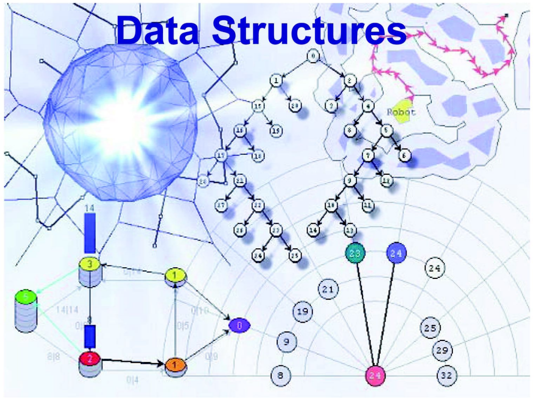
BBM 201
DATA STRUCTURES

Lecture 11:
Priority Queues (Heaps)

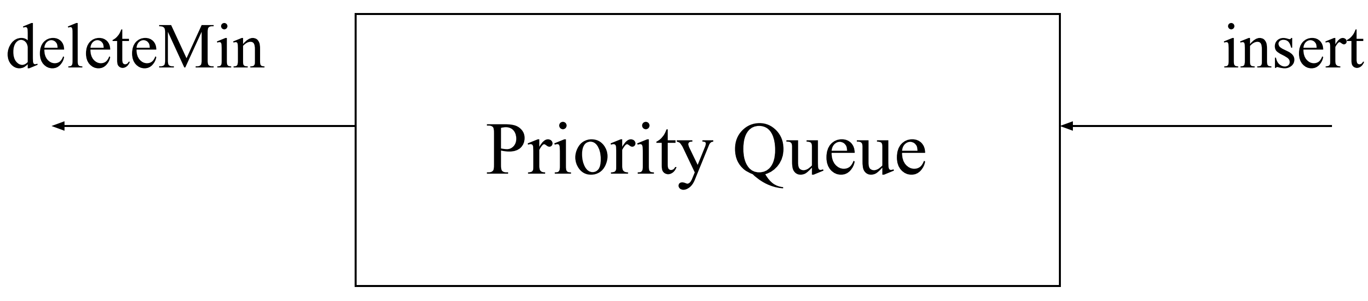


Priority Queues

- Many applications require that we process records with keys in order, but not necessarily in full sorted order.
- Often we collect a set of items and process the one with the current minimum value.
  - e.g. jobs sent to a printer,
  - Operating system job scheduler in a multi-user environment.
  - Simulation environments
- An appropriate data structure is called a *priority queue*.

Definition

- A priority queue is a data structure that supports two basic operations: insert a new item and remove the minimum item.



Simple Implementations

- A simple linked list:
  - Insertion at the front (O(1)); find minimum (O(N)), or
  - Keep list sorted; insertion O(N), findMin O(1)
- A binary search tree:
  - This gives an O(log N) average for both operations.
  - But BST class supports a lot of operations that are not required.
  - Self-balancing BSTs O(log N) worst for both operations.
- An array: Binary Heap
  - Does not require links and will support both operations in O(logN) wost-case time. findMin in O(1) at worst.

Binary Heap

- The binary heap is the classic method used to implement priority queues.
- We use the term **heap** to refer to the binary heap.
- Heap is different from the term heap used in dynamic memory allocation.
- Heap has two properties:
  - Structure property
  - Ordering property

Structure Property

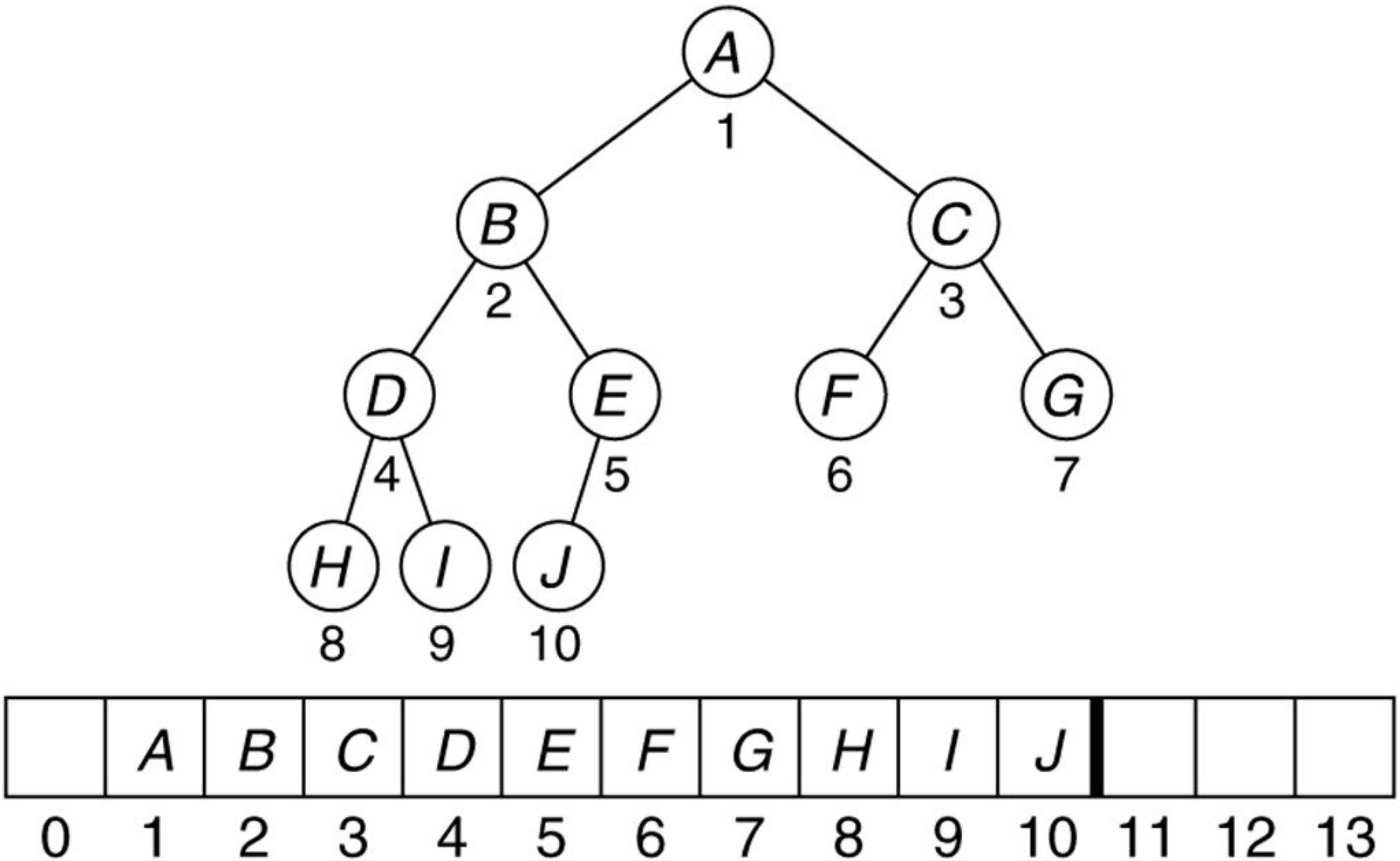
- A **heap** is a *complete binary tree*, represented as an array.
- A **complete binary tree** is a tree that is completely filled, with the possible exception of the bottom level, which is filled from left to right.

