

Data Structures - Heaps

- We will be developing data structures that support **queries** and **updates**.
- Example where a data structure will help:
 - Event driven system
 - event: (start of call i , time when i starts) (end of call j , time when j ends)
 - Processing a new call introduces 2 events - **start** and **end**.
 - Simulator: pick **next event**, process it, maybe update event queue.
 - How to maintain events ?
 - Need support for fast:
 - enter **new event**
 - pick "next event", i.e. event with **smallest time key**.

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Several possible approaches

- Keep all events in a **list**. (What is the problem with using array ?? the number of events is unknown !)
- Easy to insert - $O(1)$
 - hard to extract - $W(n)$**Explain why !**
- Sorted list:**
 - Easy to extract - $O(1)$
 - Hard to insert - $W(n)$**Explain why !**
- We would like something like:
 - insert $O(\lg n)$
 - extract $O(\lg n)$**Tradeoff**

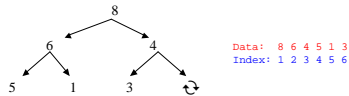
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Heaps

- Nearly complete binary tree with:

Heap property: $A[\text{parent}(i)] \geq A[i]$

- Claim: max is at the root (by induction on the size of the heap)



- Pointers are not the most efficient solution. Instead, **parent()** is stored in $\lfloor \frac{i}{2} \rfloor$. Example: parent of the 5th element is at 2.

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Fixing a broken heap

- Assume problem is only at the root:

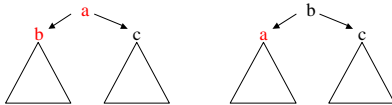


- Now the problem "moved" down, into right tree. Recurse in this tree, exchanging 5 and 8, its largest child.

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Correctness of fixing the heap

- b is larger than c , and a , thus the only problem can be between a and one of its children.



- Formal proof - by induction on the height of a .
- This procedure will be called **Heapify(A, i, n)**. Makes subtree rooted at $A(i)$ into a heap.
- Time: $O(\lg n)$. (Why ??)

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Extract max

- $\text{max} = A(1)$
 - $A(1) = A(\text{last})$
 - $\text{last} \leftarrow$
 - $\text{Heapify}(A, 1, \text{last})$ **$O(\lg n)$**

- How to build a heap initially ?

for $i = n$ down to 1
 Heapify(A, i, n) } n loops, $O(\lg n)$ each.
 end } Total: $O(n \lg n)$

- But "bottom loops" take less time, since height is smaller !
- Observation: cost of Heapify prop. to the height, i.e. # visited levels.

1st level: height 1, 2^{k-1} nodes.
 2nd level: height 2, 2^{k-2} nodes, etc.
 Total: $1 \cdot 2^{k-1} + 2 \cdot 2^{k-2} + 3 \cdot 2^{k-3} + \dots + k \cdot 2^0$
 $= \sum_{i=1}^k i \cdot 2^{k-i} = 2^k \sum_{i=1}^k \frac{i}{2^i} \leq 2^k \sum_{i=1}^{\infty} \frac{i}{2^i} = 2^k \cdot \frac{1/2}{(1-1/2)^2} = 2^{k+1} = O(n)$

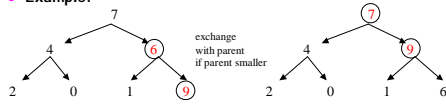
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Inserting new element

- Similar to Heapify:

```
last:=  
A[last]:=new element  
i:=last  
while parent(i) != null  
  if A[i] > A[parent(i)], return  
  else exch. A[i], A[parent(i)]  
      i:=parent(i)  
end  
end
```

- Example:



- Propagate up, $O(\lg n)$. Correctness ??

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