



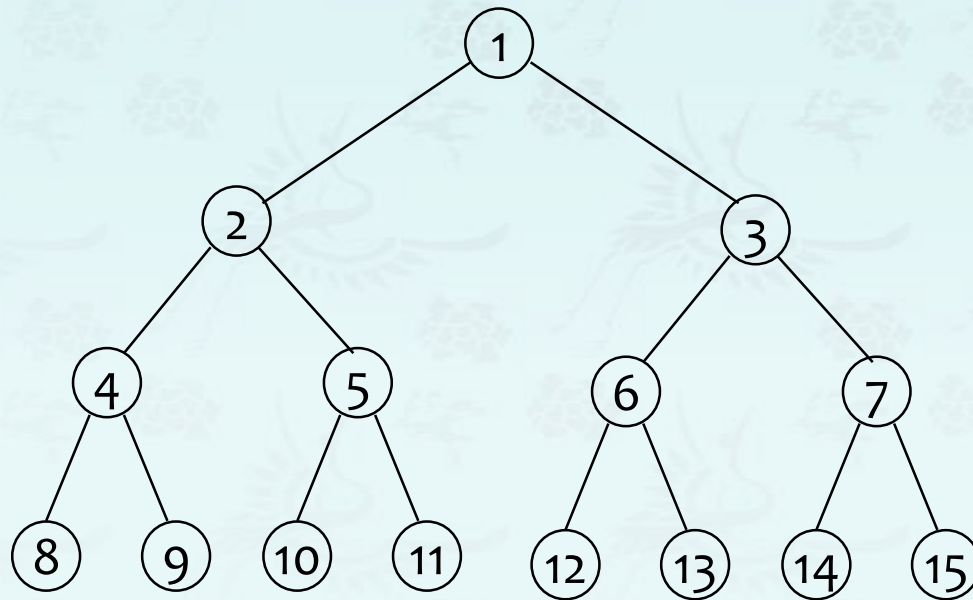
## heap

---

- **complete binary tree (review)**
- heap and priority queues (Chapter 9)
- binary heap and minheap
- maxheap demo
- maxheap coding
- heap sort (Chapter 7)

## Binary Trees – Properties

**Definition:** A *full* binary tree of *level*  $k$  is a binary tree having  $2^k - 1$  nodes,  $k \geq 0$ .

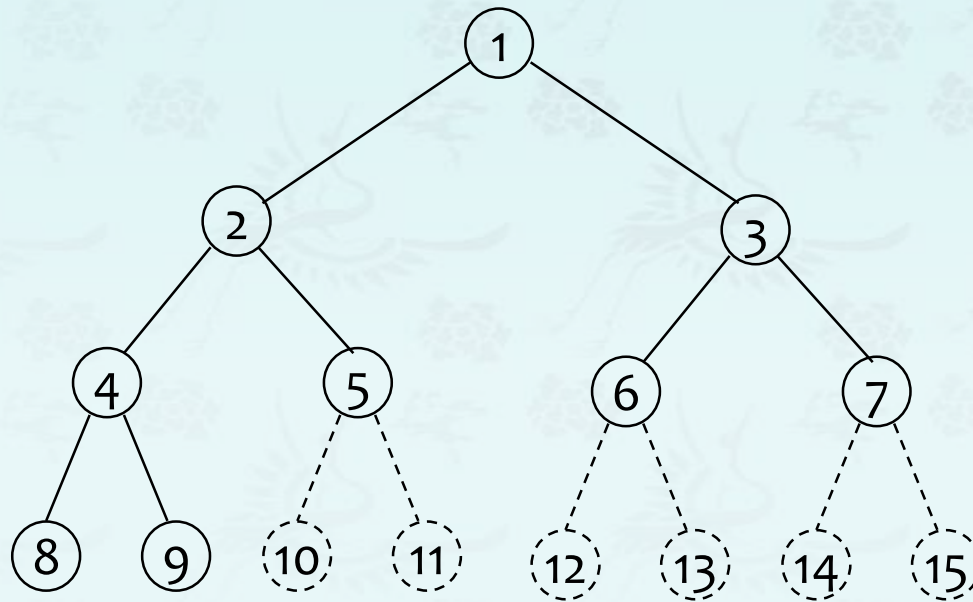


*A full binary tree*

## Binary Trees – Properties

**Definition:** A *full* binary tree of *level*  $k$  is a binary tree having  $2^k - 1$  nodes,  $k \geq 0$ .

**Definition:** A binary tree with  $n$  nodes and level  $k$  is **complete** iff its nodes correspond to the nodes numbered from 1 to  $n$  in the full binary tree of level  $k$ .

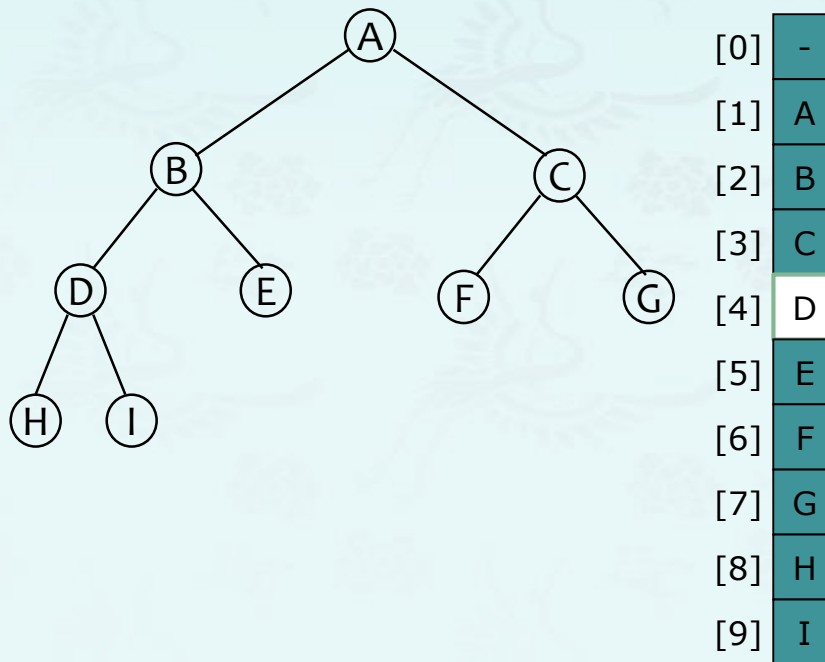


*A complete binary tree*

## Binary Trees – Array representation

**Property:** a **complete** binary tree with  $n$  nodes, any node index  $i$ ,  $1 \leq i \leq n$ , we have

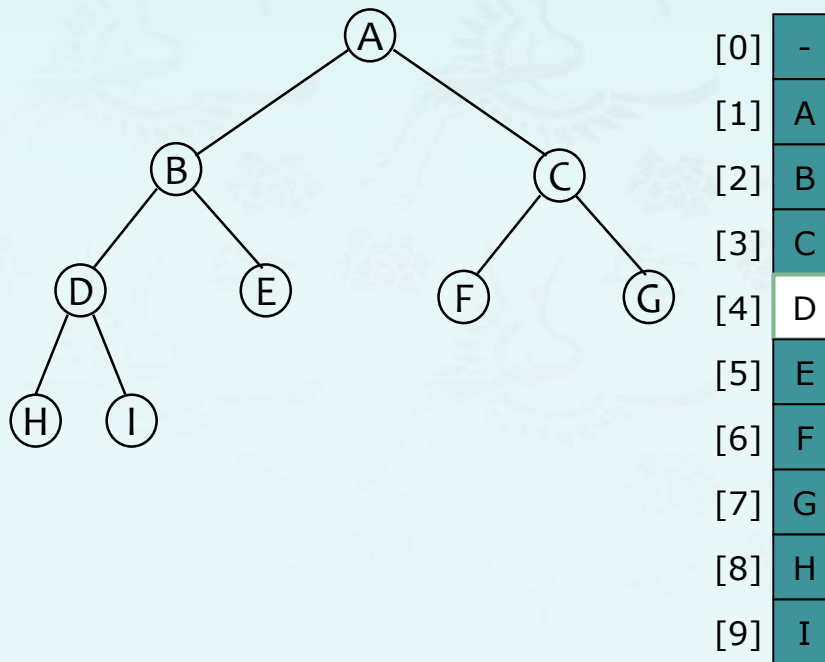
- (1)  $\text{parent}(i)$  is at  $\lfloor i/2 \rfloor$  if  $i \neq 1$ . If  $i = 1$ ,  $i$  is at the root and has no parent.
- (2)  $\text{leftChild}(i)$  is at  $2i$  if  $2i \leq n$ . If  $2i > n$ , then  $i$  has no left child.
- (3)  $\text{rightChild}(i)$  is at  $2i + 1$  if  $2i + 1 \leq n$ . If  $2i + 1 > n$ , then  $i$  has no right child.



## Binary Trees – Array representation

**Property:** a **complete** binary tree with  $n$  nodes, any node index  $i$ ,  $1 \leq i \leq n$ , we have

- (1)  $\text{parent}(i)$  is at  $\lfloor i/2 \rfloor$  if  $i \neq 1$ . If  $i = 1$ ,  $i$  is at the root and has no parent.
- (2)  $\text{leftChild}(i)$  is at  $2i$  if  $2i \leq n$ . If  $2i > n$ , then  $i$  has no left child.
- (3)  $\text{rightChild}(i)$  is at  $2i + 1$  if  $2i + 1 \leq n$ . If  $2i + 1 > n$ , then  $i$  has no right child.



**Example:**

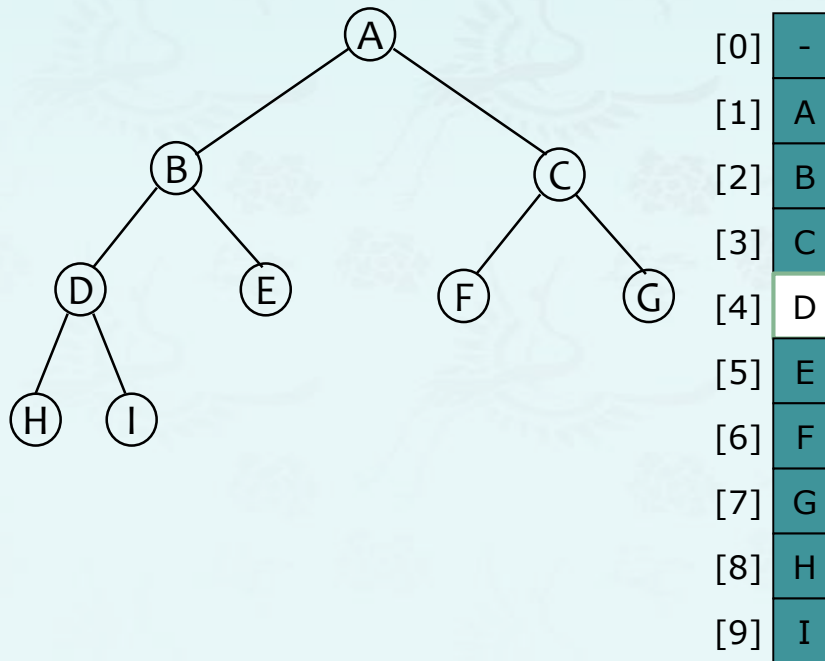
Find its parent, left child and right child at node D

**Solution:**

## Binary Trees – Array representation

**Property:** a **complete** binary tree with  $n$  nodes, any node index  $i$ ,  $1 \leq i \leq n$ , we have

- (1)  $parent(i)$  is at  $\lfloor i/2 \rfloor$  if  $i \neq 1$ . If  $i = 1$ ,  $i$  is at the root and has no parent.
- (2)  $leftChild(i)$  is at  $2i$  if  $2i \leq n$ . If  $2i > n$ , then  $i$  has no left child.
- (3)  $rightChild(i)$  is at  $2i + 1$  if  $2i + 1 \leq n$ . If  $2i + 1 > n$ , then  $i$  has no right child.



### Example:

Find its parent, left child and right child at node D

### Solution:

$parent(i = 4)$  is at  $4/2 = 2$

$leftChild(4)$  is at  $2 \times 4 = 8$

$rightChild(4)$  is at  $2 \times 4 + 1 = 9$

How do you like this property of the tree?



## heap

---

- *complete binary tree (review)*
- *heap and priority queues (Chapter 9)*
- *binary heap and minheap*
- heap coding
- heap sort (Chapter 7)



## Heaps & Priority Queues

---

**Heaps** are frequently used to implement **priority queues**.

- Because it provides an efficient implementation for **priority queues**.



## Heaps & Priority Queues

---

**Heaps** are frequently used to implement **priority queues**.

- Because it provides an efficient implementation for **priority queues**.

### **Priority queues.**

- Queues with priorities associated to.
- **Example:** A line waiting to be served at a bank and served FIFO except if a senior or a disabled person arrives in the line. They are served first. Seniors and disabled persons have higher priority than others.

## Heaps & Priority Queues

---

**Heaps** are frequently used to implement **priority queues**.

- Because it provides an efficient implementation for **priority queues**.

**Priority queues.**

- Queues with priorities associated to.
- **Example:** A line waiting to be served at a bank and served FIFO except if a senior or a disabled person arrives in the line. They are served first. Seniors and disabled persons have higher priority than others.

**A typical ADT for Priority Queue**

## Heaps & Priority Queues

---

**Heaps** are frequently used to implement **priority queues**.

- Because it provides an efficient implementation for **priority queues**.

### **Priority queues.**

- Queues with priorities associated to.
- **Example:** A line waiting to be served at a bank and served FIFO except if a senior or a disabled person arrives in the line. They are served first. Seniors and disabled persons have higher priority than others.

### **A typical ADT for Priority Queue**

- Get the top priority element (min or max)
- Insert an element
- Delete the top priority element
- Decrease the priority of an element

## Heaps & Priority Queues

---

**Heaps** are frequently used to implement **priority queues**.

- Because it provides an efficient implementation for **priority queues**.

### **Priority queues.**

- Queues with priorities associated to.
- **Example:** A line waiting to be served at a bank and served FIFO except if a senior or a disabled person arrives in the line. They are served first. Seniors and disabled persons have higher priority than others.

### **A typical ADT for Priority Queue**

- Get the top priority element (min or max)
  - Insert an element
  - Delete the top priority element
  - Decrease the priority of an element
- $O(1)$
  - $O(\log n)$
  - $O(\log n)$
  - $O(\log n)$

# Heaps & Priority Queues

---

## Priority queue applications

- Event-driven simulation. [customers in a line, colliding particles]
- Numerical computation. [reducing roundoff error]
- Data compression. [Huffman codes]
- Graph searching. [Dijkstra's algorithm, Prim's algorithm]
- Number theory. [sum of powers]
- Artificial intelligence. [A\* search]
- Statistics. [maintain largest M values in a sequence]
- Operating systems. [load balancing, interrupt handling]
- Discrete optimization. [bin packing, scheduling]
- Spam filtering. [Bayesian spam filter]

## Heaps & Priority Queues

---

**Challenge:** Find the largest **M** items in a stream of **N** items.

- Fraud detection: isolate \$\$ transactions.
- Hacking: KT's customer DB access by their sales agents
- File maintenance: find biggest files, directories, or emails.

**Constraints:** Not enough memory to store N items.



N huge,  
M large



## Heaps & Priority Queues

**Challenge:** Find the largest **M** items in a stream of **N** items.

- Fraud detection: isolate \$\$ transactions.
- Hacking: KT's customer DB access by their sales agents
- File maintenance: find biggest files, directories, or emails.

N huge,  
M large

**Constraints:** Not enough memory to store N items.

%more trans.txt

Turing	6/17/1990	644.08
vonNeumann	3/26/2002	4121.85
Dijkstra	8/22/2007	2678.40
vonNeumann	1/11/1999	4409.74
Dijkstra	11/18/1995	837.42
Hoare	5/10/1993	3229.27
vonNeumann	2/12/1994	4732.35
Hoare	8/18/1992	4381.21
Turing	1/11/2002	66.10
Thompson	2/27/2000	4747.08
Turing	2/11/1991	2156.86
Hoare	8/12/2003	1025.70
vonNeumann	10/13/1993	2520.97
Dijkstra	9/10/2000	708.95
Turing	10/12/1993	3532.36
Hoare	2/10/2005	4050.20

%java TopM 5 < trans.txt

Thompson	2/27/2000	4747.08
vonNeumann	2/12/1994	4732.35
vonNeumann	1/11/1999	4409.74
Hoare	8/18/1992	4381.21
vonNeumann	3/26/2002	4121.85

Sort key



## Heaps & Priority Queues

**Challenge:** Find the largest **M** items in a stream of **N** items.

**Constraints:** Not enough memory to store N items.

N huge,  
M large



Order of growth of finding the largest M **in a stream of N items**

implementation	time	space
sort	$N \log N$	N
binary heap	$N \log M$	M
best in theory	N	M

## Heaps & Priority Queues

**Challenge:** Find the largest **M** items in a stream of **N** items.

**Constraints:** Not enough memory to store N items.

N huge,  
M large

Order of growth of finding the largest M **in a stream of N items**

implementation	insert	delete	min/max
unordered array	1	N	N
ordered array	N	1	1
goal	log N	log N	log N

Mission Impossible?



## heap

---

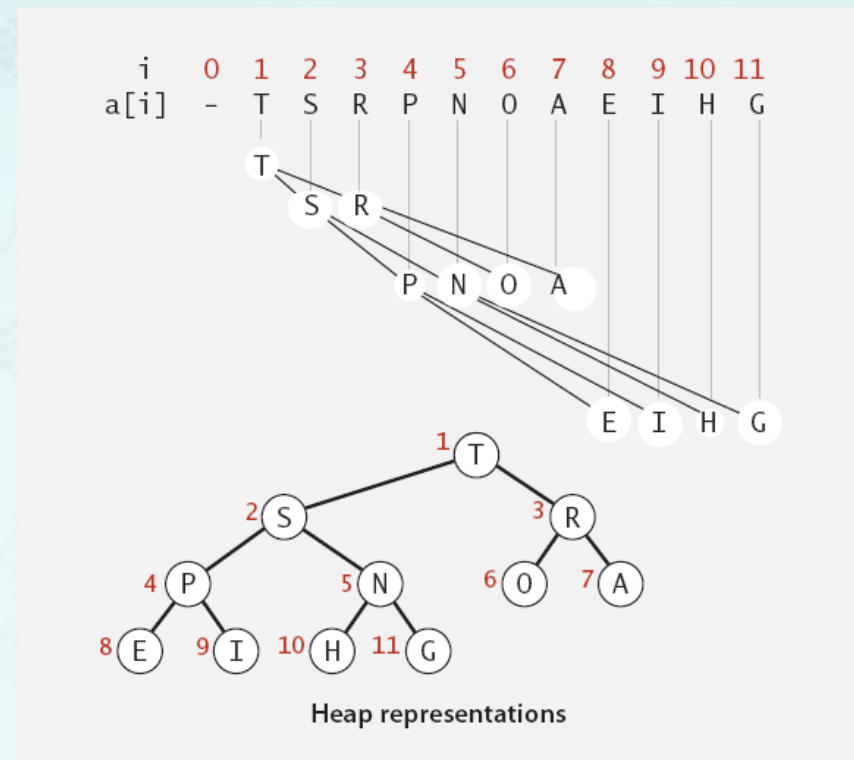
- complete binary tree (review)
- heap and priority queues (Chapter 9)
- **binary heap and minheap**
- maxheap demo
- maxheap coding
- heap sort (Chapter 7)

# Heaps & Priority Queues

**Binary heap**: array representation of a **heap-ordered** complete binary tree

- **Properties:**

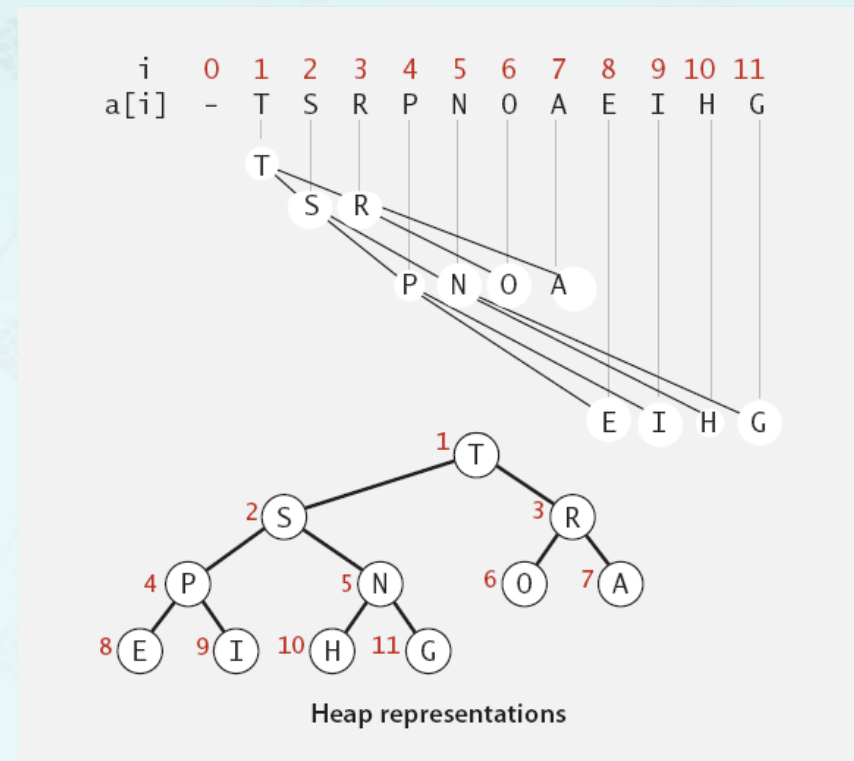
- Array representation



# Heaps & Priority Queues

**Binary heap:** array representation of a **heap-ordered** complete binary tree

- **Properties:**
  - **Heap-ordered:**  
Parent's key no smaller than children's keys. [maxheap]
  - **Heap-structure:**  
A complete binary tree
- Array representation



