

CS2040 – Data Structures and Algorithms

Lecture 09 – Heaps of Fun

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Annoucements

Visualgo quiz 2 is during lab on week 8 (11 Mar-15 Mar)

- Testing “Sorting” module in Visualgo
- Again train a lot on hard mode and you will do well

Outline

What are you going to learn in this lecture?

- Motivation: Abstract Data Type: **PriorityQueue**
- With major help from [VisuAlgo Binary Heap Visualization](#)
 - **Binary Heap** data structure and its operations
 - Creating a Heap from a set of **N** numbers in **$O(N)$**
 - **Heap Sort** in **$O(N \log N)$**

Reference in CP3.18b book: Page 51-53

Abstract Data Type: PriorityQueue (1)

Imagine that you are the Air Traffic Controller:

- You have scheduled the next **aircraft X** to land in the **next 3 minutes**, and **aircraft Y** to land in the **next 6 minutes**
- Both have enough fuel for at least the next **15 minutes** and both are just **2 minutes** away from your airport



The next few slides are hidden...

(in public copy)

Attend the lecture to figure out

There will be two options presented and you will have to decide

- Raise **AND** wave your hand if you choose option 1
- Raise your hand but do **NOT** wave it if you choose option 2
- Do nothing if you are not sure what to do

Abstract Data Type: PriorityQueue

Important Basic Operations:

- Enqueue(**x**)
 - Put a new item **x** in the priority queue PQ (in some order)
- **y** \leftarrow Dequeue()
 - Return an item **y** that has the **highest priority** (key) in the PQ
 - If there are more than one item with highest priority, return the one that is inserted first (FIFO)

Note: We can always define highest priority = higher number
or it's opposite: highest priority = lower number

A Few Points To Remember

Data Structure (DS) is...

- A way to **store** and **organize data** in order to support efficient insertions, searches, deletions, queries, and/or updates

Most data structures have some properties

- Each operation on that data structure has to **maintain** those properties


PriorityQueue Implementation (1)

The array is circular: We just manipulate front+back pointers to define the active part of array

(Circular) Array-Based Implementation (Strategy 1)


- Property: The content of array is always in correct order
- Enqueue(**x**)
 - Find the **correct insertion point**, $O(N)$ – recall insertion sort
- **y** \leftarrow Dequeue()
 - Return the **front-most item** which has the highest priority, $O(1)$

Index	0 (front)	1 (back)
Key	Aircraft X*	Aircraft Y*
		Aircraft Z**



We do not need to close the gap, just advance the front pointer, $O(1)$

Index	0 (front)	1	2 (back)
Key	Aircraft Z**	Aircraft X*	Aircraft Y*



PriorityQueue Implementation (2)

(Circular) Array-Based Implementation (Strategy 2)

- Property: dequeue() operation returns the correct item
- Enqueue(x)
 - Put the new item at the **back of the queue**, $O(1)$
- $y \leftarrow \text{Dequeue}()$
 - Scan the whole queue, return **first item with highest priority**, $O(N)$

Index	0 (front)	1 (back)
Key	Aircraft X*	Aircraft Y*
		Aircraft Z**

We may need to close the gap if this operation causes it, also $O(N)$

Index	0 (front)	1	2 (back)
Key	Aircraft X*	Aircraft Y*	Aircraft Z**

PriorityQueue Implementation (3)

If we just stop at CS2040 1st half knowledge level:

Strategy	Enqueue	Dequeue
Circular-Array-Based PQ (1)	$O(N)$	$O(1)$
Circular-Array-Based PQ (2)	$O(1)$	$O(N)$
Can we do better?	$O(?)$	$O(?)$

If N is large, our queries are slow...



