

Priority Queue

A priority queue, is a special kind of queue which access elements based on certain priority parameters defined by some mathematical definition.

In your normal queue, priority is defined with time of insertion.

a_{t_1} b_{t_2} $t_1 < t_2$] FIFO

a has higher priority

Q Why do we need priority queue??

In OS, processes are executed based on priority.

Q → How to implement priority queue??

array \rightarrow queue \rightarrow first (insertion sort)
 \rightarrow sorted form

\rightarrow insertion $O(n)$
get $O(1)$

\rightarrow LL \rightarrow no

\rightarrow RM \rightarrow No

BST

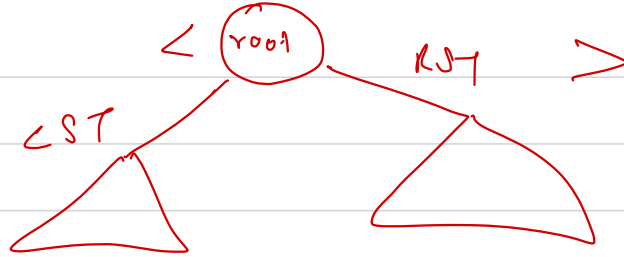


B B S T



$h \rightarrow O(\log n)$

Arc / Red Black



↳ Binary Heap → Priority Queue

↳ Binary Heap is a Binary Tree. (1)

↳ Binary Heap is a C.B.T.

↳ In a binary heap, every parent node has a higher priority than child node.

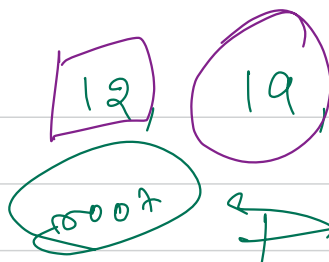
$$\underline{P_{\text{parent}}} > \underline{P_{\text{child}}}$$

Binary Heap \rightarrow If priority of elements is defined as the larger value has higher priority then this type of heap is called Max-heap

else if they are defined as the smaller value has higher priority then this type of heap is called

Min-heap.

Converted a
min heap

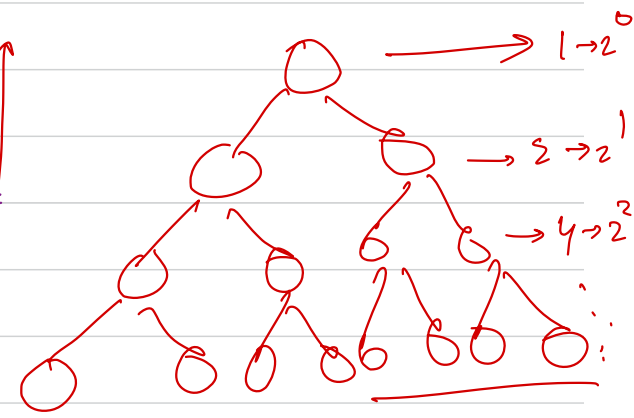
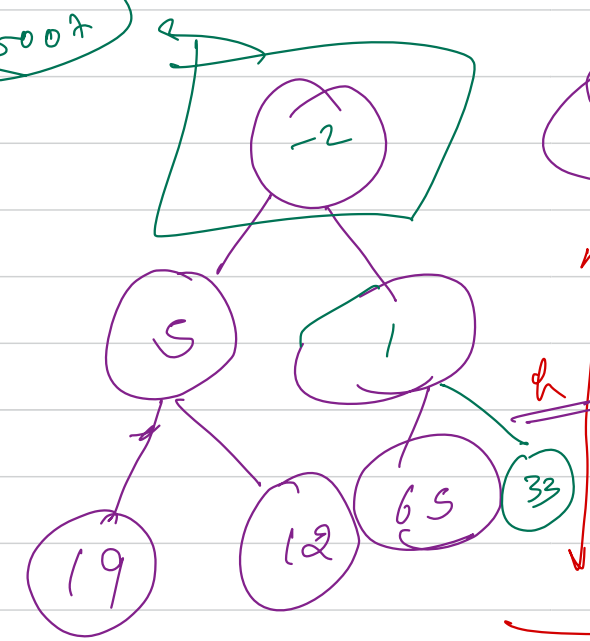


