HEAPS

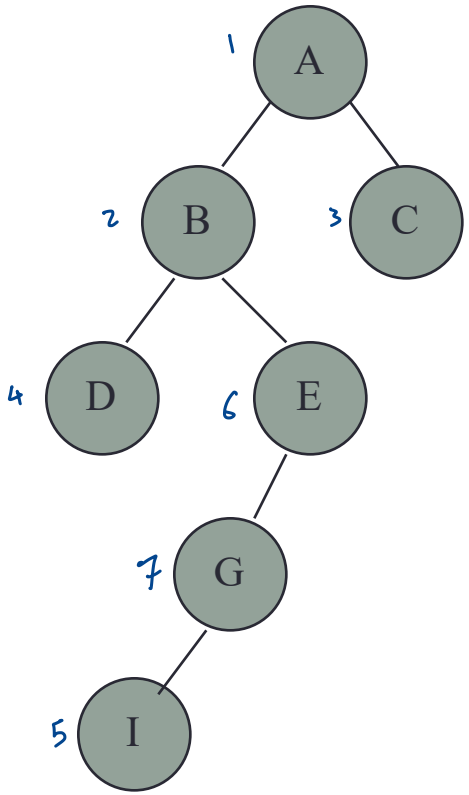
CSC212: Data Structures

Sequential Representation of binary trees

- There are three methods of representing a binary tree using array representation.
  1. Using index values to represent edges:

```
class Node<T> {
        T           data;
        int         left;
        int         right;
}
Node<T>[] BinaryTree=new Node[TreeSize];
```

Method 1: Example



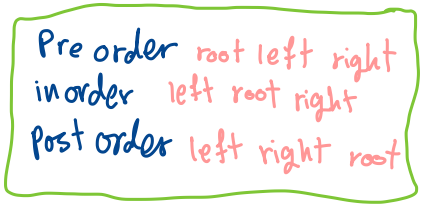
Index	Element	Left	Right
1	A	2	3
2	B	4	6
3	C	0	0
4	D	0	0
5	I	0	0
6	E	7	0
7	G	5	0

Node

Method 2

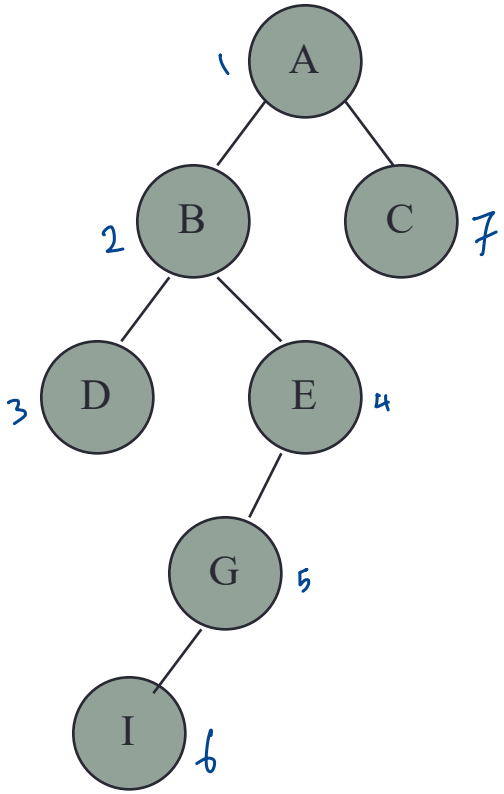
2. Store the nodes in one of the natural traversals:

```
class Node<T> {
        T               data;
        boolean         left;
        boolean         right;
};
Node<T>[] BinaryTree=new Node<T>[TreeSize];
```



Method 2: Example

root - Left - right



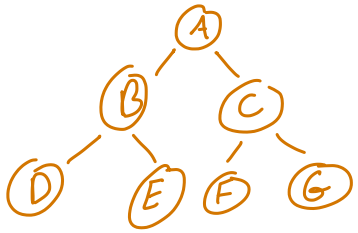
Index	Element	Left	Right
1	A	T	T
2	B	T	T
3	D	F	F
4	E	T	F
5	G	T	F
6	I	F	F
7	C	F	F

Elements stored in Pre-Order traversal

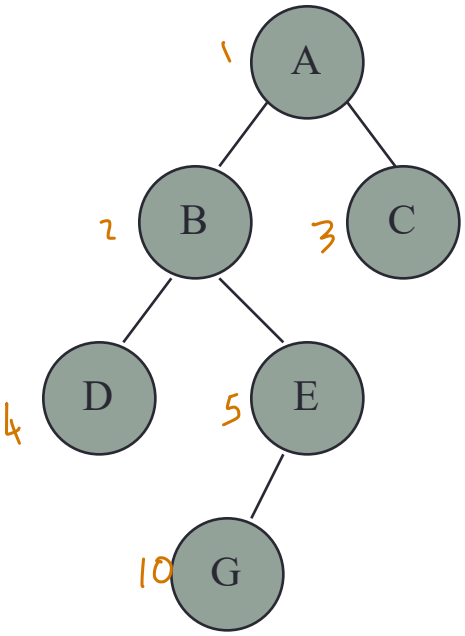
Method 3

3. Store the nodes in fixed positions: (i) root goes into first index, (ii) in general left child of tree[i] is stored in tree[2i] and right child in tree[2i+1].

A → 1
B → 2
C → 3
D → 4
E → 5
F → 6
G → 7



Method 3: Example

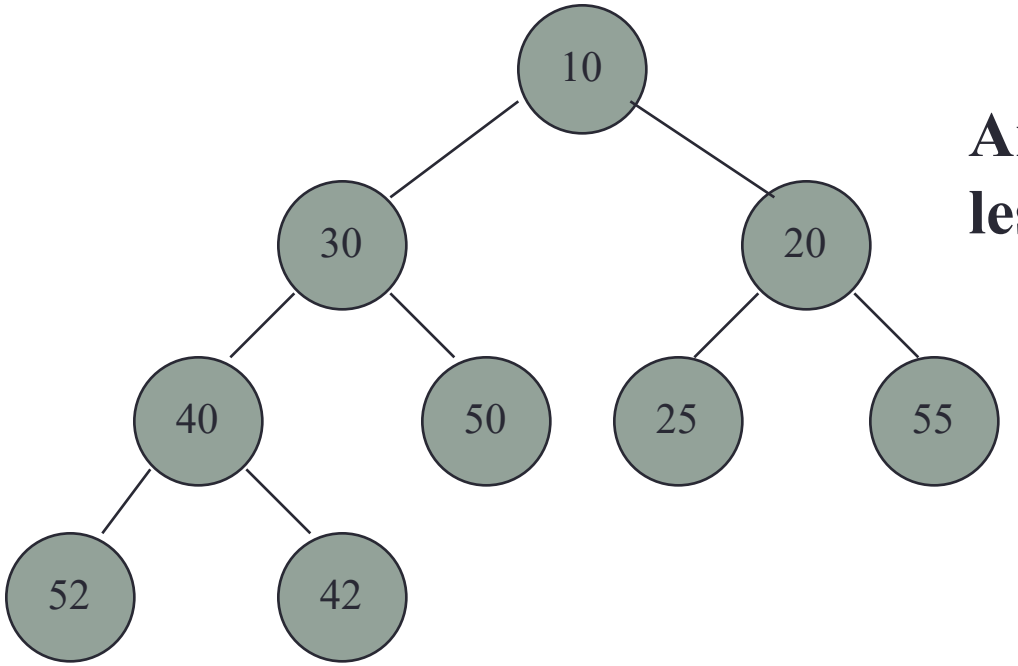


A	B	C	D	E	-	-	-	-	G	-	
1	2	3	4	5	6	7	8	9	10	11	12

Heaps

- A heap is a complete binary tree.
- A heap is best implemented in sequential representation (using an array).
- Two important uses of heaps are:
  - (i) efficient implementation of priority queues
  - (ii) sorting -- Heapsort.

A Heap



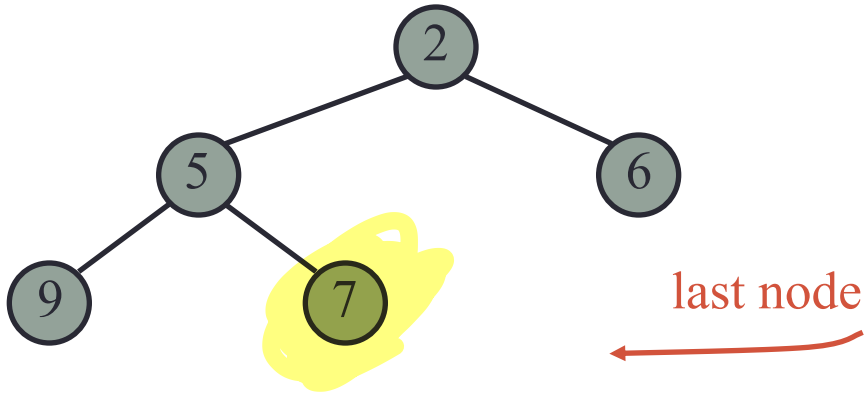
Any node's key value is less than its children's.

Heaps

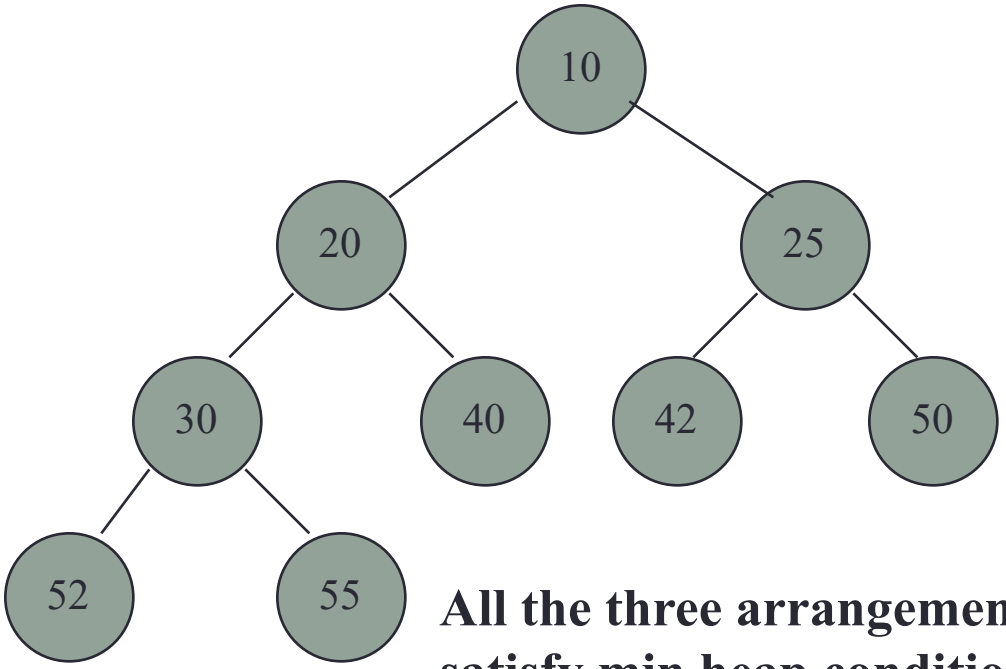
- Heaps are represented sequentially using the third method. 2i & 2i+1
- Heap is a complete binary tree: shortest-path length tree with nodes on the lowest level in their leftmost positions.
- Complete Binary Tree: let ***h*** be the height of the heap
  - for ***i*** = 0, … , ***h*** - 1, there are 2^i nodes of depth ***i***
  - at depth ***h*** - 1, all nodes in the last level are as far left as possible

Heaps (Cont.)

- Max-Heap has max element as root. Min-Heap has min element as root.
- The elements in a heap satisfy heap conditions: for Min-Heap: key[parent] <= key[left-child] and key[right-child].
- The last node of a heap is the rightmost node of maximum depth



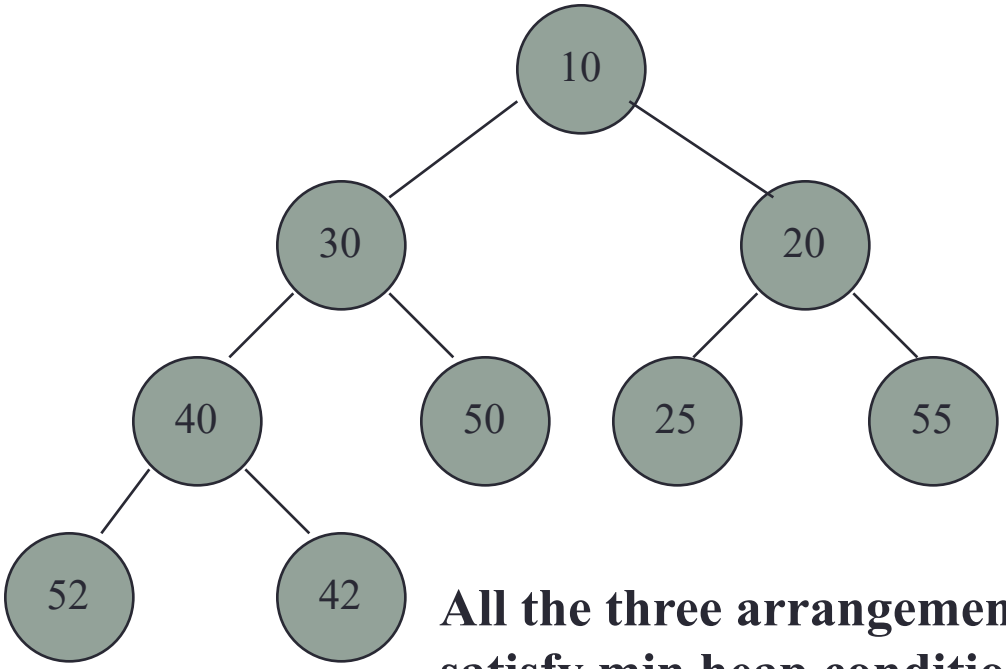
Heap: An example



All the three arrangements satisfy min heap conditions

[1]	10	10	10
[2]	20	30	40
[3]	25	20	20
[4]	30	40	50
[5]	40	50	42
[6]	42	25	30
[7]	50	55	25
[8]	52	52	52
[9]	55	42	55

Heap: An example



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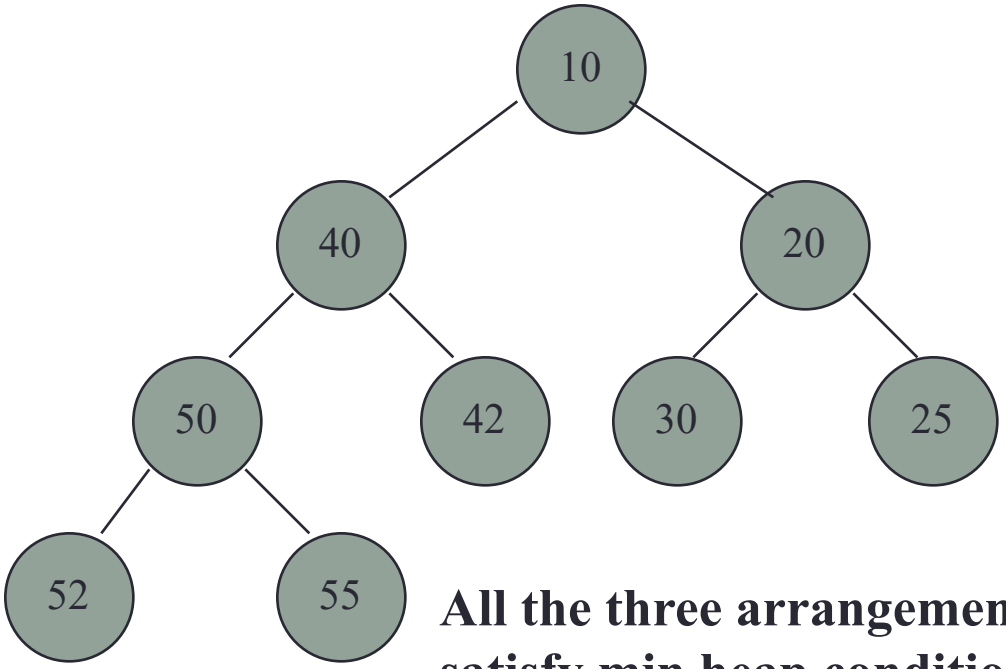
[8]	52	52	52
[9]	55	42	55

Heap: An example



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[7]	50	55	25
[8]	52	52	52
[9]	55	42	55

ADT Heap

Elements: The elements are called HeapElements.

Structure: The elements of the heap satisfy the heap conditions.

Domain: Bounded. Type name: Heap.

