

2.4 PRIORITY QUEUES



- ▶ API
- ▶ elementary implementations
- ▶ binary heaps
- ▶ heapsort
- ▶ event-driven simulation

- ▶ **API**
- ▶ elementary implementations
- ▶ binary heaps
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Priority queue

Collections. Insert and delete items. Which item to delete?

Stack. Remove the item most recently added.

Queue. Remove the item least recently added.

Randomized queue. Remove a random item.

Priority queue. Remove the **largest** (or **smallest**) item.

<i>operation</i>	<i>argument</i>	<i>return value</i>
<i>insert</i>	P	
<i>insert</i>	Q	
<i>insert</i>	E	
<i>remove max</i>		Q
<i>insert</i>	X	
<i>insert</i>	A	
<i>insert</i>	M	
<i>remove max</i>		X
<i>insert</i>	P	
<i>insert</i>	L	
<i>insert</i>	E	
<i>remove max</i>		P

Priority queue API

Requirement. Generic items are Comparable.

```
public class MaxPQ<Key extends Comparable<Key>>
```

```
    MaxPQ()
```

create an empty priority queue

```
    MaxPQ(Key[] a)
```

create a priority queue with given keys

```
    void insert(Key v)
```

insert a key into the priority queue

```
    Key delMax()
```

return and remove the largest key

```
    boolean isEmpty()
```

is the priority queue empty?

```
    Key max()
```

return the largest key

```
    int size()
```

number of entries in the priority queue

Priority queue applications

- Event-driven simulation. [customers in a line, colliding particles]
- Numerical computation. [reducing roundoff error]
- Data compression. [Huffman codes]
- Graph searching. [Dijkstra's algorithm, Prim's algorithm]
- Computational number theory. [sum of powers]
- Artificial intelligence. [A* search]
- Statistics. [maintain largest M values in a sequence]
- Operating systems. [load balancing, interrupt handling]
- Discrete optimization. [bin packing, scheduling]
- Spam filtering. [Bayesian spam filter]

Generalizes: stack, queue, randomized queue.

Priority queue client example

Challenge. Find the largest M items in a stream of N items (N huge, M large).

- Fraud detection: isolate \$\$ transactions.
- File maintenance: find biggest files or directories.

Constraint. Not enough memory to store N items.

```
% more tinyBatch.txt
Turing      6/17/1990      644.08
vonNeumann  3/26/2002      4121.85
Dijkstra    8/22/2007      2678.40
vonNeumann  1/11/1999      4409.74
Dijkstra    11/18/1995      837.42
Hoare       5/10/1993      3229.27
vonNeumann  2/12/1994      4732.35
Hoare       8/18/1992      4381.21
Turing      1/11/2002       66.10
Thompson    2/27/2000      4747.08
Turing      2/11/1991      2156.86
Hoare       8/12/2003      1025.70
vonNeumann  10/13/1993     2520.97
Dijkstra    9/10/2000       708.95
Turing      10/12/1993     3532.36
Hoare       2/10/2005      4050.20
```

```
% java TopM 5 < tinyBatch.txt
Thompson    2/27/2000      4747.08
vonNeumann  2/12/1994      4732.35
vonNeumann  1/11/1999      4409.74
Hoare       8/18/1992      4381.21
vonNeumann  3/26/2002      4121.85
```

↑
sort key

Priority queue client example

Challenge. Find the largest M items in a stream of N items (N huge, M large).

```
MinPQ<Transaction> pq = new MinPQ<Transaction>();  
while (StdIn.hasNextLine())  
{  
    String line = StdIn.readLine();  
    Transaction item = new Transaction(line);  
    pq.insert(item);  
    if (pq.size() > M)  
        pq.delMin();  
}
```

use a min-oriented pq

Transaction data type is Comparable

pq contains largest M items

order of growth of finding the largest M in a stream of N items

implementation	time	space
sort	$N \log N$	N
elementary PQ	$M N$	M
binary heap	$N \log M$	M

- ▶ API
- ▶ **elementary implementations**
- ▶ binary heaps
- ▶ heapsort
- ▶ event-driven simulation

Priority queue: unordered and ordered array implementation

operation	argument	return value	size	contents (unordered)					contents (ordered)						
insert	P		1	P					P						
insert	Q		2	P	Q				P	Q					
insert	E		3	P	Q	E			E	P	Q				
remove max		Q	2	P	E				E	P					
insert	X		3	P	E	X			E	P	X				
insert	A		4	P	E	X	A		A	E	P	X			
insert	M		5	P	E	X	A	M	A	E	M	P	X		
remove max		X	4	P	E	M	A		A	E	M	P			
insert	P		5	P	E	M	A	P	A	E	M	P	P		
insert	L		6	P	E	M	A	P	L	E	M	P	P		
insert	E		7	P	E	M	A	P	L	E	E	M	P	P	
remove max		P	6	E	M	A	P	L	E	E	L	M	P		

A sequence of operations on a priority queue

Priority queue: unordered array implementation

```
public class UnorderedMaxPQ<Key extends Comparable<Key>>
{
    private Key[] pq;    // pq[i] = ith element on pq
    private int N;       // number of elements on pq

    public UnorderedMaxPQ(int capacity)
    {   pq = (Key[]) new Comparable[capacity];   }

    public boolean isEmpty()
    {   return N == 0;   }

    public void insert(Key x)
    {   pq[N++] = x;   }

    public Key delMax()
    {
        int max = 0;
        for (int i = 1; i < N; i++)
            if (less(max, i)) max = i;
        exch(max, N-1);
        return pq[--N];
    }
}
```

no generic
array creation

less() and exch()
similar to sorting
methods

null out entry
to prevent loitering

Priority queue elementary implementations

Challenge. Implement **all** operations efficiently.

