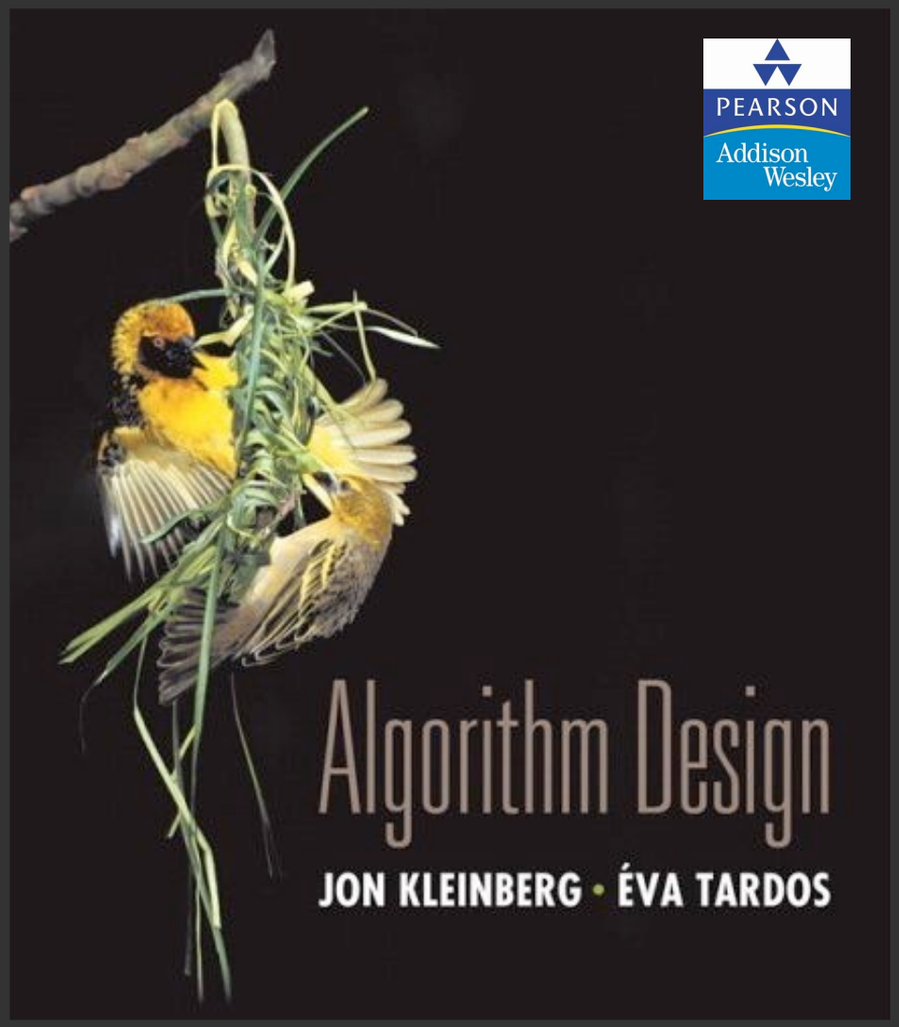


Priority Queues

- *binary heaps*
- *d-ary heaps*
- *binomial heaps*
- *Fibonacci heaps*

Lecture slides by Kevin Wayne

http://www.cs.princeton.edu/~wayne/kleinberg-tardos

Last updated on 7/25/17 11:07 AM

Priority queue data type

A min-oriented priority queue supports the following core operations:

- MAKE-HEAP(): create an empty heap.
- INSERT(H, x): insert an element x into the heap.
- EXTRACT-MIN(H): remove and return an element with the smallest key.
- DECREASE-KEY(H, x, k): decrease the key of element x to k.

The following operations are also useful:

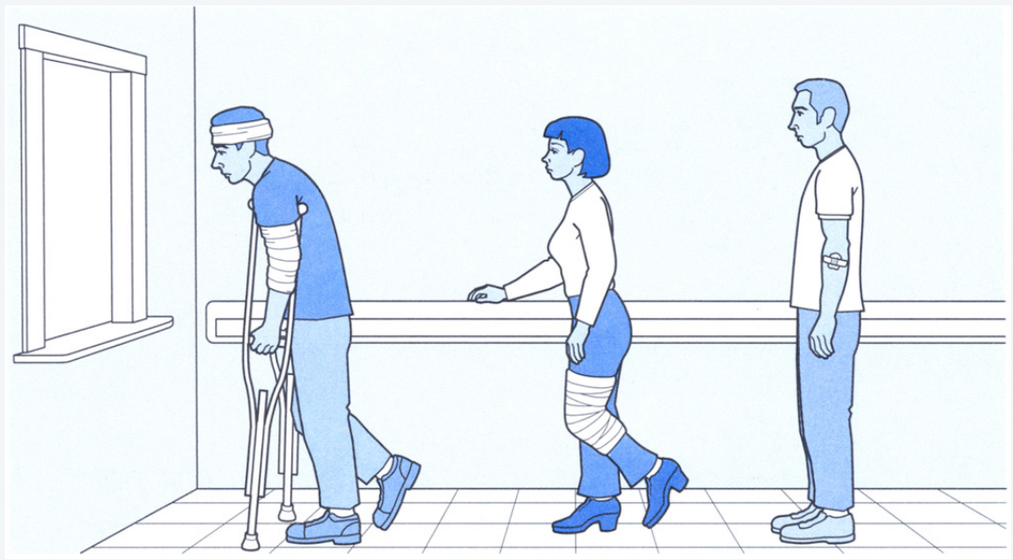
- IS-EMPTY(H): is the heap empty?
- FIND-MIN(H): return an element with smallest key.
- DELETE(H, x): delete element x from the heap.
- MELD(H_1, H_2): replace heaps H_1 and H_2 with their union.

Note. Each element contains a key (duplicate keys are permitted) from a totally-ordered universe.

Priority queue applications

Applications.

- A* search.
- Heapsort.
- Online median.
- Huffman encoding.
- Prim's MST algorithm.
- Discrete event-driven simulation.
- Network bandwidth management.
- Dijkstra's shortest-paths algorithm.
- ...



http://younginc.site11.com/source/5895/fos0092.html

Priority Queues

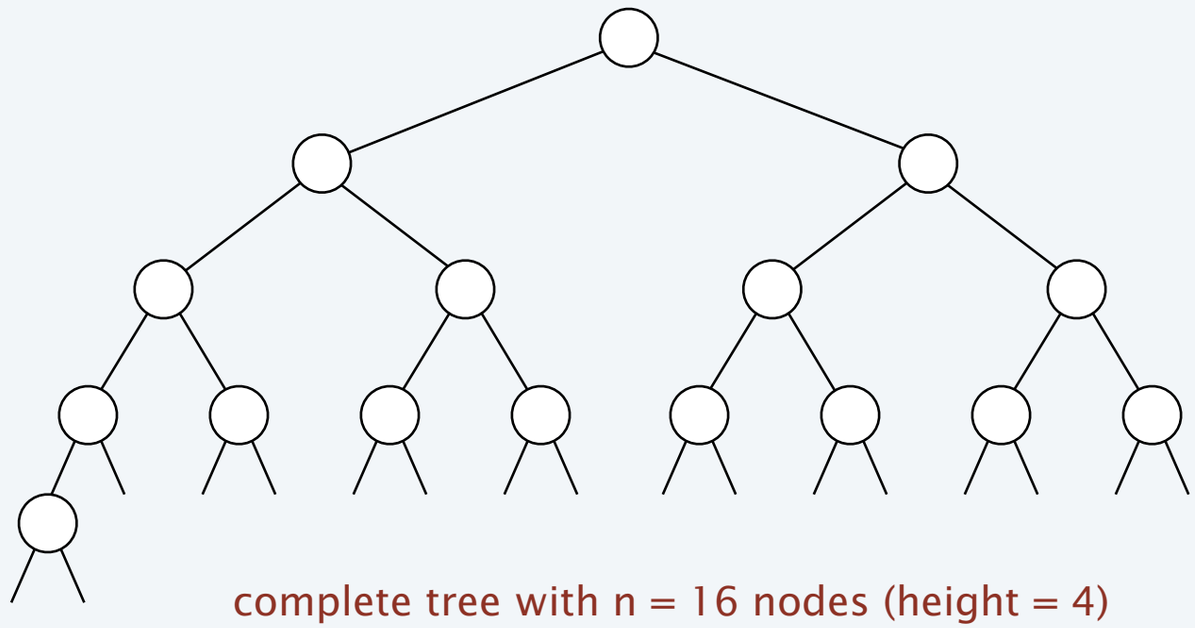
- *binary heaps*
- *d-ary heaps*
- *binomial heaps*
- *Fibonacci heaps*

Section 2.4

Complete binary tree

Binary tree. Empty or node with links to two disjoint binary trees.

Complete tree. Perfectly balanced, except for bottom level.



complete tree with n = 16 nodes (height = 4)

Property. Height of complete binary tree with n nodes is $\lfloor \log_2 n \rfloor$.

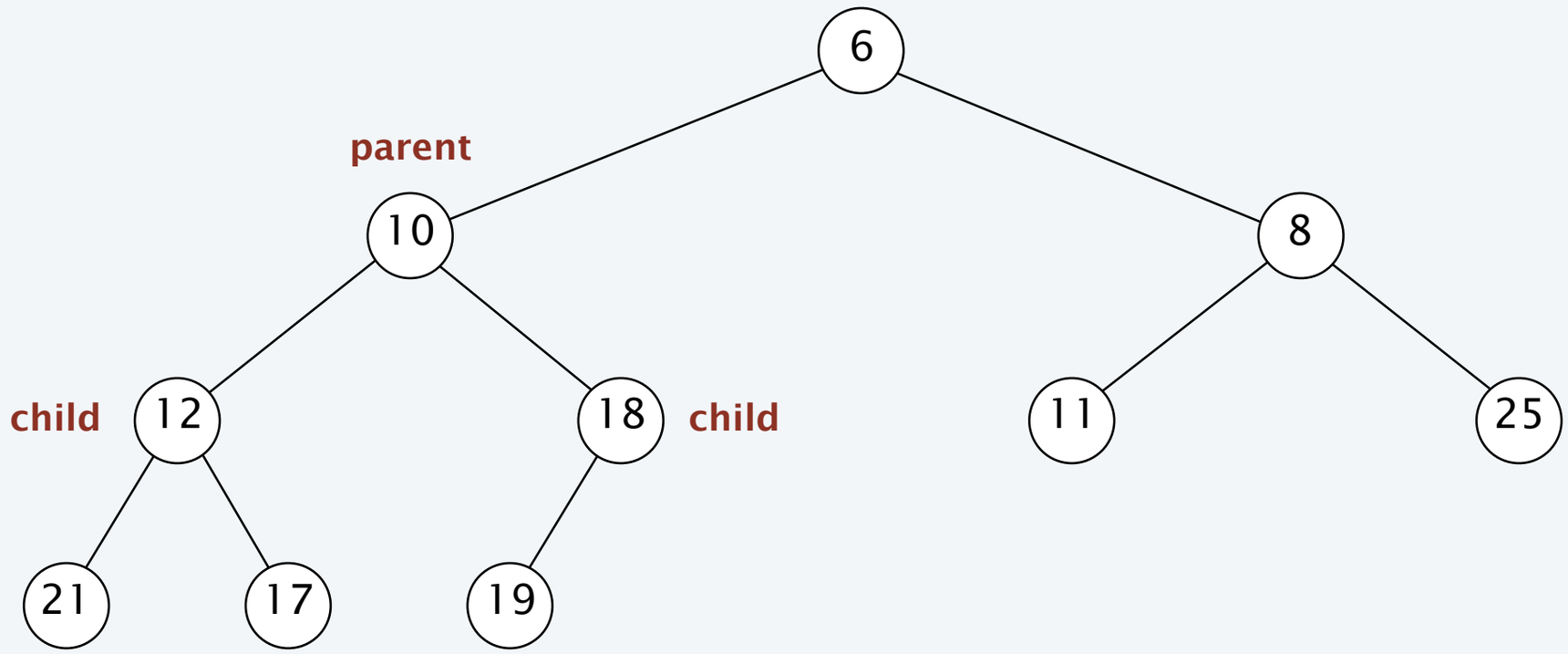
Pf. Height increases (by 1) only when n is a power of 2. ▪

A complete binary tree in nature

Binary heap

Binary heap. Heap-ordered complete binary tree.

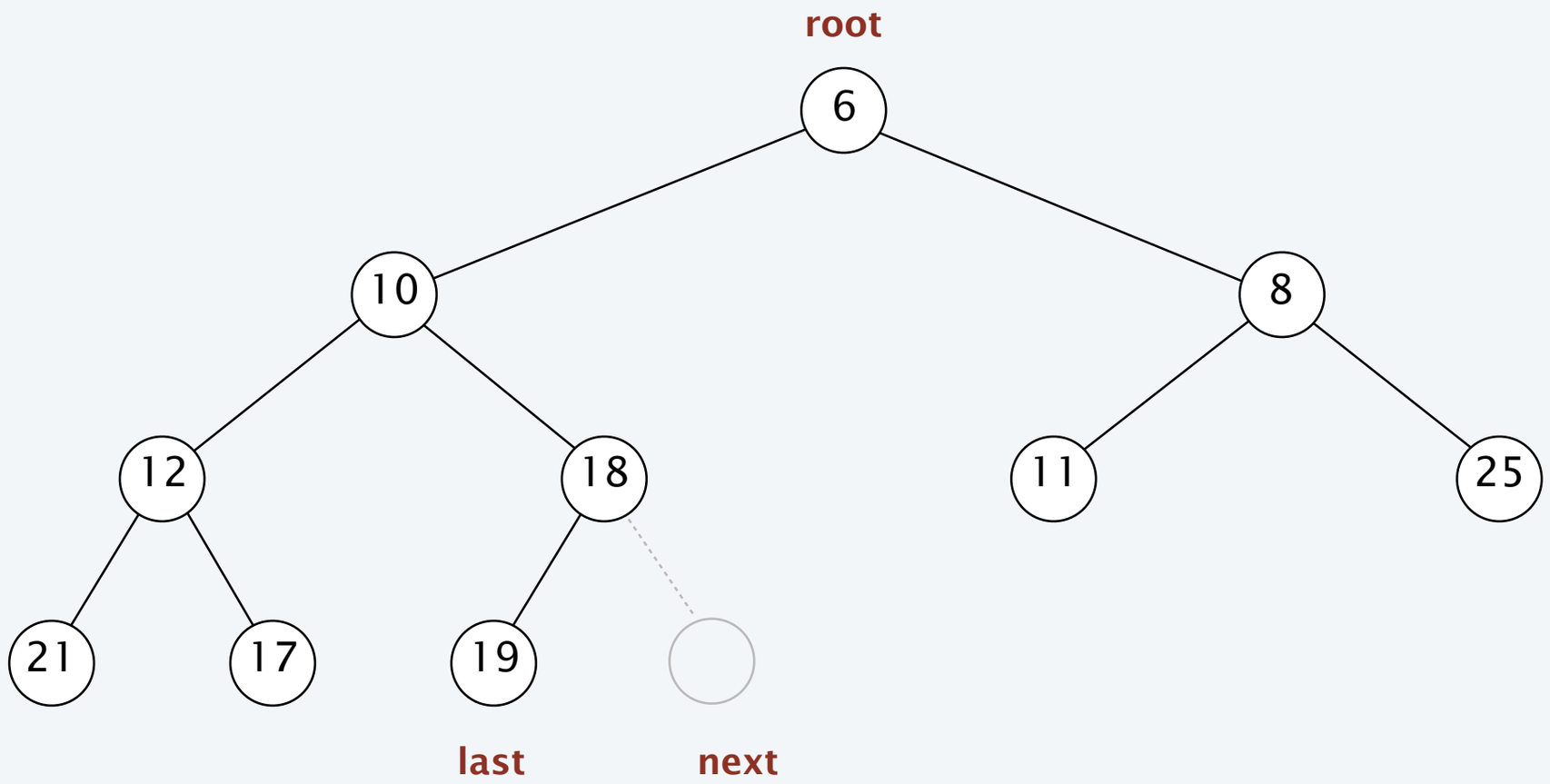
Heap-ordered tree. For each child, the key in child $\geq$ key in parent.



Explicit binary heap

Pointer representation. Each node has a pointer to parent and two children.

