

Heaslop

Specialize binary
tree baseds, follow
the heap properties

Purpose of this ds.

Primarily use for
implementing the
priorityqueue.

Usages of this ds.

For frequently
access the min and
max element.

Which algorithms
mainly use this ds?

- Graph algorithm (prims, dijkstra,..)
- Priority scheduling (scheduling job base)
- heap sort

Properties of heap

Heap property :-

root is larger or

bigger than its

children.

Complete Binary
tree.

Types of heap.

Binary Heap.

MaxHeap.

MinHeap.

Fibonacci Heap.

Insertion operations

Add the new element to the end of the heap (maintaining the complete binary tree property).

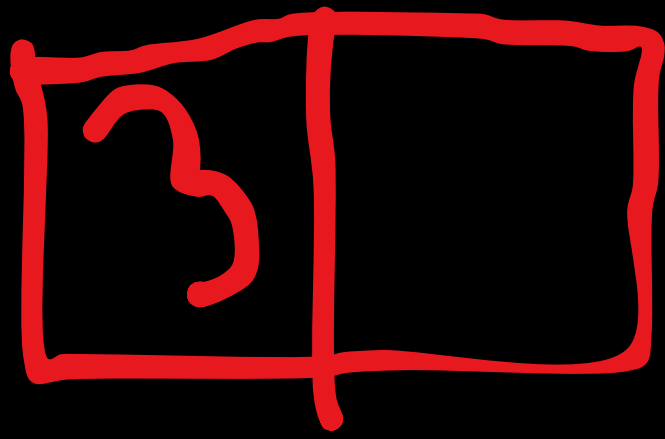
Percolate Up: Repeatedly swap the newly inserted element with its parent until the heap property is satisfied.

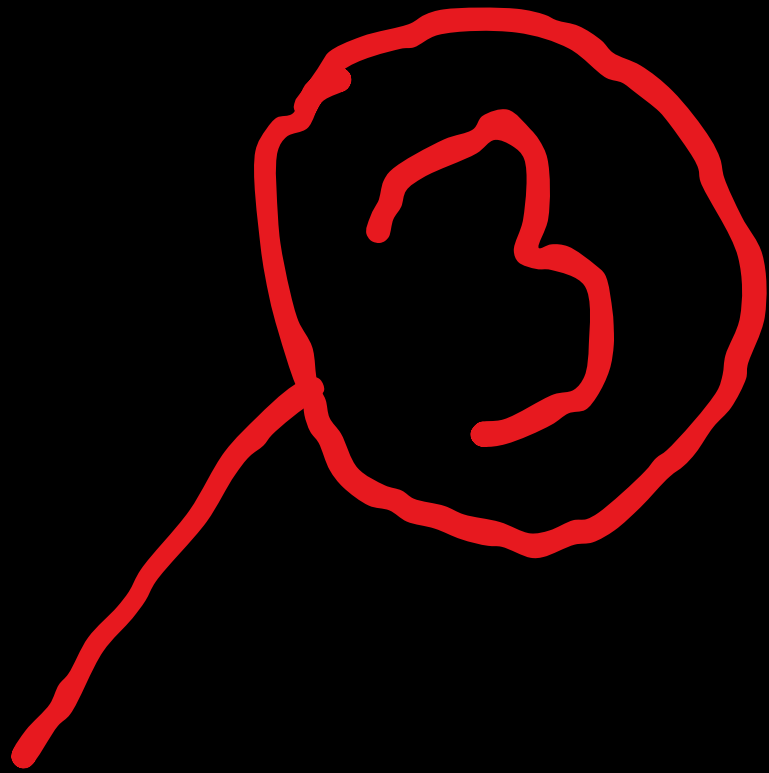
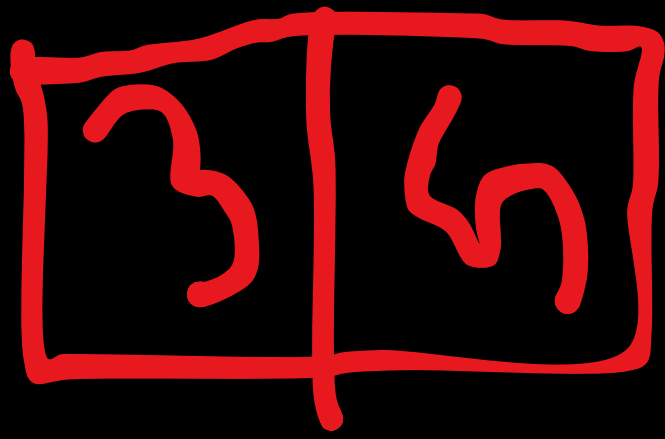
Here if the parent
index is i , then
left $\rightarrow 2i+1$ and
right child $\rightarrow 2i+2$

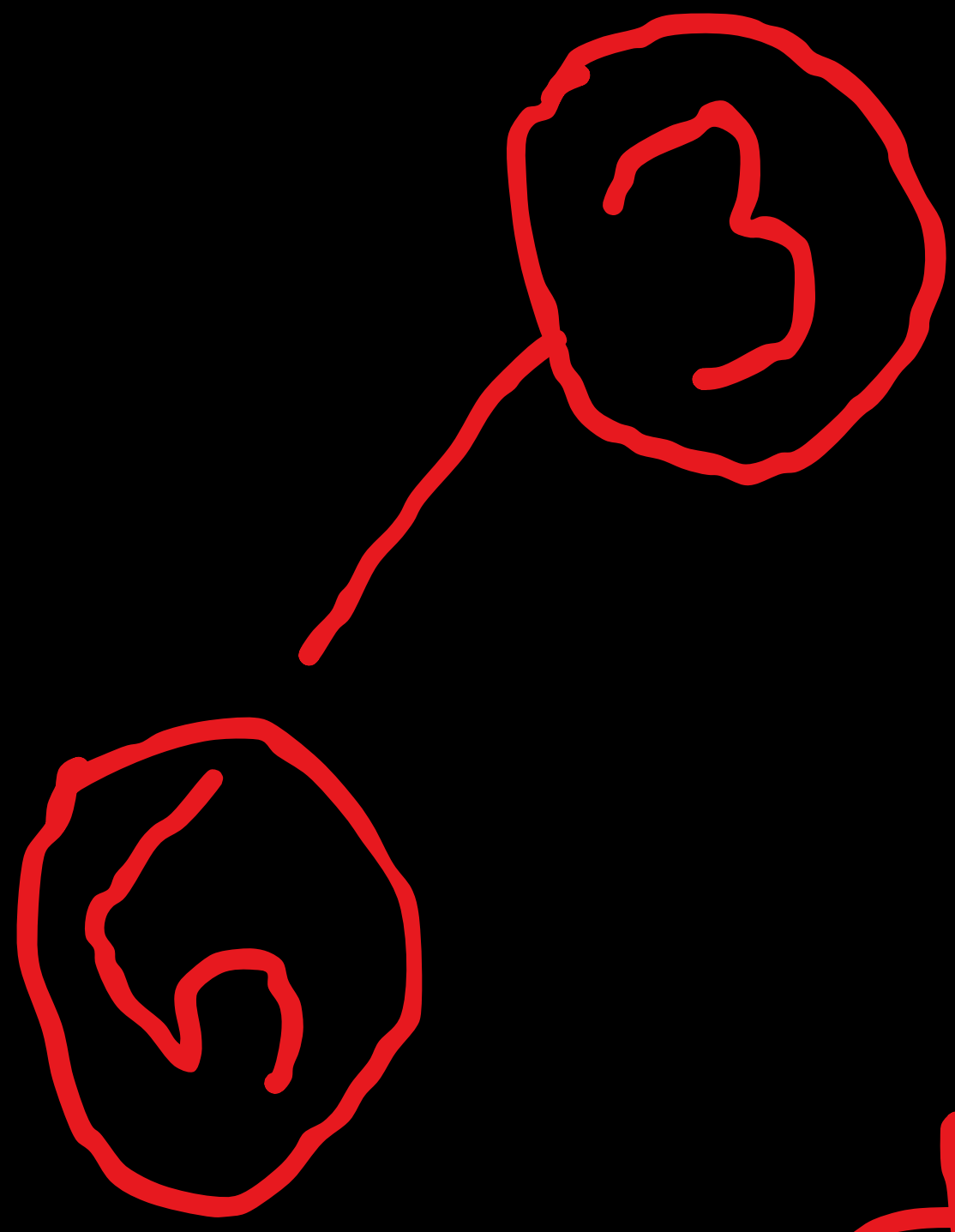
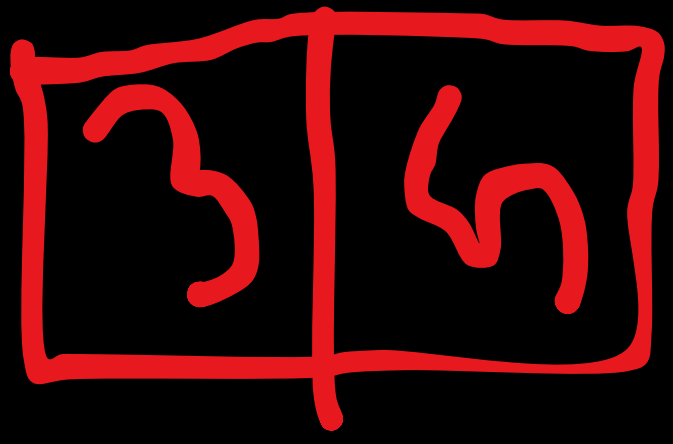
Let's solve an
example for min
and max heap.

3, 5, 4, 6, 1, 2, 7, 9,

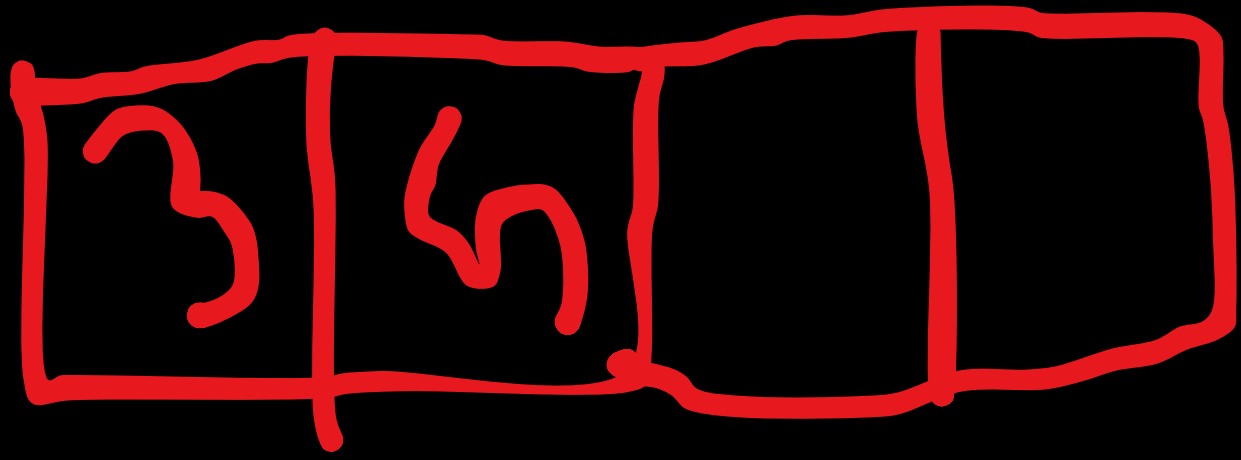
0, 2, 1

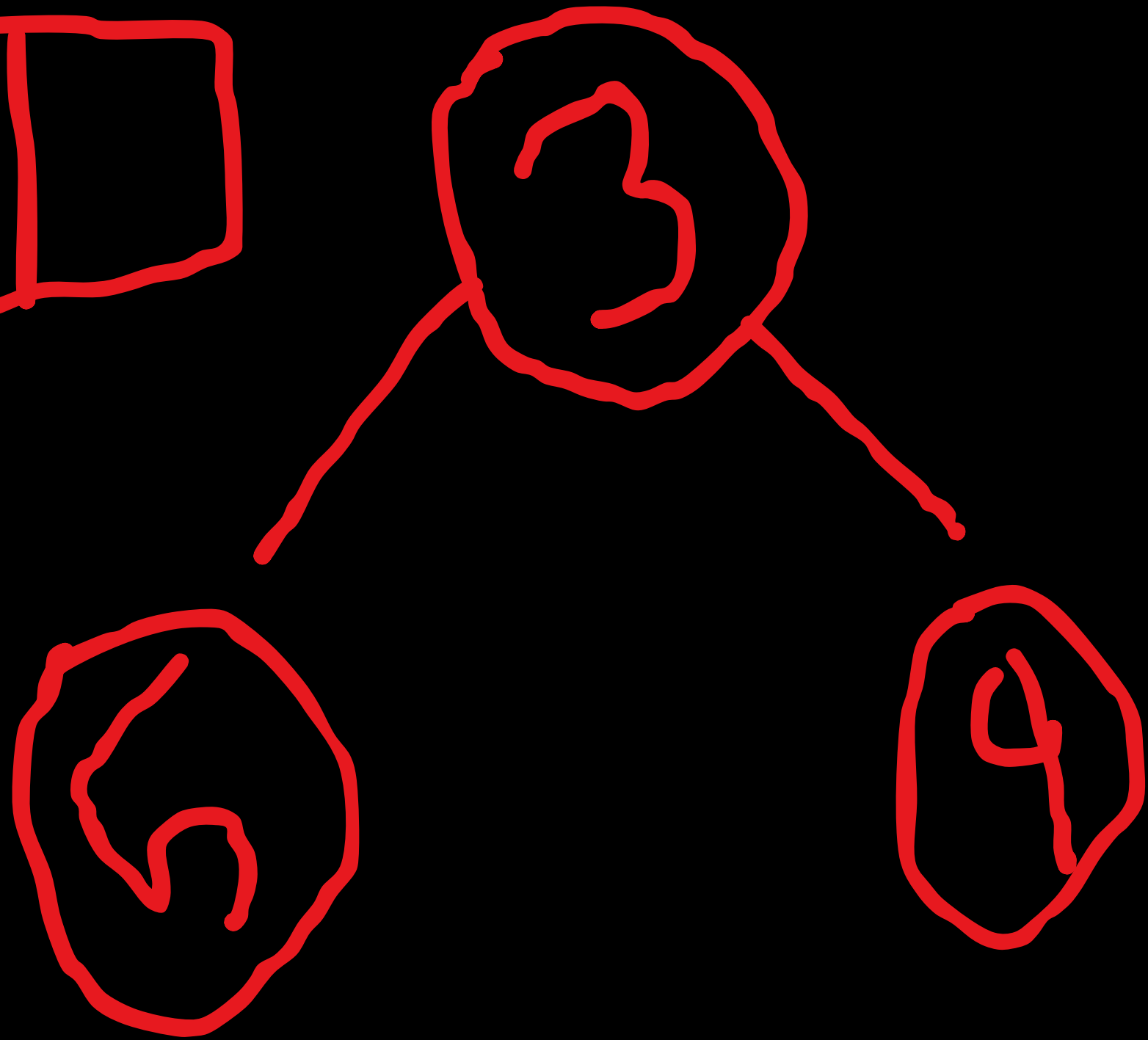
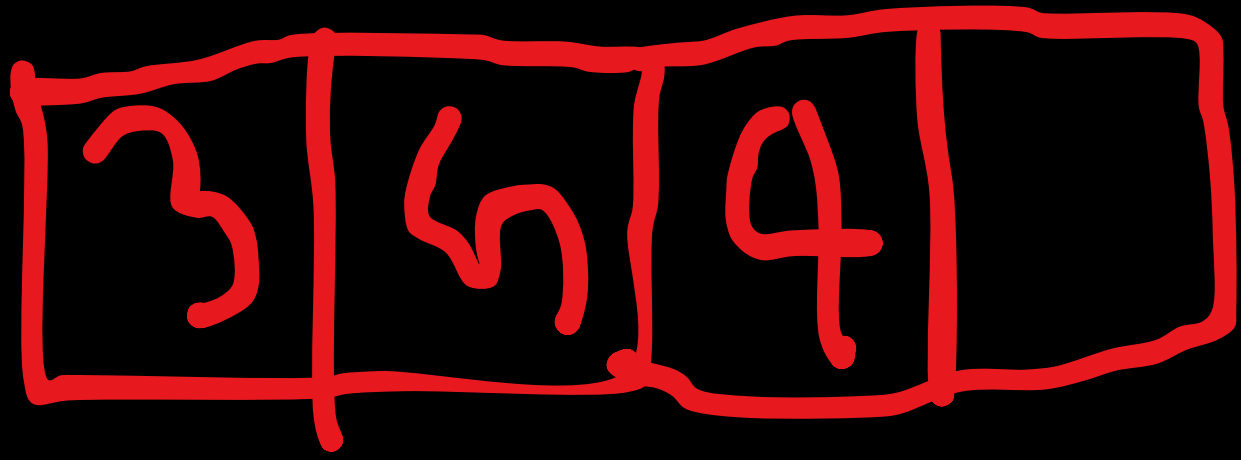


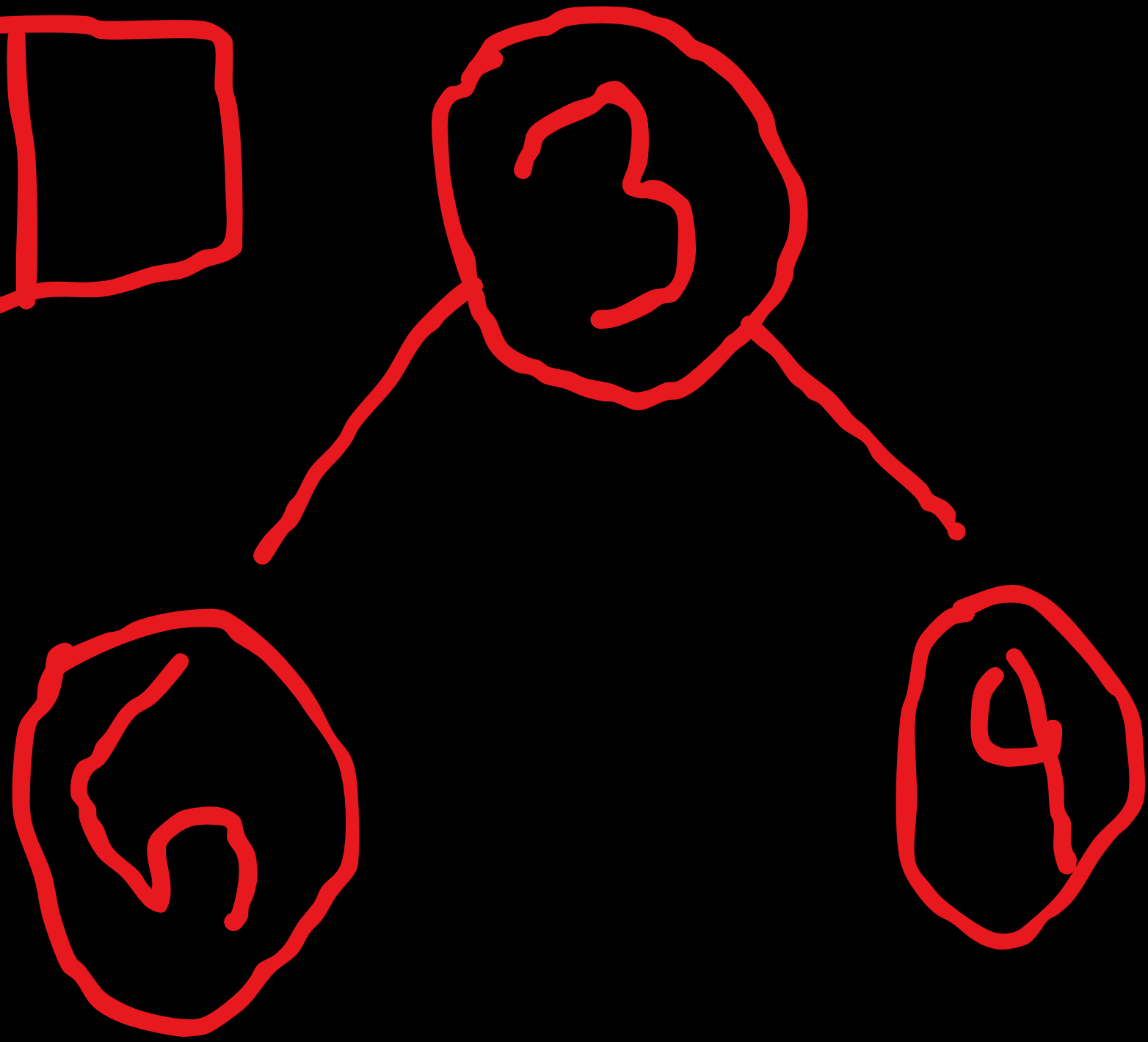
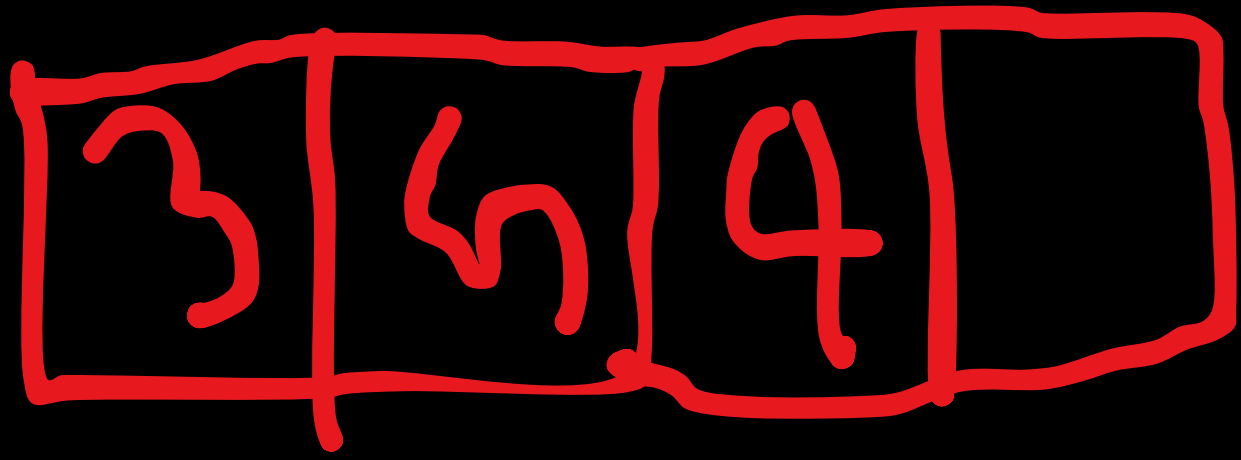


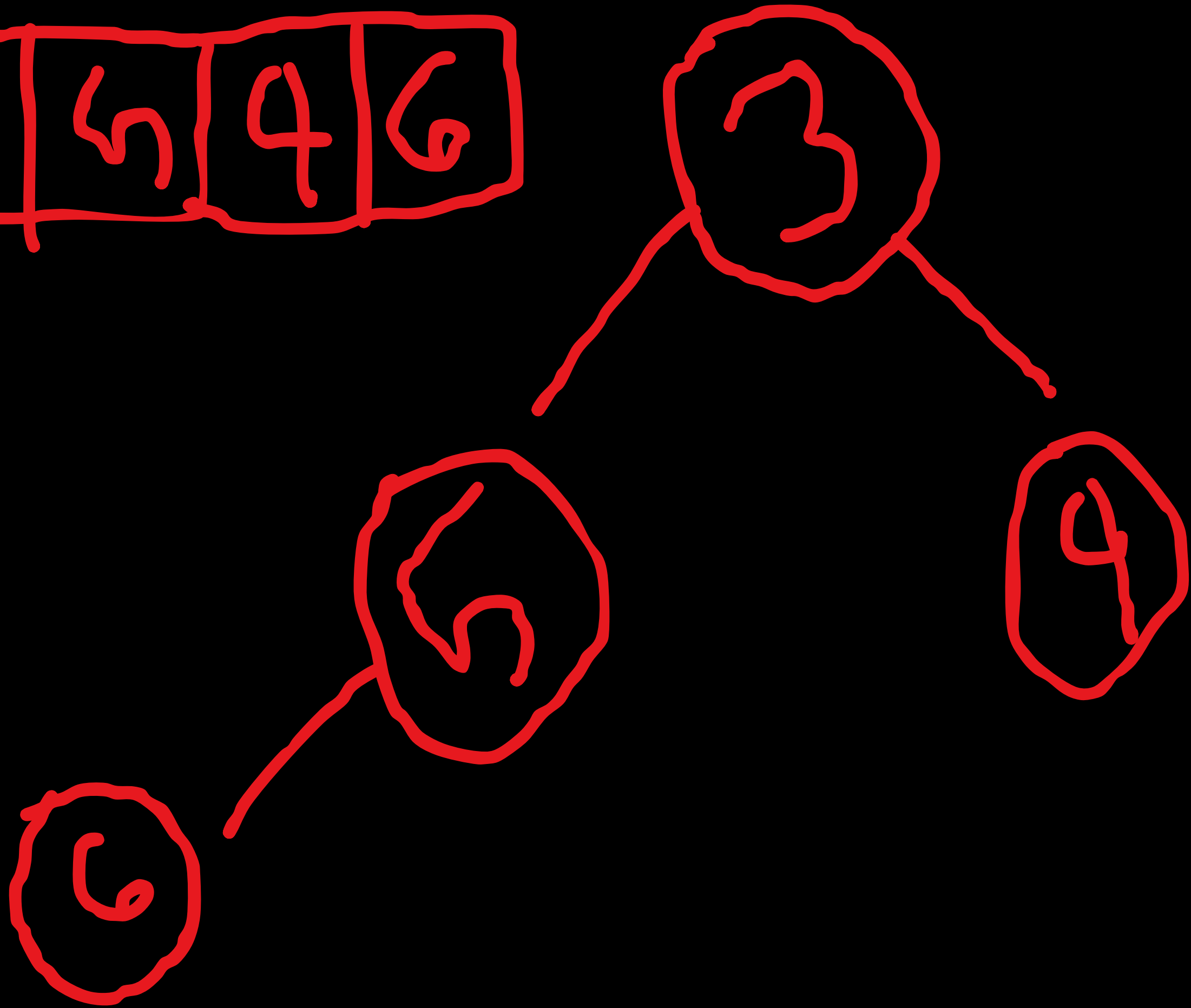
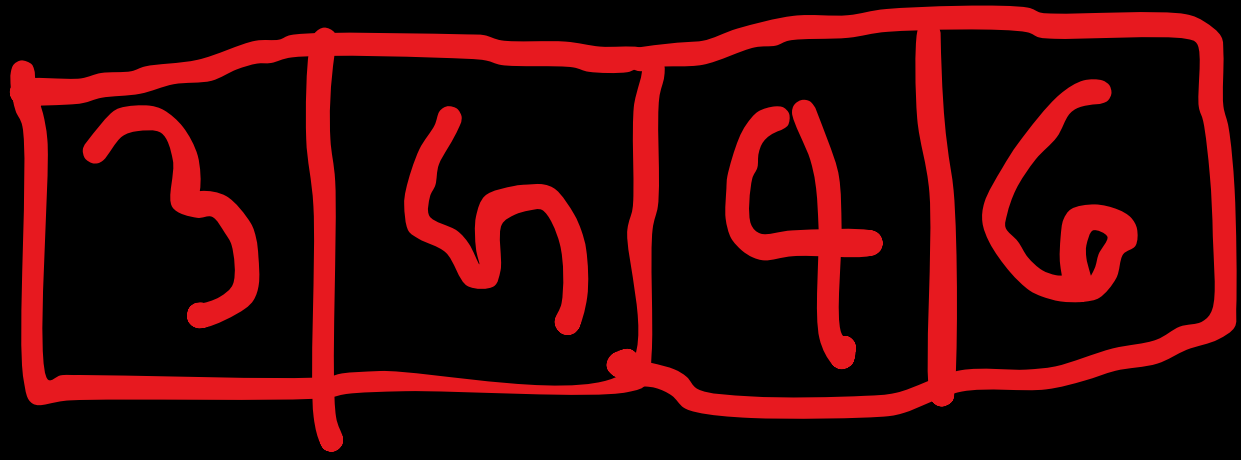


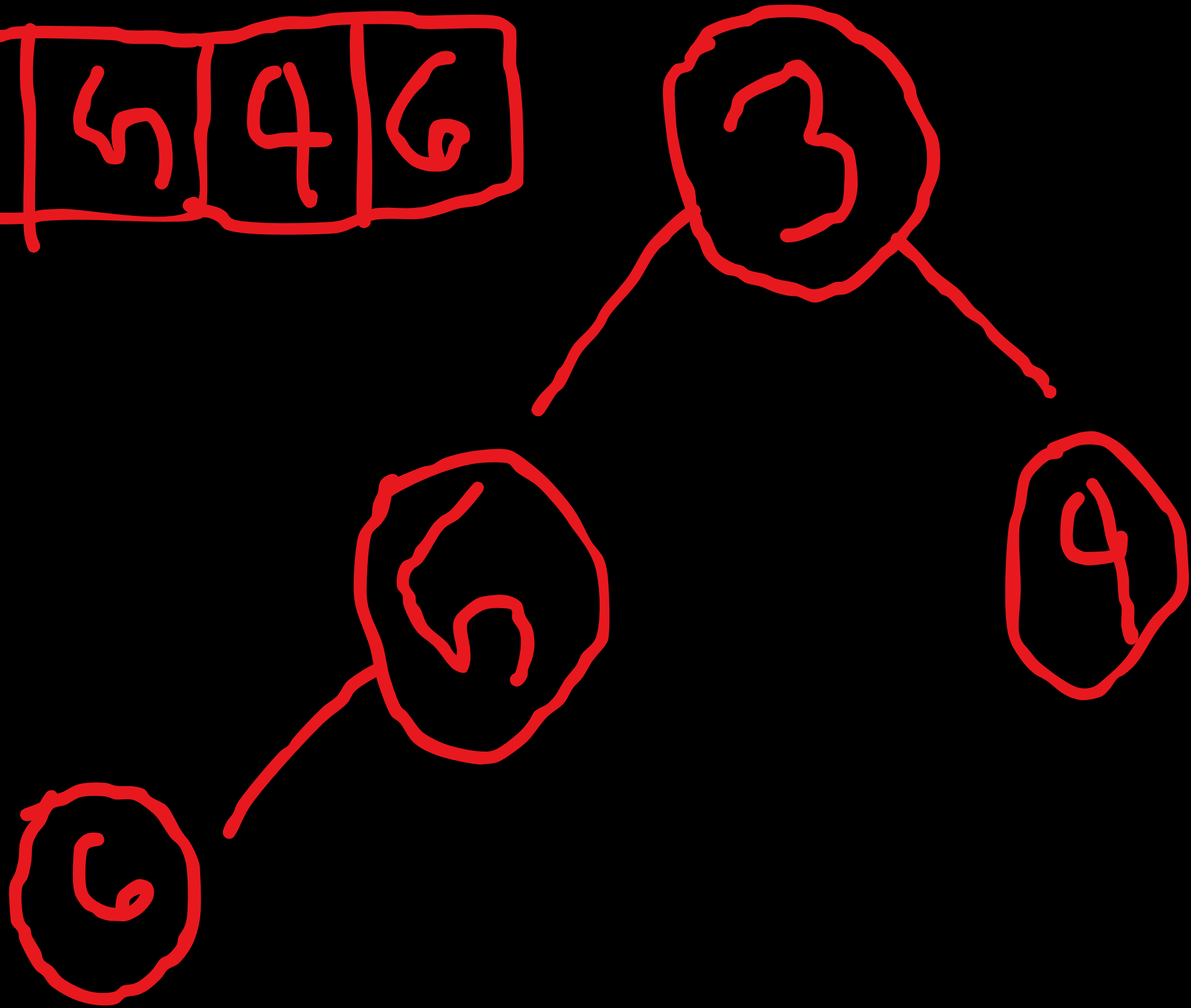
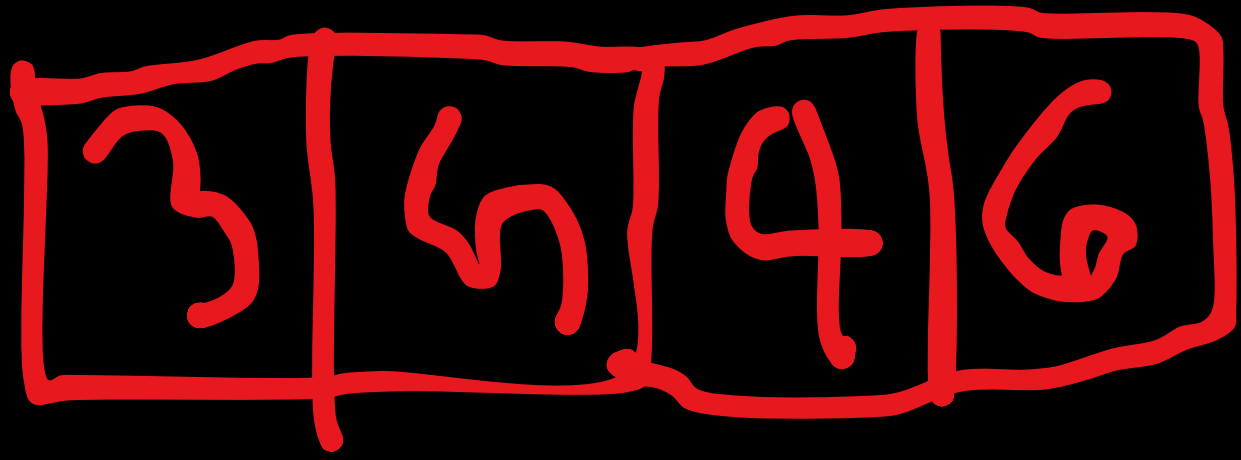
reverse array
array



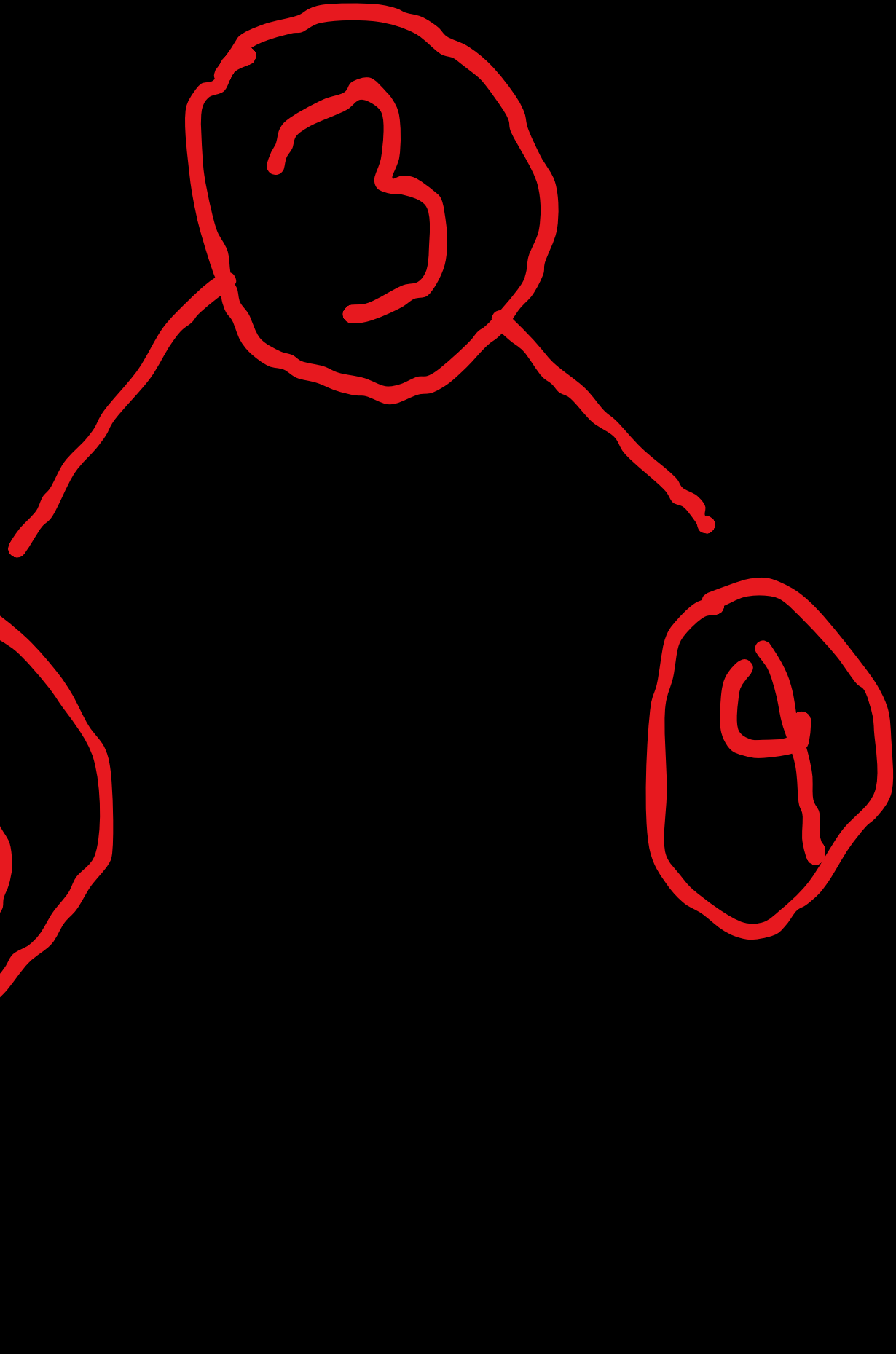
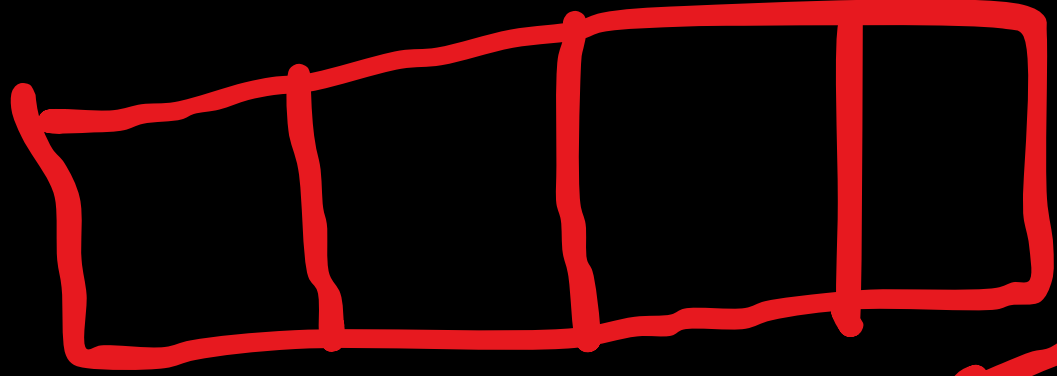
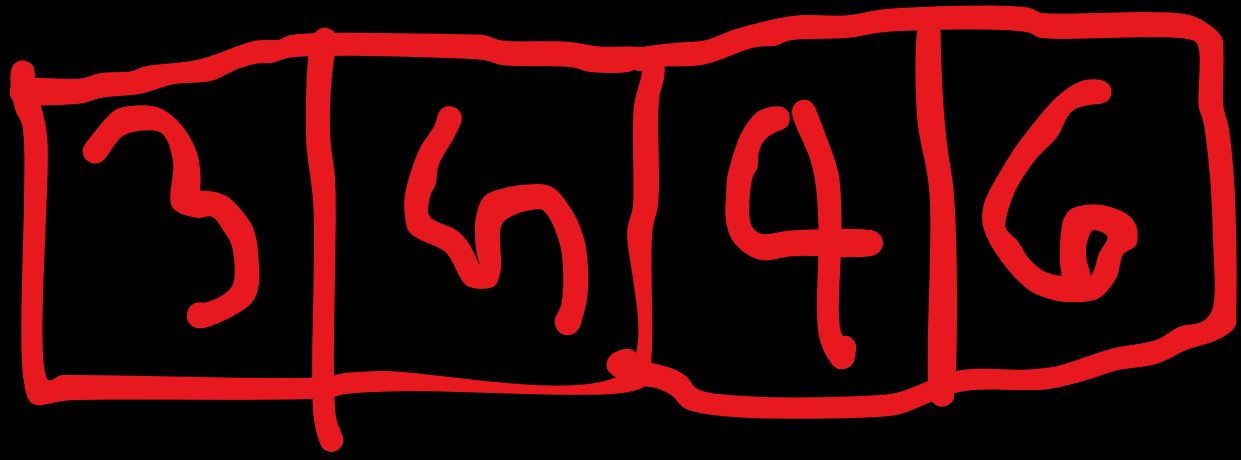


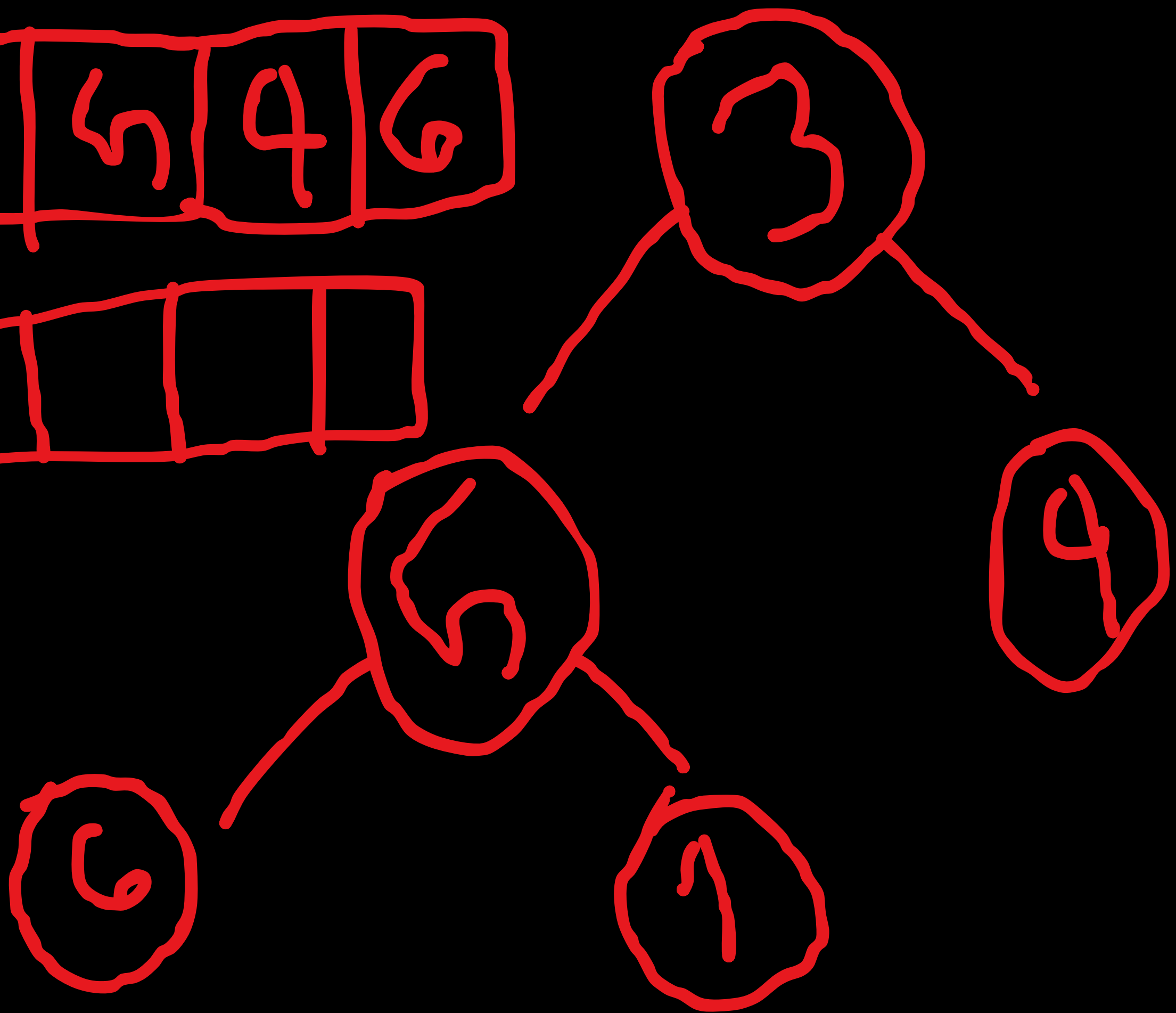
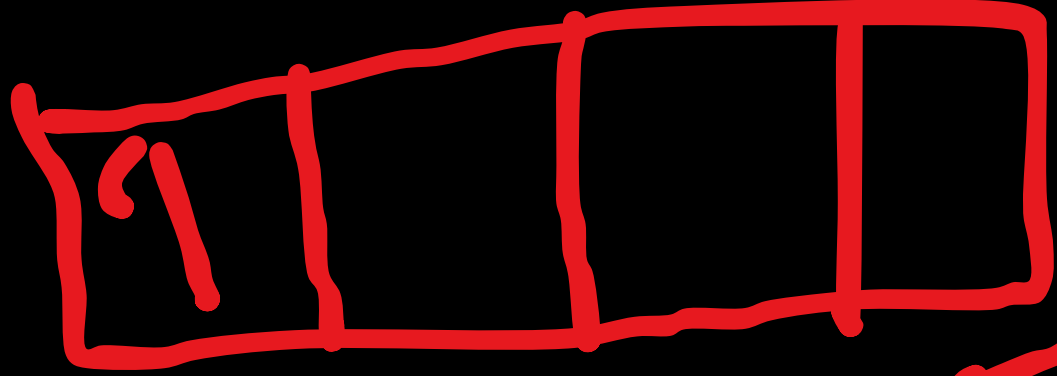
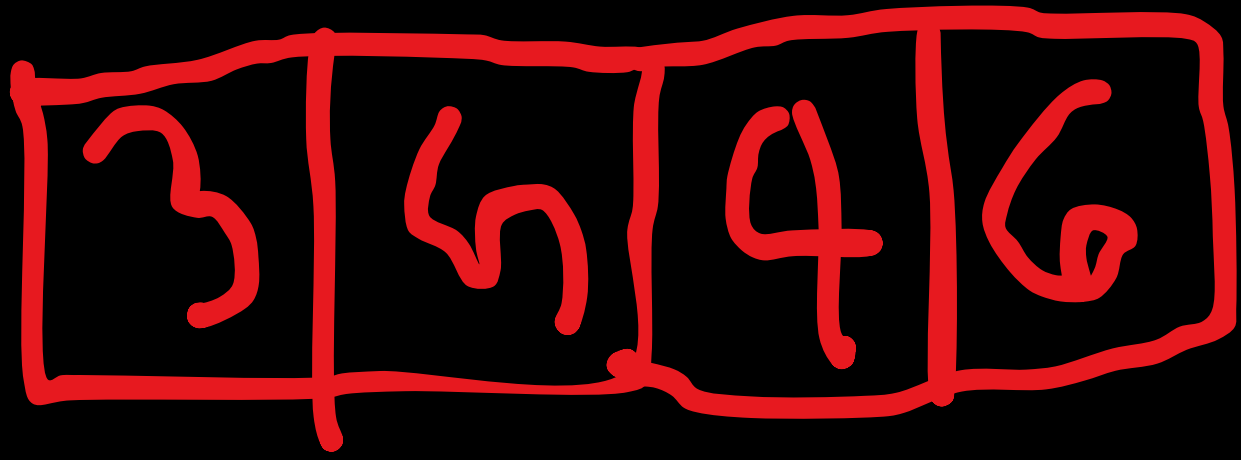


