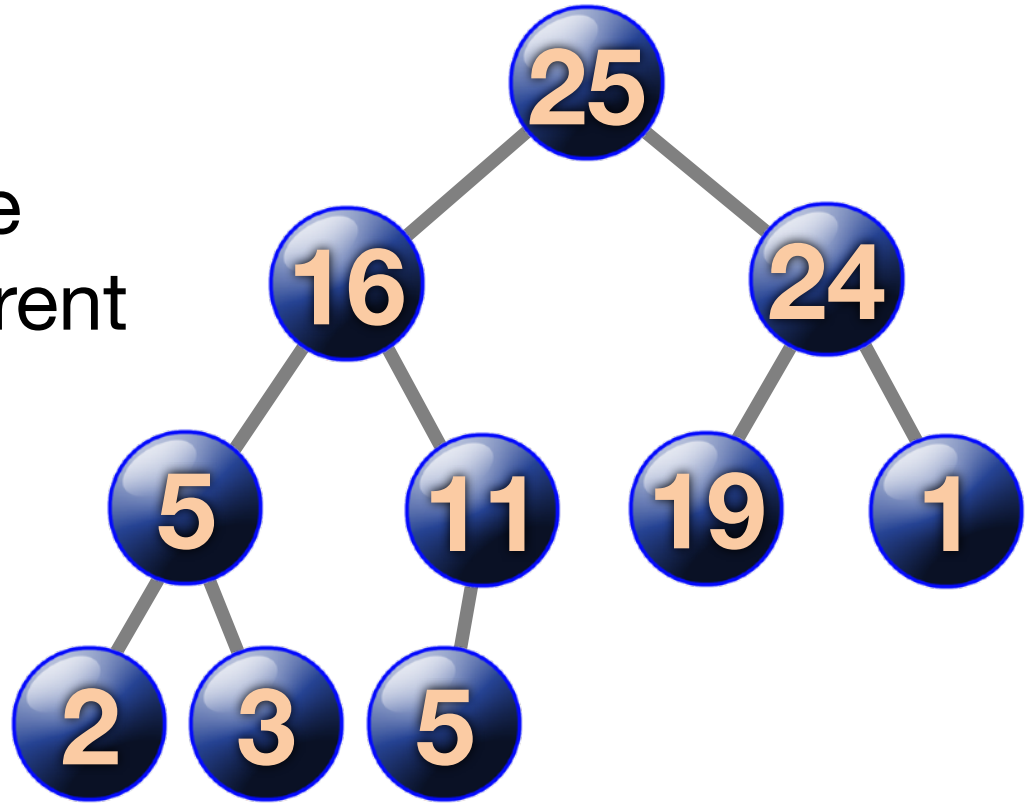


# Python MaxHeap

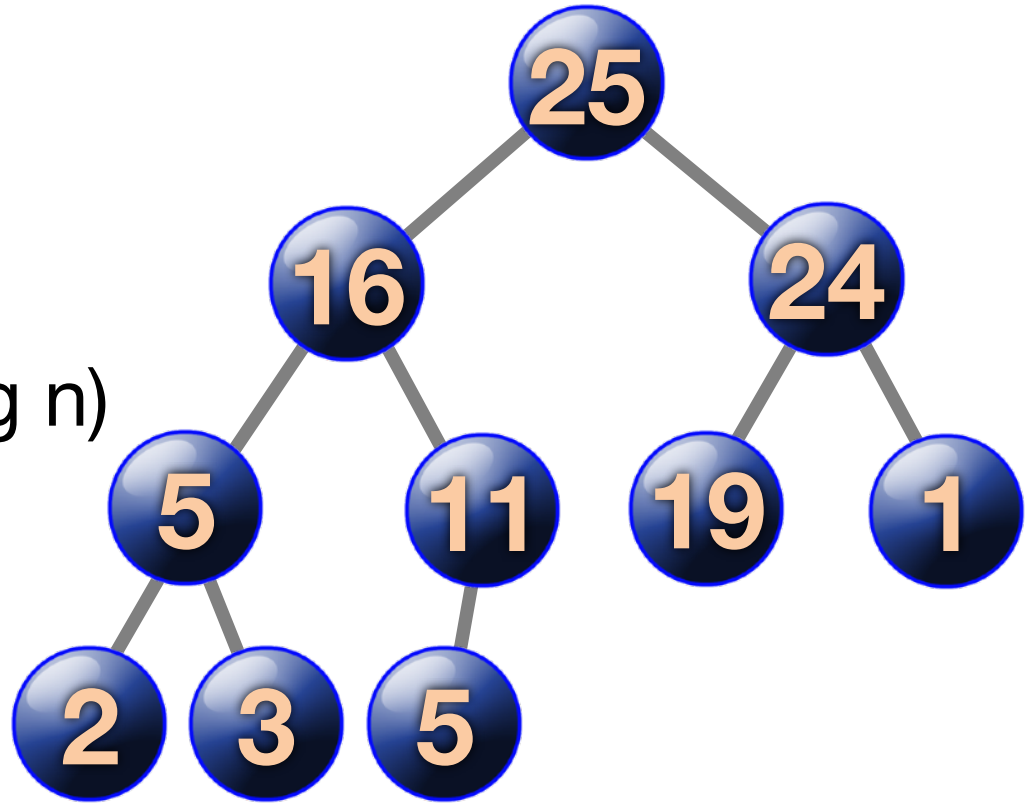
# ***What is a MaxHeap?***

- Complete Binary Tree
- Every node  $\leq$  its parent

