

$$LC(1) = 2 \times 1$$

$$RC(1) = 2 \times 1 + 1$$

max heapify (A, i)

{

$$l = 2i$$

$$r = 2i + 1$$

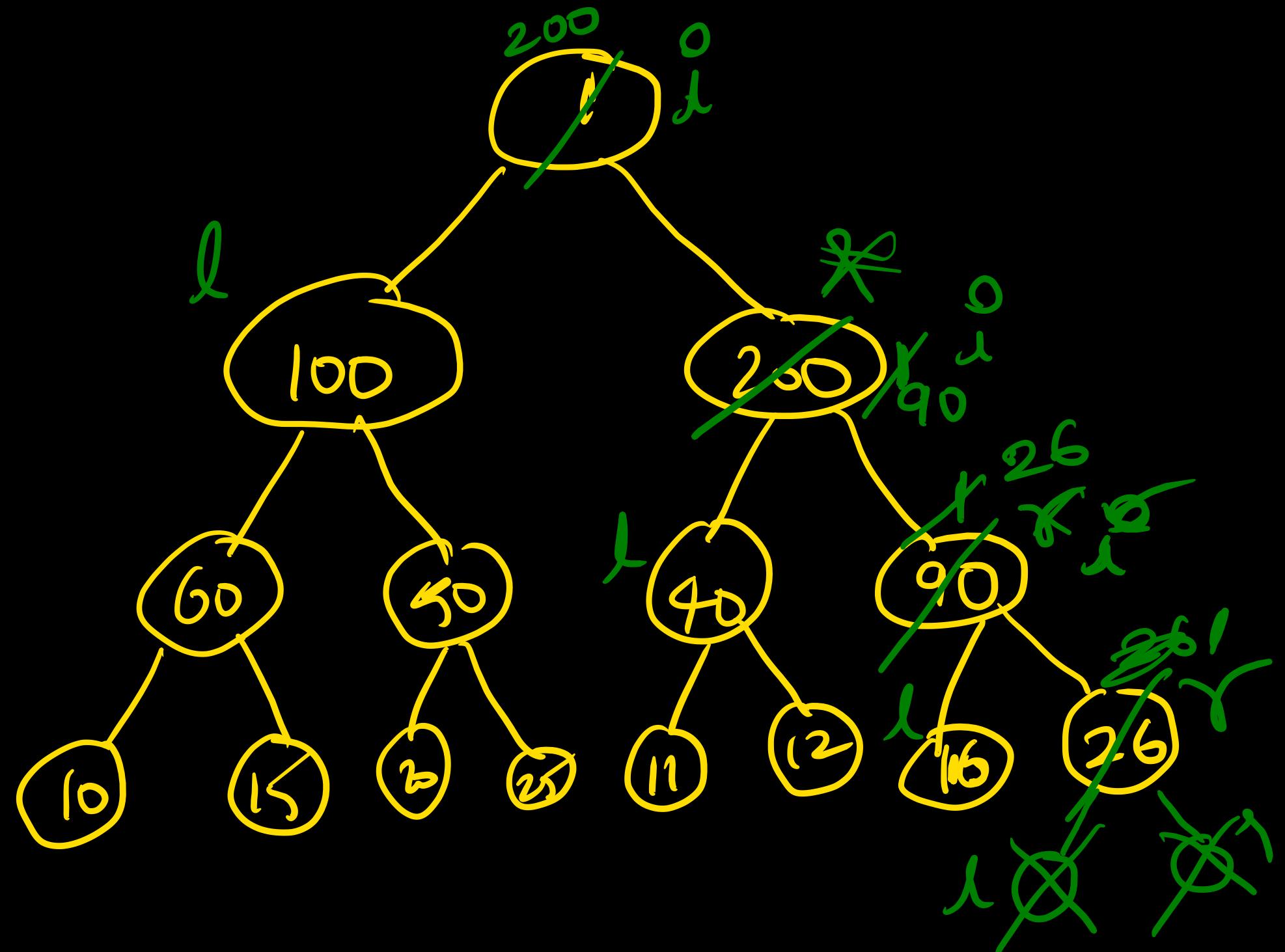
if ($l \leq A.\text{heapsiz}$) and

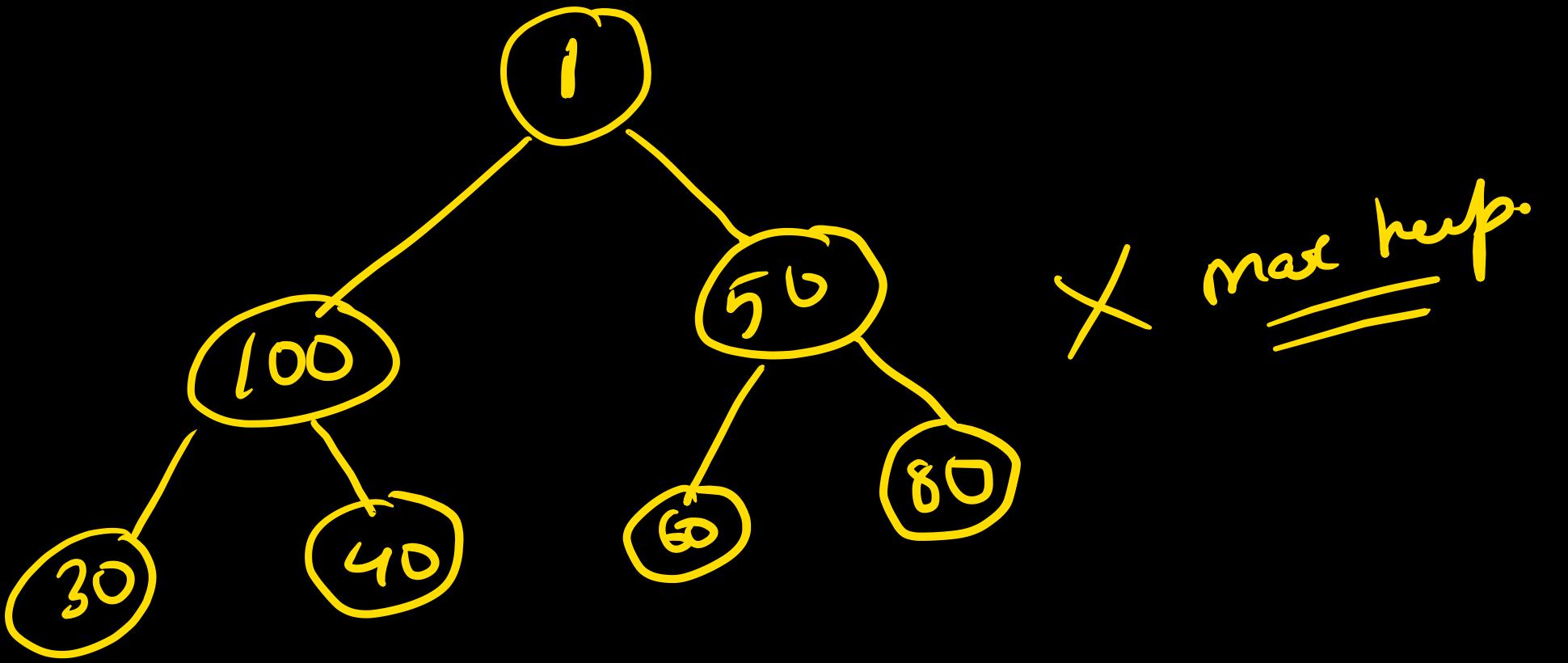
$$l = 2i$$

$$l \rightarrow$$

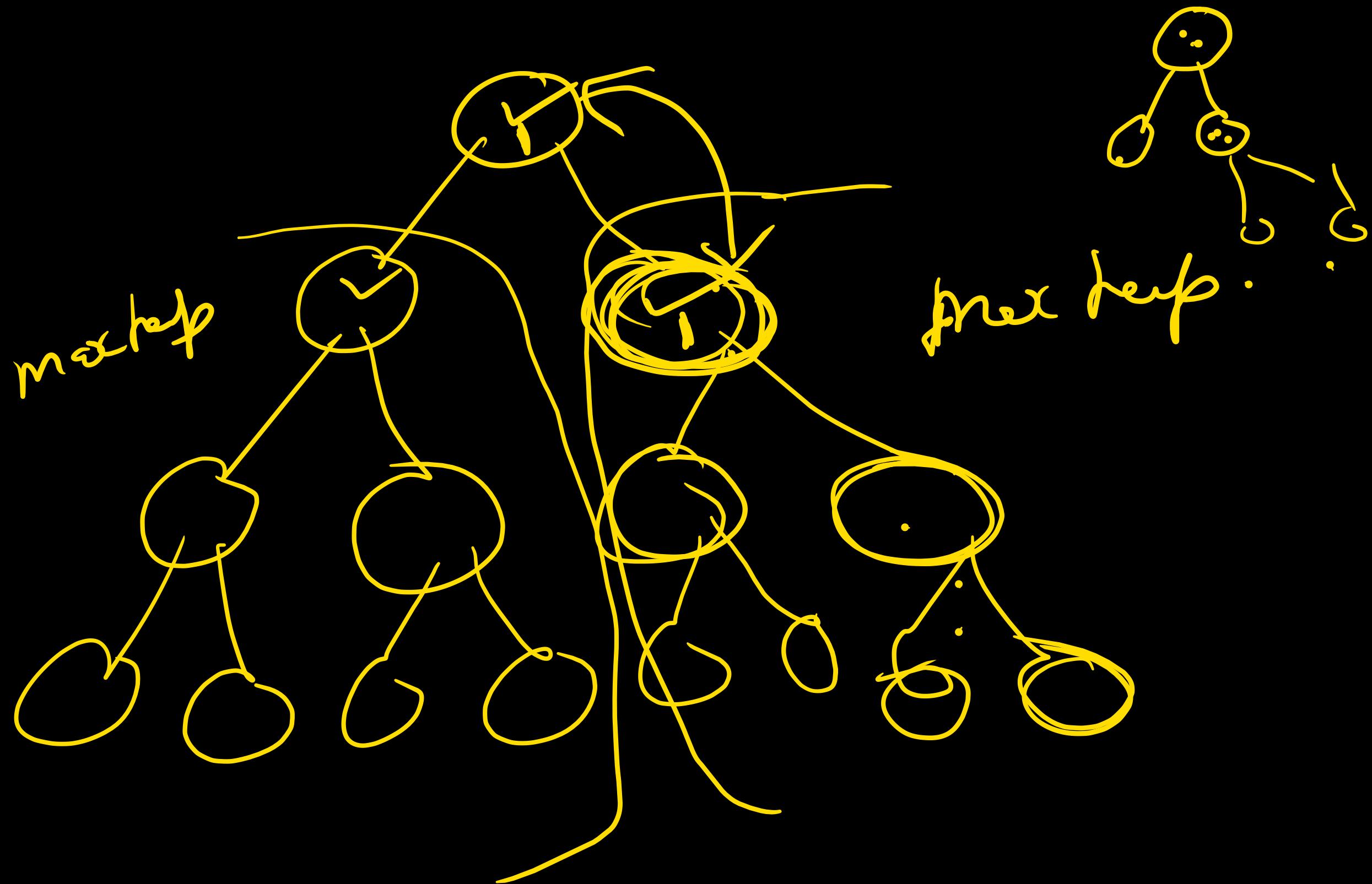
$$l$$

<math display="block





\times max heap





fail max heap property

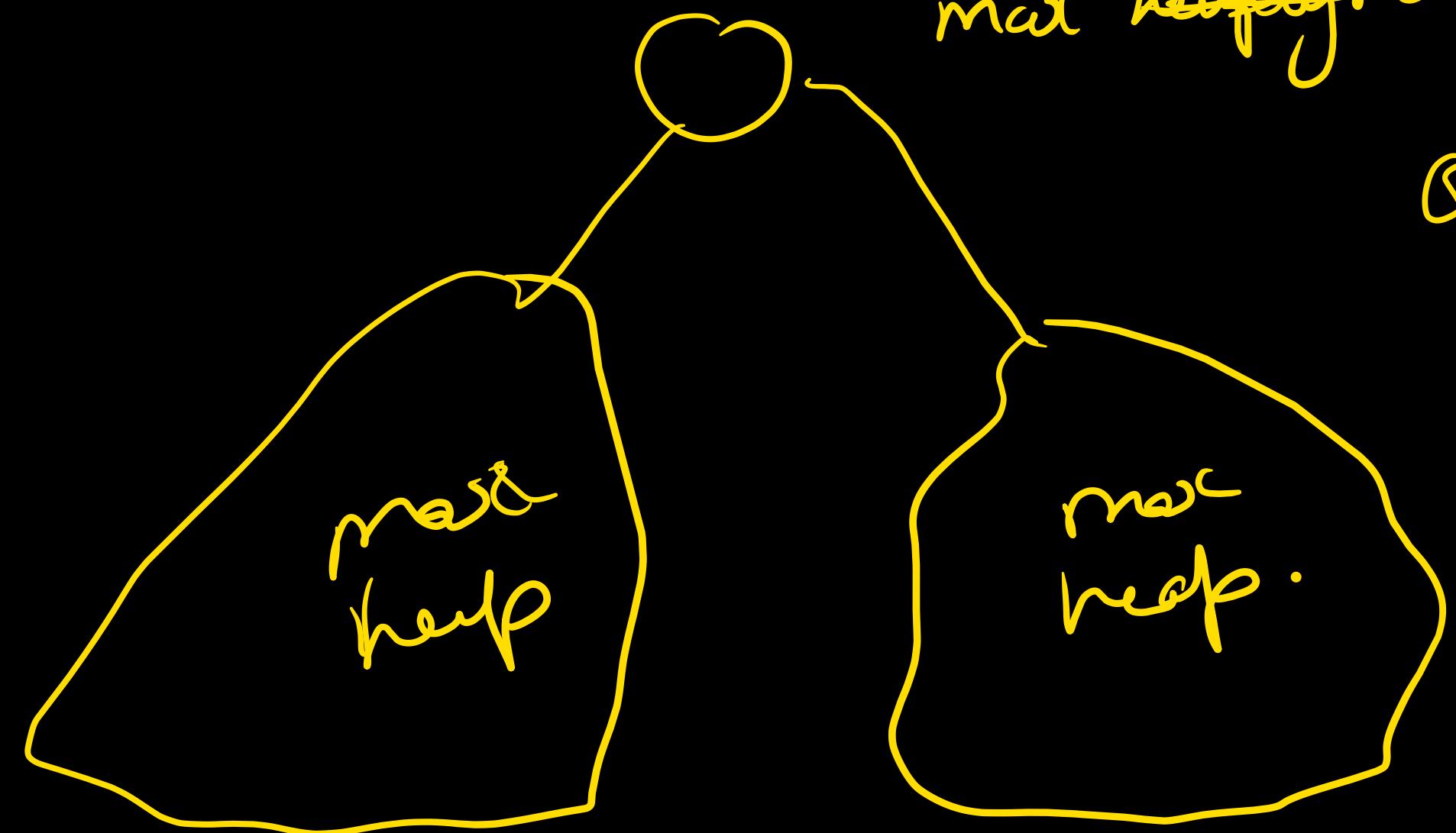
$\log n$

$$TC = O(\log n)$$

$$SC = \overline{O}(\log n)$$

max heapify ($A[0]$)

\Downarrow
 $A[2]$
 $A[4]$
 $A[8]$



max heapify.

Q) How to build
max heap
from scratch.

