

QUEUES AND PRIORITY QUEUES

Problem Solving with Computers-II

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook!n";
    return 0;
}
```



How is PA03 going?

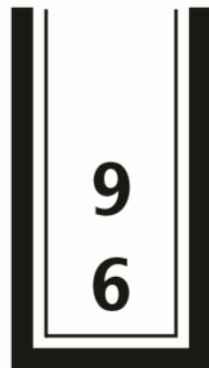
- A. Done
- B. On track to finish
- C. Having trouble with the checkpoint (design)
- D. Just started
- E. Haven't started

Evaluating a fully parenthesized infix expression

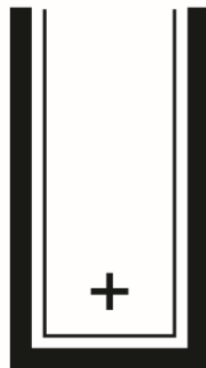
Characters read so far (shaded):

`(((6 + 9) / 3) * (6 - 4))`

Numbers



Operations



Lab 05, part2 :

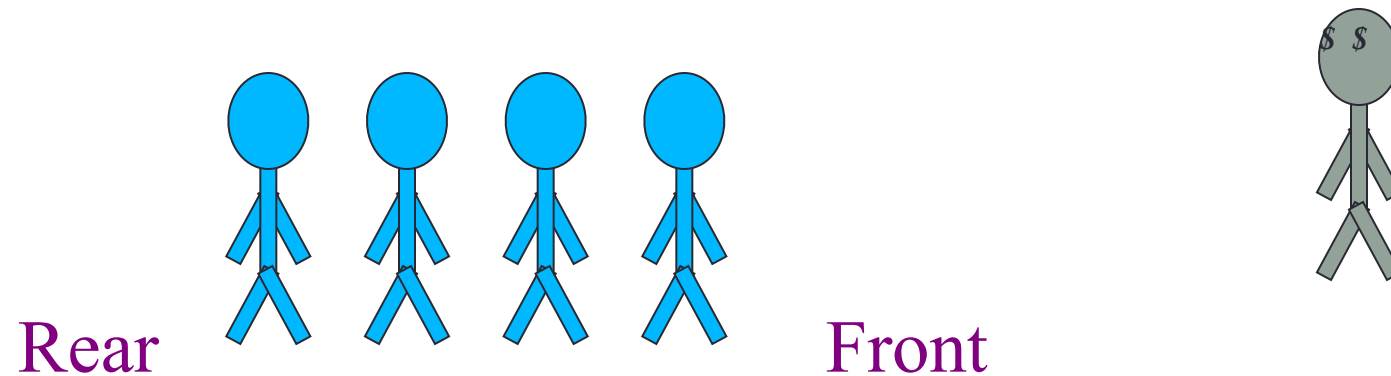
Evaluating post fix expressions using a single stack

Postfix: 7 3 5 * + 4 2 / -

Infix: (7 + (3 * 5)) - (4 / 2)

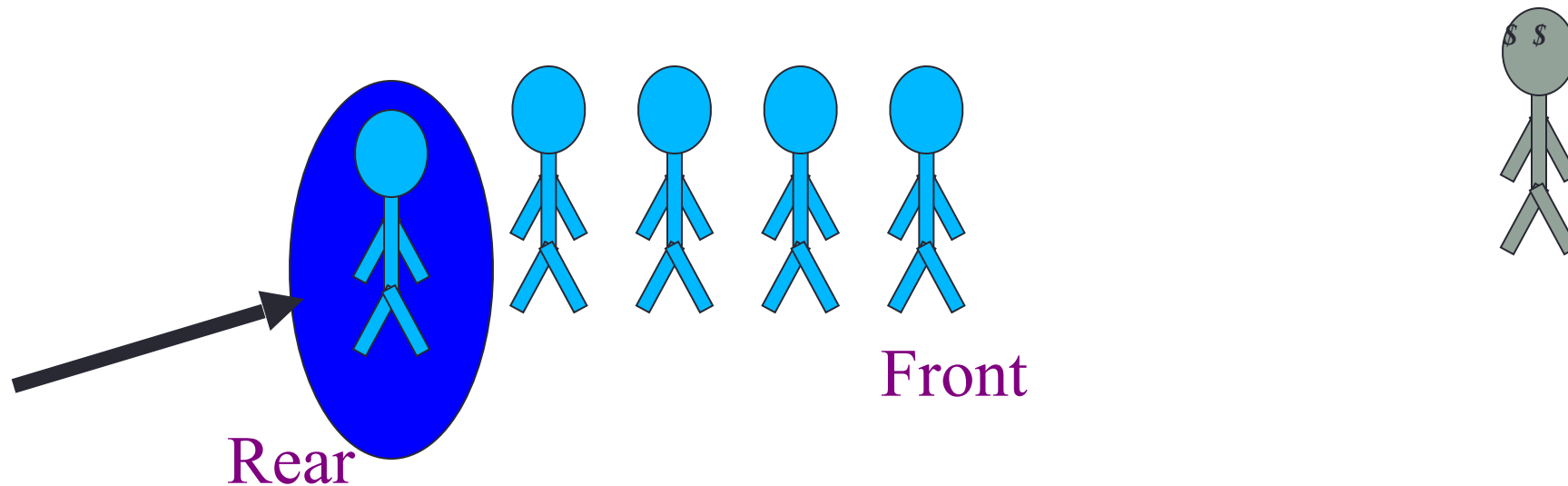
The Queue Operations

- A queue is like a line of people waiting for a bank teller.
