CS206 Data Structures

Priority Queues I

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Class Objectives (Ch. 9)

- ☐ Understand concepts of priority queue and heap
- ☐ Know different implementations for the priority queue and operations of the heap

Priority Queue ADT

- A priority queue stores a collection of entries
- Each entry is a pair (key, value)
- Main methods of the Priority Queue ADT
  - insert(k, x)
    inserts an entry with key k and value x
  - removeMin()
    removes and returns the entry with smallest key
- Additional methods
  - min()
    returns, but does not remove, an entry with smallest key
  - size(), isEmpty()
- Applications:
  - Auctions
  - Stock market

Total Order Relations

- Keys in a priority queue can be arbitrary objects on which an order is defined
- Two distinct entries in a priority queue can have the same key

- Mathematical concept of total order relation $\leq$
  - Reflexive property:
    $x \leq x$
  - Antisymmetric property:
    $x \leq y \wedge y \leq x \Rightarrow x = y$
  - Transitive property:
    $x \leq y \wedge y \leq z \Rightarrow x \leq z$

Entry ADT

- An entry in a priority queue is simply a key-value pair
- Priority queues store entries to allow for efficient insertion and removal based on keys
- Methods:
  - key(): returns the key for this entry
  - value(): returns the value associated with this entry

- As a Java interface:

```
/**
 * Interface for a key-value
 * pair entry
 **/
public interface  Entry  {
    public  Object key();
    public  Object value();
}
```

Comparator ADT

- A comparator encapsulates the action of comparing two objects according to a given total order relation
- A generic priority queue uses an auxiliary comparator
- The comparator is external to the keys being compared
- When the priority queue needs to compare two keys, it uses its comparator
- The primary method of the Comparator ADT:
  - compare(a, b): Returns an integer i such that i < 0 if a < b, i = 0 if a = b, and i > 0 if a > b; an error occurs if a and b cannot be compared.

Priority Queue Sorting

- We can use a priority queue to sort a set of comparable elements
  - Insert the elements one by one with a series of insert operations
  - Remove the elements in sorted order with a series of removeMin operations
- The running time of this sorting method depends on the priority queue implementation

Algorithm *PQ-Sort*(*S*, *C*)
  Input sequence *S*, comparator *C* for the elements of *S*
  Output sequence *S* sorted in increasing order according to *C*
  P ← priority queue with comparator *C*
  while ¬*S.isEmpty* ()
    e ← *S.removeFirst* ()
    P.insert (*e*, *0*)
  while ¬*P.isEmpty*()
    e ← *P.removeMin*().*key*()
    S.insertLast(*e*)

Sequence-based Priority Queue

☐ Implementation with an unsorted list

☐ Performance:

- insert takes O(1) time since we can insert the item at the beginning or end of the sequence
- removeMin and min take O(n) time since we have to traverse the entire sequence to find the smallest key

☐ Implementation with a sorted list

☐ Performance:

- insert takes O(n) time since we have to find the place where to insert the item
- removeMin and min take O(1) time, since the smallest key is at the beginning

Selection-Sort

- Selection-sort is the variation of PQ-sort where the priority queue is implemented with an unsorted sequence
- Running time of Selection-sort:
  - Inserting the elements into the priority queue with n insert operations takes O(n) time
  - Removing the elements in sorted order from the priority queue with n removeMin operations takes time proportional to

    $1 + 2 + \ldots + n$
- Selection-sort runs in $O(n^2)$ time

Selection-Sort Example

	Sequence S	*Priority Queue P*
Input:	(7,4,8,2,5,3,9)	()
Phase 1		
(a)	(4,8,2,5,3,9)	(7)
(b)	(8,2,5,3,9)	(7,4)
..	.. ..	
.	. .	
(g)	()	(7,4,8,2,5,3,9)
Phase 2		
(a)	(2)	(7,4,8,5,3,9)
(b)	(2,3)	(7,4,8,5,9)
(c)	(2,3,4)	(7,8,5,9)
(d)	(2,3,4,5)	(7,8,9)
(e)	(2,3,4,5,7)	(8,9)
(f)	(2,3,4,5,7,8)	(9)
(g)	(2,3,4,5,7,8,9)	()

