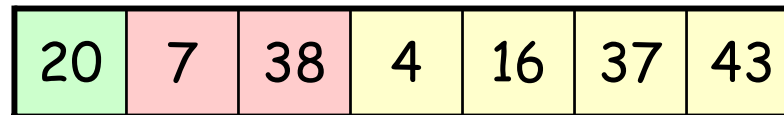
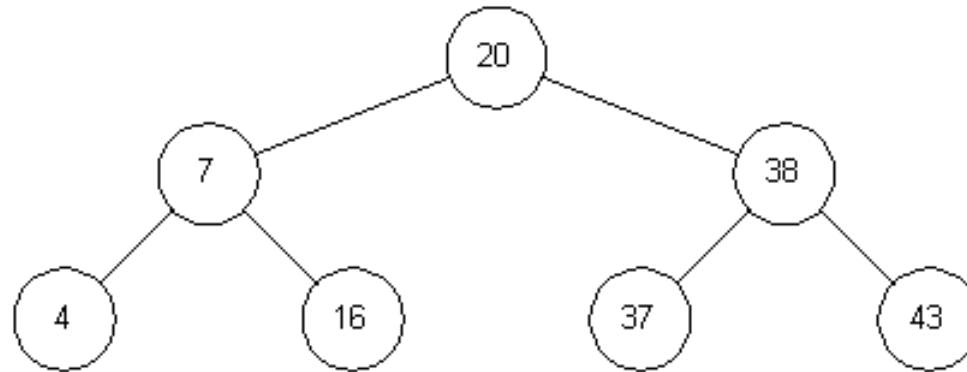


# Storing binary trees as arrays



# Heaps (Max-Heap)

43	16	38	4	7	37	20
----	----	----	---	---	----	----

43	16	38	4	7	37	20	2	3	6	1	30
----	----	----	---	---	----	----	---	---	---	---	----

**HEAP** represents a binary tree stored as an array such that:

- Tree is filled on all levels except last
- Last level is filled from left to right
- Left & right child of  $i$  are in locations  $2i$  and  $2i+1$
- **HEAP PROPERTY:**

Parent value is at least as large as child's value

# HeapSort

- First convert array into a heap  
(**BUILD-MAX-HEAP**, p133)
- Then convert heap into sorted array  
(**HEAPSORT**, p136)

# Max-Heapify(array a, integer i)

$l = \text{left}(i)$

$r = \text{right}(i)$

if  $((l \leq \text{size}(a)) \ \& \ (a[l] > a[i]))$  then

$\text{largest} = l$

else  $\text{largest} = i$

if  $((r \leq \text{size}(a)) \ \& \ (a[r] > a[\text{largest}]))$  then

$\text{largest} = r$

if  $\text{largest} \neq i$  then

$\text{swap}(a[i], a[\text{largest}])$

$\text{Max-Heapify}(a, \text{largest})$

$O(\log(\text{size of subtree}))$

$O(\text{height of node in location } i)$

??

p130

# Build-Max-Heap(array a)

```
size[a] = length[a];
```

```
for i =  $\lfloor \text{length}[a]/2 \rfloor$  downto 1 do  
    Max-Heapify(a,i)
```

# HeapSort(array a)

Build-Max-Heap(a);

??

for i = length(a) downto 2 do

    swap(a[1], a[i]);

    size[a] --;

    Max-Heapify(a,1);

$O(\log n)$

$O(n \log n)$

Total:  $O(n \log n)$

## HeapSort Analysis

For the HeapSort analysis, we need to compute:

$$\sum_{h=0}^{\lfloor \log n \rfloor} \frac{h}{2^h}$$

We know from the formula for geometric series that

$$\sum_{k=0}^{\infty} x^k = \frac{1}{1-x}$$

Differentiating both sides, we get

$$\sum_{k=0}^{\infty} kx^{k-1} = \frac{1}{(1-x)^2}$$

Multiplying both sides by  $x$  we get

$$\sum_{k=0}^{\infty} kx^k = \frac{x}{(1-x)^2}$$

Now replace  $x = 1/2$  to show that

$$\sum_{h=0}^{\lfloor \log n \rfloor} \frac{h}{2^h} \leq \frac{1}{2}$$

# Sorting Algorithms

- Number of Comparisons
- Number of Data Movements
- Additional Space Requirements



# Sorting Algorithms

- Selection Sort
- Insertion Sort
- Bubble Sort
- Shaker Sort
  
- Merge Sort
- Heap Sort
- Quick Sort
  
- Bucket & Radix Sort
- Counting Sort

# Animation Demos

<http://www-cse.uta.edu/~holder/courses/cse2320/lectures/applets/sort1/heapsort.html>

