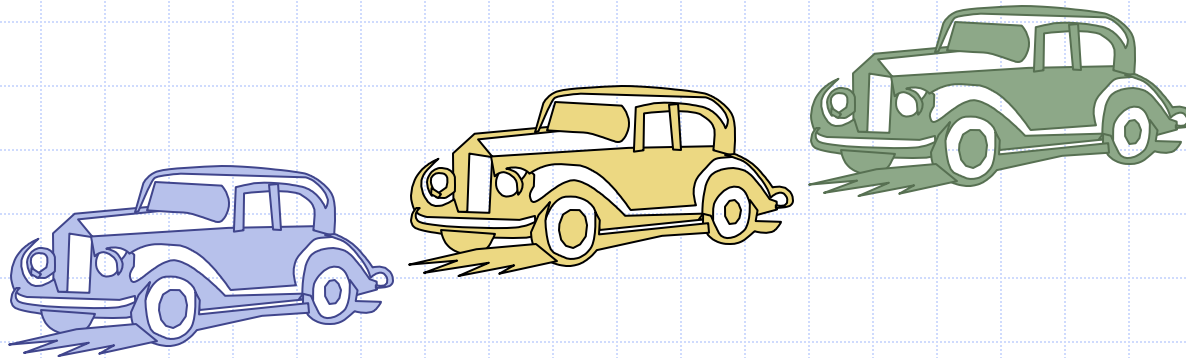


Presentation for use with the textbook **Data Structures and Algorithms in Java, 6th edition**, by M. T. Goodrich, R. Tamassia, and M. H. Goldwasser, Wiley, 2014

Queues



Reading

M. T. Goodrich, R. Tamassia and M. H. Goldwasser,
Data Structures and Algorithms in Java, 6th Edition,
2014.

- Chapter 6. Stacks and 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

<i>Operation</i>	<i>Output</i>	<i>Q</i>
enqueue(5)	—	(5)
enqueue(3)	—	(5, 3)
dequeue()	5	(3)
enqueue(7)	—	(3, 7)
dequeue()	3	(7)
first()	7	(7)
dequeue()	7	()
dequeue()	<i>null</i>	()
isEmpty()	<i>true</i>	()
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)

队列的特性

1. 先进先出 (FIFO, First-In First-Out)

- enqueue(x): 元素插入队列的尾部。
- dequeue(): 移除并返回队列前端 (最早进入的元素)。
- first(): 返回队列前端的元素但不移除。

2. 空队列的行为

- 当 dequeue() 作用于空队列时, 返回 null。
- isEmpty() 返回 true 表示队列为空。

3. 示例行为

- 插入 5、3 后, 队列顺序是 (5, 3)。
- 取出 (dequeue) 5 后, 队列变为 (3), 再插入 7 变为 (3, 7)。
- 继续取出 3 和 7, 队列变为空 ()。
- 新的元素加入: 9, 7, 3, 5 按顺序进入队列, 最终队列 (9, 7, 3, 5)。
- 取出 (dequeue) 9, 剩下 (7, 3, 5)。

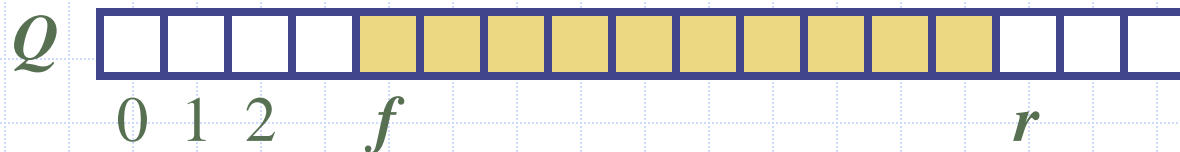
Applications of Queues

- ❑ Direct applications
 - Waiting lists
 - Access to shared resources (e.g., printer)
 - Multiprogramming
- ❑ Indirect applications
 - Auxiliary data structure for algorithms
 - Component of other data structures

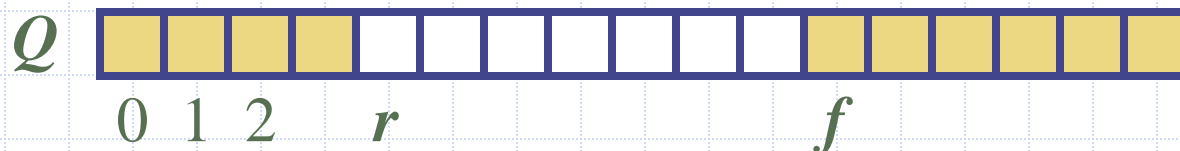
Array-based Queue

- 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 f (front) : 队列头部元素的索引
 - sz number of stored elements sz (size) : 队列中当前存储的元素数量
- *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*

