Analysis of Algorithms
CS 477/677

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Lecture 12

A Job Scheduling Application

- Job scheduling
  - The key is the priority of the jobs in the queue
  - The job with the highest priority needs to be executed next
- Operations
  - Insert, remove maximum
- Data structures
  - **Priority queues**
  - Ordered array/list, unordered array/list

PQ Implementations & Cost

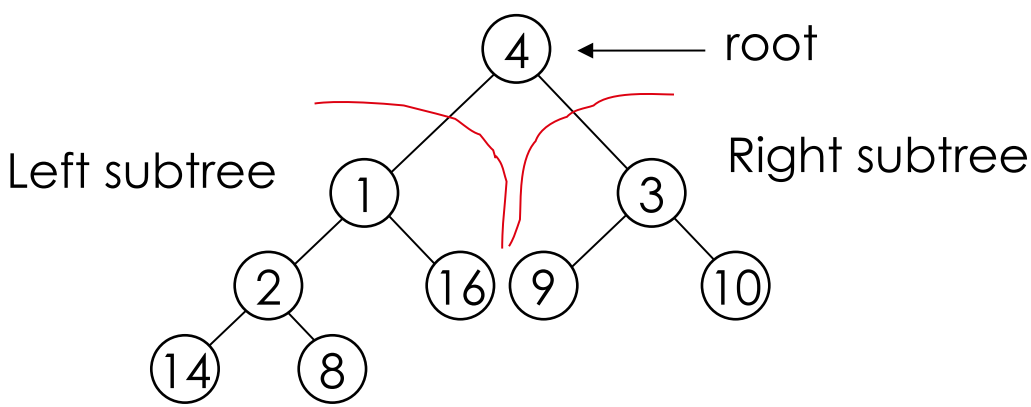
Worst-case asymptotic costs for a PQ with N items

	Insert	Remove max
ordered array	N	1
ordered list	N	1
unordered array	1	N
unordered list	1	N

Can we implement both operations efficiently?

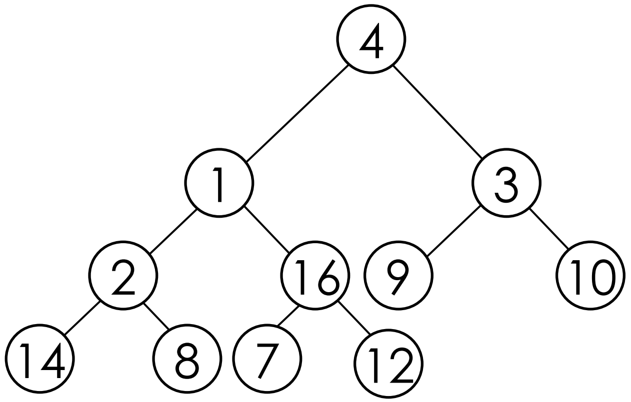
Background on Trees

- *Def:* Binary tree = structure composed of a finite set of nodes that either:
  - Contains no nodes, or
  - Is composed of three disjoint sets of nodes: a **root** node, a **left subtree** and a **right subtree**



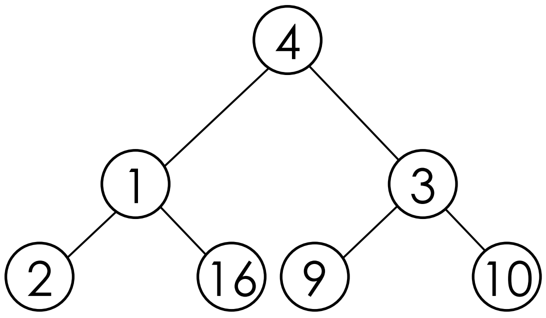
Special Types of Trees

- *Def:* **Full binary tree** = a binary tree in which each node is either a leaf or has degree (number of children) exactly 2.



Full binary tree

- *Def:* **Complete binary tree** = a binary tree in which all leaves have the same depth and all internal nodes have degree 2.

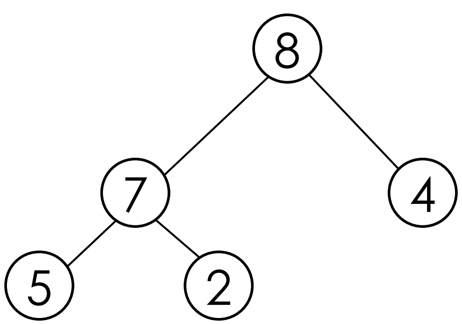


Complete binary tree

The Heap Data Structure

- *Def:* A **heap** is a nearly complete binary tree with the following two properties:
  - **Structural property:** all levels are full, except possibly the last one, which is filled from left to right
  - **Order (heap) property:** for any node x

