

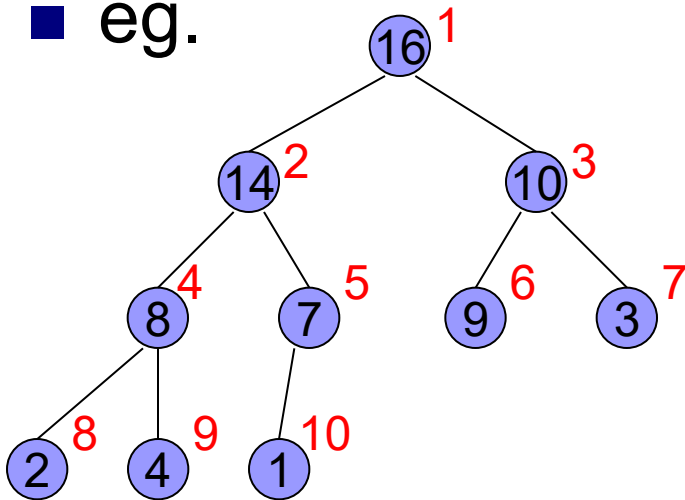


# Heap and Heapsort

# Heaps

- A data structure with
  - Nearly complete binary tree
  - Heap property:  $A[\text{parent}(i)] \geq A[i]$

■ eg.



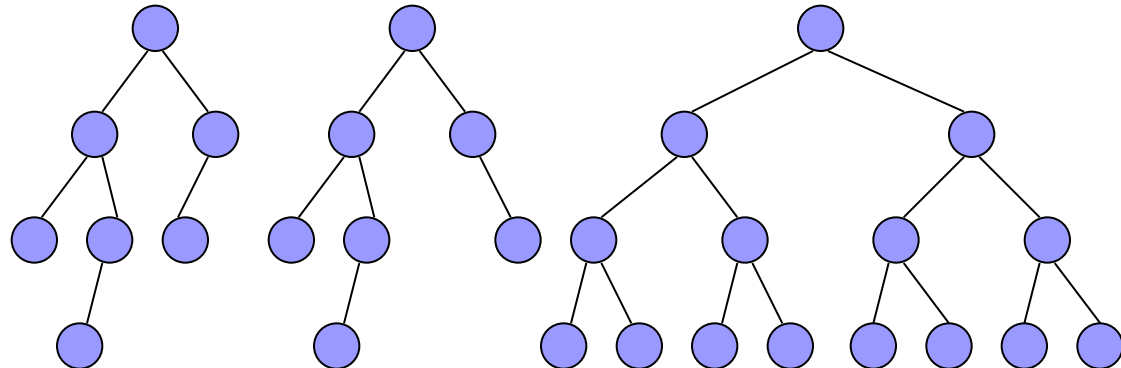
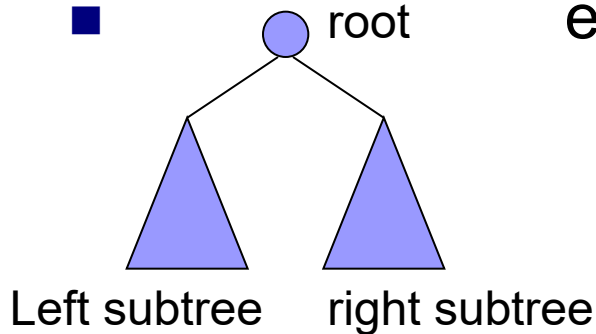
Parent(i) { return  $\lfloor \frac{i}{2} \rfloor$  }  
Left(i) { return 2i }  
Right(i) { return 2i+1 }

