#### Implementing A Heap

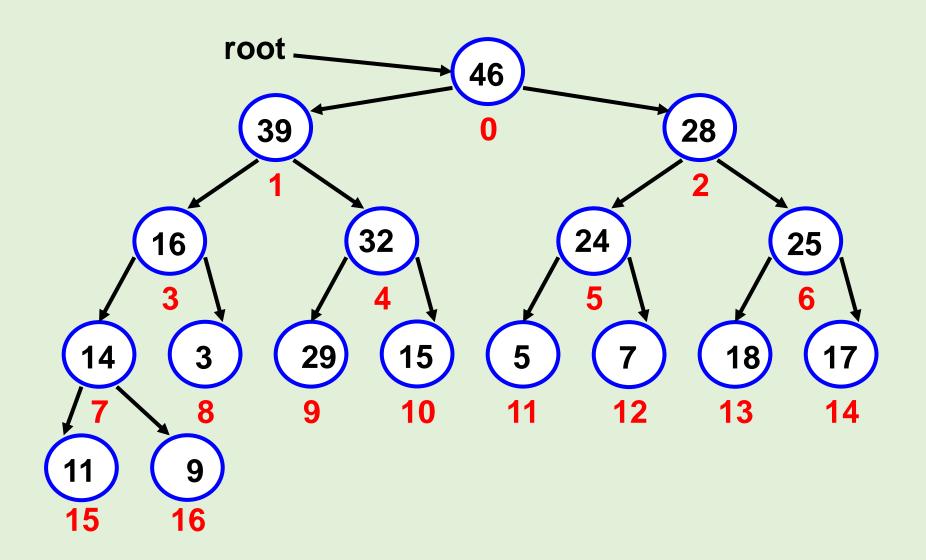
#### Implementing a Heap

 Although it is helpful to think of a heap as a linked structure when visualizing the enqueue and dequeue operations, it is often implemented with an array by using remarkable properties of heaps.

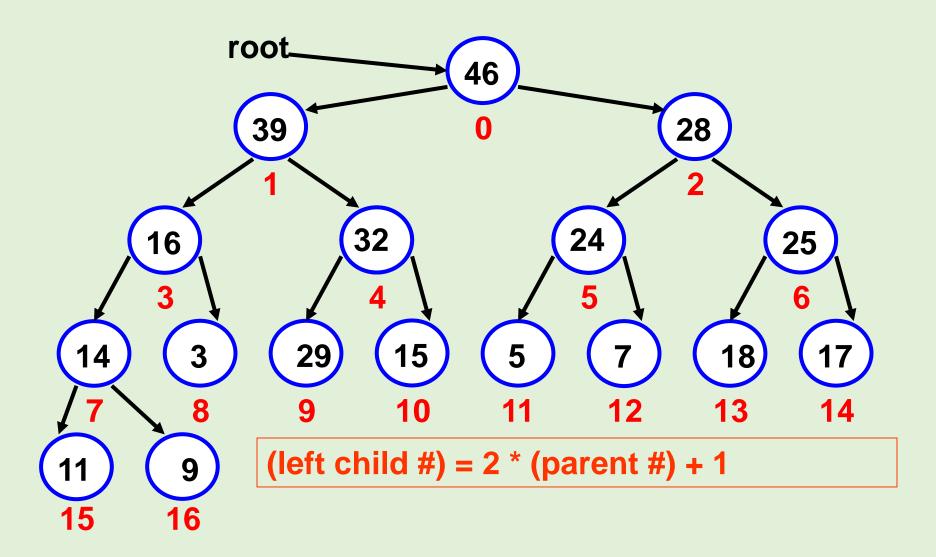
```
Left child [index] = 2 * parent[index] + 1
Right child [index\ = 2 * parent[indes] + 2
Parent[index] = (child [index] - 1) / 2
```

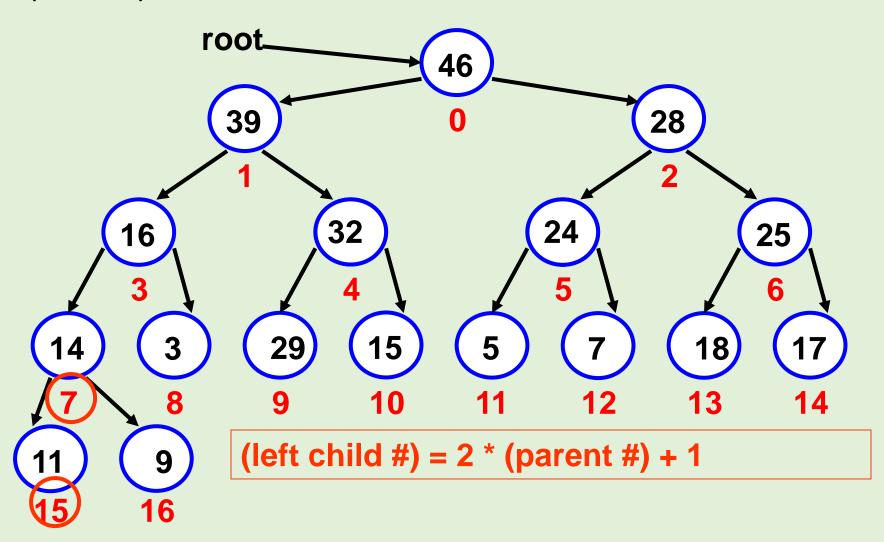
• Let's number the nodes of a heap, starting with 0, going top to bottom and left to right...

