

CS 225

Data Structures

March 4 – Heaps

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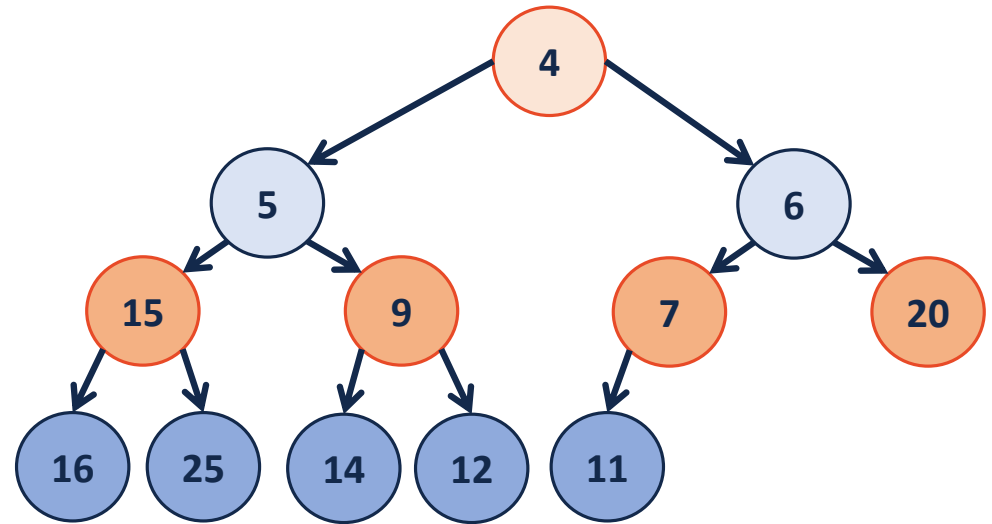
Office Hours

- Specific Question
- Have a clear location and be there
- Don't Share accounts

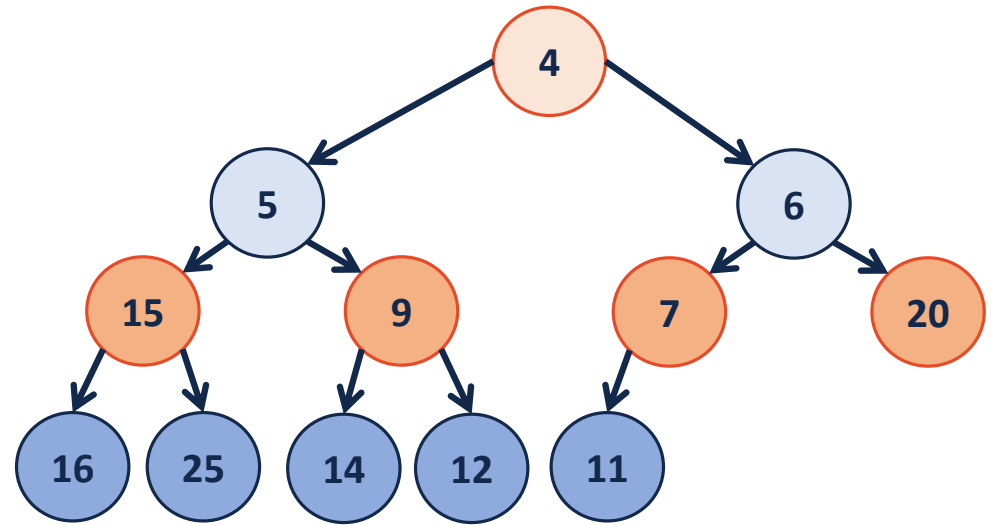
(min)Heap

A complete binary tree T is a min-heap if:

- $T = \{\}$ or
- $T = \{r, T_L, T_R\}$, where r is less than the roots of $\{T_L, T_R\}$ and $\{T_L, T_R\}$ are min-heaps.

