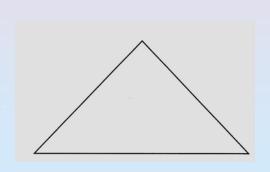
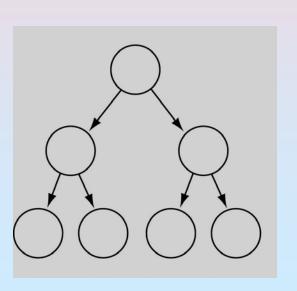
#### **Full Binary Tree**

- **Every non-leaf node has two children**
- \*All the leaves are on the same level





#### **Complete Binary Tree**

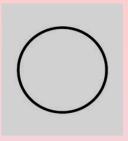
- \*A binary tree that is either full or full through the next-to-last level
- \*The last level is full from left to right (i.e., leaves are as far to the left as possible)

Full ?

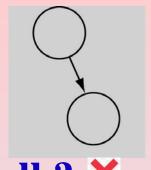
Complete Binary Tree

**Complete ?** 

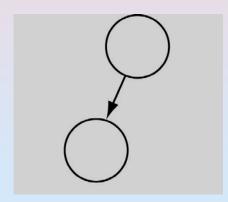
#### **Complete Binary Tree**



Full ? ✓
Complete ? ✓

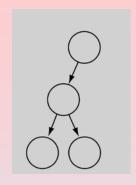


Full? X
Complete? X

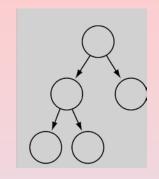


Full? **×**Complete ?✓

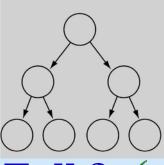
#### **Complete Binary Tree**



Full? × Complete ? X



Full? × **Complete?** ✓



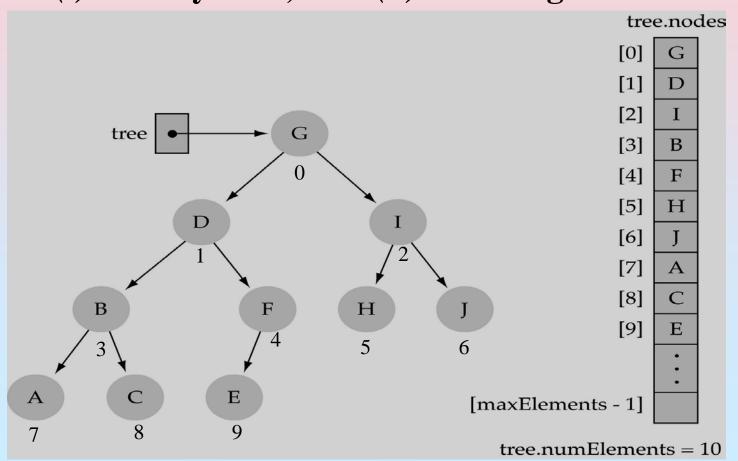
Full ?✓

**Complete** ? ✓



#### **Array-based representation of Binary trees**

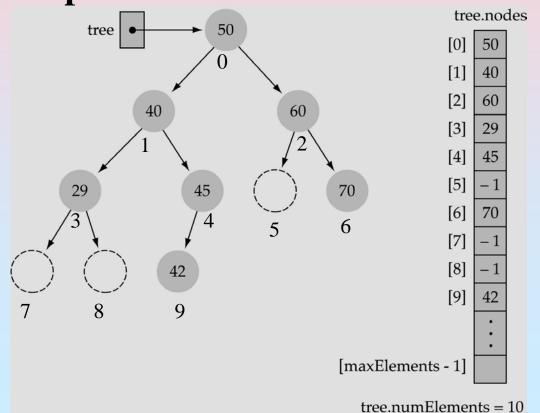
- Memory space is saved (no pointers are required)
- Preserve parent-child relationships by storing the tree elements in the array
  - (i) level by level, and (ii) left to right



#### Array-based representation of binary trees (cont.)

**❖** Full or complete trees can be implemented easily using an array-based representation (elements occupy contiguous array slots)

"Dummy nodes" are required for trees which are not full or complete



#### What is a Heap?

- \*A Heap is a kind of complete binary tree.
- It is a Binary tree with the following properties:
  - ➤ Property 1: it is a complete binary tree
  - > Property 2: the value stored at a node is greater or equal to the values stored at the children ( Heap property )

Root



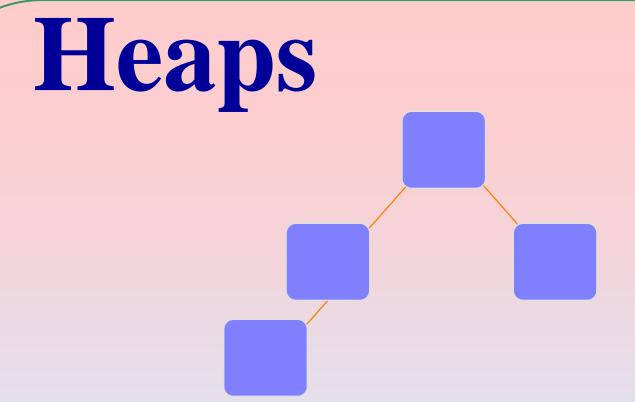
When a complete binary tree is built, its first node must be the root.

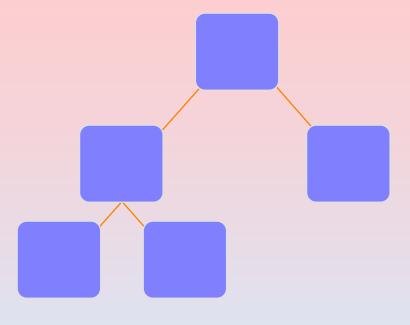
Left child of the root

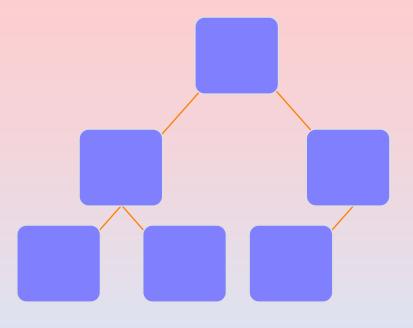
The second node is always the left child of the root.

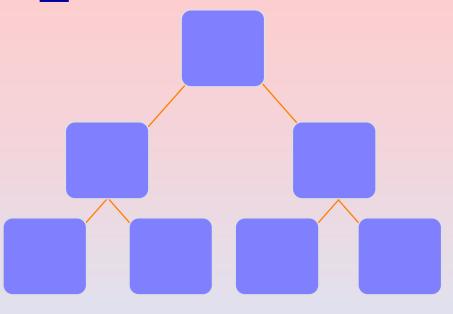
Right child of the root

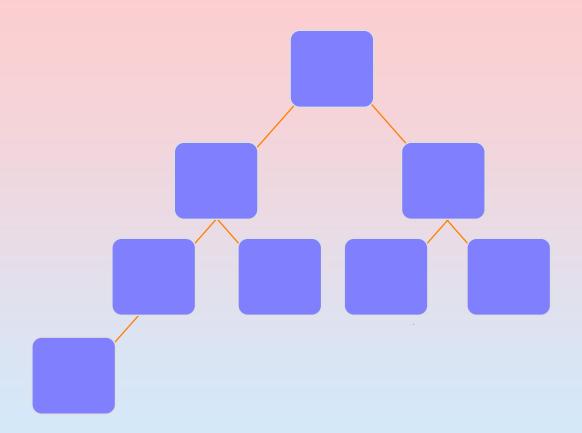
The third node is always the right child of the root.

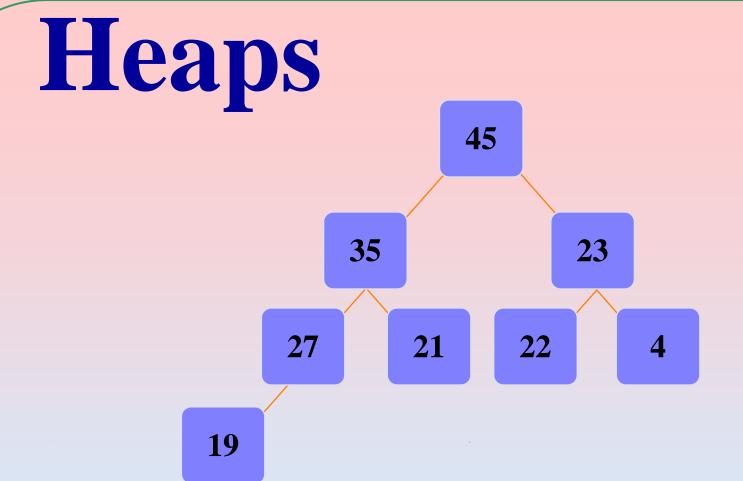




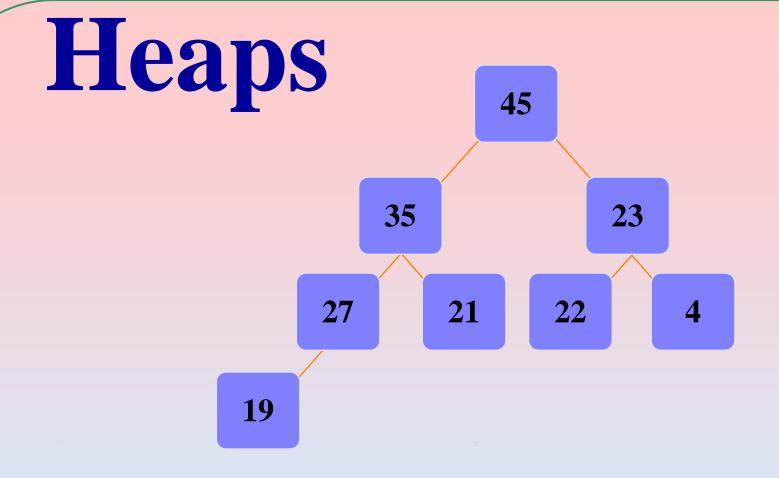




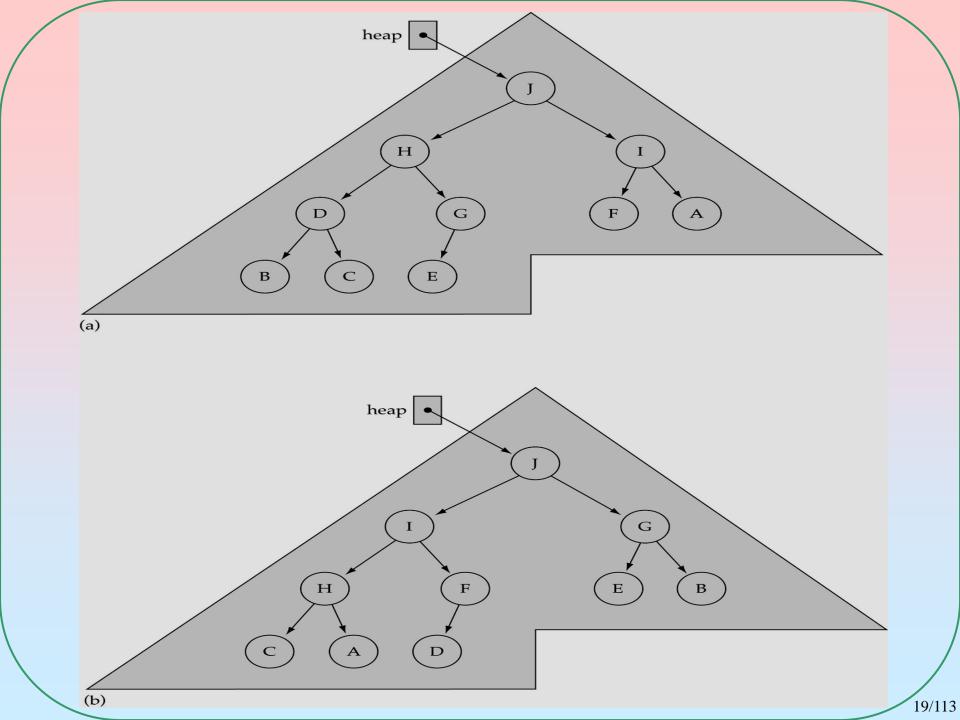




Each node in a heap contains a key that can be compared to other nodes' keys.



