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# Heap Sort

Heaps, Heap property, Building a heap, Heap sort algorithm

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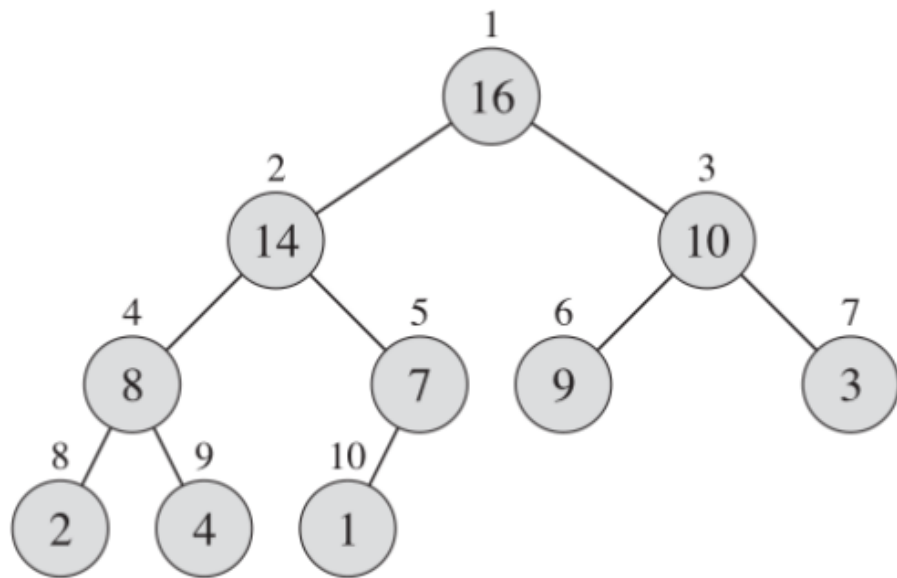
# Introduction to Heaps

- Heapsort is a sorting algorithm with a running time of  $O(n \log n)$ .
- Like insertion sort, it sorts **in place**. No auxiliary memory space is needed. So, space complexity is  $O(1)$ .
- It achieves this using a specific data structure called a "heap".

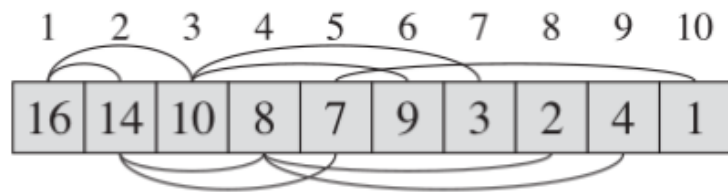
# The Heap Data Structure

- The (binary) heap data structure is an array object that can be viewed as a nearly complete binary tree.
  - Each node in the tree corresponds to an element in the array.
  - The tree is completely filled on all levels, except possibly the lowest level, which is filled from the left.
  - The array object,  $A$ , has two attributes:  $A.length$  (the number of elements in the array) and  $A.heap\text{-}size$  (how many elements are currently valid elements of the heap).
  - The root of the tree is  $A[1]$ .

# The Heap Data Structure



(a)



(b)

A max-heap viewed as (a) a binary tree and (b) an array.

# The Heap Data Structure

- Given the index  $i$  of a node, we can compute the indices of its parent and children:

PARENT( $i$ )

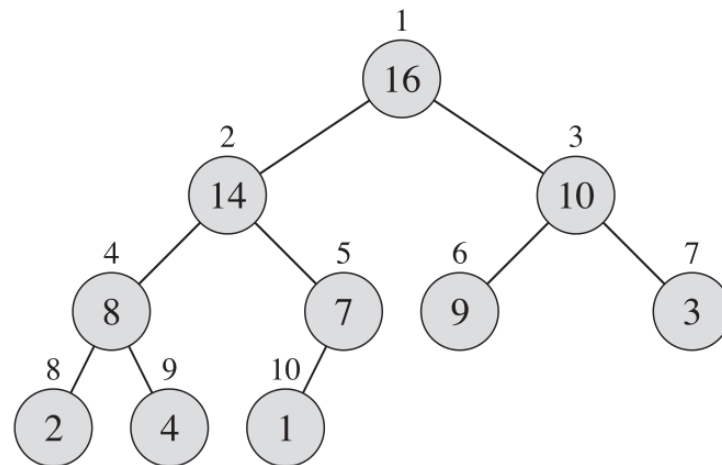
1   **return**  $\lfloor i/2 \rfloor$

LEFT( $i$ )

