Lecture 22 Queues (Array Implementation)

FIT 1008 Introduction to Computer Science



Container ADTs

• Stores and removes items independent of contents.

• Examples include:

List ADT

Stack ADT

Queue ADT.



- → add item
- remove item





"Form an orderly queue to the left.."

FIFO

- FIFO (First In First Out): The first element to arrive, is the first to be processed
- Data: The first element to be added, is the first to be deleted (or served)
- Access to any other element is unnecessary (and thus not allowed)

Queue Data Type

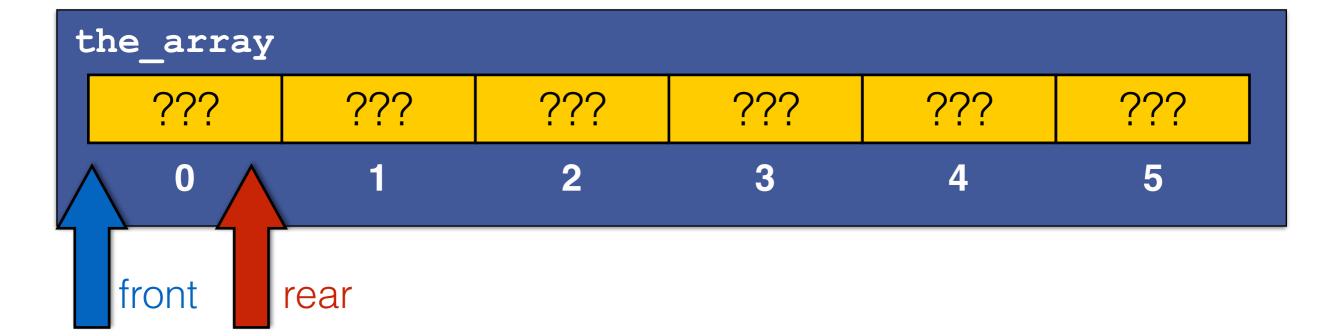
- Follows the FIFO model
- Its operations (interface) are:
 - Create the queue (Queue)
 - Add an item to the back (append)
 - Take an item off the front (serve)
 - Is the queue empty?
 - Is the queue full?
 - Empty the queue (reset)

Remember: you can only access the element at the front of the queue (first item inserted that is still in)

Possible implementation: linear queue

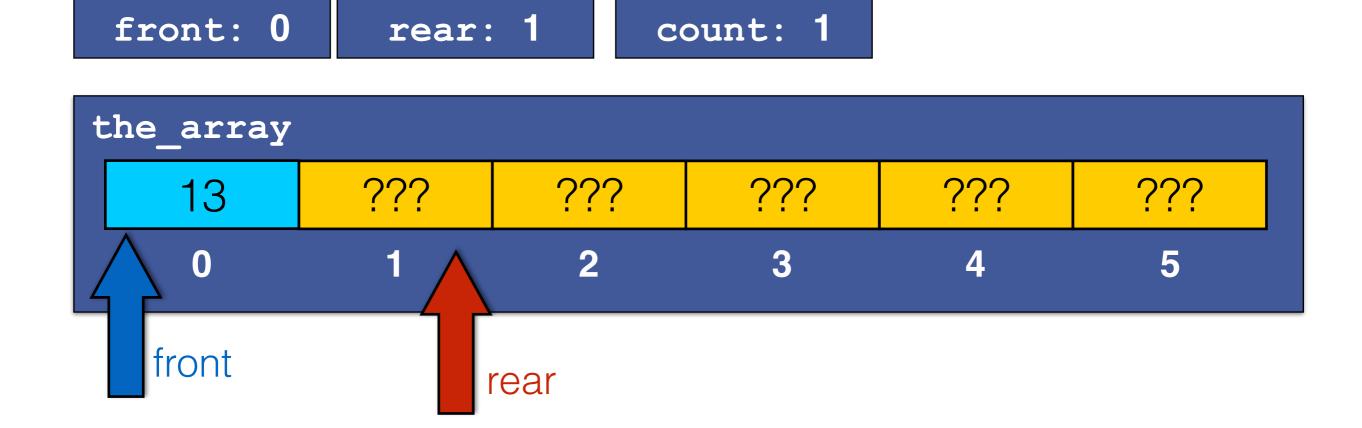
- We need to: add items at the rear. take items from the front.
 - A single marker is not going to be enough.
- Lets try implementing queues using:
 - An array to store the items in the order they arrive.
 - An **integer** marking the <u>front</u> of the queue. Refers to the first element to be served.
 - An **integer** marking the <u>rear</u> of the queue. Refers to the first empty slot at the rear.
 - An integer count keeping track of the number of items.
- Invariant: valid data appears in front ... rear-1 positions

