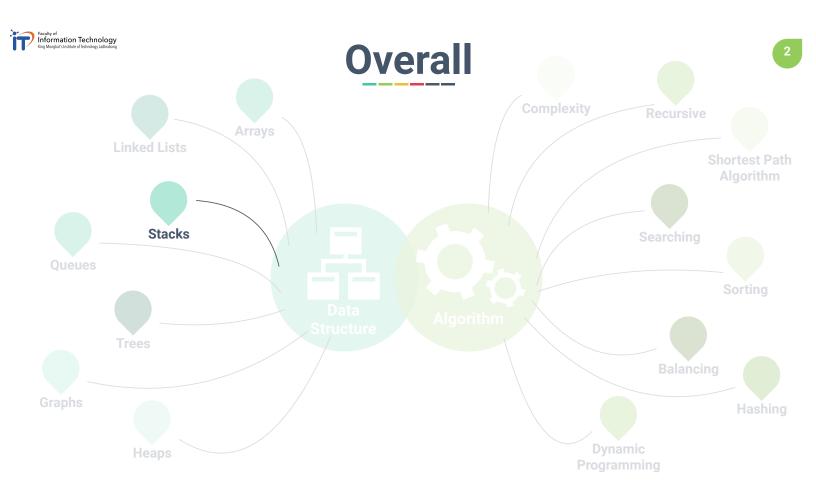


Chapter 3: Stacks

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A stack is a collection of objects that are inserted and removed according to the *last-in first-out* (*LIFO*) principle [1].





[1] Michael T. Goodrich et al., Data Structures and Algorithms in Python, 2013









Object can be pushed into a stack at any time, but only the most recently inserted object can be removed or accessed (Pop).

The name "stack" is derived from the metaphor of a stack of plates in a plate dispenser.





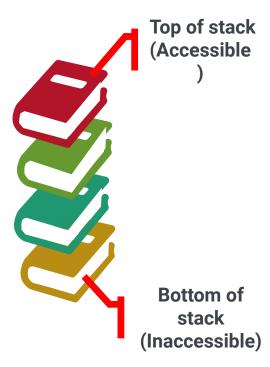


- 2) Pop = Remove and return the top item of the stack
 - Only the item at the top of the stack can be removed and read.
 - Unable to remove the bottom items without taking out all previous items



