

# Indexable Min PQ

Into & Live Coding



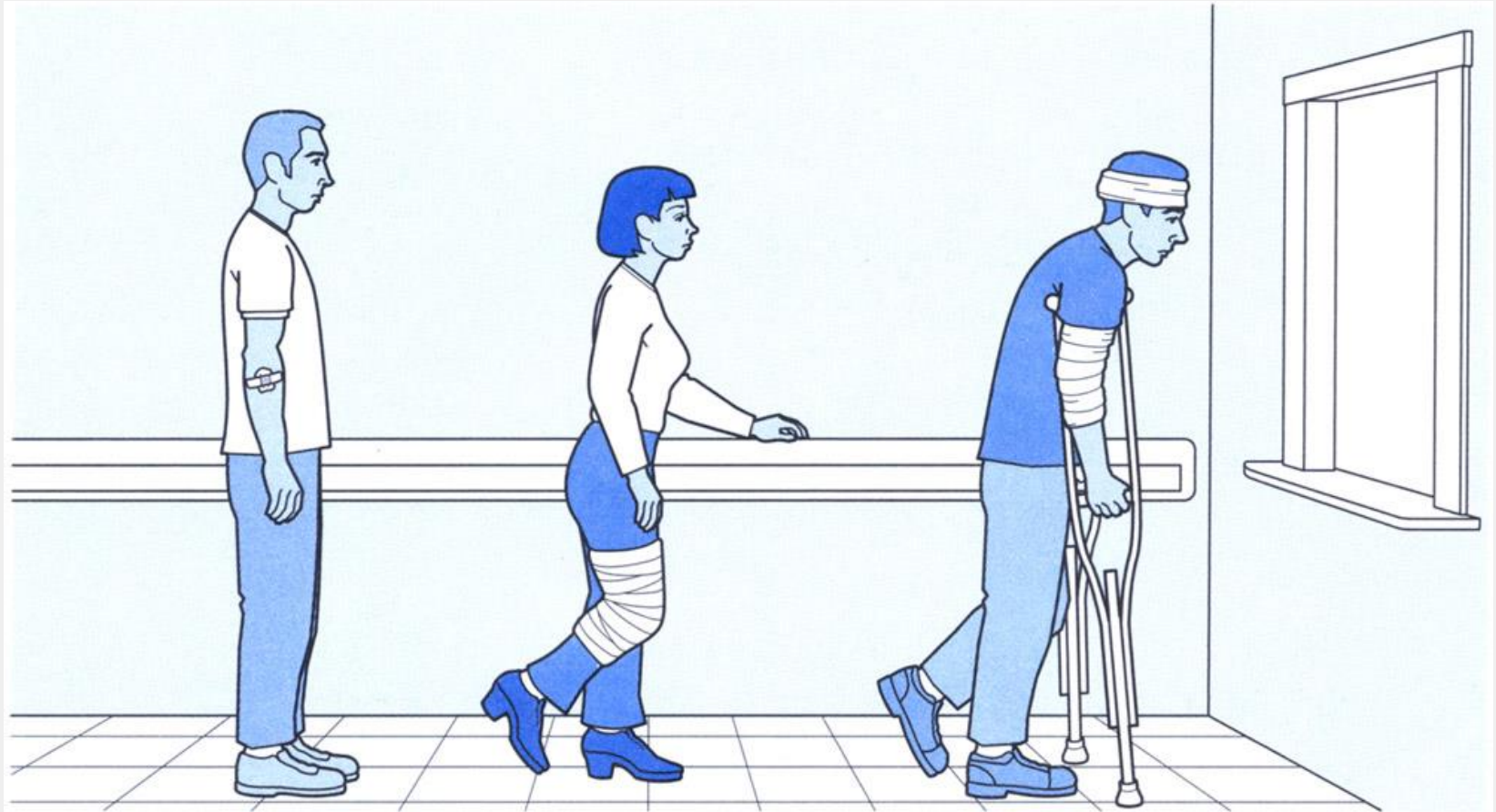
# Let's talk about it

- Indexable Min Priority Queue
  - Each word describes a different part of the data structure.

