

**NPTEL MOOC**

# **PROGRAMMING, DATA STRUCTURES AND ALGORITHMS IN PYTHON**

**Week 6, Lecture 5**

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# Job scheduler

- \* A job scheduler maintains a list of pending jobs with their priorities.
- \* When the processor is free, the scheduler picks out the job with maximum priority in the list and schedules it.
- \* New jobs may join the list at any time.
- \* How should the scheduler maintain the list of pending jobs and their priorities?



# Priority queue

- \* Need to maintain a list of jobs with priorities to optimise the following operations
  - \* `delete_max()`
    - \* Identify and remove job with highest priority
    - \* Need not be unique
  - \* `insert()`
    - \* Add a new job to the list



# Linear structures

- \* Unsorted list

- \* `insert()` takes  $O(1)$  time

- \* `delete_max()` takes  $O(n)$  time

- \* Sorted list

- \* `delete_max()` takes  $O(1)$  time

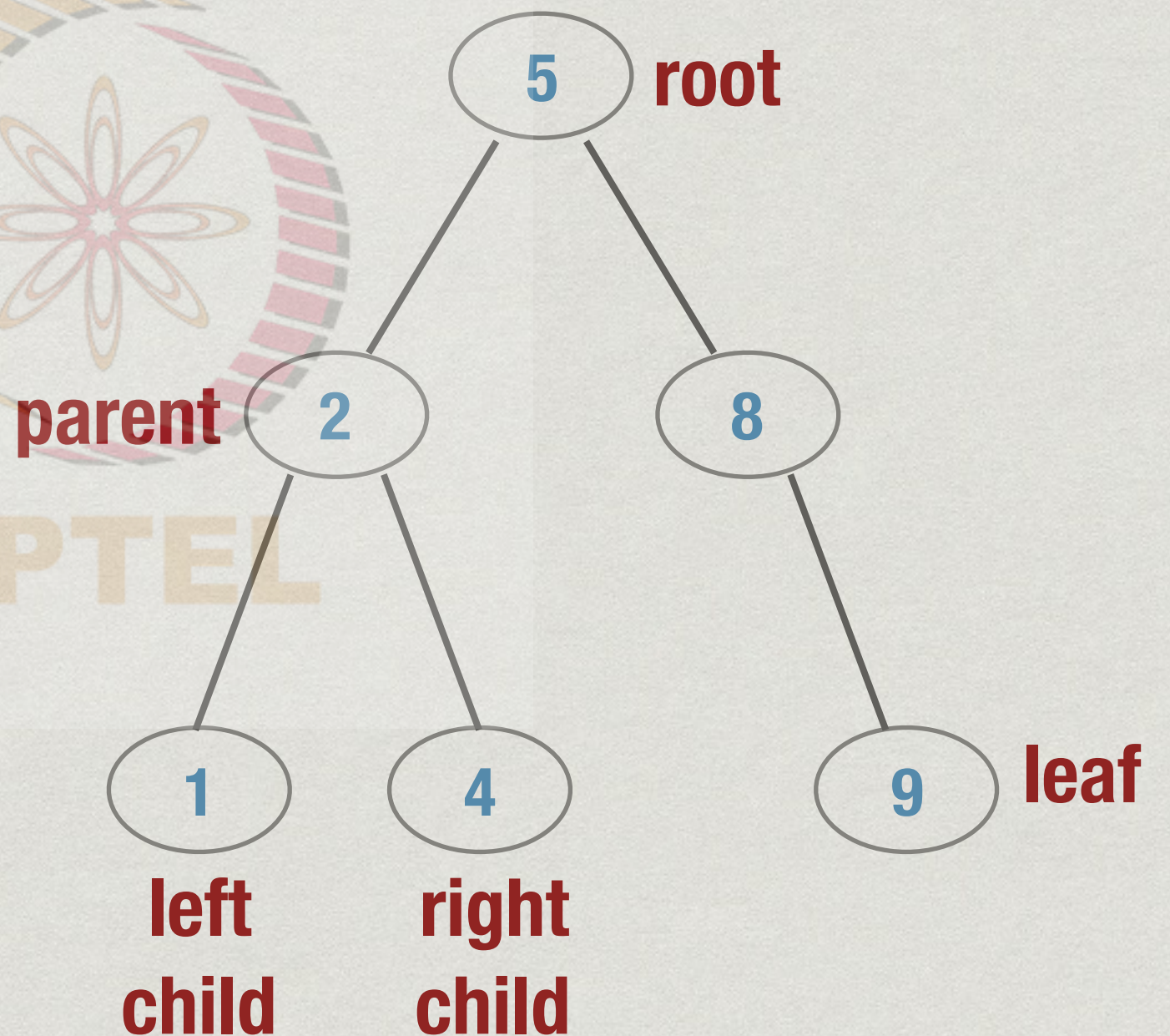
- \* `insert()` takes  $O(n)$  time

- \* Processing a sequence of  $n$  jobs requires  $O(n^2)$  time



# Binary tree

- \* Two dimensional structure
- \* At each node
  - \* Value
  - \* Link to parent, left child, right child





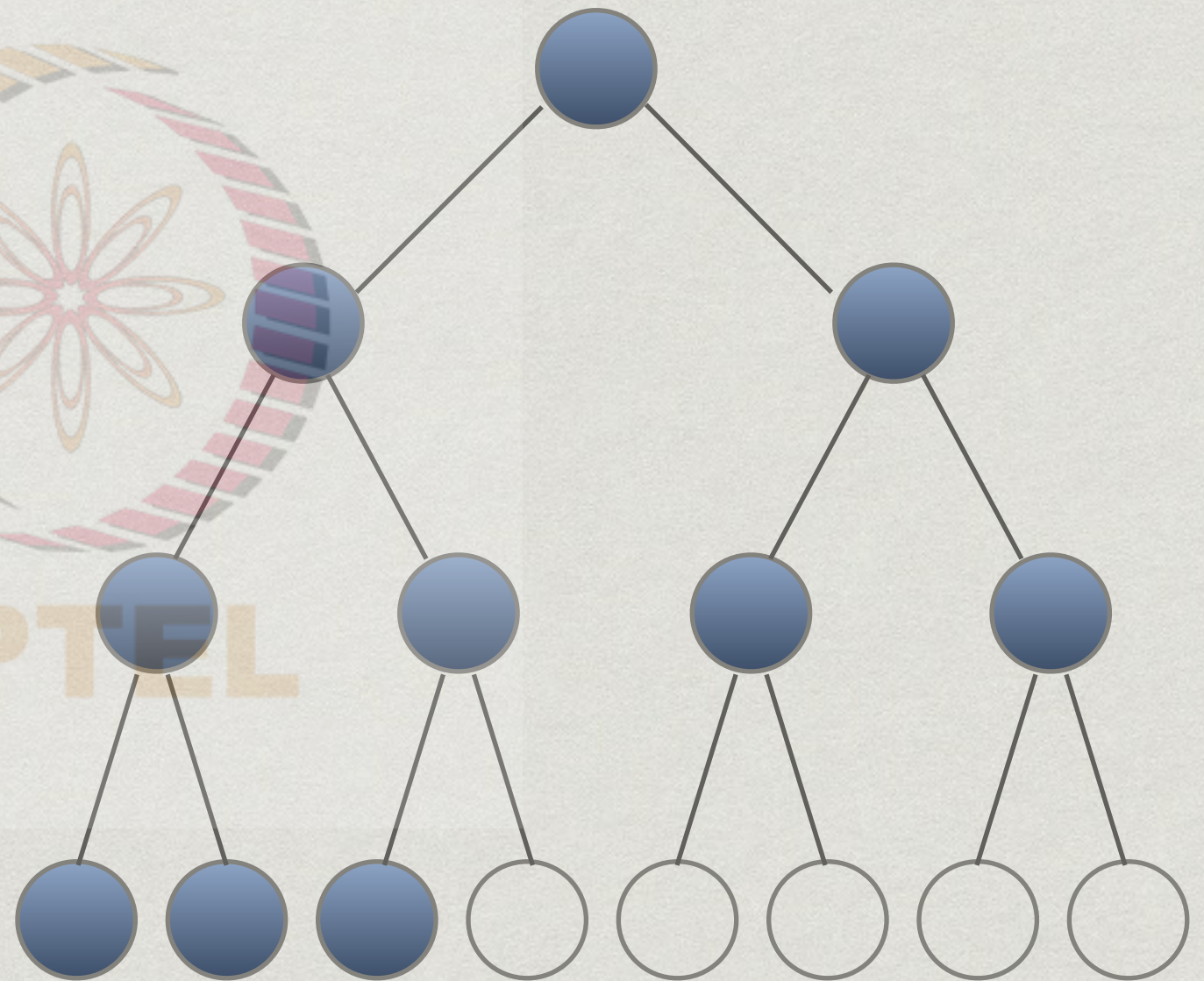
# Priority queues as trees

- \* Maintain a special kind of binary tree called a **heap**
  - \* **Balanced**:  $N$  node tree has height  $\log N$
- \* Both `insert()` and `delete_max()` take  $O(\log N)$ 
  - \* Processing  $N$  jobs takes time  $O(N \log N)$
- \* Truly flexible, need not fix upper bound for  $N$  in advance



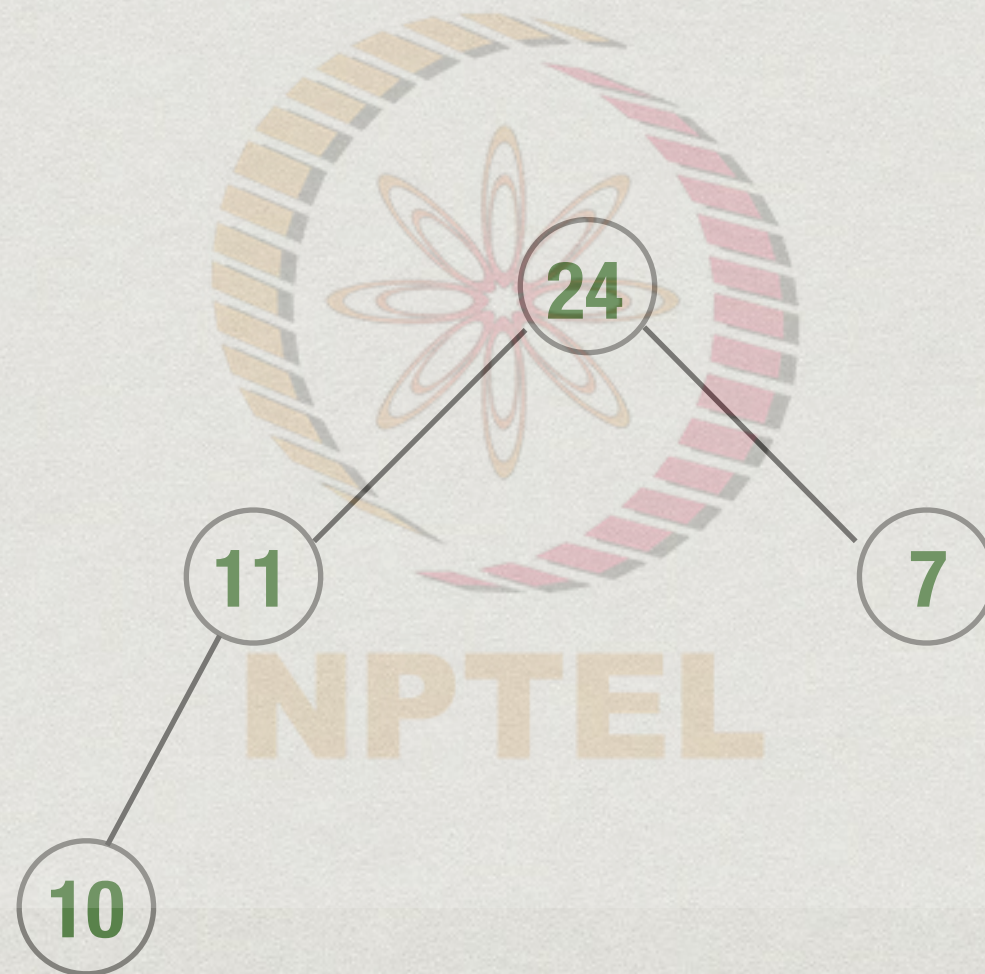
# Heaps

- \* Binary tree filled level by level, left to right
- \* At each node, value stored is bigger than both children
- \* (Max) Heap  
Property Binary tree filled level by level, left to right



