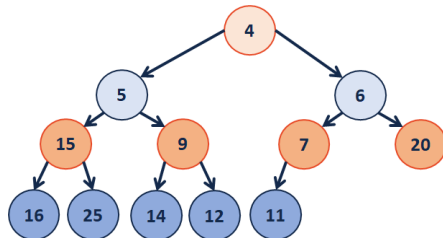


## A Heap Data Structure

(specifically a minHeap in this exampl, as the minimum element is at the root)



-	4	5	6	15	9	7	20	16	25	14	12	11			
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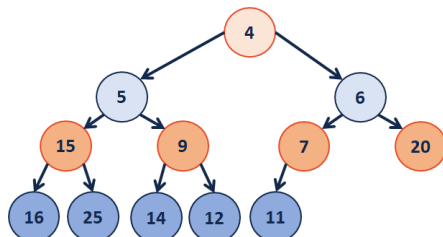
Given an index  $i$ , it's parent and children can be reached in  $O(1)$  time:

- $\text{leftChild} := 2i$
- $\text{rightChild} := 2i + 1$
- $\text{parent} := \text{floor}(i / 2)$

**Formally, a complete binary tree  $T$  is a minHeap if:**

- $T = \{\}$
- $T = \{r, T_l, T_r\}$  where  $T_l$  and  $T_r$  are minHeap and  $r$  is smaller than the root of  $T_l$  and  $T_r$

## Inserting into a Heap



-	4	5	6	15	9	7	20	16	25	14	12	11			
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## Heap.cpp (partial)

```

1  template <class T>
2  void Heap<T>::_insert(const T & key) {
3      // Check to ensure there's space to insert an element
4      // ...if not, grow the array
5      if ( size_ == capacity_ ) { _growArray(); }
6
7      // Insert the new element at the end of the array
8      item_[++size] = key;
9
10     // Restore the heap property
11     _heapifyUp(size);
12 }

31 template <class T>
32 void Heap<T>::_heapifyUp( unsigned index ) {
33     if ( index > 1 ) {
34         if ( item_[index] < item_[ parent(index) ] ) {
35             std::swap( item_[index], item_[ parent(index) ]
36         );
37         _heapifyUp( parent(index) );
38     }
39 }
40 }
```

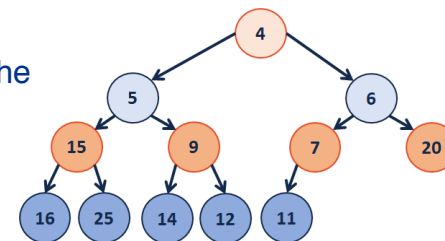
What's wrong with this code?

Running time of insert?

$O(\lg(n))$

**Heap Operation: removeMin / heapifyDown:**

1. remove the root
2. replace the root with the last element in the array



-	4	5	6	15	9	7	20	16	25	14	12	11			
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Heap.cpp (partial)	
1	template <class T>
2	void Heap<T>::_removeMin() {
3	// Swap with the last value
4	T minValue = item_[1];
5	item_[1] = item_[size_];
6	size--;
7	
8	// Restore the heap property
9	heapifyDown();
10	
11	// Return the minimum value
12	return minValue;
13	}
1	template <class T>
2	void Heap<T>::_heapifyDown(int index) {
3	if ( !_isLeaf(index) ) { ← base case
4	T minChildIndex = _minChild(index); ← select smaller element
5	if ( item_[index] > item_[minChildIndex] ) {
6	std::swap( item_[index], item_[minChildIndex] );
7	_heapifyDown( minChildIndex );
8	}
9	}
10	}

**Theorem:** The running time of buildHeap on array of size n is:

**Strategy:**

**Define S(h):**

Let **S(h)** denote the sum of the heights of all nodes in a complete tree of height **h**.

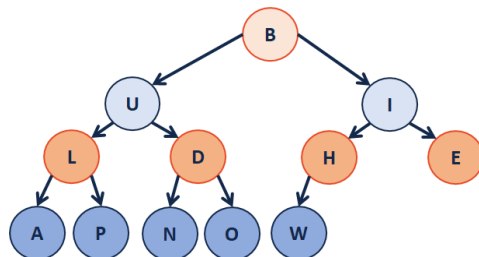
**S(0) =**

**S(1) =**

**S(h) =**

**Proof of S(h) by Induction:**

**Q: How do we construct a heap given data?**



1. sort the array -> heap  $O(n \lg(n))$
2. heapifyUp -> insert every new element  $O(\lg(n)) * O(n) = n O(\lg(n))$
3. heapifyDown -> assume already heap, perform heapifyDown

-	B	U	I	L	D	H	E	A	P	N	O	W			
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Heap.cpp (partial)	
1	template <class T>
2	void Heap<T>::buildHeap() {
3	for (unsigned i = parent(size); i > 0; i--) {
4	heapifyDown(i);
5	}
6	}

**Running Time?**

**Finally, finding the running time:**

### CS 225 – Things To Be Doing:

1. Theory Exam 3 starts next week (Tuesday, April 3<sup>rd</sup>)
2. MP5 deadline is Monday, April 2<sup>nd</sup>
3. lab\_hash is due Sunday, April 1<sup>st</sup>
4. Daily POTDs are ongoing!