

# BBM 202 - ALGORITHMS



**HACETTEPE UNIVERSITY**

**DEPT. OF COMPUTER ENGINEERING**

**ERKUT ERDEM**

## **PRIORITY QUEUES AND HEAPSORT**

**Mar. 5, 2015**

**Acknowledgement:** The course slides are adapted from the slides prepared by R. Sedgwick and K. Wayne of Princeton University.

# TODAY

- ▶ **Heapsort**
- ▶ **API**
- ▶ **Elementary implementations**
- ▶ **Binary heaps**
- ▶ **Heapsort**

# Priority queue

**Collections.** Insert and delete items. Which item to delete?

**Stack.** Remove the item most recently added.

**Queue.** Remove the item least recently added.

**Randomized queue.** Remove a random item.


**Priority queue.** Remove the **largest** (or **smallest**) item.

<i>operation</i>	<i>argument</i>	<i>return value</i>
<i>insert</i>	P	
<i>insert</i>	Q	
<i>insert</i>	E	
<i>remove max</i>		Q
<i>insert</i>	X	
<i>insert</i>	A	
<i>insert</i>	M	
<i>remove max</i>		X
<i>insert</i>	P	
<i>insert</i>	L	
<i>insert</i>	E	
<i>remove max</i>		P

# Priority queue API

Requirement. Generic items are comparable.

Key must be Comparable  
(bounded type parameter)



```
public class MaxPQ<Key extends Comparable<Key>>
```

```
    MaxPQ ()
```

*create an empty priority queue*

```
    MaxPQ (Key[] a)
```

*create a priority queue with given keys*

```
    void insert (Key v)
```

*insert a key into the priority queue*

```
    Key delMax ()
```

*return and remove the largest key*

```
    boolean isEmpty ()
```

*is the priority queue empty?*

```
    Key max ()
```

*return the largest key*

```
    int size ()
```

*number of entries in the priority queue*

# Priority queue applications

- Event-driven simulation. [customers in a line, colliding particles]
- Numerical computation. [reducing roundoff error]
- Data compression. [Huffman codes]
- Graph searching. [Dijkstra's algorithm, Prim's algorithm]
- Computational number theory. [sum of powers]
- Artificial intelligence. [A\* search]
- Statistics. [maintain largest M values in a sequence]
- Operating systems. [load balancing, interrupt handling]
- Discrete optimization. [bin packing, scheduling]
- Spam filtering. [Bayesian spam filter]

**Generalizes:** stack, queue, randomized queue.

# Priority queue client example

**Challenge.** Find the largest  $M$  items in a stream of  $N$  items ( $N$  huge,  $M$  large).

- Fraud detection: isolate \$\$ transactions.
- File maintenance: find biggest files or directories.

**Constraint.** Not enough memory to store  $N$  items.

```
% more tinyBatch.txt
Turing      6/17/1990    644.08
vonNeumann  3/26/2002   4121.85
Dijkstra    8/22/2007   2678.40
vonNeumann  1/11/1999   4409.74
Dijkstra    11/18/1995   837.42
Hoare       5/10/1993   3229.27
vonNeumann  2/12/1994   4732.35
Hoare       8/18/1992   4381.21
Turing      1/11/2002    66.10
Thompson    2/27/2000   4747.08
Turing      2/11/1991   2156.86
Hoare       8/12/2003   1025.70
vonNeumann  10/13/1993  2520.97
Dijkstra    9/10/2000    708.95
Turing      10/12/1993  3532.36
Hoare       2/10/2005   4050.20
```

```
% java TopM 5 < tinyBatch.txt
Thompson    2/27/2000   4747.08
vonNeumann  2/12/1994   4732.35
vonNeumann  1/11/1999   4409.74
Hoare       8/18/1992   4381.21
vonNeumann  3/26/2002   4121.85
```

↑  
sort key

# Priority queue client example

**Challenge.** Find the largest  $M$  items in a stream of  $N$  items ( $N$  huge,  $M$  large).

```
MinPQ<Transaction> pq = new MinPQ<Transaction>();  
while (StdIn.hasNextLine())  
{  
    String line = StdIn.readLine();  
    Transaction item = new Transaction(line);  
    pq.insert(item);  
    if (pq.size() > M)  
        pq.delMin();  
}
```

use a min-oriented pq

Transaction data  
type is Comparable  
(ordered by \$\$)

pq contains  
largest M items

order of growth of finding the largest  $M$  in a stream of  $N$  items

implementatio n	time	space
sort	$N \log N$	$N$
elementary PQ	$M N$	$M$
binary heap	$N \log M$	$M$
best in theory	$N$	$M$

# PRIORITY QUEUES AND HEAPSORT

- ▶ **Heapsort**
- ▶ API
- ▶ **Elementary implementations**
- ▶ Binary heaps
- ▶ Heapsort



# Priority queue: unordered and ordered array implementation

<i>operation</i>	<i>argument</i>	<i>return value</i>	<i>size</i>	<i>contents (unordered)</i>					<i>contents (ordered)</i>								
<i>insert</i>	P		1	P					P								
<i>insert</i>	Q		2	P	Q				P	Q							
<i>insert</i>	E		3	P	Q	E			E	P	Q						
<i>remove max</i>		Q	2	P	E				E	P							
<i>insert</i>	X		3	P	E	X			E	P	X						
<i>insert</i>	A		4	P	E	X	A		A	E	P	X					
<i>insert</i>	M		5	P	E	X	A	M	A	E	M	P	X				
<i>remove max</i>		X	4	P	E	M	A		A	E	M	P					
<i>insert</i>	P		5	P	E	M	A	P	A	E	M	P	P				
<i>insert</i>	L		6	P	E	M	A	P	L	A	E	L	M	P	P		
<i>insert</i>	E		7	P	E	M	A	P	L	E	A	E	E	L	M	P	P
<i>remove max</i>		P	6	E	M	A	P	L	E	A	E	E	L	M	P		

A sequence of operations on a priority queue

# Priority queue: unordered array implementation

```
public class UnorderedMaxPQ<Key extends Comparable<Key>>
{
    private Key[] pq;    // pq[i] = ith element on pq
    private int N;      // number of elements on pq

    public UnorderedMaxPQ(int capacity)
    { pq = (Key[]) new Comparable[capacity]; }

    public boolean isEmpty()
    { return N == 0; }

    public void insert(Key x)
    { pq[N++] = x; }

    public Key delMax()
    {
        int max = 0;
        for (int i = 1; i < N; i++)
            if (less(max, i)) max = i;
        exch(max, N-1);
        return pq[--N];
    }
}
```

no generic  
array creation

less() and exch()  
similar to sorting methods

null out entry  
to prevent loitering

# Priority queue elementary implementations

Challenge. Implement **all** operations efficiently.

order-of-growth of running time for priority queue with N items

implementation	insert	del max	max
unordered array	1	N	N
ordered array	N	1	1
goal	log N	log N	log N

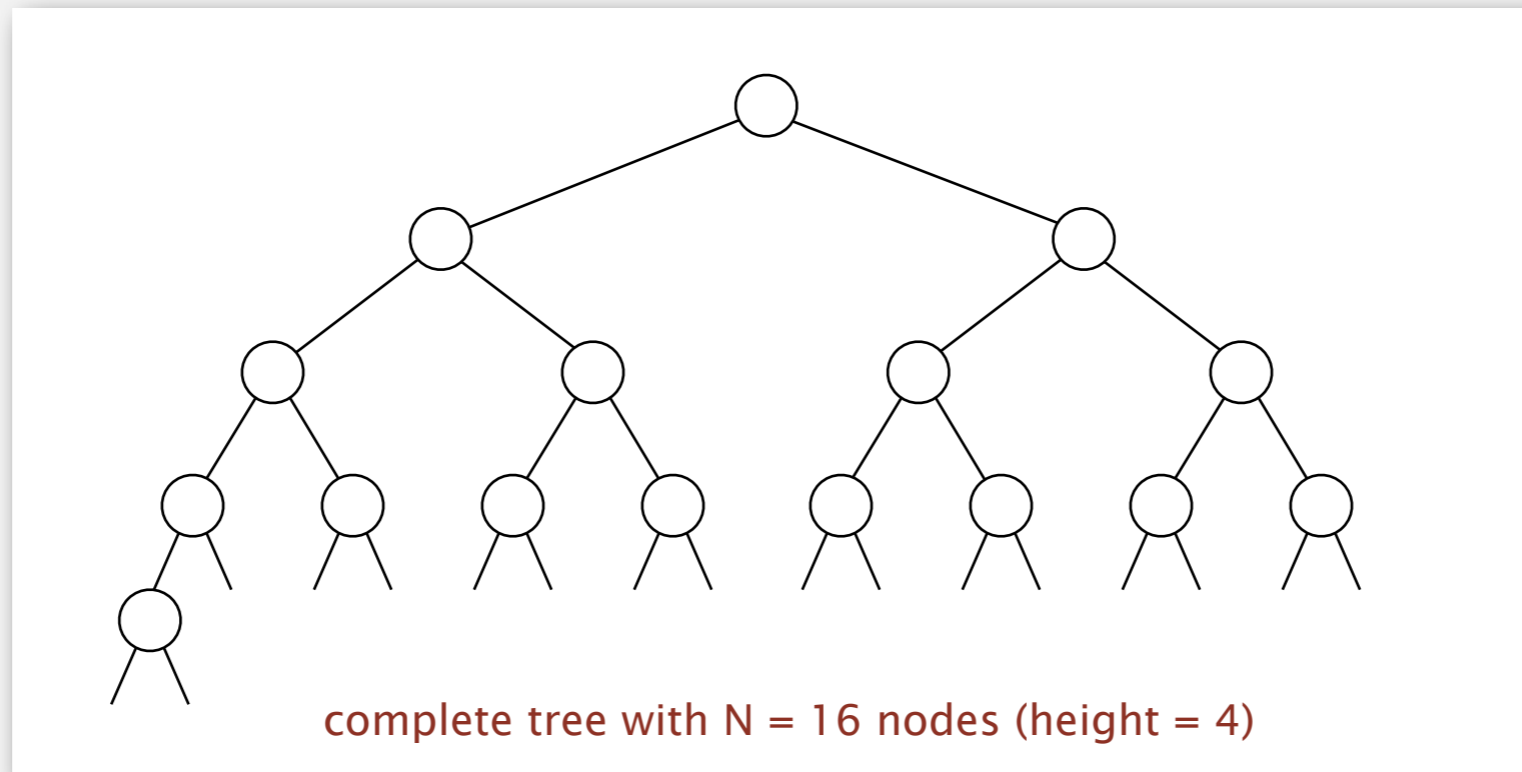
# PRIORITY QUEUES AND HEAPSORT

- ▶ **Heapsort**
- ▶ API
- ▶ Elementary implementations
- ▶ **Binary heaps**
- ▶ Heapsort

# Binary tree

**Binary tree.** Empty **or** node with links to left and right binary trees.

**Complete tree.** Perfectly balanced, except for bottom level.



**Property.** Height of complete tree with  $N$  nodes is  $\lfloor \lg N \rfloor$ .

**Pf.** Height only increases when  $N$  is a power of 2.



# A complete binary tree in nature



Hyphaene Compressa - Doum Palm

© Shlomit Pinter

# Binary heap representations

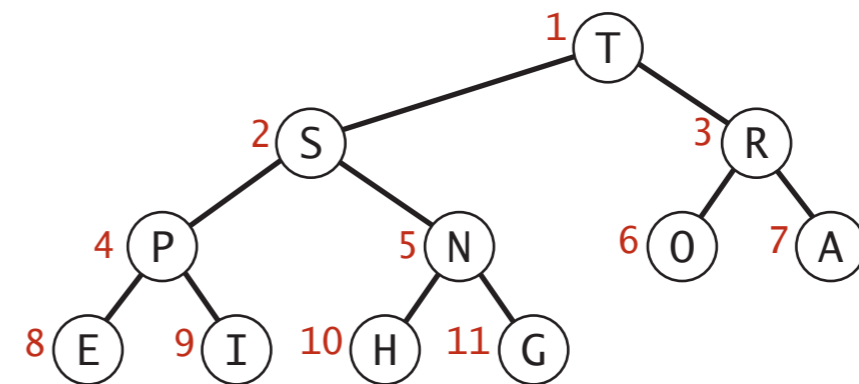
**Binary heap.** Array representation of a heap-ordered complete binary tree.

**Heap-ordered binary tree.**

- Keys in nodes.
- Parent's key no smaller than children's keys.

**Array representation.**

- Indices start at 1.
- Take nodes in **level** order.
- No explicit links needed!



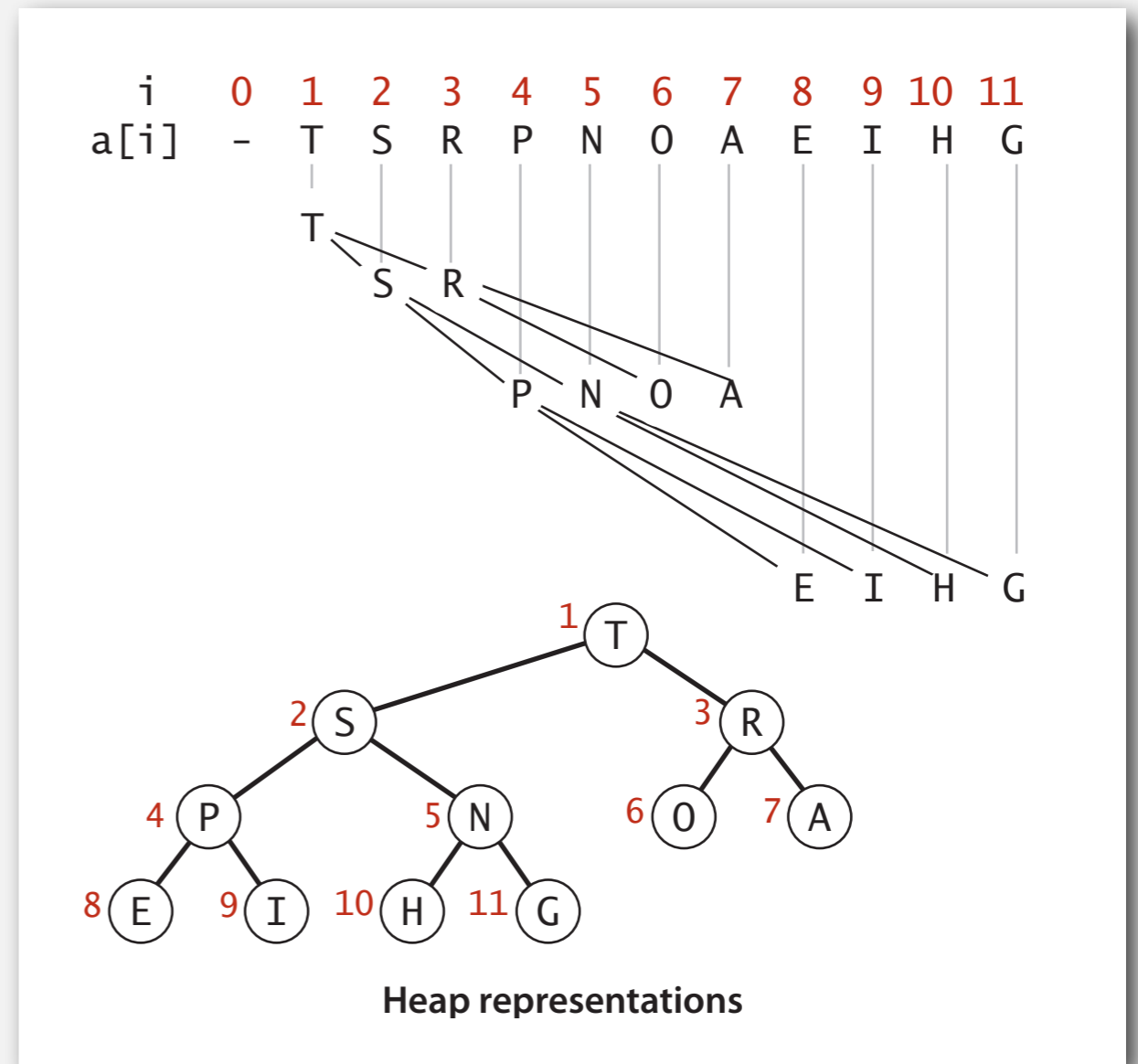
Heap representations

# Binary heap properties

**Proposition.** Largest key is  $a[1]$ , which is root of binary tree.

**Proposition.** Can use array indices to move through tree.

- Parent of node at  $k$  is at  $k/2$ .
- Children of node at  $k$  are at  $2k$  and  $2k+1$ .





# Promotion in a heap

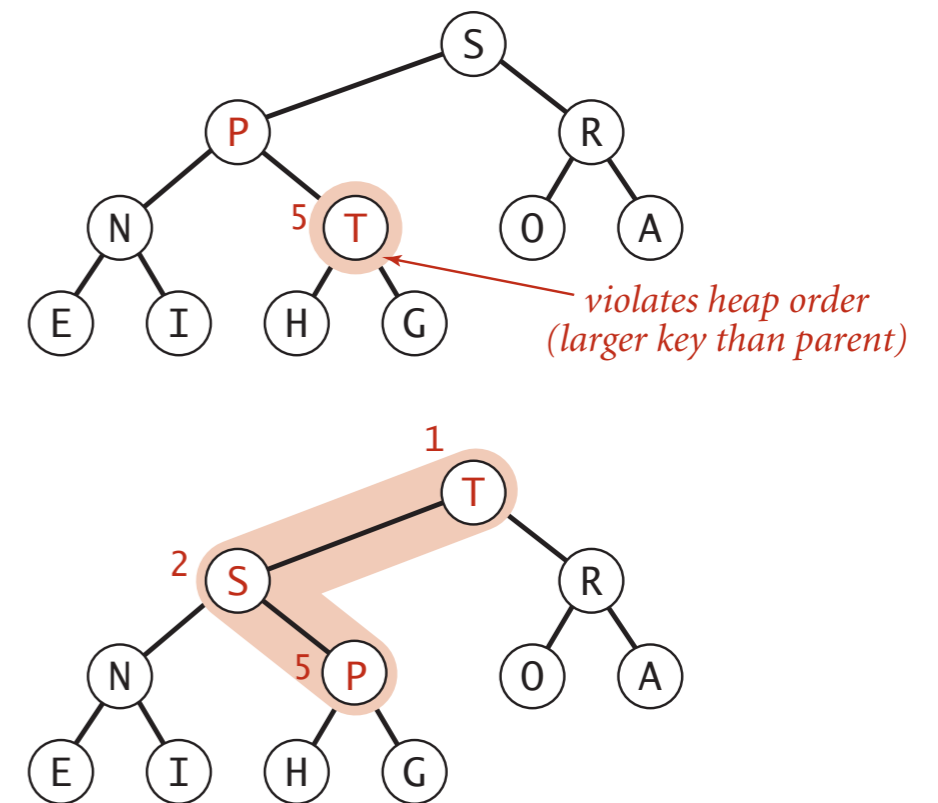
**Scenario.** Child's key becomes **larger** key than its parent's key.

**To eliminate the violation:**

- Exchange key in child with key in parent.
- Repeat until heap order restored.

```
private void swim(int k)
{
    while (k > 1 && less(k/2, k))
    {
        exch(k, k/2);
        k = k/2;
    }
}
```

parent of node at k is at k/2



**Peter principle.** Node promoted to level of incompetence.

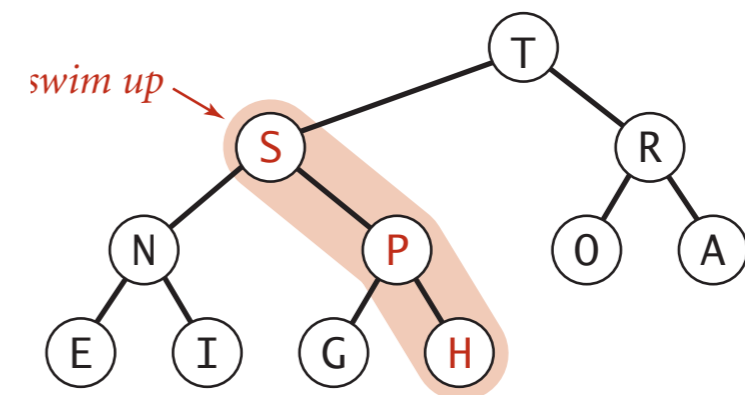
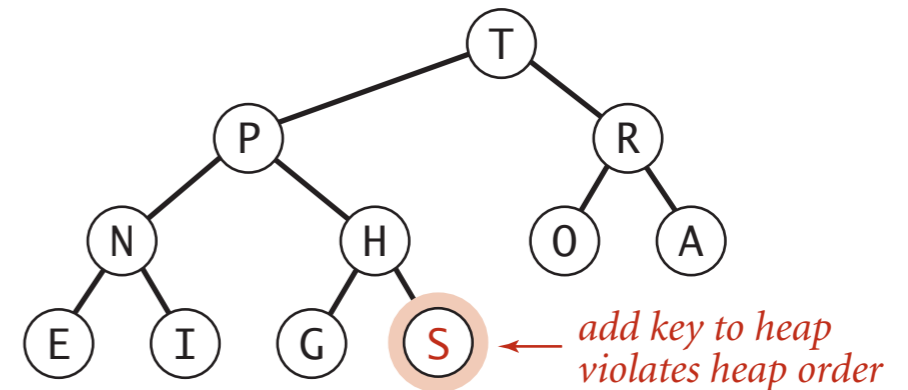
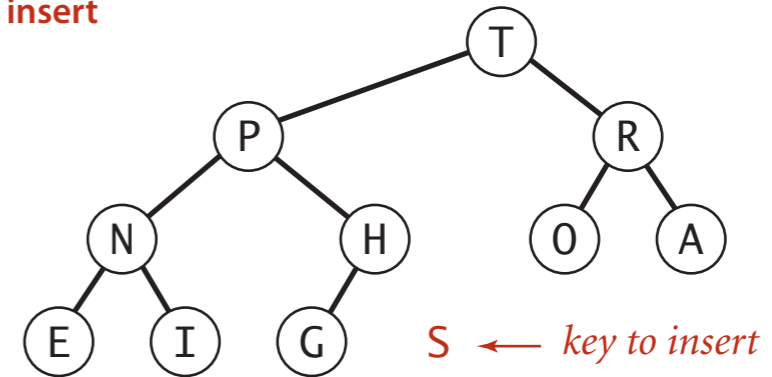
# Insertion in a heap

**Insert.** Add node at end, then swim it up.

**Cost.** At most  $1 + \lg N$  compares.

```
public void insert(Key x)
{
    pq[++N] = x;
    swim(N);
}
```

insert



# Demotion in a heap

**Scenario.** Parent's key becomes **smaller** than one (or both) of its children's keys.

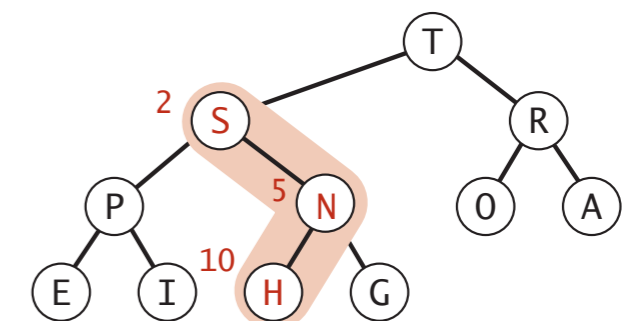
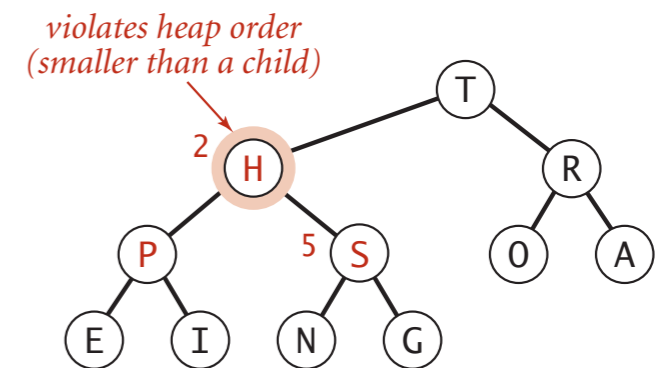
**To eliminate the violation:**

- Exchange key in parent with key in larger child.
- Repeat until heap order restored.

← why not smaller child?

```
private void sink(int k)
{
    while (2*k <= N)
    {
        int j = 2*k;
        if (j < N && less(j, j+1)) j++;
        if (!less(k, j)) break;
        exch(k, j);
        k = j;
    }
}
```

children of node  
at k are 2k and 2k+1



Top-down reheapify (sink)

**Power struggle.** Better subordinate promoted.

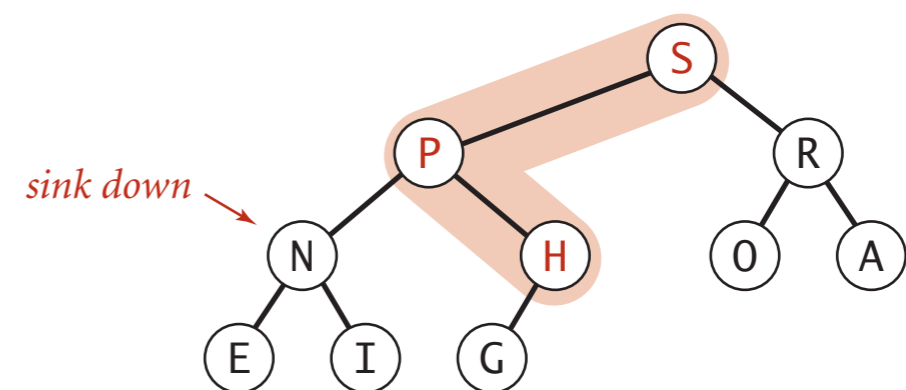
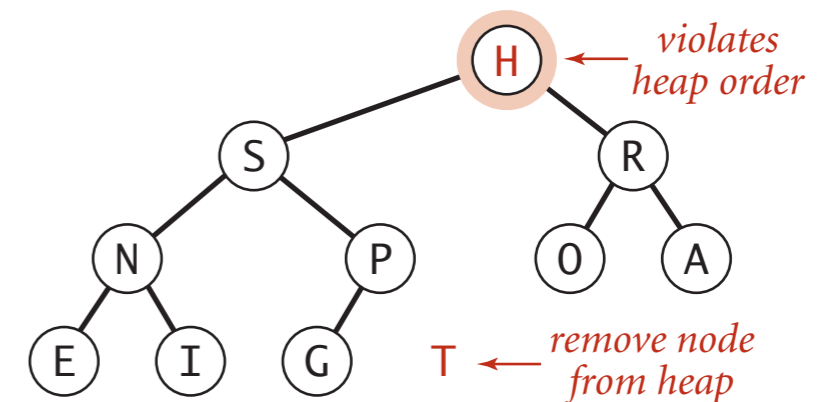
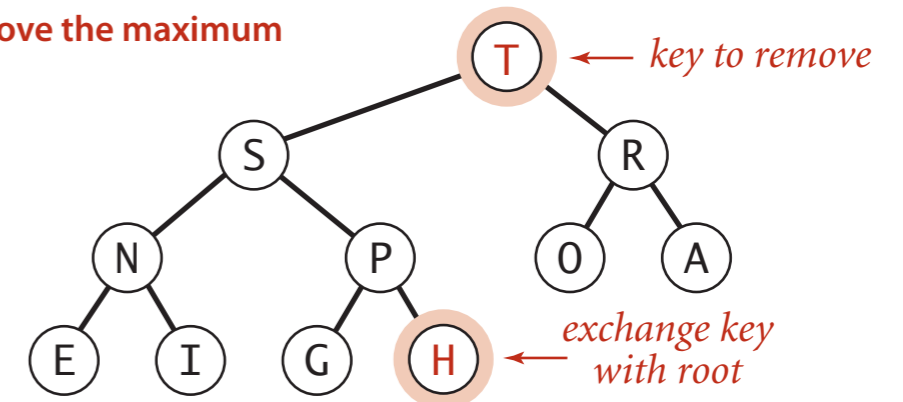
# Delete the maximum in a heap

Delete max. Exchange root with node at end, then sink it down.

Cost. At most  $2 \lg N$  compares.

```
public Key delMax()
{
    Key max = pq[1];
    exch(1, N--);
    sink(1);
    pq[N+1] = null; ← prevent loitering
    return max;
}
```

remove the maximum

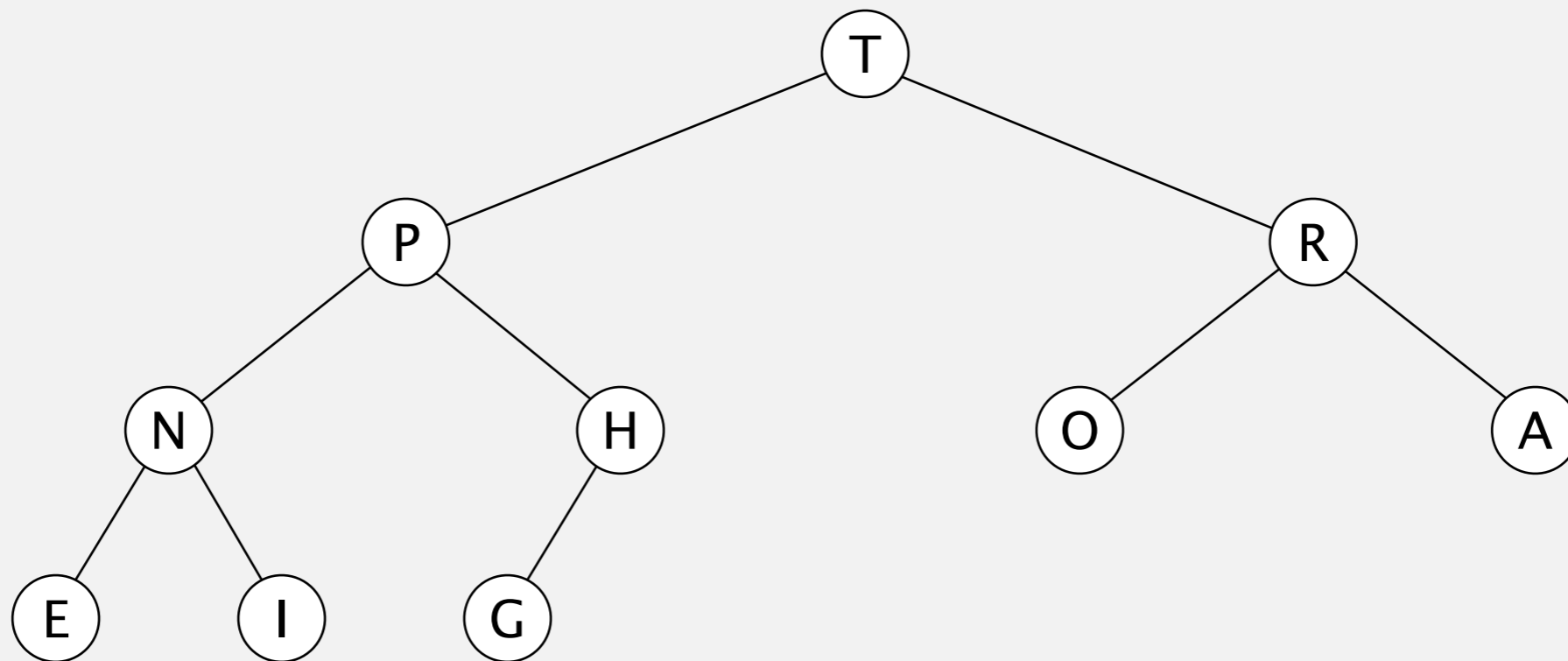


# Binary heap operations

**Insert.** Add node at end, then swim it up.

**Remove the maximum.** Exchange root with node at end, then sink it down.

heap ordered

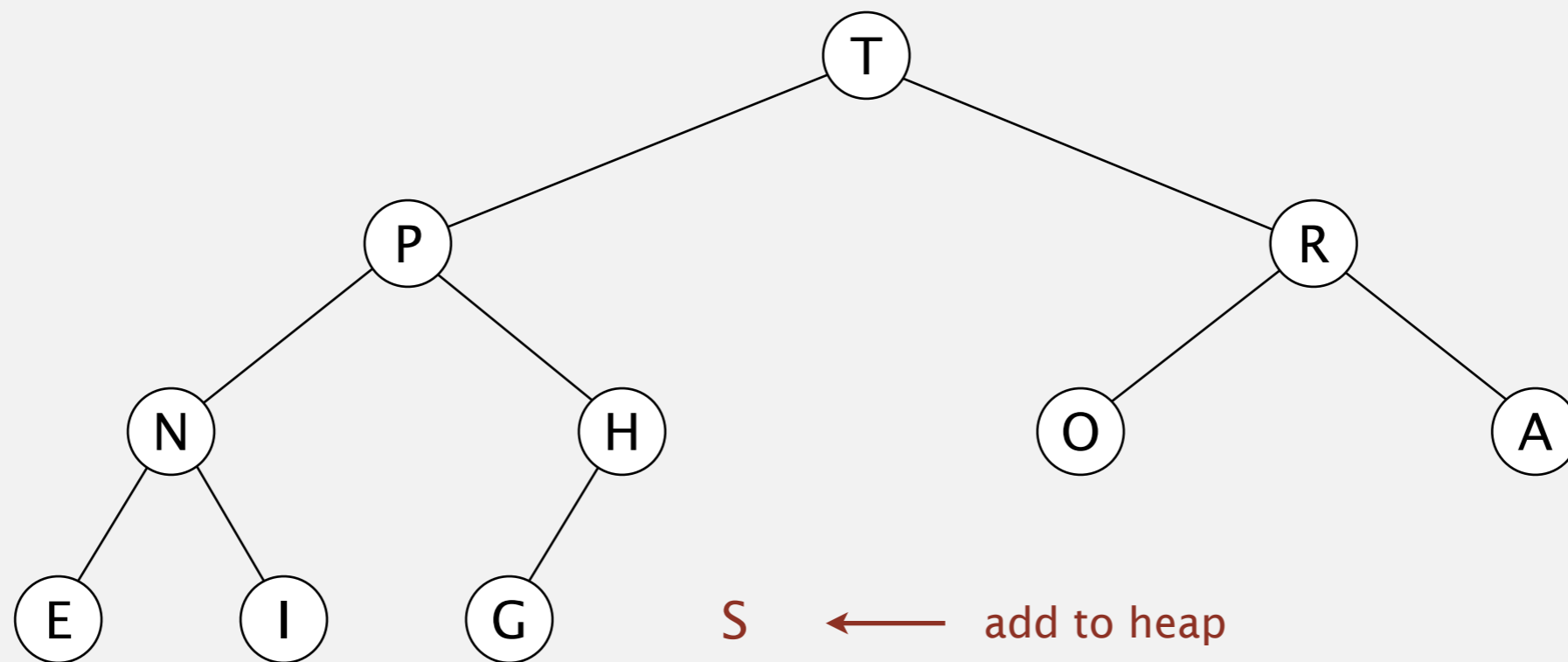


# Binary heap operations

**Insert.** Add node at end, then swim it up.

**Remove the maximum.** Exchange root with node at end, then sink it down.

insert S

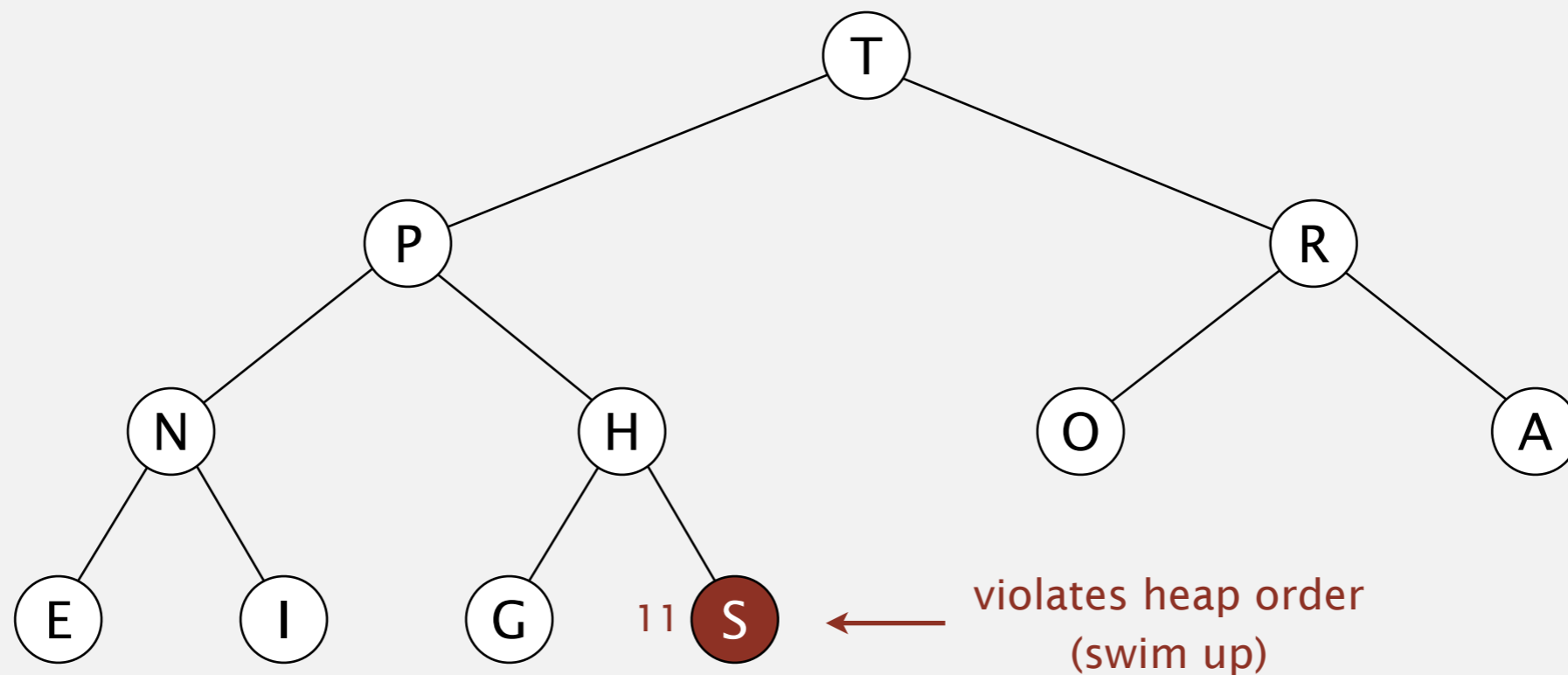


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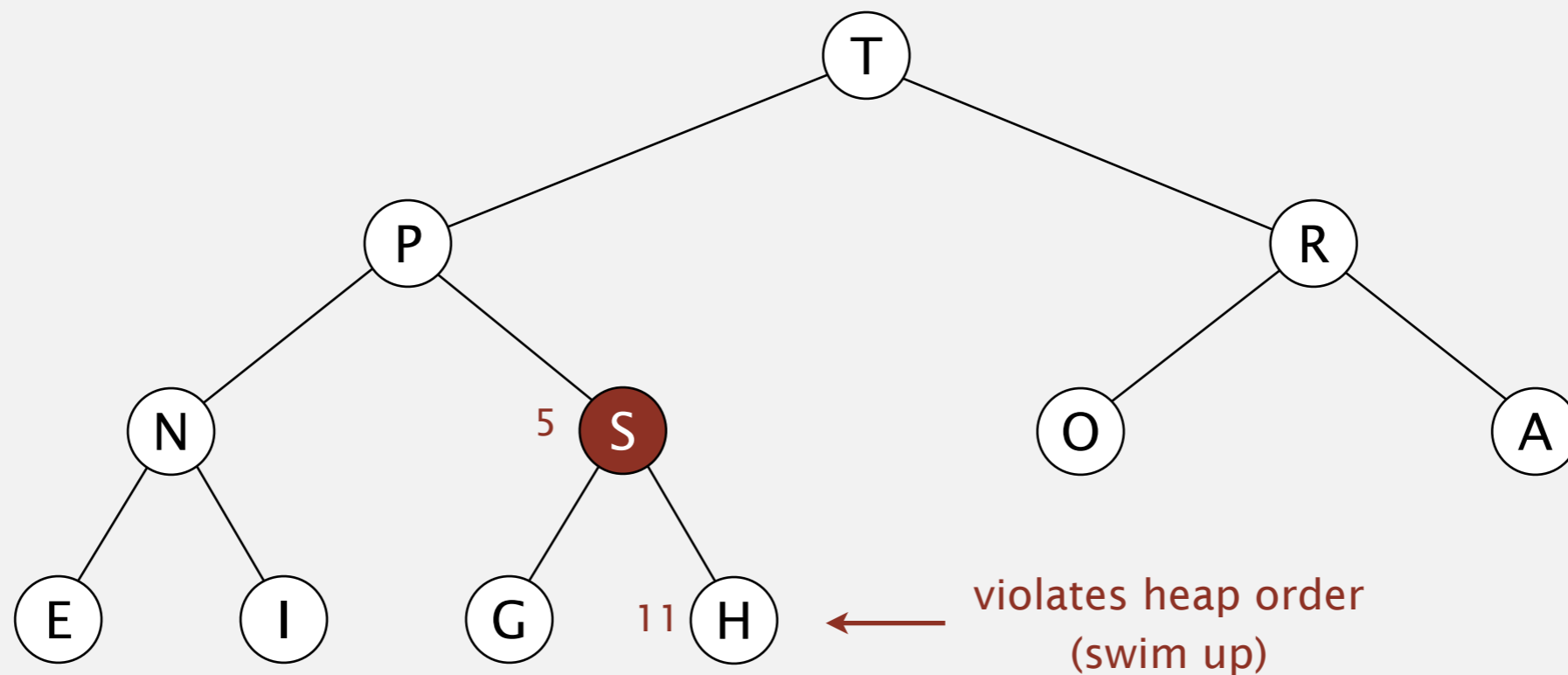


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insert S



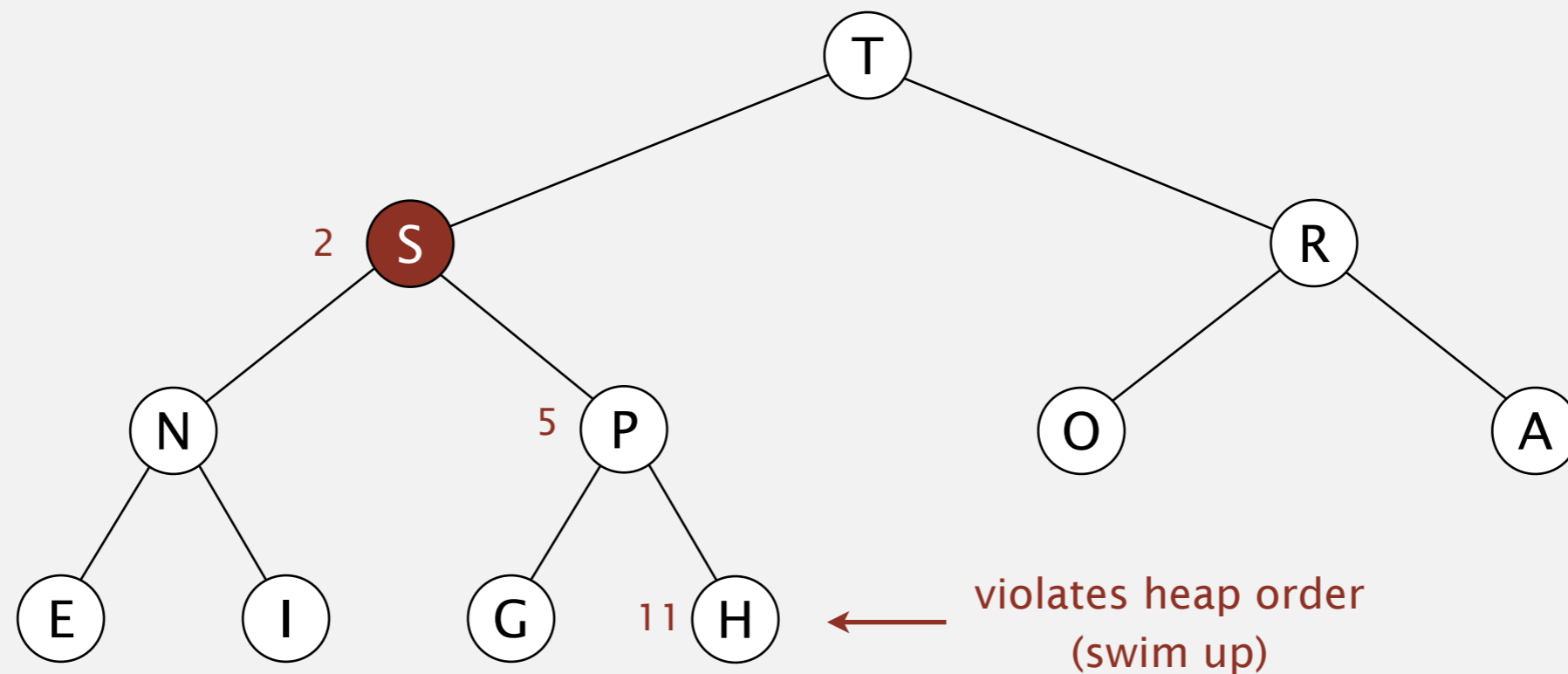


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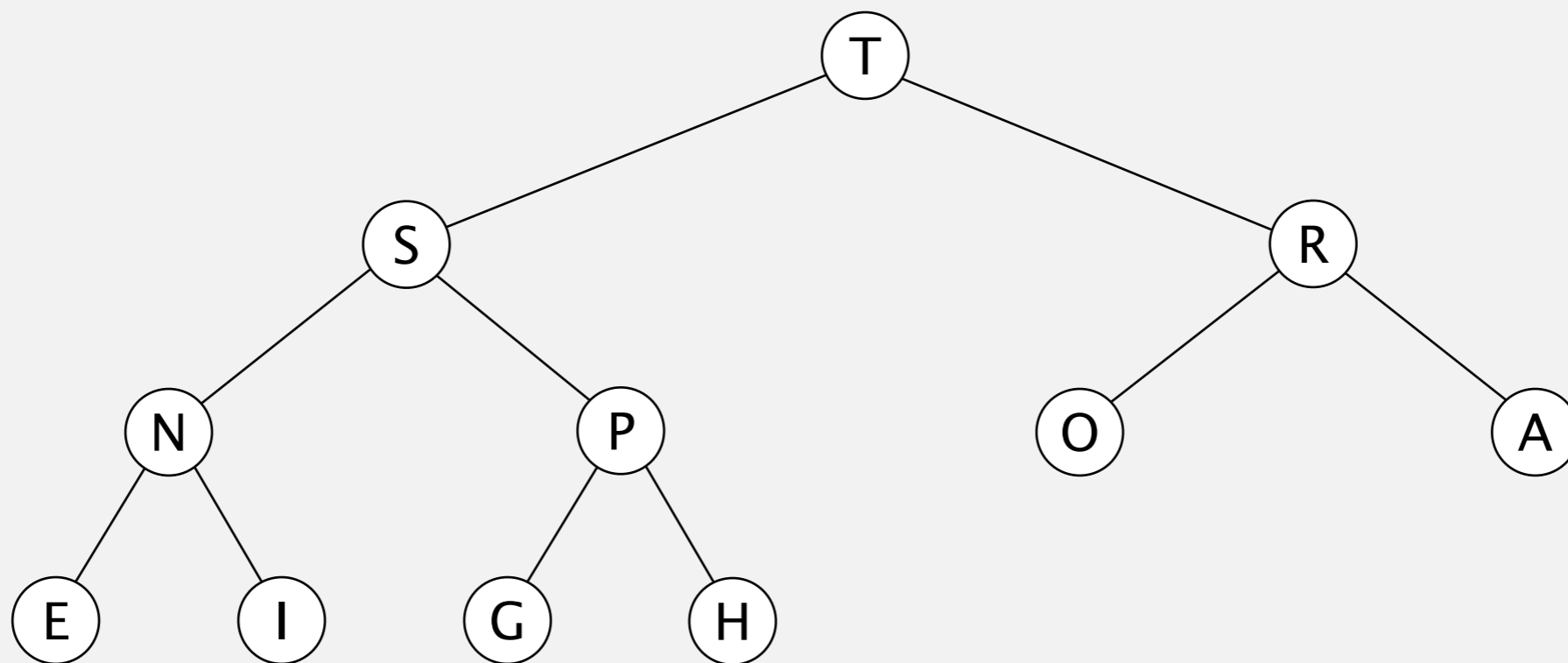