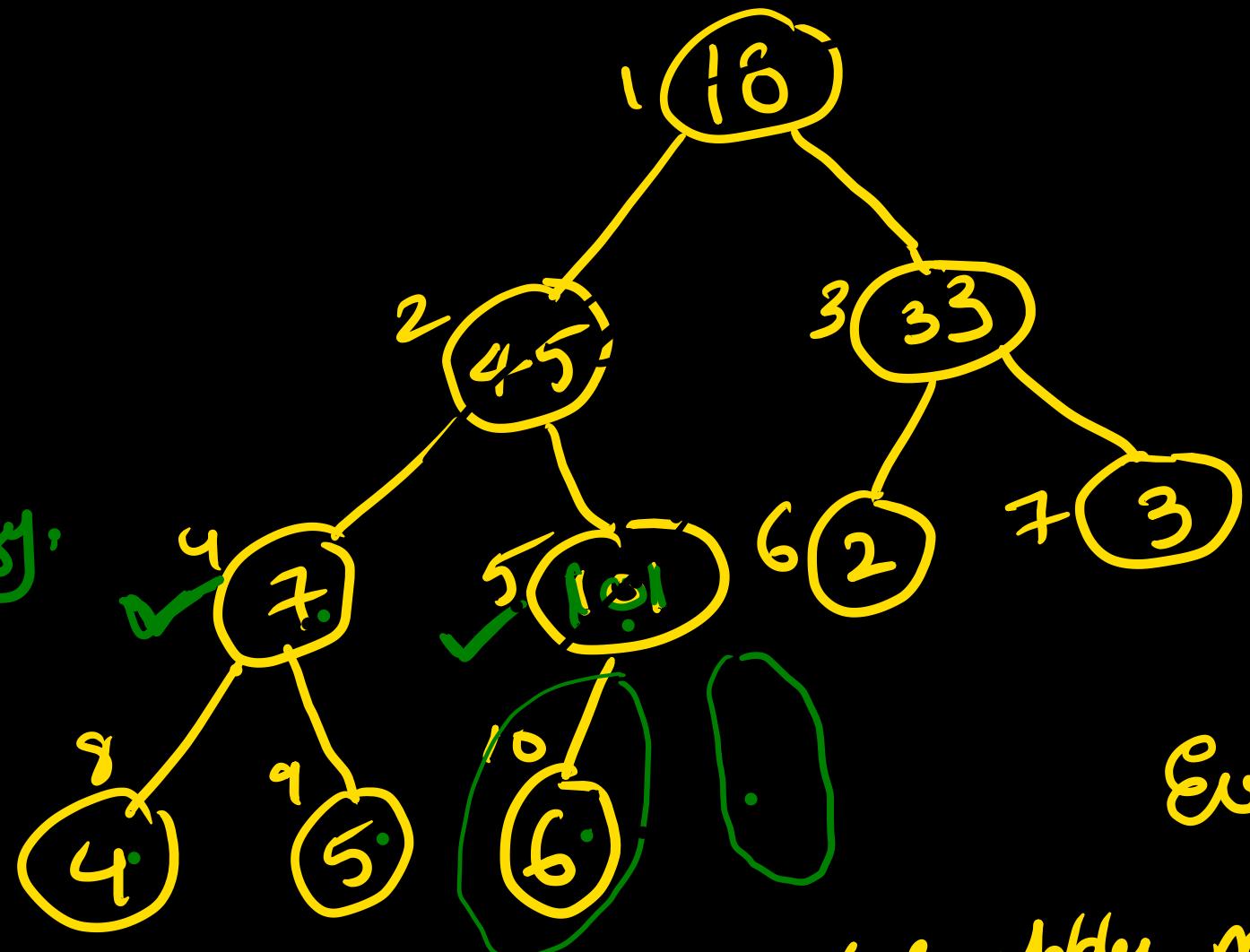
array

18	45	33	7	101	2	3	4	5	6
1	2	3	4	5	6	7	8	9	10

Almost complete binary tree

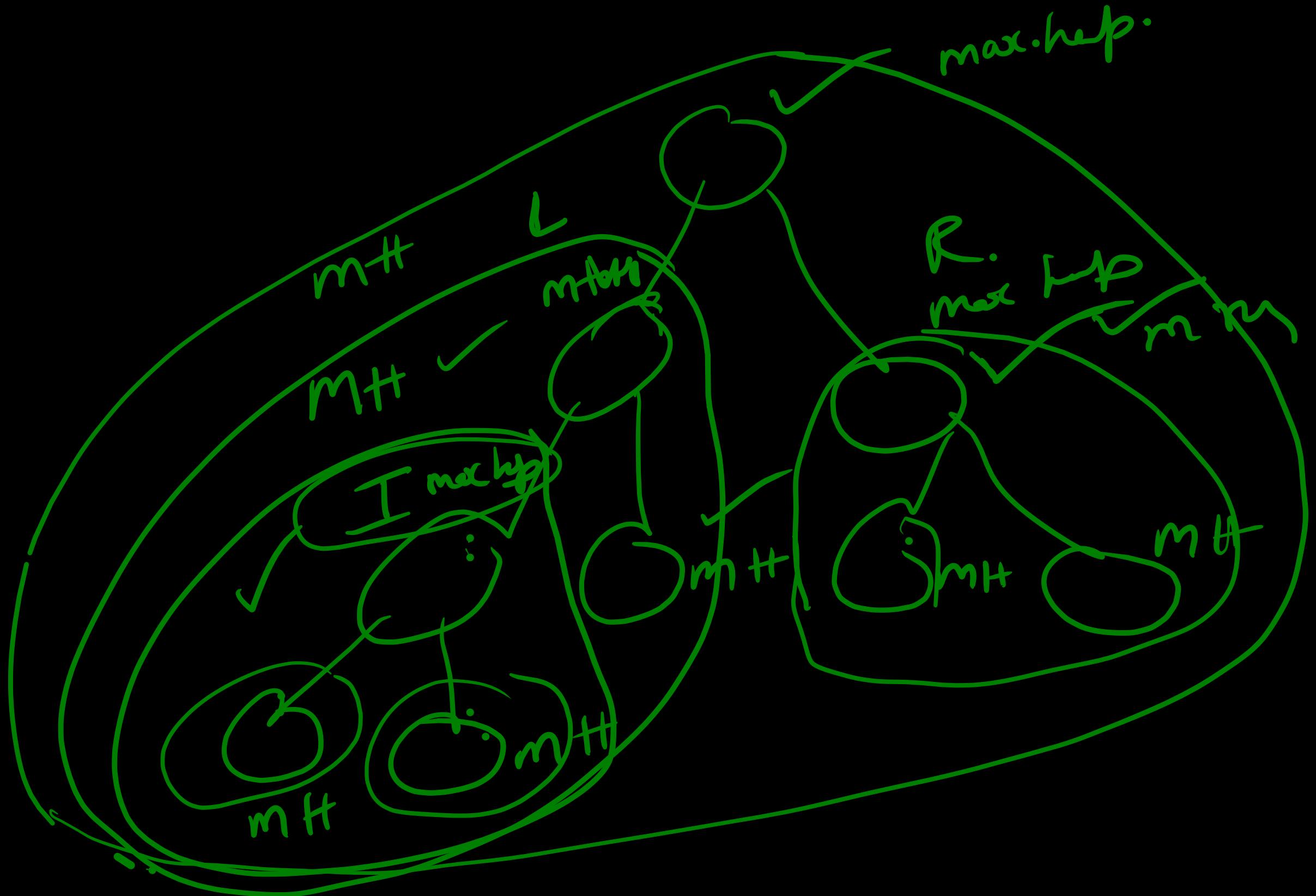
Apply max heapify.

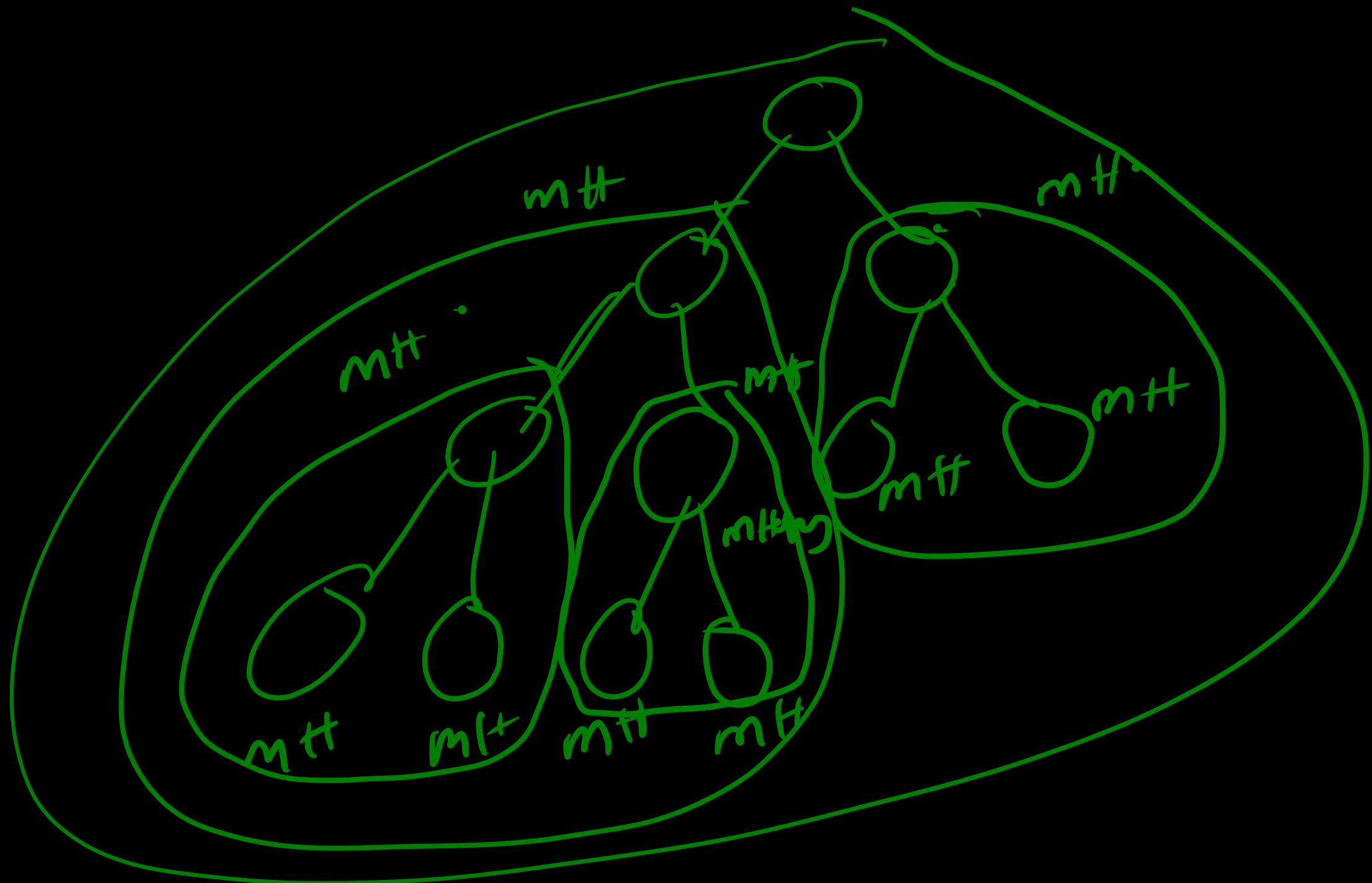
5, 11, 3, 2, 1
→



Every leaf is a max heap.
we apply max heapify