# Heaps & Priority Queues

**Binary heap:** array representation of a **heap-ordered** complete binary tree

- **Properties:**

- **Heap-ordered:**

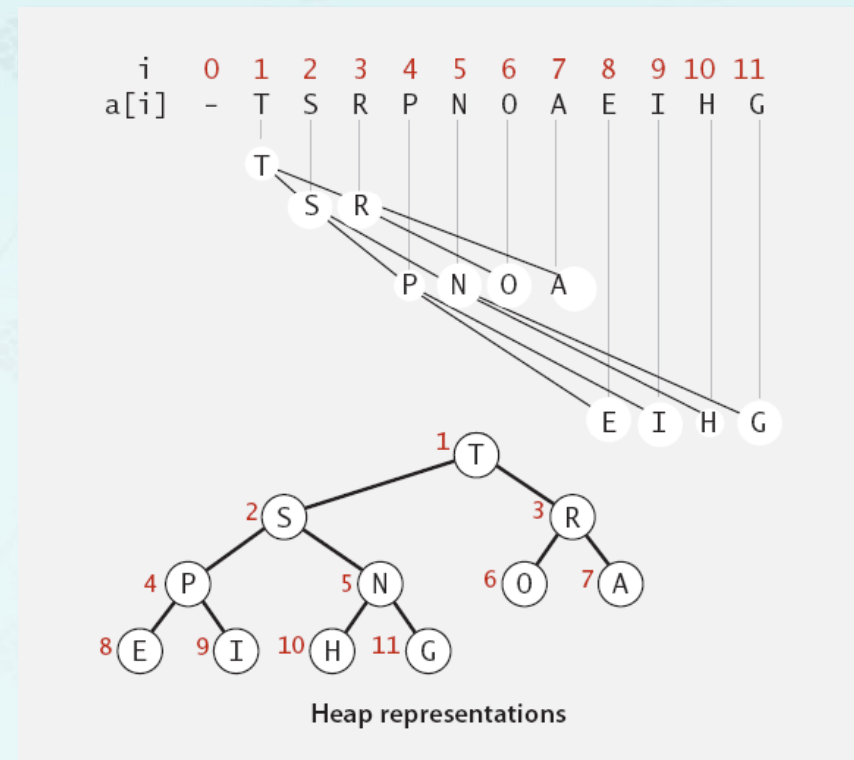
- Parent's key no smaller than children's keys. [maxheap]

- **Heap-structure:**

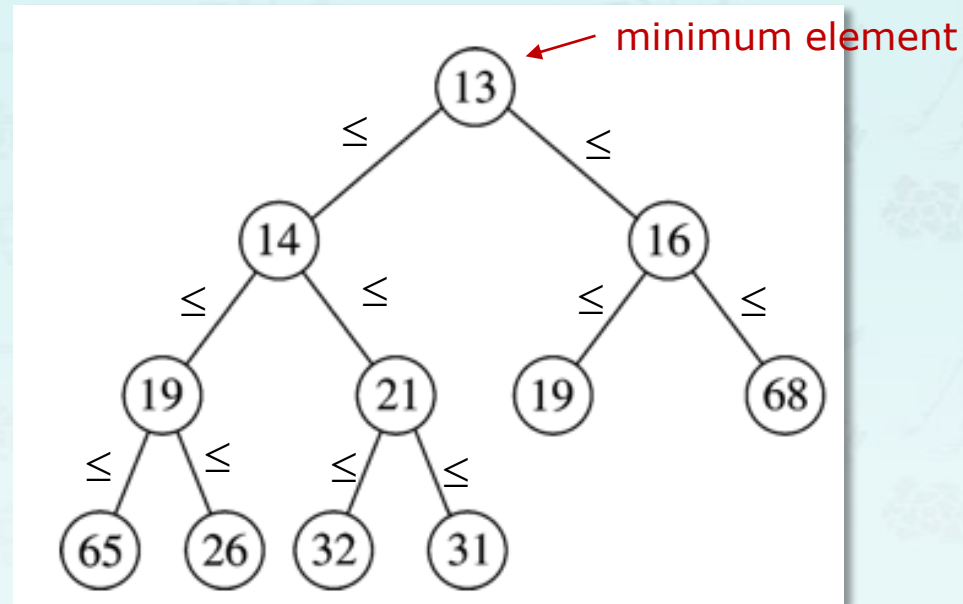
- A complete binary tree

- **Array representation**

- Indices start at 1.
  - Take nodes in **level** order.
    - Parent at **k** is at  $k/2$ .
    - Children at **k** are at  $2k$  and  $2k+1$ .
  - No explicit links needed!



## minheap example



- Duplicates are allowed
- No order implied for elements which do not share ancestor-descendant relationship



## minheap example

---

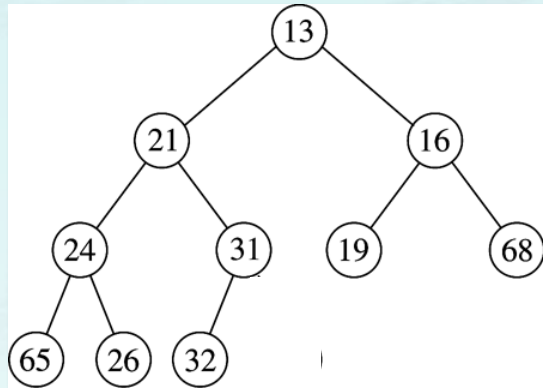
### insertion:

- Insert a new element **while maintaining a heap-structure**
- Move the element up the heap **while not satisfying heap-ordered**

## minheap example

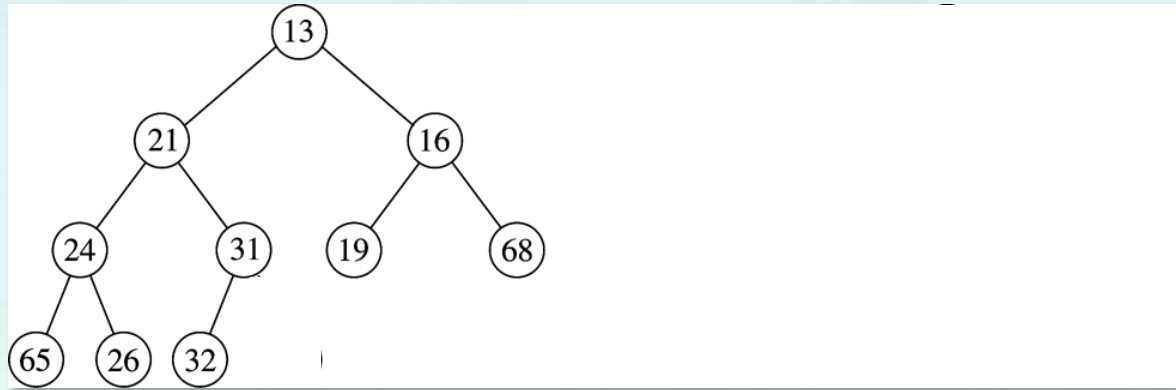
---

insertion: **Insert a node 14**



## minheap example

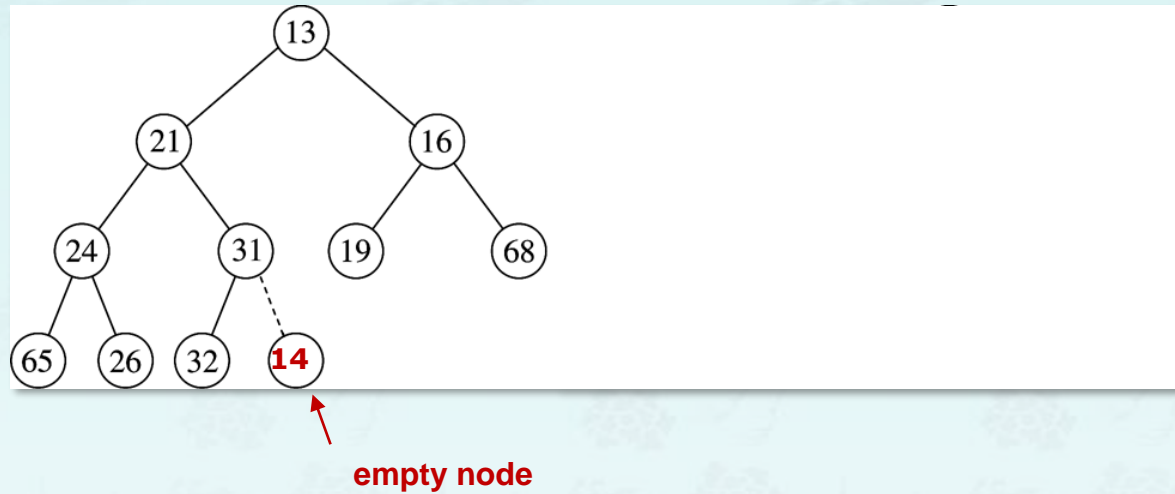
insertion: **Insert a node 14**    Where is an empty node to start?



- Insert a new element **while maintaining a heap-structure**
- Move the element up the heap **while not satisfying heap-ordered**

## minheap example

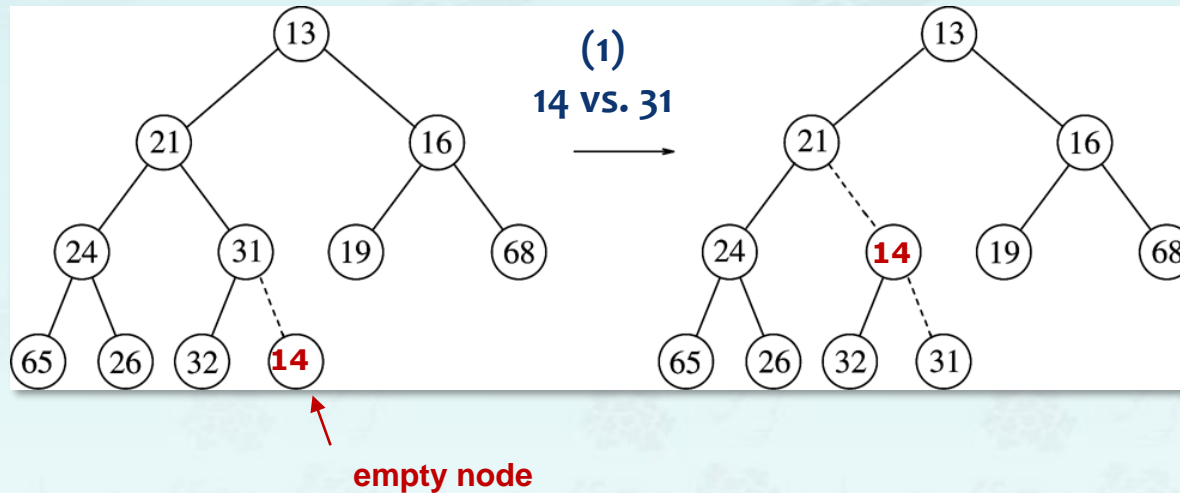
insertion: **Insert a node 14**



- Insert a new element **while maintaining a heap-structure**
- Move the element up the heap **while not satisfying heap-ordered**

## minheap example

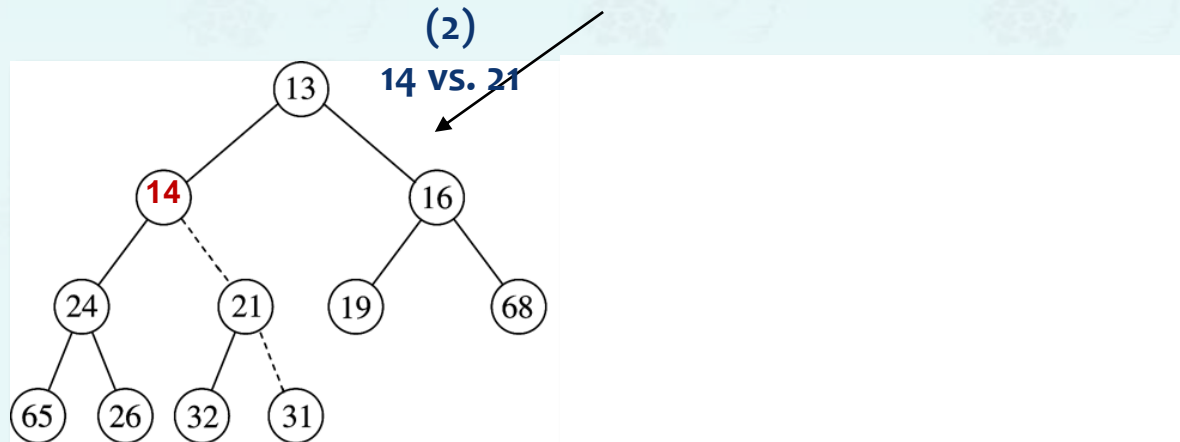
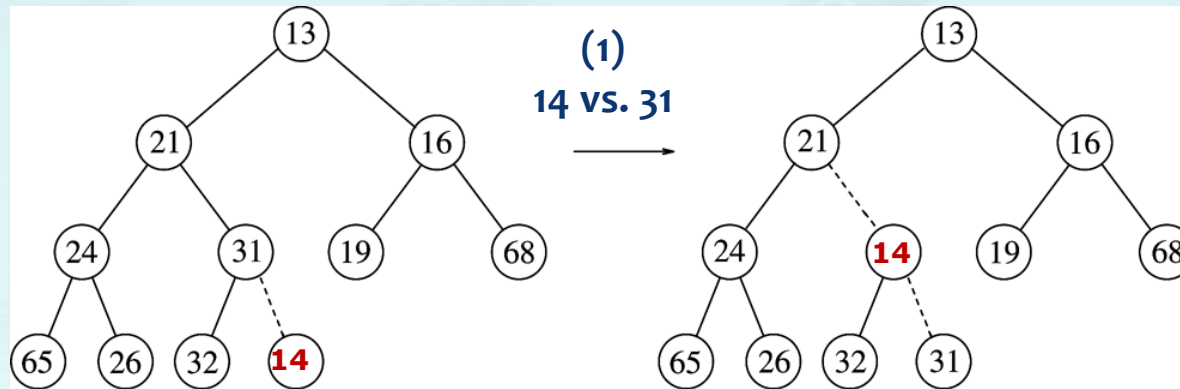
insertion: **Insert a node 14**



- Insert a new element **while maintaining a heap-structure**
- Move the element up the heap **while not satisfying heap-ordered**

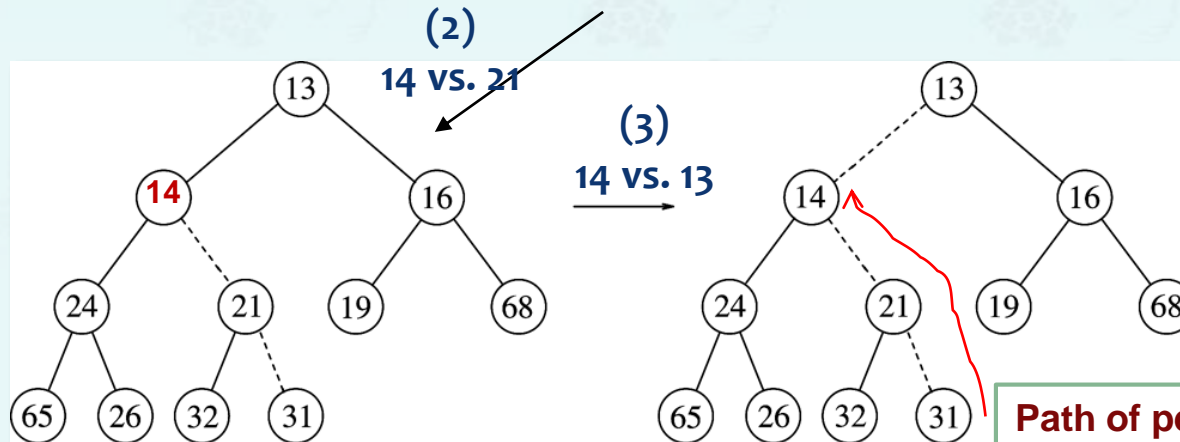
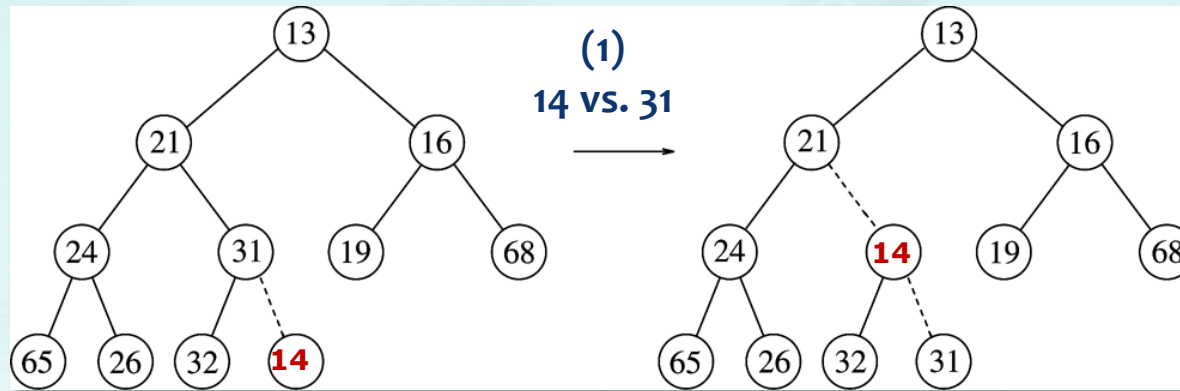
## minheap example

insertion: **Insert a node 14**



## minheap example

insertion: **Insert a node 14**



✓ Heap-ordered  
✓ Heap-Structure

**Path of percolation (swim) up**



## minheap example

---

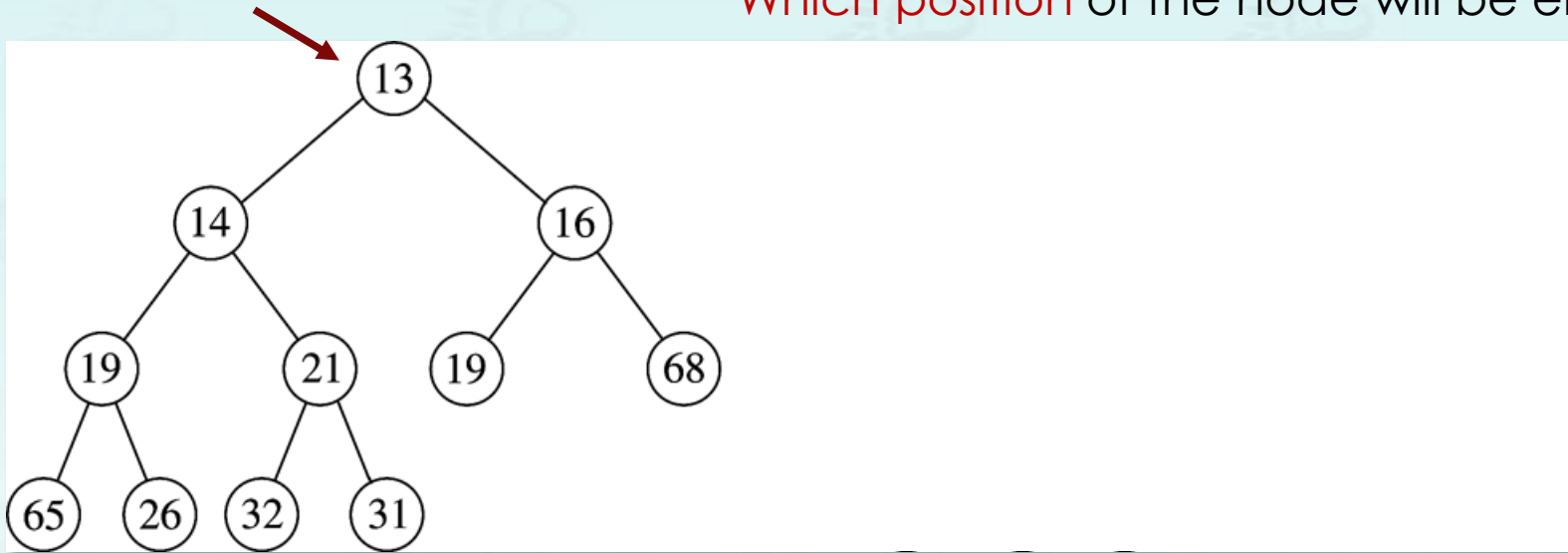
### deletion: dequeue – delete the root

- Swap the root and the the last element.
- Heap decreases by one in size.
- **Move down (sink) the root** while not satisfying heap-ordered.
  - Minimum element is **always** at the root (by minheap definition).

