Heap: A binary tree in which the highest-priority item is at the root and both the left and right subtrees are also heaps

```
Key operations:
             constant time (just look at max)
 - get max:
 - insert: Add a new item => O(logN) for N items,
if the tree is balanced
 - remove max:
                O(logN) if tree is balanced
```

Exercise: Which of the following are heaps? Which are balanced (whether or not they are heaps)?





Goal: implement heaps with the run-times stated above.



Heap: A binary tree in which the highest-priority item is at the root and both the left and right subtrees are also heaps

```
Key operations:
  get-max: constant time
  - insert: add new item O(logN) if tree is balanced
  - remove-max: O(logN)
```

Exercise: Which of the following are heaps? Which are balanced (whether or not they are heaps)?



Define "balance":

at any node, height of left and right subtrees differ by at most 1
Or: "Have I filled up every row in the tree, other than
the bottom-most one?"

Goal: implement heaps with the run-times stated above.

Requirements: - Result must be a heap - In order to get logN runtime, can only modify

Try it: insert 8 into each of the following trees, while maintaining requirements one branch of the tree - Should stay balanced



А



в



С

insert:

1. Find a blank spot to insert the new element, without breaking balance

2. Swap element up until result is a heap

BINTRE ("AV) Aside on Python syntax: these are "keyword arguments" => arguments to a function specified by name. If you leave them out, default value is used (here, None) Implementation: here's a binary-tree class in Python => Can have functions with optional arguments! RINT ANT. class BinTree: def __init__(self, data, left=None, right=None): self.left = left self.right = right self.data = data unbalanced_tree = BinTree("a", # а right=BinTree("b" right=BinTree("c", left=BinTree("d"), # insert: 1. Find blank spot to insert new element without breaking balance => Need way to know which spots are empty, would need to store some extra info 1. Swap element up until result is heap => Need to find node "above" you => requires a doubly-linked tree (field for parent) (HW2)

Usually, use a different kind of representation that: - Is easy to find an open slot / - Is easy to navigate up and down tree

To simplify: enforce that all inserts use the next available slot in the last row of the tree (don't have to choose)



How to create an easier implementation?

To simplify: enforce that all inserts use the next available slot in the last row of the tree (don't have to choose)



SOLUTION: EMBED TREE INSIDE AN ARRAY



Why? We'll see next lecture, but here's the gist ...

Easy to find next open spot: just look for first element that's empty ORANGE = ARRAY [NOICES



Et. i= 2 HOLDS 5

 $LEFT = 2 \neq 2 + 1 = 6$ $R_{16HT} = 2 \Rightarrow 2 \neq 2 + 1 = 6$ $P_{ARCOLT} = \begin{bmatrix} 2 - 1 \\ -2 \end{bmatrix} = \begin{bmatrix} 1 \\ -2 \end{bmatrix} = 6$