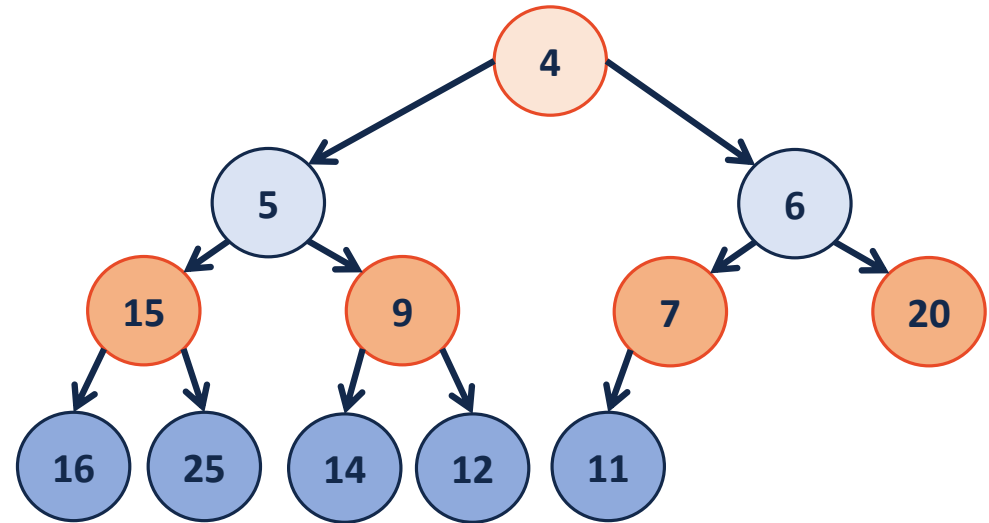


(min)Heap



4	5	6	15	9	7	20	16	25	14	12	11			
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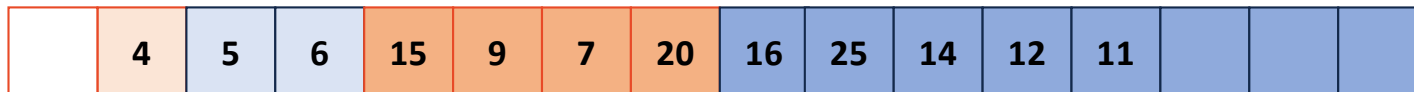
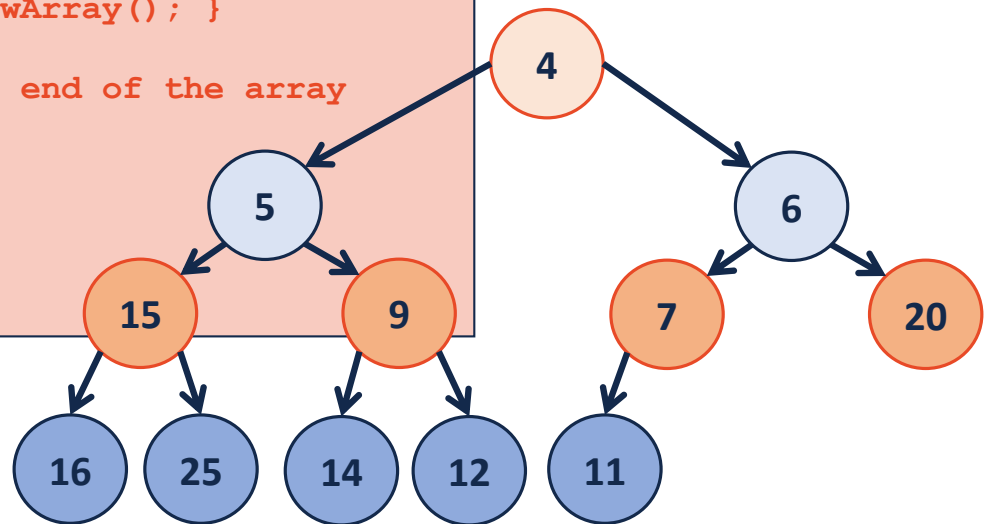
insert



