

# COMP2421 – DATA STRUCTURES AND ALGORITHMS

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## Heaps (Priority Queue)

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# Heaps (Priority Queue)

- Queues are implemented under the FIFO principle.
- The first element to come in, the first element to be served.
- However, there has to be a scheme for cases in which there are some priorities.

# Heaps (Priority Queue)

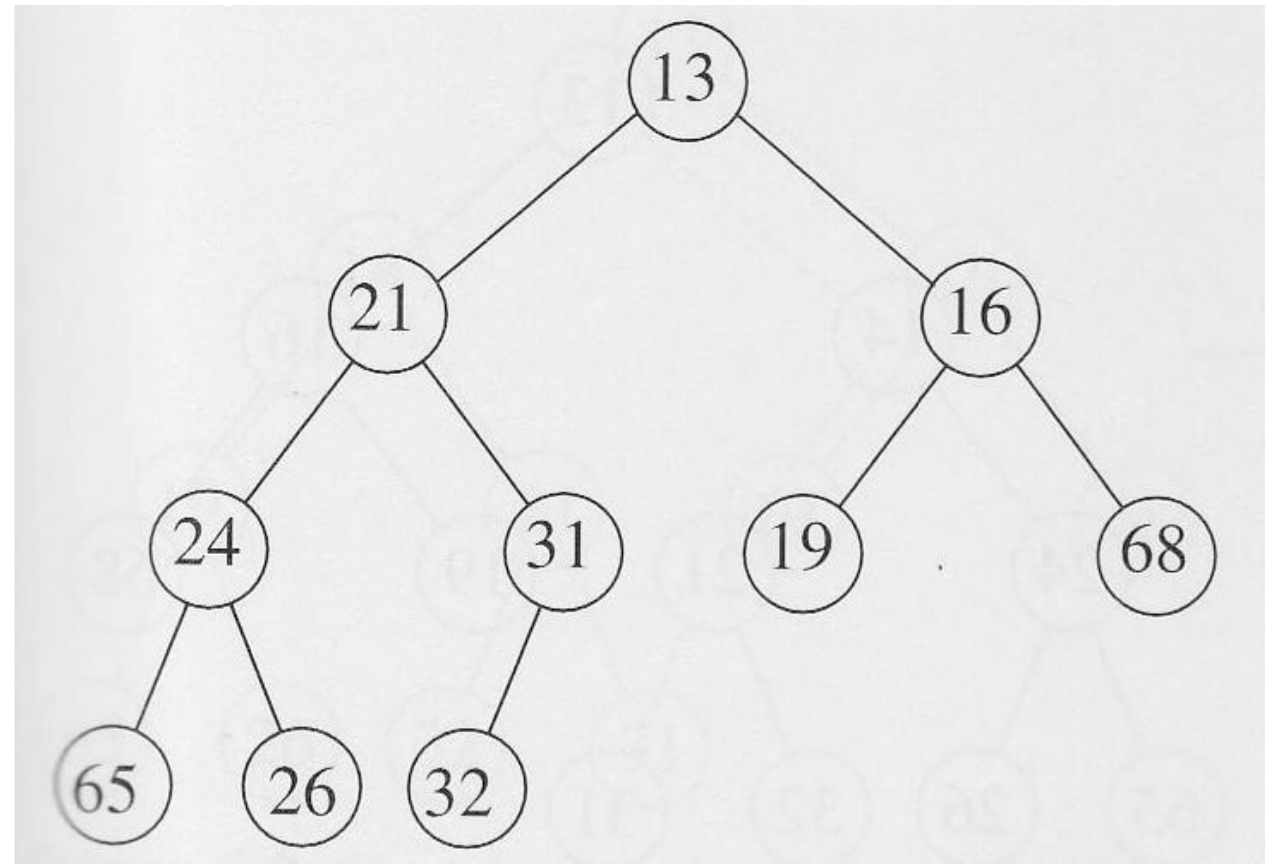
- Take an example a queuing system for printers.
- The first print job to come in is the first to be printed.
- Imagine you are printing a 2-paper report but unfortunately there are a few jobs that have been enqueued before. Each of these jobs of thousands of pages!
- This means you have to wait until all jobs have been finished.

# Heaps (Priority Queue)

- There has to be a method so that short jobs to finish as fast as possible. These jobs have higher precedence over jobs that have already been running.
- However, some (not short) jobs are still important and they should have higher precedence in some cases!

# Heaps (Priority Queue)

- The Heaps data structure is a special kind of queue (called Priority Queue).
- Heaps use Binary Tree implementation. This gives  $O(\log n)$  average running time for both operations.

