

EECS 2011 M: Fundamentals of Data Structures

Suprakash Datta
Office: LAS 3043

Course page: <http://www.eecs.yorku.ca/course/2011M>
Also on Moodle

Priority Queues

Ch. 9.1, 9.2, 9.4, 9.5

Applications

- job scheduling shared computing resources (Unix)
- Event simulation
- As a building block for other algorithms

Note: Some slides in this presentation have been adapted from the authors' slides.

Priority Queue ADT

set S of elements, each with an associated *key* value

Operations supported:

- $\text{Insert}(S, x)$ insert element x in set S ($S \leftarrow S \cup \{x\}$)
- $\text{Maximum}(S)$ returns the element of S with the largest key
- $\text{Extract-Max}(S)$ returns and removes the element of S with the largest key
- Others: $\text{Change priority}(x)$ changes the key of element x , $\text{Max}(S)$, $\text{size}(S)$, $\text{isEmpty}(S)$

Priority Queue - Trace

Method	Return Value	Priority Queue Contents
insert(5,A)		{ (5,A) }
insert(9,C)		{ (5,A), (9,C) }
insert(3,B)		{ (3,B), (5,A), (9,C) }
min()	(3,B)	{ (3,B), (5,A), (9,C) }
removeMin()	(3,B)	{ (5,A), (9,C) }
insert(7,D)		{ (5,A), (7,D), (9,C) }
removeMin()	(5,A)	{ (7,D), (9,C) }
removeMin()	(7,D)	{ (9,C) }
removeMin()	(9,C)	{ }
removeMin()	null	{ }
isEmpty()	true	{ }

Priority Queue - Keys

- Keys must have total order relationship (comparability, anti-symmetry, transitivity)
- Different elements can have the same key
- Key Interface:

```
public interface Entry<K,V> {  
    K getKey(); //returns the key for this entry  
    V getValue(); //returns the value associated with  
                  //this entry  
}
```

- Comparator ADT: *compare*(x, y) returns an integer < 0 if $x < y$, returns 0 if $x = y$, and an integer > 0 if $x > y$

Priority Queue - Example

```

/** Comparator for 2D points under 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);
    }
}

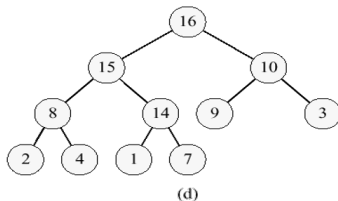
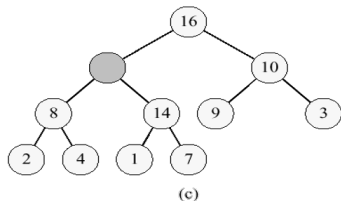
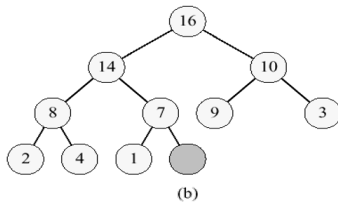
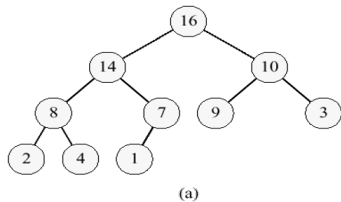
```

Priority Queue - Example contd.

```
/** Class for a point in the plane with integer coords */
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: Heap Implementation

Insertion:



Extract-Max: one step of heap sort

Priority Queue: other implementations

- 1 A sorted array
 - Insertion - linear time
 - Extract min - constant time
 - Change priority - linear time
- 2 A linked list
 - Insertion - linear time
 - Extract min - constant time
 - Change priority - linear time