front: 0 rear: 0 count: 0



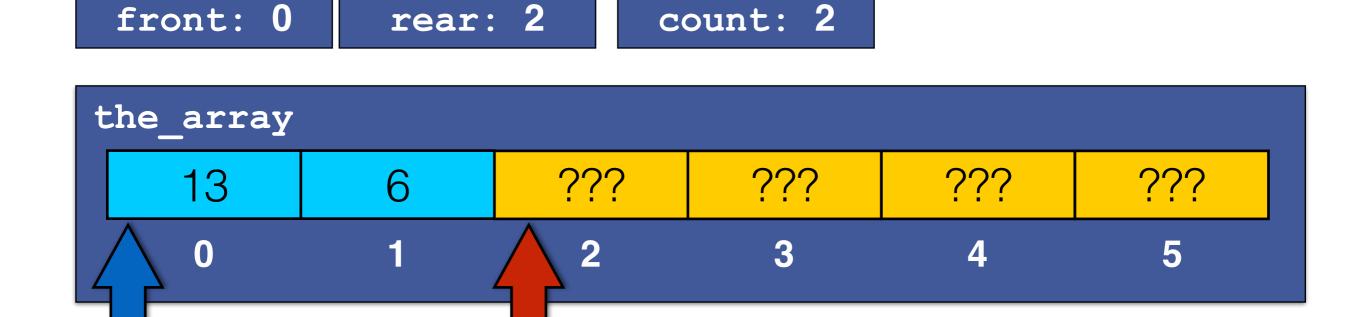
• Create a new queue: no items

- Create a new queue: no items
- Append item 13



- Create a new queue: no items
- Append item 13
- Append item 6

front

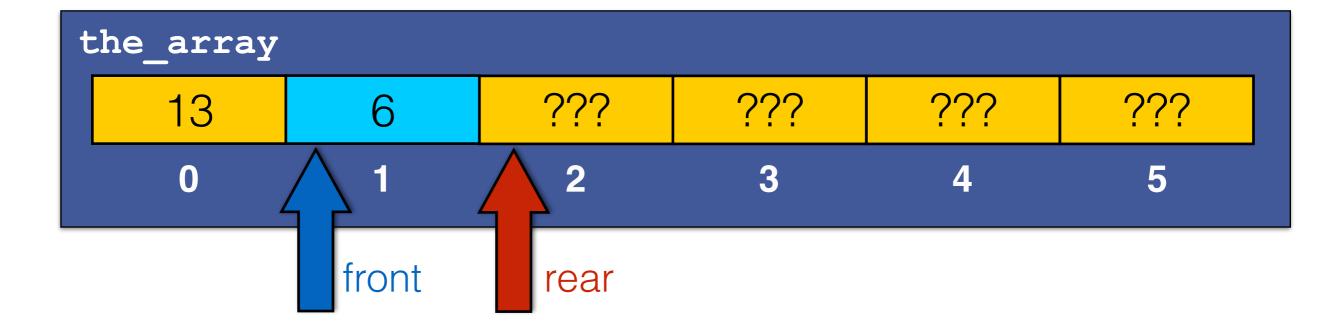


rear

count: 2

- Create a new queue: no items
- Append item 13
- Append item 6
- Serve item 13

front: 1 rear: 2 count: 1



```
class Queue:
    def __init__(self, size):
        assert size > 0, "Size should be positive"
        self.the_array = size*[None]
        self.count = 0
        self.rear = 0
        self.front = 0
```

```
class Queue:
    def __init__(self, size):
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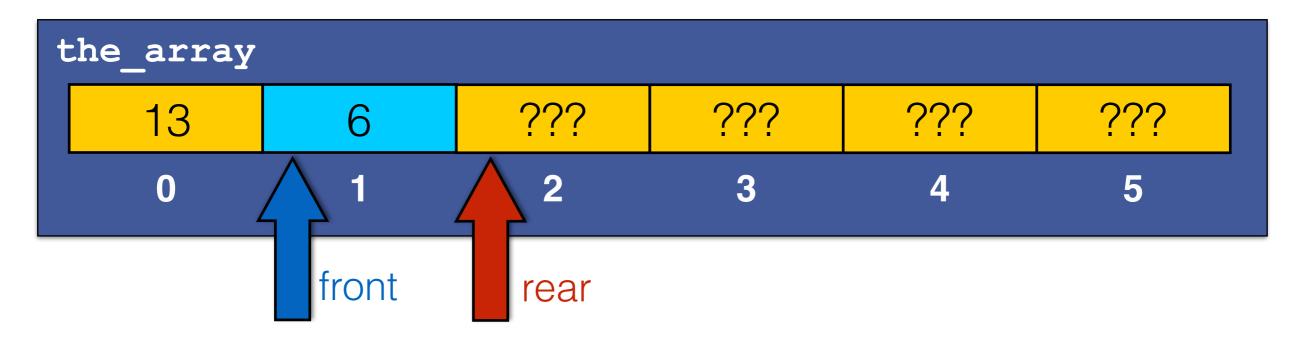
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        self.the_array = size*[None]
        self.count = 0
        self.rear = 0
        self.front = 0
```

Instance variables

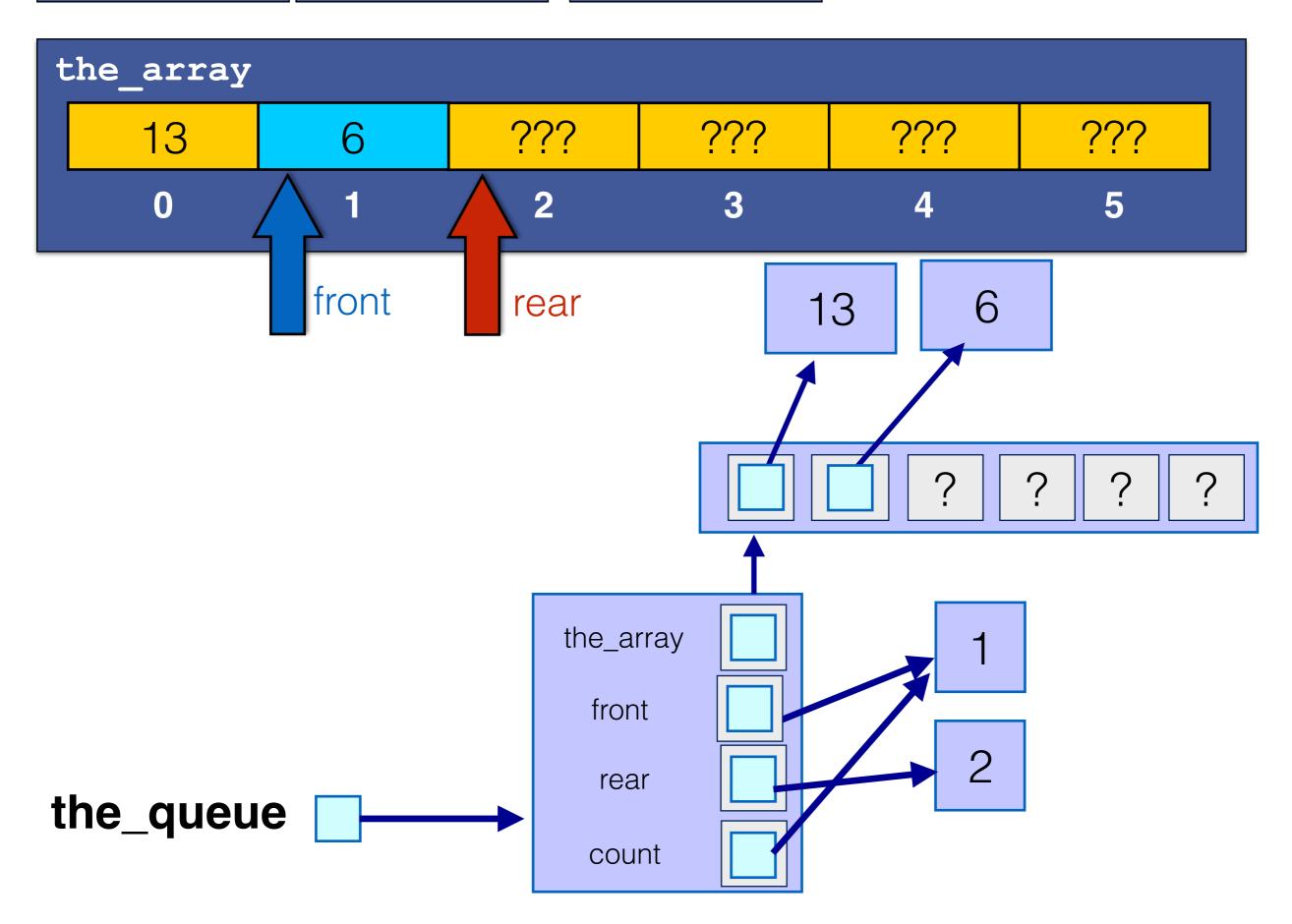
```
class Queue:
    def __init__(self, size):
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        self.the_array = size*[None]
        self.count = 0
        self.rear = 0
        self.front = 0
Instance variables
```

Complexity is O(N)

front: 1 rear: 2 count: 1



front: 1 rear: 2 count: 1



Simple methods

```
def is_full(self):
    return self.rear >= len(self.the_array)

def is_empty(self):
    return self.count == 0

def reset(self):
    self.front = 0
    self.rear = 0
    self.count = 0
```

Simple methods

```
def is_full(self):
    return self.rear >= len(self.the_array)

def is_empty(self):
    return self.count == 0

def reset(self):
    self.front = 0
    self.rear = 0
    self.count = 0
```

