

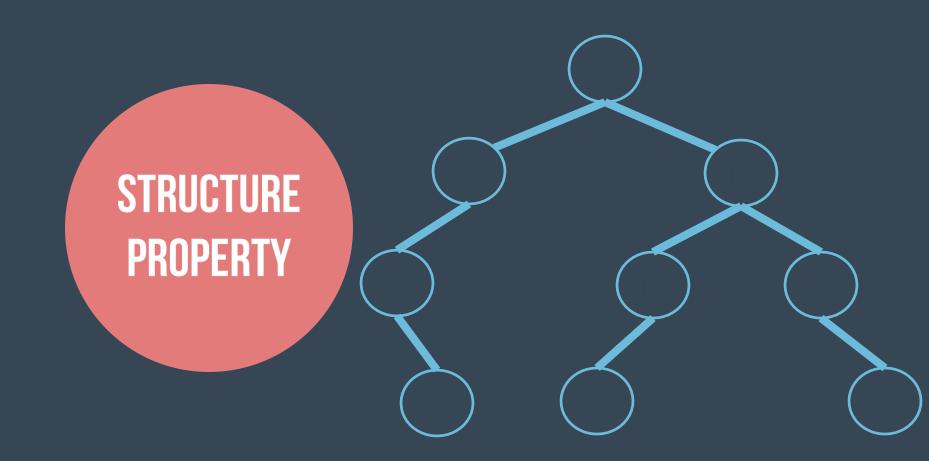
insert

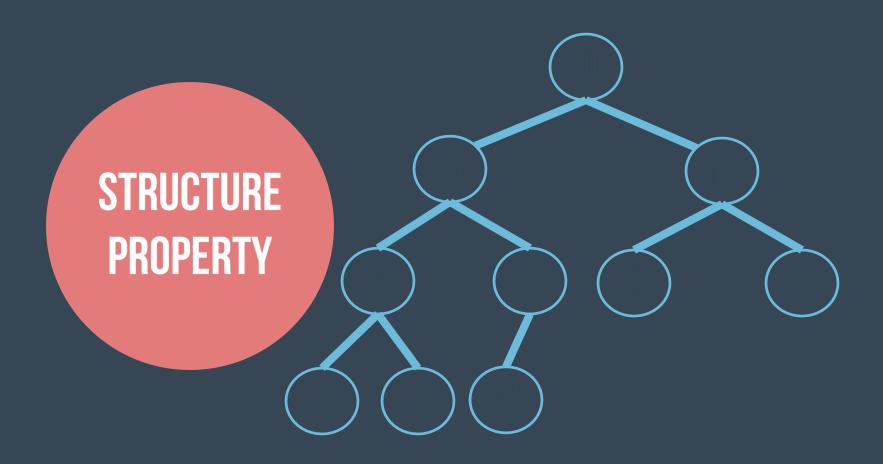
O(log n)

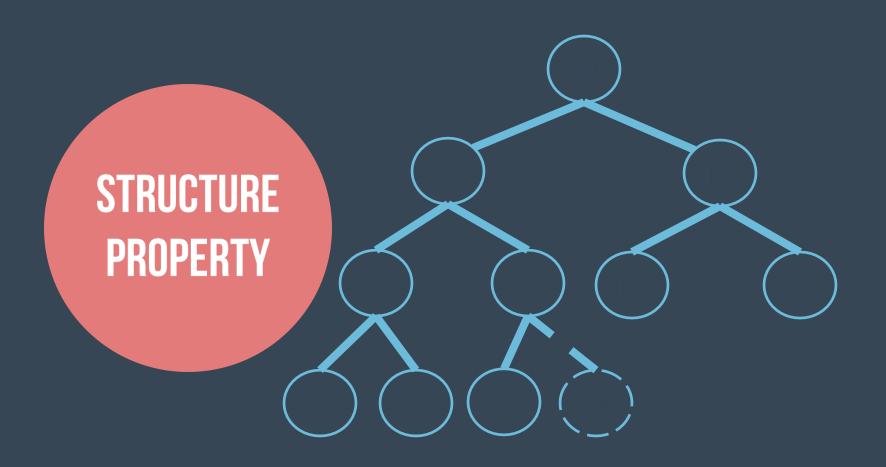
delete min

O(log n)

STRUCTURE PROPERTY A binary tree that is completely filled, with the possible exception of the bottom level, which is filled from left to right.



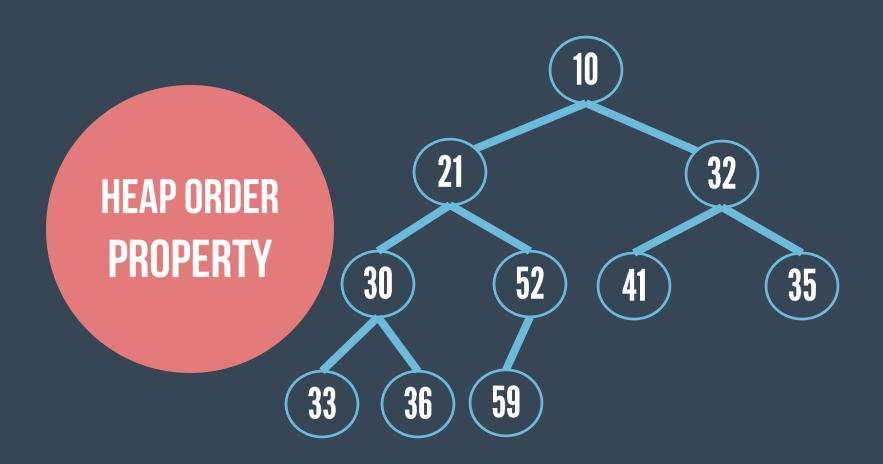






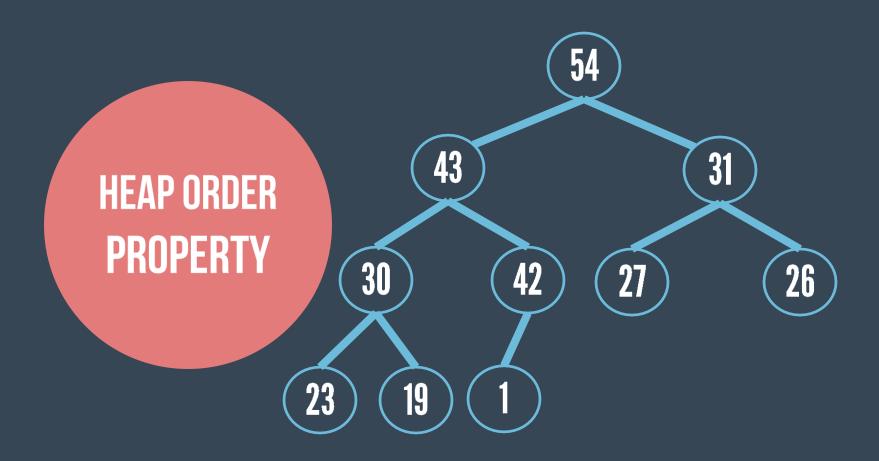
Smallest element is at the root.

