EECS 2011 M: Fundamentals of Data Structures

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Course page: http://www.eecs.yorku.ca/course/2011M Also on Moodle

Adaptable Priority Queues

Ch. 9.5 Motivation: Suppose we want to

- remove an element that is not the minimum, given its value?
- remove an element that is not the minimum, given its key?
- update the value of an element?
- update the key of an element?

Note: Some slides in this presentation have been adapted from the authors' slides.

Adaptable Priority Queue - Trace

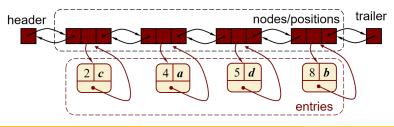
Operation	Output	Р
insert(5,A)	e_1	(5 <i>,A</i>)
insert(3,B)	e_2	(3 <i>,B</i>),(5 <i>,A</i>)
insert(7 <i>,C</i>)	e ₃	(3 <i>,B</i>),(5 <i>,A</i>),(7 <i>,C</i>)
min()	e_2	(3 <i>,B</i>),(5 <i>,A</i>),(7 <i>,C</i>)
$key(e_2)$	3	(3 <i>,B</i>),(5 <i>,A</i>),(7 <i>,C</i>)
remove(e ₁)	e_1	(3 <i>,B</i>),(7 <i>,C</i>)
replaceKey($e_2, 9$)	3	(7 <i>,C</i>),(9 <i>,B</i>)
replaceValue(e_3, D)	С	(7 <i>,D</i>),(9,B)
remove(e ₂)	e_2	(7 <i>,D</i>)

Locating Entries

- In order to implement the operations remove(e), replaceKey(e,k), and replaceValue(e,v), we need a fast way of locating an entry e in a priority queue.
- We can always just search the entire data structure to find an entry e, but this takes Ω(n) time.
- Using location-aware entries, this can be reduced to O(1) time.
- A location-aware entry identifies and tracks the location of its (key, value) object within a data structure

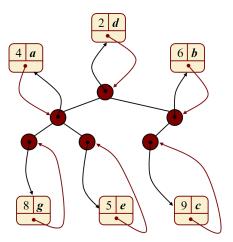
List Implementation

- A location-aware list entry is an object storing
 - key
 - value
 - position (or rank) of the item in the list
- In turn, the position (or array cell) stores the entry
- Back pointers (or positions) are updated during swaps



Heap Implementation

- A location-aware list entry is an object storing
 - key
 - value
 - position of the entry in the underlying heap
- In turn, each heap position stores an entry
- Back pointers (or positions) are updated during swaps



Performance

 Improved times thanks to location-aware entries are highlighted in red

Method	Unsorted List	Sorted List	Неар
size, isEmpty	<i>v O</i> (1)	<i>O</i> (1)	<i>O</i> (1)
insert	<i>O</i> (1)	O(n)	$O(\log n)$
min	O(n)	<i>O</i> (1)	<i>O</i> (1)
removeMin	O(n)	<i>O</i> (1)	$O(\log n)$
remove	O (1)	0 (1)	<i>O</i> (log <i>n</i>)
replaceKey	O (1)	O(n)	<i>O</i> (log <i>n</i>)
replaceValue	O (1)	0 (1)	0 (1)