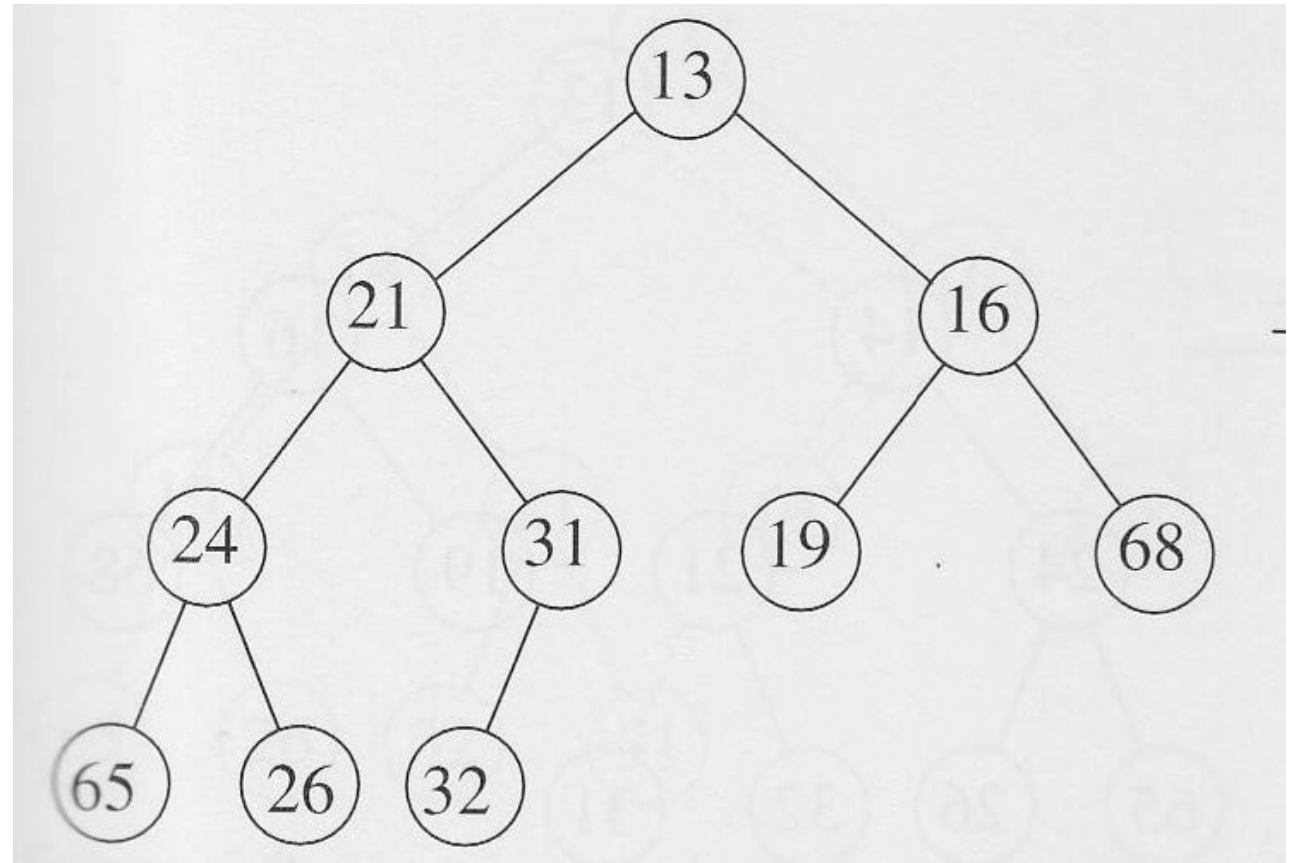


# MinHeap / MaxHeap

- **MinHeap:** a Binary Tree such that the data in each node is less than or equal to the data in the nodes' children.
- In MinHeap, the root is the minimum value in the tree.
- In the MaxHeap, the root is the maximum value in the tree.

# Properties of Heaps

- Minimum/maximum element is in the root.
- A heap with  $N$  elements has height =  $\log_2 N$ .



# Heaps (Priority Queue)

- There are two basic operations in Heaps:
  1. Insert (enqueue)
  2. DeleteMin (or max) (dequeue): finds, return, and delete the minimum element in the priority queue
- Heapify: create a heap from an input array