on non non leaves from end

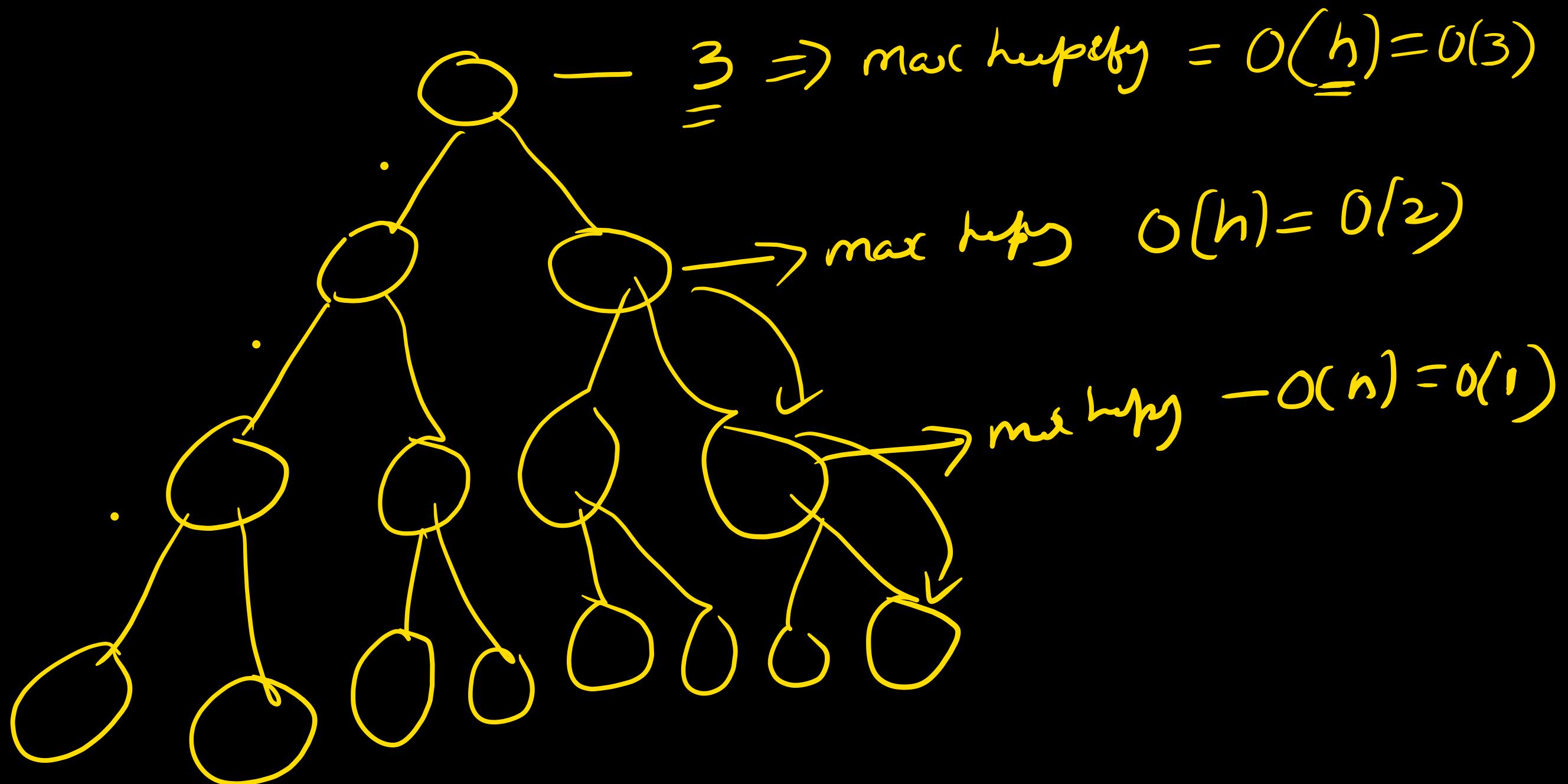
$$\begin{aligned}
 \text{leaves} &= \left\lfloor \frac{\text{length}}{2} \right\rfloor + 1 \text{ to } n \\
 &= \left\lfloor \frac{10}{2} \right\rfloor + 1 \text{ to } 10 \\
 &= \underline{\underline{6 \text{ to } 10}}
 \end{aligned}$$