Properties of a complete binary tree

- A complete binary tree of height h has between 2^{h-1} and $2^h - 1$ nodes
- The height of a complete binary tree is $\lfloor \log_2 N \rfloor$.
- It can be implemented as an array such that:
  - For any element in array position i :
    - the left child is in position $2i$,
    - the right child is in the cell after the left child ($2i + 1$), and
    - the parent is in position $\lfloor i/2 \rfloor$.

Figure 21.1

A complete binary tree and its array representation

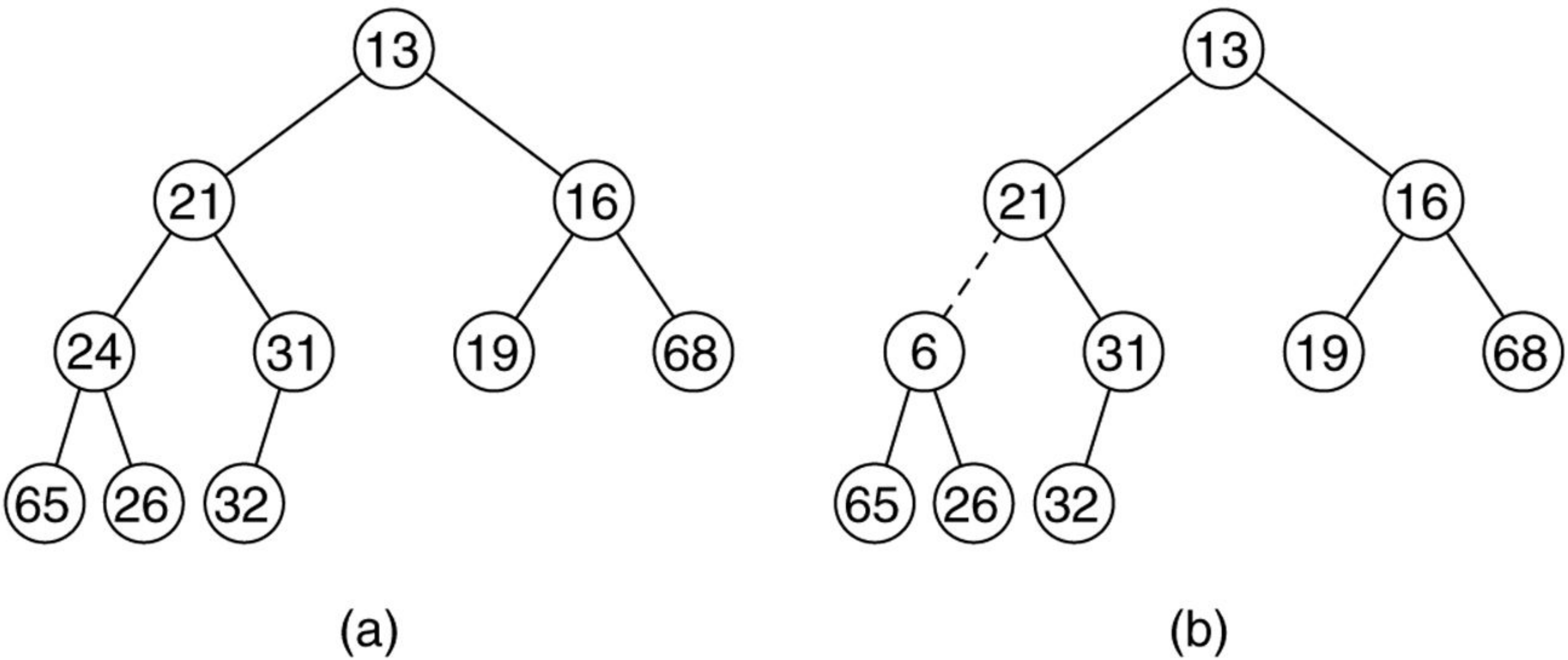


Heap-Order Property

- In a heap, for every node X with parent P, the key in P is smaller than or equal to the key in X.
- Thus the minimum element is always at the root.
  - Thus we get the extra operation findMin in constant time.
- A **max heap** supports access of the maximum element instead of the minimum, by changing the heap property slightly.

