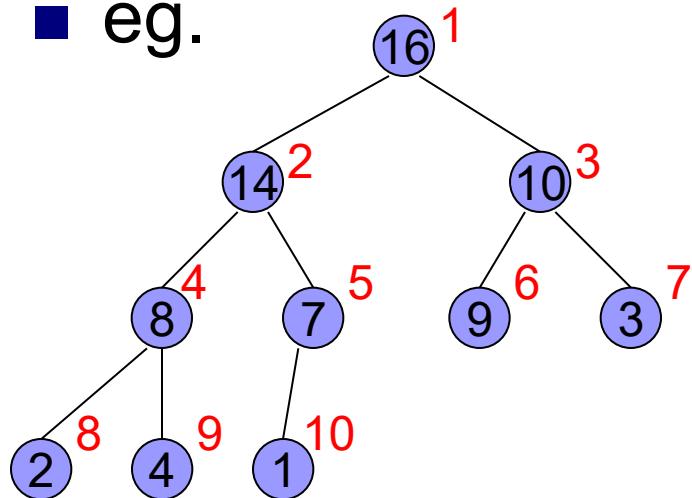




# Heap and Heapsort

# Heaps

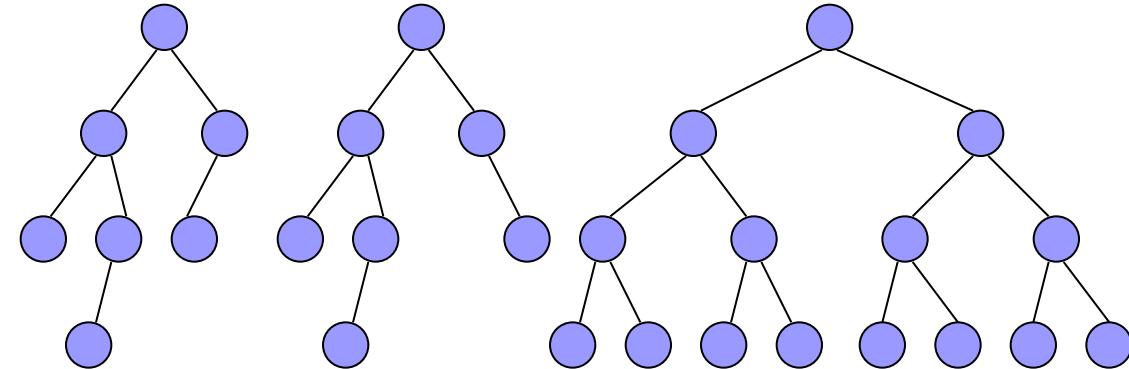
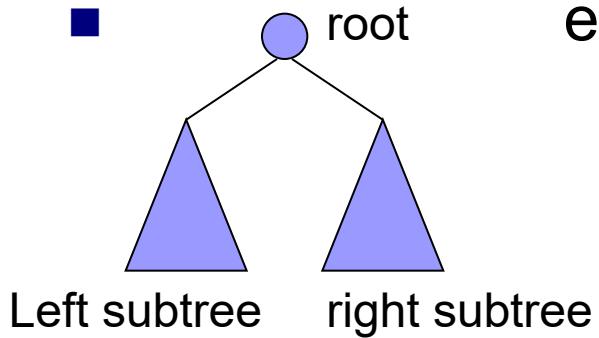
- A data structure with
  - Nearly complete binary tree
  - Heap property:  $A[\text{parent}(i)] \geq A[i]$
- eg.



