

External-Memory Priority Queues with Optimal Insertions



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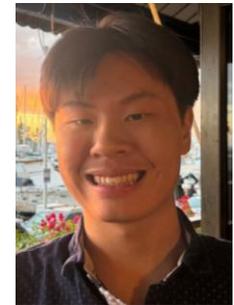
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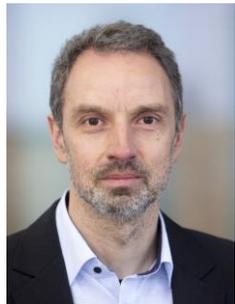
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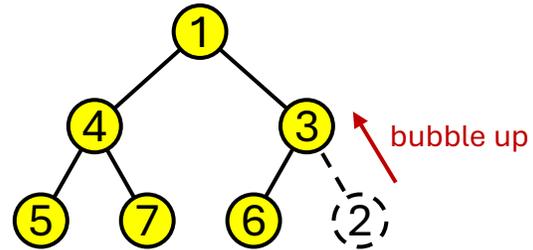


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Priority Queues

- **Binary heap**
(Williams 1964)



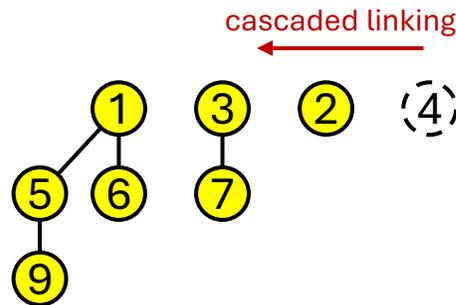
INSERT(*e*)

DELETEMIN()

$O(\log N)$

$O(\log N)$

- **Binomial queue**
(Vuillemin 1978)



$O_A(1)$

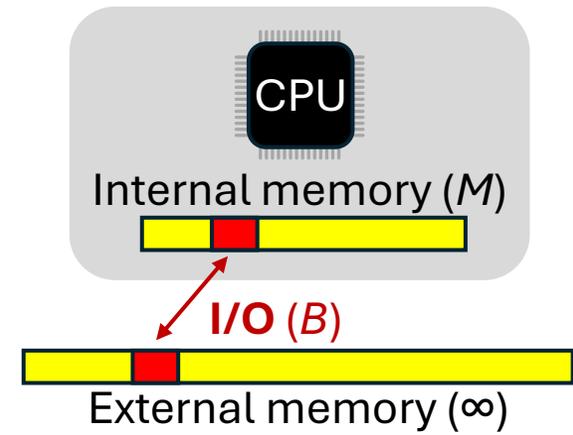
$O(\log N)$

Can we achieve a similar result in external memory?

Sorting = $N \times \text{INSERT} + N \times \text{DELETEMIN} \Rightarrow \text{INSERT or DELETEMIN } \Omega(\log N)$ comparisons

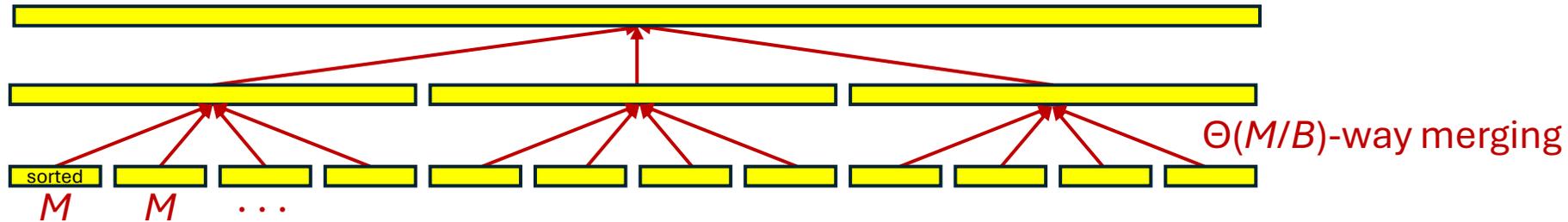
INSERT \geq # DELETEMIN

External Memory



- External-memory model (Aggarwal, Vitter 1988)