Complexity is O(1) for all of these methods.

```
def append(self, new_item):
```

```
def append(self, new_item):
    assert not self.is_full(), "Queue is full"
```

```
def append(self, new_item):
    assert not self.is_full(), "Queue is full"
    self.the_array[self.rear] = new_item
```

```
def append(self, new_item):
    assert not self.is_full(), "Queue is full"
    self.the_array[self.rear] = new_item
    self.rear += 1
```

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def append(self, new_item):
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    self.the_array[self.rear] = new_item
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    self.the_array[self.rear] = new_item
    self.rear += 1
    self.count += 1
```

Complexity is O(1)

```
def serve(self):
```

```
def serve(self):
    assert not self.is_empty(), "Queue is empty"
```

```
def serve(self):
    assert not self.is_empty(), "Queue is empty"
    item = self.the_array[self.front]
```

```
def serve(self):
    assert not self.is_empty(), "Queue is empty"
    item = self.the_array[self.front]
    self.front +=1
```

```
def serve(self):
    assert not self.is_empty(), "Queue is empty"
    item = self.the_array[self.front]
    self.front +=1
    self.count -=1
```

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def serve(self):
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    item = self.the_array[self.front]
    self.front +=1
    self.count -=1
    return item
```

```
def serve(self):
    assert not self.is_empty(), "Queue is empty"
    item = self.the_array[self.front]
    self.front +=1
    self.count -=1
    return item
```

Complexity is O(1)

```
class Queue:
   def __init__(self, size):
        assert size > 0, "Size should be positive"
        self.the_array = size*[None]
        self.count = 0
        self.rear = 0
        self.front = 0
   def is_full(self):
        return self.rear >= len(self.the_array)
    def is_empty(self):
        return self.count == 0
    def reset(self):
        self.front = 0
        self.rear = 0
        self.count = 0
    def append(self, new_item):
        assert not self.is_full(), "Queue is full"
        self.the_array[self.rear] = new_item
        self.rear += 1
        self.count += 1
    def serve(self):
        assert not self.is_empty(), "Queue is empty"
        item = self.the_array[self.front]
        self.front +=1
        self.count -=1
        return item
```

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wasteful | 'weistful, -f(a)1 |

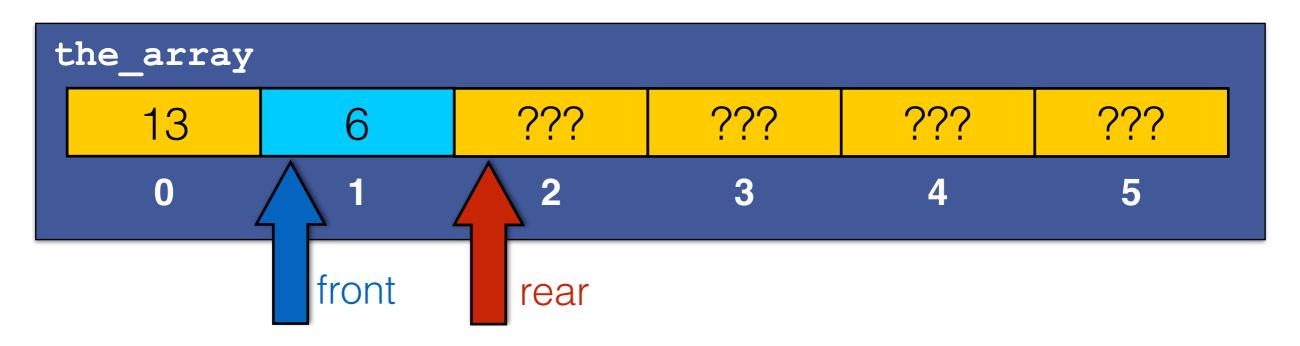
adjective

(of a person, action, or process) using or expending something of value carelessly, extravagantly, or to no purpose: wasteful energy consumption.

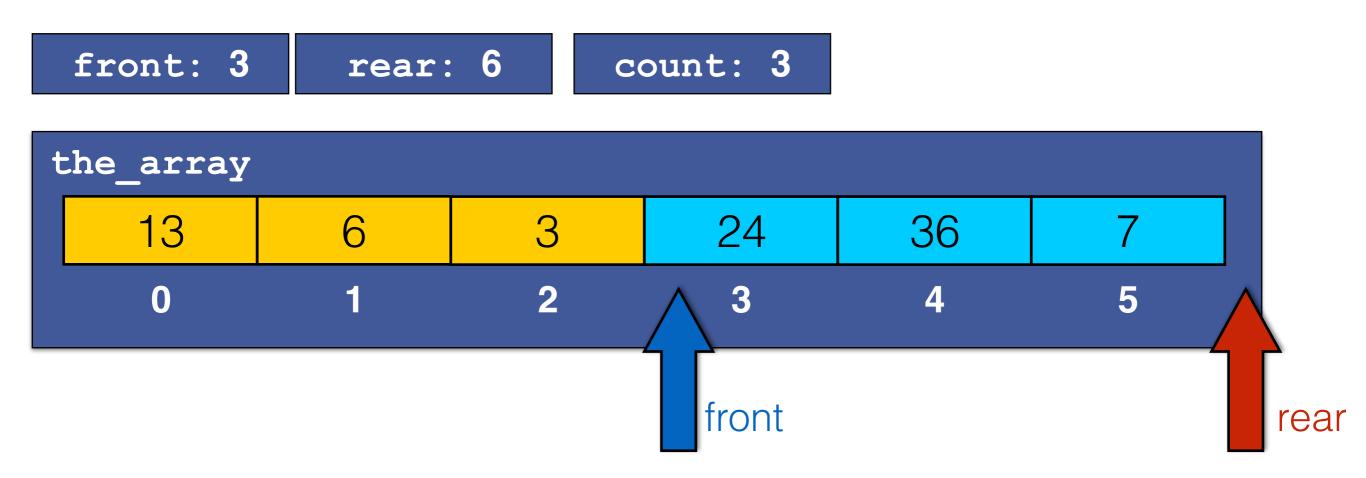
DERIVATIVES

wastefully adverb, wastefulness noun

front: 1 rear: 2 count: 1



Implementation problem



Implementation problem

return self.rear >= len(self.the_array)

