

Objectives

- Data structure: Heaps
- Implementing a Priority Queue

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Review: Priority Queues for Sorting

1. Add elements into PQ with the number's value as its priority
2. Then extract the smallest number until done
 - Come out in sorted order

Sorting n numbers takes $O(n \log n)$ time, which is our goal running time.

However, "known" data structures won't give us that running time.

Already know our "loops" will be $O(n)$

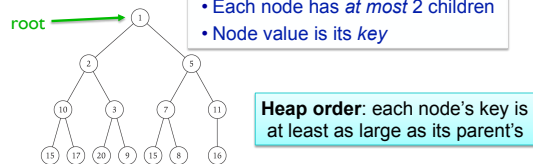
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Heap Defined

- Combines benefits of sorted array and list
- Balanced binary tree



Note: **not** a binary search tree

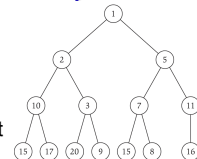
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Review: Implementing a Heap

- Option 1: Use pointers
 - Each node keeps
 - Element it stores, key
 - 3 pointers: 2 children, parent
- Option 2: No pointers
 - Requires knowing upper bound on n
 - For node at position i
 - left child is at $2i$
 - right child is at $2i+1$



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Implementing a Heap: Operations

- Finding the minimal element?

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Implementing a Heap: Operations

- Finding the minimal element
 - First element
 - $O(1)$

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Implementing a Heap: Operations

- Adding an element?
 - Assume heap has less than N elements

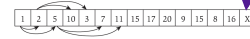
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Implementing a Heap: Operations

- Adding an element?
 - Could add element to last position
 - What are possible scenarios?



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Implementing a Heap: Operations

- Adding an element?
 - Could add element to last position
 - What are possible scenarios?
 - Heap is no longer balanced
 - Something that is almost a heap but a little off
 - Need **Heapify-up** procedure to fix our heap

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Heapify-Up

Heap Position where node added

```

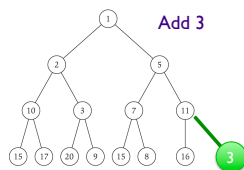
Heapify-up(H, i):
  if i > 1 then
    j = parent(i) = floor(i/2)
    if key[H[i]] < key[H[j]] then
      swap array entries H[i] and H[j]
      Heapify-up(H, j)
  
```

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Practice: Heapify-Up

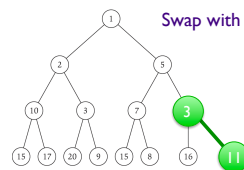


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Practice: Heapify-Up

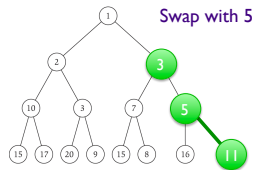


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Practice: Heapi fy-Up



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Heapi fy-Up

- **Claim.** Assuming array H is almost a heap with key of $H[i]$ too small, Heapi fy-Up fixes the heap property in $O(\log i)$ time
 - Can insert a new element in a heap of n elements in $O(\log n)$ time

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Heapi fy-Up

- **Claim.** Assuming array H is almost a heap with key of $H[i]$ too small, Heapi fy-Up fixes the heap property in $O(\log i)$ time
 - Can insert a new element in a heap of n elements in $O(\log n)$ time
- **Proof.** By induction
 - If $i=1$...

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Heapi fy-Up

- **Claim.** Assuming array H is almost a heap with key of $H[i]$ too small, Heapi fy-Up fixes the heap property in $O(\log i)$ time
 - Can insert a new element in a heap of n elements in $O(\log n)$ time
- **Proof.** By induction
 - If $i=1$, is already a heap $\rightarrow O(1)$
 - If $i>1$, ...

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Heapi fy-Up

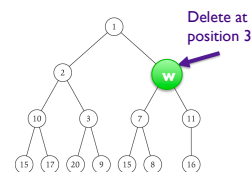
- **Claim.** Assuming array H is almost a heap with key of $H[i]$ too small, Heapi fy-Up fixes the heap property in $O(\log i)$ time
 - Can insert a new element in a heap of n elements in $O(\log n)$ time
- **Proof.** By induction
 - If $i=1$, is already a heap $\rightarrow O(1)$
 - If $i>1$,
 - Swaps are $O(1)$
 - Swaps continue up to root (max) $\rightarrow \log i$

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Deleting an Element



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Deleting an Element

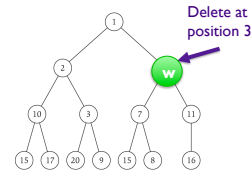
- Delete at position i
- Removing an element:
 - Messes up heap order
 - Leaves a "hole" in the heap
- Not as straightforward as Heapi fy-Up
- Algorithm
 1. Fill in element where hole was
 - Patch hole: move n^{th} element into i^{th} spot
 2. Adjust heap to be in order
 - At position i because moved n^{th} item up to i

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Deleting an Element



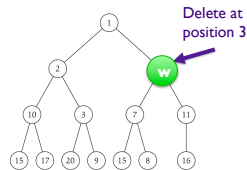
- What are the possibilities when we move n^{th} element (w) into spot where element was removed?