For every node X, the key in the parent of X is smaller than the key in X.





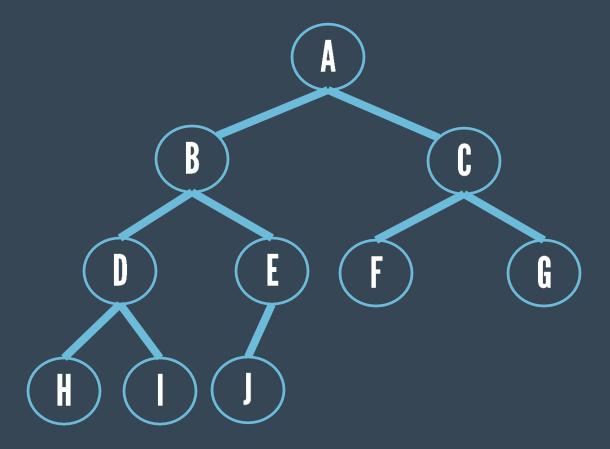
MAX HEAP





For any element in array[i]:

- the left child is in position 2*i
- the right child is in position 2*i+1
- The parent is in Li/2.

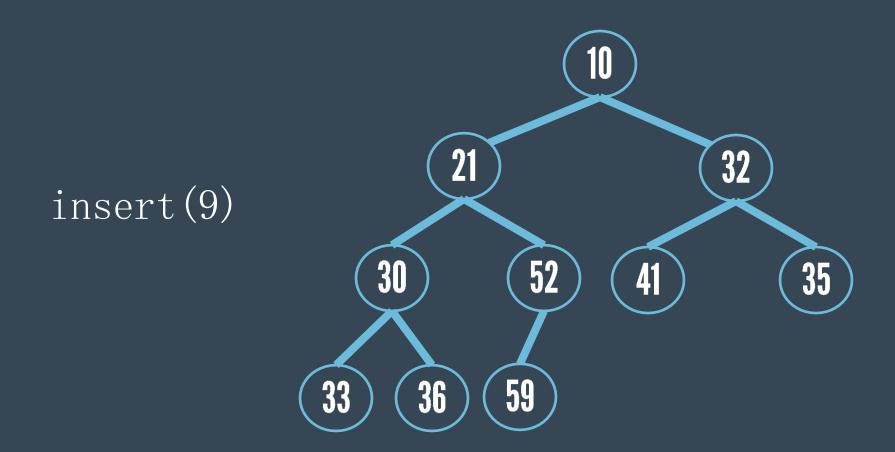


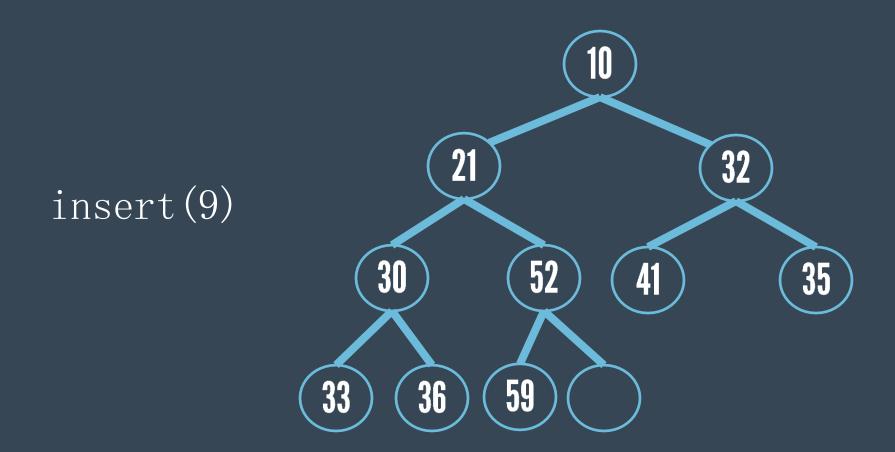
	A	В	C	D	E	F	G	Н	Ι	J		
0	1	2	3	4	5	6	7	8	9	10	11	12

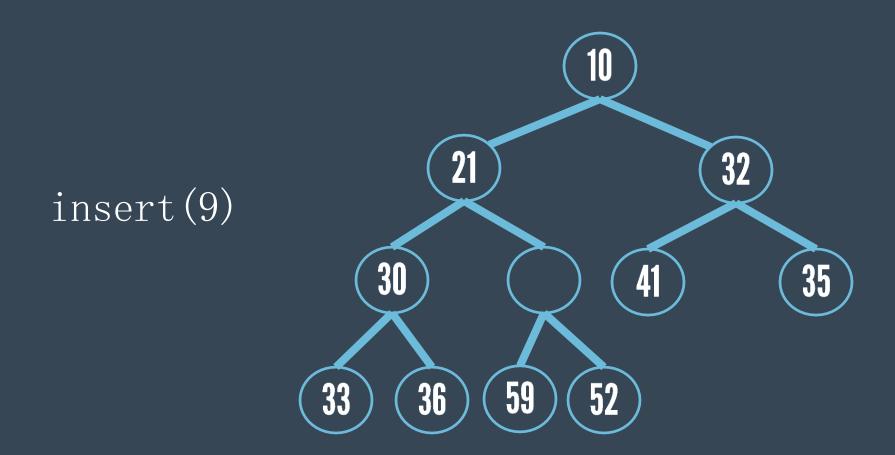
```
class HeapNode:
   def __init__(self):
     self.max_heap_size = 0
     self.size = 0
     self.elements = None
```