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heap ordered



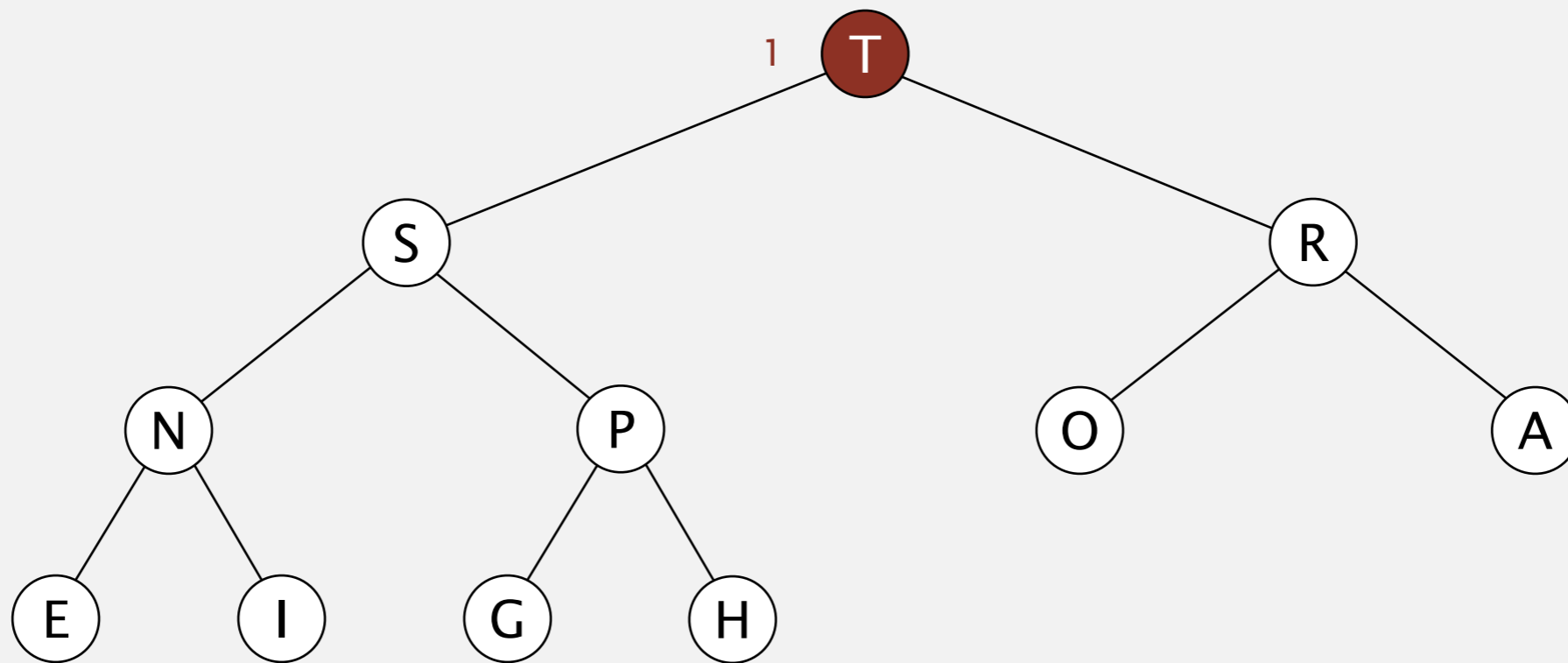
T	S	R	N	P	O	A	E	I	G	H
---	---	---	---	---	---	---	---	---	---	---

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remove the maximum

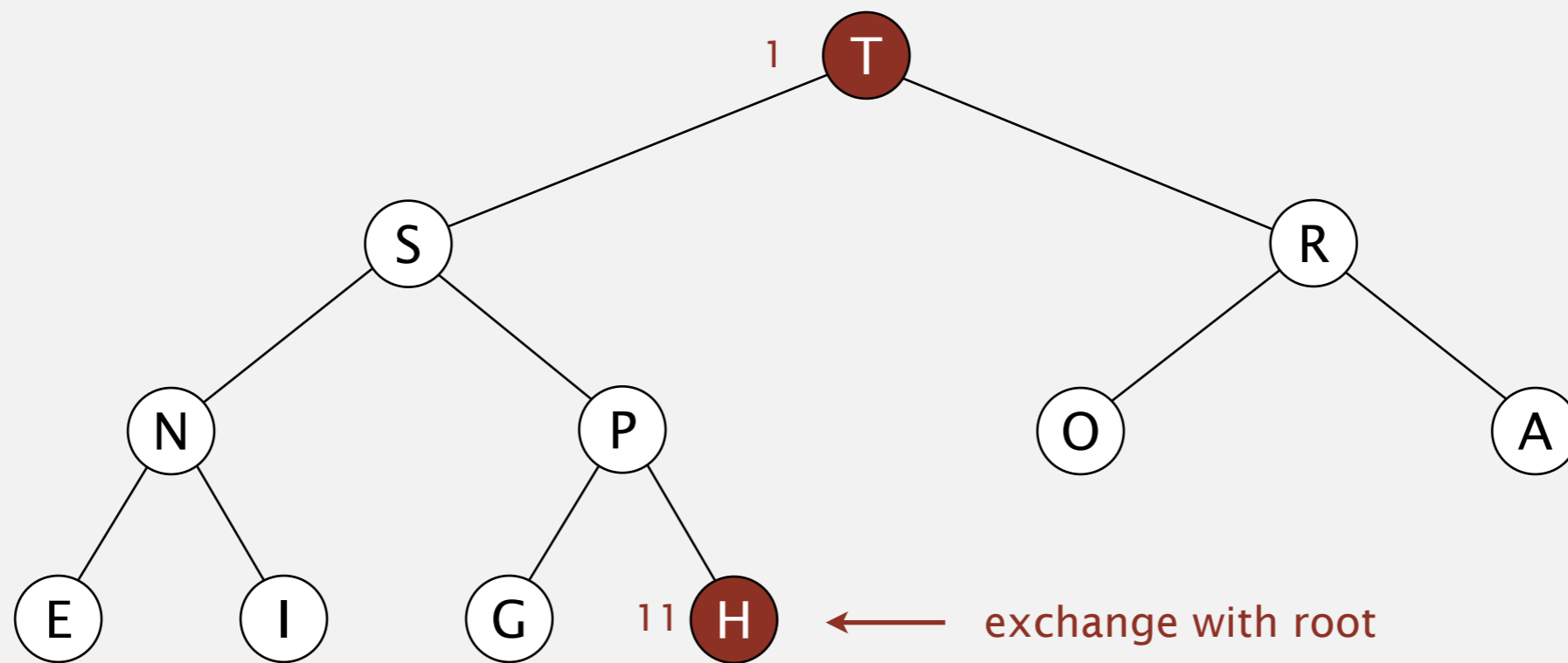


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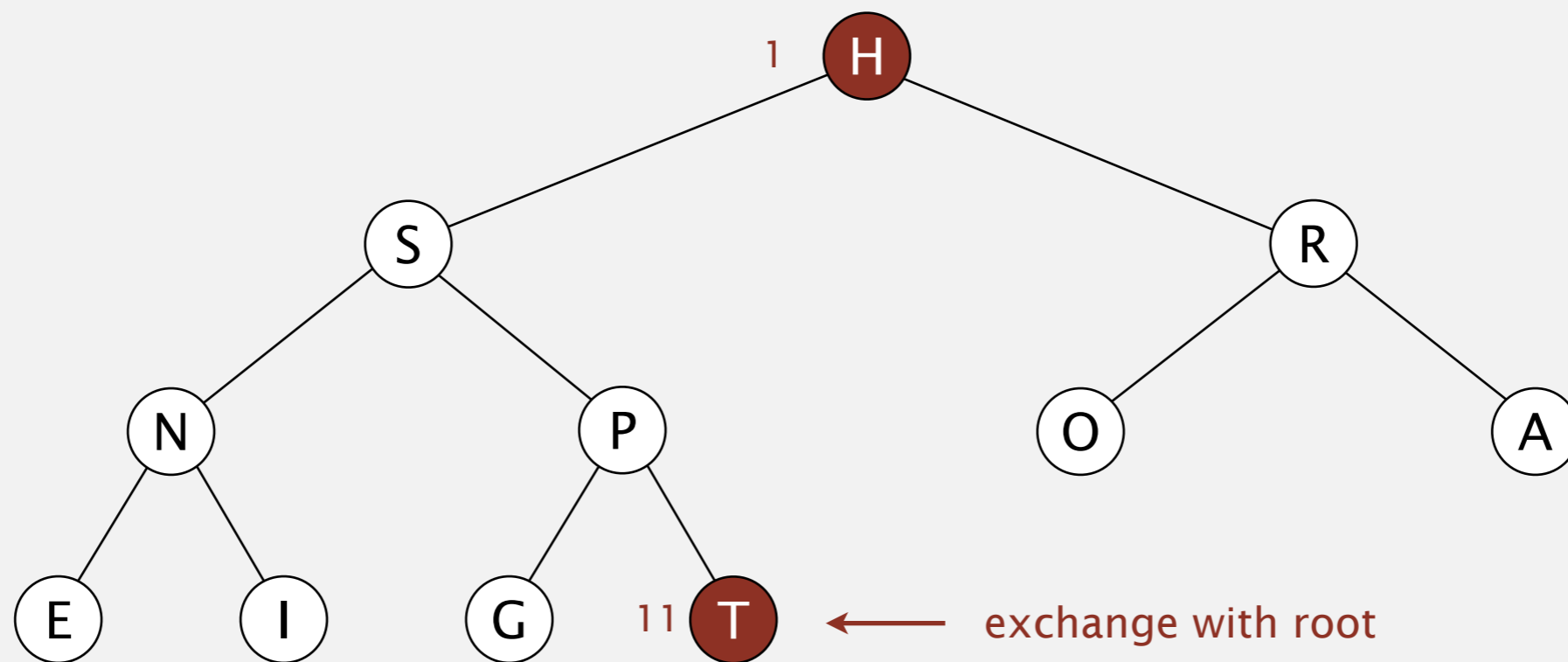


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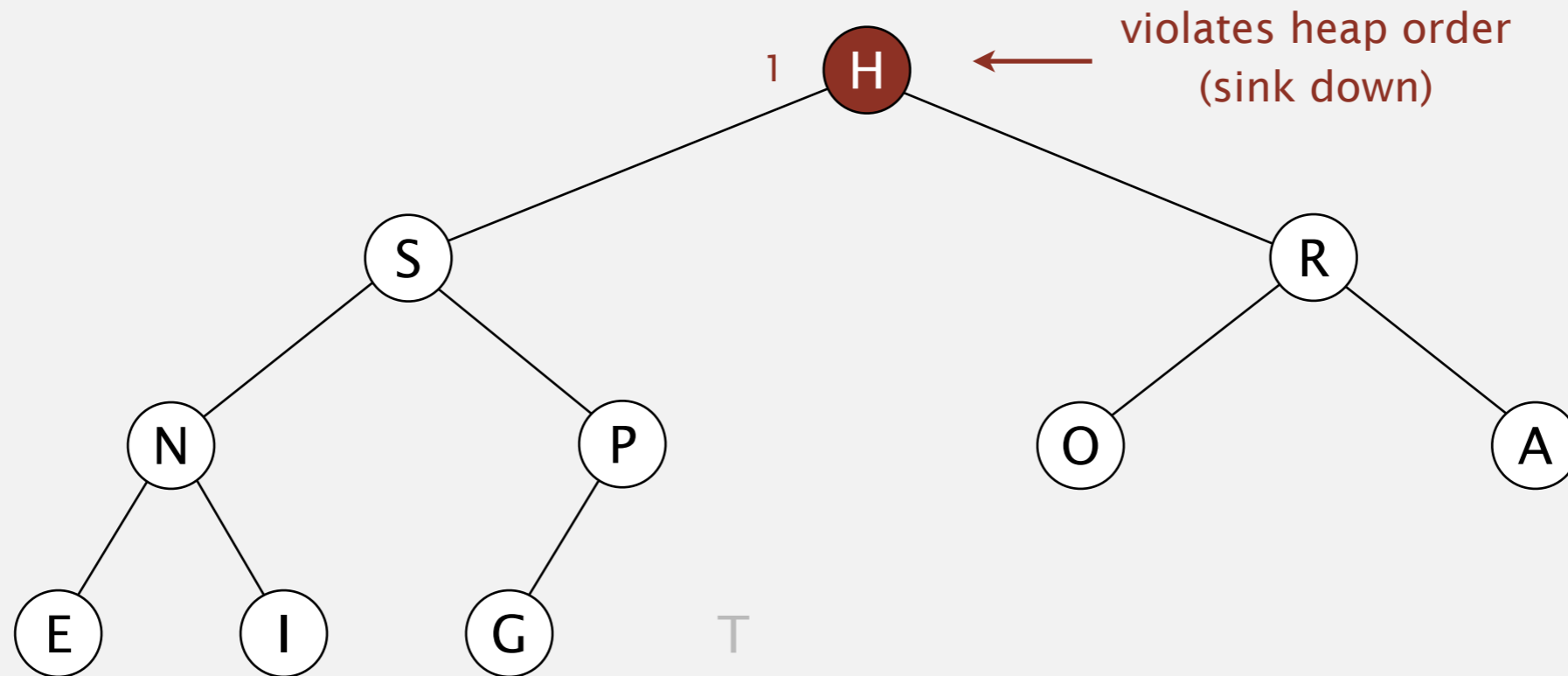


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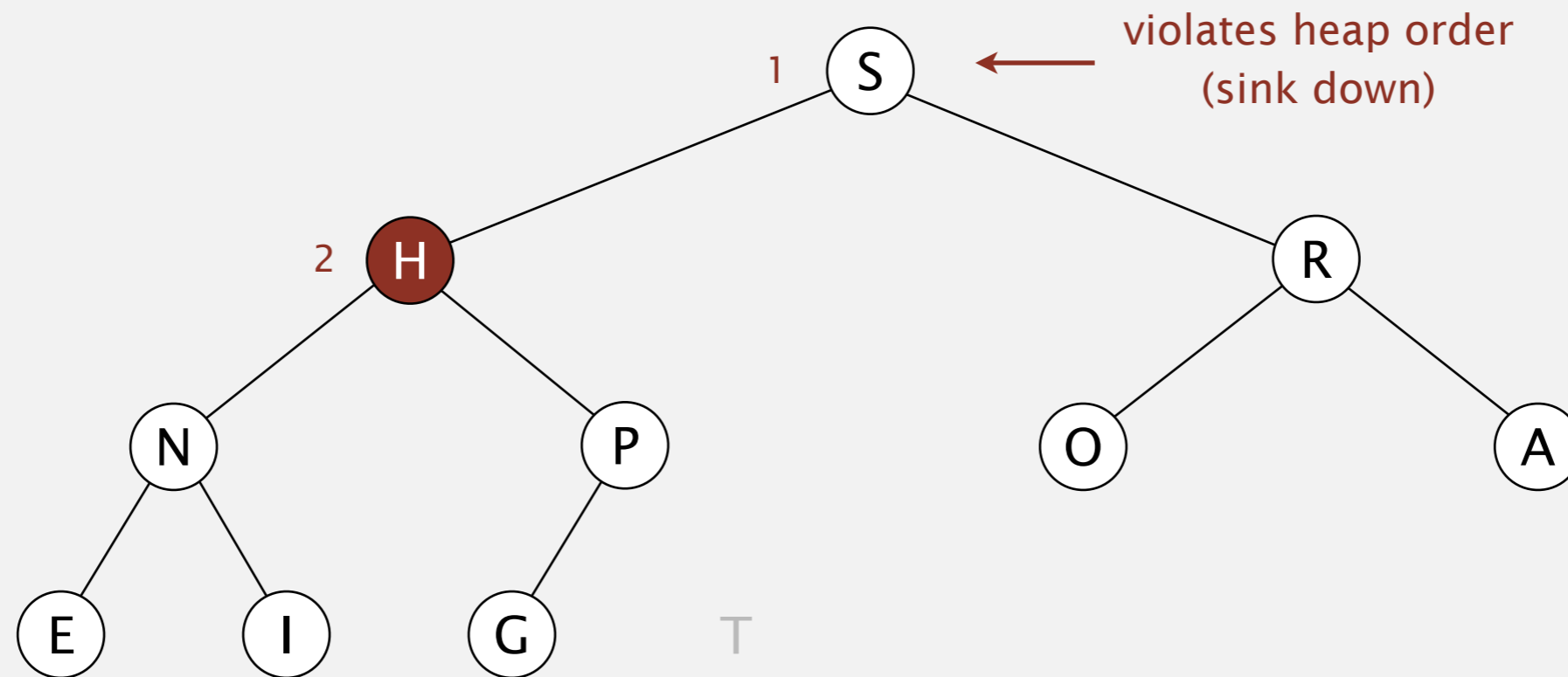


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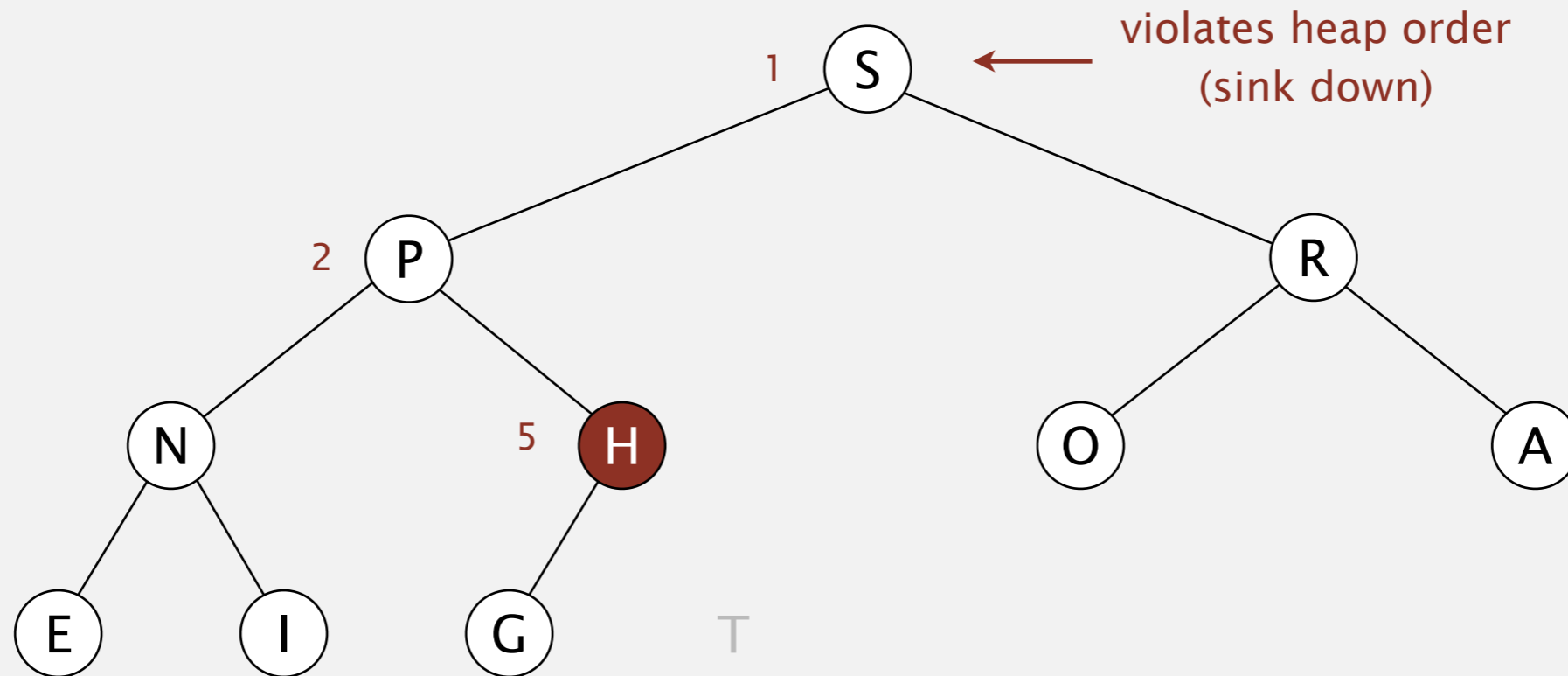


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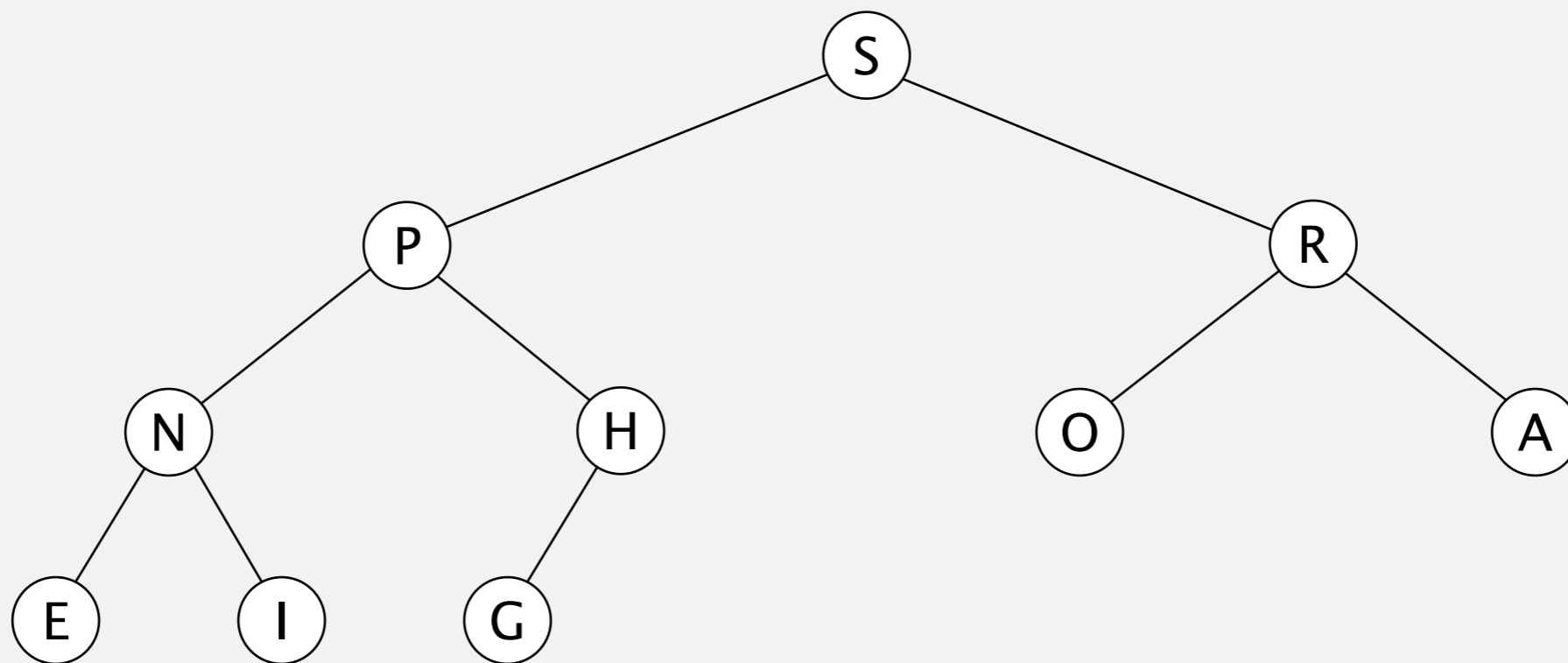


# Binary heap operations

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heap ordered

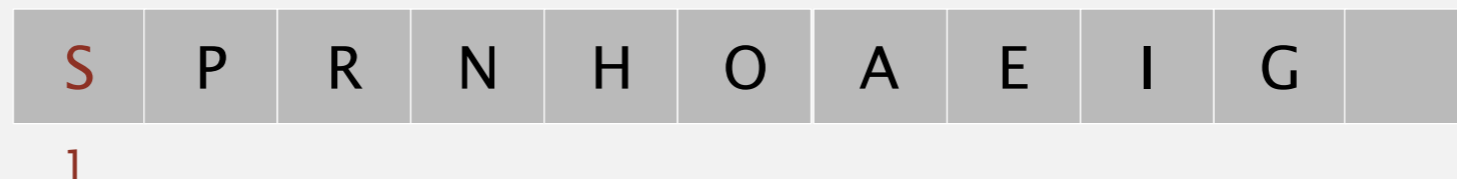
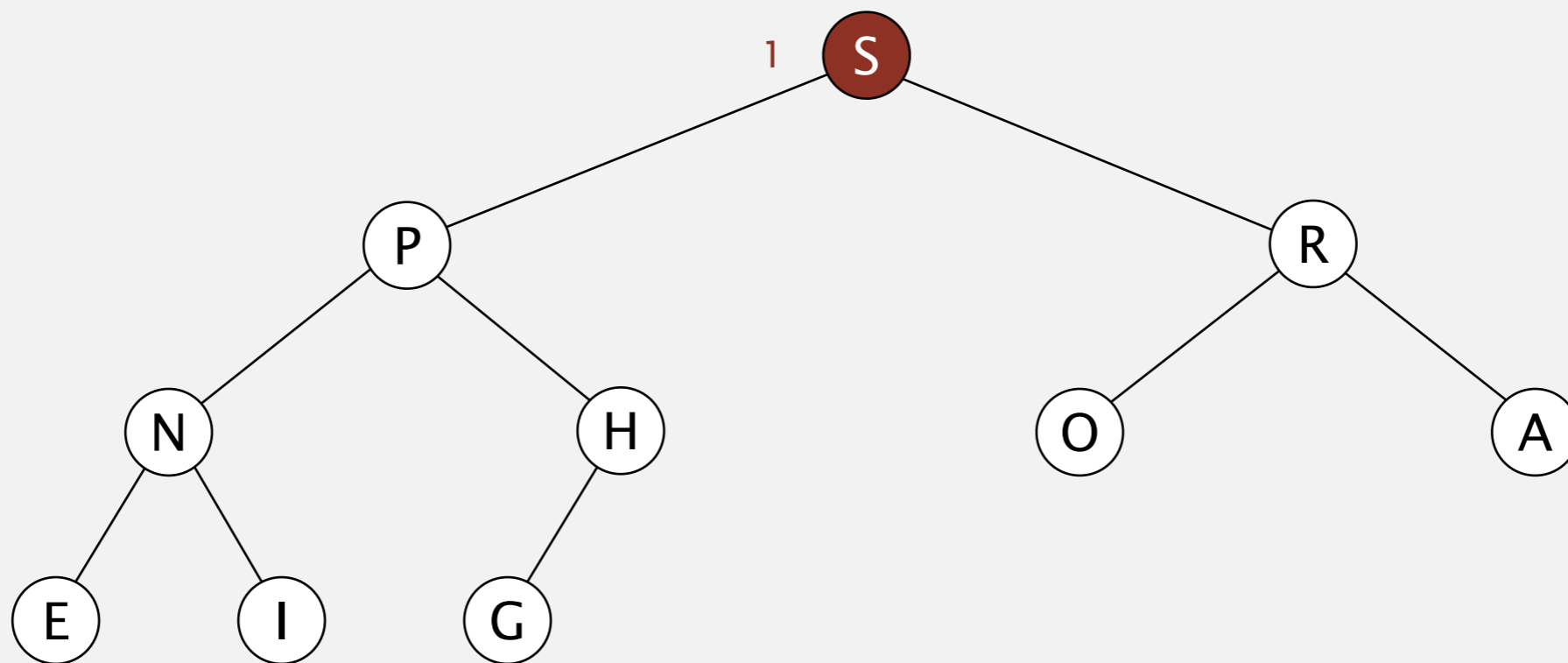


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remove the maximum

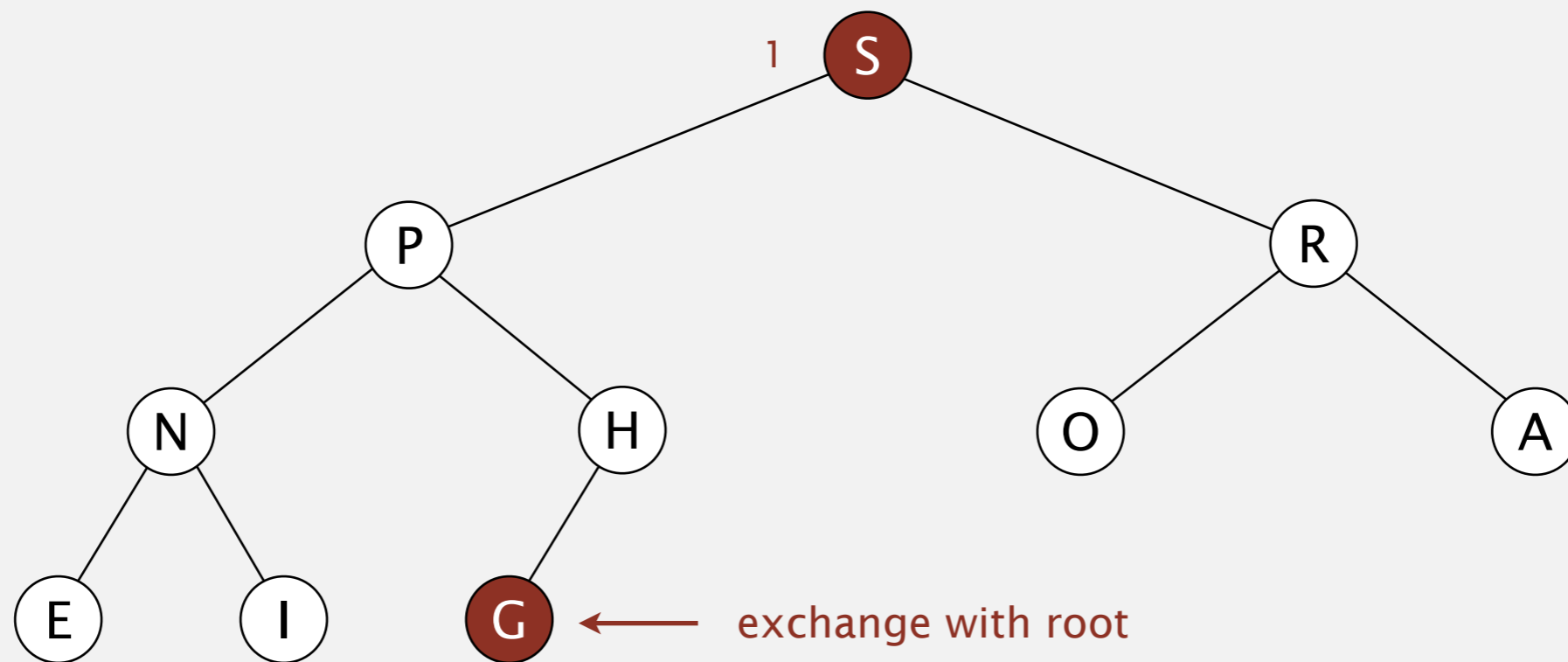


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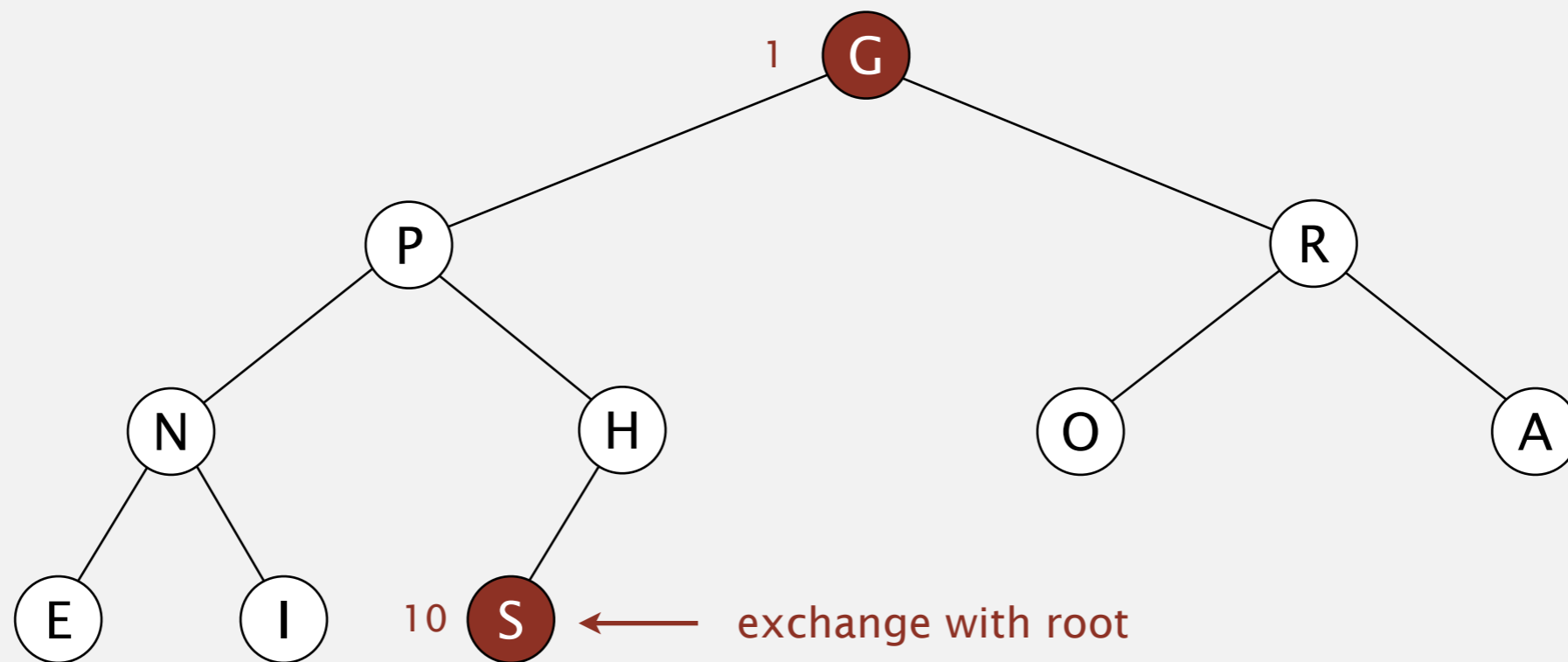


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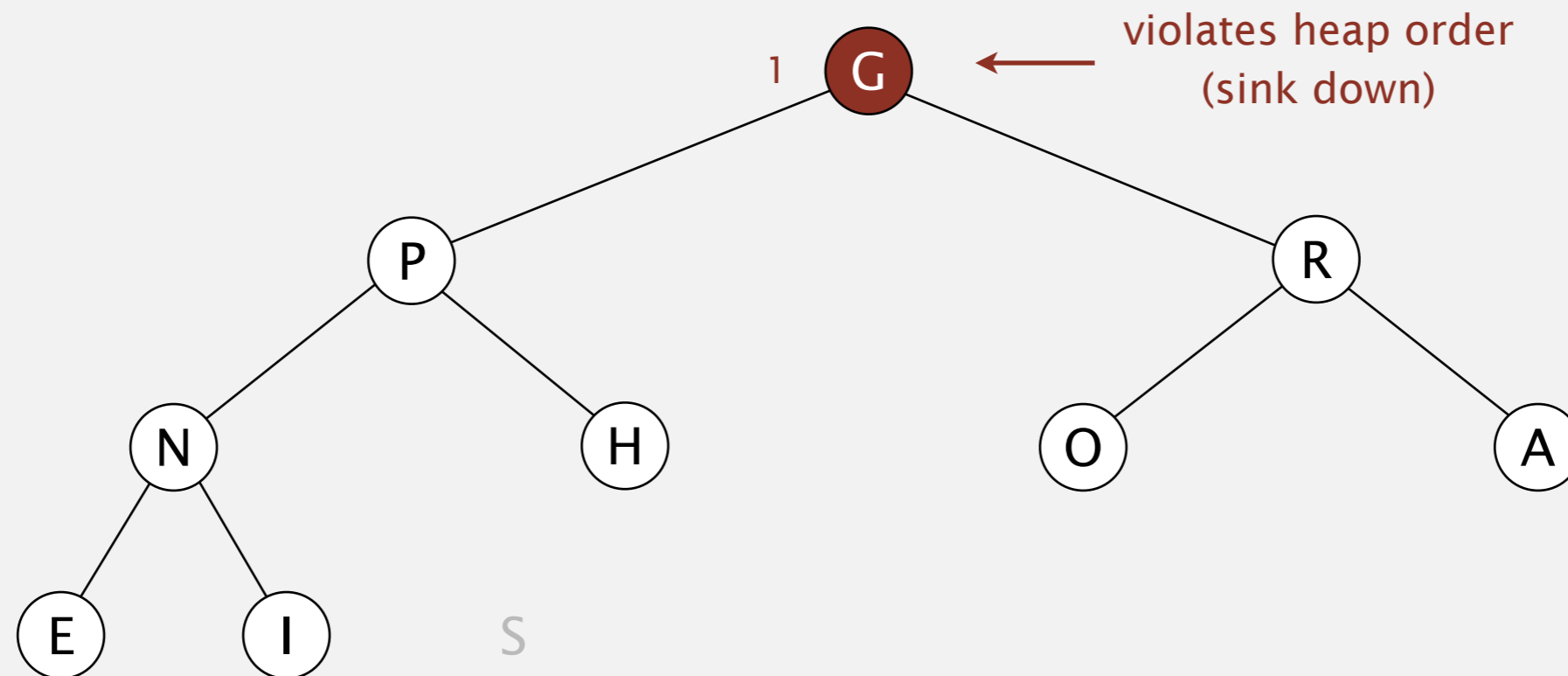


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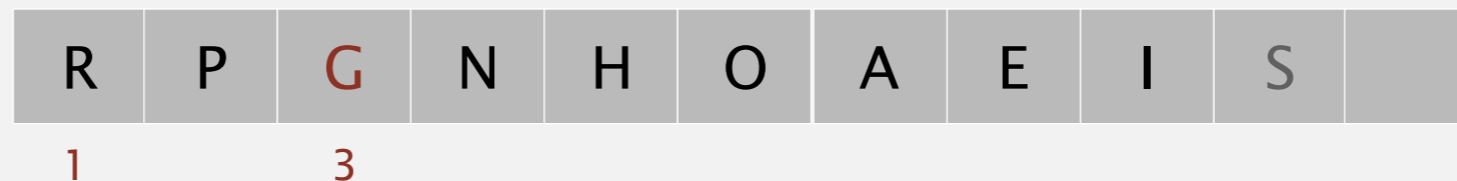
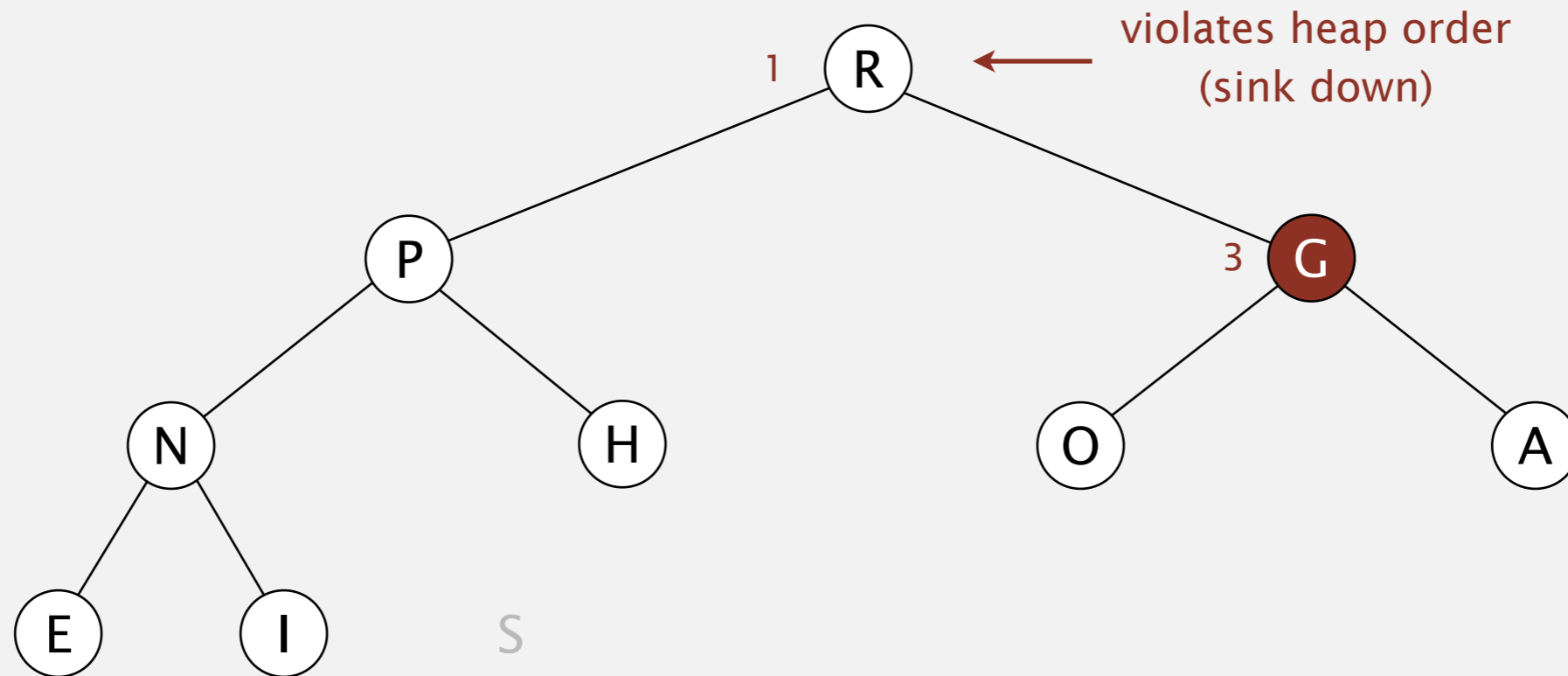


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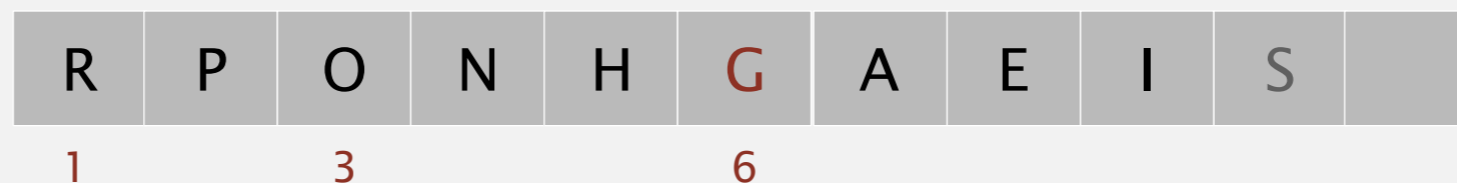
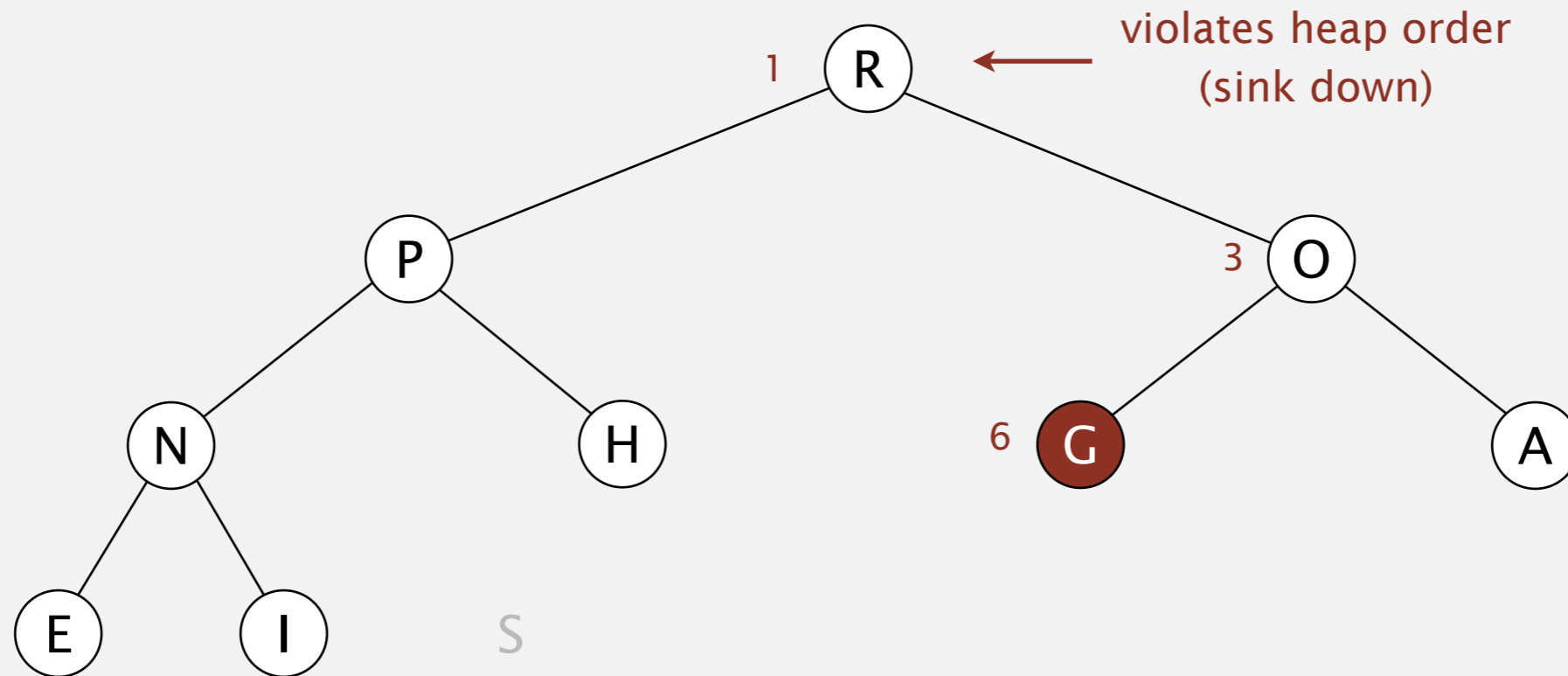


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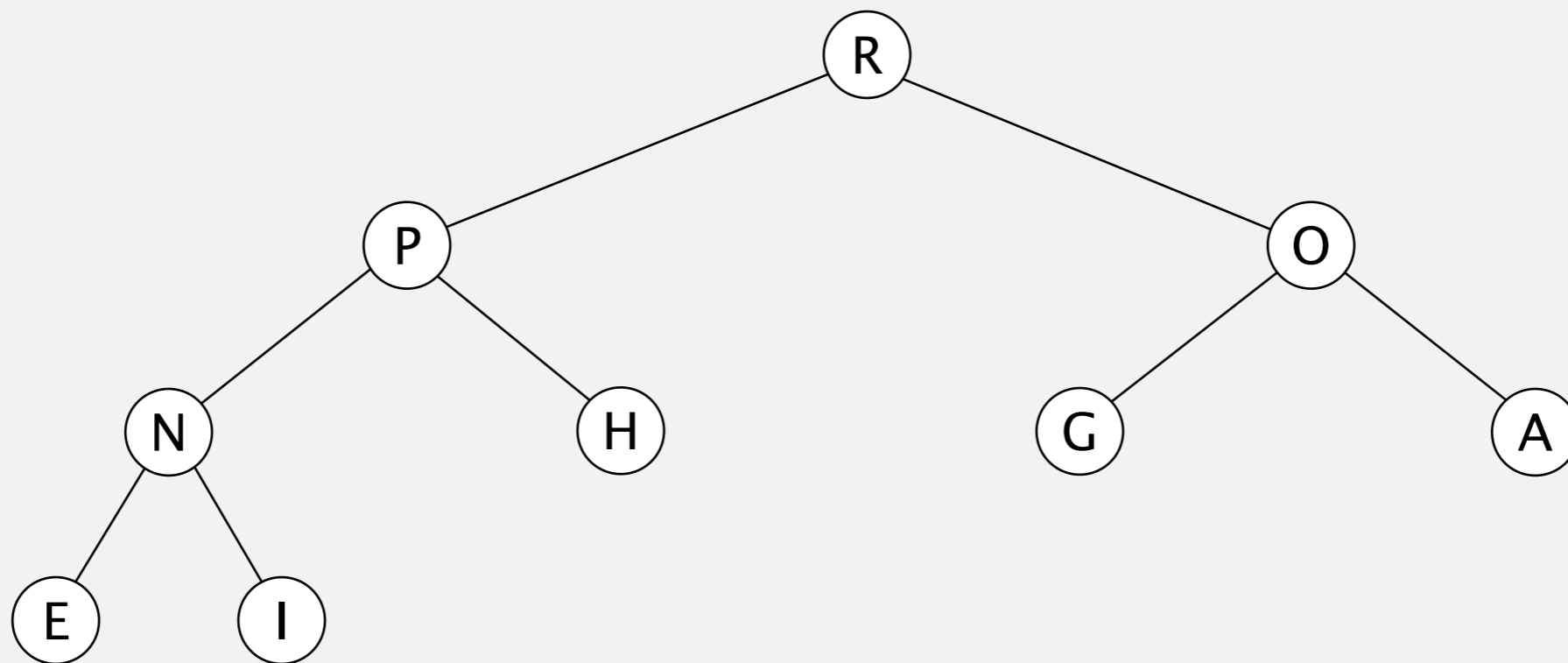