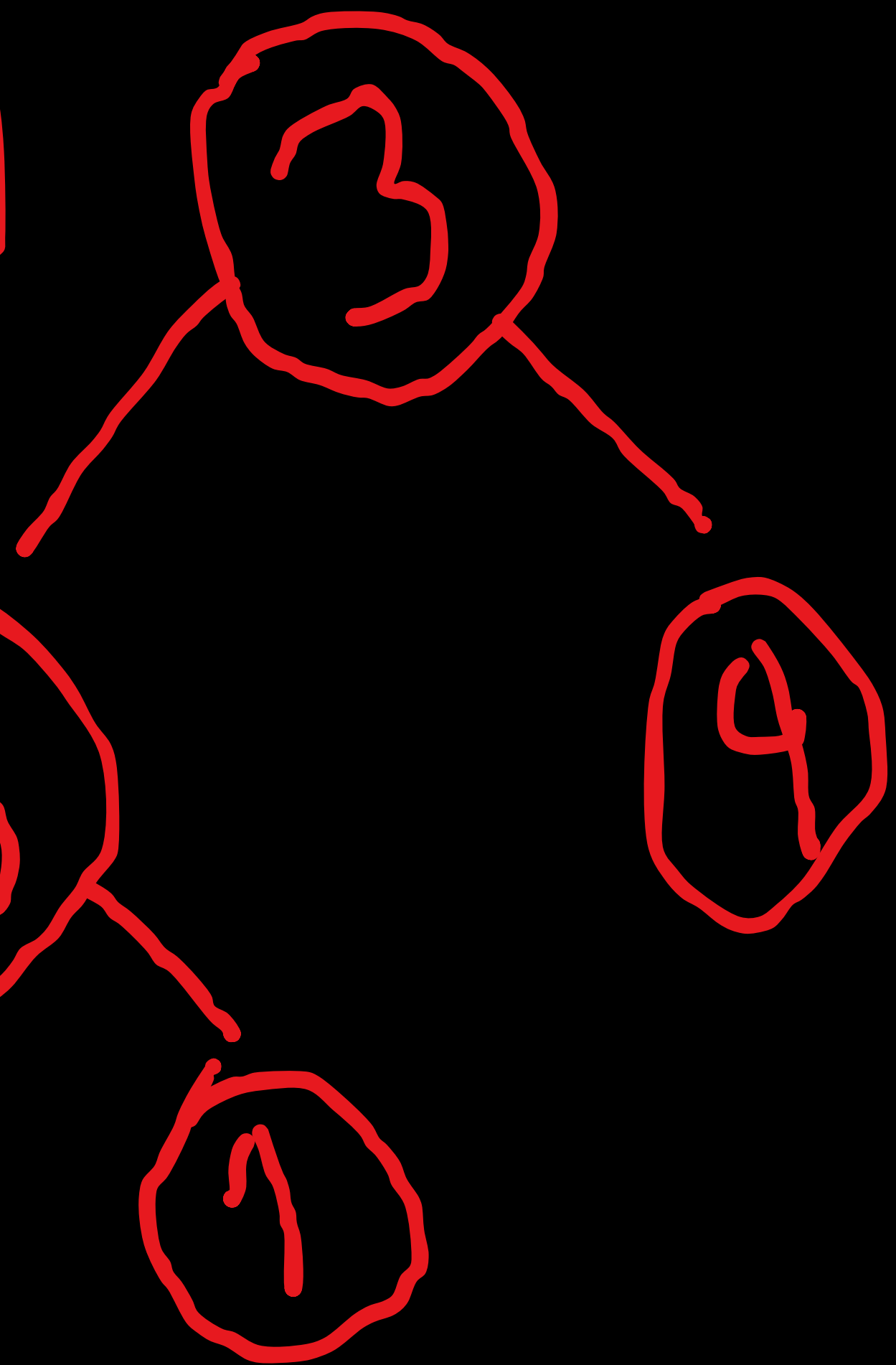
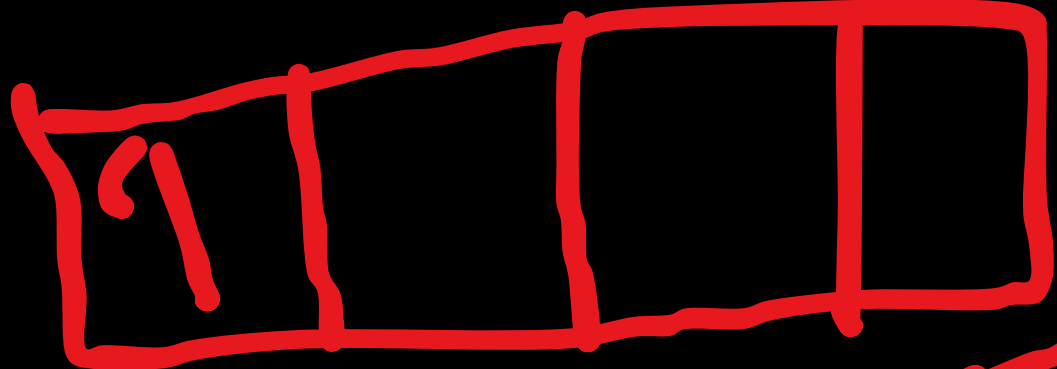
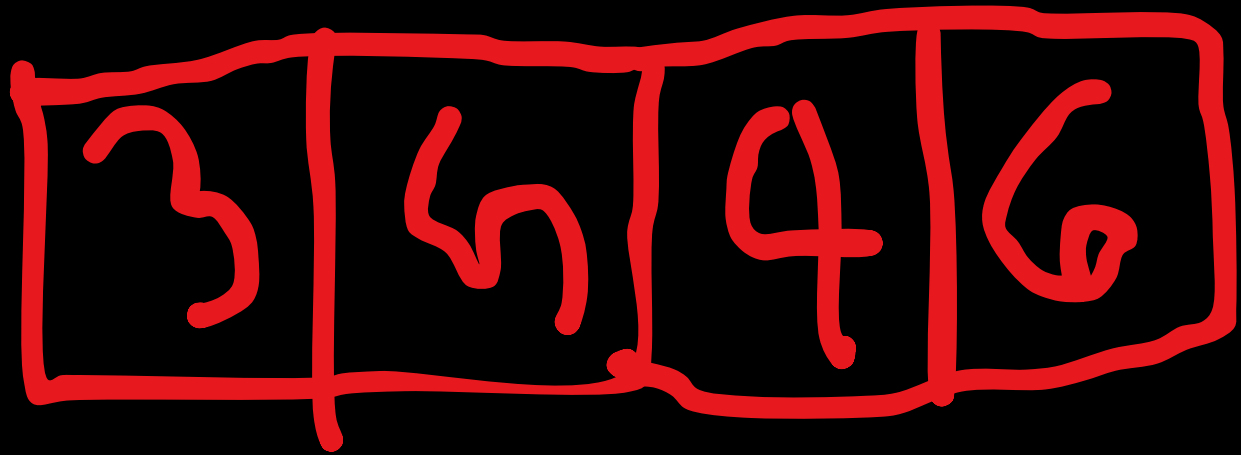


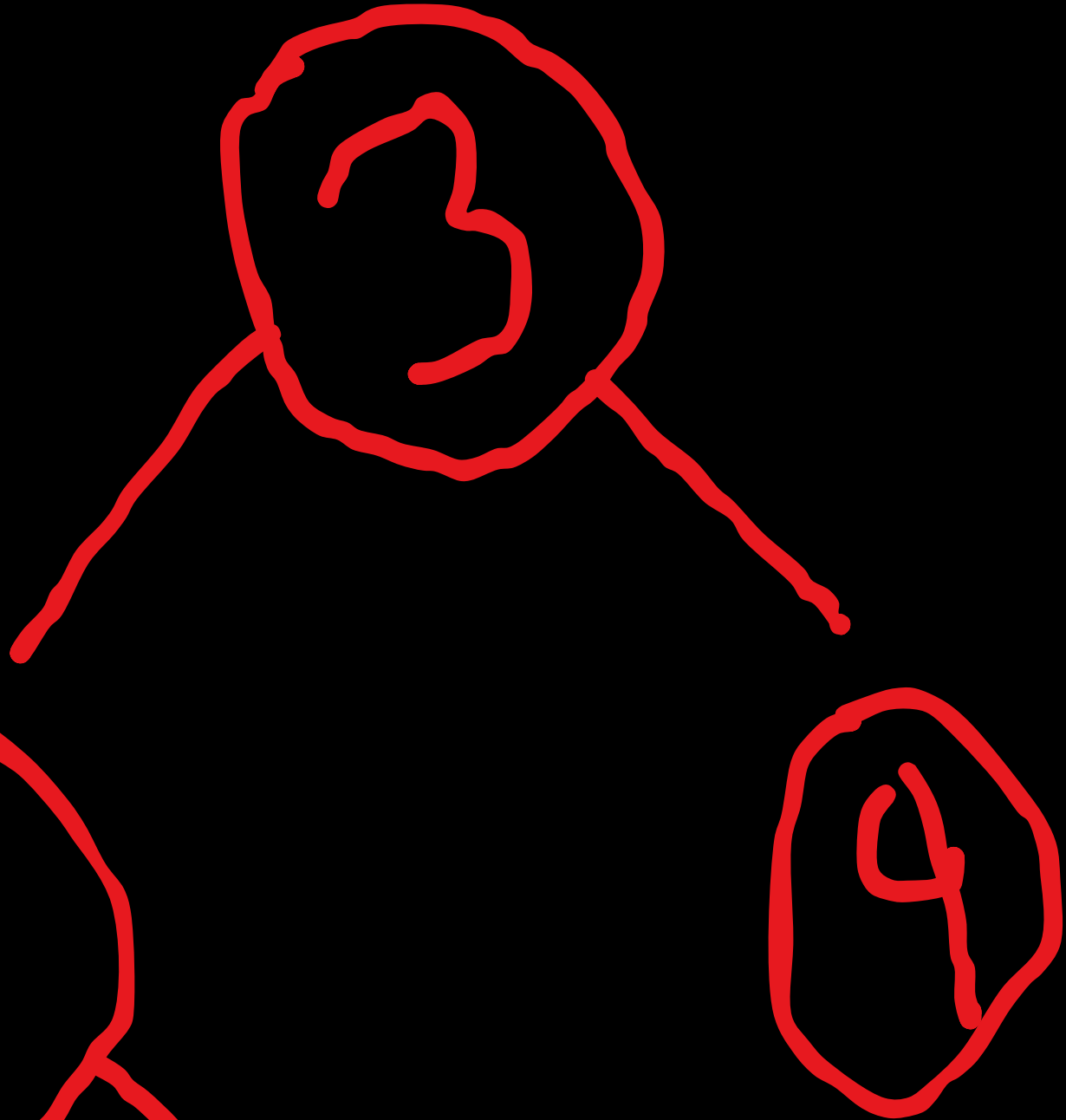
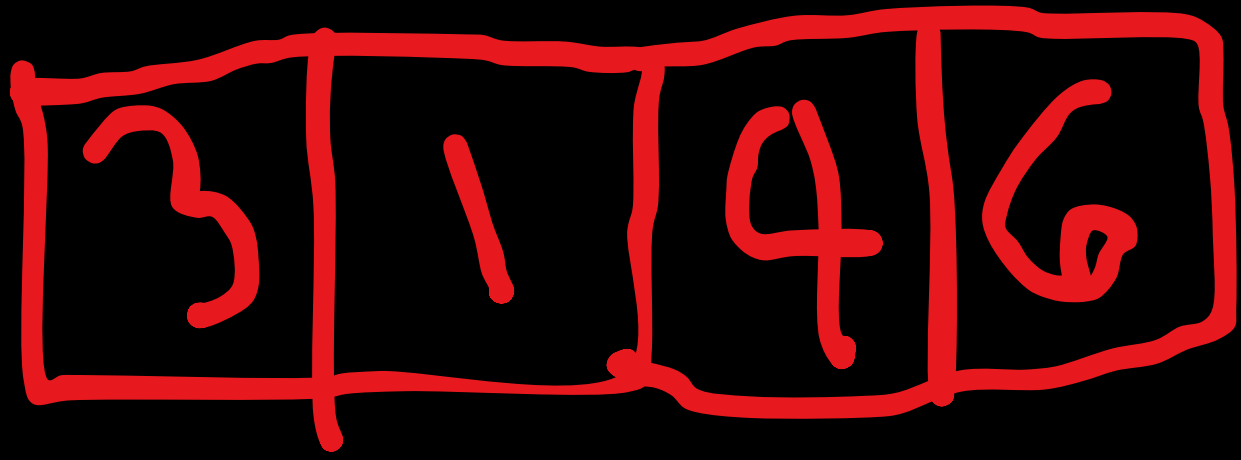


readable
testable

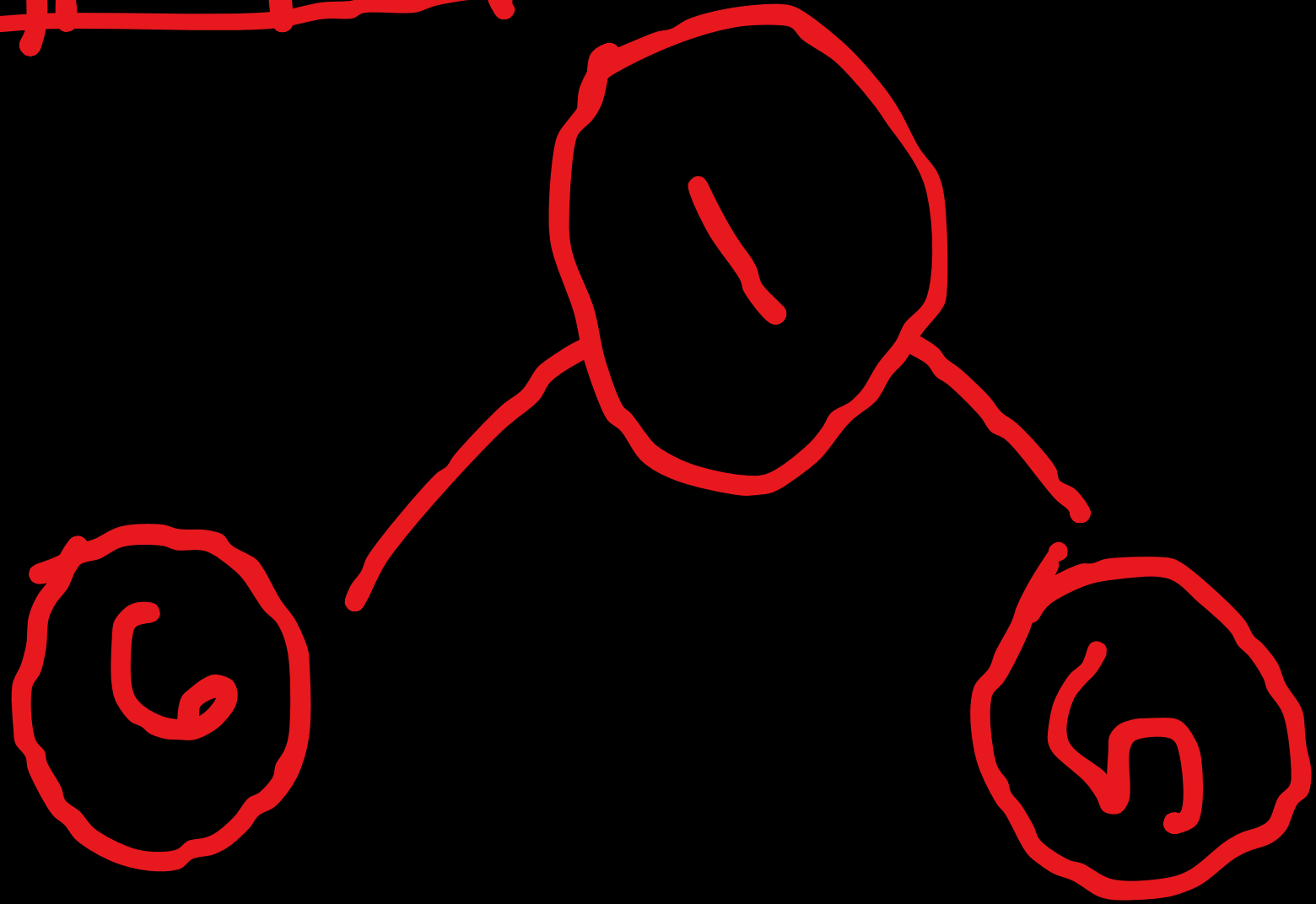
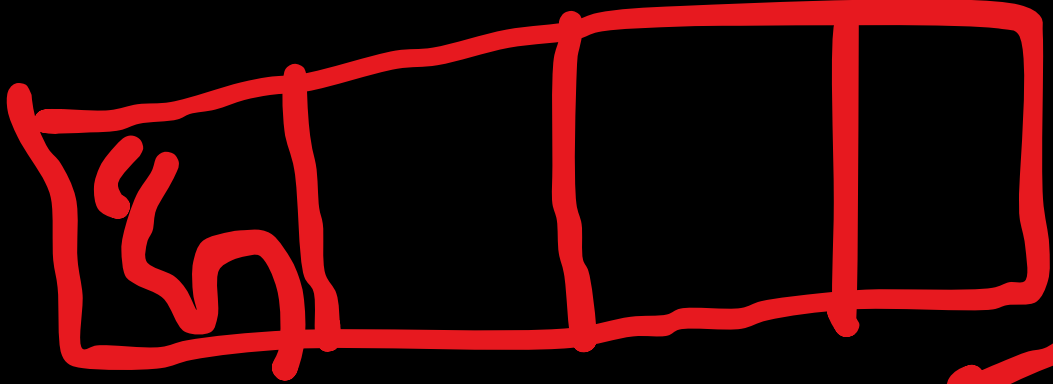


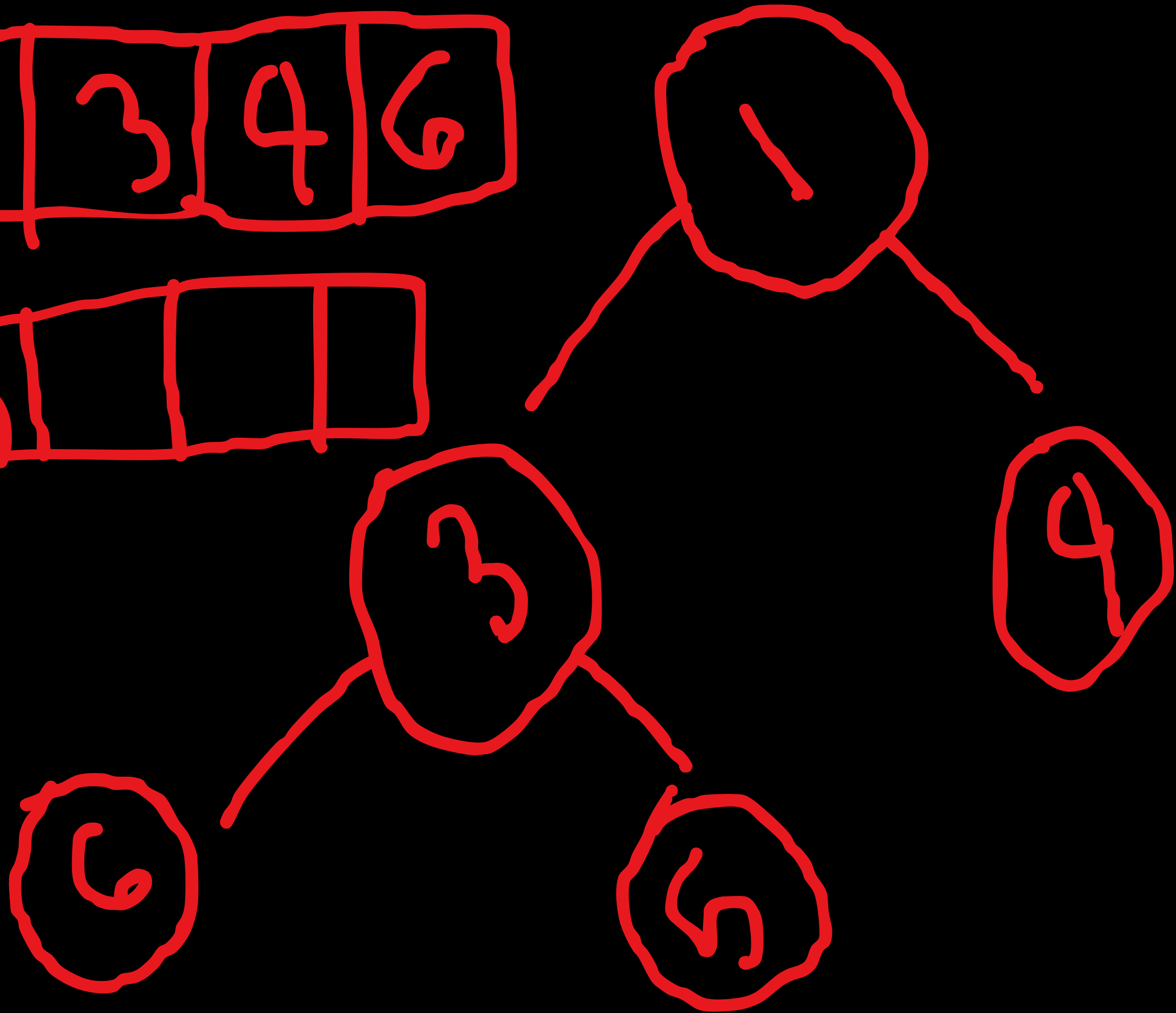
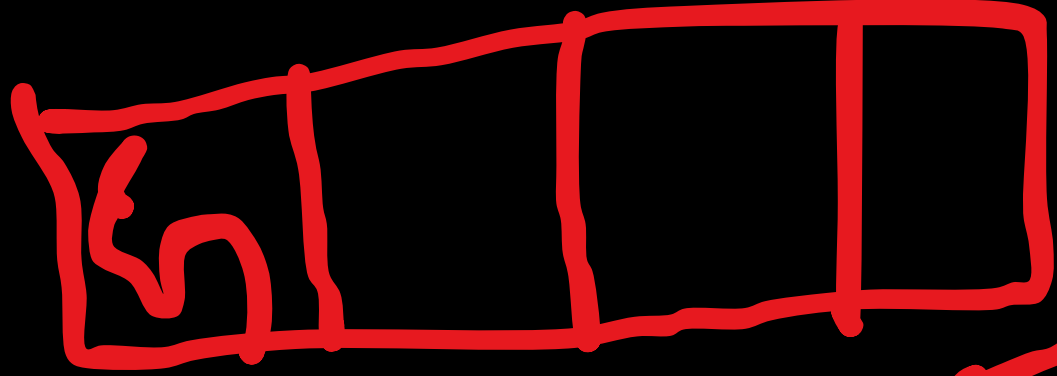
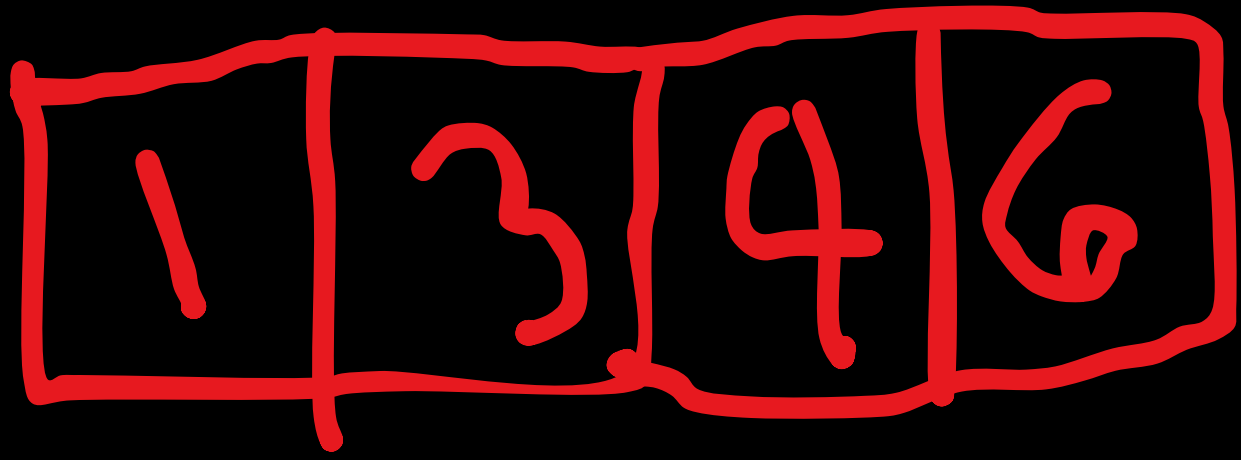


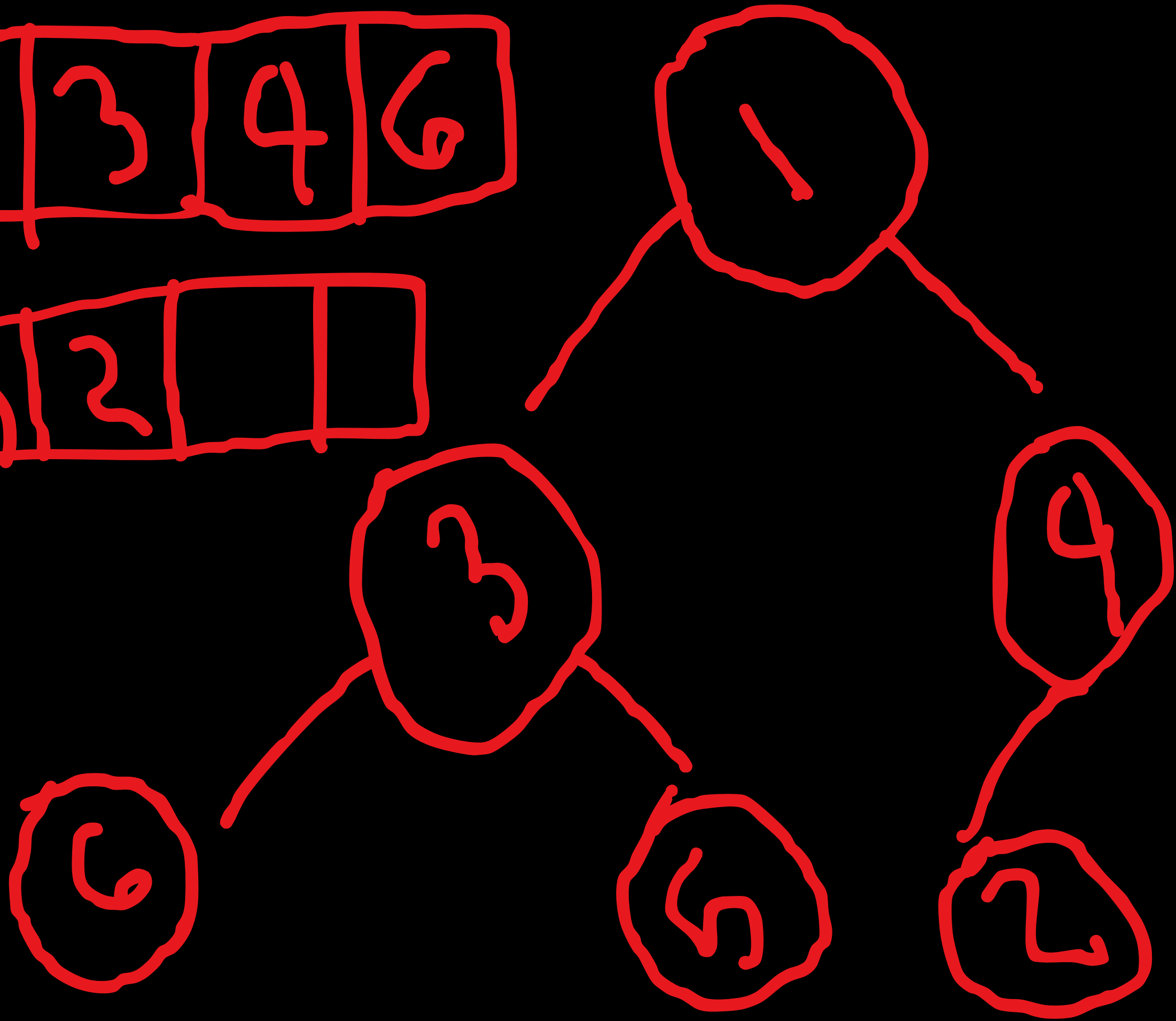
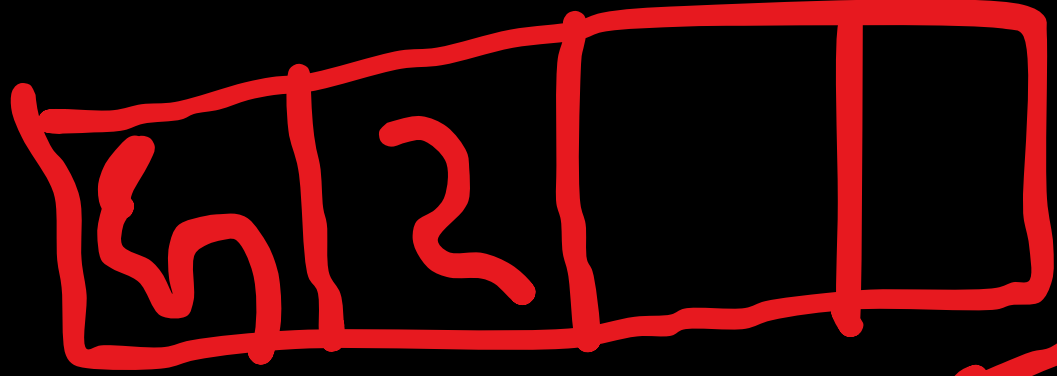
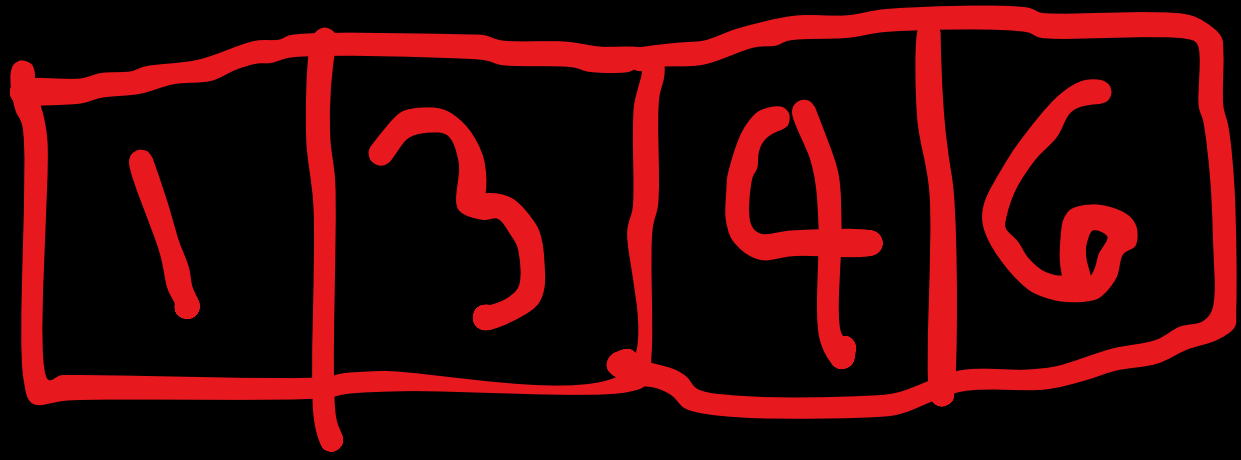


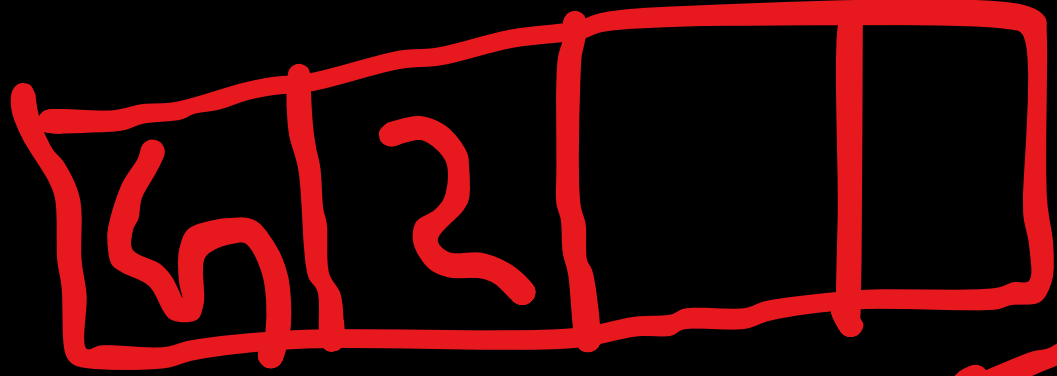
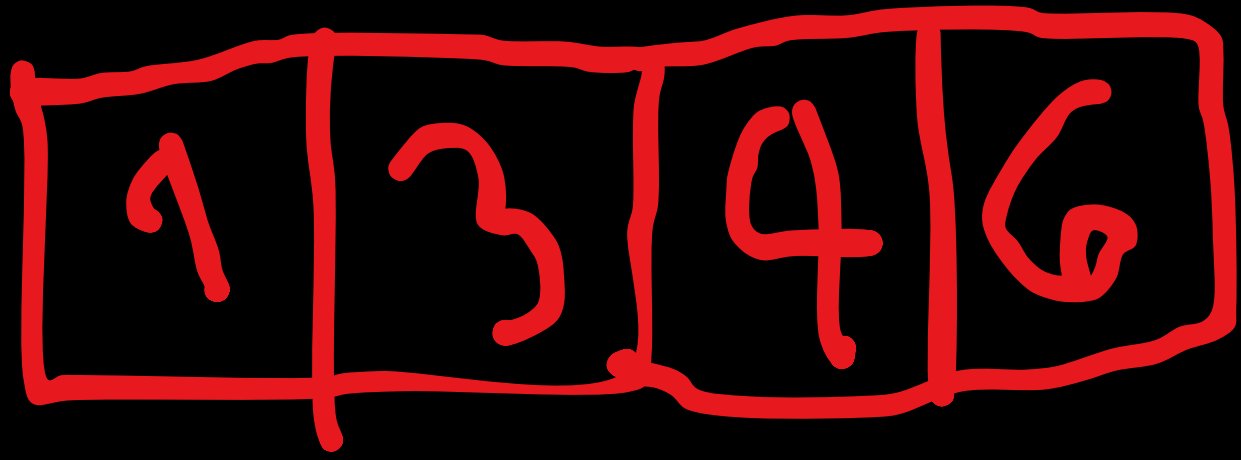


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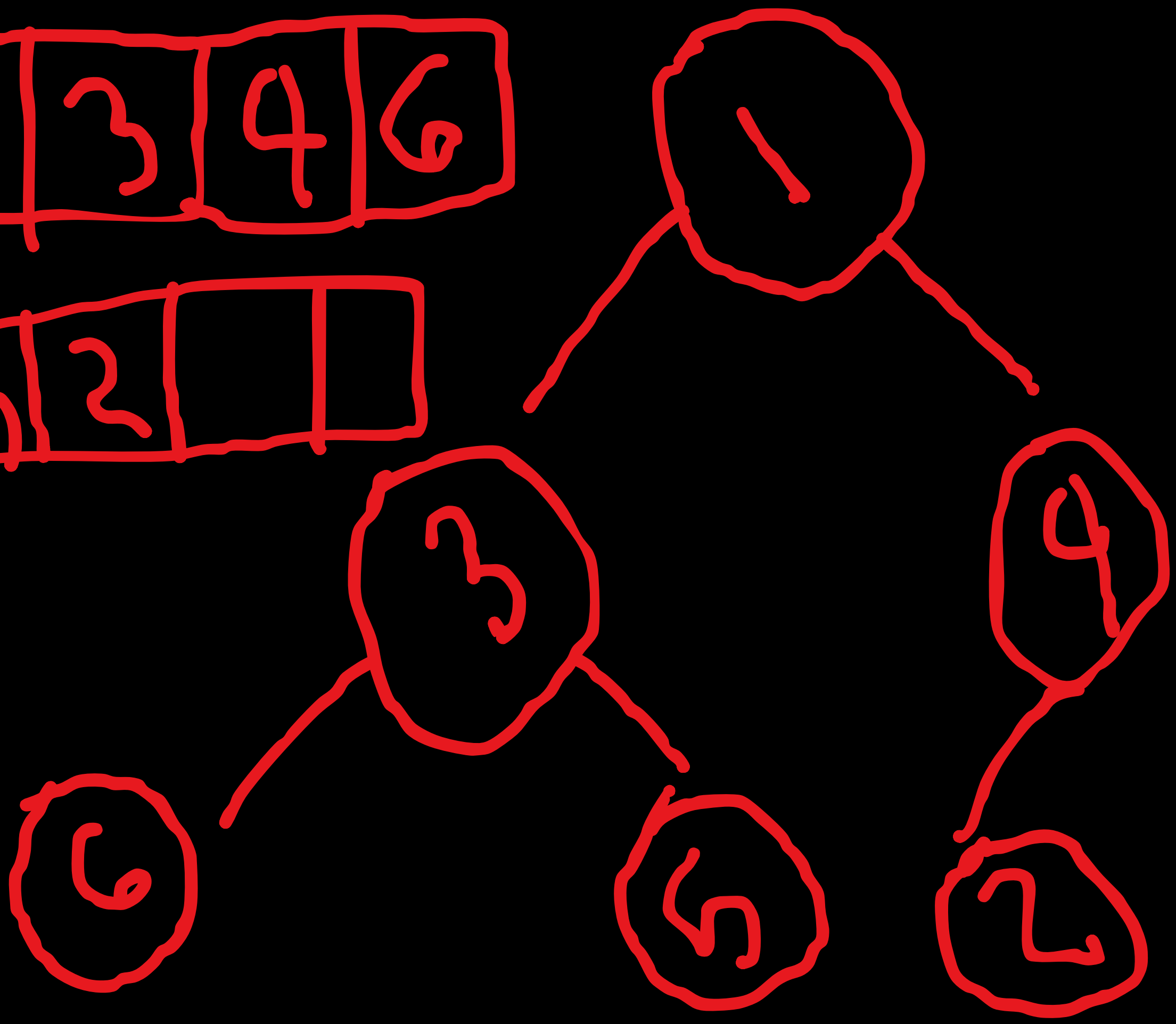


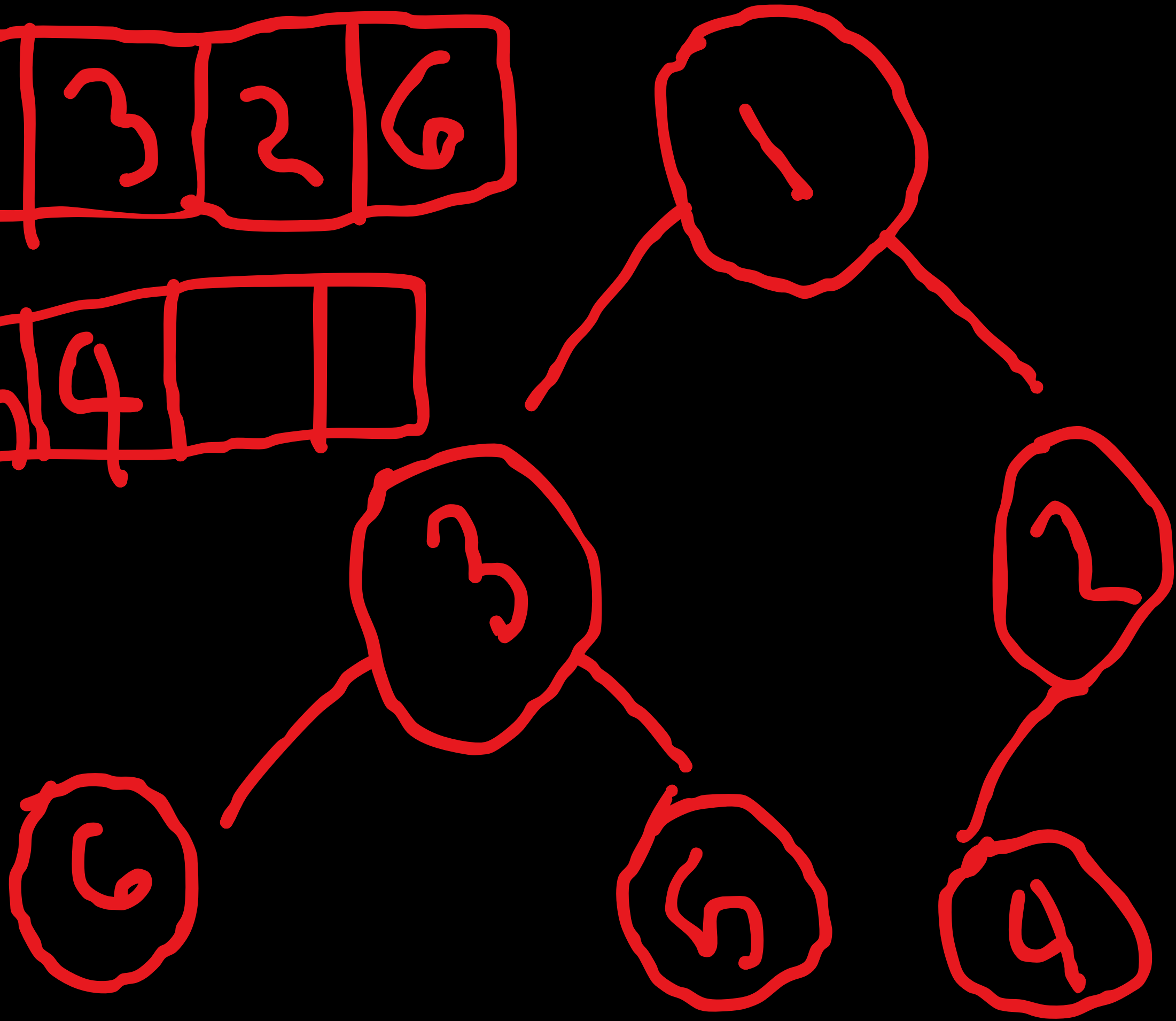
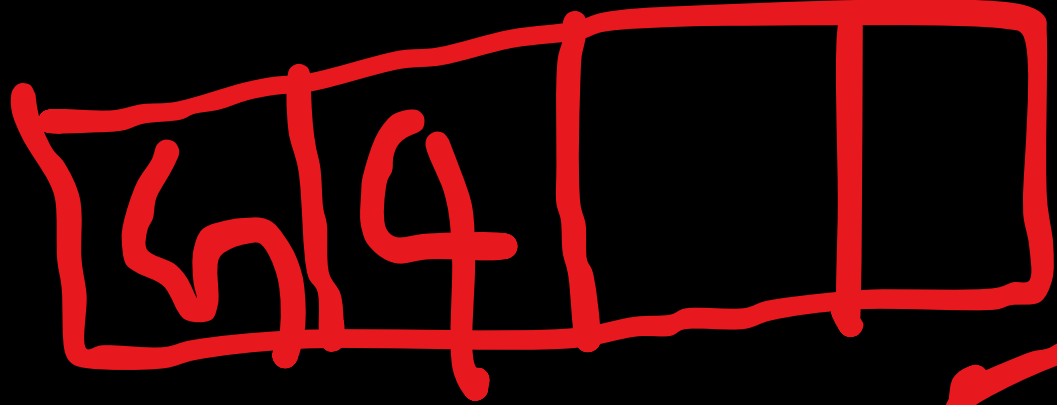
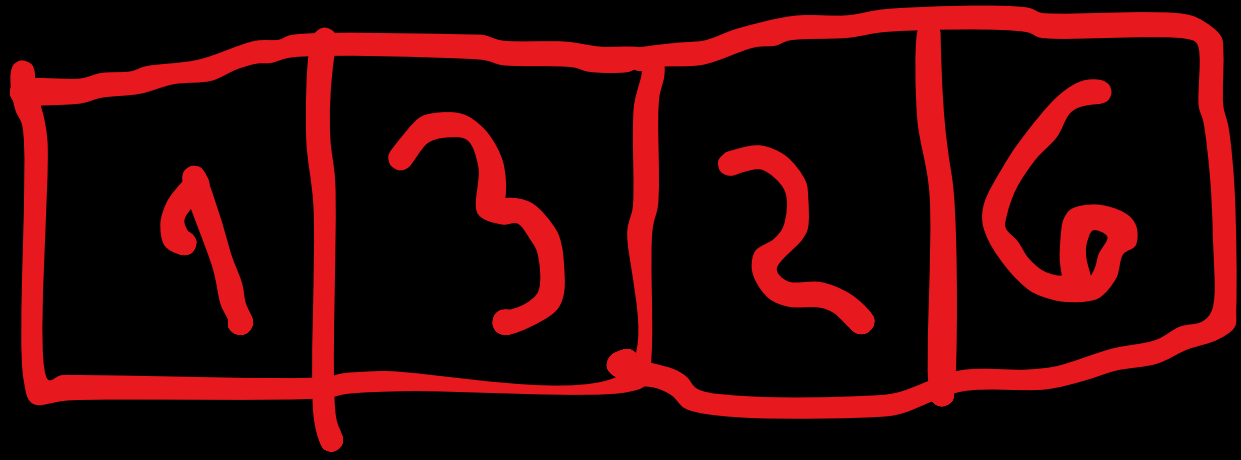


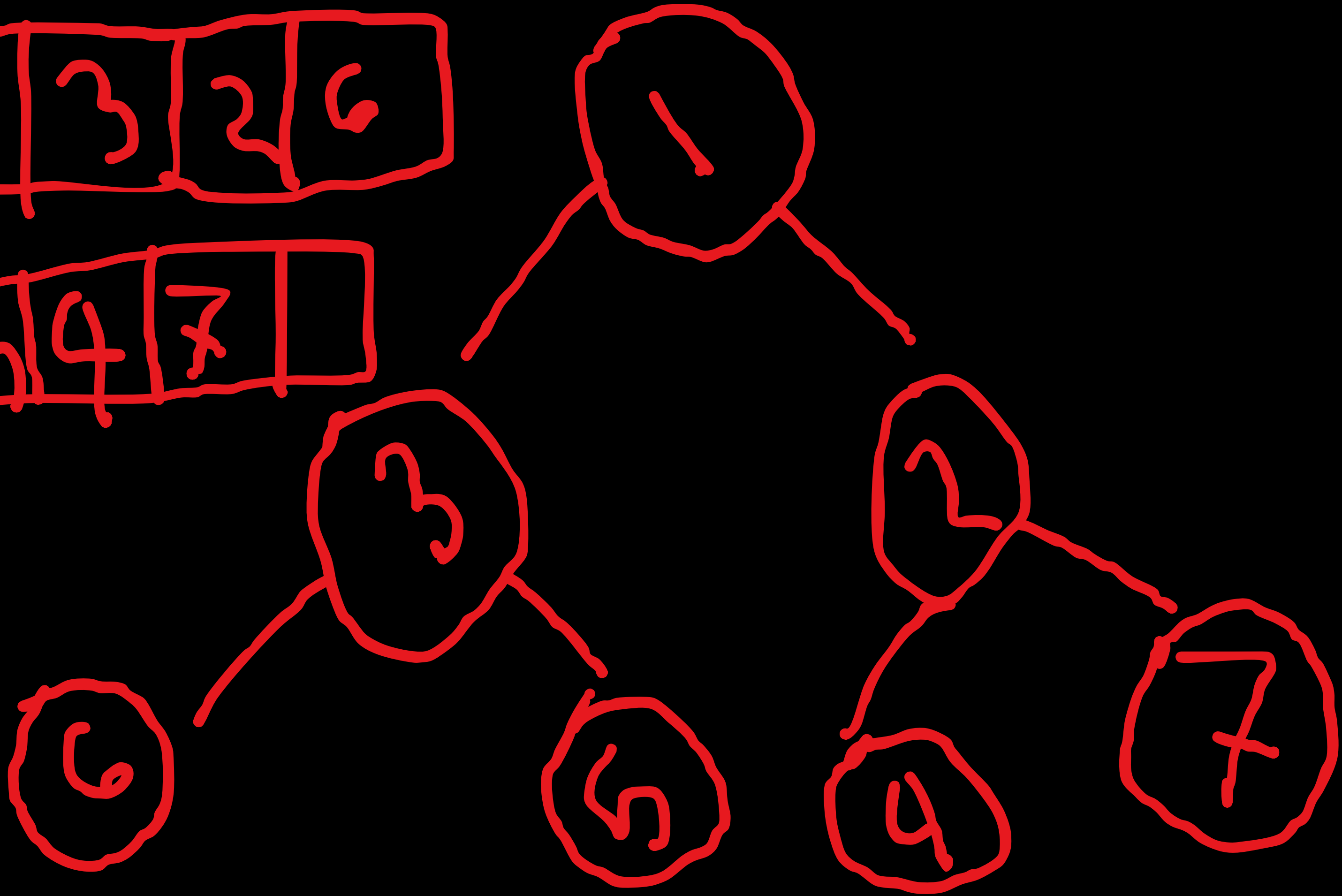
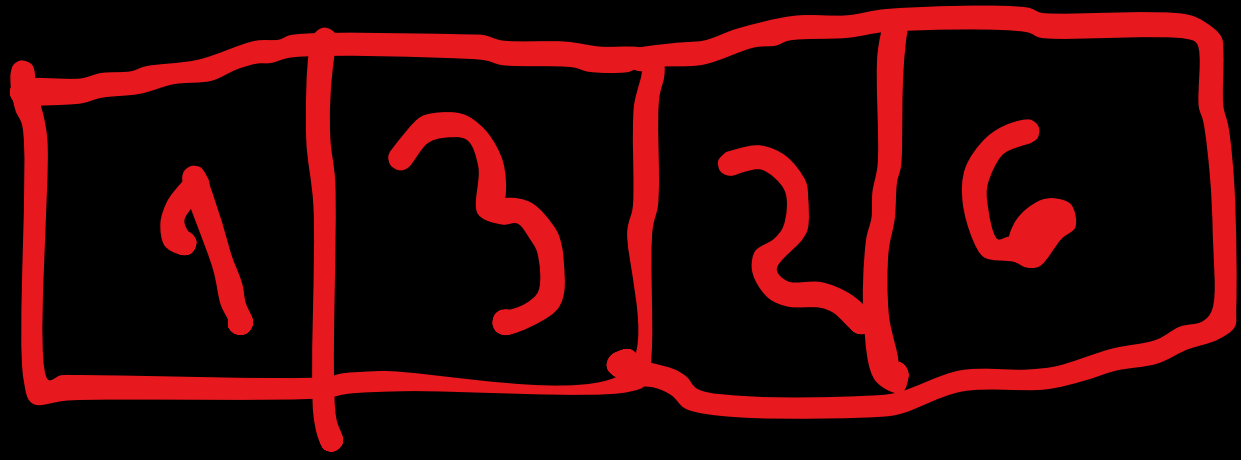