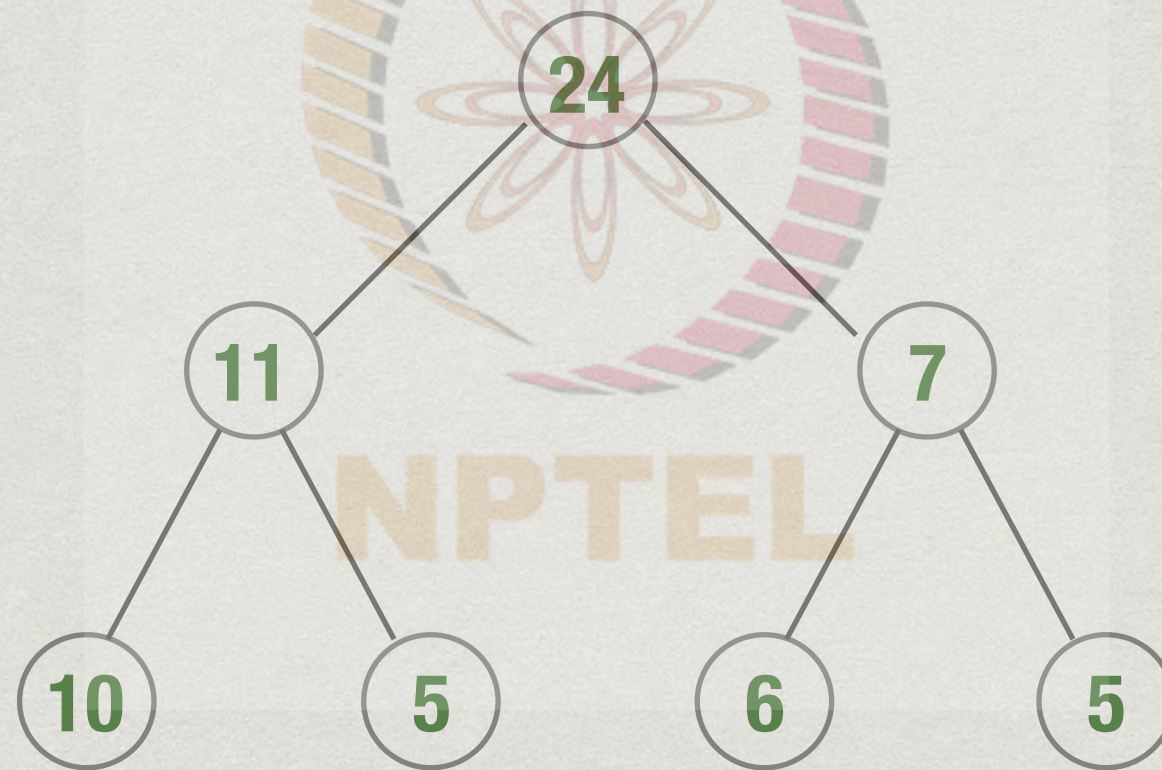


# Examples





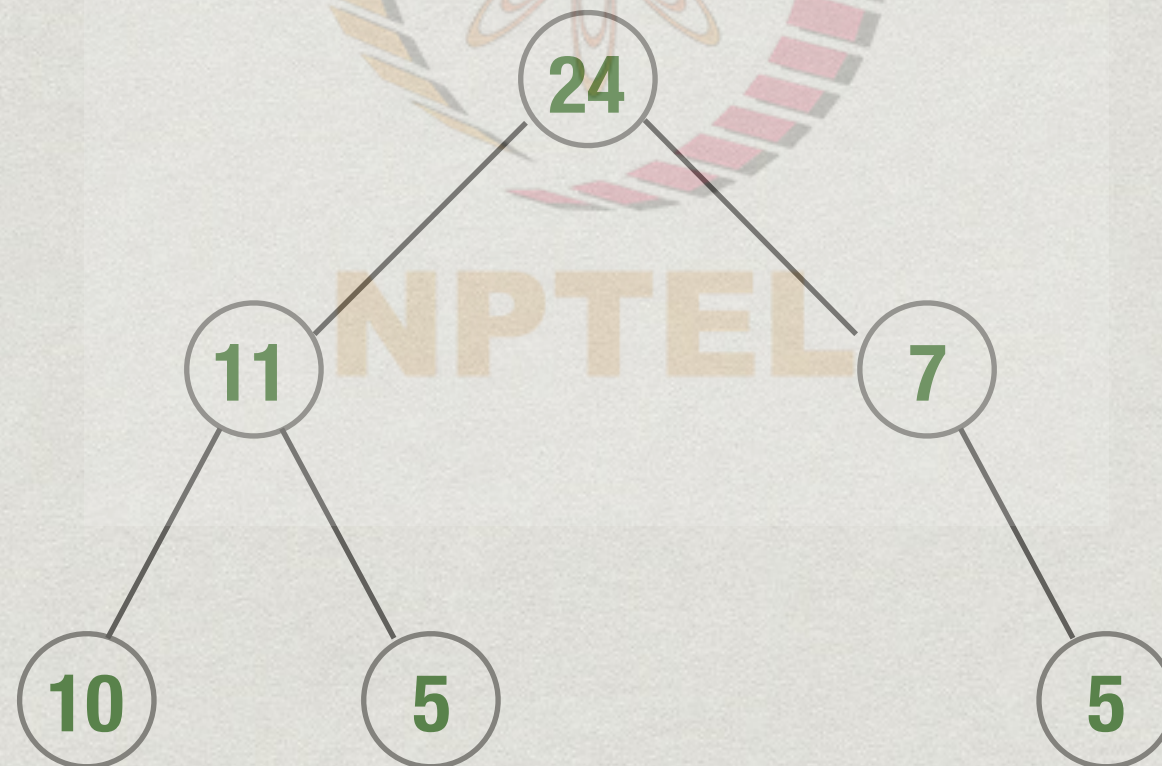
# Examples





# Non-examples

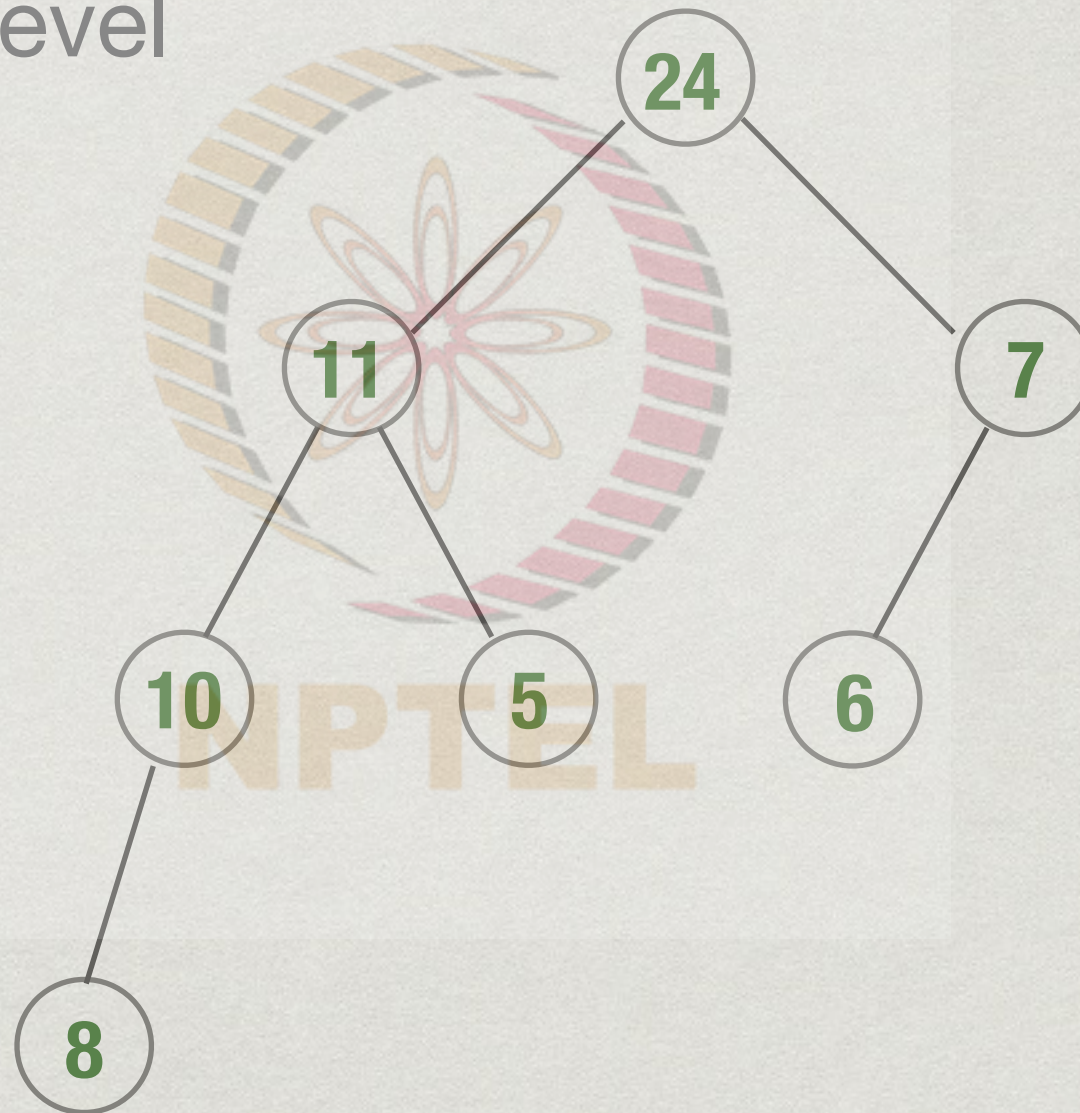
- \* No “holes” allowed





# Non-examples

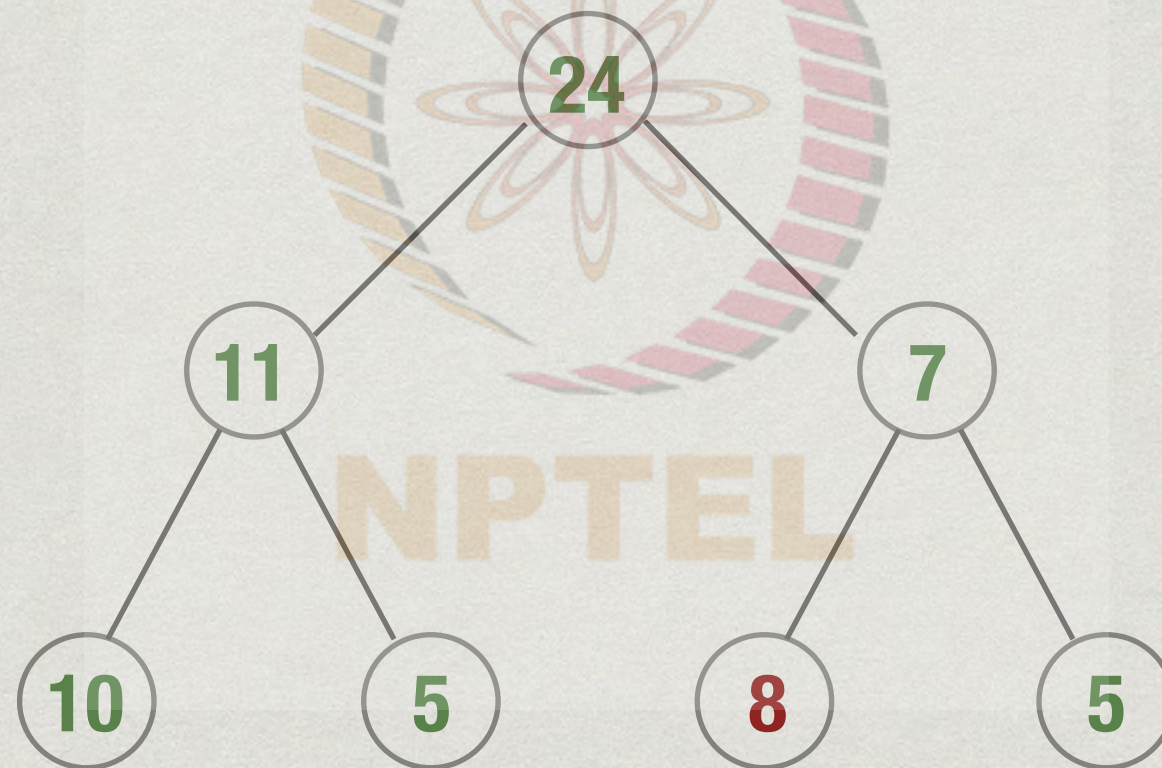
- \* Can't leave a level incomplete





# Non-examples

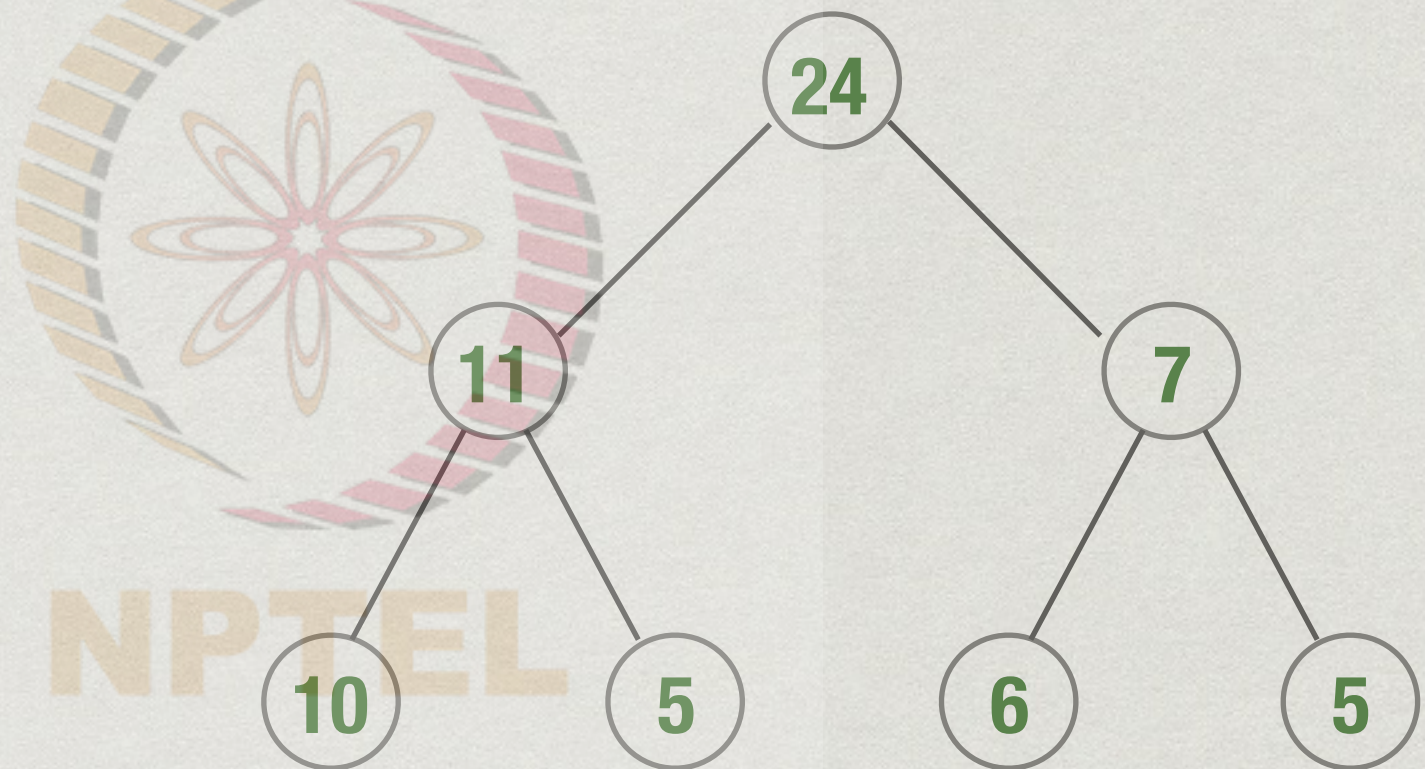
- \* Violates heap property





# insert()

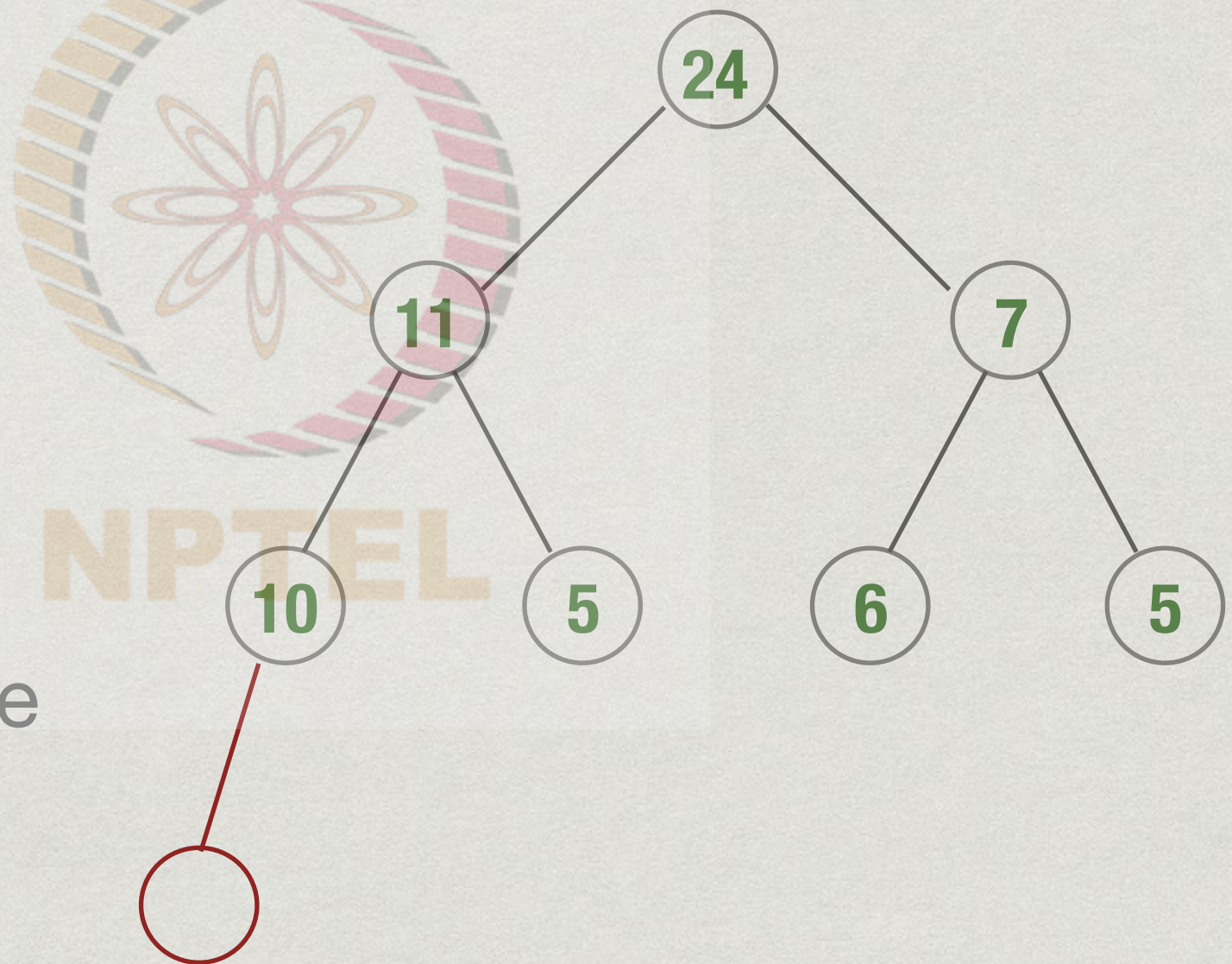
- \* insert 12
- \* Position of new node is fixed by structure