Figure 21.3

Two complete trees: (a) a heap; (b) not a heap



Binary Heap Class

```
template <class Comparable>
class BinaryHeap
{
  public:
    BinaryHeap( int capacity = 100 );
    bool isEmpty( ) const;
    const Comparable & findMin( ) const;

    void insert( const Comparable & x );
    void deleteMin( );
    void deleteMin( Comparable & minItem );
    void makeEmpty( );

  private:
    int theSize;  // Number of elements in heap
    vector<Comparable> array;   // The heap array
    void buildHeap( );
    void percolateDown( int hole );
};
```

Basic Heap Operations: Insert

- To insert an element X into the heap:
  - We create a hole in the next available location.
  - If X can be placed there without violating the heap property, then we do so and are done.
  - Otherwise
    - we bubble up the hole toward the root by sliding the element in the hole's parent down.
    - We continue this until X can be placed in the hole.
- This general strategy is known as a *percolate up*.

Figure 21.7

Attempt to insert 14, creating the hole and bubbling the hole up

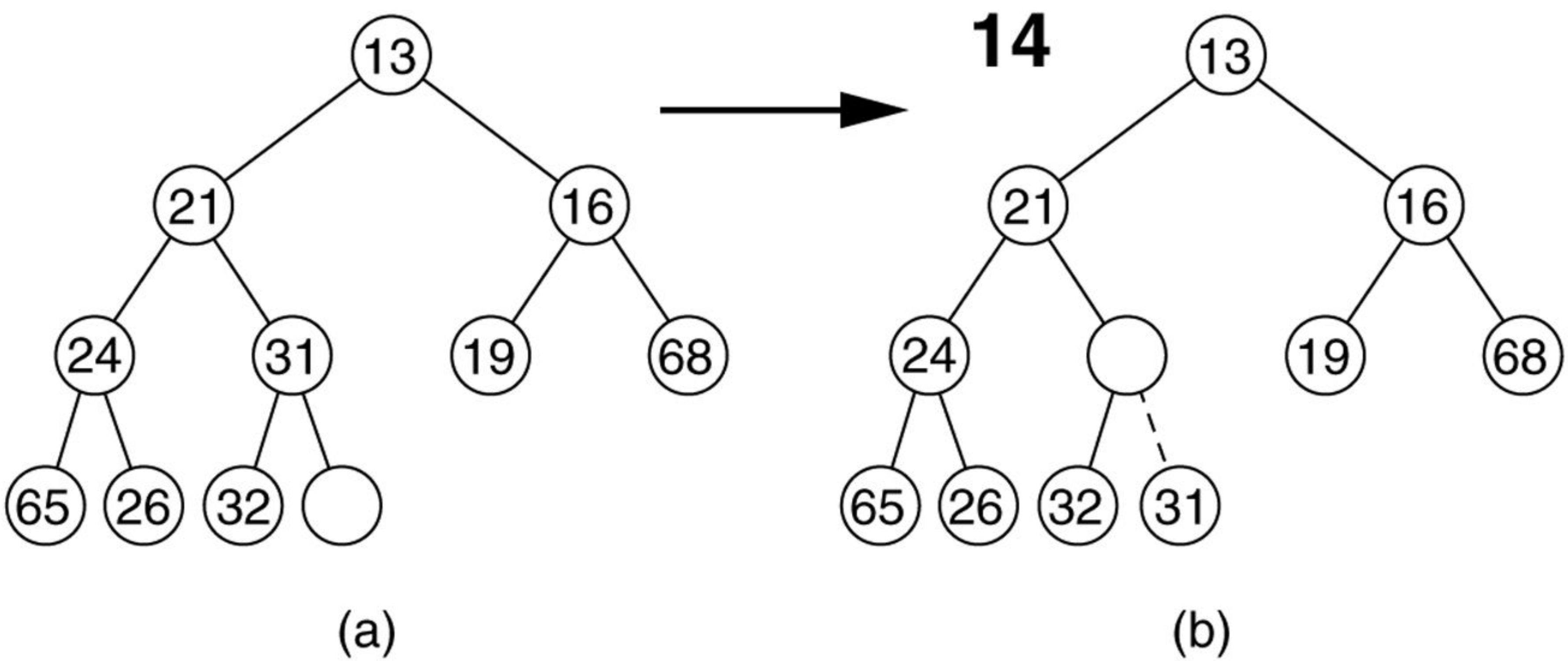
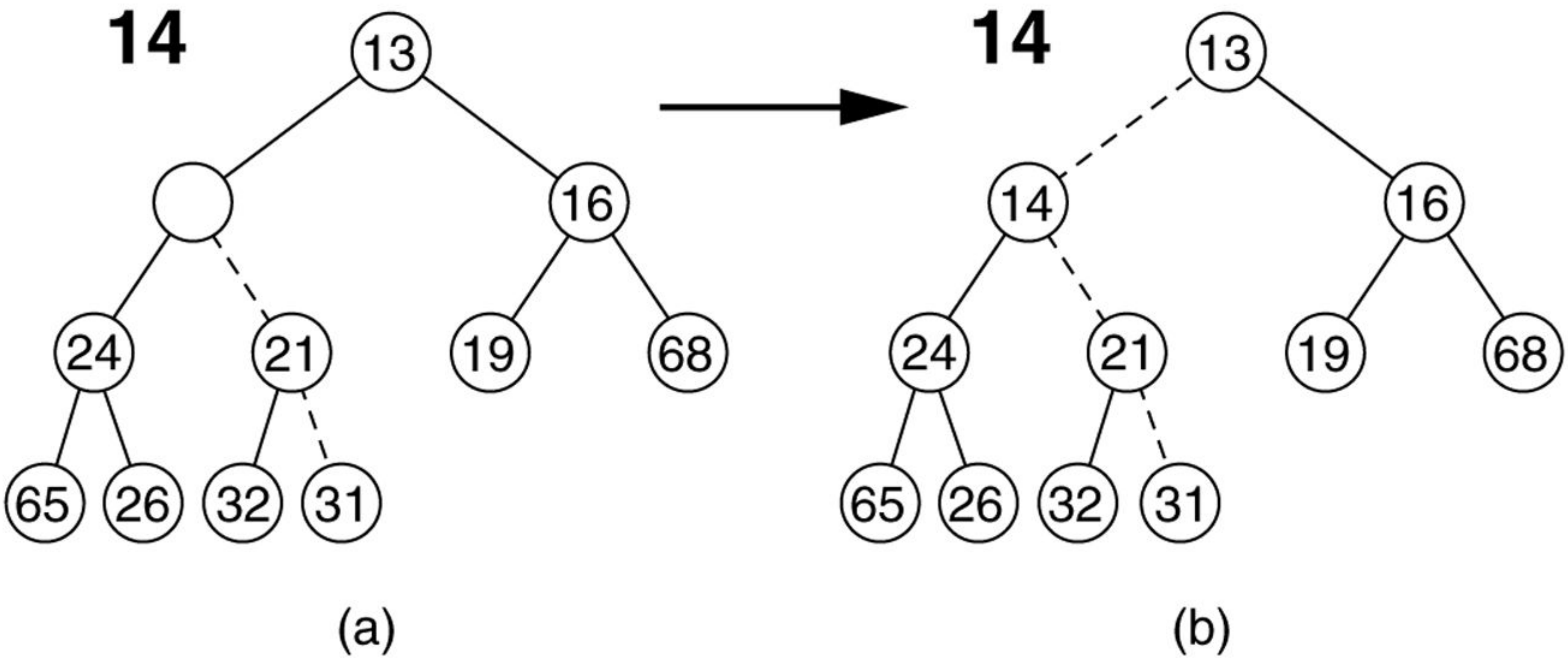


