

Priority Queues

- Definitions:
 - A priority queue is a restricted form of a list, where items are arranged according to their priorities (or keys). The key assigned to an item may not be unique.
 - The item with highest priority is removed in $O(1)$.
 - Each node stores prioritized key-item(s) pairs
- Priority Queue ADT operations:
 - `insertItem (key, data)`: inserts data in the priority queue according to key
 - `removeItem ()`: removes the item with the smallest key (in the min priority queue), or the item with the largest key (in the max priorityqueue).
 - `size()`
 - `empty()`
 - `minItem() / maxitem()`: (returns the item with the smallest/largest key)
 - `minKey() / maxKey() :(returns the smallest/largest key)`

- Heap
 - Motivations:
 - Get an object with highest priority in a constant of time $O(1)$.
 - Definition
 - Heap is a priority queue.
 - Examples:
 - Heaps
 - Deaps
 - Etc.

- Heap Structures

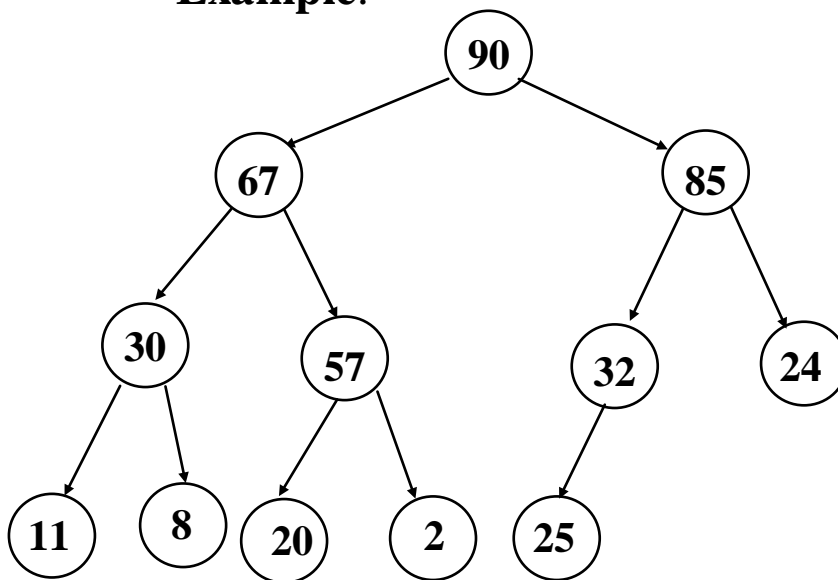
- **Definition**

- A **max-heap** (**min-heap**) is a complete BT with the property that the key (priority) of each node is at least as **large** (**small**) as the values at its children (if they exist).