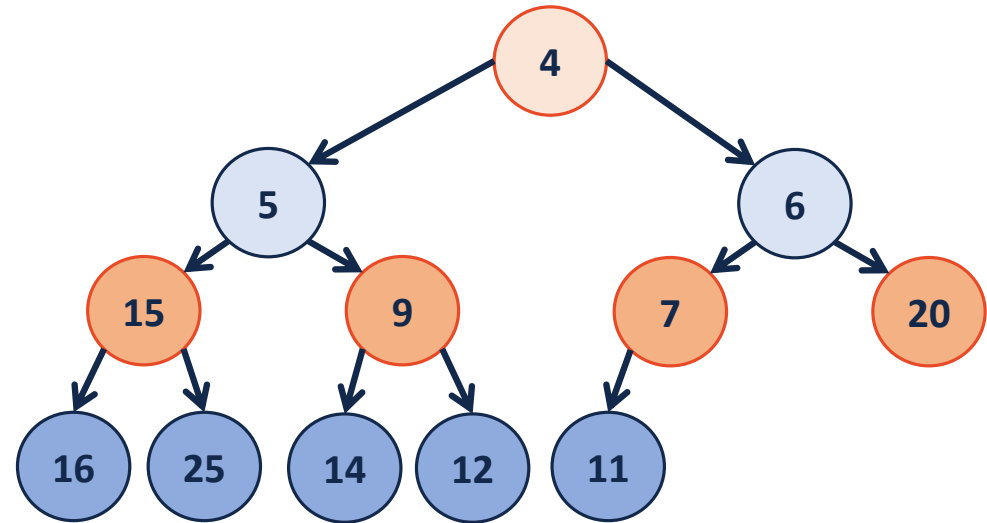
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insert

```
1 template <class T>
2 void Heap<T>::_insert(const T & key) {
3     // Check to ensure there's space to insert an element
4     // ...if not, grow the array
5     if ( size_ == capacity_ ) { _growArray(); }
6
7     // Insert the new element at the end of the array
8     item_[++size] = key;
9
10    // Restore the heap property
11    _heapifyUp(size);
12 }
```



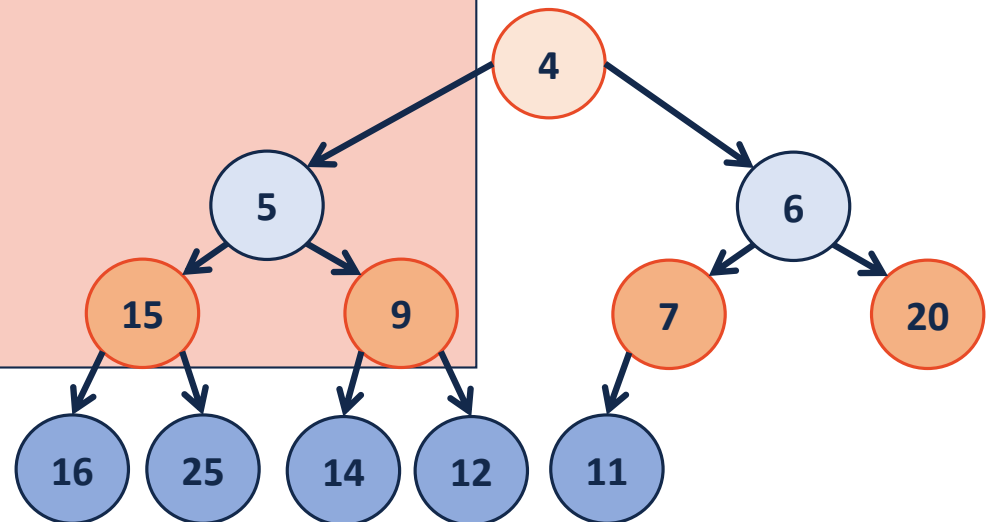
removeMin



	4	5	6	15	9	7	20	16	25	14	12	11			
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removeMin

```
1 template <class T>
2 void Heap<T>::_removeMin() {
3     // Swap with the last value
4     T minValue = item_[1];
5     item_[1] = item_[size_];
6     size--;
7
8     // Restore the heap property
9     heapifyDown();
10
11    // Return the minimum value
12    return minValue;
13 }
```



