

Heapsort

Facts about heapsort:

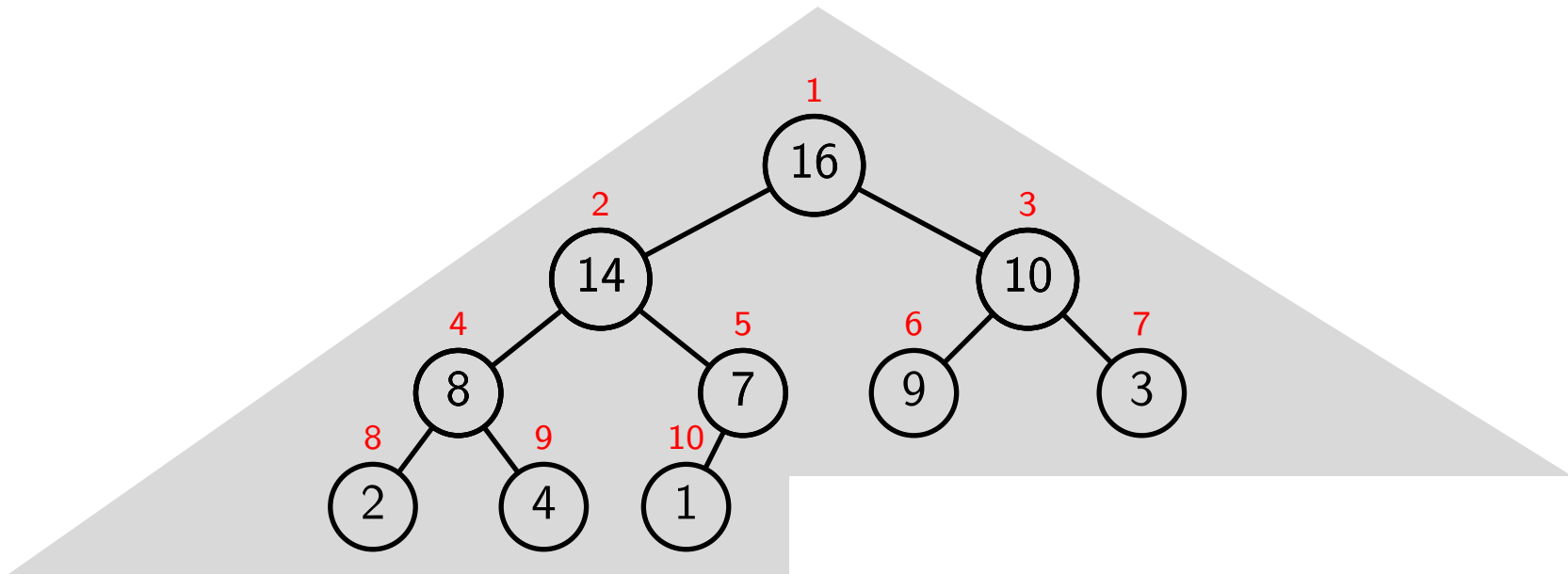
- $O(n \lg n)$ worst-case running time.
- Sorts in place: only $\Theta(1)$ extra memory needed.
- Thus heapsort combines the best of Merge sort and Quicksort.

The binary max-heap

Array representation:

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

Viewed as a binary tree:



The max-heap property

- For every node i (other than the root):

$$A[\text{PARENT}(i)] \geq A[i]$$

- In other words, the biggest element is stored at the root.
- Finding parents and children is easy:

$$\text{PARENT}(i) = \lfloor i/2 \rfloor$$

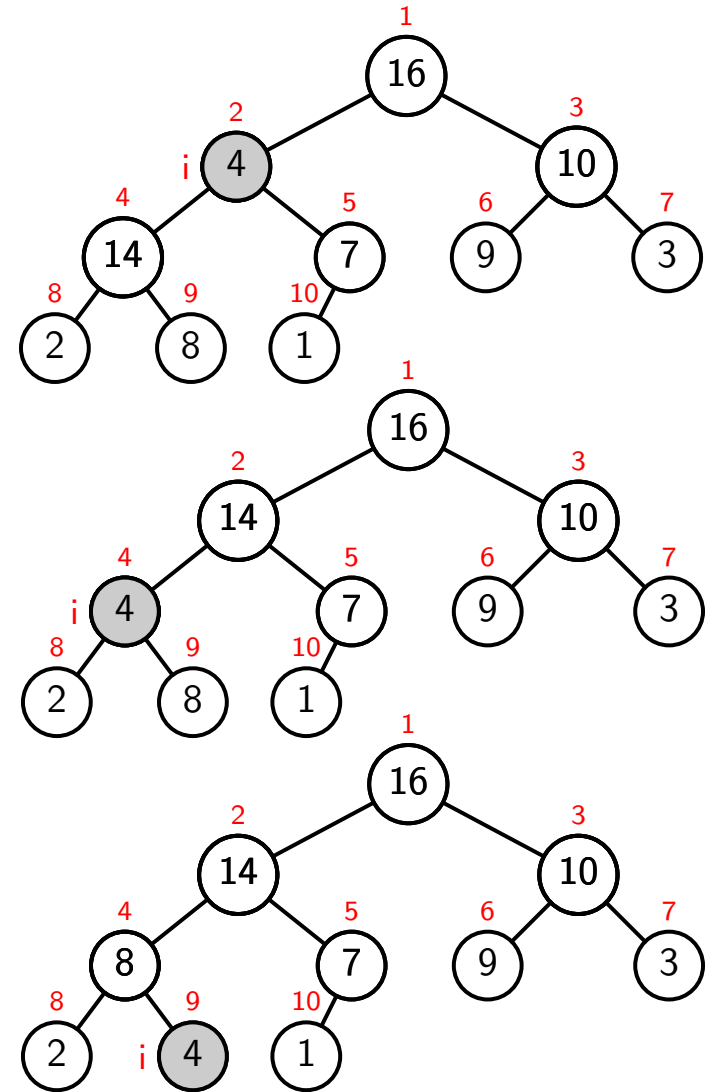
$$\text{LEFT}(i) = 2i$$

$$\text{RIGHT}(i) = 2i + 1$$

Maintaining the heap property

MAX-HEAPIFY(A, i)

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

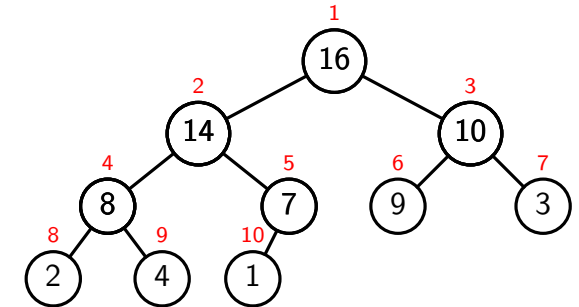
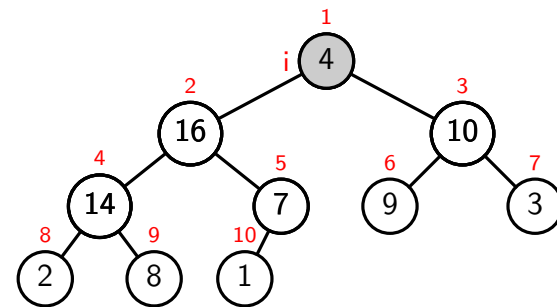
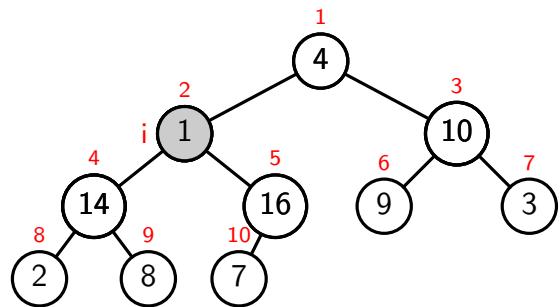
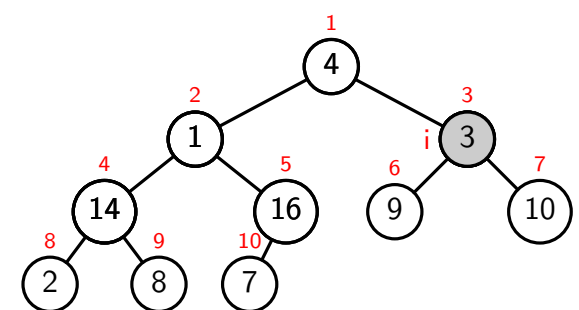
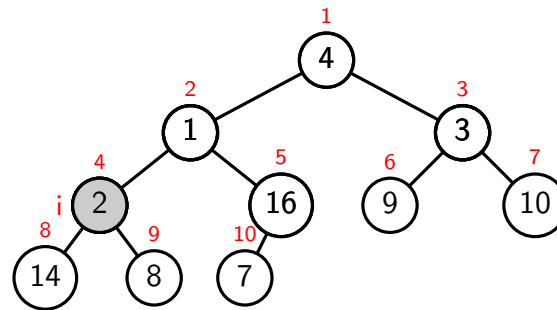
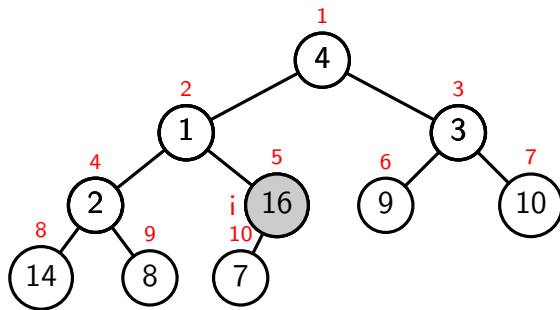


