

# HEAPS: IMPLEMENTATION PRIORITY QUEUES COMPARISON CLASSES

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Problem Solving with Computers-II

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook\n";
    return 0;
}
```



## std::priority\_queue (STL's version of heap)

A C++ `priority_queue` is a generic container, and can store any data type on which an ordering can be defined: for example `ints`, `structs` (`Card`), `pointers` etc.

**#include <queue>**

```
priority_queue<int> pq;
```

### Methods:

- \* `push()` //insert
- \* `pop()` //delete max priority item
- \* `top()` //get max priority item
- \* `empty()` //returns true if the priority queue is empty
- \* `size()` //returns the number of elements in the PQ

- You can extract object of highest priority in  $O(\log N)$
- To determine priority: objects in a priority queue must be comparable to each other

## STL Heap implementation: Priority Queues in C++

What is the output of this code?

```
priority_queue<int> pq;  
pq.push(10);  
pq.push(2);  
pq.push(80);  
cout<<pq.top();  
pq.pop();  
cout<<pq.top();  
pq.pop();  
cout<<pq.top();  
pq.pop();
```

A. 10 2 80

B. 2 10 80

☒ C. 80 10 2 *Default config gives a max heap*

D. 80 2 10

E. None of the above

## std::priority\_queue template arguments

```
template <
    class T,
    class Container= vector<T>,
    class Compare = less <T>
> class priority_queue;
```

The template for priority\_queue takes 3 arguments:

1. Type elements contained in the queue.
2. Container class used as the internal store for the priority\_queue, the default is **vector<T>**
3. Class that provides priority comparisons, the default is **less**

## std::priority\_queue template arguments

**//Template parameters for a max-heap**

```
priority_queue<int, vector<int>, std::less<int>> pq;
```

**//Template parameters for a min-heap**

```
priority_queue<int, vector<int>, std::greater<int>> pq;
```

# Application: calculate the median of a evolving sequence

What is the median at each step?

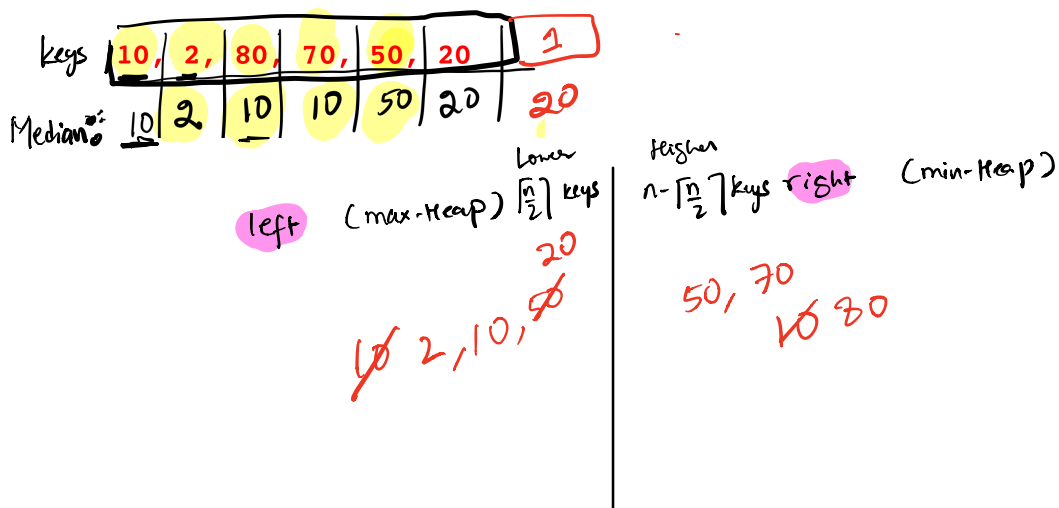
	10	2	80	70	50	20
Median:	10	2	10	10	50	20

Median	Insert	Data structure
$O(1)$	$O(N)$	Sorted array
$O(N)$	$O(\log N)$	Balanced BST
$O(1)$	$O(\log N)$	2 Heaps

(max heap) left	(min heap) right
$\lceil \frac{n}{2} \rceil$ elements max-heap	$n - \lceil \frac{n}{2} \rceil$ min-heap
2 10	50 70
20	80

The two heaps (left and right) should satisfy the following properties:

- ✓ ① left heap must have  $\lceil \frac{n}{2} \rceil$  keys
- ✓ ② max elem in left  $\leq$  min elem of the right



Median is left.top()

Running Time of median implementation using two heaps:

- insert :  $O(\log N)$
- median :  $O(1)$

1      2      10      ~~20~~      50      70      80

Partial pseudocode:

```

if (left.empty()) left.push(elem)
else:
  if (left.size() > right.size())
    { if elem < left.top()
      {
    }
  }

```

## Comparison class

- Comparison class: A class that implements a function operator for comparing objects

```
class compareClass{  
    bool operator()(int& a, int & b) const {  
        return a>b;  
    }  
};
```



## Comparison class

```
class compareClass{  
    bool operator()(int& a, int & b) const {  
        return a>b;  
    }  
};
```

```
int main(){  
    compareClass c;  
    cout<<c(10, 20)<<endl;  
}
```

What is the output of this code?

A. 1

B. 0

C. Error

## STL Heap implementation: Priority Queues in C++

```
class cmp{
    bool operator()(int& a, int & b) const {
        return a>b;
    }
};

priority_queue<int, vector<int>, cmp> pq;
pq.push(10);
pq.push(2);
pq.push(80);
cout<<pq.top();           Output: _____
pq.pop();
cout<<pq.top();           pq is a _____heap
pq.pop();
cout<<pq.top();
pq.pop();
```

## Sort array elements using a pq storing pointers

```
int main(){
    int arr[]={10, 2, 80};
    priority_queue<int*> pq;
    for(int i=0; i < 3; i++)
        pq.push(arr+i);

    while(!pq.empty()){
        cout<<*pq.top()<<endl;
        pq.pop();
    }
    return 0;
}
```

How can we change the way pq prioritizes pointers?

Write a comparison class to print the integers in the array in sorted order

```
int main(){
    int arr[]={10, 2, 80};
    priority_queue<int*, vector<int*>, cmpPtr> pq;
    for(int i=0; i < 3; i++)
        pq.push(arr+i);

    while(!pq.empty()){
        cout<<*pq.top()<<endl;
        pq.pop();
    }
    return 0;
}
```