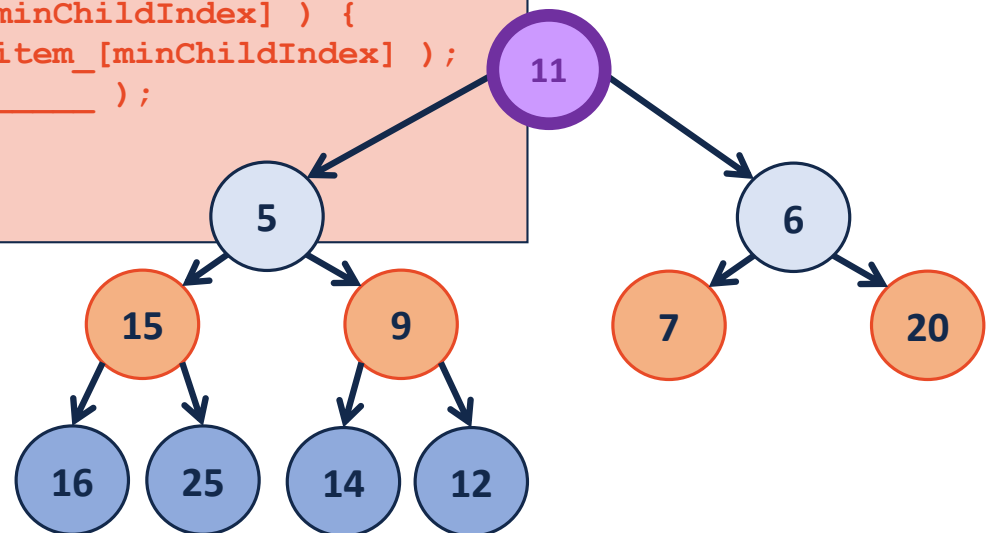
removeMin - heapifyDown

```
1  template <class T>
2  void Heap<T>::_removeMin() {
3      // Swap with the last value
4      T minValue = item_[1];
5      item_[1] = item_[size_];
6      size--;
7
8      // Restore the heap property
9      _heapifyDown();
10
11     // Return the minimum value
12     return minValue;
13 }
```

```
1  template <class T>
2  void Heap<T>::_heapifyDown(int index) {
3      if ( !_isLeaf(index) ) {
4          T minChildIndex = _minChild(index);
5          if ( item_[index] > item_[minChildIndex] ) {
6              std::swap( item_[index], item_[minChildIndex] );
7              _heapifyDown( minChildIndex );
8          }
9      }
10 }
```

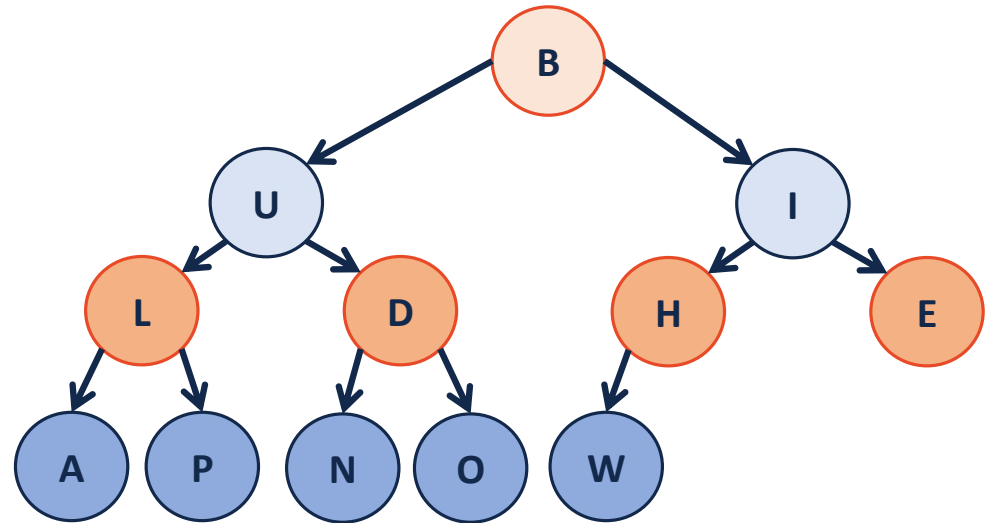
removeMin

```
1 template <class T>
2 void Heap<T>::_heapifyDown(int index) {
3     if ( !_isLeaf(index) ) {
4         T minChildIndex = _minChild(index);
5         if ( item_[index] > item_[minChildIndex] ) {
6             std::swap( item_[index], item_[minChildIndex] );
7             _heapifyDown( minChildIndex );
8         }
9     }
10 }
```

