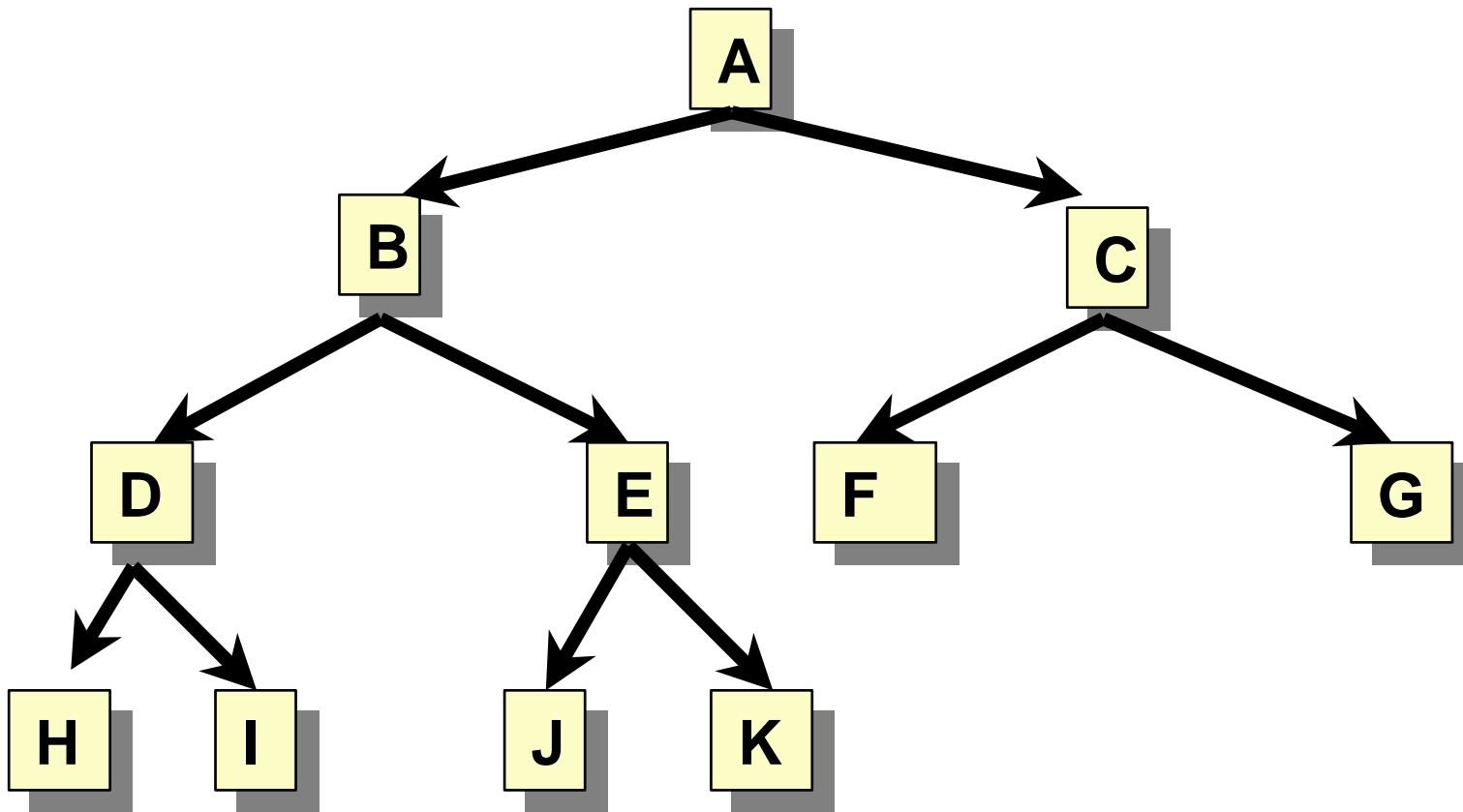


Heap

Complete Binary Tree

- A **complete binary tree** is a binary tree in which every level, *except possibly the last*, is completely filled, and all nodes are as far left as possible.

Complete Binary Trees - Example

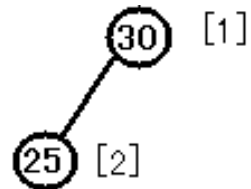
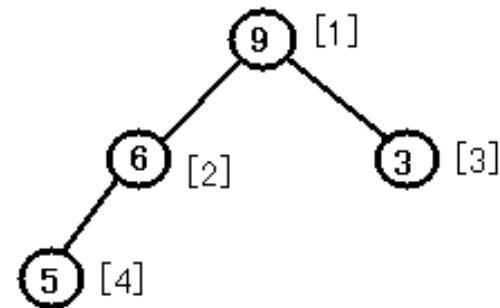
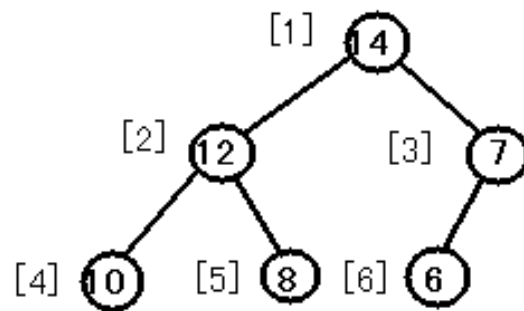