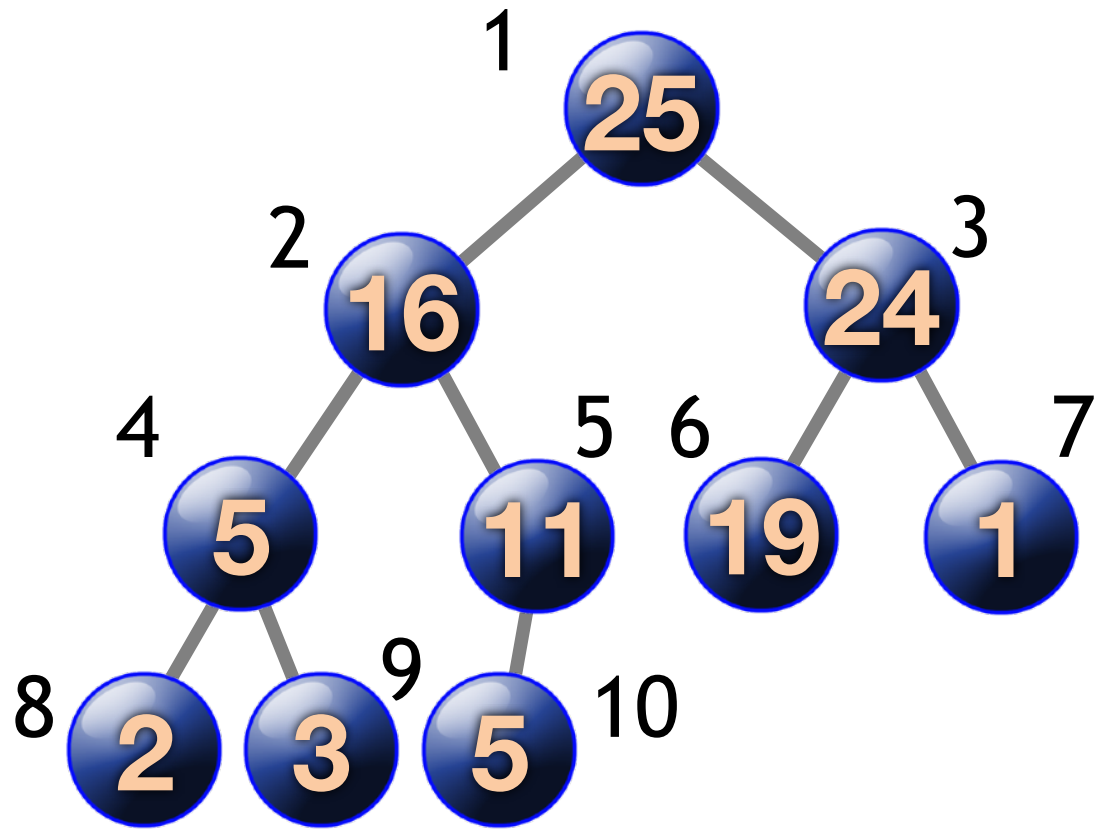


# ***MaxHeap is FAST!***

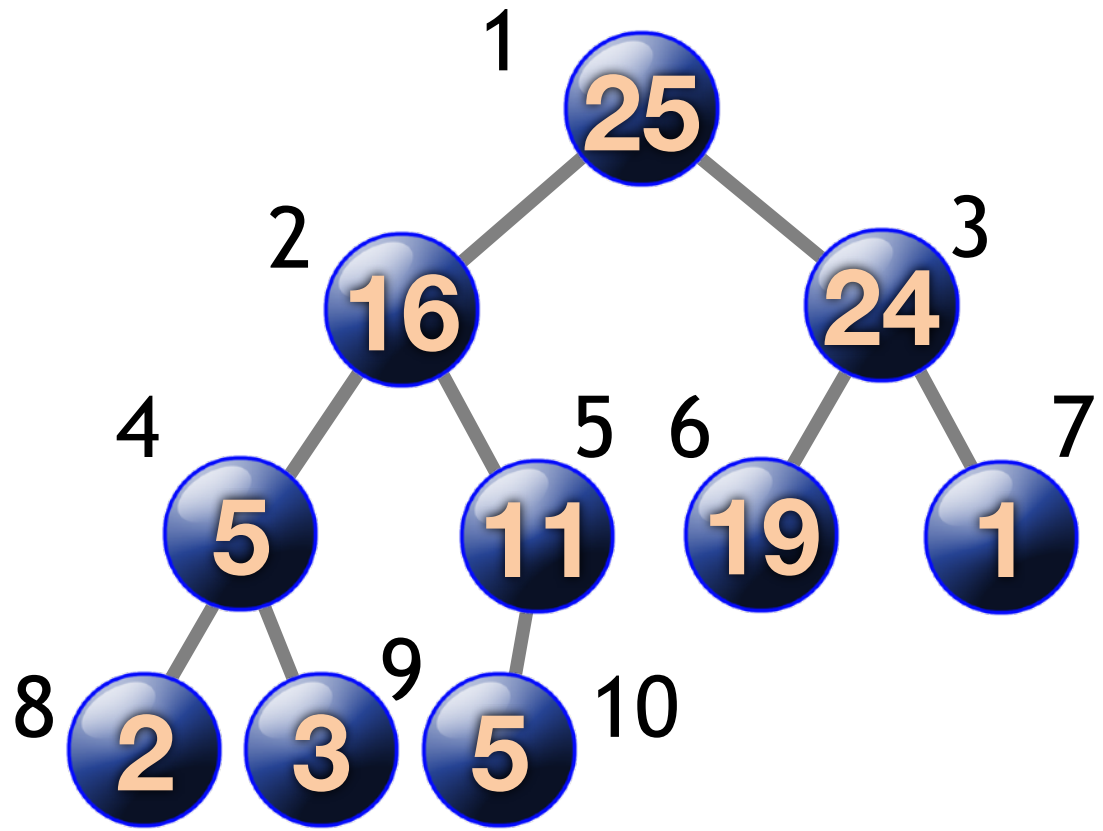
- Insert in  $O(\log n)$
- Get Max in  $O(1)$
- Remove Max in  $O(\log n)$



