

# Queues

BY

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# Queues

- Element inserted first is taken out first.
- **Added** at one end called the **REAR**.
- **Removed** from the other end called the **FRONT**.
- FIFO (First-In, First-Out).
- Implementation: **Arrays** or **Linked lists**.



# Queues: Insertion

12	9	7	18	14	36				
0	1	2	3	4	5	6	7	8	9

12	9	7	18	14	36	45			
0	1	2	3	4	5	6	7	8	9

# Queues: Insertion

```
Step 1: IF REAR = MAX-1
        Write OVERFLOW
        Goto step 4
    [END OF IF]
Step 2: IF FRONT = -1 and REAR = -1
        SET FRONT = REAR = 0
    ELSE
        SET REAR = REAR + 1
    [END OF IF]
Step 3: SET QUEUE[REAR] = NUM
Step 4: EXIT
```

# Queues: Deletion

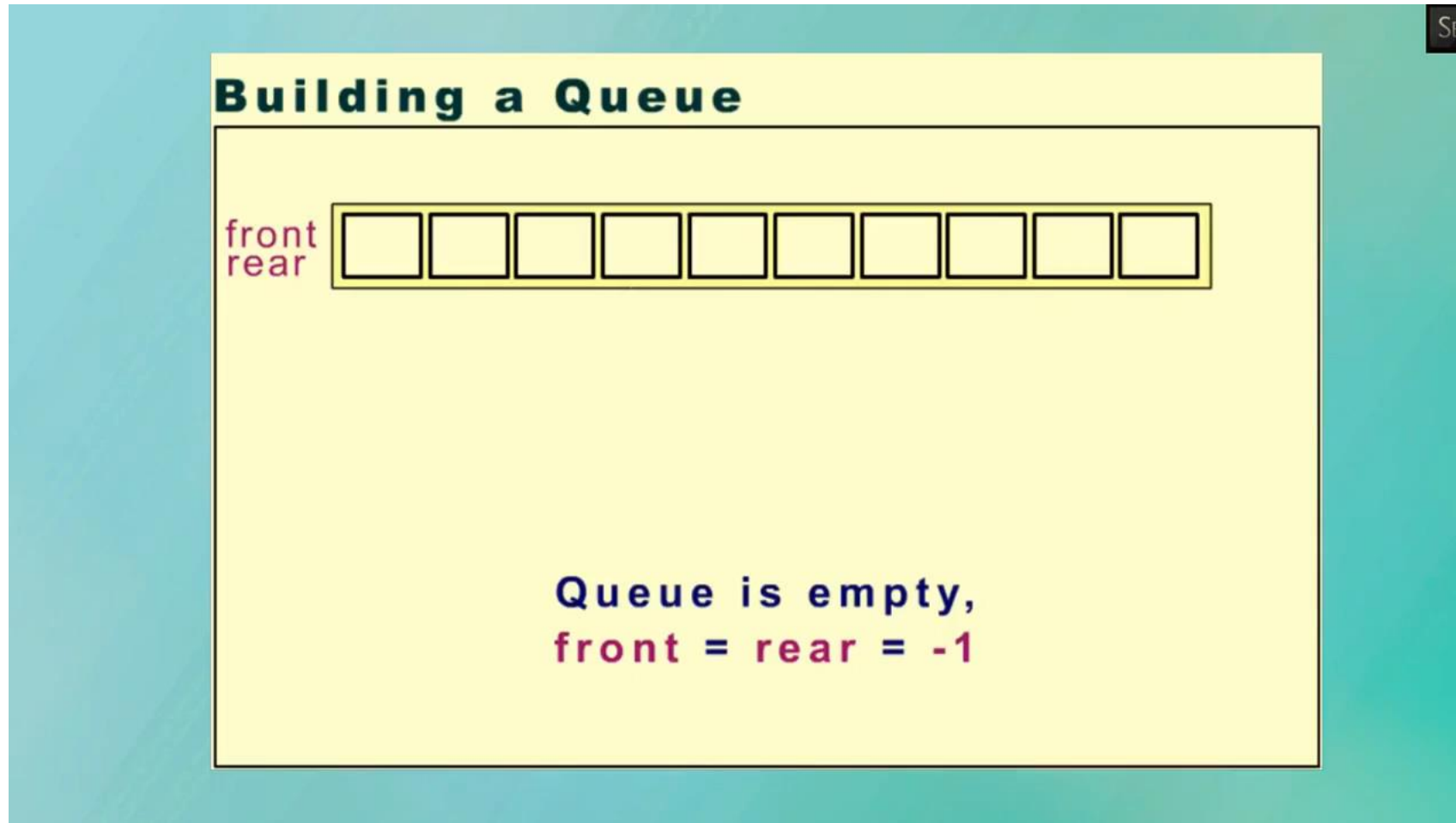
12	9	7	18	14	36	45			
0	1	2	3	4	5	6	7	8	9

