



CS-2001

DATA STRUCTURE

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HEAP

Heap

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- A Heap is a special Tree-based data structure in which the **tree is a complete binary tree**.
- Heap is a special case of **balanced binary tree** data structure where *the root-node key is compared with its children* and arranged accordingly.
- Generally, Heaps can be of two types:
 - **Max-Heap:**
 - **Min-Heap:**

Heap

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Max-Heap:

- In a Max-Heap, the key present at the root node must be maximum among the keys present at all of its children.
- The same property must be recursively true for all sub-trees in that Binary Tree.
- If α has child node β then,
$$\text{key}(\alpha) \geq \text{key}(\beta)$$

Heap

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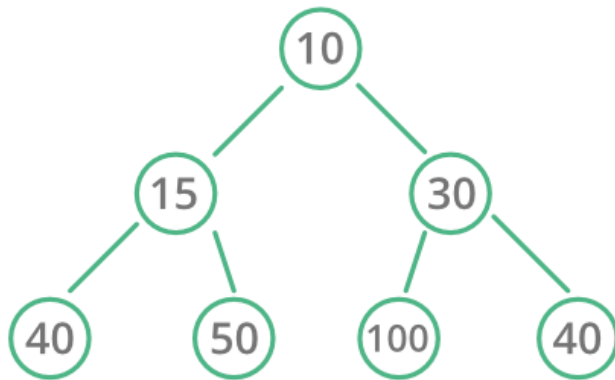
Min-Heap:

- In a Min-Heap, the key present at the root node must be **minimum** among the keys present at all of its children.
- The same property must be **recursively true** for all sub-trees in that Binary Tree.
- If α has child node β then,
$$\text{key}(\alpha) \leq \text{key}(\beta)$$

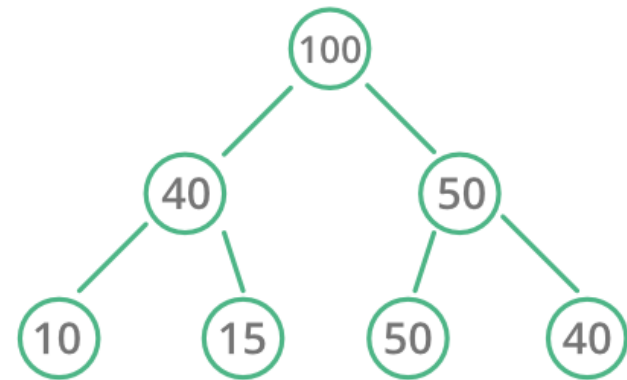
Examples

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Heap Data Structure



Min Heap



Max Heap

GG

MAX HEAP

Max Heap Construction Algorithm

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Step 1 – Create a new node at the end of the heap.

Step 2 – Assign a new value to the node.

Step 3 – Compare the value of this child node with its parent.

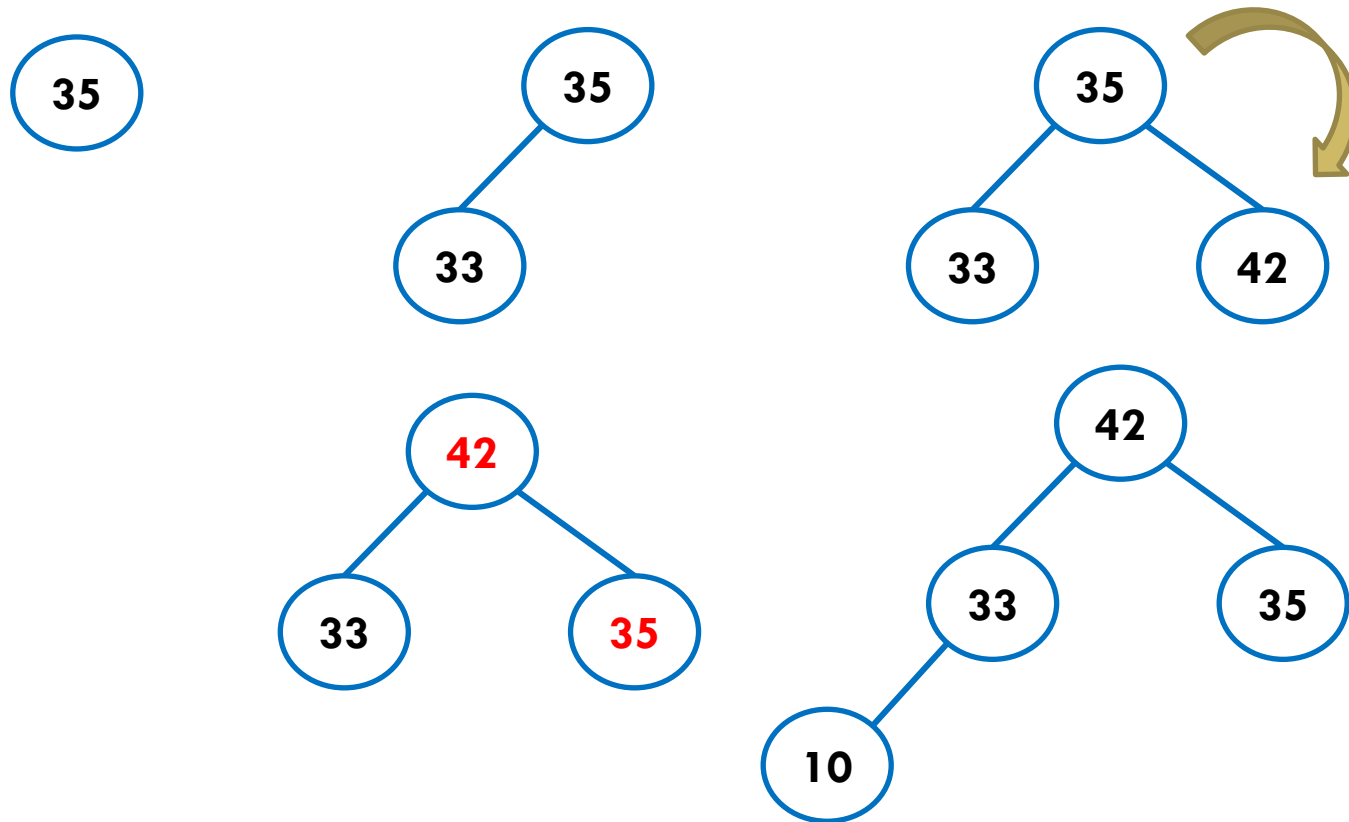
Step 4 – If the value of the parent is less than a child, then swap them.

