

Heap Sort



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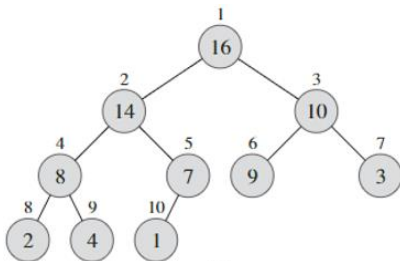


Data structure: Binary Heap

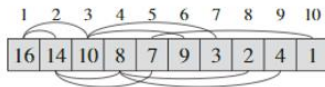
Heap Operations

Heap Sort

- ▶ An **array**, visualized as a nearly complete **binary tree**.
- ▶ Lay out the nodes of the tree in breadth-first order.
- ▶ **Max-Heap Property**: The key of a node is \geq than the keys of its children for any given node.



(a)



(b)

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

Heap as a Tree



root of tree: first element in the array, corresponding to $i = 1$.

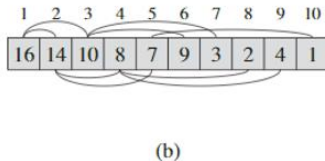
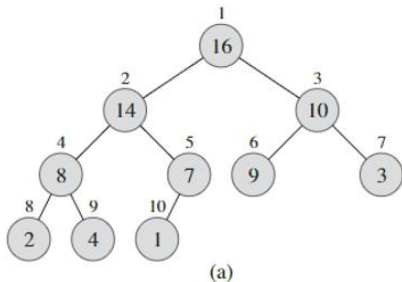
parent(i) = $\lfloor i/2 \rfloor$: returns index of node's parent.

left(i) = $2i$: returns index of node's left child.

right(i) = $2i + 1$: returns index of node's right child.

A.length: number of elements in the array A.

A.heap-size: elements of the heap stored in the array A. (\leq A.length)



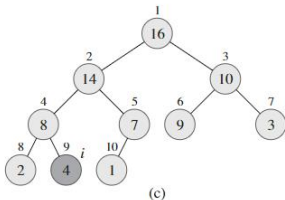
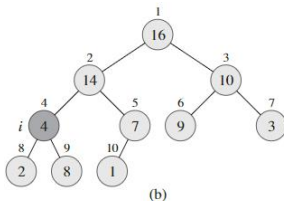
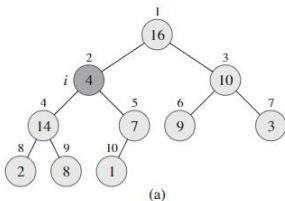
A max-heap viewed as (a) a binary tree and (b) an array



Max_Heapify(A, i): make the subtree rooted at index i a max-heap by assuming that the binary trees rooted at $\text{LEFT}(i)$ and $\text{RIGHT}(i)$ are max-heaps.

Build_Max_Heap(A): produce a max-heap from an unordered array A .

Max_Heapify(A, i)(Example)



The action of $\text{Max_Heapify}(A, 2)$ where $A.\text{heap-size} = 10$. (a) The initial configuration with 4 at node $i=2$. (b) Restore the max-heap for node 2 by exchanging $A[2]$ with $A[4]$ and recursively call $\text{Max_Heapify}(A, 4)$. (c) node 4 is fixed up, the recursive call $\text{Max_Heapify}(A, 9)$ yields no further change



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( $A, \text{largest}$ )
```



$Max_Heapify(A, i)$ Time Complexity Analysis

The running time of $Max_Heapify(A, i)$ is $\theta(1)$ time to compare, plus the time to run $Max_Heapify$ on a subtree (assuming that the recursive call occurs).

Worst case: occurs when the bottom level of the tree is exactly half full (The subtrees of children each have size at most $2n/3$)

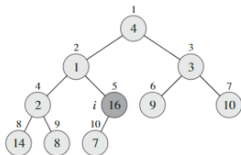
Running time of $Max_Heapify$ by the recurrence:

$$T(n) \leq T(2n/3) + \theta(1)$$

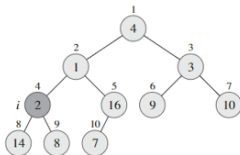
According to master theorem, $T(n) = O(\log n)$.

Build_Max_Heap(A) (Example & Pseudocode)

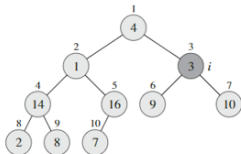
A [4 | 1 | 3 | 2 | 16 | 9 | 10 | 14 | 8 | 7]



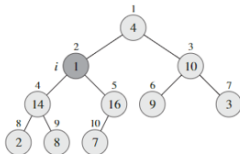
(a)



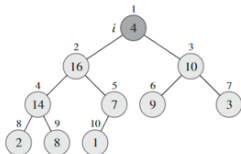
(b)



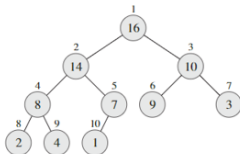
(c)



(d)



(e)



(f)

BUILD-MAX-HEAP(A)

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



Build_Max_Heap(A) Time Complexity Analysis

Observation:

1. *Max_Heapify* takes $O(1)$ time for nodes that are 1 level above the leaves, and in general, $O(k)$ for the nodes that are k levels above the leaves.
2. We have $n/4$ nodes with level 1, $n/8$ with level 2, and so on till we have the root node that is $\lg n$ levels above the leaves. Total amount of work in the for loop can be summed as:

$$T(n) = n/4(1c) + n/8(2c) + \dots + 1(\lg n c) = cn/2(1/2^1 + 2/2^2 + \dots + (k+1)/2^{k+1})$$

$$\sum_{h=1}^{\infty} \frac{h}{2^h} = \frac{1/2}{(1 - 1/2)^2} = 2$$

$$T(n) = O\left(n \sum_{h=0}^{\infty} \frac{h}{2^h}\right) = O(n)$$



```
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)
```

Running time:

The call to *Build_Max_Heap*(*A*) takes time $O(n)$.

After $(n-1)$ iterations the Heap is empty. Every iteration involves a swap and a *Max_Heapify*(*A*, *i*) operation which takes $O(\log n)$ time.

Overall, the HeapSort procedure takes time $O(n \log n)$.