

Heaps

Madhavan Mukund

<https://www.cmi.ac.in/~madhavan>

Programming, Data Structures and Algorithms using Python

Week 6

Priority queue

- Need to maintain a collection of items with priorities to optimise the following operations
- `delete_max()`
 - Identify and remove item with highest priority
 - Need not be unique
- `insert()`
 - Add a new item to the list

Priority queue

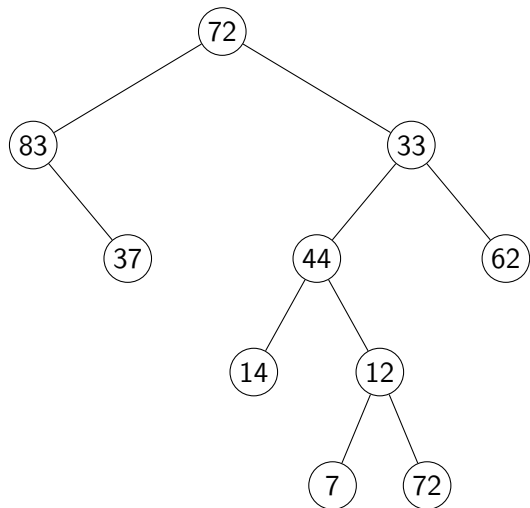
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 - Add a new item to the list
- Maintaining as a list incurs cost $O(N^2)$ across N inserts and deletions
- Using a $\sqrt{N} \times \sqrt{N}$ array reduces the cost to $O(\sqrt{N})$ per operations
 - $O(N\sqrt{N})$ across N inserts and deletions

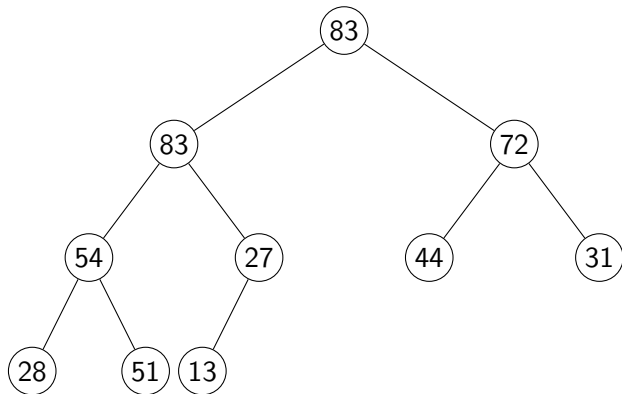
Binary trees

- Values are stored as nodes in a rooted tree
- Each node has up to two children
 - Left child and right child
 - Order is important
- Other than the root, each node has a unique parent
- Leaf node — no children
- Size — number of nodes
- Height — number of levels



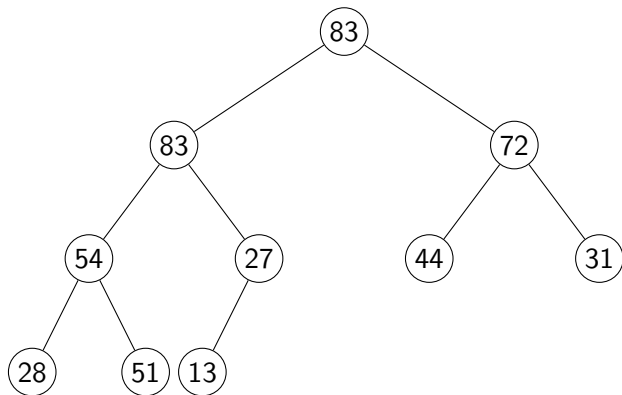
Heap

- Binary tree filled level by level, left to right
- The value at each node is at least as big the values of its children
 - **max-heap**



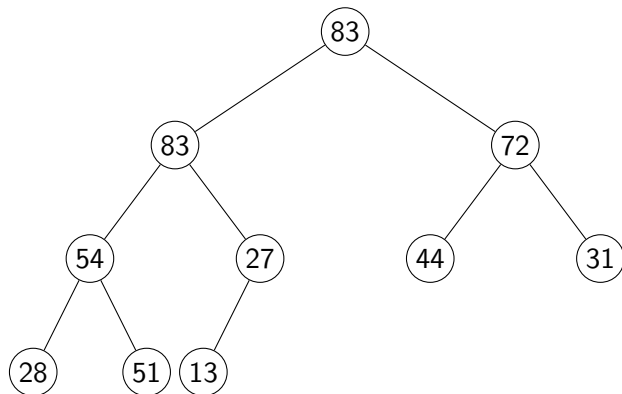
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- Binary tree on the right is an example of a heap



