

Queues

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Outline

- 1 Definition
- 2 Implementation
- 3 Sequential Queue & Circular Queue



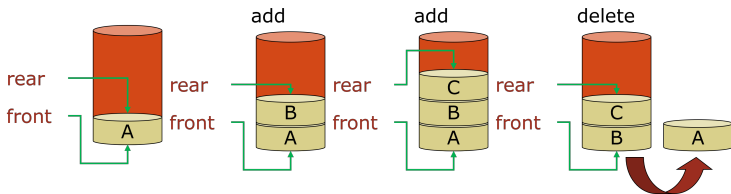
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Definition

- A queue is an ordered list in which **insertions** take place at one end (i.e., **front**) and deletions take place at the opposite end (i.e., **rear**).
 - insertions: push/add
 - deletions: pop/remove
- First-In-First-Out (FIFO).



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Functions for Queues

- Create a queue (implemented by an **array**).
 - Create an empty queue with maximum size `MAX_QUEUE_SIZE`.

```
#define MAX_QUEUE_SIZE 100

typedef struct {
    int key; // can be of other types...
    /* other fields? */
} element;

element queue a[MAX_QUEUE_SIZE];

int front = -1; // initially no element
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```



Functions for Stacks (2/2)

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- Push (or Add)
 - Insert the element into the `rear` of the queue.



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If the queue is not full, `queue[++rear] = element;`
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 - Remove and return the item at the front of the queue.



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 - Insert the element into the `rear` of the queue.
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- Pop (or Delete)
 - Remove and return the item at the front of the queue.
If the queue is not empty, `return stack[++front];`



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Job Scheduling

front	rear	Q[0]	Q[1]	Q[2]	Q[3]	comments
-1	-1					queue is empty
-1	0	J_1				Job J_1 is added
-1	1	J_1	J_2			Job J_2 is added
-1	2	J_1	J_2	J_3		Job J_3 is added
0	2		J_2	J_3		Job J_1 is deleted
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 $O(\text{MAX_QUEUE_SIZE})$ (very time consuming!)



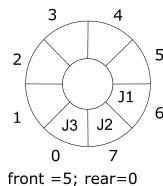
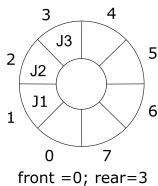
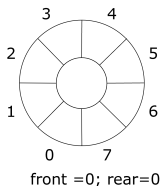
Solution: Circular Queue

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- Initially, $\text{front} = \text{rear} = 0$;
- front : **one position** counterclockwise from the first element in the queue.
- rear : **current end** of the queue.



Circular Queue (2/2)

- Such a circular queue is permitted to hold at most elements.



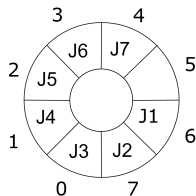
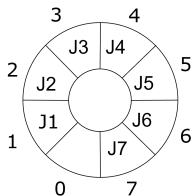
Circular Queue (2/2)

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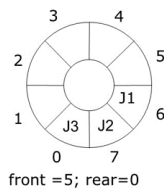
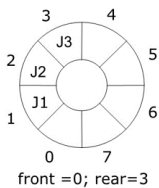
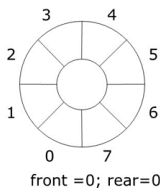
Circular Queue (2/2)

- Such a circular queue is permitted to hold at most $\text{MAX_QUEUE_SIZE}-1$ elements.
- The addition of an element such that $\text{front} == \text{rear}$: the queue is empty (?) or full (?).



Adding an Element to a Circular Queue

```
void add(element item) {  
    rear = (rear+1) % MAX_QUEUE_SIZE;  
    if (front == rear) {  
        return queueFull(); // reset rear and print error!  
    }  
    queue[rear] = item;  
}
```

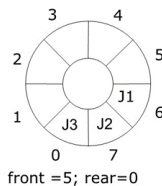
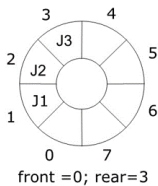
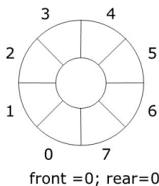


Deleting an Element from a Circular Queue

```

element delete() {
    element item;
    if (front == rear) {
        return queueFull();
    }
    front = (front+1) % MAX_QUEUE_SIZE;
    return queue[front];
}

```



Discussions