Heap

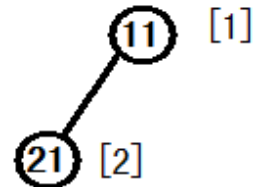
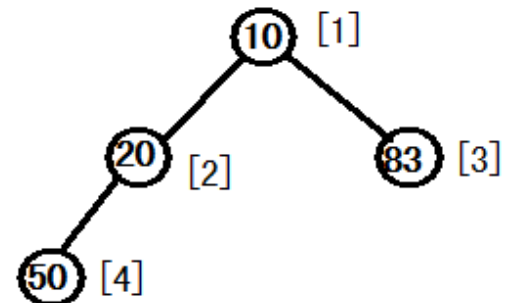
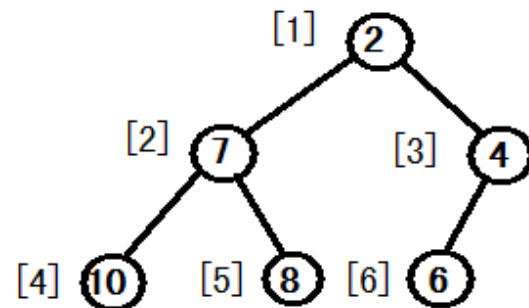
- A special form of **complete binary tree**
- Max-Heap: root node has the largest key
 - It is a tree in which the key value in each node is **no smaller than** the key values in its children
- Min-Heap: root node has the smallest key
 - It is a tree in which the key value in each node is **no larger than** the key values in its children

Heap

- Example:
 - Max-Heap

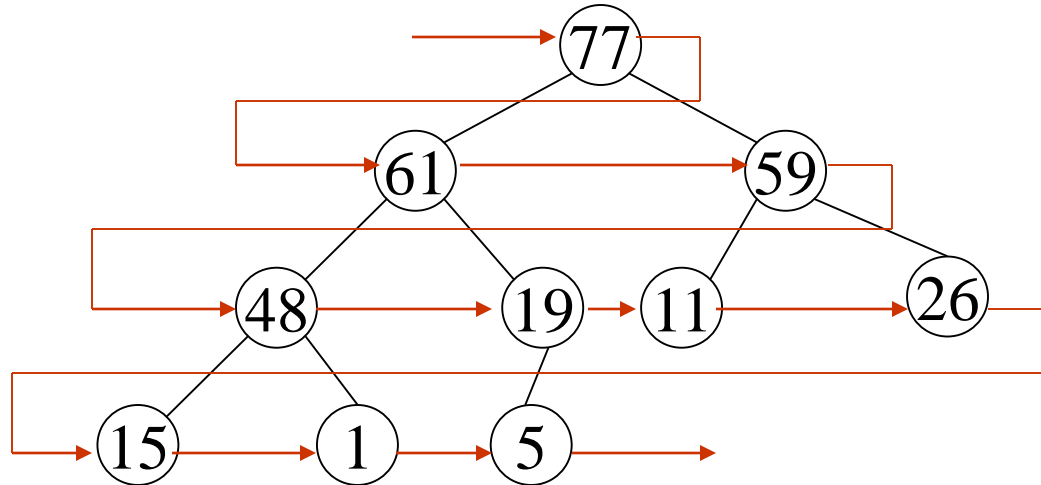


- Min-Heap



Heap implementation

- Notice:
 - Heap data structure is a **complete binary tree**! (Nice representation in Array)
 - Heap using an array of memory.



- Stored using array

index	1	2	3	4	5	6	7	8	9	10
value	77	61	59	48	19	11	26	15	1	5

Heap operations

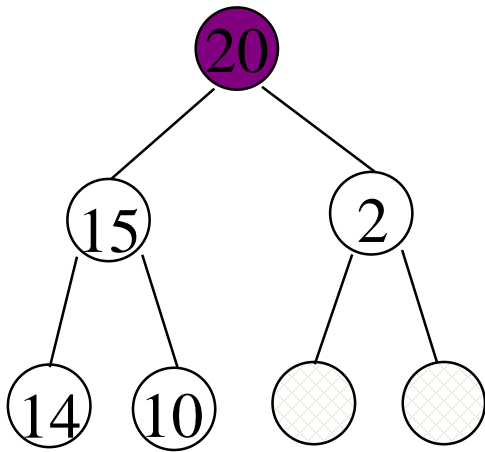
- Operations
 - Creation of an empty heap
 - Insertion of a new element into the heap
 - Deletion of the largest(smallest) element from the heap
- Heap is complete binary tree, can be represented by array. So the complexity of inserting any node or deleting the root node from Heap is $O(\text{height}) = O(\log_2 n)$

Heap

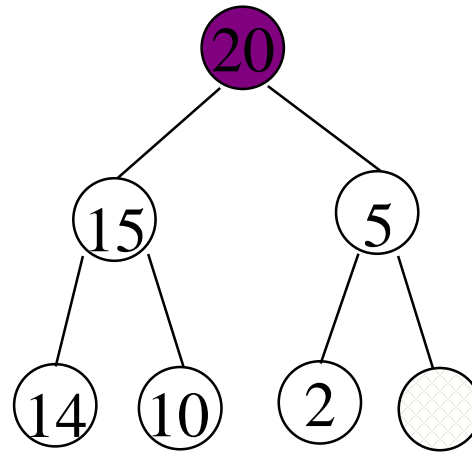
Given the index i of a node

- $\text{Parent}(i)$
 - return $i/2$
- $\text{LeftChild}(i)$
 - return $2i$
- $\text{RightChild}(i)$
 - Return $2i+1$

