

Priority Queues

Priority Queues

Problem.

- Let $S = \{(s_1, p_1), (s_2, p_2), \dots, (s_n, p_n)\}$ where $s(i)$ is a key and $p(i)$ is the priority of $s(i)$.

How to design a data structure/algorithm to support the following operations over S ?

ExtractMin: Returns the element of S with minimum priority

Insert(s, p): Insert a new element (s, p) in S

RemoveMin: Remove the element in S with minimum p

Priority Queues

Solution 1. Used a sorted list

ExtractMin :

Insert:

DeleteMin:

Solution 2. Use a list with the pair with minimum p at the first position

ExtractMin :

Insert:

DeleteMin:

Can we do better? How?

Priority Queues

Solution 1. Used a sorted list

ExtractMin : $O(1)$ time

Insert: $O(n)$ time

DeleteMin: $O(1)$ time

Solution 2. Use a list with the pair with minimum p at the first position

ExtractMin : $O(1)$ time

Insert: $O(1)$ time

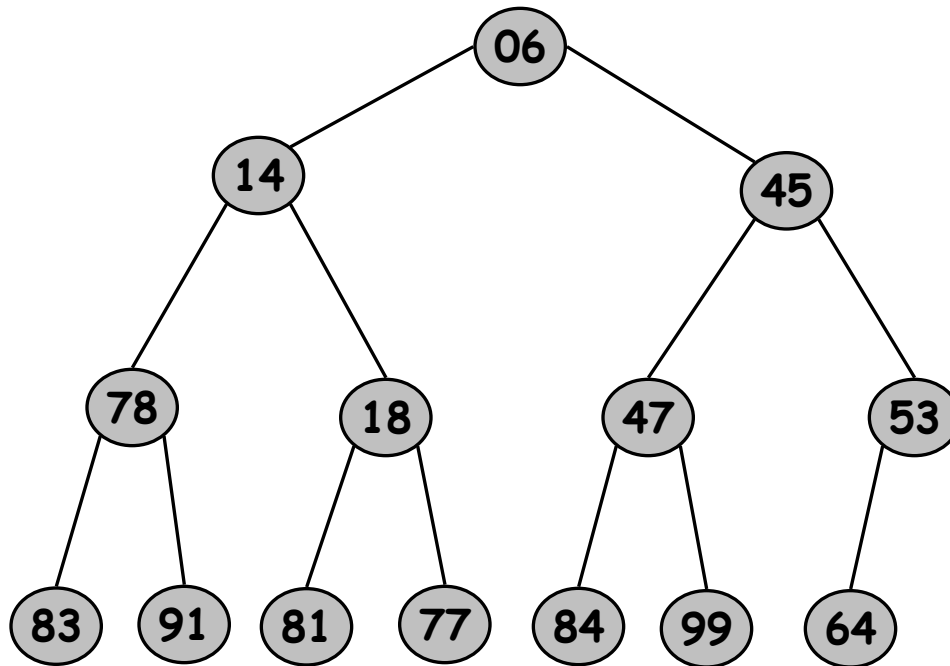
DeleteMin: $O(n)$ time

Can we do better? How?

Binary Heap: Definition

Binary heap.

- Almost complete binary tree
 - filled on all levels, except last, where filled from left to right
- Min-heap ordered
 - every child greater than (or equal to) parent



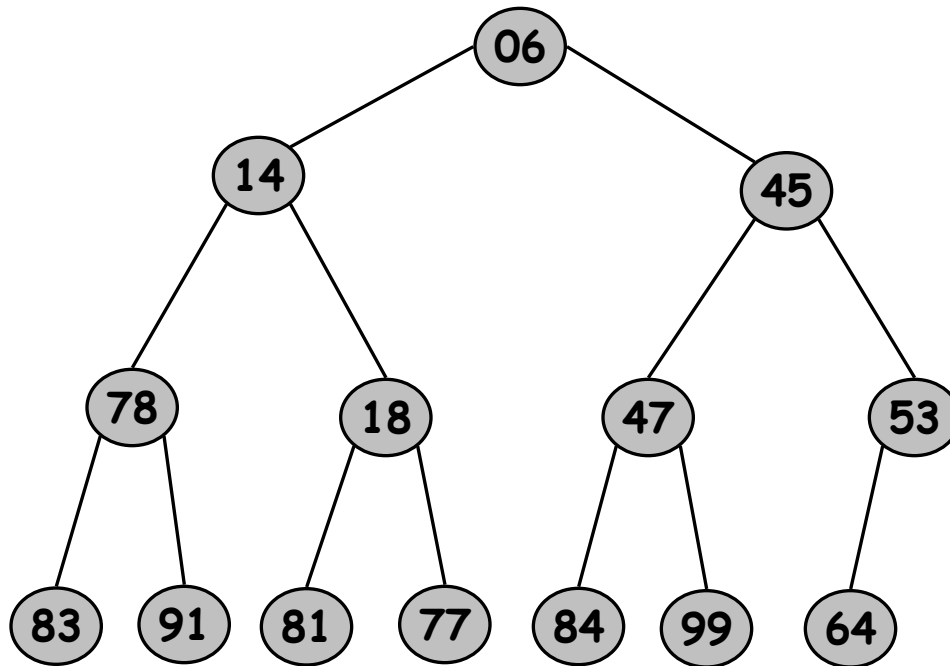
Max-heap is analogous (every child is smaller than its parent)

Binary Heap: Properties

Properties.

- Min element is in
- Heap with N elements has height

In particular can obtain minimum element (ExtractMin) in $O(1)$



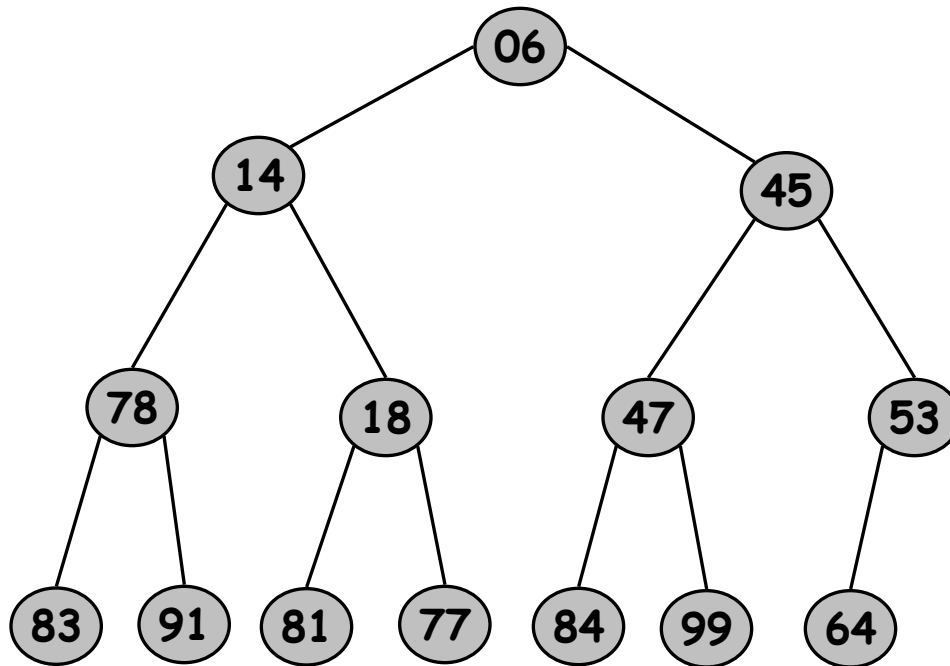
N = 14
Height = 3

Binary Heap: Properties

Properties.

