CS60020: Foundations of Algorithm Design and Machine Learning

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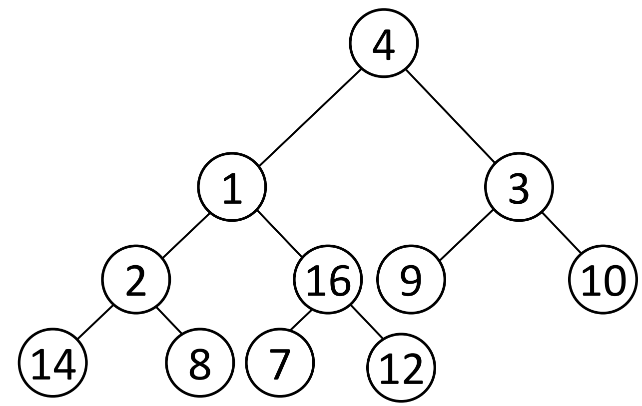
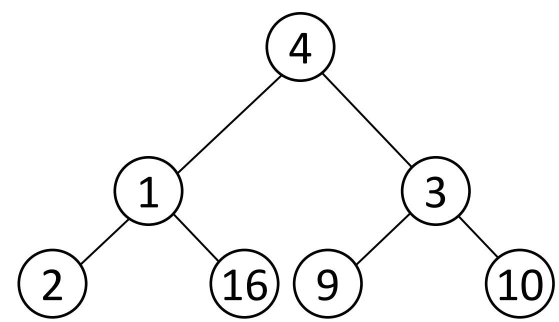
Special Types of Trees

- *Def:* Full binary tree = a binary tree in which each node is either a leaf or has degree exactly 2.



Full binary tree

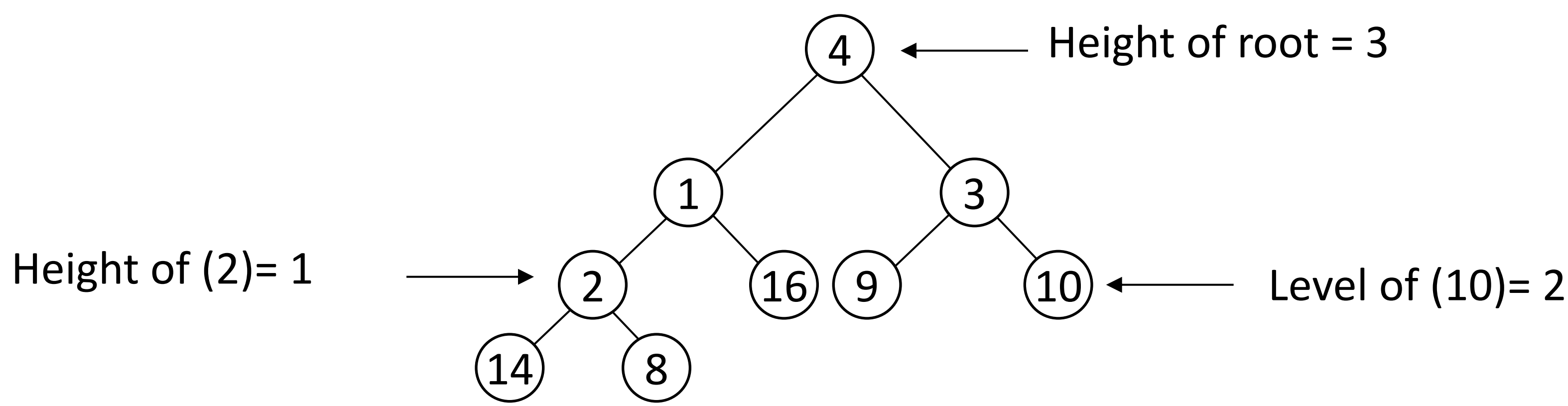
- *Def:* Complete binary tree = a binary tree in which all leaves are on the same level and all internal nodes have degree 2.



Complete binary tree

Definitions

- **Height** of a node = the number of edges on the longest simple path from the node down to a leaf
- **Level** of a node = the length of a path from the root to the node
- **Height** of tree = height of root node

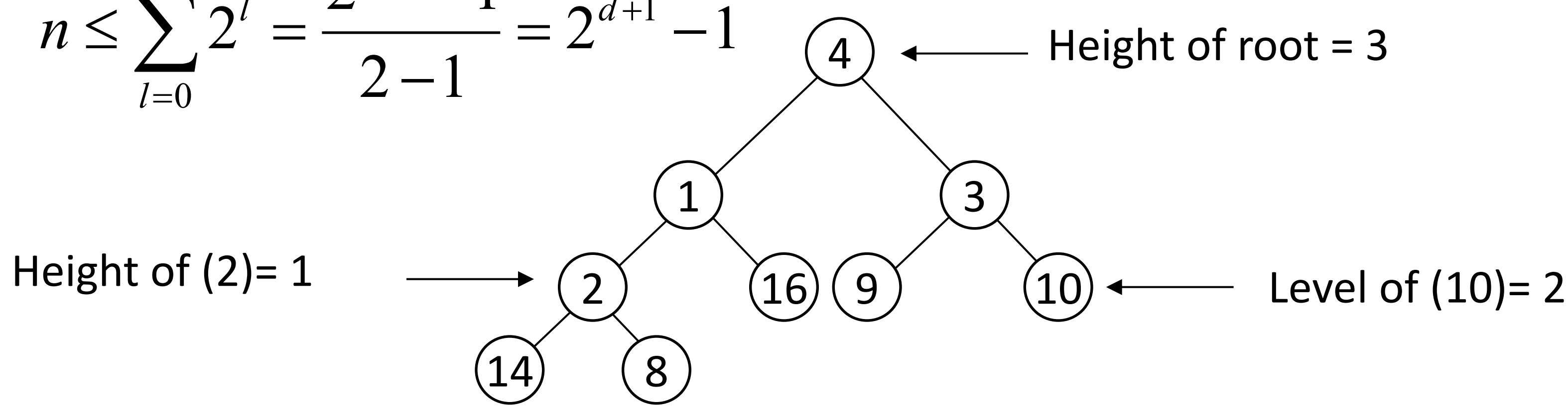


Useful Properties

- There are **at most** 2^l nodes at level (or depth) l of a binary tree
- A binary tree with height d has **at most** $2^{d+1}-1$ nodes
- A binary tree with n nodes has height **at least** $\lfloor lgn \rfloor$

(see Ex 6.1-2, page 129)

