Insert( $A$ , $key$ )

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

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

# 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