- Min element is in root.
- Heap with N elements has height = $\lfloor \log_2 N \rfloor$.

In particular can obtain minimum element (ExtractMin) in $O(1)$



N = 14
Height = 3

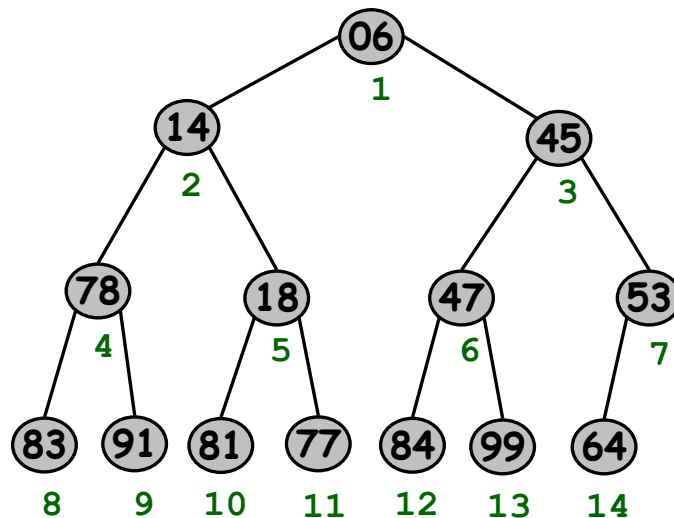
Binary Heaps: Array Implementation

Implementing binary heaps

- Use an array: no need for explicit parent or child pointers.
 - $\text{Parent}(i) = \lfloor i/2 \rfloor$
 - $\text{Left}(i) = 2i$
 - $\text{Right}(i) = 2i + 1$

Only important properties for us:

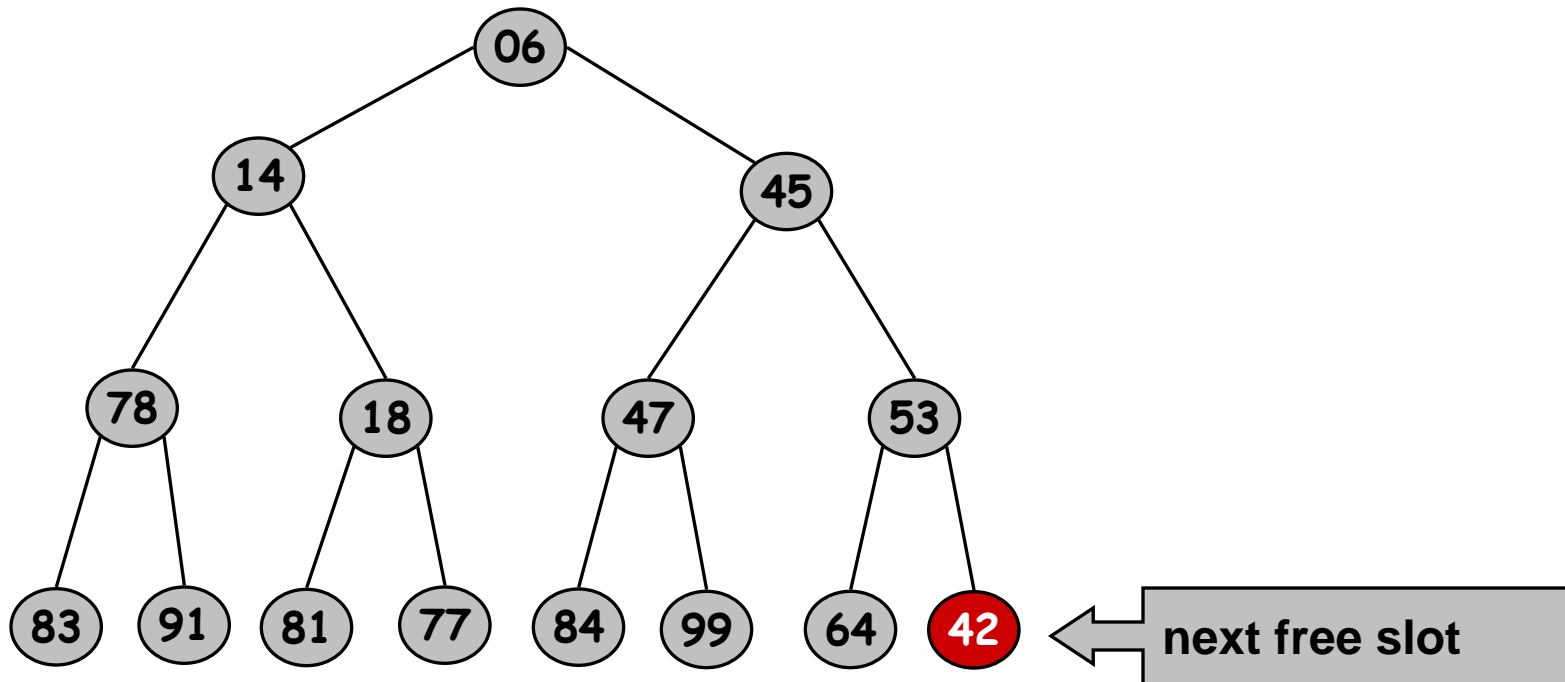
1. Last level of the tree is occupied **from left to right**
2. We can find the first (leftmost) **empty space in constant time** (keep track of first empty space with an integer firstEmpty)



Binary Heap: Insertion

Insert element x into heap.

