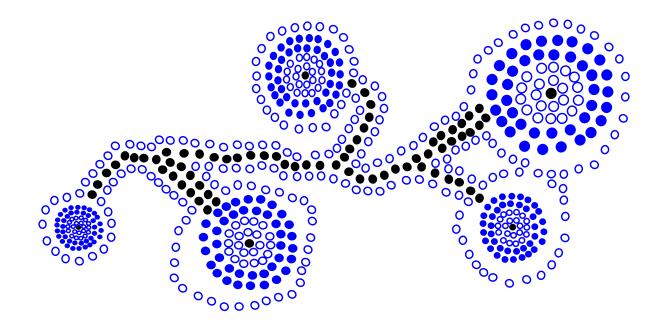
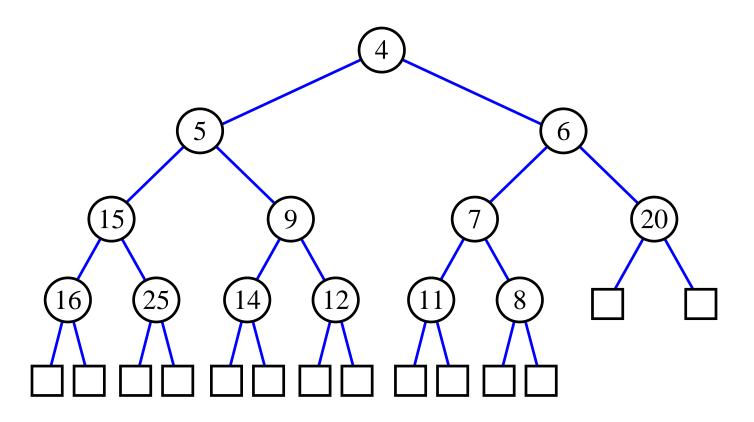
HEAPS I

- Heaps
- Properties
- Insertion and Deletion



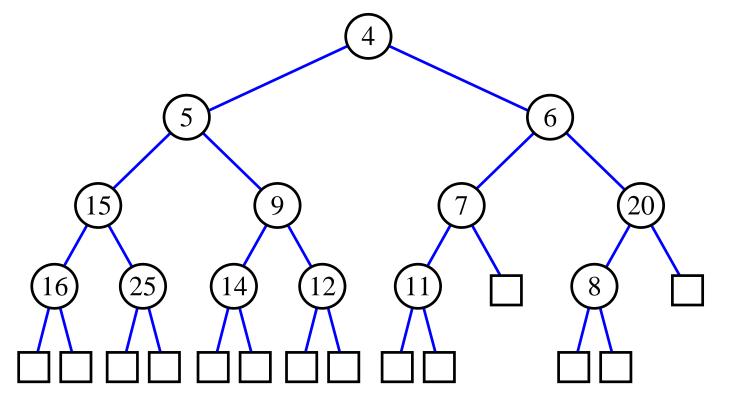
Heaps

- A *heap* is a binary tree *T* that stores a collection of keys (or key-element pairs) at its internal nodes and that satisfies two additional properties:
 - *Order Property:* key(parent) ≤ key(child)
 - Structural Property: all levels are full, except the last one, which is left-filled (complete binary tree)

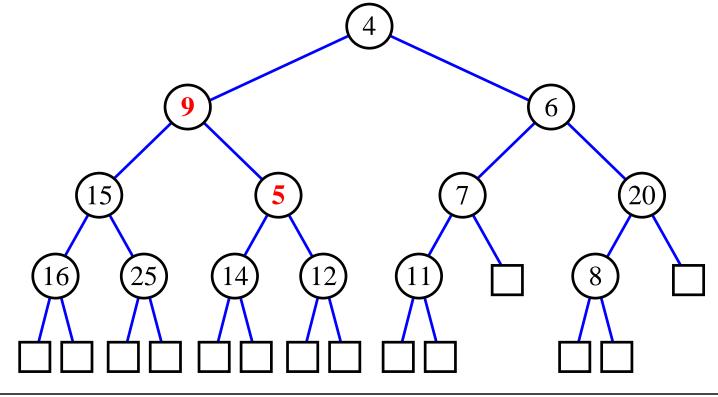


Not Heaps

• bottom level is not left-filled



• key(parent)> key(child)