## minheap example

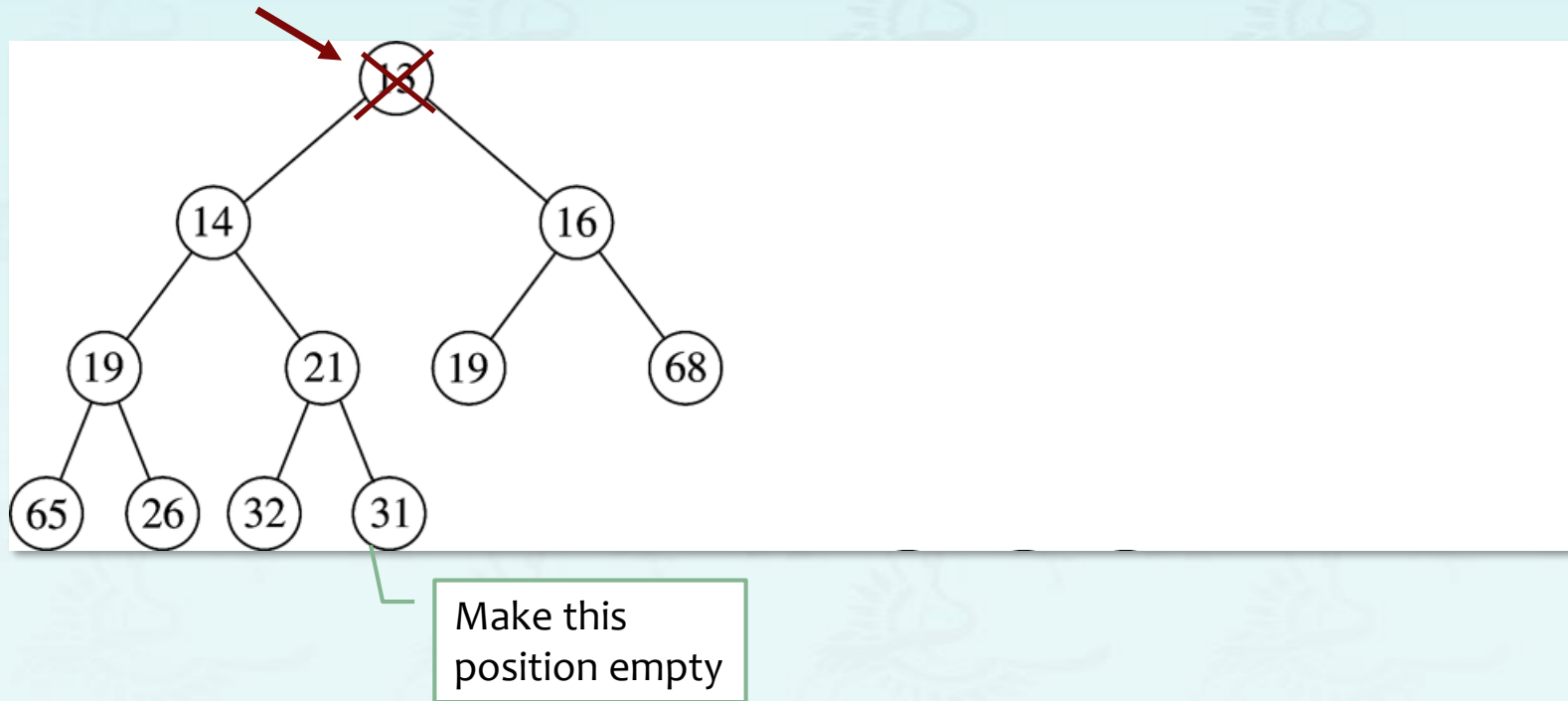
**deletion: dequeue – delete the root**

Which position of the node will be empty?



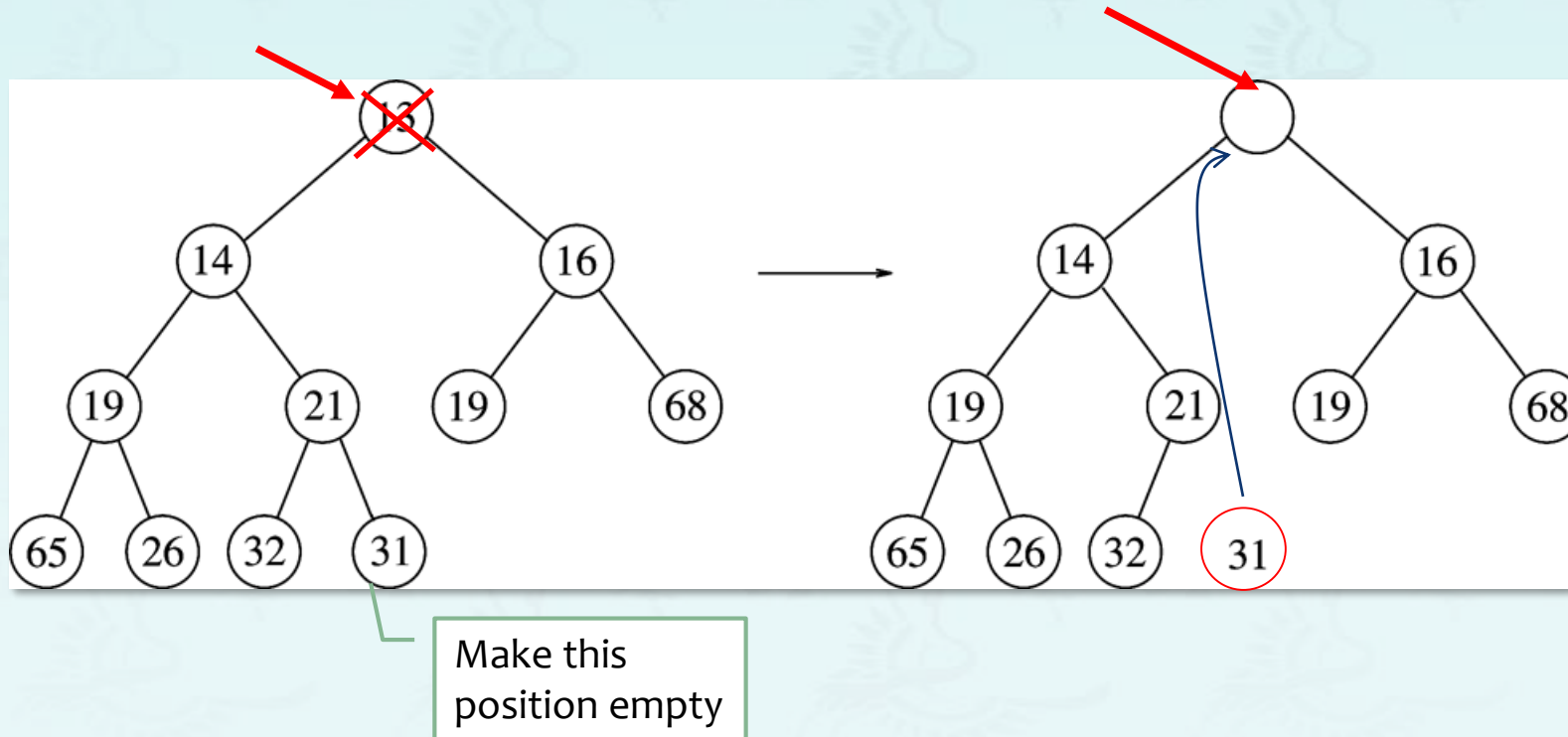
## minheap example

deletion: dequeue – delete the root



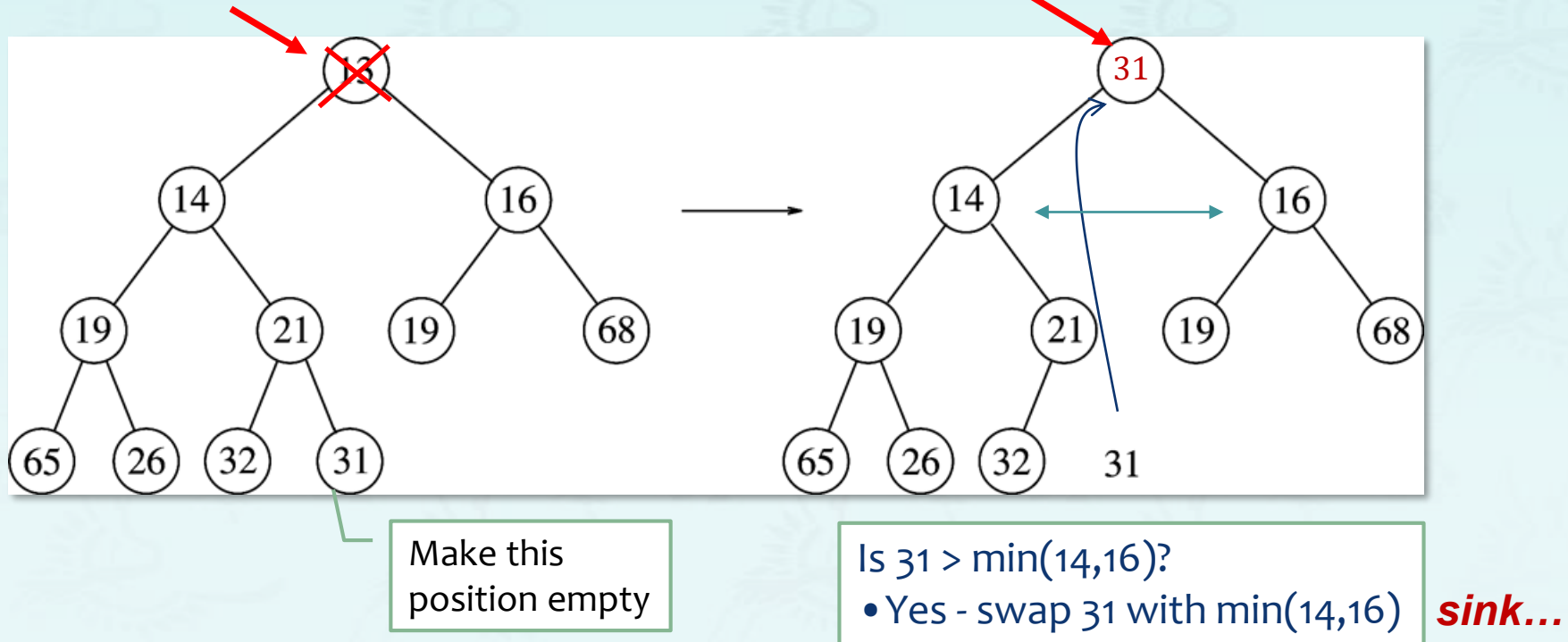
## minheap example

**deletion: dequeue – delete the root**



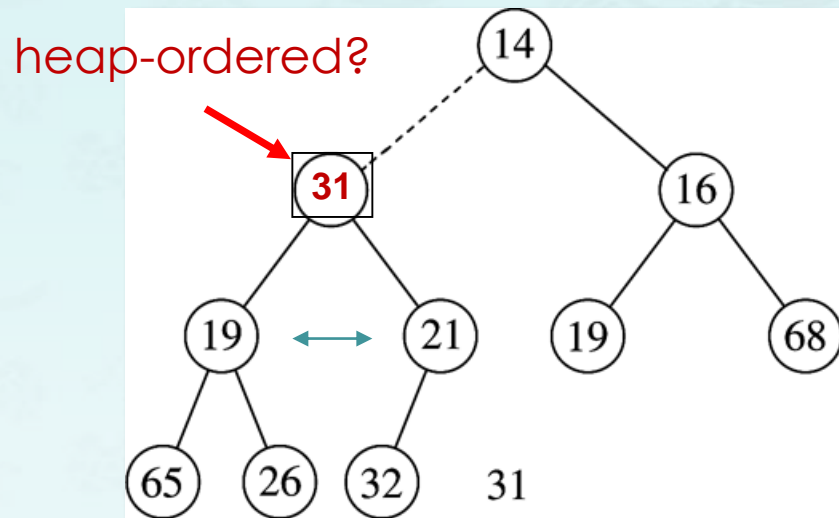
## minheap example

deletion: dequeue – delete the root



## minheap example

deletion: dequeue – delete the root

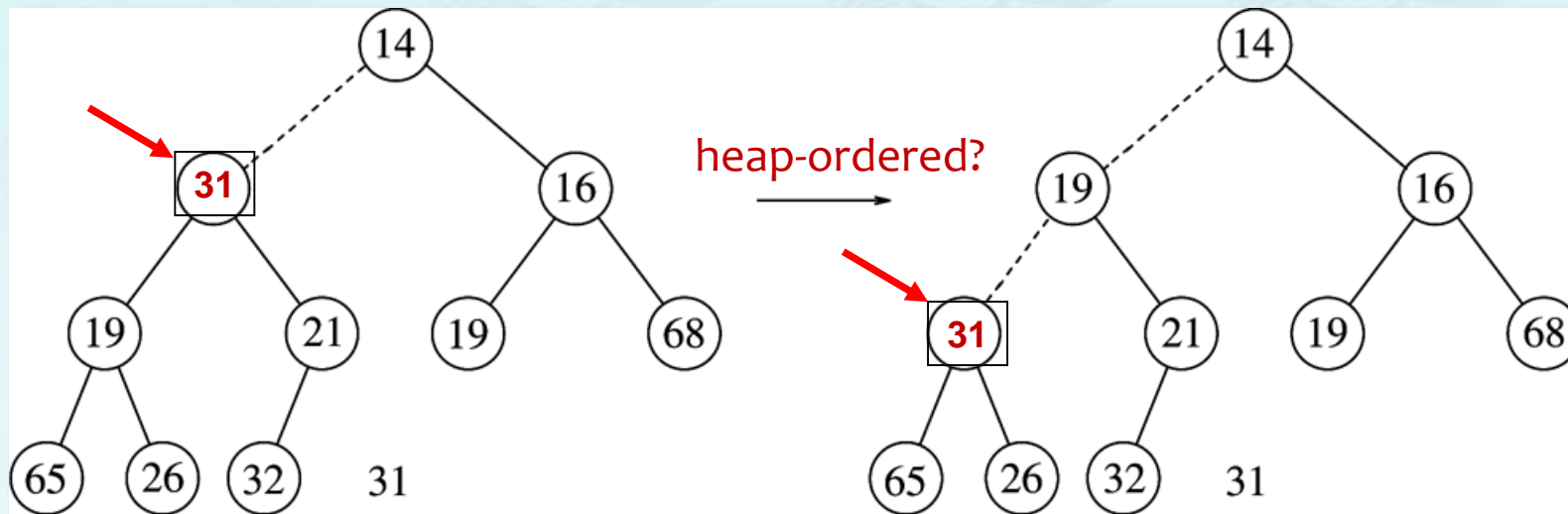


Is  $31 > \min(19, 21)$ ?

- Yes - swap 31 with  $\min(19, 21)$

## minheap example

deletion: dequeue – delete the root



Is  $31 > \min(19, 21)$ ?

- Yes - swap 31 with  $\min(19, 21)$

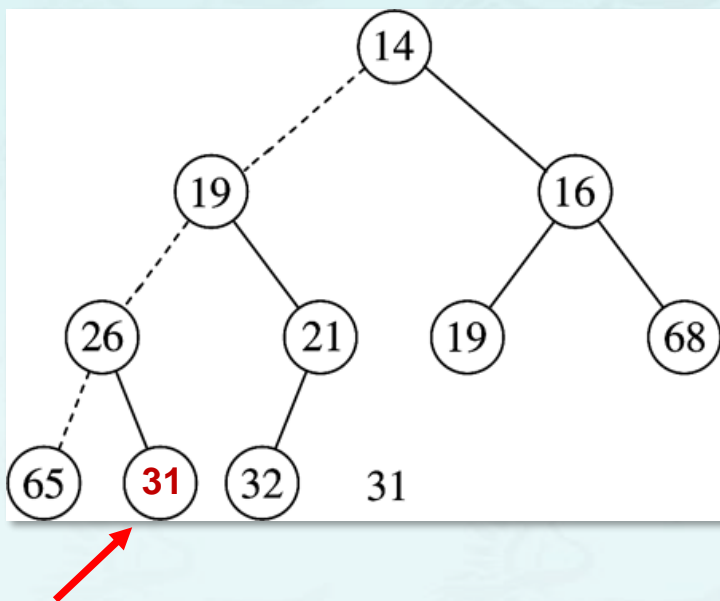
Is  $31 > \min(65, 26)$ ?

- Yes - swap 31 with  $\min(65, 26)$



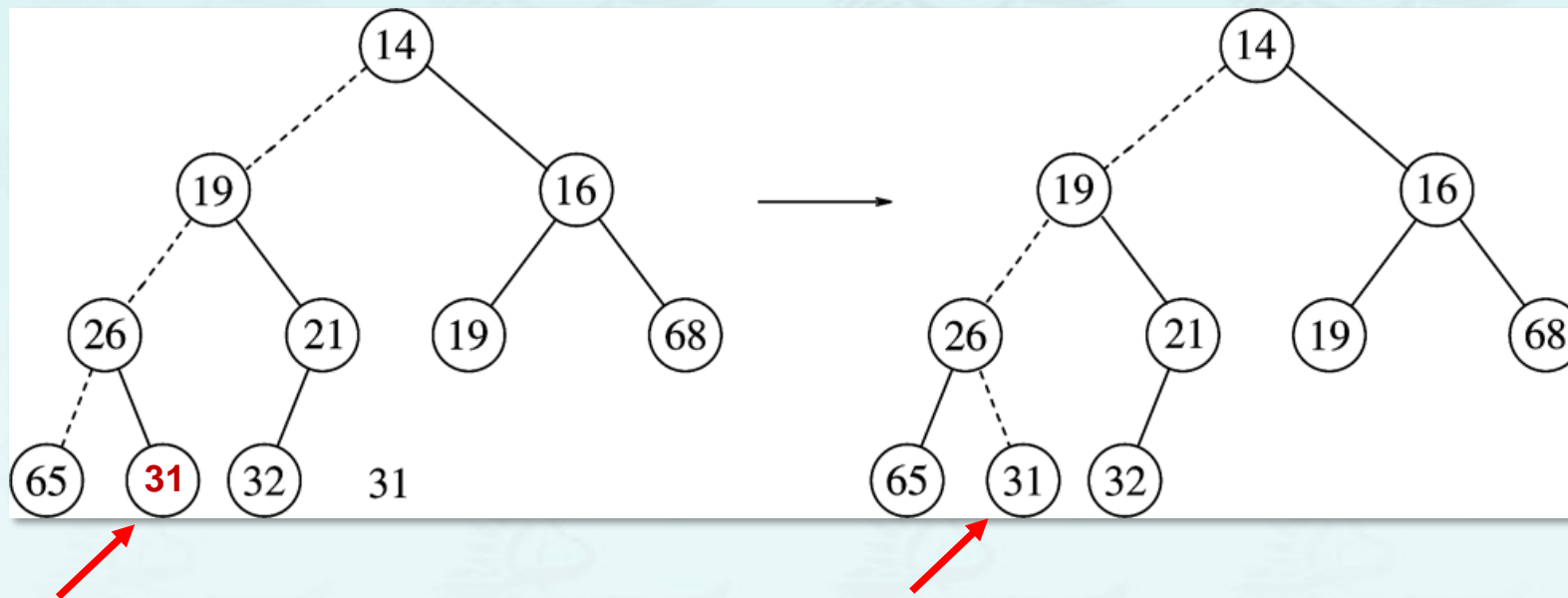
## minheap example

deletion: dequeue – delete the root



## minheap example

deletion: dequeue – delete the root



- ✓ Heap-ordered
- ✓ Heap-structure

## Binary heap operations time complexity:

---

- Level of heap is  $\lfloor \log_2 N \rfloor$
- insert:  $O(\log N)$  for each insert
  - In practice, expect less
- delete:  $O(\log N)$  // deleting root node in min/max heap
- decreaseKey:  $O(\log N)$
- increaseKey:  $O(\log N)$
- remove:  $O(\log N)$  // removing a node in any location

## Binary heap operations time complexity with N items:

Implementation	Insert	Delete	max
Unordered array	1	N	N
Ordered array	N	1	1
Binary heap	<b>log N</b>	<b>log N</b>	1

↑ ↑  
**Mission Completed**



## heap

---

- complete binary tree (review)
- heap and priority queues (Chapter 9)
- binary heap and minheap
- maxheap demo
- maxheap coding
- heap sort (Chapter 7)

## maxheap example

---

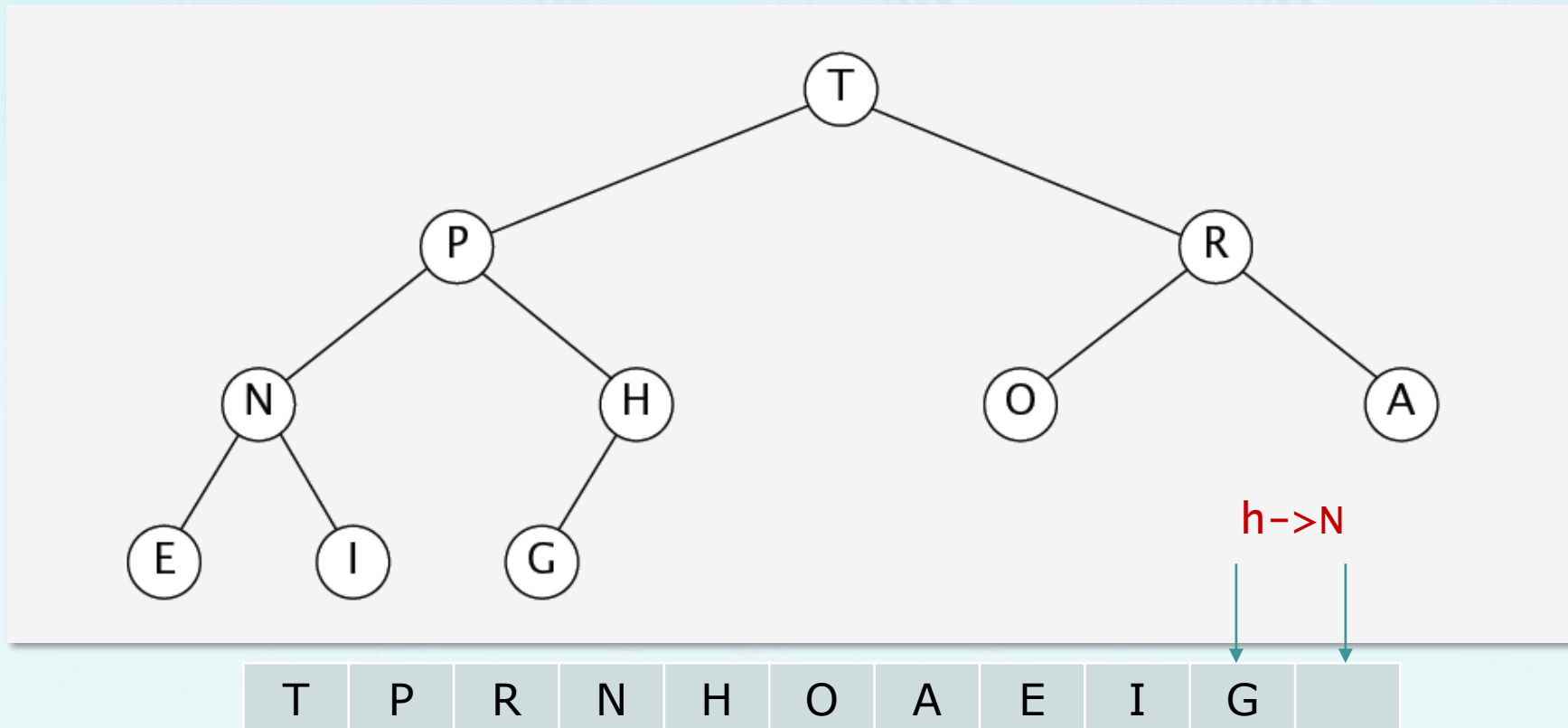
- **Insert:** Add node at end, then swim it up.

