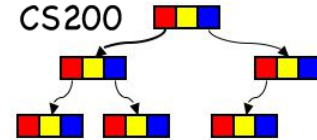


CS200: Priority Queues, Heaps

Prichard Ch. 12

Priority Queues



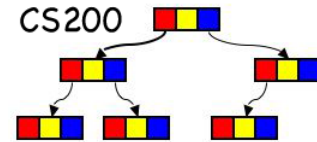
■ Characteristics

- Items are associated with a value: **priority**
- Provide access to one element at a time - the one with the highest priority

■ Uses

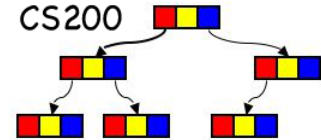
- Operating systems
- Network management
 - Real time traffic usually gets highest priority when bandwidth is limited

Priority Queue ADT Operations



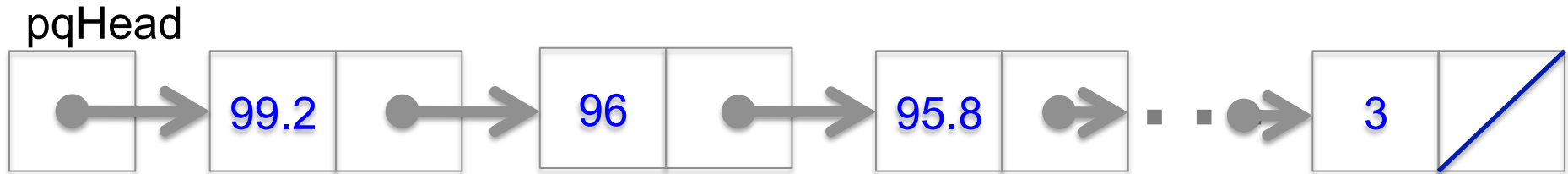
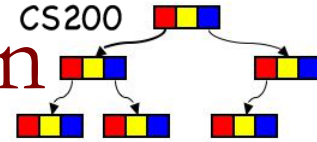
1. Create an empty priority queue
`createPQueue()`
2. Determine whether empty
`pqIsEmpty():boolean`
3. Insert new item
`pqInsert(in newItem:PQItemType) throws PQQueueException`
4. Retrieve and delete the item with the highest priority
`pqDelete():PQItemType`

PQ – ArrayList Implementation



- ArrayList ordered by priority
 - pqInsert: find the correct position for add at that position, the ArrayList.add(i,item) method will shift the array elements to make room for the new item
 - pqDelete: remove last item (at size()-1)
 - **Why did we organize it in increasing order?**

PQ – Reference-based Implementation

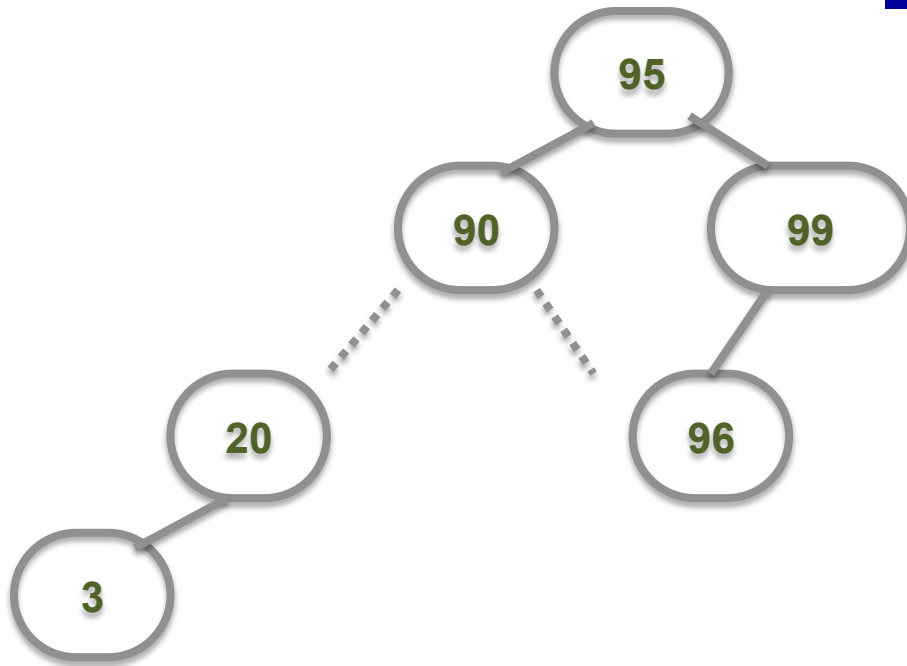
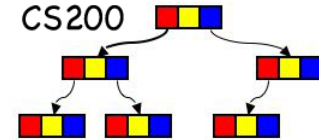


- Reference-based implementation

- Sorted in descending order

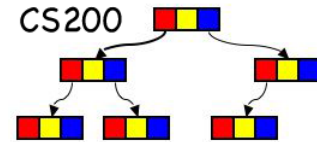
- Highest priority value is at the beginning of the linked list
- `pqDelete` returns the item that `psHead` references and changes `pqHead` to reference the next item.
- `pqInsert` must traverse the list to find the correct position for insertion.