1	2	3	4	5	6	7	8	9	10
16	14	10	8	7	9	3	2	4	1

# Binary tree

- Contains no node, or

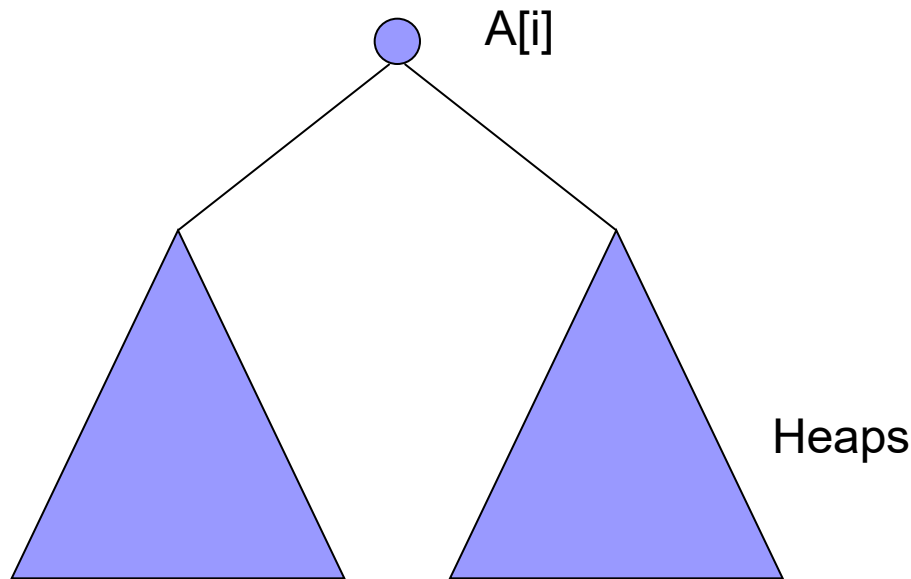
■ eg.



- A node without subtree is called a leaf.
- In a full binary tree, each node has 2 or NO children.
- A complete binary tree has all leaves with the same depth and all internal nodes have 2 children.

# Maintaining the heap property

- Condition:  
 $A[i]$  may be smaller than its children.



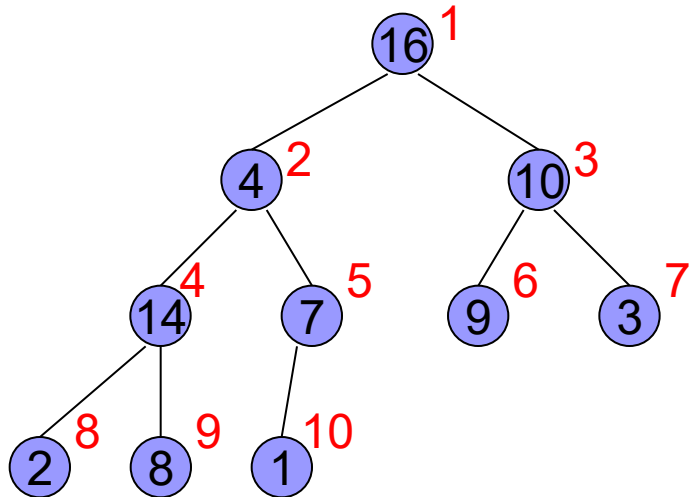
# Pseudocode Heapify(A,i)

MAX-HEAPIFY( $A, i$ )

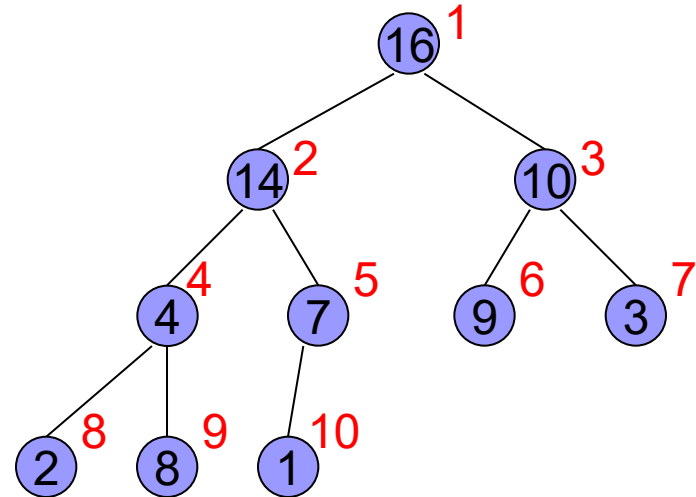
```
1   $l = \text{LEFT}(i)$ 
2   $r = \text{RIGHT}(i)$ 
3  if  $l \leq A.\text{heap-size}$  and  $A[l] > A[i]$ 
4       $largest = l$ 
5  else  $largest = i$ 
6  if  $r \leq A.\text{heap-size}$  and  $A[r] > A[largest]$ 
7       $largest = r$ 
8  if  $largest \neq i$ 
9      exchange  $A[i]$  with  $A[largest]$ 
10     MAX-HEAPIFY( $A, largest$ )
```