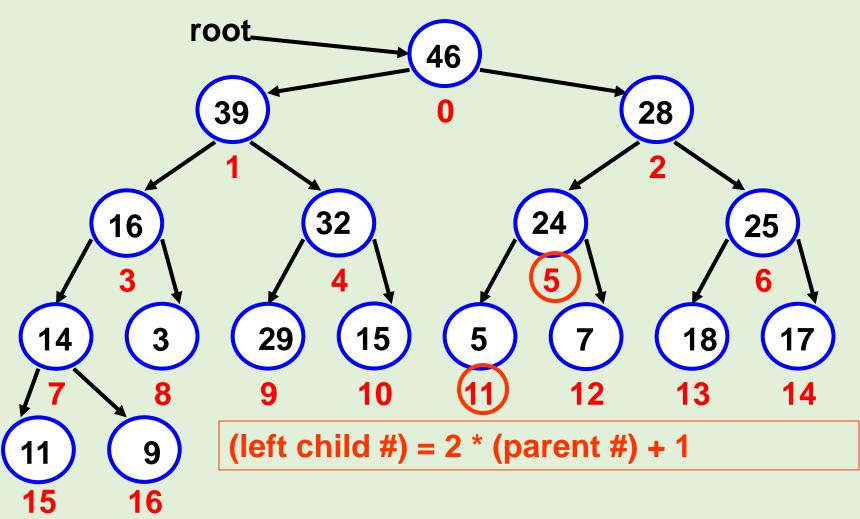
#### Implementing a Heap (cont.)