Step 5 – Repeat steps 3 & 4 until Heap property holds.

Example ... Max Heap

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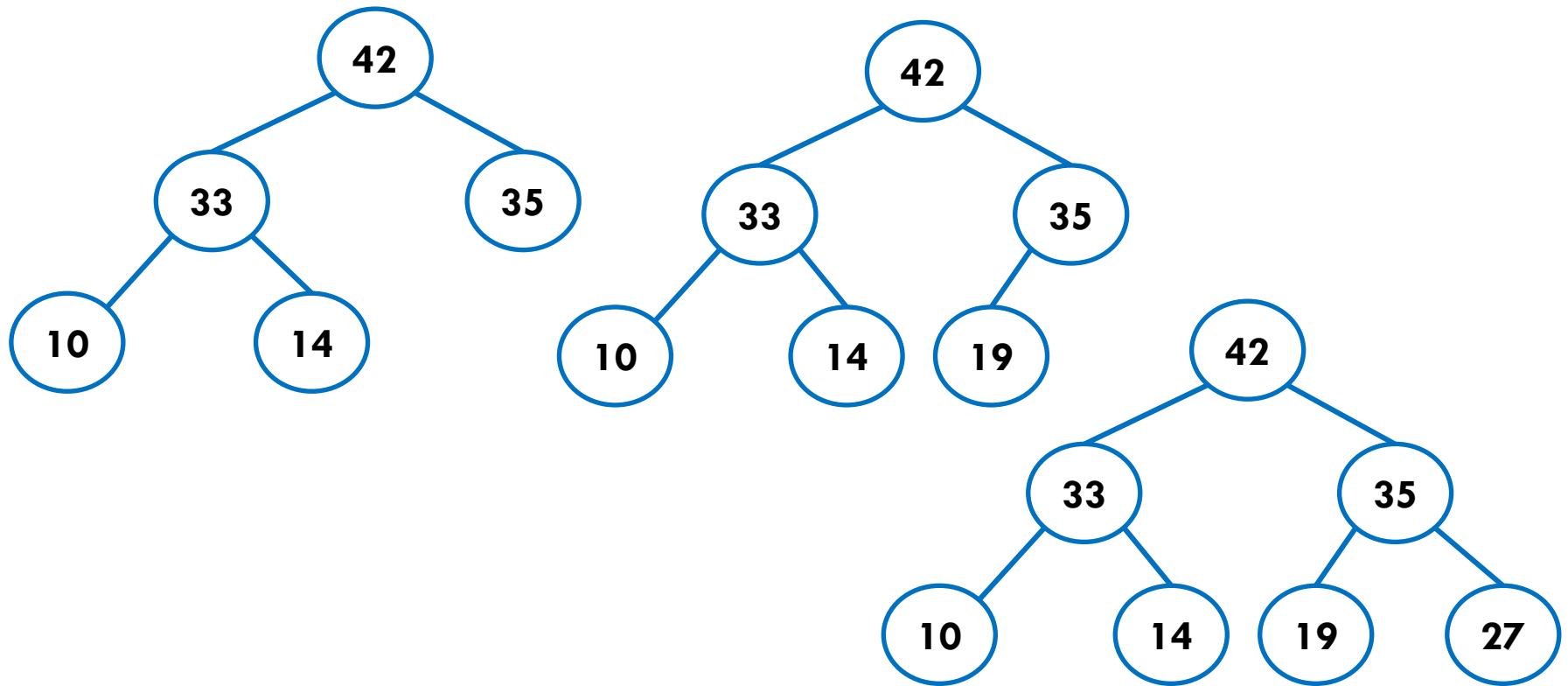
For Input → 35 33 42 10 14 19 27 44 26 31



Example ... Max Heap

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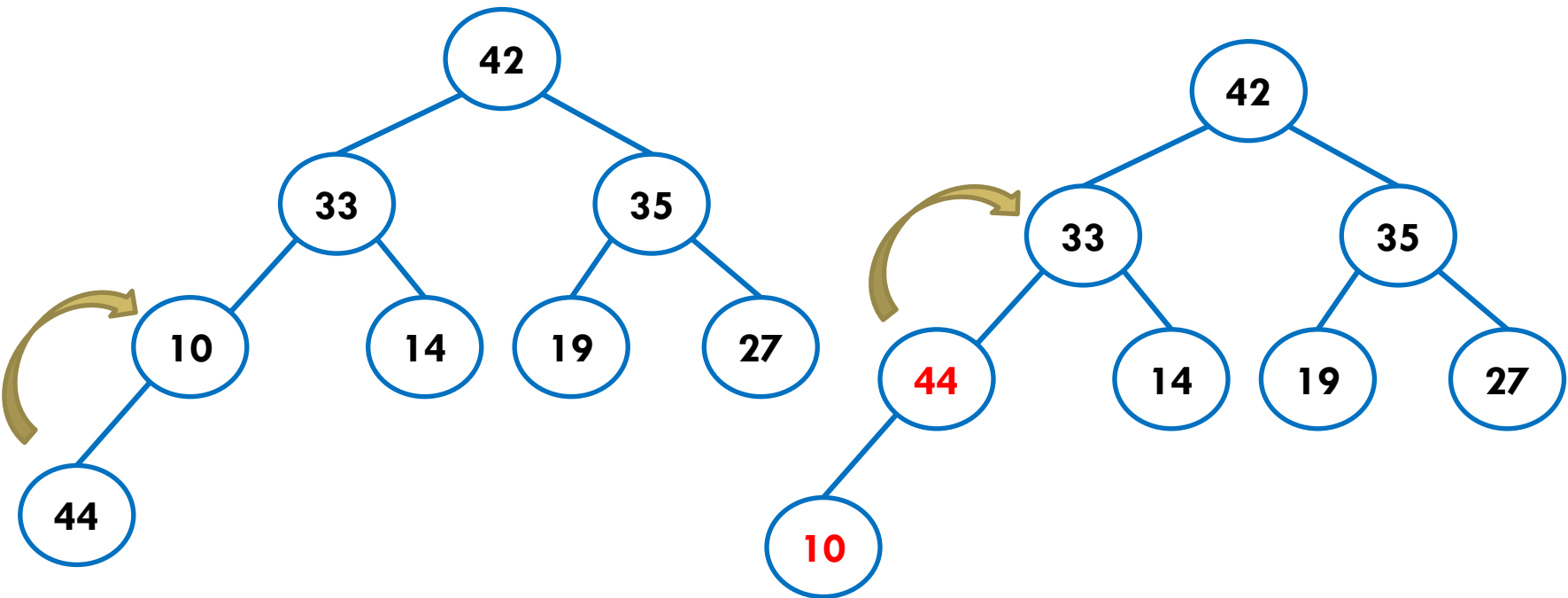
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Example ... Max Heap