PQ – BST Implementation



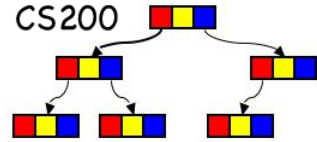
- Binary search tree
 - Where is the highest value of the nodes?
 - pqInsert is easy, why?
 - at a new leaf, e.g.30
 - pqDelete?
 - need to remove the max
 - also easy, why?
 - max has at most one child

The problem with BST

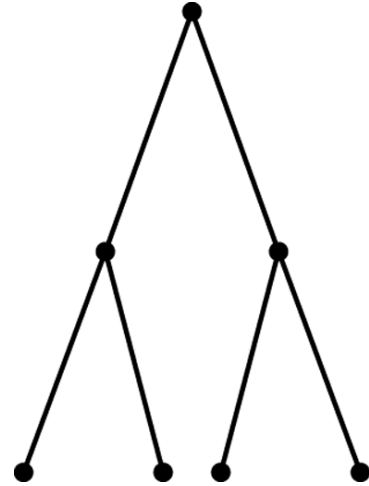


- BST can get unbalanced so in the worst case `pqInsert` and `pqDelete` can get $O(n)$
- A more balanced tree structure would be better.
- What is a balanced binary tree structure?
 - Height of any node's right sub-tree differs from left sub-tree by 0 or 1
- What is a balanced binary tree structure with n nodes?
 - a complete binary tree

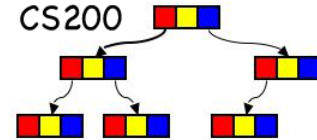
Recap tree definitions



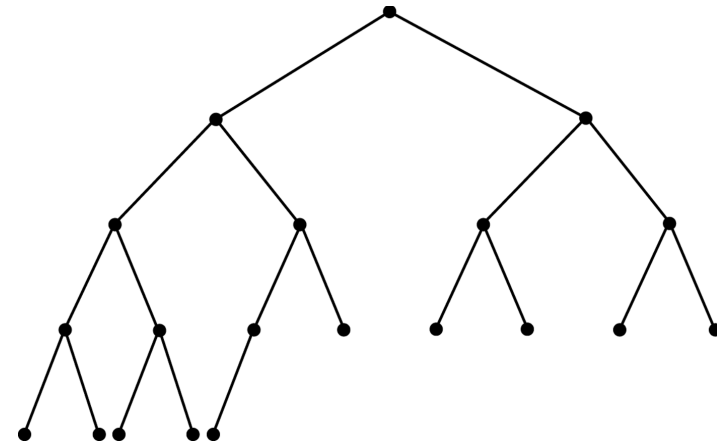
- m-ary tree
 - Every internal vertex has no more than m children.
 - Our main focus will be binary trees
- Full m-ary tree
 - all interior nodes have m children
- Perfect m-ary tree
 - Full m-ary tree where all leaves are at the same level
- Perfect binary tree
 - number of leaf nodes: $2^h - 1$
 - total number of nodes: $2^h - 1$



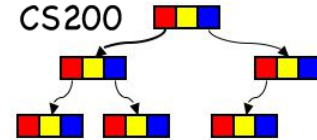
More tree definitions



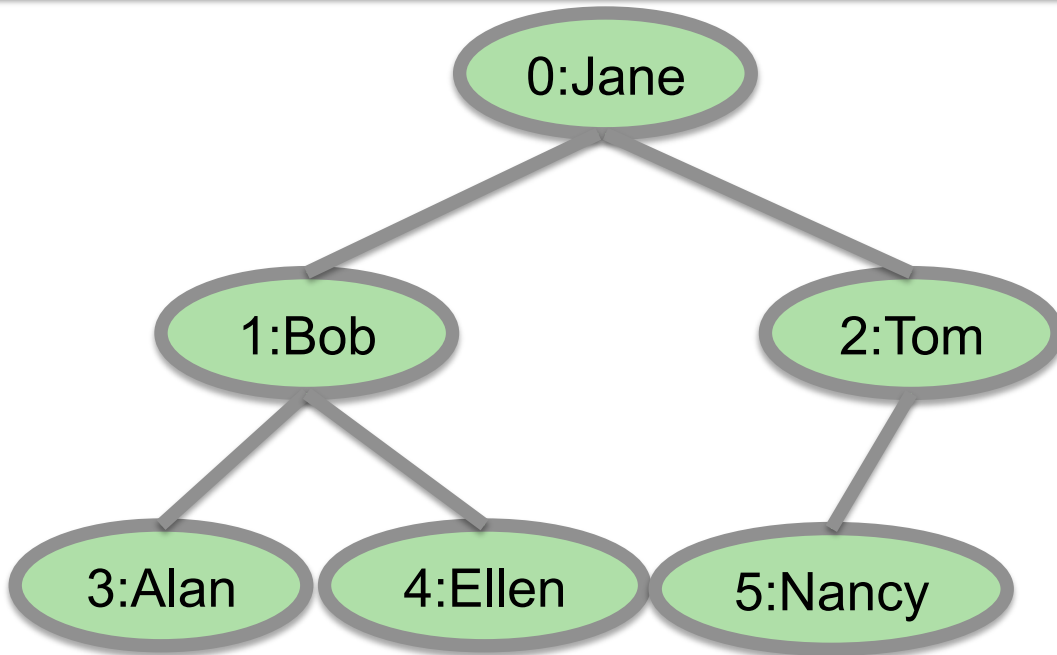
- **Complete** binary tree of height h
 - zero or more rightmost leaves not present at level h
- A binary tree T of height h (Prichard) is **complete** if
 - All nodes at level $h - 2$ and above have two children each, and
 - When a node at level $h - 1$ has children, all nodes to its left at the same level have two children each, and
 - When a node at level h has one child, it is a left child
 - So the leaves at level h go from left to right
 - Complete binary tree is balanced



Complete Binary Tree



Level-by-level numbering of a complete binary tree, NOTE 0 based!