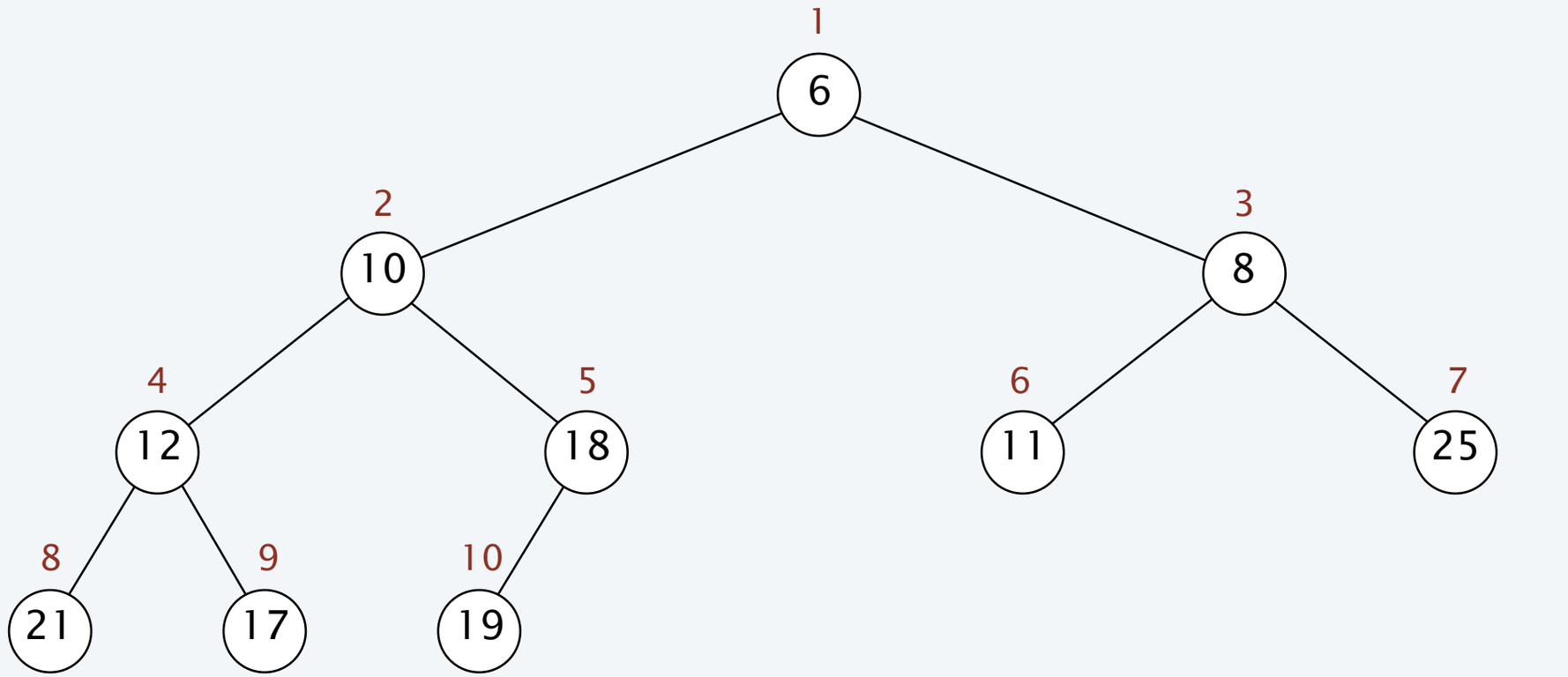
- Maintain number of elements n.
- Maintain pointer to root node.
- Can find pointer to last node or next node in $O(\log n)$ time.



Implicit binary heap

Array representation. Indices start at 1.

- Take nodes in level order.
- Parent of node at k is at $\lfloor k / 2 \rfloor$.
- Children of node at k are at $2k$ and $2k + 1$.



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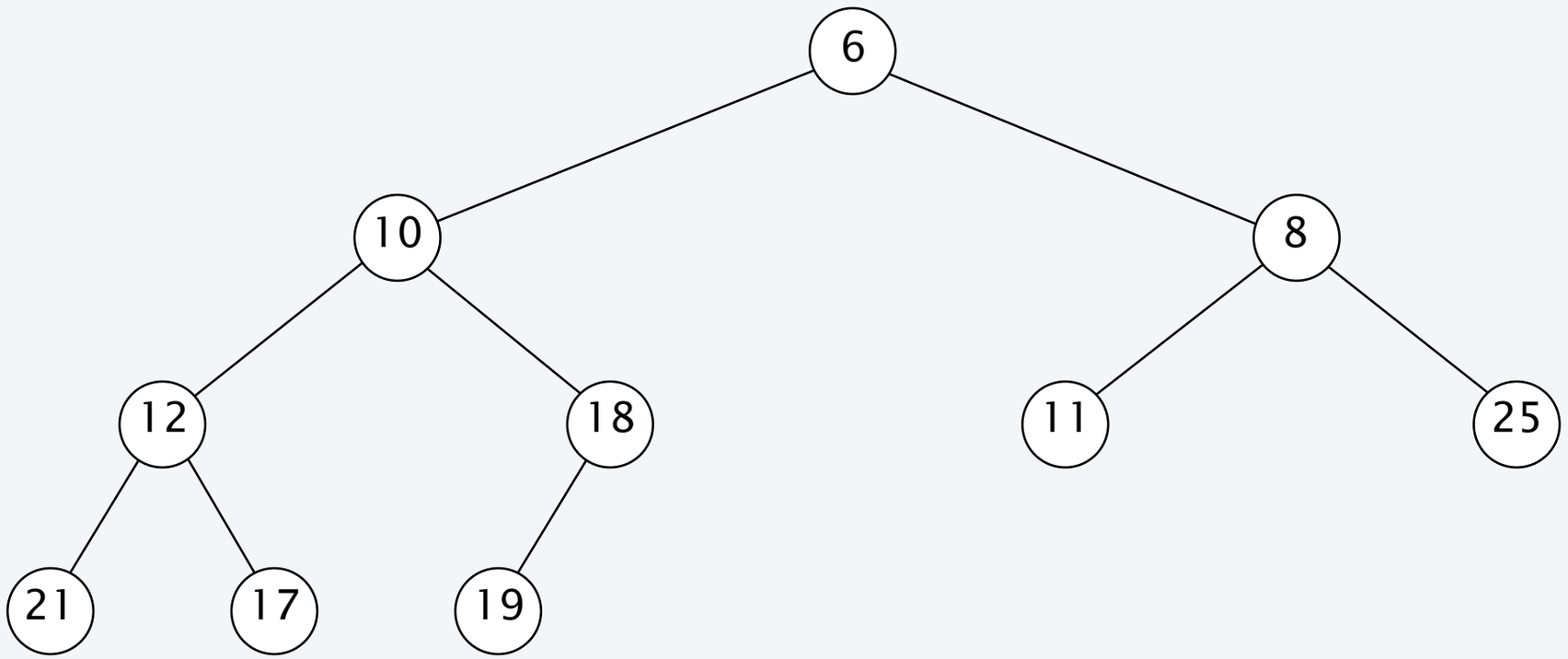
6	10	8	12	18	11	25	21	17	19						

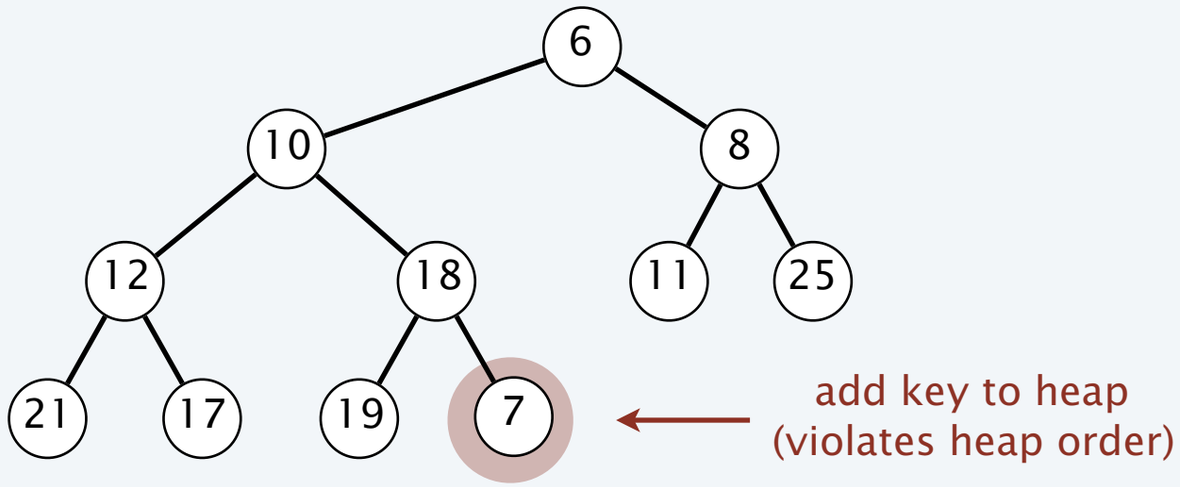
Binary heap demo

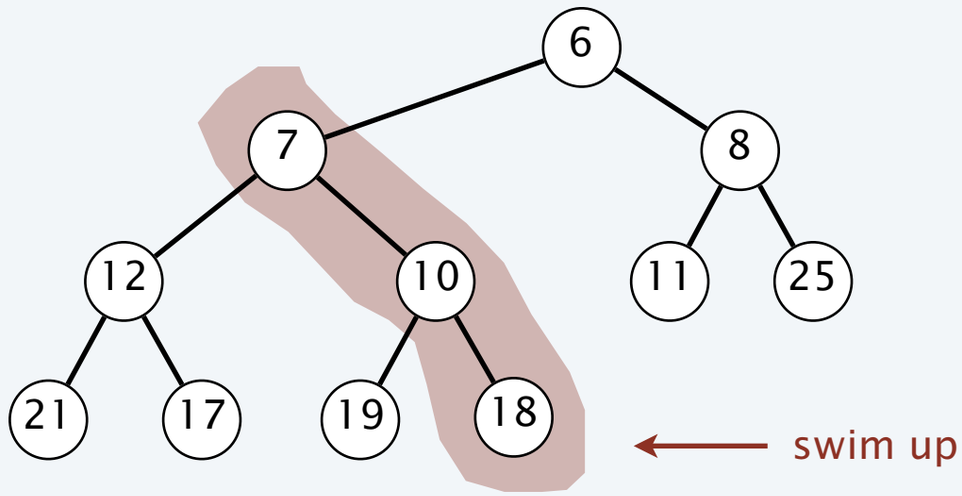
heap ordered



Binary heap: insert

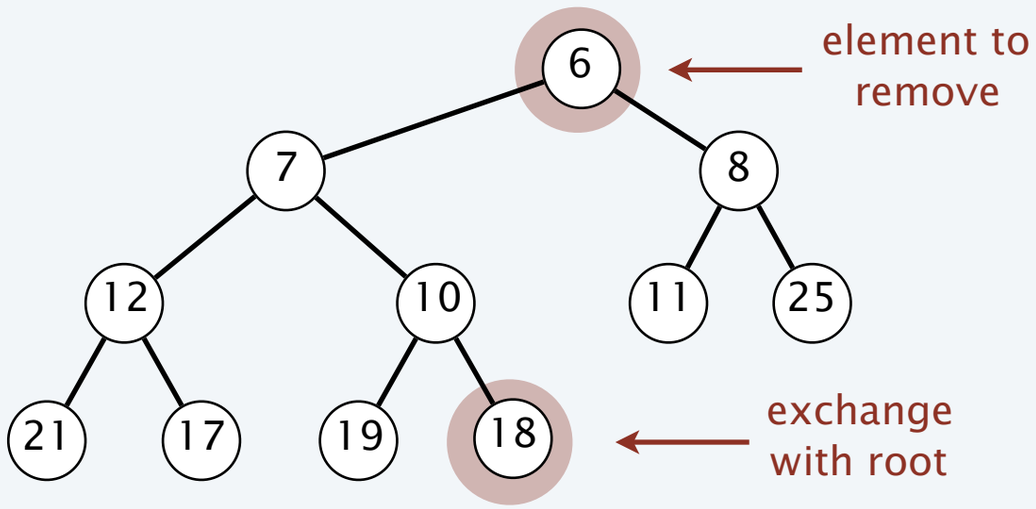
Insert. Add element in new node at end; repeatedly exchange new element with element in its parent until heap order is restored.

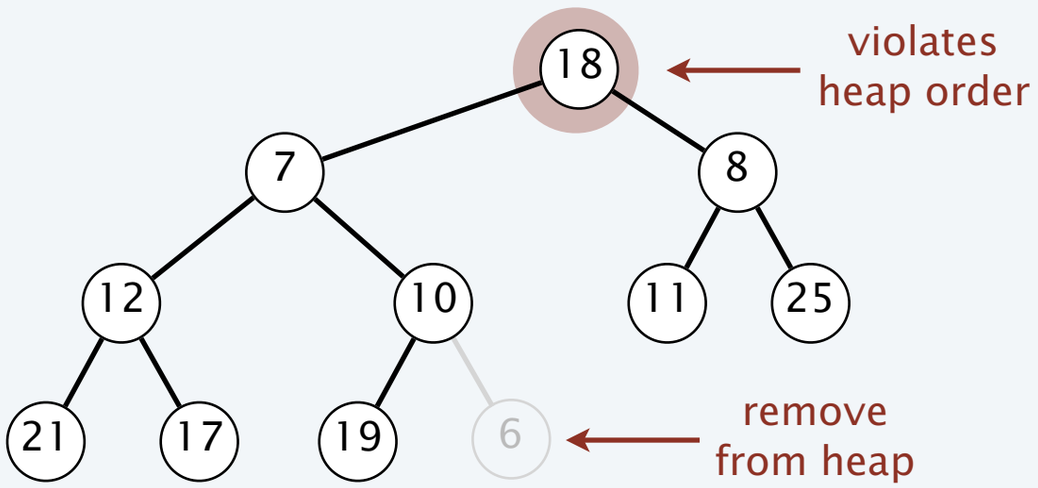


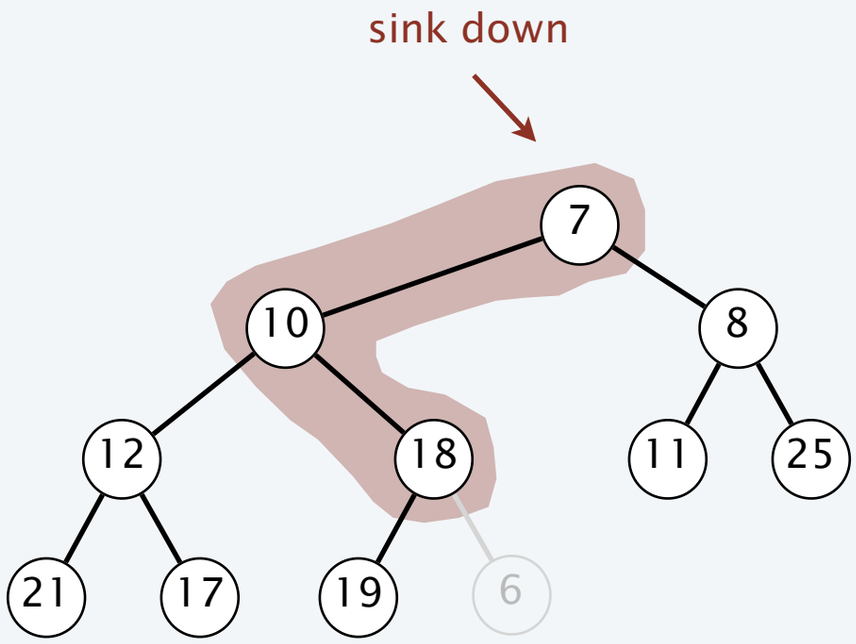


Binary heap: extract the minimum

Extract min. Exchange element in root node with last node; repeatedly exchange element in root with its smaller child until heap order is restored.



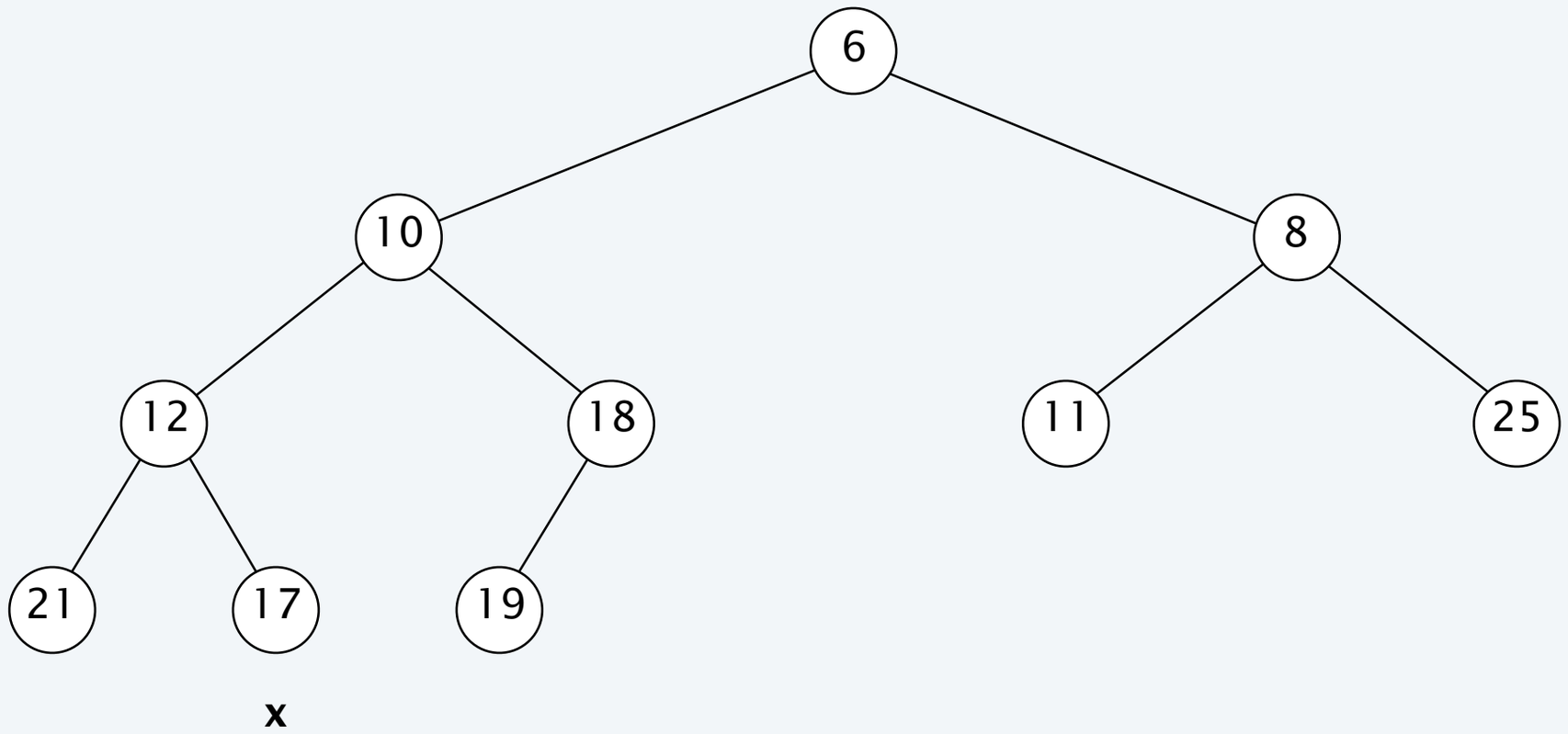




Binary heap: decrease key

Decrease key. Given a handle to node, repeatedly exchange element with its parent until heap order is restored.

decrease key of node x to 11



Binary heap: analysis

Theorem. In an implicit binary heap, any sequence of m INSERT, EXTRACT-MIN, and DECREASE-KEY operations with n INSERT operations takes $O(m \log n)$ time.

