

# Heaps

An array A[1..n] is called a *heap* if for all  $i \ge 1$ ,

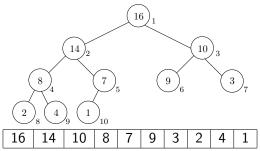
$$A[i] \geq A[2i]$$

if 
$$2i \leq n$$

and

$$A[i] \geq A[2i+1]$$

if 
$$2i + 1 \le n$$



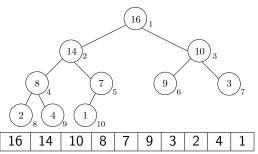


### Root of the tree: A[1]

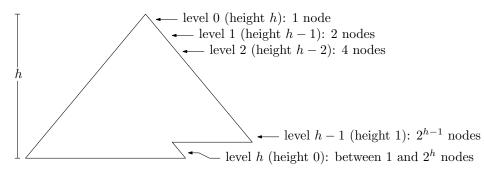
Consider a node with index i:

- Parent of i has index  $\lfloor i/2 \rfloor$ : parent $(i) = \lfloor i/2 \rfloor$
- Left child of i has index 2i: left(i) = 2i
- Right child of i has index 2i + 1: right(i) = 2i + 1

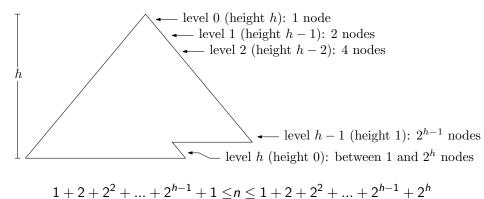
A[1..n] is a heap if for all  $1 < i \le n$ ,  $A[parent(i)] \ge A[i]$ .

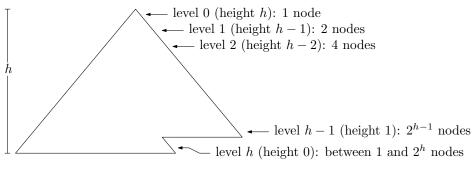






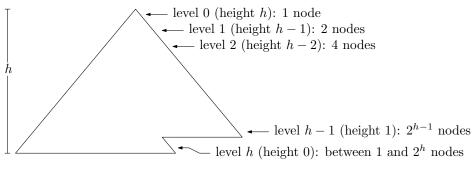
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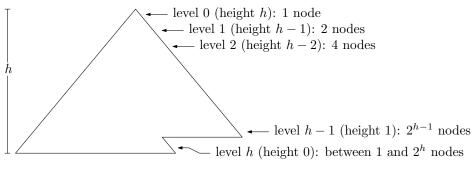
$$1 + 2 + 2^{2} + \dots + 2^{h-1} + 1 \le n \le 1 + 2 + 2^{2} + \dots + 2^{h-1} + 2^{h}$$
$$\left(2^{h} - 1\right) + 1 \le n \le 2^{h+1} - 1$$





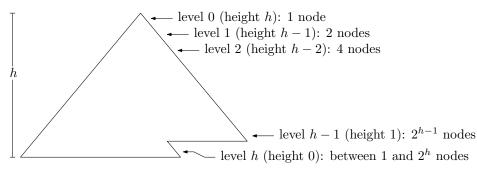
$$1 + 2 + 2^{2} + \dots + 2^{h-1} + 1 \le n \le 1 + 2 + 2^{2} + \dots + 2^{h-1} + 2^{h}$$
$$\left(2^{h} - 1\right) + 1 \le n \le 2^{h+1} - 1 < 2^{h+1}$$



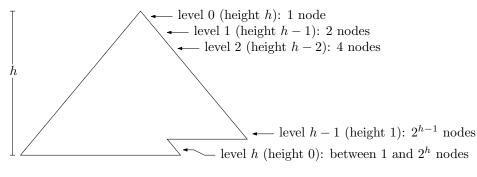


$$\begin{aligned} 1+2+2^2+\ldots+2^{h-1}+1 &\leq n \leq 1+2+2^2+\ldots+2^{h-1}+2^h \\ &\left(2^h-1\right)+1 \leq n \leq 2^{h+1}-1 < 2^{h+1} \\ &2^h \leq n < 2^{h+1} \end{aligned}$$