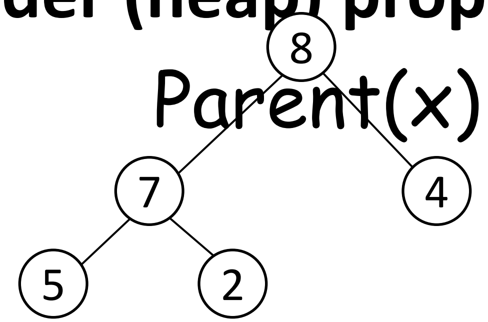
$$n \le \sum_{l=0}^{d} 2^l = \frac{2^{d+1}-1}{2-1} = 2^{d+1}-1$$



The Heap Data Structure

- *Def:* A **heap** is a nearly complete binary tree with the following two properties:
  - **Structural property:** all levels are full, except possibly the last one, which is filled from left to right
  - **Order (heap) property:** for any node x

$$\text{Parent}(x) \geq x$$



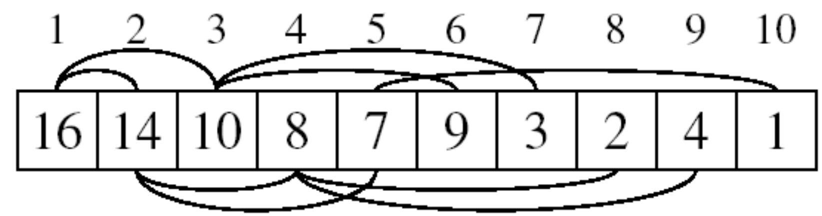
Heap

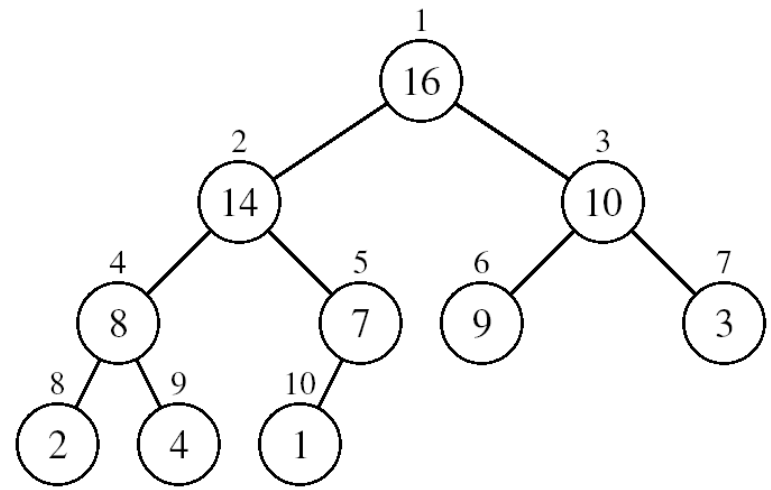
From the heap property, it follows that:
"The root is the maximum element of the heap!"

A heap is a binary tree that is filled in order

Array Representation of Heaps

- A heap can be stored as an array *A*.
  - Root of tree is $A[1]$
  - Left child of $A[i] = A[2i]$
  - Right child of $A[i] = A[2i + 1]$
  - Parent of $A[i] = A[\lfloor i/2 \rfloor]$
  - Heapsize[A] ≤ length[A]
- The elements in the subarray $A[(\lfloor n/2 \rfloor+1) .. n]$ are leaves





Heap Types

- **Max-heaps** (largest element at root), have the *max-heap property:*
  - for all nodes i, excluding the root:

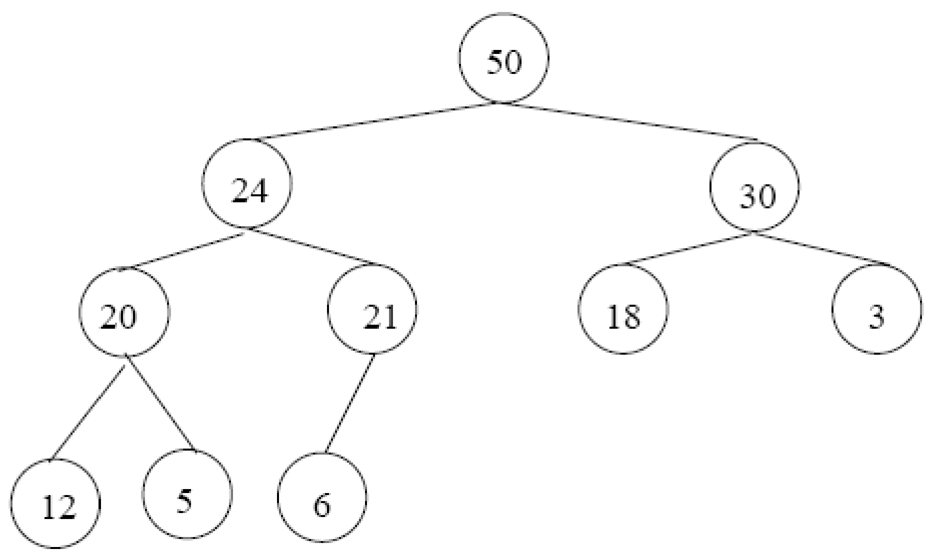
$$A[\text{PARENT}(i)] \geq A[i]$$

- **Min-heaps** (smallest element at root), have the *min-heap property:*
  - for all nodes i, excluding the root:

$$A[\text{PARENT}(i)] \leq A[i]$$

Adding/Deleting Nodes

- New nodes are always inserted at the bottom level (left to right)
- Nodes are removed from the bottom level (right t

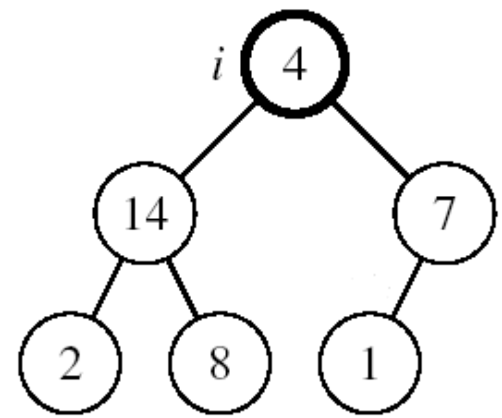


Operations on Heaps

- Maintain/Restore the max-heap property
  - MAX-HEAPIFY
- Create a max-heap from an unordered array
  - BUILD-MAX-HEAP
- Sort an array in place
  - HEAPSORT
- Priority queues

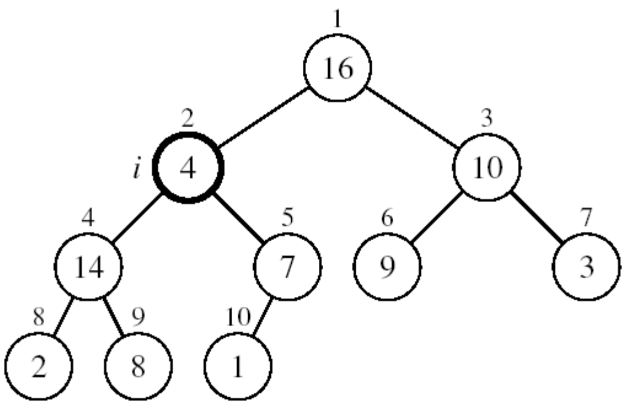
Maintaining the Heap Property

- Suppose a node is smaller than a child
  - Left and Right subtrees of i are max-heaps
- To eliminate the violation:
  - Exchange with larger child
  - Move down the tree
  - Continue until node is not smaller than children