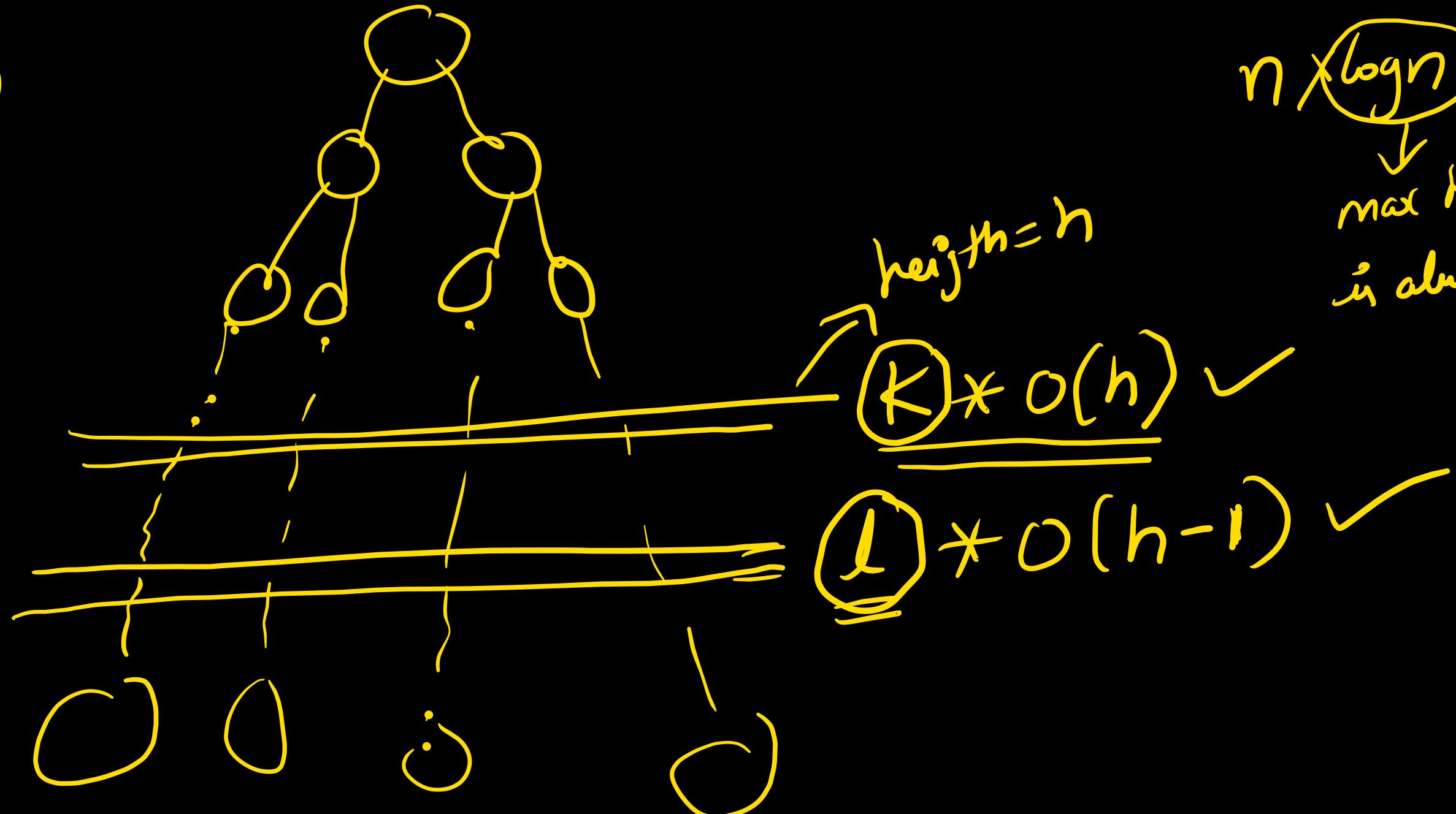


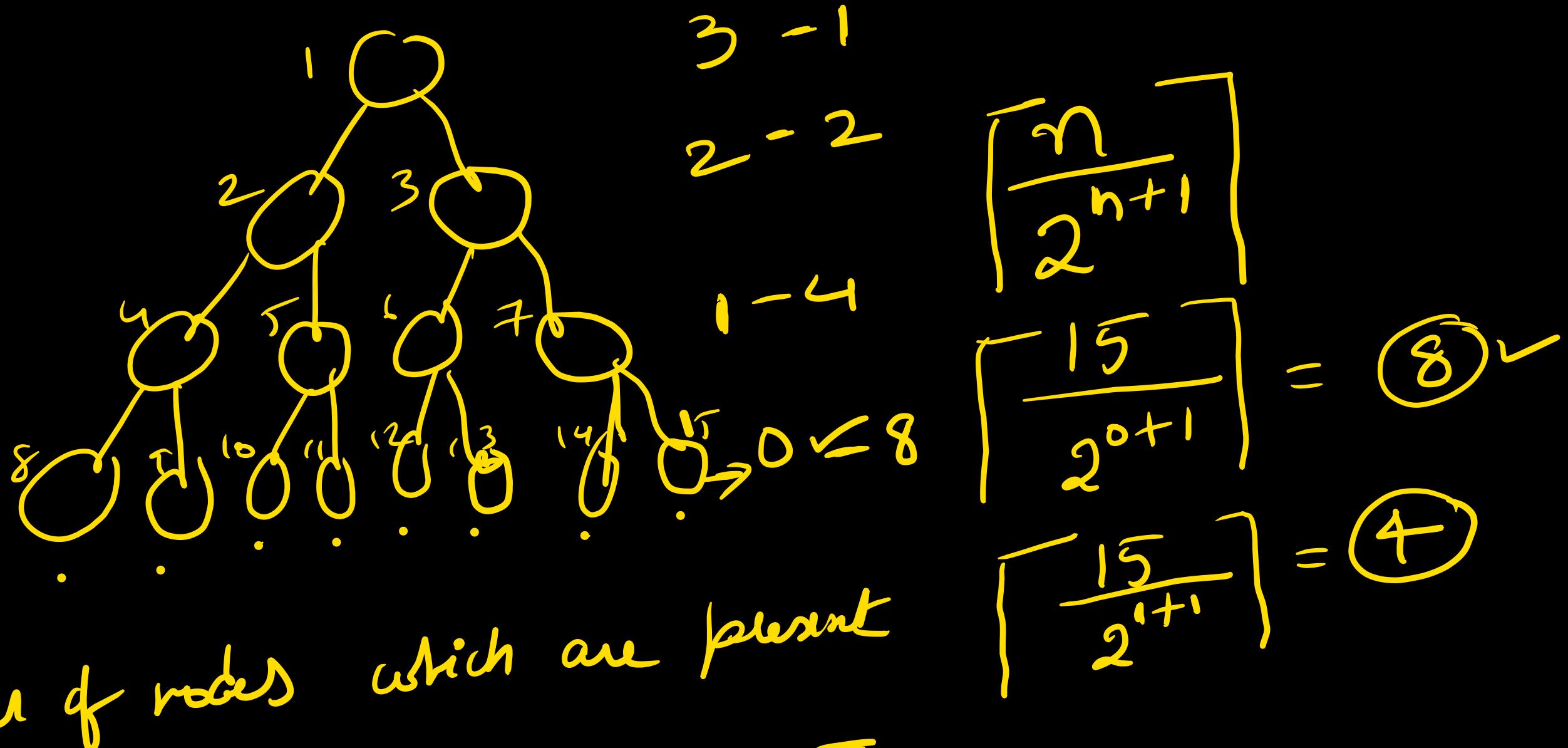


You are
Wrong..