*What is the parent
child index relationship?*

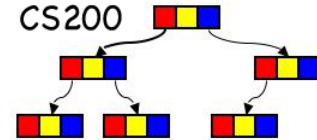
*left child i : at $2*i+1$*

right child i : at $2(i+1)$*

parent i : at $(i-1)/2$

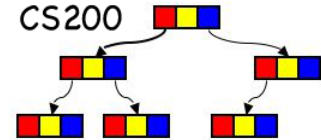
So we can store a complete binary tree in an array!!

Heap - Definition



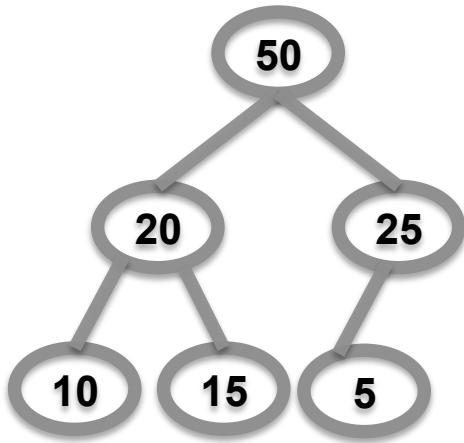
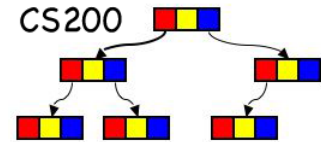
- A **maximum heap** (maxheap) is a **complete binary tree** that satisfies the following:
 - It is an empty tree
 - or it has the **heap property**:
 - Its root contains a key **greater or equal** to the keys of its children
 - Its left and right sub-trees are also maxheaps
 - A minheap has the root **less or equal** children, and left and right sub trees are also minheaps

maxHeap Property Implications

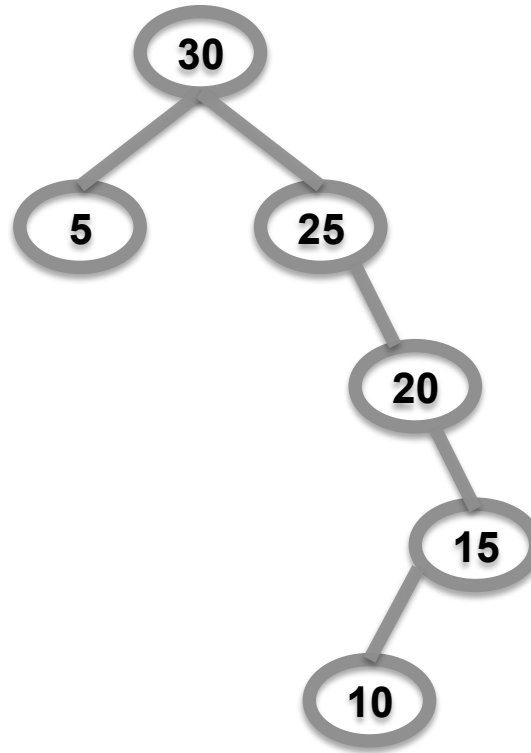


- Implications of the heap property:
 - The root holds the maximum value (global property)
 - Values in descending order on every path from root to leaf
- Heap is **NOT** a binary search tree, as in a BST the nodes in the right sub tree of the root are larger than the root

