

# Priority Queue - Heaps

Data structures  
Fall 2018

# Priority Queues



Two kinds of priority queues:

- Min priority queue.
- Max priority queue.

# Min/Max Priority Queue

- Collection of elements.
- Each element has a priority or key.
- Supports following operations:
  - isEmpty
  - size
  - add/put an element into the priority queue
  - get element with min/max priority
  - remove element with min/max priority

# Complexity of Operations

Two good implementations are:  
heaps and leftist trees.

isEmpty, size, and get  $\Rightarrow O(1)$  time

put and remove  $\Rightarrow O(\log n)$  time

where  $n$  is the size of the priority  
queue

# Applications

## Sorting

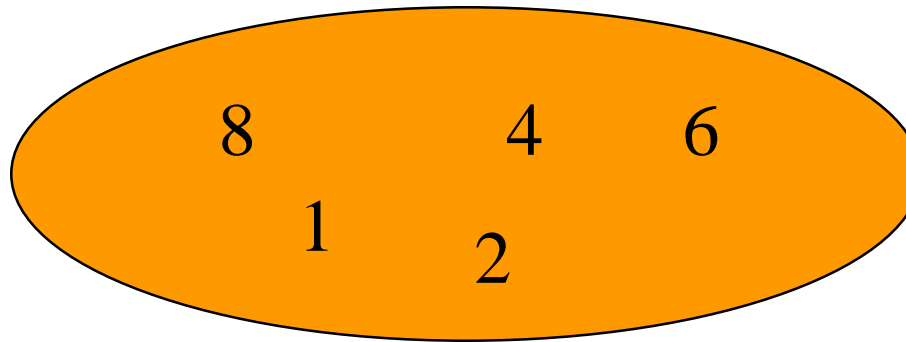
- use element key as priority
- put elements to be sorted into a priority queue
- extract elements in priority order
  - if a min priority queue is used, elements are extracted in ascending order of priority (or key)
  - if a max priority queue is used, elements are extracted in descending order of priority (or key)

# Sorting Example

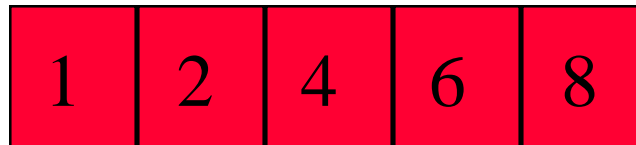
Sort five elements whose keys are 6, 8, 2, 4, 1 using a max priority queue.

- Put the five elements into a max priority queue.
- Do five remove max operations placing removed elements into the sorted array from right to left.

# Sorting with Max Priority Queue



Max Priority  
Queue



Sorted Array

# Complexity of Sorting

Sort  $n$  elements.

- $n$  put operations  $\Rightarrow O(n \log n)$  time.
- $n$  remove max operations  $\Rightarrow O(n \log n)$  time.
- total time is  $O(n \log n)$ .
- compare with  $O(n^2)$  for sort methods of Chapter 2.



# Heap Sort

Uses a max priority queue that is implemented as a heap.

Initial put operations are replaced by a heap initialization step that takes  $O(n)$  time.