# Heaps (Priority Queue)

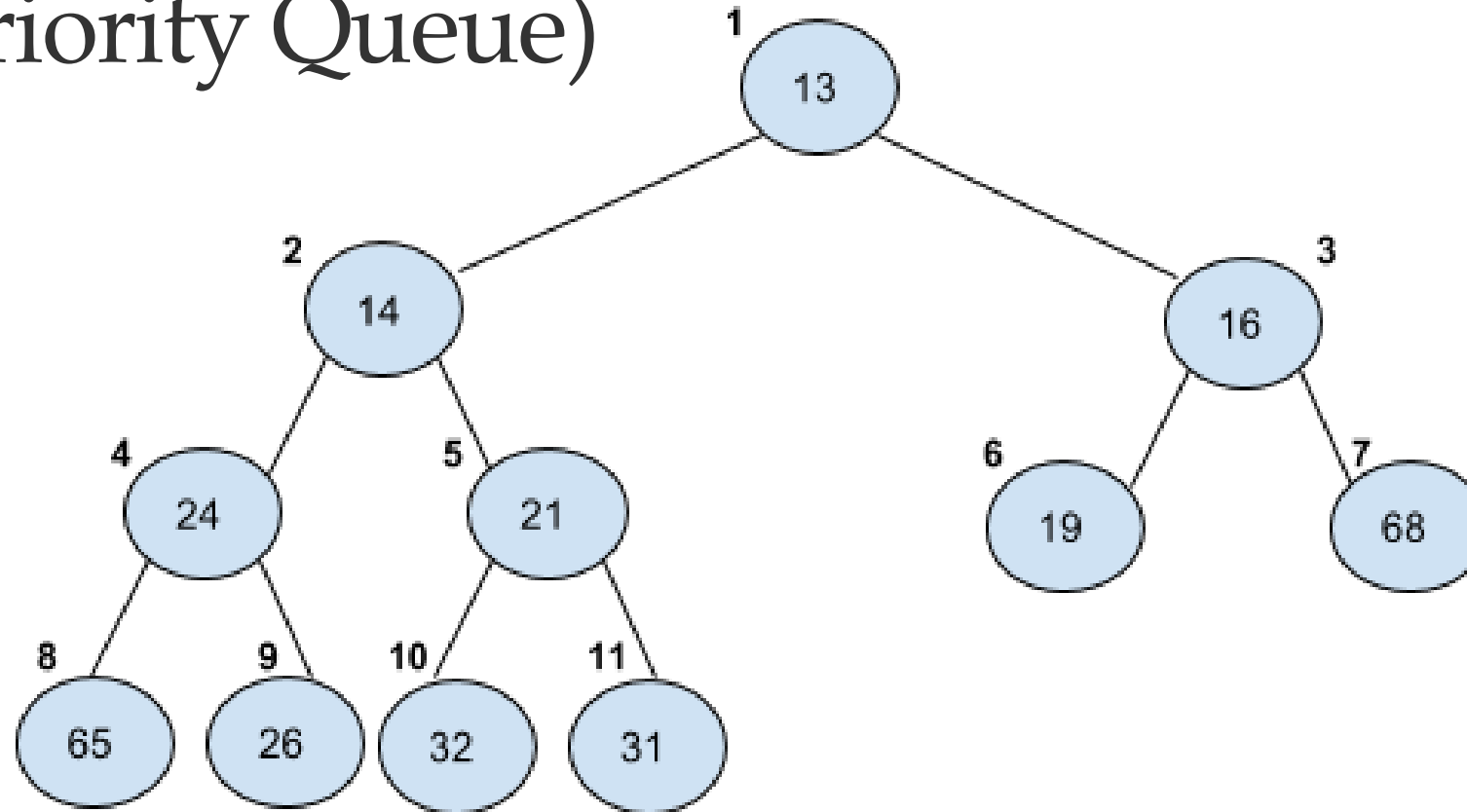
- Heap Data Structure: it is an array that can be viewed as Binary Tree. It may also be called Binary Heaps.
- For any element at position  $i$ :

$$\text{Parent}(i) = i/2$$

$$\text{Child}(i) = 2i \text{ left}$$

$$= 2i + 1 \text{ right}$$

# Heaps (Priority Queue)



<b>Array</b>		<b>13</b>	<b>14</b>	<b>16</b>	<b>24</b>	<b>21</b>	<b>19</b>	<b>68</b>	<b>65</b>	<b>26</b>	<b>32</b>	<b>31</b>
<b>Index</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>

