Ve 280

Programming and Elementary Data Structures

Queue

Learning Objectives:

Understand what is a queue

Know how to implement it

Discover some applications of queue

Understand what is a deque

Outline

- Queue
  - Implementation
  - Applications
  - Relative: Deque

Queues

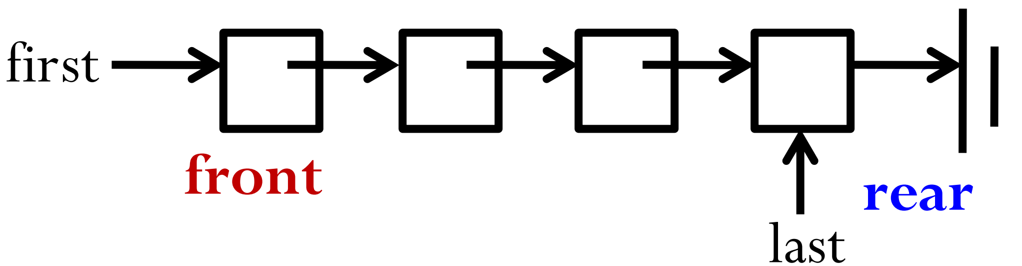
- A "line" of items in which the **first** item inserted into the queue is the **first** one out.
  - Restricted form of a linear list: insert at **one end** and remove from **the other**.
  - FIFO access: first in, first out.

Methods of Queue

- **`size()`** : number of elements in the queue.
- **`isEmpty()`** : check if queue has no elements.
- **`enqueue(Object o)`** : add object **`o`** to the **rear** of the queue.
- **`dequeue()`** : remove the **front** object of the queue if not empty; otherwise, throw **`queueEmpty`**.
- **`Object &front()`** : return a reference to the front element of the queue.
- **`Object &rear()`** : return a reference to the rear element of the queue.

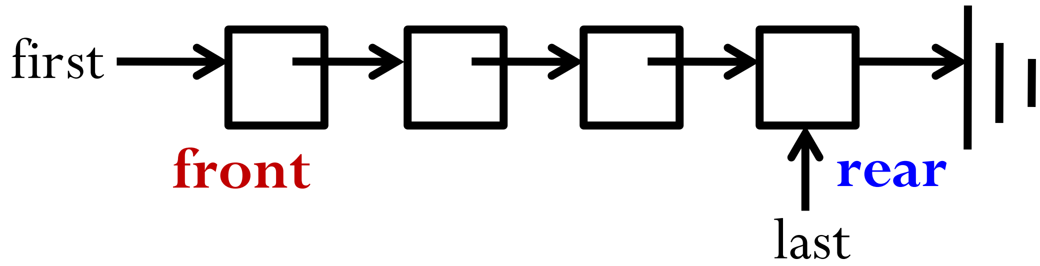
Queues Using Linked Lists

- Which type of linked list should we choose?
  - We need fast **`enqueue`** and **`dequeue`** operations.
- Double-ended singly-linked list is sufficient!



- **`enqueue(Object o):`** append object at the end
  `LinkedList::insertLast(Object o);`
- **`dequeue():`** remove the first node
  `LinkedList::removeFirst();`

Queues Using Linked Lists



- **`size()`**: **`LinkedList::size();`**
- **`isEmpty()`**: **`LinkedList::isEmpty();`**
- **`Object &front()`**: return a reference to the object stored in the first node.
- **`Object &rear()`**: return a reference to the object stored in the last node.

Queues Using Arrays

`Array[MAXSIZE]:`

2	3	1	4			

front **rear**

- If we stick to the requirement that the n elements of a queue are the **beginning** n elements of the array, select all the correct statements:
  - **A.** The runtime for **`enqueue`** is independent of n
  - **B.** The runtime for **`enqueue`** is proportional to n
  - **C.** The runtime for **`dequeue`** is independent of n
  - **D.** The runtime for **`dequeue`** is proportional to n

Queues Using Arrays

`Array[MAXSIZE]:`

2	3	1	4			

front **rear**

- A better way is to let the elements "**drift**" within the array.

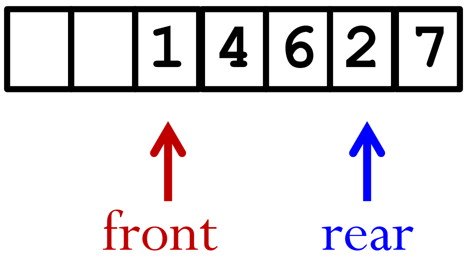
  enqueue(6);

  dequeue();

  dequeue();

