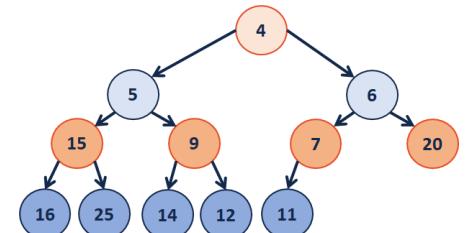


A New Data Structure Arrives:

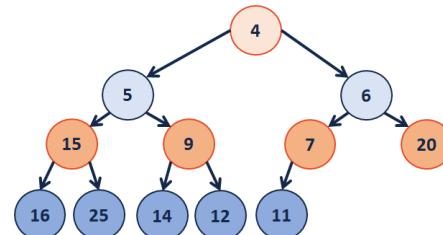
ADT:
 insert
 remove
 isEmpty

**Implementing a (min)Heap
as an Array**

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

Operations:
`leftChild(index) :=`

`rightChild(index) :=`
`parent(index) :=`

Inserting into a Heap

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

Implementation of _____

| insert | removeMin | Implementation |
|----------|-----------|----------------|
| O(n) | O(n) | Unsorted Array |
| O(1) | O(n) | Unsorted List |
| O(lg(n)) | O(1) | Sorted Array |
| O(lg(n)) | O(1) | Sorted List |

Q1: What errors exist in this table? (Fix them!)

...running time?

Q2: Which algorithm would we use?

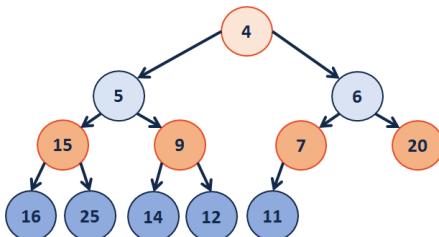
```

Heap.hpp (partial)

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}
13
14 template <class T>
15 void Heap<T>::_heapifyUp( _____ ) {
16     if ( index > _____ ) {
17         if ( item_[index] < item_[parent(index)] ) {
18             std::swap( item_[index], item_[parent(index)] );
19         };
20         _heapifyUp( _____ );
21     }
22 }
23
24 }
```

What's wrong with this code?

Heap Operation: removeMin / heapifyDown:



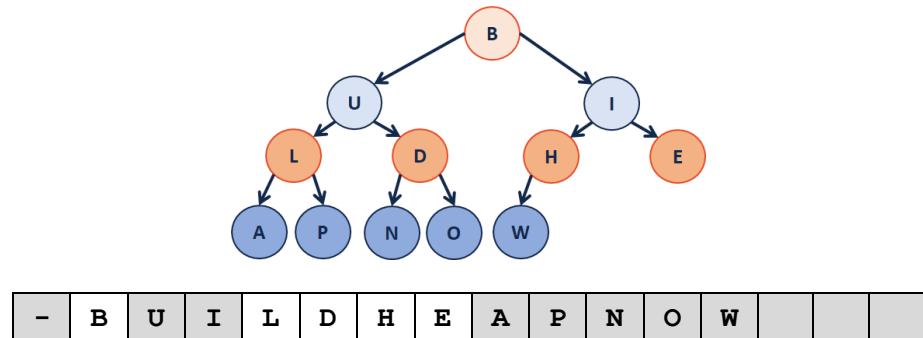
| | | | | | | | | | | | | | | | |
|---|---|---|---|----|---|---|----|----|----|----|----|----|--|--|--|
| - | 4 | 5 | 6 | 15 | 9 | 7 | 20 | 16 | 25 | 14 | 12 | 11 | | | |
|---|---|---|---|----|---|---|----|----|----|----|----|----|--|--|--|

```

Heap.hpp (partial)

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}
14
15 template <class T>
16 void Heap<T>::_heapifyDown(int index) {
17     if ( !isLeaf(index) ) {
18         T minChildIndex = _minChild(index);
19         if ( item_[index] < item_[minChildIndex] ) {
20             std::swap( item_[index], item_[minChildIndex] );
21             _heapifyDown( _____ );
22         }
23     }
24 }
```

Q: How do we construct a heap given data?



| | | | | | | | | | | | | | | | |
|-------------------------------------|---|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| CS 225 – Things To Be Doing: | | | | | | | | | | | | | | | |
| 1. | Exam 2 Friday | | | | | | | | | | | | | | |
| 2. | mp_traversl extra credit deadline is Monday | | | | | | | | | | | | | | |
| 3. | lab_avl is out today, due on Sunday | | | | | | | | | | | | | | |
| 4. | Daily POTDs are ongoing :) | | | | | | | | | | | | | | |