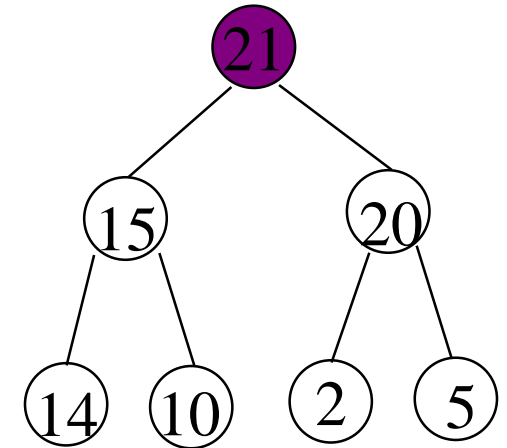
Example of Insertion to Max Heap



initial location of new node



insert 5 into heap

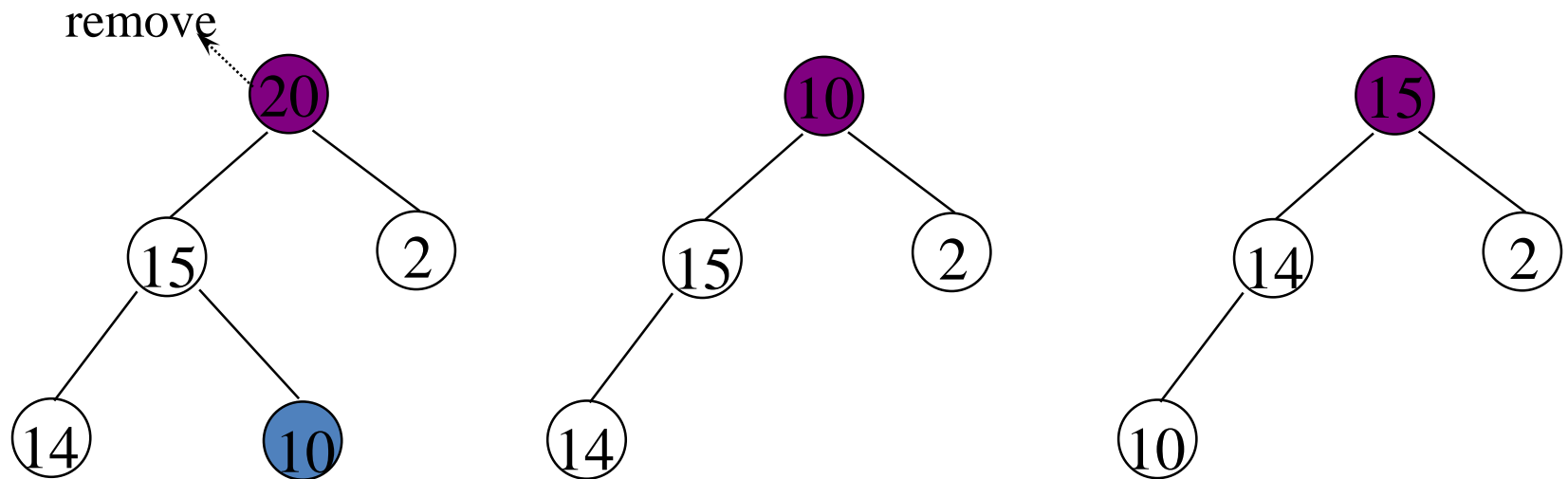


insert 21 into heap

Insertion into a Max Heap

```
void insert_max_heap(element item, int size, int maxsize)
{
    int i;
    if (size+1 >= maxsize)
    { printf("the heap is full.\n");
      exit(1);
    }
    ++size;
    i=size;
    while ((i!=1) && (item.key>heap[i/2].key))
    { heap[i] = heap[i/2];
      i = i / 2;
    }
    heap[i]= item;
}
```

Example of Deletion from Max Heap



Deletion from a Max Heap

```
element delete_max_heap(int size, int maxsize)
{
    int parent, child;
    element item, temp;
    if (size==0) {
        printf("The heap is empty");
        exit(1);
    }
    /* save value of the element with the highest key */
    item = heap[1];
    /* use last element in heap to adjust heap */
    heap[1] = heap[size];
    --size;
```

