

Heap Basics -

- ①. Making Priority Queue with storing a pair

priority-queue $\langle \text{pair} \langle \text{int}, \text{char} \rangle, \text{vector} \langle \text{pair} \langle \text{int}, \text{char} \rangle \rangle \rangle$; (max heap)

* gives the largest element at top (first)

- In lecture

ListNode temp = object

ListNode* temp = pointer

* Sorting is done on basis
of first number

Heaps

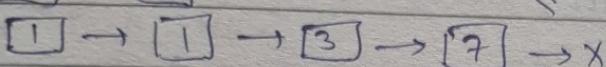
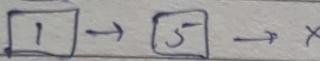
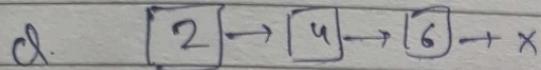
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Merge K sorted linked List

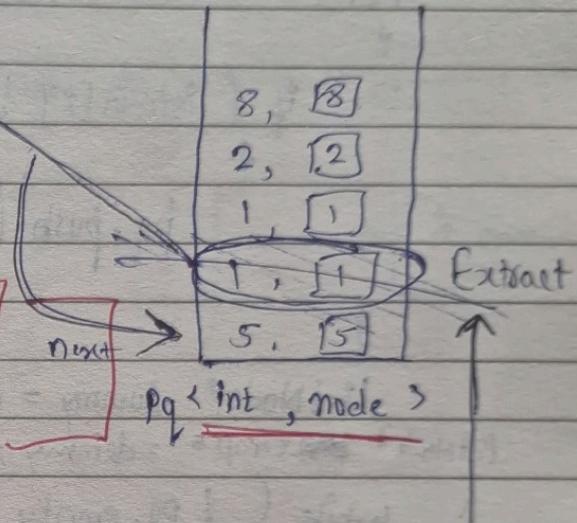
Input : $[1, 4, 5] [1, 3, 4] [2, 6]$

Output: $[1, 1, 2, 3, 4, 5, 6]$

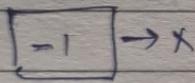
Buority queue (min)



- Initially store all heads in 'pq'
- Make a dummy node

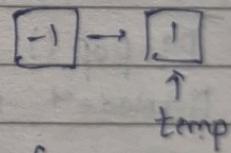


dummy
Node



↑
temp

- Extract the minimum element (FIRST ELEMENT)
from min heap



- and then add the next node of recently added node to priority Queue.

Code

all be same

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priority-queue < pair<int, ListNode*>, vector<pair<int, ListNode*>>, greater<pair<int, ListNode*>>

① Add all the head, head node to min heap

for (i=0 to listarr.size())

{

if (listarr[i] != NULL)

{

} pq.push ({ listarr[i] ->val, listarr[i] });

}

use of {} while pushing
2 things by push()
funcn

ListNode* dummy = new ListNode (-1)] ② Make a LL
ListNode* temp * = dummy;

for answer

while (!pq.empty ())

{

pair<int, ListNode*> p = pq.top(); // take smallest element (top)

pq.pop(); // remove it

ListNode* x = p.second;

temp -> next = x;

Join it

temp = temp -> next;

Increment temp

} traversal

if (x -> next != NULL) pq.push ({ x -> next -> val, x -> next })

}

push next node of
recently added node.

return dummy -> next;

2

return

K^{th}

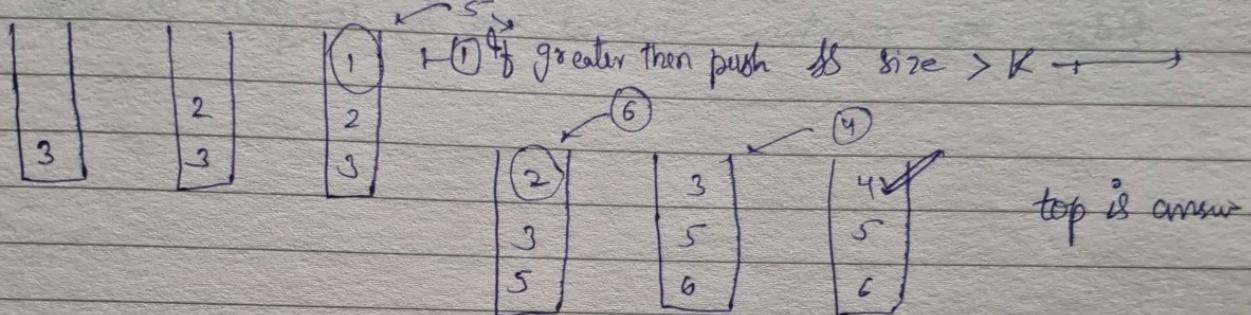
Largest element

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ListNodess

- Make a min heap of size k
- k^{th} element is the k^{th} largest.