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

# Binary tree

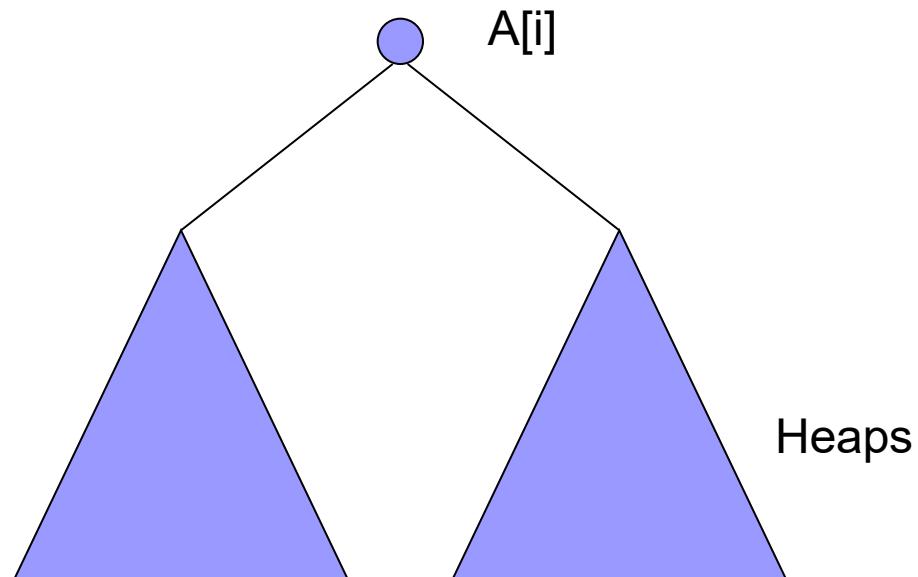
- Contains no node, or
- eg.



- 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.



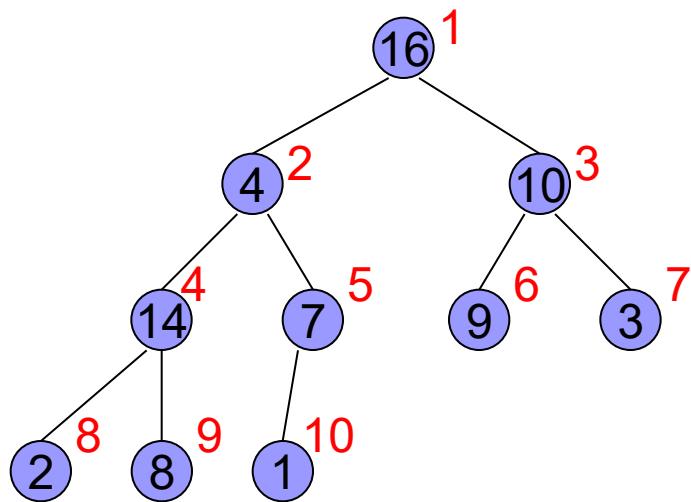
# Pseudocode Heapify( $A, i$ )

MAX-HEAPIFY( $A, i$ )