<http://cg.scs.carleton.ca/~morin/misc/sortalg/>

# Bucket Sort

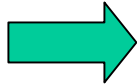
- N values in the range  $[a..a+m-1]$
- For e.g., sort a list of 50 scores in the range  $[0..9]$ .
- **Algorithm**
  - Make m buckets  $[a..a+m-1]$
  - As you read elements throw into appropriate bucket
  - Output contents of buckets  $[0..m]$  in that order
- **Time  $O(N+m)$**

# Stable Sort

- A sort is **stable** if equal elements appear in the same order in both the input and the output.
- Which sorts are stable? Homework!

# Radix Sort

3 5 9  
3 5 7  
3 5 1  
7 3 9  
3 3 6  
7 2 0  
3 5 5



3 5 9  
3 5 7  
3 5 1  
3 3 6  
3 5 5  
7 3 9  
7 2 0



3 3 6  
3 5 9  
3 5 7  
3 5 1  
3 5 5  
7 2 0  
7 3 9



3 3 6  
3 5 1  
3 5 5  
3 5 7  
3 5 9  
7 2 0  
8 3 9

## Algorithm

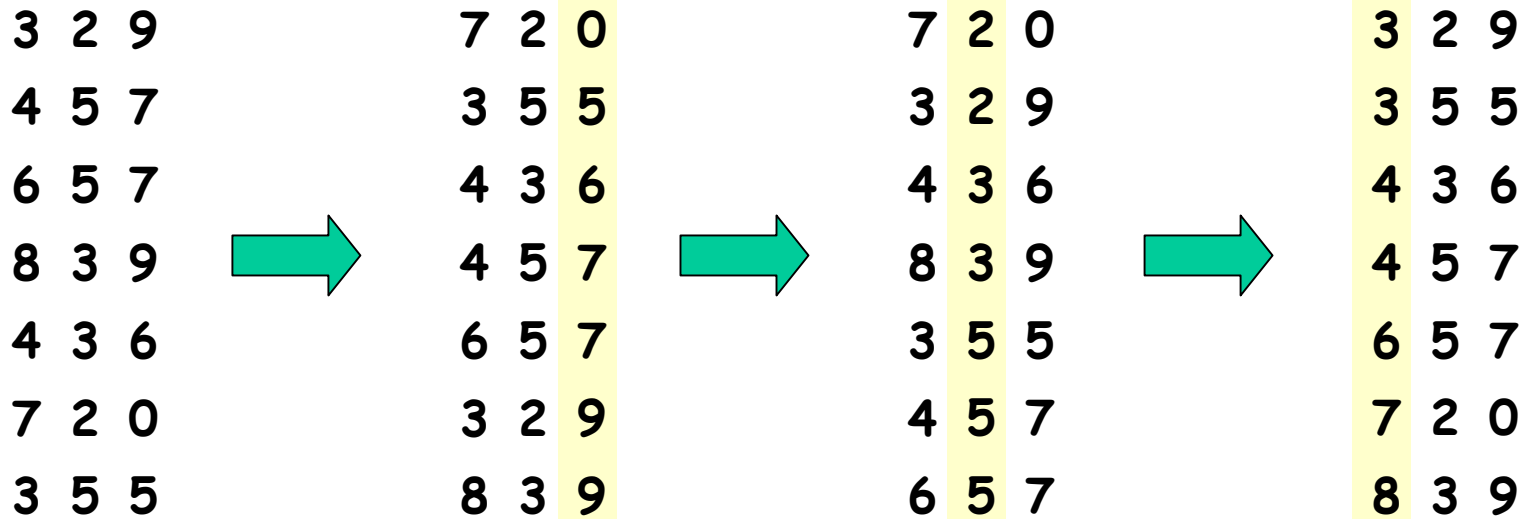
for  $i = 1$  to  $d$  do

**sort** array  $A$  on digit  $i$  using any sorting algorithm

Time Complexity:  $O((N+m) + (N+m^2) + \dots + (N+m^d))$

Space Complexity:  $O(m^d)$

# Radix Sort



## Algorithm

for  $i = 1$  to  $d$  do

sort array  $A$  on digit  $i$  using a stable sort algorithm

Time Complexity:  $O((n+m)d)$

# Counting Sort

Initial Array

1	2	3	4	5	6	7	8
2	5	3	0	2	3	0	3

Counts

0	1	2	3	4	5
2	0	2	3	0	1

Cumulative  
Counts

0	1	2	3	4	5
2	2	4	7	7	8