eg: $[3, 2, 1, 5, 6, 4]$ $k=3$ output: 4



- When heap size $>= k$
 - if upcoming element is more than top
 - Pop top
 - push this element

|| Min heap

priority-queue <int, vector<int>, greater<int>> pq;
for (i=0 to n)

{

 if (pq.size() < k) pq.push(arr[i])] keep it
 else if (pq.top() < num[i])
 {
 pq.pop()
 pq.push(num[i]);
 }

}

return pq.top

HEAPS

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TYPES

Max heap

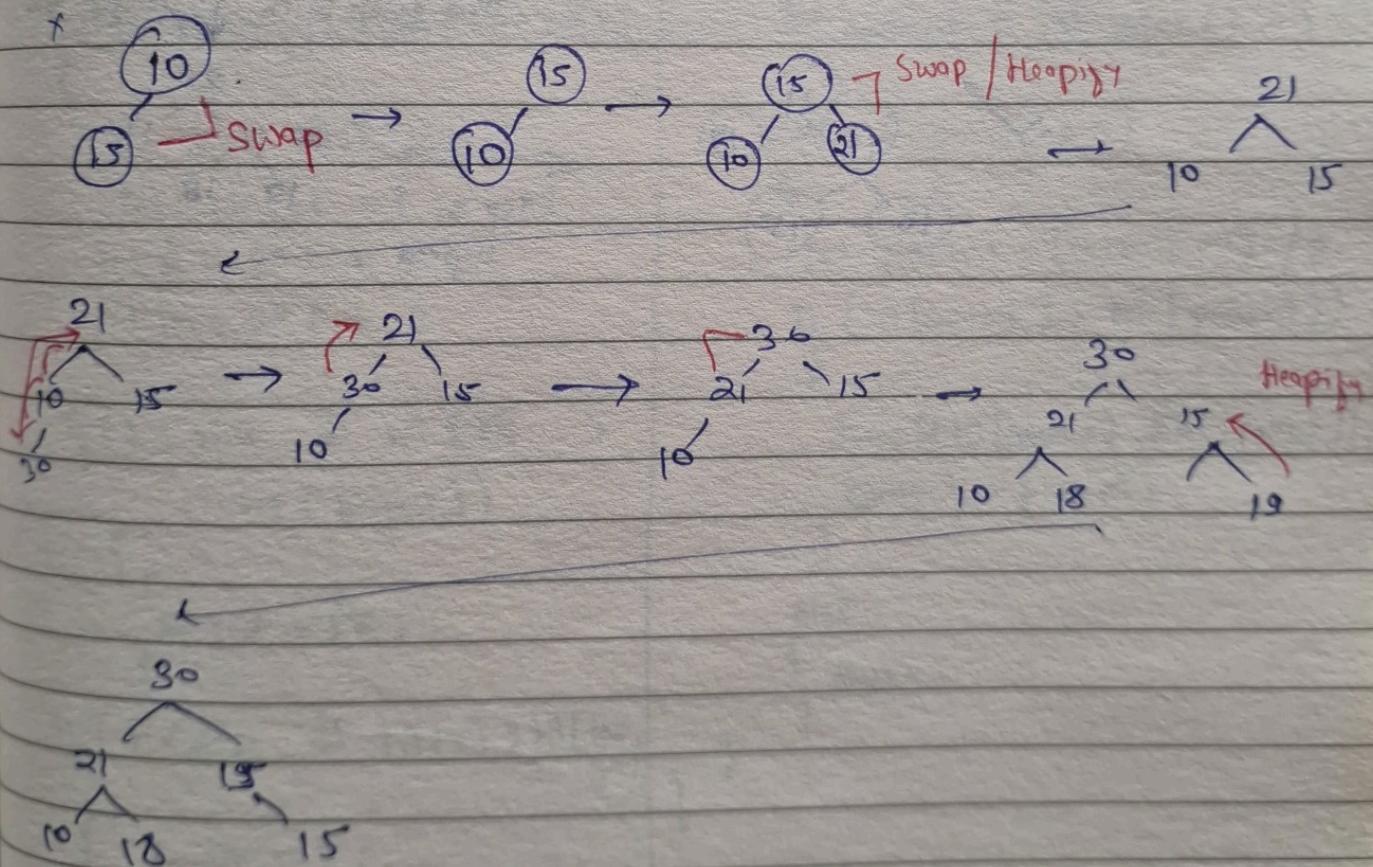
Min Heaps

parent is larger than all elements of its subtree

" smaller "