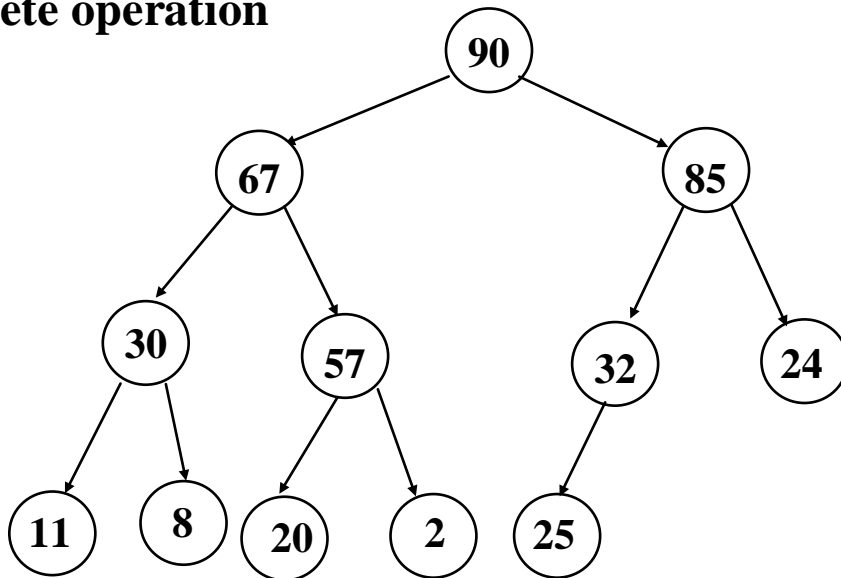
- **Implementation:**

- Sequential representation

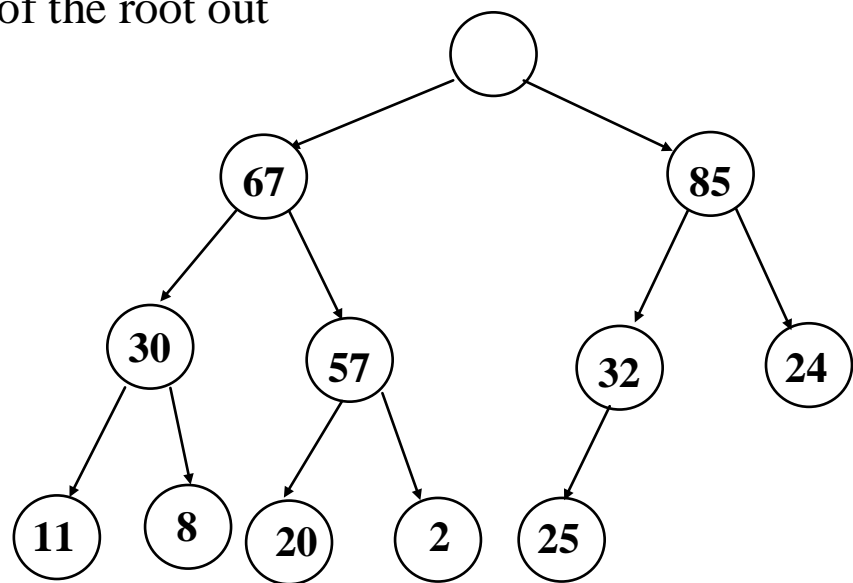
- **Example:**



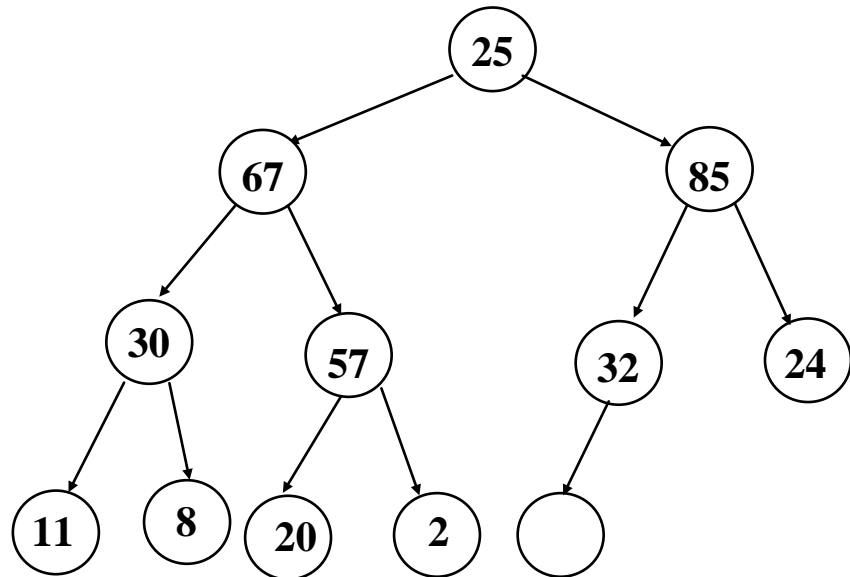
- **Delete operation**



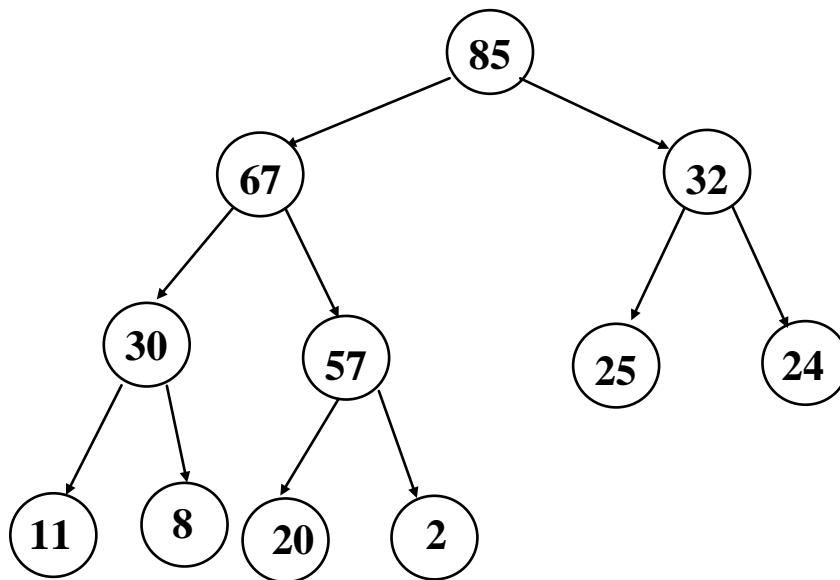
○ Take the content of the root out



- Put the last node in the heap in the root



- Adjust the heap:



○ Procedure:

Procedure adjust_heap()

/* Move the last value in the heap to the root */

Boolean done=false;

type element;

Begin

 j = 2i; element = A[i];

 While ((j≤n) && (!done))

 Begin

 /* j points to the largest child of $A[\lfloor \frac{j}{2} \rfloor]$ */

 If ((j<n) && (A[j]<A[j+1])) then

 j = j + 1;

 endif;

 If (element ≥ A[j]) then

 done = TRUE;

 else begin

$A[\lfloor \frac{j}{2} \rfloor] = A[j]; j = 2*j;$

 end;

 endif;

 Endwhile;

$A[\lfloor \frac{j}{2} \rfloor] = element;$

 end;

○ Complexity:

- **O(logn)** where n is the number of elements in the heap.

- **Sorting: HeapSort**

- Motivation:

- The worst case is $O(n \log n)$

- Implementation:

- Procedure Heapsort($A[1..n]$)

- int i;

- Begin

- construct_heap($A[1..n]$)

- for i=n to 2 step -1 do

- swap($A[1]$, $A[i]$);

- Adjust_heap($(A[1..(i-1)])$)

- endfor;

- end;

- Complexity:

- Let n be the number of element to be sorted.
 - Heap construction takes $O(n)$
 - Adjust heap takes $O(\log n)$
 - The for loop takes $O(n)$
 - Therefore, $O(n \log n)$.

o Code Example

```
public class Element {

    private int inData;

    public Element(int data){
        inData = data;
