

# Heap (Priority Queue)

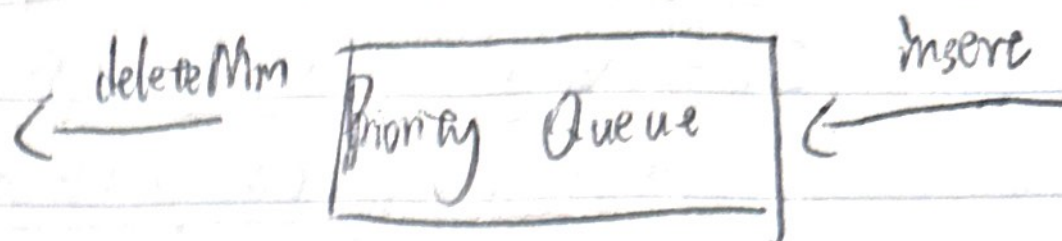
operation:

insert (enqueue)

deleteMin (dequeue)

- small value higher priority

- Find/save min element, delete from structure and return it



Unsorted Linked List

$O(1)$

deleteMin

$O(N)$

Sorted Linked List

$O(N)$

$O(1)$

Binary Search Tree

$O(\log N)$

$O(\log N)$

## Complete Tree

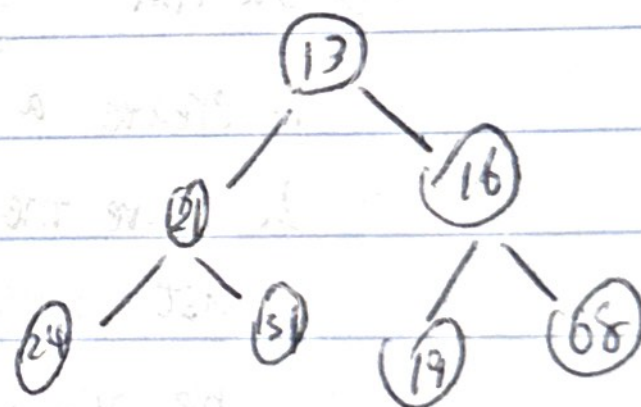
• completely filled

• size between  $2^n$  and  $2^{n+1} - 1$

Heap (minimum) 最小堆

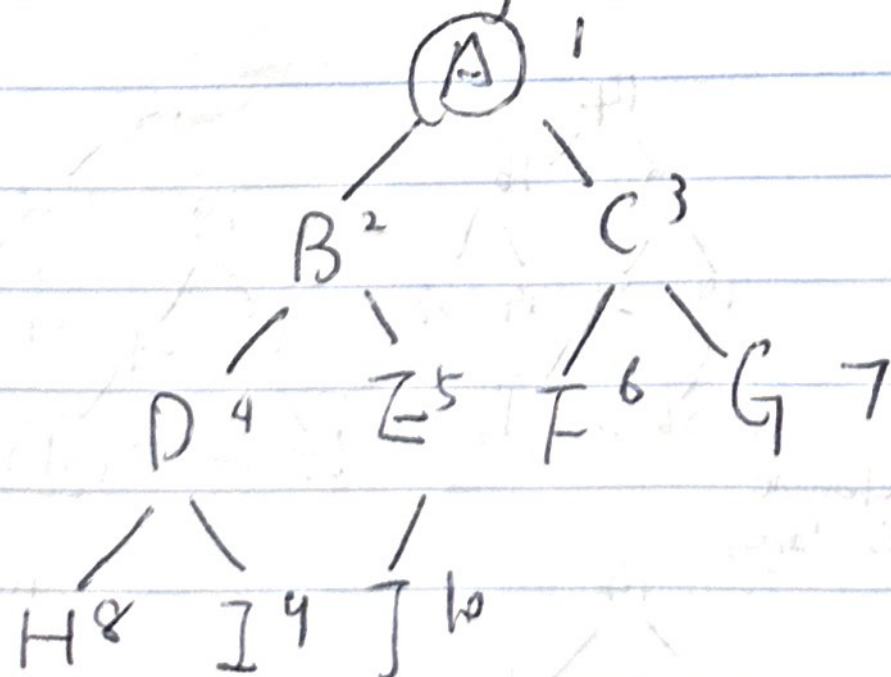
• Any node is smaller than any children

• Smallest value at root (findMin take  $O(1)$  time)



~~DeleteMin~~

Any Implementation of Binary Heap



left child pos = ~~parent pos~~  $\cdot 2$

right child pos = ~~parent pos~~  $\cdot 2 + 1$

parent pos =  $\frac{\text{child pos}}{2}$  去掉小数部分

definition • Array of Node

	A	B	C	D	E	F	G	H	I	J
0	1	2	3	4	5	6	7	8	9	10