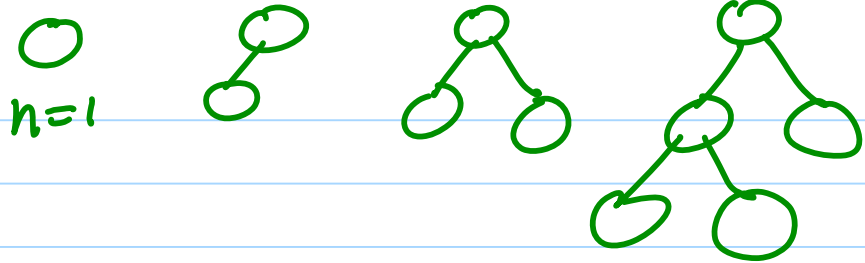


# Data Structure Binary Heap

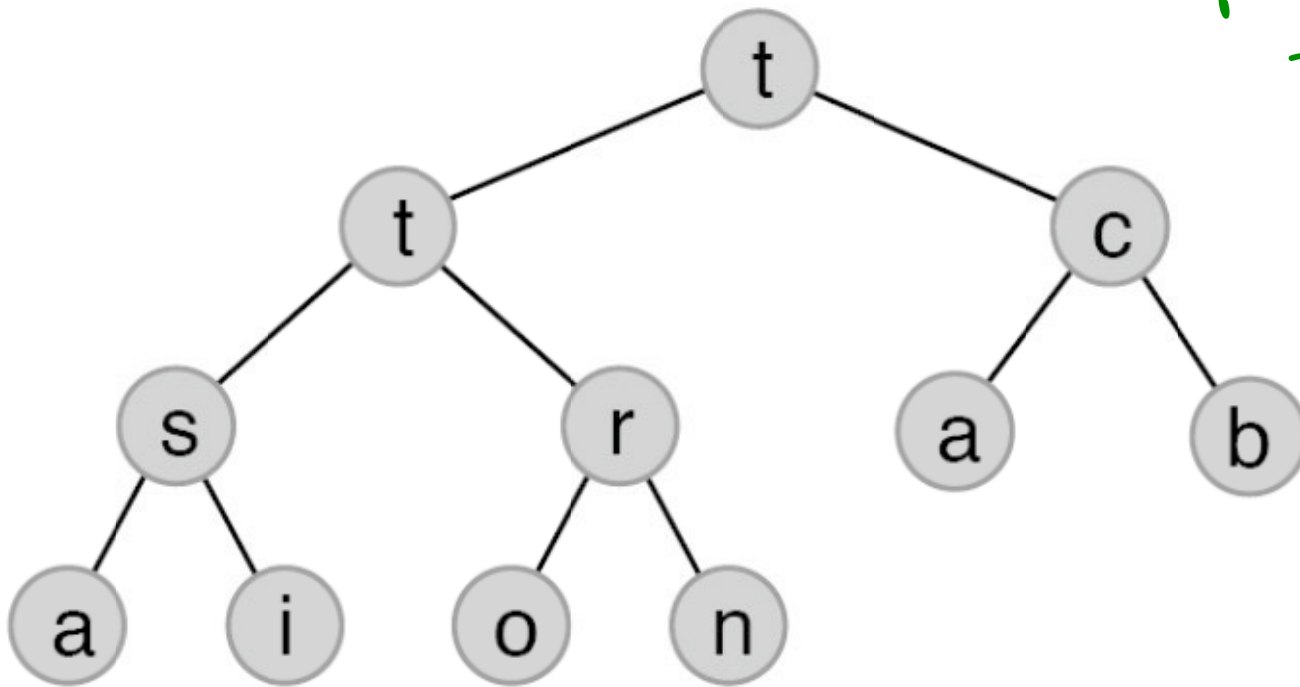
Structure



Rep. Property

HEAP ORDERED

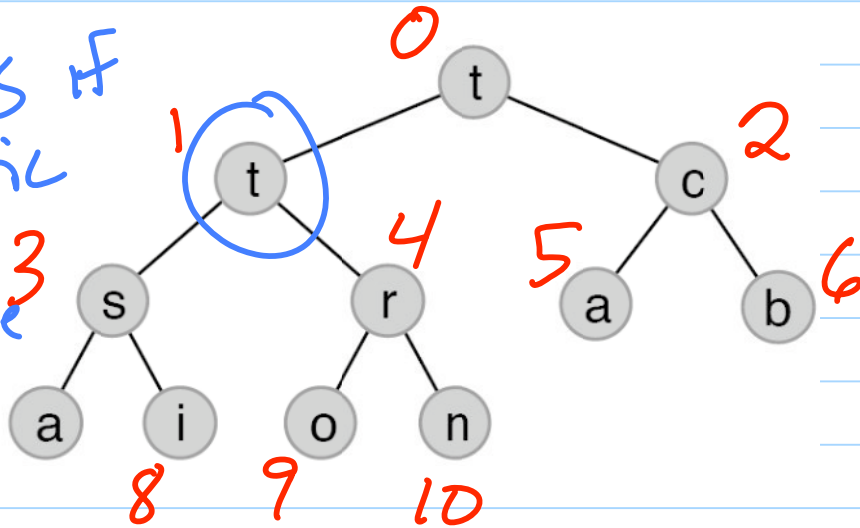
the priority of each node is as great as that of its descendants