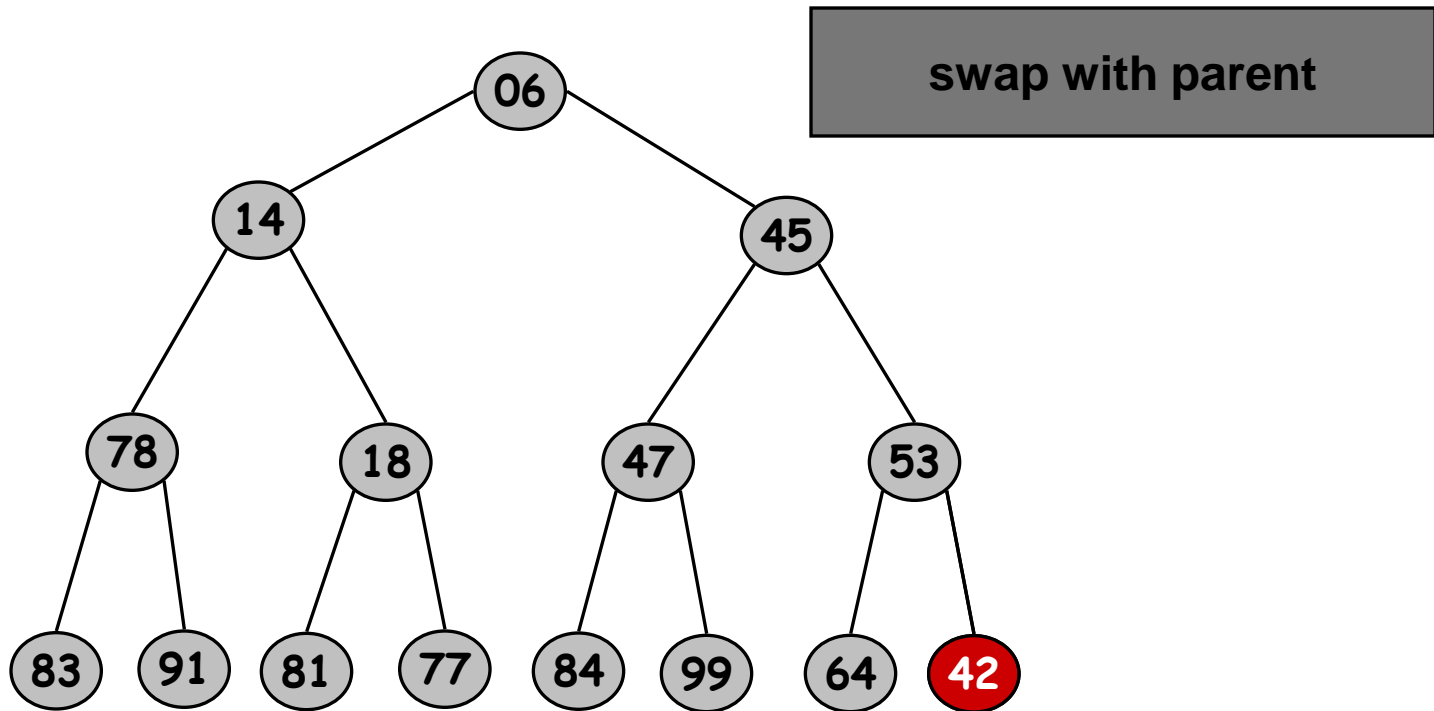
- Insert into first available slot.
- Bubble up until it's heap ordered.



Binary Heap: Insertion

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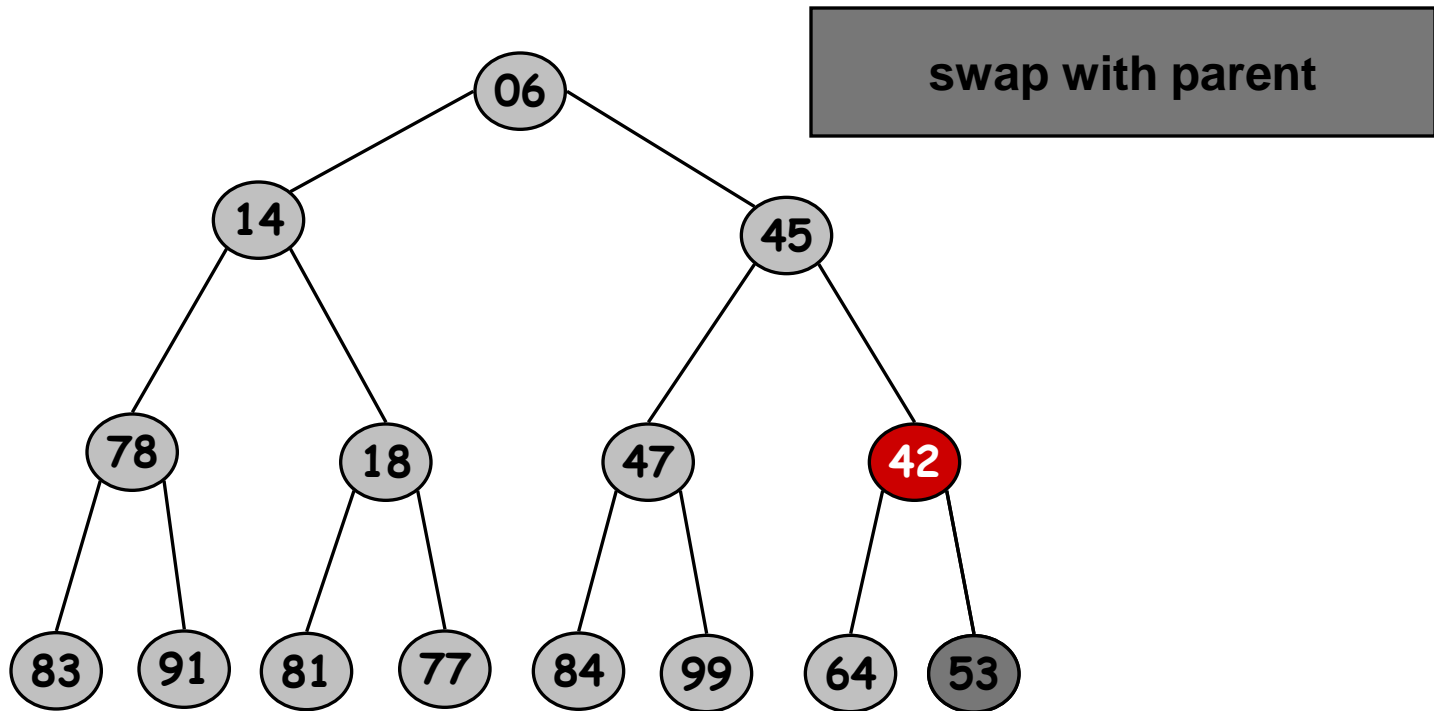
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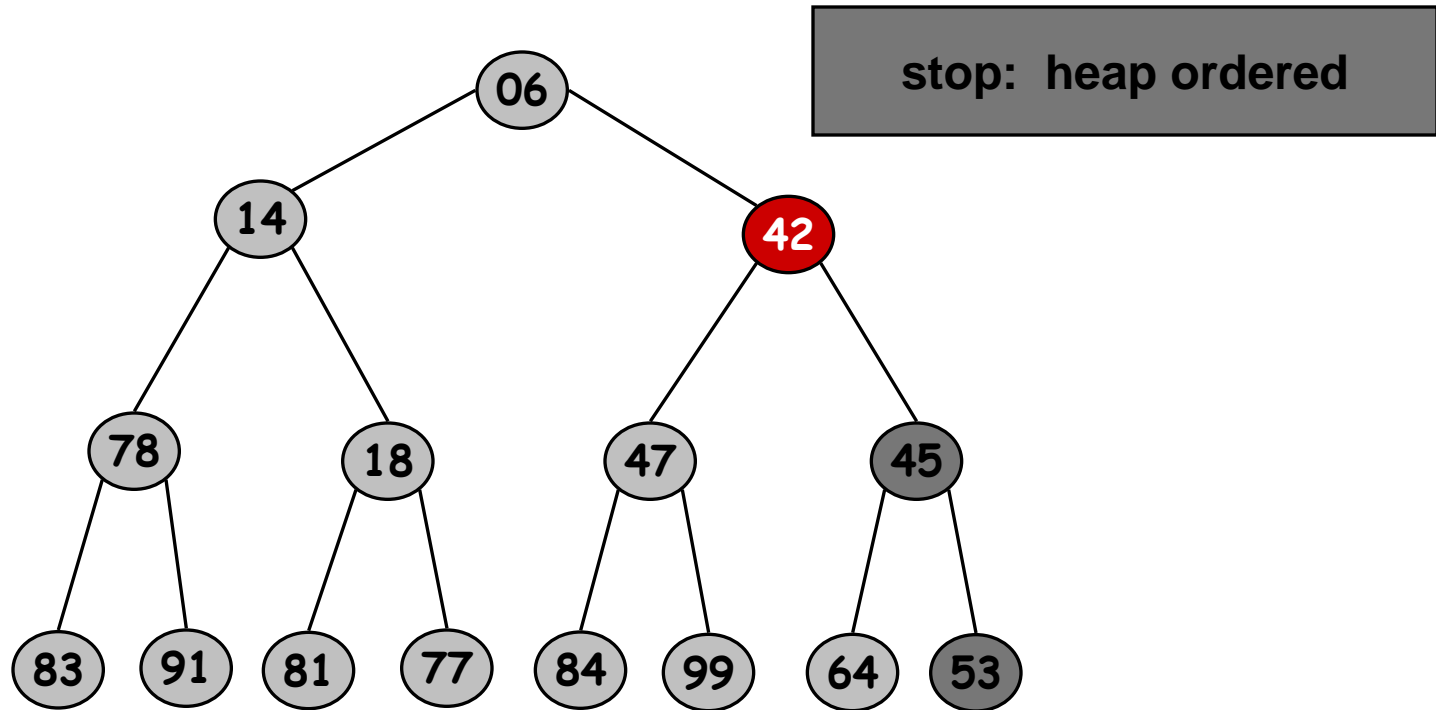
Binary Heap: Insertion

