# Priority Queues: Introduction

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Data Structures Data Structures and Algorithms





#### **2** Naive Implementations

#### Learning objectives

#### You will be able to:

- Implement a priority queue
  Explain what is going on inside built-in implementations:
  - C++: priority\_queue
  - Java: PriorityQueue
  - Python: heapq





A queue is an abstract data type supporting the following main operations:

- PushBack(e) adds an element to the back of the queue;
- PopFront() extracts an element from the front of the queue.

# Priority Queue (Informally)

A priority queue is a generalization of a queue where each element is assigned a priority and elements come out in order by priority. Priority Queues: Typical Use Case

Scheduling jobs

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Priority Queues: Typical Use Case

Scheduling jobs

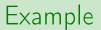
- Want to process jobs one by one in order of decreasing priority. While the current job is processed, new jobs may arrive.
- To add a job to the set of scheduled jobs, call Insert(job).
- To process a job with the highest priority, get it by calling ExtractMax().

# Priority Queue (Formally)

#### Definition

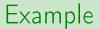
Priority queue is an abstract data type supporting the following main operations:

- Insert(p) adds a new element with priority p
- ExtractMax() extracts an element with maximum priority



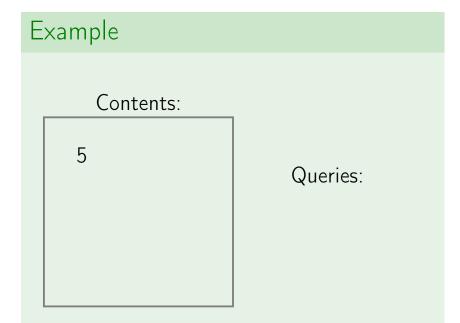
#### Contents:

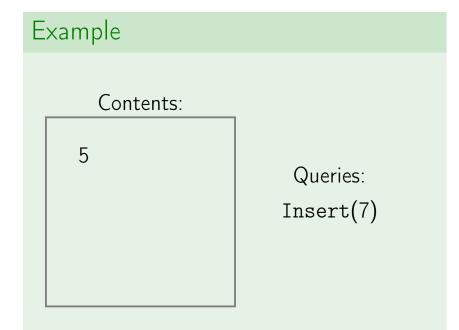
#### Queries:

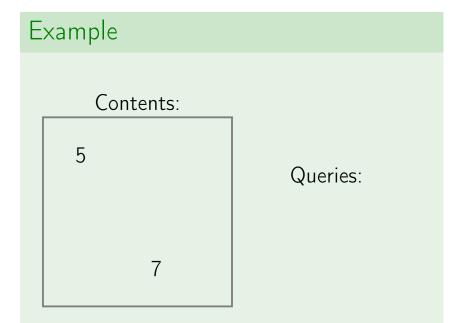


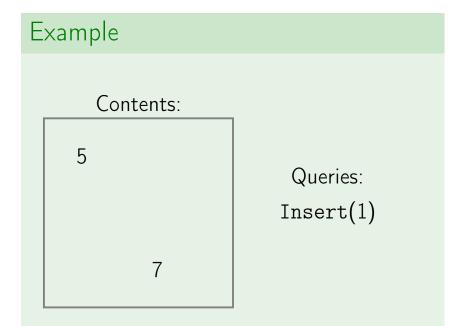
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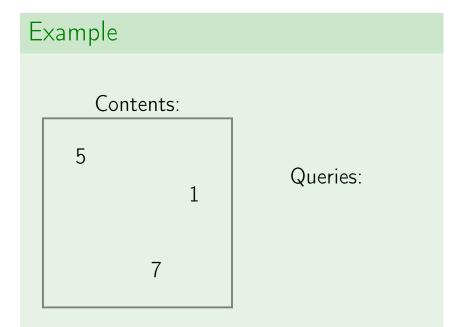
#### Queries: Insert(5)

