Priority Queues

- API
- elementary implementations
- binary heaps
- heapsort

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.

operation	*argument*	*return value*
insert	P	
insert	Q	
insert	E	
remove max		Q
insert	X	
insert	A	
insert	M	
remove max		X
insert	P	
insert	L	
insert	E	
remove max		P

Priority queue API

Requirement. Generic items are **`Comparable`**.

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

	`MaxPQ()`	*create a priority queue*
	`MaxPQ(maxN)`	*create a priority queue of initial capacity maxN*
`void`	`insert(Key v)`	*insert a key into the priority queue*
`Key`	`max()`	*return the largest key*
`Key`	`delMax()`	*return and remove the largest key*
`boolean`	`isEmpty()`	*is the priority queue empty?*
`int`	`size()`	*number of entries in the priority queue*

API for a generic 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

Problem. Find the largest M items in a stream of N items.

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

Constraint. Not enough memory to store N items.

Solution. Use a min-oriented priority queue.

```
MinPQ<String> pq = new MinPQ<String>();

while (!StdIn.isEmpty())
{
   String s = StdIn.readString();
   pq.insert(s);
   if (pq.size() > M)
      pq.delMin();
}

while (!pq.isEmpty())
   System.out.println(pq.delMin());
```

cost 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
best in theory	N	M

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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		A	E	L	M	P	P	
insert	E		7	P	E	M	A	P	L	E	A	E	E	L	M	P	P
remove max		P	6	E	M	A	P	L	E		A	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()` as for sorting

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

Priority Queues

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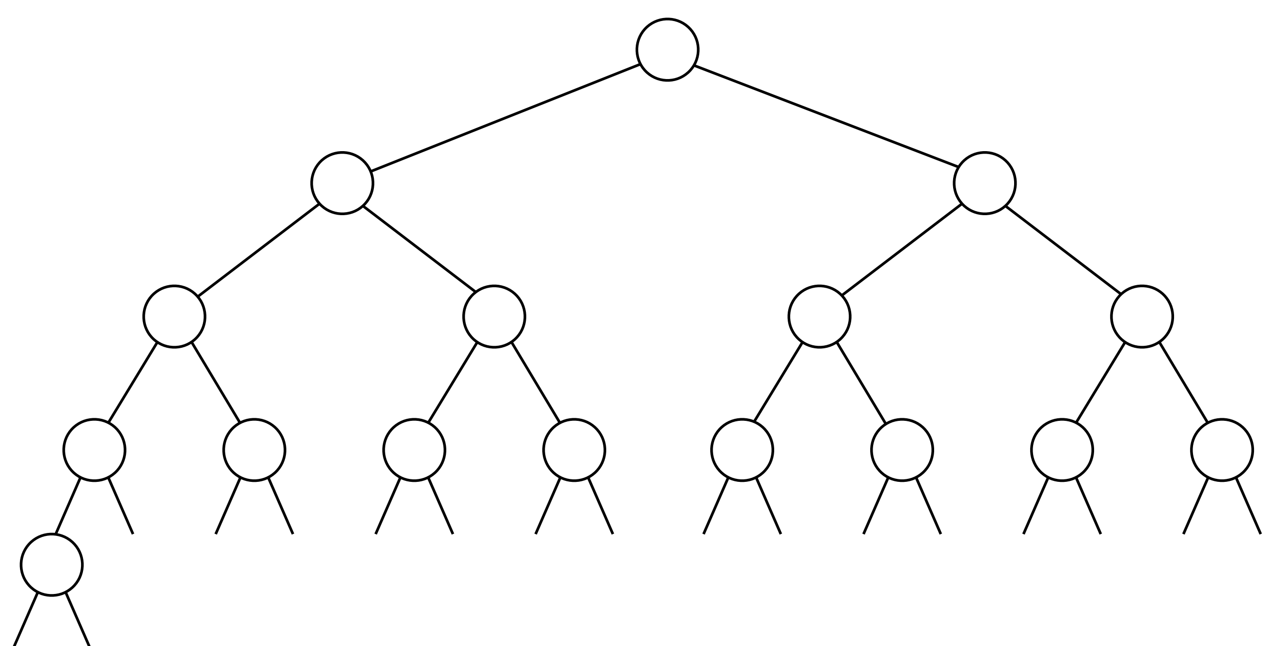
Binary tree

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

Complete tree. Perfectly balanced, except for bottom level.



complete tree with N = 16 nodes (height = 5)

Property. Height of complete tree with N nodes is $1 + \lfloor \lg N \rfloor$.

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

A complete binary tree in nature

Binary heap representations

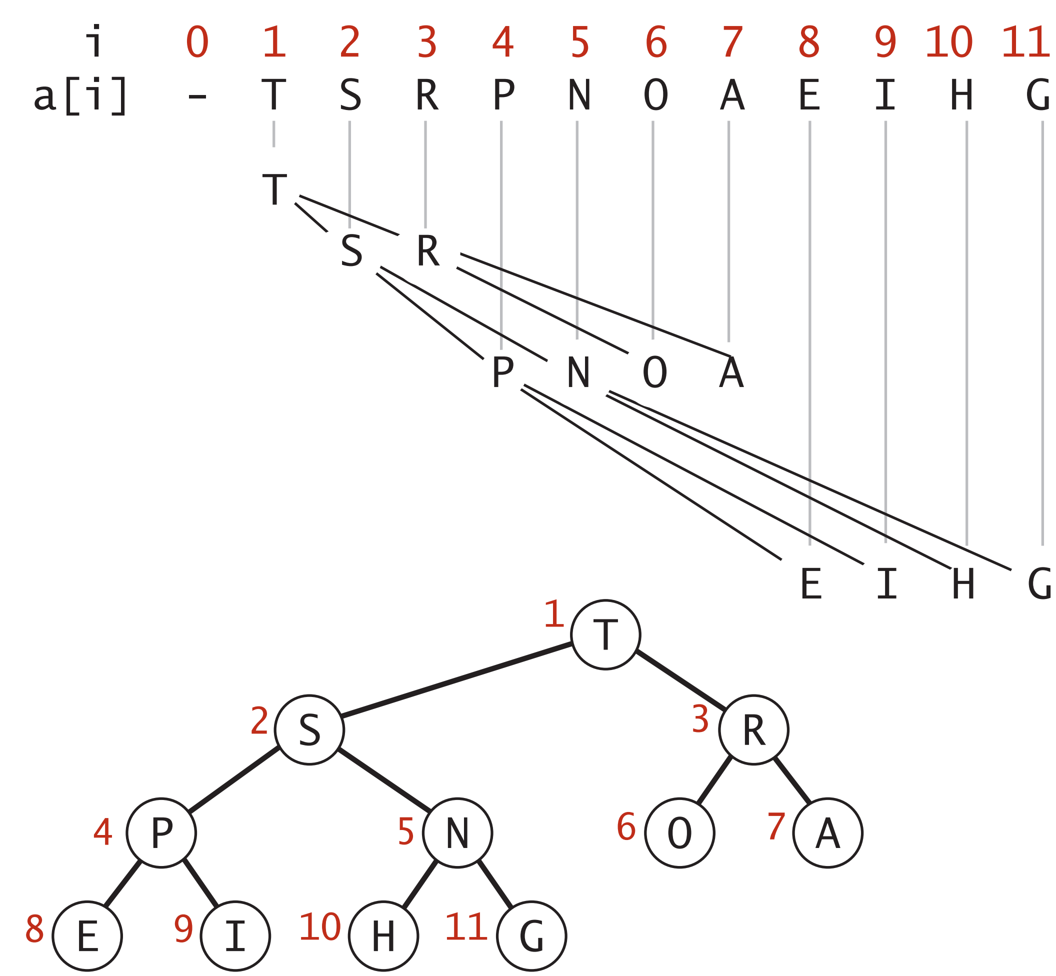
Binary heap. Array representation of a heap-ordered complete binary tree.