# Array Representation

4 refs if static

or otherwise

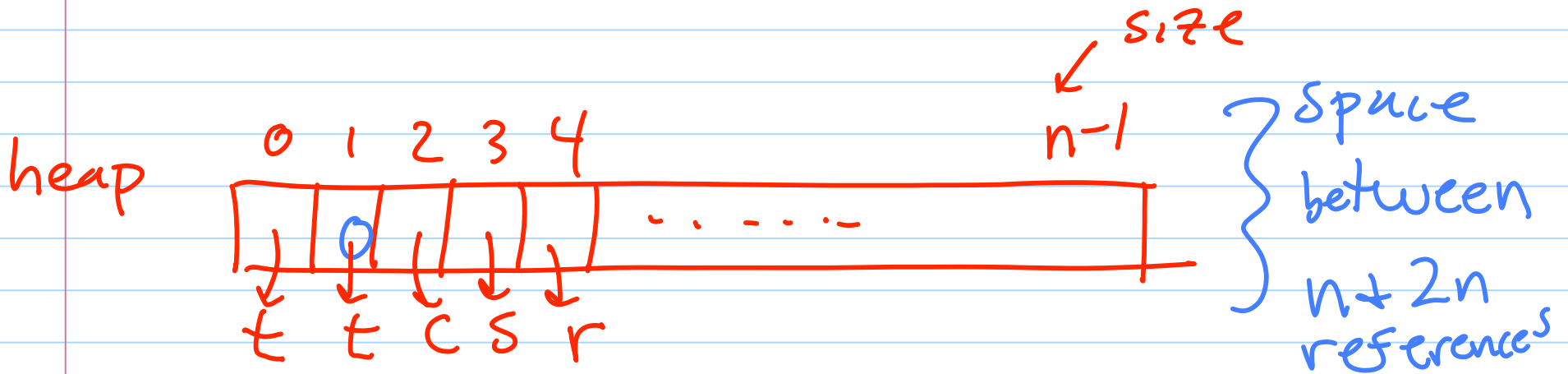


if they exist

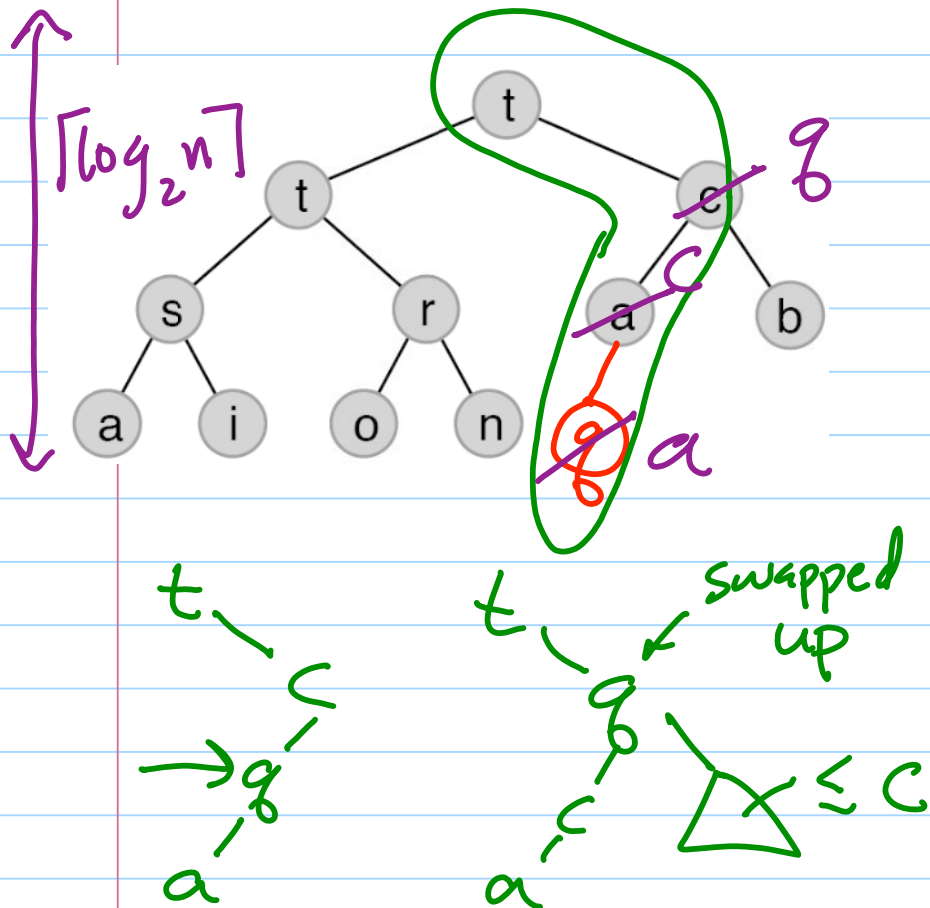
$$\text{parent}(i) = \left\lfloor \frac{i-1}{2} \right\rfloor$$