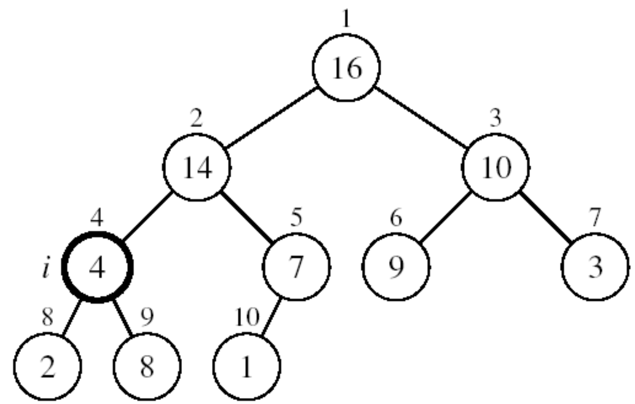
Example

<u>MAX-HEAPIFY(A, 2, 10)</u>



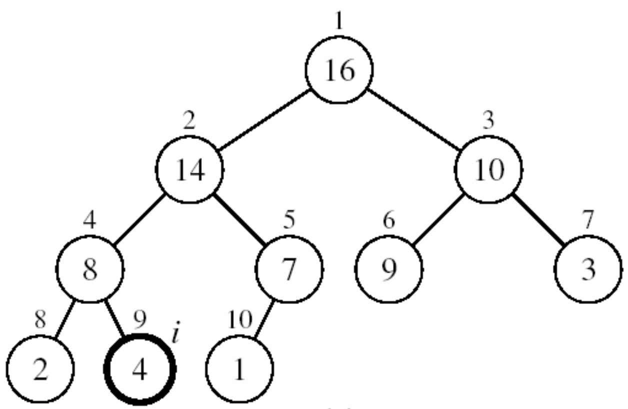
A[2] violates the heap property

A[2] ↔ A[4]



A[4] violates the heap property

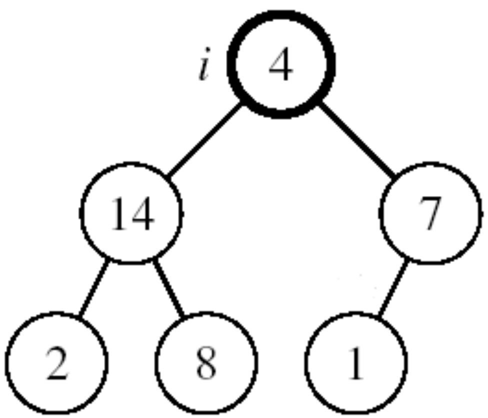
A[4] ↔ A[9]



Heap property restored

Maintaining the Heap Property

- Assumptions:
  - Left and Right subtrees of *i* are max-heaps
  - $A[i]$ may be smaller than



Alg: MAX-HEAPIFY(A, i, n)

```
l ← LEFT(i)
r ← RIGHT(i)
if l ≤ n and A[l] > A[i]
   then largest ←l
   else largest ←i
if r ≤ n and A[r] > A[largest]
   then largest ←r
if largest ≠ i
   then exchange A[i]      A[largest]
            MAX-HEAPIFY(A, largest, n)
```

MAX-HEAPIFY Running Time

- Intuitively:
  - It traces a path from the root to a leaf (longest path length: h)
  - At each level, it makes exactly 2 comparisons
  - Total number of comparisons is $2h$
  - Running time is $O(h)$ or $O(lgn)$

- Running time of MAX-HEAPIFY is $O(lgn)$

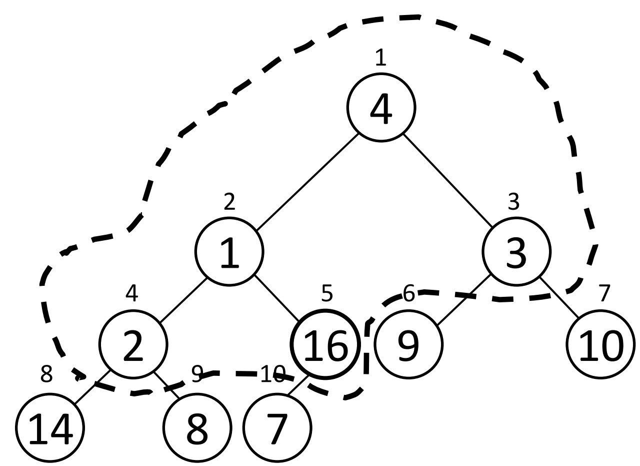
- Can be written in terms of the height of the heap, as being $O(h)$
  - Since the height of the heap is $\lfloor lgn \rfloor$

Building a Heap

- Convert an array $A[1 \ldots n]$ into a max-heap (n = length[A])
- The elements in the subarray $A[(\lfloor n/2 \rfloor+1) \ldots n]$ are leaves
- Apply MAX-HEAPIFY on elements between 1 and $\lfloor n/2 \rfloor$

Alg: BUILD-MAX-HEAP(A)

1. n = length[A]
2. **for** i ← $\lfloor n/2 \rfloor$ **downto** 1
3. **do** MAX-HEAPIFY(A, i, n)