$$\text{Parent}(x) \geq x$$



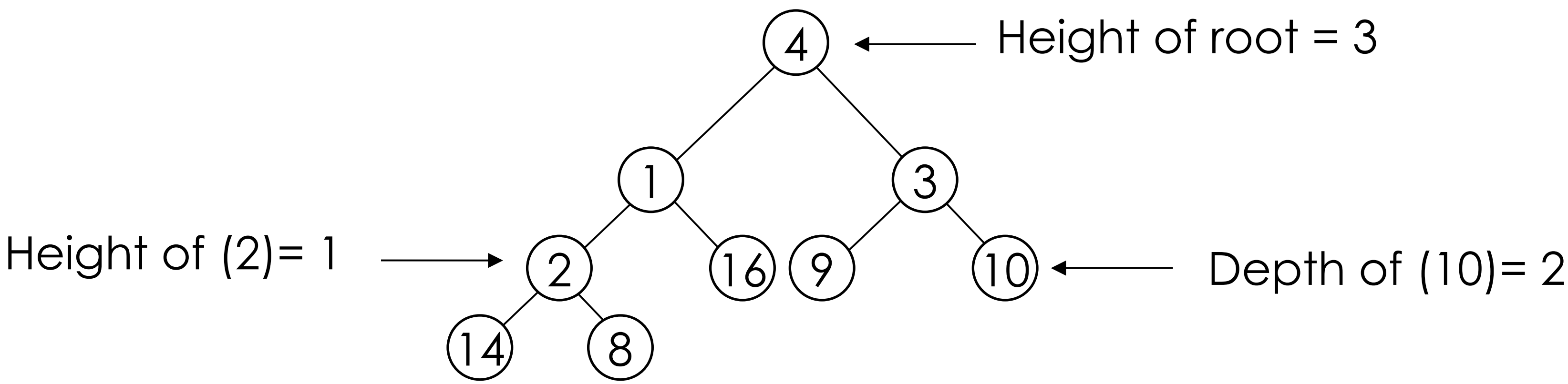
Heap

It doesn't matter that 4 in level 1 is smaller than 5 in level 2

Definitions

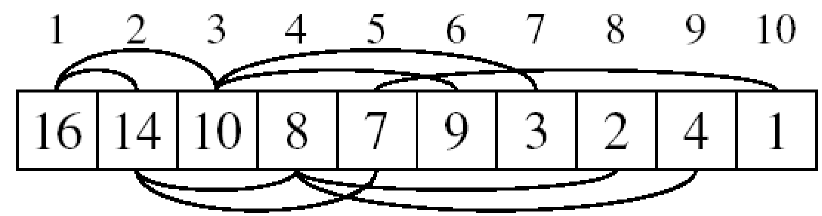
- **Height** of a node = the number of edges on a longest simple path from the node down to a leaf
- **Depth** of a node = the length of a path from the root to the node
- **Height** of tree = height of root node

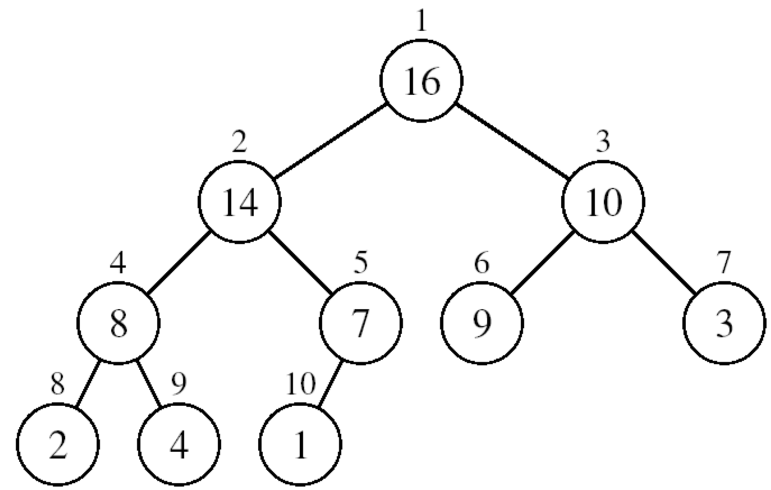
  $= \lfloor lgn \rfloor$, for a heap of n elements



Array Representation of Heaps

- A heap can be stored as an array *A*.
  - Root of tree is $A[1]$
  - Left child of $A[i] = A[2i]$
  - Right child of $A[i] = A[2i + 1]$
  - Parent of $A[i] = A[\lfloor i/2 \rfloor]$
  - Heapsize[A] ≤ length[A]
- The elements in the subarray $A[(\lfloor n/2 \rfloor + 1) .. n]$ are leaves
- The root is the maximum element of the heap





Heap Types

- **Max-heaps** (largest element at root), have the *max-heap property:*
  - for all nodes i, excluding the root:

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

- **Min-heaps** (smallest element at root), have the *min-heap property:*
  - for all nodes i, excluding the root:

$$A[\mathrm{PARENT}(i)] \leq A[i]$$

Operations on Heaps

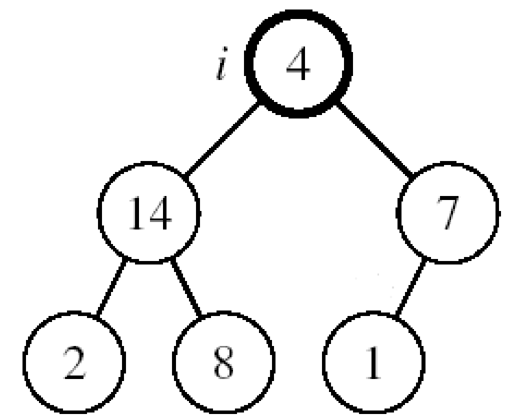
- Maintain the max-heap property
  - MAX-HEAPIFY
- Create a max-heap from an unordered array
  - BUILD-MAX-HEAP
- Sort an array in place
  - HEAPSORT
- Priority queue operations

Operations on Priority Queues

- Max-priority queues support the following operations:
  - INSERT(**S**, **x**): inserts element **x** into set **S**
  - EXTRACT-MAX(**S**): removes and returns element of **S** with largest key
  - MAXIMUM(**S**): returns element of **S** with largest key
  - INCREASE-KEY(**S**, **x**, **k**): increases value of element **x**'s key to **k** (assume **k** ≥ current key value at **x**)

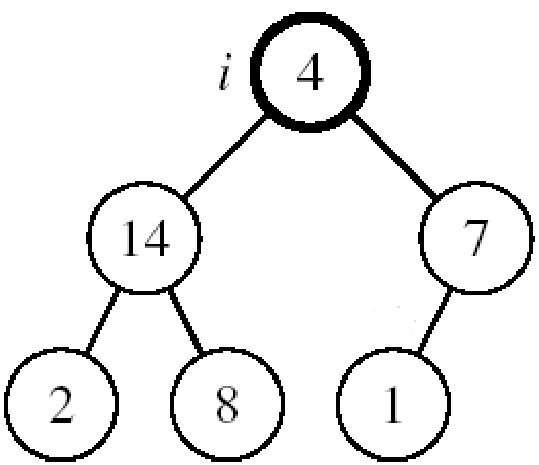
Maintaining the Heap Property

- Suppose a node is smaller than a child
  - Left and Right subtrees of *i* are max-heaps
- Invariant:
  - the heap condition is violated only at that node
- To eliminate the violation:
  - Exchange with larger child
  - Move down the tree
  - Continue until node is not smaller than children



Maintaining the Heap Property

- Assumptions:
  - Left and Right subtrees of i are max-heaps
  - A[i] may be smaller than its children

