

Computer Science & IT

Data Structure & programming



Queue

Lecture No. 03

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Recap of Previous Lecture



Topic

Circular queue

Topic

How to implement queue using stack

Topic

Topic

Topic

Topics to be Covered



Topic

Queue using stack.

Topic

Topic

Topic

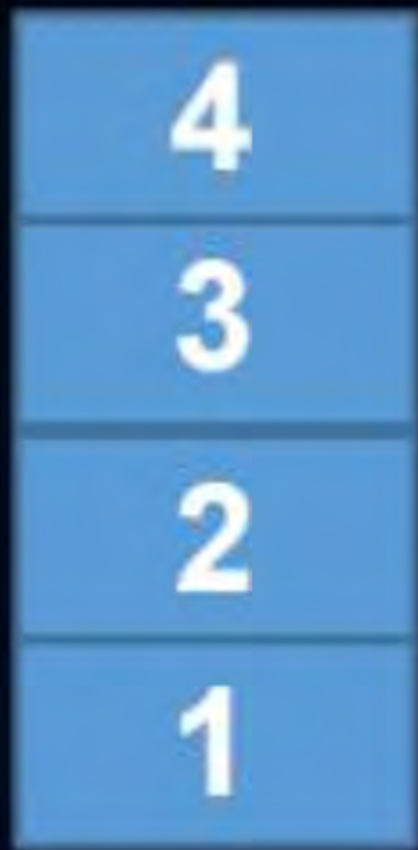
Topic



Implementation of Queue Using Stack



Enqueue(1)





Implementation of Queue Using Stack



Enqueue(1)

= push(1)





Implementation of Queue Using Stack



Enqueue(1)



S_1



Implementation of Queue Using Stack

Enqueue(2)





Implementation of Queue Using Stack



Enqueue(2)





Implementation of Queue Using Stack



Enqueue(3)

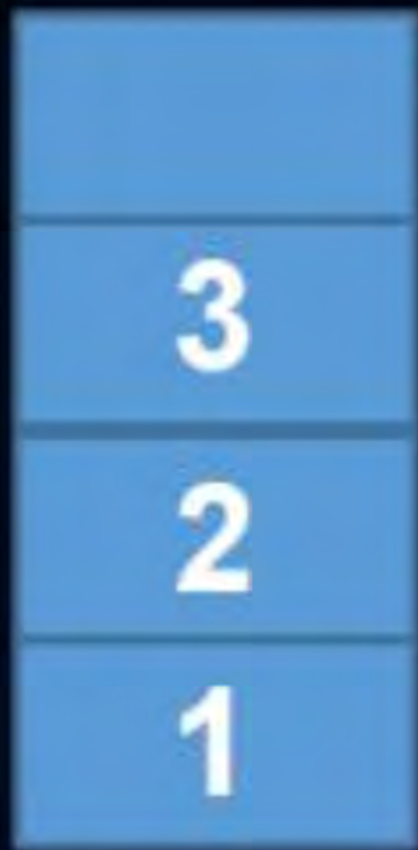




Implementation of Queue Using Stack



Enqueue(3)

