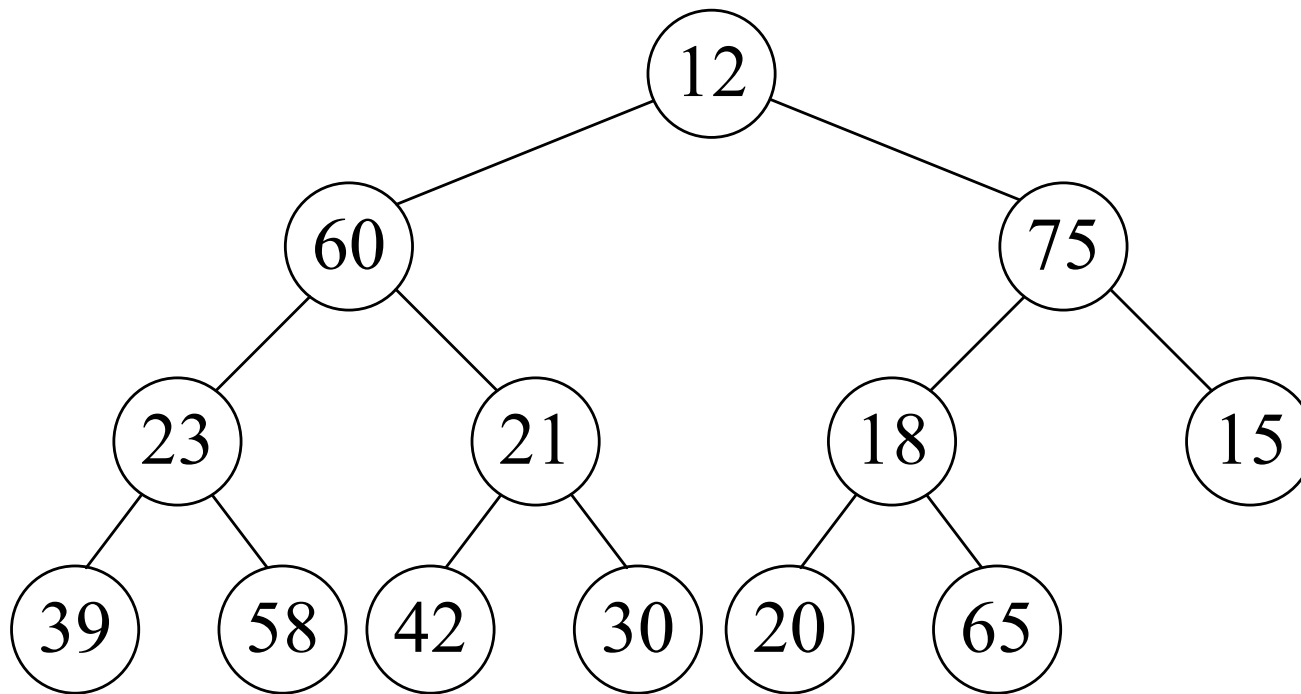


Advanced Data Structures

Min-Max Heap

Min-Max Heap



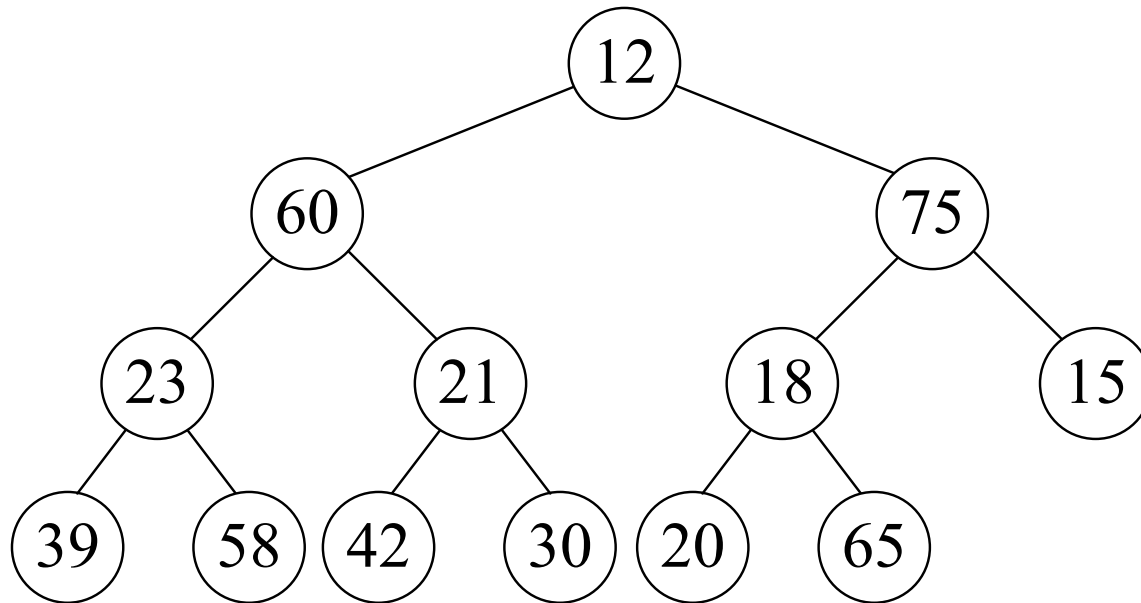
min level

max level

min level

max level

■ Insert 10, 80



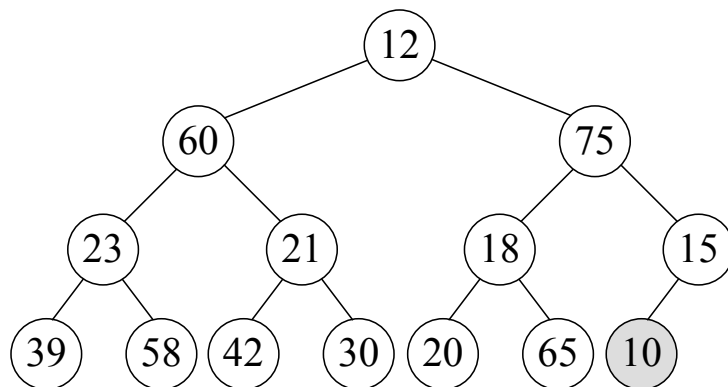
min level

max level

min level

max level

1.