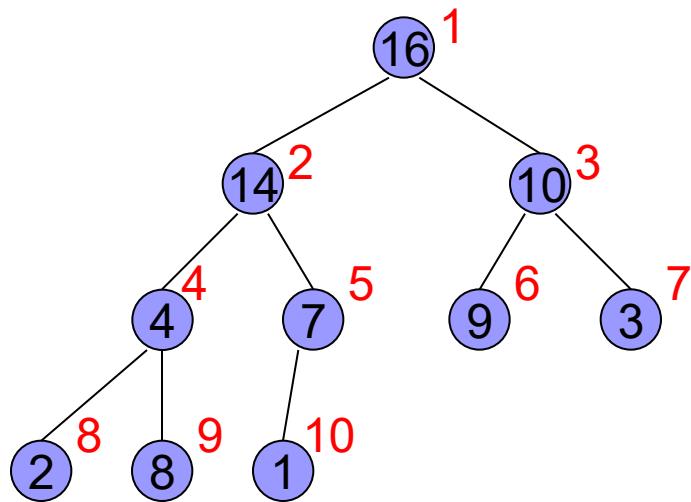
```
1   $l = \text{LEFT}(i)$ 
2   $r = \text{RIGHT}(i)$ 
3  if  $l \leq A.\text{heap-size}$  and  $A[l] > A[i]$ 
4       $\text{largest} = l$ 
5  else  $\text{largest} = i$ 
6  if  $r \leq A.\text{heap-size}$  and  $A[r] > A[\text{largest}]$ 
7       $\text{largest} = r$ 
8  if  $\text{largest} \neq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

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

