

# Priority Queues



# Priority Queue ADT (§ 7.1.3)

- ◆ A priority queue stores a collection of entries
- ◆ Each **entry** is a pair (key, value)
- ◆ Main methods of the Priority Queue ADT
  - **insert(k, x)**  
inserts an entry with key k and value x
  - **removeMin()**  
removes and returns the entry with smallest key
- ◆ Additional methods
  - **min()**  
returns, but does not remove, an entry with smallest key
  - **size(), isEmpty()**
- ◆ Applications:
  - Standby flyers
  - Auctions
  - Stock market

# Total Order Relations (§ 7.1.1)

◆ Keys in a priority queue can be arbitrary objects on which an order is defined

◆ Two distinct entries in a priority queue can have the same key

◆ Mathematical concept of total order relation  $\leq$

■ Reflexive property:

$$x \leq x$$

■ Antisymmetric property:

$$x \leq y \wedge y \leq x \Rightarrow x = y$$

■ Transitive property:

$$x \leq y \wedge y \leq z \Rightarrow x \leq z$$

# Entry ADT (§ 7.1.2)

- ◆ An **entry** in a priority queue is simply a key-value pair
- ◆ Priority queues store entries to allow for efficient insertion and removal based on keys
- ◆ Methods:
  - **key()**: returns the key for this entry
  - **value()**: returns the value associated with this entry

- ◆ As a Java interface:

```
/**  
 * Interface for a key-value  
 * pair entry  
 **/  
public interface Entry {  
    public Object key();  
    public Object value();  
}
```

# Comparator ADT (§ 7.1.2)

- ◆ A comparator encapsulates the action of comparing two objects according to a given total order relation
- ◆ A generic priority queue uses an auxiliary comparator
- ◆ The comparator is external to the keys being compared
- ◆ When the priority queue needs to compare two keys, it uses its comparator
- ◆ The primary method of the Comparator ADT:
  - **compare**( $x, y$ ): Returns an integer  $i$  such that  $i < 0$  if  $a < b$ ,  $i = 0$  if  $a = b$ , and  $i > 0$  if  $a > b$ ; an error occurs if  $a$  and  $b$  cannot be compared.

# Example Comparator

- ◆ Lexicographic comparison of 2-D points:

```
/** Comparator for 2D points under the
    standard lexicographic order. */
public class Lexicographic implements
    Comparator {
    int xa, ya, xb, yb;
    public int compare(Object a, Object b)
        throws ClassCastException {
        xa = ((Point2D) a).getX();
        ya = ((Point2D) a).getY();
        xb = ((Point2D) b).getX();
        yb = ((Point2D) b).getY();
        if (xa != xb)
            return (xb - xa);
        else
            return (yb - ya);
    }
}
```

- ◆ Point objects:

```
/** Class representing a point in the
    plane with integer coordinates */
public class Point2D {
    protected int xc, yc; // coordinates
    public Point2D(int x, int y) {
        xc = x;
        yc = y;
    }
    public int getX() {
        return xc;
    }
    public int getY() {
        return yc;
    }
}
```

# Priority Queue Sorting (§ 7.1.4)

- ◆ We can use a priority queue to sort a set of comparable elements
  1. Insert the elements one by one with a series of **insert** operations
  2. Remove the elements in sorted order with a series of **removeMin** operations
- ◆ The running time of this sorting method depends on the priority queue implementation

**Algorithm** *PQ-Sort*( $S, C$ )

**Input** sequence  $S$ , comparator  $C$   
for the elements of  $S$

**Output** sequence  $S$  sorted in  
increasing order according to  $C$

$P \leftarrow$  priority queue with  
comparator  $C$

**while**  $\neg S.isEmpty()$

$e \leftarrow S.removeFirst()$

$P.insert(e, 0)$

**while**  $\neg P.isEmpty()$

$e \leftarrow P.removeMin().key()$

$S.insertLast(e)$

# Sequence-based Priority Queue

- ◆ Implementation with an unsorted list



- ◆ Performance:

- **insert** takes  $O(1)$  time since we can insert the item at the beginning or end of the sequence
- **removeMin** and **min** take  $O(n)$  time since we have to traverse the entire sequence to find the smallest key

- ◆ Implementation with a sorted list



- ◆ Performance:

- **insert** takes  $O(n)$  time since we have to find the place where to insert the item
- **removeMin** and **min** take  $O(1)$  time, since the smallest key is at the beginning



# Selection-Sort

- ◆ Selection-sort is the variation of PQ-sort where the priority queue is implemented with an unsorted sequence
- ◆ Running time of Selection-sort:
  1. Inserting the elements into the priority queue with  $n$  **insert** operations takes  $O(n)$  time
  2. Removing the elements in sorted order from the priority queue with  $n$  **removeMin** operations takes time proportional to

$$1 + 2 + \dots + n$$

- ◆ Selection-sort runs in  $O(n^2)$  time

# Selection-Sort Example

	<i>Sequence S</i>	<i>Priority Queue P</i>
Input:	(7,4,8,2,5,3,9)	()
Phase 1		
(a)	(4,8,2,5,3,9)	(7)
(b)	(8,2,5,3,9)	(7,4)
..	..	..
.	.	.
(g)	()	(7,4,8,2,5,3,9)
Phase 2		
(a)	(2)	(7,4,8,5,3,9)
(b)	(2,3)	(7,4,8,5,9)
(c)	(2,3,4)	(7,8,5,9)
(d)	(2,3,4,5)	(7,8,9)
(e)	(2,3,4,5,7)	(8,9)
(f)	(2,3,4,5,7,8)	(9)
(g)	(2,3,4,5,7,8,9)	()

# Insertion-Sort

- ◆ Insertion-sort is the variation of PQ-sort where the priority queue is implemented with a sorted sequence
- ◆ Running time of Insertion-sort:
  1. Inserting the elements into the priority queue with  $n$  **insert** operations takes time proportional to
$$1 + 2 + \dots + n$$
  2. Removing the elements in sorted order from the priority queue with a series of  $n$  **removeMin** operations takes  $O(n)$  time
- ◆ Insertion-sort runs in  $O(n^2)$  time

# Insertion-Sort Example

Input:

*Sequence S*  
(7,4,8,2,5,3,9)

*Priority queue P*  
( )

Phase 1

(a)	(4,8,2,5,3,9)	(7)
(b)	(8,2,5,3,9)	(4,7)
(c)	(2,5,3,9)	(4,7,8)
(d)	(5,3,9)	(2,4,7,8)
(e)	(3,9)	(2,4,5,7,8)
(f)	(9)	(2,3,4,5,7,8)
(g)	( )	(2,3,4,5,7,8,9)

Phase 2

(a)	(2)	(3,4,5,7,8,9)
(b)	(2,3)	(4,5,7,8,9)
..	..	..
.	.	.
(g)	(2,3,4,5,7,8,9)	( )

# In-place Insertion-sort

- ◆ Instead of using an external data structure, we can implement selection-sort and insertion-sort in-place
- ◆ A portion of the input sequence itself serves as the priority queue
- ◆ For in-place insertion-sort
  - We keep sorted the initial portion of the sequence
  - We can use **swaps** instead of modifying the sequence