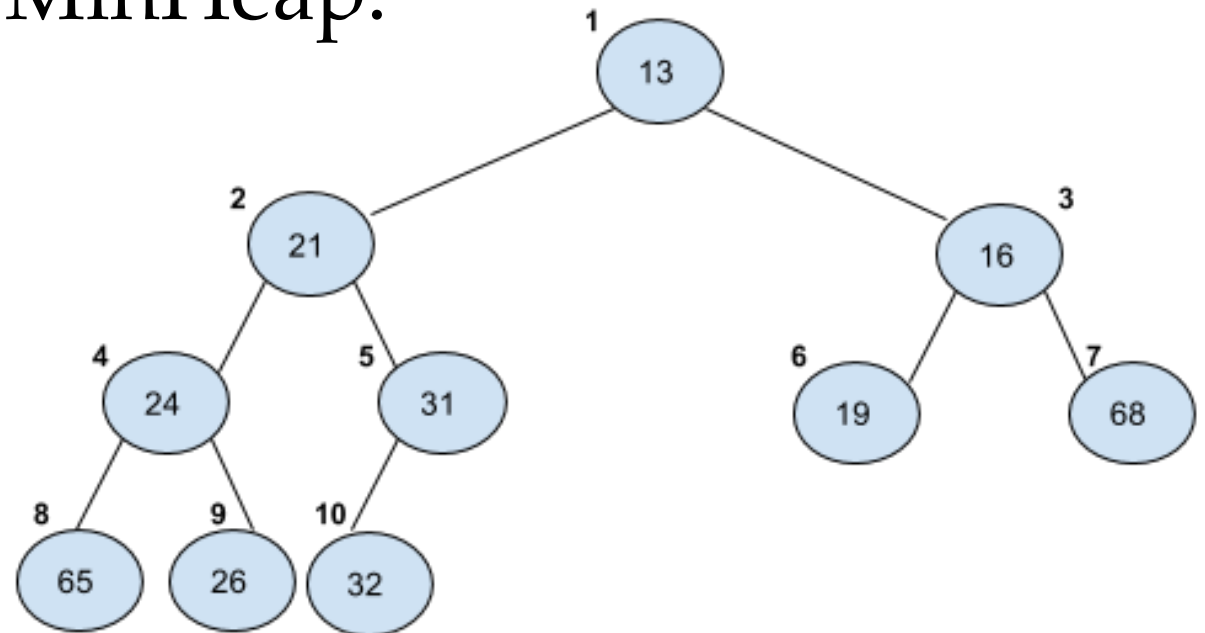
# Heap Order Property

- Goal: find the min value quickly.
- It makes sense to have the minimum value at the root as we always delete min.
- Any node should be smaller than any of its descendants.
- For every node  $X$ , the key in the parent of  $X$  is smaller than or equal to the key in  $X$ .

# Heaps - Example

- Insert(14) to the following MinHeap.

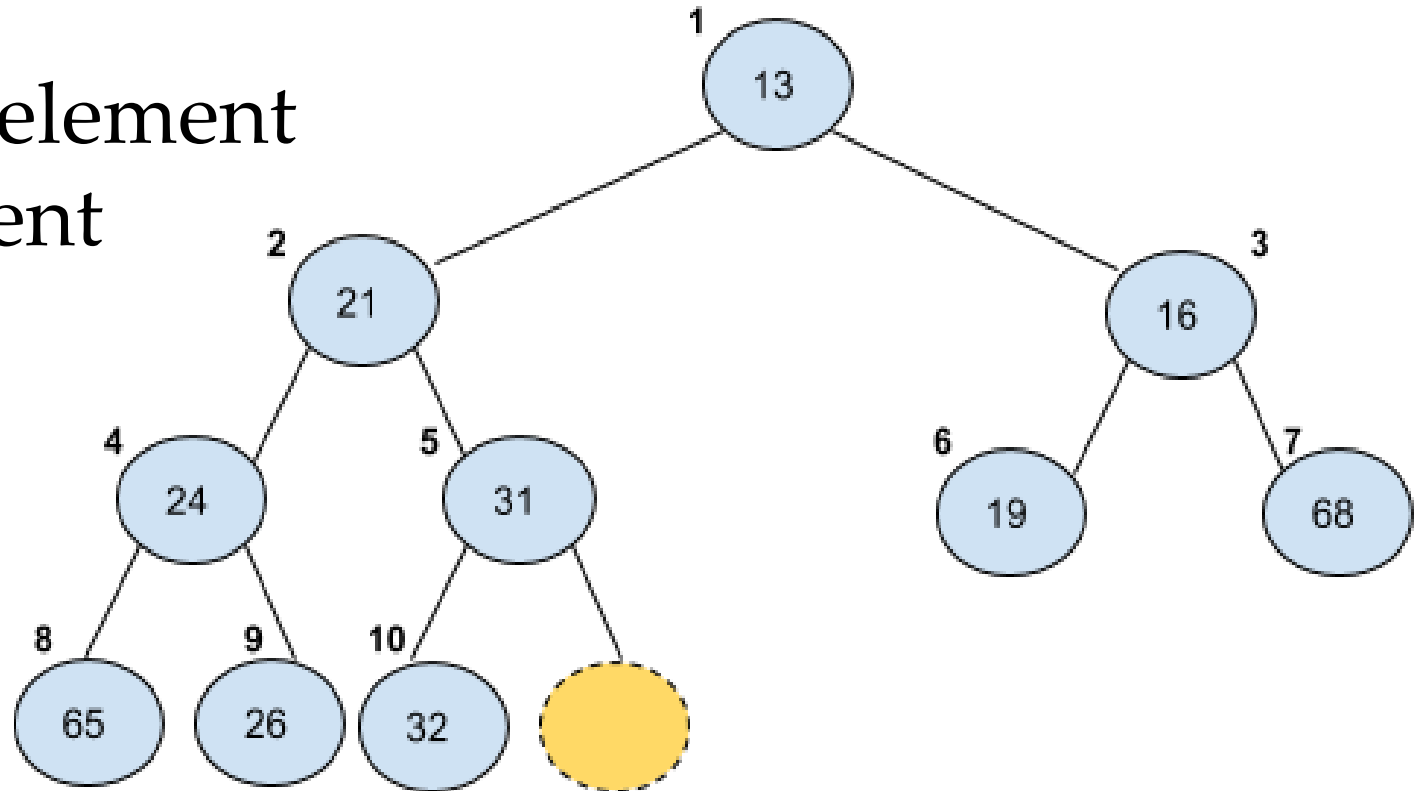
1. Find the next available spot in the tree to insert a new node



