



CSE 332: Data Structures & Parallelism

Lecture 3: Priority Queues

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Winter 2022

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

Scenario

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

Pharmacies usually follow the rule
First Come, First Served

FIFO Queue

Emergency Rooms assign priorities
based on each individual's need

Priority
Queue

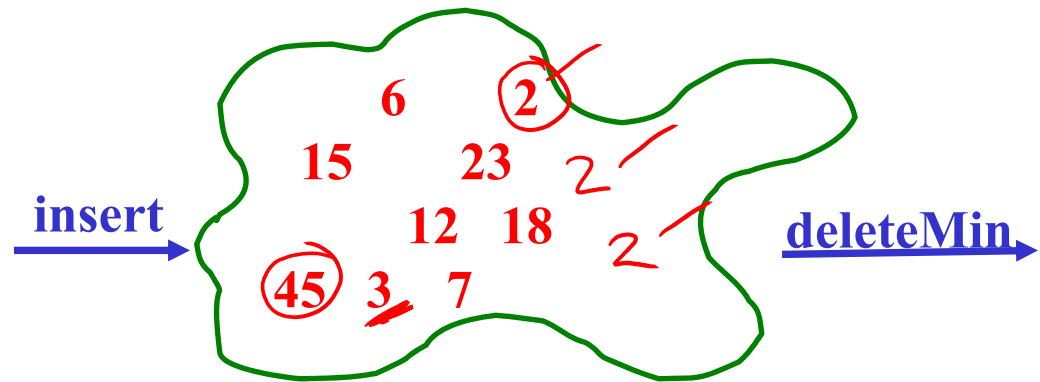
A new ADT: Priority Queue

- 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

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:

**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

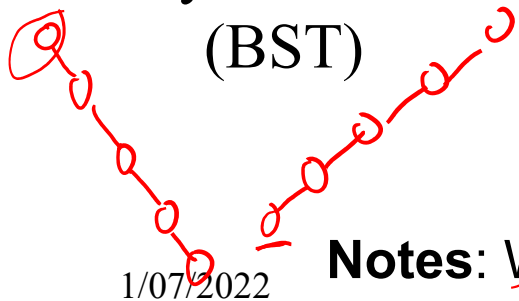
- Run multiple programs in the operating system
 - “critical” before “interactive” before “compute-intensive”
 - Maybe let users set priority level
- ✓ • Treat hospital patients in order of severity (or triage)
- ✓ • Select print jobs in order of decreasing length?
- ✓ • Forward network packets in order 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, \dots, e_n at times $t+t_1, \dots, t+t_n$
 - 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

	insert	deleteMin
Unsorted Array	$\Theta(1)$	$\Theta(N)$
Unsorted Linked-List	$\Theta(1)$	$\Theta(N)$
Sorted Circular Array	$\Theta(N)$	$\Theta(1)$
Sorted Linked-List	$\Theta(N)$	$\Theta(1)$
Binary Search Tree (BST)	$\Theta(N)$	$\Theta(N)$



1/07/2022

Notes: ~~Worst case~~, Assume arrays have enough space



Need a good data structure!

- Next we will show an efficient, non-obvious data structure for this ADT
 - But first let's analyze some "obvious" ideas for n data items
 - All times worst-case; assume arrays "have room"

<i>data</i>	<i>insert algorithm / time</i>		<i>deleteMin algorithm / time</i>	
unsorted array	add at end	$O(1)$	search	$O(n)$
unsorted linked list	add at front	$O(1)$	search	$O(n)$
sorted circular array	search / shift	$O(n)$	move front	$O(1)$
sorted linked list	put in right place	$O(n)$	remove at front	$O(1)$
binary search tree	put in right place	$O(n)$	leftmost	$O(n)$

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 $0, 1, \dots, k$ can use array of lists
 - **insert**: add to front of list at **arr[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):