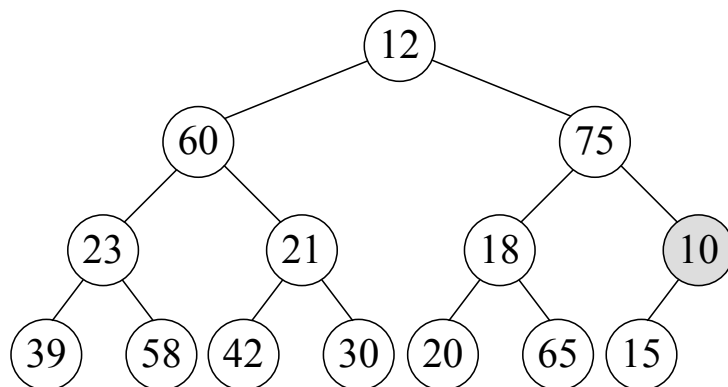
min level

max level

min level

max level

2.



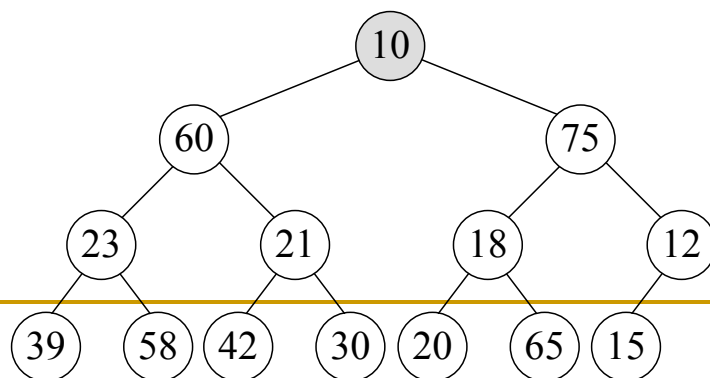
min level

max level

min level

max level

3.



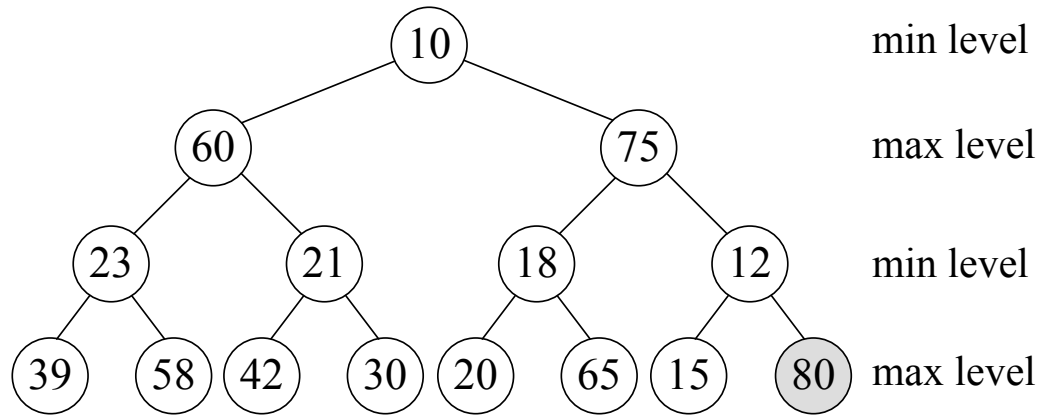
min level

max level

min level

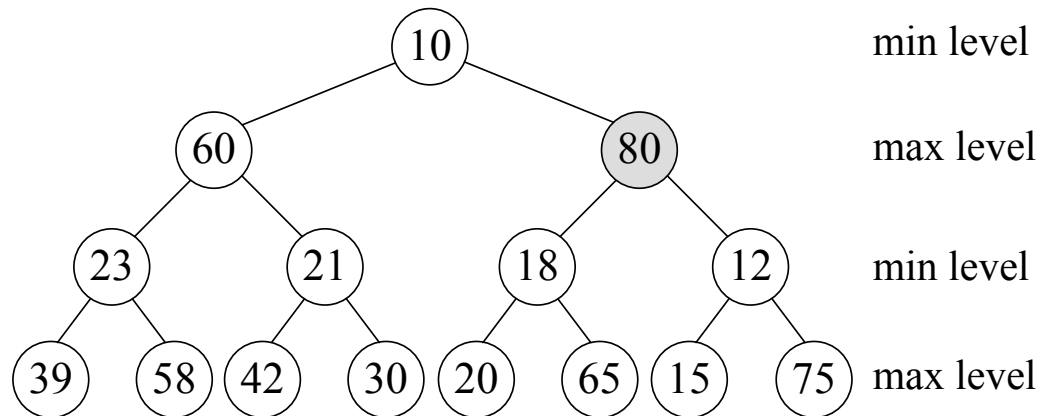
max level

4.



5. New node is in max level and is larger than its parent, no exchange

6.