$$\text{left}(i) = 2i+1$$

$$\text{right}(i) = 2i+2$$



# Inserting an element

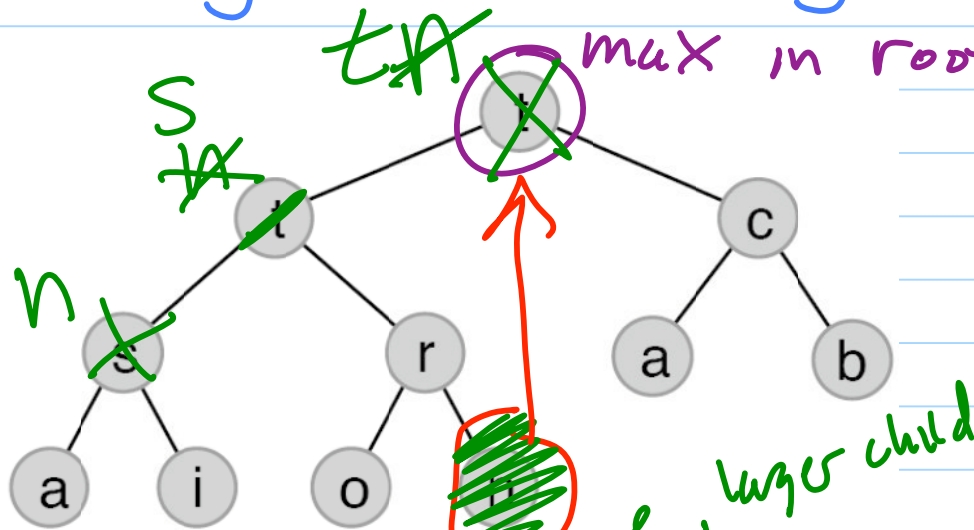


1. add new element to next open slot in the array

2. Swap new element with parent until the parent is at least as large or reach root

$O(\log n)$  time

