Tournament Heaps
Where We’re Going

• **Tournament Heaps (Today)**
  • A simple, flexible, and versatile priority queue.

• **Lazy Tournament Heaps (Today)**
  • A powerful building block for designing more advanced data structures.

• **Abdication Heaps (Tuesday)**
  • A heavyweight and theoretically excellent priority queue.
Review: Priority Queues
Priority Queues

- A priority queue is a data structure that supports these operations:
  - \texttt{pq.enqueue}(v, k), which enqueues element \(v\) with key \(k\);
  - \texttt{pq.find-min}(), which returns the element with the least key; and
  - \texttt{pq.extract-min}(), which removes and returns the element with the least key.
- They’re useful as building blocks in a bunch of algorithms.
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- **Mt. Giluwe**
  - **4,368**
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Binary Heaps

- Priority queues are frequently implemented as *binary heaps*.
  - *enqueue* and *extract-min* run in time $O(\log n)$; *find-min* runs in time $O(1)$.
- These heaps are surprisingly fast in practice. It’s tough to beat their performance!
  - $d$-ary heaps can outperform binary heaps for a well-tuned value of $d$, and otherwise only the *sequence heap* is known to specifically outperform this family.
  - (Is this information incorrect as of 2022? Let me know and I’ll update it.)
- In that case, why do we need other heaps?
Priority Queues in Practice

• Many graph algorithms directly rely on priority queues supporting extra operations:
  • `meld(pq_1, pq_2)`: Destroy `pq_1` and `pq_2` and combine their elements into a single priority queue. *(MSTs via Cheriton-Tarjan)*
  • `pq.decrease-key(v, k')`: Given a pointer to element `v` already in the queue, lower its key to have new value `k'`. *(Shortest paths via Dijkstra, global min-cut via Stoer-Wagner)*
  • `pq.add-to-all(Δk)`: Add `Δk` to the keys of each element in the priority queue, typically used with `meld`. *(Optimum branchings via Chu-Edmonds-Liu)*

• In lecture, we'll cover tournament heaps to efficiently support `meld` and abdication heaps to efficiently support `meld` and `decrease-key`.

• You’ll design a priority queue supporting `meld` and `add-to-all` on the next problem set.
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Meldable Priority Queues
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- A priority queue supporting the *meld* operation is called a *meldable priority queue*.
- \texttt{meld}(pq_1, pq_2) destructively modifies \textit{pq}_1 and \textit{pq}_2 and produces a new priority queue containing all elements of \textit{pq}_1 and \textit{pq}_2.
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Efficiently Meldable Queues

- Standard binary heaps do not efficiently support **meld**.
- **Intuition**: Binary heaps are complete binary trees, and two complete binary trees cannot easily be linked to one another.
What things *can* be combined together efficiently?
Adding Binary Numbers

• Given the binary representations of two numbers $n$ and $m$, we can add those numbers in time $O(\log m + \log n)$.

**Intuition:**
Writing out $n$ in any “reasonable” base requires $\Theta(\log n)$ digits.
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\[ \begin{array}{cccc} 1 & 0 & 1 & 1 \\ + & 1 & 1 & 1 \\ \hline & 1 & 1 & 1 & 0 \end{array} \]
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A Different Intuition

- Represent \( n \) and \( m \) as a collection of “packets” whose sizes are powers of two.
- Adding together \( n \) and \( m \) can then be thought of as combining the packets together, eliminating duplicates.

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![Diagram of packet addition]

\[ 16 + 8 + 4 + 2 = 31 \]
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![Diagram showing the addition of two numbers represented as collections of packets.](image-url)
Building a Priority Queue

