

Presentation for use with the textbook **Data Structures and Algorithms in Java, 6th edition**, by M. T. Goodrich, R. Tamassia, and M. H. Goldwasser, Wiley, 2014

Priority Queues



Priority Queue ADT

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

Example

- A sequence of priority queue methods:

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	{ }

Total Order Relations

- 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
 - Comparability property: either $x \leq y$ or $y \leq x$
 - Antisymmetric property: $x \leq y$ and $y \leq x \Rightarrow x = y$
 - Transitive property: $x \leq y$ and $y \leq z \Rightarrow x \leq z$

Entry ADT

- ❑ 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:
 - **getKey**: returns the key for this entry
 - **getValue**: returns the value associated with this entry

- ❑ As a Java interface:

```
/**  
 * Interface for a key-value  
 * pair entry  
 **/  
public interface Entry<K,V>  
{  
    K getKey();  
    V getValue();  
}
```

Comparator ADT

- 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
- Primary method of the Comparator ADT
- **compare**(x, y): returns an integer i such that
 - $i < 0$ if $a < b$,
 - $i = 0$ if $a = b$
 - $i > 0$ 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;
    }
}
```

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

Unsorted List Implementation

```
1  /** An implementation of a priority queue with an unsorted list. */
2  public class UnsortedPriorityQueue<K,V> extends AbstractPriorityQueue<K,V> {
3      /** primary collection of priority queue entries */
4      private PositionalList<Entry<K,V>> list = new LinkedPositionalList<>();
5
6      /** Creates an empty priority queue based on the natural ordering of its keys. */
7      public UnsortedPriorityQueue() { super(); }
8      /** Creates an empty priority queue using the given comparator to order keys. */
9      public UnsortedPriorityQueue(Comparator<K> comp) { super(comp); }
10
11     /** Returns the Position of an entry having minimal key. */
12     private Position<Entry<K,V>> findMin() { // only called when nonempty
13         Position<Entry<K,V>> small = list.first();
14         for (Position<Entry<K,V>> walk : list.positions())
15             if (compare(walk.getElement(), small.getElement()) < 0)
16                 small = walk; // found an even smaller key
17         return small;
18     }
19 }
```

Unsorted List Implementation, 2

```
20  /** Inserts a key-value pair and returns the entry created. */
21  public Entry<K,V> insert(K key, V value) throws IllegalArgumentException {
22      checkKey(key);    // auxiliary key-checking method (could throw exception)
23      Entry<K,V> newest = new PQEntry<>(key, value);
24      list.addLast(newest);
25      return newest;
26  }
27
28  /** Returns (but does not remove) an entry with minimal key. */
29  public Entry<K,V> min() {
30      if (list.isEmpty()) return null;
31      return findMin().getElement();
32  }
33
34  /** Removes and returns an entry with minimal key. */
35  public Entry<K,V> removeMin() {
36      if (list.isEmpty()) return null;
37      return list.remove(findMin());
38  }
39
40  /** Returns the number of items in the priority queue. */
41  public int size() { return list.size(); }
42  }
```

Sorted List Implementation

```
1  /** An implementation of a priority queue with a sorted list. */
2  public class SortedPriorityQueue<K,V> extends AbstractPriorityQueue<K,V> {
3      /** primary collection of priority queue entries */
4      private PositionalList<Entry<K,V>> list = new LinkedPositionalList<>();
5
6      /** Creates an empty priority queue based on the natural ordering of its keys. */
7      public SortedPriorityQueue() { super(); }
8      /** Creates an empty priority queue using the given comparator to order keys. */
9      public SortedPriorityQueue(Comparator<K> comp) { super(comp); }
10
11     /** Inserts a key-value pair and returns the entry created. */
12     public Entry<K,V> insert(K key, V value) throws IllegalArgumentException {
13         checkKey(key);    // auxiliary key-checking method (could throw exception)
14         Entry<K,V> newest = new PQEntry<>(key, value);
15         Position<Entry<K,V>> walk = list.last();
16         // walk backward, looking for smaller key
17         while (walk != null && compare(newest, walk.getElement()) < 0)
18             walk = list.before(walk);
19         if (walk == null)
20             list.addFirst(newest);           // new key is smallest
21         else
22             list.addAfter(walk, newest);      // newest goes after walk
23         return newest;
24     }
25 }
```

Sorted List Implementation, 2

```
26  /** Returns (but does not remove) an entry with minimal key. */
27  public Entry<K,V> min() {
28      if (list.isEmpty()) return null;
29      return list.first().getElement();
30  }
31
32  /** Removes and returns an entry with minimal key. */
33  public Entry<K,V> removeMin() {
34      if (list.isEmpty()) return null;
35      return list.remove(list.first());
36  }
37
38  /** Returns the number of items in the priority queue. */
39  public int size() { return list.size(); }
40 }
```

Priority Queue Sorting

- We can use a priority queue to sort a list 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 list S , comparator C for the elements of S

Output list S sorted in increasing order according to C

$P \leftarrow$ priority queue with comparator C

while $\neg S.isEmpty()$

$e \leftarrow S.remove(S.first())$

$P.insert(e, \emptyset)$

while $\neg P.isEmpty()$

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

$S.addLast(e)$

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

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)

(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