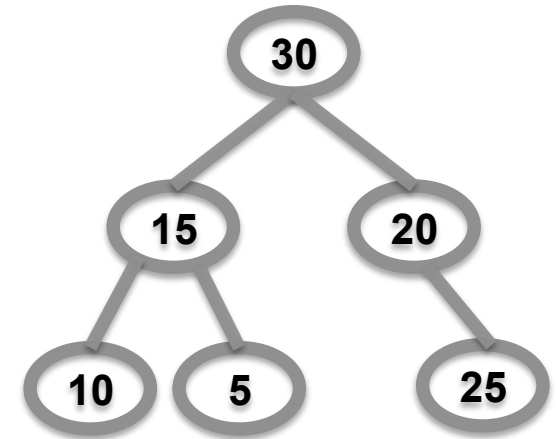
Examples



Satisfies heap property
Complete

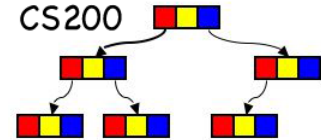


Satisfies heap property
Not complete



Does not satisfy heap property
Not complete

Heap ADT



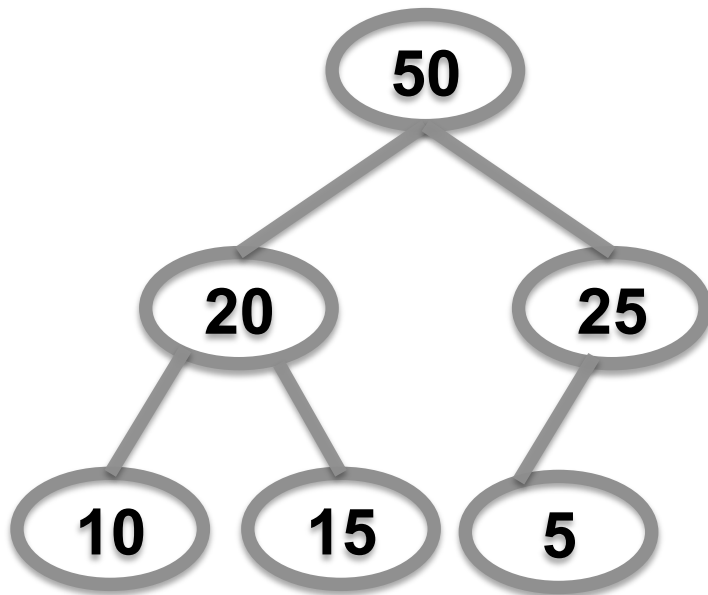
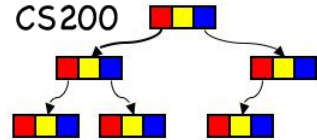
```
createHeap() // create empty heap

heapIsEmpty():boolean
// determines if empty

heapInsert(in newItem:HeapItemType)
throws HeapException
/* inserts newItem based on its search key.
   Throws exception if heap full
   This may not happen if e.g.implemented
   with an ArrayList */

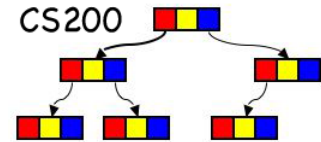
heapDelete():HeapItemType
// retrieves and then deletes heap's root
// item which has largest search key
```

Array(List) Implementation



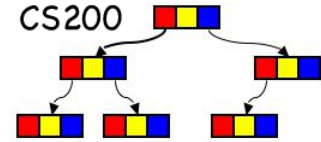
0	50
1	20
2	25
3	10
4	15
5	5

Array(List) Implementation



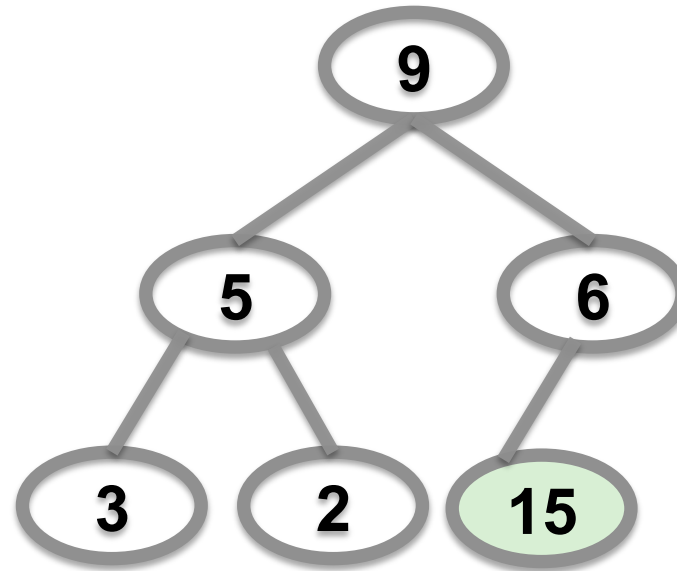
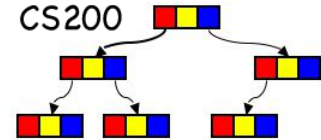
- Traversal items:
 - Root at position 0
 - Left child of position i at position $2*i+1$
 - Right child of position i at position $2*(i+1)$
 - Parent of position i at position $(i-1)/2$
(int arithmetic truncates)

Heap Operations - heapInsert



- **Step 1:** put a new value into first open position (maintaining completeness), i.e. at the end
- but now we potentially violated the heap property!
- **Step 2:** bubble values up
 - Re-enforcing the heap property
 - Swap with parent until in the right place

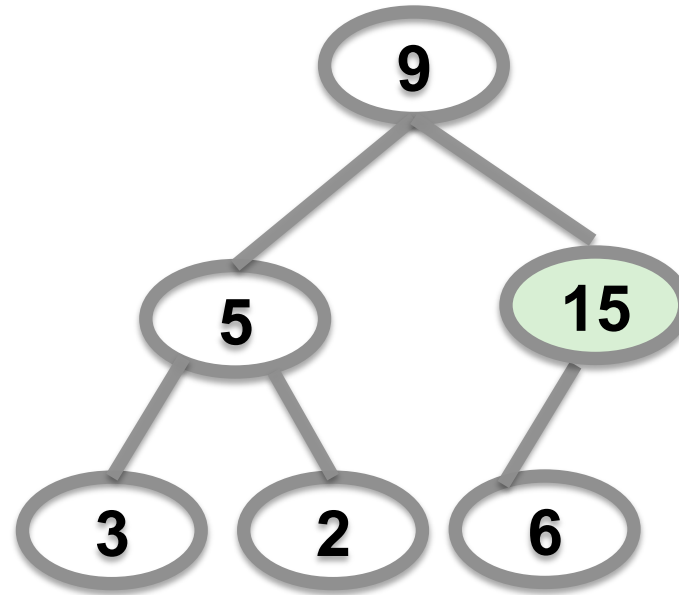
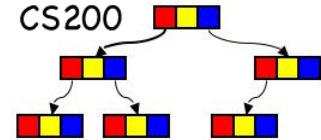
Insertion into a heap (Insert 15)