# Machine Scheduling

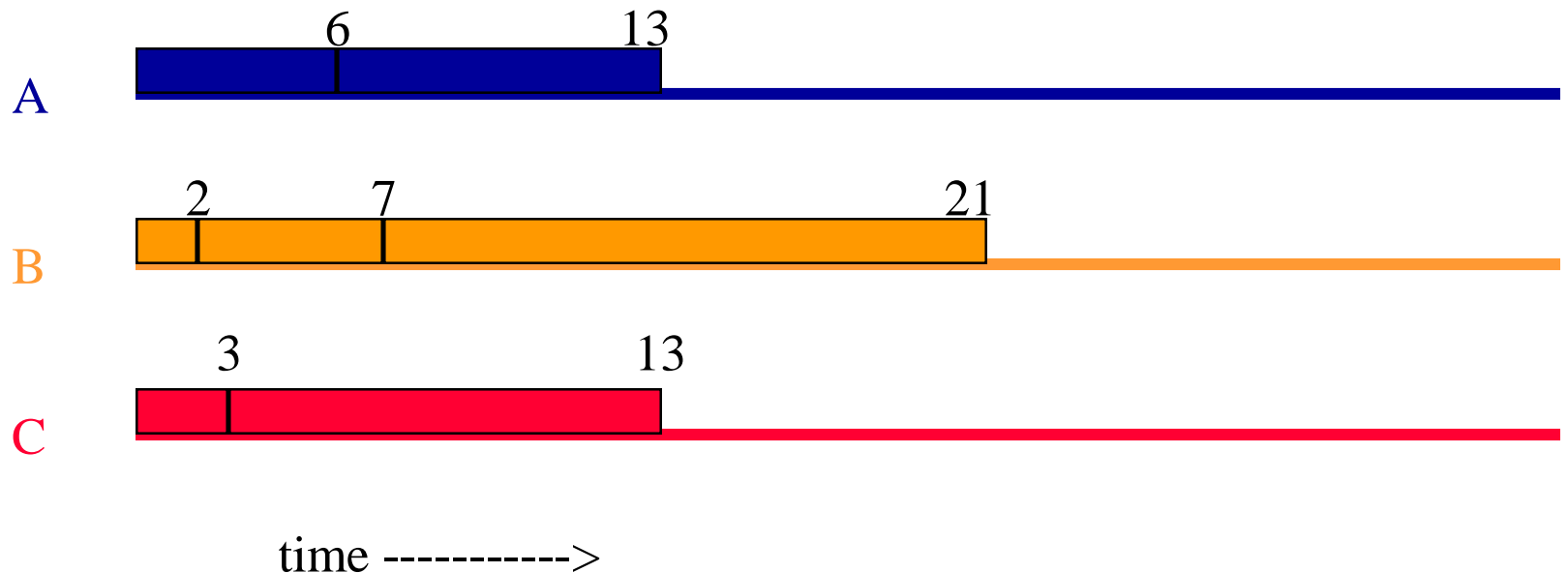
- $m$  identical machines (drill press, cutter, sander, etc.)
- $n$  jobs/tasks to be performed
- assign jobs to machines so that the time at which the last job completes is minimum

# Machine Scheduling Example

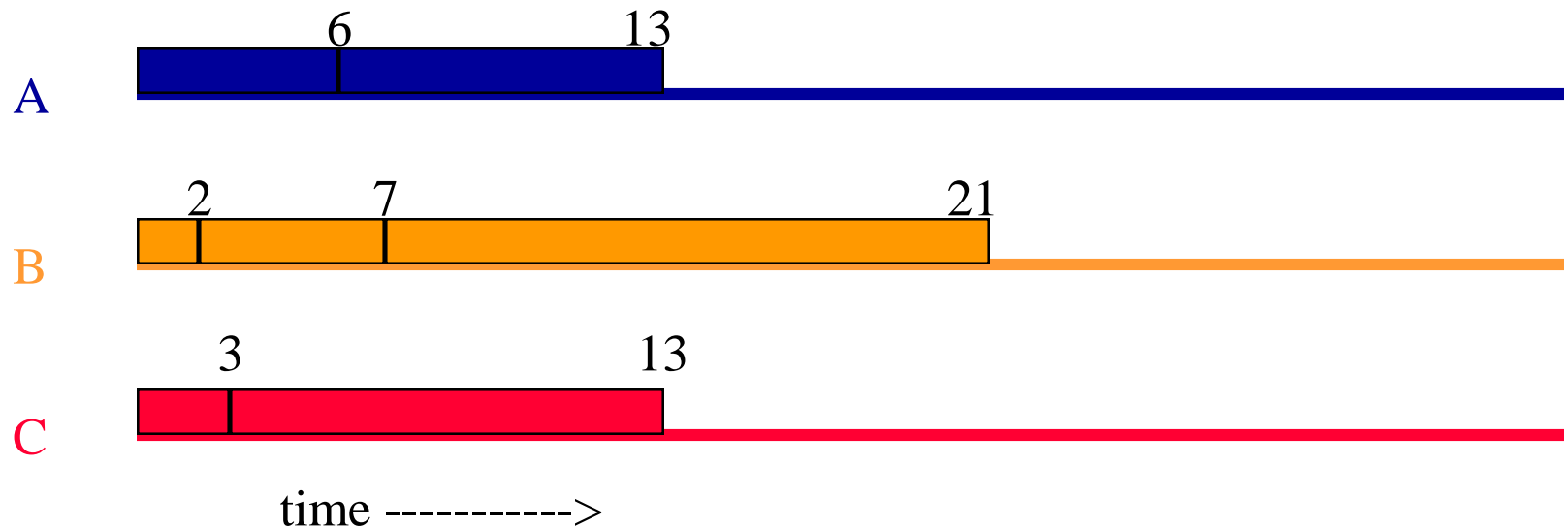
3 machines and 7 jobs

job times are [6, 2, 3, 5, 10, 7, 14]