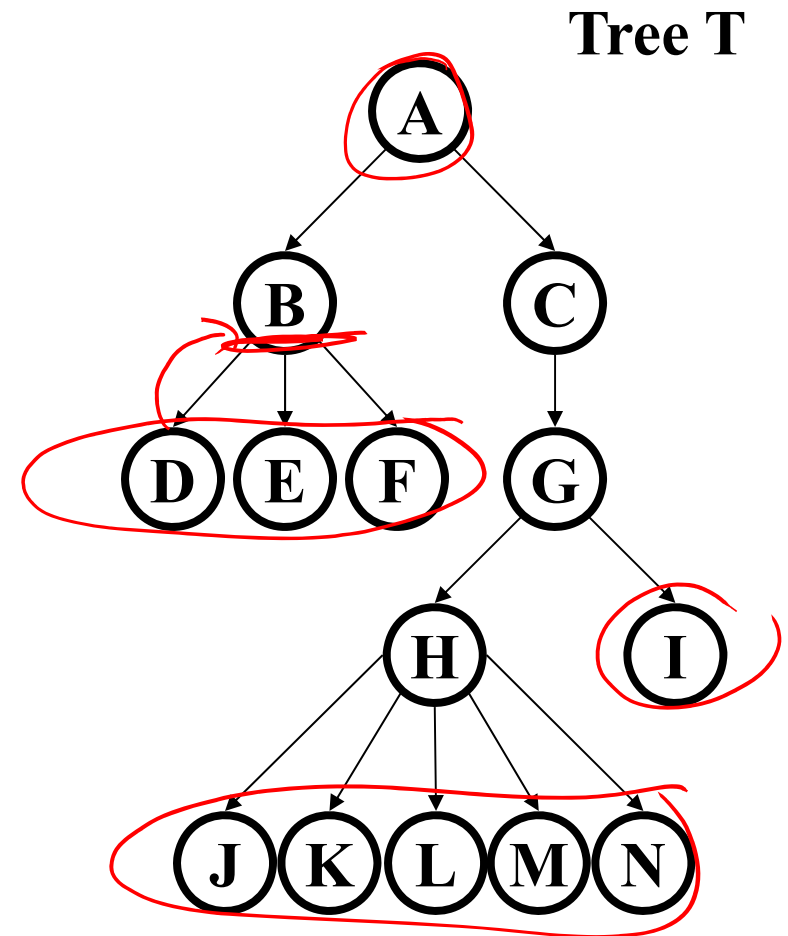
parent(H):

siblings(E):

ancestors(F):

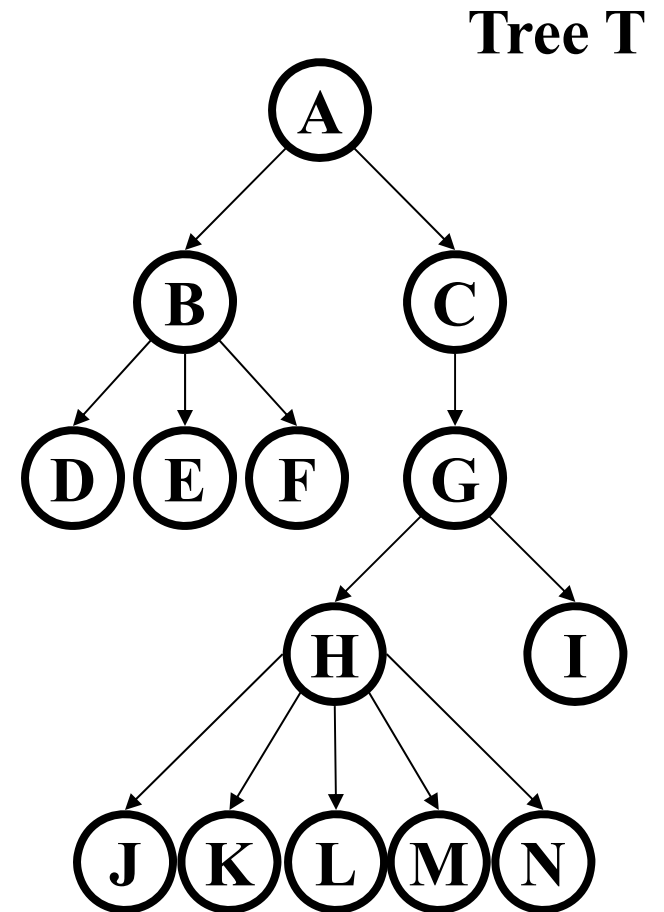
descendants(G):

subtree(G):



A: Reviewing Some Tree Terminology

<i>root(T):</i>	A
<i>leaves(T):</i>	D-F, I, J-N
<i>children(B):</i>	D, E, F
<i>parent(H):</i>	G
<i>siblings(E):</i>	D, F
<i>ancestors(F):</i>	B, A
<i>descendants(G):</i>	H, I, J-N
<i>subtree(G):</i>	G and its children



of edges

Q: Some More Tree Terminology

$depth(\mathbf{B})$: 1

$height(\mathbf{G})$: 2

$height(\mathbf{T})$:

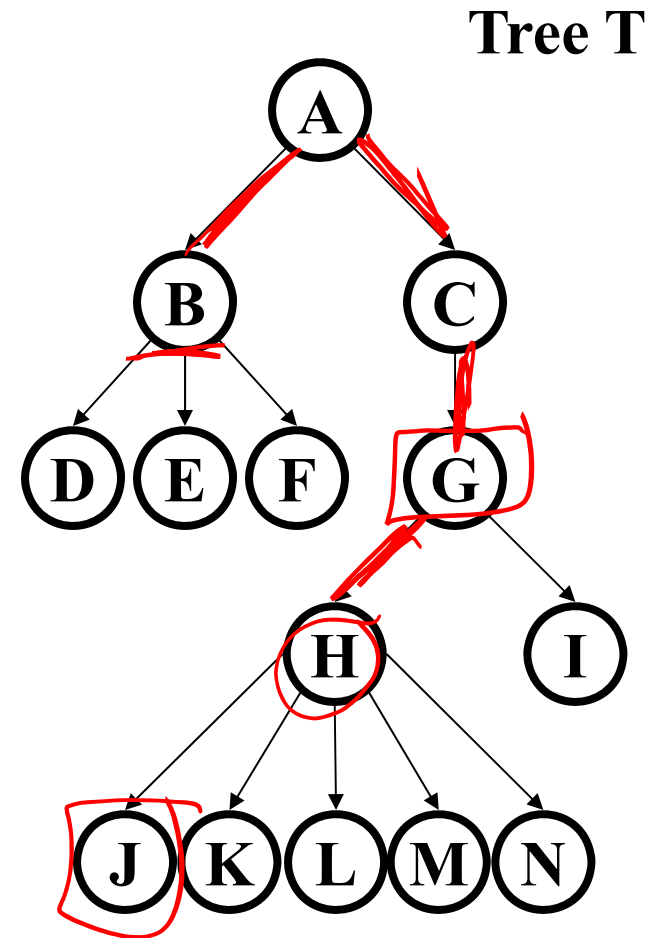
$degree(\mathbf{B})$:

$branching\ factor(\mathbf{T})$:

$depth(\mathbf{H})$: 3

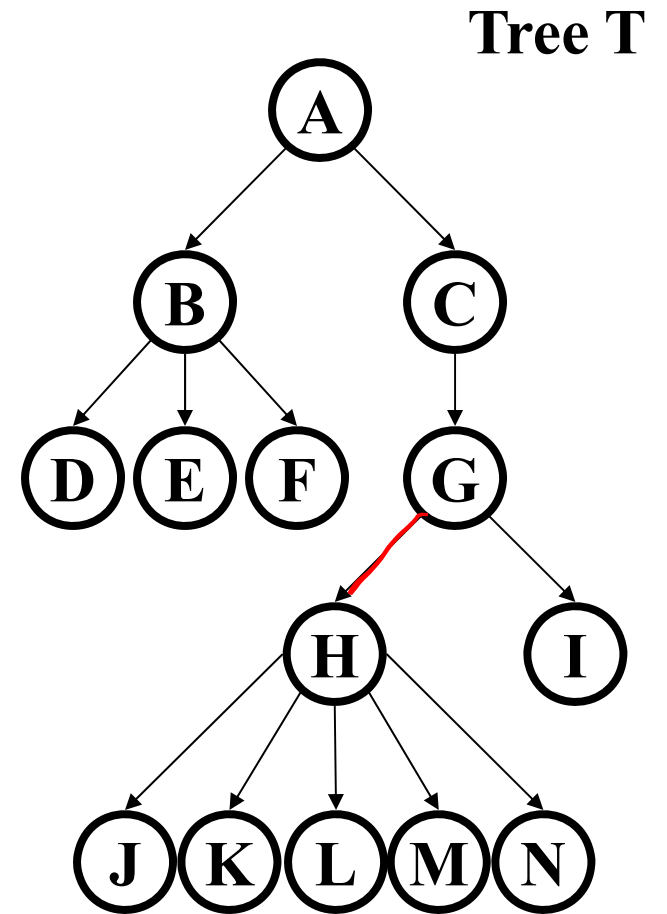
$height(\mathbf{A})$: 4

$height(\mathbf{J})$: 0



A: Some More Tree Terminology

- depth(B):* 1
- height(G):* 2
- height(T):* 4
- degree(B):* 3
- branching factor(T):* 0-5



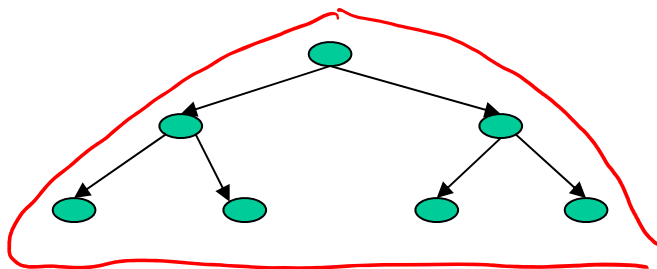
Types of Trees

Binary tree: Every node has ≤ 2 children

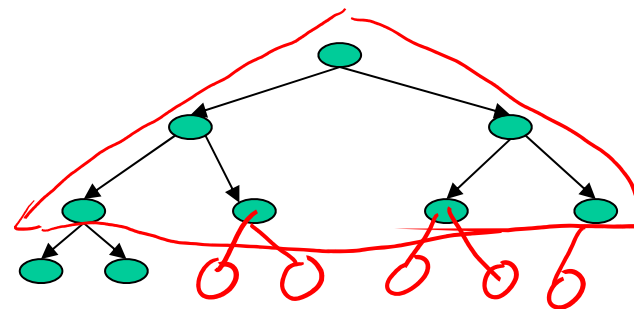
n-ary tree: Every node has $\leq n$ children