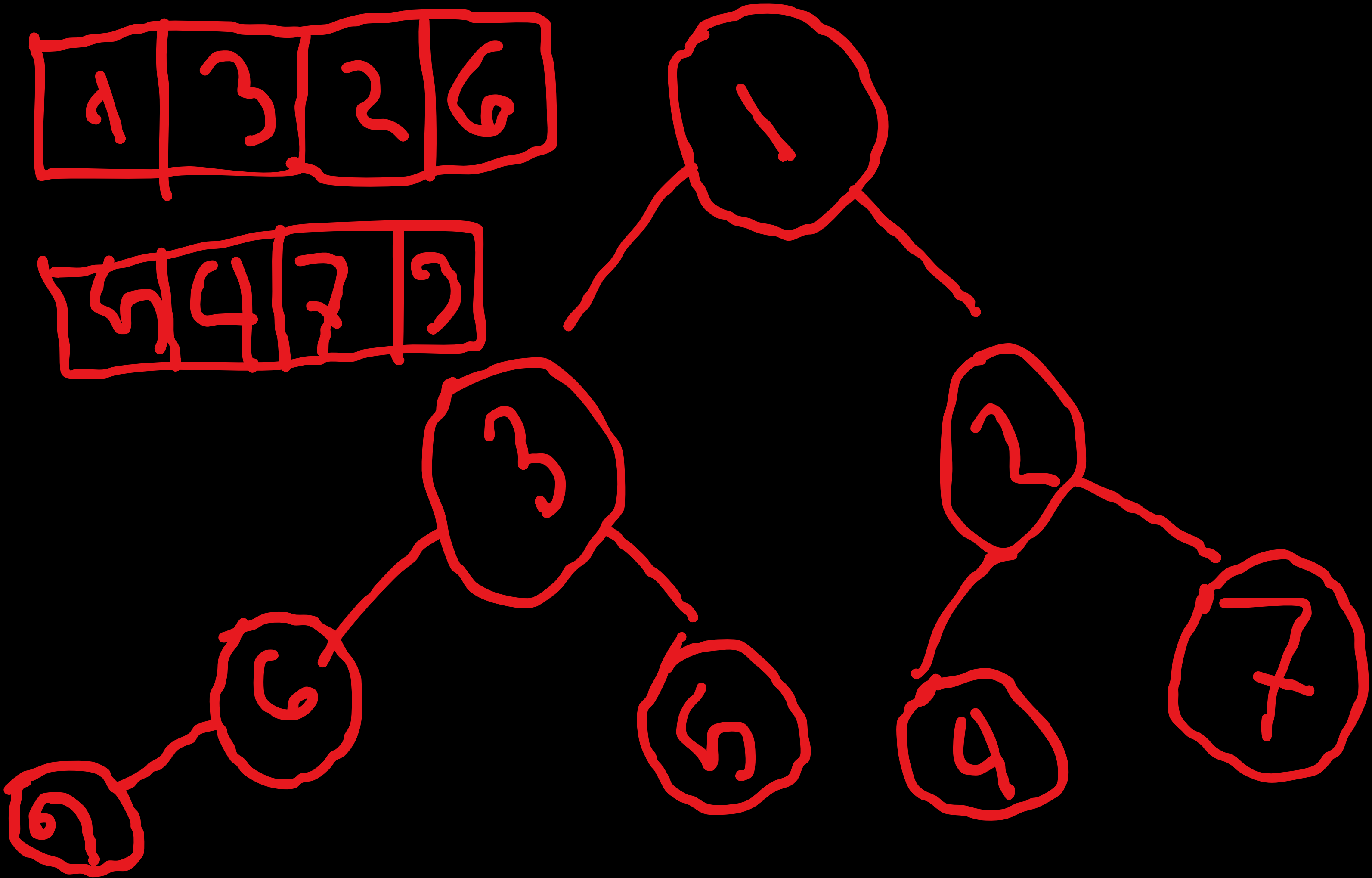
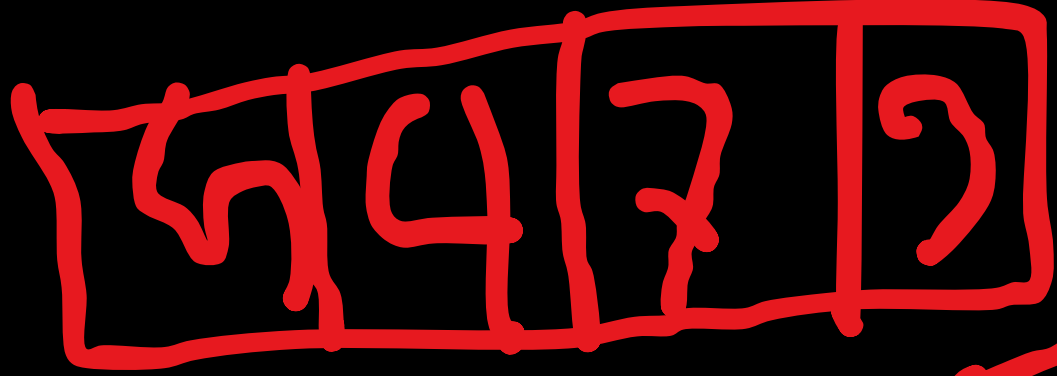
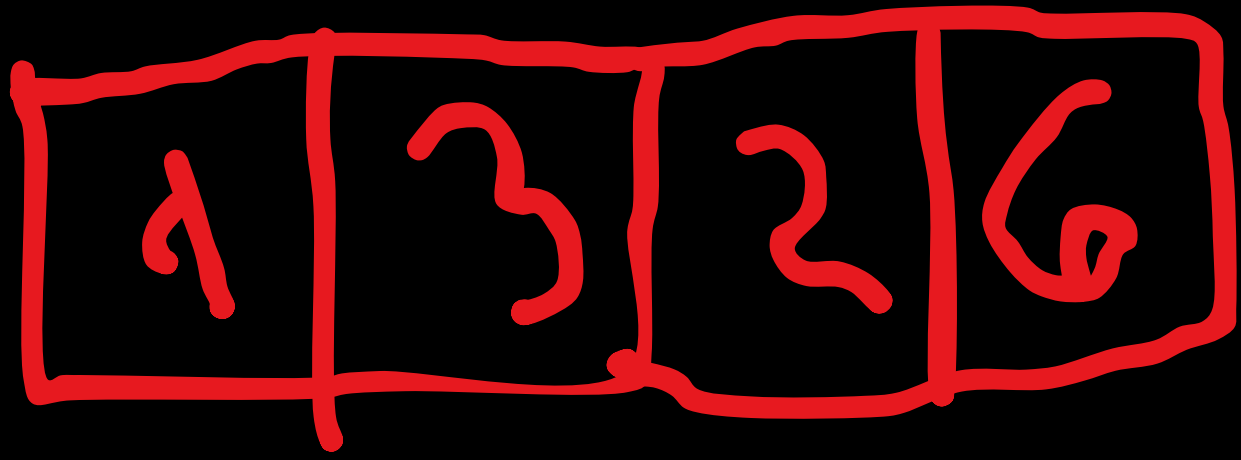


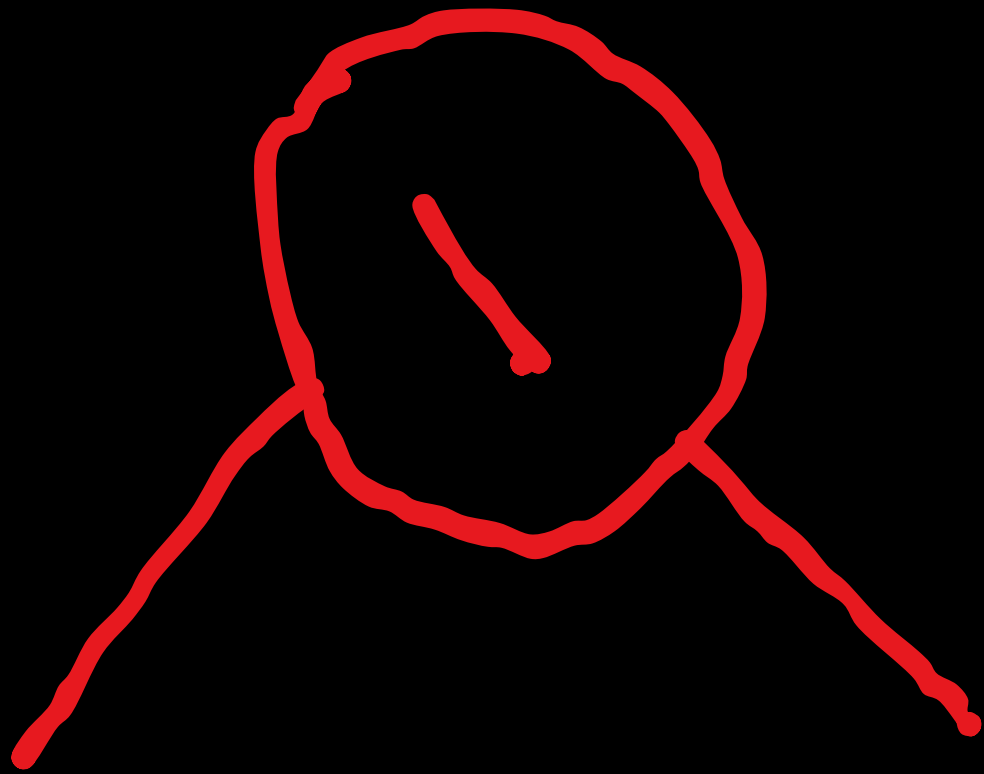
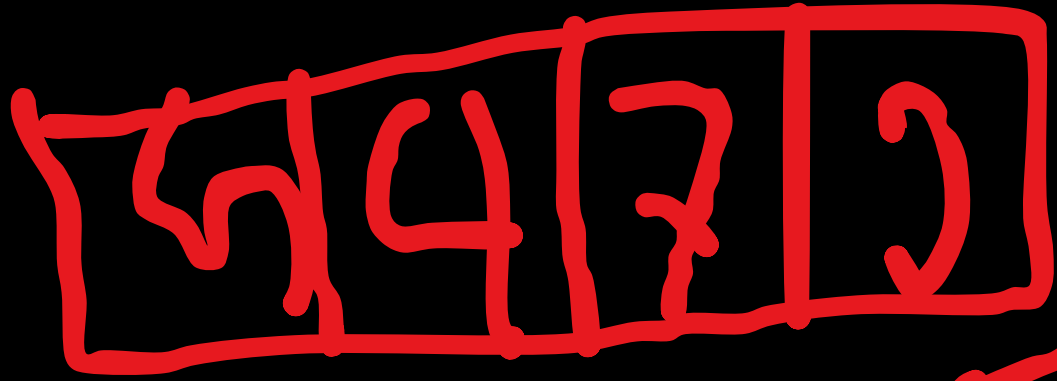
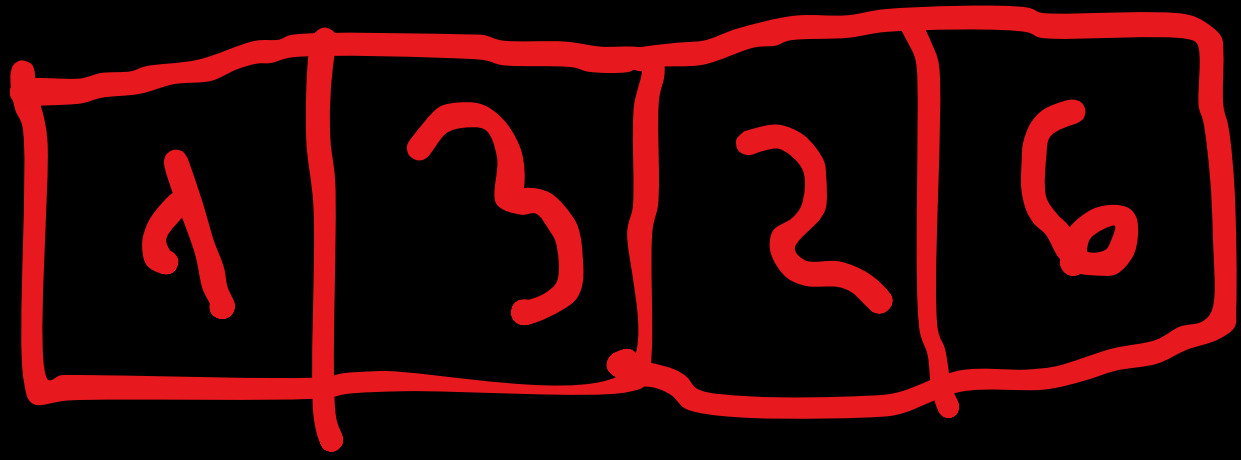
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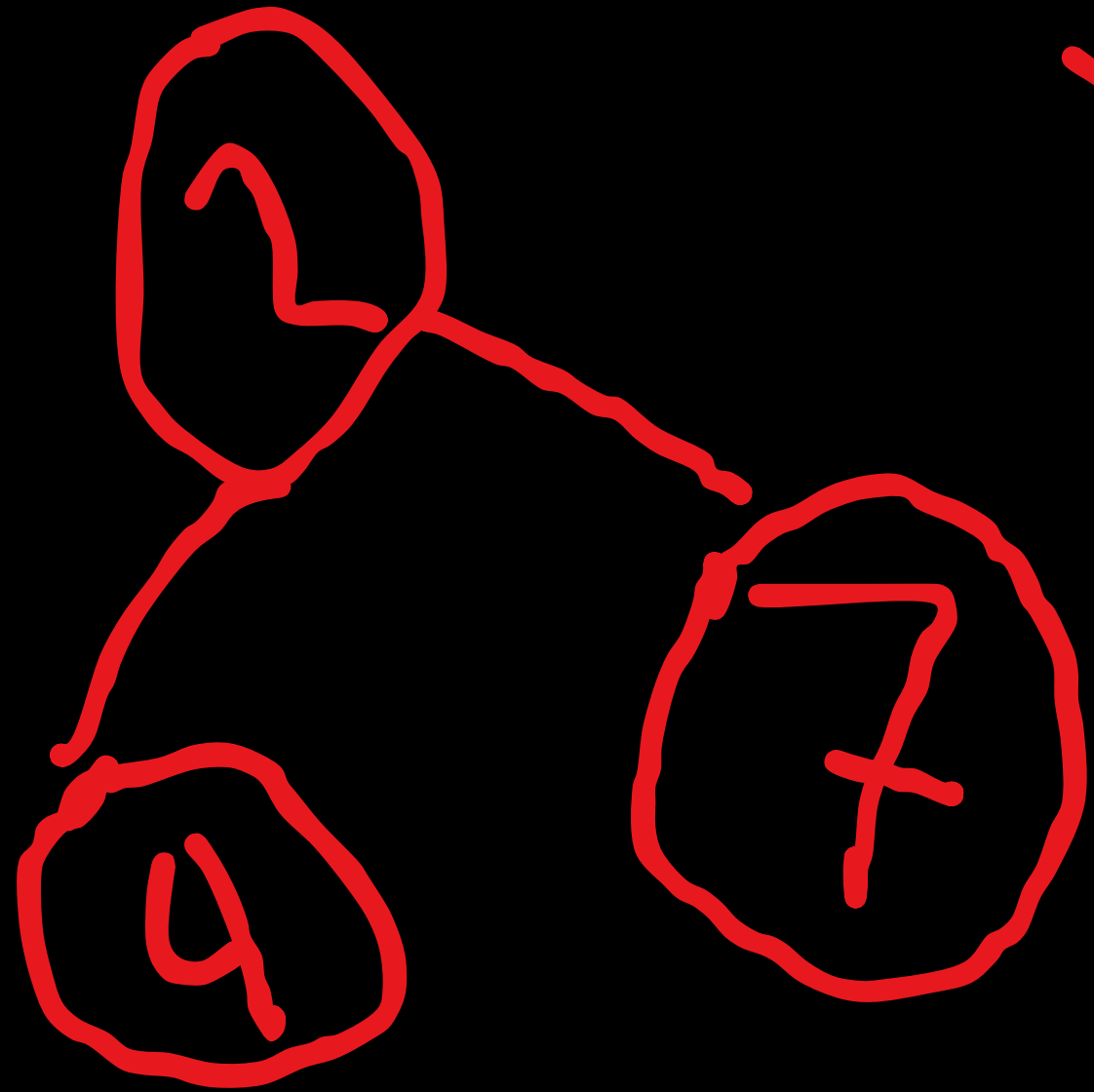
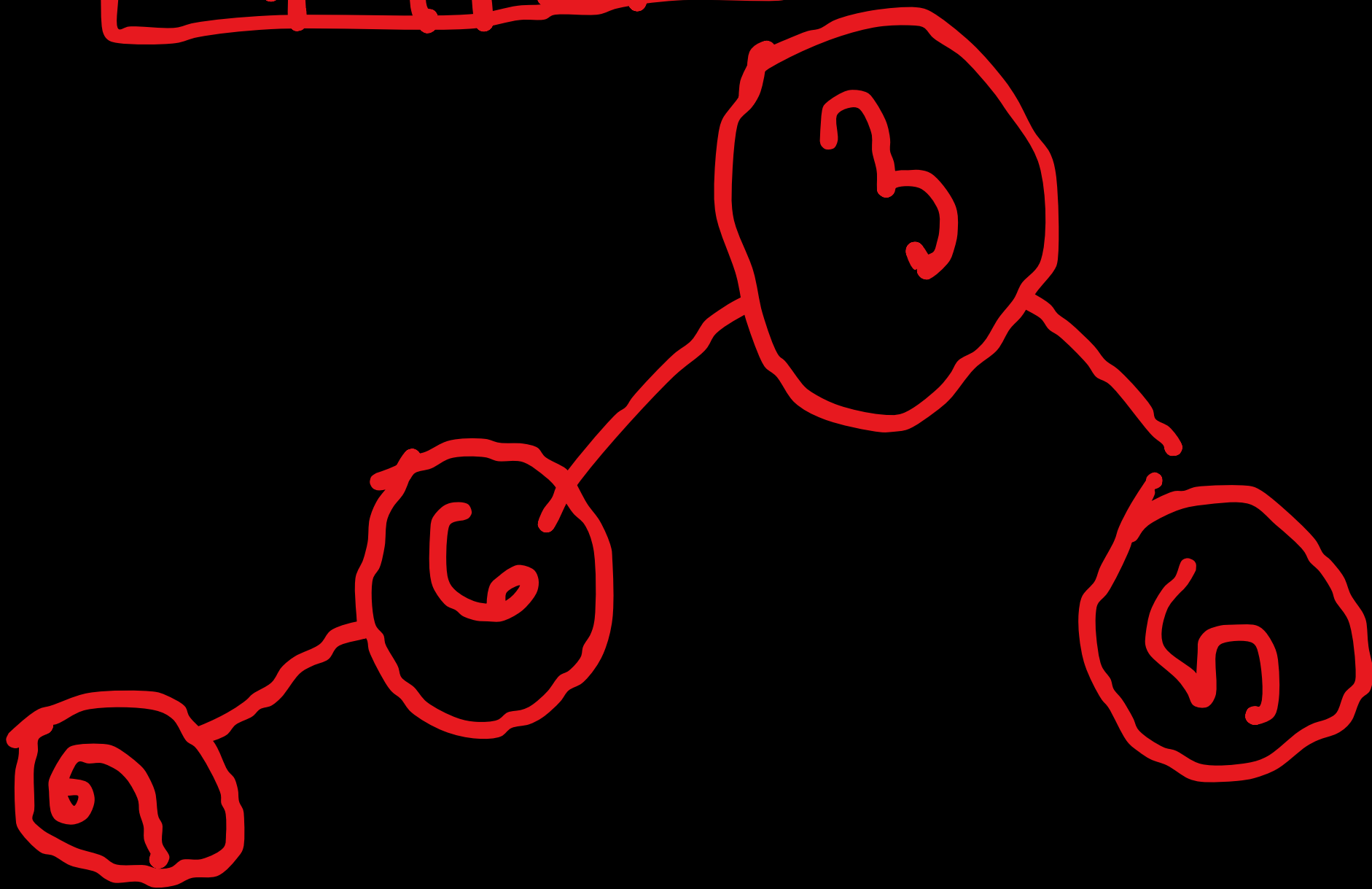


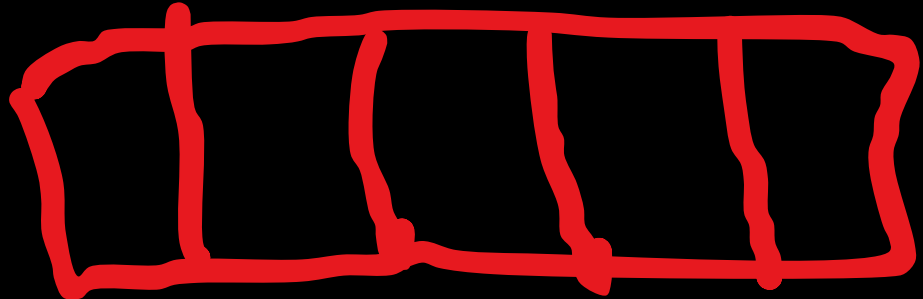
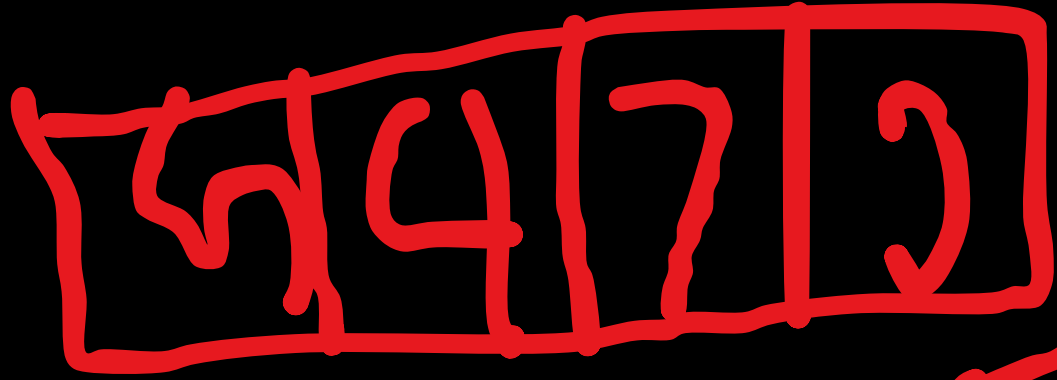
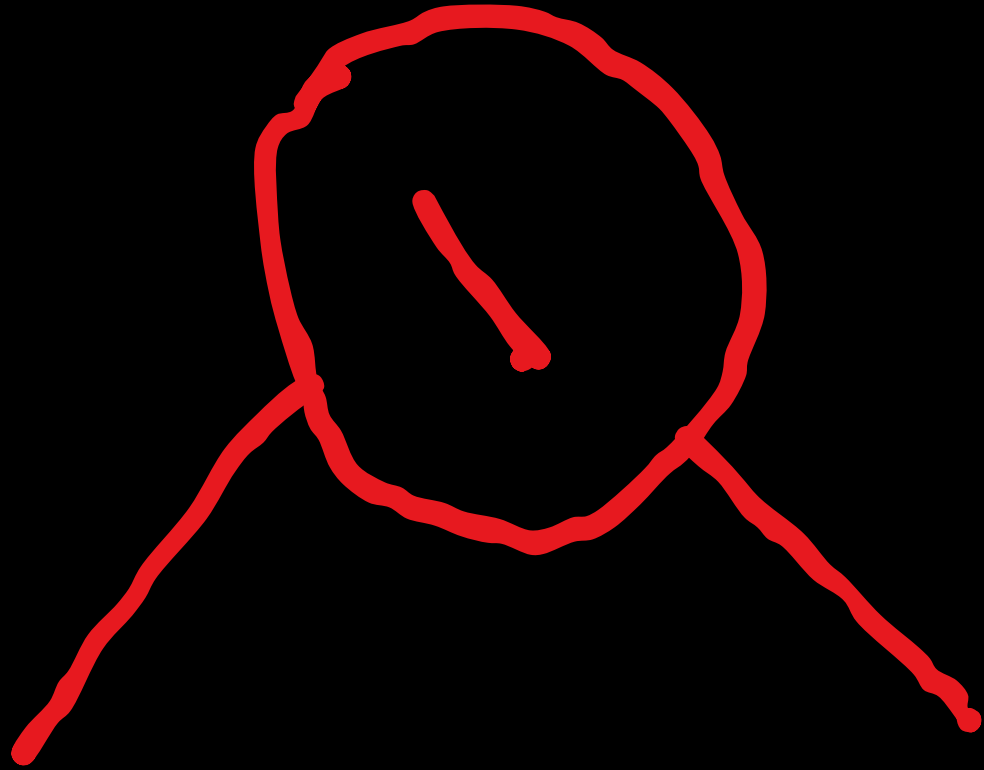
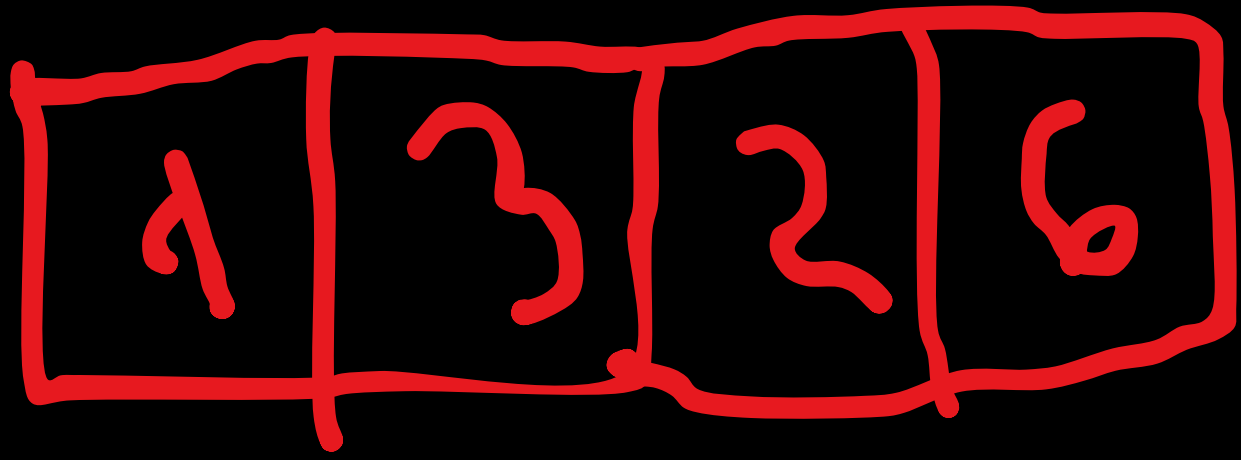


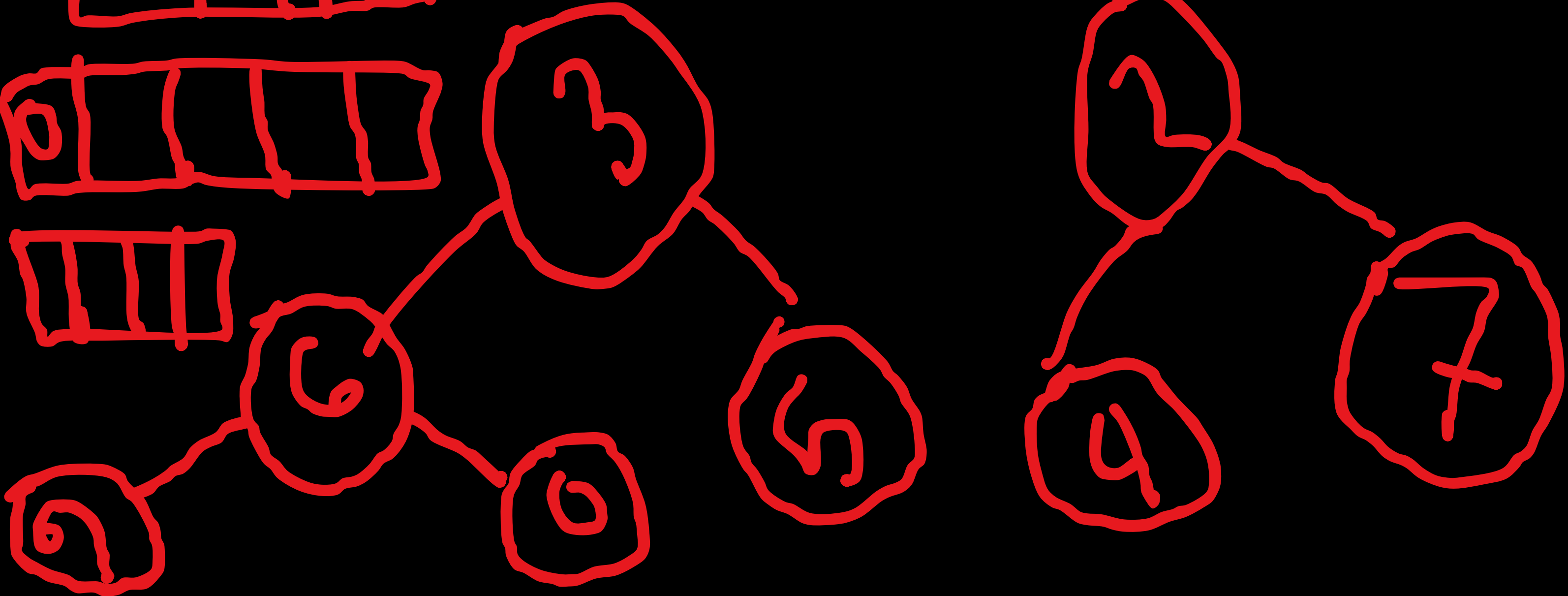
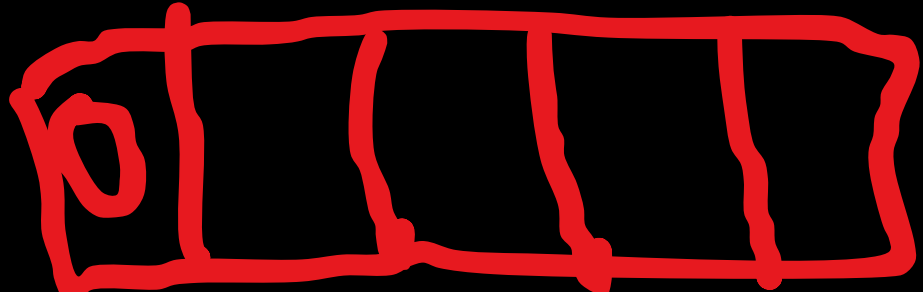
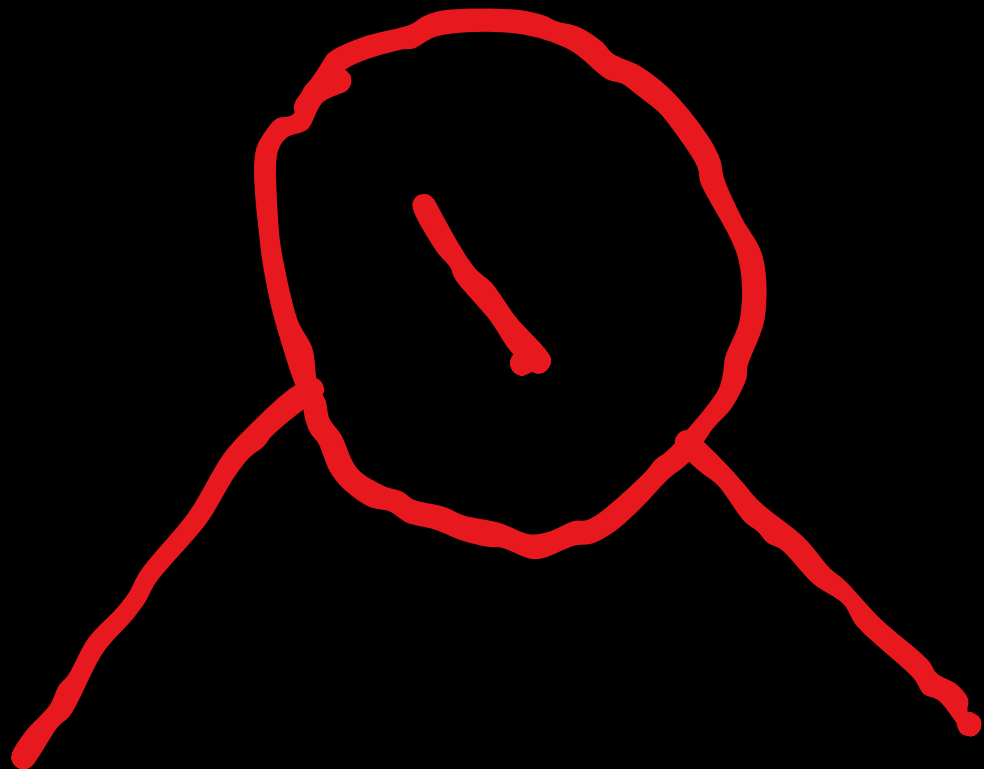
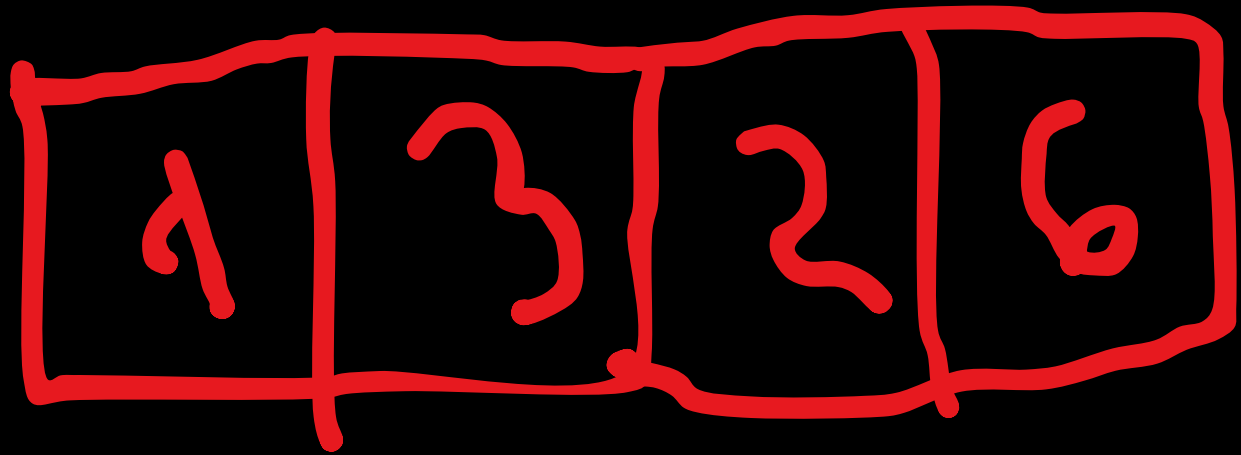


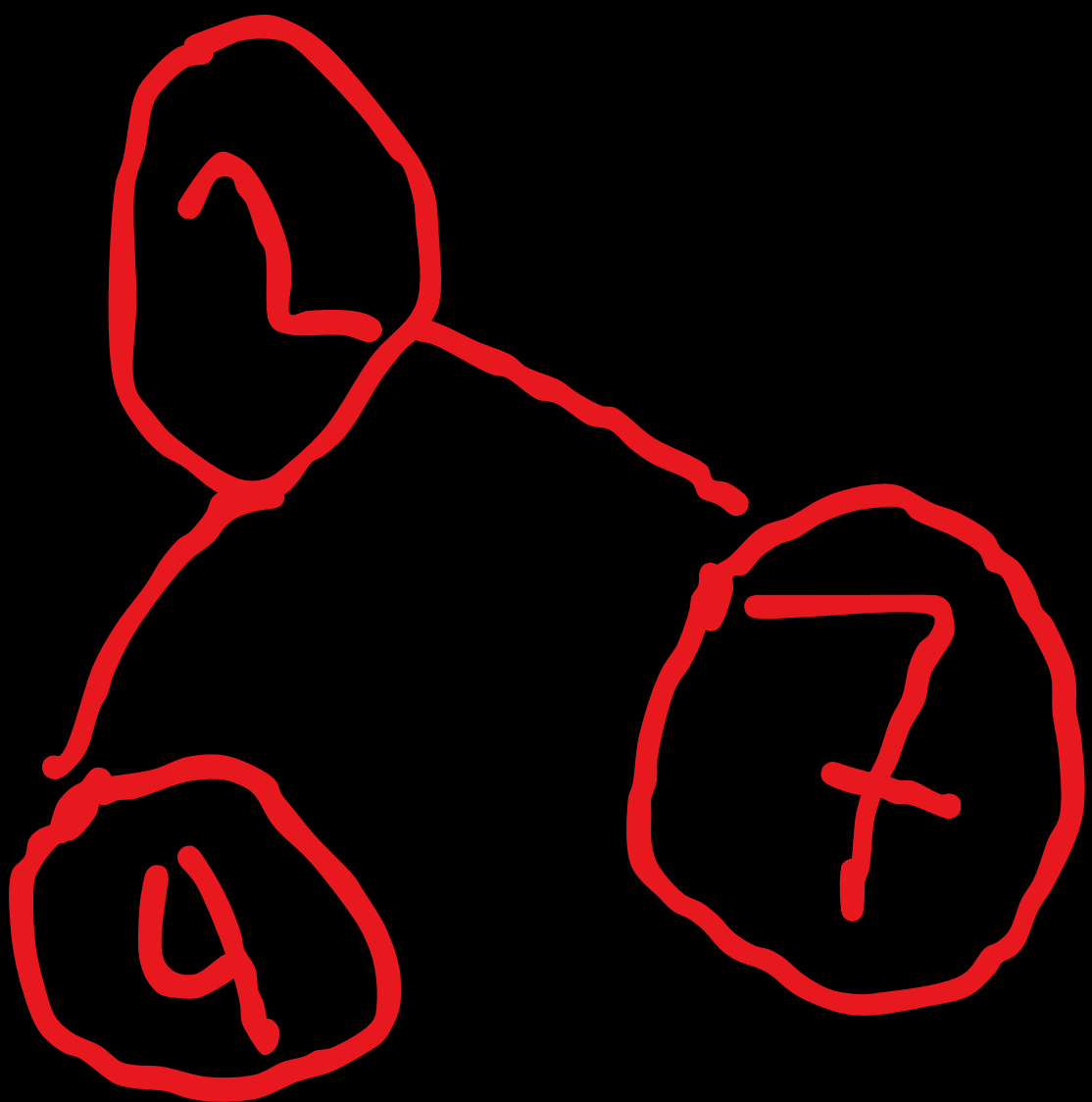
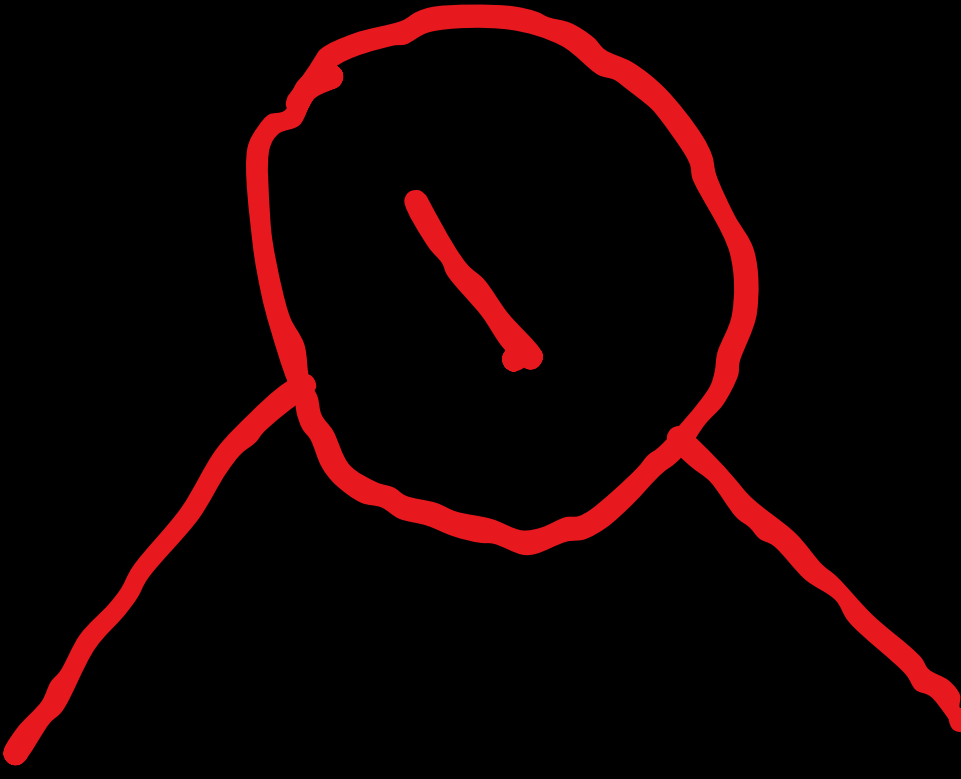
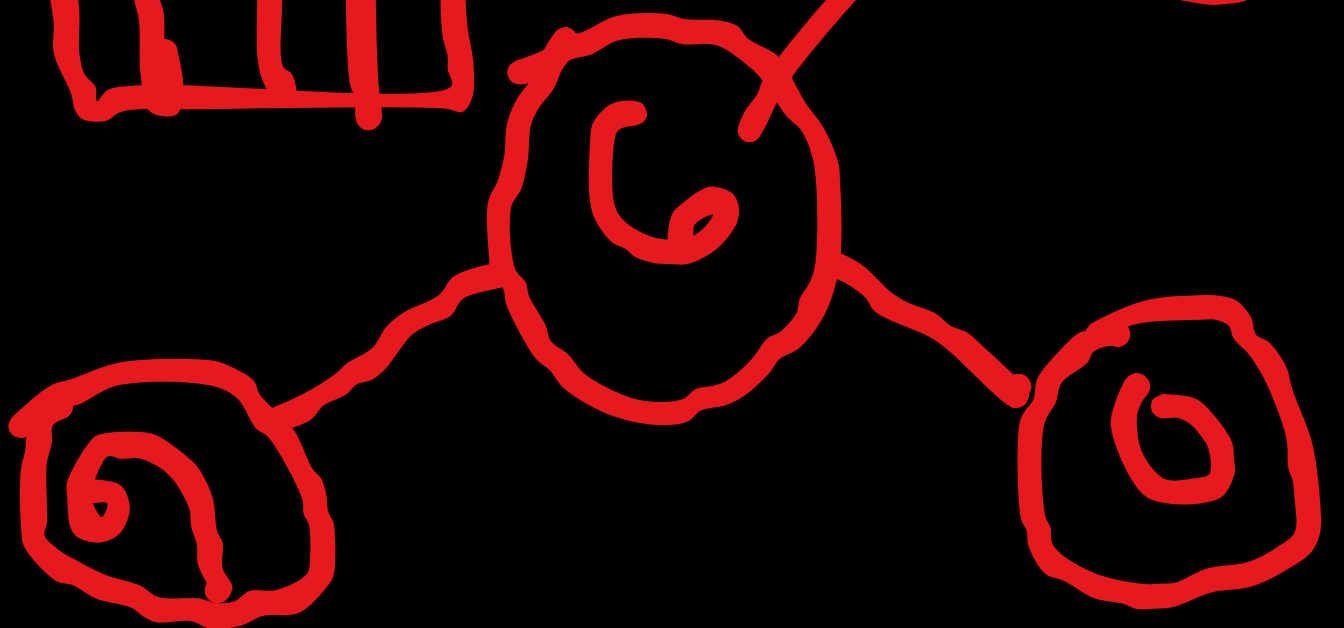
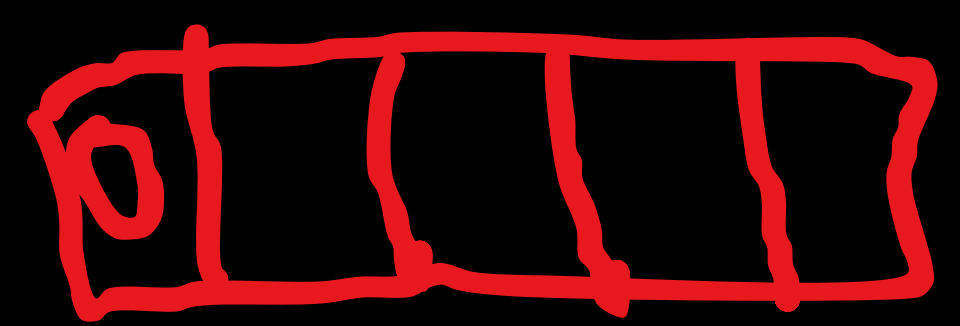
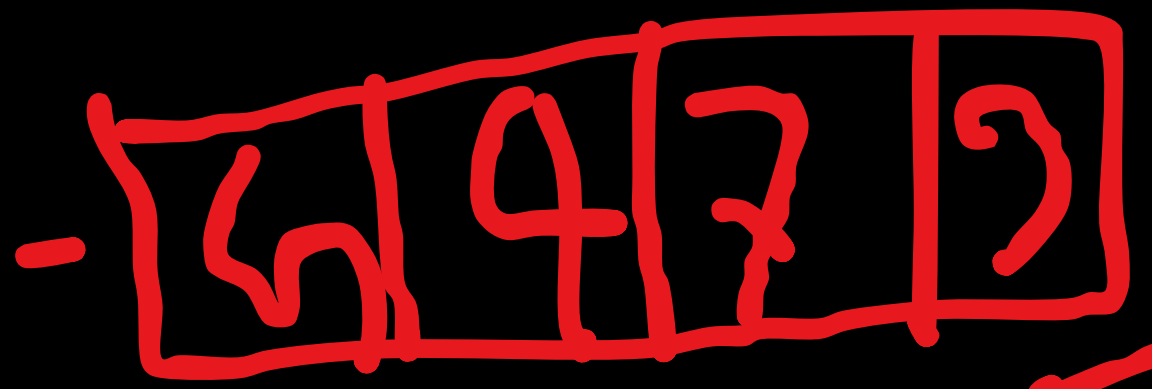
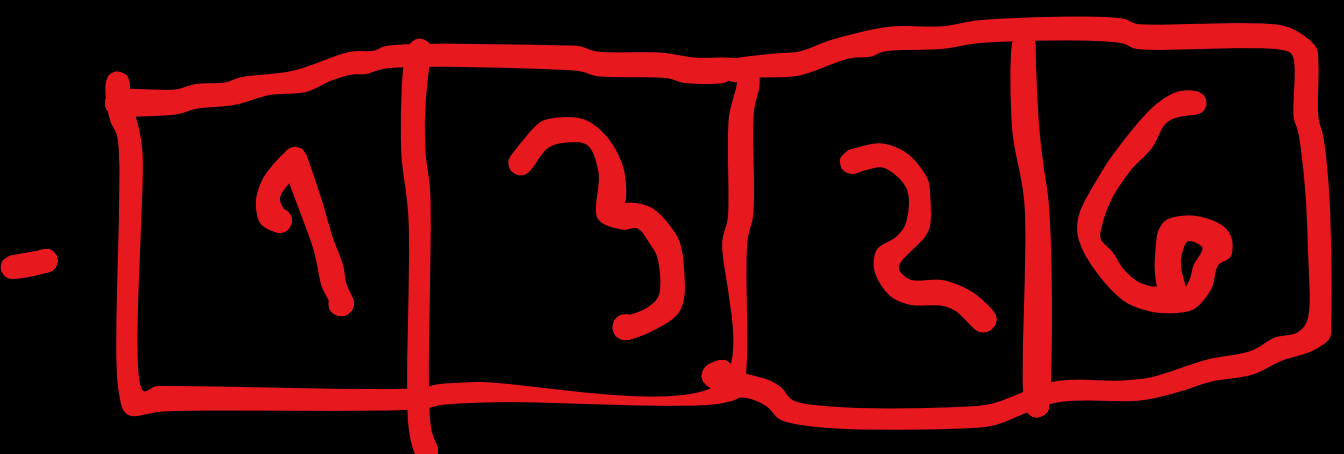


