

Heapsort.

Heapsort is an efficient algorithm for sorting in situ. For brevity's sake we shall sort integers. We take for Heapsort the following functional specification:

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[[ N: int { N ≥ 1 }
; m(i: 0 ≤ i < N): array of int
{ BM: bag of int such that P0: BM = (B i: 0 ≤ i < N: m(i)) }
; Heapsort
{ m such that R: P0 ∧ (A i, j: 0 ≤ i < j ∧ 1 ≤ j < N: m(i) ≤ m(j)) }
]]

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The above states no more than that Heapsort is a sorting algorithm.

* *

We shall approach Heapsort by numbered versions, starting with Heapsort0.

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Heapsort0:
[[ q: int
; q := N
{ invariant P1:
  1 ≤ q ≤ N ∧ P0 ∧ (A i, j: 0 ≤ i < j ∧ q ≤ j < N: m(i) ≤ m(j)) }
; * [ q ≠ 1
  → So { m, q such that P1; dec q }
] * { P1 ∧ q = 1, hence }
]]

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The above states that the sorted sequence is built up "from right to left", i.e. in the order of decreasing subscript.

Our first version of S_0 is

S_0 :
 $\llbracket p: \text{int}$
 $;$ S_1
 $\{m(i: 0 \leq i < q), p \text{ such that}$
 $\quad R_1: 0 \leq p < q \wedge P_1 \wedge (\exists i: 0 \leq i < q: m(p) \geq m(i))\}$
 $;$ $q := q - 1; m: \text{swap}(p, q)$
 \rrbracket

An unsophisticated S_1 would leave m unchanged and would only locate a maximum value $m(p)$ among the leftmost q elements of m ; the N^2 -algorithm that would result is known as Bubble Sort. In view of our later transition to Heapsort¹ we allow S_1 to rearrange $m(i: 0 \leq i < q)$ as well in order to establish a relation H about $m(i: p \leq i < q)$, to be used as follows in our final version of S_0 .

S_0 :
 $\llbracket p: \text{int}$
 $;$ $S_1 \{m(i: 0 \leq i < q), p \text{ such that } H \wedge R_1\}$
 $;$ $q := q - 1; m: \text{swap}(p, q) \{H(p := p + 1)\}$
 $;$ $p := p + 1 \{H\}$
 \rrbracket

In order to justify the last two assertions in the above we require H , besides being an assertion about $m(i: p \leq i < q)$, to satisfy

$$H \Rightarrow H(p, q := p+1, q-1) \quad (0)$$

In order that H — which is about $m(i: p \leq i < q)$ — assist in establishing the last factor of R_1 — which is about $m(i: 0 \leq i < q)$ — we require H to satisfy

$$(H \wedge p=0) \Rightarrow (\exists i: p \leq i < q: m(p) \geq m(i)) \quad (1)$$

and S_1 to terminate with $p=0$. Hence we suggest for S_1

S_1 :

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p := h(q)
{invariant P2: 0 ≤ p ∧ P1 ∧ H}
; * [ p ≠ 0 →
    p := p-1
    {H(p := p+1)}
    ; S2
    {m(i: p ≤ i < q) such that H}

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]*

where h is such that

$$(p = h(q)) \Rightarrow (H \wedge 0 \leq p) \quad (2)$$

Substituting S_1 in our final version of S_0 and substituting the result in Heapsort0, we get a program in which relation H - together with p - can be taken outside the repetition of Heapsort0. The transformation is very likely to improve the efficiency since we can conclude from S_1 that S_0 restores H with $p=1$, a value very likely to be much smaller than $h(q)$. The result of the transformation is Heapsort1.

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Heapsort1:
[[ p, q : int
; q := N {P1}
; p := h(q) {invariant P2}
; *[ q ≠ 1
    → {invariant P2}
    *[ p ≠ 0
        → p := p-1
           {H(p := p+1)}
           ; S2
           {m(i: p ≤ i < q) such that H}
        ]*
    ; q := q-1 ; m: swap(p, q) ; p := p+1
  ]*
]]

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Our remaining task is the choice of an appropriate H and the design of the corresponding S_2 and h .

A possibility for H would be

$$(\underline{A} i, j: p \leq i < j < q: m(i) \geq m(j))$$

but - besides begging the question - it is stronger than necessary since the right-hand side of (1) would be implied by H all by itself. Hence the above suggestion is weakened by requiring $m(i) \geq m(j)$ for a subset of (i, j) -pairs with $i < j$:

$$H: (\underline{A} i, j: p \leq i < j < q \wedge c(i, j): m(i) \geq m(j))$$

Requirement (0) is satisfied; (2) is satisfied by $h(q) = q$. Viewing the natural numbers ($< q$) as the vertices of a directed graph and the truth of $c(i, j)$ as the presence of a directed edge from vertex i to vertex j , (1) is equivalent to the requirement that all vertices are reachable from vertex 0, in formula

$$(\underline{A} j: j > 0: (\underline{E} i: 0 \leq i < j: c(i, j))) \quad . \quad (3)$$

For the purpose of describing S_2 , we reformulate H in terms of the transitive closure cc of c :

$$cc(i, j) = c(i, j) \vee (\underline{E} k: i < k < j: c(i, k) \wedge cc(k, j))$$

as

$$H: (\underline{A} i, j: p \leq i < j < q \wedge cc(i, j): m(i) \geq m(j)) \quad .$$

S_2 can then establish H using SH , given by

$$SH: (\underline{A} i, j: p \leq i < j < q \wedge cc(i, j) : m(i) \geq m(j) \vee i = w),$$

which has the useful property

$$(SH \wedge (\underline{A} j: w < j < q \wedge c(w, j) : m(w) \geq m(j))) \Rightarrow H .$$

A still somewhat abstract form of S_2 is

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S2:
[[ w: int
  {H(p:=p+1)}
; w:=p {invariant SH}
; *[(E j: w < j < q  $\wedge$  c(w, j))
   $\rightarrow$  [[ v: int
    ; S3 {v such that:
      w < v < q  $\wedge$  c(w, v) and m(v) maximal}
    ; -[ m(w)  $\geq$  m(v)  $\rightarrow$  {H} w:=q {SH}
      [ m(w) < m(v)  $\rightarrow$  m: swap(v, w); w:=v {SH, see Note}
    ]
  ]
]]
]*
]]
    
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Note. See page 7.

Our next task is to propose a suitable c . Requirement (3) states that for $j > 0$ the equation in i

$$0 \leq i < j \wedge c(i, j)$$

has at least 1 solution; since nothing is gained by giving it more solutions c will be chosen such that it has exactly 1 solution. In other words, the directed graph we referred to takes the form of a rooted tree. The structure of S_2 shows that for given w the solutions j of $c(w, j)$ have to be generated; for reasons of convenience these solutions will be consecutive integers. We propose for some integer d

$$c(i, j) = (i = (j-1) \underline{\text{div}} d) \quad .$$

Remark. With $d=2$ we obtain the traditional Heapsort. Since $d=3$ gives a better worst-case behaviour, we present the code for general d . (End of Remark.)

In our following version of S_2 , h and k are used to delimit the solutions j of $w < j < q \wedge c(w, j)$: they are those of $h \leq j < k$. In the code replacing S_3 , h is used for scanning. Further optimizations - e.g. reducing the number of subscriptions - are left to the reader.

References

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