Easy to implement  
using a List



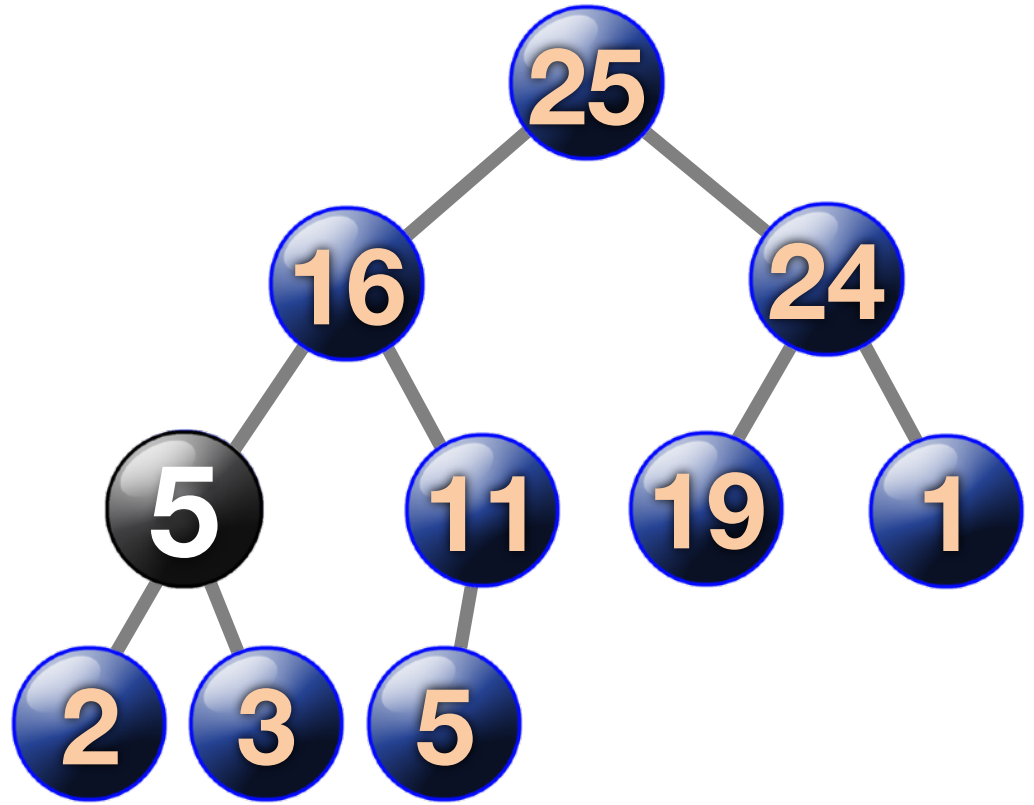
Easy to implement  
using a List



1	2	3	4	5	6	7	8	9	10
25	16	24	5	11	19	1	2	3	5

Easy to implement  
using a List

$i = 4$

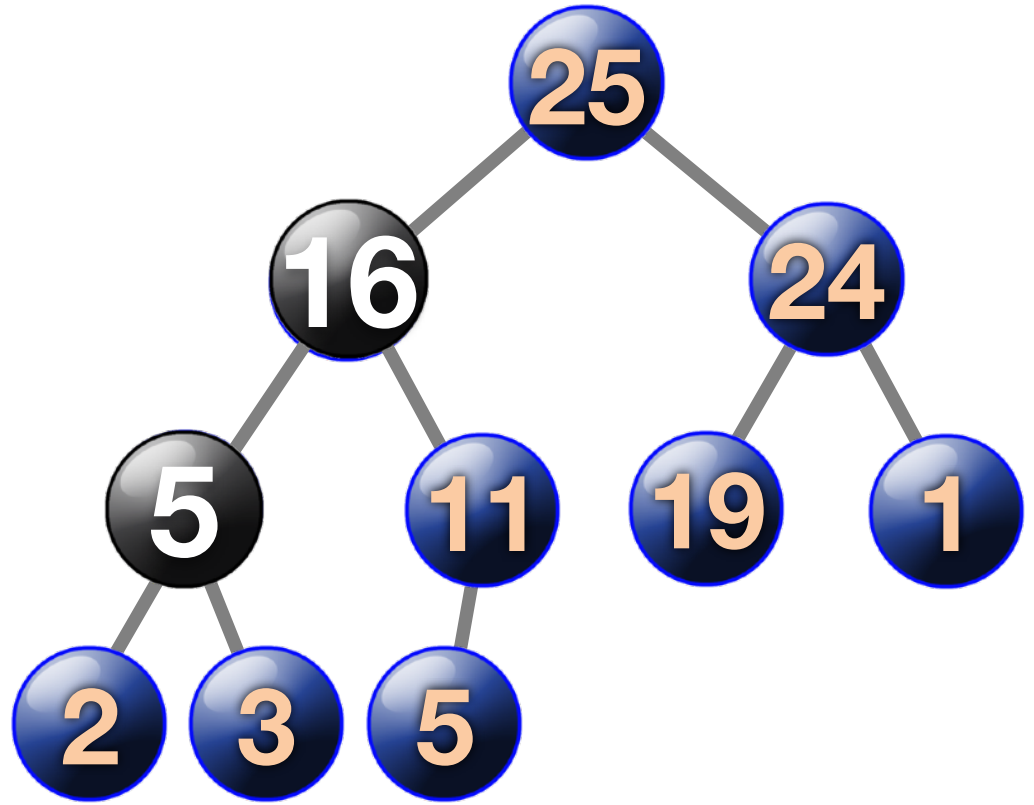


1	2	3	4	5	6	7	8	9	10
25	16	24	5	11	19	1	2	3	5

Easy to implement  
using a List

$i = 4$

$\text{parent}(i) = i/2 = 2$



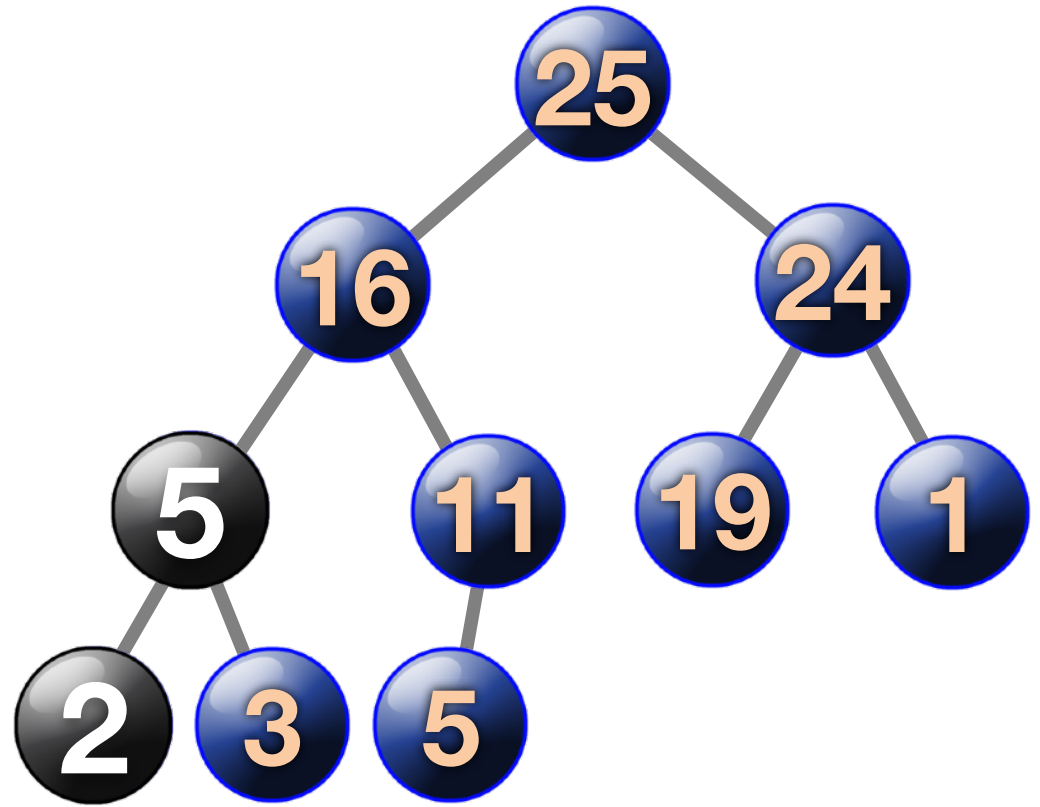
1	2	3	4	5	6	7	8	9	10
25	16	24	5	11	19	1	2	3	5