order-of-growth of running time for priority queue with N items

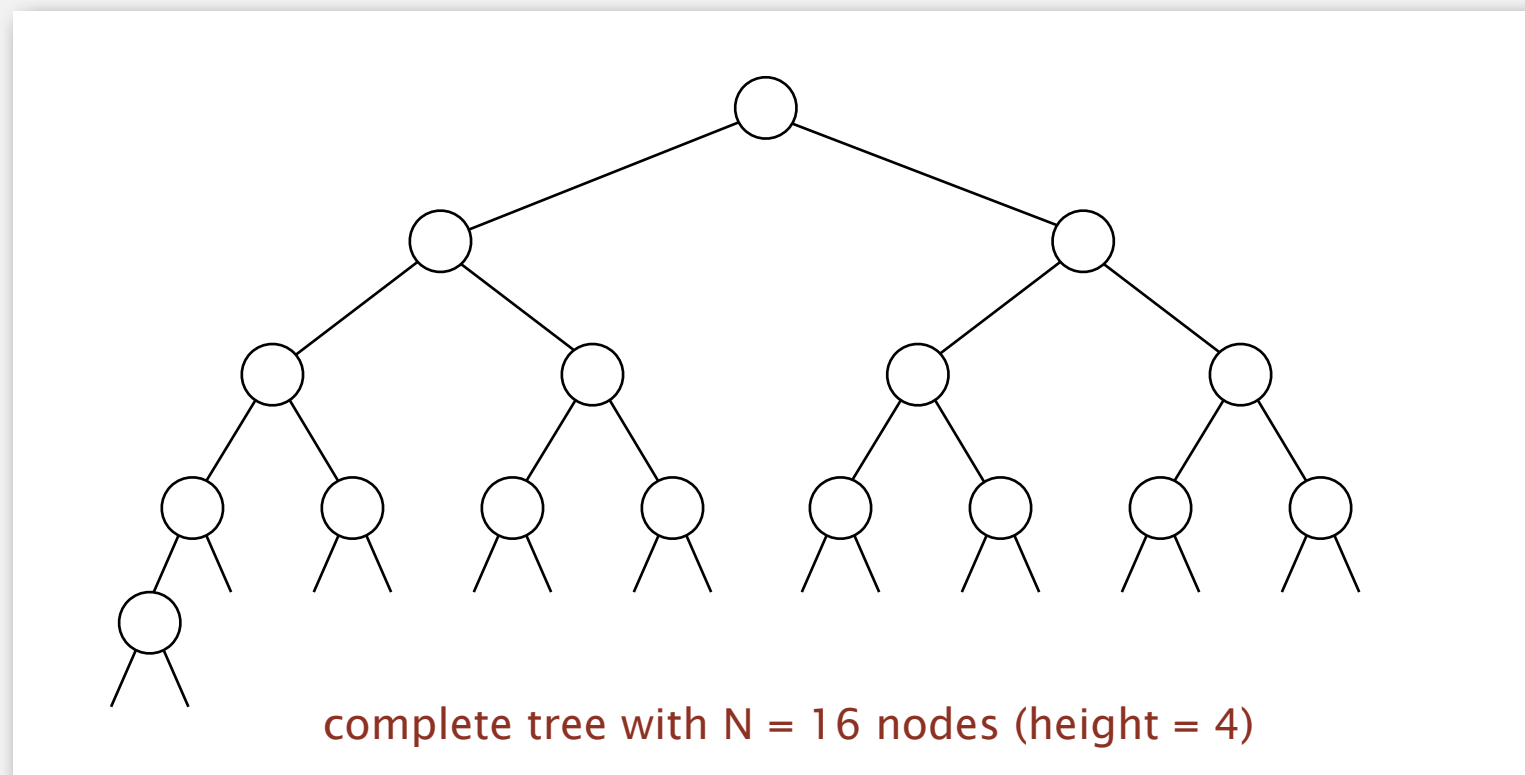
implementation	insert	del max	max
unordered array	1	N	N
ordered array	N	1	1
goal	$\log N$	$\log N$	$\log N$

- ▶ API
- ▶ elementary implementations
- ▶ **binary heaps**
- ▶ heapsort
- ▶ event-driven simulation

Binary tree

Binary tree. Empty **or** node with links to left and right binary trees.

Complete tree. Perfectly balanced, except for bottom level.



Property. Height of complete tree with N nodes is $\lfloor \lg N \rfloor$.

Pf. Height only increases when N is a power of 2.

A complete binary tree in nature



Binary heap representations

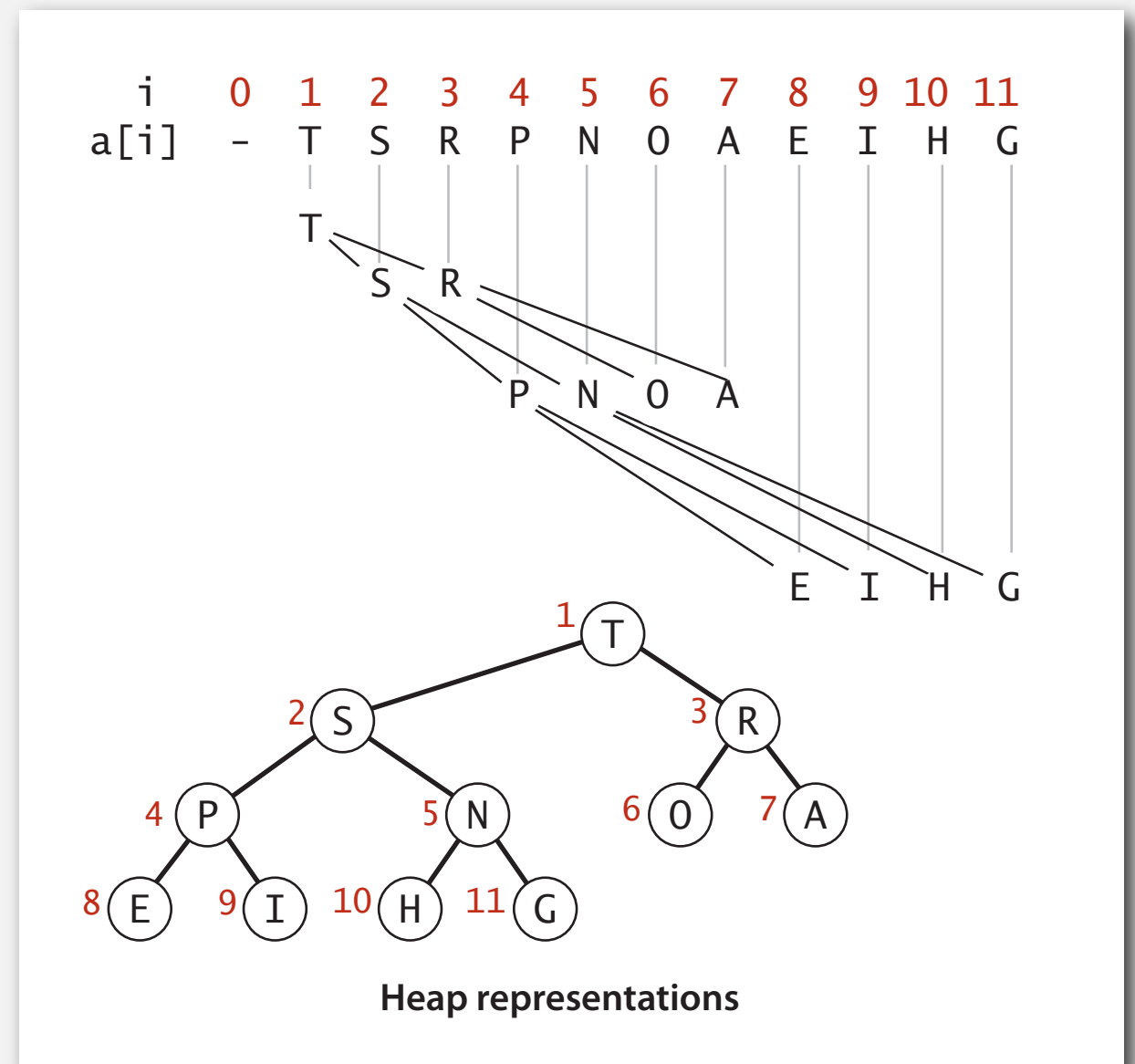
Binary heap. Array representation of a heap-ordered complete binary tree.