T	P	R	N	H	O	A	E	I	G	
---	---	---	---	---	---	---	---	---	---	--

## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

Heap ordered

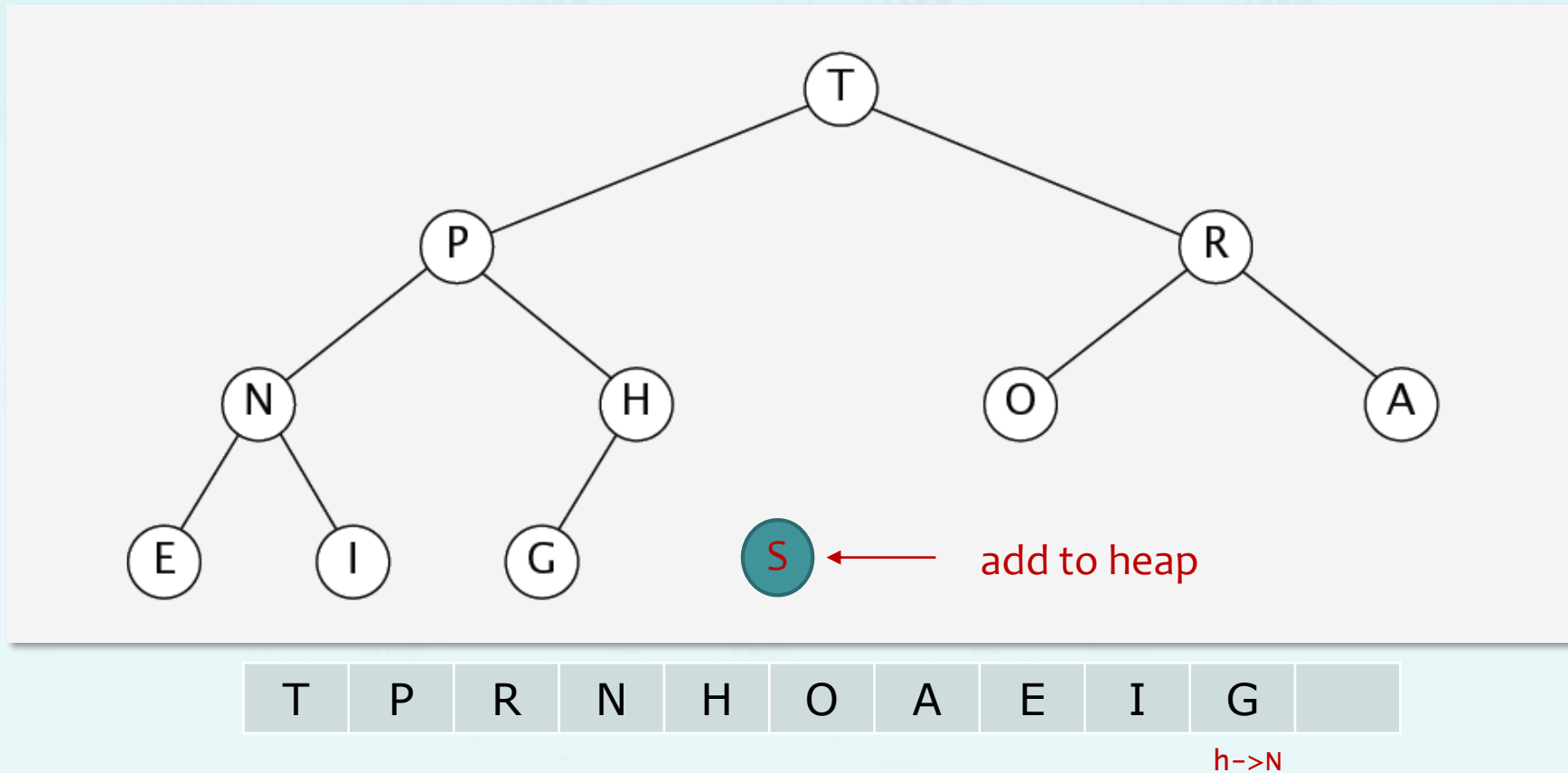




## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

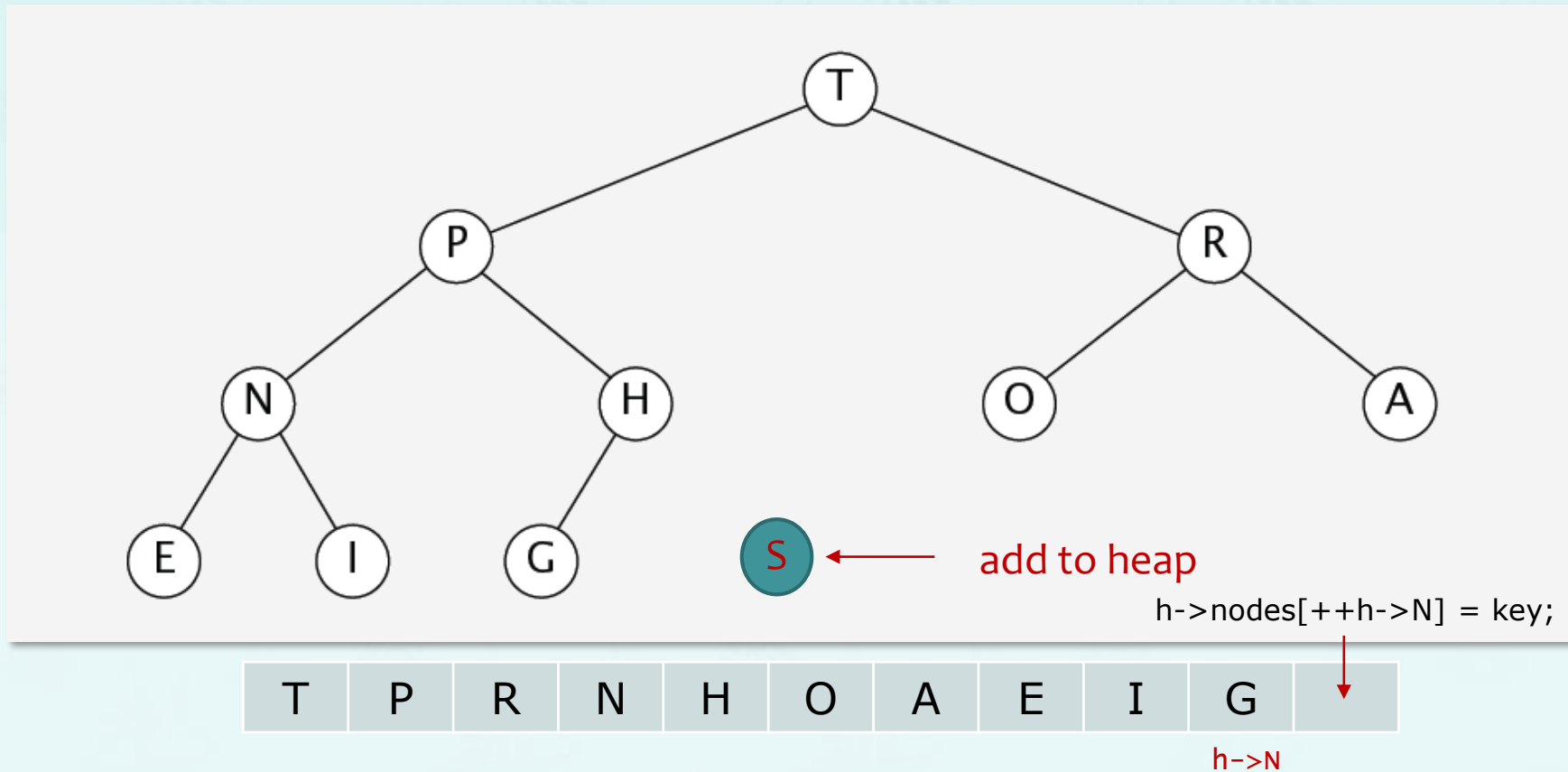
insert S



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

insert S

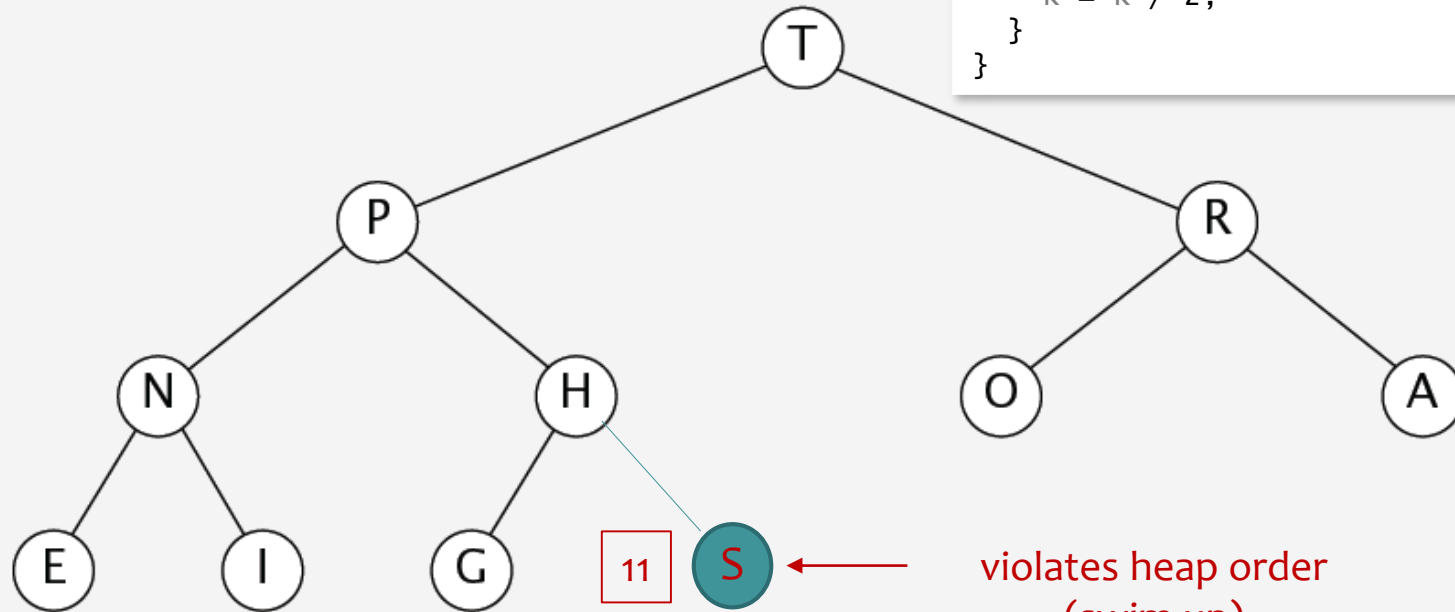


## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

insert S

```
void swim(heap h, int k) {  
    while (k > 1 && less(h, k / 2, k)) {  
        swap(h, k / 2, k);  
        k = k / 2;  
    }  
}
```

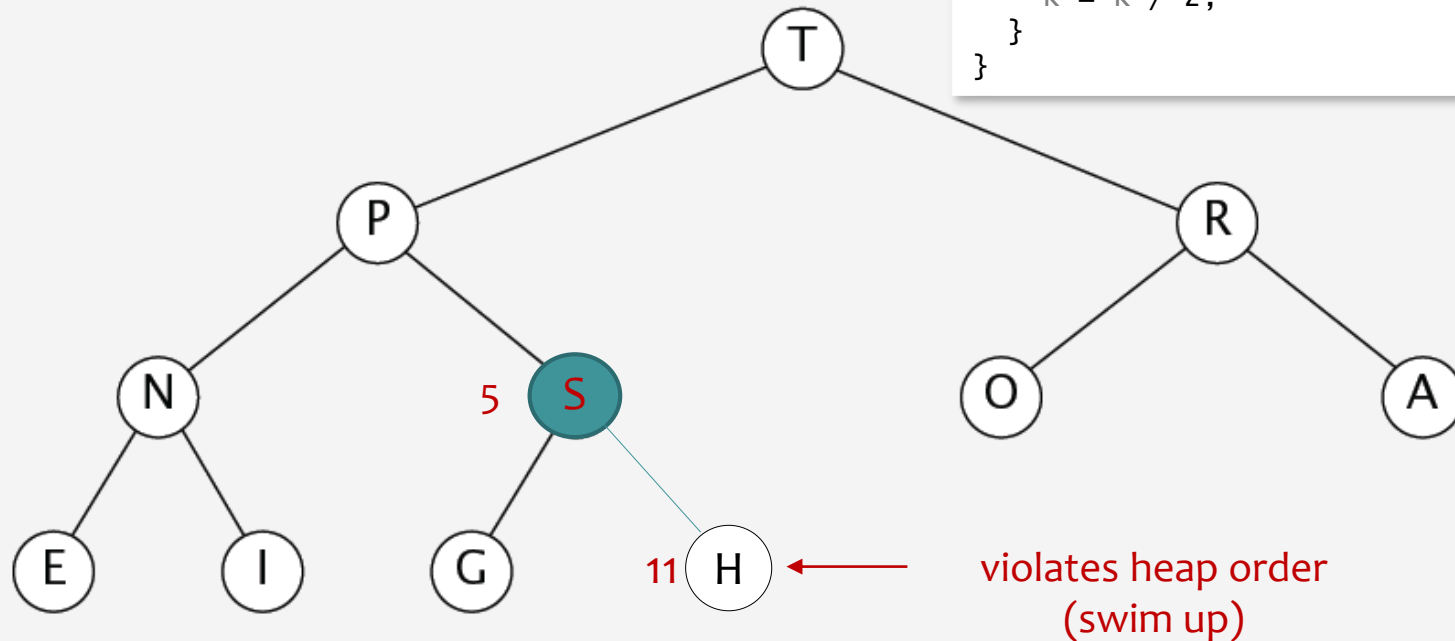


## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

insert S

```
void swim(heap h, int k) {  
    while (k > 1 && less(h, k / 2, k)) {  
        swap(h, k / 2, k);  
        k = k / 2;  
    }  
}
```

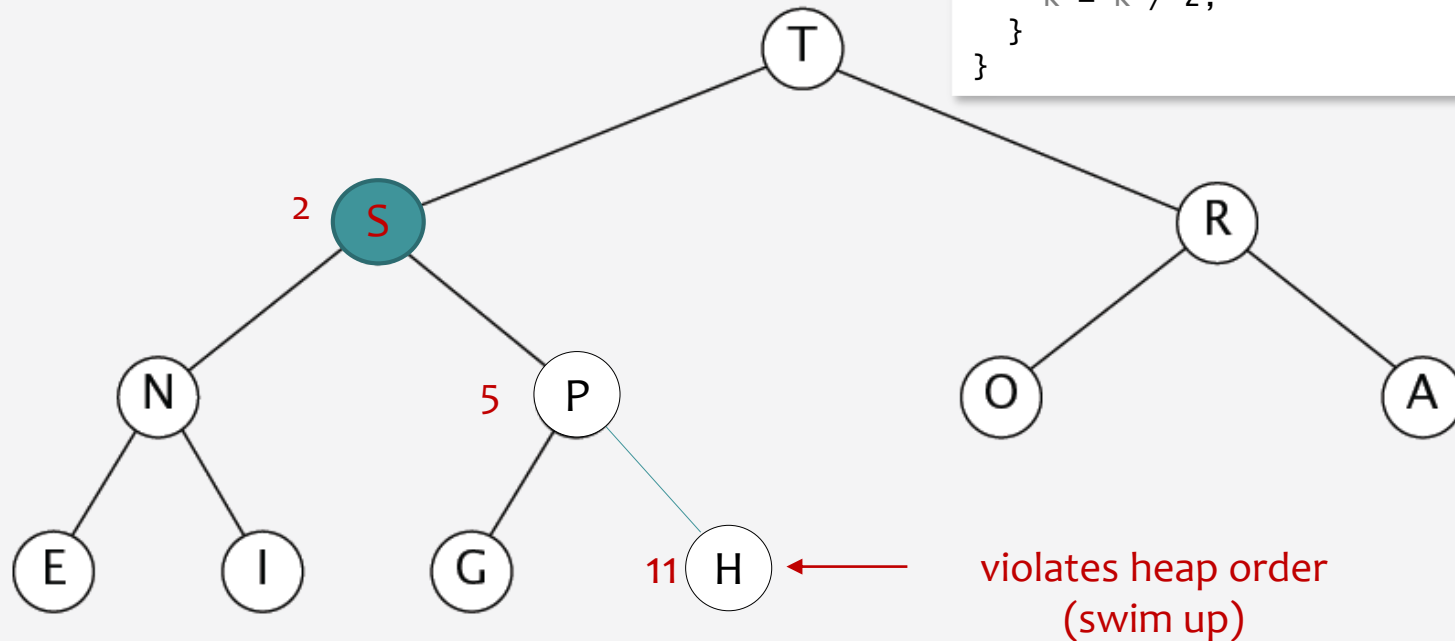


## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

insert S

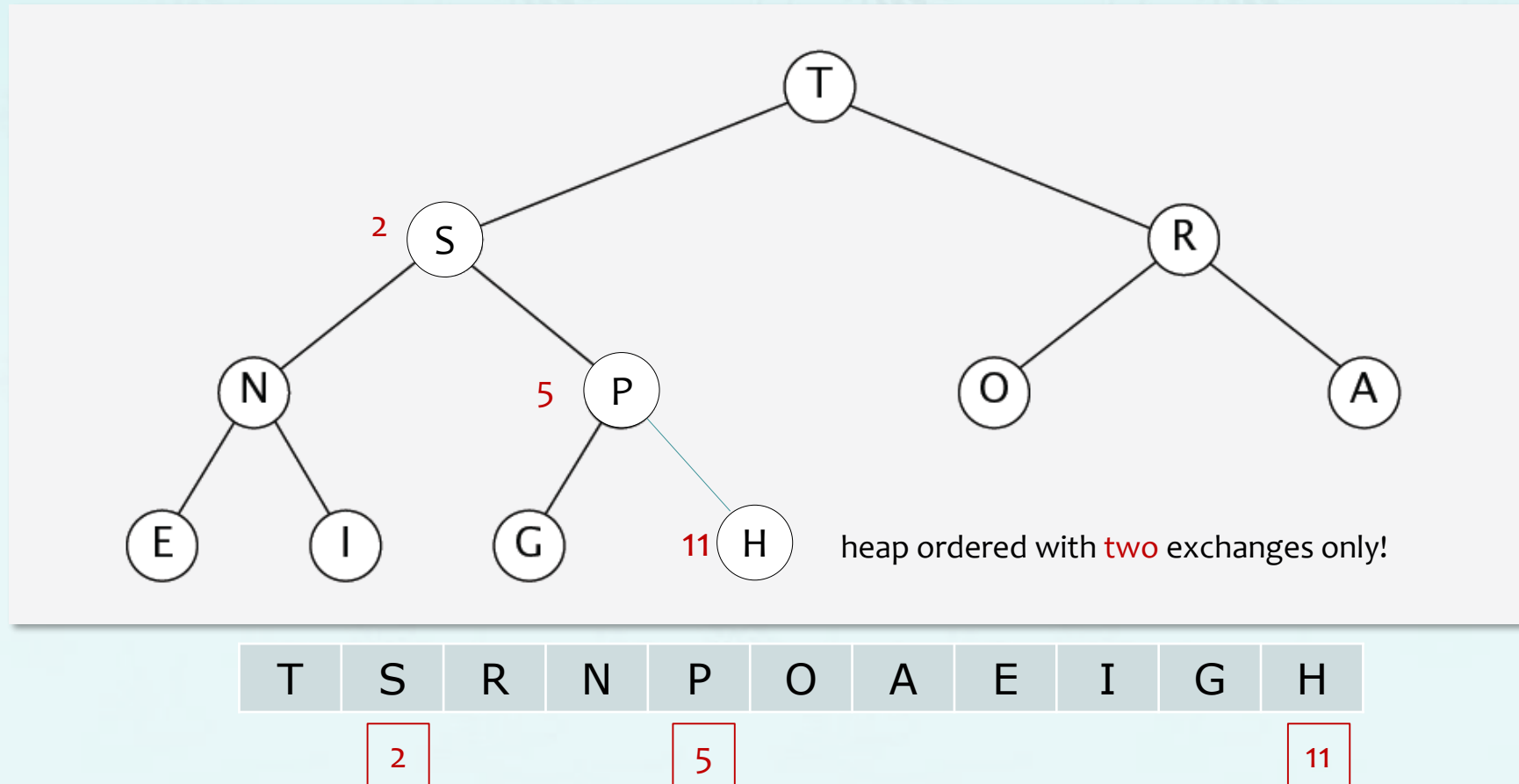
```
void swim(heap h, int k) {  
    while (k > 1 && less(h, k / 2, k)) {  
        swap(h, k / 2, k);  
        k = k / 2;  
    }  
}
```