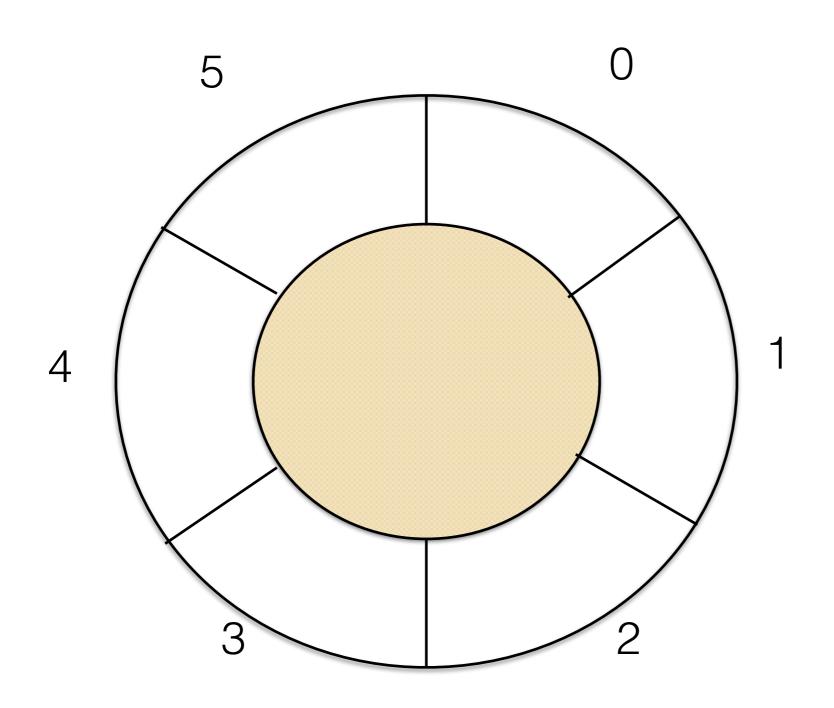
def is_full(self):

Implementation problem

```
Wasteful!
 front: 3
                             count: 3
               rear:
the array
    13
                         3
                                  24
                                            36
                         2
                                  front
```

```
def is_full(self):
    return self.rear >= len(self.the_array)
```

Solution: Circular Queues

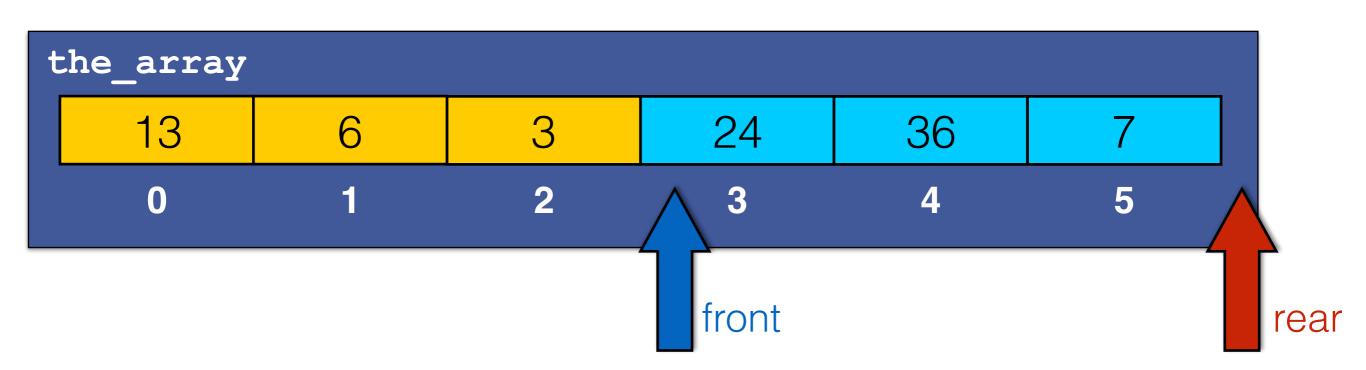


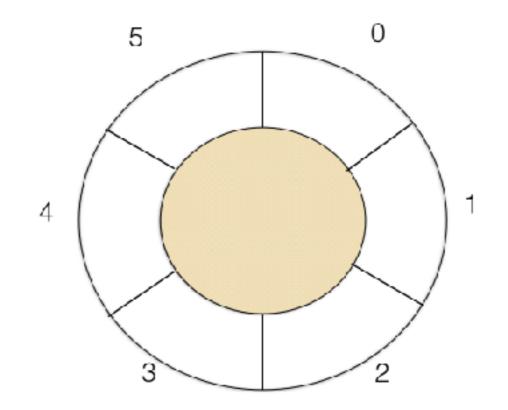
Simulated by allowing **rear** and **front** to wrap around each other