Heap-ordered binary tree.

- Keys in nodes.
- No smaller than children's keys.

Array representation.

- Take nodes in **level** order.
- No explicit links needed!

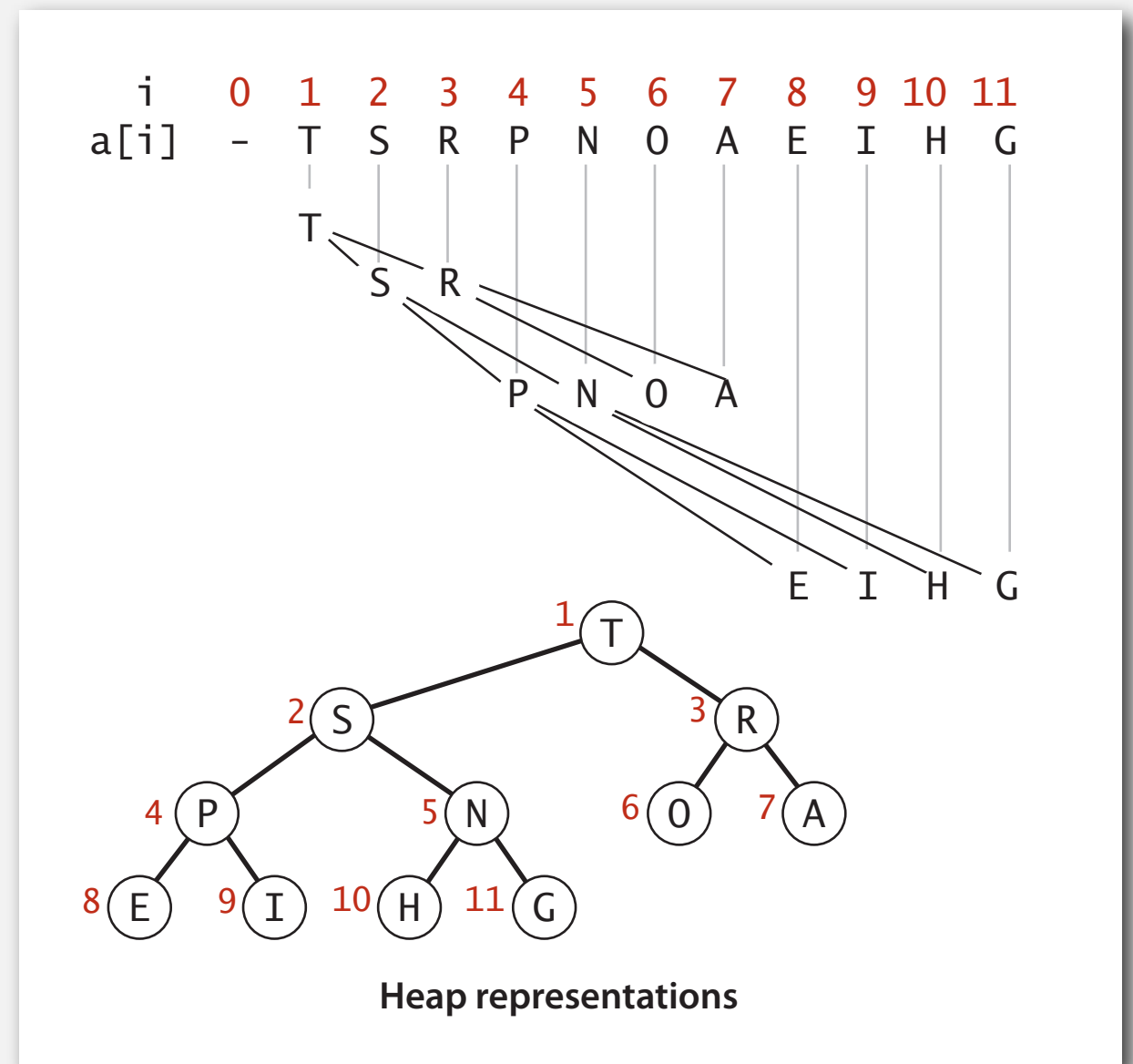


Binary heap properties

Proposition. Largest key is $a[1]$, which is root of binary tree.

Proposition. Can use array indices to move through tree.

- Parent of node at k is at $k/2$.
- Children of node at k are at $2k$ and $2k+1$.