$$\begin{aligned} 1+2+2^2+...+2^{h-1}+1 &\leq n \leq 1+2+2^2+...+2^{h-1}+2^h \\ &\left(2^h-1\right)+1 \leq n \leq 2^{h+1}-1 < 2^{h+1} \\ &2^h \leq n < 2^{h+1} \\ &h \leq \log_2(n) < h+1 \end{aligned}$$



$$1 + 2 + 2^{2} + \dots + 2^{h-1} + 1 \le n \le 1 + 2 + 2^{2} + \dots + 2^{h-1} + 2^{h}$$

$$\left(2^{h} - 1\right) + 1 \le n \le 2^{h+1} - 1 < 2^{h+1}$$

$$2^{h} \le n < 2^{h+1}$$

$$h \le \log_{2}(n) < h + 1$$

$$h = |\log_{2}(n)|$$

From now on: we consider an array A[1..N] with an integer n where  $1 \le n \le N$ .

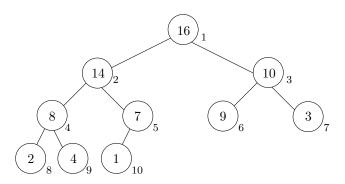
A[1..n] is a heap which contains n integers and A[(n+1)..N] contains garbage.

heap		garbage	
1	1	(n + 1)	N

1. Finding a maximum element Maximum(A): returns A[1]

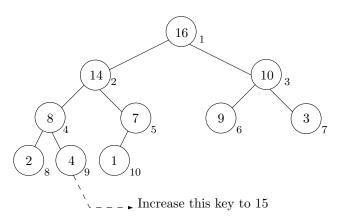
This takes O(1) time.

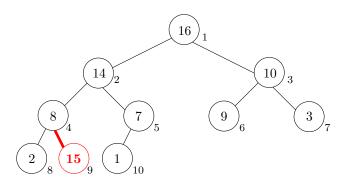


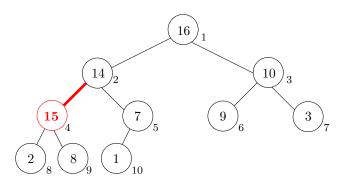


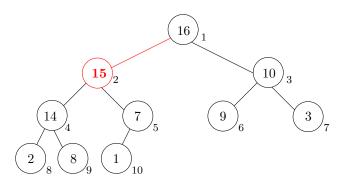


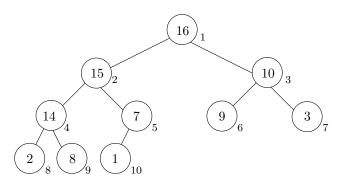
Increase\_key(A, 9, 15)











## **Algorithm 1** Increase\_key(A, i, x)

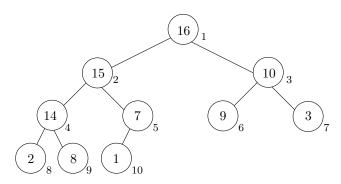
Require:  $x \ge A[i]$ 

- 1: A[i] = x
- 2: // The following while-loop is sometimes called *percolate*.
- 3: while i > 1 and A[parent(i)] < A[i] do
- 4: swap A[i] and A[parent(i)]
- 5: i = parent(i)
- 6: end while

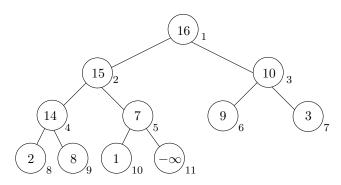
This takes  $O(h) = O(\log(n))$  time.



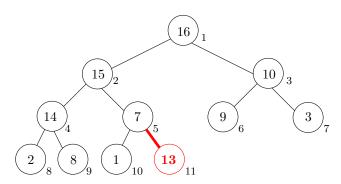
 $\operatorname{Insert}(A, 13)$ 



 $\mathrm{Insert}(A,13)$ 

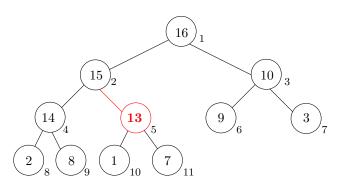


 $\mathrm{Insert}(A,13)$ 

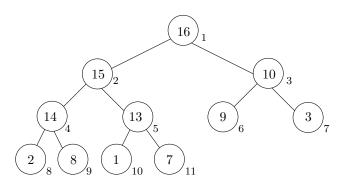




 $\mathrm{Insert}(A,13)$ 



 $\operatorname{Insert}(A, 13)$ 



## **Algorithm 2** Insert(A, x)

# Require:

- 1 < n < N
- and A[1..n] is a heap.
- 1: n = n + 1
- 2:  $A[n] = -\infty$
- 3:  $Increase_key(A, n, x)$