ADT Heap

Operations:

- **Method** SiftUp ()
  Input: none. **requires**: Elements H[1],H[2],…,H[n-1] satisfy heap conditions.
  results: Elements H[1],H[2],…,H[n] satisfy heap conditions. **Output**: none.
- **Method** SiftDown (int i)
  Input: i. **requires**: Elements H[i+1],H[i+2],…,H[n] satisfy the heap conditions.
  results: Elements H[i],H[i+1],…,H[n] satisfy the heap conditions.
  Output: none.
- **Method** Insert(int key, T data)
  input: key, data. **requires**: Elements H[1],H[2],…,H[n] satisfy heap conditions.
  results: The key and data are inserted in H[n+1]. Elements H[1],H[2],….H[n+1] must satisfy the heap conditions. **Output**: none

ADT Heap

Operations:

- **Method** RemoveRoot(HeapElement<T> result)
  input: none. **requires**: Elements H[1],H[2],…,H[n] satisfy heap condition.
  results: The HeapElement in H[1] is removed, and it is value is assigned to result. Elements H[1],H[2],….H[n-1] must satisfy the heap conditions. **output**: none.
- **Method** Full(boolean result)
- **Method** Size(int result)

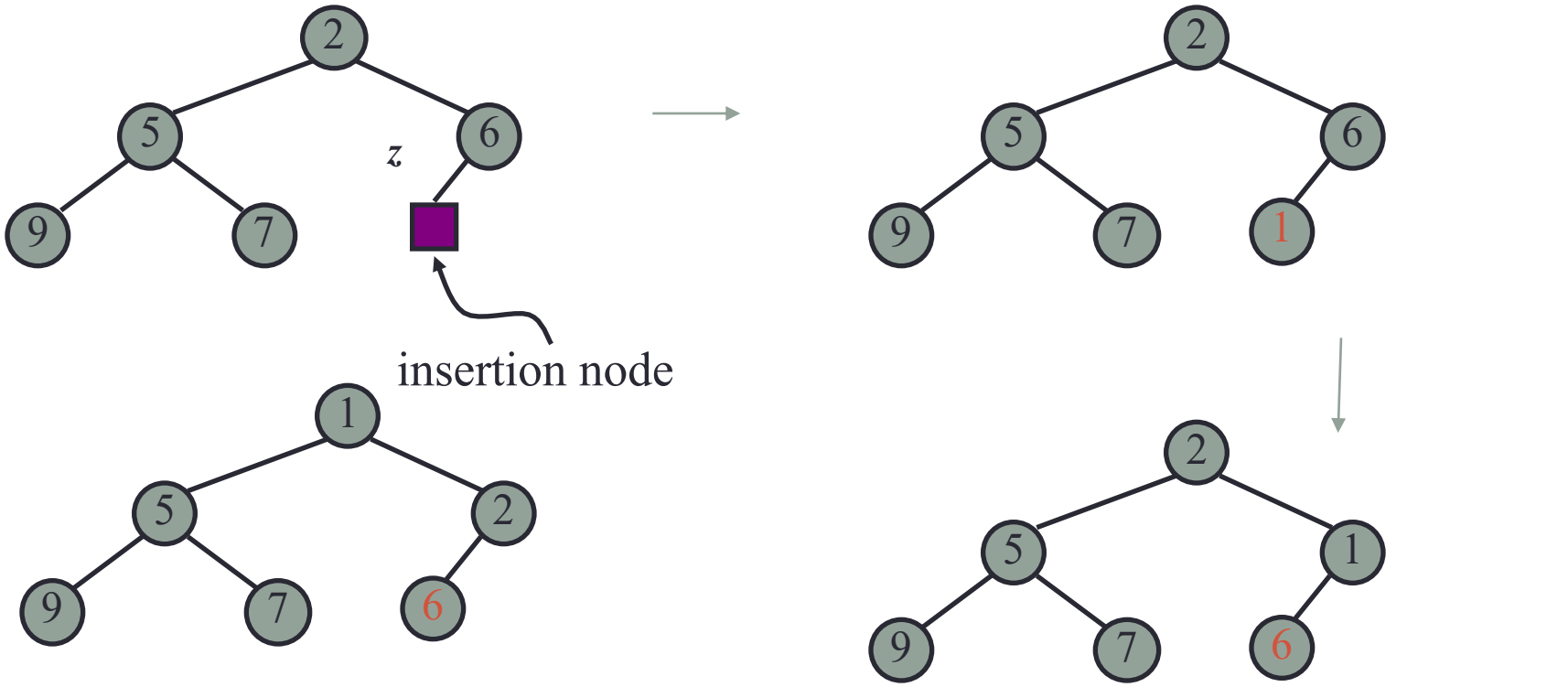
Insertion into a Heap

- The insertion algorithm consists of three steps
  - Find the insertion node z (the new last node)
  - Store k at z
  - Restore the heap-order property (discussed next)

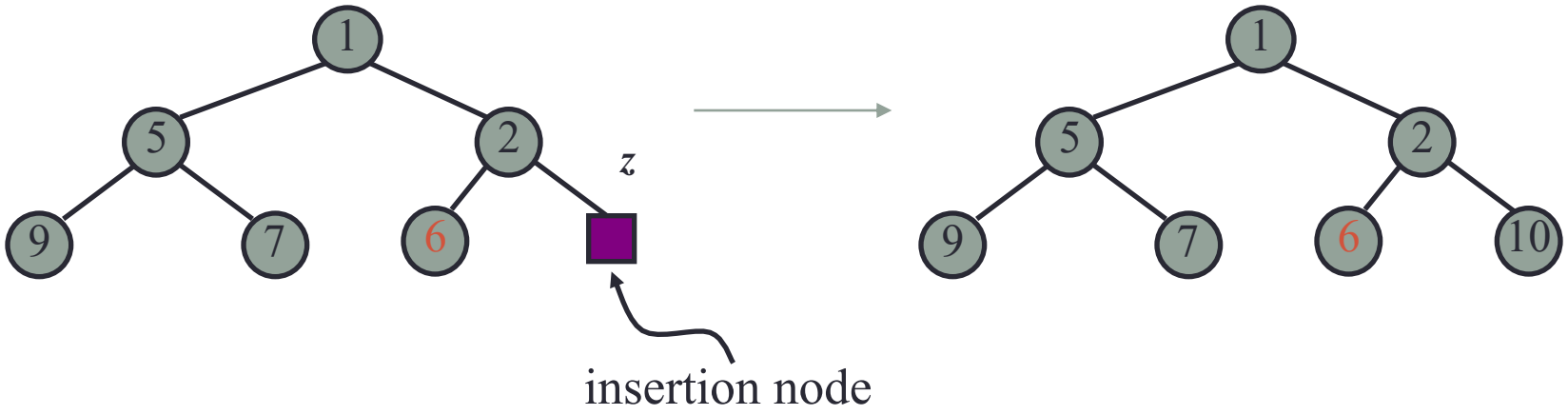
Upheap

- After the insertion of a new key k, the heap-order property may be violated
- Algorithm upheap (siftUp) restores the heap-order property by swapping k along an upward path from the insertion node
- Upheap terminates when the key k reaches the root or a node whose parent has a key smaller than or equal to k
- Since a heap has height $O(\log n)$, upheap runs in $O(\log n)$ time

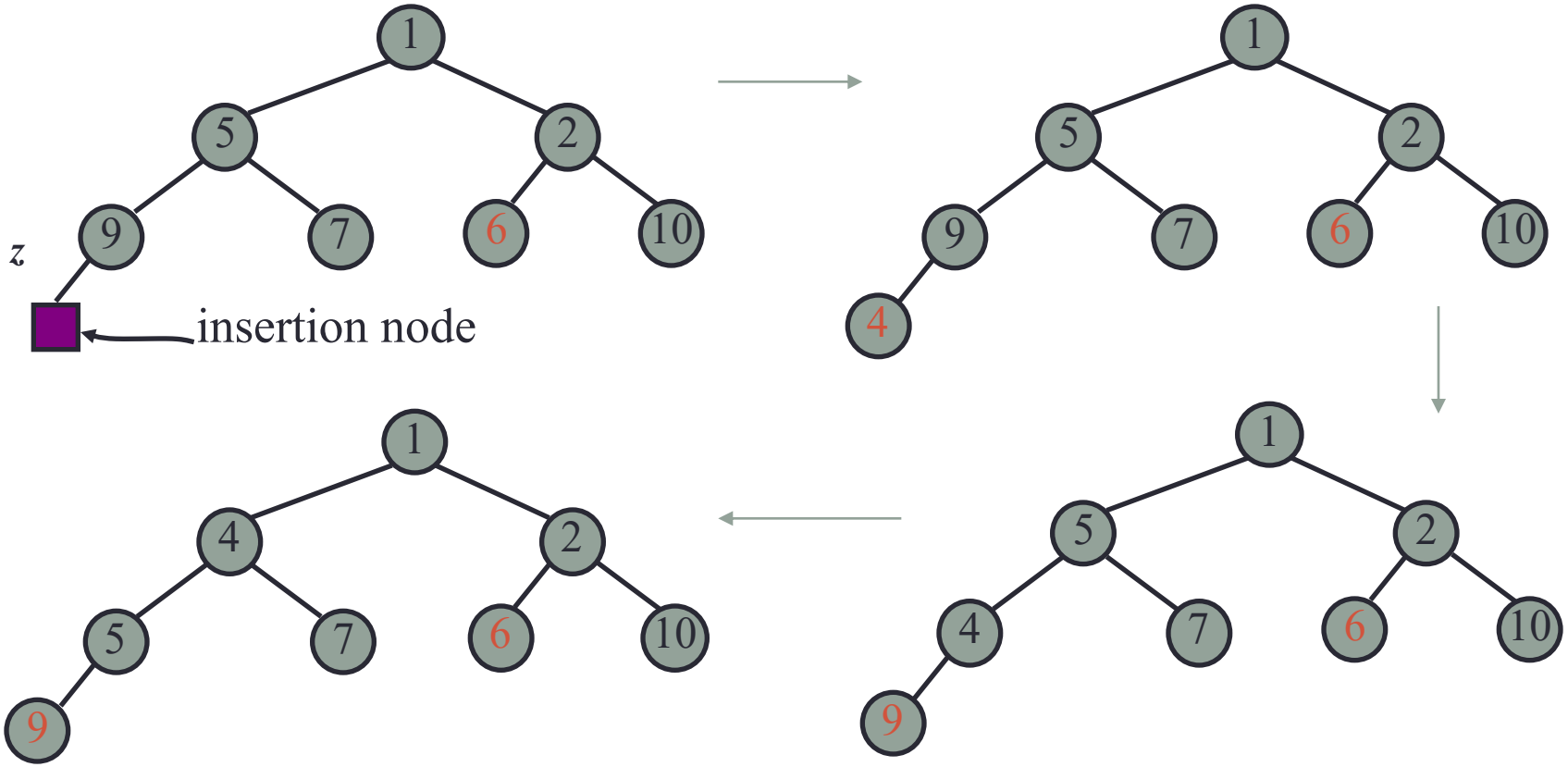
Example 1



Example 2

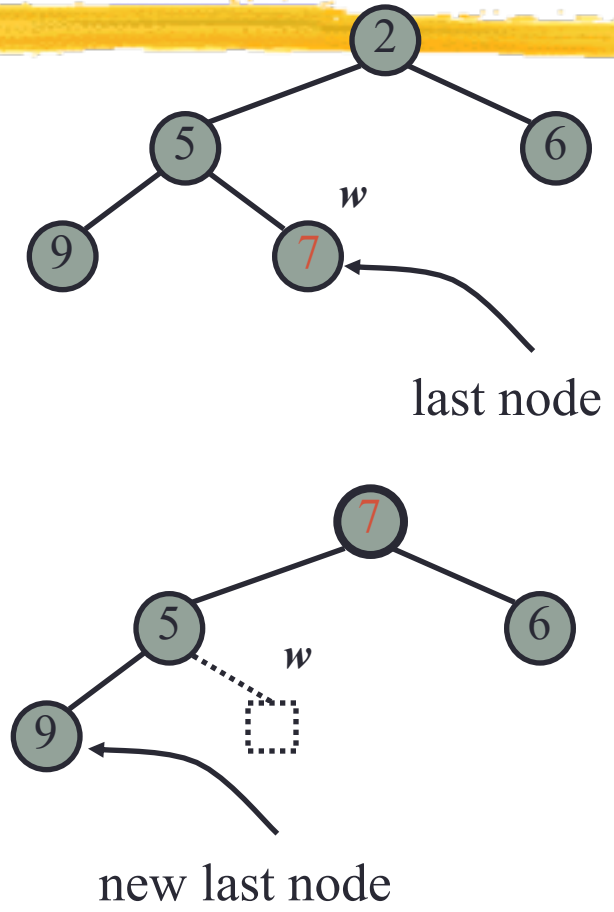


Example 3



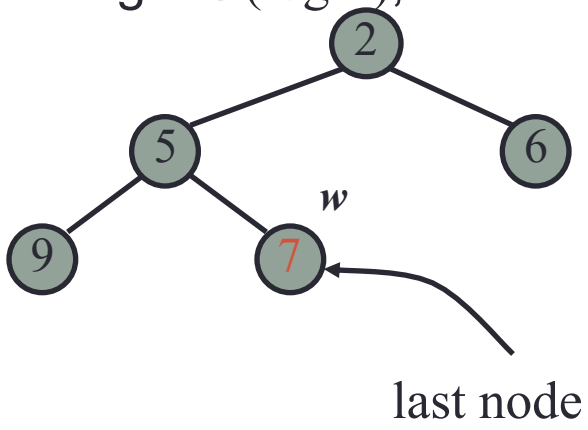
Removal from a Heap

- The removal algorithm consists of three steps
  - Replace the root key with the key of the last node w
  - Remove w
  - Restore the heap-order property (discussed next)

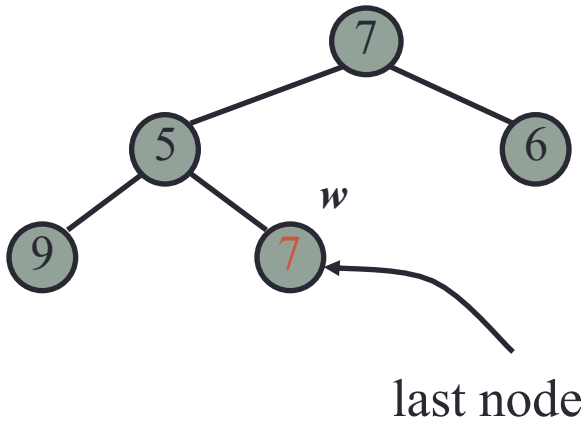


Downheap

- After replacing the root key with the key k of the last node, the heap-order property may be violated
- Algorithm downheap (siftDown) restores the heap-order property by swapping key k along a downward path from the root
- Downheap terminates when key k reaches a leaf or a node whose children have keys greater than or equal to k
- Since a heap has height $O(\log n)$, downheap runs in $O(\log n)$ time



Downheap



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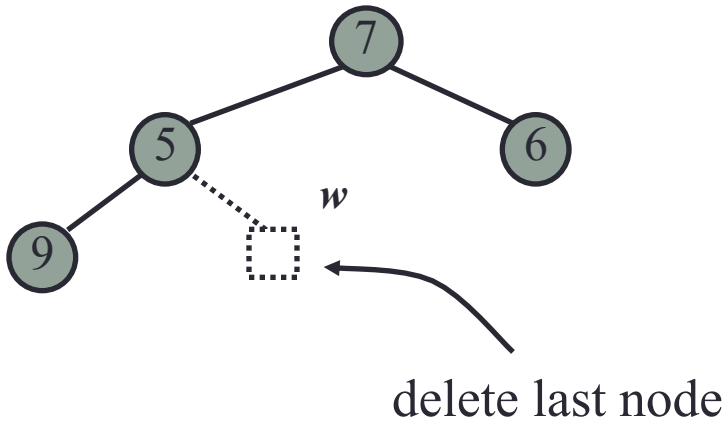

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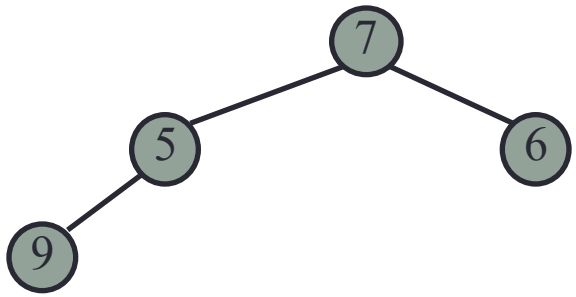
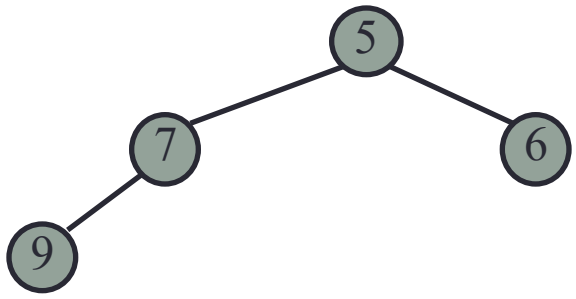


DownHeap/SiftDown

Downheap



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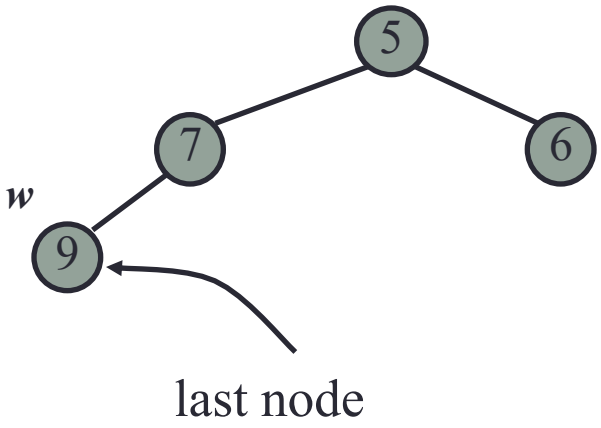
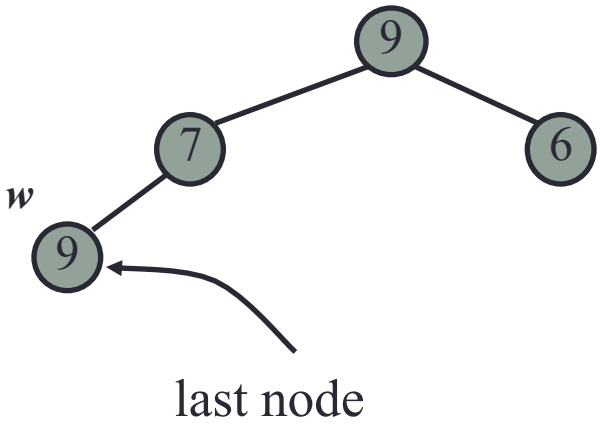


Downheap



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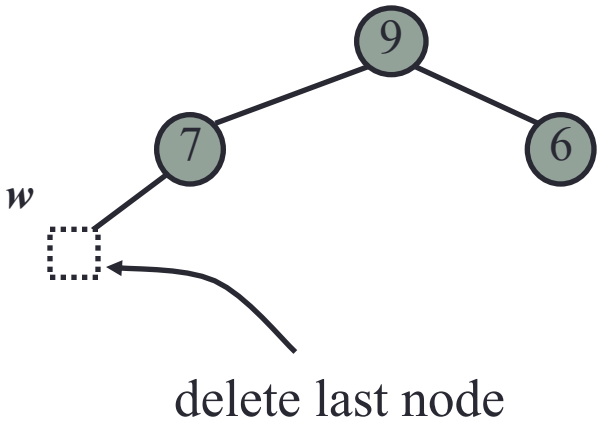
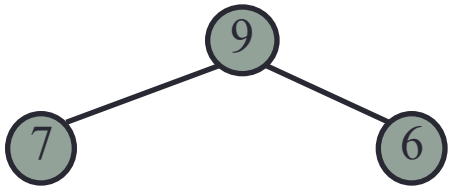
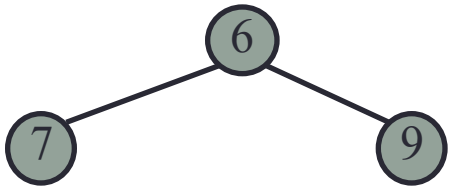


Downheap



DownHeap/SiftDown

Downheap



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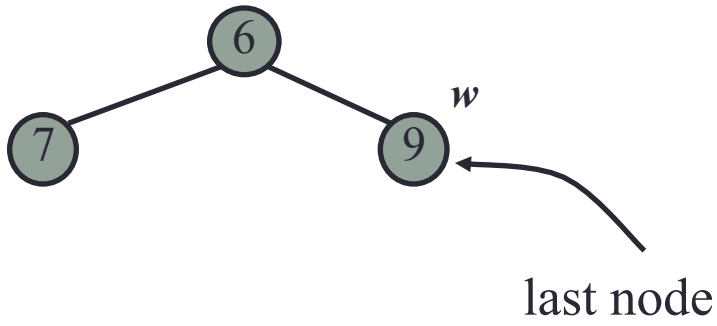

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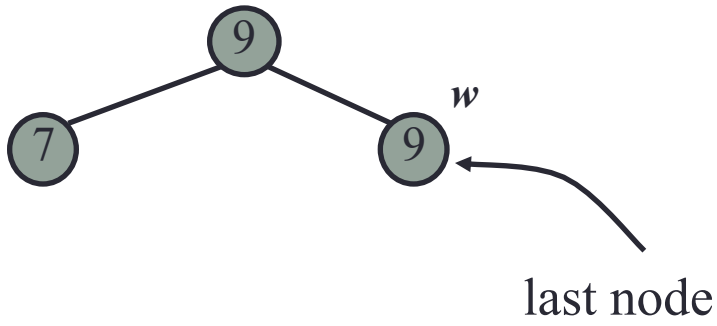