The "heap property" requires that each node's key is >= the keys of its children





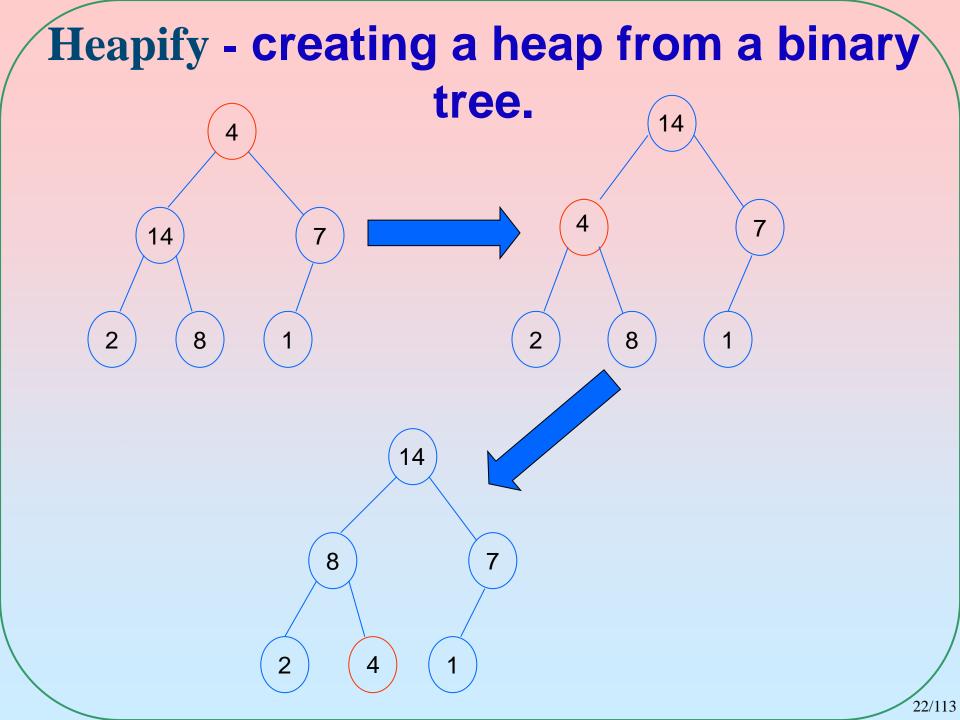
## Two Special Heaps

- **♦ Max-Heap**
- \*Min-Heap

In a max - heap, every node i other than the root satisfies the following property:  $A[\operatorname{Parent}(i)] \geq A[i].$ 

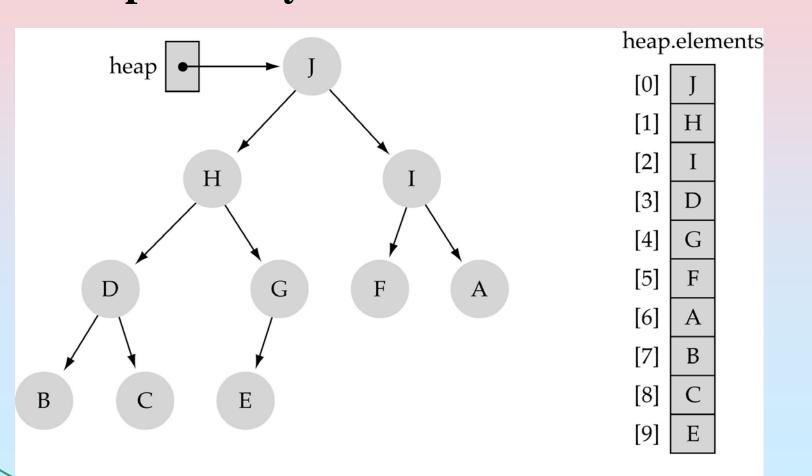
In a min - heap, every node *i* other than the root satisfies the following property:

 $A[Parent(i)] \leq A[i].$ 



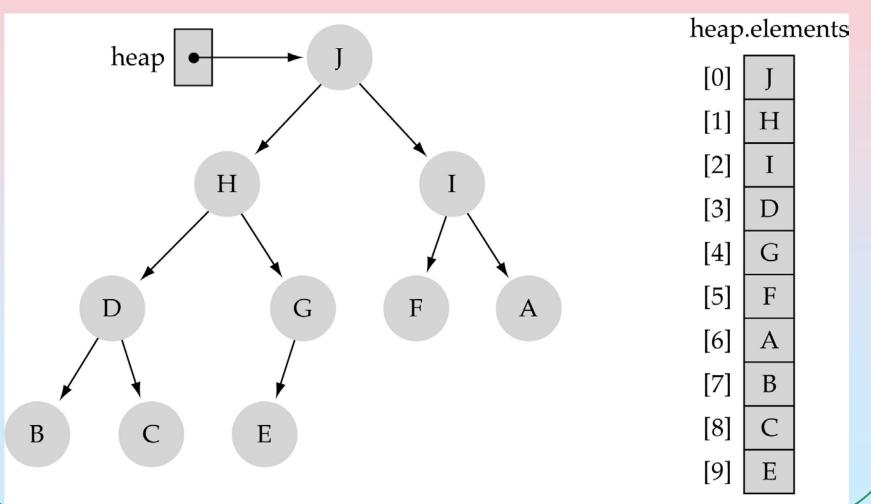
#### Largest heap element

**❖ From** *Property* 2, the largest value of the heap is always stored at the root

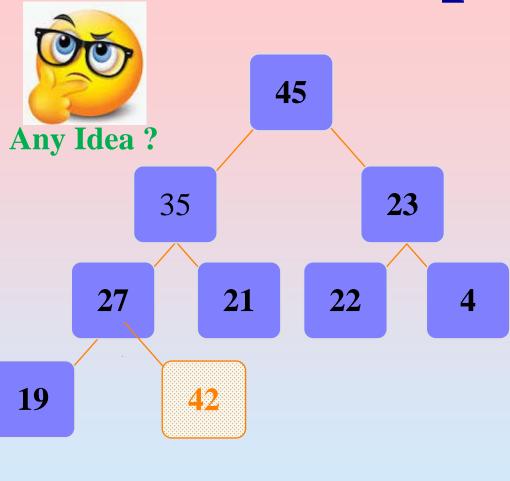


#### Heap implementation using array representation

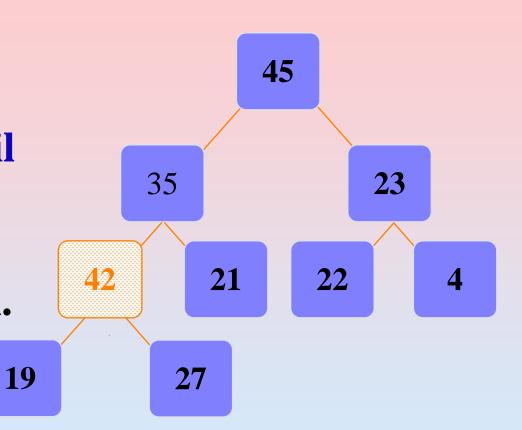
A heap is a complete binary tree, so it is easy to implement heap using an array representation.



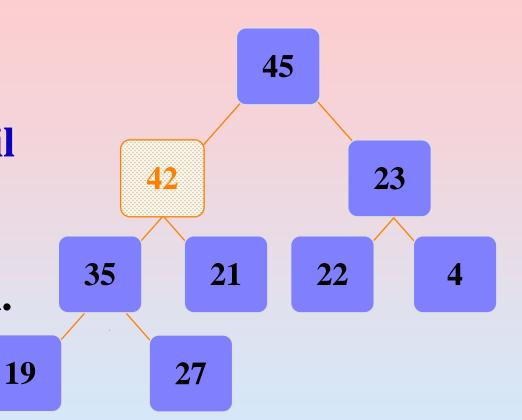
- 1. Put the new node in the next available spot.
- 2. Push the new node upward, swapping with its parent until the new node reaches an acceptable location.



2. Push the new node upward, swapping with its parent until the new node reaches an acceptable location.



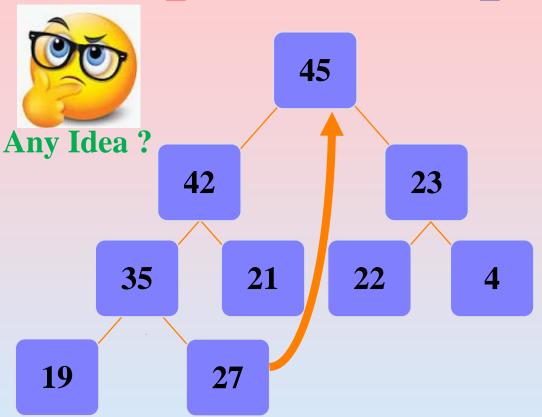
2. Push the new node upward, swapping with its parent until the new node reaches an acceptable location.

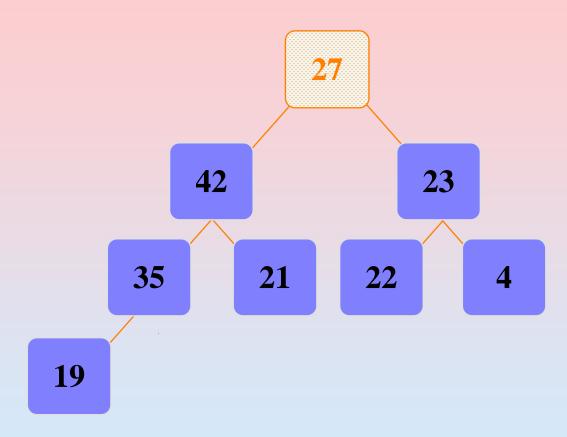


The parent has a 45 key that is >= new node, 42 23 OR The node reaches the 22 21 35 root. 19 27

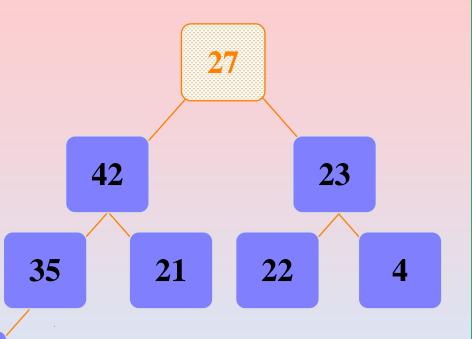
The process of pushing the new node upward is called Reheapification Upward.

1. Move the last node onto the root.



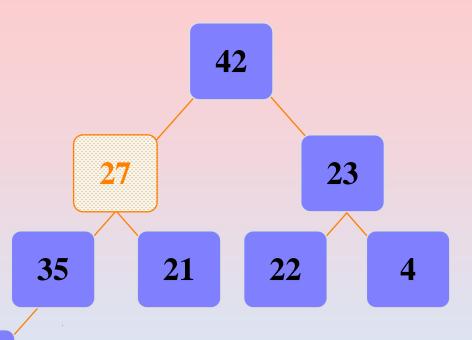


2. Push the out-of-place node downward, swapping with its larger child until the new node reaches an acceptable location.



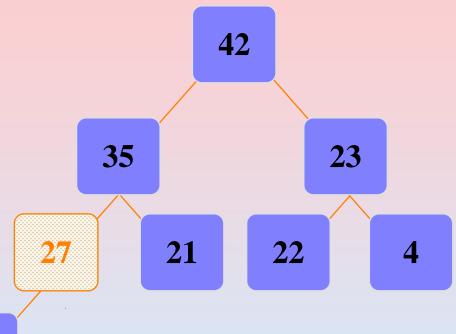
19

2. Push the out-of-place node downward, swapping with its larger child until the new node reaches an acceptable location.



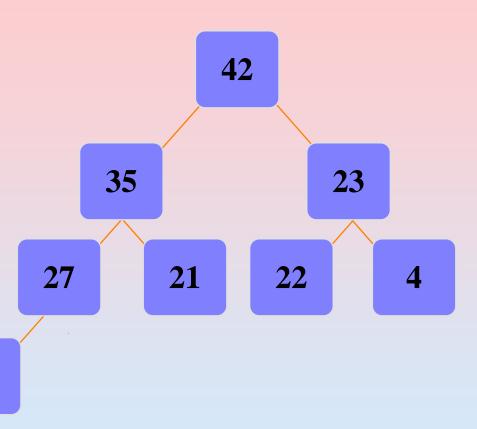
19

2. Push the out-of-place node downward, swapping with its larger child until the new node reaches an acceptable location.



