

Priority Queue

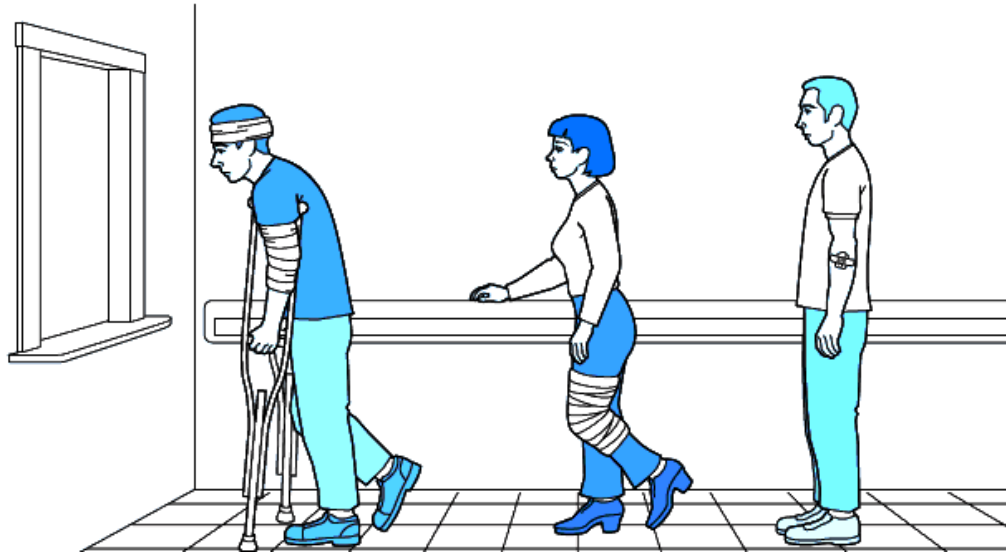
(คอยคอยลำดับความสำคัญ, แถวคอยใช้ลงบุริมภาพ)

By Payongkit XI

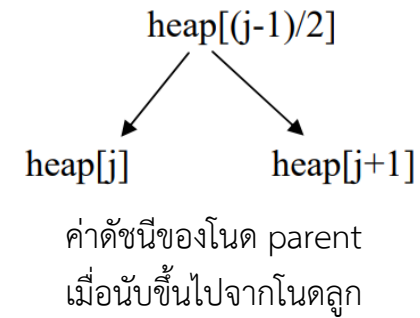
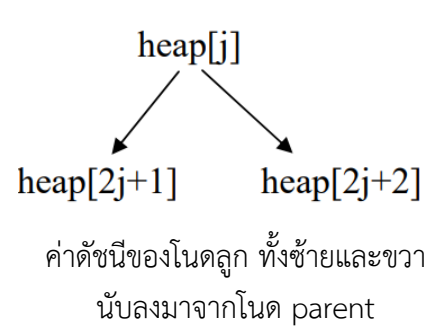
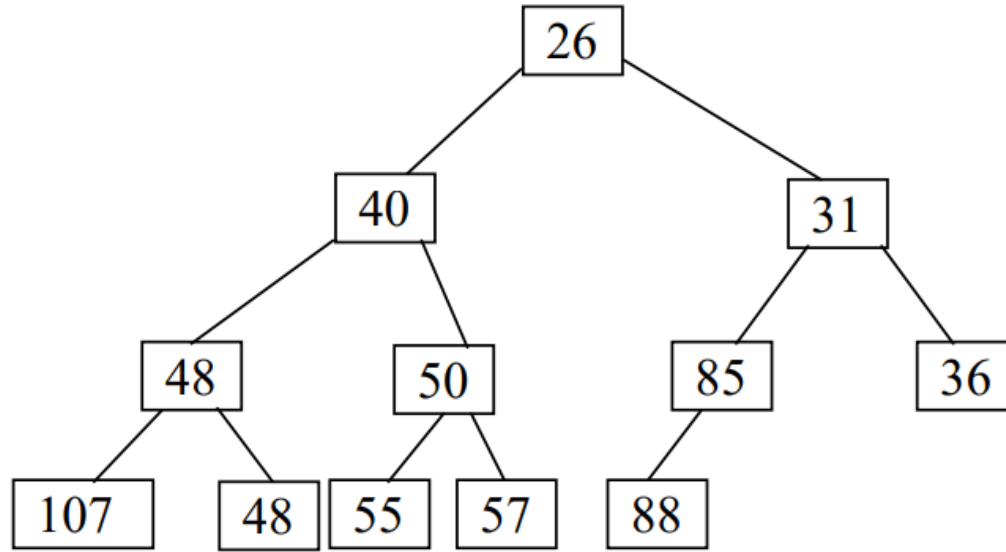


Priority Queue

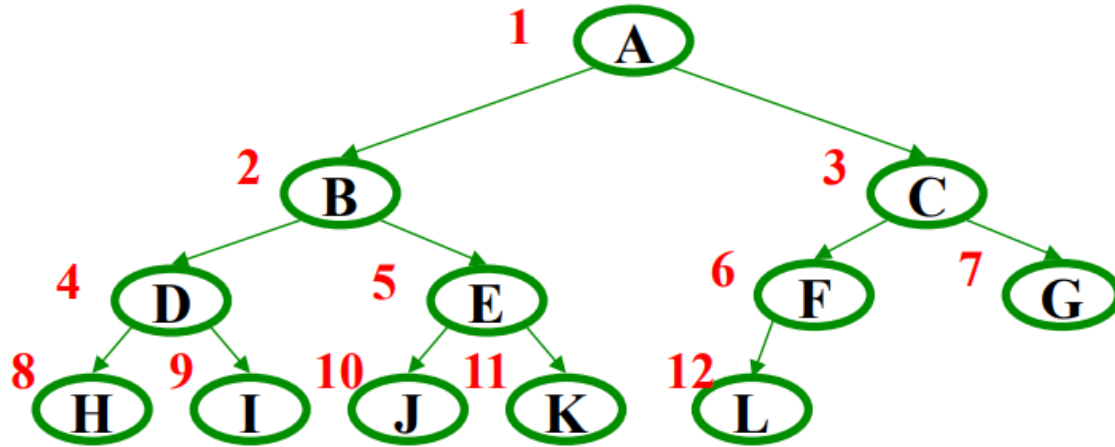
(คอยคอยลำดับความสำคัญ, แถวคอยเชลงบุริมภาพ)