Heap-ordered binary tree.

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

Array representation.

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



Heap representations

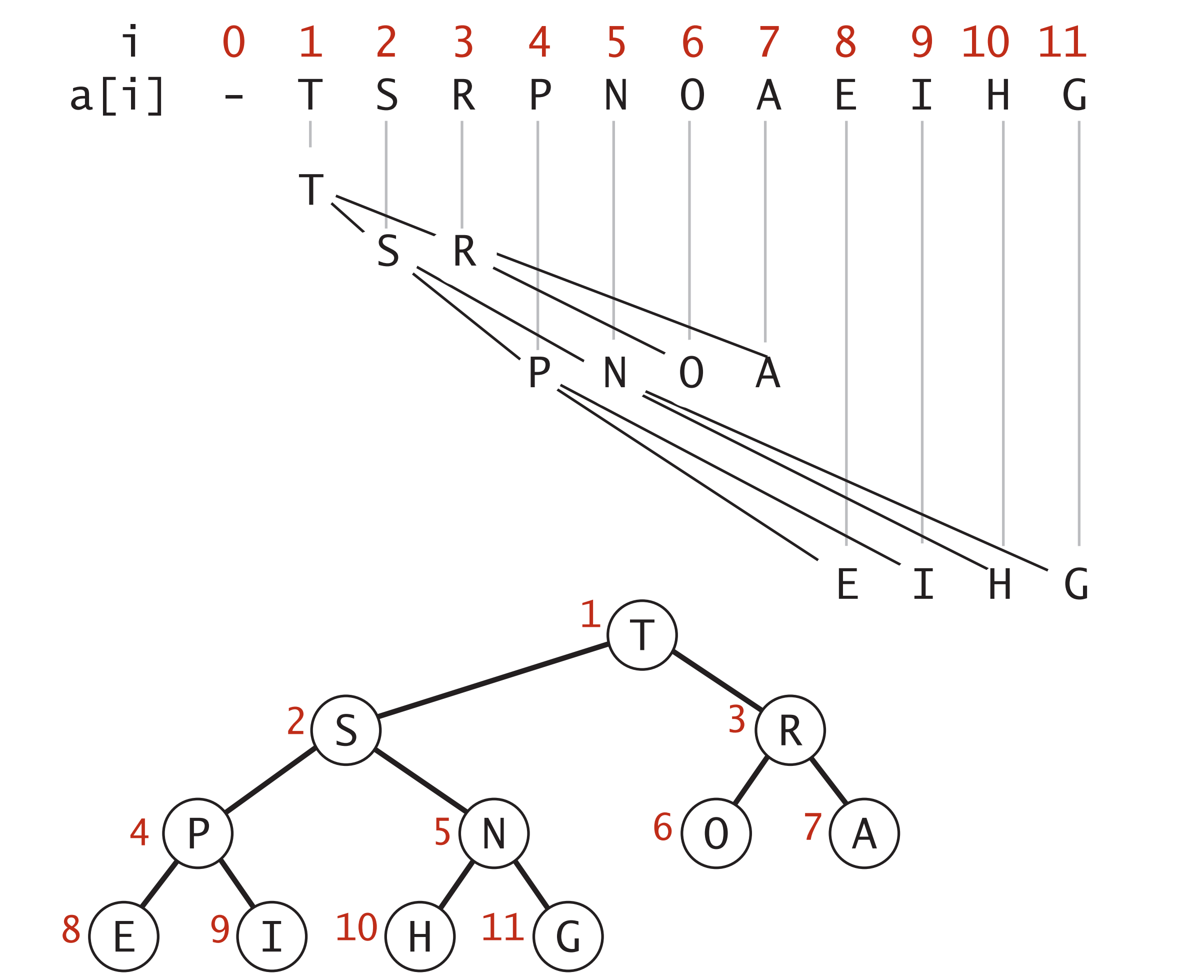
Binary heap properties

indices start at 1

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`.



