

# CSC 282

# Heaps, heapsort

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# Insertion / Merge / Heapsort

- Insertion sort:
    - $O(n^2)$
    - Sorts in place.
  - Merge sort:
    - $O(n \lg n)$
    - Needs  $O(n)$  extra space.
  - Heap sort:
    - $O(n \lg n)$
    - Sorts in place!
    - In practice usually slower than Quicksort.
    - Not a stable sort.
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# *Heaps, huh?*

- Heap - data structure used in heapsort.
  - Different concept than in memory management.
  - Useful for priority queues as well.
  - Heap (almost always) is a “nearly” complete binary tree – gets filled on all levels, except on lowest. Then – from left to right.
  - Each node in the tree contains a value.
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# Heaps!

- Nodes of heaps satisfy **heap property**.
  - **Max-heap property**:
    - For every node  $i$ :  
 $A[\text{PARENT}(i)] \geq A[i]$
    - Root - largest.
  - **Min-heap property**:
    - For every node  $i$ :
    - $A[\text{PARENT}(i)] \leq A[i]$
    - Root – smallest.
  - We will use max-heaps.
  - Example.
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# Implementing a heap

- Storage – array, with the following indexing:
  - $\text{PARENT}(i) = \text{floor}(i/2)$
  - $\text{LEFT-CHILD}(i) = 2 * i$
  - $\text{RIGHT-CHILD}(i) = 2 * i + 1$
  - Quick to calculate (by shifting).
- Example.

# Height of a heap

- **Height of a node** – number of edges on the longest downward path to a leaf.
  - **Height of the heap** – height of root node.
  - Height =  $\Theta(\lg n)$ , where  $n$  – number of elements
  - We will use  $\text{heap-size}[A] \leq \text{length}[A]$  in our algorithms.
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# *Our building blocks*

- $\text{MAX-HEAPIFY}(A, i)$  – fix a node  $i$  in heap  $A$  by “floating down” the value –  $O(\lg n)$
  - $\text{BUILD-MAX-HEAP}(A)$  – produces max-heap from unordered array –  $O(n)$
  - $\text{HEAPSORT}(A)$  – sorts array in place –  $O(n \lg n)$
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## *MAX-HEAPIFY(A, i)*

- A – possibly “broken” heap,  $i$  - index.
  - Assumption: children  $\text{LEFT}(i)$  and  $\text{RIGHT}(i)$  are max-heaps,  $A[i]$  might be smaller.
  - Goal: “float down” the value at  $A[i]$  to its correct place down to  $\text{heap-size}[A]$ .
  - Idea: determine the largest of  $A[i]$ ,  $A[\text{LEFT}(i)]$ ,  $A[\text{RIGHT}(i)]$ . If that is not  $A[i]$ , swap, and recurse.
  - Running time  $O(\lg n)$ . Example.
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# *BUILD- MAX- HEAP(A)*

- Goal: convert an array into a max-heap.
  - Idea: “float up” values that are in wrong places.
  - BUILD- MAX- HEAP(A):
    - heap-size[A] = length[A]
    - FOR  $i = \text{floor}(\text{length}[A]/2)$  DOWNTO 1
    - MAX-HEAPIFY(A,  $i$ )
  - Example.
  - Running time:  $O(n)$ , using clever summation (see the book for details).
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# HEAPSORT(A)

- BUILD-MAX-HEAP(A)  
FOR  $i = \text{length}[A]$  DOWNTO 2  
    Exchange  $A[1] \leftrightarrow A[i]$   
    heap-size[A] = heap-size[A] - 1  
    MAX-HEAPIFY(A, 1)
  - Idea: build a max-heap, pull out the top element, replace with last, re-run heapify, repeat. Example.
  - Running time:  $O(n) + n - 1 * O(\lg n) = O(n \lg n)$
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# Priority queues

- **Priority queue** – set  $S$  of elements, each associated with a **key**.
  - **Max-priority-queue**:
    - **INSERT**( $S, x$ )
    - **MAX**( $S$ )
    - **EXTRACT-MAX**( $S$ )
  - **Example**: scheduling jobs.
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# *Priority queue implementation*

- $\text{MAX}(A)$ : return  $A[1]$
- $\text{EXTRACT-MAX}(A)$ :
  - Idea: remember the root, move the last element to first, shrink the heap by 1, heapify.
  - $O(\lg n)$
- $\text{INSERT}(A, x)$ :
  - Idea: increase heap, add the element as last, move  $A[i]$  up while  $A[i] > A[\text{PARENT}(i)]$