

## 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)

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## 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

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## Priority queues

### Example operations

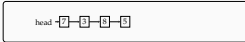
Operation	Return value	Priority queue
insert(5, a)		{(5,a)}
insert(9, c)		{(5,a), (9,c)}
insert(3, b)		{(5,a), (9,c), (3,b)}
insert(7, d)		{(5,a), (9,c), (3,b), (7,d)}
remove()	c	{(5,a), (3,b), (7,d)}
remove()	d	{(5,a), (3,b)}
remove()	a	{(3,b)}
remove()	b	{}

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## Priority queue implementation

### unsorted list

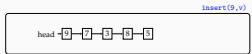


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## Priority queue implementation

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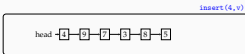


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## Priority queue implementation

### unsorted list

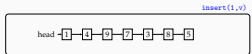


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## Priority queue implementation

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## Priority queue implementation

### unsorted list

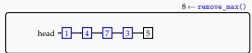


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## Priority queue implementation

### unsorted list



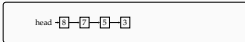
- Insert:  $O(1)$
- Remove:  $O(n)$

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## Priority queue implementation

### sorted list

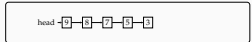


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## Priority queue implementation

### sorted list



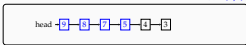
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## Priority queue implementation

sorted list

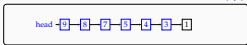
insert(4,v)



## Priority queue implementation

sorted list

insert(1,v)



## Priority queue implementation

sorted list

9 ← remove\_max()



## Priority queue implementation

sorted list

8 ← remove\_max()

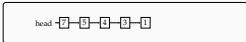


- Insert:  $O(n)$
- Remove:  $O(1)$

## Priority queue implementation

sorted list

8 ← remove\_max()

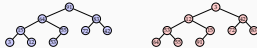


- Insert:  $O(n)$
- Remove:  $O(1)$

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  $\lceil \log n \rceil$



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

## Adding a new item to a binary heap



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

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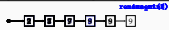
## Sorting with priority queues

- 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 an unsorted list, the algorithm is equivalent to the selection sort  $O(n^2)$
  - If we use a binary heap, we get an  $O(n \log n)$  algorithm (heap sort)

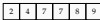
## Insertion sort with priority queues

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

Step 1: Insert the items to a priority queue



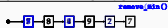
Step 2: simply remove each item from the priority queue



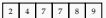
## Selection sort with priority queues

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

Step 1: Insert the items to a priority queue



Step 2: simply remove each item from the priority queue



## Sorting with heaps

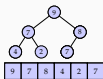
a first attempt

- 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)
```

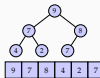
## In-place heap sort

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



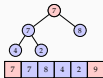
## In-place heap sort

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

Heap construction:  $O(n) + n \times \text{remove\_min}(): O(n \log n) = O(n \log n)$ 

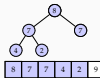
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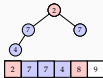
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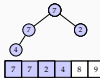
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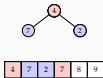
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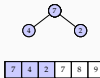
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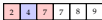
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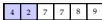
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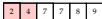
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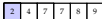
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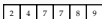
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## A summary of sorting algorithms so far

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

- Graphs
- Reading: Goodrich, Tamassia, and Goldwasser (2013, chapter 14)

## 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.