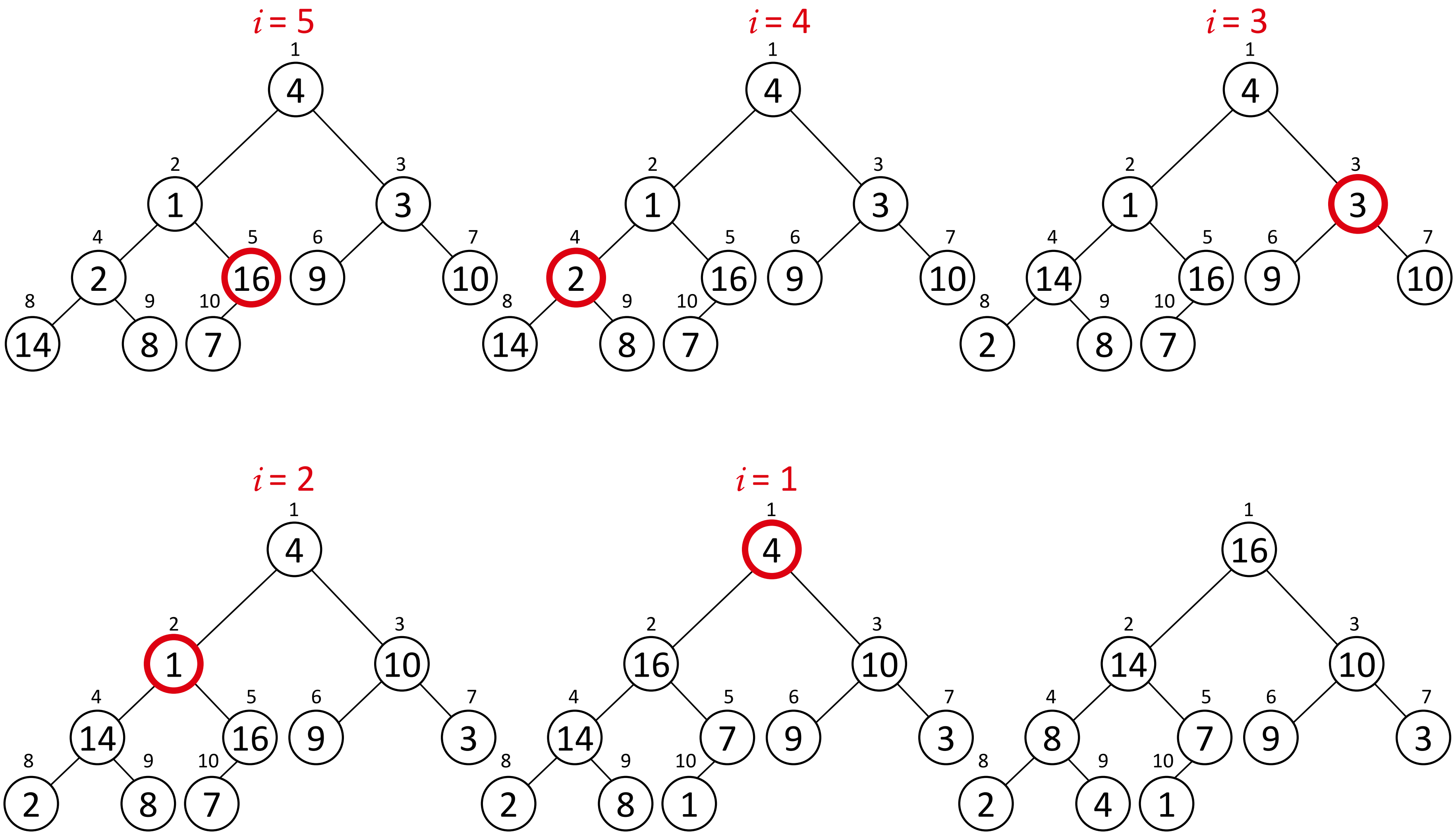
A:

4	1	3	2	16	9	10	14	8	7

Example:

A

4	1	3	2	16	9	10	14	8	7



Running Time of BUILD MAX HEAP

Alg: BUILD-MAX-HEAP(A)

1. n = length[A]
2. **for** i ← $\lfloor n/2 \rfloor$ **downto** 1
3. **do** MAX-HEAPIFY(A, i, n)

$$\left.\begin{array}{l}\text{for } i \leftarrow \lfloor n/2 \rfloor \text{ downto } 1 \\ \quad \text{do MAX-HEAPIFY}(A, i, n) \quad O(\lg n)\end{array}\right\} O(n)$$

$\Rightarrow$ Running time: $O(n\lg n)$

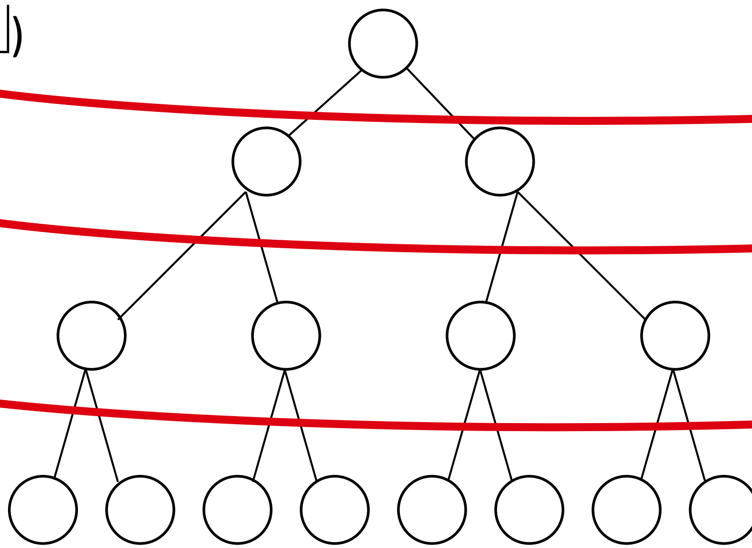
- This is not an asymptotically tight upper bound

Running Time of BUILD MAX HEAP

- HEAPIFY takes $O(h)$ $\Rightarrow$ the cost of HEAPIFY on a node **i** is proportional to the height of the node **i** in the tree

$$\Rightarrow T(n) = \sum_{i=0}^{h} n_i h_i = \sum_{i=0}^{h} 2^i (h-i) = O(n)$$

Height	Level	No. of nodes
$h_0 = 3$ ($\lfloor \lg n \rfloor$)	i = 0	2^0
$h_1 = 2$	i = 1	2^1
$h_2 = 1$	i = 2	2^2
$h_3 = 0$	i = 3 ($\lfloor \lg n \rfloor$)	2^3



$h_i = h - i$ height of the heap rooted at level i

$n_i = 2^i$ number of nodes at level i

Running Time of BUILD MAX HEAP

$$T(n) = \sum_{i=0}^{h} n_i h_i$$ Cost of HEAPIFY at level i ∗ number of nodes at that level

$$= \sum_{i=0}^{h} 2^i (h - i)$$ Replace the values of n_i and h_i computed before

$$= \sum_{i=0}^{h} \frac{h-i}{2^{h-i}} 2^h$$ Multiply by 2^h both at the nominator and denominator and write 2^i as $\frac{1}{2^{-i}}$

$$= 2^h \sum_{k=0}^{h} \frac{k}{2^k}$$ Change variables: k = h - i

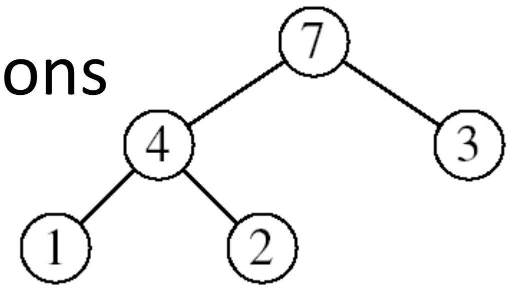
$$\leq n \sum_{k=0}^{\infty} \frac{k}{2^k}$$ The sum above is smaller than the sum of all elements to ∞ and h = lgn

$$= O(n)$$ The sum above is smaller than 2

Running time of BUILD-MAX-HEAP: T(n) = O(n)

