#### بِسْمِ ٱللهِ ٱلرَّحْمَٰنِ ٱلرَّحِيمِ

In the name of Allah, Most Gracious, Most Merciful

# CSE 4303 Data Structure

Topic:Priority Queue, Heap





#### **Priority Queue**

#### With queues

The order may be summarized by first in, first out

But, if each object is associated with a priority, we may wish to pop that object which has highest priority

- With each pushed object, we will associate a nonnegative integer (0, 1, 2, ...) where:
- The value 0 has the highest priority, and
- The higher the number, the lower the priority
- Other way 0 can have the lowest priority and higher number has higher priority.



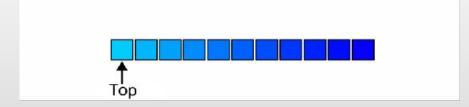
A Priority Queue is a particular type of data structure in which every element is assigned a priority. Elements with higher priorities are dequeued before those with lower ones. In the event of similar priorities, elements are dequeued based on their existing order in the queue.



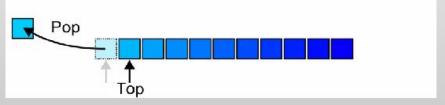


#### Operations

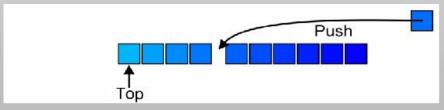
The top of a priority queue is the object with highest priority



Popping from a priority queue removes the current highest priority object:



Push places a new object into the appropriate place





## Lexicographical Priority

Priority may also depend on multiple variables:

- Two values can specify a priority: (a, b)
  - > A pair (a, b) has higher priority than (c, d) if:
    - a < c, or
    - $\blacksquare$  a = c and b < d
- For example, (5, 19), (13, 1), (13, 24), and (15, 0) all have higher priority than (15, 7)



#### Priority Queue Applications

- Any event/job management that assign priority to events/jobs
- Priority-based OS process scheduler
- Event-driven simulation (traffic flows)
- Artificial intelligence search algorithms
- Used in the Dijkstra's shortest path algorithm.
- Used in prim's (minimum spanning tree) algorithm
- Used in data compression techniques like Huffman code.





## Implementations of Priority Queues

- Array Implementation
- Linked List Implementation
- Heap Implementation
  - Array based
  - Linked List based

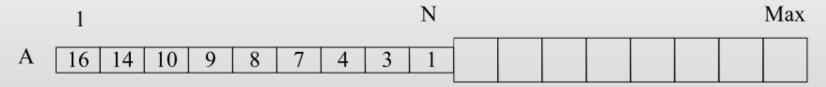




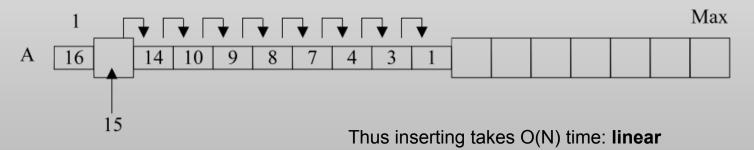
#### Array Implementation of Priority Queues

Suppose items with priorities 16, 14, 10, 9, 8, 7, 4, 3, 1 are to be stored in a priority queue.

One implementation:

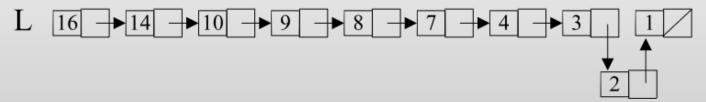


Suppose an item with priority 15 is added:



#### Linked List Implementation of Priority Queues

Suppose an item with priority 2 is to be added:



Only O(1) (constant) pointer changes required, but it takes O(N) pointer traversals to find the location for insertion.

Wanted: a data structure for PQs that can be both **searched** and **updated** in better than O(N) time.

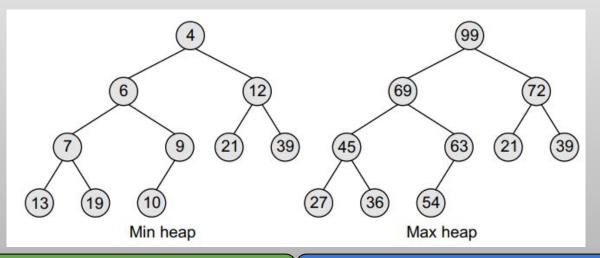


#### Binary Heaps

A binary heap is a complete binary tree in which every node satisfies the heap property which stats that, for

- Max Heap: If B is a child of A, then key(A) ≥ key(B)
- ❖ Min Heap: If B is a child of A, then  $key(A) \le key(B)$

This implies that elements at every node will be either greater(max heap) / less(min heap) than or equal to the element at its left and right child.