- The queue has a **front** and a **rear**.



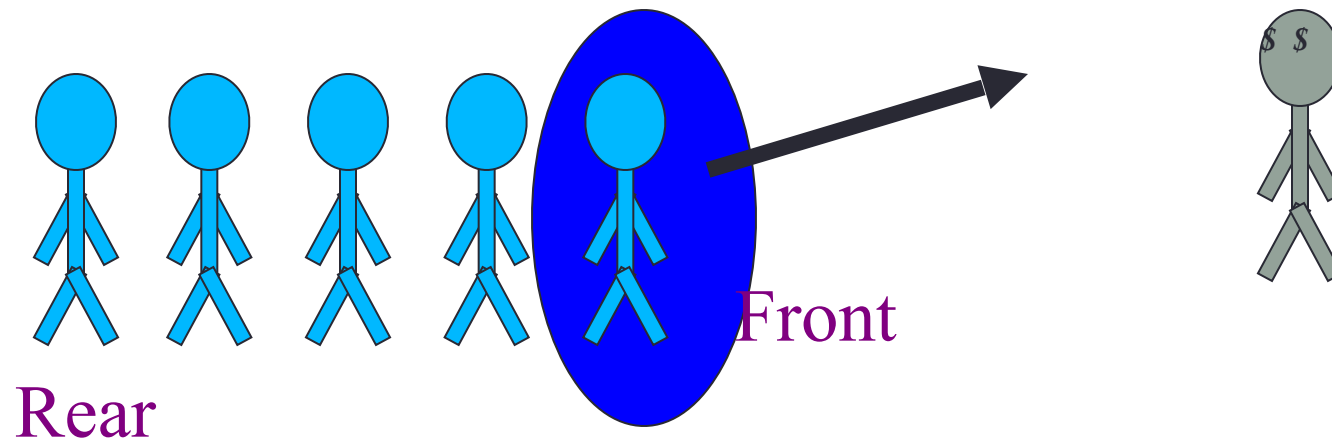
The Queue Operations

- New people must enter the queue at the rear. The C++ queue class calls this a **push**, although it is usually called an **enqueue** operation.



The Queue Operations

- When an item is taken from the queue, it always comes from the front. The C++ queue calls this a pop, although it is usually called a dequeue operation.



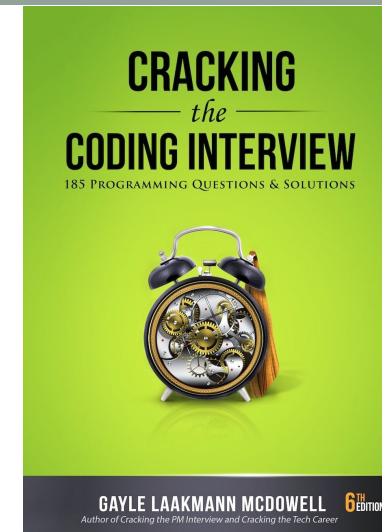
The Queue Class

- The C++ standard template library has a queue template class.
- The template parameter is the type of the items that can be put in the queue.

```
template <class Item>  
class queue<Item>  
{  
public:  
    queue( );  
    void push(const Item& entry);  
    void pop( );  
    bool empty( ) const;  
    Item front( ) const;  
    ...