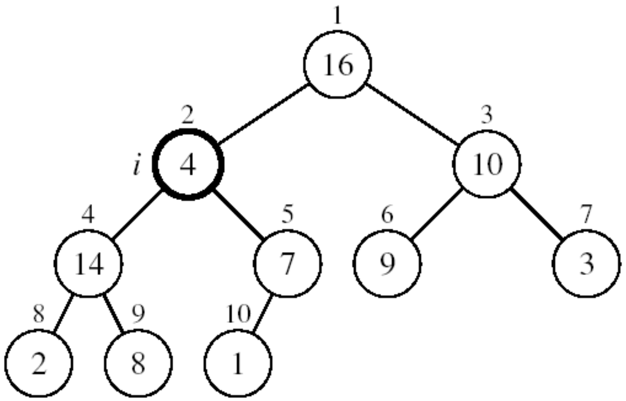


Alg: MAX-HEAPIFY(*A, i, n*)

```
l ← LEFT(i)
r ← RIGHT(i)
if l ≤ n and A[l] > A[i]
   then largest ←l
   else largest ←i
if r ≤ n and A[r] > A[largest]
   then largest ←r
if largest ≠ i
   then exchange A[i] ⟺ A[largest]
        MAX-HEAPIFY(A, largest, n)
```

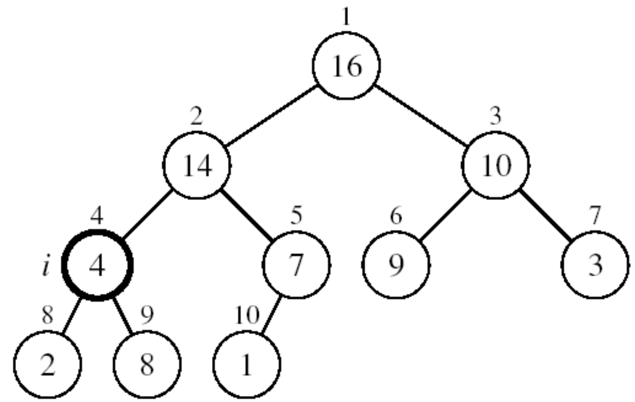
Example

MAX-HEAPIFY(A, 2, 10)



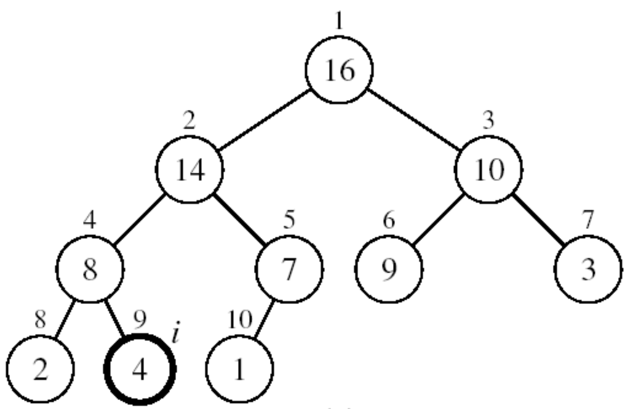
A[2] violates the heap property

A[2] ⟷ A[4]



A[4] violates the heap property

A[4] ⟷ A[9]



Heap property restored

MAX-HEAPIFY Running Time

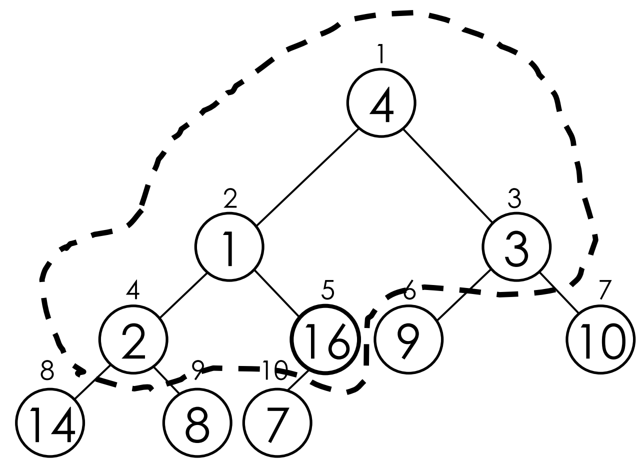
- Intuitively:
  - A heap is an almost complete binary tree ⇒ must process $O(\lg n)$ levels, with constant work at each level
- Running time of MAX-HEAPIFY is $O(\lg n)$
- Can be written in terms of the height of the heap, as being $O(h)$
  - Since the height of the heap is $\lfloor \lg n \rfloor$

Building a Heap

- Convert an array $A[1 \ldots n]$ into a max-heap (n = length[A])
- The elements in the subarray $A[(\lfloor n/2 \rfloor+1) \ldots n]$ are leaves
- Apply MAX-HEAPIFY on elements between 1 and $\lfloor n/2 \rfloor$

Alg: BUILD-MAX-HEAP(A)

```
n = length[A]
for i ← ⌊n/2⌋ downto 1
        do MAX-HEAPIFY(A, i, n)
```