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heap ordered



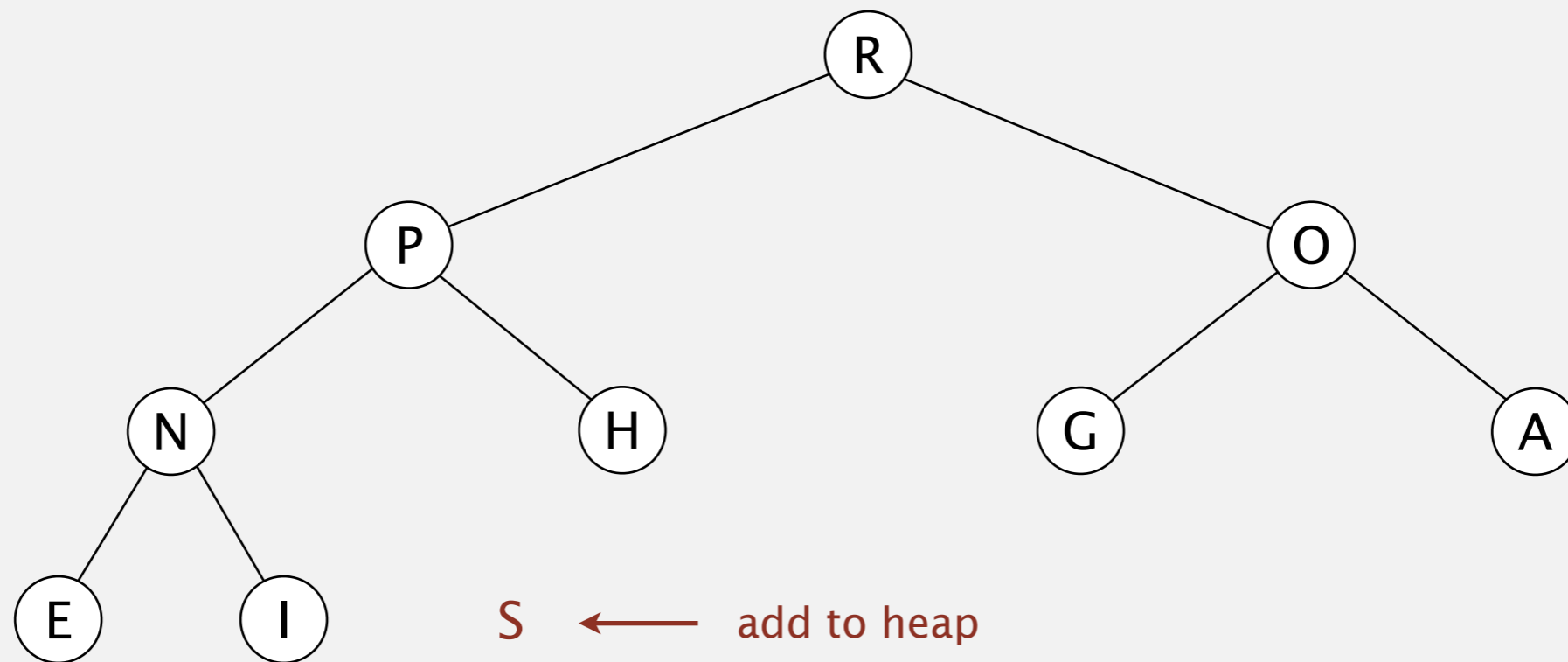


# Binary heap operations

**Insert.** Add node at end, then swim it up.

**Remove the maximum.** Exchange root with node at end, then sink it down.

insert S



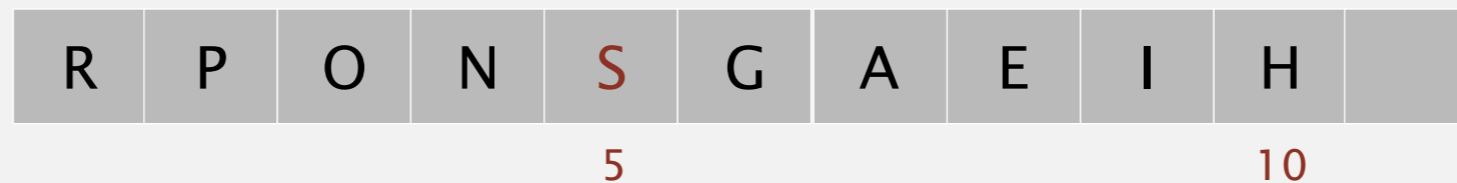
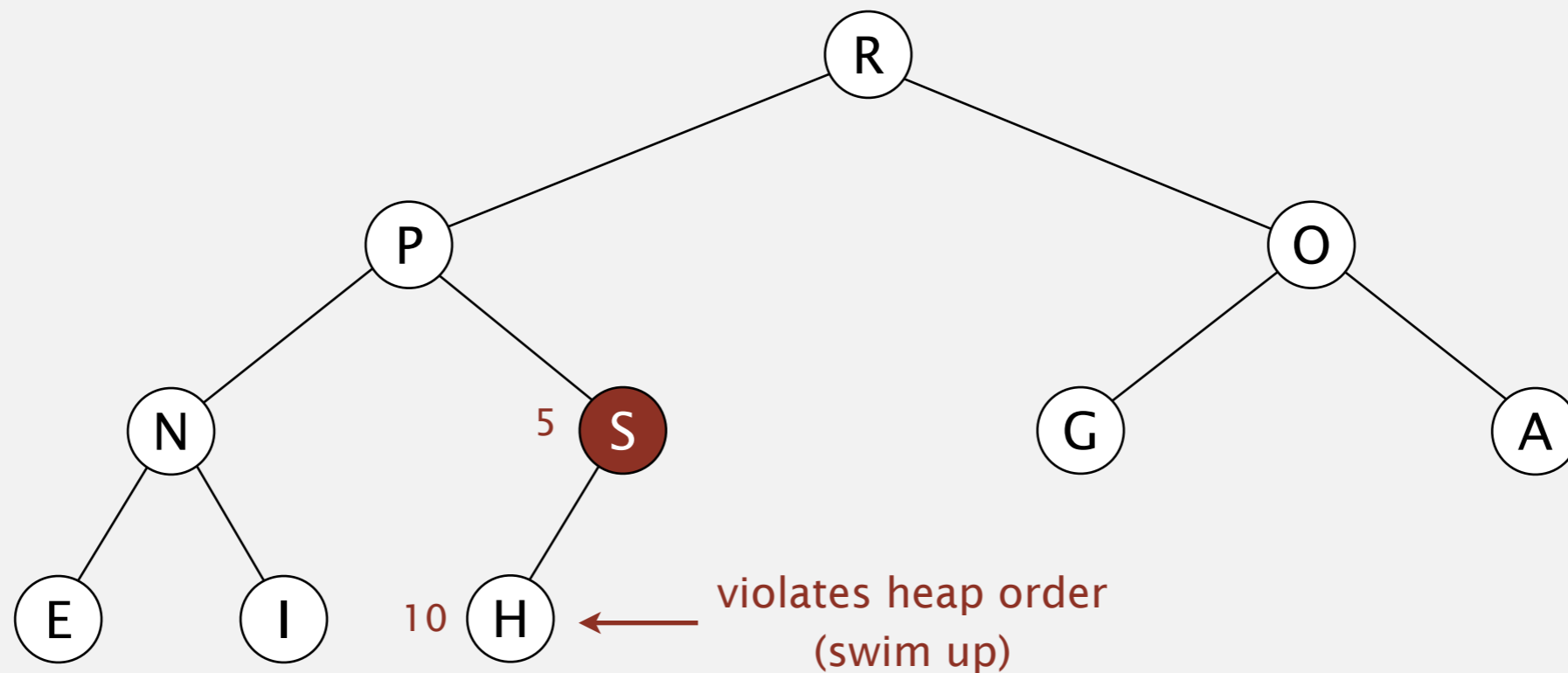


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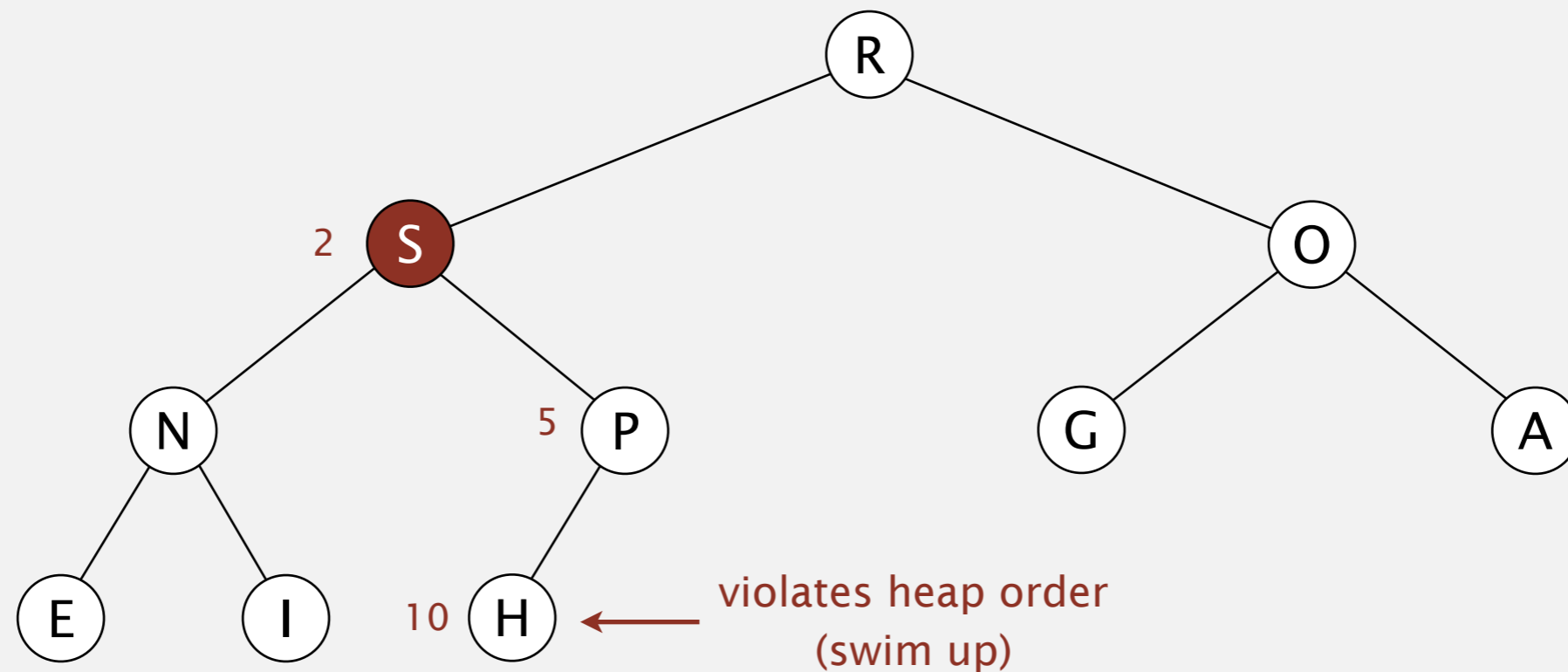


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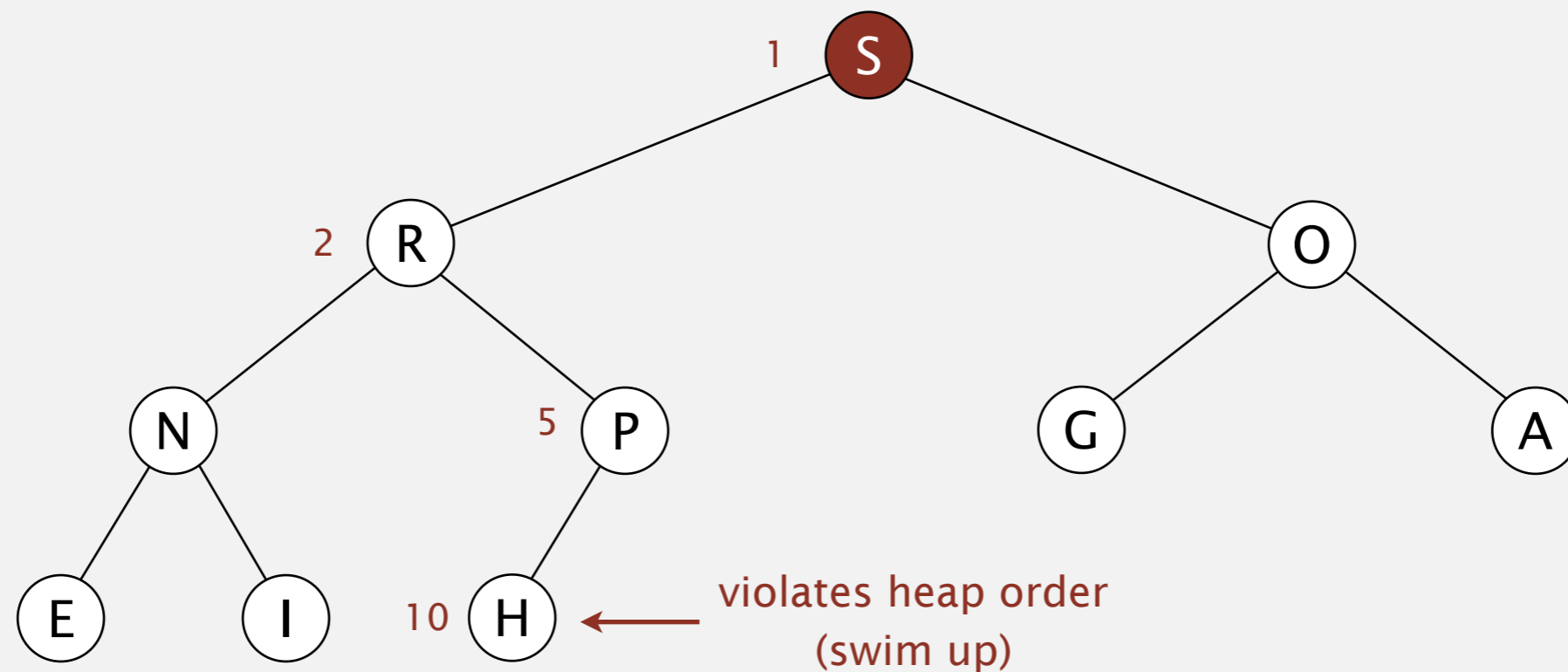


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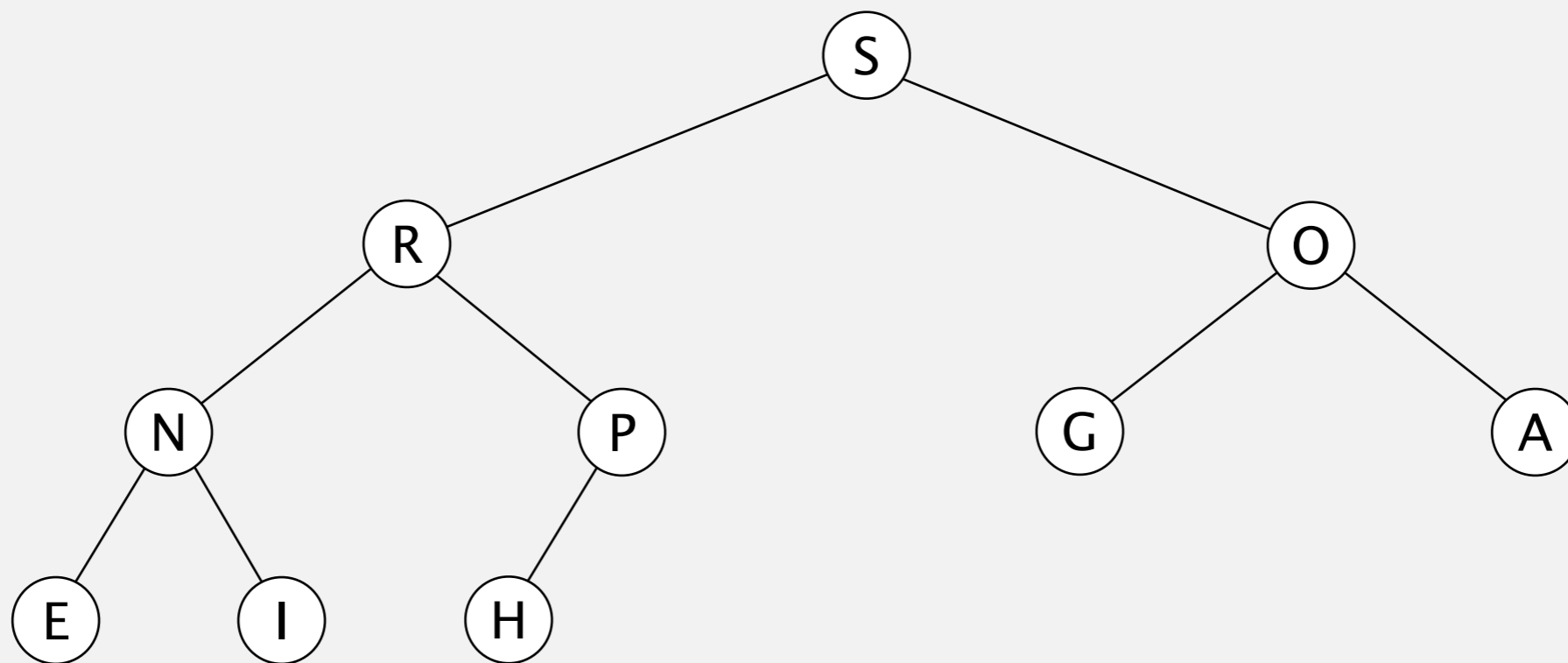


# Binary heap operations

**Insert.** Add node at end, then swim it up.

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heap ordered



# Binary heap: Java implementation

```
public class MaxPQ<Key extends Comparable<Key>>
{
    private Key[] pq;
    private int N;
```

```
    public MaxPQ(int capacity)
    { pq = (Key[]) new Comparable[capacity+1]; }
```

```
    public boolean isEmpty()
    { return N == 0; }
    public void insert(Key key)
    { /* see previous code */ }
    public Key delMax()
    { /* see previous code */ }
```

← PQ ops

```
    private void swim(int k)
    { /* see previous code */ }
    private void sink(int k)
    { /* see previous code */ }
```

← heap helper functions

```
    private boolean less(int i, int j)
    { return pq[i].compareTo(pq[j]) < 0; }
    private void exch(int i, int j)
    { Key t = pq[i]; pq[i] = pq[j]; pq[j] = t; }
```

← array helper functions

```
}
```

# Priority queues implementation cost summary

order-of-growth of running time for priority queue with N items

implementation	insert	del max	max
unordered array	1	N	N
ordered array	N	1	1
binary heap	$\log N$	$\log N$	1
d-ary heap	$\log_d N$	$d \log_d N$	1
Fibonacci	1	$\log N$ †	1
impossible	1	1	1

← why impossible?

† amortized



# Binary heap considerations

## Immutability of keys.

- Assumption: client does not change keys while they're on the PQ.
- Best practice: use immutable keys.

## Underflow and overflow.

- Underflow: throw exception if deleting from empty PQ.
- Overflow: add no-arg constructor and use resizing array.

leads to log N  
amortized time per op  
(how to make worst case?)

## Minimum-oriented priority queue.

- Replace `less()` with `greater()`.
- Implement `greater()`.

## Other operations.

- Remove an arbitrary item.
  - Change the priority of an item.
- can implement with `sink()` and `swim()` [stay tuned]

# Immutability: implementing in Java

**Data type.** Set of values and operations on those values.

**Immutable data type.** Can't change the data type value once created.

```
public final class Vector {  
    private final int N;  
    private final double[] data;  
  
    public Vector(double[] data) {  
        this.N = data.length;  
        this.data = new double[N];  
        for (int i = 0; i < N; i++)  
            this.data[i] = data[i];  
    }  
  
    ...  
}
```

← can't override instance methods

← all instance variables private and final

← defensive copy of mutable instance variables

← instance methods don't change instance variables

**Immutable.** String, Integer, Double, Color, Vector, Transaction, Point2D.

**Mutable.** StringBuilder, Stack, Counter, Java array.

# Immutability: properties

**Data type.** Set of values and operations on those values.

**Immutable data type.** Can't change the data type value once created.

## Advantages.

- Simplifies debugging.
- Safer in presence of hostile code.
- Simplifies concurrent programming.
- Safe to use as key in priority queue or symbol table.



**Disadvantage.** Must create new object for each data type value.

*“Classes should be immutable unless there's a very good reason to make them mutable.... If a class cannot be made immutable, you should still limit its mutability as much as possible.”*

*— Joshua Bloch (Java architect)*



# PRIORITY QUEUES AND HEAPSORT

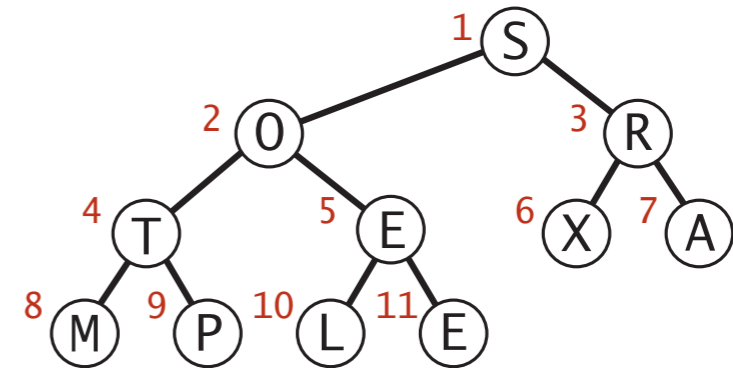
- ▶ **Heapsort**
- ▶ API
- ▶ Elementary implementations
- ▶ Binary heaps
- ▶ **Heapsort**

# Heapsort

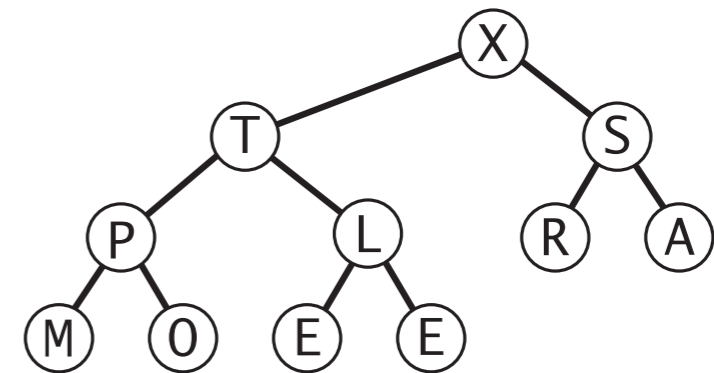
## Basic plan for in-place sort.

- Create max-heap with all  $N$  keys.
- Repeatedly remove the maximum key.

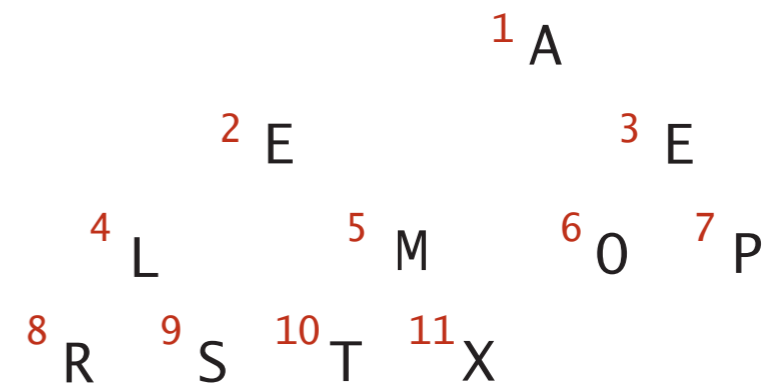
start with array of keys  
in arbitrary order



build a max-heap  
(in place)



sorted result  
(in place)

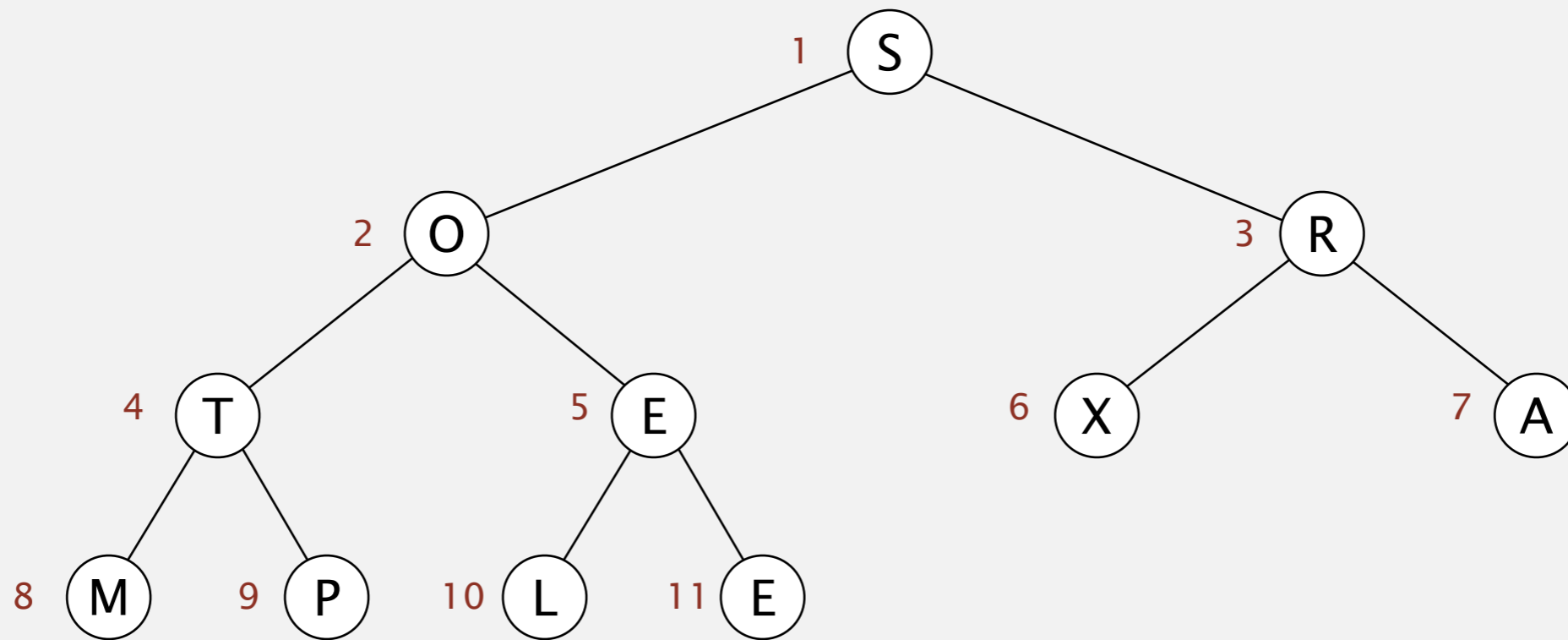


# Heapsort

Starting point. Array in arbitrary order.

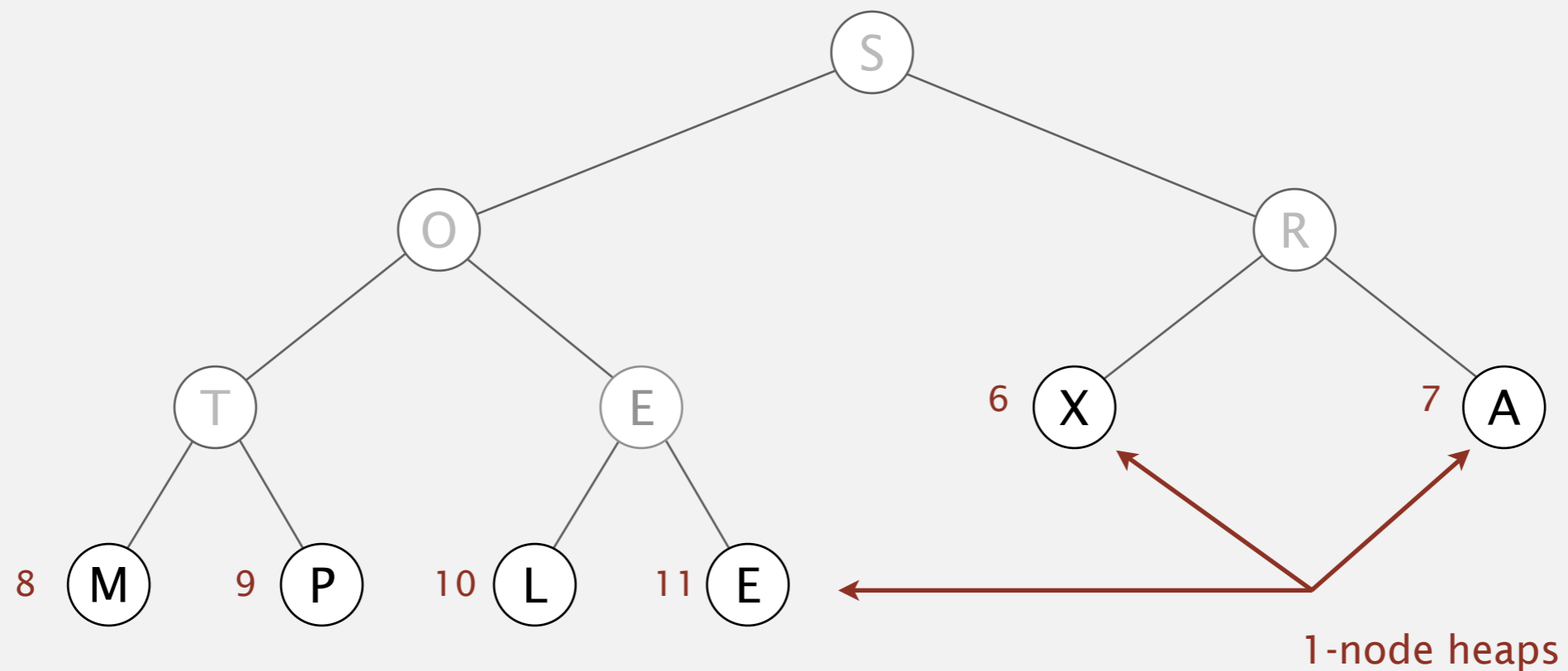


we assume array entries are indexed 1 to N



# Heapsort

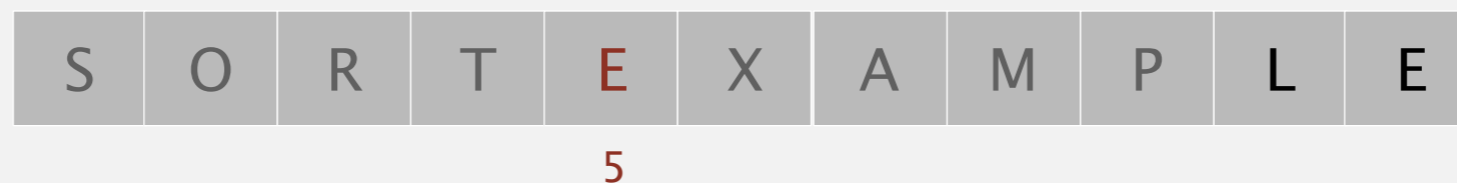
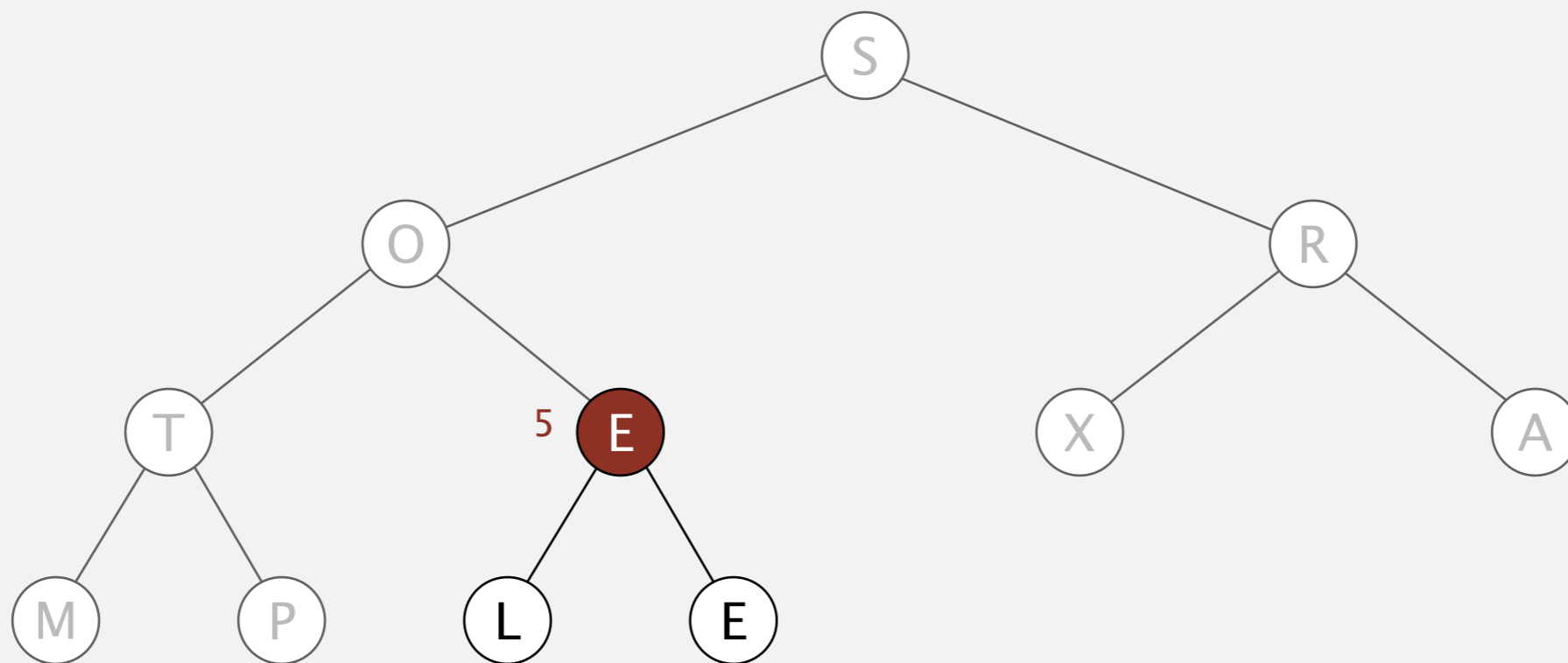
Heap construction. Build max heap using bottom-up method.



# Heapsort

Heap construction. Build max heap using bottom-up method.

sink 5

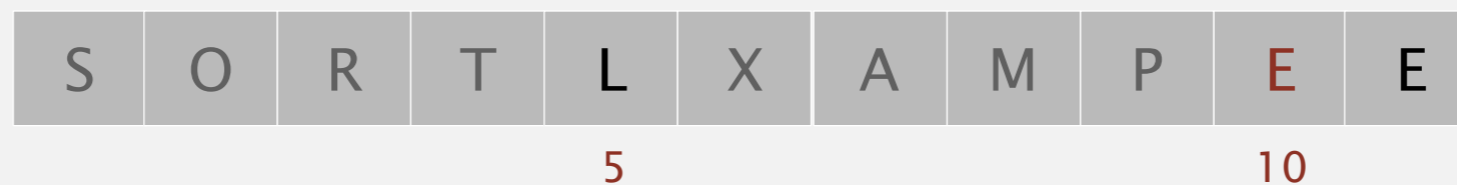
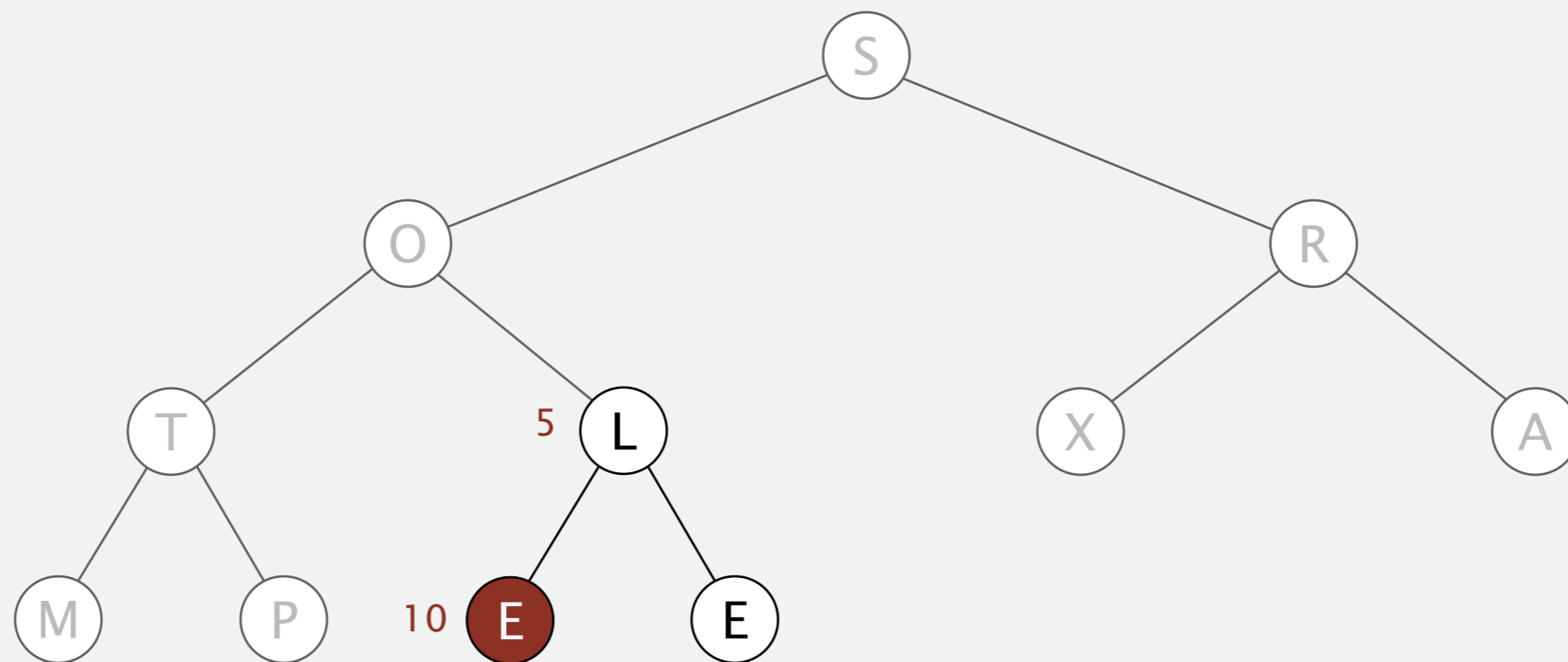




# Heapsort

Heap construction. Build max heap using bottom-up method.

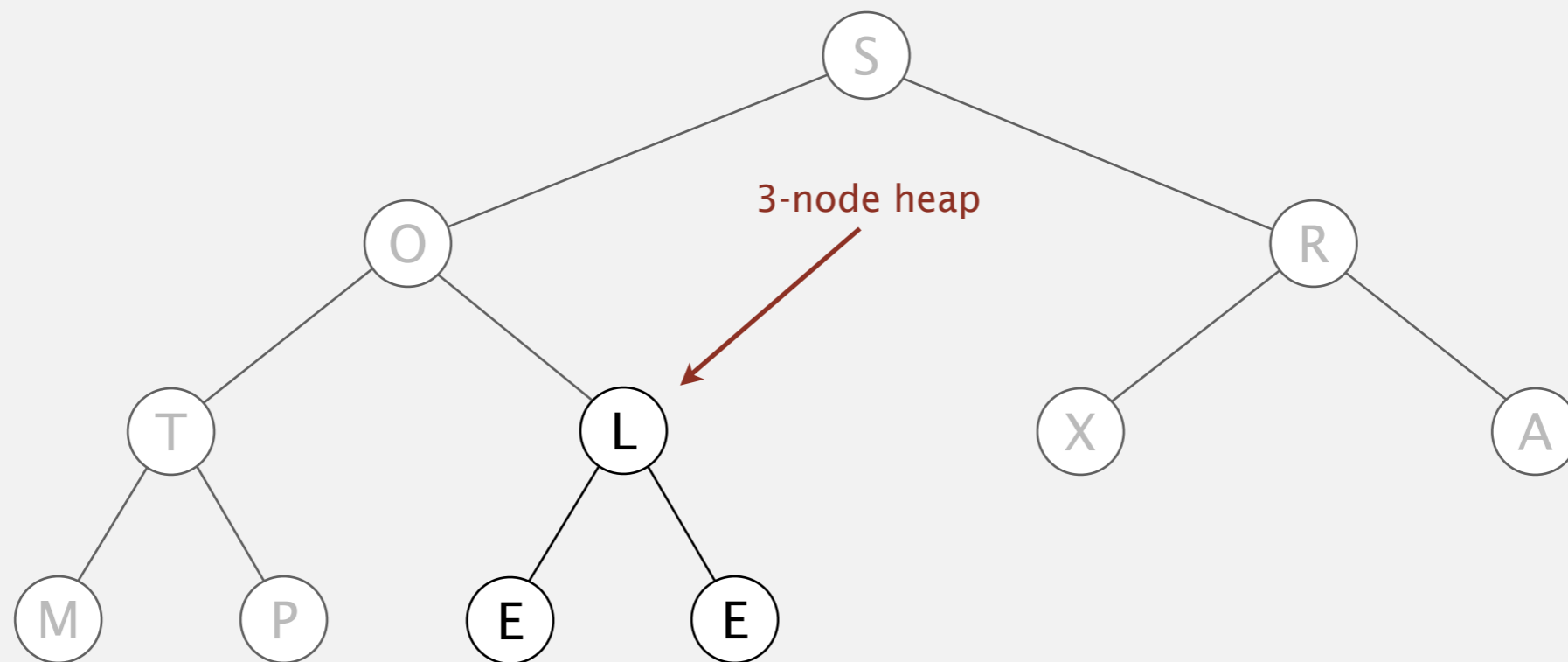
sink 5



# Heapsort

Heap construction. Build max heap using bottom-up method.

sink 5

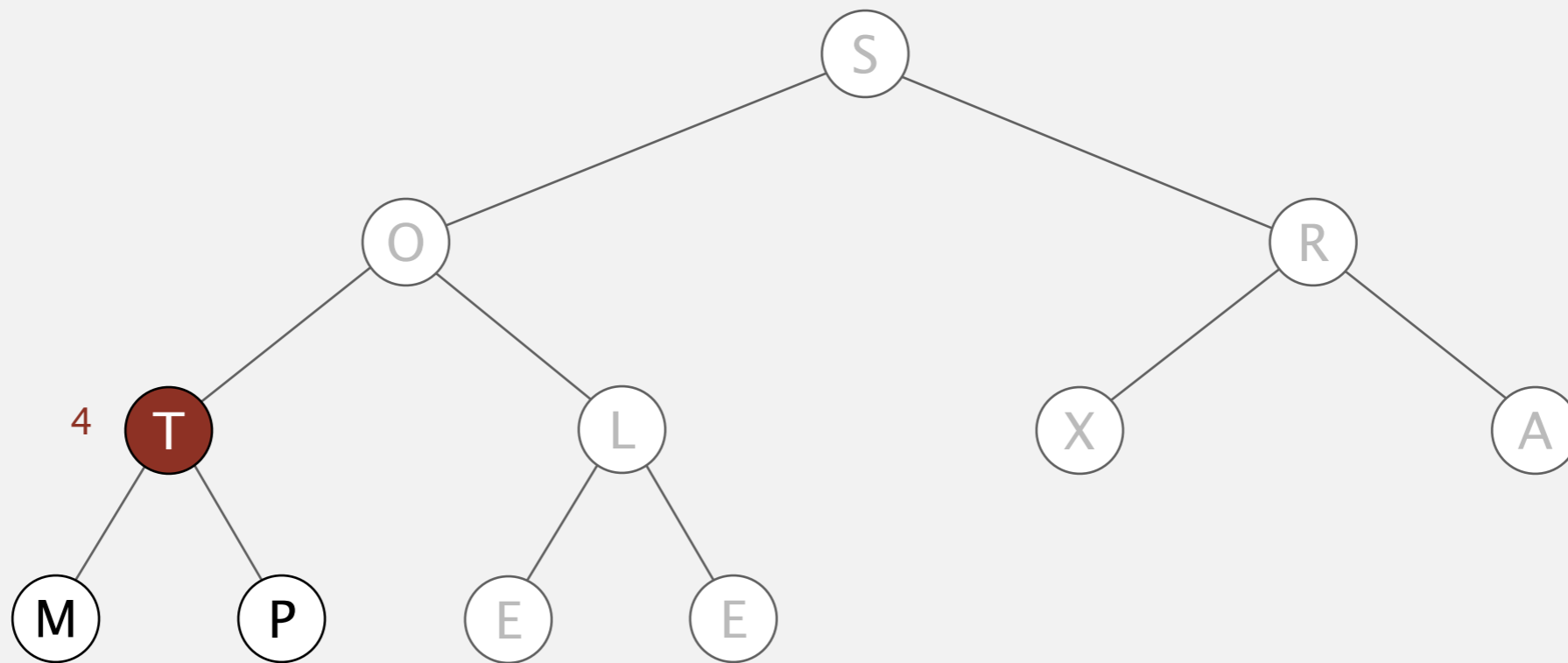


S	O	R	T	L	X	A	M	P	E	E
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# Heapsort

Heap construction. Build max heap using bottom-up method.

sink 4

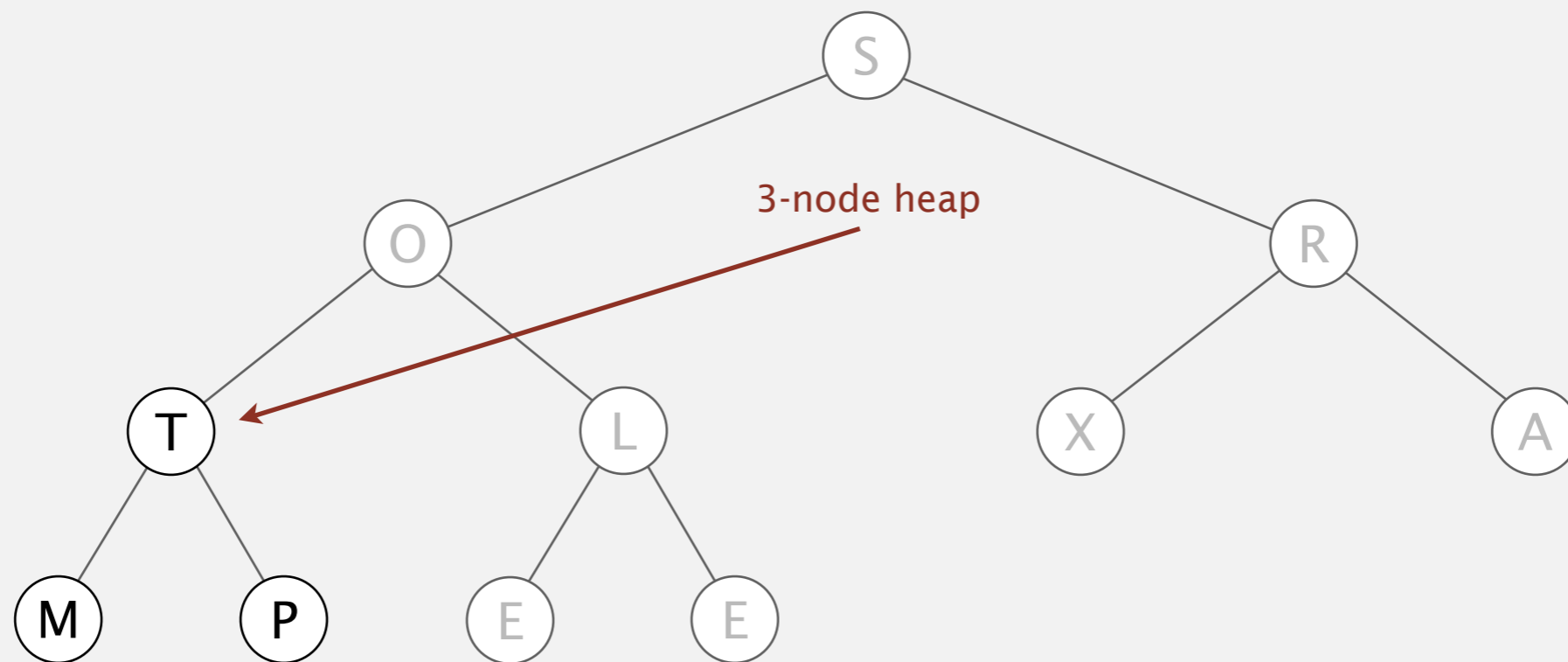


4

# Heapsort

Heap construction. Build max heap using bottom-up method.

sink 4

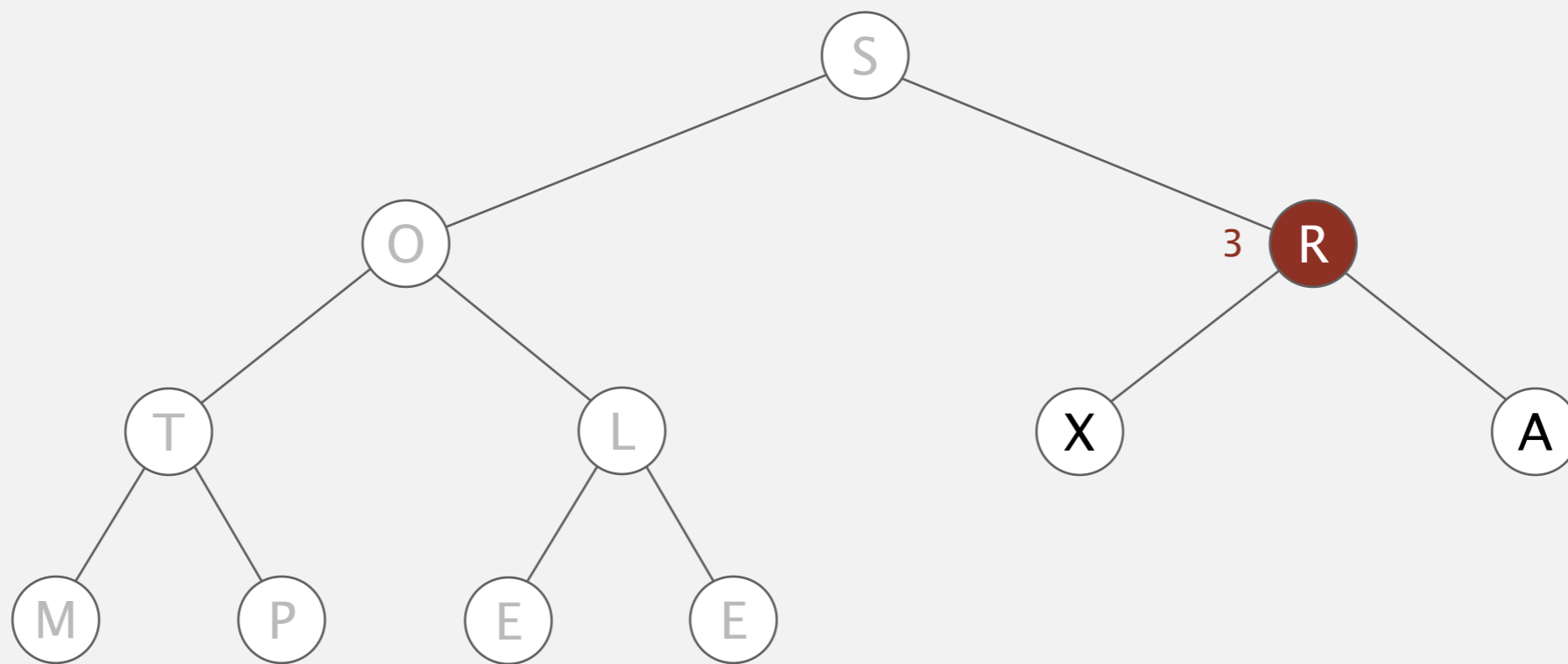


S	O	R	T	L	X	A	M	P	E	E
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# Heapsort

Heap construction. Build max heap using bottom-up method.