All children have keys <= the out-ofplace node,OR

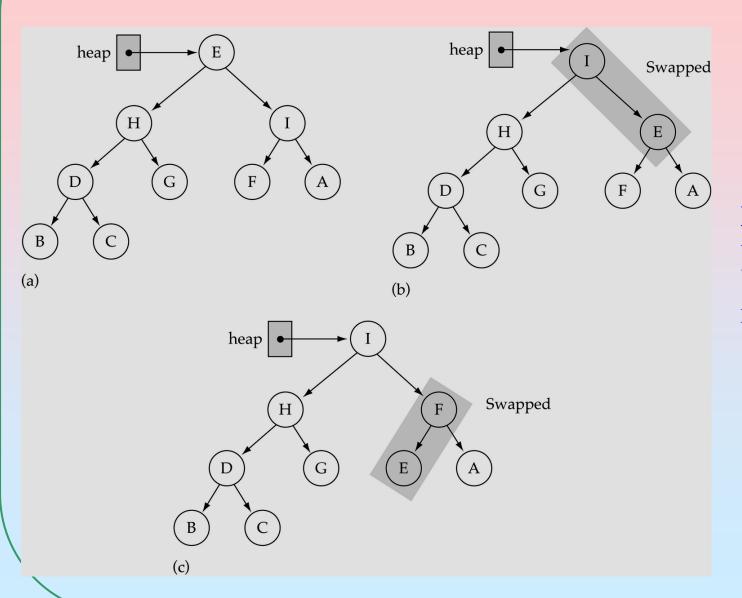
The node reaches the leaf.



The process of pushing the new node downward is called Reheapification Downward.

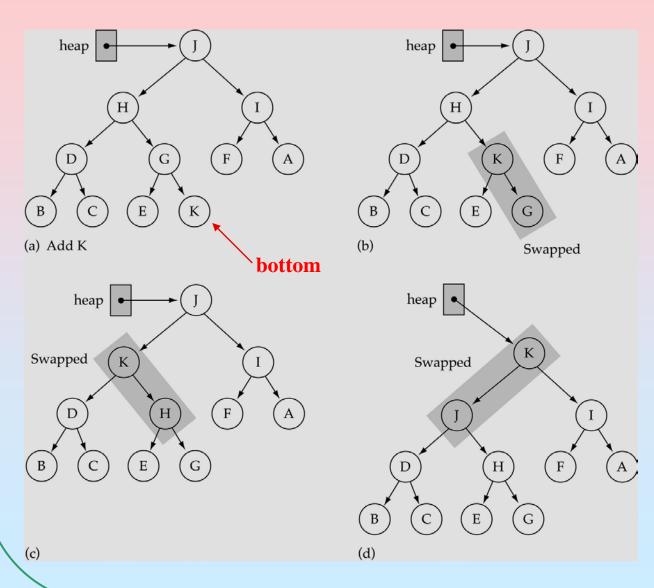
19

# The ReheapDown function (used by deleteItem)



Assumption: heap property is violated at the root of the tree

# The ReheapUp function (used by insertItem)

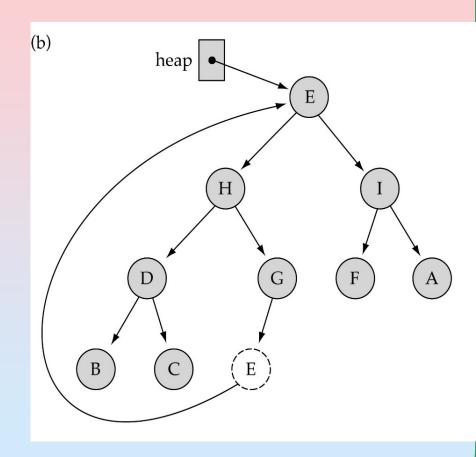


Assumption:
heap property is
violated at the
rightmost node
at the last level
of the tree

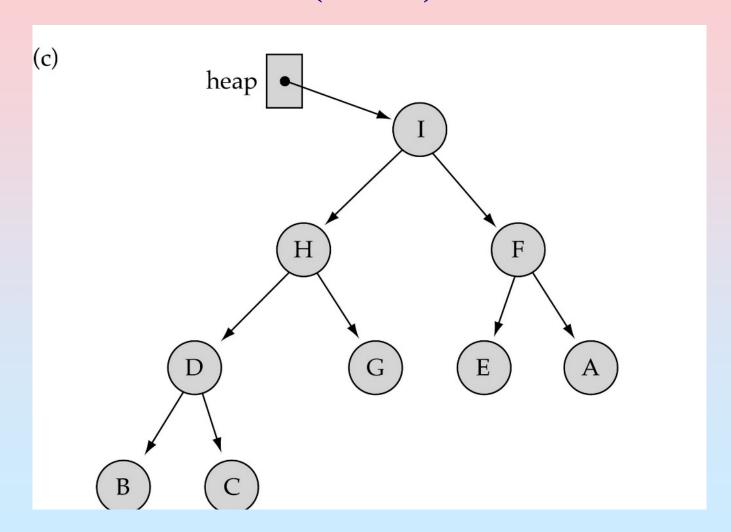
## Removing the largest element from the Heap

- (1) Copy the bottom rightmost element to the root
- (2) Delete the bottom rightmost node
- (3) Fix the heap property by calling ReheapDown

## Removing the largest element from the heap (cont.)



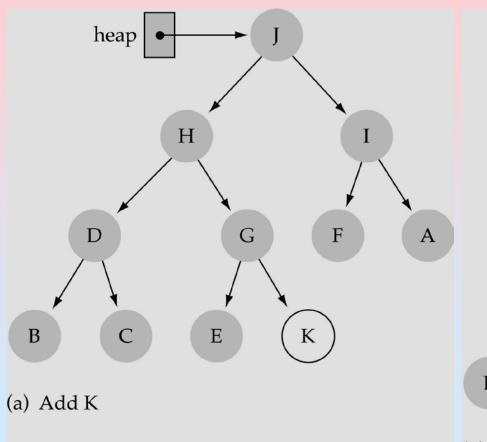
## Removing the largest element from the heap (cont.)

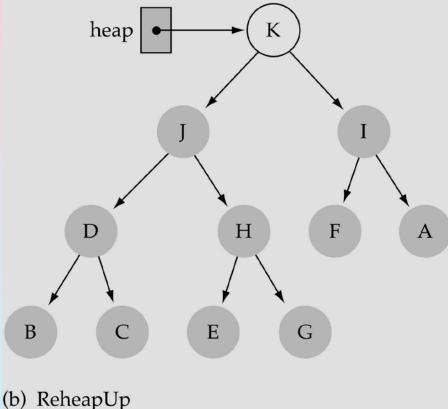


# Inserting a new element into the heap

- (1) Insert the new element in the next bottom leftmost place
- (2) Fix the heap property by calling *ReheapUp*

# Inserting a new element into the heap (cont.)

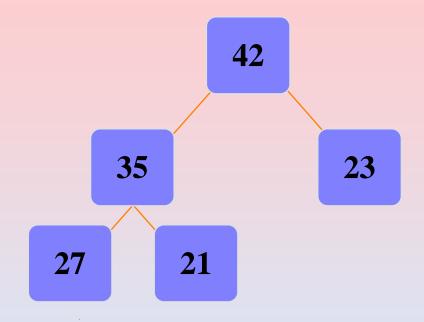




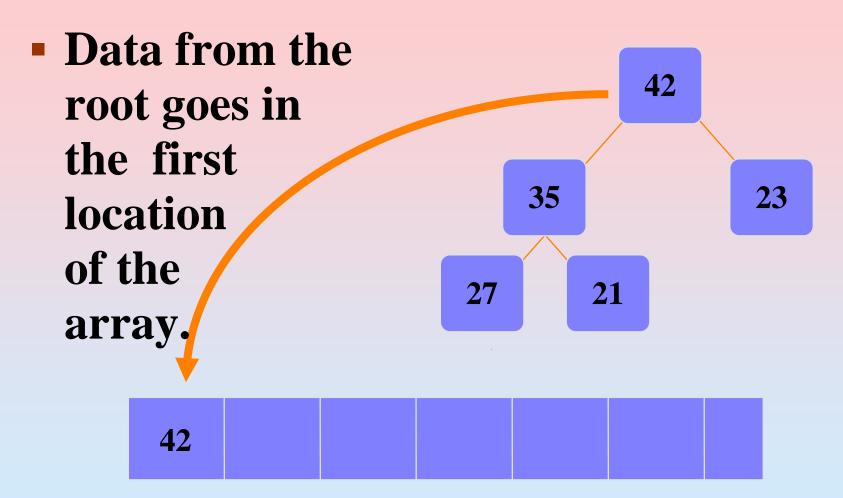
Does it sastisfy Hap property?

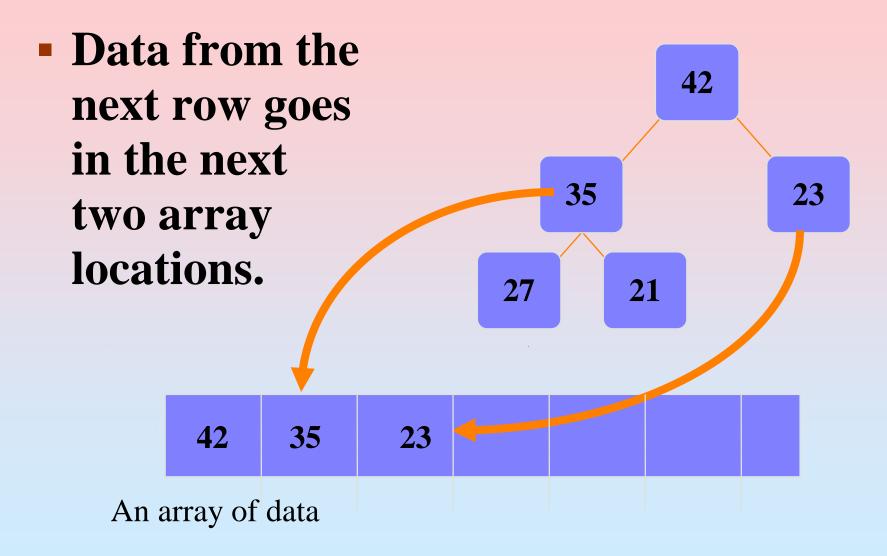
Fix the heap property.

 Store the data from the nodes in a partiallyfilled array.

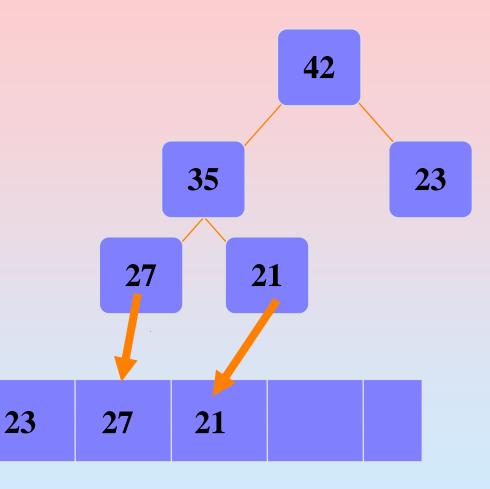


An array of data





 Data from the next row goes in the next two array locations.

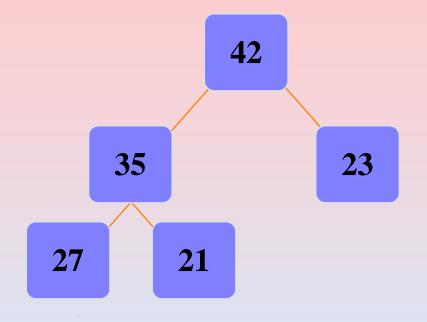


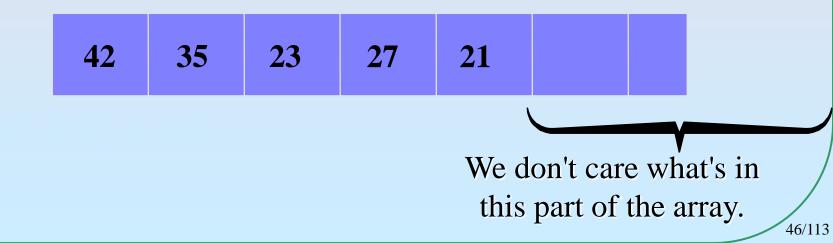
An array of data

42

35

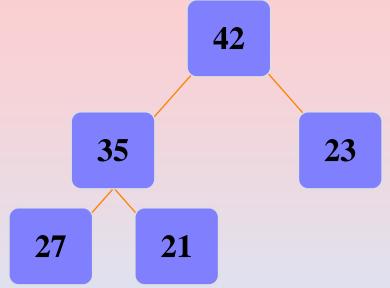
 Data from the next row goes in the next two array locations.





## Important Points about the Implementation

- The links between the tree's nodes are not actually stored as pointers, or in any other way.
- The only way we "know" that "the array is a tree" is from the way we manipulate the data.

