

# 403: Algorithms and Data Structures

## Heapsort and Priority Queues

Fall 2016

UAlbany

Computer Science

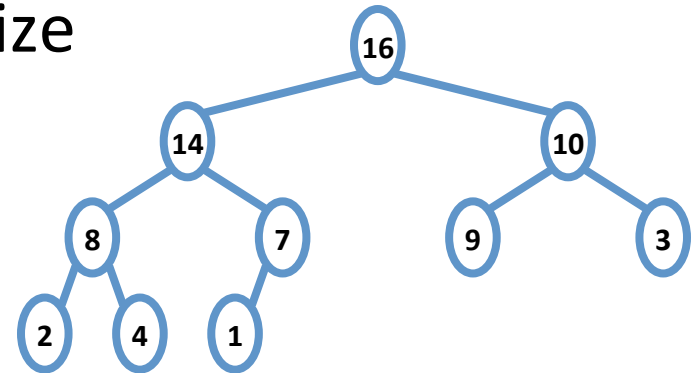
# Context

- We defined heaps
  - “almost” complete binary trees
  - $A[\text{Parent}(i)] \geq A[i]$  for all nodes  $i > 1$
- Heap operations: Heapify()
  - Fix a single violation of the heap property
  - “Float” values down the tree
  - $O(\log n)$ , where  $n$  is the heap size
    - What is the base of the log?

A = 

16	14	10	8	7	9	3	2	4	1
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# Heap Operations: BuildHeap()

- Input: Array **A[1...n]**
- Required: Convert **A** into a heap
- Idea: build a heap in a bottom-up manner by running **Heapify()** on successive subarrays

# Heap Operations: BuildHeap()

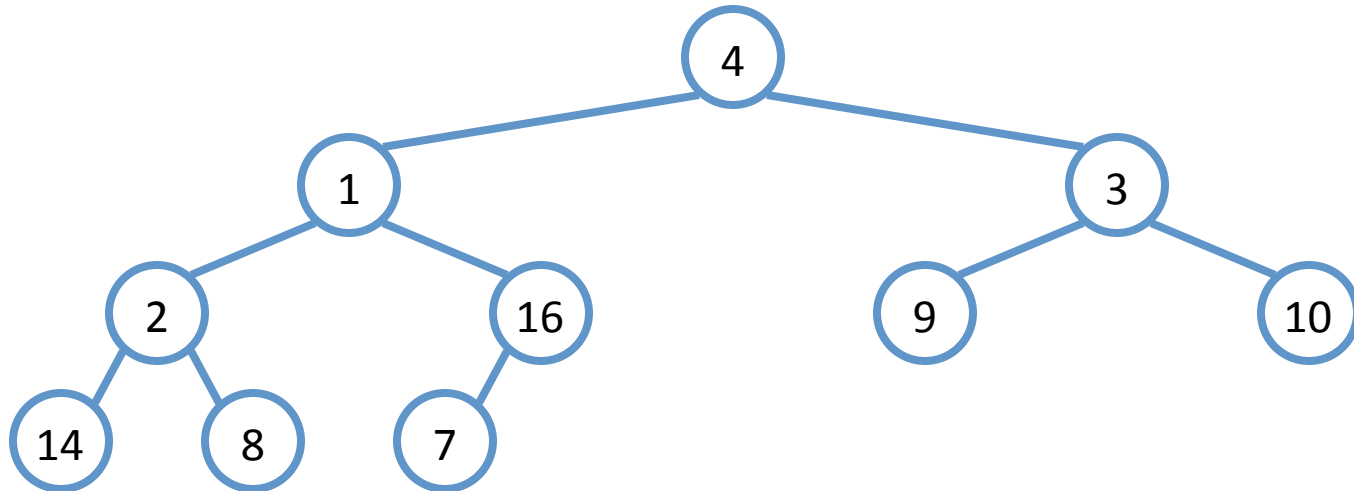
- Fact: for array of length  $n$ , all elements in range  $A[\lfloor n/2 \rfloor + 1 .. n]$  are leaves (*Why?*)
  - $\text{Left}(\lfloor n/2 \rfloor + 1) = 2 * (\lfloor n/2 \rfloor + 1) > n$
- Another fact: Leaves are (trivially) heaps
- Walk backwards through the array from  $\lfloor n/2 \rfloor$  to 1, calling **Heapify()** on each node.
  - Order of processing guarantees that the children of node  $i$  are heaps when  $i$  is processed
  - Why is this important?