# Finding and Extracting (Removing) Max $O(\log n)$



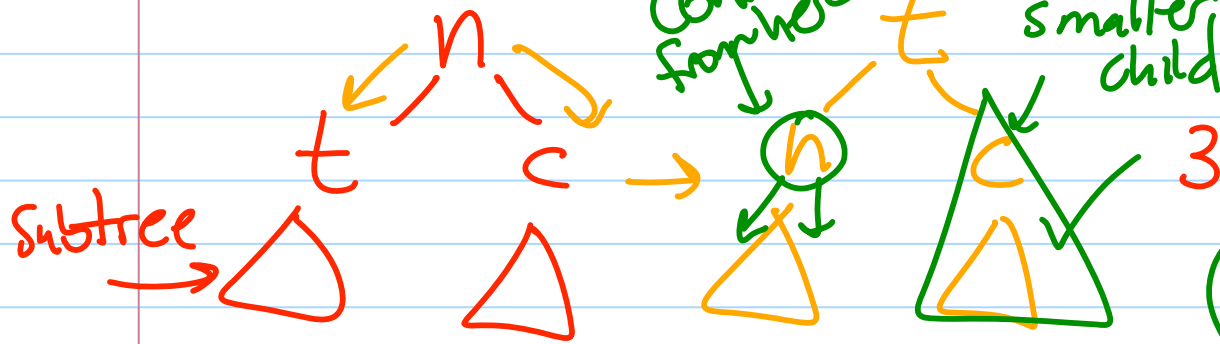
1. remember root (store in a var)

2. replace root by last element

$heap[0] = heap[n-1]$   
 $n--;$

3. Look at two children

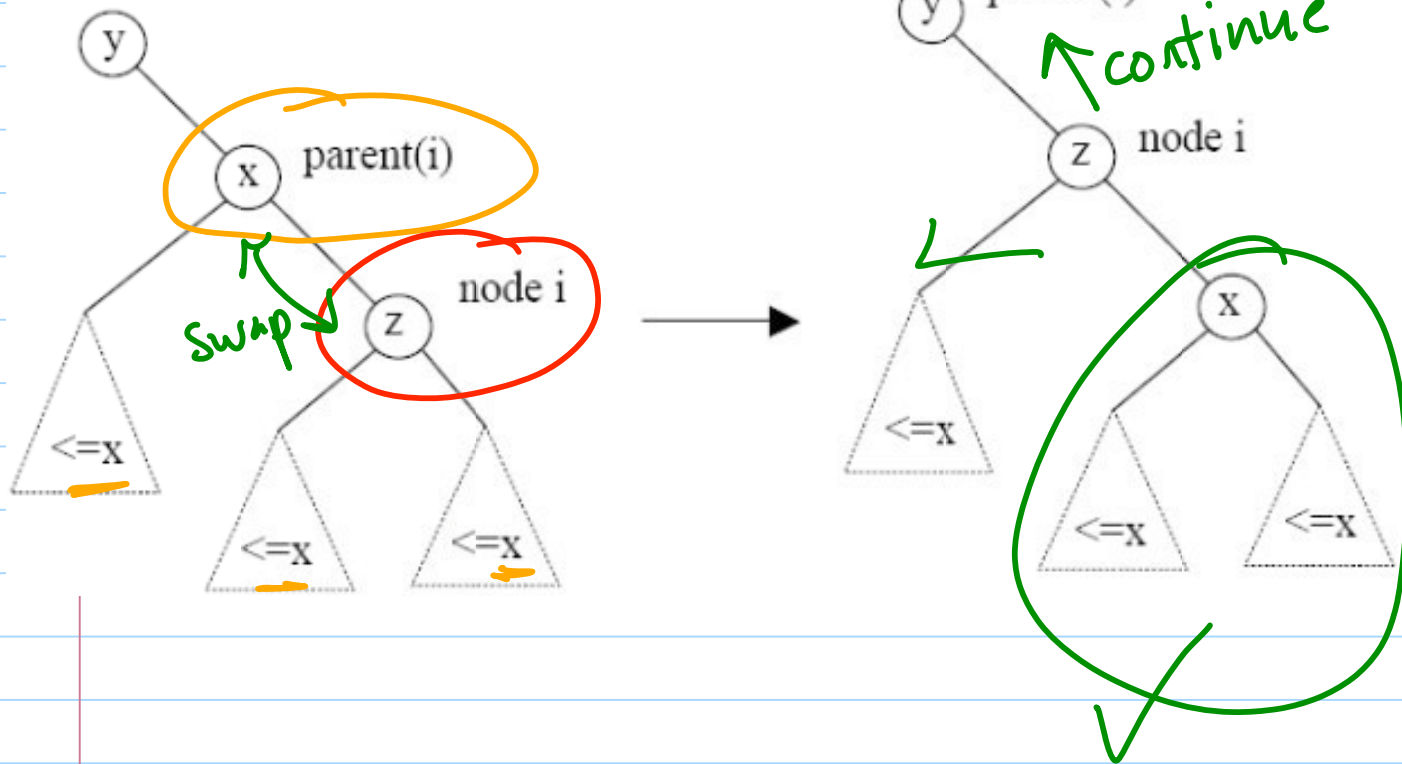
↓ if HEAPOORDERED is violated, swap with larger child  
 repeat