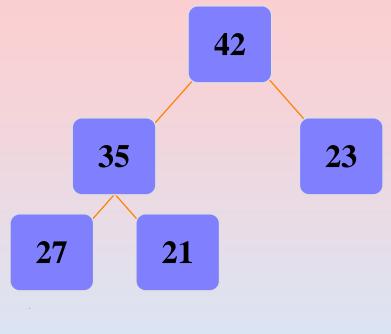


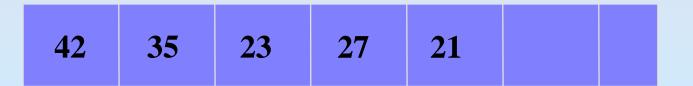
42 35 23 27 21



## Important Points about the Implementation

\*If you know the index of a node, then it is easy to figure out the indexes of that node's parent and children.





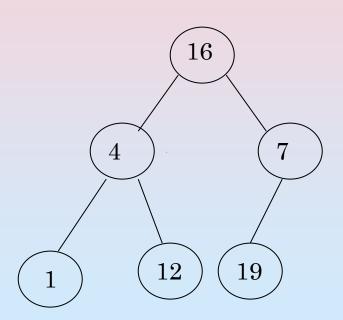
## Summary

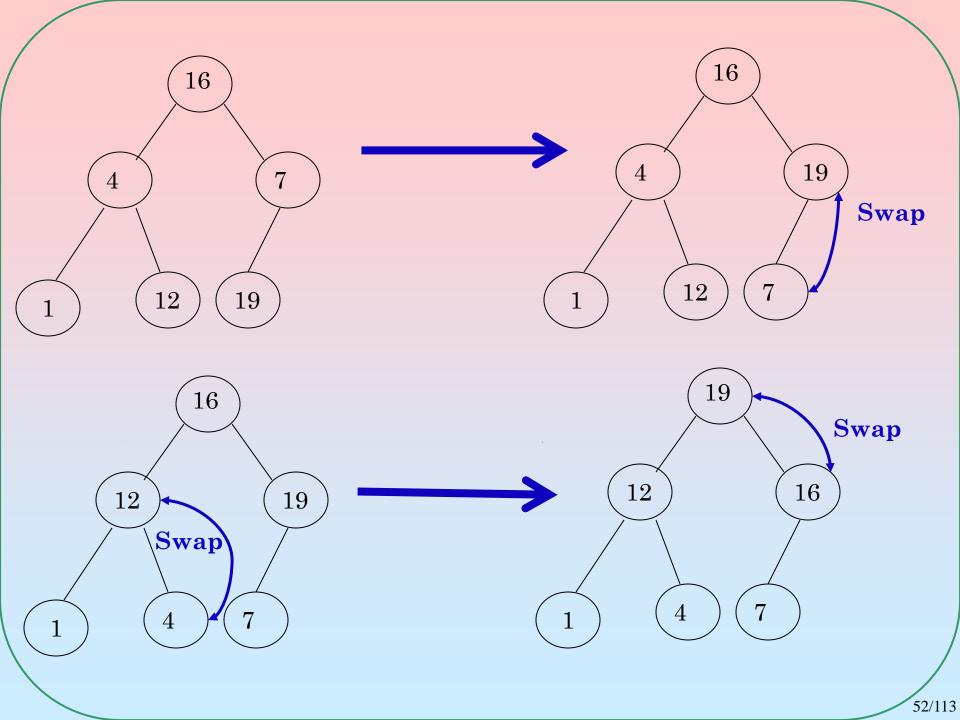
- A heap is a complete binary tree, where the entry at each node is greater than or equal to the entries in its children.
- To add an entry to a heap, place the new entry at the next available spot, and perform a reheapification upward.
- To remove the biggest entry, move the last node onto the root, and perform a reheapification downward.

**Example:** Convert the following array to a heap

16   4   7   1   12
---------------------

Picture the array as a complete binary tree:



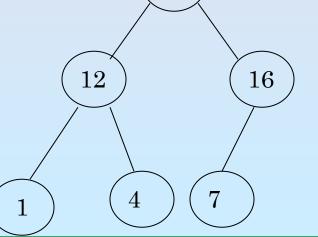


## **Heap Sort**

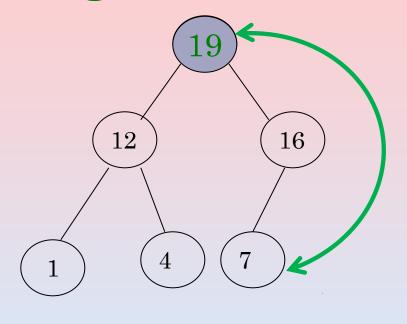
- The heapsort algorithm consists of two phases:
  - build a heap from an arbitrary array
  - use the heap to sort the data

To sort the elements in the decreasing order, use a min heap

**\*** To sort the elements in the increasing order, use a max heap

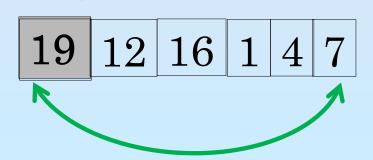


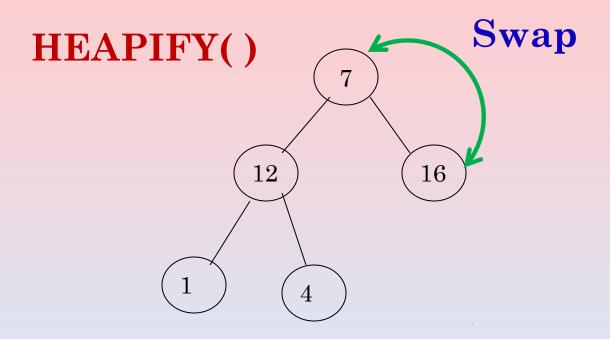
Place the largest element at right index



Swap the last element with the root

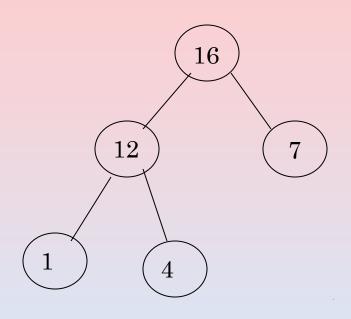
Array representation is





Unsorted elements Sorted elements

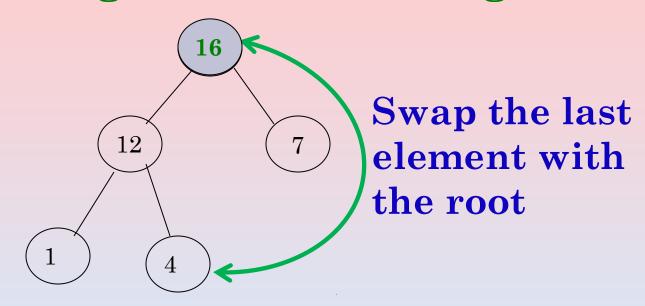




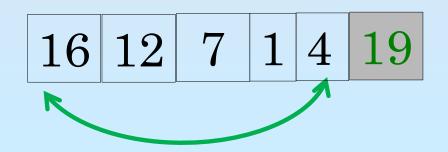
Unsorted elements Sorted elements

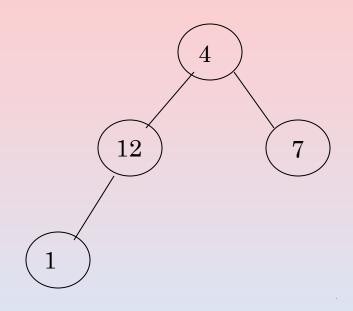
16 12 7 1 4 19

Place the largest element at right index



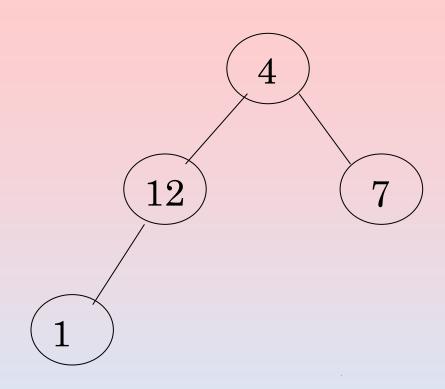
Unsorted elements Sorted elements





#### Unsorted elements Sorted elements

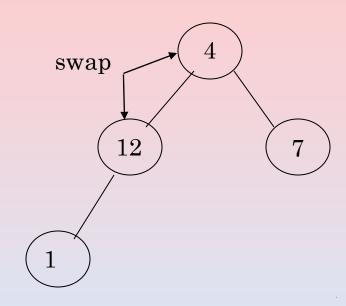




Unsorted Sorted:

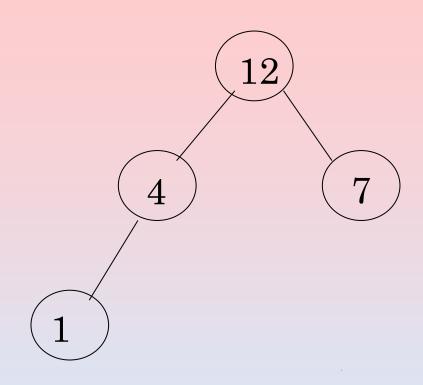
4 12 7 1 16 19

HEAPIFY()



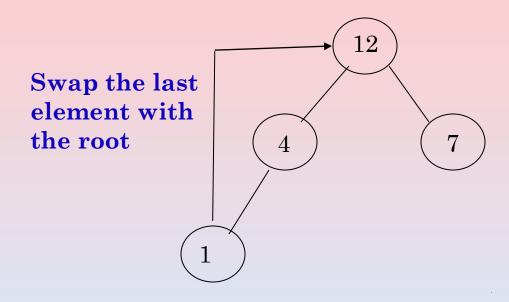
Unsorted Sorted:

4 | 12 | 7 | 1 | 16 | 19

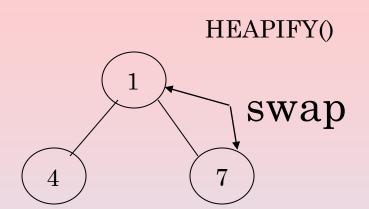


Unsorted Sorted:

12 | 4 | 7 | 1 | 16 | 19

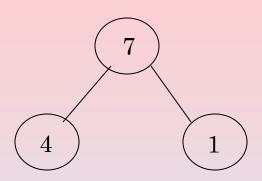


Unsorted Sorted: 1 4 7 12 16 19



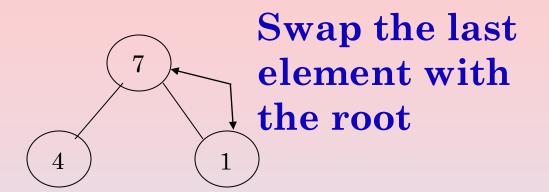
Unsorted Sorted:

1 4 7 12 16 19



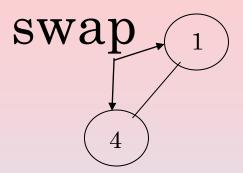
Unsorted Sorted:

7 4 1 12 16 19





HEAPIFY()