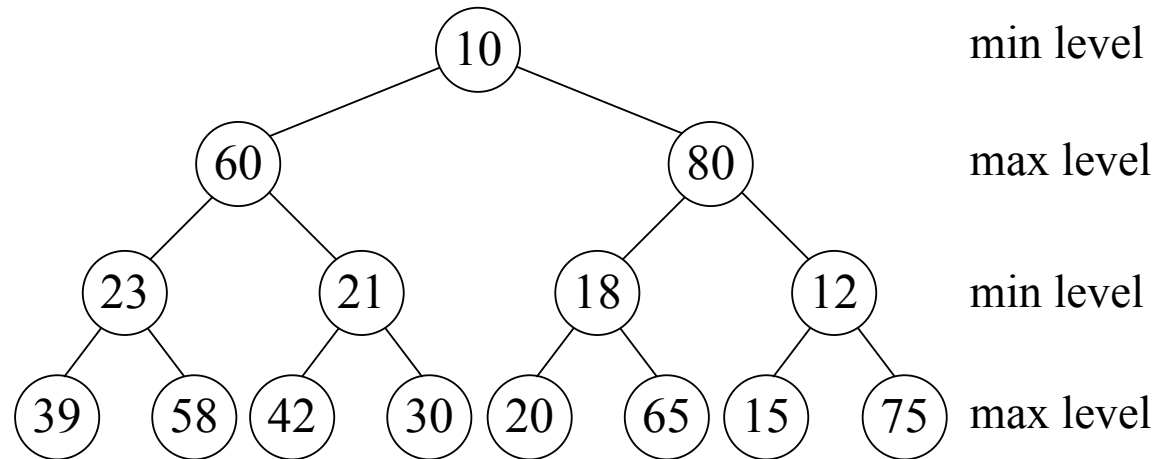


```
template <class Type>
void MinMaxHeap<Type>::Insert(const Element<Type>&x ) {
    if (n == MaxSize ) { MinMaxFull( ); return;}
    n++;
    int p = n/2;
    if (!p) {h[1] = x; return;}
    switch (level(p)) {
        case MIN:
            if (x.key < h[p].key) {
                h[n]=h[p];
                VerifyMin(p, x);
            }
    }
```

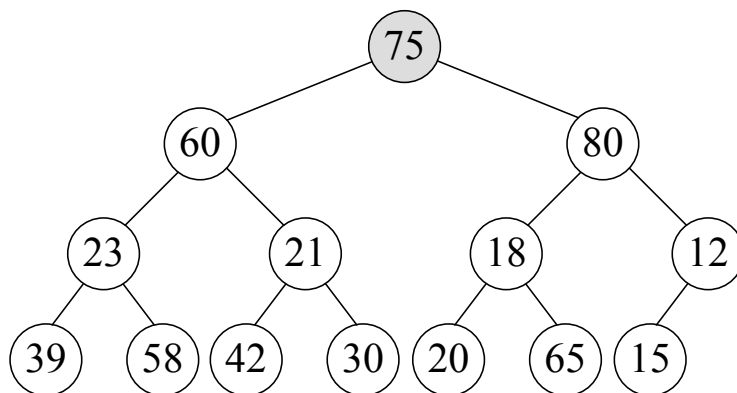
```
    else VerifyMax(n, x);  
    break;  
case MAX:  
    if (x.key > h[p].key) {  
        h[n]=h[p];  
        VerifyMax(p, x);  
    }  
    else VerifyMin(n, x);  
}  
}
```

- **Level:**
Max Level:
 $\lceil \log_2(j + 1) \rceil$ is even
Min Level:
 $\lceil \log_2(j + 1) \rceil$ is odd
- **VerifyMax**
- **VerifyMin**

■ Delete Min from Min-Max Heap



1.



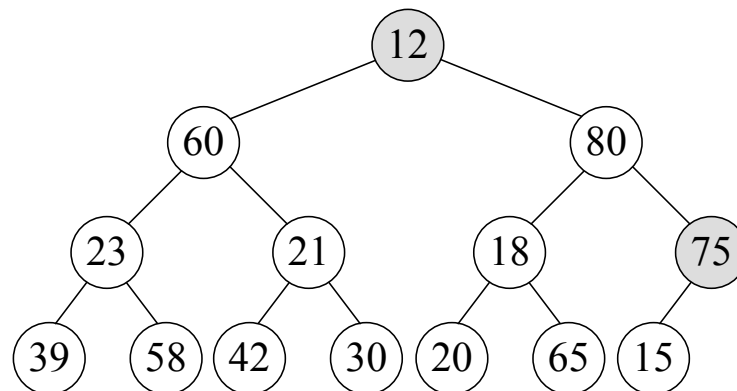
min level

max level

min level

max level

2.



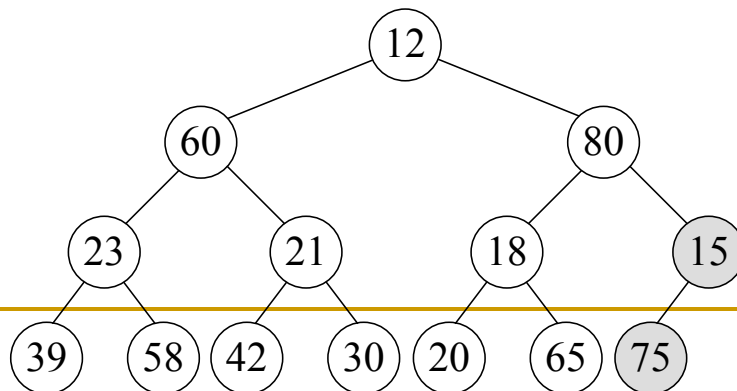
min level

max level

min level

max level

3.



min level

max level

min level

max level

Insert a new node x into a min-max heap with no root:

(1) empty heap: x is the new root;

(2) at least one child of root:

find node k with the smallest data;

(a) $x.\text{key} \leq h[k].\text{key}$.

x is the new root;

(b) $x.\text{key} > h[k].\text{key}$ and k is a child of root:

replace k with x ;
 k is the new root.

