

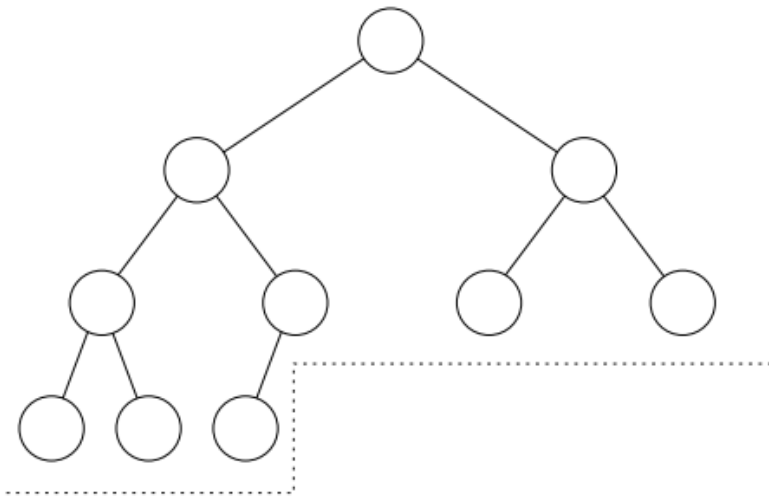
# Heapsort

# Introduction

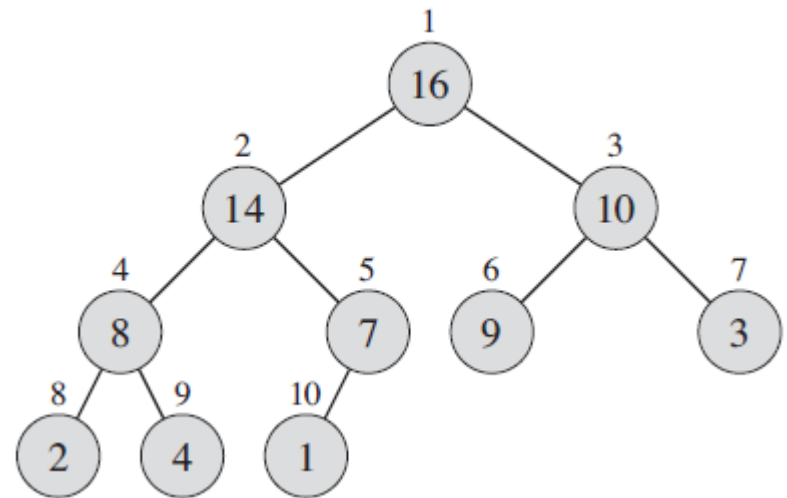
- Like insertion sort heapsort sorts in place.
- It introduces another algorithm design technique: using a data structure called “heap” to manage information.
- The term “heap” was originally coined in the context of heapsort, but it has since come to refer to “garbage-collected storage”.

# Heaps

- A heap is represented as an left-complete binary tree.
  - all the levels of the tree are full except the bottommost level, which is filled from left to right.



Left-complete Binary Tree



# Heaps

- An array  $A$  that represents a heap is an object with two attributes:
  - $A.length$ , which gives the number of elements in the array.
  - $A.heap-size$ , which represents how many elements in the heap are stored within array  $A$ .

where  $0 \leq A.heap-size \leq A.length$

# Heap as a Tree

- root of tree: first element in the array, corresponding to  $i = 1$
- $\text{parent}(i) = i/2$ : returns index of node's parent
- $\text{left}(i) = 2i$ : returns index of node's left child
- $\text{right}(i) = 2i+1$ : returns index of node's right child

