

# Priority Queues

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# Standard Queues

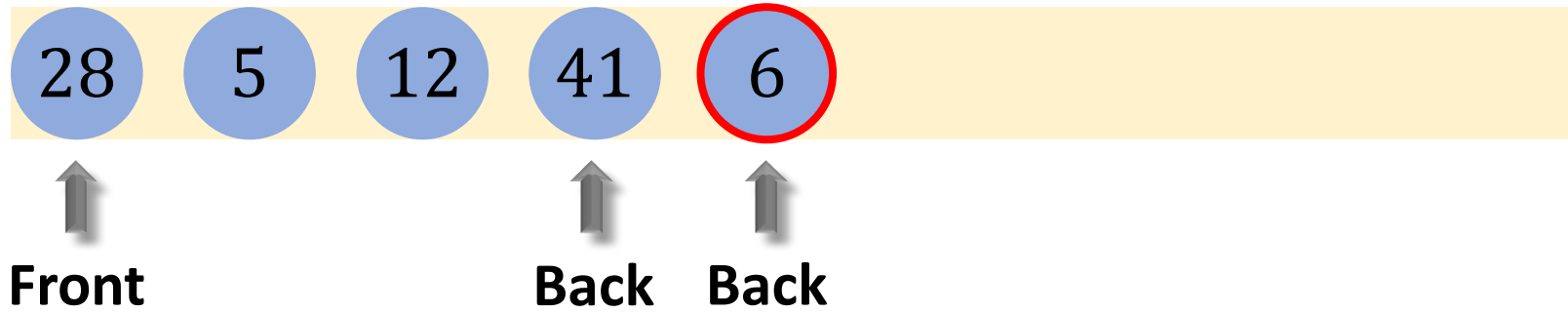
# Current State

Queue:



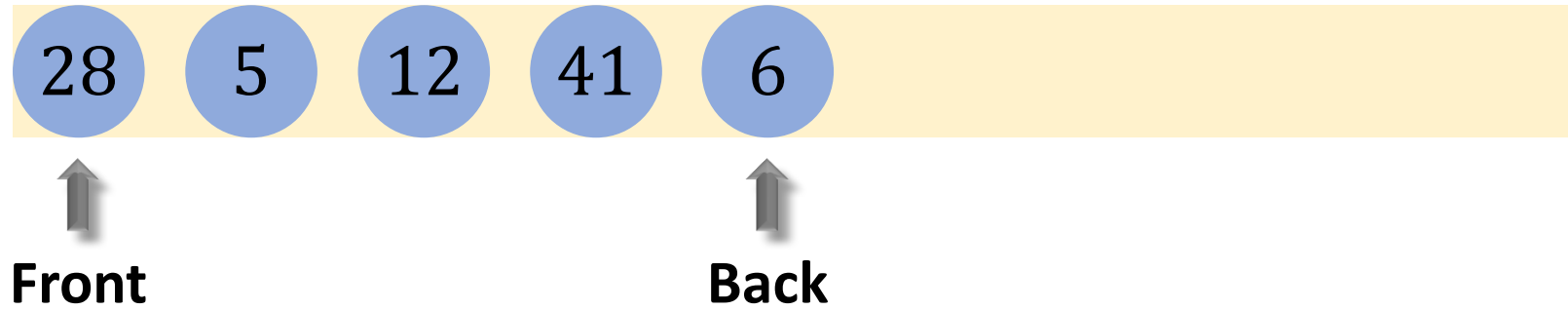
# Enqueue(6)

Queue:



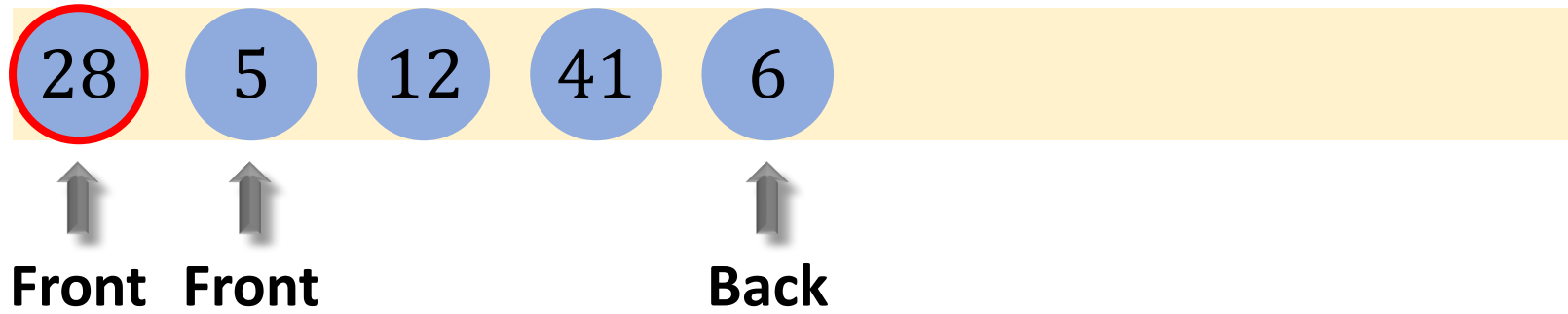
# After Enqueue(6)