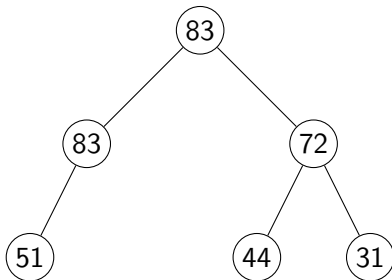
Heap

- Binary tree filled level by level, left to right
- The value at each node is at least as big the values of its children
 - **max-heap**
- Binary tree on the right is an example of a heap
- Root always has the largest value
 - By induction, because of the **max-heap** property



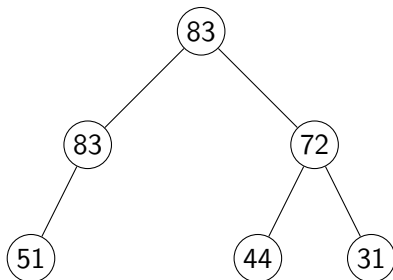
Non-examples

No “holes” allowed

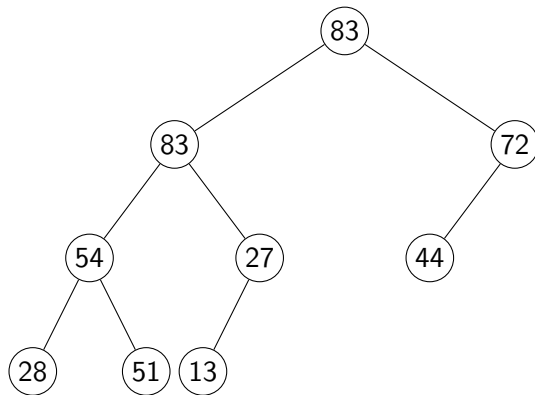


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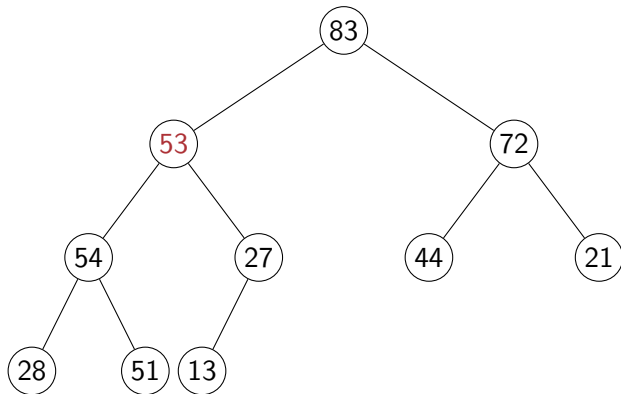


Cannot leave a level incomplete



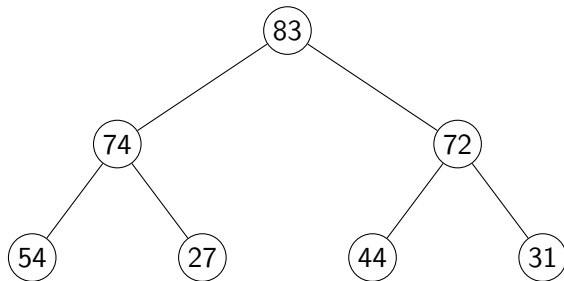
Non-examples

Heap property is violated



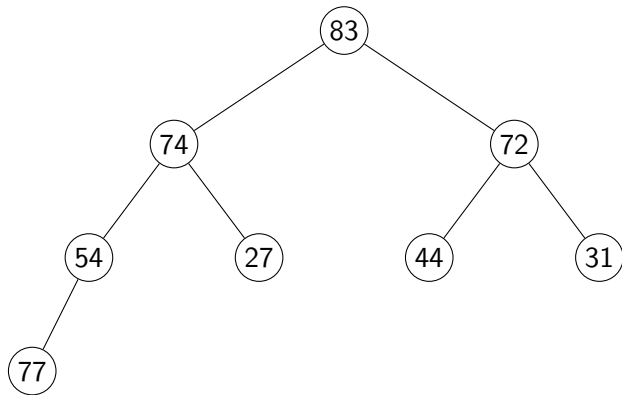
insert()