Visualgo - Binary Heap [F x] Steven

visualgo.net/heap.html

7 VISUALGO BINARY HEAP Exploration Mode

```
graph TD; 90((90  
1)) --- 19((19  
2)); 90 --- 36((36  
3)); 19 --- 17((17  
4)); 19 --- 3((3  
5)); 17 --- 2((2  
8)); 17 --- 7((7  
9)); 36 --- 25((25  
6)); 36 --- 1((1  
7));
```

<http://visualgo.net/en/heap>

- < Build(array) - $O(N \log N)$
- Build(array) - $O(N)$
- Insert(v)
- ExtractMax()
- HeapSort()

slow fast

About Team Terms of use

INTRODUCING BINARY HEAP DATA STRUCTURE

Complete Binary Tree

Introducing a few concepts:

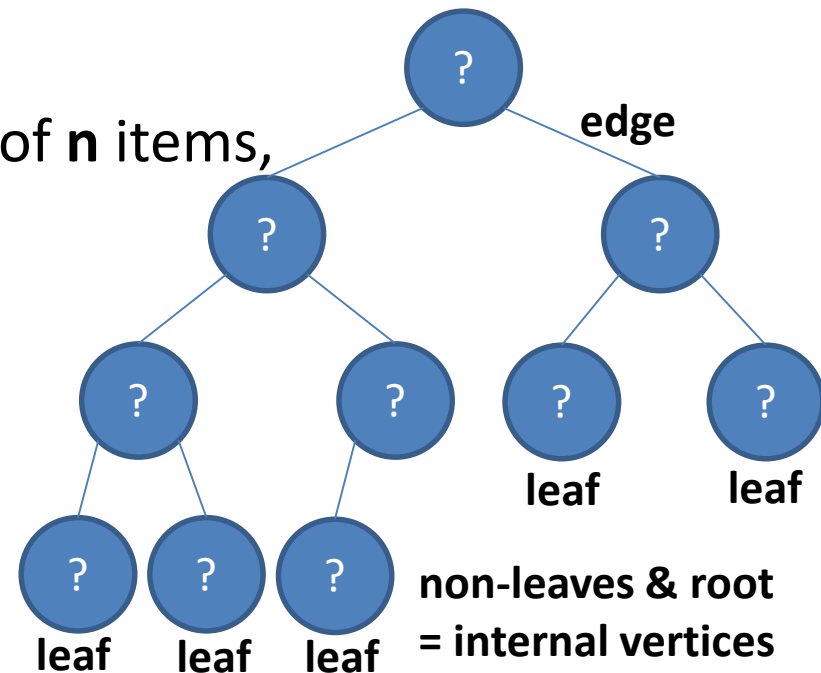
- **Complete** Binary Tree

- Binary tree in which every level, *except possibly the last*, is completely filled, and all nodes are as far left as possible
- If every level including last is filled → **Perfect** binary tree


- Important Q:

If you have a complete binary tree of **n** items,
what will be **the height of it?**

- Height = number of levels-1 =
max edges from root to deepest leaf



The Height of a Complete Binary Tree of n Items is...

1. $O(n)$
2. $O(\sqrt{n})$
3. $O(\log n)$ 
4. $O(1)$

Memorize this answer!
We will need that for *nearly all* time complexity analysis of binary heap operations

Storing a Complete Binary Tree

Q: Why not 0-based?



