## Priority queues and binary heaps

Data Structures and Algorithms for Computational Linguistics III (ISCL-BA-07)

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## Priority queue ADT

- A priority queue is a collection, an abstract data type, that stores items
- The items in a priority queue are *key–value* pairs
- The key determines the priority of the item, while the value is the actual data of interest
- The interface of a priority queue is similar to a standard queue
- Instead of the first item entered into the queue, the item with the highest priority (minimum or maximum key value) is removed from the priority queue
- Priority queues have many applications ranging from data compression to discrete optimization
- We will see their application to sorting (this lecture) and searching on graphs (later)

#### Priority queues

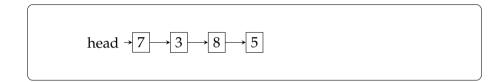
#### Key operations

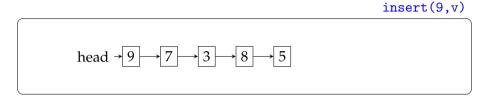
- insert(k, v) Similar to enqueue(v), inserts the value v with priority k into the queue
  - remove() Similar to dequeue(), removes and returns the item with highest priority
    - This operation is often called remove\_min() or remove\_max()
      depending on minimum or maximum key value is considered
      having the highest priority

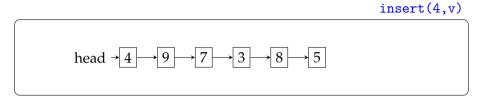
# Priority queues

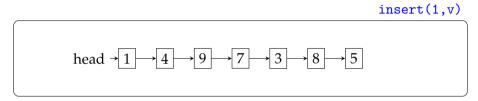
#### Example operations

Operation	Return value	Priority queue
insert(5, a)		{(5,a)}
insert(9, c)		$\{(5,a), (9,c)\}$
insert(3, b)		$\{(5,a), (9,c), (3,b)\}$
insert(7, d)		$\{(5,a), (9,c), (3,b), (7,d)\}$
remove()	С	$\{(5,a), (3,b), (7,d)\}$
remove()	d	$\{(5,a), (3,b)\}$
remove()	a	$\{(3,b)\}$
remove()	b	{}



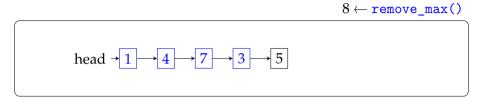




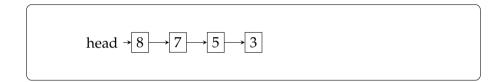


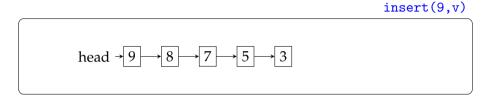
unsorted list

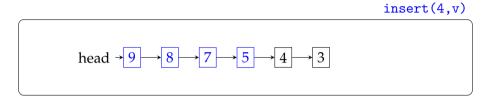
 $9 \leftarrow \text{remove\_max()}$   $\text{head} \rightarrow \boxed{1} \rightarrow \boxed{4} \rightarrow \boxed{7} \rightarrow \boxed{3} \rightarrow \boxed{8} \rightarrow \boxed{5}$ 

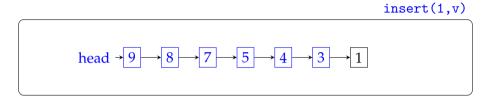


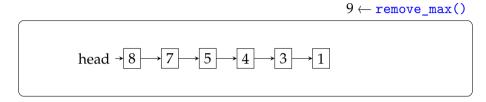
- Insert: O(1)
- Remove: O(n)

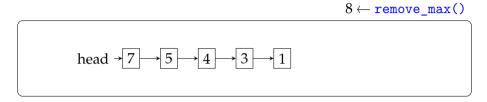






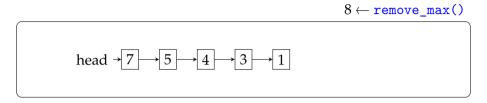






- Insert: O(n)
- Remove: O(1)

sorted list

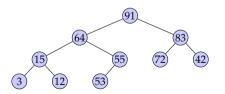


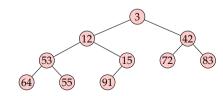
- Insert: O(n)
- Remove: O(1)

We can do better on average (coming soon).

