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

ADT and Data structures. Heap Sort

[Review 02.03] 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 \text{dequeue}()
```

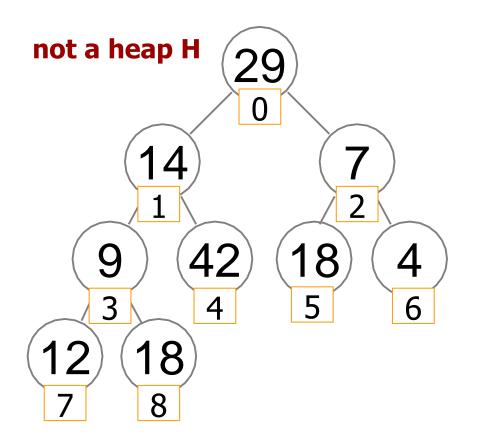
What is the running time?

Heapsort: naive

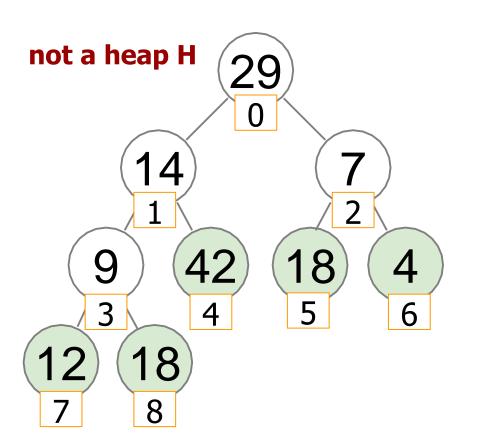
- \rightarrow The resulting algorithm has running time $O(n \log n)$
- Natural generalization of selection sort: instead of simply scanning the rest of the array to find the maximum value, use a smart data structure
- Not in-place: uses additional space O(n) to store the heap

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

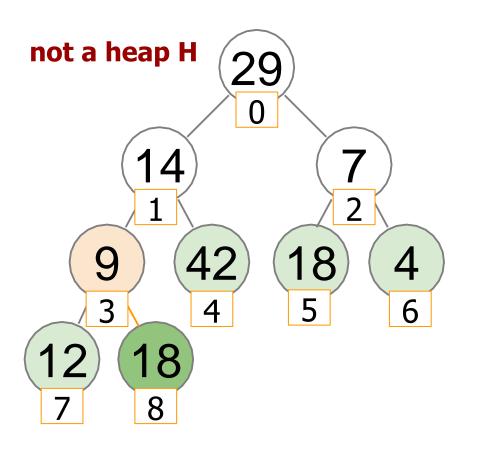
- Turn input array A of size n into a heap of size m=n by rearranging its elements
- After this, extract max at A[0] and swap it with the element A[m-1]
- \rightarrow Decrement heap size m = m 1
- Restore heap
- Continue until heap size m=1



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

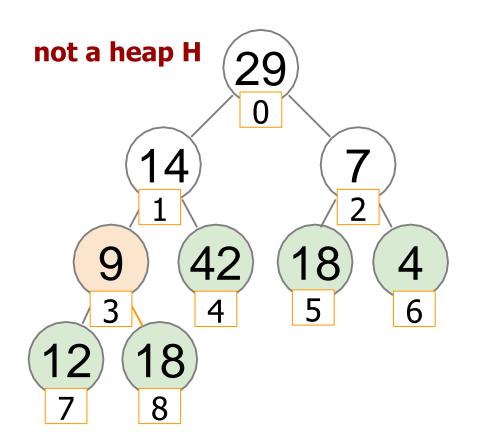


- → Lets' go bottom up and repair heap property for all subtrees rooted at current node
- → If current node is a leaf, then it does not need to be repaired
- → How do we find the first from the end node that is not a leaf?

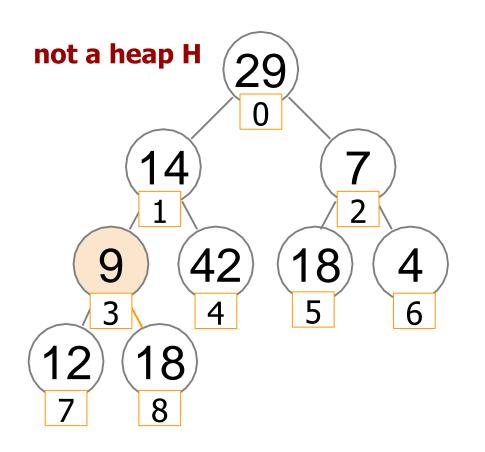


- → Lets' go bottom up and repair heap property for all subtrees rooted at current node
- → If current node is a leaf, then it does not need to be repaired
- → How do we find the first from the end node that is not a leaf?