As a **1-based** compact array: $A[1..size(A)]$

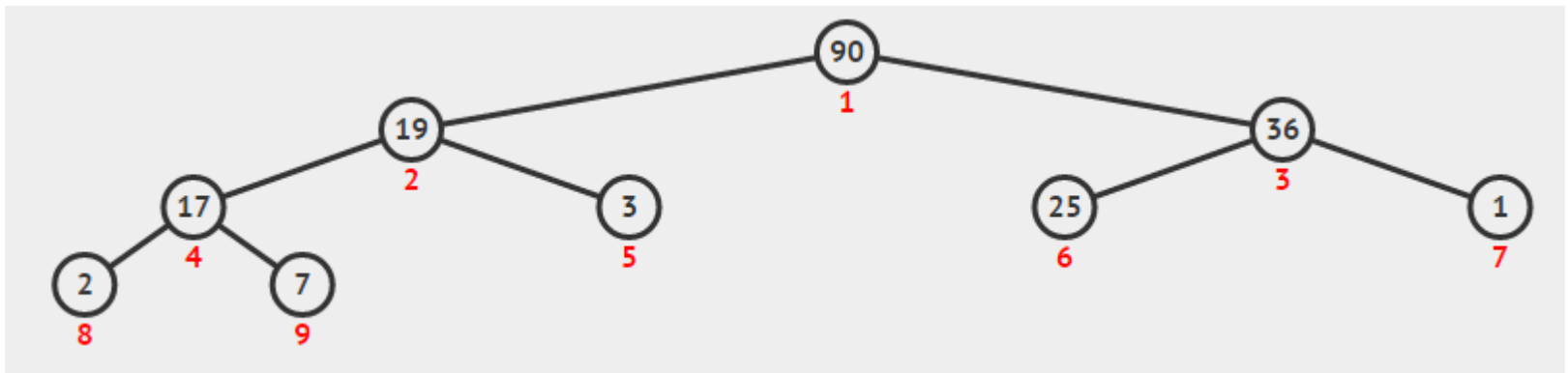
$size(A)$

0	1	2	3	4	5	6	7	8	9	10	11
NIL	90	19	36	17	3	25	1	2	7	-	-

$heapsize \leq size(A)$

Navigation operations:

- $parent(i) = \text{floor}(i/2)$, except for $i = 1$ (root)
- $left(i) = 2*i$, No left child when: $left(i) > heapsize$
- $right(i) = 2*i+1$, No right child when: $right(i) > heapsize$



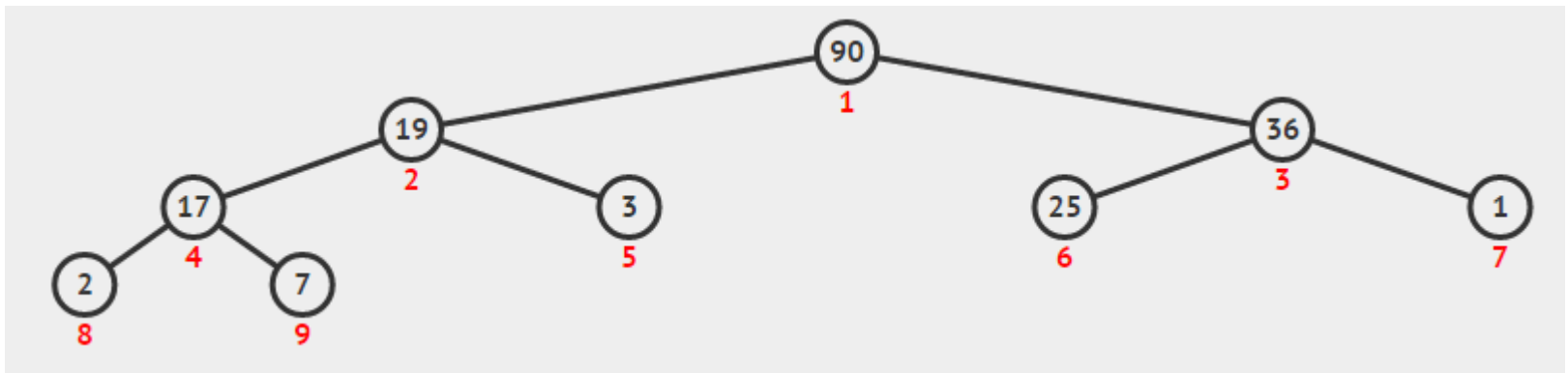
Binary Heap Property

Binary Heap property (except root)

- $A[\text{parent}(i)] \geq A[i]$ (**Max Heap**)
- $A[\text{parent}(i)] \leq A[i]$ (**Min Heap**)

Q: Can we write Binary Max Heap property as:
 $A[i] \geq A[\text{left}(i)]$
&&
 $A[i] \geq A[\text{right}(i)]$
?

