

Geeks Man

Algorithms

Lesson 7

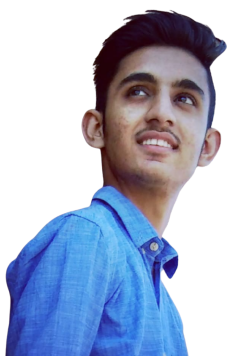




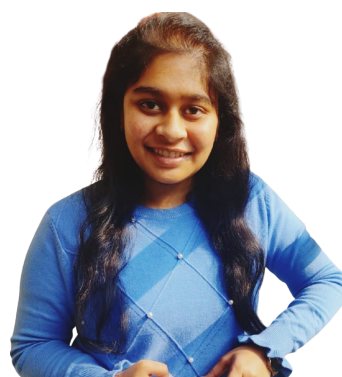
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Sorting (Part= III)

Need of Heap ??

The way we provide input to the algorithm makes a lot of difference i.e if we provide unsorted array searching time would be $O(n)$ and if we provide sorted array time complexity would be $O(\log n)$.

Suppose input data is in array form :-

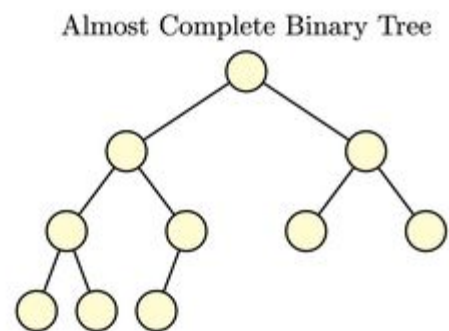
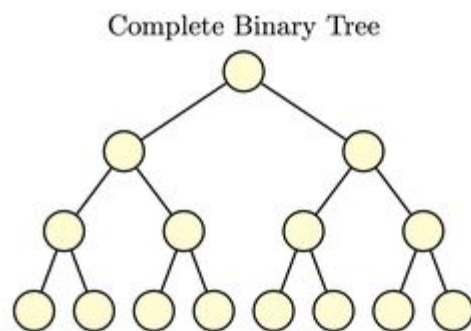
	Insertion	Search	Find min/max.	Delete
<i>Unsorted Array</i>	$O(1)$	$O(n)$	$O(n)$	$O(n)$
<i>Sorted Array</i>	$O(n)$ [$O(\log n + n)$]	$O(\log n)$	$O(1)$	$O(n)$

Suppose data is in other Data structure :-

	Insertion	Search	Find Min/Max.	Delete
<i>LinkedList</i>	$O(1)$ =unsort $O(n)$ =sort	$O(n)$	$O(n)$	$O(1+n)$ = $O(n)$
<i>Heap (Tree)</i>	$O(\log n)$	$O(n/\log n)$	$O(1)$	$O(\log n)$

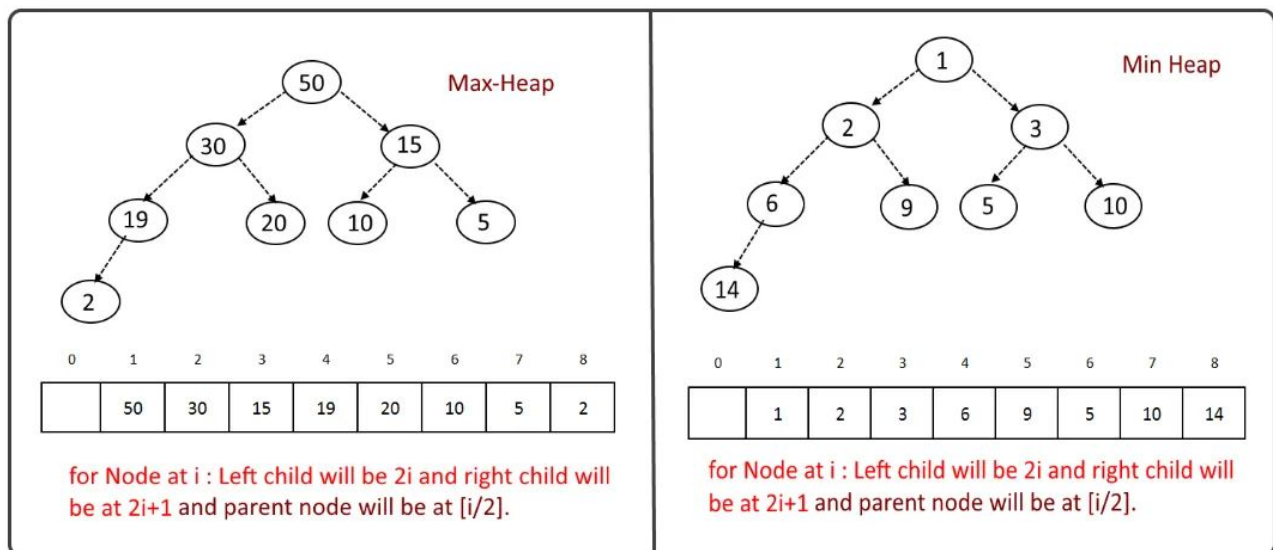
Depending what type of operation we want we need Data structure which gives the optimal result of that operation.