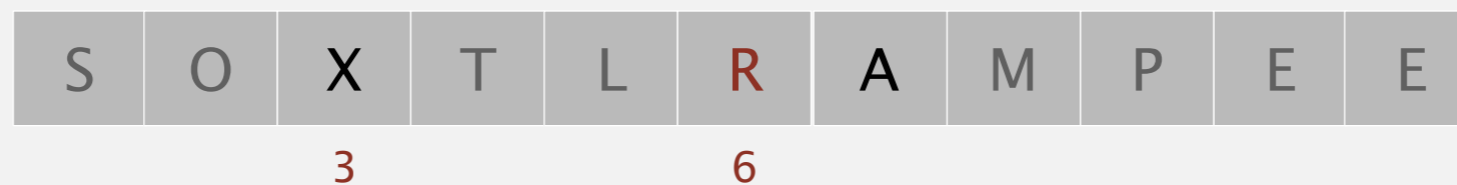
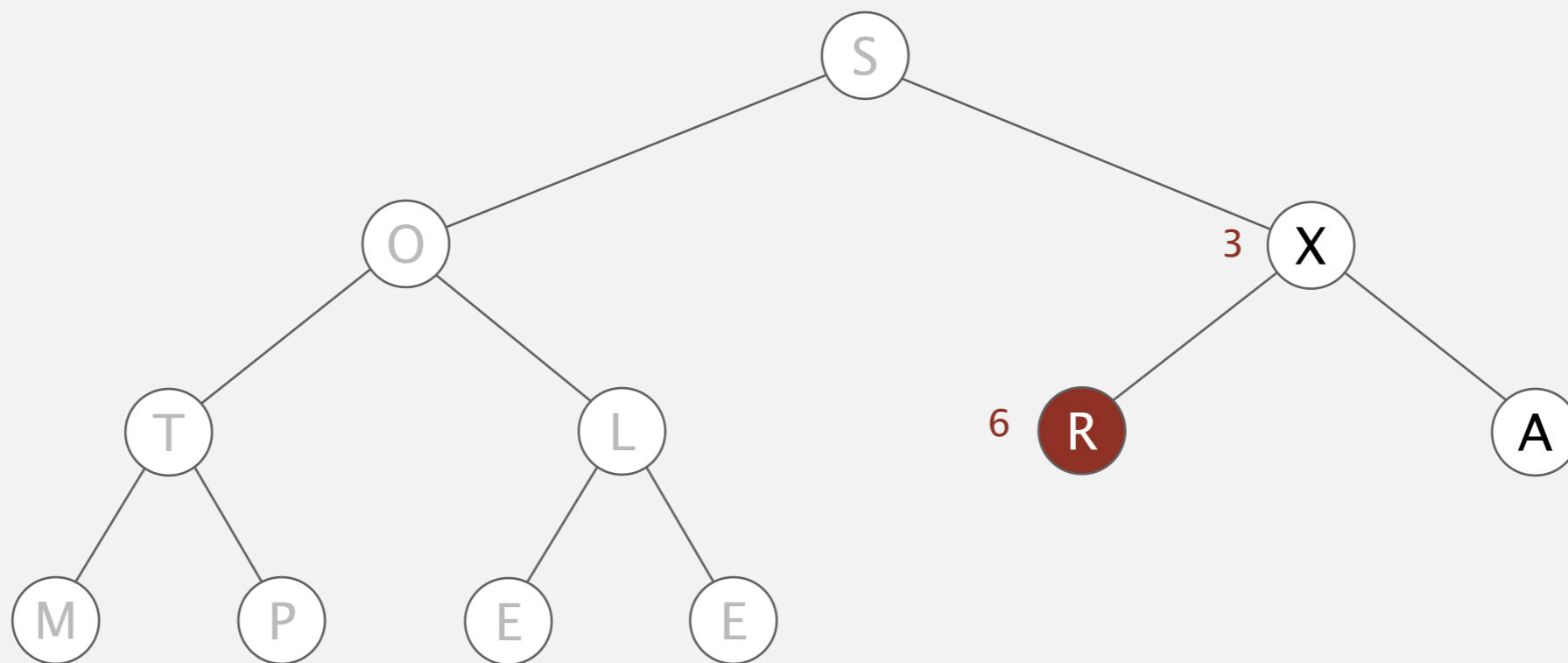
sink 3



# Heapsort

Heap construction. Build max heap using bottom-up method.

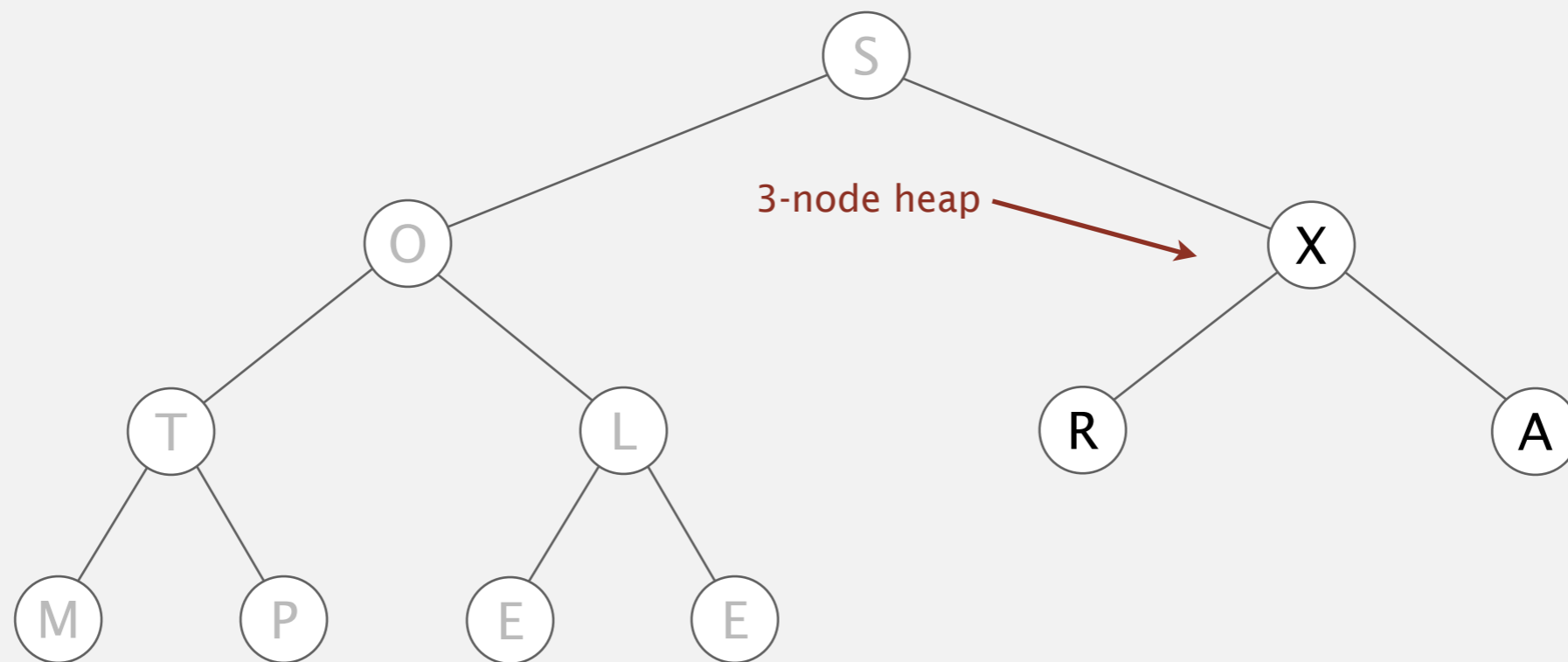
sink 3



# Heapsort

Heap construction. Build max heap using bottom-up method.

sink 3

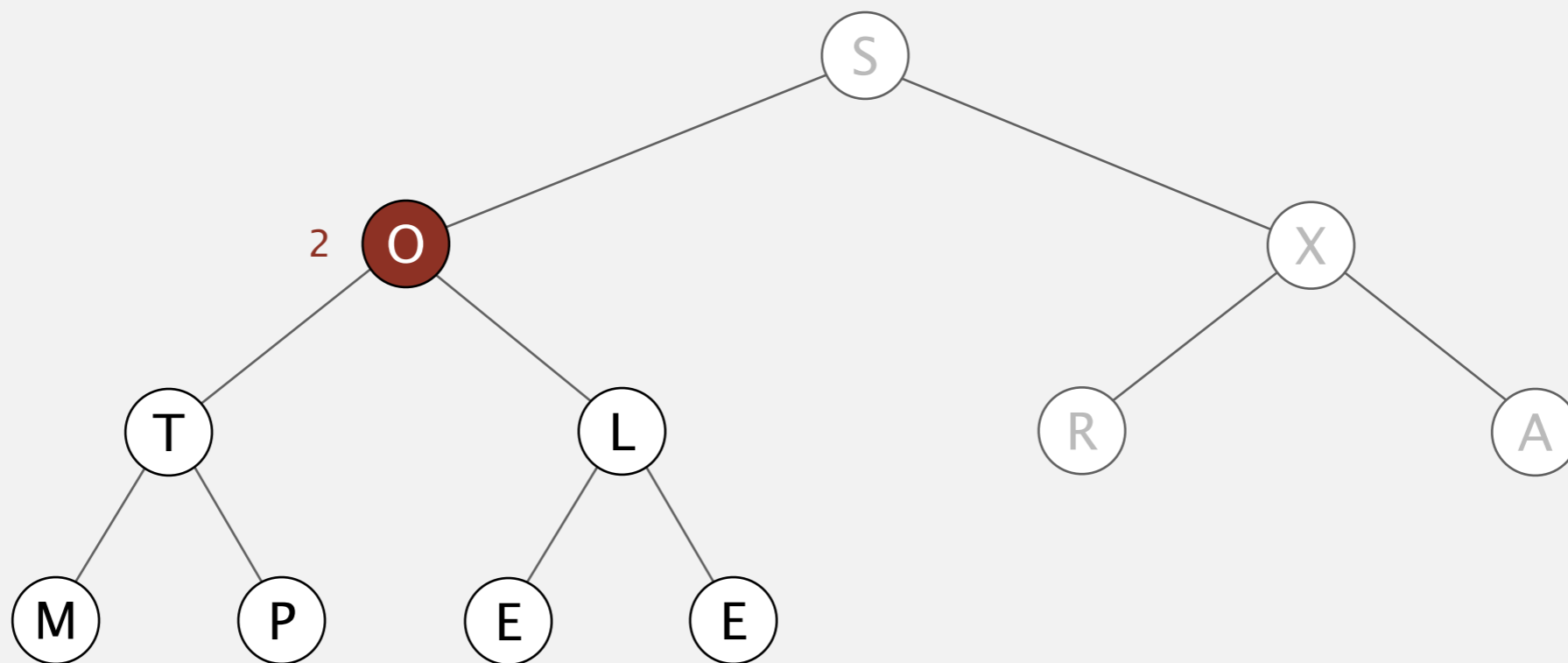


S	O	X	T	L	A	A	M	P	E	E
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# Heapsort

Heap construction. Build max heap using bottom-up method.

sink 2

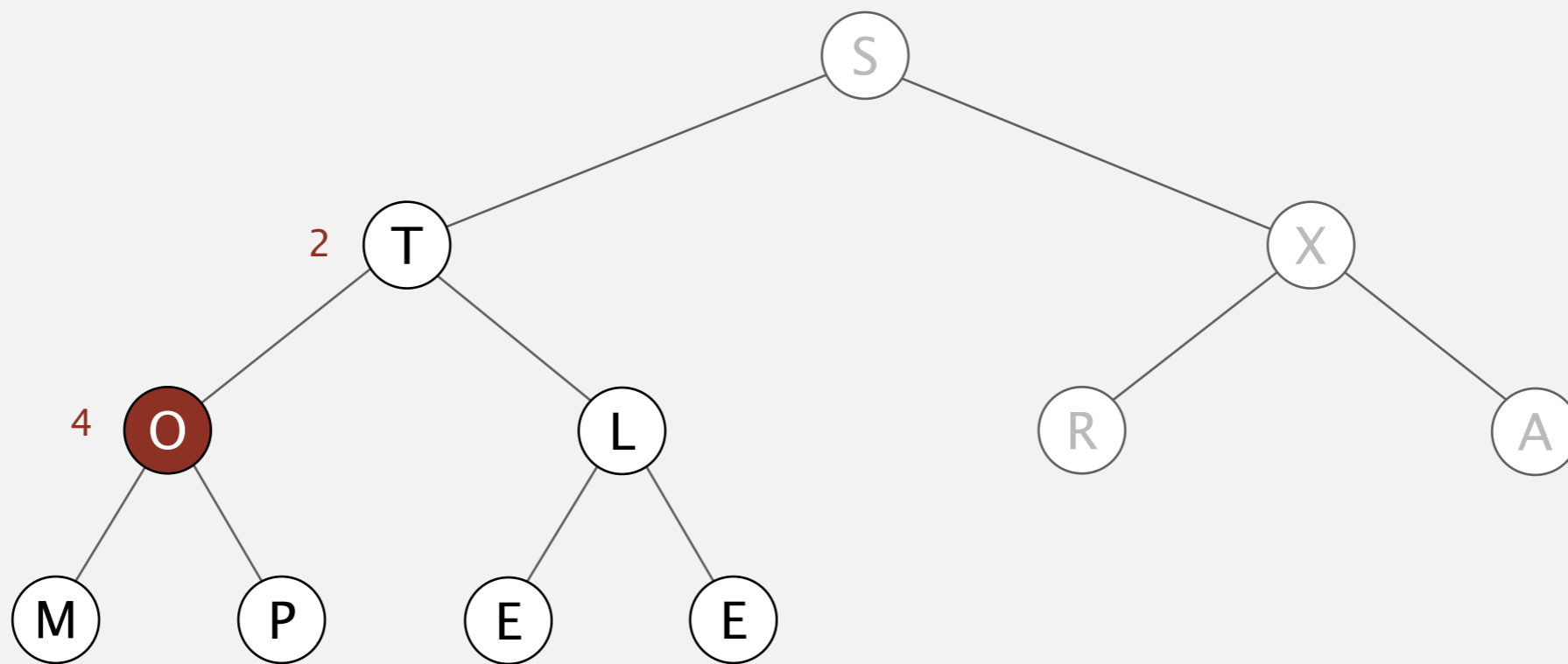




# Heapsort

Heap construction. Build max heap using bottom-up method.

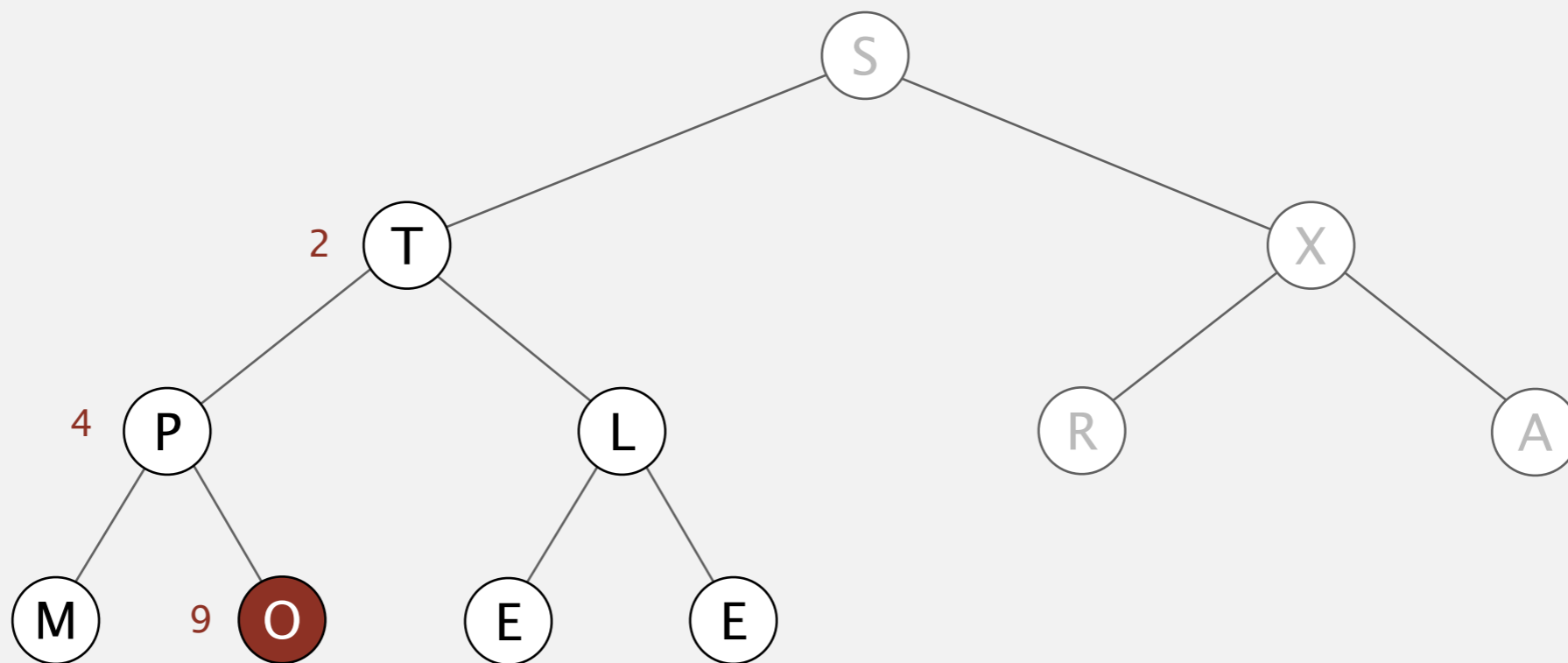
sink 2



# Heapsort

Heap construction. Build max heap using bottom-up method.

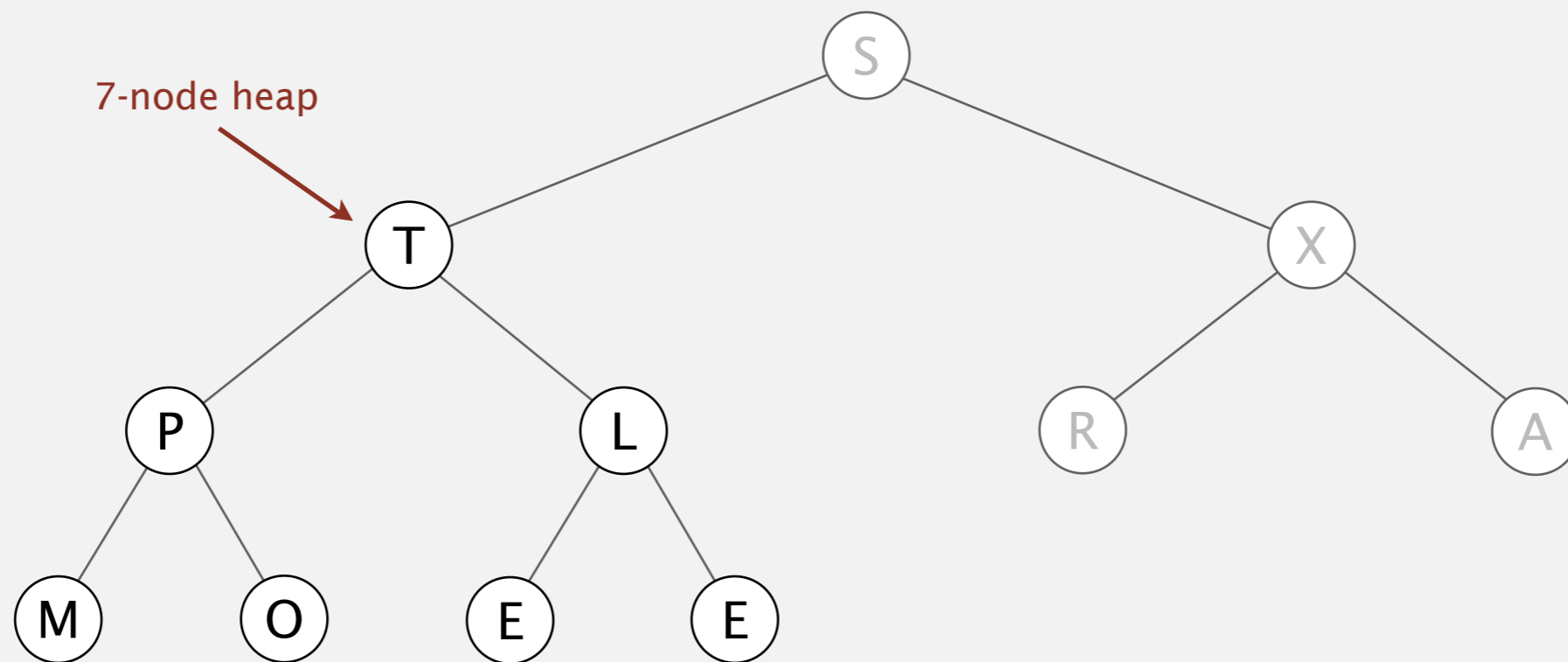
sink 2



# Heapsort

Heap construction. Build max heap using bottom-up method.

sink 2

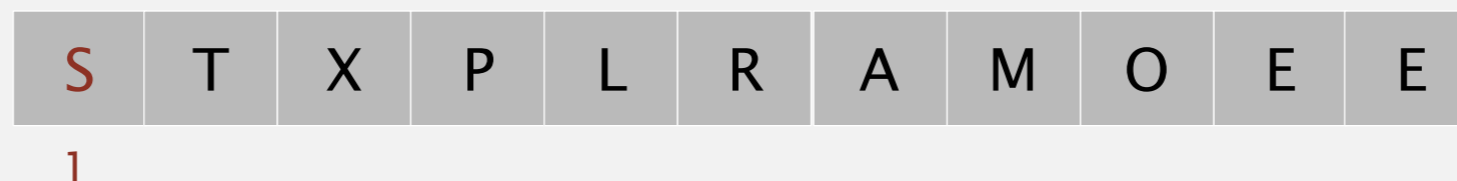
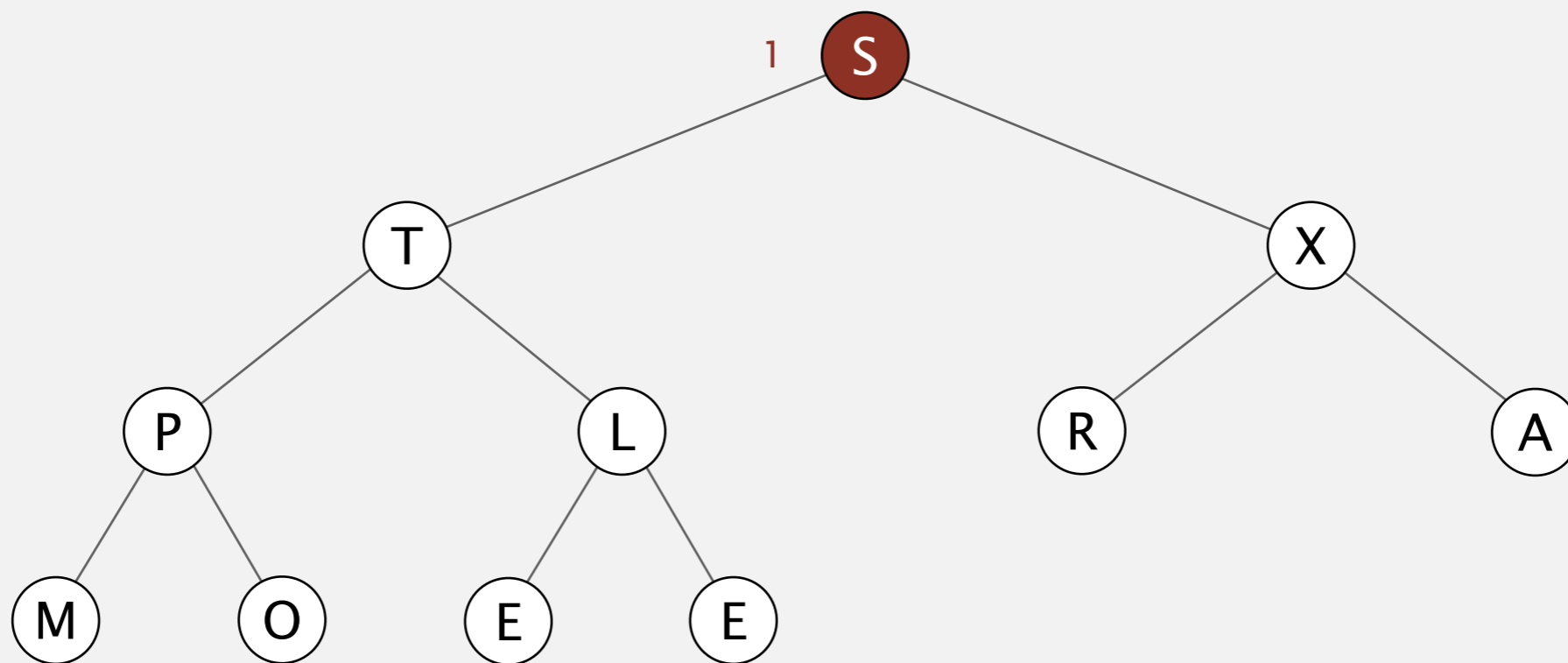


S	T	X	P	L	R	A	M	O	E	E
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# Heapsort

Heap construction. Build max heap using bottom-up method.

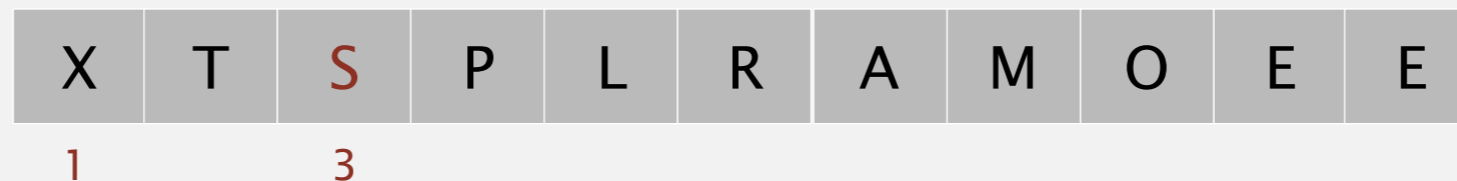
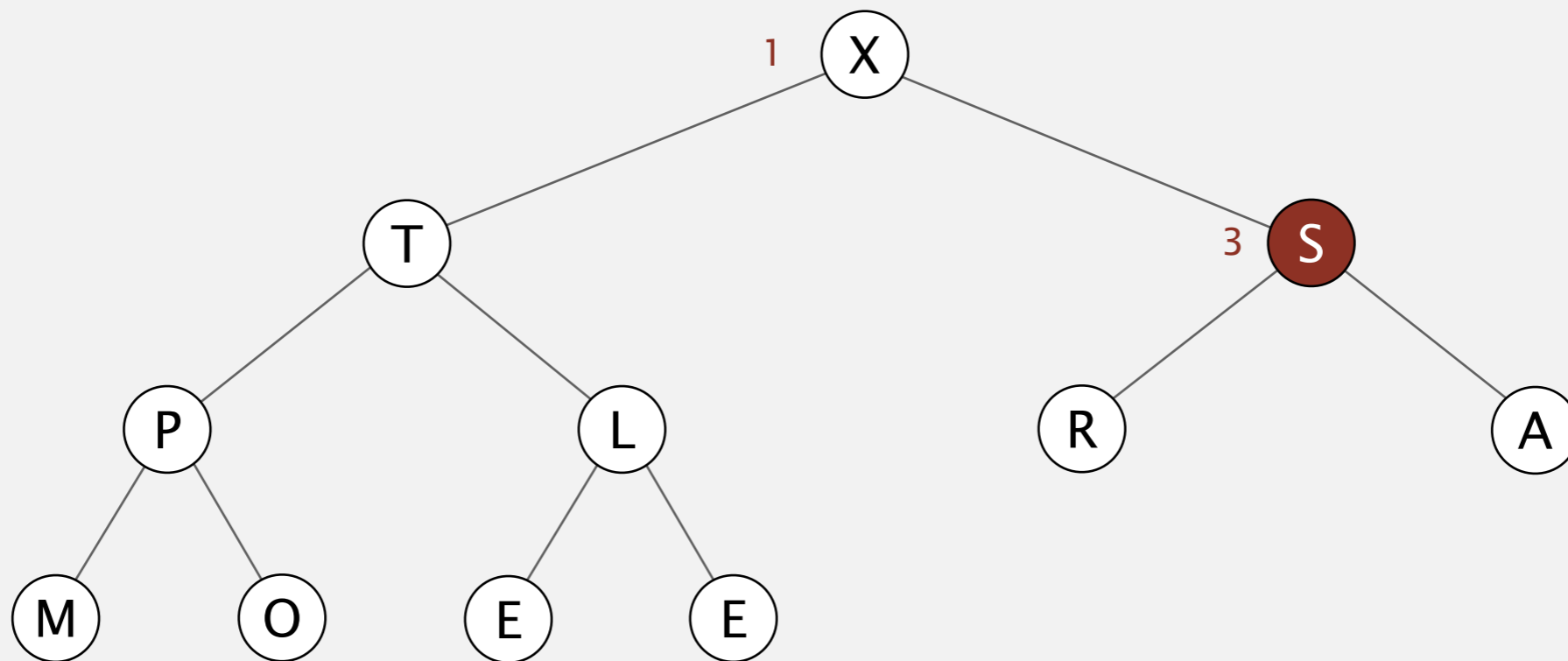
sink 1



# Heapsort

Heap construction. Build max heap using bottom-up method.

sink 1

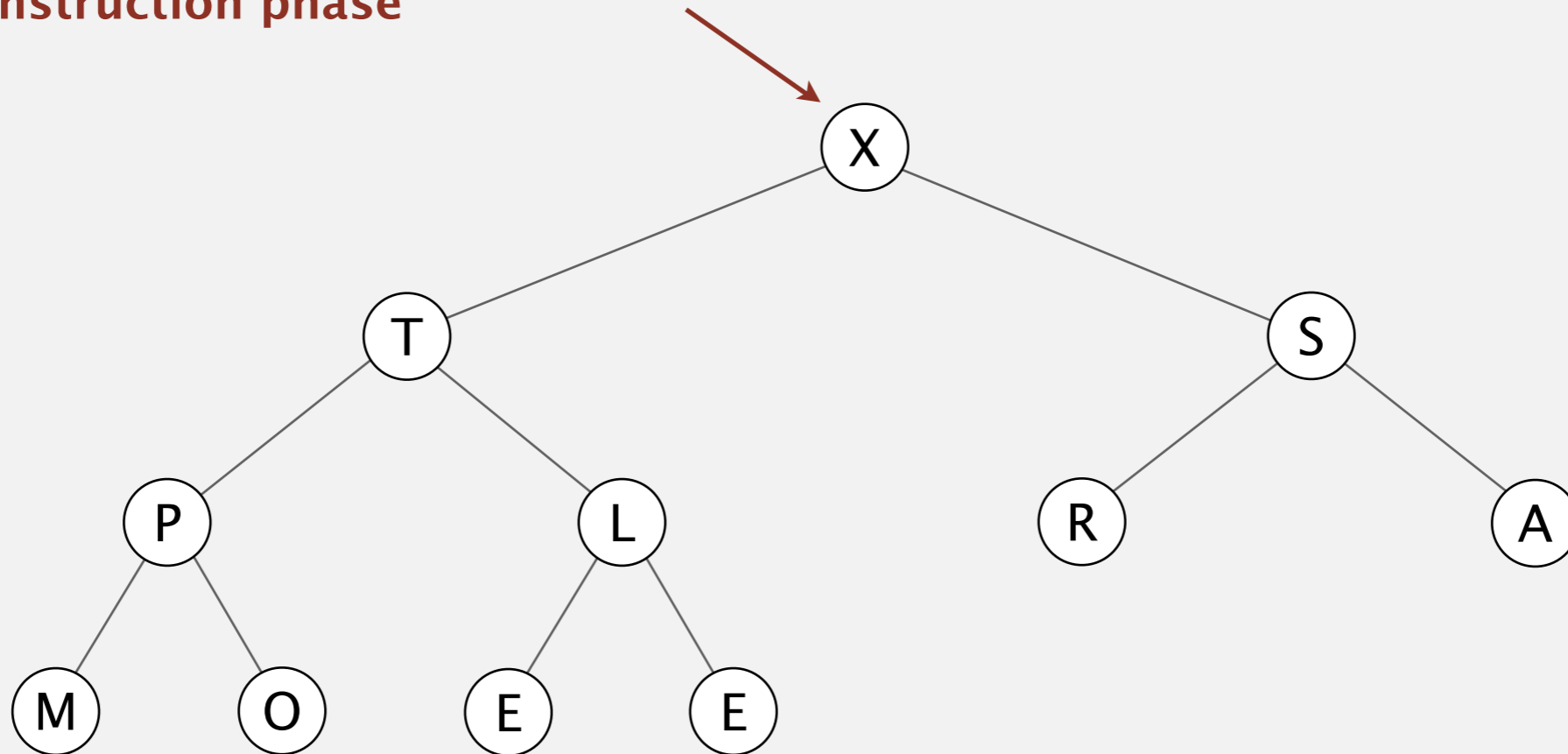


# Heapsort

Heap construction. Build max heap using bottom-up method.

end of construction phase

11-node heap

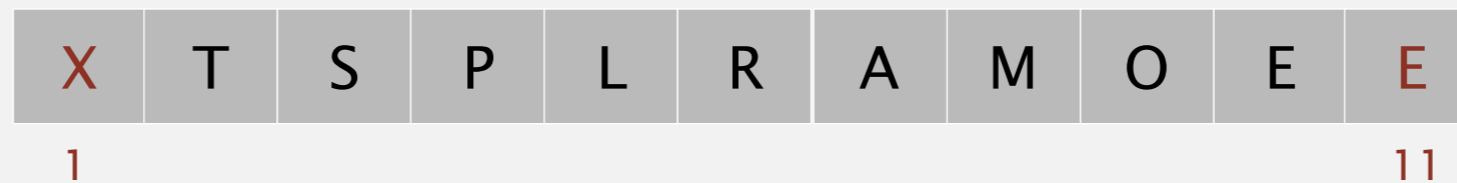
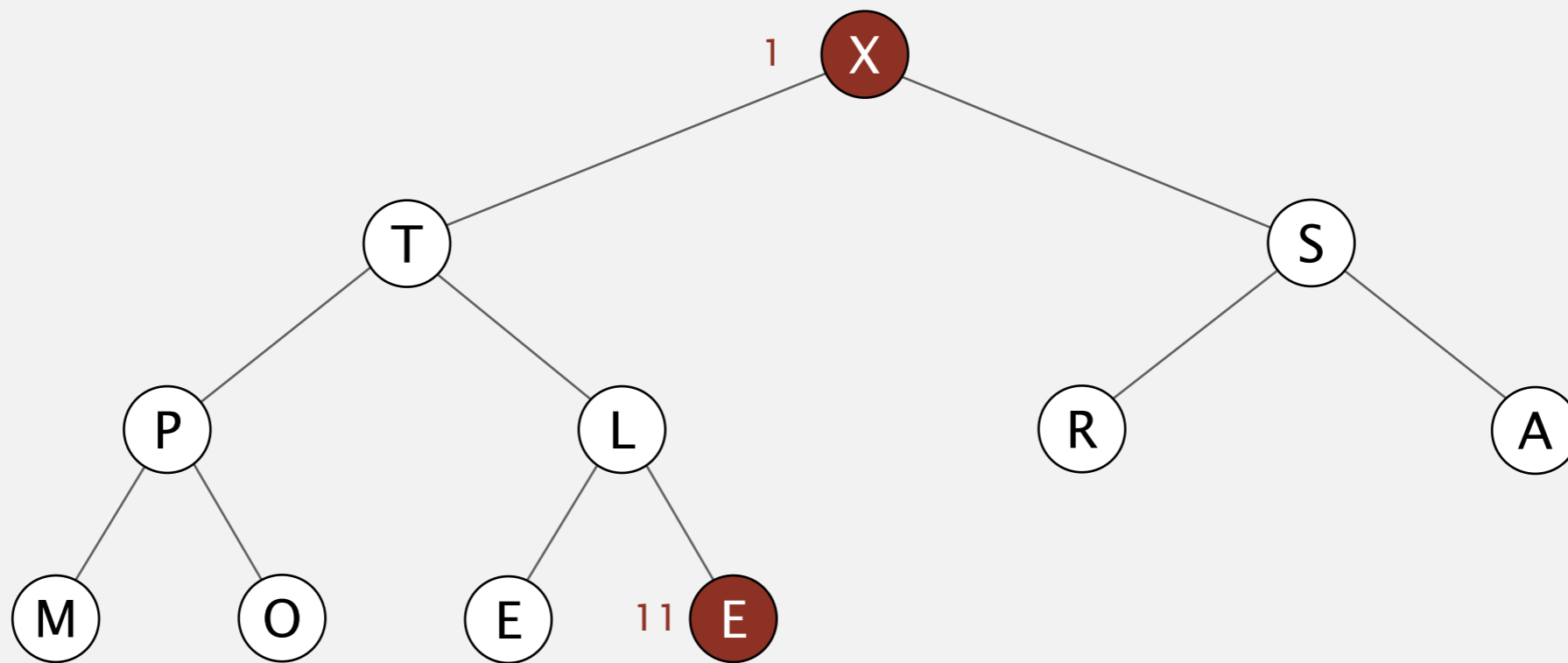


X	T	S	P	L	R	A	M	O	E	E
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# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

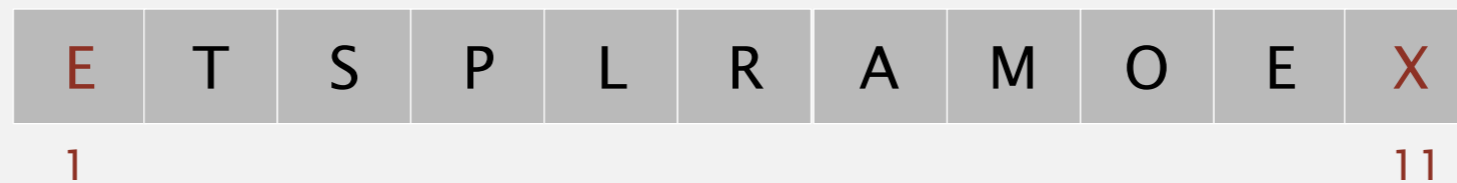
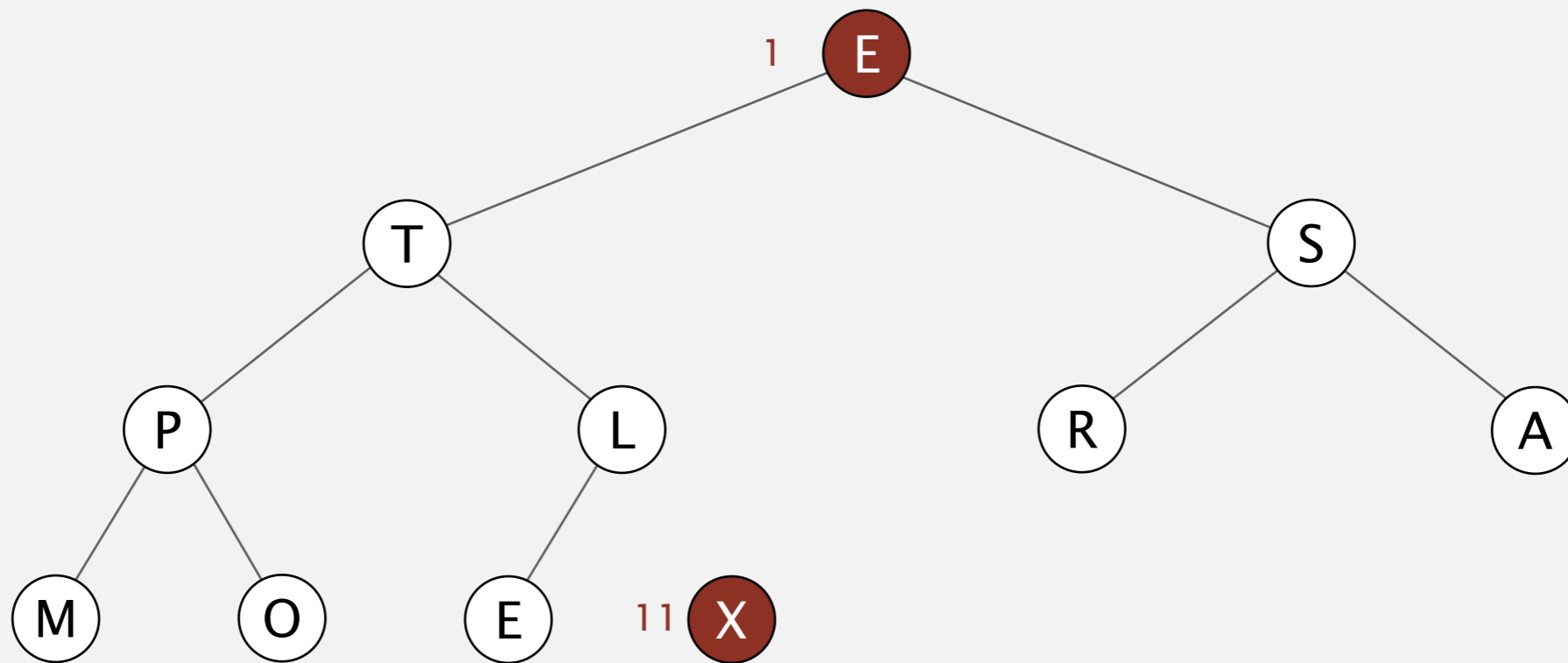
exchange 1 and 11



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

exchange 1 and 11

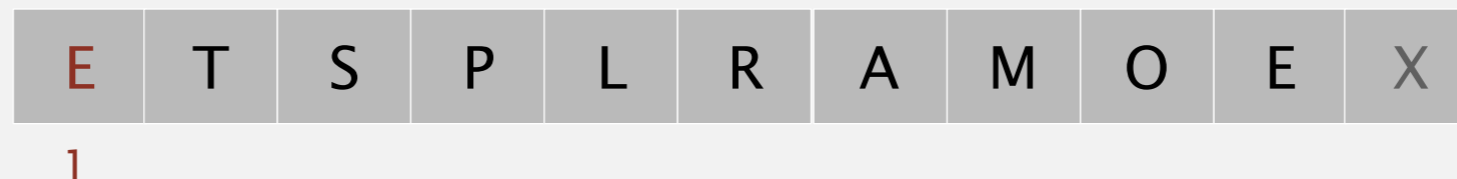
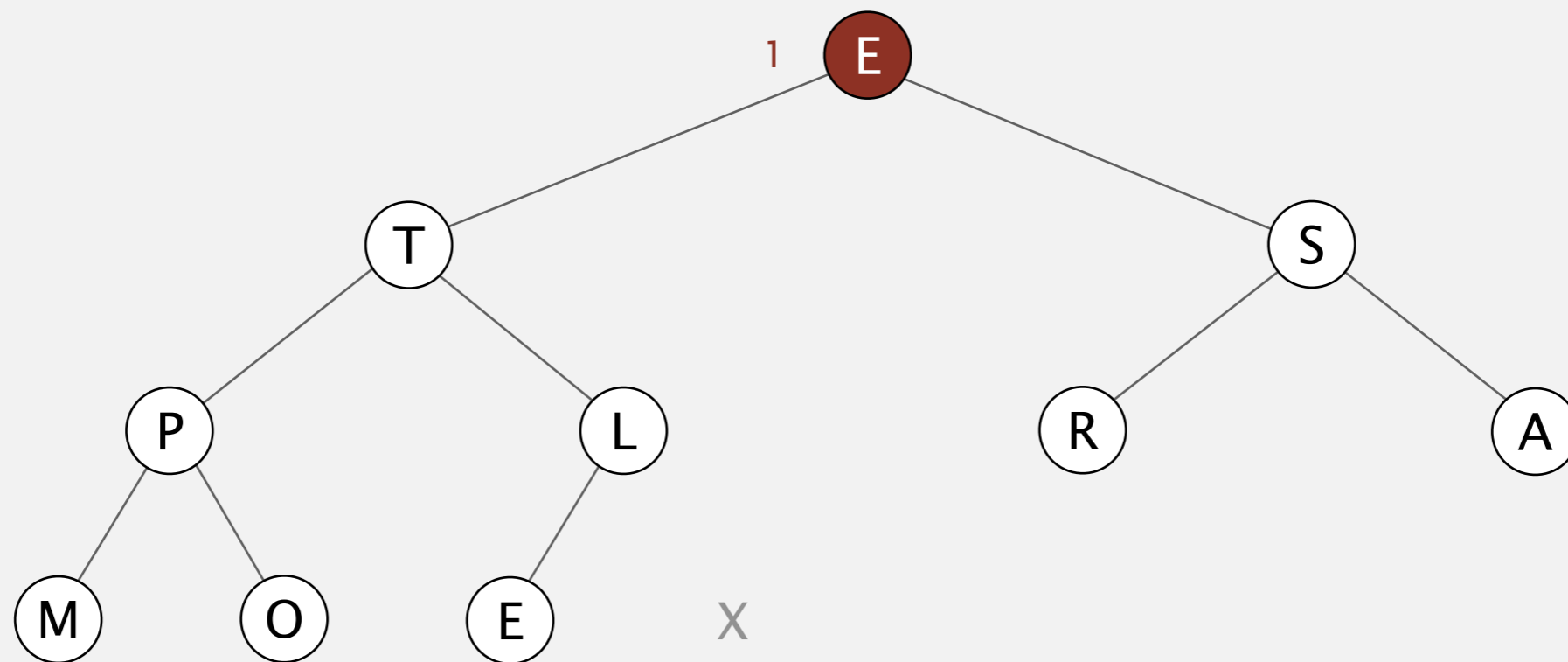




# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

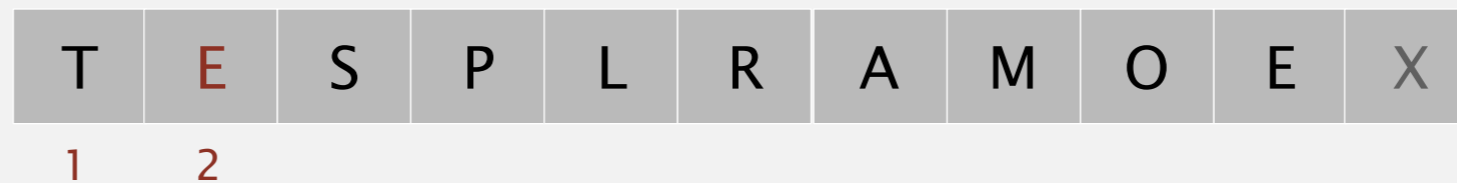
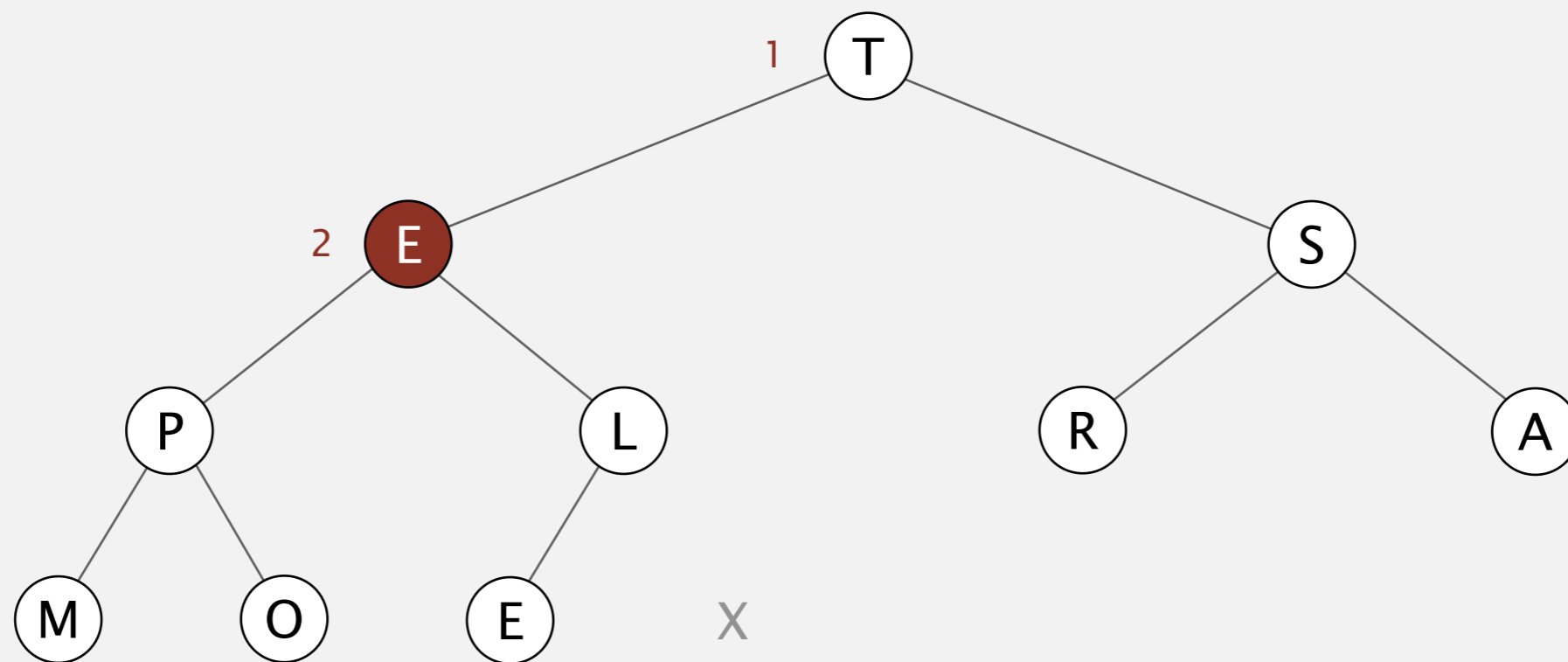
sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