Easy to implement  
using a List

$i = 4$

$\text{parent}(i) = i/2 = 2$

$\text{left}(i) = i * 2 = 8$



1	2	3	4	5	6	7	8	9	10
25	16	24	5	11	19	1	2	3	5



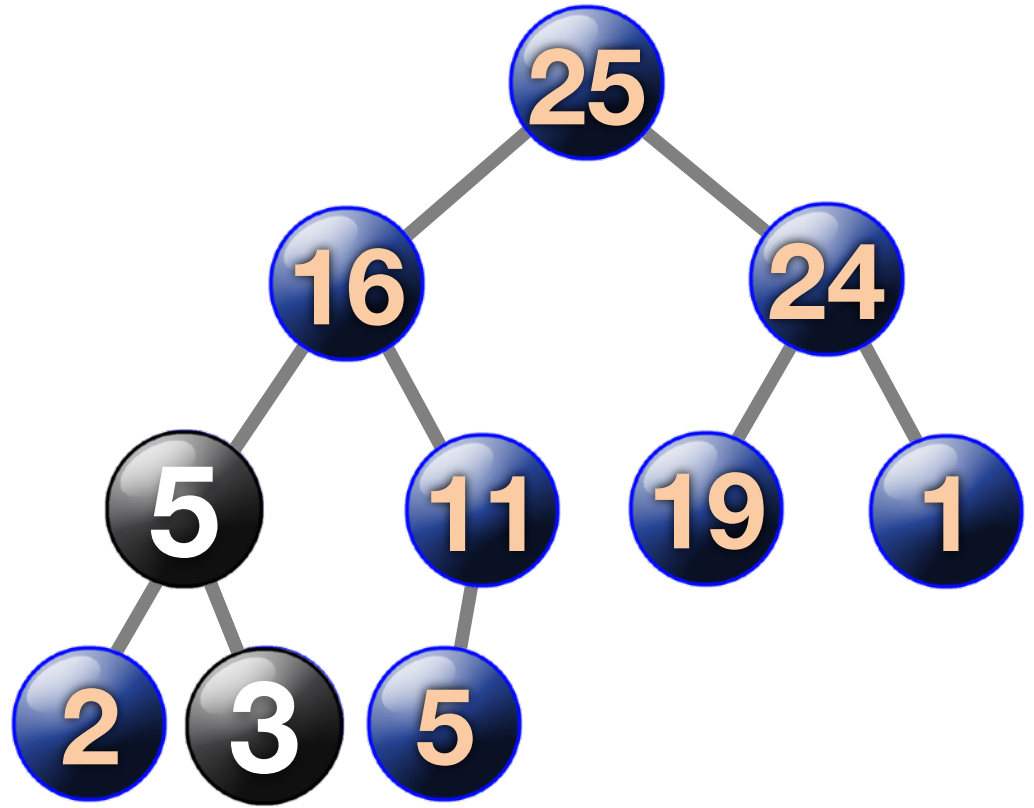
Easy to implement  
using a List

$i = 4$

$\text{parent}(i) = i/2 = 2$

$\text{left}(i) = i * 2 = 8$

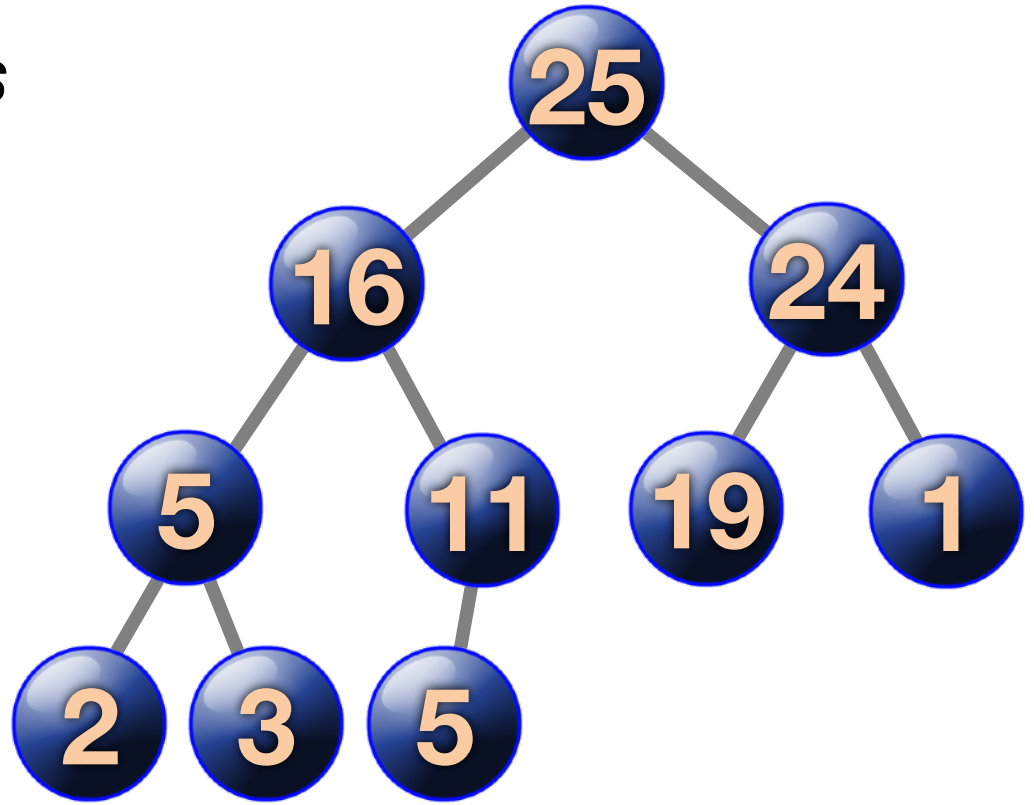
**$\text{right}(i) = i * 2 + 1 = 9$**



1	2	3	4	5	6	7	8	9	10
25	16	24	5	11	19	1	2	3	5

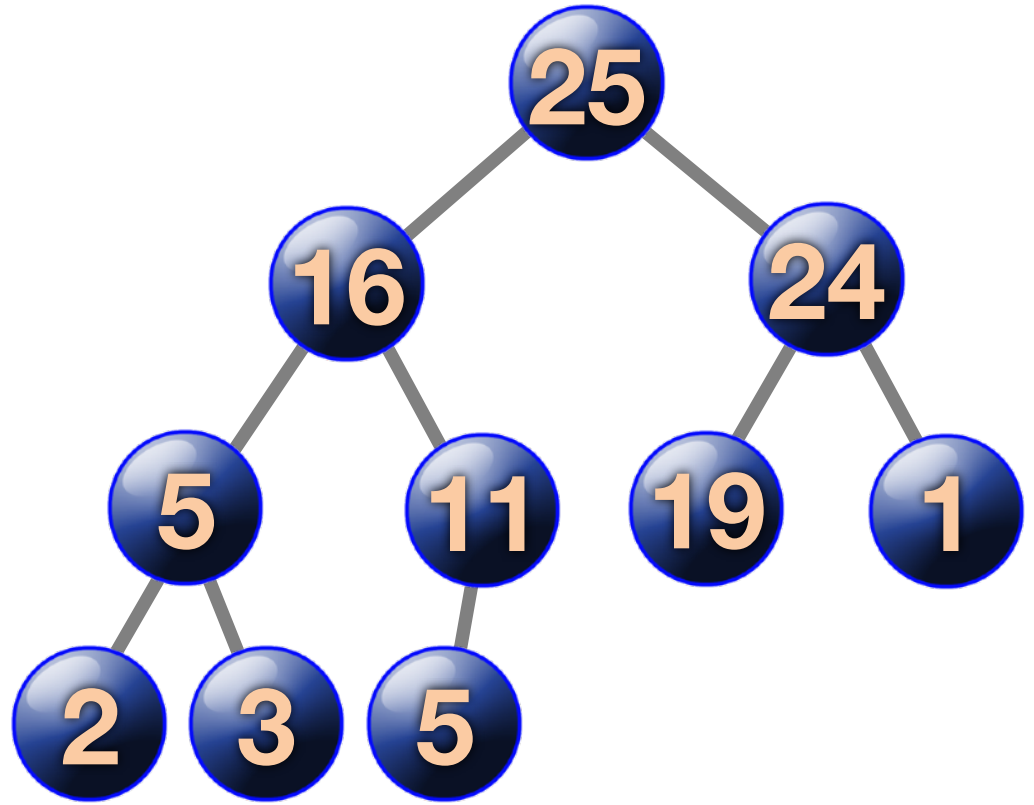
# ***MaxHeap Operations***

- Push (insert)
- Peek (get max)
- Pop (remove max)