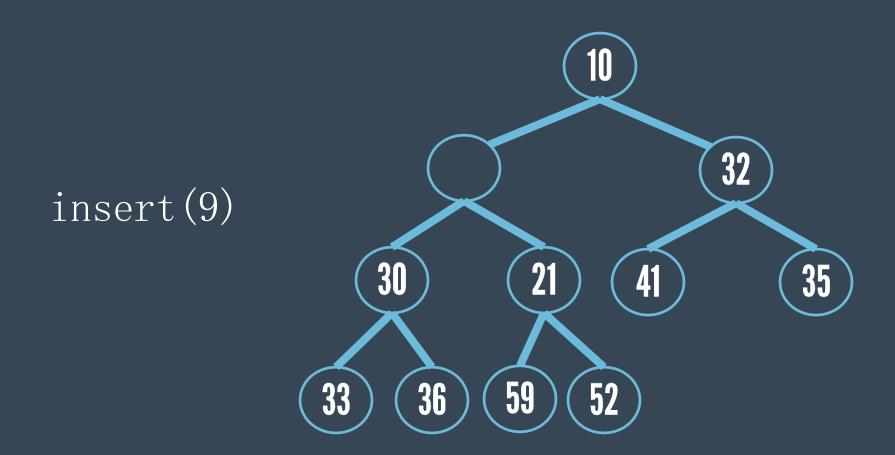


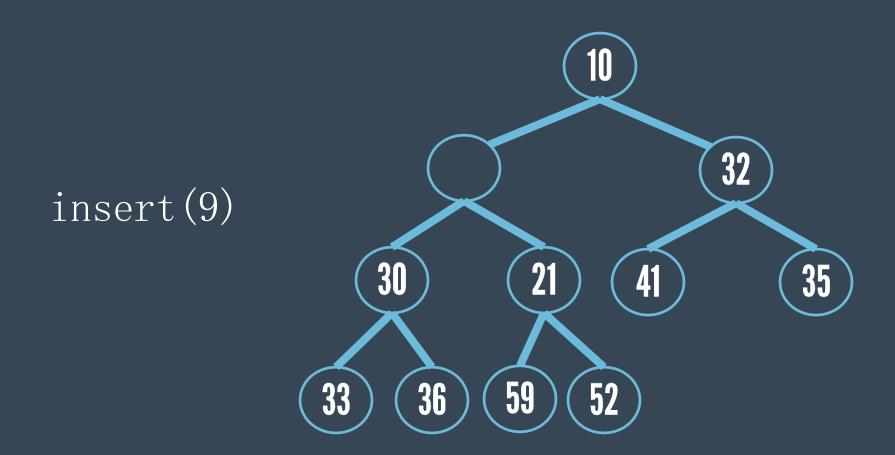
Strategy: percolateup

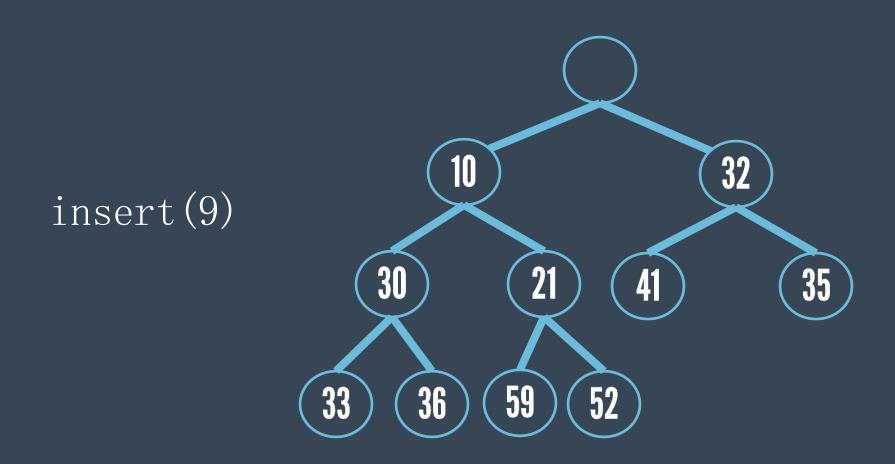


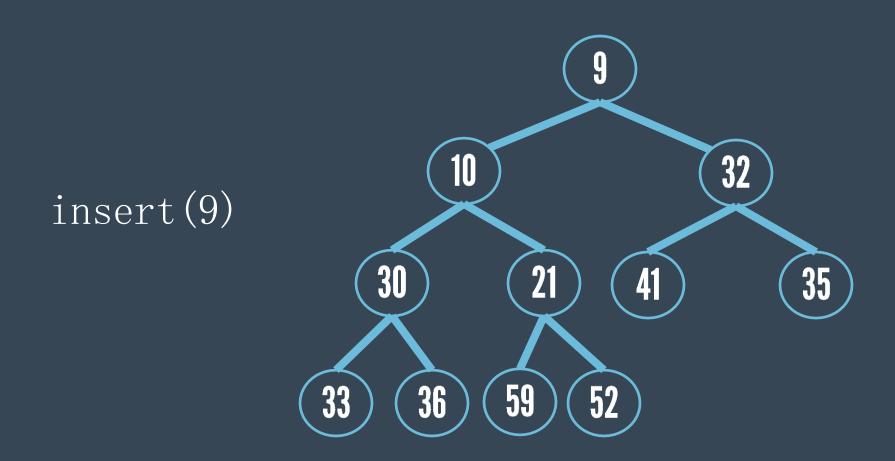






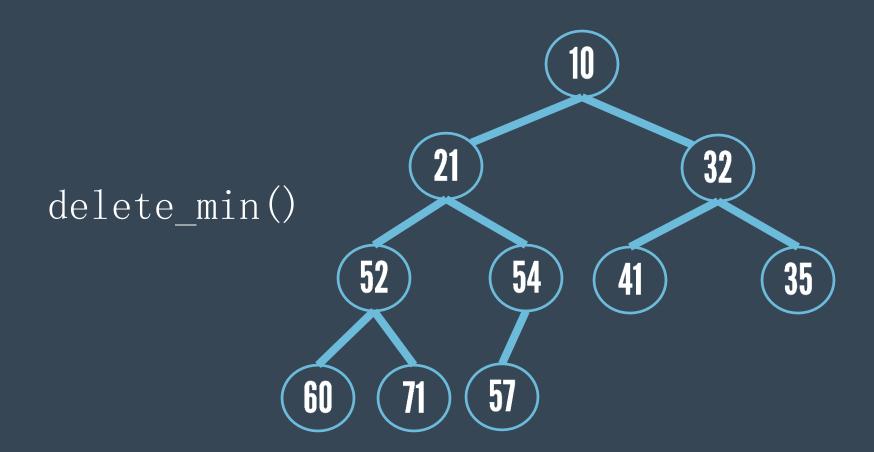


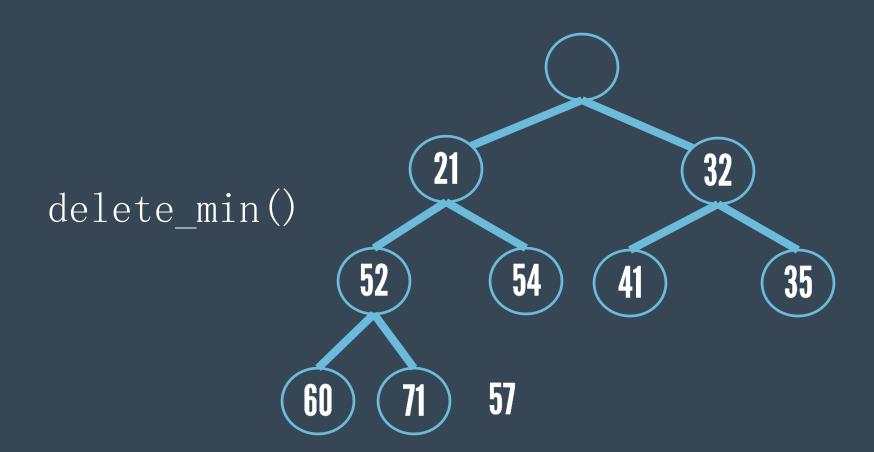


