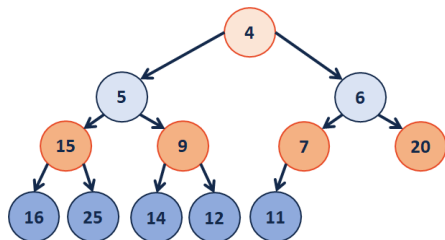


### A Heap Data Structure

(specifically a minHeap in this example, as the minimum element is at the root)



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

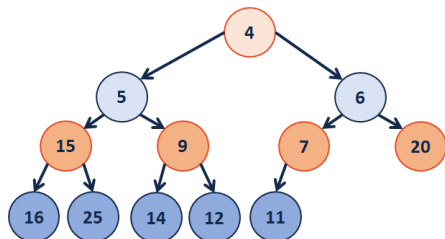
Given an index  $i$ , its parent and children can be reached in  $O(1)$  time:

- $leftChild := 2i$
- $rightChild := 2i + 1$
- $parent := floor(i / 2)$

Formally, a complete binary tree  $T$  is a minHeap if:

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

### Inserting into a Heap



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

### Heap.hpp (partial)

```

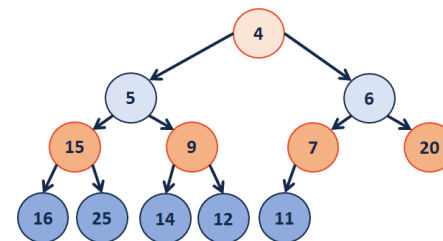
1  template <class T>
2  void Heap<T>::_insert(const T & key) {
3      // Check to ensure there's space to insert an element
4      // ...if not, grow the array
5      if ( size_ == capacity_ ) { _growArray(); }
6
7      // Insert the new element at the end of the array
8      item_[++size] = key;
9
10     // Restore the heap property
11     _heapifyUp(size);
12 }
31 template <class T>
32 void Heap<T>::_heapifyUp( _____ ) {
33     if ( index > _____ ) {
34         if ( item_[index] < item_[ parent(index) ] ) {
35             std::swap( item_[index], item_[ parent(index) ] )
36         };
37         _heapifyUp( _____ );
38     }
39 }

```

How do we complete this code?

Running time of insert?

### 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(1);
10
11     // Return the minimum value
12     return minValue;
13 }
51 template <class T>
52 void Heap<T>::_heapifyDown(size_t index) {
53     if ( !_isLeaf(index) ) {
54         size_t minChildIndex = _minChild(index);
55         if ( item_[index] > item_[minChildIndex] ) {
56             std::swap( item_[index], item_[minChildIndex] );
57             _heapifyDown( minChildIndex );
58         }
59     }
60 }

```

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

**Strategy:**

**Define S(h):**

Let **S(h)** denote the sum of the heights of all nodes in a complete tree of height **h**.

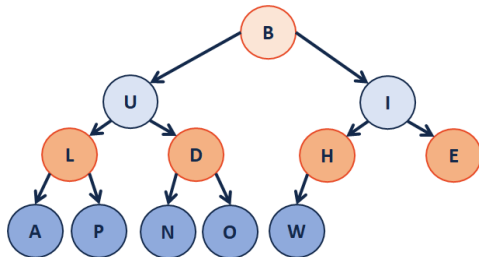
**S(0) =**

**S(1) =**

**S(h) =**

**Proof of S(h) by Induction:**

**Q: How do we construct a heap given data?**



```

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

```

**Running Time?**

**Finally, finding the running time:**

CS 225 – Things To Be Doing:	
1.	mp_traversals EC due today.
2.	Daily POTDs are ongoing!