(c) $x.\text{key} > h[k].\text{key}$ and k is a grandchild of root:

k is the new root

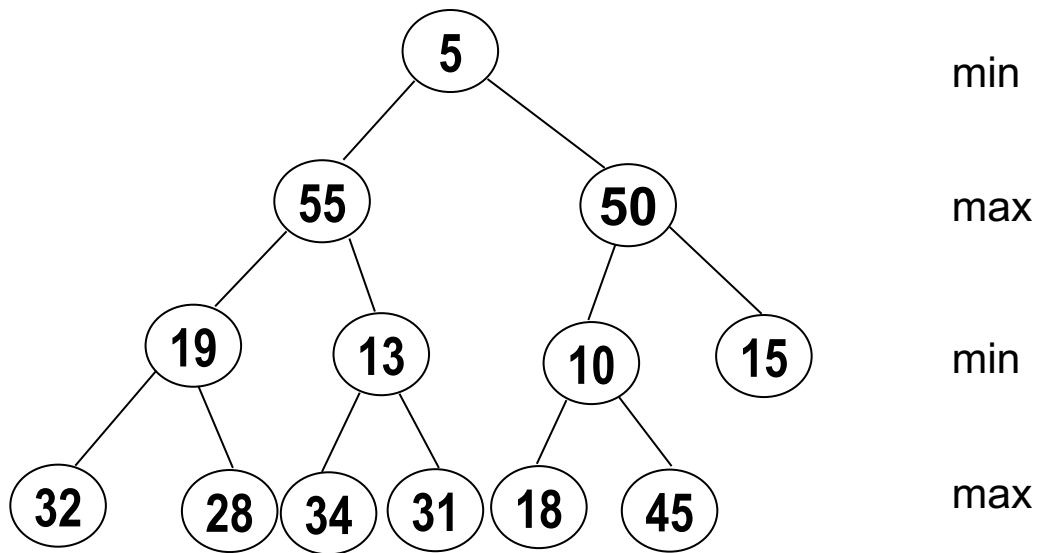
if $x.\text{key} > h[p].\text{key}$, exchange x and $h[p]$

insert x into (sub)min_max heap rooted with k

```
template <class Type>
Element<Type>* MinMaxHeap<Type>::
    DeleteMin(Element<Type>&y) {
    if (!n) { MinMaxEmpty( ); return 0; }
    y = h[1];
    Element<Type> x = h[n--];
    int i = 1, j = n/2;
    while (i <= j) {           // has children
        int k = MinChildGrandChild(i);
        if (x.key <= h[k].key)
            break;           // 2(a)
```

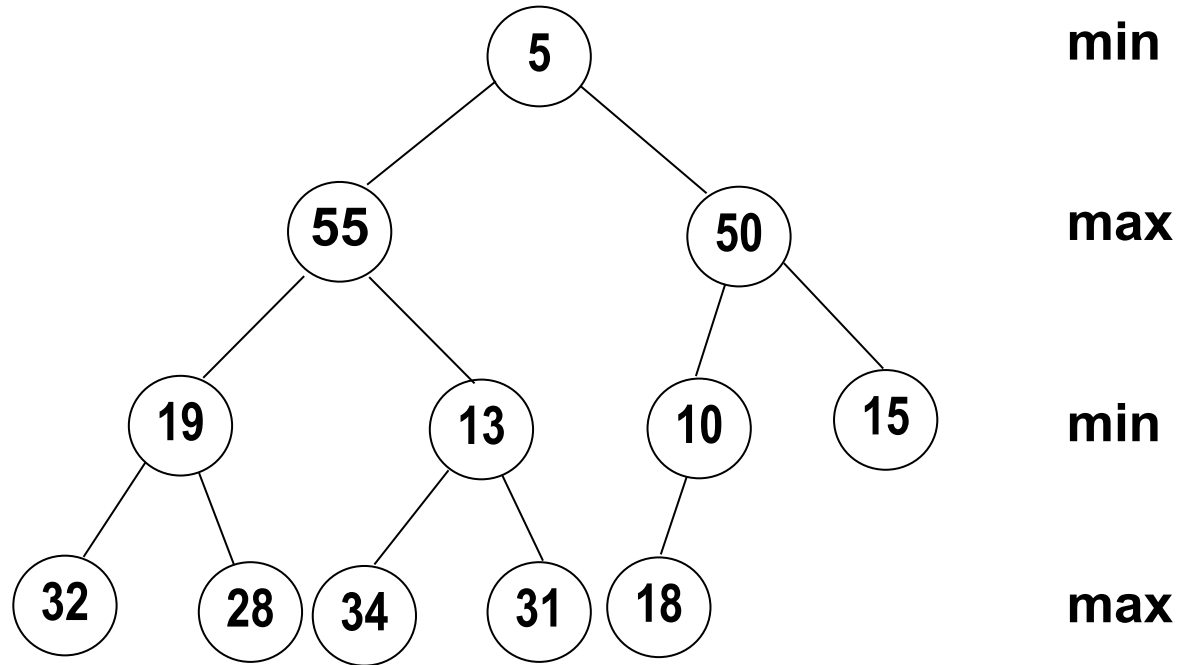
```
else {           // 2(b) or (c)
    h[i] = h[k];
    if (k <= 2*i+1) { // 2(b)
        i = k;
        break;
    }
    else {       // 2(c)
        int p = k/2;
        if (x.key > h[p].key) {
            Element<Type> t = h[p]; h[p] = x; x = t;
        }
    }
    i = k;
}
h[i] = x;
return &y;
}
```

Min-max heap



❑ Delete 45

Min-max heap (con.t)