- \* Restore heap property along the path to the root





# insert()

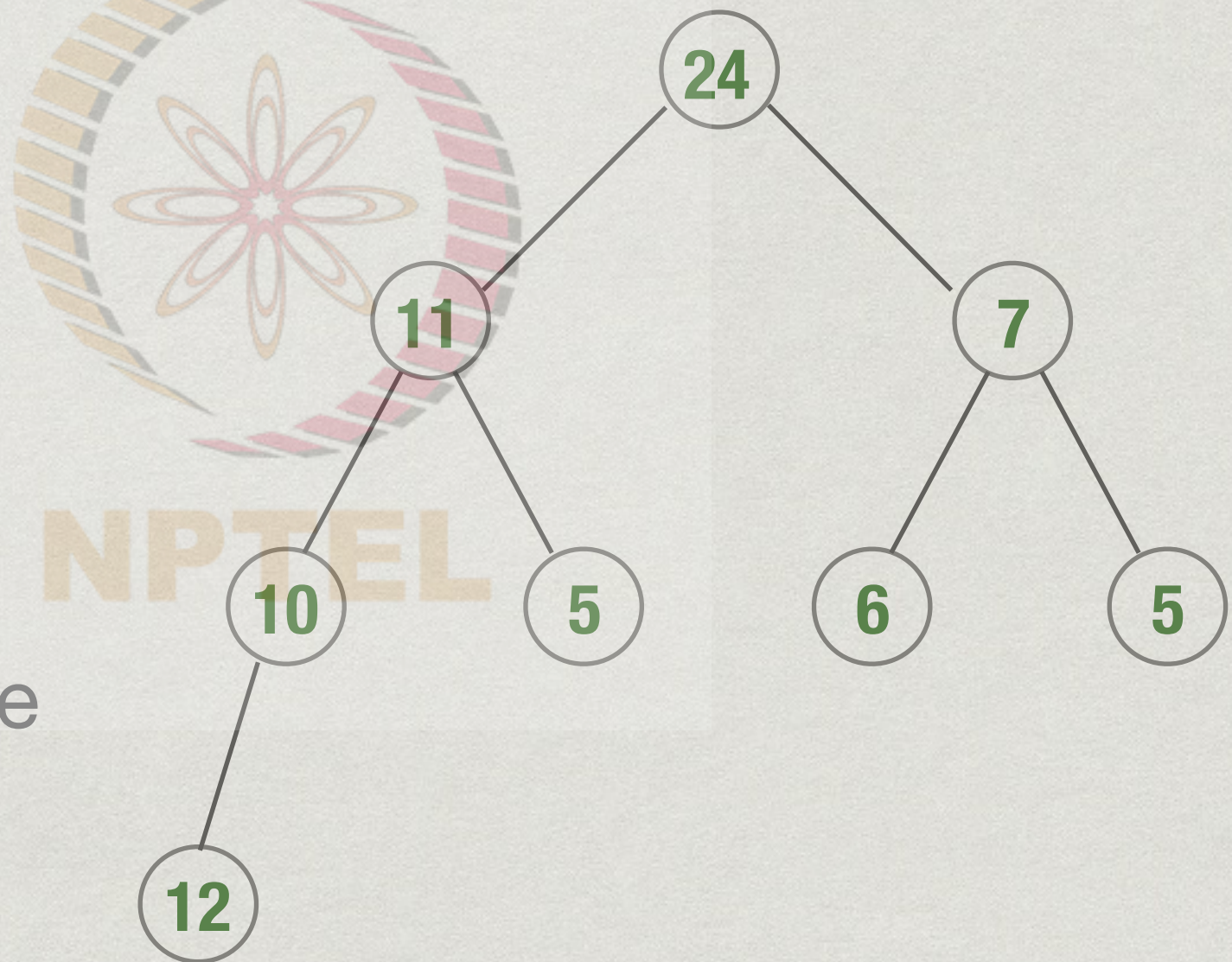
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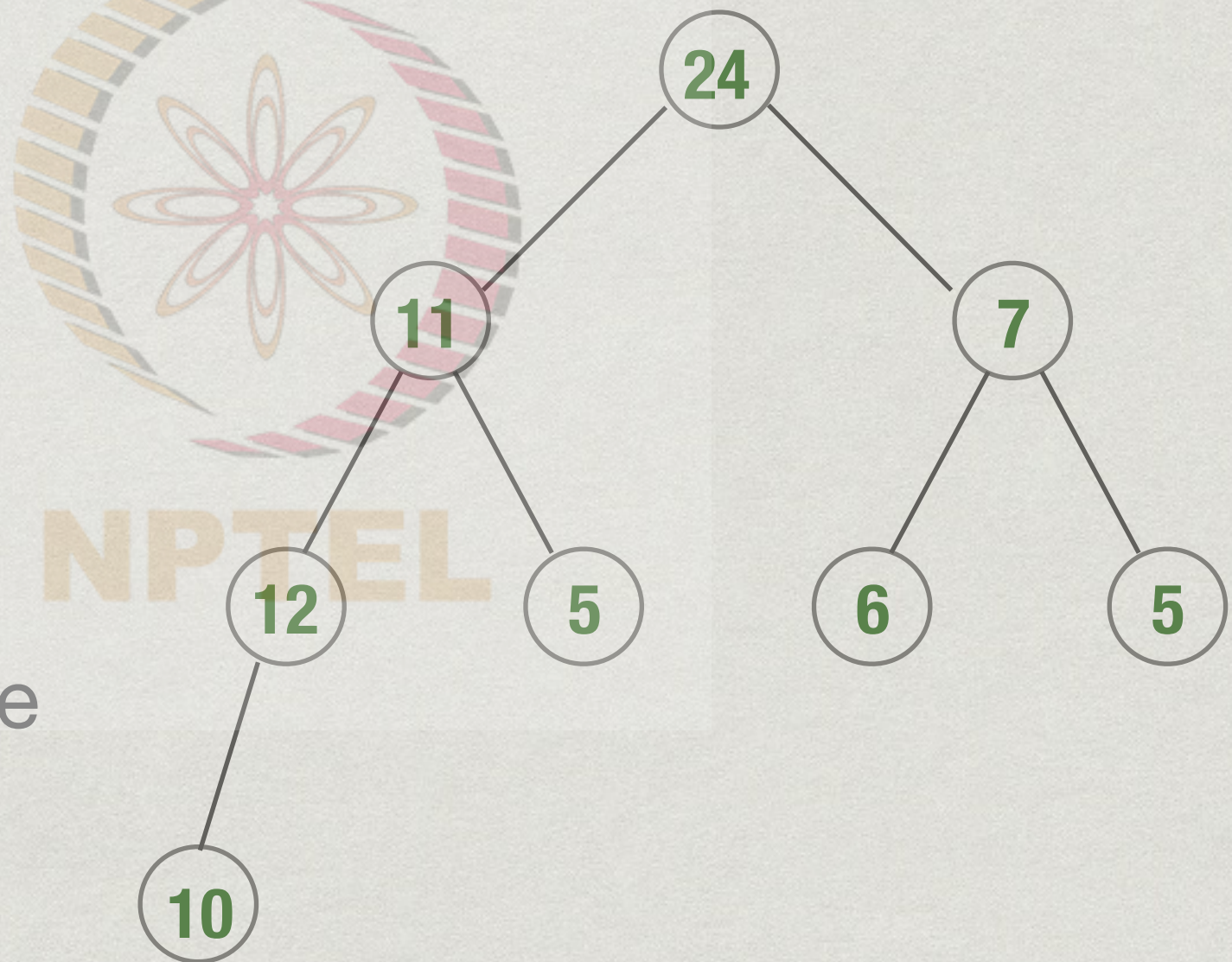
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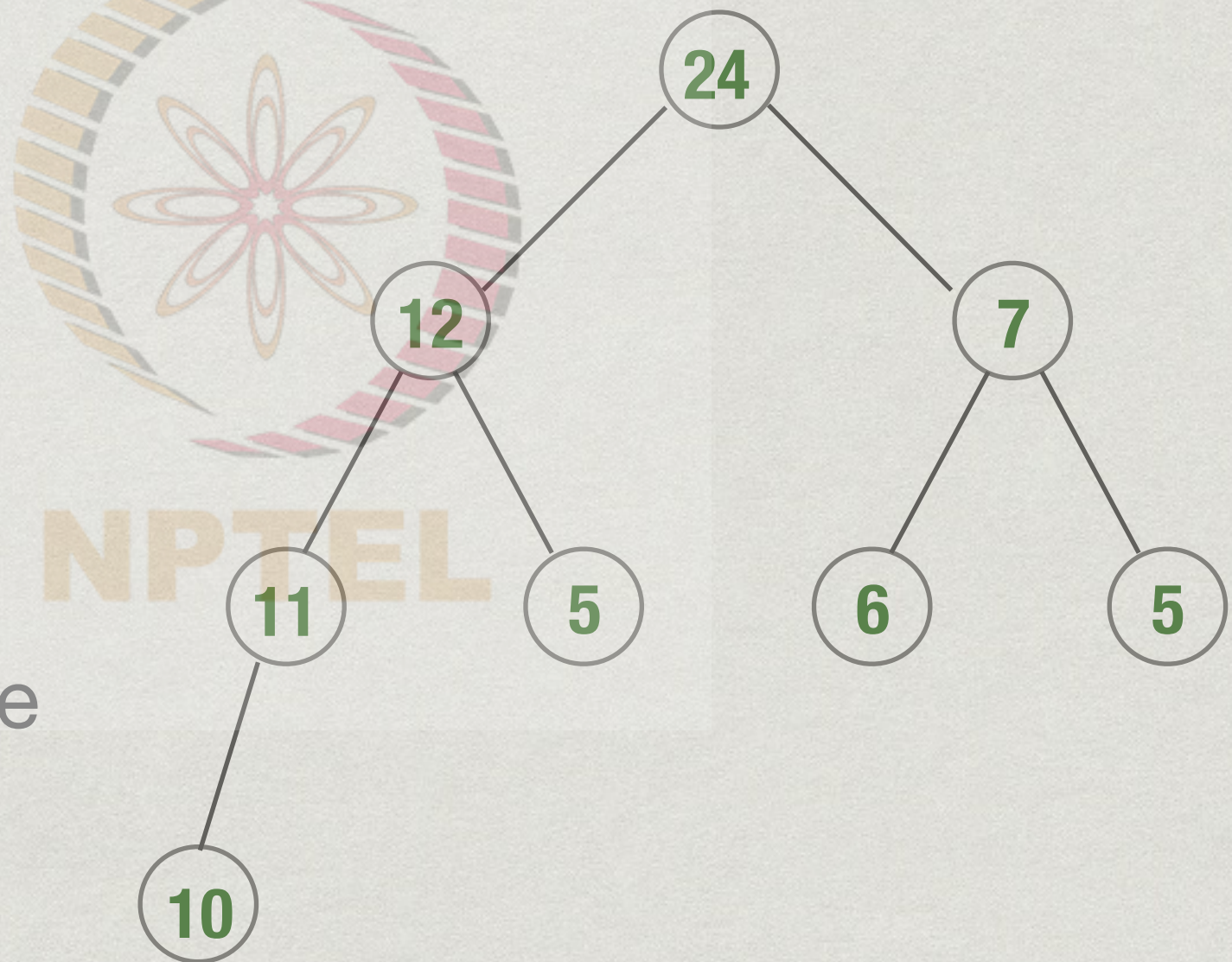
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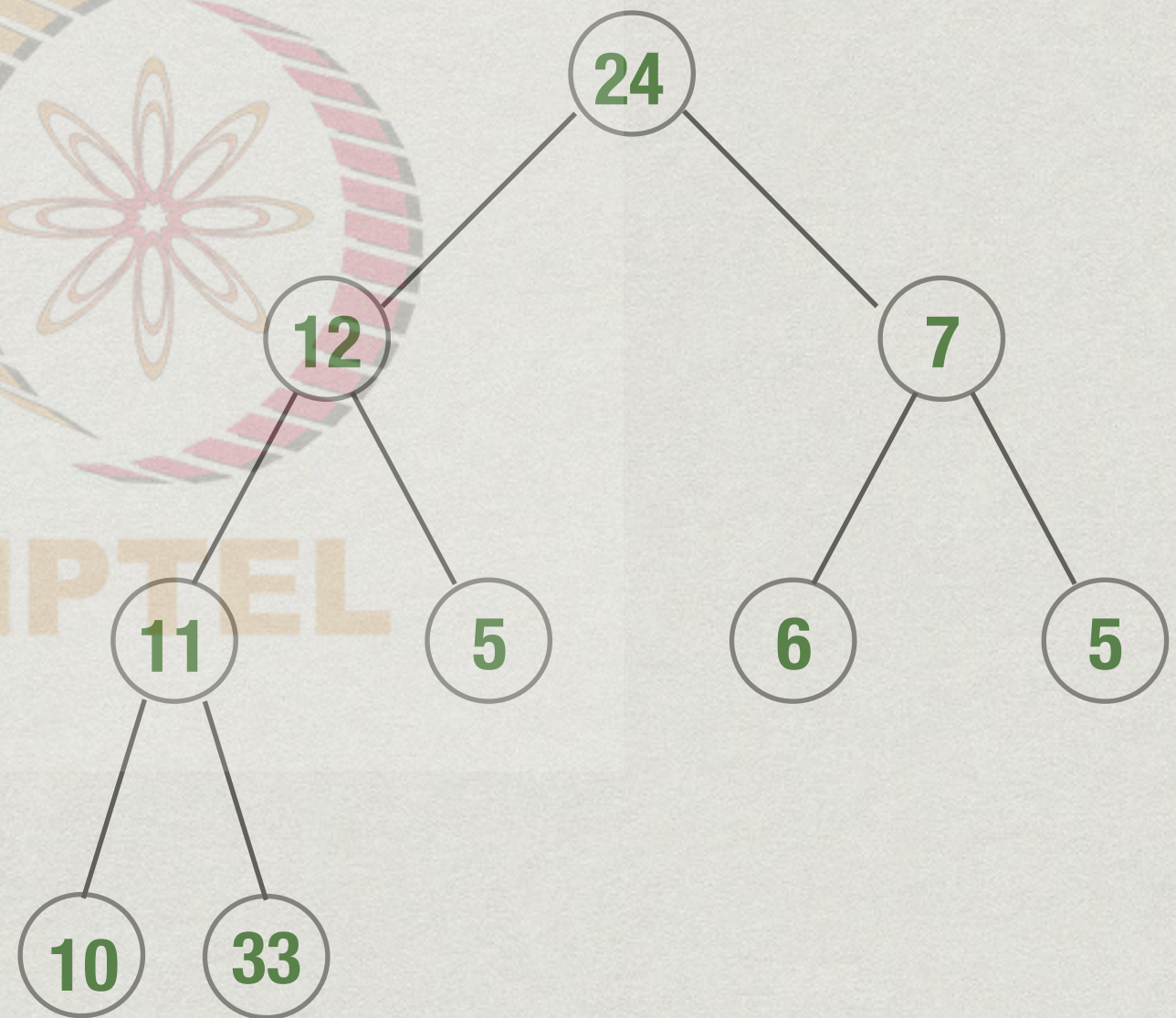
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# insert()