2	3	1	4	6		

Queues Using Arrays

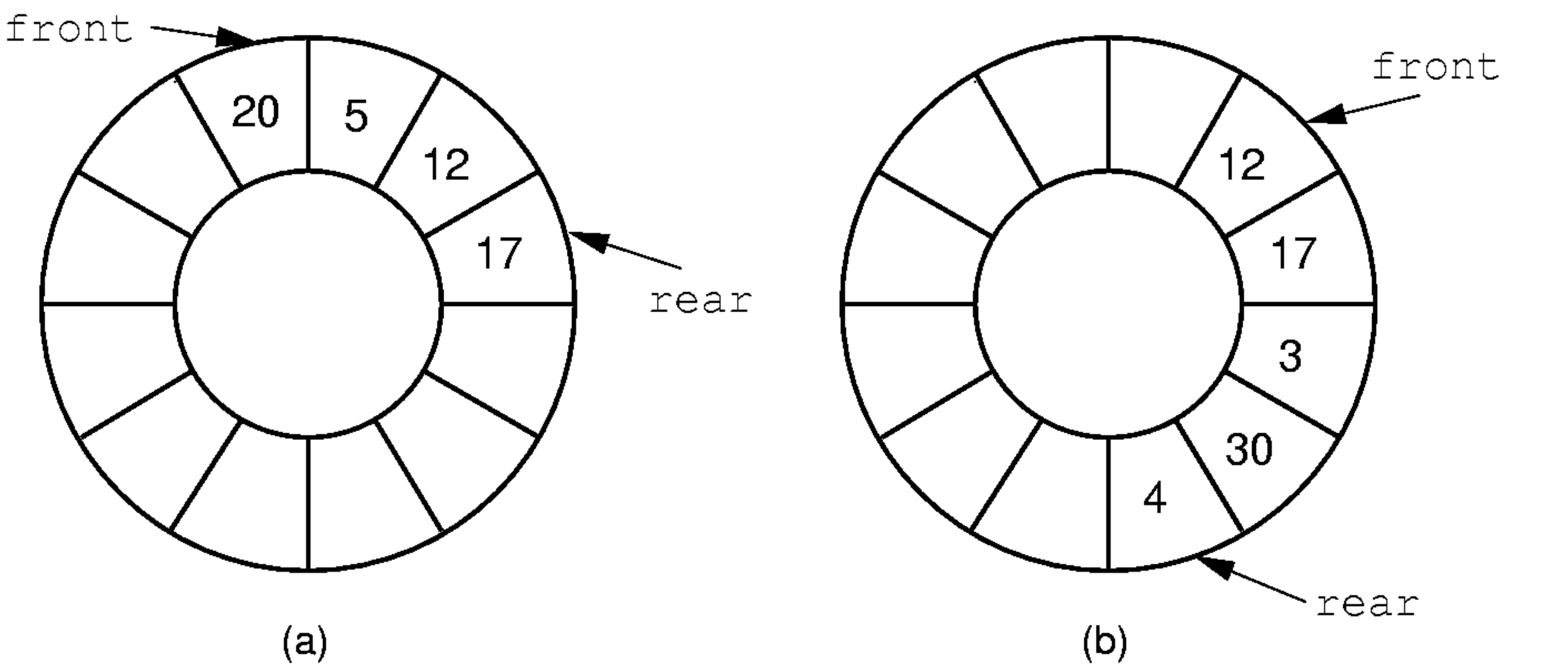


- We maintain two integers to indicate the front and the rear of the queue.

- However, as items are added and removed, the queue “drifts” toward the end.
  - Eventually, there will be no space to the right of the queue, even though there is space in the array.

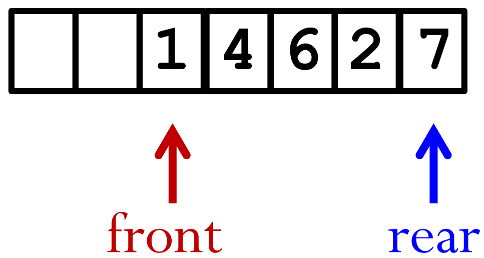
Queues Using Arrays

- To solve the problem of memory waste, we use a **circular array**.

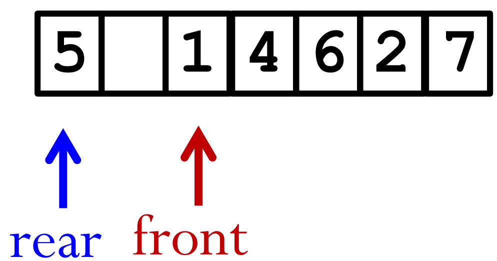


Circular Arrays

- We can implement a circular array using a plain linear array:
  - When front/rear equals the **last** index (i.e., MAXSIZE-1), increment of front/rear gives the **first** index (i.e., 0).



`enqueue(5)`



Circular Arrays

- To realize the "circular" increment, we can use modulo operation:

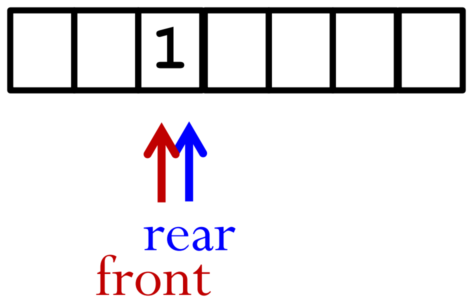
```
front = (front+1) % MAXSIZE;

rear = (rear+1) % MAXSIZE;
```

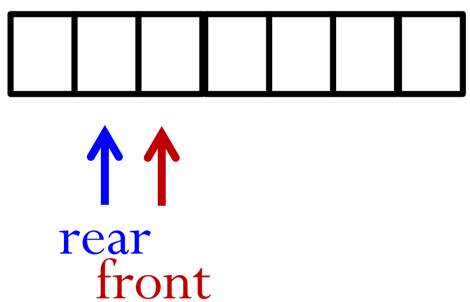
If **`front(or rear) == MAXSIZE-1`**, the statement sets **`front(or rear)`** to 0.

Boundary Conditions

- Suppose that **`front`** points to the **first** element in the queue and that **`rear`** points to the **last** element in the queue.
- What will a queue with one element look like?

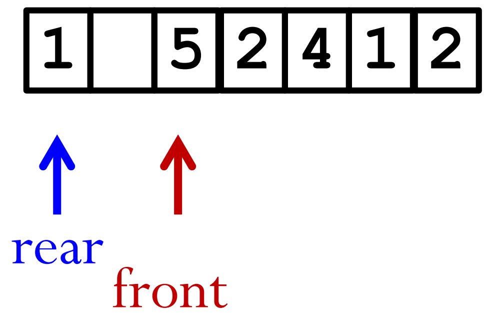


- What will an empty queue look like?

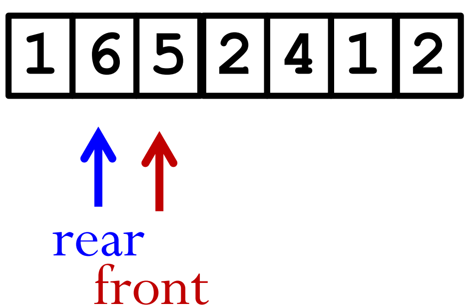


Boundary Conditions

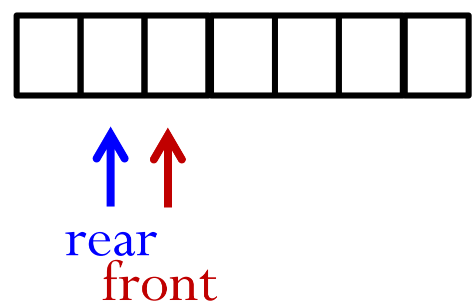
- What will a queue with one empty slot look like?



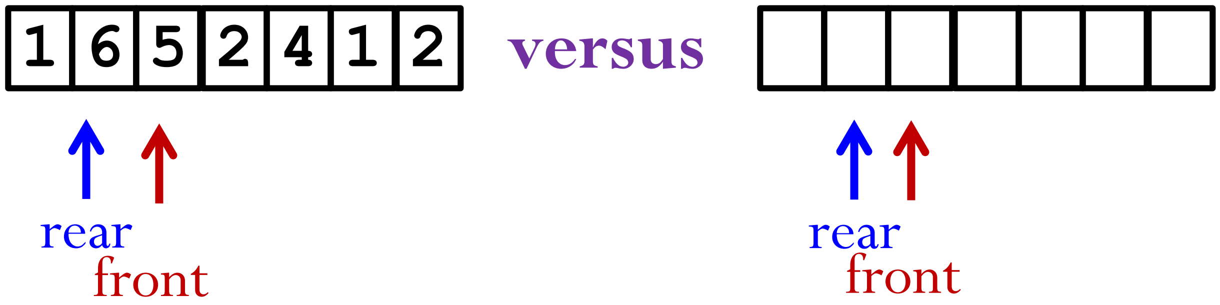
- What will a full queue look like?



versus an empty queue



Boundary Conditions



- To distinguish between the full array and the empty array, we need a flag indicating **`empty`** or **`full`**, or a **`count`** on the number of elements in the queue.