But
max heapify
 $= O(h^2)$

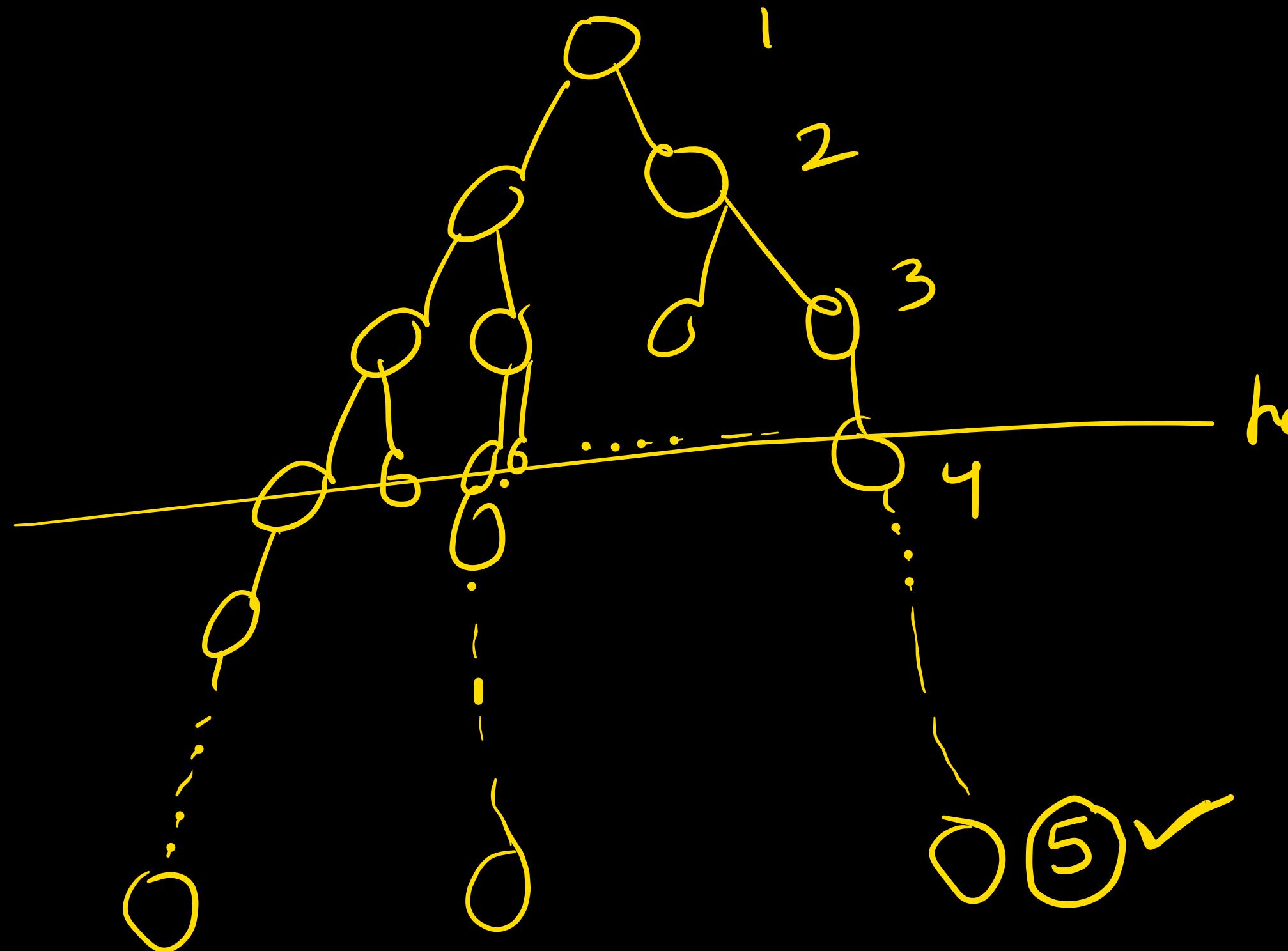




number of nodes which are present

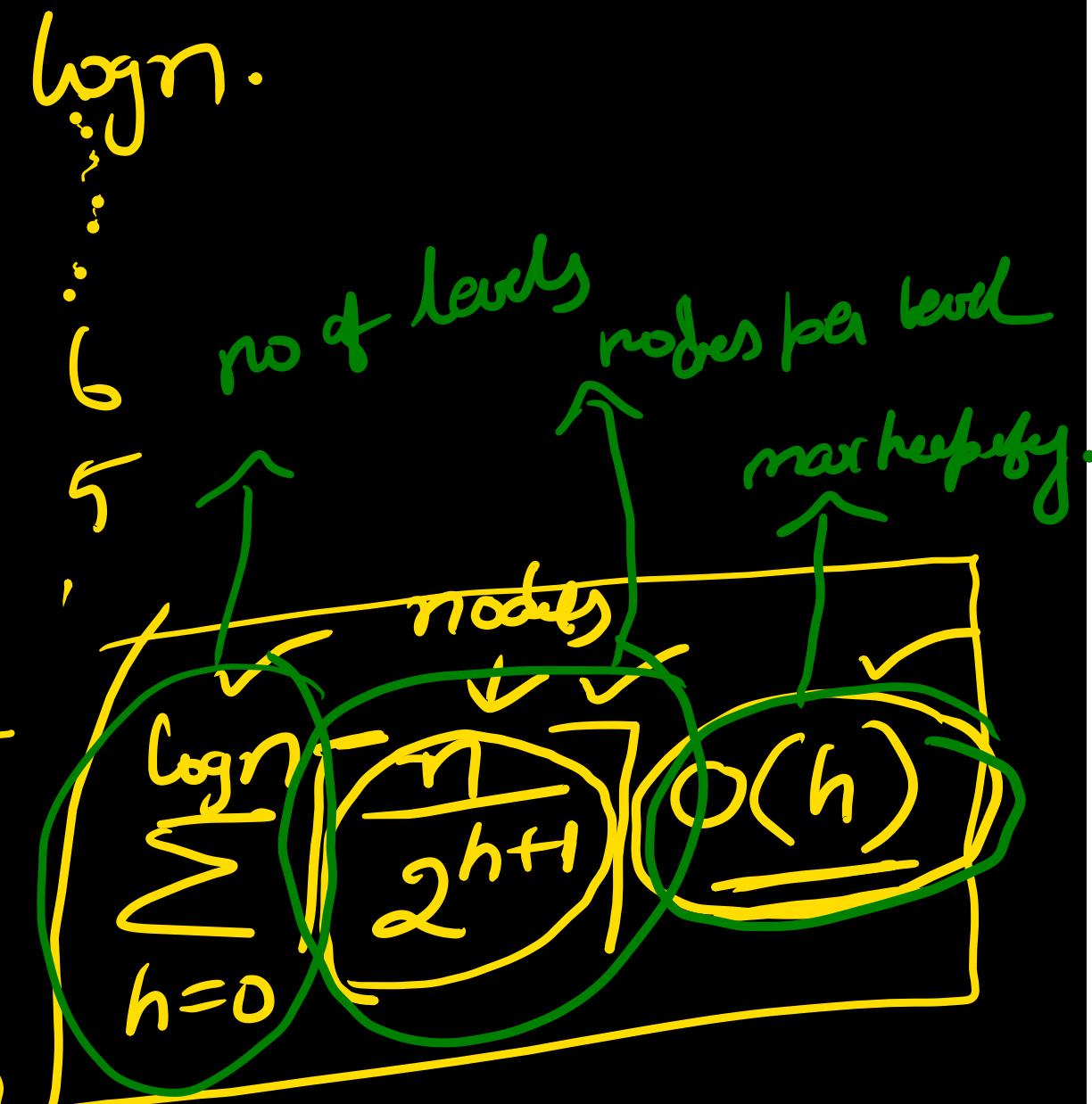
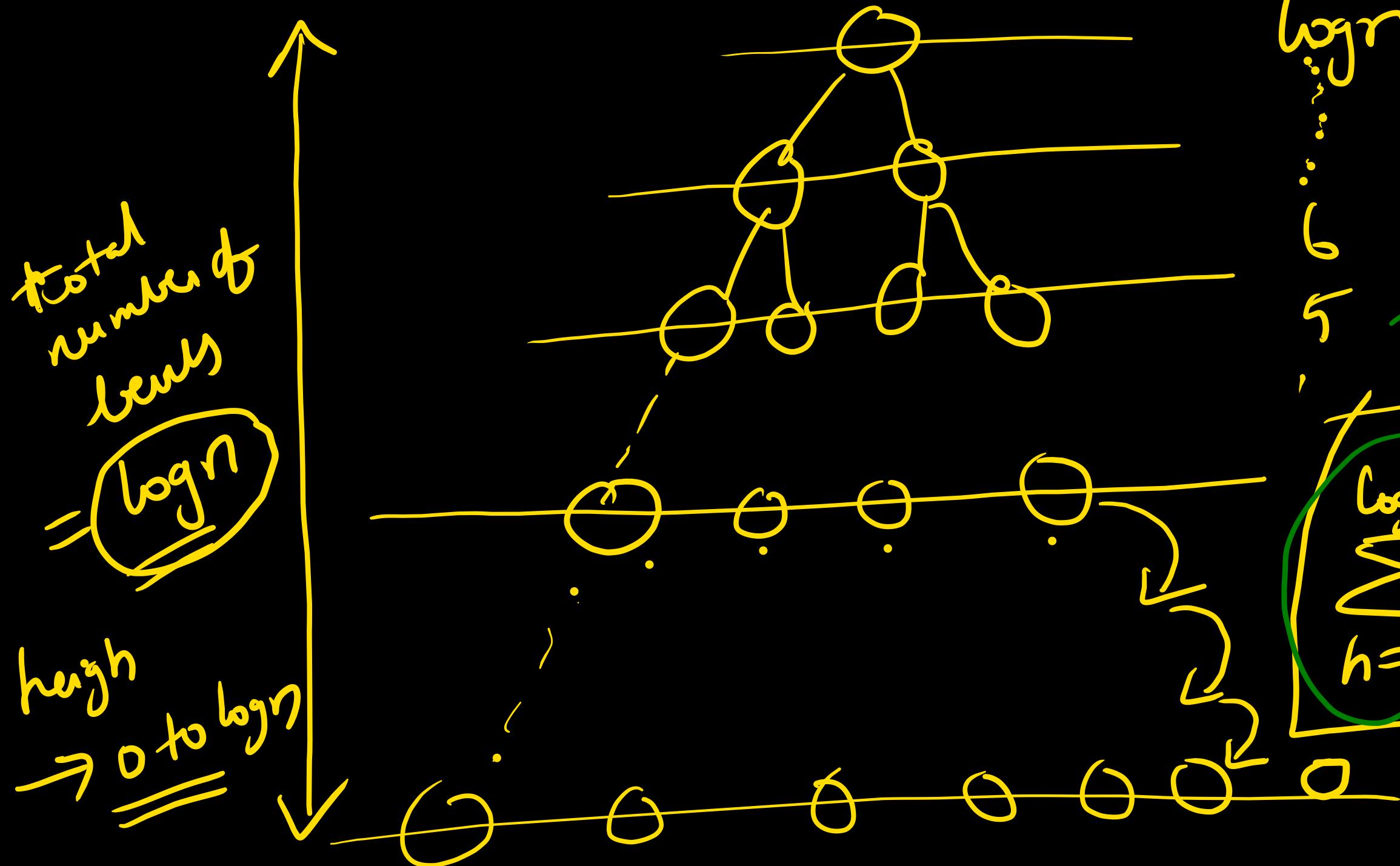
at level h in a complete BT

$$= \frac{n}{2^{h+1}}$$



height h =

$$\left(\frac{n}{2^{h+1}} \right) O(h)$$



Total level
in CT

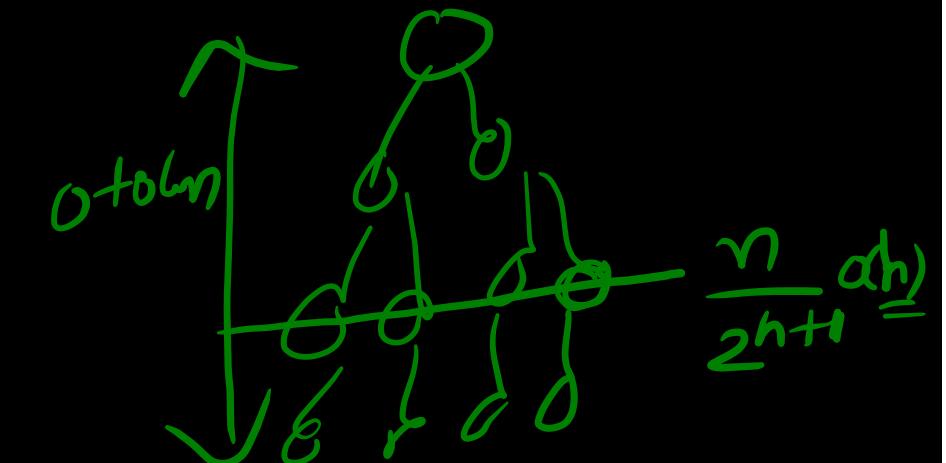
$$\sum_{h=0}^{\log n} \left\lceil \frac{n}{2^{h+1}} \right\rceil O(h) \quad \checkmark$$

