Algorithms and Data Structures
Priority Queue

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Topics covered by this lecture:

- Priority Queue
- Naive Implementations
- Binary Heap
- HeapSort and other examples
- Extended Priority Queues
- (*) Binomial Heap
Priority Queue Definition

Priority Queue is an abstract data structure supporting the following operations:

- `construct(sequence<T> s)` // create a PQ
- `insert(T e)`
- `T findMin()` // return the element with minimum priority
- `T delMin()` // return and delete the elt. with min. prior.

Each element has associated “priority”.

One can also consider a “max”-type priority queue, defined analogously.

Note: priority queue is not a “specialised” queue (why? hint: remember the definition of queue)
Implementations of Priority Queue

The implementations evolve, for example:

- “naive” (as an array or list)
- Binary Heap (1964 Williams; Floyd 1964)
- Binomial Heap (1978 Vuillemin)
- Pairing Heap* (1986 Fredman, Sedgewick, Sleator, Tarjan; 2000 Iacono; Pettie 2005)
- Fibonacci Heap* (1987 Fredman, Tarjan)
- “Thin” Heaps and “Fat” Heaps* (1999 Kaplan, Tarjan)

* - not in this lecture
Naive implementations

- unsorted sequence:
  insert: $O(1)$, deleteMin: $O(n)$, construct: $O(n)$

- sorted sequence:
  insert: $O(n)$, deleteMin: $O(1)$: construct: $O(n \log(n))$

(sequence can be an array or linked list)
Binary Heap

Binary Heap is a *complete*\(^1\) binary tree satisfying the following “heap-order condition” (for each (non-root) node \(x\)):

\[(\text{priority of parent}[x]) \leq (\text{priority of } x)\]

Observations:

- minimum priority is at root
- priorities on each path from the root to a leaf form a non-decreasing sequence
- height of \(n\)-element binary heap is \(\Theta(log(n))\) (due to completeness)

(there is also a “max” variant of the above definition)

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\(^1\)Leaves (except may be the right-most ones, that can be 1 level higher), have equal depths
Due to the fact that it is a complete binary tree, Binary Heap can be compactly represented as an array:

**Navigation:**
(assume the root is under index 1)

- `parent[i] == i/2` (for non-root `i`)
- `i.left == 2i`, `i.right == 2i + 1` (for non-leaf `i`)

Array Representation of Binary Heap
Restoring the Heap Order

Two helper, internal operations. Both assume the heap order is correct except the position $i$:

- $\text{upheap}(i)$ (call when $(\text{key of parent}[i] > \text{key of } i)$, assert: heap ok below $i$): the key under $i$ goes up until ok
- $\text{downheap}(i)$ (call when one of children of $i$ has lower key than $i$, assert: heap ok above $i$ and for both its subtrees): the key under $i$ goes down until ok

Both operations use $O(\log(n))$ key comparisons ($n$ - number of elements)
Example of upheap(i) implementation:

```c
upheap(i)  // i > 0, heap ok under i
    key = heap[i]
    parent = i/2
    while((parent > 0) && (heap[parent] > key))
        heap[i] = heap[parent]
        i = parent
        parent /= 2
    heap[i] = key
```
Example of downheap(i) implementation:

downheap(i)
    l = 2i       // left son
    r = 2i + 1   // right son
    if l <= n and heap[l] < heap[i]:
        min = l
    else:
        min = i
    if r <= n and heap[r] < heap[min]: // n is the size of heap
        min = r
    if min != i:
        swap(i,min) // swap the elements under indexes (not indexes themselves)
        downheap(min) // go down

Remarks: recursion used here only for keeping the code short, swapping too. Both can be avoided to make the implementation more efficient.
Priority Queue implemented on Binary Heap

(data size: number of elements (n), dom. oper.: comparison of priorities)

- **insert(x):** add x to the bottom and upheap(bottom) ($\Theta(log(n))$)
- **findMin():** return root ($O(1)$)
- **delMin():** move the bottom element to the root and downheap(root) ($\Theta(log(n))$)

What is the complexity of construct?
Priority Queue implemented on Binary Heap

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- insert(x): add x to the bottom and upheap(bottom) ($\Theta(log(n))$)
- findMin(): return root ($O(1)$)
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What is the complexity of construct?