```


Queue via stacks

Implement a MyQueue class which implements a queue using two stacks



Priority Queues or Heaps

Min-Heaps

Max-Heap

BST

- Insert :
- Min:
- Delete Min:
- Max
- Delete Max

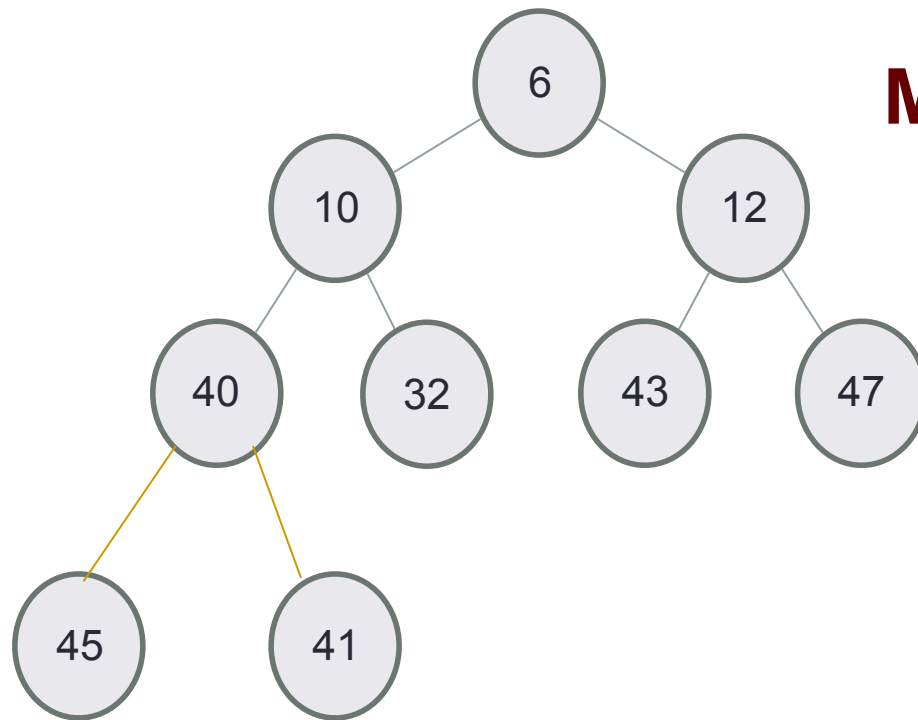
Choose heap if you are doing repeated insert/delete/(min OR max) operations

Applications:

- Efficient sort
- Finding the median of a sequence of numbers
- Compression codes

Heaps as binary trees

- Rooted binary tree that is as complete as possible
- In a **min-Heap**, each node satisfies the following **heap property**:
 $\text{key}(x) \leq \text{key}(\text{children of } x)$

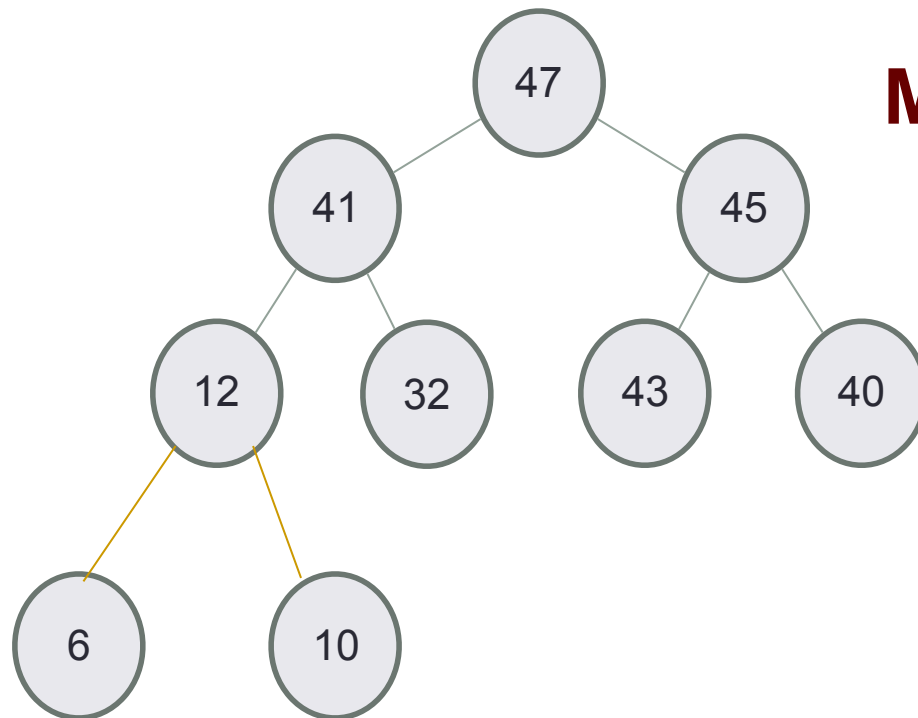


Min Heap with 9 nodes

Where is the minimum element?

