

EECS 311: Data Structure and Data Management Lecture 20, 21  
Priority Queues      Binary Heap, Array Based Heap, Percolation

## Priority Queue ADT

“store key-value pairs and support operations: *insert*, *delete-min*, and *reduce-key*”

**insert**( $k, v$ )

adds key-value pair ( $k, v$ ) to queue.

**delete-min**()  $\Rightarrow (k, v)$

Removes key-value pair ( $k, v$ ) with minimum key value  $k$  and returns it.

**reduce-key**( $k, v$ )

Finds the key in queue with value  $v$  and reduces its key to  $k$ .

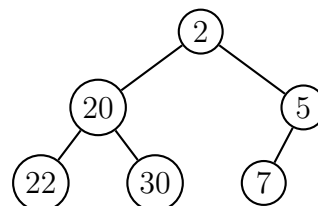
**Goal:** implement all priority queue ADT operations in  $O(\log n)$ .

## Binary Heaps

**Def:** a **binary heap** is a tree that satisfies

- **heap order:** the key at any node is at least the key of its parent.
- **heap structure:** it's a **complete** binary tree.

**Example:**



**Questions:**

- How to represent in memory?
- How to maintain heap properties?

**Idea:** Complete tree can be represented in array.

**Example:**

$$n = 6$$

1	2	3	4	5	6	7
2	20	5	22	30	7	

**Traversals**

- $\text{root}() = 1$
- $\text{leftchild}(i) = 2i$
- $\text{rightchild}(i) = 2i + 1$
- $\text{parent}(i) = \lfloor i/2 \rfloor$

**Add and Delete**

- $\text{add-key}(k)$

“add element with key  $k$ ”

1. put key in position  $n + 1$ .
2. set  $n = n + 1$ .
3. fix violated heap property by “percolating up” key  $k$ .

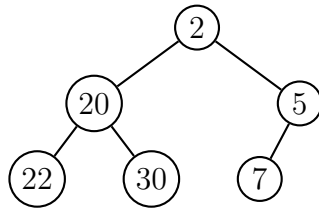
• percolate-up( $i$ )

“moves key at position  $i$  up tree until it doesn’t violate heap property.”

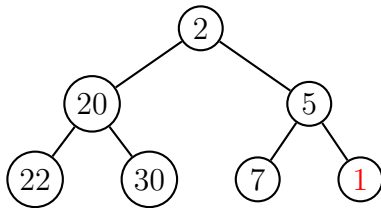
1. if key at parent( $i$ ) > key at  $i$ 
  - (a) swap keys.
  - (b) recursively percolate-up(parent( $i$ ))

**Example:** add-key(1)

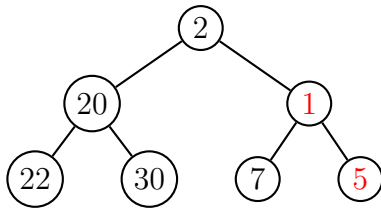
– Initially:



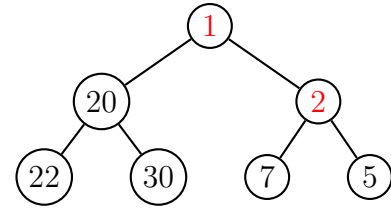
– Add key “1” at  $n + 1$ :



– Percolate up at key “1”:



– Percolate up at key “1”:



• delete-node( $i$ )

“delete node  $i$ ”

1. move key at position  $n$  to position  $i$ .
2. Set  $n = n - 1$ .
3. fix violated heap order by percolate-up/down at  $i$ .

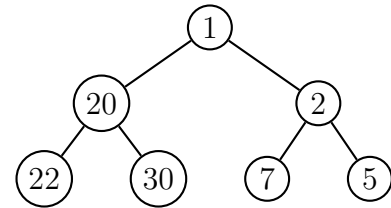
• percolate-down( $i$ )

“moves key at position  $i$  down tree until it doesn’t violate heap property.”

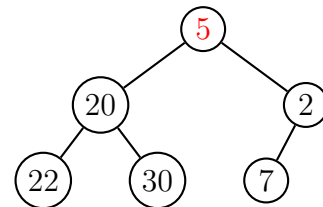
1. Let  $j$  be the child of  $i$  with minimum key
2. If the key of  $j$  < key of  $i$ 
  - (a) swap keys.
  - (b) recursively percolate-down( $j$ )

**Example:** delete-node(1)

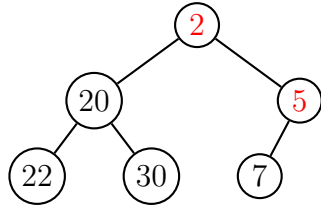
– Initially:



– Move key “5” to position 1



– Percolate-down key “5”:



– Percolate-down key “5”  $\Rightarrow$  done!