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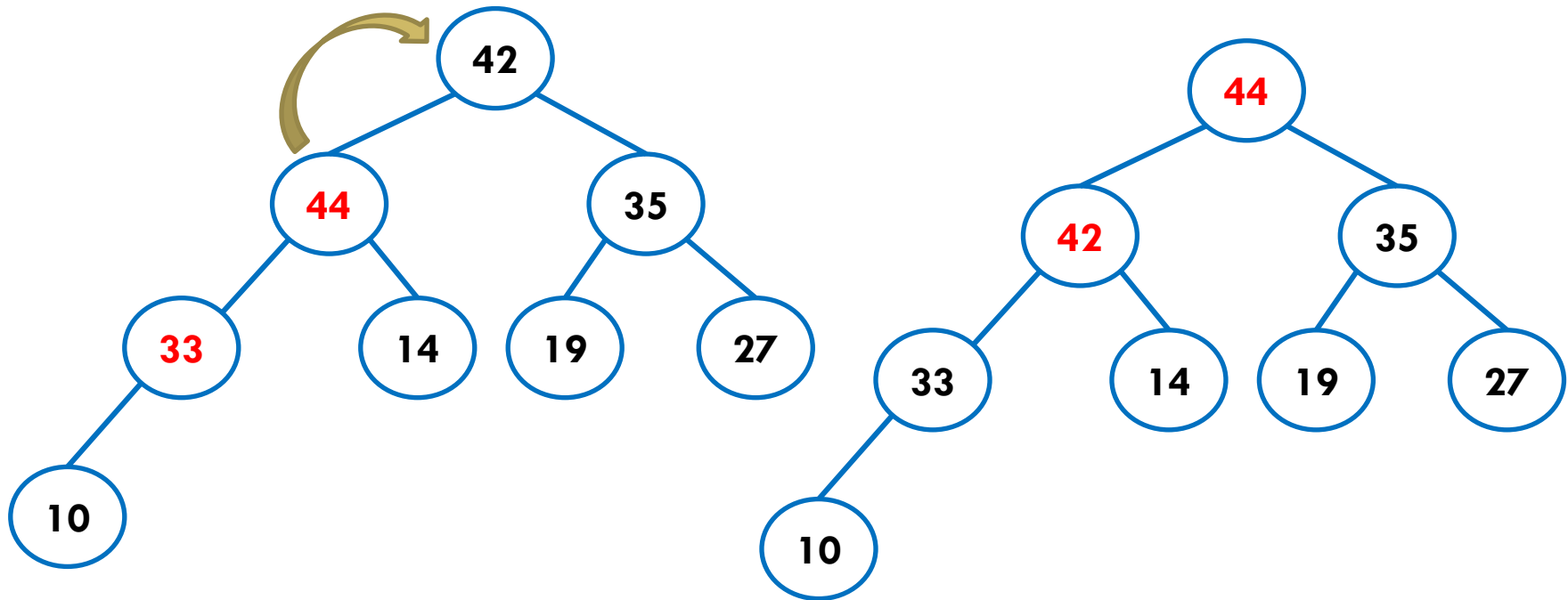
For Input → 35 33 42 10 14 19 27 44 26 31



Example ... Max Heap

12

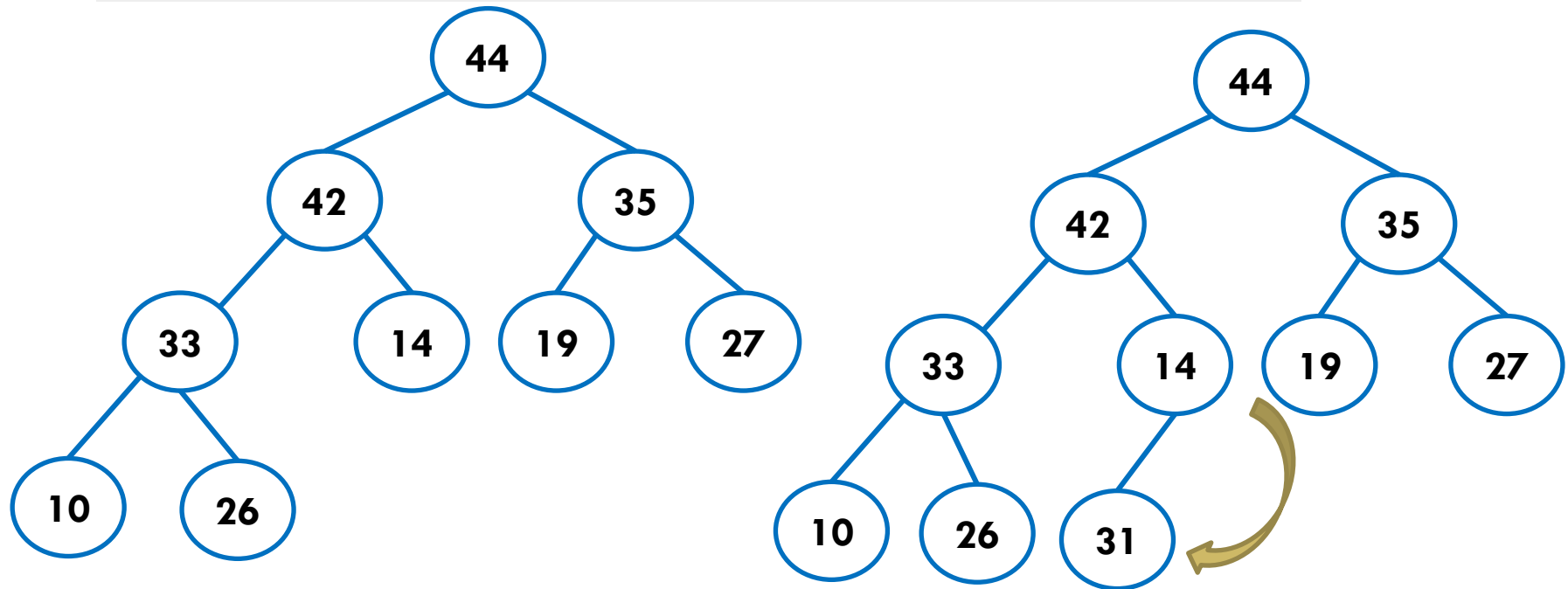
For Input → 35 33 42 10 14 19 27 44 26 31