■ insert(77)



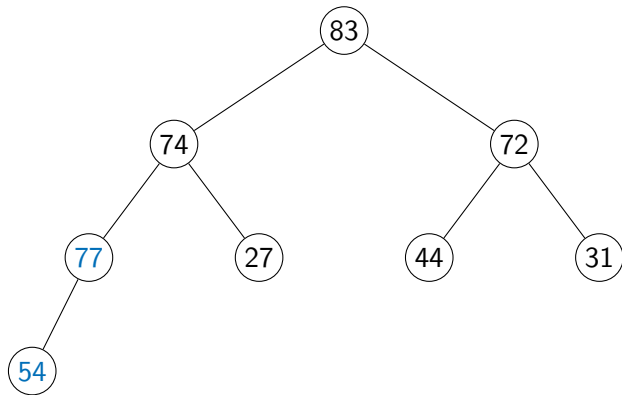
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- Add a new node at dictated by heap structure



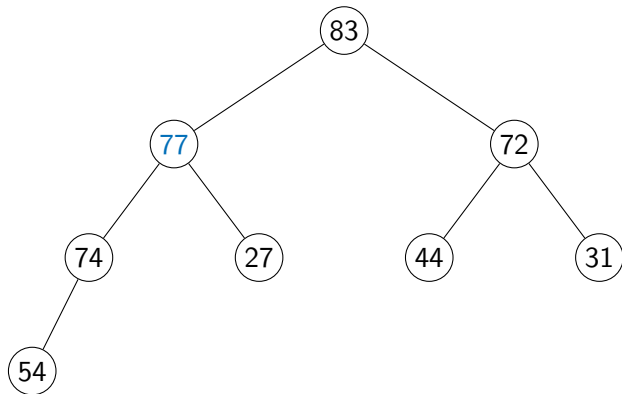
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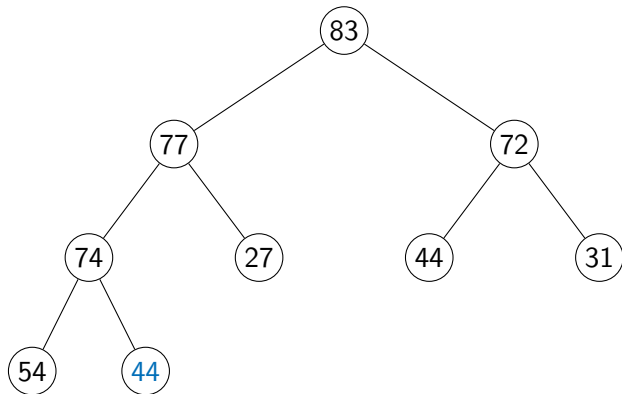
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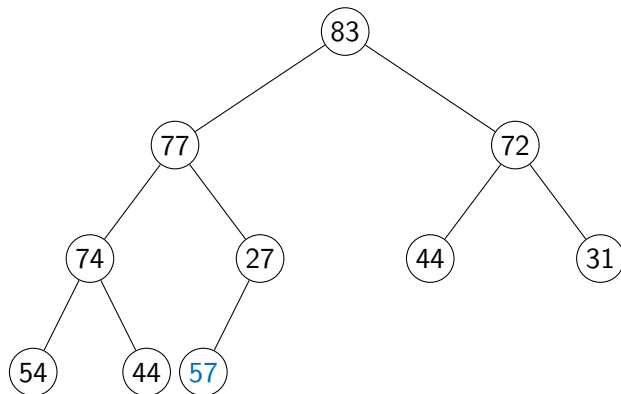
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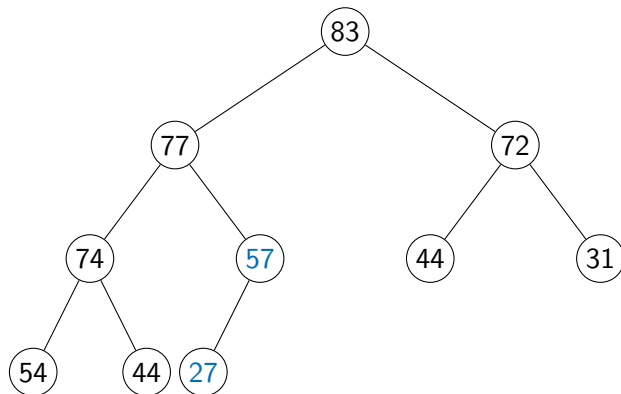
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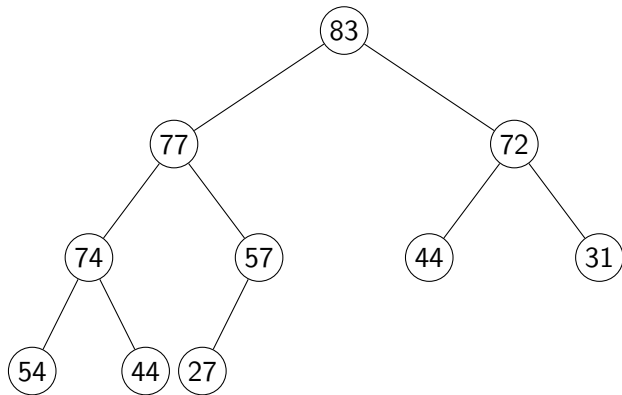
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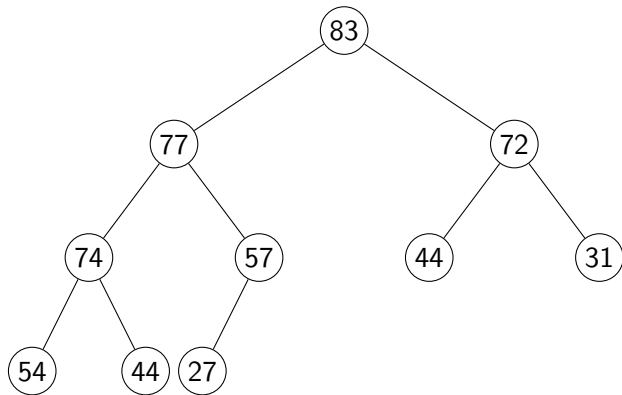
Complexity of `insert()`