Queues Using Arrays

- **`enqueue(Object o):`** increment **`rear`**, wrapping to the beginning of the array if the end of the array is reached; if **`rear`** becomes **`front`**, reallocate arrays. Insert **`o`** at the position of **`rear`**
- **`dequeue():`** increment **`front`**, wrapping to the beginning of the array if the end of the array is reached; if empty, throw **`queueEmpty`**.
- **`isEmpty(): return (count == 0);`**
- **`size(): return count;`**

Outline

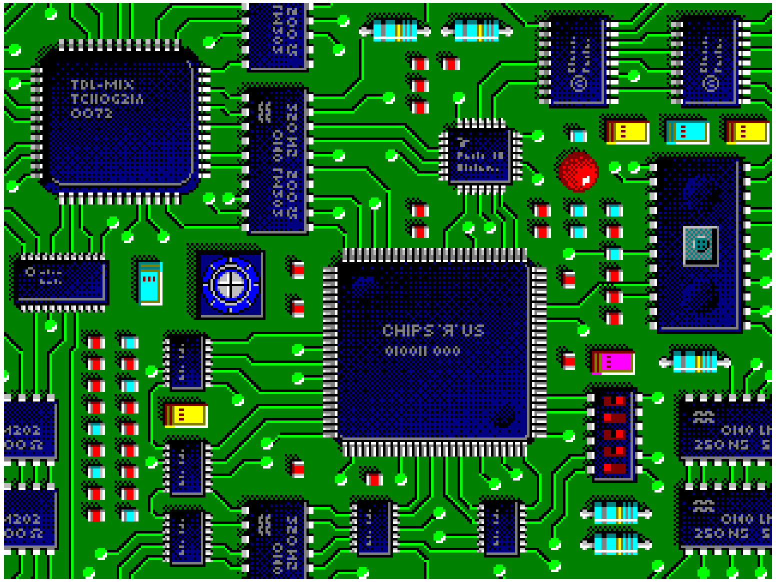
- Queue
  - Implementation
  - Applications
  - Relative: Deque

Application of Queues

- Request queue of a web server
  - Each user can send a request.
  - The arriving requests are stored in a **queue** and processed by the computer in a **first-come-first-serve** way.

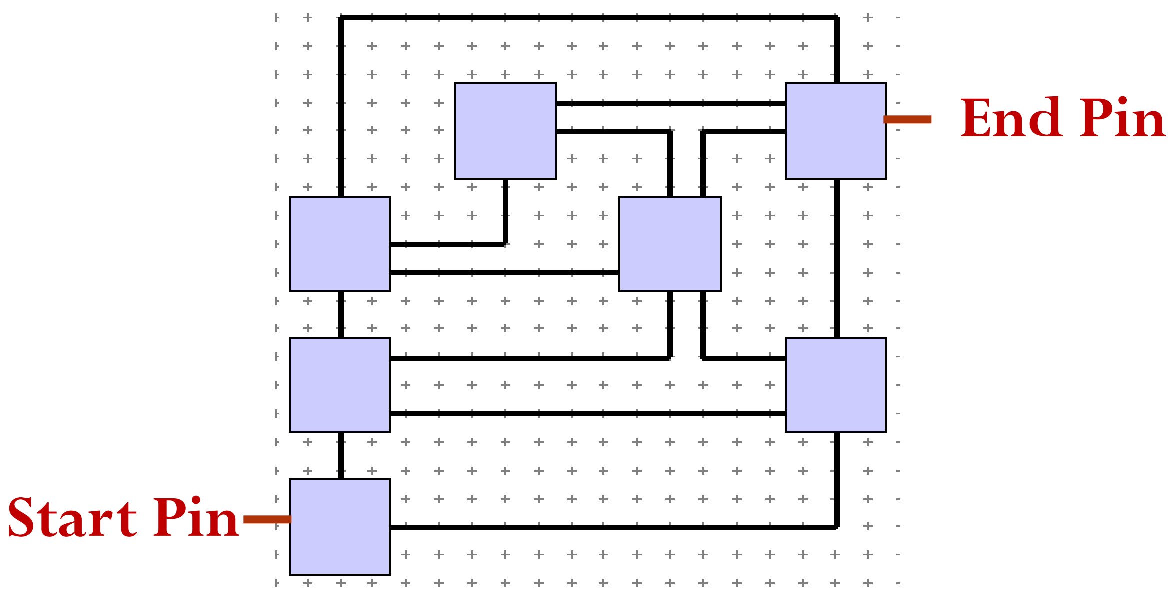
Application of Queue: Wire Routing

- Select paths to connect all pairs of pins that need to be connected together.
- An important problem in **electronic design automation**.