# BuildHeap()

```
// given an unsorted array A, make A a heap
BuildHeap(A)
{
    heap_size(A) = length(A);
    for (i = [length[A]/2] downto 1)
        Heapify(A, i);
}
```

# BuildHeap() Example

- Work through example  
 $A = \{4, 1, 3, 2, 16, 9, 10, 14, 8, 7\}$



# Crude Analysis of BuildHeap()

- Each call to **Heapify** () takes  $O(\lg n)$  time
- There are  $O(n)$  such calls (specifically,  $\lfloor n/2 \rfloor$ )
- Thus the running time is  $O(n \lg n)$ 
  - *Is this a correct asymptotic upper bound?*
  - *Is this an asymptotically tight bound?*
- A tighter bound is  $O(n)$ 
  - *How can this be? Is there a flaw in the above reasoning?*

# Analyzing BuildHeap(): Tight

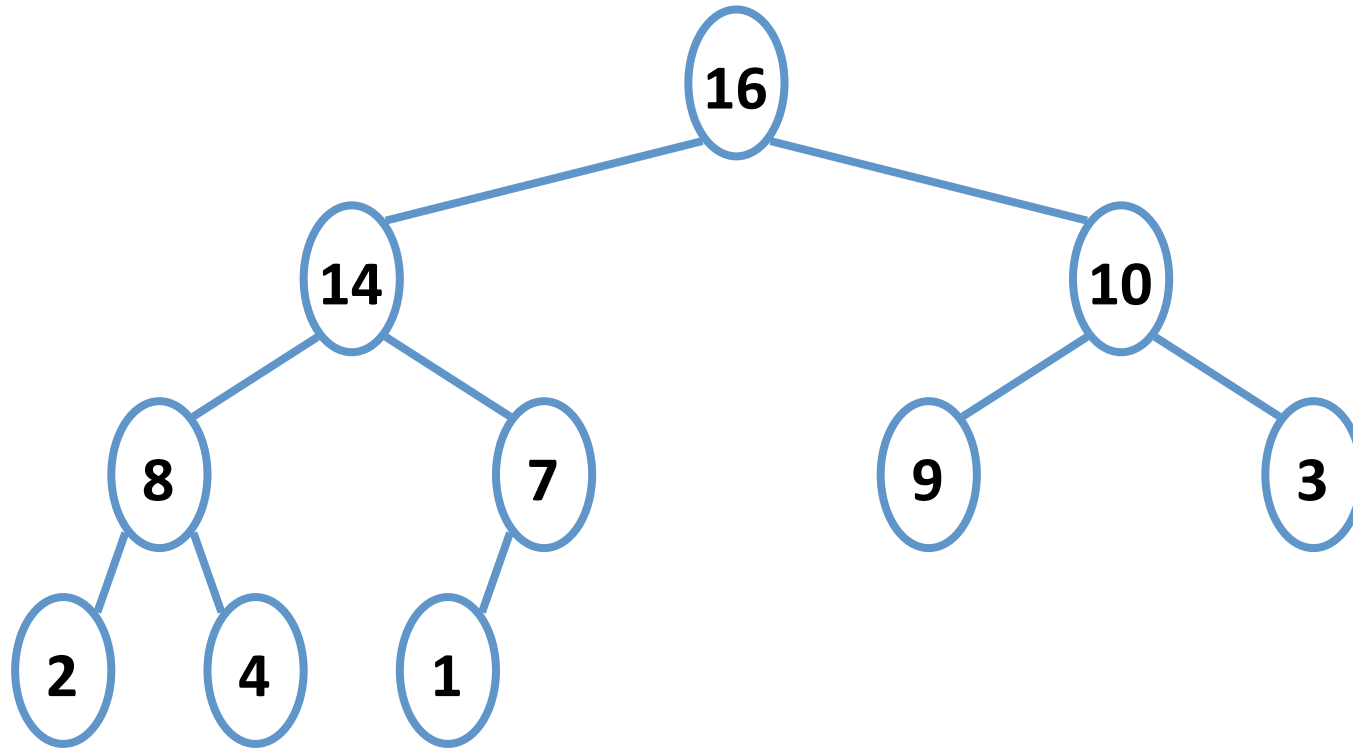
- To **Heapify** () a subtree takes  $O(h)$  time where  $h$  is the height of the subtree
  - $h = O(\lg m)$ ,  $m = \#$  nodes in subtree
  - Intuition: The height of most subtrees is small , i.e.  $O(\log n)$  is too “generous”
- Fact 1: an  $n$ -element heap has at most  $\lceil n/2^{h+1} \rceil$  nodes of height  $h$ 
  - *Proof?*
- Using Fact 1 we can show that **BuildHeap** () takes  $O(n)$  time
  - *Proof?*