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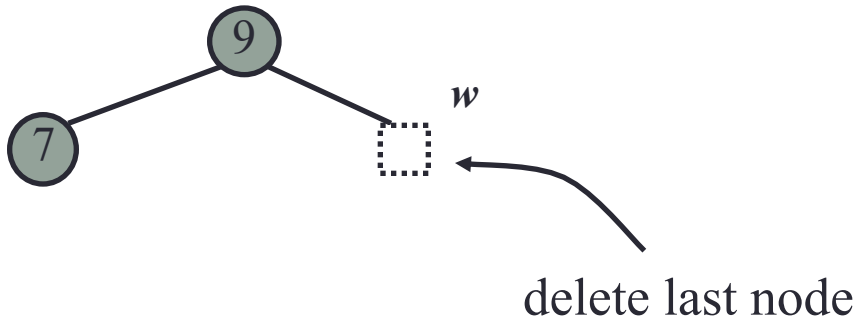

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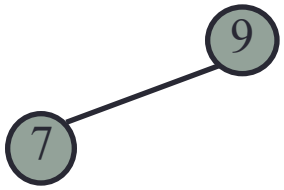

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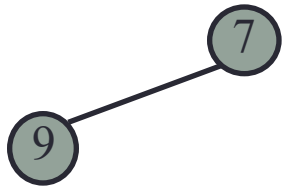
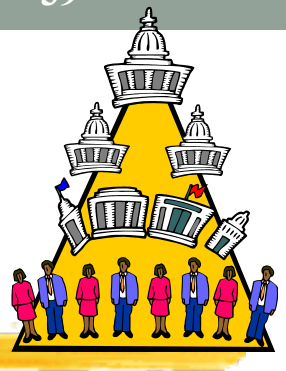


Heap applications



Priority queue

- Consider a priority queue with n items implemented by means of a heap
  - the space used is $O(n)$
  - methods enqueue and serve take $O(\log n)$ time
  - methods length, full take time $O(1)$ time

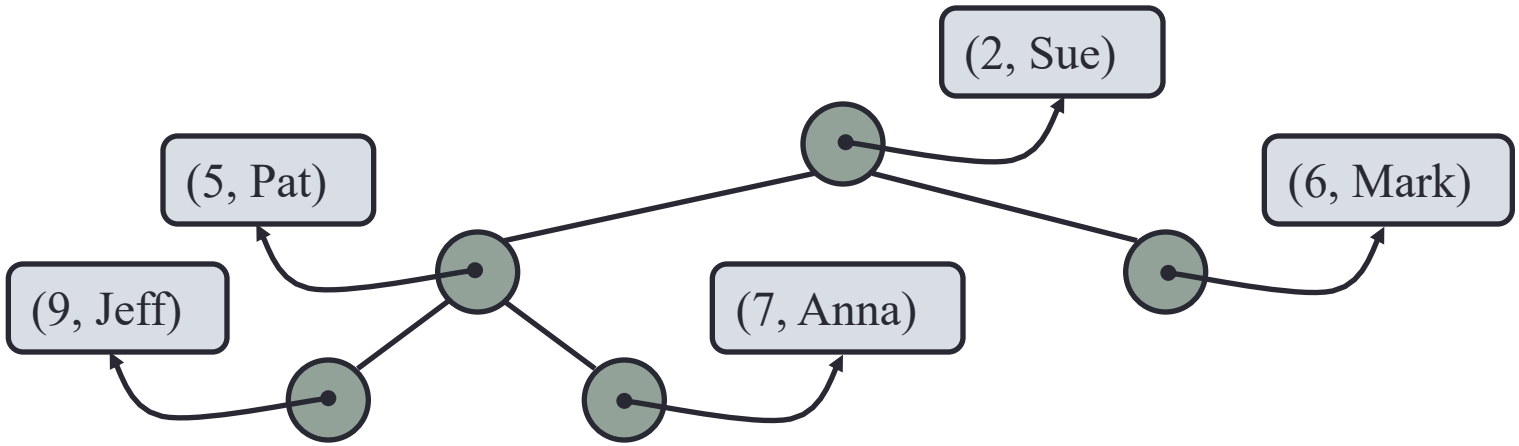
Heap sort

- Using a heap-based priority queue, we can sort a sequence of n elements in $O(n \log n)$ time
- The resulting algorithm is called heap-sort
- Heap-sort is much faster than quadratic sorting algorithms, such as bubble sort and selection-sort

Priority Queue

Heaps and Priority Queues

- We can use a heap to implement a priority queue
- We store a (key, element) item at each internal node
- We keep track of the position of the last node



ADT Heap: Element

```
public class HeapElem <T>{
    public int key;
    public T data;

    public HeapElem(int _key, T _data){
        key= _key;
        data= _data;
    }
}
```

Priority Queue as Heap

Representation as a Heap

```
public class HeapPQ<T> {

    private Heap<T> heap;

    public HeapPQ(int _maxSize){
        heap= new Heap<T>(_maxSize);
    }
```

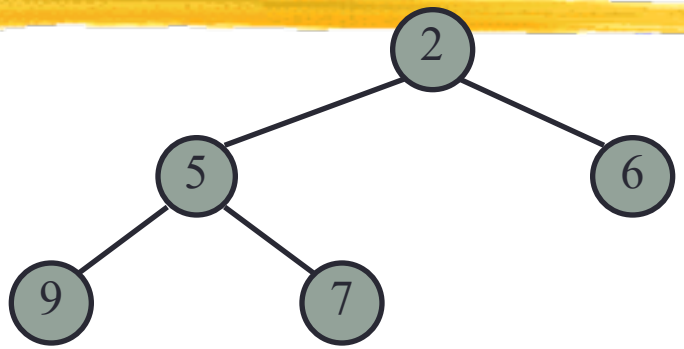
Priority Queue as Heap

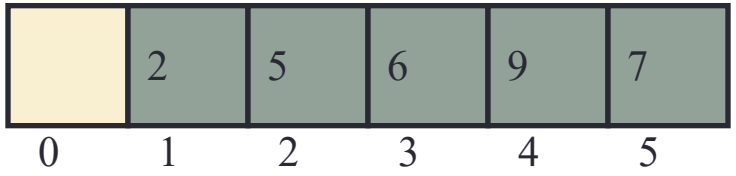
```
public int length(){
        return heap.size();
    }

    public boolean full(){
        return heap.full();
    }

    public void enqueue(int pr, T val){
        heap.insert(pr, val);
    }

    public HeapElem<T> serve(){
        return heap.removeRoot();
    }
```

Heap sort

Vector-based Heap Implementation

- We can represent a heap with n keys by means of a vector of length $n + 1$
- For the node at rank i
  - the left child is at rank $2i$
  - the right child is at rank $2i + 1$
- Links between nodes are not explicitly stored
- The cell at rank 0 is not used
- Operation insert corresponds to inserting at position $n + 1$
- Operation serve corresponds to removing at position n
- Yields in-place heap-sort





Merging Two Heaps

- We are given two two heaps and a key k
- We create a new heap with the root node storing k and with the two heaps as subtrees
- We perform downheap to restore the heap-order property

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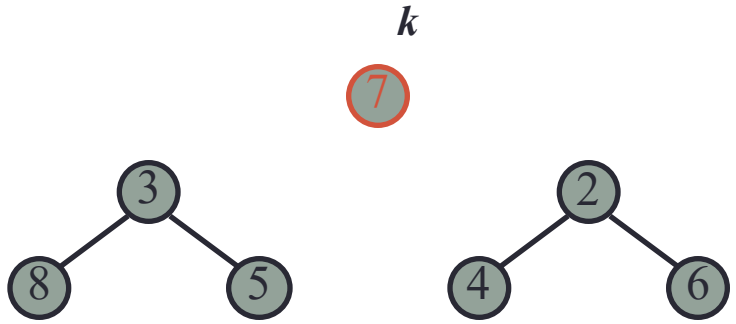

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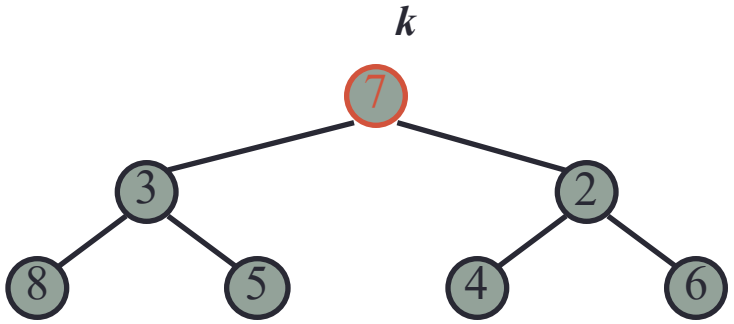

Merge

Merging Two Heaps

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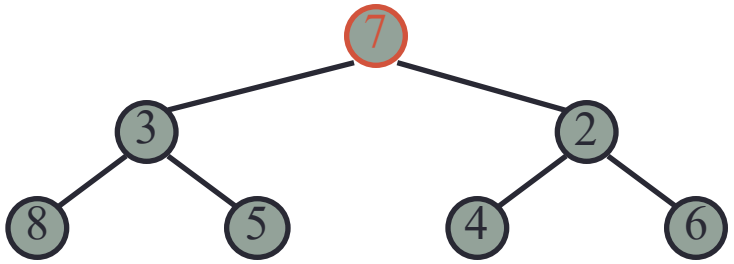

Downheap/SiftDown

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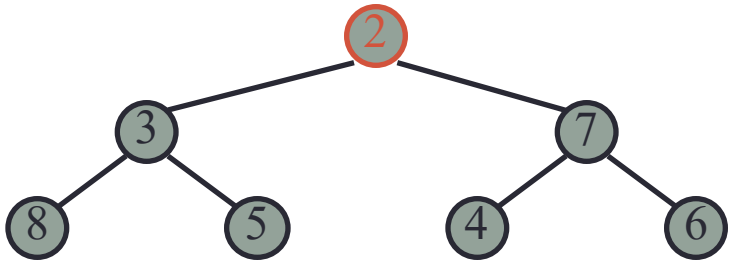

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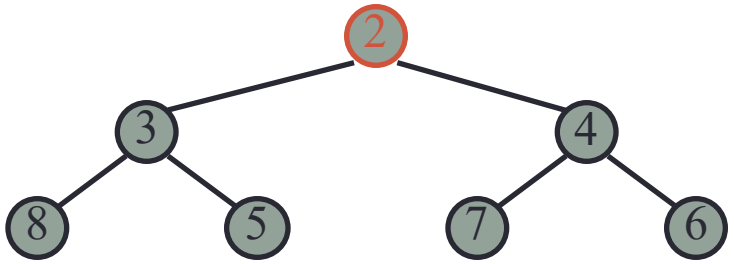
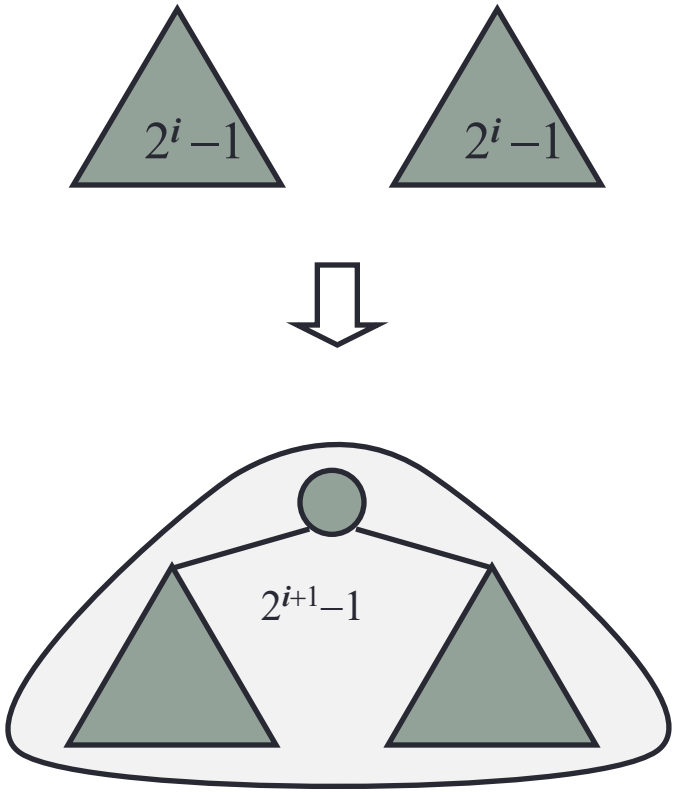


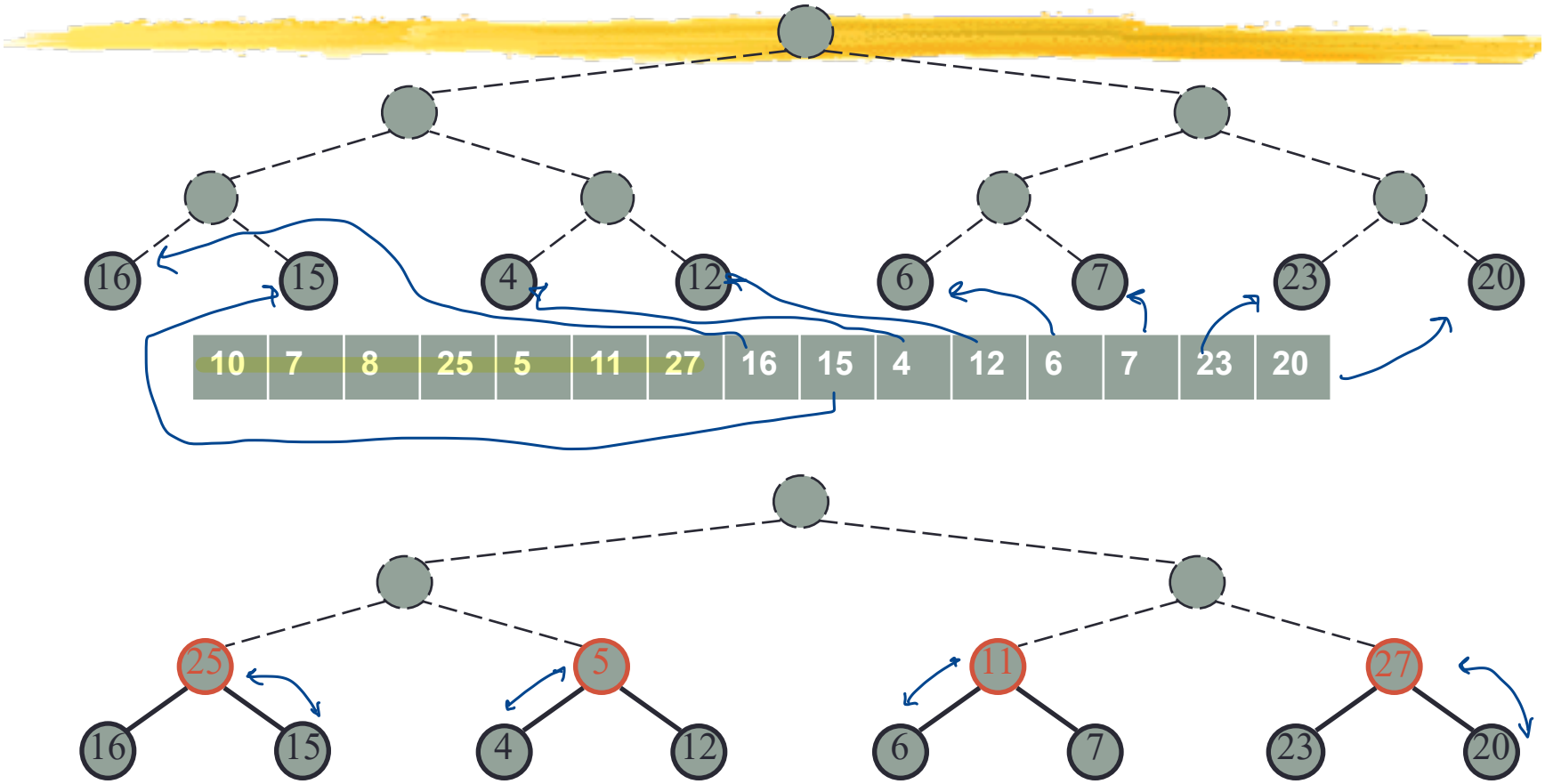
Downheap/SiftDown

Bottom-up Heap Construction

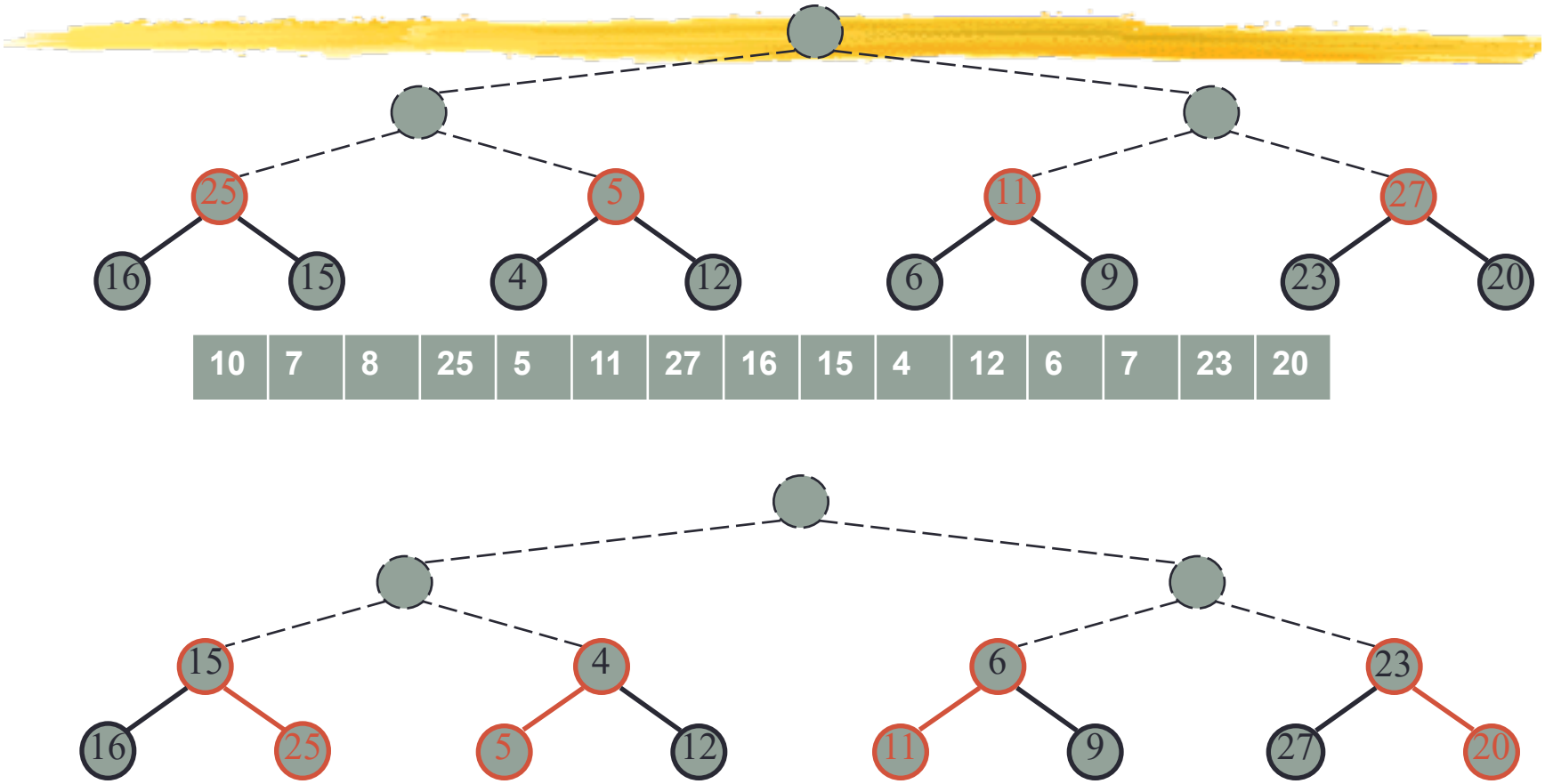
- We can construct a heap storing n given keys in using a bottom-up construction with $\log n$ phases
- In phase i, pairs of heaps with $2^i - 1$ keys are merged into heaps with $2^{i+1} - 1$ keys