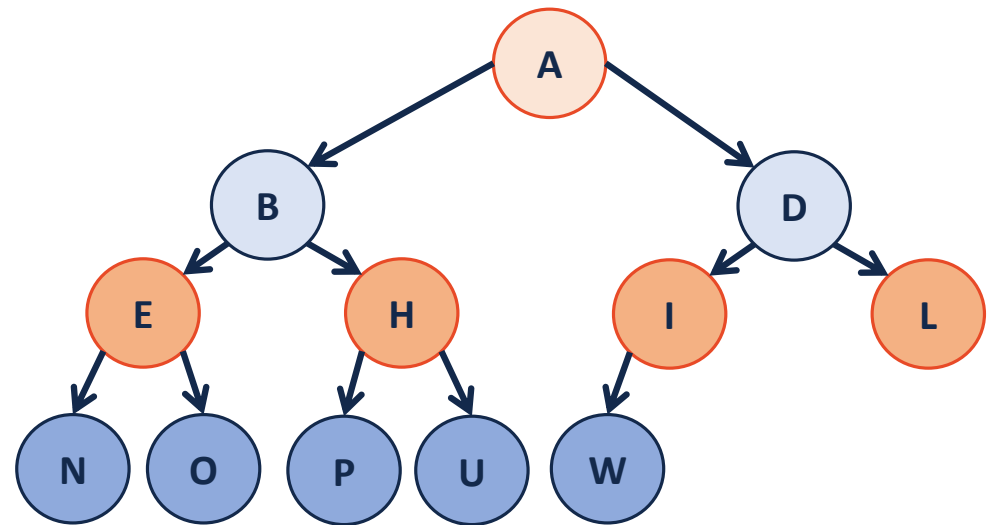


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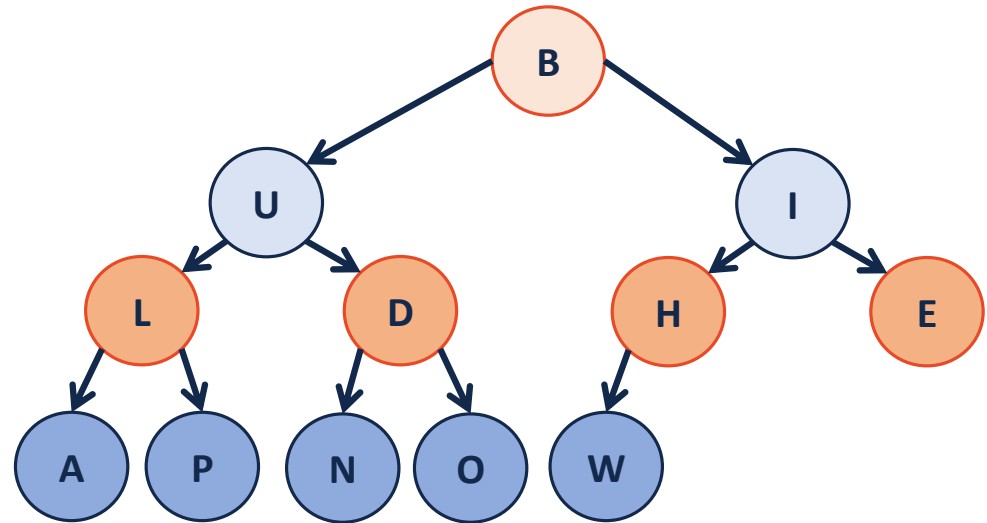
buildHeap