Heaps as binary trees

- Rooted binary tree that is as complete as possible
- In a max-Heap, each node satisfies the following **heap property**:
 $\text{key}(x) \geq \text{key}(\text{children of } x)$



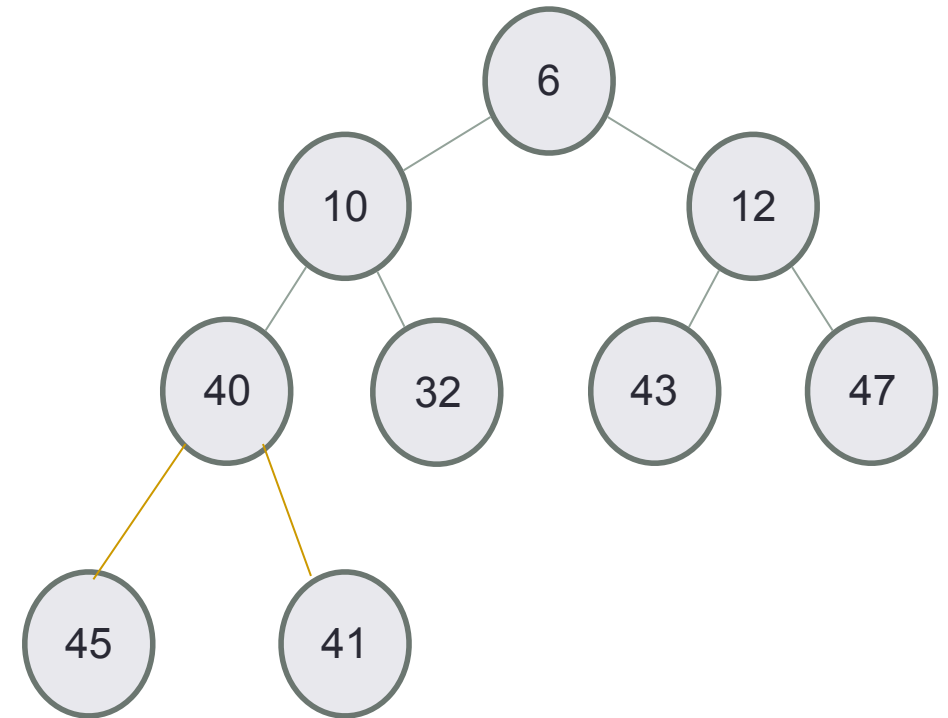
Max Heap with 9 nodes

Where is the maximum element?