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

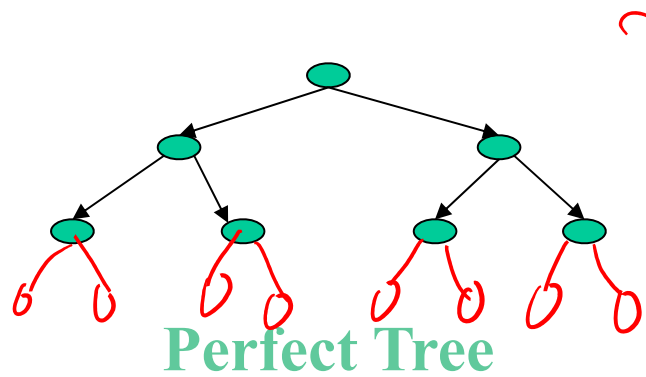


Complete Tree

More on Perfect Trees



Perfect tree: Every row is completely full



h	height
0	
1	
2	
3	
h	

N	#nodes	#leaves
	1	1
	3	2
	7	4
	15	8
		2^h

$$N = \sum_{i=0}^h 2^i = 2^{h+1} - 1$$

$$\log_2(2^{h+1}) = \log_2(N + 1)$$

$$\log_2 2^h + \log_2 2 = h + 1$$

$$h = O(\log N)$$

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?

Some Basic Tree Properties

Nodes in a perfect binary tree of height h ?

$$2^{h+1}-1$$

Leaf nodes in a perfect binary tree of height h ?

$$2^h$$

Height of a perfect binary tree with n nodes?

$$\lceil \log_2 n \rceil$$

Height of a complete binary tree with n nodes?

$$\lceil \log_2 n \rceil$$

Properties of a Binary Min-Heap

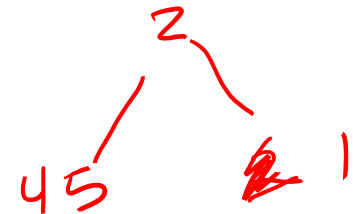
More commonly known as a **binary heap** or simply a **heap**

– **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

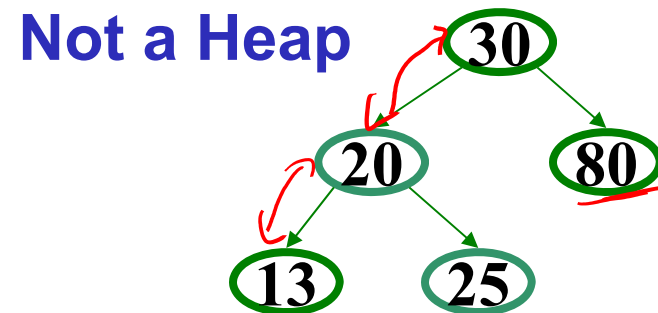
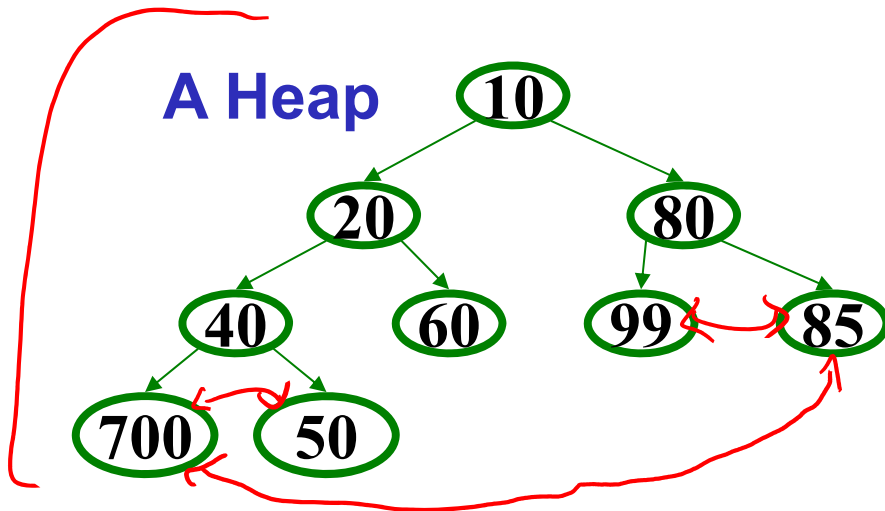


How is this different from a binary search tree?

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



Properties of a Binary Min-Heap

- Where is the minimum priority item?
- What is the height of a heap with n items?

Properties of a Binary Min-Heap

- Where is the minimum priority item?

