

Queues

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Algorist Weekly Talks

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FIFO or LILO?

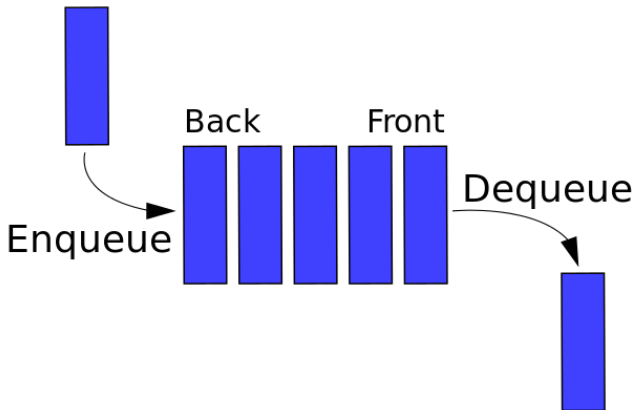


Figure : Representation of a FIFO (first in, first out) queue

FIFO

In a FIFO data structure, the first element added to the queue will be the first one to be removed. This is equivalent to the requirement that once a new element is added, all elements that were added before have to be removed before the new element can be removed.

C++ STL Queue

`std::queue`

```
template <class T, class Container = deque<T> > class queue;
```

FIFO queue

queues are a type of container adaptor, specifically designed to operate in a FIFO context (first-in first-out), where elements are inserted into one end of the container and extracted from the other.

- empty
- size
- front
- back
- push_back
- pop_front

The standard container classes deque and list fulfill these requirements. By default, if no container class is specified for a particular queue class instantiation, the standard container deque is used.

Throwing cards away I (Easy)

Description

Given is an ordered deck of n cards numbered 1 to n with card 1 at the top and card n at the bottom. The following operation is performed as long as there are at least two cards in the deck:

Throw away the top card and move the card that is now on the top of the deck to the bottom of the deck.

Your task is to find the sequence of discarded cards and the last, remaining card.

Simulation: $n = 6$

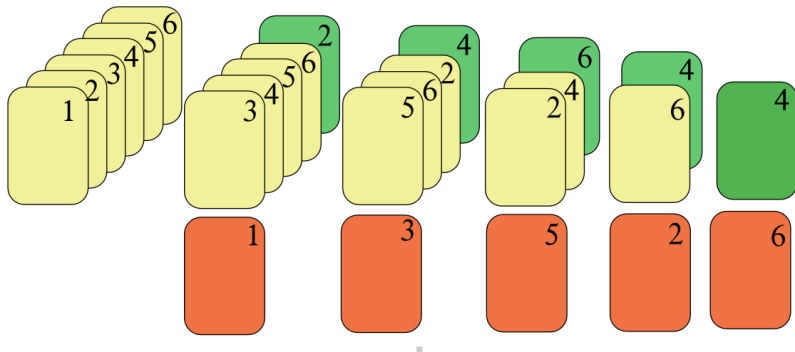


Figure : Discarded cards: 1, 3, 5, 2, 6

Figure : Remaining card: 4

Solution using queue: C++

Example (C++ Implementation)

```
while( scanf("%d",&n), n) {
    queue <int> Q;
    for(card=1,cnt=0; card<=n; card++)
        Q.push(card);
    printf("Discarded cards:");
    while(Q.size() > 1) {
        card = Q.front(); Q.pop();
        printf("%s%d", (cnt++?" ", " ":""), card);
        card = Q.front(); Q.pop();
        Q.push(card);
    }
    printf("\nRemaining card: %d\n",Q.front());
}
```


Priority Queue

Wikipedia

- In computer science, a priority queue is an abstract data type which is like a regular queue or stack data structure, but where additionally each element has a "priority" associated with it. In a priority queue, an element with high priority is served before an element with low priority.
- While priority queues are often implemented with heaps, they are conceptually distinct from heaps. A priority queue is an abstract concept like "a list" or "a map";

C++ STL Priority Queue

`std::priority_queue`

```
template <class T, class Container = vector<T>,  
class Compare = less<typename Container::value_type>> class priority_queue;
```

Priority queue

Priority queues are a type of container adaptors, specifically designed such that its first element is always the greatest of the elements it contains.