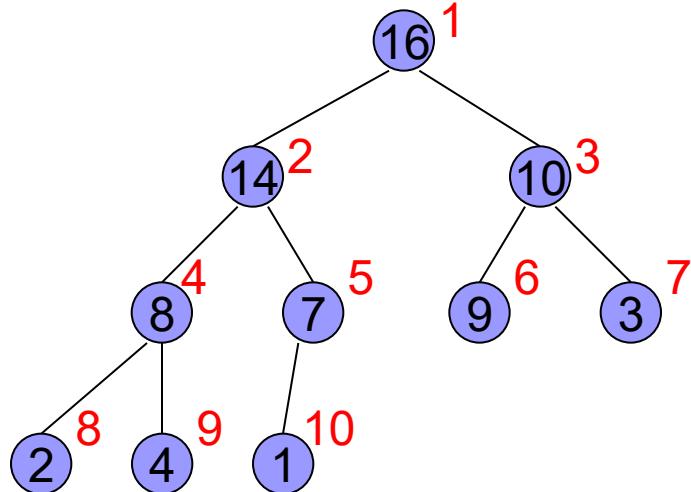
Heapify(A,2):



Heapify(A,4):

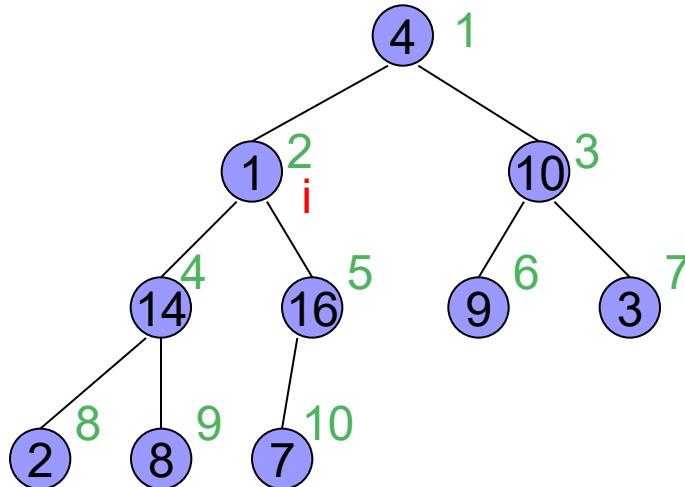
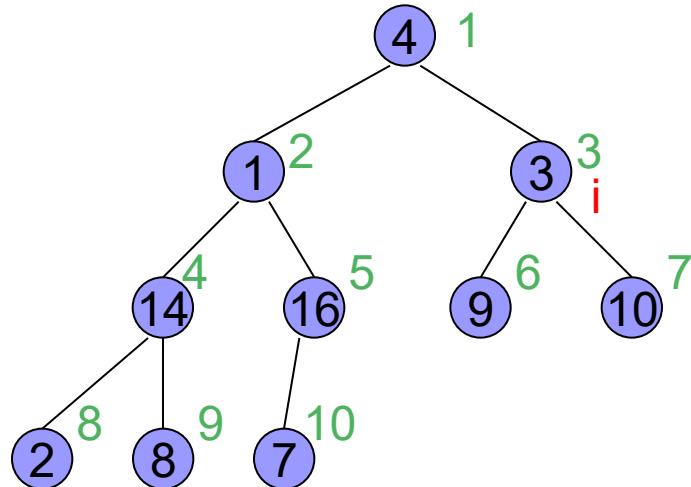
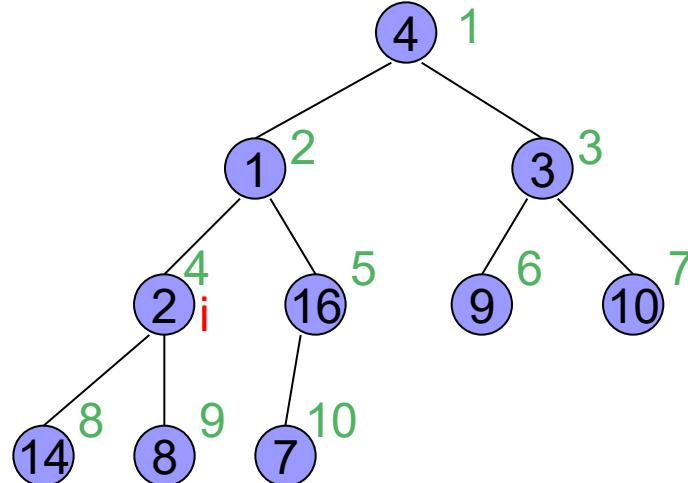
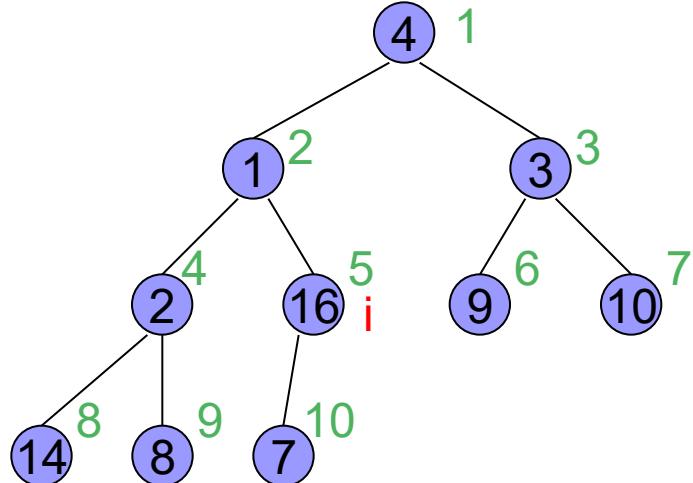


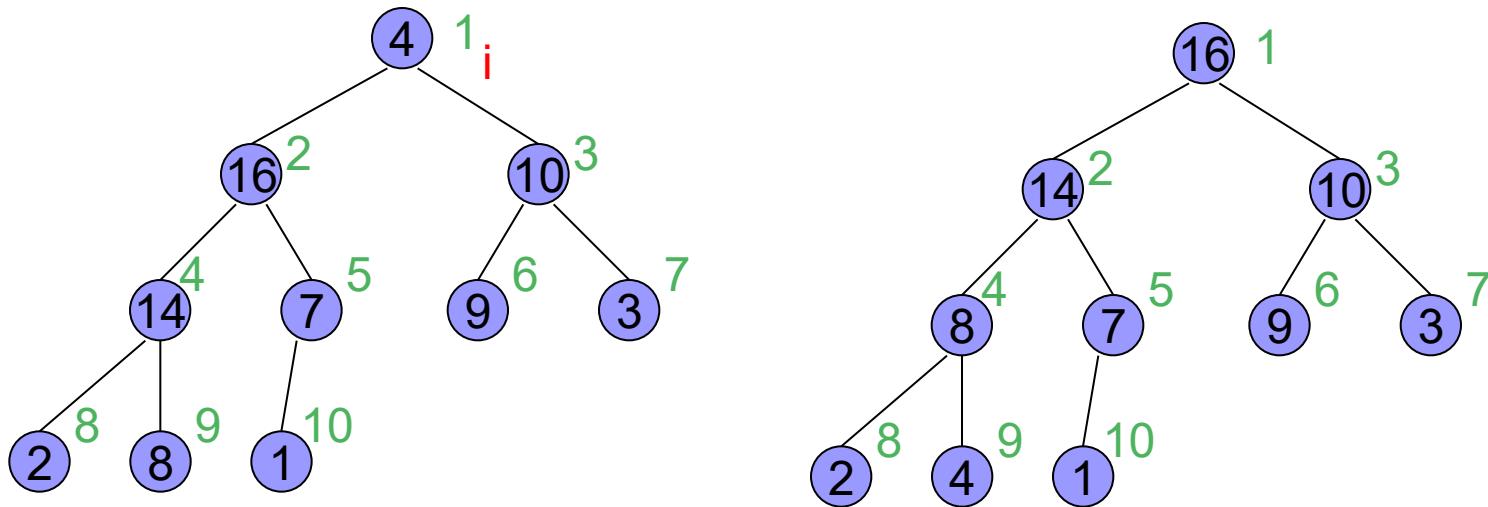
Heapify(A,9):



# Build Heap

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





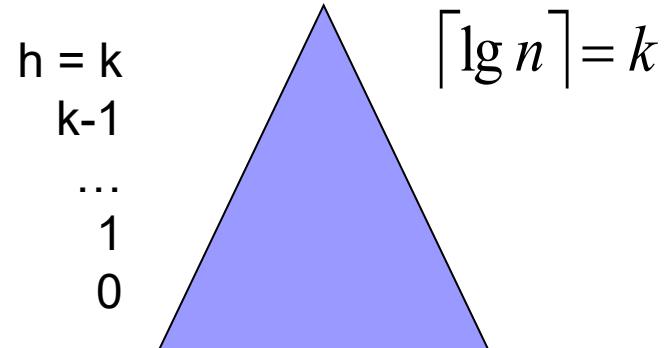
BUILD-MAX-HEAP( $A$ )