Promotion in a heap

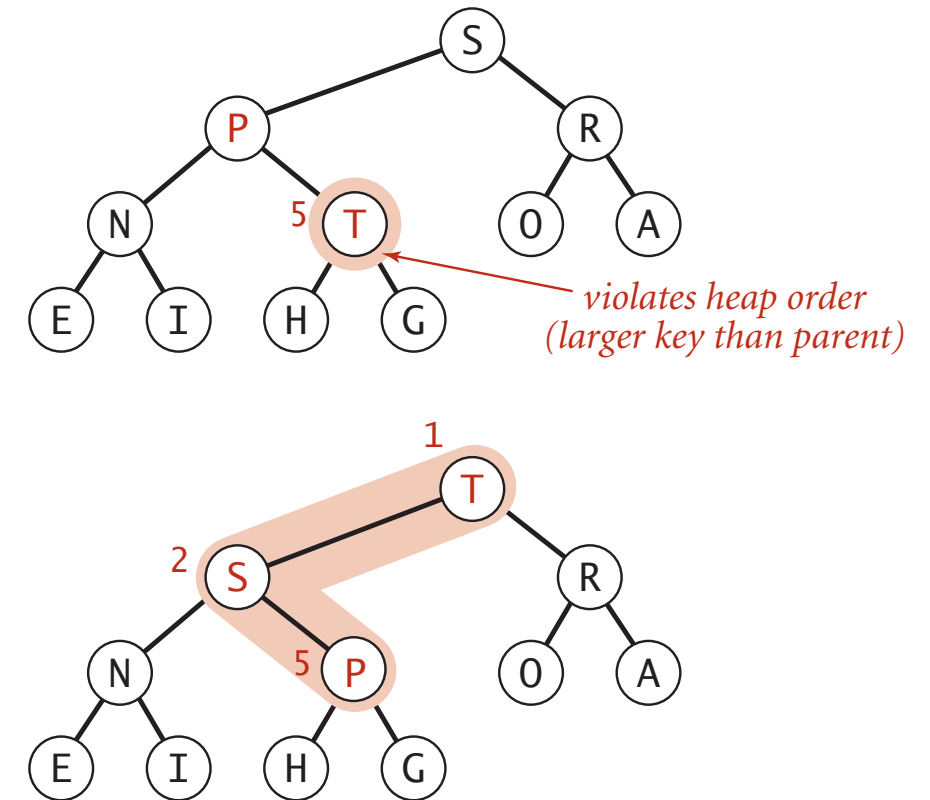
Scenario. Node's key becomes **larger** key than its parent's key.

To eliminate the violation:

- Exchange key in node with key in parent.
- Repeat until heap order restored.

```
private void swim(int k)
{
    while (k > 1 && less(k/2, k))
    {
        exch(k, k/2);
        k = k/2;
    }
}
```

parent of node at k is at k/2



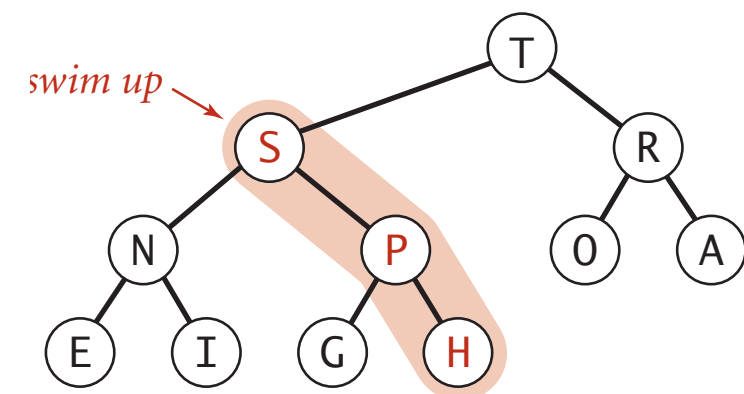
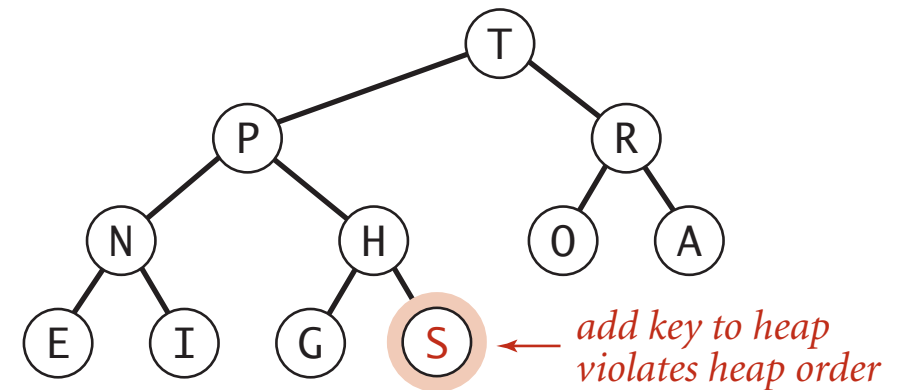
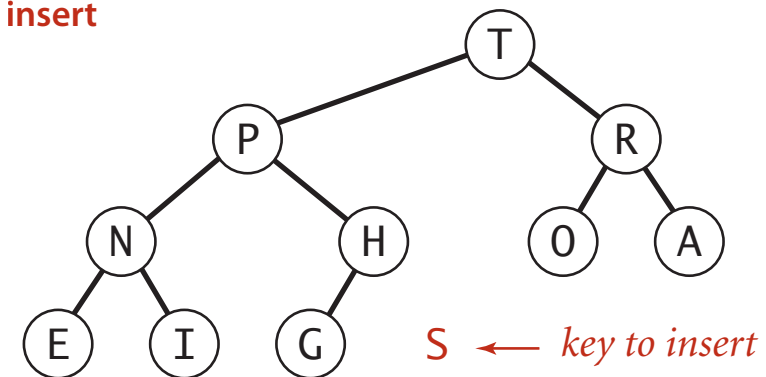
Insertion in a heap

Insert. Add node at end, then swim it up.