Swap the last element with the root



Place the largest element at right index

 $\bigcirc$ 

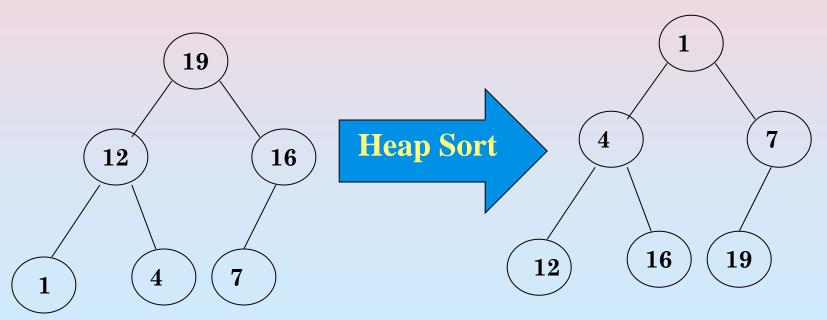
Unsorted

Sorted

1 4 7 12 16 19

**Sorted:** 





**Heap before Sorting** 

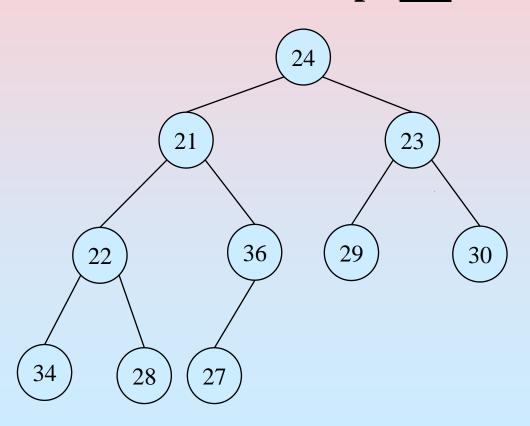
**Heap after Sorting** 

#### **BuildHeap – Example**

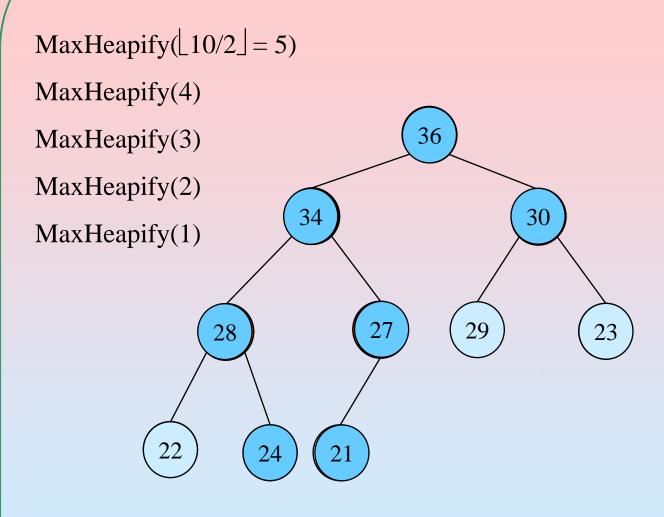
**Input Array:** 

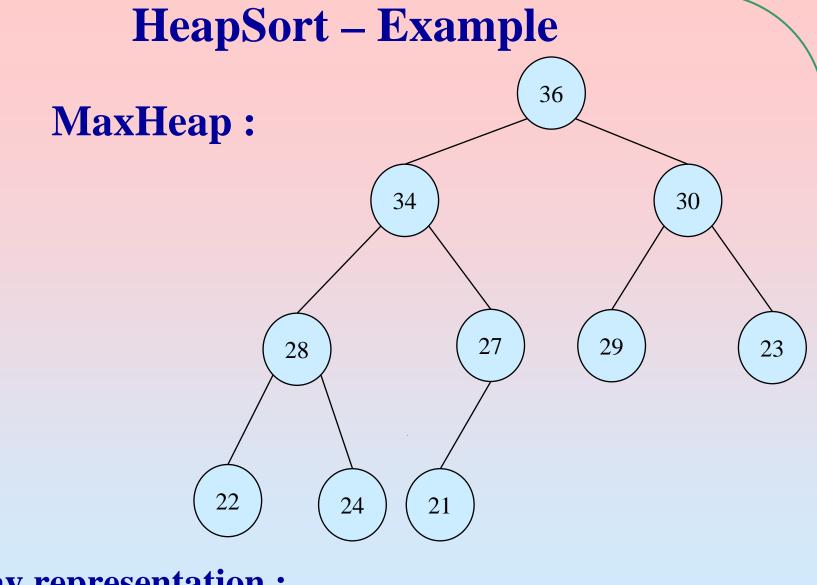
24	21	23	22	36	29	30	34	28	27
----	----	----	----	----	----	----	----	----	----

#### **Build the Initial Heap:**(not max-heap)

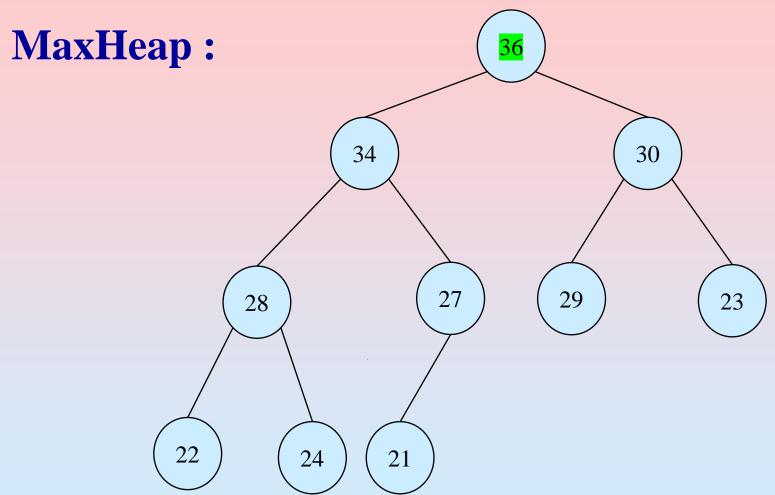


#### **BuildMaxHeap** – Example

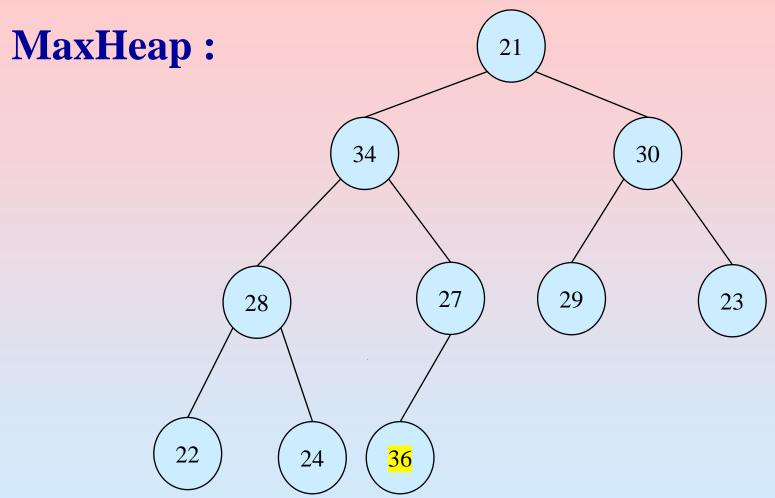




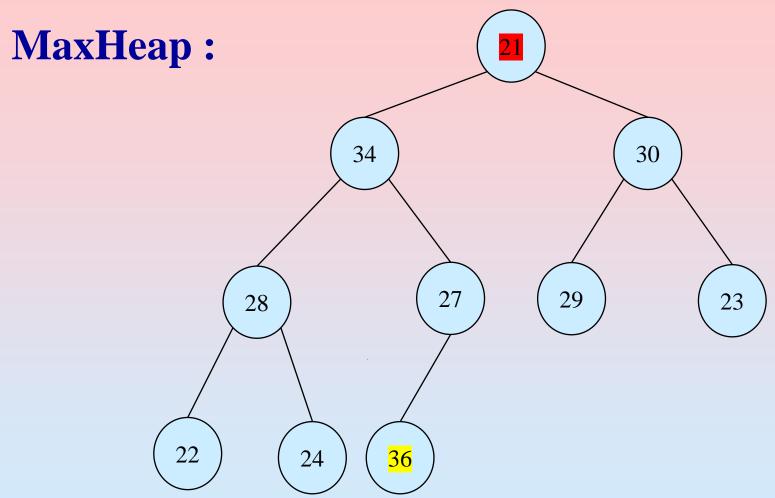
#### **Array representation:**



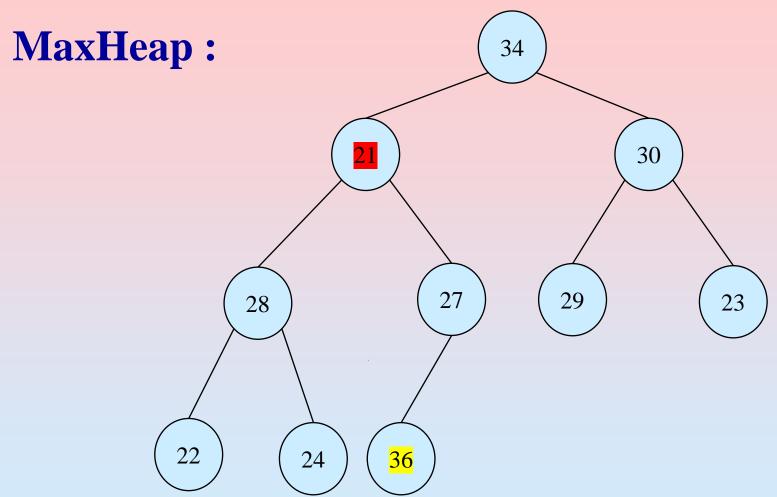
22 24	23	29	27	28	30	34	<b>36</b>
-------	----	----	----	----	----	----	-----------



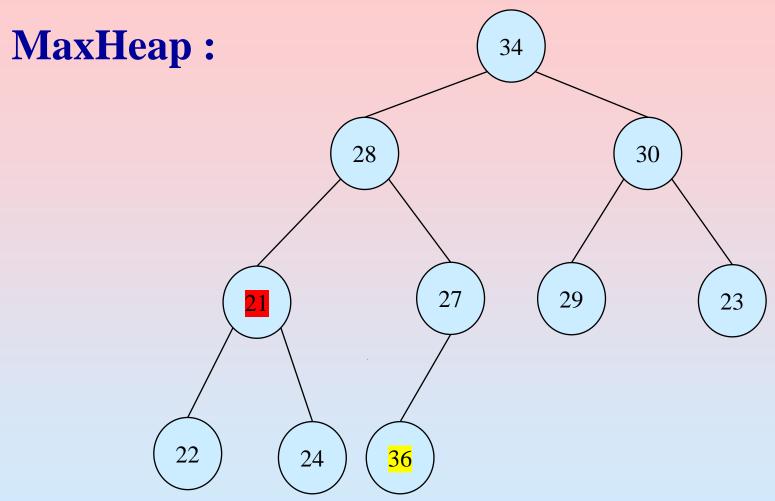
21	34	30	28	27	29	23	22	24	<b>36</b>
----	----	----	----	----	----	----	----	----	-----------



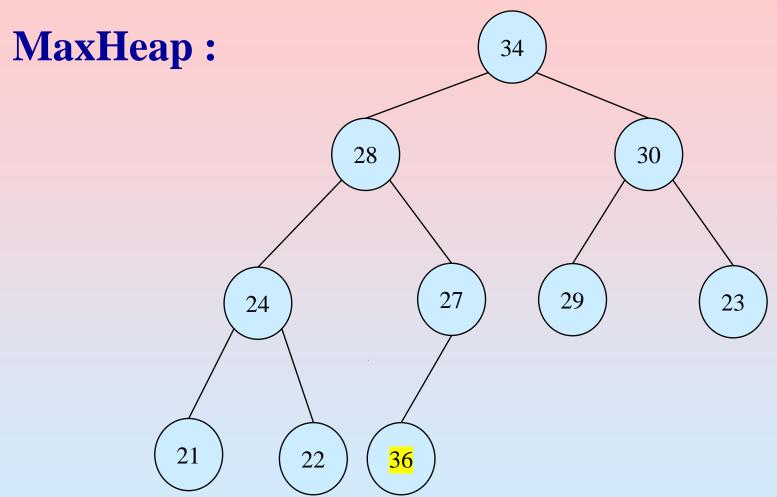
21	34	30	28	27	29	23	22	24	<mark>36</mark>
----	----	----	----	----	----	----	----	----	-----------------



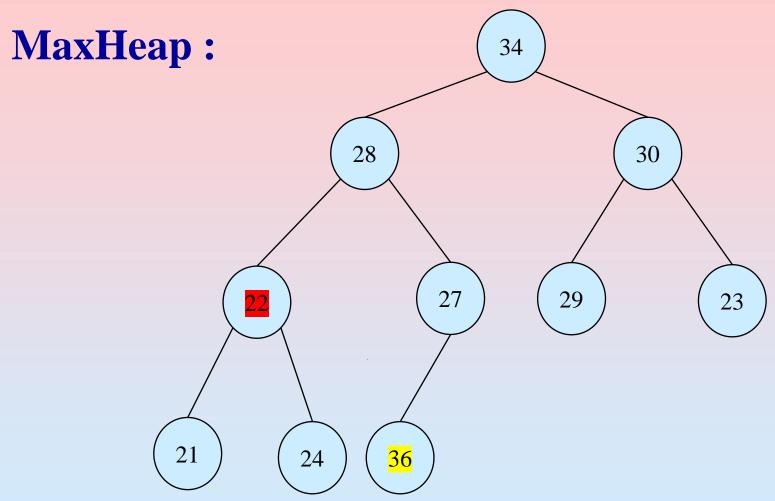
34	21	30	28	27	29	23	22	24	<b>36</b>
----	----	----	----	----	----	----	----	----	-----------