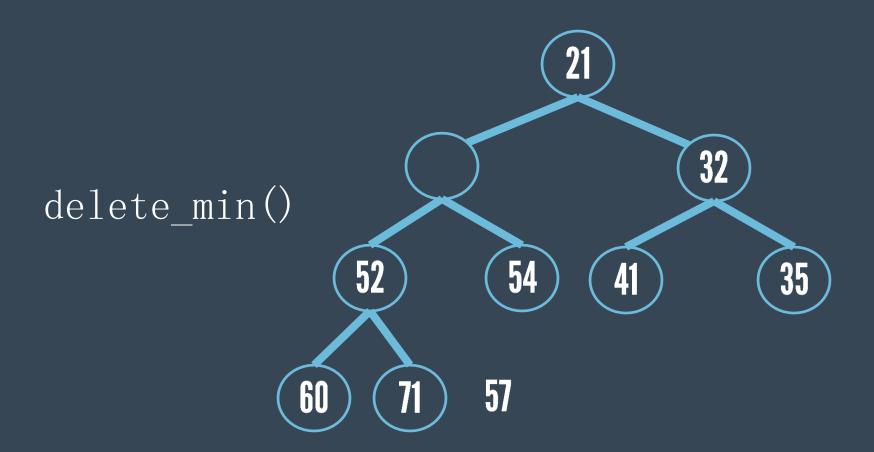


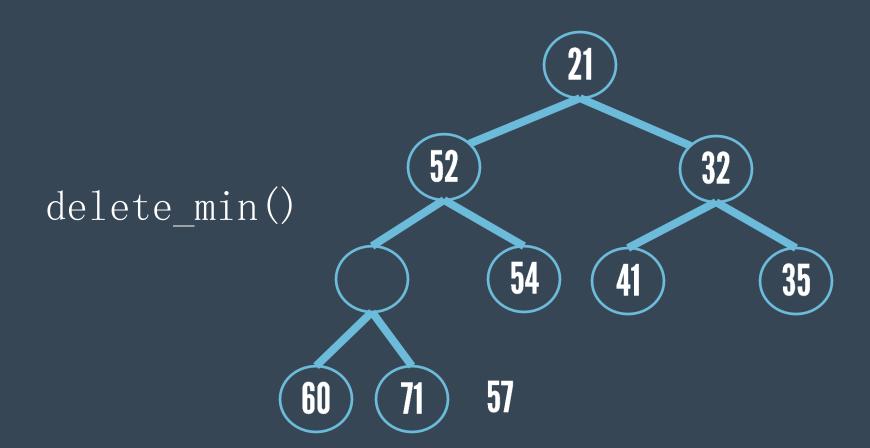


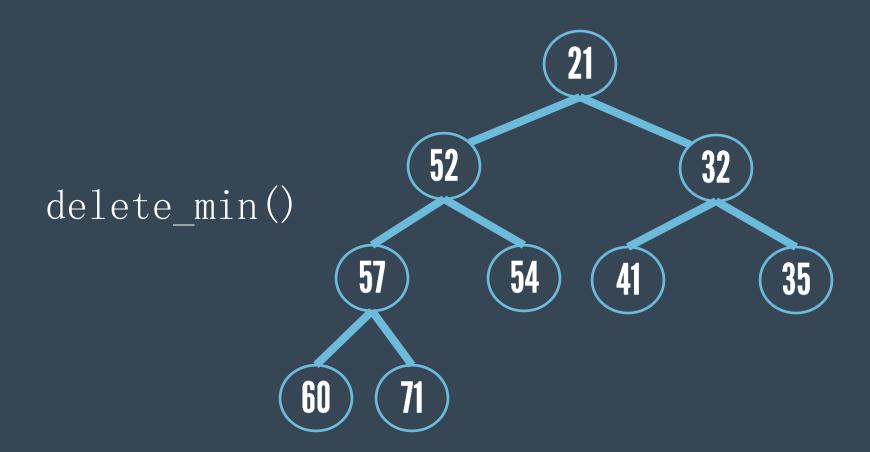
Strategy: percolatedown











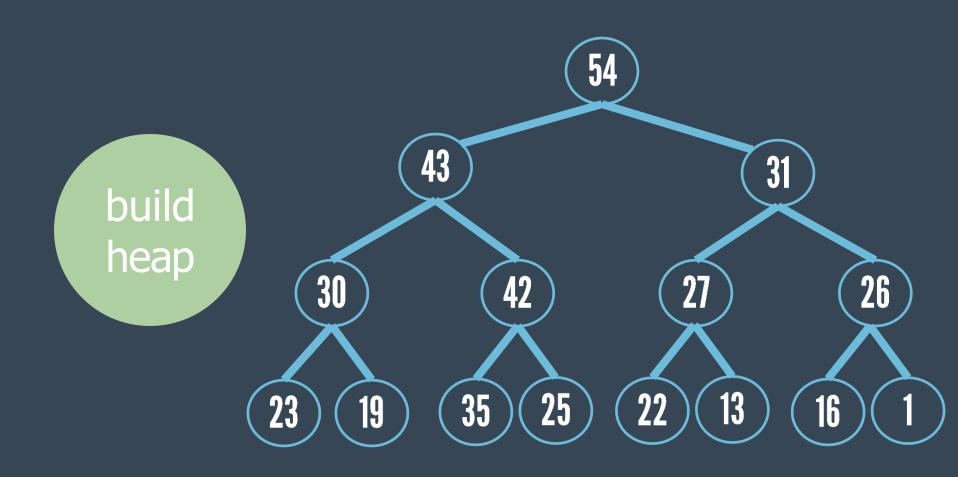
build heap

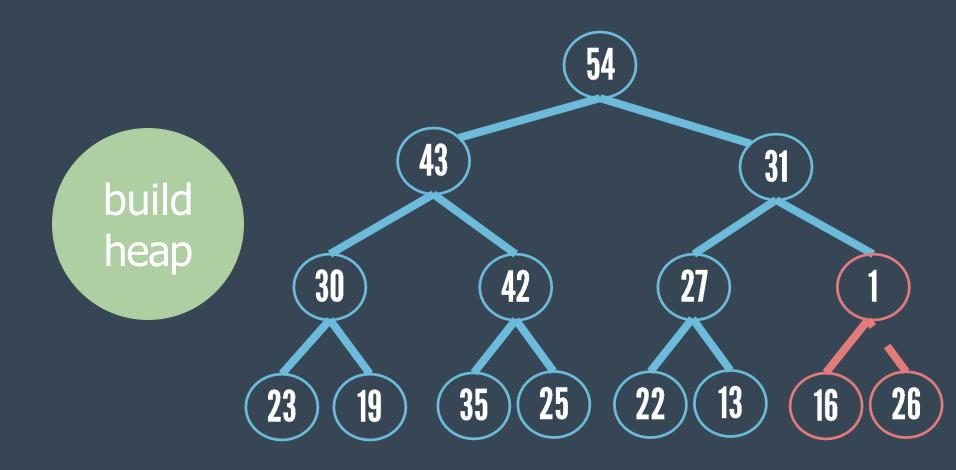
Take n inputs and place them into an empty heap.