Heap representations

Promotion in a heap

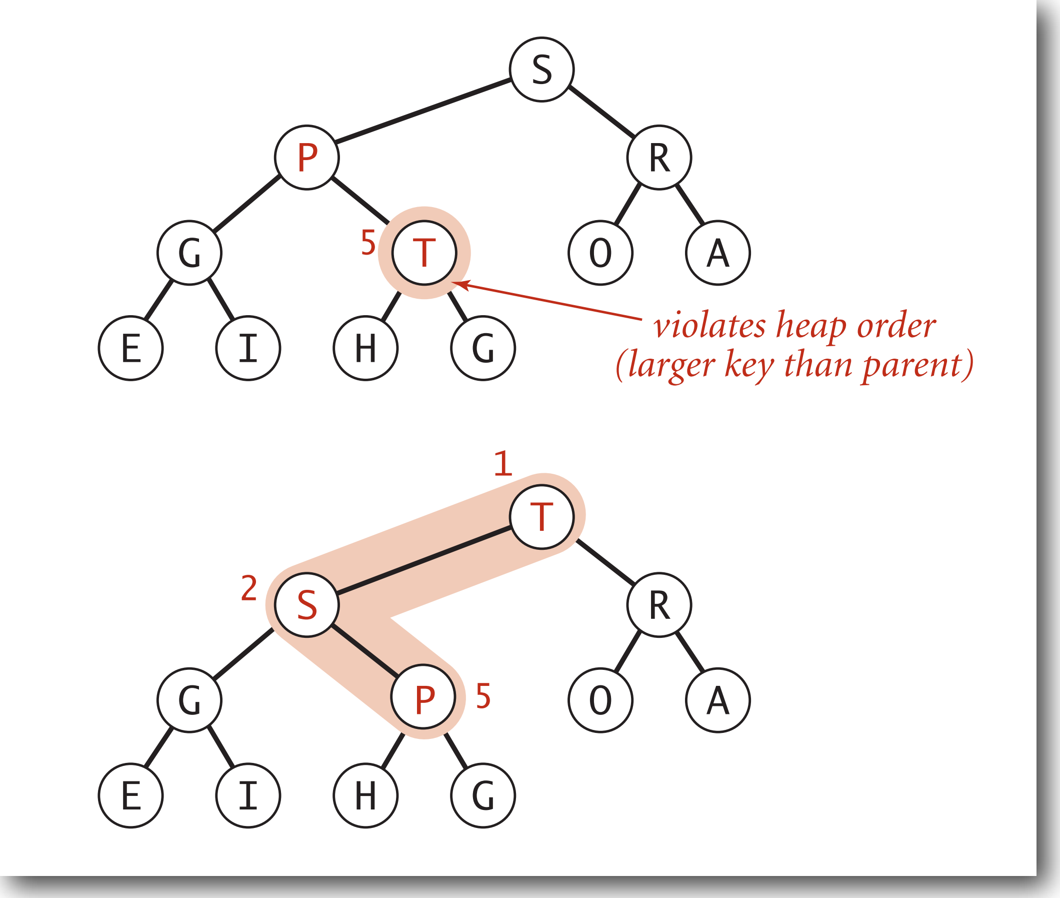
Scenario. Node's key becomes larger key than its parent's key.

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



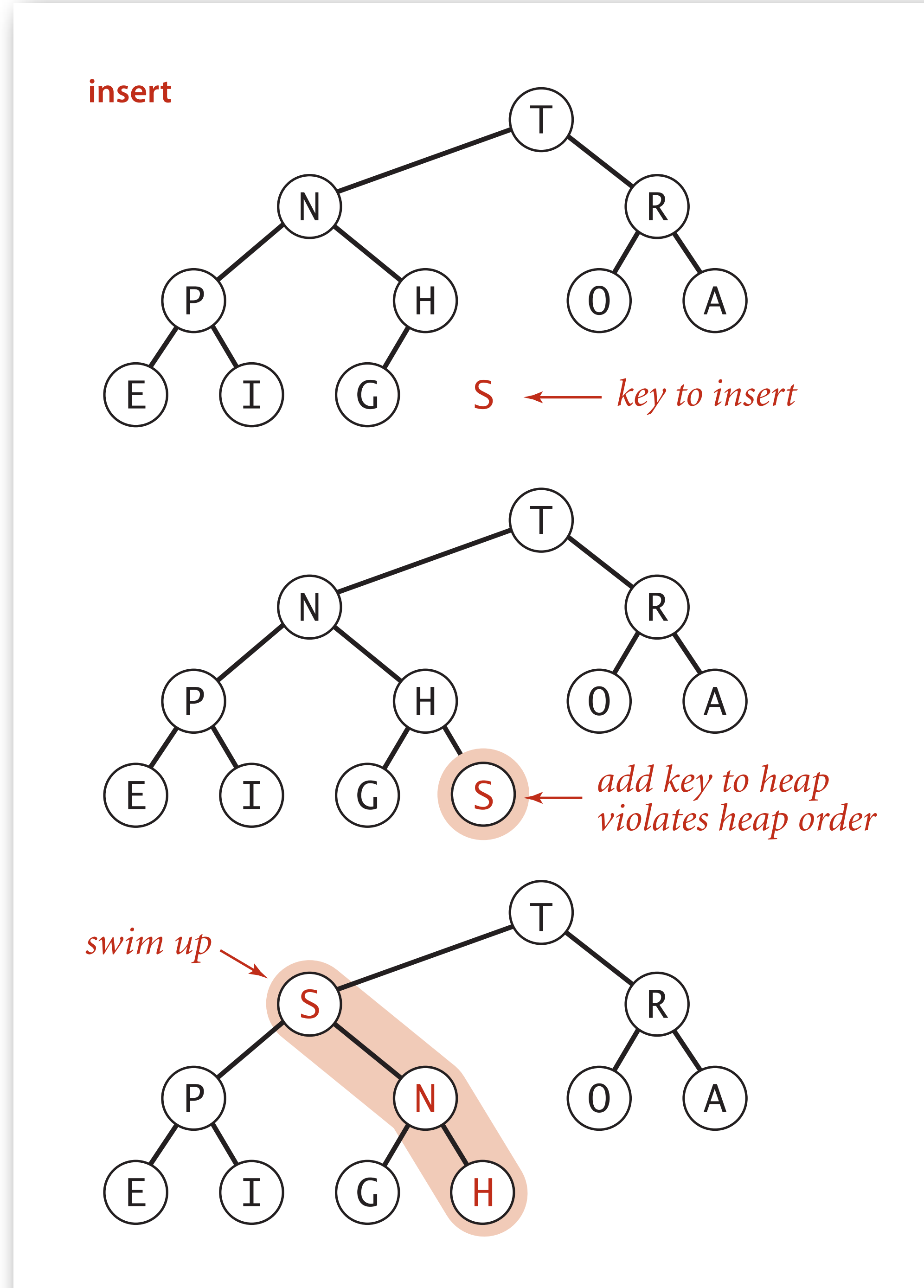
Peter principle. Node promoted to level of incompetence.

Insertion in a heap

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

Cost. At most $\lg N$ compares.