- Need to walk up from the leaf to the root
 - Height of the tree



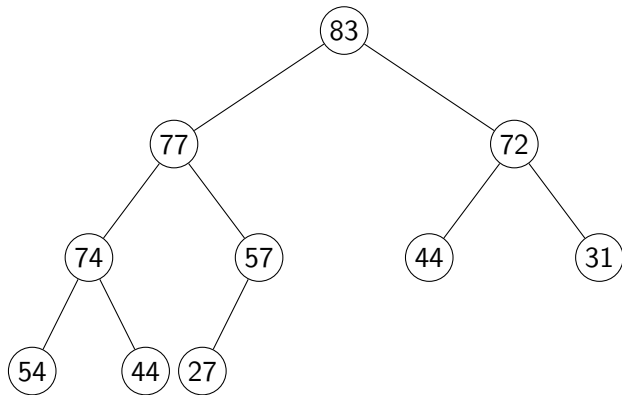
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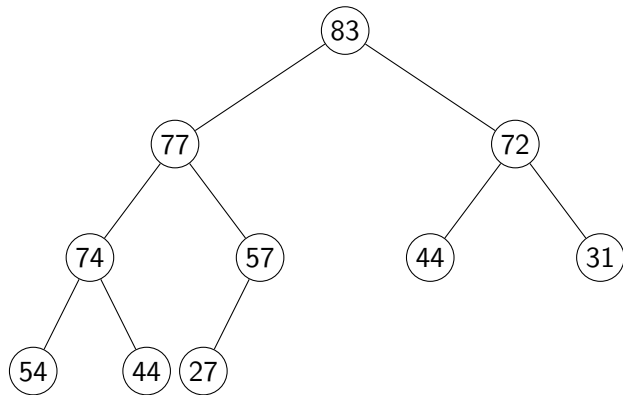
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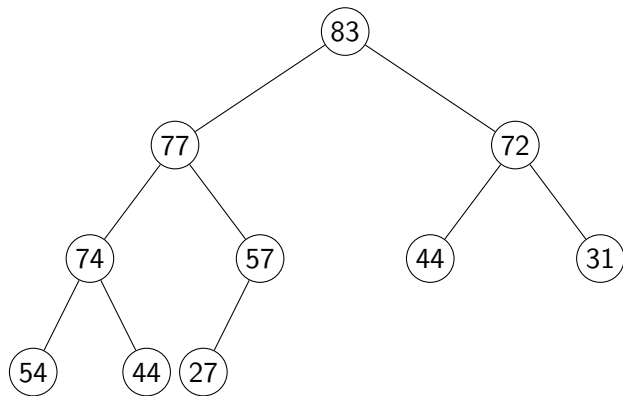
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nodes