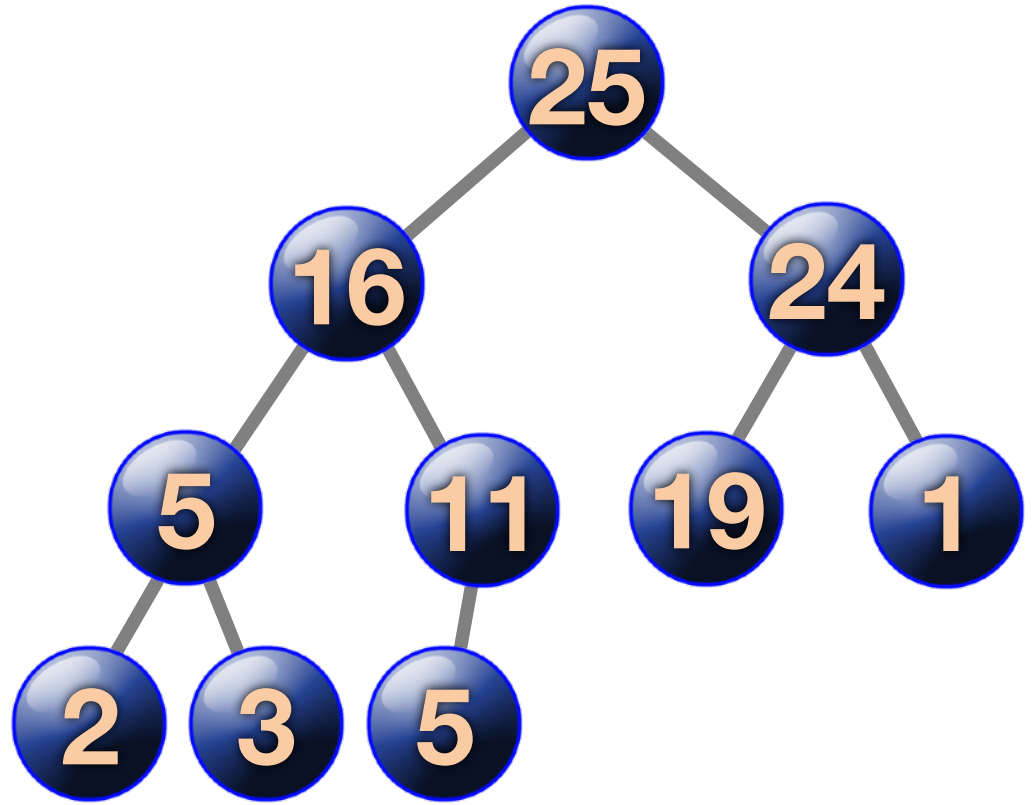
## ***Push***

- Add value to end of array
- Float it Up to its proper position



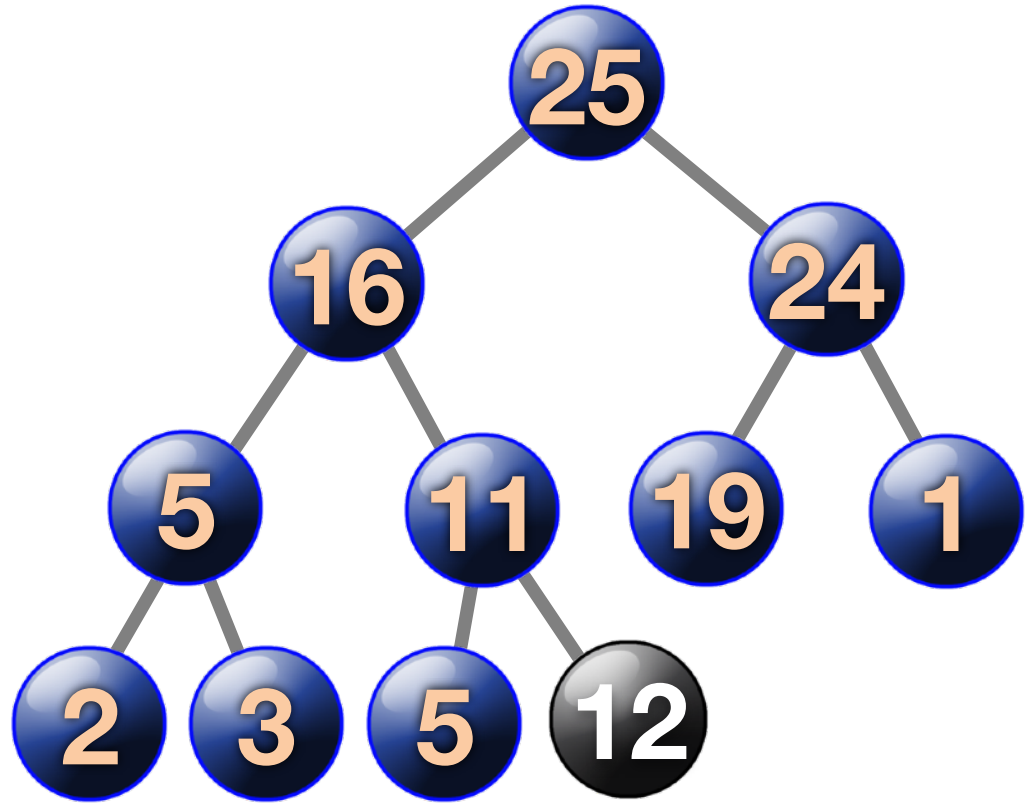
## ***Push***

- Add value to end of array
- Float it Up to its proper position



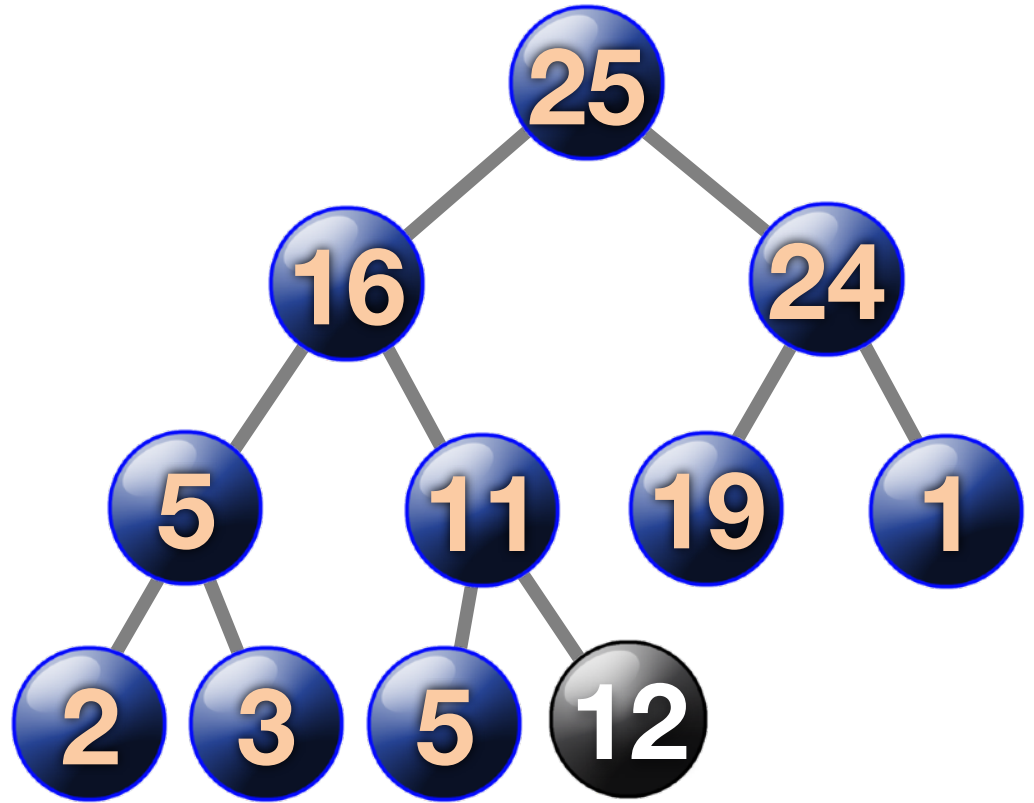
## ***Push***

- Add value to end of array