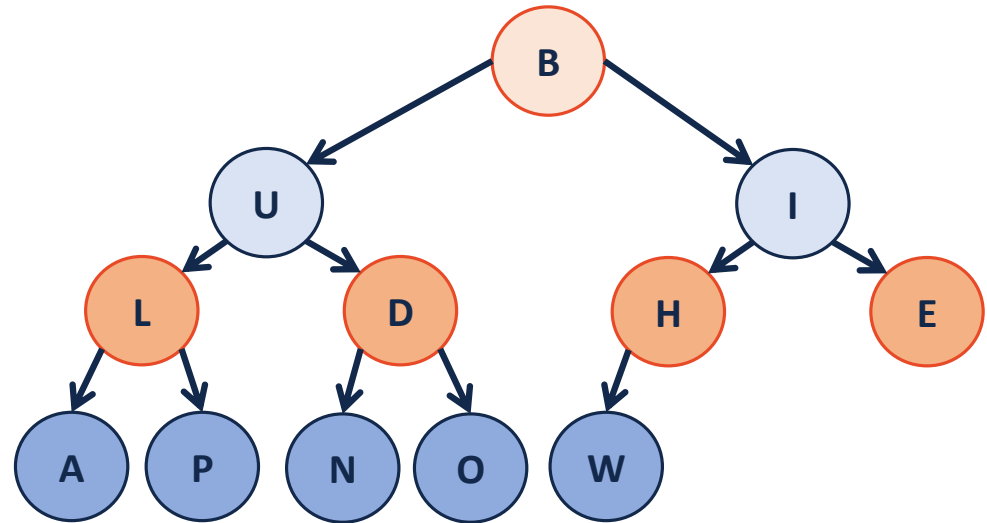
buildHeap – sorted array



buildHeap - heapifyUp



buildHeap - heapifyDown



buildHeap

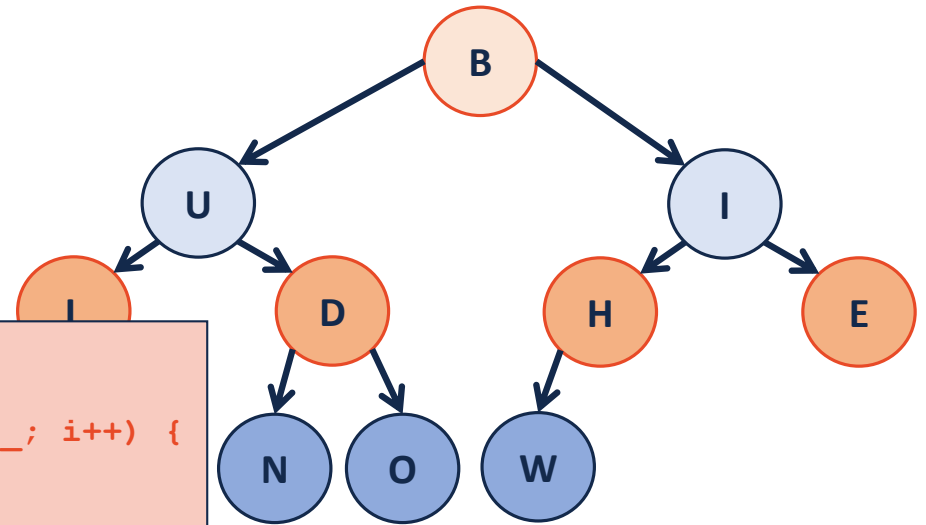
1. Sort the array – it's a heap!

2.

```
1 template <class T>
2 void Heap<T>::buildHeap() {
3     for (unsigned i = 2; i <= size_; i++) {
4         heapifyUp(i);
5     }
6 }
```

3.

```
1 template <class T>
2 void Heap<T>::buildHeap() {
3     for (unsigned i = parent(size); i > 0; i--) {
4         heapifyDown(i);
5     }
6 }
```





Proving buildHeap Running Time

Theorem: The running time of buildHeap on array of size n is: _____.