    }

    public int getData(){
        return inData;
    }

    public void setData(int data){
        inData = data;
    }
}

public class MaxHeap {

    private Element[] heapArray;
    private int maxSize;
    private int currentSize;
    public MaxHeap(int max){
        maxSize = max;
        currentSize = 0;
        heapArray = new Element[maxSize]; // create the heap
    }
    public boolean isEmpty(){
        return currentSize==0;
    }
    // Move an element up in the heap tree.
    public void adjustHeap(int index){
        int parent = (index-1) / 2;
        Element bottom = heapArray[index];

        while( index > 0 &&
            heapArray[parent].getData() < bottom.getData() ){
            heapArray[index] = heapArray[parent]; // move it down
            index = parent;
            parent = (parent-1) / 2;
        }
        heapArray[index] = bottom;
    }

    public boolean insert(int key) {
        if(currentSize==maxSize)
            return false;
        Element newElement = new Element(key);
        heapArray[currentSize] = newElement;
        adjustHeap(currentSize++);
        return true;
    }
    public void getMaxHeap() {

    }
}
```



```
public void printHeap() {  
  
}  
public void deleteMax(){  
  
}  
}
```

○ **Programming Assignment:**

- Is the sequence {23;17;14;6;13;10;1;5;7;12} a max-heap?
- Design and implement the missing operations in the MaxHeap ADT:
 - getMaxHeap
 - deleteMax: delete the max value of the heap.
 - printHeap

- Test your implementation.