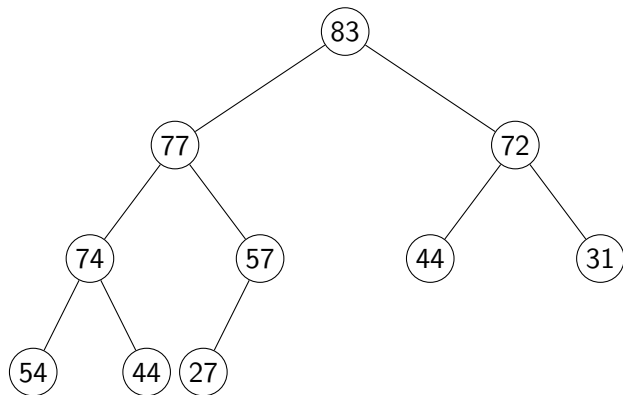
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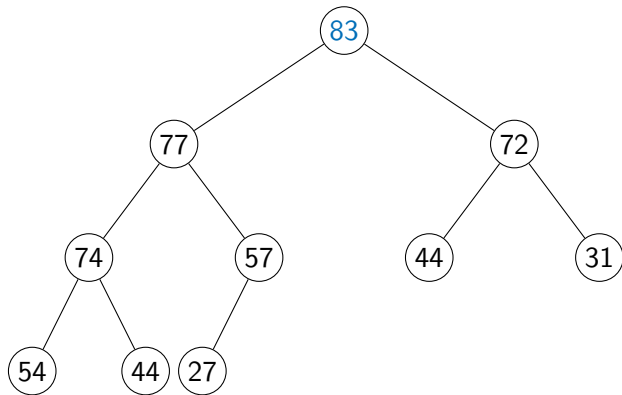
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- `insert()` is $O(\log N)$



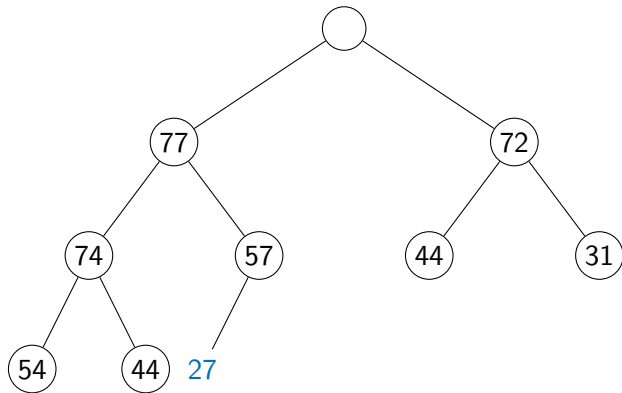
delete_max()

- Maximum value is always at the root



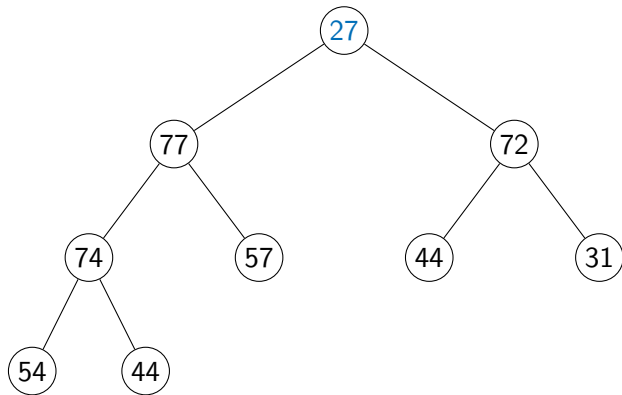
delete_max()

- Maximum value is always at the root
- After we delete one value, tree shrinks
 - Node to delete is rightmost at lowest level



