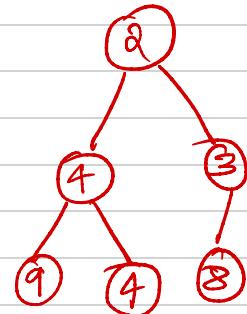


Heap

- Structure Property
- Order property
- Heap is implemented as an array
- Heap is a complete tree

Parent - $k/2$ index
 left child - 2^k index
 right child - $2^k + 1$ index

0	1	2	3	4	5	6	7
X	2	4	3	9	4	8	gap



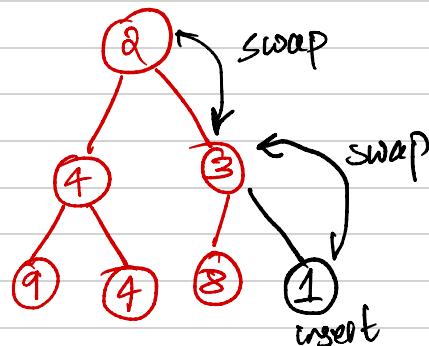
Insert

- Insert to a gap
- restore ordering property

Routine :

of swaps in worst case

$O(\log n)$



Insert array repr

0	1	2	3	4	5	6	7
x	2	4	3	9	7	8	1
			1				3
1	2				3		

Implementation : It is a single for loop
This process is called percolation.

DP1

Discussion Problem 1

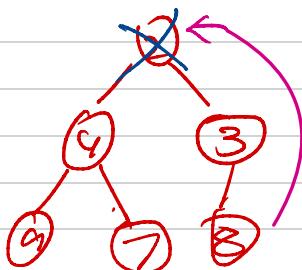
The values $1, 2, 3, \dots, 63$ are all inserted (in any order) into an initially empty min-heap. What is the smallest number that could be a leaf node?



Proof by example \Rightarrow

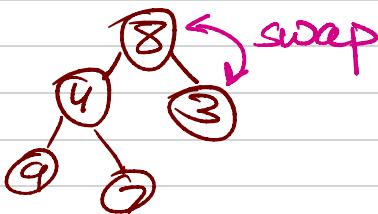
$$63 = 64 - 1 = 2^6 - 1$$

deleteMin (remove the root)



① preserve structural property : move the last item to the root

② percolate down



Runtime : $O(\log n)$

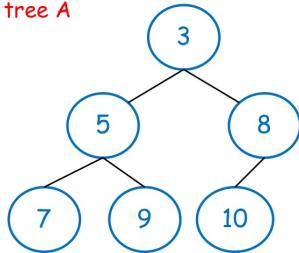
0	1	2	3	4	5	6	7
X	2	4	3	9	7	8	
X	8	4	3	9	7		
	3	8					

Implementation: a single for loop

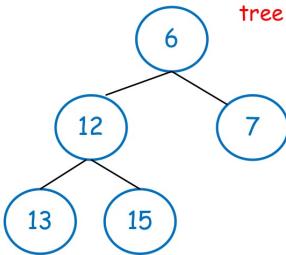
Discussion Problem 2

Suppose you have two binary min-heaps, A and B, with a total of n elements between them. You want to discover if A and B have a key in common. Give a solution to this problem that takes time $O(n \log n)$. Do not use the fact that heaps are implemented as arrays, use only API operations: insert and deleteMin.