At the root

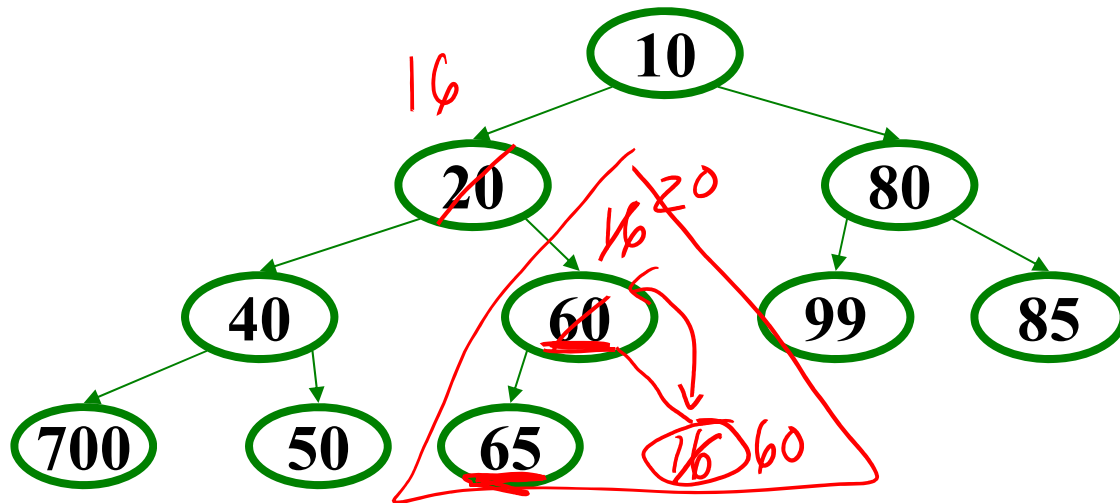
- What is the height of a heap with n items?

$\lceil \log_2 n \rceil$

Heap Operations

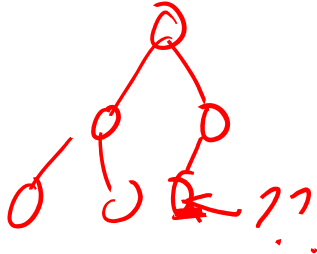
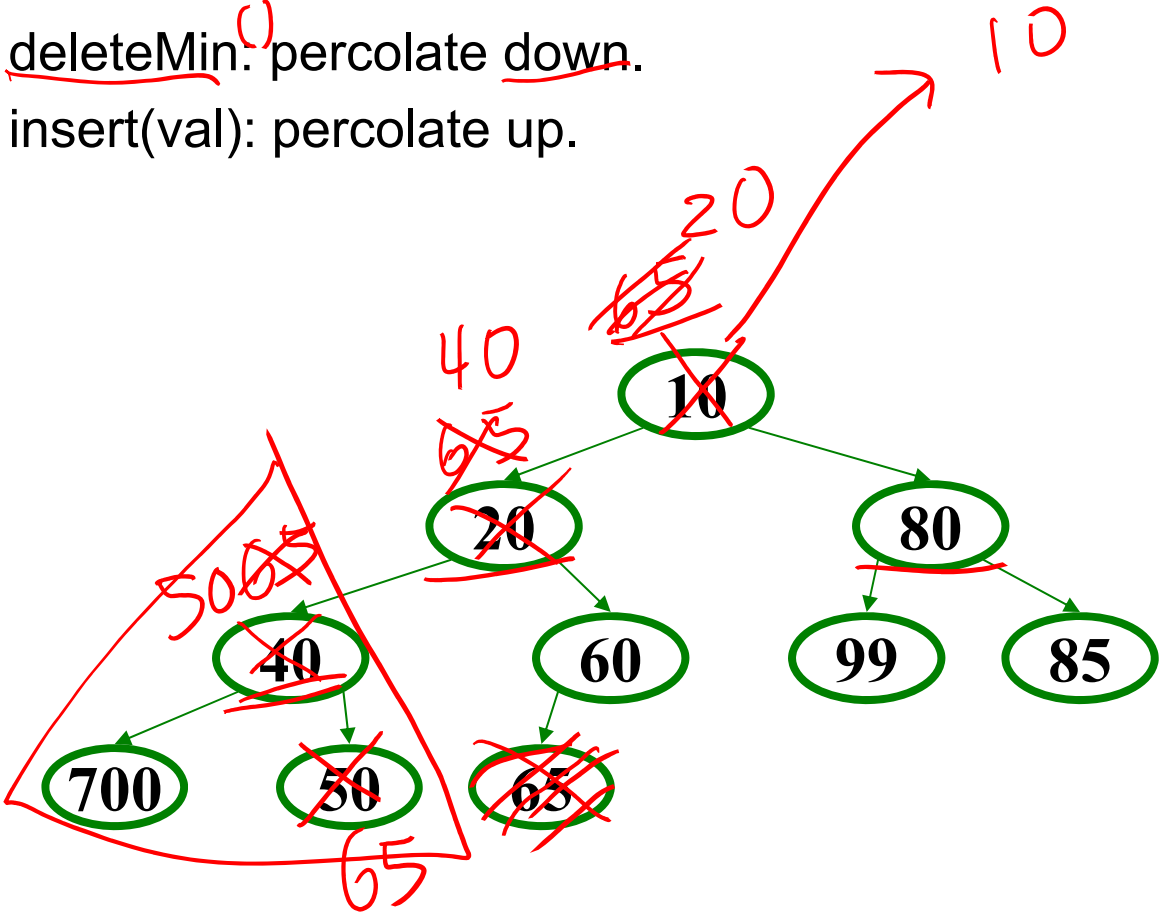
- findMin:
- deleteMin: percolate down.
- insert(val): percolate up.