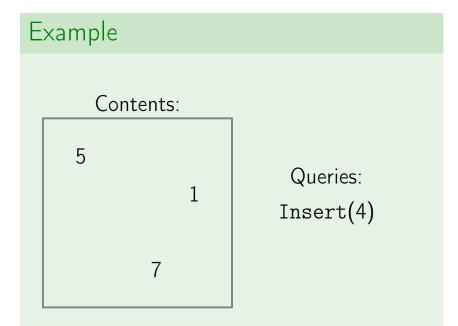


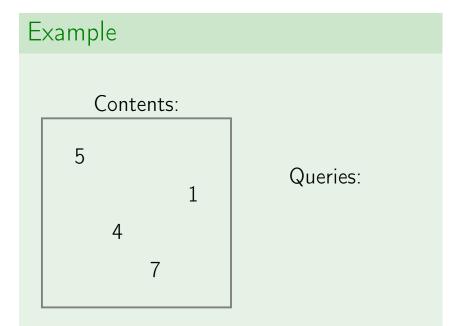


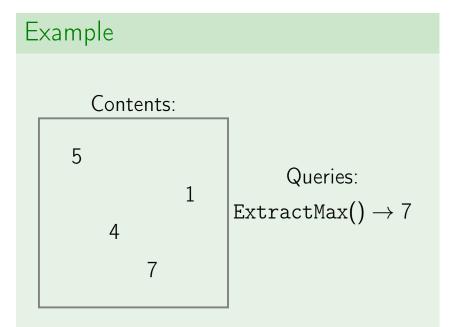


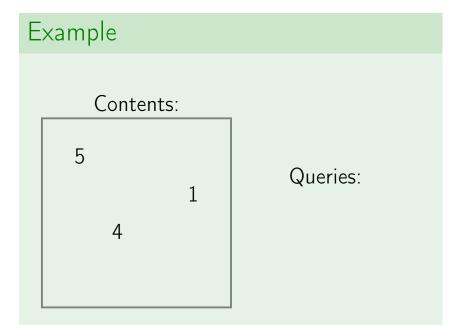


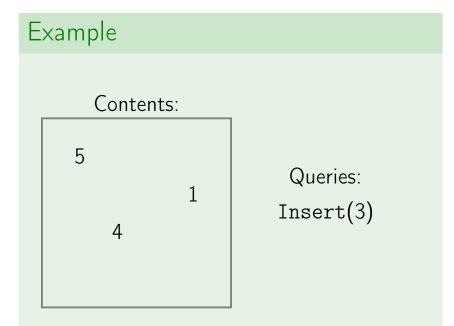


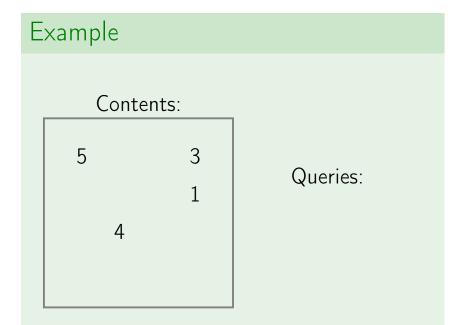


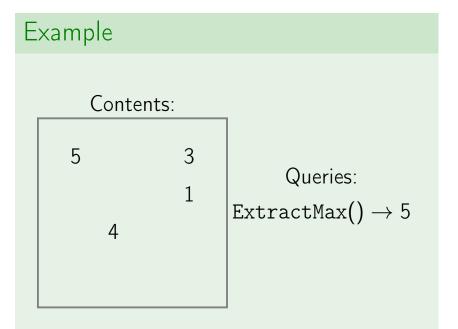


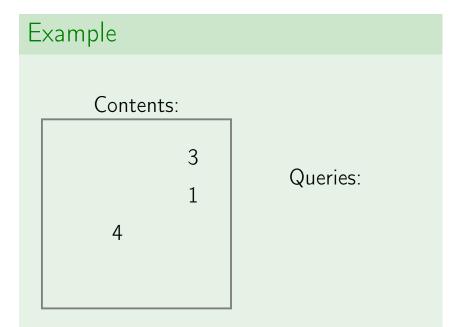


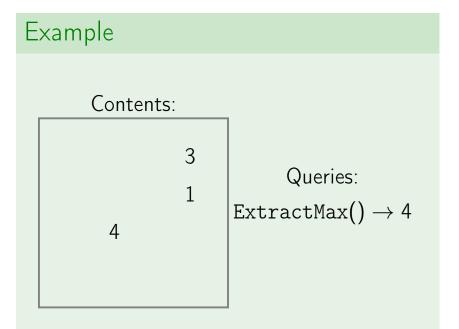


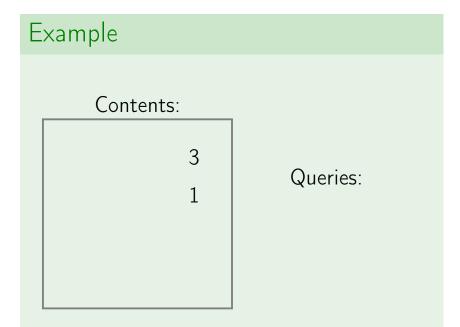












#### Additional Operations

- Remove(*it*) removes an element pointed by an iterator *it*
- GetMax() returns an element with maximum priority (without changing the set of elements)
- ChangePriority(*it*, *p*) changes the priority of an element pointed by *it* to *p*

 Dijkstra's algorithm: finding a shortest path in a graph

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- Heap sort: sorting a given sequence

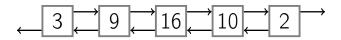




#### **2** Naive Implementations

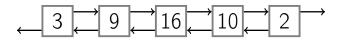
#### Unsorted Array/List





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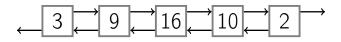




Insert(e)
add e to the end
running time: O(1)

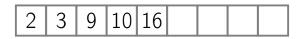
### Unsorted Array/List



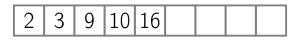


Insert(e)
add e to the end
running time: O(1)
ExtractMax()
scan the array/list
running time: O(n)

### Sorted Array

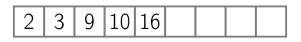


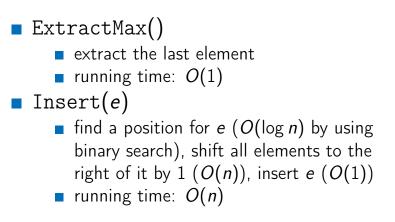
### Sorted Array



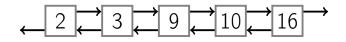
ExtractMax()
 extract the last element
 running time: O(1)

# Sorted Array





#### Sorted List

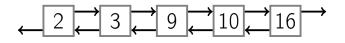


#### Sorted List

# $\begin{array}{c} 2 \xrightarrow{\phantom{a}} 3 \xrightarrow{\phantom{a}} 9 \xrightarrow{\phantom{a}} 10 \xrightarrow{\phantom{a}} 16 \xrightarrow{\phantom{a}} \end{array}$

ExtractMax()
 extract the last element
 running time: O(1)

#### Sorted List



ExtractMax()

extract the last element
running time: O(1)

Insert(e)

find a position for e (O(n); note: cannot use binary search), insert e (O(1))
running time: O(n)

# Summary

	Insert	ExtractMax
Unsorted array/list	O(1)	<i>O</i> ( <i>n</i> )
Sorted array/list	O(n)	O(1)

# Summary

	Insert	ExtractMax
Unsorted array/list Sorted array/list	O(1) O(n)	O(n) O(1)
Binary heap	$O(\log n)$	$O(\log n)$