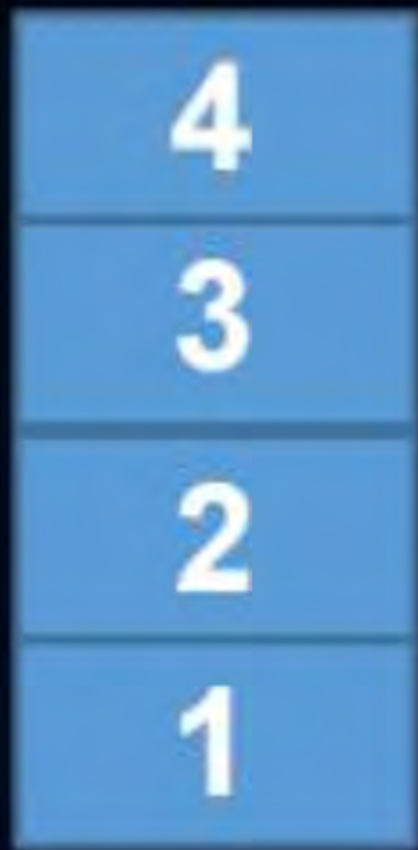




Implementation of Queue Using Stack

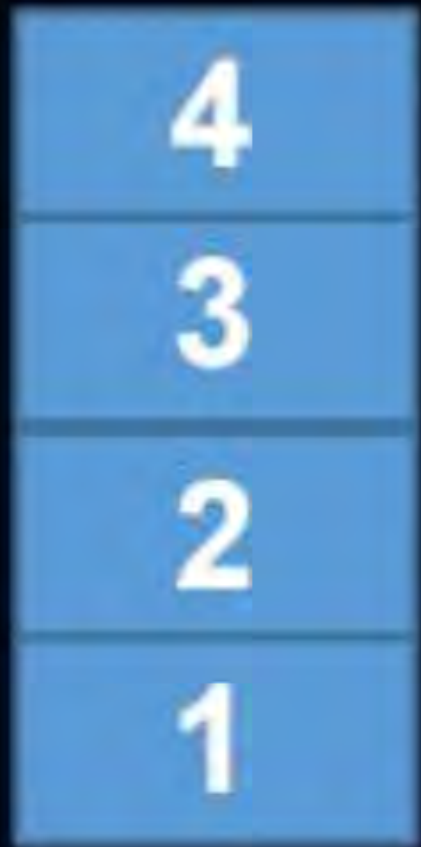


Enqueue(4)





Enqueue(4)



Stack

Dequeue should return 1.

S_1



Implementation of Queue Using Stack

1.

4
3
2
1

S₁

pop

until S₁ is empty

1
2
3
4

S₂ push

2.

S₁

② pop S₂ ✓
return 1

4
2
3
4

S₂

3.

4
3
2

S₁

pop S₂ & push in S₁

2
3
4

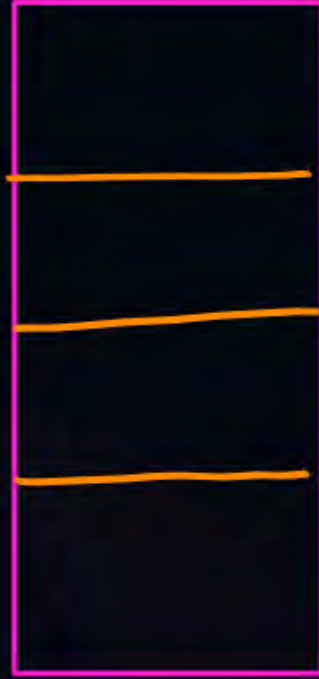
S₂



Implementation of Queue Using Stack



S_1



S_2

final status of S_1, S_2



Implementation of Queue Using Stack

Linear

In the above implementation of queue if n Enqueue and 1 dequeue operation performed then total number of push and pop done is _____