The container shall be accessible through random access iterators and support the following operations:

- `empty`
- `front`
- `pop_front`
- `size`
- `push_back`

The standard container classes `vector` and `deque` fulfill these requirements. By default, if no container class is specified for a particular `priority_queue` class instantiation, the standard container `vector` is used.

Jesse and Cookies (Medium)

Description

Jesse loves cookies. He wants the sweetness of all his cookies to be greater than value K . To do this, Jesse repeatedly mixes two cookies with the least sweetness. He creates a special combined cookie with:

$$\text{sweetness} = (1 \times \text{Least sweet cookie} + 2 \times \text{2nd least sweet cookie}).$$

He repeats this procedure until all the cookies in his collection have a sweetness $\geq K$.

You are given Jesse's cookies. Print the number of operations required to give the cookies a sweetness $\geq K$. Print -1 if this isn't possible.

Simulation: $N = 6, K = 7$

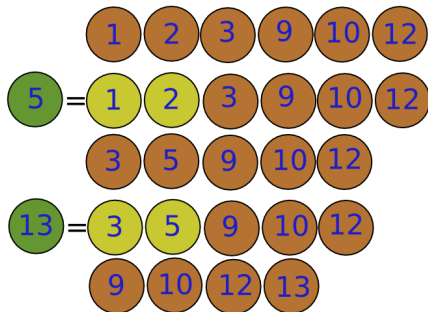


Figure : Output: 2

Solution using priority queue: C++

Example (C++ Implementation)

```
priority_queue<i64, vector<i64>, greater<i64> > PQ;
scanf("%d %lld", &n, &k);
for(int i=0; i<n; i++) {
    scanf("%lld", &cookie);
    PQ.push(cookie);
}
while(PQ.size() > 1) {
    if(PQ.top() >= k) break;
    first = PQ.top(); PQ.pop();
    second = PQ.top(); PQ.pop();
    cookie = first + second * 2LL;
    PQ.push(cookie); cnt++;
}
printf("%d\n", (PQ.top() < k) ? -1 : cnt);
```

Hacking Time!

Rules

- 10 minutes to solve the problem.
- Must use `priority_queue` to solve the problem

Example ([Link](#):)

```
#include <queue>           // priority_queue
#include <utility>          // pair<int,int>
#include <iostream>         // cin , cout

using namespace std; // to not use std::

int main() {

}
```

Double Ended Queue

Wikipedia

- In computer science, a double-ended queue (dequeue, often abbreviated to deque, pronounced deck) is an abstract data type that generalizes a queue, for which elements can be added to or removed from either the front (head) or back (tail).
- While priority queues are often implemented with heaps, they are conceptually distinct from heaps. A priority queue is an abstract concept like "a list" or "a map";

C++ STL Deque

```
std::priority_queue
```

```
template < class T, class Alloc = allocator<T> > class deque;
```

Double ended queue

deque (usually pronounced like "deck") is an irregular acronym of double-ended queue. Double-ended queues are sequence containers with dynamic sizes that can be expanded or contracted on both ends (either its front or its back).

Specific libraries may implement deques in different ways, generally as some form of dynamic array. But in any case, they allow for the individual elements to be accessed directly through random access iterators, with storage handled automatically by expanding and contracting the container as needed.

Therefore, they provide a functionality similar to vectors, but with efficient insertion and deletion of elements also at the beginning of the sequence, and not only at its end.

Ocean Currents (Difficult)

Description

At each location, the current flows in some direction. The captain can choose to either go with the flow of the current, using no energy, or to move one square in any other direction, at the cost of one energy unit. The boat always moves in one of the following eight directions: north, south, east, west, north-east, North-west, south-east, south-west. The boat cannot leave the boundary of the lake.

You are to help him devise a strategy to reach the destination with the minimum energy consumption.

Solution using priority queue: C++

Example (C++ Implementation)

TBW