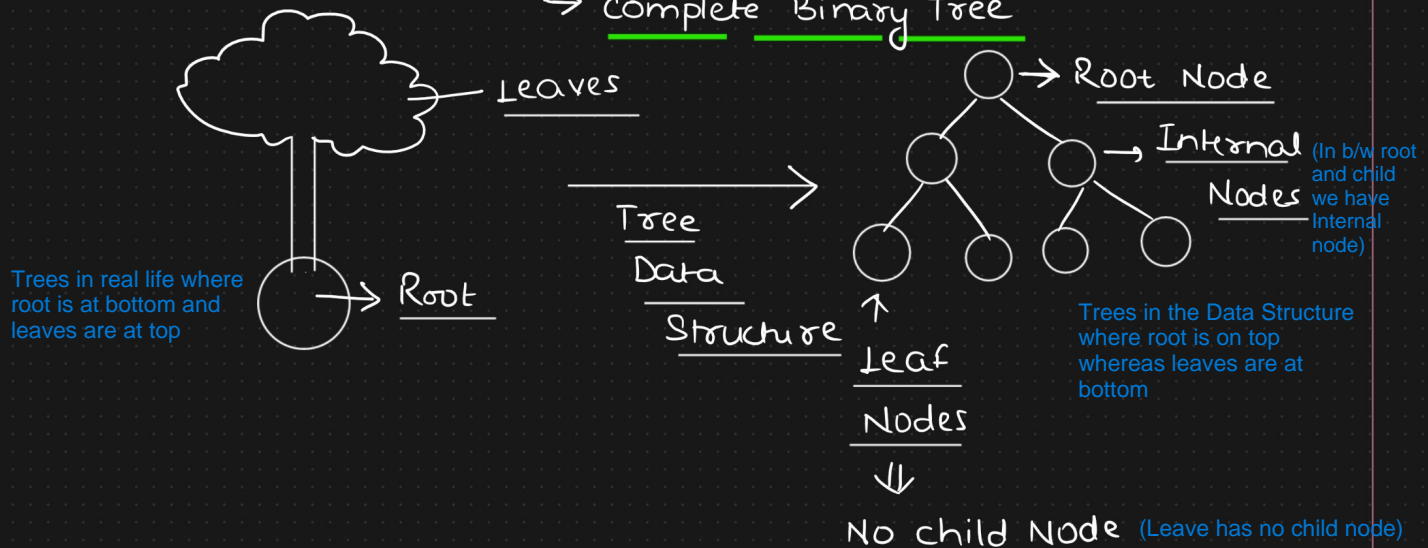


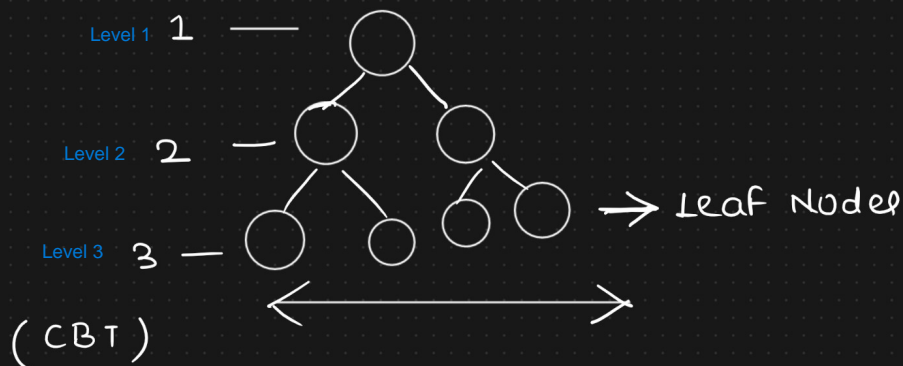
## Heap Data Structure

↳ Complete Binary Tree



★ Binary Tree → # child Node → 0, 1, 2  
↳ Atmost the mode → 2 child modes  
Almost the node has 2 child nodes