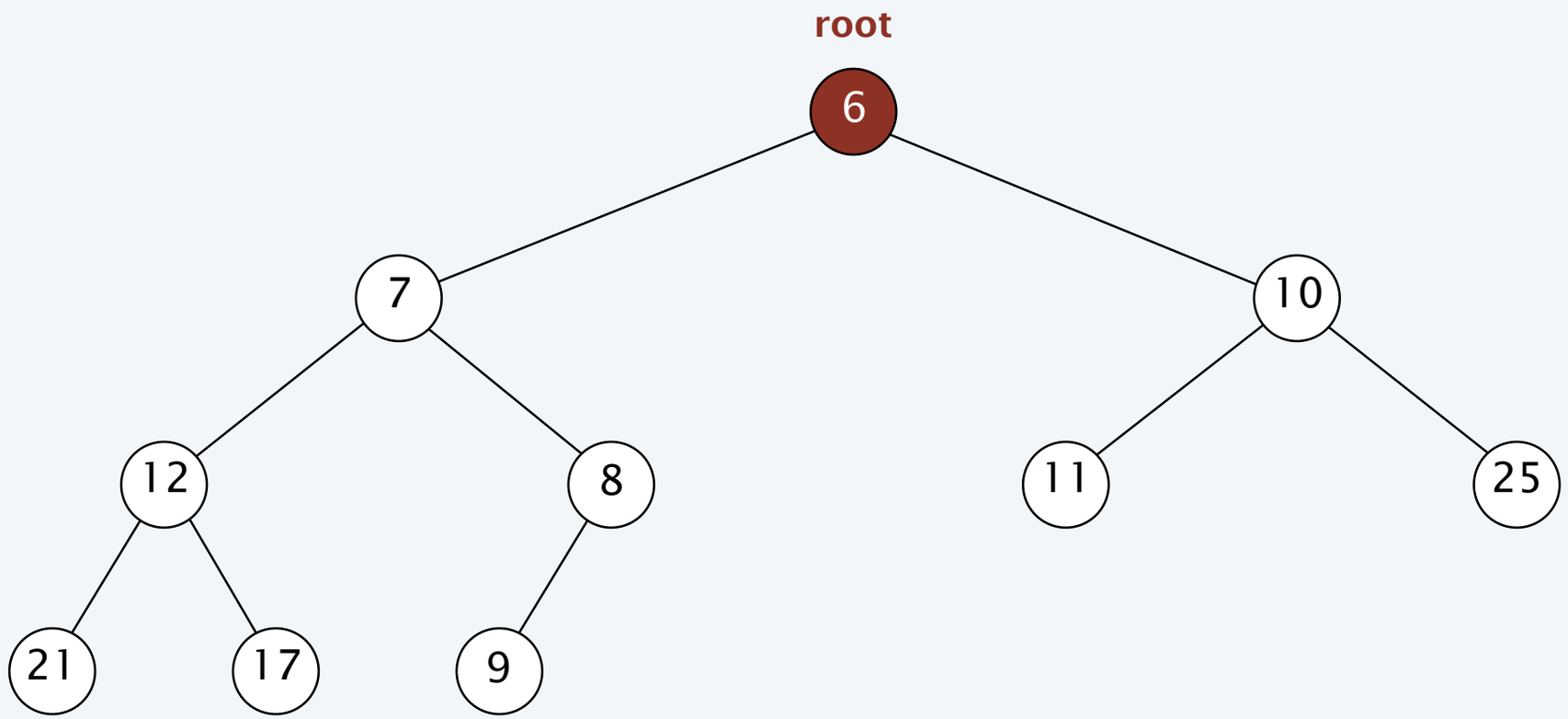
Pf.

- Each heap op touches nodes only on a path from the root to a leaf; the height of the tree is at most $\log_2 n$.
- The total cost of expanding and contracting the arrays is $O(n)$. ▪

Theorem. In an explicit binary heap with n nodes, the operations INSERT, DECREASE-KEY, and EXTRACT-MIN take $O(\log n)$ time in the worst case.

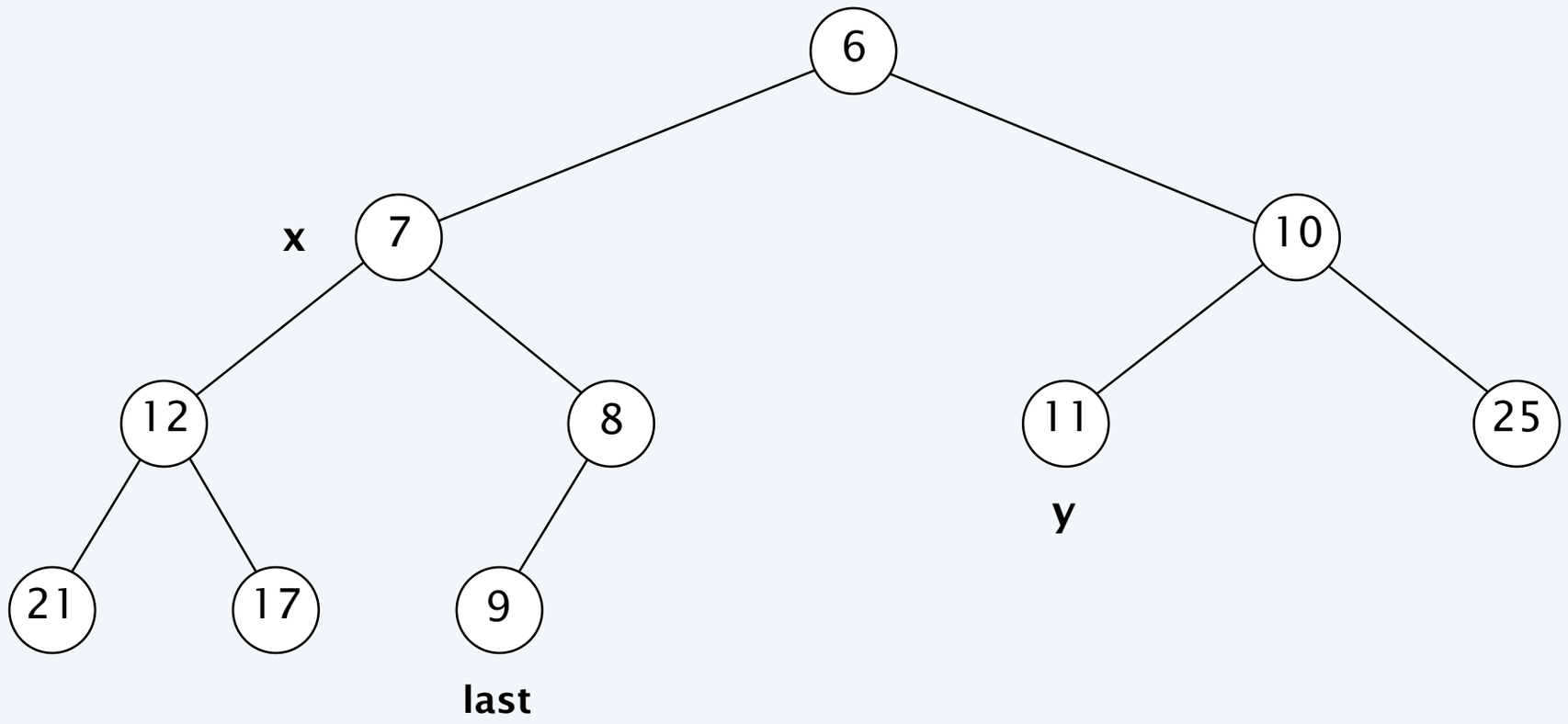
Binary heap: find-min

Find the minimum. Return element in the root node.



Binary heap: delete

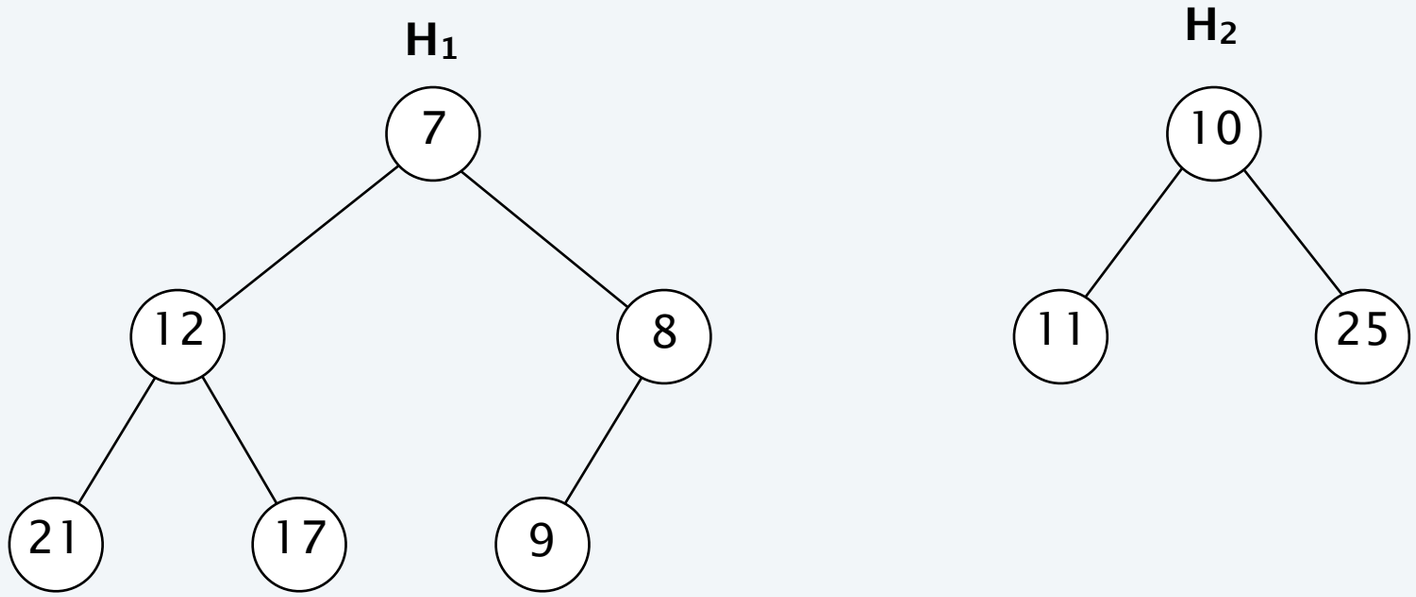
Delete. Given a handle to a node, exchange element in node with last node; either swim down or sink up the node until heap order is restored.



Binary heap: meld

Meld. Given two binary heaps H_1 and H_2, merge into a single binary heap.

Observation. No easy solution: $\Omega(n)$ time apparently required.

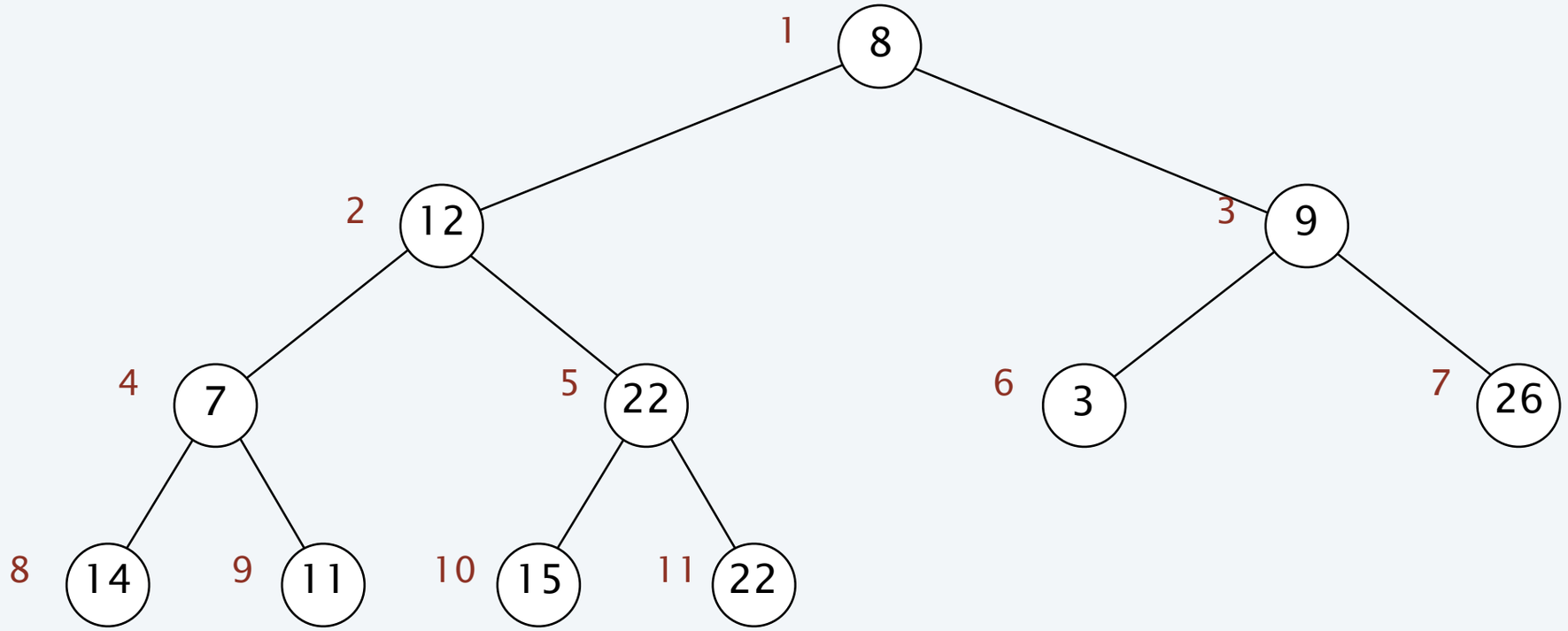


Binary heap: heapify

Heapify. Given n elements, construct a binary heap containing them.

Observation. Can do in $O(n \log n)$ time by inserting each element.

Bottom-up method. For $i = n$ to 1, repeatedly exchange the element in node i with its smaller child until subtree rooted at i is heap-ordered.



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1	2	3	4	5	6	7	8	9	10	11

Binary heap: heapify

Theorem. Given n elements, can construct a binary heap containing those n elements in $O(n)$ time.

Pf.

- There are at most $\lceil n / 2^{h+1} \rceil$ nodes of height h.
- The amount of work to sink a node is proportional to its height h.
- Thus, the total work is bounded by:

$$\begin{aligned} \sum_{h=0}^{\lfloor \log_2 n \rfloor} \lceil n / 2^{h+1} \rceil \; h &\leq \sum_{h=0}^{\lfloor \log_2 n \rfloor} n \, h / 2^h \\ &\leq 2n \quad \blacksquare \end{aligned}$$

$$\begin{aligned} \sum_{i=1}^{k} \frac{i}{2^i} &= 2 - \frac{k}{2^k} - \frac{1}{2^{k-1}} \\ &\leq 2 \end{aligned}$$

Corollary. Given two binary heaps H_1 and H_2 containing n elements in total, can implement MELD in $O(n)$ time.