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

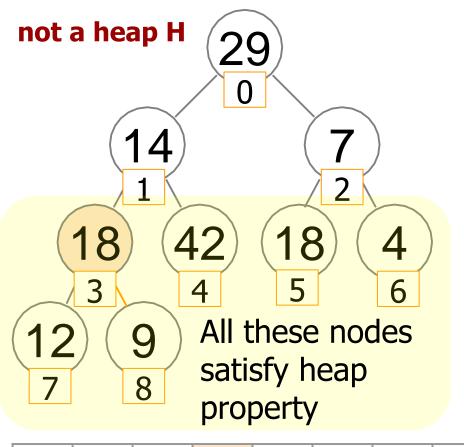


We need to process all elements starting from position i=[(8-1)/2] = 3 until position 0 and repair heap violations by calling sift_down(i)

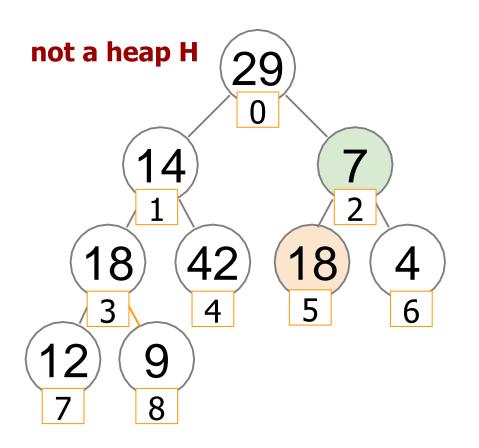


We need to process all elements starting from position *i*=[(8-1)/2] = 3 until position 0 and repair heap violations by calling sift_down(*i*)

sift_down(3)

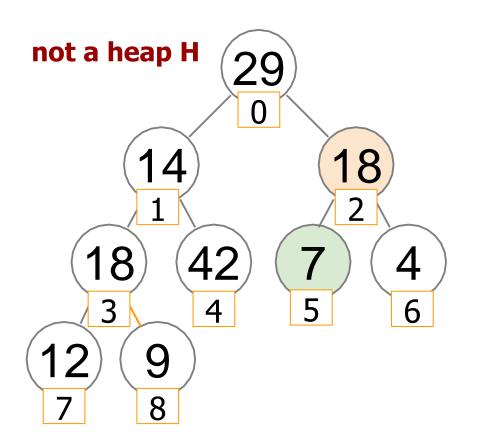


→ All the nodes H[3...8] are now repaired



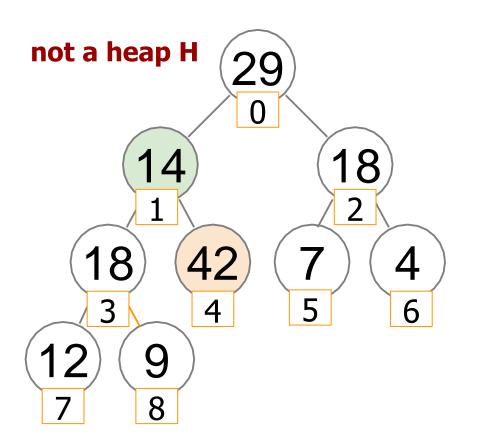
the next node we need to fix is at position 2 of the array

sift_down(2)



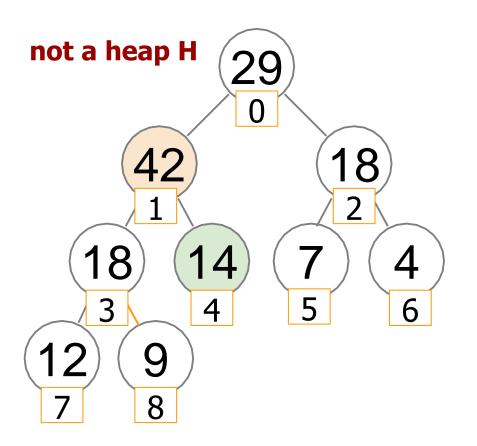
the next node we need to fix is at position 2 of the array

sift_down(2)



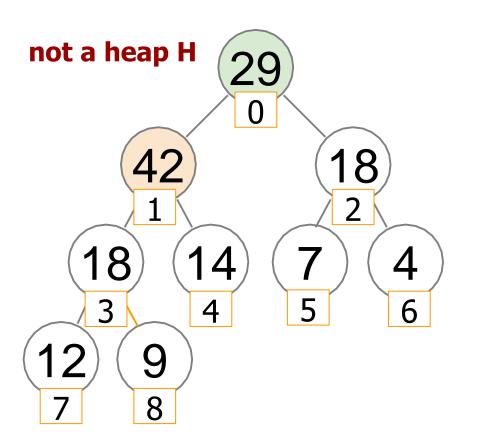
the next node we need to fix is at position 1 of the array

sift_down(1)



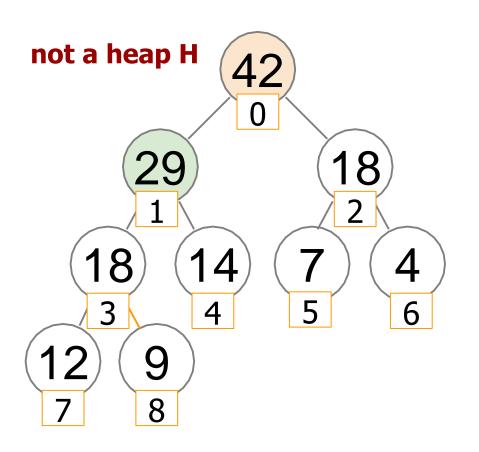
the next node we need to fix is at position 1 of the array

sift_down(1)



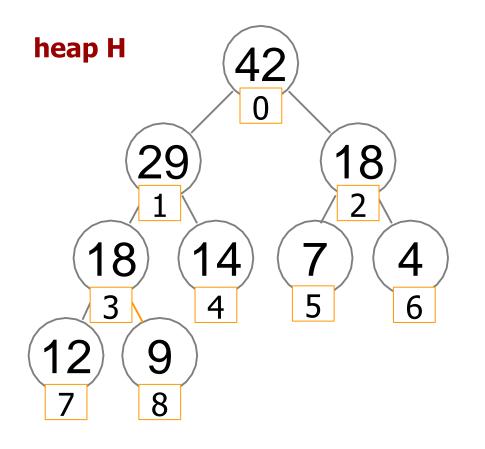
Finally, we fix the root at position 0

sift_down(0)

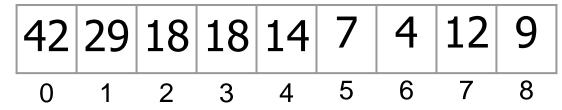


Finally, we fix the root at position 0

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 \lfloor (last - 1)/2 \rfloor down to 0:
sift_down (i)
```

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)
```

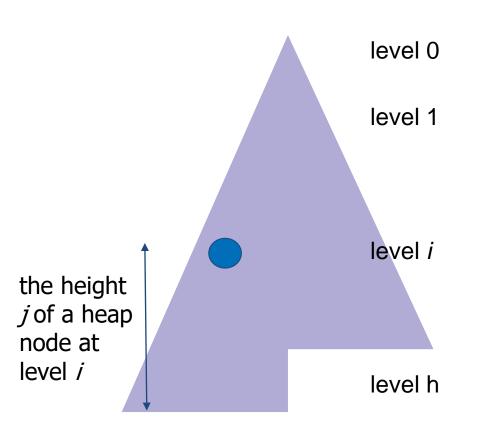
Running time: *O*(*n* log *n*)

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

The height of nodes at level i



Definition

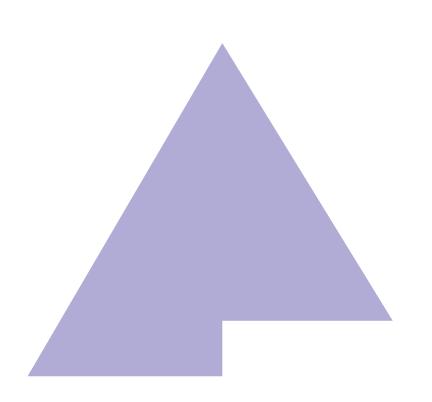
If we count levels of the heap from top to bottom, then the **height** of a heap node at level i is defined to be j = h - i, where h is the total height of the heap

