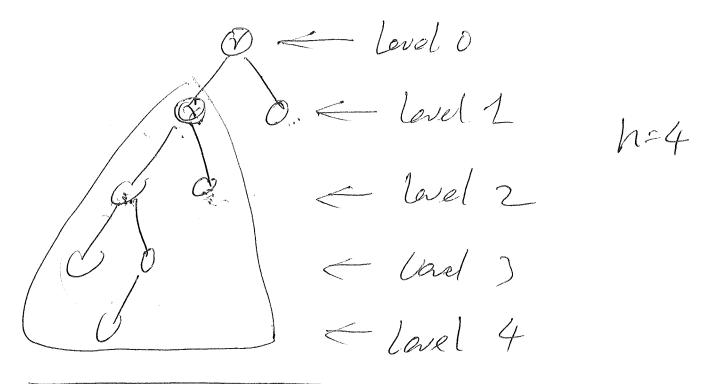
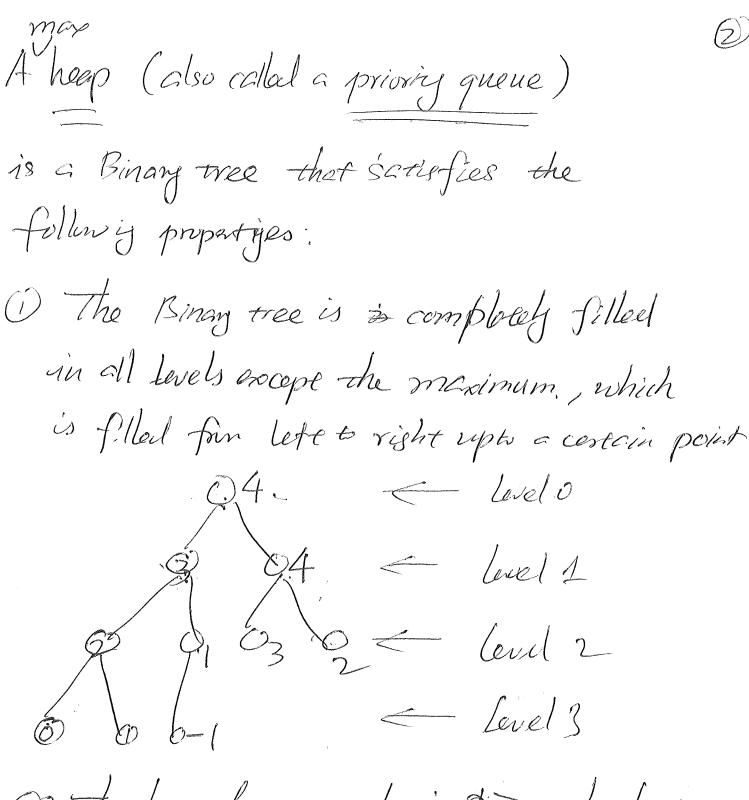
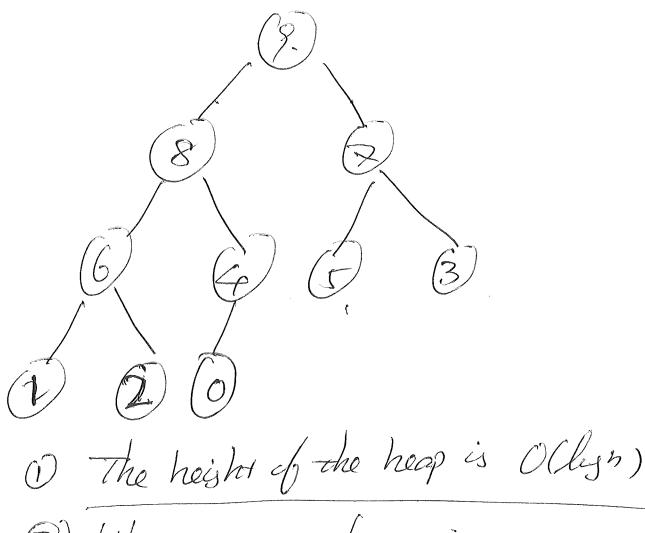
Sortifusign Heap and a BST
Height of a tree — moximum level
The level of a nucle



