Priority Queues

- API
- elementary implementations
- binary heaps
- heapsort
- event-driven simulation

References:
Algorithms in Java, Chapter 9
http://www.cs.princeton.edu/introalgsds/34pq

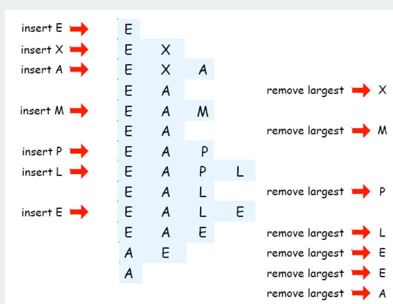
- **API**
- elementary implementations
- binary heaps
- heapsort
- event-driven simulation

Priority Queues

Data. Items that can be compared.

Basic operations.
- Insert.
- Remove largest. defining ops

- Copy.
- Create.
- Destroy. generic ops
- Test if empty.



Priority Queue Applications

- Event-driven simulation. [customers in a line, colliding particles]
- Numerical computation. [reducing roundoff error]
- Data compression. [Huffman codes]
- Graph searching. [Dijkstra's algorithm, Prim's algorithm]
- Computational number theory. [sum of powers]
- Artificial intelligence. [A* search]
- Statistics. [maintain largest M values in a sequence]
- Operating systems. [load balancing, interrupt handling]
- Discrete optimization. [bin packing, scheduling]
- Spam filtering. [Bayesian spam filter]

Generalizes: stack, queue, randomized queue.

Priority queue client example

Problem: Find the largest M of a stream of N elements.

- Fraud detection: isolate $$ transactions.
- File maintenance: find biggest files or directories.

Constraint. Not enough memory to store N elements.
Solution. Use a priority queue.

Operation	time	space
sort	N lg N	N
elementary PQ	M N	M
binary heap	N lg M	M
best in theory	N	M

```
MinPQ<Transaction> pq
          = new MinPQ<Transaction>();

while(!StdIn.isEmpty())
{
   String s = StdIn.readLine();
   t = new Transaction(s);
   pq.insert(t);
   if (pq.size() > M)
      pq.delMin();
}

while (!pq.isEmpty())
   System.out.println(pq.delMin());
```


- API
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- binary heaps
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- event-driven simulation

Priority queue: unordered array implementation

```
public class UnorderedPQ<Item extends Comparable>
{
   private Item[] pq;   // pq[i] = ith element on PQ
   private int N;       // number of elements on PQ

   public UnorderedPQ(int maxN)
   {  pq = (Item[]) new Comparable[maxN];   }

   public boolean isEmpty()
   {  return N == 0; }

   public void insert(Item x)
   {  pq[N++] = x;   }

   public Item delMax()
   {
      int max = 0;
      for (int i = 1; i < N; i++)
         if (less(max, i)) max = i;
      exch(max, N-1);
      return pq[--N];
   }
}
```

no generic array creation

Priority queue elementary implementations

Implementation	Insert	Del Max
unordered array	1	N
ordered array	N	1

worst-case asymptotic costs for PQ with N items

	unordered	ordered
insert P	P	P
insert Q	P Q	P Q
insert E	P Q E	E P Q
delmax (Q)	P E	E P
insert X	P E X	E P X
insert A	P E X A	A E P X
insert M	P E X A M	A E M P X
delmax (X)	P E M A	A E M P

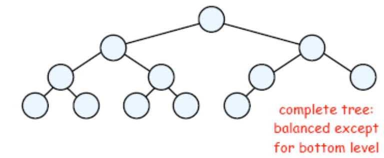
Challenge. Implement both operations efficiently.

- API
- elementary implementations
- **binary heaps**
- heapsort
- event-driven simulation

Binary Heap

Heap: Array representation of a heap-ordered complete binary tree.

Binary tree.
- Empty or
- Node with links to left and right trees.



Binary Heap

Heap: Array representation of a heap-ordered complete binary tree.

Binary tree.
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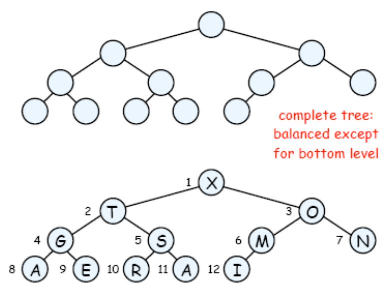
Heap-ordered binary tree.
- Keys in nodes.
- No smaller than children's keys.