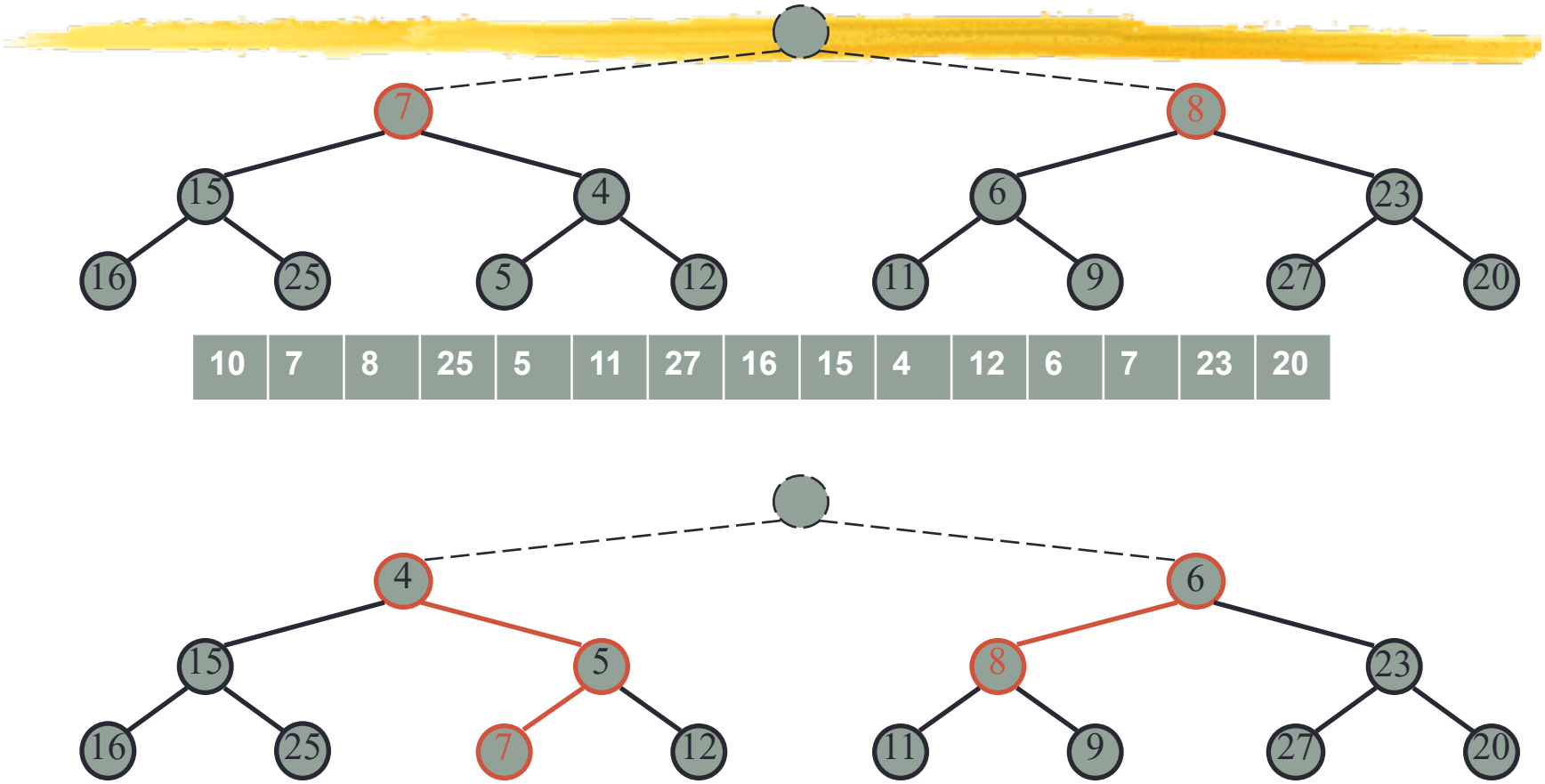
Example


16
15
4
12
6
7
23
20
10 7 8 25 5 11 27 16 15 4 12 6 7 23 20
25
5
11
27
16
15
4
12
6
7
23
20

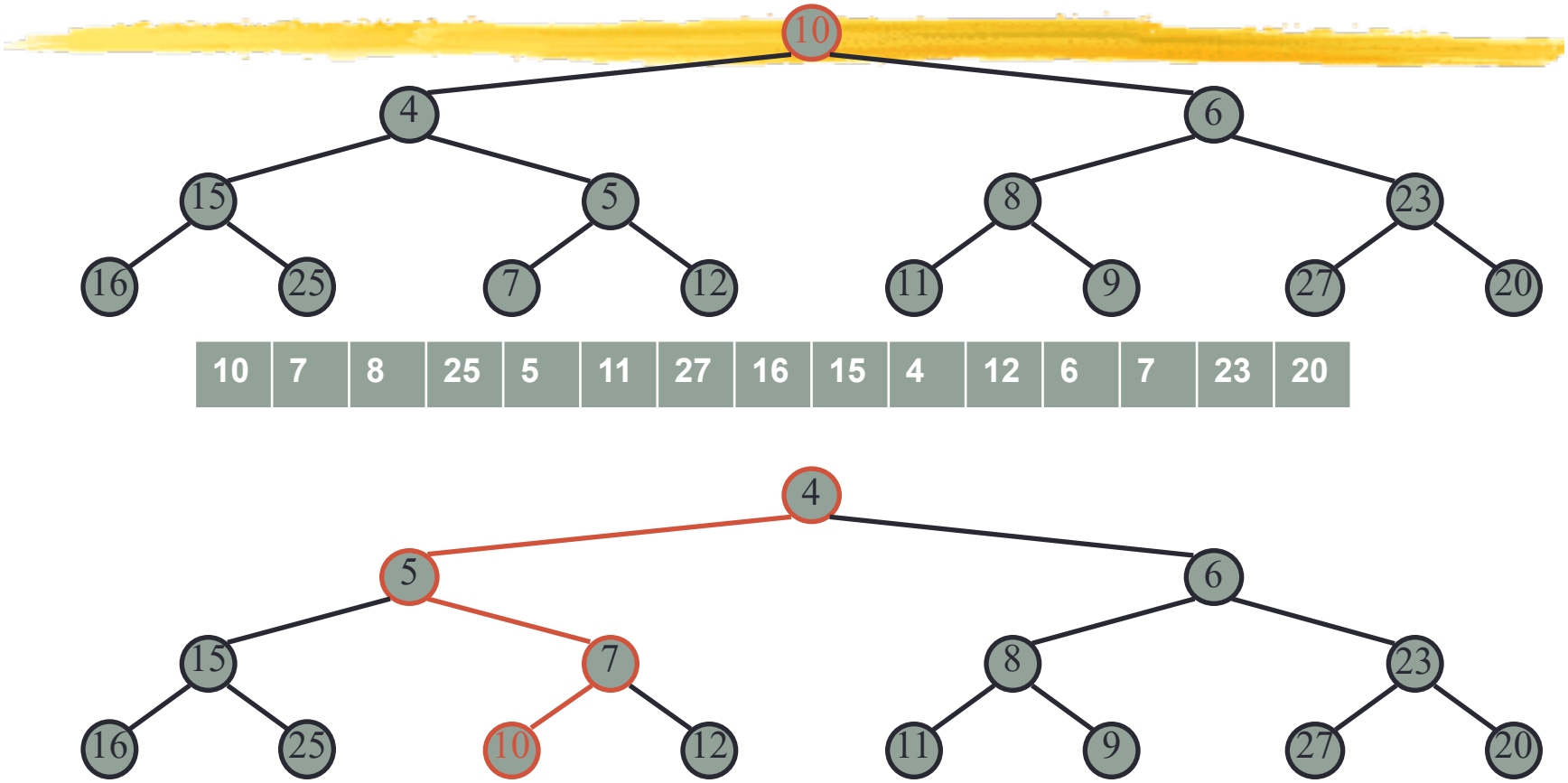
Example (contd.)



Example (contd.)



Example (end)


10
4
6
15
5
8
23
16
25
7
12
11
9
27
20
10 7 8 25 5 11 27 16 15 4 12 6 7 23 20
4
5
6
15
7
8
23
16
25
10
12
11
9
27
20

HeapSort

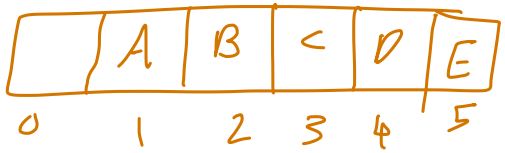
- Heap can be used for sorting. Two step process:
  - Step 1: the data is put in a heap.
  - Step 2: the data are extracted from the heap in sorted order.
- HeapSort based on the idea that heap always has the smallest or largest element at the root.

ADT Heap: Implementation

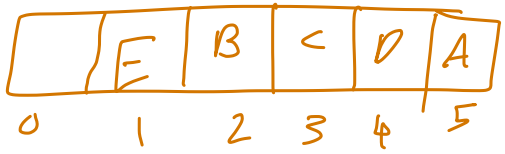
size = ~~5~~ 4

```
public void sort(){

        int n= size;
        for(int i= 1; i<=n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```



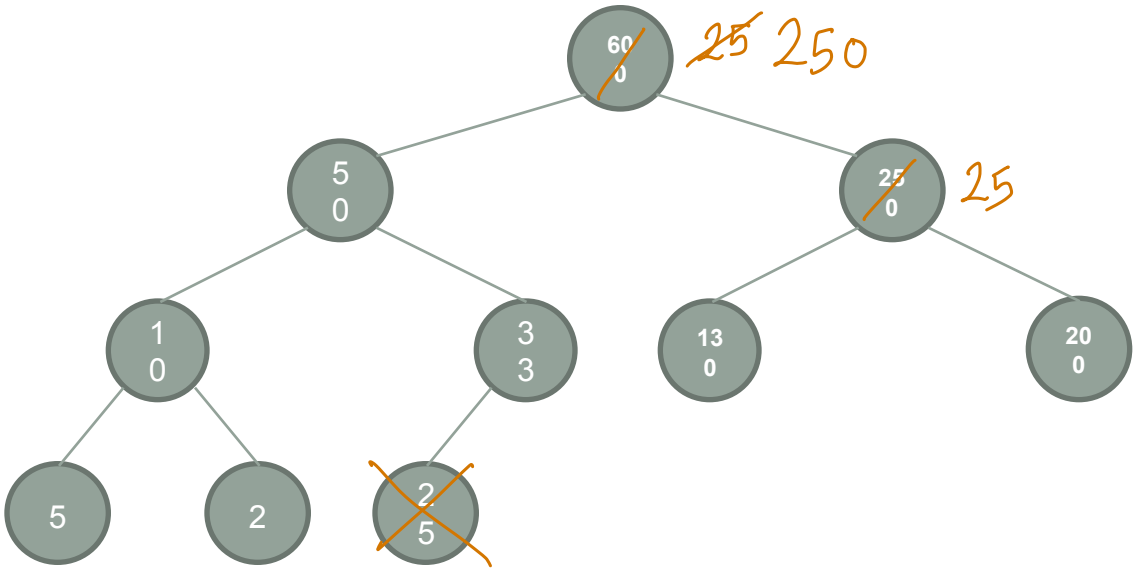
tmp = A



the array after one iteration

Example of Heap-sorting

Keys →	X	600	50	250	10	33	130	200	5	2	25		
ndx →	0	1	2	3	4	5	6	7	8	9	10	11	12

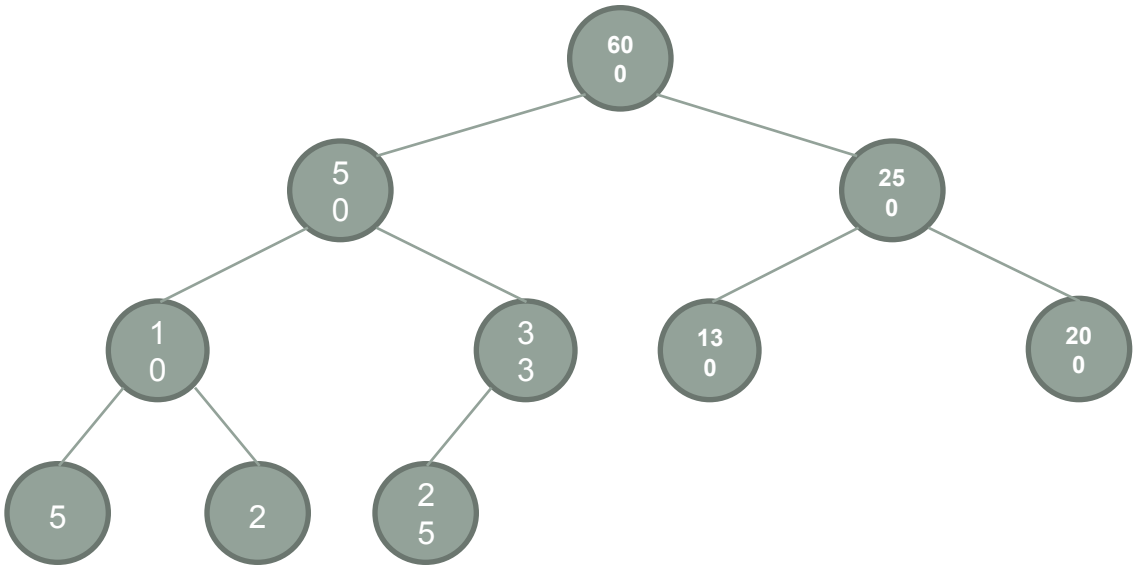



```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 9

tmp = 600

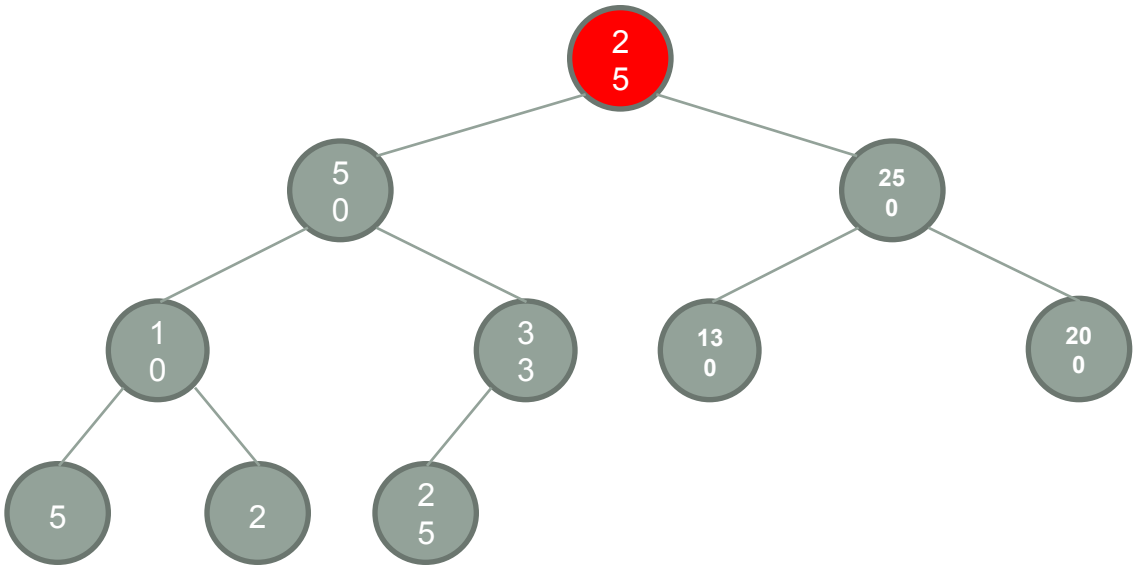
X	600	50	250	10	33	130	200	5	2	25		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 10
tempKey = 600

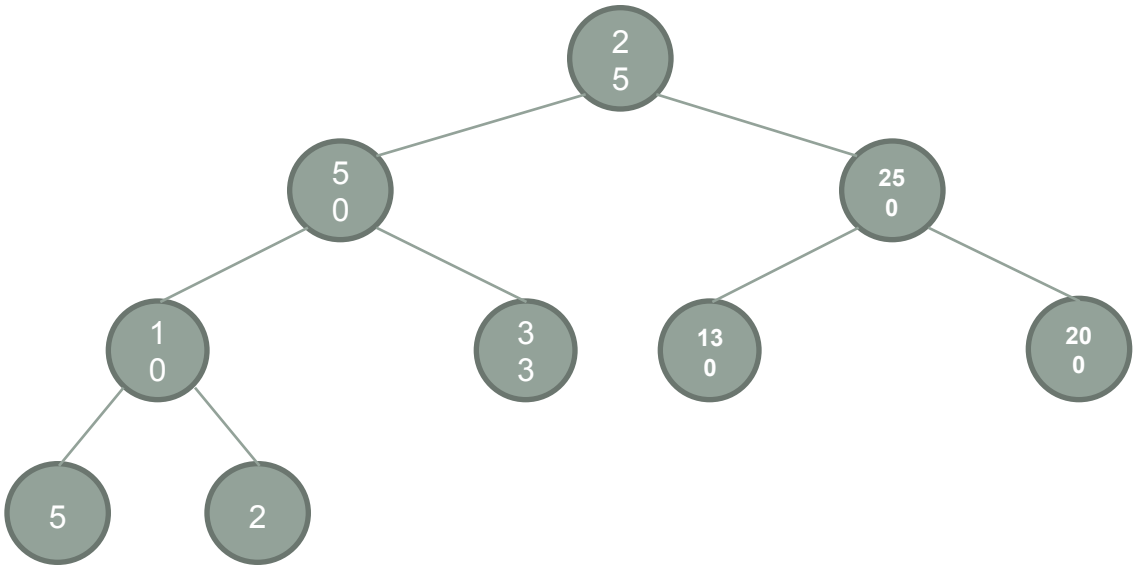
X	25	50	250	10	33	130	200	5	2	25		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 10
tempKey = 600