Deletion from a Max Heap

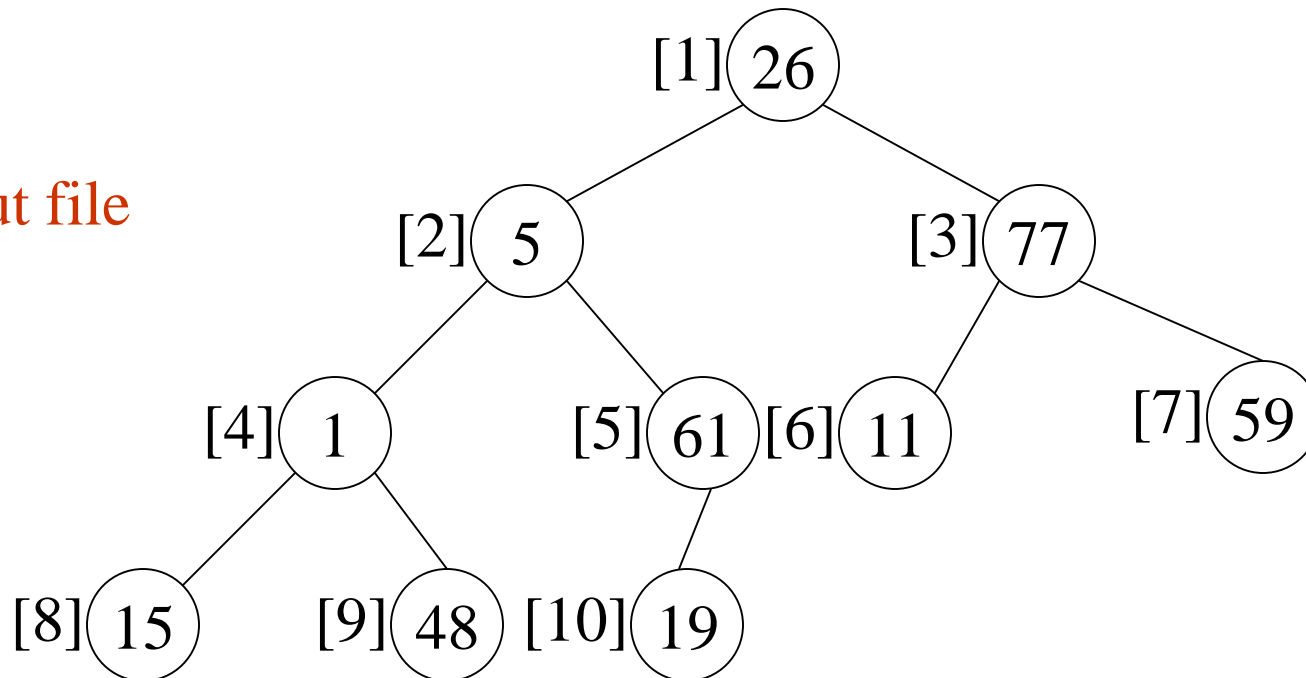
```
temp=heap[1]; parent=1; child=2;
while (child <= size)
{
    /* find the larger child of the current parent */
    if ((child+1 <= size)&&
        (heap[child].key < heap[child+1].key))
        child++;
    if (heap[parent].key >= heap[child].key) break;
    /* move to the next lower level */
    heap[parent] = heap[child];
    parent = child
    child *= 2;
}
heap[parent] = temp;
return item;
}
```

Application of MaxHeap: Heap Sort

- See an illustration first
 - Array interpreted as a binary tree

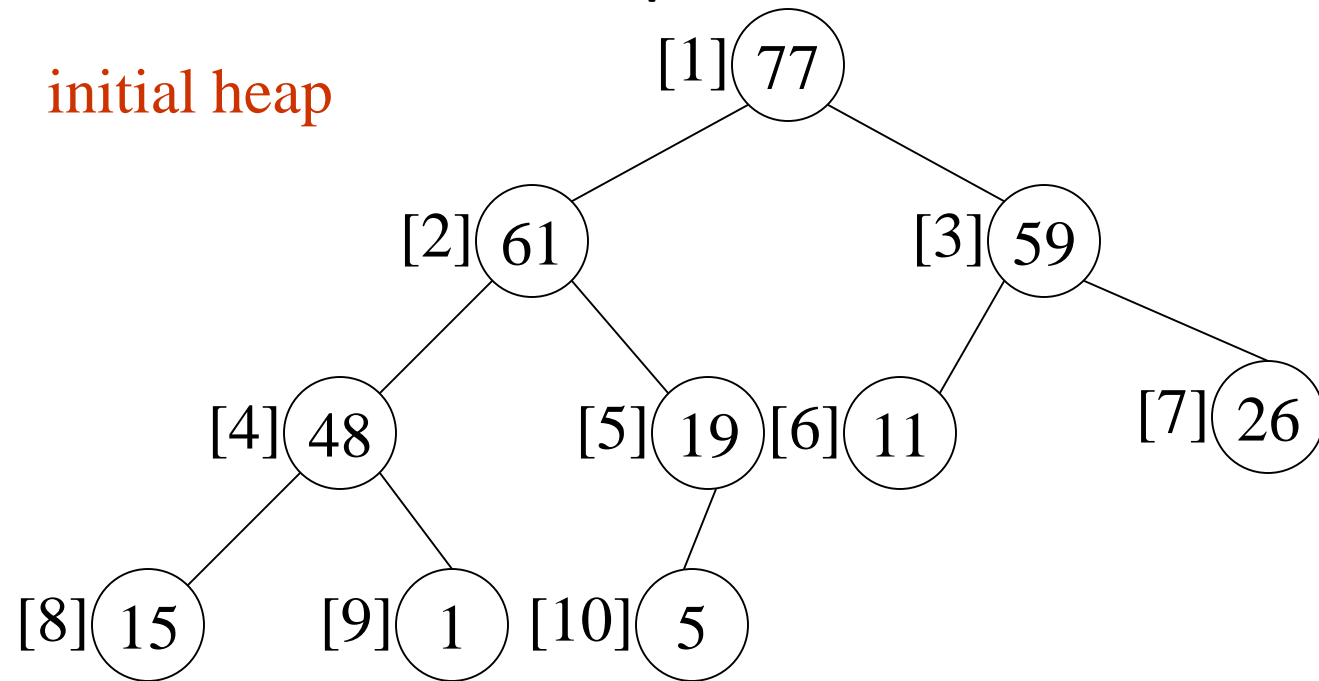
1 2 3 4 5 6 7 8 9 10
26 5 77 1 61 11 59 15 48 19