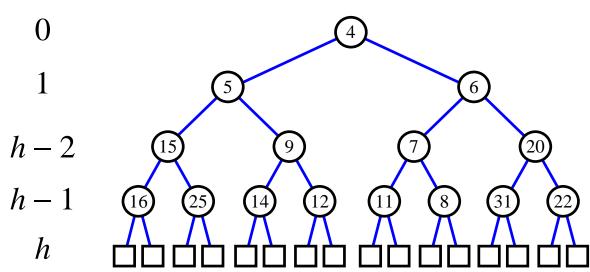


Heaps I

Height of a Heap

A heap T storing n keys has height $h = \lceil \log(n+1) \rceil$, which is $O(\log n)$

- $n \ge 1 + 2 + 4 + \dots + 2^{h-2} + 1 = 2^{h-1} 1 + 1 = 2^{h-1}$
- $n \le 1 + 2 + 4 + \dots + 2^{h-1} = 2^h 1$

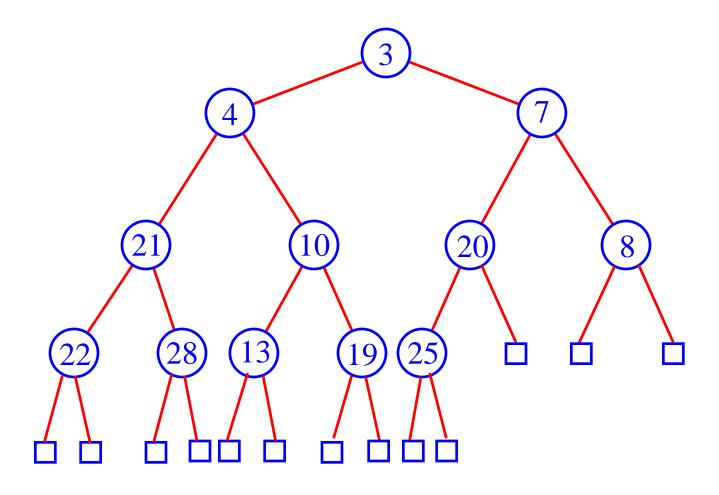


- Therefore $2^{h-1} \le n \le 2^h 1$
- Taking logs, we get $\log (n + 1) \le h \le \log n + 1$
- Which implies $h = \lceil \log(n+1) \rceil$

Heap Insertion

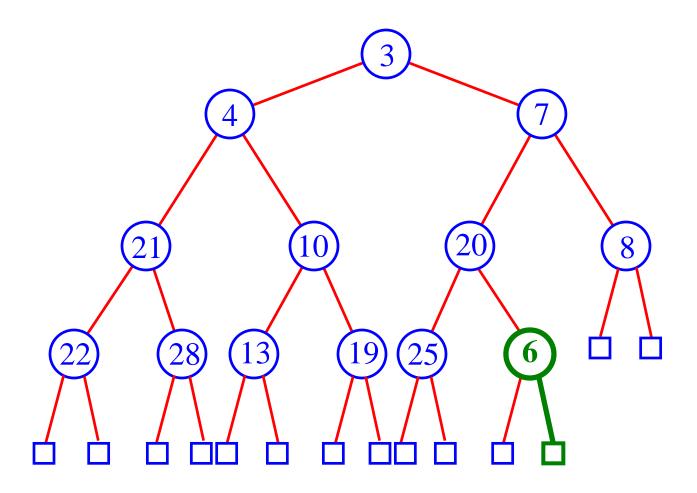
So here we go ...