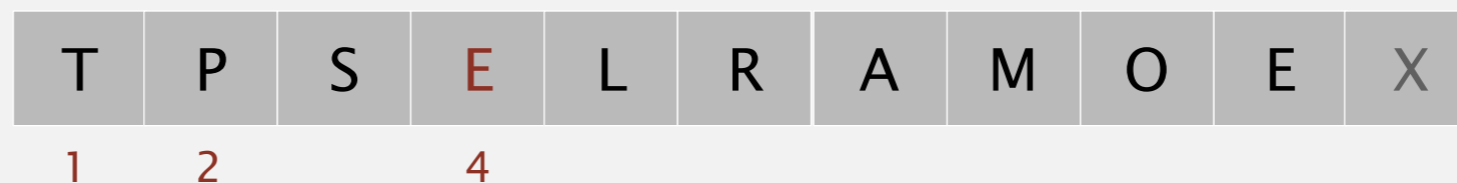
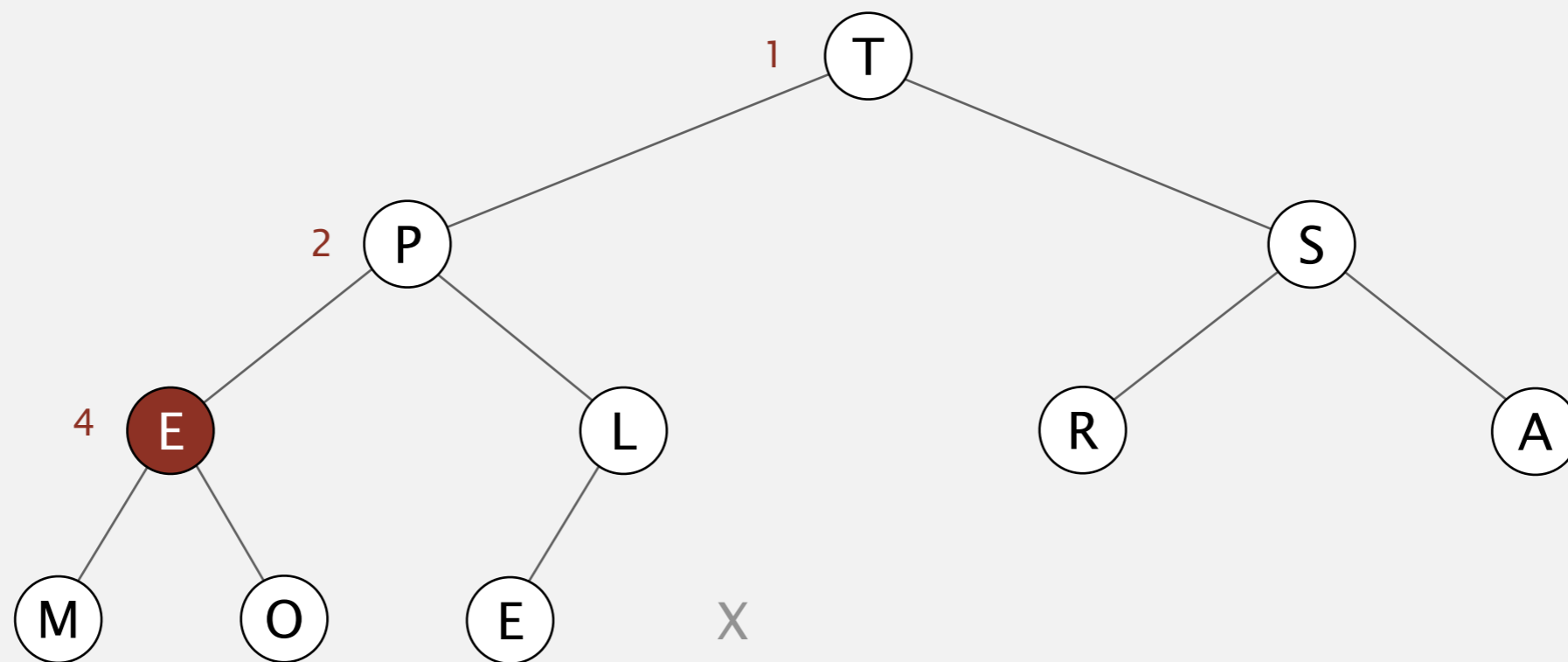
sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

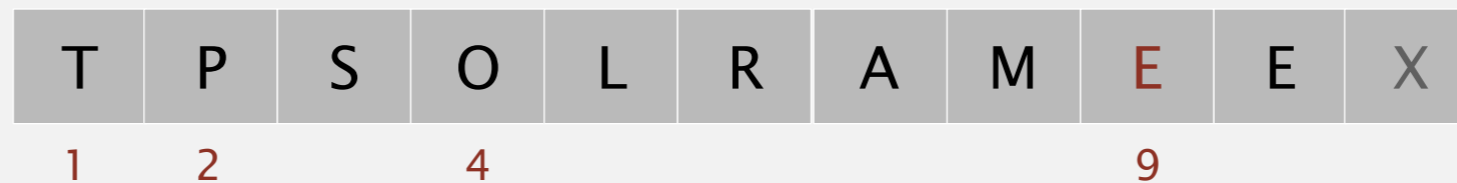
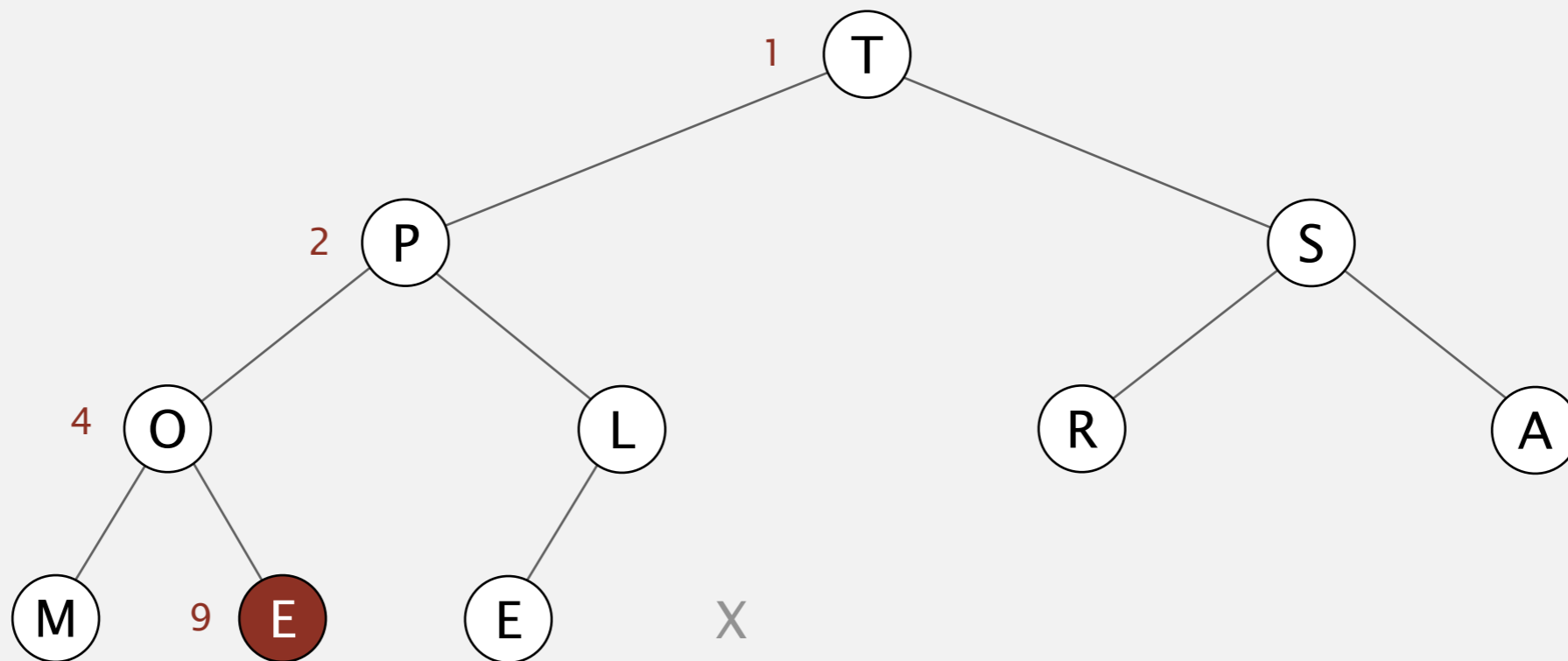
sink 1



# Heapsort

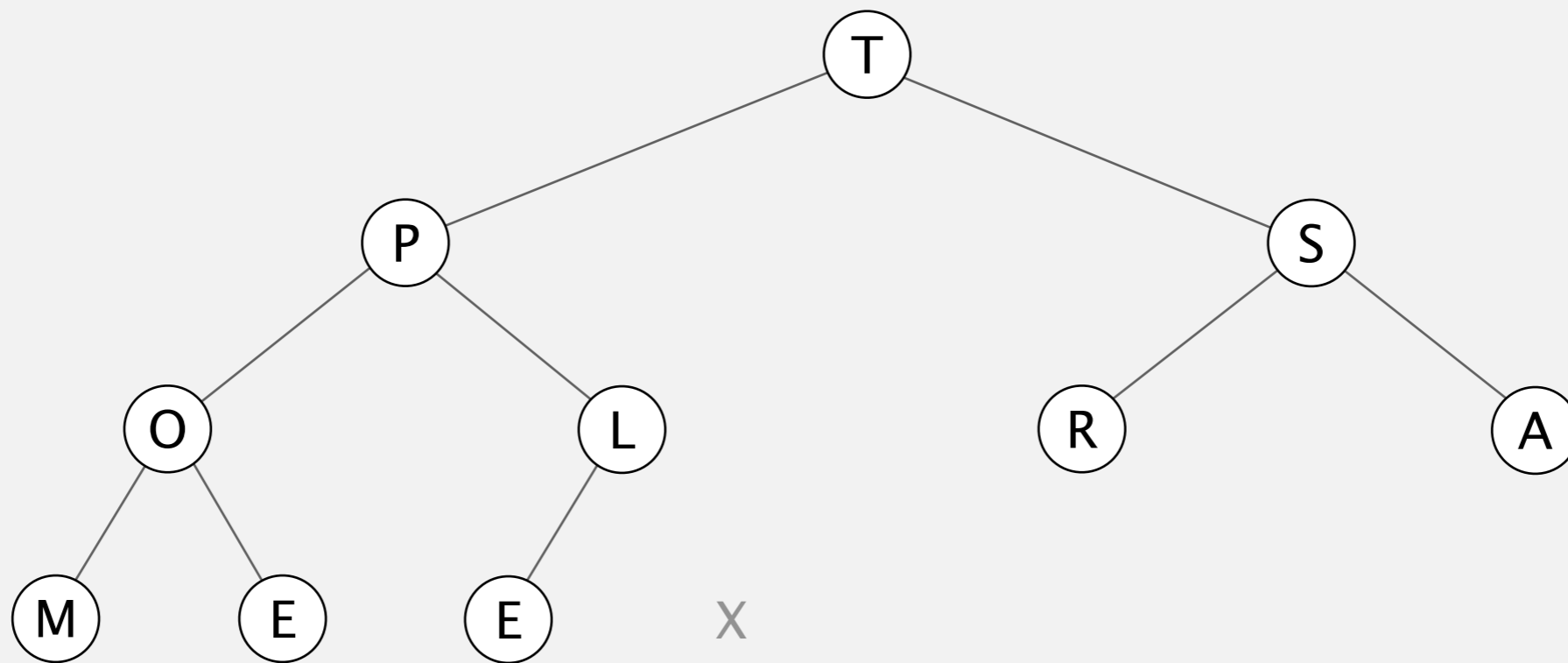
Sortdown. Repeatedly delete the largest remaining item.

sink 1



# Heapsort

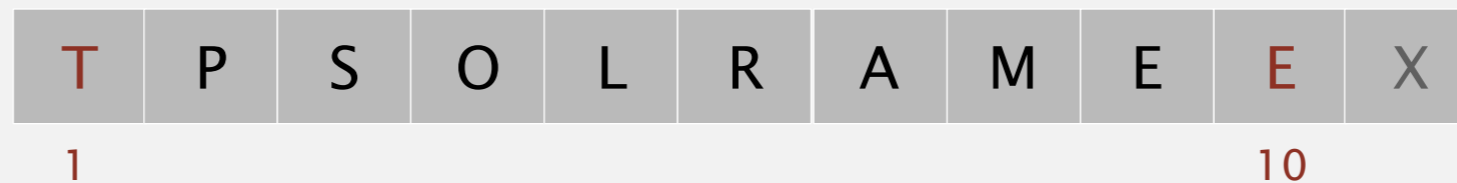
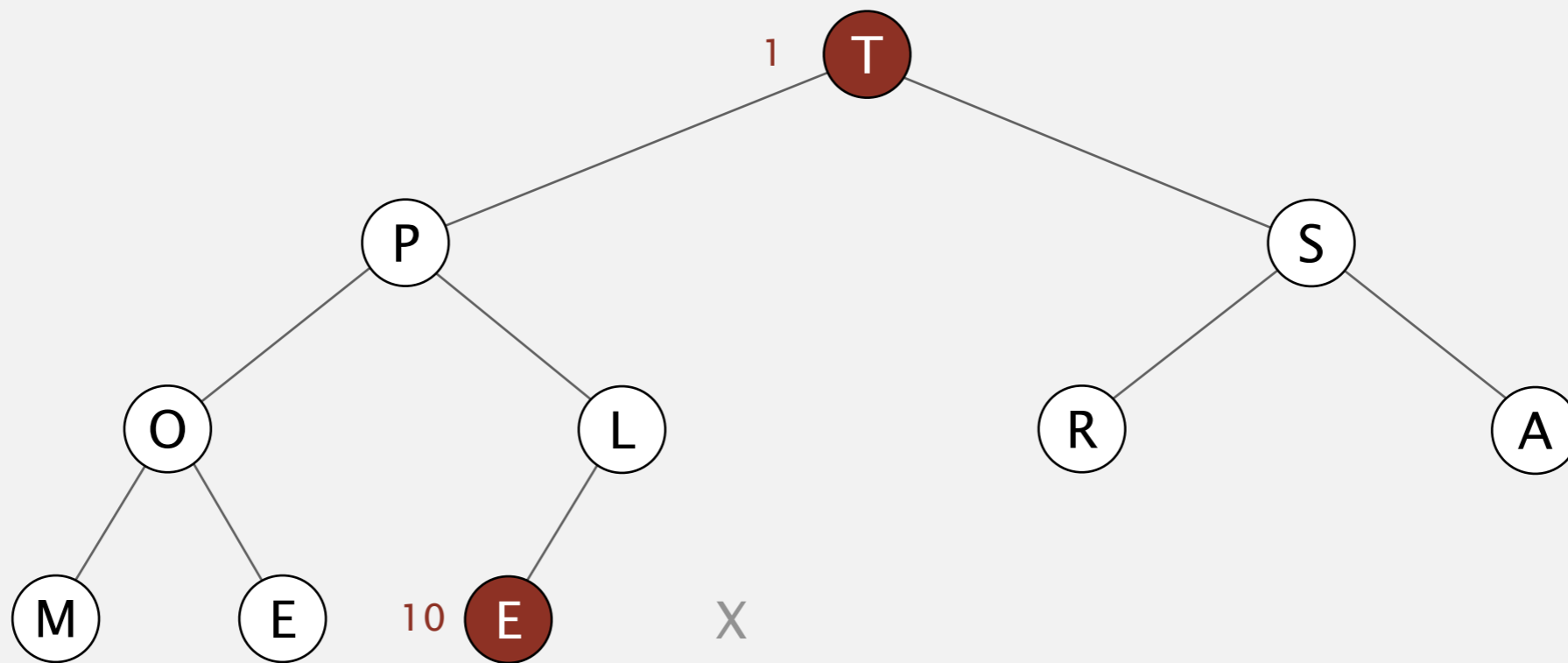
Sortdown. Repeatedly delete the largest remaining item.



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

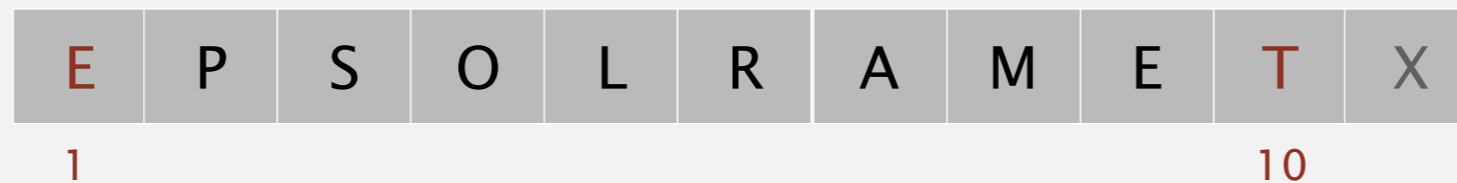
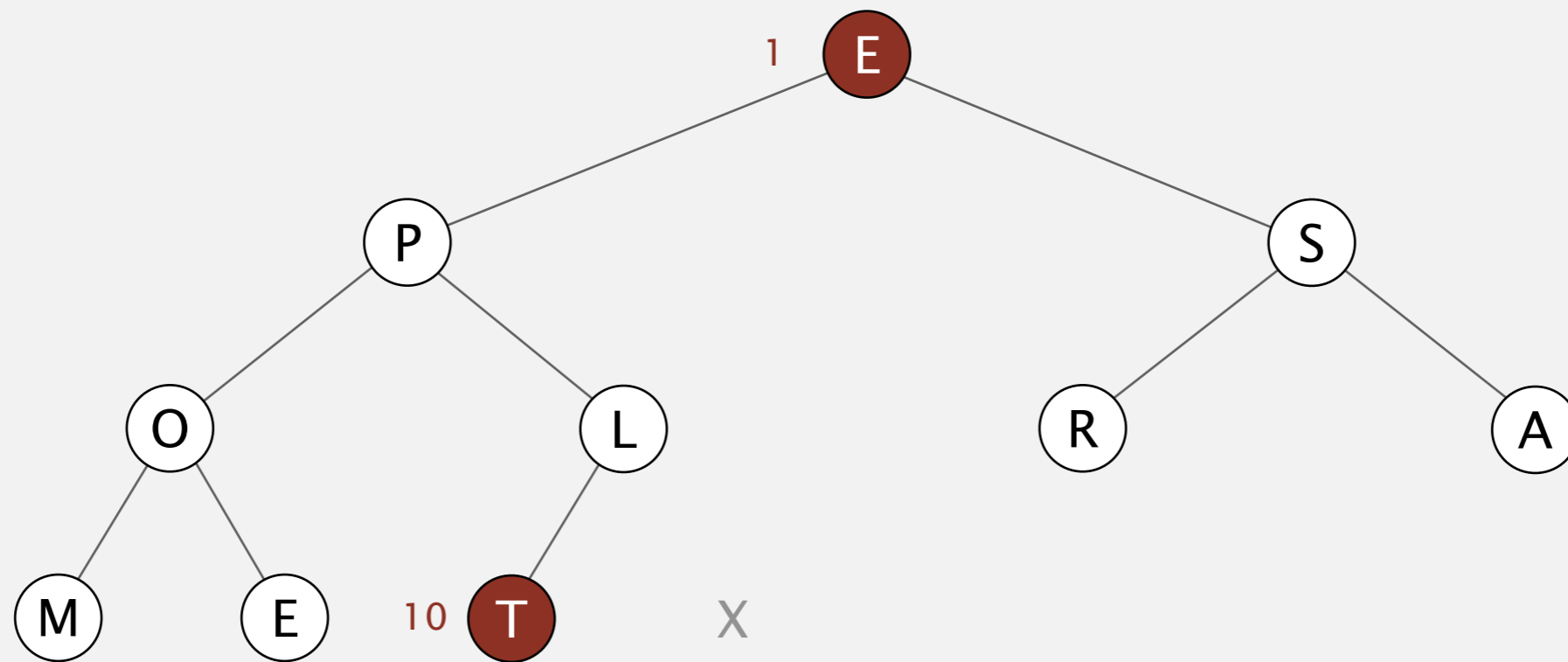
exchange 1 and 10



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

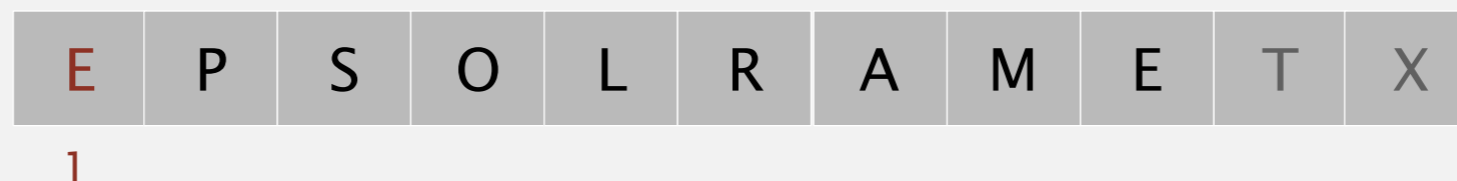
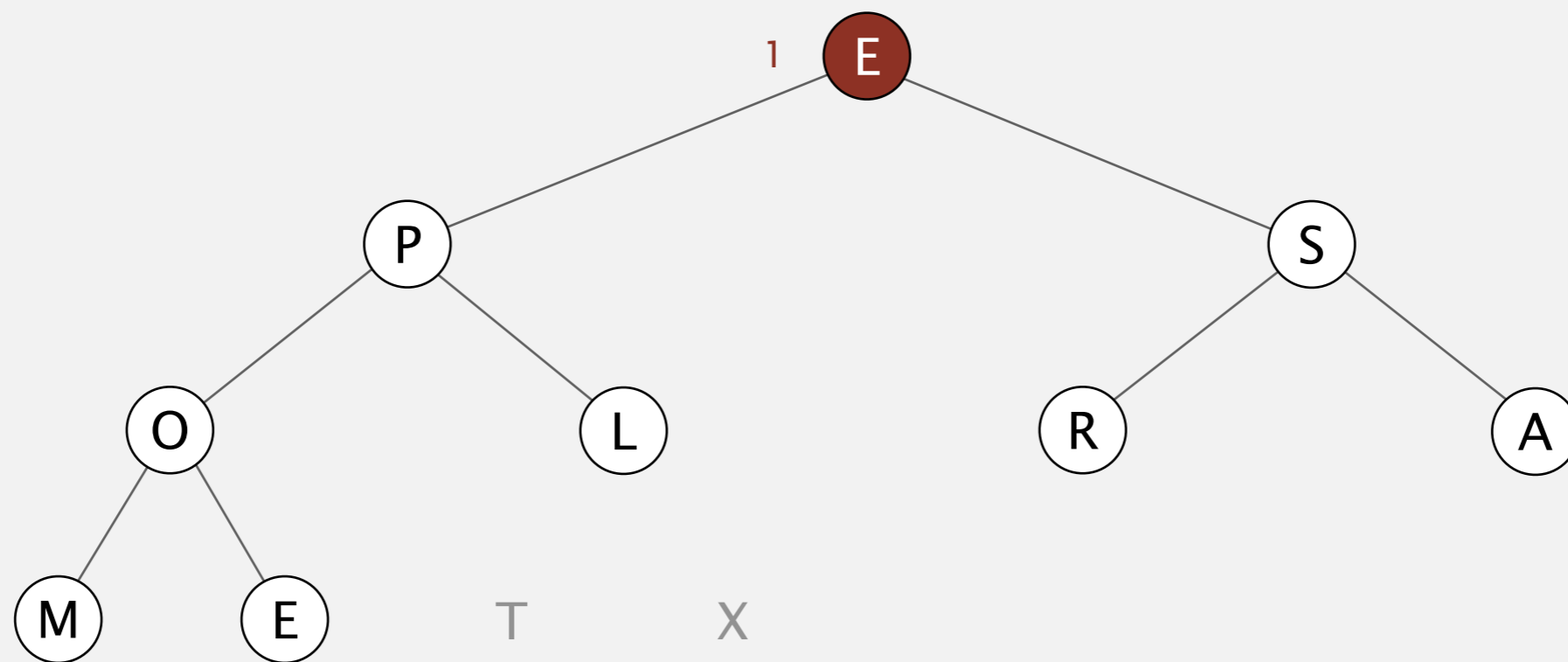
exchange 1 and 10



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

sink 1

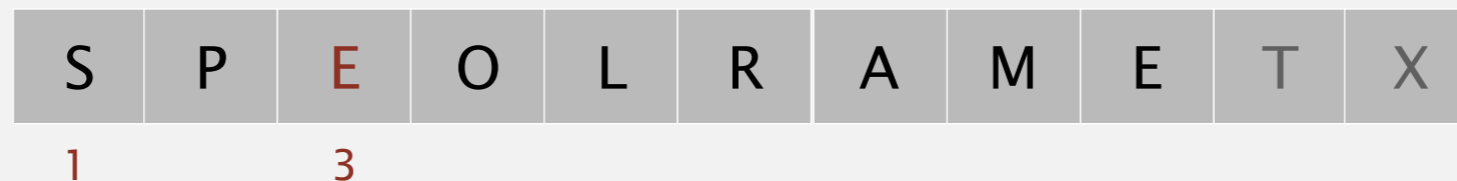
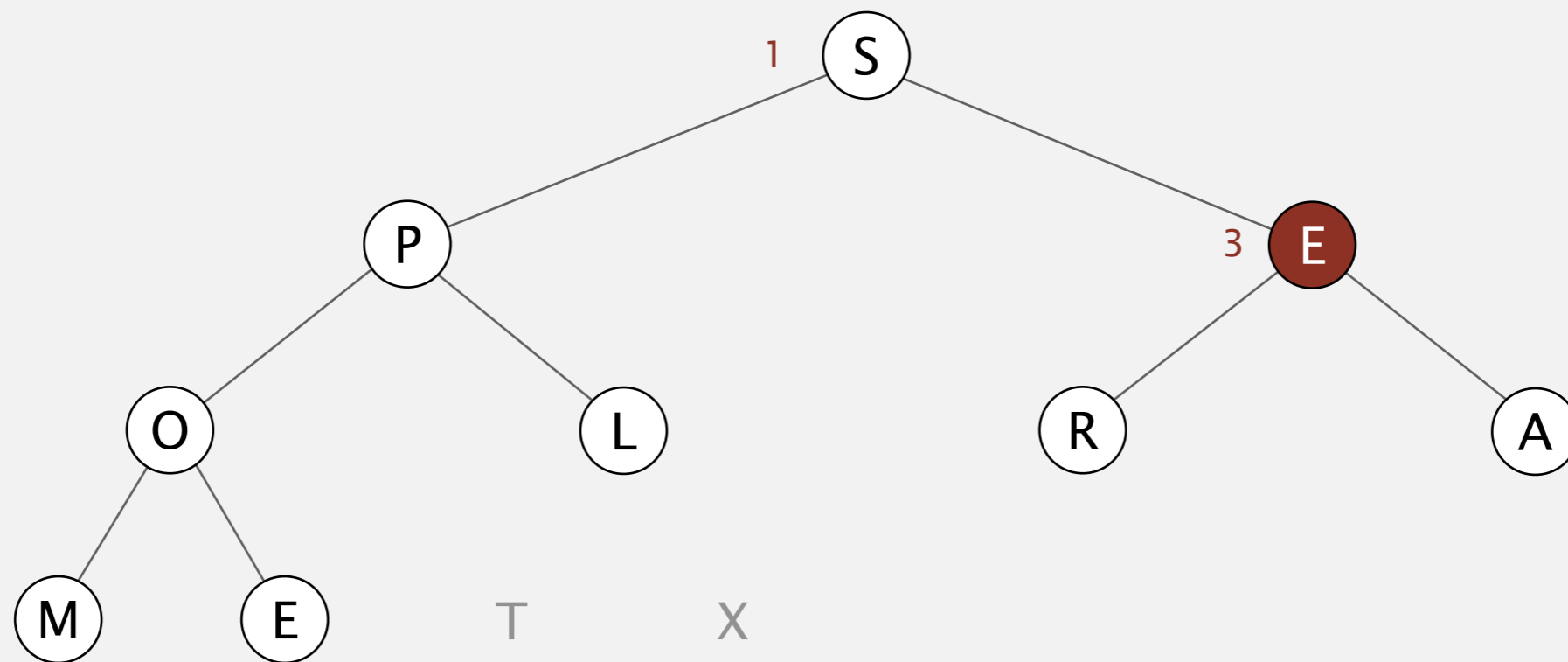




# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

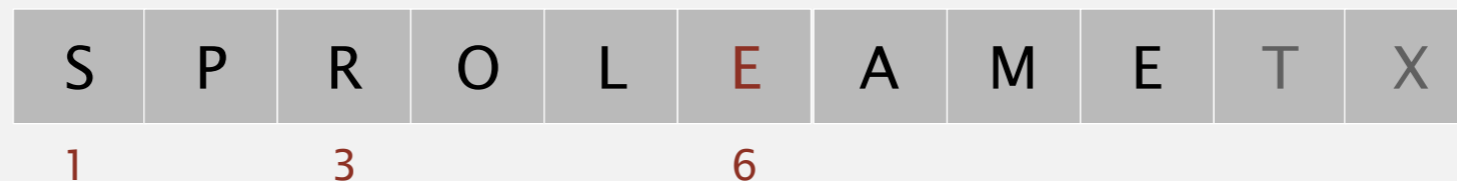
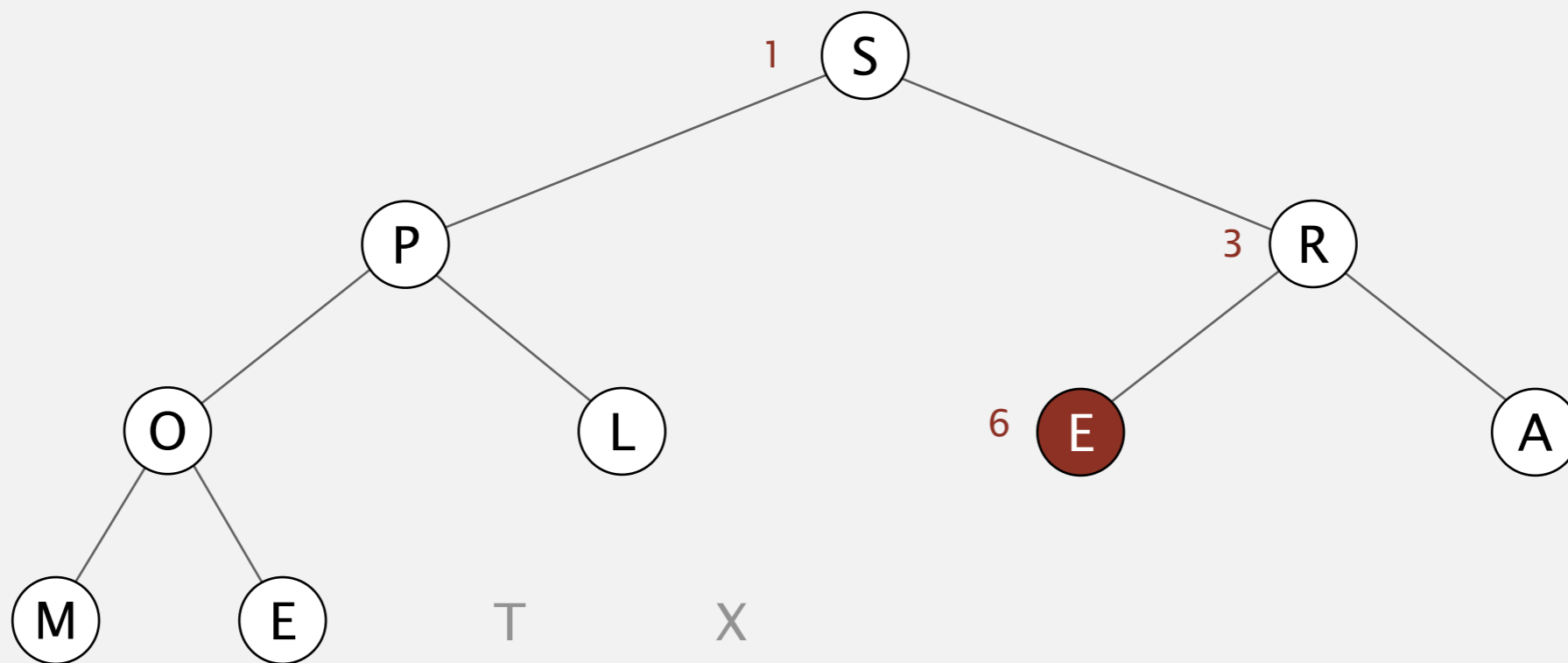
sink 1



# Heapsort

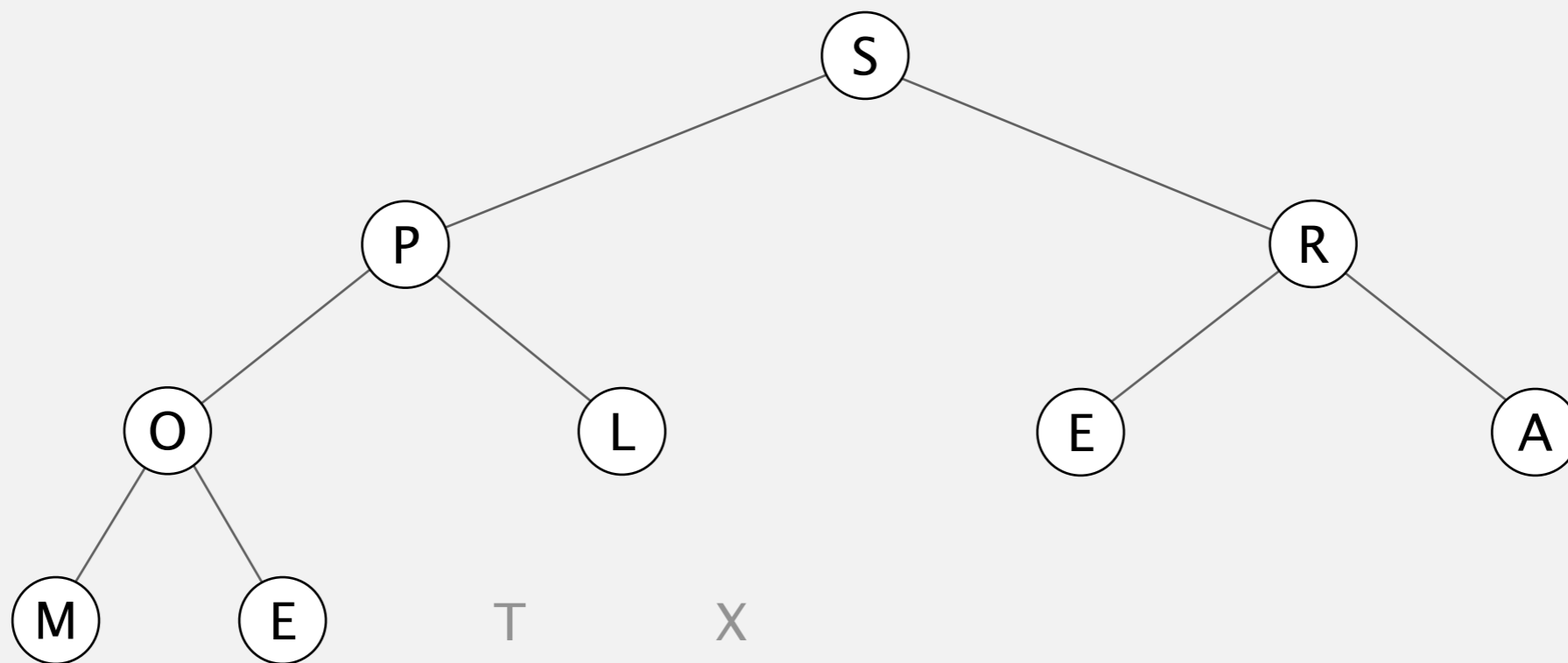
Sortdown. Repeatedly delete the largest remaining item.

sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

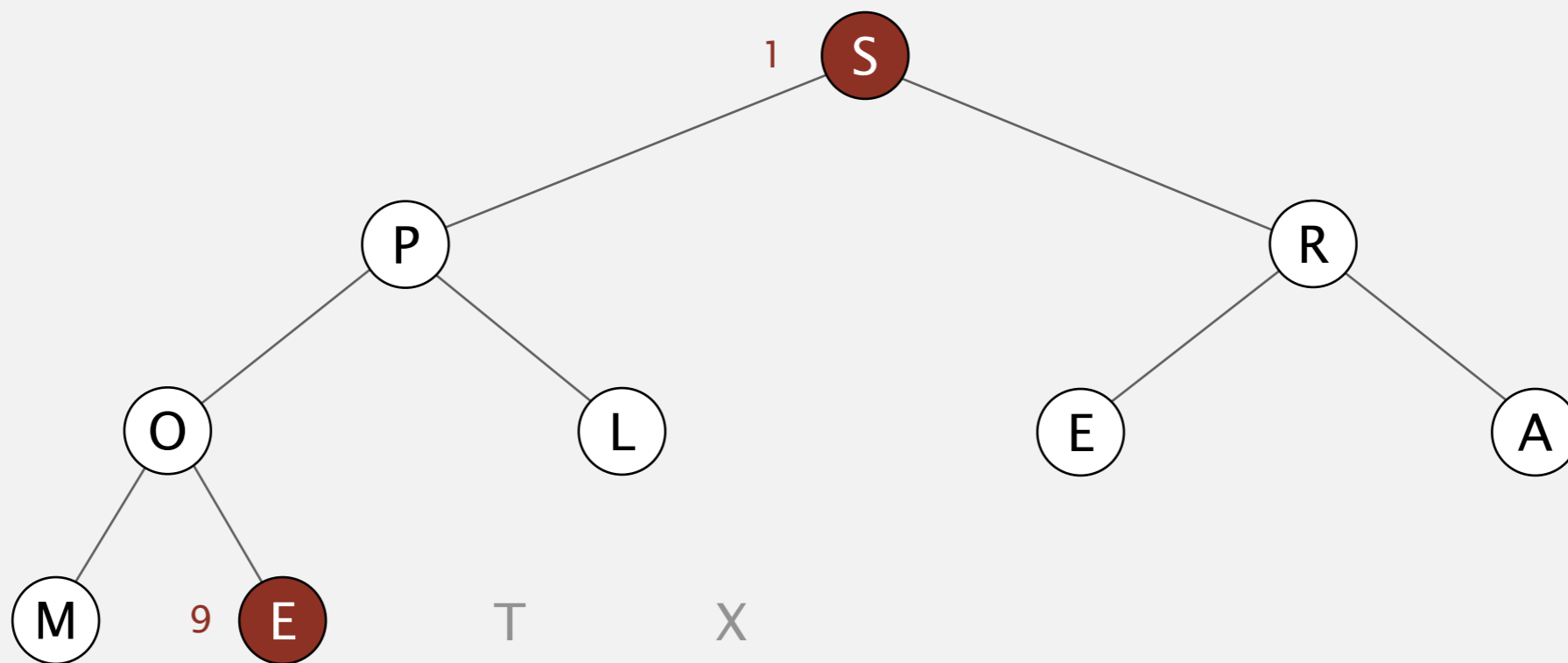


S	P	R	O	L	E	A	M	E	T	X
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# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

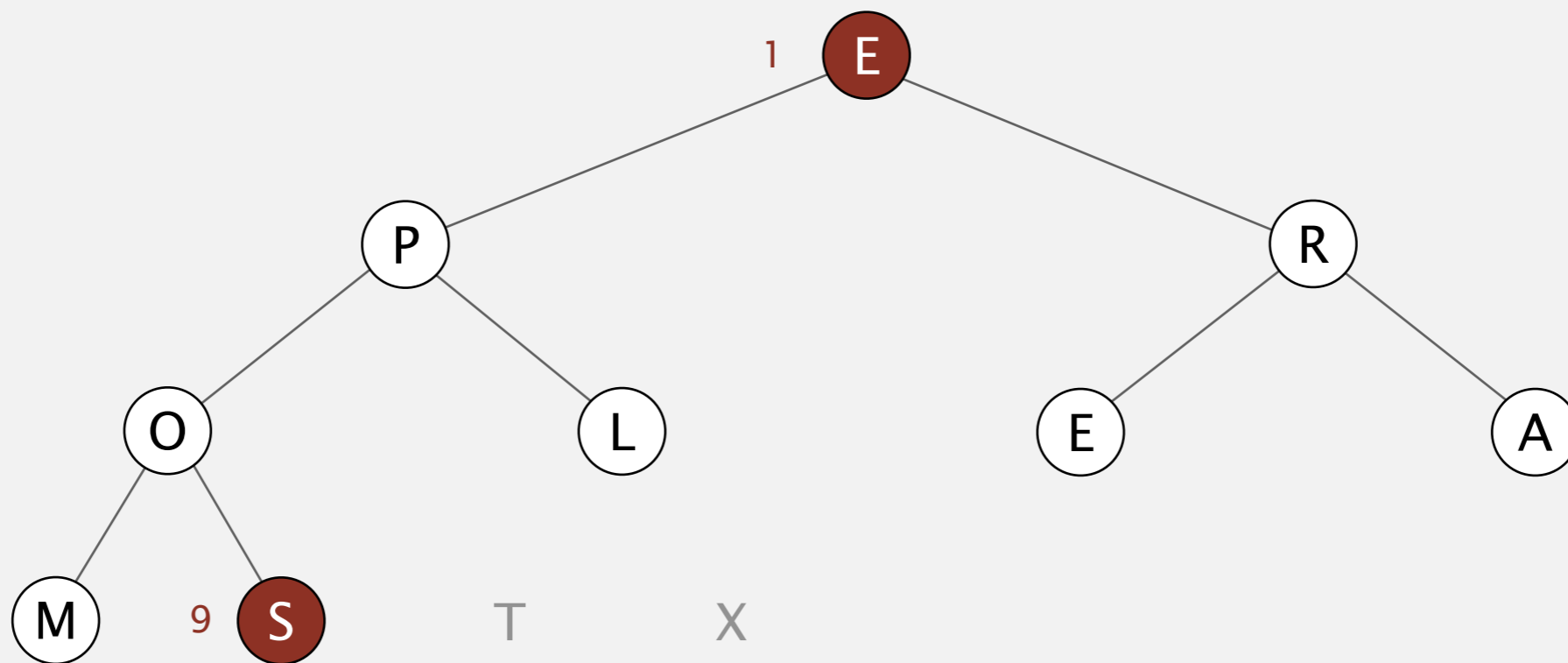
exchange 1 and 9



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

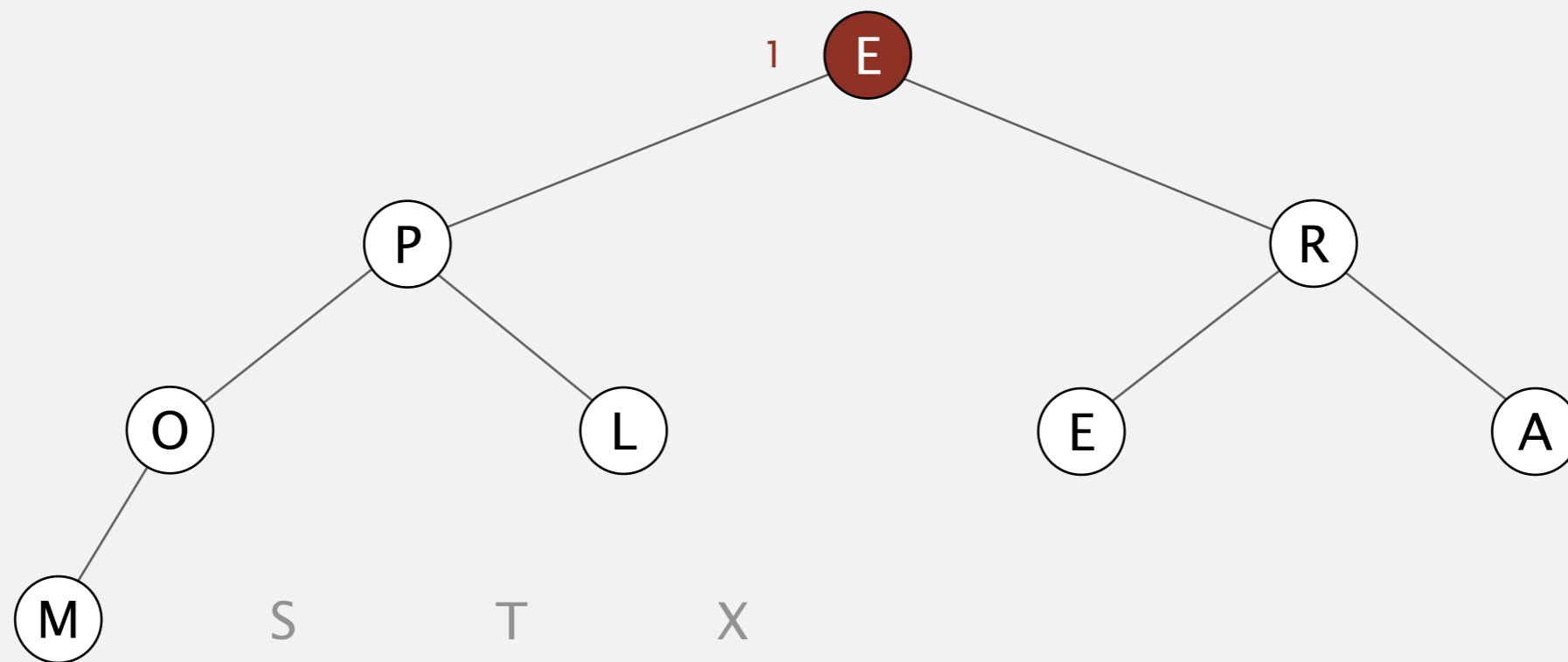
exchange 1 and 9



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

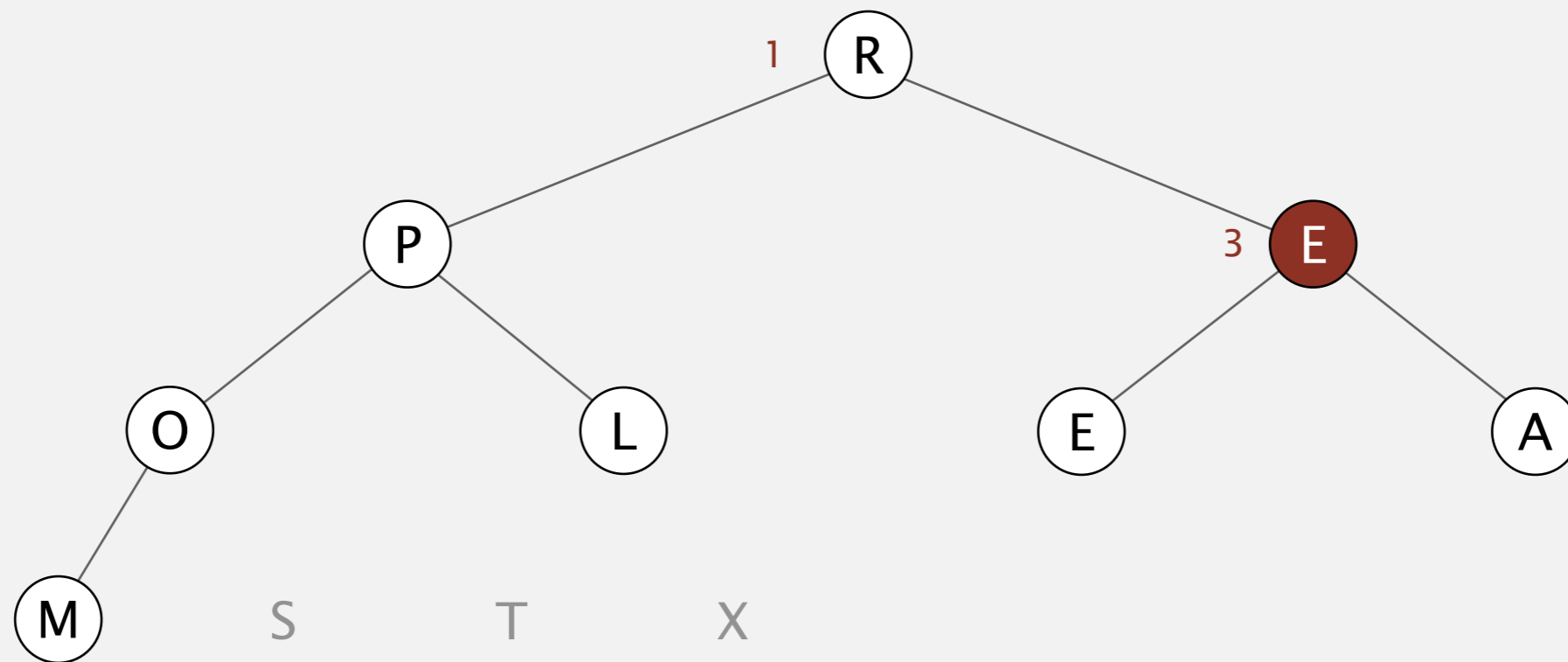
sink 1



# Heapsort

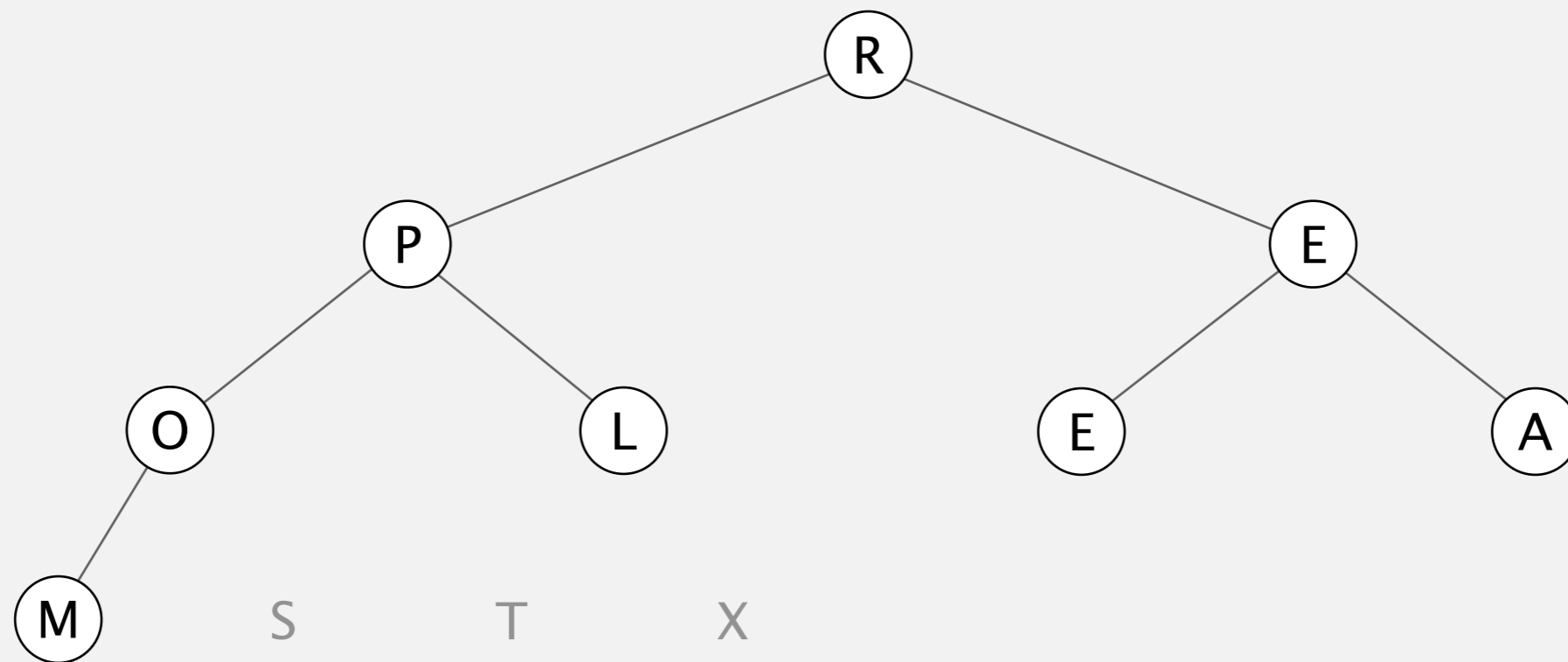
Sortdown. Repeatedly delete the largest remaining item.

sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.