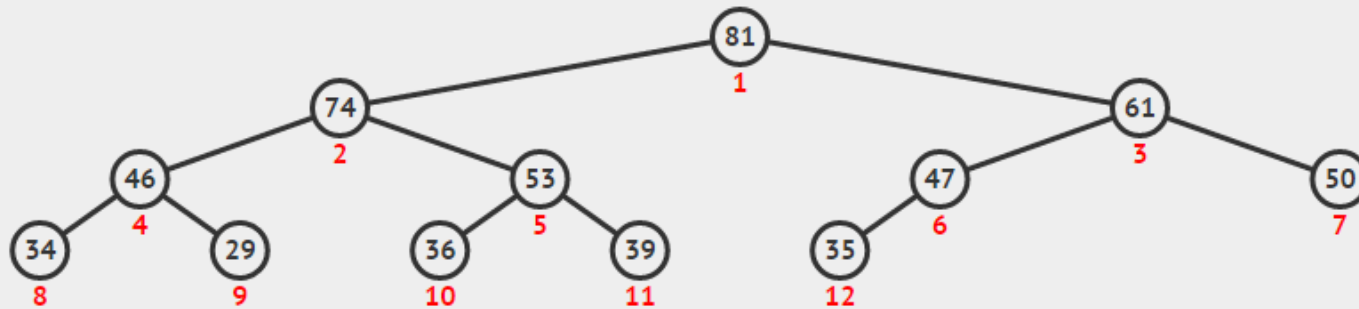
Without loss of generality, we will use (**Binary Max**) **Heap** for all examples in this lecture, and it will store only distinct integer values



The largest element
in a **Binary Max Heap** is stored at...

1. One of the leaves
2. One of the internal vertices
3. Can be anywhere in the heap
4. The root





X Esc

A complete binary tree can be stored efficiently as a compact array (1-based, **do you know why?**). VisuAlgo displays the index of each vertex as a **red label** below each vertex. Read those indices in sorted order from 1 to N , then you will see the vertices of the complete binary tree from top to down, left to right.

This way, we can implement basic binary tree traversal operations with simple index manipulations (with help of [bit shift manipulation](#)):

1. **parent(i)** = $i \gg 1$, index i divided by 2 (integer division),
2. **left(i)** = $i \ll 1$, index i multiplied by 2,
3. **right(i)** = $(i \ll 1) + 1$, index i multiplied by 2 and added by 1.

← Prev

Next →

Insert(v) – Pseudo Code

```
Insert(v)
```

```
    heapsize = heapsize+1; // extend,  $O(1)$ 
```

```
    A[heapsize] = v // insert at the back,  $O(1)$ 
```

```
    ShiftUp(heapsize) // fix the heap property  
                      // in  $O(?)$ 
```

```
// Preliminary analysis:
```


```
// Time complexity Insert(v) depends on time
```

```
// complexity of ShiftUp(i)
```

ShiftUp – Pseudo Code

This name is not unique, the alternative names are:
ShiftUp/BubbleUp/IncreaseKey/etc





```
ShiftUp(i)
    while i > 1 and A[parent(i)] < A[i] // swap
        swap(A[i], A[parent(i)])
        i = parent(i)
```

// Analysis: ShiftUp() runs in 

Annotations:

- "not root"* (points to `i > 1`)
- "violates max heap property"* (points to `A[parent(i)] < A[i]`)

ExtractMax - Pseudocode

```
ExtractMax()  
    maxV ← A[1] // O(1)   
    A[1] ← A[heapsize] // O(1)   
    heapsize ← heapsize-1 // O(1)   
    ShiftDown(1) // O(?)   
    return maxV
```

// Preliminary analysis:

// Time complexity of ExtractMax() depends on


// time complexity of ShiftDown()

ShiftDown – Pseudo Code

Again, the name is not unique:
ShiftDown/BubbleDown/Heapify/etc


```
ShiftDown(i)
```


```
    while i <= heapsize
```

```
      maxV  $\leftarrow$  A[i]; max_id  $\leftarrow$  i;
```


```
        if left(i)  $\leq$   heapsize and maxV < A[left(i)]
```

```
            maxV  $\leftarrow$  A[left(i)]; max_id  $\leftarrow$  left(i)
```

```
        if right(i)  $\leq$   heapsize and maxV < A[right(i)]
```

```
 maxV  $\leftarrow$  A[right(i)]; max_id  $\leftarrow$  right(i)
```

```
    // be careful with the implementation
```

```
    if (max_id != i) 
```

```
        swap(A[i], A[max_id])
```

```
        i  $\leftarrow$  max_id;
```

```
    else
```

```
        break; // Analysis: ShiftDown() runs in  _____
```