Height of a binary heap is  $O(\lg n)$

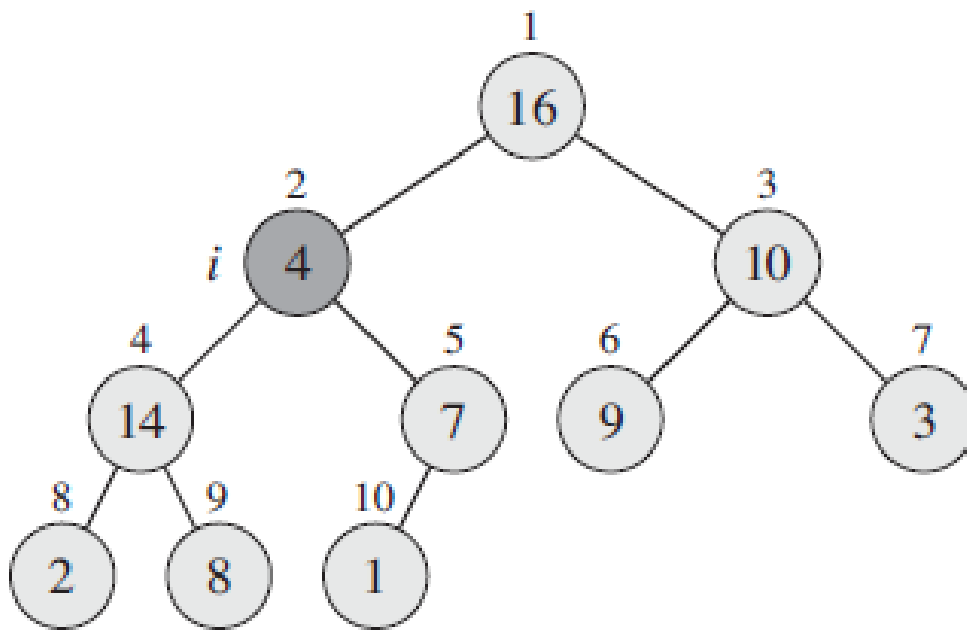
# Heap Operations

- MAX-HEAPIFY : correct a single violation of the heap property in a subtree at its root.
- BUILD-MAX-HEAP : produces a maxheap from an unordered input array.
- HEAPSORT : sorts an array in place.
- MAX-HEAP-INSERT, HEAP-EXTRACT-MAX, HEAP-INCREASE-KEY and HEAP-MAXIMUM

# Max-Heapify

- Assume that the trees rooted at  $\text{left}(i)$  and  $\text{right}(i)$  are max-heaps.
- If element  $A[i]$  violates the max-heap property, correct violation by “trickling” element  $A[i]$  down the tree, making the subtree rooted at index  $i$  a max-heap

# Max-Heapify (Example)

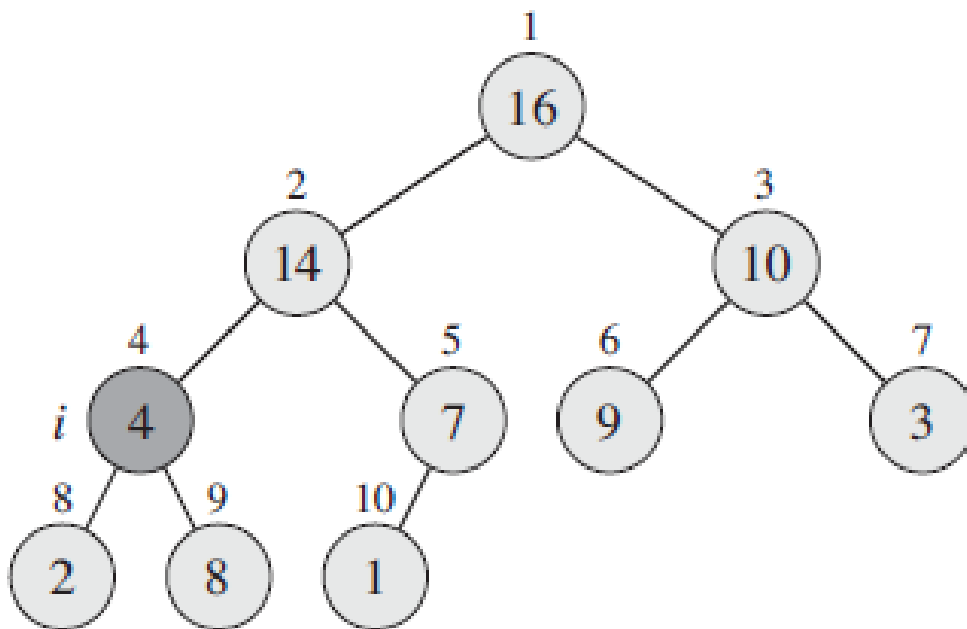


MAX-HEAPIFY(A, 2)

