

19 52



Binary Heap, Heap sort,
Priority Queue



Nintendo®

Binary Heap

DOLBY™
PRO LOGIC II

Back

Next

Binary Heap

WiiSports

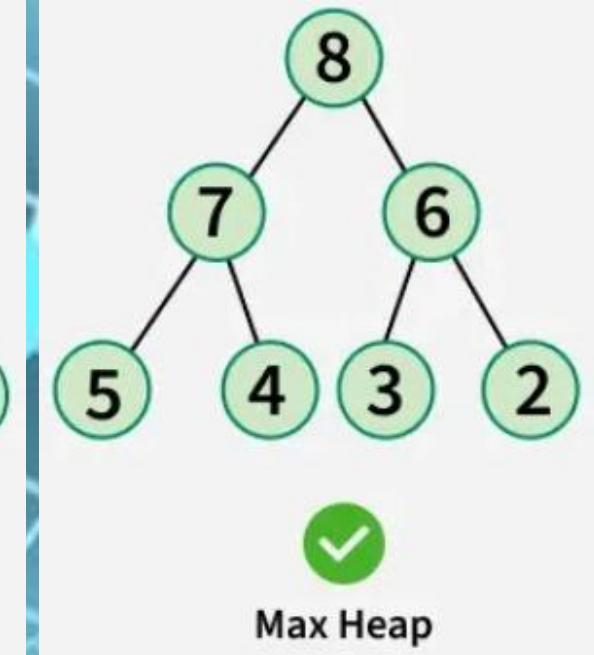
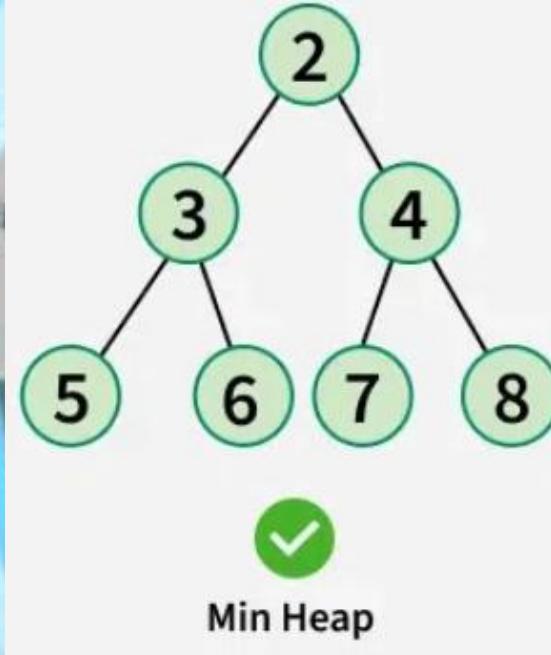
All levels are filled

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

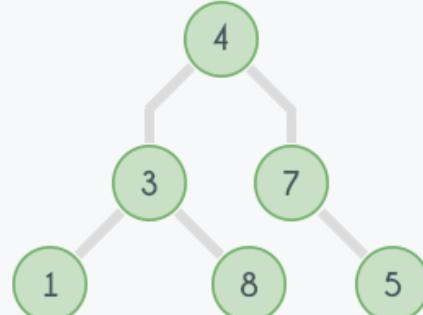
Algorithm repeatedly finds the maximum (or minimum) element and swaps it with the last (or first) element.

Minimal Memory Usage

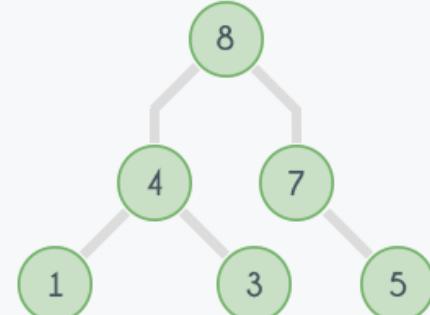
Easy to understand and implement

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.

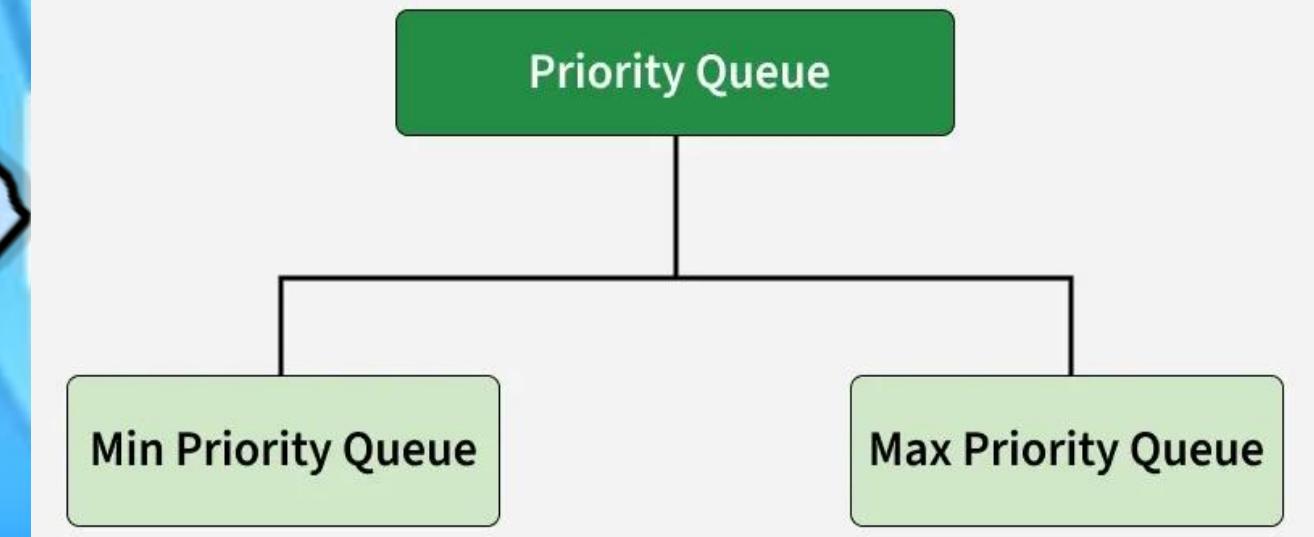
Types Of Priority Queues:

1. Max Heap

2. Min Heap



Types of Priority Queue



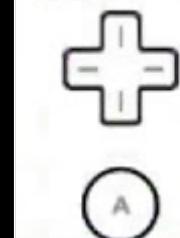
HOME Menu



Close

That's All!

Q&A



P1



P2



P3



P4



Thank you for watching!