Insert 15

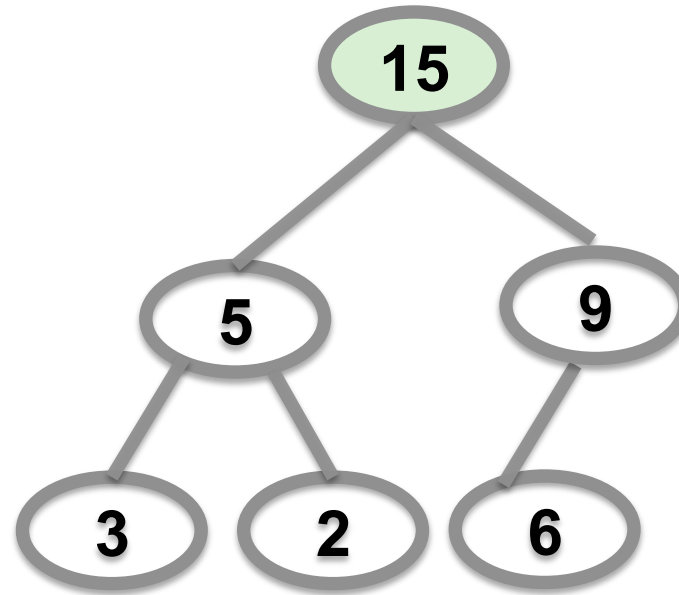
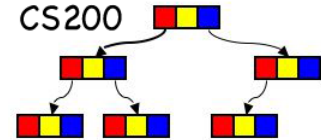
bubble up

Insertion into a heap (Insert 15)

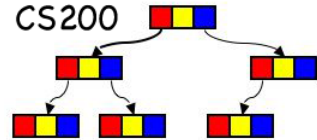


bubble up

Insertion into a heap (Insert 15)

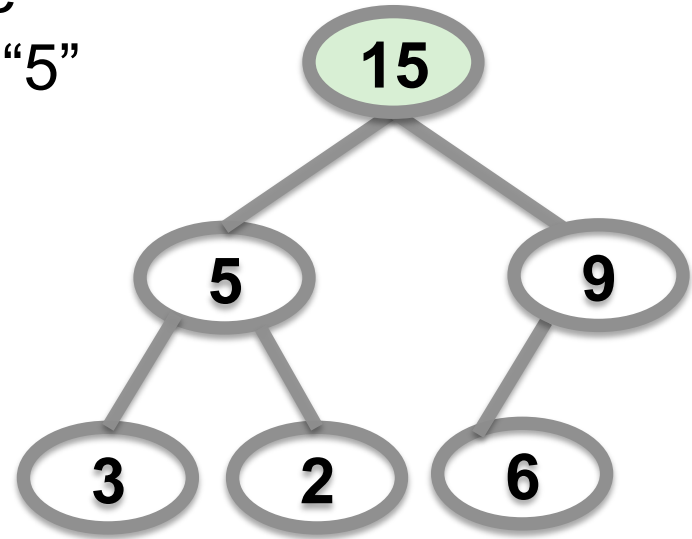


Question:

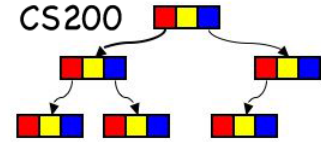


If we now insert “5”, then

- A. It gets discarded as a duplicate
- B. It is combined with the current “5”
- C. It is put to the right of “9”

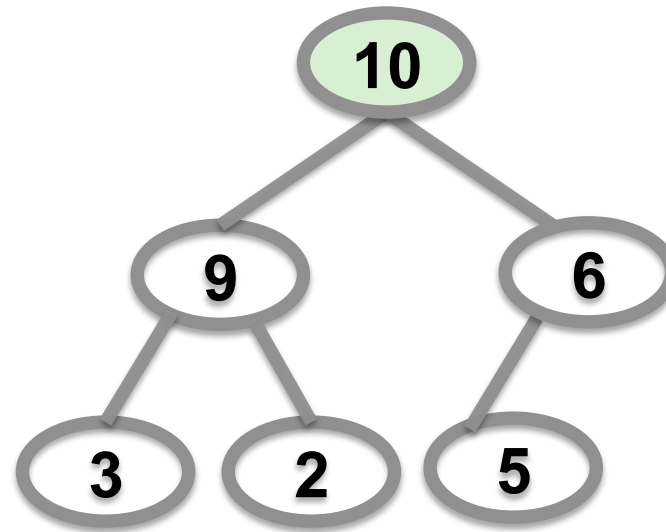
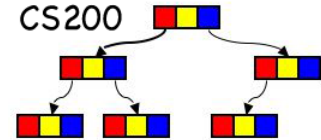


Heap operations – heapDelete



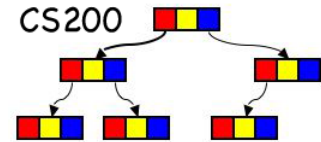
- **Step 1:** always remove value at root (Why?)
- **Step 2:** substitute with rightmost leaf of bottom level (Why?)
- **Step 3:** percolate / bubble down
 - Swap with maximum child as necessary, until in place
 - this is call **HEAPIFY**