### Binary heaps

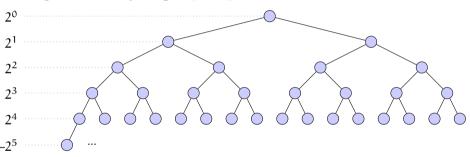
- A binary heap is a binary tree where the nodes store items with an ordering relation. A binary heap has two properties:
  - 1. Shape: a binary heap is a complete binary tree
    - all levels of the tree, except possibly the last one, are full
    - all empty slots (if any) are to the right of the filled nodes at the lowest level
  - 2. Heap order:
    - max-heap Parents' keys are larger than children's keys
    - min-heap Parents' keys are smaller than children's keys



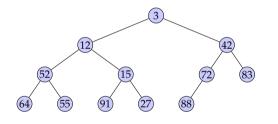


### Height of a binary heap

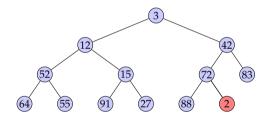
Height of a binary heap is [log n]



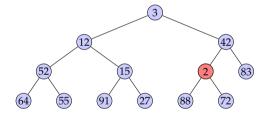
- At least  $2^h$  nodes  $\Rightarrow h \leq \log n$
- At most  $2^{h+1} 1$  nodes  $\Rightarrow h \ge \log(n+1) 1$



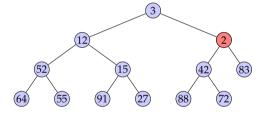
- Add the new element to the fist available slot
- "Bubble up" until the heap property is satisfied
- At most  $h = \log n$  comparisons/swaps



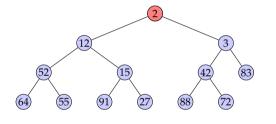
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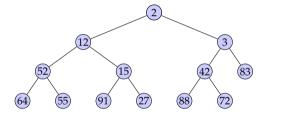
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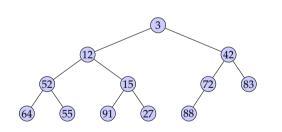
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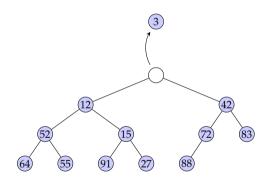
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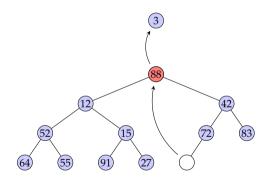
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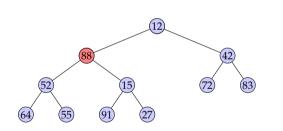
- The item to be removed is at the root
- We replace root with the element at the last slot
- "Bubble down" until the heap property is satisfied



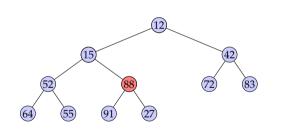
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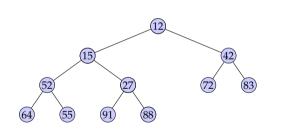
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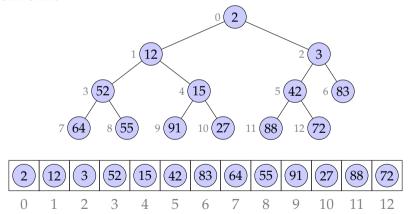
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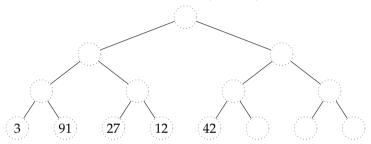
## Array based implementation of heaps

• As any complete binary tree, heaps can be stored efficiently using an array data structure

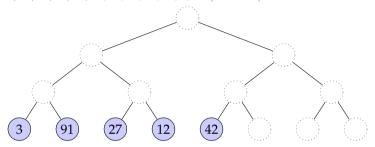


- For n items, we con construct a heap by inserting each key to the heap in  $O(n \log n)$  time
- If we have the complete list, there is a bottom-up procedure that runs in O(n) time
  - 1. First fill the leaf nodes, single-node trees satisfy the heap property
    - $h = \lfloor \log n \rfloor$ ,
    - we have  $2^h 1$  internal nodes
    - $n-2^h-1$  leaf nodes
  - 2. Fill the next level, "bubble down" if necessary
  - 3. Repeat 2 until all elements are inserted, and heap property is satisfied

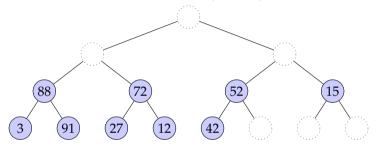
demonstration with: 3, 91, 27, 12, 42, 88, 72, 52, 15, 64, 2, 83 (12 items)



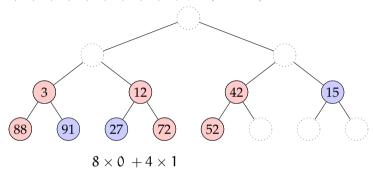
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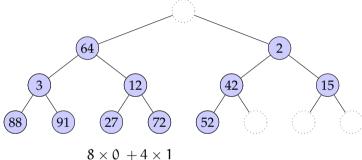