Priority queues performance cost summary

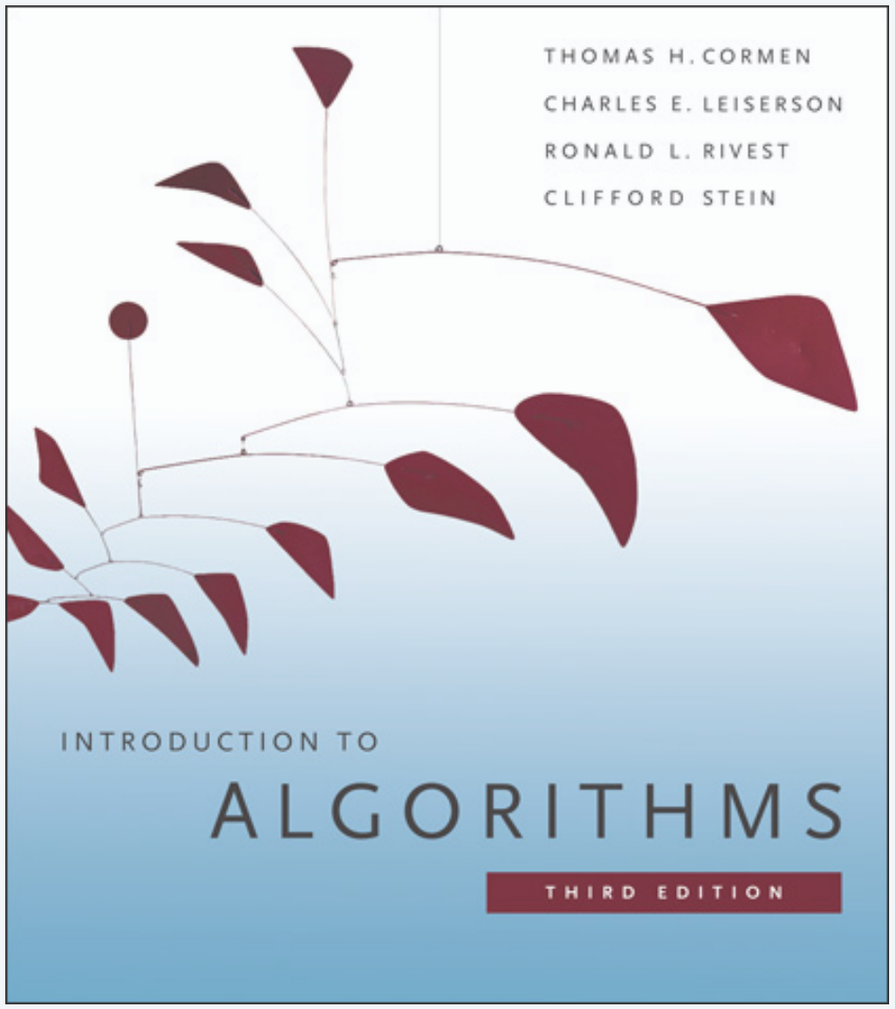
operation	linked list	binary heap
MAKE-HEAP	$O(1)$	$O(1)$
ISEMPTY	$O(1)$	$O(1)$
INSERT	$O(1)$	$O(\log n)$
EXTRACT-MIN	$O(n)$	$O(\log n)$
DECREASE-KEY	$O(1)$	$O(\log n)$
DELETE	$O(1)$	$O(\log n)$
MELD	$O(1)$	$O(n)$
FIND-MIN	$O(n)$	$O(1)$

Priority queues performance cost summary

Q. Reanalyze so that EXTRACT-MIN and DELETE take $O(1)$ amortized time?

operation	linked list	binary heap	binary heap †
MAKE-HEAP	$O(1)$	$O(1)$	$O(1)$
ISEMPTY	$O(1)$	$O(1)$	$O(1)$
INSERT	$O(1)$	$O(\log n)$	$O(\log n)$
EXTRACT-MIN	$O(n)$	$O(\log n)$	$O(1)$ †
DECREASE-KEY	$O(1)$	$O(\log n)$	$O(\log n)$
DELETE	$O(1)$	$O(\log n)$	$O(1)$ †
MELD	$O(1)$	$O(n)$	$O(n)$
FIND-MIN	$O(n)$	$O(1)$	$O(1)$

† amortized



CHAPTER 6 (2ND EDITION)

PRIORITY QUEUES

- *binary heaps*
- *d-ary heaps*
- *binomial heaps*
- *Fibonacci heaps*

Priority queues performance cost summary

operation	linked list	binary heap	d-ary heap
MAKE-HEAP	$O(1)$	$O(1)$	$O(1)$
ISEMPTY	$O(1)$	$O(1)$	$O(1)$
INSERT	$O(1)$	$O(\log n)$	$O(\log_d n)$
EXTRACT-MIN	$O(n)$	$O(\log n)$	$O(d \log_d n)$
DECREASE-KEY	$O(1)$	$O(\log n)$	$O(\log_d n)$
DELETE	$O(1)$	$O(\log n)$	$O(d \log_d n)$
MELD	$O(1)$	$O(n)$	$O(n)$
FIND-MIN	$O(n)$	$O(1)$	$O(1)$

Goal. $O(\log n)$ INSERT, DECREASE-KEY, EXTRACT-MIN, and MELD.

mergeable heap

Binomial heaps

Programming Techniques

S.L. Graham, R.L. Rivest Editors

A Data Structure for Manipulating Priority Queues

Jean Vuillemin
Université de Paris-Sud

A data structure is described which can be used for representing a collection of priority queues. The primitive operations are insertion, deletion, union, update, and search for an item of earliest priority.

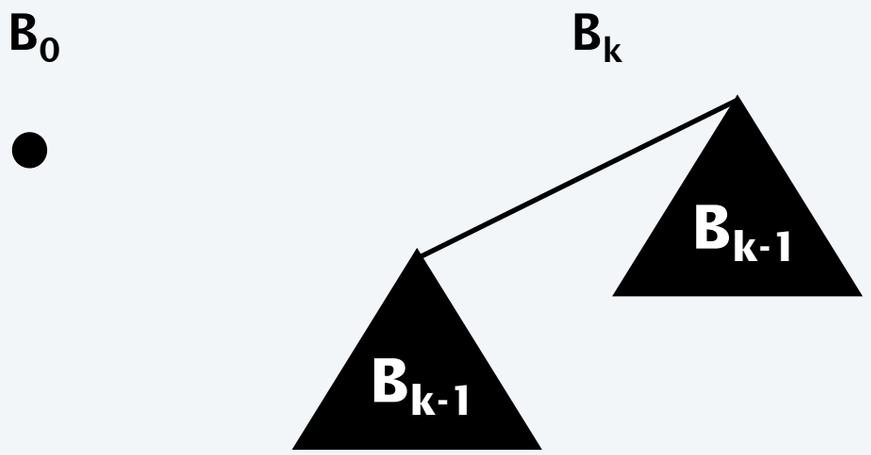
Key Words and Phrases: data structures, implementation of set operations, priority queues, mergeable heaps, binary trees

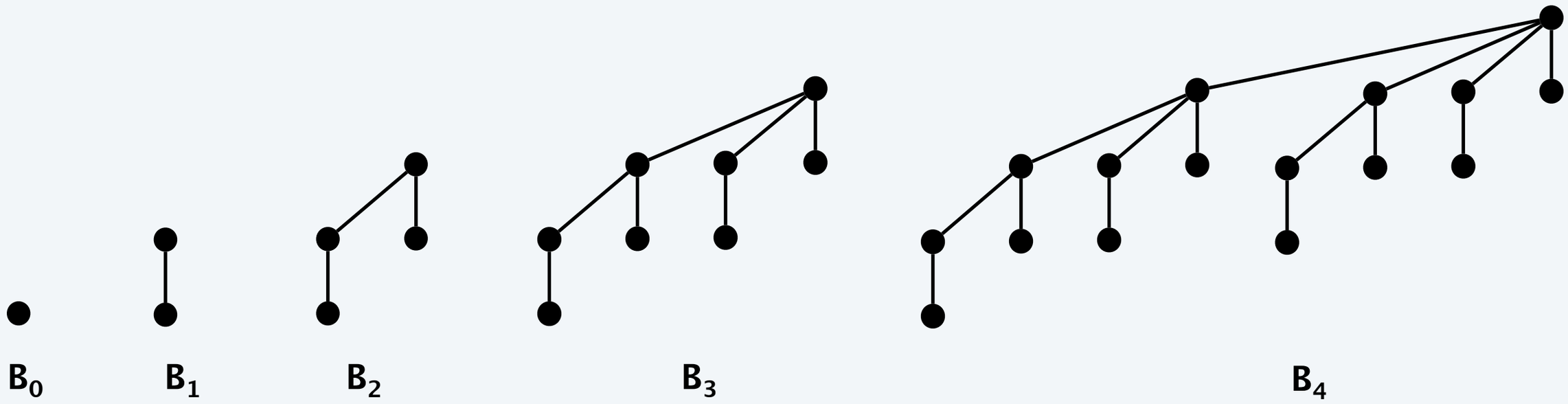
CR Categories: 4.34, 5.24, 5.25, 5.32, 8.1

Binomial tree

Def. A binomial tree of order k is defined recursively:

- Order 0: single node.
- Order k: one binomial tree of order $k-1$ linked to another of order $k-1$.



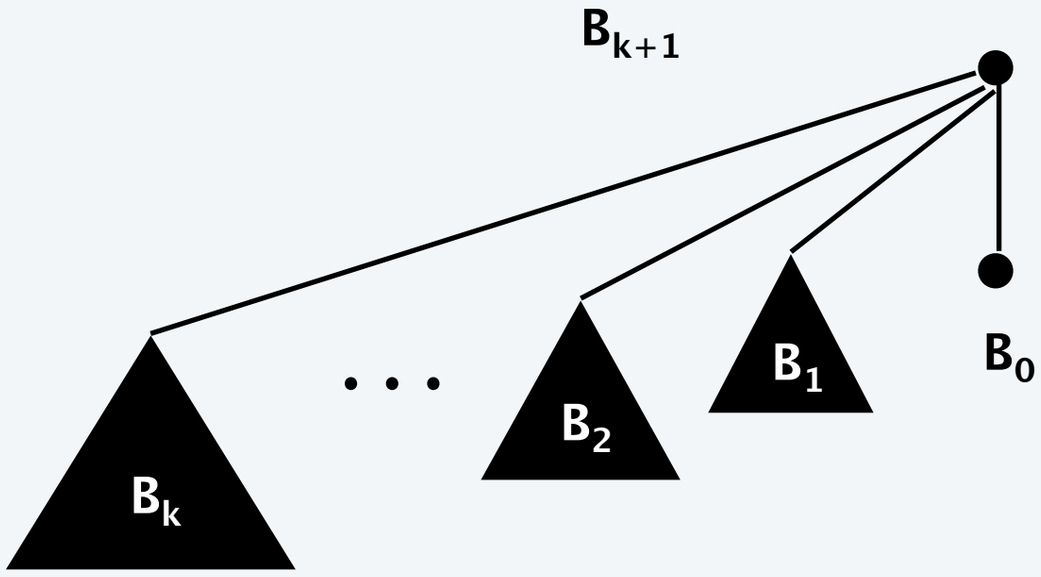


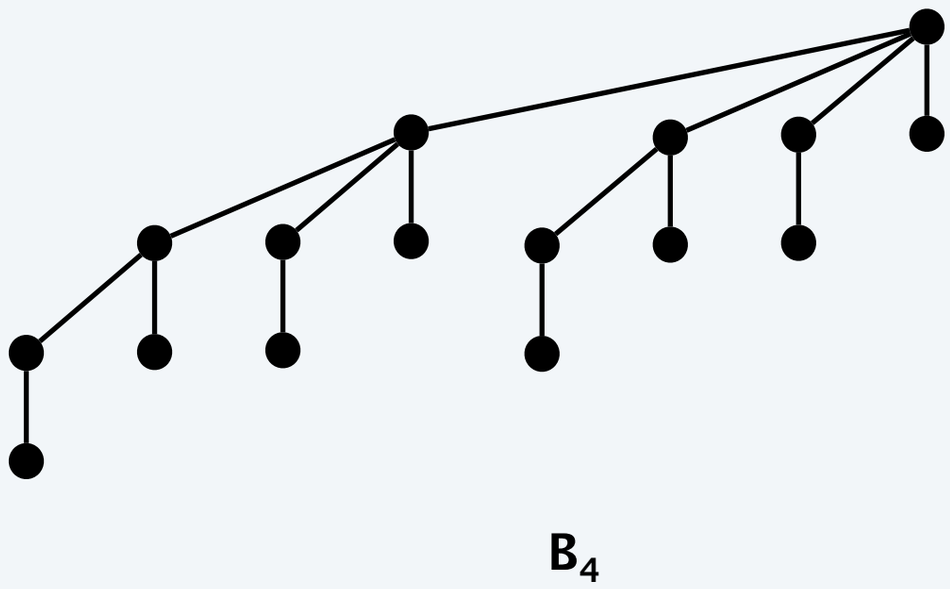
Binomial tree properties

Properties. Given an order k binomial tree B_k,

- Its height is k.
- It has 2^k nodes.
- It has $\binom{k}{i}$ nodes at depth i.
- The degree of its root is k.
- Deleting its root yields k binomial trees $B_{k-1}, \ldots, B_0$.

Pf. [by induction on k]

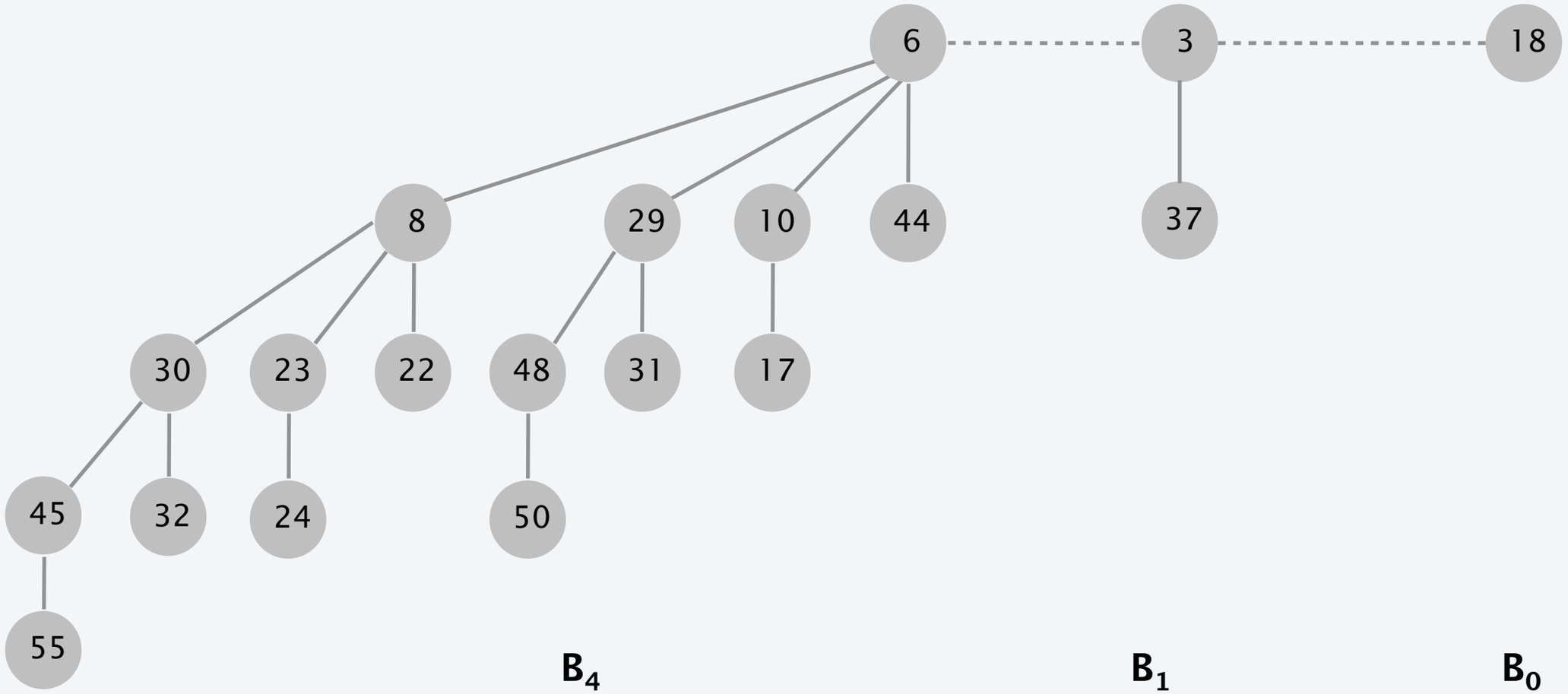




Binomial heap

Def. A binomial heap is a sequence of binomial trees such that:

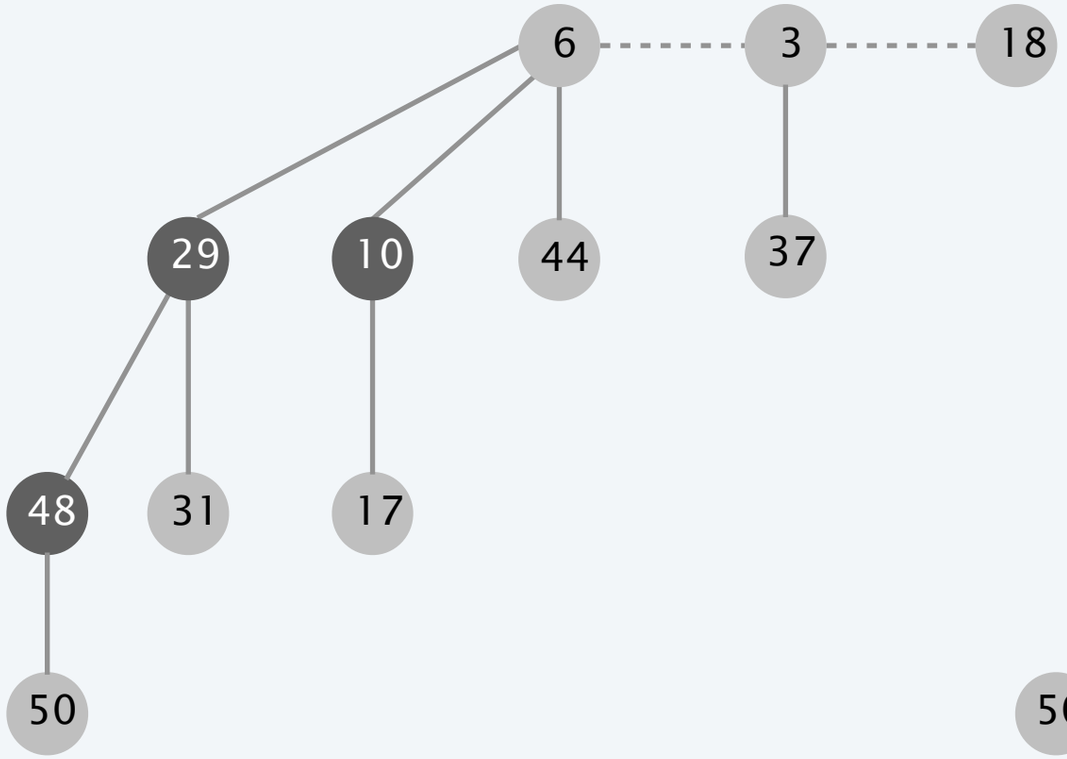
- Each tree is heap-ordered.
- There is either 0 or 1 binomial tree of order k.