Example ... Max Heap

13

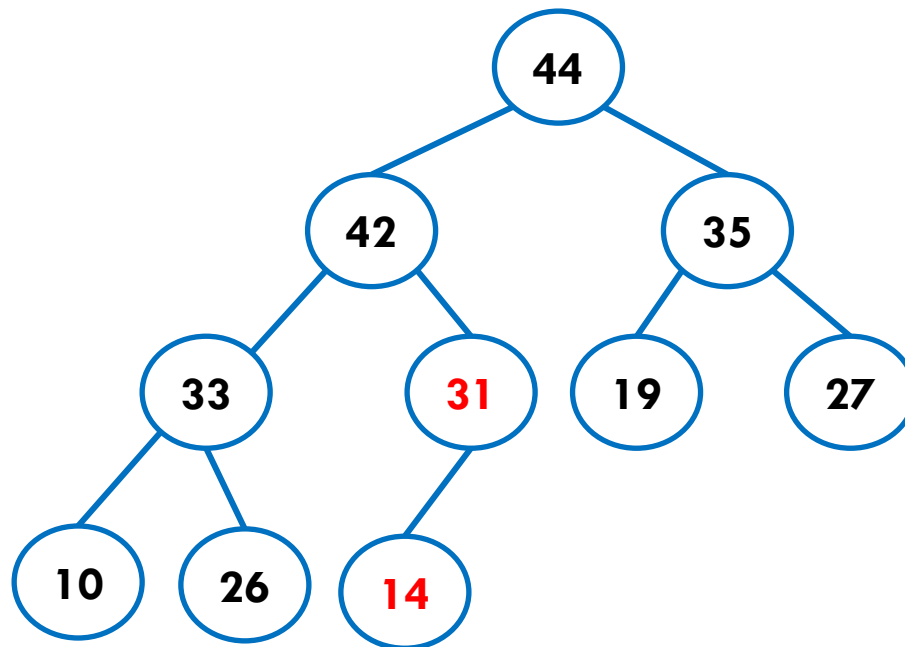
For Input → 35 33 42 10 14 19 27 44 26 31



Example ... Max Heap

14

For Input → 35 33 42 10 14 19 27 44 26 31



Example ... Max Heap

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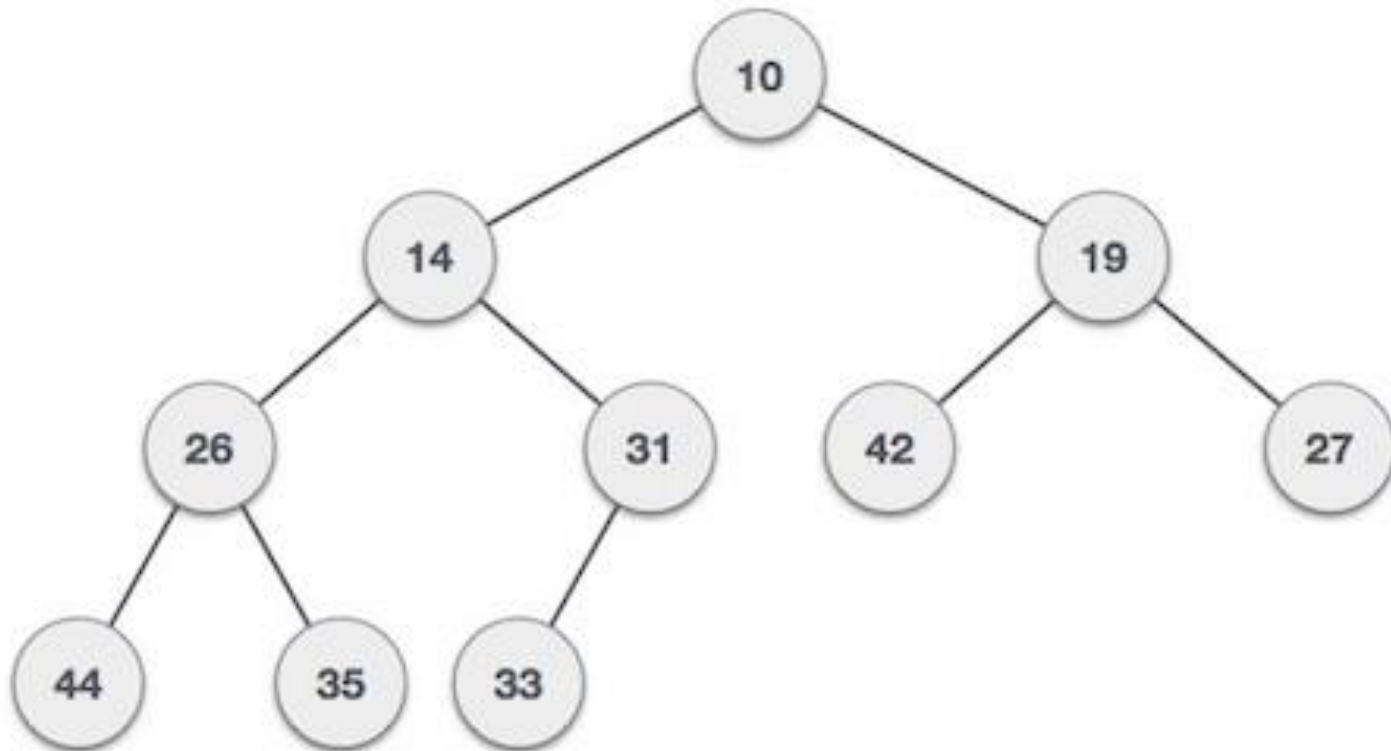
For Input → 35 33 42 10 14 19 27 44 26 31

Input 35 33 42 10 14 19 27 44 26 31

Example ... Min Heap

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For Input → 35 33 42 10 14 19 27 44 26 31



Max Heap ... Deletion

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Step 1 – Remove root node.

Step 2 – Move the last element of the last level to root.

