

Introduction to Queues

Definition

A linear data structure that follows **FIFO** (First In First Out) principle.

Key Analogy

Waiting line at a ticket counter.

Parameters

1. Q.head: Position of the first element.
2. Q.tail: Position where the next element will be inserted.



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Queue Operations (Regular)

Insertion: Enqueue(Q, x)

Insert an element x at the tail/rear/end of the queue.

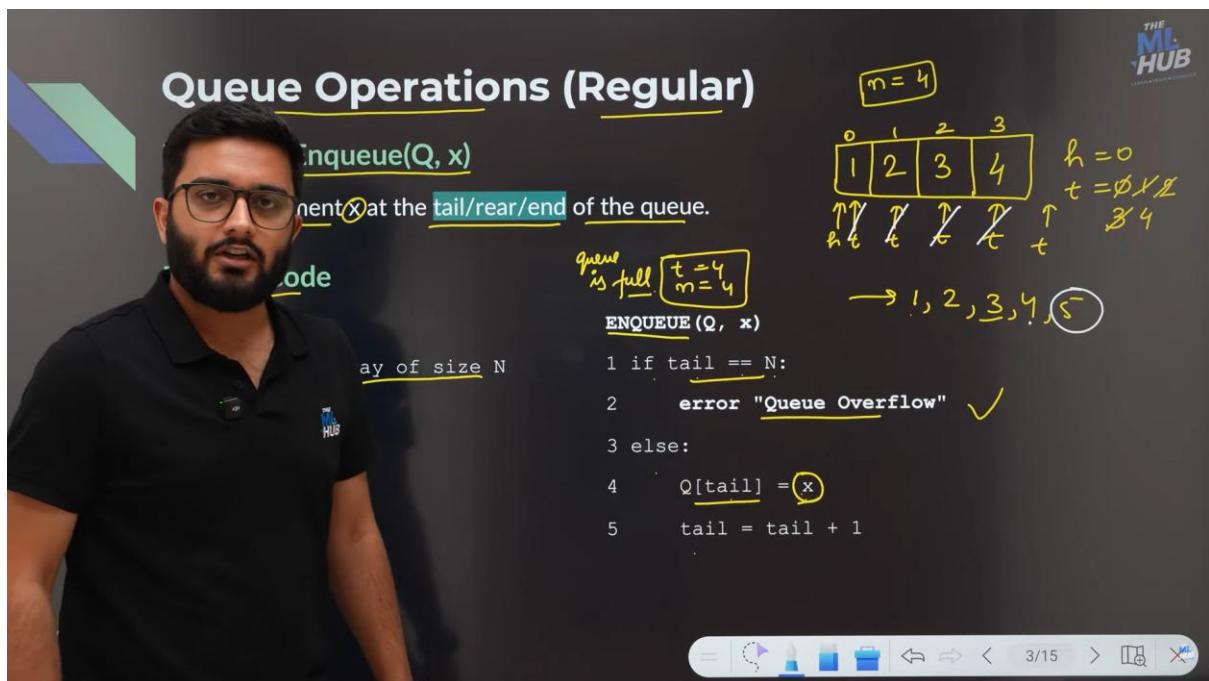
Pseudo Code

Initialize:

```
Q[0...N-1] // array of size N
head = 0
tail = 0
```

ENQUEUE(Q, x)

```
1 if tail == N:
2     error "Queue Overflow"
3 else:
4     Q[tail] = x
5     tail = tail + 1
```



for filling 5 it will be overflow

Queue Operations (Regular)

Deletion: Dequeue(Q)
Removes an element from the **head/front** of the queue.

Pseudo Code

```
Dequeue(Q)
1. if head == tail:
    error "Queue Underflow"
else:
    x = Q[head]
    head = head + 1
return x
```

$n = 4$

$h = 0$, $t = 3$

$Q[h] = 1$

$h = h + 1 = 2$

$n = \emptyset[1] = 2$

$h = h + 1 = 2$

$Return x$

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Queue Operations (Regular)

Example

Step by step dry run:

- Initial state: $head = 0$, $tail = 0$, $n = 3$
- Enqueue(10), Enqueue(20), Enqueue(30)
- Dequeue() \rightarrow Return(10)
- Enqueue(40), Enqueue(50)
- Dequeue() \rightarrow overflow
- Enqueue(70) \rightarrow return(20)

$tail = 3$

$n = 3$

$h = 0$, $t = 3$

$h = 0 \times 2$, $t = 0 \times 2 \ 3$

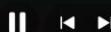
Circular Queue

Why?

