## **Binary Trees**

Lecture 14

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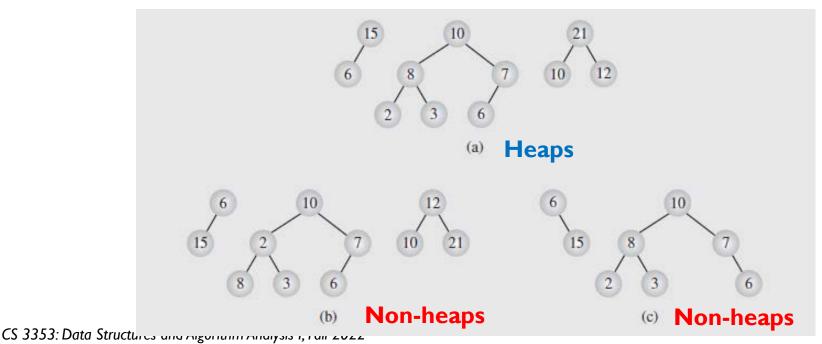
Adapted partially from Data Structures and Algorithms in Java, M.T. Goodrich, R.Tamassia and M. H. Goldwasser, Sixth Edition, Wiley; Data Structures and Algorithms in C++, Adam Drozdek, 4th Edition, Cengage Learning



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## Heaps

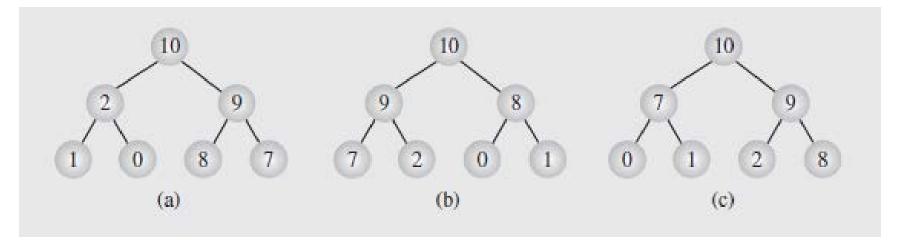
- A heap, a special type of binary tree
  - the value of each node is greater than or equal to the values stored in its children
  - the tree is *perfectly balanced*, and the leaves in the last level are leftmost in the tree







Different heaps constructed with the same elements

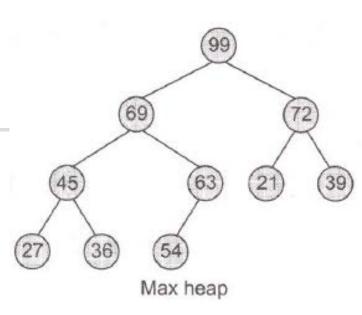


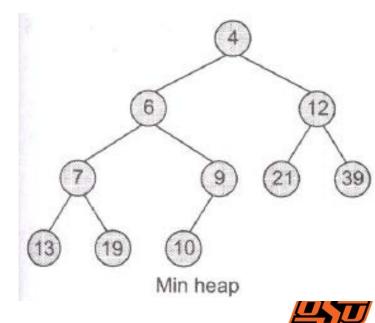


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## Heaps (cont.)

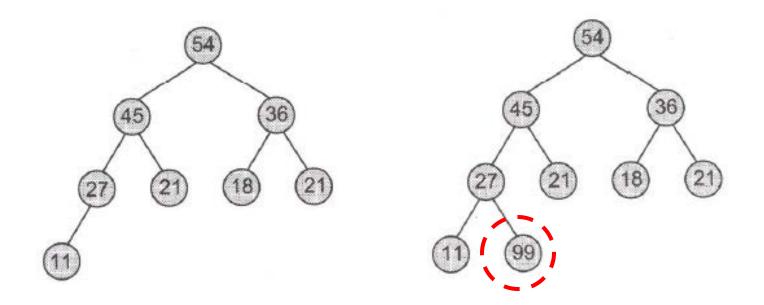
- A max heap;
  - the value of each node is greater than or equal to the values stored in its children
  - the root of a max heap, the largest element
- A min heap
  - the value of each node is less than or equal to the values stored in its children
  - the root of a min heap, the smallest element







- Insert a new element, 99, in max heap
  - leftmost in the heap

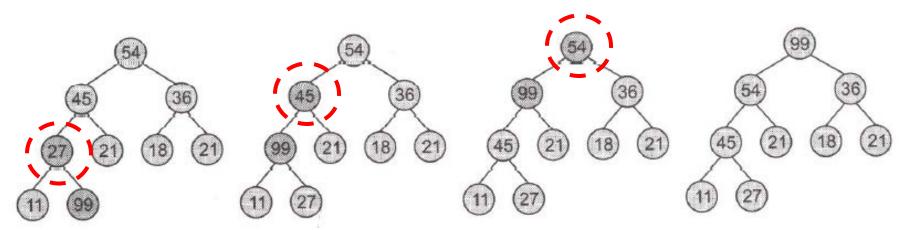




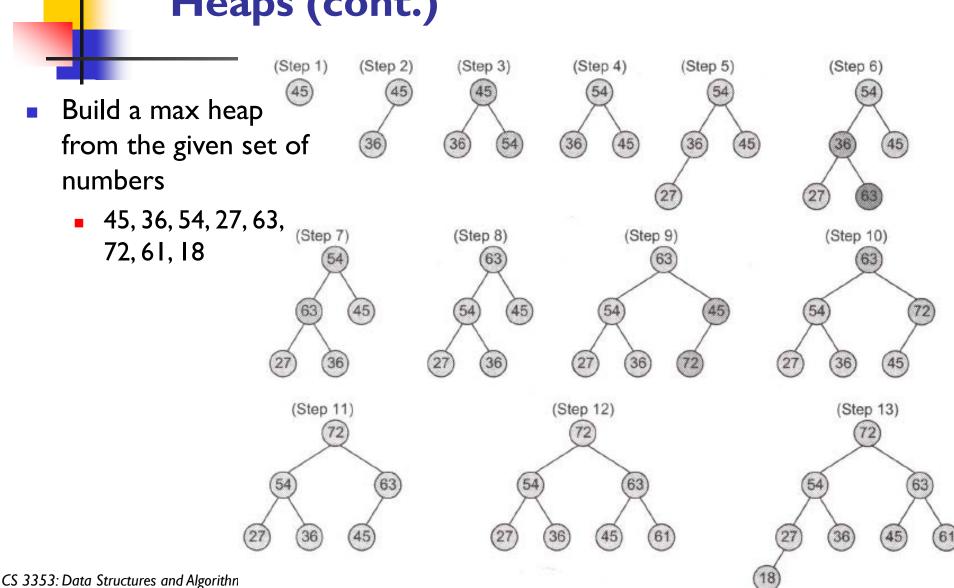
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- Insert a new element, 99, in max heap (cont.)
  - heapify
    - the process of creating a heap data structure from a binary tree. It is used to create a Min-Heap or a Max-Heap



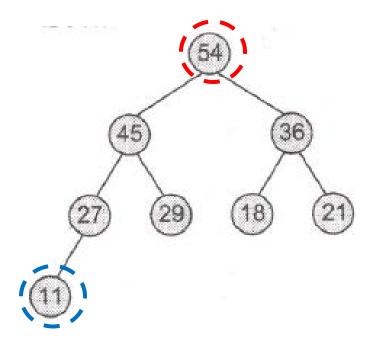




Heaps (cont.)



- Delete a node in max heap
  - always deleted from the root of the heap
  - replace the root node with the last node





- Delete a node in **max heap** (cont.)
  - always deleted from the root of the heap
  - replace the root node with the last node

