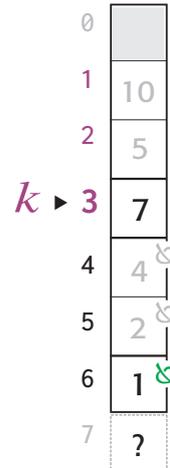
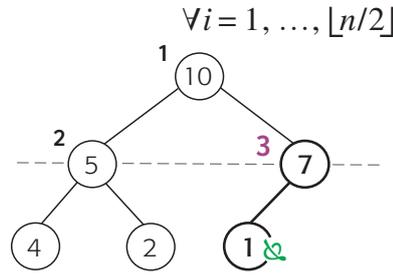


Heap Array Representation Operation Analysis



$$H[i] \geq \max \{ H[2i], H[2i+1] \}$$

Exercise

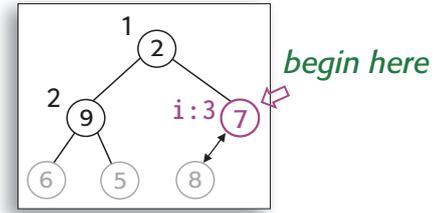
Write conditions to test if a parent node k has none, 1, or 2 children. **Hint:** compare to number of nodes.

⇒ **Parent and leaf indices (previously)**

⇒ **Node count in parental level (review)**

⇒ **Parent node cases**

Heap Construction Bottom-Up Heapify



Exercise 
 Trace the instance (code, generate a log to study, see *heapsort* slide).

Algorithm *HeapBottomUp*

Input Array $H[1..n]$ of orderable keys

Output A heap in $H[1..n]$

- 1: **for** $i \leftarrow \lfloor n/2 \rfloor$ **downto** 1 **do**
 - ▷ Scan parental nodes from last up to root
- 2: $k \leftarrow i, v \leftarrow H[k]$
 - ▷ Pick next node, save key
- 3: $heap \leftarrow false$
- 4: **while not** $heap$ **and** $2 * k \leq n$ **do**
 - ▷ skip if k has no child ($2k > n$)
- 5: $j \leftarrow 2 * k$
 - ▷ Pick first (left) child of k (assume largest)
- 6: **if** $j < n$ **then**
 - ▷ 2nd child? (see case analysis)
- 7: **if** $H[j] < H[j + 1]$ **then** $j \leftarrow j + 1$
 - ▷ Pick 2nd child if larger
- 8: **if** $v \geq H[j]$ **then** $heap \leftarrow true$
 - ▷ Confirm heap condition and exit
- 9: **else** $H[k] \leftarrow H[j], k \leftarrow j$
 - ▷ Otherwise, sink parent (replace by largest)
- ? 10: $H[k] \leftarrow v$

Stop heapify if either heap condition true or no children to check.

Quiz
 Suggests a suitable basic operation?

Bottom-Up Construction Efficiency Summation



Quiz

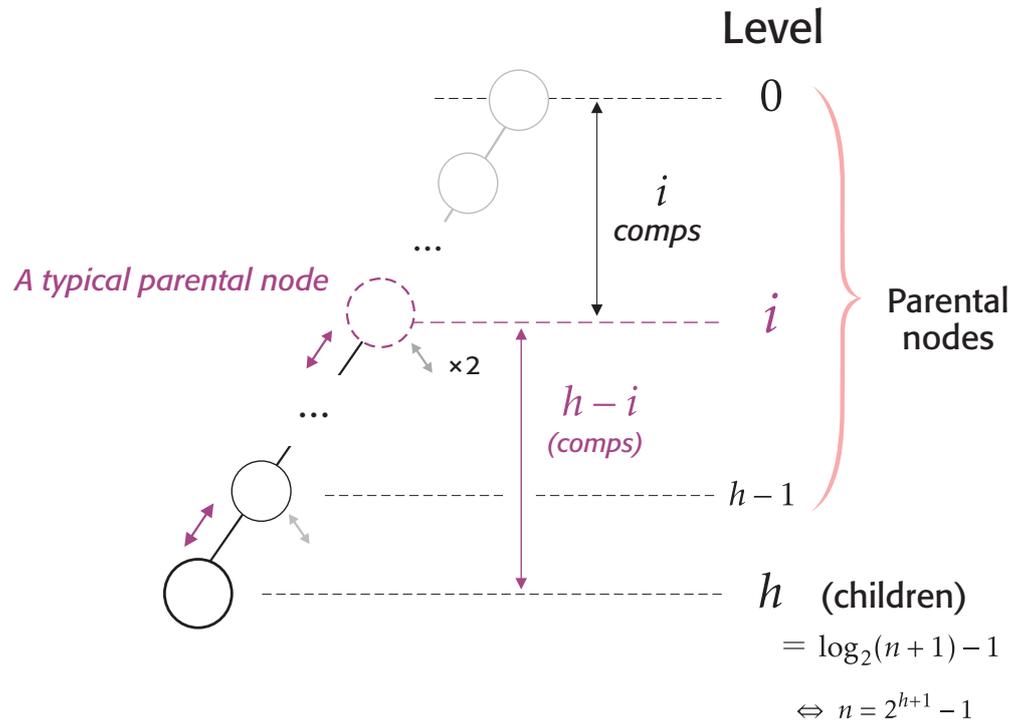
How many nodes are in a **complete** tree (worst case heap shape)? Determine the height.

