#### **DSA through C++**

# Introduction to Heap



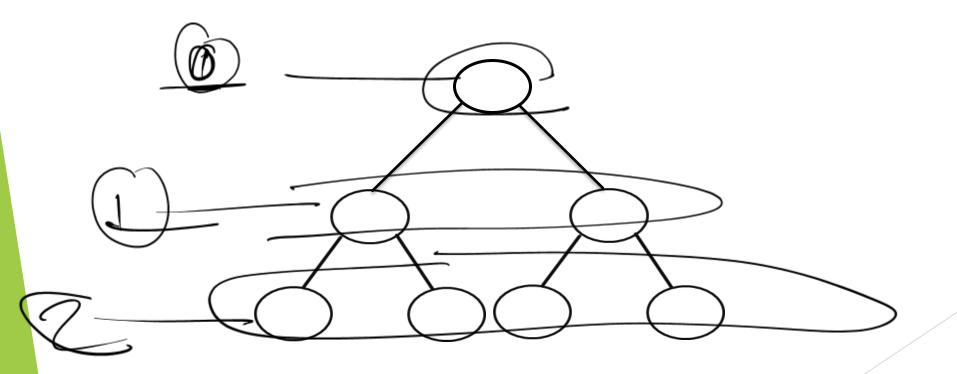
**Mohammad Tasin (Tasin Coder)** 

# Agenda

- Complete Binary Tree
- Almost Complete Binary Tree
- Introduction to Heap
- Insertion in heap
- > Deletion in heap
- Heap sort

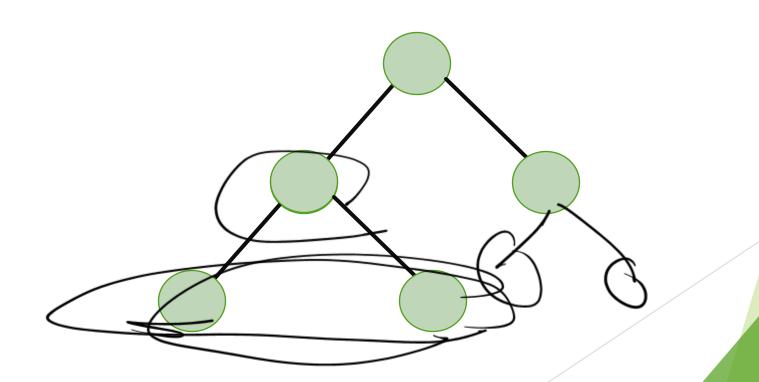
# **Complete Binary Tree**

 All levels must be completely filled called Complete Binary Tree.



### **Almost Complete Binary Tree**

 All level must be completely filled except possibly the last level and all the nodes in the last level must be left aligned.



## Introduction to Heap

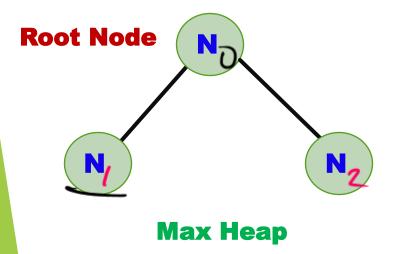
- Heap is a data structure.
- Heap is used in a sorting algorithm known as heap sort.
- Heap must be an <u>almost complete</u> binary tree.
- Heap are of two types :-
  - Max Heap (default).
  - Min Heap.

- A heap is a specialized tree-based data structure that satisfies the heap property.
- Heaps are commonly used to implement priority queues and are often used in algorithms that require quick access to the maximum or minimum element in a collection.
- The heap property depends on whether it is a max heap or a min heap.
- The value at Node is greater than or equal to value at each children of Node

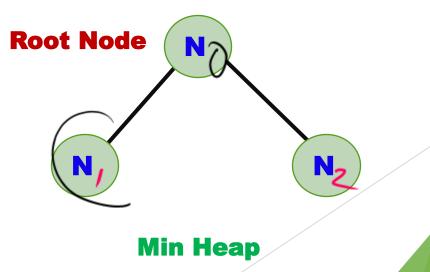
### **Heap Properties**

- Root Node का value आपके children से बड़ा या बराबर होना चाहिए।
- इसमें duplicate value allow है |