build heap

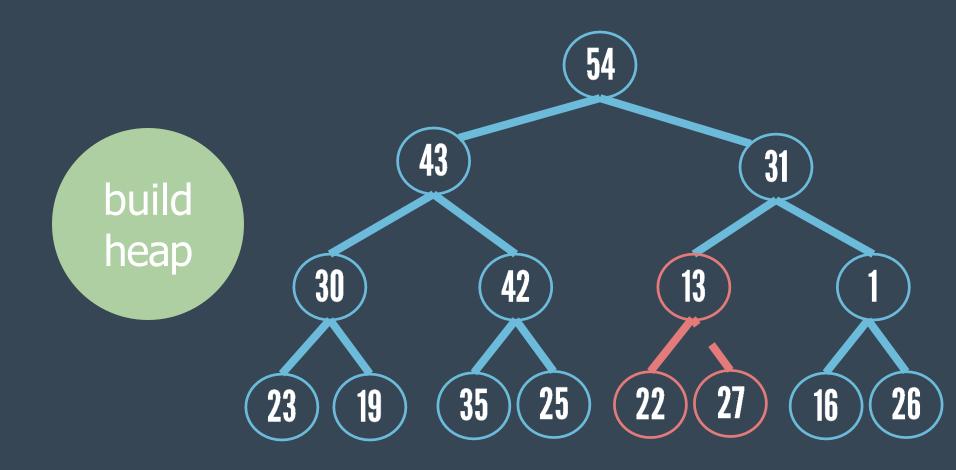
- n successive inserts
- percolate downfrom n/2 to 1.

```
for(i=n/2;i>0;i--)
  percolate_down(i);
```

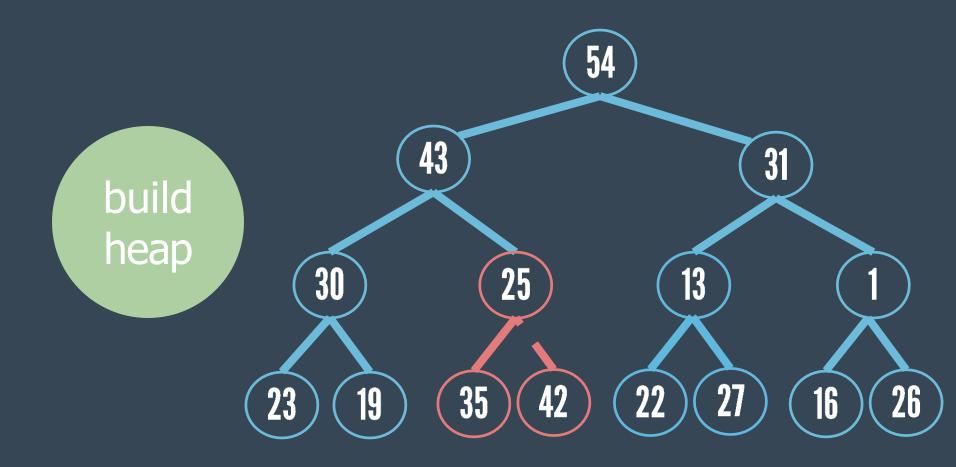




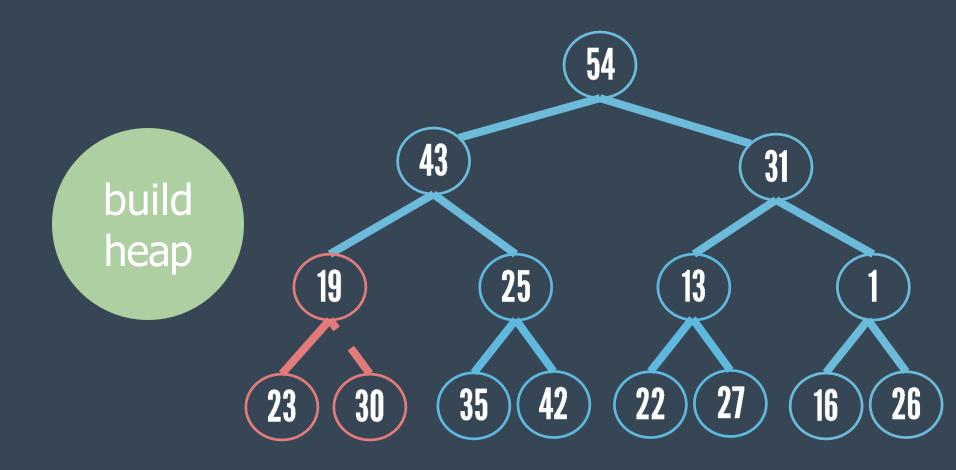
percolate_down(7)