A regular queue wastes space when tail reaches end

Definition

A Circular Queue is a linear data structure that follows **FIFO** ('First In, First Out) but connects the last position back to the first position to form a circle.



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Queue Operations (Circular)

Insertion: Enqueue(Q, x)

Insert an element x at the tail of the queue.

Pseudo Code

Initialize:

```
Q[0...N-1] // array of size N
head = 0
tail = 0
```

ENQUEUE(Q, x)

```
1 if (tail + 1) % N == head:
2     error "Queue Overflow"
3 else:
4     Q[tail] = x
5     tail = (tail + 1) % N
```

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Queue Operations (Circular)

Deletion: Dequeue(Q)

Removes an element from the head of the queue

Pseudo Code

Dequeue(Q)

```

1 if head == tail: 3 ≠ 0 → 3 + 1 = 4 % 1
2   error "Queue Underflow" (3 + 1) % 4
3 else:
4   x = Q[head]
5   head = (head + 1) % N
6   return x

```



1. enq(1) ✓
 2. enq(2) ✓
 3. enq(3) ✓
 4. enq(4) ✗
 5. deque() ✓
 6. enq(4) ✓
- $t = (t+1) \% n$
7. $t = 4 \% 4 = 0$
 8. deque() ✓
 9. deque() ✓
 10. deque() ✗

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Queue Operations (Circular)

n = 5 → max 4 elements

Initial state: head = 0, tail = 0, n = 5

queue(10), Enqueue(20), Enqueue(30), Enqueue(40)

3. Dequeue()

1 Enqueue(50), Enqueue(60) → overflow. Size = 4

2 Enqueue(70) ✗ → overflow.

Dequeue() ✓

Enqueue(80), Enqueue(90) → overflow.

$(t+1) \% n = 6 \rightarrow \text{overflow}$

$t = -t \rightarrow \text{underflow}$

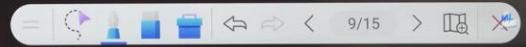
$h = 0 \times 2$

$t = 0 \times 2 + 3 \neq 1$

$l = -2 \neq 0$

0	1	2	3	4
10	20	30	40	50

Diagram shows a circular queue with 5 slots. Slots 0, 1, 2, 3, and 4 contain values 10, 20, 30, 40, and 50 respectively. Head is at index 0 and Tail is at index 4. An arrow points from the formula $(t+1) \% n$ to the slot after the tail.



Other Variations of Queues

Priority Queue

A special type of queue where each element has a priority value.

Two types, Max-Priority & Min-Priority.

max-priority
→ highest priority element will be deleted

min-priority
→ lowest priority element will be deleted

Operations

- insert(Q, priority) → Add element with given priority
- delete(Q) → Remove element with highest (or lowest) priority
- isEmpty(Q), isFull(Q) → Usual checks.

Queue Operations (Priority)

Example Min Priority

Step by step dry run ($n = 10$):

① Initial state: Queue = []

② Insert(10, priority=3) = [(10, 3)]

③ Insert(20, priority=1) = [(20, 1), (10, 3)]

④ Insert(30, priority=2) = [(20, 1), (30, 2), (10, 3)]

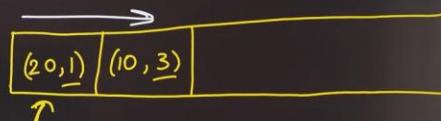
⑤ Delete() = [(30, 2), (10, 3)]

⑥ Insert(40, priority=0) = [(40, 0), (30, 2), (10, 3)]

⑦ Insert(50, priority=4) = [(40, 0), (30, 2), (10, 3), (50, 4)]

⑧ Delete() = [(30, 2), (10, 3), (50, 4)]

⑨ Insert(70, priority=1)



Insertion
 $O(n)$
 $O(\log n)$
using heaps

Queue Operations (Priority)

n Priority

/ run (n = 10):

state: Queue = []

priority=3) = [(10,3)]

priority=2) = [(20,1), (10,3)]

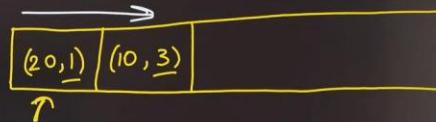
priority=1) = [(20,1), (30,2), (10,3)] Increasing order of priority

priority=0) = [(40,0), (30,2), (10,3)]

priority=-1) = [(40,0), (30,2), (10,3), (50,4)]

priority=-2) = [(40,0), (30,2), (10,3), (50,4)]

priority=-3) = [(70,1), (30,2), (10,3), (50,4)]



P

Insection

O(n)

O(log n)

using maps



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