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

heap ordered



## maxheap example

---

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

**remove the maximum(root)**

T	S	R	N	P	O	A	E	I	G	H
---	---	---	---	---	---	---	---	---	---	---

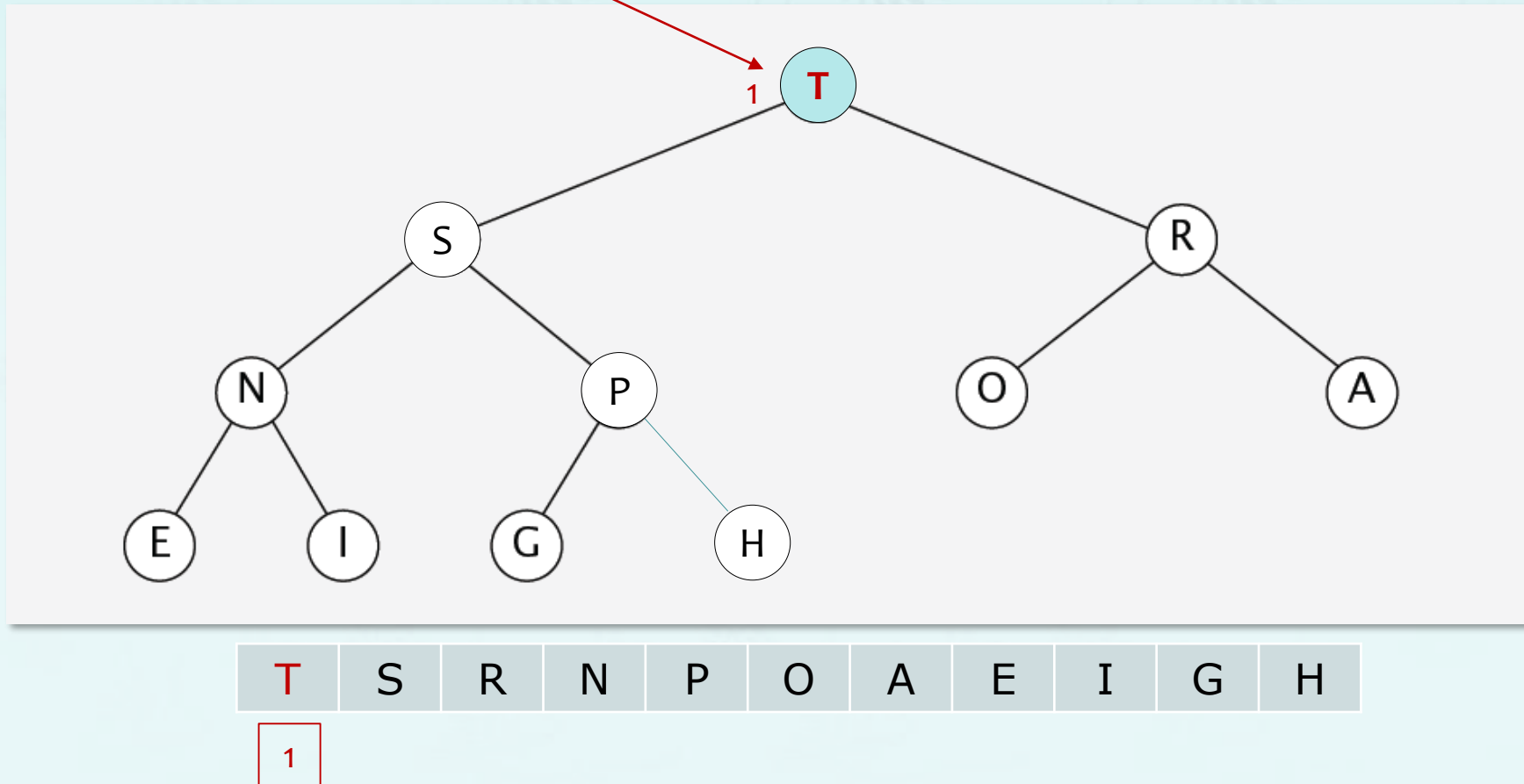
1
---



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

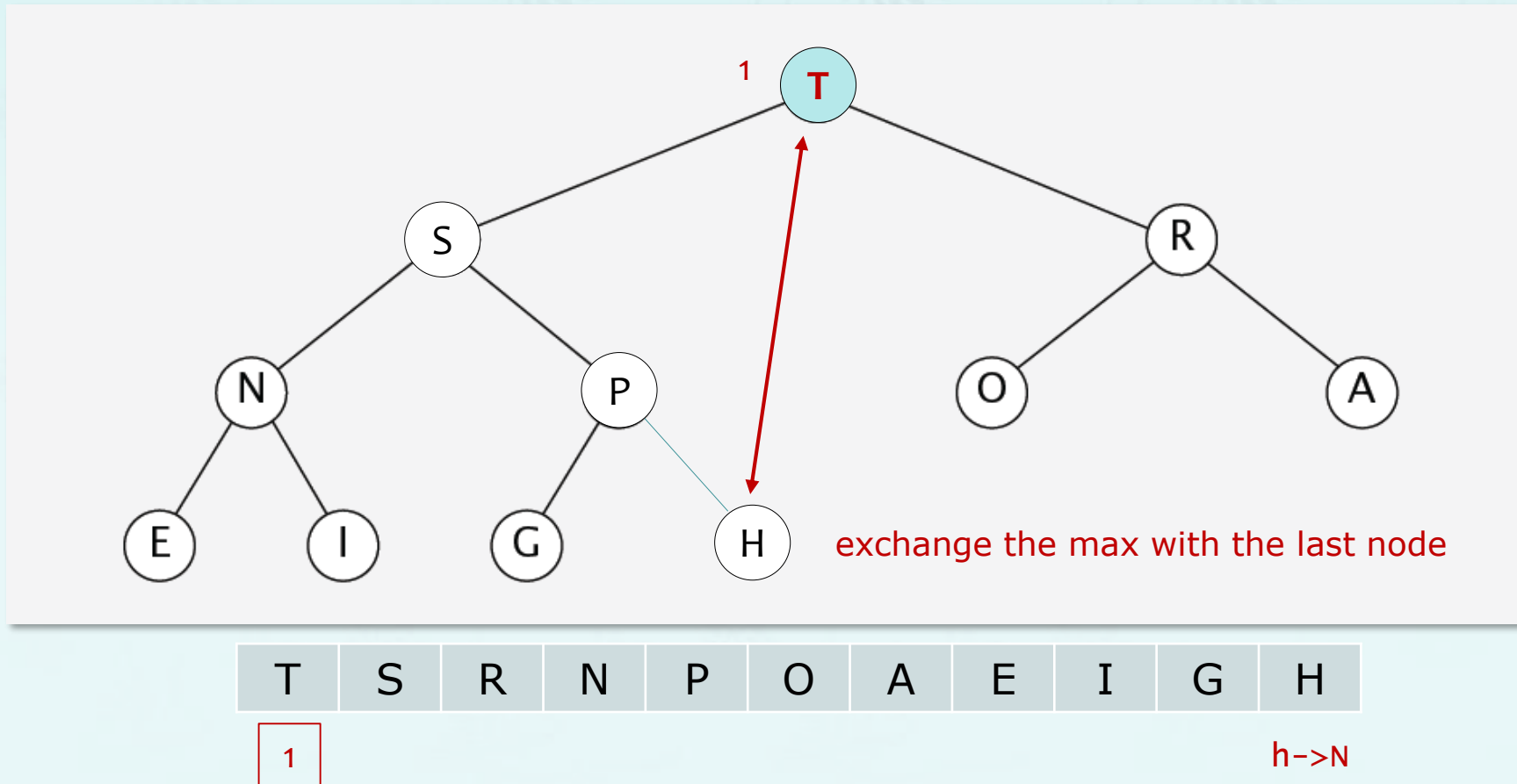
remove the maximum(root)



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(**root**)

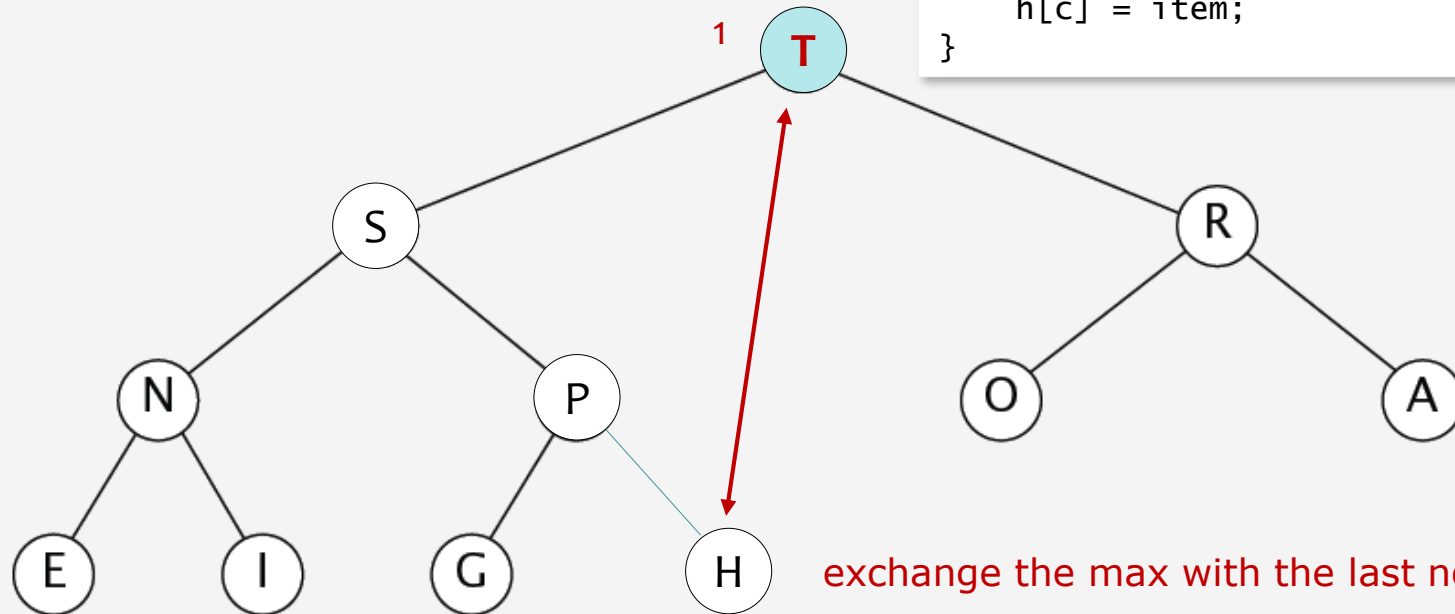


## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)

```
void swap(heap h, int p, int c) {  
    key item = h[p];  
    h[p] = h[c];  
    h[c] = item;  
}
```



T	S	R	N	P	O	A	E	I	G	H
---	---	---	---	---	---	---	---	---	---	---

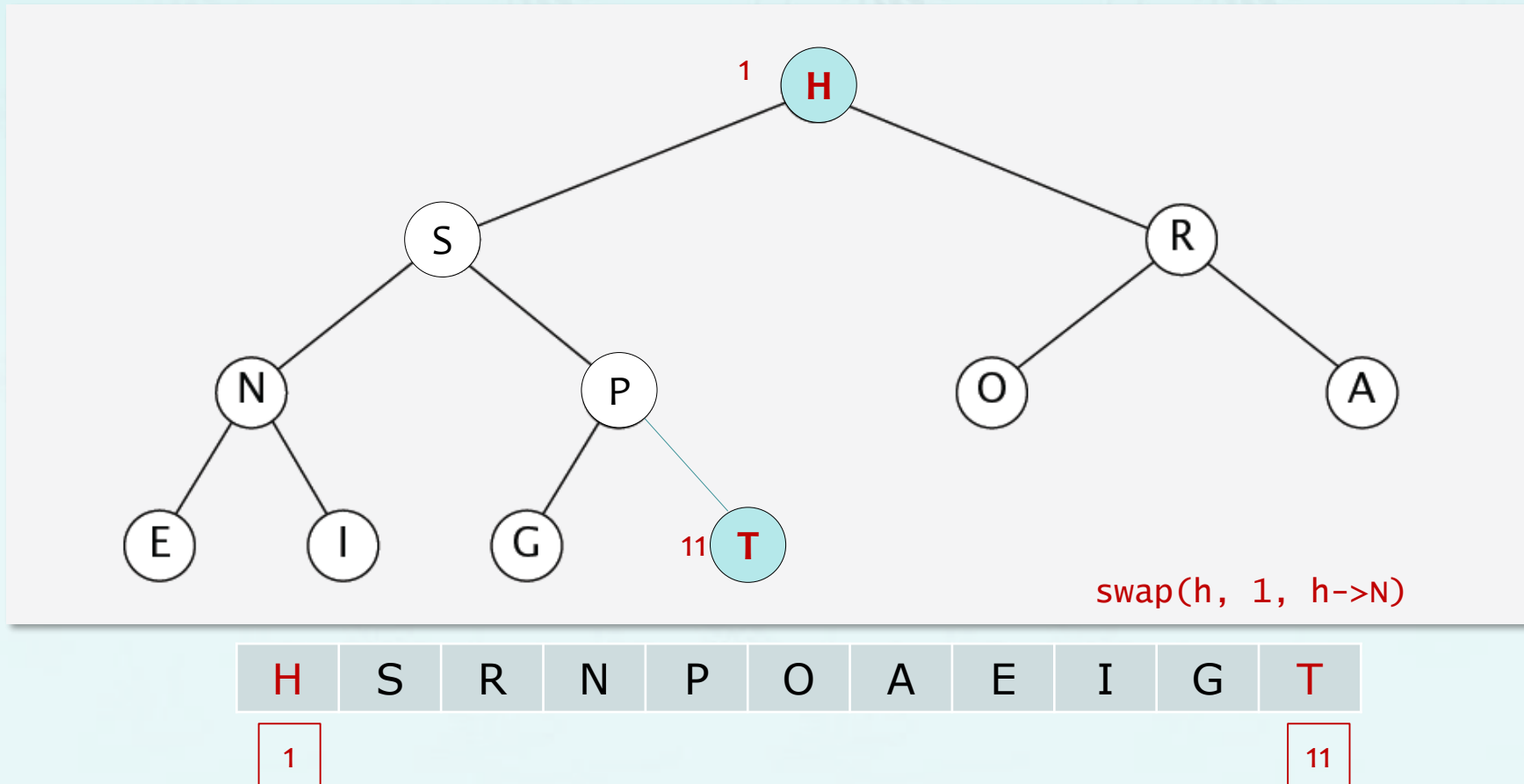
1

h->N

## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

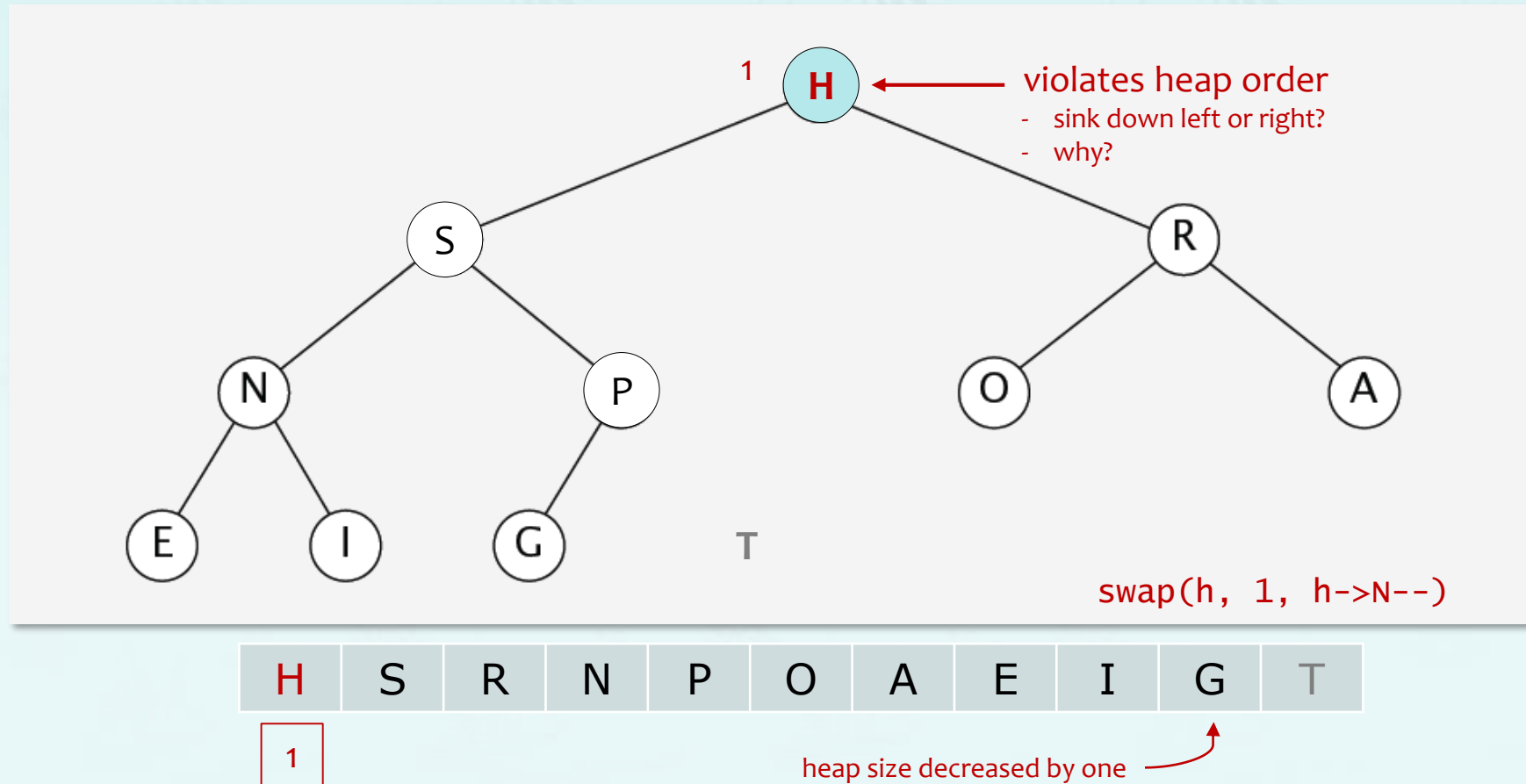
remove the maximum(root)