= leaves
are included

$$= \sum_{h=0}^{\log n} \left\lceil \frac{n}{2^h \cdot 2} \right\rceil O(h)$$

$$= \frac{Cn}{2} \sum_{h=0}^{\log n} \left(\frac{h}{2^h} \right)$$

$$\leq \frac{Cn}{2} \sum_{h=0}^{\infty} \frac{h}{2^h} = \underline{O(n)} \quad \checkmark$$



max height $O(\frac{\log n}{1})$
 $\stackrel{h=0(\log n)}{=}$

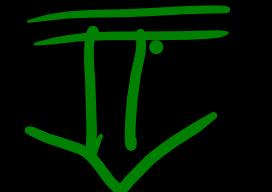
Prof in
in Coleman A.8

TC \rightarrow Build max heap = $O(n)$

SC \rightarrow Build max heap =



Calls max heapify, one after other



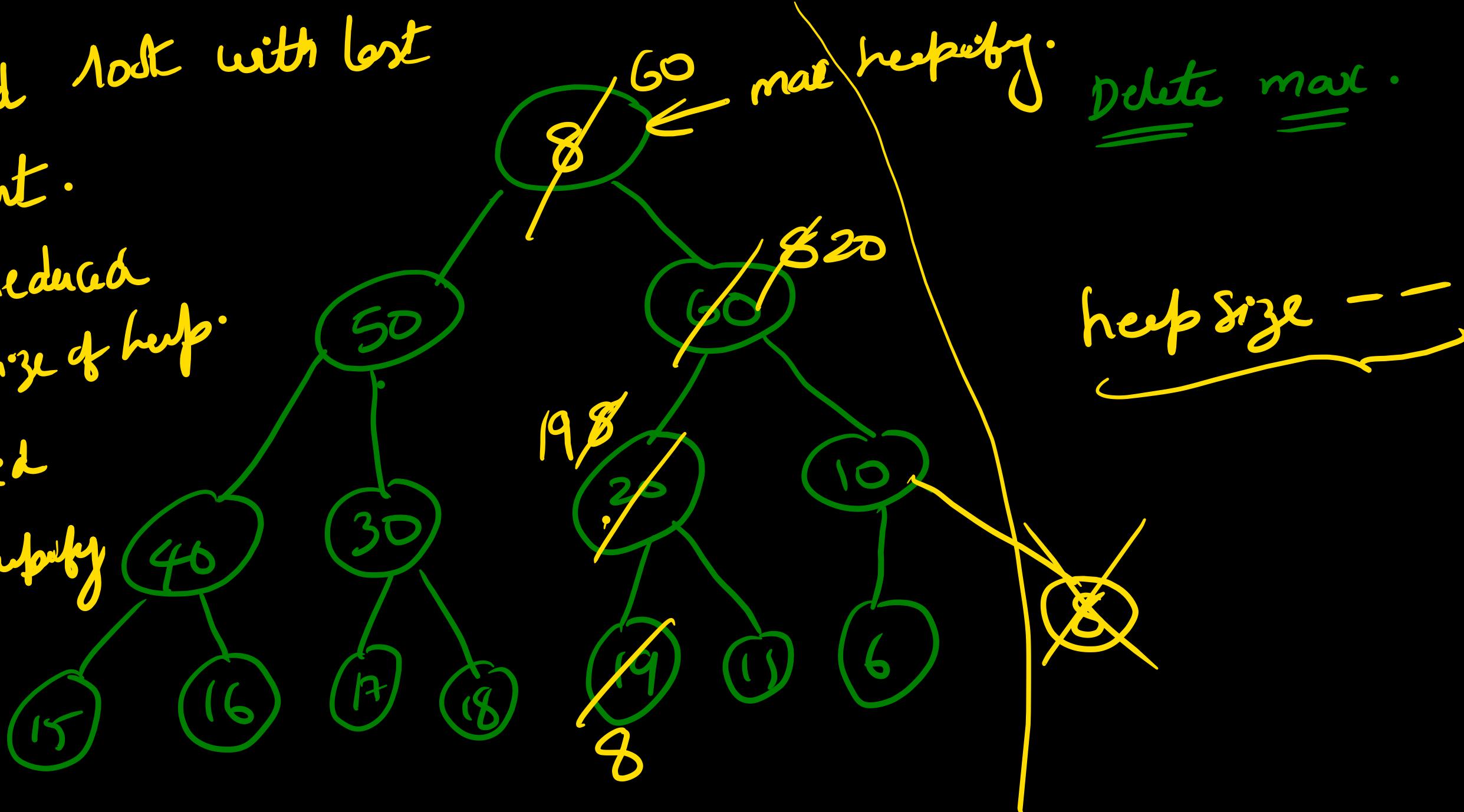
$O(\log n)$ SC.

∴ at any time only one stack is required with max size $O(\log n)$

→ Replaced root with lost element.

→ or reduced size of heap.

→ applied max heapify



Replaced 1 elem with
last element

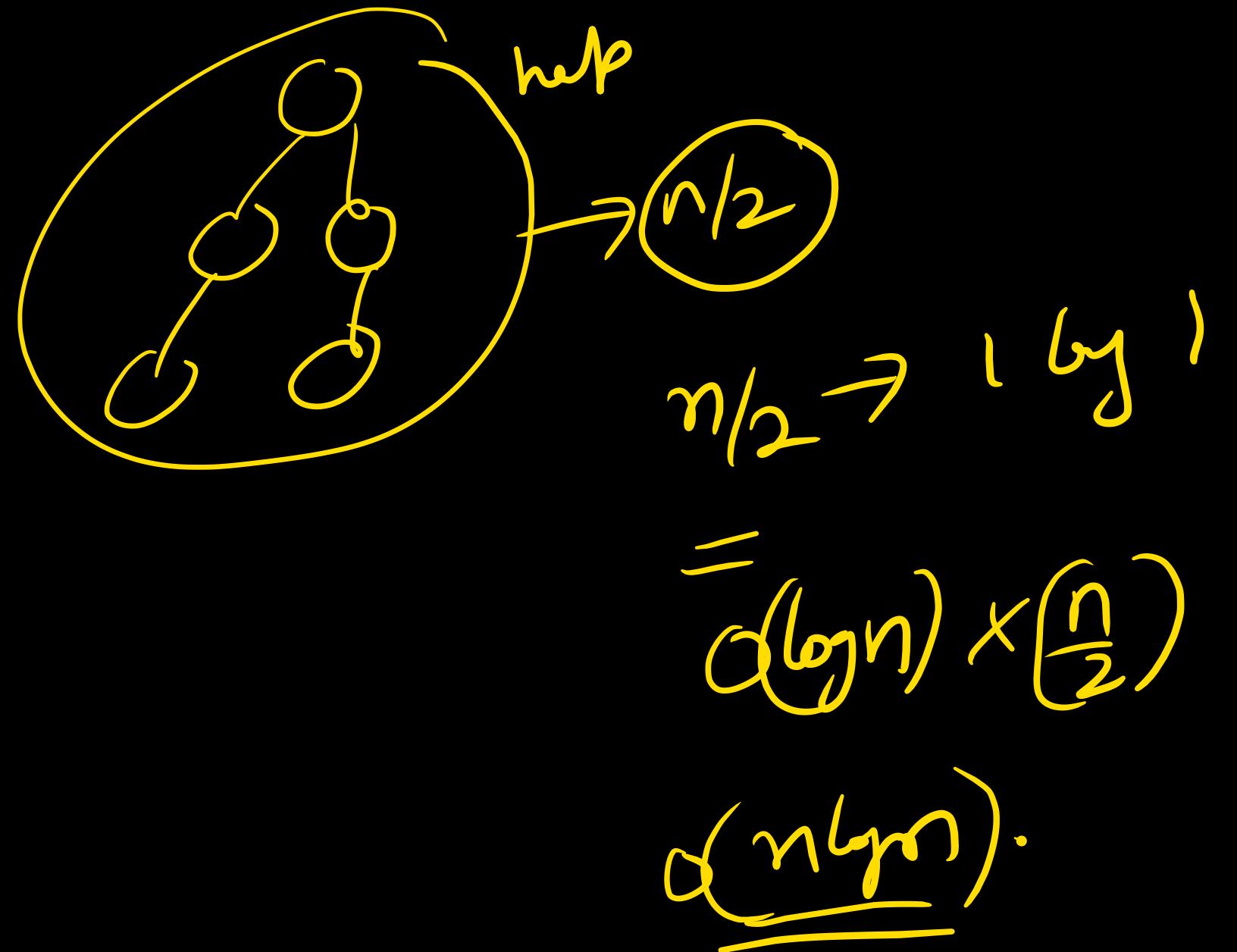
reduce the
heap size by '1'