Cost. At most $1 + \lg N$ compares.

```
public void insert(Key x)
{
    pq[++N] = x;
    swim(N);
}
```

insert



Demotion in a heap

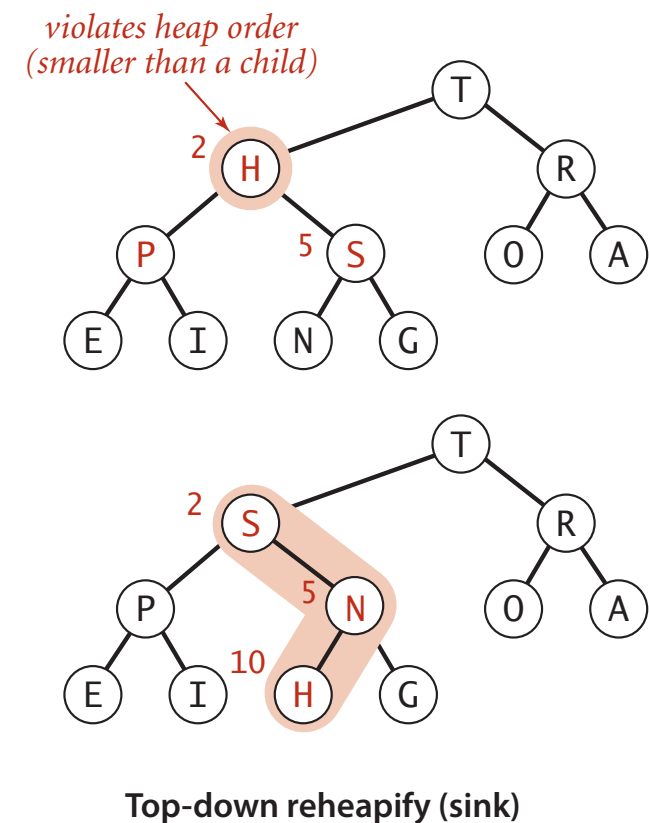
Scenario. Node's key becomes **smaller** than one (or both) of its children's keys.

To eliminate the violation:

- Exchange key in node with key in larger child.
- Repeat until heap order restored.

```
private void sink(int k)
{
    while (2*k <= N)
    {
        int j = 2*k;
        if (j < N && less(j, j+1)) j++;
        if (!less(k, j)) break;
        exch(k, j);
        k = j;
    }
}
```

children of node
at k are 2k and 2k+1



Power struggle. Better subordinate promoted.

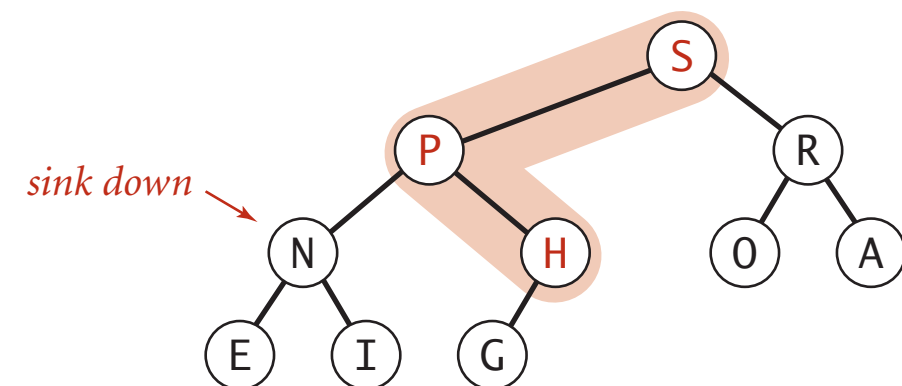
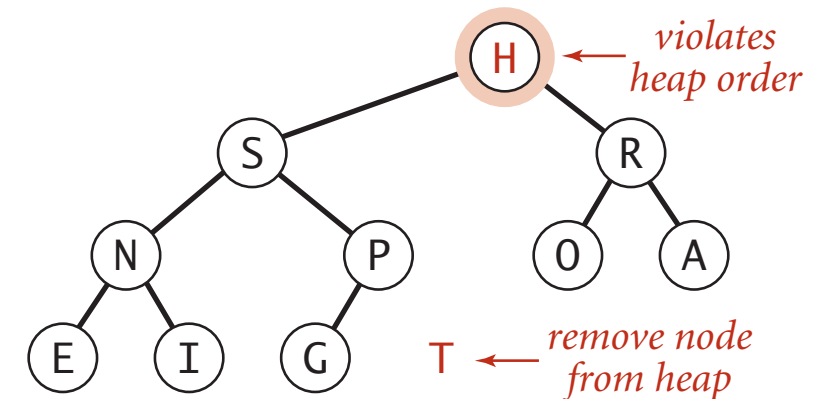
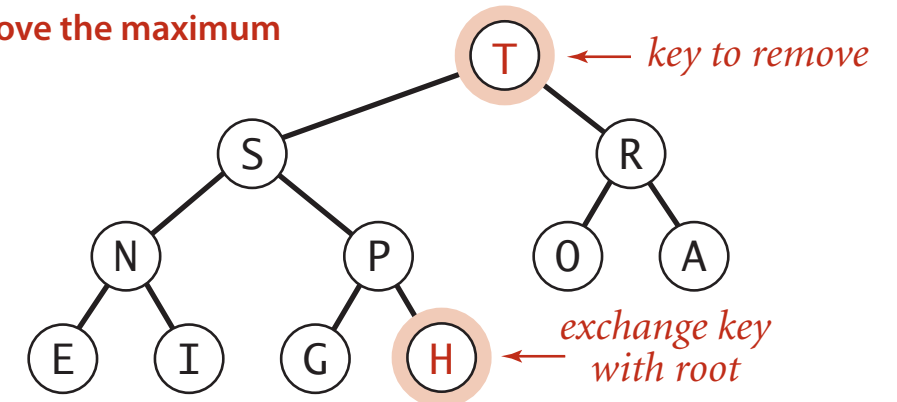
Delete the maximum in a heap

Delete max. Exchange root with node at end, then sink it down.