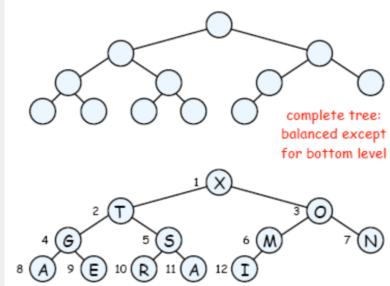
Binary Heap

Heap: Array representation of a heap-ordered complete binary tree.

Binary tree.
- Empty or
- Node with links to left and right trees.

Heap-ordered binary tree.
- Keys in nodes.
- No smaller than children's keys.

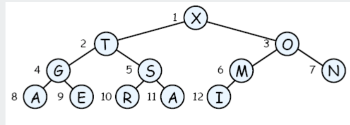
Array representation.
- Take nodes in level order.
- No explicit links needed since tree is complete.



1	2	3	4	5	6	7	8	9	10	11	12
X	T	O	G	S	M	N	A	E	R	A	I

Binary Heap Properties

Property A. Largest key is at root.



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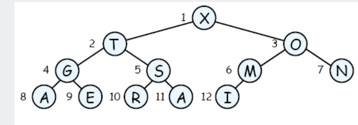


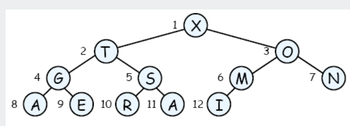
Property B. Can use array indices to move through tree.

- Note: indices start at 1.
- Parent of node at k is at k/2.
- Children of node at k are at 2k and 2k+1.

1	2	3	4	5	6	7	8	9	10	11	12
X	T	O	G	S	M	N	A	E	R	A	I

Binary Heap Properties

Property A. Largest key is at root.



Property B. Can use array indices to move through tree.

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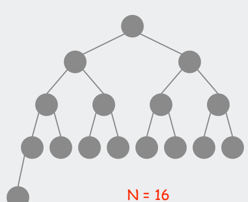
1	2	3	4	5	6	7	8	9	10	11	12
X	T	O	G	S	M	N	A	E	R	A	I

Property C. Height of N node heap is $1 + \lfloor \lg N \rfloor$.

height increases only when N is a power of 2



Promotion In a Heap

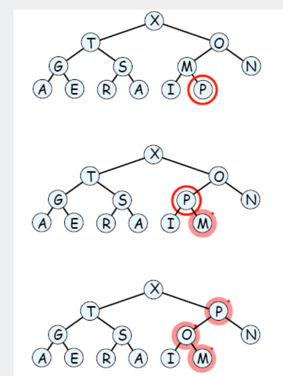
Scenario. Exactly one node has a larger key than its parent.

To eliminate the violation:

- Exchange with its parent.
- Repeat until heap order restored.

```
private void swim(int k)
{
   while (k > 1 && less(k/2, k))
   {
      exch(k, k/2);
      k = k/2;
   }
}
```

parent of node at k is at k/2



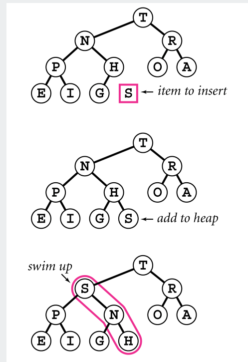
1	2	3	4	5	6	7	8	9	10	11	12	13
X	T	O	G	S	M	N	A	E	R	A	I	P
X	T	P	G	S	O	N	A	E	R	A	I	M

Peter principle: node promoted to level of incompetence.

Insert

Insert. Add node at end, then promote.

```
public void insert(Item x)
{
   pq[++N] = x;
   swim(N);
}
```



Demotion In a Heap

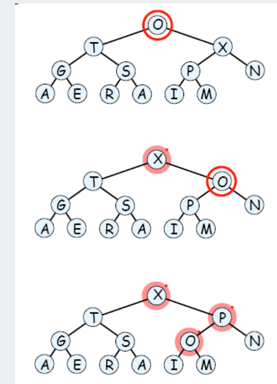
Scenario. Exactly one node has a smaller key than does a child.