Figure 21.8

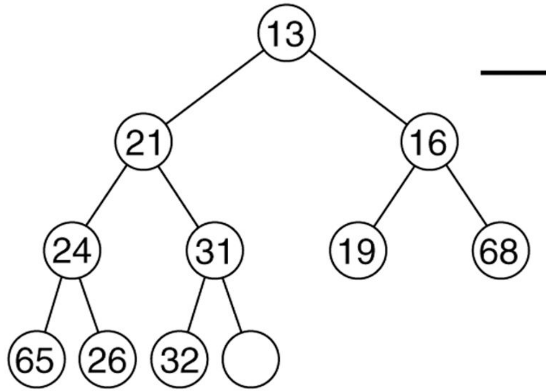
The remaining two steps required to insert 14 in the original heap shown in Figure 21.7



Insert procedure

```
// Insert item x into the priority queue, maintaining heap
   order.
// Duplicates are allowed.
template <class Comparable>
void BinaryHeap<Comparable>::insert( const Comparable & x )
{
    array[ 0 ] = x;   // initialize sentinel
    if( theSize + 1 == array.size( ) )
        array.resize( array.size( ) * 2 + 1 );

    // Percolate up
    int hole = ++theSize;
    for( ; x < array[ hole / 2 ]; hole /= 2 )
        array[ hole ] = array[ hole / 2 ];
    array[ hole ] = x;
}
```



Delete Minimum

- **deleteMin** is handled in a similar manner as insertion:
  - Remove the minimum; a hole is created at the root.
  - The last element X must move somewhere in the heap.
    - If X can be placed in the hole then we are done.
    - Otherwise,
      - We slide the smaller of the hole's children into the hole, thus pushing the hole one level down.
      - We repeat this until X can be placed in the hole.
- deleteMin is logarithmic in both the worst and average cases.