A Simplified Problem

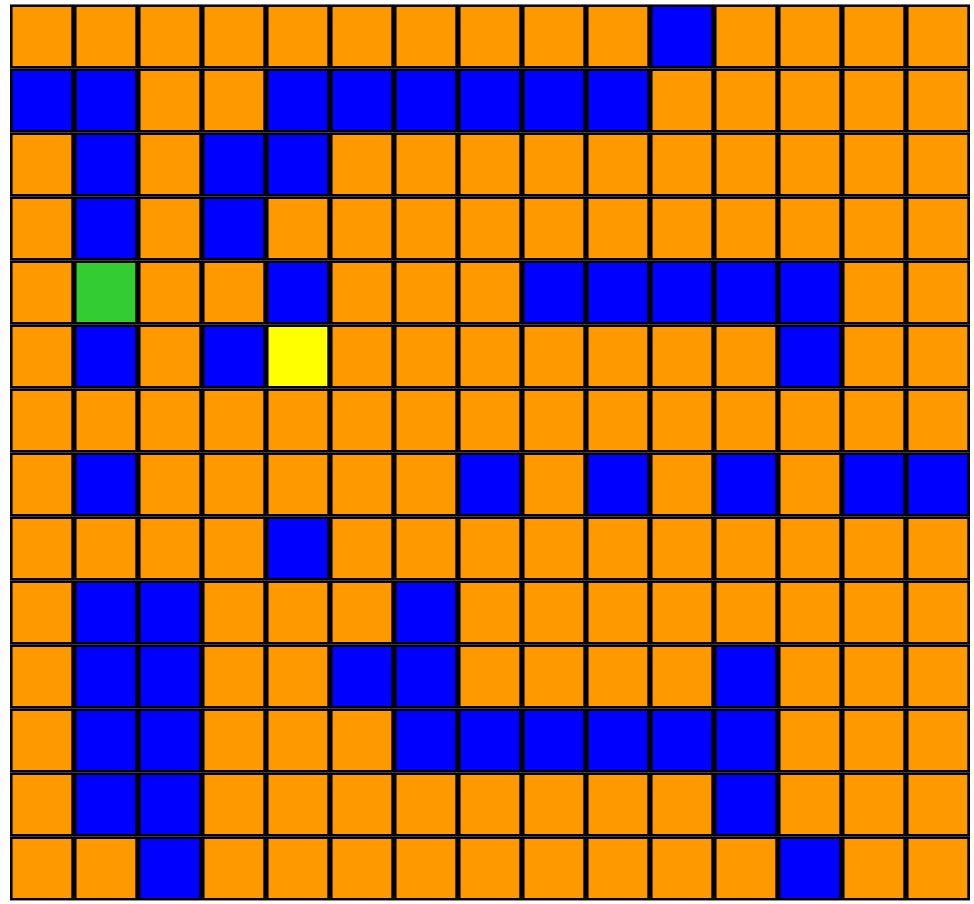
- Condition: We have all blocks laid on the chip. We also have some of the wires routed.
- Problem: We want to connect the next pair of pins.
- Constraint: we can only draw wires horizontally or vertically.



Modeling as a Grid

Start Pin

End Pin



- Blue squares are **blocked** squares.
- Orange squares are **available** to route a wire.

How to find a path from the start pin to the end pin?

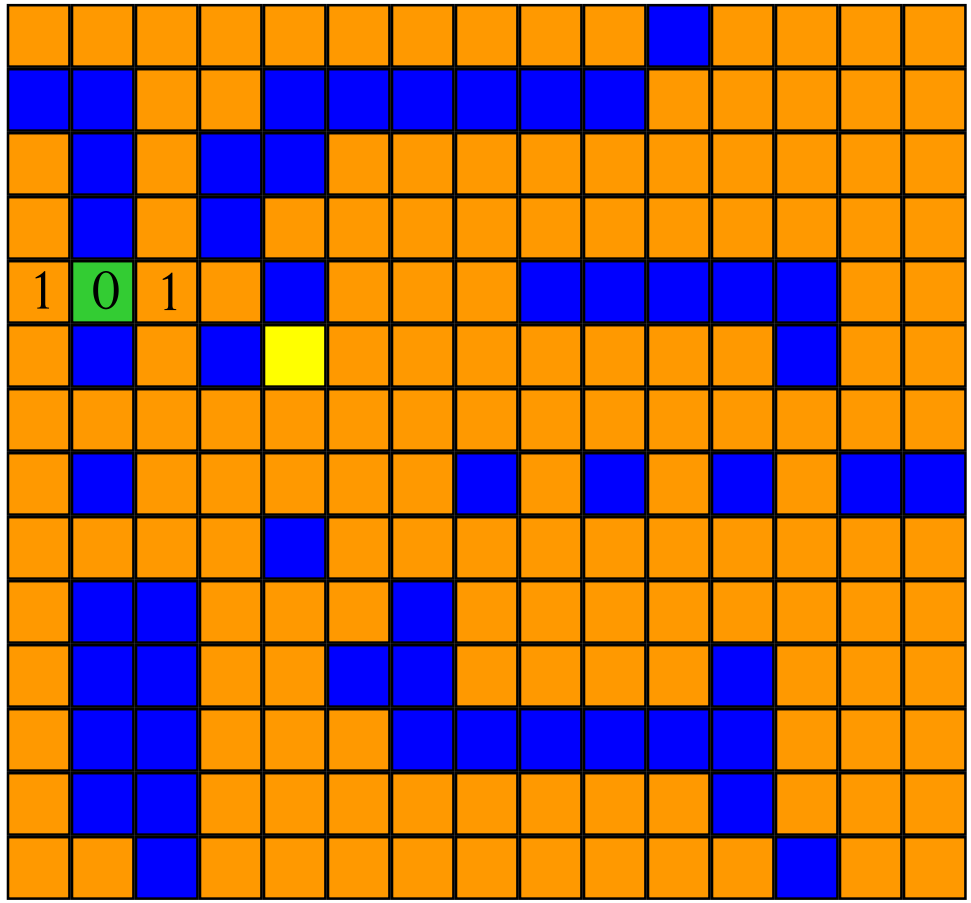
Wire Routing: Lee's Algorithm

- A **queue** of reachable squares from the start pin is used.
- The cell of the start pin is set with a distance value of 0.
- It is enqueued into an initial empty queue.
- **While** the queue is not empty.
  - A cell is **dequeued** from the queue and made the **examine cell**.
  - Is the examine cell the end pin? If yes, path found and return.
  - Otherwise, all **unreached unblocked** squares adjacent to the **examine cell** are marked with their distance (this is 1 more than the distance value of the **examine cell**) and **enqueued**.
- When queue becomes empty but not reach end pin yet, means no path found.