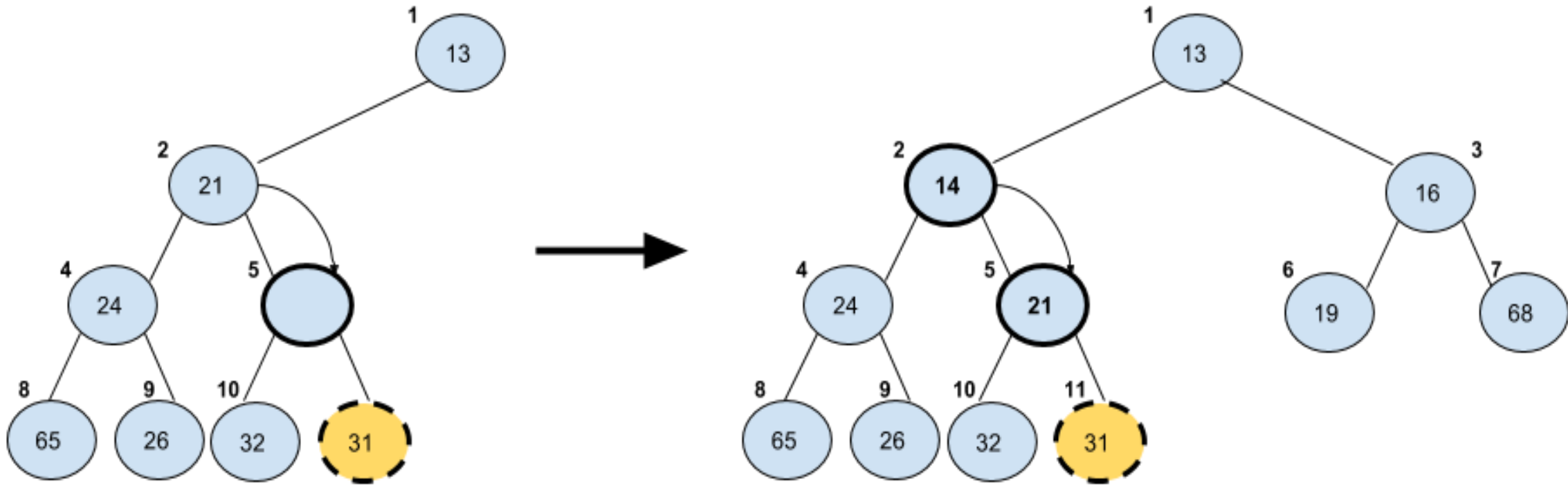
# Heaps - Example

2. If  $X$  can be placed without violating the rule of heaps, then done.

3. Otherwise, slide the element that is in the hole's parent node into the hole.