❑ Delete 55

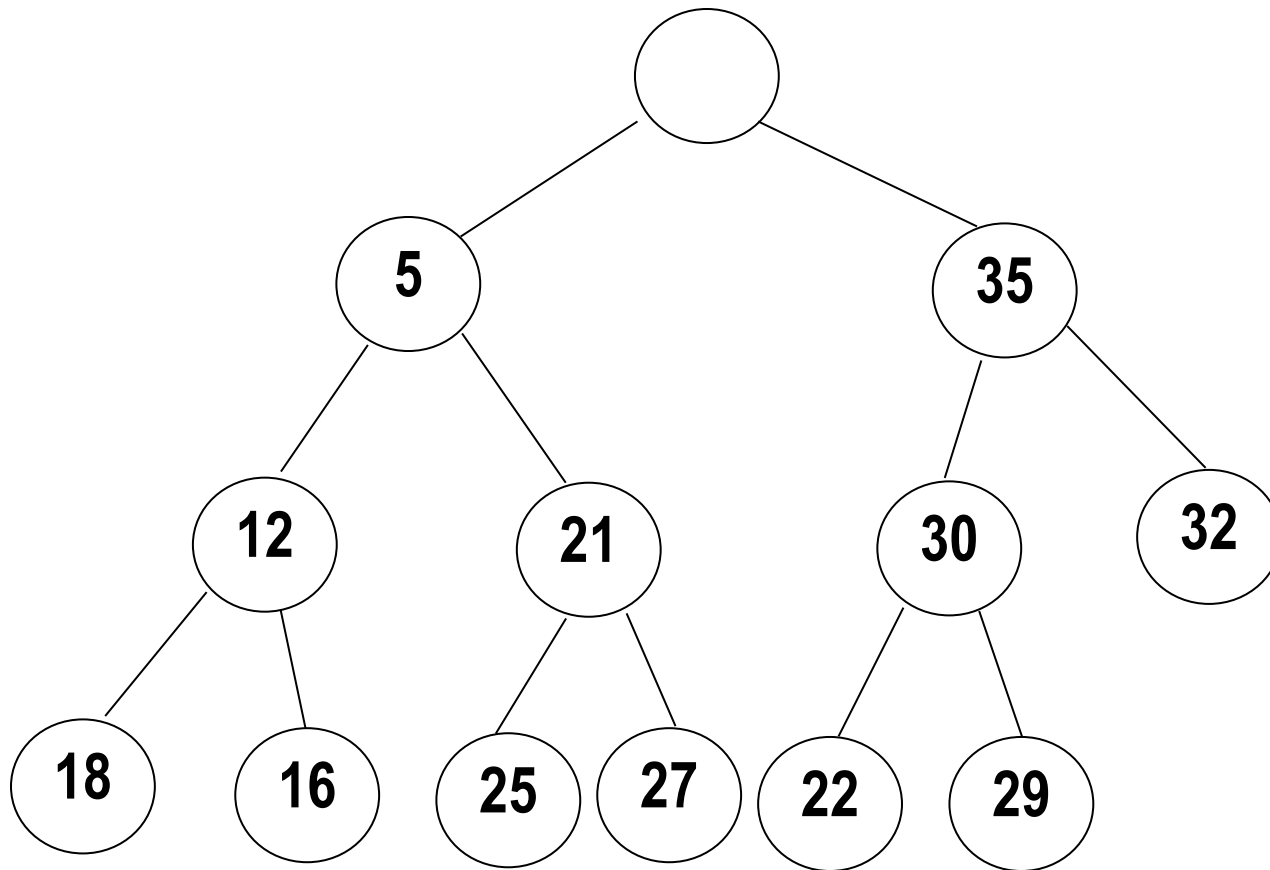
Advanced Data Structures

—— Deap

A deap is a complete binary tree :

- (1) no data in root;**
 - (2) left subtree is a min heap**
 - (3) right subtree is a max heap**
 - (4) every node in left subtree is no bigger than its
corresponding node in right subtree
corresponding nodes**
-

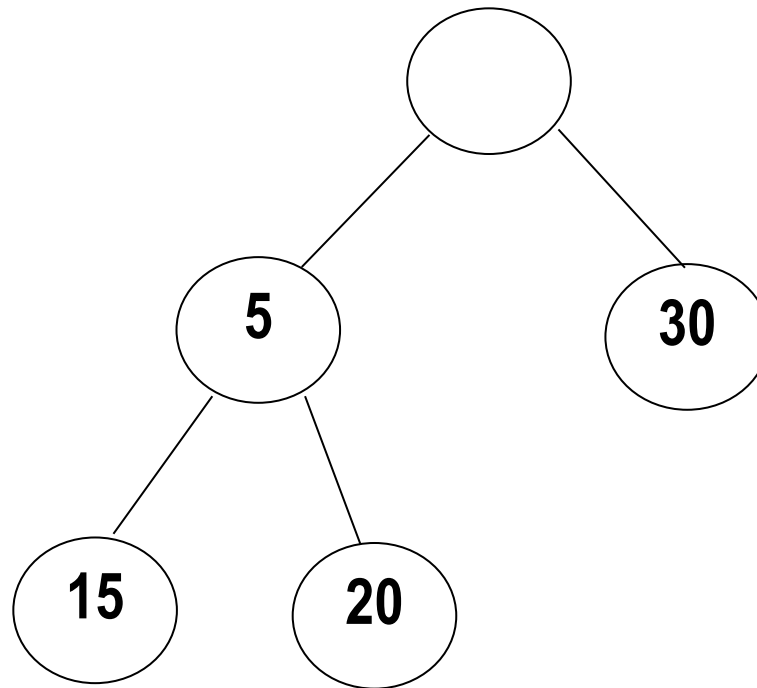
Deap



Deap (con.t)

