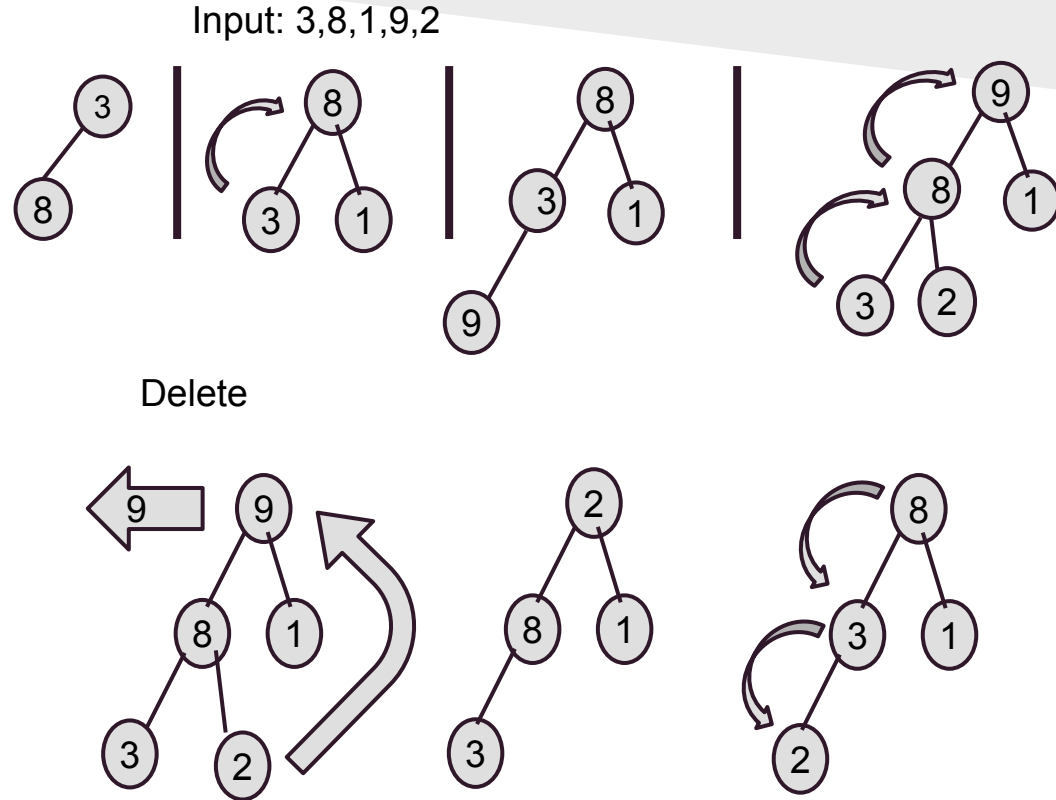


Stable-Duplicate Priority Queue

Aliza Levinger, Ashley Haiger, Rahul Sood, Rosanna Corvino

Brief Review: What's a heap?

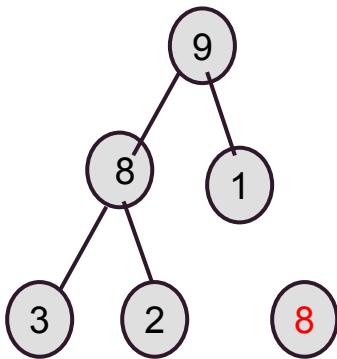
- Implement priority queue
- Partially sorted binary tree
- Breadth first



Regular Heap is UNSTABLE

Input: 3,8,1,9,2, **8**

Regular implementation of a heap will not keep track of which 8 came first.



Regular Heap is UNSTABLE

What If...preserving order of duplicates is important?