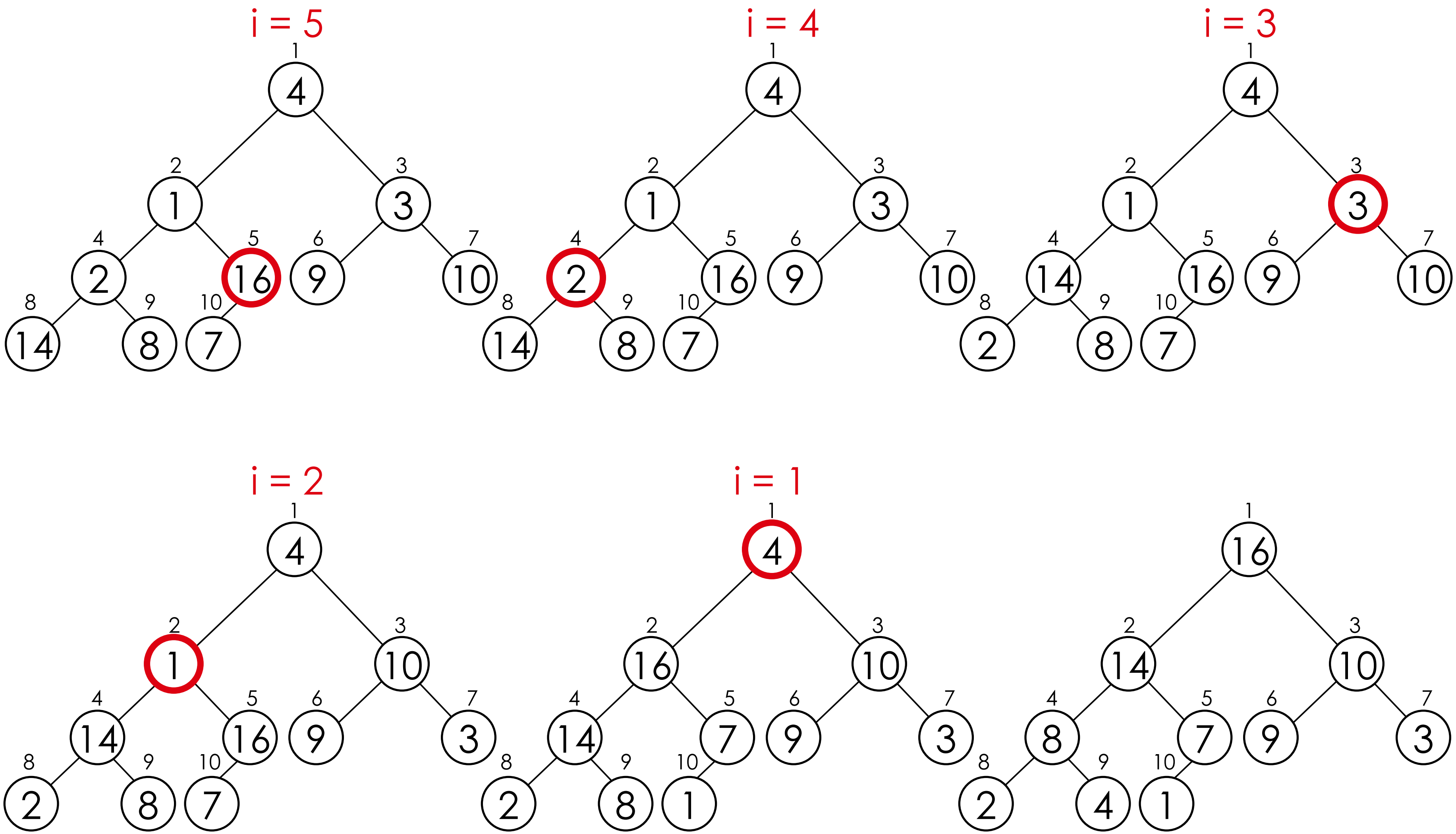
A:

4	1	3	2	16	9	10	14	8	7

Example:

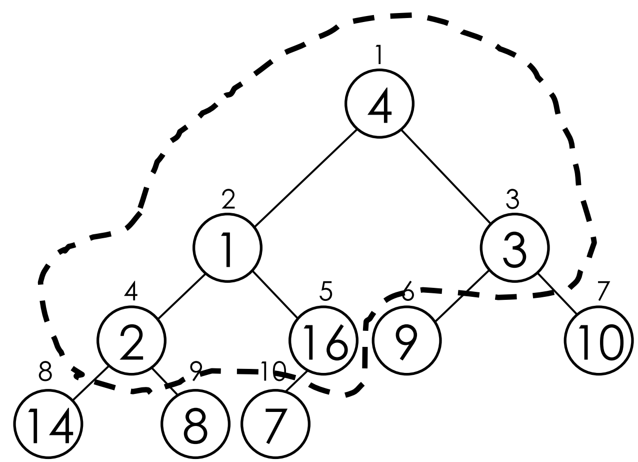
A

4	1	3	2	16	9	10	14	8	7



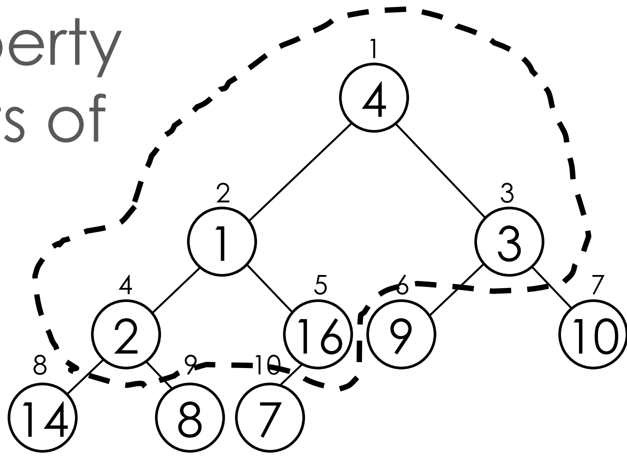
Correctness of BUILD-MAX-HEAP

- **Loop invariant:**
  - At the start of each iteration of the **for** loop, each node $i + 1, i + 2, \ldots, n$ is the root of a max-heap
- **Initialization:**
  - $i = \lfloor n/2 \rfloor$: Nodes $\lfloor n/2 \rfloor + 1, \lfloor n/2 \rfloor + 2, \ldots, n$ are leaves ⇒ they are the root of trivial max-heaps



Correctness of BUILD-MAX-HEAP

- **Maintenance:**
  - MAX-HEAPIFY makes node i a max-heap root and preserves the property that nodes $i + 1, i + 2, \ldots, n$ are roots of max-heaps
  - Decrementing i in the for loop reestablishes the loop invariant



- **Termination:**
  - i = 0 ⇒ each node 1, 2, …, n is the root of a max-heap (by the loop invariant)

Running Time of BUILD MAX HEAP

Alg: BUILD-MAX-HEAP(*A*)

1. **n** = length[A]
2. **for** i ← $\lfloor n/2 \rfloor$ **downto** 1
3. **do** MAX-HEAPIFY(*A*, i, n)