Deletion from a heap

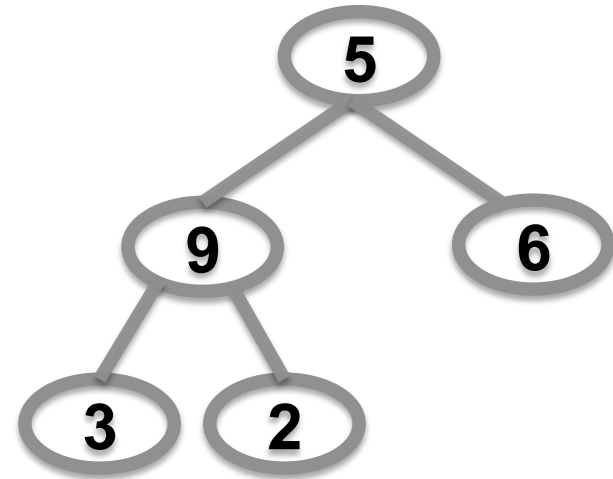


Delete 10
Place last node in root
HEAPIFY (bubble down)

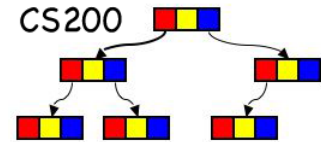
Question



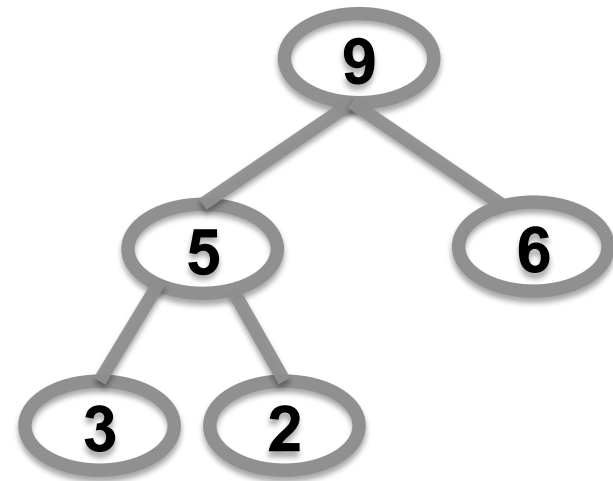
bubble down
draw the heap



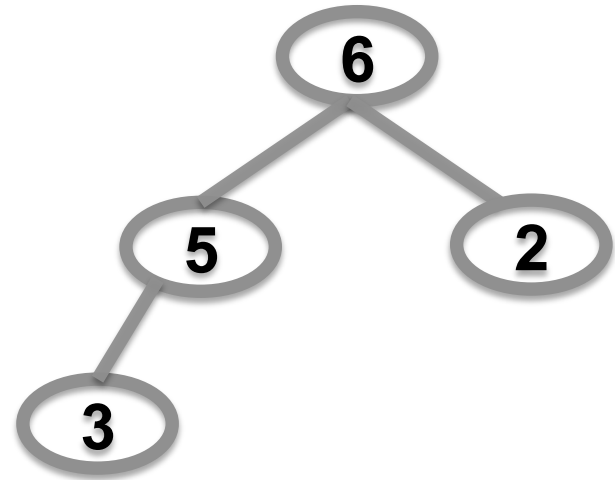
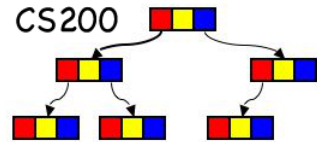
Question



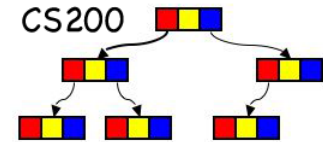
delete again
draw the heap



Question

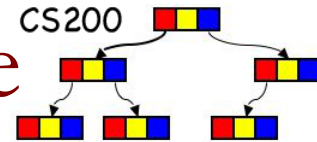


Array-based Heaps: Complexity



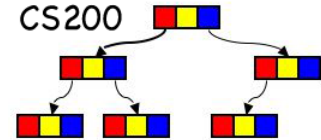
	Average	Worst Case
insert	$O(\log n)$	$O(\log n)$
delete	$O(\log n)$	$O(\log n)$

Heap versus BST for PriorityQueue



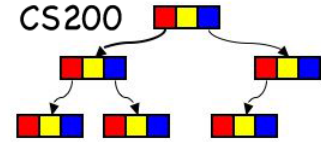
- BST can also be used to implement a priority queue
- How does worst case complexity compare?
- How does average case complexity compare?
- What if you know the maximum needed size for the PriorityQueue?

Small number of priorities



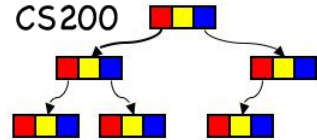
- A heap of queues with a queue for each priority value.

HeapSort



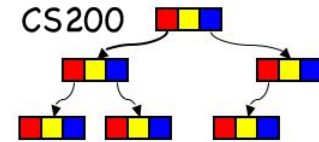
- Algorithm
 - Insert all elements (one at a time) to a heap
 - Iteratively delete them
 - Removes minimum/maximum value at each step
- Computational complexity?