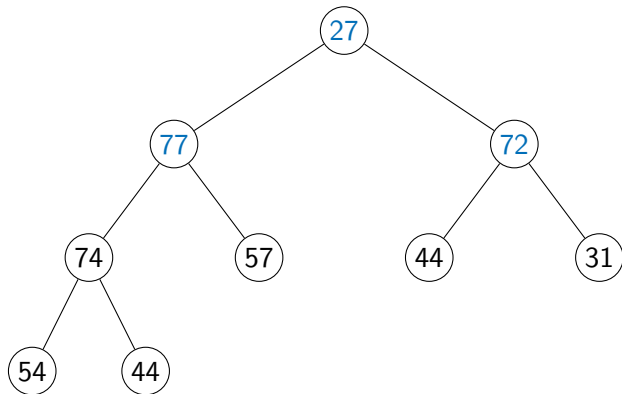
delete_max()

- Maximum value is always at the root
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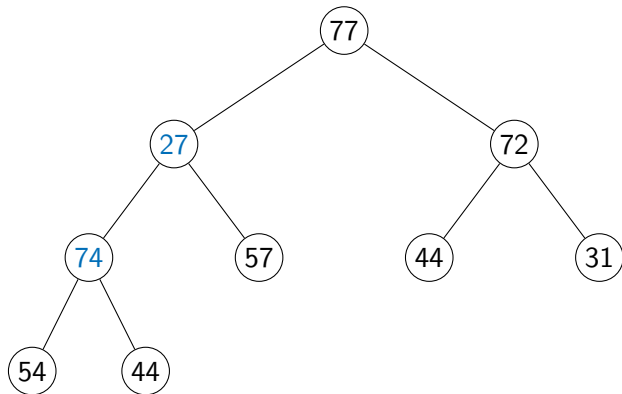
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- Restore the heap property downwards



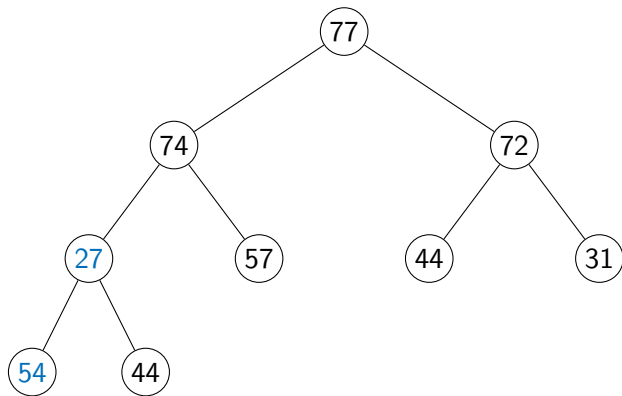
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- Only need to follow a single path down
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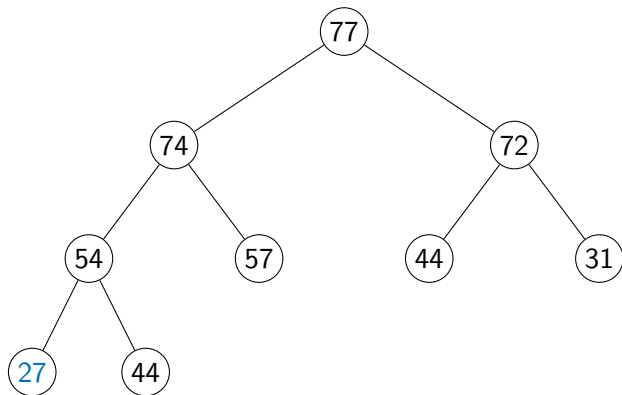
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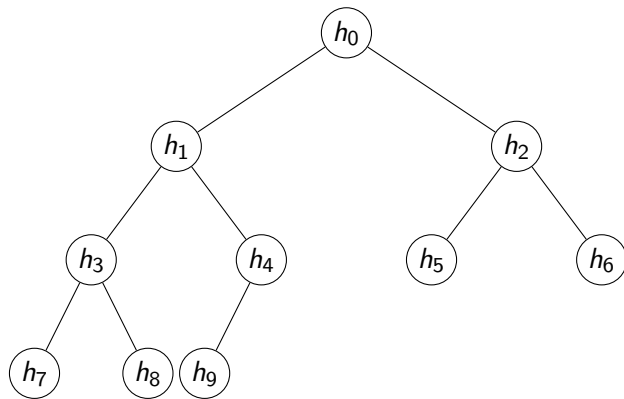
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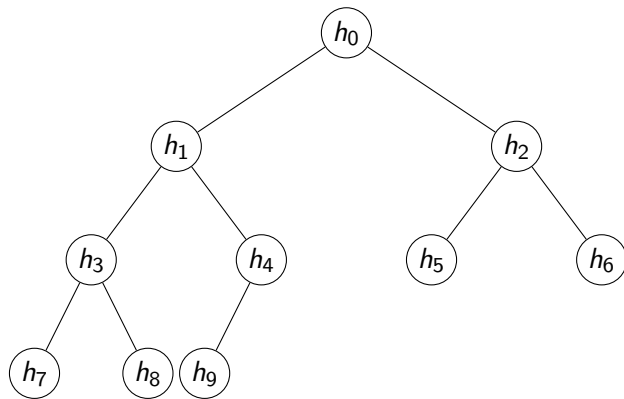
Implementation