1   **return**  $2i$

RIGHT( $i$ )

1   **return**  $2i + 1$



- A heap of  $n$  elements has a height of  $\Theta(\log n)$ .

# The Heap Property

- There are two kinds of binary heaps: max-heaps and min-heaps. In both cases, the values in the nodes must satisfy a specific "heap property".
  - Max-Heaps
    - In a max-heap, the value of a node is at most the value of its parent. This is the max-heap property:  $A[\text{PARENT}(i)] \geq A[i]$  for every node  $i$  other than the root.
    - This means the largest element in a max-heap is stored at the root ( $A[1]$ ). The heapsort algorithm uses max-heaps.

# The Heap Property

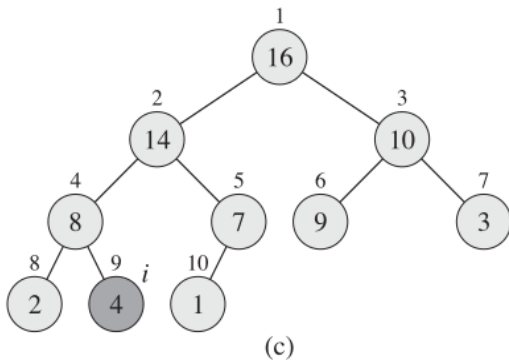
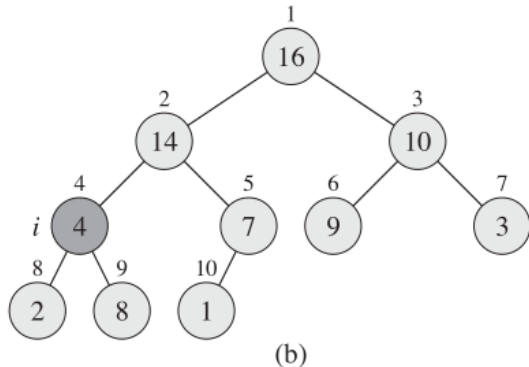
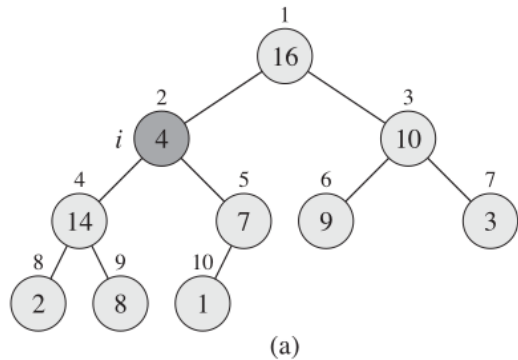
- There are two kinds of binary heaps: max-heaps and min-heaps. In both cases, the values in the nodes must satisfy a specific "heap property".
  - Min-Heaps
    - A min-heap is organized in the opposite way. The min-heap property is:  $A[\text{PARENT}(i)] \leq A[i]$  for every node  $i$  other than the root.
    - In a min-heap, the smallest element is at the root. Min-heaps are commonly used to implement priority queues.

# Maintaining the Property: MAX-HEAPIFY

- To maintain the max-heap property, we use the MAX-HEAPIFY procedure.
  - Assumption: When  $\text{MAX-HEAPIFY}(A, i)$  is called, it assumes the binary trees rooted at  $\text{LEFT}(i)$  and  $\text{RIGHT}(i)$  are already max-heaps.
  - Problem:  $A[i]$  might be smaller than its children, violating the property.
  - Action: MAX-HEAPIFY lets the value at  $A[i]$  "float down" in the max-heap so that the subtree rooted at index  $i$  obeys the max-heap property.