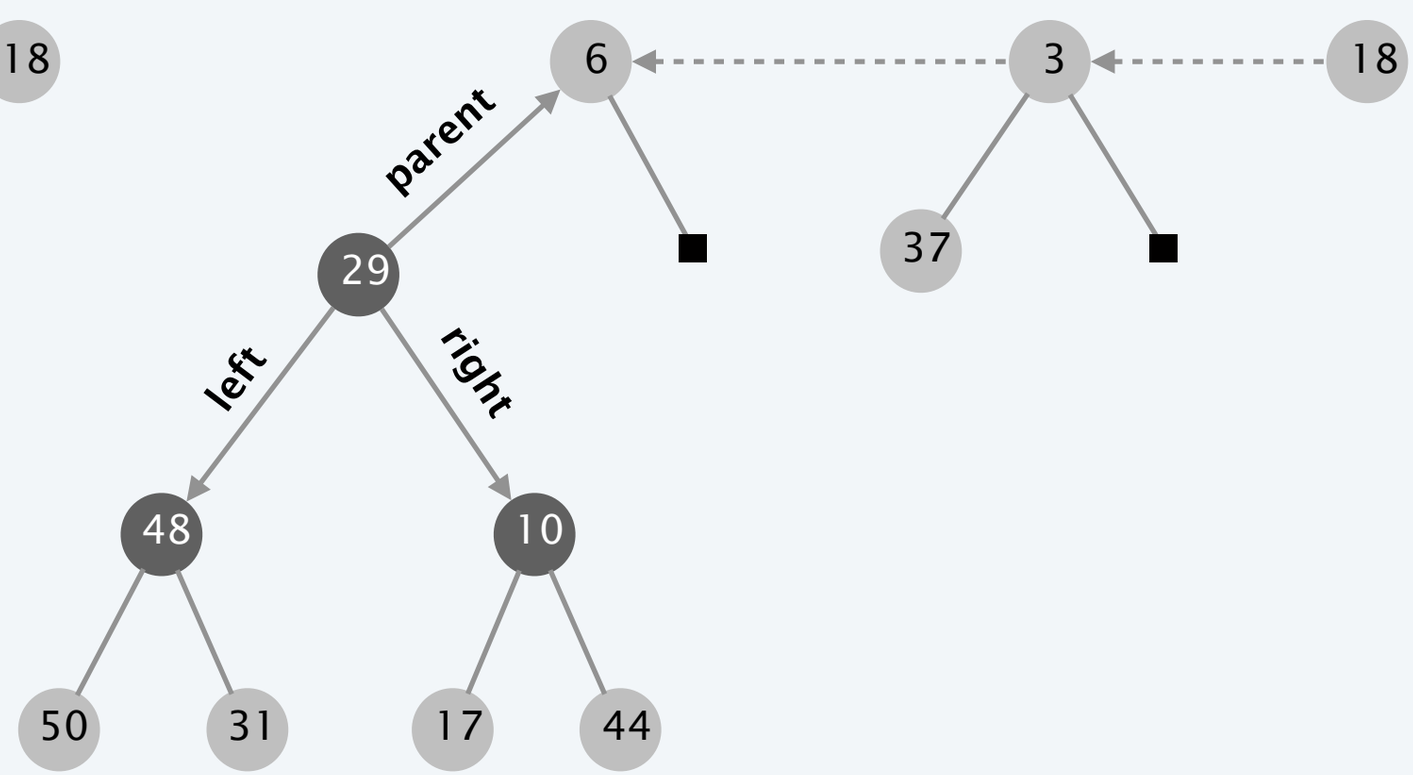
Binomial heap representation

Binomial trees. Represent trees using left-child, right-sibling pointers.

Roots of trees. Connect with singly-linked list, with degrees decreasing from left to right.



binomial heap

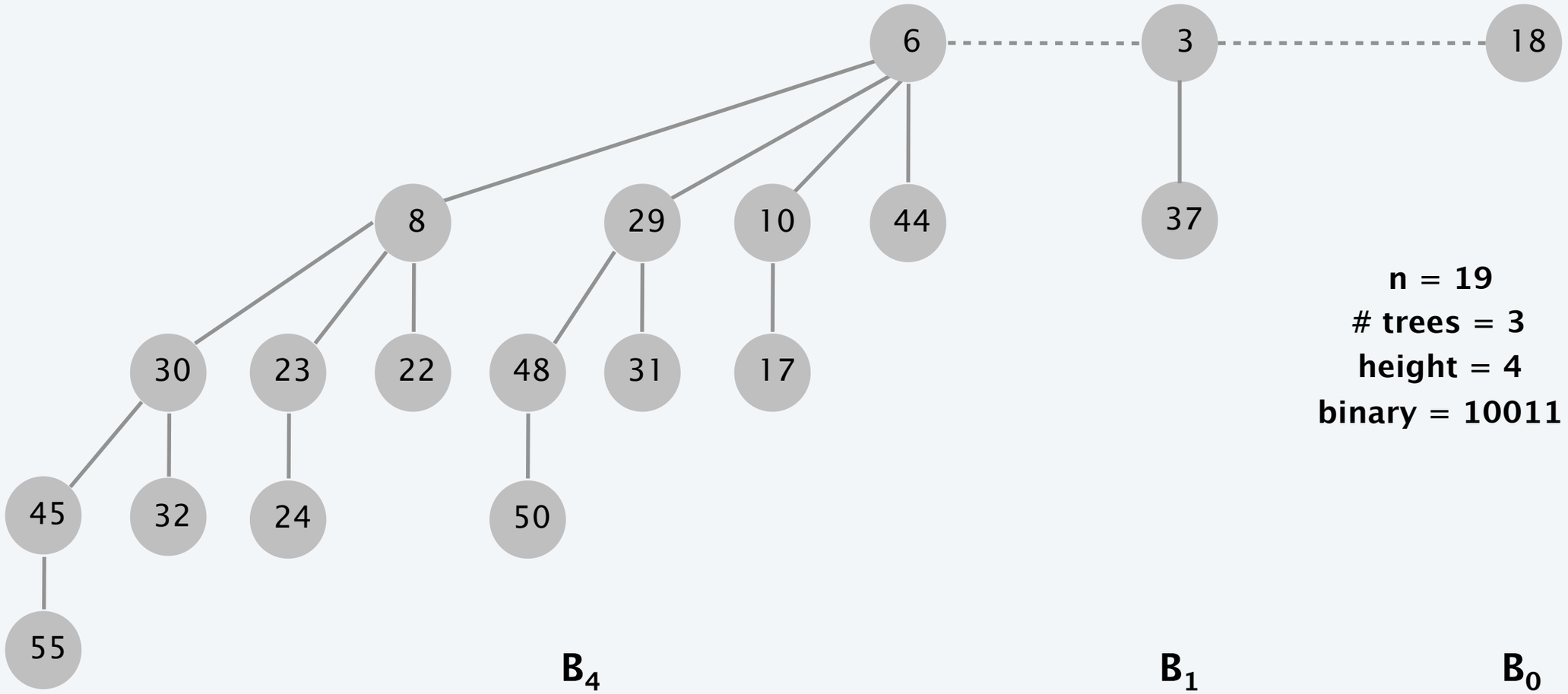


leftist power-of-2 heap representation

Binomial heap properties

Properties. Given a binomial heap with n nodes:

- The node containing the min element is a root of B_0, B_1, …, or B_k.
- It contains the binomial tree B_i iff $b_i = 1$, where $b_k \cdot b_2 b_1 b_0$ is binary representation of n.
- It has $\leq \lfloor \log_2 n \rfloor + 1$ binomial trees.
- Its height $\leq \lfloor \log_2 n \rfloor$.

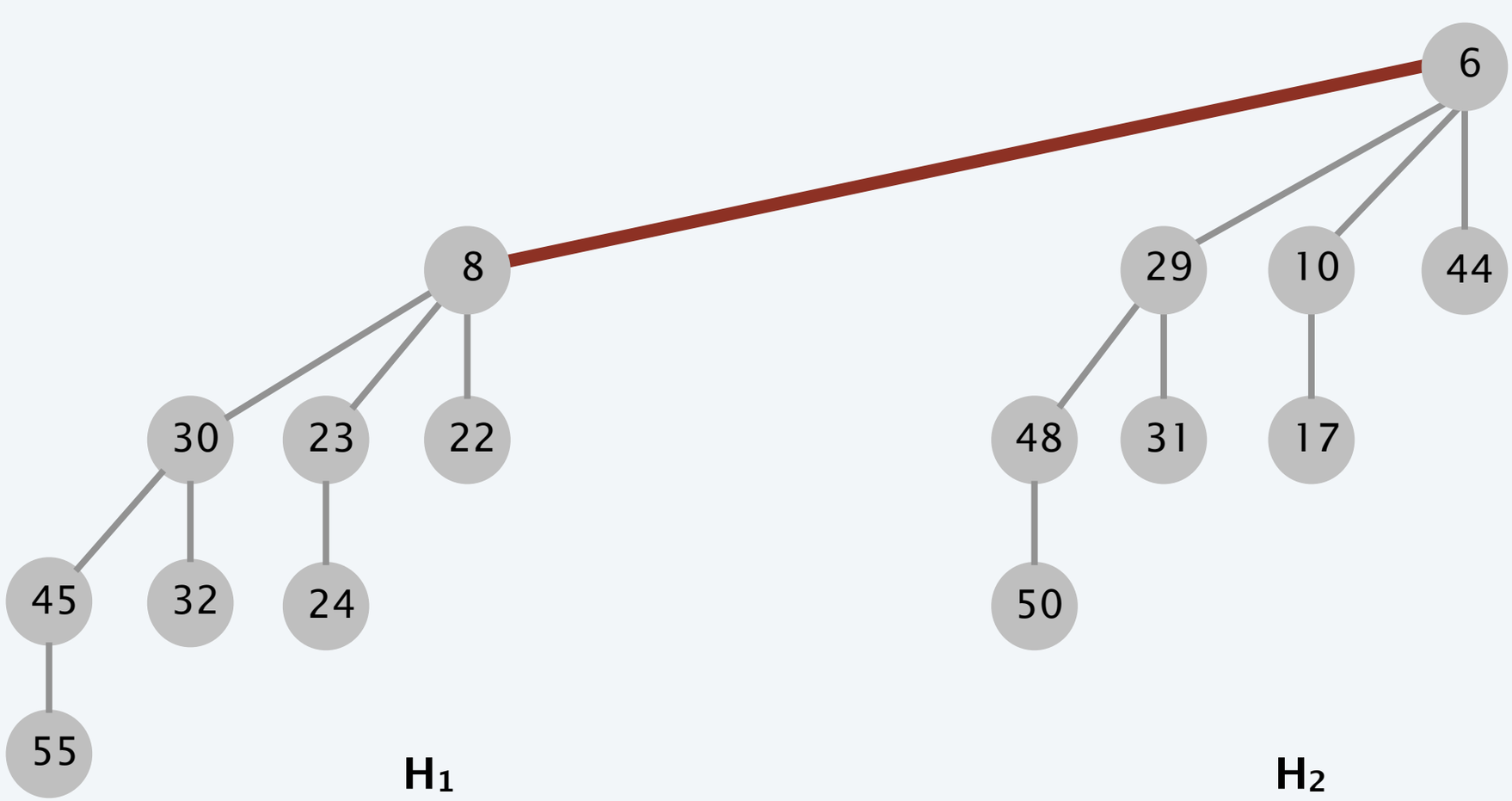


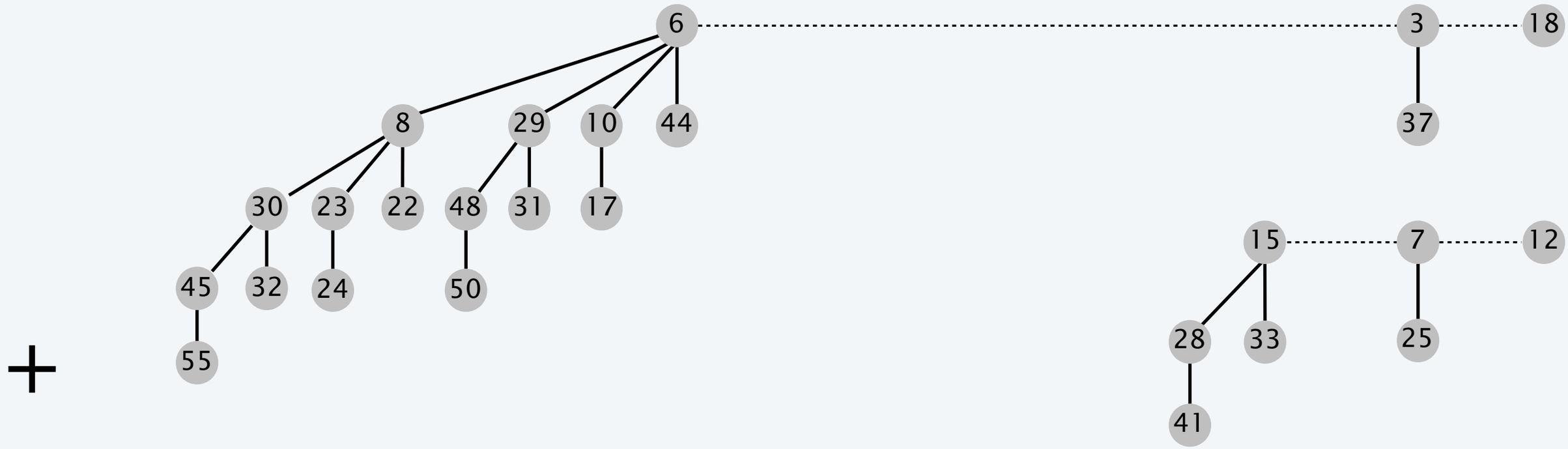
Binomial heap: meld

Meld operation. Given two binomial heaps H_1 and H_2, (destructively) replace with a binomial heap H that is the union of the two.

Warmup. Easy if H_1 and H_2 are both binomial trees of order k.

- Connect roots of H_1 and H_2.
- Choose node with smaller key to be root of H.