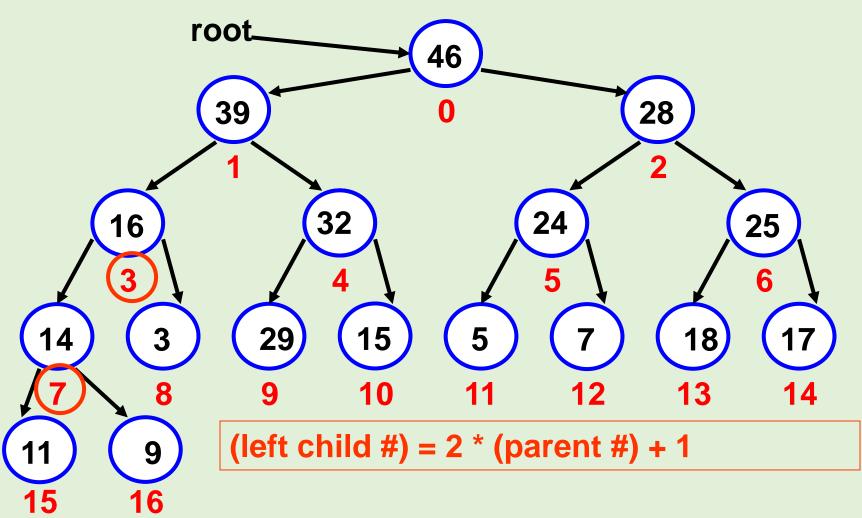


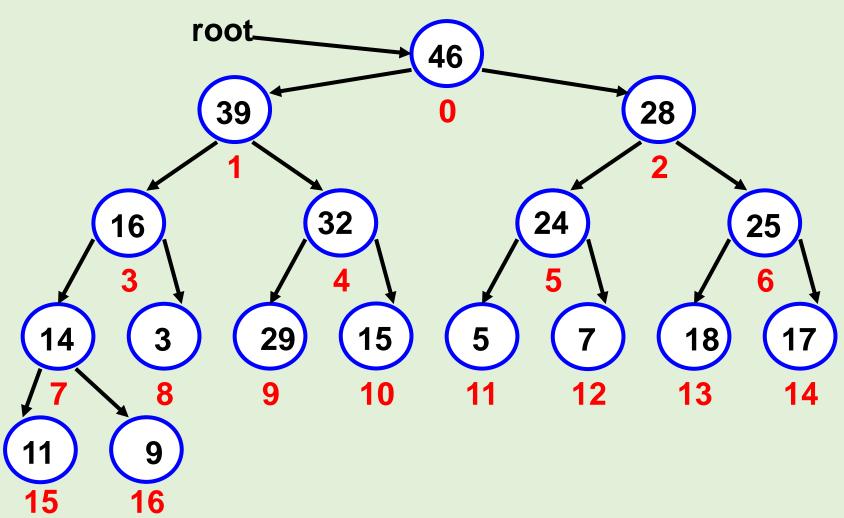
#### Heap Properties

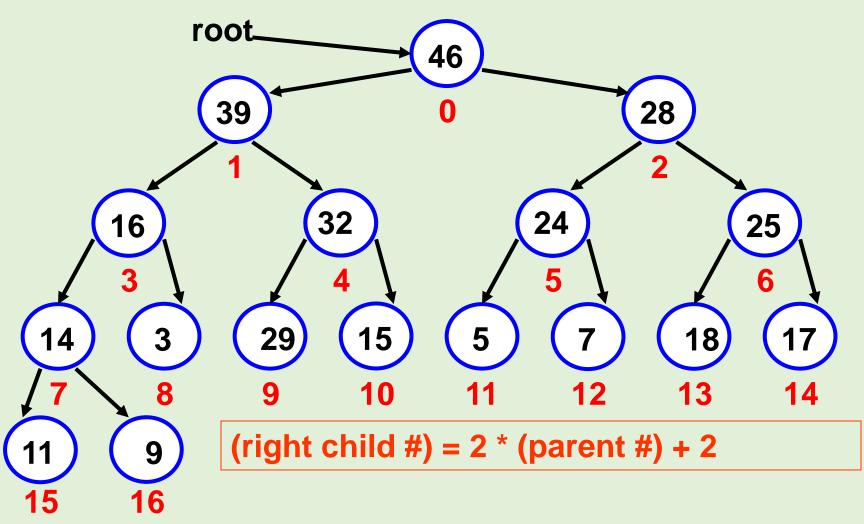


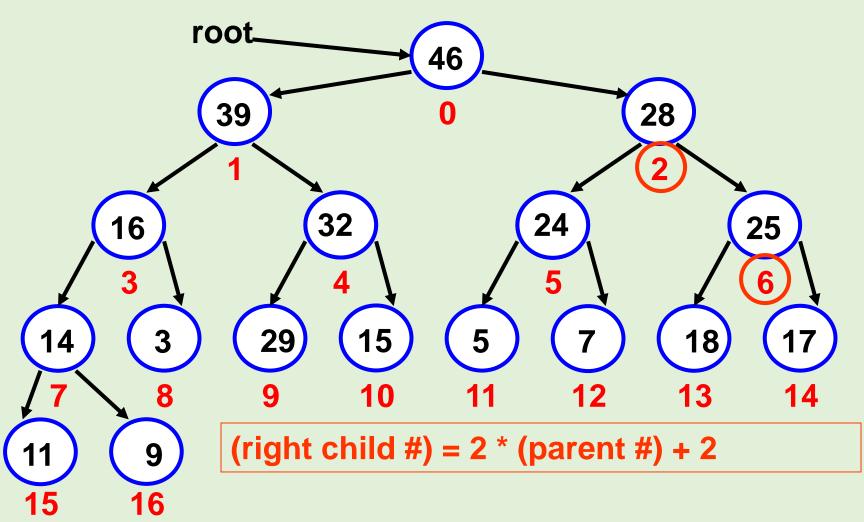


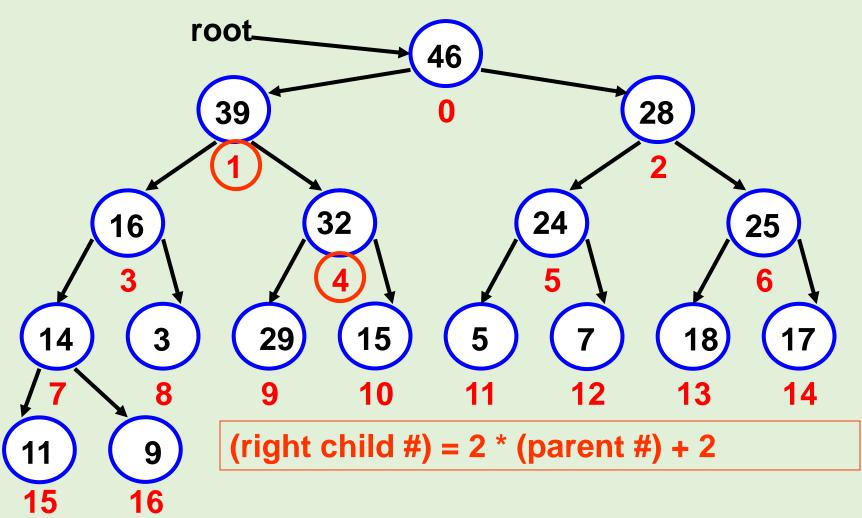


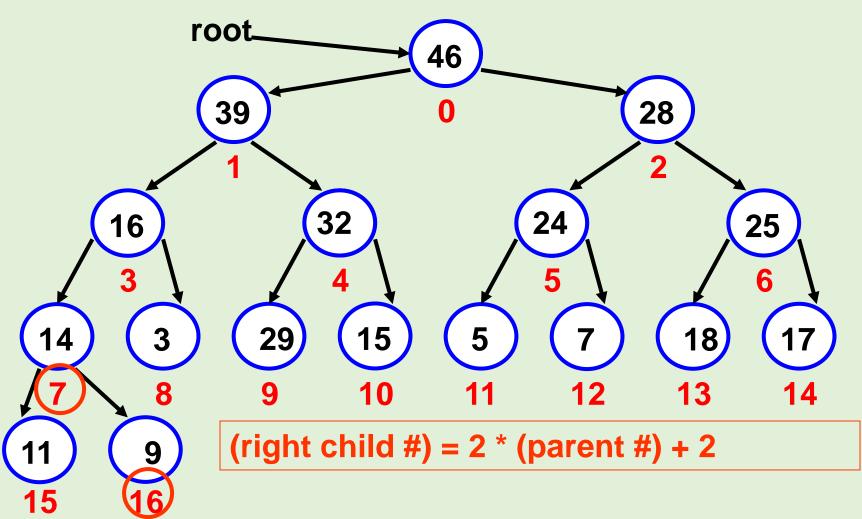


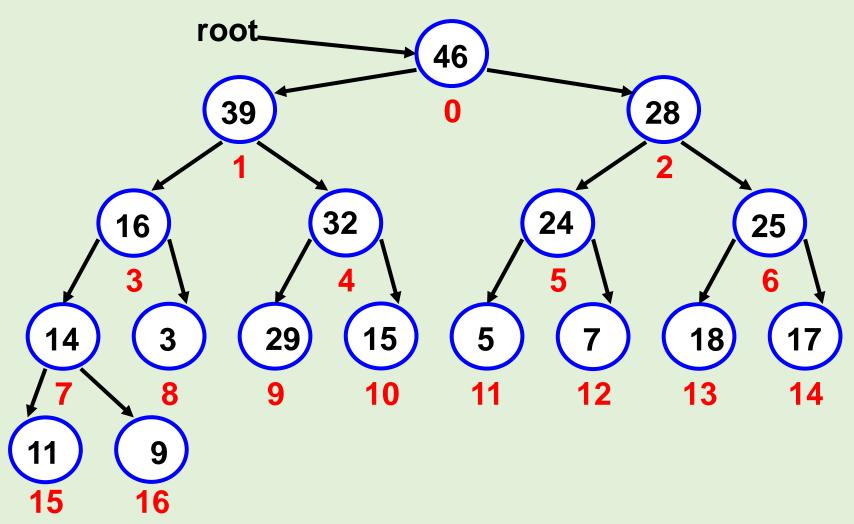


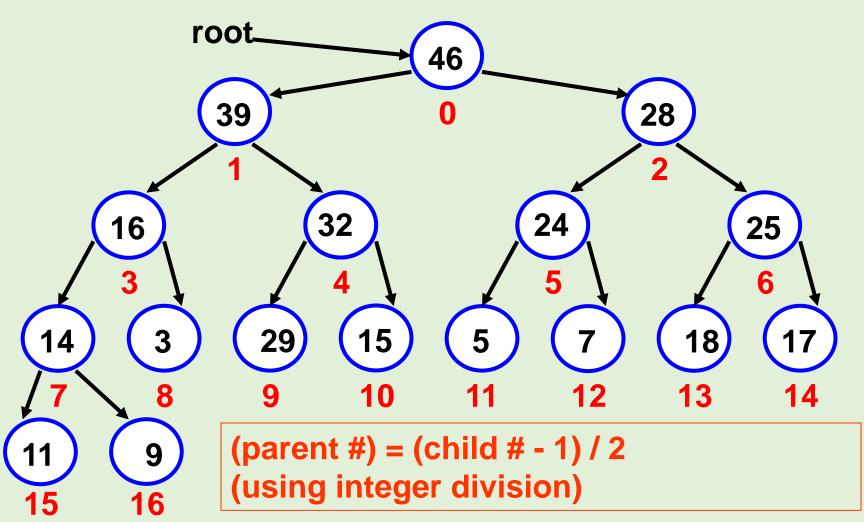


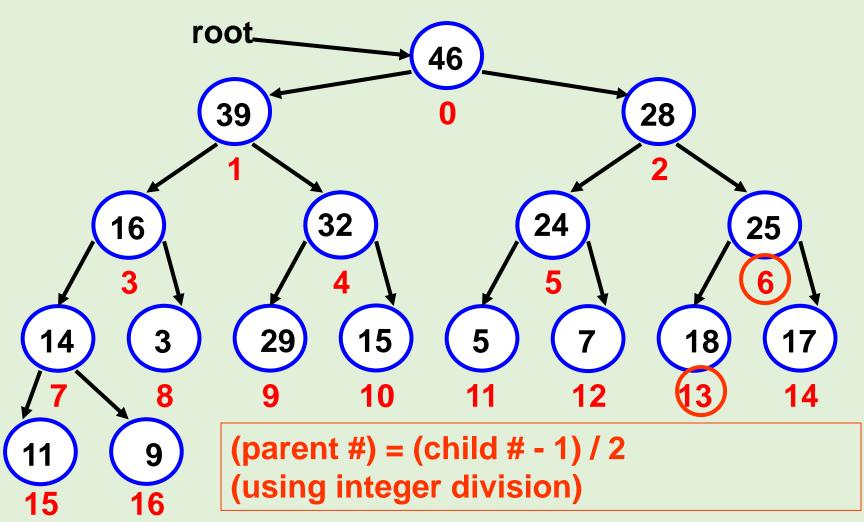


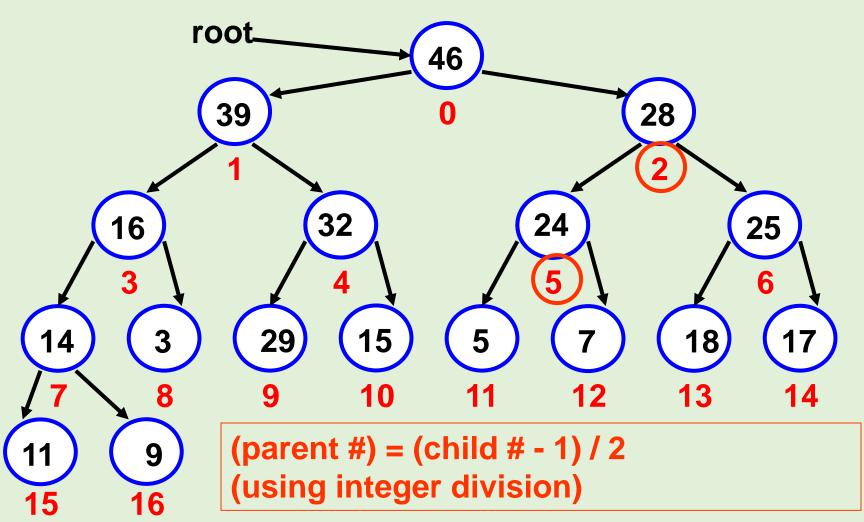


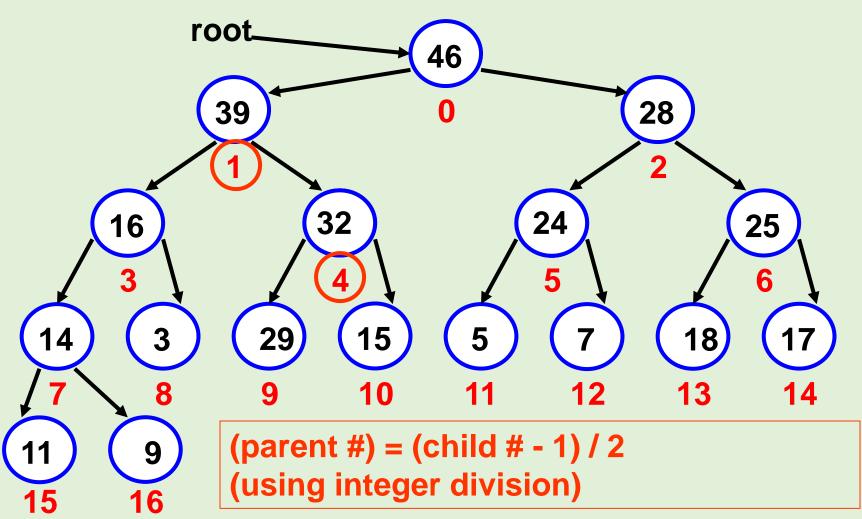












#### Array Implementation

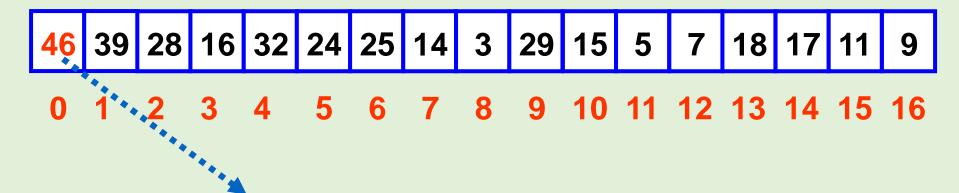
- These remarkable properties of the heap allow us to place the elements into an array
- The red numbers on the previous slide correspond to the array indexes