Illustration of Lee’s Algorithm

start pin

end pin



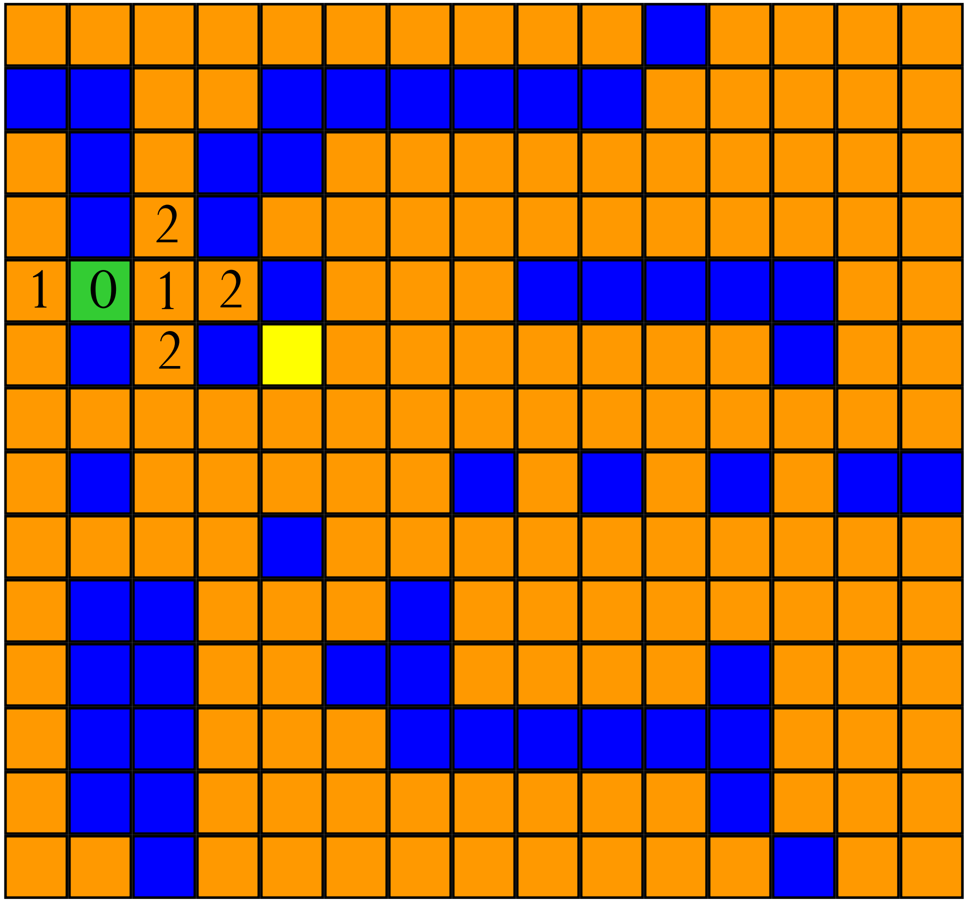
Expand “0”

queue: 0

Illustration of Lee's Algorithm

start pin

end pin



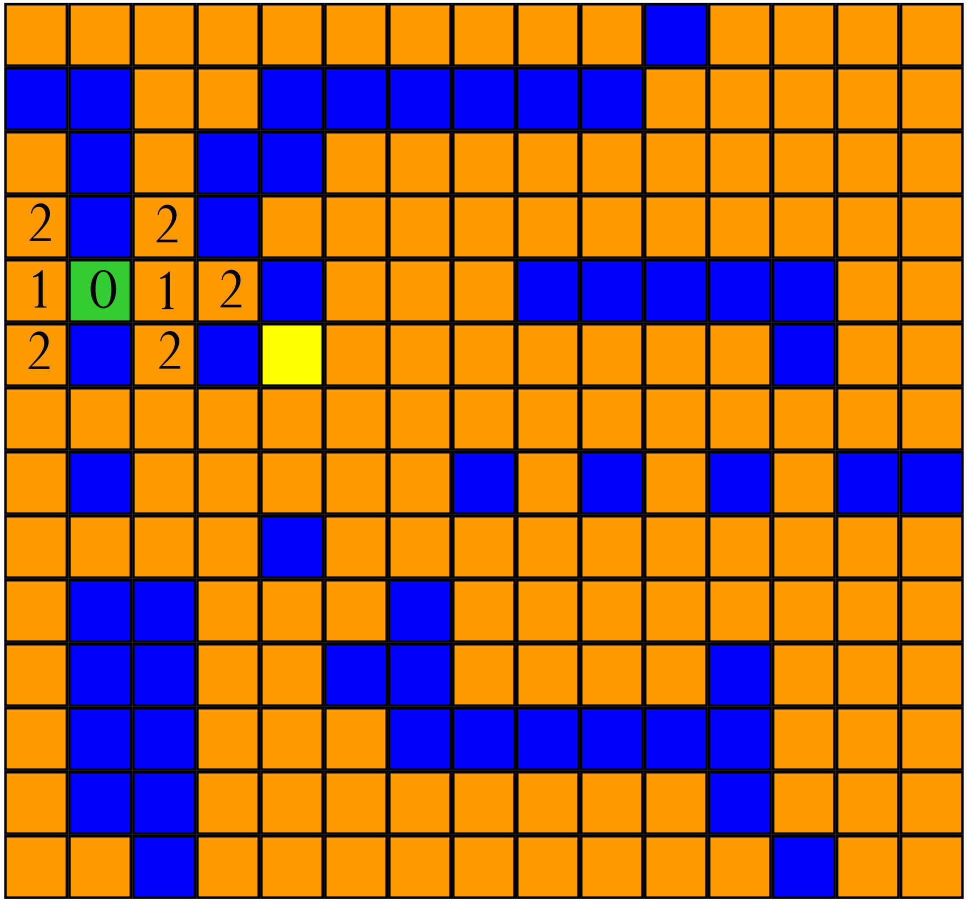
Expand right "1"