possible schedule



# Machine Scheduling Example



Finish time = 21

**Objective:** Find schedules with minimum finish time.

# LPT Schedules

Longest Processing Time first.

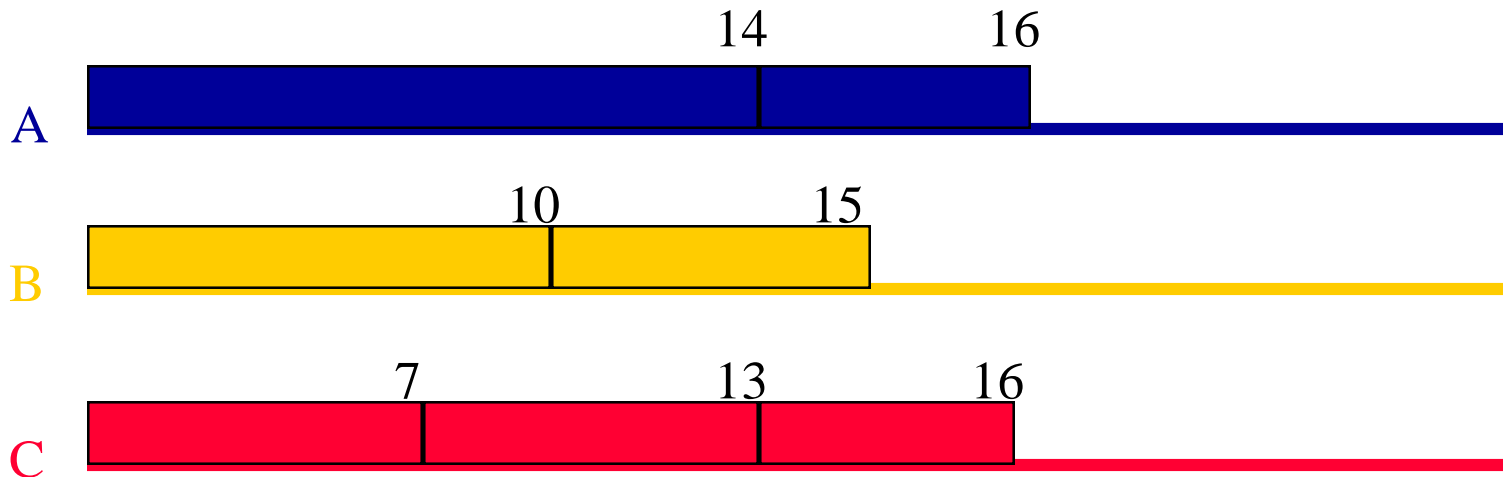
Jobs are scheduled in the order

14, 10, 7, 6, 5, 3, 2

Each job is scheduled on the machine on which it finishes earliest.

# LPT Schedule

[14, 10, 7, 6, 5, 3, 2]



Finish time is 16!

# LPT Schedule

- LPT rule does not guarantee minimum finish time schedules.
- $(\text{LPT Finish Time})/(\text{Minimum Finish Time}) \leq 4/3 - 1/(3m)$  where  $m$  is number of machines.
- Usually LPT finish time is much closer to minimum finish time.
- Minimum finish time scheduling is NP-hard.

# NP-hard Problems

- Infamous class of problems for which no one has developed a polynomial time algorithm.
- That is, no algorithm whose complexity is  $O(n^k)$  for any constant  $k$  is known for any NP-hard problem.
- The class includes thousands of real-world problems.
- Highly unlikely that any NP-hard problem can be solved by a polynomial time algorithm.



# NP-hard Problems

- Since even polynomial time algorithms with degree  $k > 3$  (say) are not practical for large  $n$ , we must change our expectations of the algorithm that is used.
- Usually develop fast heuristics for NP-hard problems.
  - Algorithm that gives a solution close to best.
  - Runs in acceptable amount of time.
- LPT rule is good heuristic for minimum finish time scheduling.