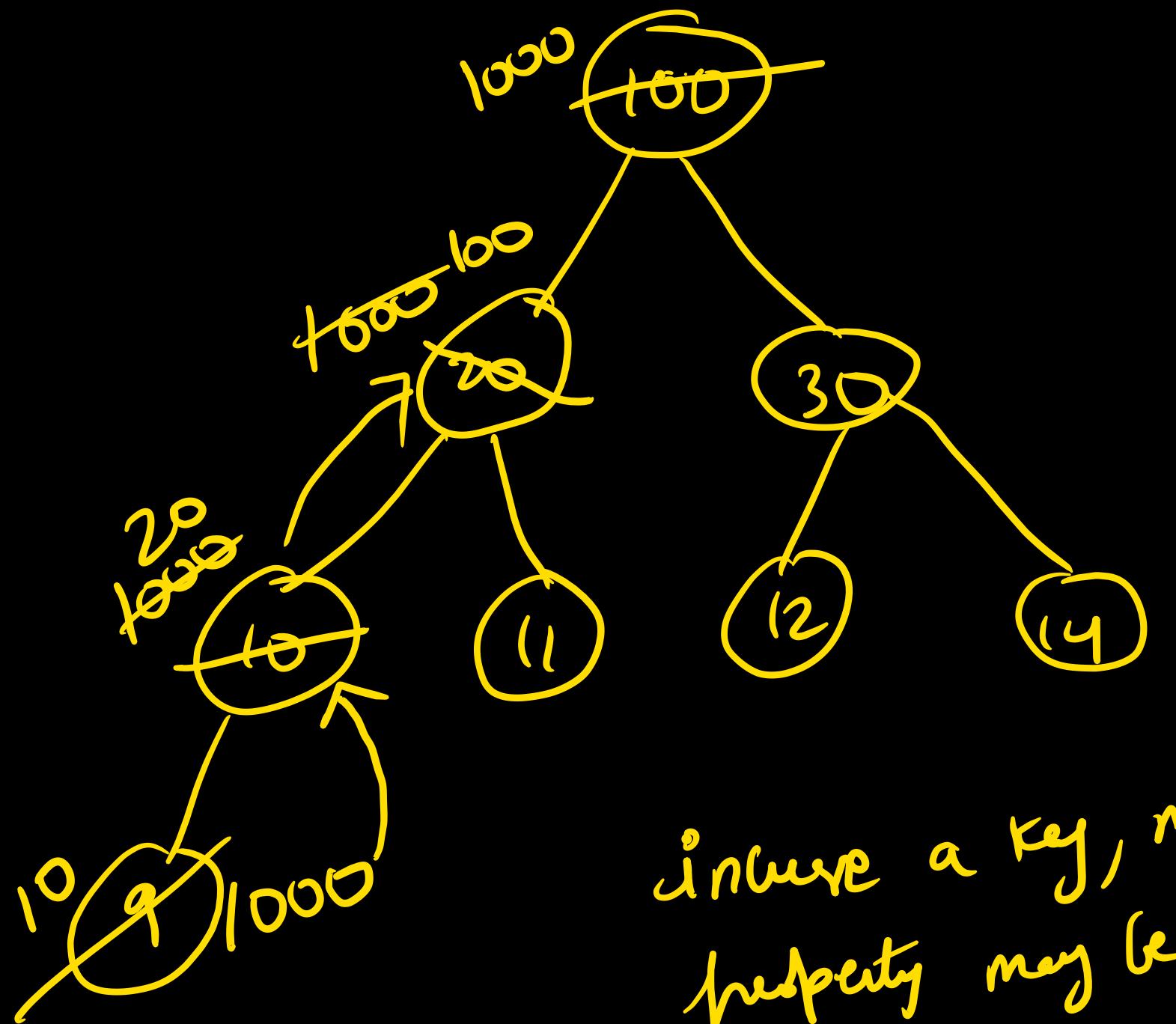
apply
max heapify



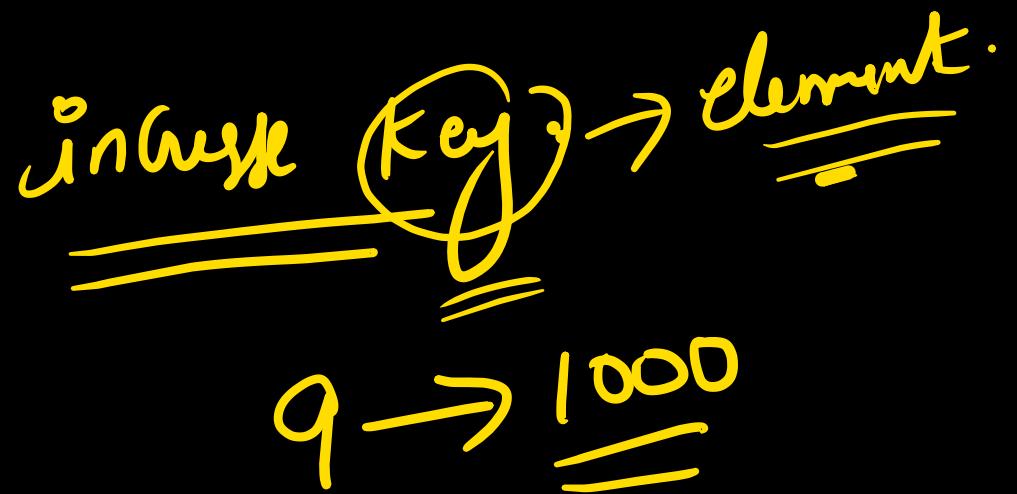
Build heap
min heapify
Delete min.

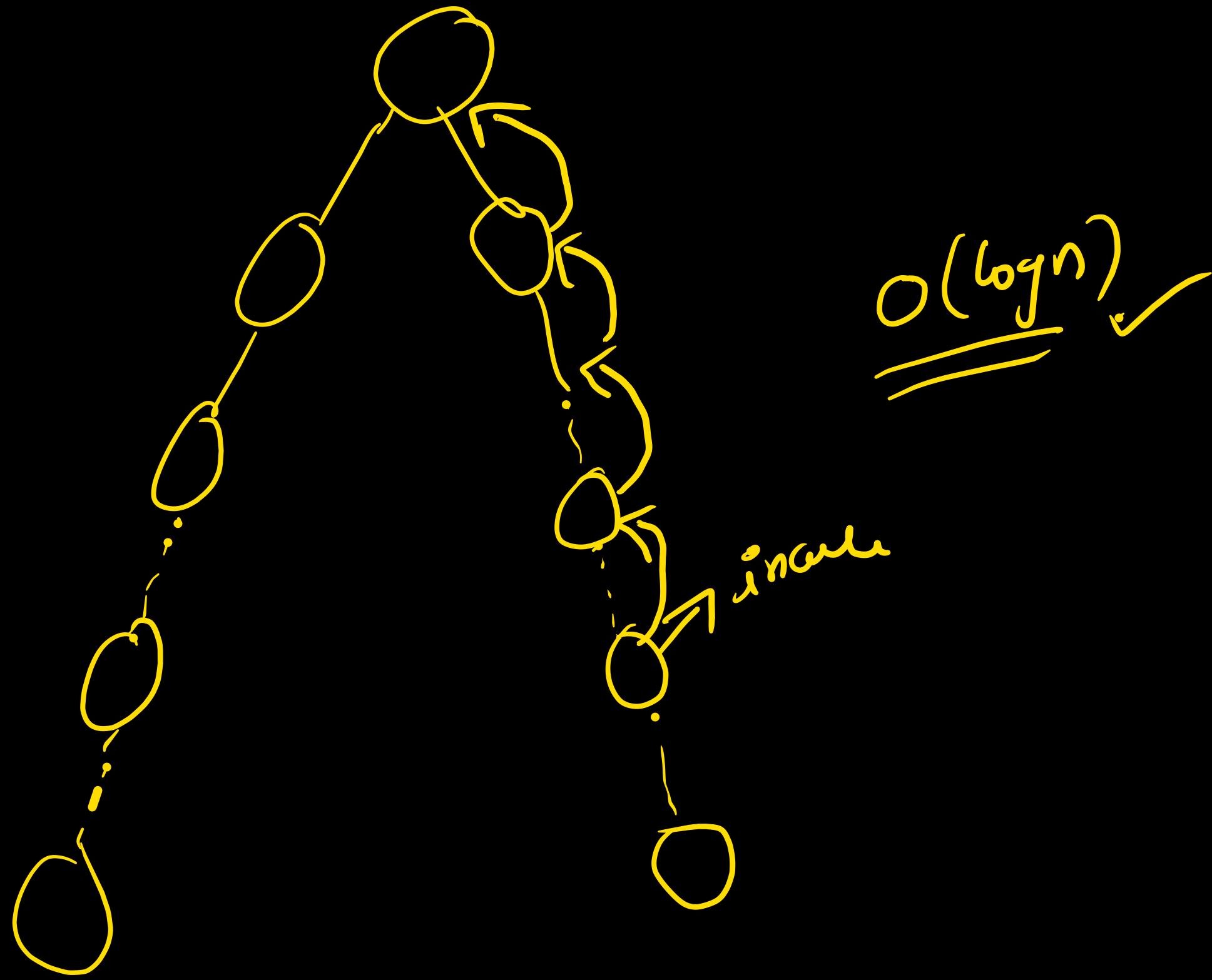
✓
min heapify





inhere a key, max heap
property may be violated





Heap-increase-Key(A , i , key)

{ if ($key < A[i]$)

end.

$A[i] = key$;

while ($i > 1$ and $A[i/2] < A[i]$)

{ exchange ($A[i]$ and $A[i/2]$)

$i = i/2$

y

$TC = O(\log n)$
 $SC = O(1) \cdot \checkmark$

Heap-extract-max (A)

{ if ($A \cdot \text{heapsize} < 1$)
 pf "err"

max = $A[1];$

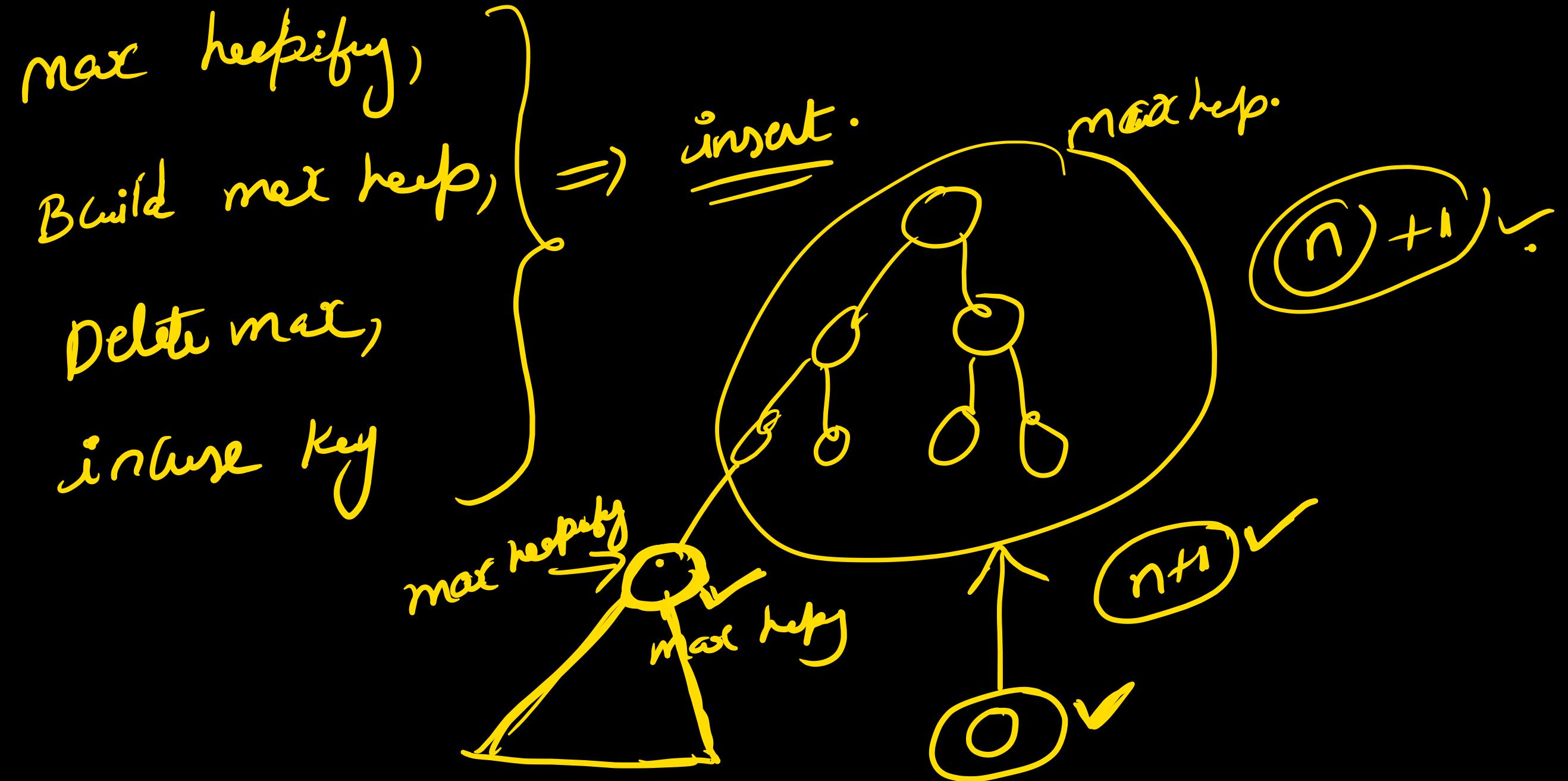
$A[1] = A[A \cdot \text{heapsize}]$

$A \cdot \text{heapsize} = A \cdot \text{heapsize} - 1$

max heapify ($A, 1$)