queue: 1, 1

Illustration of Lee's Algorithm

start pin

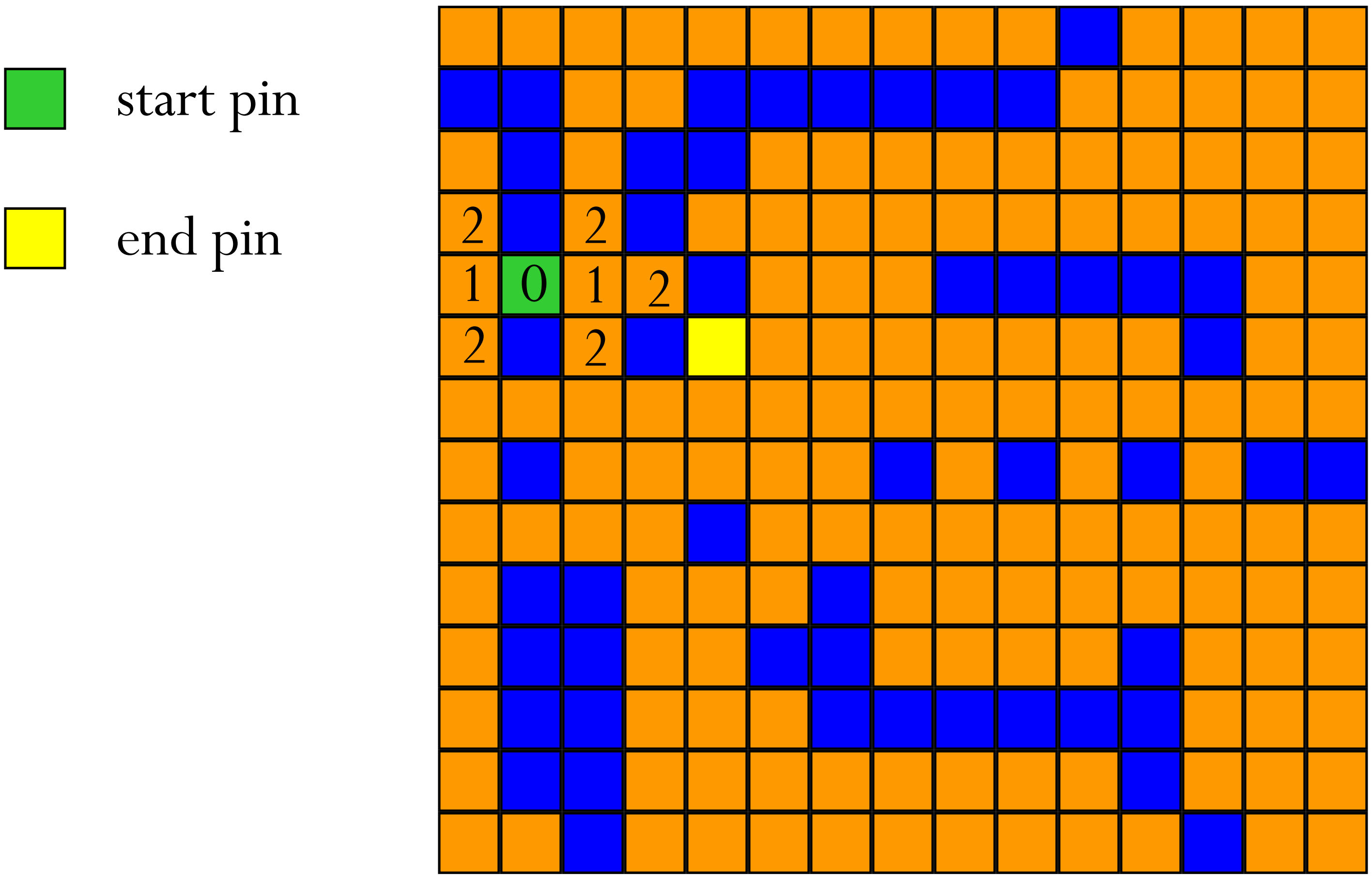
end pin



Expand left "1"