# Maintaining the Property: MAX-HEAPIFY



MAX-HEAPIFY( $A, i$ )

- 1  $l = \text{LEFT}(i)$
- 2  $r = \text{RIGHT}(i)$
- 3 **if**  $l \leq A.\text{heap-size}$  and  $A[l] > A[i]$
- 4      $\text{largest} = l$
- 5 **else**  $\text{largest} = i$
- 6 **if**  $r \leq A.\text{heap-size}$  and  $A[r] > A[\text{largest}]$
- 7      $\text{largest} = r$
- 8 **if**  $\text{largest} \neq i$
- 9     exchange  $A[i]$  with  $A[\text{largest}]$
- 10    MAX-HEAPIFY( $A, \text{largest}$ )

The action of MAX-HEAPIFY( $A, 2$ ), where  $A.\text{heap-size} = 10$ .

# Maintaining the Property: MAX-HEAPIFY

- This procedure works by finding the largest of the elements  $A[i]$ ,  $A[\text{LEFT}(i)]$ , and  $A[\text{RIGHT}(i)]$ .
- If  $A[i]$  is not the largest, it is swapped with the largest child. This swap may cause the subtree rooted at the child (now at index largest) to violate the max-heap property, so MAX-HEAPIFY is called recursively on that subtree.
- The running time of MAX-HEAPIFY on a node of height  $h$  is  $O(h)$ , or  $O(\log n)$  on a heap of size  $n$ .

# Building a Heap

- We can build a max-heap from an unordered input array  $A[1..n]$  by using the MAX-HEAPIFY procedure in a bottom-up manner.
- The elements in the subarray  $A[(\lfloor n/2 \rfloor + 1) .. n]$  are all leaves of the tree, so they are already trivial 1-element heaps.
- The BUILD-MAX-HEAP procedure goes through the remaining (non-leaf) nodes and runs MAX-HEAPIFY on each one.

# Building a Heap

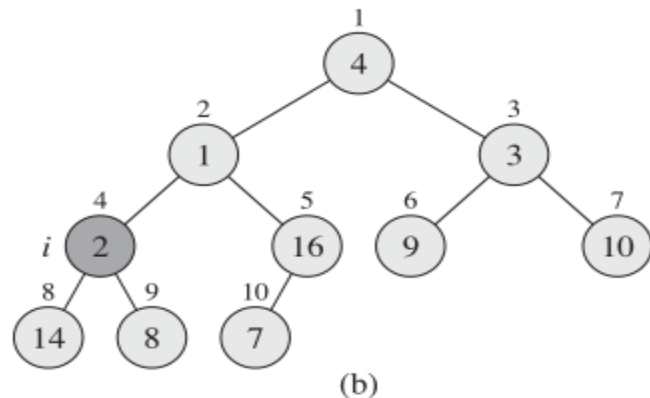
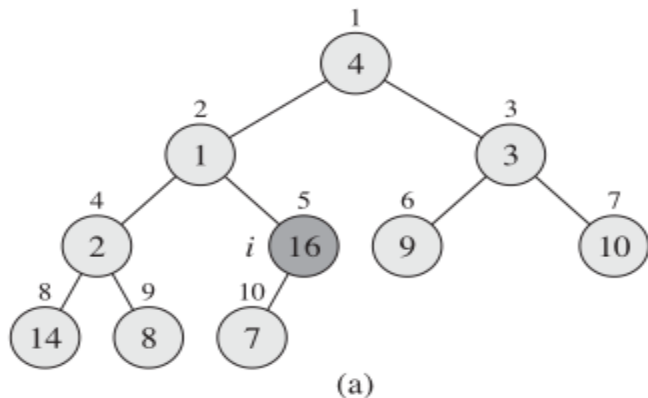
- This works because of a key loop invariant:
  - At the start of each iteration of the for loop (for index  $i$ ), each node  $i+1, i+2, \dots, n$  is the root of a max-heap.
- When  $\text{MAX-HEAPIFY}(A, i)$  is called, the loop invariant ensures that the children of node  $i$  (which are numbered higher than  $i$ ) are already roots of max-heaps, which is the condition required for  $\text{MAX-HEAPIFY}$  to work correctly.
- At termination,  $i=0$ , and node 1 is the root of a max-heap for the entire array.