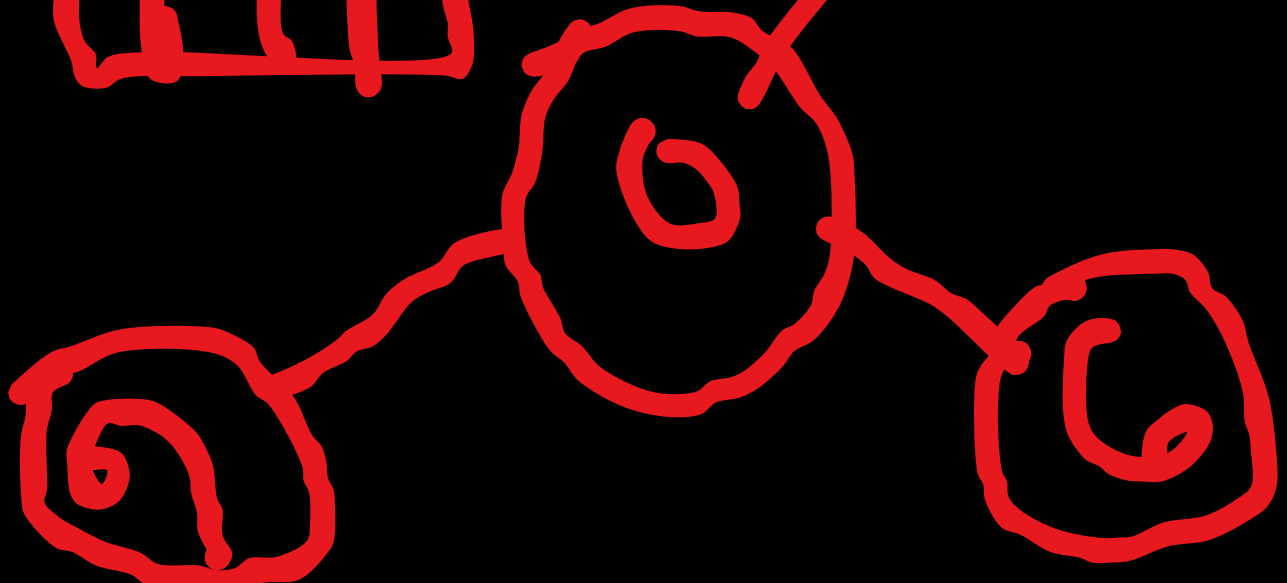
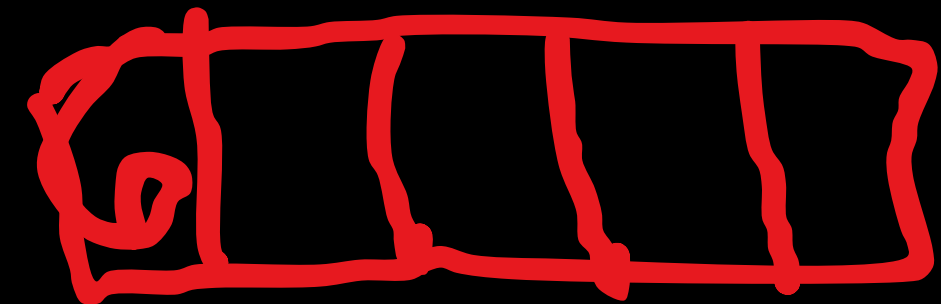
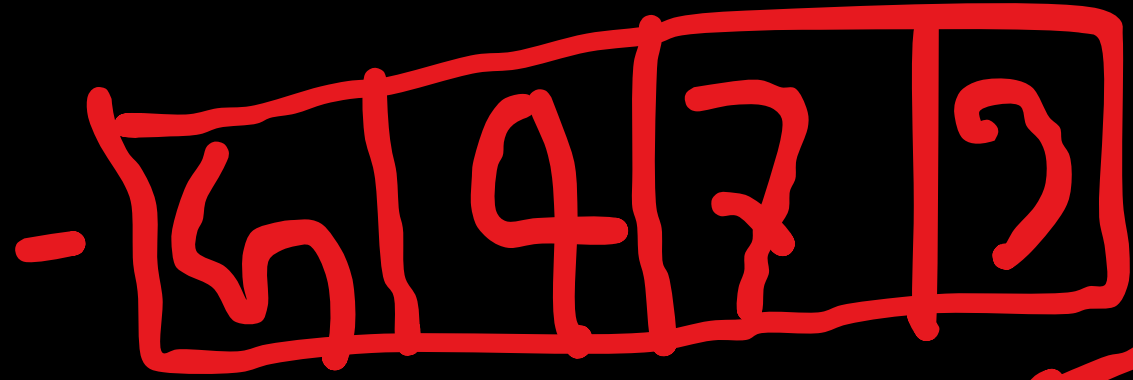
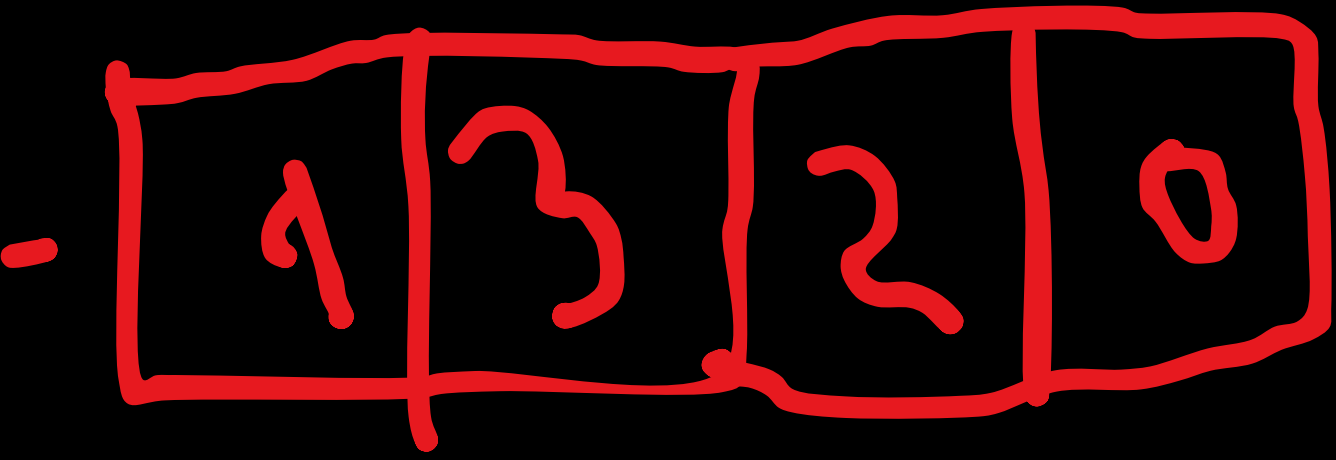
terminate
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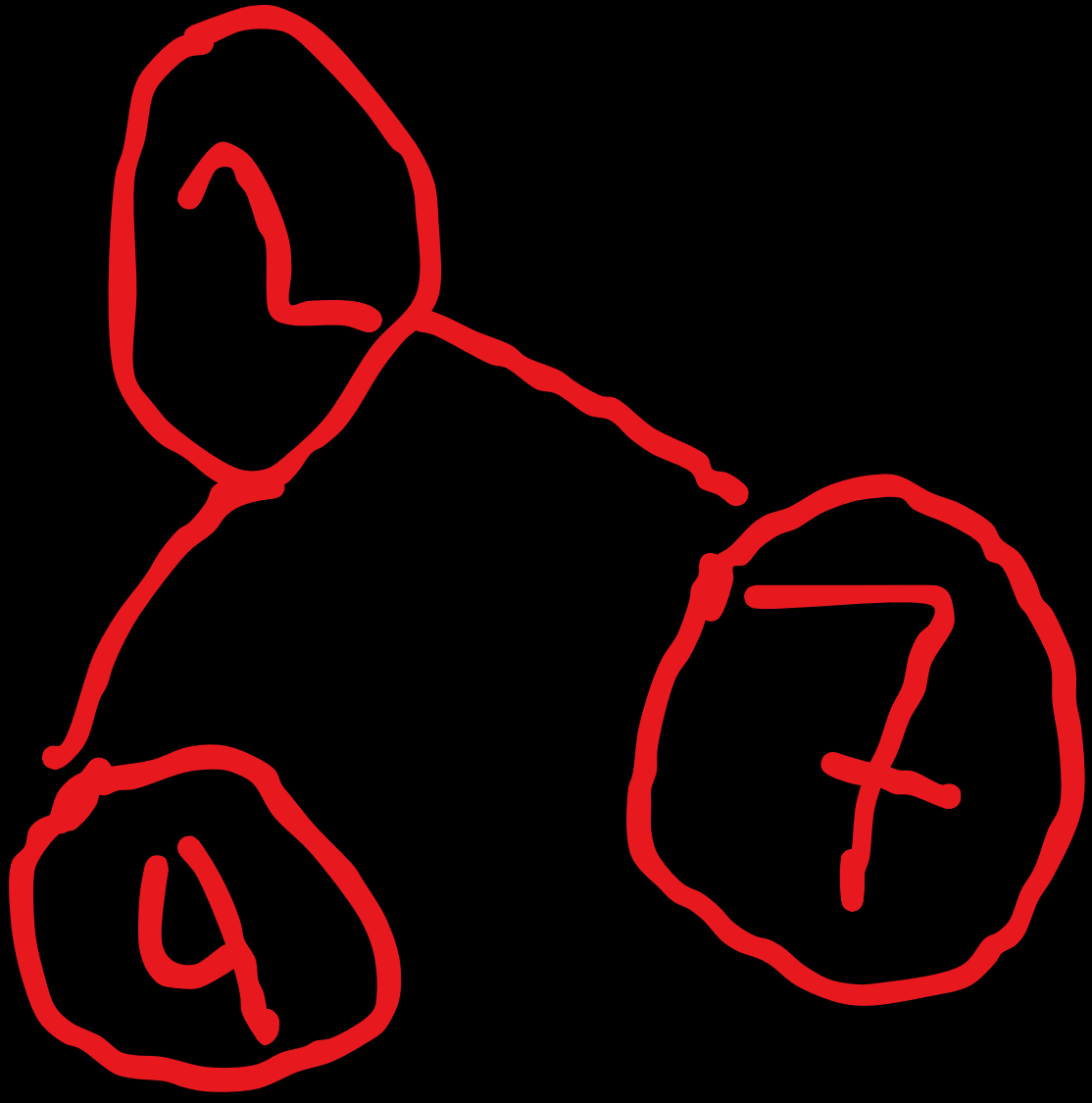
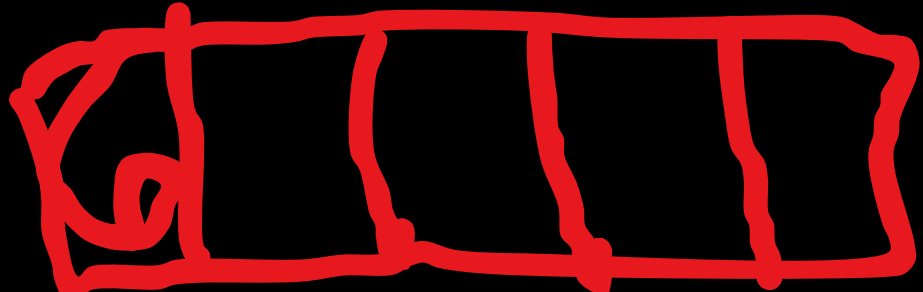
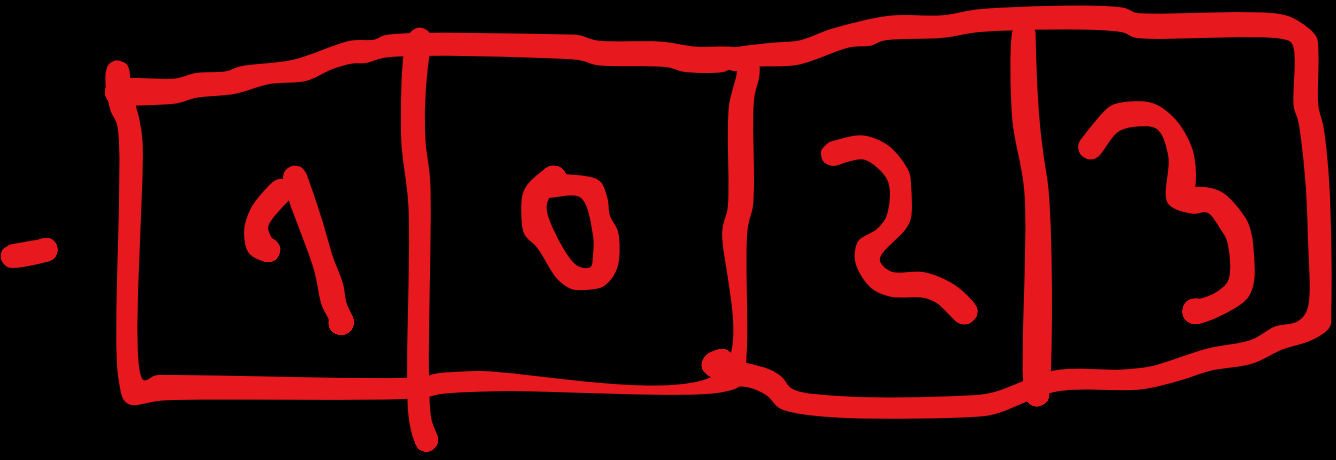


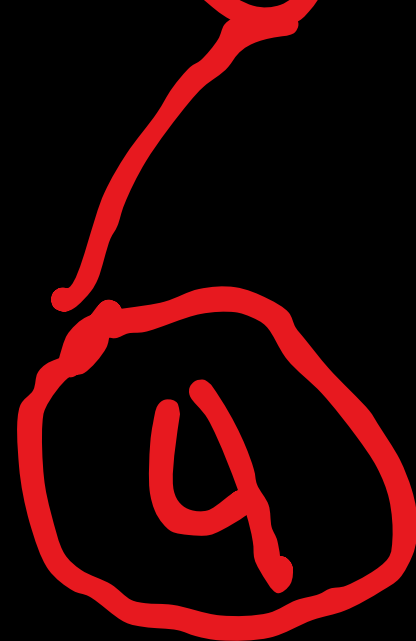
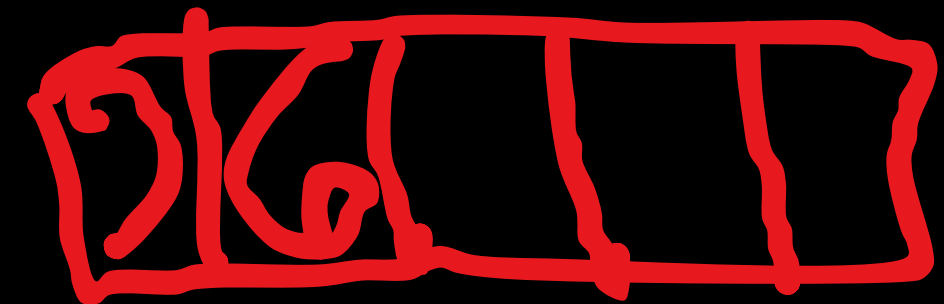
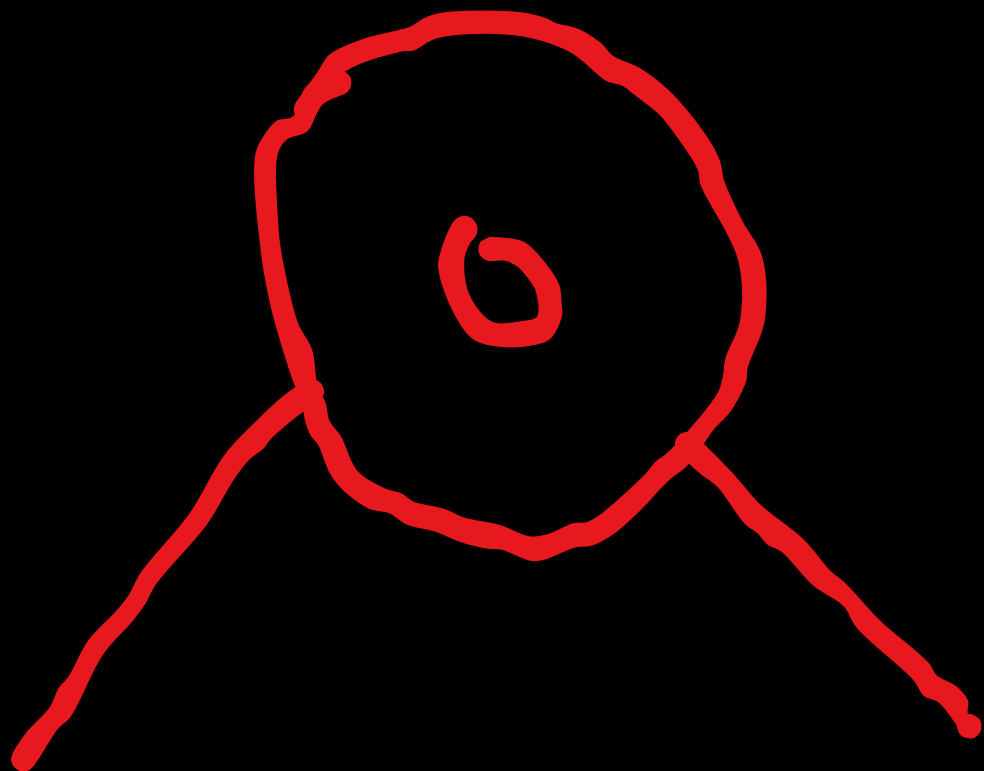
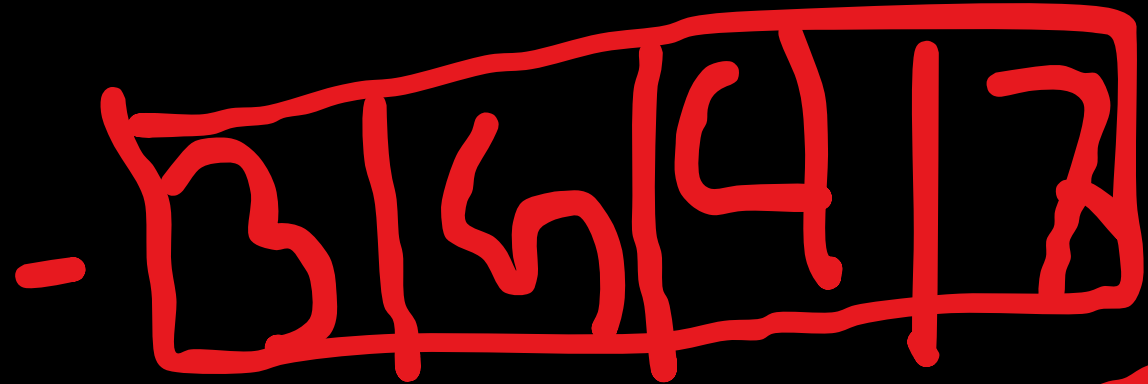
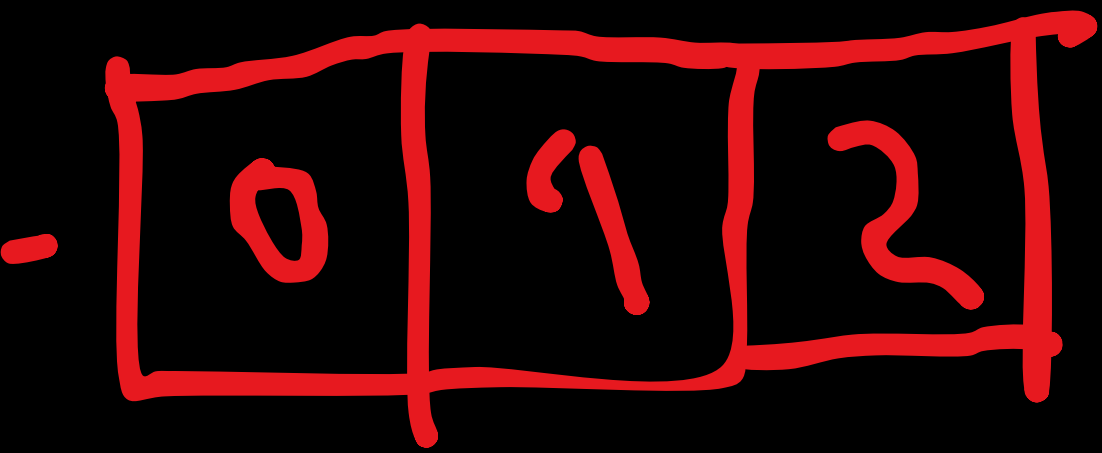


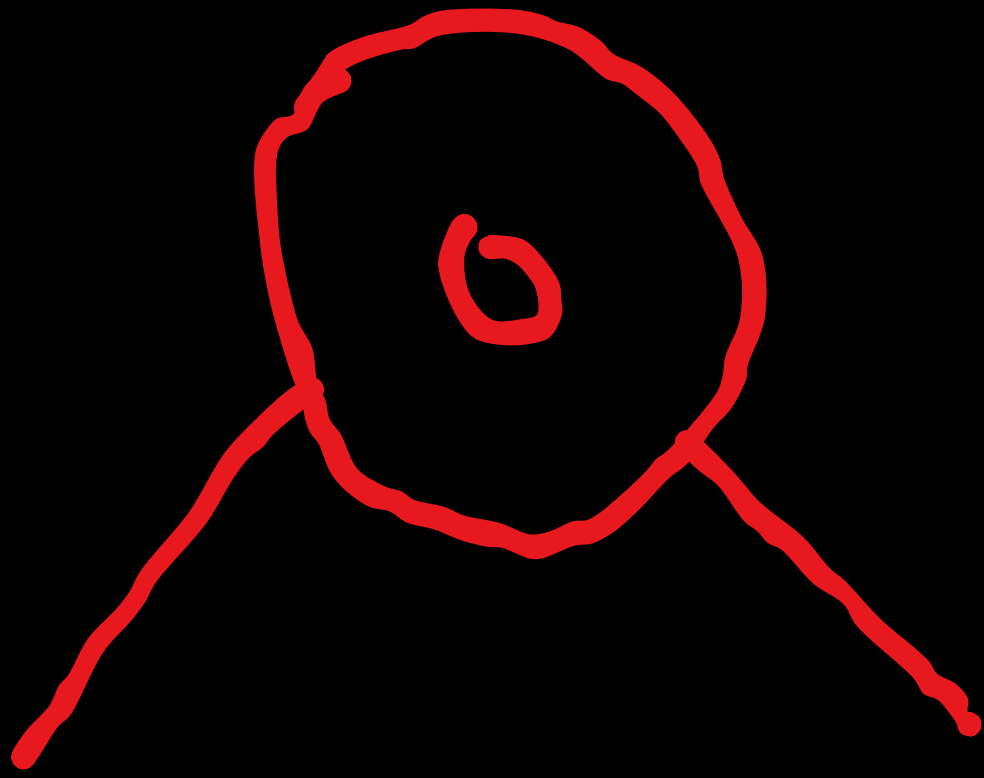
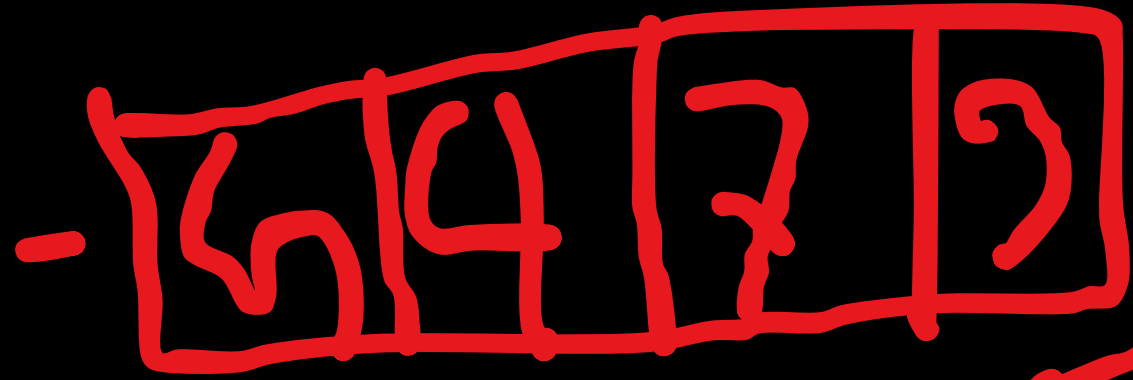
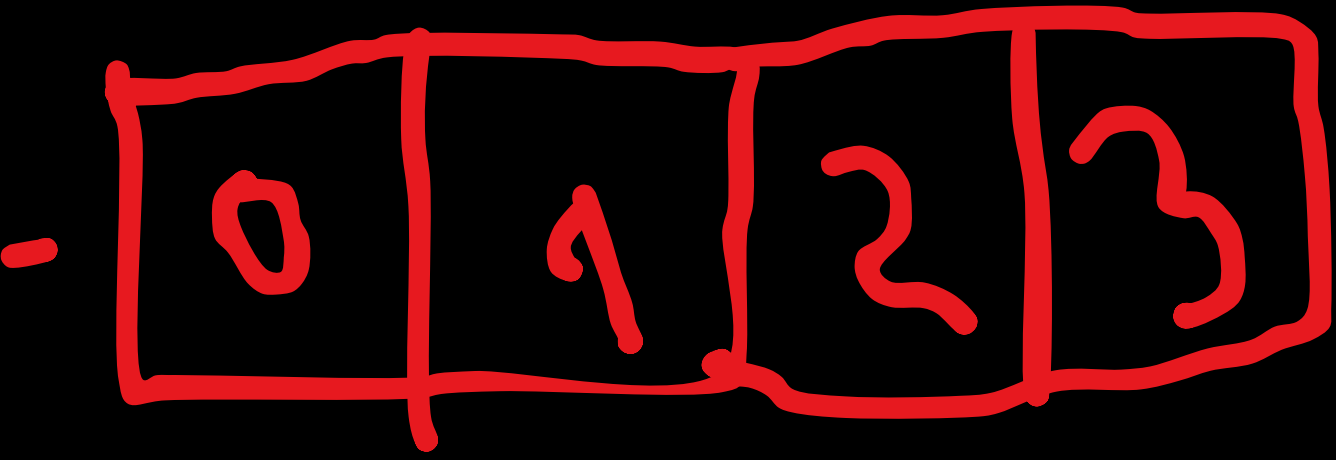




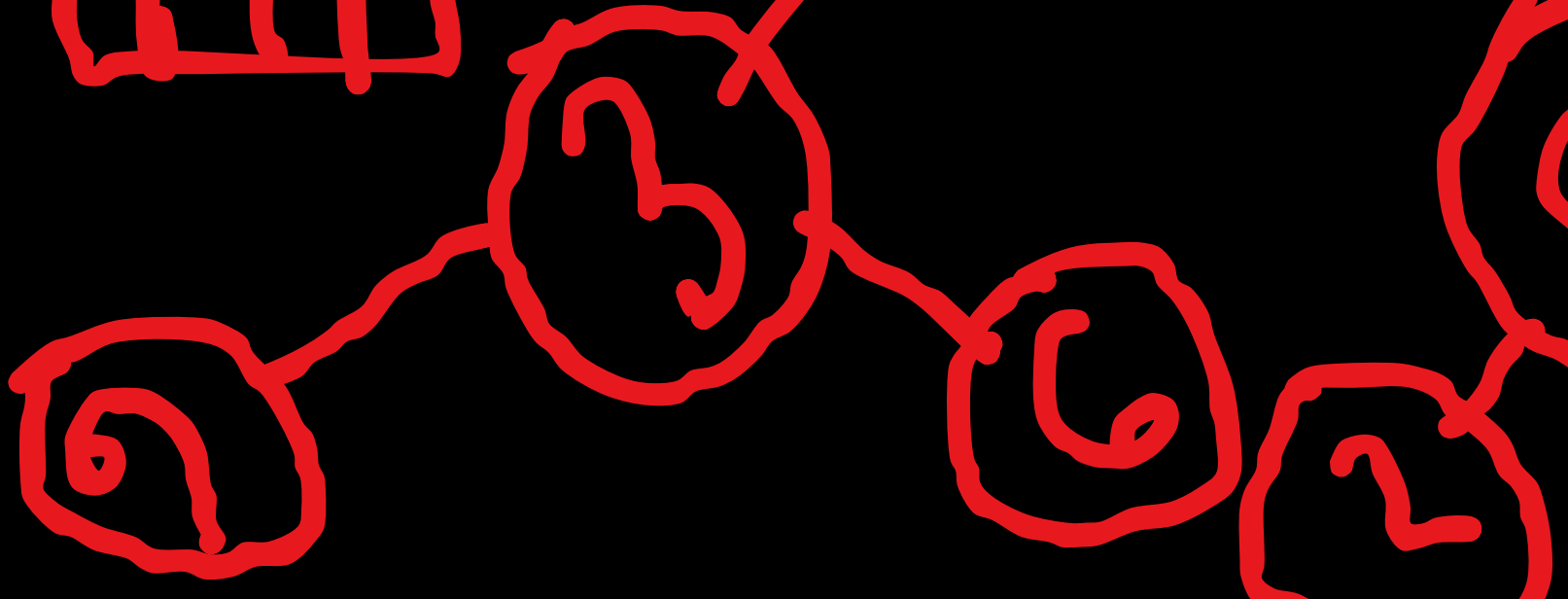
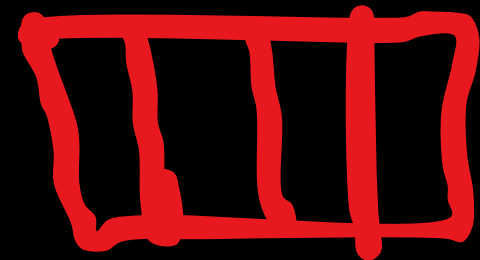
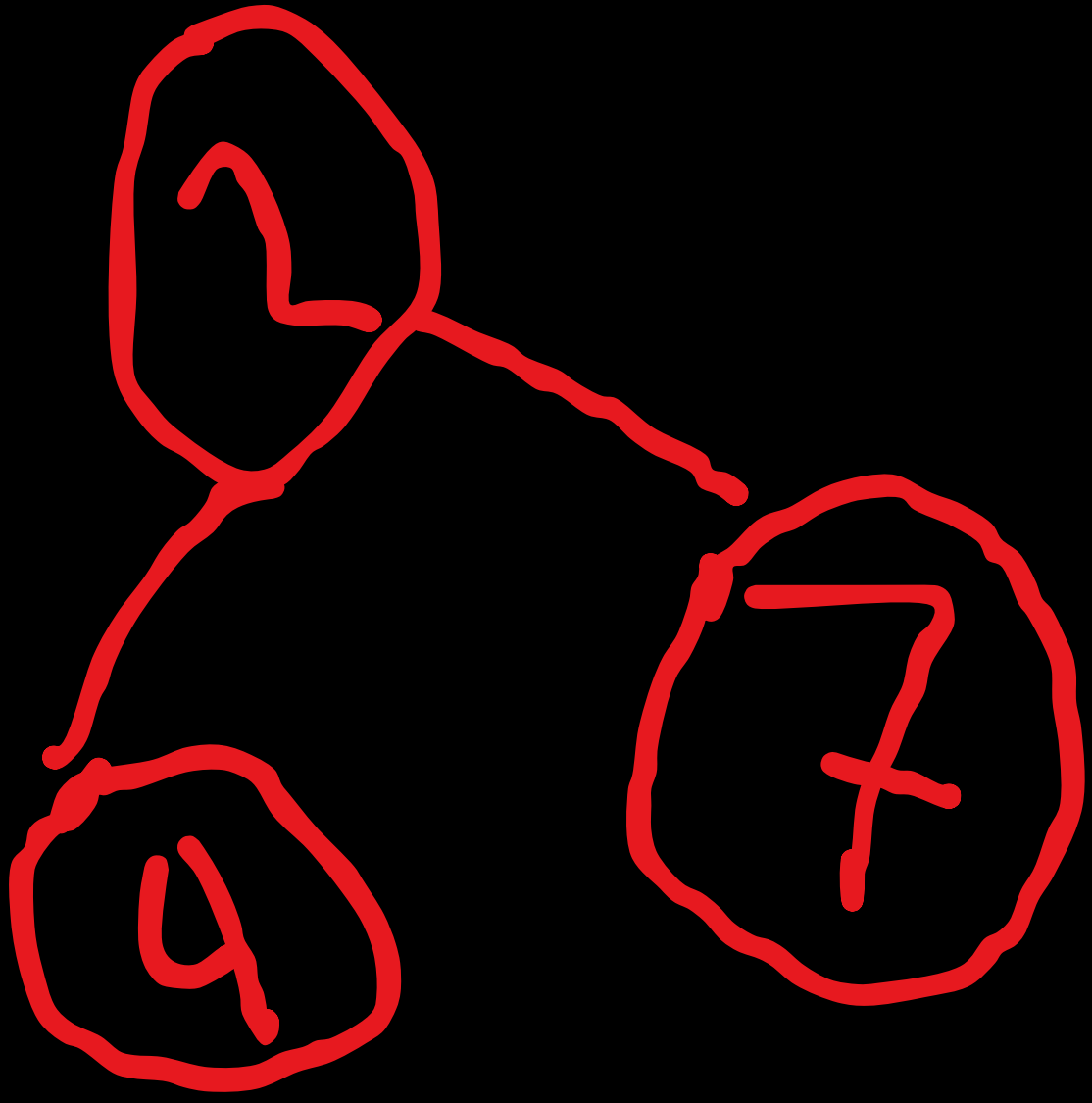
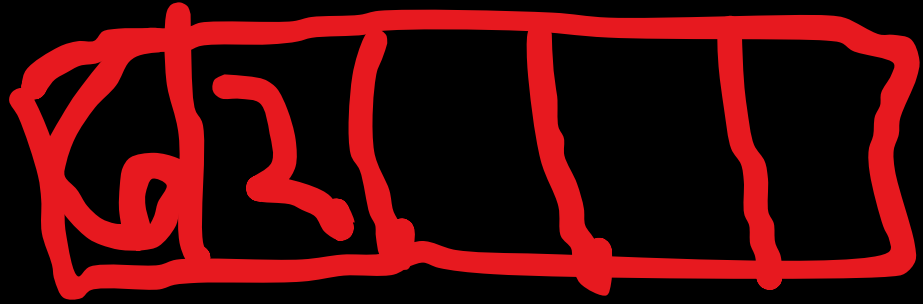


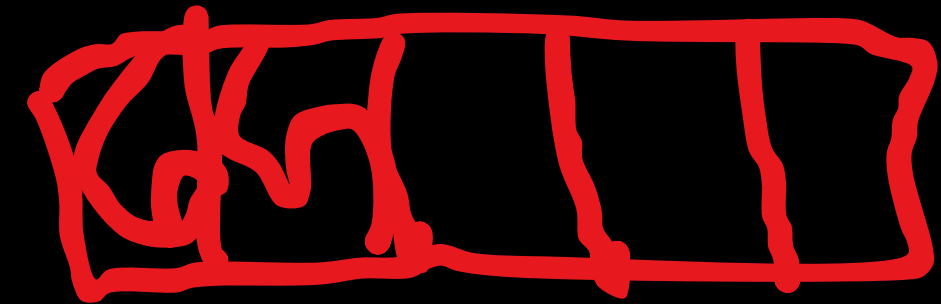
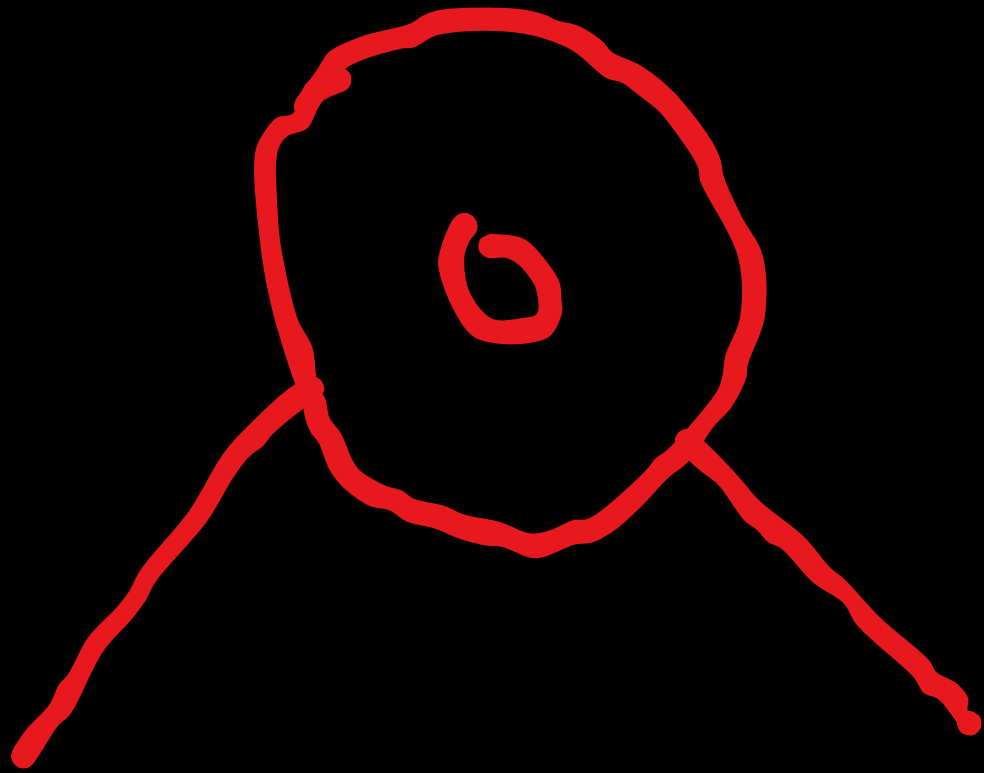
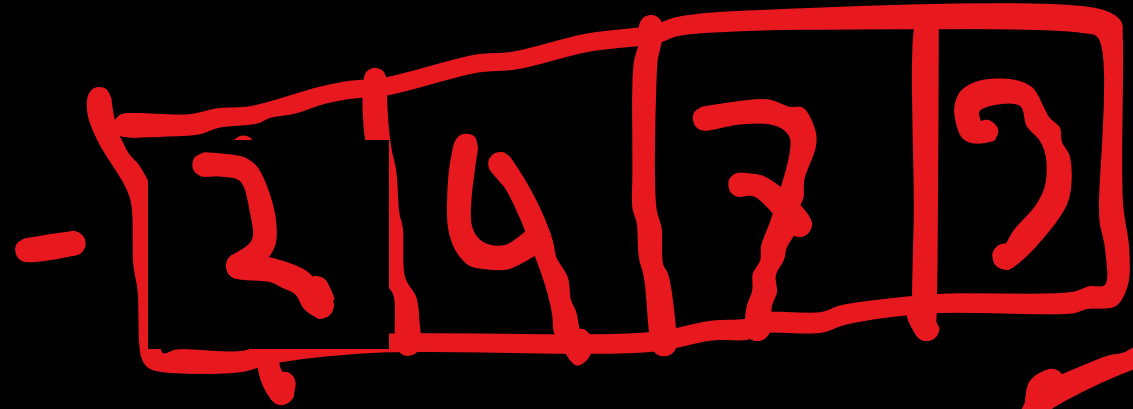
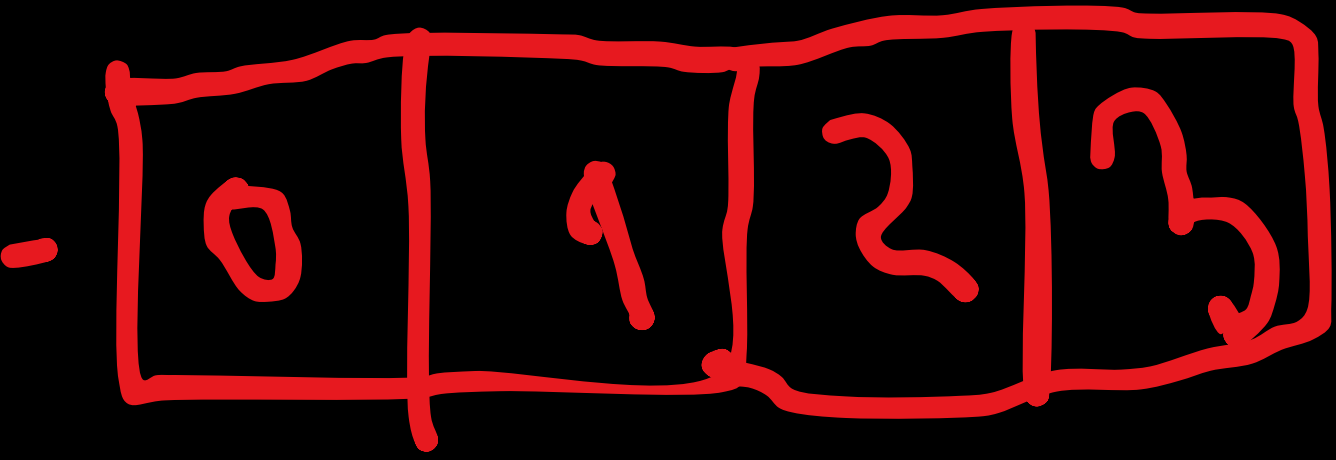


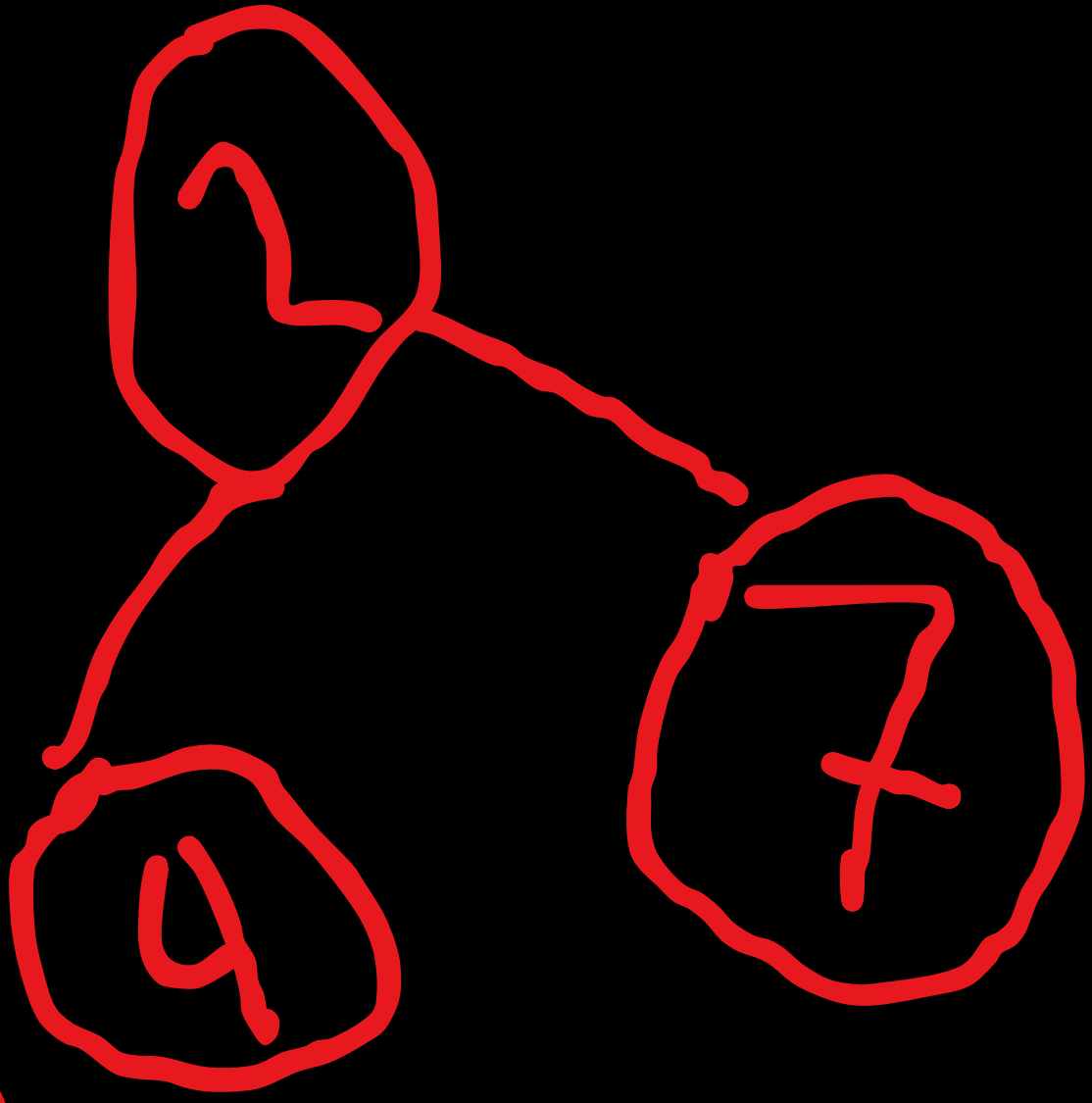
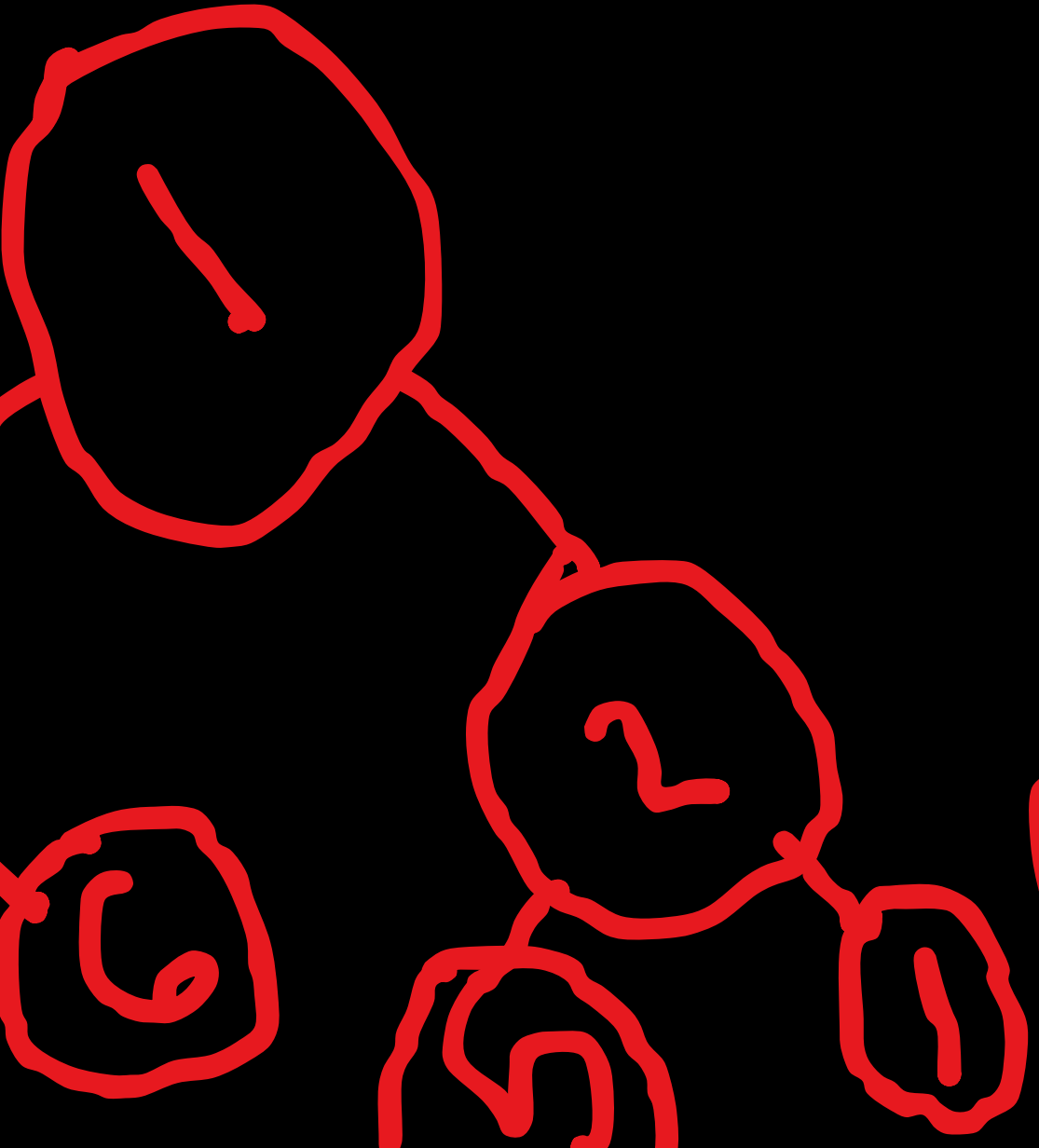
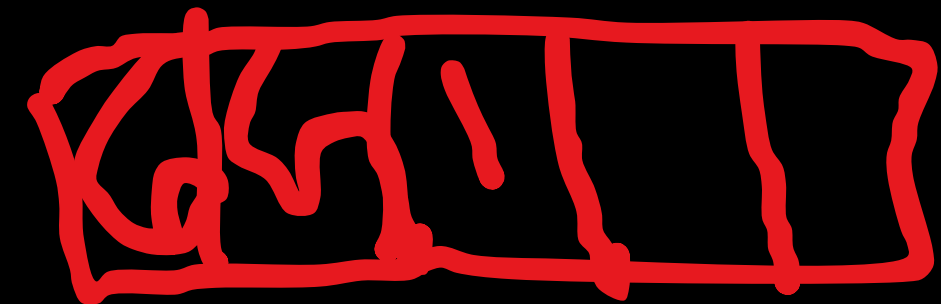
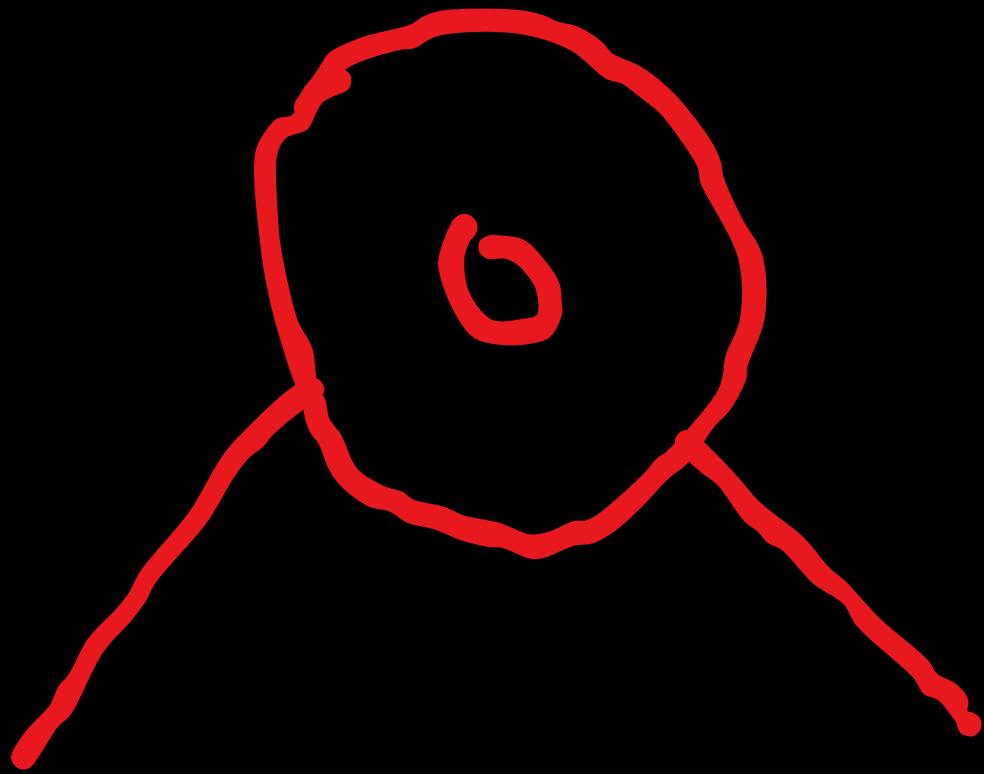
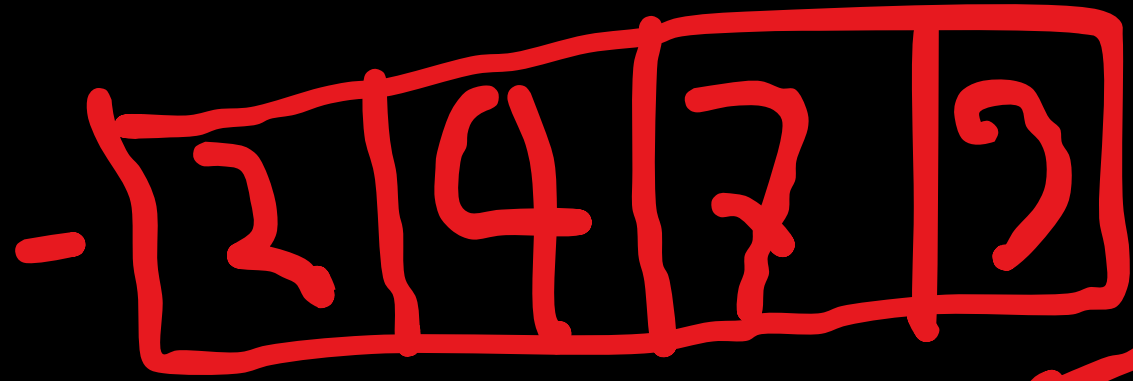
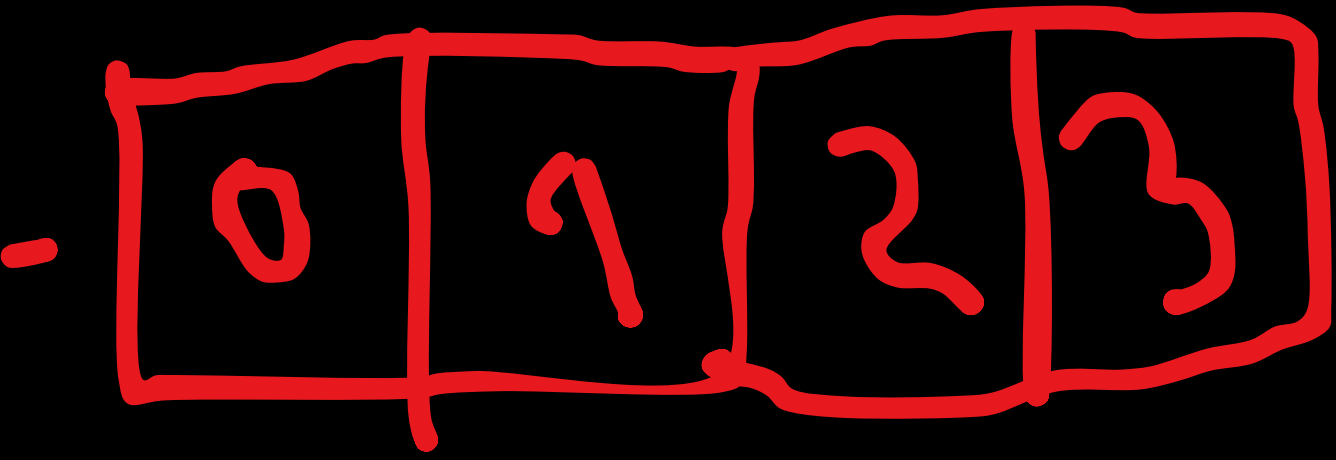