Insert element x into heap.

- Insert into first available slot.
- Bubble up until it's heap ordered.

Q: What is the time complexity of Insert?

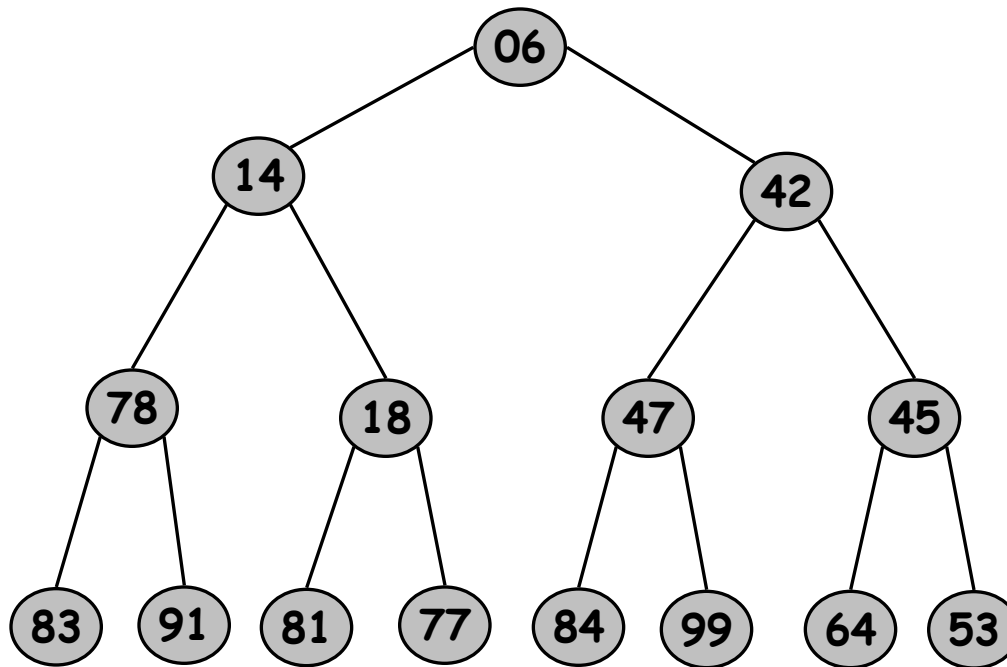
A: $O(\log N)$ operations



Binary Heap: Decrease Key

Decrease key of element x to k .

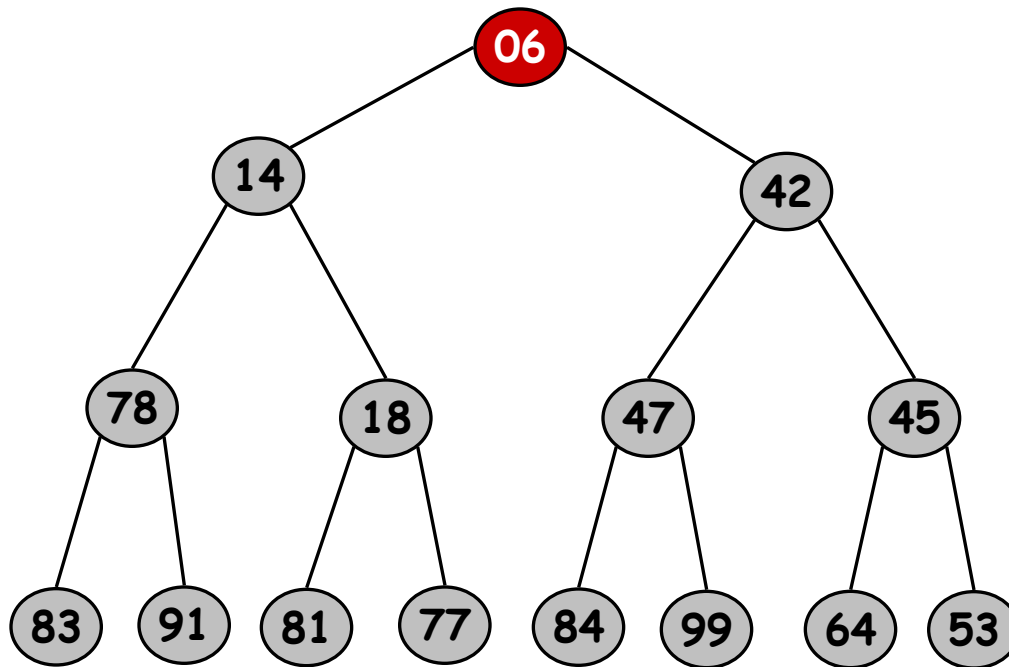
- Bubble up until it's heap ordered.
- $O(\log N)$ operations.