- **Idea:** Store elements in “packets” whose sizes are powers of two and *meld* by “adding” groups of packets.
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```plaintext
+  
26 53
31 58
64 97
41 93
84 23
62 59
```
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As long as the packets provide $O(1)$ access to the minimum, we can execute `find-min` in time $O(\log n)$. 
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Inserting into the Queue

- If we can efficiently meld two priority queues, we can efficiently enqueue elements to the queue.
- **Idea:** Meld together the queue and a new queue with a single packet.
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Time required: \( O(\log n) \) fuses.
Deleting the Minimum

- Our analogy with arithmetic breaks down when we try to remove the minimum element.
- After losing an element, the packet will not necessarily hold a number of elements that is a power of two.
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Deleting the Minimum

- If we have a packet with $2^k$ elements in it and remove a single element, we are left with $2^k - 1$ remaining elements.
- **Fun fact:** $2^k - 1 = 2^0 + 2^1 + 2^2 + \ldots + 2^{k-1}$.
- **Idea:** “Fracture” the packet into $k$ smaller packets, then add them back in.
Fracturing Packets

- We can *extract-min* by fracturing the packet containing the minimum and adding the fragments back in.
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Fracturing Packets

- We can \textit{extract-min} by fracturing the packet containing the minimum and adding the fragments back in.
- Runtime is $O(\log n)$ fuses in \textit{meld}, plus fracture cost.
Building a Priority Queue

• What properties must our packets have?
  • Size is a power of two.
  • Can efficiently fuse packets of the same size.
  • Can efficiently find the minimum element of each packet.
  • Can efficiently “fracture” a packet of $2^k$ nodes into packets of $2^0, 2^1, 2^2, 2^3, \ldots, 2^{k-1}$ nodes.

• Question: How can we represent our packets to support the above operations efficiently?

Formulate a hypothesis!
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Discuss with your neighbors!
Tournament Trees

- A tournament tree is a complete binary tree representing the result of a tournament.
- Each leaf represents a single “player” in the tournament.
- Each internal node shows the “winner” of the game played by those players.
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The Tournament Heap

• A tournament heap is a collection of tournament trees stored in ascending order of size.

• Operations defined as follows:
  • `meld(pq_1, pq_2)`: Use addition to combine all the trees.
    - Fuses $\mathcal{O}(\log n + \log m)$ trees. Cost: $\mathcal{O}(\log n + \log m)$. Here, assume one tournament heap has $n$ nodes, the other $m$.
  • `pq.enqueue(v, k)`: Meld $pq$ and a singleton heap of $(v, k)$.
    - Total time: $\mathcal{O}(\log n)$.
  • `pq.find-min()`: Find the minimum of all tree roots.
    - Total time: $\mathcal{O}(\log n)$.
  • `pq.extract-min()`: Find the min, delete the tree root, then meld together the queue and the exposed children.
    - Total time: $\mathcal{O}(\log n)$. 
Draw what happens if we *enqueue* the numbers 1, 2, 3, 4, 5, 6, 7, 8, and 9 into a tournament heap.
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Draw what happens if we perform an *extract-min* on this tournament heap.
Where We Stand

- Here’s the current scorecard for the tournament heap.
- This is a fast, elegant, and clever data structure.
- **Question:** Can we do better?

**Tournament Heap**

- **enqueue**: $O(\log n)$
- **find-min**: $O(\log n)$
- **extract-min**: $O(\log n)$
- **meld**: $O(\log m + \log n)$. 
Where We Stand

- **Theorem:** No comparison-based priority queue structure can have *enqueue* and *extract-min* each take time $o(\log n)$.

- **Proof:** Suppose these operations each take time $o(\log n)$. Then we could sort $n$ elements by perform $n$ *enqueue*es and then $n$ *extract-mins* in time $o(n \log n)$. This is impossible with comparison-based algorithms. ■

### Tournament Heap

- **enqueue:** $O(\log n)$
- **find-min:** $O(\log n)$
- **extract-min:** $O(\log n)$
- **meld:** $O(\log m + \log n)$. 
Where We Stand

- We can’t make both *enqueue* and *extract-min* run in time $o(\log n)$.
- However, we could conceivably make one of them faster.
- **Question:** Which one should we prioritize?
- Probably *enqueue*, since we aren’t guaranteed to have to remove all added items.
- **Goal:** Make *enqueue* take time $O(1)$.

### Tournament Heap

- **enqueue**: $O(\log n)$
- **find-min**: $O(\log n)$
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- **meld**: $O(\log m + \log n)$. 
Where We Stand

- The *enqueue* operation is implemented in terms of *meld*.
- If we want *enqueue* to run in time $O(1)$, we’ll need *meld* to take time $O(1)$.
- How could we accomplish this?

Tournament Heap
- *enqueue*: $O(\log n)$
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- *extract-min*: $O(\log n)$
- *meld*: $O(\log m + \log n)$. 
Thinking With Amortization
Refresher: Amortization

