

d-Heap

CS 124 / University of Vermont

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d-Heap is a generalization of binary heap. Or, thinking of it a little differently, binary heap is an instance of *d*-Heap with d=2. Thus, each node in a *d*-Heap can have up to *d* children.

Some priority queue applications require a method for decreasing the priority of a node. In many of these instances, *d*-Heap can outperform binary heap.

d-Heaps also play nice with caching, which can improve performance when a heap is larger than a computer's cache memory.

We won't spend much time on *d*-Heaps, but you should know a little about them.

d-Heap d = 3















parent index = $\lfloor (i - 1) / d \rfloor$





children at di + 1 through di + d