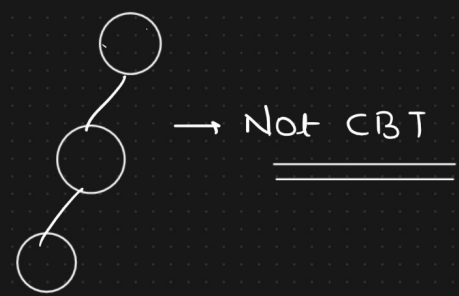
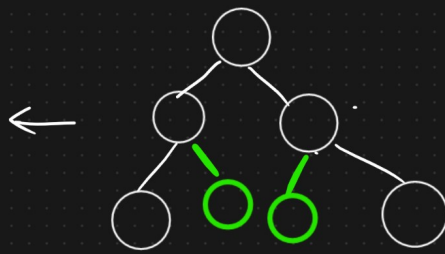
★ Full Binary Tree → Every mode has 2 child modes apart from the leaf mode.



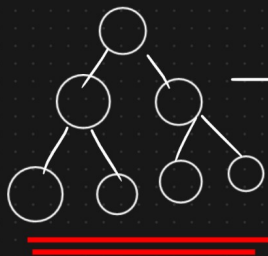
★ Complete binary tree → 1) After completion of first level, then only move towards filling of next level.

2) After completion of left side mode, then only go for the completion of right side mode.

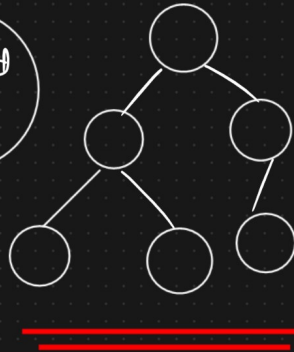
Not  
CBT



Full Binary Tree



Valid  
CBT



Valid CBT

Almost Complete  
Binary  
Tree

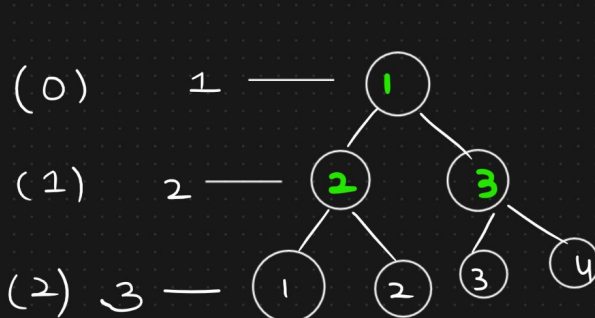
★ Almost complete Binary Tree

↳ always node → single child at  
the leaf node

$$\underline{\text{CBT}} = \underline{\text{fBT}} + \underline{\text{ACBT}}$$

flexible

Complete binary tree is flexible as both Full Binary tree and the Almost complete binary tree can be represented in the form CBT.



# nodes

$n = 7$

$k = 3$

# Levels

Levels are indexed means if we are provided with 3 levels then it will be represented as 0th level, 1st level and 2nd level.

# Leaf Node = 4

# Non-Leaf Node = 3

# Properties of Full Binary Tree (Complete Binary Tree)

1.  $n = 2^k - 1 = 2^3 - 1$

Relationship b/w number of nodes and the number of levels

$$n = 7$$

$$n = 2^k - 1$$

$$2^k = n + 1$$

$$k = \log_2(n+1)$$

# Levels

$$n = 63$$

$$k = \log_2(63+1)$$

$$k = \log_2 64$$

$$k = \log_2 2^6$$

$$k = 6 \log_2 2$$

$$k = 6$$

2.  $\left\lceil \frac{n}{2} \right\rceil = \text{Number of Leaf Nodes}$

This is the Upper Bound or Ceil division where n represents the number of nodes

$$\left\lceil \frac{7}{2} \right\rceil = 4 = \underline{\underline{\# \text{ Leaf Node}}}$$

$\left\lfloor \frac{n}{2} \right\rfloor = \text{Number of non-leaf Nodes}$

This is the Lower Bound or Floor division where n represents the number of nodes

$$\left\lfloor \frac{7}{2} \right\rfloor = 3 = \underline{\underline{\# \text{ Non-Leaf Node}}}$$



To summarize Heap Data structure is the Complete Binary Tree