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



Demotion in a heap

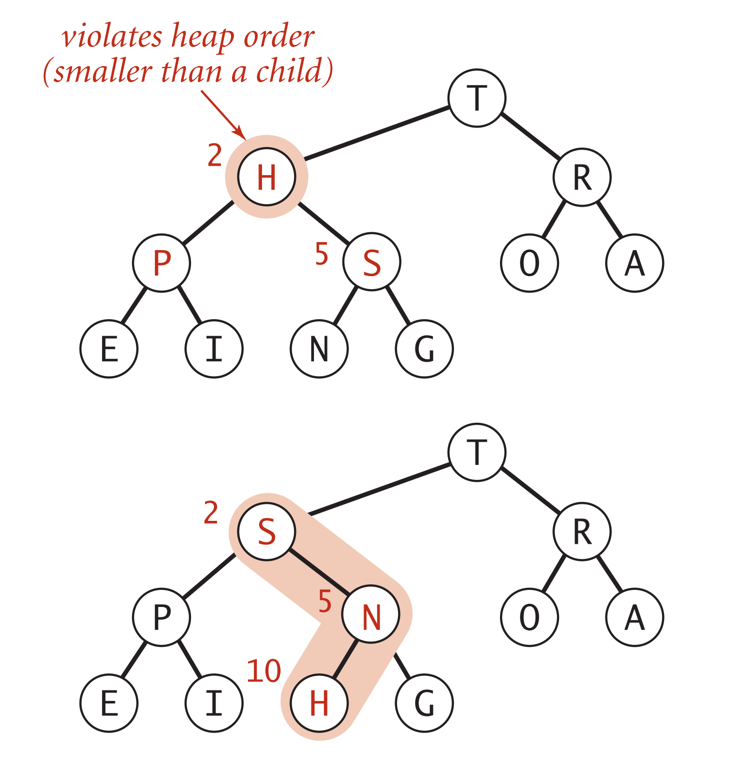
Scenario. Node's key becomes smaller than one (or both) of its children's keys.

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



Top-down reheapify (sink)

Power struggle. Better subordinate promoted.