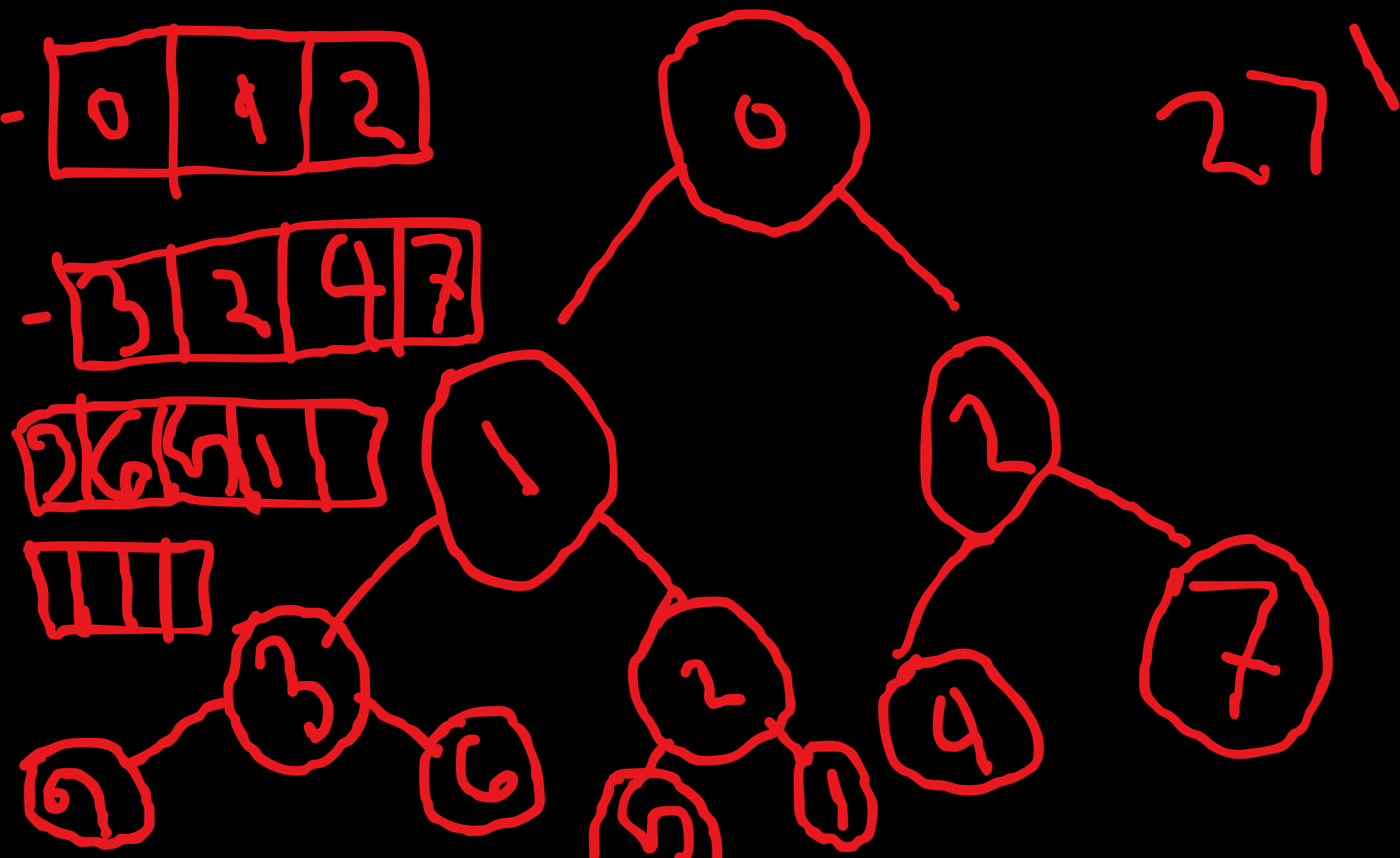
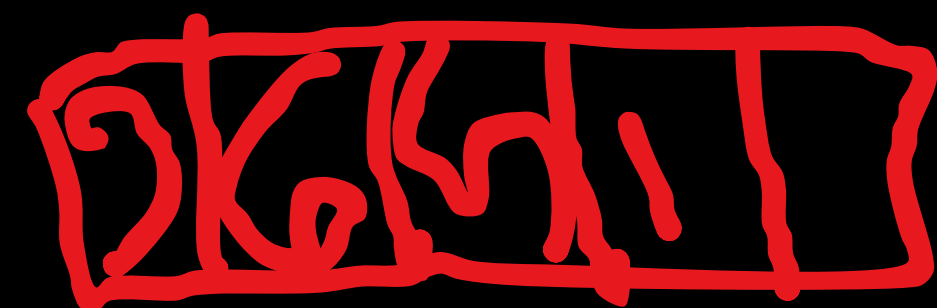
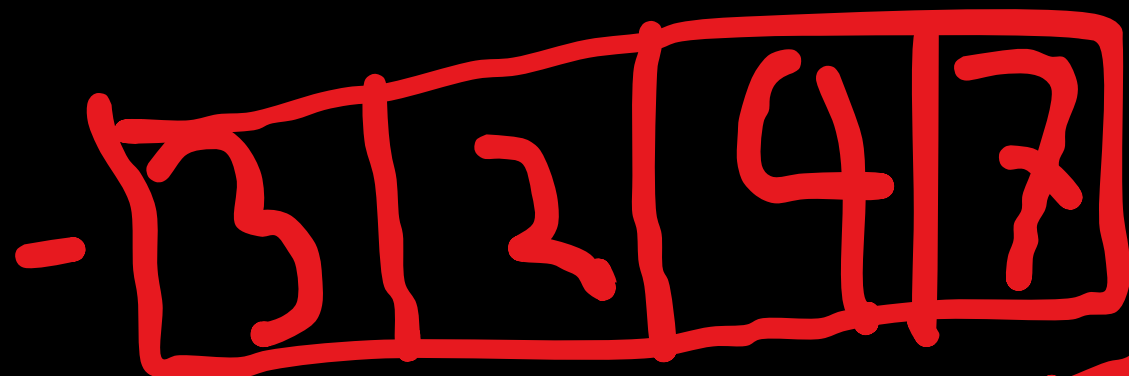
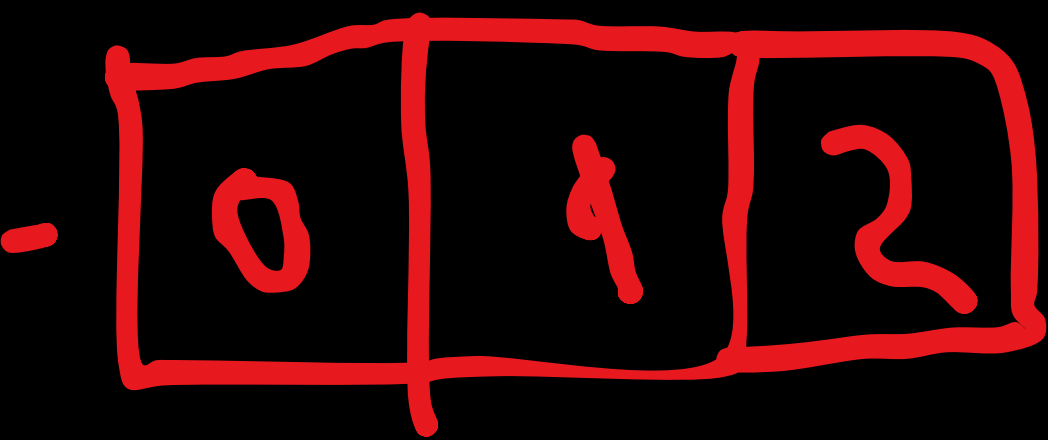


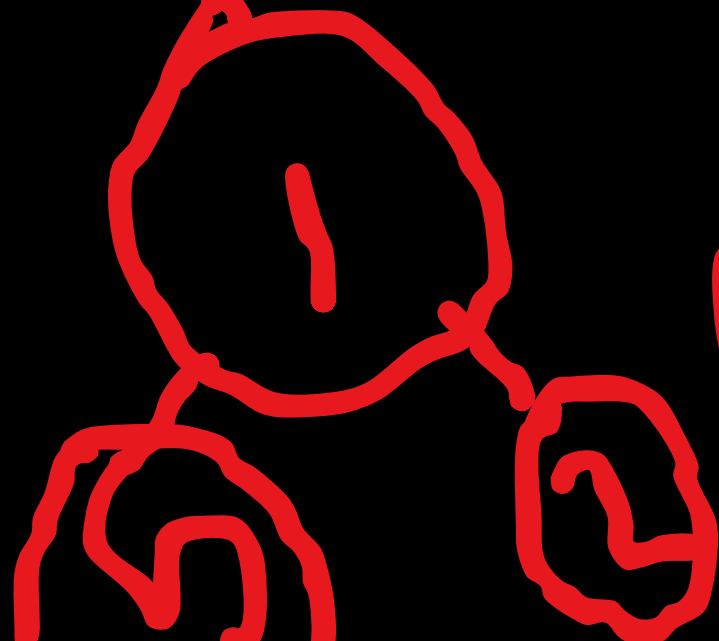
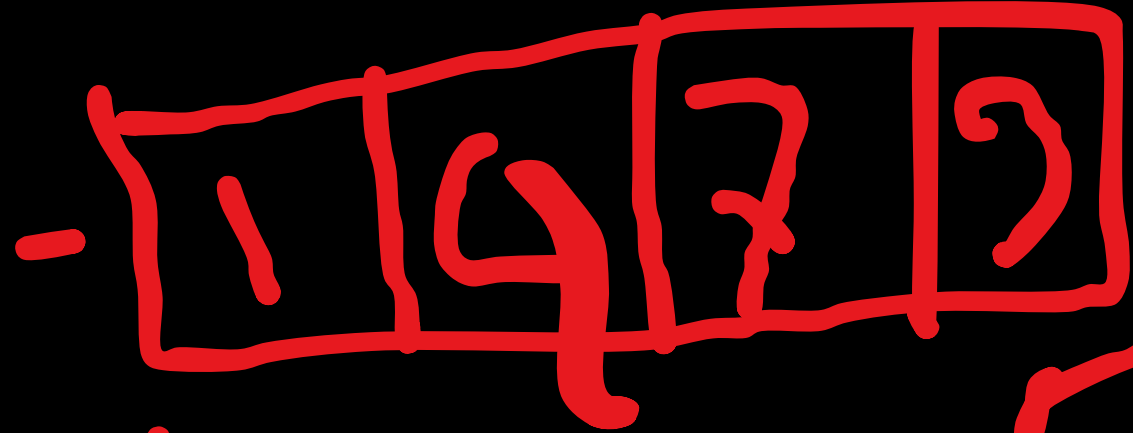
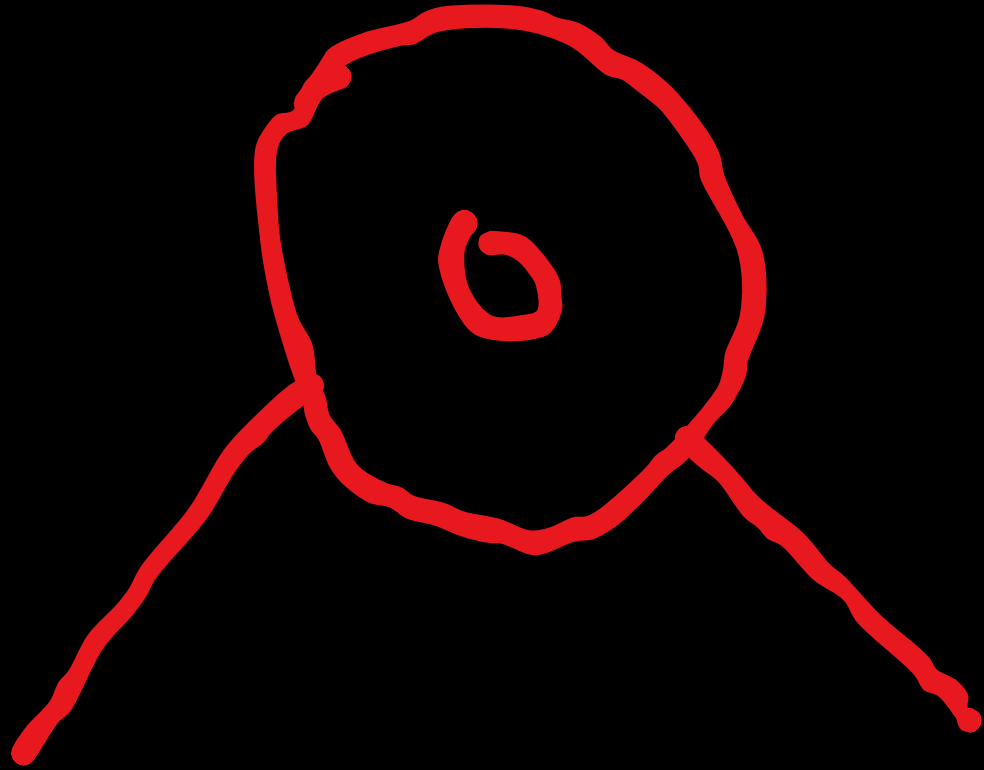
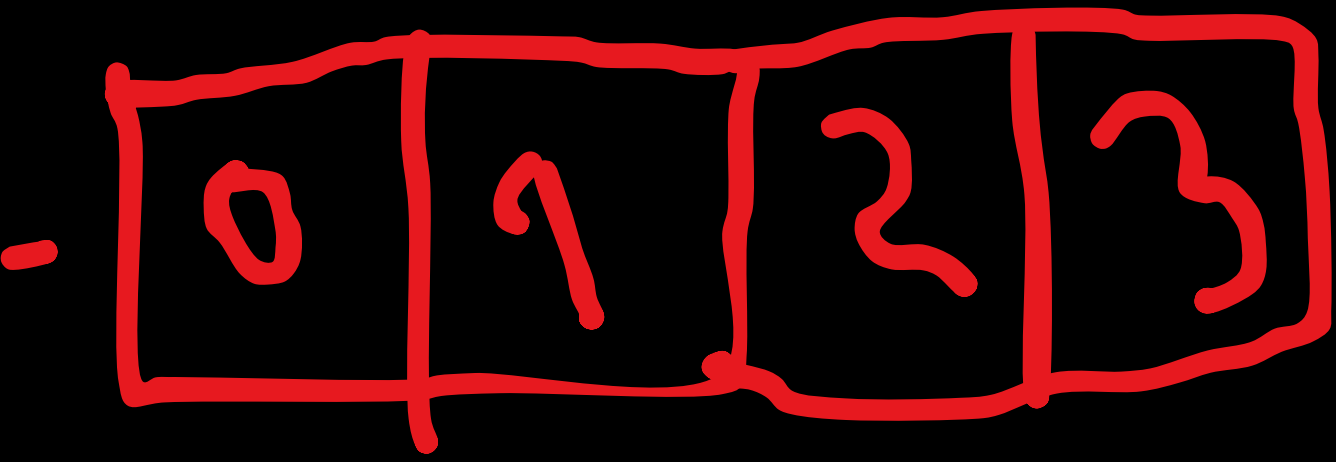
5 7 2











Now, try to solve
this same example
with the max heap.

Now, come for the
deletion of the min
element.

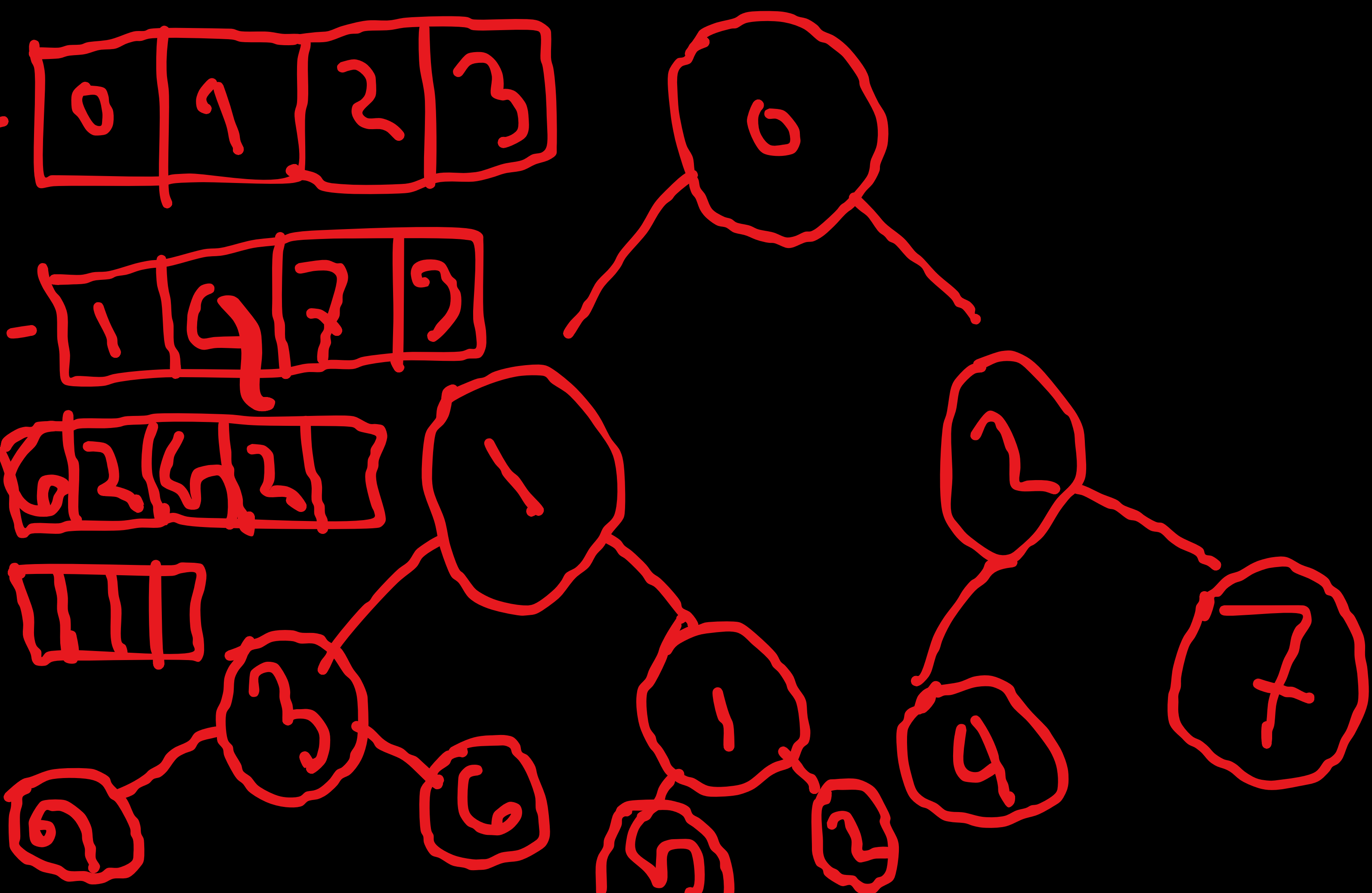
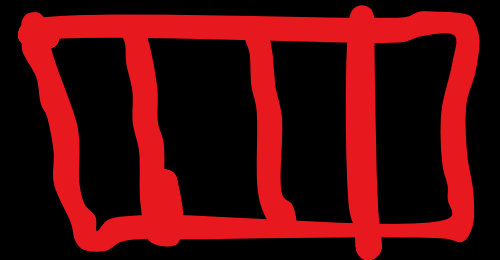
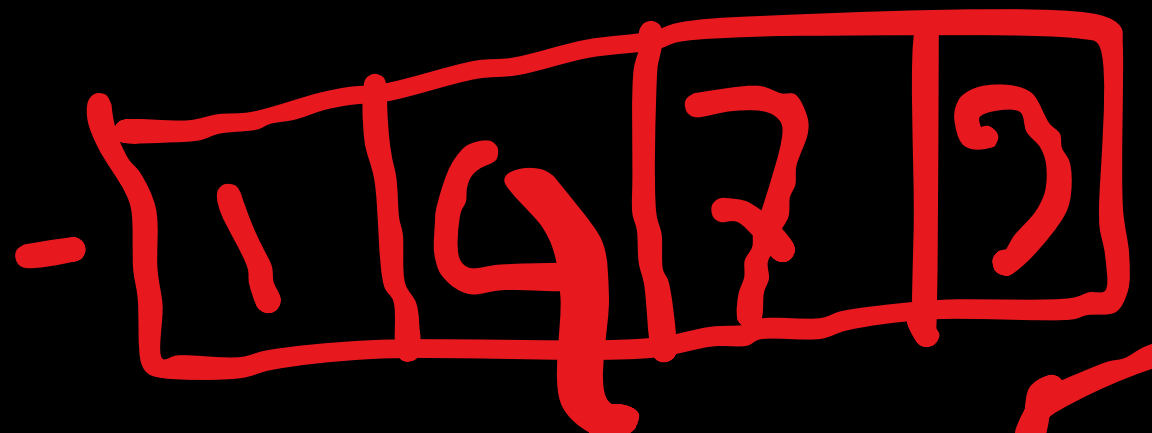
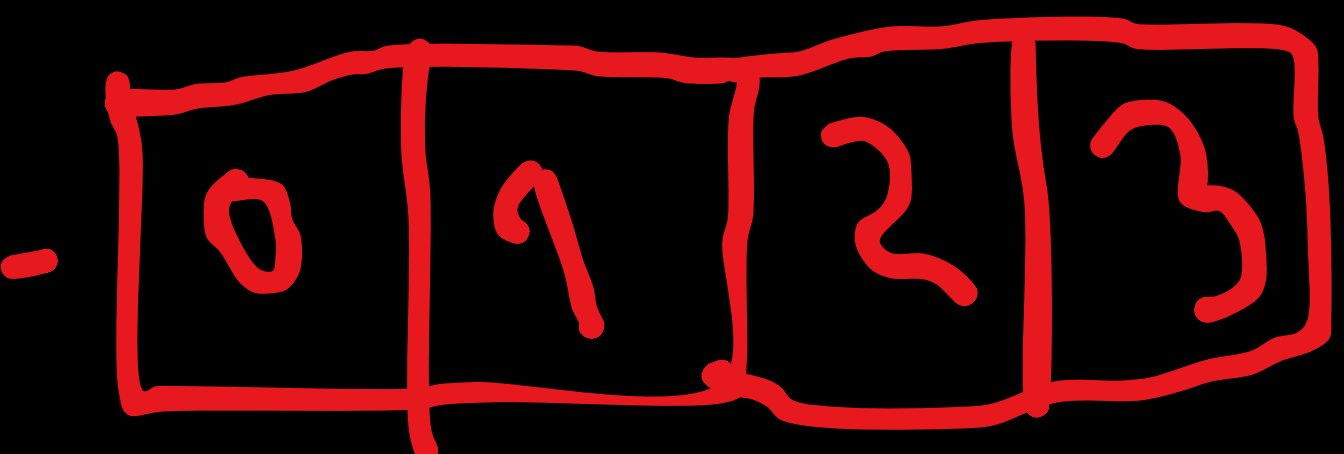
First exchange the
root element with
the end element of
the list

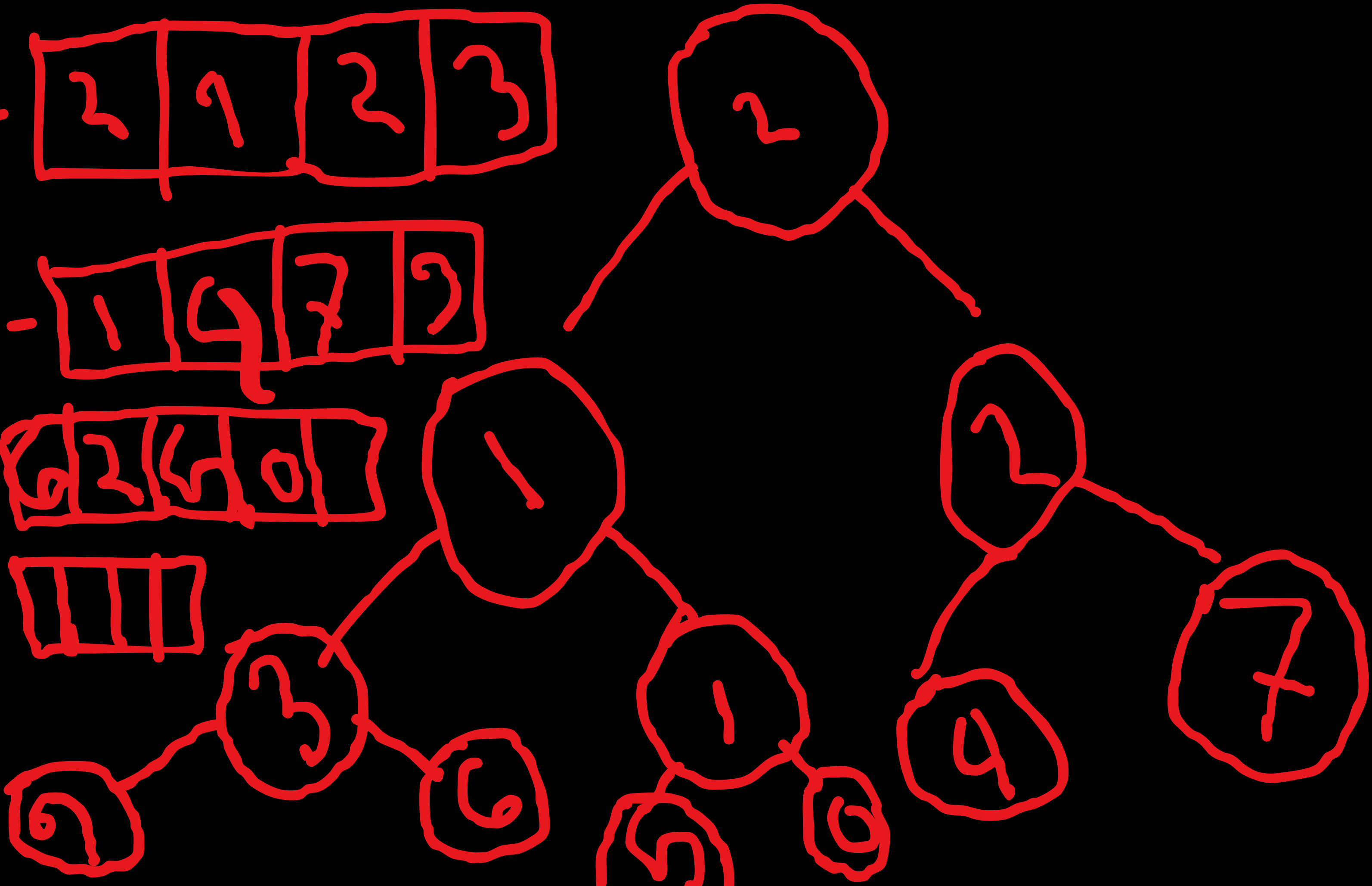
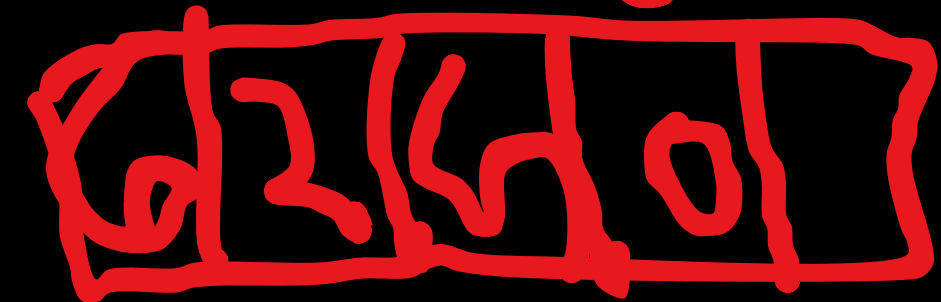
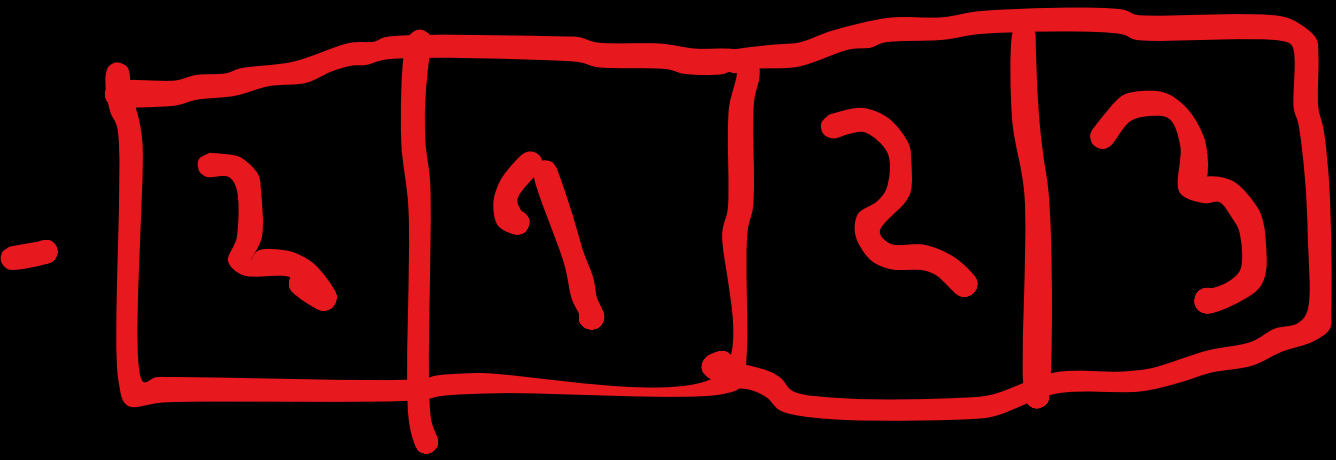
Then continue the
heapify process
from top to bottom

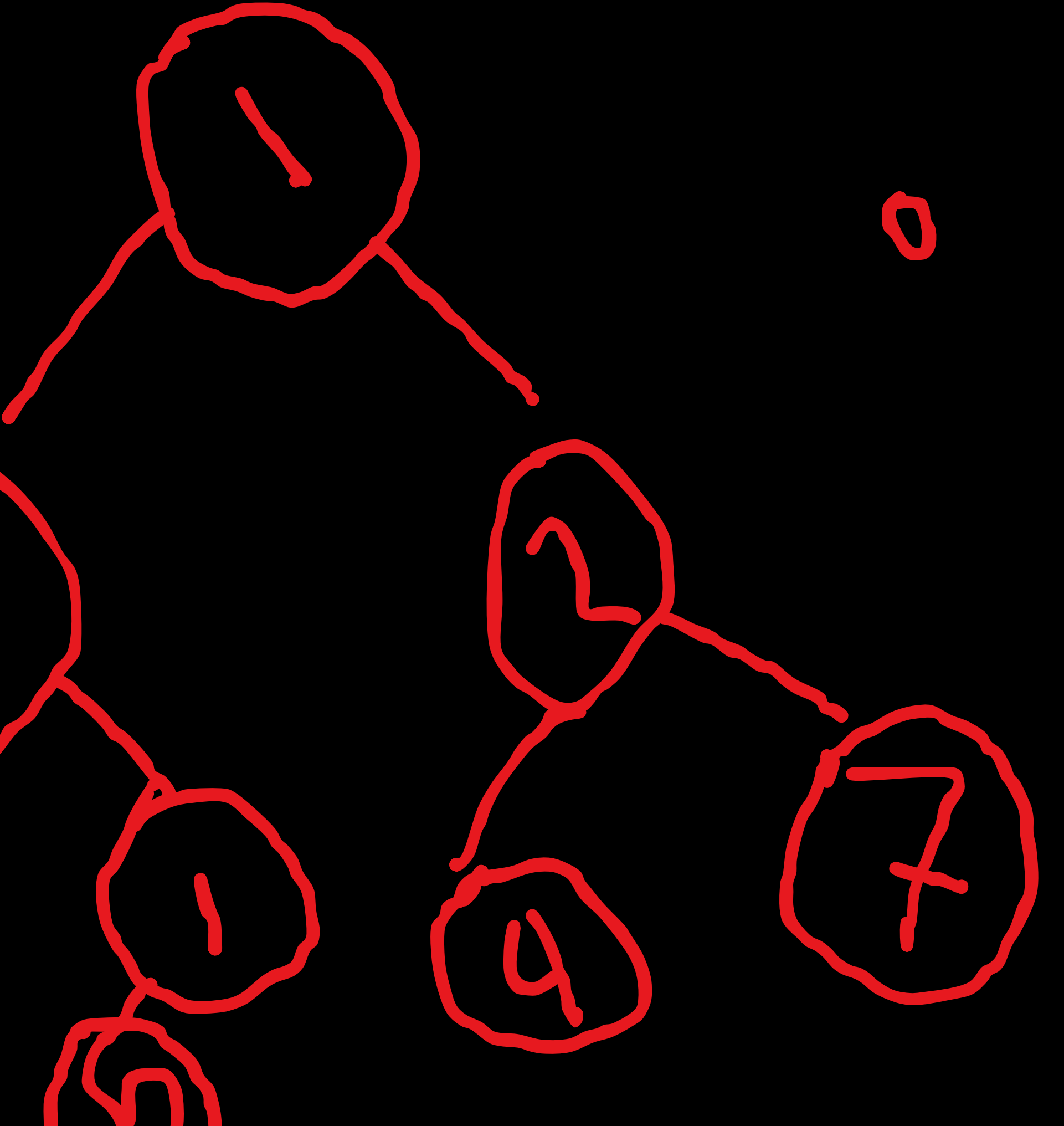
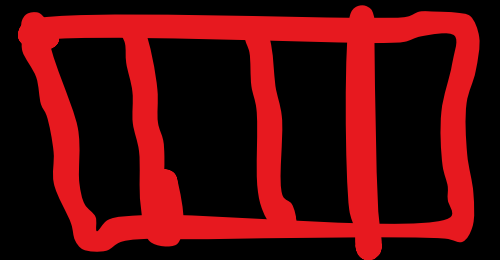
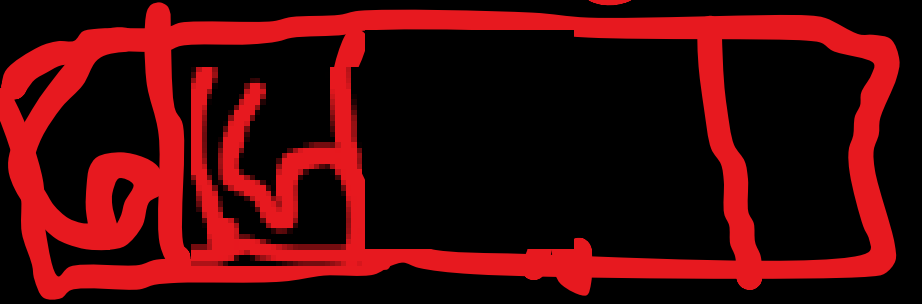
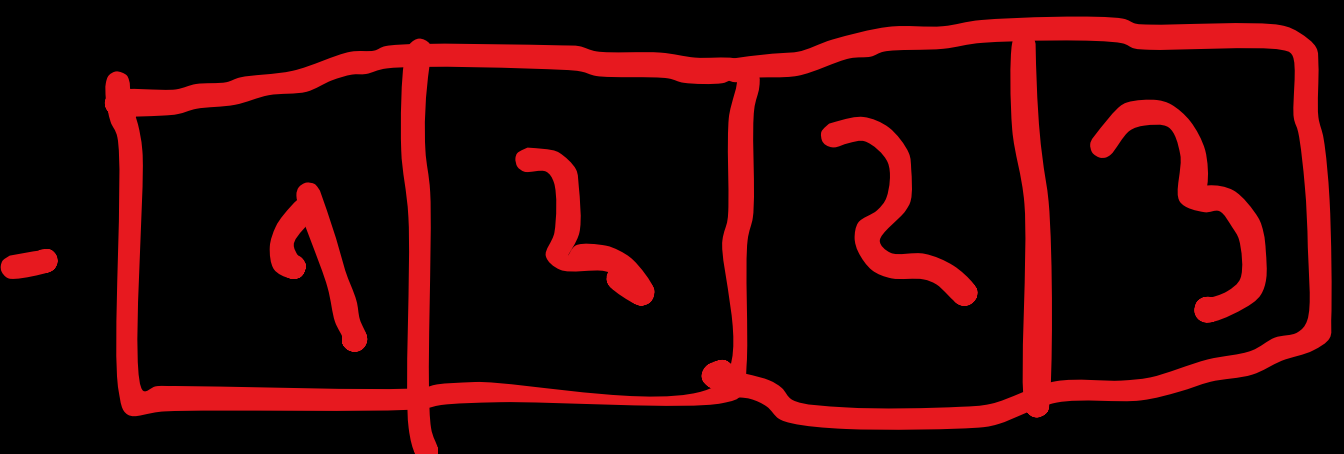
This process is
called the downify.

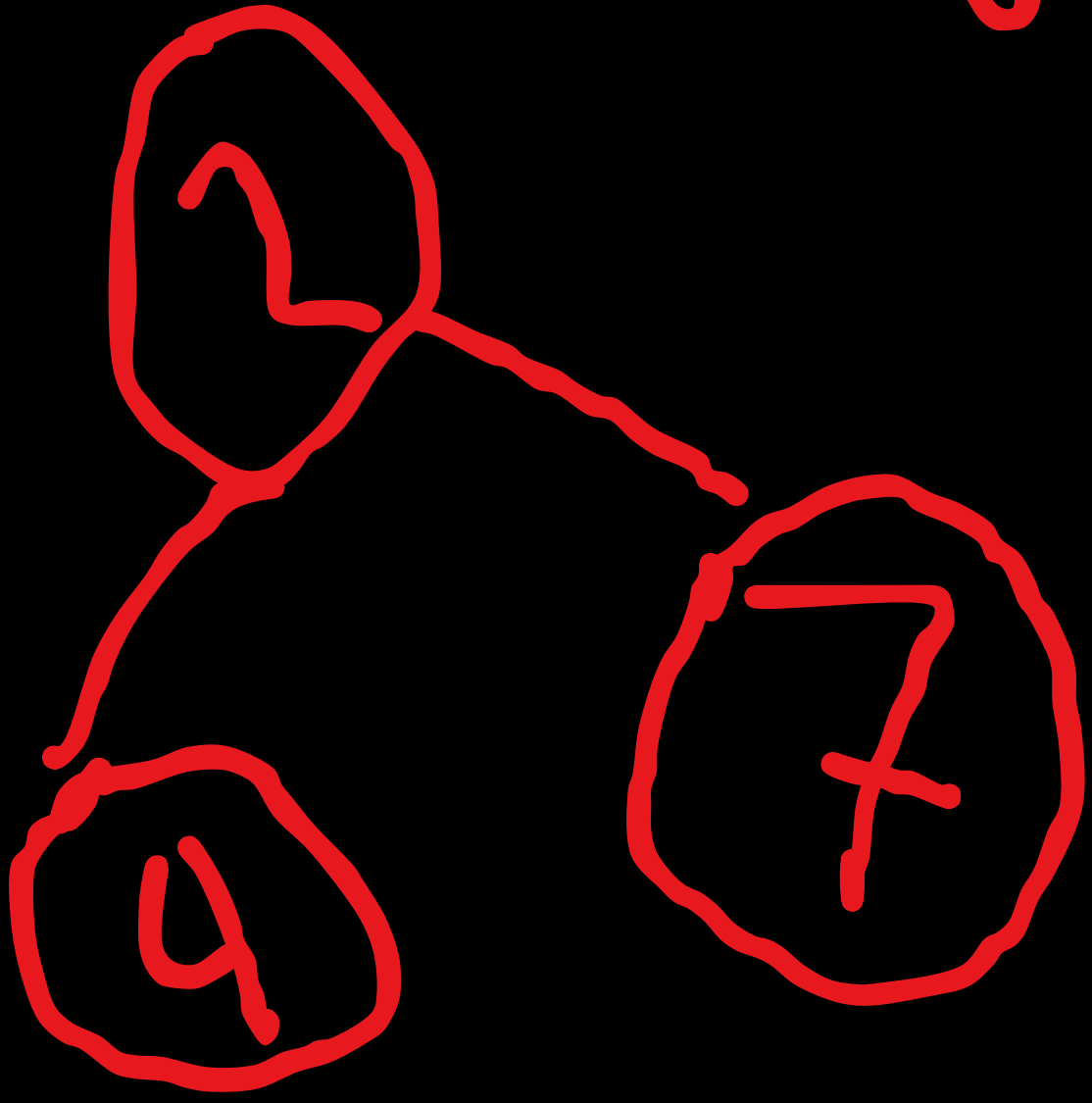
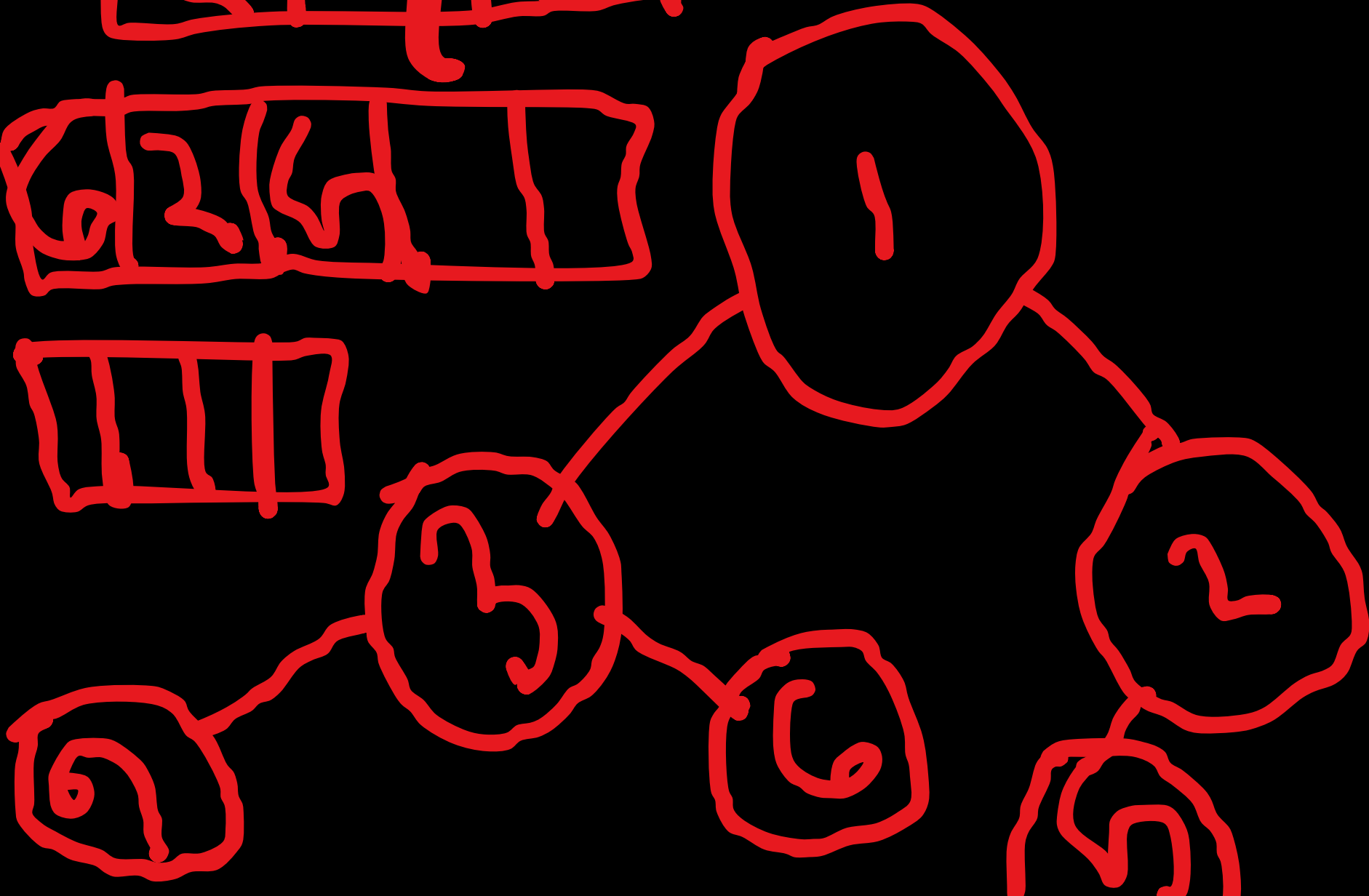
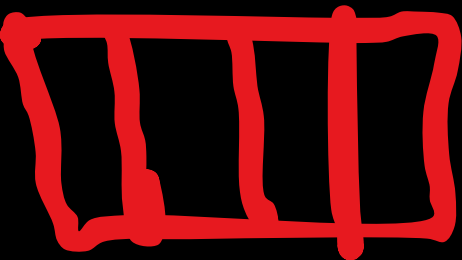
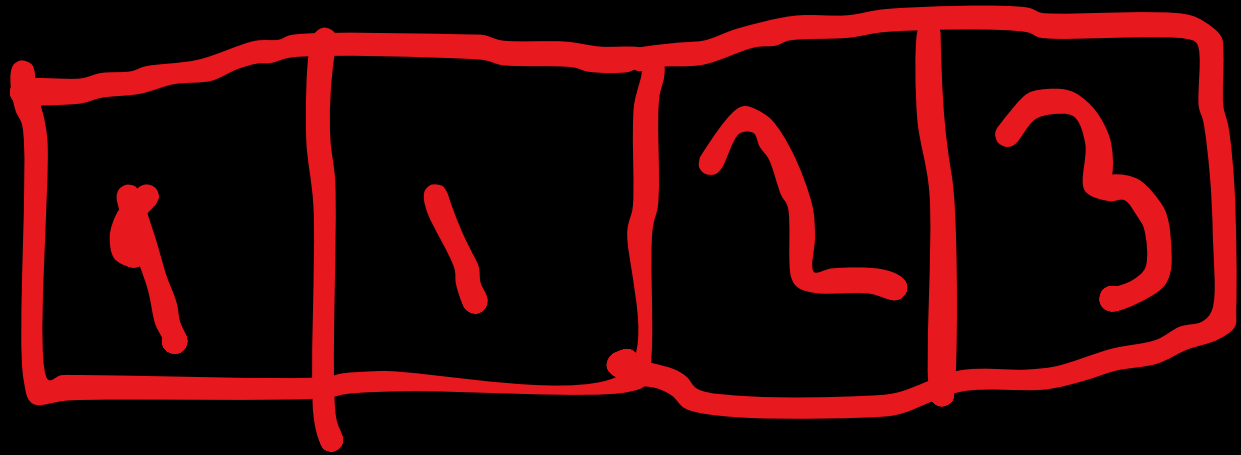
Here from the root it try to find the next
fit element for the root by comparing
with the left and right child. And finally
set the fiter most element for the root.