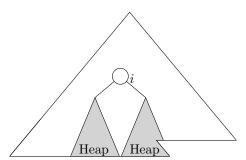
This takes  $O(h) = O(\log(n))$  time.

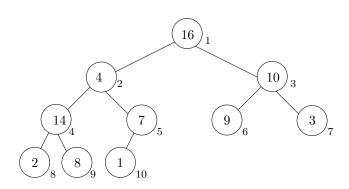


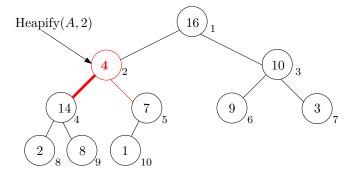
**4.** Heapify(A, i) (sometimes called *sift-down*): this operation assumes that

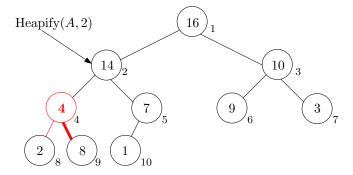
- $1 \le i \le n$ ,
- the subtree rooted at left(i) is a heap
- and the subtree rooted at right(i) is a heap.

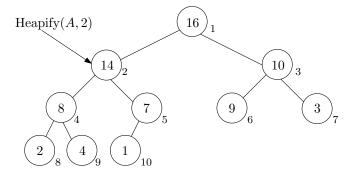
At termination, the subtree rooted at i is a heap.











### **Algorithm 3** Heapify(A, i)

#### Require:

- $\bullet$   $1 \le i \le n$ ,
- the subtree rooted at left(i) is a heap
- and the subtree rooted at right(i) is a heap.

```
1: \ell = \operatorname{left}(i)

2: r = \operatorname{right}(i)

3: if \ell \le n and A[\ell] > A[i] then

4: \max = \ell

5: else

6: \max = i

7: end if

8: if r \le n and A[r] > A[\max] then

9: \max = r

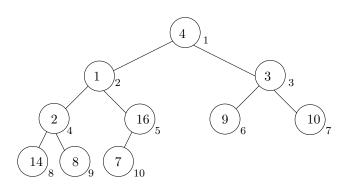
10: end if

11: if \max \ne i then

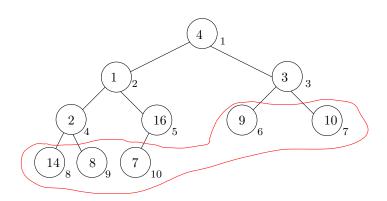
12: \sup A[i] and A[\max]

13: Heapify(A, \max)
```