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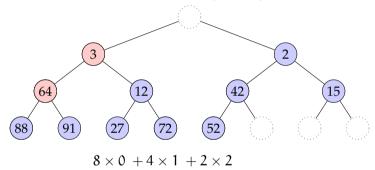
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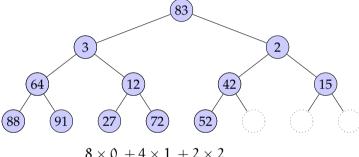


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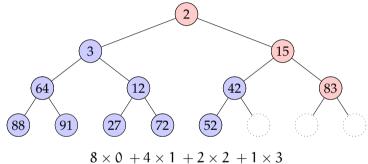
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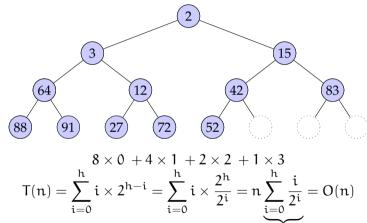
 $8 \times 0 + 4 \times 1 + 2 \times 2$ 

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constant

• Binary heaps provide a straightforward implementation of priority queues

Implementation insert() remove()
Unsorted list

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Unsorted list Sorted list	O(1)	O(n)

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• Binary heaps provide a straightforward implementation of priority queues

Implementation	insert()	remove()
Unsorted list	O(1)	O(n)
Sorted list	O(n)	O(1)
Binary heap	$O(\log n)$	$O(\log n)$

- Some improvements are possible, such as
  - d-ary heaps:  $O(\log_d n)$  insert,  $O(d \log_d n)$  remove
  - Fibonacci heaps: O(1) insert,  $O(\log n)$  remove

## Python standard heap implementation

- Python standard heapq module allows maintaining a list (array) based heap
  - The heappush(h, e) insert e into heap h
  - The heappop(h) return the minimum value from heap h
  - The hapify(h) construct a heap from given list heappos(h)

## Sorting with priority queues

- Inserting the items in a priority queue and removing them effectively sorts the given array
- There is an interesting connection with this approach and some sorting algorithms
  - If we use a sorted list, the algorithm is equivalent to the insertion sort  $O(n^2)$
  - If we use a unsorted list, the algorithm is equivalent to the selection sort  $O(n^2)$
  - If use a binary heap, we get an  $O(n \log n)$  algorithm (heap sort)

Step 1: insert the items to a priority queue



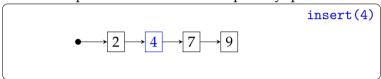
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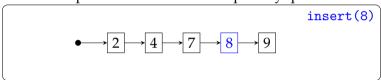
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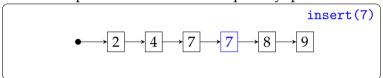
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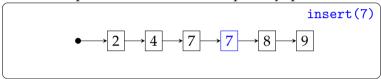


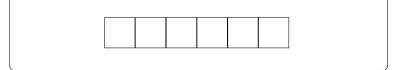
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priority queues implemented with sorted lists – sorting: 7, 2, 9, 4, 8, 7

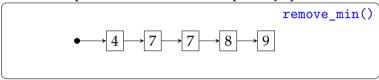
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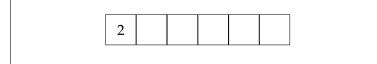




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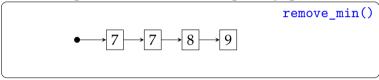
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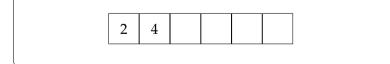




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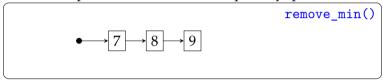
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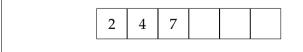




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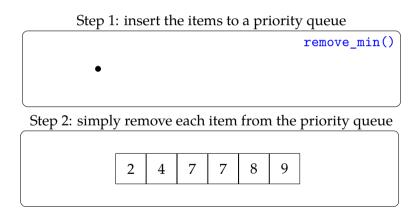


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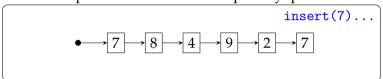
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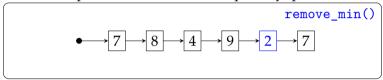


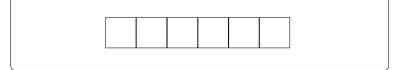
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priority queues implemented with unsorted lists – sorting: 7, 2, 9, 4, 8, 7

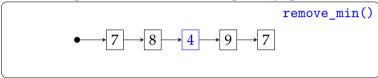
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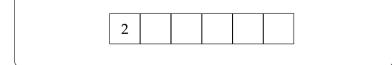




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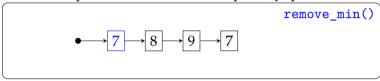
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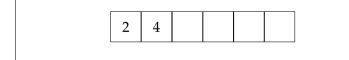




