

## Objectives

- Data structure: Heaps
- Implementing a Priority Queue

## Review: Summary of Running Times

Running Time	Example
$O(\log n)$	
$O(n)$	
$O(n \log n)$	
$O(n^2)$	
$O(n!)$	

Common runtimes: Chapter 2.4

## Review: Summary of Running Times

Running Time	Example
$O(\log n)$	Dividing problem in half on each iteration
$O(n)$	Operate constant amount on each input value
$O(n \log n)$	Divide and conquer
$O(n^2)$	Operate on each pair of inputs
$O(n!)$	Operate on each permutation of inputs

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## Review

- What does a priority queue (PQ) contain?
- What is the PQ's API?
- How can we sort a list of numbers using a PQ?
- What is our goal runtime for the PQ's operations?

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## 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

What is the goal running time for our PQ's operations?  **$O(\log n)$**

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

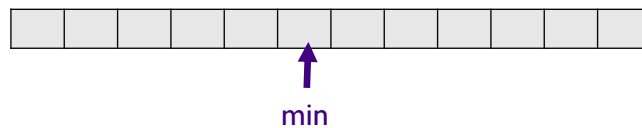
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## Implementing a Priority Queue

- Consider an *unordered* list, where there is a pointer to minimum



- How difficult (i.e., expensive) is
  - Adding new elements? *easy* ( $O(1)$ )
  - Extraction? *difficult*
    - Need to find "new" minimum:  $O(n)$

What is the running time for sorting using the PQ in this case?

$O(n^2)$

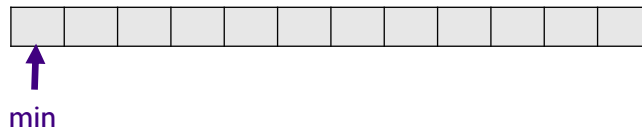
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## Implementing a Priority Queue?

- Consider a *sorted* list where min is at the beginning



- Should you use an array or linked list?
- How difficult is
  - Adding new elements?
  - Extraction?

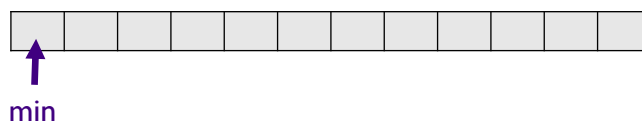
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## Implementing a Priority Queue

- Consider a sorted list where min is at the beginning



- Should you use an array or linked list?
- How difficult is
  - Adding new elements? *difficult (insertion) –  $O(n)$*
  - Extraction? *Easy –  $O(1)$*

What is the running time for sorting  
using the PQ in this case?

$O(n^2)$

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## Comparing Data Structures

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

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## Comparing Data Structures

Operation	Unsorted List	Sorted List
Start(N)	$O(1)$	$O(1)$
Insert(v)	$O(1)$	$O(n)$
FindMin()	$O(1)$	$O(1)$
Delete(i)	$O(n)$	$O(1)$
ExtractMin()	$O(n)$	$O(1)$

Assuming deleting the first element. If deleting another element,  $O(i)$


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## Reflection

- All of “known” data structures has one operation that takes  $O(n)$  time
- Cannot implement PQs with “known” data structures arrays and lists to meet desired  $O(n \log n)$  runtime

 Motivates use of a new data structure (*heap*) to implement PQ

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## HEAPS

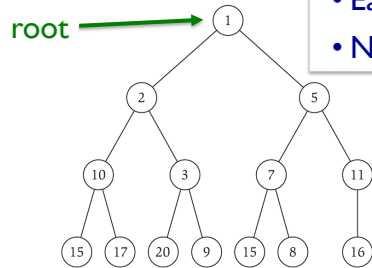
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## Heap Defined