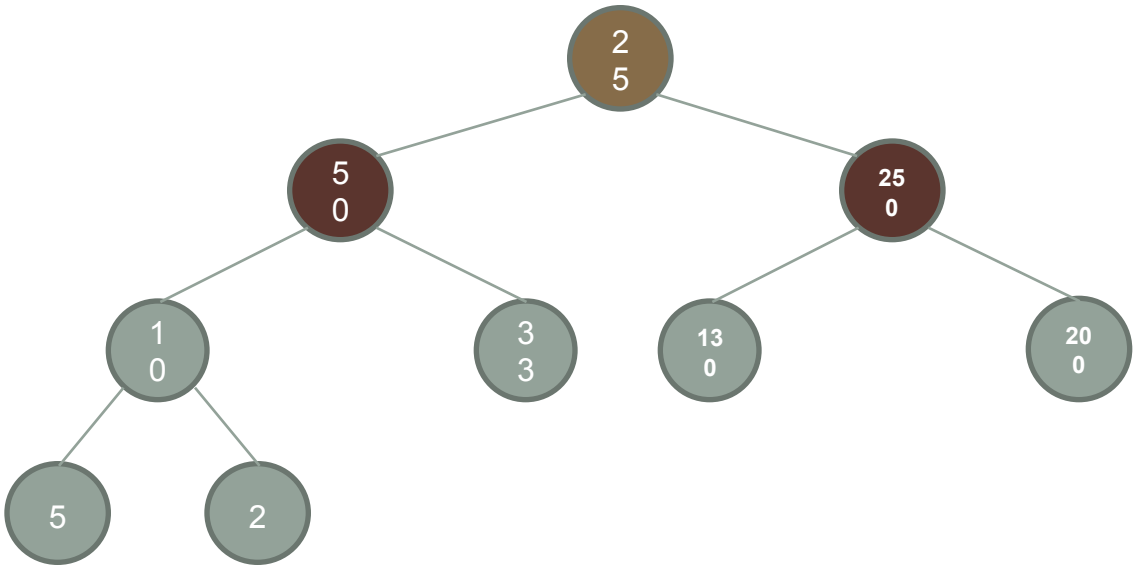
X	25	50	250	10	33	130	200	5	2	25		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 9
tempKey = 600

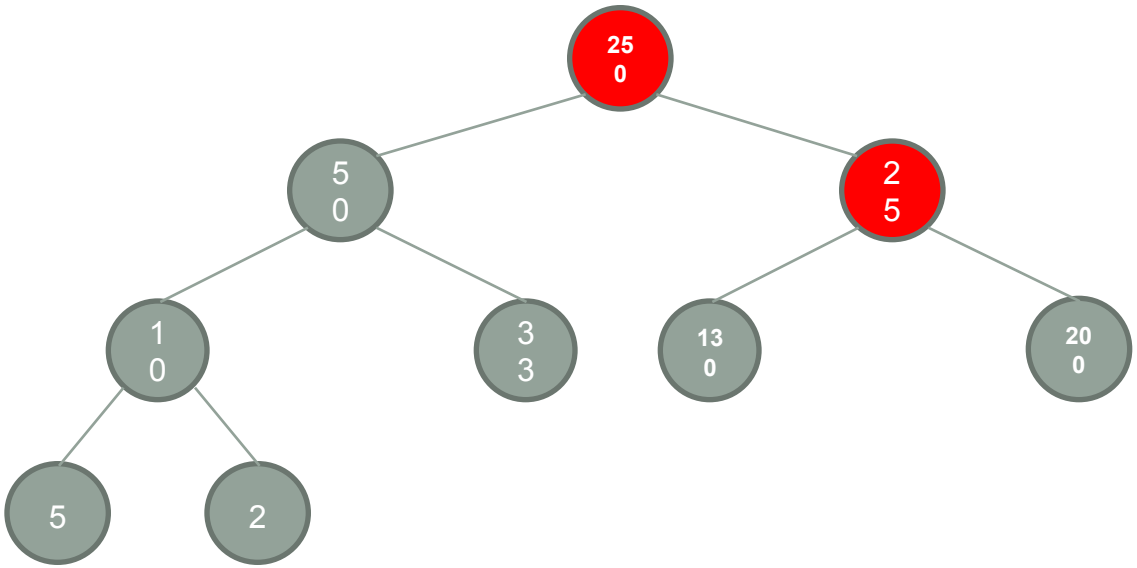
X	25	50	250	10	33	130	200	5	2	25		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 9
tempKey = 600

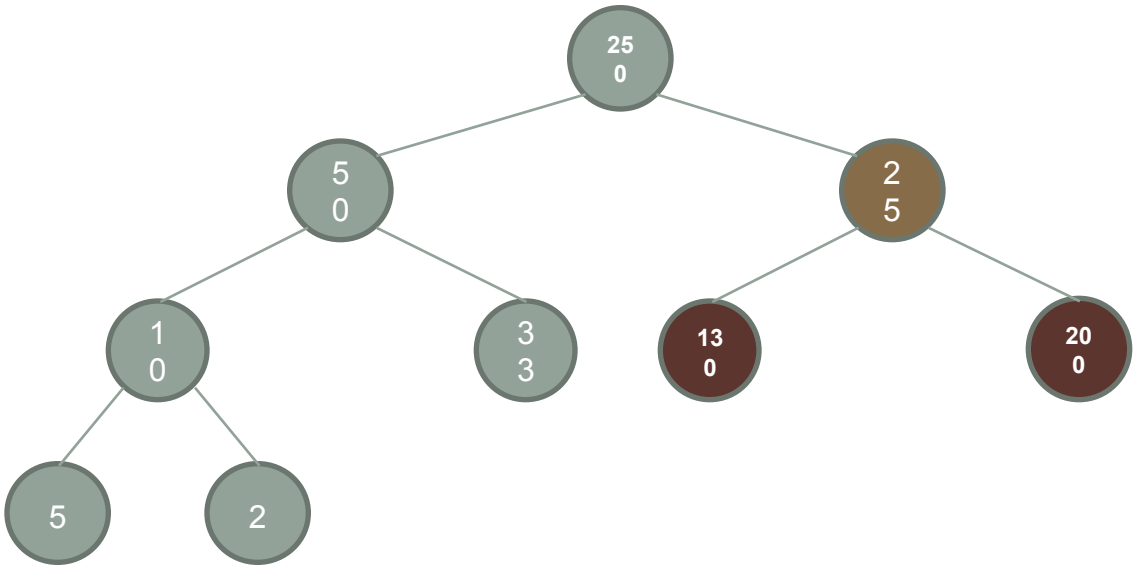
X	250	50	25	10	33	130	200	5	2	25		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 9
tempKey = 600

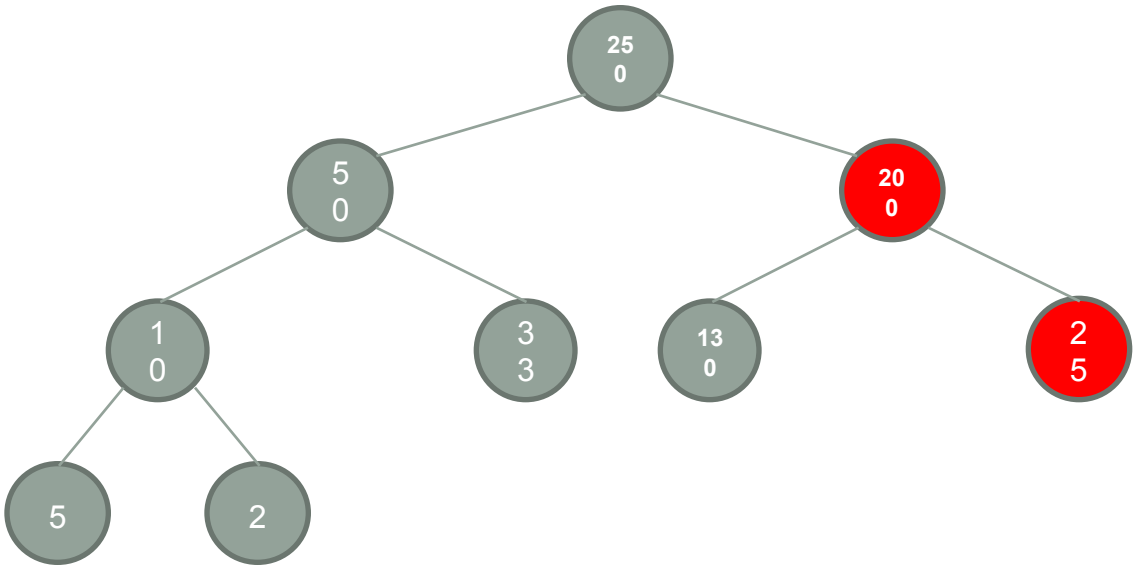
X	250	50	25	10	33	130	200	5	2	25		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 9
tempKey = 600

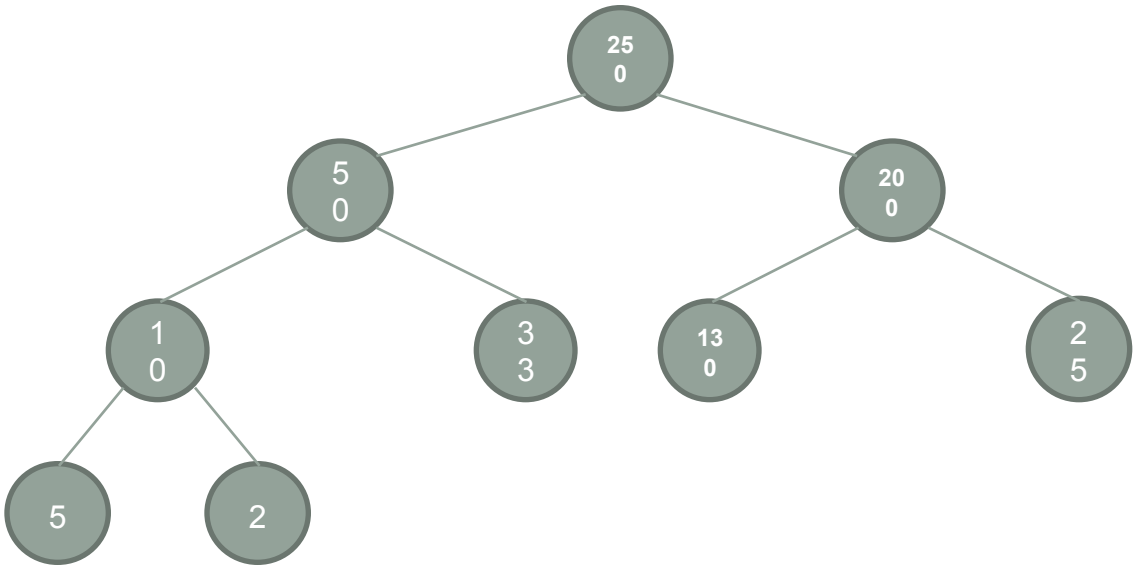
X	250	50	200	10	33	130	25	5	2	25		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 9
tempKey = 600

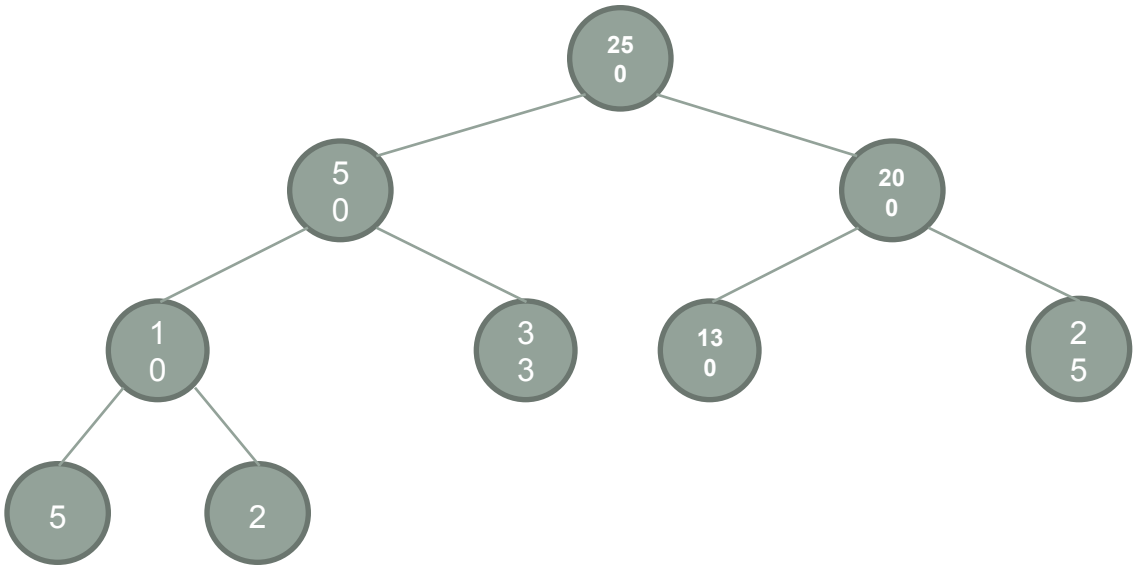
X	250	50	200	10	33	130	25	5	2	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 9
tempKey = 600

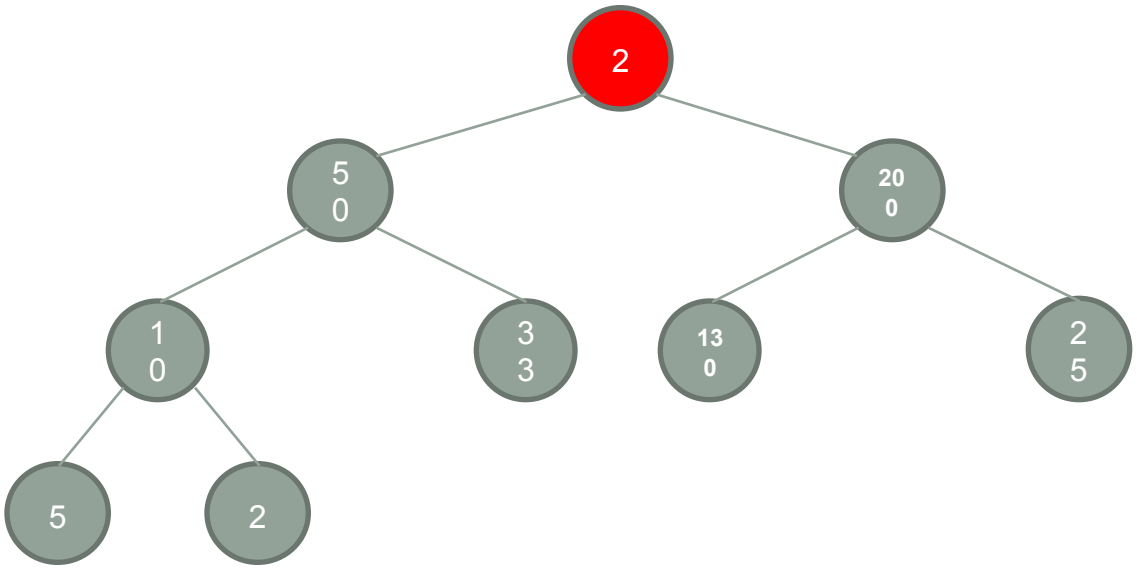
X	250	50	200	10	33	130	25	5	2	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 9
tempKey = 250

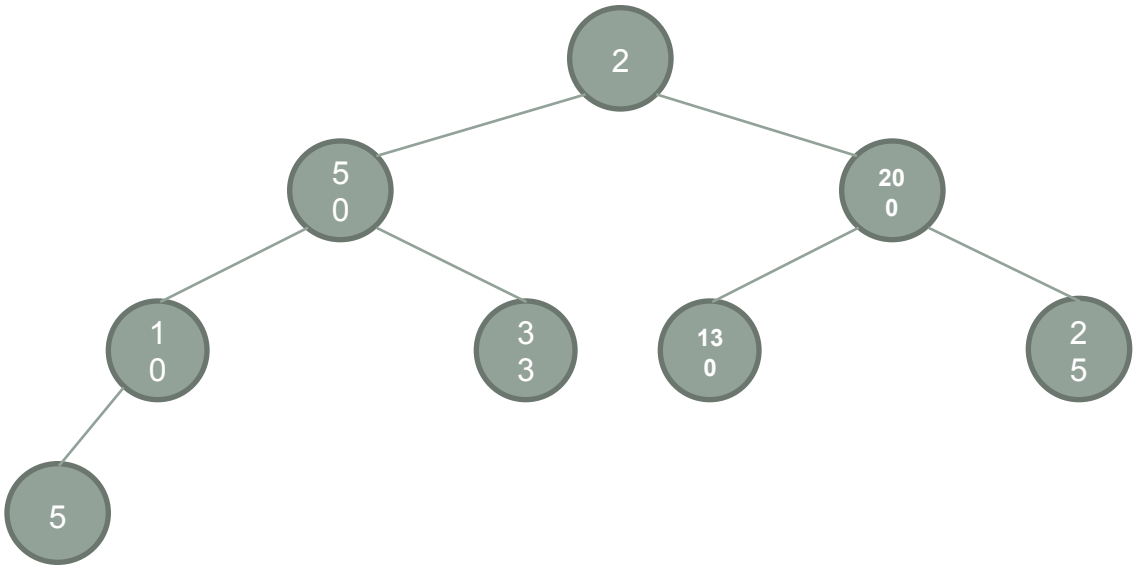
X	2	50	200	10	33	130	25	5	2	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 9
tempKey = 250

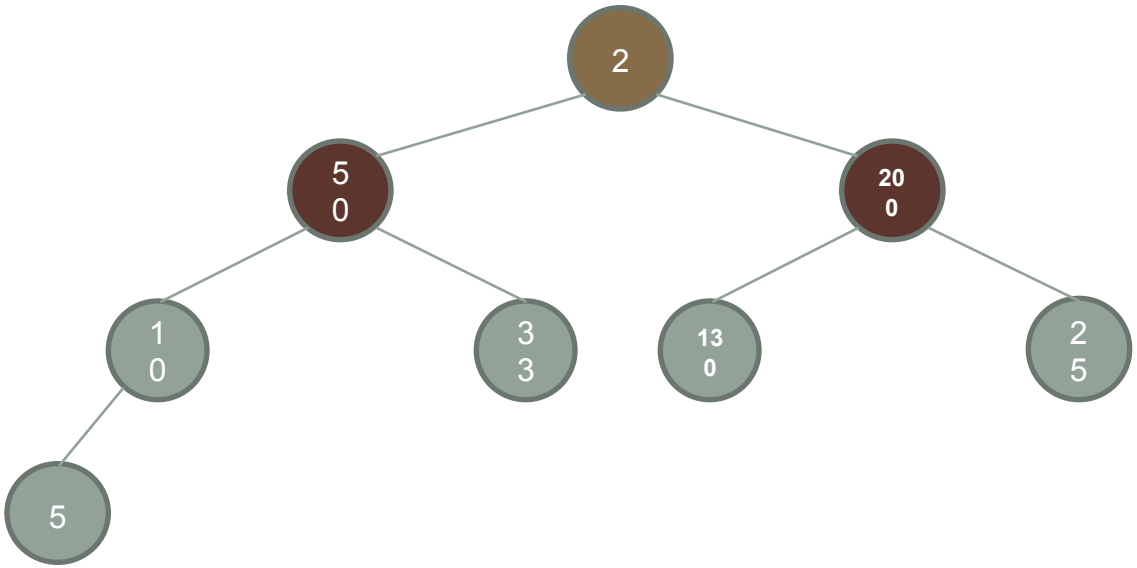
X	2	50	200	10	33	130	25	5	2	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 8
tempKey = 250