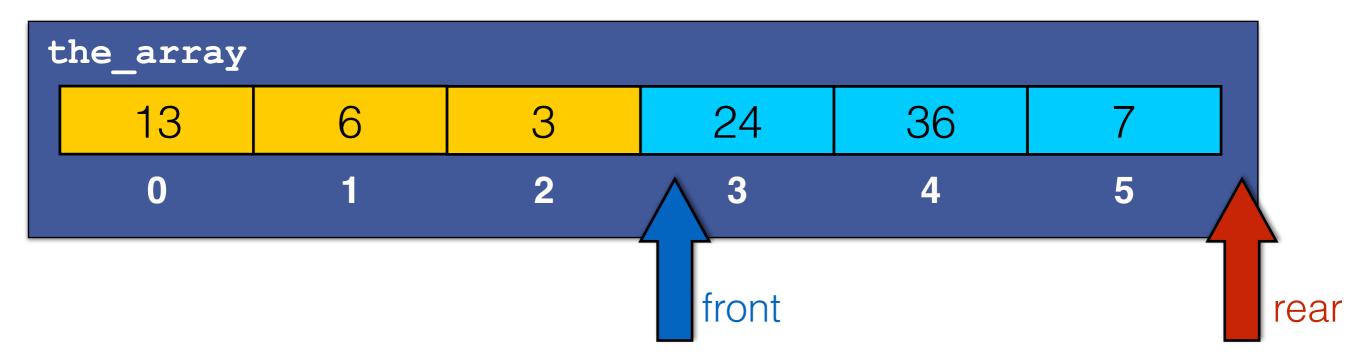
front: 3

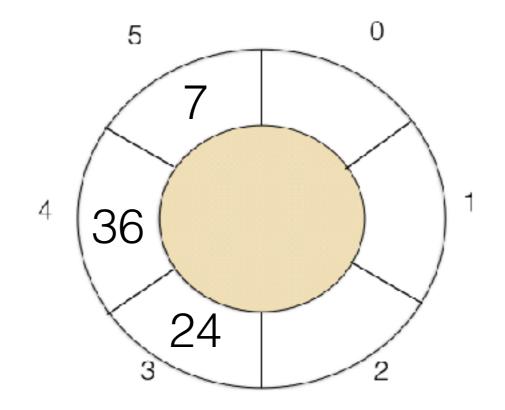
rear: 6

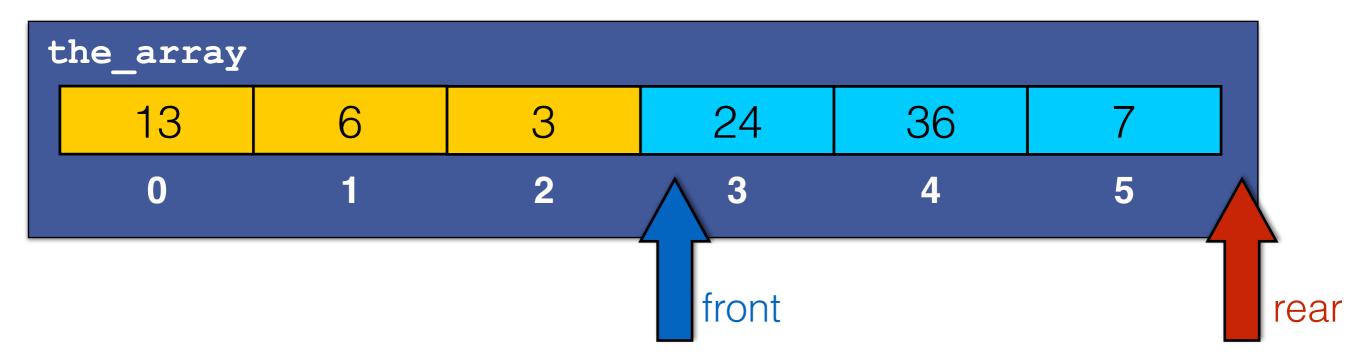
count: 3

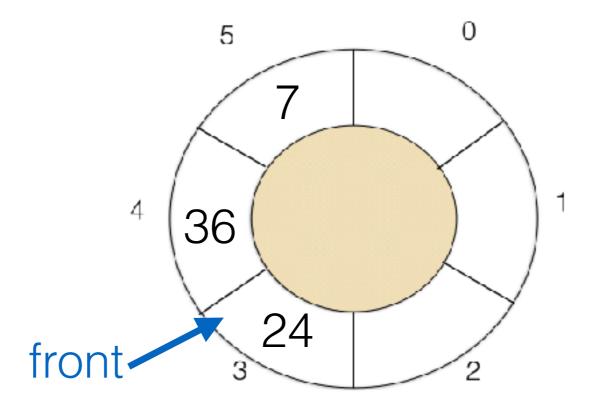


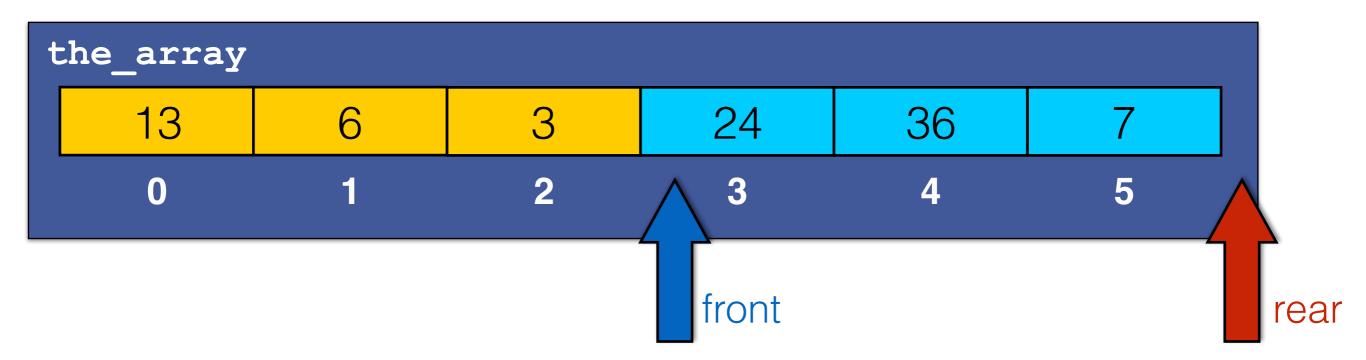


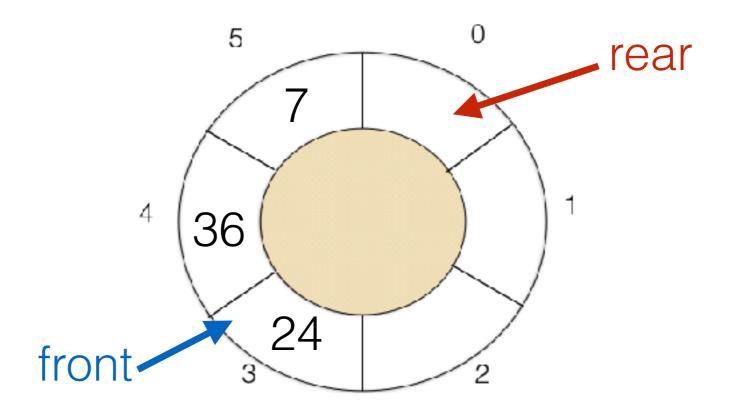


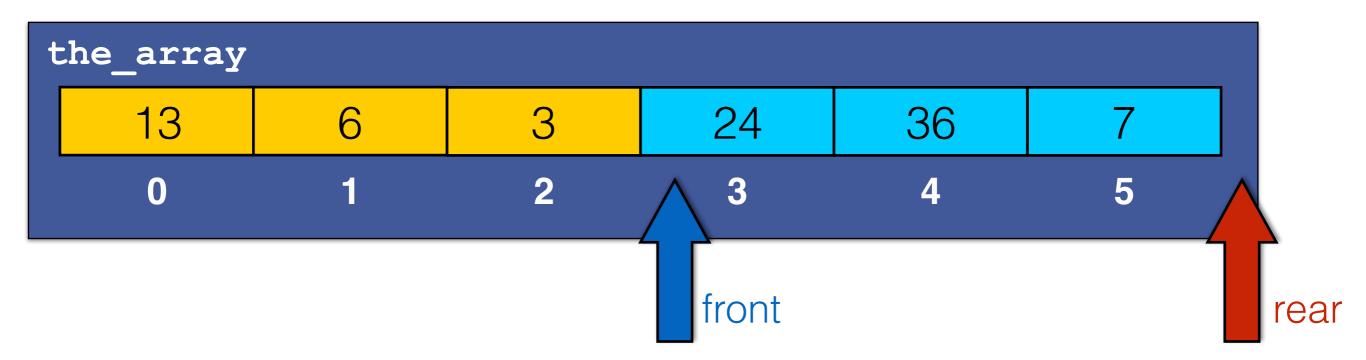




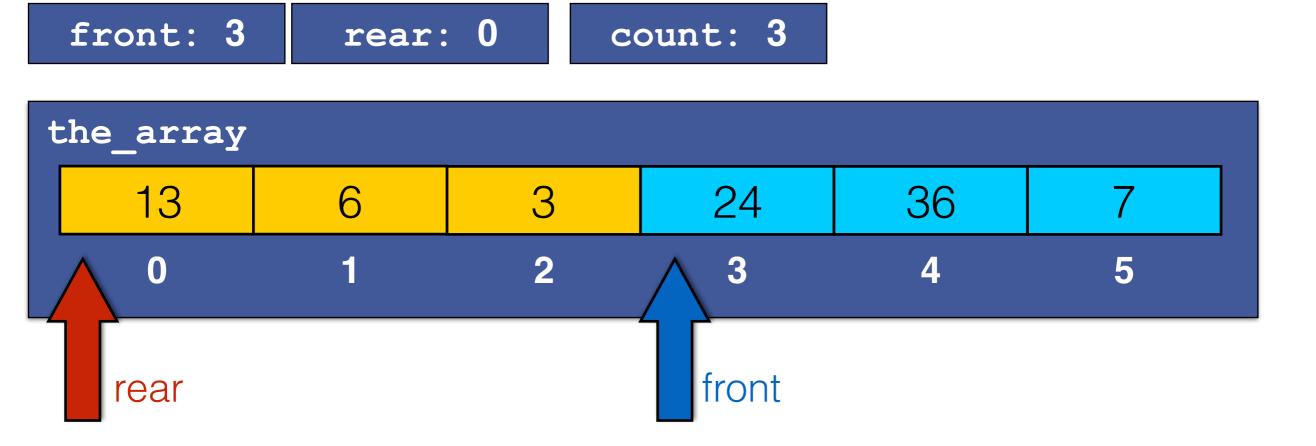




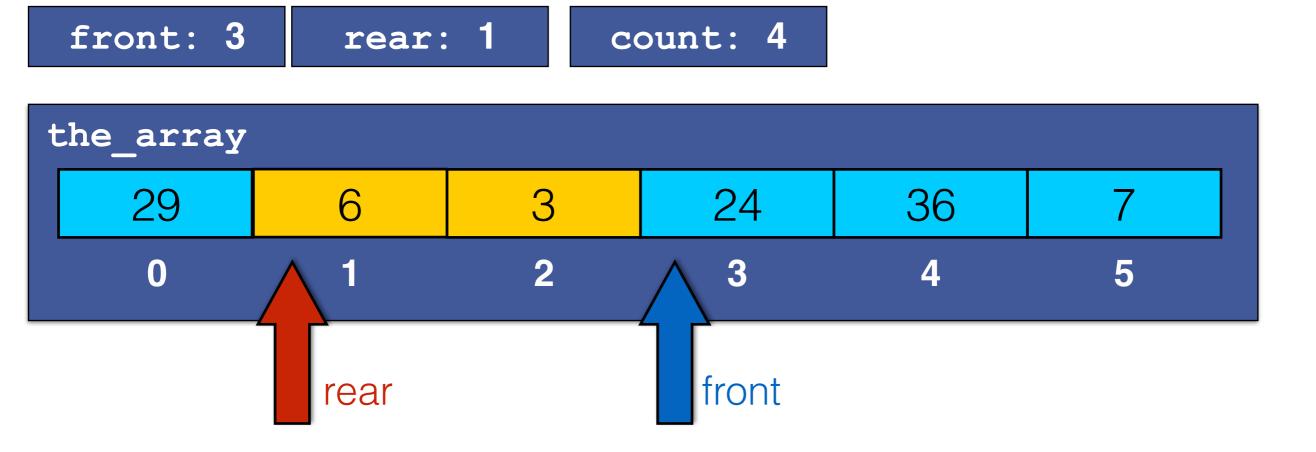




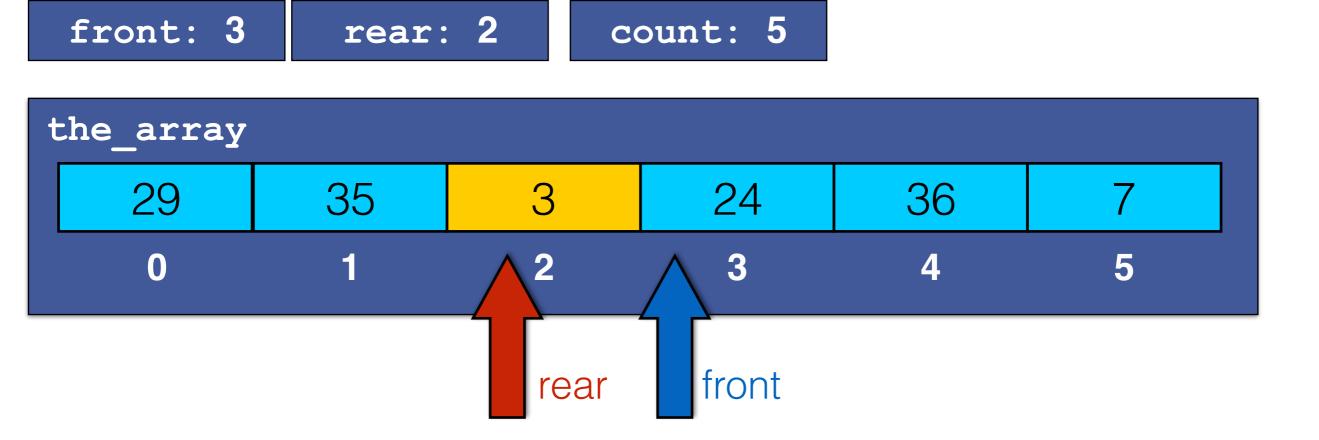
After appending 7



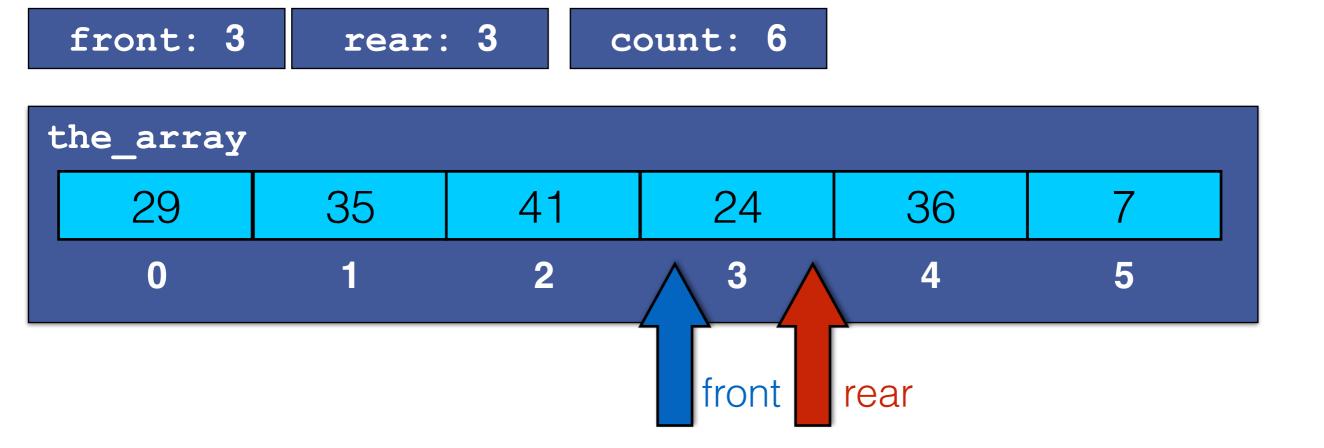
- After appending 7
- Append 29



- After appending 7
- Append 29
- Append 35

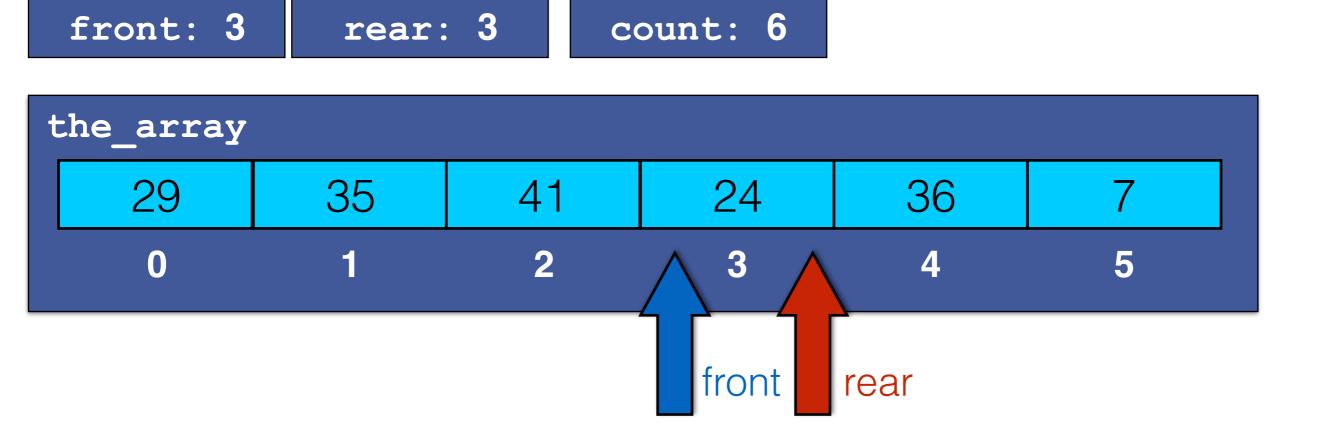


- After appending 7
- Append 29
- Append 35
- Append 41



- After appending 7
- Append 29
- Append 35
- Append 41

Important: Instead of using rear, to determine if the queue is full, we now need to use count.



Creating a circular Queue

```
def __init__(self, size):
    assert size > 0, "Size should be positive"
    self.the_array = size*[None]
    self.count = 0
    self.rear = 0
    self.front = 0
```

Creating a circular Queue

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    assert size > 0, "Size should be positive"
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    self.front = 0
```

```