Strategy:

-

-

-

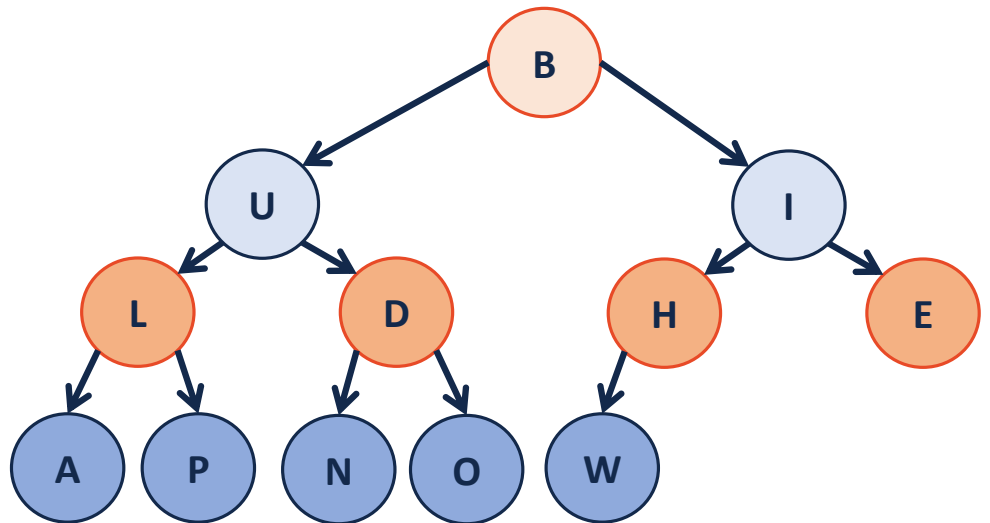
Proving buildHeap Running Time

$S(h)$: Sum of the heights of all nodes in a complete tree of height h .

$S(0) =$

$S(1) =$

$S(h) =$





Proving buildHeap Running Time

Proof the recurrence:

Base Case:

General Case:



Proving buildHeap Running Time

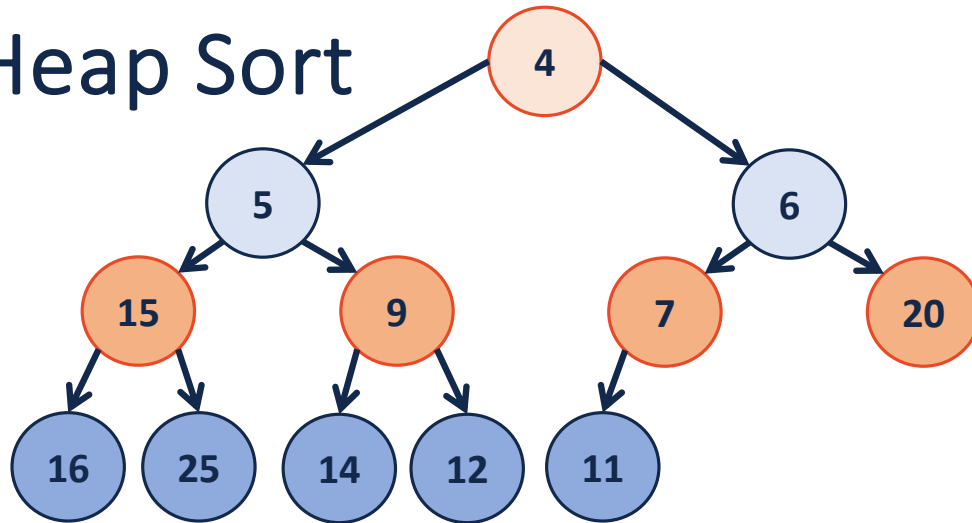
From $S(h)$ to RunningTime(n):

$S(h)$:

Since $h \leq \lg(n)$:

RunningTime(n) \leq

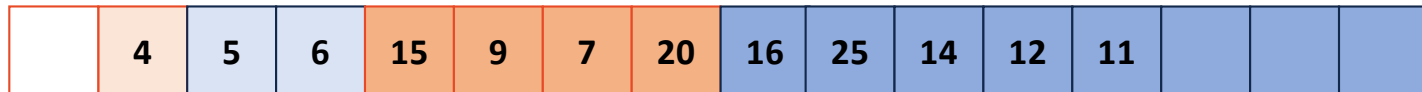
Heap Sort



1.

2.

3.



Running Time?

Why do we care about another sort?