# Complexity of LPT Scheduling

- Sort jobs into decreasing order of task time.
  - $O(n \log n)$  time ( $n$  is number of jobs)
- Schedule jobs in this order.
  - assign job to machine that becomes available first
  - must find minimum of  $m$  ( $m$  is number of machines) finish times
  - takes  $O(m)$  time using simple strategy
  - so need  $O(mn)$  time to schedule all  $n$  jobs.

# Using a Min Priority Queue

- Min priority queue has the finish times of the **m** machines.
- Initial finish times are all **0**.
- To schedule a job remove machine with minimum finish time from the priority queue.
- Update the finish time of the selected machine and put the machine back into the priority queue.

# Using A Min Priority Queue

- $m$  put operations to initialize priority queue
- 1 remove min and 1 put to schedule each job
- each put and remove min operation takes  $O(\log m)$  time
- time to schedule is  $O(n \log m)$
- overall time is

$$O(n \log n + n \log m) = O(n \log (mn))$$

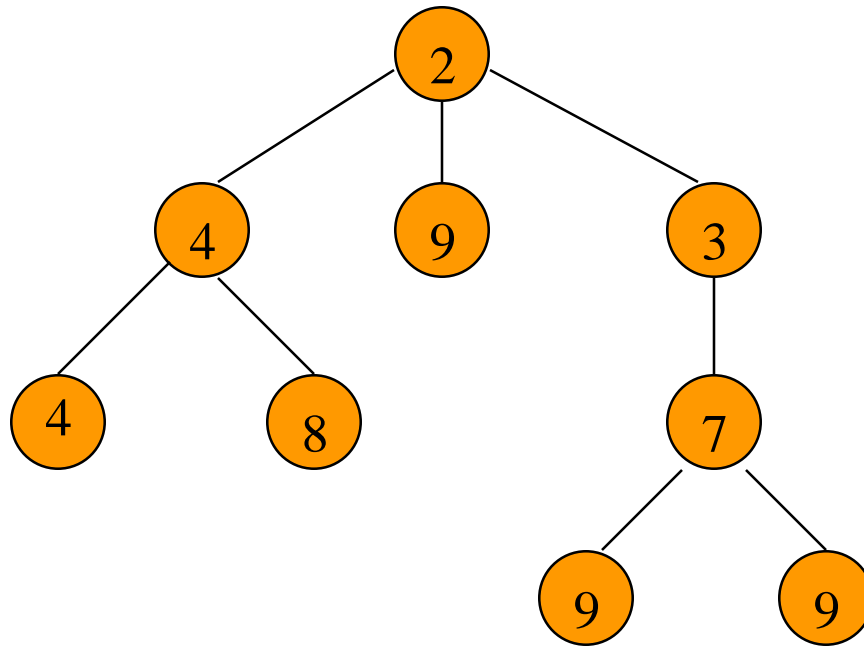
# Min Tree Definition

Each tree node has a value.

Value in any node is the minimum value in the subtree for which that node is the root.

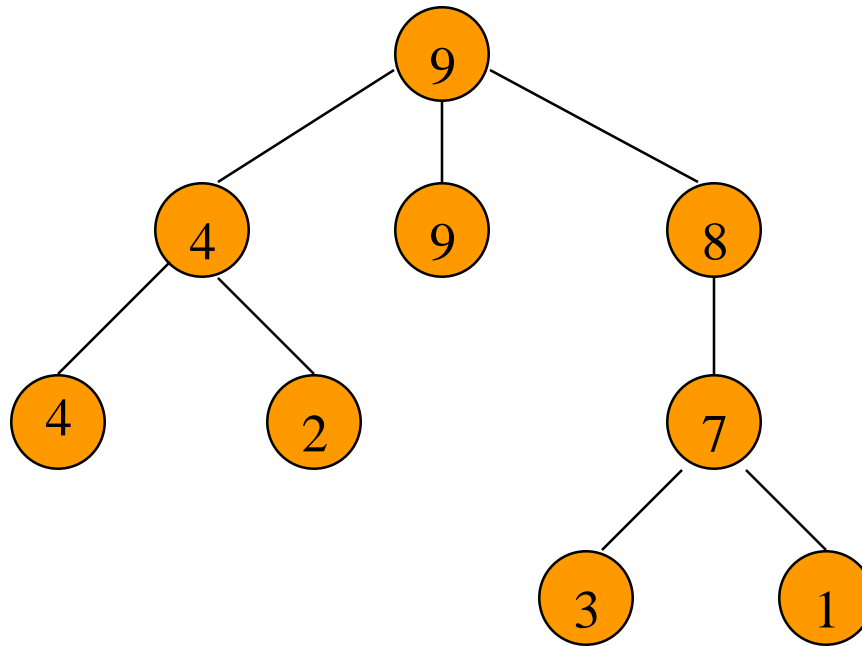
Equivalently, no descendent has a smaller value.