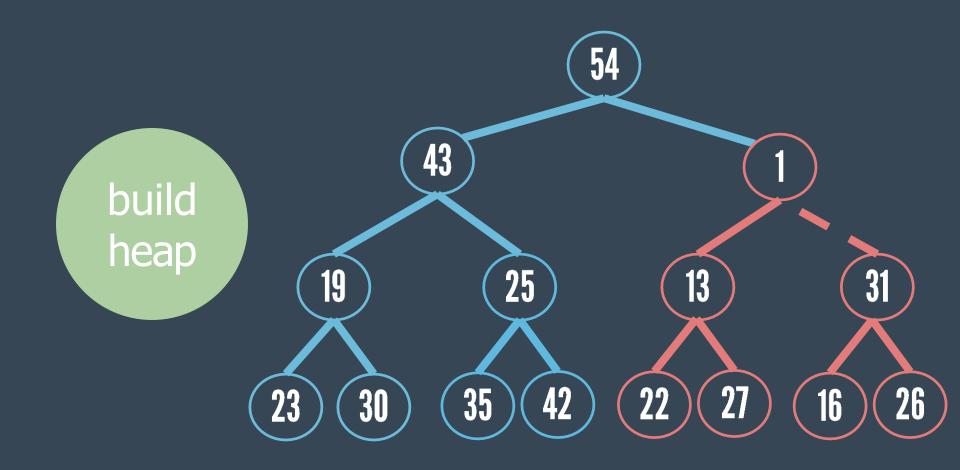
percolate_down(6)



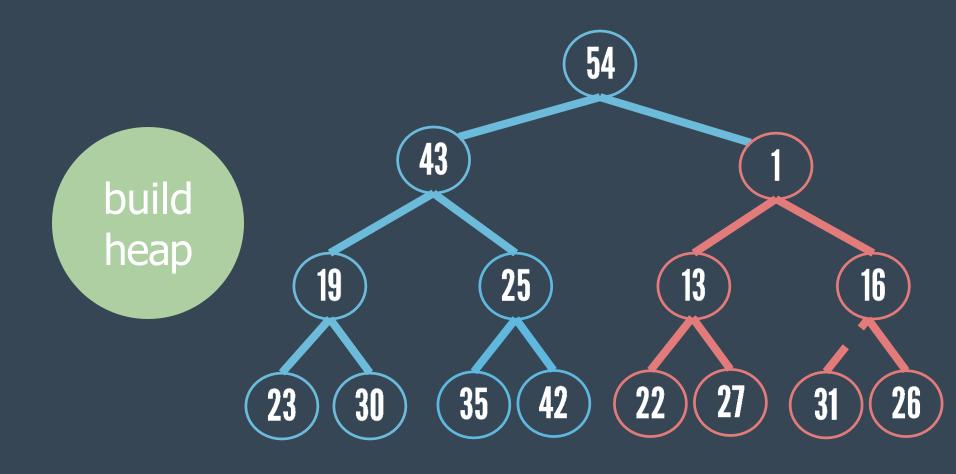
percolate_down(5)



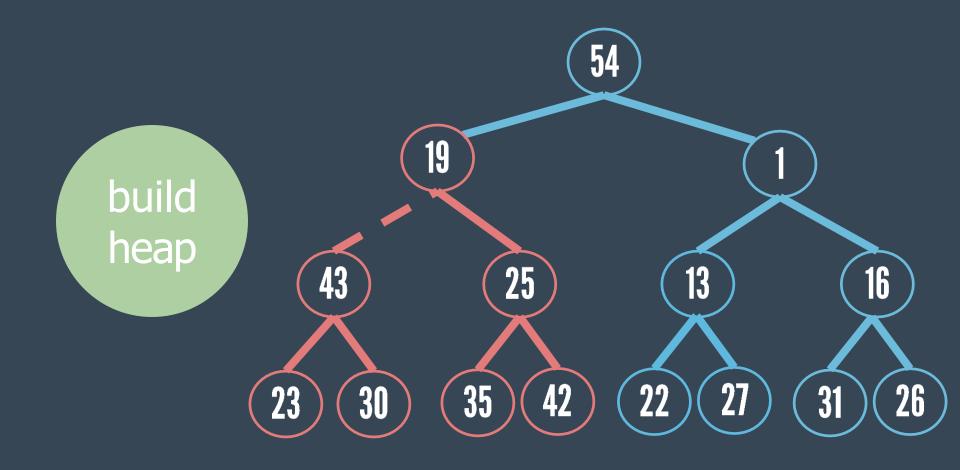
percolate_down(4)



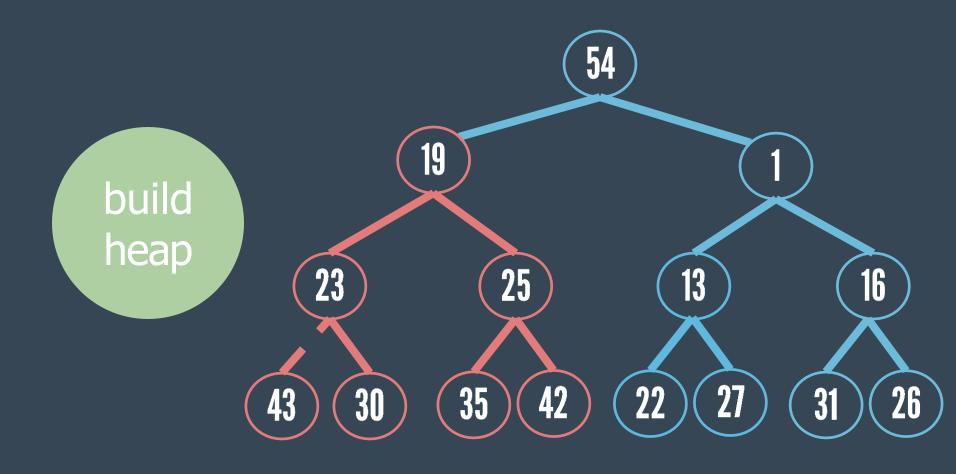
percolate_down(3)



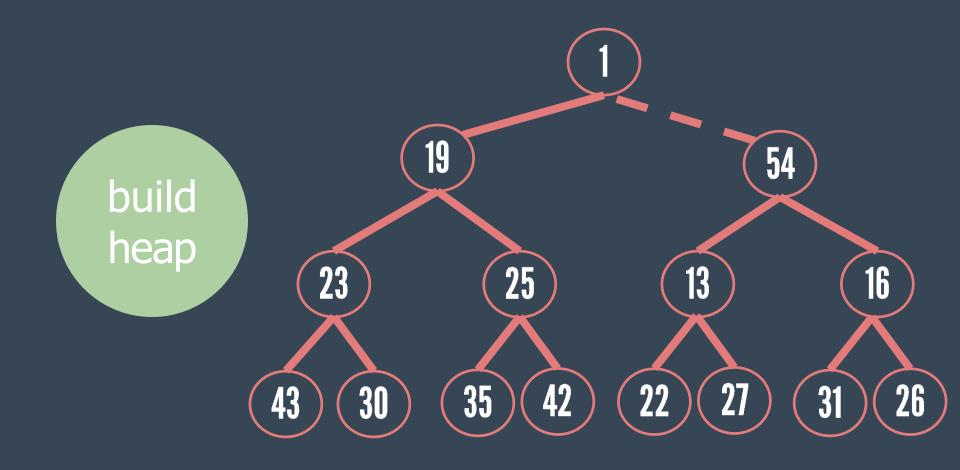
percolate_down(3)



