Many algorithms use Priority Queues

- Dijkstra's algorithm: finding a shortest path in a graph
- Prim's algorithm: constructing a minimum spanning tree of a graph
- Huffman encoding: constructing an optimum prefix-free encoding of a string
- Heap sort: sorting a given sequence

Using Heaps for Sorting Heap Sort

Lecture 23 *by Marina Barsky*

We can sort using Heaps!

- After array elements are enqueued –
- Produce a sorted array by dequeuing them

Algorithm *HeapSort*

HeapSortNaive (array A of size n)

create an empty max-heap

for *i* from 0 to *n*-1: enqueue (*A*[*i*])

for *i* from *n*-1 downto 0: $A[i] \leftarrow dequeue()$ What is the running time of a naïve heap-based sorting algorithm?

- A. O(1)
- B. O(log n)
- C. O(n)
- D. $O(n * \log n)$
- E. None of the above



Heapsort: naive

- > The resulting algorithm has running time $O(n \log n)$
- Natural generalization of selection sort : instead of simply scanning the rest of the array to find the maximum value, use a smart data structure
- > Uses additional space O(n) to store the heap

In-place Heapsort: all is done inside the input array

- Turn input array A of size *n* into a heap of size *m*=n by rearranging its elements
- ➢ After this, extract max at A[0] and swap it with the element A[*m*-1]
- > Decrement heap size m = m 1
- ➤ Restore heap (*sift_down*)
- ➤ Continue until heap size m=1



→ Lets' go bottom up and repair heap property for all subtrees rooted at current node

7 | 9 | 42 | 18 | 4 29 14



→ Lets' go bottom up and repair heap property for all subtrees rooted at current node

→ If current node is a leaf, then it does not need to be repaired

How do we find the first from the end node that is not a leaf?

9 42 18 12 18 4 7 29 14 7 5 6 8 3 $\mathbf{0}$ 2 4 1



Lets' go bottom up and repair heap property for all subtrees rooted at current node

- If current node is a leaf, then it does not need to be repaired
 - How do we find the first from the end node that is not a leaf?

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We find the parent of the last leaf H[n - 1]: parent(i) = |(i - 1)/2|



We need to process all elements starting from position *i*=[(8-1)/2] = 3 until position 0 and repair heap violations by calling sift_down(*i*)

9 42 18 4 12 18 7 29 14 5 7 6 8 2 3 4 0 1



We need to process all elements starting from position *i*=[(8-1)/2] = 3 until position 0 and repair heap violations by calling sift_down(*i*)

sift_down(3)



All the nodes H[3...8] are → now repaired

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→ the next node we need to fix is at position 2 of the array

sift_down(2)

7 |18 |42 |18 | 4 29 14



the next node we need to fix → is at position 2 of the array

sift_down(2)

29 14 18 18 42



→ the next node we need to fix is at position 1 of the array

sift_down(1)

29 14 18 18 42



→ the next node we need to fix is at position 1 of the array

sift_down(1)

29 42 18 18 14



29 42 18 18 14

→ Finally, we fix the root at position 0

sift_down(0)



 42
 29
 18
 14
 7
 4
 12
 9

 0
 1
 2
 3
 4
 5
 6
 7
 8

→ Finally, we fix the root at position 0

sift_down(0)



- → We rearranged the elements of the input array such that it is now a heap
- → Next, we can use *dequeue* inside the array itself to sort it in-place



First - turn Array into a Heap

Heapify (array A of size n)

last ← *n* - 1 for *i* from [(*last* -1)/2] down to 0: sift_down (*i*)

Group Work

heapify the following array: 10, 85, 15, 70, 20, 60, 30, 50, 65, 40

What is the state of array X after the first *sift_down* in heapify(X)?

Converting X into **max**-heap

X	10	85	15	70	20	60	30	50	65	40
	0	1	2	3	4	5	6	7	8	9



B.	10	85	15	70	65	60	30	50	20	40
	0	1	2	3	4	5	6	7	8	9

C. None of the above



In-place Heap Sort

HeapSort (array A of size n)

```
Heapify (A)

m \leftarrow n

repeat (n - 1) times:

swap A[0] and A[m-1]

m \leftarrow m - 1

sift_down (heap of size m, 0)
```

No additional space (in-place)

Run-time of *Heapify*

- > The running time of *Heapify* is $O(n \log n)$ since we call *sift_down* for O(n) nodes
- If a node is a leaf then we do not call *sift_down* on it
- If a node is close to the leaves, then sifting it down does not take log n
- ▹ We have many such nodes!
- Is our estimate of the running time of *Heapify* too pessimistic?

The height of nodes at level *i*



Definition

If we count levels of the heap from top to bottom, then the *height* of a heap node at level *i* is defined to be j = h - i, where *h* is the total height of the heap

When we are repairing the heap, for each node at level i we need to swap at most j values

Run-time of Heapify



Total work:

$$\sum_{j=0}^{h} j * 2^{h-j} = 2^{h} \sum_{j=0}^{h} j * \frac{1}{2^{j}}$$

, where *j* represents the height of the nodes at each of 0...*h* tree levels

This expression evaluates to O(n)



The running time of Heapify is **O(n)**

To convert an arbitrary array into a heap takes linear time and no additional space!

In-place Heap Sort

HeapSort (array A of size n)

```
Heapify (A)

m \leftarrow n

repeat (n - 1) times:

swap A[0] and A[m-1]

m \leftarrow m - 1

sift_down (heap of size m, 0)
```

No additional space (in-place)

What is the running time of an improved heapsort?

- A. O(1)
- B. O(log n)
- C. O(n)
- D. O(n * log n)
- E. None of the above



Group Work

Sort the heapified array using the last step of in-place HeapSort

Max-	
heap	

x- ap	85	70	60	65	40	15	30	50	10	20
	0	1	2	3	4	5	6	7	8	9

Application: Top-k Problem

Input: An array A of size n, an integer $1 \le k \le n$.

Output: *k largest* elements of A (top-*k*).

Can be solved in time: $O(n) + O(k \log n)$