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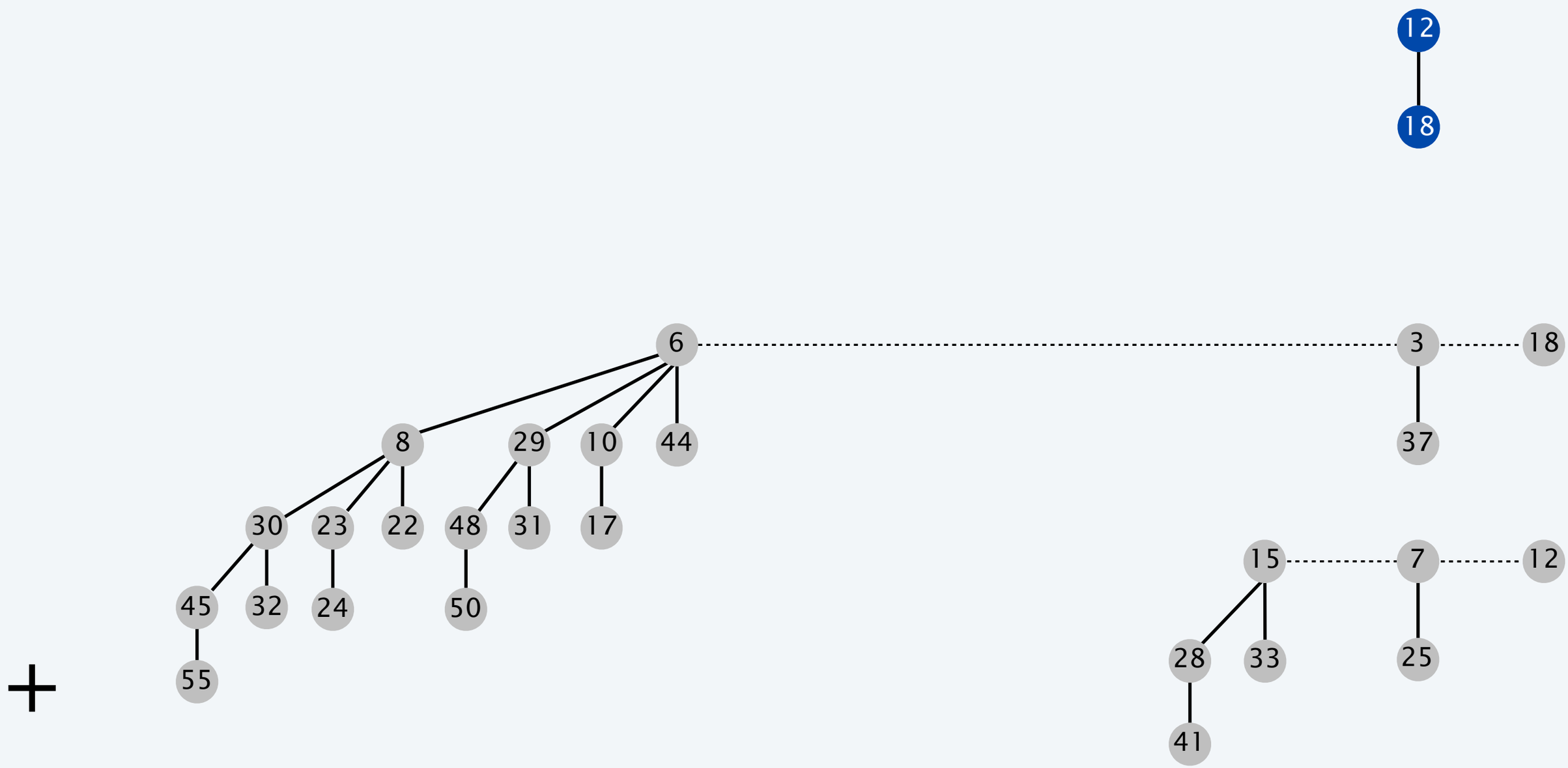
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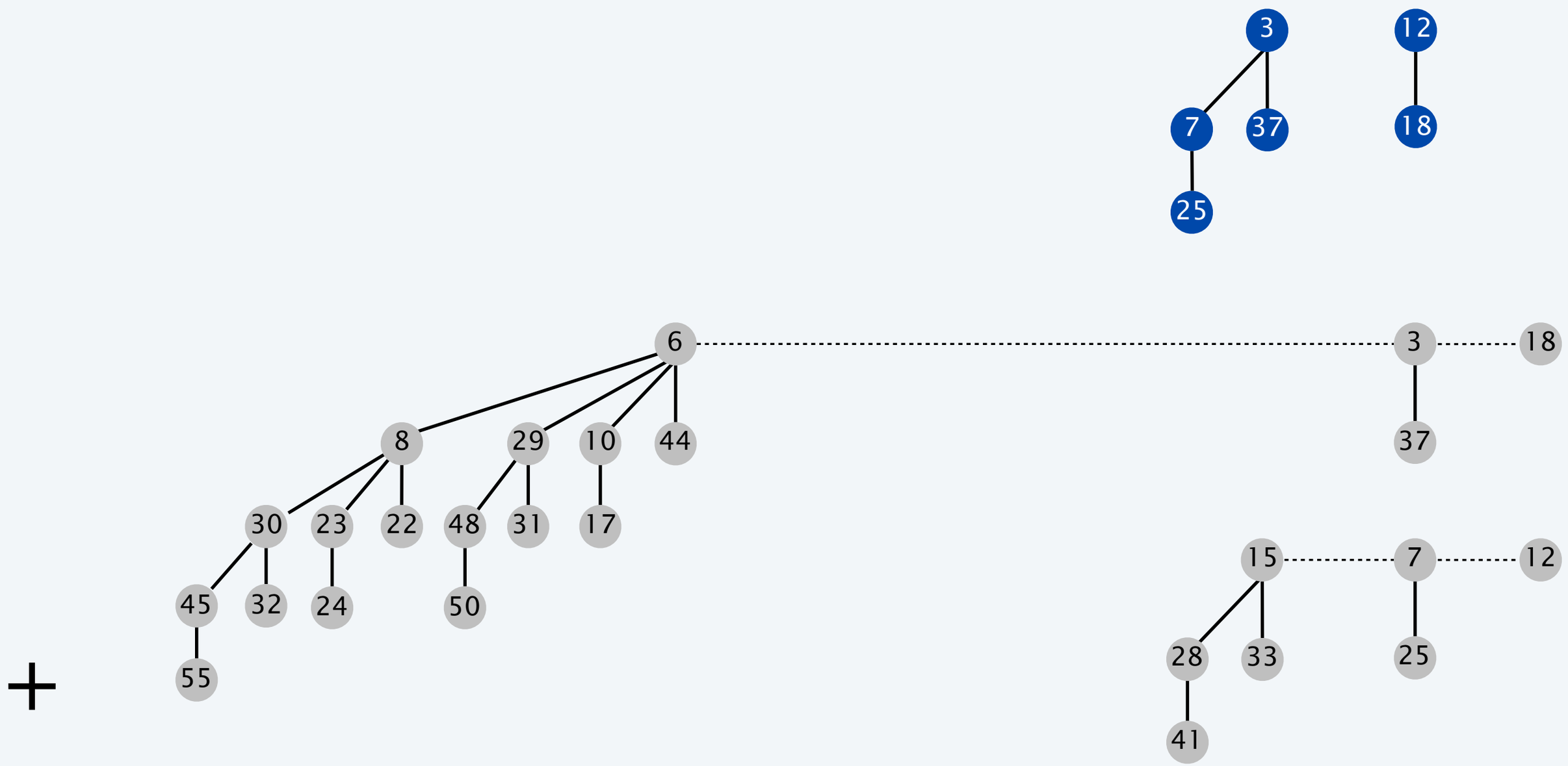
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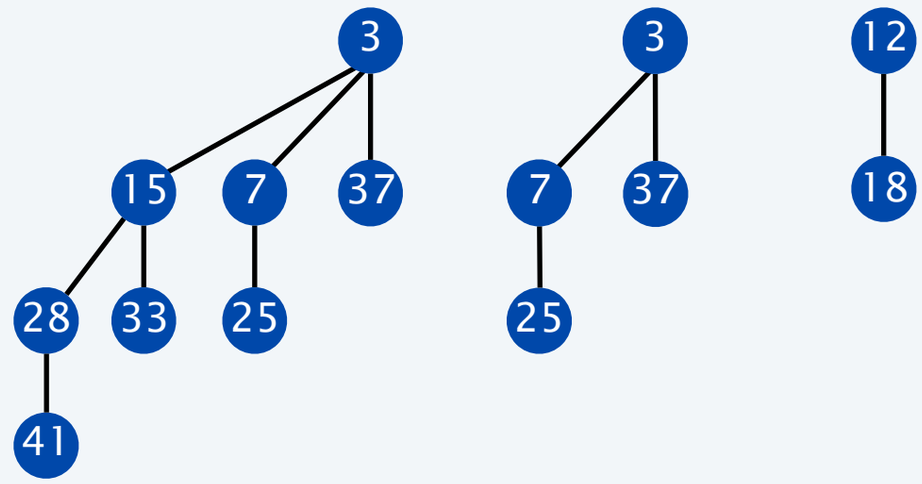
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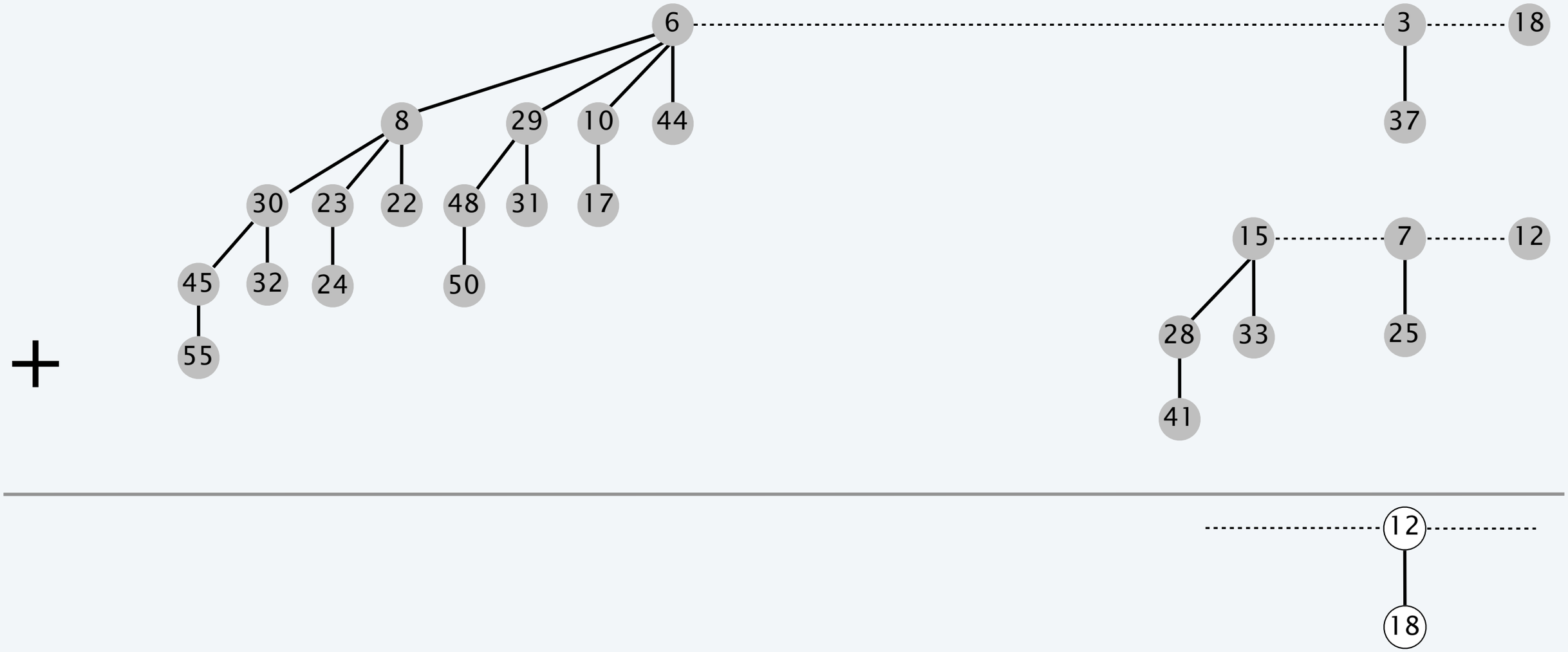
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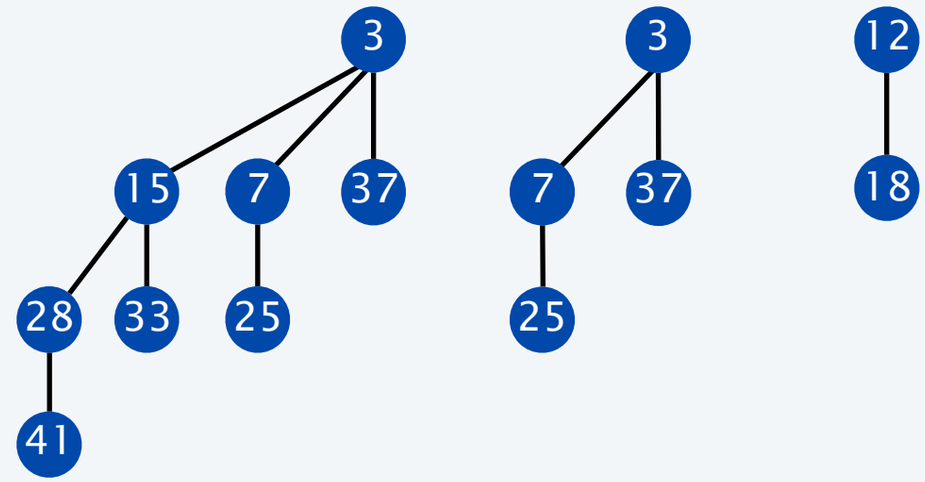
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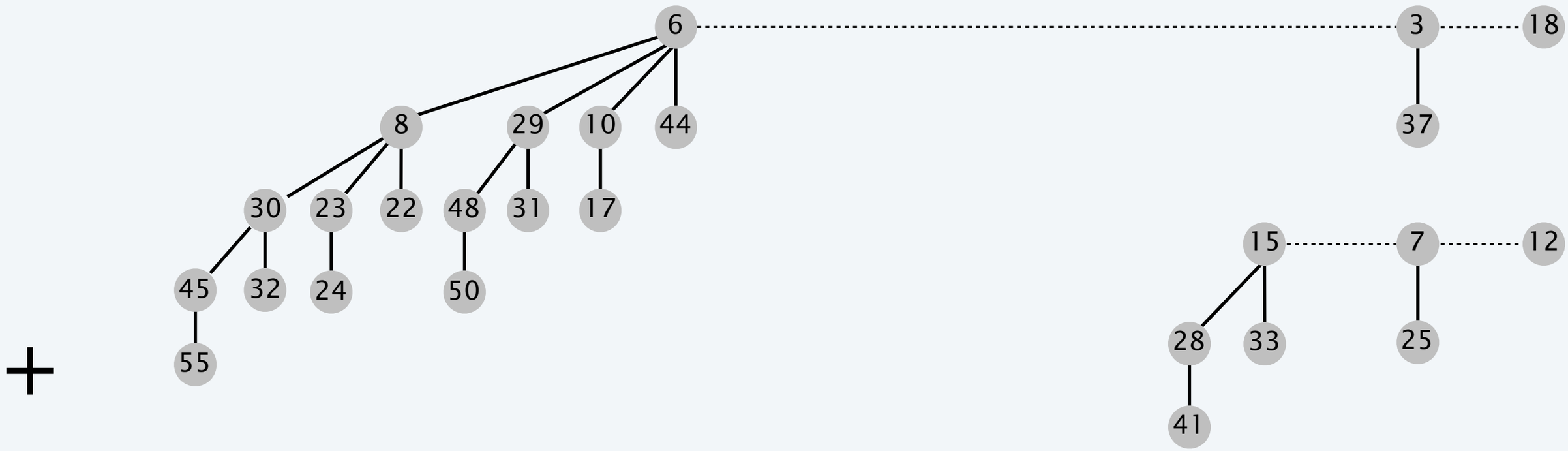
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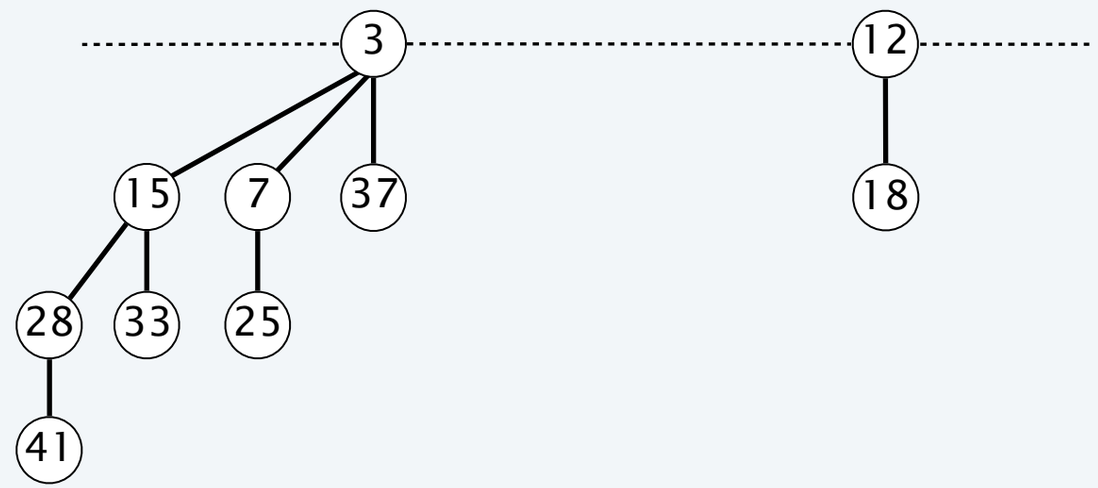
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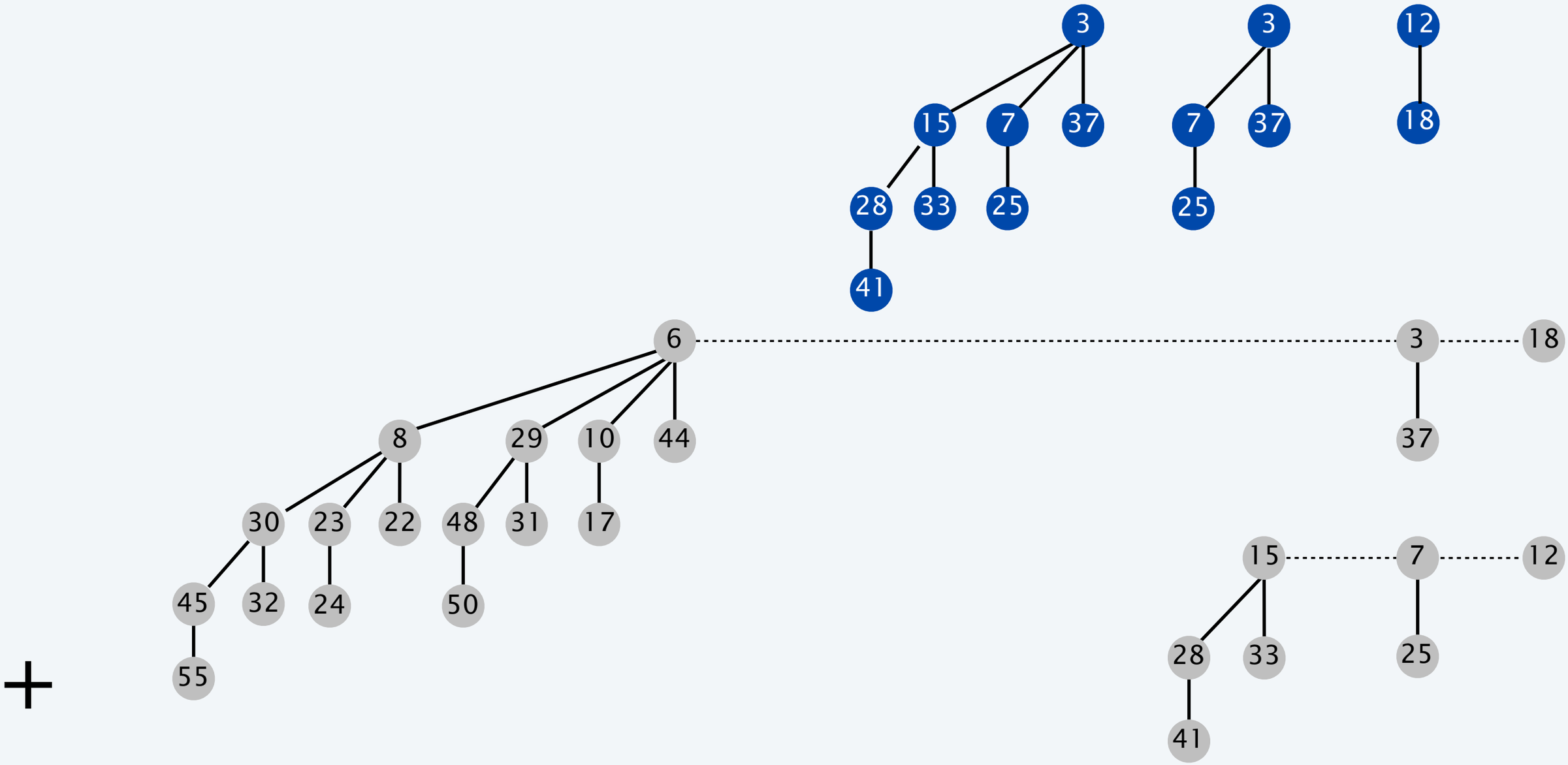
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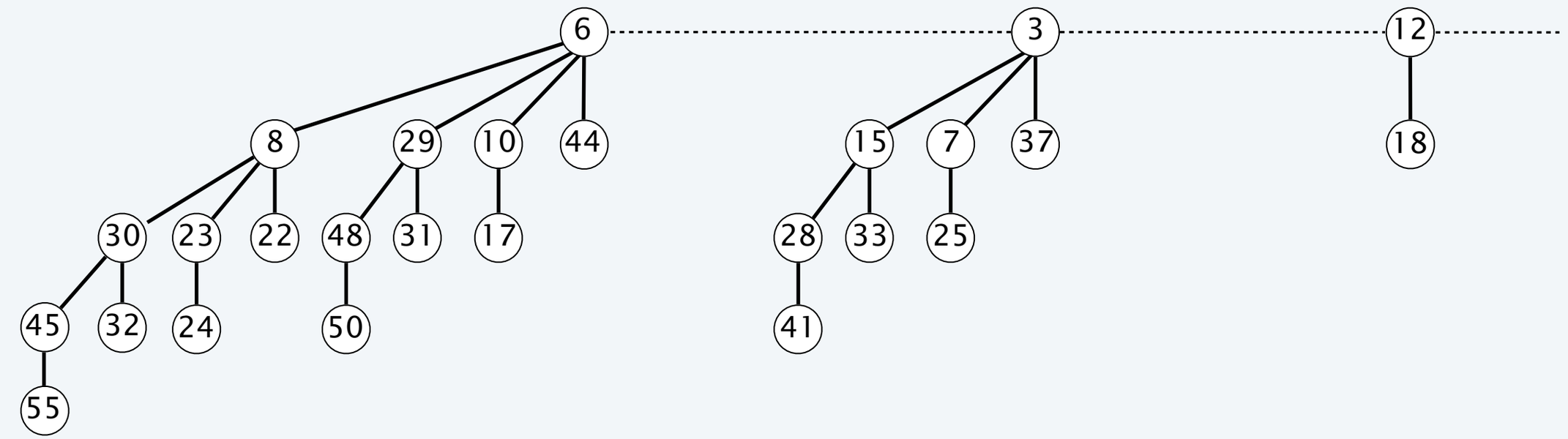
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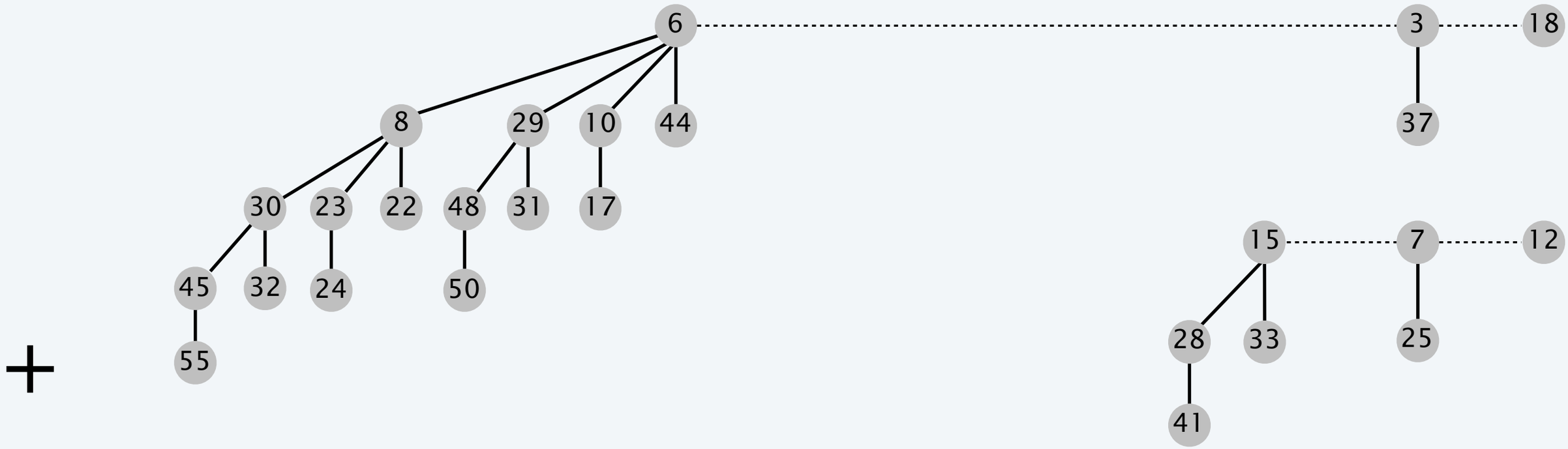