Heap



Array Representation



From node i :

left child: $i*2$

right child: $i*2+1$

parent: $i/2$

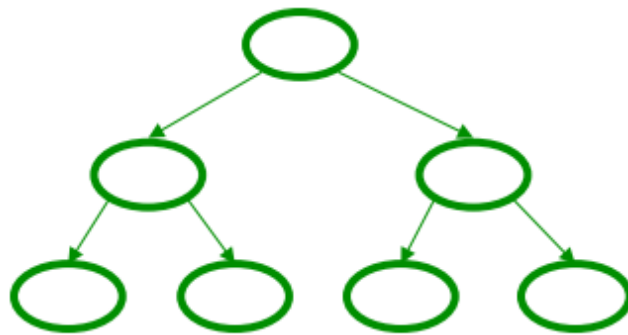
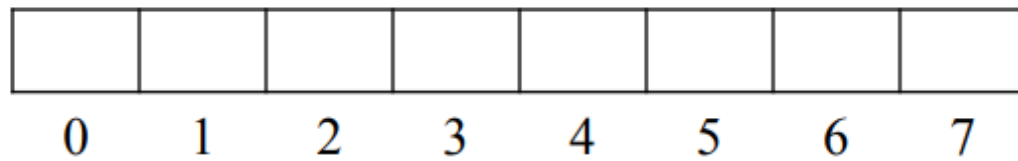
(wasting index 0 is
convenient for the
index arithmetic)

implicit (array) implementation:

	A	B	C	D	E	F	G	H	I	J	K	L	
0	1	2	3	4	5	6	7	8	9	10	11	12	13

Example

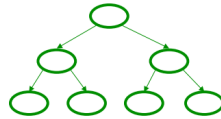
1. insert: 16, 32, 4, 67, 105, 43, 2
2. deleteMin



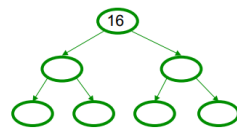
Example

1. insert: 16, 32, 4, 67, 105, 43, 2

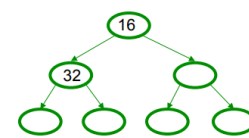
0	1	2	3	4	5	6	7



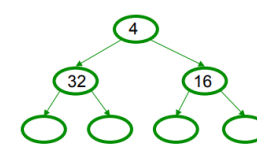
	16						
0	1	2	3	4	5	6	7



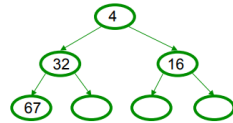
	16	32					
0	1	2	3	4	5	6	7



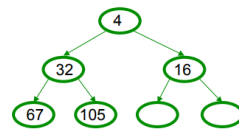
	4	32	16				
0	1	2	3	4	5	6	7



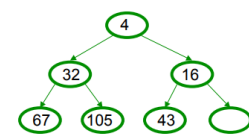
	4	32	16	67			
0	1	2	3	4	5	6	7



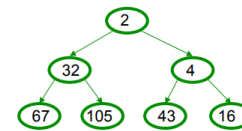
	4	32	16	67	105		
0	1	2	3	4	5	6	7



	4	32	16	67	105	43	
0	1	2	3	4	5	6	7

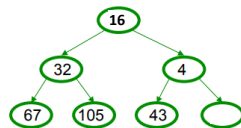


	2	32	4	67	105	43	16
0	1	2	3	4	5	6	7

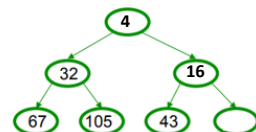


2. deleteMin

	16	32	4	67	105	43	
0	1	2	3	4	5	6	7



	4	32	16	67	105	43	
0	1	2	3	4	5	6	7



Pseudocode: insert

```
void insert(int val) {  
    if(size==arr.length-1)  
        resize();  
    size++;  
    i=percolateUp(size,val);  
    arr[i] = val;  
}
```

```
int percolateUp(int hole,  
                int val) {  
    while(hole > 1 &&  
          val < arr[hole/2])  
        arr[hole] = arr[hole/2];  
        hole = hole / 2;  
    }  
    return hole;  
}
```


Pseudocode: deleteMin

```
int deleteMin() {  
    if(isEmpty()) throw...  
    ans = arr[1];  
    hole = percolateDown  
        (1, arr[size]);  
    arr[hole] = arr[size];  
    size--;  
    return ans;  
}
```

```
int percolateDown(int hole,  
                  int val) {  
    while(2*hole <= size) {  
        left = 2*hole;  
        right = left + 1;  
        if(right > size ||  
           arr[left] < arr[right])  
            target = left;  
        else  
            target = right;  
        if(arr[target] < val) {  
            arr[hole] = arr[target];  
            hole = target;  
        } else  
            break;  
    }  
    return hole;  
}
```