*A.heap\_size = 10*



# Max-Heapify (Example)

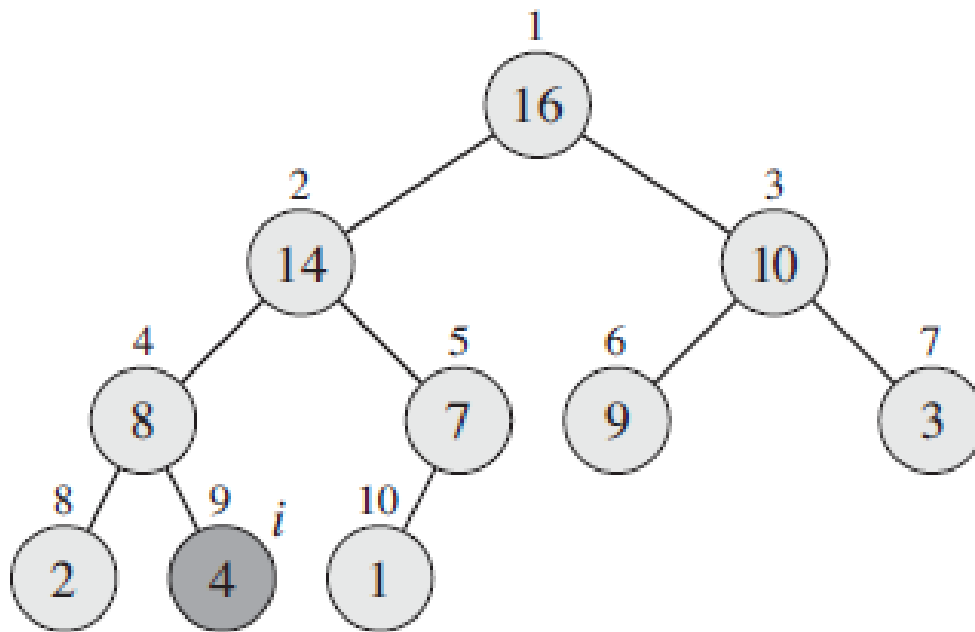


Exchange  $A[2]$  with  $A[4]$

Call MAX-HEAPIFY( $A, 4$ )

*Because max\_heap  
property is violated*

# Max-Heapify (Example)



Exchange A[4] with A[9]

No more calls

Time = ?  $O(\log n)$

# Max-Heapify Pseudocode

```
l = left(i)  
r = right(i)  
if (l ≤ A.heap-size and A[l] > A[i])  
    largest = l  
else    largest = i  
if (r ≤ A.heap-size and A[r] > A[largest])  
    largest = r  
if largest ≠ i  
    exchange A[i] and A[largest]  
Max_Heapify(A, largest)
```

# Build-Max-Heap

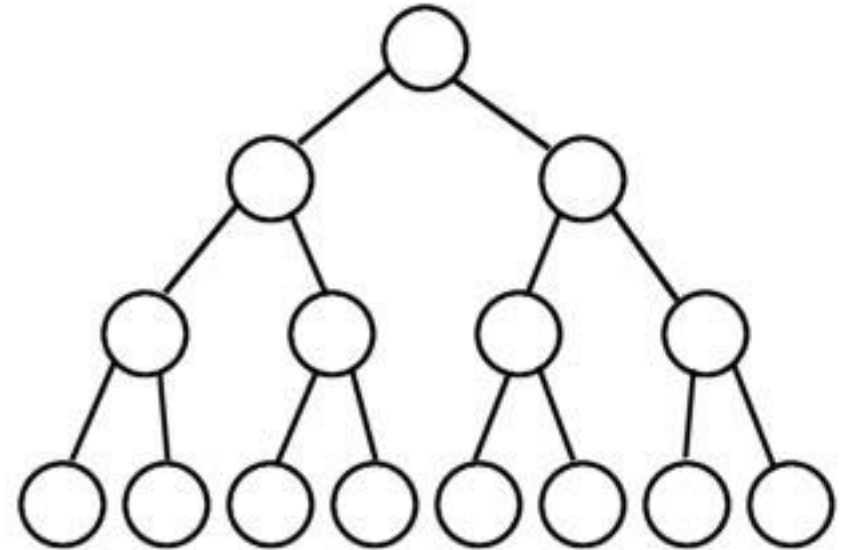
- Converts  $A[1 \dots n]$  to a max heap