So now, this is our heap. It has no linked nodes, so it is much easier to work with.

Let's dequeue an element.

The highest value is stored in the root node (index 0).



remElement: 46



remElement: 46

Now we need to move the object at the last node to the root node

We need to keep track of the object in the last position of the heap using a heapsize variable

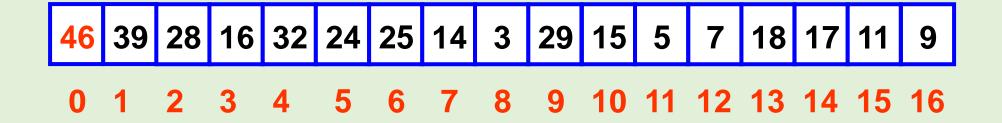


remElement: 46

heapsize: 17

Now we need to move the object at the last node to the root node

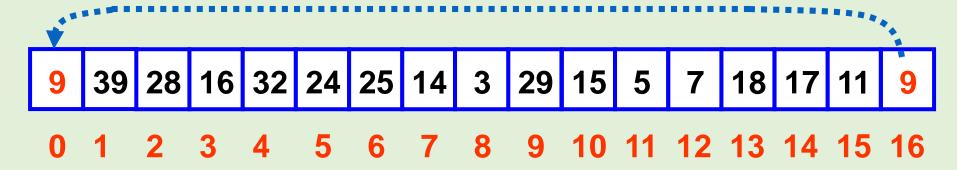
We need to keep track of the object in the last position of the heap using a heapsize variable



remElement: 46

heapsize: 17

Now we can access the object in the last node using elements[ heapsize – 1 ] and assign it to elements[ 0 ]



