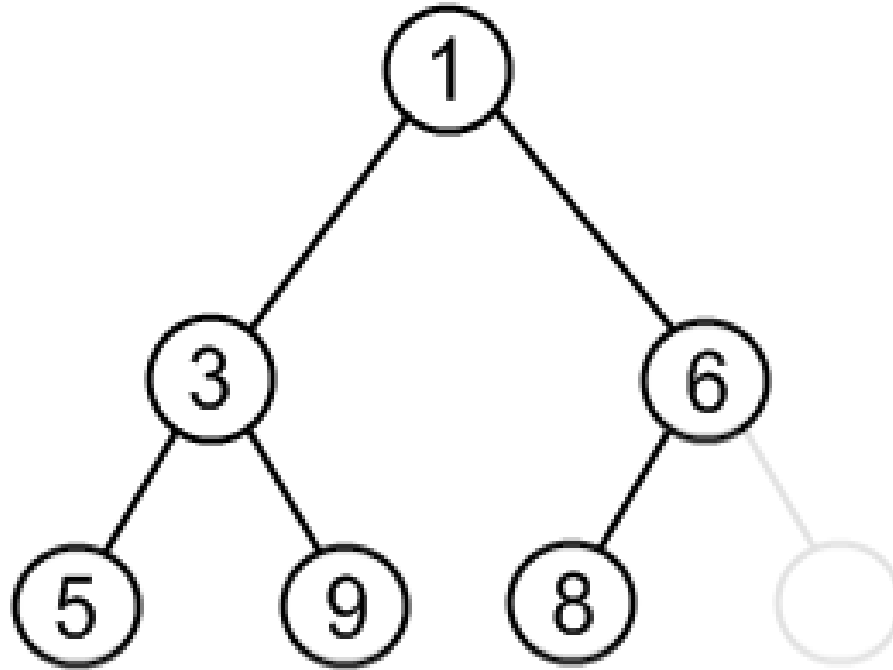


# More Tree Definitions

- **Complete Binary Tree:** A binary tree in which every level, except possibly the last, is completely filled, and all nodes are as far left as possible. Complete trees are **always** balanced.



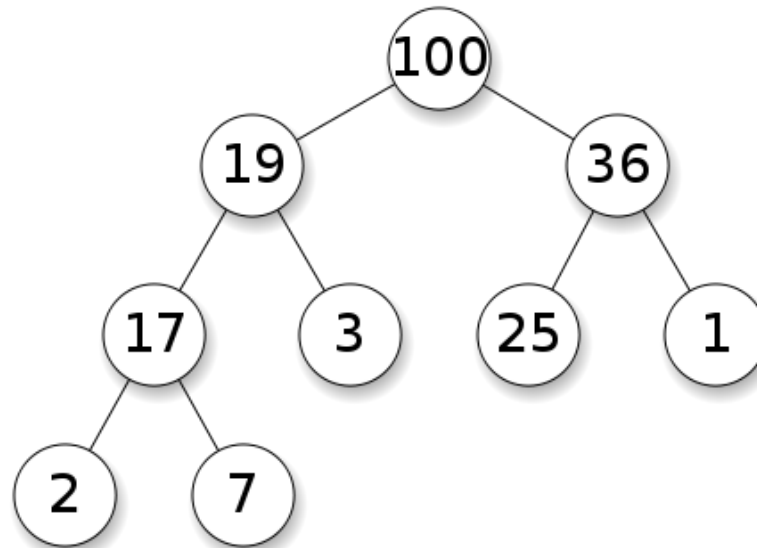
# Heaps - Motivation

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- BSTs are more efficient the closer they are to being ***complete***.
- What if we designed a type of binary tree that would order itself such it will always be ***complete*** even as new items are added?
- This is the concept behind **Heaps!**

# Heaps

- Concept: Binary tree where node's value  $\geq$  values of each of its descendants.