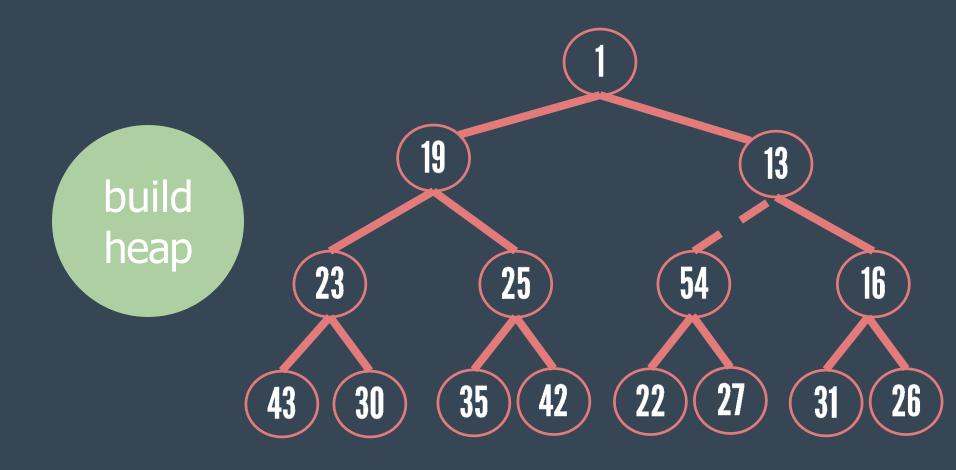
percolate_down(2)



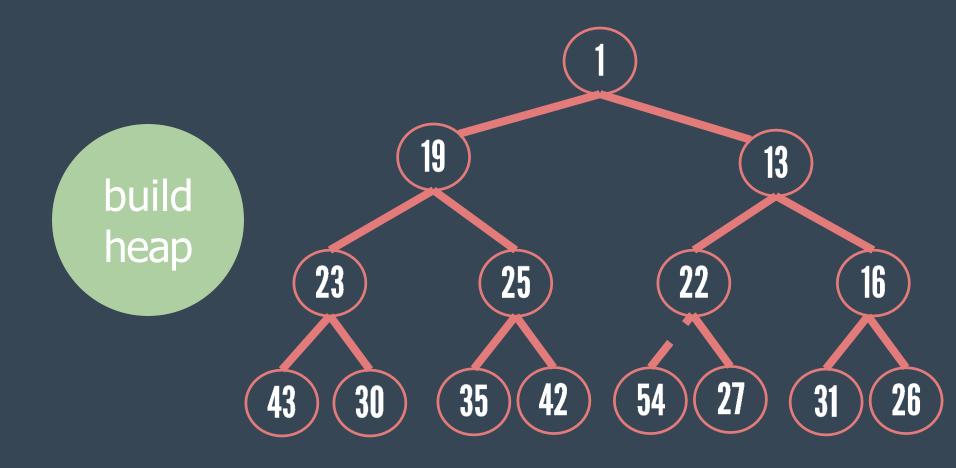
percolate_down(2)



percolate_down(1)



percolate_down(1)



percolate_down(1)

Complete BinaryTrees

build heap height: h
of nodes: 2^{h+1}-1

or

height: ≈ log(n) #of nodes:n

Running Time

build heap

Compute the sum of the heights of all the nodes in the heap.

Running Time

build heap

```
2<sup>i</sup>(h–i)
i=0
  =2^{h+1}-1-(h+1)
  \approx 2^h
  ≈ n
  O(n)
```

HEAPSORT (APPLICATION)



O(n logn)

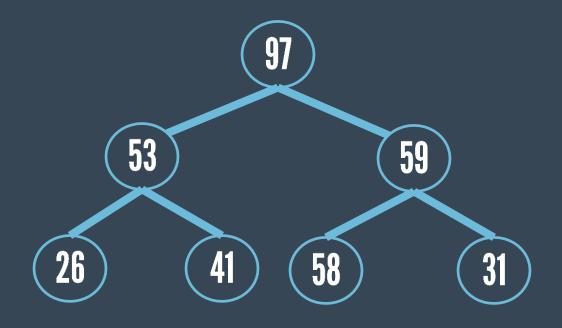


- build heapO(n)
- perform n delete_min operations O(n log n)

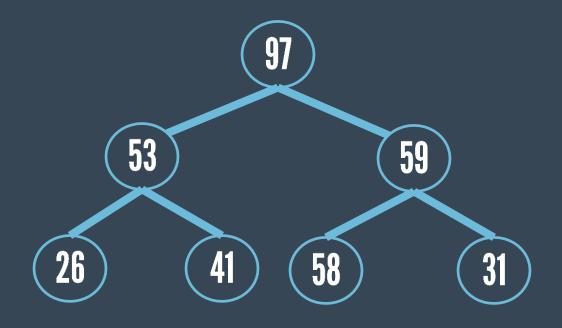
HEAPSORT

	31	41	59	26	53	58	97			
0	1	2	3	4	5	6	7	8	9	10

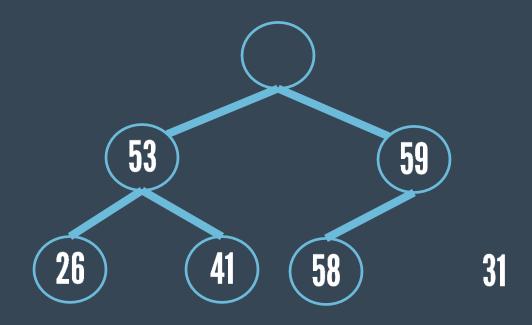
build heap



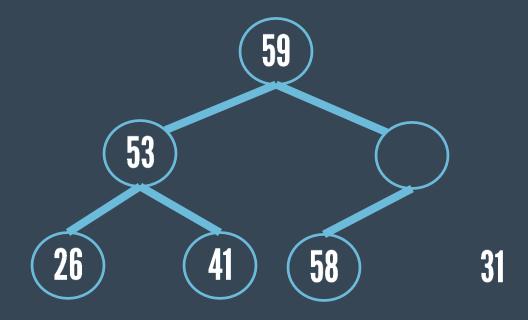
	97	53	59	26	41	58	31			
0	1	2	3	4	5	6	7	8	9	10