remElement: 46

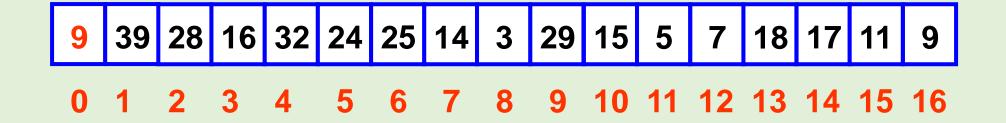
heapsize: 17

Now we can access the object in the last node using elements[ heapsize – 1 ] and assign it to elements[ 0 ]



remElement: 46

Next, decrement the heap size



remElement: 46

Next, decrement the heap size



remElement: 46

heapsize: 16

The value at index 16 can't be used anymore; it will be overwritten on the next enqueue



remElement: 46

heapsize: 16

Now, we need to find the greatest child of node 0 and compare it to 9.

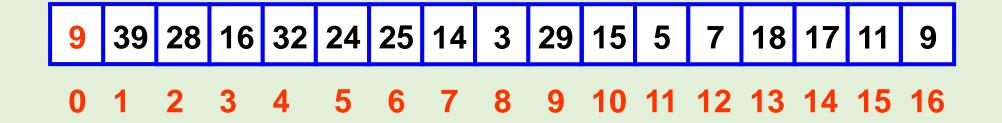
But how do we get the greatest child?



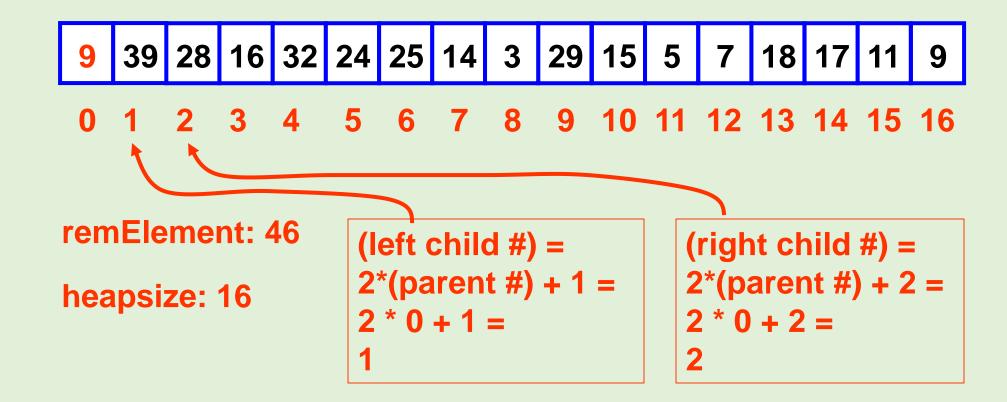
remElement: 46

heapsize: 16

By using the formulas we noted earlier (this is why an array can be used)...