input file



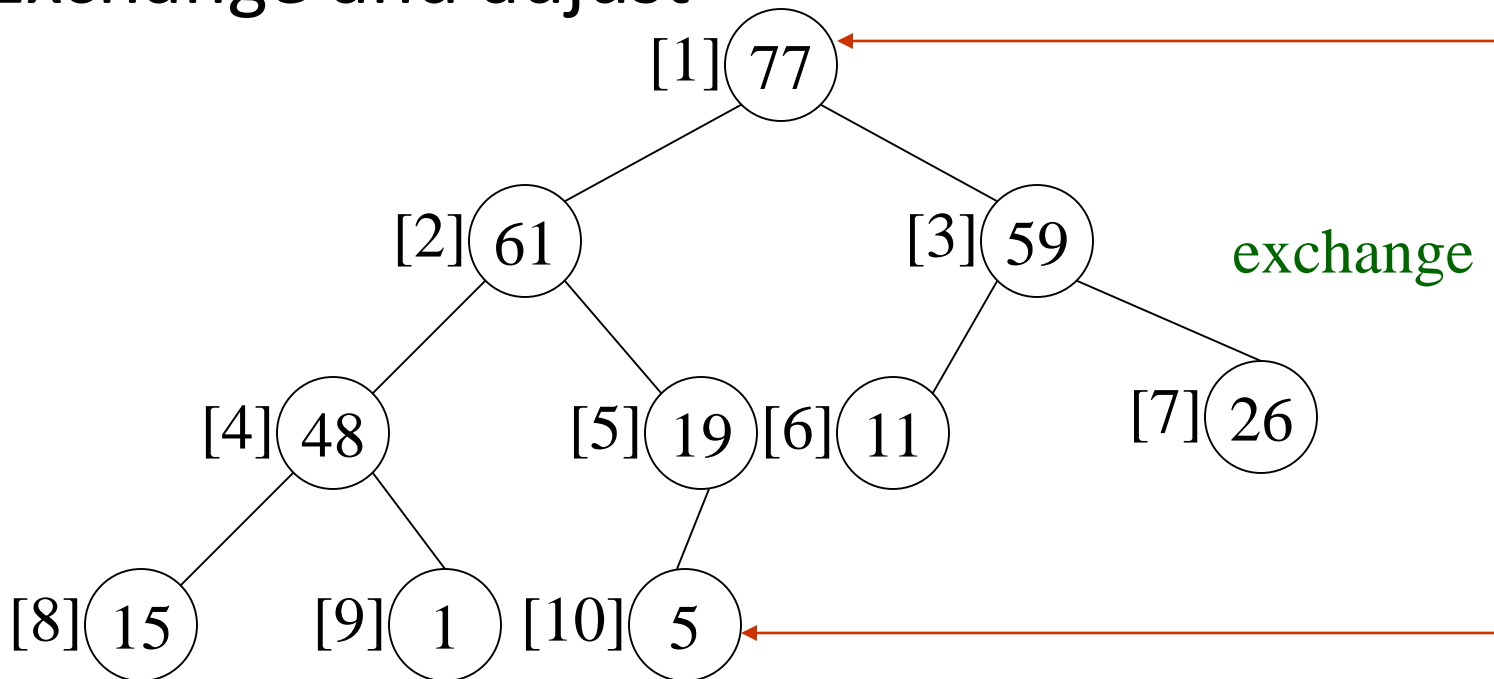
Heap Sort

- Adjust it to a MaxHeap

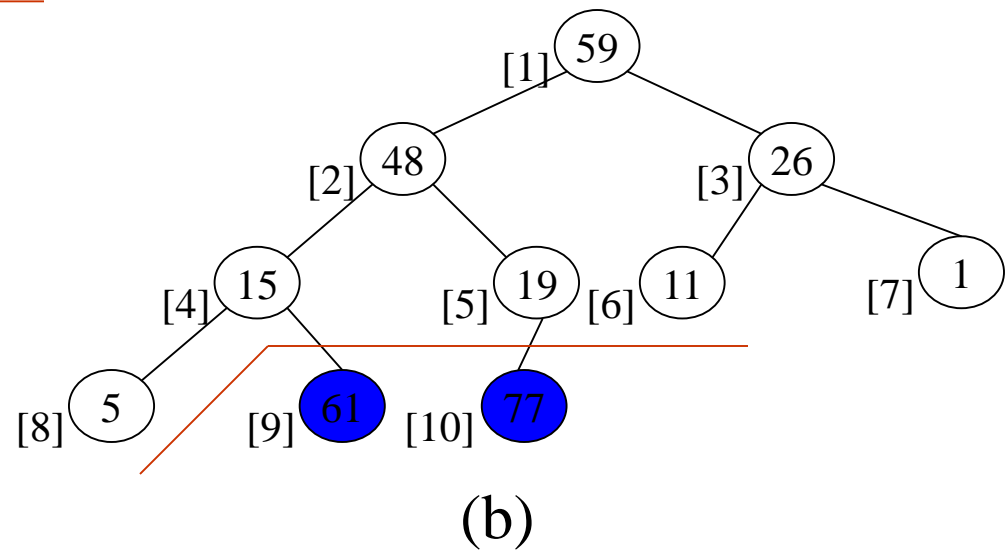
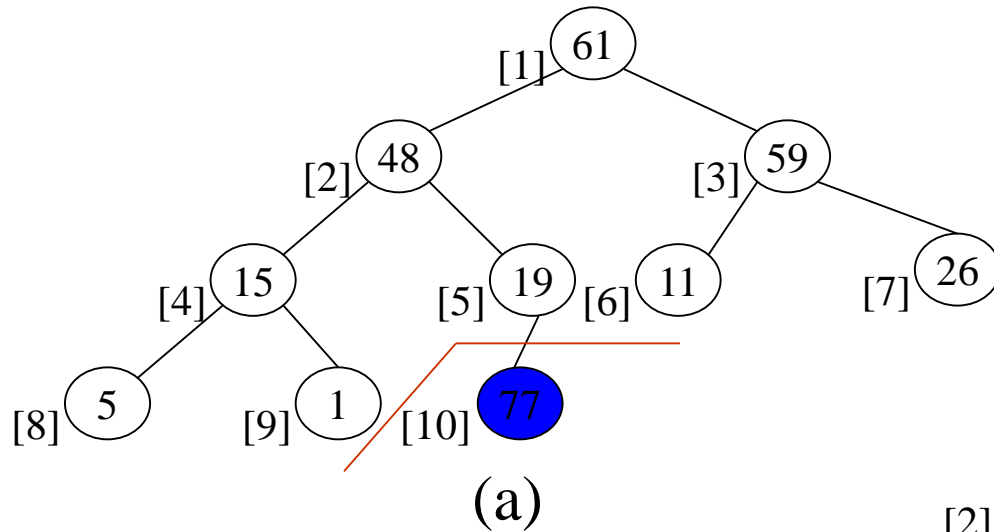


