

Implementing priority queues

5/15/26

Recall: Priority Queue ADT

- Store collection of values and read them out in priority order (as given by a Comparator)
- Operations:
 - void enqueue(value) //add value to collection
 - value dequeue() //remove & return next val
 - value peek() //return next val w/o removing
 - int size() //get collection size

Application: Sorting

- You have an array of values and want to put them in order

Application: HPC system simulation

- High-performance computing (HPC) system
 - 10,000+ processors in a room w/ fast network
 - Programs (“jobs”) run on many processors at once
 - Jobs submitted to a “queue” w/ a number of processors and an estimated running time
- Simulating it:
 - Read list of jobs from a file (size, duration, estimated duration, submission time)
 - Keep track of state of system over time

Mechanics of simulation

- Have a current time t
- Have some jobs with arrival time $> t$
- Have some jobs running, each with a completion time
- Have a “queue” of waiting jobs to run in order

Suppose a Priority Queue is implemented using a unsorted linked list. Which of the following are the running times of enqueue and dequeue respectively?

- A. $O(1)$ and $O(\log n)$
- B. $O(1)$ and $O(n)$
- C. $O(n)$ and $O(1)$
- D. $O(n)$ and $O(n)$
- E. None of the above

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Suppose a Priority Queue is implemented using a sorted linked list (highest priority first). Which of the following are the running times of enqueue and dequeue respectively?

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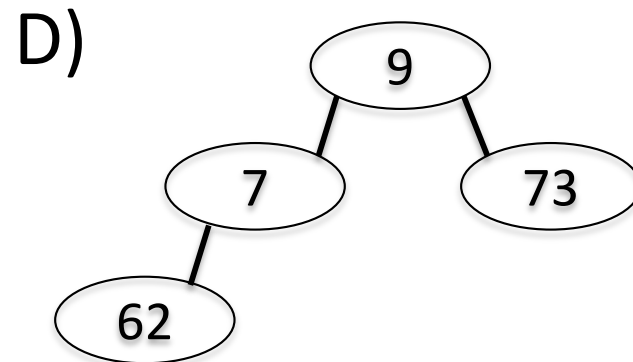
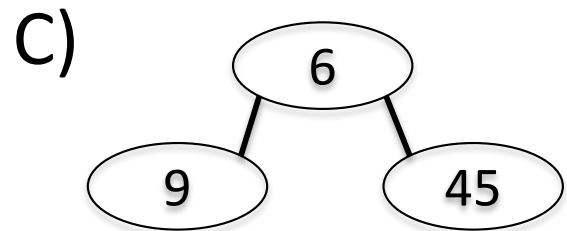
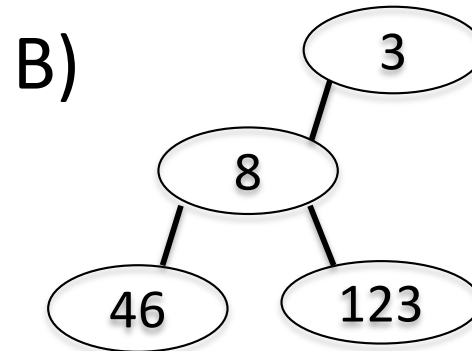
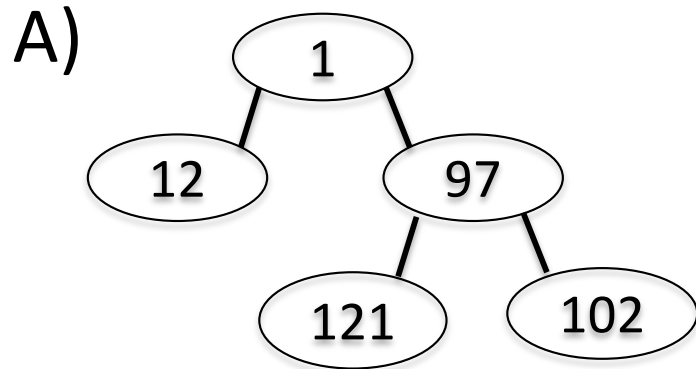
First implementation ideas

- Linked list sorted by priority:
 - $O(n)$ enqueue, $O(1)$ dequeue
- Unsorted linked list:
 - $O(1)$ enqueue, $O(n)$ dequeue