remElement: 46

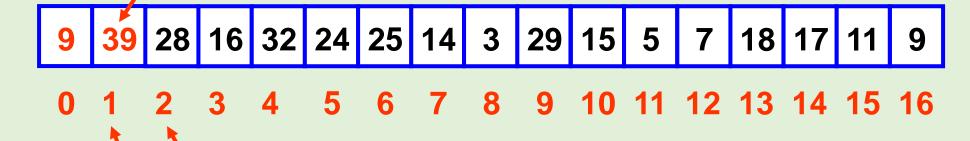


# Array Implementation (cont.) Greatest Child

9 39 28 16 32 24 25 14 3 29 15 5 7 18 17 11 9 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

remElement: 46

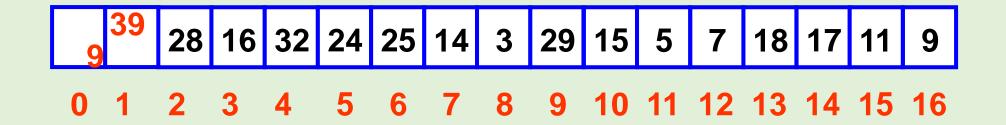
**Greatest Child** 39 > 9, so swap



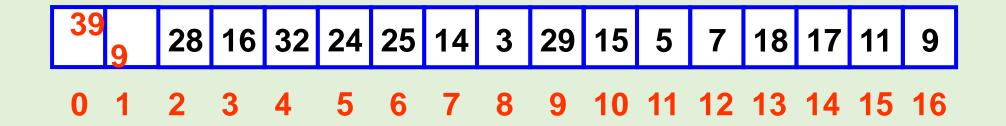
remElement: 46



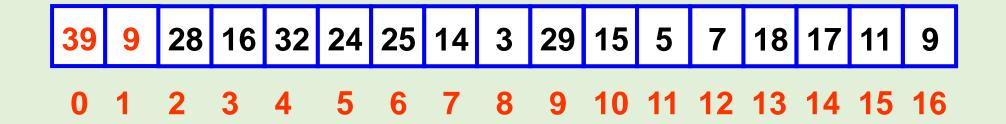
remElement: 46



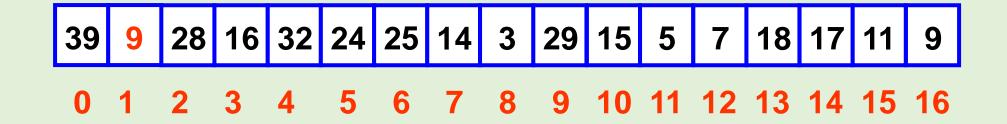
remElement: 46



remElement: 46



remElement: 46



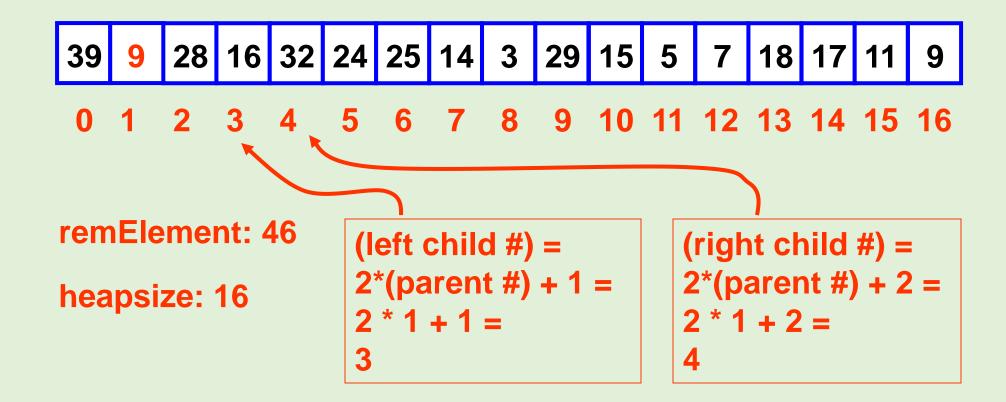
remElement: 46

heapsize: 16

If the greatest child of 9 is greater than 9, then swap



remElement: 46



# Array Implementation (cont.) Greatest Child

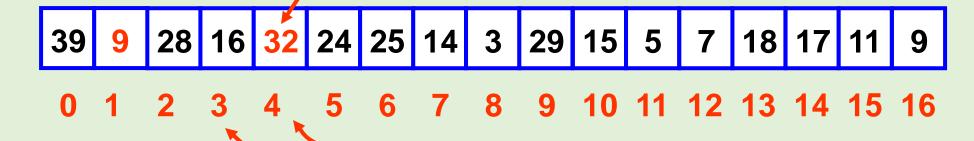
39 9 28 16 32 24 25 14 3 29 15 5 7 18 17 11 9 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

remElement: 46

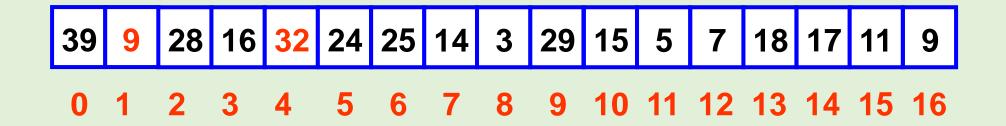
heapsize: 16

(left child #) = 2\*(parent #) + 1 = 2 \* 1 + 1 = 3 (right child #) = 2\*(parent #) + 2 = 2 \* 1 + 2 = 4