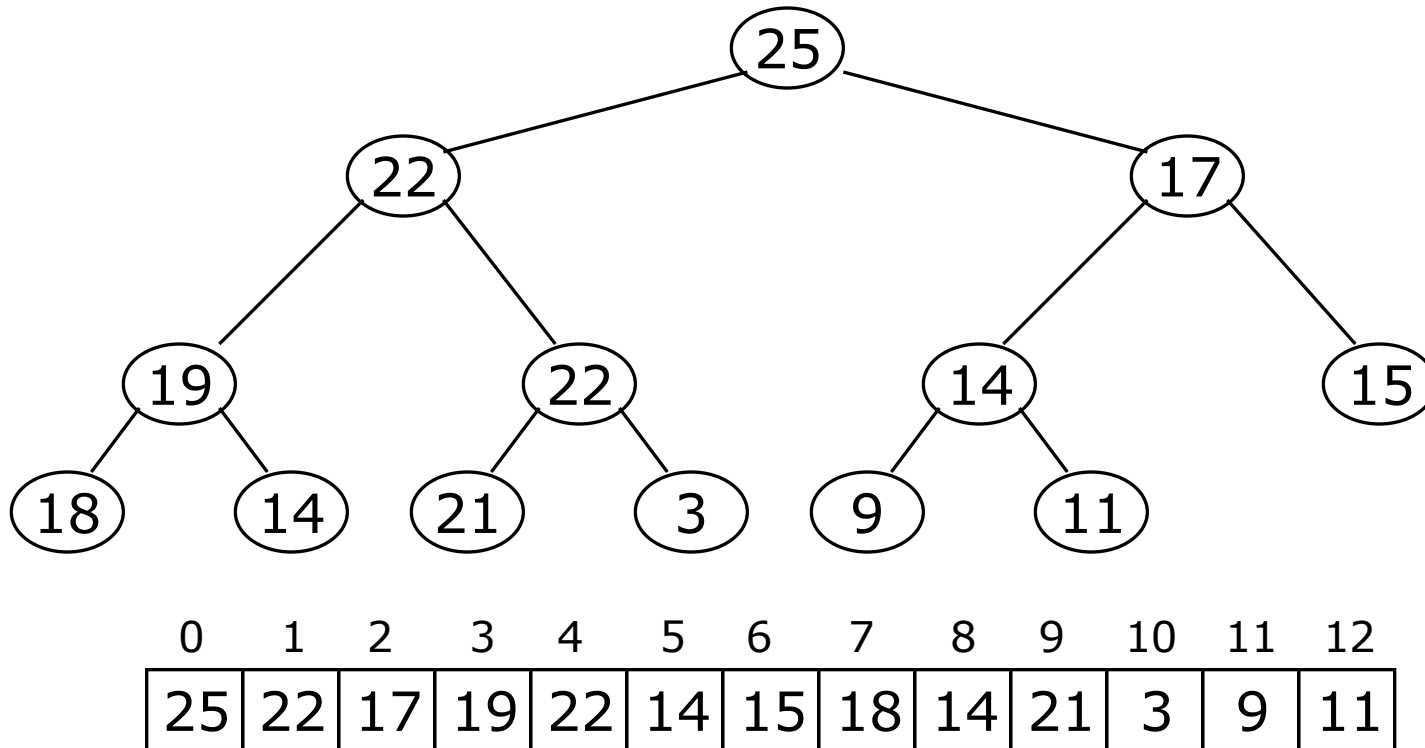
- Essential properties:
  - Tree is always **complete**.
  - For all nodes, node's value  $\leq$  parent.value.

# Heap - Implementation

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- Since heaps involve nodes, it seems like a reference-based implementation (similar to basic binary tree) would make sense.
- In fact, heaps are usually implemented using an array!
- Because heaps are complete, there will be no wasted space in the array.

# Heaps – Array Implementation



- Notice:

- The left child of index  $i$  is at index  $2*i+1$
- The right child of index  $i$  is at index  $2*i+2$
- Example: the children of node at index 3 (19) are at index 7 (18) and at index 8 (14).