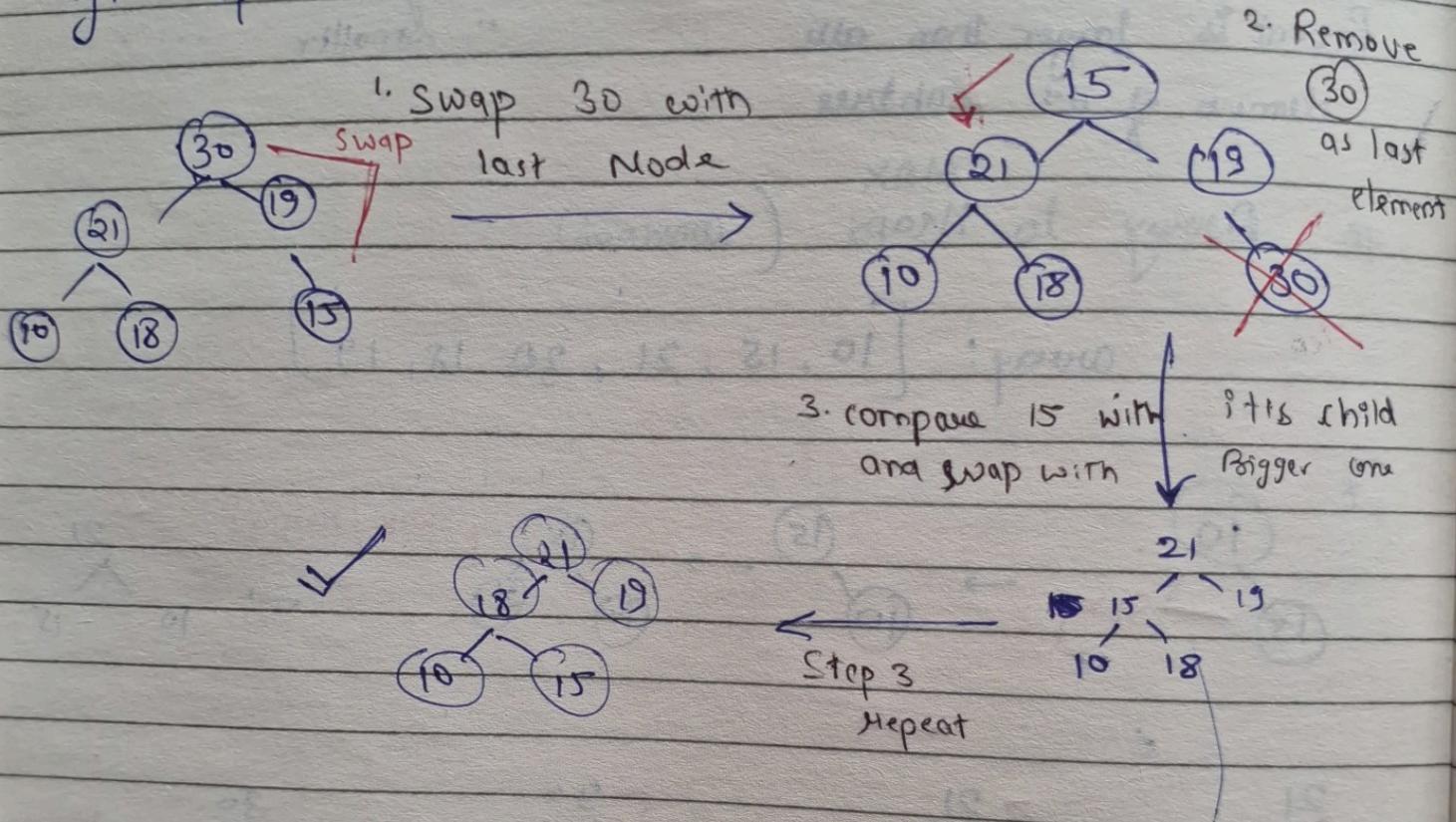
Array to Heaps (conversion)

array: [10, 15, 21, 30, 18, 19]