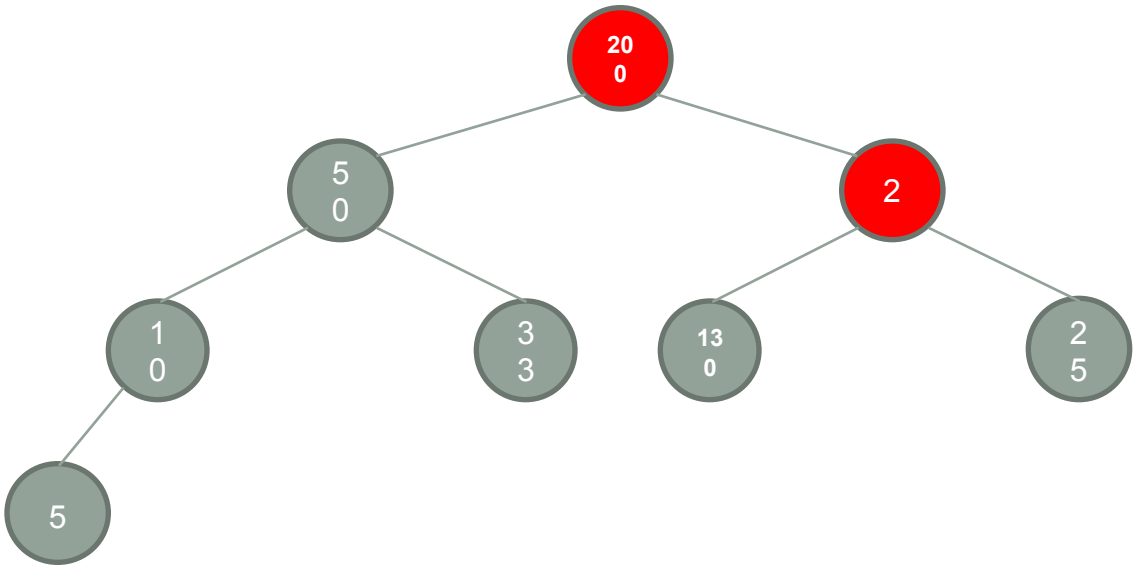
X	2	50	200	10	33	130	25	5	2	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 8
tempKey = 250

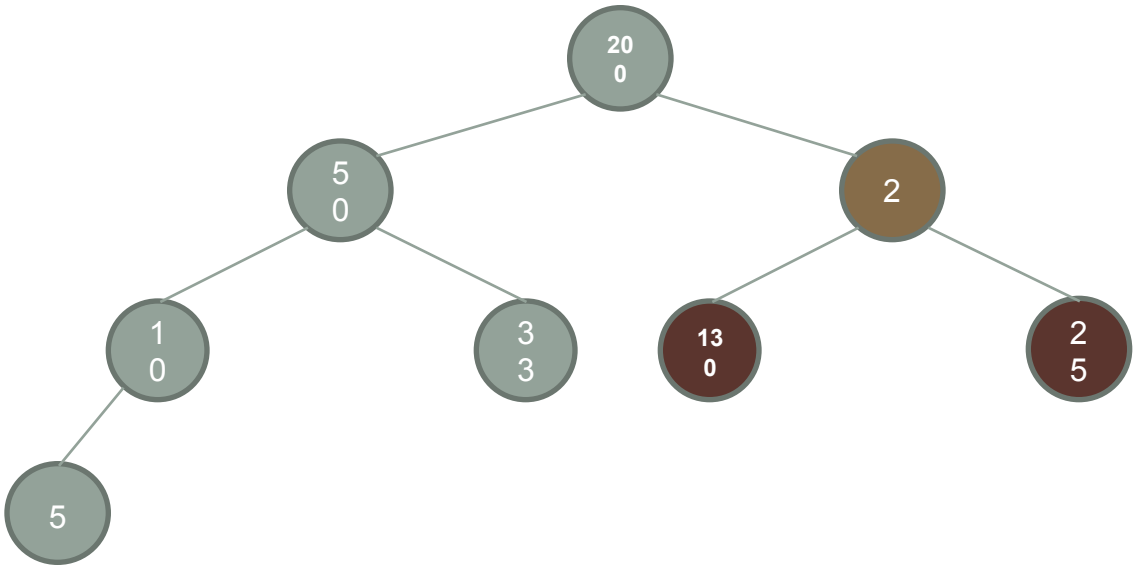
X	200	50	2	10	33	130	25	5	2	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 8
tempKey = 250

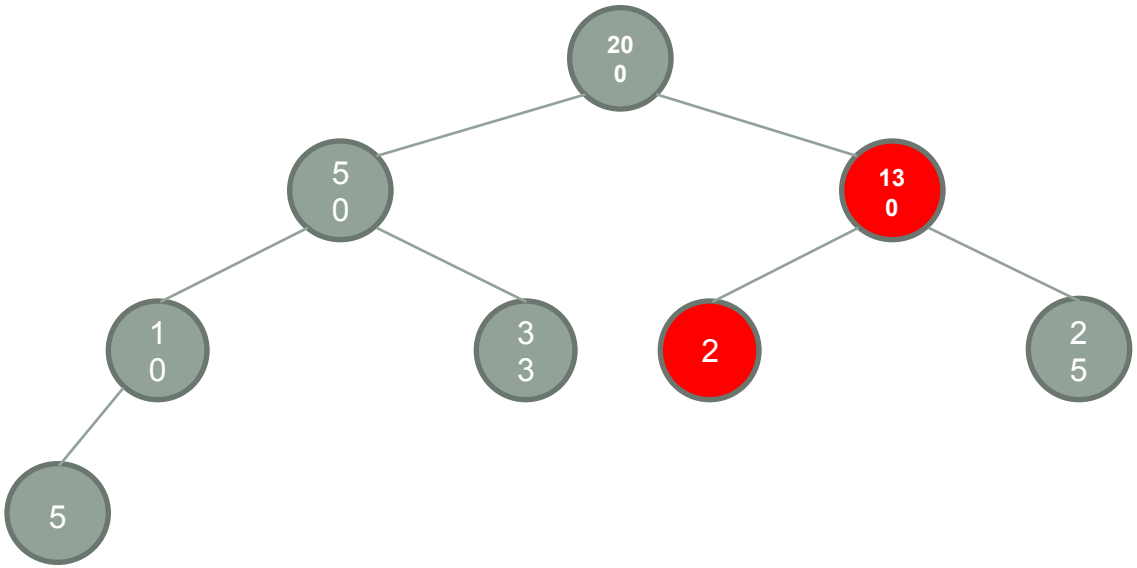
X	200	50	2	10	33	130	25	5	2	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 8
tempKey = 250

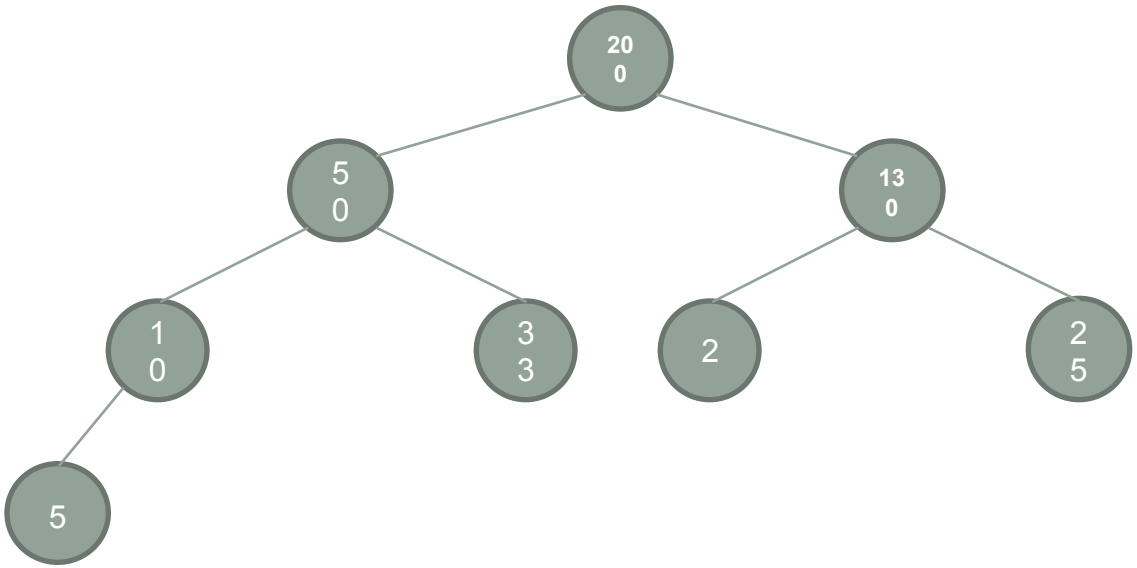
X	200	50	130	10	33	2	25	5	2	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 8
tempKey = 250

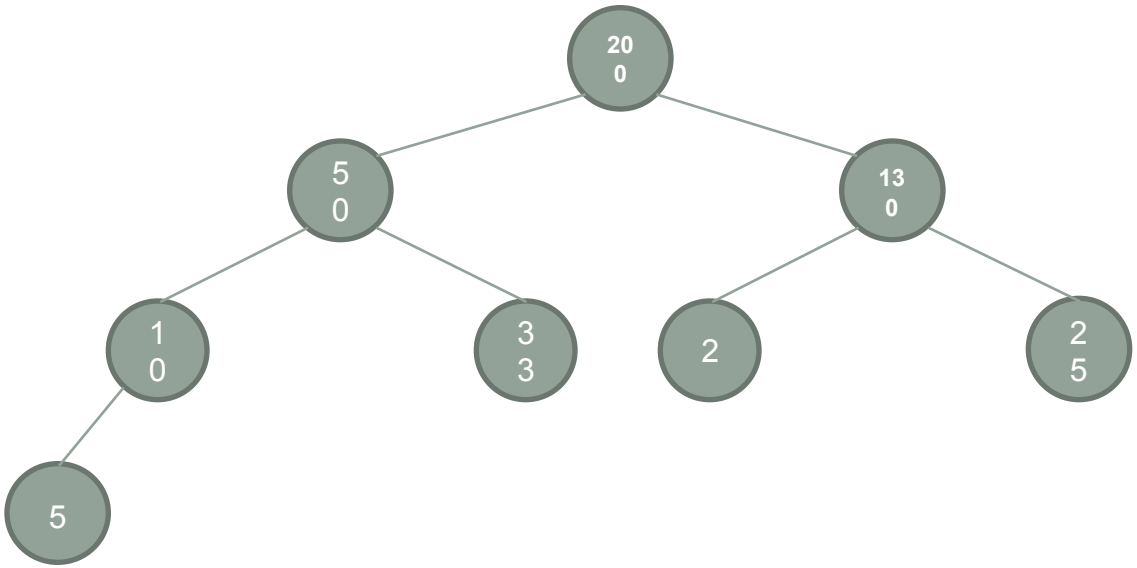
X	200	50	130	10	33	2	25	5	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 8
tempKey = 250

X	200	50	130	10	33	2	25	5	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12