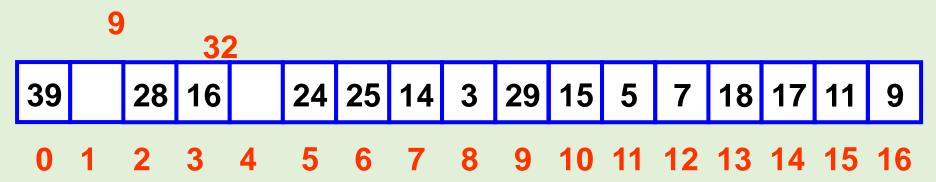
**Greatest Child** 32 > 9, so swap



remElement: 46



remElement: 46



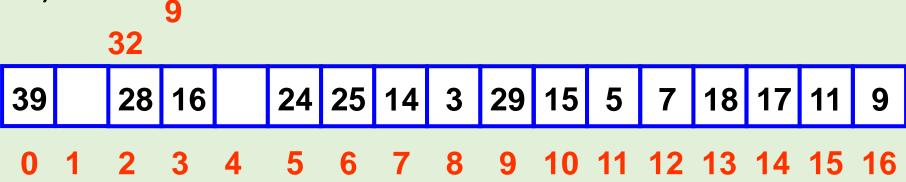
remElement: 46

 32

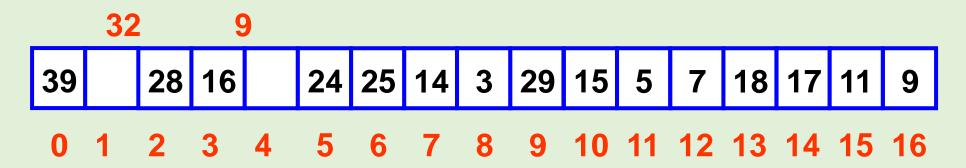
 39
 28
 16
 24
 25
 14
 3
 29
 15
 5
 7
 18
 17
 11
 9