A ho The degree of a tree is the maximum number of children of any nocle in a tree



The key of any node is the house of ies two children

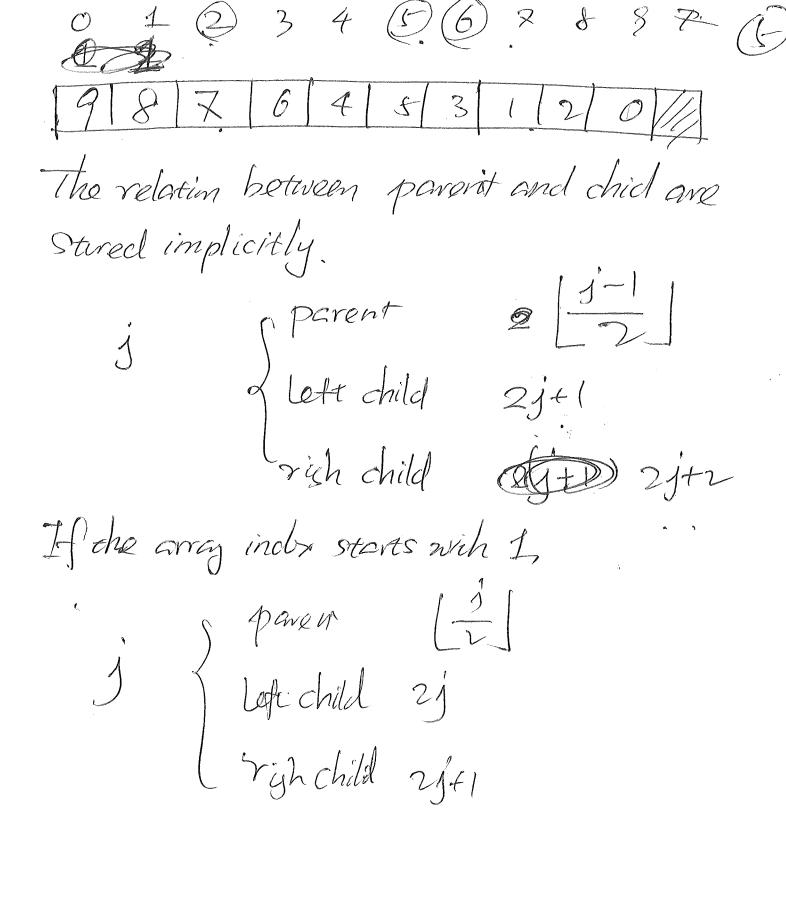


D) We can store a heep in an array Pf of W Lot h to the hoisht of a houp H. Let n be the number of nocles in H

Recall
$$1 + \frac{h-1}{3} = 3 = n$$

$$1 + (2h-1) = 2h = h$$

$$h = k_{3}n$$



Heep oporations.