Queue:



# Dequeue()

Queue:

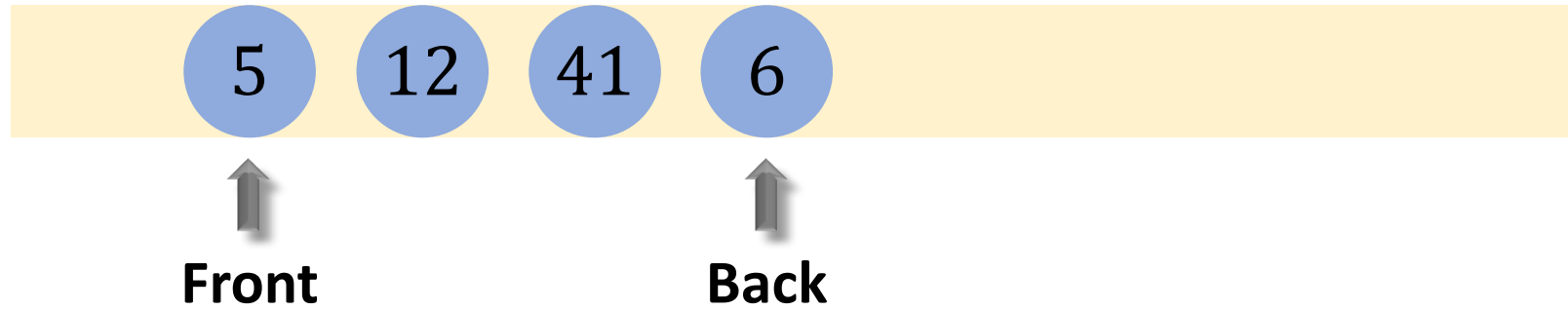


Return:



# After Dequeue()

Queue:



Return:

28

# Priority Queues



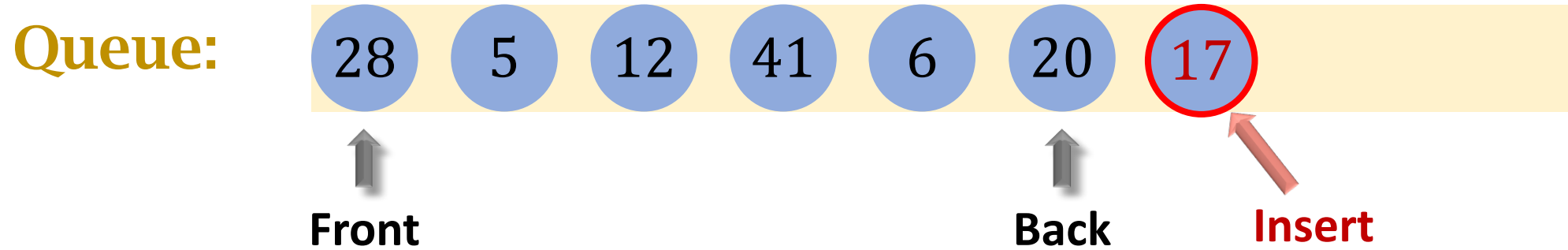
# Priority Queues

Priority queues support two operations:

- **insert(*i*)** : insert a new element ***i*** into the queue.
- **deleteMin()** : Find, return, and delete the minimum.