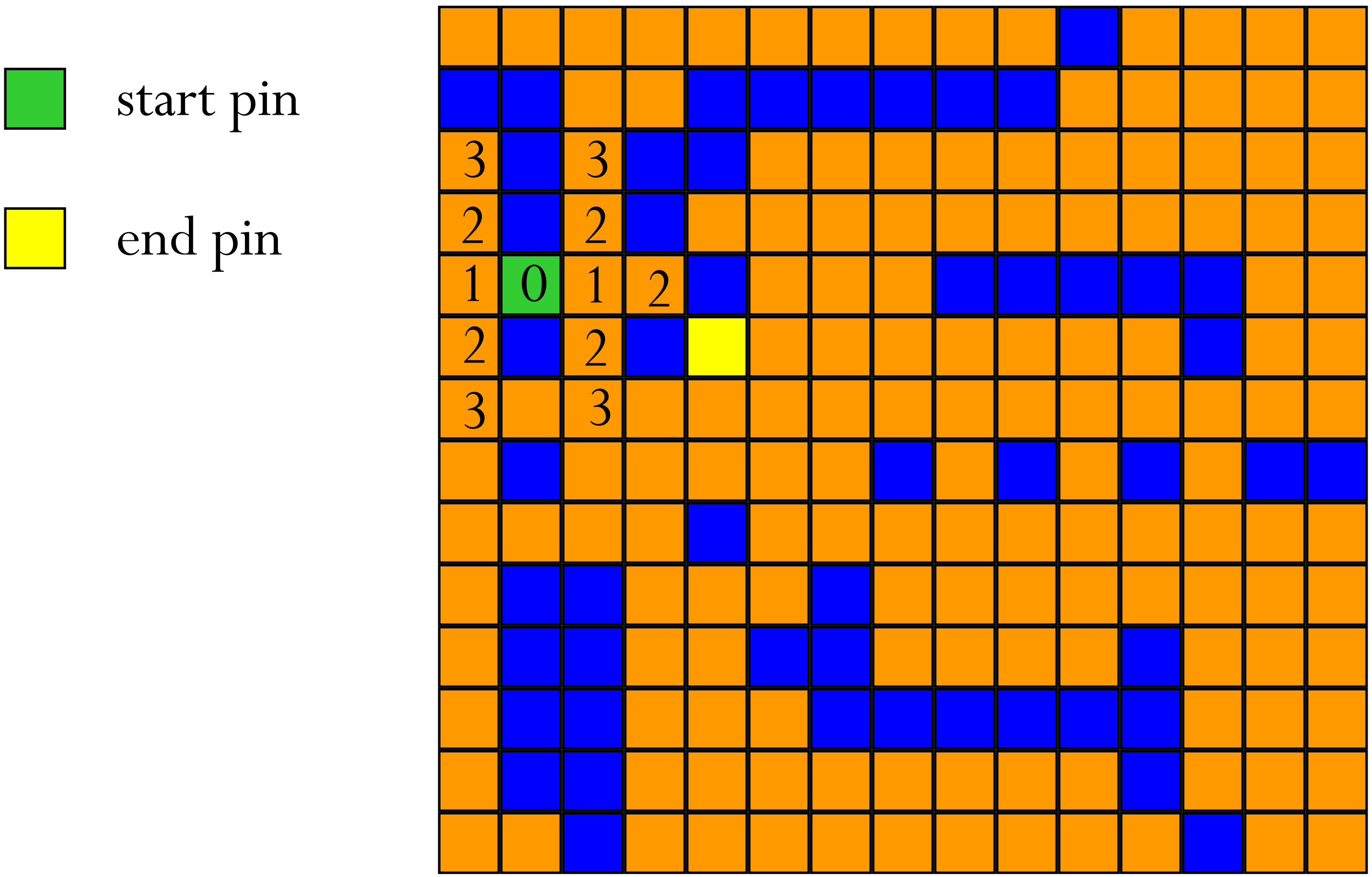
queue: 1,2,2,2

Illustration of Lee's Algorithm



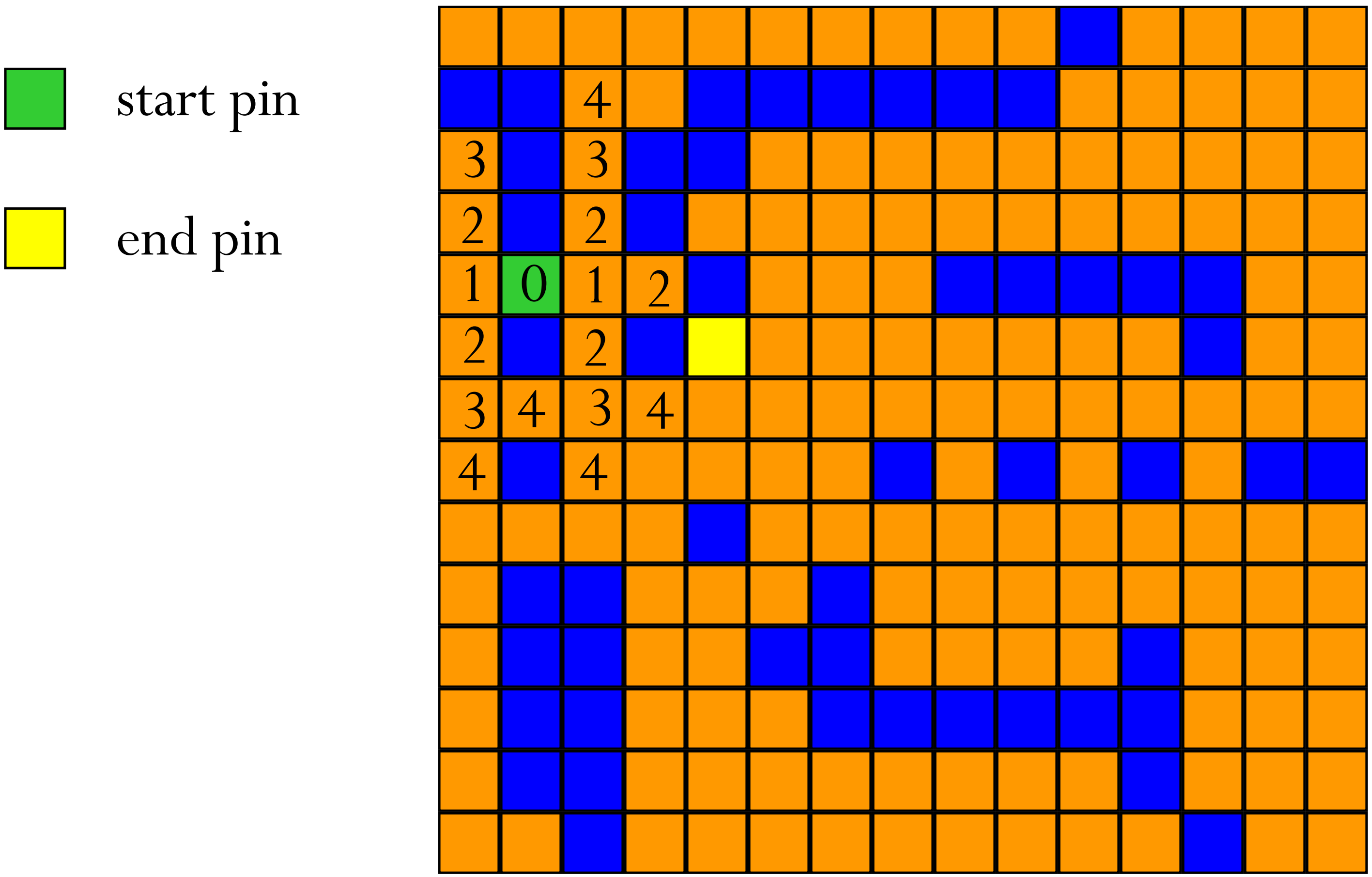
Expand and reach all squares 3 units from start.

Illustration of Lee's Algorithm



Expand and reach all squares 4 units from start.

Illustration of Lee's Algorithm

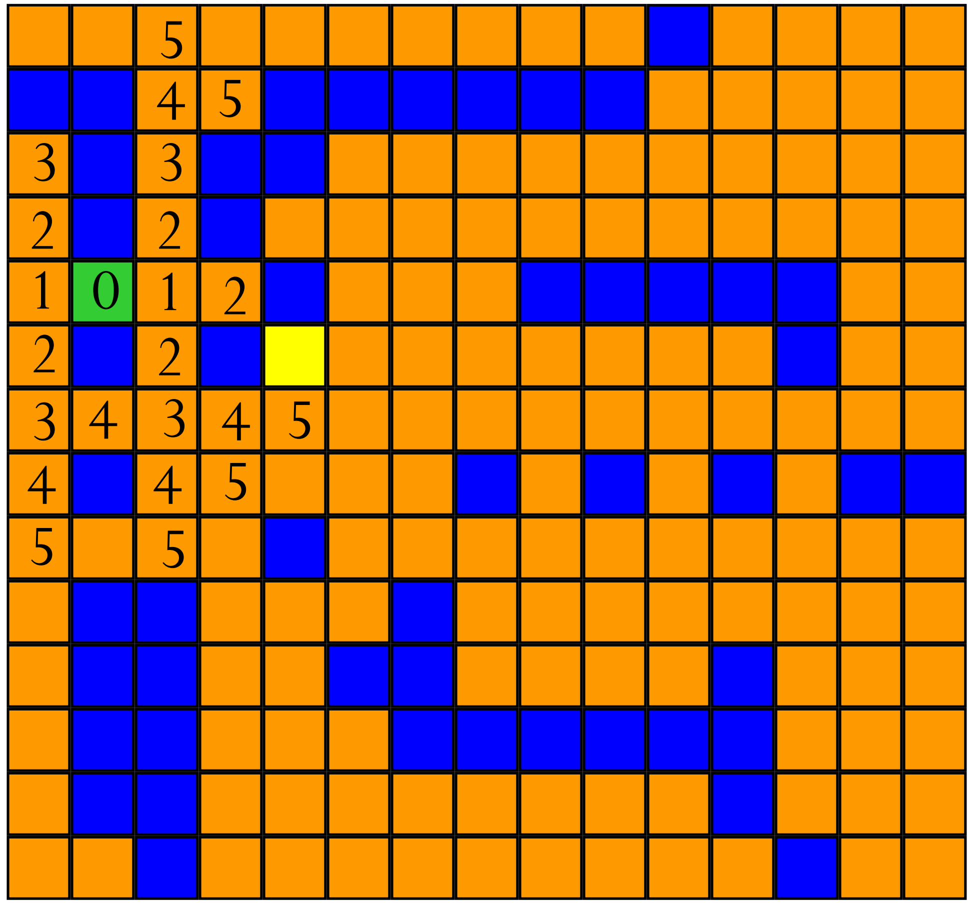


Expand and reach all squares 5 units from start.