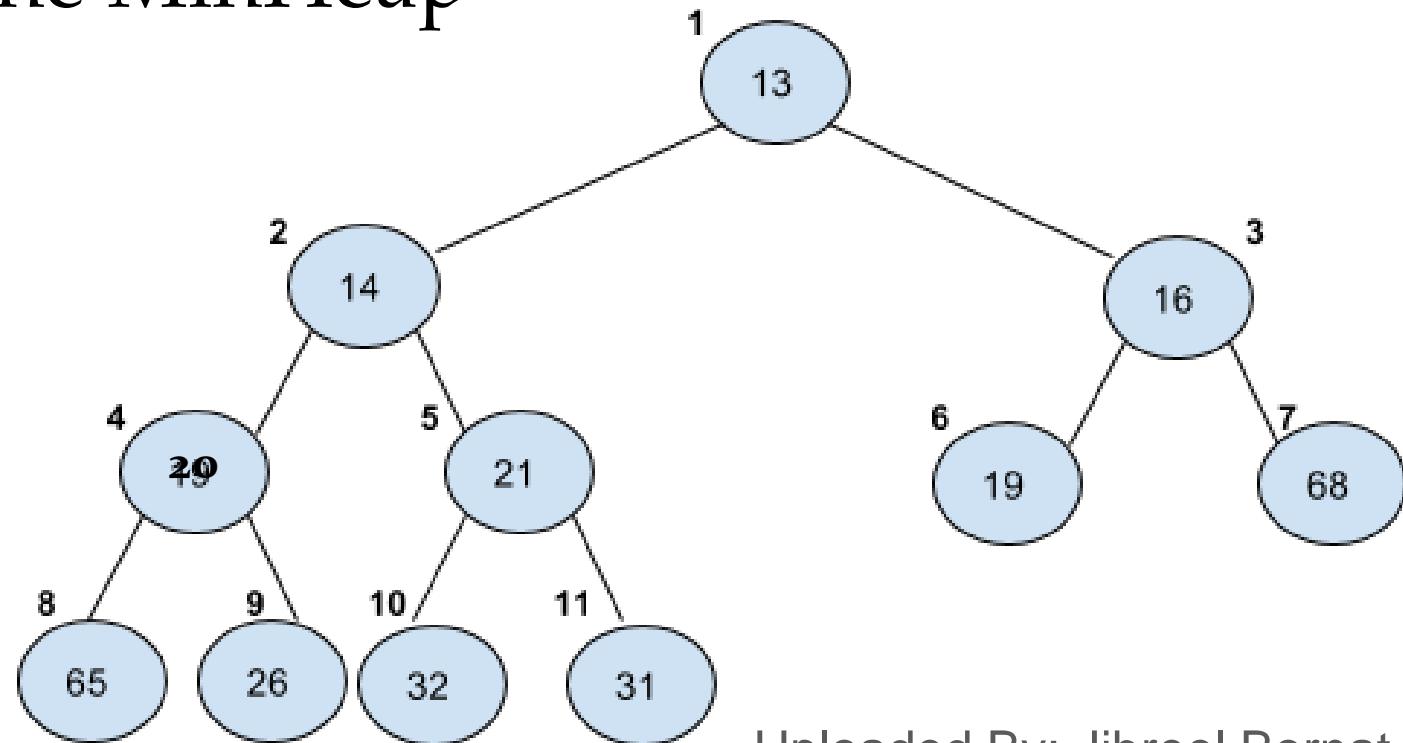


# Heaps - Example



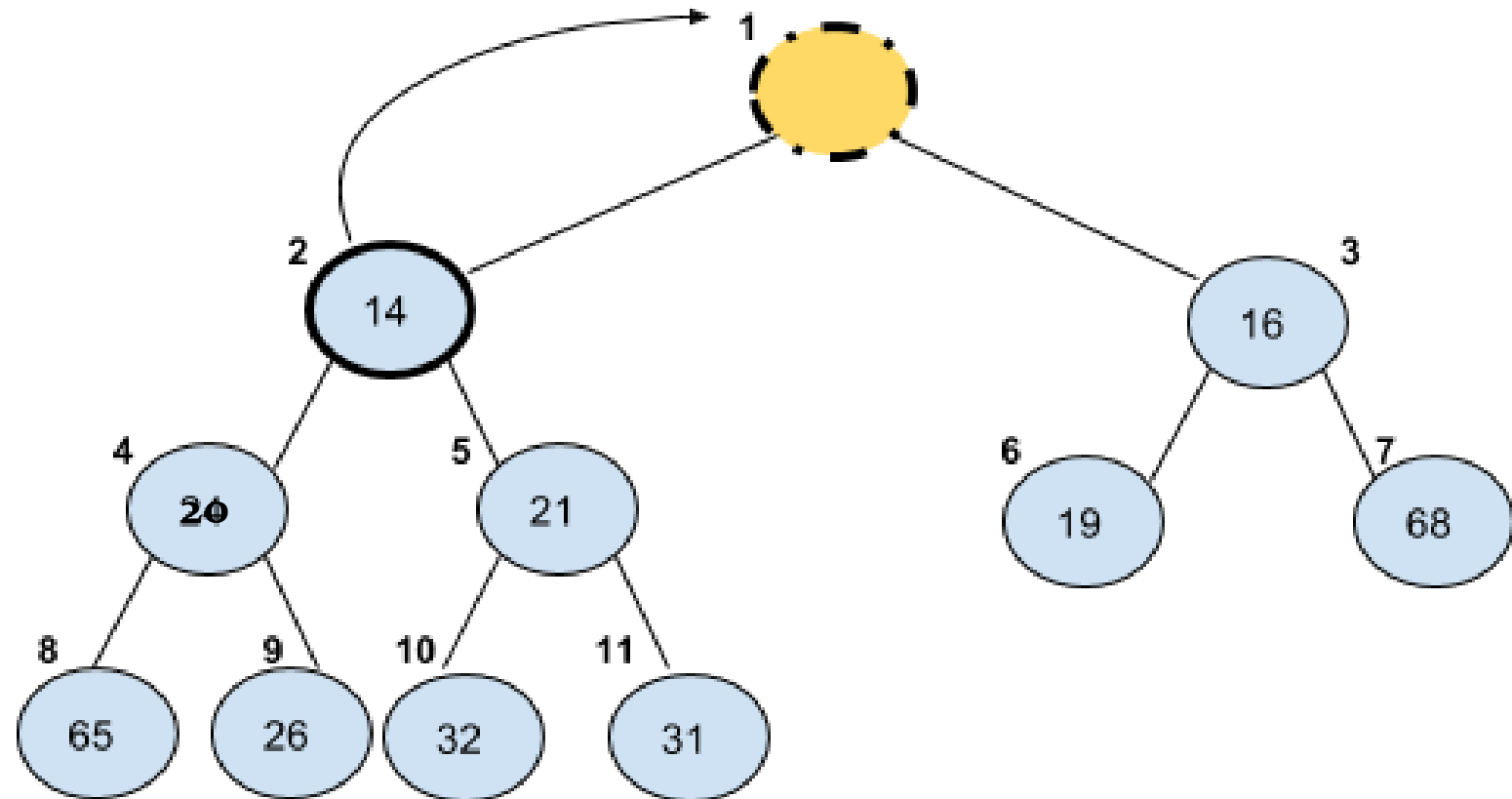
# Heaps - Example

- Delete: We can delete either the min or max values. In our case, it is the min as we are operating on MinHeap.