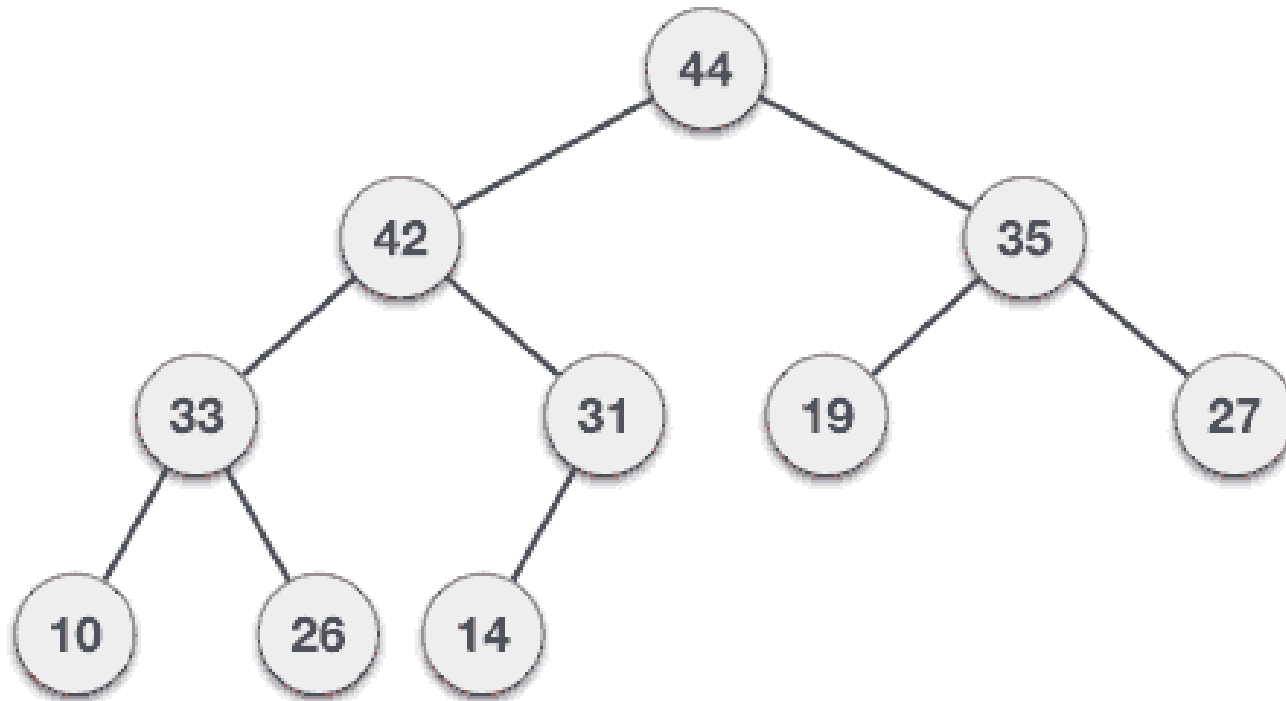
Step 3 – Compare the value of this child node with its parent.

Step 4 – If the value of the parent is less than a child, then swap them.

Step 5 – Repeat steps 3 & 4 until Heap property holds.