Insertion-Sort

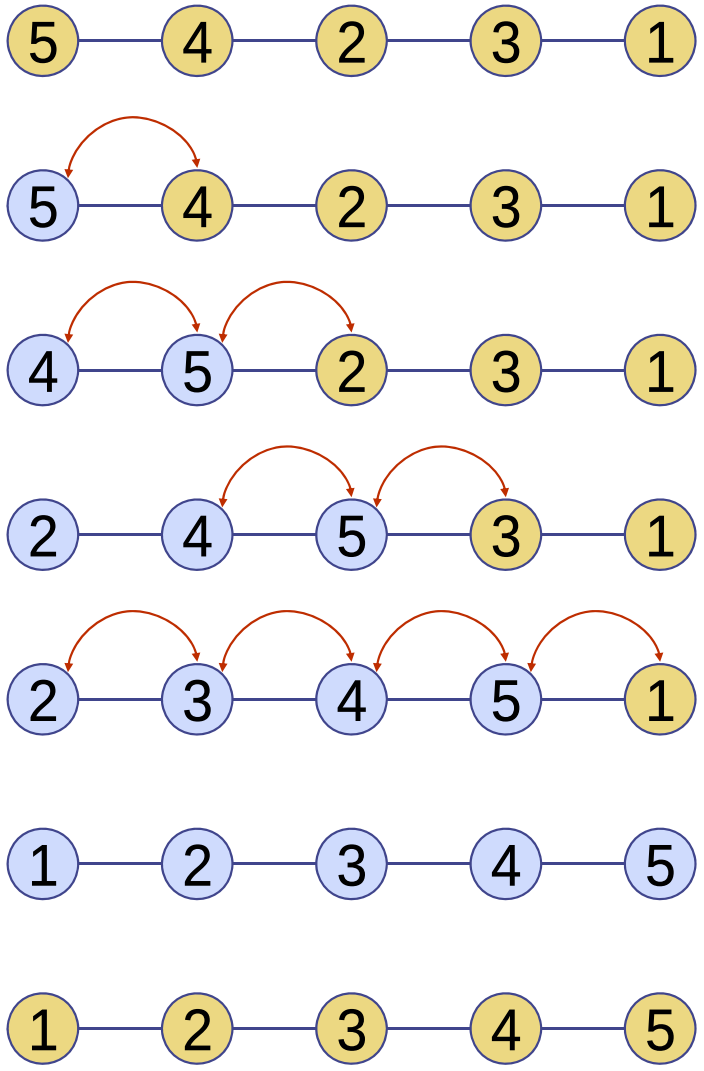
- Insertion-sort is the variation of PQ-sort where the priority queue is implemented with a sorted sequence
- Running time of Insertion-sort:
  - Inserting the elements into the priority queue with n insert operations takes time proportional to
    $1 + 2 + \ldots + n$
  - Removing the elements in sorted order from the priority queue with a series of n removeMin operations takes O(n) time
- Insertion-sort runs in $O(n^2)$ time

Insertion-Sort Example

	Sequence S	*Priority queue P*
Input:	(7,4,8,2,5,3,9)	()
Phase 1		
(a)	(4,8,2,5,3,9)	(7)
(b)	(8,2,5,3,9)	(4,7)
(c)	(2,5,3,9)	(4,7,8)
(d)	(5,3,9)	(2,4,7,8)
(e)	(3,9)	(2,4,5,7,8)
(f)	(9)	(2,3,4,5,7,8)
(g)	()	(2,3,4,5,7,8,9)
Phase 2		
(a)	(2)	(3,4,5,7,8,9)
(b)	(2,3)	(4,5,7,8,9)
..	..	..
.	.	.
(g)	(2,3,4,5,7,8,9)	()

In-Place Insertion-Sort

- Instead of using an external data structure, we can implement selection-sort and insertion-sort in-place
- A portion of the input sequence itself serves as the priority queue
- For in-place insertion-sort
  - We keep sorted the initial portion of the sequence
  - We can use swaps instead of modifying the sequence



Heaps

Recall Priority Queue ADT

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- Each entry is a pair (key, value)
- Main methods of the Priority Queue ADT
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- Applications:
  - Auctions
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Recall Priority Queue Sorting