	9	7	18	14	36	45			
0	1	2	3	4	5	6	7	8	9

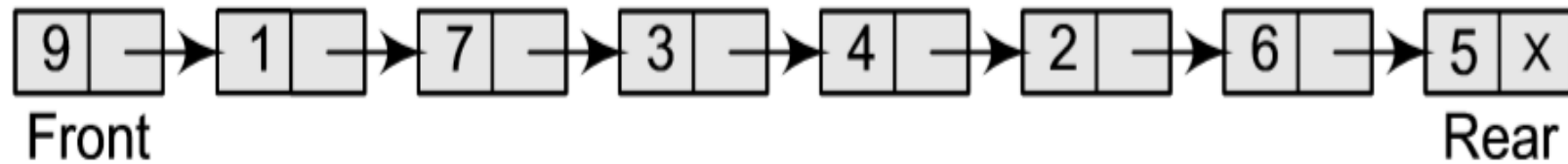
# Queues: Deletion

```
Step 1: IF FRONT = -1 OR FRONT > REAR
        Write UNDERFLOW
    ELSE
        SET VAL = QUEUE[FRONT]
        SET FRONT = FRONT + 1
    [END OF IF]
Step 2: EXIT
```

# Array Implementation of Queues



# Queues: Insertion

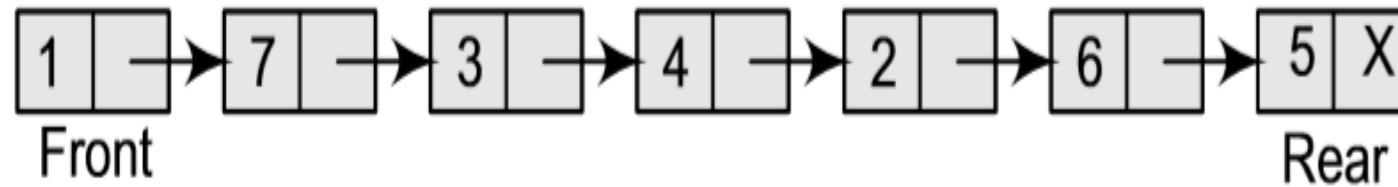
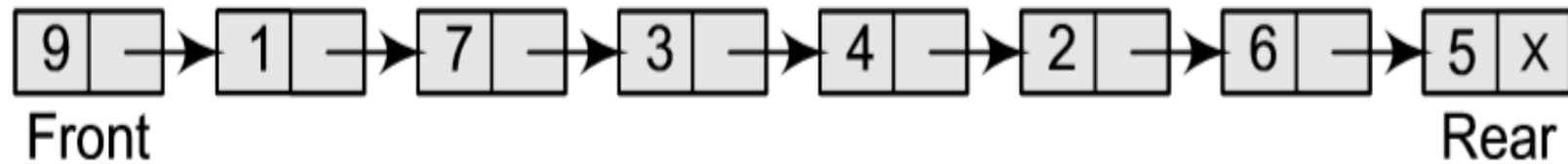




# Queues: Insertion

```
Step 1: Allocate memory for the new node and name
        it as PTR
Step 2: SET PTR → DATA = VAL
Step 3: IF FRONT = NULL
        SET FRONT = REAR = PTR
        SET FRONT → NEXT = REAR → NEXT = NULL
    ELSE
        SET REAR → NEXT = PTR
        SET REAR = PTR
        SET REAR → NEXT = NULL
    [END OF IF]
Step 4: END
```

# Queues: Deletion



# Queues: Deletion

```
Step 1: IF FRONT = NULL
        Write "Underflow"
        Go to Step 5
    [END OF IF]
Step 2: SET PTR = FRONT
Step 3: SET FRONT = FRONT -> NEXT
Step 4: FREE PTR
Step 5: END
```