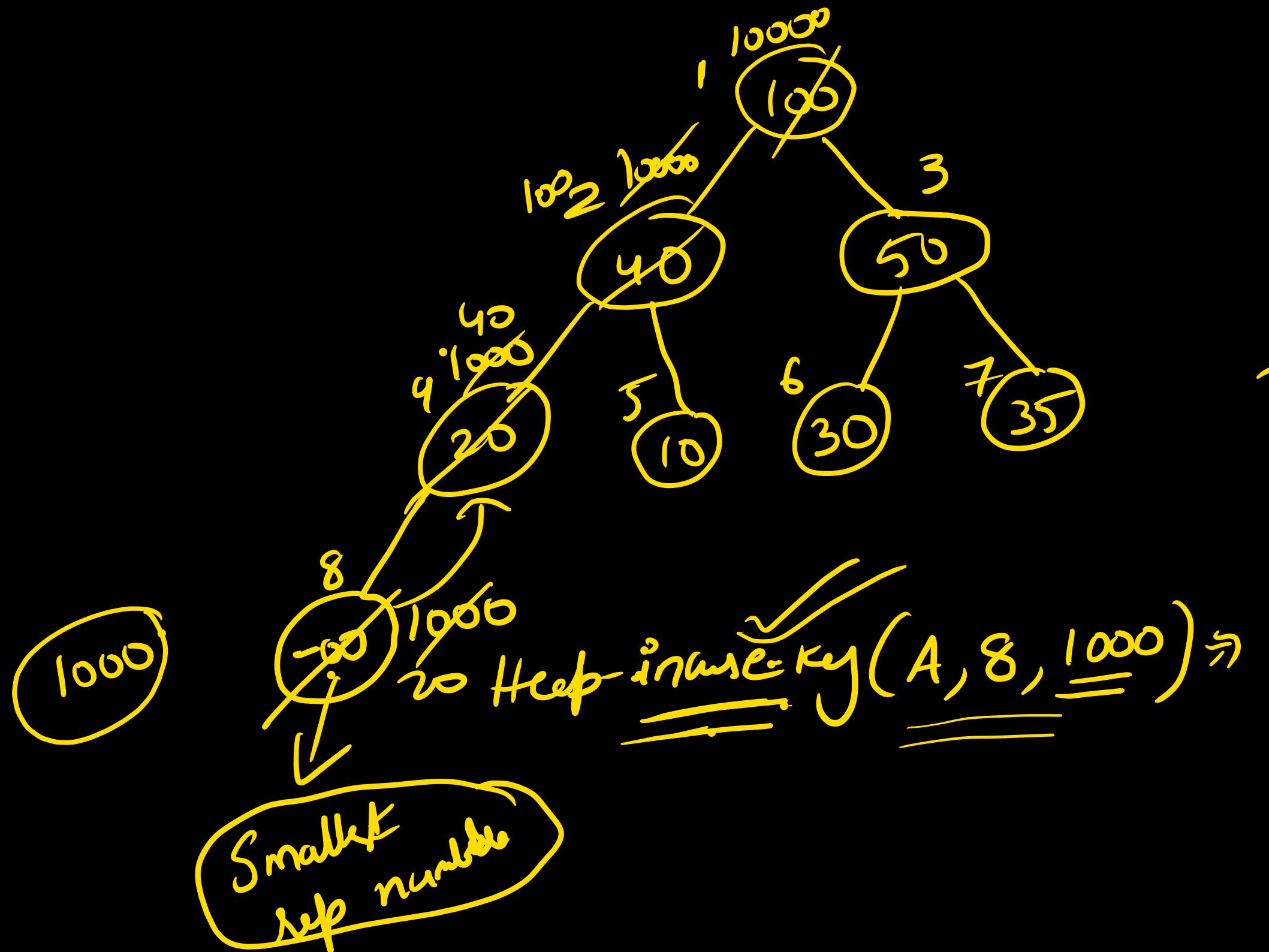
return max

}





Build heap $\underline{\underline{n+1}} = \underline{\underline{O(\log n)}}$



$$-\infty \rightarrow \text{smallest no } \underline{\underline{\text{possible}}}.$$
$$T(c) = \log n.$$
$$Sc = \underline{\underline{o(1)}}$$

insert(A, x)

{

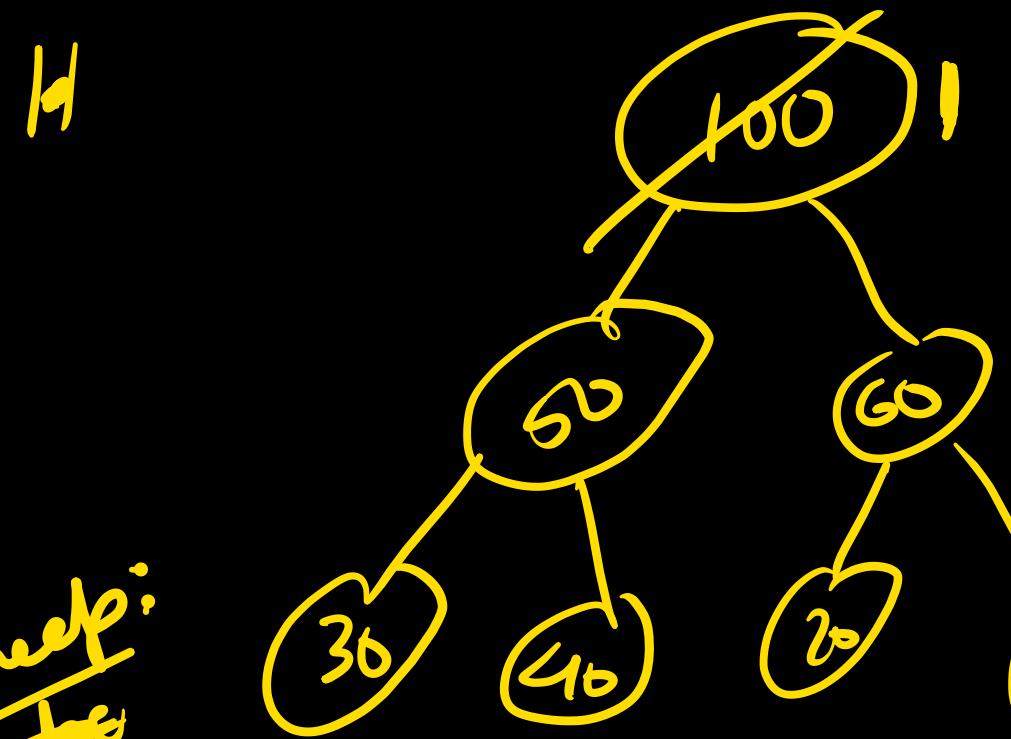
 A[heapsize+1] = -∞;

 Heap-insert-key(A, heapsize+1, x)

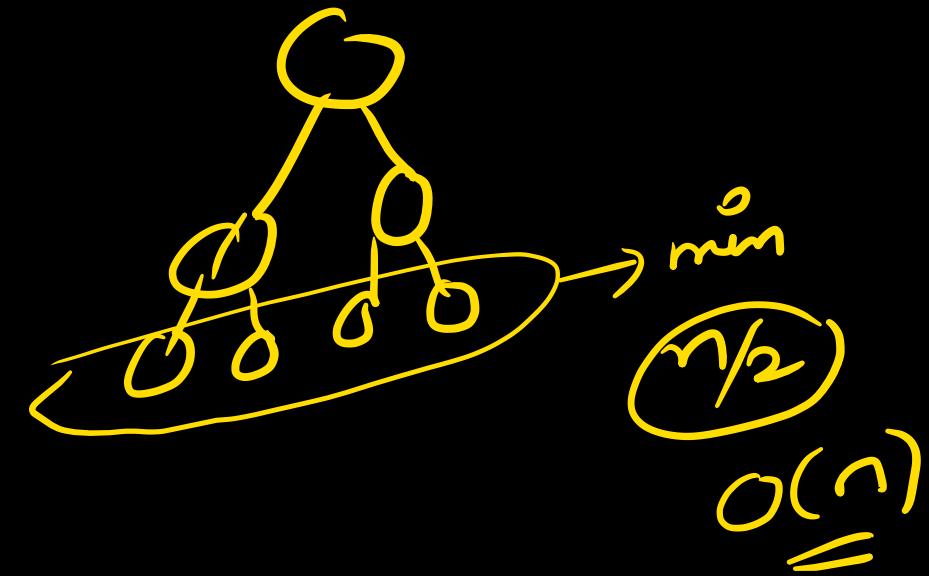
 heapsize = heapsize + 1;

}

~~random heap~~
~~max heap~~



Cell heapify



Find max	delete max	insert	increase Key	decrease Key
$O(1)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$
<u>Find min</u>	<u>Search for a random number</u>			<u>Delete a random</u>
$O(n)$		$O(1)$		

Delete a random number

Find the random number $\rightarrow O(n)$

- ① Find the random number and all max keeping
 $O(n \log n)$
- ② Replace it with last node and all max keeping
 $O(n \log n)$

$O(n)$