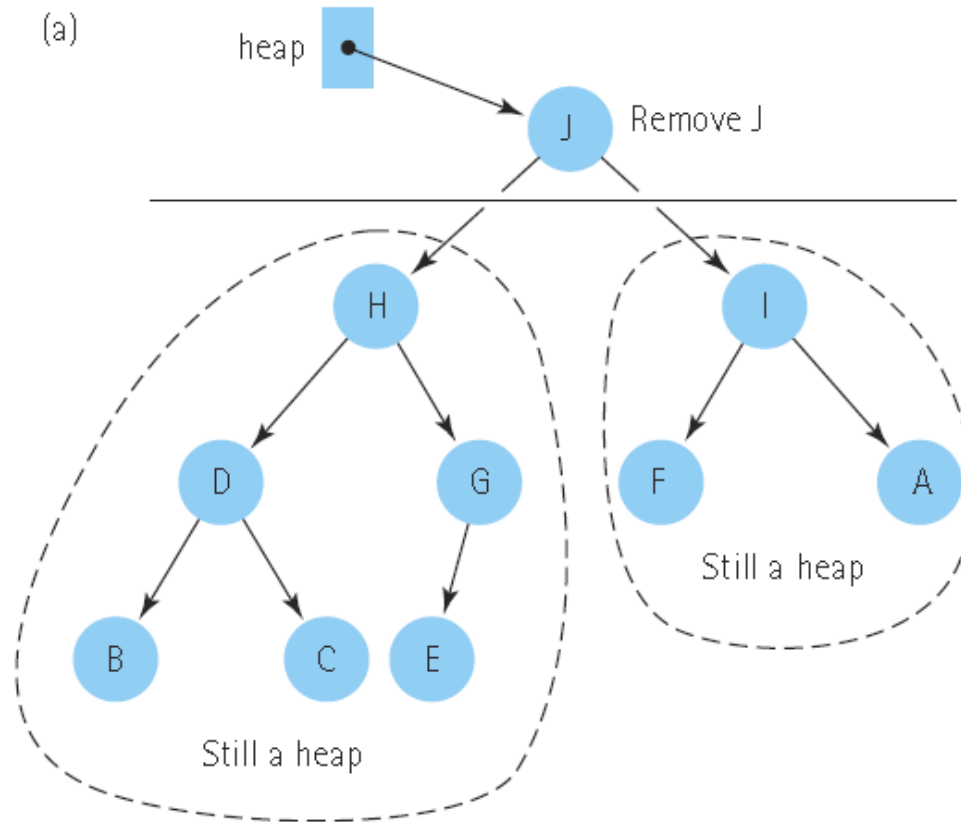
Max Heap ... Deletion

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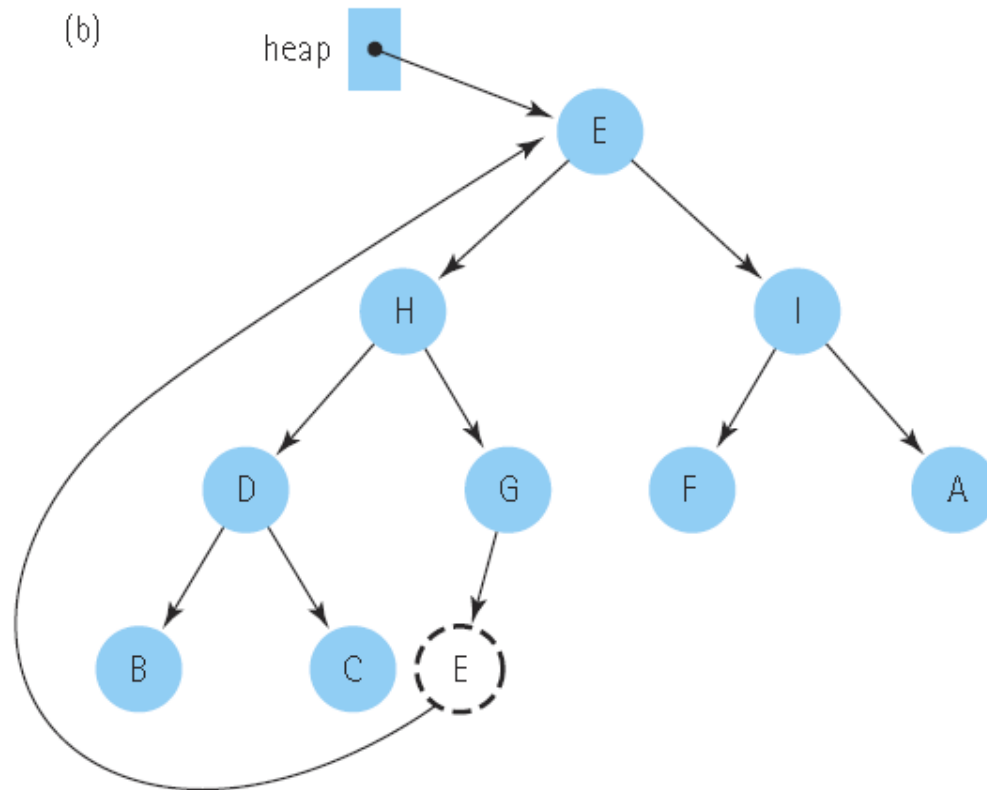
Max Heap ... Deletion

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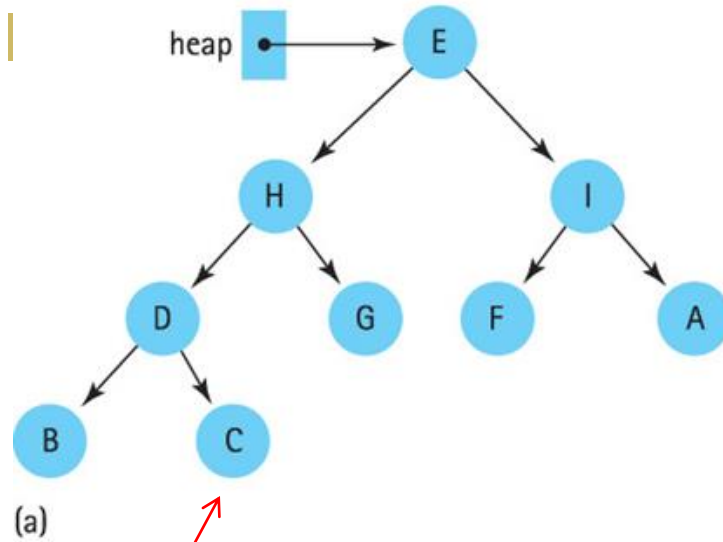
Max Heap ... Deletion

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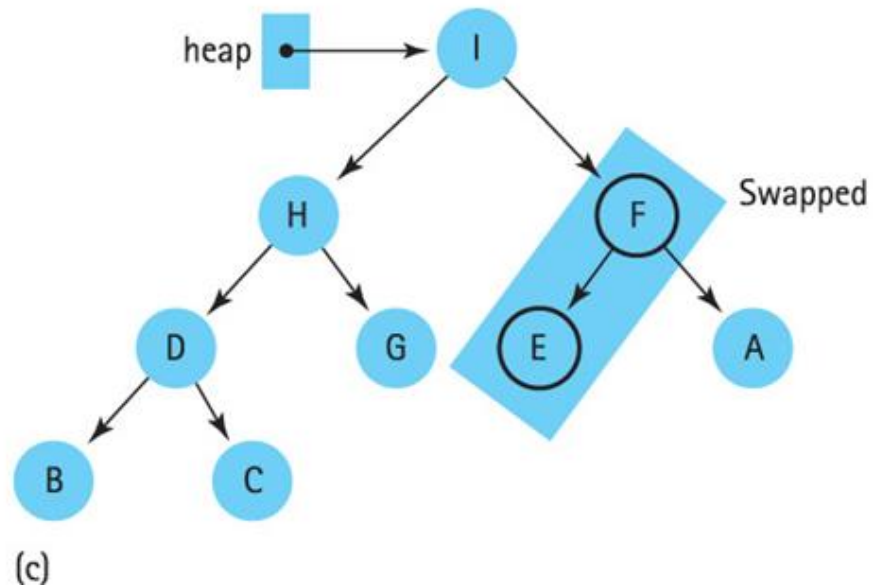
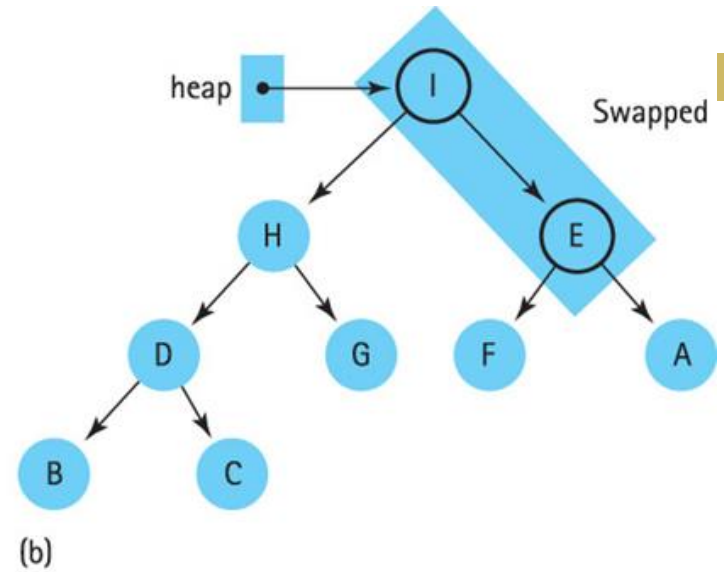


