

# Heaps

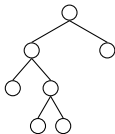
# Specialized Binary Trees

The following special Binary Trees are NOT Binary Search Trees.

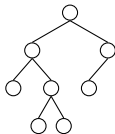
# Two Tree

- Two Tree
  - A binary tree where every node has either 0 or 2 children

## Two Tree

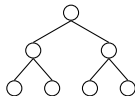


## Not a Two Tree

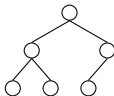


# Full Tree

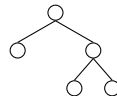
- Full Tree
  - Two Tree with all leaves on the same level



Not a Full Tree  
(Not a Two Tree)



Not a Full Tree  
(Leaves on different levels)

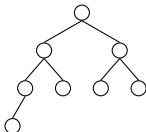


# Complete Tree

- **Complete Tree**

- A tree that is full up to the last level
- The last level has all nodes as far left as possible

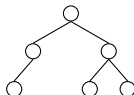
Complete Tree



Not a Complete Tree  
(Level 1 not full)



Not a Complete Tree  
(Last level not left)



- Every full tree is complete
- Not every complete tree is full
- A complete tree is NOT NECESSARILY a BST. There is no restrictions on the contents of the node

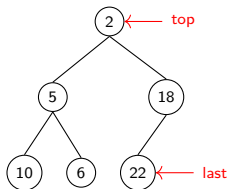
# Complete Tree Properties

- Height is  $\lfloor \lg(n) \rfloor$
- Structurally representable as an array
  - More on this later

# Heaps

- **Heap**
  - A complete binary tree with two properties:
    - All contents are directly comparable (numbers, for example)
    - For every node in the tree the contents are less than or equal to its descendants (**Min Heap**)
    - Alternately, a **Max Heap** will have every node be greater than or equal to its descendants
    - Discussion in these slides will focus on min heaps
- Recursive Definition (Min Heap)
  - Complete tree where:
    - The root of the tree has the smallest value
    - Both subtrees are min heaps

# Heap Terms

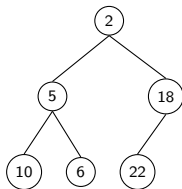


- The root of a heap is called the **top** of the heap
- The top is always the smallest element
- The **last** element in a heap is the rightmost position of the lowest level

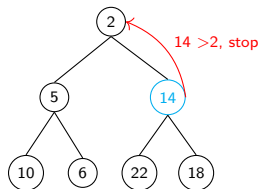
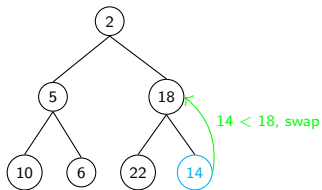


# Heap Addition

- If the last level is not full, element is added to the next position available
- If the last level is full, element becomes first element in the new level
- Element is swapped up the heap if necessary
- Example: Add 14 to the heap

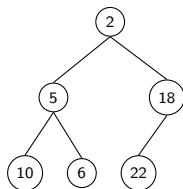


# Example: Adding

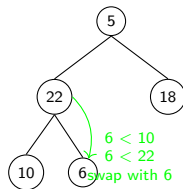
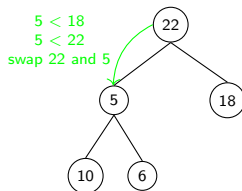
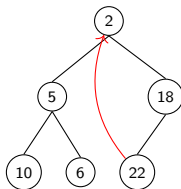


# Heap Removal

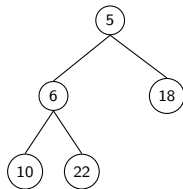
- Move the last element to the top
- Swap the new root element down the heap to maintain heapiness
  - For a min heap, swap with the smallest child element
- Example: Remove the top element



# Example: Removing the Top

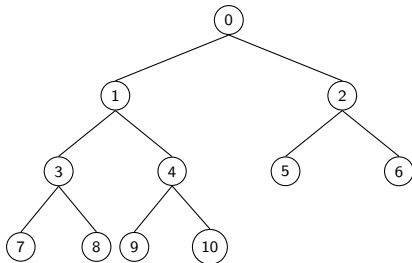


# Removal Result



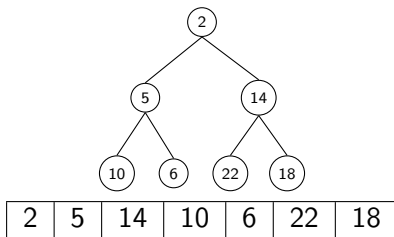
# Complete Trees as Arrays

- Heaps can be implemented as an array or using binary tree nodes
  - Keeping track of last can be difficult with a binary tree
- In the below picture, values at nodes correspond to indexes in an array



# Addressing

- Root has index 0
- For a node with index  $i$ , the left child has index  $2*i+1$
- For a node with index  $i$ , the right child has index  $2*i+2$
- For a node with index  $i$ , the parent has index  $(i-1)/2$  using integer division



# Benefits

- Memory usage is low
- The last element has index `array.size() - 1` (easy to keep track of)
- Insertion can be done using `array.add()`, which is easy and fast



# Heap Performance

- Insertion into a heap is **ok**
  - Not as fast as insertion into a set or end of a list
  - Faster than inserting near the beginning of an array list
- Removal from a heap is **ok**
- Searching is **slow** (we only know something about the top of the heap)