

<i>Priority</i>	<i>Tx</i>	<i>Coin</i>	<i>SenderAddress</i>	<i>PriorityPoint</i>
1	tx_i	$coin_i$	add_i	max
2	tx_j	$coin_j$	add_j	...
3	tx_k	$coin_k$	add_k	...
...
n	tx_m	$coin_m$	add_m	min