# Indexable Min Priority Queue



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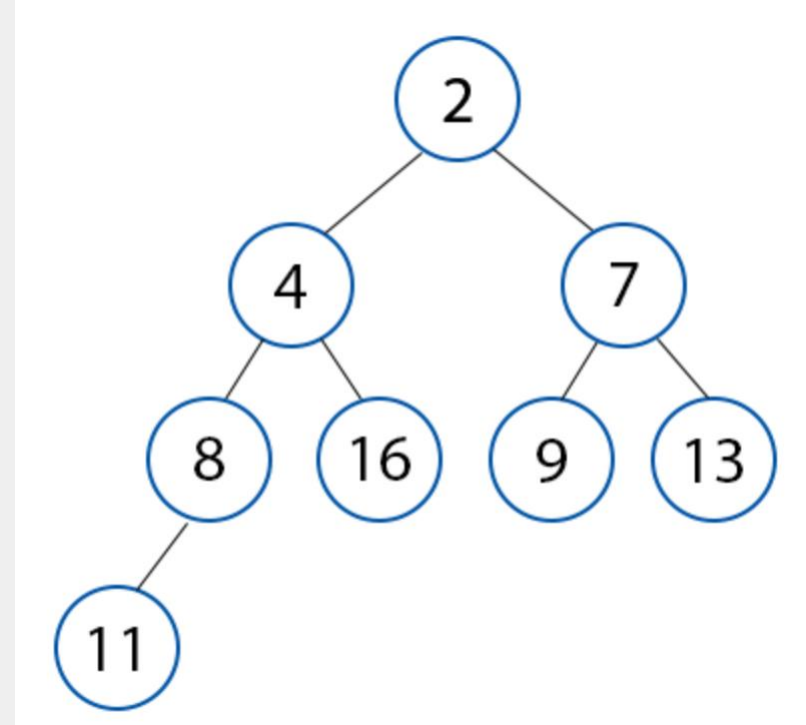


# Indexable Min Priority Queue



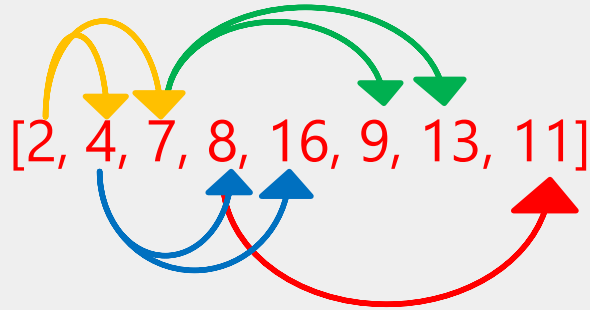
# Min Heap

- Every parent node is less than or equal to the value of its children nodes.
- The minimum value is always the root node.





# Representing Trees in Arrays

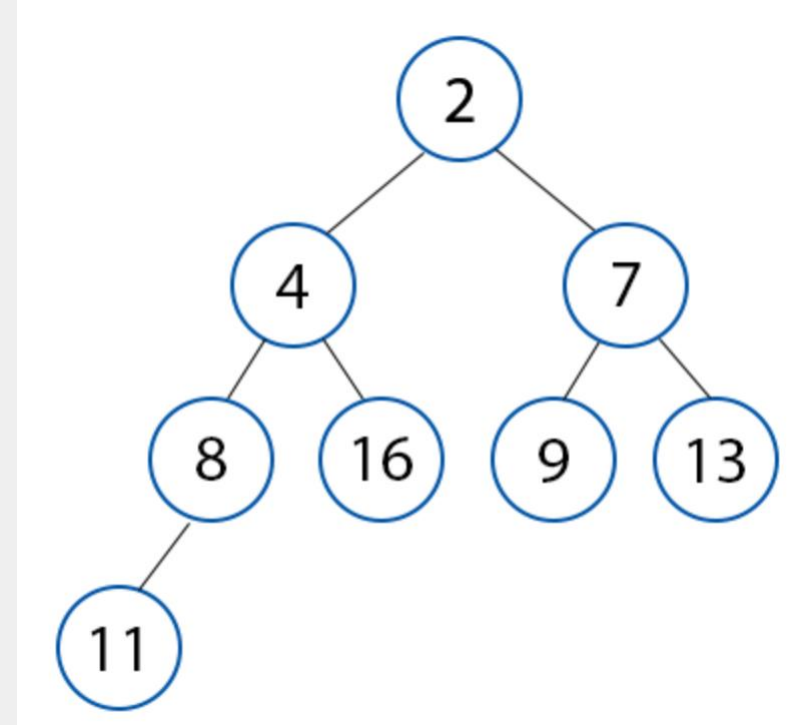


If  $X$  is an index of this array,  
**AND THIS ARRAY IS 1-BASED (starts at index 1):**

Left child of  $X$  is  $2 * X$

Right child of  $X$  is  $2 * X + 1$

Parent of  $X$  is  $(\text{int}) X / 2$





# Supported Operations

- `void insert(int index, Key key)`
- `boolean contains(int index)`
- `int minIndex()`
- `Key minKey()`
- `void deleteMin()`
- `Key delete(int index)`

# Use Helper Functions

```
private void swim(int k) {  
    while (k > 1 && greater(k/2, k)) {  
        exch(k, k/2);  
        k = k/2;  
    }  
}  
  
private void sink(int k) {  
    while (2*k <= n) {  
        int j = 2*k;  
        if (j < n && greater(j, j+1)) j++;  
        if (!greater(k, j)) break;  
        exch(k, j);  
        k = j;  
    }  
}
```