Heap Sort

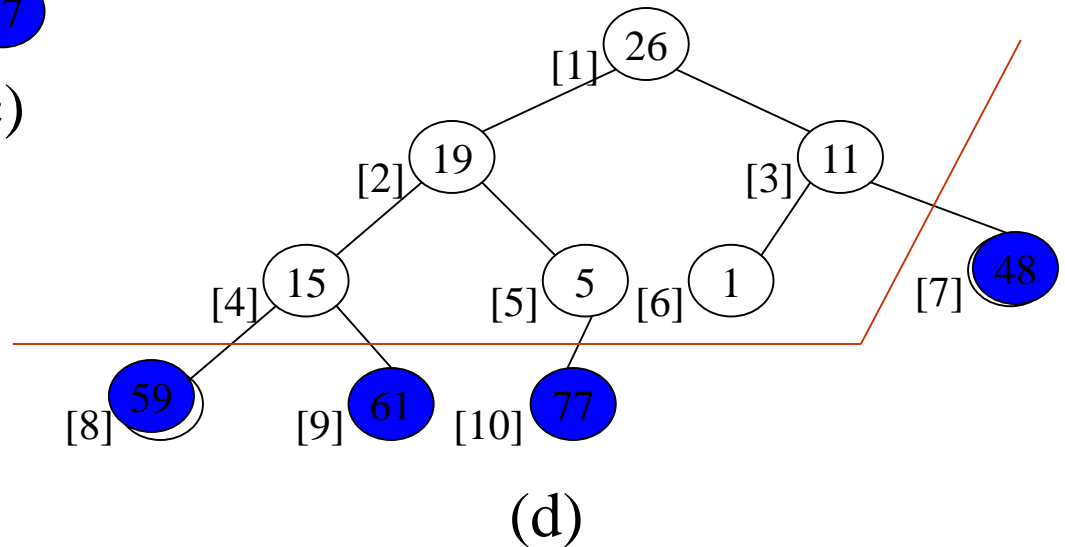
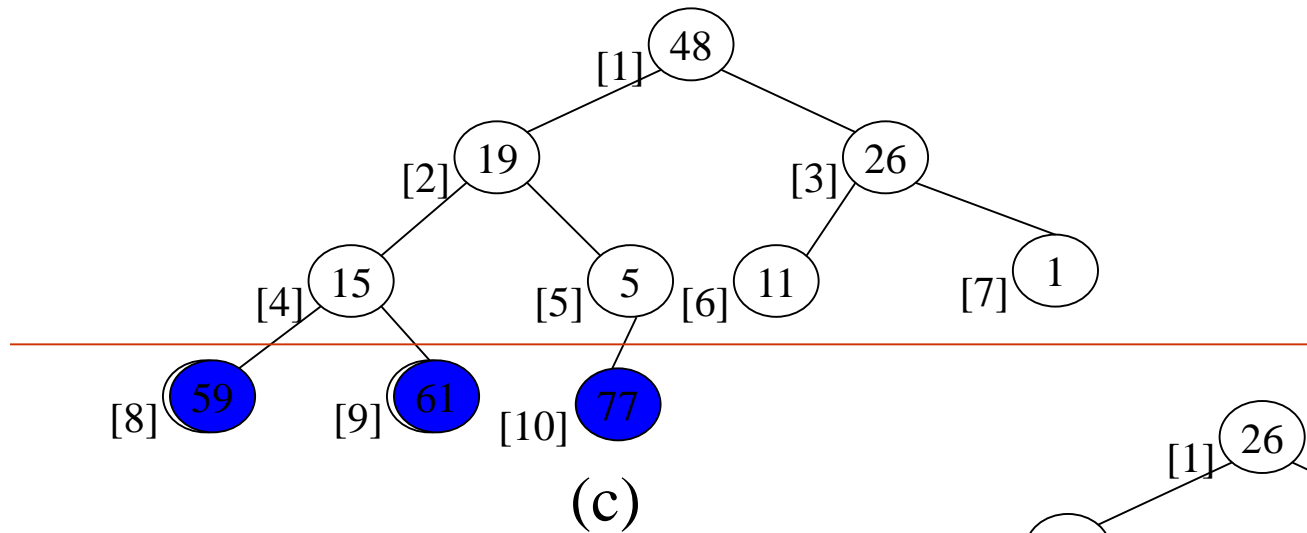
- Exchange and adjust