- Float it Up to its proper position



# ***Push***

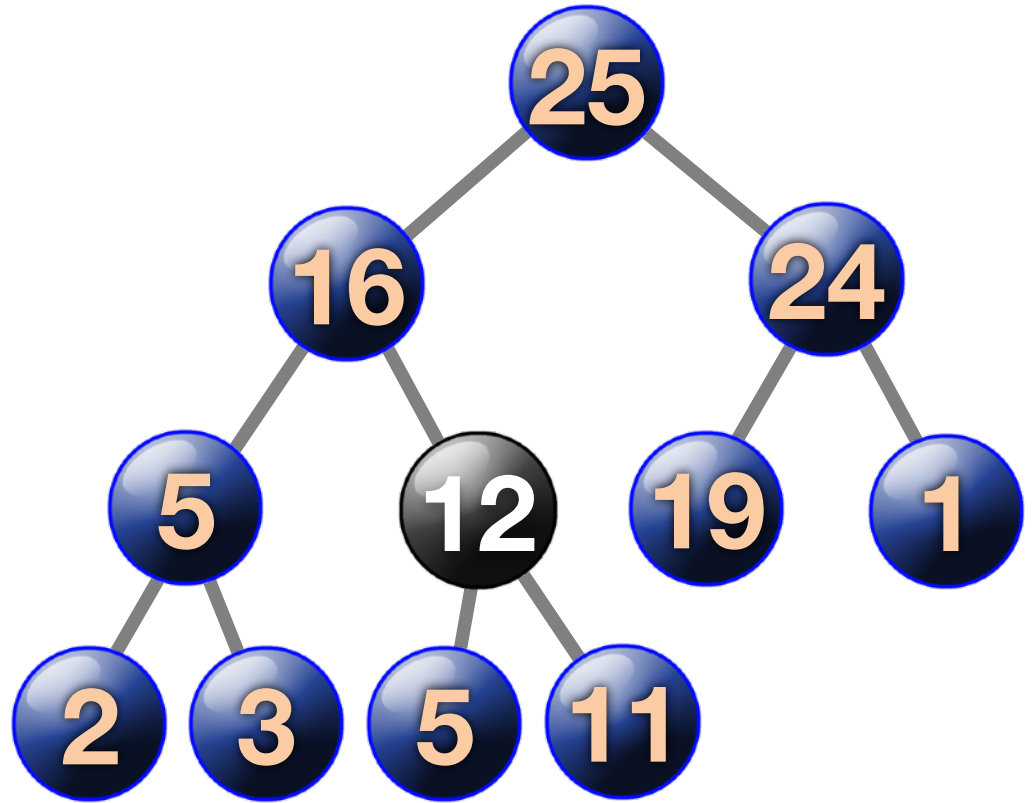
- Add value to end of array
- Float it Up to its proper position



**12 > 11 ?**

## ***Push***

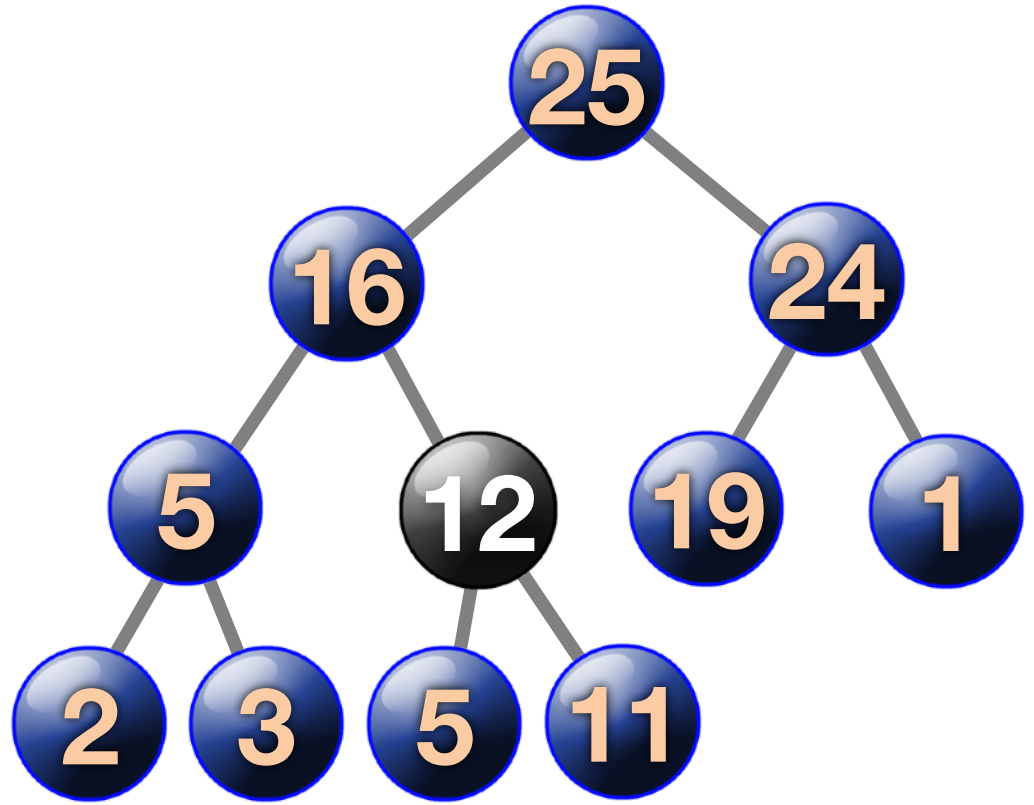
- Add value to end of array
- Float it Up to its proper position