insert(16)



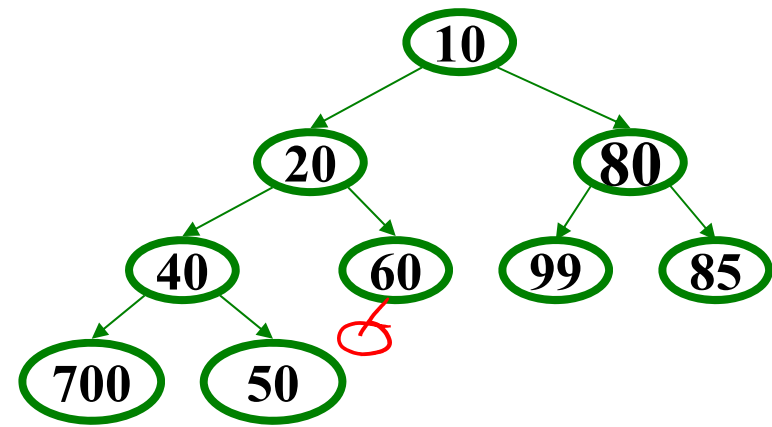
Heap Operations

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



Operations: basic idea

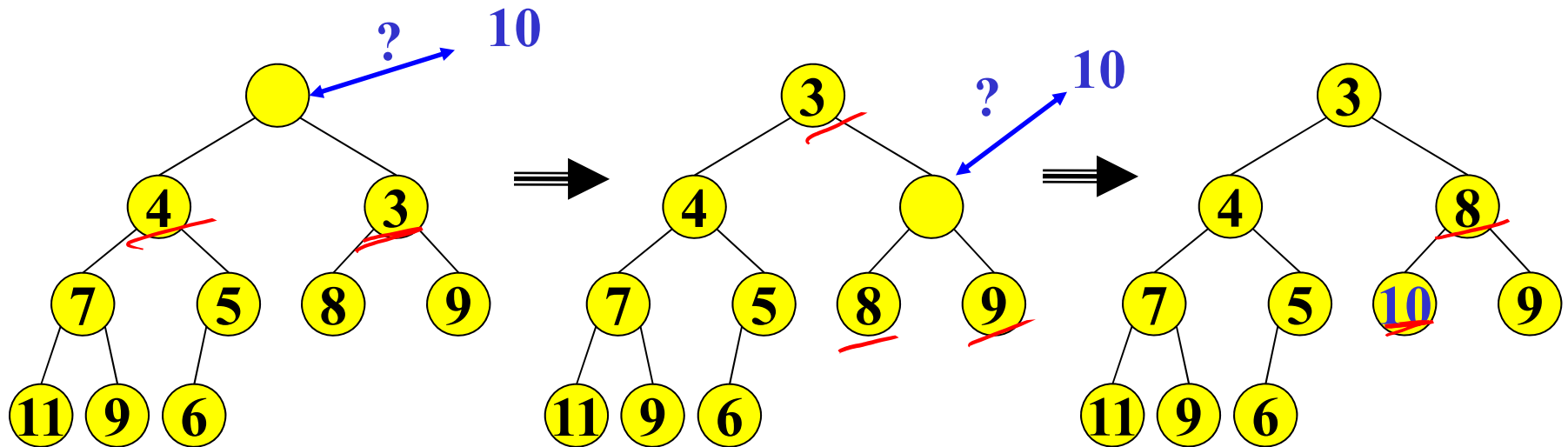
- **findMin:**
return `root.data`
- **deleteMin:**
 1. `answer = root.data`
 2. Move right-most node in last row to root to restore structure property
 3. “Percolate down” to restore heap order property
- **insert:**
 1. Put new node in next position on bottom row to restore structure property
 2. “Percolate 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*

Percolate Down



Percolate down:

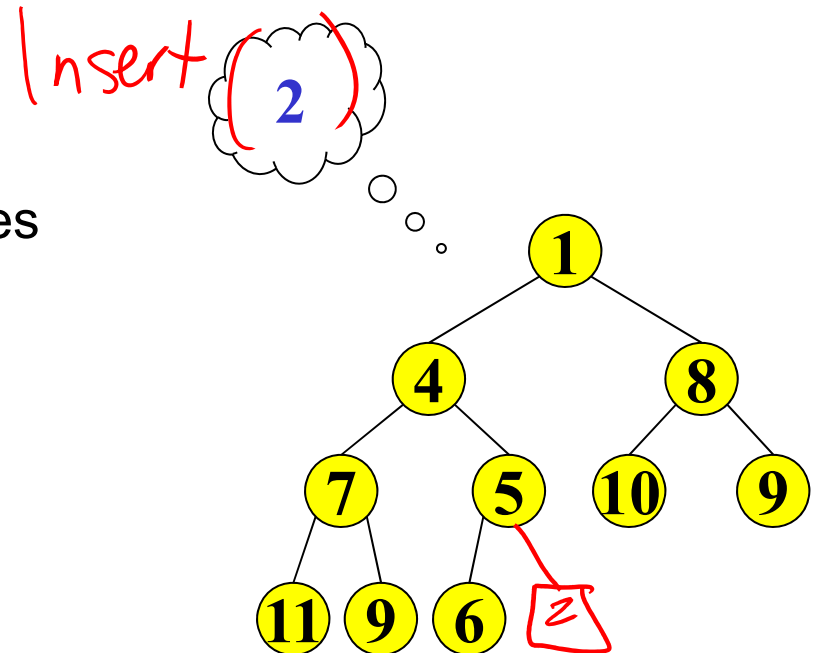
- Keep comparing with both children
- Move smaller child up and go down one level
- Done if both children are \geq item or reached a leaf node
- Why does this work? What is the run time?