Build\_Max\_Heap( $A$ ):

$A.heap\_size = A.length$

**for**  $i = A.length/2$  **downto** 1

    Max-Heapify( $A, i$ )

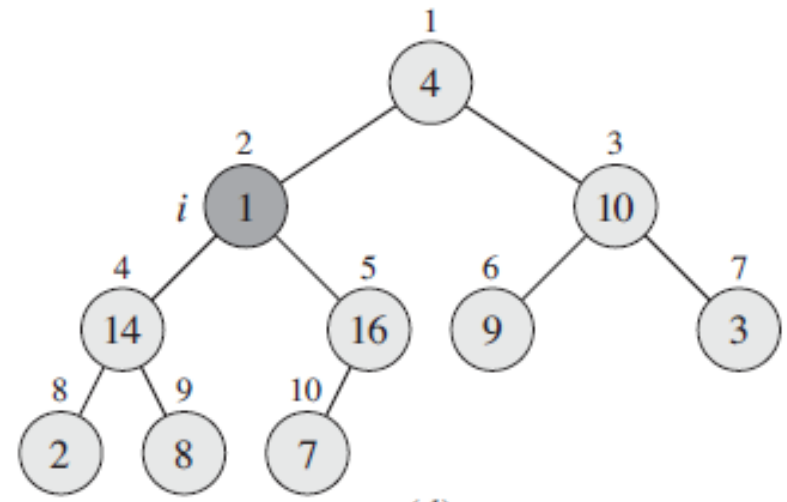
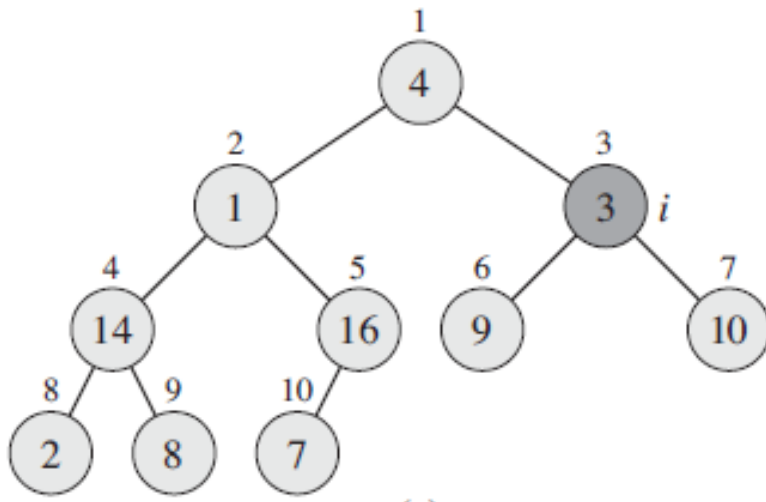
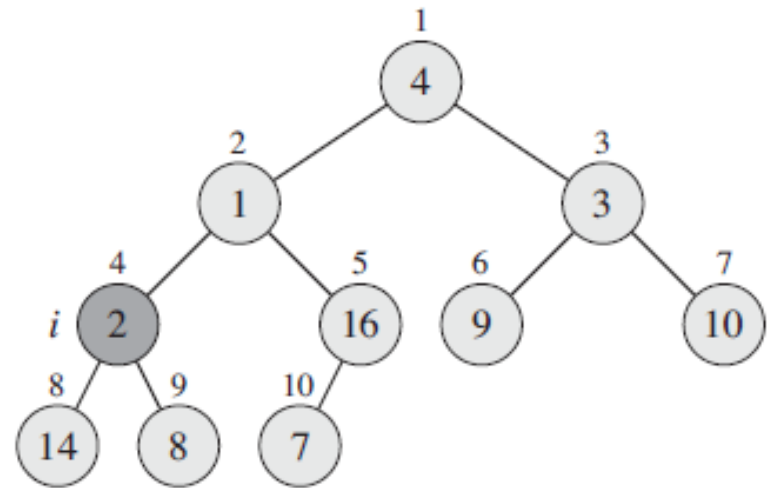
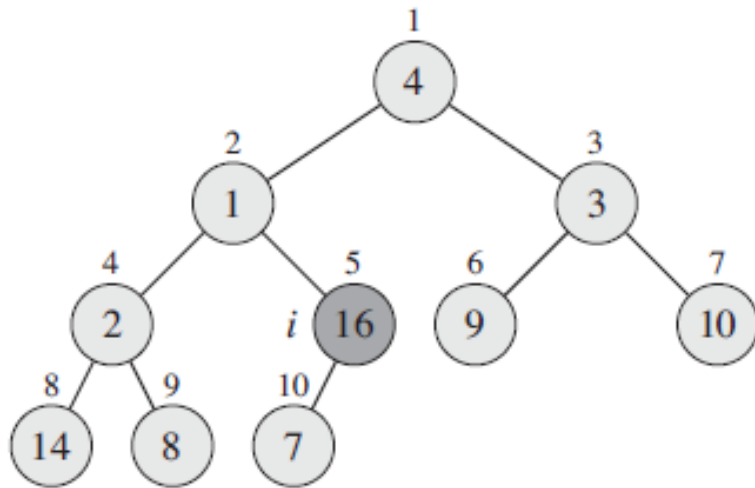


Why start at  $A.length/2$ ?

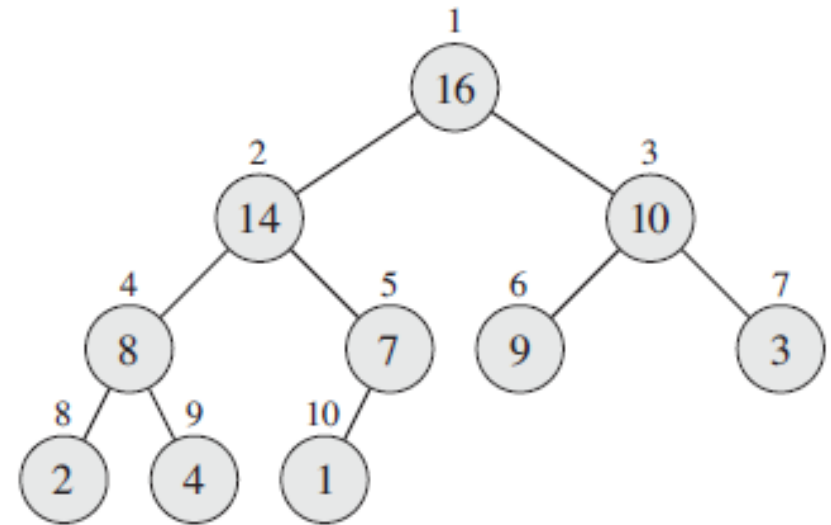
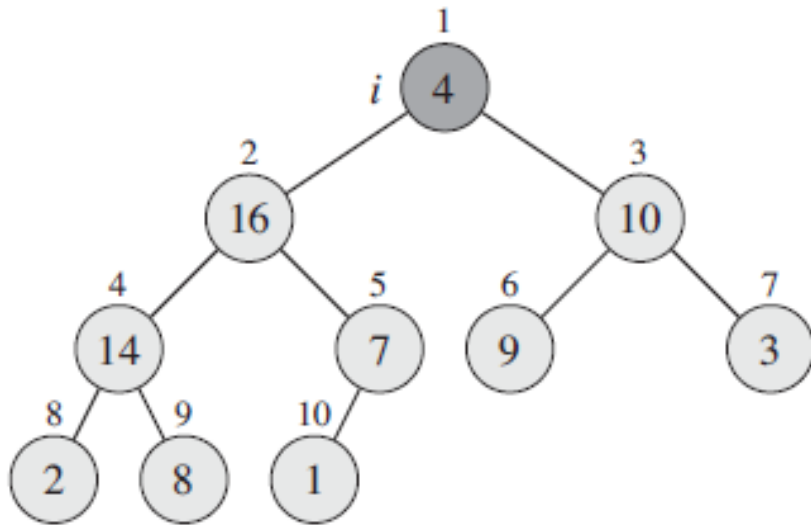
Because elements  $A[n/2 + 1 \dots n]$  are all leaves of the tree  $2i > n$ ,  
for  $i > n/2 + 1$