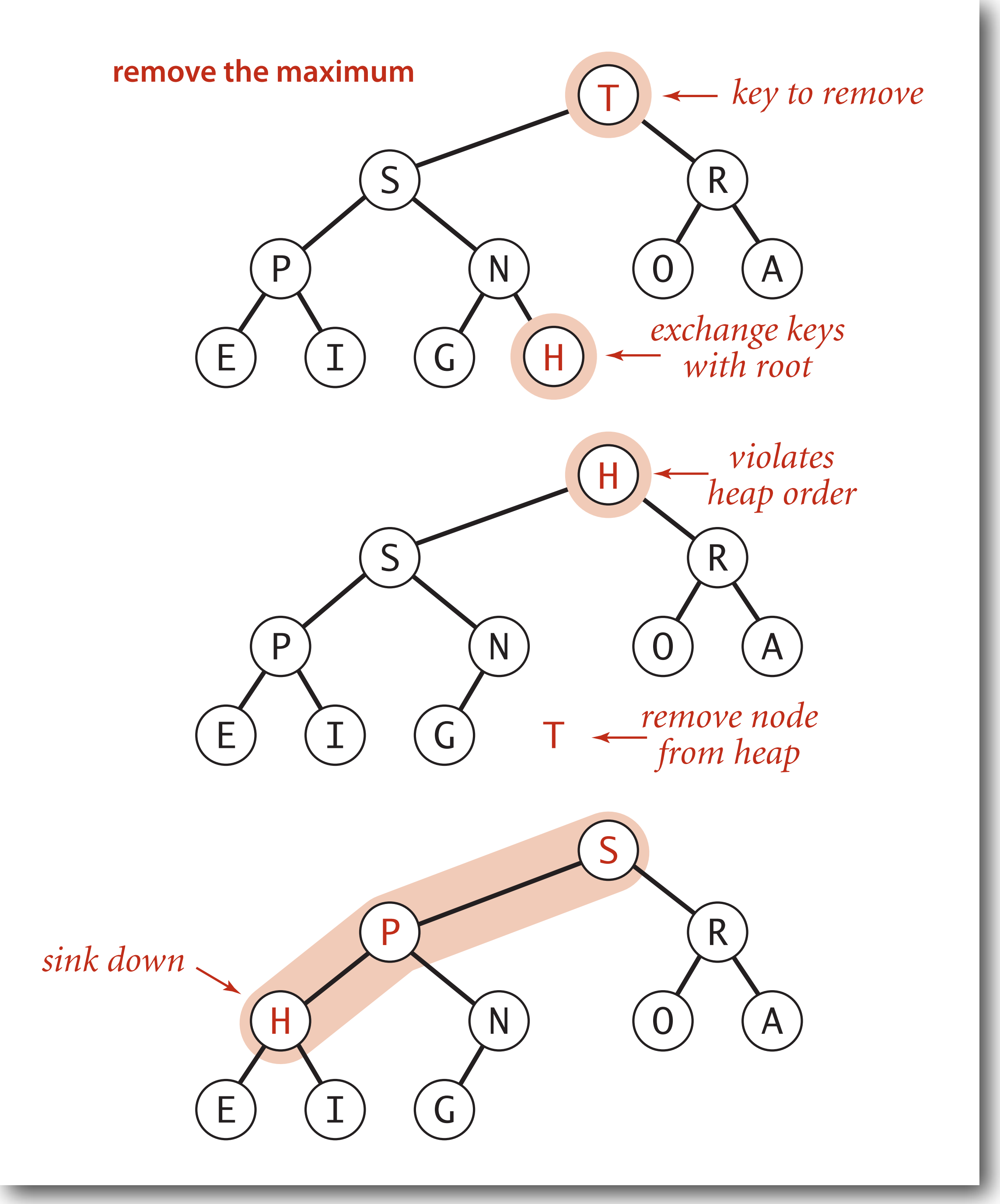
Delete the maximum in a heap

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

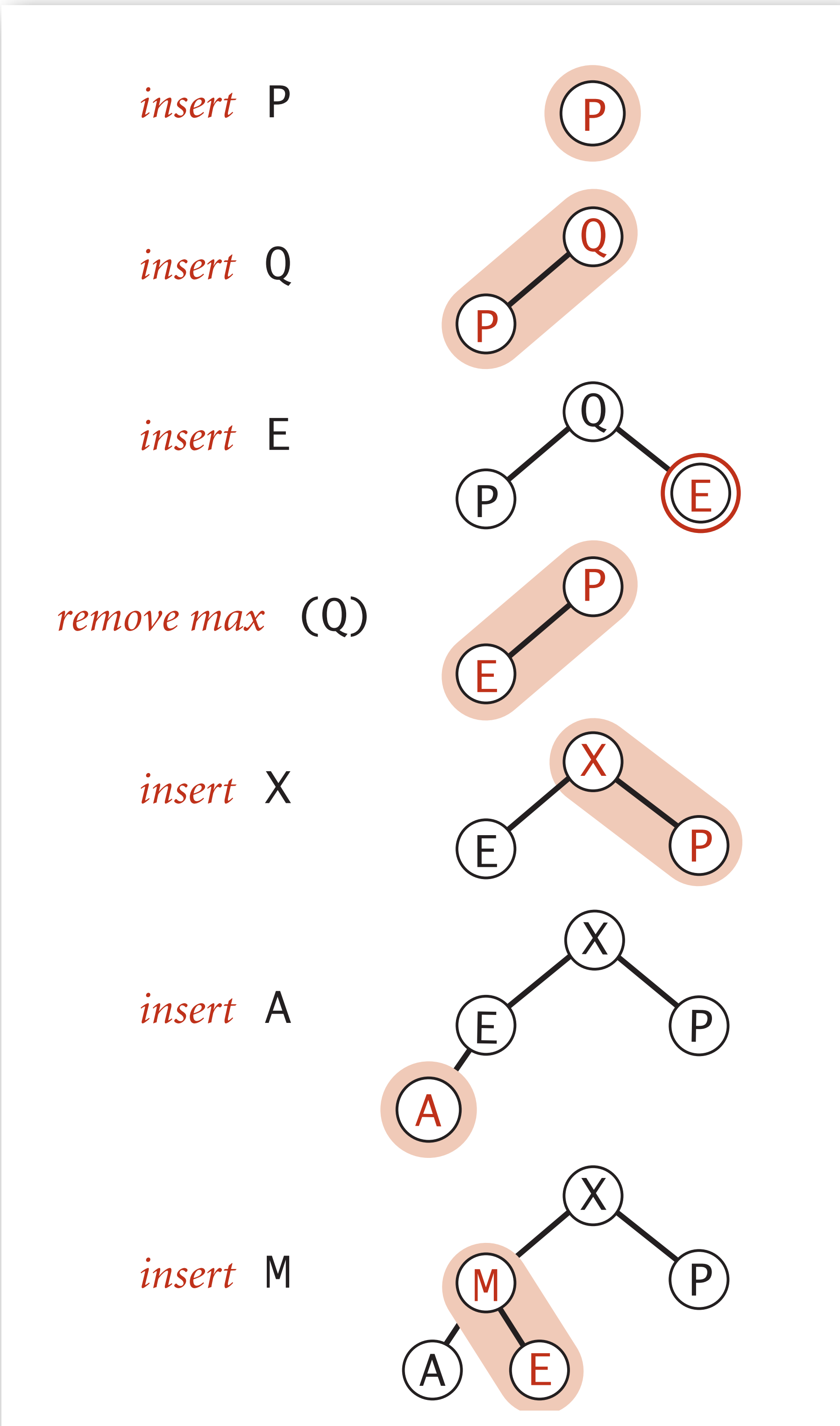