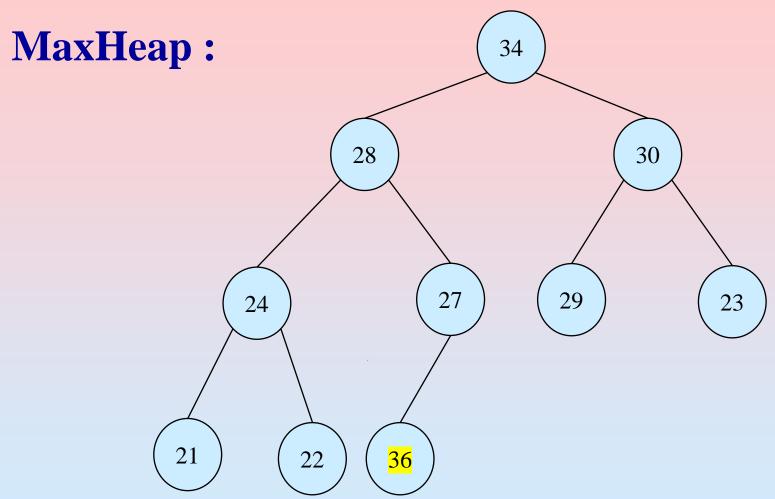
34	28	30	21	27	29	23	22	24	<b>36</b>
----	----	----	----	----	----	----	----	----	-----------



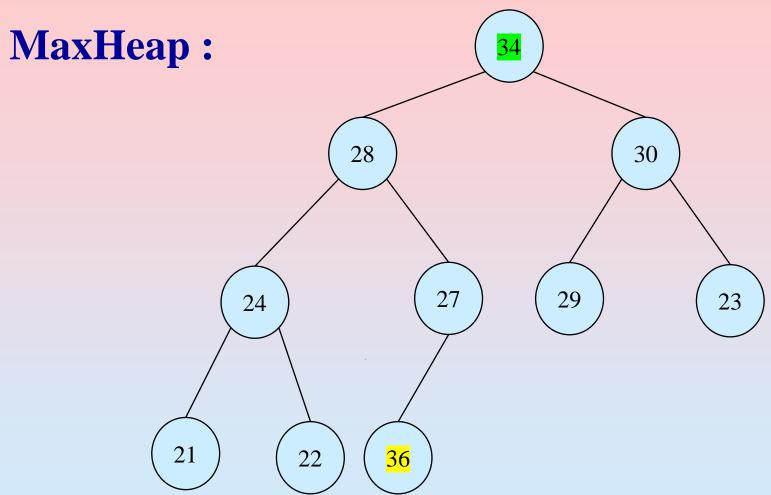
	34	28	30	22	27	29	23	21	24	<b>36</b>	
--	----	----	----	----	----	----	----	----	----	-----------	--



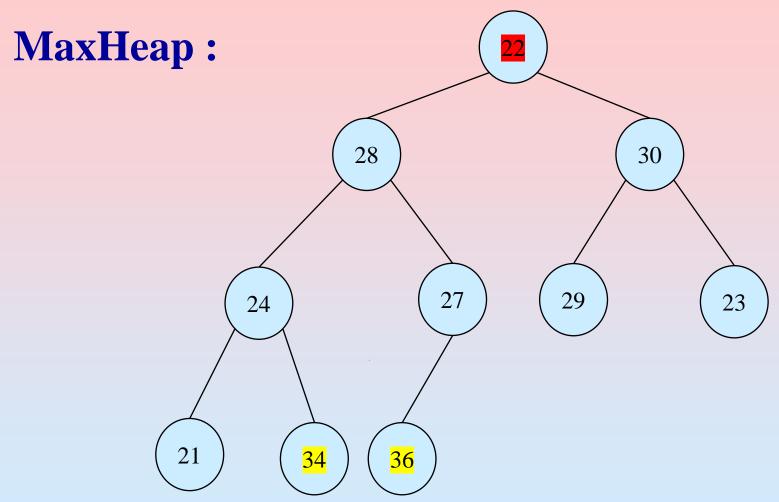
34	28	30	22	27	29	23	21	24	<b>36</b>
----	----	----	----	----	----	----	----	----	-----------

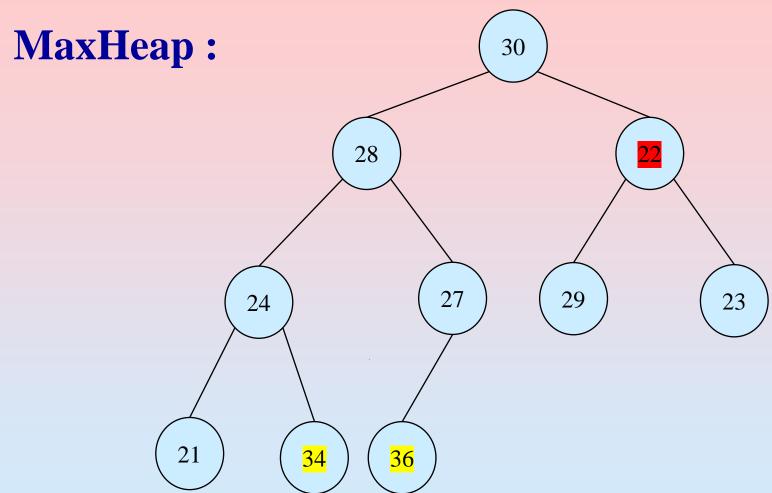


34	28	30	22	27	29	23	21	24	<b>36</b>
----	----	----	----	----	----	----	----	----	-----------

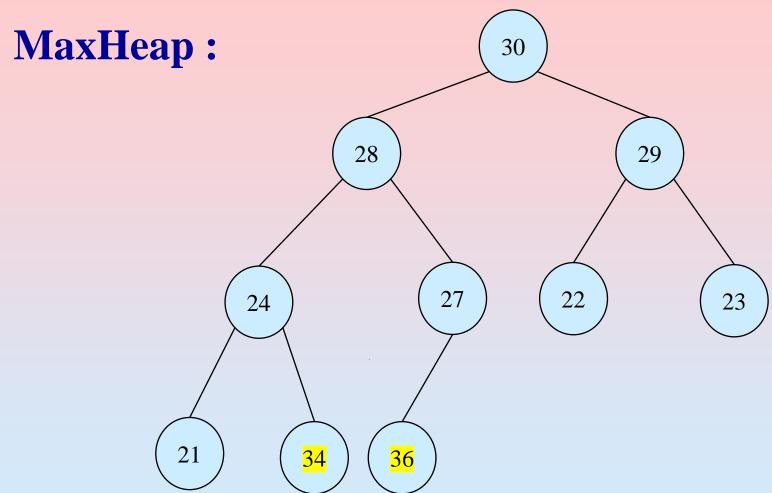


<b>34</b>	28	30	24	27	29	23	21	22	<b>36</b>
-----------	----	----	----	----	----	----	----	----	-----------

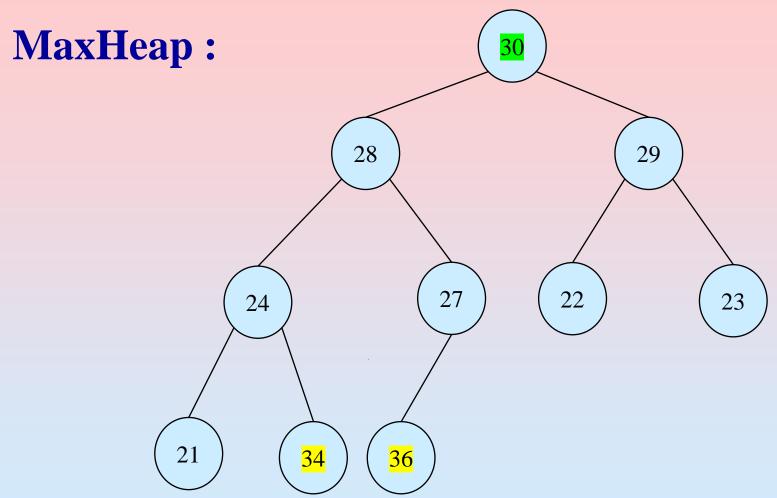




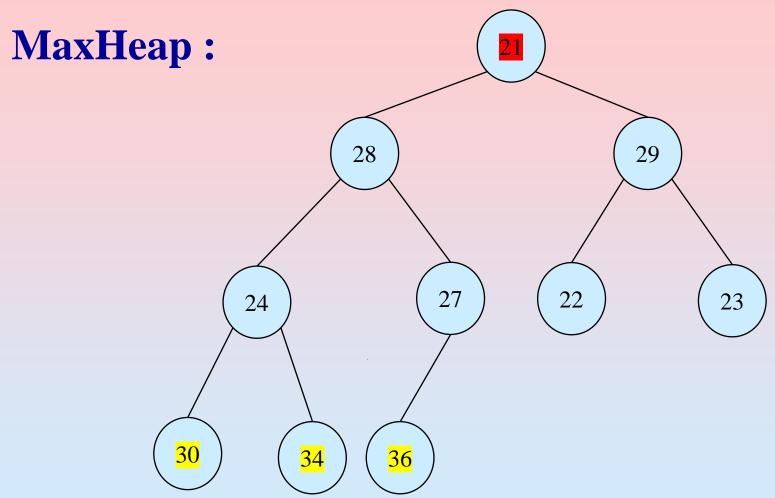
30	28 22	24	27	29	23	21	<mark>34</mark>	<b>36</b>
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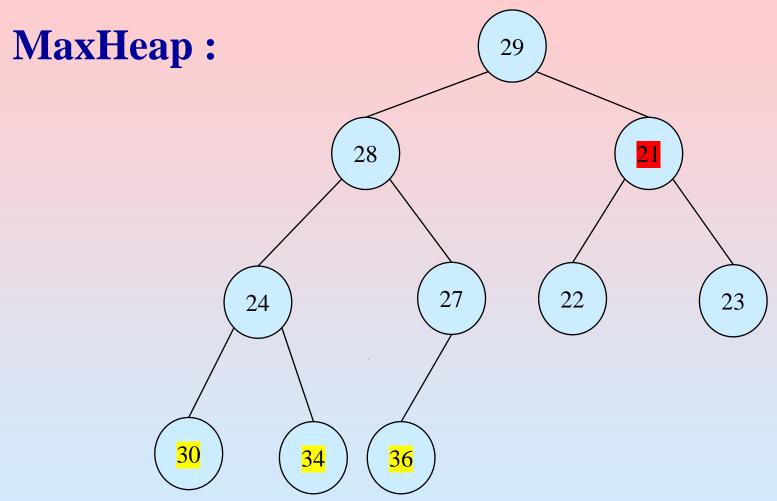
30	28	29	24	27	22	23	21	<b>34</b>	<b>36</b>
----	----	----	----	----	----	----	----	-----------	-----------



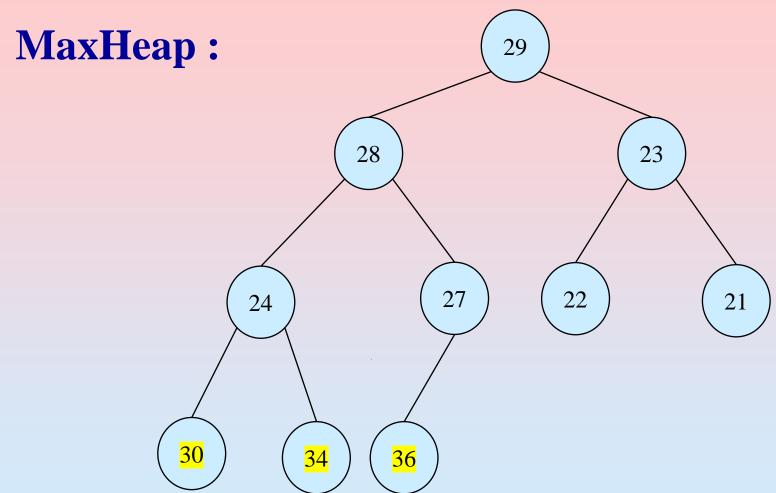
<b>30</b>	28	29	24	27	22	23	21	<b>34</b>	<b>36</b>
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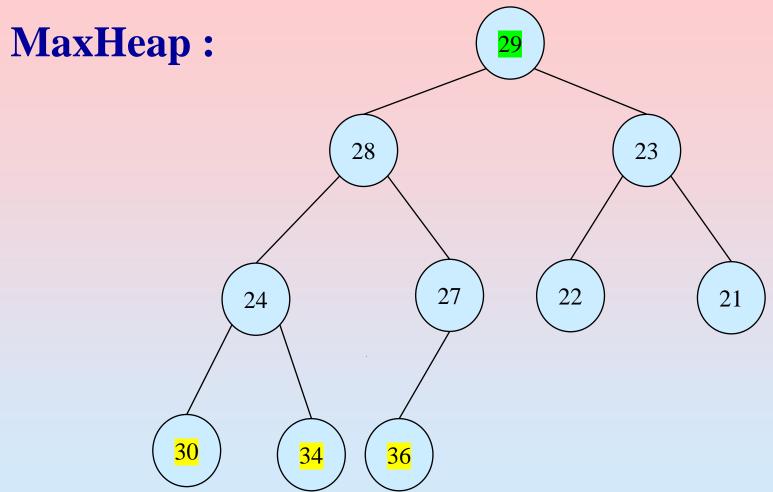
		21	28	29	24	27	22	23	30	<mark>34</mark>	36
--	--	----	----	----	----	----	----	----	----	-----------------	----