PriorityQueue Implementation (4)

Now, with knowledge of *non linear* DS:

Strategy	Enqueue	Dequeue
Circular-Array-Based PQ (1)	$O(N)$	$O(1)$
Circular-Array-Based PQ (2)	$O(1)$	$O(N)$
Binary-Heap (actually uses array too)	Insert(key) $O(\log N)$	ExtractMax() $O(\log N)$

Summary so far:

Heap data structure is an efficient data structure -- **$O(\log N)$**

enqueue/dequeue operations -- to implement ADT priority queue
where the 'key' represent the 'priority' of each item

Next Items:

- Creating a Binary Max Heap from an ordinary Array, the $O(N \log N)$ version
- And the faster $O(N)$ version
- Heap Sort, $O(N \log N)$
- Barebones Java Implementation of Binary Max Heap

LECTURE BREAK

CreateHeap(arr), $O(N \log N)$ Version

```
CreateHeapSlow(arr) // naïve version
```

```
  N  $\leftarrow$  size(arr)
```

```
  A[0]  $\leftarrow$  0 // dummy entry
```

```
  for i = 1 to N //  $O(N)$ 
```

```
    Insert(arr[i-1]) //  $O(\log N)$ 
```

```
// Analysis: This clearly runs in  $O(N \log N)$ 
```

```
// Can we do better?
```


CreateHeap(arr), $O(N)$ version

```
CreateHeap(arr)
    heapsize ← size(arr)
    A[0] ← 0 // dummy entry
    for i = 1 to heapsize // copy the content  $O(N)$ 
        A[i] ← arr[i-1]
    for i = parent(heapsize) down to 1 //  $O(N/2)$ 
        ShiftDown(i) //  $O(\log N)$ 

// Analysis: Is this also  $O(N \log N)$  ??
// No... soon, we will see that this is just  $O(N)$ 


// Inventor: Robert W. Floyd
```

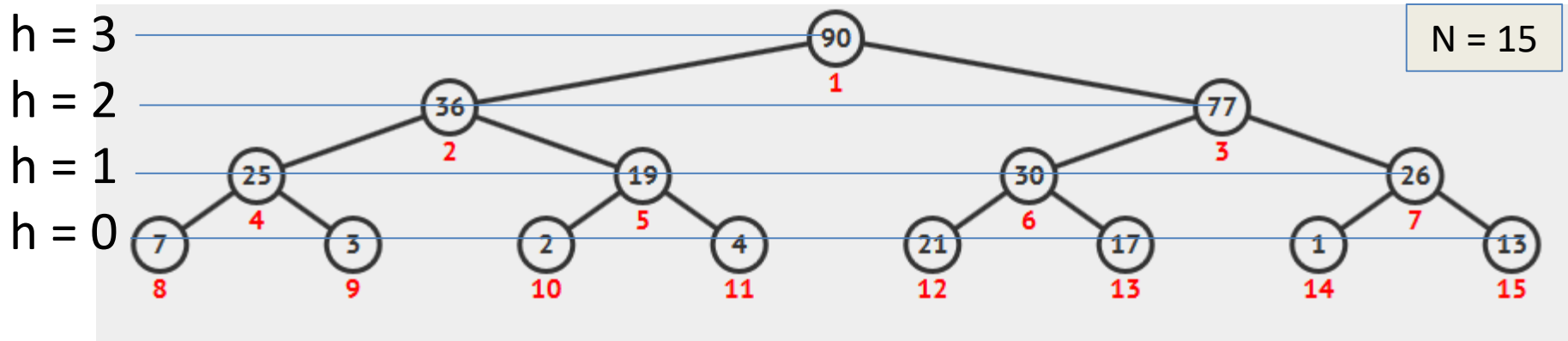


CreateHeap(arr) Analysis... (1)