**12 > 11 ?**

## ***Push***

- Add value to end of array
- Float it Up to its proper position

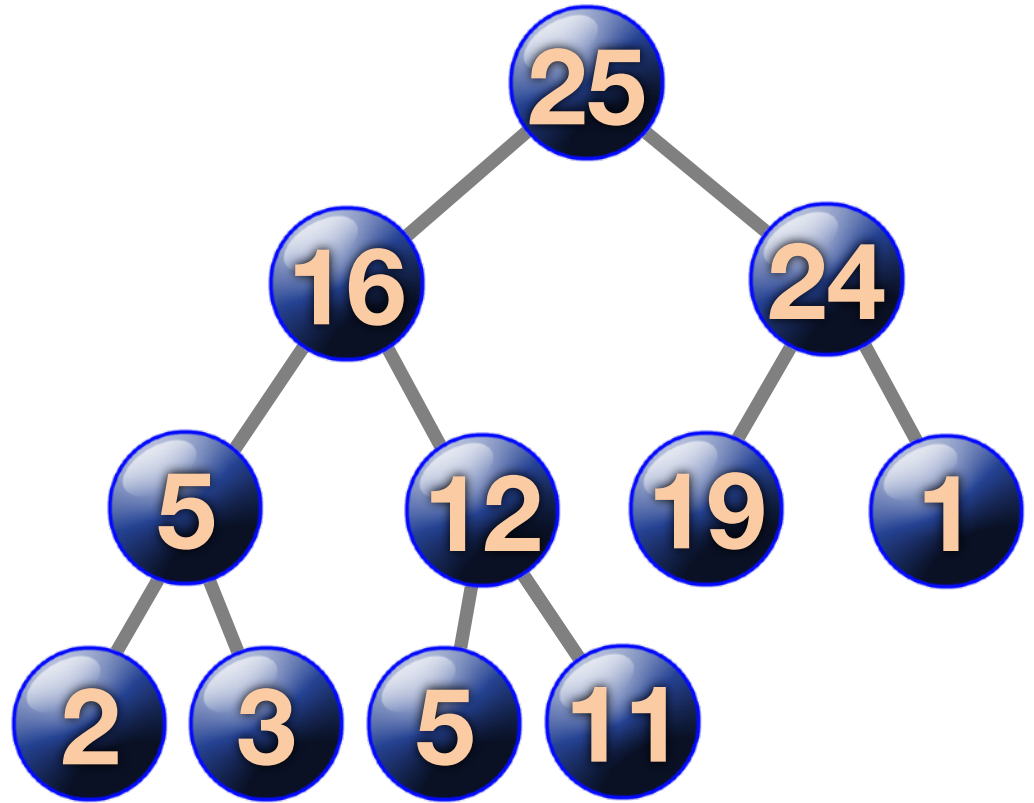


**12 > 16 ?**



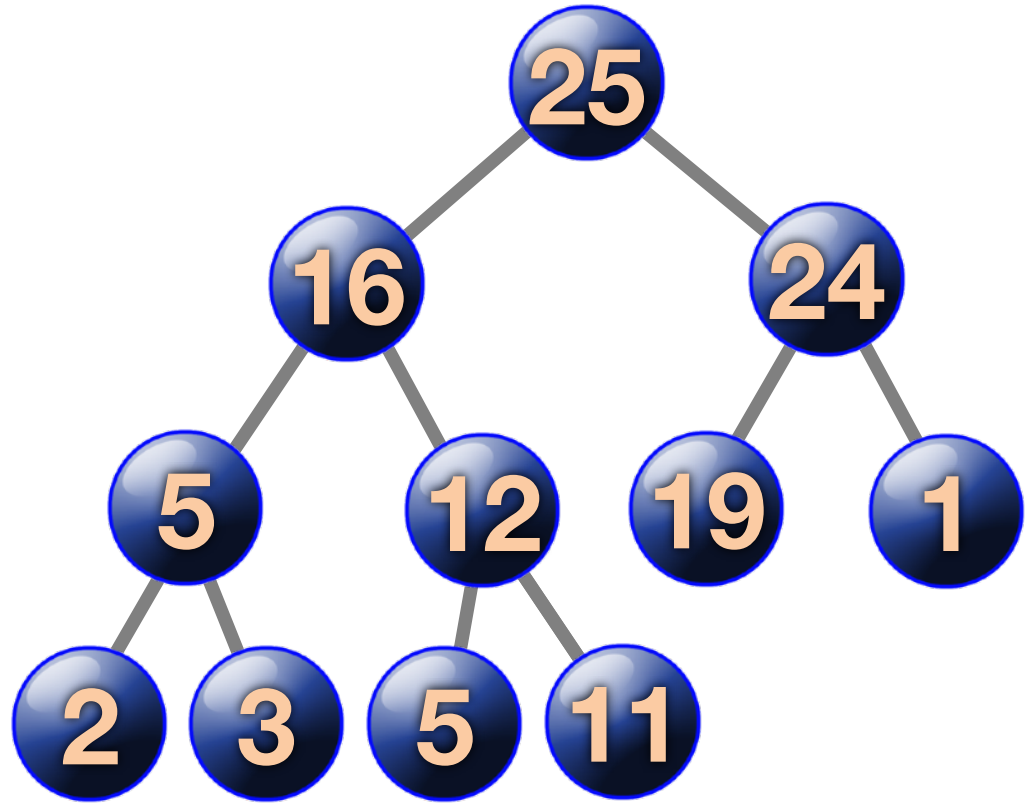
## ***Peek***

- Return the value at heap[1]



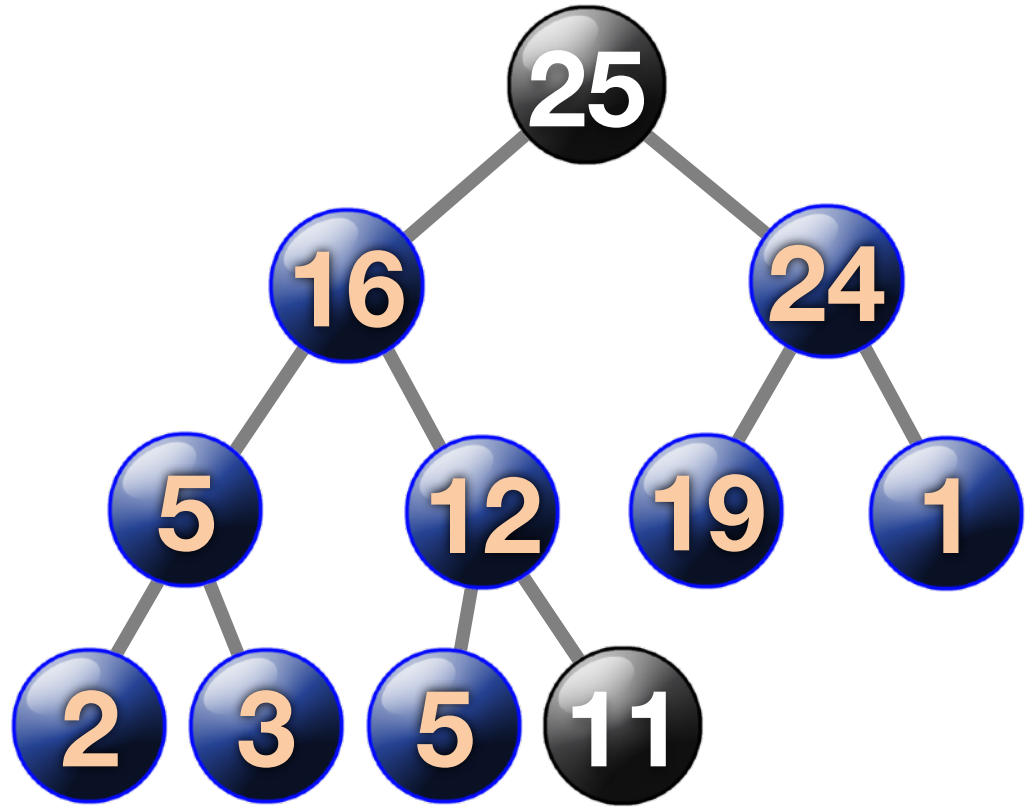
# Pop

- Move max to end of array
- Delete it
- Bubble Down the item at index 1 to its proper position
- Return max