# Types of Queues

**Multiple Queue**

**Circular Queue**

**Deque**

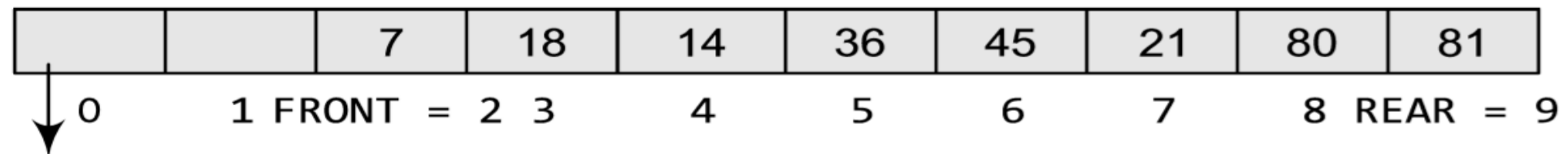
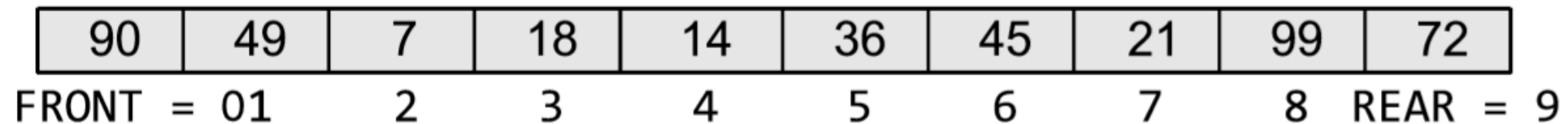
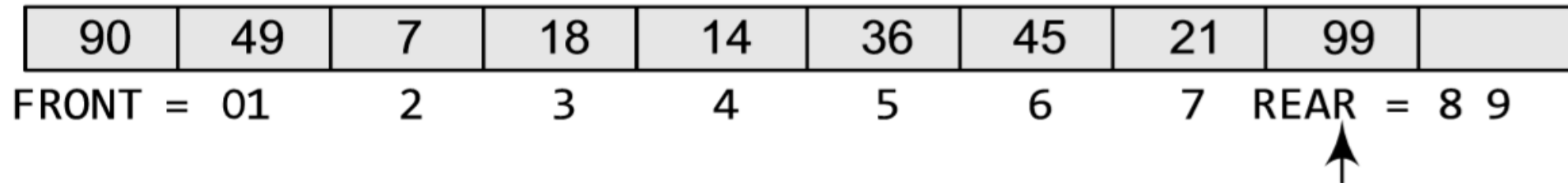
**Priority Queue**