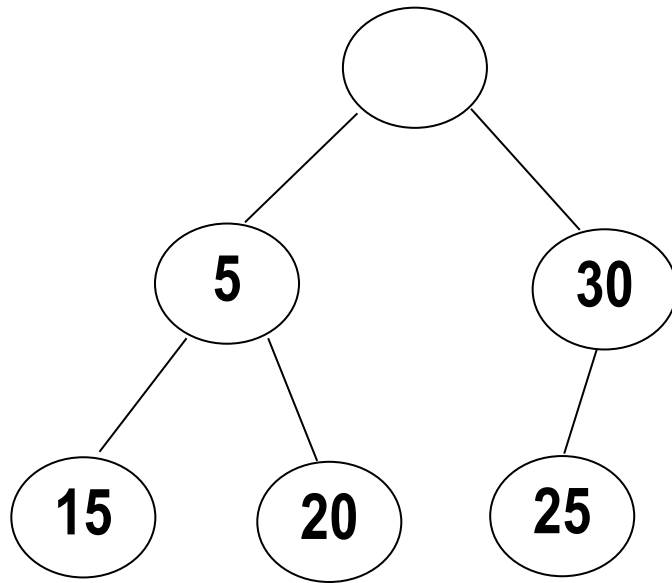
■ Insertion

- Add new node to the end of tree, **Heapify**



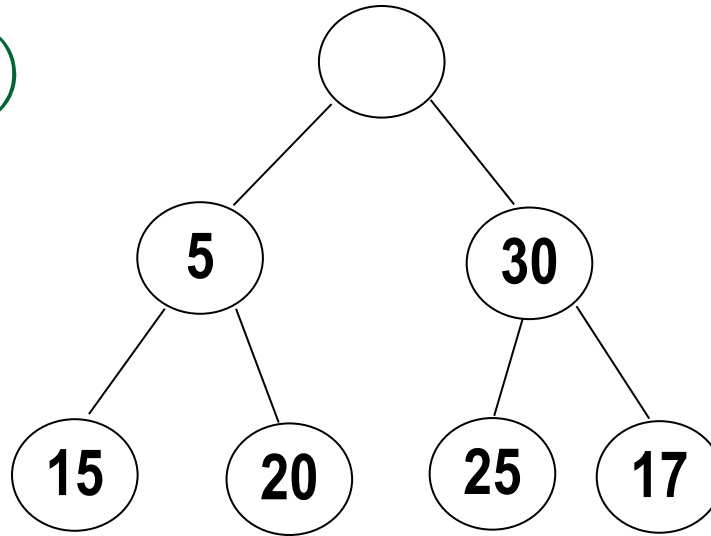
- Insert 25

Deap (con.t)

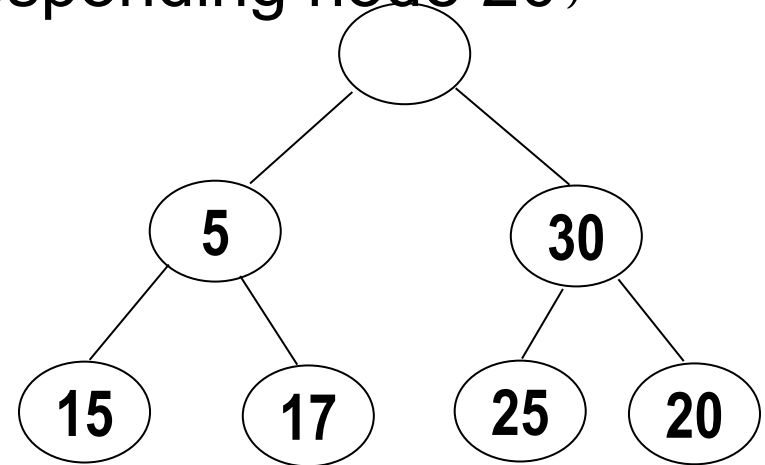


□ Insert 17

Deap (con.t)

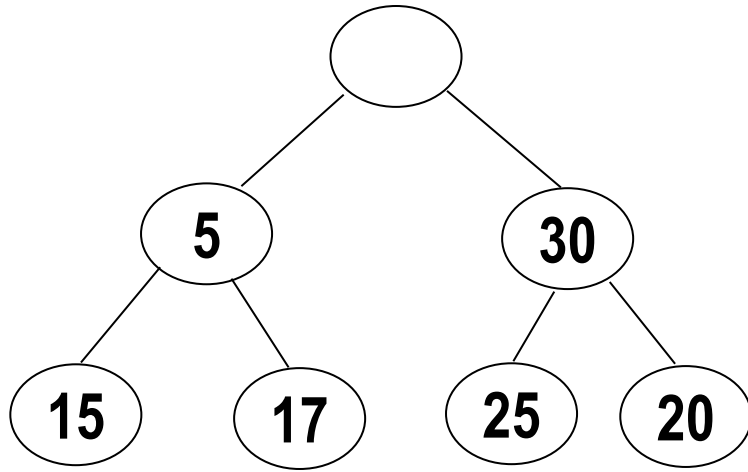


- ❑ 17 is smaller than its corresponding node 20,
 - Exchange 17 and 20
- ❑ Check the min-heap

