Priority Queues: Introduction

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Data Structures Data Structures and Algorithms

Outline

Overview

2 Naive Implementations

Learning objectives

You will be able to:

- Implement a priority queue
- Explain what is going on inside built-in implementations:
 - C++: priority_queue
 - Java: PriorityQueue
 - Python: heapq

Queue



A queue is an abstract data type supporting the following main operations:

- PushBack(e) adds an element to the back of the queue;
- PopFront() extracts an element from the front of the queue.

Priority Queue (Informally)

A priority queue is a generalization of a queue where each element is assigned a priority and elements come out in order by priority.

Priority Queues: Typical Use Case

Scheduling jobs

Want to process jobs one by one in order of decreasing priority. While the current job is processed, new jobs may arrive.

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Scheduling jobs

- Want to process jobs one by one in order of decreasing priority. While the current job is processed, new jobs may arrive.
- To add a job to the set of scheduled jobs, call Insert(job).
- To process a job with the highest priority, get it by calling ExtractMax().

Priority Queue (Formally)

Definition

Priority queue is an abstract data type supporting the following main operations:

- Insert(p) adds a new element with priority p
- ExtractMax() extracts an element with maximum priority

Contents:				

	Contents:			

Queries: Insert(5)

Contents:

5

Contents:

Queries: Insert(7)

Contents:

5

Contents:

Queries: Insert(1)

Contents:

Contents:

Queries: Insert(4)

Contents:

Contents:

Queries: ExtractMax() \rightarrow 7

Contents:

Contents:

Queries: Insert(3)

Contents:

5 3 1 4

Contents:

Queries: $\texttt{ExtractMax}(\texttt{)} \rightarrow \texttt{5}$

Contents:

3

Contents:

Queries: $\texttt{ExtractMax}() \to 4$

Contents:

3

1

Additional Operations

- Remove(it) removes an element pointed by an iterator it
- GetMax() returns an element with maximum priority (without changing the set of elements)
- ChangePriority(it, p) changes the priority of an element pointed by it to p

Dijkstra's algorithm: finding a shortest path in a graph

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- Huffman's algorithm: constructing an optimum prefix-free encoding of a string

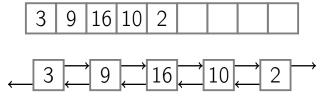
- Dijkstra's algorithm: finding a shortest path in a graph
- Prim's algorithm: constructing a minimum spanning tree of a graph
- Huffman's algorithm: constructing an optimum prefix-free encoding of a string
- Heap sort: sorting a given sequence

Outline

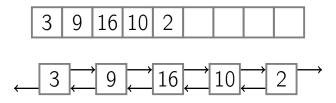
Overview

2 Naive Implementations

Unsorted Array/List

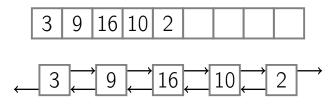


Unsorted Array/List



- Insert(e)
 - add e to the end
 - running time: O(1)

Unsorted Array/List



- Insert(e)
 - add e to the end
 - running time: O(1)
- ExtractMax()
 - scan the array/list
 - running time: O(n)

Sorted Array

2 3 9 10 16

Sorted Array

2 3 9 10 16

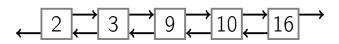
- ExtractMax()
 - extract the last element
 - running time: O(1)

Sorted Array

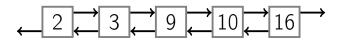
2 3 9 10 16

- ExtractMax()
 - extract the last element
 - running time: O(1)
- Insert(e)
 - find a position for $e(O(\log n))$ by using binary search), shift all elements to the right of it by 1(O(n)), insert e(O(1))
 - running time: O(n)

Sorted List

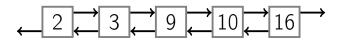


Sorted List



- ExtractMax()
 - extract the last element
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Sorted List



- ExtractMax()
 - extract the last element
 - \blacksquare running time: O(1)
- Insert(e)
 - find a position for e(O(n)); note: cannot use binary search), insert e(O(1))
 - running time: O(n)

Summary

	Insert	ExtractMax
Unsorted array/list Sorted array/list	O(1) O(n)	O(n) O(1)

Summary

	Insert	ExtractMax
Unsorted array/list Sorted array/list	O(1) $O(n)$	O(n) $O(1)$
Binary heap	$O(\log n)$	$O(\log n)$