# Min Tree Example



Root has minimum element.

# Max Tree Example



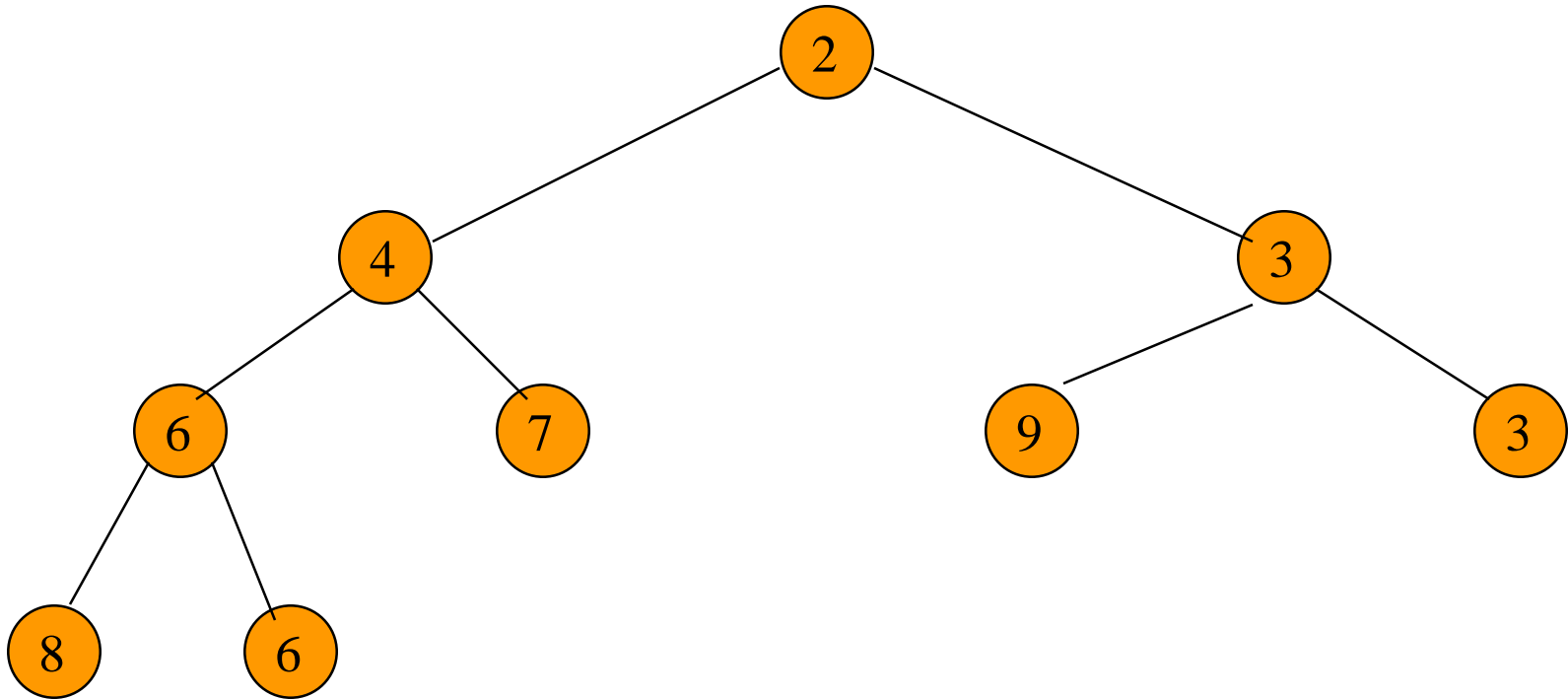
Root has maximum element.