33, 1, 5, 65, -2

Binary heap

C BT

insert $\rightarrow O(\log n)$
get $\rightarrow O(1)$



$2^{h-1} \Rightarrow$ Nodes at last level \rightarrow upheaps

$$2^{h-1} + 2^{h-2} + 2^{h-3} \dots 2^1 + 2^0 = n$$

h terms
GP

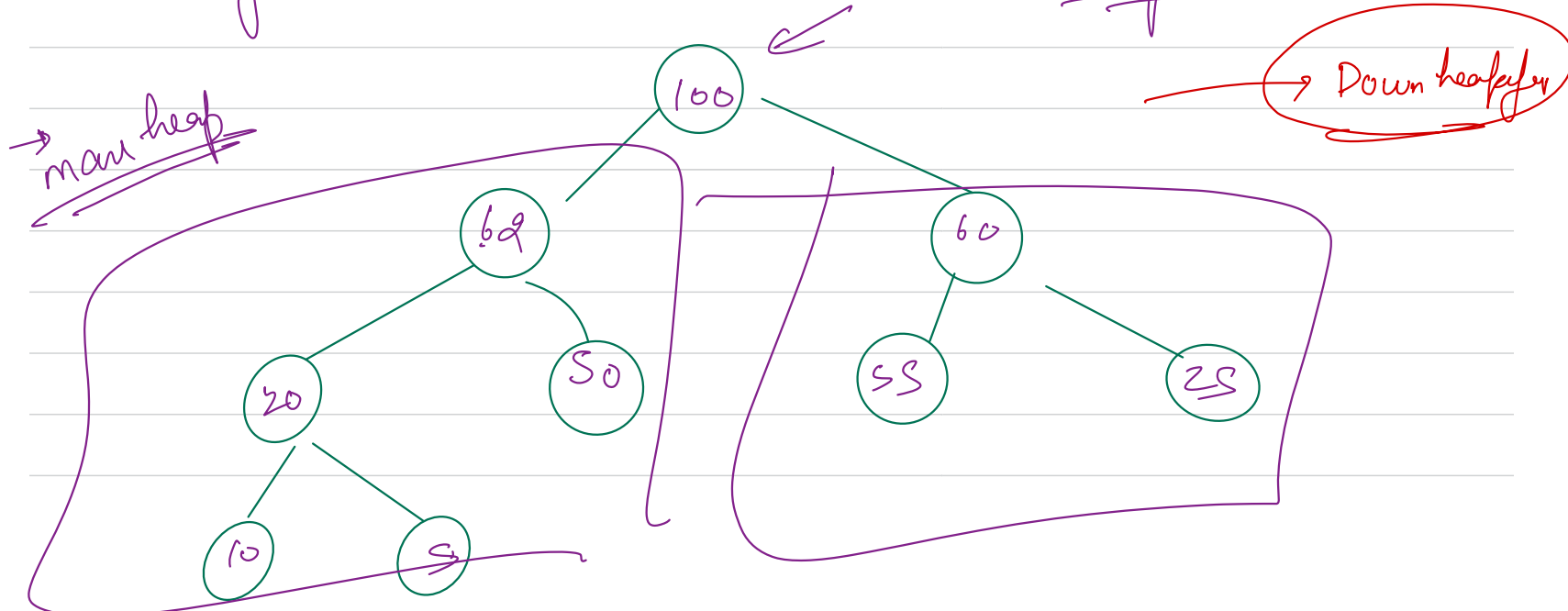
$$\underline{1 \times (2^h - 1) = n}$$

$$2^h = n + 1$$

$$h = \log_2(n+1)$$

$$\underline{\underline{\approx O(\log n)}}$$

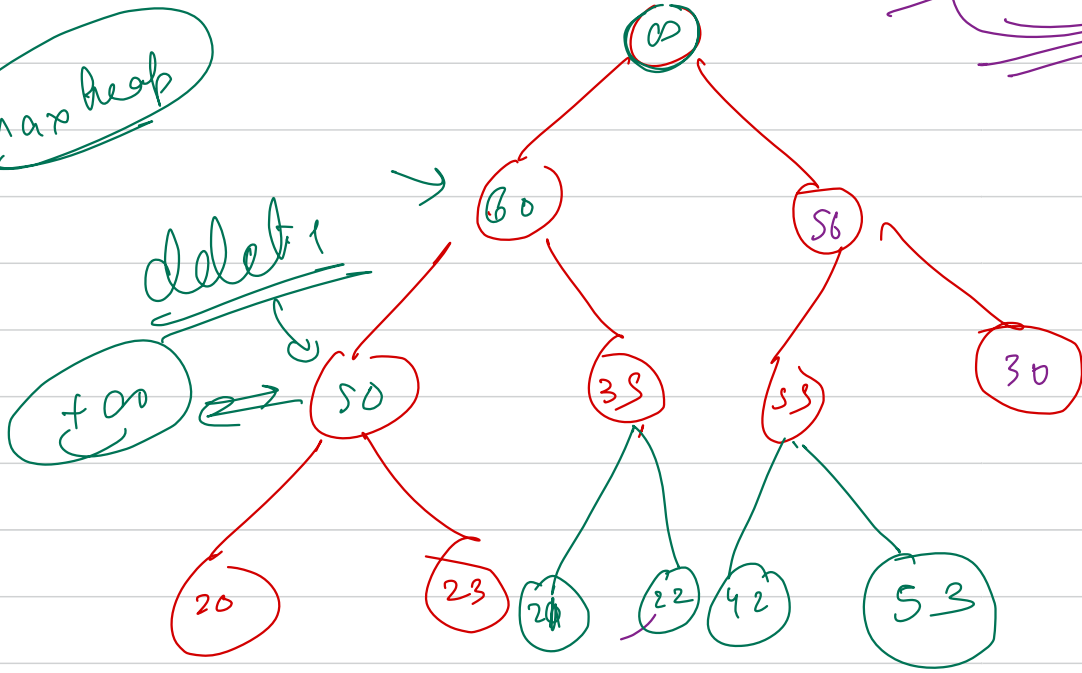
Q Given a BT, whose left subtree is a heap, RT is also a heap, but the tree is not a heap. Convert it into a heap.



max heap

~~man hat~~ → root delete

removed $\rightarrow O(\log n)$



$$T(n) = T\left(\frac{n}{2}\right) + 2$$

$$T\left(\frac{n}{2}\right) = T\left(\frac{n}{4}\right) + 2$$

$$T\left(\frac{n}{4}\right) = T\left(\frac{n}{8}\right) + 2$$

$$\vdots$$

$$\vdots$$

$$\vdots$$

$$T(1) = T(1) + 2$$

$$T(n) = T(n) + 2 \times K$$

$$O(\log n)$$

$$T(n) = T\left(\frac{n}{3}\right) + 3$$

$$T\left(\frac{n}{3}\right) = T\left(\frac{n}{9}\right) + 3$$

$$T\left(\frac{n}{9}\right) = T\left(\frac{n}{27}\right) + 3$$

$$\vdots$$

$$\vdots$$

$$\vdots$$

$$T(1) = T(1) + 3$$

$$T(n) = T(1) + 3 \times n$$

$$O(\log n)$$

$$n \rightarrow \frac{n}{2} \rightarrow \frac{n}{4} \rightarrow \frac{n}{8} \dots \frac{n}{2^k}$$