- In an amortized efficient data structure, some operations can take much longer than others, provided that previous operations didn’t take too long to finish.

- Think dishwashers: you may have to do a big cleanup at some point, but that’s because you did basically no work to wash all the dishes you placed in the dishwasher.
Lazy Melding

- Consider the following lazy *meld*ing approach:

  *To meld together two tournament heaps, just combine the two sets of trees together.*

- **Intuition:** Why do any work to organize keys if we’re not going to do an *extract-min*? We’ll worry about cleanup then.
Lazy Melding

• If we store our list of trees as circularly, doubly-linked lists, we can concatenate tree lists in time $O(1)$.
  • Cost of a *meld*: $O(1)$.
  • Cost of an *enqueue*: $O(1)$.
• If it sounds too good to be true, it probably is.
Lazy Melding

• Imagine that we implement *extract-min* the same way as before:
  • Find the packet with the minimum.
  • “Fracture” that packet to expose smaller packets.
  • Meld those packets back in with the master list.
• What happens if we do this with lazy melding?
Lazy Melding

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Lazy Melding

- Imagine that we implement `extract-min` the same way as before:
  - Find the packet with the minimum.
  - “Fracture” that packet to expose smaller packets.
  - Meld those packets back in with the master list.
- What happens if we do this with lazy melding?

Each pass of finding the minimum value takes time $\Theta(n)$ in the worst case. We’ve lost our nice runtime guarantees!
Washing the Dishes

• Every \textit{meld} (and \textit{enqueue}) creates some “dirty dishes” (small trees) that we need to clean up later.
• If we never clean them up, then our \textit{extract-min} will be too slow to be usable.
• \textbf{Idea:} Change \textit{extract-min} to “wash the dishes” and make things look nice and pretty again.
• \textbf{Question:} What does “wash the dishes” mean here?
Washing the Dishes

- With our eager *meld* (and *enqueue*) strategy, our priority queue never had more than one tree of each height.
- This kept the number of trees low, which is why each operation was so fast.
- **Idea:** After doing an *extract-min*, do a *coalesce step* to ensure there’s at most one tree of each height. This gets us to where we would be if we had been doing cleanup as we go.
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- With our eager *meld* (and *enqueue*) strategy, our priority queue never had more than one tree of each height.
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- **Idea:** After doing an *extract-min*, do a *coalesce step* to ensure there’s at most one tree of each height. This gets us to where we would be if we had been doing cleanup as we go.

At this point, the mess is cleaned up, and we’re left with what we would have had if we had been cleaning up as we go.
Where We’re Going

- A **lazy tournament heap** is a tournament heap, modified as follows:
  - The **meld** operation is lazy. It just combines the two groups of trees together.
  - After doing an **extract-min**, we do a **coalesce** to combine together trees until there’s at most one tree of each height.
  - Intuitively, we’d expect this to amortize away nicely, since the “mess” left by **meld** gets cleaned up later on by a future **extract-min**.
- Questions left to answer:
  - How do we efficiently implement the **coalesce** operation?
  - How efficient is this approach, in an amortized sense?
Coalescing Trees

• The *coalesce* step repeatedly combines trees together until there’s at most one tree of each height.

• How do we implement this so that it runs quickly?
Coalescing Trees

- **Observation:** This would be a lot easier to do if all the trees were sorted by height.
Coalescing Trees

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Coalescing Trees

- **Observation:** This would be a *lot* easier to do if all the trees were sorted by height.
- We can sort our group of $t$ trees by height in time $O(t \log t)$ using a standard sorting algorithm.
- **Better idea:** All the sizes are small integers. Use counting sort!
Coalescing Trees

• Here is a fast implementation of **coalesce**:
  • Distribute the trees into an array of buckets big enough to hold trees of heights 0, 1, 2, ..., \([\log_2 (n + 1)]\).
  • Start at bucket 0. While there’s two or more trees in the bucket, fuse them and place the result one bucket higher.
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<table>
<thead>
<tr>
<th>Height 2</th>
<th>Height 1</th>
<th>Height 0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2 5 0</td>
<td></td>
</tr>
<tr>
<td>2 7 9</td>
<td>5 9</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td>3 6 4</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>

**Diagram:**

- Height 2: Tree with roots 2 and 1
- Height 1: Two trees, one with roots 2 and 7, the other with roots 5 and 9
- Height 0: Three trees, one with root 3, one with root 1, and two with roots 6 and 4
Coalescing Trees

Here is a fast implementation of coalesce:

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\begin{tabular}{c|c|c}