Illustration of Lee's Algorithm

start pin

end pin

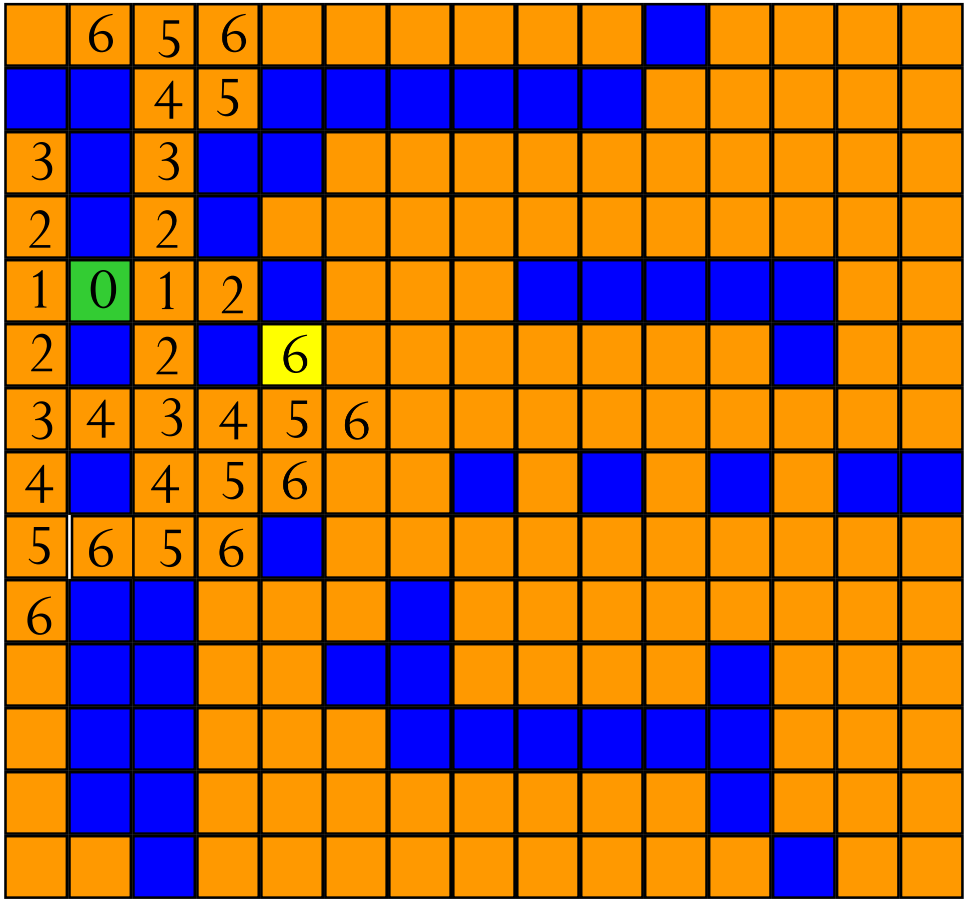


Expand and reach all squares 6 units from start.

Illustration of Lee's Algorithm

start pin

end pin

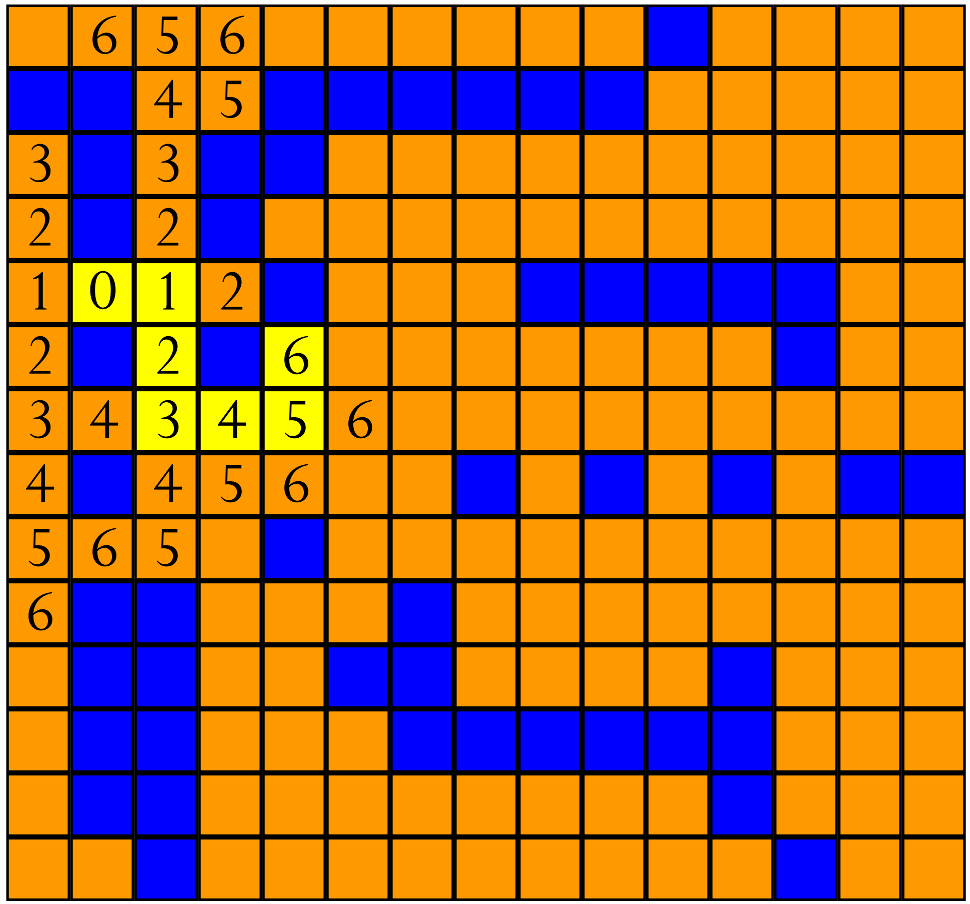


End pin reached. Trace back.

Illustration of Lee's Algorithm

start pin

end pin



A queue can be used:

Select all the correct answers.

- **A.** to handle printing jobs on a printer
- **B.** to reverse a string
- **C.** to implement a waiting list
- **D.** to share a CPU among different processes

Outline

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  - Relative: Deque

Deque

- Not a proper English word, pronounced as "deck".
  - Means double-ended queue
- A combination of stack and queue.
  - Items can be inserted and removed from **both ends** of the list.

- Methods supported:
  - **`push_front(Object o)`**
  - **`push_back(Object o)`**
  - **`pop_front()`**
  - **`pop_back()`**

Deque Implementation

- Linked list
  - Which type of linked list will you choose to support fast insertion and removal?
  - Double-ended doubly-linked list

- Circular array
  - front and rear not only need to be incremented (**`push_back, pop_front`**), but also need to be decremented (**`push_front, pop_back`**).

Reference

- **Problem Solving with C++ (8th Edition)**, by *Walter Savitch*, Addison Wesley Publishing (2011)
  - Chapter 13.2 Queue