$$\frac{n}{2^k} = 1$$

$$k = \log_2 n$$

$$m = \log_3 n$$

2k

$$2 \log_2^n$$

$$2 \log_2^n$$

3m

$$3 \log_3^n$$

$$\frac{3}{\log_2 3} \log_2^n$$

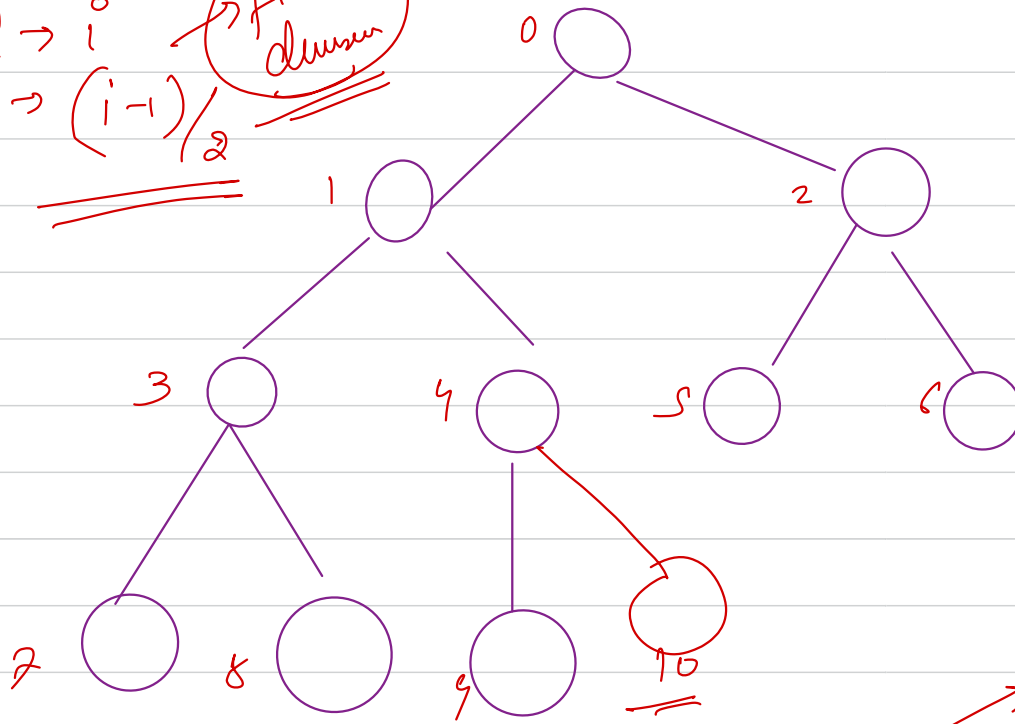
$\text{child} \rightarrow i$
 $\text{parent} \rightarrow \frac{(i-1)}{2}$

\rightarrow floor division

why heap is (BTS)

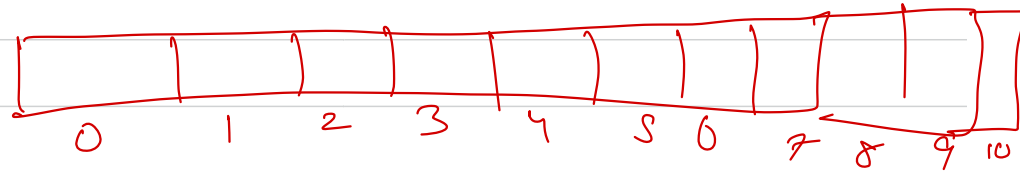
for any i^{th} node

$$\begin{aligned}
 \text{LC} &\rightarrow 2i + 1 \\
 \text{RC} &\rightarrow \underline{\underline{2i + 2}}
 \end{aligned}$$

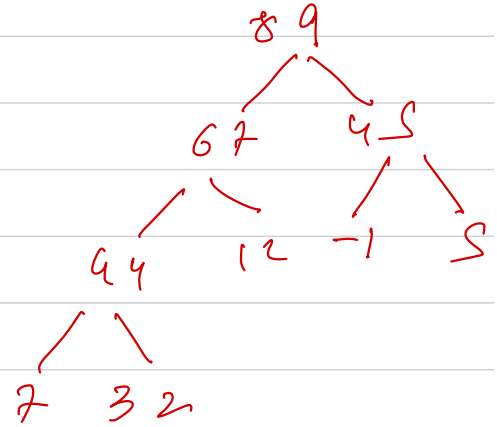


vectors / list / array / etc

array \rightarrow



heap \rightarrow PQ for one operation
 \rightarrow insert $\rightarrow O(\log n)$
remove $\rightarrow O(\log n)$
get $\rightarrow \underline{O(1)}$



Q → If an array is sorted in asc order,
could it represent a min heap? ?

yes

Q.1 Given an array, convert this array
to a heap, in place.