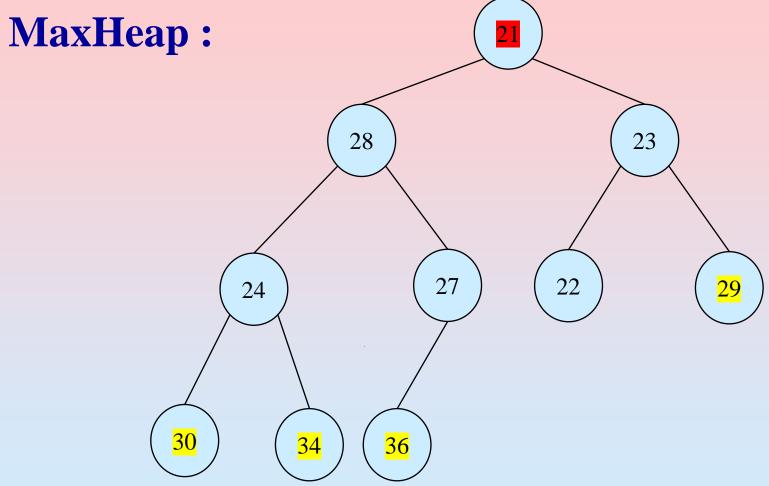
29	28	21	24	27	22	23	<b>30</b>	<b>34</b>	<b>36</b>
----	----	----	----	----	----	----	-----------	-----------	-----------



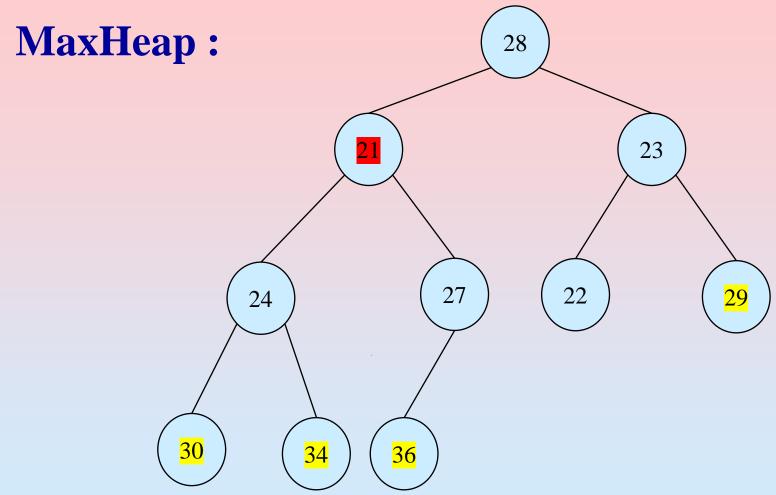
29	28	23	24	27	22	21	<b>30</b>	<mark>34</mark>	<mark>36</mark>
----	----	----	----	----	----	----	-----------	-----------------	-----------------



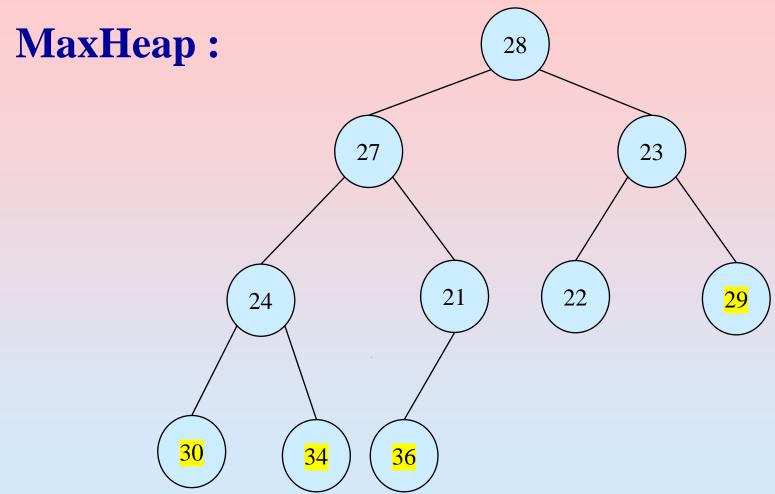
<b>29</b>	28	23	24	27	22	21	<b>30</b>	<b>34</b>	<b>36</b>
-----------	----	----	----	----	----	----	-----------	-----------	-----------



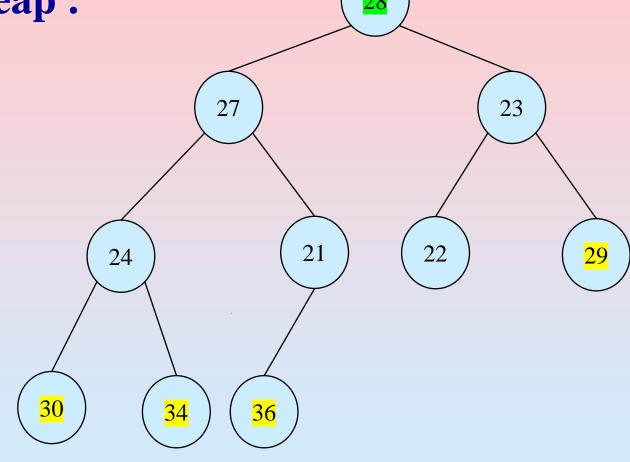
21	28	23	24	27	22	<b>29</b>	<b>30</b>	<b>34</b>	<b>36</b>
----	----	----	----	----	----	-----------	-----------	-----------	-----------



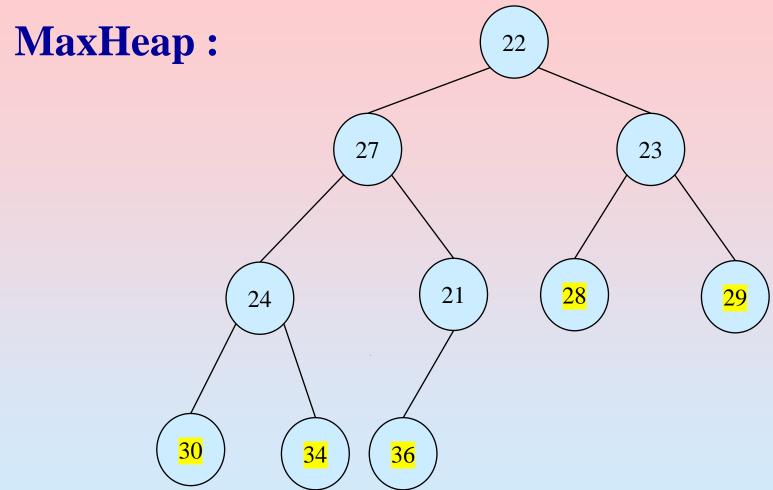
28	27	23	24	21	22	<b>29</b>	<b>30</b>	<mark>34</mark>	<mark>36</mark>
----	----	----	----	----	----	-----------	-----------	-----------------	-----------------



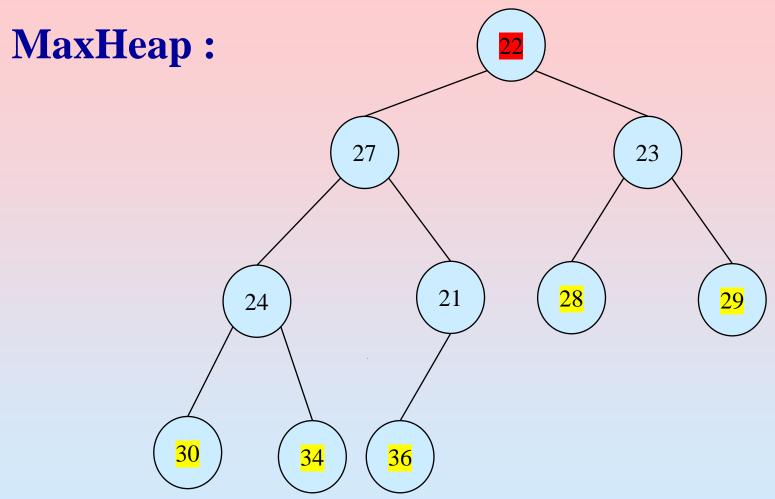
	28	27	23	24	21	22	<b>29</b>	30	<b>34</b>	36
--	----	----	----	----	----	----	-----------	----	-----------	----



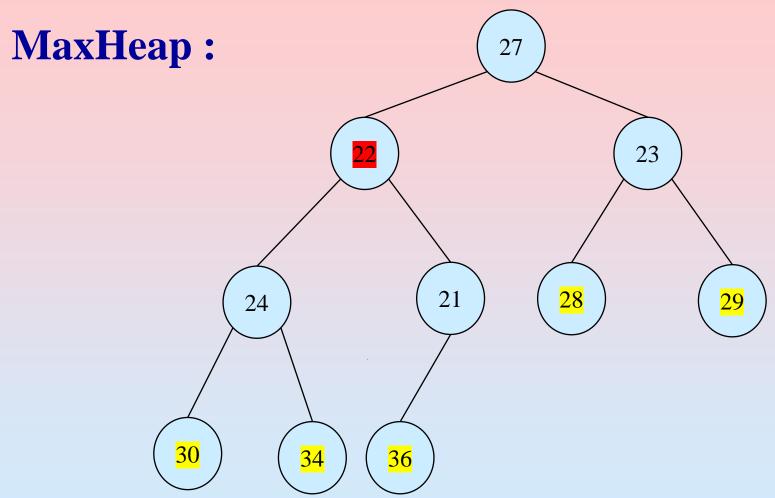
<b>28</b>	27	23	24	21	22	<b>29</b>	<b>30</b>	<b>34</b>	<b>36</b>
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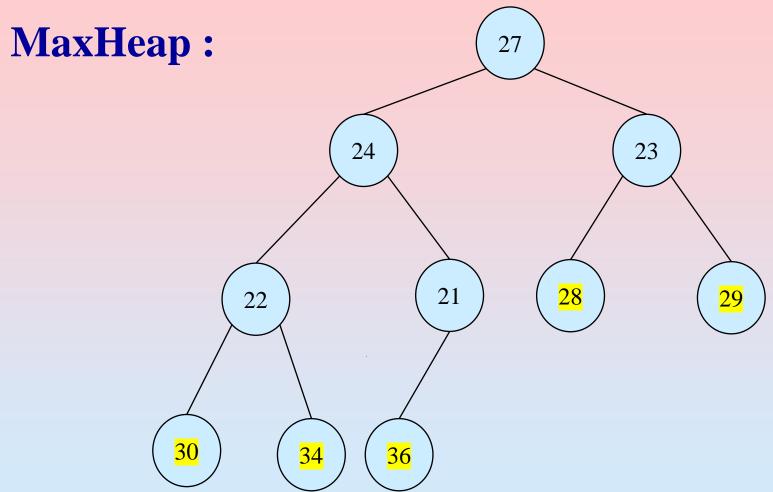
22	27	23	24	21	28	29	30	34	36
					_~		• •		