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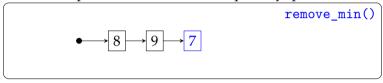
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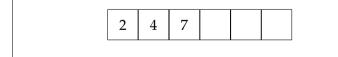




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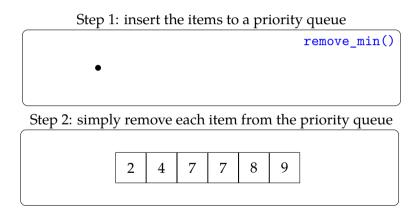


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Step 1: insert the items to a priority queue

remove\_min()





# Sorting with heaps

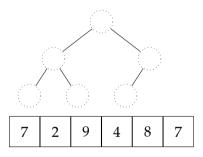
#### a first attempt

- The idea is simple: as before, insert all items to the heap
- Remove them in order
- Complexity of  $O(n \log n)$
- However,
  - not stable
  - not in-place: needs O(n) extra space (we can fix this)

```
def heap_sort(seq):
  heap = []
  for item in seq:
    heappush(item)
  for i in range(len(seq)):
    seq[i] = heappop(heap)
```

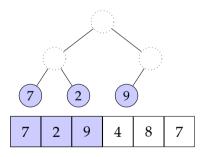
# In-place heap sort

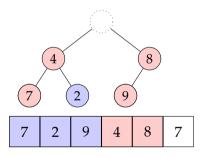
step 1: bottom-up heap construction-sorting: 7, 2, 9, 4, 8, 7

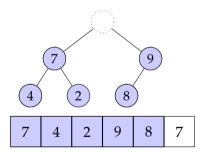


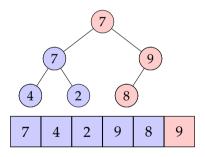
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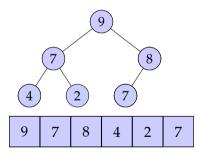
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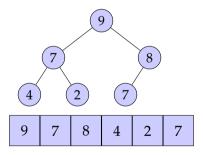


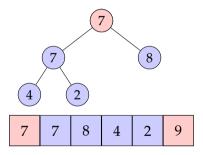


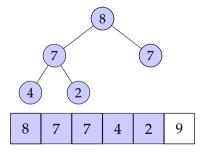


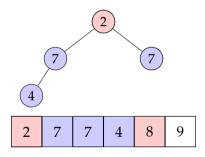


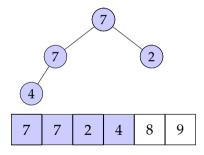


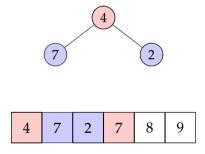


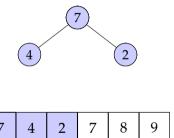


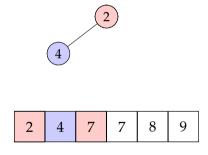












step 2: iteratively remove the maximum element, place it at the end



4 2 7 7 8 9

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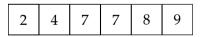


2 4 7 7 8 9

step 2: iteratively remove the maximum element, place it at the end



2 4 7 7 8 9



# A summary of sorting algorithms so far

Algorithm	worst	average	best	memory	in-place	stable
Bubble sort	$n^2$	$n^2$	n	1	yes	yes
Selection sort	$n^2$	$n^2$	$n^2$	1	yes	no
Insertion sort	$n^2$	$n^2$	n	1	yes	yes
Merge sort	$n \log n$	$n \log n$	$n \log n$	n	no	yes
Quicksort	$n^2$	$n \log n$	$n \log n$	$\log \mathfrak{n}$	yes	no
<b>Bucket sort</b>	$n^2$	$n^2/k$	$n^2$	kn	no	yes
Heap sort	$n \log n$	$n \log n$	n	1	yes	no
Timsort	$n \log n$	$n \log n$	n	n	yes	no

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Quicksort	$n^2$	$n \log n$	$n \log n$	$\log n$	yes	no
Bucket sort	$n^2$	$n^2/k$	$n^2$	kn	no	yes
Heap sort	$n \log n$	$n \log n$	n	1	yes	no
Timsort	$n \log n$	$n \log n$	n	n	yes	no
?	$n \log n$	$n \log n$	n	1	yes	yes

# Summary

- A priority queue is a useful ADT for many purposes
- Binary heaps implement priority queues efficiently
- Heap sort is an efficient algorithm based on priority queue implementation with heaps (Goodrich, Tamassia, and Goldwasser 2013, ch. 9)

#### Next:

- Maps and hash functions
- Reading: Reading: Goodrich, Tamassia, and Goldwasser (2013, chapter 10)

# Acknowledgments, credits, references



Goodrich, Michael T., Roberto Tamassia, and Michael H. Goldwasser (2013). Data Structures and Algorithms in Python. John Wiley & Sons, Incorporated. ISBN: 9781118476734.

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