CSE 332: Data Structures & Parallelism

Lecture 3: Priority Queues

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Today

• Finish up Intro to Asymptotic Analysis
• New ADT! Priority Queues
Scenario

What is the difference between waiting for service at a pharmacy versus an ER?

Pharmacies usually follow the rule
First Come, First Served

Emergency Rooms assign priorities
based on each individual's need
A new ADT: Priority Queue

• Textbook Chapter 6
  – We will go back to binary search trees (ch4) and hash tables (ch5) later
  – Nice to see a new and surprising data structure first
• A priority queue holds compare-able data
  – Unlike stacks and queues need to compare items
    • Given x and y, is x less than, equal to, or greater than y
    • What this means can depend on your data
    • Much of course will require comparable data: e.g. sorting
  – Integers are comparable, so will use them in examples
    • But the priority queue ADT is much more general
    • Typically two fields, the priority and the data
Priority Queue ADT

• Assume each item has a “priority”
  – The *lesser* item is the one with the *greater* priority
  – So “priority 1” is more important than “priority 4”
  – Just a convention, could also do a maximum priority

• Main Operations:
  – insert
  – deleteMin

• Key property: `deleteMin` returns and deletes from the queue the item with greatest priority (lowest priority value)
  – Can resolve ties arbitrarily
Aside: We will use ints as data and priority

For simplicity in lecture, we’ll often suppose items are just ints and the int is also the priority

• So an operation sequence could be
  
  insert 6
  insert 5
  
  x = deleteMin // Now x = 5.

– int priorities are common, but really just need comparable

• Not having “other data” is very rare
  
  – Example: print job has a priority and the file to print is the data
Priority Queue Example

insert \(a\) with priority 5
insert \(b\) with priority 3
insert \(c\) with priority 4
\(w = \text{deleteMin}\)
\(x = \text{deleteMin}\)
insert \(d\) with priority 2
insert \(e\) with priority 6
\(y = \text{deleteMin}\)
\(z = \text{deleteMin}\)

after execution:

To simplify our examples, we will just use the priority values from now on.

Analogy: insert is like enqueue, deleteMin is like dequeue
But the whole point is to use priorities instead of FIFO
**Priority Queue Example**

To simplify our examples, we will just use the priority values from now on.

- Insert `a` with priority 5
- Insert `b` with priority 3
- Insert `c` with priority 4
- `w = deleteMin`
- `x = deleteMin`
- Insert `d` with priority 2
- Insert `e` with priority 6
- `y = deleteMin`
- `z = deleteMin`

After execution:

- `w = b`
- `x = c`
- `y = d`
- `z = a`

Analogy: `insert` is like `enqueue`, `deleteMin` is like `dequeue`

But the whole point is to use priorities instead of FIFO.
Applications

Like all good ADTs, the priority queue arises often
  – Sometimes “directly”, sometimes less obvious

• Run multiple programs in the operating system
  – “critical” before “interactive” before “compute-intensive”
  – Maybe let users set priority level

• Treat hospital patients in order of severity (or triage)
• Select print jobs in order of decreasing length?
• Forward network packets in order of urgency
• Select most frequent symbols for data compression (cf. CSE143)
• Sort: `insert` all, then repeatedly `deleteMin`
More applications

• “Greedy” algorithms
  – Select the ‘best-looking’ choice at the moment
  – Will see an example when we study graphs in a few weeks
• Discrete event simulation (system modeling, virtual worlds, …)
  – Simulate how state changes when events fire
  – Each event $e$ happens at some time $t$ and generates new events $e_1, \ldots, e_n$ at times $t+t_1, \ldots, t+t_n$
  – Naïve approach: advance “clock” by 1 unit at a time and process any events that happen then
  – Better:
    • *Pending events* in a priority queue (priority = time happens)
    • Repeatedly: `deleteMin` and then `insert` new events
    • Effectively, “set clock ahead to next event”
## Preliminary Implementations of Priority Queue ADT

<table>
<thead>
<tr>
<th></th>
<th>insert</th>
<th>deleteMin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unsorted Array</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Unsorted Linked-List</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sorted Circular Array</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sorted Linked-List</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Binary Search Tree (BST)</td>
<td></td>
<td></td>
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</tbody>
</table>

**Notes:** Worst case, Assume arrays have enough space
Aside: More on possibilities

• Note: If priorities are inserted in random order, binary search tree will likely do better than $O(n)$
  – $O(\log n)$ insert and $O(\log n)$ deleteMin on average
  – Could get same performance from a balanced binary search tree (e.g. AVL tree we will study later)

• One more idea: if priorities are 0, 1, …, $k$ can use array of lists
  – insert: add to front of list at $\text{arr}[\text{priority}]$, $O(1)$
  – deleteMin: remove from lowest non-empty list $O(k)$
Our Data Structure: The Heap