HeapSort



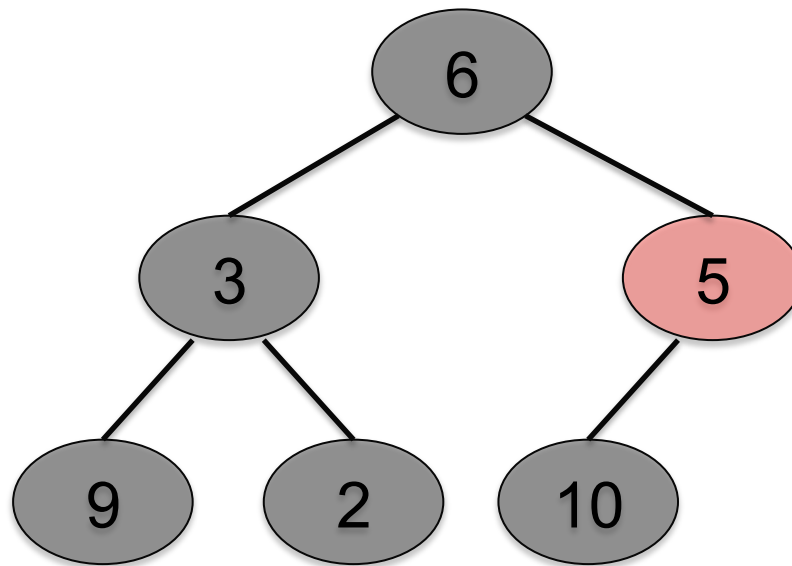
- Alternative method (in-place):
 - buildHeap: create a heap out of the input array:
 - Consider the input array as a complete binary tree
 - Create a heap by iteratively expanding the portion of the tree that is a heap
 - Leaves are already heaps
 - Start at last internal node
 - Go backwards calling **heapify** with each internal node
 - Iteratively swap the root item with last item in unsorted portion and rebuild

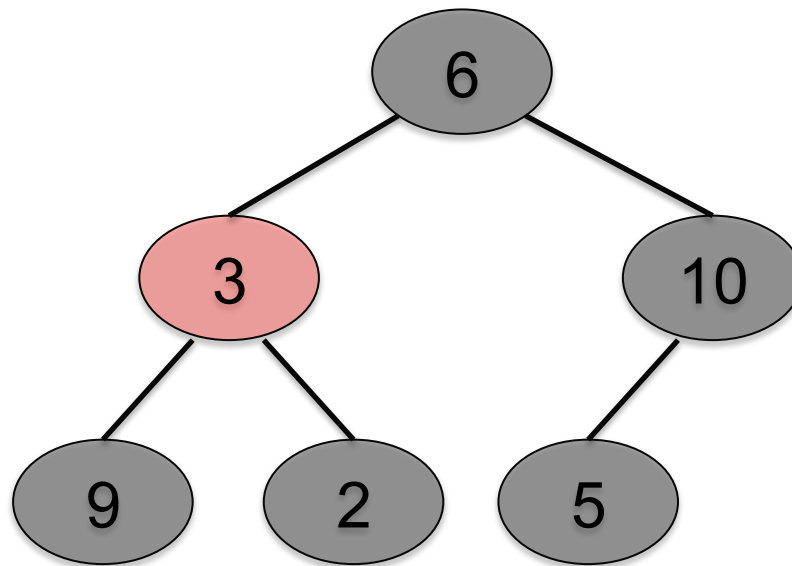
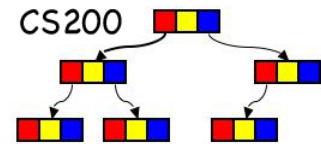
Building the heap

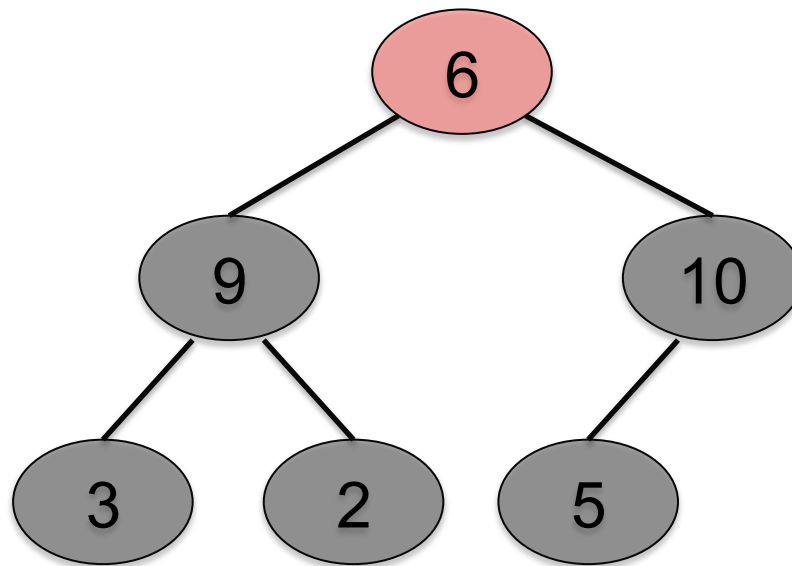
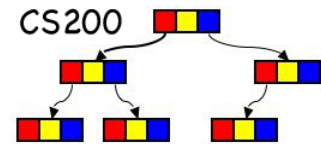