push

pop

Enqueue n times

$2n$ pop

\equiv push

$2n-1$ push

n -push

n - Enqueue

1 - Dequeue

total

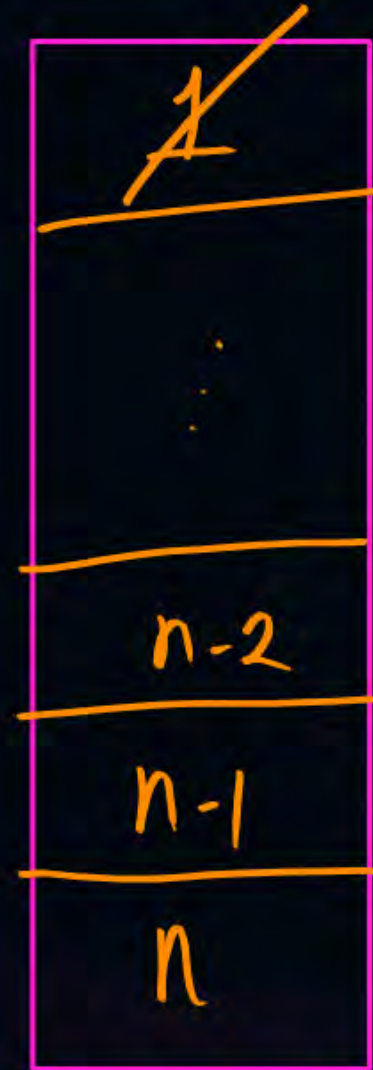
push: $3n-1$

pop: $2n$



Implementation of Queue Using Stack

In the above implementation of queue if n Enqueue and 1 dequeue operation performed then total number of push and pop done is _____



1. n pop
 n push

2. 1 pop

3.



Implementation of Queue Using Stack



In the above implementation of queue if n Enqueue and 1 dequeue operation performed then total number of push and pop done is _____



1. n pop S_1
 n push S_2

2. 1 pop $- S_2$

3. $n-1$ pop S_2
 $n-1$ push S_1

$2n$ pop, $2n-1$



Implementation of Queue Using Stack

In the above implementation of queue if n Enqueue and 1 dequeue operation performed then total number of push and pop done is _____



Implementation of Queue Using Stack

In the above implementation of queue if 50 Enqueue operation and 2 dequeue operation performed. If total number of push is x and total number pop is y then $x+y$ is

50 Enqueue
50 push

$2n$ pop $\rightarrow 2 \times 50 = 100$
 $2n-1$ p $\rightarrow 99$ push

dequeue

444 Ans

$n=49$

$2n - \text{pop} = 98$

$2n-1$ push $= 97$

2 dequeue



Implementation of Queue Using Stack

In the above implementation of queue if 50 Enqueue operation and ~~10~~⁵ dequeue operation performed . If total number of push is x and total number pop is y then $x+y$ is _____



Implementation of Queue Using Stack

In the above implementation of queue if 50 Enqueue operation and ~~10~~⁵ dequeue operation performed. If total number of push is x and total number pop is y then x+y is

50 Enqueue
= 50 push

1 dequeue

$2n - \text{pop} = 100$
 $2n - 1 \text{ push} = 99$

=

$$955 + 50 = 1005$$

2nd dequeue

$n = 49$
98 pop
97 push

3rd dequeue

$n = 48$
96 pop
95 push

4th dequeue

$n = 47$
pop: 94
push: 93

5th dequeue

$n = 46$
pop: 92
push: 91

91 — 100

1000
45

955

Q. Suppose a stack implementation supports an instruction REVERSE, which reverses the order of elements on the stack, in addition to the PUSH and POP instructions. Which one of the following statements is TRUE with respect to this modified stack?

(GATE_2014_2 M)



- (A) A queue cannot be implemented using this stack. α
- (B) A queue can be implemented where ENQUEUE takes a single instruction and DEQUEUE takes a sequence of two instructions.
- (C) A queue can be implemented where ENQUEUE takes a sequence of three instructions and DEQUEUE takes a single instruction.
- (D) A queue can be implemented where both ENQUEUE and DEQUEUE take a single instruction. α

Enqueue \equiv push
dequeue \equiv reverse
pop

Enqueue - Reverse
push
Reverse

Dequeue = pop

- ① Enqueue(1)
- ② Enqueue(2)
- ③ Enqueue(3)
- ④ Enqueue(4)
- ⑤ dequeue()
- ⑥ Enqueue(5)
- ⑦ dequeue() ← ②