Identifying heaps

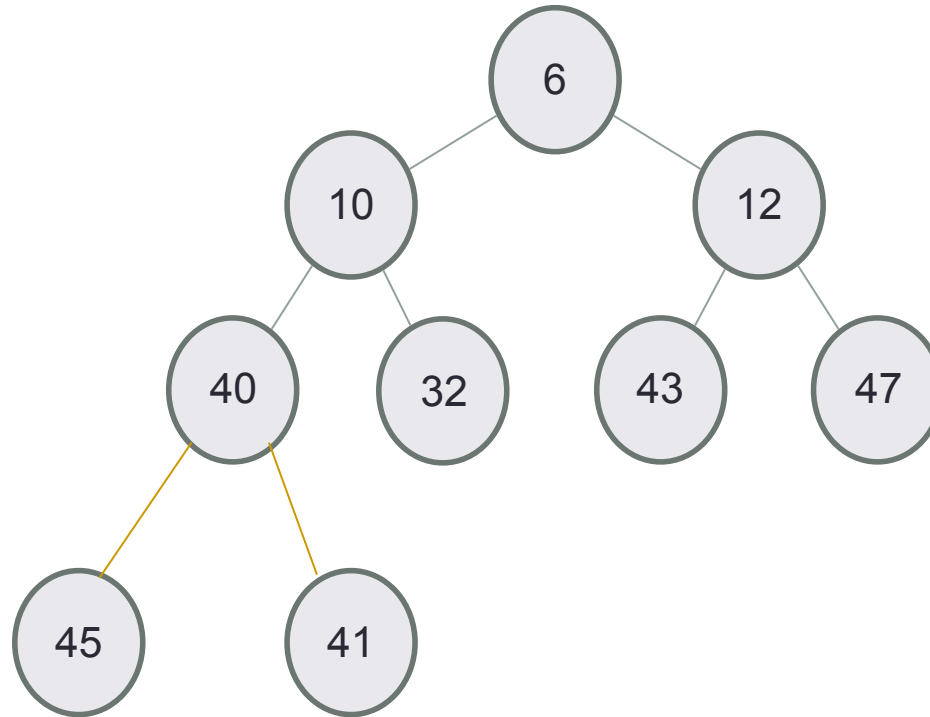
Starting with the following min Heap which of the following operations will result in something that is NOT a min Heap

- A. Swap the nodes 40 and 32
- B. Swap the nodes 32 and 43
- C. Swap the nodes 43 and 40
- D. Insert 50 as the left child of 45
- E. C&D



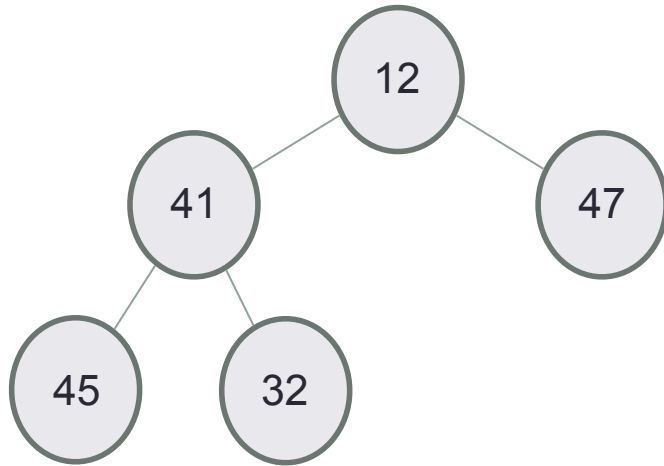
Structure: Complete binary tree

A heap is a complete binary tree: Each level is as full as possible. Nodes on the bottom level are as far left as possible

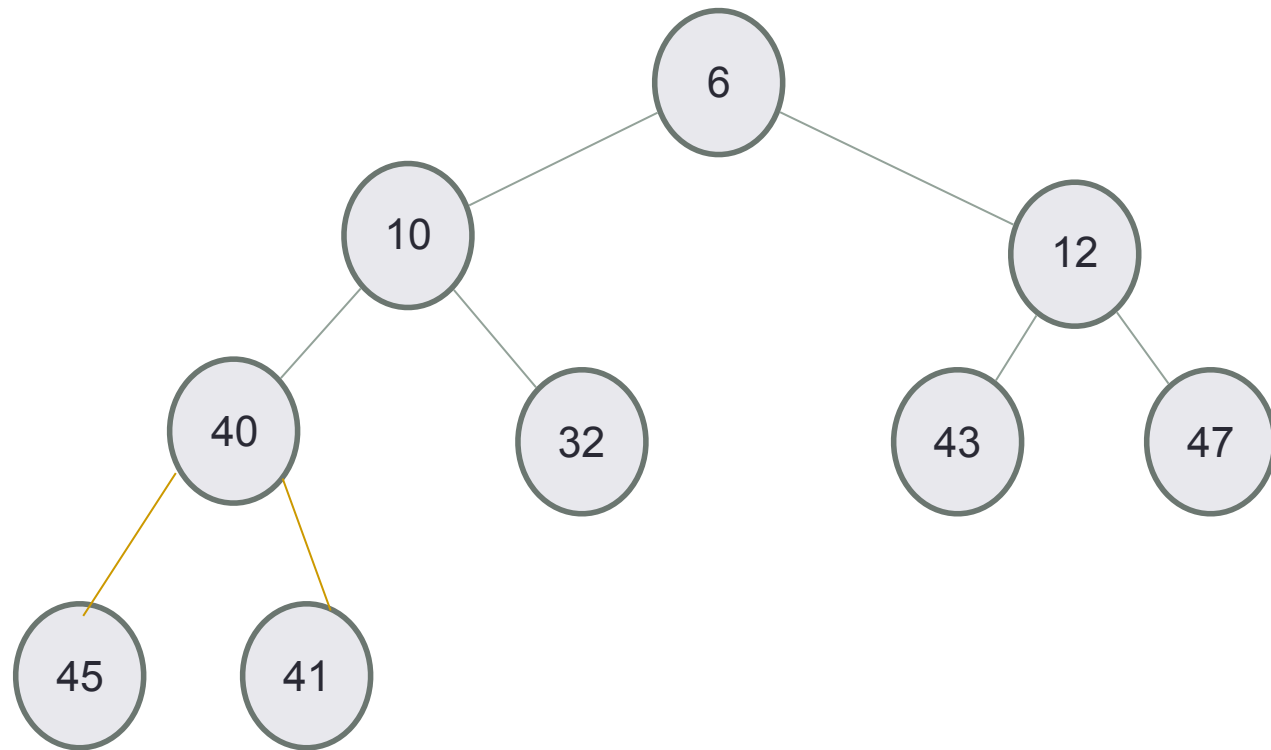