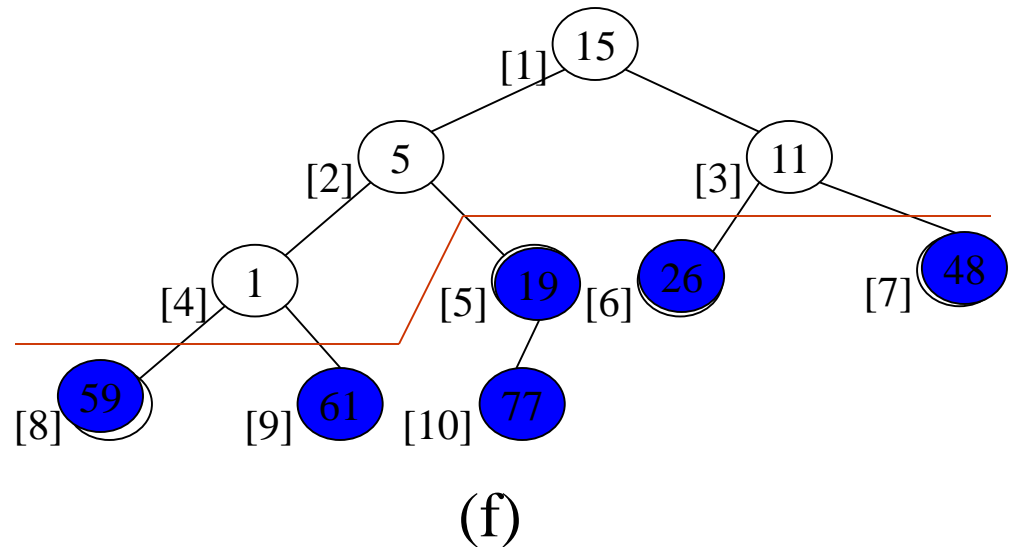
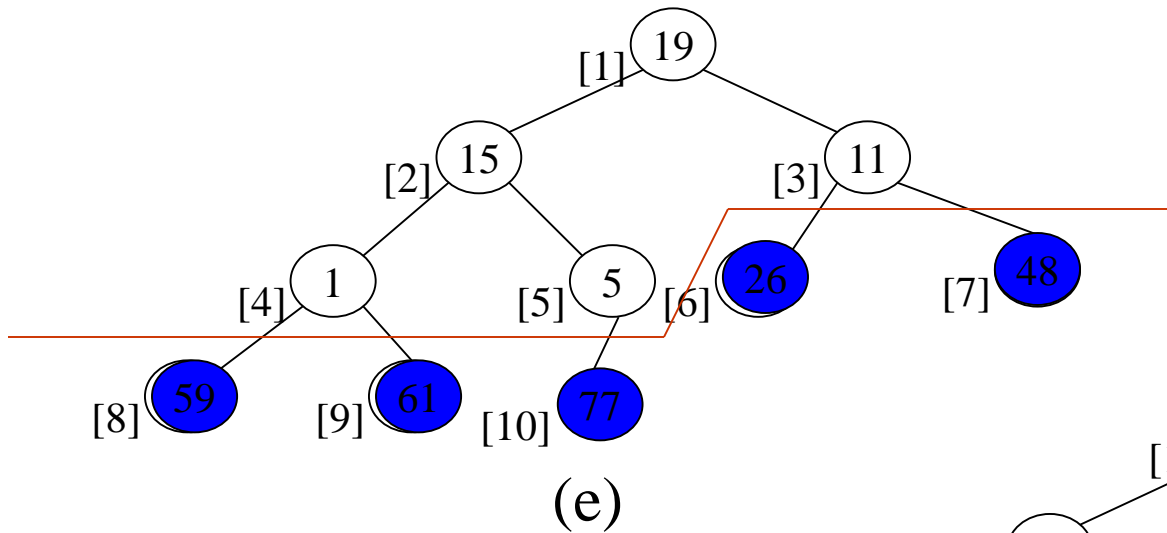
Heap Sort