- Time:  $O(\lg n)$ ,  $T(n) \leq T(2n/3) + \Theta(1)$

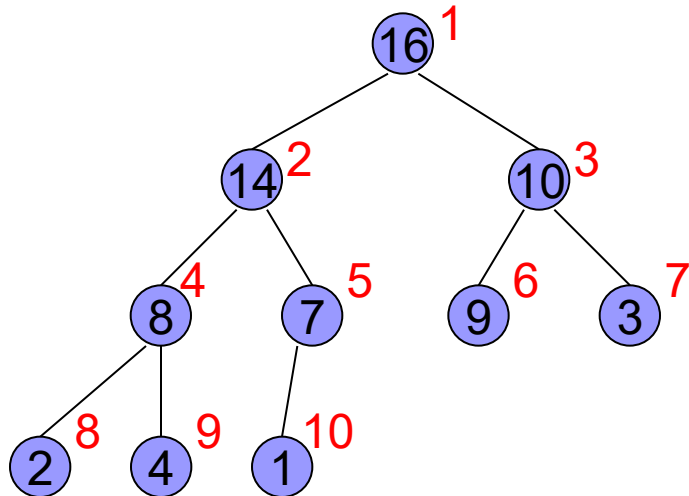
Heapify(A,2):



Heapify(A,4):



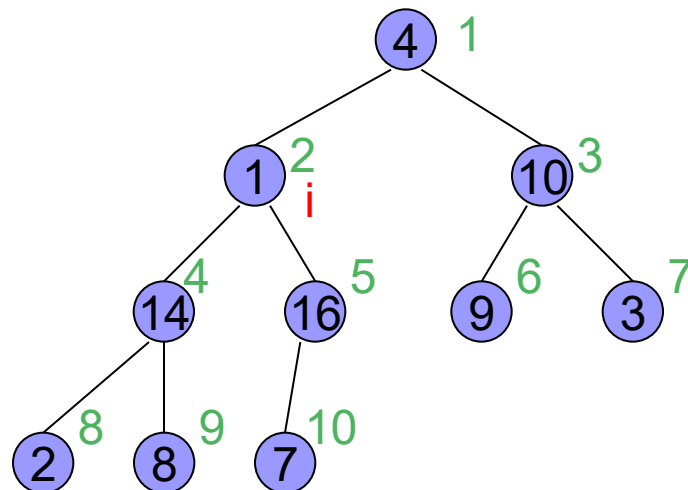
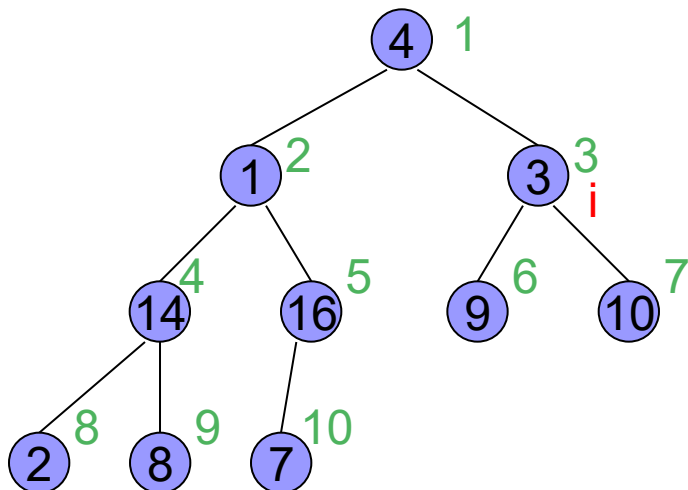
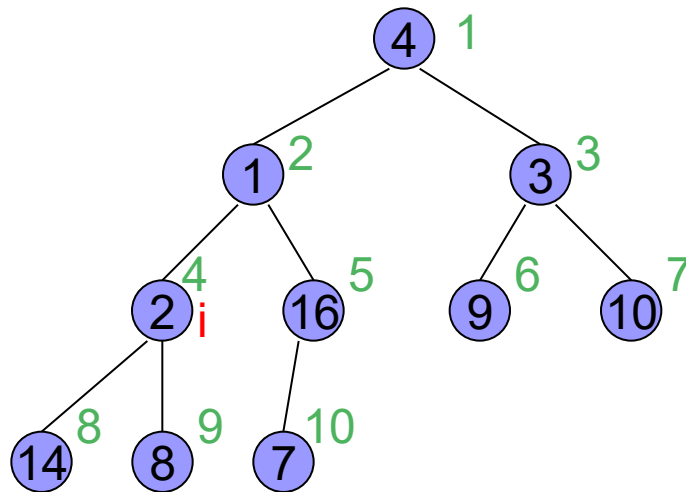
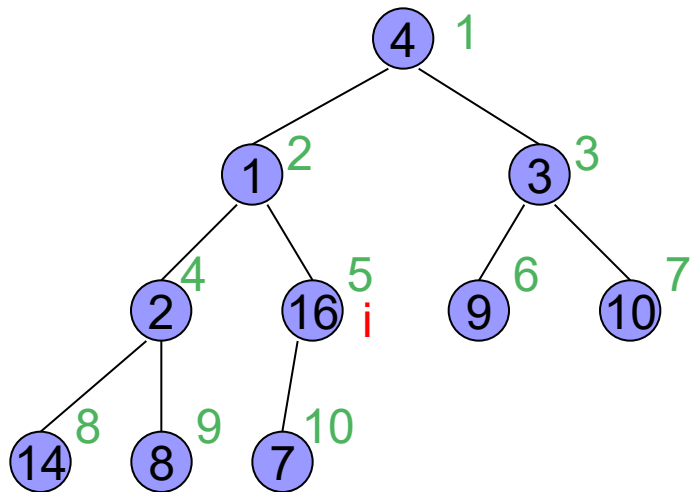
Heapify(A,9):