The key to insert is 6



Heap Insertion

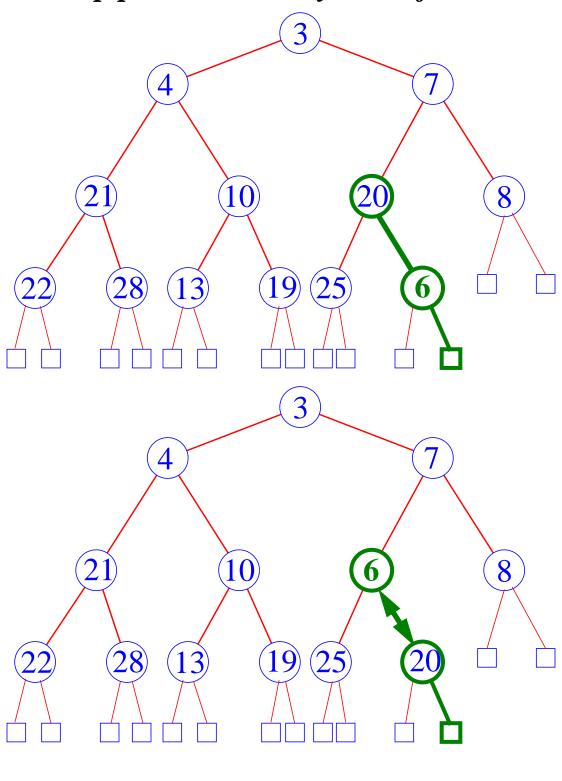
Add the key in the *next available position* in the heap.

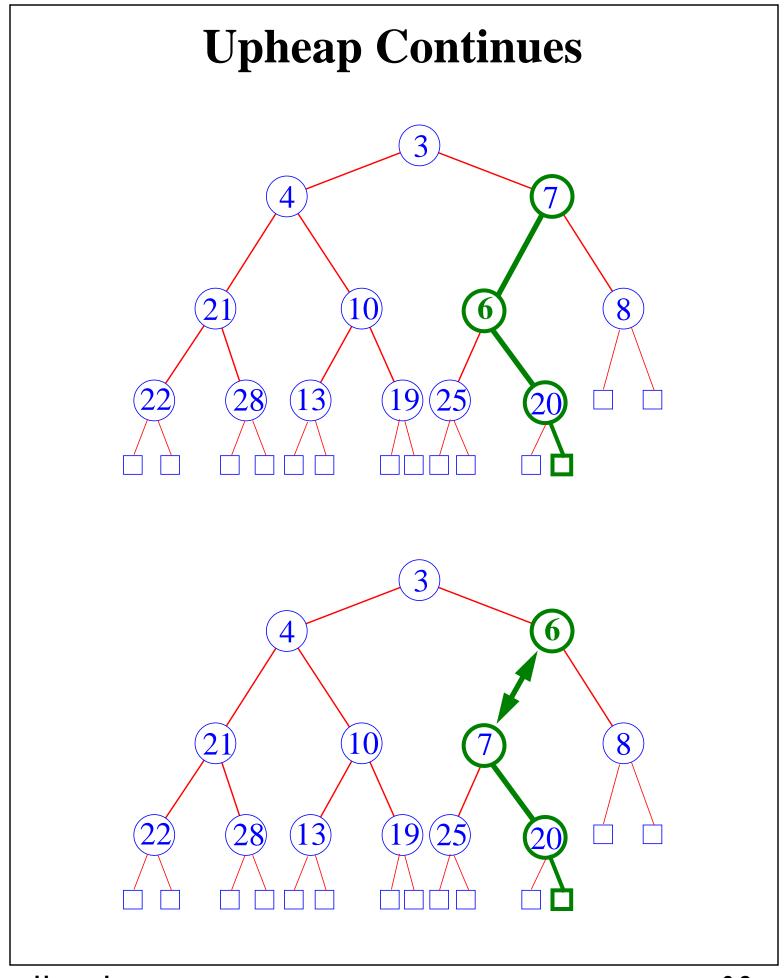


Now begin *Upheap*.