{ Enqueue = push
 dequeue = Reverse
push pop

⑥

5
2
3
4

4
3
2
5

⑦

4 is output

4
3
2
1

① ② ③ ④

X
2
3
4

⑤

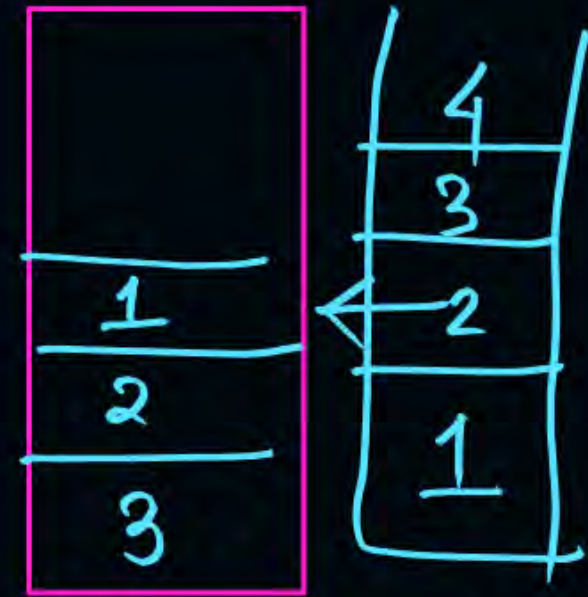
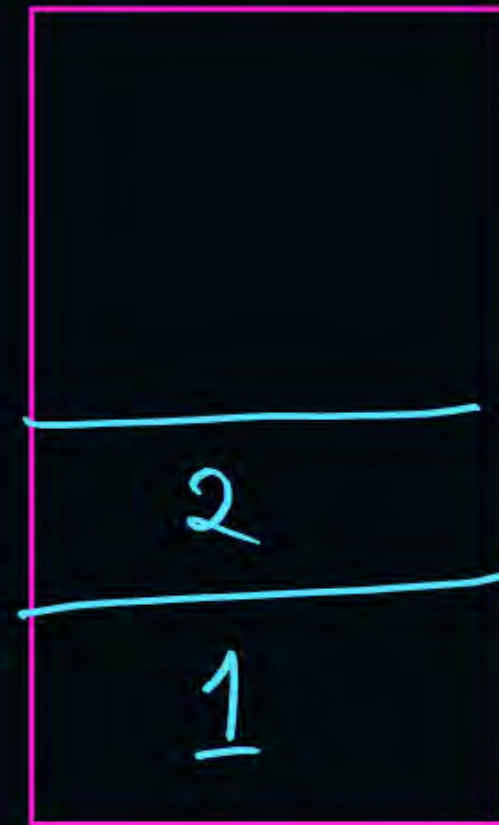
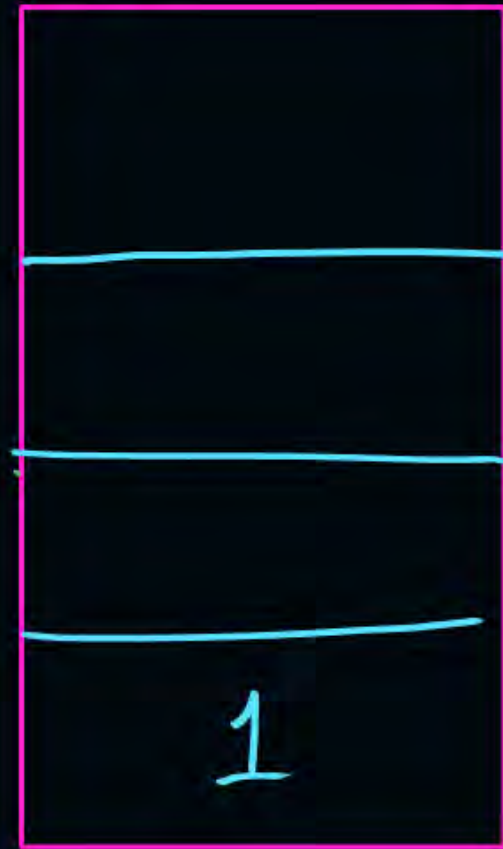
2
3
4

⑤

- ① Enqueue(1) ✓
- ② Enqueue(2)
- ③ Enqueue(3)
- ④ Enqueue(4)
- ⑤ dequeue()
- ⑥ Enqueue(5)
- ⑦ dequeue() ← ②

Enqueue = $\left. \begin{array}{l} \text{Reverse} \\ \text{push} \\ \text{Reverse} \end{array} \right\}$

dequeue = pop



Q. Let Q denote a queue containing 3 numbers and S be an empty stack. Head (Q) returns the element at the head of the queue Q without removing it from Q. Similarly Top (S) returns the element at the top of S without removing it from S. Consider the algorithm given below.

Head = front
HW

while Q is not Empty do

 if S is Empty OR $\text{Top (S)} \leq \text{Head (Q)}$ then

$X := \text{Dequeue (Q)};$

 Push (S, x);

 else

$X := \text{Pop (S)};$

 Enqueue (Q, X);

 end

end

The maximum possible number of iterations of the while loop in the algorithm is _____

(GATE_2016_2 M)



Linked List



Array: fixed size static = compile time

Array

ordered array	— <u>Insertion</u>	} <u>shift</u>
	— <u>Delete</u>	
	— <u>Search</u>	
unordered array	— <u>Insertion</u>	
	<u>Delete</u>	
	<u>Search</u>	

Binay Search

wast
case
size

$O(n)$



Linked List



1 comparison $n/2$ ^{1 comp}

2 comparison $n/2^2$

3rd comparison $n/2^3$

k -th comparison $n/2^k$

$$\frac{n}{2^k} = 1$$

$$n = 2^k$$

$$\log_2 n = \log_2 2^k$$

$$k \log_2 2 = \log_2 n$$

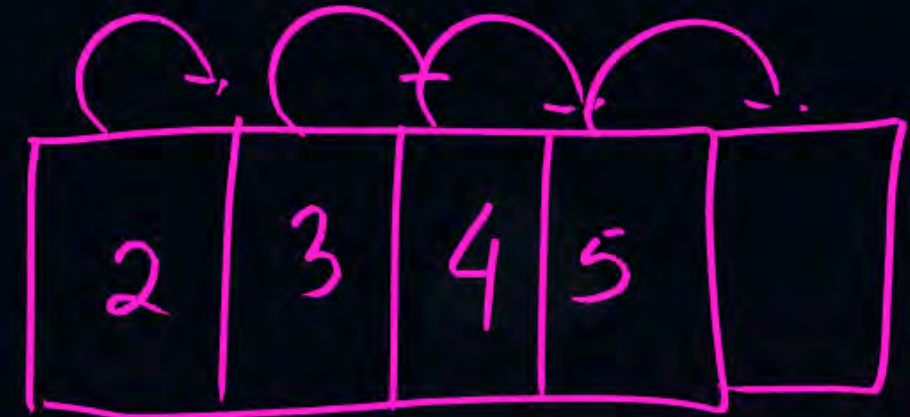
$$k = \log_2 n$$



Linked List



ordered Array, insertion Deletion cause shifting of element
↑



Insert





Linked List



Array : Compile time allocation
: Insertion Deletion (costly)

Linked list : Run time memory allocation
Insertion Deletion required
No shift operation

