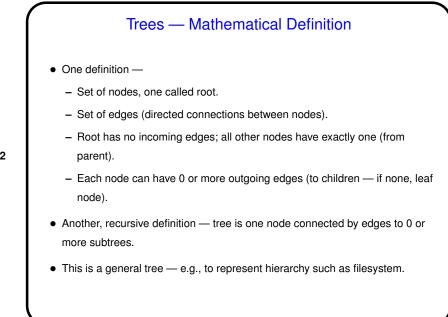
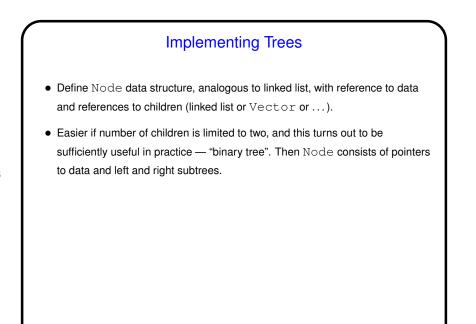


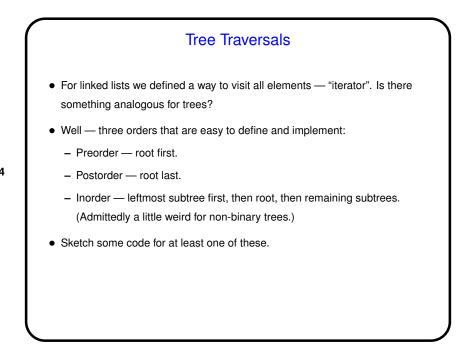
Slide 1



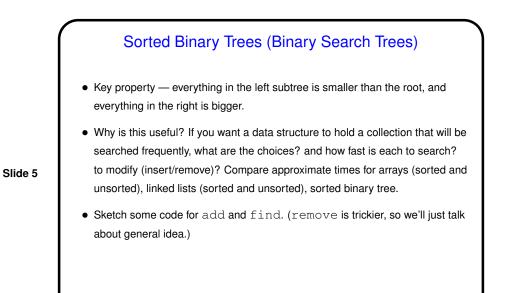
Slide 2



Slide 3



Slide 4



Heaps
Heap is another tree-based data structure, with two properties:

A node is always "bigger than" both its children.
Tree is "complete".

For a priority queue, we want to retrieve the "biggest" thing (for game problem, smallest update time). Does this seem useful?
Note also that we can store a complete binary tree in an array.
How to insert and remove? Compare running times.

Slide 6