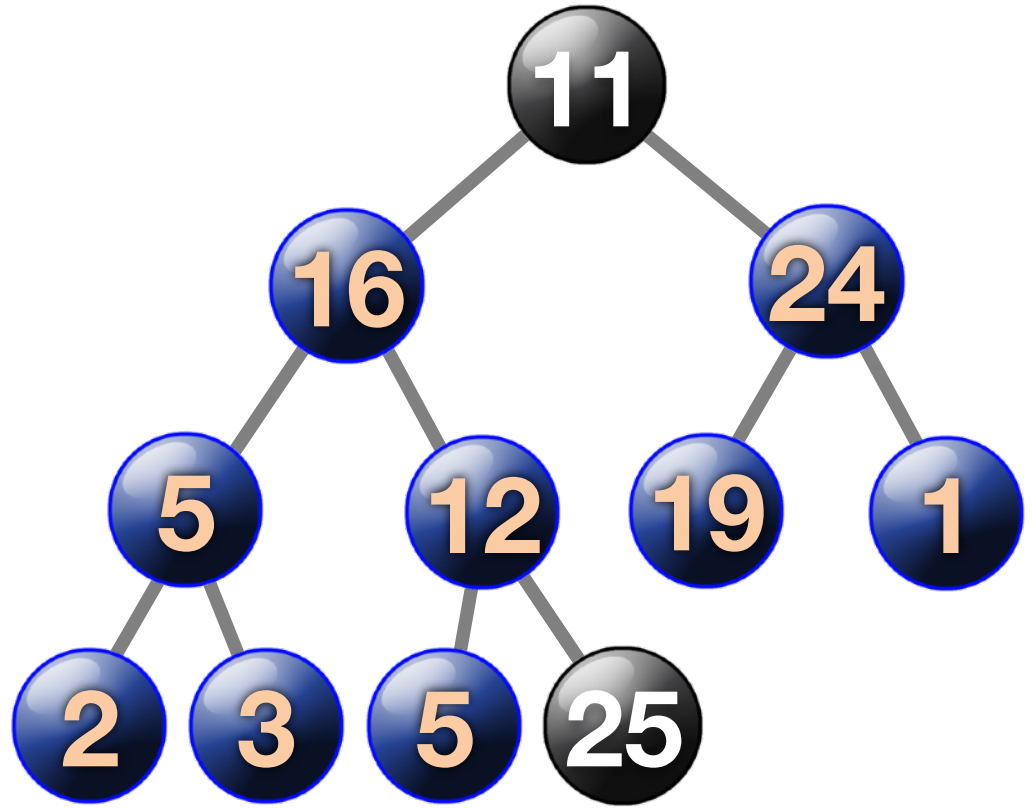
# Pop

- Move max to end of array
- Delete it
- Bubble Down the item at index 1 to its proper position
- Return max



# Pop

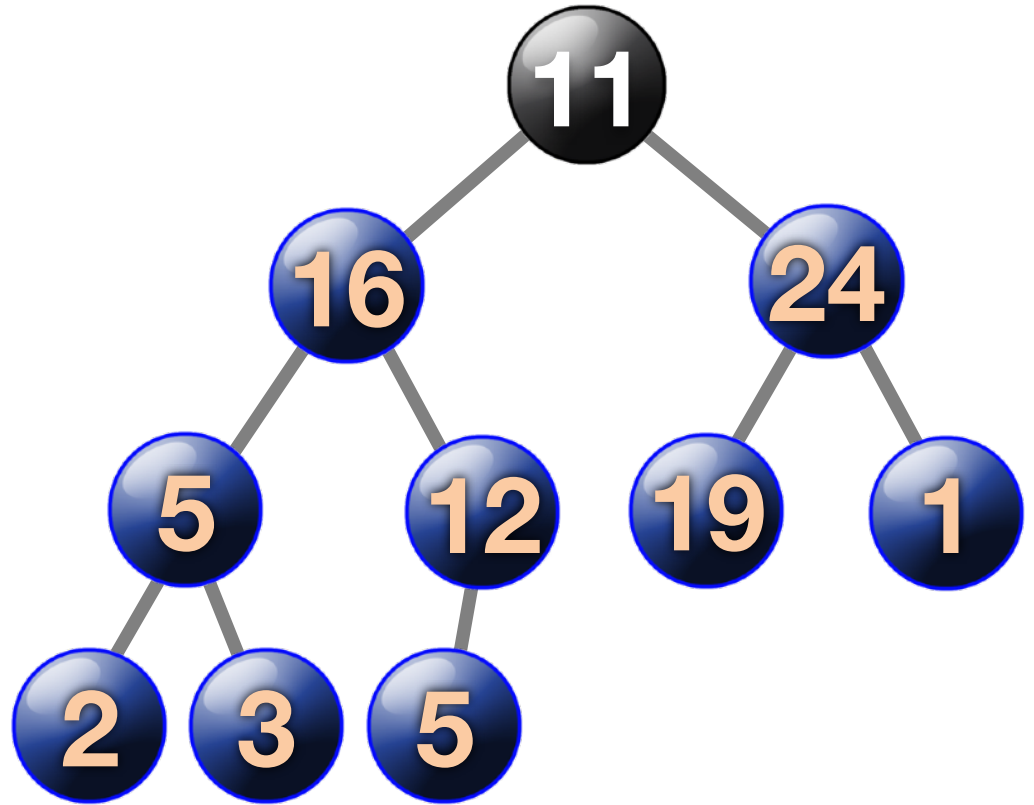
- Move max to end of array
- Delete it
- Bubble Down the item at index 1 to its proper position
- Return max



# Pop

- Move max to end of array
- Delete it
- Bubble Down the item at index 1 to its proper position
- Return max

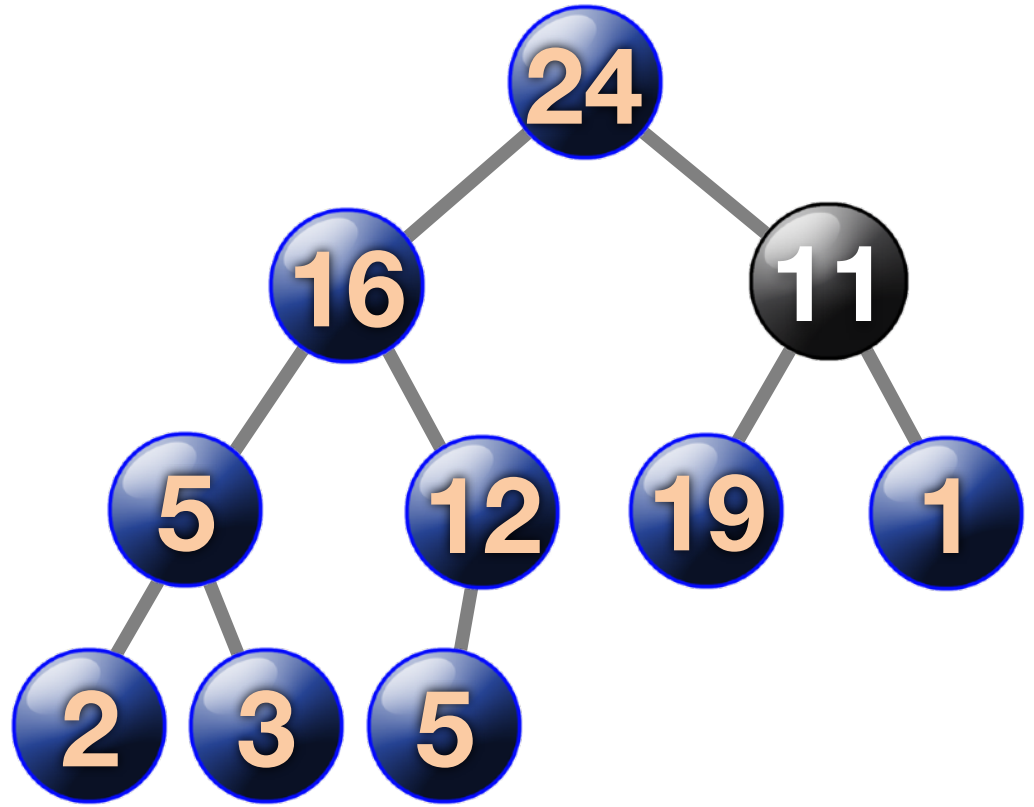
25



# Pop

- Move max to end of array
- Delete it
- Bubble Down the item at index 1 to its proper position
- Return max

25



# Pop

- Move max to end of array
- Delete it
- Bubble Down the item at index 1 to its proper position
- Return max

25