Cost. At most $2 \lg N$ compares.

```
public Key delMax()  
{  
    Key max = pq[1];  
    exch(1, N--);  
    sink(1);  
    pq[N+1] = null; ← prevent loitering  
    return max;  
}
```

remove the maximum



Binary heap demo

Binary heap: Java implementation

```
public class MaxPQ<Key extends Comparable<Key>>
{
    private Key[] pq;
    private int N;
```

```
    public MaxPQ(int capacity)
    {    pq = (Key[]) new Comparable[capacity+1];    }
```

```
    public boolean isEmpty()
    {    return N == 0;    }
    public void insert(Key key)
    {    /* see previous code */    }
    public Key delMax()
    {    /* see previous code */    }
```

← PQ ops

```
    private void swim(int k)
    {    /* see previous code */    }
    private void sink(int k)
    {    /* see previous code */    }
```

← heap helper functions

```
    private boolean less(int i, int j)
    {    return pq[i].compareTo(pq[j]) < 0;    }
    private void exch(int i, int j)
    {    Key t = pq[i]; pq[i] = pq[j]; pq[j] = t;    }
}
```

← array helper functions

Priority queues implementation cost summary

order-of-growth of running time for priority queue with N items

implementation	insert	del max	max
unordered array	1	N	N
ordered array	N	1	1
binary heap	$\log N$	$\log N$	1

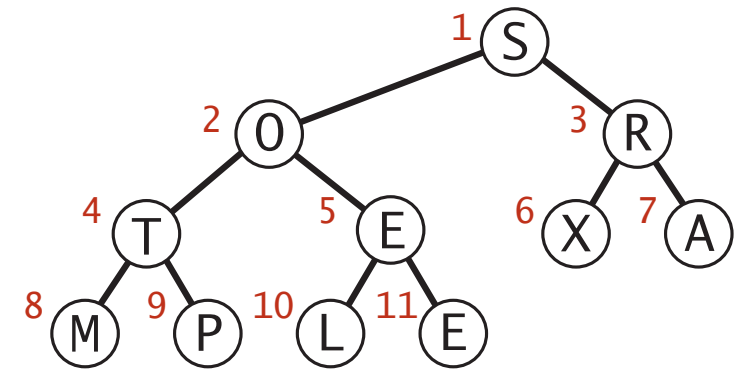
- ▶ API
- ▶ elementary implementations
- ▶ binary heaps
- ▶ **heapsort**
- ▶ event-driven simulation

Heapsort

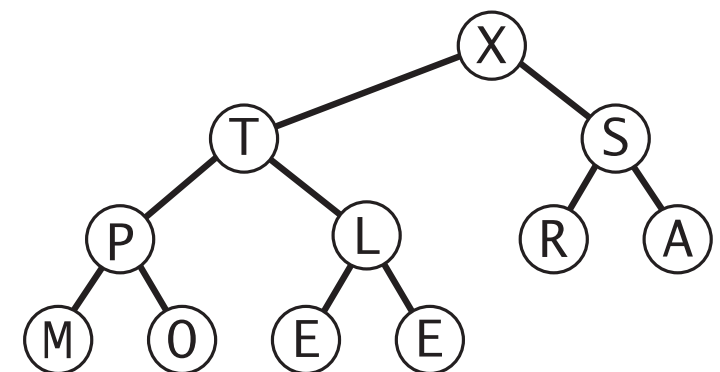
Basic plan for in-place sort.

- Create max-heap with all N keys.
- Repeatedly remove the maximum key.

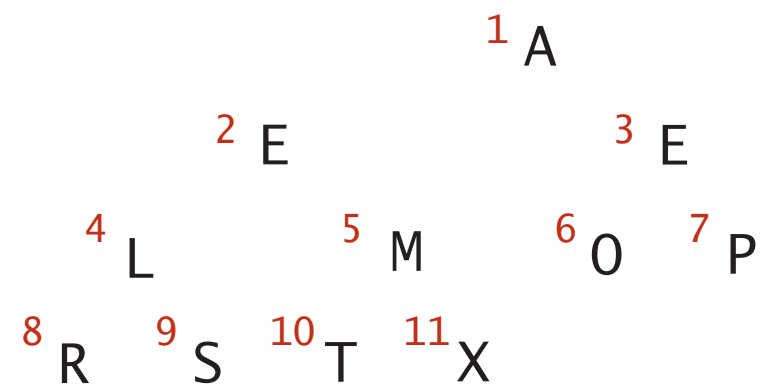
start with array of keys
in arbitrary order



build a max-heap
(in place)



sorted result
(in place)



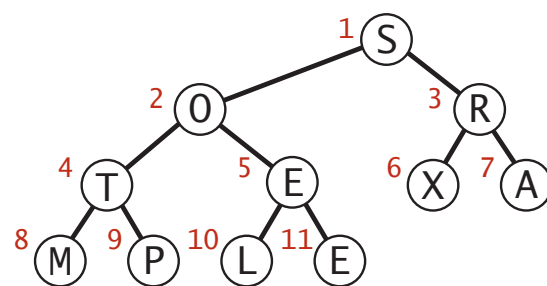
Heapsort demo

Heapsort: heap construction

First pass. Build heap using bottom-up method.

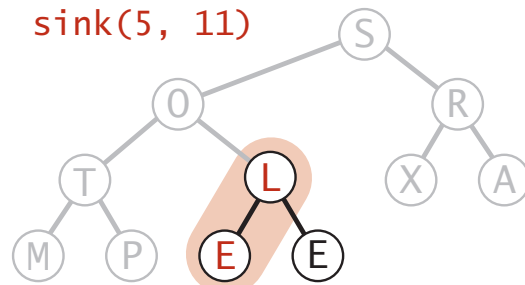
```
for (int k = N/2; k >= 1; k--)  
    sink(a, k, N);
```

heap construction

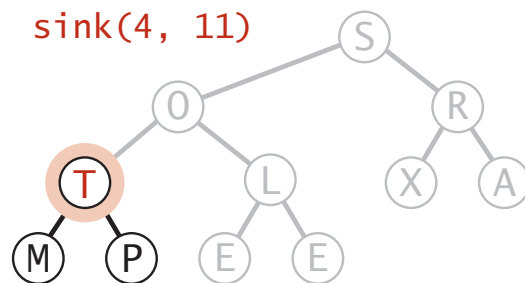


starting point (arbitrary order)

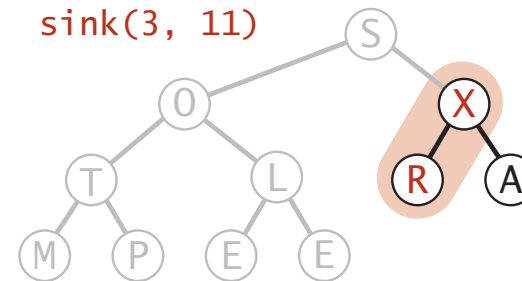
sink(5, 11)



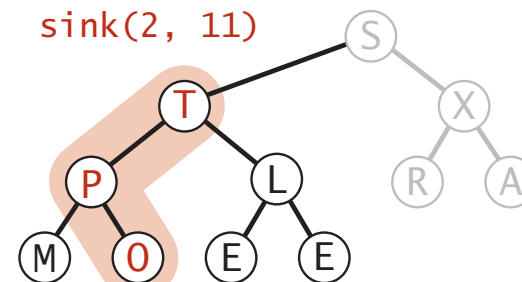
sink(4, 11)