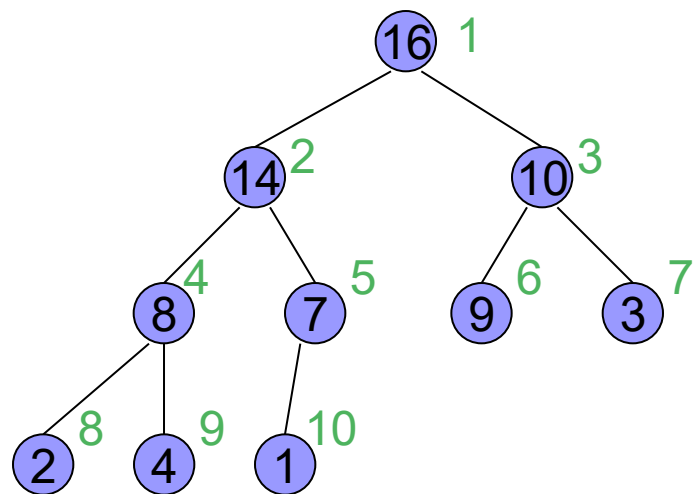
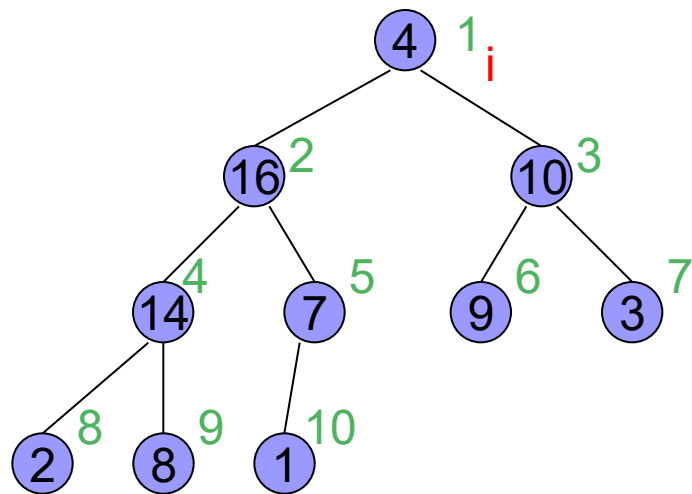