- Sorting** $O\left(\frac{N}{B} \log_{M/B} \frac{N}{B}\right)$ I/Os and $O(N \cdot \log N)$ comparisons



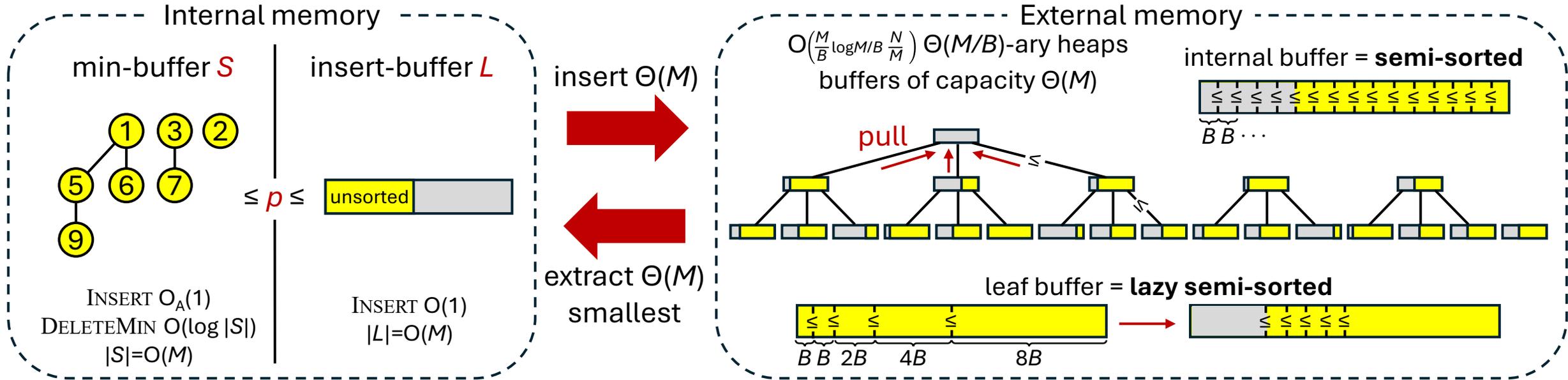
- Priority queue** $O_A\left(\frac{1}{B} \log_{M/B} \frac{N}{B}\right)$ I/Os and $O_A(\log N)$ comparisons $\begin{cases} \text{INSERT} \\ \text{DELETEMIN} \end{cases}$

- **Buffer tree** (Arge 1995)
- **$\Theta(M/B)$ -ary heap** (Kumar, Schwabe 1996; Fadel, Jakobsen, Katajainen, Teuhola 1997)
- **Merging sorted lists** (Brenzel, Crauser, Ferragina, Meyer 1999; Brodal, Katajainen 1998)

- This talk** INSERT $O_A\left(\frac{1}{B}\right)$ I/Os and $O_A(1)$ comparisons

New External-Memory Priority Queue

INSERT(e) \downarrow \uparrow DELETEMIN()



Lemma Total $O\left(\frac{N/M}{M/B} + \frac{\# \text{ deletions}}{M} \cdot \log_{M/B} \frac{N}{B}\right)$ pulls

Lemma Pulling M elements from M/B semi-sorted lists : $O(M/B)$ I/Os and $O\left(M \cdot \log_2 \frac{M}{B}\right)$ comparisons

Theorem Total $O\left(\frac{N}{B} + \frac{\# \text{ deletions}}{B} \cdot \log_{M/B} \frac{N}{B}\right)$ I/Os and $O(N + \# \text{ deletions} \cdot \log_2 N)$ comparisons

Summary

- **New optimal external memory priority queue**

	I/Os	Comparisons
INSERT	$O_A\left(\frac{1}{B}\right)$	$O_A(1)$
DELETEMIN	$O_A\left(\frac{1}{B} \log_{M/B} \frac{N}{B}\right)$	$O_A(\log N)$

- **Open problems**

- Our data structure is inherently amortized – can it be made **worst-case** ?
- Structure inherently cache-aware – is there a **cache-oblivious** data structure with matching I/O and comparison bounds ?