Cost. At most $2 \lg N$ compares.

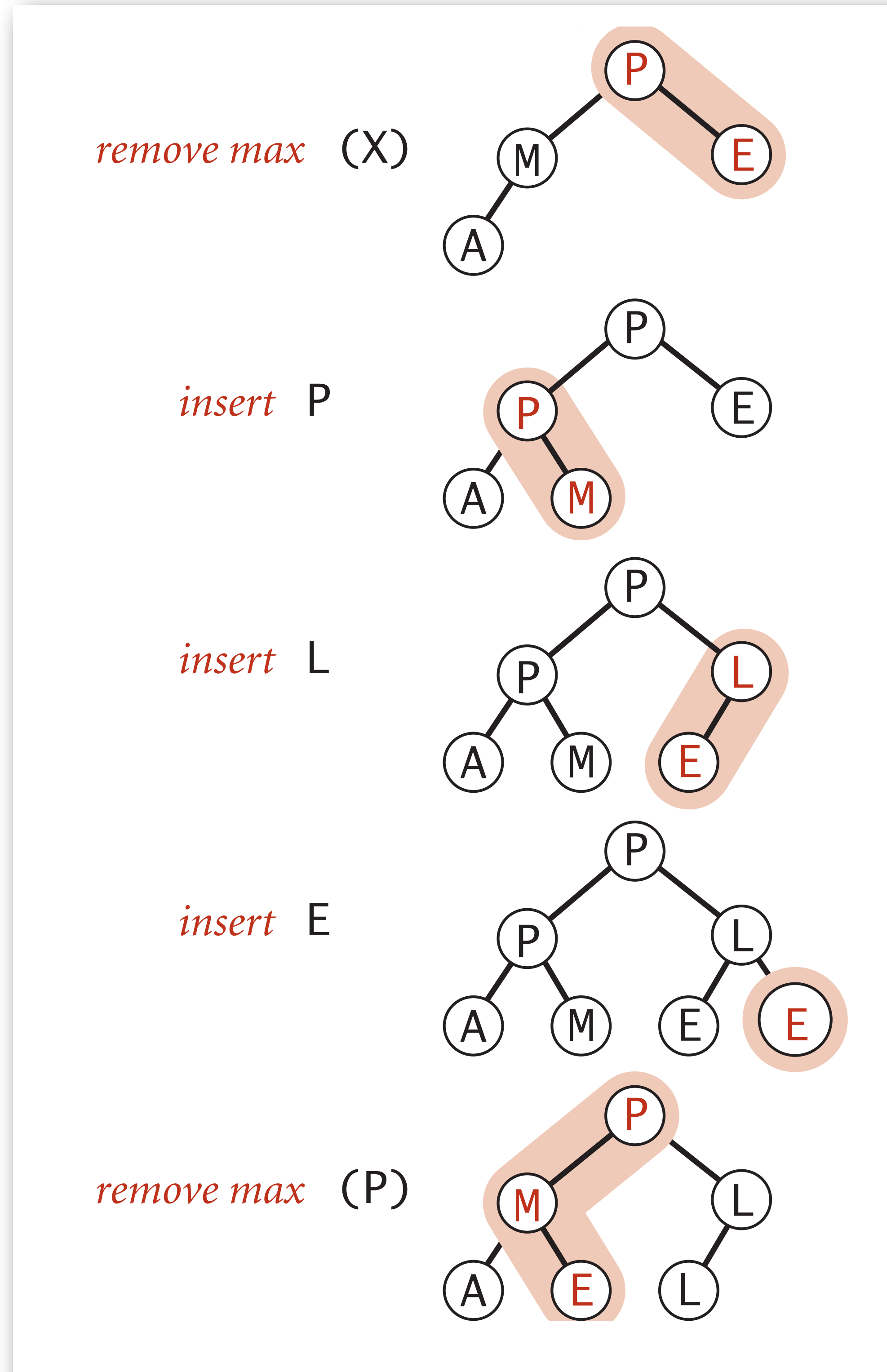
```
public Key delMax()
{
   Key max = pq[1];
   exch(1, N--);
   sink(1);
   pq[N+1] = null;
   return max;
}
```