Sorting $\rightarrow n \rightarrow \underline{O(n \log n)}$ TC

↓
Can you optimize ??

upheapyr

Case 1

a_1	a_2	a_3	a_4	a_5	a_6	a_7	a_8	a_9
-------	-------	-------	-------	-------	-------	-------	-------	-------

$i=4$

random

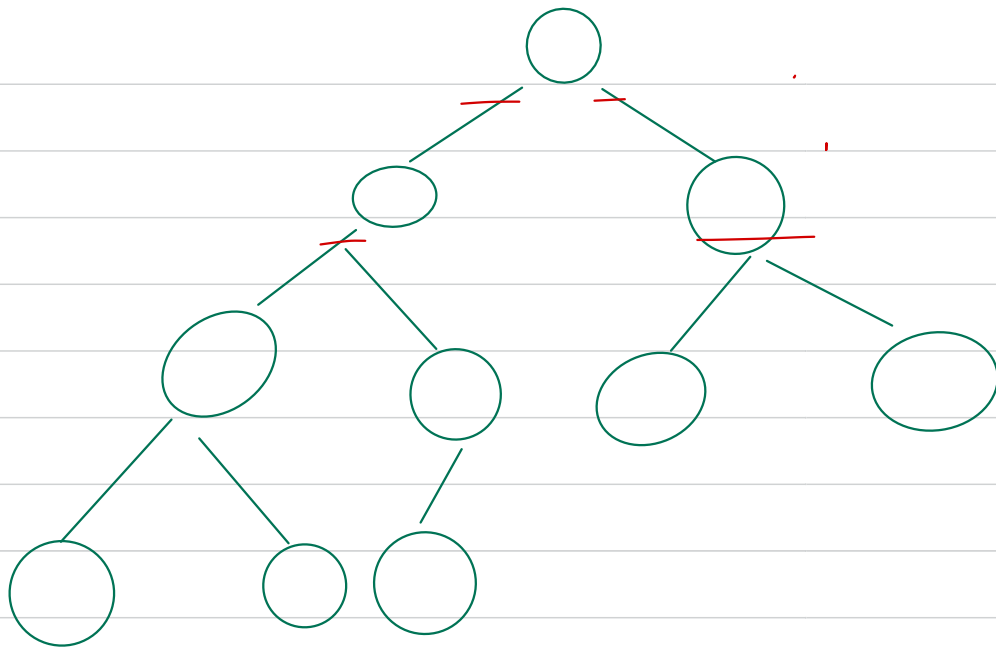
$0 \rightarrow i-1$

heap

$O(n \log n)$

a_1	a_2	a_3	a_4	a_5	a_6	a_7	a_8	a_9
-------	-------	-------	-------	-------	-------	-------	-------	-------

$O(n)$



Ans

$$S = 1 \times 0 + 2 \times 1 + 2^2 \times 2 - - - - - 2^{h-2} \times (h-2) + 2^{h-1} \times (h-1)$$

$$\rightarrow S = \textcircled{2} + \underline{2^2 \times 2} + \underline{2^3 \times 3} + \underline{2^4 \times 4} - - - - - 2^{h-2} \times (h-2) + \underline{2^{h-1} \times (h-1)}$$

$$2S = \underline{2^2} + \underline{2^3 \times 2} + \underline{2^4 \times 3} - - - - - \underline{2^{h-1} \times (h-2)} + \underline{\underline{2^h \times (h-1)}}$$

$$2S - S = 2 + 2^2(1-2) + 2^3(2-3) + 2^4(3-4) \dots + 2^{h-1}(h-2-h+1) + 2^h(h-1)$$