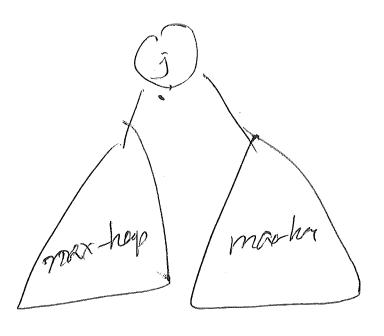
1 hospity

Doxtract-max

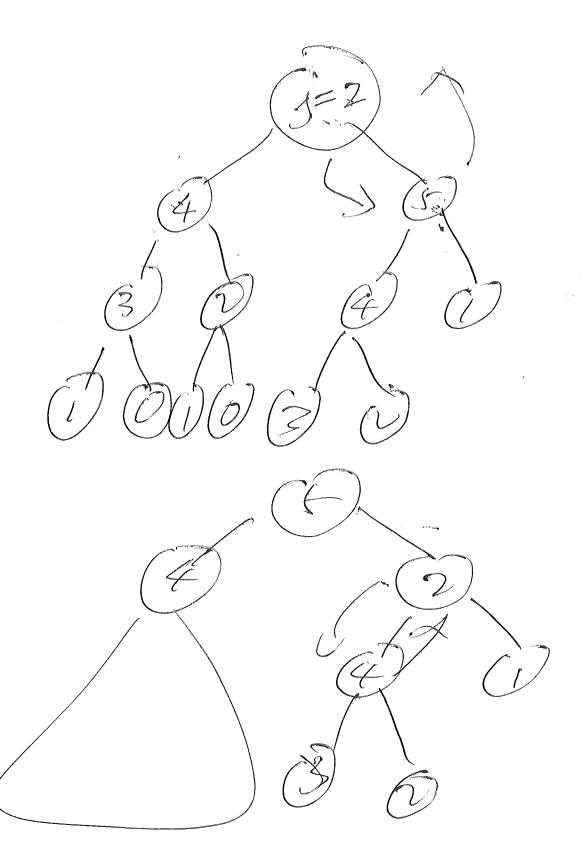
3) mon insert.

Assume a maxheap H., ma_heapiff (j')
and assumes that the two subtrees of j

are max-heaps, and ensures that the
Subtree ruted at j is a max-heap.

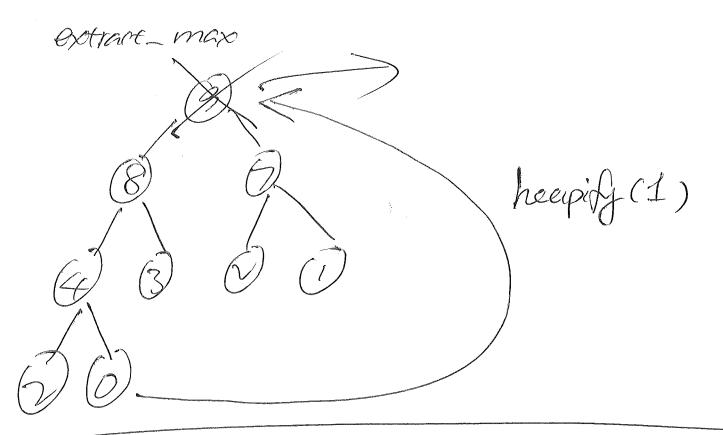






max-heapify (jp, H) 1-ssumptions. Othe to ma heap H is stored in an array H[1.-n] $l \leq j \leq n$ (3) not is 1 left = 21 right = 2j+1 If Hilleft or Hiright is > HIJ] Swap Hij with Let ke be the index of mos [H[left], H[right]) If HCh] > H[j]

If H(k) > H(j) Swap H(k) and H(j) Heapily [k, H) endif



Hop Heap Sort.

input: an away A [1.-n]