- Number the nodes top to bottom left right
- Store as a list
 $H = [h_0, h_1, h_2, \dots, h_9]$
- Children of $H[i]$ are at
 $H[2*i+1]$, $H[2*i+2]$
- Parent of $H[i]$ is at
 $H[(i-1)//2]$,
for $i > 0$



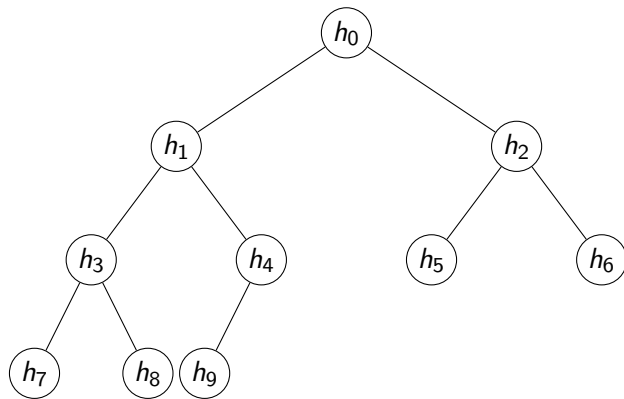
Building a heap — `heapify()`

- Convert a list $[v_0, v_1, \dots, v_N]$ into a heap



Building a heap — `heapify()`

- Convert a list $[v_0, v_1, \dots, v_N]$ into a heap
- Simple strategy
 - Start with an empty heap
 - Repeatedly apply `insert(vj)`
 - Total time is $O(N \log N)$



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- List $L = [v_0, v_1, \dots, v_N]$

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 - Third last level, $n/8 \times 2$ steps

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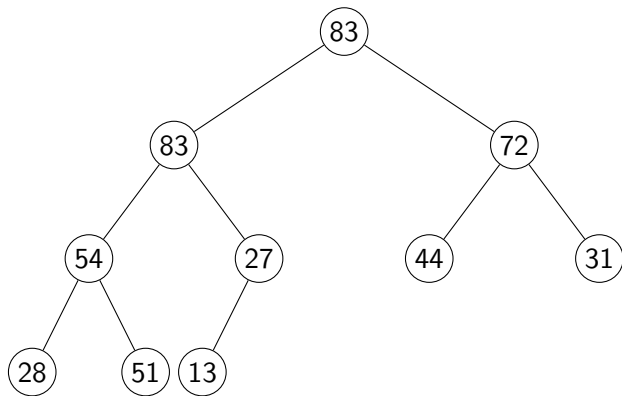
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 - Fourth last level, $n/16 \times 3$ steps

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- However, number of nodes to fix halves
 - Second last level, $n/4 \times 1$ steps
 - Third last level, $n/8 \times 2$ steps
 - Fourth last level, $n/16 \times 3$ steps
 - ...
- Cost turns out to be $O(n)$

Summary

- Heaps are a tree implementation of priority queues
 - `insert()` is $O(\log N)$
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 - `heapify()` builds a heap in $O(N)$



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- Heaps are a tree implementation of priority queues
 - `insert()` is $O(\log N)$
 - `delete_max()` is $O(\log N)$
 - `heapify()` builds a heap in $O(N)$
- Can invert the heap condition
 - Each node is smaller than its children
 - min-heap
 - `delete_min()` rather than `delete_max()`