$\text{BUILD-MAX-HEAP}(A)$

```
1   $A.\text{heap-size} = A.\text{length}$   
2  for  $i = \lfloor A.\text{length}/2 \rfloor$  downto 1  
3       $\text{MAX-HEAPIFY}(A, i)$ 
```

# Building a Heap

A	4	1	3	2	16	9	10	14	8	7
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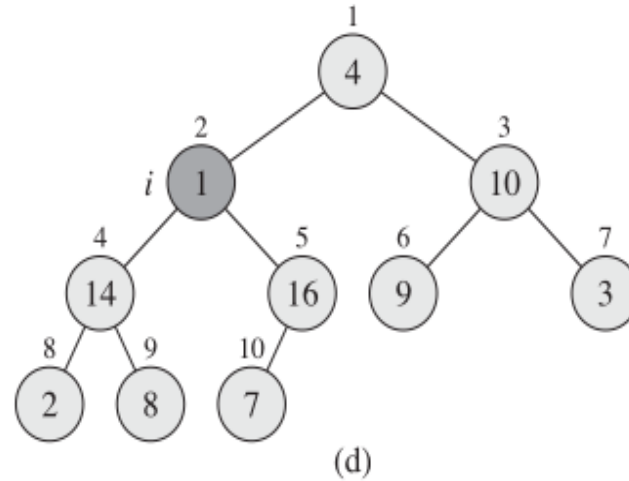
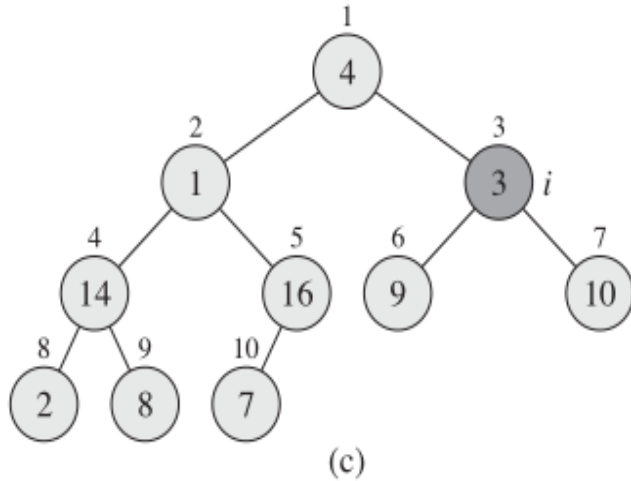


The operation of BUILD-MAX-HEAP, showing the data structure before the call to MAX-HEAPIFY in line 3 of BUILD-MAX-HEAP.

(a) A 10-element input array A and the binary tree it represents. The figure shows that the loop index  $i$  refers to node 5 before the call MAX-HEAPIFY(A,  $i$ ).