The Heap:
- Worst case: $O(\log n)$ for insert
- Worst case: $O(\log n)$ for deleteMin
- If items arrive in random order, then the average-case of insert is $O(1)$
- Very good constant factors

Key idea: Only pay for functionality needed
- We need something better than scanning unsorted items
- But we do not need to maintain a full sorted list

- We will visualize our heap as a tree, so we need to review some tree terminology
Q: Reviewing Some Tree Terminology

- **root**(T):
- **leaves**(T):
- **children**(B):
- **parent**(H):
- **siblings**(E):
- **ancestors**(F):
- **descendants**(G):
- **subtree**(G):
Q: Some More Tree Terminology

depth(B):

height(G):

height(T):

degree(B):

branching factor(T):
Types of Trees

Binary tree: Every node has \( \leq 2 \) children

n-ary tree: Every node has \( \leq n \) children

Perfect tree: Every row is completely full

Complete tree: All rows except possibly the bottom are completely full, and it is filled from left to right

Perfect Tree

Complete Tree
Some Basic Tree Properties

Nodes in a perfect binary tree of height $h$?

Leaf nodes in a perfect binary tree of height $h$?

Height of a perfect binary tree with $n$ nodes?

Height of a complete binary tree with $n$ nodes?
Properties of a Binary Min-Heap

More commonly known as a binary heap or simply a heap

- **Structure Property:**
  A complete [binary] tree

- **Heap Property:**
  Every non-root node has a priority value larger than (or possibly equal to) the priority of its parent

How is this different from a binary search tree?
Properties of a Binary Min-Heap

More commonly known as a binary heap or simply a heap

- **Structure Property**: A complete [binary] tree
- **Heap Order Property**: Every non-root node has a priority value larger than (or possibly equal to) the priority of its parent

![A Heap](image1)

![Not a Heap](image2)
Properties of a Binary Min-Heap

• Where is the minimum priority item?

• What is the height of a heap with n items?

A Heap

10

20

40

50

60

700

80

85

99

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Heap Operations

- findMin:
- deleteMin: percolate down.
- insert(val): percolate up.
Operations: basic idea

- **findMin:**
  
  return root.data

- **deleteMin:**
  1. answer = root.data
  2. Move right-most node in last row to root to restore structure property
  3. “Percolate down” to restore heap order property

- **insert:**
  1. Put new node in next position on bottom row to restore structure property
  2. “Percolate up” to restore heap order property

Overall strategy:

- *Preserve complete tree structure property*
- *This may break heap order property*
- *Percolate to restore heap order property*
DeleteMin Implementation

1. Delete value at root node (and store it for later return)

2. There is now a "hole" at the root. We must "fill" the hole with another value, must have a tree with one less node, and it must still be a complete tree.

3. The "last" node is the is obvious choice, but now the heap order property is violated.

4. We **percolate down** to fix the heap order:
   - While greater than either child
     - Swap with smaller child
Percolate Down:
- Keep comparing with both children
- Move smaller child up and go down one level
- Done if both children are ≥ item or reached a leaf node
- Why does this work? What is the run time?
DeleteMin: Run Time Analysis

- Run time is $O(\text{height of heap})$

- A heap is a complete binary tree

- Height of a complete binary tree of $n$ nodes?
  - height = $\lfloor \log_2(n) \rfloor$

- Run time of `deleteMin` is $O(\log n)$
**Insert**

- Add a value to the tree
- Structure and heap order properties must still be correct afterwards

![Diagram]

1. 2
2. 1
3. 4
4. 7
5. 5
6. 11
7. 9
8. 10
9. 9
10. 6
11. 8
Insert: Maintain the Structure Property

- There is only one valid tree shape after we add one more node!

- So put our new data there and then focus on restoring the heap order property
Maintain the heap order property

Percolate up:
• Put new data in new location
• If parent larger, swap with parent, and continue
• Done if parent ≤ item or reached root
• Why does this work? What is the run time?
A Clever Trick for Storing the Heap…

Clearly, insert and deleteMin are worst-case $O(\log n)$

- But we promised average-case $O(1)$ insert (how??)

Insert requires access to the “next to use” position in the tree

- Walking the tree from root to leaf requires $O(\log n)$ steps
- Insert and Deletemin would have to update the “next to use” reference each time: $O(\log n)$

We should only pay for the functionality we need!!

- Why have we insisted the tree be complete? 😊

All complete trees of size $n$ contain the same edges

- So why are we even representing the edges?

Here comes the really clever bit about implementing heaps!!!
Array Representation of a Binary Heap

From node i:
- left child:
- right child:
- parent:

<table>
<thead>
<tr>
<th></th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
<th>G</th>
<th>H</th>
<th>I</th>
<th>J</th>
<th>K</th>
<th>L</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>12</td>
</tr>
</tbody>
</table>

- We skip index 0 to make the math simpler
- Actually, it can be a good place to store the current size of the heap

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