def is_empty(self):
    return self.count == 0
```

```
def is_empty(self):
    return self.count == 0

def is_full(self):
    return self.count >= len(self.the_array)
```

```
def is_empty(self):
    return self.count == 0

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def reset(self):
    self.front = 0
    self.rear = 0
    self.count = 0
```

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def is_empty(self):
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def is_empty(self):
    return self.count == 0

def is_full(self):
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    self.front = 0
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```

Complexity is O(1)

```
def append(self, new_item):
    assert not self.is full(), "Queue is full"
```

```
def append(self, new_item):
    assert not self.is_full(), "Queue is full"
    self.the_array[self.rear] = new_item
    self.rear += 1
```

```
def append(self, new_item):
    assert not self.is_full(), "Queue is full"
    self.the_array[self.rear] = new_item
    self.rear += 1
    if self.rear == len(self.the_array):
        self.rear = 0
```

```
def append(self, new_item):
    assert not self.is_full(), "Queue is full"
    self.the_array[self.rear] = new_item
    self.rear += 1
    if self.rear == len(self.the_array):
        self.rear = 0
    self.count += 1
```

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def append(self, new_item):
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    if self.rear == len(self.the_array):
        self.rear = 0
    self.count += 1
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def append(self, new_item):
    assert not self.is_full(), "Queue is full"
    self.the_array[self.rear] = new_item
    self.rear += 1
    if self.rear == len(self.the_array):
        self.rear = 0
    self.count += 1
```

If <u>rear</u> points outside of the_array but I know **the queue is not full**

You know that $len(self.the_array) = 6$ and self.rear = 5 (self.rear + 1) % $len(self.the_array)$ is equal to...

```
(self.rear + 1) % len(self.the_array)
(5 + 1) % 6
6 \% 6 = 0
```

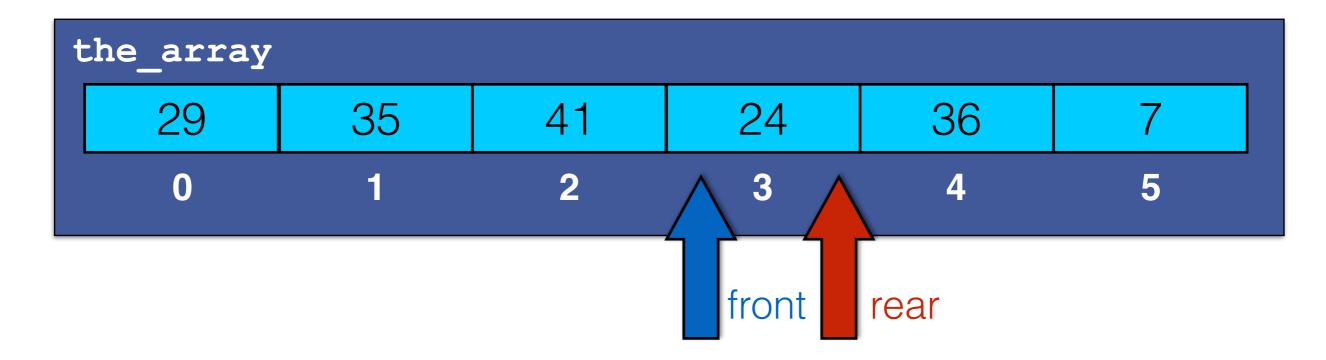
You know that $len(self.the_array) = 6$ and self.rear = 4 (self.rear + 1) % $len(self.the_array)$ is equal to... (self.rear + 1) % $len(self.the_array)$ (4 + 1) % 6 5 % 6 = 5

```
def append(self, new_item):
    assert not self.is_full(), "Queue is full"
    self.the_array[self.rear] = new_item
    self.rear = (self.rear+1)% len(self.the_array)
    self.count += 1
```