To eliminate the violation:

- Exchange with larger child.
- Repeat until heap order restored.

```
private void sink(int k)
{
   while (2*k <= N)
   {
      int j = 2*k;
      if (j < N && less(j, j+1)) j++;
      if (!less(k, j)) break;
      exch(k, j);
      k = j;
   }
}
```

children of node at k are 2k and 2k+1



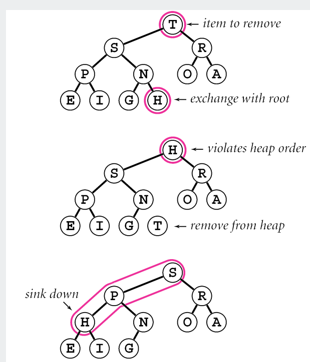
1	2	3	4	5	6	7	8	9	10	11	12	13
O	T	X	G	S	P	N	A	E	R	A	I	M
X	T	P	G	S	O	N	A	E	R	A	I	M

Power struggle: better subordinate promoted.

Remove the Maximum

Remove max. Exchange root with node at end, then demote.

```
public Item delMax()
{
   Item max = pq[1];
   exch(1, N--);
   sink(1);
   pq[N+1] = null;     // prevent loitering
   return max;
}
```



Binary heap implementation summary

```
public class MaxPQ<Item extends Comparable>
{
   private Item[] pq;
   private int N;

   public MaxPQ(int maxN)                      // same as array-based PQ,
   {   . . .   }                               // but allocate one extra element
   public boolean isEmpty()
   {   . . .   }

   public void insert(Item x)                  // PQ ops
   {   . . .   }
   public Item delMax()
   {   . . .   }

   private void swim(int k)                    // heap helper functions
   {   . . .   }
   private void sink(int k)
   {   . . .   }

   private boolean less(int i, int j)          // array helper functions
   {   . . .   }
   private void    exch(int i, int j)
   {   . . .   }
}
```

Binary heap considerations

Minimum oriented priority queue

- replace `less()` with `greater()`
- implement `greater()`.

Array resizing

- add no-arg constructor
- apply repeated doubling. ← leads to O(log N) amortized time per op

Immutability of keys.

- assumption: client does not change keys while they're on the PQ
- best practice: use immutable keys

Other operations.

- remove an arbitrary item.
- change the priority of an item.

easy to implement with `sink()` and `swim()` [stay tuned]

Priority Queues Implementation Cost Summary

Operation	Insert	Remove Max	Find Max
ordered array	N	1	1
ordered list	N	1	1
unordered array	1	N	N
unordered list	1	N	N
binary heap	lg N	lg N	1

worst-case asymptotic costs for PQ with N items

Hopeless challenge. Make all ops O(1).

Why hopeless?

- API
- elementary implementations
- binary heaps
- **heapsort**
- event-driven simulation

Digression: Heapsort

First pass: build heap.

- Insert items into heap, one at at time.
- Or can use faster bottom-up method; see book.

```
for (int k = N/2; k >= 1; k--)
   sink(a, k, N);
```

Second pass: sort.

- Remove maximum items, one at a time.
- Leave in array, instead of nulling out.

```
while (N > 1
{
   exch(a, 1, N--);
   sink(a, 1, N);
}
```

Property D. At most 2 N lg N comparisons.

Significance of Heapsort

Q. Sort in O(N log N) worst-case without using extra memory?
A. Yes. Heapsort.

Not mergesort? Linear extra space. ← in-place merge possible, not practical

Not quicksort? Quadratic time in worst case. ← O(N log N) worst-case quicksort possible, not practical.

Heapsort is optimal for both time and space, but:

- inner loop longer than quicksort's.
- makes poor use of cache memory.

Sorting algorithms: summary

	inplace	stable	worst	average	best	remarks
selection	x		$N^2 / 2$	$N^2 / 2$	$N^2 / 2$	N exchanges
insertion	x	x	$N^2 / 2$	$N^2 / 4$	N	use for small N or partly ordered
shell	x				N	tight code
quick	x		$N^2 / 2$	2N ln N	N lg N	N log N probabilistic guarantee fastest in practice
merge		x	N lg N	N lg N	N lg N	N log N guarantee, stable
heap	x		2N lg N	2N lg N	N lg N	N log N guarantee, in-place

- API
- elementary implementations
- binary heaps
- heapsort
- **event-driven simulation**

Review

Bouncing balls (COS 126)

```
public class BouncingBalls
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        Ball balls[] = new Ball[N];
        for (int i = 0; i < N; i++)
            balls[i] = new Ball();
        while(true)
        {
            StdDraw.clear();
            for (int i = 0; i < N; i++)
            {
                balls[i].move();
                balls[i].draw();
            }
            StdDraw.show(50);
        }
    }
}
```

Review

Bouncing balls (COS 126)

```
public class Ball
{
    private double rx, ry;    // position
    private double vx, vy;    // velocity
    private double radius;    // radius
    public Ball()
    { ... initialize position and velocity ... }
    public void move()
    {
        if ((rx + vx < radius) || (rx + vx > 1.0 - radius)) { vx = -vx; }
        if ((ry + vy < radius) || (ry + vy > 1.0 - radius)) { vy = -vy; }
        rx = rx + vx;
        ry = ry + vy;
    }
    public void draw()
    {  StdDraw.filledCircle(rx, ry, radius);  }
}
```

checks for colliding with walls

Missing: check for balls colliding with each other
- physics problems: when? what effect?
- CS problems: what object does the checks? too many checks?

