

Lecture: Analysis of Algorithms (CS583 - 004)

Amarda Shehu

Spring 2019

- 1 Outline of Today's Class
 - Sorting in $O(n \lg n)$ Time: Heapsort

Heapsort

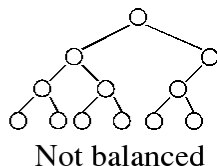
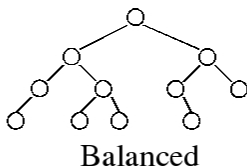
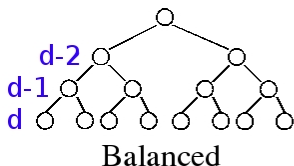
- Desired property of Mergesort: Time complexity of $O(n \lg n)$
- Desired property of Insertion sort: Sorting in place
- Heapsort combines these two properties
- Heapsort illustrates a powerful algorithm design technique: a data structure organizes information during execution

Heap Data Structure

- Array object regarded as nearly complete binary tree
- Attributes:
 - $\text{length}(A)$: # elements in A
 - $\text{heap_size}(A)$: # elements in heap
- Heap property: value of parent \geq values of children
- Filled from root to leaves, left to right
 - Root of tree is stored in $A[1]$
 - Given index i of a node:
 - parent: $\text{PARENT}(i) \leftarrow \lfloor i/2 \rfloor$
 - left child: $\text{LEFT}(i) \leftarrow 2i$
 - right child: $\text{RIGHT}(i) \leftarrow 2i + 1$

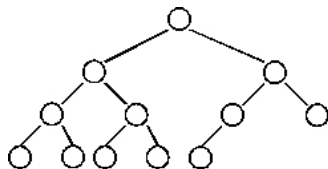
Heaps as a Balanced Binary Tree

- In a tree:
 - Depth of a node is distance of node from root
 - Depth of a tree is depth of deepest node
 - Height is the opposite of depth
 - Height and depth are often confused
- A binary tree of depth d is balanced if all nodes at depths 0 through $d - 2$ have two children
- Illustration of balanced and unbalanced binary trees:

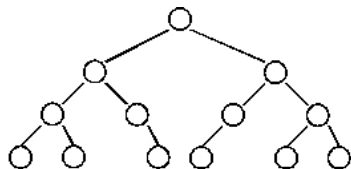


Heap as a Left-justified Balanced Binary Tree

- A balanced binary tree of depth d is left-justified if:
 - 1 It has 2^k nodes at depth $k \forall k < d$
 - 2 All leaves at depth d are as far left as possible



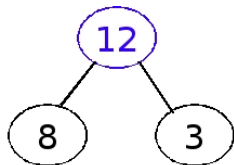
Left-justified



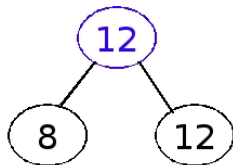
Not left-justified

Back to the Heap Property

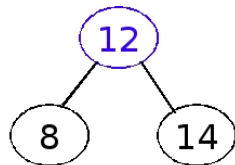
- In a max-heap: $A[\text{PARENT}(i)] \geq A[i], \forall i \geq 1$
- In a min-heap: $A[\text{PARENT}(i)] \leq A[i], \forall i \geq 1$
- We will focus on the heap property in max-heaps for sorting:



Blue node has
heap property



Blue node has
heap property

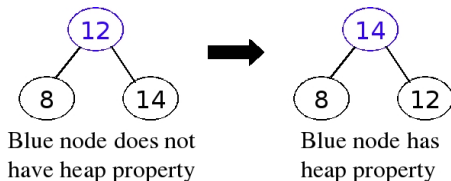


Blue node does not
have heap property

- Leaf nodes automatically have the heap property. Why?
- A binary tree is a heap if all nodes in it have the heap property
- What can you say about the root in a max/min-heap?