tree A



tree B



Compare $3 < 6$

A - delete

$5 < 6$

A - delete

$7 > 6$

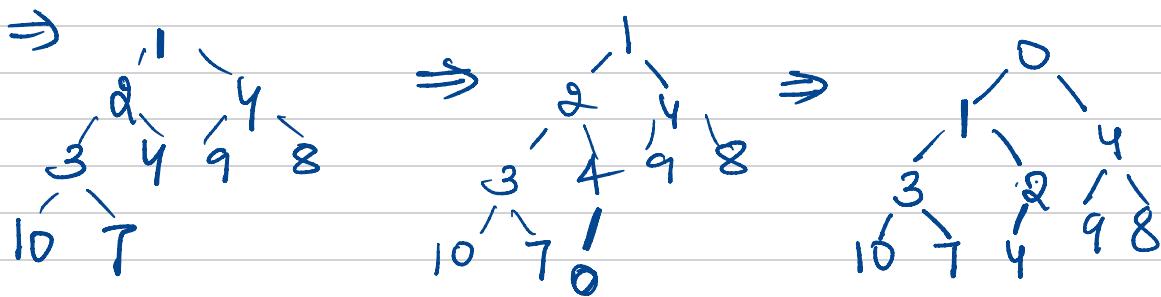
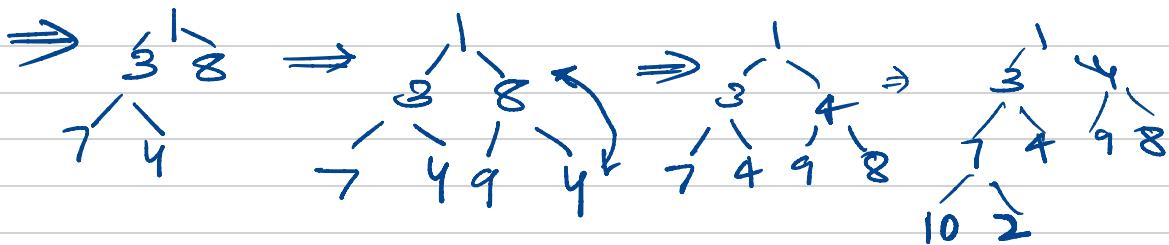
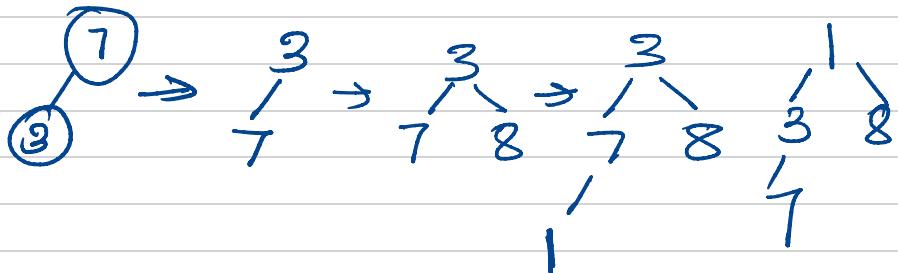
B - delete

$7 = 7$

Routine = $O(n \cdot \log n)$

Build a Heap by insertion

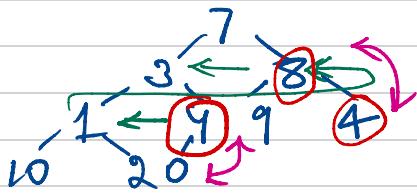
7, 3, 8, 1, 4, 9, 4, 10, 2, 0



Runtime = $O(n \log n)$

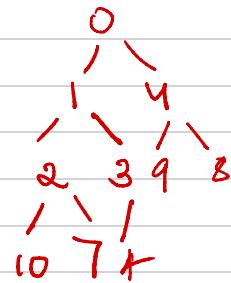
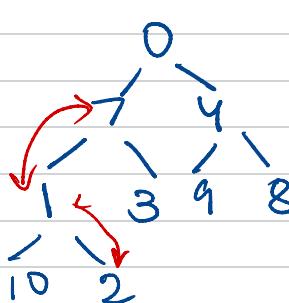
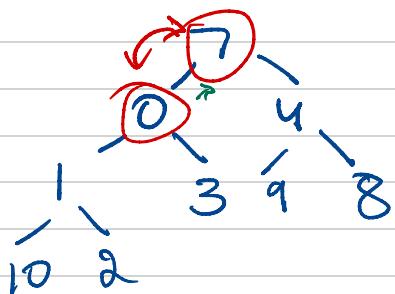
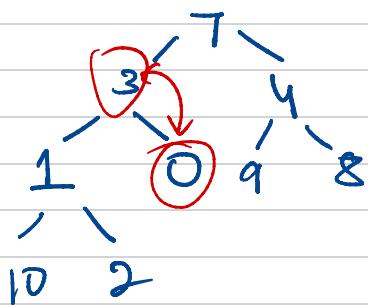
Build a heap in O(n)