Building a heap

BUILD-MAX-HEAP(A)

1. $heap\text{-}size[A] \leftarrow length[A]$
2. **for** $i \leftarrow \lfloor length[A]/2 \rfloor$ **downto** 1
3. **do** MAX-HEAPIFY(A, i)

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



Analysis of Build-Max-Heap

- The max-heap is built bottom-up, using MAX-HEAPIFY.
- At the beginning, all $A[(\lfloor n/2 \rfloor + 1) \dots n]$ are 1-element heaps.
- Every time around the **for**-loop, each node $i + 1, i + 2, \dots, n$ is the root of a max-heap.
- The running time of BUILD-MAX-HEAP is linear!

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

The heapsort algorithm

HEAPSORT(A)

1. BUILD-MAX-HEAP(A)
2. **for** $i \leftarrow \text{length}[A]$ **downto** 2
3. **do** exchange $A[1] \leftrightarrow A[i]$
4. $\text{heap-size}[A] \leftarrow \text{heap-size}[A] - 1$
5. MAX-HEAPIFY($A, 1$)

- After line 1, the maximum element is stored in $A[1]$.
- Exchange it with $A[n]$, then “disconnect” $A[n]$ from the heap.
- Restore the heap-property in $A[1 \dots (n - 1)]$ with MAX-HEAPIFY.
- Now the second largest element is in $A[1]$ again, etc.

Priority queues

- A *priority queue* maintains a set S of elements and supports the following operations:
 - $\text{INSERT}(S, x)$ implements $S \leftarrow S \cup \{x\}$.
 - $\text{MAXIMUM}(S)$ returns the largest element in S .
 - $\text{EXTRACT-MAX}(S)$ returns & removes the largest element in S .
 - $\text{INCREASE-KEY}(S, x, k)$ increases the value of x to k .
- A priority queue can store, e.g., tasks with different priorities.
- Heaps can be used to represent priority queues!

Priority queues — implementation

HEAP-MAXIMUM(A) $\triangleright O(1)$

1. **return** $A[1]$

HEAP-EXTRACT-MAX(A) $\triangleright O(\lg n)$

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

Priority queues — implementation

HEAP-INCREASE-KEY(A, i, key) $\triangleright O(\lg n)$

1. **if** $key < A[i]$
2. **then error** “new key is smaller than current key”
3. $A[i] \leftarrow key$
4. **while** $i > 1$ and $A[\text{PARENT}(i)] < A[i]$
5. **do** exchange $A[i] \leftrightarrow A[\text{PARENT}(i)]$
6. $i \leftarrow \text{PARENT}(i)$

MAX-HEAP-INSERT(A, key) $\triangleright O(\lg n)$

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