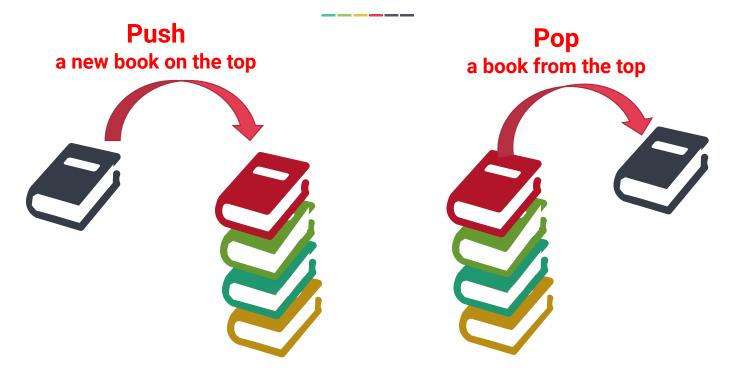


Stacks





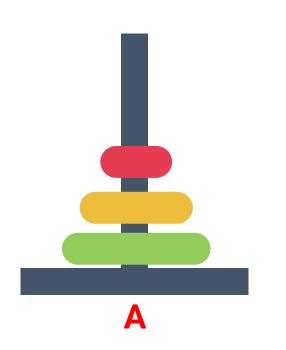


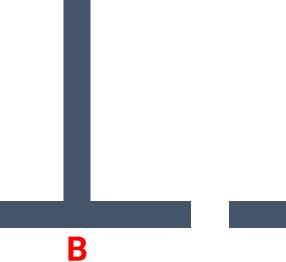




Towers of Hanoi

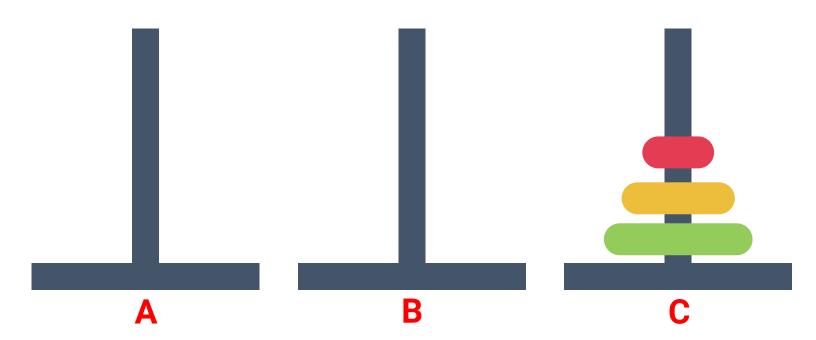






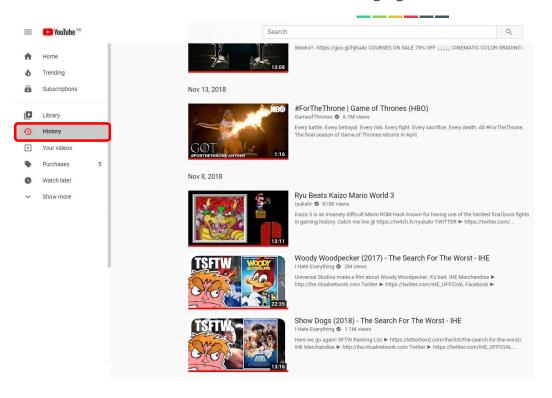


Towers of Hanoi





Stack Applications



Recently watched vdo clips

Web Browser's history of recently visited sites



Stack Applications



Probably the most useful button in the world - **Undo button!!**





Stacks





- 2) is_empty = Check whether a stack is empty
- 3) len(stack) = Return the number of elements in a stack





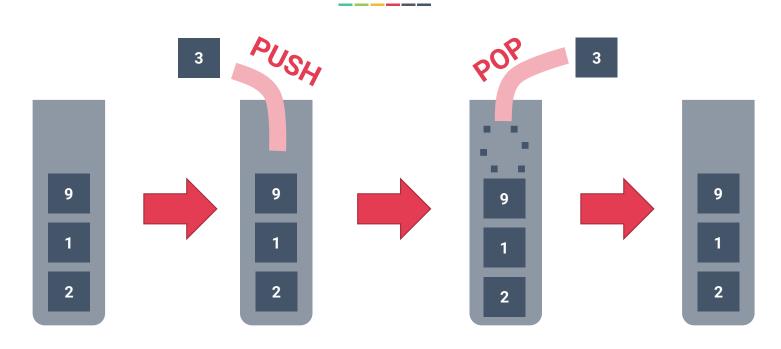


How to Implement a Stack?

Array!!



Stacks



1.4



Operation Example

Operation	Return Value	Stack			
S.push(9)	-		9		_
S.push(5)	-		9	5	
S.top()	5		9	5	
S.push(2)	-		9	5	2
S.pop()	2		9	5	
S.is_empty()	False	-	9	5	
len(S)	2		9	5	



Asymptotic Performance

Operation	Running Time			
S.push(element)	O(1)			
S.pop()	O(1)			
S.top()	O(1)			
S.is_empty()	O(1)			
len(S)	O(1)			



Stack Applications

Balanced Grouping Symbols

Each opening symbol must match its corresponding closing symbol.

```
Parentheses: ( and )
Brackets: [ and ]
Braces: { and }
```

Examples



Stack Applications

How to check balanced pairs?

Perform a left-to-right scan of the original sequence, using a stack S to facilitate the matching of grouping symbols.

Each time we encounter an opening symbol, we push that symbol onto stack S.

Each time we encounter a closing symbol, we pop a symbol from the stack S (assuming S is not empty), and check that these two symbols form a valid pair.

If we reach the end of the expression and the stack is empty, then the original expression was properly matched.

Otherwise, there must be an opening delimiter on the stack without a matching symbol.

4)



Stack Applications

Example: (1 + x - [y + z])

1) Push (into stack S.
2) Push [into stack S.
3) Pop [from stack S and compare with]

• Correct, then proceed to next step.

4) Pop (from stack S and compare with)

• Correct, then proceed to next step.

Stack is empty = the expression is balanced



5)

Pseudocode

IsBalanced(str):

```
Stack stack

lefty = '([{'
righty = ')]}'

for char in str:

    if char in lefty:
        stack.push(char)
    else if char in righty:
        If stack.is_empty():
            return False
            top = stack.pop()
        if (top = '(' and char != ')') or (top = '[' and char != ']') or
            (top = '{' and char != '}')
            return False

return stack.is_empty()
```



Pseudocode

IsBalanced(str):

```
Stack stack
lefty = '([{'
righty = ')]}'
for char in str:
     if char in lefty:
           stack.push(char)
     else if char in righty:
           If stack.is_empty():
                                  Incorrect order, such as ][
                return False
           top = stack.pop()
           if (top = '(' and char != ')') or (top = '[' and char != ']') or
           (top = '{' and char != '}')
                return False
return stack.is_empty()
                                  Missing case, such as (
```



Pseudocode

Seudocode

IsBalanced(str):

```
Complexity: O(?)
Stack stack
lefty = '([{'
righty = ')]}'
for char in str:
     if char in lefty:
          stack.push(char)
     else if char in righty:
          If stack.is_empty():
                                 Incorrect order, such as ][
                return False
          top = stack.pop()
          if (top = '(' and char != ')') or (top = '[' and char != ']') or
          (top = '{' and char != '}')
                return False
return stack.is_empty()
                                 Missing case, such as (
```





- To repeat a computer program, Python's while-loop and for-loop can be used.
- Alternatively, recursion repeats by calling a function itself one or more times.
- Real-life example: Matryoshka doll
 - o Also known as Russian doll or nested doll
 - Set of wooden dolls where smaller dolls are placed inside another.
 - A symbol of motherhood and fertility.



Recursion



- Examples
 - Summation
 - Power
 - Factorial
 - Binary search
- One rule for recursion: there must be a stop condition.



Summing list elements recursively.

```
def getSum(data):
    """ Return the sum of the first n numbers of sequence data."""
    if len(data) == 0:
        return 0
    else:
        return data[0] + getSum(data[1:])
```

Time Complexity: O(?)



Recursion

Power function:

power(base, exp) =
$$\begin{cases} 1 & \text{if exp = 0} \\ \text{base * power (base, exp-1)} & \text{otherwise} \end{cases}$$

```
def getPower(base,exp):
    """ Return the multiplciation of base with exp times.

"""
    if exp==0:
        return 1
    else:
        return base*getPower(base, exp-1)
```

Time Complexity: O(?)



Factorial

- o n! = Product of integers from 1 to n
- If n = 0, then n! = 1 by convention
- Formally, for any integers n>=0,

$$n! = \begin{cases} 1 & \text{if } n = 0 \\ n * (n - 1) * (n - 2) * ... 3 * 2 * 1 & \text{if } n >= 1. \end{cases}$$



Recursion

Factorial

- Used to calculate the number of permutations of n items.
- \circ That is, given n items, how many ways to arrange them into a sequence.
- For instance, 3 characters: 1, 2, 3 can be arranged in 3! = 3*2*1 = 6 ways.
 - **123, 132, 213, 231, 312, 321**



Recursive definition of factorial function

$$n! = \begin{cases} 1 & \text{if } n = 0 \text{ (base case)} \\ n * (n - 1)! & \text{if } n >= 1. \text{ (recursive case)} \end{cases}$$

• For example, 4! = 4 * 3!



Recursion

Loop

```
# Factorial loop version
def factorial1(n):
    if n == 0:
        return 1
    else:
        total = 1
        for num in range(2,n+1):
            total *= num
        return total
```

Time Complexity: O(?)

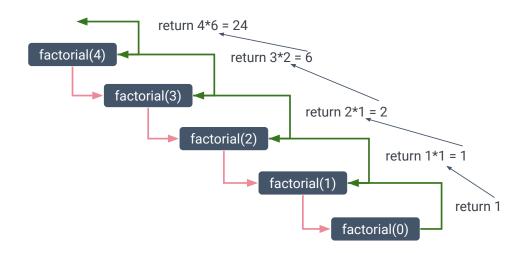
```
# Factorial recursive version
def factorial2(n):
    if n == 0:
        return 1
    else:
        return n*factorial2(n-1)
```

Recursive

Time Complexity: O(?)



For recursive, repetition is conducted by repeatedly invoke the function call.





Recursion

- Binary Search
 - Locate a target value in a sequence of n elements that are sorted.
 - o mid = (low + high) / 2
 - Initially, low = 0, high = n-1
- For instance, find number 5.

Data	1	5	7	9	10	11	20
Index	0	1	2	3	4	5	6



- Binary Search
 - If target value < data[mid], next interval is from low to mid-1.
 - If target value > data[mid], next interval is from mid + 1 to high.

	low			mid			high	
Data	1	5	7	9	10	11	20	mid = (0 + 6) / 2 = 3
Index	0	1	2	3	4	5	6	
	low	mid	high					
Data	1	5	7	9	10	11	20	mid = (0 + 2) / 2 = 1
Index	0	1	2	3	4	5	6	



Recursion

```
# Iterative version
def binary_search_iterative (data, target):
    """ Return True if target is found in the given Python list."""
    low = 0
    high = len(data)-1
    while low <= high:
        mid = (low + high) // 2
        if target == data[mid]:
        return True
    elif target < data[mid]:
        # only consider the left portion left of the middle
        high = mid - 1
        else:
        # only consider the right portion of the middle
        low = mid + 1
    return False</pre>
```



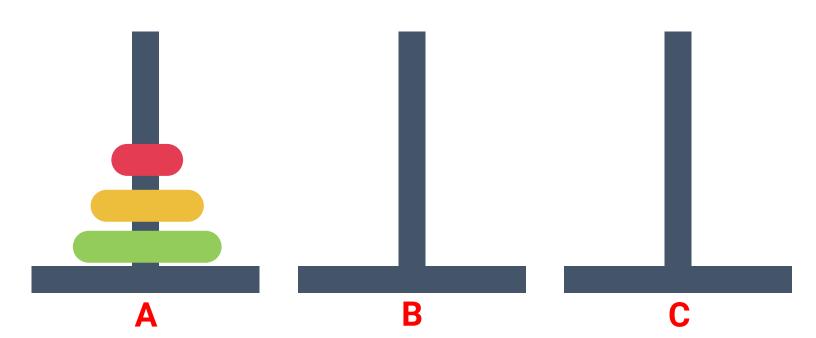


Recursion

- Binary Search for a sorted sequence
 - Running time is proportional to the number of recursive calls executed, which is O(log n).



Towers of Hanoi





Tower of Hanoi

tower(disk, source, intermediate, destination)

IF disk is equal 1, THEN

move disk from source to destination

ELSE

```
tower(disk - 1, source, destination, intermediate) // Step 1
move disk from source to destination // Step 2
tower(disk - 1, intermediate, source, destination) // Step 3
```

END IF

END

Tower of Hanoi