Heapify : 7, 3, 8, 1, 4, 9, 4, 10, 2, 0

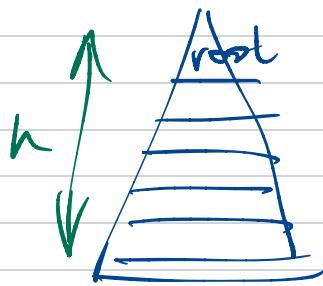


Algorithm

- ① Start at index $n/2$
- ② Compare w/ its children, & swap with the smaller child if it exists
- ③ Go to the left sibling
- ④ Repeat #2



Complexity of Heapsify



height	# of nodes	# of swaps
0 _{root}	1	h
1	2	h-1
2	4	h-2
3	8	..
..
h-1	2^{h-1}	1

Runtime = Total cost =

$$\begin{aligned} & 1 \times h + 2 \times h-1 + 4 \times h-2 + 2^{h-1} \times 1 \\ = & \sum_{k=0}^{h-1} 2^k \times (h-k) = \text{Wolfram Alpha} \\ = & \underline{\underline{O(n)}} \end{aligned}$$

P.T.D

Discussion Problem 3

How would you sort using a binary heap?

What is its runtime complexity?

Sorting using BST : $O(n^2)$

① Make a BST : $O(n^2)$

② Traversal, inorder : $O(n)$

Heapsort algorithm :

① Make a heap : $O(n)$ - heapify
② delete : $O(n \log n)$

From GeeksforGeeks

- For ascending order use a max heap
- call `deleteMax()`
- Restructure
- Continue for the whole heap

Discussion Problem 4

How would you merge two binary min-heaps?

What is its runtime complexity? $O(n)$

Since the heap is basically an array
& 2 heaps are just 2 arrays,
merge the 2 heaps & heapify.
Assuming I know the input.

① Offline algorithm

All data is available, we can preprocess
the data & use heapify. $O(n)$

② Online algorithm (Streaming data)

Here we will be using insertion,
and hence $O(n \log n)$ by insertion

Discussion Problem 5

Devise a heap-based algorithm that finds k largest elements out of n elements. Assume that $n > k$. What is its runtime complexity?

① Offline algorithm (all data available)

Algorithm:

- a) build a max-heap
- b) run delete k times

Runtime: $O(n + k \log n)$

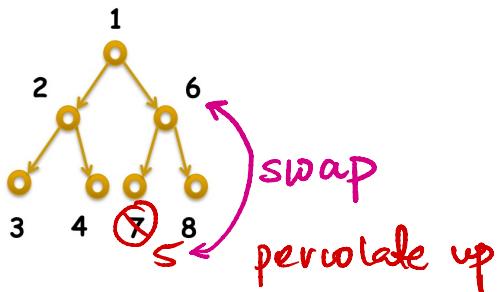
② Online algorithm (streaming data)

Algorithm:

- a) wait for k items, then build a heap, min-heap
- b) wait for the $(k+1)$ st element
- c) new item \leq root, ignore it
else : run deletion
then insert

decrease key

decreaseKey



Runtime : $O(\log n)$
worst case

We find the data in $O(1)$ by using hash tables.

Hash tables contain the pair of index & value

- & when you search for an element we can hash its index & change it in the heap array.

Binomial Trees B_k

B_k is defined as

1. B_0 is a single node

2. B_k is formed by joining $2B_{k-1}$ trees

B_0

•

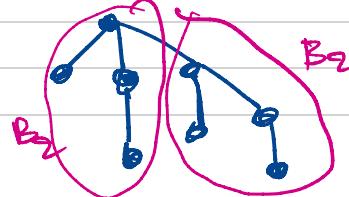
B_1



B_2



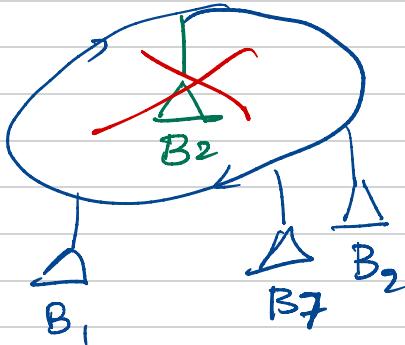
B_3



Binomial Heaps

A binomial heap is a collection (a linked list or a queue) of at most $\text{Ceiling}(\log n)$ binomial trees (of unique rank) in increasing order of size where each tree has a heap ordering property.