Figure 21.10

Creation of the hole at the root

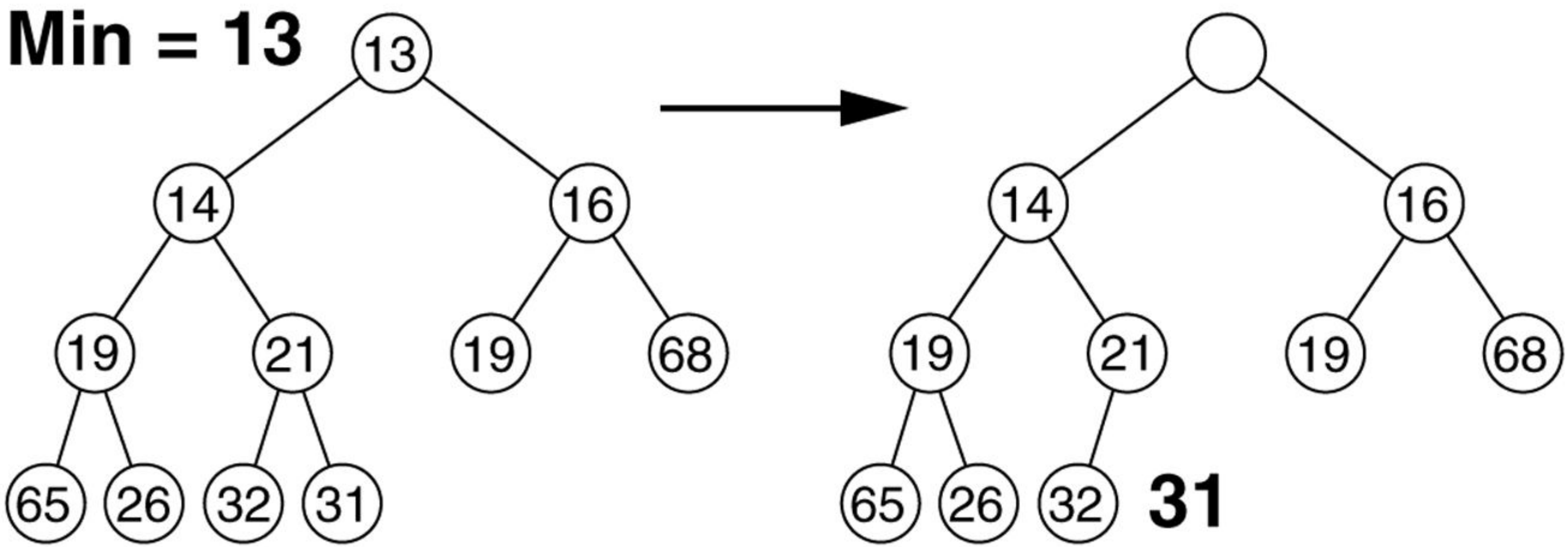


Figure 21.11

The next two steps in the deleteMin operation

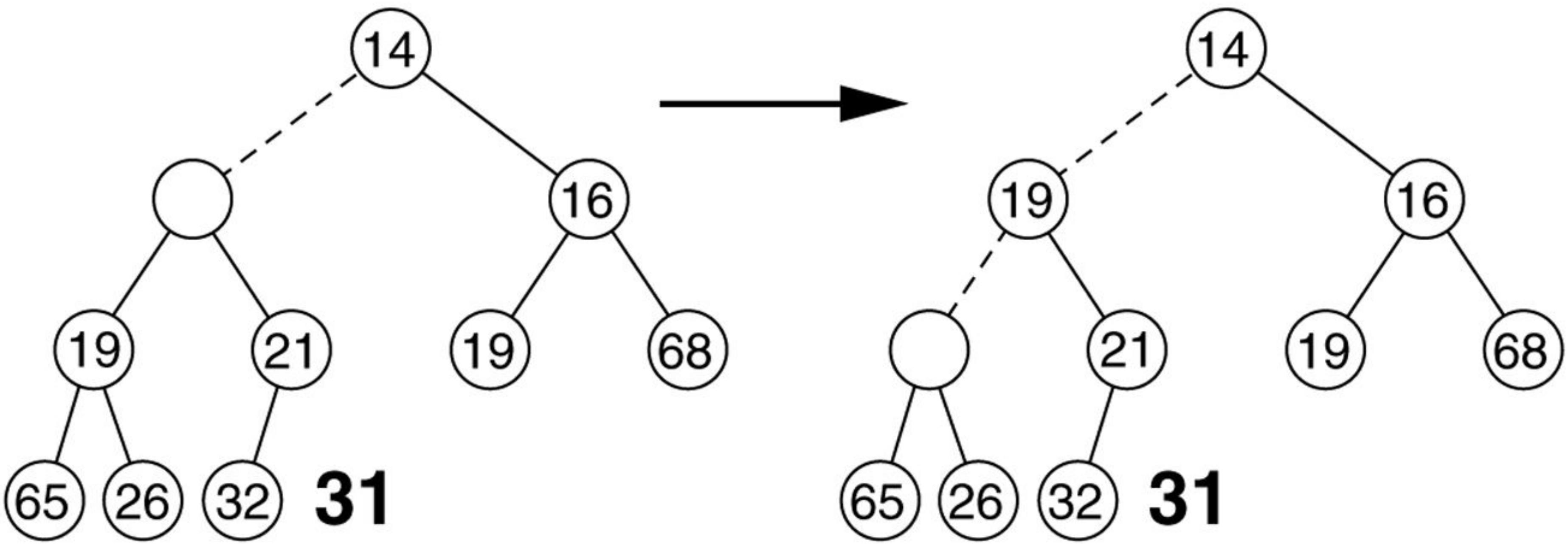
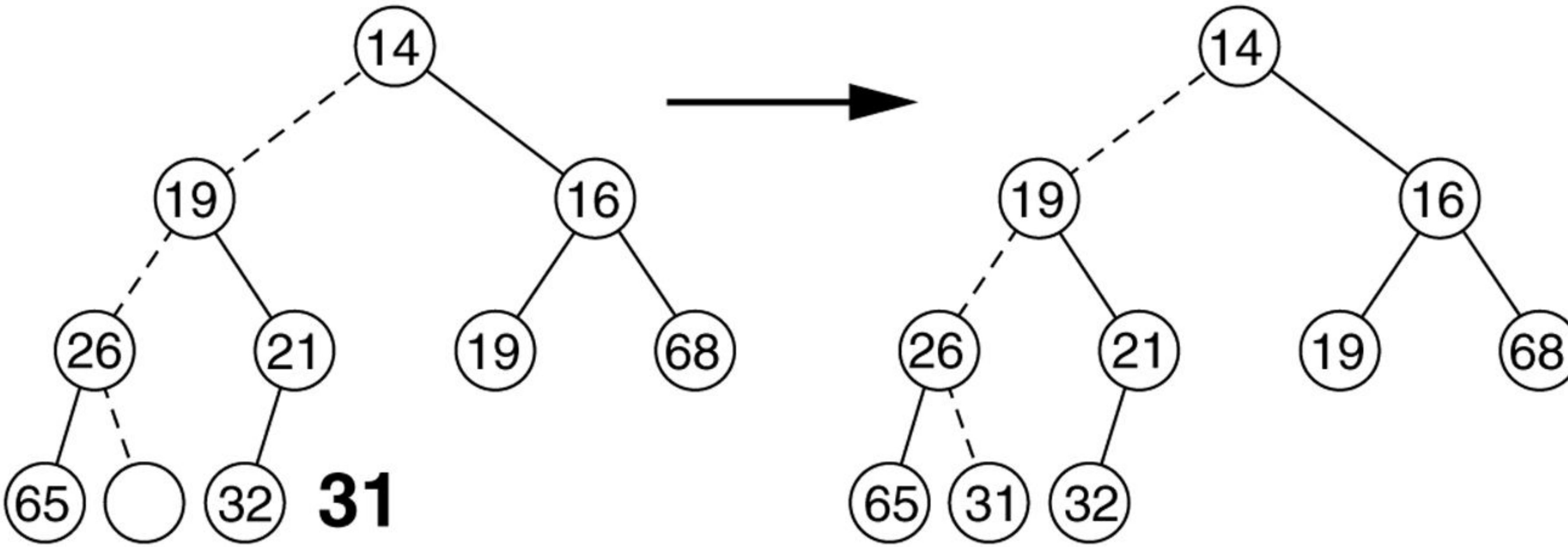