Binary Heap: Delete Min

Delete minimum element from heap.

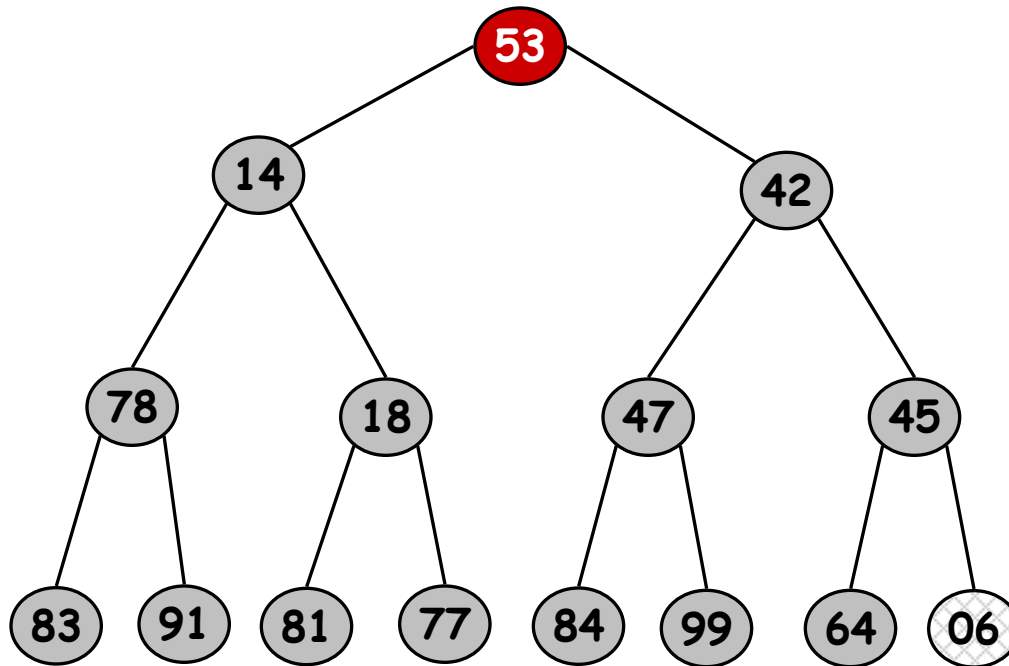
- Exchange root with any leaf (rightmost one is easy to find)
- Delete this leaf
- Bubble root down until it's heap ordered, exchanging it with **smallest** child



Binary Heap: Delete Min

Delete minimum element from heap.