- Example: Delete() from the MinHeap in the following heap.



# Heaps - Example

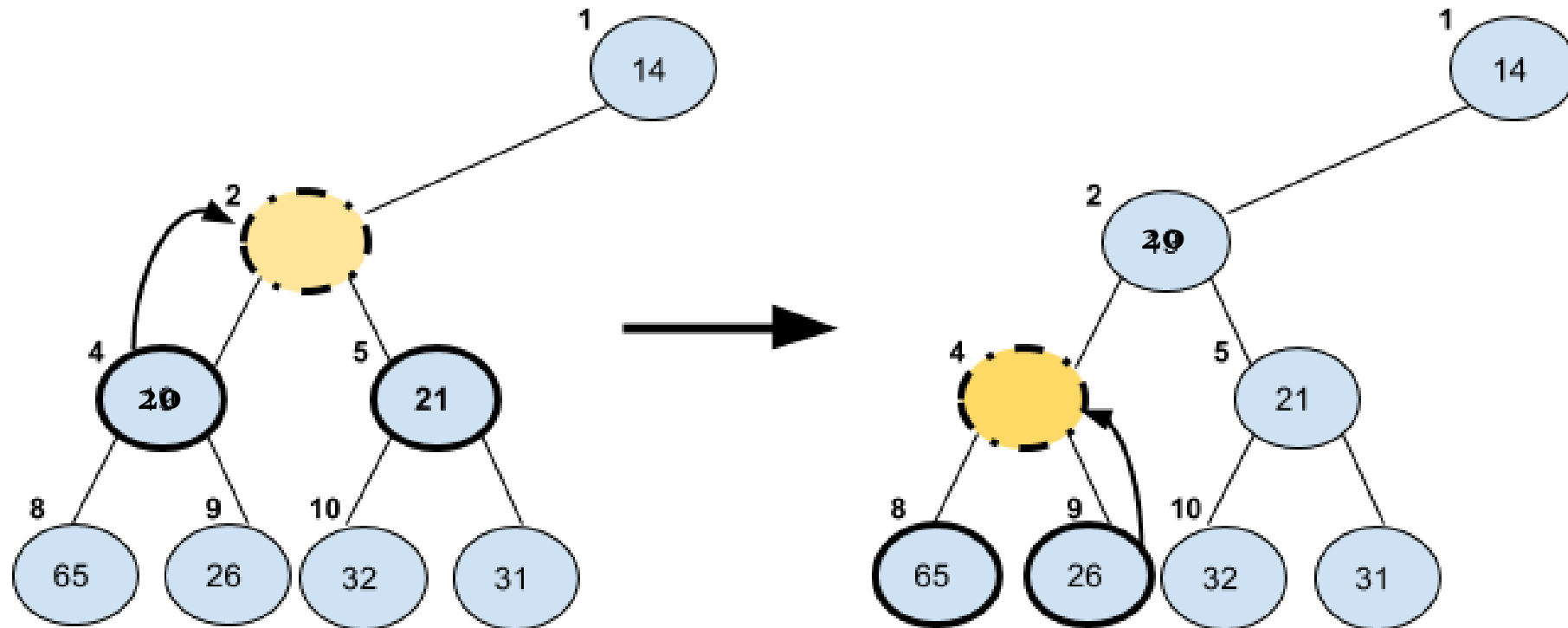
1. Find min and remove it. Keep a hole in its place (root).