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19 + 7 = 26

		1	1	1	
	1	0	0	1	1
+	0	0	1	1	1
	1	1	0	1	0

Binomial heap: meld

Meld operation. Given two binomial heaps H_1 and H_2, (destructively) replace with a binomial heap H that is the union of the two.

Solution. Analogous to binary addition.

Running time. $O(\log n)$.

Pf. Proportional to number of trees in root lists $\leq 2\,(\lfloor \log_2 n \rfloor + 1)$. ▪

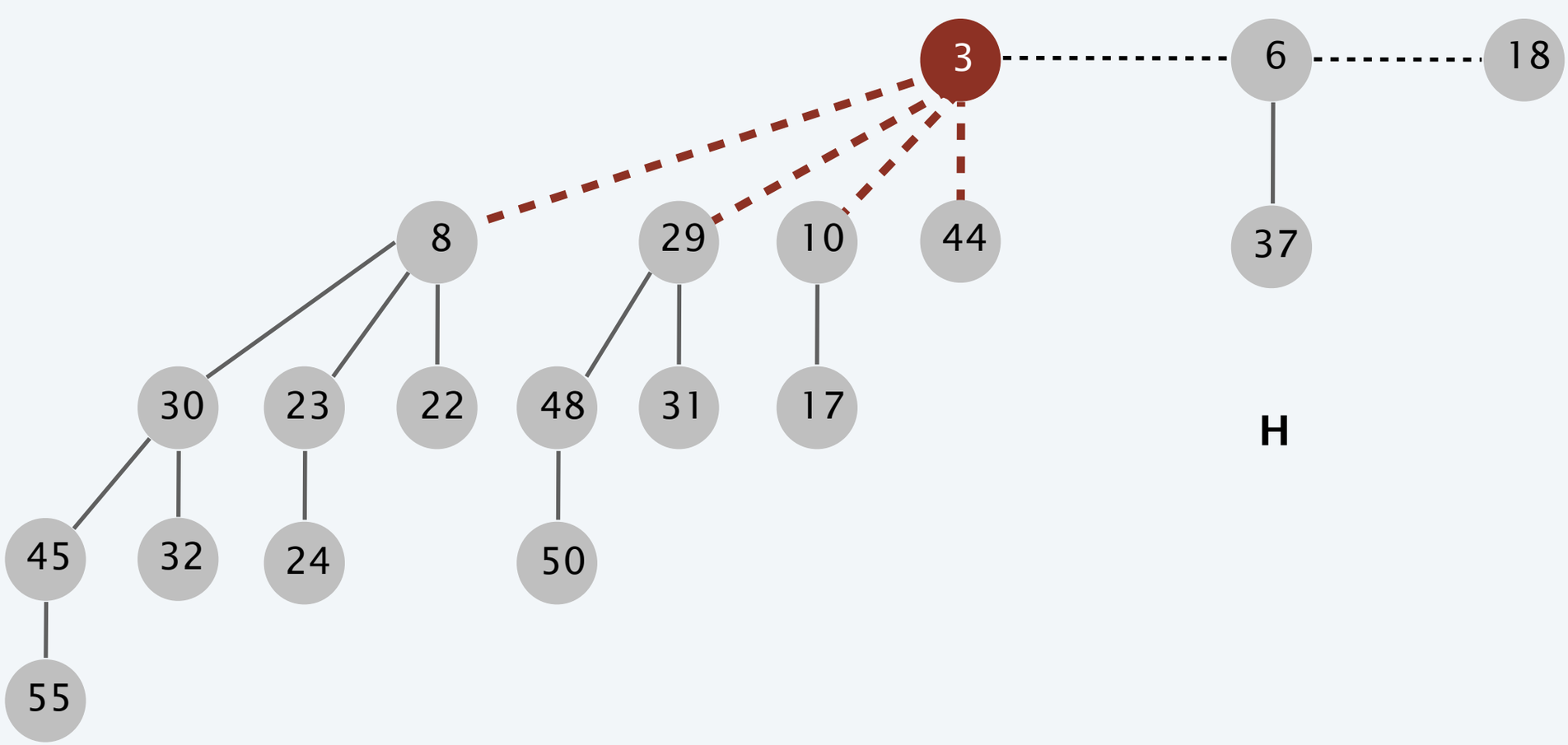
19 + 7 = 26

		1	1	1	
	1	0	0	1	1
+	0	0	1	1	1
	1	1	0	1	0

Binomial heap: extract the minimum

Extract-min. Delete the node with minimum key in binomial heap H.

- Find root x with min key in root list of H, and delete.

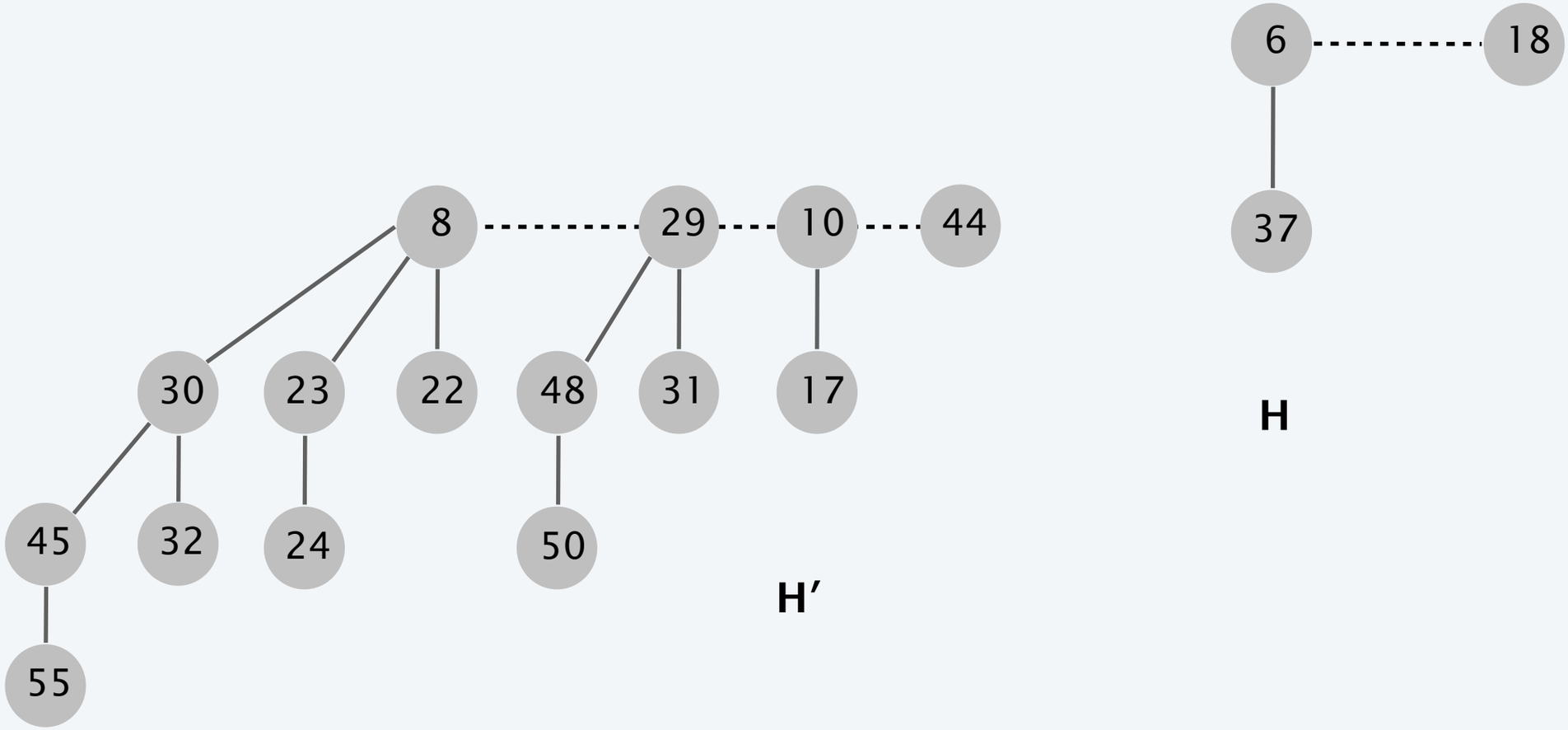


Binomial heap: extract the minimum

Extract-min. Delete the node with minimum key in binomial heap H.

- Find root x with min key in root list of H, and delete.
- $H' \leftarrow$ broken binomial trees.
- $H \leftarrow$ MELD(H', H).

Running time. $O(\log n)$.

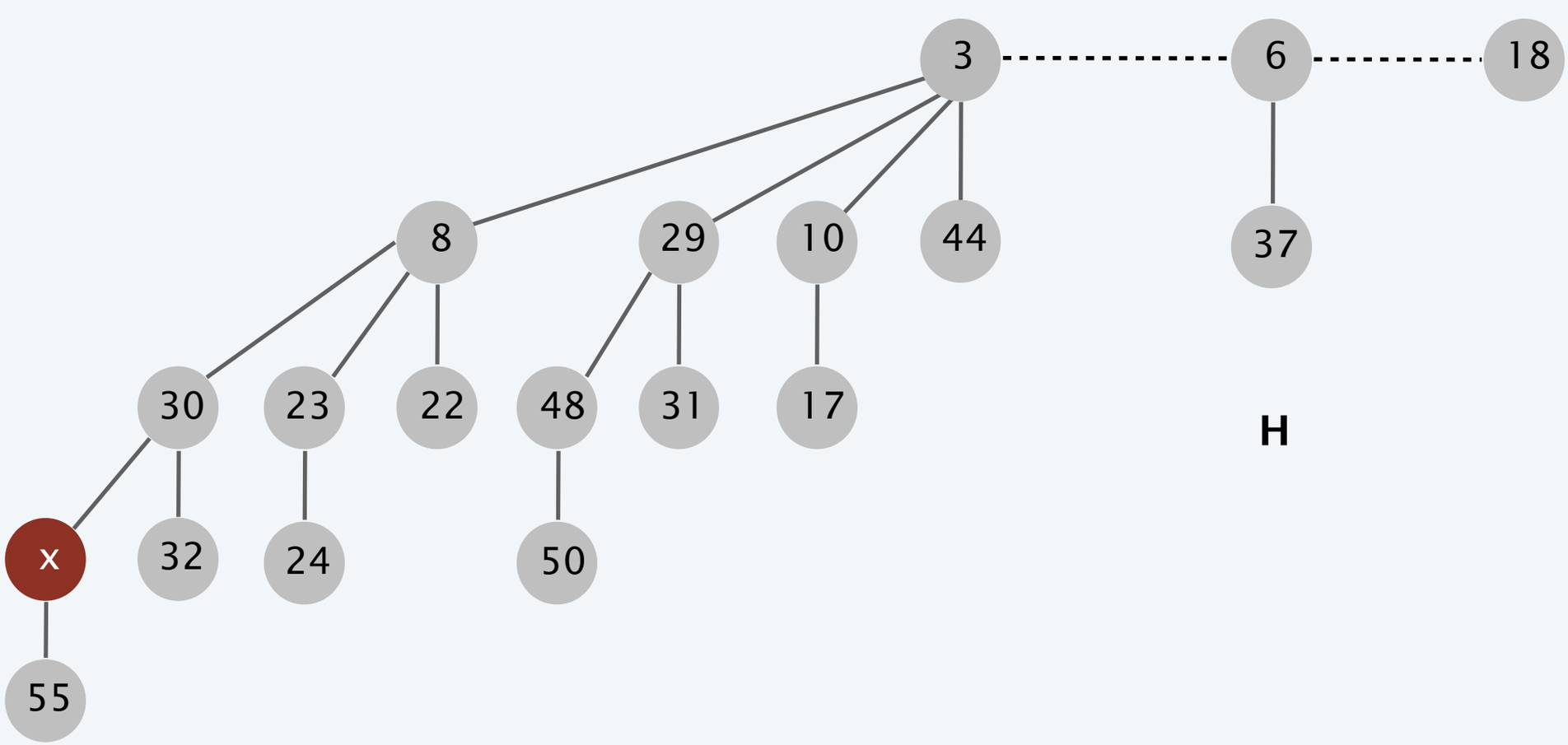


Binomial heap: decrease key

Decrease key. Given a handle to an element x in H, decrease its key to k.

- Suppose x is in binomial tree B_k.
- Repeatedly exchange x with its parent until heap order is restored.

Running time. $O(\log n)$.

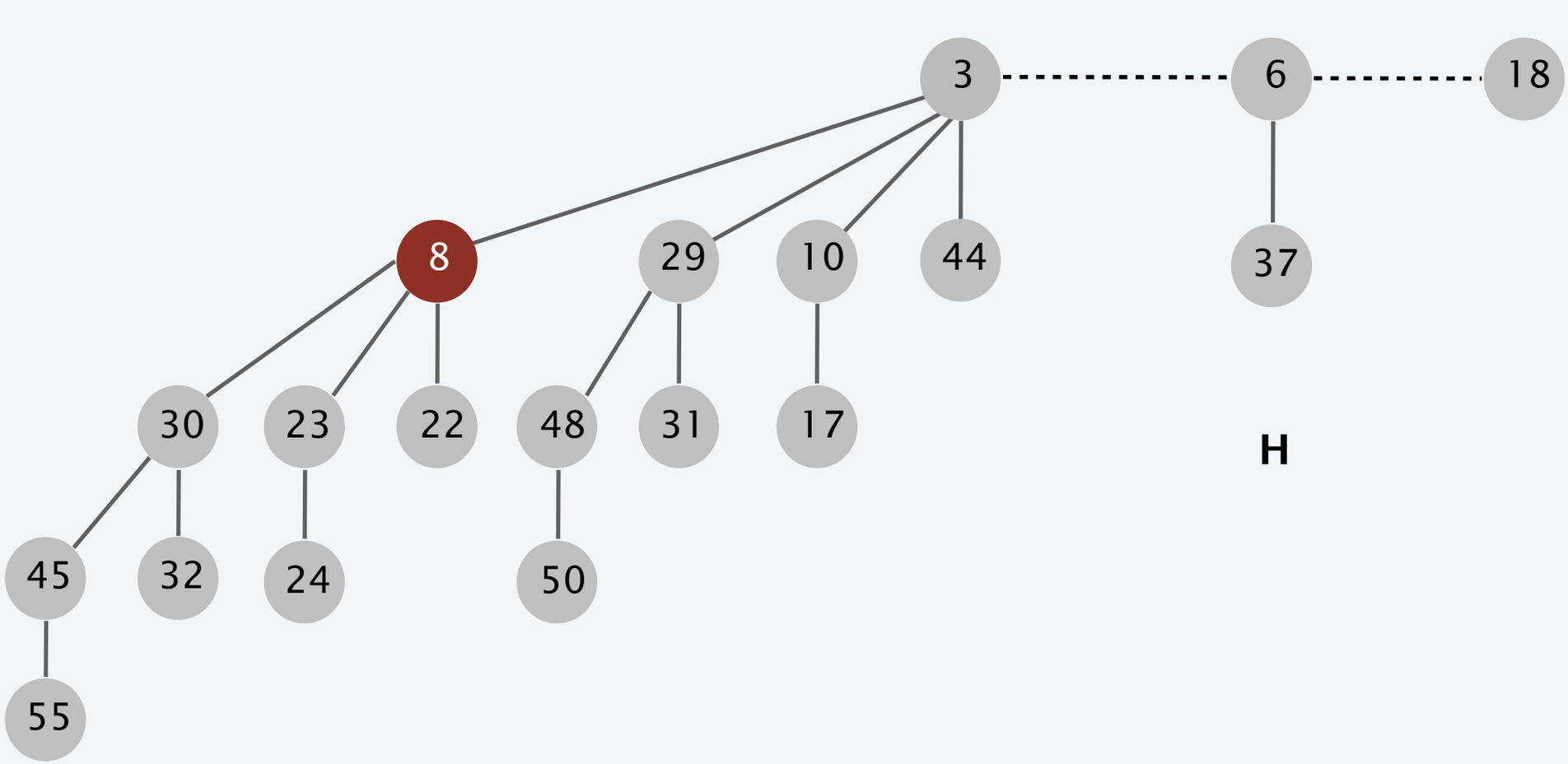


Binomial heap: delete

Delete. Given a handle to an element x in a binomial heap, delete it.