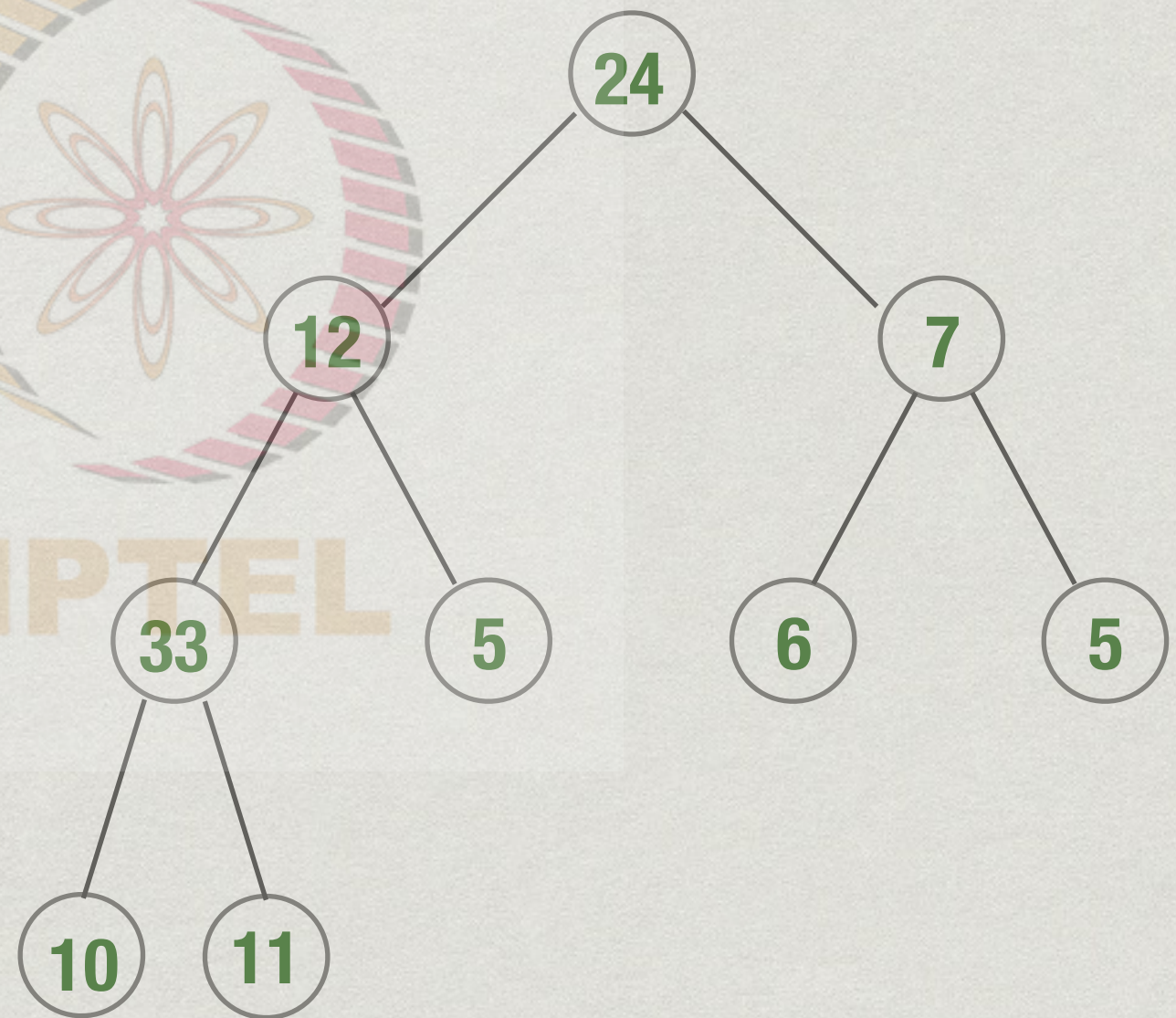
\* insert 33





# insert()

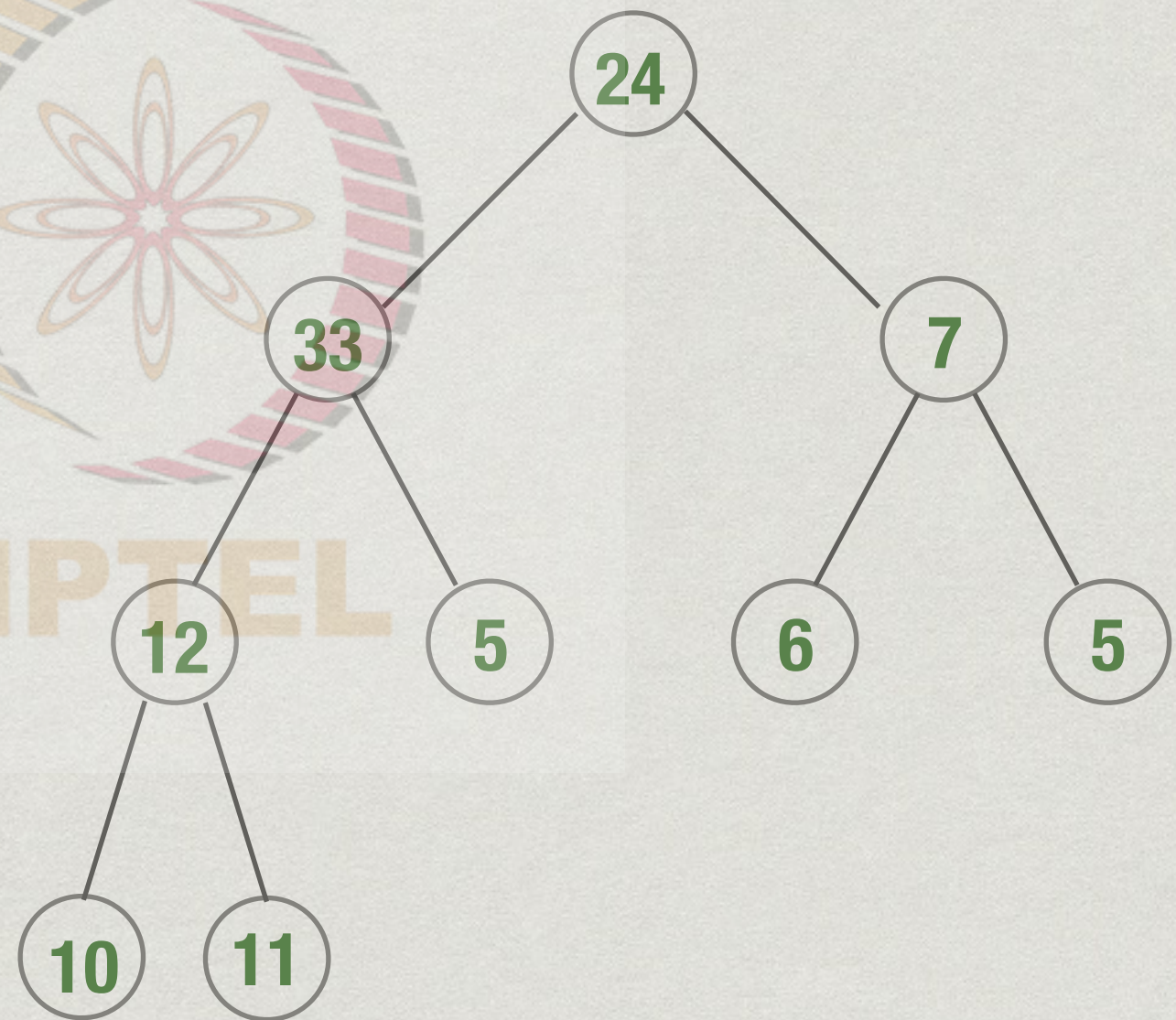
\* insert 33





# insert()

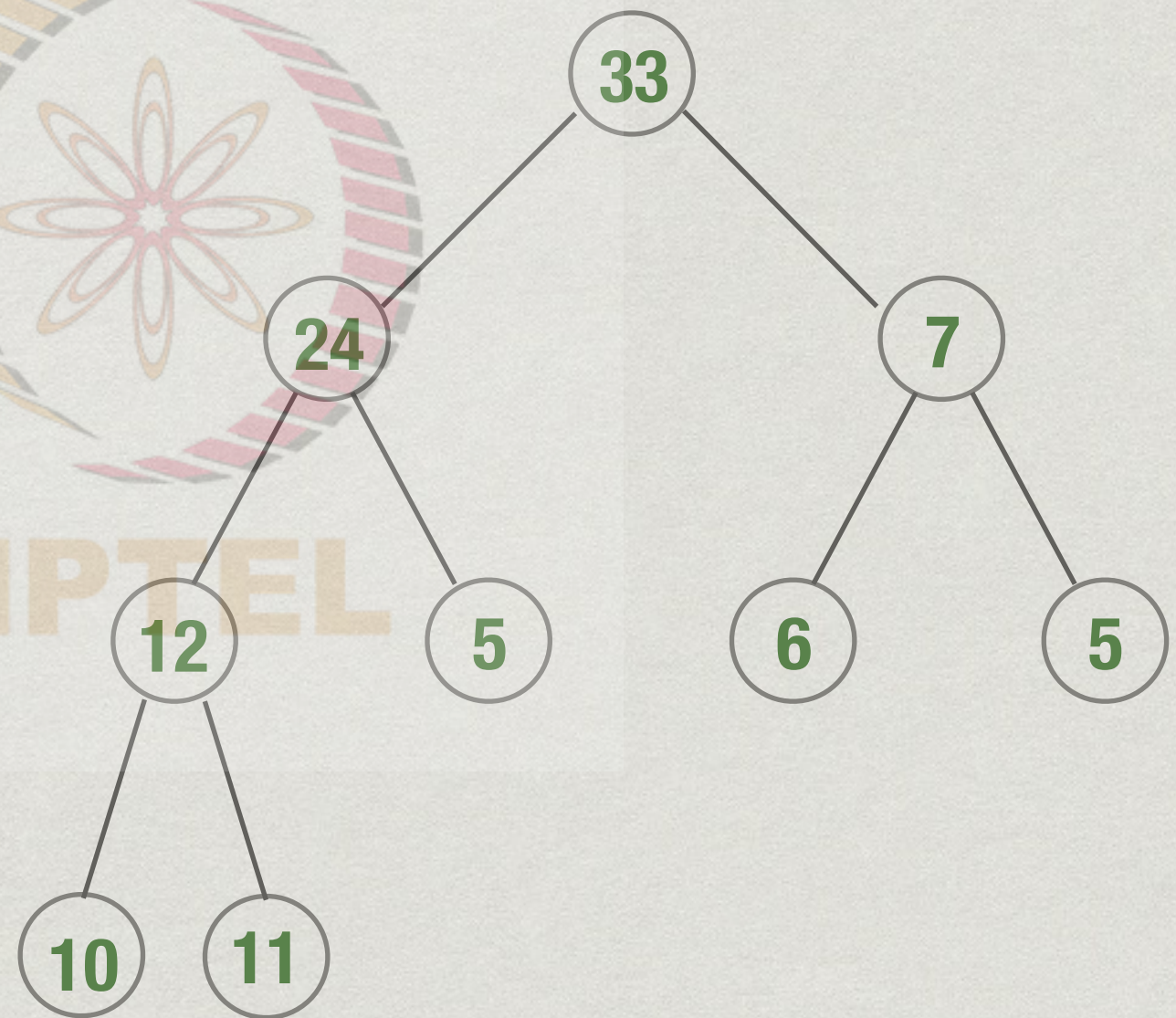
\* insert 33





# insert()

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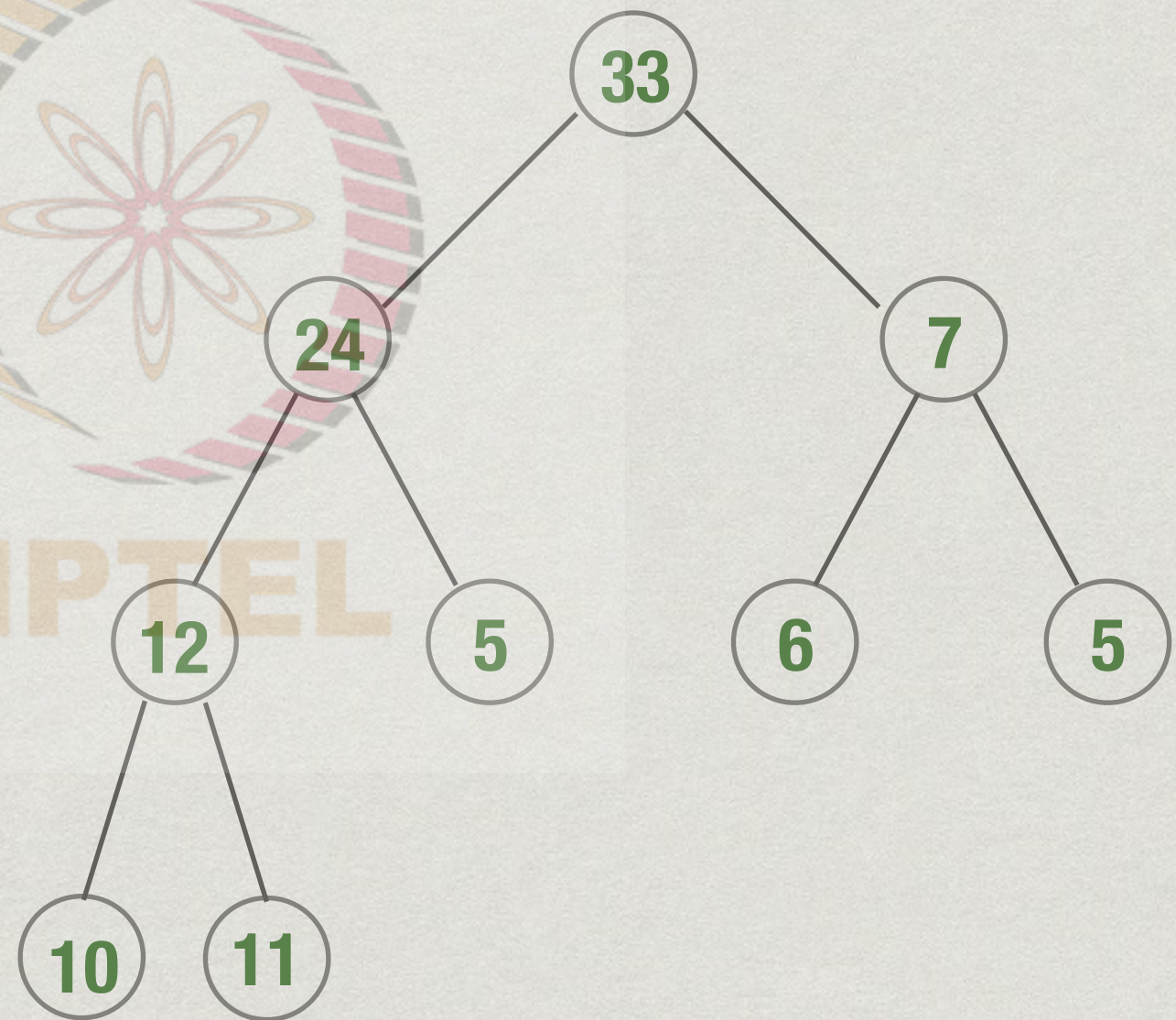
# Complexity of insert( )

- \* Need to walk up from the leaf to the root
  - \* Height of the tree
- \* Number of nodes at level 0,1,...,i is  $2^0, 2^1, \dots, 2^i$
- \* K levels filled :  $2^0 + 2^1 + \dots + 2^{k-1} = 2^k - 1$  nodes
- \* N nodes : number of levels at most  $\log N + 1$
- \* insert( ) takes time  $O(\log N)$



# delete\_max()

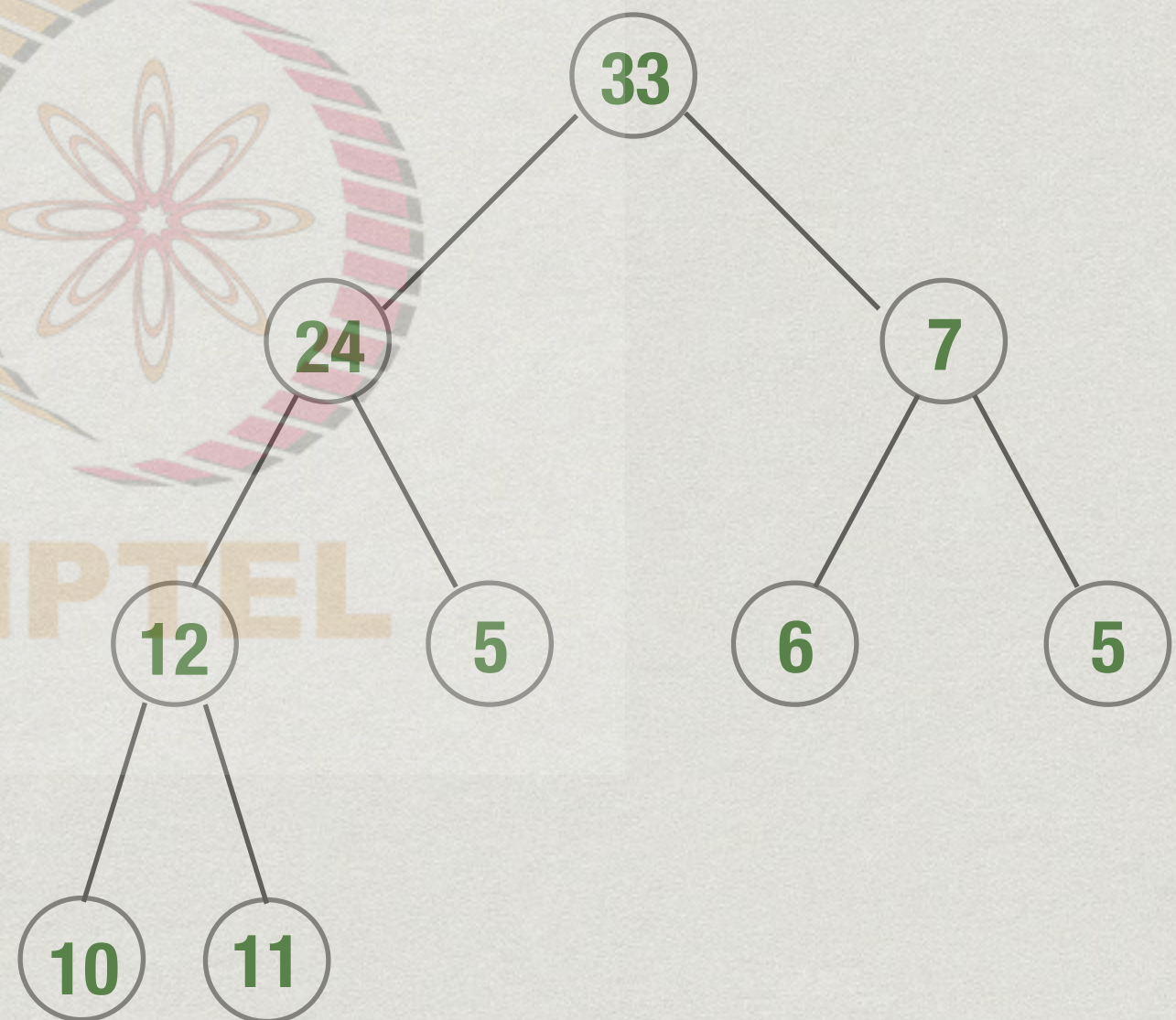
- \* Maximum value is always at the root
- \* From heap property, by induction
- \* How do we remove this value efficiently?





# delete\_max()

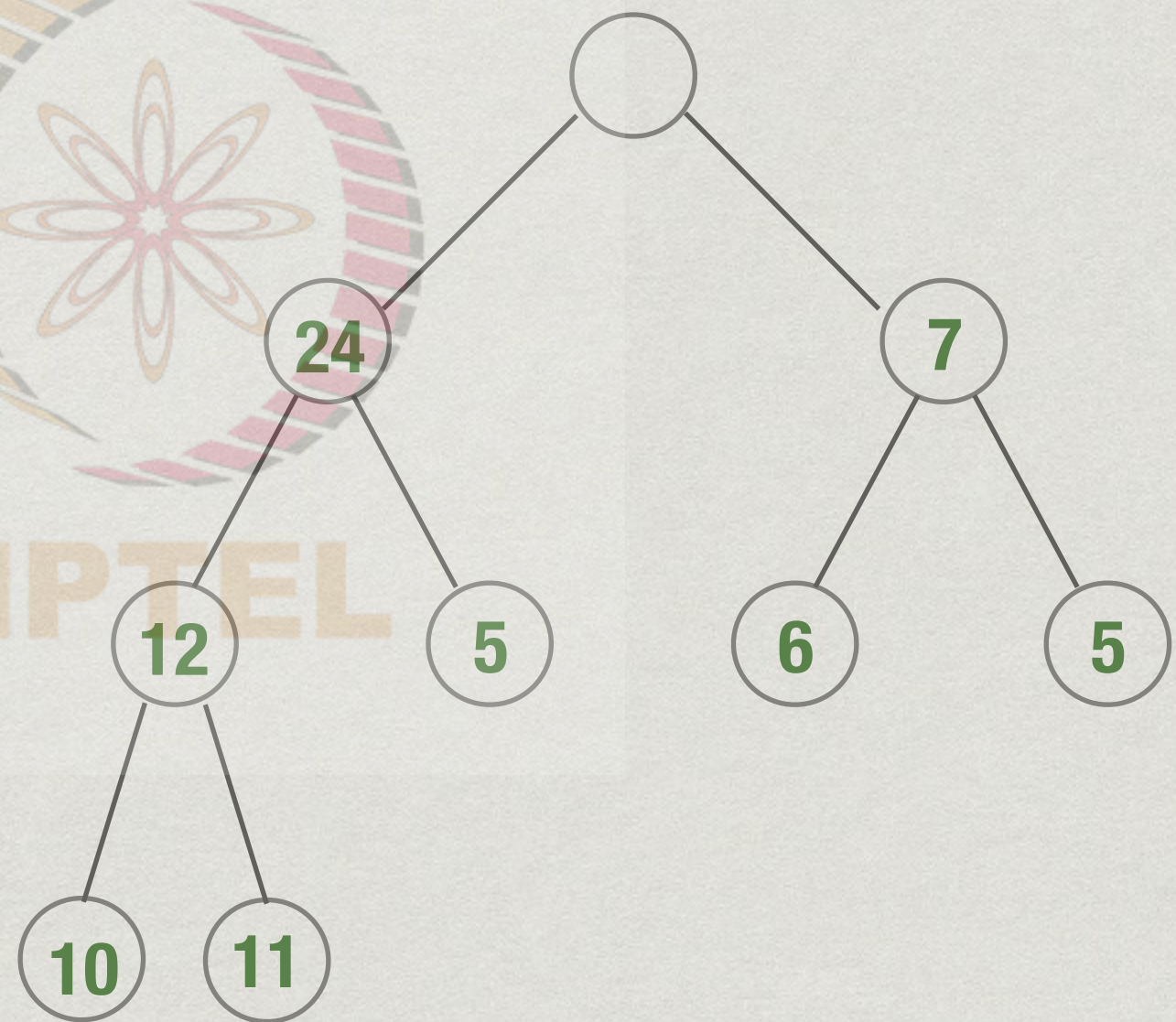
- \* Removing maximum value creates a “hole” at the root
- \* Reducing one value requires deleting last node
- \* Move “homeless” value to root