3. run percolate-up(*i*) on heap
4. update aux with location of all moved keys.

**Runtimes:**  $\Theta(\log n)$  (each operation).

## Build-heap

**Fact:** sum of heights of nodes =  $\Theta(n)$ .

**Algorithm:** build-heap

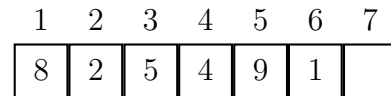
Input: unordered array of keys, size  $n$ .

1. view array as complete binary tree.
2. for  $i = n$  down to 1

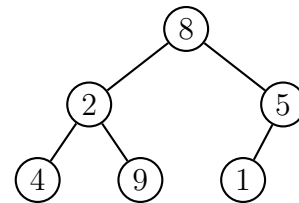
percolate-down( $i$ )

**Example:**

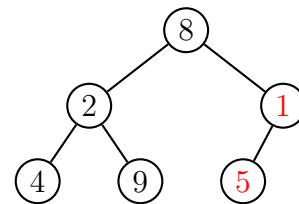
- Input unordered array.



- view as tree.



- percolate-down(3)



## Priority Queue via Binary Heap

### P.Q. Representation

heap: “length  $c$  array of key-value pairs”

aux: “length  $c$  array mapping values to nodes”

$n$ : “number of keys in queue”

### P.Q. Operations

- insert( $k,v$ )

1. run add-key( $k$ ) on heap.
2. update aux with location of ( $k,v$ ).
3. update aux with location of all moved keys.

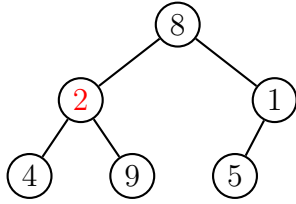
- delete-min()  $\Rightarrow$  ( $k,v$ )

1. ( $k,v$ ) = key and value at root.
2. run delete-node(root()) on heap.
3. update aux with location of all moved keys.

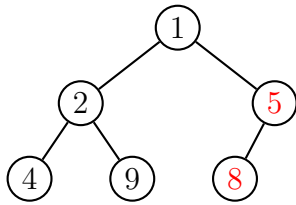
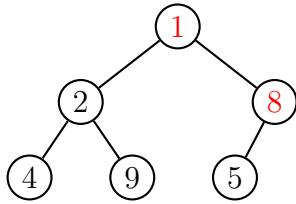
- reduce-key( $k,v$ )

1.  $i = \text{aux}[v]$
2. update key at  $i$  to  $k$ .

- percolate-down(2)



- percolate-down(1)



- $S = 2S - S$

$$\begin{aligned}
 S &= \sum_{j=0}^h j \times 2^{h-j+1} - \sum_{j=0}^h j \times 2^{h-j} \\
 &= \sum_{j=0}^h j \times 2^{h-j+1} - \sum_{j=1}^{h+1} (j-1) \times 2^{h-j+1} \\
 &= \left[ \sum_{j=1}^h (j - (j-1)) \times 2^{h-j+1} \right] \\
 &\quad + 0 \times 2^{h-0+1} - h \\
 &= \left[ \sum_{j=1}^h 2^{h-j+1} \right] - h \\
 &= \left[ -1 + \sum_{j=0}^h 2^j \right] - h \\
 &= \left[ \sum_{j=0}^h 2^j \right] - 1 - h \\
 &= n - 1 - h \\
 &= \Theta(n).
 \end{aligned}$$

**Claim:** output of build-heap is heap-ordered. □

**Proof:** by induction on  $i$ . trivial.

**Claim:** build-heap runs in  $\Theta(n)$  time.

**Proof:** runtime = sum of node heights =  $\Theta(n)$ .

**Proof:** (of fact)

- runtime = “sum of heights”
- $S$  = sum of heights

$$\begin{aligned}
 S &= \sum_{j=0}^h j \times \text{num. nodes at height } h \\
 &= \sum_{j=0}^h j \times 2^{h-j}
 \end{aligned}$$