

Heap Data Structures

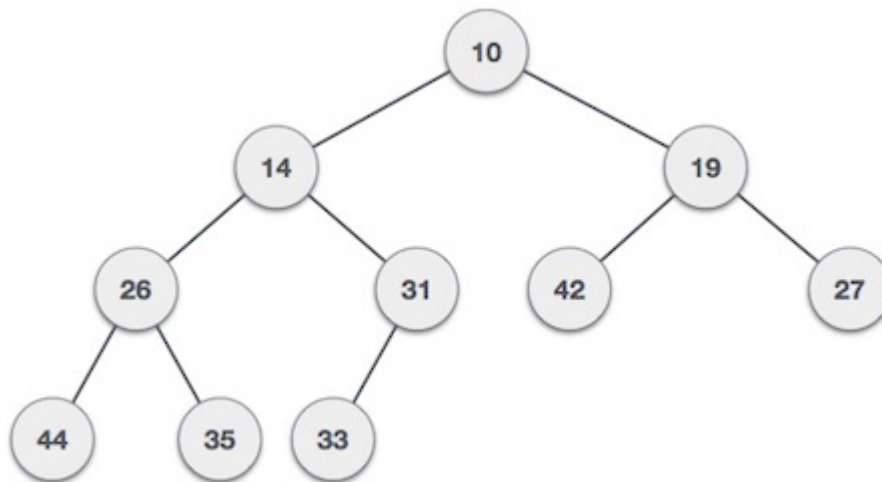
Heap is a special case of balanced binary tree data structure where the root-node key is compared with its children and arranged accordingly. If α has child node β then –

$$\text{key}(\alpha) \geq \text{key}(\beta)$$

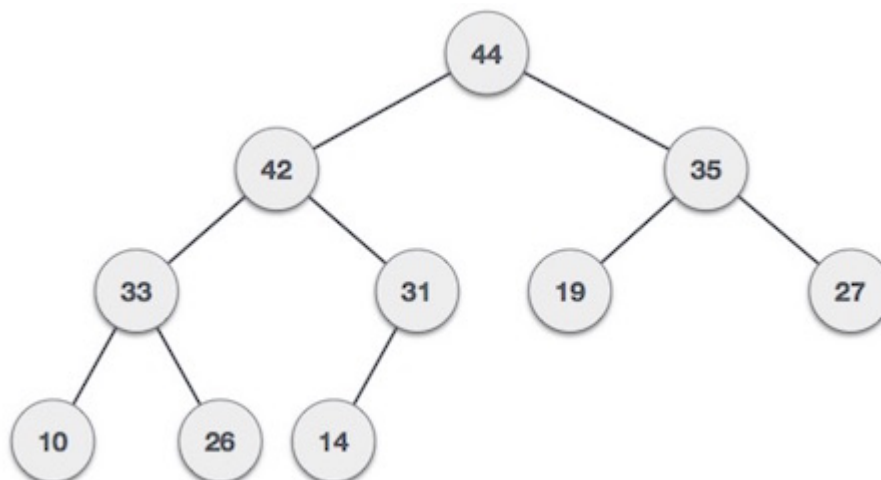
As the value of parent is greater than that of child, this property generates **Max Heap**. Based on this criteria, a heap can be of two types –

For Input \rightarrow 35 33 42 10 14 19 27 44 26 31

Min-Heap – Where the value of the root node is less than or equal to either of its children.



Max-Heap – Where the value of the root node is greater than or equal to either of its children.



Both trees are constructed using the same input and order of arrival.