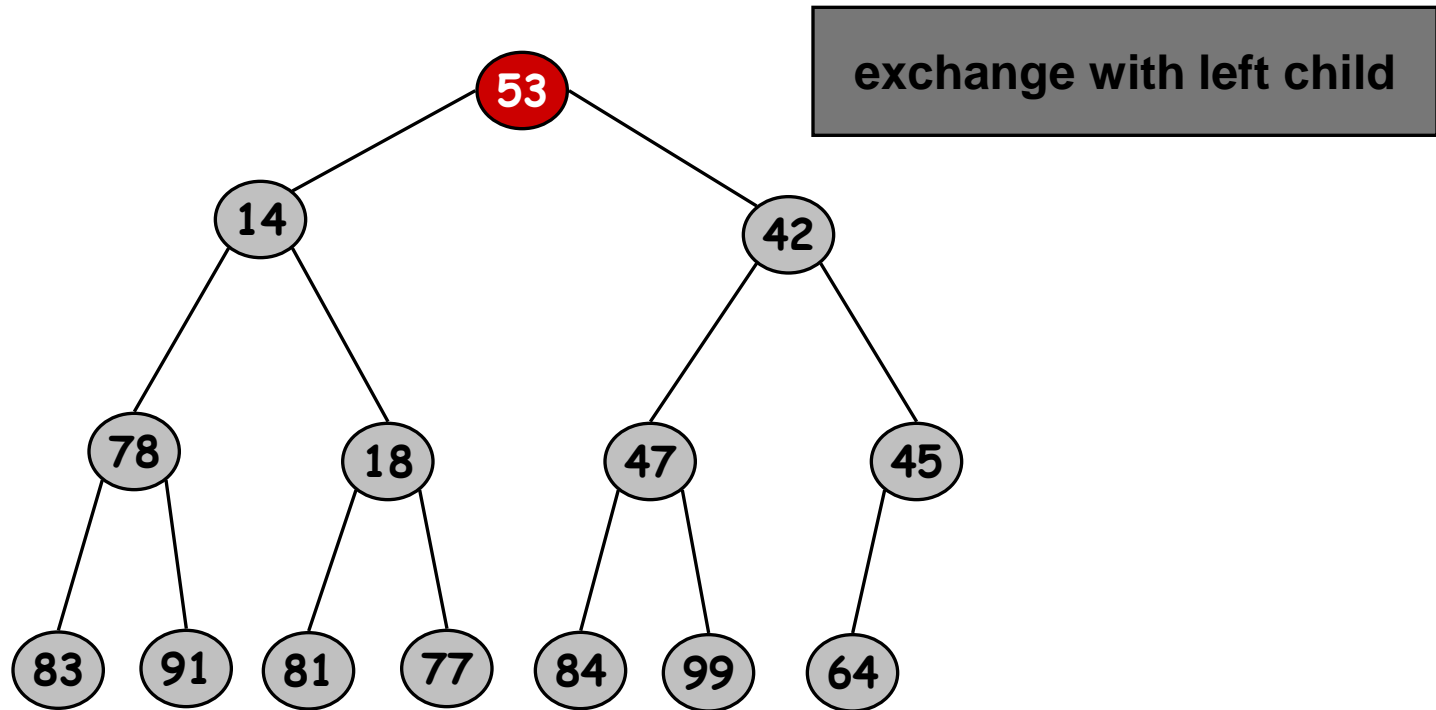
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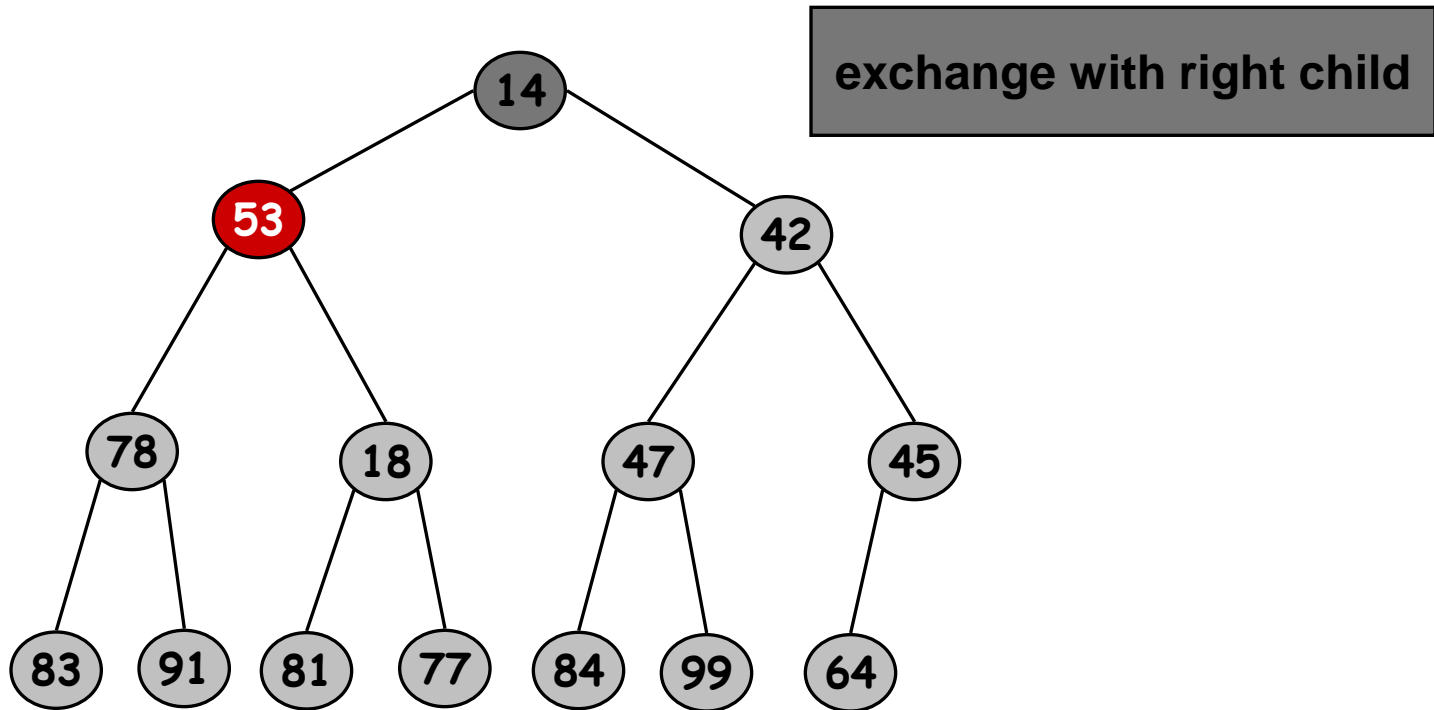
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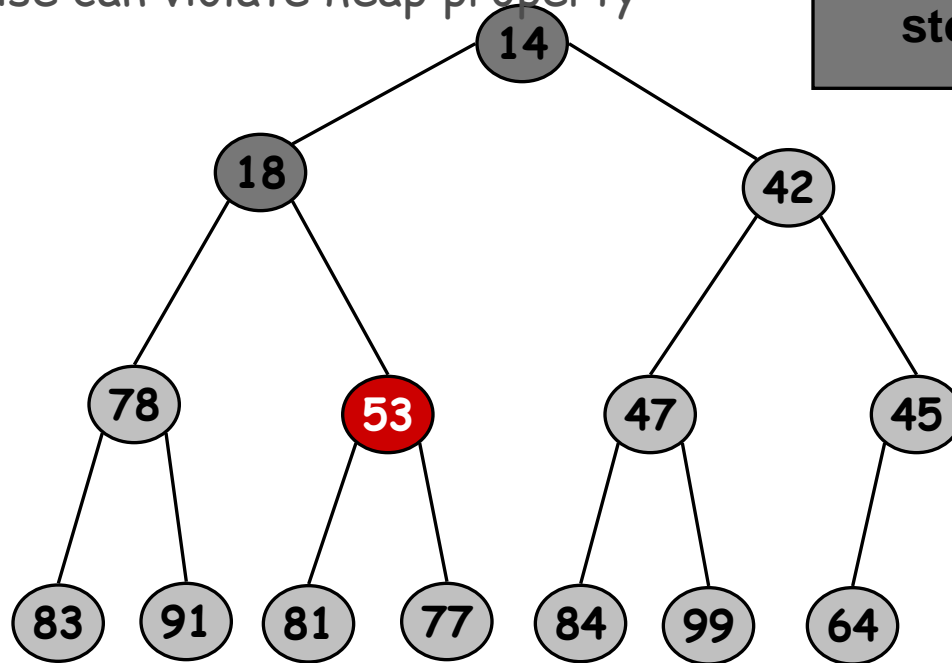
Binary Heap: Delete Min

Delete minimum element from heap.

- Exchange root with any leaf (rightmost one is easy to find)
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Q: Why do we exchange with **smallest** child?

A: Otherwise can violate heap property



stop: heap ordered

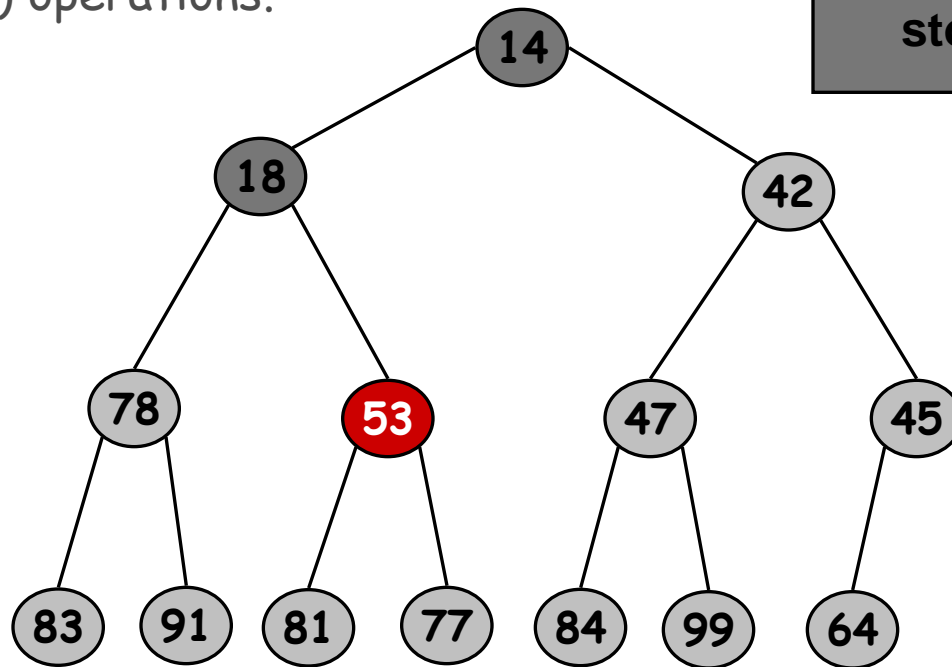
Binary Heap: Delete Min

Delete minimum element from heap.

