Birla Institute of Technology and Science, Pilani Hyd Campus CF F211: Data Structures and Algorithms 2nd Semester 2024-25 Lab No: 10 Priority Queue, Binary Heap, Job Scheduling

General Instructions

- You should use STL only for the program where it is mentioned explicitly. For other programs you should solve the given task without using it.
- In addition to the methods already specified in the given code, you may also come up with your own methods to execute the tasks.

Program 1: (Prog1.cpp attached)

In the lecture class, you were taught how we can Sort a List or Sequence using a Priority Queue (PQ-Sort). Depending on whether we take a Min-Priority Queue or a Max-Priority Queue, the sorted list order will vary. Given that P is the priority queue and S is the input list, below is the C++ code to sort S using P:



Sometimes, it is important to implement a custom Comparator method to help the compiler in deciding how to compare (sort) two given types or more importantly user defined classes. If we choose to design P as a Min-Priority Queue, then the above Comparator (class C) must be passed to the declaration of P. So, if we want to sort the list in ascending order, we should initialize P as follows:

priority_queue<int, vector<int>, C> P;

The output of the Prog3.cpp is as shown below:

```
Input List:-
10 5 7 14 2 6
List sorted in Ascending Order:-
2 5 6 7 10 14
List sorted in Descending Order:-
Input Points:-
[ (2, 7) (7, 4) (11, 2) (15, 9) ]
Points sorted in increasing order of Y coordinates:-
...Program finished with exit code 0
Press ENTER to exit console.
```

<u>Task:</u> Implement the missing code: class D to write a custom comparator class to create a Max-Priority Queue, Implement the sortDescending() method to sort the list using Max-Priority Queue and also, implement the sortByYCoordinate() method to sort this list of points in increasing order of their Y-coordinates.

Program 2: (Prog2.cpp attached)

The attached code already has **sort()** method that implements Heap Sort for a Min-Heap but specific functions to support the sorting procedure are not implemented. Given a **partially complete Binary Min Heap (Prog1.cpp)**, here are your tasks:

- Task 1: Complete extractMin() method to remove and return the minimum item in the Heap.
- **Task 2**: Implement **bubbleDown()** method to perform bubbling-down (heapify) operation for the element at the given index. Refer to Lecture slides if needed.

The driver code is already available. You should get the output as shown below:

Output:



Do we need to write a custom implementation of MAX_HEAP as well?

NO, given a MIN_HEAP, we can also simulate it to work as a MAX_HEAP. Here's how we can do it:

Given input List = [7, 4, -2, 15, 9, 11]

Convert all items to their negatives: [-7, -4, 2, -15, -9, -11] and initialize the Min Heap with this input.

Now, extractMin() will return -15, we invert the sign again (change back to original) = 15.

This way our Min Heap will behave as a Max Heap.

Now that you solved both the tasks in Program 2, use your Min-Heap class implementation to execute the task given in Program 3.

Program 3: (Prog3.cpp attached)

In the lecture slides you were taught about the application of Heaps to solve the problem of Job scheduling in Operating Systems.

Problem: There are **M** CPUs and **N** jobs. As soon as an i'th CPU ($0 \le i \le M$) becomes idle, a job will be allocated. You are given that each j'th job ($0 \le j \le N$) has its own CPU time required to finish execution. Here is your task:

• **Task 3**: Implement **longestJobFirst()** method to implement the Longest Job First Scheduling Algorithm. Take reference from *shortestJobFirst()* method to execute this task.

The driver code is already available. You should get the output as shown below:

Output:


