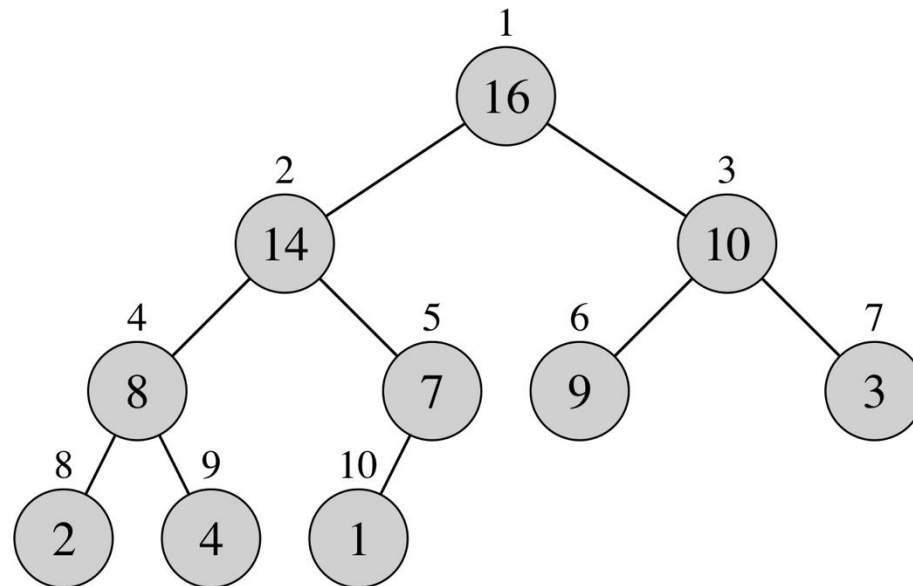


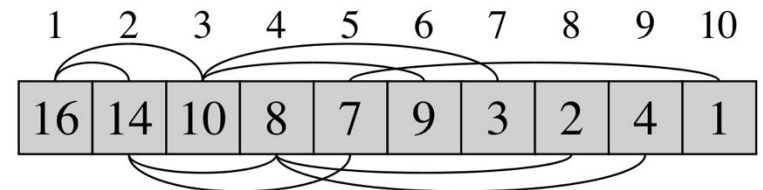
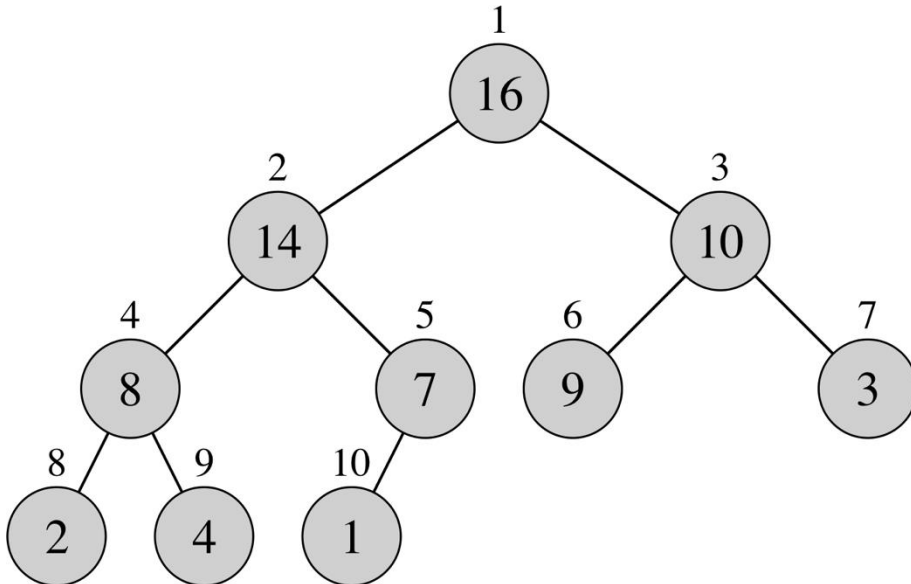
Heaps & heapsort

CLRS 6.1 – 6.5



(Max) Heaps

- A (binary) **heap** is an array object A that we can view as a nearly complete binary tree, where the **root is at $A[1]$**
- For any given node at index i , other related nodes can be found
 - *Parent*: at index $\lfloor \frac{i}{2} \rfloor$
 - *Left child*: at index $2i$
 - *Right child*: at index $2i + 1$
- **Properties:**
 - **Nearly complete binary tree**: tree is completely filled on all levels except possibly the lowest, which is filled from the left up to a point
 - **Max-heap property**: for every node i other than the root, $A[\text{Parent}(i)] \geq A[i]$

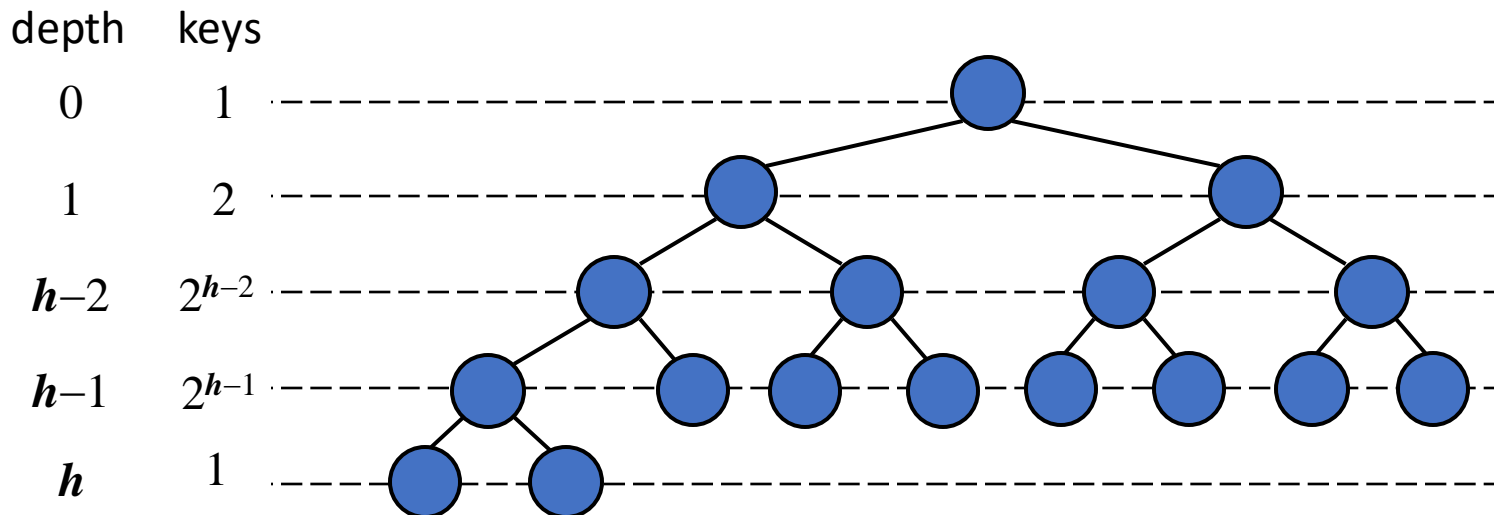


Heap height


Theorem: A heap containing n elements has height $O(\log n)$.

Proof:

- Let h be the height of a heap storing n keys.
- Since there are 2^i keys at depth $i = 0, \dots, h - 1$ and at least one key at depth h , we have $n \geq 1 + 2 + 4 + \dots + 2^{h-1} + 1$.
- Thus, $n \geq 2^h$ and therefore $h \leq \log n$.



Heap operations

- $O(\log n)$ 
 - Max-Heap-Insert: *insert into heap*
 - Heap-Extract-Max: *remove and return item with max key*
 - Heap-Increase-Key: *increase value of particular key*
 - **Max-Heapify**: *maintain max-heap property*
- $O(1)$ • Heap-Maximum: *return (but do not remove) item with max key*
- $O(n)$ • Build-Max-Heap: *construct a max-heap from an array of keys*
- $O(n \log n)$ • Heapsort: *use a heap to sort an array of keys*

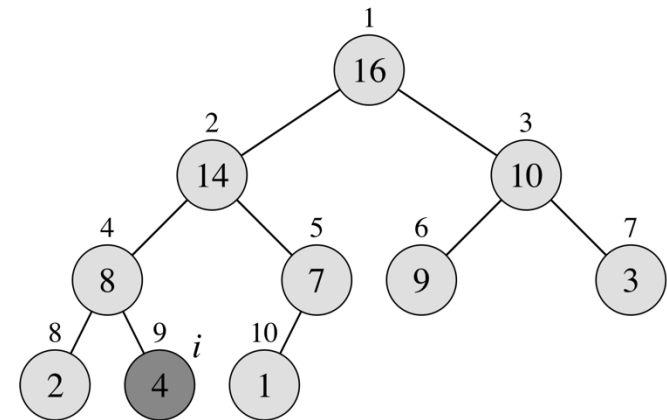
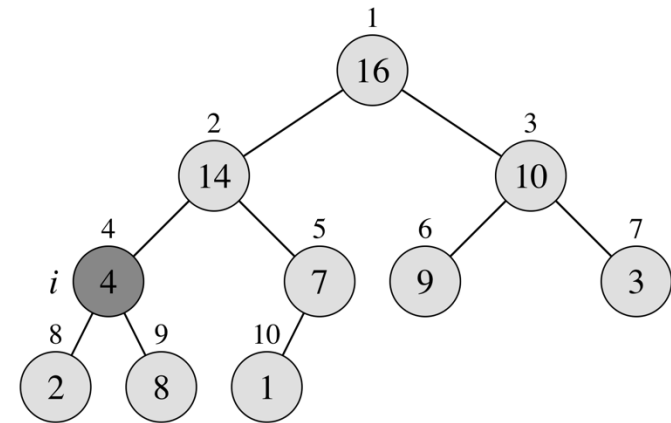
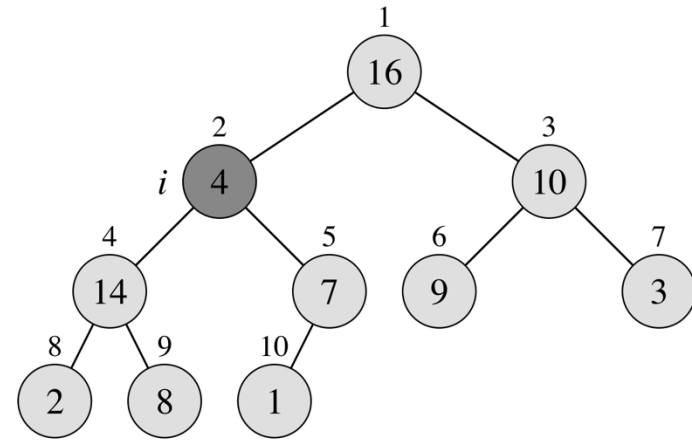
Max-Heapify

- Works on a particular node at index i .
- Assumption: Binary trees rooted at $\text{Left}(i)$ and $\text{Right}(i)$ are max-heaps, but possibly the node at index i might violate the max-heap property.
- **Idea**: While the max-heap property is violated, fix it by **floating down** the node

MAX-HEAPIFY(A, i)

$O(\log n)$

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



Inserting a single element

- Place it at the end of the array (next empty node of tree)
- While the max-heap property is violated, fix it by **floating up** the node.

MAX-HEAP-INCREASE-KEY(A, x, k)

```
1 if  $k < x.key$ 
2     error “new key is smaller than current key”
3  $x.key = k$ 
4 find the index  $i$  in array  $A$  where object  $x$  occurs
5 while  $i > 1$  and  $A[\text{PARENT}(i)].key < A[i].key$ 
6     exchange  $A[i]$  with  $A[\text{PARENT}(i)]$ , updating the information that maps
       priority queue objects to array indices
7      $i = \text{PARENT}(i)$ 
```

6.5 Priority queues

MAX-HEAP-INSERT(A, x, n)

```
1 if  $A.heap\text{-}size == n$ 
2     error “heap overflow”
3  $A.heap\text{-}size = A.heap\text{-}size + 1$ 
4  $k = x.key$ 
5  $x.key = -\infty$ 
6  $A[A.heap\text{-}size] = x$ 
7 map  $x$  to index  $heap\text{-}size$  in the array
8 MAX-HEAP-INCREASE-KEY( $A, x, k$ )
```

Visualization (“insert”): <https://gallery.selfboot.cn/en/algorithms/heap>

Extracting the maximum

- Remove the maximum (known to be the root node at $A[1]$)
- Exchange it with the last item
- Fix the max-heap property

$O(\log n)$

MAX-HEAP-EXTRACT-MAX(A)

```
1 max = MAX-HEAP-MAXIMUM( $A$ )
2  $A[1]$  =  $A[A.heap-size]$ 
3  $A.heap-size$  =  $A.heap-size - 1$ 
4 MAX-HEAPIFY( $A, 1$ )
5 return max
```

Visualization (“extract max”): <https://gallery.selfboot.cn/en/algorithms/heap>

Constructing a heap from an array of elements

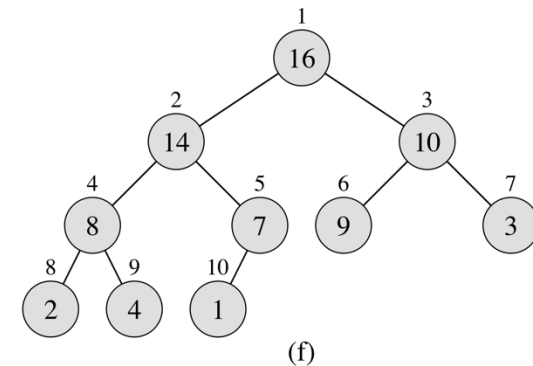
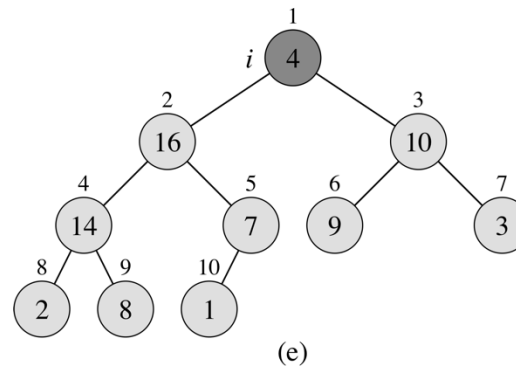
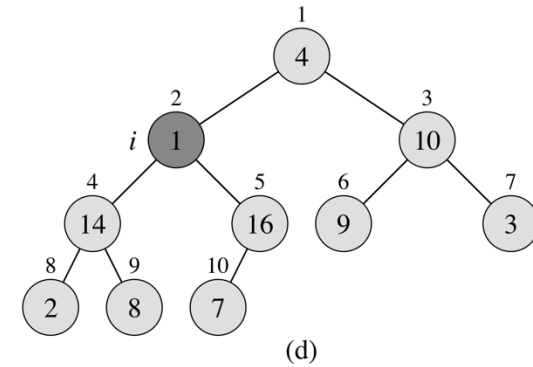
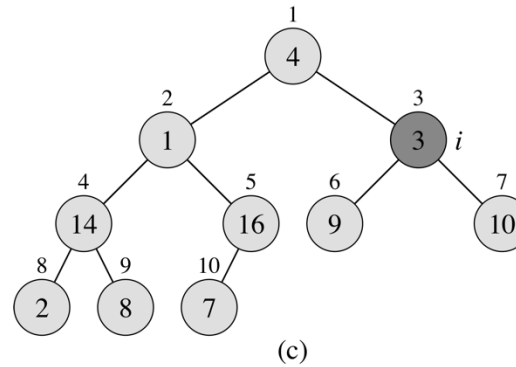
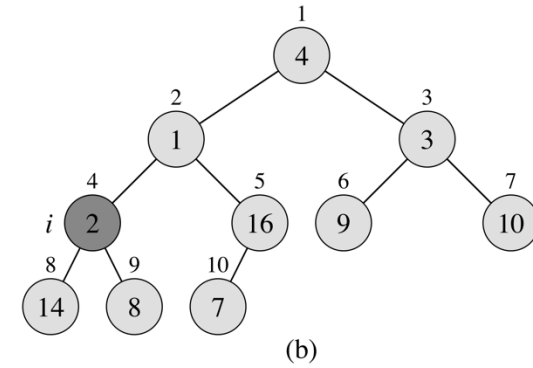
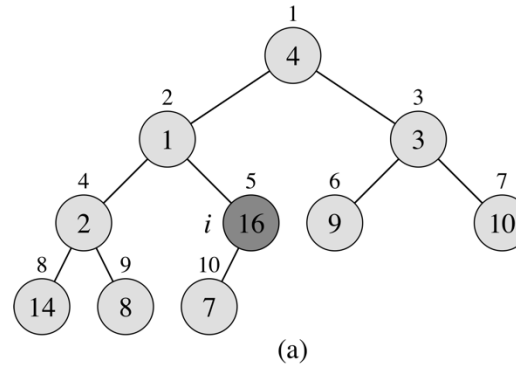
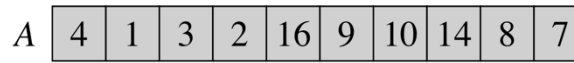
- Take advantage of the fact that all elements are known in advance
- Repeatedly use max-heapify

$O(n)$

BUILD-MAX-HEAP(A, n)

```

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



Heapsort

- Efficiently build a heap
- Repeatedly remove the maximum item, placing it at the end of the array
- Repeat process with remaining part of the heap

$O(n \log n)$

HEAPSORT(A, n)

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

Visualization (“heap sort”): <https://www.cs.usfca.edu/~galles/visualization/HeapSort.html>

Application to Priority Queues

- A **priority queue** stores a collection of (key, element) pairs and supports
 - Insert
 - Maximum (Minimum)
 - Extract-Max (Extract-Min)
- **Easy to sort using a priority queue as auxiliary data structure**
 - Insert all items into priority queue
 - One-by-one, call extract-max and place item at the beginning of list
- This generic priority-queue approach to sorting encapsulates common sorting algorithms, depending on the **implementation** of the priority queue
 - Use heap → heapsort
 - Use unsorted list → selection sort
 - Use sorted list → insertion sort