Molecular dynamics simulation of hard spheres

Goal. Simulate the motion of N moving particles that behave according to the laws of elastic collision.

Hard sphere model.
- Moving particles interact via elastic collisions with each other, and with fixed walls.
- Each particle is a sphere with known position, velocity, mass, and radius.
- No other forces are exerted.

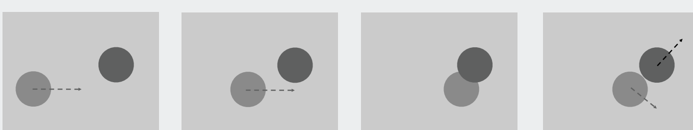
temperature, pressure, diffusion constant

motion of individual atoms and molecules

Significance. Relates macroscopic observables to microscopic dynamics.
- Maxwell and Boltzmann: derive distribution of speeds of interacting molecules as a function of temperature.
- Einstein: explain Brownian motion of pollen grains.

Time-driven simulation

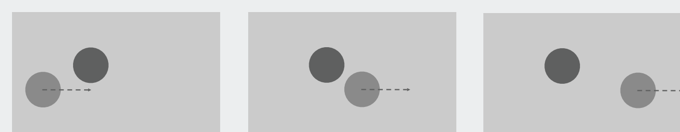
Time-driven simulation.
- Discretize time in quanta of size dt.
- Update the position of each particle after every dt units of time, and check for overlaps.
- If overlap, roll back the clock to the time of the collision, update the velocities of the colliding particles, and continue the simulation.



t | t + dt | t + 2 dt (collision detected) | t + Δt (roll back clock)

Time-driven simulation

Main drawbacks.
- N^2 overlap checks per time quantum.
- May miss collisions if dt is too large and colliding particles fail to overlap when we are looking.
- Simulation is too slow if dt is very small.



t | t + dt | t + 2 dt

Event-driven simulation

Change state only when something happens.

- Between collisions, particles move in straight-line trajectories.
- Focus only on times when collisions occur.
- Maintain priority queue of collision events, prioritized by time.
- Remove the minimum = get next collision.

Collision prediction. Given position, velocity, and radius of a particle, when will it collide next with a wall or another particle?

Collision resolution. If collision occurs, update colliding particle(s) according to laws of elastic collisions.

Note: Same approach works for a broad variety of systems

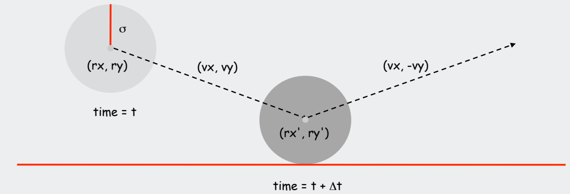
Particle-wall collision

Collision prediction.

- Particle of radius σ at position (rx, ry).
- Particle moving in unit box with velocity (vx, vy).
- Will it collide with a horizontal wall? If so, when?

$$\Delta t = \begin{cases} \infty & \text{if } vy = 0 \\ (\sigma - ry)/vy & \text{if } vy < 0 \\ (1 - \sigma - ry)/vy & \text{if } vy > 0 \end{cases}$$

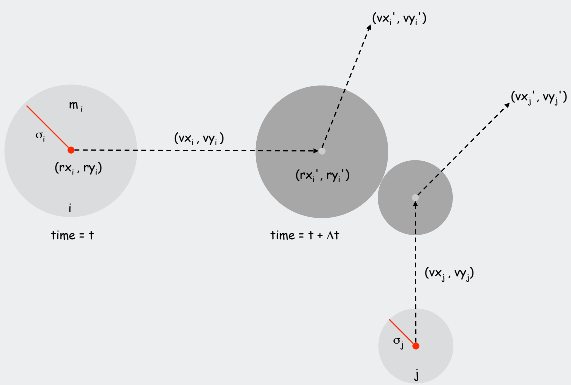
Collision resolution. (vx', vy') = (vx, -vy).