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

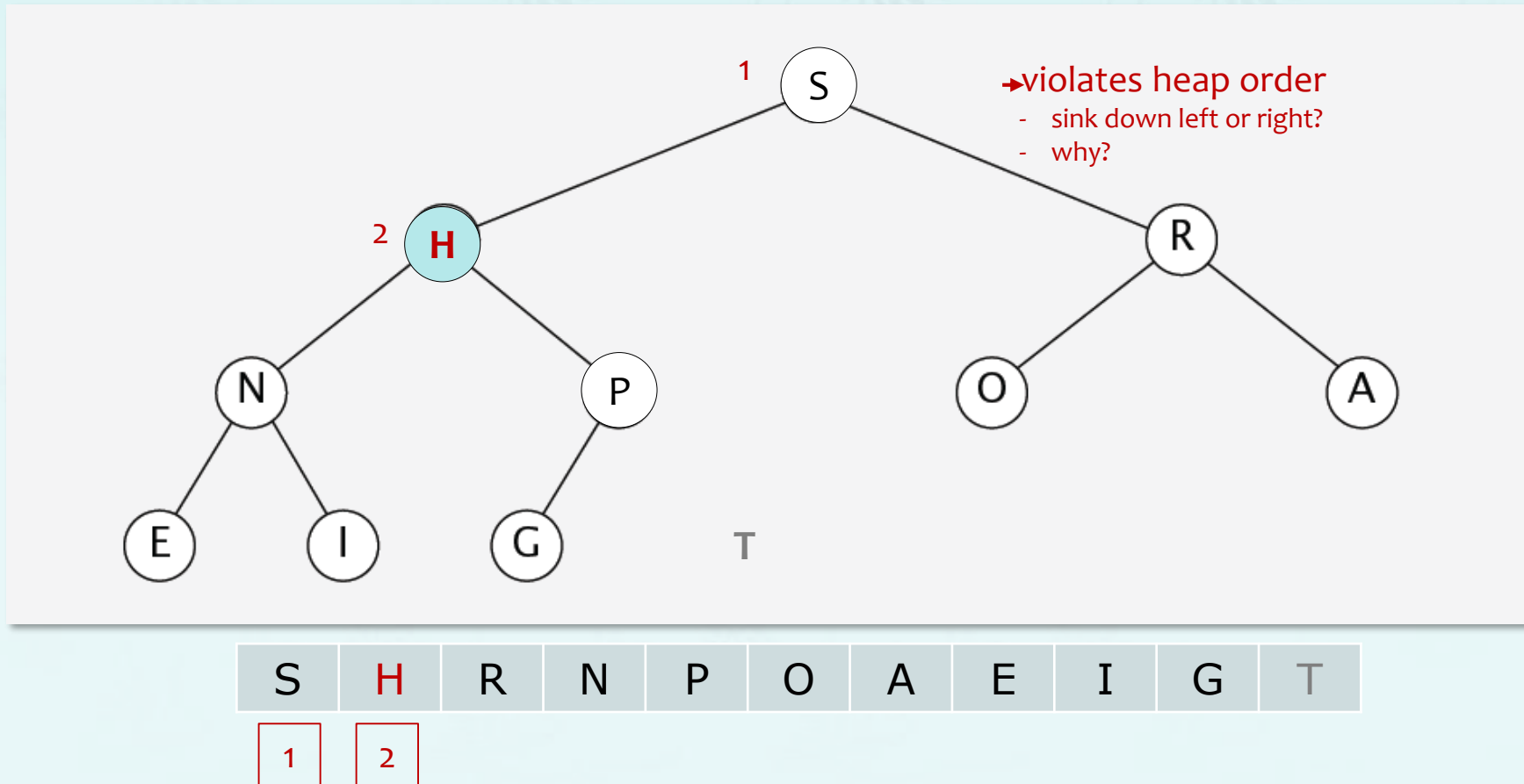
remove the maximum(root)



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

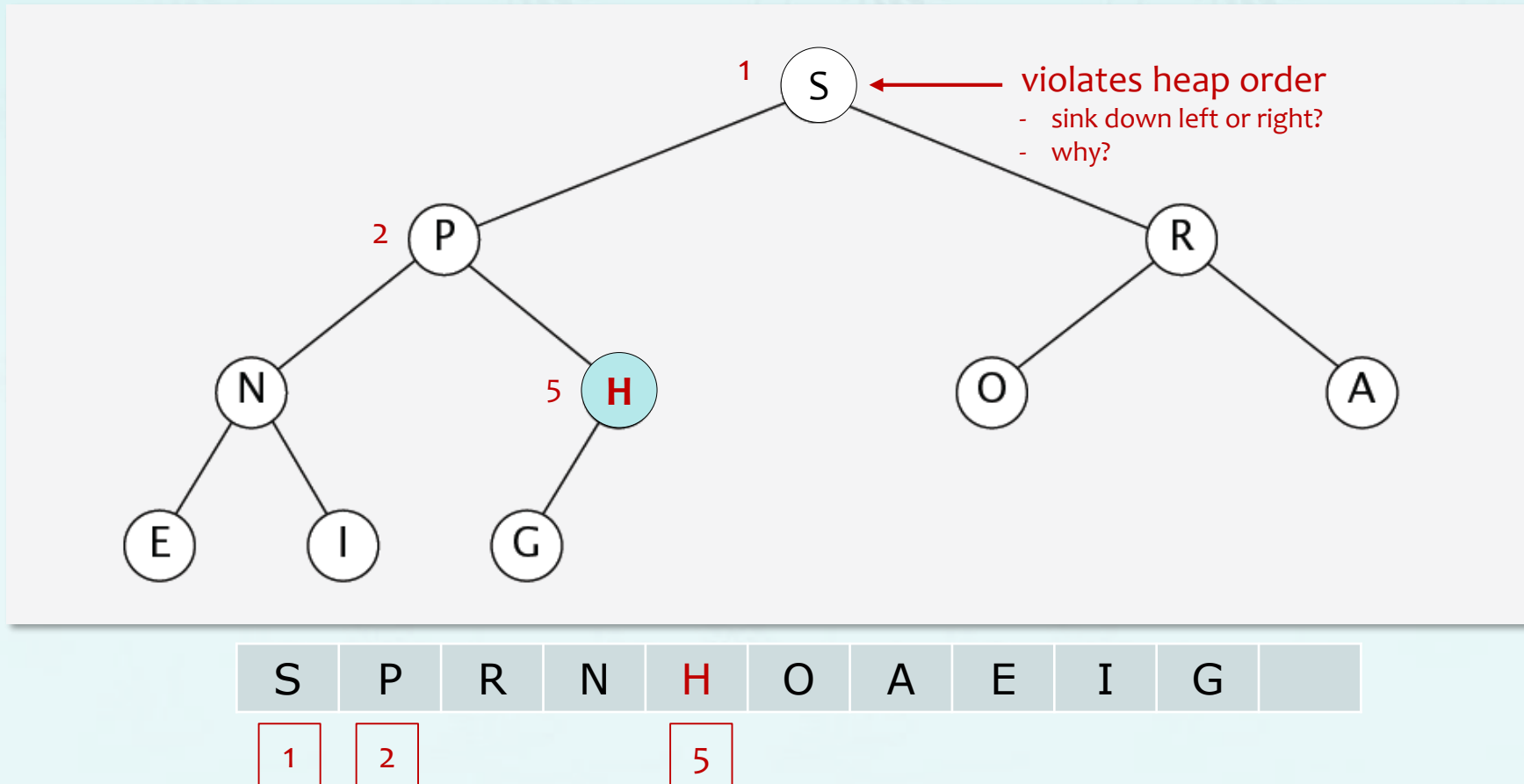
remove the maximum(root)



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)

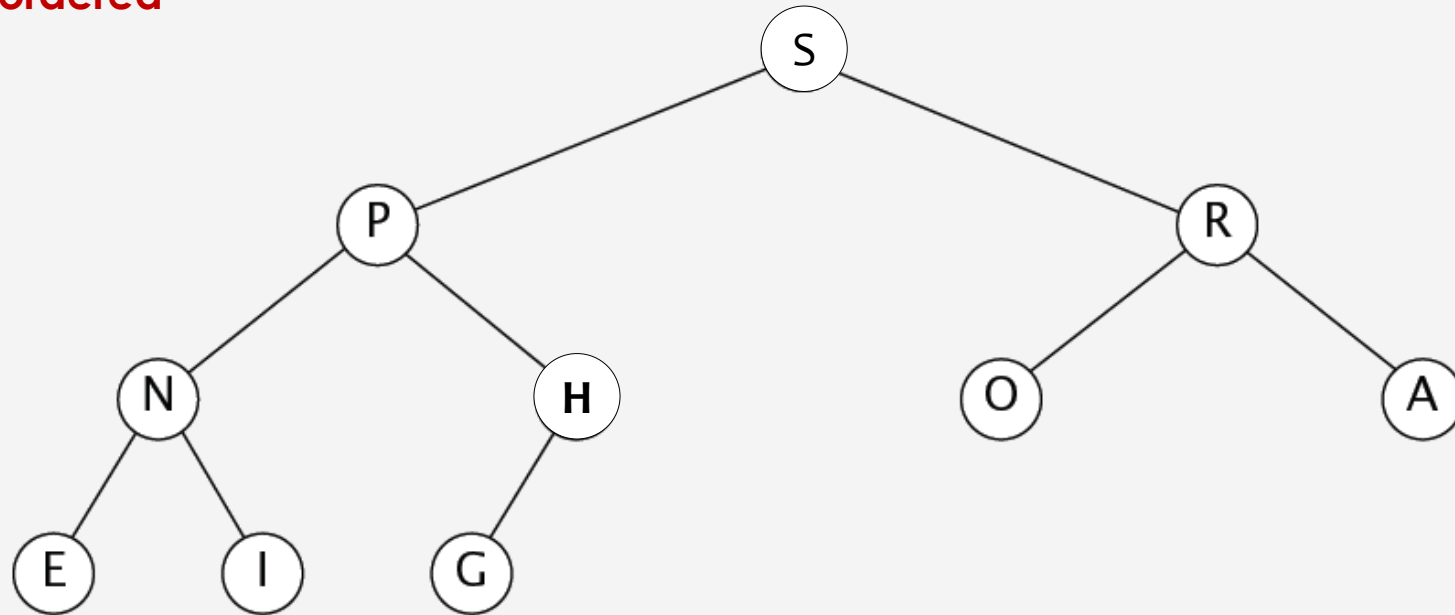




## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

heap ordered

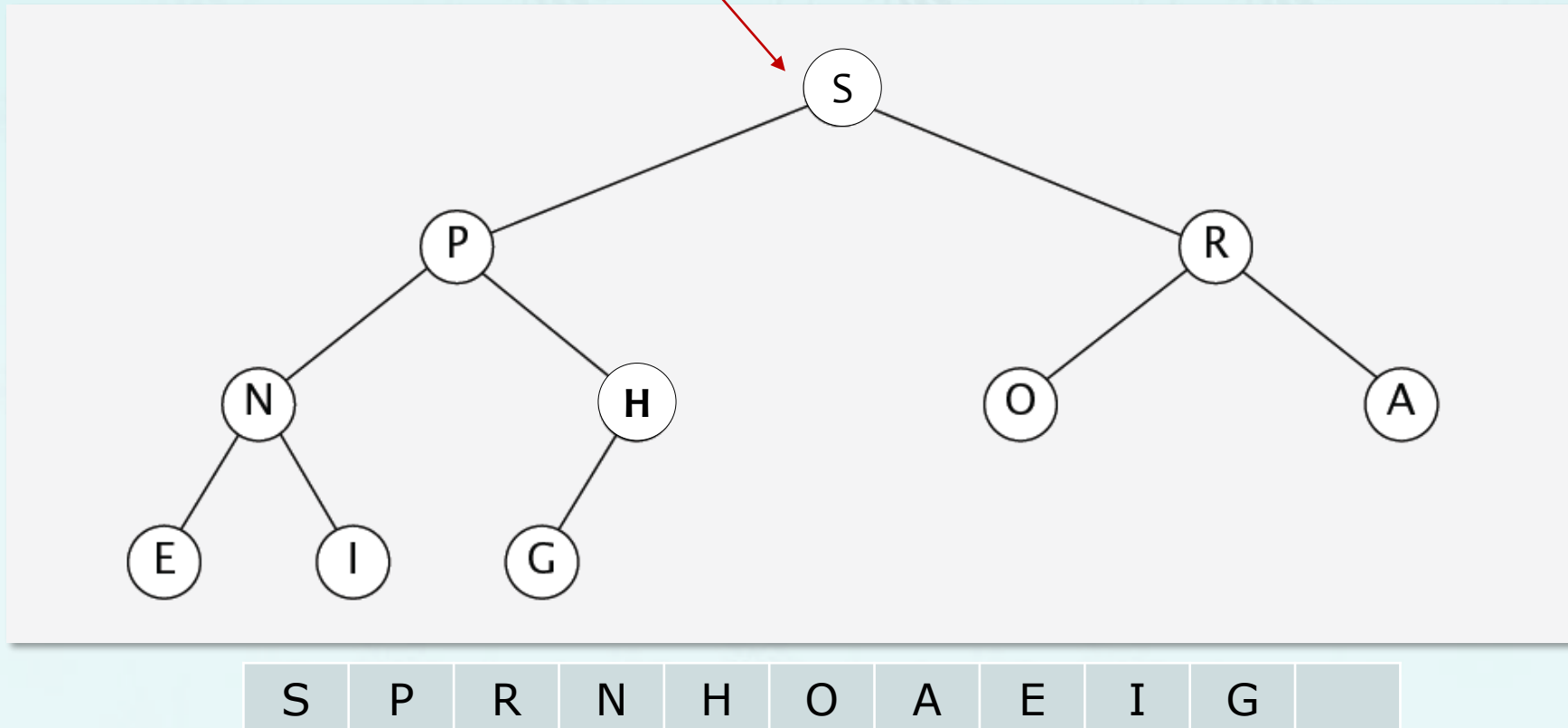


S	P	R	N	H	O	A	E	I	G	
---	---	---	---	---	---	---	---	---	---	--

## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)

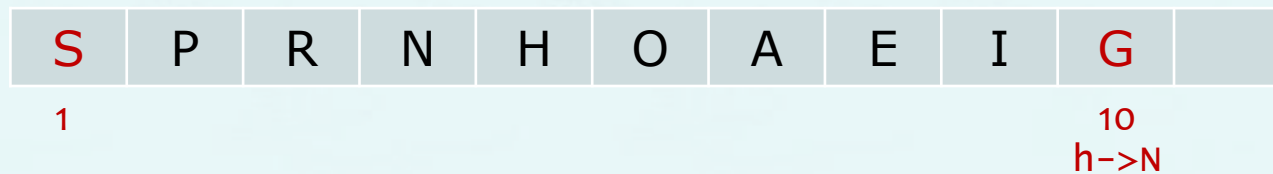
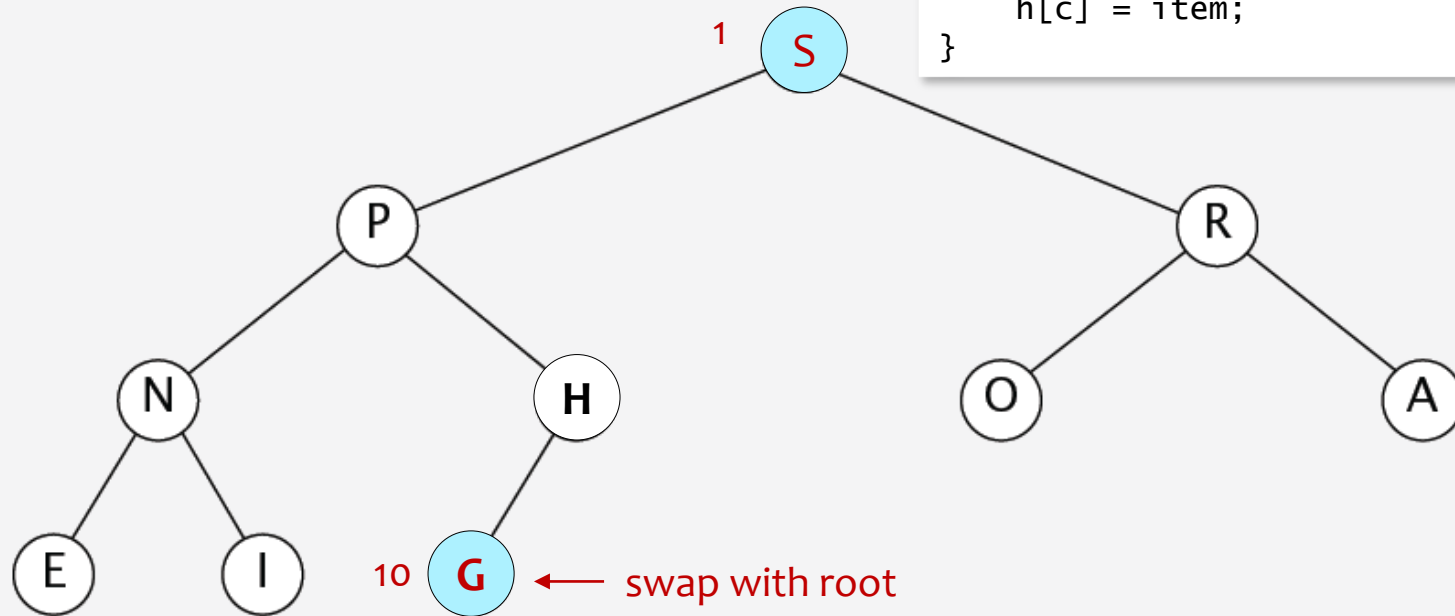


## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)

```
void swap(heap h, int p, int c) {  
    key item = h[p];  
    h[p] = h[c];  
    h[c] = item;  
}
```

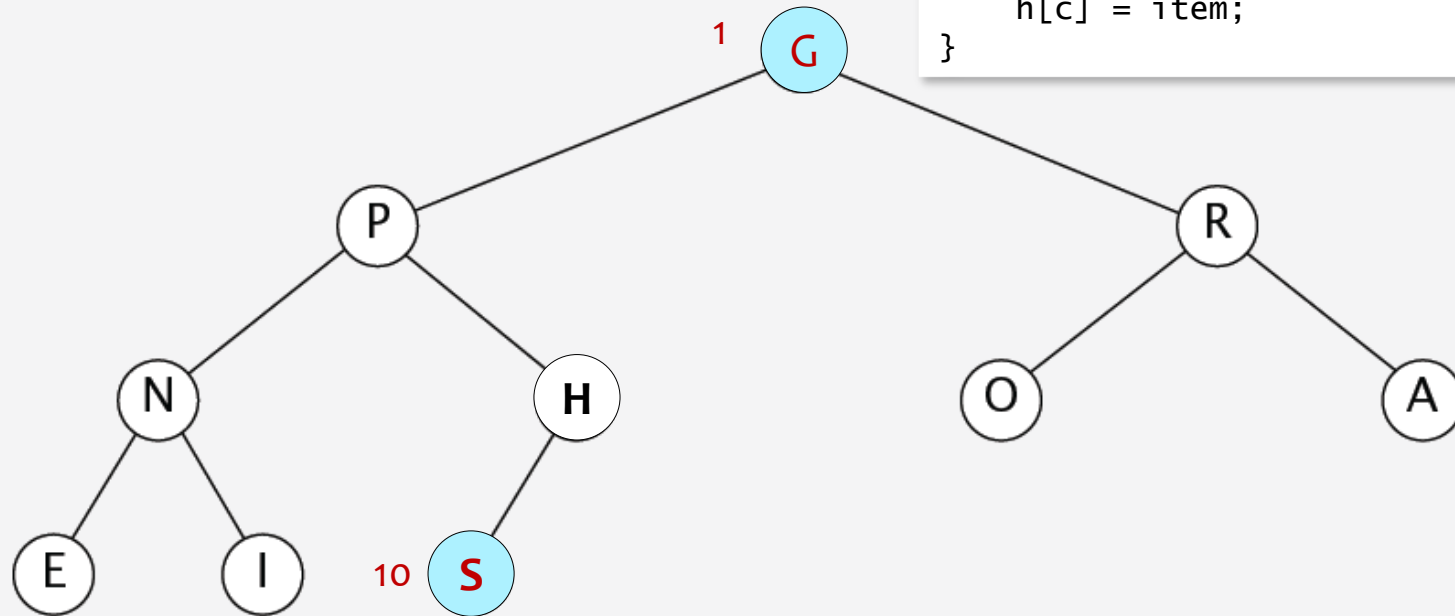


## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)

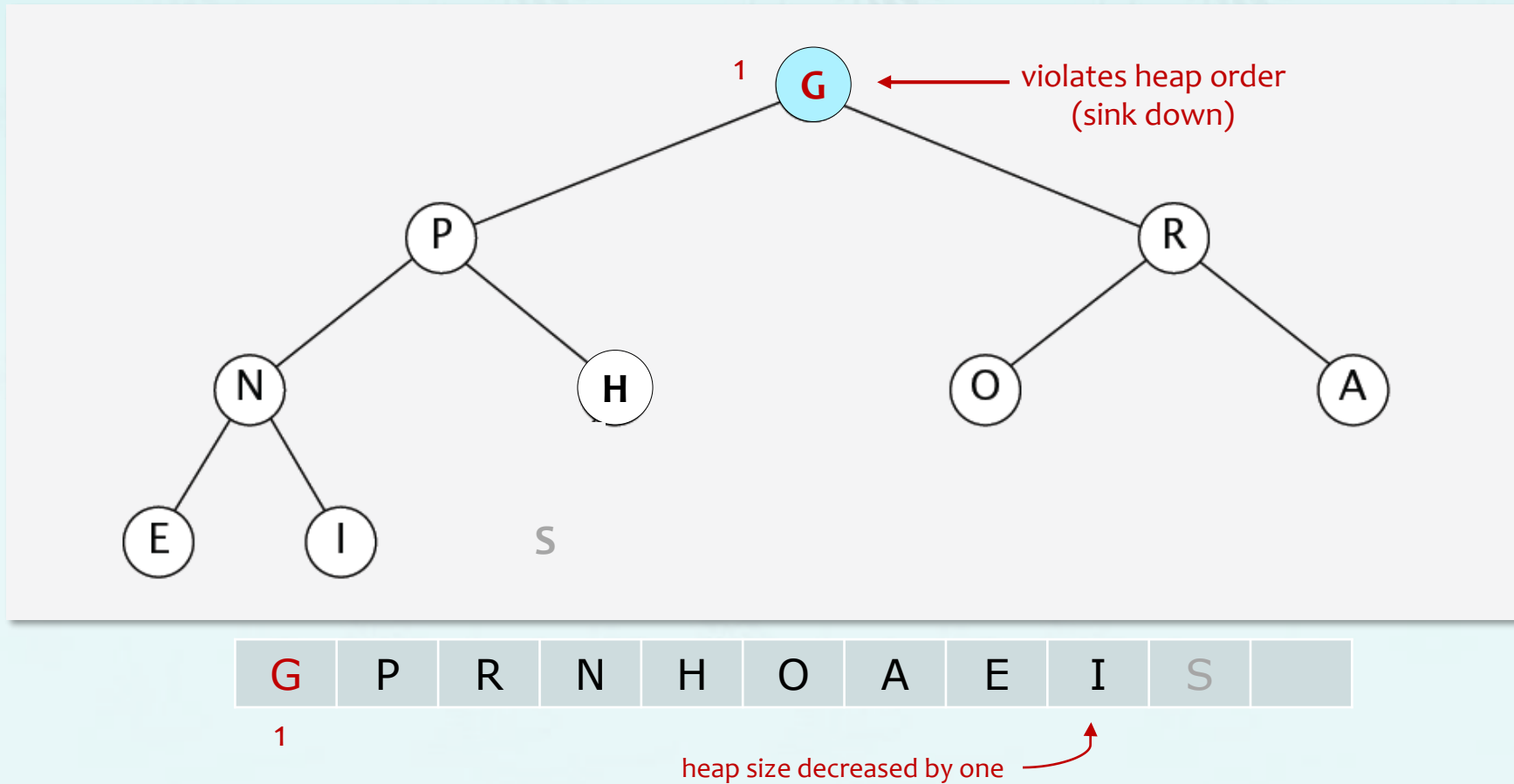
```
void swap(heap h, int p, int c) {  
    key item = h[p];  
    h[p] = h[c];  
    h[c] = item;  
}
```