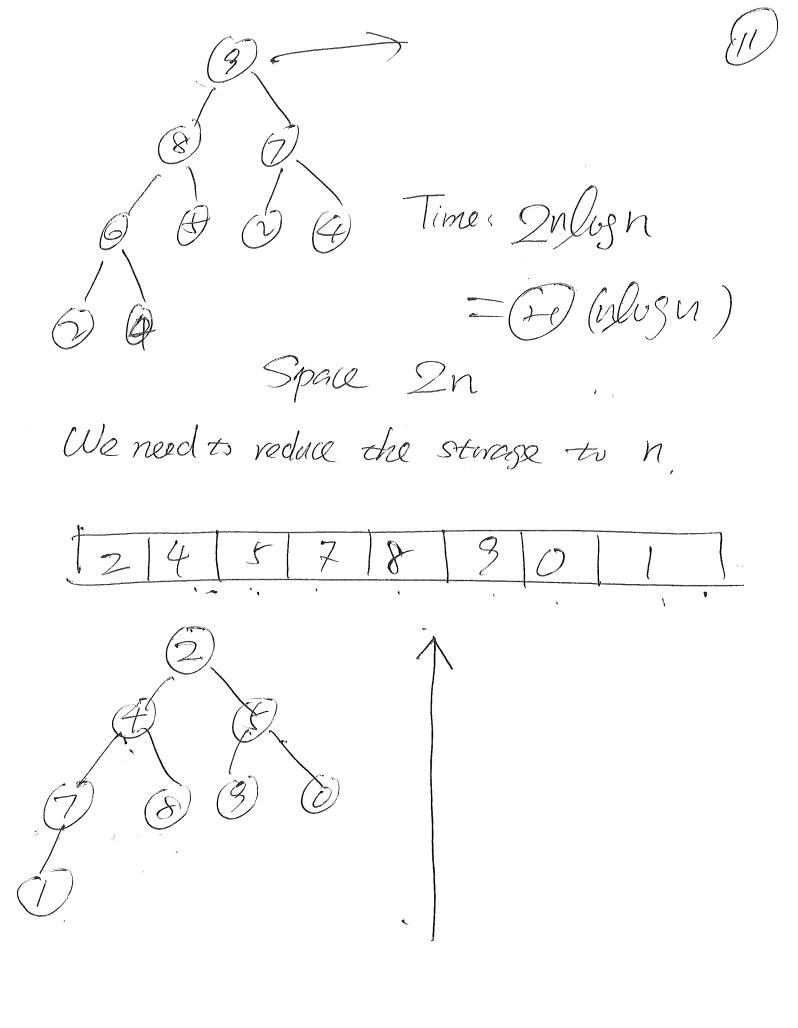
output: away A scoted

Create an empty heap H.

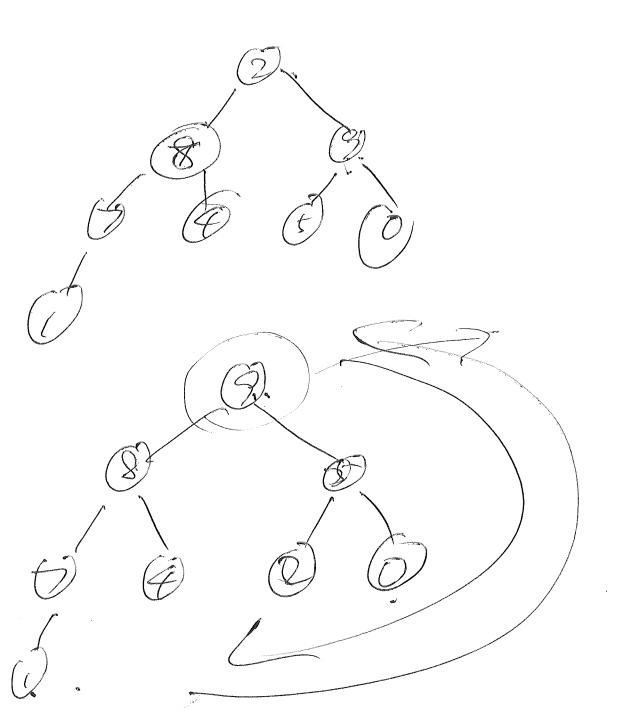
For j=1 to n insert (A[j], H)

For j=1 to n $A(j) = anotrace_man(H)$

heap-insert







- Heap Sort.

input A (1.. n)

output A sorted.

Bea Build a heep in A.

For j=n to 1

heepify (ja, A)

Sort.

For j=n to 1

Swap A[1] and A[j]

heapify (1, A[1.j-1])

0.69

Analysis of Building the Heap.

$$S' = \frac{1}{2^{1}} + \frac{2}{2^{3}} + \frac{4}{2^{4}} + \frac{3}{2^{3}} + \frac{4}{2^{4}} + \frac{3}{2^{4}}$$

$$\frac{1}{2}S = \frac{1}{2^{2}} + \frac{2}{2^{3}} + \frac{3}{2^{6}} + \frac{3}{2^{6}}$$

$$\frac{1}{2}S = 1$$

Thus buildig the heap takes lineartime

(15

Observe that the hoop is good for implement dynamic queries of the form [a,+00)

Suppose you are given n keys.

output all keys with satisfying [a, +as)

the data structure mux be dynamic

allow insertion, and has to be

quick for repeated queries.

(3) (3) (4) (5) (5) (5) (6) (7) (8)

(St. +00) O(k) time k is the number of keys is the varye