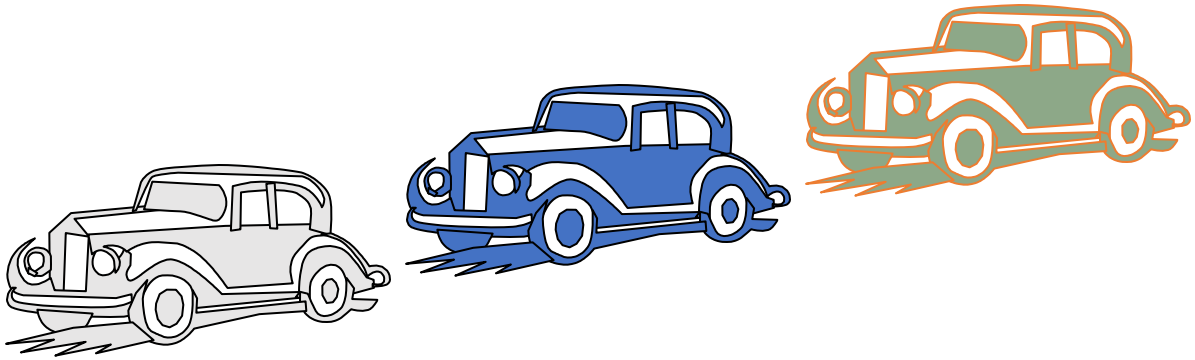
Presentation for use with the textbook Data Structures and Algorithms in Java, 6th edition, by M. T. Goodrich, R. Tamassia, and M. H. Goldwasser, Wiley, 2014

Queues



The Queue ADT

- The Queue ADT stores arbitrary objects
- Insertions and deletions follow the first-in first-out scheme
- Insertions are at the rear of the queue and removals are at the front of the queue
- Main queue operations:
  - enqueue(object): inserts an element at the end of the queue
  - object dequeue(): removes and returns the element at the front of the queue
- Auxiliary queue operations:
  - object first(): returns the element at the front without removing it
  - integer size(): returns the number of elements stored
  - boolean isEmpty(): indicates whether no elements are stored
- Boundary cases:
  - Attempting the execution of dequeue or first on an empty queue returns null

Example

Operation		***Output Q***
enqueue(5)	–	(5)
enqueue(3)	–	(5, 3)
dequeue()	*5*	(3)
enqueue(7)	–	(3, 7)
dequeue()	*3*	(7)
first()	*7*	(7)
dequeue()	*7*	()
dequeue()	*null*	()
isEmpty()	*true*	()
enqueue(9)	–	(9)
enqueue(7)	–	(9, 7)
size()	*2*	(9, 7)
enqueue(3)	–	(9, 7, 3)
enqueue(5)	–	(9, 7, 3, 5)
dequeue()	*9*	(7, 3, 5)

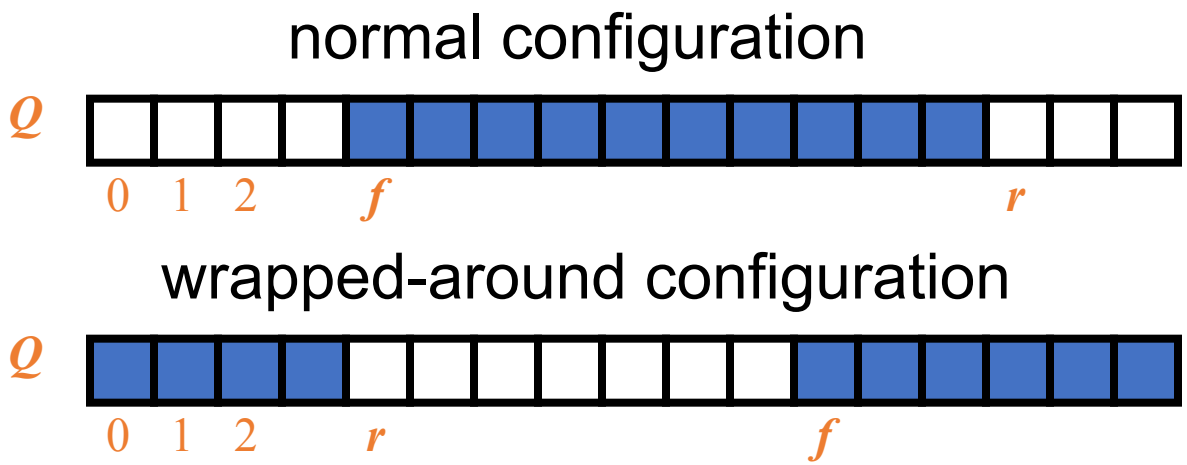
Applications of Queues

- Direct applications
  - Waiting lists, bureaucracy
  - Access to shared resources (e.g., printer)
  - Multiprogramming