- DECREASE-KEY(H, x, -∞).
- DELETE-MIN(H).

Running time. $O(\log n)$.

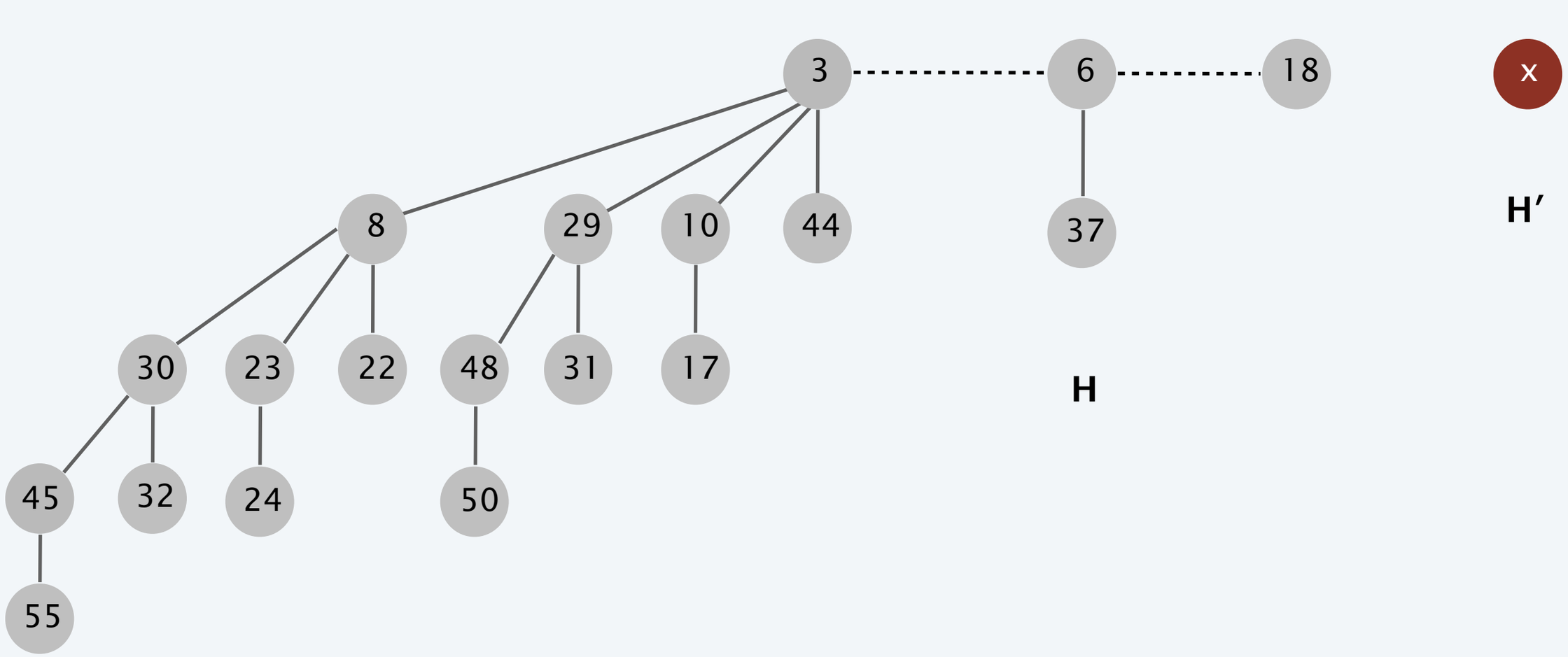


Binomial heap: insert

Insert. Given a binomial heap H, insert an element x.

- $H' \leftarrow$ MAKE-HEAP( ).
- $H' \leftarrow$ INSERT(H', x).
- $H \leftarrow$ MELD(H', H).

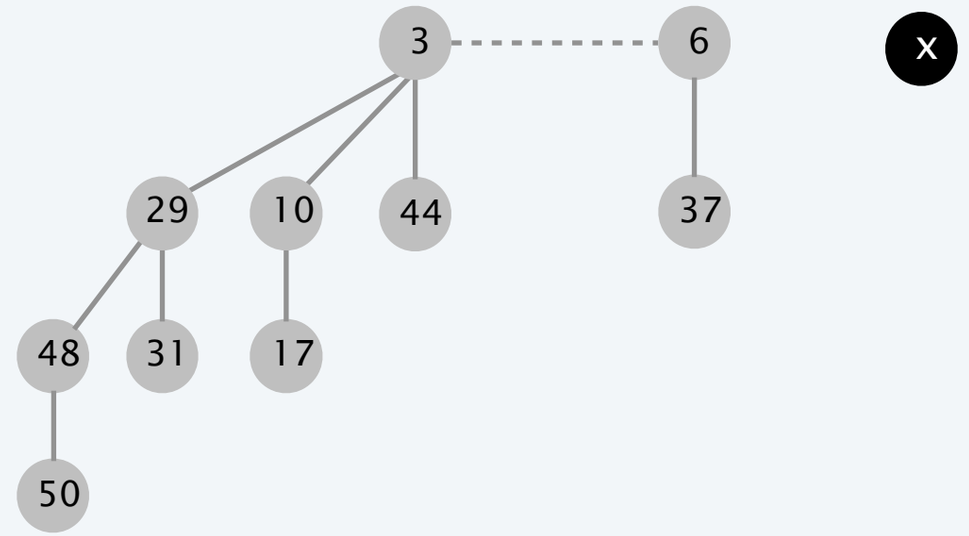
Running time. $O(\log n)$.



Binomial heap: sequence of insertions

Insert. How much work to insert a new node x?

- If $n =$ .....0, then only 1 credit.
- If $n =$ .....01, then only 2 credits.
- If $n =$ .....011, then only 3 credits.
- If $n =$ .....0111, then only 4 credits.



Observation. Inserting one element can take $\Omega(\log n)$ time.

if n = 11...111

Theorem. Starting from an empty binomial heap, a sequence of n consecutive INSERT operations takes $O(n)$ time.

Pf. $(n / 2)\,(1) + (n / 4)(2) + (n / 8)(3) + \ldots \;\leq\; 2\,n$. ▪

$$\sum_{i=1}^{k} \frac{i}{2^i} \;=\; 2 \;-\; \frac{k}{2^k} \;-\; \frac{1}{2^{k-1}}$$

$$\leq 2$$

Binomial heap: amortized analysis

Theorem. In a binomial heap, the amortized cost of INSERT is $O(1)$ and the worst-case cost of EXTRACT-MIN and DECREASE-KEY is $O(\log n)$.

Pf. Define potential function $\Phi(H_i) = trees(H_i) = \#$ trees in binomial heap H_i.

- $\Phi(H_0) = 0$.
- $\Phi(H_i) \geq 0$ for each binomial heap H_i.

Case 1. [INSERT]

- Actual cost c_i = number of trees merged + 1.
- $\Delta\Phi = \Phi(H_i) - \Phi(H_{i-1}) = 1 -$ number of trees merged.
- Amortized cost = $\hat{c}_i = c_i + \Phi(H_i) - \Phi(H_{i-1}) = 2$.

Binomial heap: amortized analysis

Theorem. In a binomial heap, the amortized cost of INSERT is $O(1)$ and the worst-case cost of EXTRACT-MIN and DECREASE-KEY is $O(\log n)$.

Pf. Define potential function $\Phi(H_i) = trees(H_i) = \#$ trees in binomial heap H_i.

- $\Phi(H_0) = 0$.
- $\Phi(H_i) \geq 0$ for each binomial heap H_i.

Case 2. [DECREASE-KEY]

- Actual cost $c_i = O(\log n)$.
- $\Delta\Phi = \Phi(H_i) - \Phi(H_{i-1}) = 0$.
- Amortized cost = $\hat{c}_i = c_i = O(\log n)$.

Binomial heap: amortized analysis

Theorem. In a binomial heap, the amortized cost of INSERT is $O(1)$ and the worst-case cost of EXTRACT-MIN and DECREASE-KEY is $O(\log n)$.

Pf. Define potential function $\Phi(H_i) = trees(H_i) = \#$ trees in binomial heap H_i.

- $\Phi(H_0) = 0$.
- $\Phi(H_i) \geq 0$ for each binomial heap H_i.

Case 3. [EXTRACT-MIN or DELETE]

- Actual cost $c_i = O(\log n)$.
- $\Delta\Phi = \Phi(H_i) - \Phi(H_{i-1}) \leq \Phi(H_i) \leq \lfloor \log_2 n \rfloor$.
- Amortized cost = $\hat{c}_i = c_i + \Phi(H_i) - \Phi(H_{i-1}) = O(\log n)$. ▪

Priority queues performance cost summary

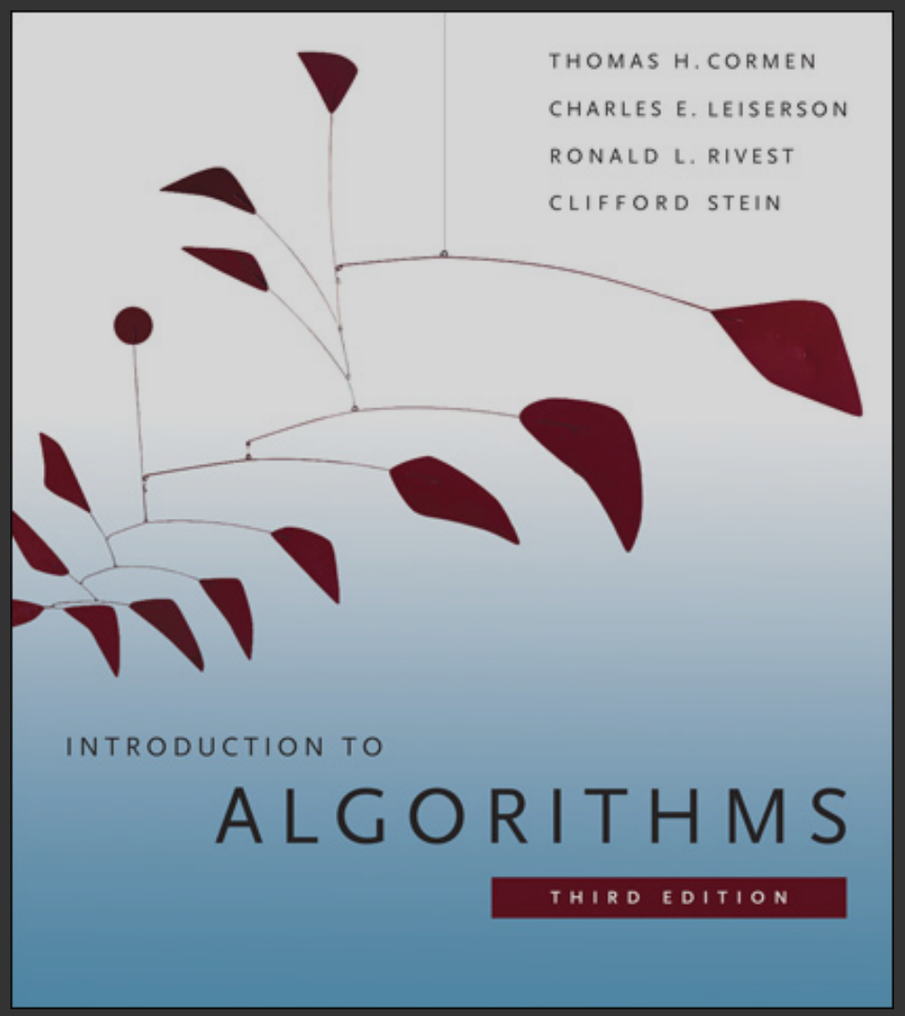
operation	linked list	binary heap	binomial heap	binomial heap
MAKE-HEAP	$O(1)$	$O(1)$	$O(1)$	$O(1)$
ISEMPTY	$O(1)$	$O(1)$	$O(1)$	$O(1)$
INSERT	$O(1)$	$O(\log n)$	$O(\log n)$	$O(1)$ †
EXTRACT-MIN	$O(n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$
DECREASE-KEY	$O(1)$	$O(\log n)$	$O(\log n)$	$O(\log n)$
DELETE	$O(1)$	$O(\log n)$	$O(\log n)$	$O(\log n)$
MELD	$O(1)$	$O(n)$	$O(\log n)$	$O(1)$ †
FIND-MIN	$O(n)$	$O(1)$	$O(\log n)$	$O(1)$

homework

† amortized

Hopeless challenge. $O(1)$ INSERT, DECREASE-KEY and EXTRACT-MIN. Why?

Challenge. $O(1)$ INSERT and DECREASE-KEY, $O(\log n)$ EXTRACT-MIN.



Fibonacci Heaps

- *preliminaries*
- *insert*
- *extract the minimum*
- *decrease key*
- *bounding the rank*
- *meld and delete*

Lecture slides by Kevin Wayne

http://www.cs.princeton.edu/~wayne/kleinberg-tardos

Last updated on 7/25/17 11:07 AM

Priority queues performance cost summary

operation	linked list	binary heap	binomial heap	Fibonacci heap †
MAKE-HEAP	$O(1)$	$O(1)$	$O(1)$	$O(1)$
IS-EMPTY	$O(1)$	$O(1)$	$O(1)$	$O(1)$
INSERT	$O(1)$	$O(\log n)$	$O(\log n)$	$O(1)$
EXTRACT-MIN	$O(n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$
DECREASE-KEY	$O(1)$	$O(\log n)$	$O(\log n)$	$O(1)$
DELETE	$O(1)$	$O(\log n)$	$O(\log n)$	$O(\log n)$
MELD	$O(1)$	$O(n)$	$O(\log n)$	$O(1)$
FIND-MIN	$O(n)$	$O(1)$	$O(\log n)$	$O(1)$

† amortized

Ahead. $O(1)$ INSERT and DECREASE-KEY, $O(\log n)$ EXTRACT-MIN.

Fibonacci heaps

Theorem. [Fredman-Tarjan 1986] Starting from an empty Fibonacci heap, any sequence of m INSERT, EXTRACT-MIN, and DECREASE-KEY operations involving n INSERT operations takes $O(m + n \log n)$ time.

this statement is a bit weaker than the actual theorem

Fibonacci Heaps and Their Uses in Improved Network Optimization Algorithms

MICHAEL L. FREDMAN

University of California, San Diego, La Jolla, California

AND

ROBERT ENDRE TARJAN

AT&T Bell Laboratories, Murray Hill, New Jersey

Abstract. In this paper we develop a new data structure for implementing heaps (priority queues). Our structure, *Fibonacci heaps* (abbreviated *F-heaps*), extends the binomial queues proposed by Vuillemin and studied further by Brown. F-heaps support arbitrary deletion from an n-item heap in $O(\log n)$ amortized time and all other standard heap operations in $O(1)$ amortized time. Using F-heaps we are able to obtain improved running times for several network optimization algorithms. In particular, we obtain the following worst-case bounds, where n is the number of vertices and m the number of edges in the problem graph:

(1) $O(n \log n + m)$ for the single-source shortest path problem with nonnegative edge lengths, improved from $O(m \log_{(m/n+2)} n)$;
(2) $O(n^2 \log n + nm)$ for the all-pairs shortest path problem, improved from $O(nm \log_{(m/n+2)} n)$;
(3) $O(n^2 \log n + nm)$ for the assignment problem (weighted bipartite matching), improved from $O(nm \log_{(m/n+2)} n)$;
(4) $O(m\beta(m, n))$ for the minimum spanning tree problem, improved from $O(m \log \log_{(m/n+2)} n)$, where $\beta(m, n) = \min \{i \mid \log^{(i)} n \le m/n\}$. Note that $\beta(m, n) \le \log^* n$ if $m \ge n$.

Of these results, the improved bound for minimum spanning trees is the most striking, although all the results give asymptotic improvements for graphs of appropriate densities.

Fibonacci heaps

Theorem. [Fredman–Tarjan 1986] Starting from an empty Fibonacci heap, any sequence of m INSERT, EXTRACT-MIN, and DECREASE-KEY operations involving n INSERT operations takes $O(m + n \log n)$ time.

History.

- Ingenious data structure and application of amortized analysis.
- Original motivation: improve Dijkstra's shortest path algorithm from $O(m \log n)$ to $O(m + n \log n)$.
- Also improved best-known bounds for all-pairs shortest paths, assignment problem, minimum spanning trees.