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

Run-time of *Heapify*

- 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?

Run-time of Heapify



level # nodes node height

h-h 2^{h-h} h

...

h-2 2^{h-2}

 $h-1 \leq 2^{h-1}$

 $h-0 \le 2^{h-0}$

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

Commonly used summations

$$\sum_{i=1}^{n} j = \frac{n(n-1)}{2} = O(n^2)$$

$$\sum_{j=0}^{n} d^{j} = \frac{d^{n+1} - 1}{d - 1} = O(d^{n})$$

$$\sum_{j=1}^{n} \frac{1}{j} \approx \int_{1}^{n} \frac{1}{j} dj = \ln n = O(\log n)$$

$$\sum_{j=0}^{n} 2^{j} = \frac{2^{n+1} - 1}{2 - 1} = 2^{n+1} - 1 = O(2^{n})$$

$$\sum_{j=0}^{\infty} \frac{1}{2^j} = \frac{1}{1 - \frac{1}{2}} = 2 = O(1)$$

$$\sum_{j=0}^{n} j \frac{1}{2^j}$$
?

The upper bound of unknown sum

Consider the sum of infinite convergent geometric series with x<1 and $a_0=1$

$$\sum_{j=0}^{\infty} x^j = \frac{1}{1-x} \tag{1}$$

Take a derivative with respect to x of both parts of equality (1):

$$\sum_{j=0}^{\infty} j * x^{j-1} = \frac{1}{(1-x)^2}$$
 (2)

Multiply both sides of (2) by x:

$$\sum_{j=0}^{\infty} j * x^{j} = \frac{x}{(1-x)^{2}}$$
 (3)

Substitute $x=\frac{1}{2}$

$$\sum_{j=0}^{\infty} j * \frac{1}{2^j} = \frac{\frac{1}{2}}{\left(1 - \frac{1}{2}\right)^2} = 2$$

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

this sum is at most 2 even for infinite series!

This expression evaluates to O(n)

$$2^{h} \sum_{j=0}^{h} j * \frac{1}{2^{j}} \le 2^{h} * 2 = O(2^{h}) = O(2^{\log n}) = O(n)$$

The running time of Heapify is O(n)

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

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: $O(n) + O(k \log n)$