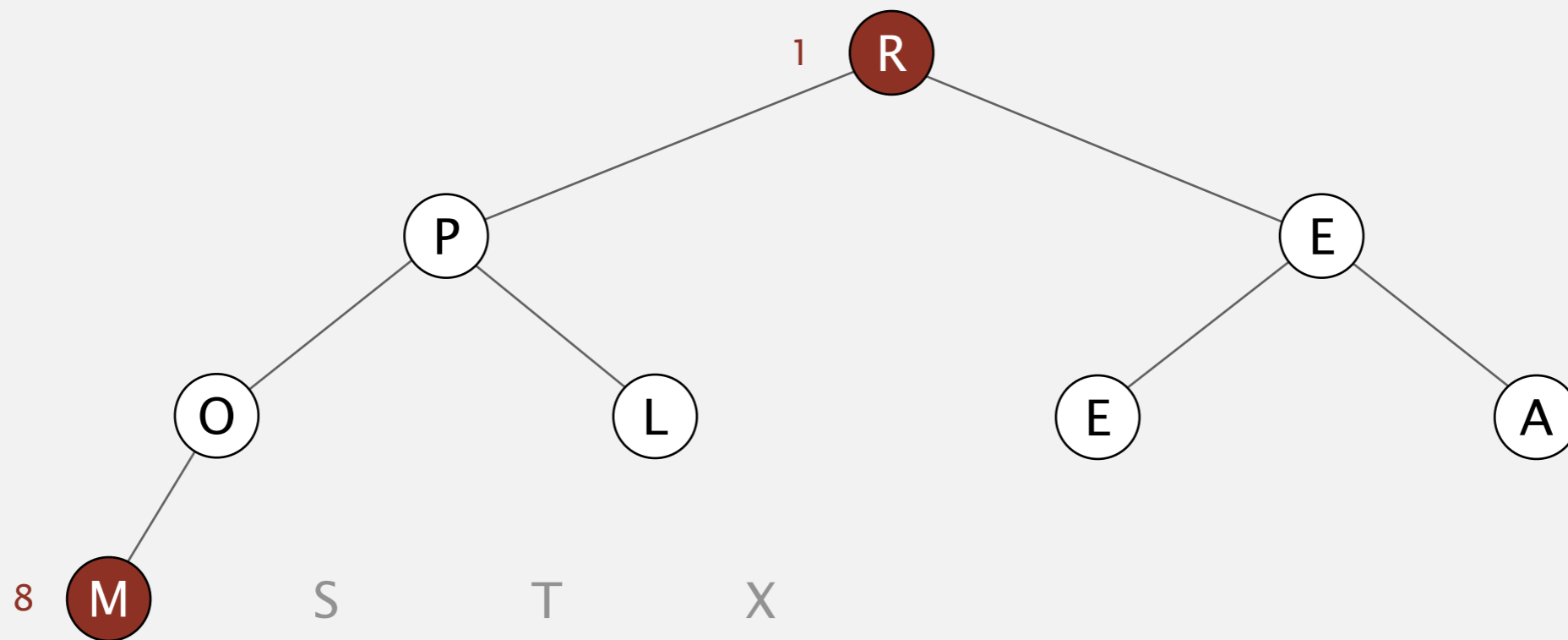
R	P	E	O	L	E	A	M	S	T	X
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# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

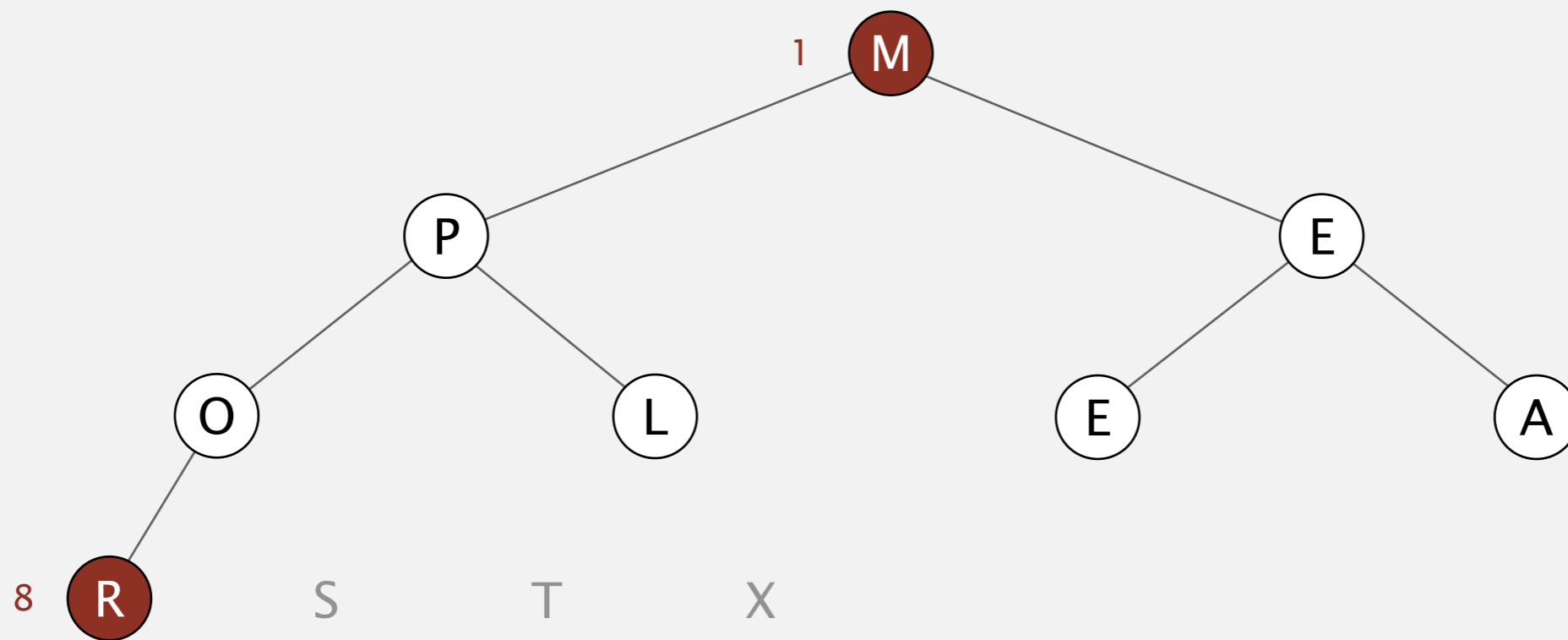
exchange 1 and 8



# Heapsort

**Sortdown.** Repeatedly delete the largest remaining item.

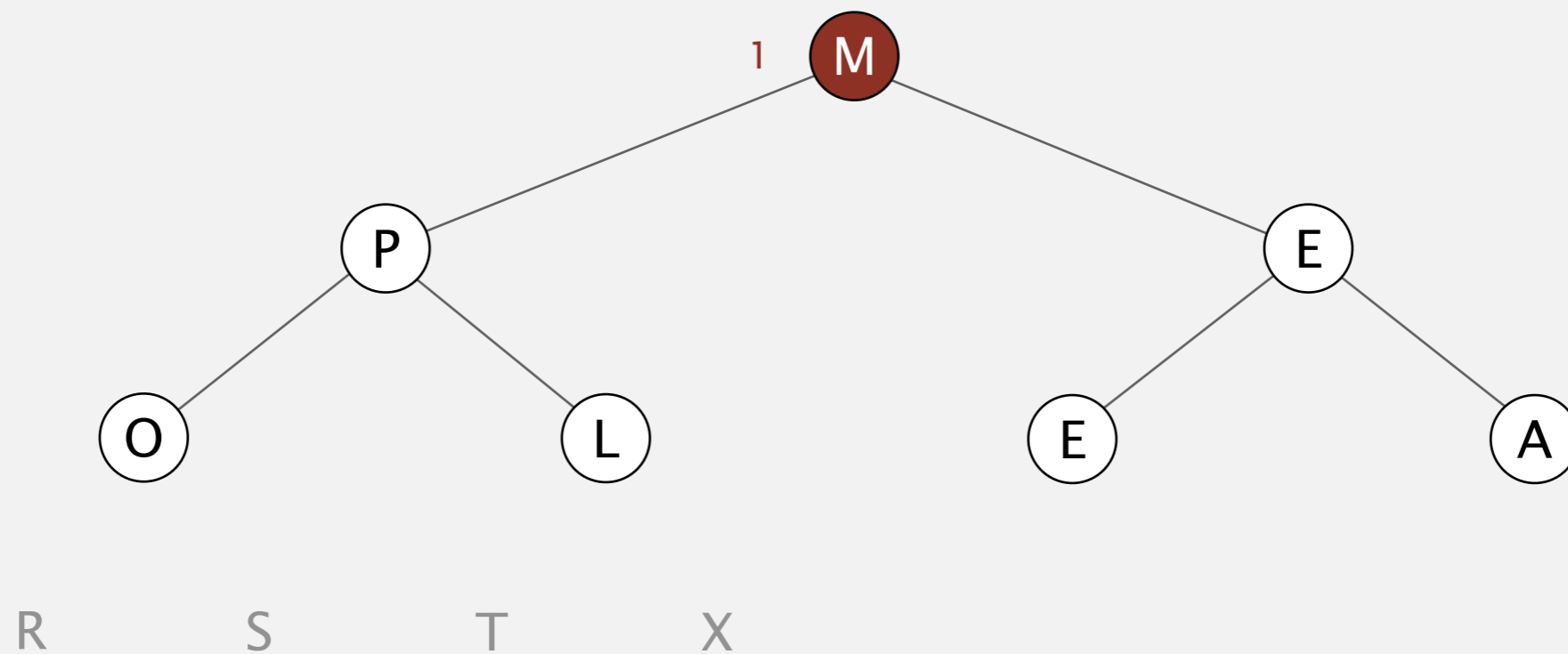
exchange 1 and 8



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

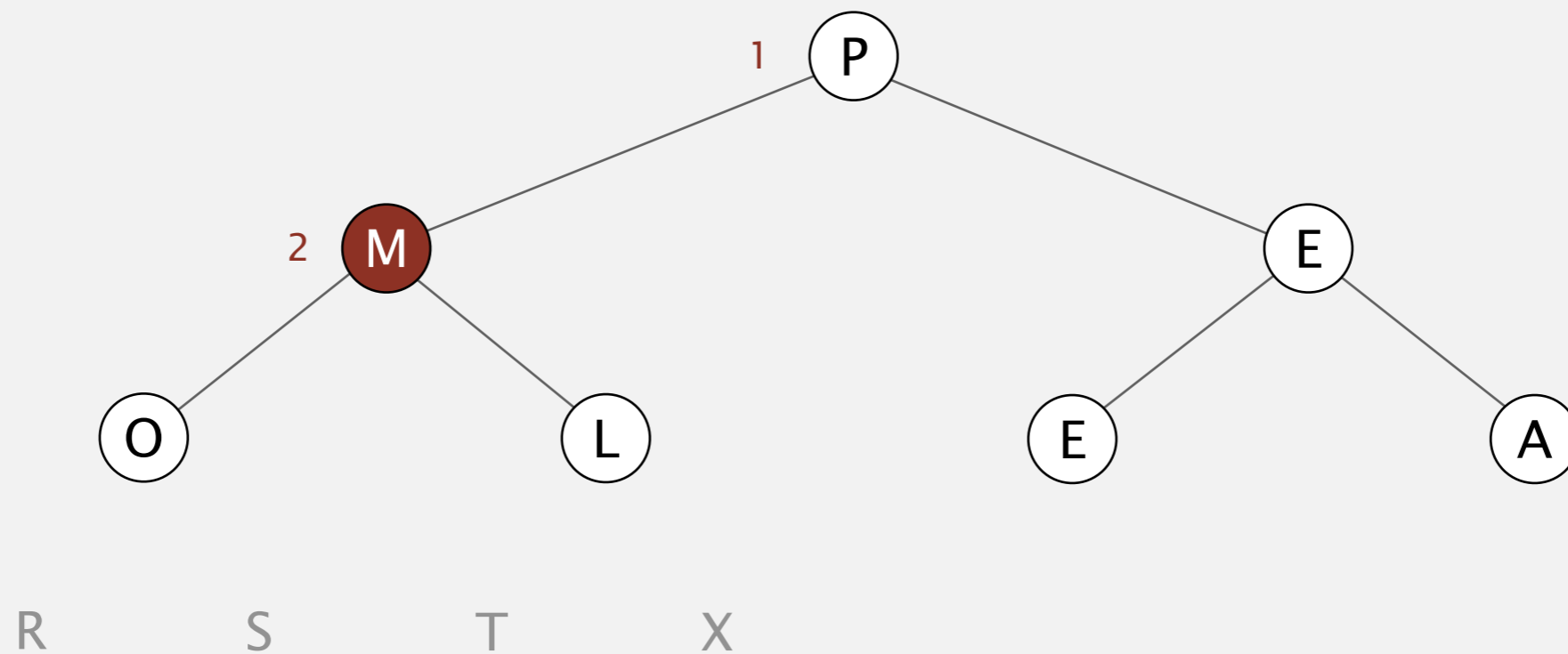
sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

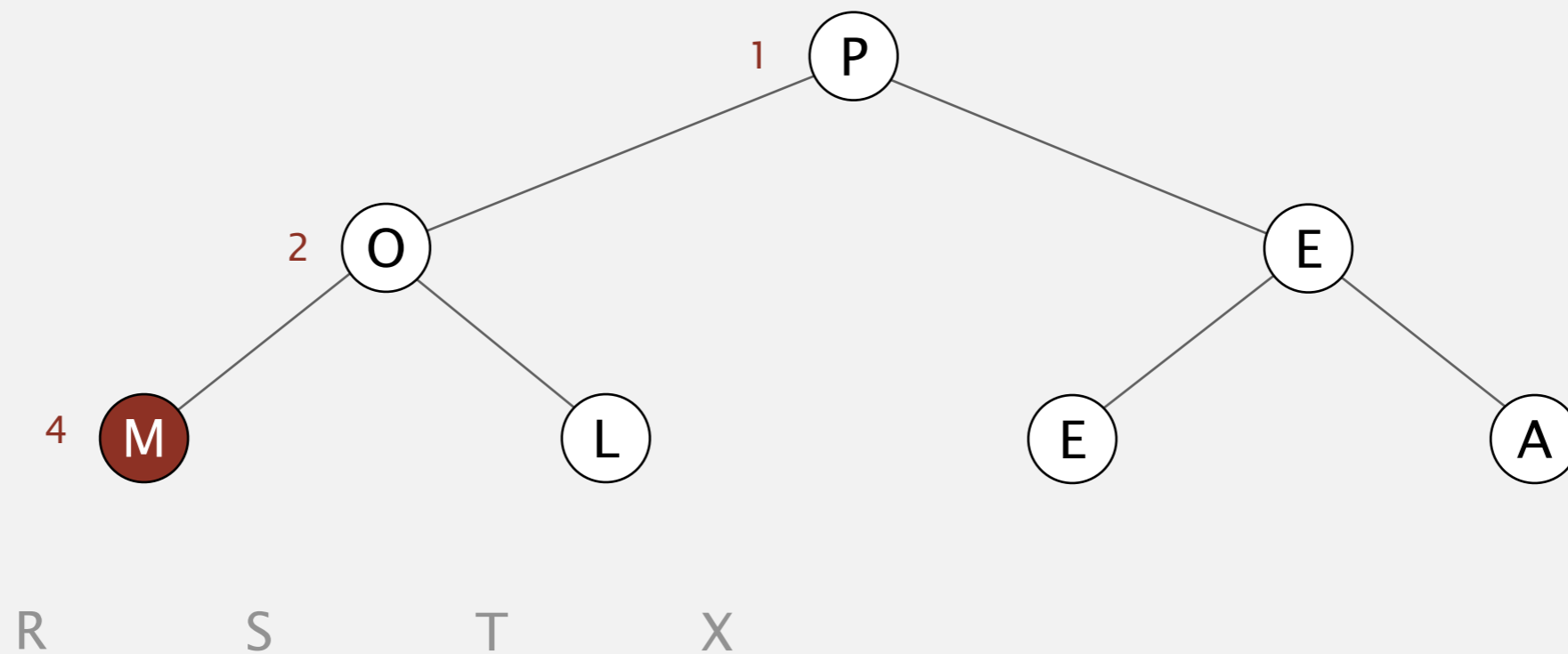
sink 1



# Heapsort

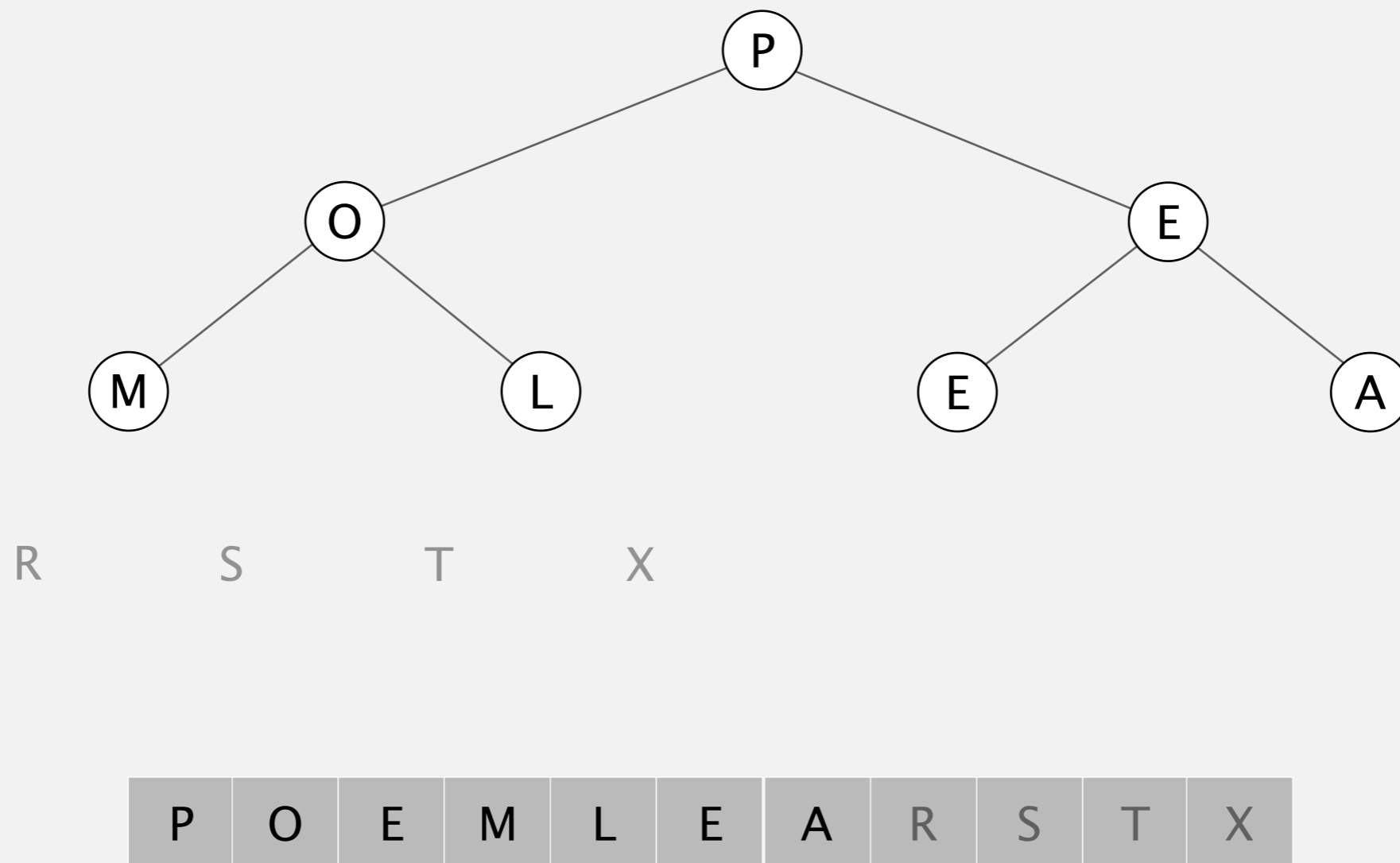
Sortdown. Repeatedly delete the largest remaining item.

sink 1



# Heapsort

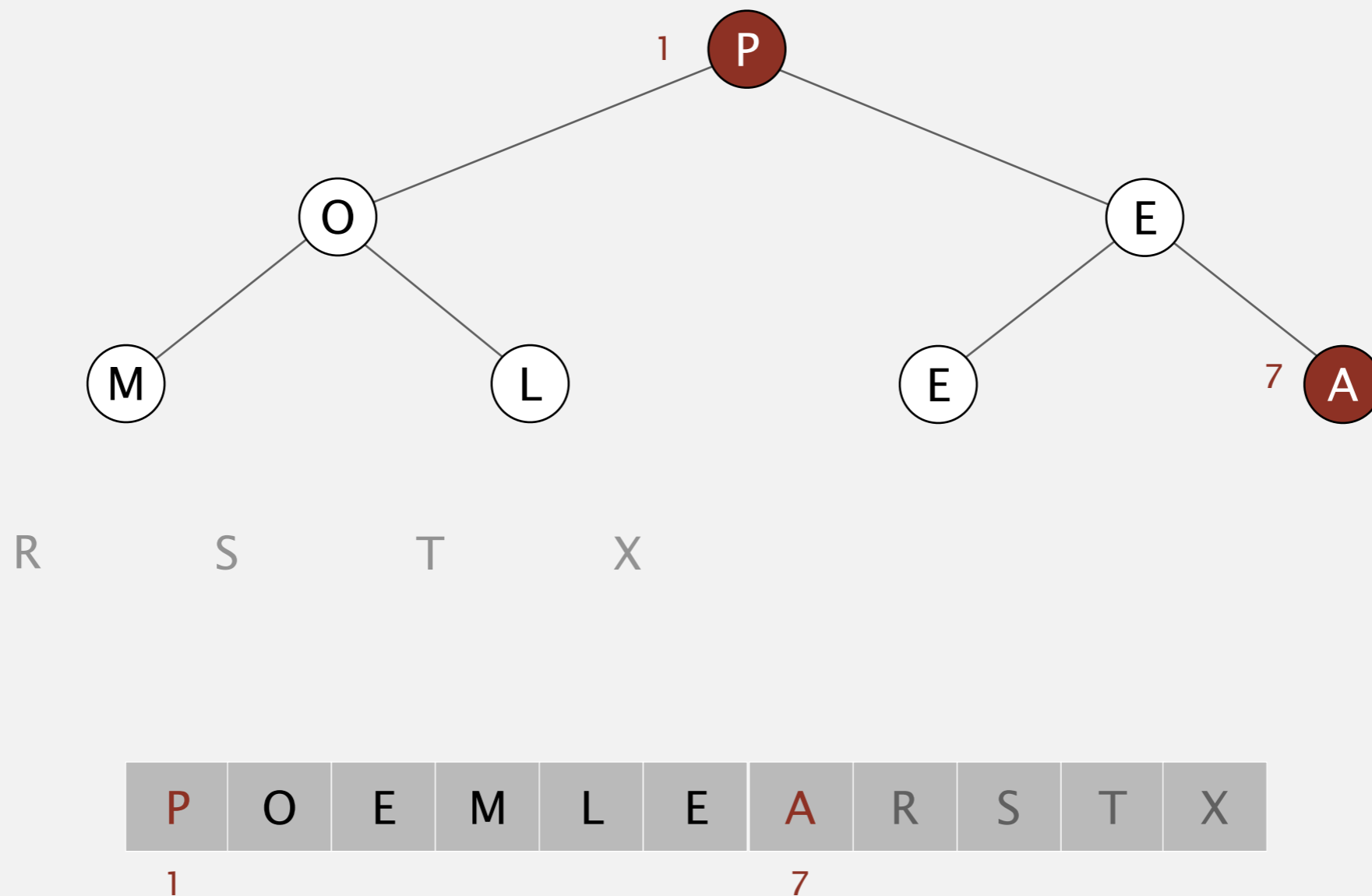
**Sortdown.** Repeatedly delete the largest remaining item.



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

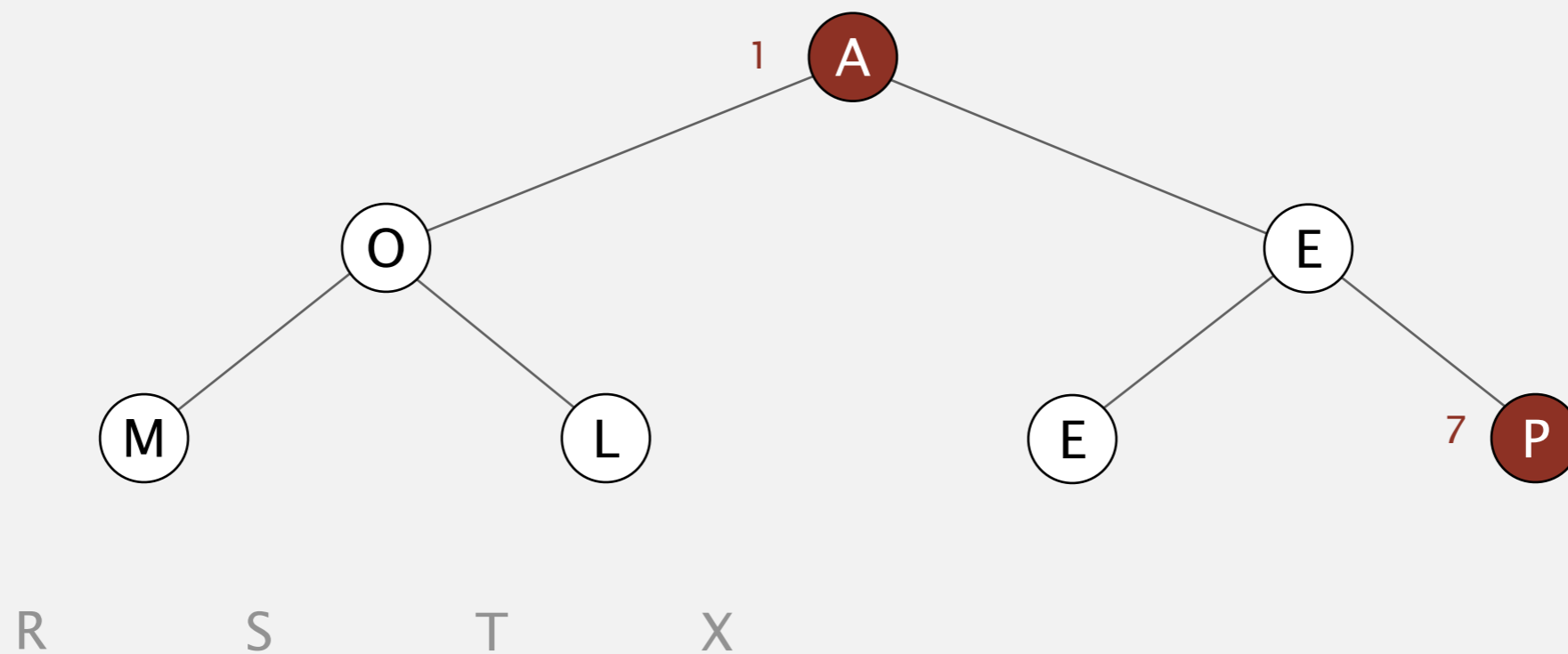
exchange 1 and 7



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

exchange 1 and 7

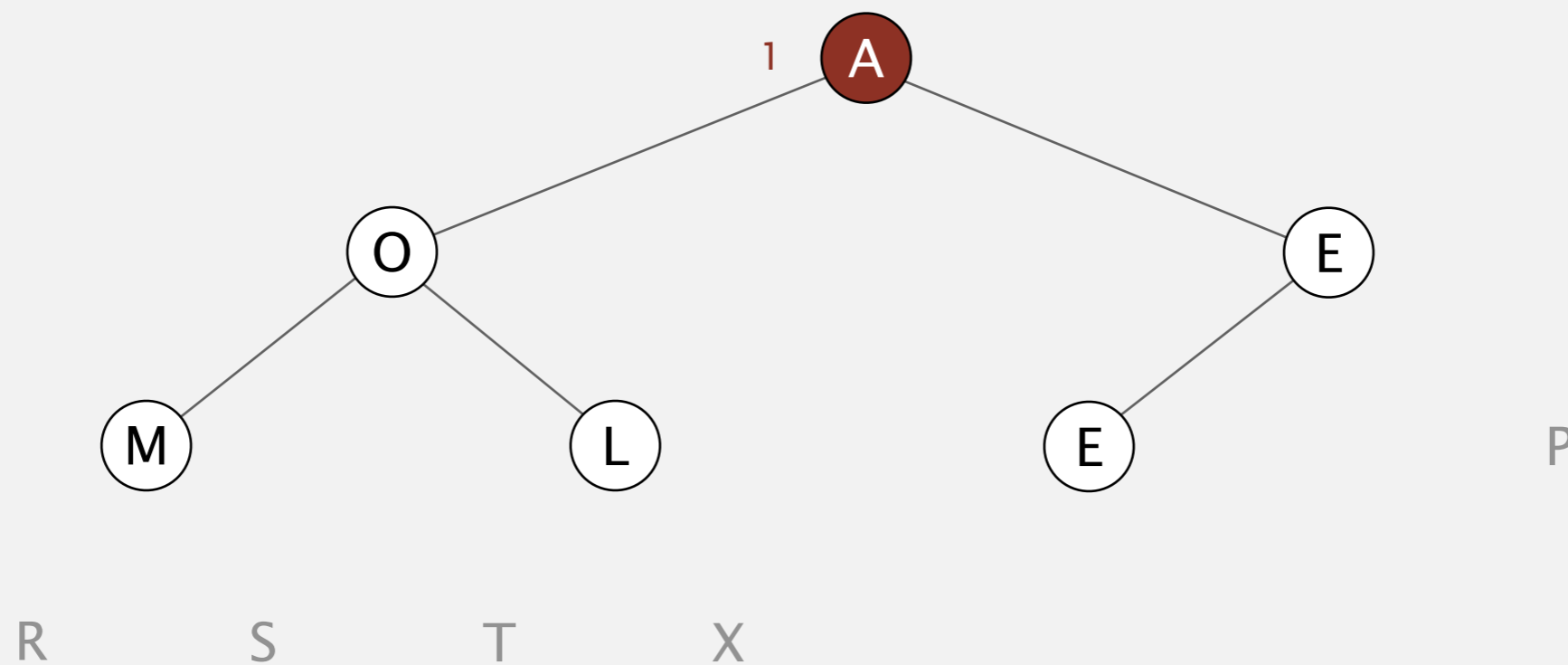




# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

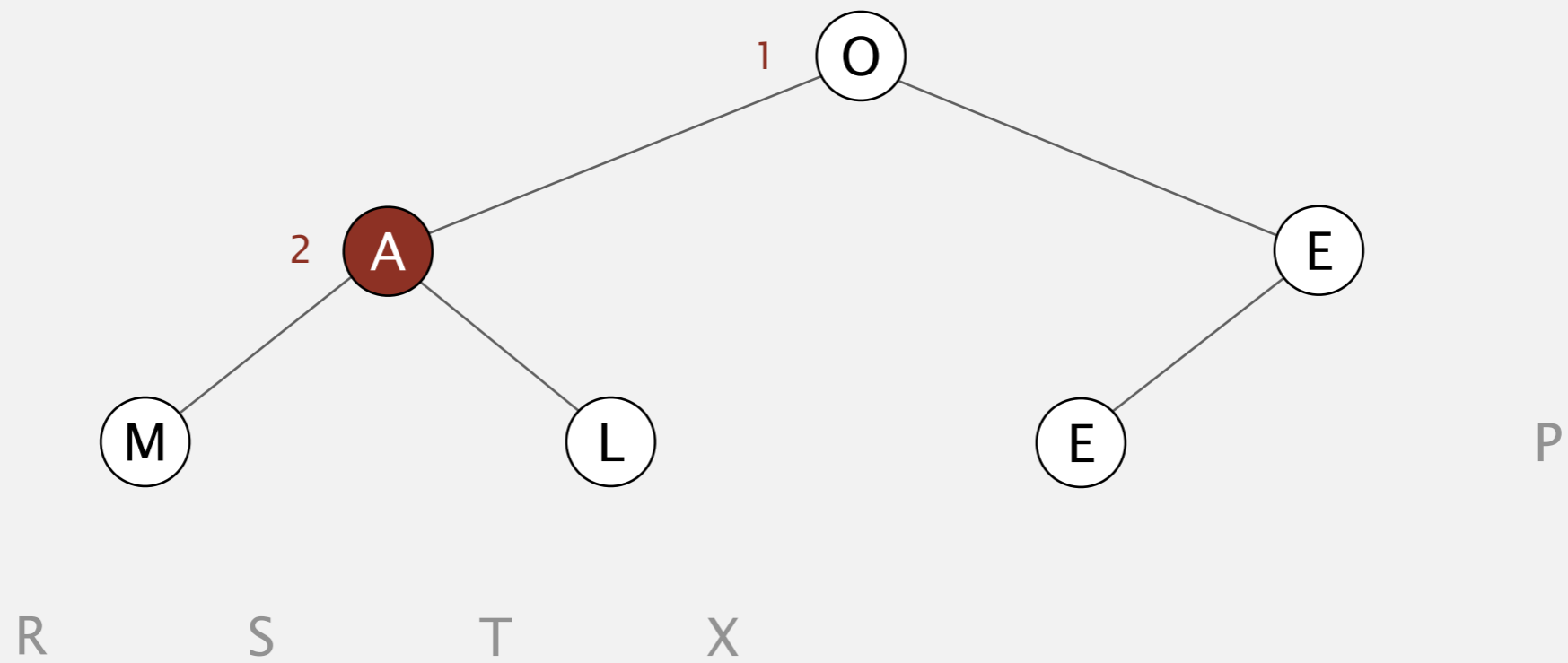
sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

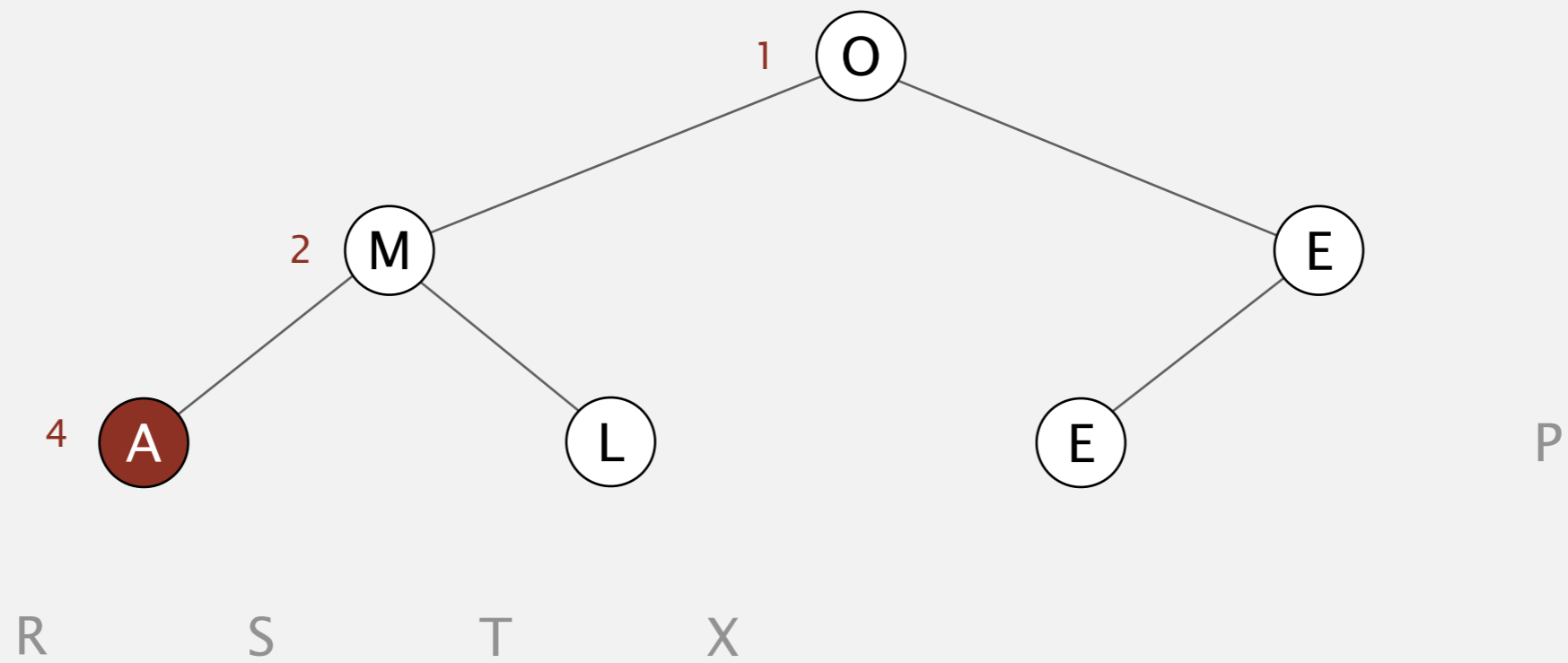
sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

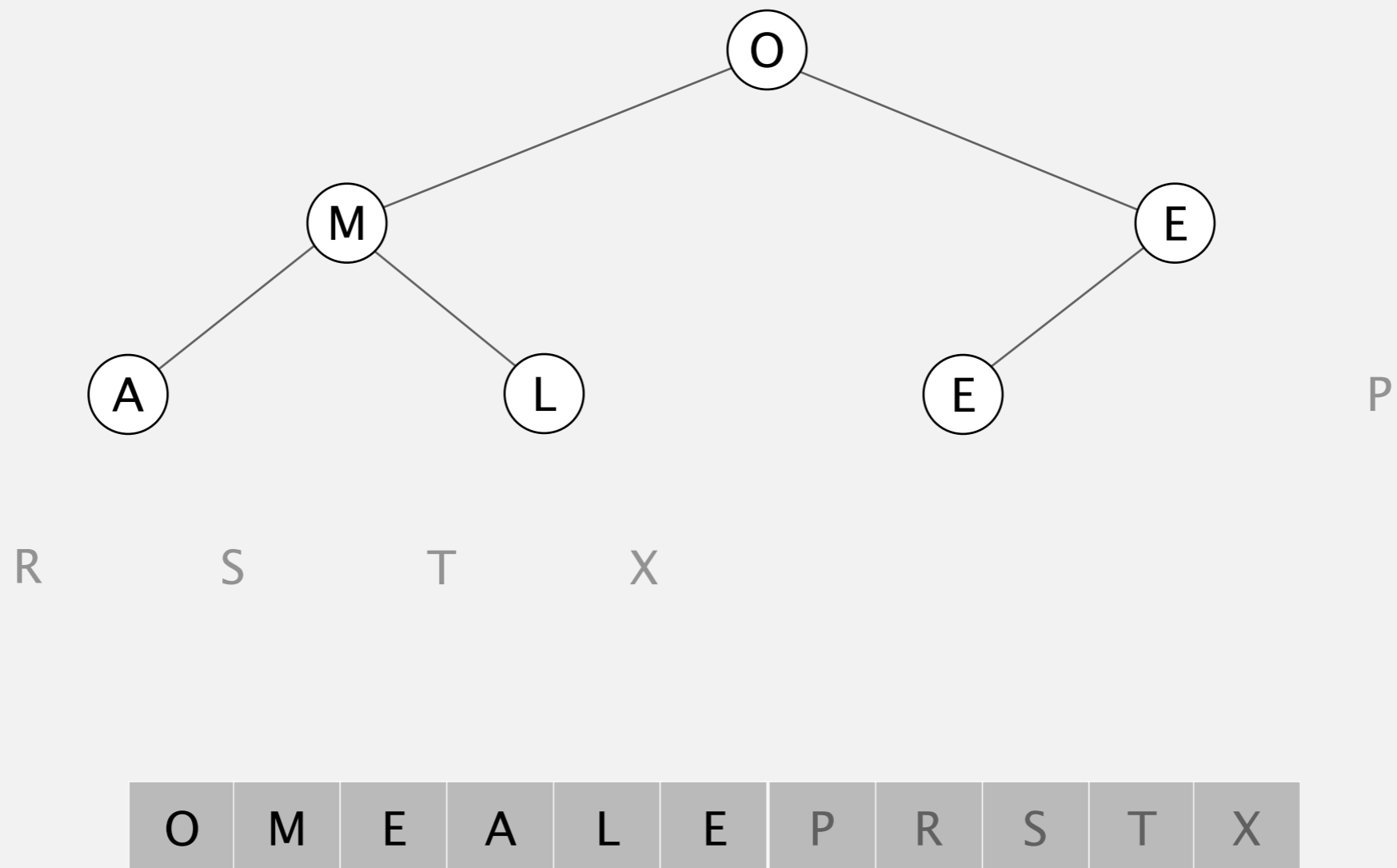
sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

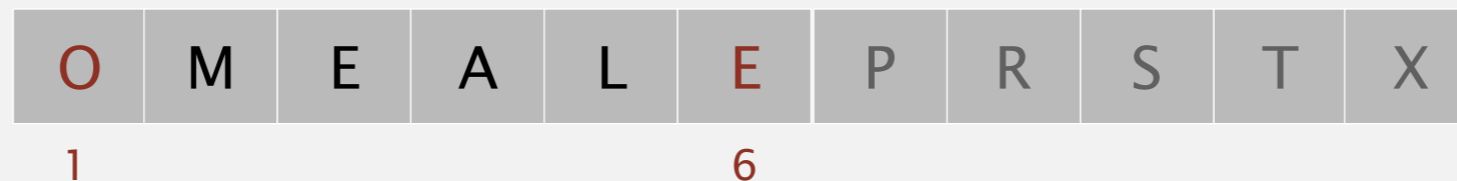
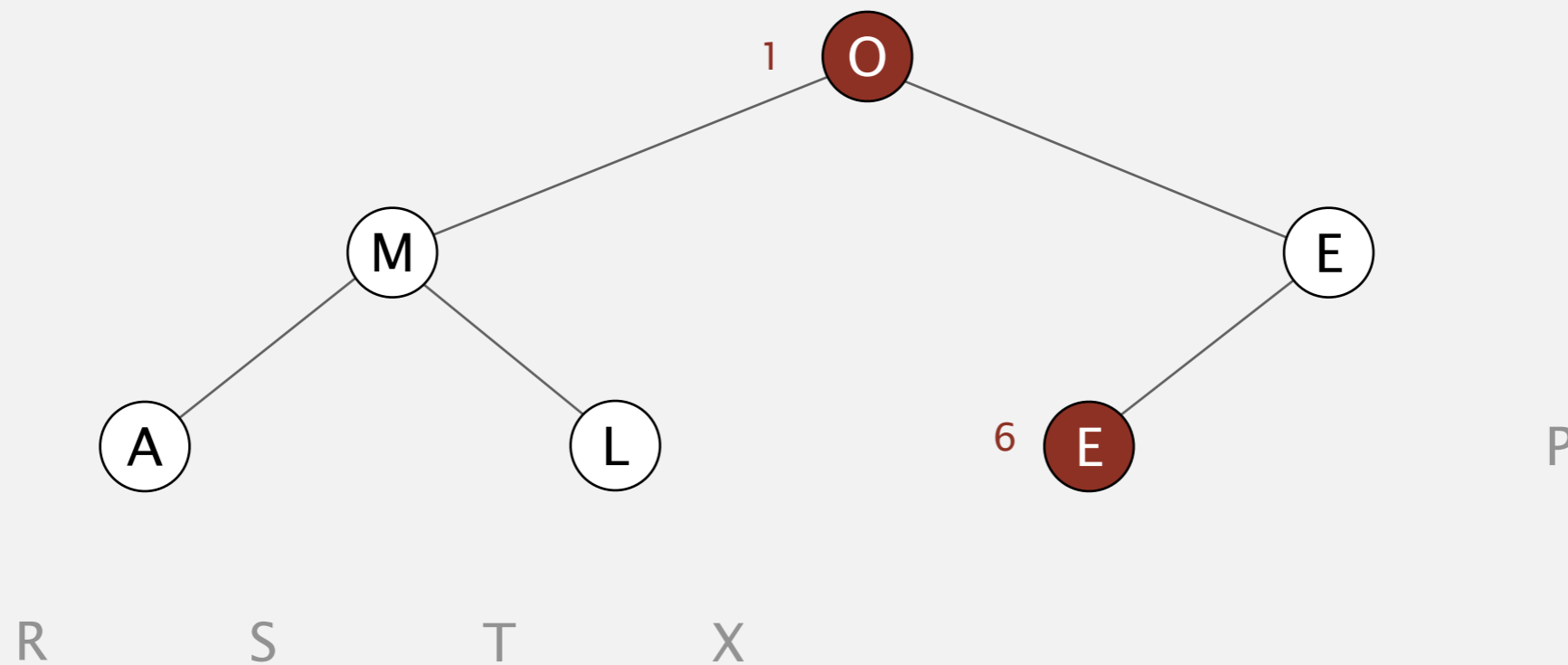
sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

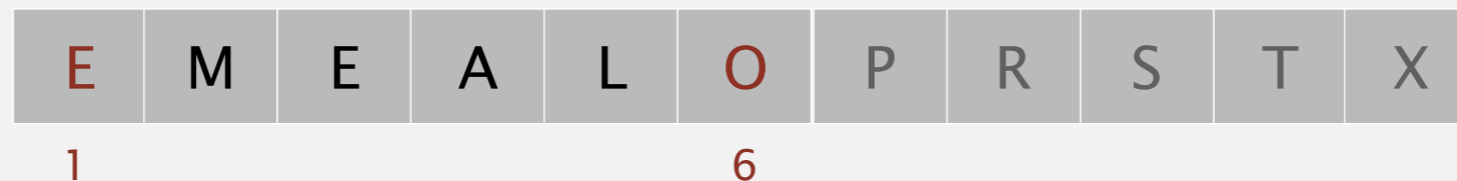
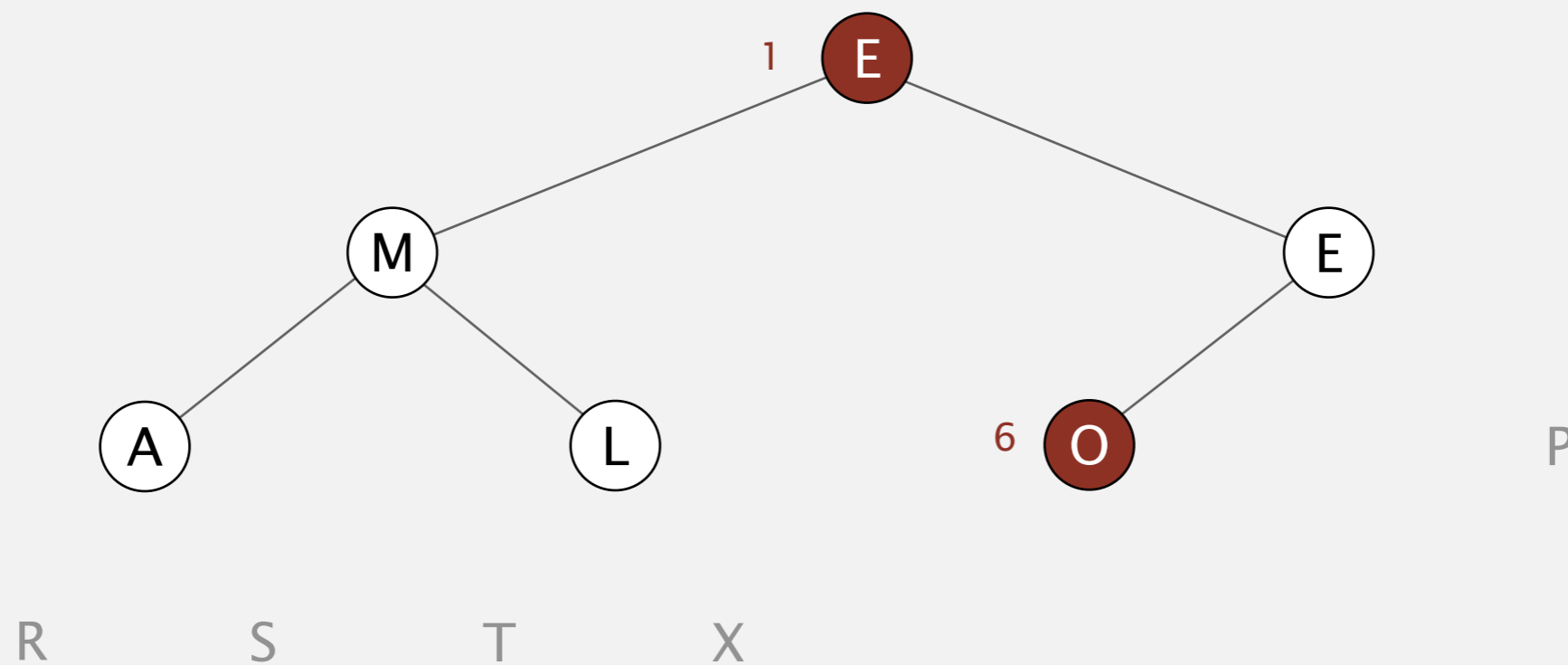
exchange 1 and 6