Let's solve an
example.









here 1 is smaller than 2

Now, come for
searching, this is a
simple linear search,
take $O(n)$ time.

Now, this is the
time for heap sort.

Building heap \Rightarrow

$O(n)$

Heapify $\rightarrow O(\log(n))$

Complexity :-

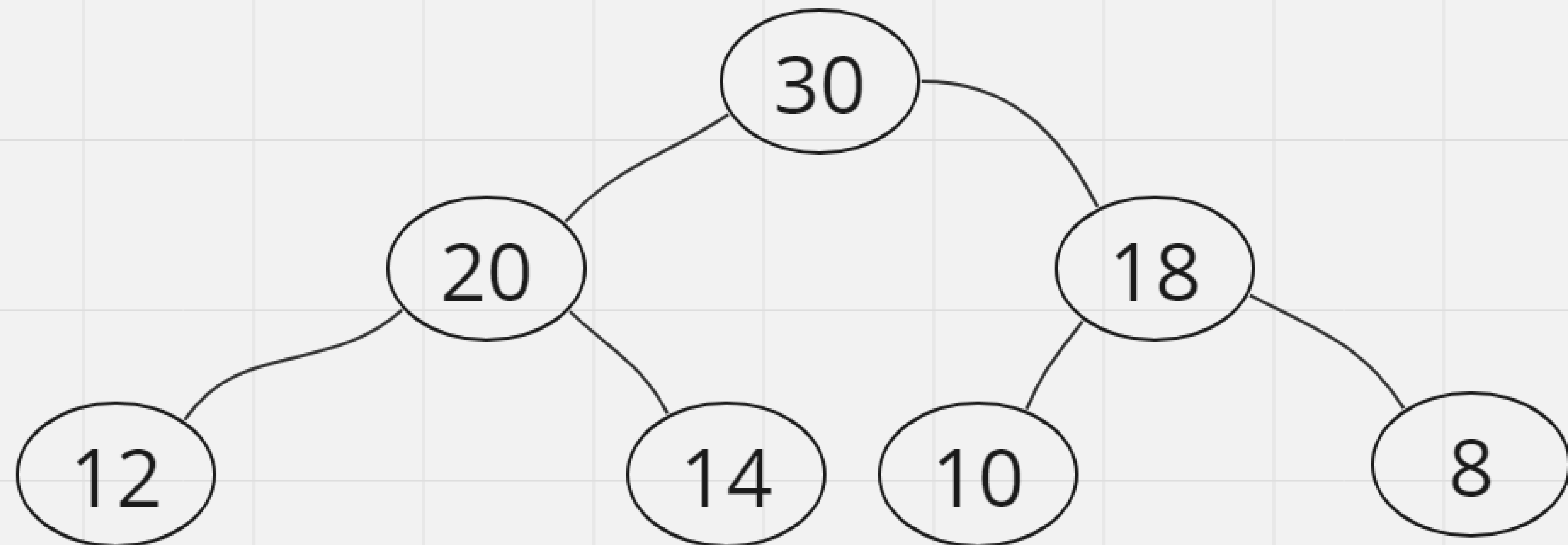
$O(n \log(n))$

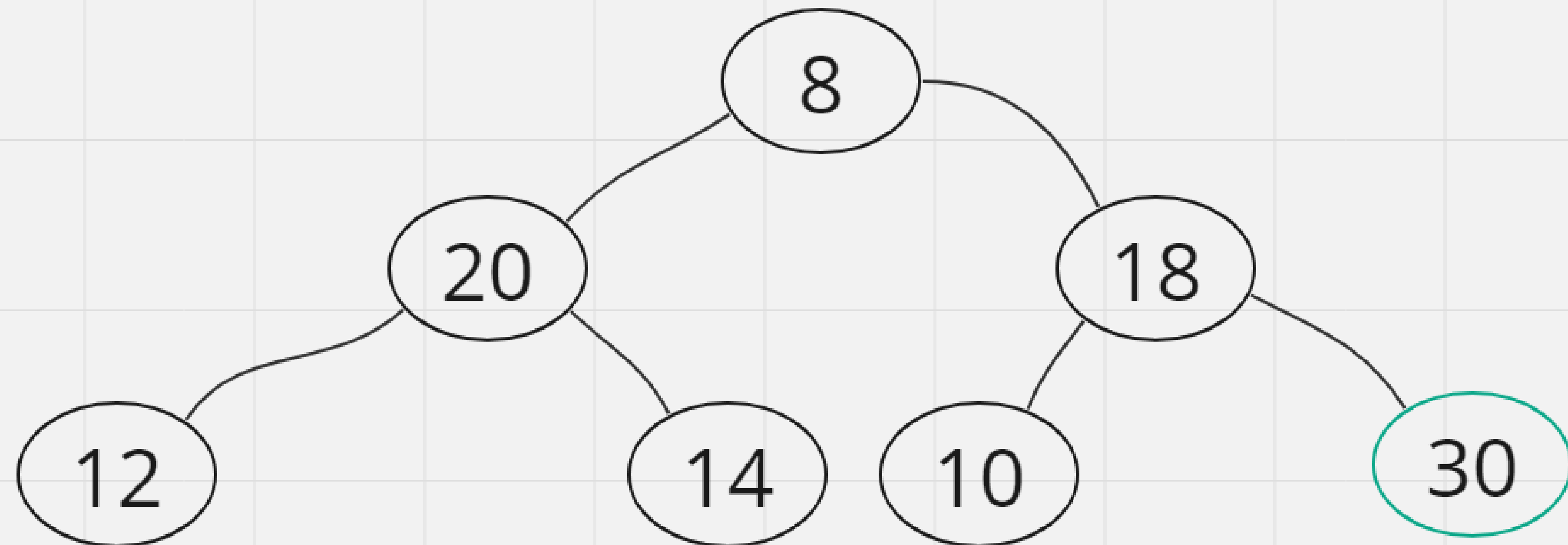
Start from the non-
leaf node, and
iterate backwards
the root node.

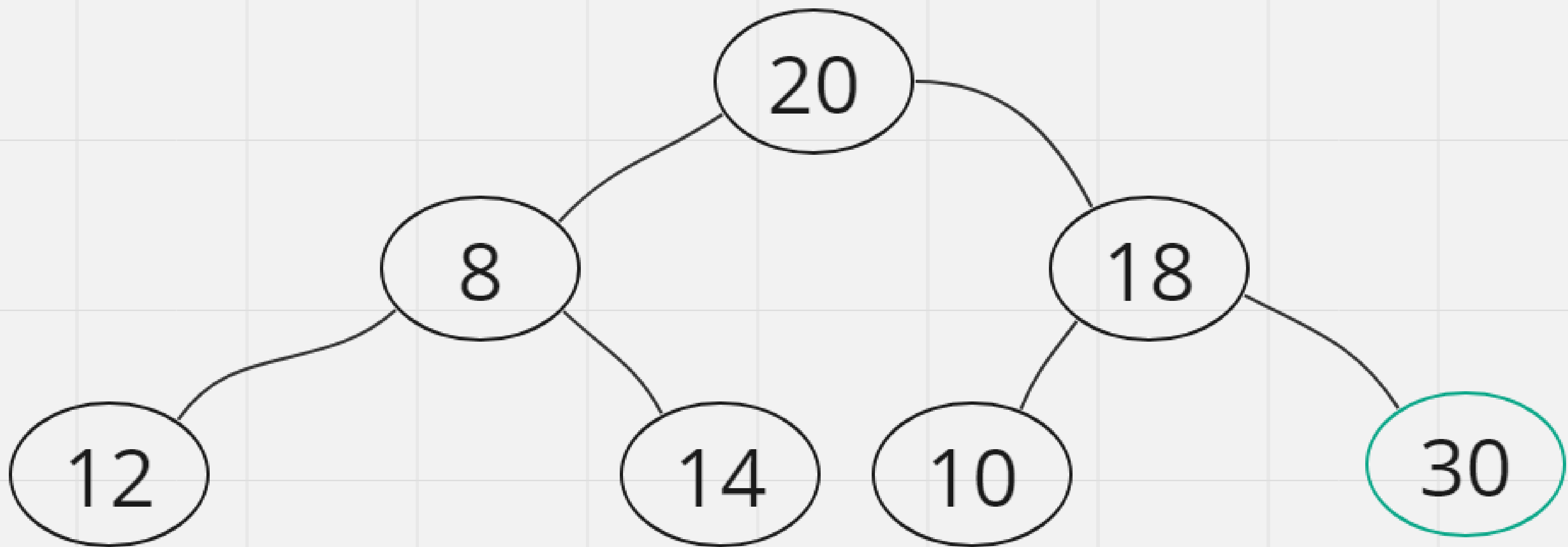
Compare with its
children, and swap
if necessary.

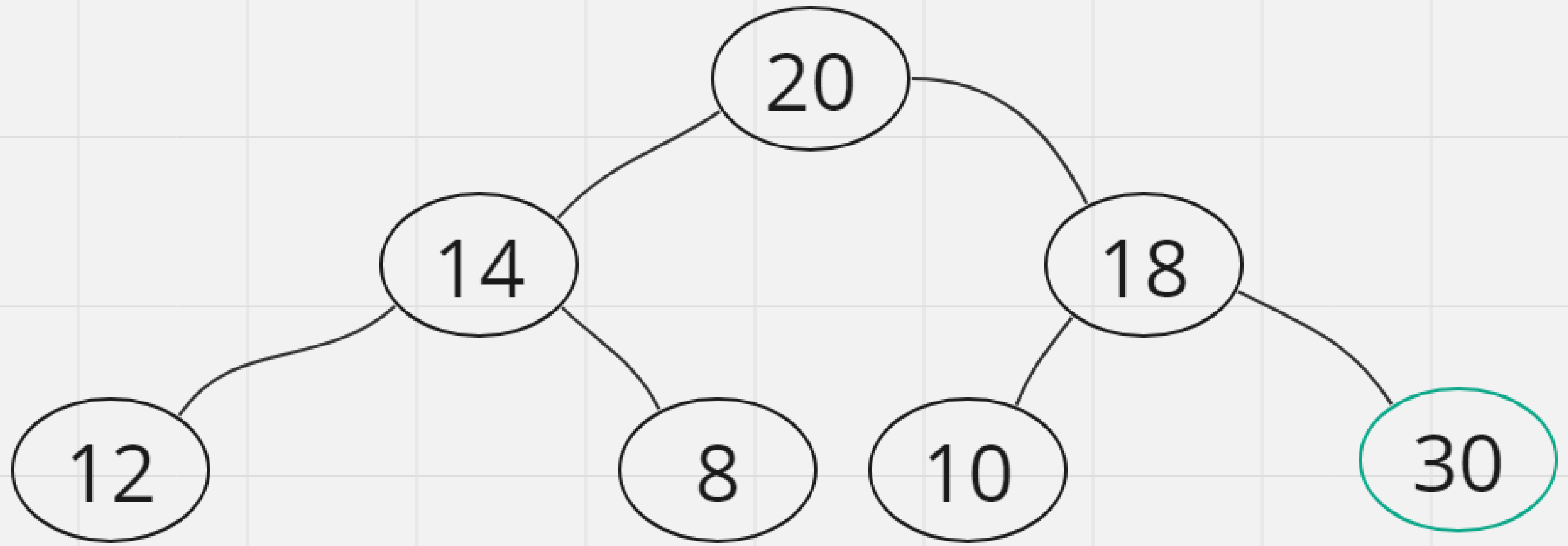
Continue the process
until satisfy all the
heap properly.

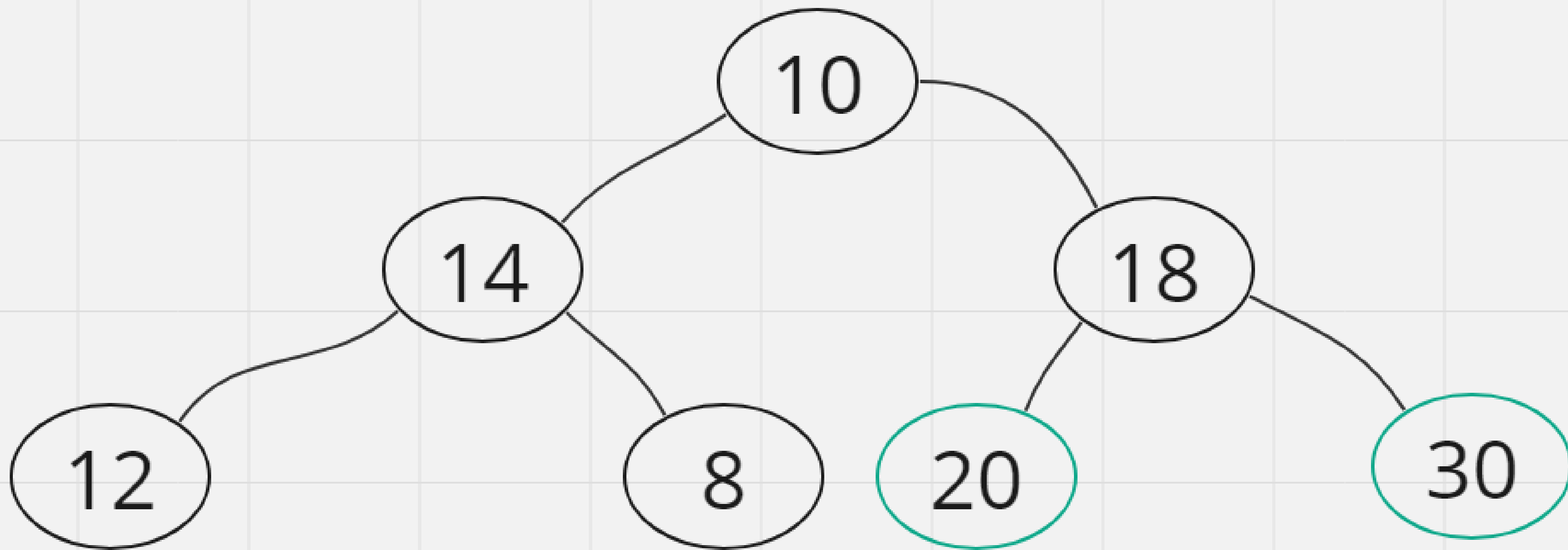
Let's solve an
example.

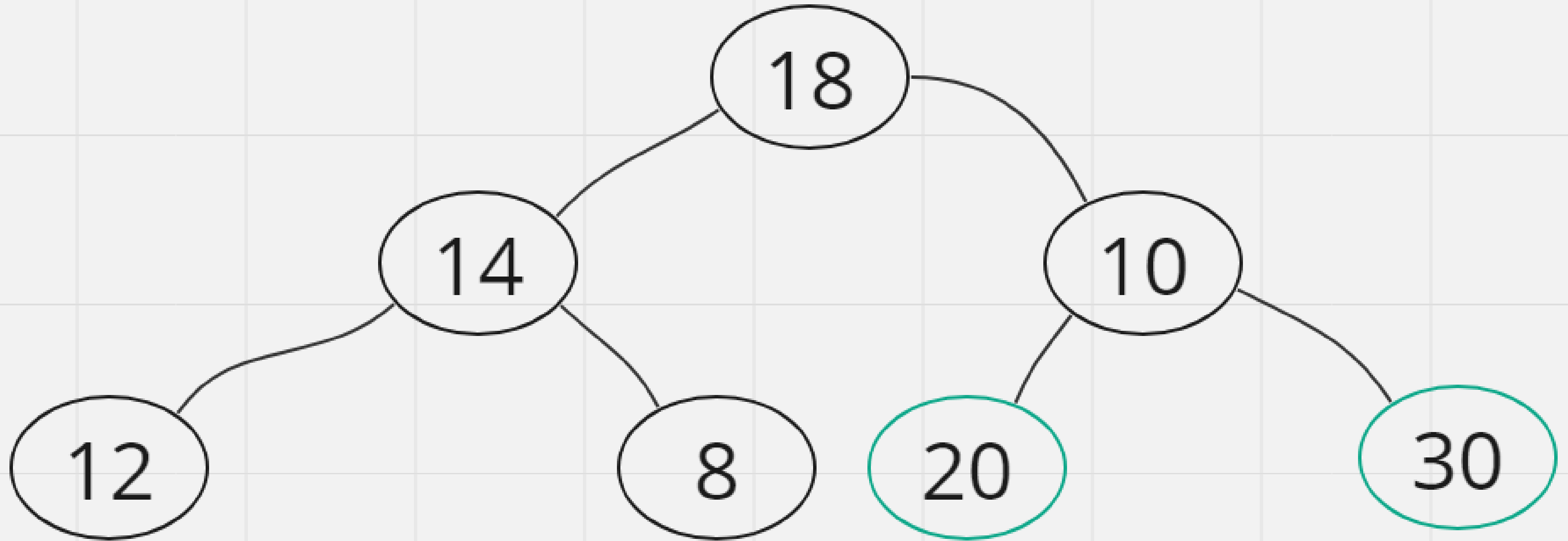


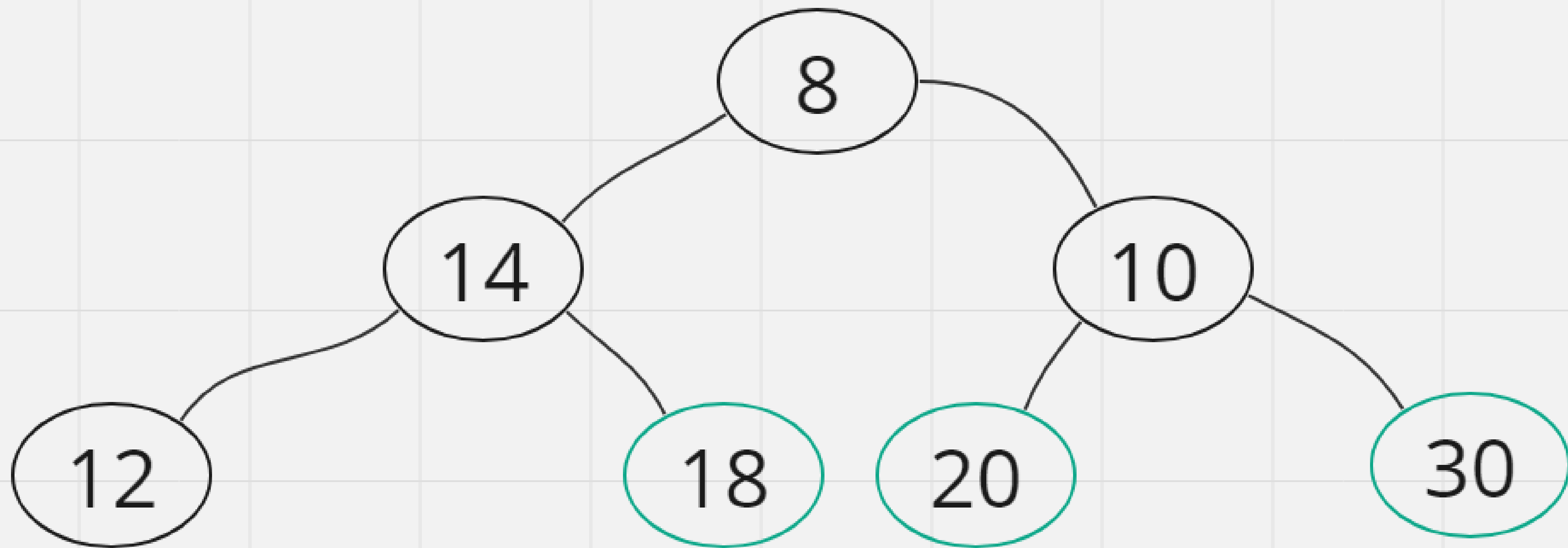


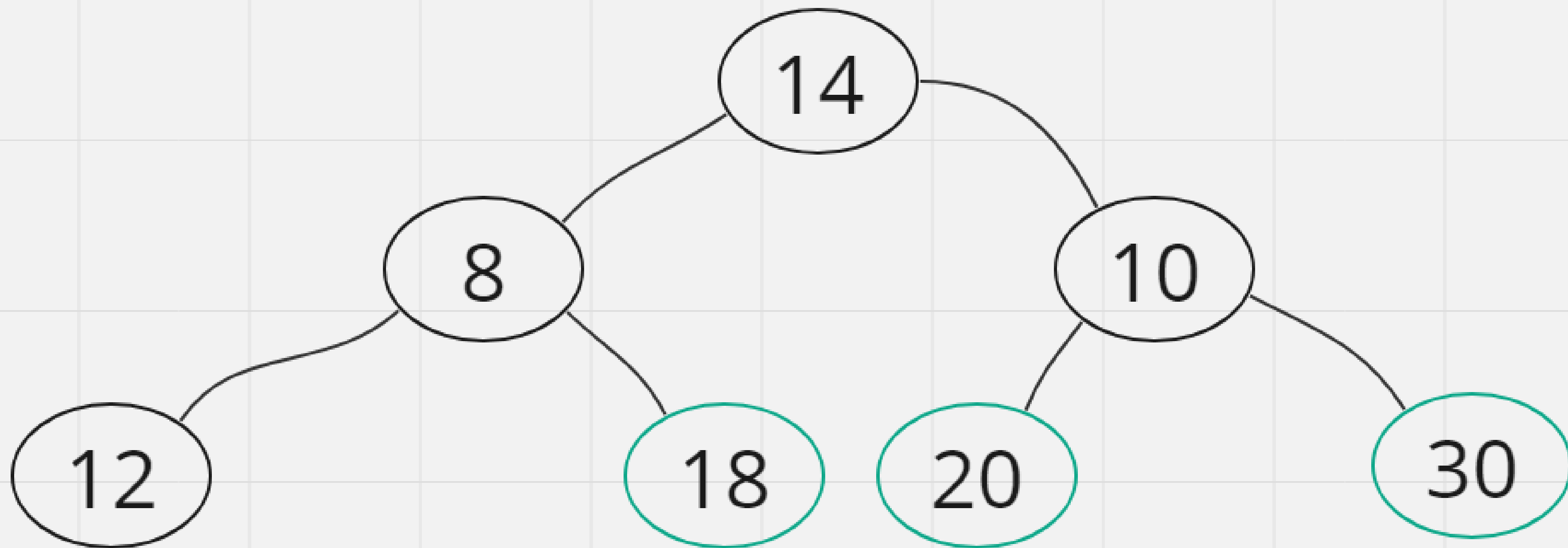


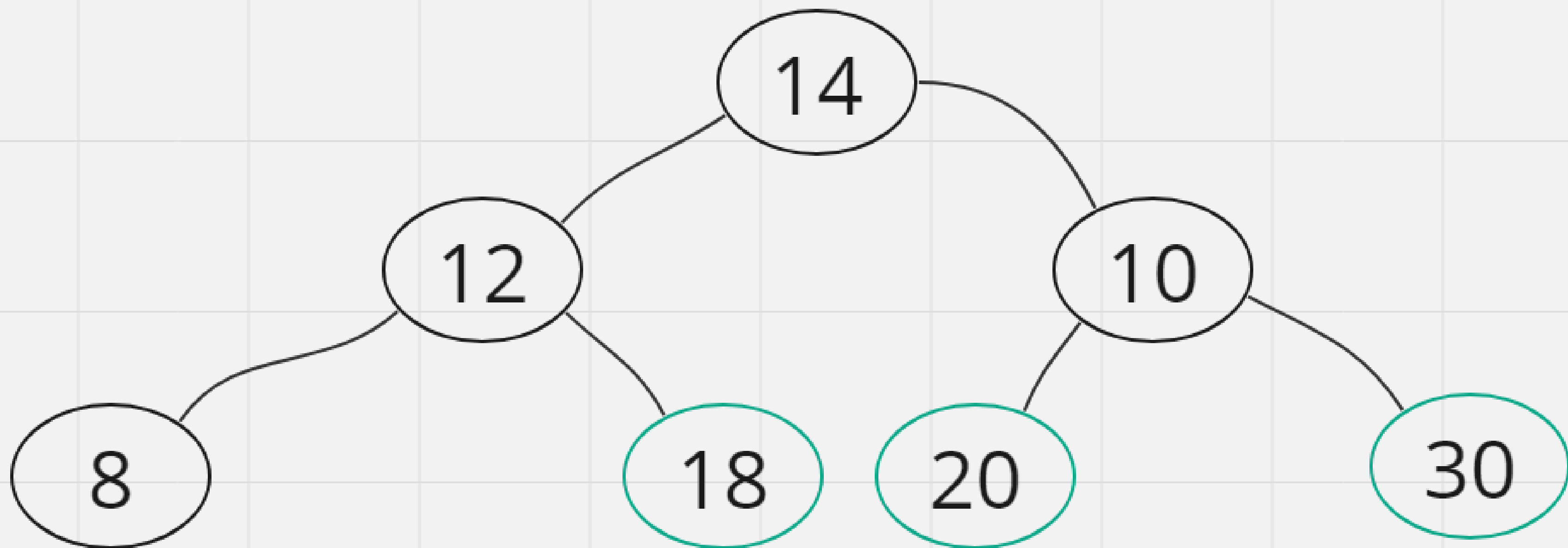


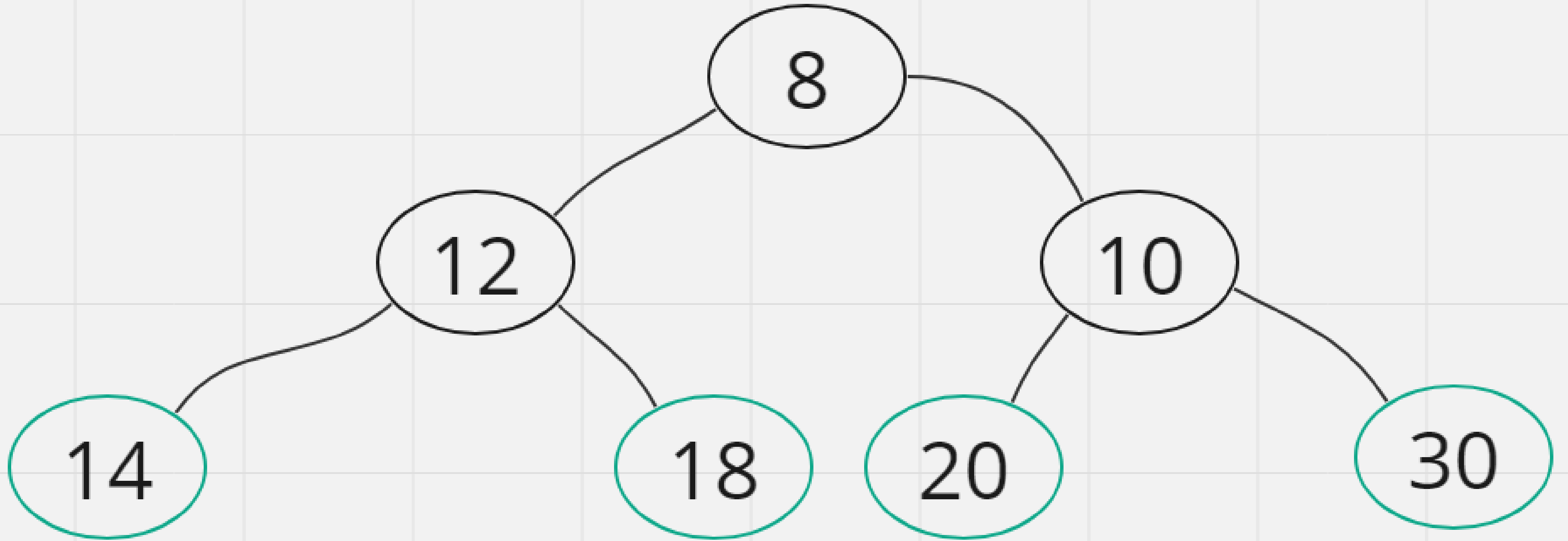


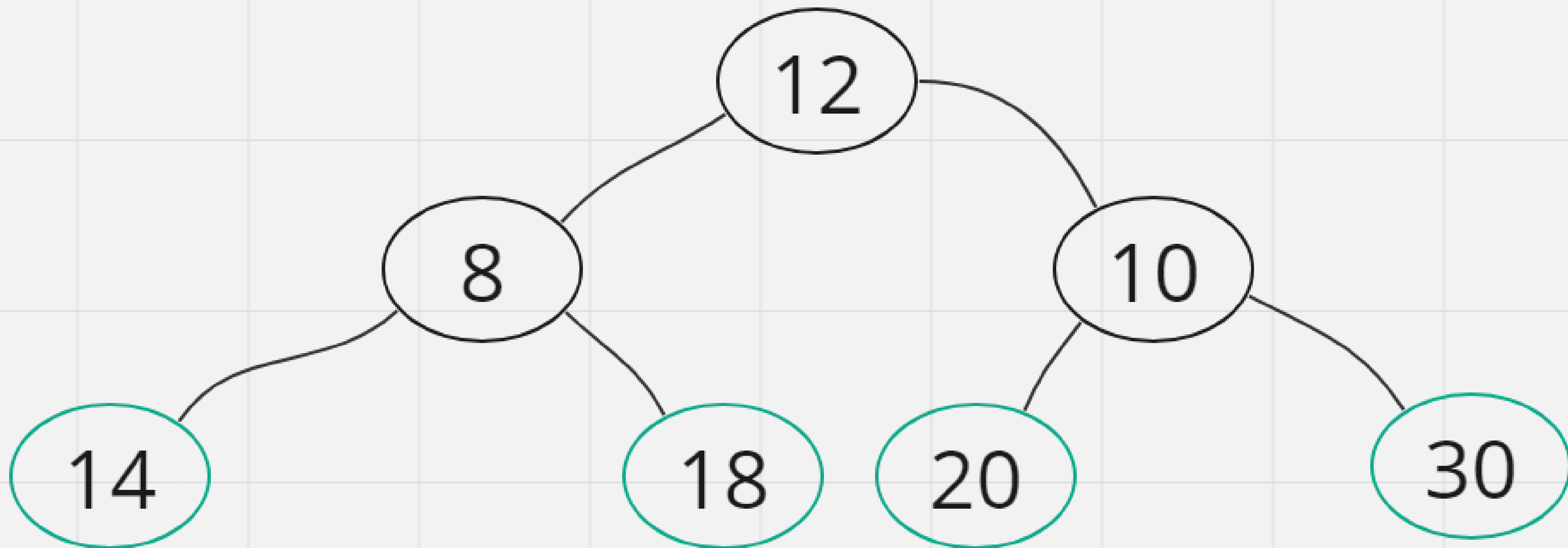


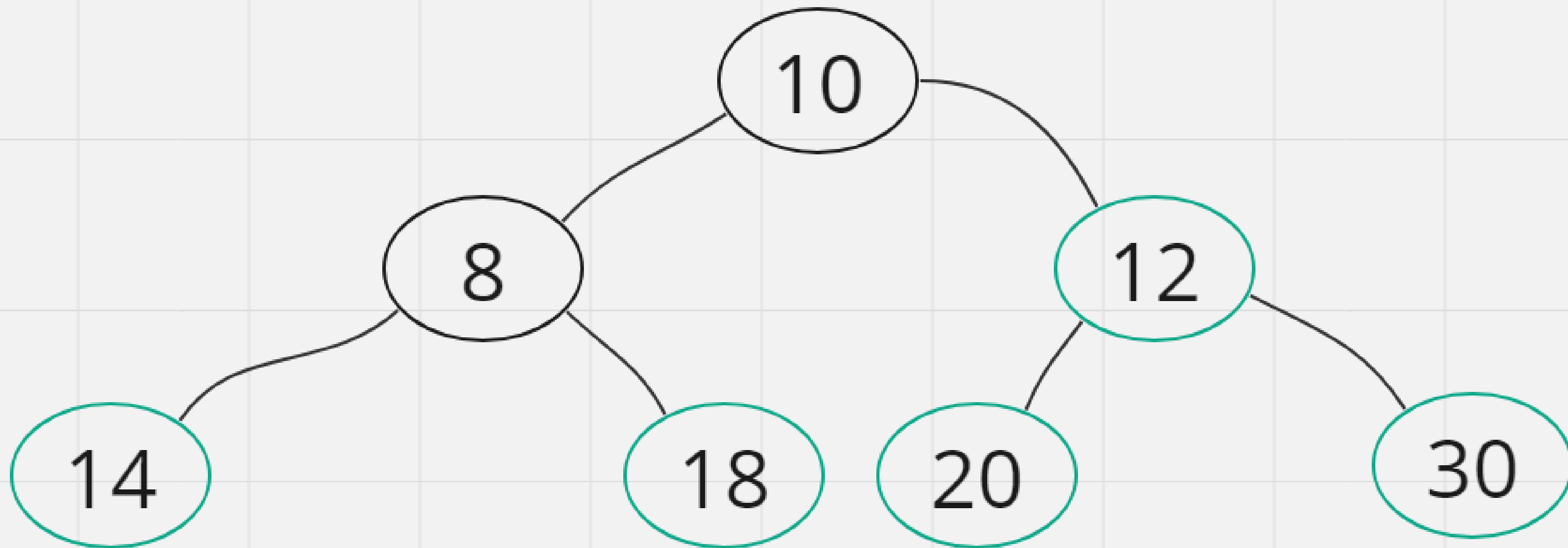


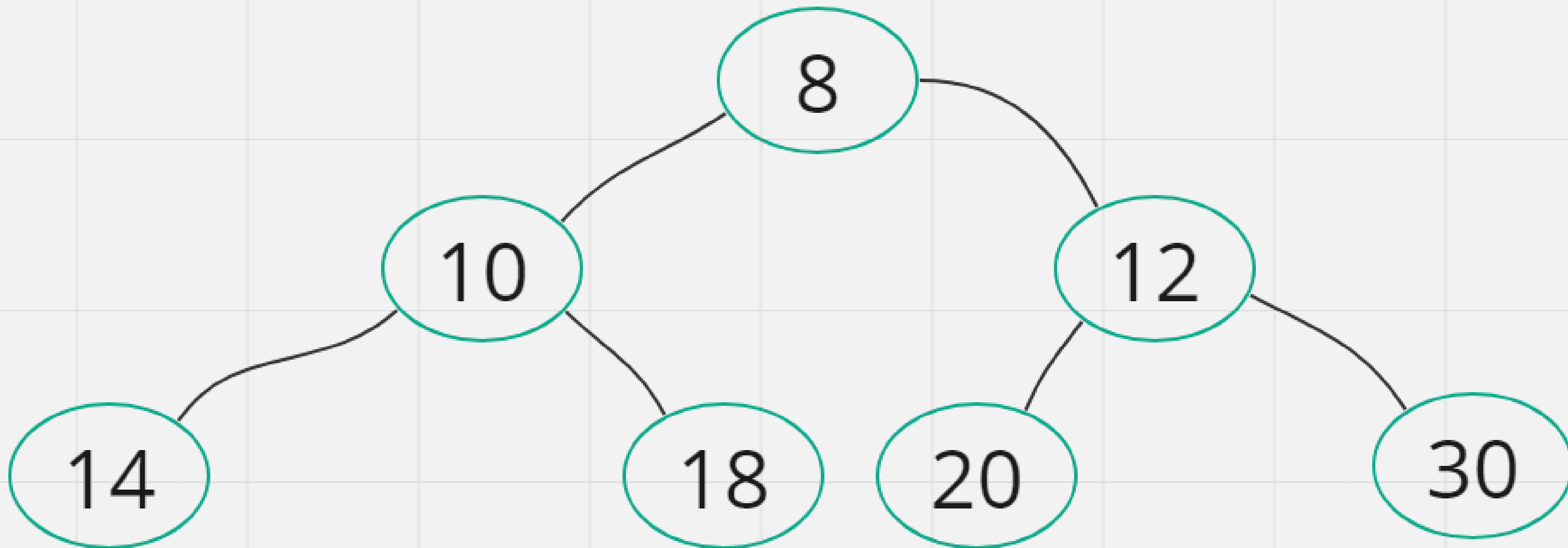




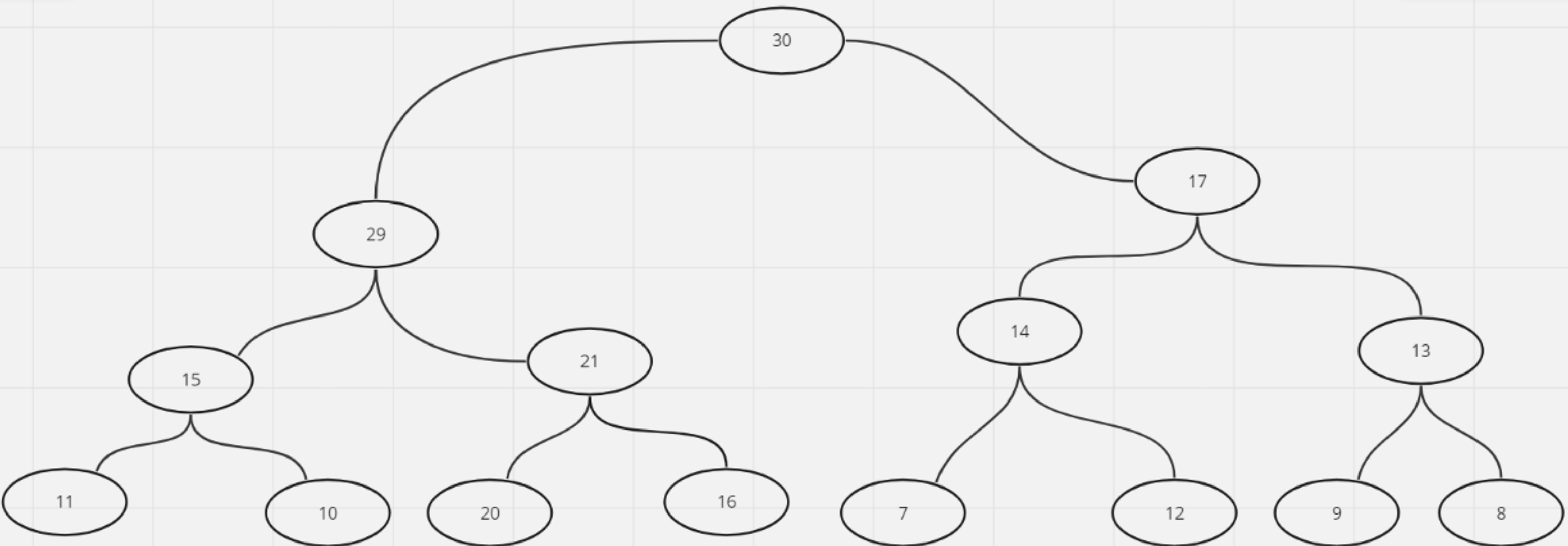


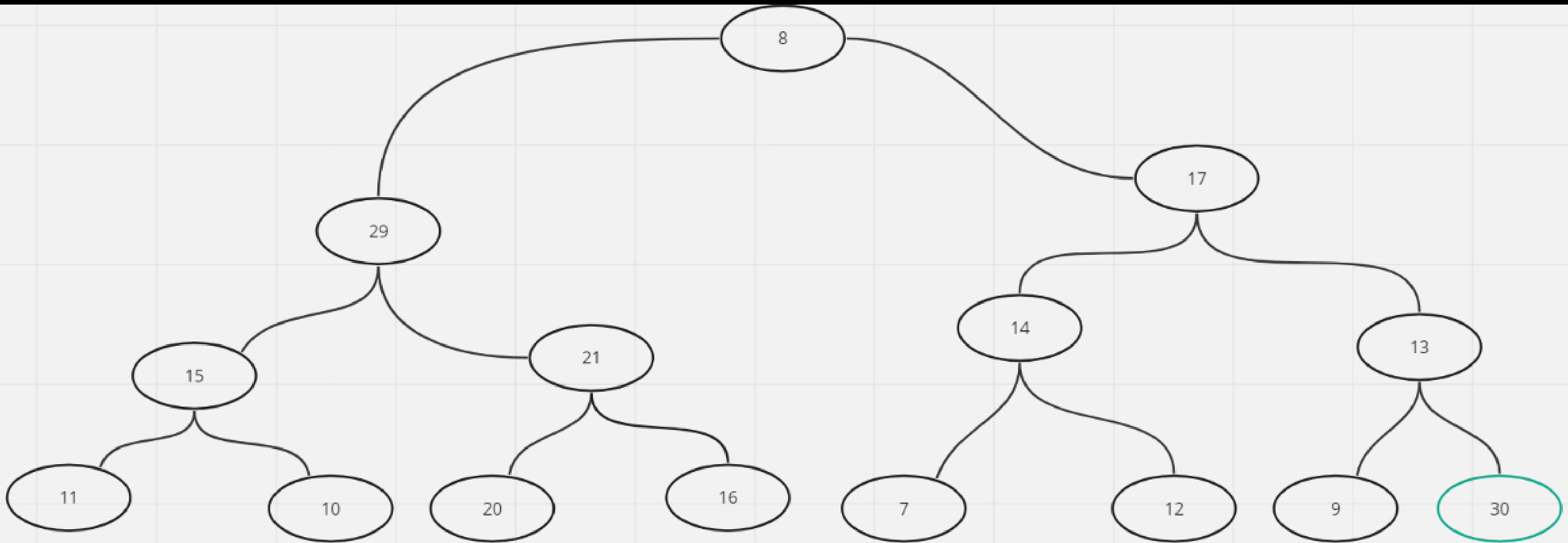


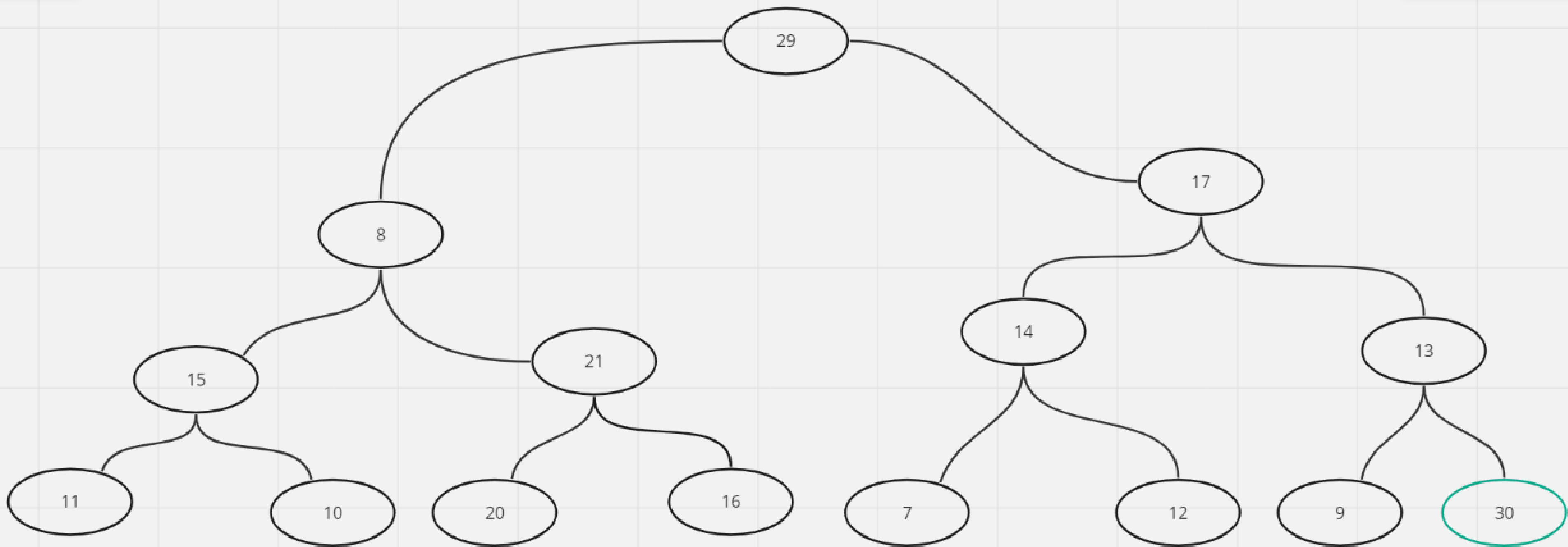


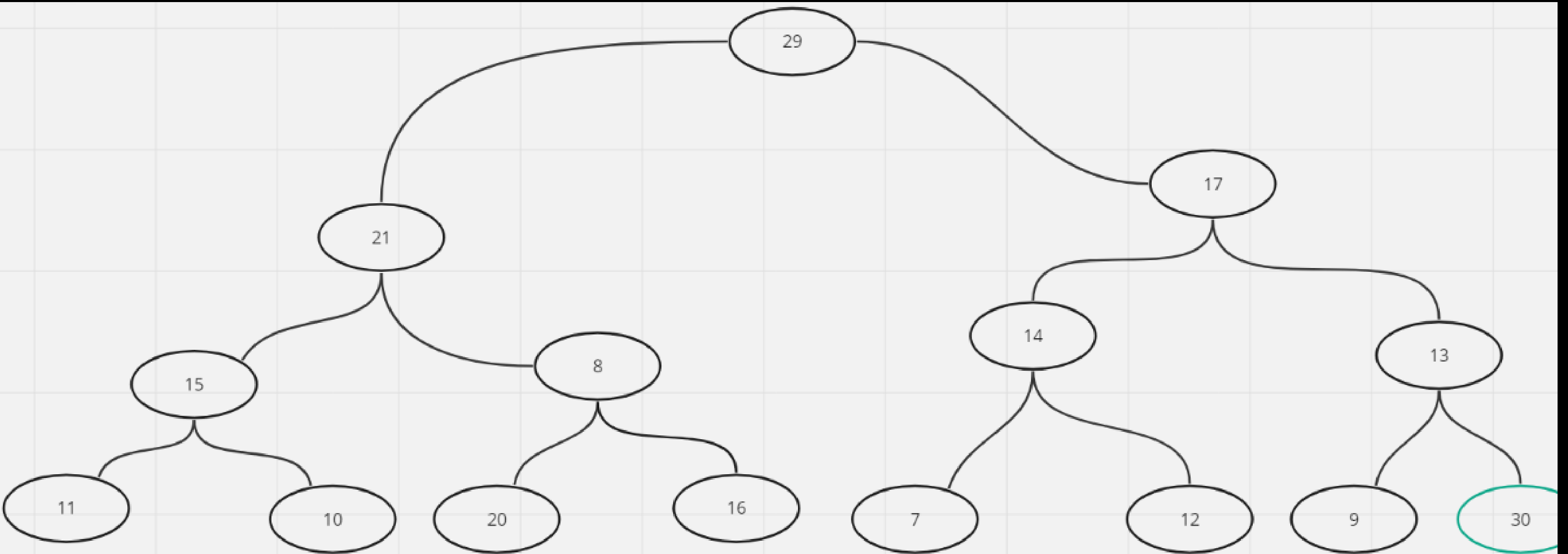


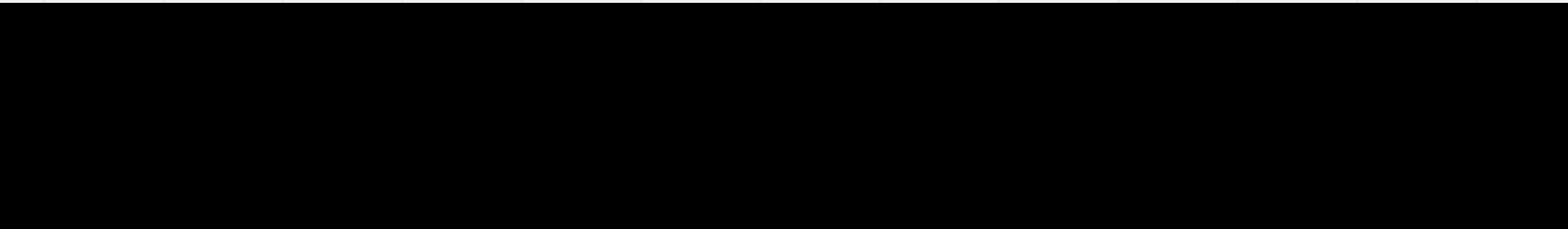
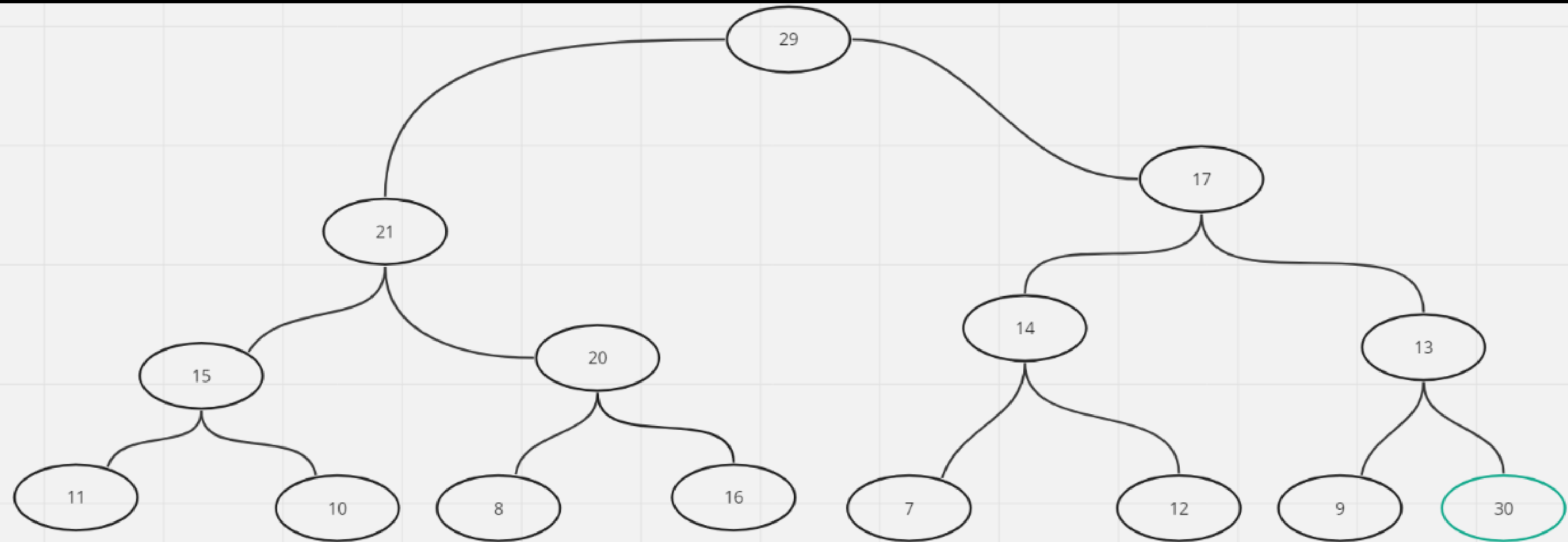
Now, the array is
sorted.