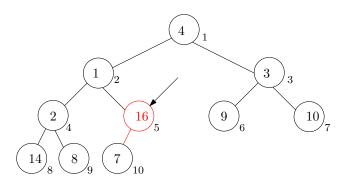
14: end if



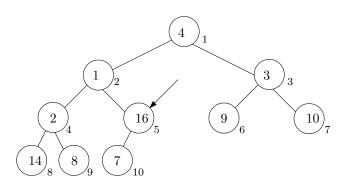




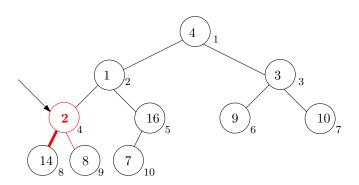




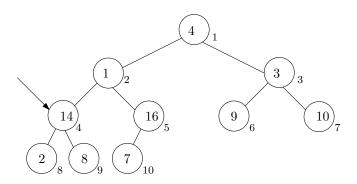




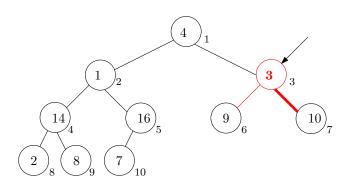




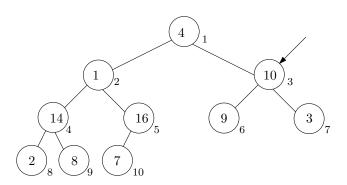




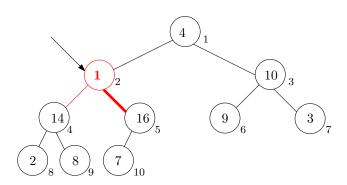




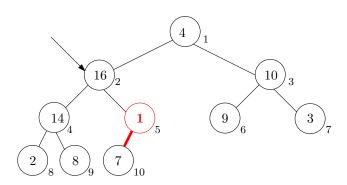




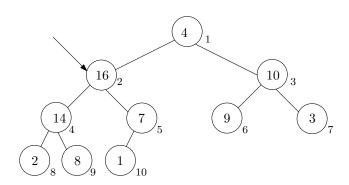




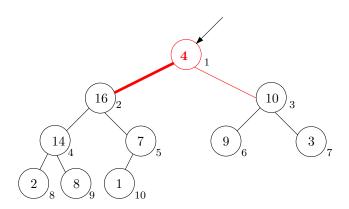




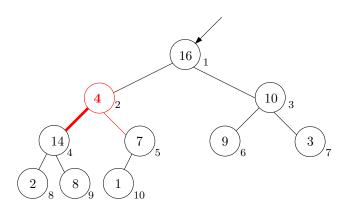




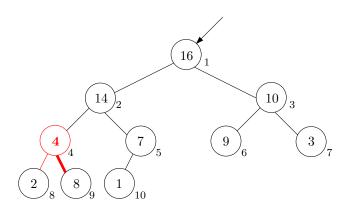




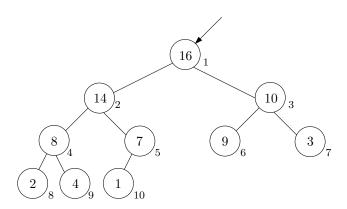




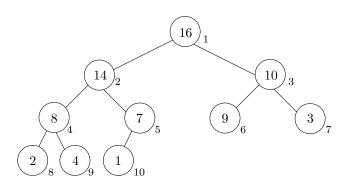














### **Algorithm 4** Build\_heap(A)

- 1: **for**  $i = \lfloor n/2 \rfloor$  to 1 **do**
- 2: Heapify(A, i)
- 3: end for

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How many steps to build a heap?

There is  $2^0$  node at height h.

There are  $2^1$  nodes at height h-1.

There are  $2^2$  nodes at height h-2.

:

There are  $2^{h-1}$  nodes at height 1.

#### **Algorithm 4** Build\_heap(A)

- 1: **for**  $i = \lfloor n/2 \rfloor$  to 1 **do**
- 2: Heapify(A, i)
- 3: end for

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There is  $2^0$  node at height h.

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:

There are  $2^{h-1}$  nodes at height 1.

$$h \cdot 2^{0} + (h-1) \cdot 2^{1} + (h-2) \cdot 2^{2} + \dots + 1 \cdot 2^{h-1}$$

$$= \sum_{i=0}^{h-1} (h-i) \cdot 2^{i}$$



$$\sum_{i=0}^{h-1} (h-i) \cdot 2^{i}$$

$$= \sum_{i=0}^{h-1} h \cdot 2^{i} - \sum_{i=0}^{h-1} i \cdot 2^{i}$$

$$= h \sum_{i=0}^{h-1} 2^{i} - \sum_{i=0}^{h-1} i \cdot 2^{i}$$

$$= h (2^{h} - 1) - ((h-2) \cdot 2^{h} + 2)$$

$$= 2 \cdot 2^{h} - h - 2$$

$$= O(n)$$



#### **6.** Extract max *A*

### **Algorithm 5** Extract\_max(A)

- 1:  $\max = A[1]$
- 2: A[1] = A[n]
- 3: n = n 1
- 4: Heapify(A, 1)
- 5: **return** max

This takes  $O(h) = O(\log(n))$  time.



We have discussed max-heaps.

There is their symmetric counterpart: min-heaps,

where  $A[parent(i)] \le A[i]$   $(1 < i \le n)$ .