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

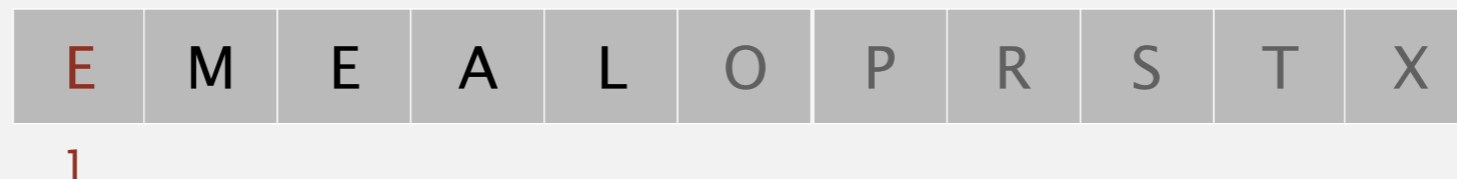
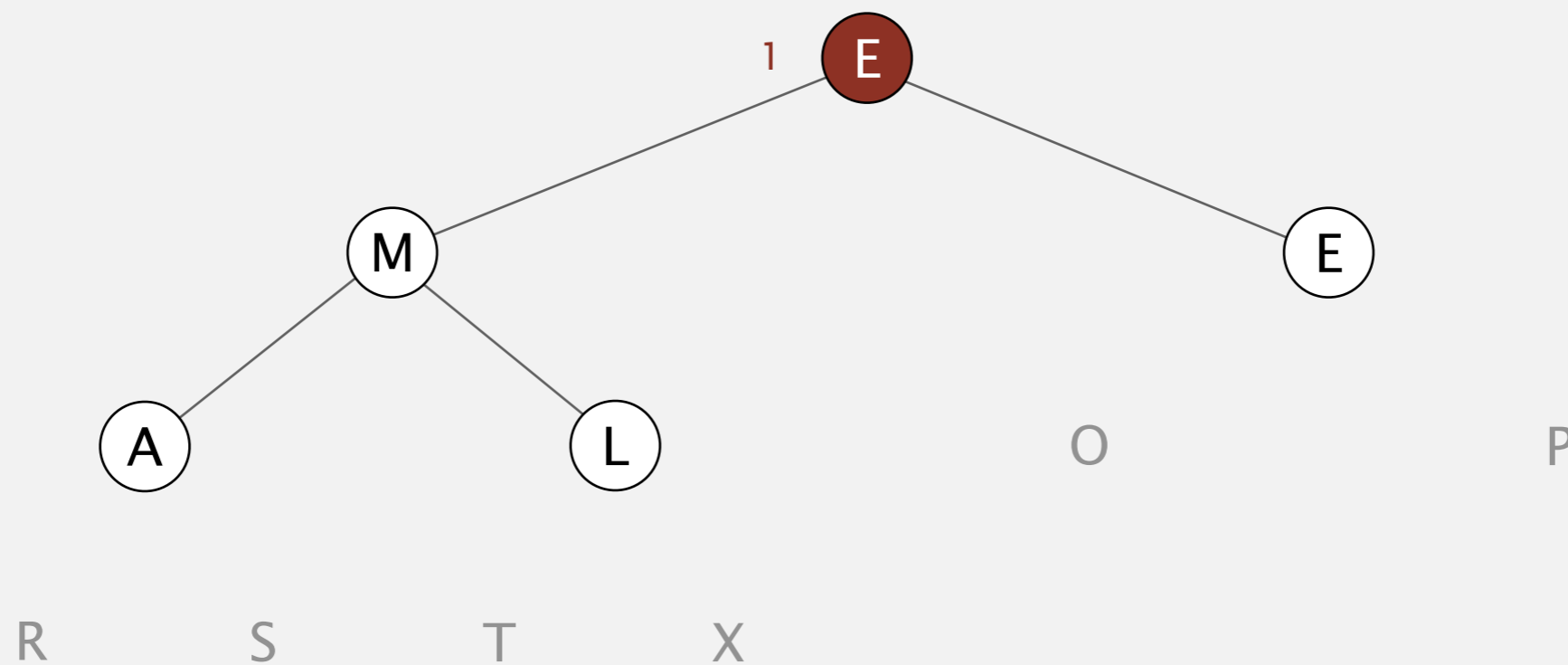
exchange 1 and 6



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

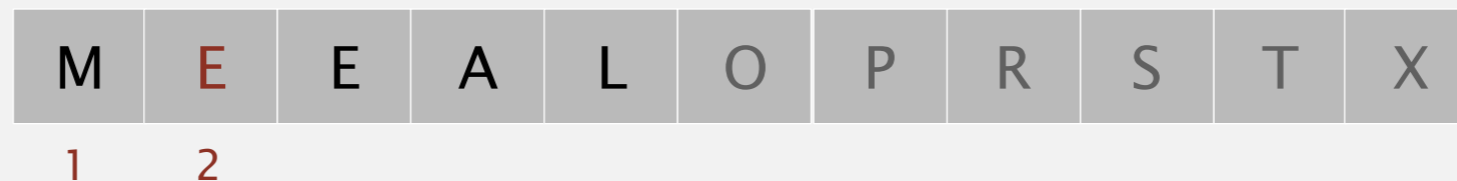
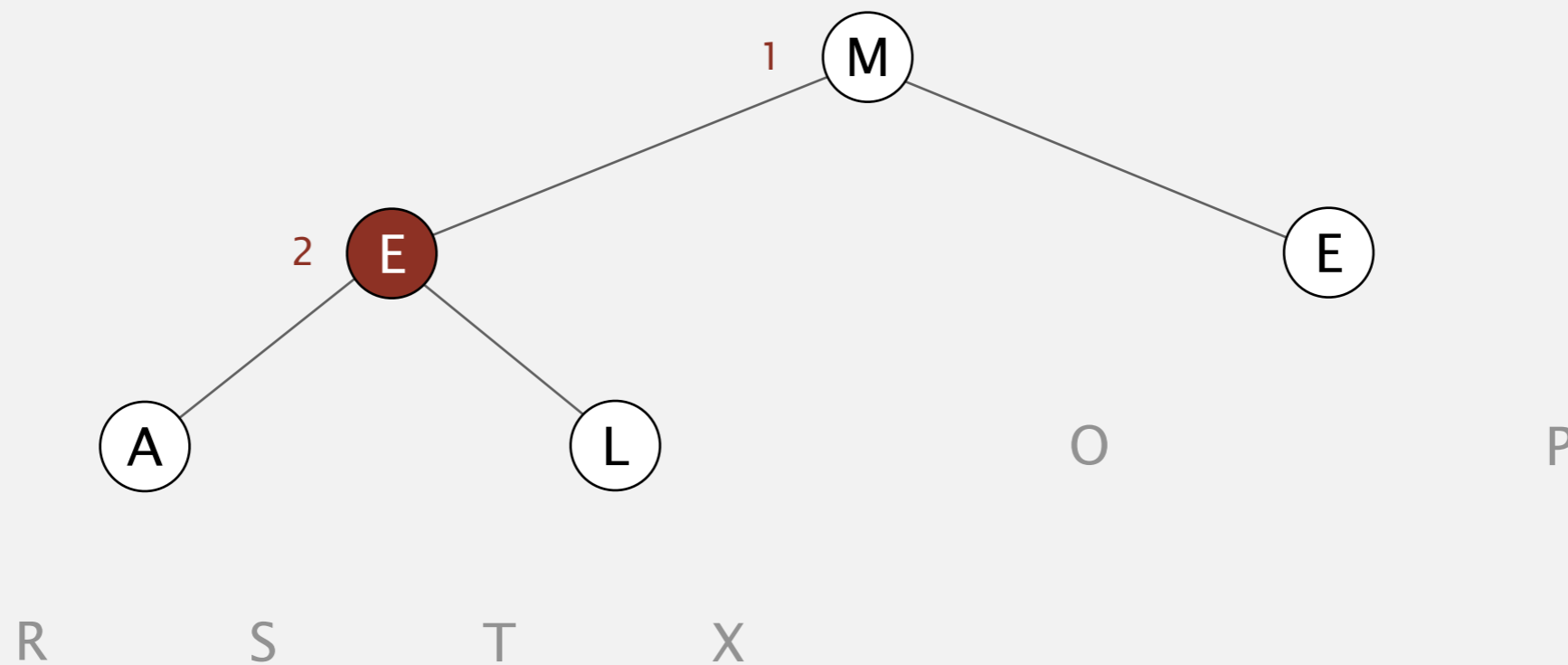
sink 1



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

sink 1

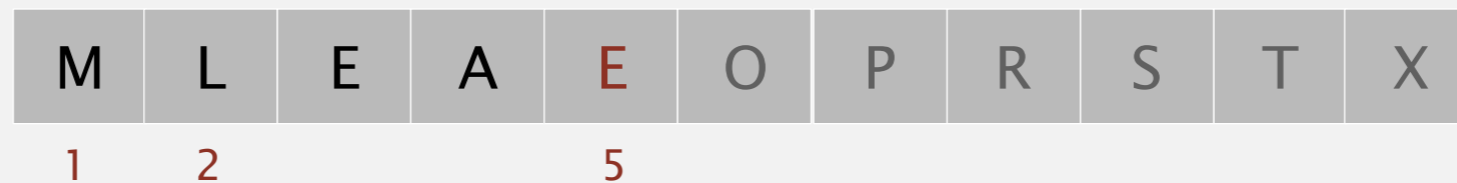
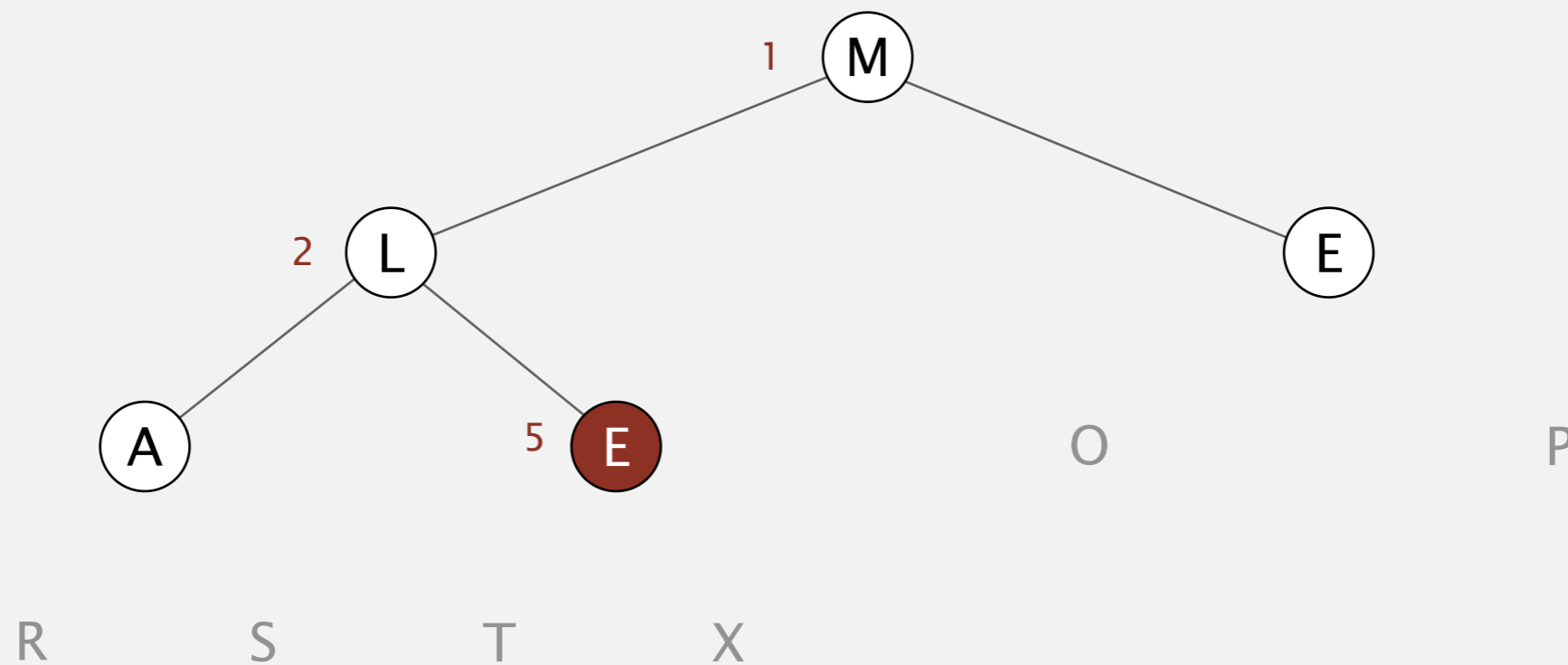




# Heapsort

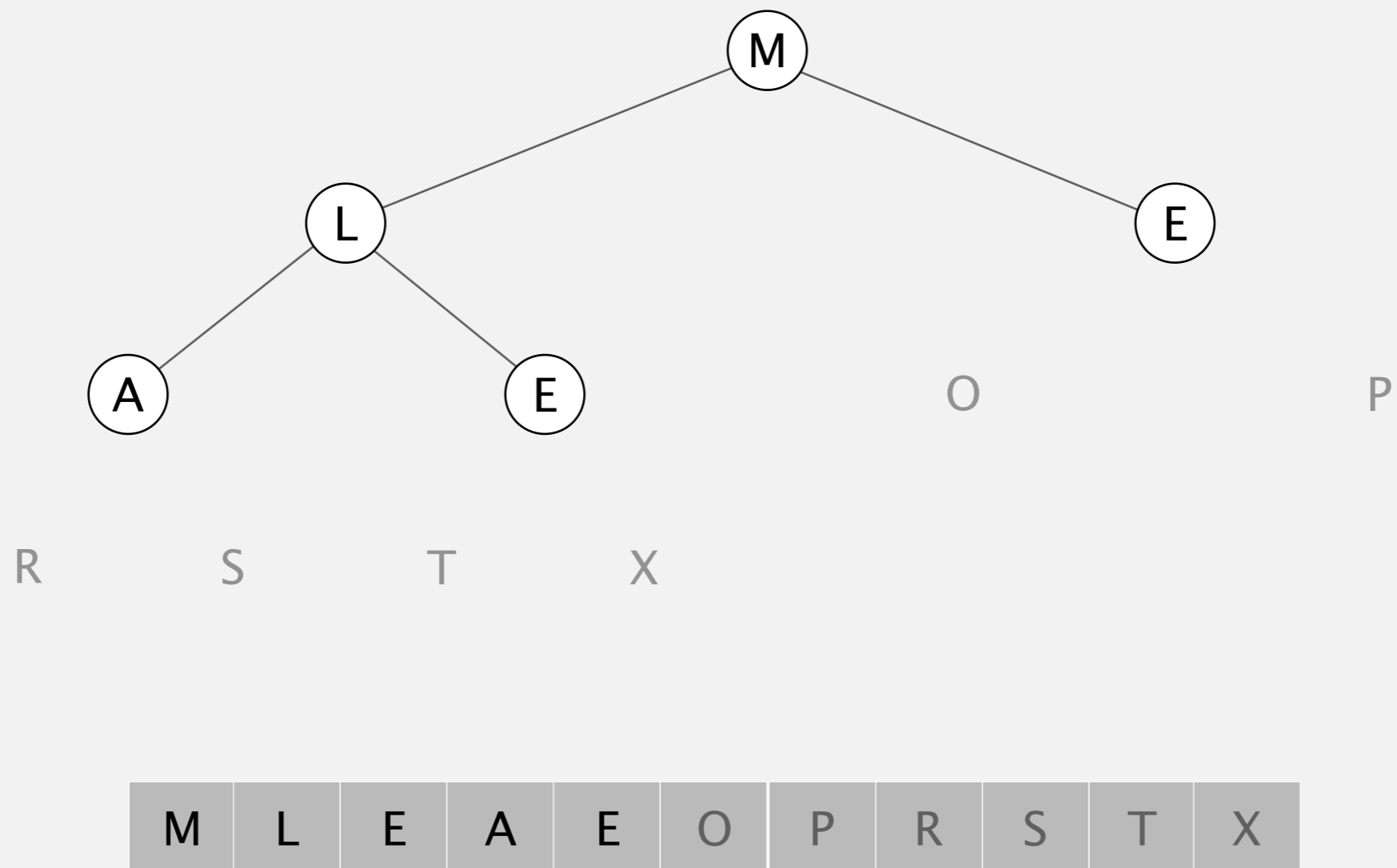
Sortdown. Repeatedly delete the largest remaining item.

sink 1



# Heapsort

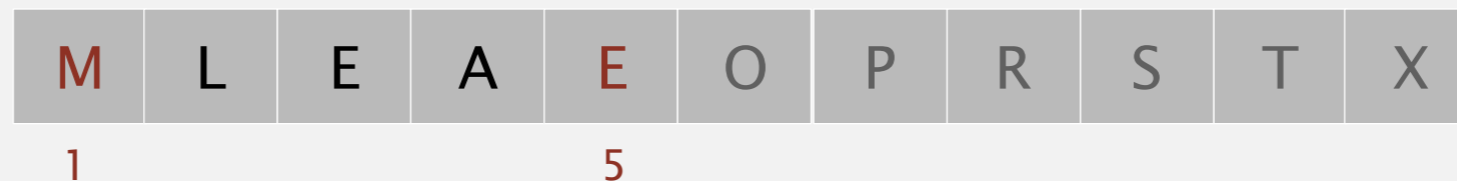
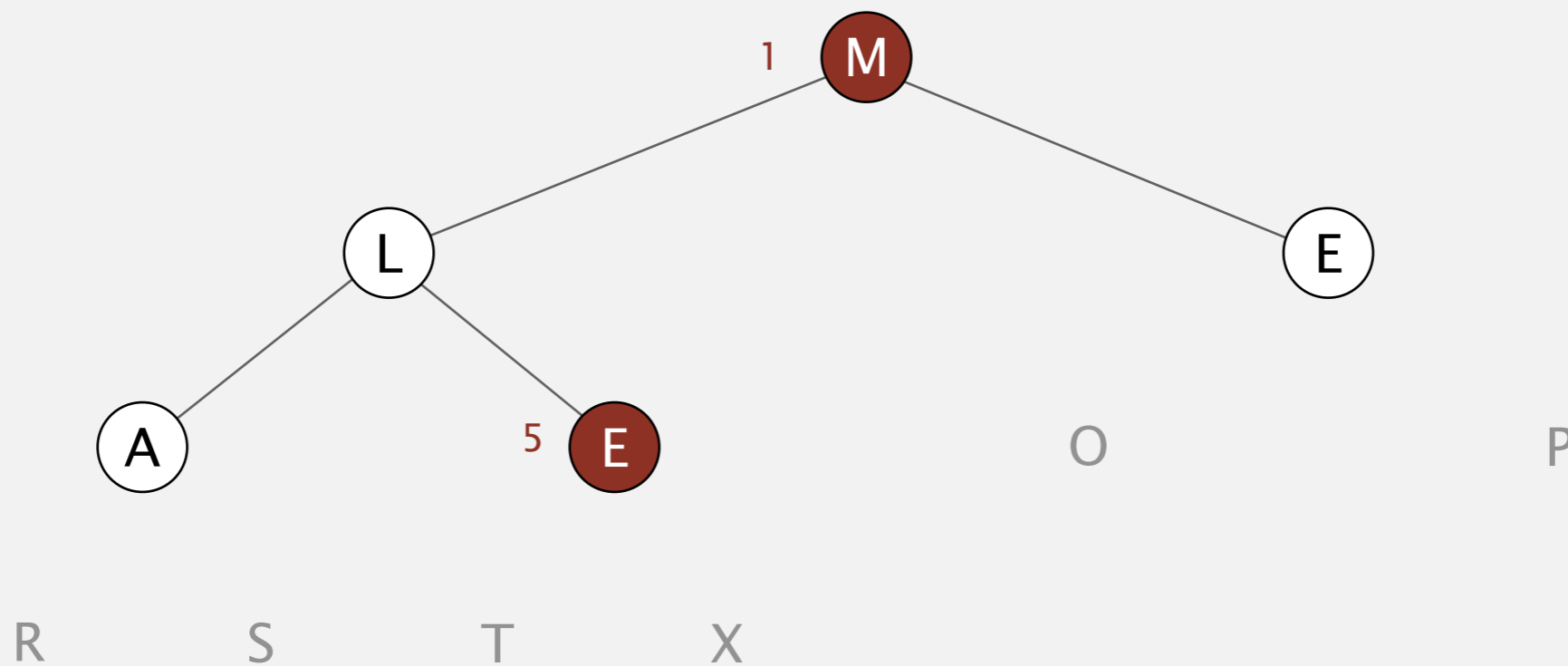
**Sortdown.** Repeatedly delete the largest remaining item.



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

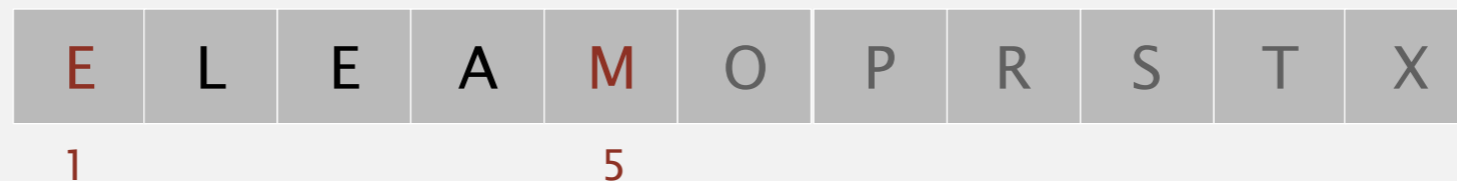
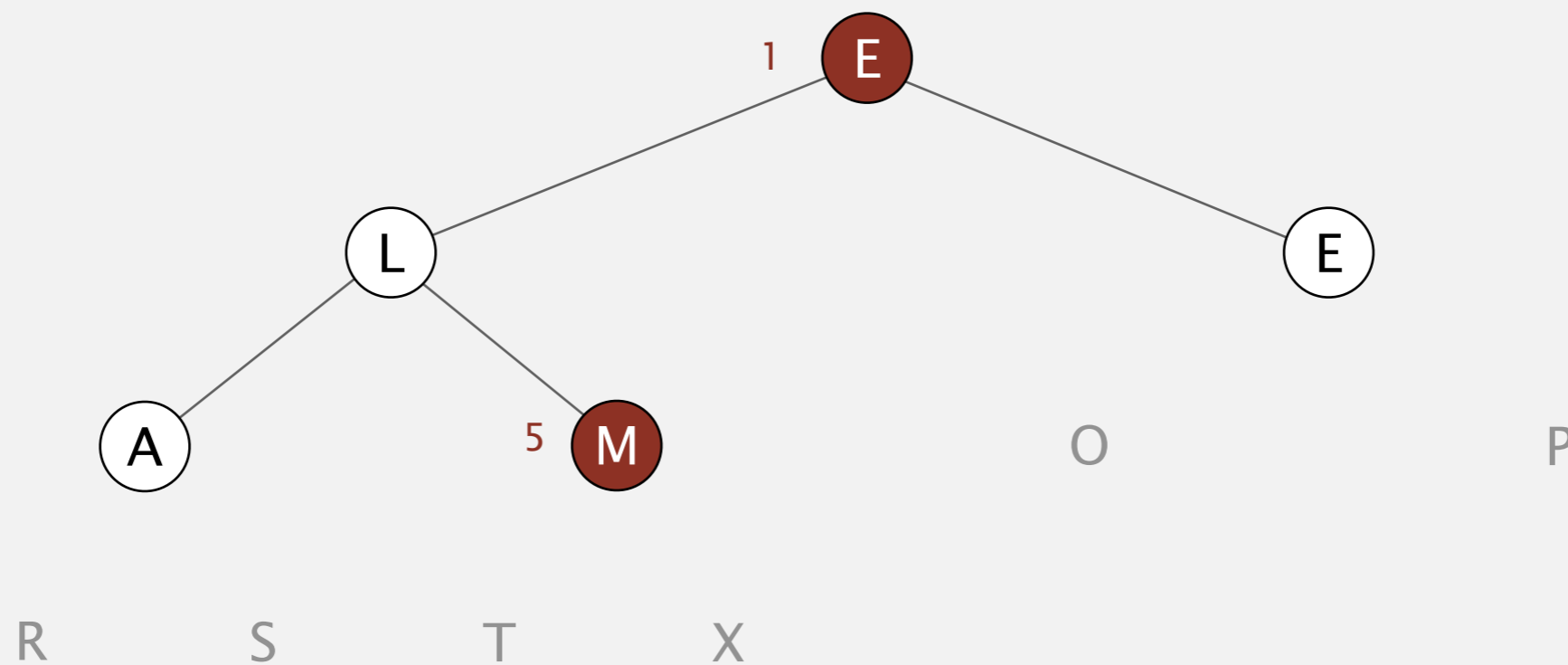
exchange 1 and 5



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

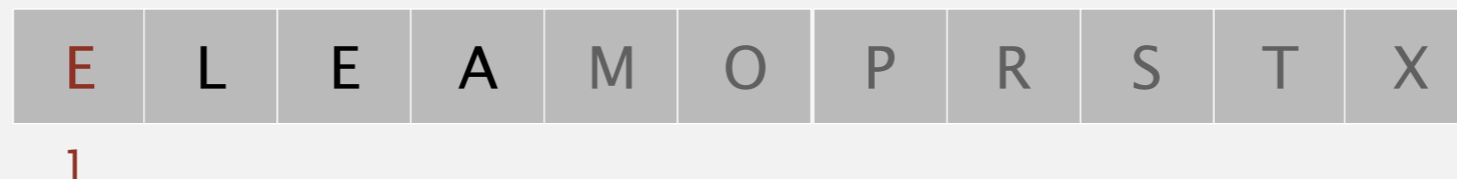
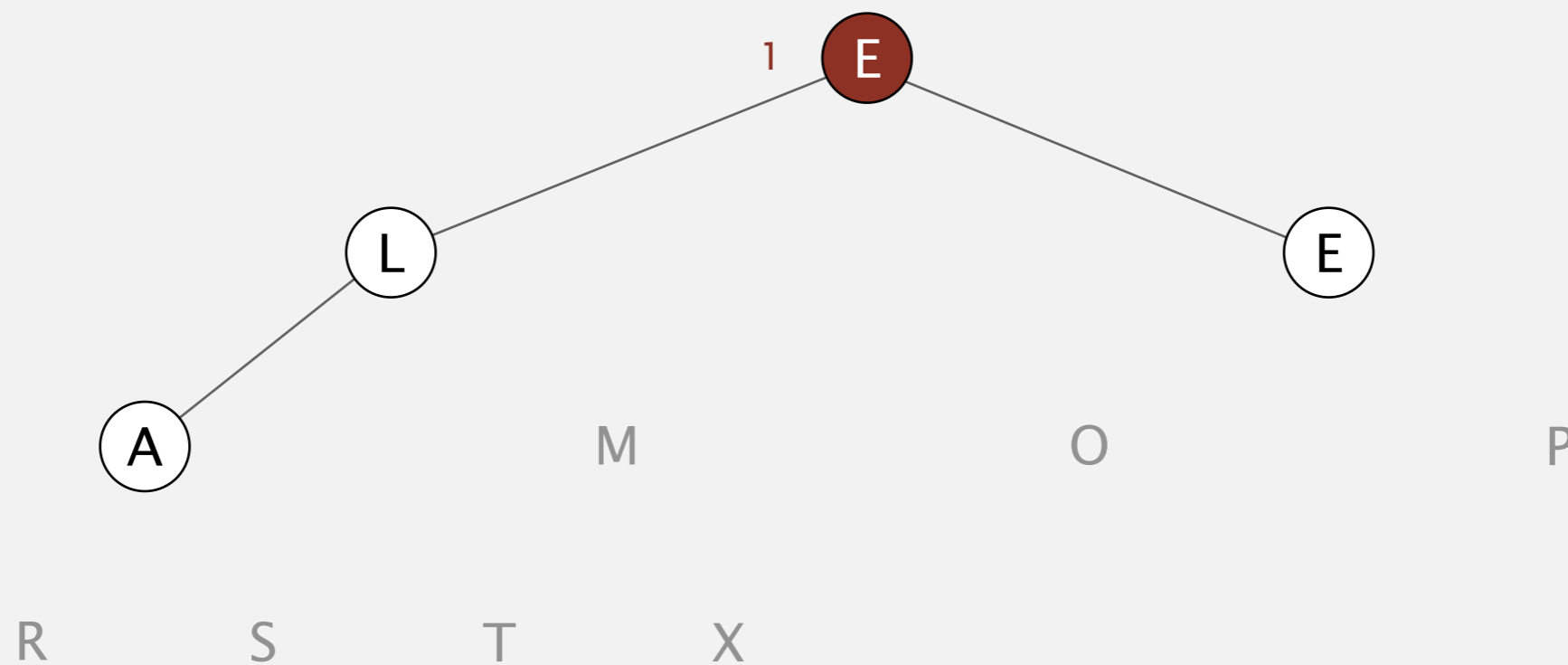
exchange 1 and 5



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

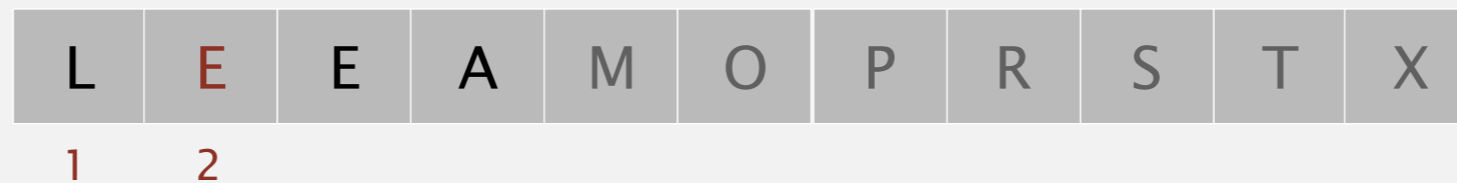
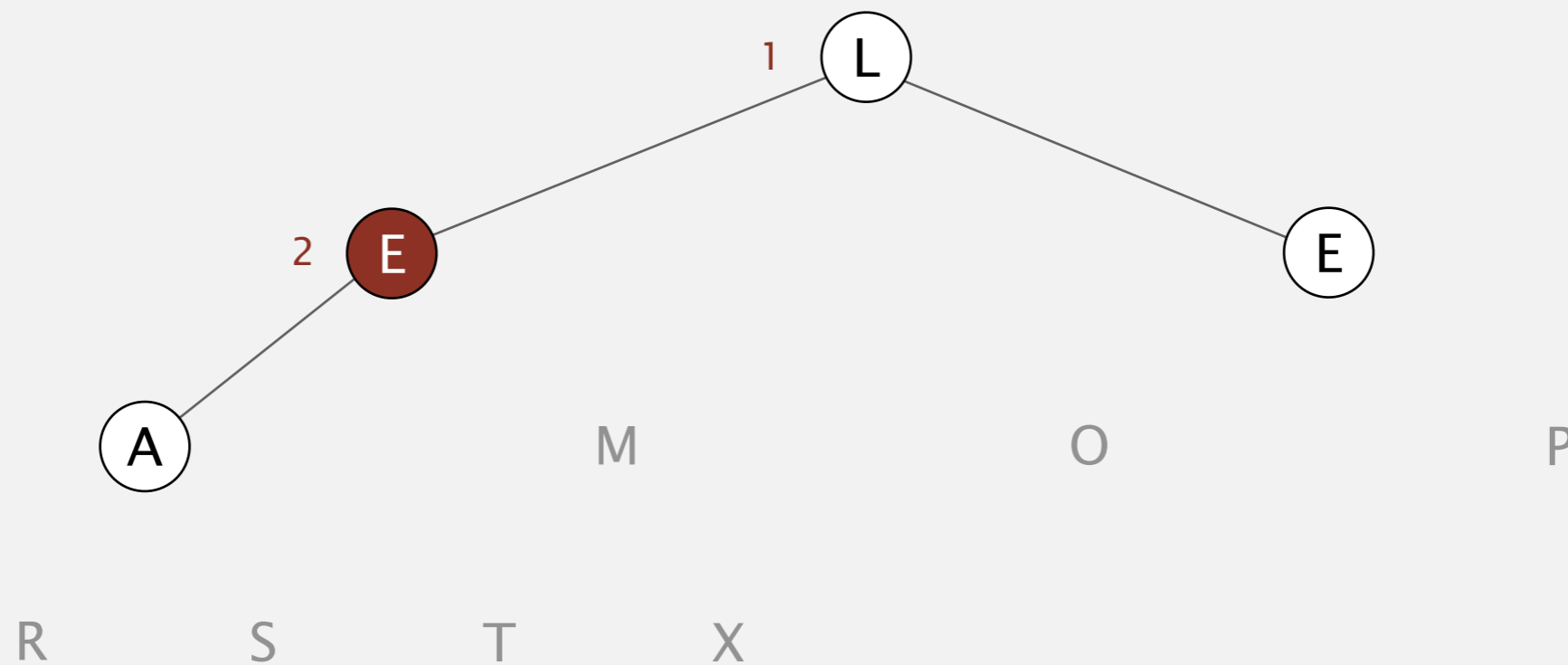
sink 1



# Heapsort

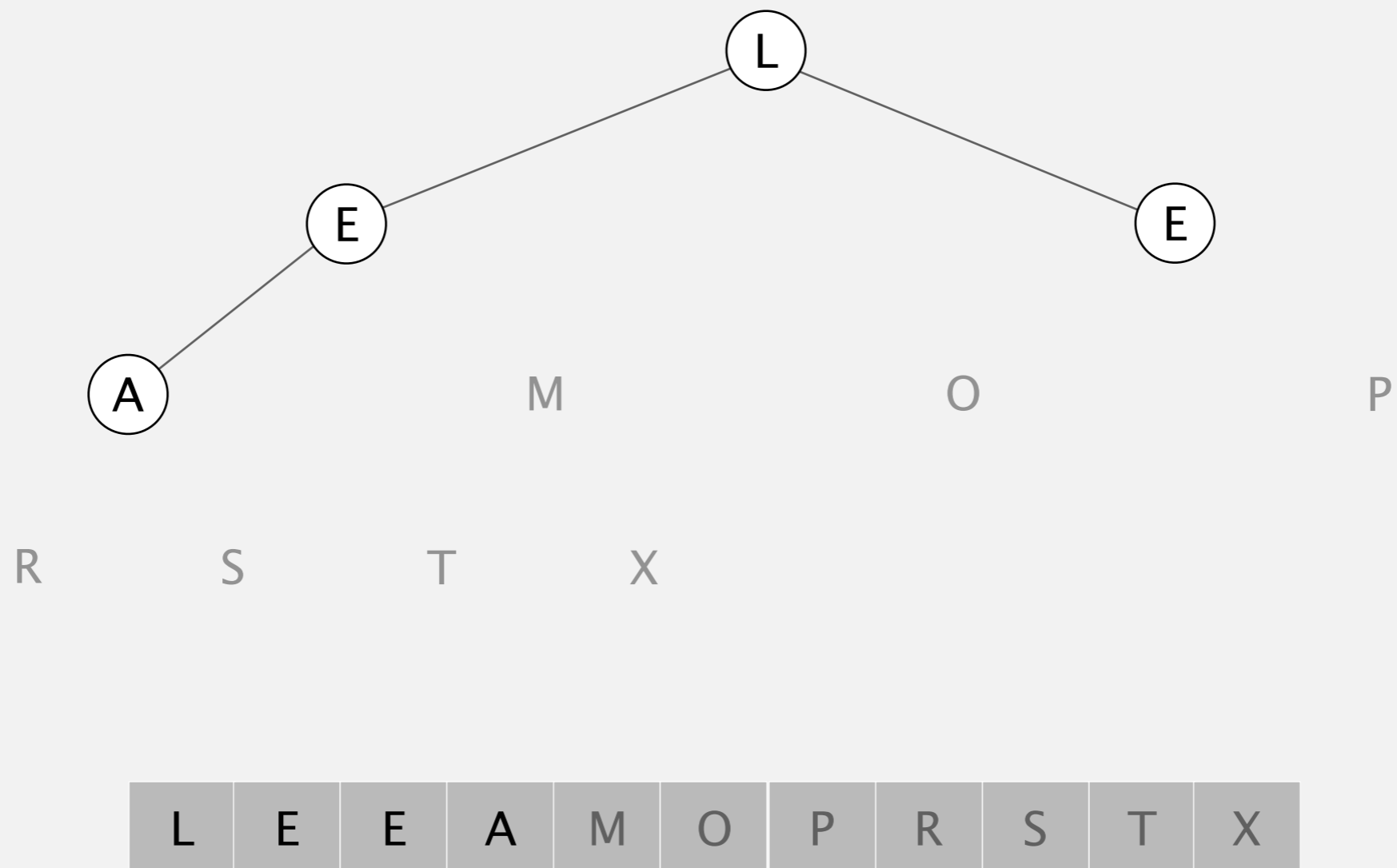
Sortdown. Repeatedly delete the largest remaining item.

sink 1



# Heapsort

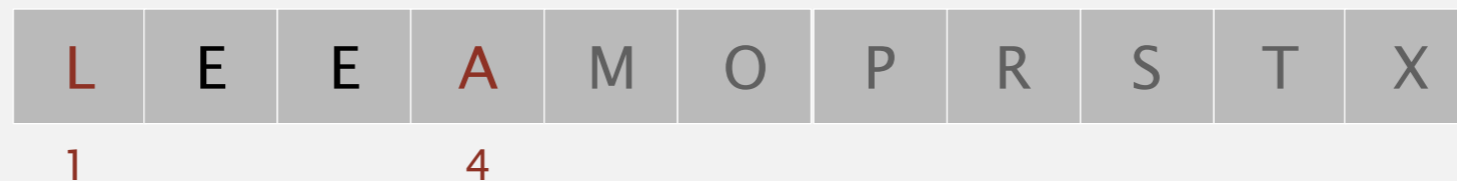
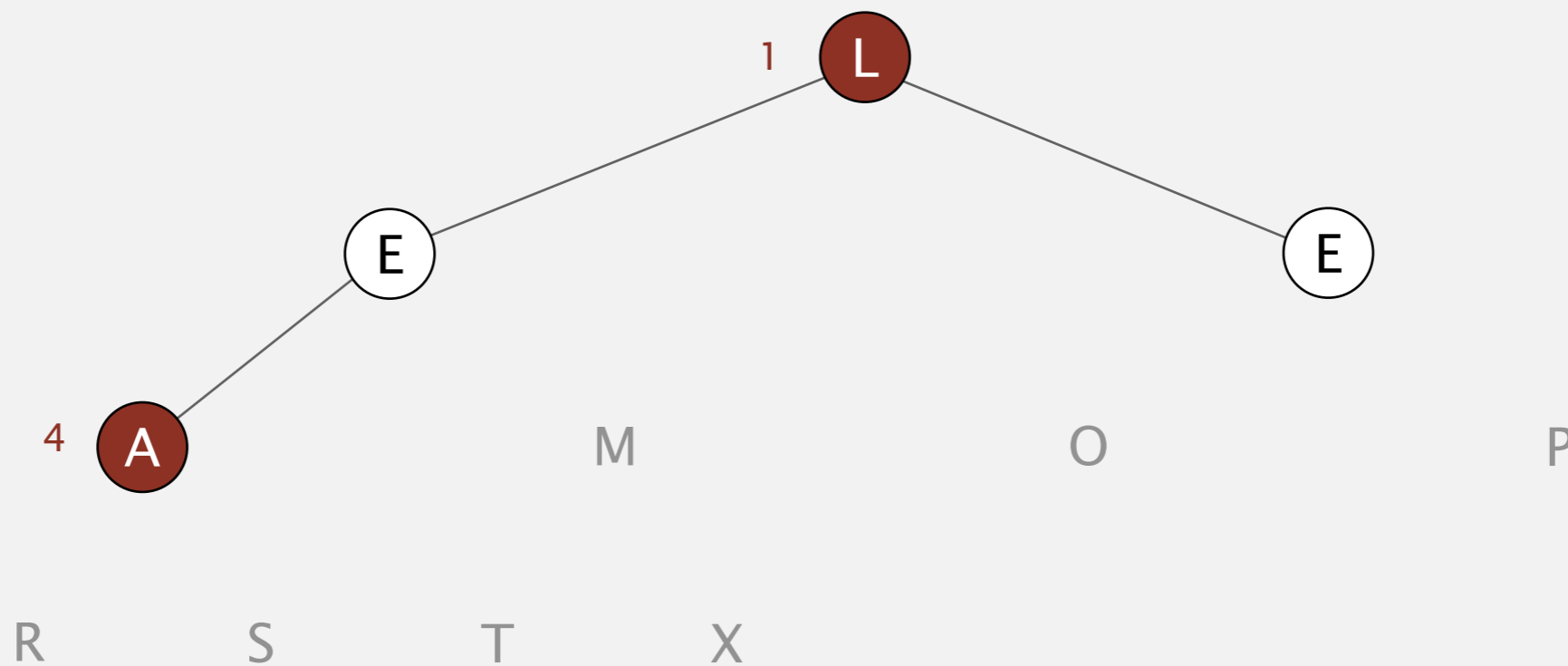
**Sortdown.** Repeatedly delete the largest remaining item.



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

exchange 1 and 4

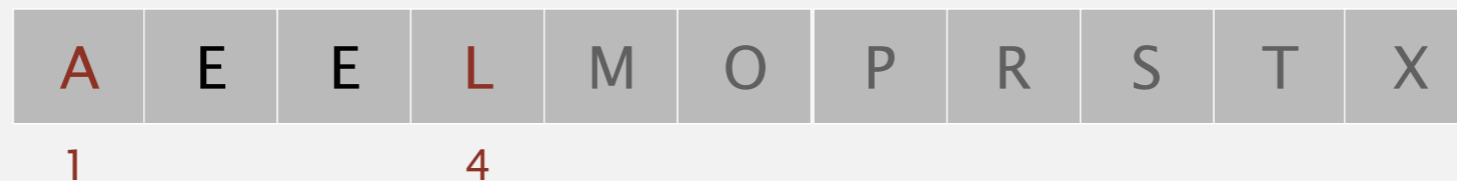
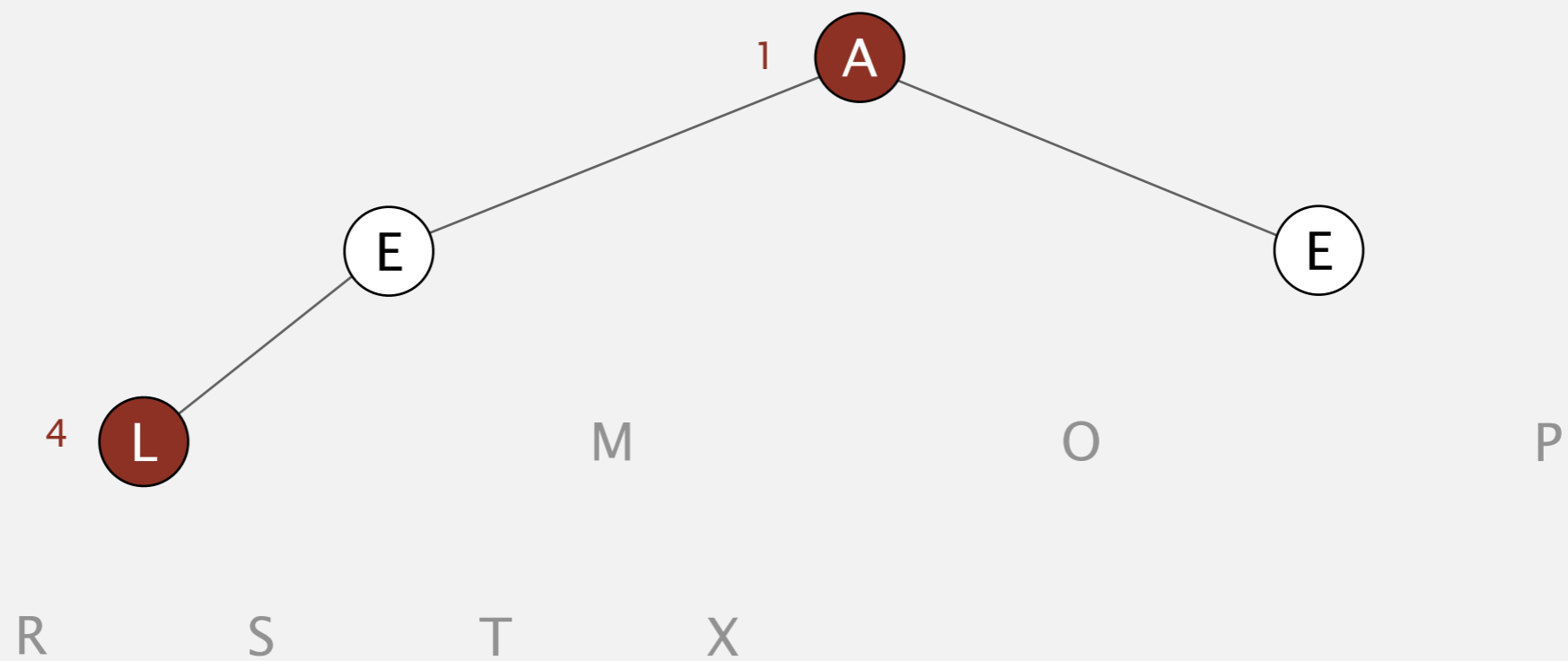




# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

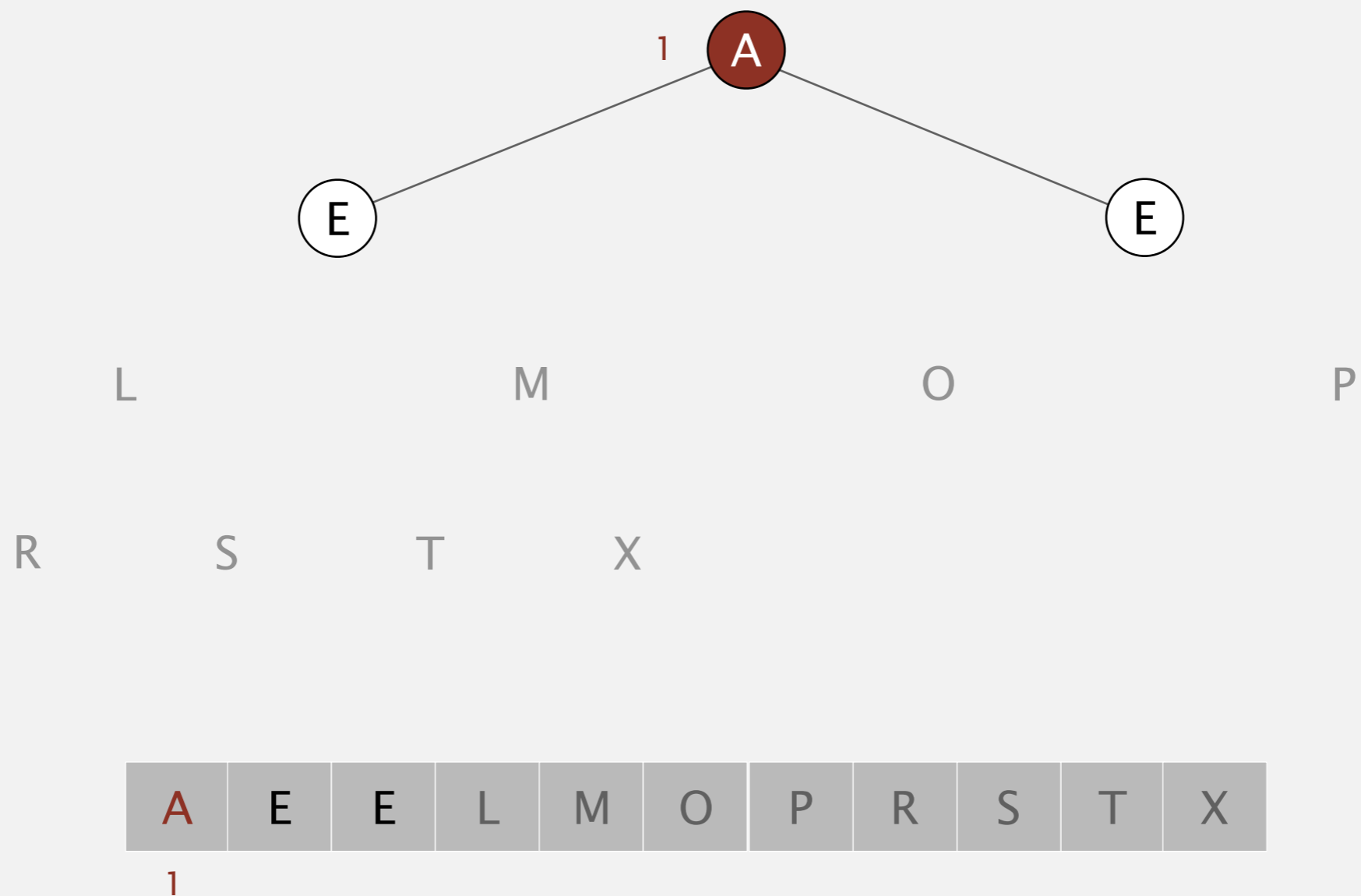
exchange 1 and 4



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

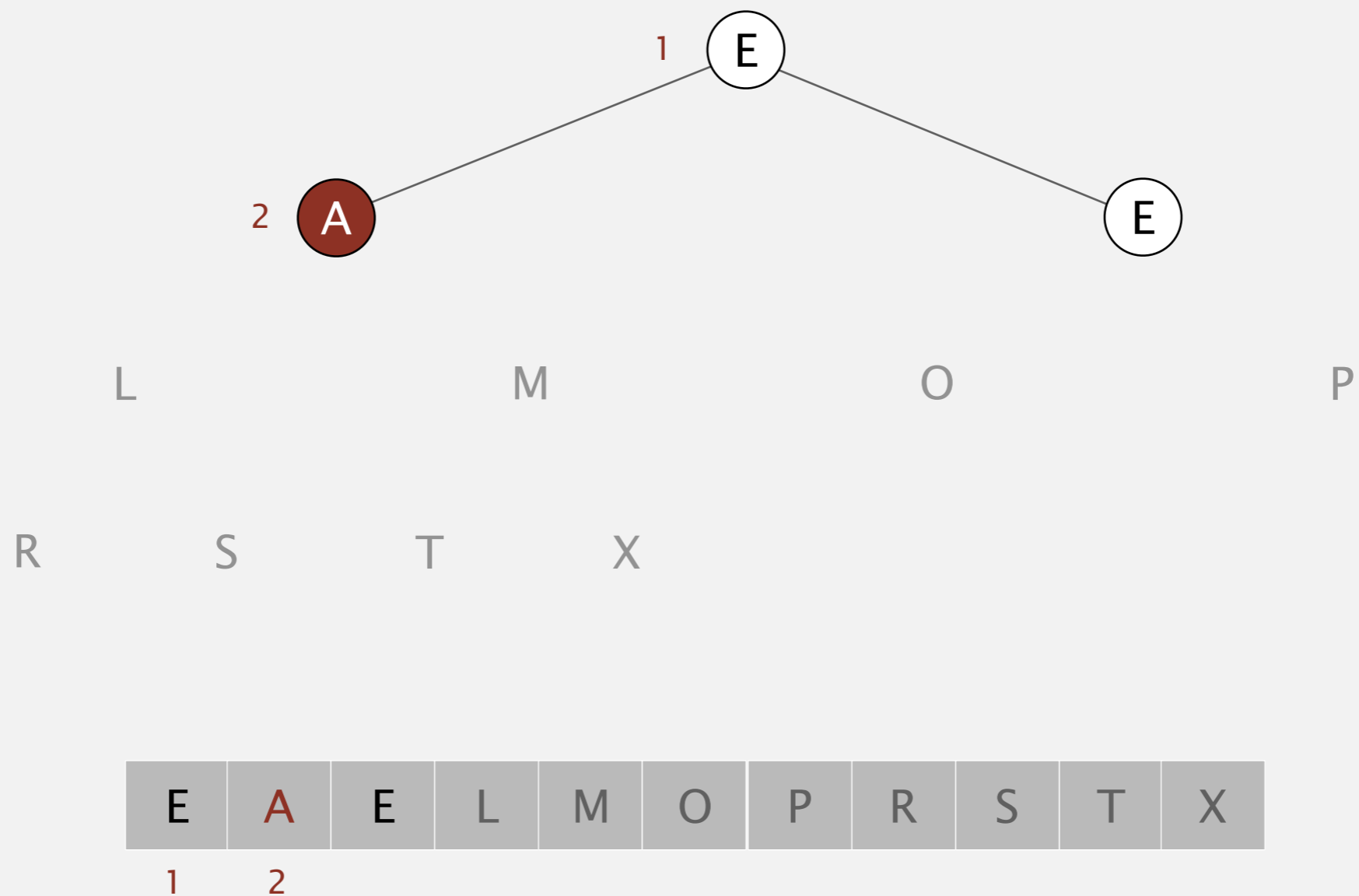
sink 1



# Heapsort

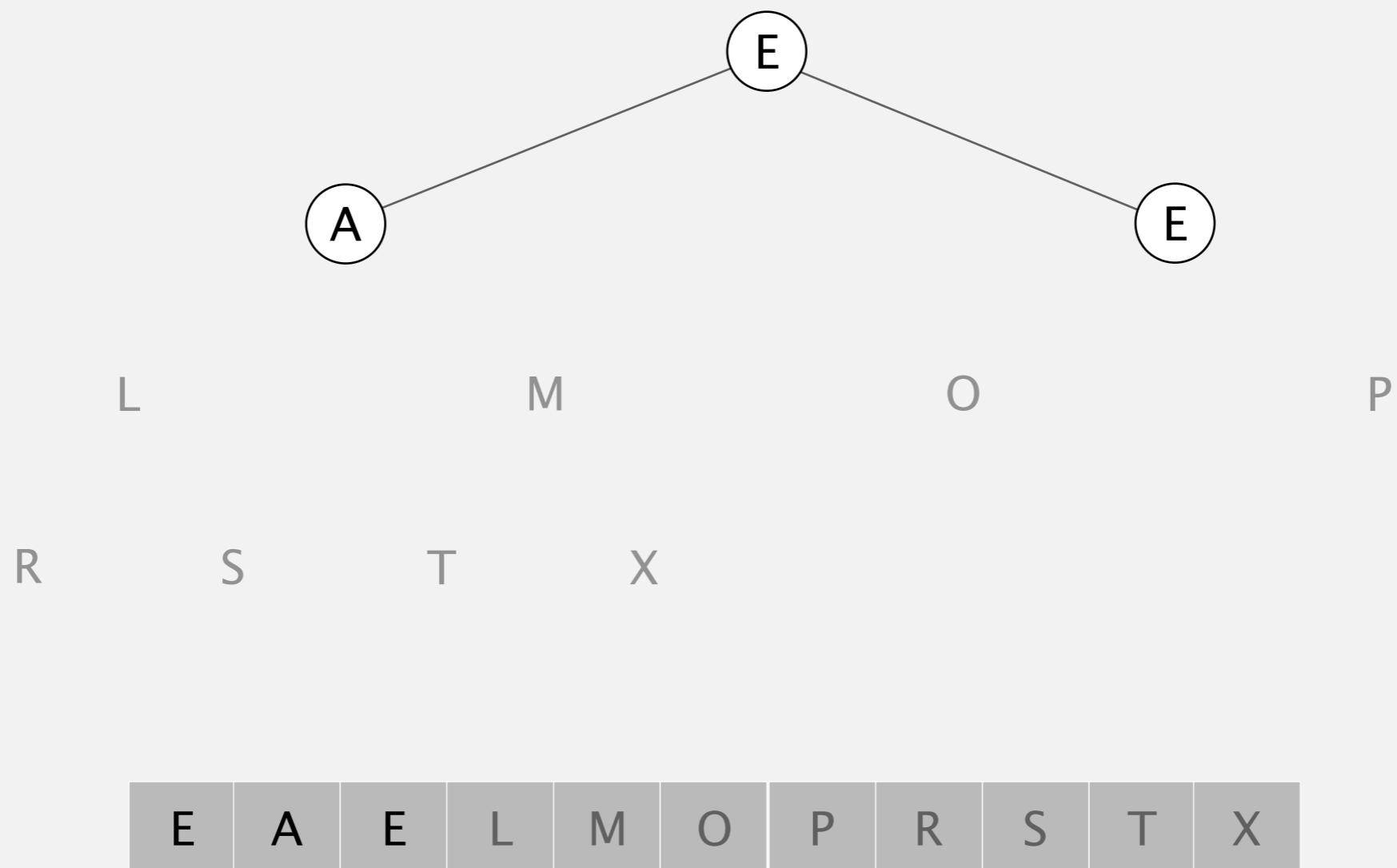
Sortdown. Repeatedly delete the largest remaining item.

sink 1



# Heapsort

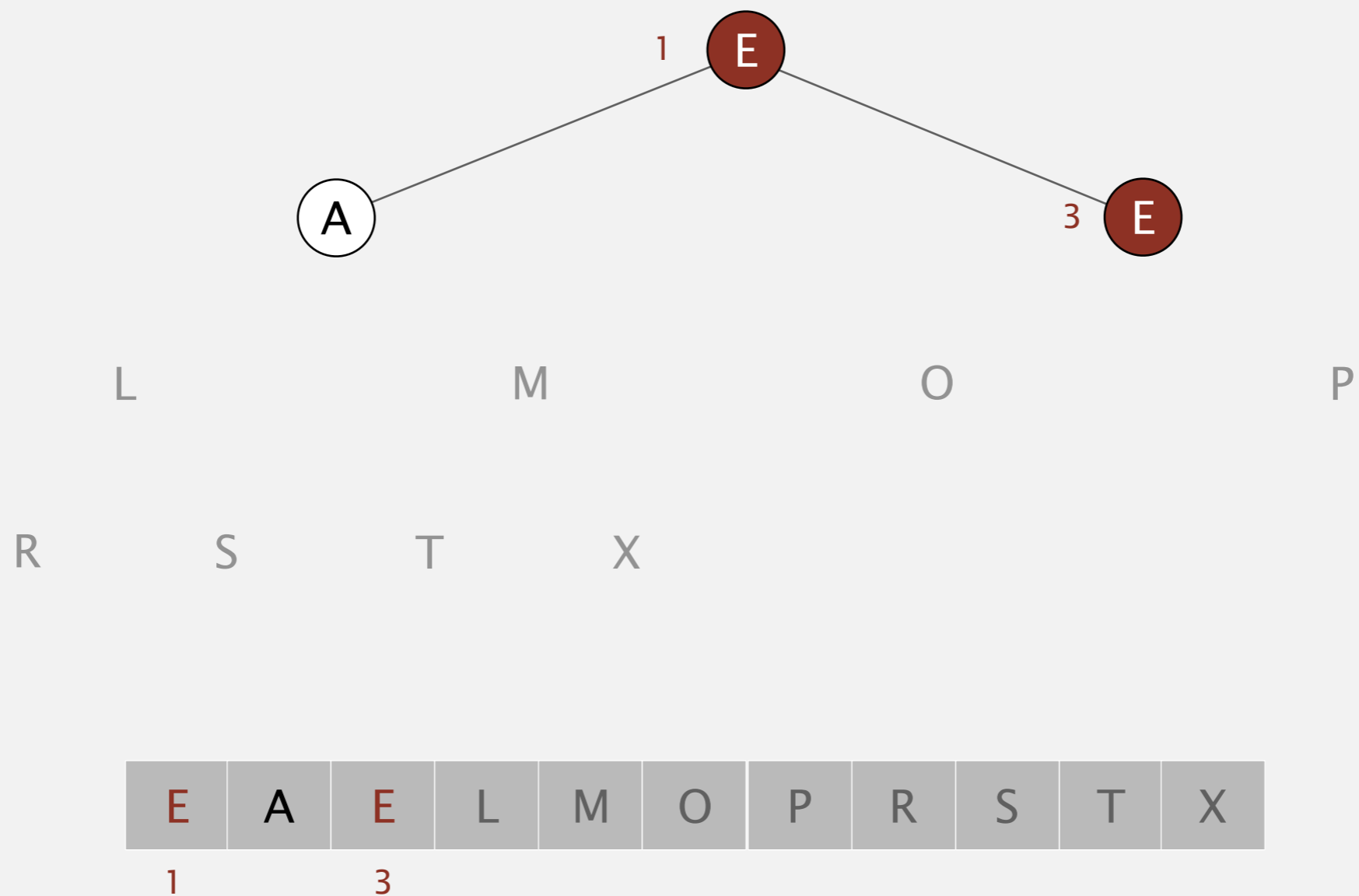
**Sortdown.** Repeatedly delete the largest remaining item.



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

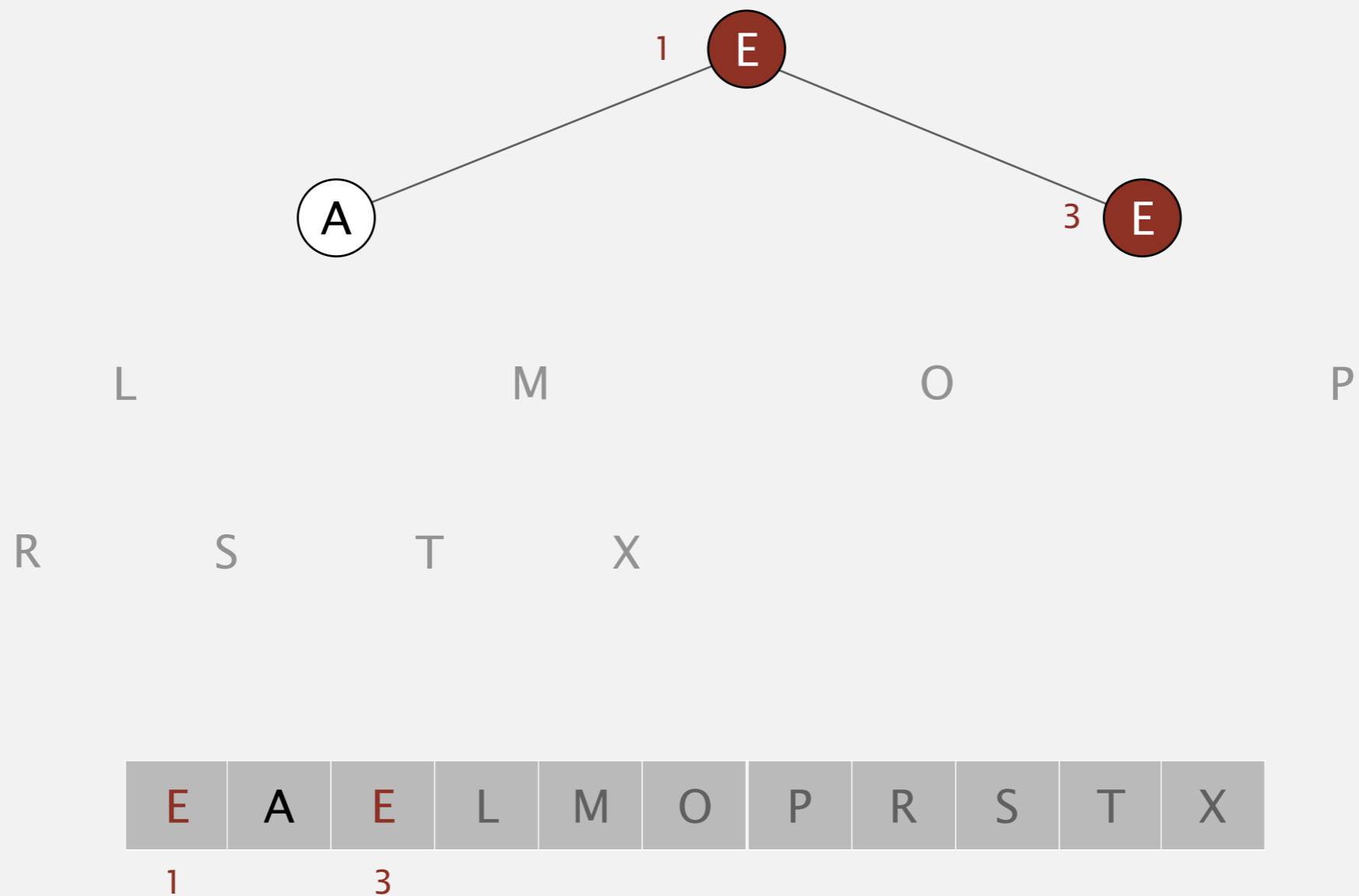
exchange 1 and 3



# Heapsort

Sortdown. Repeatedly delete the largest remaining item.

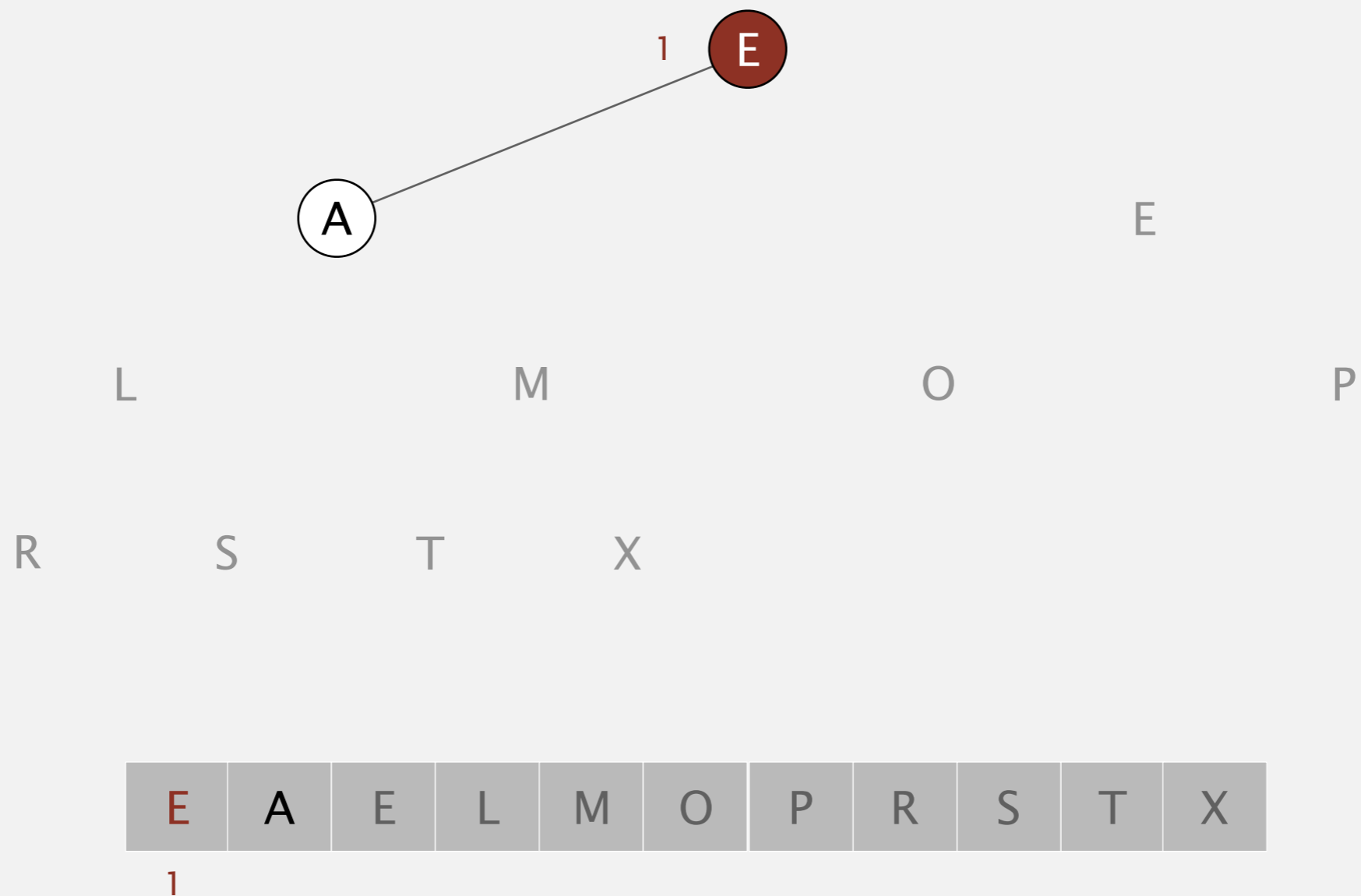
exchange 1 and 3



# Heapsort

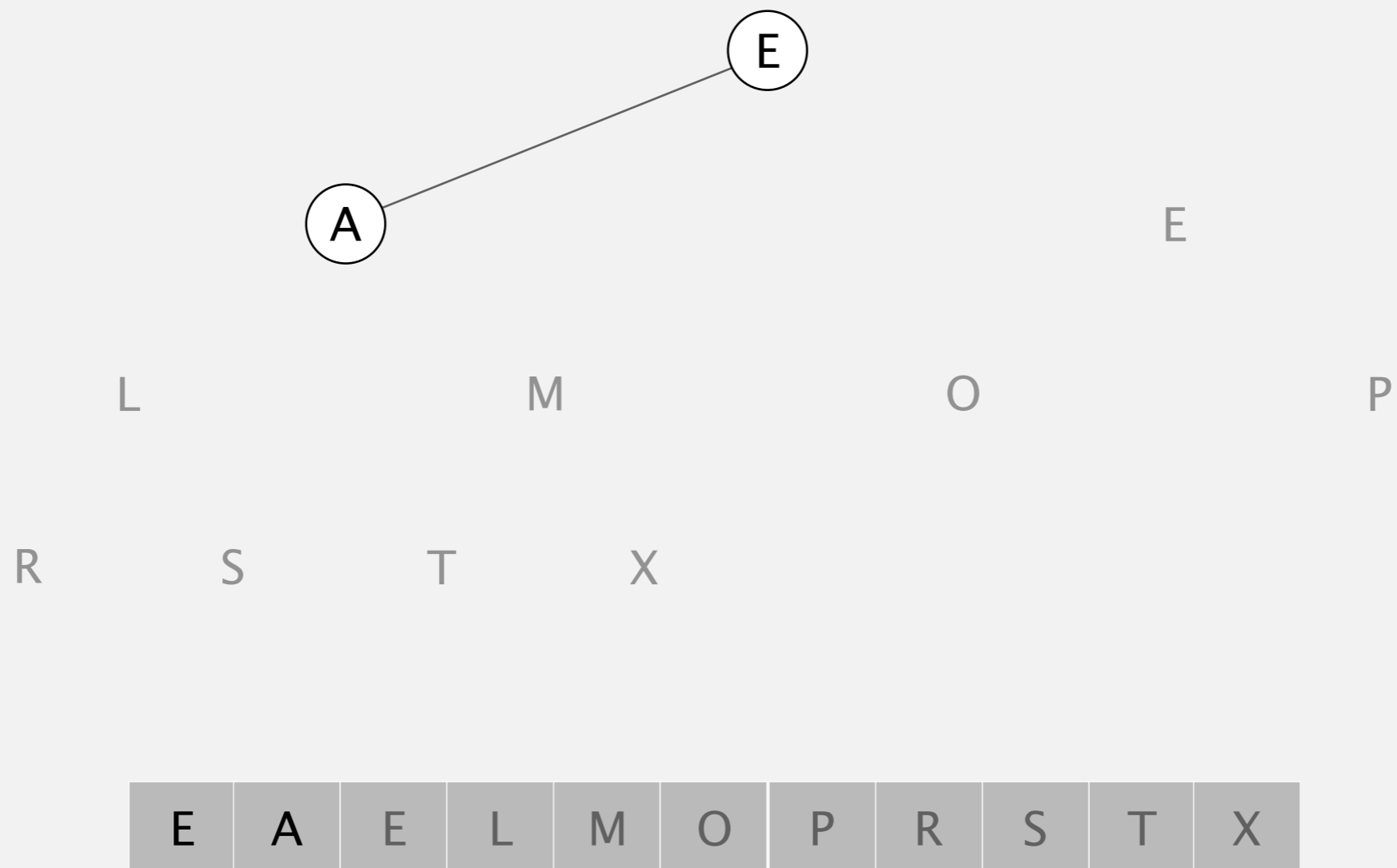
**Sortdown.** Repeatedly delete the largest remaining item.

**sink 1**



# Heapsort

**Sortdown.** Repeatedly delete the largest remaining item.

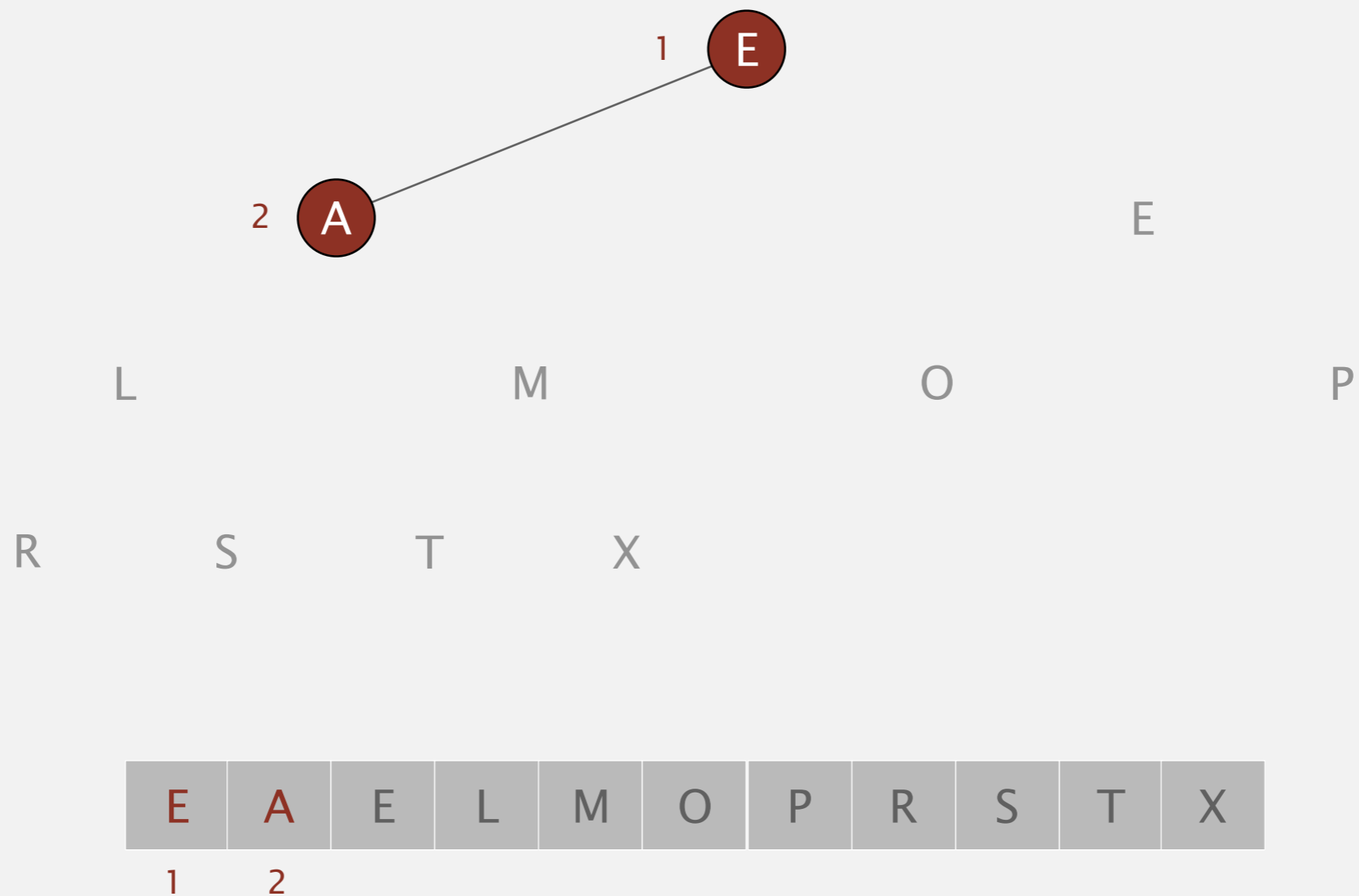




# Heapsort

**Sortdown.** Repeatedly delete the largest remaining item.

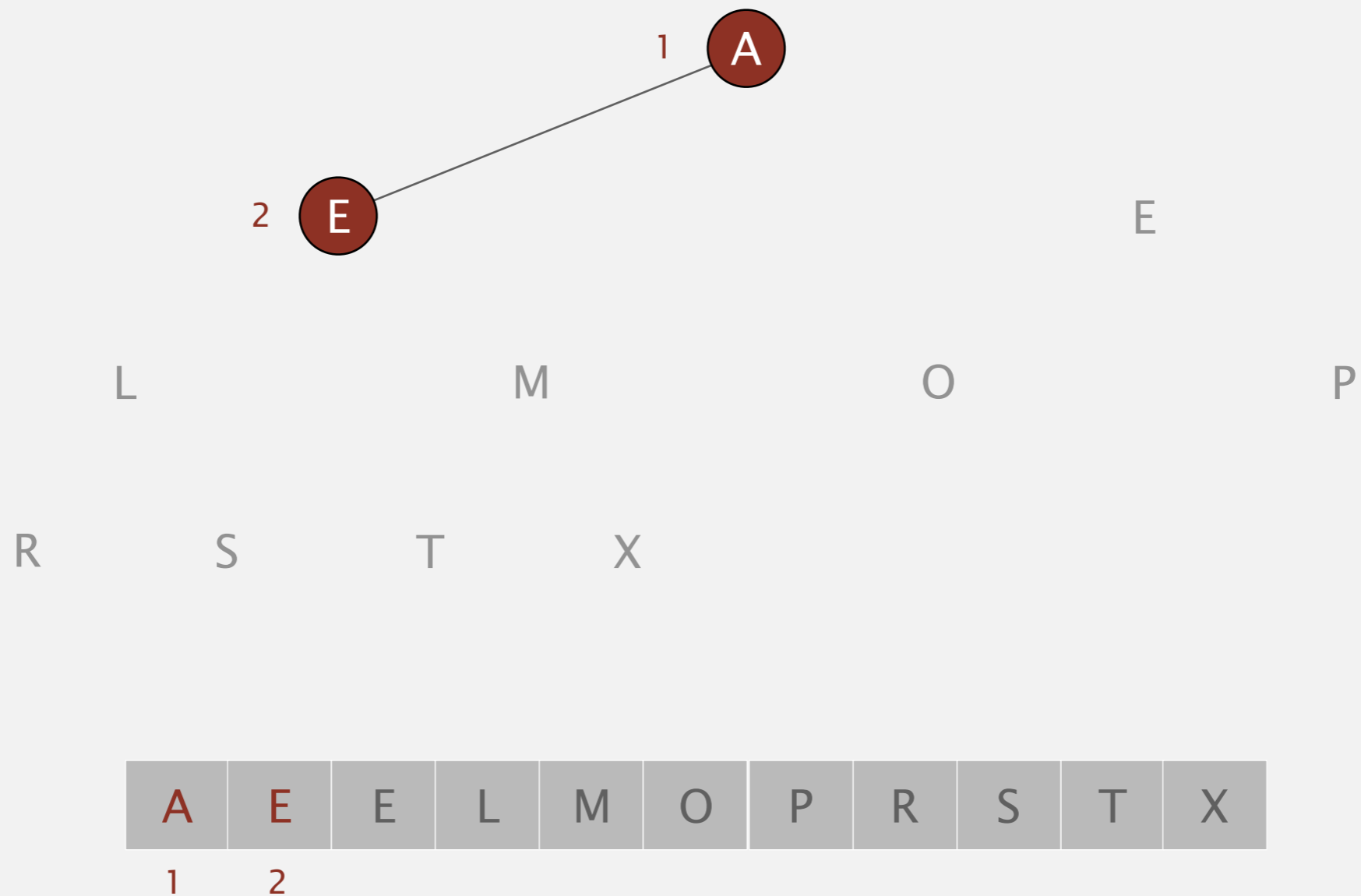
exchange 1 and 2



# Heapsort

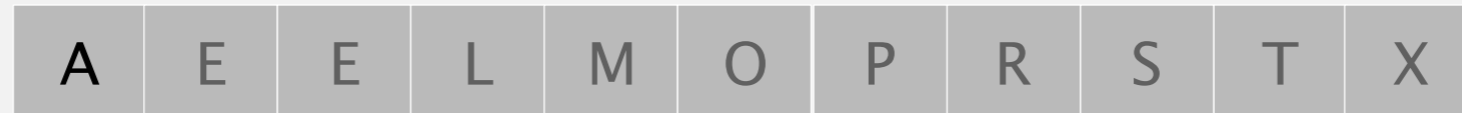
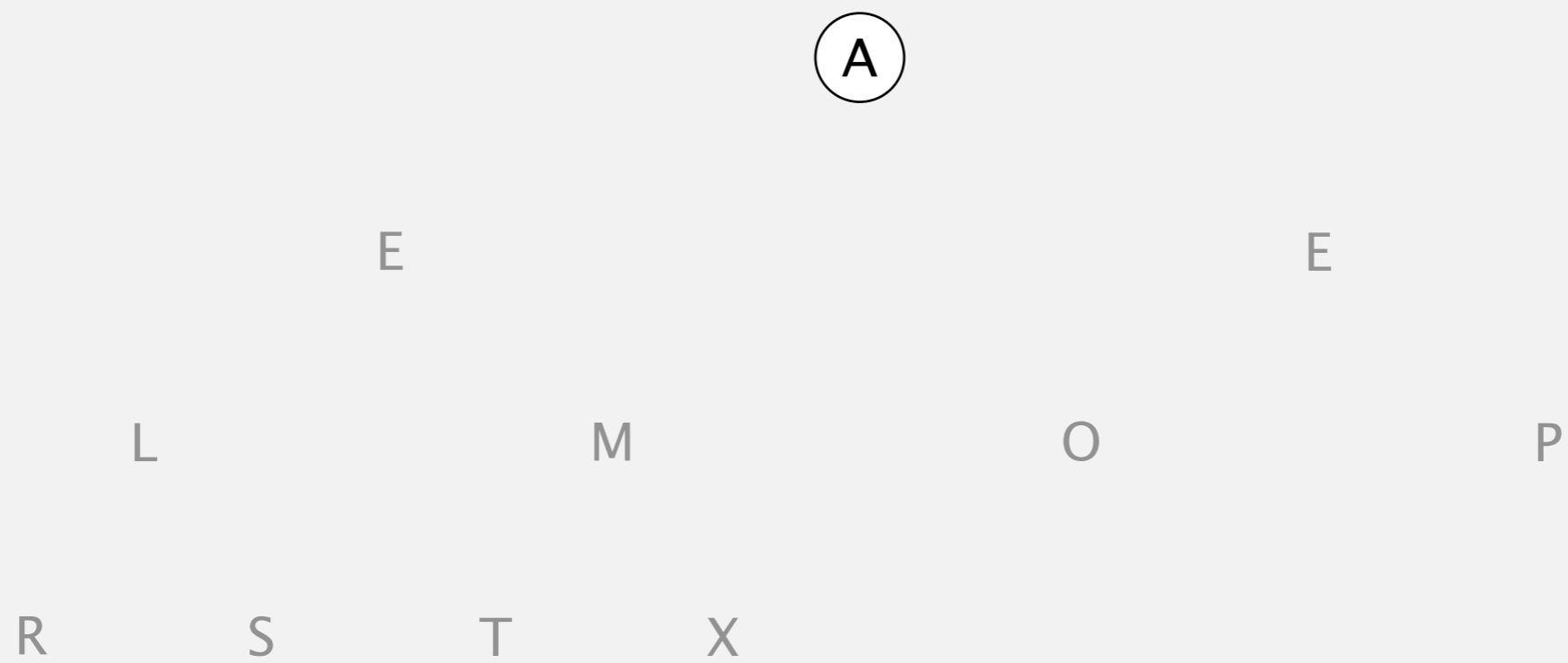
**Sortdown.** Repeatedly delete the largest remaining item.

exchange 1 and 2



# Heapsort

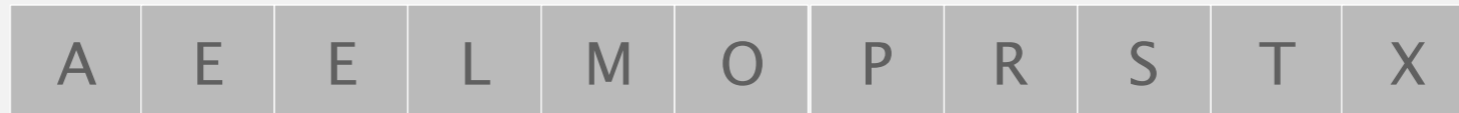
**Sortdown.** Repeatedly delete the largest remaining item.



# Heapsort

**Sortdown.** Repeatedly delete the largest remaining item.

**end of sortdown phase**



# Heapsort

Ending point. Array in sorted order.



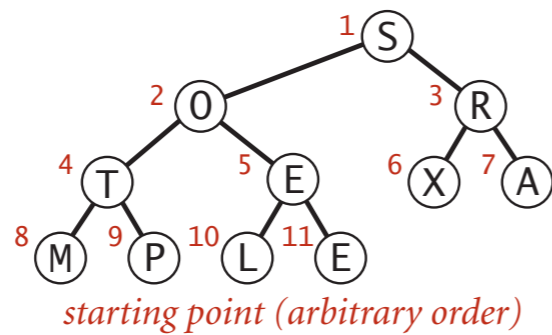
A	E	E	L	M	O	P	R	S	T	X
1	2	3	4	5	6	7	8	9	10	11

# Heapsort: heap construction

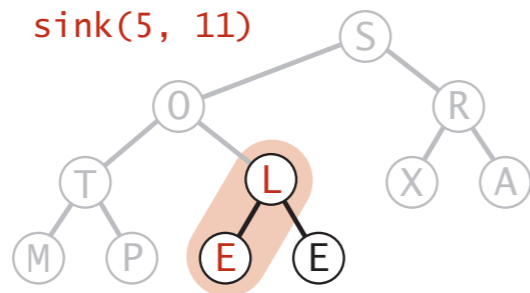
First pass. Build heap using bottom-up method.

```
for (int k = N/2; k >= 1; k--)  
    sink(a, k, N);
```

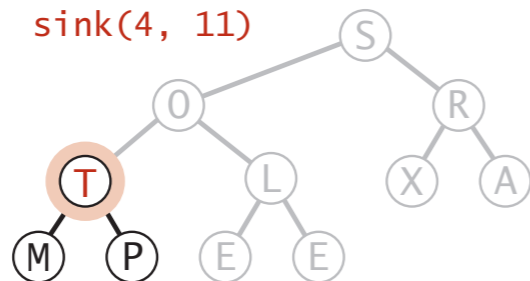
heap construction



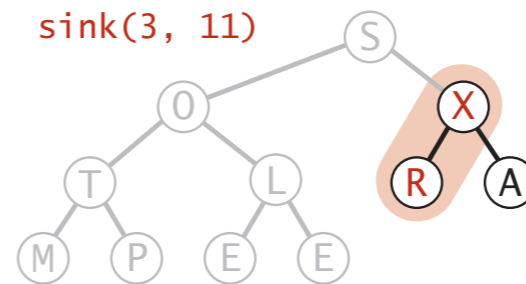
sink(5, 11)



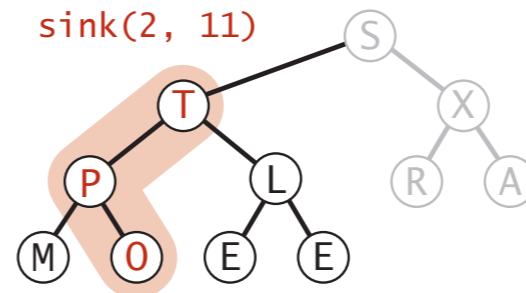
sink(4, 11)



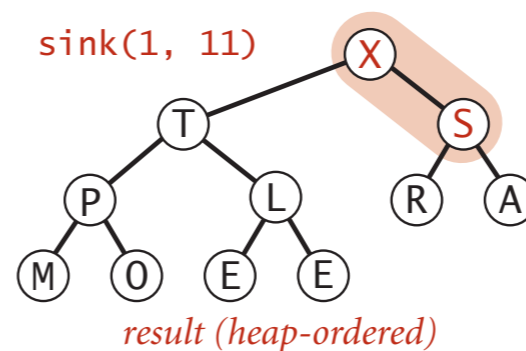
sink(3, 11)



sink(2, 11)



sink(1, 11)

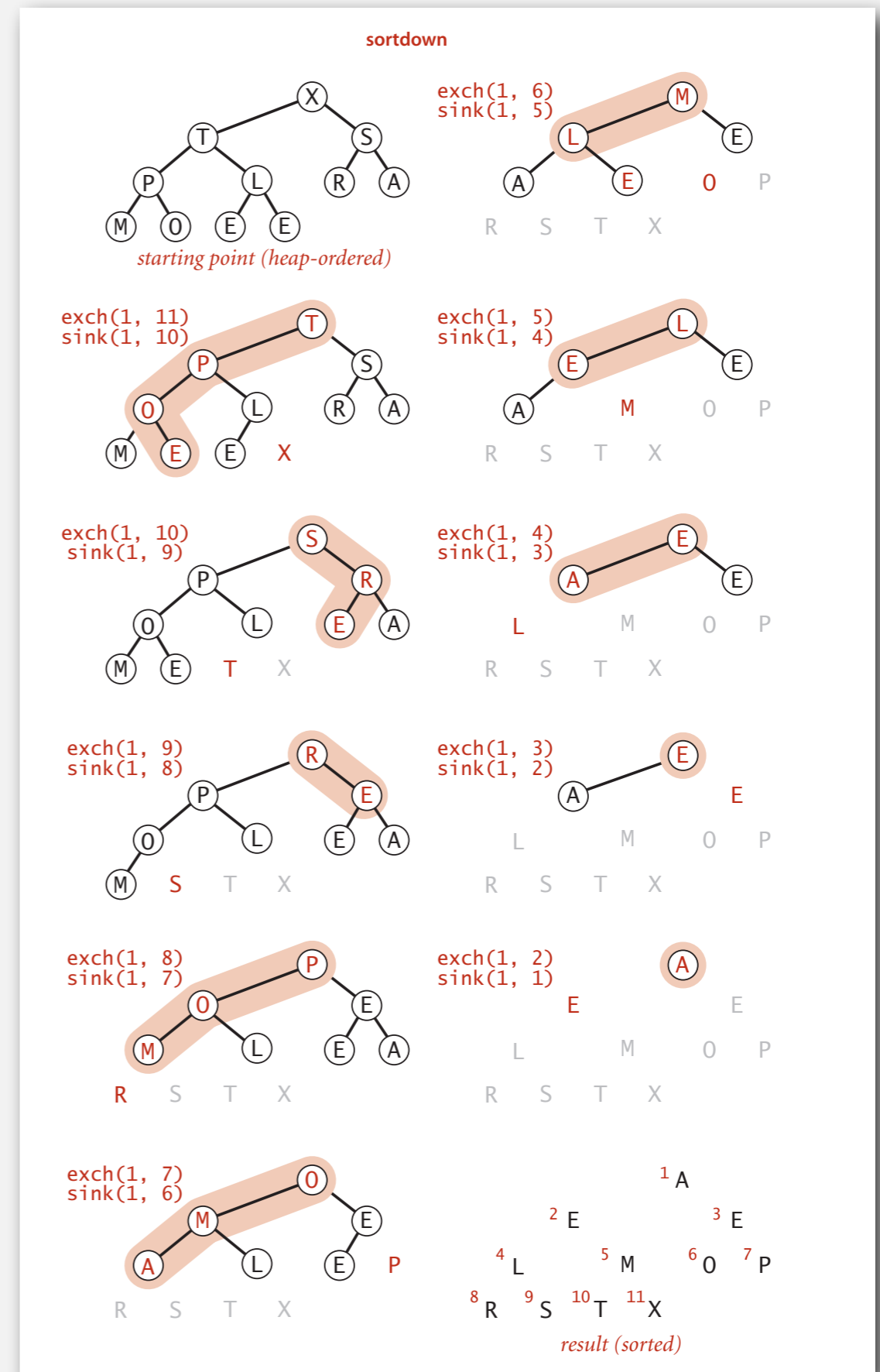


# Heapsort: sortdown

## Second pass.

- Remove the maximum, one at a time.
- Leave in array, instead of nulling out.

```
while (N > 1)
{
    exch(a, 1, N--);
    sink(a, 1, N);
}
```



# Heapsort: Java implementation

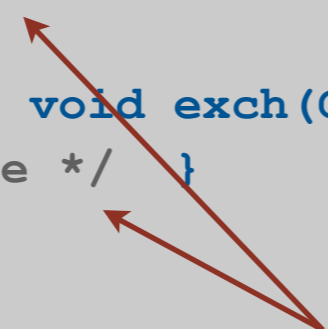
```
public class Heap
{
    public static void sort(Comparable[] pq)
    {
        int N = pq.length;
        for (int k = N/2; k >= 1; k--)
            sink(pq, k, N);
        while (N > 1)
        {
            exch(pq, 1, N);
            sink(pq, 1, --N);
        }
    }

    private static void sink(Comparable[] pq, int k, int N)
    { /* as before */ }

    private static boolean less(Comparable[] pq, int i, int j)
    { /* as before */ }

    private static void exch(Comparable[] pq, int i, int j)
    { /* as before */ }
}

but convert from
1-based indexing to
0-base indexing
```





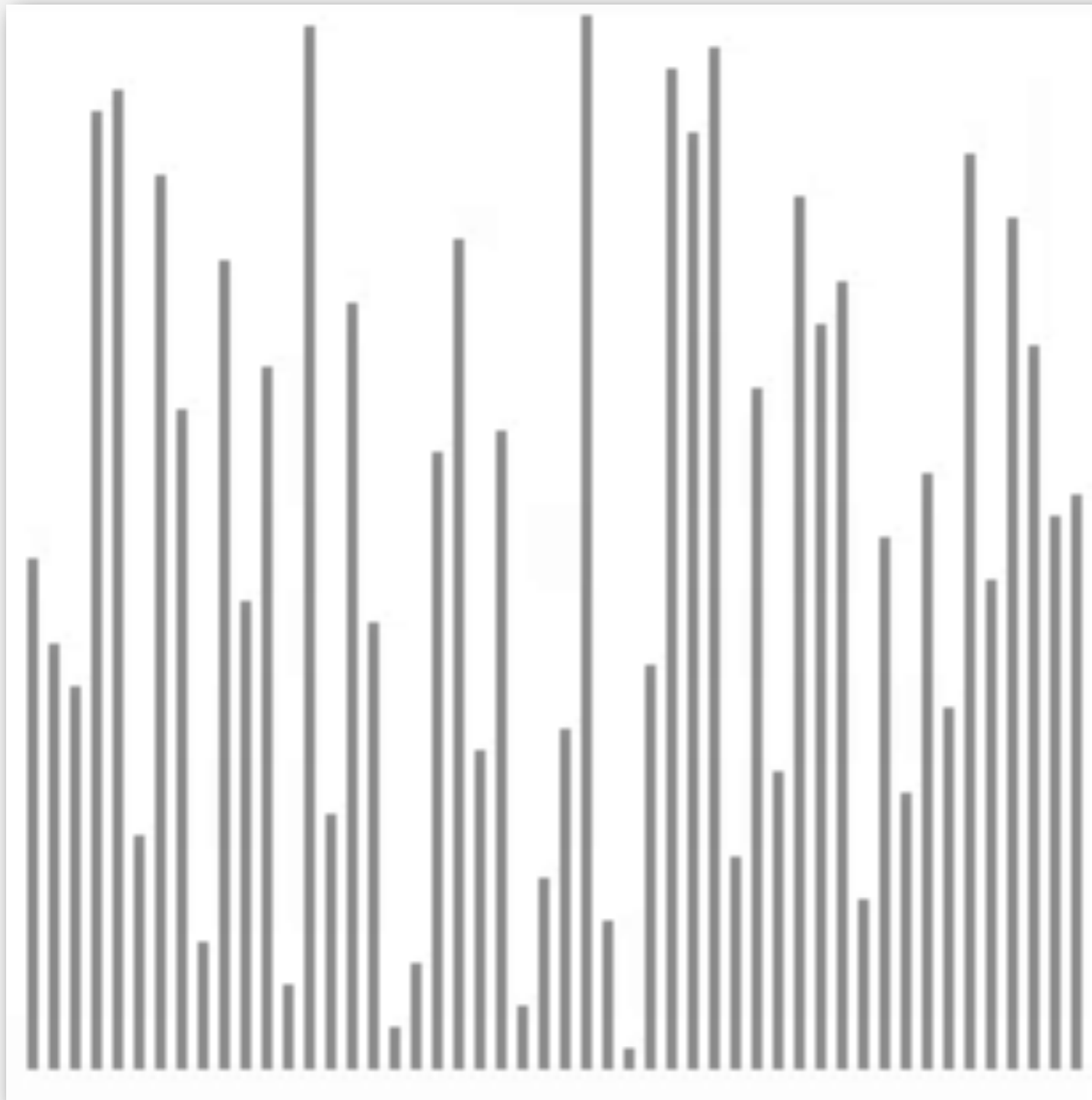
# Heapsort: trace

		a[i]											
N	k	0	1	2	3	4	5	6	7	8	9	10	11
<i>initial values</i>		S	O	R	T	E	X	A	M	P	L	E	
11	5	S	O	R	T	L	X	A	M	P	E	E	
11	4	S	O	R	T	L	X	A	M	P	E	E	
11	3	S	O	X	T	L	R	A	M	P	E	E	
11	2	S	T	X	P	L	R	A	M	O	E	E	
11	1	X	T	S	P	L	R	A	M	O	E	E	
<i>heap-ordered</i>		X	T	S	P	L	R	A	M	O	E	E	
10	1	T	P	S	O	L	R	A	M	E	E	X	
9	1	S	P	R	O	L	E	A	M	E	T	X	
8	1	R	P	E	O	L	E	A	M	S	T	X	
7	1	P	O	E	M	L	E	A	R	S	T	X	
6	1	O	M	E	A	L	E	P	R	S	T	X	
5	1	M	L	E	A	E	O	P	R	S	T	X	
4	1	L	E	E	A	M	O	P	R	S	T	X	
3	1	E	A	E	L	M	O	P	R	S	T	X	
2	1	E	A	E	L	M	O	P	R	S	T	X	
1	1	A	E	E	L	M	O	P	R	S	T	X	
<i>sorted result</i>		A	E	E	L	M	O	P	R	S	T	X	

Heapsort trace (array contents just after each sink)

# Heapsort animation

50 random items



<http://www.sorting-algorithms.com/heap-sort>

- ▲ algorithm position
- █ in order
- ▬ not in order

# Heapsort: mathematical analysis

**Proposition.** Heap construction uses fewer than  $2N$  compares and exchanges.

**Proposition.** Heapsort uses at most  $2N \lg N$  compares and exchanges.

**Significance.** In-place sorting algorithm with  $N \log N$  worst-case.

- Mergesort: no, linear extra space. ← in-place merge possible, not practical
- Quicksort: no, quadratic time in worst case. ←  $N \log N$  worst-case quicksort possible, not practical
- Heapsort: yes!

**Bottom line.** Heapsort is optimal for both time and space, **but:**

- Inner loop longer than quicksort's.
- Makes poor use of cache memory.
- Not stable.

# Sorting algorithms: summary

	inplace?	stable?	worst	average	best	remarks
selection	x		$N^2 / 2$	$N^2 / 2$	$N^2 / 2$	N exchanges
insertion	x	x	$N^2 / 2$	$N^2 / 4$	N	use for small N or partially ordered
shell	x		?	?	N	tight code, subquadratic
quick	x		$N^2 / 2$	$2 N \ln N$	$N \lg N$	$N \log N$ probabilistic guarantee fastest in practice
3-way quick	x		$N^2 / 2$	$2 N \ln N$	N	improves quicksort in presence of duplicate keys
merge		x	$N \lg N$	$N \lg N$	$N \lg N$	$N \log N$ guarantee, stable
heap	x		$2 N \lg N$	$2 N \lg N$	$N \lg N$	$N \log N$ guarantee, in-place
???	x	x	$N \lg N$	$N \lg N$	$N \lg N$	holy sorting grail