# Build Heap

A 

	1	2	3	4	5	6	7	8	9	10
4	1	3	2	16	9	10	14	8	7	



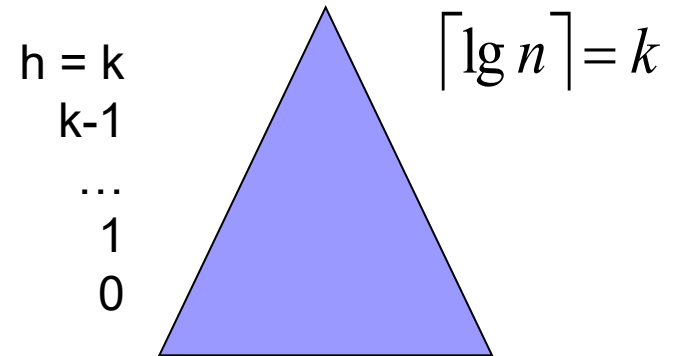


**BUILD-MAX-HEAP( $A$ )**

- 1  $A.heap-size = A.length$
- 2 **for**  $i = \lfloor A.length/2 \rfloor$  **downto** 1
- 3     **MAX-HEAPIFY**( $A, i$ )



# Analysis



## ■ By intuition:

- Each call of Heapify cost  $\Theta(\lg n)$ . There are  $O(n)$  calls. Thus, Build-Heap takes  $O(n \lg n)$ .

## ■ Tighter analysis: $O(n)$

- Assume  $n = 2^k - 1$ , a complete binary tree. The time required by Heapify when called on a node of height  $h$  is  $O(h)$ .

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

by exercise: 
$$\sum_{h=0}^{\infty} \frac{h}{2^h} = 2$$

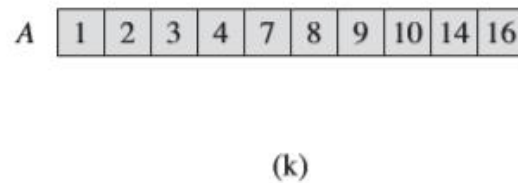
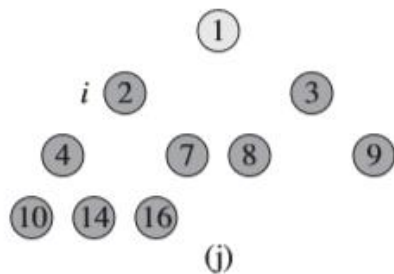
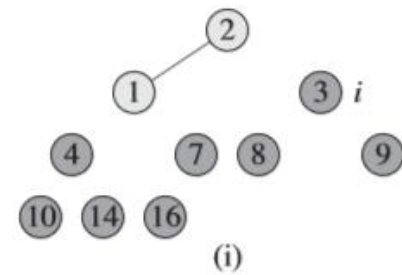
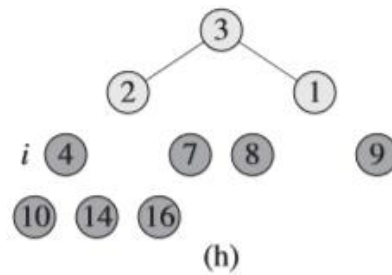
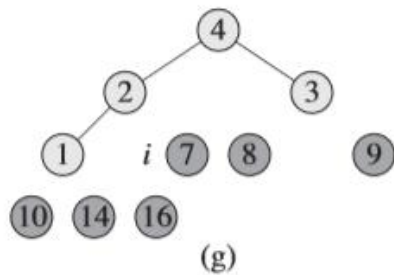
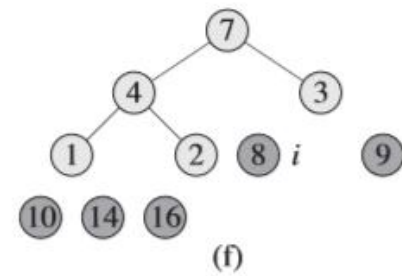
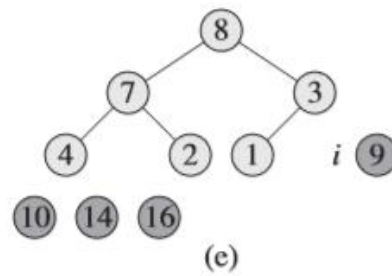
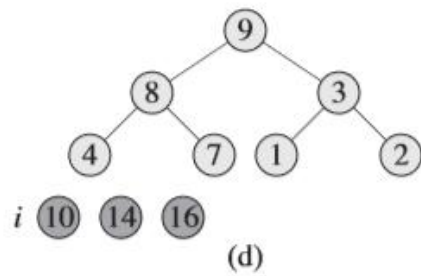
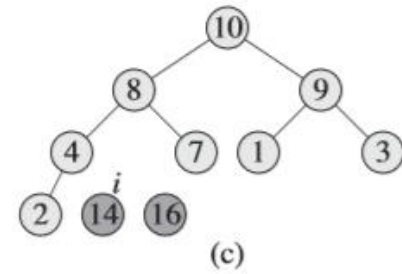
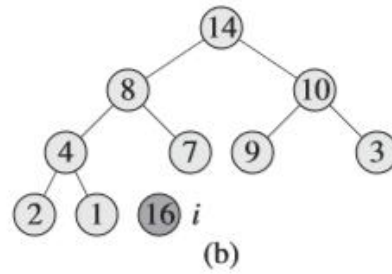
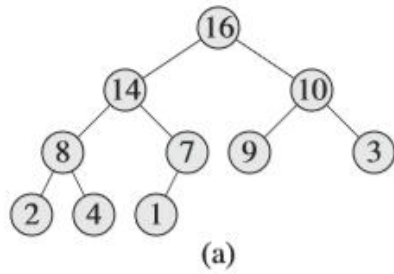
# Heapsort algorithm