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

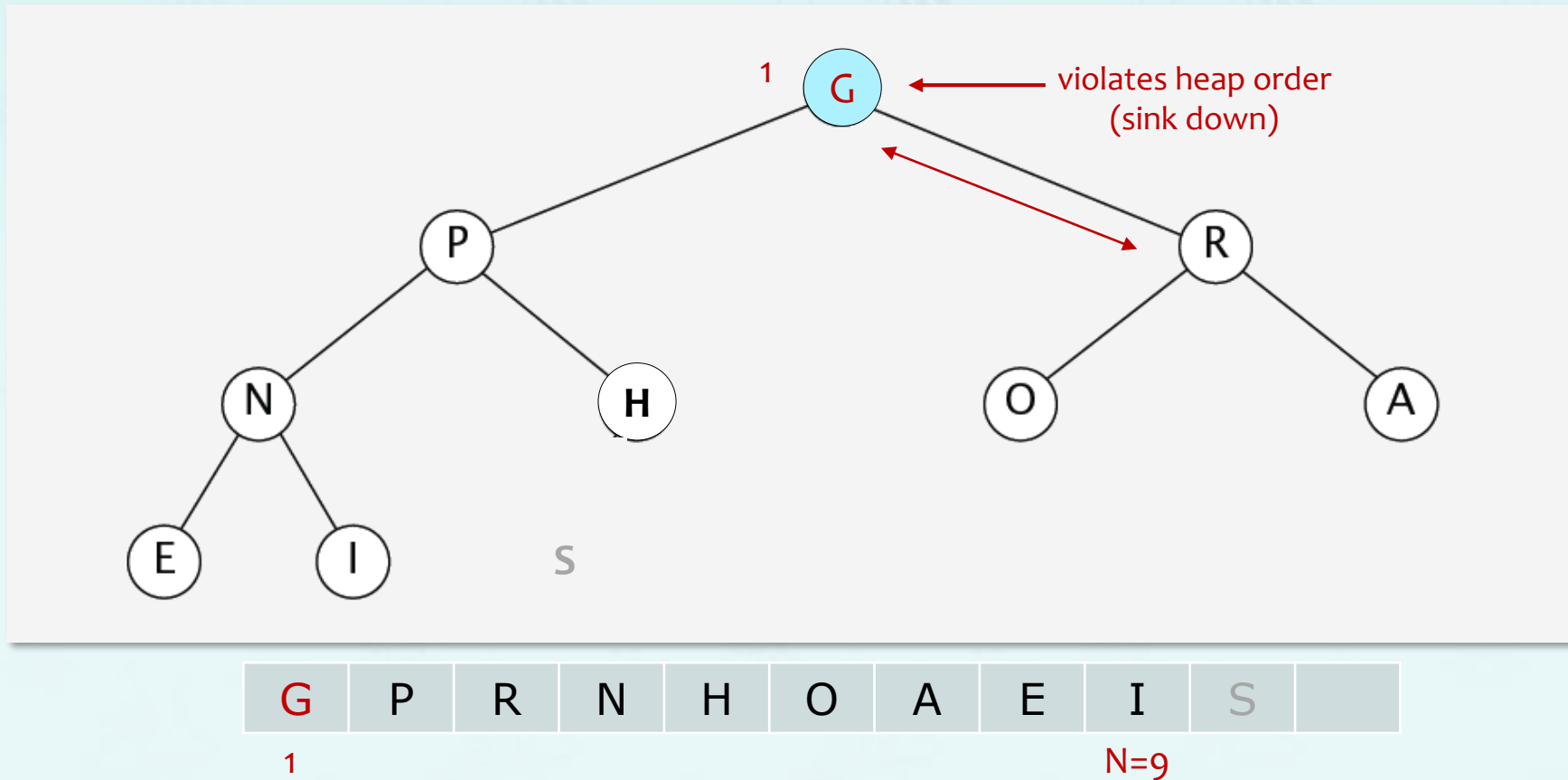
remove the maximum(root)



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

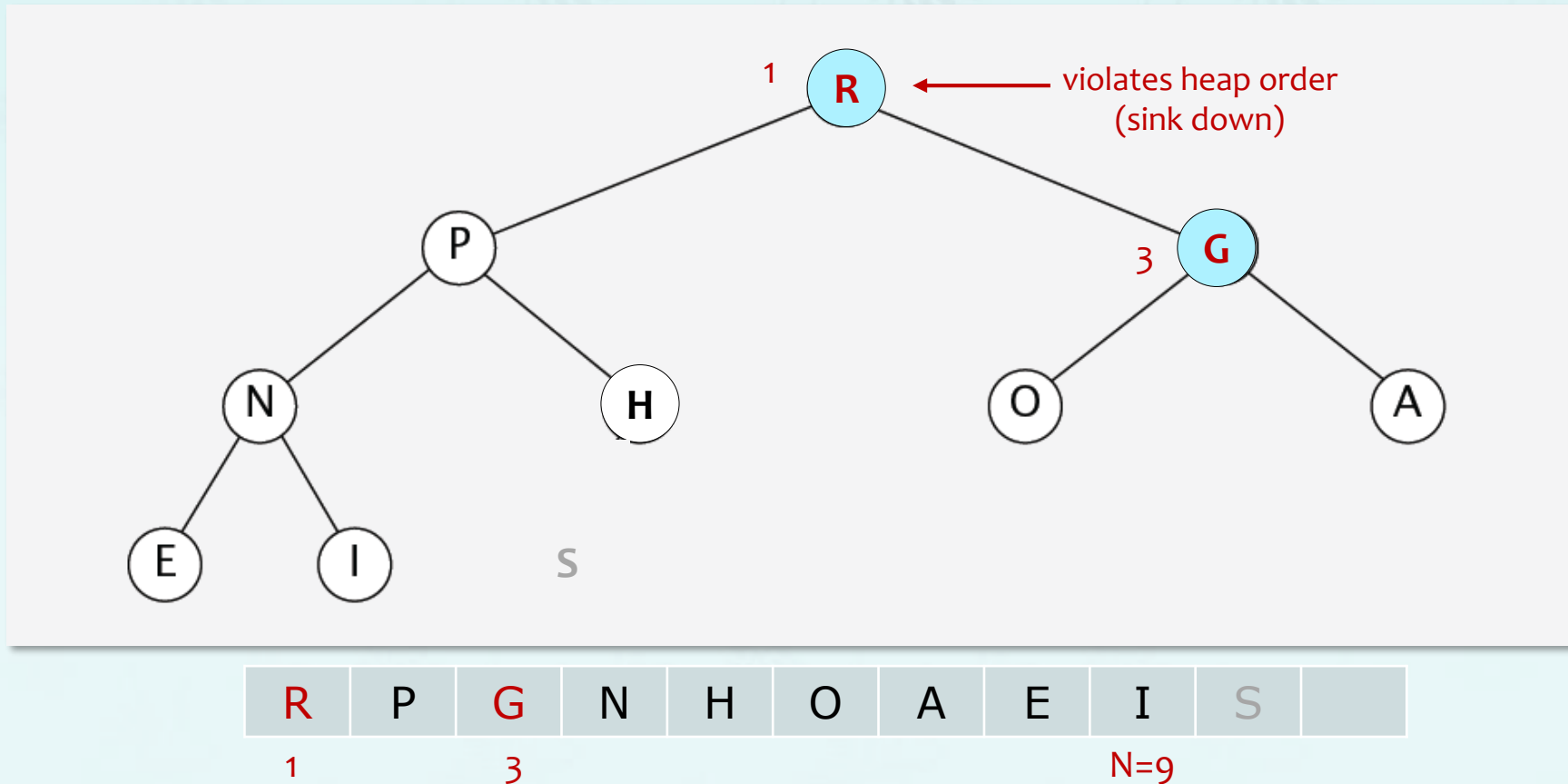
remove the maximum(root)



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

remove the maximum(root)

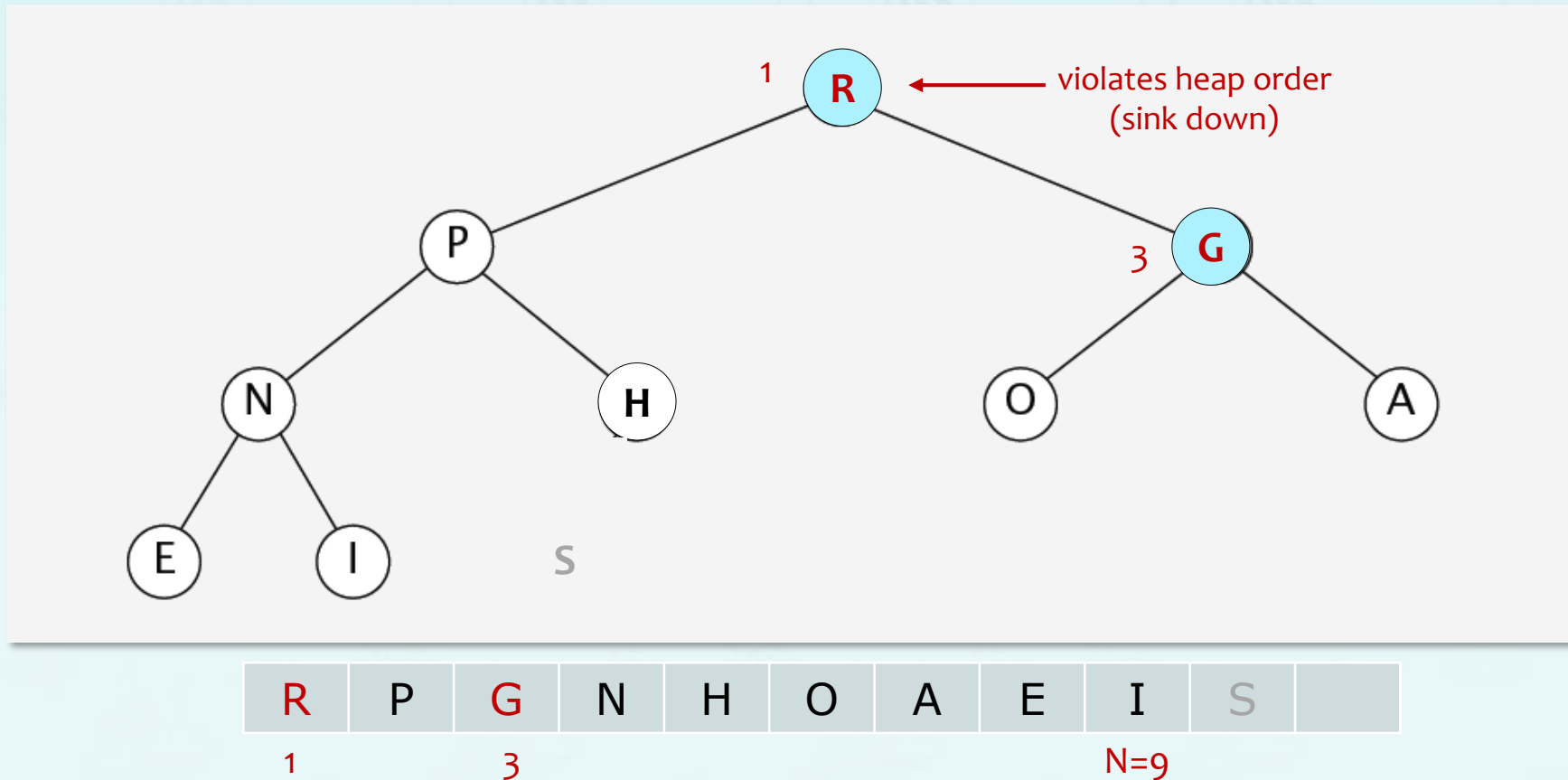




## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

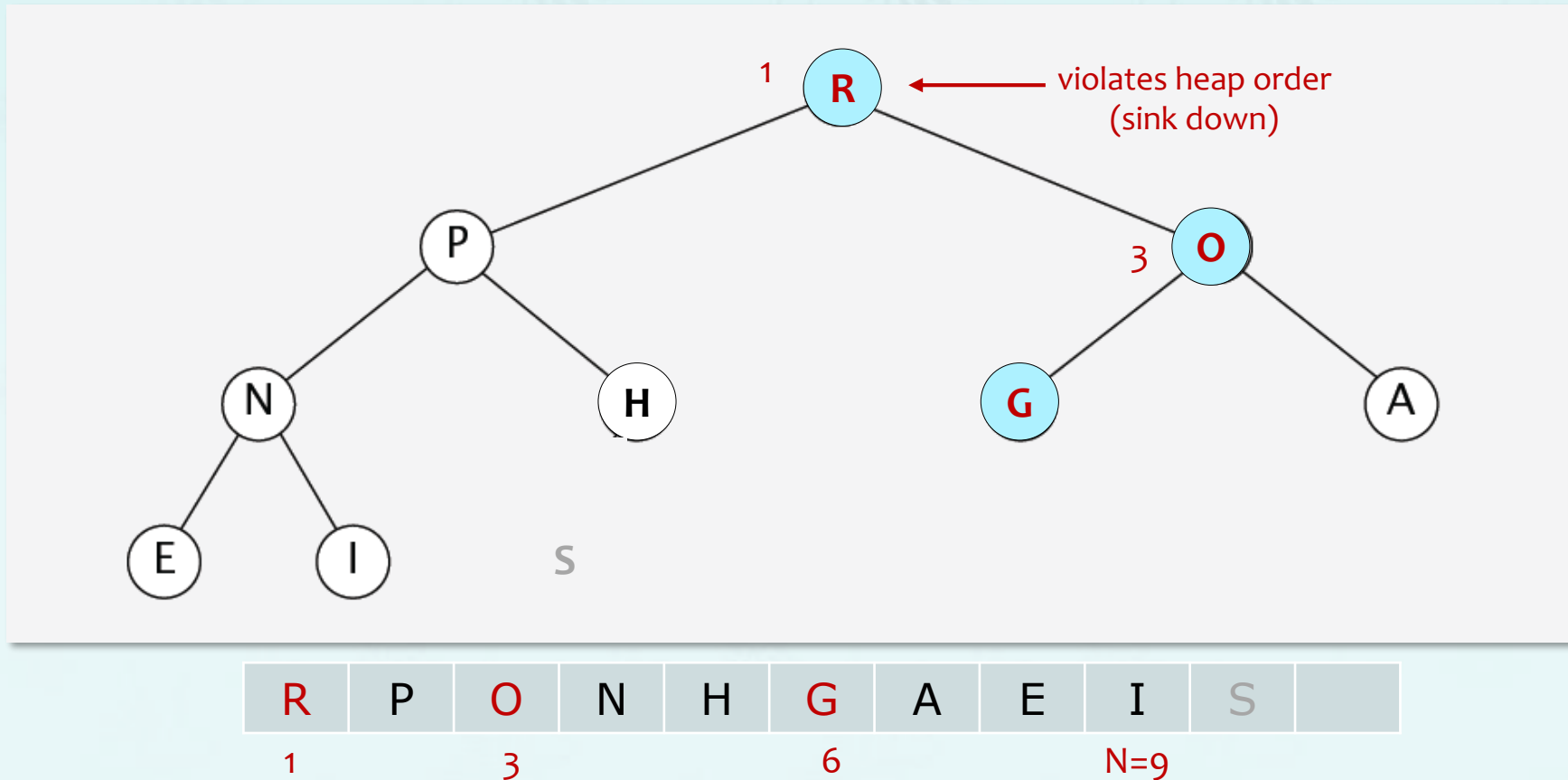
remove the maximum(root)



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

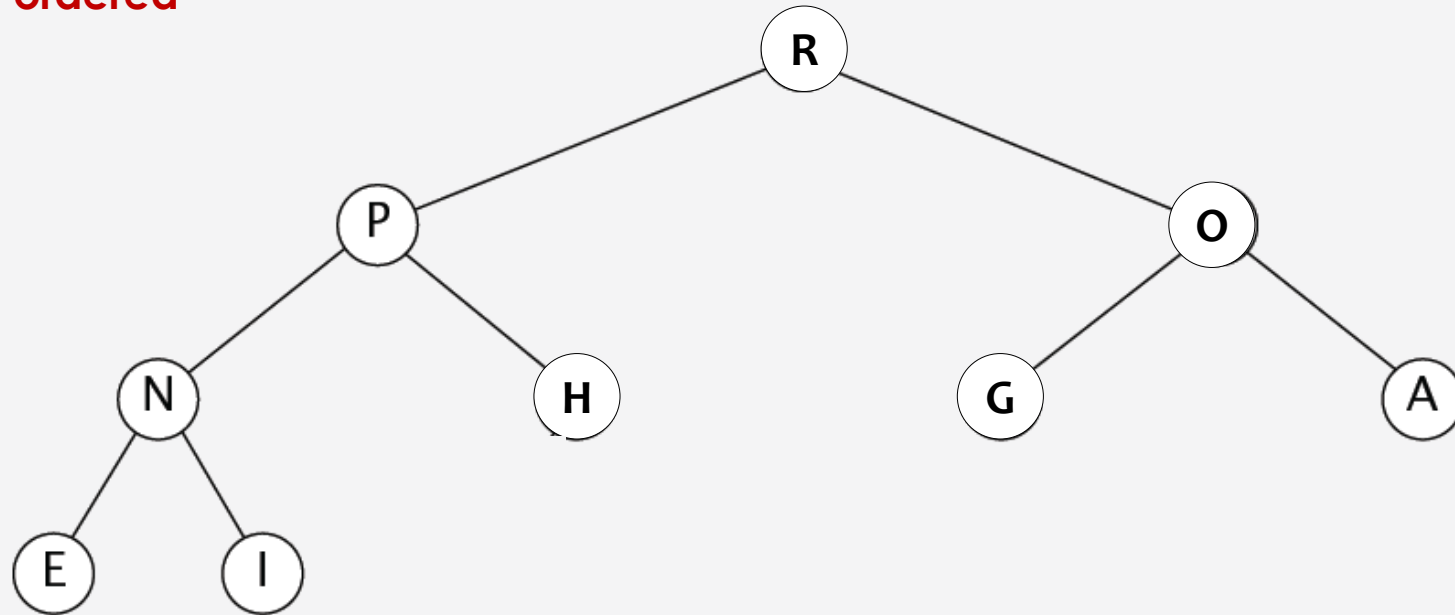
remove the maximum(root)



