

CPSC 319  
Data Structures, Algorithms, and Their Applications  
Winter 2024

# Introduction to PriorityQueue

- PriorityQueue is a class in Java that implements a priority queue, which orders elements based on their natural ordering or by a Comparator provided at queue construction time.
- It does not permit null elements and does not guarantee any specific ordering for equal elements.

# Key Features

- Enqueue and dequeue elements efficiently according to their priority.
- Offers constant time for the retrieval of the highest priority element.
- Automatically maintains the elements' order based on their priority.
- Allows for customization of ordering using Comparator.

# Declaration and Initialization

- To use PriorityQueue, import the `java.util.PriorityQueue` package.
- Declare and instantiate a PriorityQueue object specifying the type of elements it will contain.

# Adding Elements

- Use `add()` or `offer()` method to add elements to the `PriorityQueue`.
- Elements will be inserted according to their natural order or the specified `Comparator`.

# Retrieving Elements

- The `poll()` method removes and returns the highest priority element from the queue.
- Use `peek()` to retrieve the highest priority element without removing it.

# Custom Comparators

- PriorityQueue allows the use of custom comparators to order elements based on criteria other than their natural ordering.
- Pass a Comparator object during PriorityQueue initialization to define custom ordering.

# Iterating Through Elements

- PriorityQueue does not offer direct iteration methods like `forEach()` or traditional loops.
- To iterate, convert the PriorityQueue to an array or list and then iterate through it.



# Complexity Analysis

- Enqueue (add/offer):  $O(\log n)$
- Dequeue (poll):  $O(\log n)$
- Retrieval (peek):  $O(1)$
- Removing specified elements:  $O(n)$

# Use Cases

- Used in algorithms like Dijkstra's shortest path algorithm and Prim's minimum spanning tree algorithm.
- Task scheduling where tasks are executed based on priority.
- Simulating event-driven systems where events are processed based on their priority.

# Limitations

- Not thread-safe. For concurrent access, consider using `PriorityBlockingQueue`.
- Elements must be comparable or a `Comparator` must be provided.
- Removal of specific elements has linear time complexity.