Figure 21.12

The last two steps in the deleteMin operation



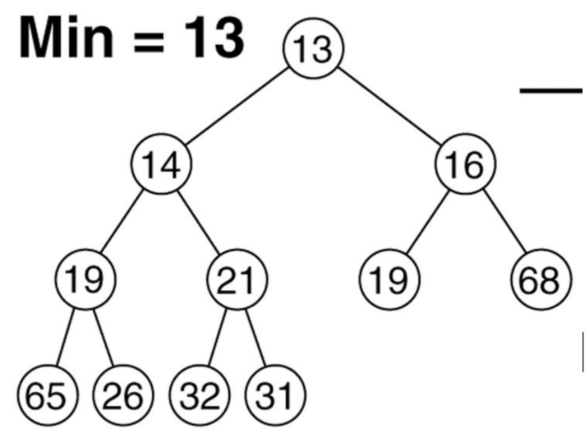
deleteMin procedure

```
// Remove the smallest item from the priority queue.
// Throw UnderflowException if empty.
template <class Comparable>
void BinaryHeap<Comparable>::deleteMin( )
{
    if( isEmpty( ) )
        throw UnderflowException( );

    array[ 1 ] = array[ theSize-- ];
    percolateDown( 1 );
}
```

```
// Internal method to percolate down in the heap.
// hole is the index at which the percolate begins.
template <class Comparable>
void BinaryHeap<Comparable>::percolateDown( int hole )
{
  int child;
  Comparable tmp = array[ hole ];

  for( ; hole * 2 <= theSize; hole = child )
  {
    child = hole * 2;
    if( child != theSize && array[child + 1] < array[child])
       child++;
    if( array[ child ] < tmp )
       array[ hole ] = array[ child ];
    else
       break;
  }
  array[ hole ] = tmp;
}
```



Building a Heap

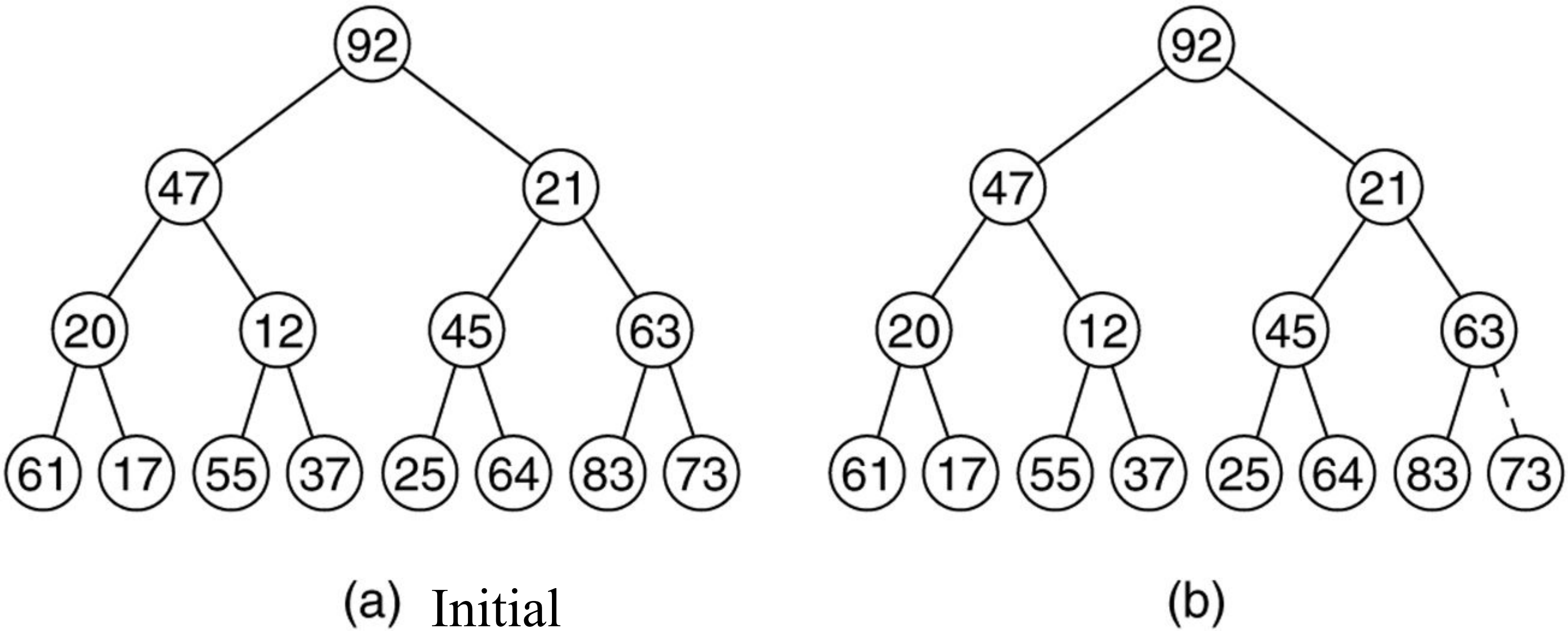
- Take as input N items and place them into an empty heap.
- Obviously this can be done with N successive inserts: $O(N\log N)$ worst case.
- However `buildHeap` operation can be done in linear time ($O(N)$) by applying a percolate down routine to nodes in reverse level order.