**Question:** How to implement priority queue?

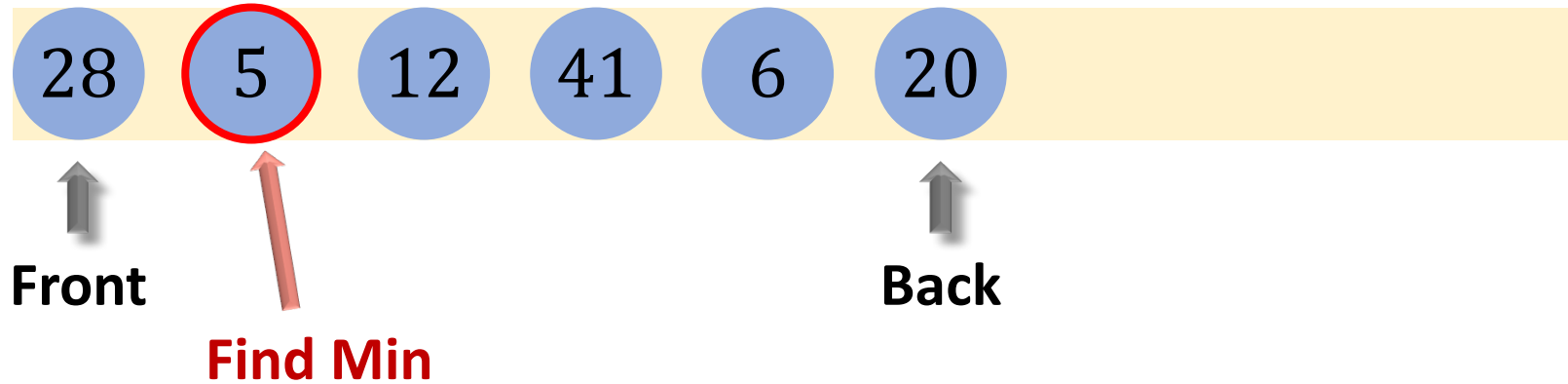
# Naïve Solution 1: Standard Queue



- **insert(i):**  $O(1)$  time.

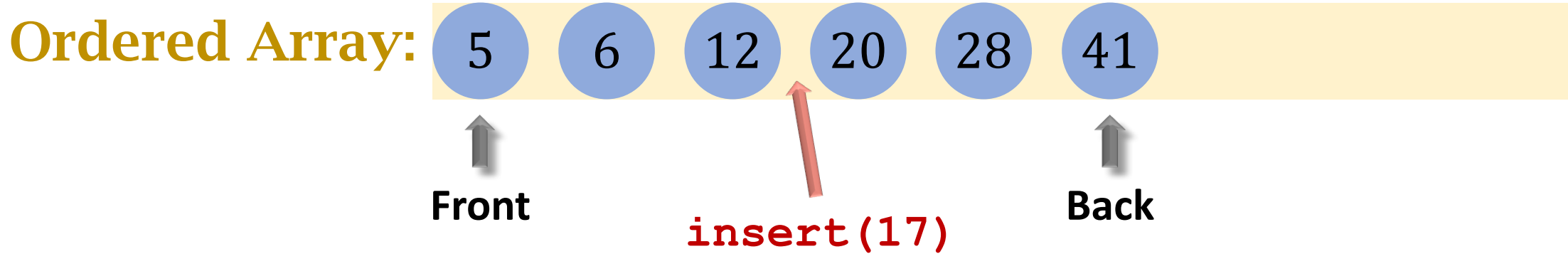
# Naïve Solution 1: Standard Queue

Queue:



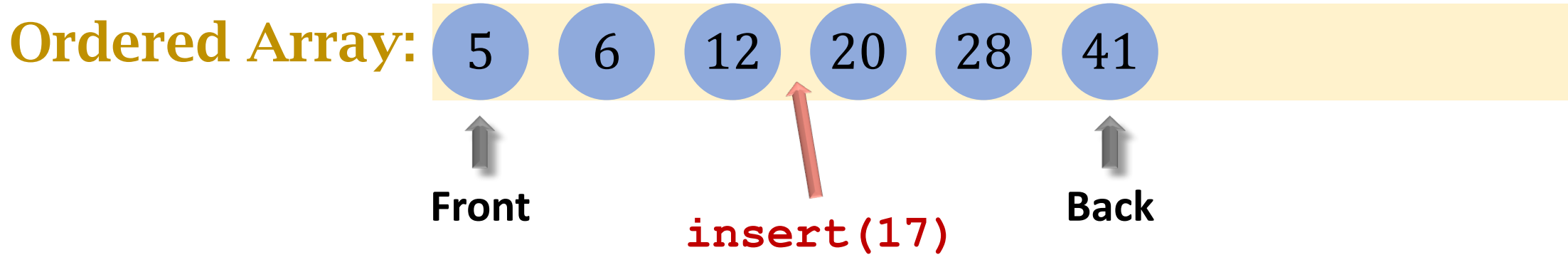
- `insert(i)`:  $O(1)$  time.
- `deleteMin()`:  $O(n)$  time (due to the search of the minimum.)