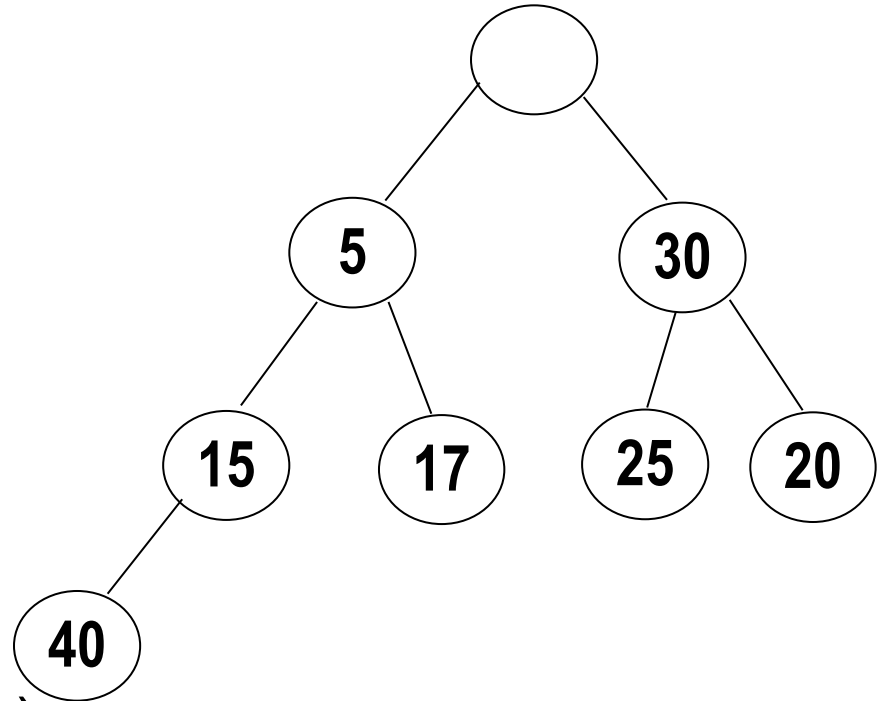


- ❑ No need to check the max-heap, WHY?

Deap (con.t)



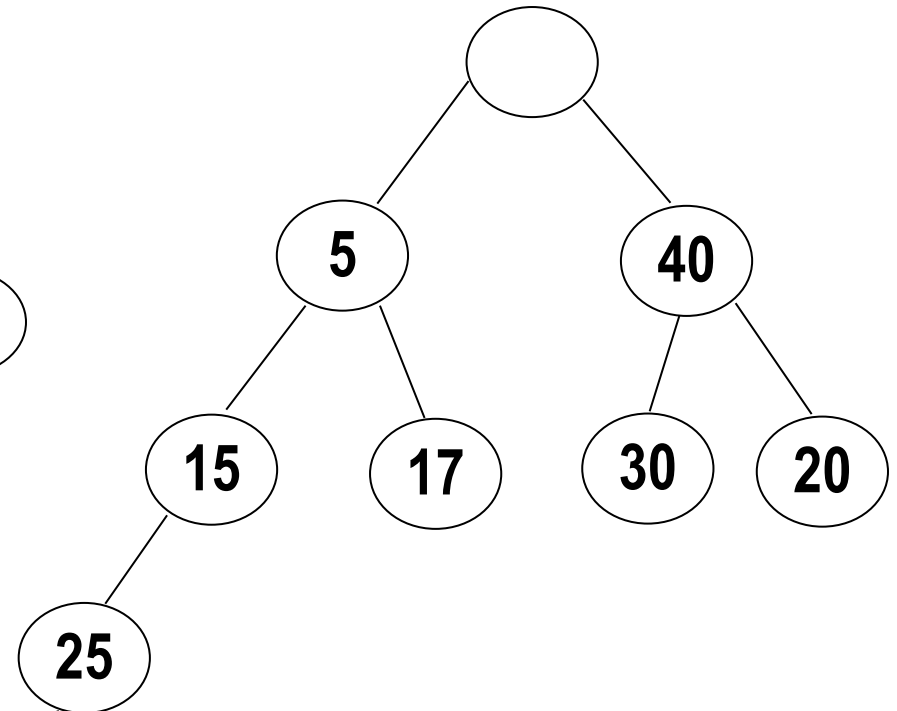
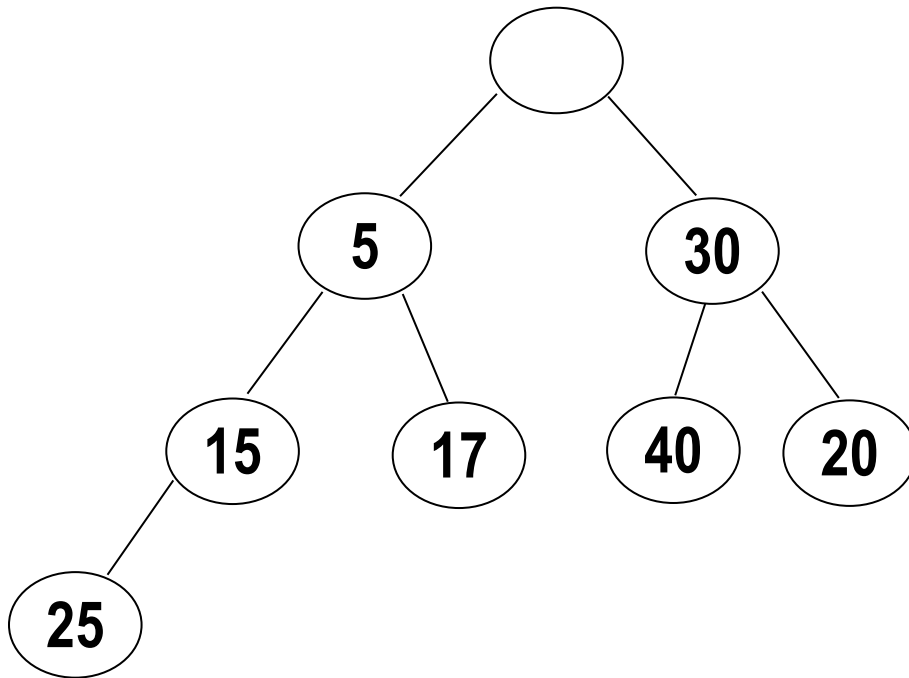
□ Insert 40



□ 40 is bigger than 25(?)