Recall: What is the height of a complete binary tree (heap) of size **N**? _____ 

Recall: What is the cost to run `shiftDown(i)`? _____ 

Q: How many nodes are there at height **h** of a perfect binary tree? _____ 



CreateHeap(arr) Analysis... (2)

Cost of CreateHeap(arr) is thus:

$$\underbrace{\sum_{h=0}^{\lfloor \lg(n) \rfloor} \underbrace{\left\lfloor \frac{n}{2^{h+1}} \right\rfloor}_{\text{Cost for a level}} \underbrace{O(h)}_{\text{Cost to Heapify a node at height h}}}_{\text{Sum over all levels}} = \sum_{h=0}^{\lfloor \lg(n) \rfloor} \left\lfloor \frac{n}{2^{h+1}} \right\rfloor c \cdot h = O\left(n \sum_{h=0}^{\lfloor \lg(n) \rfloor} \frac{h}{2^h}\right) = O\left(n \sum_{h=0}^{\infty} \frac{h}{2^h}\right) = O(2N) = O(N)$$

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

x = 1/2

$$\begin{array}{ccccccccc}
 0 & 1 & 2 & 3 & 4 & & 0 & 1 & 2 & 3 & 4 \\
 - & + & - & + & - & + & - & + & - & + & - & + \\
 2^0 & 2^1 & 2^2 & 2^3 & 2^4 & & 1 & 2 & 4 & 8 & 16
 \end{array}$$

$$0 + 0.5 + 0.5 + 0.375 + 0.25 + 0.15625 + 0.09375 + \dots < 2$$

Modern student style, check WolframAlpha:

<http://www.wolframalpha.com/input/?i=0%2F1+%2B+1%2F2+%2B+2%2F4+%2B+3%2F8+%2B+4%2F16+...>

Review: We have already learnt MergeSort. It can sort **N** items in...

1. $O(N^2)$

2. $O(N \log N)$ 

3. $O(N)$

4. $O(\log N)$

HeapSort(arr) Pseudo Code

With a Binary (Max) Heap, we can do sorting too 😊

- Just call ExtractMax() **N** times
- If we do not have a Binary (Max) Heap yet, simply build one!

```
HeapSort (array)
```

```
    BuildHeap (array)  //  $O(?)$ 
```

```
     $N \leftarrow \text{size}(\text{array})$ 
```

```
    for i from 1 to N  //  $O(N)$ 
```

```
         $A[N-i+1] \leftarrow \text{ExtractMax}()$   //  $\sim O(\log N)$ 
```

```
    return A
```

```
// Analysis: Thus HeapSort runs in  $O(\underline{\hspace{2cm}})$ 
```

```
// Inventor: John William Joseph Williams
```



Java Implementation

Priority Queue ADT

BinaryHeap Class (Java file given)

- `ShiftUp(i)` **inside** `Insert(v)`
- `ShiftDown(i)` **inside** `ExtractMax()`
- `CreateHeapSlow(arr)` **and** `CreateHeap(arr)`
- `HeapSort(arr)`

Testing/Training Binary Heap knowledge on Visualgo 😊

- Go to <http://visualgo.net/training.html>
- Click Binary Heap (greyed out means not selected)
- Set the question difficulty (go from easy to hard)
- Set the number of questions (try 5 to 10 questions)
- Set a suitable time limit (20 to 60 mins)

Summary

In this heavy VisuAlgo lecture, we have looked at:

- Heap DS and its application as efficient PriorityQueue
- Storing (max) heap as a compact array and its operations
 - Remember how we always try to maintain complete binary tree and (max) heap property in all our operations!
- Building a (max) heap from a set of numbers in $O(N)$ time
- Simple application of Heap DS: $O(N \log N)$ HeapSort

We will still be using PriorityQueue later on in CS2040

- If some concepts are still unclear, ask your personal tutor:
<http://visualgo.net/heap>