Interestingly, construct has fast, $\Theta(n)$ implementation.
Complexity of construct

(naive: \( n \times \text{insert} \) (which gives \( \Theta(n \log(n)) \))

faster way:

\[
\text{for}(i = n/2; i > 0; i--) \text{ downHeap}(i)
\]

Analysis: \( \text{downHeap} \) is called at most \( 2^d \) times for nodes of

depth \( d \), each such call costs \( O(h - d) \) (where \( h \) is the height

of heap). Thus, the total cost is:

\[
O\left( \sum_{0 \leq d < h} 2^d (h - d) \right) = O\left( 2^h \sum_{0 \leq d < h} \frac{h - d}{2^{h - d}} \right) = O\left( 2^h \sum_{j \geq 1} \frac{j}{2^j} \right) = O(n)
\]

(the last equation holds because: \( \sum_{i \geq 1} i 2^{-i} = 2 \))
\[ \sum_{i \geq 1} i 2^{-i} = 2: \text{ a proof} \]

finite geometric series: \[ \sum_{i=0}^{n-1} q^i = \frac{1-q^n}{1-q} \text{ for } q \neq 1 \]

infinite geometric series:
\[ \sum_{i \geq 0} q^i = \lim_{n \to \infty} \frac{1-q^n}{1-q} = \frac{1}{1-q} \text{ for } 0 \leq q < 1 \]

Thus:
\[ \sum_{i \geq 0} 2^{-i} = 1 + 1/2 + 1/4 + \ldots = 2 \text{ (a geometric series with } q = 1/2) \]

Now:\[^2\]
\[ \sum_{i \geq 1} i 2^{-i} = \sum_{i \geq 1} 2^{-i} + \sum_{i \geq 2} 2^{-i} + \sum_{i \geq 3} 2^{-i} + \ldots = (1+1/2+1/4+\ldots) = 2 \]

(the first equality is due to the re-grouping of terms (\(2^{-i}\) occurs in exactly \(i\) first sums))

\[ ^2\text{More generally, } \sum_{k \geq 0} k x^k = \frac{x}{(1-x)^2}, \text{ for any } |x| < 1 \text{ (take derivative of infinite geometric series to obtain it)} \]
Example: HeapSort

How to sort a sequence $s$ with a binary heap?

```java
while (s.hasNext())
    heap.insert(s.next());
while (!heap.isEmpty())
    result.add(heap.delMin());
```

data size: # elements ($n$), dom. op.: comparison
time complexity: $\Theta(n \log(n))$, space complexity: $\Theta(n)$

Notice: if we put the min element to the last released place in the array, we obtain $O(1)$ space complexity!
Example: HeapSort

How to sort a sequence $s$ with a binary heap?

```java
while(s.hasNext())
    heap.insert(s.next())

while(!heap.isEmpty())
    result.add(heap.delMin())
```

data size: # elements ($n$), dom. op.: comparison
time complexity: $\Theta(n \log(n))$, space complexity: $\Theta(n)$

Notice: if we put the min element to the last released place in the array, we obtain $O(1)$ space complexity!
Other examples of applications of priority queues

Priority queues are typically used in *greedy* algorithms (for selecting a next element in the solution in the efficient way), for example:

- Huffman Code computation
- Dijkstra’s shortest-path algorithm (on other lecture)
- Prim’s minimum spanning tree algorithm (on other lecture)
- etc.
Extensions of Priority Queue

