Binary Heap

Finding parent

```
PARENT(i)

1 return \lfloor i/2 \rfloor

LEFT(i)

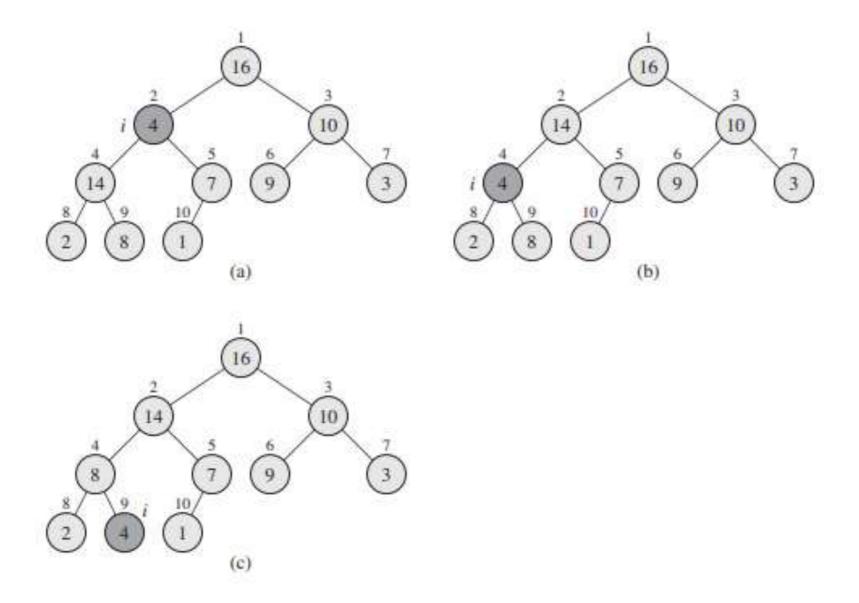
1 return 2i

RIGHT(i)

1 return 2i + 1
```

Maintaining the heap property

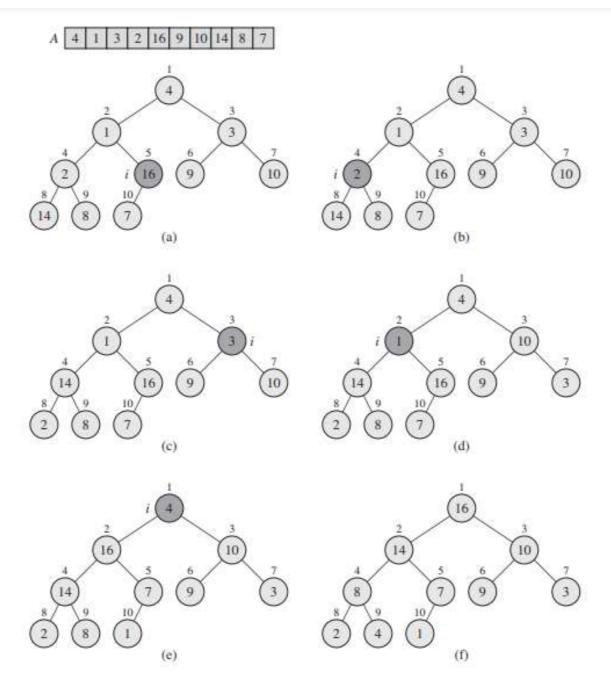
```
Max-Heapify(A, i)
    l = LEFT(i)
 2 r = RIGHT(i)
 3 if l \leq A. heap-size and A[l] > A[i]
         largest = 1
    else largest = i
    if r \leq A. heap-size and A[r] > A[largest]
         largest = r
 8 if largest \neq i
         exchange A[i] with A[largest]
        MAX-HEAPIFY (A, largest)
10
```



Building a heap

BUILD-MAX-HEAP(A)

- $1 \quad A.heap\text{-size} = A.length$
- 2 for $i = \lfloor A.length/2 \rfloor$ downto 1
- 3 MAX-HEAPIFY (A, i)



The heapsort algorithm

```
HEAPSORT(A)

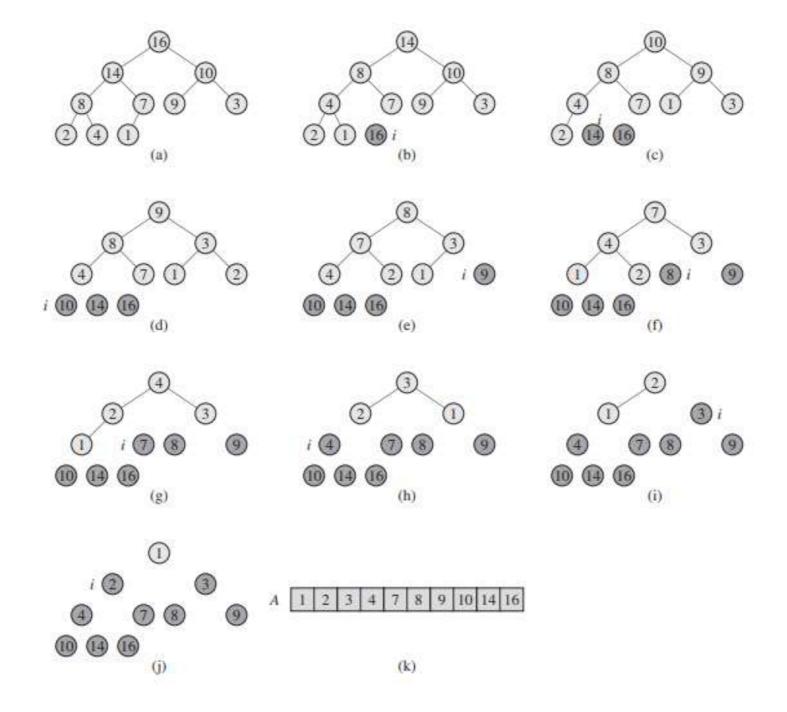
1 BUILD-MAX-HEAP(A)

2 for i = A.length downto 2

3 exchange A[1] with A[i]

4 A.heap-size = A.heap-size -1

5 MAX-HEAPIFY(A, 1)
```



Priority queues

```
HEAP-EXTRACT-MAX(A)
  if A.heap-size < 1
       error "heap underflow"
  max = A[1]
A[1] = A[A.heap-size]
  A.heap-size = A.heap-size - 1
  Max-Heapify(A, 1)
   return max
```

Increase key

```
HEAP-INCREASE-KEY (A, i, key)
   if key < A[i]
       error "new key is smaller than current key"
   A[i] = key
   while i > 1 and A[PARENT(i)] < A[i]
       exchange A[i] with A[PARENT(i)]
       i = PARENT(i)
```