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Deleting an Element



- Two possibilities: element w is
 - Too small: violation is between it and parent → Heapi fy-Up
 - Too big: with one or both children → Heapi fy-Down (example: $w = 12$)

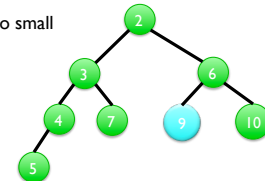
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Deleting an Element

Example where new key is too small



- Delete 9
- Replace with 5

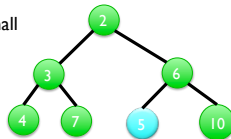
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Deleting an Element

Example where new key is too small



- Delete 9
- Replace with 5
- But $5 < 6$, so need to Heapi fy-Up

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Heapify-Down

```

Heapify-down(H, i):
  n = length(H)
  if 2i > n then           Why can we stop?
    Terminate with H unchanged
  else if 2i < n then
    left=2i and right=2i+1
    j be index that minimizes
      key[H[left]] and key[H[right]]
  else if 2i = n then
    j=2i
  if key[H[j]] < key[H[i]] then
    swap array entries H[i] and H[j]
    Heapify-down(H, j)
  
```

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Heapify-Down

```

Heapify-down(H, i):
  n = length(H)
  if 2i > n then           i is a leaf – nowhere to go
    Terminate with H unchanged
  else if 2i < n then
    left=2i and right=2i+1
    j be index that minimizes
      key[H[left]] and key[H[right]]
  else if 2i = n then
    j=2i

  if key[H[j]] < key[H[i]] then
    swap array entries H[i] and H[j]
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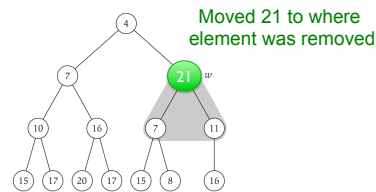
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Practice: Heapify-Down

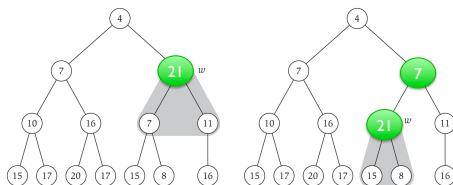


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Practice: Heapify-Down

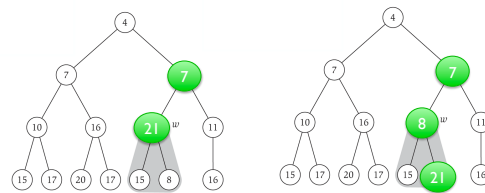


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Practice: Heapify-Down



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Runtime of Heapify-Down?

```

Heapify-down(H, i):
  n = length(H)
  if 2i > n then
    Terminate with H unchanged
  else if 2i < n then
    left=2i and right=2i+1
    j be index that minimizes O(1)
      key[H[left]] and key[H[right]]
  else if 2i = n then
    j=2i

  if key[H[j]] < key[H[i]] then
    swap array entries H[i] and H[j] O(1)
    Heapify-down(H, j)

```

Num swaps: $O(\log n)$

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Implementing Priority Queues with Heaps

Operation	Description	Run Time
StartHeap(N)	Creates an empty heap that can hold N elements	
Insert(v)	Inserts item v into heap	
FindMin()	Identifies minimum element in heap but does not remove it	
Delete(i)	Deletes element in heap at position i	
ExtractMin()	Identifies and deletes an element with minimum key from heap	

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Implementing Priority Queues with Heaps

Operation	Description	Run Time
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FindMin()	Identifies minimum element in heap but does not remove it	$O(1)$
Delete(i)	Deletes element in heap at position i	$O(\log n)$
ExtractMin()	Identifies and deletes an element with minimum key from heap	$O(\log n)$

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Comparing Data Structures

Operation	Heap	Unsorted List	Sorted List
StartHeap(N)			
Insert(v)			
FindMin()			
Delete(i)			
ExtractMin()			

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Comparing Data Structures

Operation	Heap	Unsorted List	Sorted List
StartHeap(N)	$O(N)$		
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ExtractMin()	$O(\log n)$		

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Comparing Data Structures

Operation	Heap	Unsorted List	Sorted List
StartHeap(N)	$O(N)$	$O(1)$	$O(1)$
Insert(v)	$O(\log n)$	$O(1)$	$O(n)$
FindMin()	$O(1)$	$O(1)$	$O(1)$
Delete(i)	$O(\log n)$	$O(n)$	$O(1)$
ExtractMin()	$O(\log n)$	$O(n)$	$O(1)$

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Additional Heap Operations

- Access elements in PQ by name
 - Maintain additional array **Position** that stores current position of each element in heap
- Operations:
 - Delete(Position[v])
 - Does not increase overall running time
 - ChangeKey(v, α)
 - Changes key of element v to $\text{key}(v) = \alpha$
 - Identify position of element v in array (Position array)
 - Change key, heapify

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Assignments

- Journals: Finish Chapter 2 for Wednesday
- Problem Set 2 due Friday

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