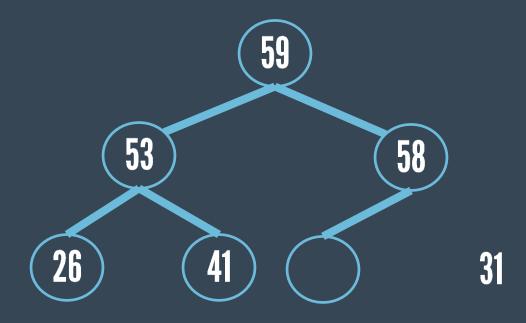
	97	53	59	26	41	58	31			
0	1	2	3	4	5	6	7	8	9	10



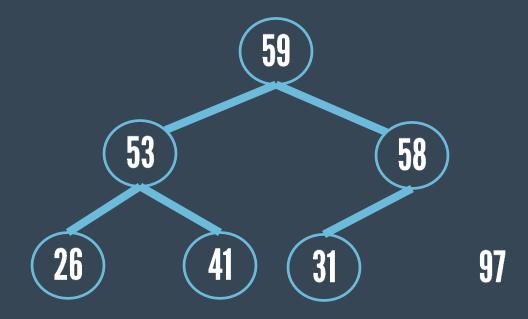
	97	53	59	26	41	58	31			
0	1	2	3	4	5	6	7	8	9	10



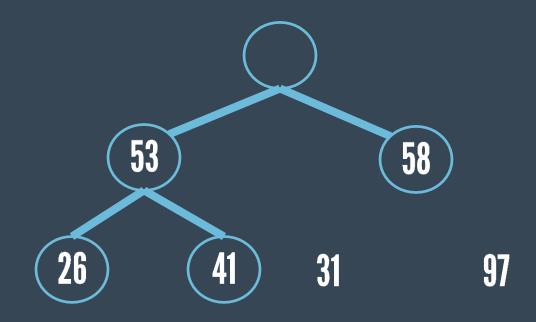
	97	53	59	26	41	58	31			
0	1	2	3	4	5	6	7	8	9	10



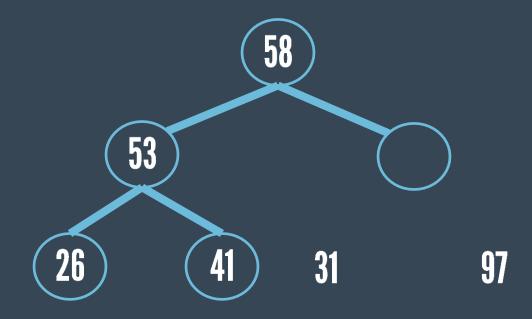
	97	53	59	26	41	58	31			
0	1	2	3	4	5	6	7	8	9	10



	59	53	58	26	41	31	97			
0	1	2	3	4	5	6	7	8	9	10



	97	53	59	26	41	58	97			
0	1	2	3	4	5	6	7	8	9	10

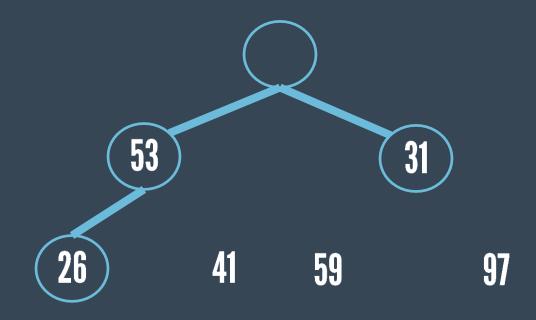


	59	53	58	26	41	31	97			
0	1	2	3	4	5	6	7	8	9	10



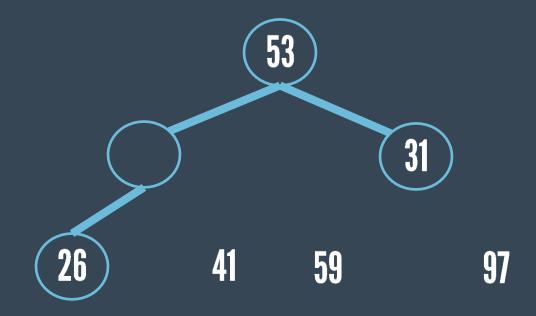
	58	53	31	26	41	59	97			
0	1	2	3	4	5	6	7	8	9	10





	58	53	31	26	41	59	97			
0	1	2	3	4	5	6	7	8	9	10





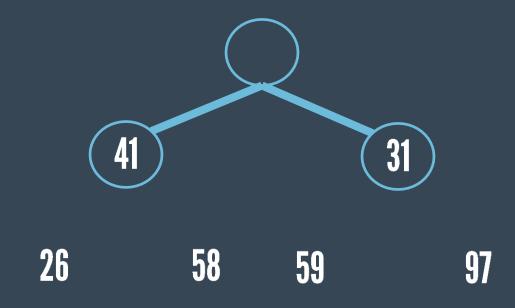
	58	53	31	26	41	59	97			
0	1	2	3	4	5	6	7	8	9	10





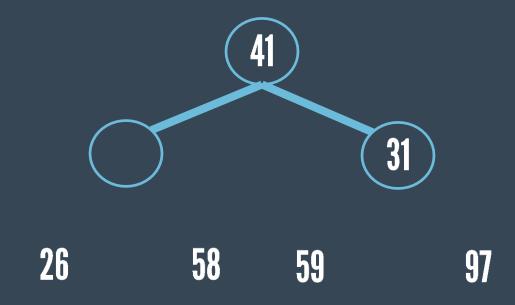
	53	41	31	26	58	59	97			
0	1	2	3	4	5	6	7	8	9	10





	53	41	31	26	58	59	97			
0	1	2	3	4	5	6	7	8	9	10





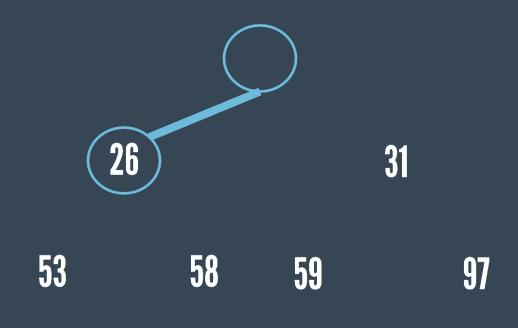
	53	41	31	26	58	59	97			
0	1	2	3	4	5	6	7	8	9	10





	41	26	31	53	58	59	97			
0	1	2	3	4	5	6	7	8	9	10





	41	26	31	53	58	59	97			
0	1	2	3	4	5	6	7	8	9	10





	31	26	41	53	58	59	97			
0	1	2	3	4	5	6	7	8	9	10

26 41

n delete maxs

53 58 59

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n delete maxs

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n delete maxs 31 41

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