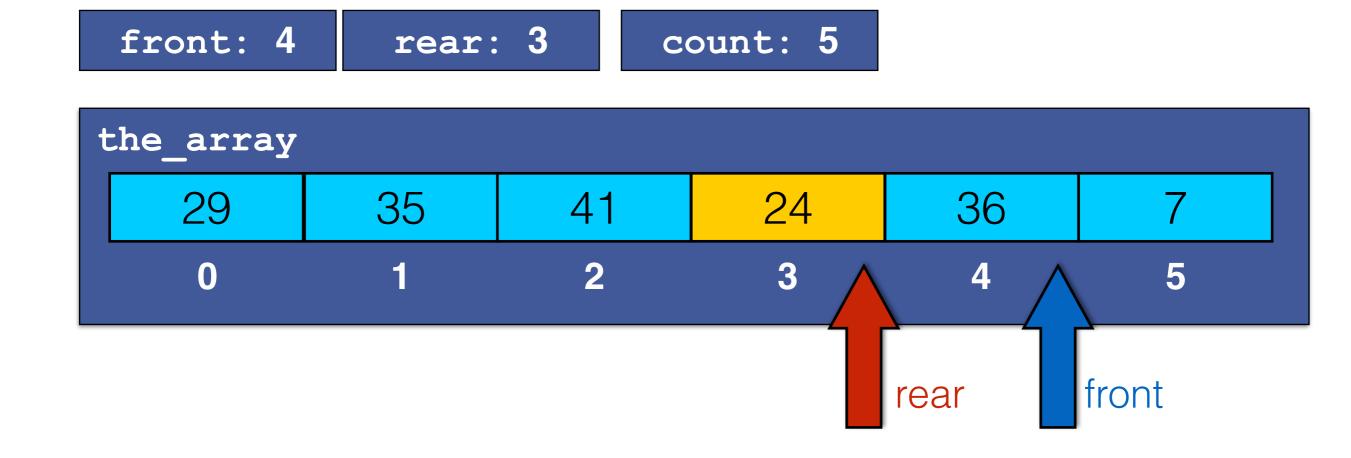
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    self.count += 1
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    assert not self.is_full(), "Queue is full"
    self.the_array[self.rear] = new_item
    self.rear += 1
    if self.rear == len(self.the_array):
        self.rear = 0
    self.count += 1
```

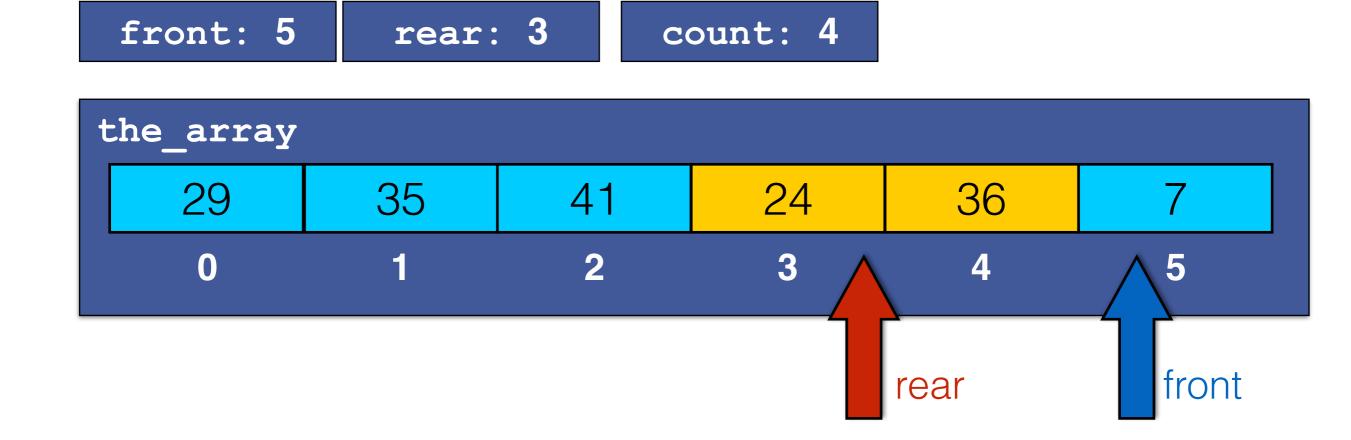
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    assert not self.is_full(), "Queue is full"
    self.the_array[self.rear] = new_item
    self.rear = (self.rear+1)% len(self.the_array)
    self.count += 1
```



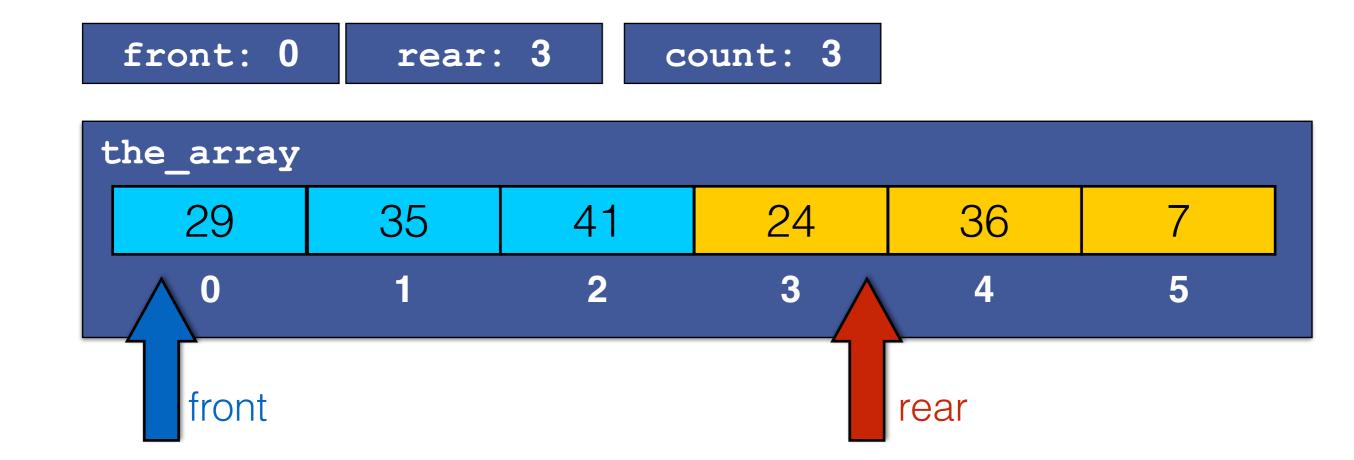
• Serve item (returns 24)



- Serve item (returns 24)
- Serve item (returns 36)



- Serve item (returns 24)
- Serve item (returns 36)
- Serve item (returns 7)



Implementation of Serve for a Circular Queue

```
def serve(self):
    assert not self.is_empty(), "Queue is empty"
    item = self.the_array[self.front]
    self.front = (self.front+1) % len(self.the_array)
    self.count -=1
    return item
```

Implementation of Serve for a Circular Queue

```
def serve(self):
    assert not self.is_empty(), "Queue is empty"
    item = self.the_array[self.front]
    self.front = (self.front+1) % len(self.the_array)
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    return item
```

Implementation of Serve for a Circular Queue

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def serve(self):
    assert not self.is_empty(), "Queue is empty"
    item = self.the_array[self.front]
    self.front = (self.front+1) % len(self.the_array)
    self.count -=1
    return item

    self.front +=1
    if self.front == len(self.the_array):
        self.front = 0
```

- Lets implement it as a function within the Queue ADT. So, it has access to the implementation.
- Do not modify the queue, just print its elements

```
def print_items(self):
    index = self.front
    for _ in range(self.count):
        print(str(self.the_array[index]))
        index = (index+1) % len(self.the_array)
```

```
def print_items(<if):
    index = self.front
    for _ in range(self.count):
        print(str(self.the_array[index]))
        index = (index+1) % len(self.the_array)</pre>
```

```
Anonymous variable

def print_items(self):
    index = self.front
    for _ in range(self.count):
        print(str(self.the_array[index]))
        index = (index+1) % len(self.the_array)
```

```
Anonymous variable
                                         print as many items as available
def print_items(self):
                                                 in the queue
     index = self.front
for __in range(self.count):
          print(str(self.the_array[index]))
          index = (index+1) % len(self.the_array)
```

Convert to string whatever is stored

```
Anonymous variable
                                                print as many items as available
    def print_items(self):
                                                         in the queue
         index = self.front
for _ in range(self.count):
               print(str(self.the_array[index]))
               index = (index+1) % len(self.the_array)
                                          Increase index or make it zero if
Convert to string whatever is
                                          it points to outside of the_array
         stored
```

Some Queue Applications

- Scheduling and buffering
 - Printers
 - Keyboards
 - Executing asynchronous procedure calls

Summary

- Queues
 - Array implementation
 - Linear
 - Circular
 - Basic operations
 - Their complexity