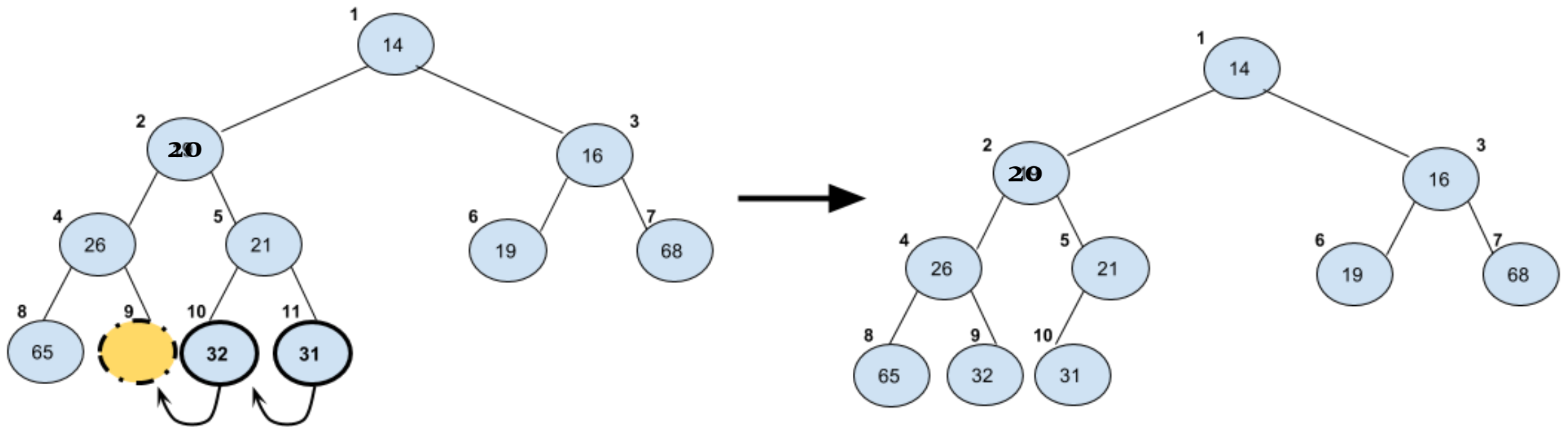
# Heaps - Example

2. Push the smaller of the children up.



# Heaps - Example

2. Slide the elements on the right to the left to fill the empty spot.



# Heapify

Is the process of creating a heap from a binary tree (creating either a min-heap or max-heap)

1. The input is the following array

<b>Array</b>		<b>4</b>	<b>10</b>	<b>3</b>	<b>2</b>	<b>5</b>	<b>6</b>
<b>Index</b>	0	1	2	3	4	5	6

# Heapify

## 2. Create a binary tree (complete tree)

<b>Array</b>		<b>4</b>	<b>10</b>	<b>3</b>	<b>2</b>	<b>5</b>	<b>6</b>
<b>Index</b>	0	1	2	3	4	5	6

# Heapify

<b>Array</b>		<b>10</b>	<b>20</b>	<b>25</b>	<b>6</b>	<b>12</b>	<b>15</b>	<b>4</b>	<b>16</b>
<b>Index</b>	0	1	2	3	4	5	6	7	8

# Heapify

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## Algorithm 1: Max-Heapify Pseudocode

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**Data:**  $B$ : input array;  $s$ : an index of the node

**Result:** Heap tree that obeys max-heap property

**Procedure Max-Heapify( $B, s$ )**

```

    left = 2s;
    right = 2s + 1;
    if left ≤ B.length and B[left] > B[s] then
        | largest = left;
    else
        | largest = s;
    end
    if right ≤ B.length and B[right] > B[largest] then
        | largest = right;
    end
    if largest ≠ s then
        | swap(B[s], B[largest]);
        | Max-Heapify(B, largest);
    end
end
end

```

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# Applications

- Priority queue.
- Heap sort: sorting data using heaps.
- Selection of min/max from a set of data in  $O(1)$  time.
- Graph algorithms: heaps are used in graph algorithms like implementing Dijkstra's algorithm.

# Running time

	Insert	DeleteMin	FindMin	Build the heap
Binary Heap	$O(\log n)$	$O(\log n)$	$O(1)$	$O(n)$