Particle-particle collision prediction

Collision prediction.

- Particle i: radius σ_i, position (rx_i, ry_i), velocity (vx_i, vy_i).
- Particle j: radius σ_j, position (rx_j, ry_j), velocity (vx_j, vy_j).
- Will particles i and j collide? If so, when?



Particle-particle collision prediction

Collision prediction.

- Particle i: radius σ_i, position (rx_i, ry_i), velocity (vx_i, vy_i).
- Particle j: radius σ_j, position (rx_j, ry_j), velocity (vx_j, vy_j).
- Will particles i and j collide? If so, when?

$$\Delta t = \begin{cases} \infty & \text{if } \Delta v \cdot \Delta r \ge 0 \\ \infty & \text{if } d < 0 \\ -\dfrac{\Delta v \cdot \Delta r + \sqrt{d}}{\Delta v \cdot \Delta v} & \text{otherwise} \end{cases}$$

$$d = (\Delta v \cdot \Delta r)^2 - (\Delta v \cdot \Delta v)\,(\Delta r \cdot \Delta r - \sigma^2) \qquad \sigma = \sigma_i + \sigma_j$$

$$\Delta v = (\Delta vx,\ \Delta vy) = (vx_i - vx_j,\ vy_i - vy_j)$$
$$\Delta r = (\Delta rx,\ \Delta ry) = (rx_i - rx_j,\ ry_i - ry_j)$$

$$\Delta v \cdot \Delta v = (\Delta vx)^2 + (\Delta vy)^2$$
$$\Delta r \cdot \Delta r = (\Delta rx)^2 + (\Delta ry)^2$$
$$\Delta v \cdot \Delta r = (\Delta vx)(\Delta rx) + (\Delta vy)(\Delta ry)$$

Particle-particle collision prediction implementation

Particle has method to predict collision with another particle

```
public double dt(Particle b)
{
   Particle a = this;
   if (a == b) return INFINITY;
   double dx  = b.rx - a.rx;
   double dy  = b.ry - a.ry;
   double dvx = b.vx - a.vx;
   double dvy = b.vy - a.vy;
   double dvdr = dx*dvx + dy*dvy;
   if(dvdr > 0) return INFINITY;
   double dvdv = dvx*dvx + dvy*dvy;
   double drdr = dx*dx + dy*dy;
   double sigma = a.radius + b.radius;
   double d = (dvdr*dvdr) - dvdv * (drdr - sigma*sigma);
   if (d < 0) return INFINITY;
   return -(dvdr + Math.sqrt(d)) / dvdv;
}
```

and methods `dtX()` and `dtY()` to predict collisions with walls

Particle-particle collision prediction implementation

CollisionSystem has method to predict all collisions

```
private void predict(Particle a, double limit)
{
   if (a == null) return;
   for(int i = 0; i < N; i++)
   {
      double dt = a.dt(particles[i]);
      if(t + dt <= limit)
         pq.insert(new Event(t + dt, a, particles[i]));
   }
   double dtX = a.dtX();
   double dtY = a.dtY();
   if (t + dtX <= limit)
      pq.insert(new Event(t + dtX, a, null));
   if (t + dtY <= limit)
      pq.insert(new Event(t + dtY, null, a));
}
```


Particle-particle collision resolution

Collision resolution. When two particles collide, how does velocity change?

$$
\begin{aligned}
vx_i' &= vx_i + Jx / m_i \\
vy_i' &= vy_i + Jy / m_i \\
vx_j' &= vx_j - Jx / m_j \\
vy_j' &= vx_j - Jy / m_j
\end{aligned}
$$

Newton's second law (momentum form)

$$Jx = \frac{J\,\Delta rx}{\sigma}, \quad Jy = \frac{J\,\Delta ry}{\sigma}, \quad J = \frac{2\,m_i\,m_j\,(\Delta v \cdot \Delta r)}{\sigma(m_i + m_j)}$$

impulse due to normal force
(conservation of energy, conservation of momentum)

Particle-particle collision resolution implementation

Particle has method to resolve collision with another particle

```
public void bounce(Particle b)
{
   Particle a = this;
   double dx  = b.rx - a.rx;
   double dy  = b.ry - a.ry;
   double dvx = b.vx - a.vx;
   double dvy = b.vy - a.vy;
   double dvdr = dx*dvx + dy*dvy;
   double dist = a.radius + b.radius;
   double J = 2 * a.mass * b.mass * dvdr / ((a.mass + b.mass) * dist);
   double Jx = J * dx / dist;
   double Jy = J * dy / dist;
   a.vx += Jx / a.mass;
   a.vy += Jy / a.mass;
   b.vx -= Jx / b.mass;
   b.vy -= Jy / b.mass;
   a.count++;
   b.count++;
}
```

and methods `bounceX()` and `bounceY()` to resolve collisions with walls

Collision system: event-driven simulation main loop

Initialization.