```

1   $A.\text{heap-size} = A.\text{length}$ 
2  for  $i = \lfloor A.\text{length}/2 \rfloor$  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 =  $\sum_{h=0}^{\lfloor \lg n \rfloor} \left\lceil \frac{n}{2^{h+1}} \right\rceil O(h) = O(n \sum_{h=0}^{\lfloor \lg n \rfloor} \frac{h}{2^h}) = O(n)$
- by exercise:  $\sum_{h=0}^{\infty} \frac{h}{2^h} = 2$

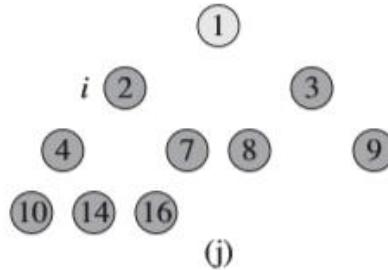
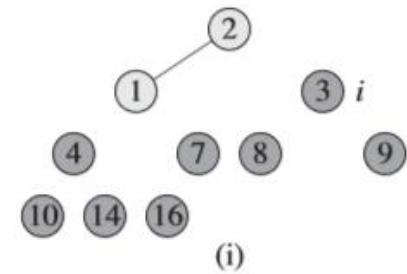
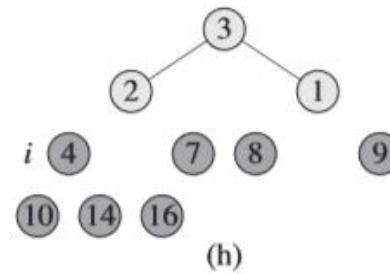
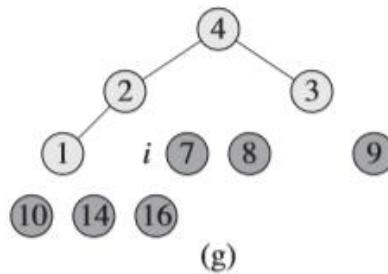
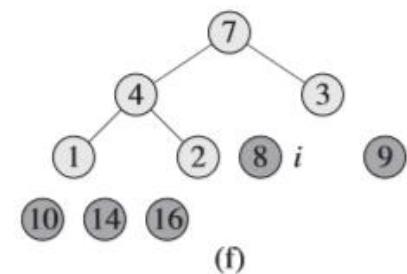
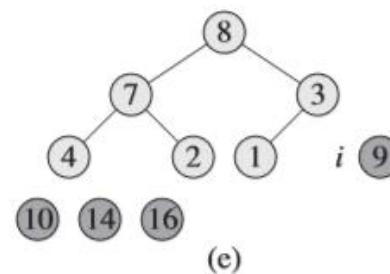
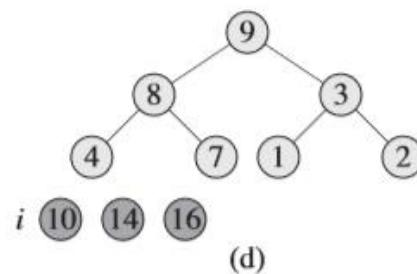
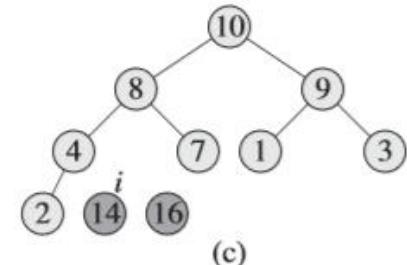
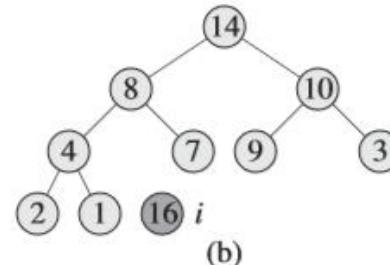
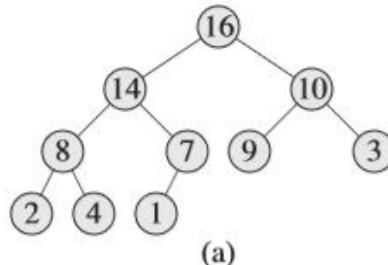
# Heapsort algorithm

HEAPSORT( $A$ )

- 1    BUILD-MAX-HEAP( $A$ )                 $\text{---O}(n)$
- 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( $A, 1$ )                 $\text{---O}(\lg n)$

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

## Heap Sort:



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

(k)

# 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:
  - Insert( $S, x$ )
  - Maximum( $S$ )
  - Extract-Max( $S$ )

} Implement with a heap.