1. **Boarding airplane**
2. **VIP Pass/Preferred Customer**
3. **Rental Car**
4. **Distributed Computer Processing**
5. **Bandwidth Management**

Prior Research

- Ted Herman
- Nick Paelante
- Lukas Vokrinek
- Satoshi Ukena
- Victor Arad
- Michelle Hugue

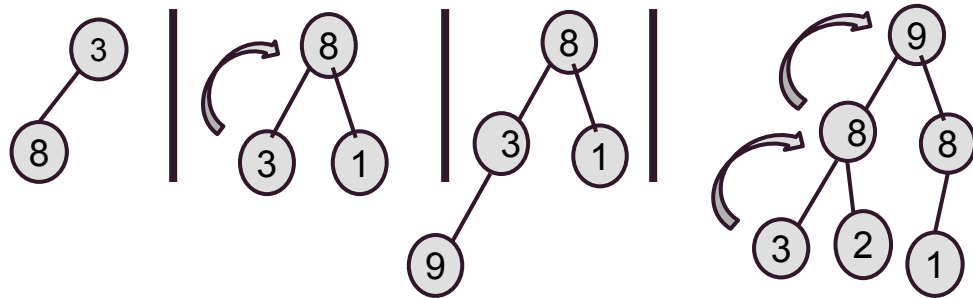
Possible Solutions

1. **Static** - implement heap as 2-d array and apply memoization using hashtable

2. **Dynamic** - implement heap as binary search tree (BST) and use linked lists to track duplicates

Static: Build a Heap

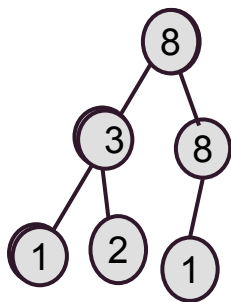
Input: 8,3,1,9,2,8



| | | | | | | |
|-----------------|---|---|---|---|---|---|
| Array Index (i) | 0 | 1 | 2 | 3 | 4 | 5 |
| A(i) | 9 | 8 | 8 | 3 | 2 | 1 |
| # Seq | 1 | 1 | 1 | 1 | 1 | 2 |

| Hash Index | Max Seq # | Next Item To go | 3 (array position of element 1) | 4 (array position of duplicate 2) | 5 (array position of duplicate 3) | 6 (array position of duplicate 4) |
|------------|-----------|-----------------|---------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|
| 1 | 1 | 1 | 5 | | | |
| 2 | 1 | 1 | 4 | | | |
| 3 | 1 | 1 | 3 | | | |
| 4 | | | | | | |
| 5 | | | | | | |
| 6 | | | | | | |
| 7 | | | | | | |
| 8 | 2 | 1 | 1 | 2 | | |
| 9 | 1 | 1 | 0 | | | |

Static: Delete Max

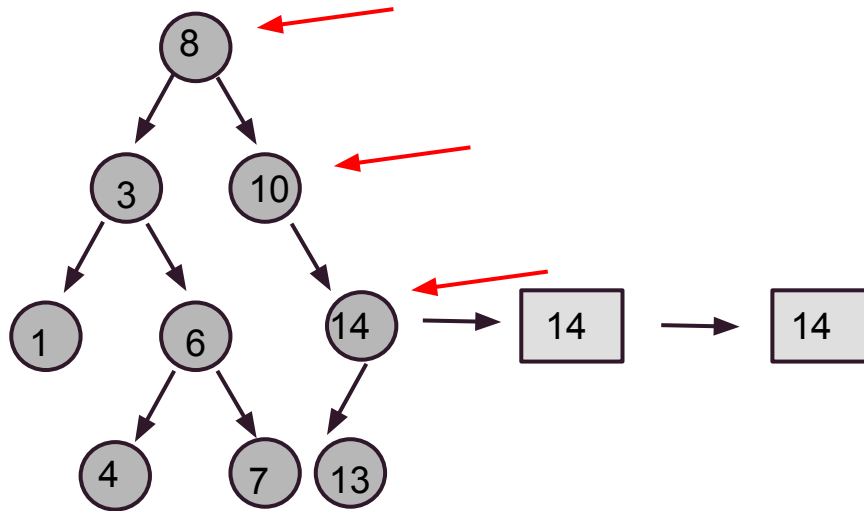


| | | | | | | |
|-----------------|---|---|---|---|---|---|
| Array Index (i) | 0 | 1 | 2 | 3 | 4 | 5 |
| A(i) | 9 | 8 | 8 | 3 | 2 | 1 |
| # Seq | 1 | 1 | 1 | 1 | 1 | 2 |