 0
 1
 2
 3
 4
 5
 6
 7
 8
 9
 10
 11
 12
 13
 14
 15
 16

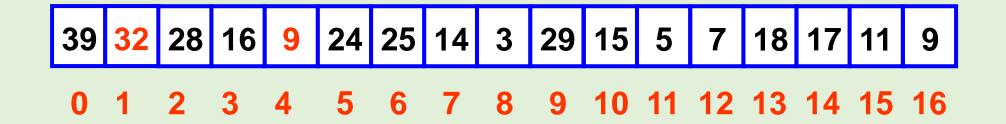
remElement: 46



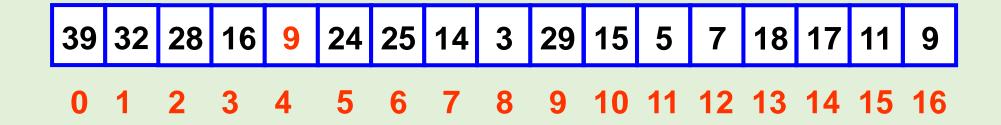
remElement: 46



remElement: 46



remElement: 46



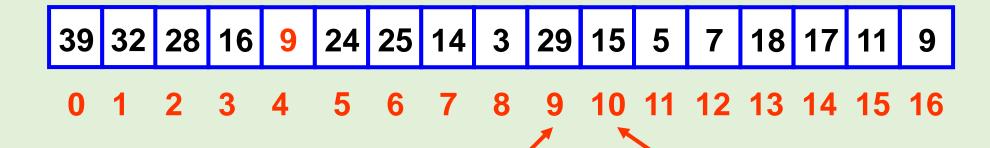
remElement: 46

heapsize: 16

If the greatest child of 9 is greater than 9, then swap



remElement: 46



remElement: 46

heapsize: 16

```
(left child #) =
2*(parent #) + 1 =
2 * 4 + 1 =
9
```

(right child #) = 2\*(parent #) + 2 = 2 \* 4 + 2 = 10

#### **Greatest Child**



remElement: 46

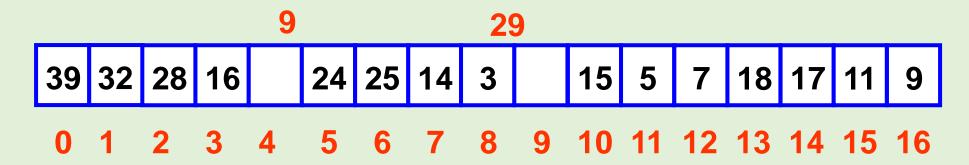
Greatest Child 29 > 9, so swap



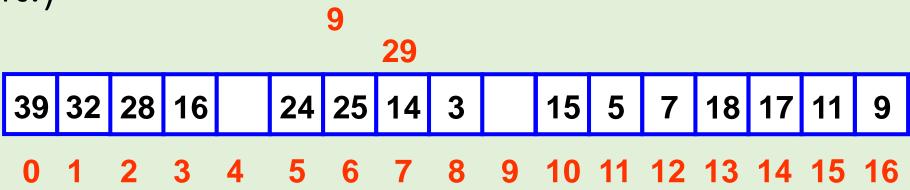
remElement: 46



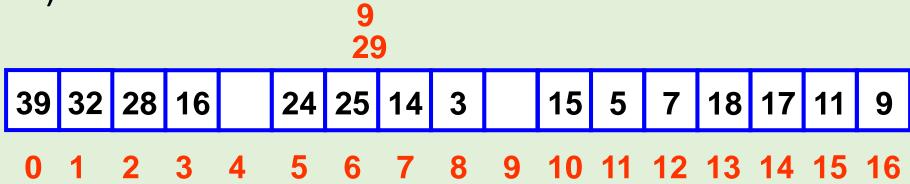
remElement: 46



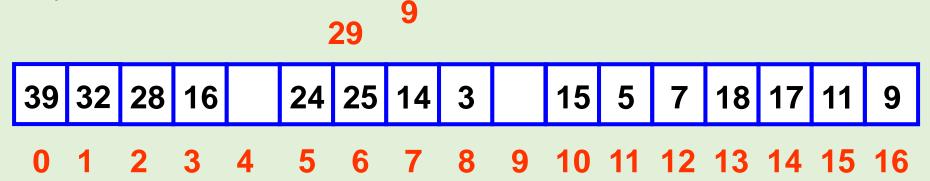
remElement: 46



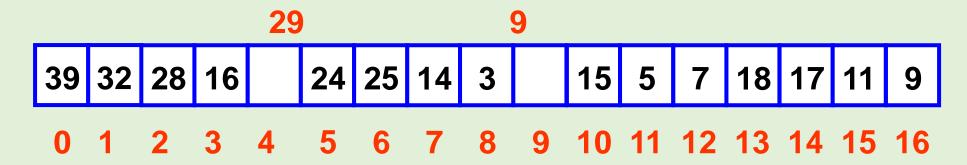
remElement: 46



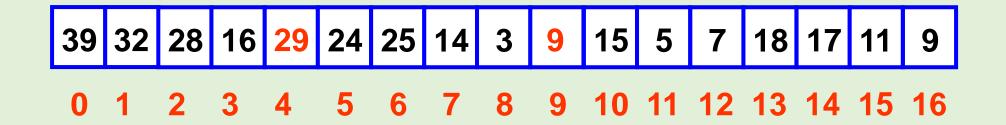
remElement: 46



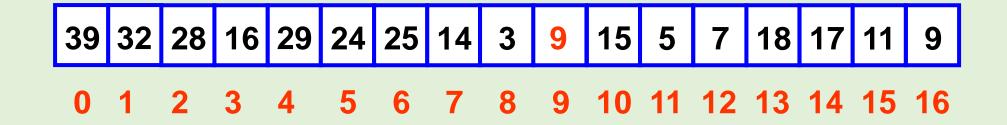
remElement: 46



remElement: 46



remElement: 46



remElement: 46

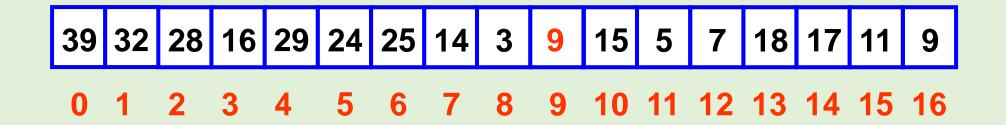
heapsize: 16

If the greatest child of 9 is greater than 9, then swap



remElement: 46

```
(left child #) =
2*(parent #) + 1 =
2 * 9 + 1 =
19
```



```
remElement: 46

heapsize: 16

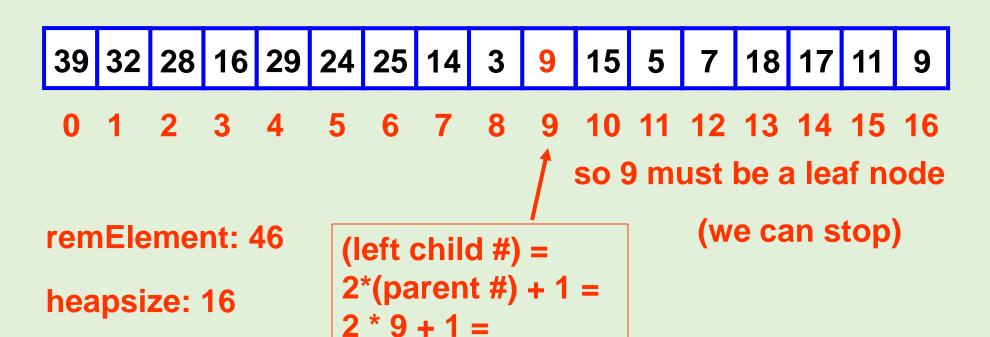
19 > heapsize

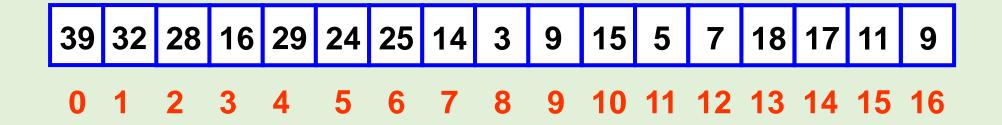
(left child #) =

2*(parent #) + 1 =

2 * 9 + 1 =

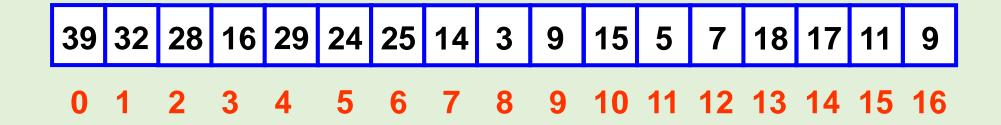
19
```





heapsize: 16

An enqueue is done by placing the new element at elements[ heapsize ], then swapping upwards



heapsize: 16

When enqueuing, the parent is always found by using the parent formula:

(parent #) = (child # - 1) / 2