

Binary Heaps in Dynamic Arrays

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We have already learned that the binary heap serves as an efficient implementation of a priority queue. Our previous discussion was based on **pointers** (for getting a parent node connected with its children). In this lecture, we will see a “pointerless” way to implement a binary heap, which in practice achieves much lower space consumption.

We will also see a way to build a heap from n integers in just $O(n)$ time, improving the obvious $O(n \log n)$ bound.

Recall:

Priority Queue

A **priority queue** stores a set S of n integers and supports the following operations:

- **Insert(e)**: Adds a new integer to S .
- **Delete-min**: Removes the **smallest** integer in S , and returns it.

Recall:

Binary Heap

Let S be a set of n integers. A **binary heap** on S is a binary tree T satisfying:

- 1 T is complete.
- 2 Every node u in T corresponds to a **distinct** integer in S —the integer is called the **key** of u (and is stored at u).
- 3 If u is an internal node, the key of u is smaller than those of its child nodes.

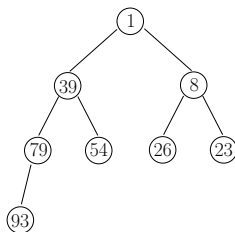
Storing a Complete Binary Tree Using an Array

Let T be any complete binary tree with n nodes. Let us **linearize** the nodes in the following manner:

- Put nodes at a higher level before those at a lower level.
- Within the same level, order the nodes from left to right.

Let us store the linearized sequence of nodes in an array A of length n .

Example



Stored as

1	39	8	79	54	26	23	93
---	----	---	----	----	----	----	----

Property 1

Let us refer to the i -th element of A as $A[i]$.

Lemma: Suppose that node u of T is stored at $A[i]$. Then, the left child of u is stored at $A[2i]$, and the right child at $A[2i + 1]$.

Observe this from the example of the previous slide.

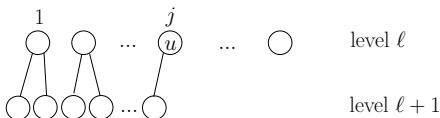
Property 1

Proof: Suppose that u is the j -th node at Level ℓ . This level must be full because u has a child node (which must be at Level $\ell + 1$). In other words, there are 2^ℓ nodes at level ℓ .

We will prove the lemma only for the left child (the right child is simply stored at the next position of the array). From the fact that u is the i -th node in the linearized order, we know:

$$\begin{aligned} i &= j + 2^0 + 2^1 + \dots + 2^{\ell-1} \\ &= j + 2^\ell - 1. \end{aligned}$$

Property 1



Next we will prove that there are precisely $i - 1$ nodes in A after u but before its left child. These nodes include:

- Those at Level ℓ behind u : there are $2^\ell - j$ of them.
- Child nodes of the first $j - 1$ nodes at Level ℓ : there are $2j$ of them.

Hence, in total, there are $2^\ell - j + 2j = 2^\ell + j = i - 1$ such nodes. This completes the proof. \square

Property 1

The following is an immediate corollary of the previous lemma:

Corollary: Suppose that node u of T is stored at $A[i]$. Then, the parent of u is stored at $A[\lfloor i/2 \rfloor]$.

Property 2

The following is a simple yet useful fact:

Lemma: The rightmost leaf node at the bottom level is stored at $A[n]$.

Proof: Obvious. □

Now we have got everything we need to implement the insertion and delete-min algorithms (discussed in the previous lecture) on the array representation of a binary heap.

Example

Inserting 15:

1	39	8	79	54	26	23	93	15
---	----	---	----	----	----	----	----	----

1	39	8	15	54	26	23	93	79
---	----	---	----	----	----	----	----	----

1	15	8	39	54	26	23	93	79
---	----	---	----	----	----	----	----	----

Performing a delete-min:

1	15	8	39	54	26	23	93	79
---	----	---	----	----	----	----	----	----

79	15	8	39	54	26	23	93	
----	----	---	----	----	----	----	----	--

8	15	79	39	54	26	23	93	
---	----	----	----	----	----	----	----	--

8	15	23	39	54	26	79	93	
---	----	----	----	----	----	----	----	--

Performance Guarantees

Combining our analysis on (i) binary heaps and (ii) dynamic arrays, we obtain the following guarantees on a binary heap implemented with a dynamic array:

- Space consumption $O(n)$.
- Insertion: $O(\log n)$ time **amortized**.
- Delete-min: $O(\log n)$ time **amortized**.