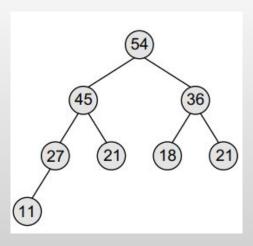
#### Implementation of Binary Heaps

```
Linked List Based:
                                          Array Based: index starting from 1.
                                          Root: arr[1]
struct Node
  Node *parent;
                                          Node: value at i =
                                                                      arr[i]
  int val;
                                          Parent:
                                                                      arr[i/2]
  Node *left;
                                                                      arr[2*i]
                                          Left child:
  Node *right;
                                          Right child:
                                                                      arr[2*i+1]
};
```

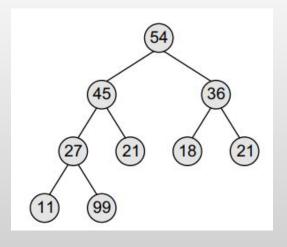
Pseudomonas implementation details will be shown in board



## Inserting a New Element in a Binary Heap



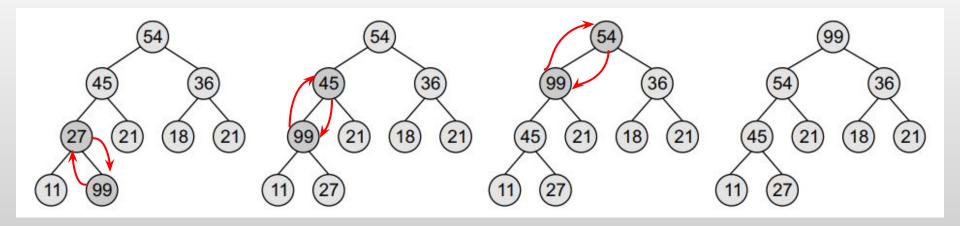
Existing Heap (max heap)



Insert new node(99) at a leaf node



#### Inserting a New Element in a Binary Heap

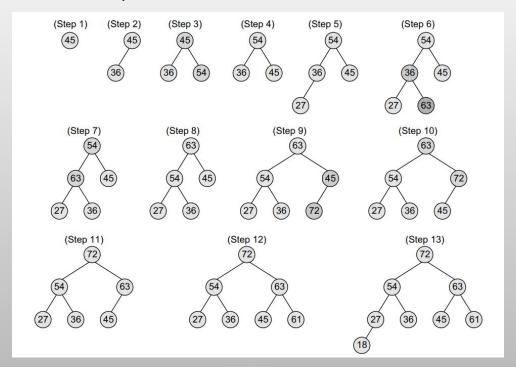


Heapify the binary heap (max heap)



### Creating a max heap

Build a max heap H from the given set of numbers: 45, 36, 54, 27, 63, 72, 61, and 18. Also draw the memory representation of the heap.

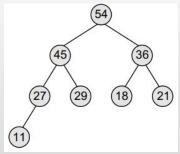






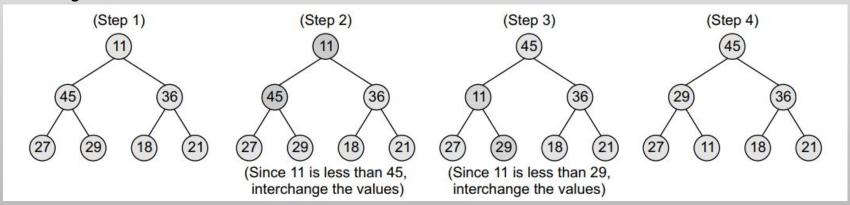
#### Deleting an Element from a Binary Heap

- 1. Replace the root node's value with the last node's value so that heap is still a complete binary tree but not necessarily a heap.
- 2. Delete the last node.
- 3. Sink down the new root node's value so that H satisfies the heap property. In this step, interchange the root node's value with its child node's value (whichever is largest among its children).



Given Heap (max heap)

#### Deleting the root



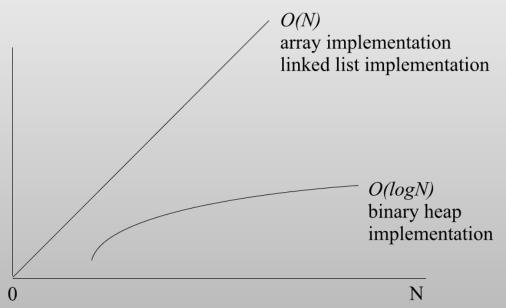




## Complexity of Binary Heap Insertion & Deletion

What is the maximum number of parent shifts necessary?

The height of the binary heap = floor(log2N)
So binary heap add can be done in O(logN) time.







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Rafsanjany Kushol
PhD Student, Dept. of Computing Science,
University of Alberta

Sabbir Ahmed Assistant Professor Department of CSE, IUT