Popping elements

eg: Pop : 30



Heap: Insertion & Pop & Heapify.

```

void Swap ( int *a, int *b )
{
    int temp = *a;
    *a = *b;
    *b = temp
}

int i) { void insert (vector<int>& hT, int new
num)
{
    hT.push_back (newnum);
    int current = hT.size () - 1

    while (current > 0)
    {
        int parent = (current - 1) / 2
        if (hT[current] > hT[parent])
        {
            swap (&hT[current], &hT[parent]);
            current = parent;
        }
        else
        {
            break;
        }
    }
}

if (i < size && hT[i] > hT[largest])
{
    largest = i;
}
if (largest != i)
{
    swap (&hT[i], &hT[largest]) → for remaining array
} heapify (hT, largest);
}

```

Void delete (vector<int> &ht, int num)

{

int size = ht.size();

int i;

for (i=0; i<size(); i++)

{

if (num == ht[i]) break;

}

swap (&ht[i], &ht[size-1]);

ht.pop_back();

"Update size after popping

size = ht.size();

"heapify from current index to adjust rest of heap

if (i<size)

{ heapify (ht, i);

}

Concept of Insertion | deletion | Heapsort | Heapsort

① Insertion

1. Insert at end
2. Compare to parent until no parent exist

3

Node: i^{th} index
 left child: $2 \cdot i^{\text{th}}$ index
 right child: $(2 \cdot i + 1)^{\text{th}}$ index
 Parent: $(i/2)^{\text{th}}$

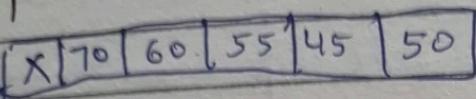
② Heapsort

input : $\left[\begin{smallmatrix} x & 54 & 50 & 55 & 52 & 50 \end{smallmatrix} \right]$

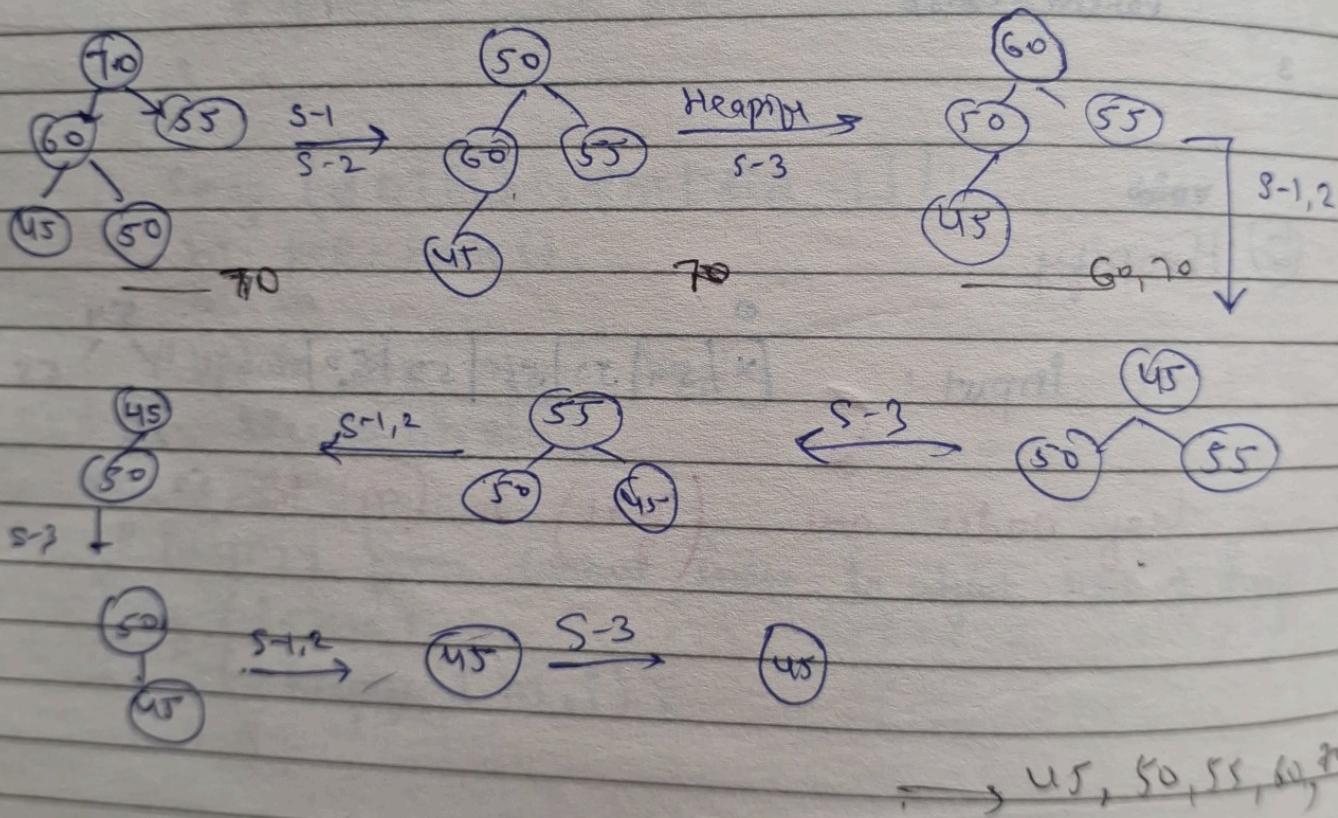
leaf nodes are $\left(\frac{n+1}{2} \right)$ to (n) index