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



- Each node has *at most* 2 children
- Node value is its key

**Heap order:** each node's key is at least as large as its parent's

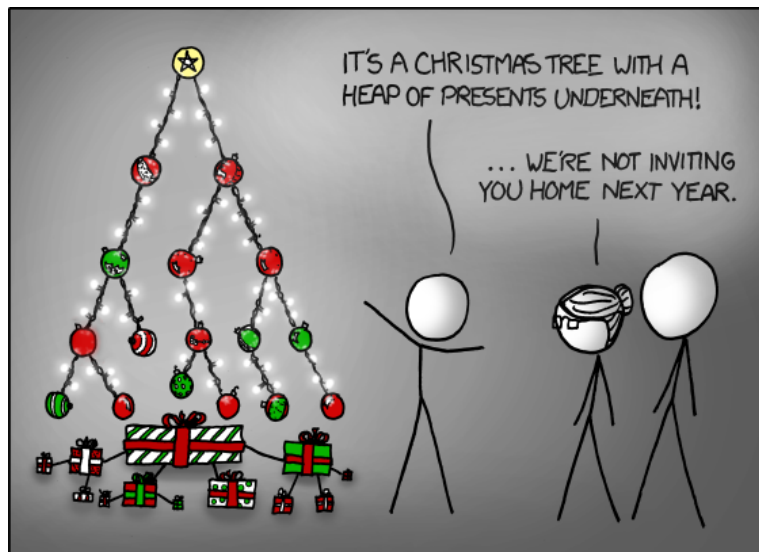
Note: **not** a binary search tree

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## Heaps



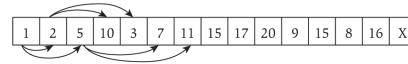
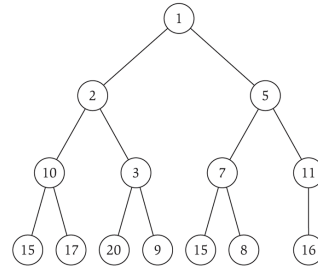
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## Implementing a Heap

- 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  $2i+1$



Where does the index in the array start?  
If know child's position, what is the position of parent?

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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

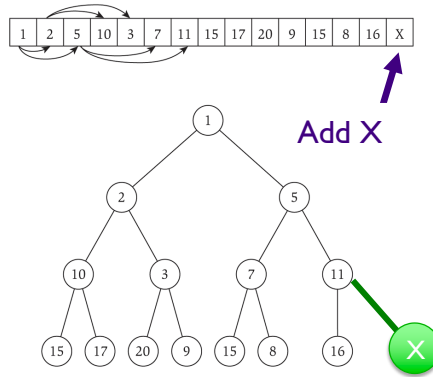
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## Implementing a Heap: Operations

- 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)
  
```

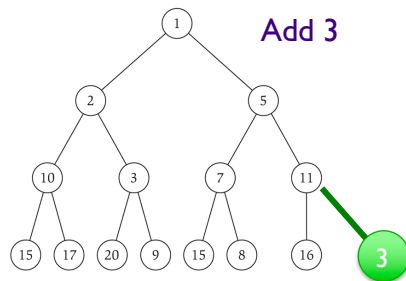
- Why does this algorithm work?
- What is the intuition?

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## Practice: Heapify-Up

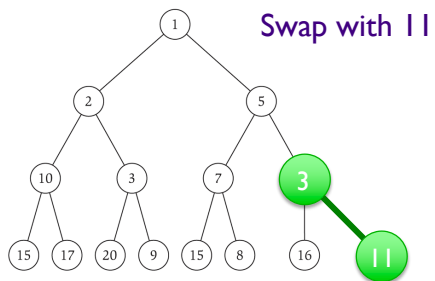


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## Practice: Heapify-Up

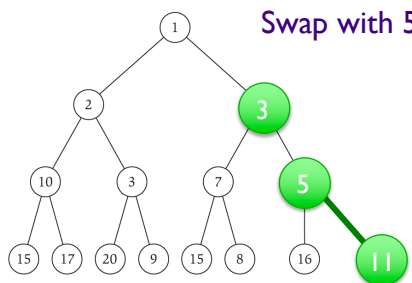


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## Practice: Heapify-Up



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## Heapify-Up

- **Claim.** Assuming array  $H$  is almost a heap with key of  $H[i]$  too small, **Heapify-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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## TODO

- Problem Set – due Friday

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