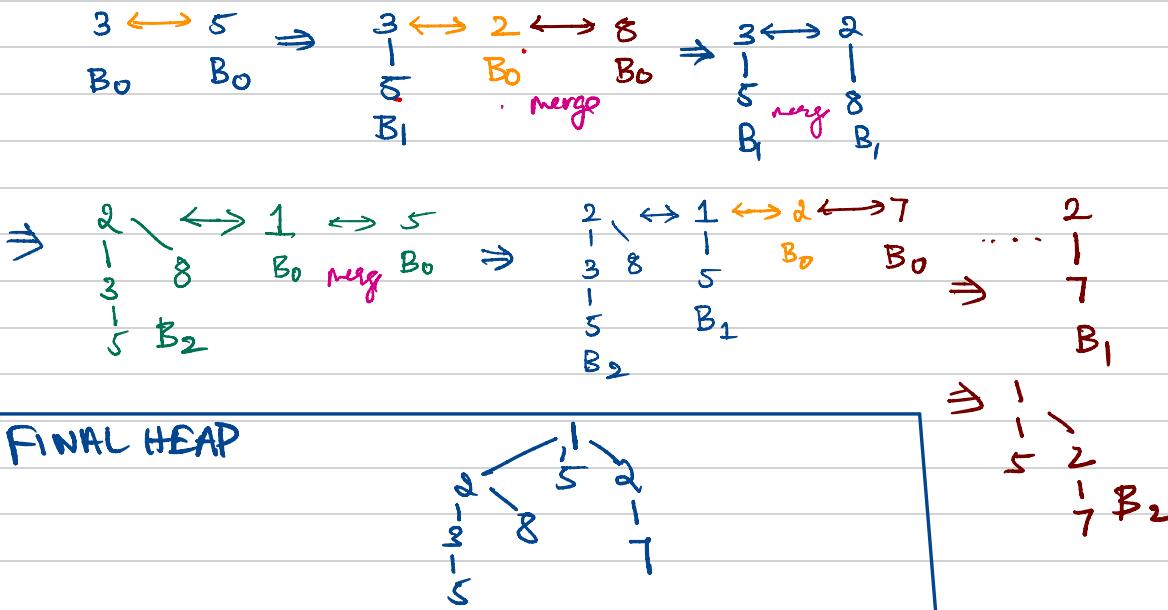
min heap



Discussion Problem 6

Given a sequence of numbers: 3, 5, 2, 8, 1, 5, 2, 7.

Draw a binomial heap by inserting the above numbers reading them from left to right



Discussion Problem 7

How many binomial trees does a binomial heap with 25 elements contain?

What are the ranks of those trees?

$$25_2 = (16 + 8 + 1)_2 =$$

$$\begin{matrix} 11001 \\ B_4 \quad B_3 \quad B_0 \end{matrix}$$

Insertion

Insertion

What is its worst-case runtime complexity?

$$15_2 = (8 + 4 + 2 + 1)_2 = \frac{1111}{1}$$

add 1 - 10000

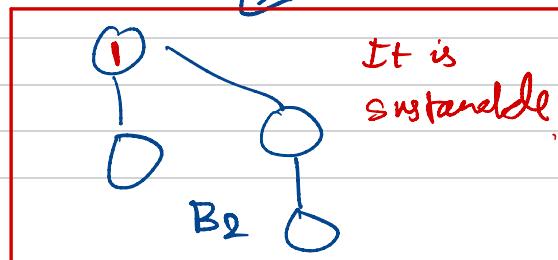
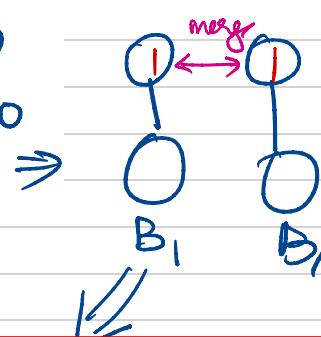
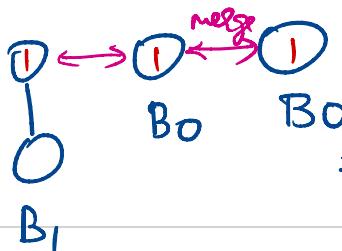
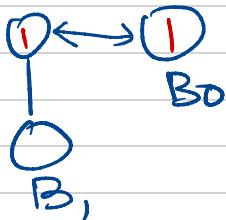
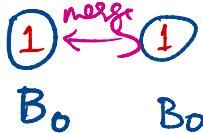
$O(\log n)$

What is its amortized runtime complexity?