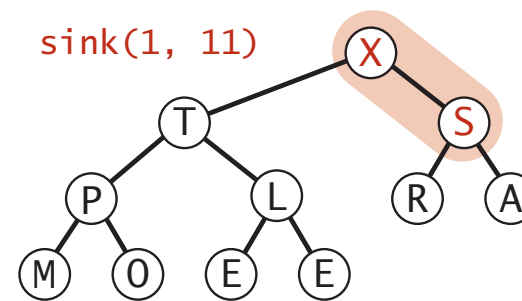
sink(3, 11)



sink(2, 11)



sink(1, 11)



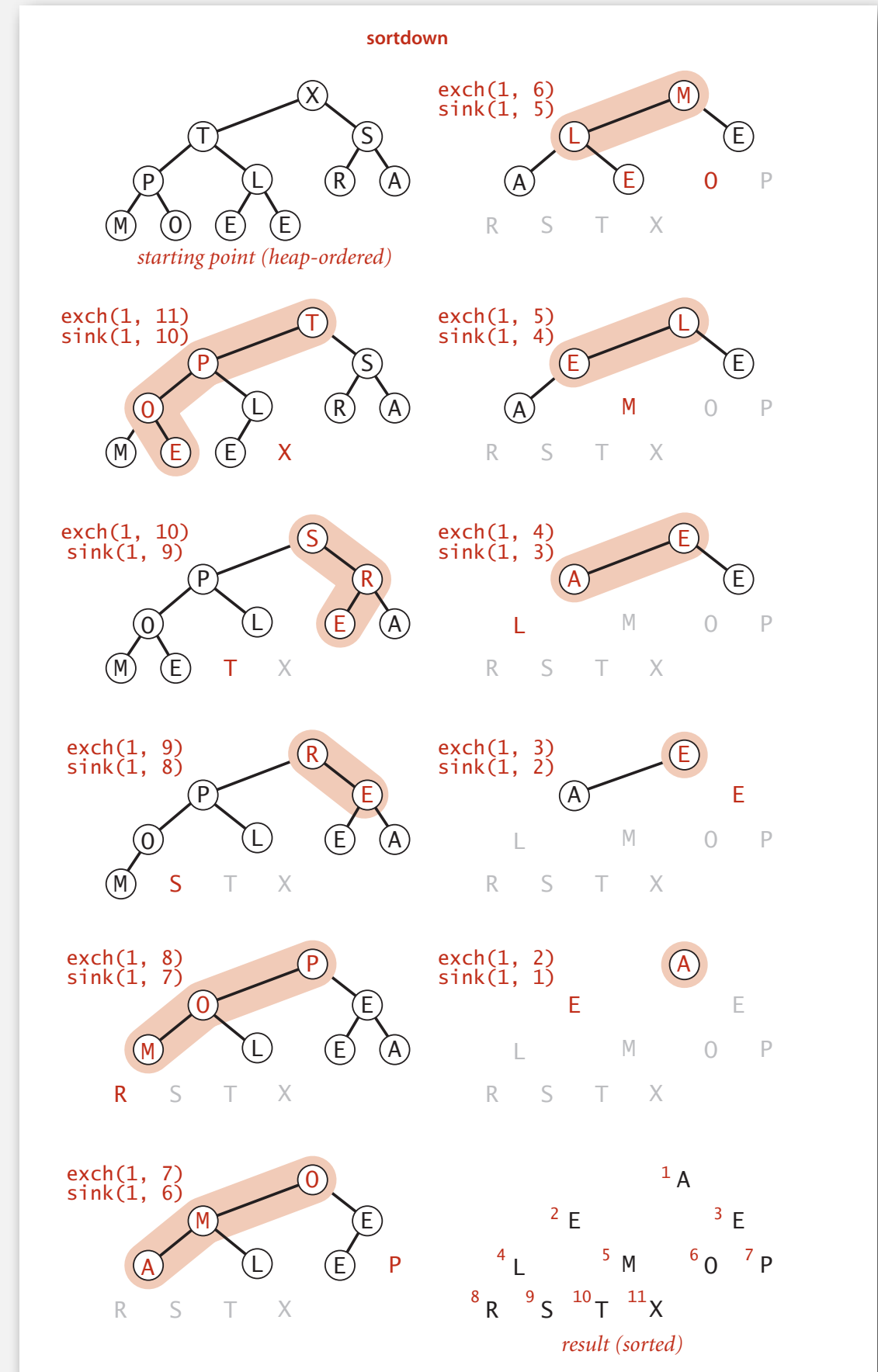
result (heap-ordered)

Heapsort: sortdown

Second pass.

- Remove the maximum, one at a time.
- Leave in array, instead of nulling out.

```
while (N > 1)
{
    exch(a, 1, N--);
    sink(a, 1, N);
}
```



Heapsort: Java implementation

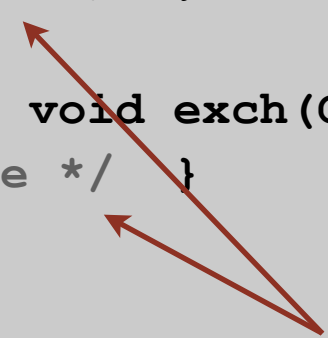
```
public class Heap
{
    public static void sort(Comparable[] pq)
    {
        int N = pq.length;
        for (int k = N/2; k >= 1; k--)
            sink(pq, k, N);
        while (N > 1)
        {
            exch(pq, 1, N);
            sink(pq, 1, --N);
        }
    }

    private static void sink(Comparable[] pq, int k, int N)
    { /* as before */ }

    private static boolean less(Comparable[] pq, int i, int j)
    { /* as before */ }

    private static void exch(Comparable[] pq, int i, int j)
    { /* as before */ }
}

but convert from
1-based indexing to
0-base indexing
```