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

heap ordered

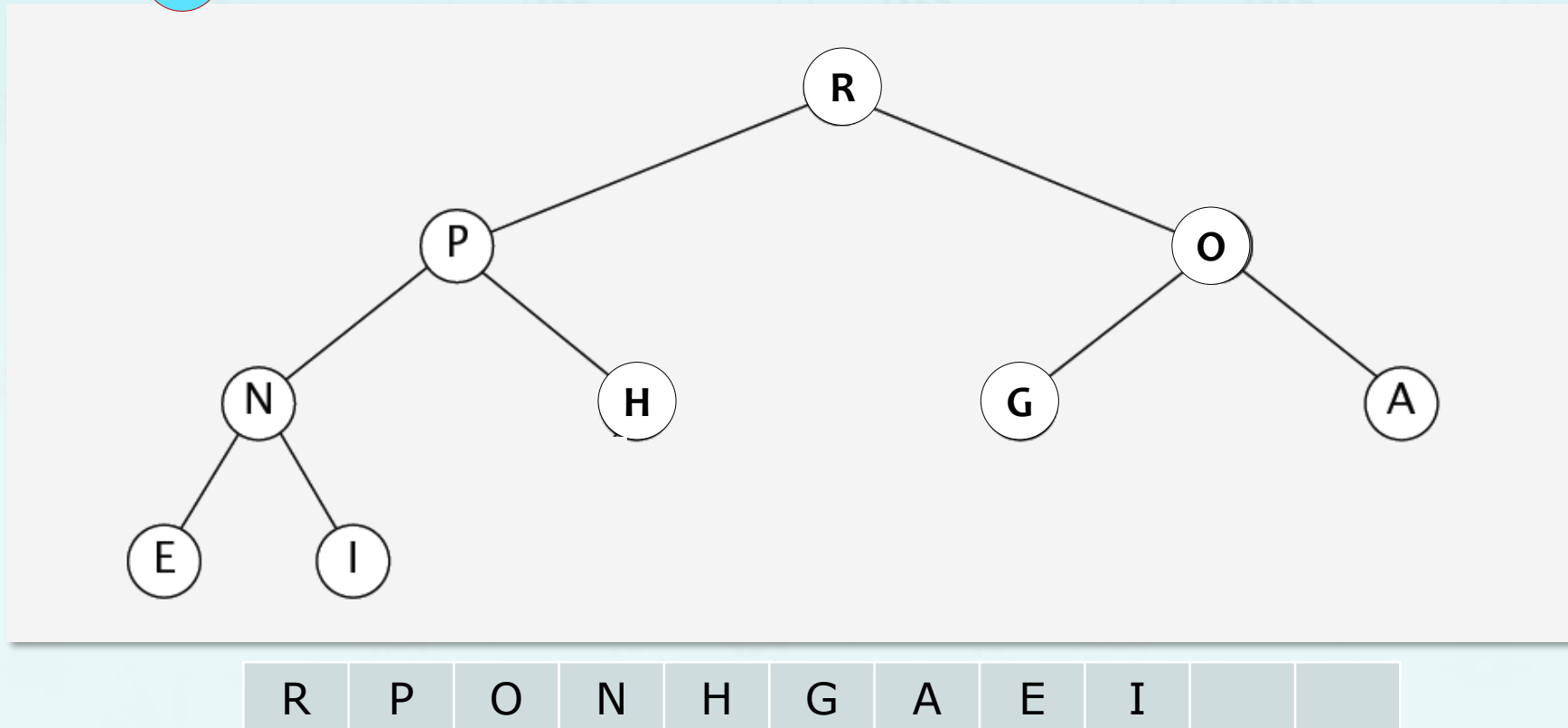


N=9

## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

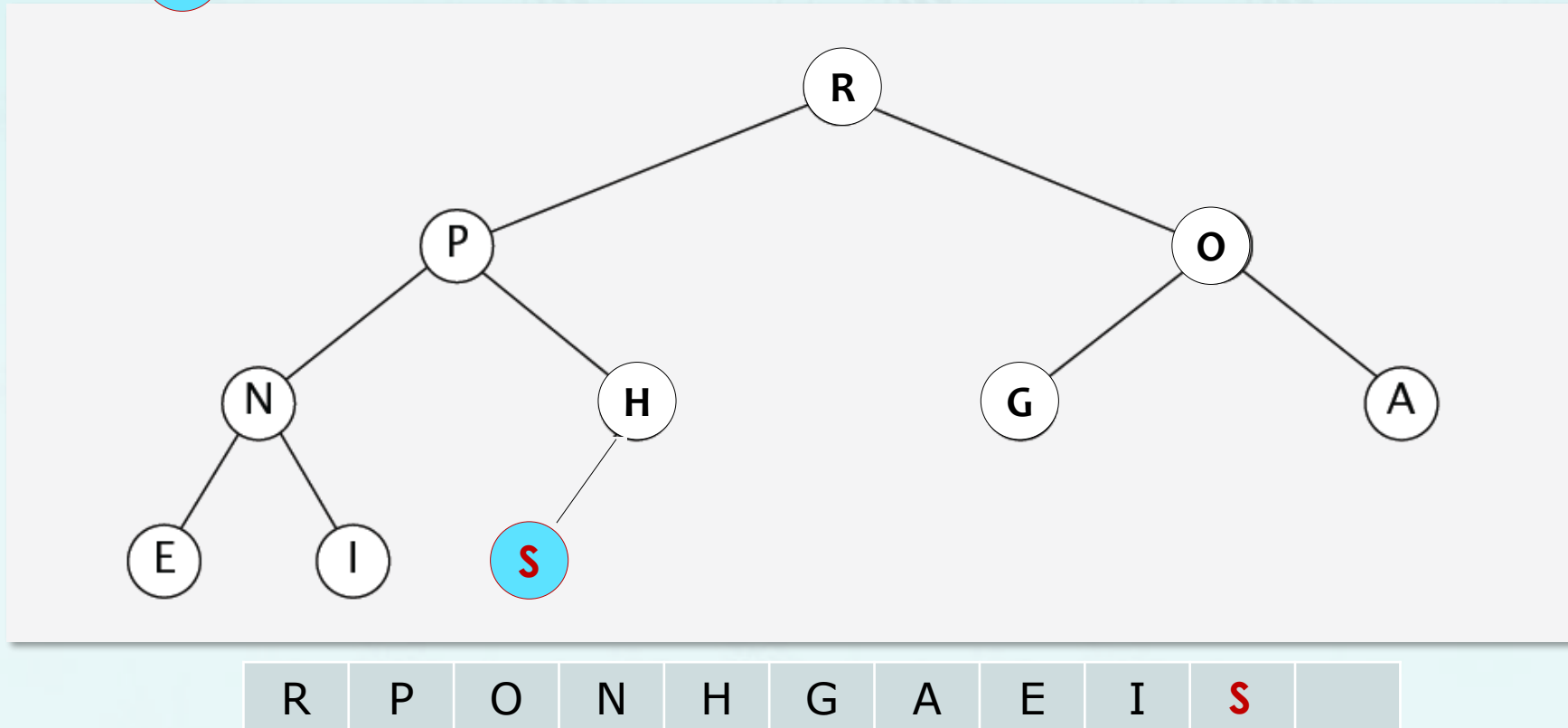
insert **S**



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

insert **S**

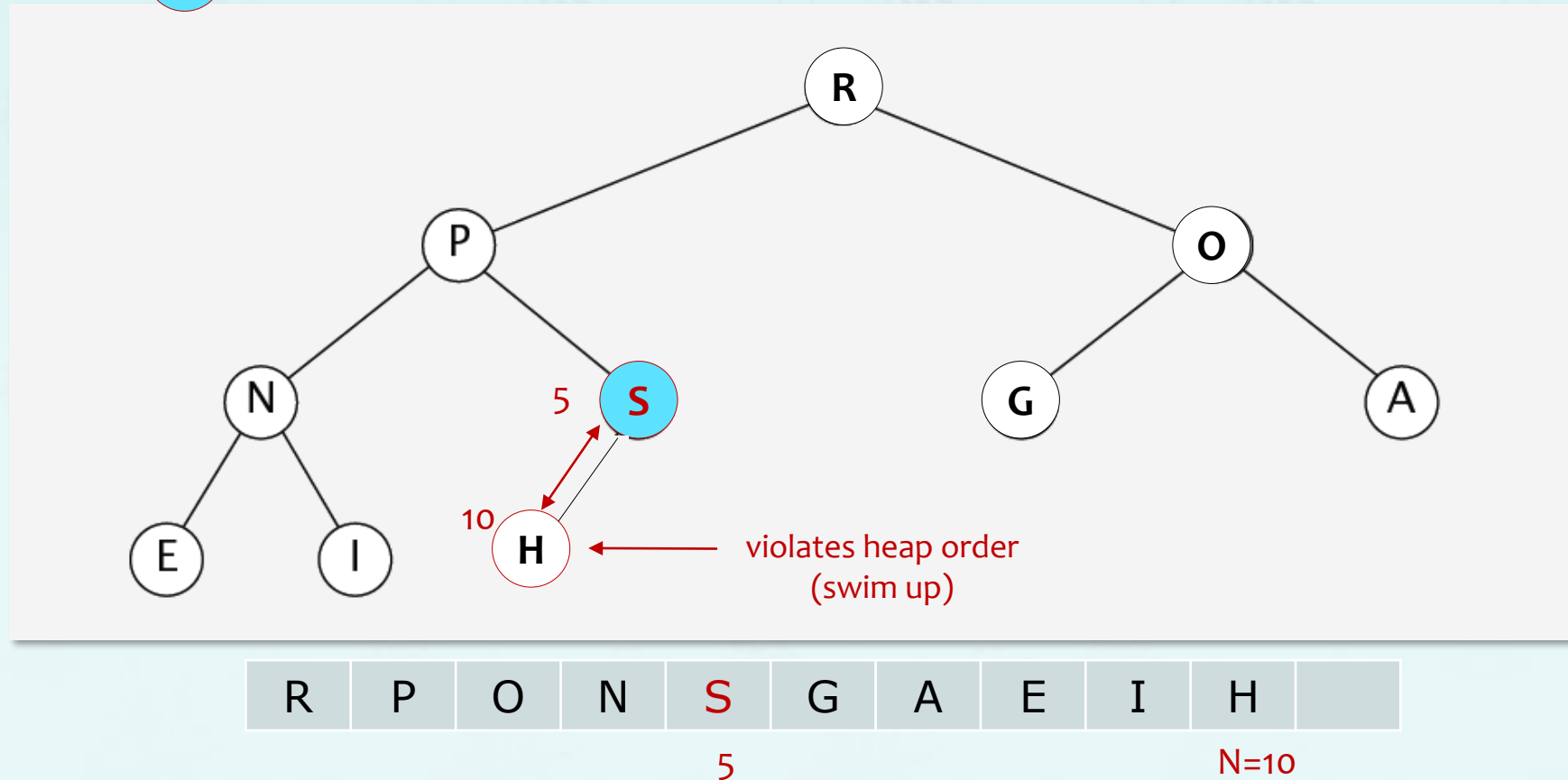


N=10

## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

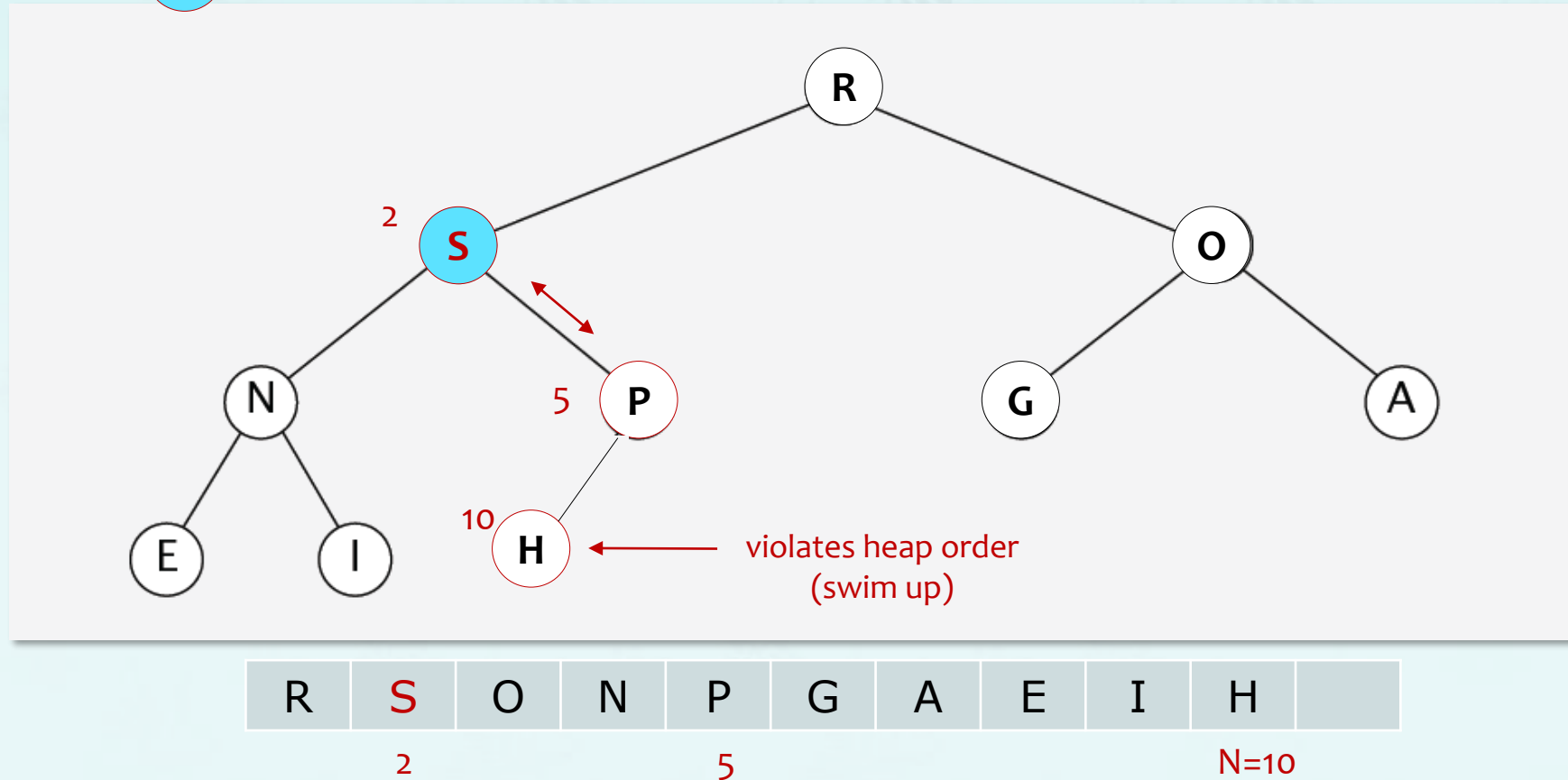
insert **S**



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

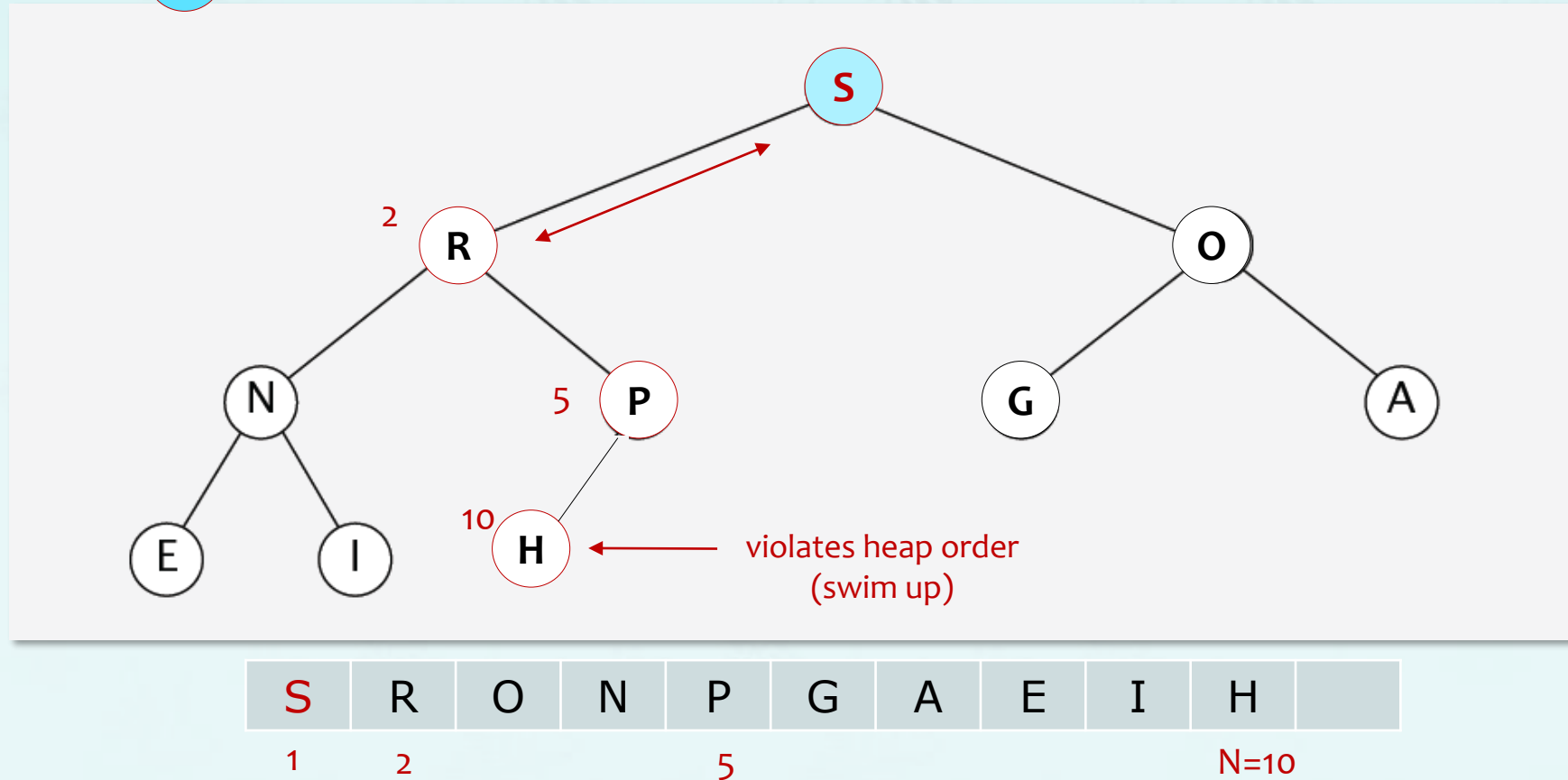
insert **S**



## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

insert **S**

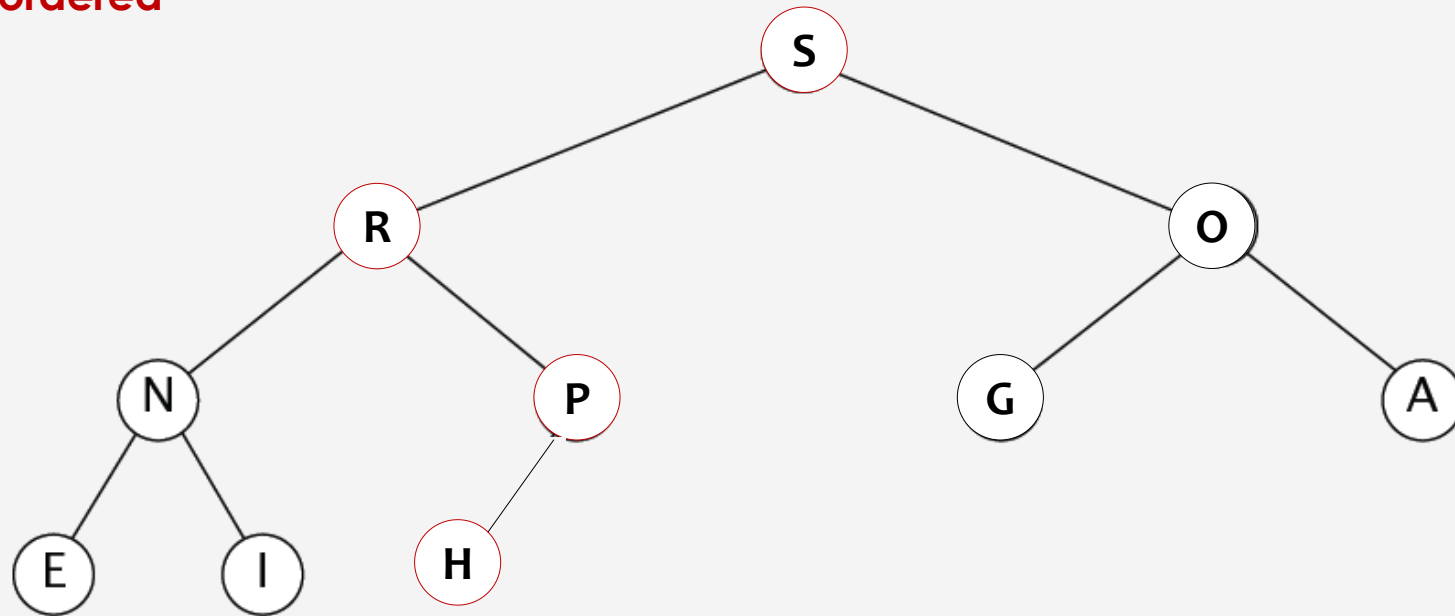




## maxheap example

- **Insert:** Add node at end, then swim it up.
- **Remove the root/max:** Swap root with node at end, then sink it down.

heap ordered



S	R	O	N	P	G	A	E	I	H	
---	---	---	---	---	---	---	---	---	---	--

## Binary heap operations time complexity with N items:

---

- Level of heap is  $\lfloor \log_2 N \rfloor$
- insert:  $O(\log N)$  for each insert
  - In practice, expect less
- delete:  $O(\log N)$  // deleting root node in min/max heap
- decreaseKey:  $O(\log N)$
- increaseKey:  $O(\log N)$
- remove:  $O(\log N)$  // removing a node in any location

Heapify():  $O(N)$

Heapsort():  $O(n \log n)$

Because  $O(N)$  heapify +  $O(n \log n)$  remove nodes =  $O(n \log n)$

<https://stackoverflow.com/questions/9755721/how-can-building-a-heap-be-on-time-complexity>

## Binary heap operations time complexity with N items:

---

Implementation	Insert	Delete	max
Unordered array	1	N	N
Ordered array	N	1	1
Binary heap	<b>log N</b>	<b>log N</b>	1

↑      ↑  
**Mission Completed**



## heap

---

- *complete binary tree (review)*
- *heap and priority queues (Chapter 9)*
- *binary heap and minheap*
- *maxheap demo*
- *maxheap coding*
- *heap sort (Chapter 7)*

Chapter 7

