

# **Priority Queue**

- \$insert add an new item to the
  queue
- \*removeMin (or removeMax) remove and return the smallest (or largest) item in the queue

# Simple Implementations

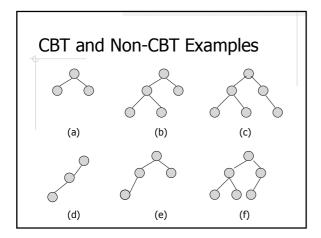
- Complexities of insert and
  removeMin
  - Using array??
  - Using linked list??
  - Using ordered linked list??

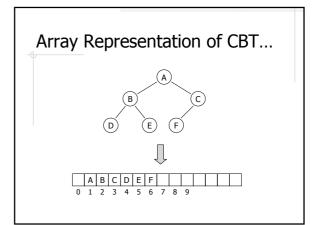
## Неар

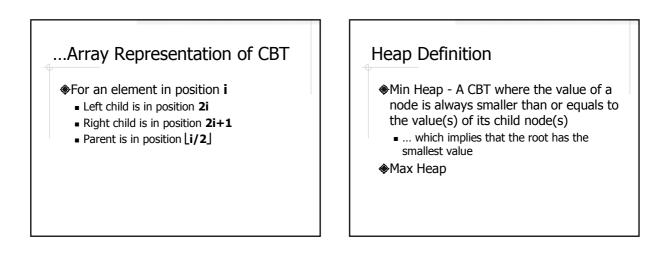
- ♦A.K.A Binary Heap
- The most common implementation of priority queue

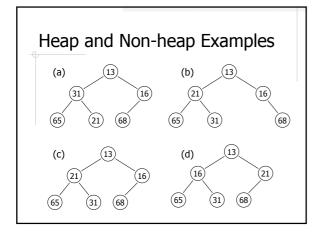
# Complete Binary Tree (CBT)

- A binary tree that is completely filled, with the possible exception of the bottom level, which is filled with from left to right.
- The *height* of a CBT with N nodes is └logN」



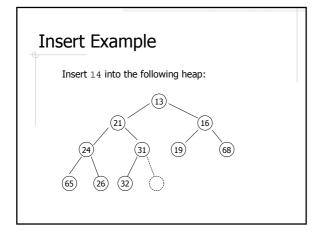






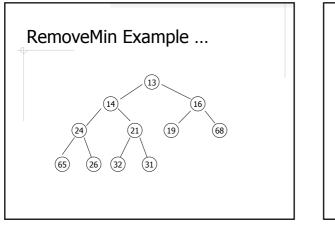
#### Insert

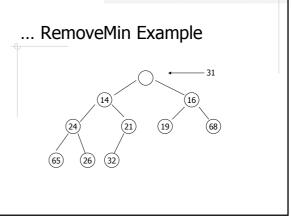
- Create a "hole" in the last position
- If the new value can be put in the hole without violating heap property, we are done; otherwise move the parent value into the hole (or in other words, move the hole up toward the root), and try inserting the value at the new hole. Repeat until the value can be inserted



## RemoveMin

- $\ensuremath{\textcircled{}}$  Create a "hole" in the root position
- If the last value can be put in the hole without violating heap property, we are done; otherwise move the smaller one of the two child values into the hole (or in other words, move the hole down toward leaf), and try inserting the value at the new hole. Repeat until the value can be inserted





# Complexities

- insert() ??
- findMin() ??
- removeMin() ??

# MinHeap Class

- insert(Comparable o)
- Comparable findMin()
- int size()
- void clear()