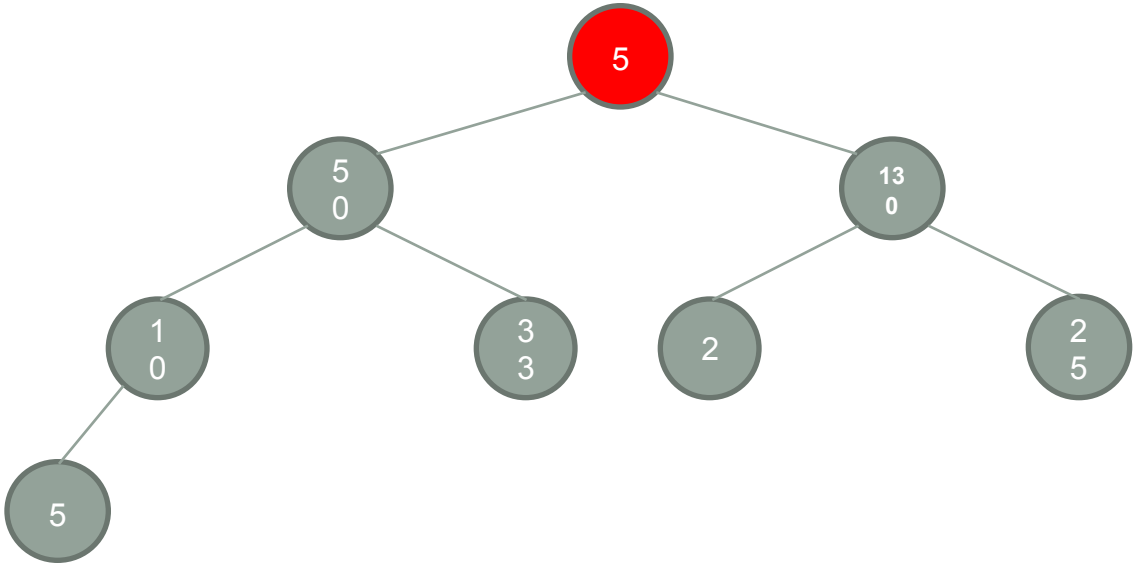



```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 8

tempKey = 200

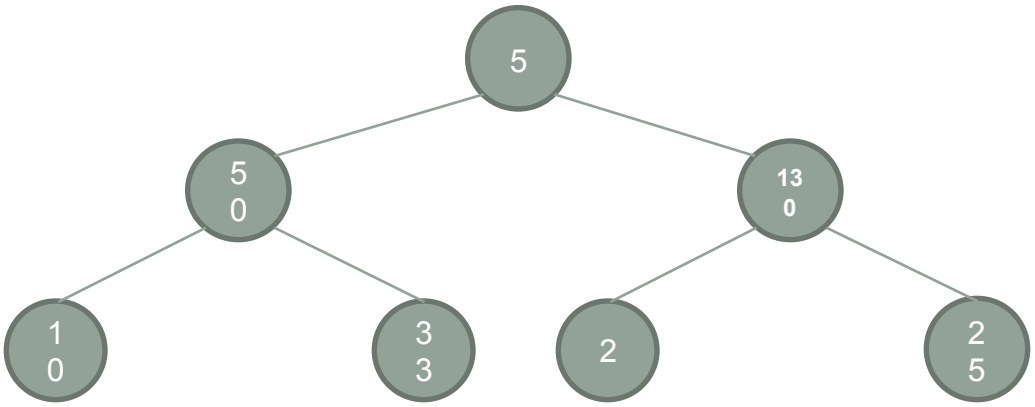
X	5	50	130	10	33	2	25	5	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 8
tempKey = 200

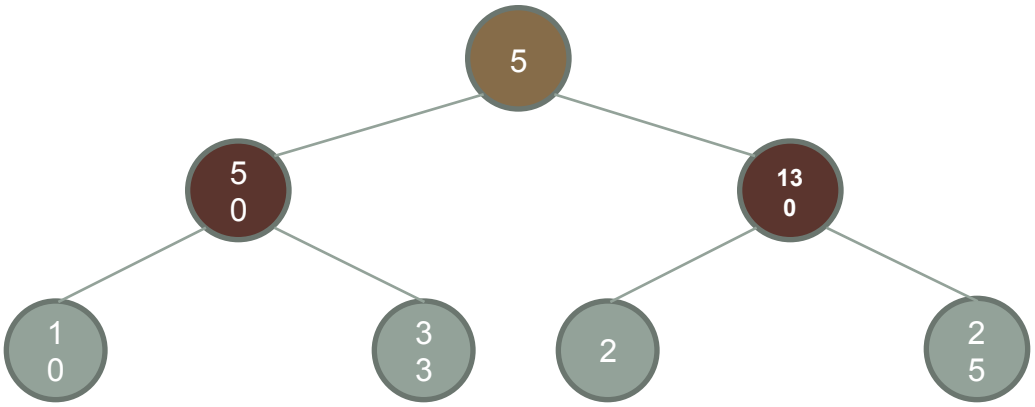
X	5	50	130	10	33	2	25	5	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 7
tempKey = 200

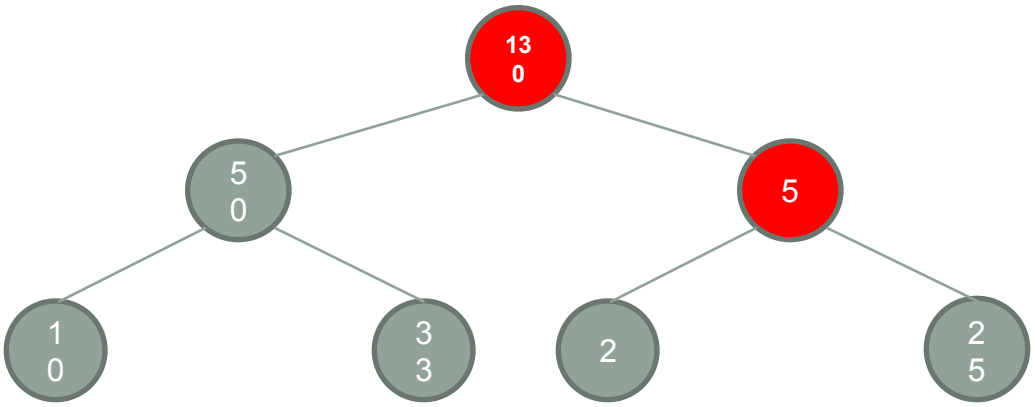
X	5	50	130	10	33	2	25	5	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 7
tempKey = 200

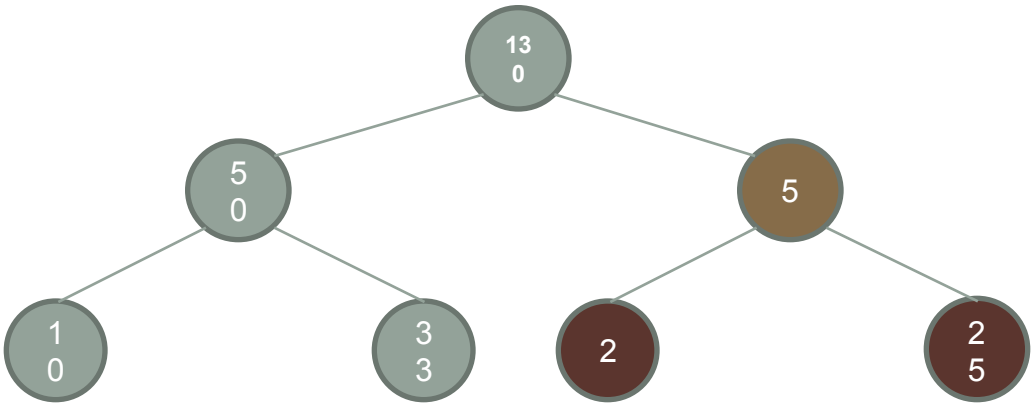
X	130	50	5	10	33	2	25	5	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 7
tempKey = 200

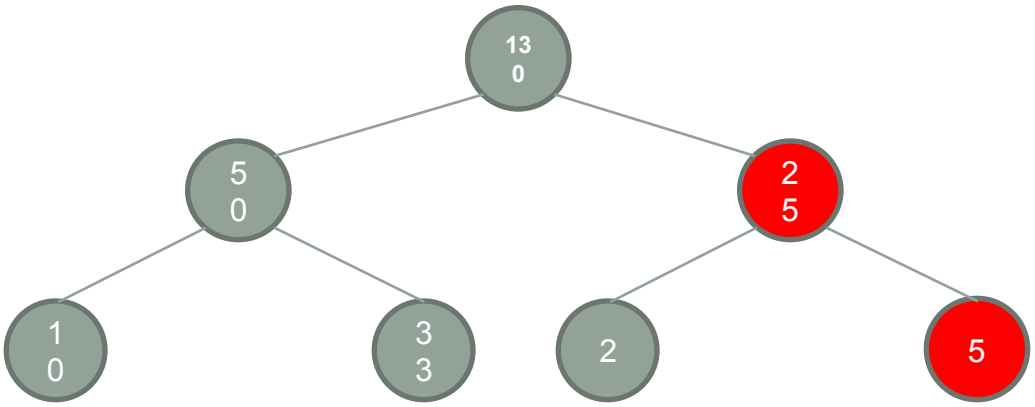
X	130	50	5	10	33	2	25	5	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 7
tempKey = 200

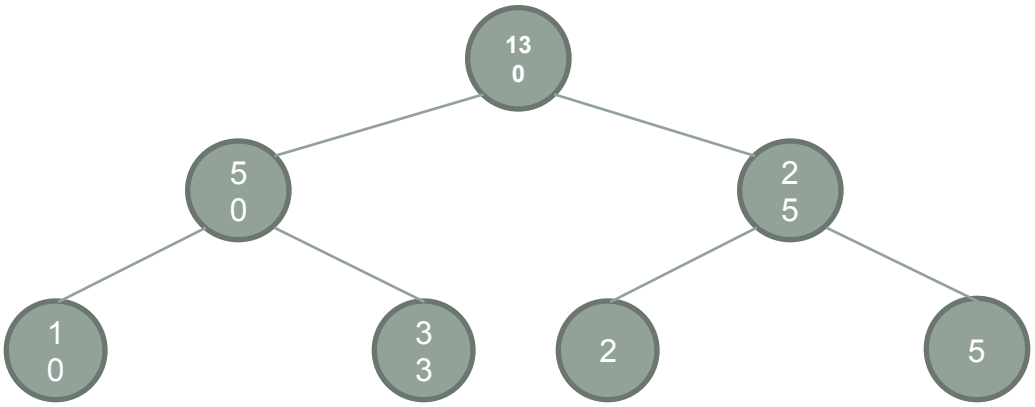
X	130	50	25	10	33	2	5	5	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 7
tempKey = 200

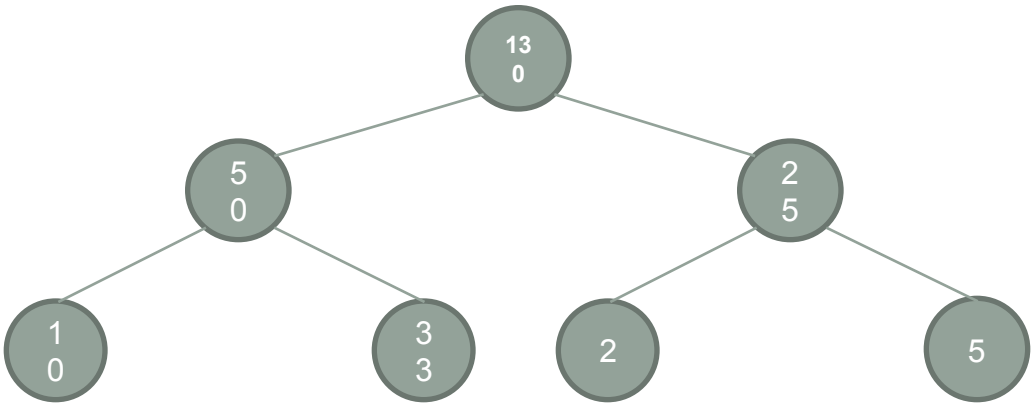
X	130	50	25	10	33	2	5	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 7
tempKey = 200

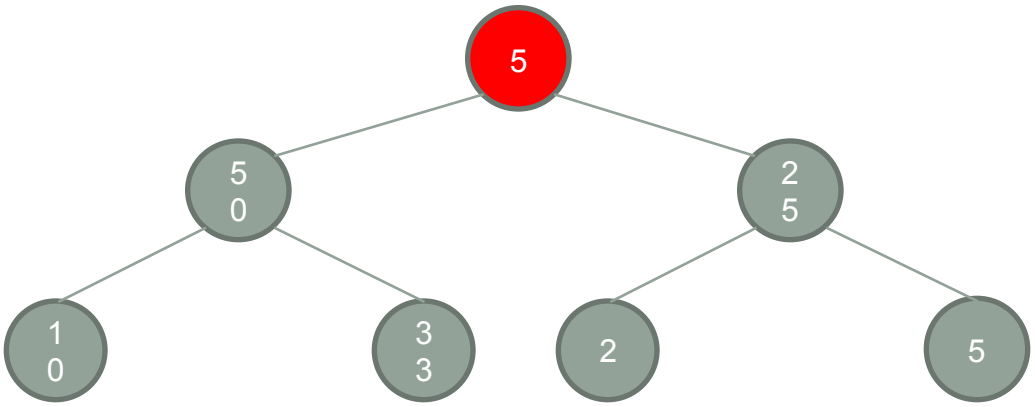
X	130	50	25	10	33	2	5	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 7
tempKey = 130

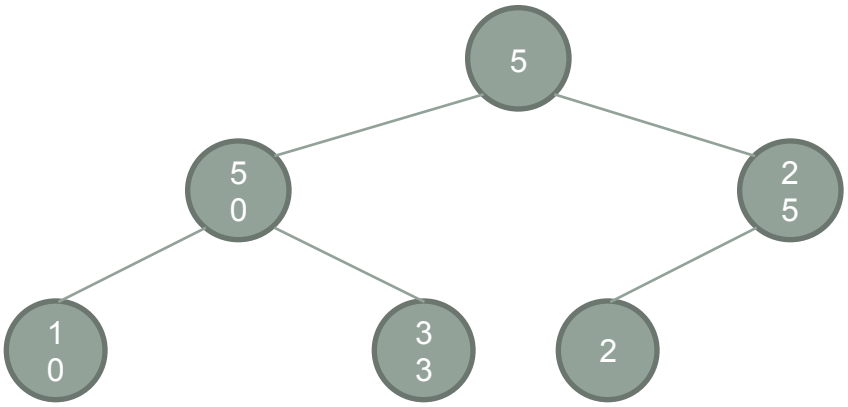
X	5	50	25	10	33	2	5	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 7
tempKey = 130

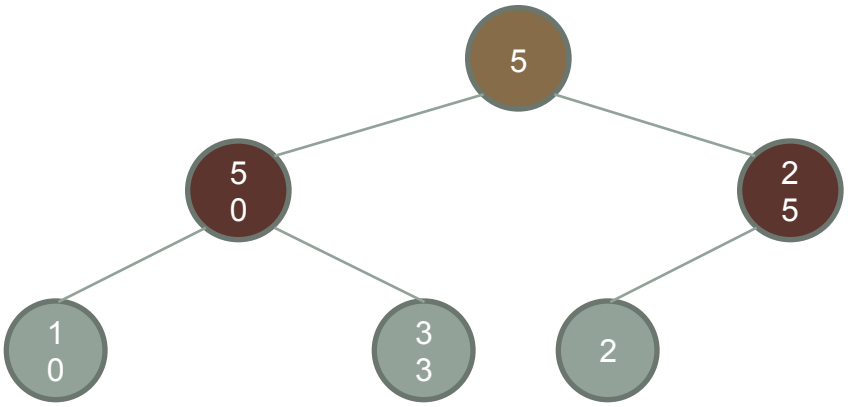
X	5	50	25	10	33	2	5	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 6
tempKey = 130

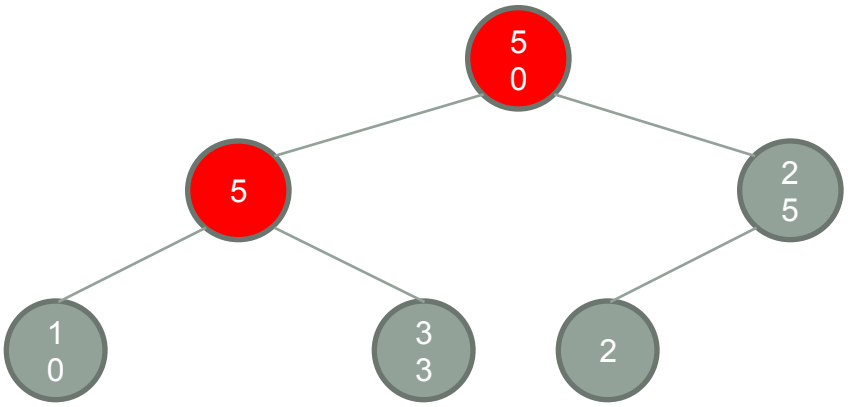
X	5	50	25	10	33	2	5	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 6
tempKey = 130

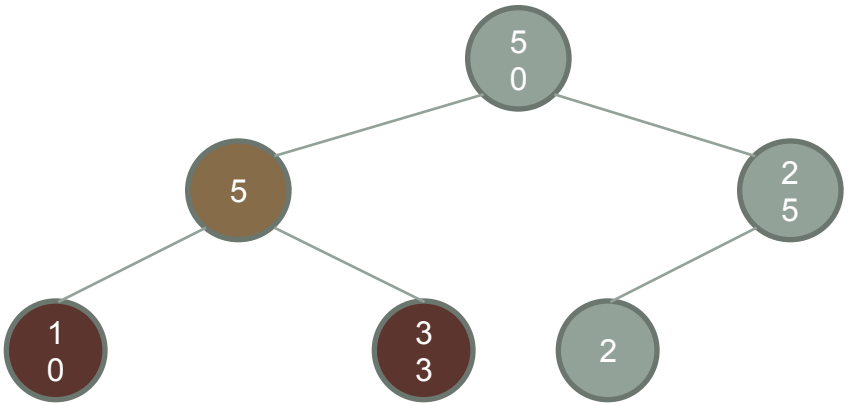
X	50	5	25	10	33	2	5	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 6
tempKey = 130

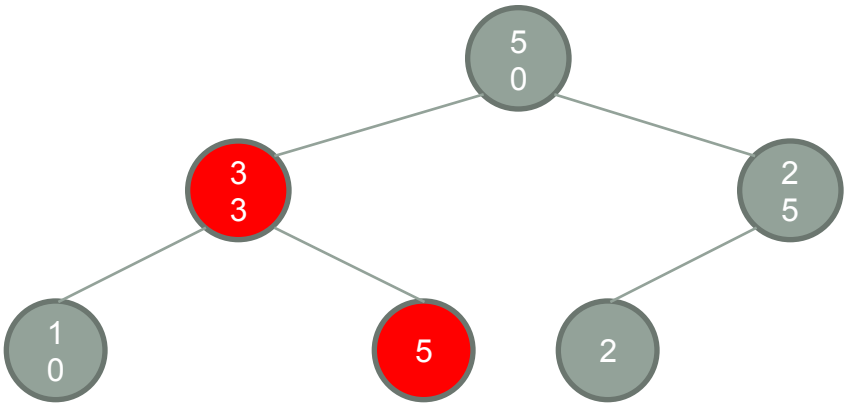
X	50	5	25	10	33	2	5	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 6
tempKey = 130

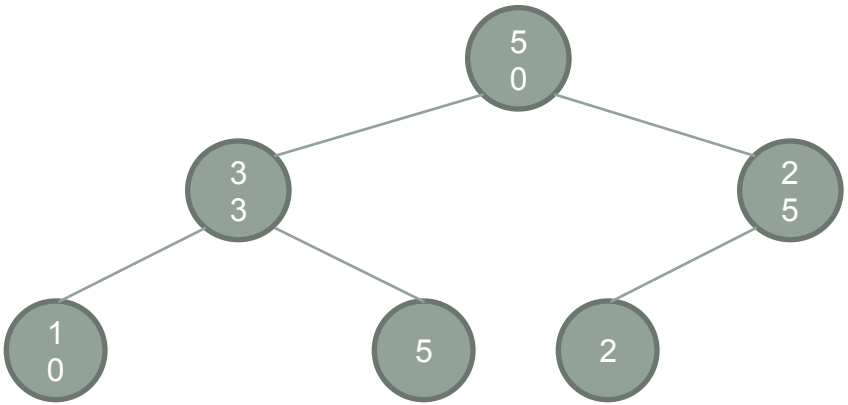
X	50	33	25	10	5	2	5	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 6
tempKey = 130

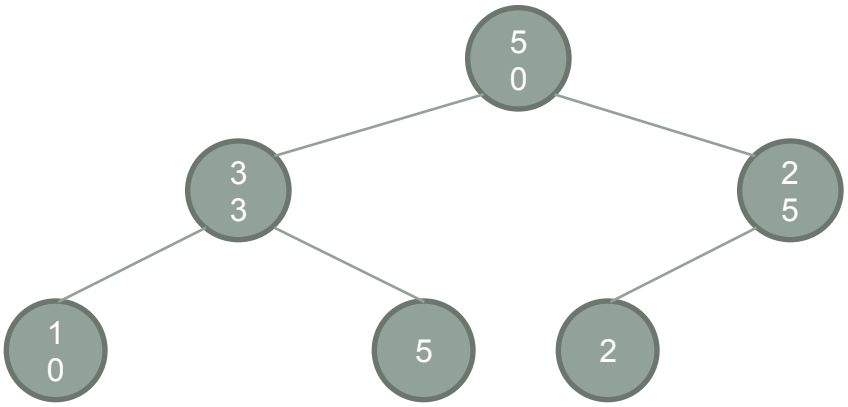
X	50	33	25	10	5	2	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 6
tempKey = 130

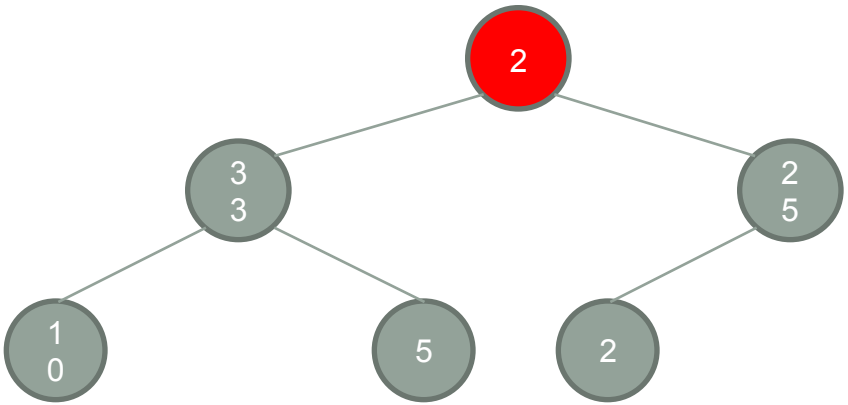
X	50	33	25	10	5	2	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 6
tempKey = 50

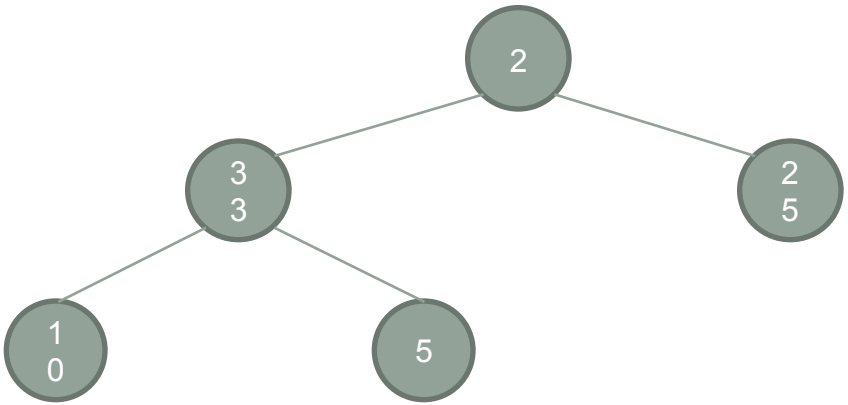
X	2	33	25	10	5	2	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 6
tempKey = 50

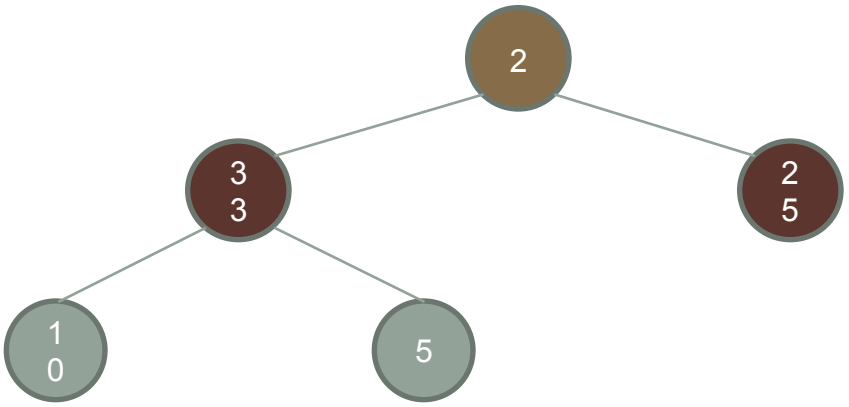
X	2	33	25	10	5	2	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 5
tempKey = 50

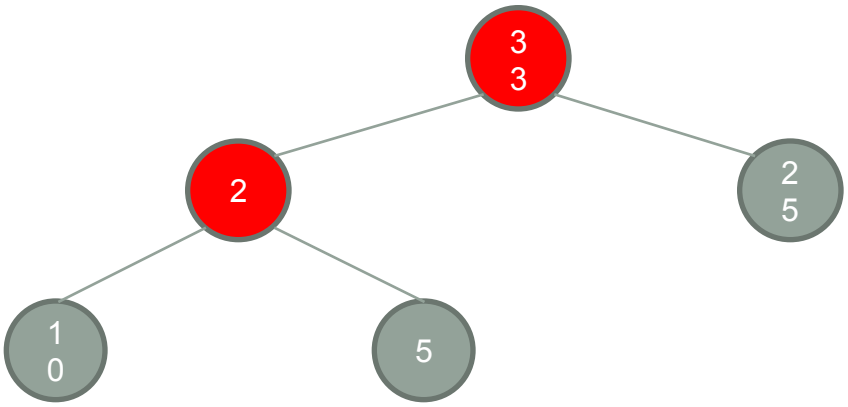
X	2	33	25	10	5	2	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 5
tempKey = 50

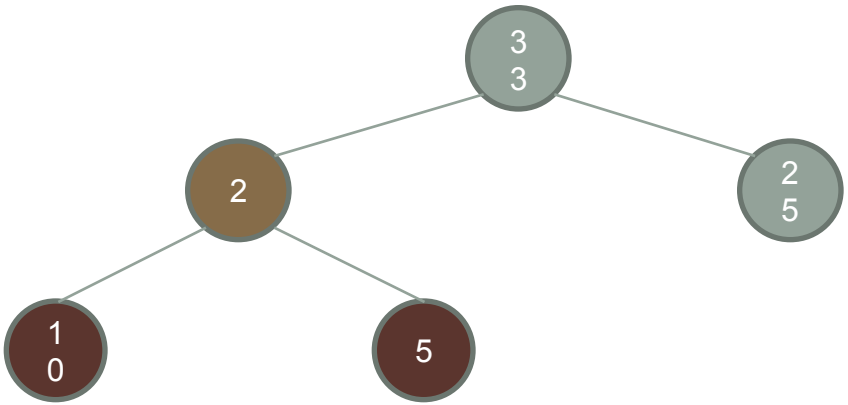
X	33	2	25	10	5	2	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 5
tempKey = 50

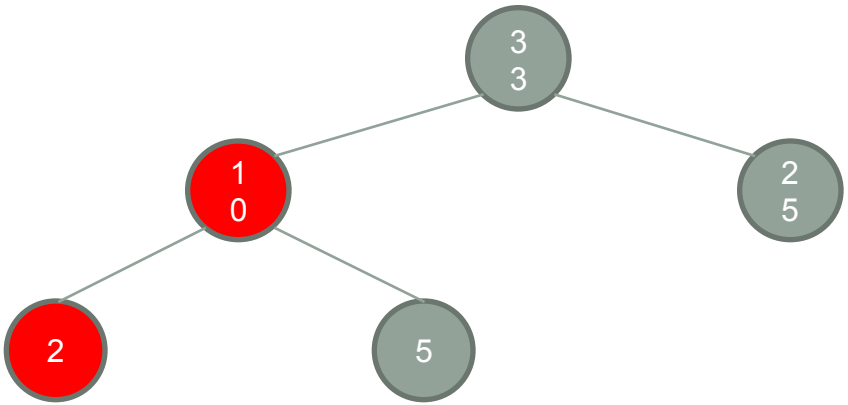
X	33	2	25	10	5	2	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 5
tempKey = 50

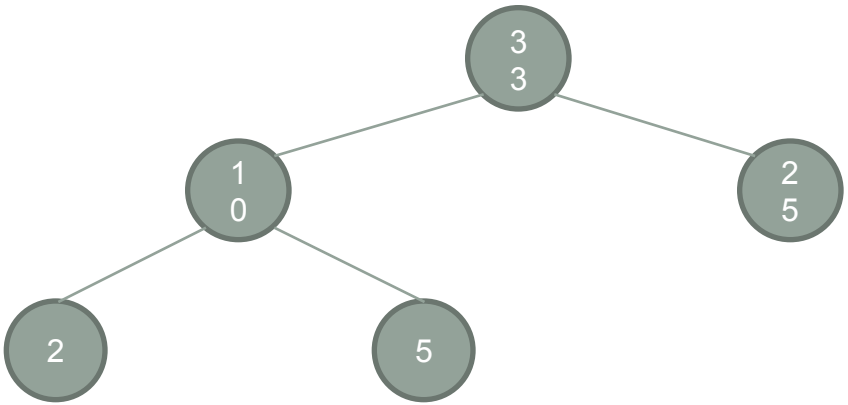
X	33	10	25	2	5	2	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 5
tempKey = 50

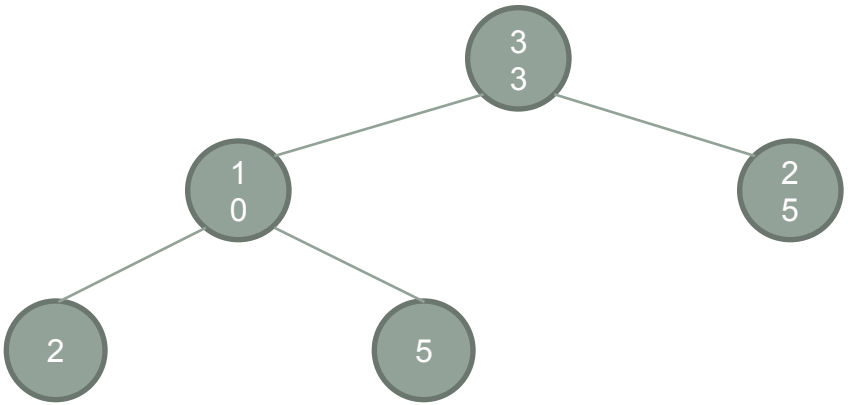
X	33	10	25	2	5	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 5
tempKey = 50