Heaps

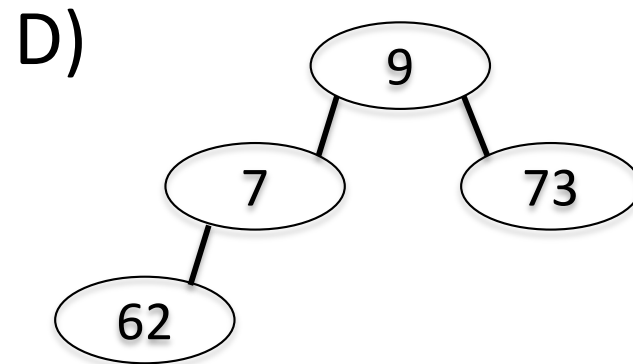
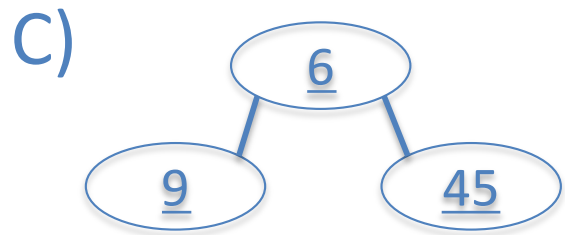
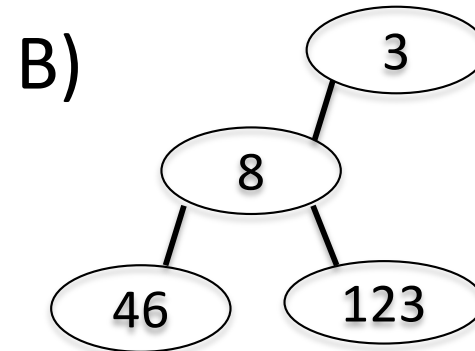
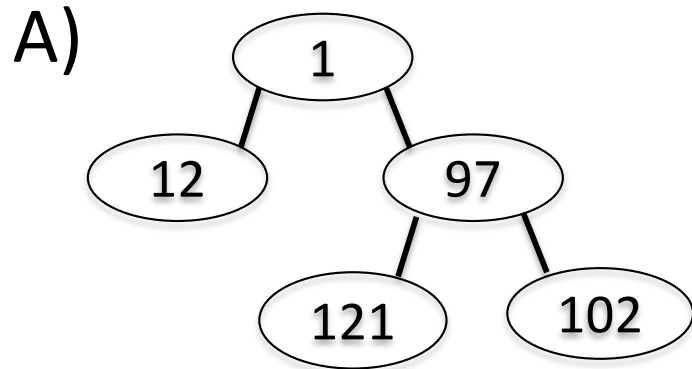
- A heap is a data structure specifically for priority queues
- Displayed as a complete binary tree (two children for every node except possibly nodes on the right of the bottom level)
- Each parent is \leq either child (by Comparator)

Which of the following is a valid heap?



E) Not exactly one of the above

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Efficient representation of a heap

- Values stored in an array indexed from 1
- Root stored in index 1
- Can move thru the tree via index arithmetic:
 - left child of value in index i : index $2i$
 - right child of value in index i : index $2i+1$
 - parent of value in index i : index $i/2$ (round down)

Which of the following is a valid heap?

A.

1	2	3	4	5	6	7	8	9
4	5	6	7	8	12	18	142	215

B.

1	2	3	4	5	6	7	8	9
4	6	5	12	8	142	7	18	215

C.

1	2	3	4	5	6	7	8	9
4	7	5	142	12	8	6	18	215

D.

1	2	3	4	5	6	7	8	9
4	8	5	12	142	6	215	7	18

E. Not exactly one of the above

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C.

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4	7	5	142	12	8	6	18	215

D.

1	2	3	4	5	6	7	8	9
4	8	5	12	142	6	215	7	18

E. Not exactly one of the above (A and B)

How do we add a value to a
heap?

Upheap: letting values float up

```
void upheap(int i) {  
    //i is index that may need to move up  
    while((i > 1) && (A[i/2] > A[i])) {  
        swap A[i] and A[i/2]  
        i = i / 2;  
    }  
}
```

What heap results when 64 is added to the heap below?

1	2	3	4	5	6	7	8	9	10
4	6	5	12	8	142	7	18	215	

What heap results when 2 is added to the heap below?

1	2	3	4	5	6	7	8	9	10
4	6	5	12	8	142	7	18	215	

How do we dequeue the
minimum value?

Downheap: letting values sink down

```
void downheap(int i) {  
    while(2*i <= size) {  
        int j = 2*i;        //smaller child's index (val to replace A[i])  
        if((j < size) && (A[j] > A[j+1]))  
            j++;  
        if(A[i] <= A[j])  
            break;  
        swap A[i] and A[j]  
        i = j;  
    }  
}
```

What heap results when the minimum is removed from the heap below?

1	2	3	4	5	6	7	8	9
4	6	5	12	8	142	7	18	215

Implementing heap sort

- Can turn array into heap by running downheap on each element, starting at end (“heapifying” an array)
- As values are removed from the heap, it shrinks and frees up space in the array