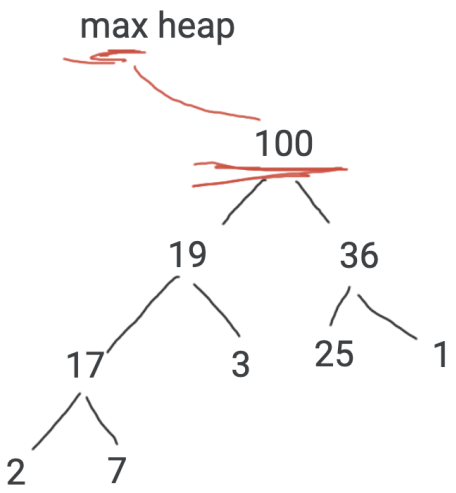
Phill-DS-0220

Heap

- tree, binary tree 不是 binary search tree → 上下有大小 , 左右不分大小
- 四種 heap → max heap , min heap, min-max heap, deap
- 應用
  - heap sort → efficient nlogn
  - priority queue 的陽春版

Max heap

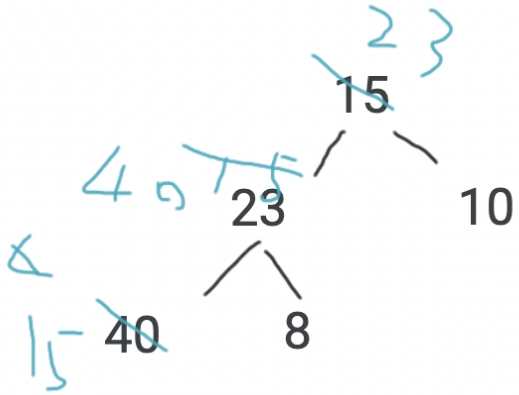


- 大小
- 排列方式 保證 最大值永遠在根節點
  - priority queue
  - O(nlogn)
  - sorting

建立 heap

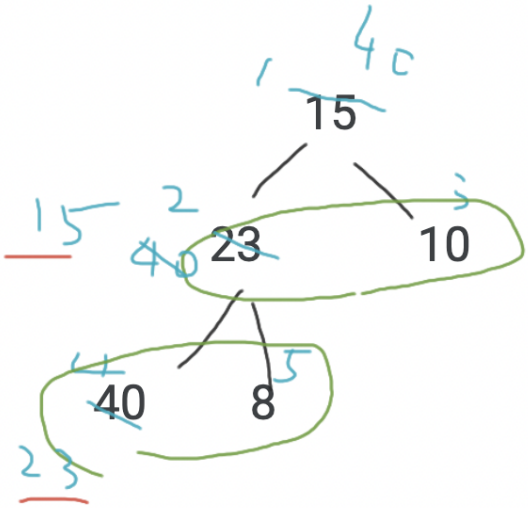
由上到下(調整)