Next, we consider the problem of creating a binary heap on a set S of n integers. Obviously, we can do so in $O(n \log n)$ time by doing n insertions. However, this is an overkill because the binary heap does **not** need to support any delete-min operations until all the n numbers have been inserted. This raises the question whether we can build the heap faster.

The answer is positive: we will see an algorithm that does so in $O(n)$ time.

Fixing a Messed-Up Root

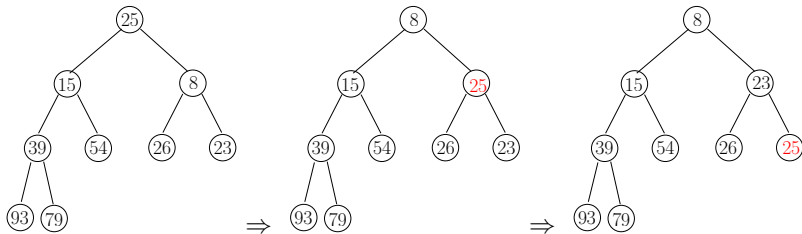
Let us first consider the following **root-fix** operation. We are given a complete binary tree T with root r . It is guaranteed that:

- The left subtree of r is a binary heap.
- The right subtree of r is a binary heap.

However, the key of r **may not** be smaller than the keys of its children. The operation fixes the issue, and makes T a binary heap.

This can be done in $O(\log n)$ time – in the same manner as the **delete-min** algorithm (by descending a path).

Example



Building a Heap

Given an array A that stores a set S of n integers, we can turn A into a binary heap on S using the following simple algorithm, which views A as a complete binary search tree T :

- For each $i = n$ **downto** 1
 - Perform **root-fix** on the subtree of T rooted at $A[i]$

Think: Why are the conditions of **root-fix** always satisfied?

Example

$$i$$

54	26	15	93	8	1	23	39
----	----	----	----	---	---	----	----

$$i$$

54	26	15	93	8	1	23	39
----	----	----	----	---	---	----	----

$$i$$

54	26	15	93	8	1	23	39
----	----	----	----	---	---	----	----

$$i$$

54	26	15	93	8	1	23	39
----	----	----	----	---	---	----	----

$$i$$

54	26	15	39	8	1	23	93
----	----	----	----	---	---	----	----

$$i$$

54	26	1	39	8	15	23	93
----	----	---	----	---	----	----	----

$$i$$

54	8	1	39	26	15	23	93
----	---	---	----	----	----	----	----

$$i$$

1	8	15	39	26	54	23	93
---	---	----	----	----	----	----	----

Running Time

Now let us analyze the time of the building algorithm. Suppose that T has height h . Without loss of generality, assume that all the levels of T are full – namely, $n = 2^h - 1$ (why no generality is lost?).

Observe:

- A node at Level $h - 1$ incurs $O(1)$ time in root-fix; 2^{h-1} such nodes.
- A node at Level $h - 2$ incurs $O(2)$ time in root-fix; 2^{h-2} such nodes.
- A node at Level $h - 3$ incurs $O(3)$ time in root-fix; 2^{h-3} such nodes.
- ...
- A node at Level $h - h$ incurs $O(h)$ time in root-fix; 2^0 such nodes.

Running Time

Hence, the total time is bounded by

$$\sum_{i=1}^h O(i \cdot 2^{h-i}) = O\left(\sum_{i=1}^h i \cdot 2^{h-i}\right)$$

We will prove that the right hand side is $O(n)$ in the next slide.

Running Time

Suppose that

$$x = 2^{h-1} + 2 \cdot 2^{h-2} + 3 \cdot 2^{h-3} + \dots + h \cdot 2^0 \quad (1)$$

$$\Rightarrow 2x = 2^h + 2 \cdot 2^{h-1} + 3 \cdot 2^{h-2} + \dots + h \cdot 2^1 \quad (2)$$

Subtracting (1) from (2) gives

$$\begin{aligned} x &= 2^h + 2^{h-1} + 2^{h-2} + \dots + 2^1 - h \\ &\leq 2^{h+1} \\ &= 2(n+1) = O(n). \end{aligned}$$