Time=?  $O(n \log n)$  via simple analysis

# Build-Max-Heap



# Build-Max-Heap



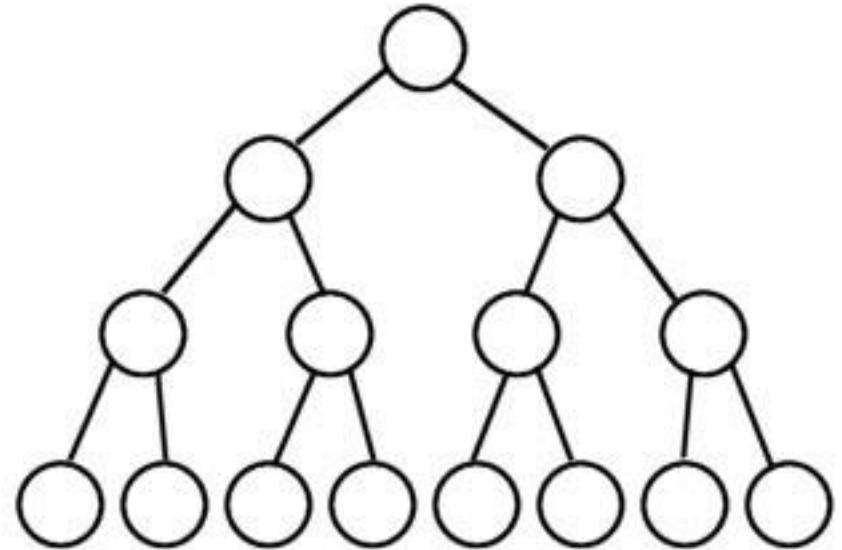
# Build-Max-Heap Analysis

- Converts  $A[1...n]$  to a max heap

Build\_Max\_Heap( $A$ ):

$A.heap\_size = A.length$

**for**  $i = A.length/2$  **downto** 1  
    Max-Heapify( $A, i$ )



Observe however that Max\_Heapify takes  $O(1)$  for time for nodes that are one level above the leaves, and in general,  $O(h)$  for the nodes that are  $h$  levels above the leaves. We have:

- $n/4$  nodes with level 1
- $n/8$  with level 2 and so on

That is at most  $\lceil n/2^{h+1} \rceil$  nodes of any height  $h$

# Build-Max-Heap Analysis

$$\sum_{h=0}^{\lfloor \lg n \rfloor} \left\lceil \frac{n}{2^{h+1}} \right\rceil O(h) = O \left( \frac{n}{2} \sum_{h=0}^{\lfloor \lg n \rfloor} \frac{h}{2^h} \right)$$

$$\sum_{h=0}^{\infty} \frac{h}{2^h} = \frac{1/2}{(1 - 1/2)^2} = 2$$

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

Therefore the running time of Build-Max-Heap can be bound as  $O(n)$ .



# Heapsort

## Sorting Strategy:

- Build Max Heap from unordered array;
- Find maximum element  $A[1]$ ;
- Swap elements  $A[n]$  and  $A[1]$ :  
    now max element is at the end of the array!
- Discard node  $n$  from heap (by decrementing heap\_size variable)
- New root may violate max heap property, but its children are max heaps. Run max\_heapify to fix this.
- Go to Step 2 unless heap is empty.