Max Heap ... Deletion

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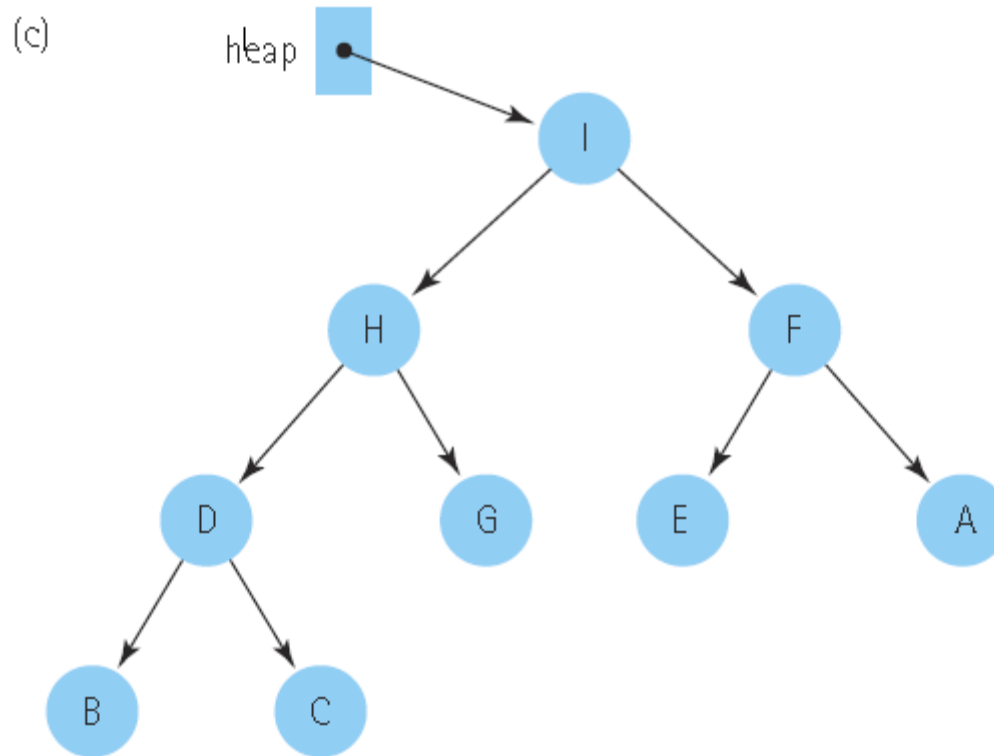


bottom



Max Heap ... Deletion

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HEAP IMPLEMENTATION

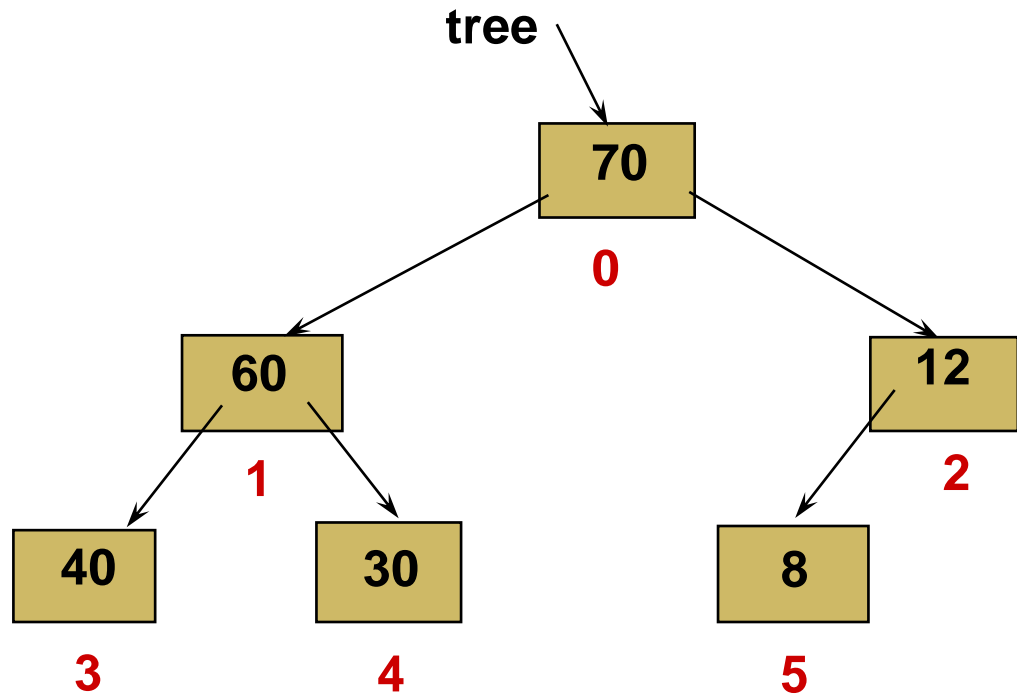


Heap ... Array Implementation

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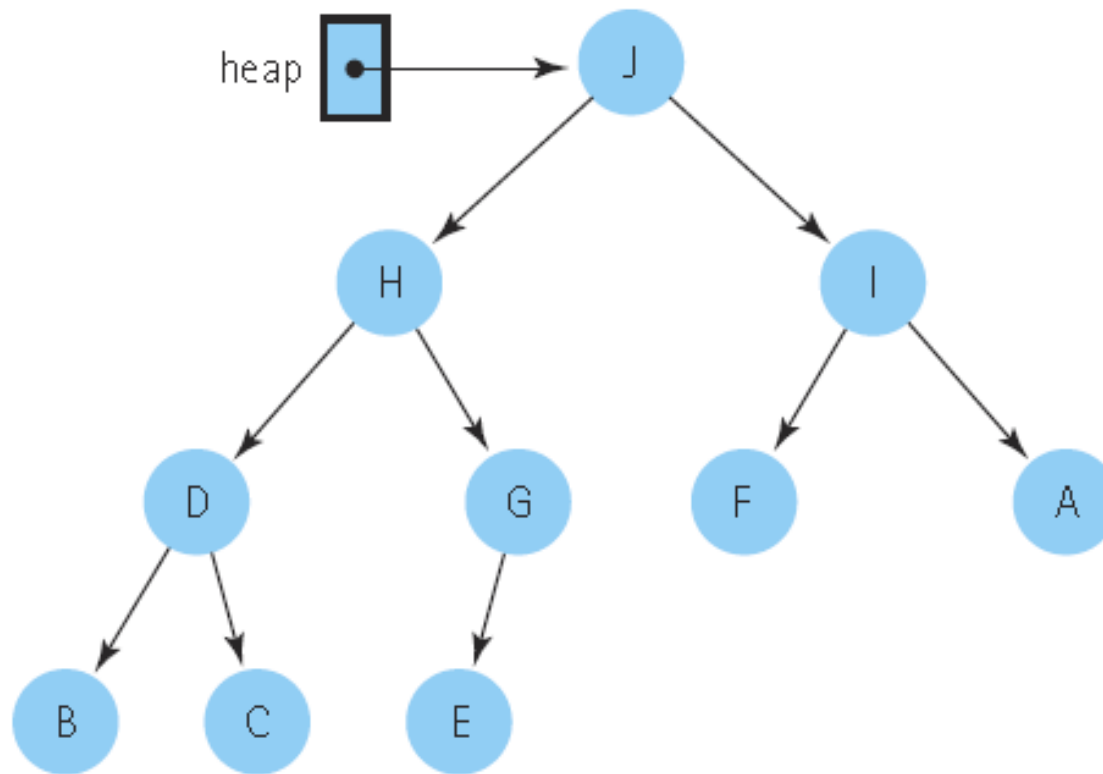
tree.nodes