Use an accounting method.

how many tokens for each insert

2 tokens

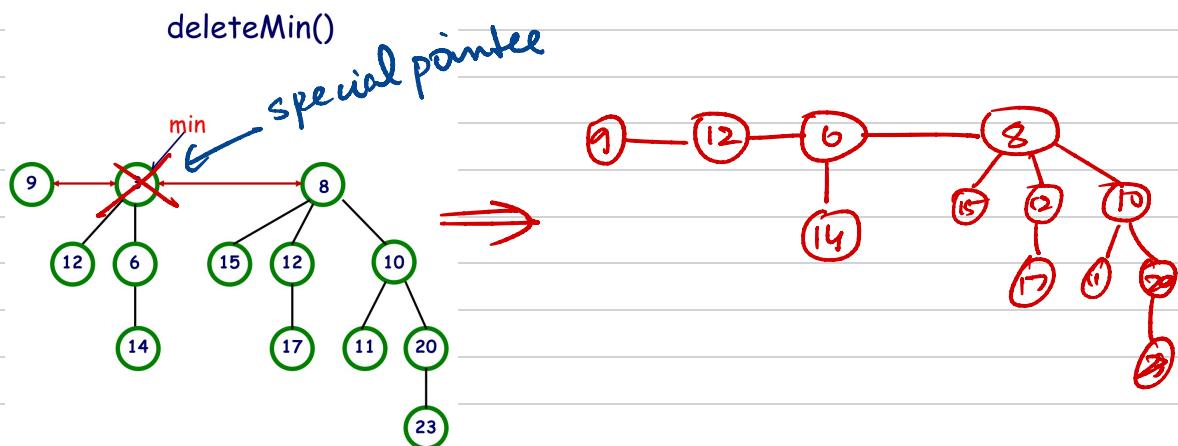


Building : Binomial vs Binary Heaps

The cost of inserting n elements into a binary heap, one after the other, is $\Theta(n \log n)$ in the worst-case. This is an online algorithm.

If n is known in advance (an offline algorithm), we run heapify, so a binary heap can be constructed in time $\Theta(n)$.

The cost of inserting n elements into a binomial heap, one after the other, is $\Theta(n)$ (amortized cost), even if n is not known in advance.



P.T.O

deleteMin()

Algorithm:

- ① We delete the min in $O(1)$ by make use of a **special pointer** to track the minimum element.
- ② Move the subtrees to the top (LL) level
- ③ Traverse the LL & merge trees of the same rank
- ④ Update the min pointer

[Runtime: $O(\log n)$]

Discussion Problem 8

Devise an algorithm for merging two binomial heaps and discuss its complexity. Merge $B_0 B_1 B_2 B_4$ with $B_1 B_4$.

Merging 2 binary heaps = $O(n)$
binomial — $O(\log n)$

Algorithm for binomial heaps

- ① Merge 2 LLs — $O(1)$
- ② Traverse & merge binomial trees of the same rank, $O(\log n)$

$$\begin{array}{r} 10111 \\ + 10010 \\ \hline 101001 \end{array} \Rightarrow \underline{\underline{B_0}} \underline{\underline{B_3}} \underline{\underline{B_5}}$$

FIBONACCI HEAPS

Idea: relaxed (lazy) binomial heaps
Goal: decreaseKey in $O(1)$ ac.

RUNTIME COMPLEXITIES

	Binary	Binomial	Fibonacci
findMin	$\Theta(1)$	$\Theta(1)$	$\Theta(1)$
deleteMin	$\Theta(\log n)$	$\Theta(\log n)$	$O(\log n)$ (ac)
insert	$\Theta(\log n)$	$\Theta(1)$ (ac)	$\Theta(1)$
decreaseKey	$\Theta(\log n)$	$\Theta(\log n)$	$\Theta(1)$ (ac)
merge	$\Theta(n)$	$\Theta(\log n)$	$\Theta(1)$ (ac)