HEAPSORT( $A$ )

```
1  BUILD-MAX-HEAP( $A$ )           ---- $O(n)$ 
2  for  $i = A.length$  downto 2
3      exchange  $A[1]$  with  $A[i]$ 
4       $A.heap-size = A.heap-size - 1$ 
5      MAX-HEAPIFY( $A, 1$ )       ---- $O(\lg n)$ 
```

Time cost =  $O(n \lg n)$

# Heap Sort:



# Priority queue

- A data structure for maintaining a set  $S$  of elements, each with an associated value called a **key**.
- Application:
  - Job scheduling
  - Simulation
- Operations of a priority queue:
  - $\text{Insert}(S, x)$
  - $\text{Maximum}(S)$
  - $\text{Extract-Max}(S)$

} Implement with a heap.

HEAP-MAXIMUM( $A$ )

1   **return**  $A[1]$

HEAP-EXTRACT-MAX( $A$ )

1   **if**  $A.heap\text{-}size < 1$

2       **error** “heap underflow”

3    $max = A[1]$

4    $A[1] = A[A.heap\text{-}size]$

5    $A.heap\text{-}size = A.heap\text{-}size - 1$

6   MAX-HEAPIFY( $A, 1$ )

7   **return**  $max$

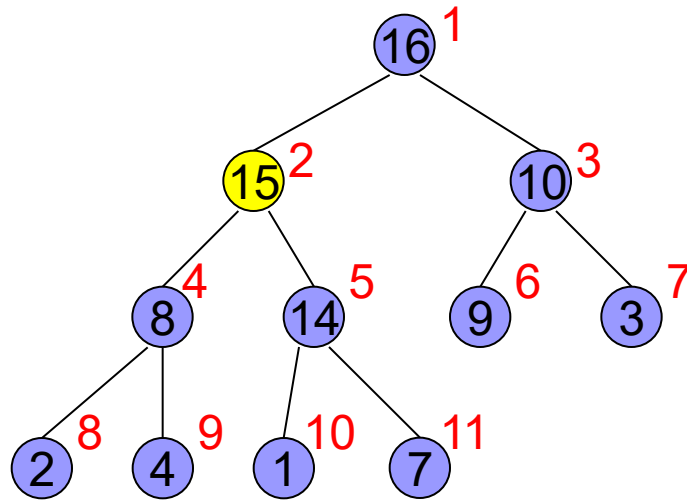
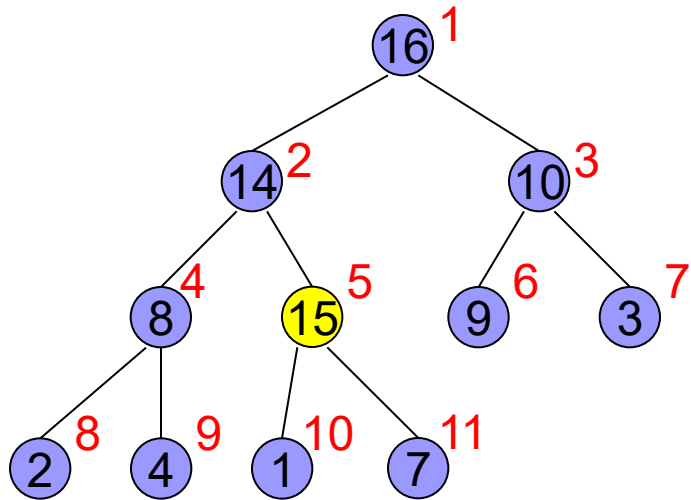
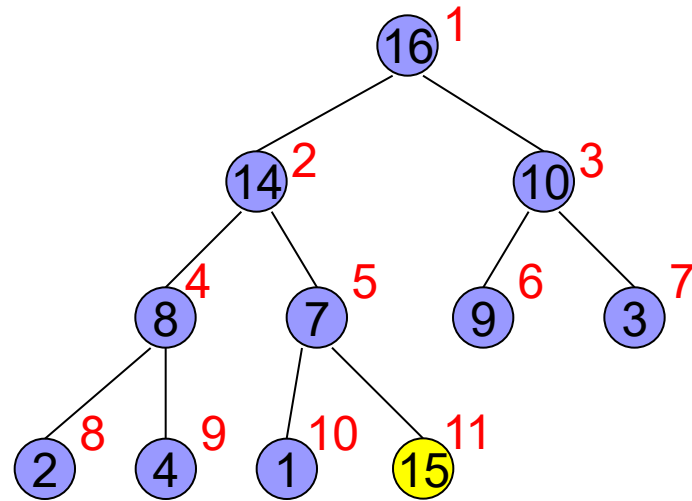
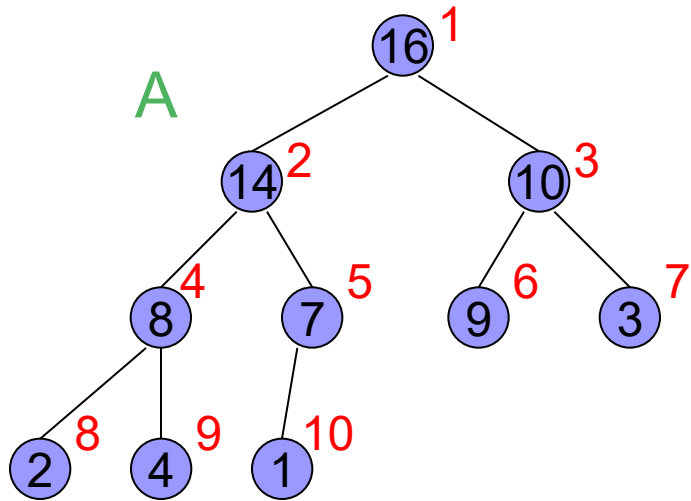
HEAP-INCREASE-KEY( $A, i, key$ )

```
1  if  $key < A[i]$ 
2      error “new key is smaller than current key”
3   $A[i] = key$ 
4  while  $i > 1$  and  $A[\text{PARENT}(i)] < A[i]$ 
5      exchange  $A[i]$  with  $A[\text{PARENT}(i)]$ 
6       $i = \text{PARENT}(i)$ 
```