# Naïve Solution 2: Ordered Array



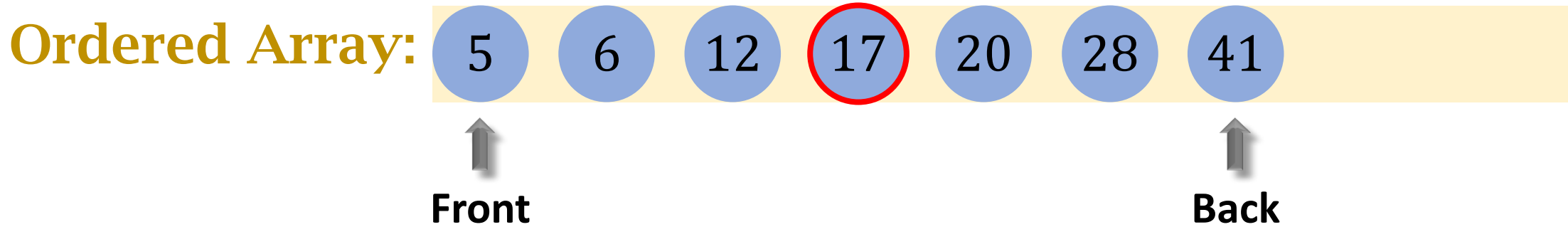
- **insert(*i*)**:  $O(n)$  time.
  - $O(\log n)$  time for searching the position.
  - $O(n)$  time for moving the bigger elements backward.

# Naïve Solution 2: Ordered Array



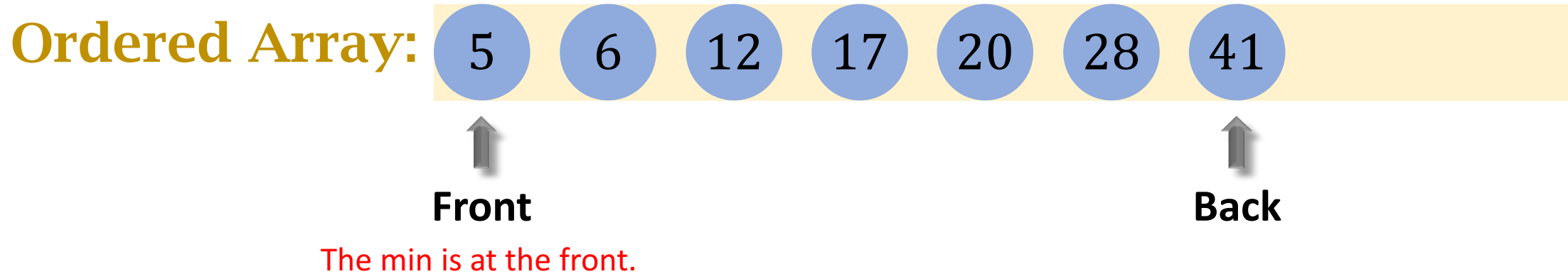
- **insert(*i*)**:  $O(n)$  time.
  - $O(\log n)$  time for searching the position.
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# Naïve Solution 2: Ordered Array



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  - $O(\log n)$  time for searching the position.
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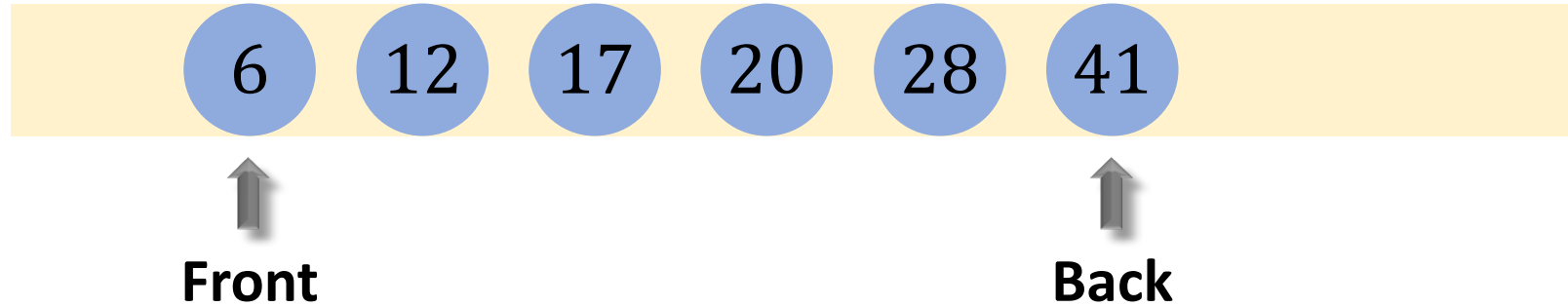
# Naïve Solution 2: Ordered Array



- `insert(i)`:  $O(n)$  time.
- `deleteMin()`:  $O(1)$  time.

# Naïve Solution 2: Ordered Array

Ordered Array:



- `insert(i)`:  $O(n)$  time.
- `deleteMin()`:  $O(1)$  time.



# A Better Solution: Binary Heap

Binary heaps support two operations:

- **insert(i)**:  $O(\log n)$  time.
- **deleteMin()**:  $O(\log n)$  time.

**Thank You!**