normal configuration



wrapped-around configuration

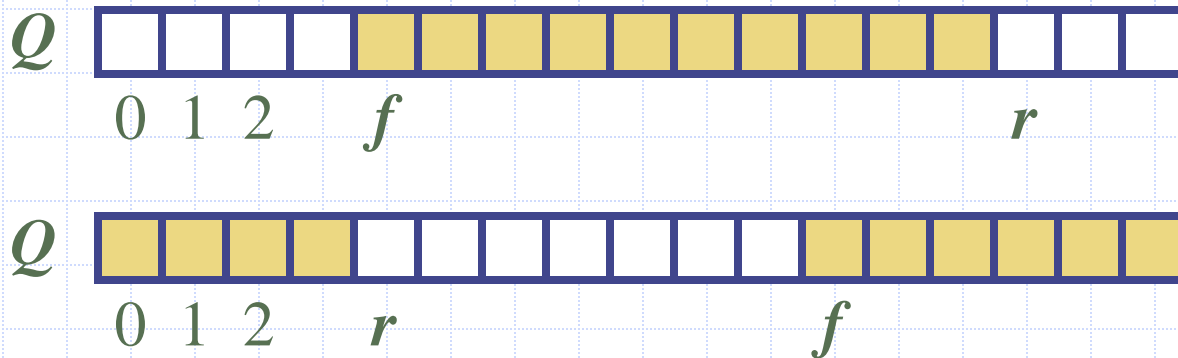


Queue Operations

- We use the modulo operator (remainder of division)

Algorithm *size()*
return *sz*

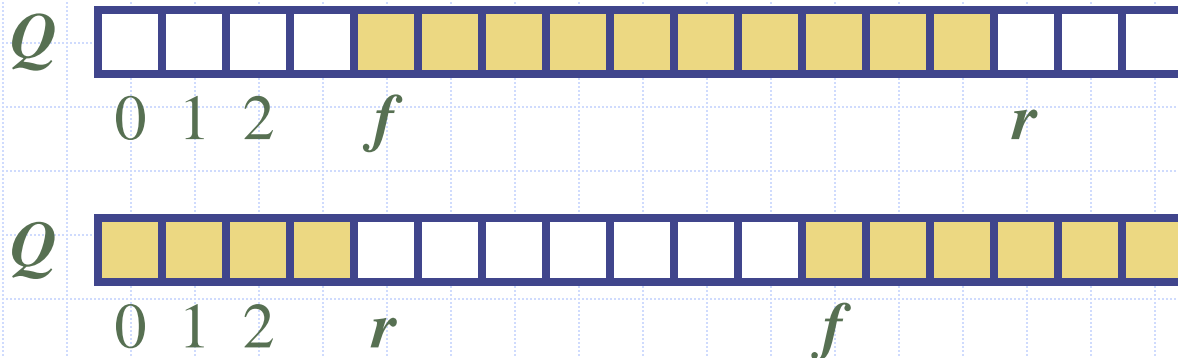
Algorithm *isEmpty()*
return (*sz* == 0)



Queue Operations (cont.)

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

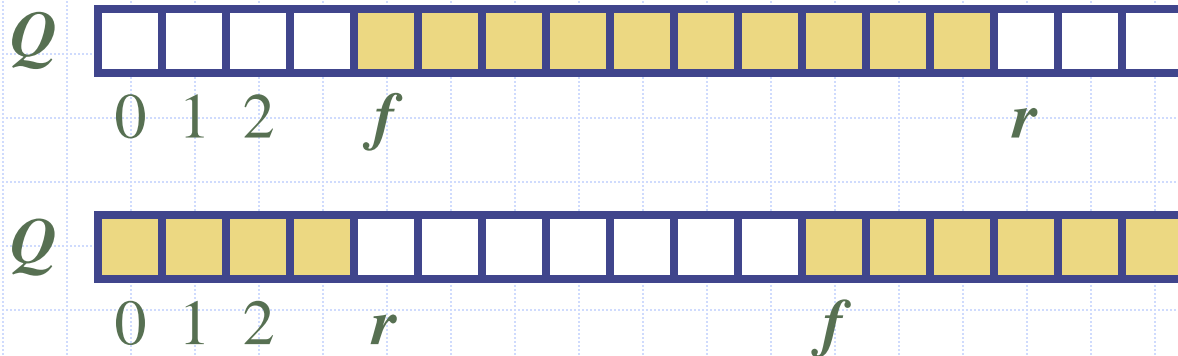
```
Algorithm enqueue(o)  
  if  $size() = N$  then  
    throw IllegalStateException  
  else  
     $r \leftarrow (f + sz) \bmod N$   
     $Q[r] \leftarrow o$   
     $sz \leftarrow (sz + 1)$ 
```



Queue Operations (cont.)

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

```
Algorithm dequeue()  
  if isEmpty() then  
    return null  
  else  
     $o \leftarrow Q[f]$   
     $f \leftarrow (f + 1) \bmod N$   
     $sz \leftarrow (sz - 1)$   
    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();    返回队列中元素个数  
    boolean isEmpty();    判断队列是否为空  
    E first();    返回队首元素（不移除）  
    void enqueue(E e);    入队（插入元素）  
    E dequeue();    出队（移除并返回队首元素）  
}
```

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(<i>e</i>)	add(<i>e</i>)	offer(<i>e</i>)
dequeue()	remove()	poll()
first()	element()	peek()
size()	size()	
isEmpty()	isEmpty()	

自定义 Queue ADT vs. java.util.Queue

我们的队列 ADT	java.util.Queue 接口 (抛出异常)	java.util.Queue 接口 (返回特殊值)
enqueue(<i>e</i>)	add(<i>e</i>) (抛出异常)	offer(<i>e</i>) (返回 false)
dequeue()	remove() (抛出异常)	poll() (返回 null)
first()	element() (抛出异常)	peek() (返回 null)
size()	size() (相同)	size() (相同)
isEmpty()	isEmpty() (相同)	isEmpty() (相同)

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. $Q.enqueue(e)$