# Heapsort

- Given **BuildHeap()**, an in-place sorting algorithm is easily constructed:
  - Maximum element is at  $A[1]$
  - Discard by swapping with element at  $A[n]$ 
    - Decrement  $\text{heap\_size}[A]$
    - $A[n]$  now contains correct value
  - Restore heap property at  $A[1]$  by calling **Heapify()**
  - Repeat, always swapping  $A[1]$  for  $A[\text{heap\_size}(A)]$

# Example



# Heapsort

```
Heapsort(A)
{
    BuildHeap(A);
    for (i = length(A) downto 2)
    {
        Swap(A[1], A[i]);
        heap_size(A) -= 1;
        Heapify(A, 1);
    }
}
```

# Analyzing Heapsort

- The call to **BuildHeap** ( ) takes  $O(n)$  time
- Each of the  $n - 1$  calls to **Heapify** ( ) takes  $O(\lg n)$  time
- Thus the total time taken by **HeapSort** ( )  
=  $O(n) + (n - 1) O(\lg n)$   
=  $O(n) + O(n \lg n)$   
=  $O(n \lg n)$

# Priority Queues

- Heapsort is a nice algorithm, but in practice Quicksort (coming up) usually wins
- But the heap data structure is incredibly useful for implementing *priority queues*
  - A data structure for maintaining a set  $S$  of elements, each with an associated value or *key*
  - Supports the operations **Insert** (), **Maximum** (), and **ExtractMax** ()
  - *What might a priority queue be useful for?*

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# Assassin's prioritized TODO manager



# Priority Queue Operations

- **Insert(S, x)** inserts the element  $x$  into set  $S$
- **Maximum(S)** returns the element of  $S$  with the maximum key
- **ExtractMax(S)** removes and returns the element of  $S$  with the maximum key
- *How could we implement these operations using a heap?*



# Priority Queue Operations

- **Insert(S, x)**
  - Increment heap size and add x at the end
  - move the new element “upwards” (reverse-heapify)
  - $O(\log n)$
- **Maximum(S)**
  - return  $S[1]$
  - Time complexity?
- **ExtractMax(S)** removes and returns the element of S with the maximum key
  - save  $S[1]$ , place  $S[\text{heap\_size}(S)]$  in  $S[1]$ ; Heapify(S,1)
  - Time?

# Heap vs All (for Priority queues)

Data Structure	Pre-processing	Insert	Max	Extract Max
Linked List	<b><math>O(n)</math></b>	<b><math>O(1)</math></b>	$O(n)$	$O(n)$
Sorted Array	$O(n \log n)$	$O(n)$ (shifting)	<b><math>O(1)</math></b>	<b><math>O(1)</math></b>
Heap	<b><math>O(n)</math></b>	$O(\log n)$	<b><math>O(1)</math></b>	$O(\log n)$

# Announcements



- Read through Chapter 6
  - Next class: Build heap, Heap Sort, Priority Queues
- HW2 due next Wednesday