**HEAP-MAXIMUM( $A$ )**

1   **return**  $A[1]$

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

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

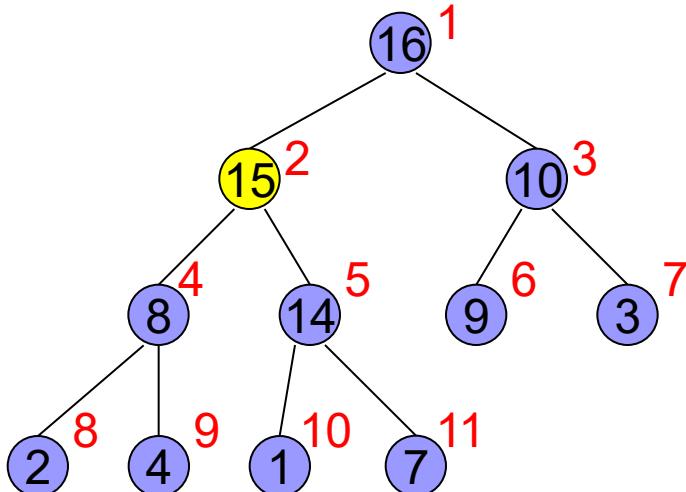
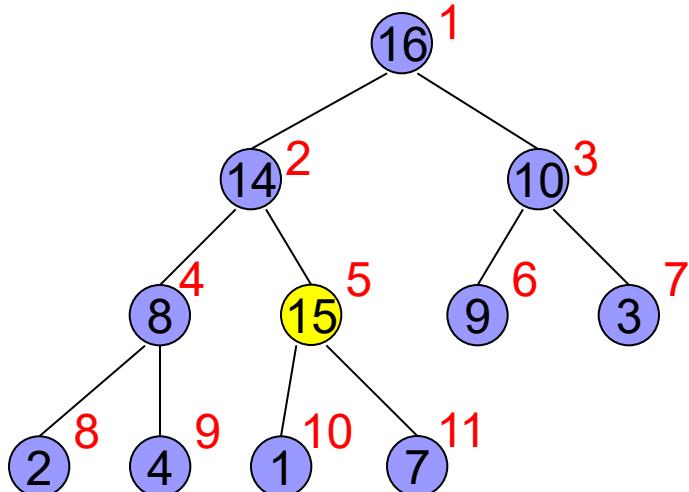
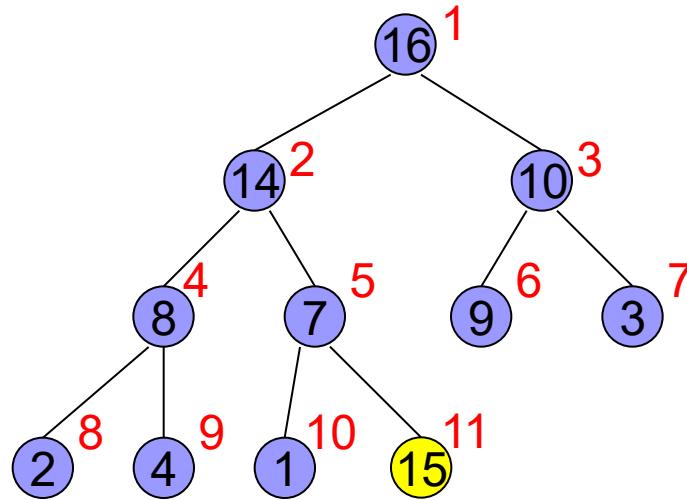
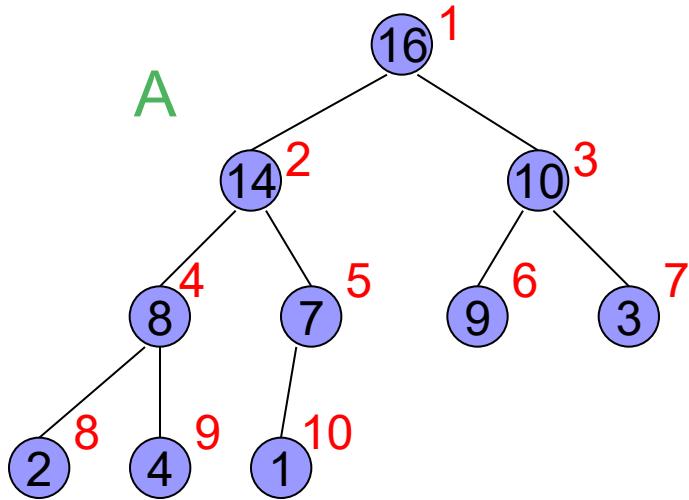
**HEAP-INCREASE-KEY**( $A, i, key$ )