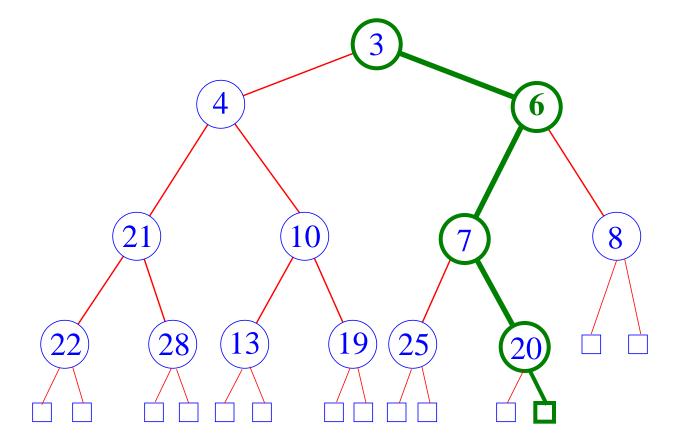
Upheap

• Swap parent-child keys out of order



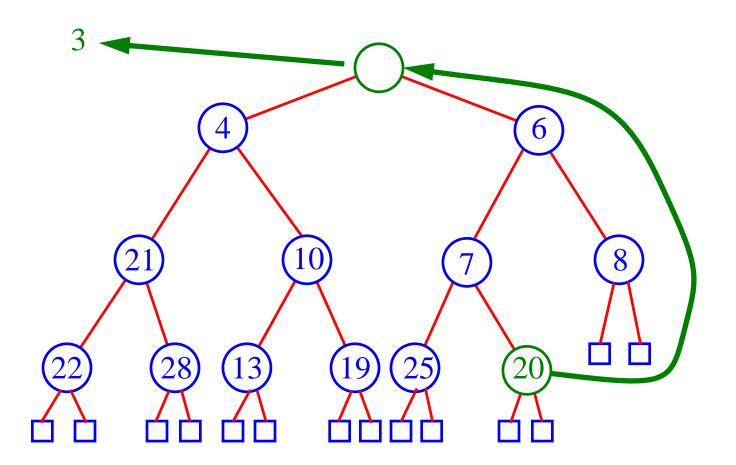


End of Upheap



- *Upheap* terminates when new key is greater than the key of its parent **or** the top of the heap is reached
- (total #swaps) $\leq (h-1)$, which is $O(\log n)$

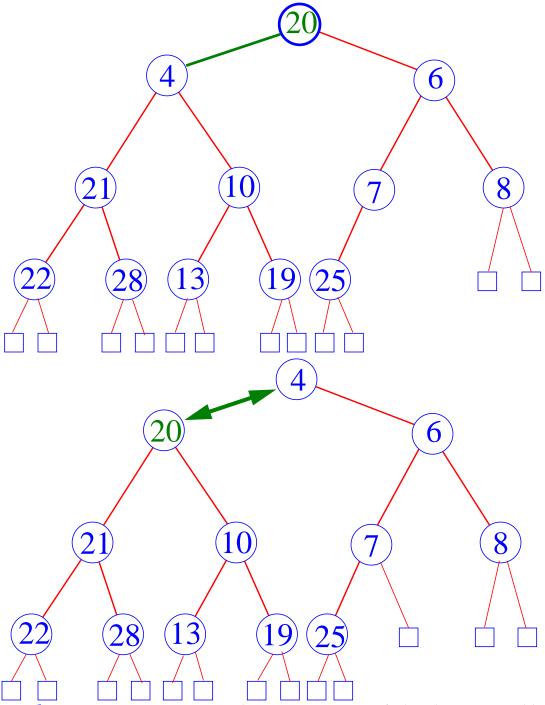
Removal From a Heap RemoveMin()



- The removal of the top key leaves a hole
- We need to fix the heap
- First, replace the hole with the last key in the heap