# Circular Queues

54	9	7	18	14	36	45	21	99	72
0	1	2	3	4	5	6	7	8	9

		7	18	14	36	45	21	99	72
0	1	2	3	4	5	6	7	8	9

# Circular Queues: Insertion

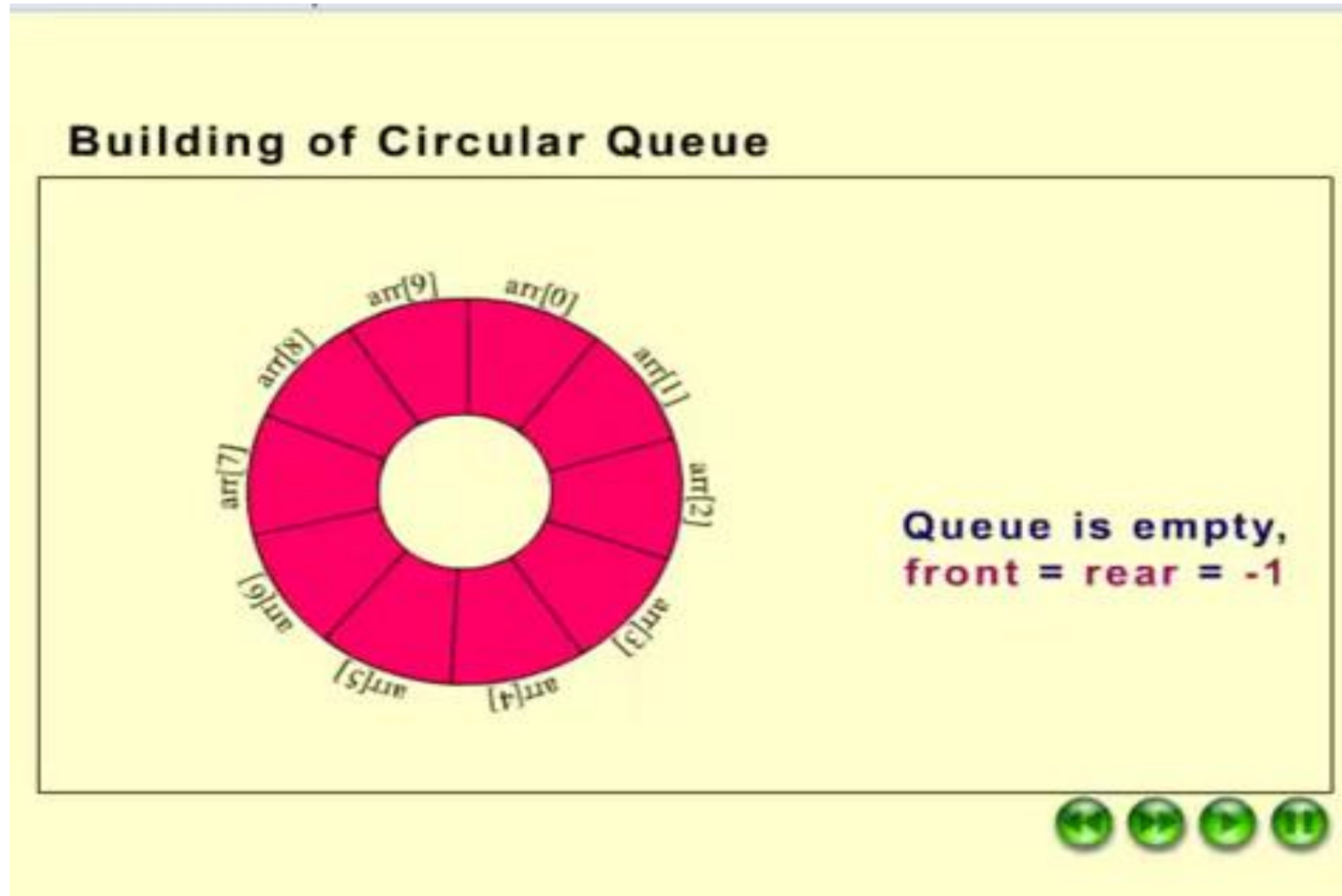


Set REAR = 0 and insert the value here

# Circular Queues: Insertion

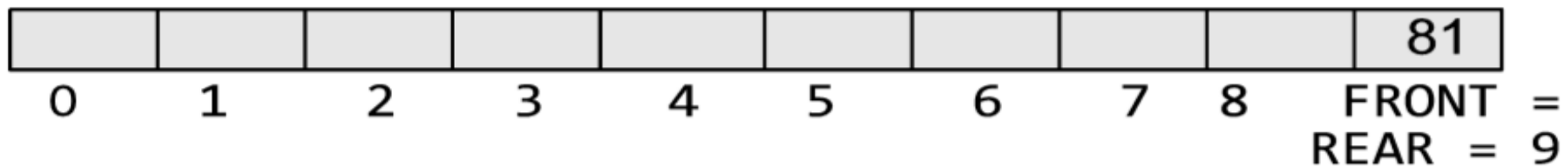
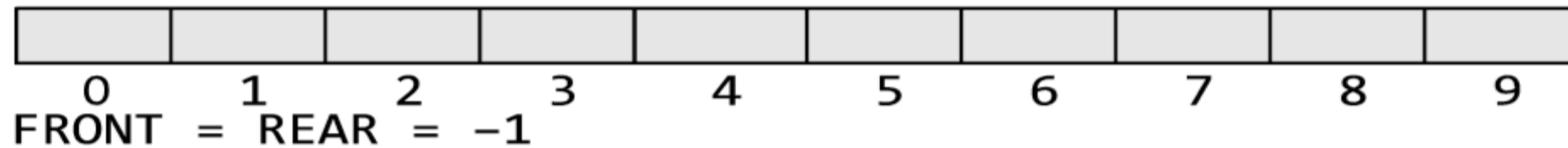
```
Step 1: IF (FRONT = 0 and Rear = MAX - 1) OR (Rear == FRONT-1)
        Write "OVERFLOW"
        Goto step 4
    [End OF IF]
Step 2: IF FRONT = -1 and REAR = -1
        SET FRONT = REAR = 0
    ELSE IF REAR = MAX - 1 and FRONT != 0
        SET REAR = 0
    ELSE
        SET REAR = REAR + 1
    [END OF IF]
Step 3: SET QUEUE[REAR] = VAL
Step 4: EXIT
```