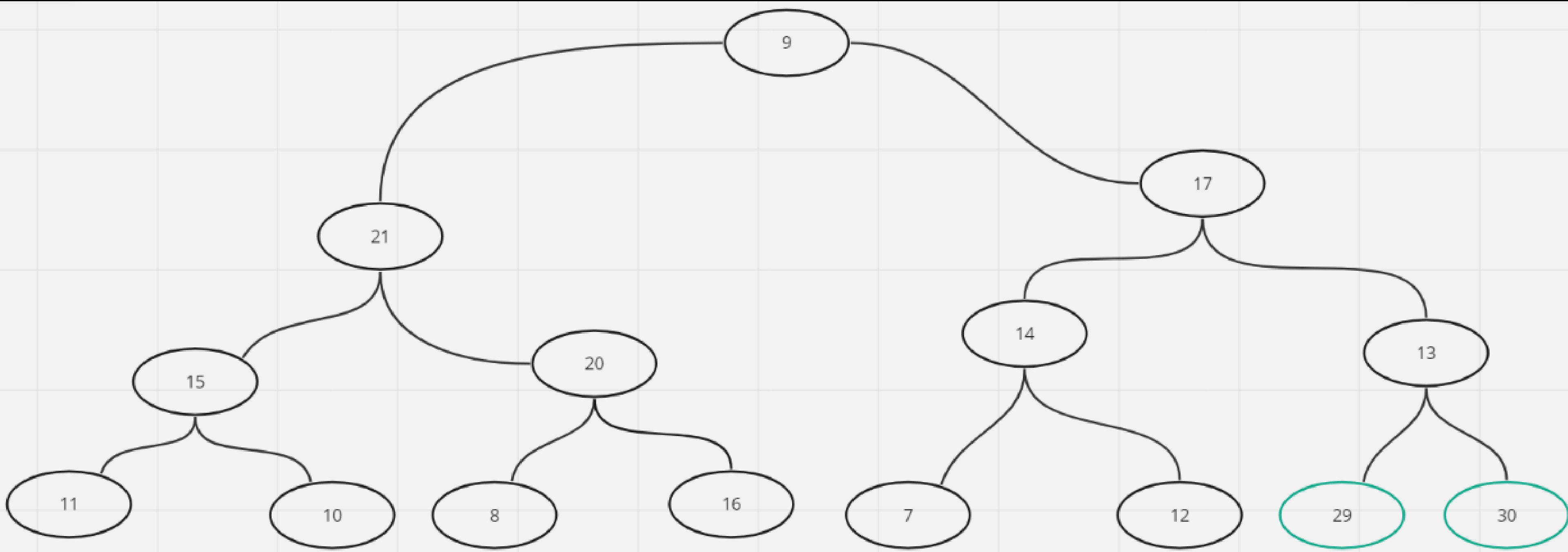


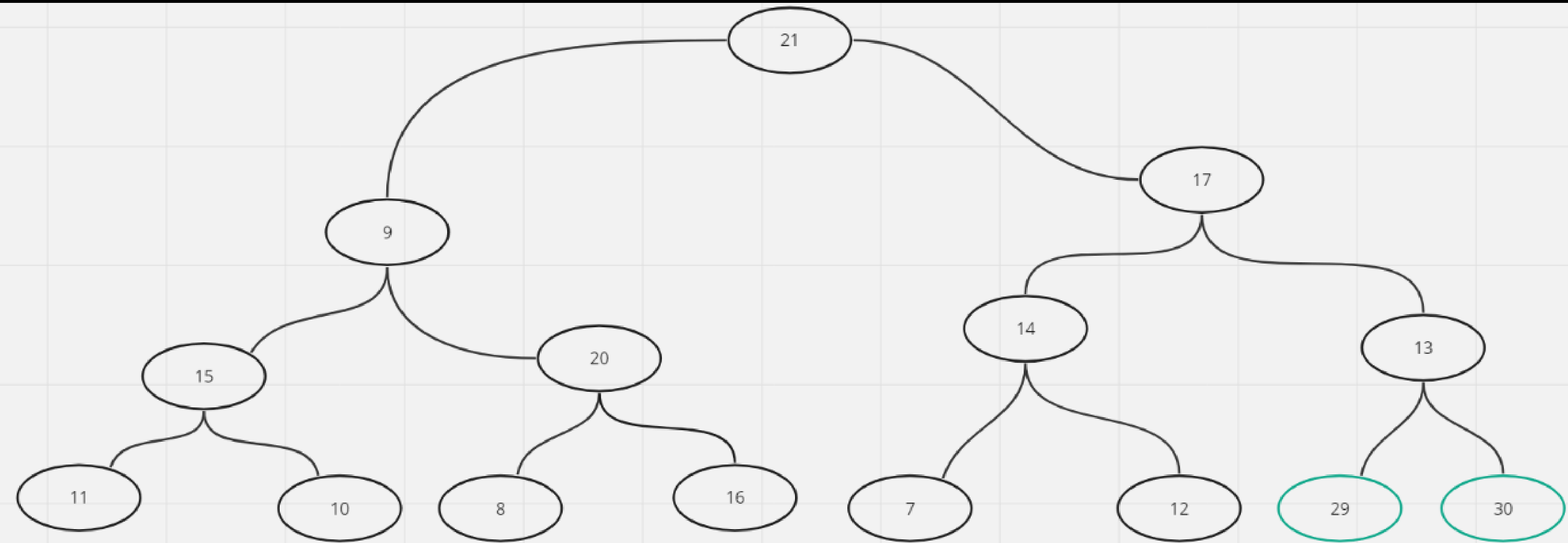


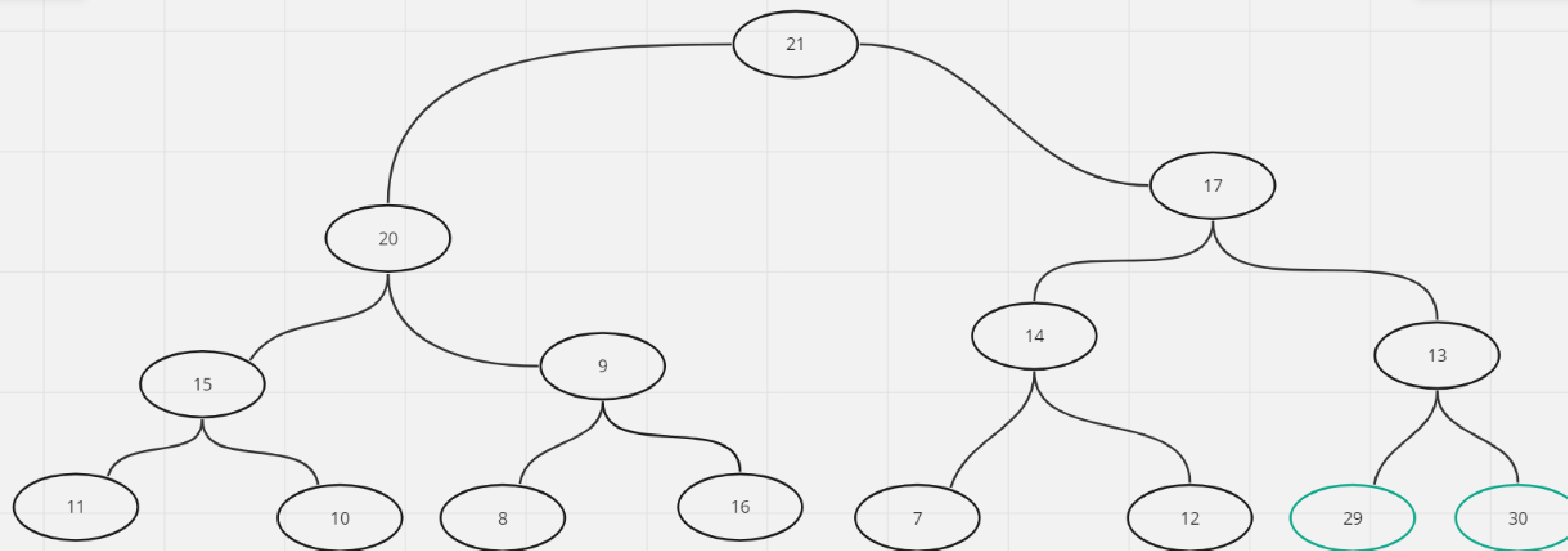


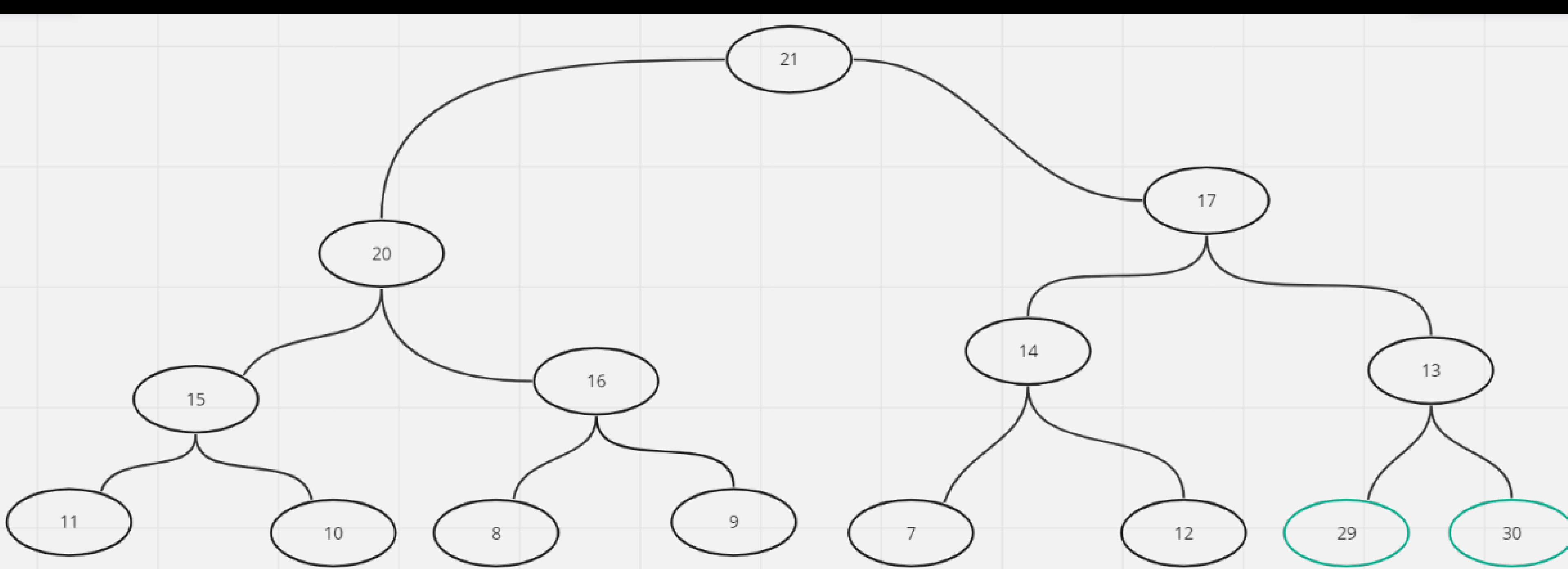


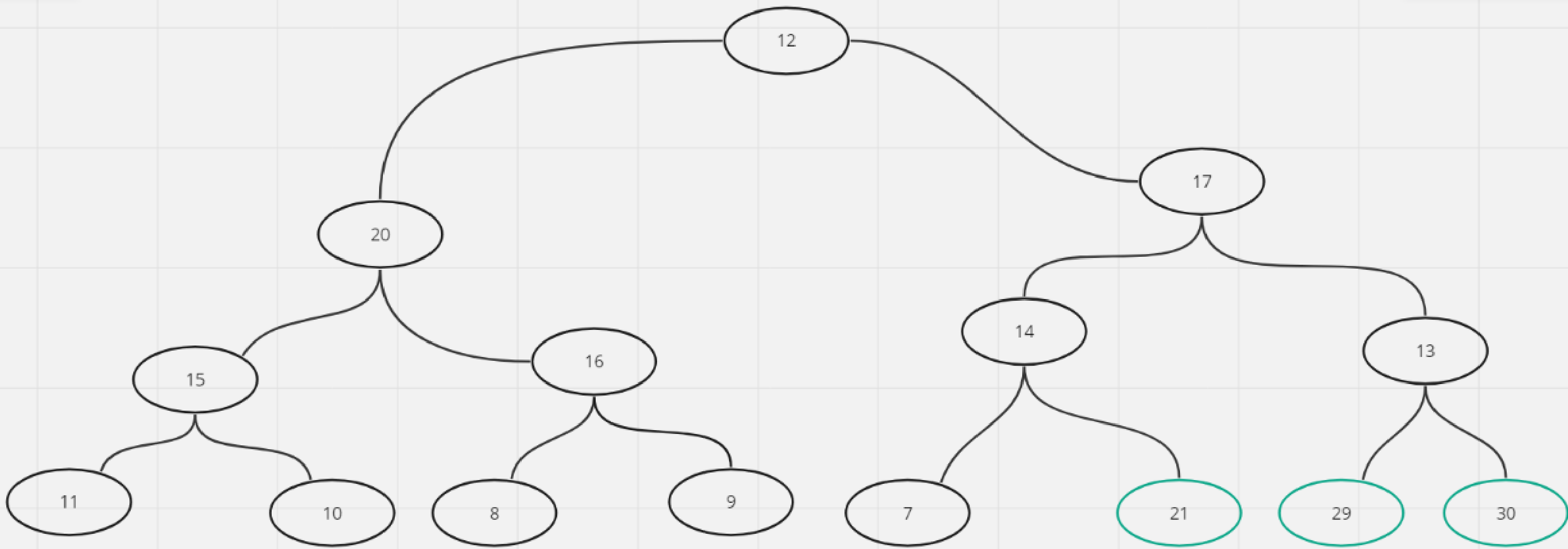


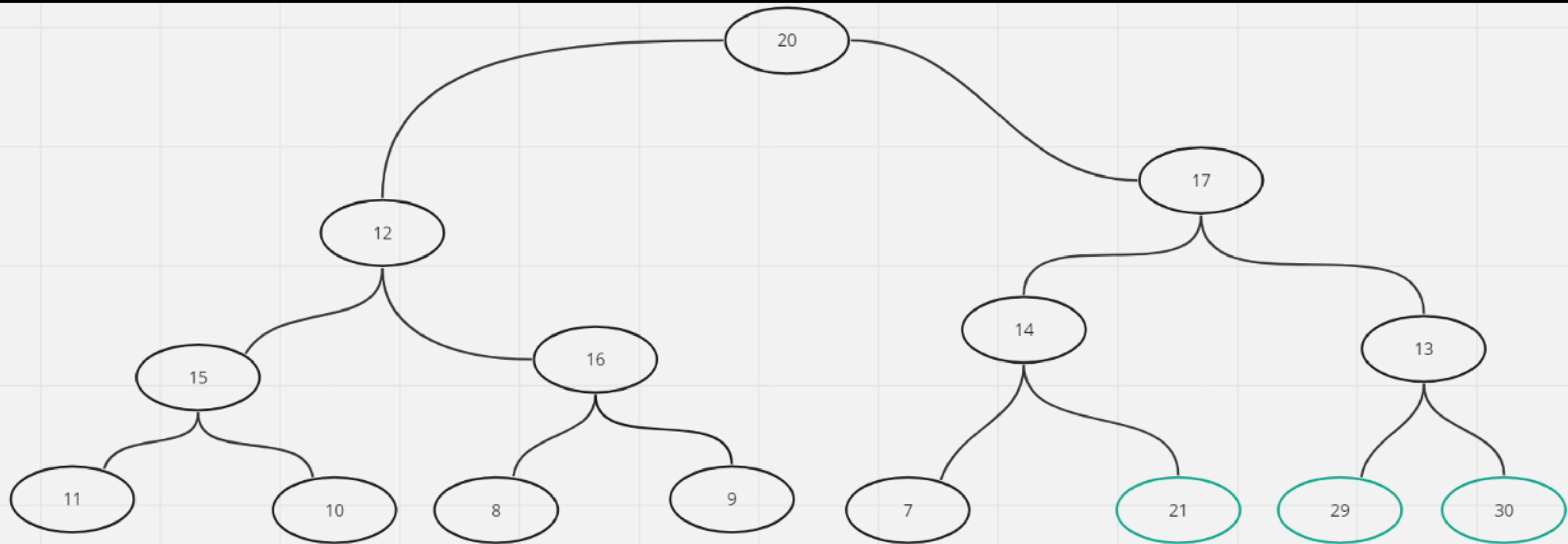


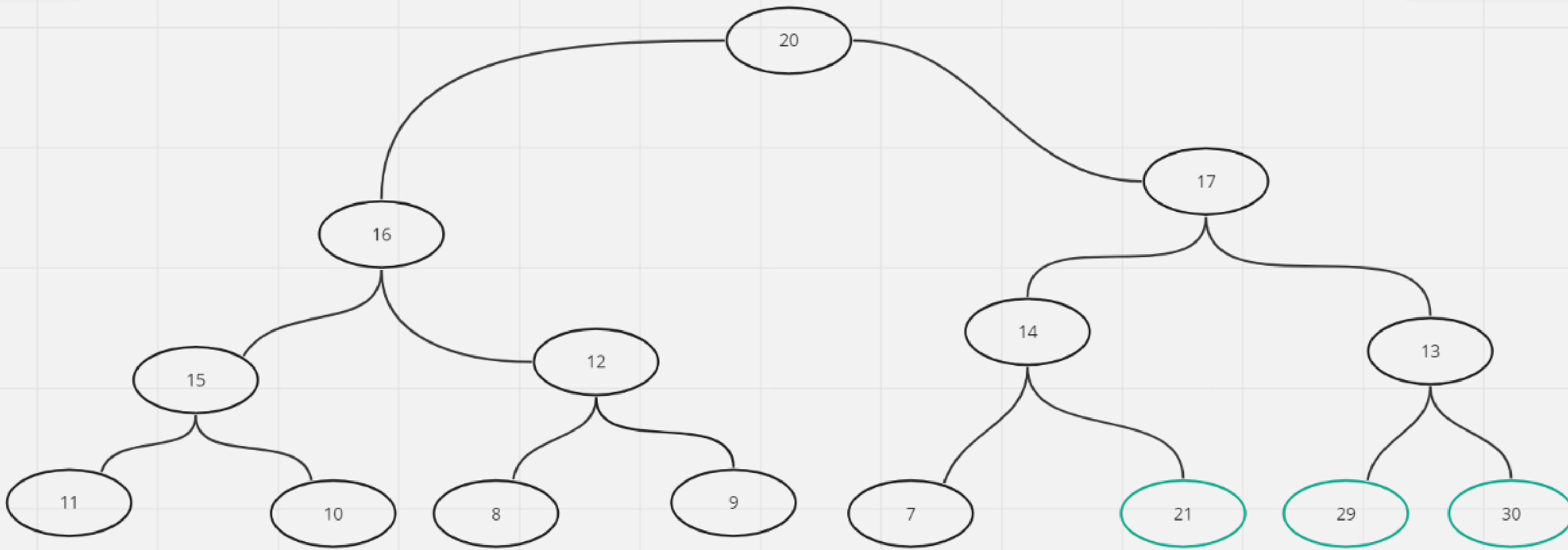


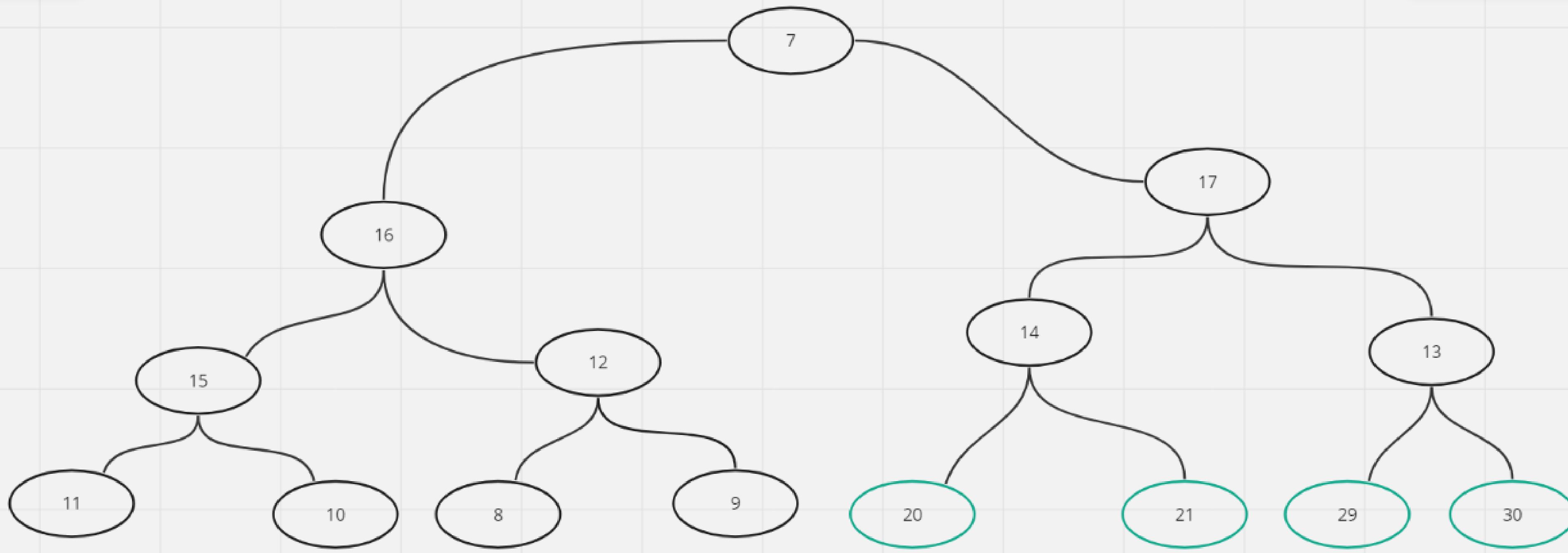


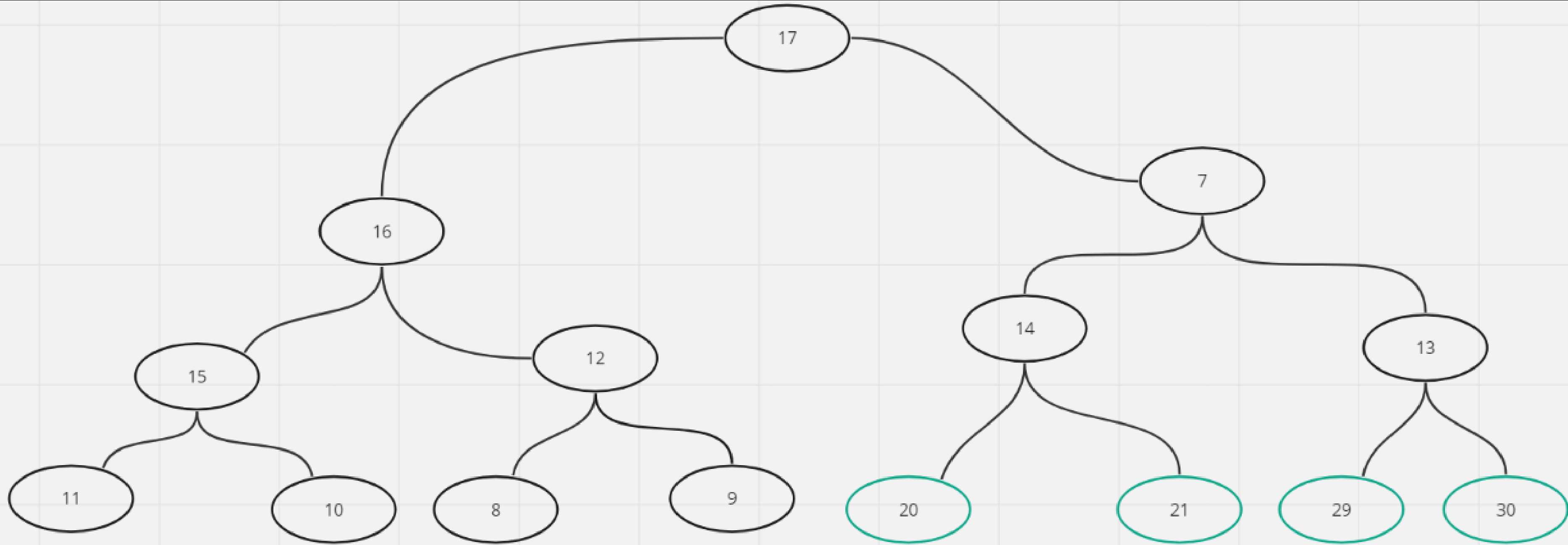


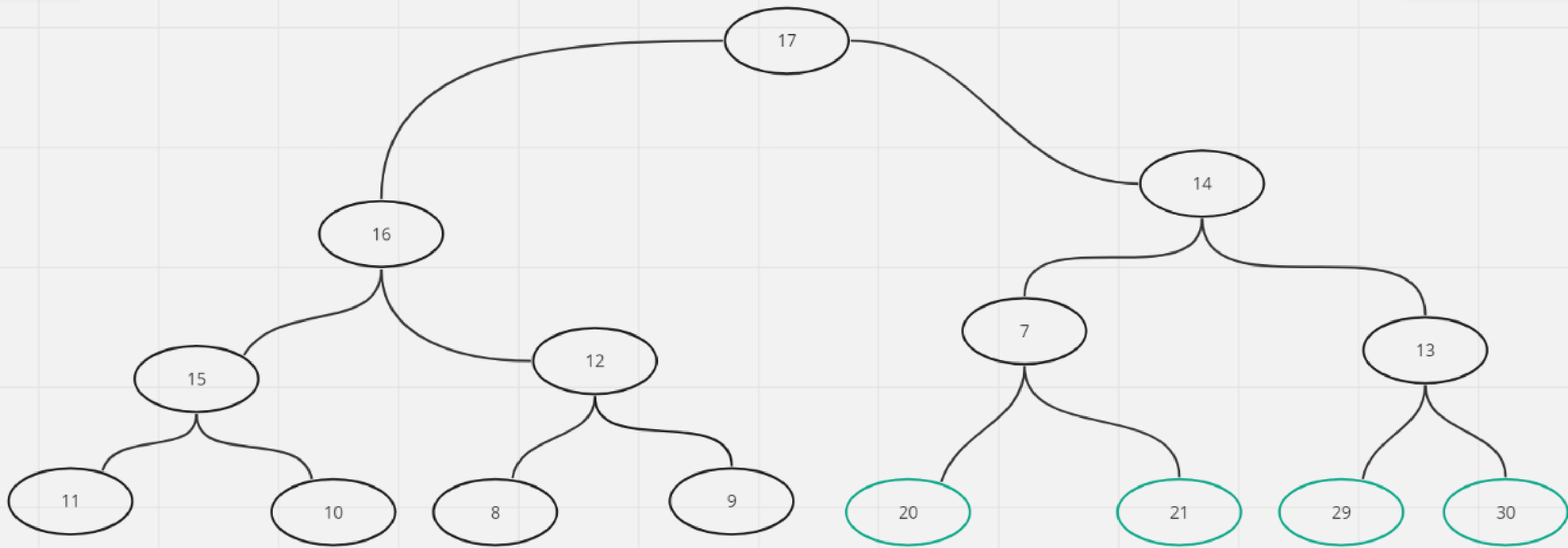


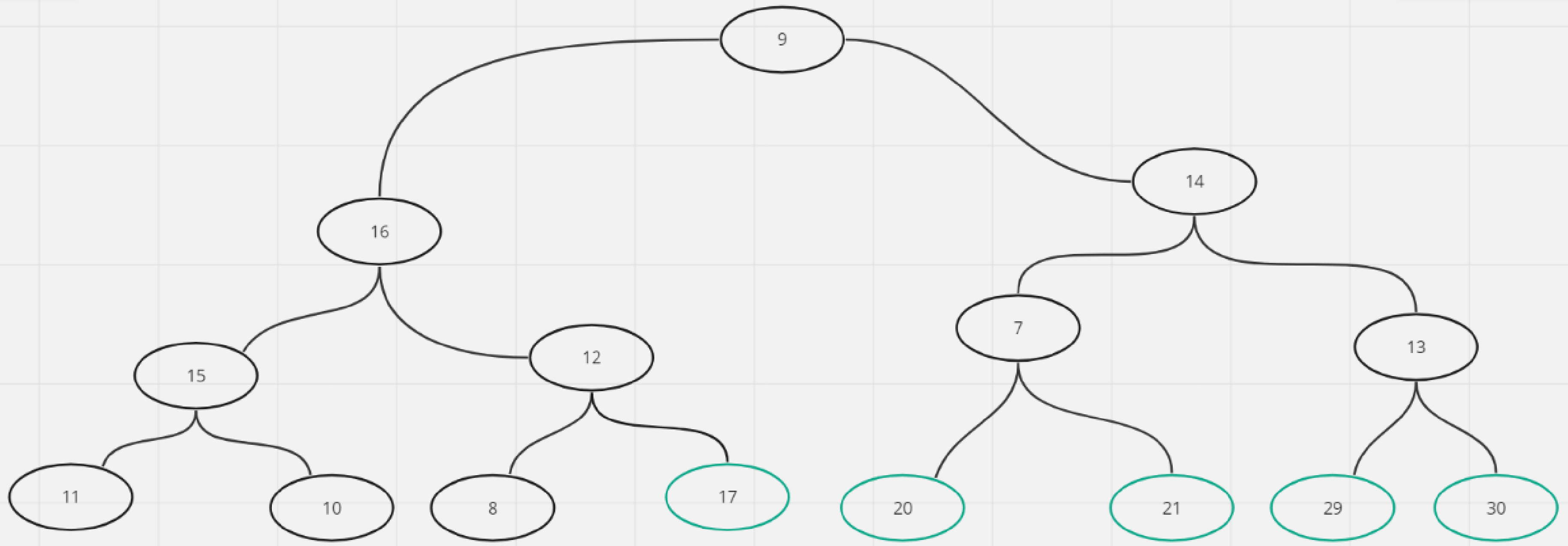


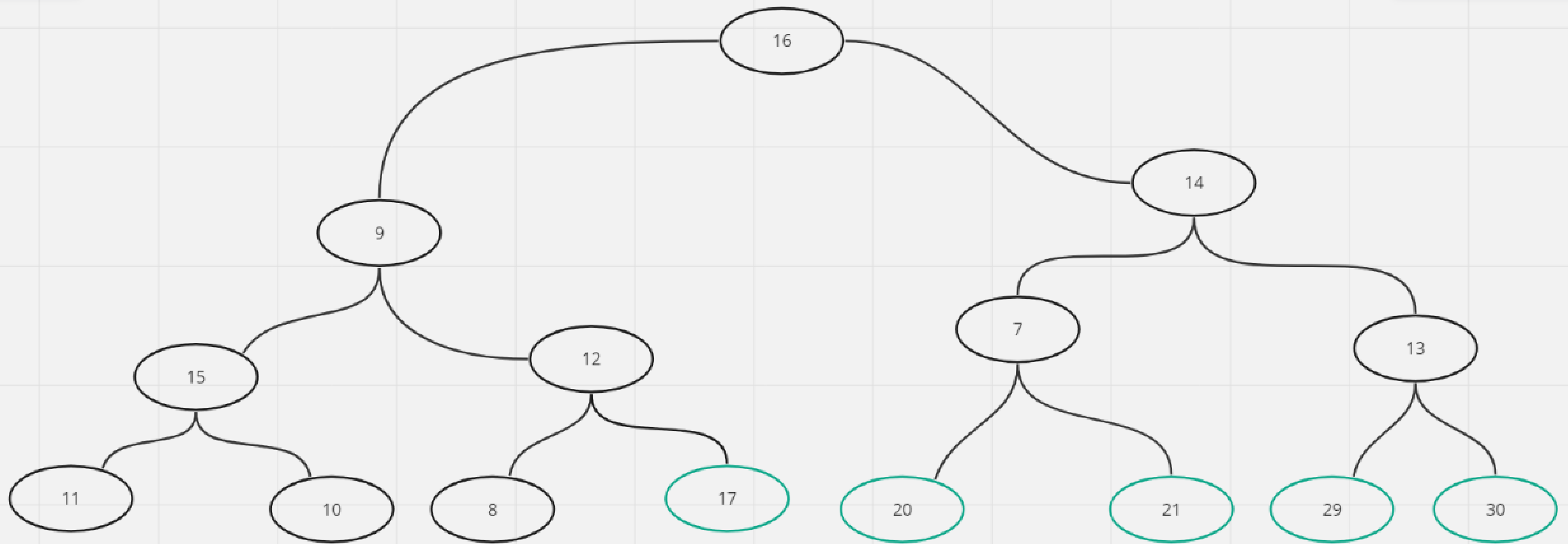


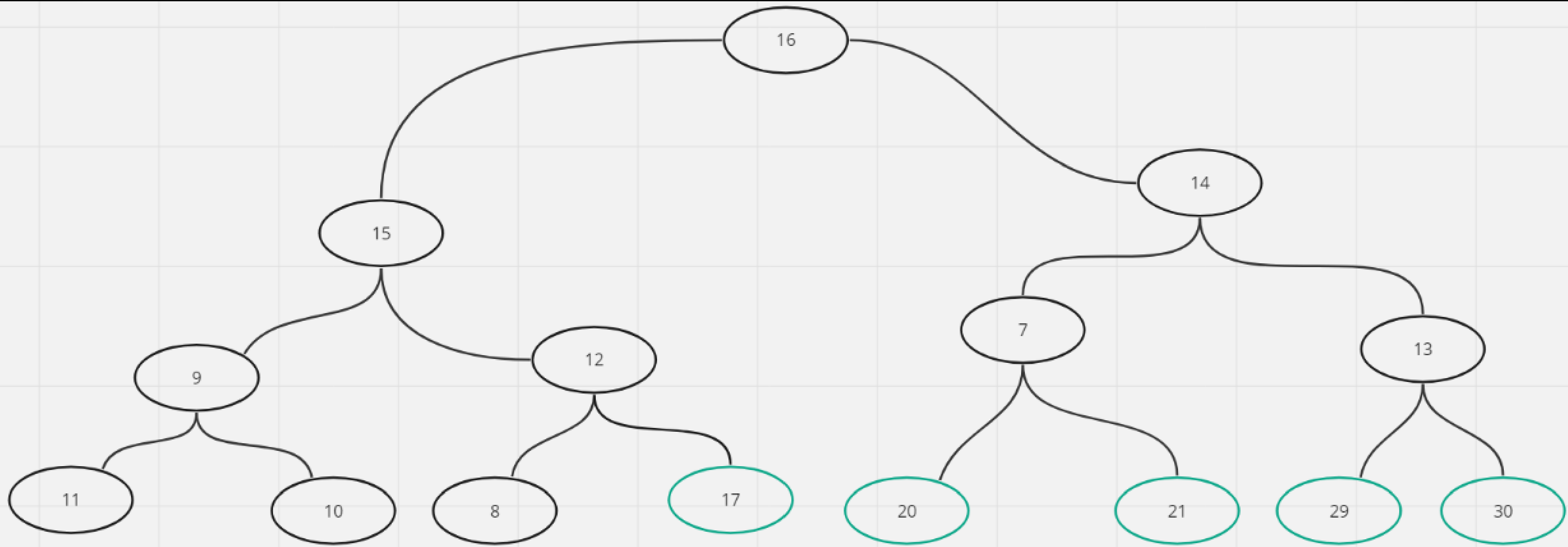


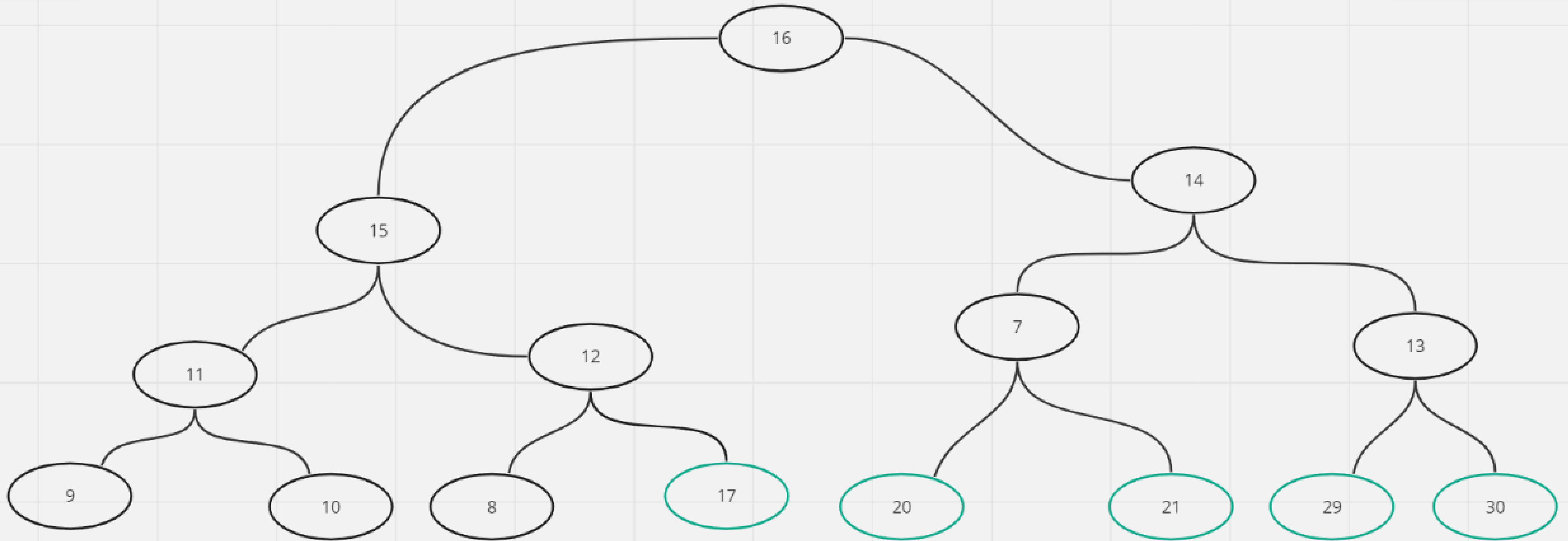


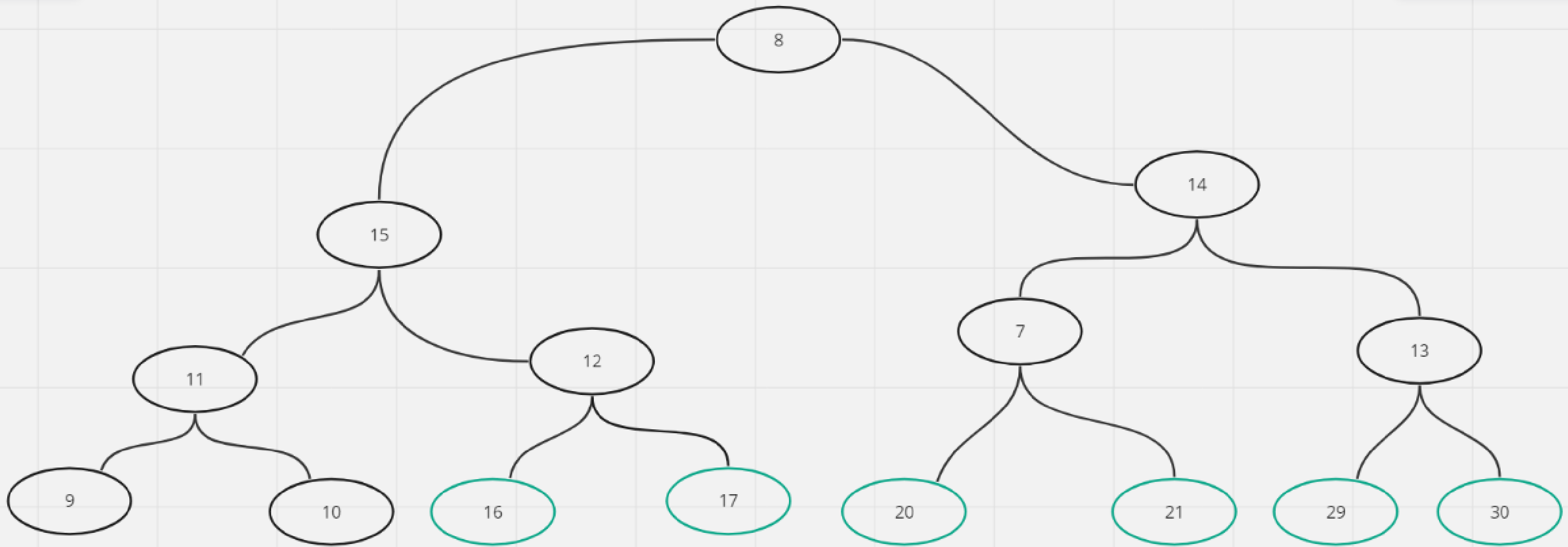


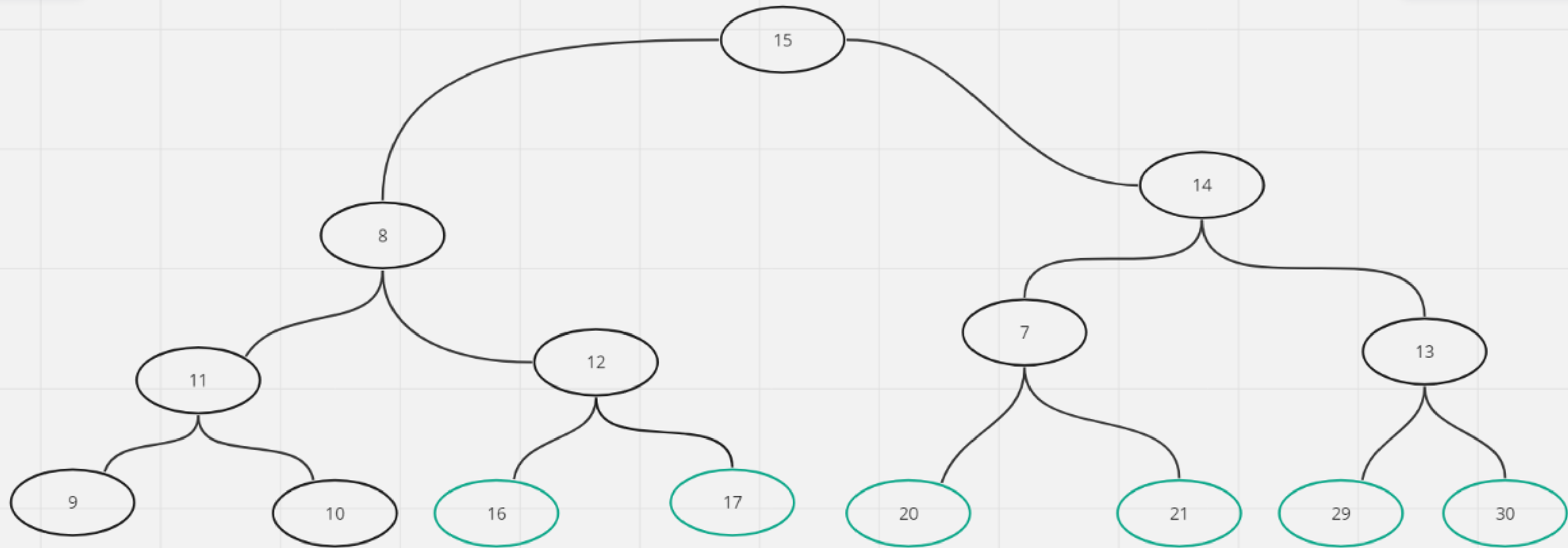


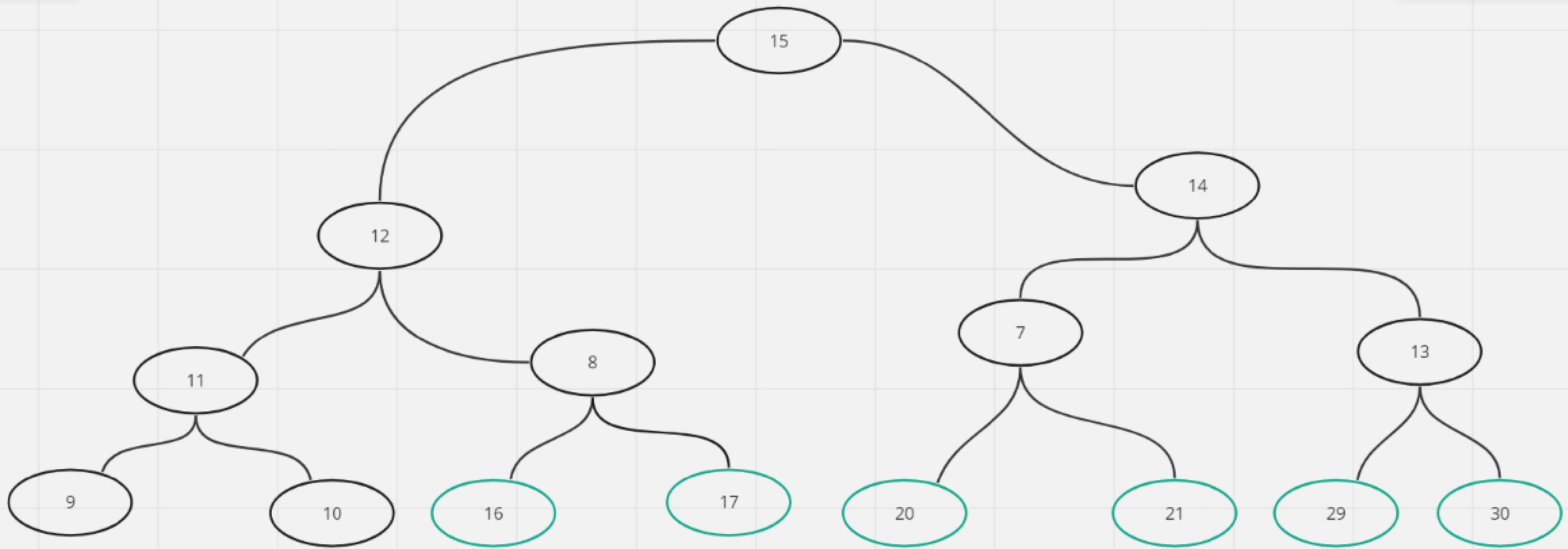


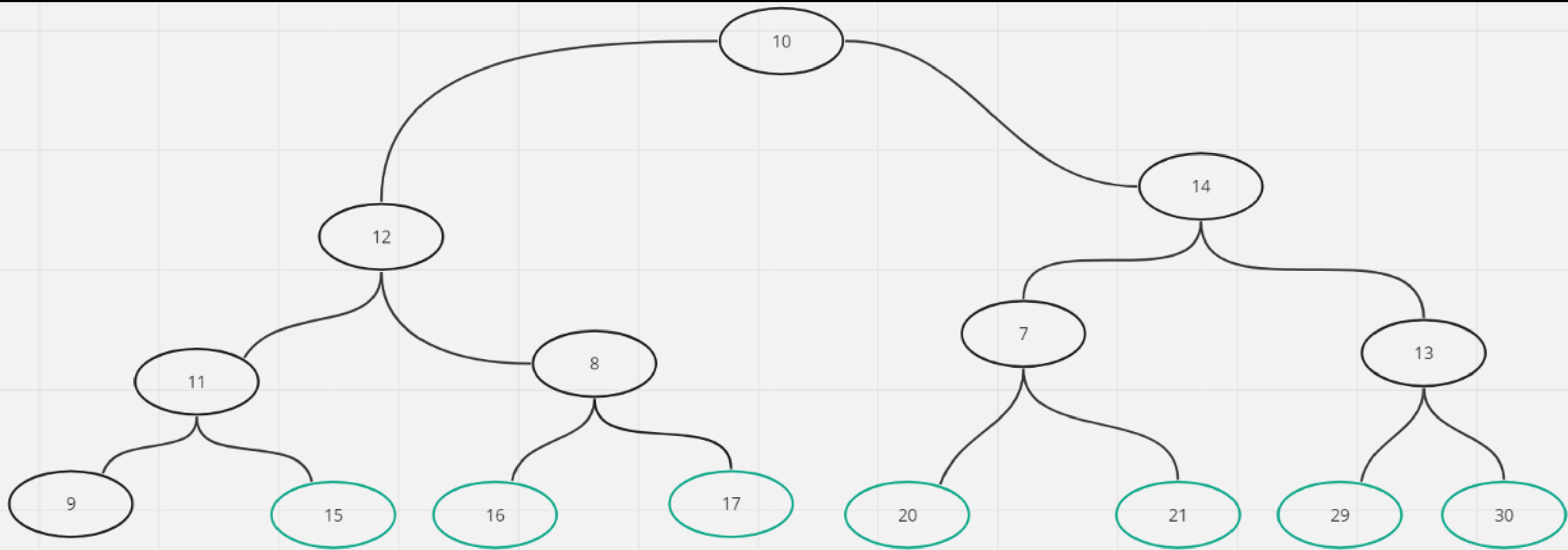