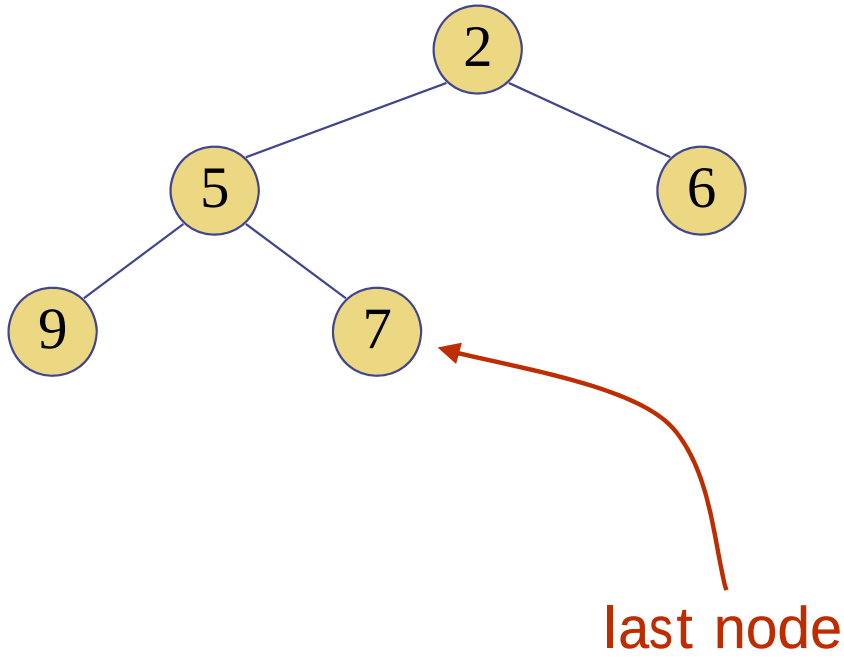
- We can use a priority queue to sort a set of comparable elements
  - Insert the elements with a series of insert operations
  - Remove the elements in sorted order with a series of removeMin operations
- The running time depends on the priority queue implementation:
  - Unsorted sequence gives selection-sort: $O(n^2)$ time
  - Sorted sequence gives insertion-sort: $O(n^2)$ time
- Can we do better?

Algorithm *PQ-Sort*(*S*, *C*)
Input sequence *S*, comparator *C* for the elements of *S*
Output sequence *S* sorted in increasing order according to *C*
P ← priority queue with comparator *C*
while ¬*S.isEmpty* ()
e ← *S.remove* (*S. first* ())
P.insertItem(*e*, *e*)
while ¬*P.isEmpty*()
e ← *P.removeMin*()
S.insertLast(*e*)

Heaps

- A heap is a binary tree storing keys at its nodes and satisfying the following properties:
  - Heap-Order: for every internal node v other than the root, key(v) $\geq$ key(parent(v))
  - Complete Binary Tree: let h be the height of the heap
    - for i = 0, … , h - 1, there are 2^i nodes of depth i
    - at depth h - 1, the internal nodes are to the left of the external nodes

