FIFO Queue (II): The Array-based Implementation

CSCD 300 - Data Structures

Eastern Washington University

© Bojian Xu, Eastern Washington University. All rights reserved.



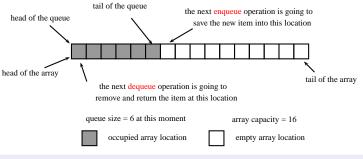
Goal

We will demonstrate how to implement the conceptual FIFO queue data structure by using a physical array data structure.



An attempt to use array to implement the FIFO queue

- Initialize an array which is going to physically host the FIFO queue.
- The leftmost non-empty array location is the head of the queue. Dequeue()
 always removes and returns the head item, if the head item is available.
- The rightmost non-empty array location is the tail of the queue. Enqueue(item)
 always inserts the new item into the location right after the current tail, if such a
 location is available.

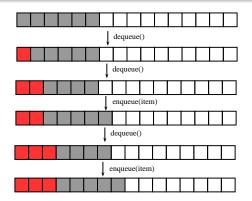


An example FIFO queue after six successive enqueue() operations after initialization.

3 / 6

The drawback of the prior attempt

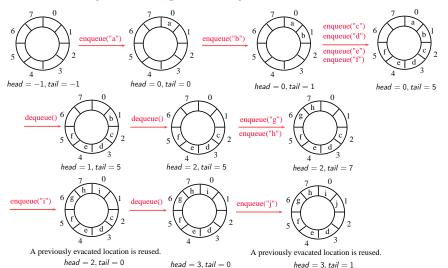
- All red locations vacated from dequeue() operations will no longer be used.
- Eventually we will have no locations to enqueue the new items, although many locations (those are in red) are still not being used.



How to fix this issue? Recycle the vacated locations.

4 / 6

View the array as a ring and recycle the vacated locations



How to code this idea ? Use modulo to update the head and tail.

5 / 6

Initialization

enqueue(item)

```
if(size == n) return error;
if(size == 0)
    Q[0] = item; head = tail = 0;
else
    tail = (tail+1) mod n; //!!
    Q[tail] = item;
size++;
--
Time cost: O(1)
```

dequeue()

```
if(size == 0) return error;
ret = Q[head];
if(size == 1)
   head = tail = -1;
else
   head = (head + 1) mod n; //!!
size --;
return ret;
--
Time cost: O(1)
```