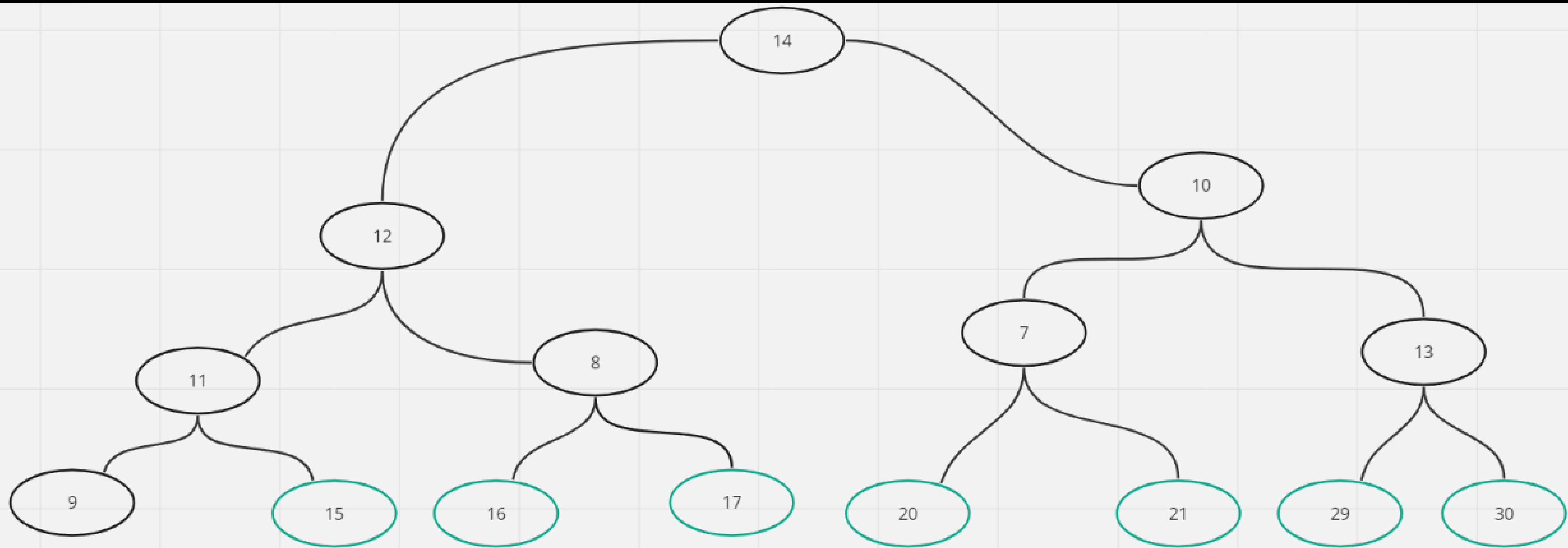


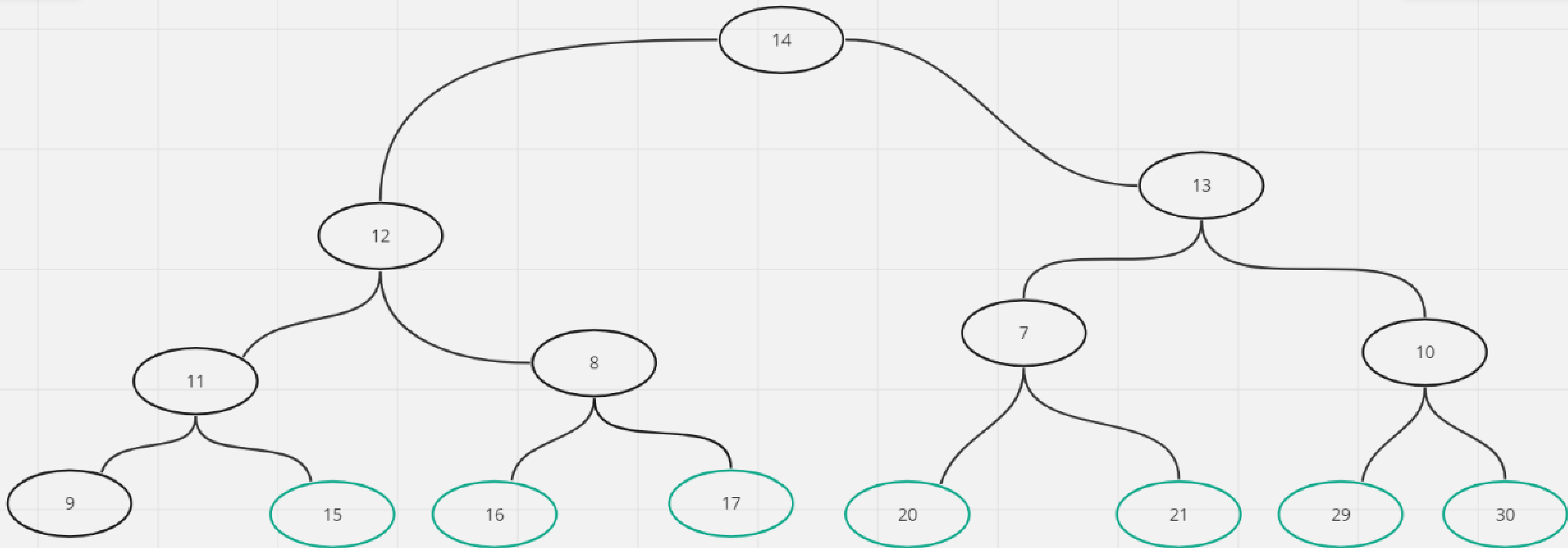


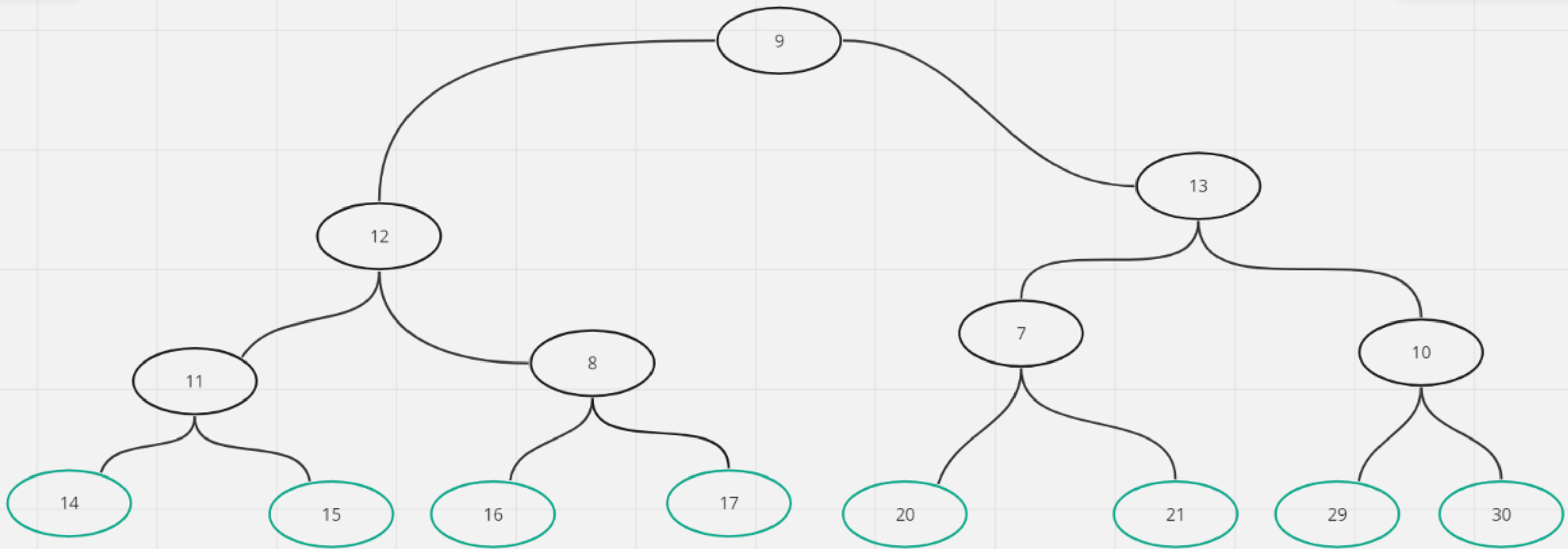


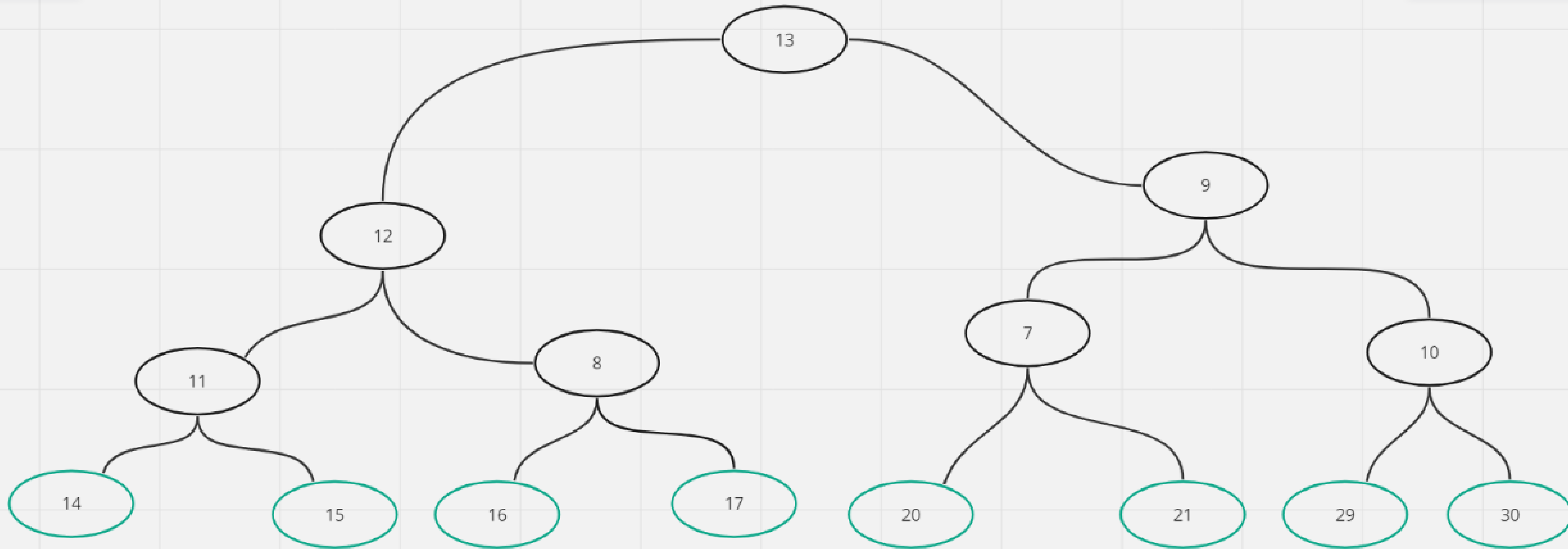


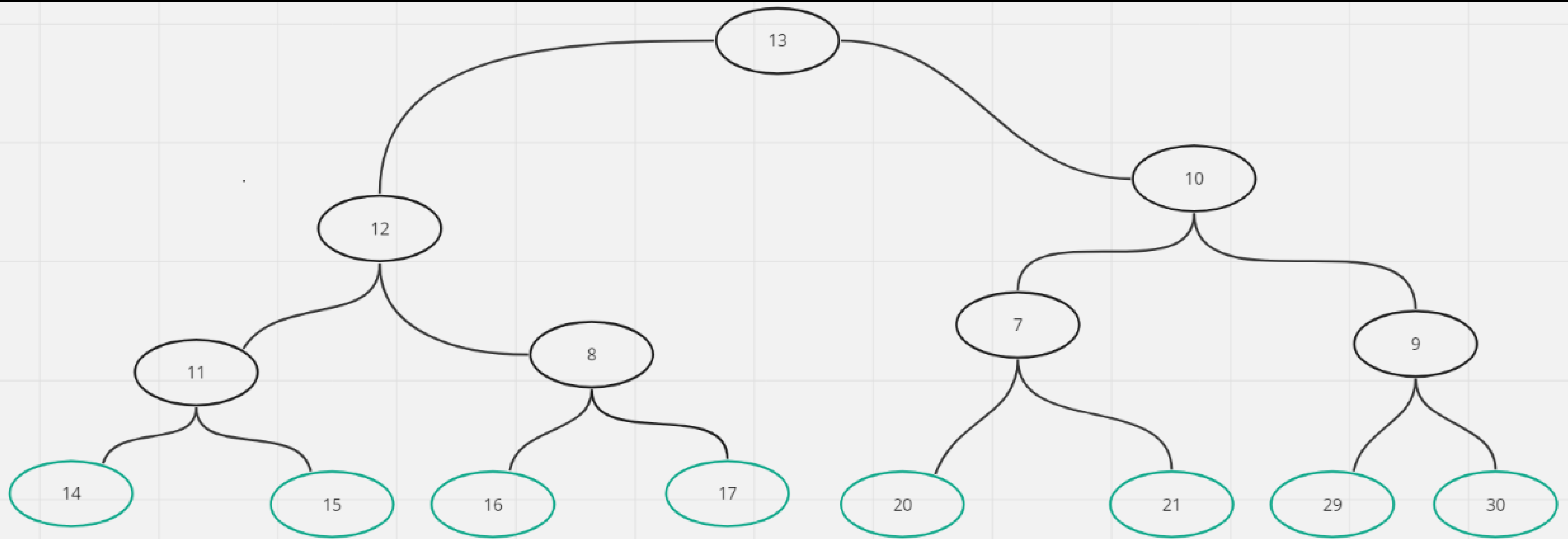


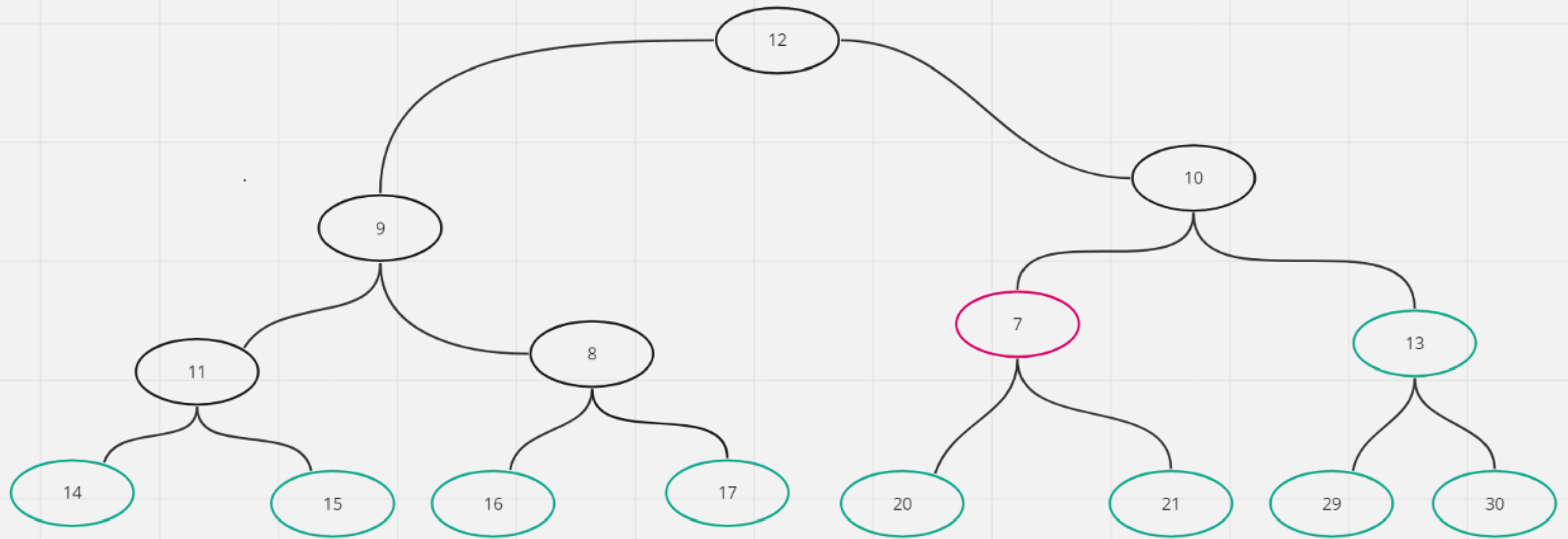


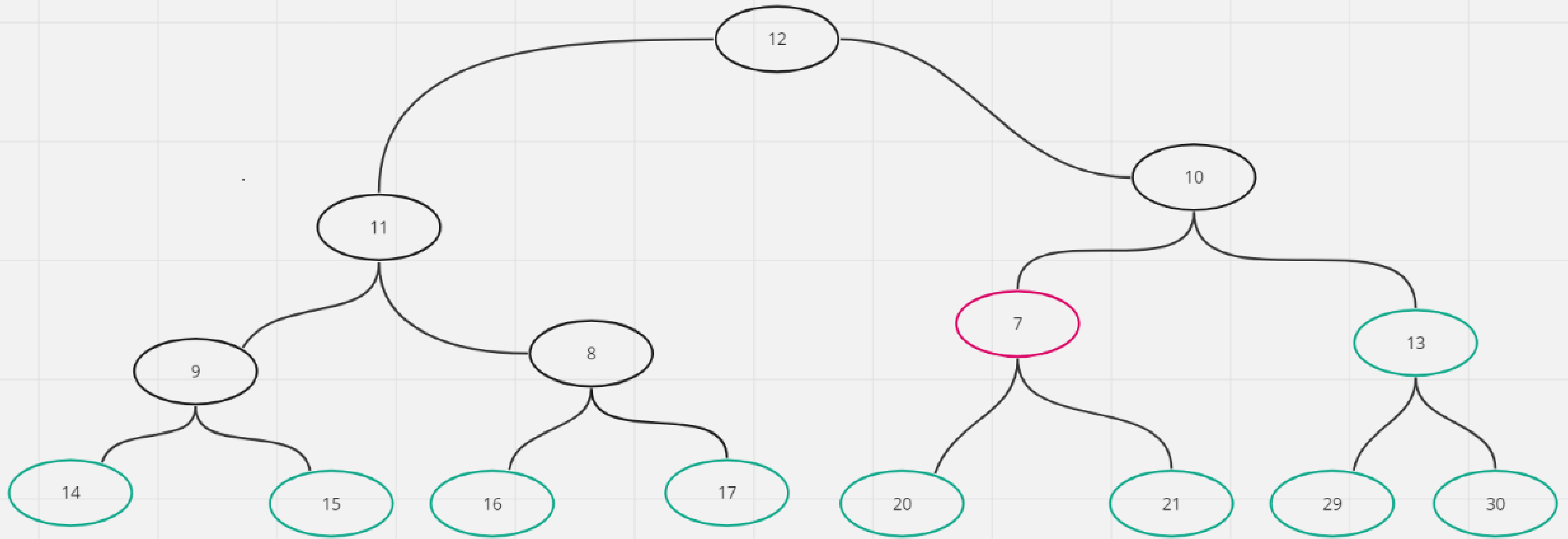


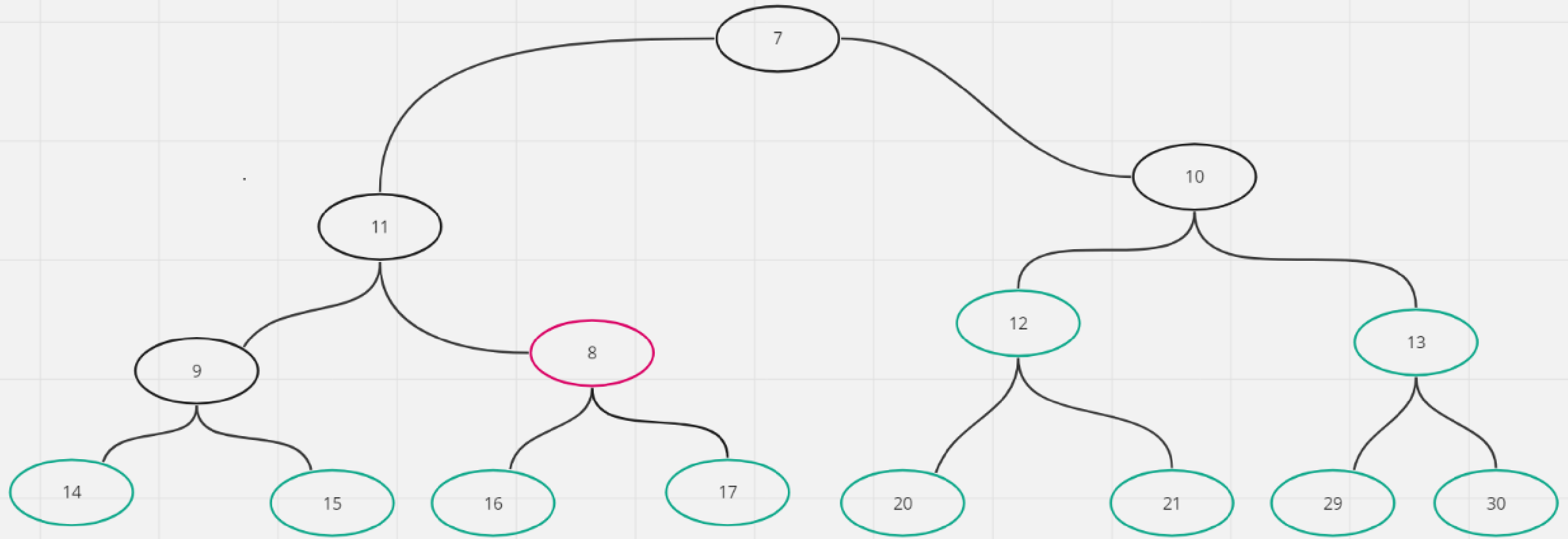


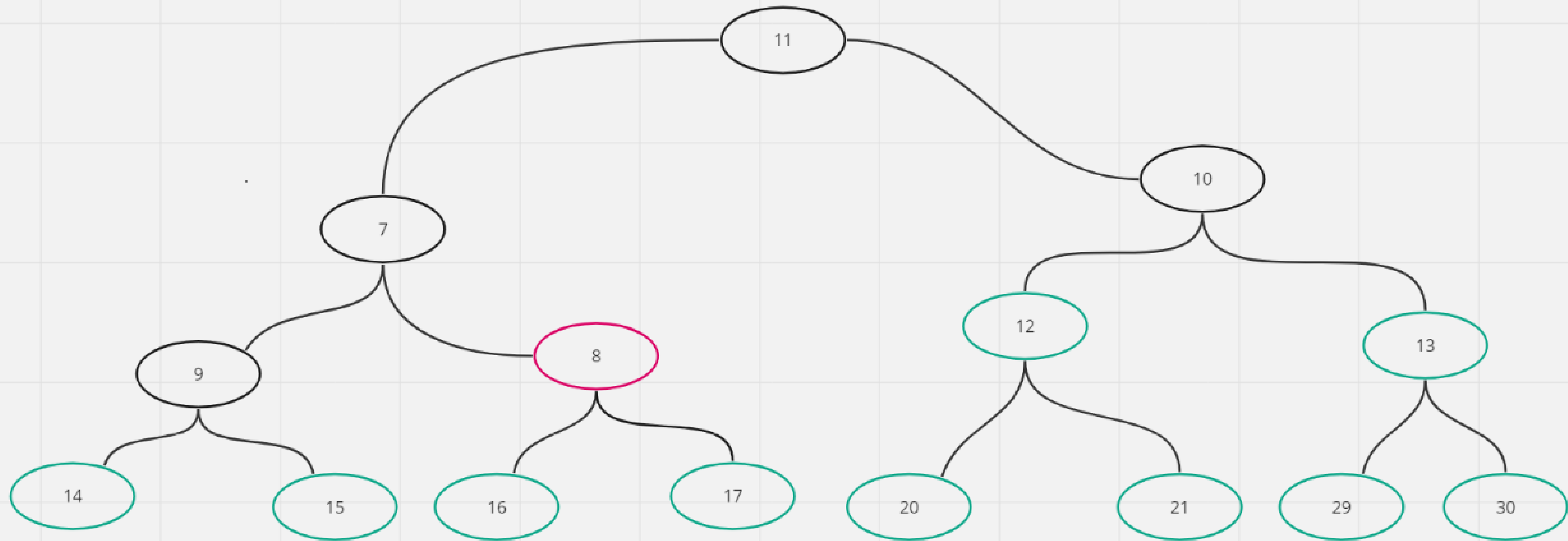


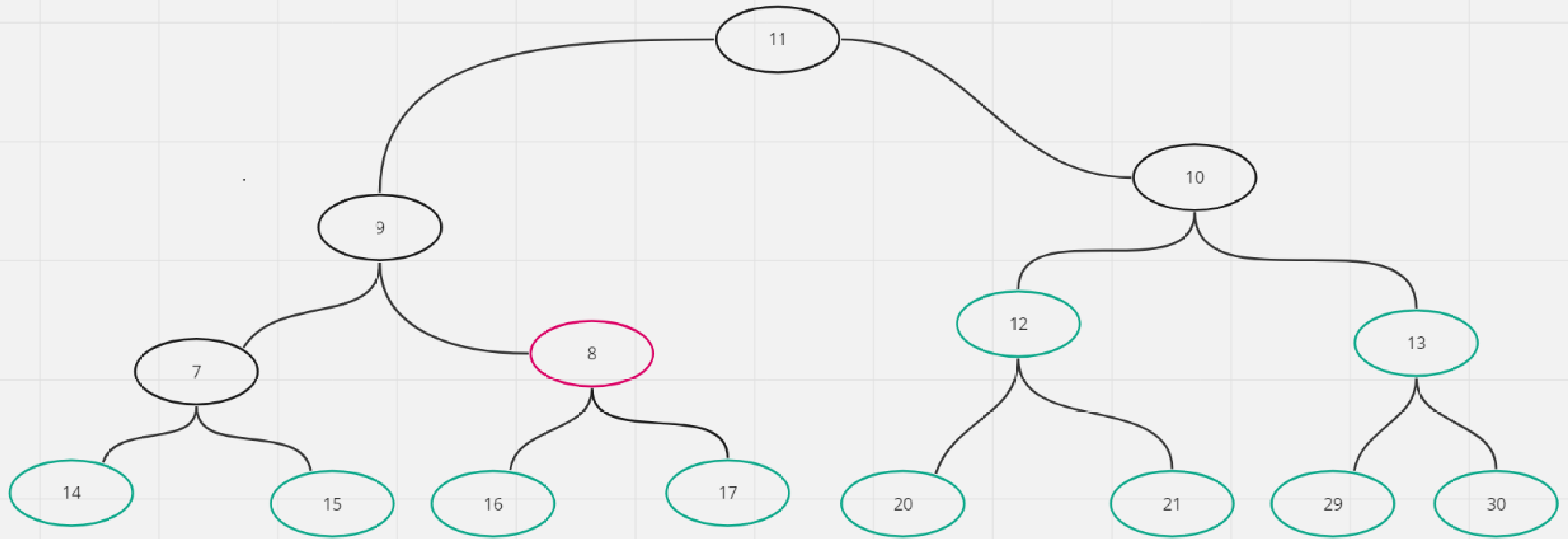


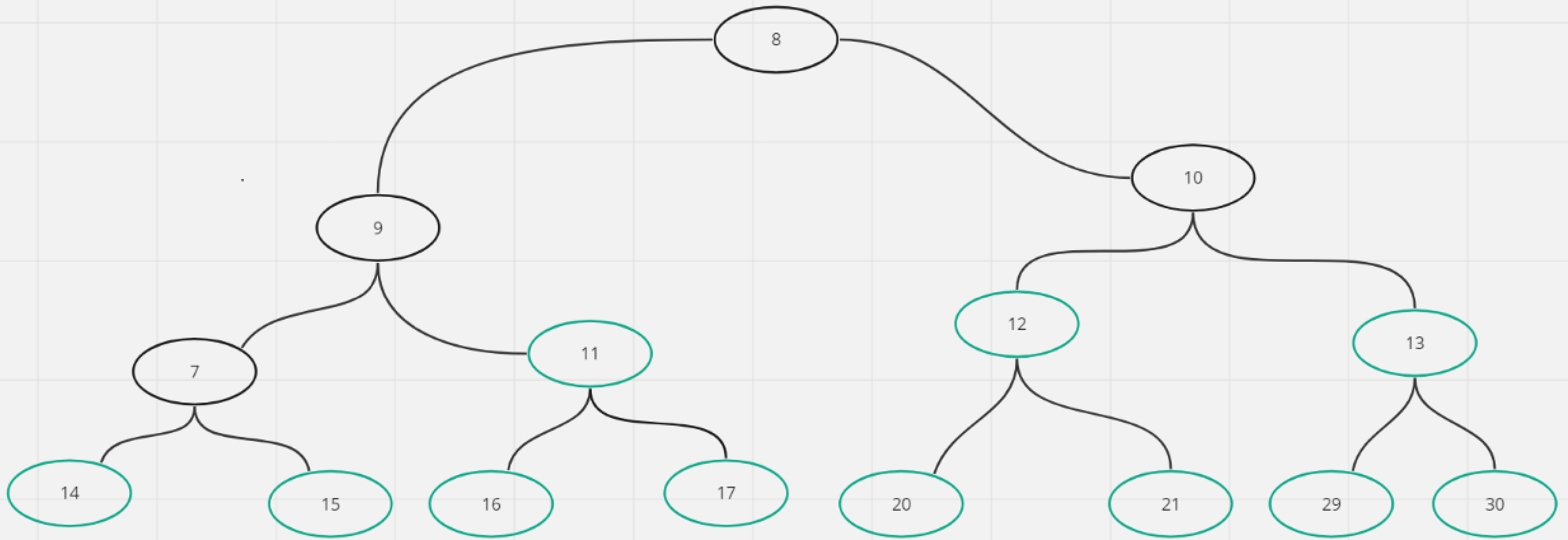


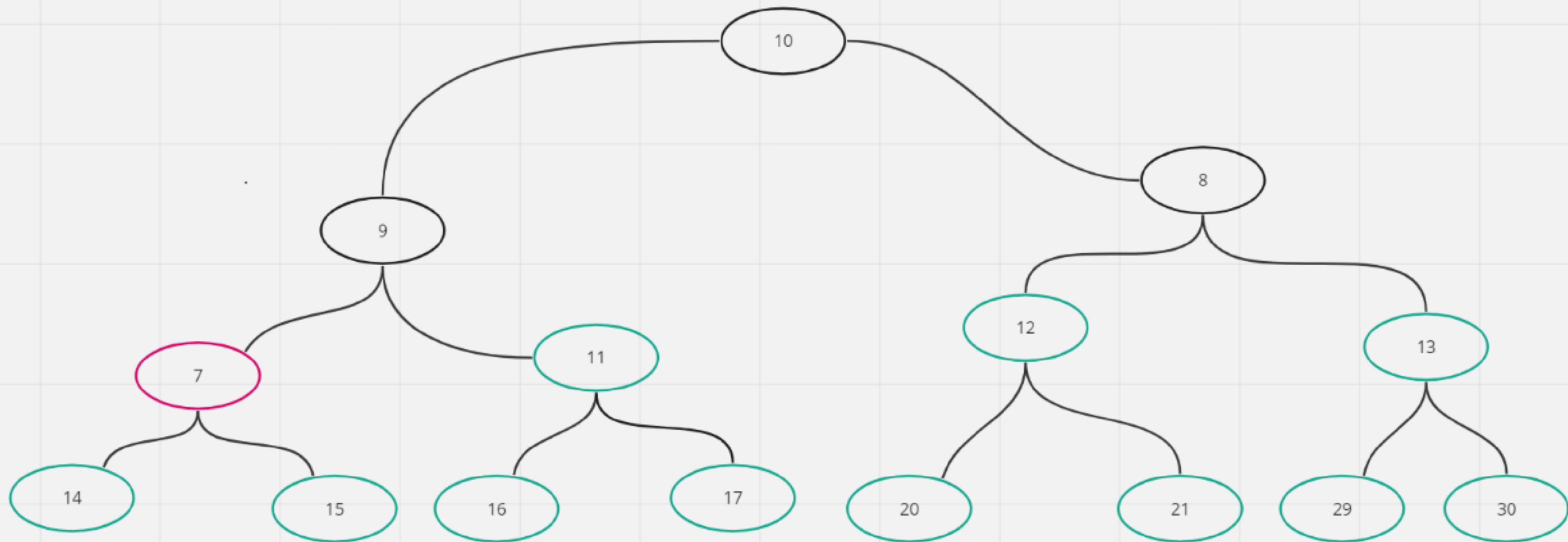


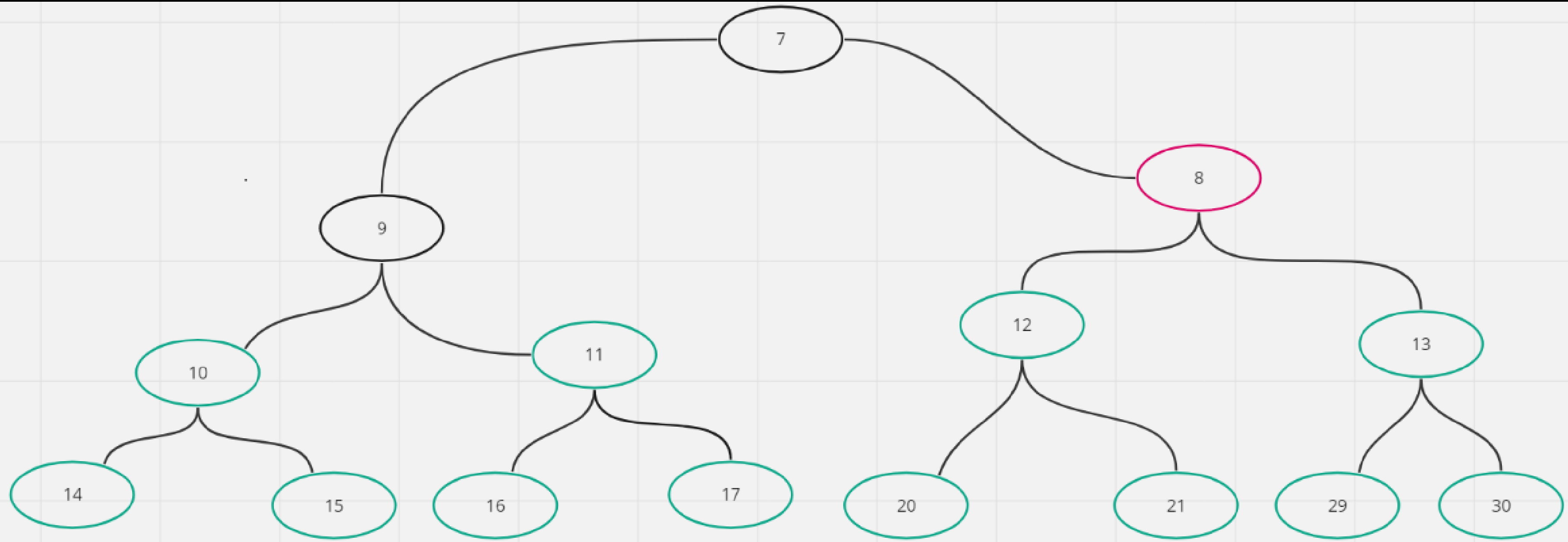


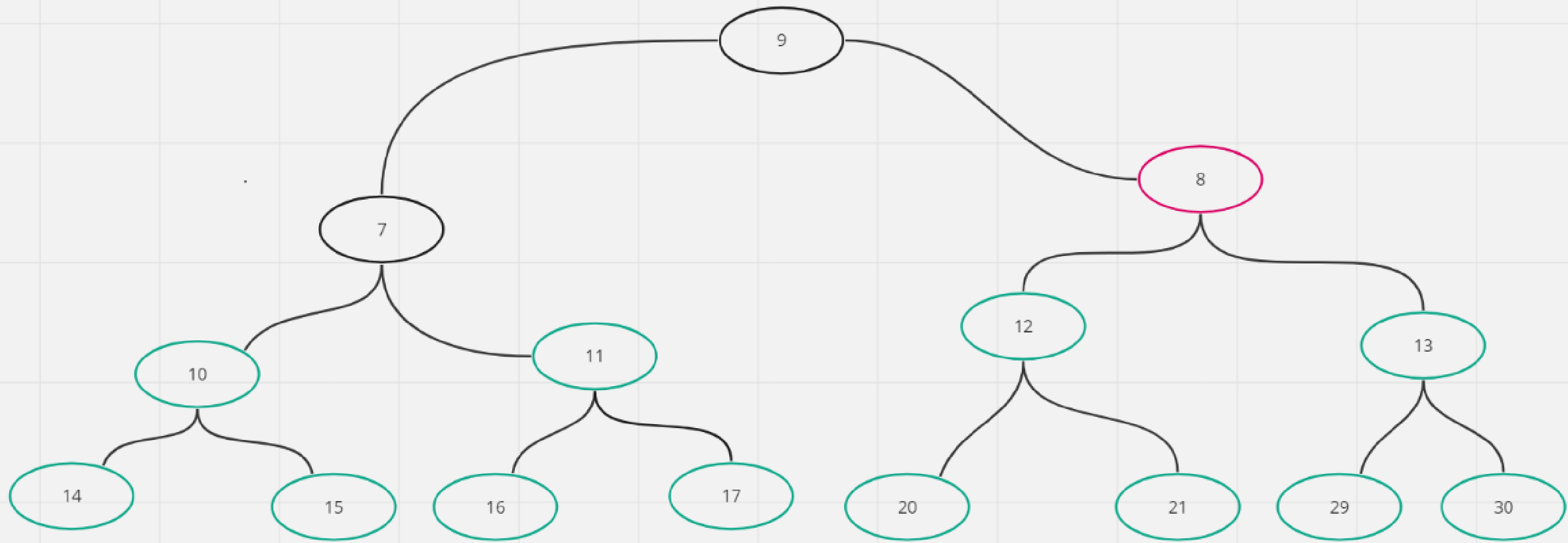


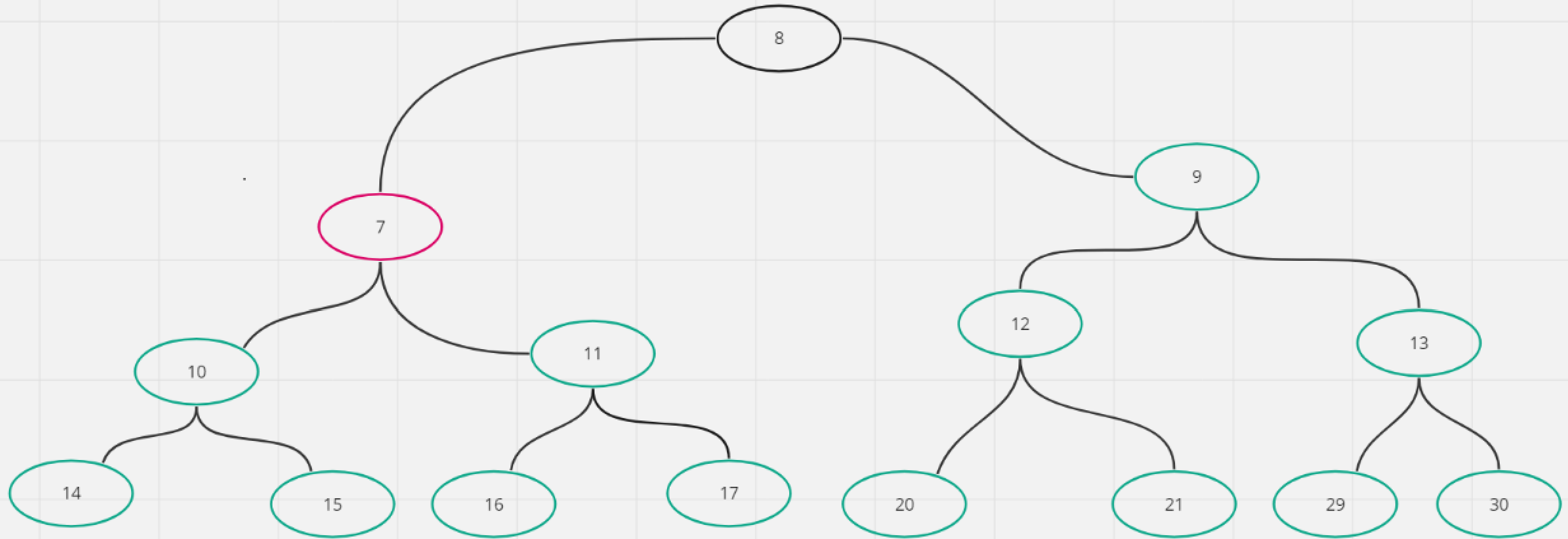


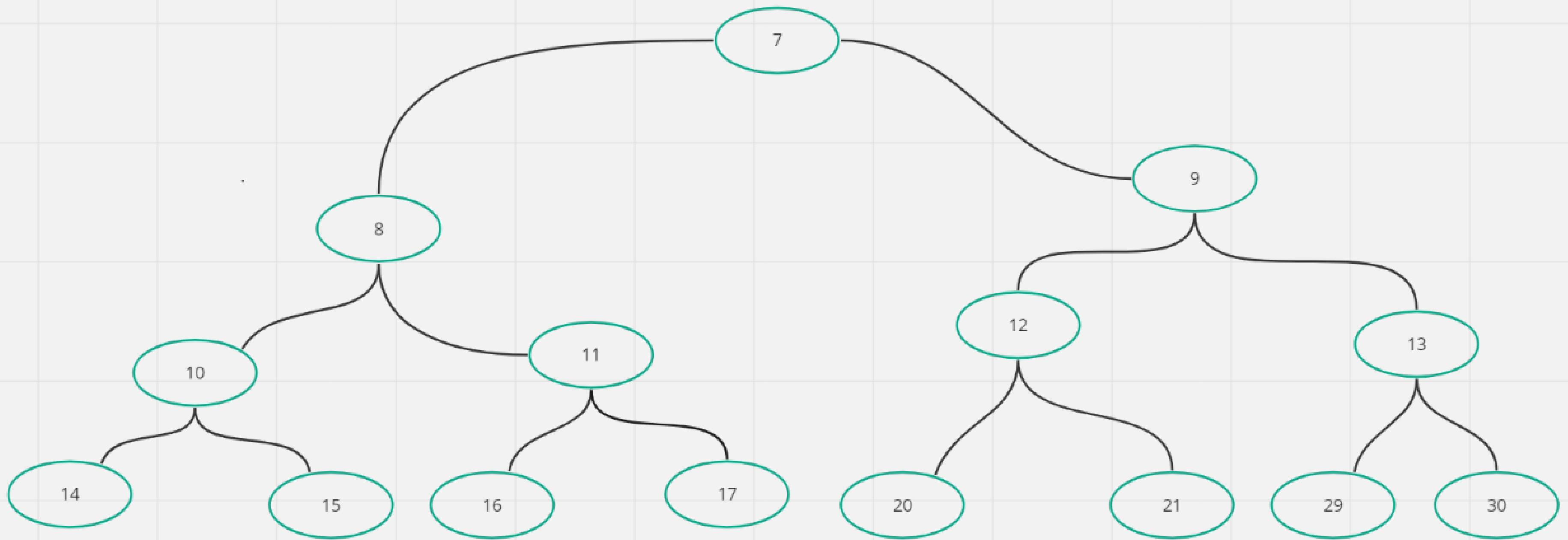












We solve all the
issues, now let's go
to the
implementation.