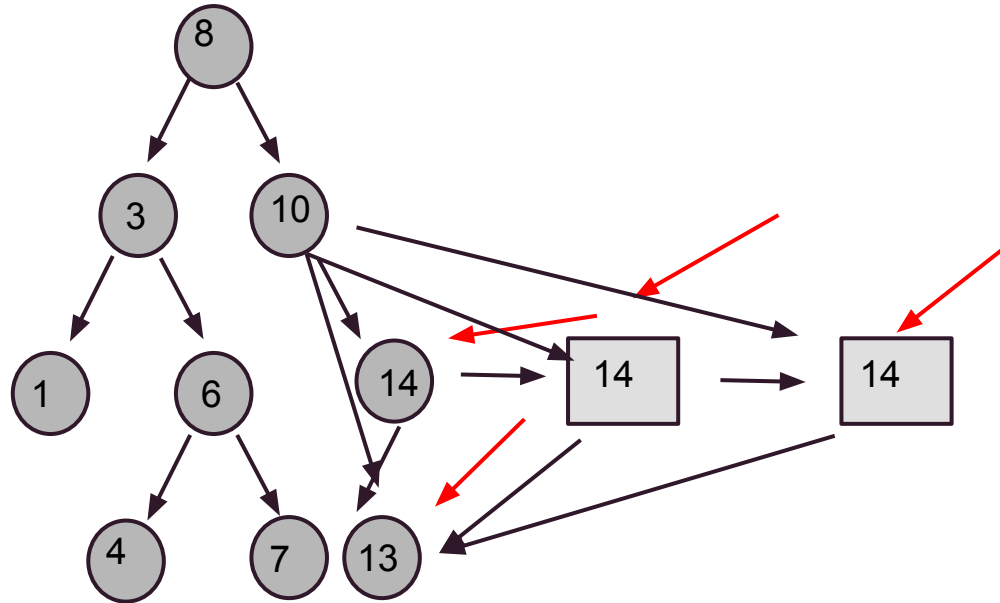
| Hash Index | Max Seq # | Next Item To go | 3 (array position of element 1) | 4 (array position of duplicate 2) | 5 (array position of duplicate 3) | 6 (array position of duplicate 4) |
|------------|-----------|-----------------|---------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|
| 1 | 1 | 1 | 5 | | | |
| 2 | 1 | 1 | 4 | | | |
| 3 | 1 | 1 | 3 | | | |
| 4 | | | | | | |
| 5 | | | | | | |
| 6 | | | | | | |
| 7 | | | | | | |
| 8 | 2 | 1 | 1 | 2 | | |
| 9 | 1 | 1 | 0 | | | |

Dynamic: Build heap

8 3 10 1 6 4 7 14 13 **14** **14**



Dynamic: Delete Max



Correctness

By loop Invariant:

1. Initialization: at start count the loop variables

eg. Prove assertion P true at start of loop

2. Maintenance: after running the loop check the state of the variables

eg. Prove P is true at end of loop

3. Termination: when the loop terminates check the state again

eg. Prove that loop terminates

Complexity

| | STATIC | DYNAMIC |
|---------------|--|----------------------------------|
| Time (Build) | $O(n \log n * 2) \ggg O(n \log n)$ | $O(\log n * n) \ggg O(n \log n)$ |
| Time (Delete) | $O(\log n * 2) \ggg O(\log n)$ | $O(3) \ggg O(1)$ |
| Space | $O(n) + \text{MaxValue}(n) * \text{MaxValue}(k)$ | $O(n) + n * \text{MaxValue}(k)$ |