\textit{Height 2} & \textit{Height 1} & \textit{Height 0} \\
\end{tabular}

\begin{tikzpicture}[scale=0.8]
  \node[circle, fill=blue!30] (1) at (0,0) {1};
  \node[circle, fill=blue!30] (2) at (-1,-1) {2};
  \node[circle, fill=blue!30] (3) at (-2,-2) {3};
  \node[circle, fill=blue!30] (4) at (1,-1) {4};
  \node[circle, fill=blue!30] (5) at (2,-2) {5};
  \node[circle, fill=yellow!80] (6) at (-1,-3) {6};
  \node[circle, fill=yellow!80] (7) at (-2,-4) {7};
  \node[circle, fill=yellow!80] (8) at (1,-3) {8};
  \node[circle, fill=yellow!80] (9) at (2,-4) {9};

  \draw[->] (1) -- (2);
  \draw[->] (1) -- (3);
  \draw[->] (1) -- (4);
  \draw[->] (2) -- (5);
  \draw[->] (3) -- (6);
  \draw[->] (4) -- (7);
  \draw[->] (5) -- (8);

\end{tikzpicture}
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Analyzing Coalesce

**Claim:** Coalescing a group of $t$ trees takes time $O(t + \log n)$.

- Time to create the array of buckets: $O(\log n)$.
- Time to distribute trees into buckets: $O(t)$.
- Time to fuse trees: $O(t + \log n)$
  - Number of fuses is $O(t)$, since each fuse decreases the number of trees by one. Cost per fuse is $O(1)$.
  - Need to iterate across $O(\log n)$ buckets.

**Total work done:** $O(t + \log n)$.

**In the worst case, this is $O(n)$.
The Story So Far

- A tournament heap with lazy melding has these worst-case time bounds:
  - `enqueue`: O(1)
  - `meld`: O(1)
  - `find-min`: O(1)
  - `extract-min`: O(n).

- But these are worst-case time bounds. Intuitively, things should nicely amortize away.
  - The number of trees grows slowly (one per `enqueue`).
  - The number of trees drops quickly (at most one tree per order) after an `extract-min`. 
An Amortized Analysis

- This is a great spot to use an amortized analysis by defining a potential function $\Phi$.
- In each case, the idea is to clearly mark what “messes” we need to clean up.
- In our case, each tree is a “mess,” since our future coalesce operation has to clean it up.

Set $\Phi$ to the number of trees in the lazy tournament heap.
An Amortized Analysis

- **Recall**: We assign amortized costs as
  
  $$amortized\text{-}cost = real\text{-}cost + k \cdot \Delta \Phi,$$

  where $\Delta \Phi = \Phi_{after} - \Phi_{before}$.

  - Increasing $\Phi$ (adding more trees) artificially boosts costs.
  - Decreasing $\Phi$ (removing trees) artificially lowers costs.

- Let’s work out the amortized costs of each operation on a lazy tournament heap.

Set $\Phi$ to the number of trees in the lazy tournament heap.
Analyzing an Insertion

- To **enqueue** a key, we add a new tournament tree to the forest.

Set $\Phi$ to the number of trees in the lazy tournament heap.
Analyzing an Insertion

• To enqueue a key, we add a new tournament tree to the forest.
• Real cost: $O(1)$. $\Delta \Phi$: +1
• Amortized cost: $O(1)$.

Set $\Phi$ to the number of trees in the lazy tournament heap.
Analyzing a Meld

- What is the amortized cost of *meld*?
- Real Cost: $O(1)$.
- $\Delta \Phi = 0$.
  - No trees are created or destroyed.
- Amortized cost: $O(1)$.

Set $\Phi$ to the number of trees in the lazy tournament heap.
Analyzing extract-min
Find tree with minimum key.

Work: $O(t)$

$\Phi = t$

Remove min. Add children to list of trees.

Work: $O(\log n)$

Run the coalesce algorithm.

Work: $O(t + \log n)$

$\Phi = O(\log n)$

Work: $O(t + \log n)$

$\Delta \Phi: O(-t + \log n)$
Find tree with minimum key.

Work: $O(t)$

$\Phi = t$

Remove min.
Add children to list of trees.

Work: $O(\log n)$

Run the coalesce algorithm.

Work: $O(t + \log n)$

$\Phi = O(\log n)$

Amortized cost: $O(\log n)$. 
Analyzing Extract-Min

- Suppose we perform an extract-min on a lazy tournament heap with \( t \) trees in it.
- Initially, we fracture the tree containing the minimum. This increases the number of trees to \( t + O(\log n) \).
- The runtime for coalescing these trees is \( O(t + \log n) \).
- When we're done merging, there will be \( O(\log n) \) trees remaining, so \( \Delta \Phi = -t + O(\log n) \).
- Amortized cost is
  
  \[
  O(t + \log n) + k \cdot (-t + O(\log n))
  \]
  
  \[
  = O(t) - k \cdot t + k \cdot O(\log n)
  \]
  
  \[
  = O(\log n).
  \]
The Final Scorecard

Here’s the final scorecard for our lazy tournament heap.

These are great runtimes! We can’t improve upon this except by making extract-min worst-case efficient.

This is possible! Check out bootstrapped skew binomial heaps for details!

Lazy Tournament Heap

- **Insert**: $O(1)$
- **Find-Min**: $O(1)$
- **Extract-Min**: $O(\log n)^*$
- **Meld**: $O(1)$

* amortized
Major Ideas from Today

• Isometries are a great way to design data structures.
  • Here, tournament heaps come from binary arithmetic.

• Designing for amortized efficiency is about building up messes slowly and rapidly cleaning them up.
  • Each individual enqueue isn’t too bad, and a single extract-min fixes all the prior problems.
Next Time

• **The Need for decrease-key**
  • A powerful and versatile operation on priority queues.

• **Abdication Heaps**
  • A variation on lazy tournament heaps with efficient *decrease-key*.

• **Analyzing Abdication Heaps**
  • A clever analysis.