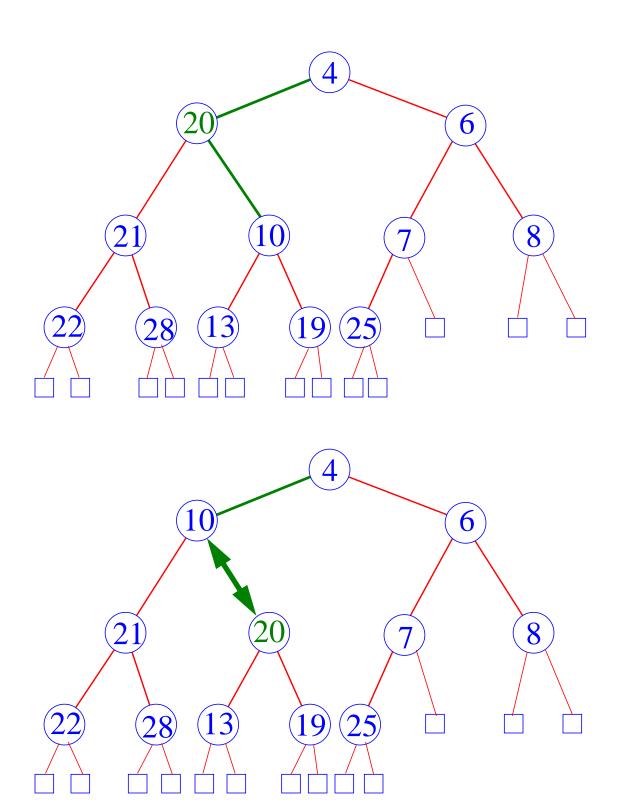
• Then, begin **Downheap**



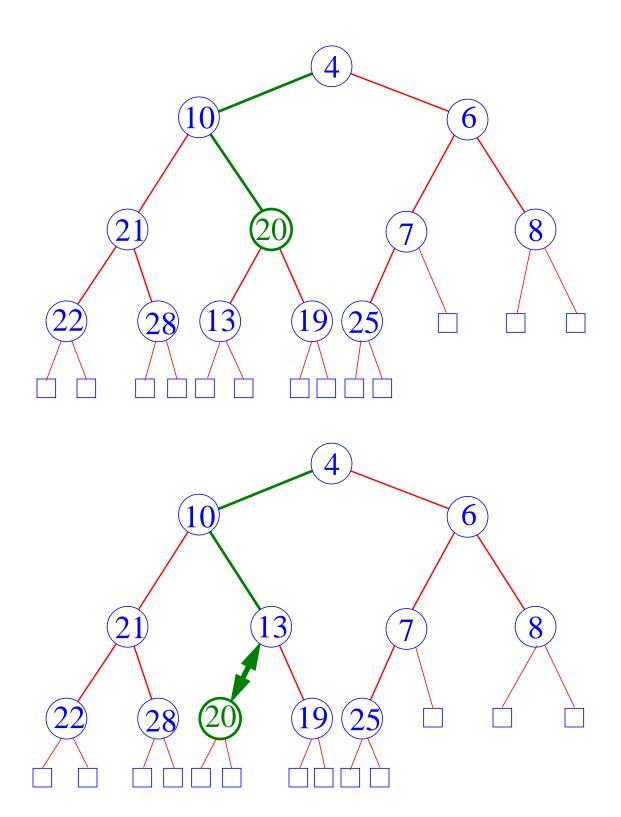


Downheap compares the parent with the smallest child. If the child is smaller, it switches the two.

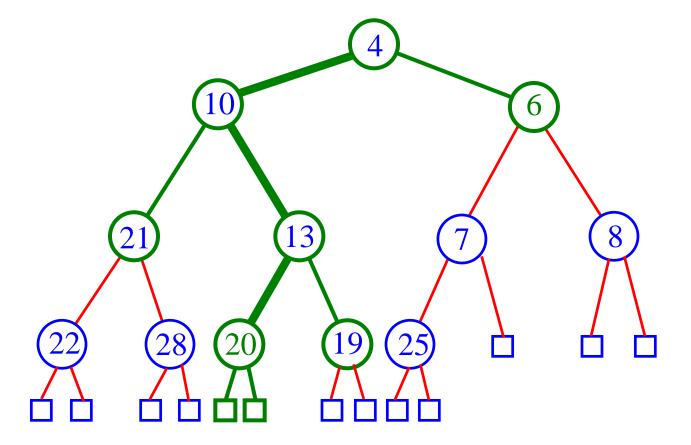




Downheap Continues



End of Downheap



- **Downheap** terminates when the key is greater than the keys of both its children **or** the bottom of the heap is reached.
- (total #swaps) $\leq (h-1)$, which is $O(\log n)$