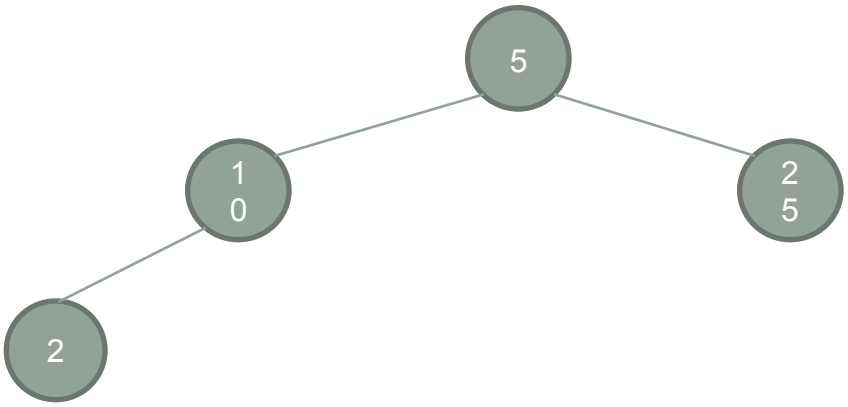
X	33	10	25	2	5	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 5
tempKey = 33

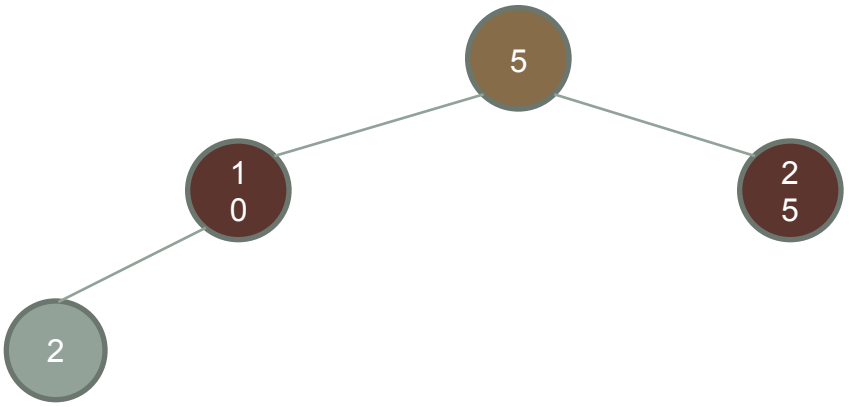
X	5	10	25	2	5	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 4
tempKey = 33

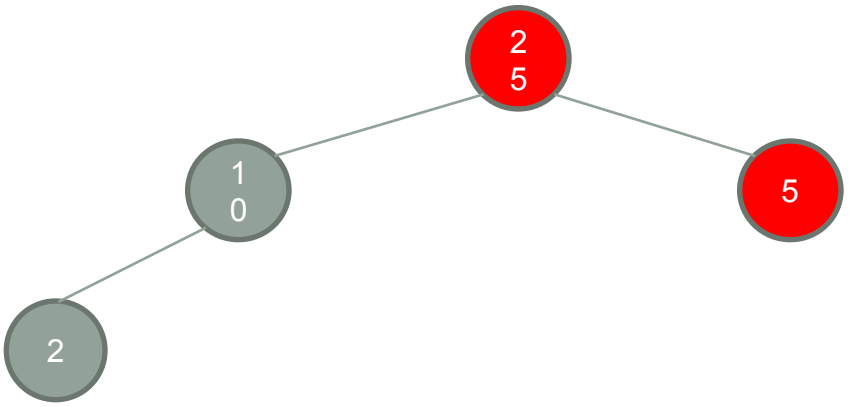
X	5	10	25	2	5	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 4
tempKey = 33

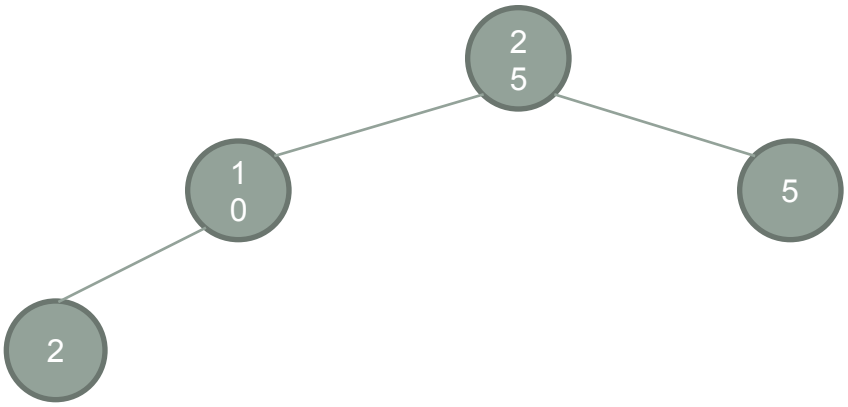
X	25	10	5	2	5	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 4
tempKey = 33

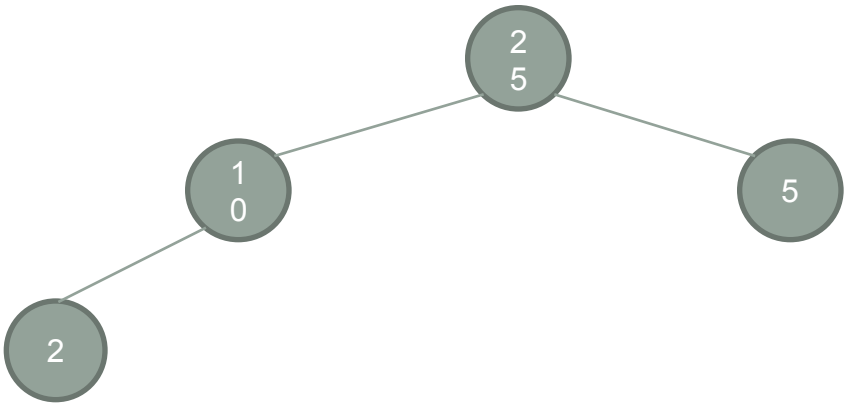
X	25	10	5	2	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 4
tempKey = 33

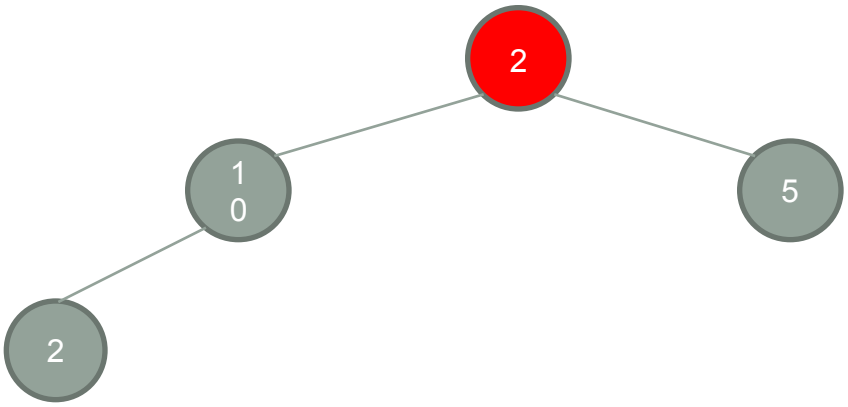
X	25	10	5	2	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 4
tempKey = 25

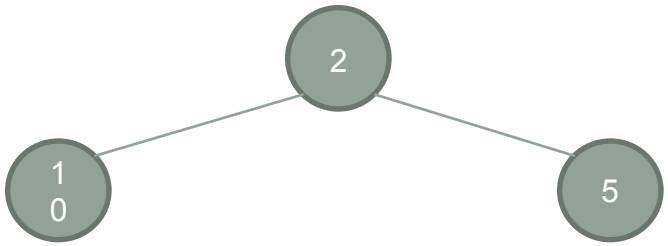
X	2	10	5	2	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 4
tempKey = 25

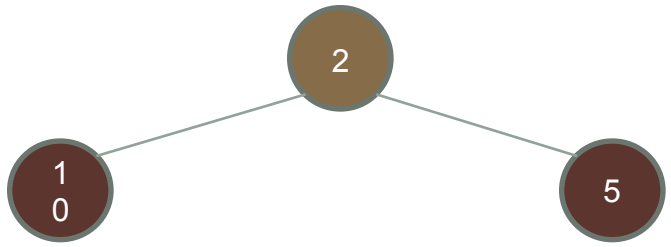
X	2	10	5	2	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 3
tempKey = 25

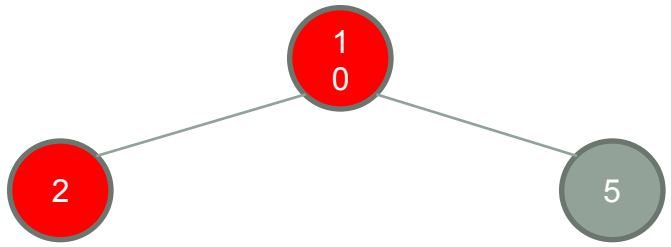
X	2	10	5	2	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 3
tempKey = 25

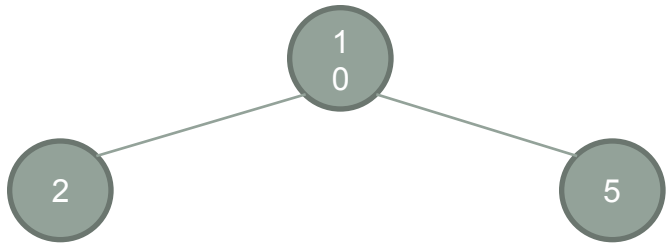
X	10	2	5	2	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 3
tempKey = 25

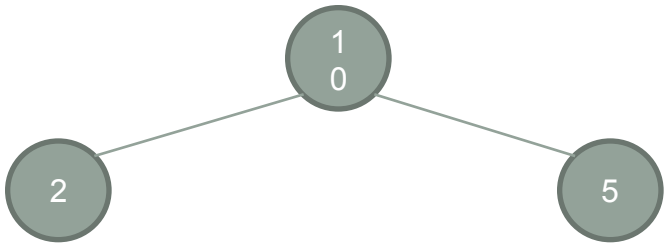
X	10	2	5	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 3
tempKey = 25

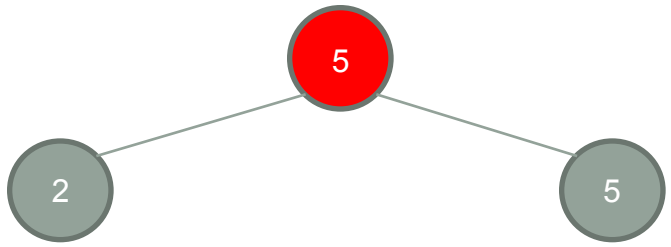
X	10	2	5	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 3
tempKey = 10

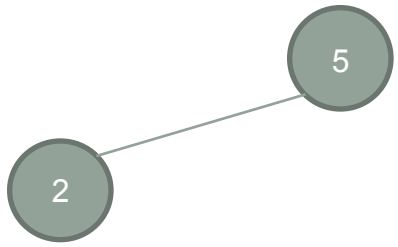
X	5	2	5	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 3
tempKey = 10

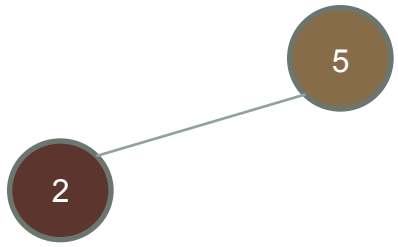
X	5	2	5	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 2
tempKey = 10

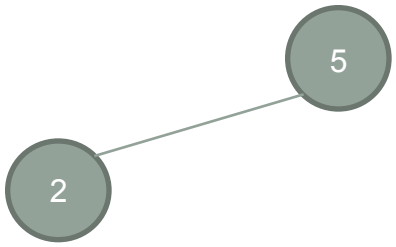
X	5	2	5	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 2
tempKey = 10

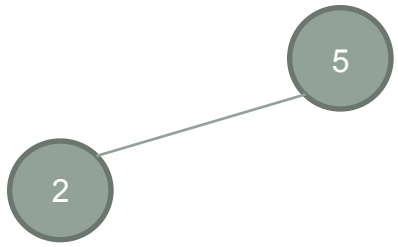
X	5	2	5	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 2
tempKey = 10

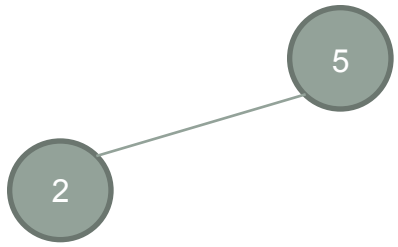
X	5	2	10	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 2
tempKey = 10

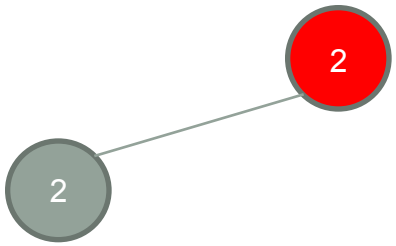
X	5	2	10	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 2
tempKey = 5

X	2	2	10	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12




```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 2
tempKey = 5

X	2	2	10	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12


```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 1
tempKey = 5

X	2	2	10	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12


```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 1
tempKey = 5

X	2	5	10	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12


```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 1
tempKey = 5

X	2	5	10	25	33	50	130	200	250	600		
0	1	2	3	4	5	6	7	8	9	10	11	12


```
public void sort(){
        int n= size;
        for(int i= 1; i < n; i++){
            int tmpKey= keys[1];
            T tmpData= data[1];
            keys[1]= keys[size];
            data[1]= data[size];
            size--;
            siftDown(1);
            keys[size+1]= tmpKey;
            data[size+1]= tmpData;
        }
    }
}
```

Size = 1
tempKey = 5