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 $O(\log n)$

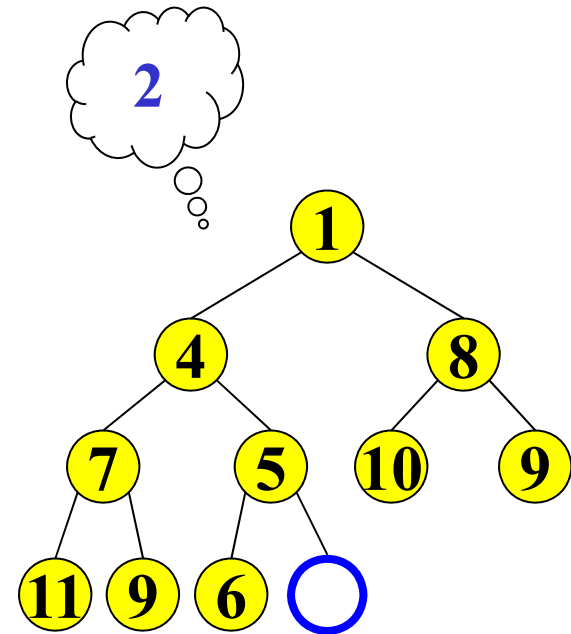
Insert

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

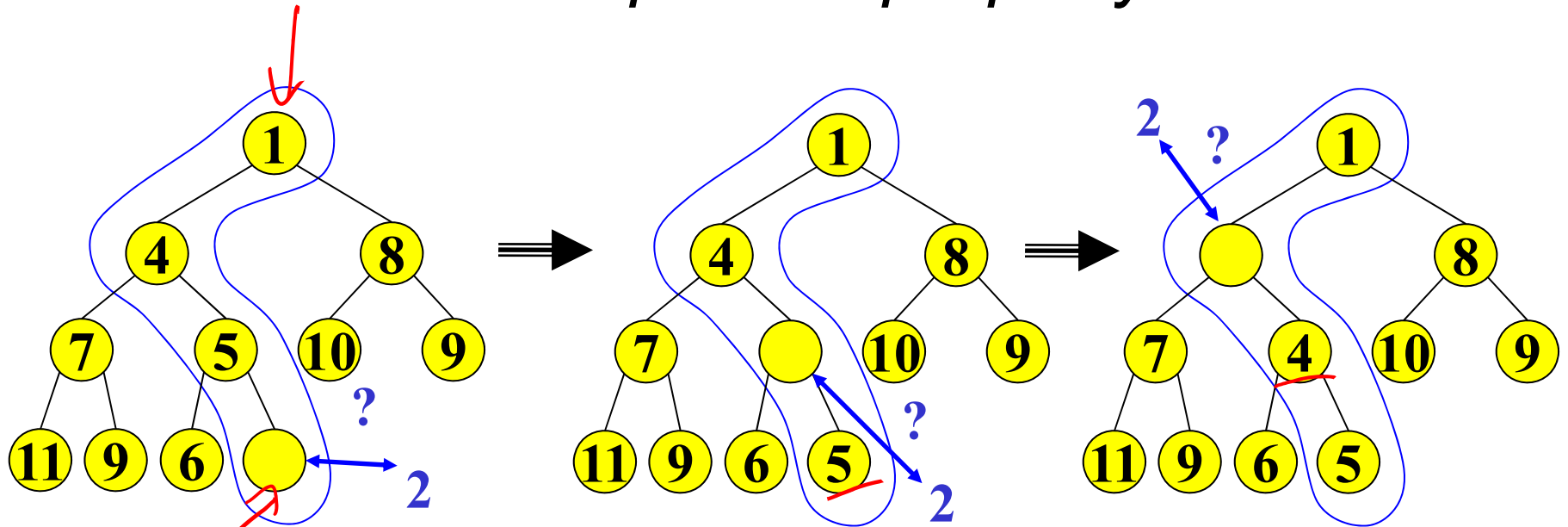


Insert: Maintain the Structure Property

- 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 \leq 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?

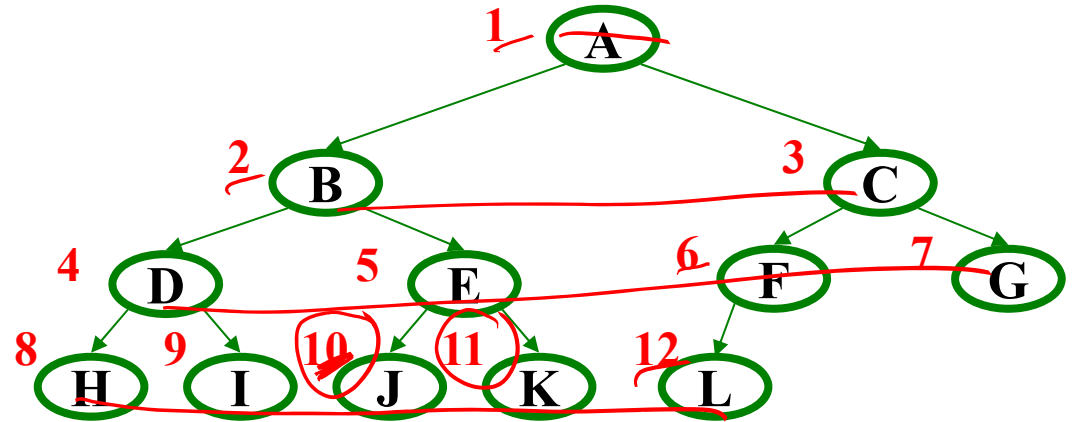
Here comes the really clever bit about implementing heaps!!!

Note: Exercises and P2 start counting from 0

Array Representation of a Binary Heap

From node i :

- left child: $2 * i$
- right child: $(2 * i) + 1$
- parent: $\lfloor \frac{i}{2} \rfloor$



	A	B	C	D	E	F	G	H	I	J	K	L	
0	<u>1</u>	2	3	4	5	6	7	8	9	10	11	12	13

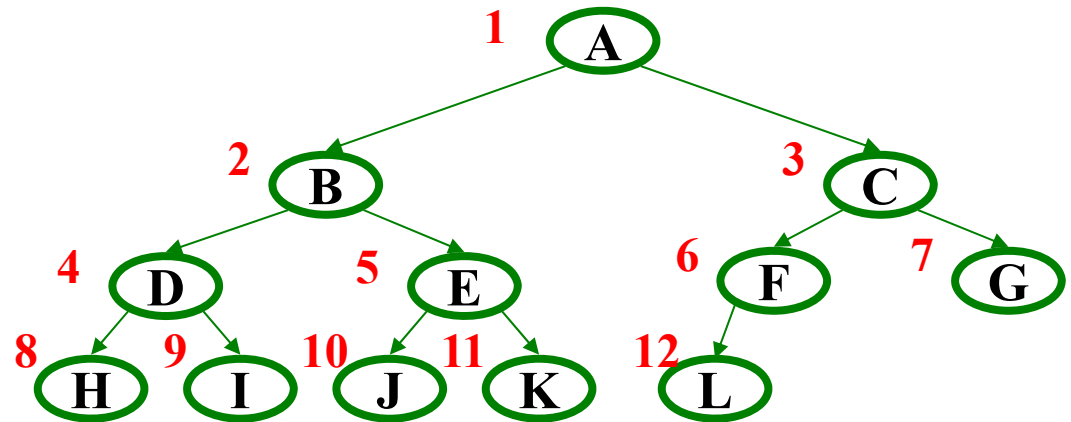
- We skip index 0 to make the math simpler
- Actually, it can be a good place to store the current size of the heap

Note: Exercises and P2 start counting from 0

Array Representation of a Binary Heap

From node i :

- left child: $2i$
- right child: $2i+1$
- parent: $i / 2$



	A	B	C	D	E	F	G	H	I	J	K	L	
0	1	2	3	4	5	6	7	8	9	10	11	12	13

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