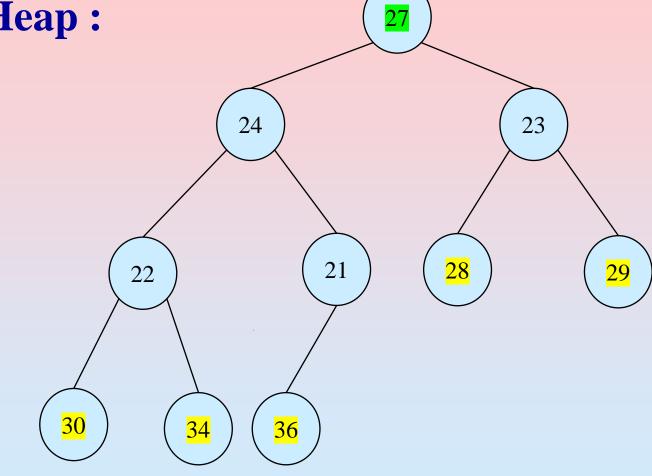
22 2	7 23	24	21	<b>28</b>	<b>29</b>	<b>30</b>	<b>34</b>	<b>36</b>
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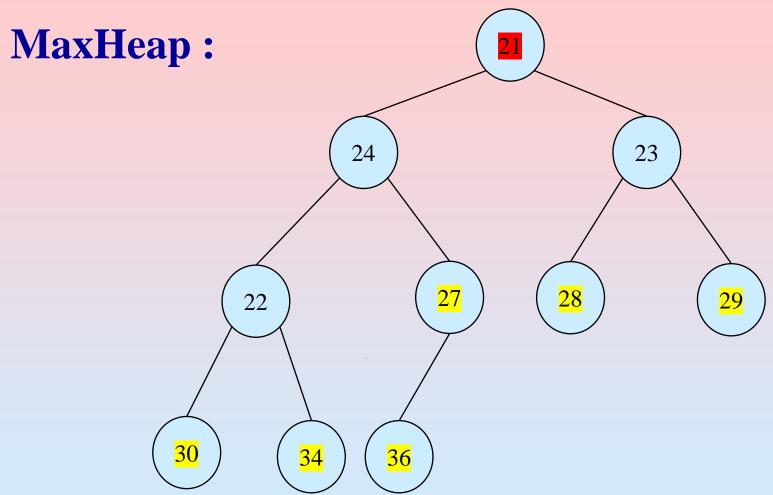
27	22	23	24	21	28	29	30	34	36
					_~		• •		



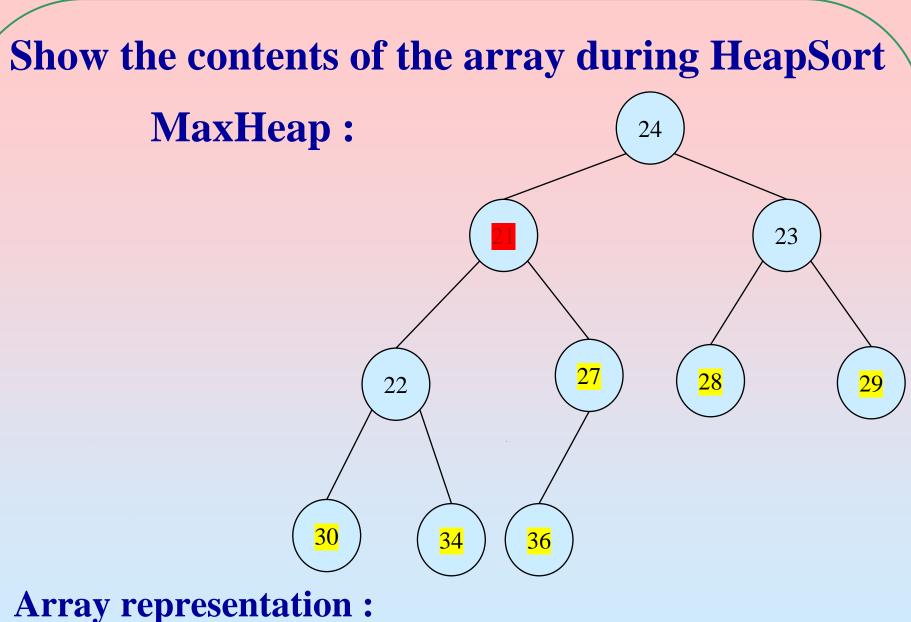
27	24	23	22	21	<b>28</b>	<mark>29</mark>	<mark>30</mark>	<mark>34</mark>	<mark>36</mark>
----	----	----	----	----	-----------	-----------------	-----------------	-----------------	-----------------



7 24 23 22 2	28 29	9 30 34	<b>36</b>
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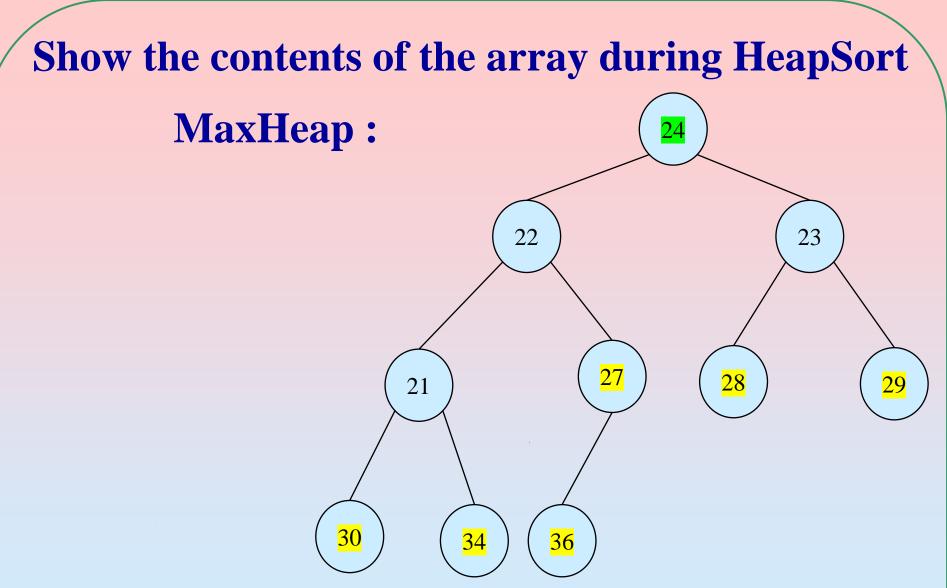
21   24   23   22   <mark>27   28   29   30   34   36</mark>	21	24	23	22	<b>27</b>	28	<b>29</b>	30	34	<b>36</b>
--	----	----	----	----	-----------	----	-----------	----	----	-----------



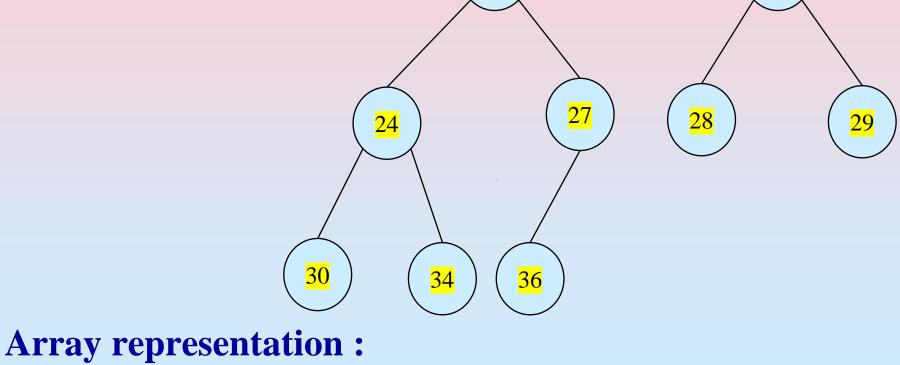
24   21   23   22   <mark>27   28   29   30   34   36</mark>	24	21	23	22	27	28	29	30	34	36
--	----	----	----	----	----	----	----	----	----	----



AT   AA   AJ   AI   AI   AU   AJ   JU   JT   JU	24	22	23	21	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>	<b>34</b>	<b>36</b>
---	----	----	----	----	-----------	-----------	-----------	-----------	-----------	-----------



<b>24</b>   22   23   21   <b>27</b>   <b>28</b>   <b>29</b>   <b>30</b>   <b>3</b>	<b>34 36</b>
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21   22   23   <mark>24   27   28   29   30   34</mark>
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103/113



**30** 

21   22   23   24   27   28   29   30   34   36
---

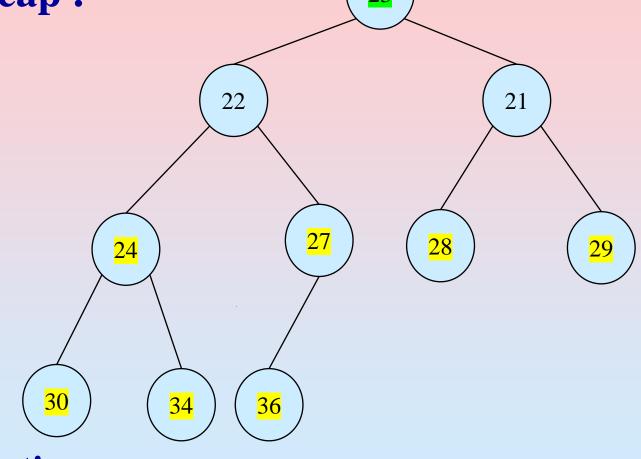


**30** 

23   22   21   <mark>24   27</mark>	<b>28 29</b>	30 34	<b>36</b>
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105/113

**28** 



#### **Array representation:**

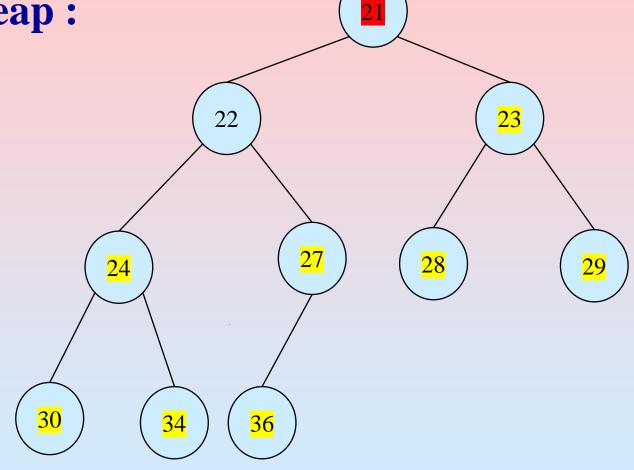
<b>23</b> 22 21	<b>24</b>	<b>27</b>	<b>28</b>	<mark>29</mark>	<mark>30</mark>	<mark>34</mark>	<mark>36</mark>
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106/113



**30** 

21   22   <mark>23   24   27   28   29   30   34   30</mark>	21	22	<b>23</b>	24	<b>27</b>	28	<b>29</b>	30	34	36
--	----	----	-----------	----	-----------	----	-----------	----	----	----



21   22   <mark>23   24   27   28   29   30   34   36</mark>	21	22	<b>23</b>	<b>24</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>	<b>34</b>	<b>36</b>
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**30** 

<b>22</b> 21 <b>23 24 27 2</b>	8 <b>29 30 34 36</b>
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**28** 

	<b>22</b>	21	<b>23</b>	<b>24</b>	<b>27</b>	28	<b>29</b>	30	34	36
- 1										



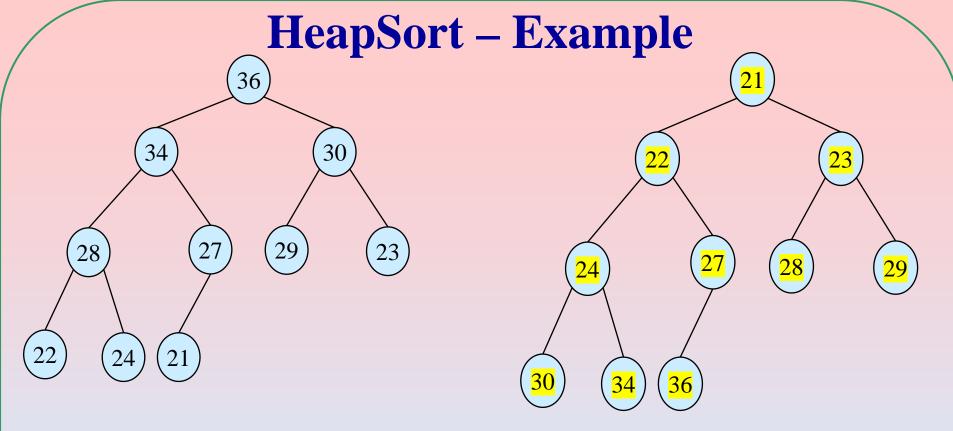
**30** 

21   <mark>22   23   24   27   28   29   30   34   36</mark>		21	<b>22</b>	<b>23</b>	<b>24</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>	<b>34</b>	<b>36</b>
--	--	----	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------



**30** 

<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>27</b>	<b>28</b>	<b>29</b>	30	34	<b>36</b>



#### Array representation before Heap Sort:

								_	
36	34	30	28	27	29	23	22	24	21

#### **Array representation after Heap Sort:**

1	<b>21</b>	22	23	24	27	28	20	30	34	36
			<b>43</b>	<b>24</b>	<u> </u>	<b>40</b>	<u> 29</u>	<mark>30</mark>	<b>34</b>	<b>30</b>

## Thank you