# Heap ADT

- What are the essential operations of a Heap?
- `insert(T item)` : Add an item to the heap.
  - Put the item in the next empty spot of the array.
  - Swap it up until it reaches its proper place:  
    while (the new item is > than its parent)  
        Swap the new item with its parent

# Heap ADT

- What are the essential operations of a Heap?
- `delete()` : Returns & removes top value.
  - Store the top item.
  - Overwrite the top item with the last item in the array.
  - Swap the new top down until it reaches its proper place – always compare it with its dominant child:  
    `while (item is < than its dominant child)`  
        Swap with the dominant child.
  - Return the top item.

# Heaps - Efficiency

Operation	Big-O
heapInsert	$O(\text{height})$
heapDelete	$O(\text{height})$

- Heaps are always complete, so their height is  $\sim \log_2 n$  where  $n$  is the number of items in the heap.



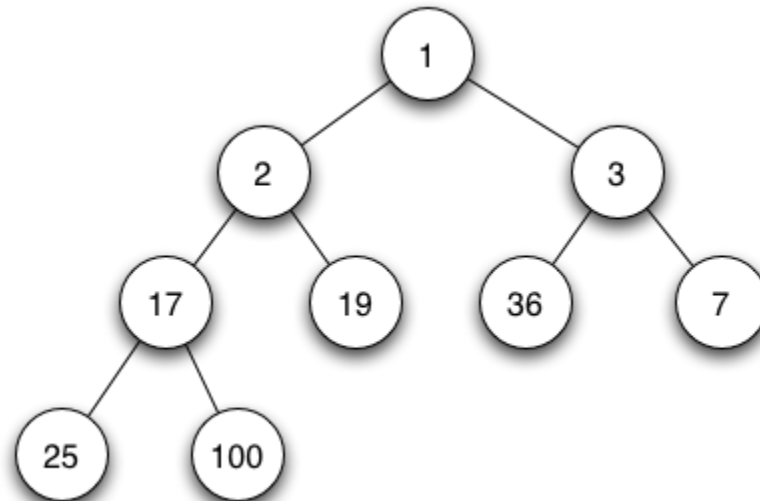
# Heaps - Efficiency

Operation	Big-O
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- Heaps are always complete, so their height is  $\sim \log_2 n$  where  $n$  is the number of items in the heap.

# Heap Variants

- The heap we have defined is actually known as a maxheap (or maximum-on-top heap).
- Some applications are better suited to a minheap (minimum-on-top heap) – same idea, just reverse the order.



# BSTs vs. Heaps

- **Binary Search Trees** store items sorted left to right. When searching for a particular value, you can determine which subtree to check by checking the value of the current node.
- **Heaps** store items sorted from top to bottom. You cannot search heaps effectively, but you can easily get the 'top' value.

# Heaps - Application

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- Heaps provide '*weak*' order – not as good for searching, but well suited for storing priority.
- Common Heap Applications:
  - Sorting (HeapSort)
  - Priority (Priority queues)
  - Graph Traversals

# HeapSort

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- **Intuition:** Pulling the data off a heap will return it sorted in descending order.
- Basic HeapSort algorithm:

# HeapSort

---

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---

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  - Throw all your data on a heap.
  - Grab all your data off the heap.

# HeapSort

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  - Grab all your data off the heap.
  - You're done! Rejoice! (optional)