# delete\_max()

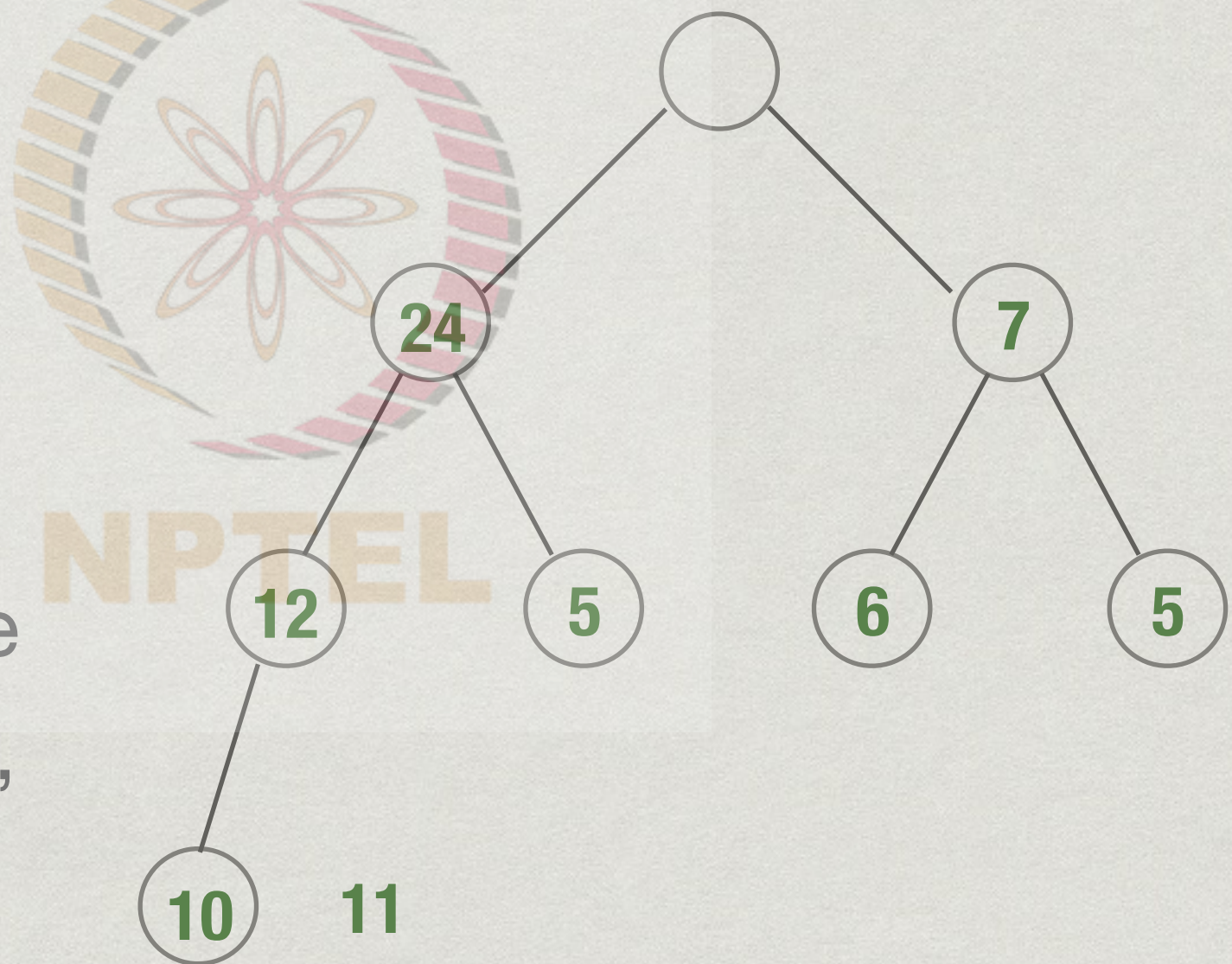
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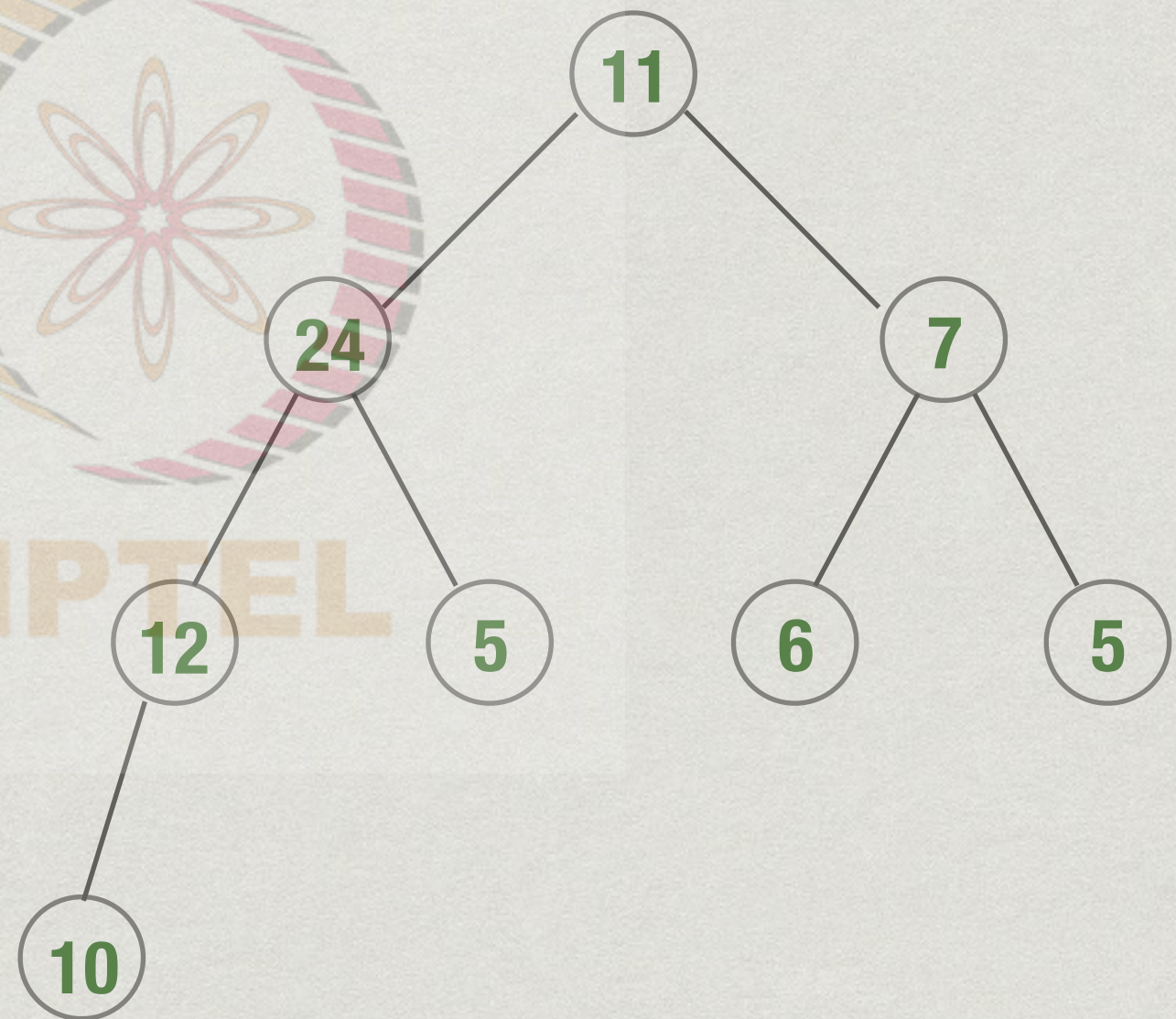
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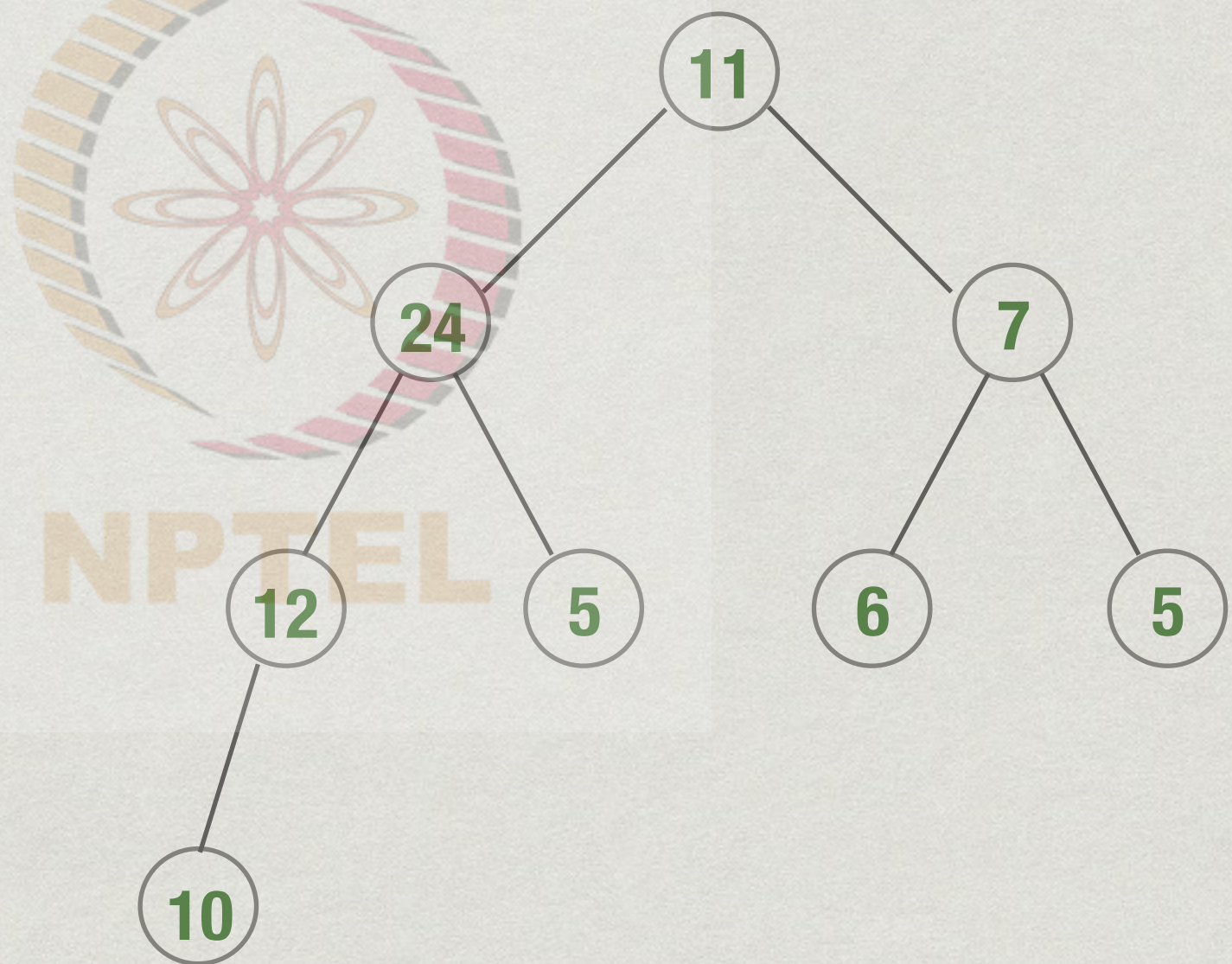
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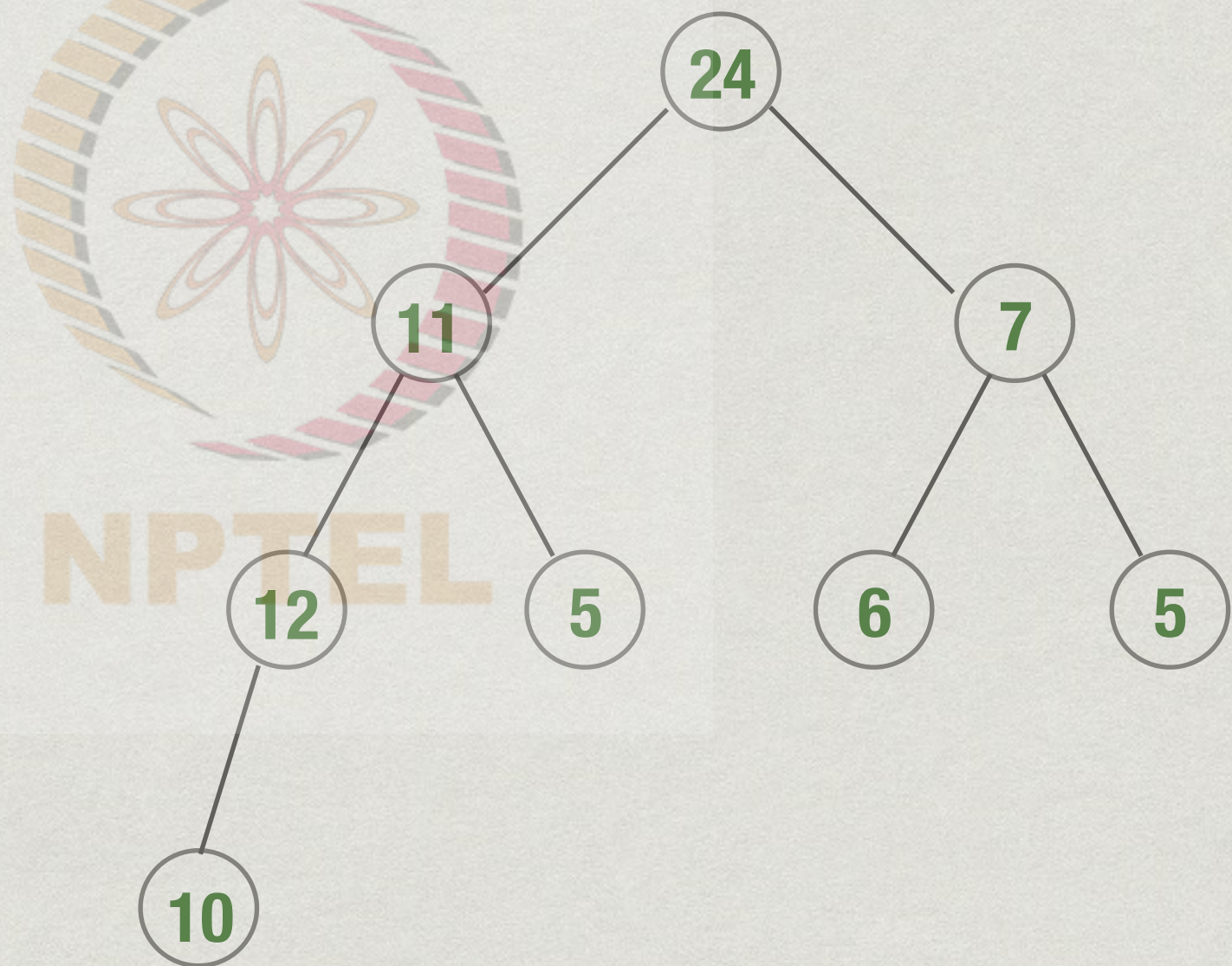
- \* Now restore the heap property from root downwards
- \* Swap with largest child
- \* Will follow a single path from root to leaf