Maintaining the Heap Property in a Max-heap

- Given a node that does not have the heap property, one can give it the heap property by exchanging its value with that of the larger child:



- Note: Upon the exchange, the heap property may be violated in the subtree rooted at the child
- The `MAX - HEAPIFY` subroutine restores the heap property on the subtree rooted at index i
- How? The value at $A[i]$ is floated down in the max-heap

MAX-HEAPIFY: Pseudocode and Time Complexity

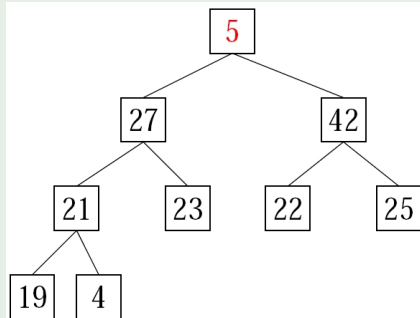
MAX-HEAPIFY(array A, index i)

- 1: **if** i is not a leaf and $A[\text{LEFT}(i)]$ or $A[\text{RIGHT}(i)] > A[i]$ **then**
- 2: let k denote larger child
- 3: swap($A[i], A[k]$)
- 4: MAX-HEAPIFY(A, k)

Time Complexity: MAX-HEAPIFY

- Let $H(i)$ denote running time
- Show $H(i) \in O(\lg n)$
- Hint: Down the tree we go

Trace MAX-HEAPIFY(A, 1)



BUILD-MAX-HEAP: Pseudocode and Time Complexity

BUILD-MAX-HEAP(A, size n)

- 1: **for** $i \leftarrow \lfloor \frac{n}{2} \rfloor$ to 1 **do**
- 2: MAX-HEAPIFY(A, i)

Time: BUILD-MAX-HEAP

- Why is $\lfloor \frac{n}{2} \rfloor$ bound sufficient?
- Hint: # internal nodes in heap?
- Let $B(n)$ be running time
- Show $B(n) \in O(n \lg n)$

Trace BUILD-MAX-HEAP(A,10)

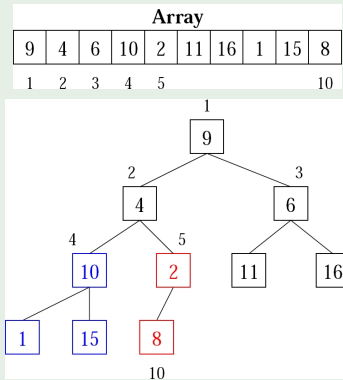


Figure: Trace on above array.

Tighter Asymptotic Bound on BUILD-MAX-HEAP

- 1 Show that an n -element heap has depth (and height) $\lfloor \lg n \rfloor$.
- 2 Show that there are at most $\lceil n/2^{h+1} \rceil$ nodes of height h .

$$\begin{aligned}
 B(n) &= \sum_{i=1}^{n/2} H(i) = \sum_{h=0}^{\lfloor \lg n \rfloor} \left\{ \lceil \frac{n}{2^{h+1}} \rceil O(h) \right\} \\
 &\in O\left(n \sum_{h=0}^{\lfloor \lg n \rfloor} \frac{h}{2^h}\right)
 \end{aligned}$$

Note: $\sum_{h=0}^{\infty} \frac{h}{2^h} = \frac{1/2}{(1-1/2)^2}$ (A.8)

Hence:

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

- Conclusion: A heap can be built in $O(n)$ time.

HEAPSORT: Pseudocode and Time Complexity

HEAPSORT(A)

- 1: BUILD-MAX-HEAP(A)
- 2: **for** $i \leftarrow A.length$ to 2 **do**
- 3: swap($[A[1], A[i]]$)
- 4: A.heap-size \leftarrow A.heap-size - 1
- 5: MAX-HEAPIFY(A, 1)

Basic Idea Behind HEAPSORT

- What property holds for root after BUILD-MAX-HEAP?
- Why can we put it at index i ?
- Why do we need to run MAX-HEAPIFY after swap?

Time:HEAPSORT

- HEAPSORT takes $O(n \lg n)$.
- BUILD-MAX-HEAP runs in linear time - $O(n)$
- There are $n - 1$ calls to MAX-HEAPIFY
- Each call takes $O(\lg n)$ time
- So: $T(\text{HEAPSORT}(A, n))$
 $\in O(n + (n - 1) \lg n)$
 $\in O(n \lg n)$

An Important Application of Heaps

- A priority queue maintains a set S of elements, each one associated with a *key*
- Max- or min-priority queues help to rank jobs for scheduling
- Operations for a max-priority queue:
 - 1 $\text{INSERT}(S, x)$ inserts element x in the set S
 - 2 $\text{MAXIMUM}(S)$ returns the element of S with the largest key
 - 3 $\text{EXTRACT-MAX}(S)$ removes from S and returns the element with the largest key
 - 4 $\text{INSERT-KEY}(S, x, k)$ increases the value of the key of x to the new value k , which is assumed to be at least as large as the current value of the key of x