$$S = 2 - 2^2 - 2^3 - 2^4 - - - - - - 2^{h-1} + 2^h(h-1)$$

$$= 2 + (-1)(2^2 + 2^3 + 2^4 - - - - - 2^{h-1}) + 2^h(h-1)$$

$$\Rightarrow 2 + (-1) \underline{2^2(2^{h-2} - 1)} + 2^h(h-1)$$

$$= 2 + (-1) \underline{(2^h - 2^2)} + 2^h(h-1)$$

$$= 2 - 2^n + 2^2 + 2^n (n-1)$$

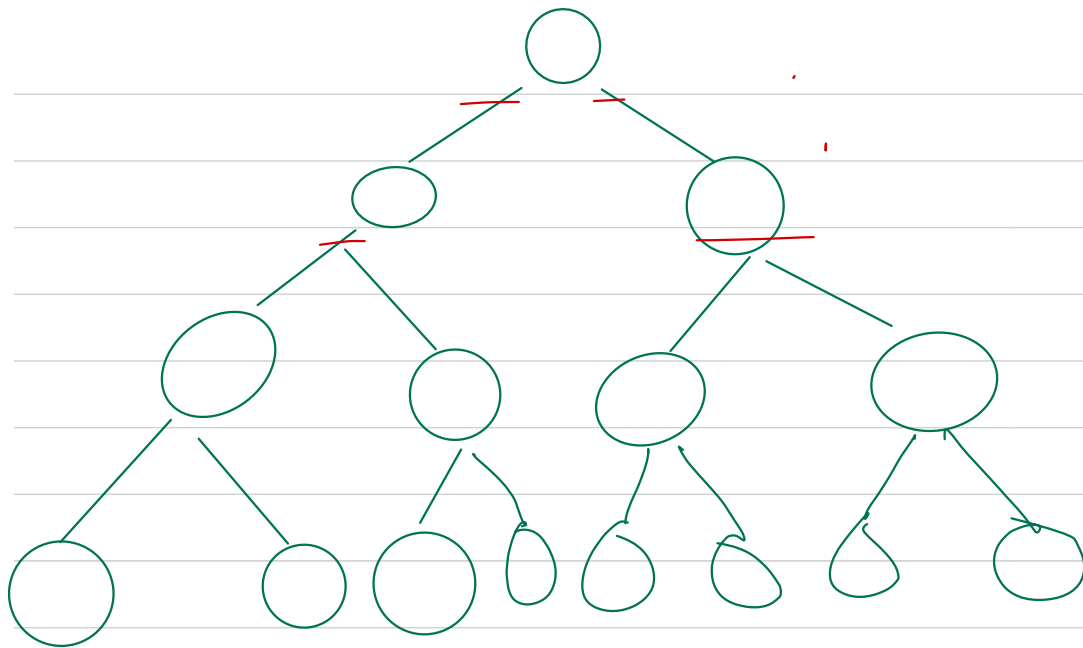
$$\underline{\underline{n = \log n}}$$

$$\Rightarrow 2 - 2^{\log n} + 2^2 + 2^{\log n} (\log n - 1)$$

$\underbrace{\hspace{10em}}_{\log n} \quad \underbrace{\hspace{10em}}_{10}$

$$2^{\log n} = \underline{\underline{1}}$$

$$\underline{\underline{O(n \log n)}}$$



$$2^0 + 2^1 + 2^2 + \dots + 2^{h-2} + 2^{h-1} = n$$

$$\frac{1 \times (2^{h-1} - 1)}{2 \times 2^{h-1}} + 2^{h-1} = n$$

$$2 \times 2^{h-1} = n + 1$$

$$\Rightarrow 2^{h-1} = \frac{n+1}{2}$$

half of n nodes

of nodes at last level

0.

1.

2.

3.