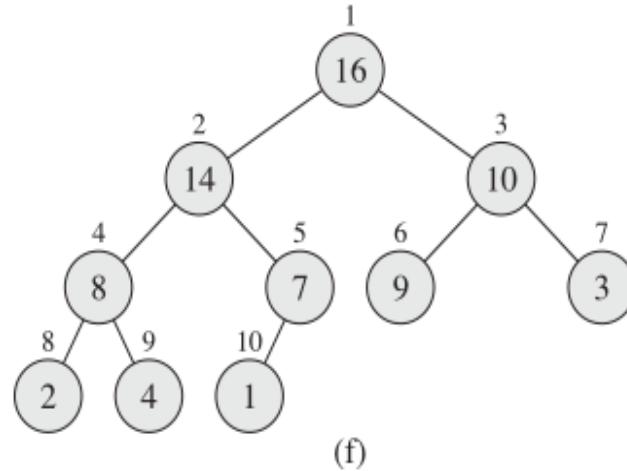
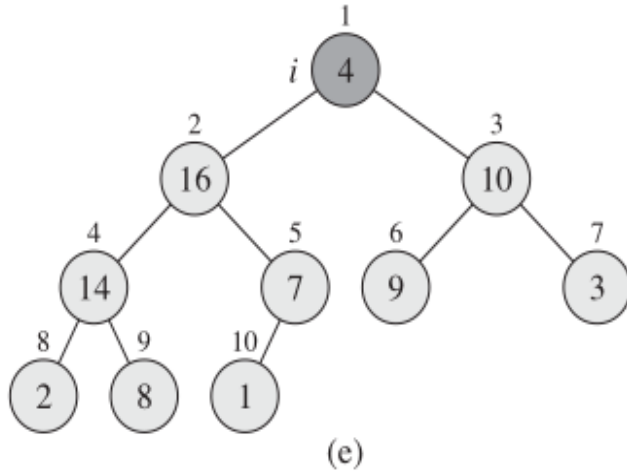
(b) The data structure that results.

# Building a Heap



(c)–(d) Subsequent iterations of the for loop in BUILD-MAX-HEAP.

# Building a Heap



(e) Subsequent iteration of the for loop in BUILD-MAX-HEAP.

(f) The max-heap after BUILD-MAX-HEAP finishes.

# Building a Heap

- We can compute a simple upper bound on the running time of BUILD-MAX-HEAP as follows:
  - Each call to MAX-HEAPIFY costs  $O(\log n)$  time, and BUILD-MAX-HEAP makes  $O(n)$  such calls.
  - Thus, the running time is  $O(n \log n)$ . However, this bound is not asymptotically tight.
- A tighter analysis shows that the time required by MAX-HEAPIFY varies with the height of the node, and most nodes have small heights (A max-heap of 1073741823 elements has a very small height of 29 only!).
  - So, the number of levels  $\log n$  can be omitted as a lower order term.
  - Thus, we can bound the running time of BUILD-MAX-HEAP as  $O(n)$ .
  - Hence, we can build a max-heap from an unordered array in linear time.

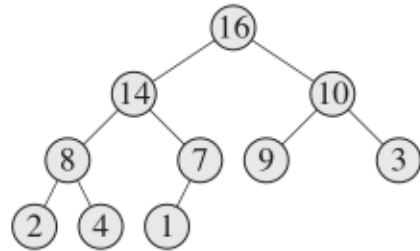


# The Heapsort Algorithm

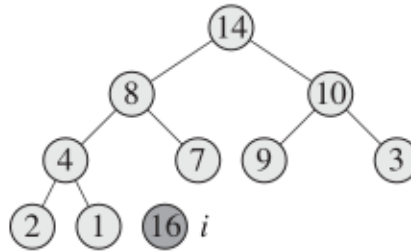
The heapsort algorithm combines BUILD-MAX-HEAP and MAX-HEAPIFY to sort an array.

1. It starts by using BUILD-MAX-HEAP to build a max-heap on the input array  $A[1..n]$ .
2. Since the maximum element of the array is now at the root  $A[1]$ , it is exchanged with  $A[n]$ , placing the largest element in its correct final position.
3. The heap size is reduced by one, "discarding" node  $n$  from the heap.
4. The new root element might violate the max-heap property. To restore it,  $\text{MAX-HEAPIFY}(A, 1)$  is called, which leaves a max-heap in  $A[1..n-1]$ .
5. This process (steps 2-4) is repeated for the max-heap of size  $n-1$  down to a heap of size 2.