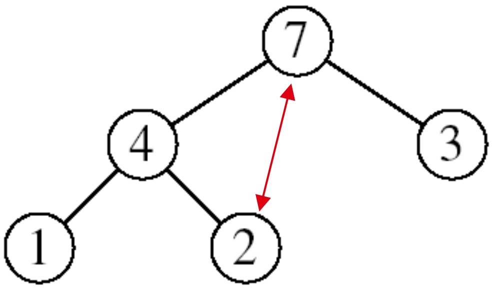
Heapsort

- Goal:
  - Sort an array using heap representations

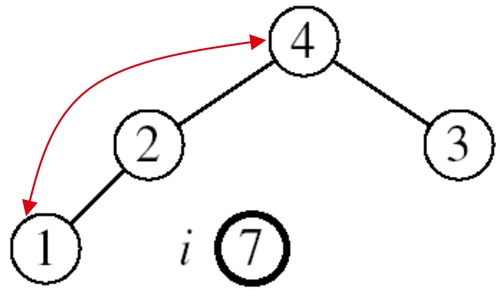


- Idea:
  - Build a **max-heap** from the array
  - Swap the root (the maximum element) with the last element in the array
  - “Discard” this last node by decreasing the heap size
  - Call MAX-HEAPIFY on the new root

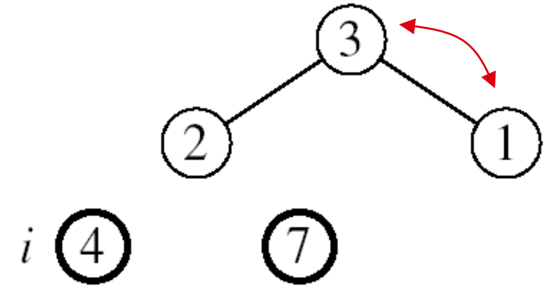
Example: A=[7, 4, 3, 1, 2]



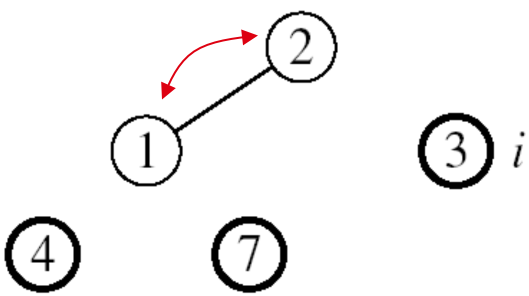
MAX-HEAPIFY(A, 1, 4)



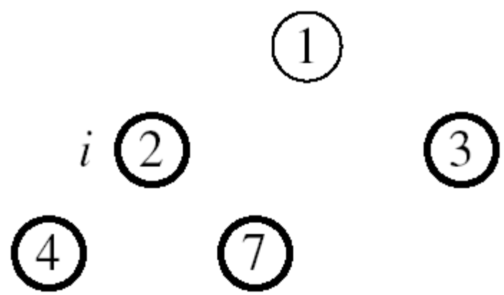
MAX-HEAPIFY(A, 1, 3)



MAX-HEAPIFY(A, 1, 2)



MAX-HEAPIFY(A, 1, 1)



A	1	2	3	4	7

Alg: HEAPSORT(*A*)

BUILD-MAX-HEAP(A)

for i ← $length[A]$ **downto** 2

    do exchange $A[1]$ $A[i]$

        MAX-HEAPIFY(A, 1, i - 1)

$O(n)$

$n-1$ times

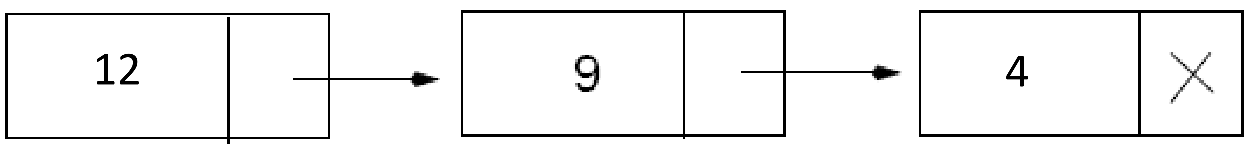
$O(\lg n)$

- Running time: $O(n\lg n)$ --- Can be shown to be $\Theta(n\lg n)$

Priority Queues

Properties

- Each element is associated with a value (priority)
- The key with the highest (or lowest) priority is extracted first



Operations on Priority Queues

- Max-priority queues support the following operations:
  - INSERT(S, x): inserts element x into set S
  - EXTRACT-MAX(S): removes and returns element of S with largest key
  - MAXIMUM(S): returns element of S with largest key
  - INCREASE-KEY(S, x, k): increases value of

HEAP-MAXIMUM

Goal:

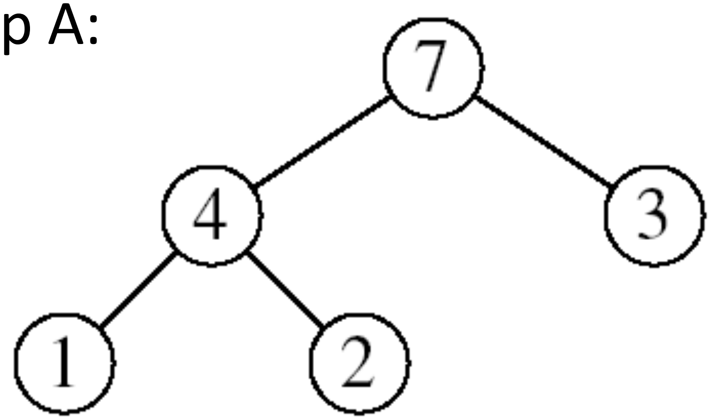
– Return the largest element of the heap

Running time: $O(1)$

Alg: HEAP-MAXIMUM(A)

1. **return** $A[1]$

Heap A:



Heap-Maximum(A) returns 7

HEAP-EXTRACT-MAX

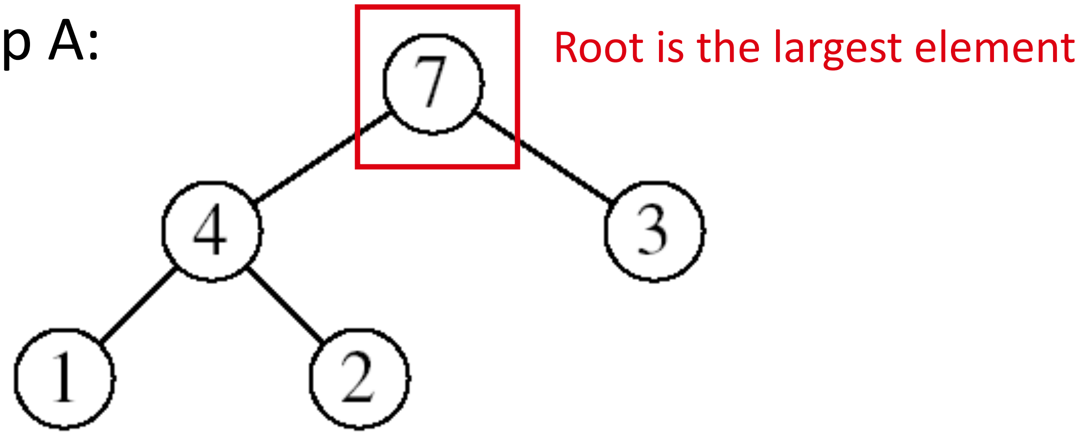
Goal:

- Extract the largest element of the heap (i.e., return the max value and also remove that element from the heap

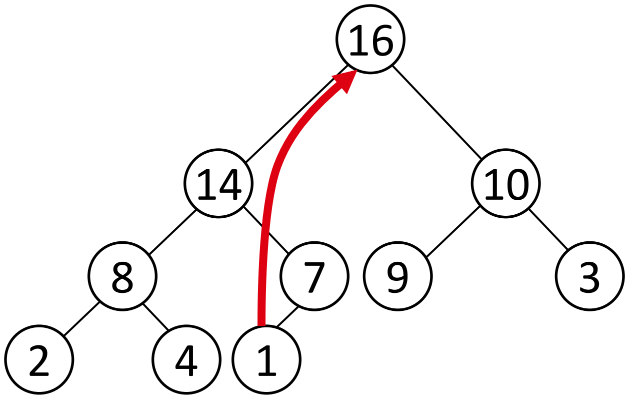
Idea:

- Exchange the root element with the last
- Decrease the size of the heap by 1 element
- Call MAX-HEAPIFY on the new root, on a heap of size n-1

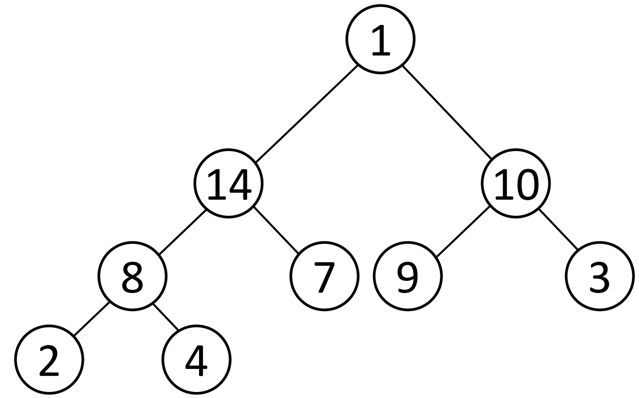
Heap A:



Example: HEAP-EXTRACT-MAX

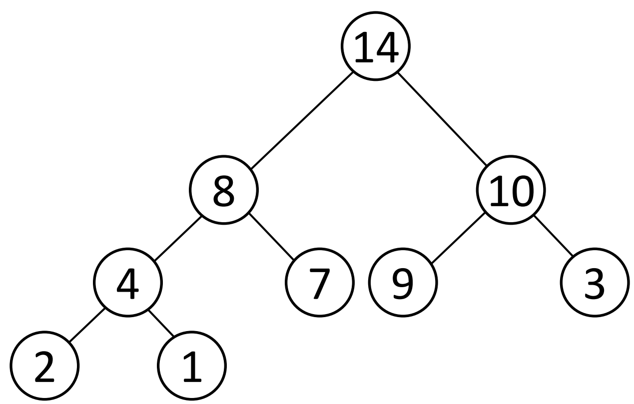


max = 16



Heap size decreased with 1

Call MAX-HEAPIFY(A, 1, n-1)



HEAP-EXTRACT-MAX

Alg: HEAP-EXTRACT-MAX(A, n)

if $n < 1$

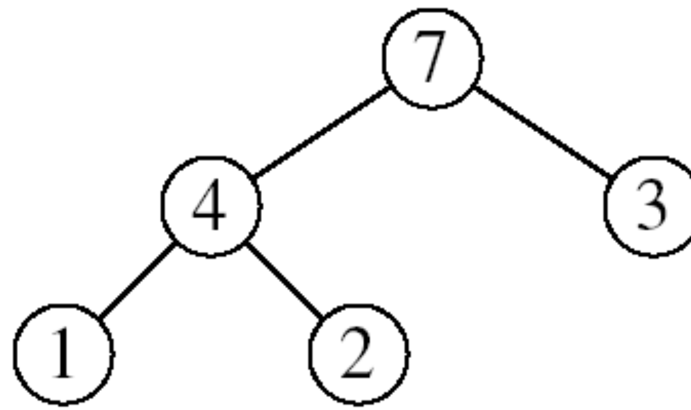
    then error "heap underflow"