- Fill PQ with all potential particle-wall collisions
- Fill PQ with all potential particle-particle collisions.

"potential" since collision may not happen if some other collision intervenes

Main loop.

- Delete the impending event from PQ (min priority = t).
- If the event in no longer valid, ignore it.
- Advance all particles to time t, on a straight-line trajectory.
- Update the velocities of the colliding particle(s).
- Predict future particle-wall and particle-particle collisions involving the colliding particle(s) and insert events onto PQ.

Collision system: main event-driven simulation loop implementation

```
public void simulate(double limit)
{
   pq = new MinPQ<Event>();
   for(int i = 0; i < N; i++)
      predict(particles[i], limit);
   pq.insert(new Event(0, null, null));
   while(!pq.isEmpty())
   {
      Event e = pq.delMin();
      if(!e.isValid()) continue;
      Particle a = e.a();
      Particle b = e.b();

      for(int i = 0; i < N; i++)
         particles[i].move(e.time() - t);
      t = e.time();

      if      (a != null && b != null) a.bounce(b);
      else if (a != null && b == null) a.bounceX()
      else if (a == null && b != null) b.bounceY();
      else if (a == null && b == null)
      {
         StdDraw.clear(StdDraw.WHITE);
         for(int i = 0; i < N; i++) particles[i].draw();
         StdDraw.show(20);
         if (t < limit)
            pq.insert(new Event(t + 1.0 / Hz, null, null));
      }
      predict(a, limit);
      predict(b, limit);
   }
}
```

initialize PQ with collision events and redraw event

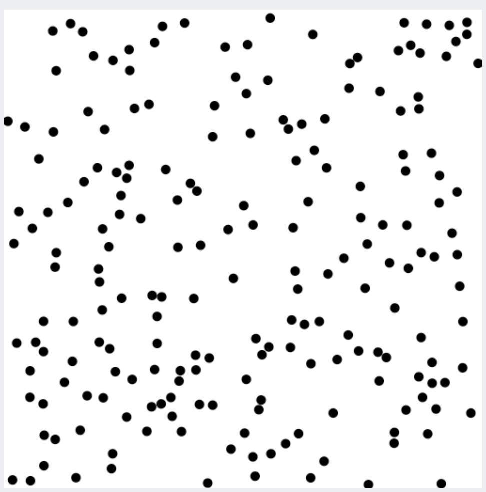
main event-driven simulation loop

update positions and time

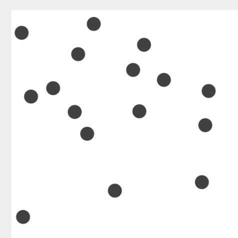
process event

predict new events based on changes

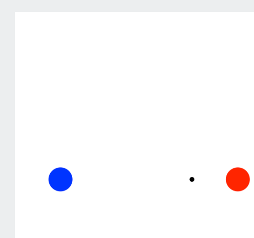
java CollisionSystem 200



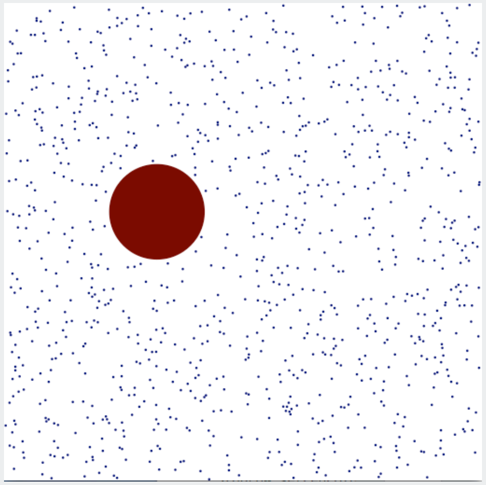
java CollisionSystem < billiards5.txt



java CollisionSystem < squeeze2.txt



`java CollisionSystem < brownianmotion.txt`



`java CollisionSystem < diffusion.txt`