Quiz

How many key comps made by a node in level i until its key sinks down to a leaf? (Again, a worst case for heapify).

Exercise

Use $h = 5$ instance to check the figure (assume $i = 2$), write the worst-case efficiency summation.



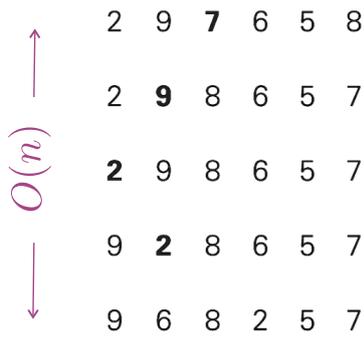
Heapsort

Exercise
 Use your code to generate a log of construction steps for this instance.

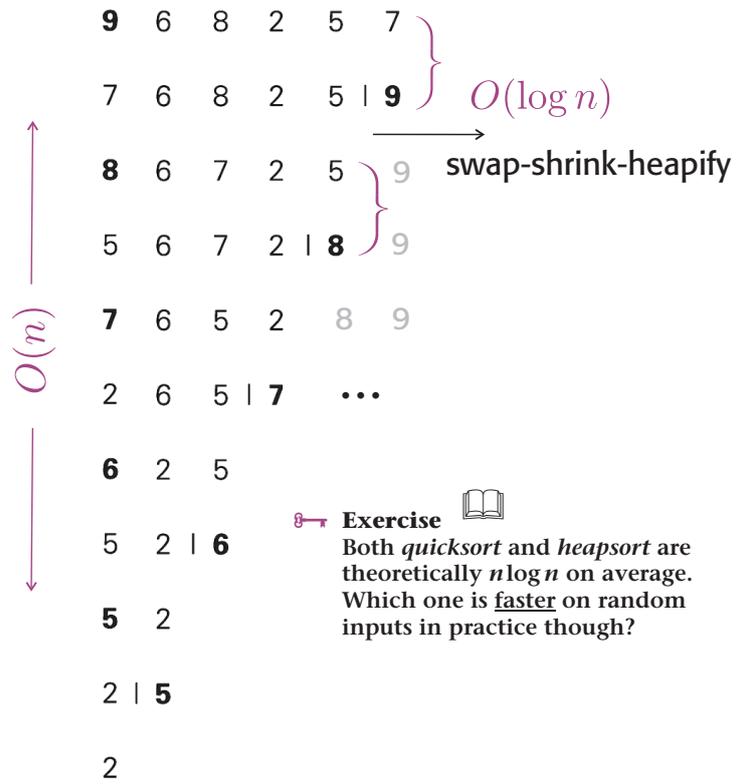
```
bot-up (3): 2,9,7,6,5,8
> heapify: 2,9,8,6,5,7
bot-up (2): 2,9,8,6,5,7
bot-up (1): 2,9,8,6,5,7
> heapify: 9,2,8,6,5,7
> heapify: 9,6,8,2,5,7
```

Hint
 Comparisons and sink logic in array-based pseudocode different than logical tree diagrams. (Note how max delete and *BottomUp* share logic! Explain).

Stage 1 (heap construction)



Stage 2 (maximum deletions)



$O(?)$ Sort 2, 9, 7, 6, 5, 8

Exercise
 Both *quicksort* and *heapsort* are theoretically $n \log n$ on average. Which one is faster on random inputs in practice though?

The Heap Performance Review

Quiz

Where does the extra efficiency come from (why not $n \log n$)?

⇒ **Heap construction** $O(n)$

Quiz

What's the efficiency if heap is constructed by successive (repeated) inserts?

⇒ **Insert/max delete** $O(\log n)$

Exercise

Compare to *mergesort*.

⇒ **Heapsort** $? n \log n$

Exercise

Refine your pen-paper *insert* and *max-delete* pseudocode in terms of array operations.

⇒ **Programming exercises**