Heapsort: trace

N	k	a[i]											
		0	1	2	3	4	5	6	7	8	9	10	11
initial values			S	O	R	T	E	X	A	M	P	L	E
11	5		S	O	R	T	L	X	A	M	P	E	E
11	4		S	O	R	T	L	X	A	M	P	E	E
11	3		S	O	X	T	L	R	A	M	P	E	E
11	2		S	T	X	P	L	R	A	M	O	E	E
11	1		X	T	S	P	L	R	A	M	O	E	E
heap-ordered			X	T	S	P	L	R	A	M	O	E	E
10	1		T	P	S	O	L	R	A	M	E	E	X
9	1		S	P	R	O	L	E	A	M	E	T	X
8	1		R	P	E	O	L	E	A	M	S	T	X
7	1		P	O	E	M	L	E	A	R	S	T	X
6	1		O	M	E	A	L	E	P	R	S	T	X
5	1		M	L	E	A	E	O	P	R	S	T	X
4	1		L	E	E	A	M	O	P	R	S	T	X
3	1		E	A	E	L	M	O	P	R	S	T	X
2	1		E	A	E	L	M	O	P	R	S	T	X
1	1		A	E	E	L	M	O	P	R	S	T	X
sorted result			A	E	E	L	M	O	P	R	S	T	X


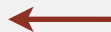
Heapsort trace (array contents just after each sink)

Heapsort: mathematical analysis

Proposition. Heap construction uses fewer than $2N$ compares and exchanges.

Proposition. Heapsort uses at most $2N \lg N$ compares and exchanges.

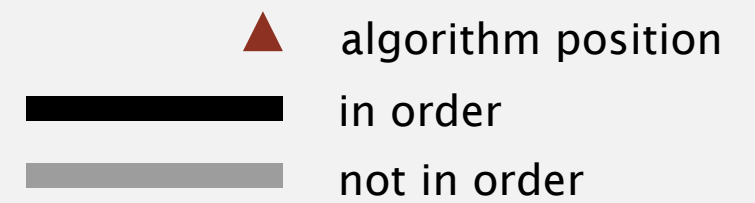
Significance. In-place sorting algorithm with $N \log N$ worst-case.

- Mergesort: no, linear extra space.  in-place merge possible, not practical
- Quicksort: no, quadratic time in worst case.  $N \log N$ worst-case quicksort possible, not practical
- Heapsort: yes!

Bottom line. Heapsort is optimal for both time and space.

Heapsort animation

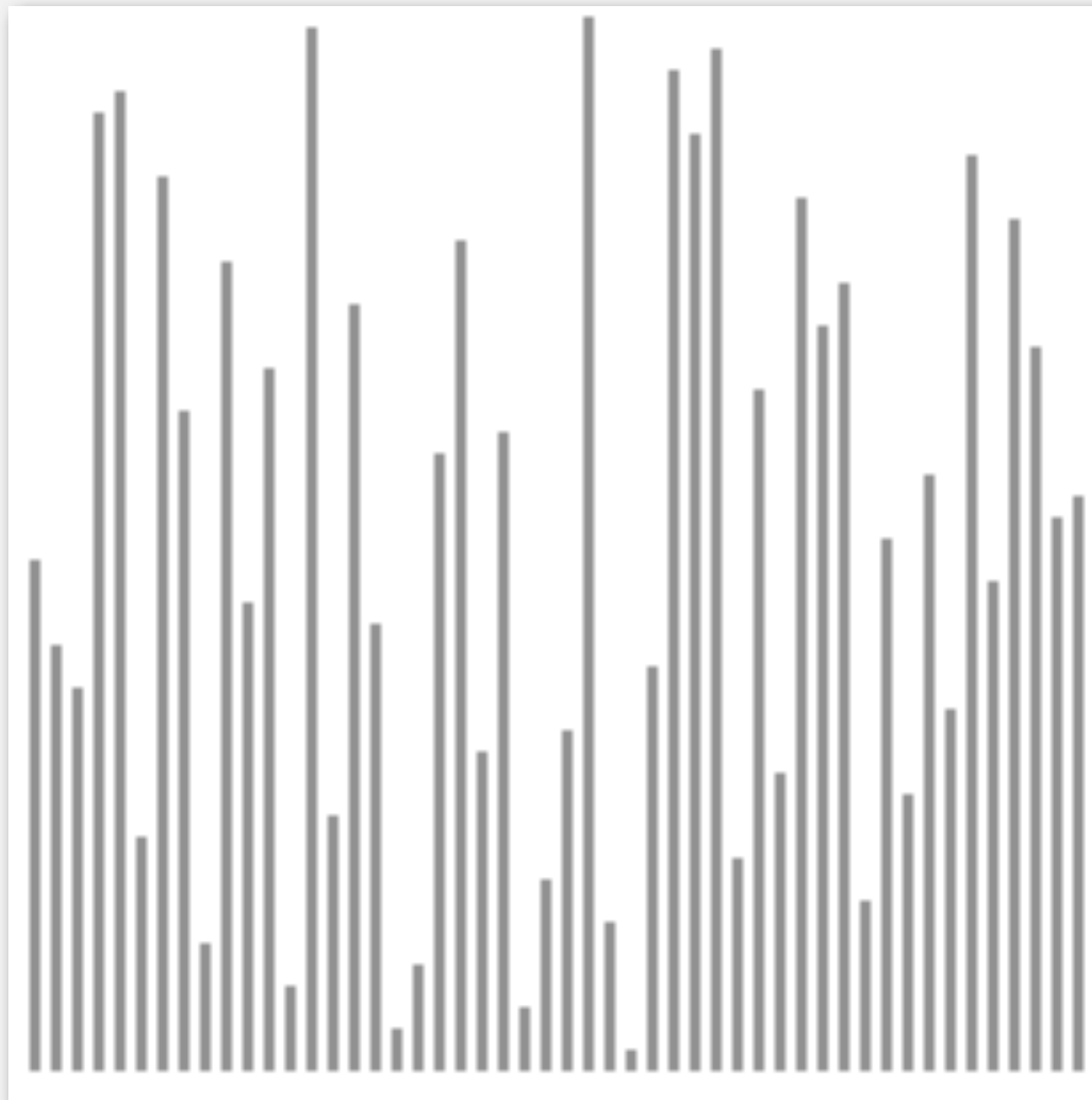
50 random items



<http://www.sorting-algorithms.com/heap-sort>

Heapsort animation

50 random items



<http://www.sorting-algorithms.com/heap-sort>

▲ algorithm position
— in order
— not in order