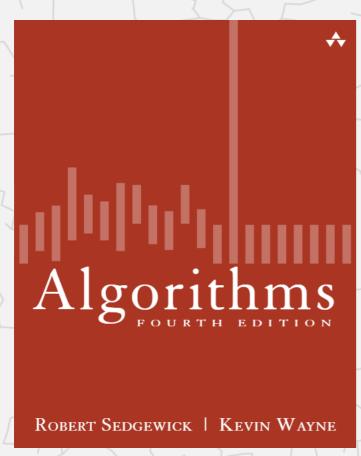
Algorithms



http://algs4.cs.princeton.edu

2.4 PRIORITY QUEUES

- API and elementary implementations
- binary heaps
- heapsort
- event-driven simulation

Algorithms

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2.4 PRIORITY QUEUES

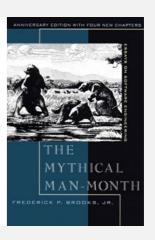
- API and elementary implementations
- binary heaps
- heapsort
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Collections

A collection is a data types that store groups of items.

data type	key operations	data structure					
stack	Push, Pop	linked list, resizing array					
queue	ENQUEUE, DEQUEUE	linked list, resizing array					
priority queue	INSERT, DELETE-MAX	binary heap					
symbol table	PUT, GET, DELETE	BST, hash table					
set	ADD, CONTAINS, DELETE	BST, hash table					

[&]quot;Show me your code and conceal your data structures, and I shall continue to be mystified. Show me your data structures, and I won't usually need your code; it'll be obvious." — Fred Brooks



Priority queue

Collections. Insert and delete items. Which item to delete?

Stack. Remove the item most recently added.

Queue. Remove the item least recently added.

Randomized queue. Remove a random item.

Priority queue. Remove the largest (or smallest) item.

operation	argument	return value
insert	Р	
insert	Q	
insert	Ε	
remove max	•	Q
insert	X	
insert	Α	
insert	M	
remove max	•	X
insert	Р	
insert	L	
insert	Ε	
remove max		Р

Priority queue API

Requirement. Generic items are Comparable.

Key must be Comparable (bounded type parameter)									
public class MaxPQ <key comparable<key="" extends="">></key>									
	MaxPQ()	create an empty priority queue							
	MaxPQ(Key[] a)	create a priority queue with given keys							
void	insert(Key v)	insert a key into the priority queue							
Key	delMax()	return and remove the largest key							
boolean	isEmpty()	is the priority queue empty?							
Key	max()	return the largest key							
int	size()	number of entries in the priority queue							

Priority queue applications

 Event-driven simulation. [customers in a line, colliding particles] [reducing roundoff error] Numerical computation. Data compression. [Huffman codes] Graph searching. [Dijkstra's algorithm, Prim's algorithm] Number theory. [sum of powers] Artificial intelligence. [A* search] • Statistics. [online median in data stream] [load balancing, interrupt handling] Operating systems. Computer networks. [web cache] [bin packing, scheduling] • Discrete optimization. Spam filtering. [Bayesian spam filter]

Generalizes: stack, queue, randomized queue.

Priority queue client example

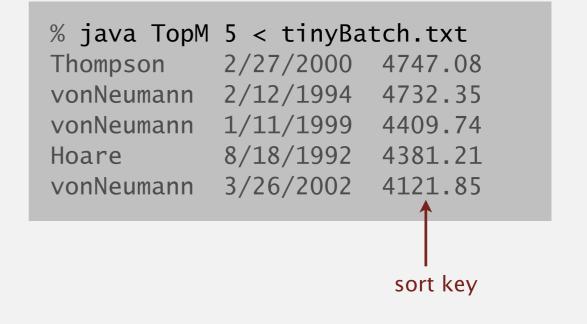
Challenge. Find the largest M items in a stream of N items.

- Fraud detection: isolate \$\$ transactions.
- NSA monitoring: flag most suspicious documents.

N huge, M large

Constraint. Not enough memory to store *N* items.

% more tiny	/Batch.txt					
Turing	6/17/1990	644.08				
vonNeumann	3/26/2002	4121.85				
Dijkstra	8/22/2007	2678.40				
vonNeumann	1/11/1999	4409.74				
Dijkstra	11/18/1995	837.42				
Hoare	5/10/1993	3229.27				
vonNeumann	2/12/1994	4732.35				
Hoare	8/18/1992	4381.21				
Turing	1/11/2002	66.10				
Thompson	2/27/2000	4747.08				
Turing	2/11/1991	2156.86				
Hoare	8/12/2003	1025.70				
vonNeumann	10/13/1993	2520.97				
Dijkstra	9/10/2000	708.95				
Turing	10/12/1993	3532.36				
Hoare	2/10/2005	4050.20				



Priority queue client example

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Priority queue client example

Challenge. Find the largest M items in a stream of N items.

implementation	time	space			
sort	$N \log N$	N			
elementary PQ	MN	M			
binary heap	$N \log M$	M			
best in theory	N	M			

order of growth of finding the largest M in a stream of N items

Priority queue: unordered and ordered array implementation

operation	argument	return value	size	(tents dered							tents lered _,				
insert	Р		1	Р							Р						
insert	Q		2	Р	Q						Р	Q					
insert	Ē		3	Р	Q	Ε					Ε	Р	Q				
remove max	•	Q	2	Р	E						Ε	Р	·				
insert	X		3	Р	Ε	X					Ε	Р	X				
insert	Α		4	Р	Ε	X	Α				Α	Ε	Р	X			
insert	M		5	Р	Ε	X	Α	M			Α	Ε	M	Р	X		
remove max	•	X	4	Р	Ε	M	Α				Α	Ε	M	Р			
insert	Р		5	Р	Ε	M	Α	Р			Α	Ε	M	Р	Р		
insert	L		6	Р	Ε	M	Α	Р	L		Α	Ε	L	M	Р	Р	
insert	Ε		7	Р	Ε	M	Α	Р	L	Ε	Α	Ε	Ε	L	M	Р	Р
remove max	•	Р	6	Ε	M	Α	Р	L	Ε		Α	Ε	Ε	L	M	Р	

A sequence of operations on a priority queue

Priority queue: unordered array implementation

```
public class UnorderedArrayMaxPQ<Key extends Comparable<Key>>
   private Key[] pq; // pq[i] = ith element on pq
   private int N; // number of elements on pq
                                                                        no generic
   public UnorderedArrayMaxPQ(int capacity)
                                                                       array creation
   { pq = (Key[]) new Comparable[capacity]; }
   public boolean isEmpty()
   { return N == 0; }
   public void insert(Key x)
   {pq[N++] = x;}
   public Key delMax()
      int max = 0;
                                                                        less() and exch()
      for (int i = 1; i < N; i++)
                                                                     similar to sorting methods
         if (less(max, i)) max = i;
                                                                       (but don't pass pq[])
      exch(max, N-1);
                               should null out entry
      return pq[--N]; ←
                                to prevent loitering
```

Priority queue elementary implementations

Challenge. Implement all operations efficiently.

implementation	insert	del max	max
unordered array	1	N	N
ordered array	N	1	1
goal	log N	log N	log N

order of growth of running time for priority queue with N items