# Circular Queues: Operations



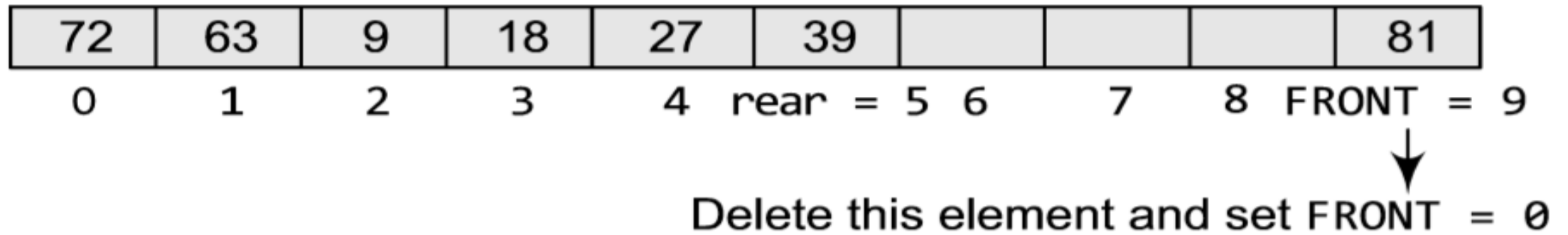


# Circular Queues: Deletion



Delete this element and set  $\text{REAR} = \text{FRONT} = -1$

# Circular Queues: Deletion

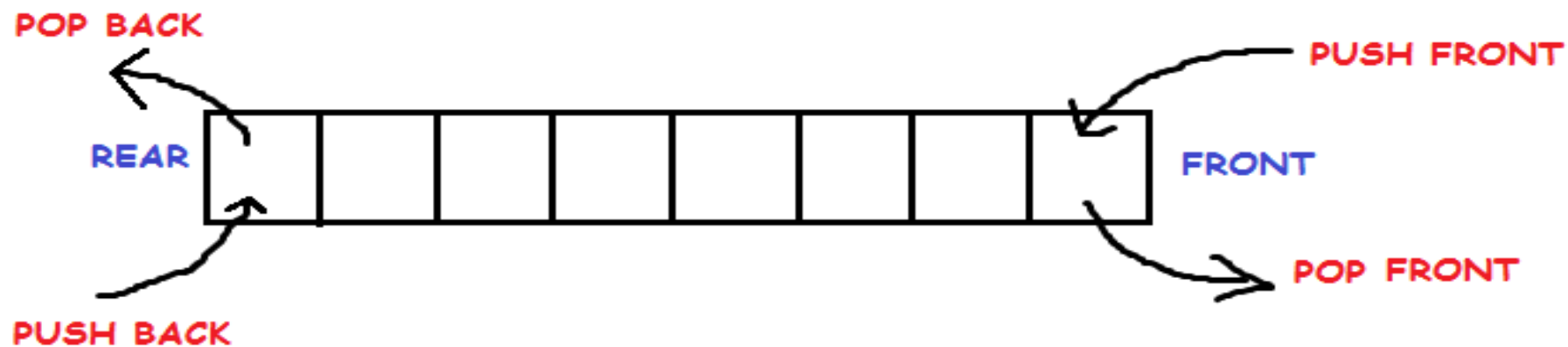


# Circular Queues: Deletion

```
Step 1: IF FRONT = -1
        Write "UNDERFLOW"
        Goto Step 4
    [END of IF]
Step 2: SET VAL = QUEUE[FRONT]
Step 3: IF FRONT = REAR
        SET FRONT = REAR = -1
    ELSE
        IF FRONT = MAX - 1
            SET FRONT = 0
        ELSE
            SET FRONT = FRONT + 1
        [END of IF]
    [END OF IF]
Step 4: EXIT
```

# Dequeues

- Elements can be inserted or deleted at either end (**double-ended queue**).
- Head-tail linked list.
- No element can be added and deleted from the middle.



# Dequeues

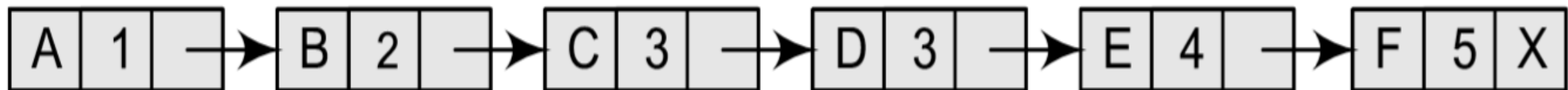
- Implementation:
  - Circular array
  - Circular Doubly Linked List.
- Maintains two pointers FRONT and REAR.
- **Input restricted deque:** insertions only at one of the ends, deletions can be from both ends.
- **Output restricted deque:** deletions only at one of the ends, insertions can be from both ends.

# Priority Queues

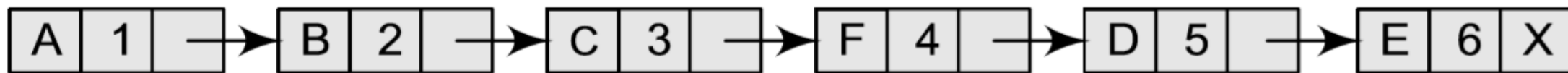
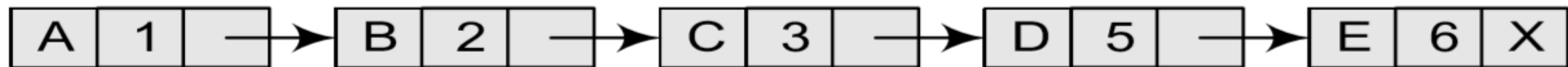
- Each element is assigned a priority.
- Priority of the element is used to determine the order in which the elements will be processed:
  - An element with higher priority is processed before an element with a lower priority.
  - Two elements with same priority are processed on **First-Come-First-Served basis**.

# Priority Queues: Representation

- Arrays and Linked Lists.
- Linked List implementation
- A node has 3 parts:
  - Data, Priority number and Address of the next node.
- For **sorted linked list**, elements with the higher priority will precede the element with the lower priority.

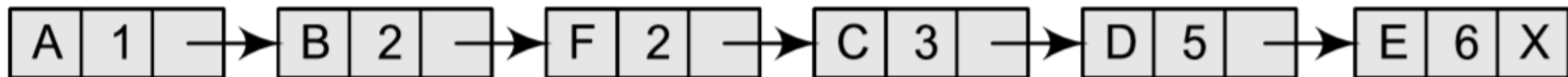
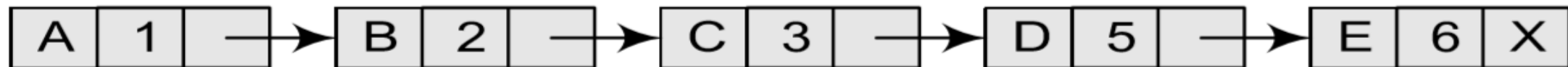


# Priority Queues: Representation





# Priority Queues: Representation



# Priority Queues: Representation

- **Insertion** into sorted List.
- Traverse the entire list find a node with priority lower than the new element.
- New node is inserted before the node with lower priority.
- If there exists an element that has the same priority as the new element, the new element is inserted after that element.

# Priority Queues: Representation

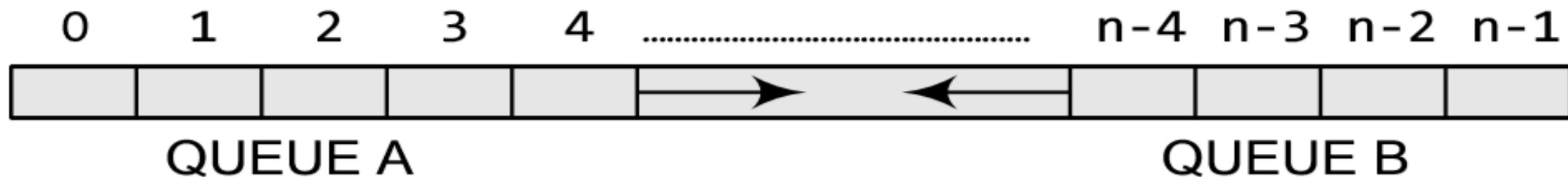
- Deletion from sorted List:
- First node of the list will be deleted.

# Priority Queues: Implementation

- **Sorted list**
  - Queue is sorted based on priority.
  - Insertion Time Complexity:  $O(n)$
  - Deletion Time Complexity :
- **Unsorted list**
  - New element is inserted at the end of the queue.
  - Insertion Time Complexity:
  - Deletion Time Complexity :

# Multiple Queues

- In array implementation, size of the array is always a challenge.
- If queue size is too small, OVERFLOW will happen.
- If queue is too big, it is inefficient use of memory.



- Array `QUEUE[n]` is used to represent two queues, QUEUE A and QUEUE B.