- Indirect applications
  - Auxiliary data structure for algorithms
  - Component of other data structures

Array-based Queue

- Use an array of size N in a circular fashion
- Two variables keep track of the front and size
  - f index of the front element
  - sz number of stored elements
- When the queue has fewer than N elements, array location $r = (f + sz) \bmod N$ is the first empty slot past the rear of the queue

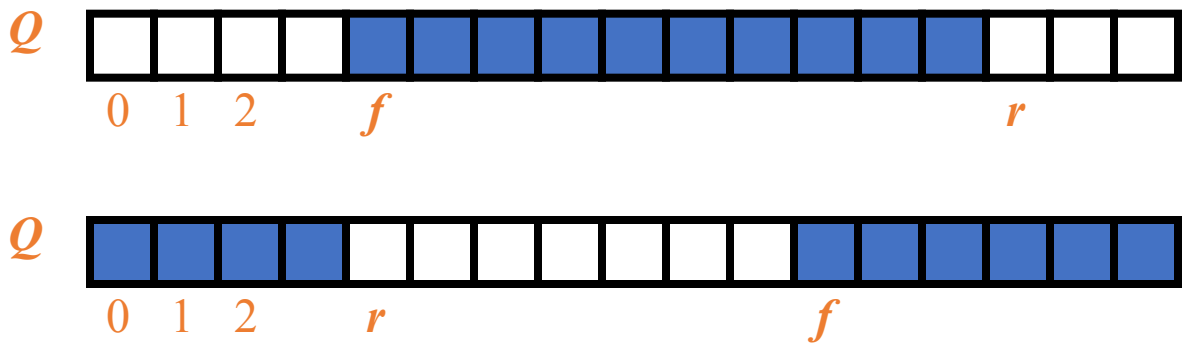


Queue Operations

- We use the modulo operator (remainder of division)

Algorithm *size*()
  return *sz*

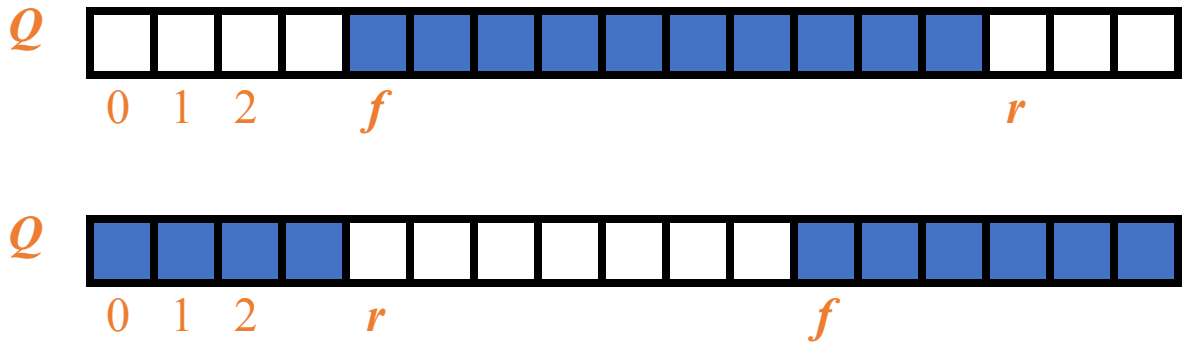
Algorithm *isEmpty*()
  return (*sz* == 0)



Queue Operations (cont.)