Heap :- It is an almost complete Binary Tree (Tree having nodes $\leq 2^i$ is called Binary Tree).



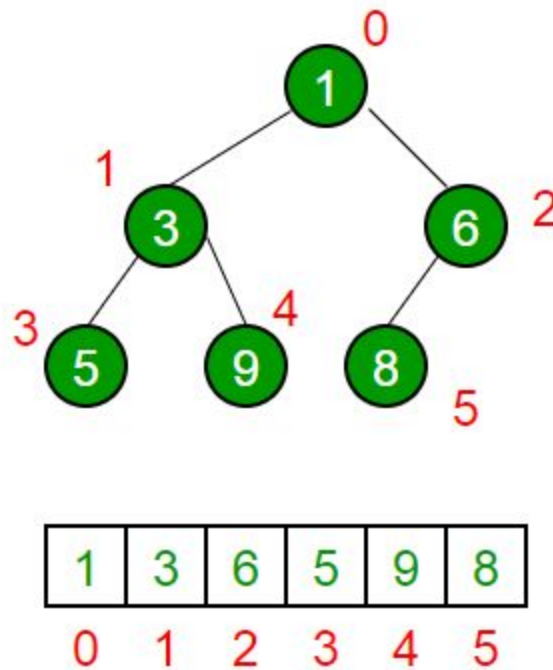
2 Types of Heap :-

1. **Max Heap** = An almost complete binary tree in which root element is Maximum.
2. **Min Heap** = An almost complete Binary tree in which root Element is Minimum.



Implementation of Heap :-

- We will not construct heaps through linked lists to form trees as it will require lots of space in memory.
- We will store the elements in an array and interpret them in the form of a tree.



7. Heap Sort :-

1. Building Max_heap :-

Code :

```
1. void max_heapify(int arr[] , int i) {  
2.     int l, r;  
3.     l = 2*i;  
4.     r = 2*i+1;  
5.     int largest = i;  
6.     if ( l < arr.size && arr[l] > arr[largest] )
```

```

7.     largest=1;
8.  if ( r < arr.size && arr[r] > arr[largest] )
9.     largest=r;
10.  if(largest != i ){
11.     swap(&arr[i],&arr[largest])
12.     max_heapify(arr,largest)
13.  }
14.  }

```

Time Complexity :

Total comparisons = 2 = $O(1)$

Moving down in a tree = $O(\log n)$ [from root to leaf]

Therefore , total time by Max_heap = $O(\log n)$

Space Complexity :

Extra cells = $O(1)$

Stack Space = no. of levels in a tree = $O(\log n)$

Total Space Complexity = $O(\log n)$

● Building max_heap over entire array

```

1. void build_maxheap(int arr[],int n) {
2.     for(int k = n/2; k >= 1; k--) {
3.         max_heapify(a,k,n);
4.     }
5. }

```

Time for building heap = $O(n)$

Therefore constructing heap over entire array = Sum of heapify at all heights from 0 to $\log n$ of a heap tree .

2. Extracting / Deleting Max Element :-

Code :

```

1. void deleteRoot(int arr[], int& n)
2. {
3.     // Get the last element
4.     int lastElement = arr[n - 1];
5.
6.     // Replace root with first element
7.     arr[n-1] = arr[0];
8.     arr[0] = lastElement;
9.
10.    // Decrease size of heap by 1
11.    n = n - 1;
12.
13.    // heapify the root node
14.    max_heap(arr, n, 0);
15. }

```

Time Complexity of deletion = Time of building heap = $O(\log n)$

3. Inserting an element :-

Code :

```

1. void insertNode(int arr[], int& n, int Key)
2. {
3.     // Increase the size of Heap by 1
4.     n = n + 1;
5.
6.     // Insert the element at end of Heap
7.     arr[n - 1] = Key;
8.
9.     // Heapify the new node following a
10.    // Bottom-up approach

```

```
11.     heapify(arr, n, n - 1);
12. }
```

Similarly , Time for inserting element = time for heapify = $O(\log n)$

4. Heap Sort :-

Code :

```
1. void heapSort(int arr[], int n)
2. {
3.     // Build heap (rearrange array)
4.     build_max_heap(arr);
5.     // One by one extract an element from heap
6.     for (int i = n - 1; i >= 0; i--) {
7.         // Move current root to end
8.         swap(arr[0], arr[i]);
9.         arr.size--;
10.        // call max heapify on the reduced heap
11.        heapify(arr, i, 0);
12.    }
13. }
```

Time Complexity = $O(n \log n)$