[0]	70
[1]	60
[2]	12
[3]	40
[4]	30
[5]	8
[6]	



Heap ... Array Implementation

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heap.elements

[0]	J
[1]	H
[2]	I
[3]	D
[4]	G
[5]	F
[6]	A
[7]	B
[8]	C
[9]	E

Heap ... Array Implementation

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□ For any node `tree.nodes[index]`

▣ its left child is in

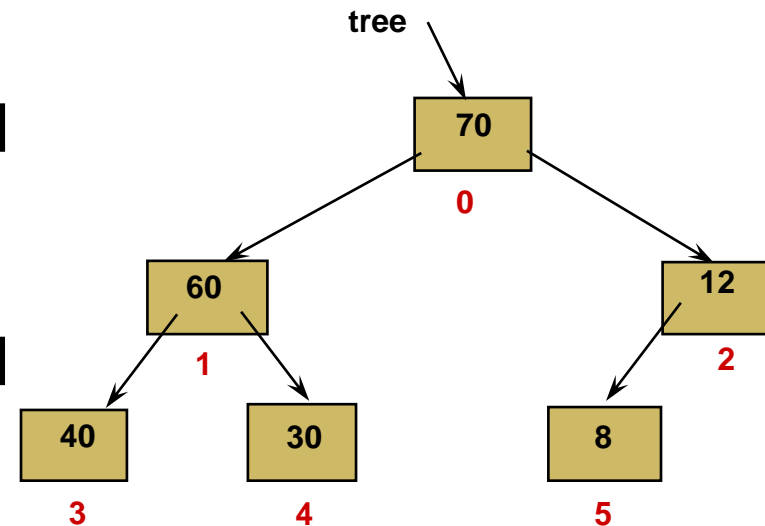
■ `tree.nodes[index*2 + 1]`

▣ right child is in

■ `tree.nodes[index*2 + 2]`

▣ its parent is in

■ `tree.nodes[(index - 1) / 2]`



Heap ... Array Implementation

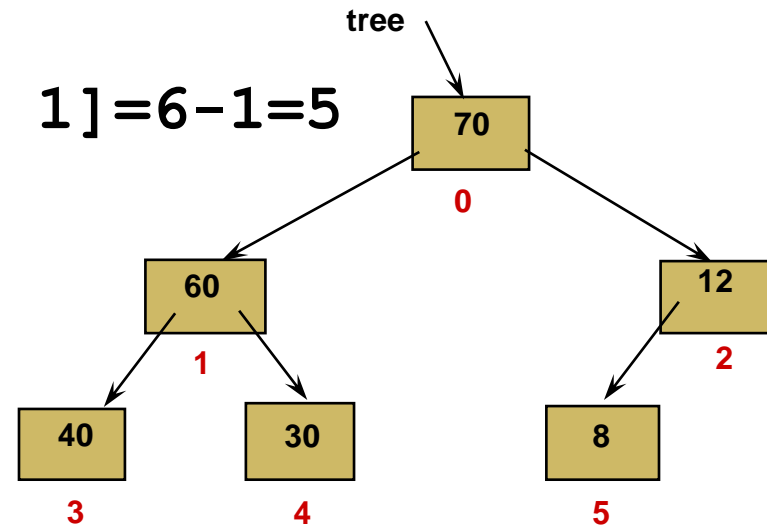
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Leaf nodes:

`tree.nodes[numElements/2]=6/2=3`

to

`tree.nodes[numElements - 1]=6-1=5`



Heap ... Array Implementation

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```
#include <iostream>
using namespace std;
// To heapify a subtree rooted with node i which is an index in arr[]. n is size of heap
void heapify(int arr[], int n, int i){
    int largest = i;    // Initialize largest as root
    int l = 2 * i + 1;    // left = 2*i + 1
    int r = 2 * i + 2;    // right = 2*i + 2
    // If left child is larger than root
    if (l < n && arr[l] > arr[largest])
        largest = l;
    // If right child is larger than largest so far
    if (r < n && arr[r] > arr[largest])
        largest = r;
    // If largest is not root
    if (largest != i) {
        swap(arr[i], arr[largest]);
        // Recursively heapify the affected sub-tree
        heapify(arr, n, largest);
    }
}
```

Heap ... Array Implementation

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```
// Function to build a Max-Heap from the given array
void buildHeap(int arr[], int n) {
    // Index of last non-leaf node
    int startIdx = (n / 2) - 1;
    // Perform reverse level order traversal from last
    // non-leaf node and heapify each node
    for (int i = startIdx; i >= 0; i--) {
        heapify(arr, n, i);
    }
}
```

Heap ... Array Implementation

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// A utility function to print the array representation
// of Heap

```
void printHeap(int arr[], int n) {  
    cout << "Array representation of Heap is:\n";  
    for (int i = 0; i < n; ++i)  
        cout << arr[i] << " ";  
    cout << "\n";  
}
```

Heap ... Array Implementation

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```
int main() {  
    int arr[] = { 1, 3, 5, 4, 6, 13, 10, 9, 8, 15, 17 };  
    int n = sizeof(arr) / sizeof(arr[0]);  
    buildHeap(arr, n);  
    printHeap(arr, n);  
    return 0;  
}
```

Heap ... Array Implementation

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#include <iostream>
using namespace std;
// To heapify a subtree rooted with node i which is an index in arr[]. n is size of heap
void heapify(int arr[], int n, int i){
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    return 0;
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Reading Materials

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- Schaum's Outlines: Chapter # 7
- D. S. Malik: Chapter # 11
- Nell Dale: Chapter # 8