- Operation enqueue throws an exception if the array is full
- This exception is implementation-dependent

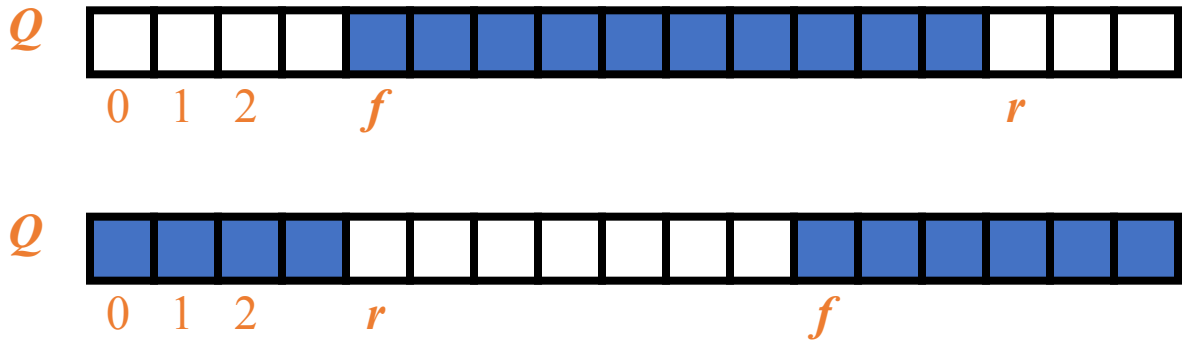
Algorithm *enqueue*(*o*)
  if *size*() = *N* 1 **then**
    throw *IllegalStateException*
  else
    r □ (*f* + *sz*) mod *N*
    Q[*r*] □ *o*
    sz □ (*sz* + 1)



Queue Operations (cont.)

- Note that operation dequeue returns null if the queue is empty

```
Algorithm dequeue()
  if isEmpty() then
    return null
  else
    o ← Q[f]
    f ← (f + 1) mod N
    sz ← (sz - 1)
    return o
```



Queue Interface in Java

- Java interface corresponding to our Queue ADT
- Assumes that first() and dequeue() return null if queue is empty

```
public interface Queue<E> {
   int size();
   boolean isEmpty();
   E first();
   void enqueue(E e);
   E dequeue();
}
```

Array-based Implementation

```
1  /** Implementation of the queue ADT using a fixed-length array. */
2  public class ArrayQueue<E> implements Queue<E> {
3    // instance variables
4    private E[ ] data;                          // generic array used for storage
5    private int f = 0;                          // index of the front element
6    private int sz = 0;                         // current number of elements
7
8    // constructors
9    public ArrayQueue( ) {this(CAPACITY);} // constructs queue with default capacity
10   public ArrayQueue(int capacity) {          // constructs queue with given capacity
11     data = (E[ ]) new Object[capacity];      // safe cast; compiler may give warning
12   }
13
14   // methods
15   /** Returns the number of elements in the queue. */
16   public int size( ) { return sz; }
17
18   /** Tests whether the queue is empty. */
19   public boolean isEmpty( ) { return (sz == 0); }
20
```

Array-based Implementation (2)

```
21    /** Inserts an element at the rear of the queue. */
22    public void enqueue(E e) throws IllegalStateException {
23      if (sz == data.length) throw new IllegalStateException("Queue is full");
24      int avail = (f + sz) % data.length;       // use modular arithmetic
25      data[avail] = e;
26      sz++;
27    }
28
29    /** Returns, but does not remove, the first element of the queue (null if empty). */
30    public E first( ) {
31      if (isEmpty( )) return null;
32      return data[f];
33    }
34
35    /** Removes and returns the first element of the queue (null if empty). */
36    public E dequeue( ) {
37      if (isEmpty( )) return null;
38      E answer = data[f];
39      data[f] = null;                           // dereference to help garbage collection
40      f = (f + 1) % data.length;
41      sz--;
42      return answer;
43    }
```

Comparison to java.util.Queue

- Our Queue methods and corresponding methods of java.util.Queue:

Our Queue ADT	**Interface java.util.Queue**	
	throws exceptions	returns special value
enqueue(e)	add(e)	offer(e)
dequeue( )	remove( )	poll( )
first( )	element( )	peek( )
size( )	size( )	
isEmpty( )	isEmpty( )	

Application: Round Robin Schedulers

- We can implement a round robin scheduler using a queue Q by repeatedly performing the following steps:
  1. e = Q.dequeue()
  2. Service element e
  3. Q.enqueue(e)