■ Exchange 40 and 25

Deap (con.t)



❑ The right subtree is not a max-heap

■ **Heapify**

❑ No need to adjust the left subtree, WHY ?


```
template <class Type>
void Deap<Type>::Insert (const Element<Type>&x ) {

    int i;
    if (n == MaxSize ) { DeapFull( ); return;}
    n++;
    if (n == 1) { d[2] = x; return;}
    int p = n + 1;
    switch (MaxHeap(p)) {
        case TRUE:          // p in max-heap
            i = MinPartner(p);
            if (x.key < d[i].key) {
                d[p] = d[i];
                MinInsert(i, x);
            }
    }
```

```
    else MaxInsert(p, x);  
    break;  
case FALSE:      // p in min-heap  
    i = MaxPartner(p);  
    if (x.key > d[i].key) {  
        d[p] = d[i];  
        MaxInsert(i, x);  
    }  
    else MinInsert(p, x);  
}  
// Insert
```

$O(\log n)$

(1) **Deap::MaxHeap(int p)**
for $p > 1$, if $2^{\lfloor \log_2 p \rfloor} + 2^{\lfloor \log_2 p \rfloor - 1} \leq p < 2^{\lceil \log_2 p \rceil}$, p
is in the max-heap

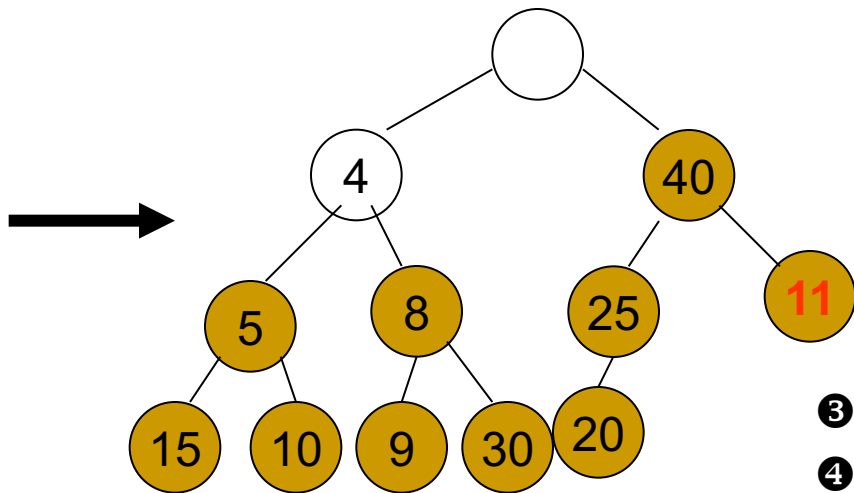
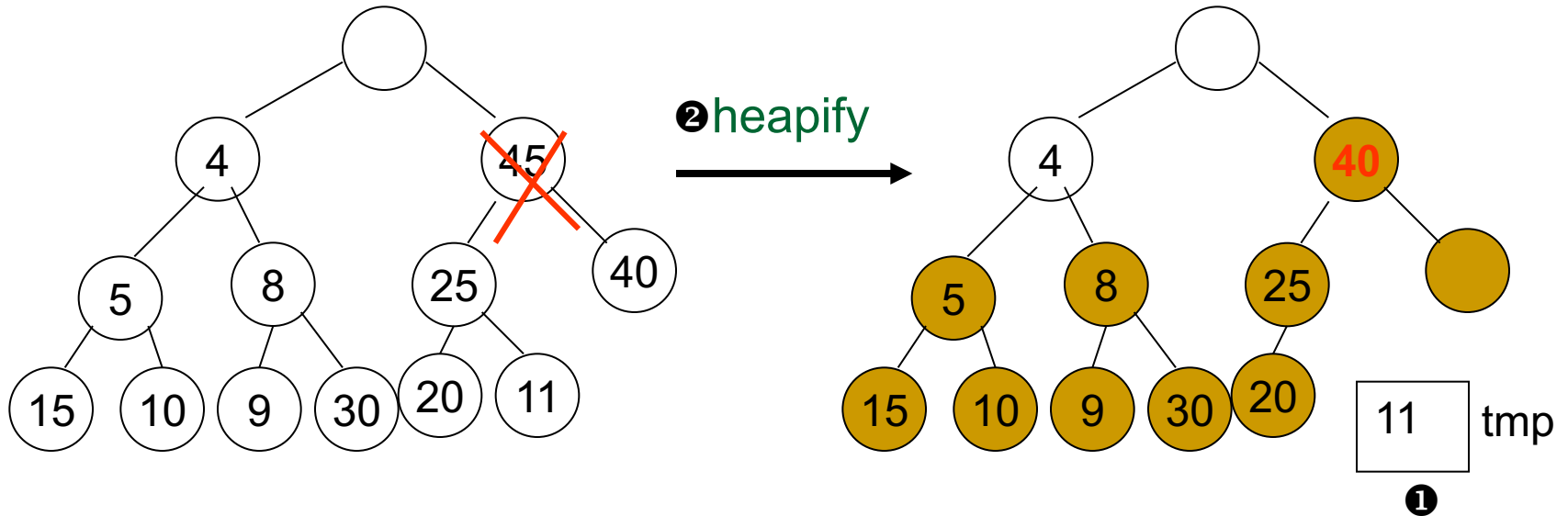
(2) **Deap::MinPartner(int p)**

P is in max-heap and P is the last one in Deap:
 $p - 2^{\lfloor \log_2 p \rfloor - 1}$

(3) **Deap::MaxPartner(int p)**

P in min-heap and P is the last one in Deap:
 $(p + 2^{\lfloor \log_2 p \rfloor - 1}) / 2$

Delete: fetch max



3: $11 > 8$ (partner)

4: insert tmp into empty position

Delete min