- The last node of a heap is the rightmost node of depth h

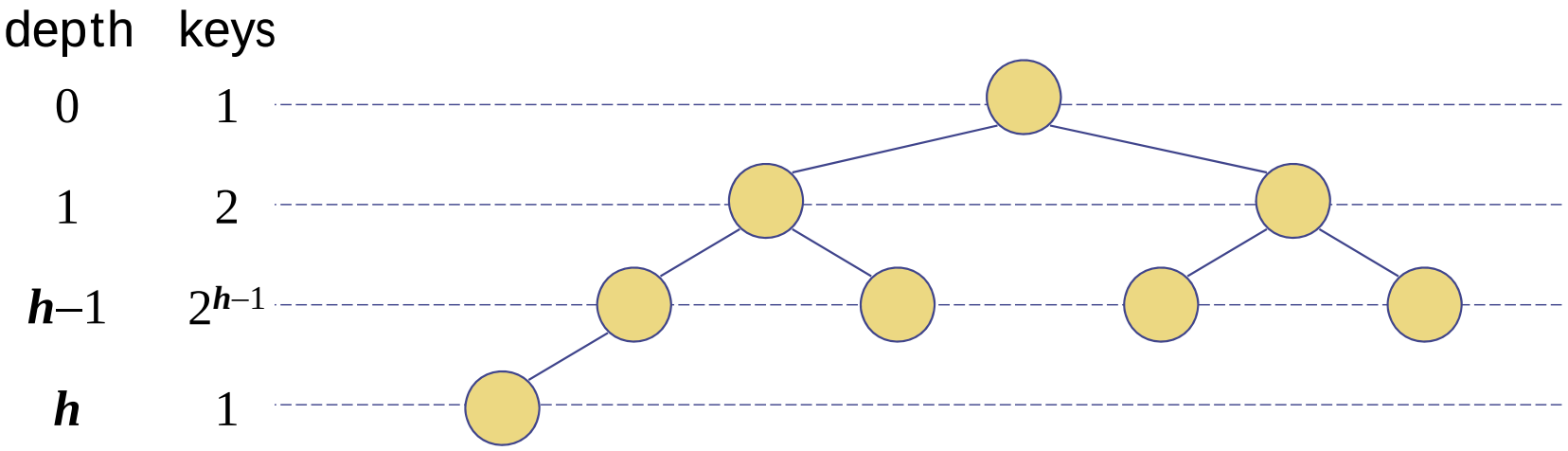


Height of a Heap

☐ Theorem: A heap storing n keys has height O(log n)

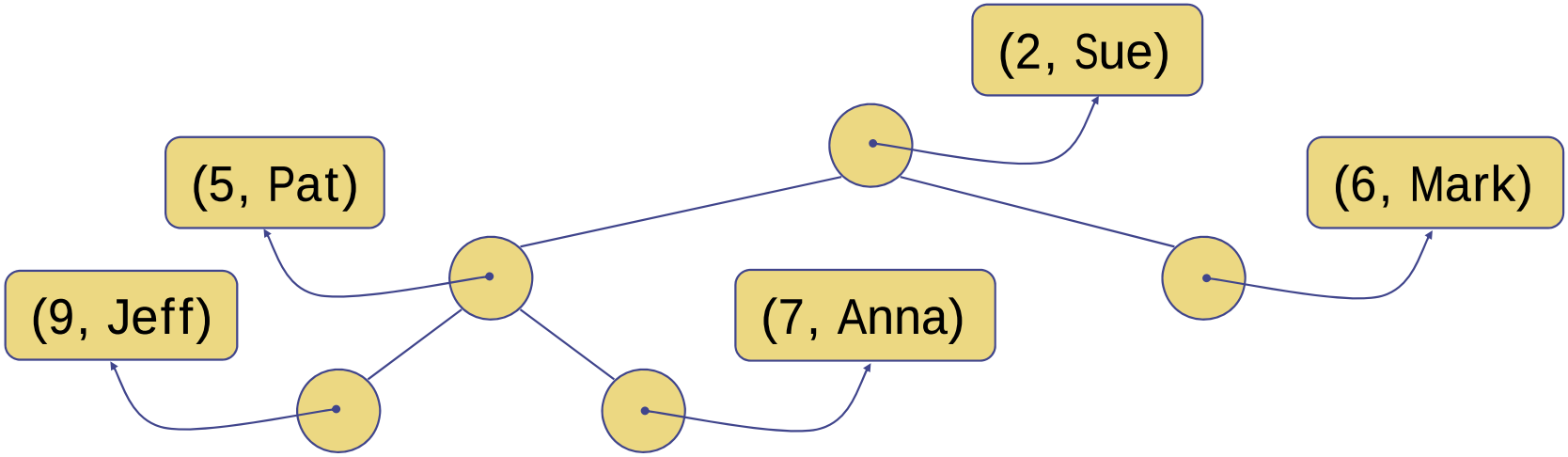
Proof: (we apply the complete binary tree property)

- Let h be the height of a heap storing n keys
- Since there are 2^i keys at depth i = 0, … , h - 1 and at least one key at depth h, we have $n \geq 1 + 2 + 4 + \ldots + 2^{h-1} + 1$
- Thus, $n \geq 2^h$, i.e., $h \leq \log n$