prevent loitering



Heap operations





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 */  }

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

   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;  }
}
```

PQ ops

heap helper functions

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
d-ary heap	$\log_d N$	$d \log_d N$	1
Fibonacci	1	log N †	1

† amortized

Hopeless challenge. Make all operations constant time.

Q. Why hopeless?

Binary heap considerations

Minimum-oriented priority queue.

- Replace **`less()`** with **`greater()`**.
- Implement **`greater()`**.

Dynamic-array resizing.

- Add no-arg constructor.
- Apply repeated doubling and shrinking. ← leads to log N amortized time per op

Immutability of keys.

- Assumption: client does not change keys while they're on the PQ.
- Best practice: use immutable keys.

Other operations.

- Remove an arbitrary item.
- Change the priority of an item.

easy to implement with **`sink()`** and **`swim()`** [stay tuned]

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Heapsort

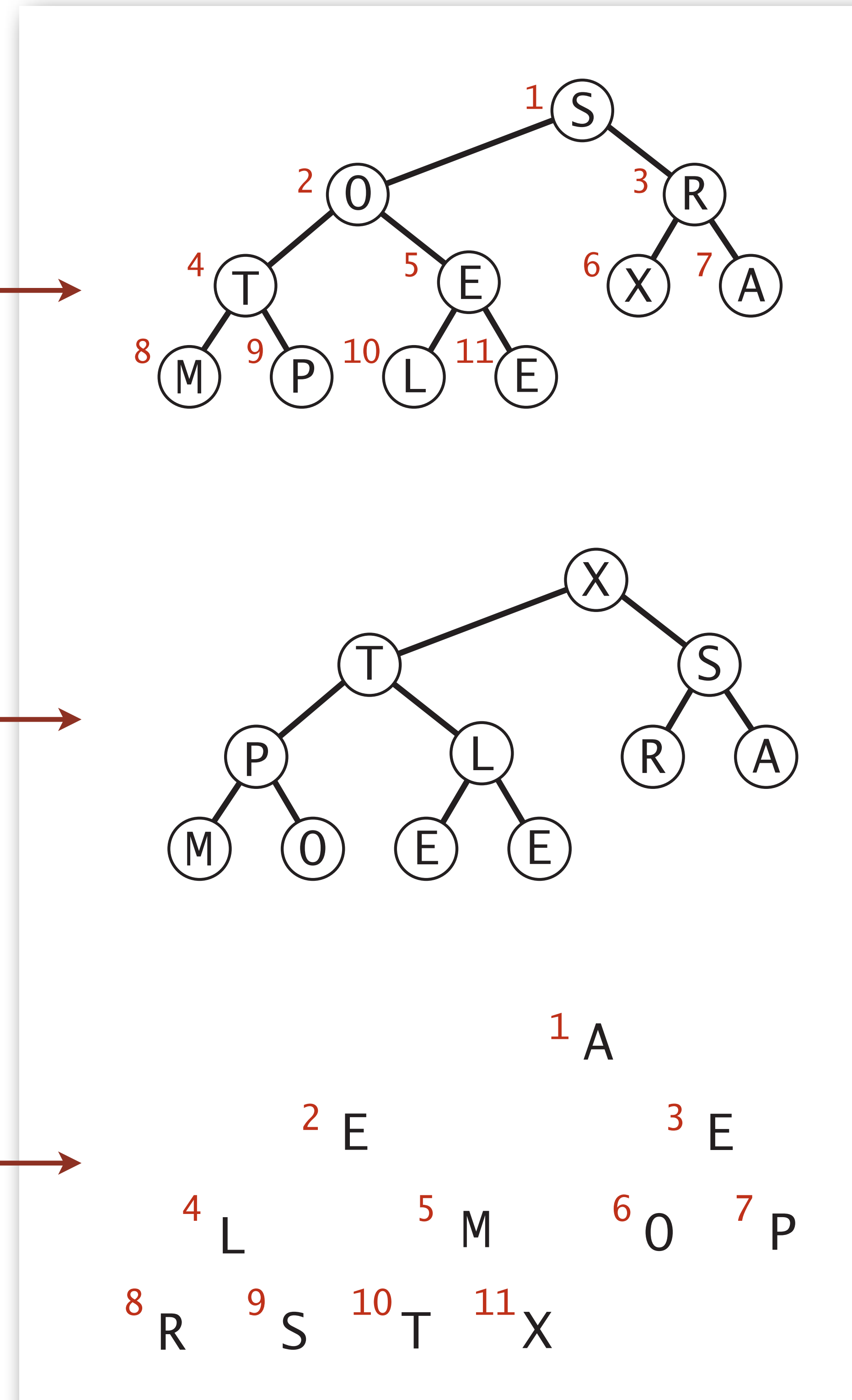
Basic plan for in-place sort.

- 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)

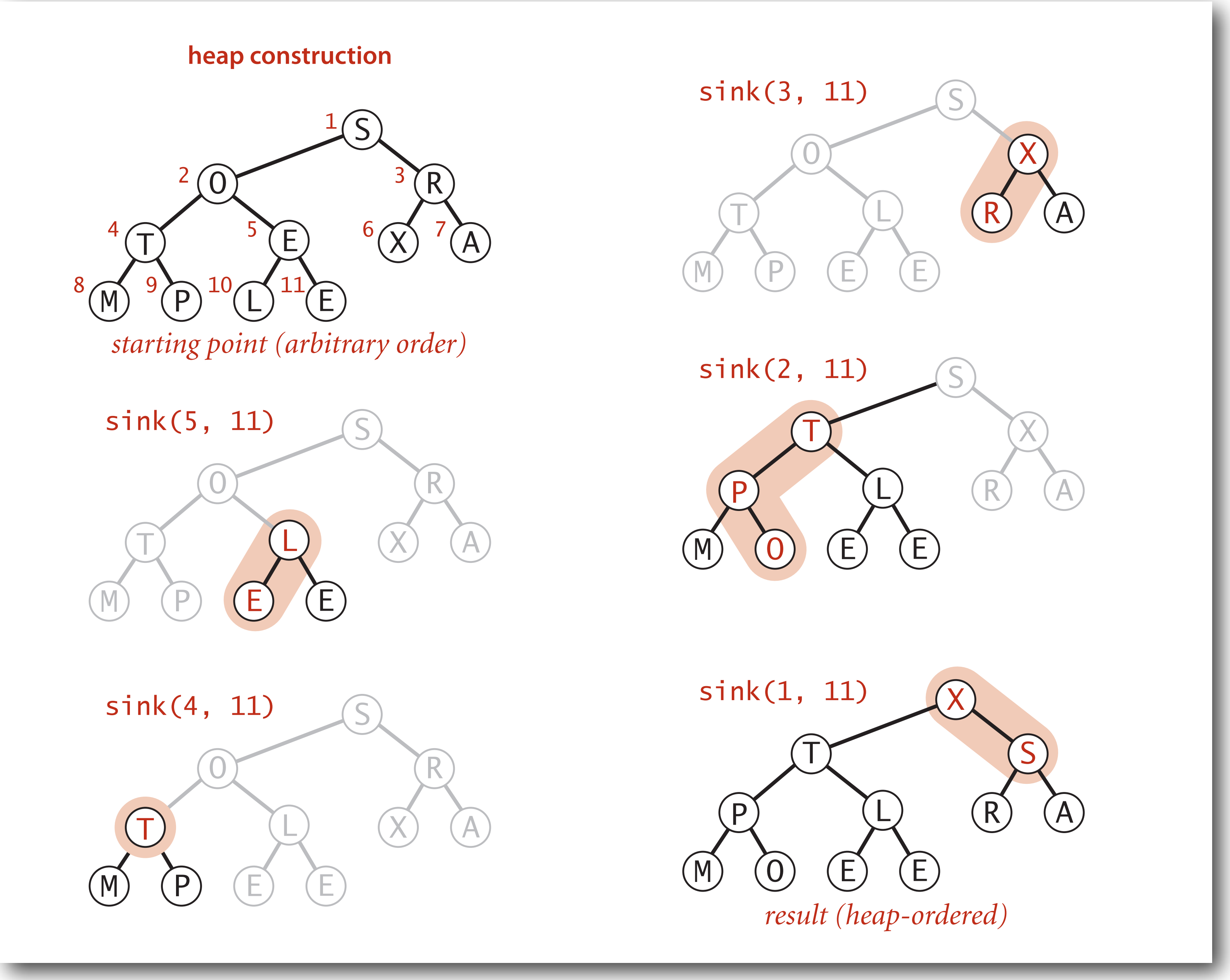
sorted result
(in place)



Heapsort: heap construction

First pass. Build heap using bottom-up method.

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