$O(\lg n)$; $O(n)$

⇒ It would seem that running time is ***O(nlgn)***

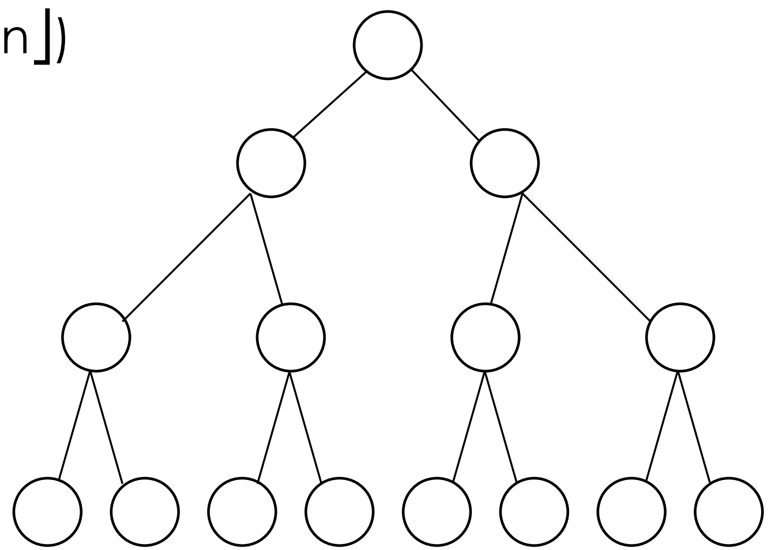
- This is not an asymptotically tight upper bound

Running Time of BUILD MAX HEAP

- HEAPIFY takes ***O*(h)** ⇒ the cost of HEAPIFY on a node ***i*** is proportional to the height of the node ***i*** in the tree

$$\Longrightarrow T(n) = \sum_{i-0}^{h} n_i h_i \text{¿} \sum_{i=0}^{h} 2^i (h-i) \text{¿} O(n)$$

Height	Level	No. of nodes
$h_0 = 3$ ($\lfloor \lg n \rfloor$)	i = 0	2^0
$h_1 = 2$	i = 1	2^1
$h_2 = 1$	i = 2	2^2
$h_3 = 0$	i = 3 ($\lfloor \lg n \rfloor$)	2^3



$h_i = h - i$ height of the heap rooted at level i

$n_i = 2^i$ number of nodes at level i

Running Time of BUILD MAX HEAP

$$T(n) = \sum_{i-0}^{h} n_i h_i$$

Cost of HEAPIFY at level i × number of nodes at that level

¿ $\sum_{i=0}^{h} 2^i (h - i)$

Replace the values of n_i and h_i computed before

¿ $\sum_{i=0}^{h} \frac{h-i}{2^{h-i}} 2^h$

Multiply by 2^h both at the numerator and denominator and write 2^i as $\frac{1}{2^{-i}}$

¿ $2^h \sum_{k=0}^{h} \frac{k}{2^k}$

Change variables: k = h - i

$$\le n \sum_{k=0}^{\infty} \frac{k}{2^k}$$

The sum above is smaller than the sum of all elements to ∞ and h = lgn

¿ $O(n)$

The sum above is smaller than 2

Running time of BUILD-MAX-HEAP: T(n) = O(n)

Operations on Priority Queues

- Max-priority queues support the following operations:
  - INSERT(**S**, **x**): inserts element **x** into set **S**
  - EXTRACT-MAX(**S**): removes and returns element of **S** with largest key
  - MAXIMUM(**S**): returns element of **S** with largest key
  - INCREASE-KEY(**S**, **x**, **k**): increases value of element **x**'s key to **k** (assume **k** ≥ current key value at **x**)

HEAP-MAXIMUM

Goal:

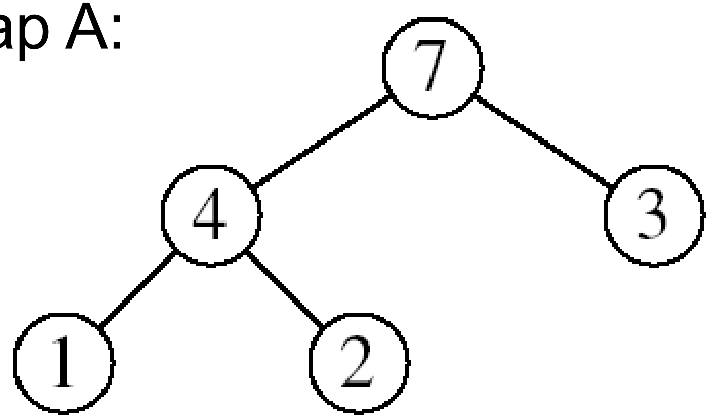
- Return the largest element of the heap

Alg: HEAP-MAXIMUM(***A***)

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

Running time: ***O***(1)

Heap A:



Heap-Maximum(A) returns 7

HEAP-EXTRACT-MAX

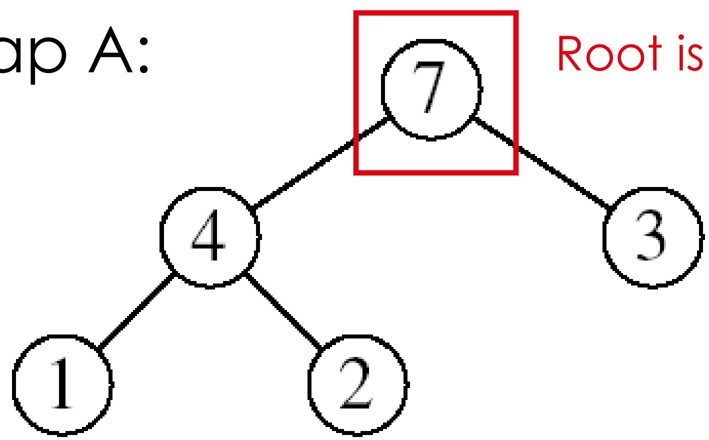
Goal:

- Extract the largest element of the heap (i.e., return the max value and also remove that element from the heap

Idea:

- Exchange the root element with the last
- Decrease the size of the heap by 1 element
- Call MAX-HEAPIFY on the new root, on a heap of size n-1

Heap A:

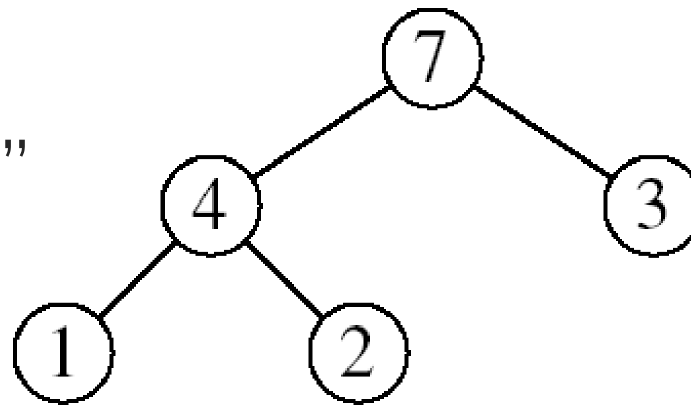


Root is the largest element

HEAP-EXTRACT-MAX

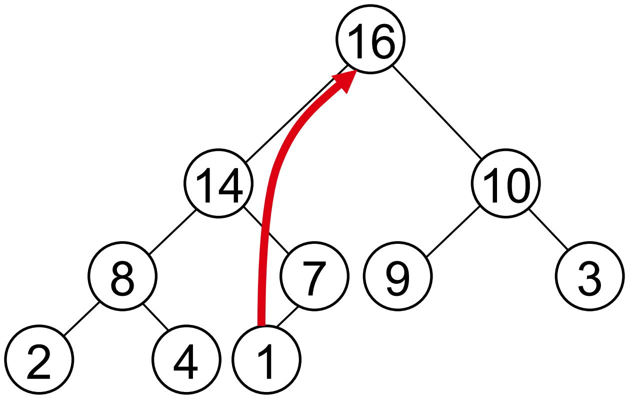
Alg: HEAP-EXTRACT-MAX(*A*, *n*)

```
if n < 1
    then error "heap underflow"
max ← A[1]
A[1] ← A[n]
MAX-HEAPIFY(A, 1, n-1)          ▷ remakes heap
return max
```

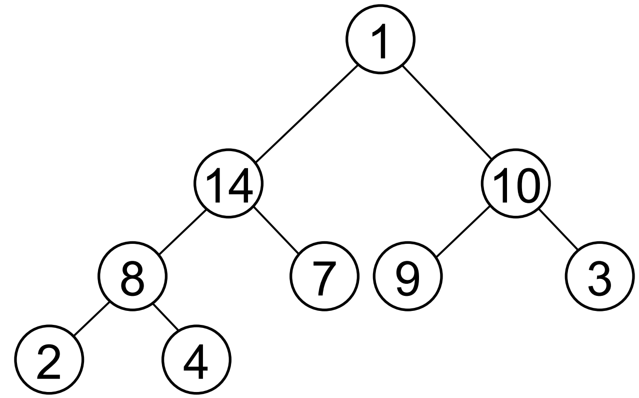


Running time: $O(\lg n)$

Example: HEAP-EXTRACT-MAX

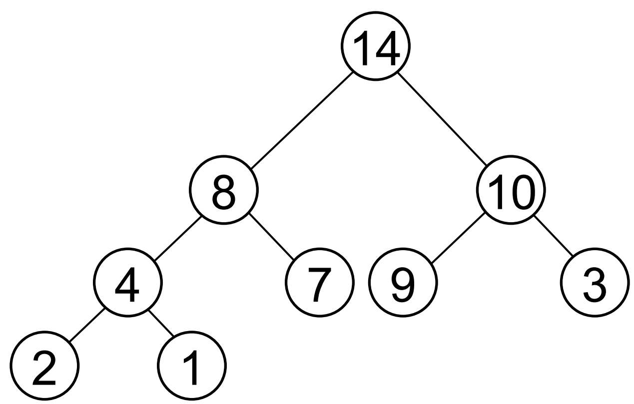


max = 16



Heap size decreased with 1

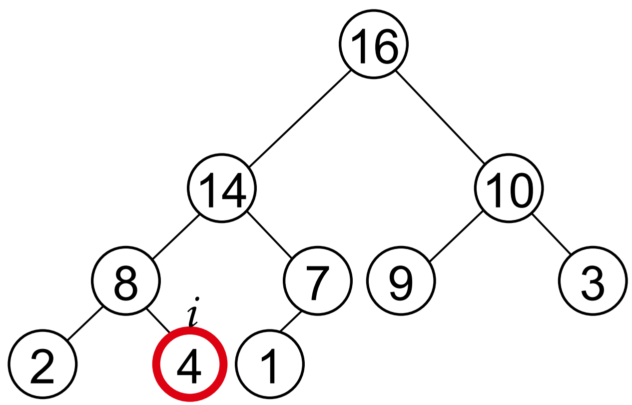
Call MAX-HEAPIFY(A, 1, n-1)



HEAP-INCREASE-KEY

- Goal:
  - Increases the key of an element i in the heap
- Idea:
  - Increment the key of *A*[i] to its new value
  - If the max-heap property does not hold anymore: traverse a path toward the root to find the proper place for the newly increased key

Key [i] ← 15

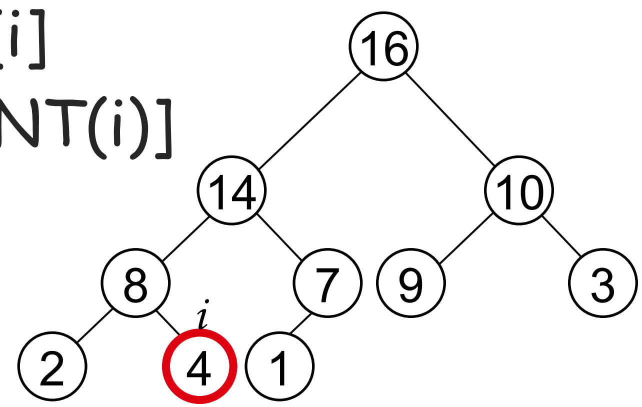


HEAP-INCREASE-KEY

Alg: HEAP-INCREASE-KEY(*A*, i, key)