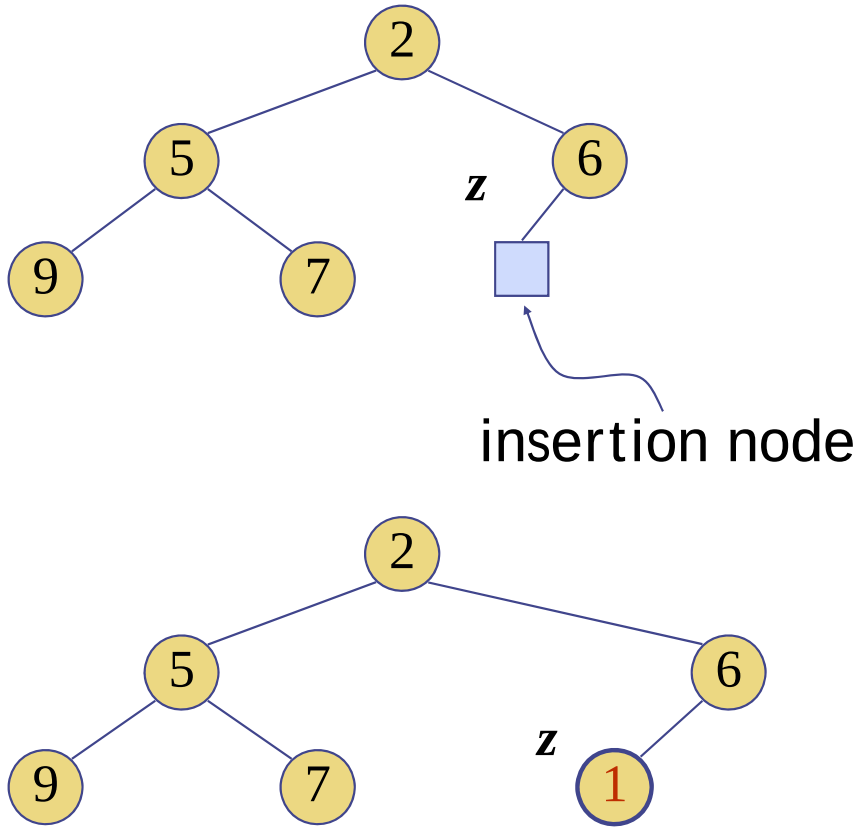
Heaps and Priority Queues

- We can use a heap to implement a priority queue
- We store a (key, element) item at each node
- We keep track of the position of the last node
- For simplicity, we show only the keys in the pictures



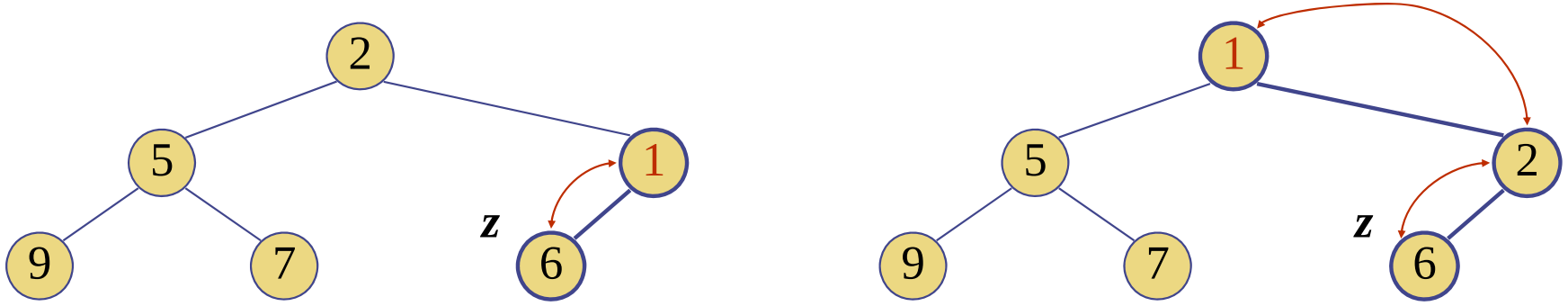
Insertion into a Heap

- Method insertItem of the priority queue ADT corresponds to the insertion of a key k to the heap
- The insertion algorithm consists of three steps
  - Find the insertion node z (the new last node)
  - Store k at z
  - Restore the heap-order property (discussed next)