- 鐵三角比較： 上下比兩次 or 左右比再上比
- 逐層比較由上往下
- 比完再向上比一次 以免造成層與層之間大小不對的狀況



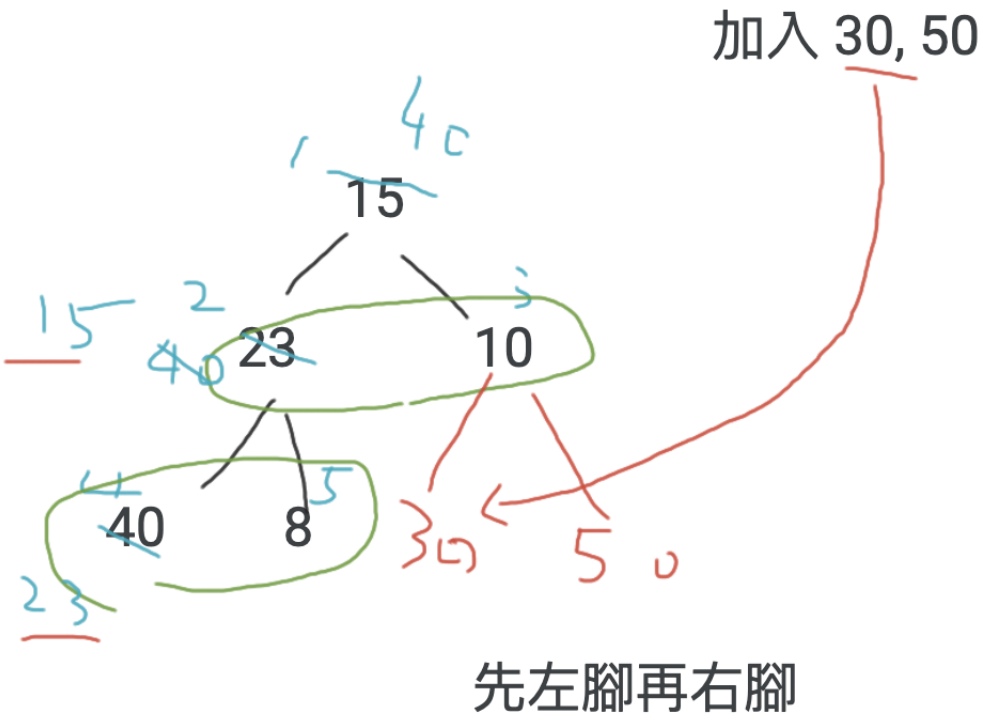
由下往上

- 對節點做編號 以大號碼開始處理
- 鐵三角同層比較 由下往上進行
- 比完以後還要向下比一次



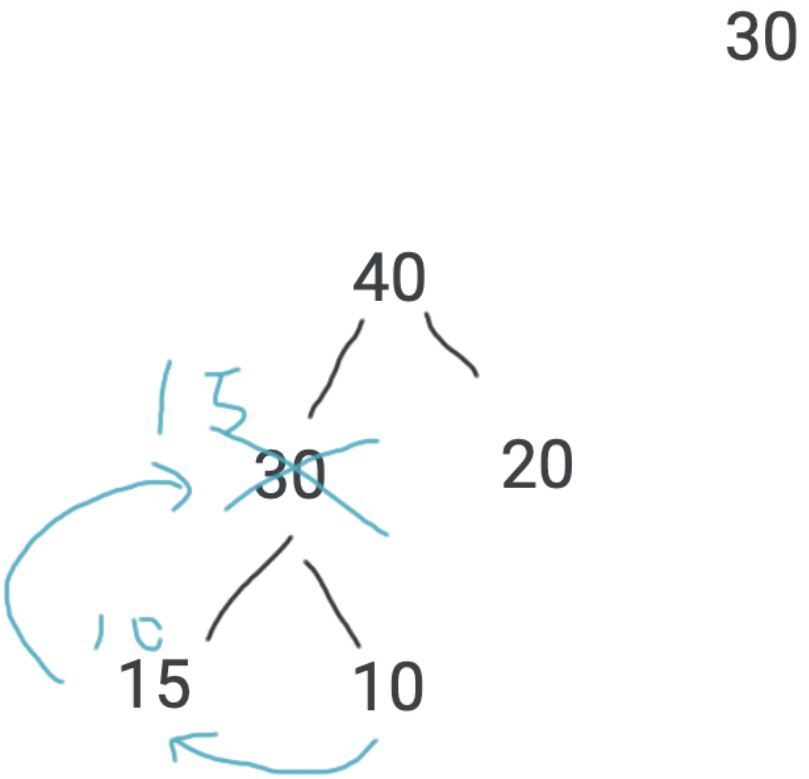
加入元素

- 要加入的元素加入最下方
- 藉由調整的機制還原成 heap 的原則
- note: 實作上 希望先加左 再加右



刪除元素

- 刪除節點
- 先提左腳
- 轉右腳到左腳(維持先左後右的原則)



實作

```
#include <iostream>
using namespace std;

class MaxHeap{
  private:
    int* heapArray; //指標開頭將產生實體
    int capacity;
    int currentSize;

    void shiftUp(int index){
      int temp = heapArray[index]; //把現在的值放進魁儡變數
      while(index>0){ //因為到root 要停
        int parentIndex = index /2;
        if(heapArray[parentIndex] < temp){ //要換
```

```
            heapArray[index] = heapArray[parentIndex]; //換
            index = parentIndex;
          }
          else{
            break;
          }
        }
        heapArray[index] = temp; //我的最高點
      }

      void shiftDown(int index){
        int temp = heapArray[index];
        int childIndex = 2*index +1;
        while(childIndex < currentSize){
          if(temp < heapArray[childIndex]){
            heapArray[index] = heapArray[childIndex];
            index = childIndex;
            childIndex = 2*index +1;
          }
          else{
            break;
          }
        }
        heapArray[index] = temp; //我的最低點
      }

    public:
      MaxHeap(int cap): capacity(cap), currentSize(0){
        heapArray = new int[capacity];
      }

      ~MaxHeap(){
        delete[] heapArray; //c++11 連續空間歸還語法
      }

      void insert(int val){
```

```
      if(currentSize == capacity){
        cout << "滿了" << endl;
        return;
      }
      heapArray[currentSize] = val; //插入最後一個 先左再右的原則
      shiftUp(currentSize); //向上調整
      currentSize++; //多了一個
    }

    int removeMax(){
      int maxItem = heapArray[0];
      heapArray[0] = heapArray[currentSize-1]; //把最下面的提上來至
      currentSize--;
      shiftDown(0);
      return maxItem;
    }
};

int main()
{
    cout << "Hello, World!";
    return 0;
}
```