

1 CS3134 #20

11/13/03

Janak J Parekh

2 Administrivia

- HW3 returned today
- HW5 out
- Solutions, testers, etc. next week

3 Agenda

- Heaps

4 Heaps

- More efficient way of implementing a priority queue as opposed to array
- Modeled as binary tree, but usually implemented as an array
 - *Not* a binary search tree, but instead a binary tree that fulfills the *heap property*: a node is larger (or *smaller*, depending) than all nodes below it
 - Given a node n , left is $2n+1$ and right is $2n+2$; parent is $(x-1)/2$
 - Complete binary tree: we fill each level from left-to-right
- Performance: $O(\log n)$ insert and remove

5 Heap operations

- Insert
 - If root, simple
 - If not, put it at the “end”, i.e., next leaf, and then *bubble up* until we hit the appropriate node
- Remove
 - Always “remove” the root
 - Take the last element and put it into the root to replace the removed element
 - Then, *bubble (trickle) down*
- Bubbling doesn’t require individual swaps...

6 Other operations

- Key change
 - Given an index and a new value
 - Then bubble up or bubble down, depending on the situation
 - Finding the index can be a problem if it’s not supplied
- Expanding array
 - Just like a list – don’t need to rehash

7 Tree-based heaps

- Can represent heaps as real trees
- Parent pointers needed
- Advantage: growable
- Disadvantage: finding last node is a problem
 - Convert index into bitstring, and ignore the first digit
 - Then, 0 is left, 1 is right

- Don't need to move nodes around, just values (why?)

8 Heapsort

- If we insert N elements into a heap...
- Then remove N elements...
- We've got a sorted heap!
- Can we make it more efficient?
 - Don't bubble up for each new insert; instead, add everything and then start trickling (*heapify*)
 - Don't need to trickle leaf nodes, just intermediate nodes, e.g. start at $n/2-1$ and work backwards from there
 - Recursive: heapify right heap, heapify left heap, and then trickle ourselves down (stopping condition is a leaf)

9 Heapsort (II)

- Other optimizations
 - Work within the same array
 - First, heapify
 - Then, remove and put at bottom of array (since one less element in heap)
- Advantage over quicksort: less sensitive to distribution of data – always $O(n \log n)$ time

10 Next time

- Finish heaps
- Start graphs