# delete\_max()

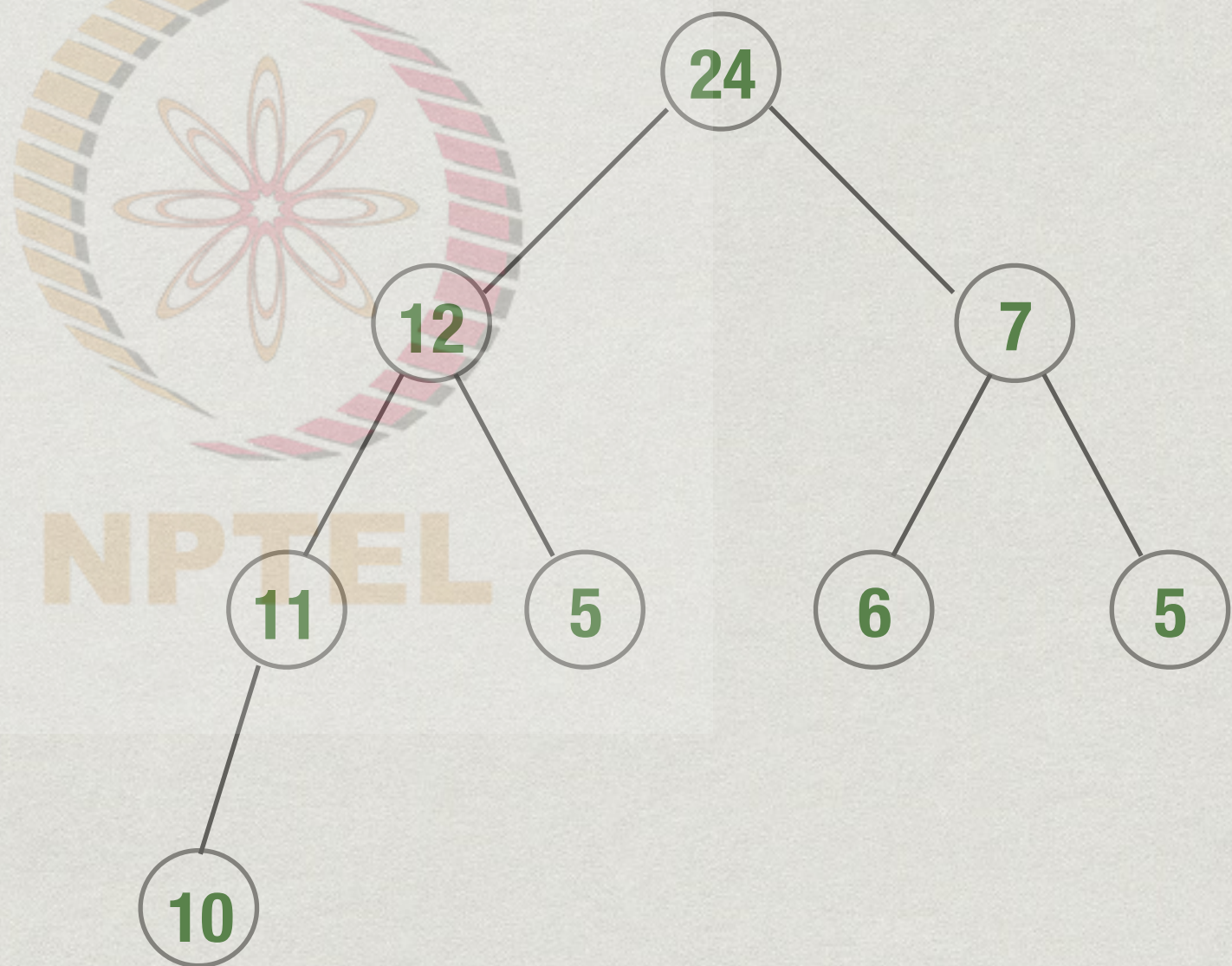
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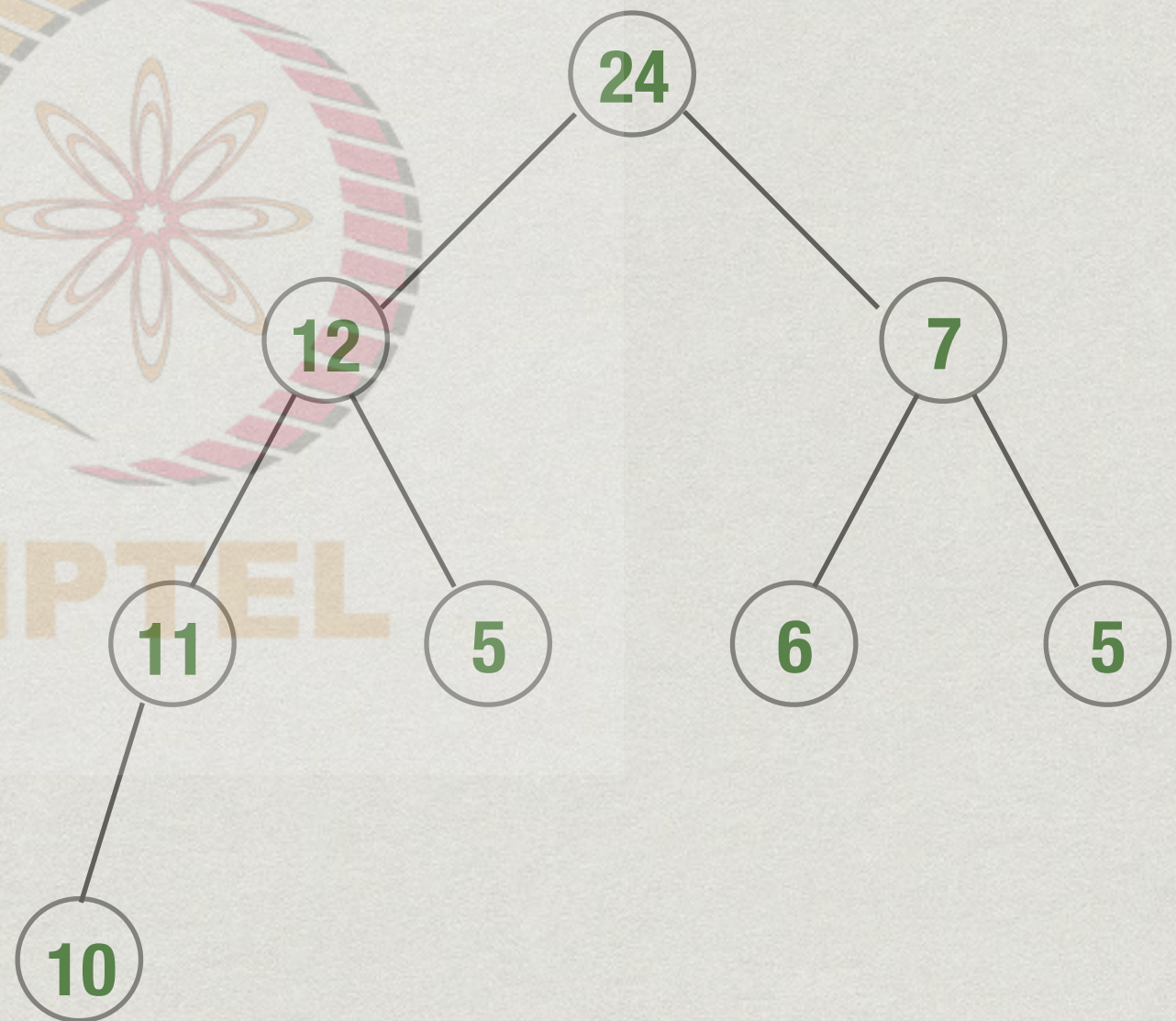
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# delete\_max()

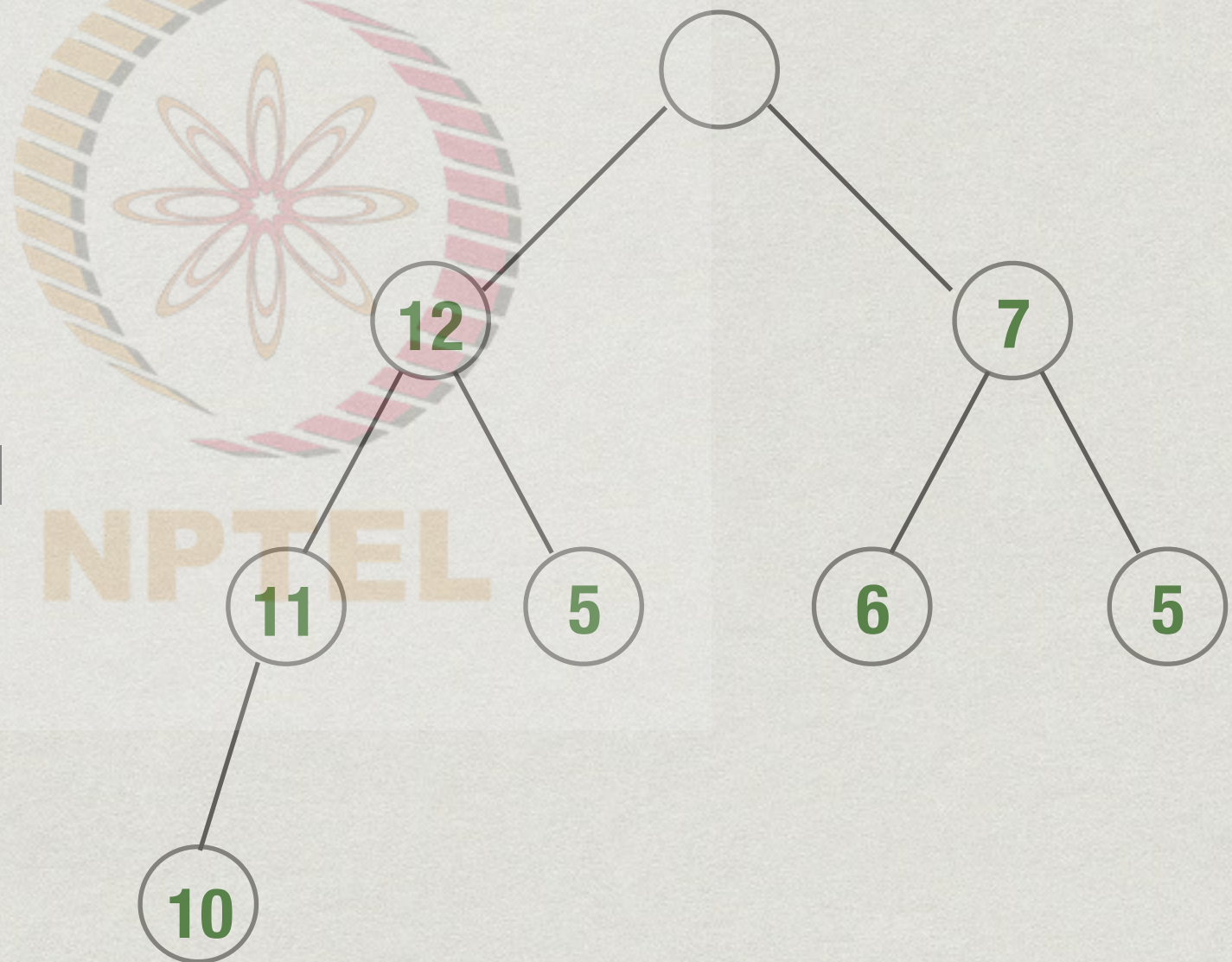
- \* Will follow a single path from root to leaf
- \* Cost proportional to height of tree
- \*  $O(\log N)$





# delete\_max()

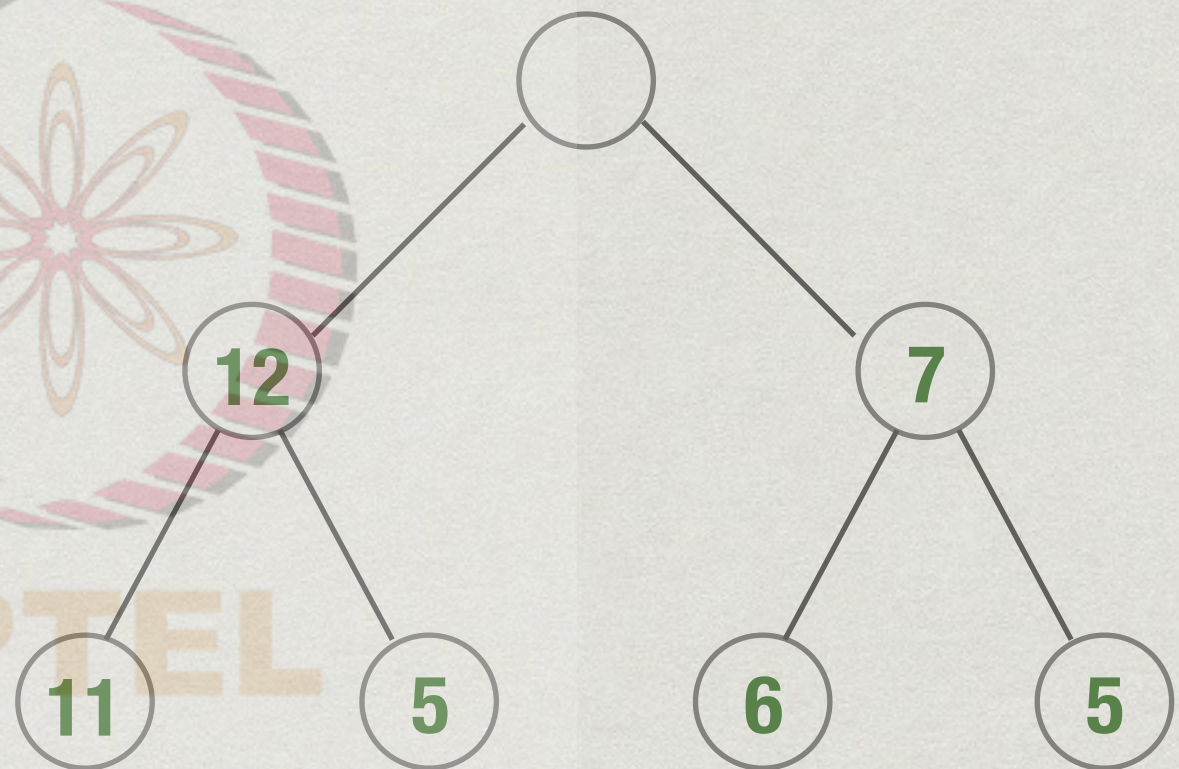
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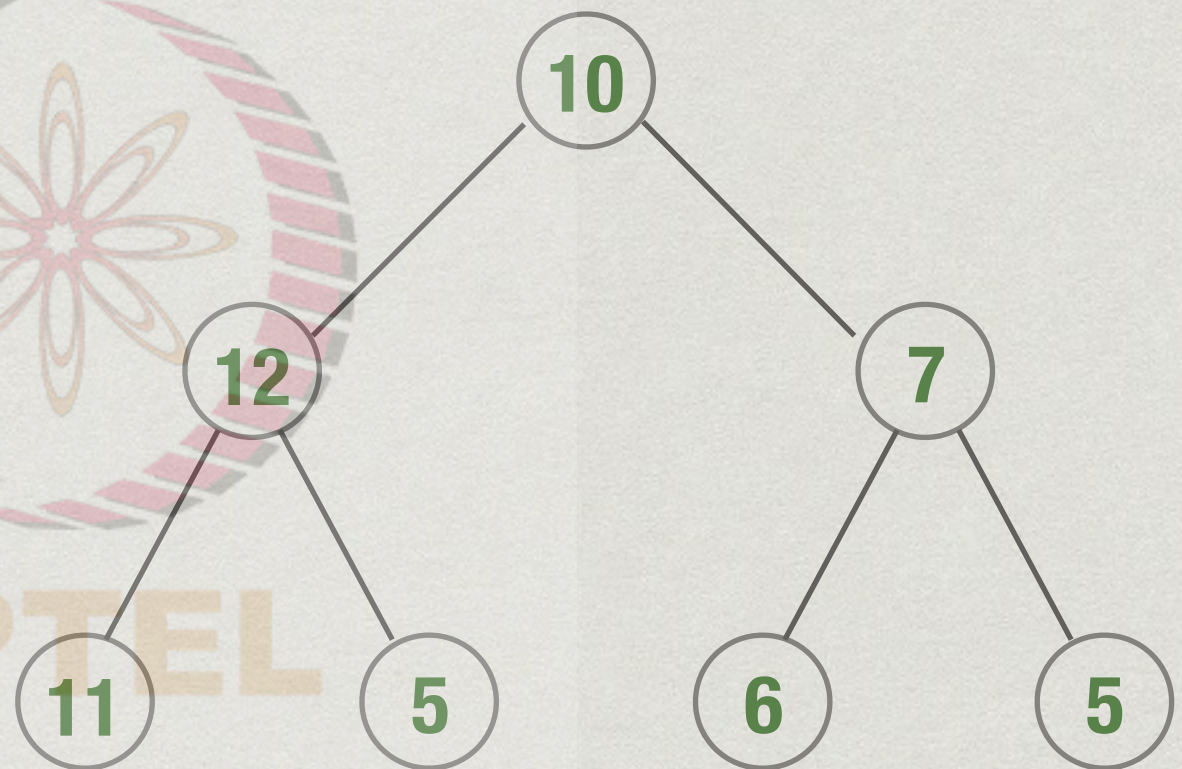


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# delete\_max()