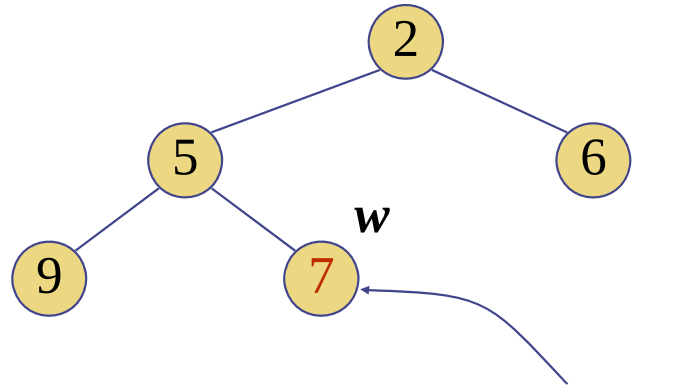
Upheap

- After the insertion of a new key k, the heap-order property may be violated
- Algorithm upheap restores the heap-order property by swapping k along an upward path from the insertion node
  - Upheap terminates when the key k reaches the root or a node whose parent has a key smaller than or equal to k
- Since a heap has height O(log n), upheap runs in O(log n) time

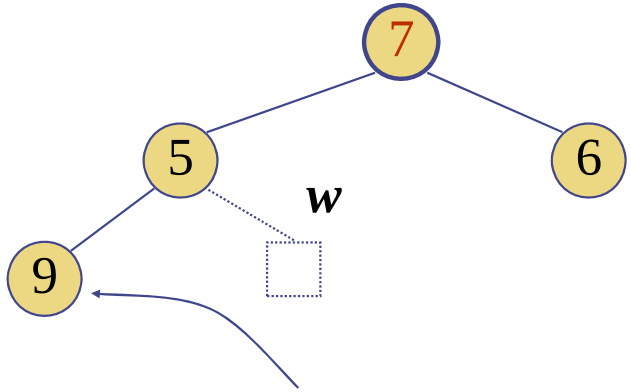


Removal from a Heap

- Method removeMin of the priority queue ADT corresponds to the removal of the root key from the heap
- The removal algorithm consists of three steps
  - Replace the root key with the key of the last node w
  - Remove w
  - Restore the heap-order property (discussed next)



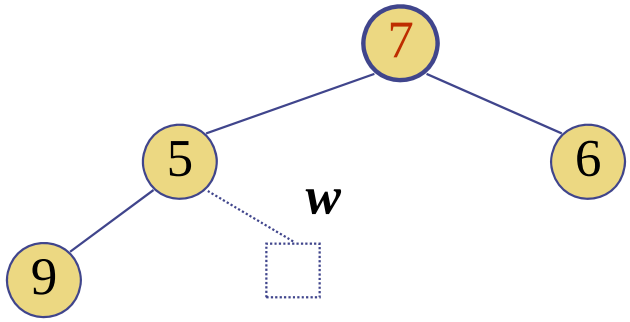
last node

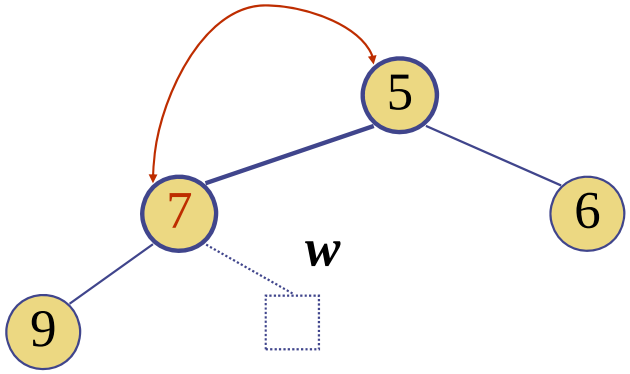


new last node

Downheap

- After replacing the root key with the key k of the last node, the heap-order property may be violated
- Algorithm downheap restores the heap-order property by swapping key k along a downward path from the root
  - Downheap terminates when key k reaches a leaf or a node whose children have keys greater than or equal to k
- Since a heap has height O(log n), downheap runs in O(log n) time





Class Objectives were:

- ☐ Understand concepts of priority queue and heap
- ☐ Know different implementations for the priority queue and operations of the heap

Next Time

☐ Heap sort

☐ Questions:

- Come up with one question on what we have discussed in the class and submit at the end of the class
- 1 for typical questions and 2 for questions with thoughts or that surprised me
- Write questions at least 4 times; you can type at KLMS

☐ HW:

- Go over the next lecture slides before the class
- Just 10 min ~ 20 min should be okay