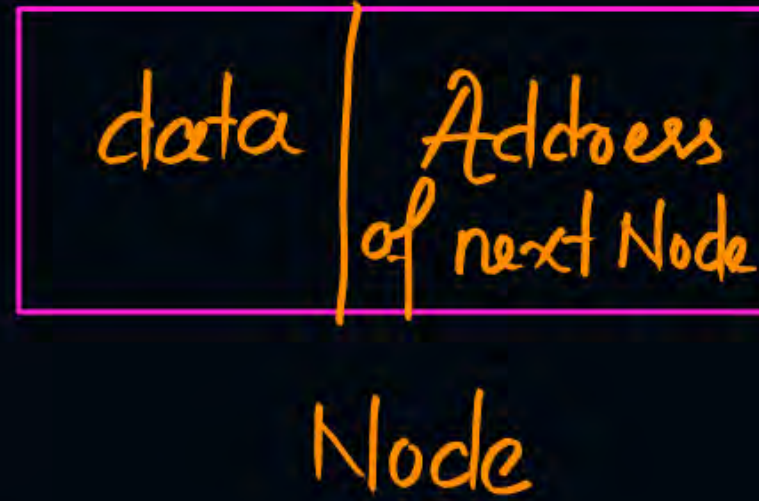


Linked List



Structure is collection of dissimilar element

```
typedef struct node {  
    int data;  
    struct node * next;  
} Node;
```



Struct node a; ← 1 way
Node a; ← alias
 ↑
 2nd way



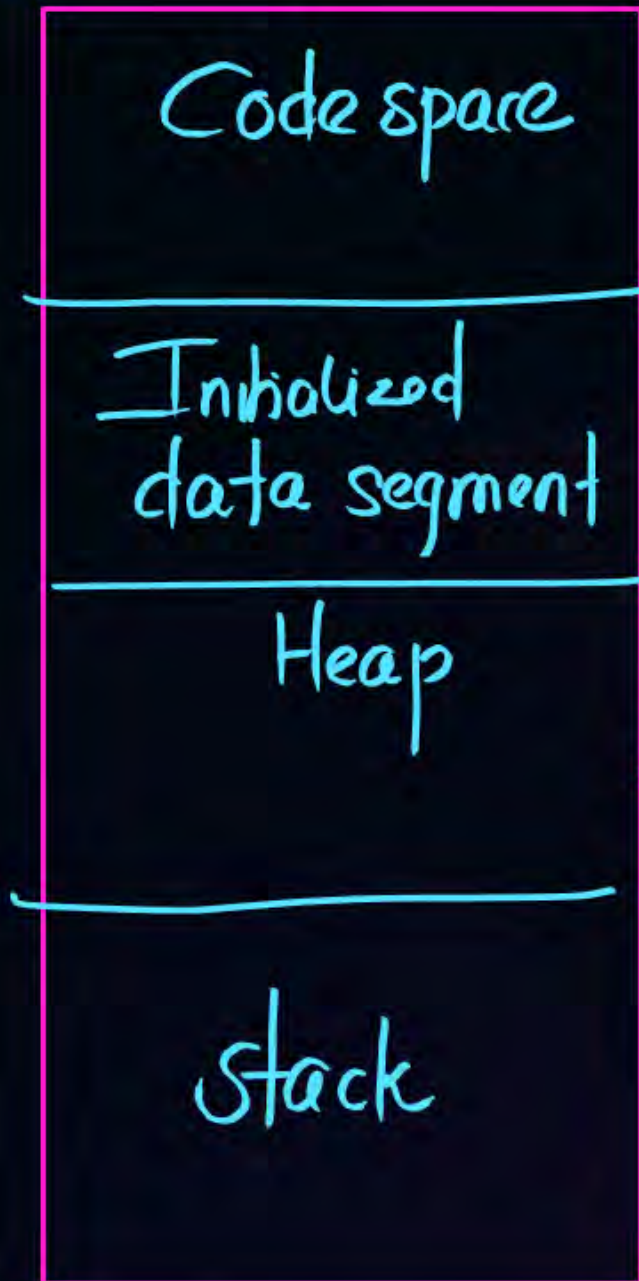
Linked List



Compile time { struct node a; ← Is this compile time/
Not runtime { Node a; ← Runtime



Linked List



Dynamic allocation of memory `#include <stdlib.h>`

`malloc()` , `calloc()`

`int * ptr;`

`ptr = (int*) malloc (sizeof(int));`



Linked List



- * malloc allocate 4 Bytes of space in memory
↳ return address
- * malloc return void pointer
- * Type casting of void pointer is Not mandatory



2 mins Summary



Topic

Queue Implementation of stack

Topic

Linked List Node

Topic

Topic

Topic

THANK - YOU