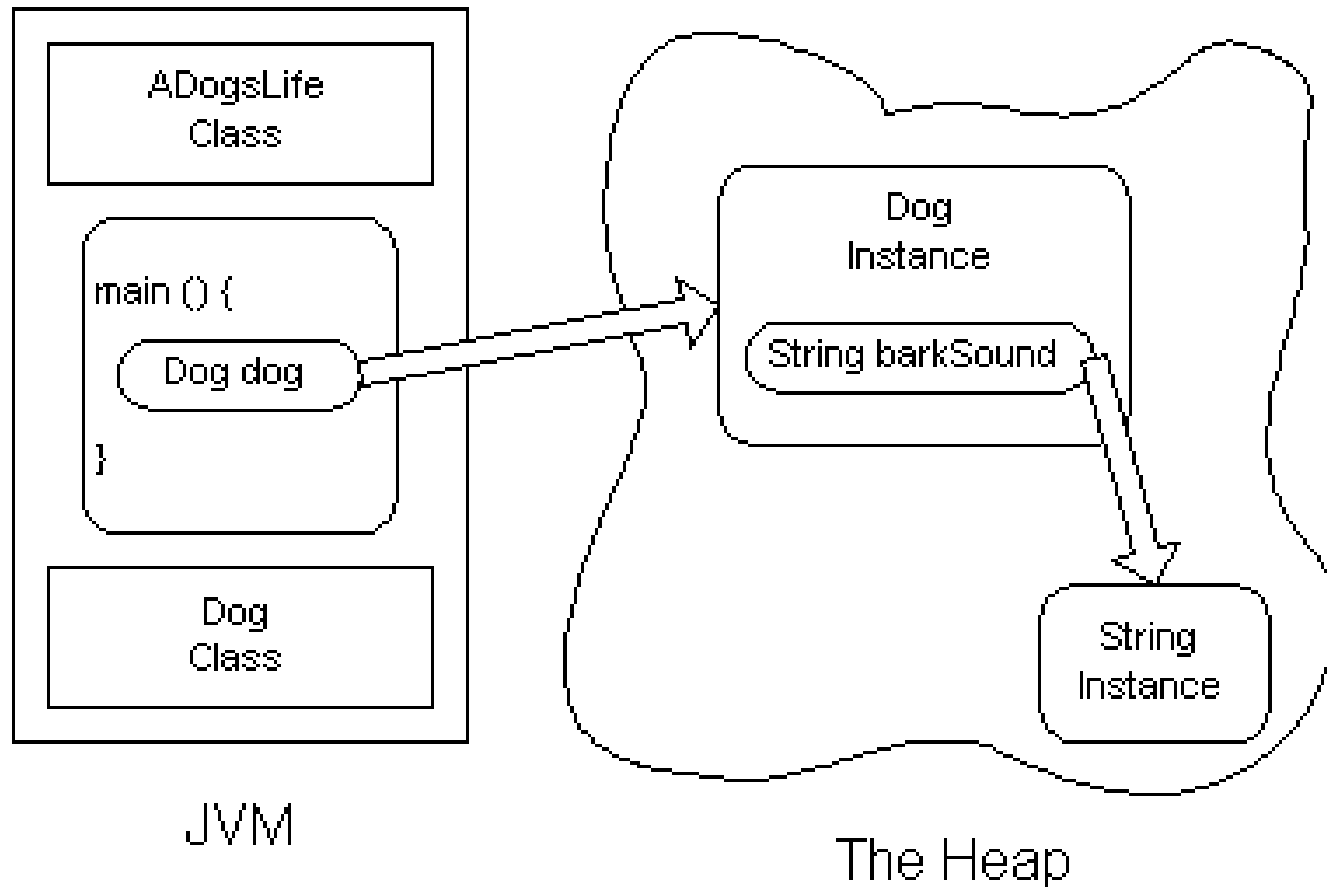


# HeapSort

- **Intuition:** Pulling the data off a heap will return it sorted in descending/ascending order (min/max heap).
- Basic HeapSort algorithm:
  - Throw all your data on a heap.
  - Grab all your data off the heap.
  - You're done! Rejoice! (optional)
- HeapSort is  $O(n \log n)$  – competitive with the fastest known sorting algorithms! See `HeapSortDemo.java` for an example.

# Heaps - Application

- A heap is used to manage memory in the Java Virtual Machine (JVM).



# Participation

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```
heap.insert(5);  
heap.insert(20);  
heap.insert(25);  
heap.insert(4);  
heap.insert(28);  
heap.insert(17);  
  
heap.delete();  
heap.delete();
```