- Exchange root with any leaf (rightmost one is easy to find)
- Delete this leaf
- Bubble root down until it's heap ordered, exchanging it with **smallest** child

Q: What is the time complexity of DeleteMin?

A: $O(\log N)$ operations.



Priority Queues

Solution 1. Use a sorted list

ExtractMin: $O(1)$ time

Insert: $O(n)$ time

DeleteMin: $O(1)$ time

Solution 2. Use a list with the pair with minimum p at the first position

ExtractMin: $O(1)$ time

Insert: $O(1)$ time

DeleteMin: $O(n)$ time

Solution 3. Binary Heap

ExtractMin: $O(1)$ time

Insert: $O(\log n)$ time

DeleteMin: $O(\log n)$ time

Exercise

Exercise: Can we use the procedures we know (Insert, ExtractMin, DeleteMin, DecreaseKey) to implement the **IncreaseKey(x,k)** that increases the key of an element x to value k ?

If so, analyze the complexity of this new operation.

Solution: One possibility is to remove element x and add it with key k . To remove this value we can:

- 1) Obtain the minimum MIN using ExtractMin
- 2) reduce the key of x to $MIN-1$ using DecreaseKey (so now x is minimum)
- 3) Apply RemoveMin to remove it

The total complexity is $O(\log n)$, since it uses 4 operations that are at most $O(\log n)$.

Application: Heapsort

Q: Can we sort N numbers using a Binary Heap?

- Insert N items into a binary min-heap
 - $O(N \log N)$
- Perform N delete-min operations.
 - $O(N \log N)$
- Overall
 - $O(N \log N)$ sort.

Obs: If you use a max-heap can do with no extra storage (in-place)

Exercise

- Run the execution of Heapsort over list of numbers
18 25 41 34 10 52 50 48

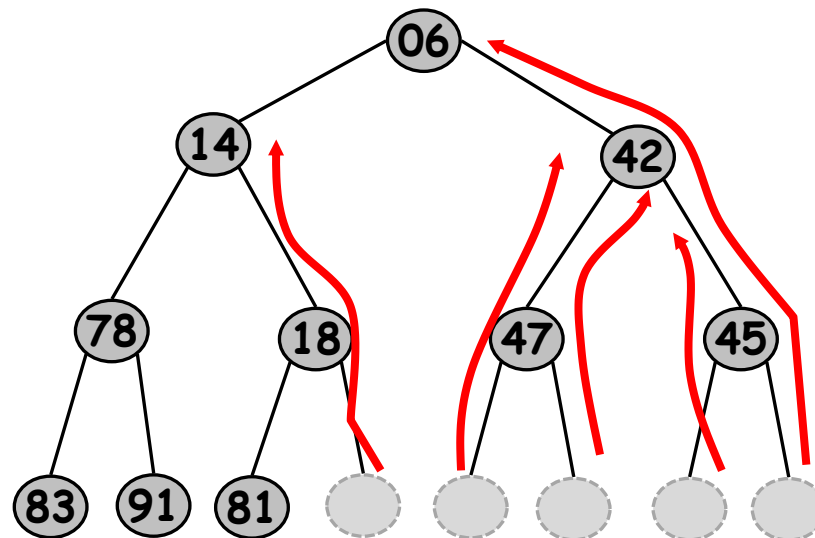
Building a Heap

In Heapsort, we just built a heap for n numbers by inserting them one at a time

Time complexity of this procedure: $O(n \log n)$

Q: Can we build a heap faster?

Bottleneck: When adding the last few nodes, each may move a lot up in the heap, costs too much



Building a Heap in $O(n)$

Idea: Move nodes **down** instead of up

Operation **down(node)**: keeps exchanging node with smallest child until it is in the right position, that is, has smaller priorities than its children

Building a Heap of numbers a_1, a_2, \dots, a_n in $O(n)$:

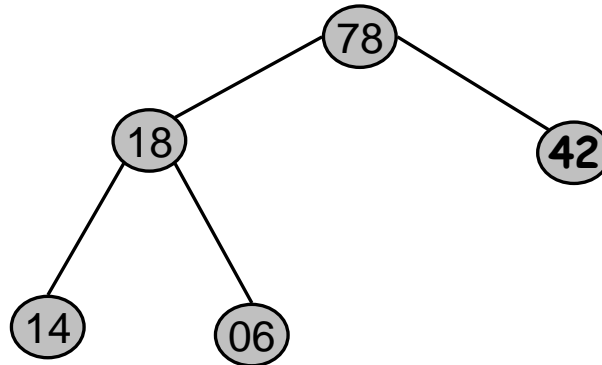
HeapBuild1 (Cormen)

- Make an almost complete binary tree with numbers in any position
- Traverse tree from bottom up applying **down(node)**