# Pseudocode

BUILD-MAX-HEAP(*A*)

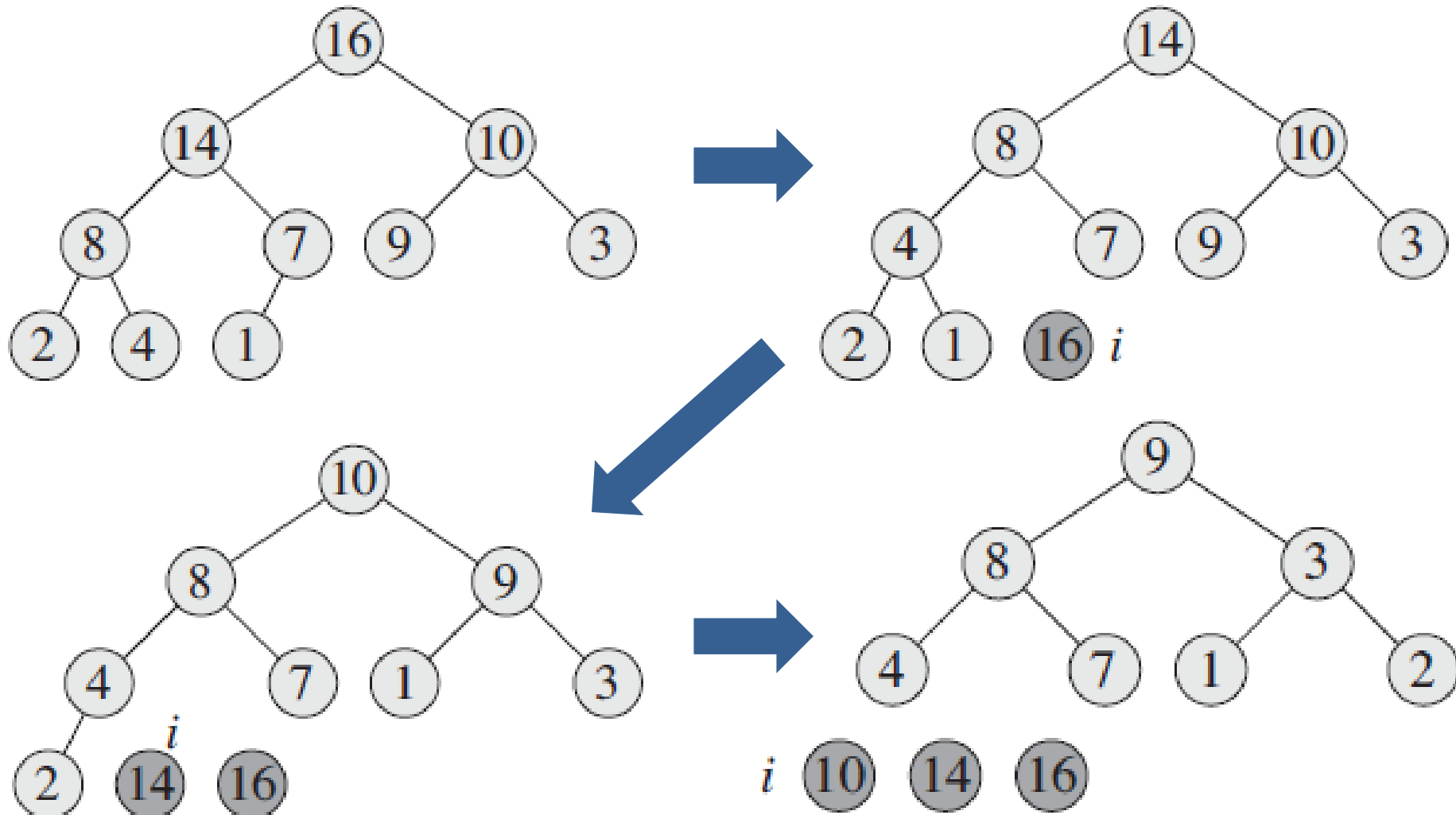
**for** *i* = *A.length* **downto** 2

    exchange *A*[1] with *A*[*i*]

*A.heap\_size* = *A.heap\_size* − 1

    MAX-HEAPIFY(*A*, 1)

# Heapsort Example



# HeapSort Analysis

## Running time:

after  $n$  iterations the Heap is empty; every iteration involves a swap and a max\_heapify operation; hence it takes  $O(\log n)$  time

Overall  $O(n \log n)$