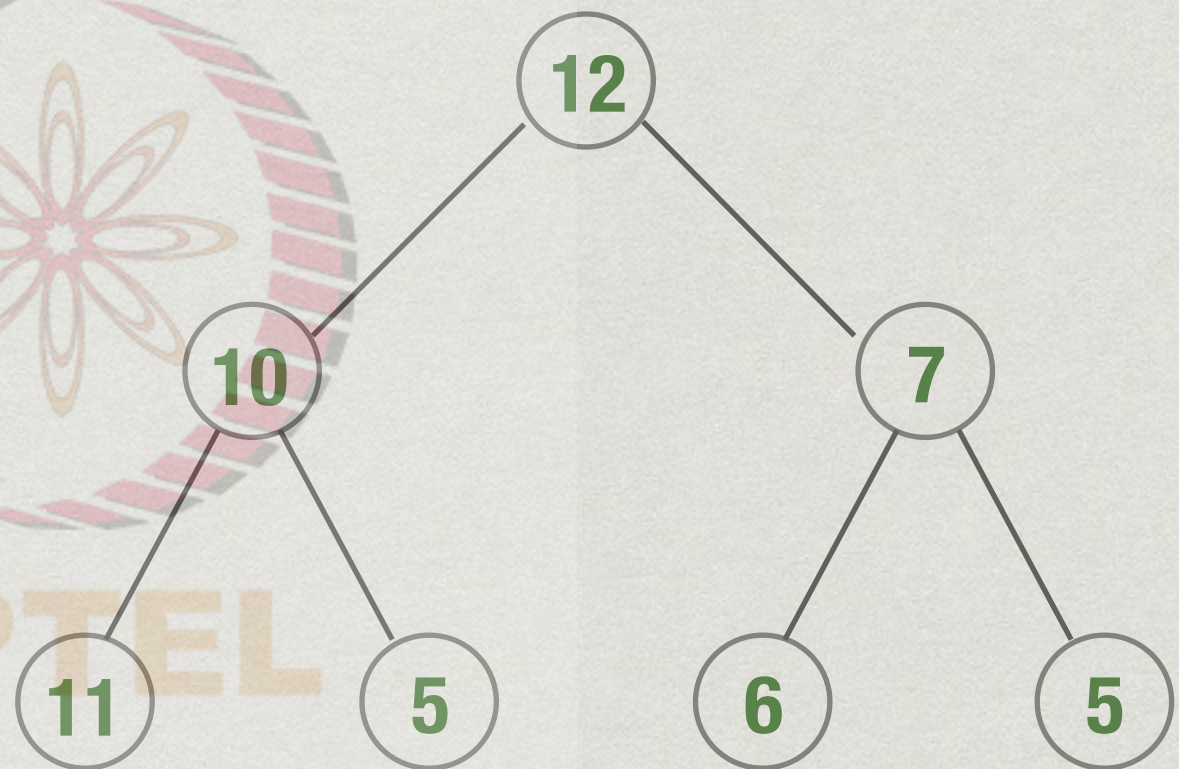
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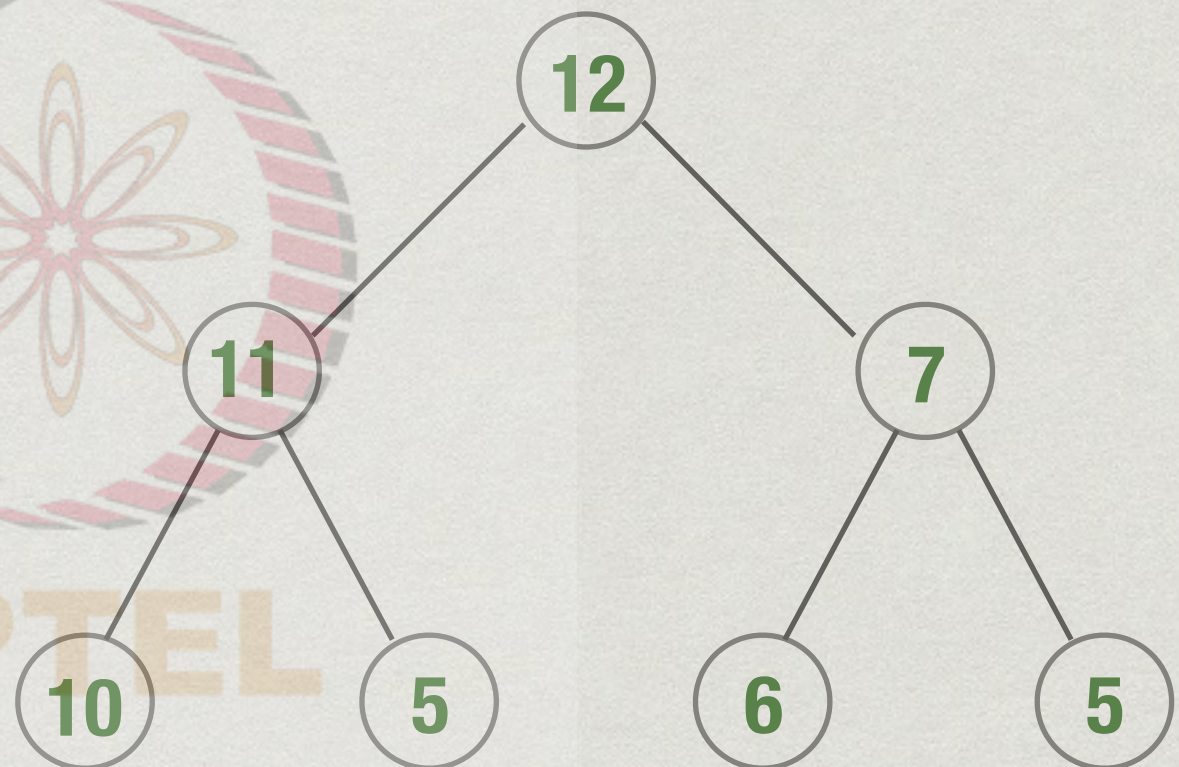
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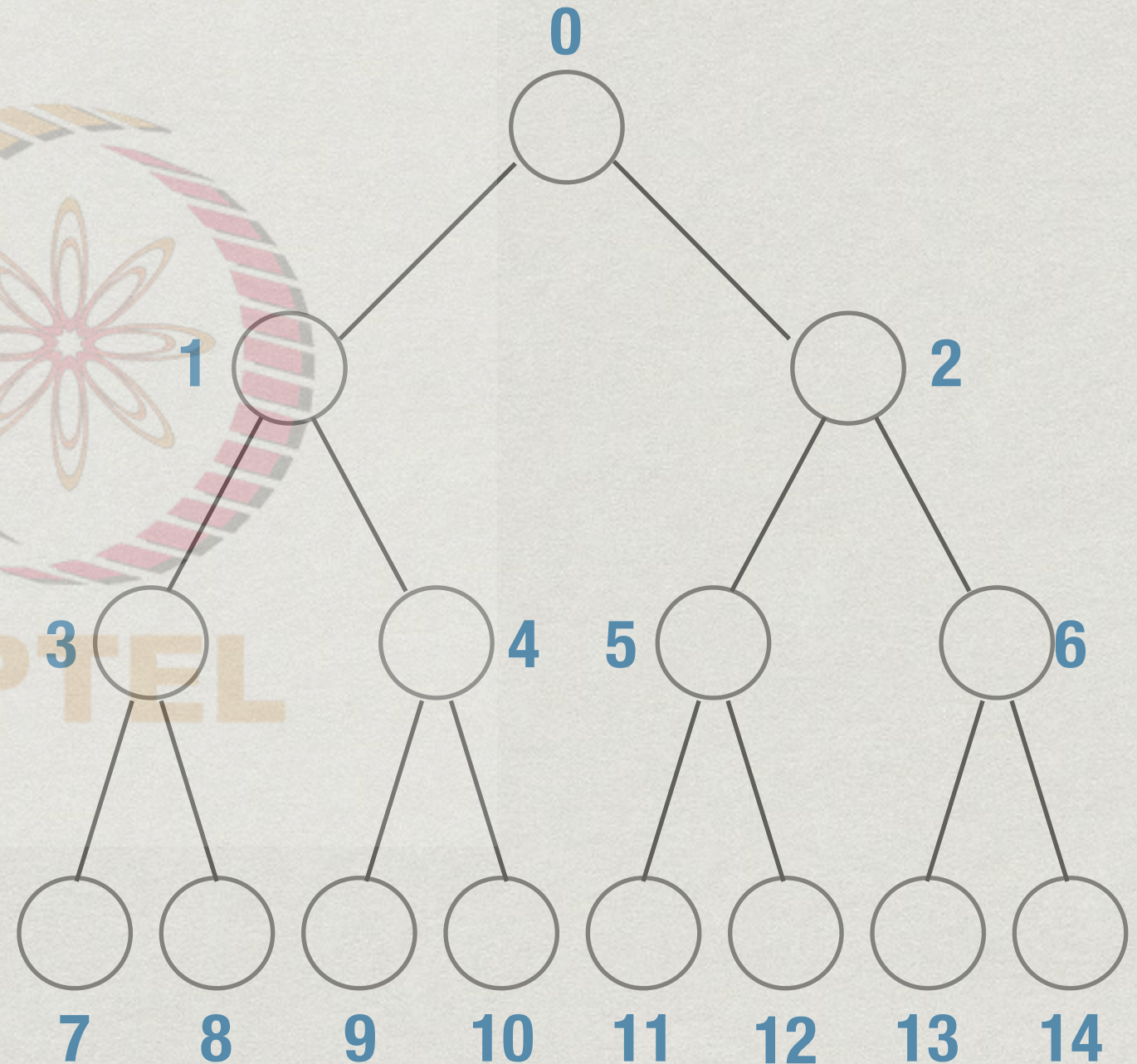
- \* Will follow a single path from root to leaf
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- \*  $O(\log N)$





# Implementing using arrays

- \* Number the nodes left to right, level by level
- \* Represent as an array  $H[0..N-1]$
- \* **Children** of  $H[i]$  are at  $H[2i+1]$ ,  $H[2i+2]$
- \* **Parent** of  $H[j]$  is at  $H[\text{floor}((j-1)/2)]$  for  $j > 0$





# Building a heap, heapify( )

- \* Given a list of values  $[x_1, x_2, \dots, x_N]$ , build a heap
- \* Naive strategy
  - \* Start with an empty heap
  - \* Insert each  $x_j$
  - \* Overall  $O(N \log N)$



# Better heapify( )

- \* Set up the array as  $[x_1, x_2, \dots, x_N]$ 
  - \* Leaf nodes trivially satisfy heap property
  - \* Second half of array is already a valid heap
- \* Assume leaf nodes are at level  $k$ 
  - \* For each node at level  $k-1, k-2, \dots, 0$ , fix heap property
  - \* As we go up, the number of steps per node goes up by 1, but the number of nodes per level is halved
  - \* Cost turns out to be  $O(N)$  overall



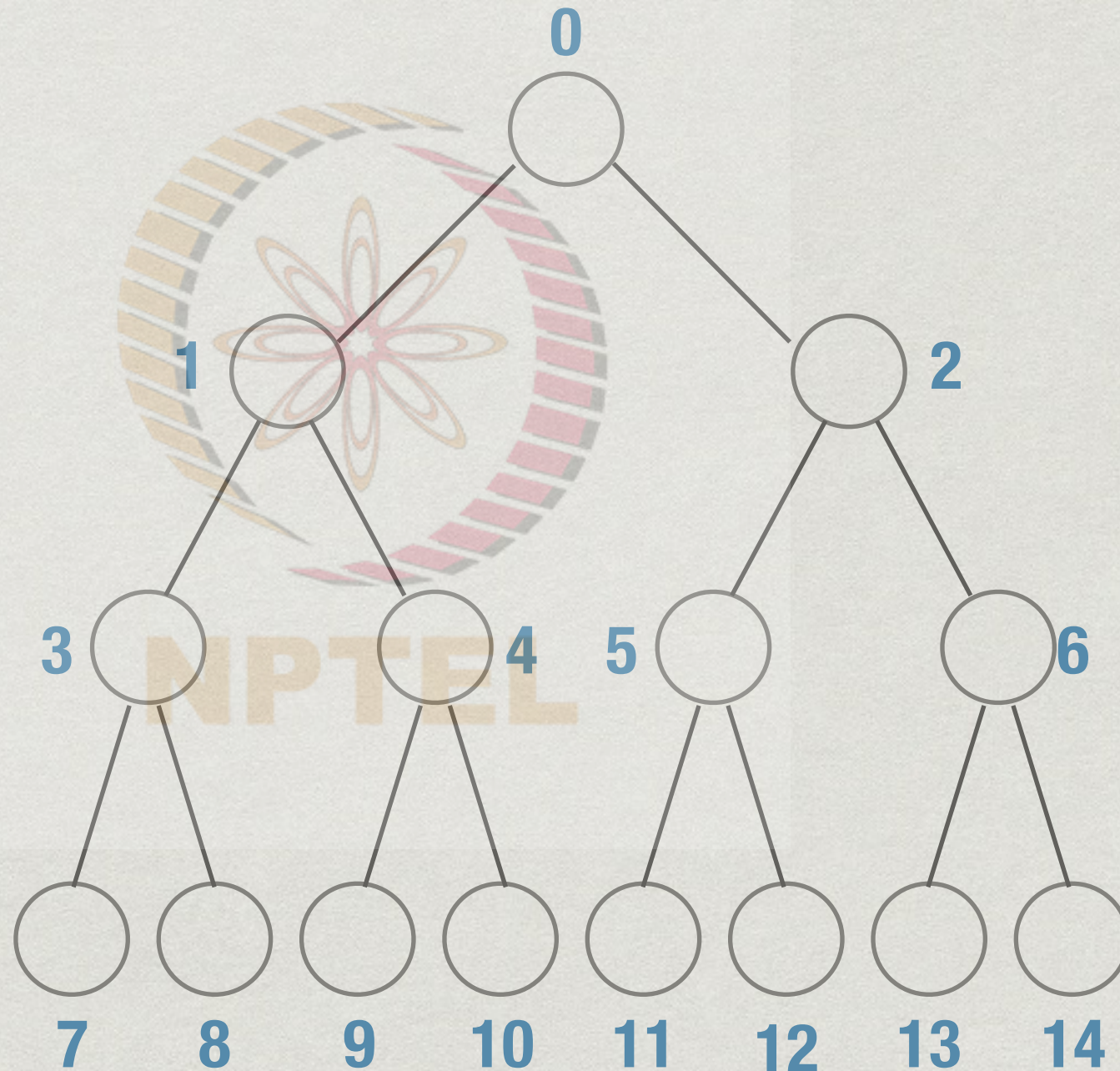
# Better heapify()

**1 node,  
height 3 repair**

**2 nodes,  
height 2 repair**

**4 nodes,  
height 1 repair**

**$N/2$  nodes  
already satisfy  
heap property**





# Heap sort

- \* Start with an unordered list
- \* Build a heap —  $O(n)$
- \* Call `delete_max()`  $n$  times to extract elements in descending order —  $O(n \log n)$
- \* After each `delete_max()`, heap shrinks by 1
  - \* Store maximum value at the end of current heap
  - \* In place  $O(n \log n)$  sort



# Summary

- \* Heaps are a tree implementation of priority queues
  - \* `insert()` and `delete_max()` are both  $O(\log N)$
  - \* `heapify()` builds a heap in  $O(N)$
  - \* Tree can be manipulated easily using an array
- \* Can invert the heap condition
  - \* Each node is **smaller** than its children
  - \* **Min-heap**, for `insert()`, `delete_min()`