#### DATA STRUCTURE AND ALGORITHMS

#### LECTURE 4

Stack, Queue

#### DATA STRUCTURE AND ALGORITHMS

LECTURE 4b

**Queue ADT** 

#### Reference links:

https://cs.nyu.edu/courses/fall17/CSCI-UA.0102-007/notes.php

https://www.comp.nus.edu.sg/~stevenha/cs2040.html

[M.Goodrich, chapter 6, sec 6.2]

#### Lecture outline

- Queue ADT
  - Introduction
  - Specification
  - Implementations
    - Array Based
    - Linked List Based
  - Applications
    - Palindrome checking

## Queue ADT

#### Introduction

#### What is a queue

- Real life example:
  - A queue for movie tickets, Airline reservation queue, etc
- First item added will be the first item to be removed
  - Known as First In First Out (FIFO) property
- Major Operations:
  - enqueuer(): Items are added to the back of the queue
  - dequeue(): Items are removed from the front of the queue
  - first(): Take a look at the first item
  - size(): Returns the number of elements in the queue
  - isEmpty(): Check the queue is empty or not.

#### Queue: Illustration



A queue of 3 persons



Enqueue a new person to the back of the queue



Dequeue a person from the front of the queue

Source: Visualgo.net

### Queue ADT

#### Specification

#### Queue specification in Java

```
public interface Queue<E> {
         // Returns the number of elements in the queue
         int size();
         //Tests whether the queue is empty
         boolean isEmpty();
         // Inserts an element at last of the queue
         void enqueue(E e);
         //Returns, but not remove, the first element (null if empty)
         E first();
         //Removes and returns the top element from the stack
         E dequeue();
```

A simple version of the queue interface [M.Goodrich,239]

# Queue specification in Java

Method	Return Value	$first \leftarrow Q \leftarrow last$
enqueue(5)	_	(5)
enqueue(3)	_	(5, 3)
size()	2	(5, 3)
dequeue()	5	(3)
isEmpty()	false	(3)
dequeue()	3	()
isEmpty()	true	()
dequeue()	null	()
enqueue(7)	_	(7)
enqueue(9)	_	(7, 9)
first()	7	(7, 9)
enqueue(4)	_	(7, 9, 4)

Example queue operations on queue Q of intergers [M.Goodrich,240]

# Queue specification in Java

- Class Queue in java.util
  - https://docs.oracle.com/javase/9/docs/api/java/util/Queue.html

### Queue ADT

#### Implementation

#### Queue: Implementations

- Two ways to implement Queue ADT:
  - Array based implementation
    - Removing item at the head is the worst case
    - Adding item at the back is the best case
  - Single Linked List implementation
    - Removing item at the head is the best case
    - Adding item at the back is the worst case
- Is it possible to have both efficient enqueue() and dequeue() operations?

# Queue: Implementations

#### **Using Array**

[M. Goodrich, sub-section 6.2.2]

```
/** Implementation of the queue ADT using a fixed-length array. */
    public class ArrayQueue<E> implements Queue<E> {
      // instance variables
      private E[] data;
                                              // generic array used for storage
      private int f = 0:
                                              // index of the front element
                                               // current number of elements
      private int sz = 0;
      // constructors
      public ArrayQueue() {this(CAPACITY);} // constructs queue with default capacity
 9
      public ArrayQueue(int capacity) { // constructs queue with given capacity
10
        data = (E[]) new Object[capacity];
                                              // safe cast; compiler may give warning
11
12
13
14
      // methods
      /** Returns the number of elements in the queue. */
15
      public int size() { return sz; }
16
17
      /** Tests whether the gueue is empty. */
18
      public boolean isEmpty() { return (sz == 0); }
19
20
      /** Inserts an element at the rear of the queue. */
21
22
      public void enqueue(E e) throws IllegalStateException {
        if (sz == data.length) throw new IllegalStateException("Queue is full");
        int avail = (f + sz) % data.length; // use modular arithmetic
        data[avail] = e;
25
26
        sz++:
27
```

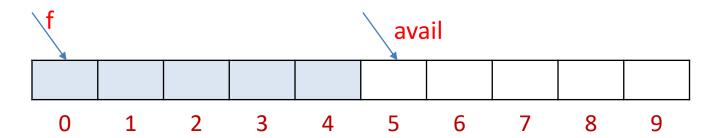
Array-based implementation of the Queue interface [M.Goodrich, p243]

```
/** Returns, but does not remove, the first element of the queue (null if empty). */
28
      public E first() {
29
         if (isEmpty()) return null;
30
         return data[f];
31
32
33
      /** Removes and returns the first element of the queue (null if empty). */
34
      public E dequeue() {
35
         if (isEmpty()) return null;
36
         E \text{ answer} = data[f];
37
         data[f] = null;
                                                      dereference to help garbage collection
         f = (f + 1) \% data.length;
40
41
         return answer:
42
```

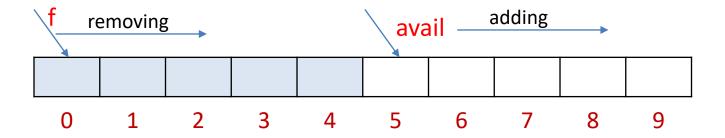
#### Three instance variables:

- data: a reference to the inderlying array
- f : the first element of the queue (assuming the queue is not empty)
- sz : the current number of elements stored in the queue (not to be confused with the length of the array)