# Fix Upward (i)

Fig 25.3

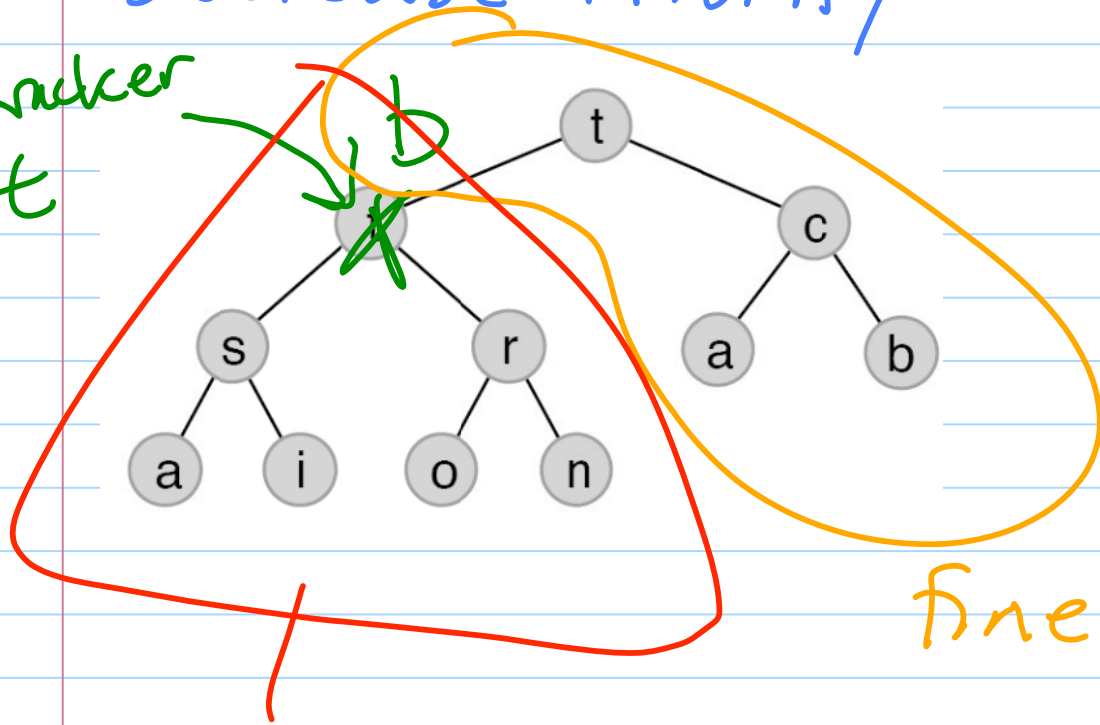


Requires:

Only possible violation of Heap Ordered is between  $i$  + its parent

# Decrease Priority

tracker  
t



tracker  
t.decreasePriority(b)

fine

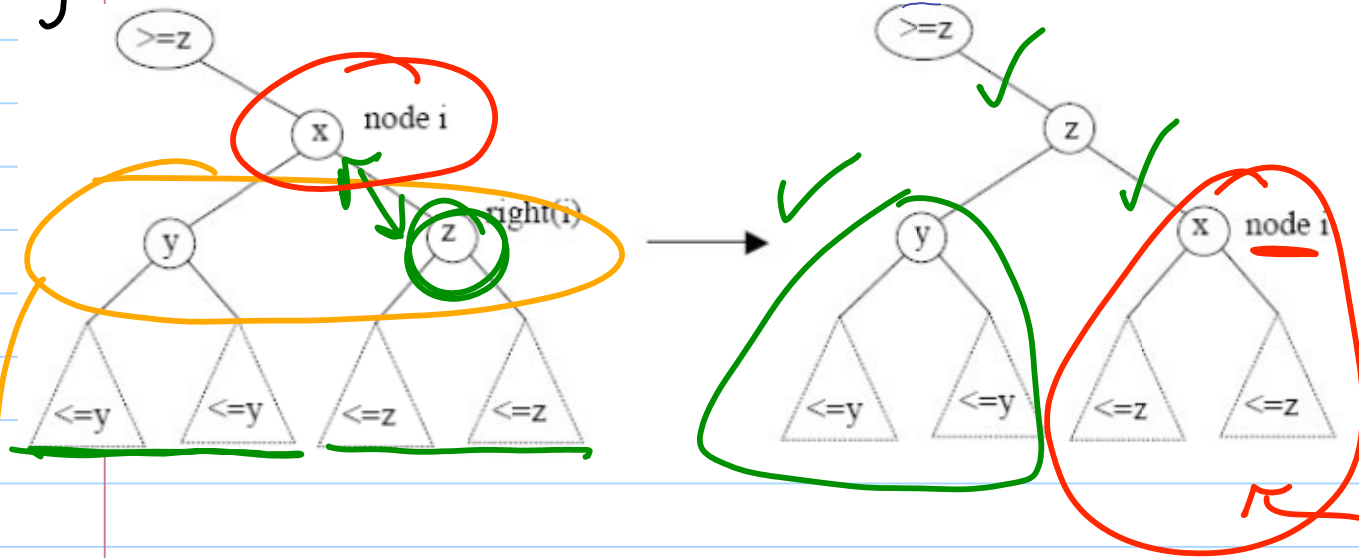
like extractMax on the subtree root  
at the node being changed

$O(\log n)$

often called heapify

Fix Downward( $i$ )

Fig 25.4



Requires:

only violation of Heap Ordered between node  $i$  + its children

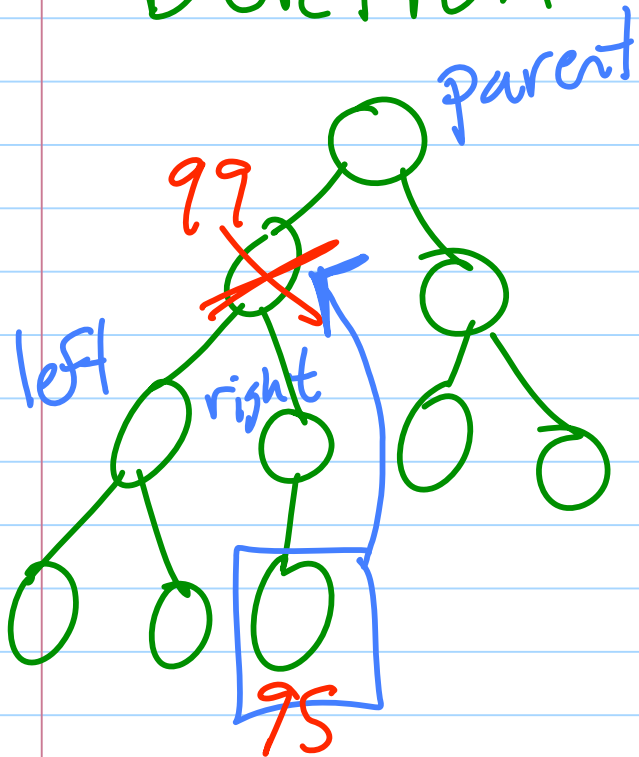
Continue here

possible violations

select larger child + swap  $i$  with that child

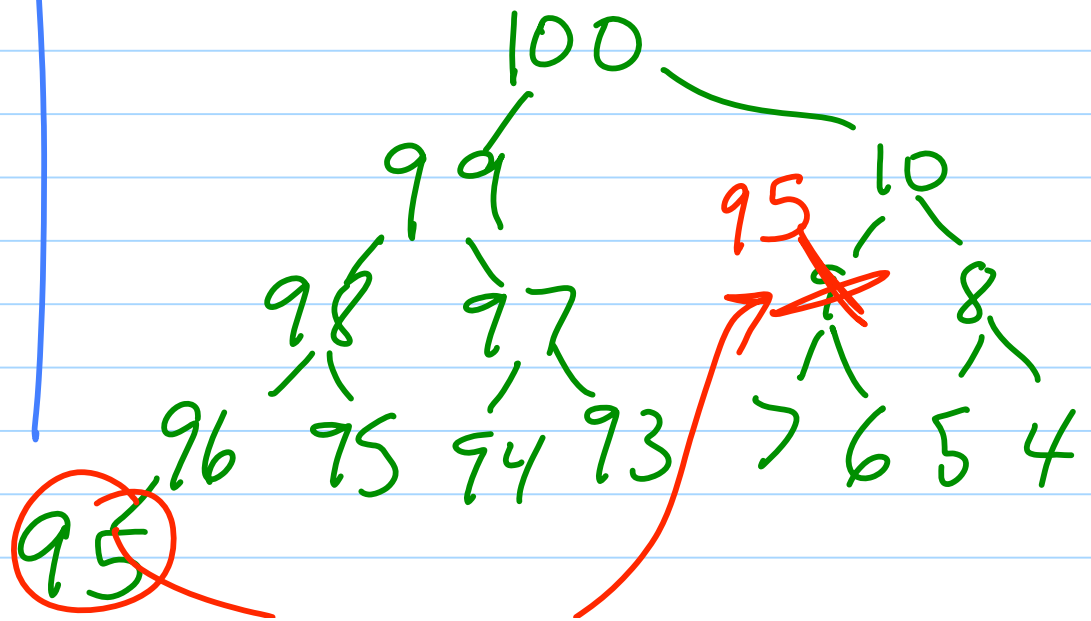


# Deletion



heap 100, 99, 10, 98, 97, 9, 8, 96, 95, 94, 93, 7, 6, ...

Ex where replacement heap[n-1] is larger than what it replaces



if replacement is larger  
fix upward  
otherwise fix downward

## Overview of binary heap

Advantage - very space efficient  
very simple with low constants  
hidden in asymptotic notation

### Drawbacks

merging two binary heaps takes  
linear time

increasing priority (through tracker) takes  
logarithmic time

Merging two priority queues.

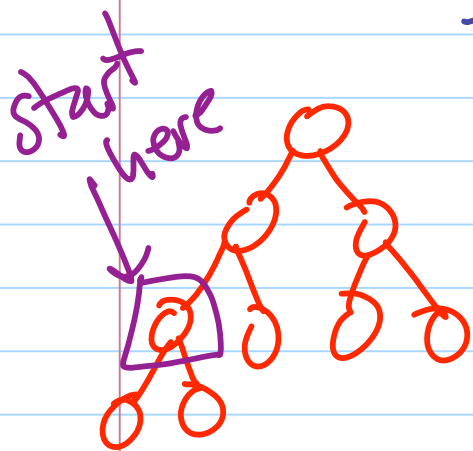
Give an arbitrary array  $a[0] \dots a[n-1]$ .

Convert to a binary heap in linear time

For (int  $i = n-1$ ,  $i \geq 0$ ;  $i--$ )

FixDownward( $i$ )

could optimize to start at first non leaf



$O(n)$

Successive inserts  $O(n \log n)$