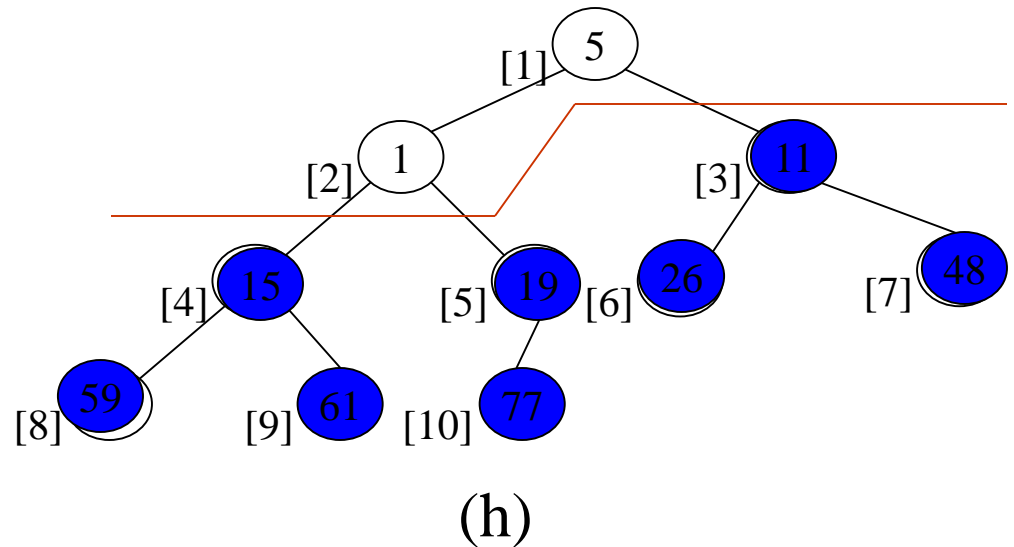
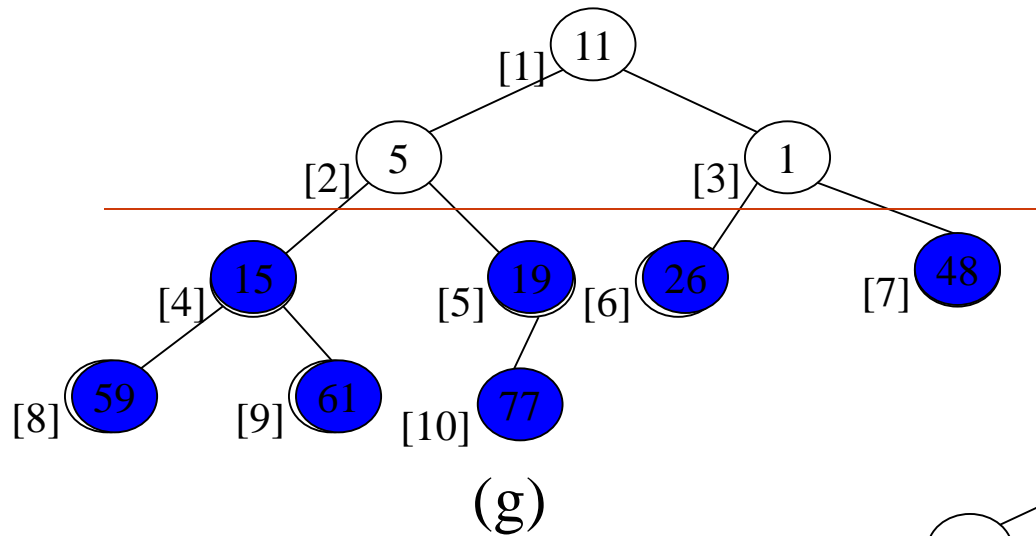
Heap Sort



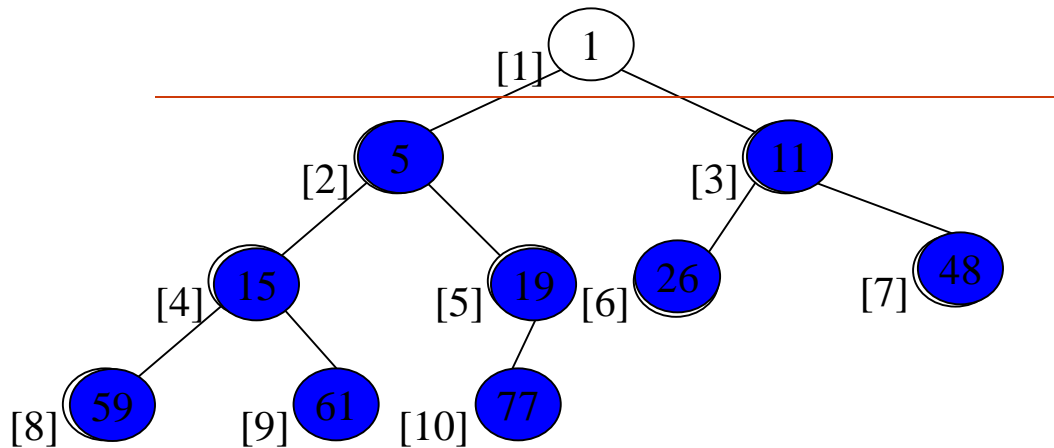
Heap Sort



Heap Sort



Heap Sort



- So results (i)

77 61 59 48 26 19 15 11 5 1

HeapSort(A,size)

```
{
  BuildMaxHeap(A,size);
  for(i=size downto 2)
  {
    exchange(A[1] <-> A[i]);
    size=size-1;
    Heapify(A,1);
  }
}
```

BuildMaxHeap(A, size)

```
{
  for(i=size/2 downto 1)
  {
    Heapify(A,i);
  }
}
```

Heapify(A, i)

```
{
  Lchild=2*i;
  Rchild=Lchild + 1;
  if(Lchild≤size and a[Lchild]>A[i])
    then largest=Lchild;
  else largest=i;
  if(Rchild≤size and a[Rchild]>A[largest])
    then largest=Rchild;
  If(largest≠i)
    then exchange(A[i] <-> A[largest]);
    Heapify(A,largest)
}
```