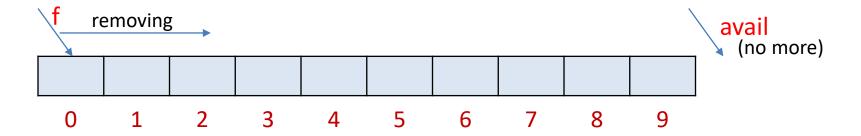
- Adding and Removing Elements
  - Adding elements with enqueue method
    - avail = (f + sz) % data.length;
  - Removing element with dequeue method
    - f = (f+1) % data.length



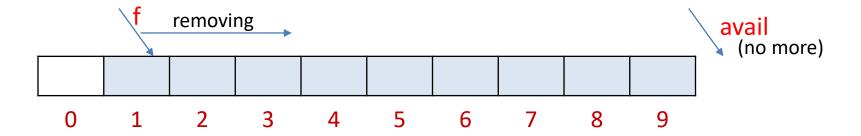
- Adding and Removing Elements
  - Adding elements with enqueue method
    - avail = (f + sz) % data.length;
  - Removing element with dequeue method
    - f = (f+1) % data.length



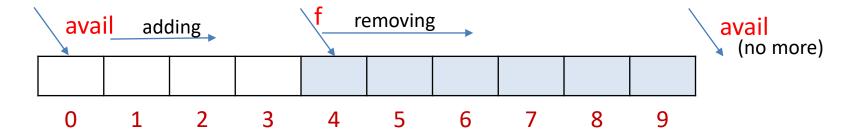
- Adding and Removing Elements
  - Adding elements with enqueue method
    - avail = (f + sz) % data.length;
  - Removing element with dequeue method
    - f = (f+1) % data.length



- Adding and Removing Elements
  - Adding elements with enqueue method
    - avail = (f + sz) % data.length;
  - Removing element with dequeue method
    - f = (f+1) % data.length



- Adding and Removing Elements
  - Adding elements with enqueue method
    - avail = (f + sz) % data.length;
  - Removing element with dequeue method
    - f = (f+1) % data.length



- Analyzing the efficiency
  - Running time

Method	Running Time
size	O(1)
isEmpty	O(1)
first	O(1)
enqueue	O(1)
dequeue	O(1)

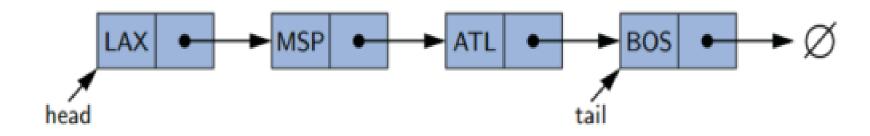
Storage: O(N) - N là kích thước mảng được khai báo

## Queue: Implementations

#### Using Singly Linked List

[M. Goodrich, subsection 6.2.3]

#### Queue Implementation using linked list



- Characteristics of singly linked list
  - Efficient manipulation of head, tail node:
    - No need to traverse the list không cần duyệt danh sách
  - Without an arbitrary capacity limit không giới hạn số phần tử
- Hence, use singly linked list for storing of queue
  - Use head node as the front of the queue and tail node as the back of the queue

#### Queue Implementation using linked list

The corresponding methods from SinglyLinkedList:

Queue Method	Singly Linked Method
size()	List.size()
isEmpty()	list.isEmpty)
enqueue(e)	list.addLast()
first()	list.first()
dequeue()	list.removeFirst()

#### Implements:

Implementation of the Queue using SinglyLinkedList [M.Goodrich, p245]

#### Queue Implementation using linked list

- Analyzing the implementation
  - Running time same as using array

Method	Running Time
size	O(1)
isEmpty	O(1)
enqueue(e)	O(1)
first()	O(1)
dequeue()	O(1)

 Storage: O(M) - M là số nhiều nhất phần tử được lưu và xử lí trong queue

#### Queue ADT

#### Queue applications

Fist In First Out!

#### Queue applications: a fun!

```
void fun(int n) {
    IntQueue q = new IntQueue();
    q.enqueue(0);
    q.enqueue(1);
    for (int i = 0; i < n; i++) {
        int a = q.dequeue();
        int b = q.dequeue();
        print(a);
        q.enqueue(b);
        q.enqueue(a + b);
    }
}</pre>
```

Giả sử IntQueue là hàng đợi số nguyên (integer queue). Hàm fun thực hiện việc gì?

### Queue applications

- An other fun problem:
  - Checking for palindrome (kiểm tra tính đối xứng của xâu)
- Palindrome is a string which reads the same either left to right, or right to left. Example:
  - "radar"
  - "a man, a plan, a canal panama!"
  - "Able I was ere, I saw Elba."
  - "Won ton? Not now!"
  - "Madam, I'm Adam."
  - "Eve."

#### Palindrome: Problem Description

- Many solutions:
  - We use the two newly learned ADTs
  - Highlight the difference of LIFO and FIFO properties

- Idea with stack and queue:
  - Use stack to reverse the input
  - Use queue to preserve the input
  - The two sequence should be the same for palindrome

## Queue applications

- Queue is used when things don't have to be processed immediately, but have to be processed in FIFO order like.
  - When a resource is shared among multiple consumers: Disk scheduling, Printer Scheduling, Call Center phone systems ...
  - When data is transferred asynchronously (data not necessarily received at same rate as sent) between two processes: IO Buffers, pipes, file IO...
  - ... (find yourself)

# Queue ADT

Summary

## Summary

