

csci 210: Data Structures

Priority Queues and Heaps

# Summary

- Topics
  - the Priority Queue ADT
  - Priority Queue vs Dictionary and Queues
  - implementation of PQueue
    - linked lists
    - binary search trees
    - heaps
  - Heaps
- **READING:**
  - GT textbook chapter 8.1, 8.2 and 8.3

# Priority Queues

- A Priority Queue is an abstract data structure for storing a collection of prioritized elements
- The elements in the queue consist of a value  $v$  with an associated priority or key  $k$ 
  - element =  $(k,v)$
- A priority queue supports
  - arbitrary element insertion: insert value  $v$  with priority  $k$ 
    - `insert(k, v)`
  - delete elements in order of their priority: that is, the element with the smallest priority can be removed at any time
    - `removeMin()`
- Priorities are not necessarily unique: there can be several elements with same priority
- Examples: store a collection of company records
  - compare by number of employees
  - compare by earnings
- The priority is not necessarily a field in the object itself. It can be a function computed based on the object. For e.g. priority of standby passengers is determined as a function of frequent flyer status, fare paid, check-in time, etc.

# Priority Queues

- Examples
  - Queue of jobs waiting for the processor
  - Queue of standby passengers waiting to get a seat
  - ...
- Note: the keys must be “comparable” to each other
- PQueue ADT
  - size()
    - return the number of entries in PQ
  - isEmpty()
    - test whether PQ is empty
  - min()
    - return (but not remove) the entry with the smallest key
  - insert(k, x)
    - insert value x with key k
  - removeMin()
    - remove from PQ and return the entry with the smallest key

# Priority Queue example

(k,v) key=integer, value=letter

PQ={}

- insert(5,A)      PQ={{5,A}}
- insert(9,C)      PQ={{5,A}, (9,C)}
- insert(3,B)      PQ={{5,A}, (9,C), (3,B)}
- insert(7,D)      PQ={{5,A}, (7,D), (9,C), (3,B)}
- min()            return (3,B)
- removeMin()      PQ = {(5,A), (7,D), (9,C)}
- size()            return 3
- removeMin()      return (5,A)   PQ={{(7,D), (9,C)}
- removeMin()      return (7,D)   PQ={{(9,C)}
- removeMin()      return (9,C)   PQ={}

# Sorting with a Priority Queue

- An important application of a priority queue is sorting
- PriorityQueueSort (collection  $S$  of  $n$  elements)
  - put the elements in  $S$  in an initially empty priority queue by means of a series of  $n$  insert() operations on the pqueue, one for each element
  - extract the elements from the pqueue by means of a series of  $n$  removeMin() operations
- pseudocode for PriorityQueueSort( $S$ )
  - input: a collection  $S$  storing  $n$  elements
  - output: the collection  $S$  sorted
  - $P = \text{new PQueue}()$
  - while ! $S$ .isEmpty() do
    - $e = S.\text{removeFirst}()$
    - $P.\text{insert}(e)$
  - while ! $P$ .isEmpty()
    - $e = P.\text{removeMin}()$
    - $S.\text{addLast}(e)$

# Priority queue implementations

- unsorted linked list
  - fast insertions, slow deletions
- sorted linked list
  - fast deletions, slow insertions
- binary search trees
- (binary) heaps

# Heaps

- A heap is an array viewed as a complete binary tree, level by level
  - As a consequence, children positions can be computed without storing references
    - root has index 1
    - $\text{left}(i) = 2i$
    - $\text{right}(i) = 2i+1$
    - $\text{parent}(i) = i/2$
- and such that each node satisfies the heap property:
  - the keys of  $v$ 's children are  $\geq$  the key of  $v$
  - As a consequence, the keys encountered on a root-to-leaf traversal are in increasing order (or equal); the smallest key is stored at the top.



# Heaps

- Proposition: A heap  $T$  storing  $n$  elements has height  $h = \lg_2 n$ .
- `insert(k,v)`
  - insert it at last position in the heap, and “trickle” it up (swap node with parent up the leaf-root path)
- `deleteMin()`
  - take the last element and put it in the root
  - this will violate the heap property, so “trickle” it down: swap the node with the smaller if its 2 children, and repeat
- `insert` and `deleteMin` take  $O(h) = O(\lg n)$

# Heapsort

- sort with a heap
  - insert all elements
  - deleteMin  $n$  times
- time:  $O(n \lg n)$
- Optimizations:
- Constructing the heap can be improved so that it takes  $O(n)$  time (instead of  $O(n \lg n)$ ), but the overall running time of the heapsort stays the same
  - idea: convert the array into a heap bottom up
  -
- the whole sort can be done “in place” (assume the input is stored in an array  $A$ ; you want to rearrange the array  $A$  to be in sorted order, without creating a new array. )
  - use a max-heap instead of a min-heap (the heap property is reversed and the max element is stored at top)
  - repeatedly deleteMax
    - as discussed, deleteMax swaps  $A[1]$  with  $A[n]$ , then  $A[2]$  with  $A[n-1]$ , and so on
  - the heap shrinks by one every time, and at the end  $A[]$  is sorted