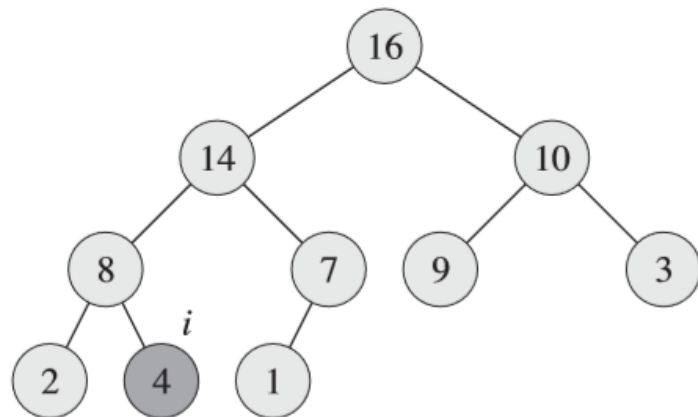
MAX-HEAP-INSERT( $A, key$ )

```
1   $A.\text{heap-size} = A.\text{heap-size} + 1$ 
2   $A[A.\text{heap-size}] = -\infty$ 
3  HEAP-INCREASE-KEY( $A, A.\text{heap-size}, key$ )
```

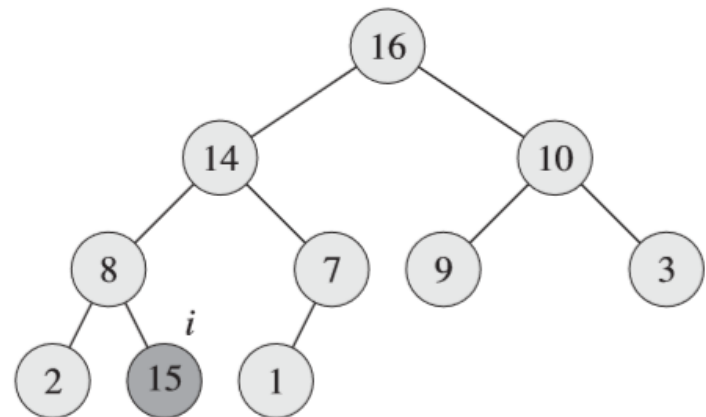
key = 15, HeapInsert(A, key):



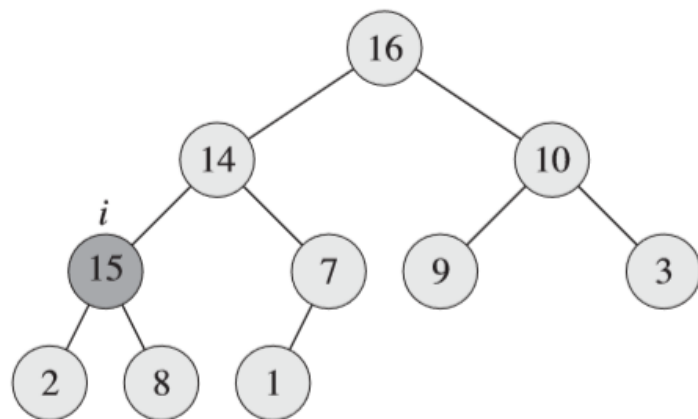
## HEAP-INCREASE-KEY:



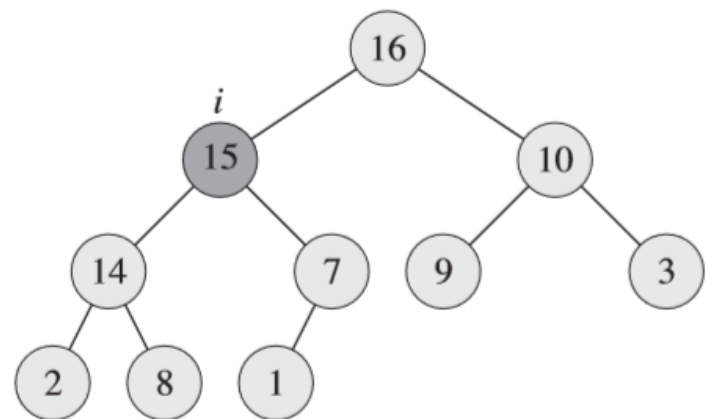
(a)



(b)



(c)



(d)