54
 55
 53
 52
 50

Heap Sort

Eg:  size = 5

Algo :-
 1) Swap first and last , 2) size--
 3) Root of correct posn = Heapify



$\Theta(n \log n)$

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```
void heapSort (int arr[], int n)
{
    int t = n
    while (t > 1)
    {
        swap (arr[t], arr[1]);
        size--;
        Heapify (arr, size, 1);
    }
}
```

Priority Queue

→ You can make Max / Min Heap

Q Numbers are getting inputted and we have output median after each input

Sol)

odd terms = middle term

even terms = avg. of middle terms

data
should be
SORTED

Now instead of swapping at each input

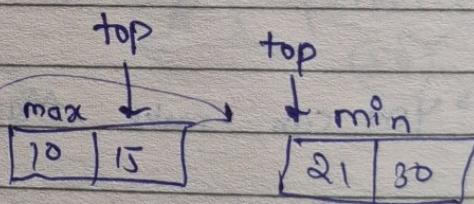
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HEAPS :-

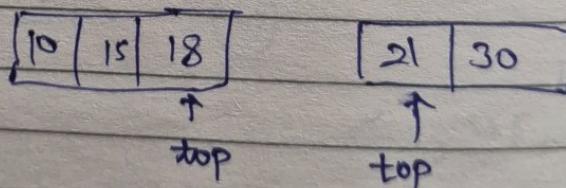
- Keep one Max Heap and Min Heap
- Partn array in 2 parts before input
- Insert such that the difference in size of min/Max heap is 1

Eg:

Before Input :



Take input {18}



(Case-1) If size of Max Heap & Min Heap is not equal
= Top of Larger size heap.

(Case-2) Size equal then median is avg of Both Tops

How Max Min heaps are implemented

- 1) If size equal for both - Input acc to top of heaps
- 2) Unequal size - $\begin{bmatrix} 10 & 15 & 18 \end{bmatrix}$ $\begin{bmatrix} 21 & 30 \end{bmatrix} \Rightarrow \begin{bmatrix} 10 & 15 & 17 \\ 18 & 21 & 30 \end{bmatrix}$

Code

min heap
 priority-queue <int, vector<int>, greater<int>> pqmin
max heap
 priority-queue <int, vector<int>> pqmax

Unequal size for Both Heaps

```

Void insert (int x)
{
    if (pqmin.size() == pqmax.size())
    {
        if (pqmax.size() == 0)
        {
            pqmax.push(x);
            return;
        }
        if (x < pqmax.top())
        {
            pqmax.push(x);
        }
        else
        {
            pqmin.push(x);
        }
    }
    else if (pqmax.size() > pqmin.size())
    {
        if (x >= pqmax.top())
        {
            pqmin.push(x);
        }
        else
        {
            int temp = pqmax.top();
            pqmax.pop();
            pqmax.push(x);
            pqmin.push(temp);
        }
    }
    else // same for pqmin
    {
    }
}
    