$max \leftarrow A[1]$

$A[1] \leftarrow A[n]$

MAX-HEAPIFY(A, 1, n-1) ▷ remakes heap

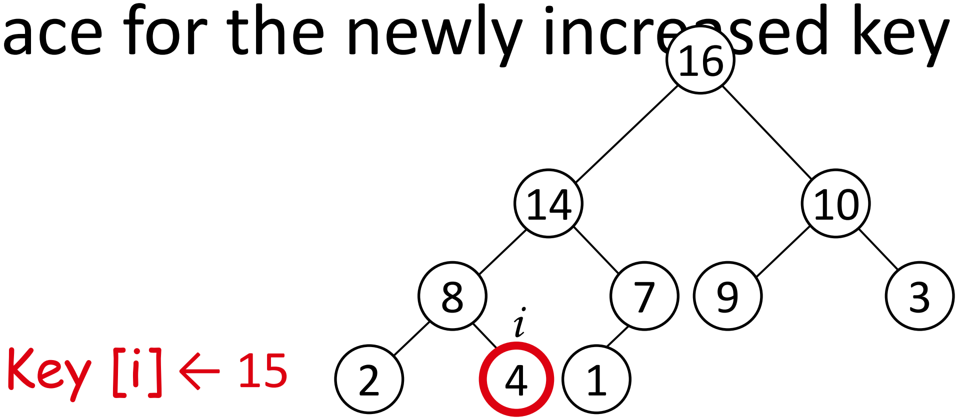
return max



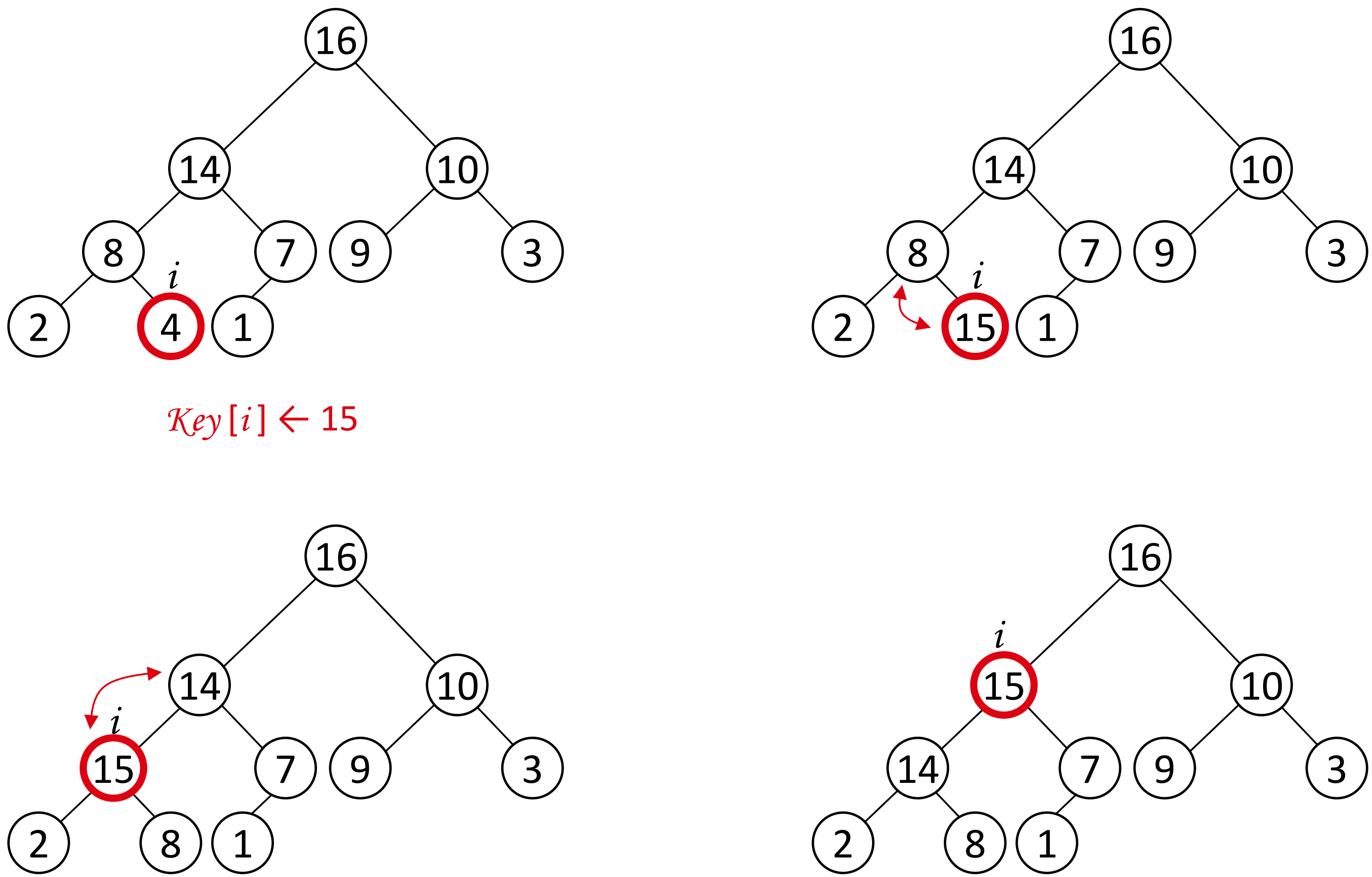
Running time: $O(\lg n)$

HEAP-INCREASE-KEY

- Goal:
  – Increases the key of an element i in the heap
- Idea:
  – Increment the key of $A[i]$ to its new value
  – If the max-heap property does not hold anymore: traverse a path toward the root to find the proper place for the newly increased key



Example: HEAP-INCREASE-KEY

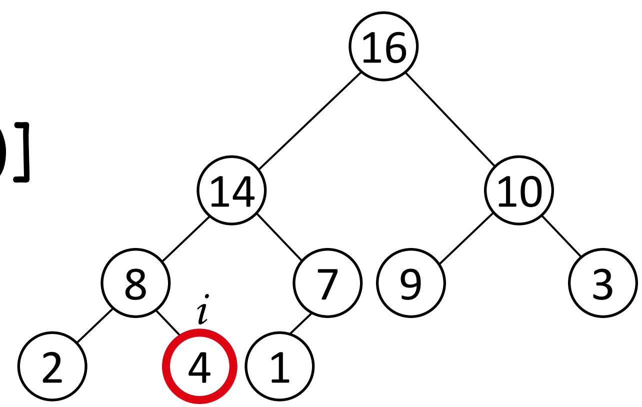


HEAP-INCREASE-KEY

Alg: HEAP-INCREASE-KEY(A, i, key)

if key < A[i]
    then error "new key is smaller than current key"
A[i] ← key
while i > 1 and A[PARENT(i)] < A[i]
    do exchange A[i] A[PARENT(i)]
        i ← PARENT(i)