Building a Heap in $O(n)$

Example: Numbers 14, 06, 42, 78, 18

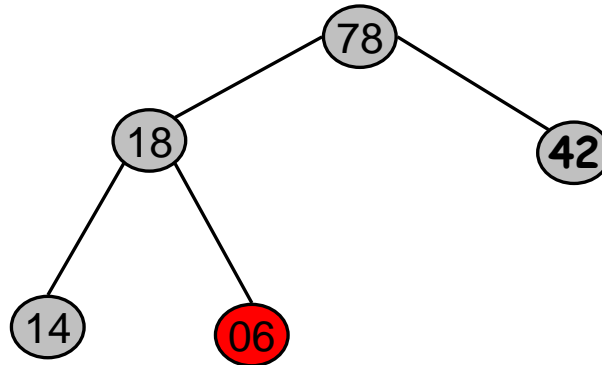
Apply *down()* to
node with 06



Building a Heap in $O(n)$

Example: Numbers 14, 06, 42, 78, 18

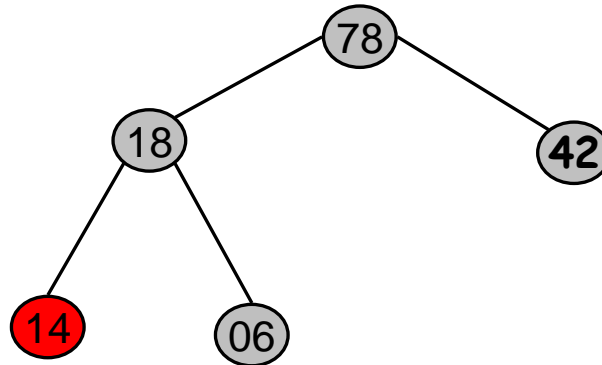
Apply *down()* to
node with 06



Building a Heap in $O(n)$

Example: Numbers 14, 06, 42, 78, 18

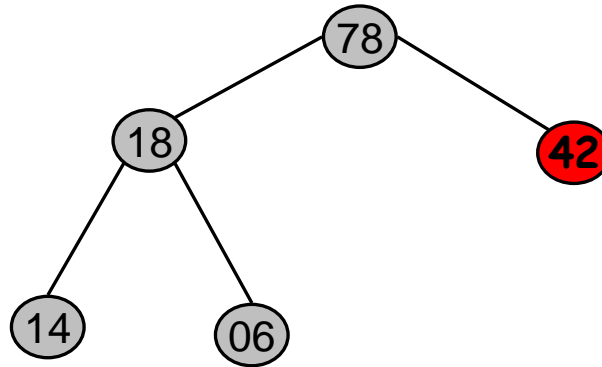
Apply *down()* to
node with 14



Building a Heap in $O(n)$

Example: Numbers 14, 06, 42, 78, 18

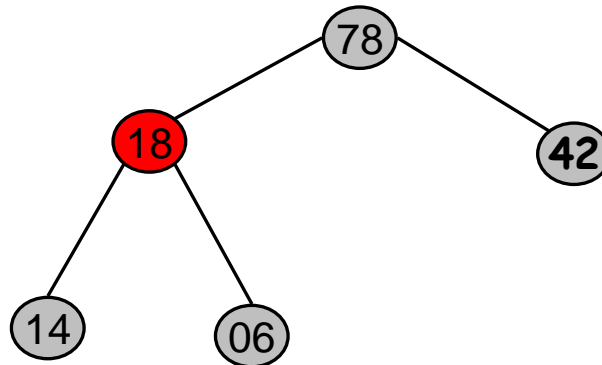
Apply *down()* to
node with 42



Building a Heap in $O(n)$

Example: Numbers 14, 06, 42, 78, 18

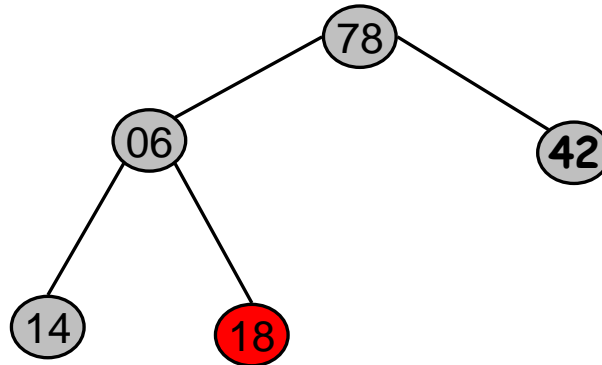
Apply *down()* to
node with 18



Building a Heap in $O(n)$

Example: Numbers 14, 06, 42, 78, 18

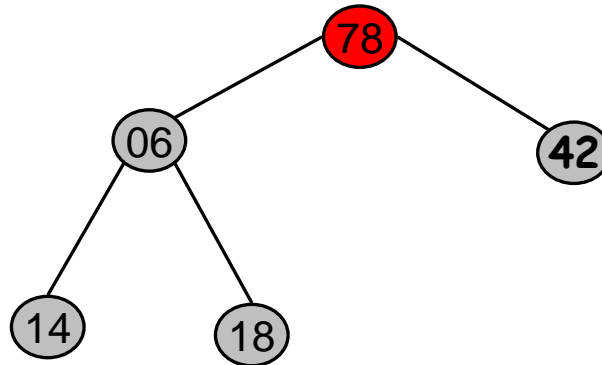
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Building a Heap in $O(n)$

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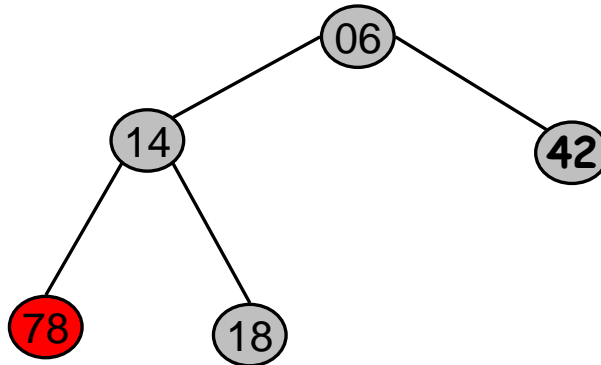
Apply *down()* to
node with 78 twice



Building a Heap in $O(n)$

Example: Numbers 14, 06, 42, 78, 18

Apply *down()* to
node with 78 twice



Building a Heap in $O(n)$: Analysis

Q: Quantos nós temos no nível i de baixo pra cima?

- **Observação:** Para $i > 0$, no i -ésimo nível do heap de baixo para cima temos no máximo $n / 2^{i-1}$ nós
 - O heap tem $\lfloor \log_2 n \rfloor$ níveis. No nível 0, de baixo para cima, temos no mínimo 1 e no máximo N nós.
 - Todos os níveis exceto os dois últimos tem metade dos nós do nível imediatamente abaixo

Building a Heap in $O(n)$: Analysis

Custo do down(node): se node está no nível i de baixo para cima, esse down custa $O(i)$ operações

$$\text{Custo total} = \sum_{i=1}^{\log n} i \cdot \frac{n}{2^i} = \text{[]}$$

Building a Heap in $O(n)$: Analysis

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$$\text{Custo total} = \sum_{i=1}^{\log n} i \cdot \frac{n}{2^i} = \Theta(n)$$

Exercise

Exercicio: Seja S um conjunto de n numeros reais distintos. Explique como seria um algoritmo eficiente para encontrar os \sqrt{n} menores numeros do conjunto S e analise sua complexidade. Quanto mais eficiente o algoritmo melhor.

Solucao: Crie uma min-heap com os elementos de S e aplique ExtractMin \sqrt{n} vezes; retorne esses elementos removidos

Complexidade: $O(n)$ pra montar o heap, $O(\sqrt{n} \cdot \log(n)) = O(n)$ para remover of elementos \Rightarrow total: $O(n)$