```

```

double findMedian()
{
    if (pqmax.size() == pqmin.size())
    {
        return (pqmax.top() + pqmin.top()) / 2;
    }
    else if (pqmax.size() > pqmin.size())
    {
        return pqmax.size();
    }
    else
        return pqmin.size();
}

```

Merge 'K' sorted Arrays. ~~Optimal~~

- 1) Create min heap of pairs
Pairs (value, array no.)
- 2) Insert { first element, array no. } of
all sorted arrays into min heap
- 3) We will pop element from minheap and
store in answer array
Insert the next element of sorted array
into min heap

Pair (array number, current index of array of min heap)

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4) We also need to track indices of element from which array the comes from

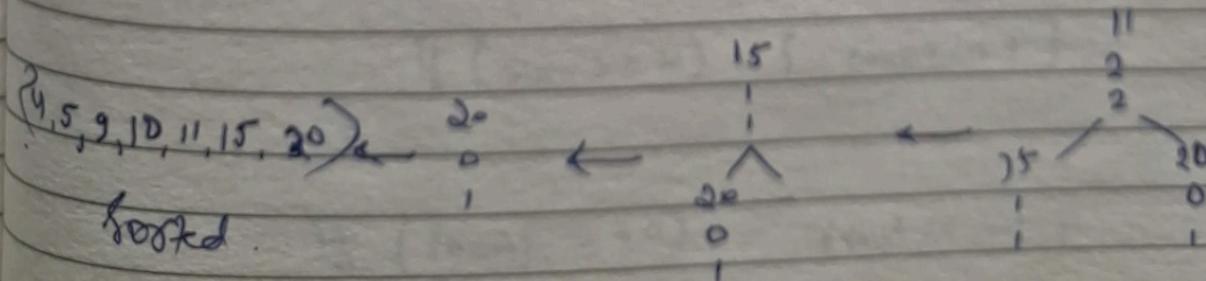
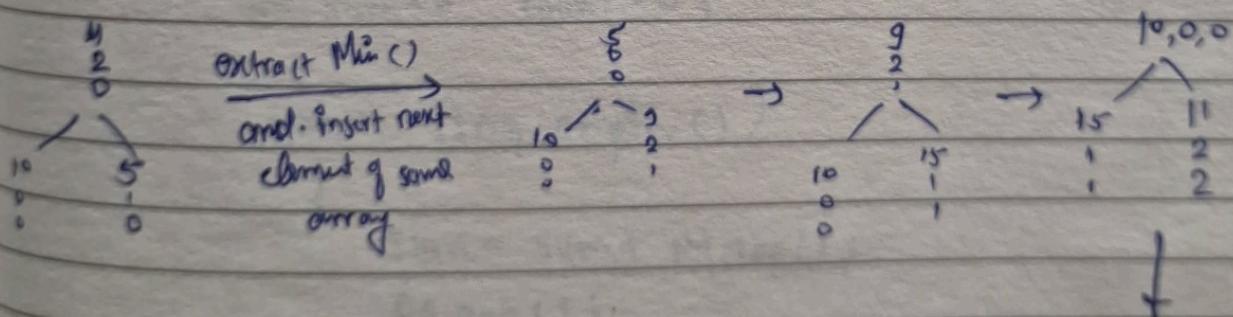
e.g.:

Array 1	Array 2	Array 3
[1 4 7]	[3 5]	[2 6 7]

{1, 1}, {2, 3}, {3, 2} {4, 1}

ex- arr[3][3] = {0 < 10, 20, 30}, {5, 15}, {4, 9, 11} } {30
0
2}

{number:
array number
Index in orig. arr}: Store all this for each element



Smallest Subsequence with Sum K

- 1) Keep a maxheap and insert all elements
(get a array in decⁿ order)

[8] 3 | 2 | 1 | 1]

- 2) Keep popping the elements and keep adding them to variable 'Sum' and maintain 'count'
- 3) When $\text{Sum} >= k$, Break and answer = count

Priority - queue <int, vector<int>> pq

```
for (int i=0; i<n ; i++) { pq.push(arv[i]); }
```

```
int sum=0, count=0;
```

```
while (!pq.empty())
```

```
{
    sum = sum + pq.top();
    pq.pop();
```

```
    if (sum >= k) { count++ }
```

```
}
```

```
if (count == 0) cout << -1;
```

```
else cout << count;
```