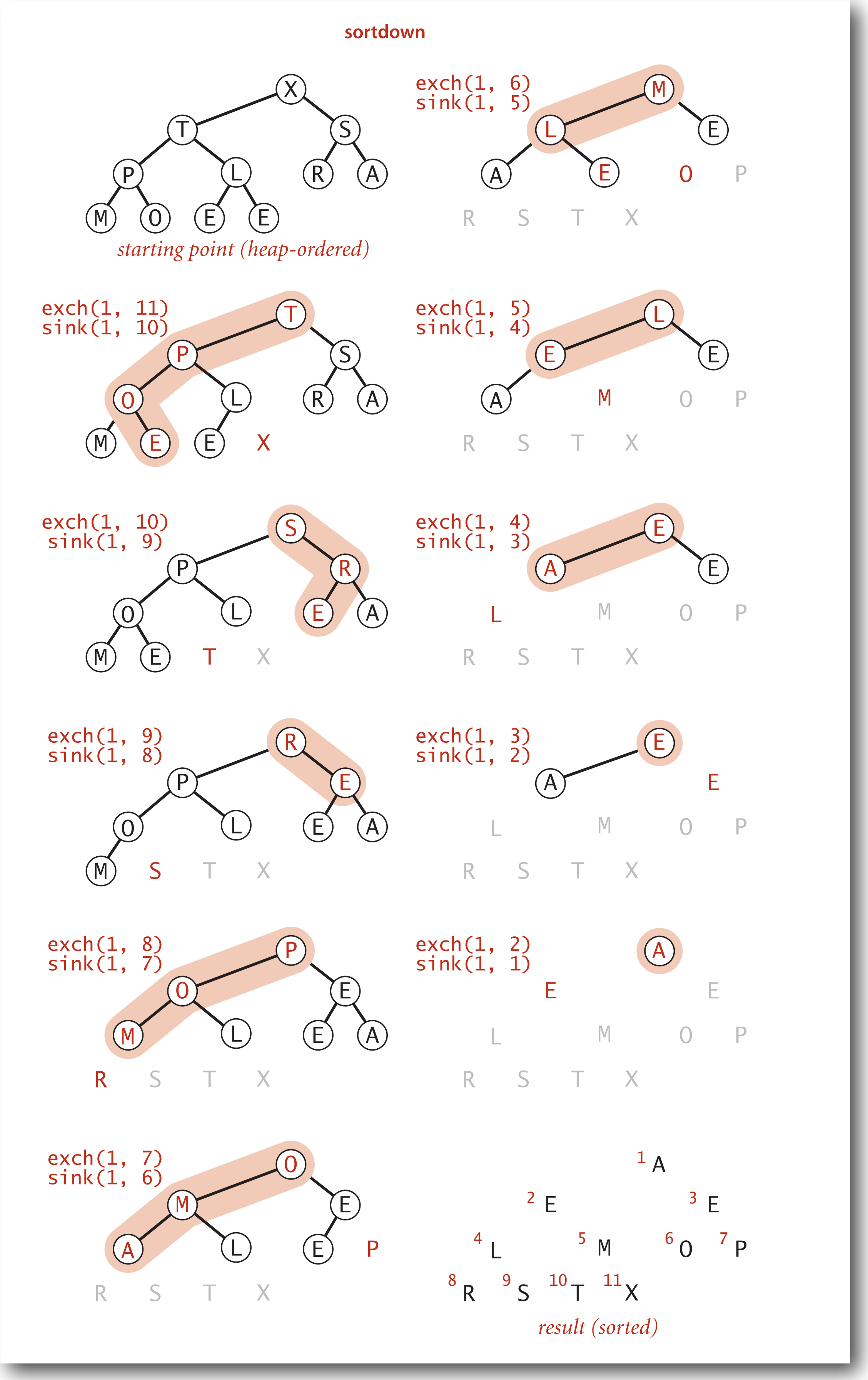


Heapsort: sortdown

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 use 1-based 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. Heapsort uses at most $2\,N \lg N$ compares and exchanges.

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

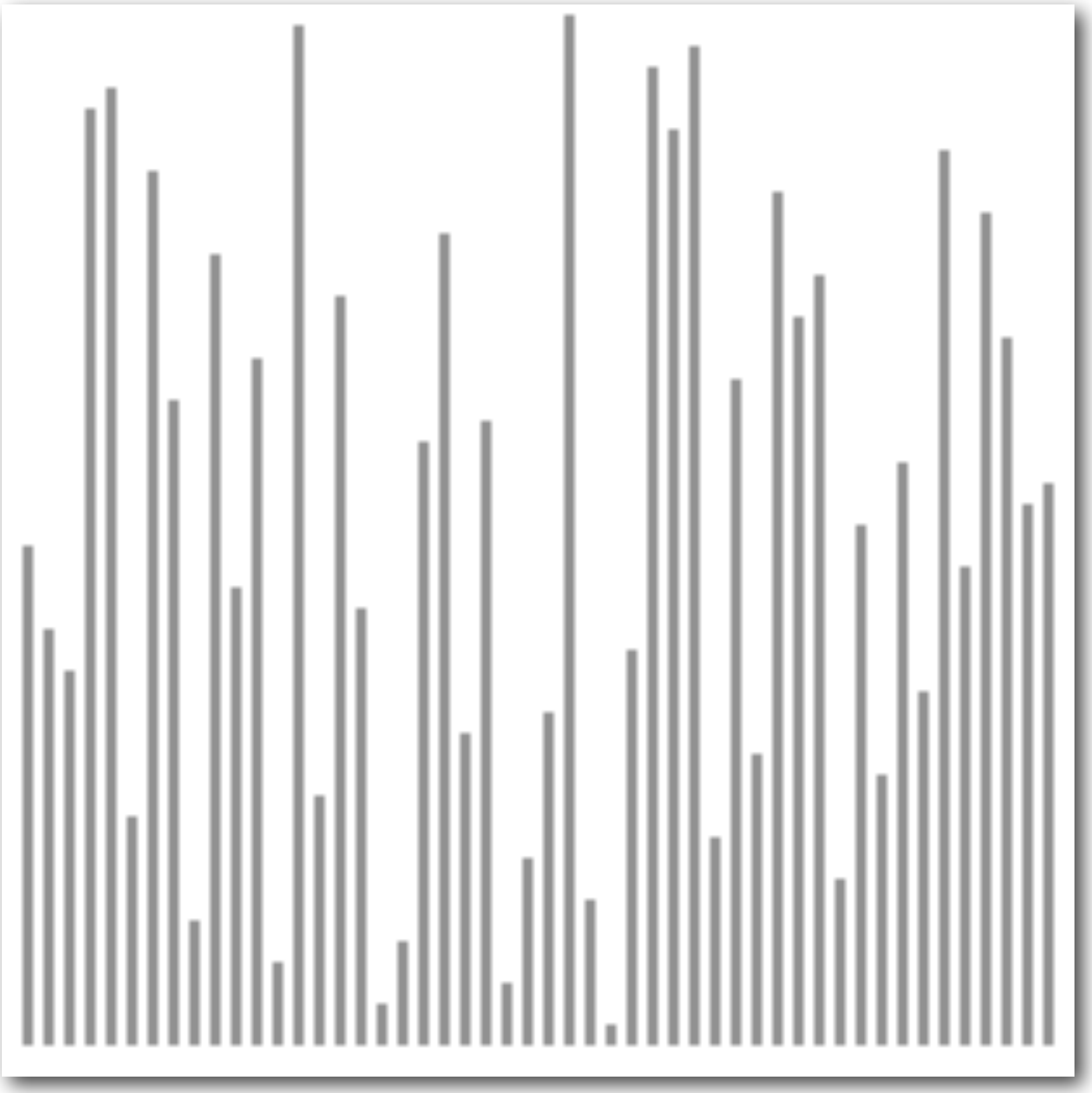
- Mergesort: no, linear extra space. ← in-place merge possible, not practical
- Quicksort: no, quadratic time in worst case. ← N log N worst-case quicksort possible, not practical
- Heapsort: yes!

Bottom line. Heapsort is optimal for both time and space, **but**:

- Inner loop longer than quicksort's.
- Makes poor use of cache memory.
- Not stable.

Heapsort animation

50 random elements



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

▲ algorithm position

in order

not in order

Sorting algorithms: summary

	inplace?	stable?	worst	average	best	remarks
selection	x		$N^2 / 2$	$N^2 / 2$	$N^2 / 2$	N exchanges
insertion	x	x	$N^2 / 2$	$N^2 / 4$	N	use for small N or partially ordered
shell	x		?	?	N	tight code, subquadratic
quick	x		$N^2 / 2$	2 N ln N	N lg N	N log N probabilistic guarantee fastest in practice
3-way quick	x		$N^2 / 2$	2 N ln N	N	improves quicksort in presence of duplicate keys
merge		x	N lg N	N lg N	N lg N	N log N guarantee, stable
heap	x		2 N lg N	2 N lg N	N lg N	N log N guarantee, in-place
???	x	x	N lg N	N lg N	N lg N	holy sorting grail