Insert 32 into a heap

- Insert key(x) in the first open slot at the last level of tree (going from left to right)
- If the heap property is not violated - Done
- Else: while($\text{key}(\text{parent}(x)) > \text{key}(x)$) swap the key(x) with key(parent(x))

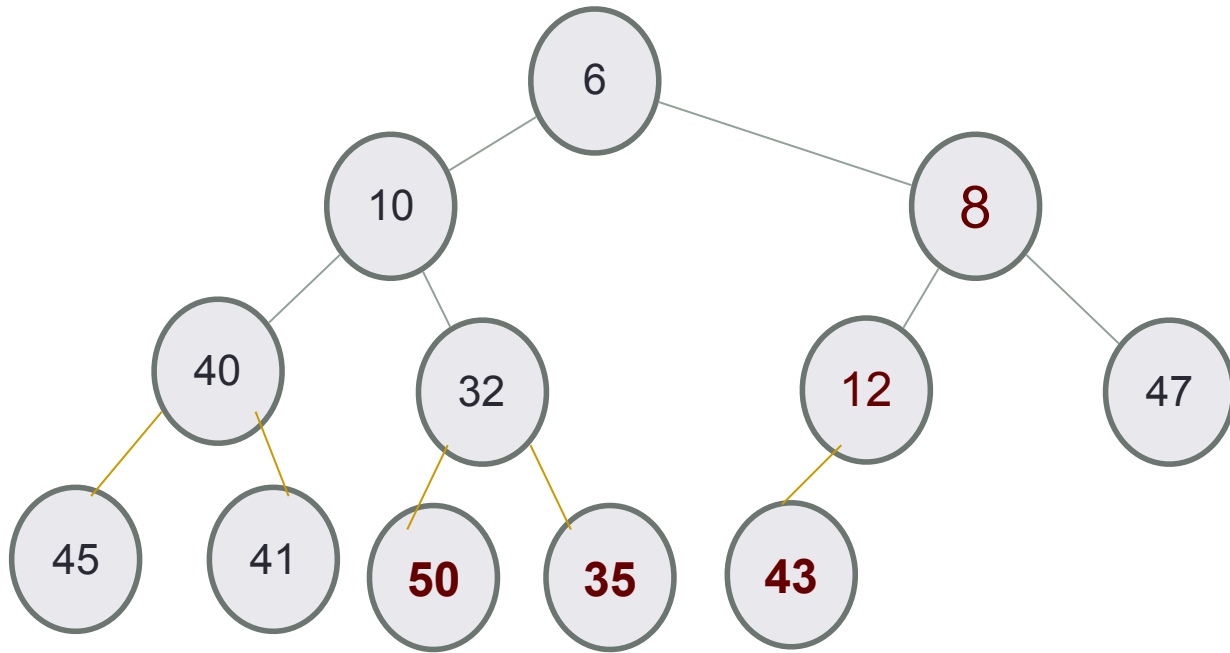


Insert 50, then 35, then 8



Delete min

- Replace the root with the rightmost node at the last level
- “Bubble down”- swap node with one of the children until the heap property is restored



Next lecture

- **Under the hood of priority queues**