# Min Heap Definition

- complete binary tree
- min tree

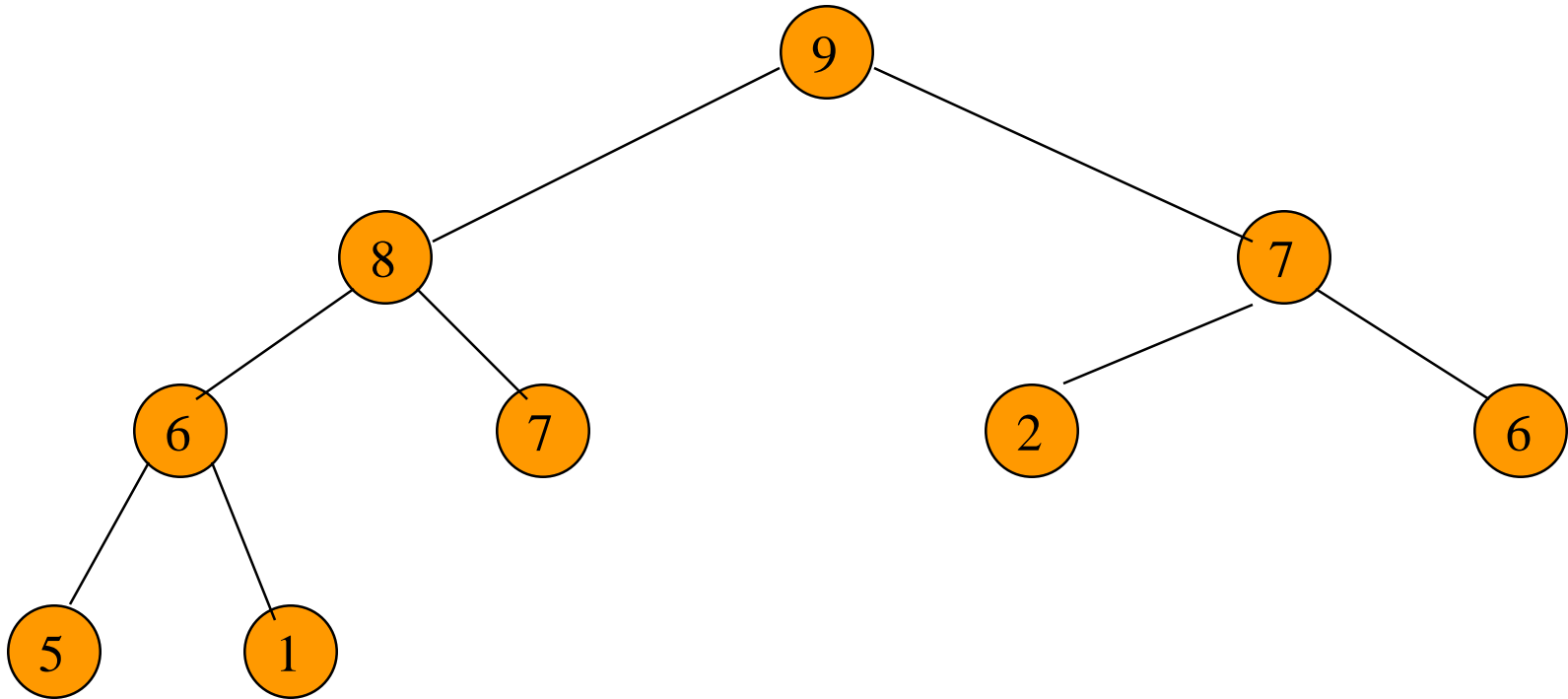


# Min Heap With 9 Nodes



Complete binary tree with 9 nodes  
that is also a min tree.