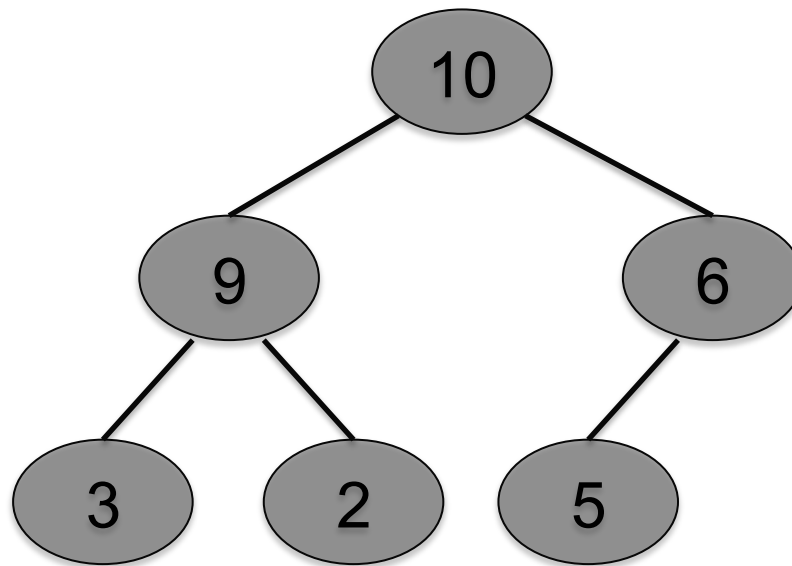
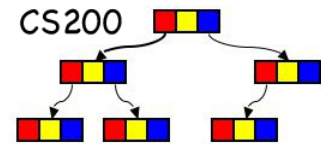
```
for (i = (n-2)/2 down to 0)
  //Assertion: the tree rooted at index i is a semiheap
  //i.e., the sub trees are heaps
  heapify(i); // bubble down
  //Assertion: the tree rooted at index i is a heap
```

- WHY start at $(n-2)/2$?
- WHY go backwards?
- The whole method is called **buildHeap**
- One bubble down is called **heapify**

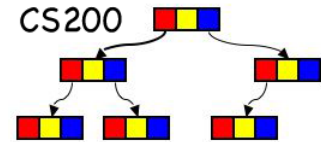




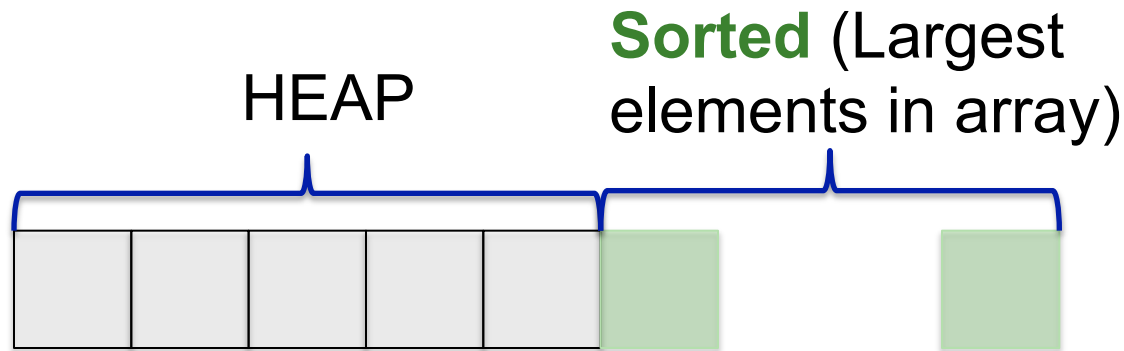




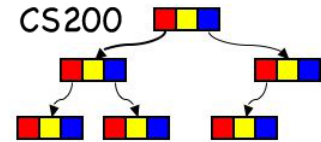
In place heapsort using an array



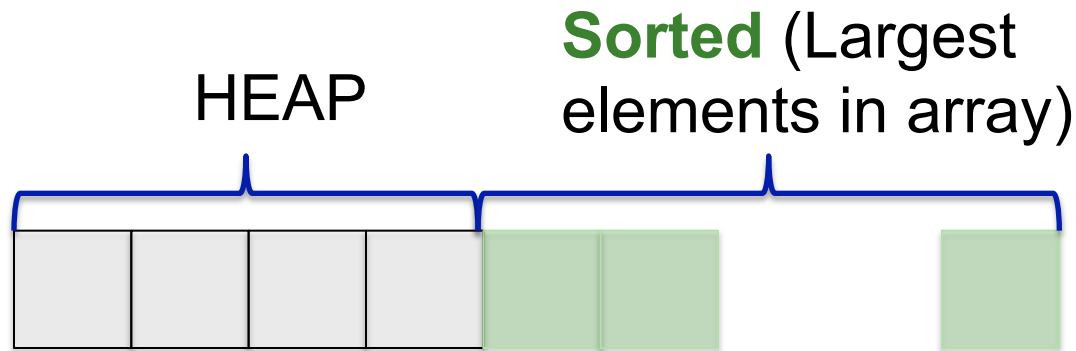
- First build a heap out of an input array
- Then partition the array into two regions; starting out with the full heap and an empty sorted and stepwise growing sorted and shrinking heap.



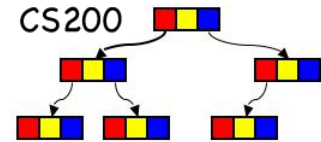
In place heapsort using an array



- First build a heap out of an input array
- Then partition the array into two regions; starting out with the full heap and an empty sorted and stepwise growing sorted and shrinking heap.



Do it, do it



HEAP

10	9	6	3	2	5
9	5	6	3	2	10
6	5	2	3	9	10
5	3	2	6	9	10
3	2	5	6	9	10
2	3	5	6	9	10
2	3	5	6	9	10

SORTED