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Binary Heap, Heap sort,  
Priority Queue



Nintendo®

# Binary Heap

DOLBY™  
PRO LOGIC II

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# Binary Heap

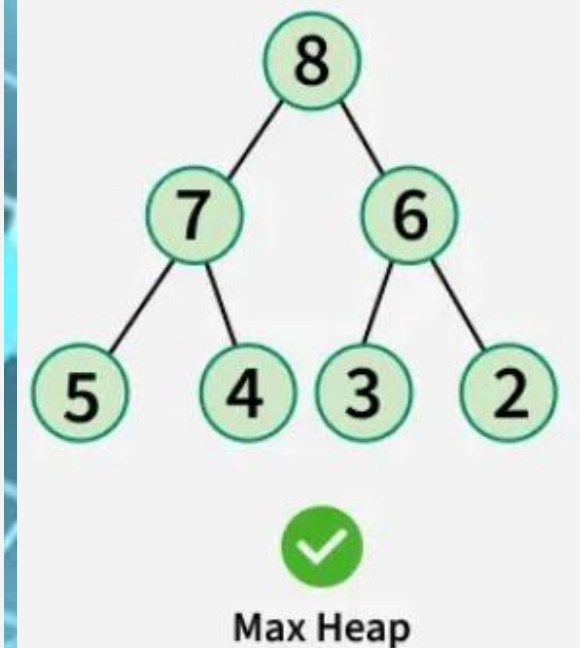
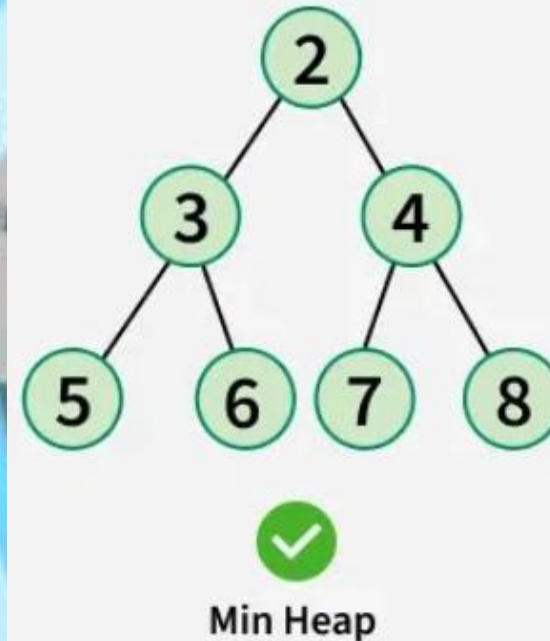
All levels are filled

Min Heap: Root node must be the smallest

Max Heap: Root node must be the largest

used in priority queues and heap sort algorithms

efficient insertion and deletion



# Heap Sort

optimized version of  
selection sort.

efficient access to the max (or min)  
element in  $O(\log n)$  time

Algorithm repeatedly finds the maximum  
(or minimum) element and swaps it with  
the last (or first) element.

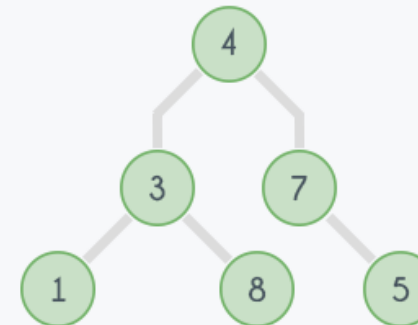
Minimal Memory Usage

Easy to understand and  
implement

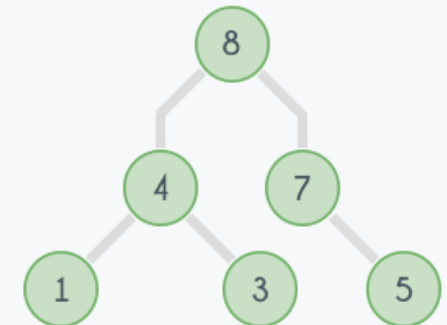
Arr

	4	3	7	1	8	5
0	1	2	3	4	5	6

Initial Elements



Max Heap





# Priority Queue

A type of queue where each element is associated with a priority value, and elements are served based on their priority rather than their insertion order.

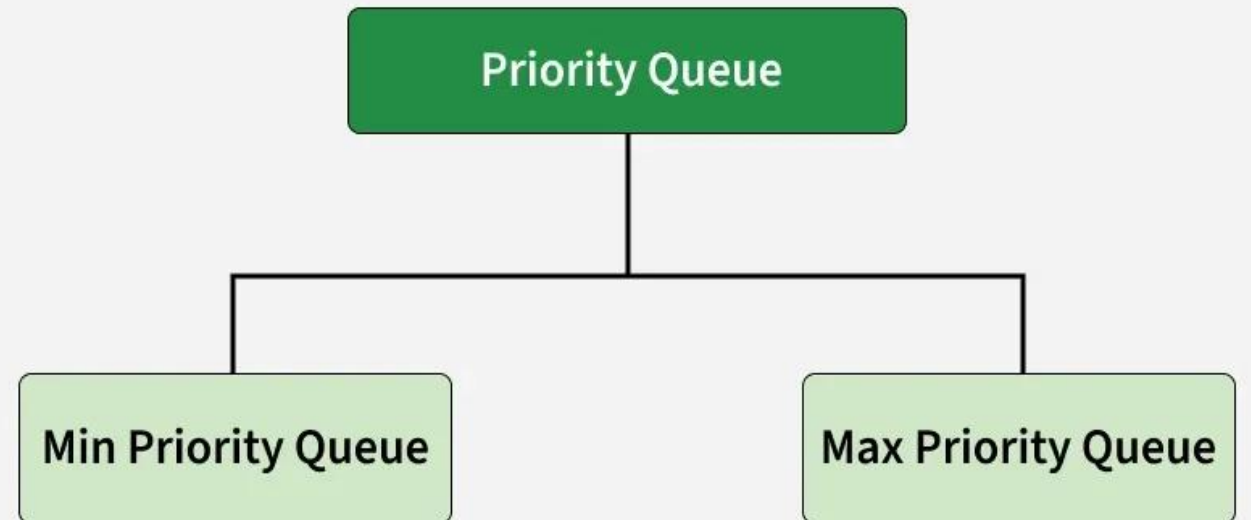
Elements with higher priority are retrieved or removed before those with lower priority.

Types Of Priority Queues:

1. Max Heap

2. Min Heap

## Types of Priority Queue

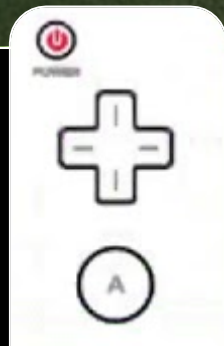


# HOME Menu



That's All!

Q&A



P1



P2



P3



P4



Thank you for watching!