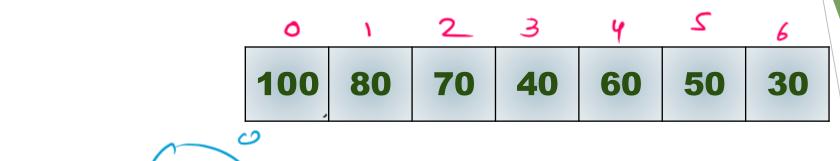
$$If(N_0 >= N_1 & & N_0 >= N_2)$$

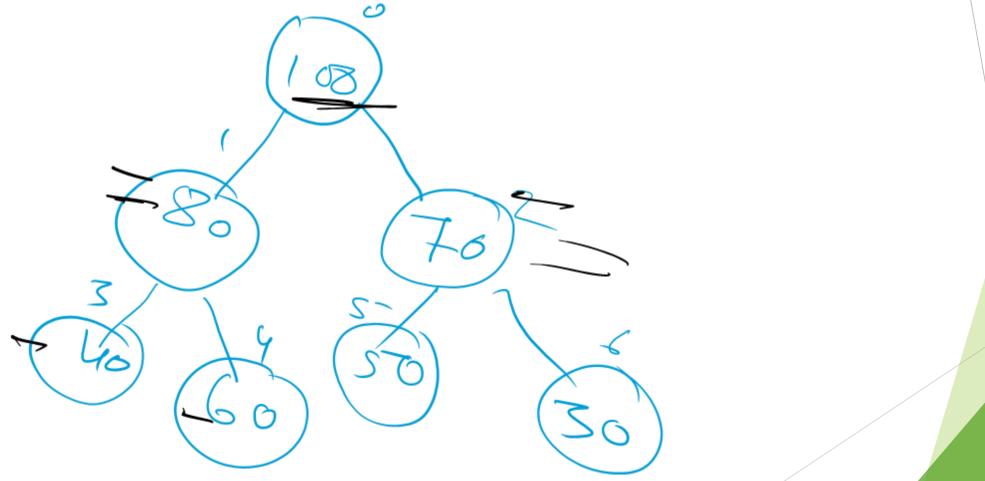


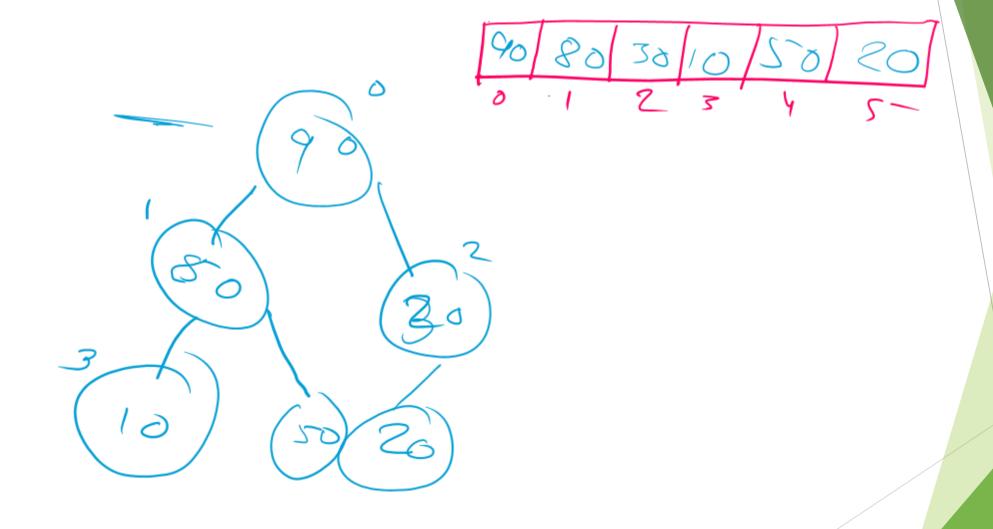
$$If(N_0 \le N_1 \&\& N_0 \le N_2)$$



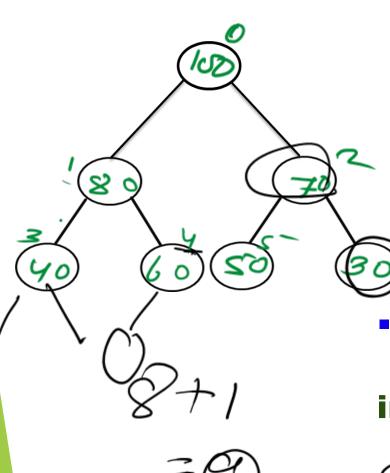
#### **Heap Representation**







#### **How to Find Parent or child Node**

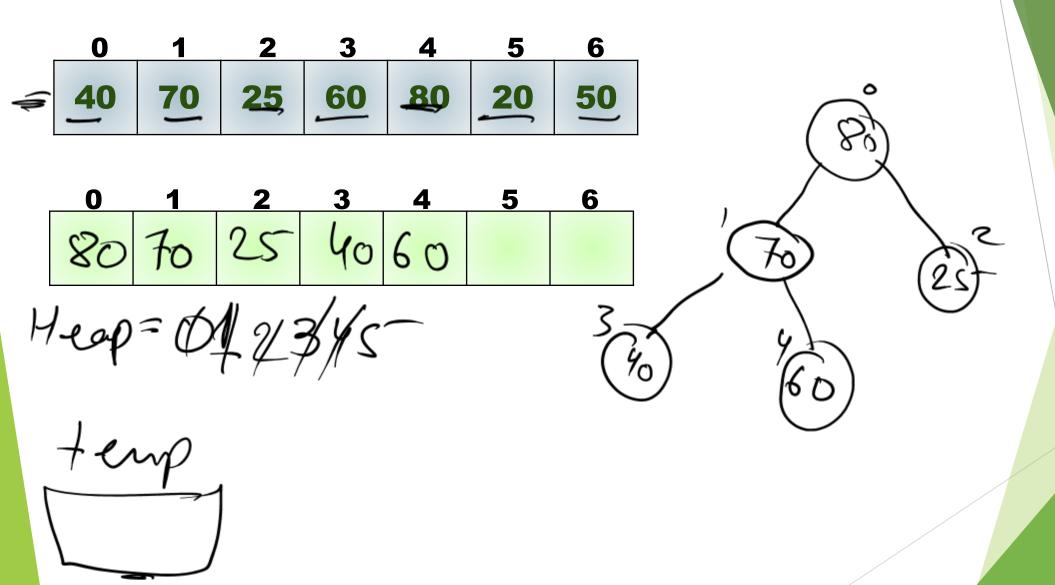




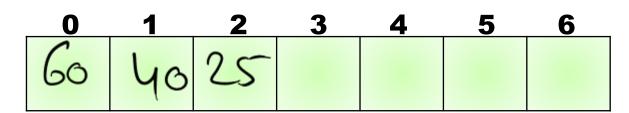
- How to find index of child Node?
  index of left child = 2\*index+1
  index of right child = 2\*index+2
- How to find index of parent node?

index of Parent node of  $N = \frac{\text{index} - 1}{2}$ 

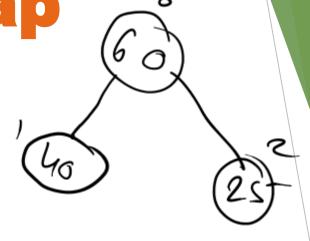
# Insertion in heap



**Deletion in heap** 







# Heap Sort

- Delete values from the heap (Max heap)
  and store them in an array from right to left.
- As a result, at the end of deleting all the elements of heap, array becomes sorted.