- 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        $i = \text{PARENT}(i)$

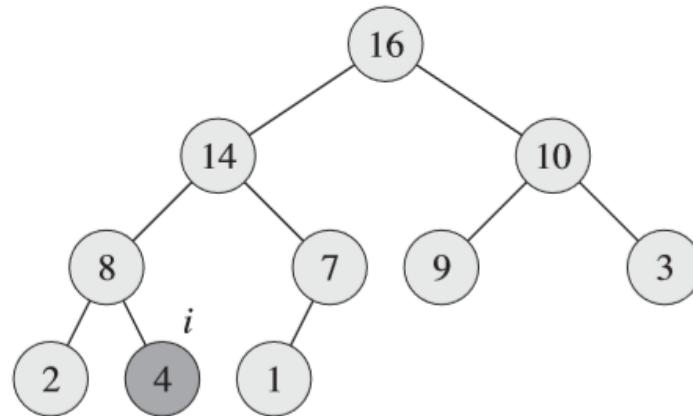
**MAX-HEAP-INSERT**( $A, key$ )

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

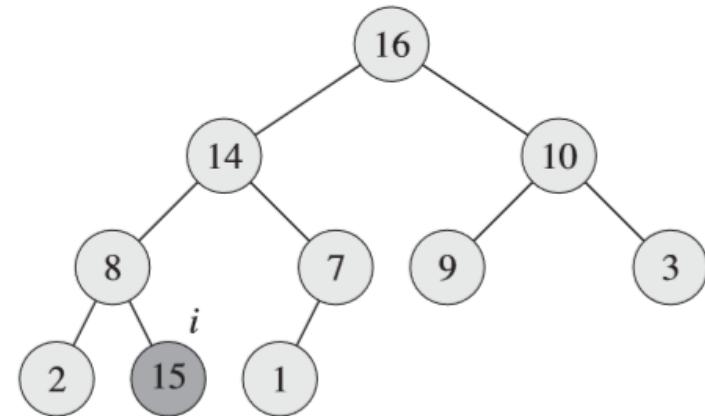
key = 15, HeapInsert(A,key):



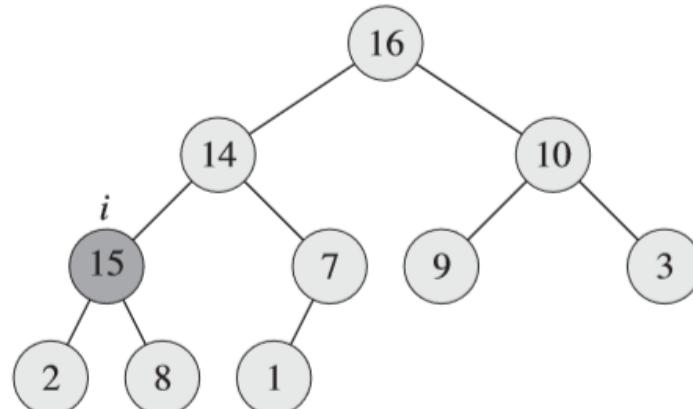
## HEAP-INCREASE-KEY:



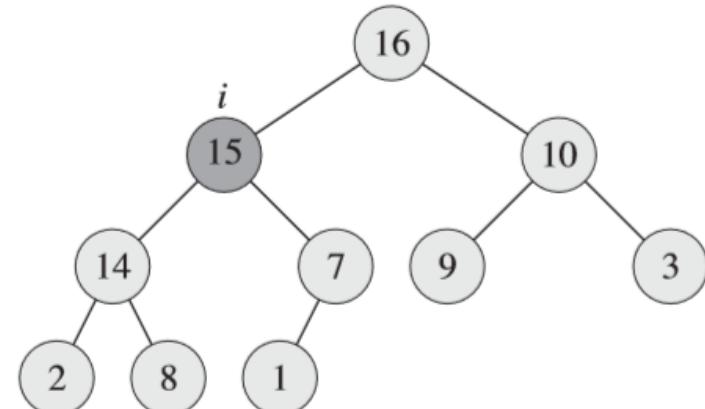
(a)



(b)



(c)



(d)