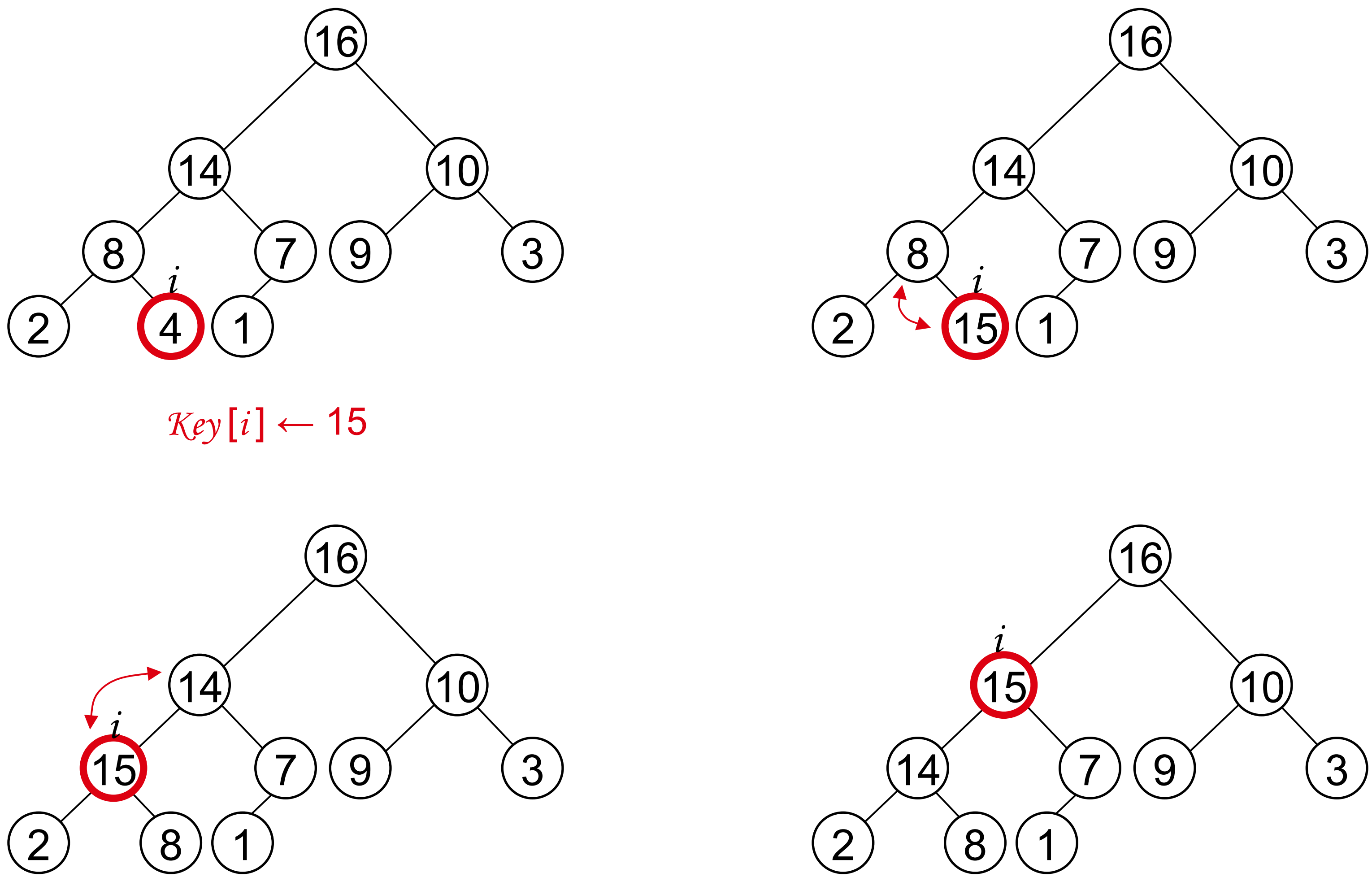
```
if key < A[i]
   then error "new key is smaller than current key"
A[i] ← key
while i > 1 and A[PARENT(i)] < A[i]
    do exchange A[i] ⟺ A[PARENT(i)]
         i ← PARENT(i)
```

- Running time: *O*(lgn)



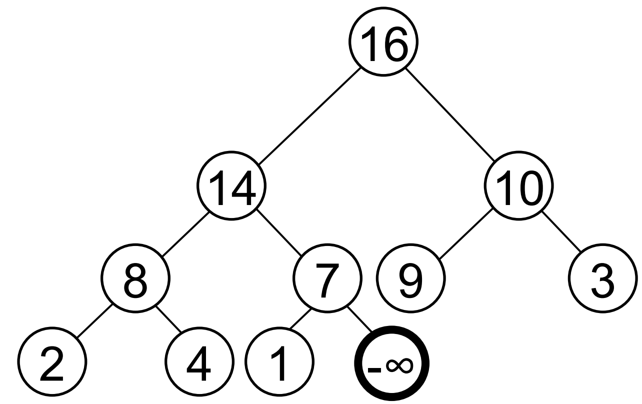
Key [i] ← 15

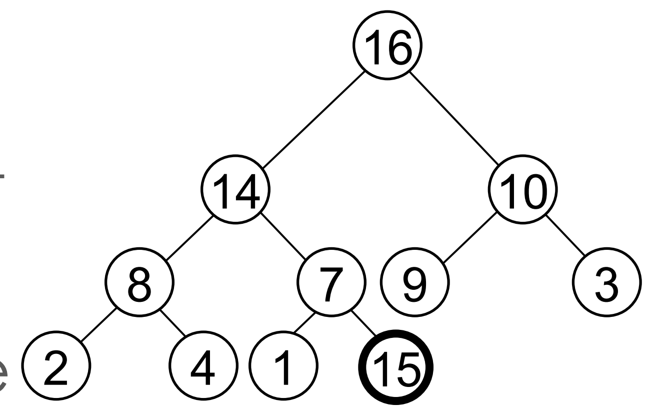
Example: HEAP-INCREASE-KEY



MAX-HEAP-INSERT

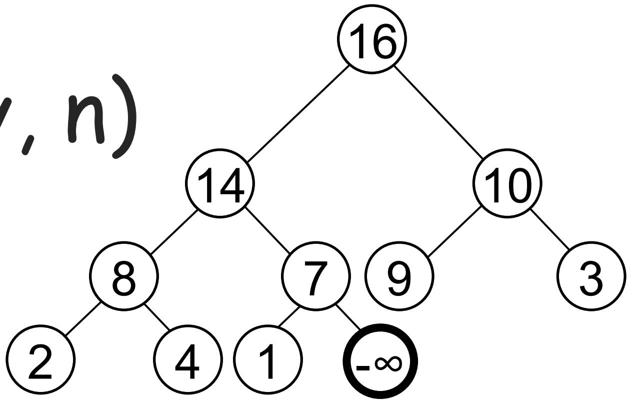
- Goal:
  - Inserts a new element into a max-heap
- Idea:
  - Expand the max-heap with a new element whose key is -∞
  - Calls HEAP-INCREASE-KEY to set the key of the new node to its correct value and maintain the max-heap property