`buildHeap` method

```
// Establish heap-order property from an arbitrary
// arrangement of items. Runs in linear time.
template <class Comparable>
void BinaryHeap<Comparable>::buildHeap( )
{
    for( int i = theSize / 2; i > 0; i-- )
        percolateDown( i );
}
```

Figure 21.17

Implementation of the linear-time buildHeap method



Initial complete tree

After percolatedown(7)

Figure 21.18

(a) After percolateDown(6); (b) after percolateDown(5)

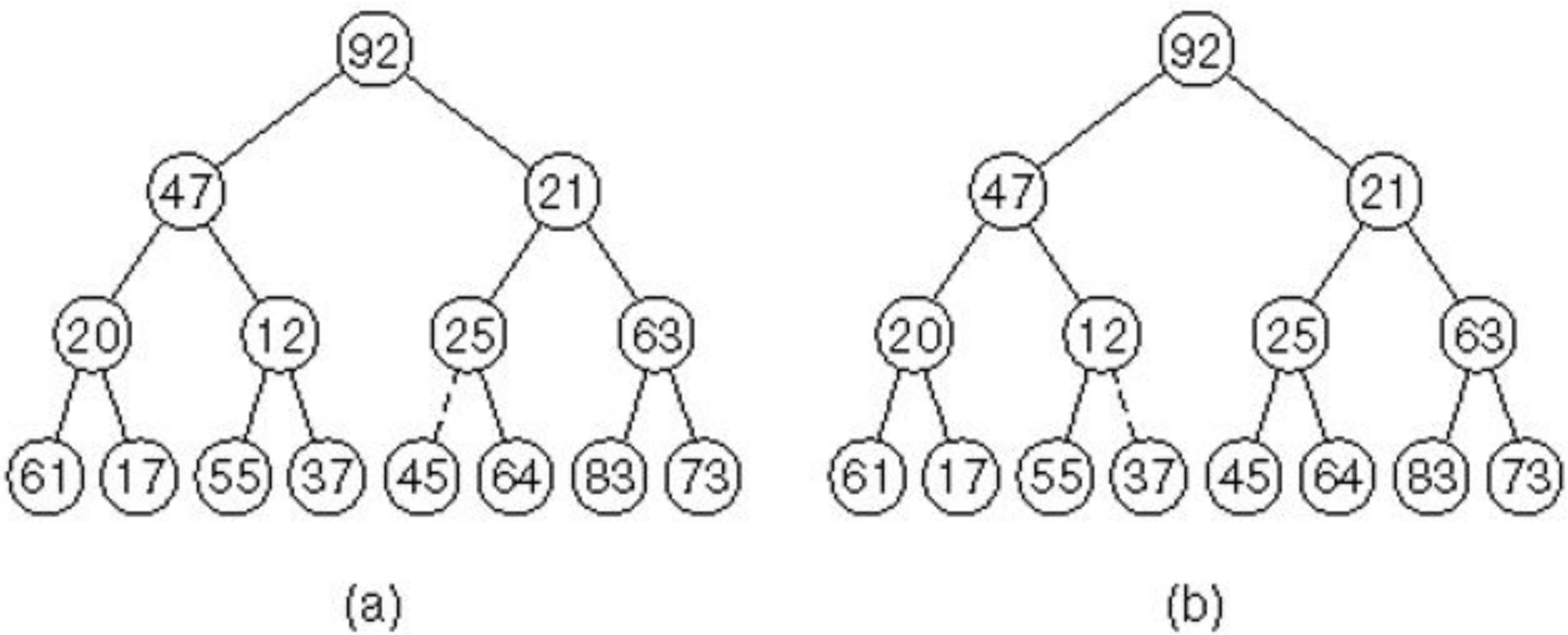
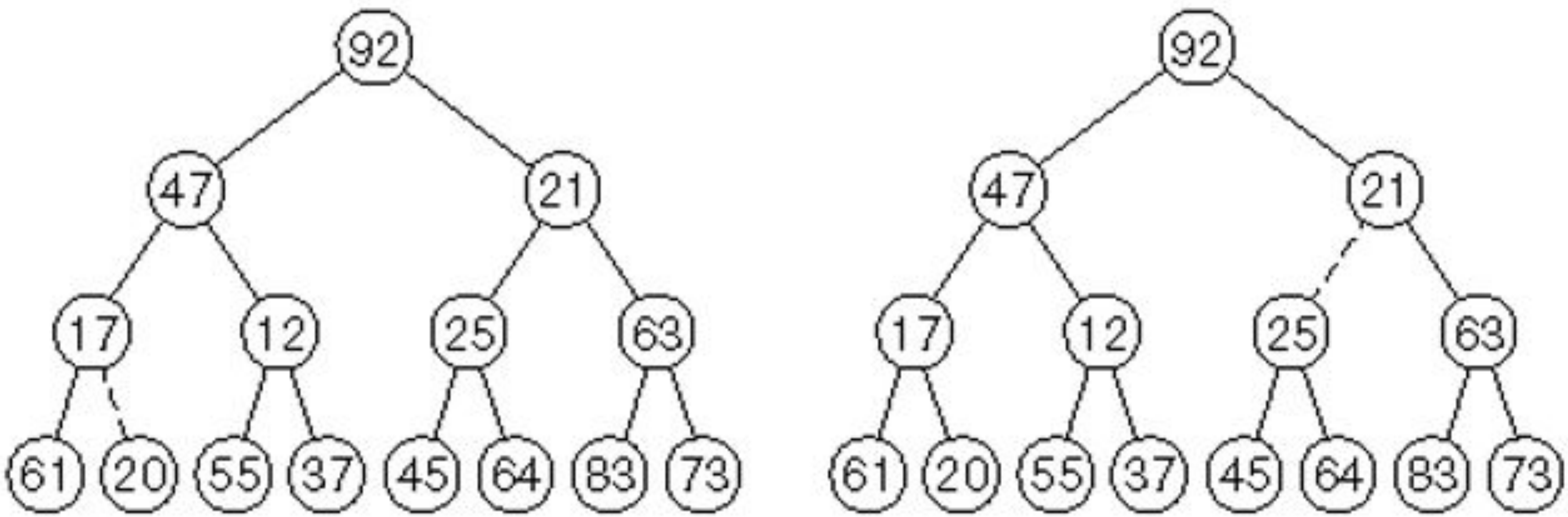