height $\rightarrow 3$
 $h = 4$

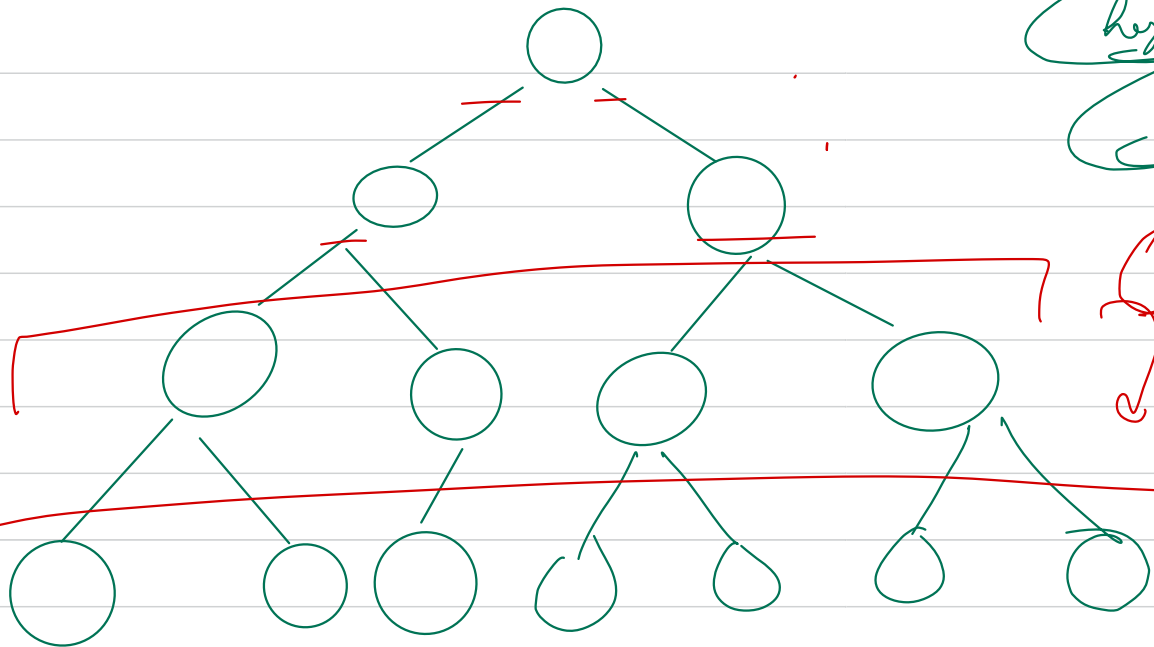
①
 downheap

②
downheapsift

$n/2$

$$2^3 \times 0 + 2^2 \times 1 \rightarrow 2^1 \times 2 \quad 2^0 \times 3$$

= =



$$S = \underbrace{2^{h-1} \times 0}_x + 2^{h-2} \times 1 + 2^{h-3} \times 2 - - - - - 2^2 \times (h-3) + 2^1 \times (h-2) + 2^0 \times (h-1)$$

$$S = 2^{h-2} + \underbrace{2^{h-3}}_{\text{red circle}} \times 2 + 2^{h-4} \times 3 - - - - - 2^2 \times (h-3) + 2^1 \times (h-2) + \underbrace{2^0 \times (h-1)}_{\text{red circle}}$$

$$2S = \underbrace{2^{h-2} \times 2}_{\text{red arrow}} + 2^{h-2} \times 2 + \underbrace{2^{h-3}}_{\text{red circle}} \times 3 - - - - - 2^3 \times (h-3) + 2^2 \times (h-2) + 2^1 \times (h-1)$$

$$S = 2^{h-1} + 2^{h-2} + 2^{h-3} + 2^{h-4} - - - - - 2^3 + 2^2 + 2^1 - (h-1)$$

$$= 2^{h-1} + 2 \left(2^{h-2} - 1 \right) - (h-1)$$

$$\Rightarrow 2^{h-1} + 2^{h-1} - 2 - h + 1$$

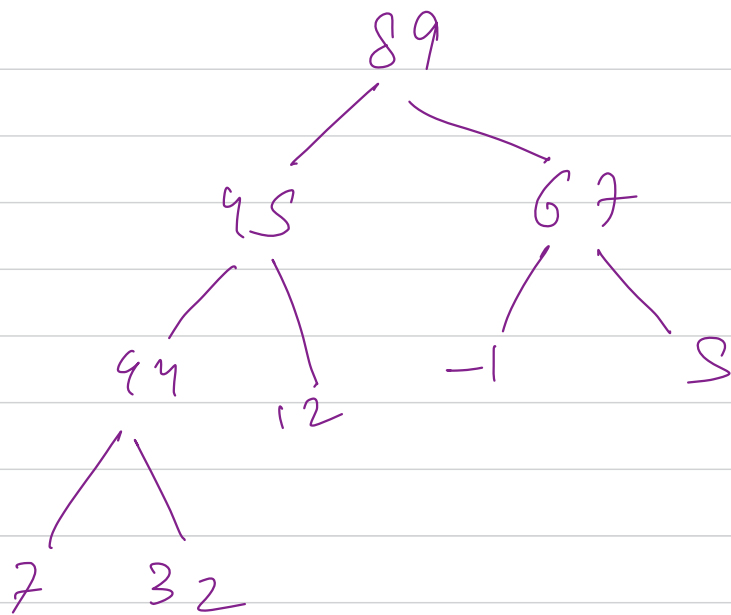
$$\Rightarrow 2 \times 2^{h-1} - 1 - h$$

$$S = 2^n - n - 1$$

$$2^h$$
$$2^{\log n} = n$$

$$S = n - \log n - 1$$

$$\Rightarrow \underline{\underline{O(n)}}$$



→ one by one input

↳ array ← $O(n)$

↓
build heap → $O(n)$