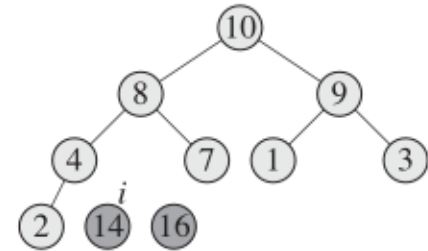
# The Heapsort Algorithm



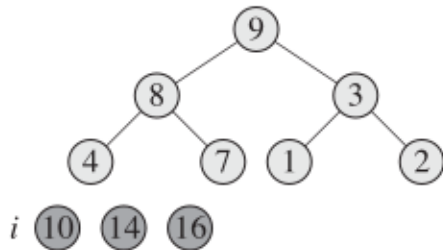
(a)



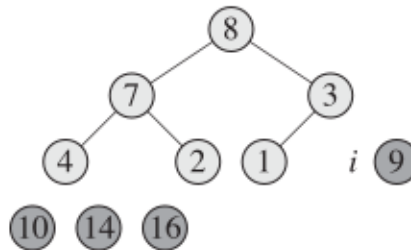
(b)



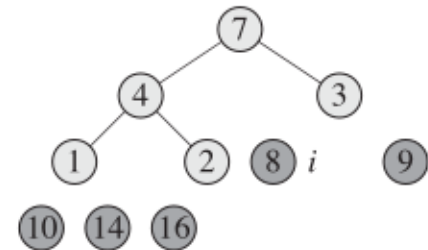
(c)



(d)



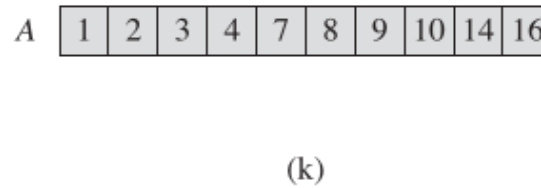
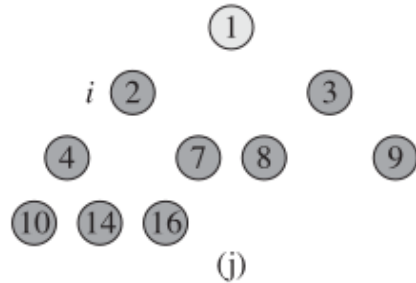
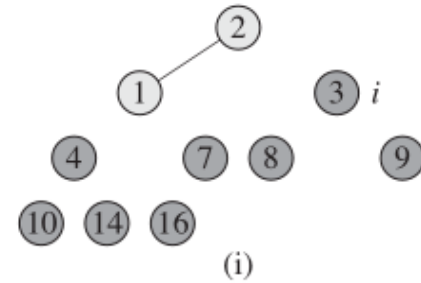
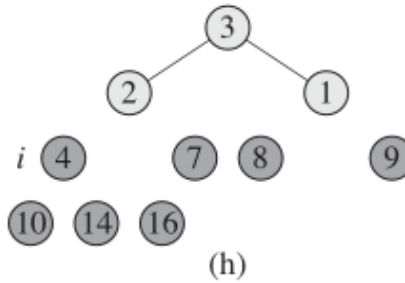
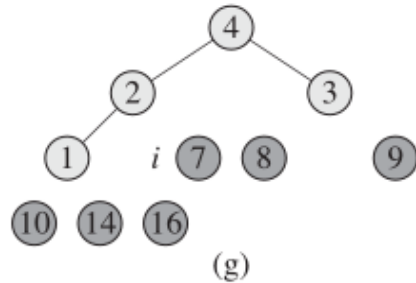
(e)



(f)

The operation of HEAPSORT

# The Heapsort Algorithm



The operation of HEAPSORT

# The Heapsort Algorithm

- Running Time: The HEAPSORT procedure takes  $O(n \log n)$  time.
  - The initial call to BUILD-MAX-HEAP takes  $O(n)$  time.
  - There are  $n-1$  calls to MAX-HEAPIFY (one for each iteration of the loop).
  - Each call to MAX-HEAPIFY takes  $O(\log n)$  time.
  - Thus, the total time is  $O(n) + O((n-1) \log n)$ , which is  $O(n \log n)$ .

HEAPSORT(*A*)

```
1  BUILD-MAX-HEAP(A)
2  for i = A.length downto 2
3      exchange A[1] with A[i]
4      A.heap-size = A.heap-size - 1
5      MAX-HEAPIFY(A, 1)
```

# Reference

- ***Introduction to Algorithms, Third Edition***
  - ***Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein***