Stack and Queue

Data Structures C++ for C Coders

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applications - infix to postfix



Queues

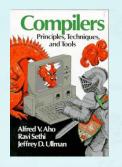
Queue: An ordered list in which **enqueues** (insertion or add) at the **rear** and **dequeues** (deletion or remove) take place at different end or **front**. It is also known as a Fist-in-first-out(FIFO) list.

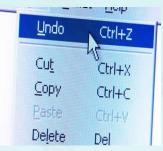


Items can only be added at the rear of the queue and the only item that can be removed is the one at the front of the queue.



Stack and Queue Applications

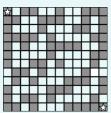






- 271
- top of stack Stack Pointer -Locals of DrawLine stack frame DrawLine Return Address Frame Pointersubroutine Parameters for DrawLine Locals of DrawSquare stack frame Return Address DrawSquare Parameters for subroutine DrawSquare
- Parsing in a compiler. (p.127)
- Undo in a word processor.
- Back button in a Web browser.
- PostScript language for printers.
- Backtracking as in a maze (p.121)
- Implementing function calls in a compiler. (p.108)

• ...



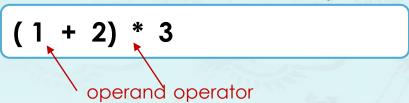


Stack and Queue Applications

In a computer OS: Requests for services come in unpredictable order and timing, sometimes faster than they can be serviced.

- print a file
- need a file from the disk system
- send an email
- job scheduling

Goal: Convert an infix expression to a postfix expression using a stack.



Stack: (Output:

Stack: (Output: 1

Stack: (+ Output: 1

Stack: (+ Output: 12

Stack:

Output: 12+

Stack: *

Output: 1 2 +

Stack: *

Output: 1 2 + 3

Stack:

Output: 1 2 + 3 *

- Operands are output immediately
- Stack operators until right parens
- Unstack until left parens
 Delete left parens
- In general, higher precedence operator must be output before lower one.)

postfix

Goal: Convert an infix expression to a postfix expression using a stack.



Stack: (Output:

Stack: (Output: 1

Stack: (+ Output: 1

Stack: (+ Output: 12

Stack:

Output: 1 2 +

Stack: *

Output: 12+

Stack: *

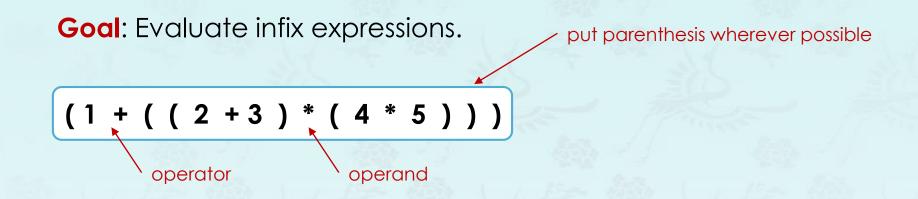
Output: 1 2 + 3

Stack:

Output: 1 2 + 3 *

- Operands are output immediately
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 Delete left parens
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postfix 1 2 3 + 4 5 * * +



Two-stack algorithm. [E. W. Dijkstra]

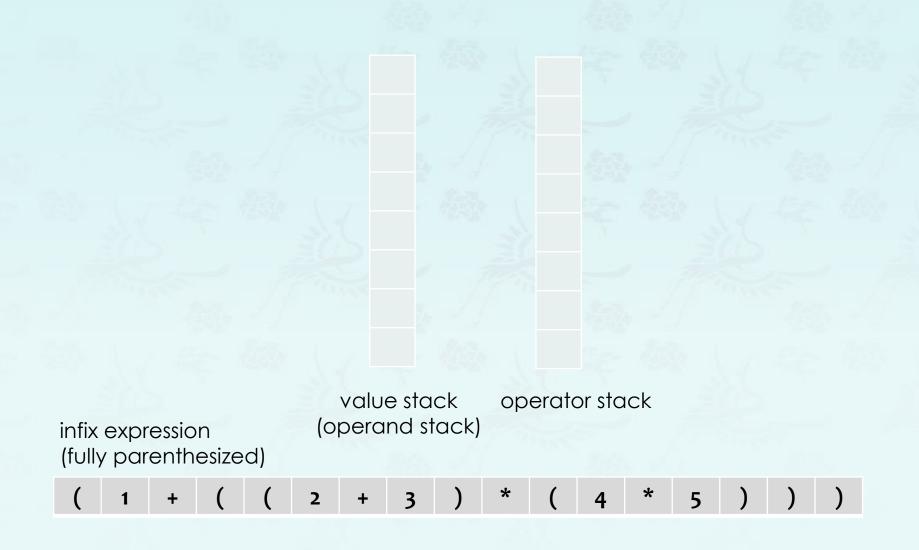
Goal: Evaluate infix expressions.

(1 + ((2 + 3) * (4 * 5)))

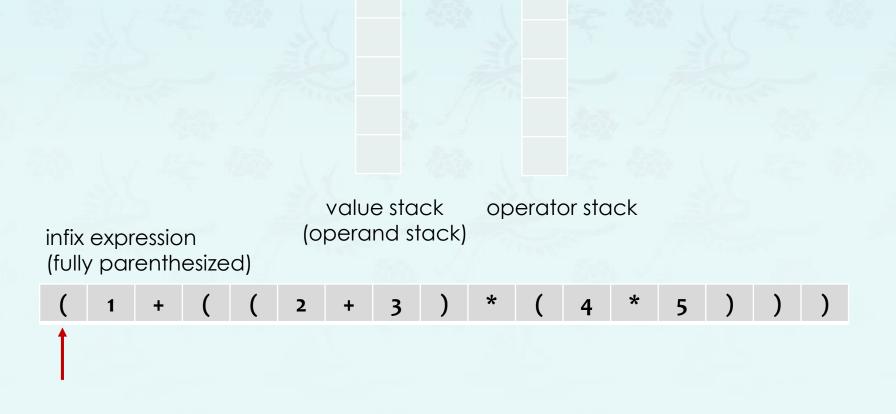
operator operand

Two-stack algorithm. [E. W. Dijkstra]

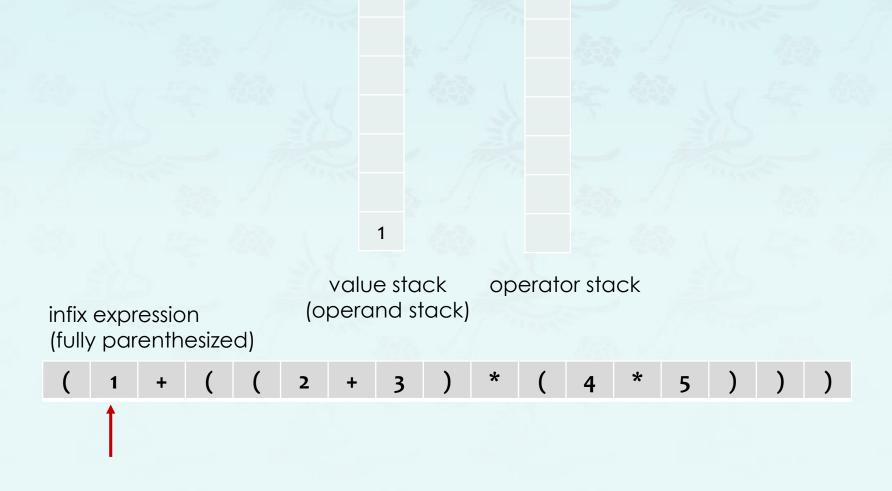
- Value: push onto the value stack.
- Operator: push onto the operator stack.
- Left parenthesis: ignore.
- Right parenthesis:
 - pop operator and two values;
 - push the result of applying that operator to those values onto the value stack.



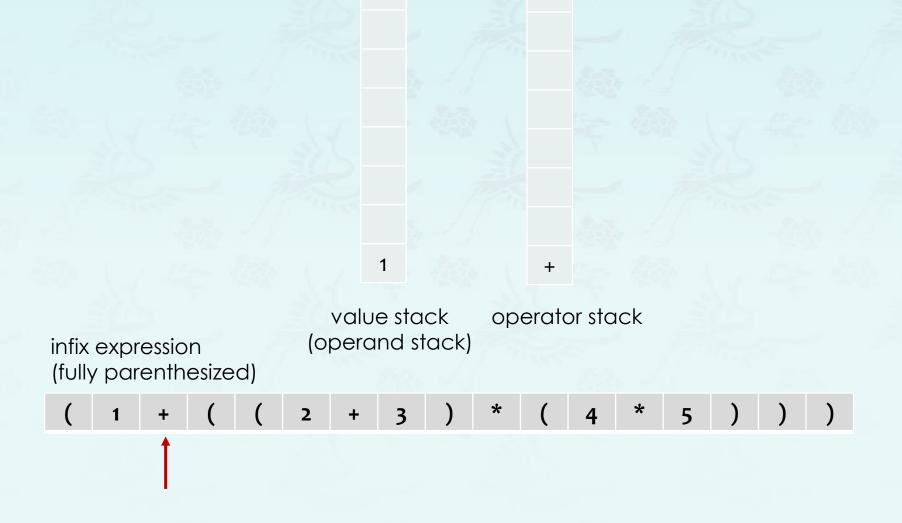
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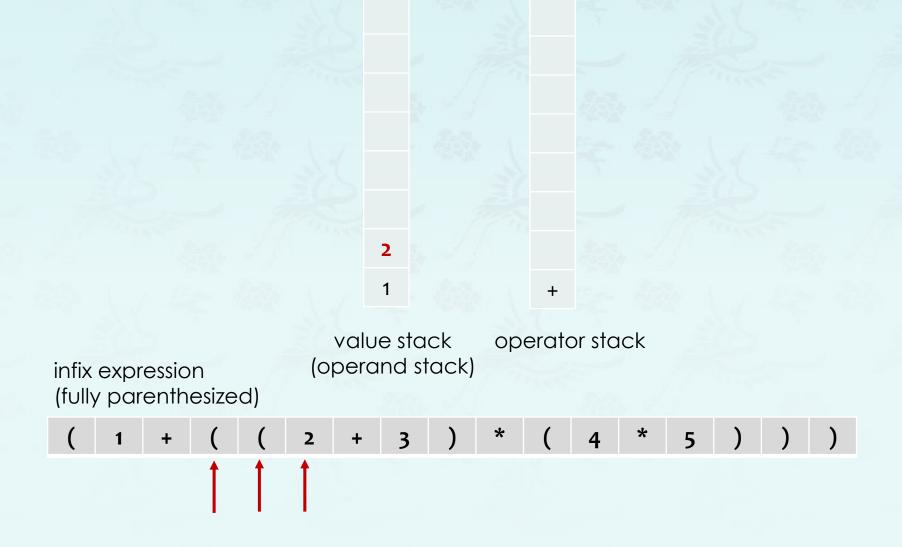
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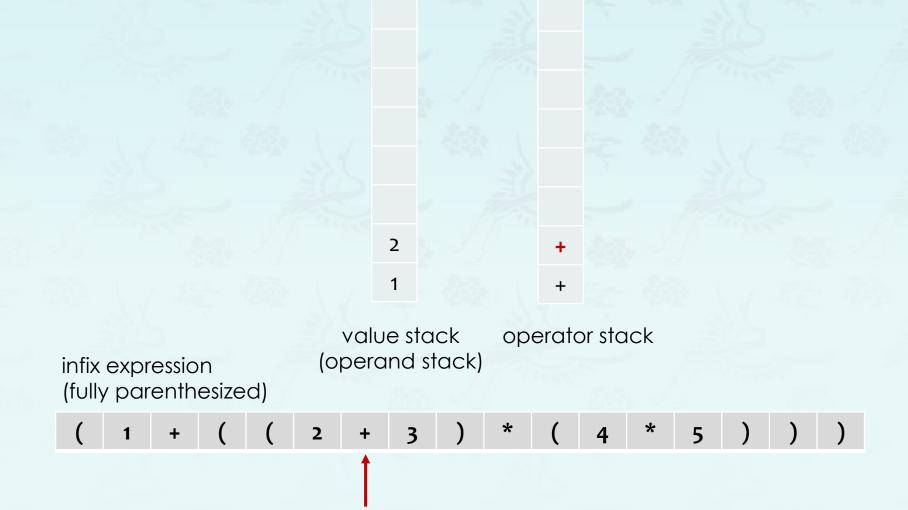
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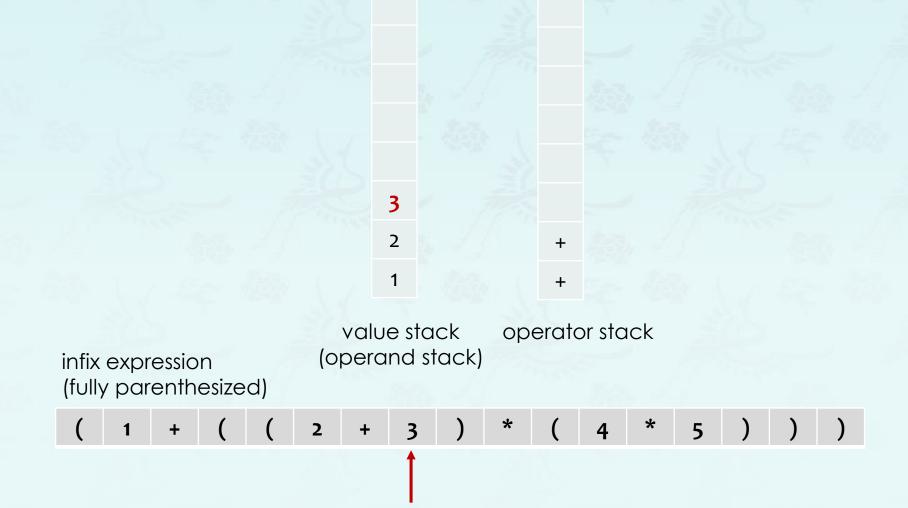
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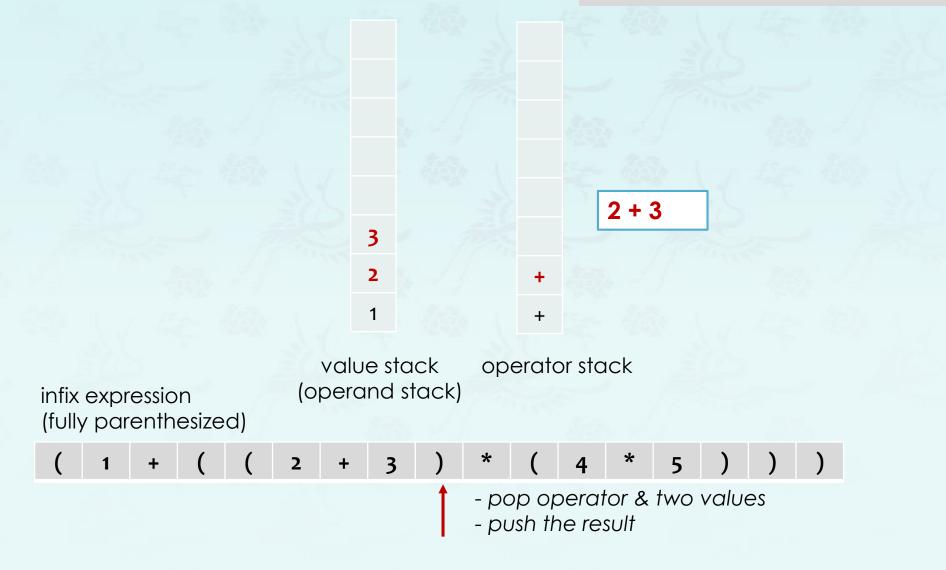
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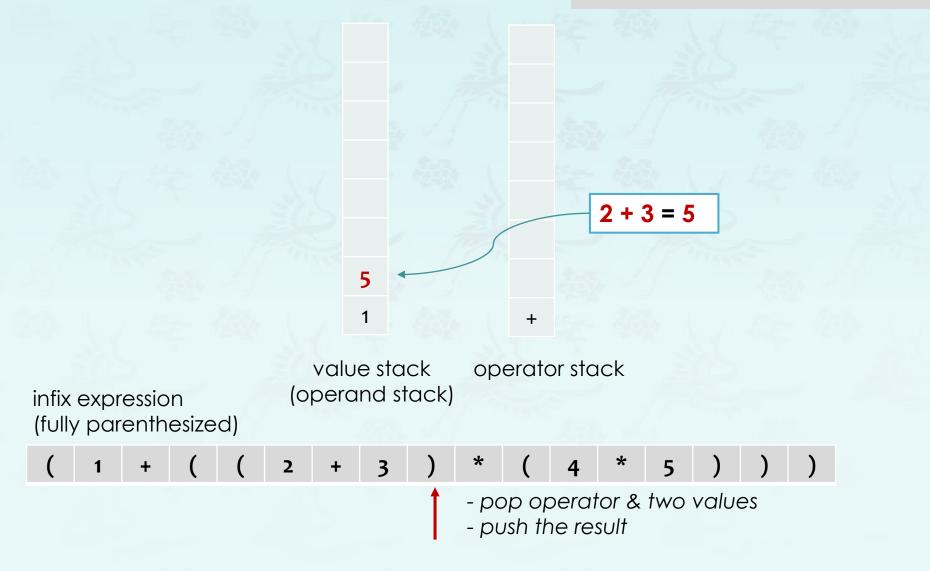
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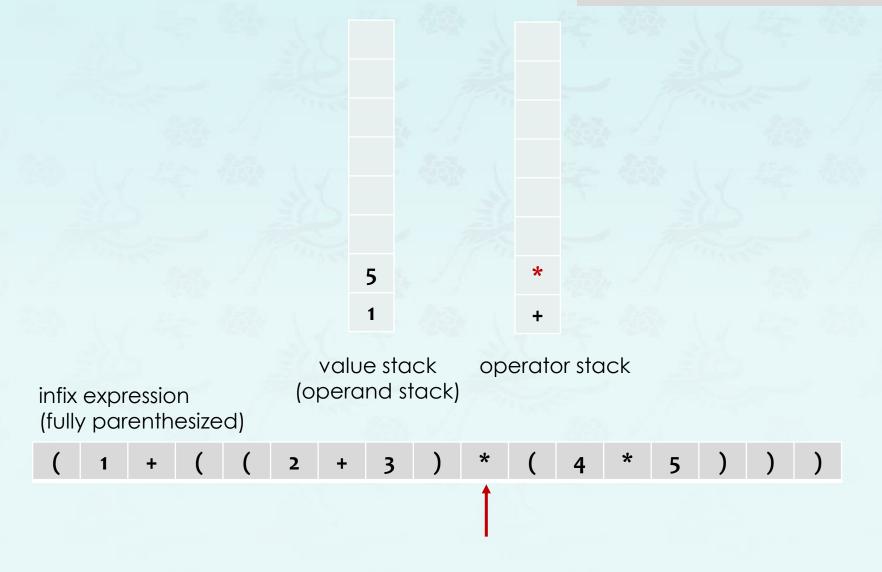
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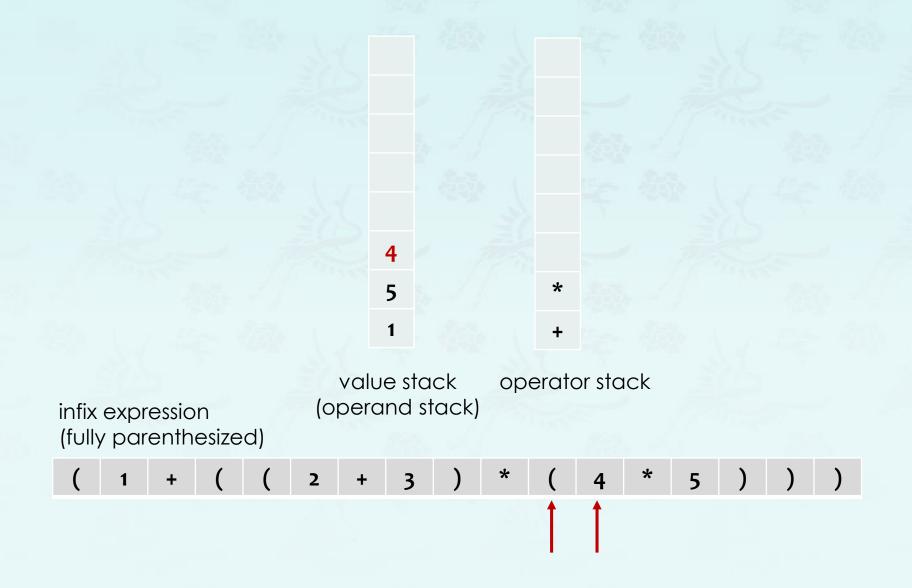


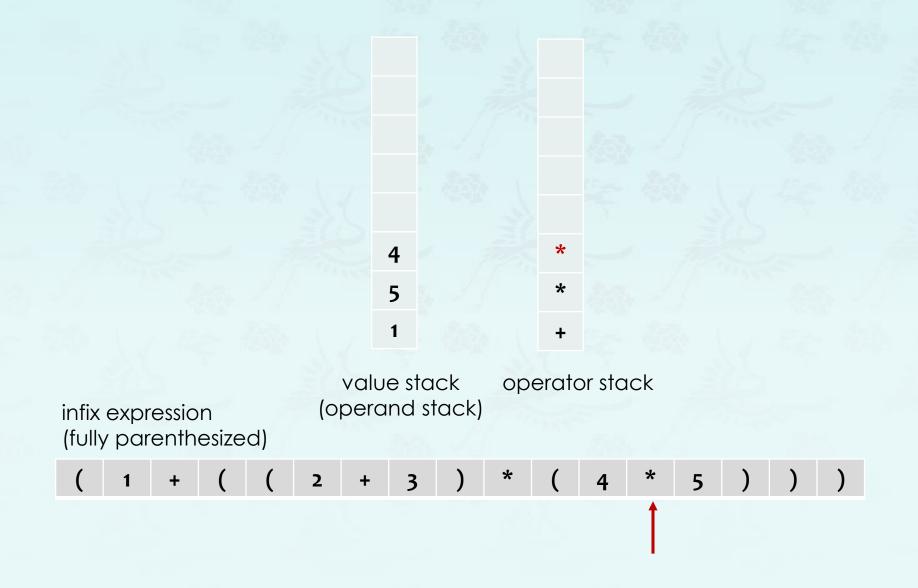
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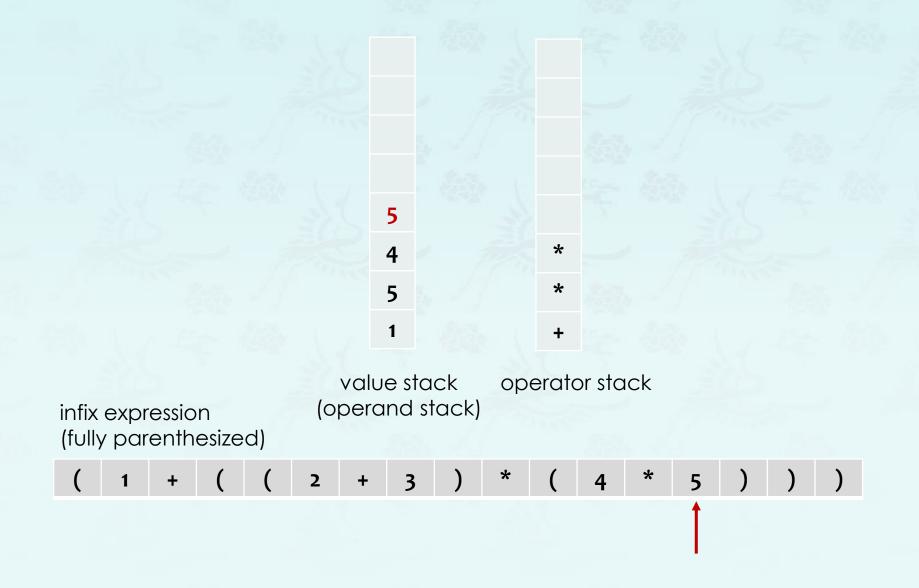


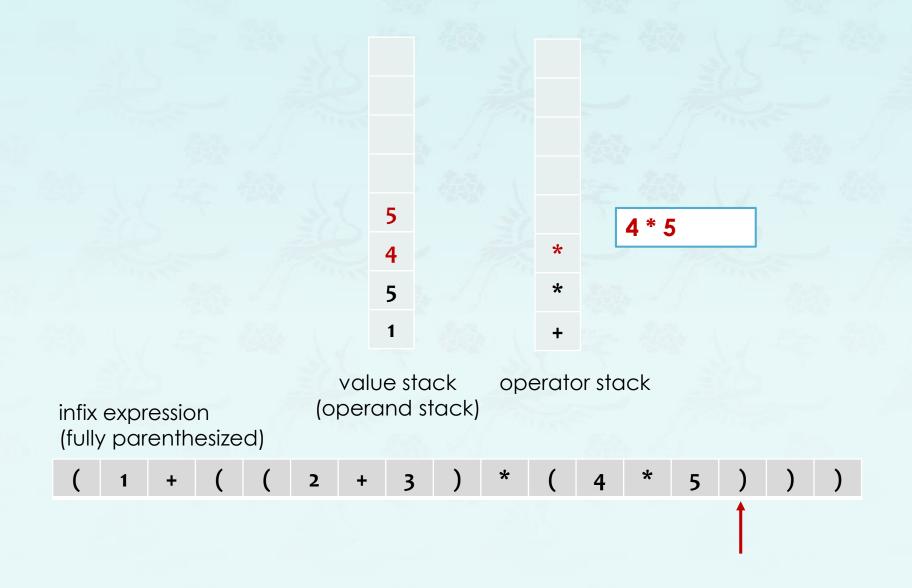
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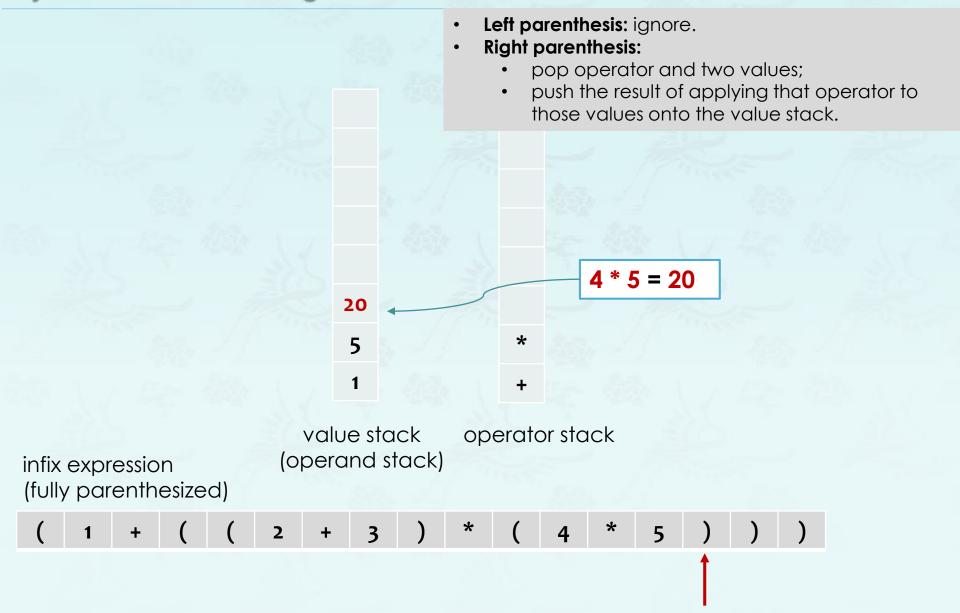


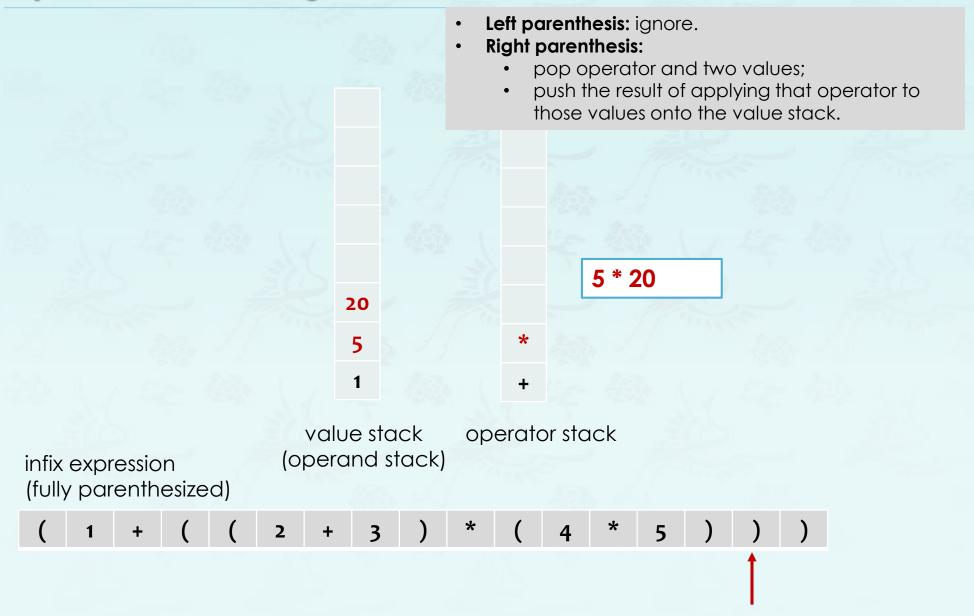


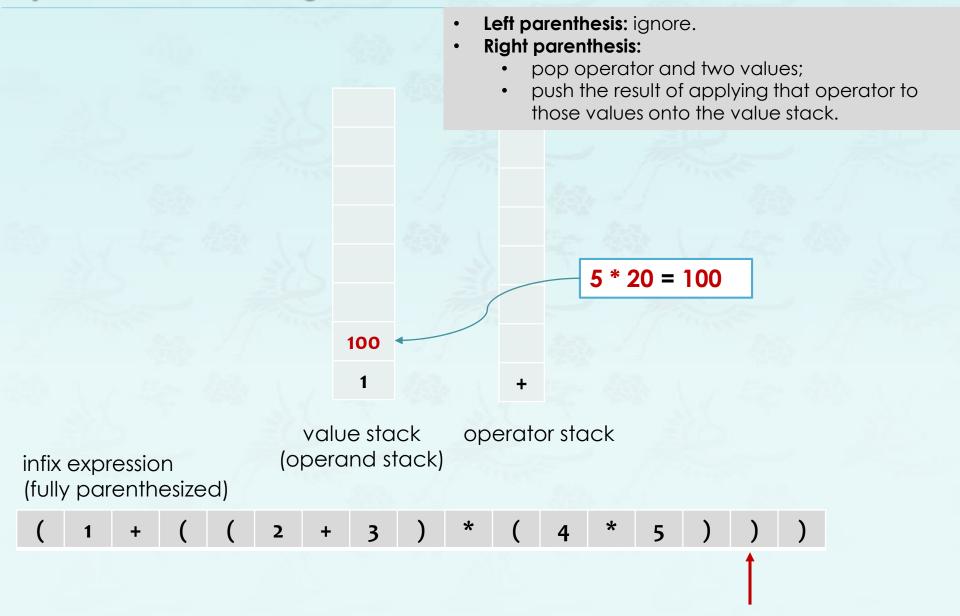


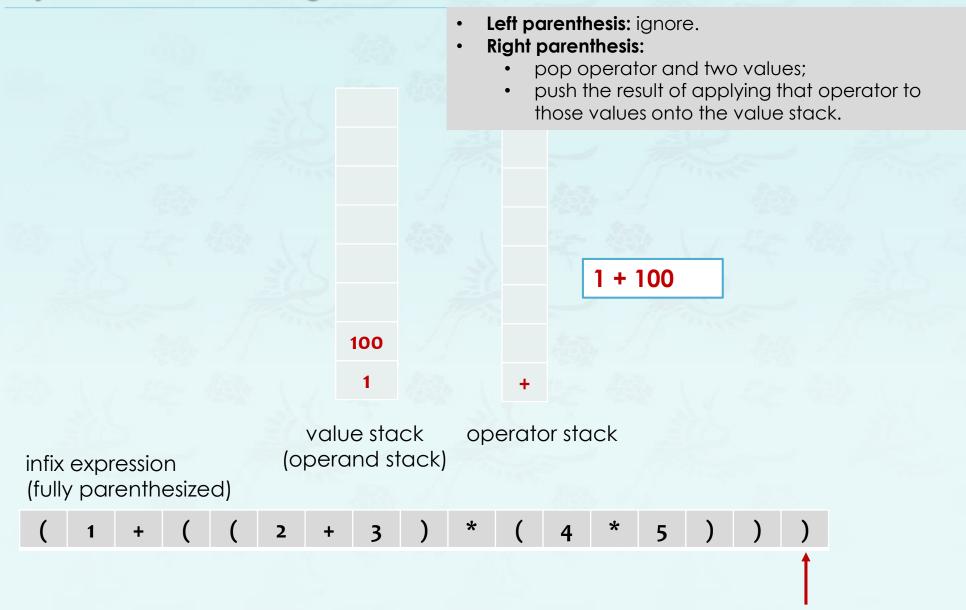


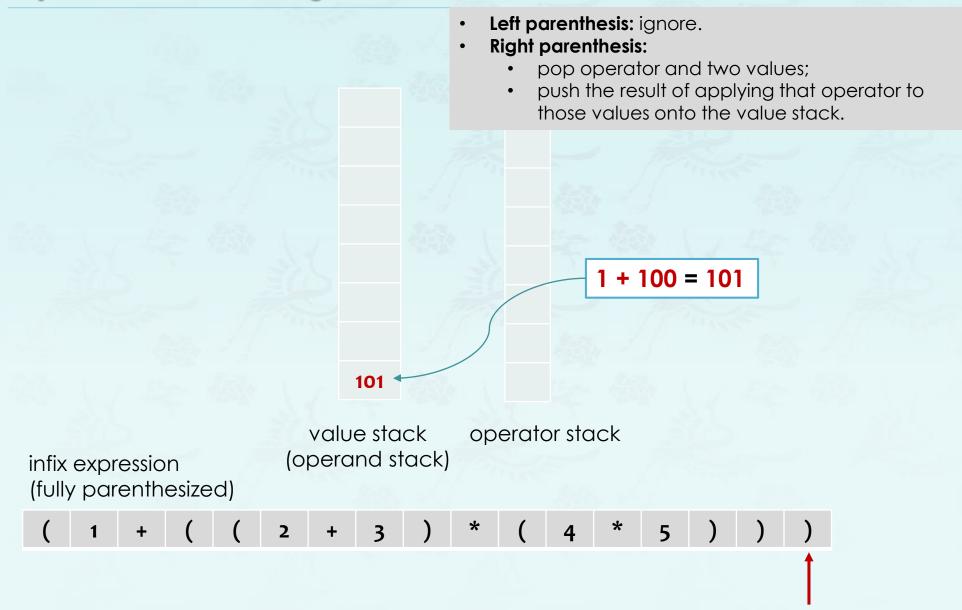


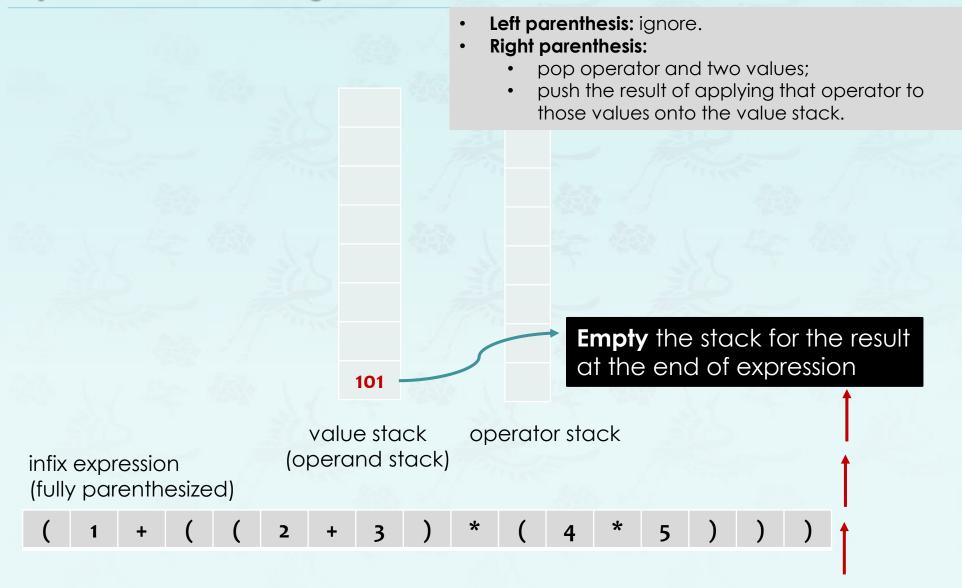












Q: How does it work?

A: When algorithm encounters an operator surrounded by two values within parentheses, it leaves the result on the value stack.

as if the original input were:

Repeating the argument:

Extensions: More ops, precedence order, associativity.

Observation 1. Dijkstra's two-stack algorithm computes the same value if the operator occurs **after** the two values.

Observation 2.

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Observation 2. All of the parentheses are redundant!

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Observation 2. All of the parentheses are redundant!

Bottom line: Postfix or "reverse Polish" notation. Applications: Postscript, calculators, JVM,

```
public class ArithmeticExpression {
  public static void main(String[] args) {
   Stack<Character> ops = new Stack<Character>();
   Stack<Double> vals = new Stack<Double>();
   String e = JOptionPane.showInputDialog(null,
     "Enter an expression", "Stack application", JOptionPane.QUESTION MESSAGE);
   if (e == null) return;  // Check "Cancel"
   for (int i = 0; i < e.length(); i++) {
     Character c = e.charAt(i);
     if (c.equals(' ') | c.equals('('));
     else if (c == '+') ops.push(c);
     else if (c == '*') ops.push(c);
     else if (c == ')') {
         Character op = ops.pop();
         if (op.equals('+')) vals.push(vals.pop() + vals.pop());
         else if(op.equals('*')) vals.push(vals.pop() * vals.pop());
     else {
         String s = "" + c;
         vals.push(Double.parseDouble(s));
   JOptionPane.showMessageDialog(null, e + " = " + vals.pop());
```

Task A: infix.cpp

- 1 While there are still tokens to be read in,
 - 1.1 Get the next token.
 - 1.2 If the token is:
 - 1.2.1 A space: ignore it
 - 1.2.2 A left brace: ignore it
 - 1.2.3 A number:
 - 1.2.3.1 read the number (it could be a multiple digit.)
 - 1.2.3.2 push it onto the value stack
 - 1.2.4 A right parenthesis:
 - 1.2.4.1 Pop the operator from the operator stack.
 - 1.2.4.2 Pop the value stack twice, getting two operands.
 - 1.2.4.3 Apply the operator to the operands, in the correct order.
 - 1.2.4.4 Push the result onto the value stack.
 - 1.2.5 An operator
 - 1.2.5.1 Push the operator to the operator stack
- (The whole expression has been parsed at this point. Apply remaining operators in the op stack to remaining values in the value stack) While the operator stack is not empty,
 - 2.1 Pop the operator from the operator stack.
 - 2.2 Pop the value stack twice, getting two operands.
 - 2.3 Apply the operator to the operands, in the correct order.
 - 2.4 Push the result onto the value stack.
- (At this point the operator stack should be empty, and the value stack should have only one value in it, which is the result.)
 Return the top item in the value stack.

While there are still tokens to be read in,

- 1.1 Get the next token.
- 1.2 If the token is:
 - 1.2.1 A space: ignore it
 - 1.2.2 A left brace: push it onto the operator stack.
 - 1.2.3 A number:
 - 1.2.3.1 read the number (it could be a multiple digit.)
 - 1.2.3.2 push it onto the value stack
 - 1.2.4 A right parenthesis:
 - 1.2.4.1 While the item on top of the operator stack is not a left brace,
 - 1.2.4.1.1 Pop the operator from the operator stack.
 - 1.2.4.1.2 Pop the value stack twice, getting two operands.
 - 1.2.4.1.3 Apply the operator to the operands, in the correct order.
 - 1.2.4.1.4 Push the result onto the value stack.
 - 1.2.4.2 Pop the left brace from the operator stack and discard it.
 - 1.2.5 An operator (let's call it thisOp)
 - 1.2.5.1 While the operator stack is not empty, and the top item on the operator stack has the same or greater precedence as thisOp,
 - 1.2.5.1.1 Pop the operator from the operator stack
 - 1.2.5.1.2 Pop the value stack twice, getting two values
 - 1.2.5.1.3 Apply the operator to two values in the correct order
 - 1.2.5.1.4 Push the result on the value stack
 - 1.2.5.2 Push the operator (thisOp) onto the operator stack
- 2 (The whole expression has been parsed at this point.

Apply remaining operators in the op stack to remaining values in the value stack) While the operator stack is not empty,

- 2.1 Pop the operator from the operator stack.
- 2.2 Pop the value stack twice, getting two values.
- 2.3 Apply the operator to two values, in the correct order.
- 2.4 Push the result onto the value stack.
- 3 (At this point the operator stack should be empty, and the value stack should have only one value in it, which is the result.)

Return the top item in the value stack.

Task B: infixall.cpp

infix	postfix
2 + 3 * 4	2 3 4 * +
a * b + 5	a b * 5 +
(1 + 2) * 7	
a * b / c	
(a/(b-c+d))*(e-a)*c	
a / b - c + d * e - a * c	

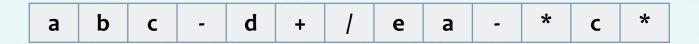
Infix and postfix notation

infix	postfix
2 + 3 * 4	2 3 4 * +
a * b + 5	a b * 5 +
(1 + 2) * 7	1 2 + 7 *
a * b / c	a b * c /
(a/(b-c+d))*(e-a)*c	a b c - d + / e a - * c *
a / b - c + d * e - a * c	a b / c - d e * + a c * -

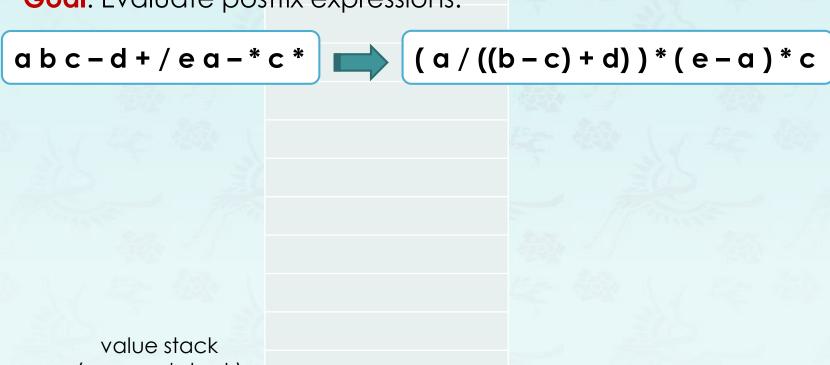
Infix and postfix notation

infix	postfix
2 + 3 * 4	2 3 4 * +
a * b + 5	a b * 5 +
	1 2 + 7 *
	a b * c /
	a b c - d + / e a - * c *
	a b / c - d e * + a c * -

Infix and postfix notation



Goal: Evaluate postfix expressions.

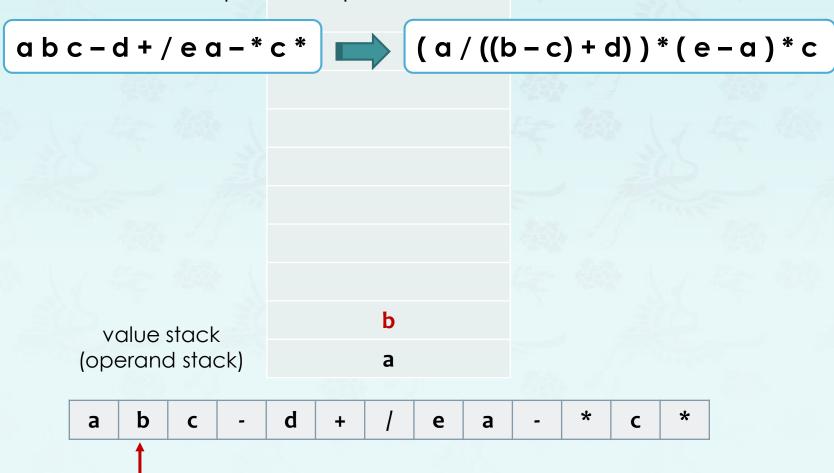


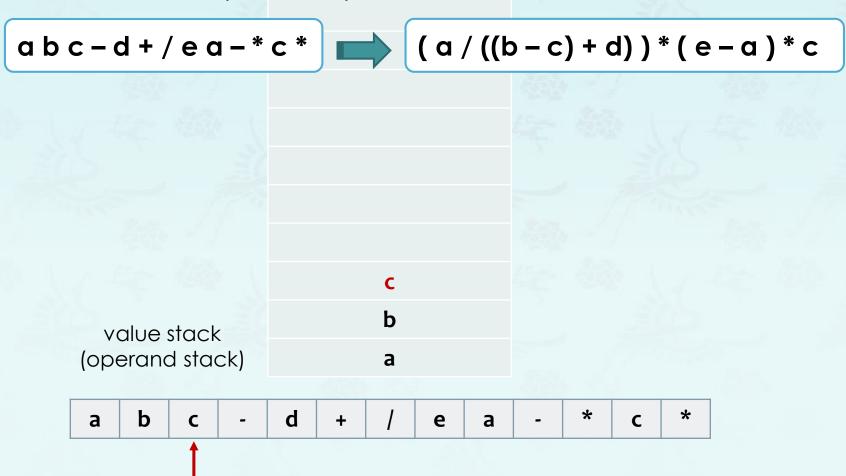
(operand stack)

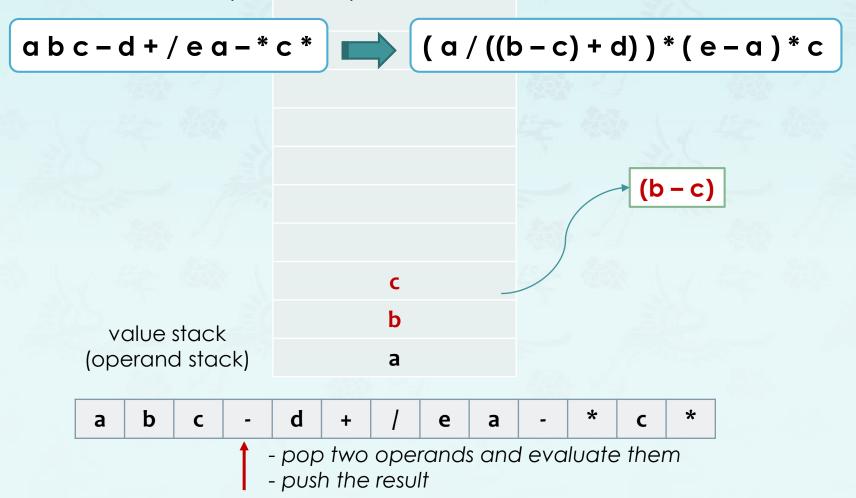
a

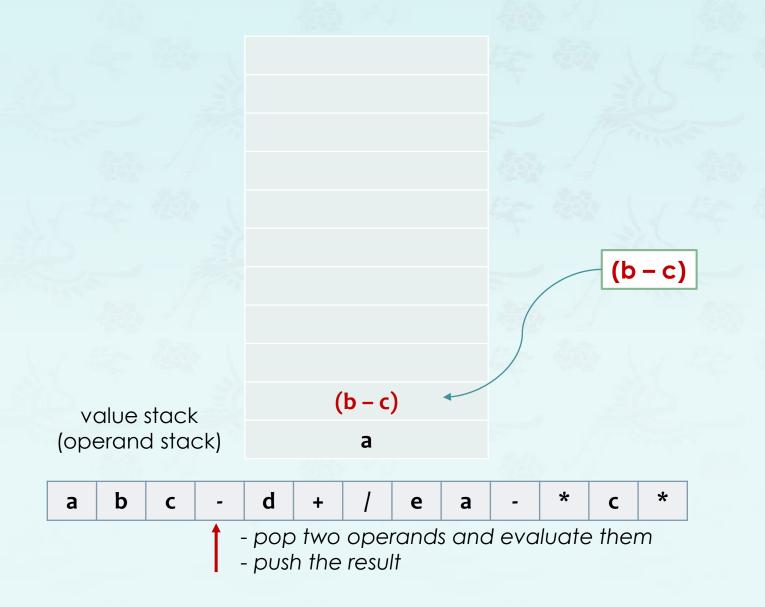
* b d C e C a a

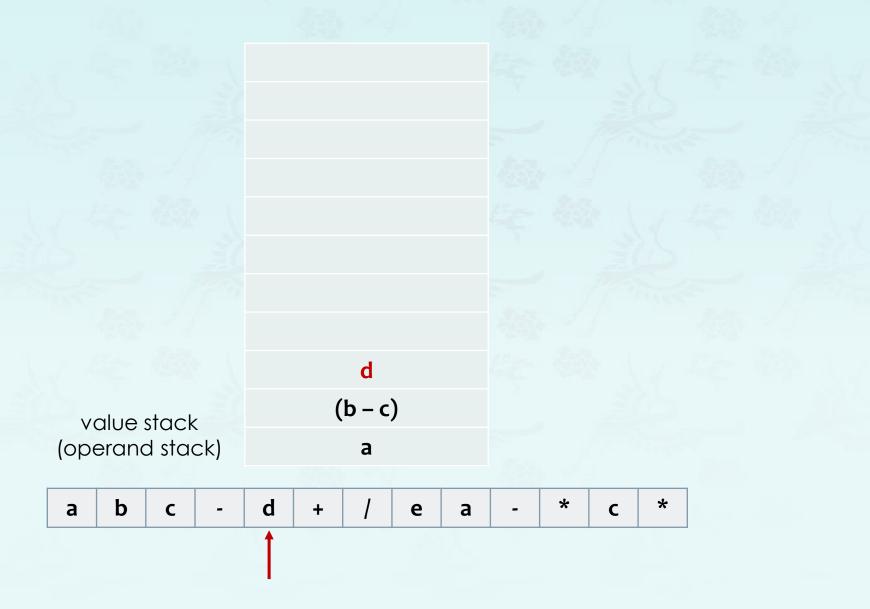
push the operands until an operator comes up.

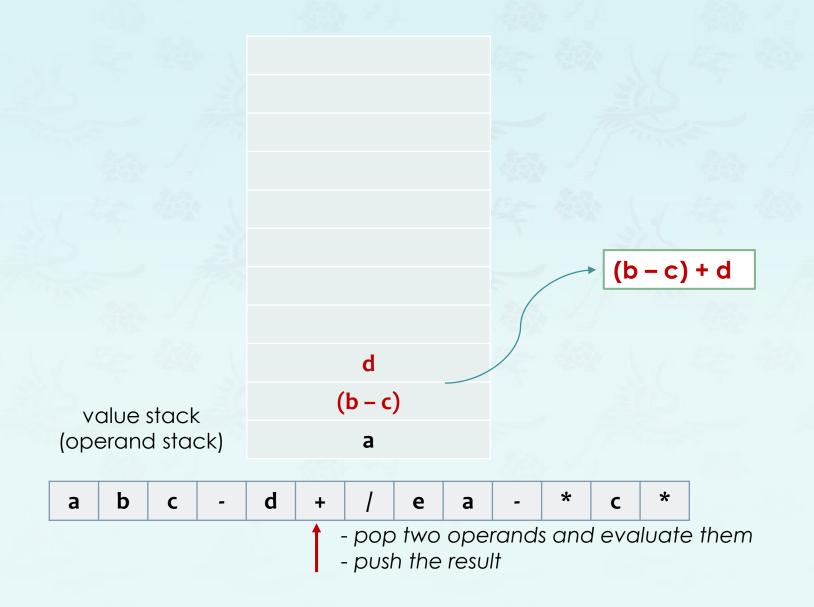


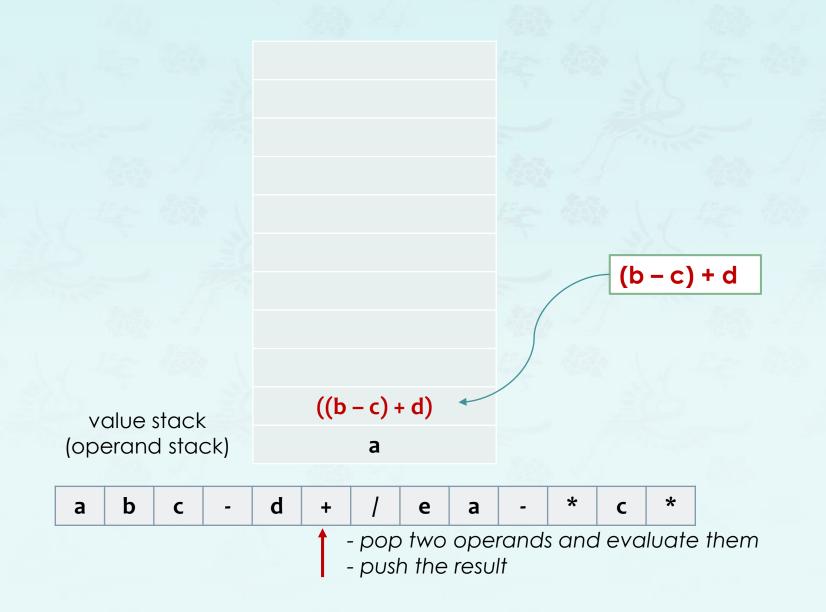


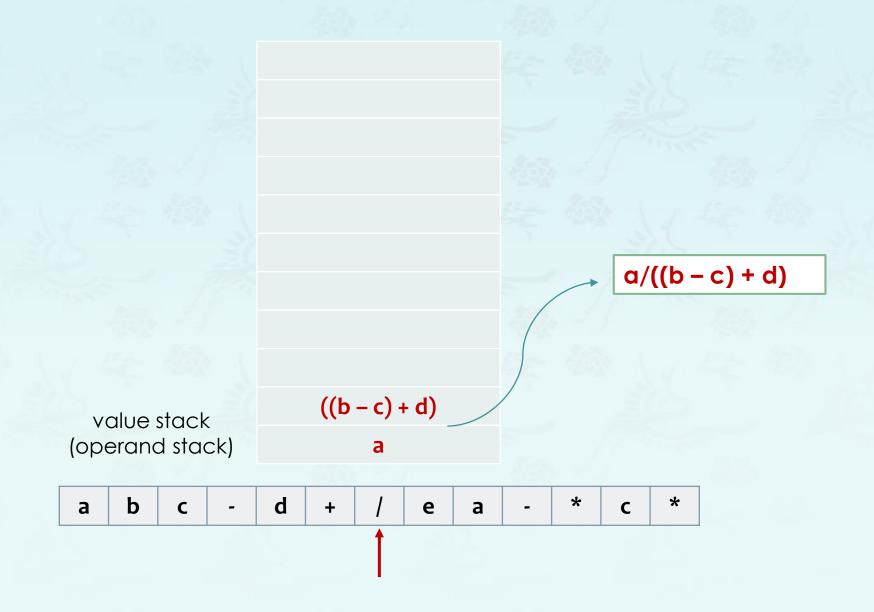


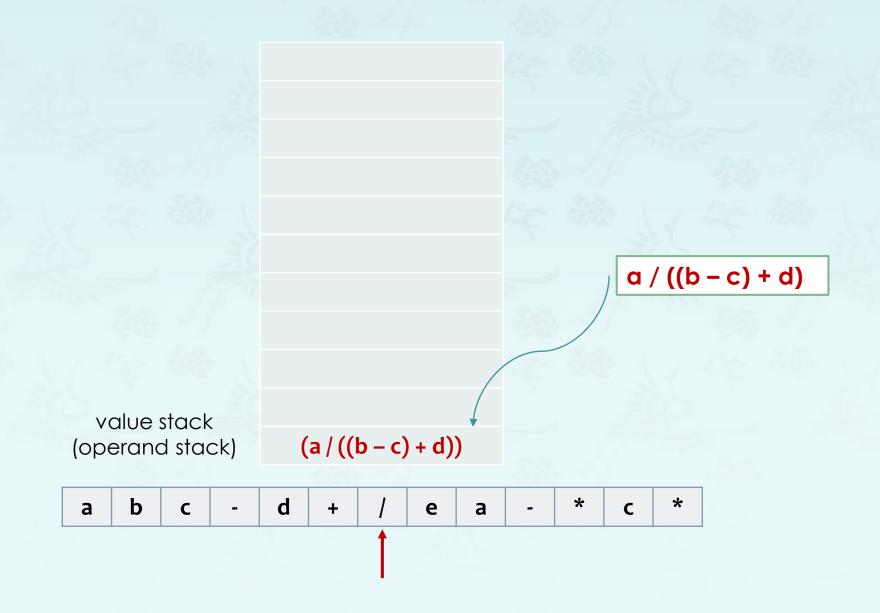


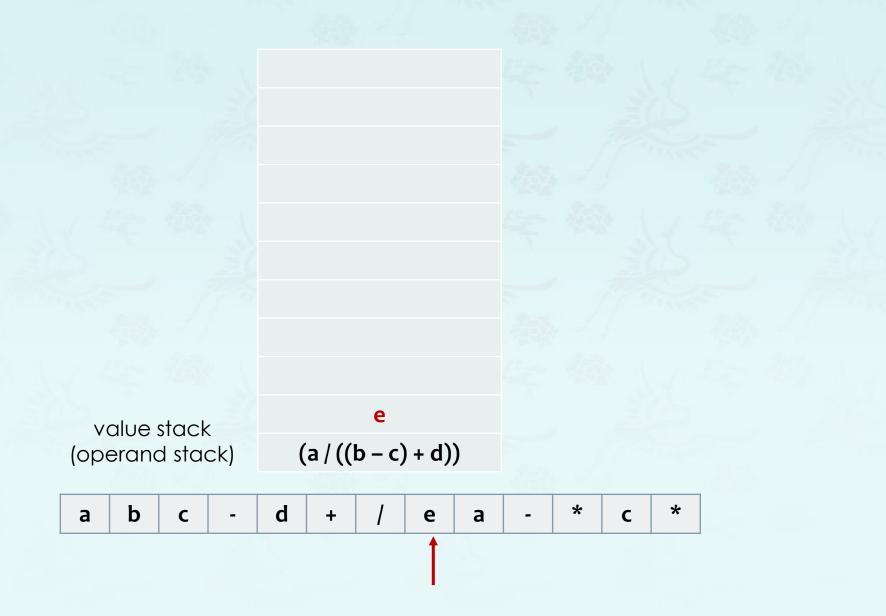


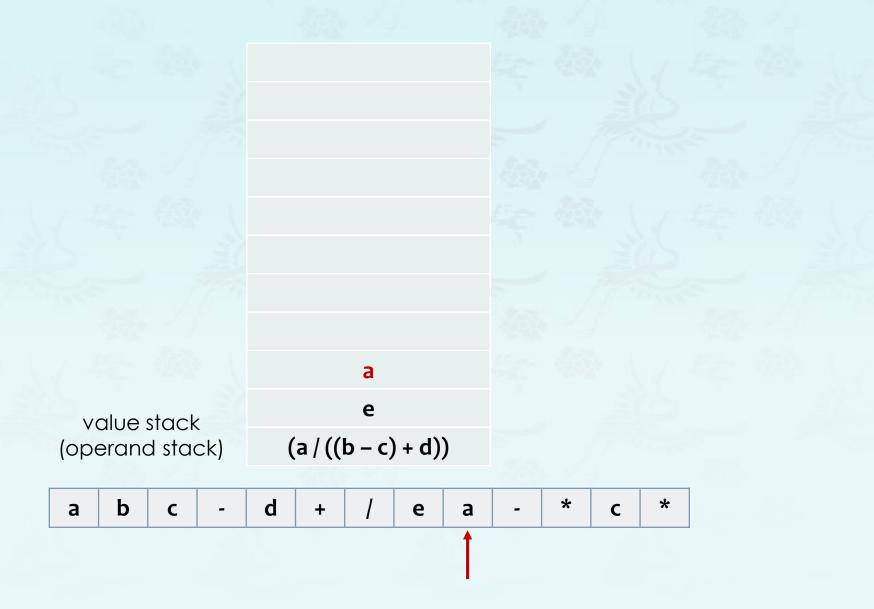


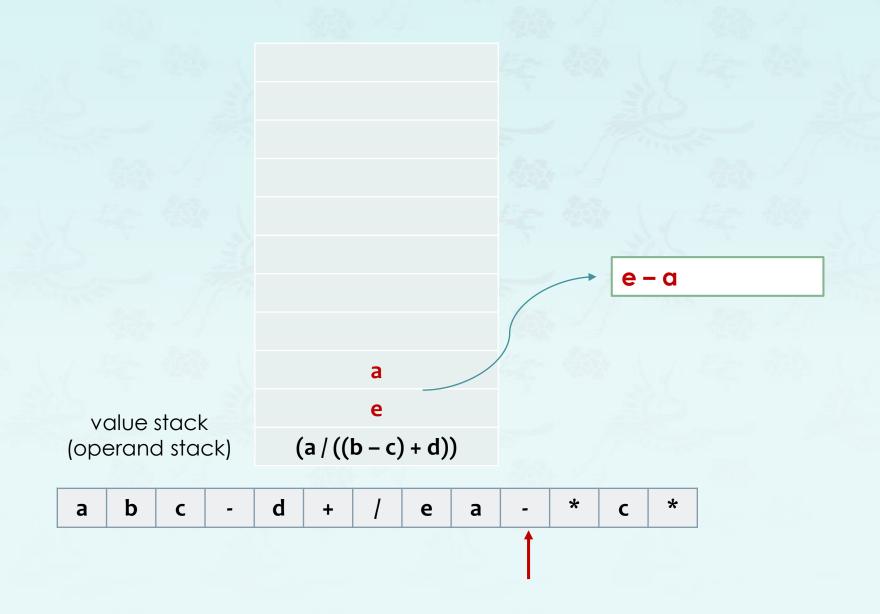


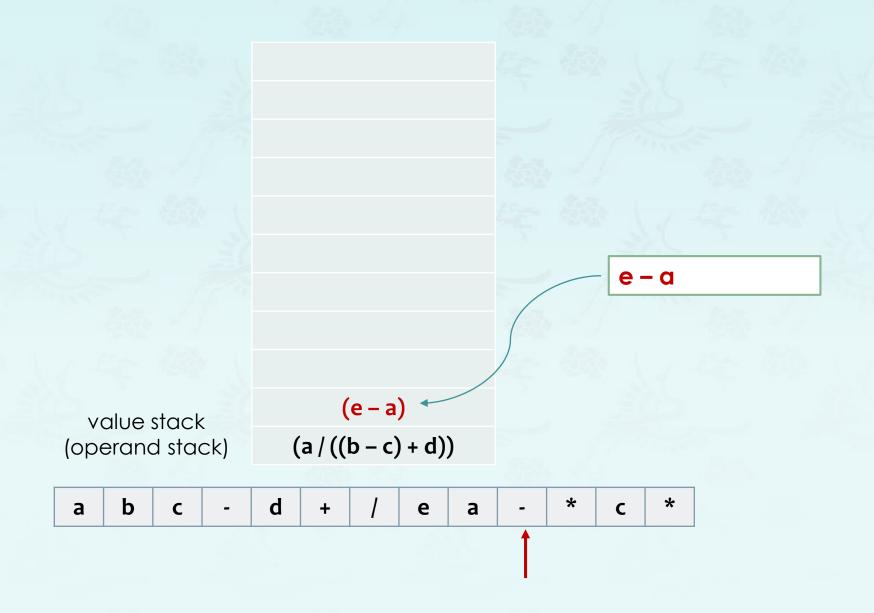


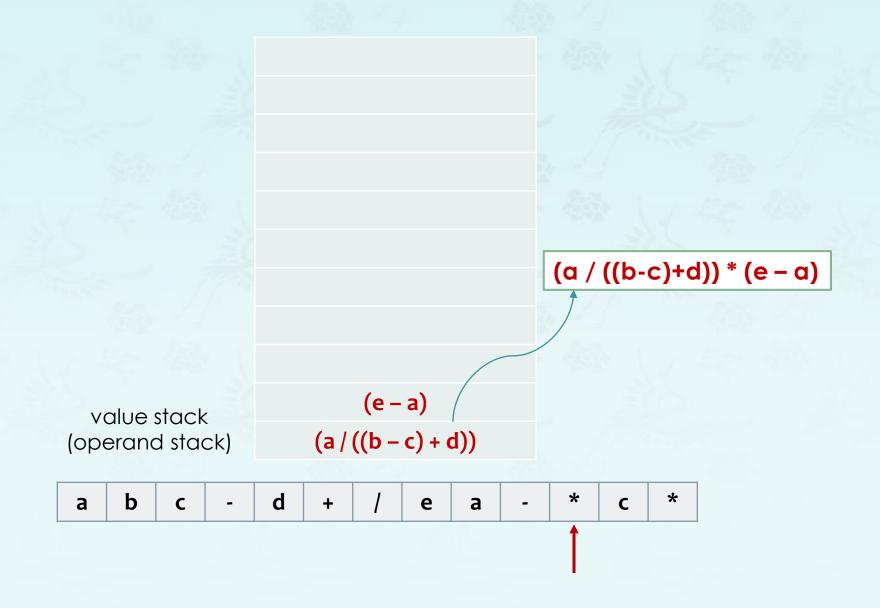


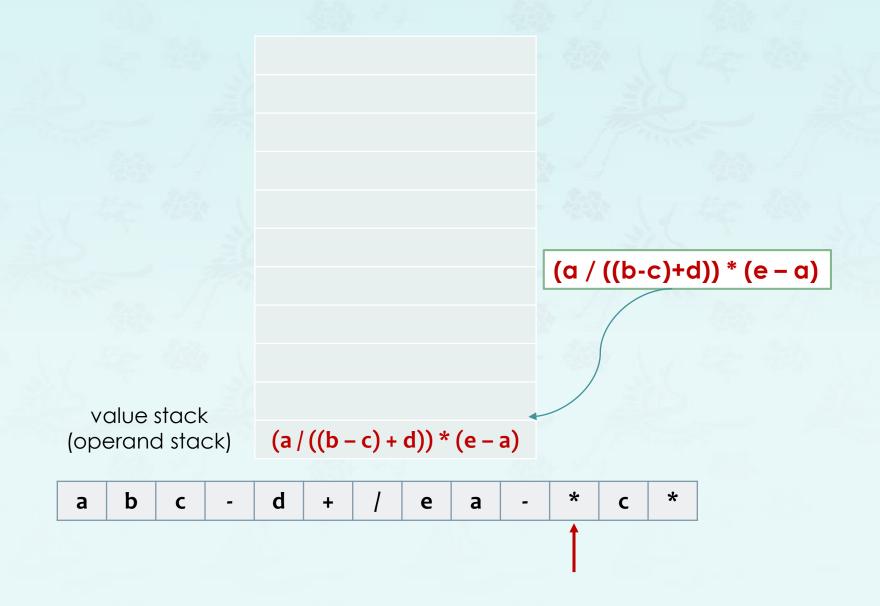


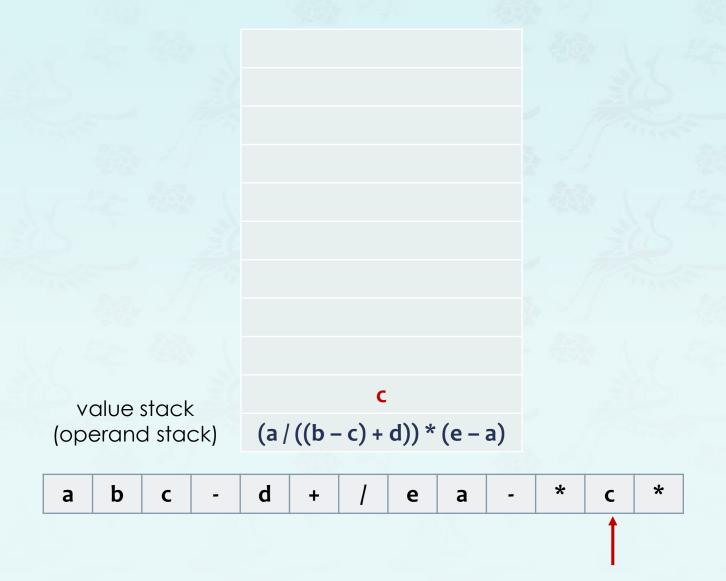


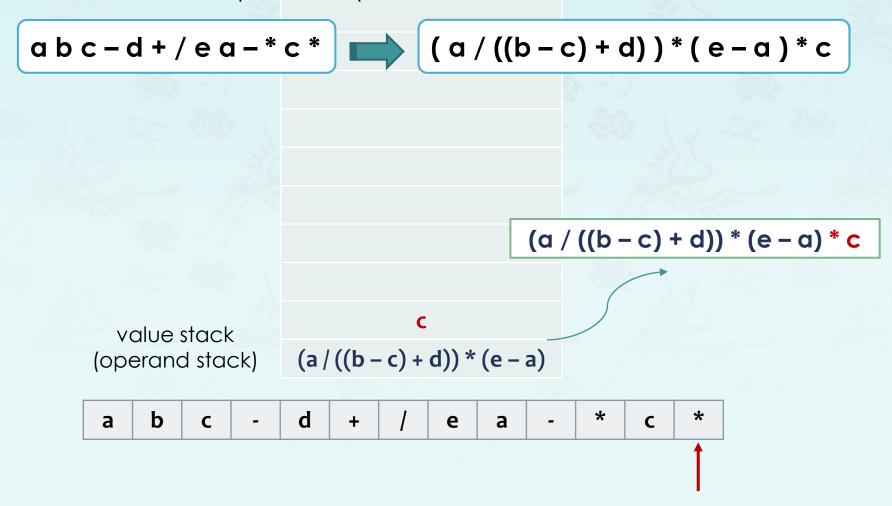












Arithmetic expression evaluation - Infix to Postfix Conversion

We use a stack.

- 1. When an **operand** is read, output it.
- 2. When an operator is read,
 - Pop until the top of the stack has an element of lower precedence.
 - Then push it.
- 3. When) is found, pop until we find the matching (.
- (has the lowest precedence when in the stack but has the highest precedence when in the input.
- 5. When we reach the end of input, pop until the stack is empty.

Arithmetic expression evaluation - Infix to Postfix Conversion Example 1:

infix: 3+4*5/6

in	stack(bottom to top)	postfix
3		
+		
4		
*		
5		
/		
6		

Arithmetic expression evaluation - Infix to Postfix Conversion Example 2:

infix: (1+3)*(4-2)/(5+7)

in	stack (bottom to top)	postfix	in	stack	postfix
(((/ (1 3 + 4 2 - *
1		1	5		1 3 + 4 2 - * 5
+	(+		+	/ (+	
3		1 3	7		1 3 + 4 2 - * 5 7
)		13+)		13+42-*57+
*	*				1 3 + 4 2 - * 5 7 + /
(* (
4		1 3 + 4			
-	* (-			- Operar	nds are output immediately
2		1 3 + 4 2		 Stack operators until right parens Unstack until left parens 	
)	*	1 3 + 4 2 -			eft parens
/	/	1 3 + 4 2 - *		_	ral, higher precedence operato e output before lower one.)

Arithmetic expression evaluation - Infix to Postfix Conversion

Example 3:

infix:
$$a - (b + c * d) / e$$

in	stack(bottom to top)	postfix
а		
-		
(
b		
+		
С		
*		
d		
)		
/		
е		

- Operands are output immediately
- Stack operators until right parens
- Unstack until left parensDelete left parens

In general, higher precedence operator must be output before lower one.)

Arithmetic expression evaluation - Infix to Postfix Conversion Example 3:

infix:
$$A * (B + C * D) + E$$

	in	stack(bottom to top)	postfix
1	Α		
2	*		
3	(
4	В		
5	+		
6	С		
7	*		
8	D		
9)		
10	+		
11	Е		
12			

Stack and Queue

Data Structures C++ for C Coders

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applications - infix to postfix