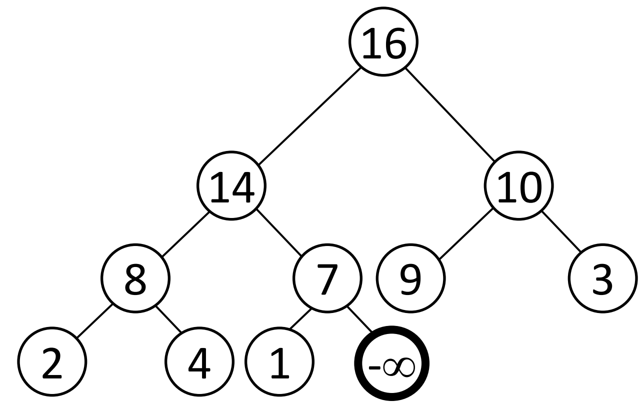
- Running time: $O(\lg n)$

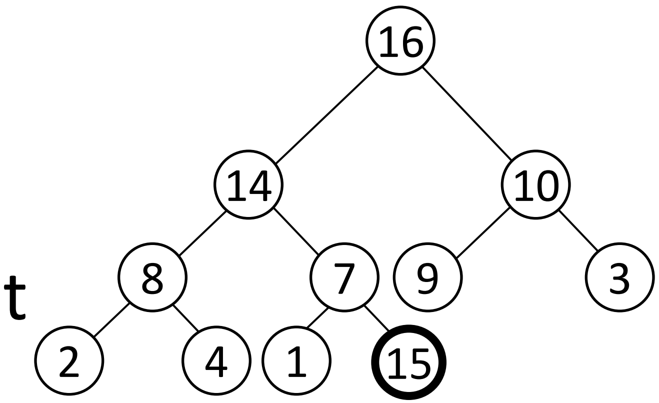


Key [i] ← 15

MAX-HEAP-INSERT

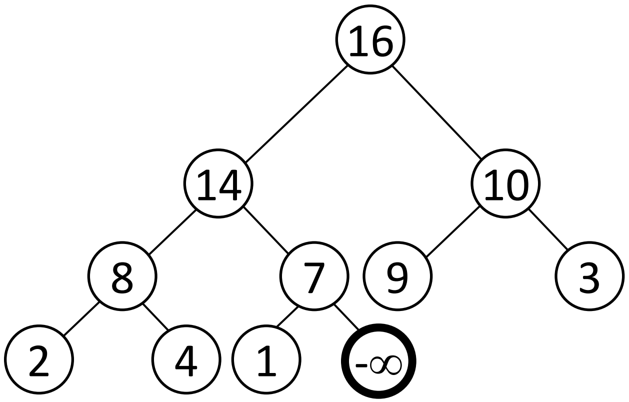
- Goal:
  - Inserts a new element into a max-heap
- Idea:
  - Expand the max-heap with a new element whose key is -∞
  - Calls HEAP-INCREASE-KEY to set the key of the new node to its correct value and maintain the max-heap property



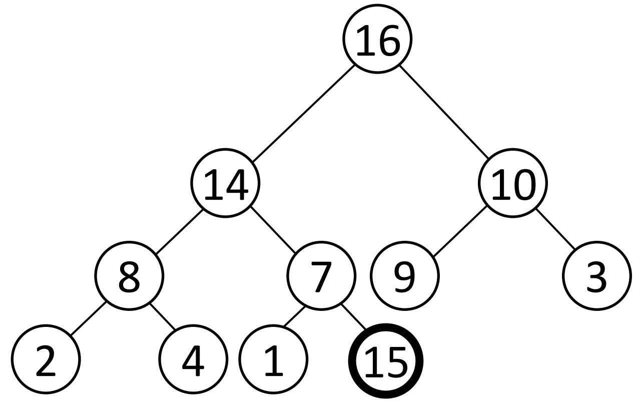


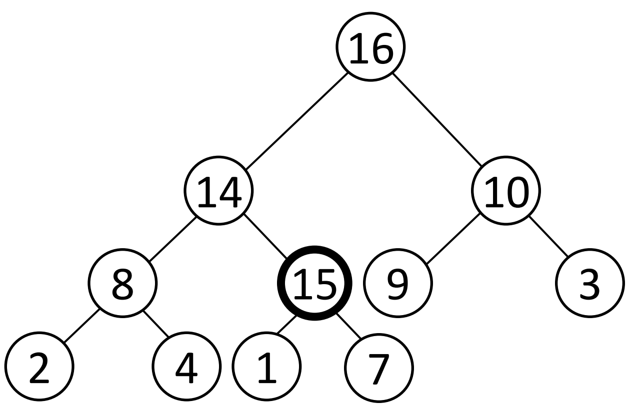
Example: MAX-HEAP-INSERT

Insert value 15:
- Start by inserting -∞

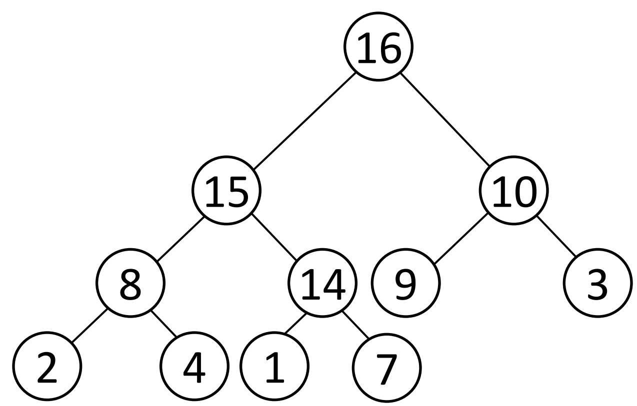


Increase the key to 15
Call HEAP-INCREASE-KEY on A[11] = 15



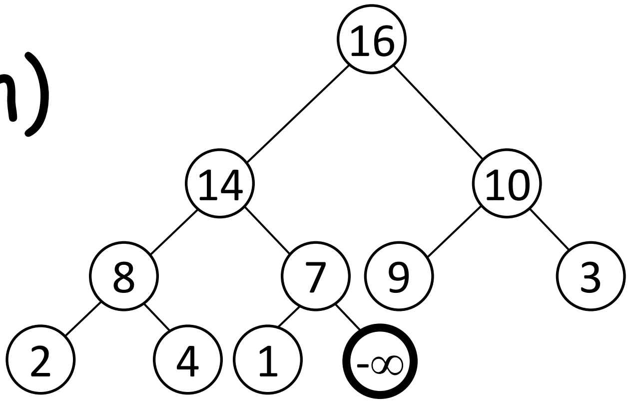


The restored heap containing the newly added element



MAX-HEAP-INSERT

Alg: MAX-HEAP-INSERT(A, key, n)



1. heap-size[A] $\leftarrow n + 1$
2. $A[n + 1] \leftarrow -\infty$
3. HEAP-INCREASE-KEY(A, $n + 1$, key)

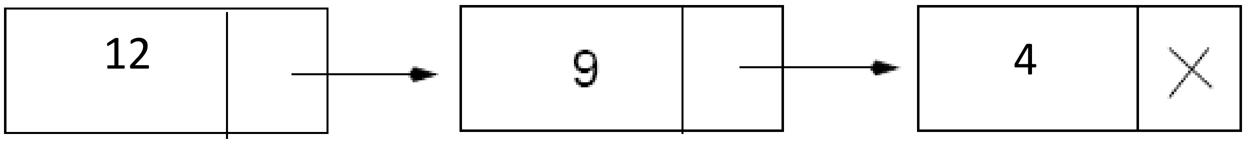
Running time: $O(\lg n)$

Summary

- We can perform the following operations on heaps:
  - MAX-HEAPIFY $O(\lg n)$
  - BUILD-MAX-HEAP $O(n)$
  - HEAP-SORT $O(n\lg n)$
  - MAX-HEAP-INSERT $O(\lg n)$
  - HEAP-EXTRACT-MAX $O(\lg n)$
  - HEAP-INCREASE-KEY $O(\lg n)$

Average $O(\lg n)$

Priority Queue Using Linked List



Remove a key: O(1)

Insert a key: O(n)

Increase key: O(n)

Extract max key: O(1)

Average: O(n)