# Max Heap With 9 Nodes

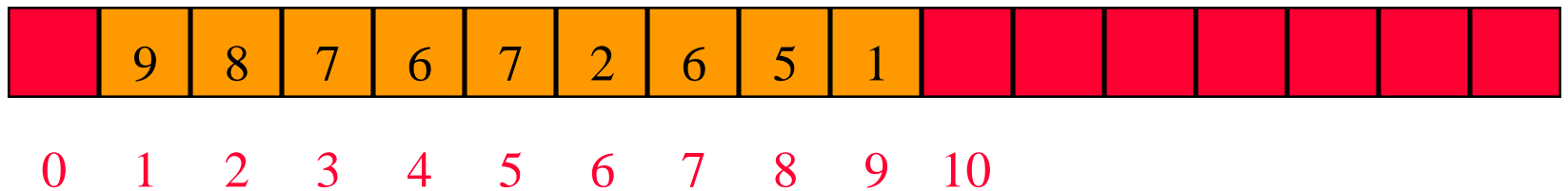
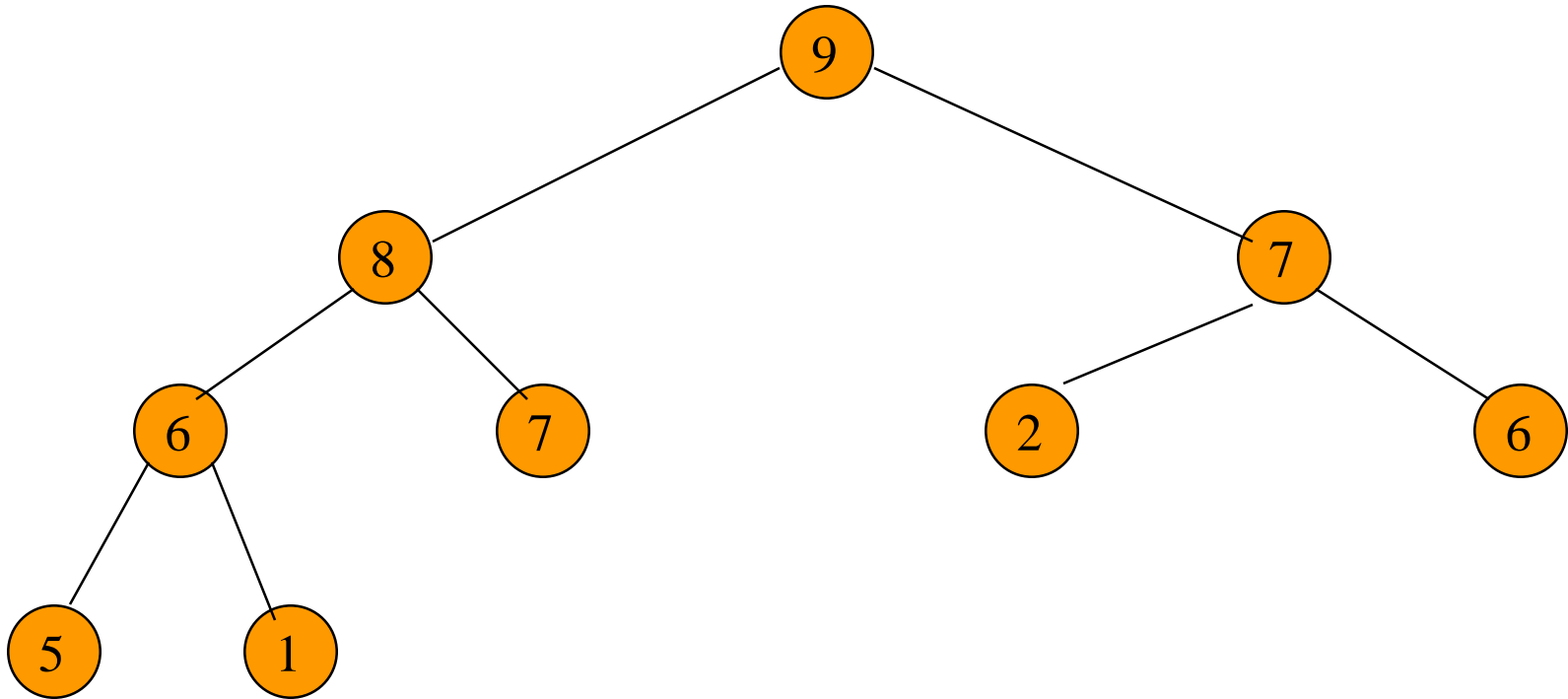


Complete binary tree with 9 nodes  
that is also a max tree.

# Heap Height

Since a heap is a complete binary tree, the height of an **n** node heap is  $\log_2 (n+1)$ .

# A Heap is Efficiently Represented as an Array



# Moving Up and Down a Heap