Addressable Priority Queue

- `construct(sequence<T> s)`
- `H insert(T e)` // as before but returns a handle to the inserted element
- `T findMin()`
- `T delMin()`
- `decreaseKey(H pointer, T newPriority)`
- `delete (H pointer)`

In addition: Mergeable Priority Queue:
- `merge(PQ priorityQueue1, PQ priorityQueue2)`
### Complexities of Priority Queue Operations

<table>
<thead>
<tr>
<th>operation</th>
<th>unsort.</th>
<th>sort.</th>
<th>binary heap</th>
<th>binomial heap</th>
</tr>
</thead>
<tbody>
<tr>
<td>insert</td>
<td>1</td>
<td>n</td>
<td>lg n</td>
<td>lg n</td>
</tr>
<tr>
<td>findMin</td>
<td>n</td>
<td>1</td>
<td>1</td>
<td>lg n</td>
</tr>
<tr>
<td>delMin</td>
<td>n</td>
<td>1</td>
<td>lg n</td>
<td>lg n</td>
</tr>
<tr>
<td>decreaseKey</td>
<td>1</td>
<td>n</td>
<td>lg n</td>
<td>lg n</td>
</tr>
<tr>
<td>delete</td>
<td>1</td>
<td>n</td>
<td>lg n</td>
<td>lg n</td>
</tr>
<tr>
<td>merge</td>
<td>1</td>
<td>n</td>
<td>n</td>
<td>lg n</td>
</tr>
</tbody>
</table>

(the entries have implicit \(O(.)\) around them)

*Binomial Heap:* a bit more advanced implementation of priority queue that supports fast merge (and keeps other operations fast)
A *binomial tree* $B_i$ of degree $i$ is a rooted tree defined recursively as follows:

- $B_0$ consists of a single node
- $B_i$: the root has $i$ sons: $B_{i-1}, B_{i-2}, ..., B_0$ (in such order)

Properties of $B_i$:

- height: $i$
- has exactly $\binom{i}{j}$ (binomial coefficient) nodes at level $j$
- has exactly $2^i$ nodes in total
- can be obtained by adding a $B_{i-1}$ as a left-most son of a root of a $B_{i-1}$

(Notice the analogies with the properties of binomial coefficients!)
Binomial Heap

Binomial Heap is a list of binomial trees sorted decreasingly by degrees (from left to right), where each binomial tree satisfies the heap order.

Properties of a n-element binomial heap:

- it consists of $O(\log n)$ binomial trees
- $B_i$ is its part only if the $i$-th bit in the binary representation of $n$ is set to 1

(both properties are implied by the fact that $|B_i| = 2^i$ and properties of binary representation of numbers)
Operations on Binomial Heap

- **findMin**: min is among the $O(\log n)$ roots

- **merge**: similar to adding two binary numbers. Summing two 'ones' on position $i$: merging two binomial trees $B_i$ to obtain one $B_{i+1}$ (remind the last property of binomial trees). The tree with lower key becomes the root, the other becomes its right-most son. The summing goes through both lists of binomial trees from left to right (thus it has $O(\log n)$ complexity)

- **insert**: merge with a 1-element binomial heap ($O(\log n)$)

- **delMin**: find the root with the lowest key ($O(\log n)$), cut it out, merge the list of its sons (being a correct binomial heap itself!) with the rest of the remaining part ($O(\log n)$)

- **decreaseKey**: similarly as in binary heap ($O(\log n)$)

- **delete**: move it to the root, cut, then as in delMin ($O(\log n)$)
Questions/Problems:

- Definition of Priority Queue
- Complexities on naive implementation (list, array)
- Binary Heap definition
- Binary Heap represented as Array
- Priority Queue operations on Binary Heap (+ complexities)
- HeapSort and other examples of applications
- Extended Priority Queues (operations)
- (*) Binomial Trees and Binomial Heap
- (*) Priority Queue implemented on Binomial Heap (operations + complexities)
Thank you for your attention