MAX-HEAP-INSERT

Alg: MAX-HEAP-INSERT(A, key, n)

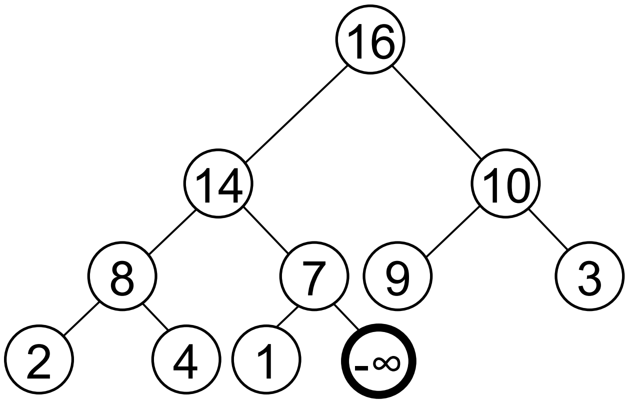


1. heap-size[A] $\leftarrow n + 1$
2. $A[n + 1] \leftarrow -\infty$
3. HEAP-INCREASE-KEY(A, $n + 1$, key)

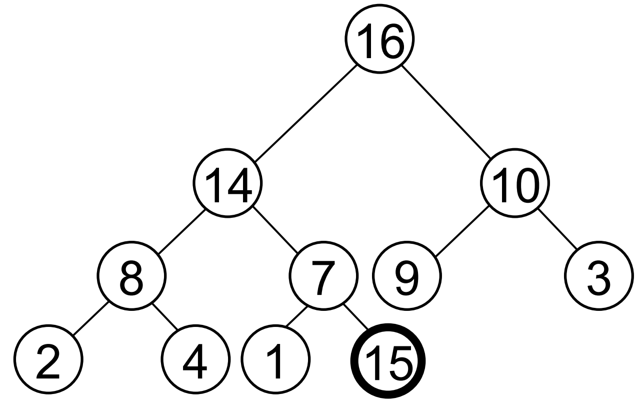
Running time: $O(\lg n)$

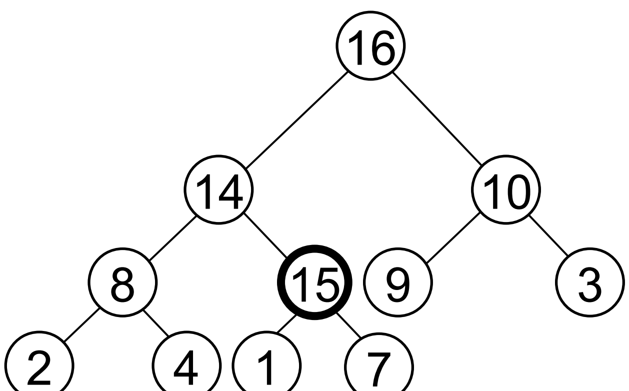
Example: MAX-HEAP-INSERT

Insert value 15:
- Start by inserting -∞

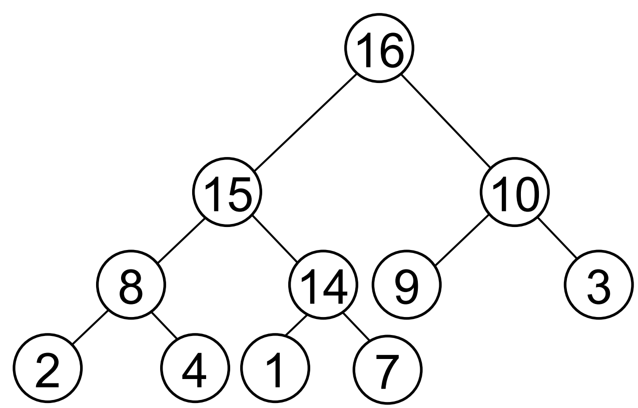


Increase the key to 15
Call HEAP-INCREASE-KEY on A[11] = 15





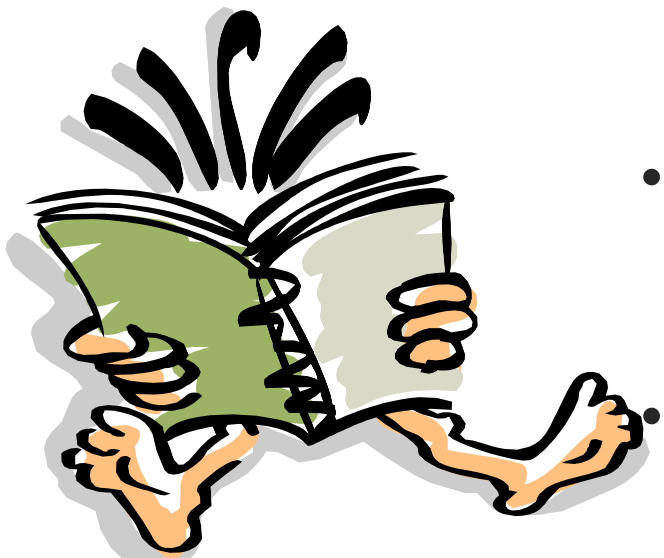
The restored heap containing the newly added element



Summary

- We can perform the following operations on heaps:
  - MAX-HEAPIFY $O(\lg n)$
  - BUILD-MAX-HEAP $O(n)$
  - HEAP-SORT $O(n\lg n)$
  - MAX-HEAP-INSERT $O(\lg n)$
  - HEAP-EXTRACT-MAX $O(\lg n)$
  - HEAP-INCREASE-KEY $O(\lg n)$
  - HEAP-MAXIMUM $O(1)$

Readings



- For this lecture
  - Sections 6.3, 6,5
  - Chapter 13
- Coming next
  - Chapter 17