Figure 21.19

(a) After percolateDown(4); (b) after percolateDown(3)

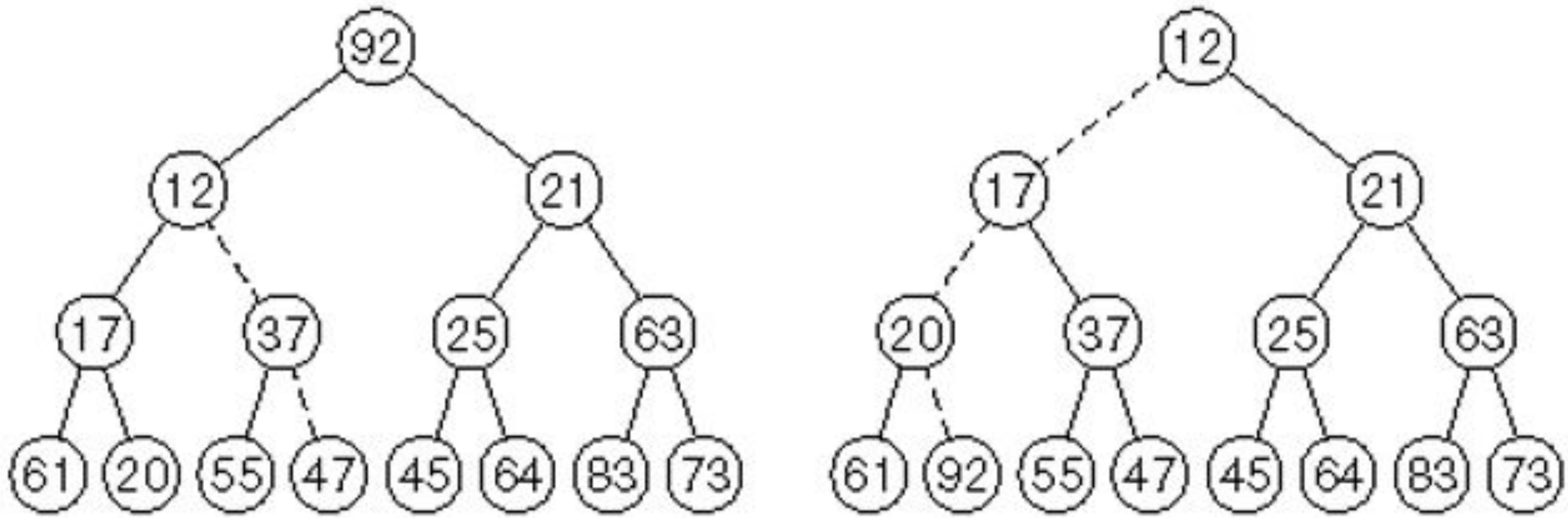


(a)

(b)

Figure 21.20

(a) After percolateDown(2); (b) after percolateDown(1) and buildHeap terminates



(a)

(b)

Analysis of `buildHeap`

- The linear time bound of `buildHeap`, can be shown by computing the sum of the heights of all the nodes in the heap, which is the maximum number of dashed lines.
- For the perfect binary tree of height h containing $N = 2^h - 1$ nodes, the sum of the heights of the nodes is $N - H - 1$.
- Thus it is $O(N)$.

C++ STL Priority Queues

- priority_queue class template
  - Implements deleteMax instead of deleteMin in default
  - MaxHeap instead of MinHeap

- Template
  - Item type
  - container type (default vector)
  - comparator (default less)

- Associative queue operations
  - Void push(t)
  - void pop()
  - T& top()
  - void clear()
  - bool empty()

Max Heap Example

https://visualgo.net/en/heap