



# **EE2331 Data Structures and Algorithms**

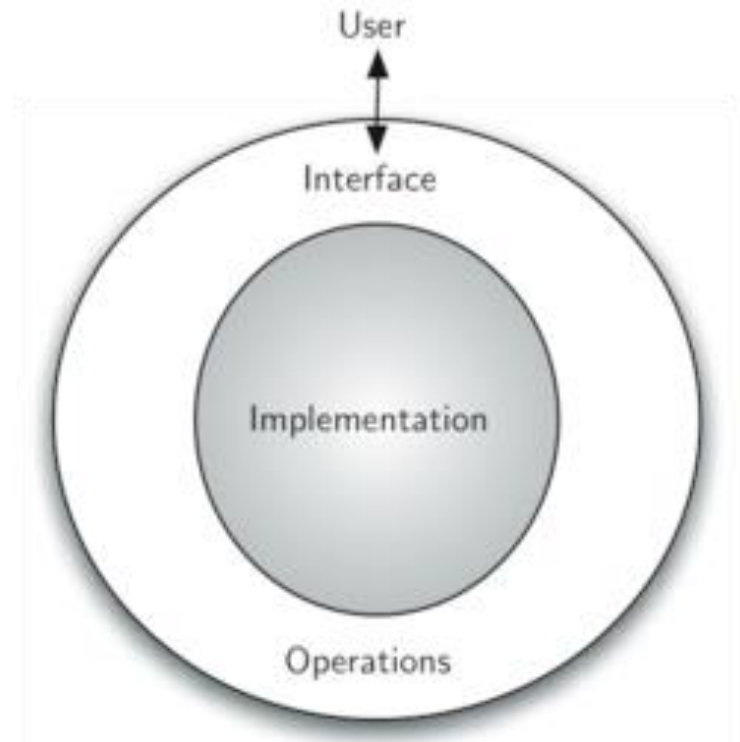
Stacks and Queues

# Abstract Data Type (ADT)

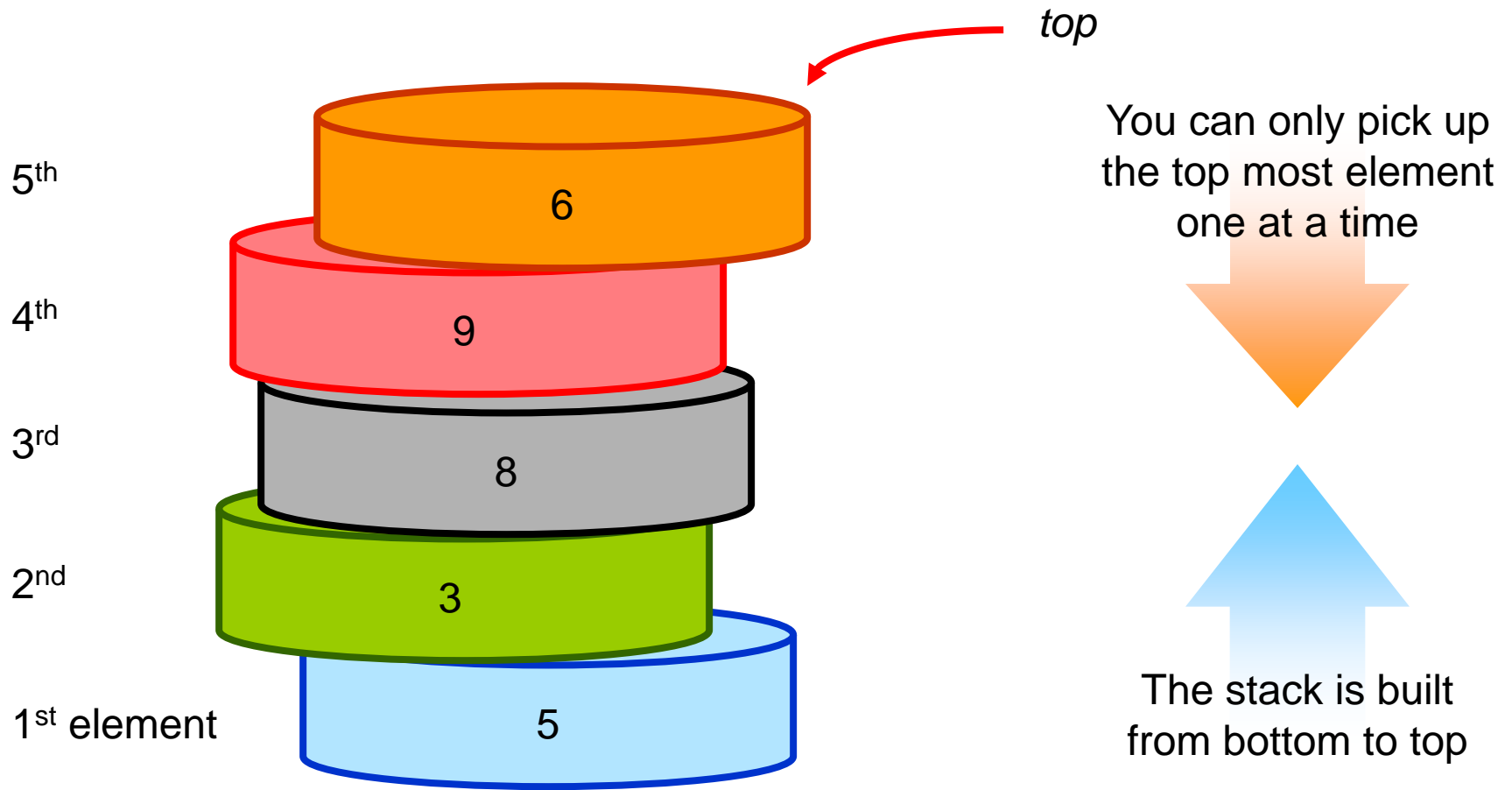
- To manage the complexity of problems and the problem-solving process, computer scientists use abstractions to allow them to **focus on the “big picture” without getting lost in the details.**
- **Abstract Data Type** is a logical description of how we view the data and the operations that are allowed without regard to how they will be implemented. This means that we are concerned only with what the data is representing and not with how it will eventually be constructed.
- For example, the standardized user interface of an Android phone is a logical property of the device, while the construction of the physical Android phone is the implementation details. From the point of view of the user, you only need to know the logical property (i.e. the user interface) of the device when you are using the phone, and **you don't need to know its internal implementation details.**

# Abstract Data Type (ADT)

- This provides an **implementation-independent** view of the data. Since there will usually be many different ways to implement an abstract data type, this implementation independence allows the programmer to switch the details of the implementation without changing the way the user of the data interacts with it. The user can remain focused on the problem-solving process.

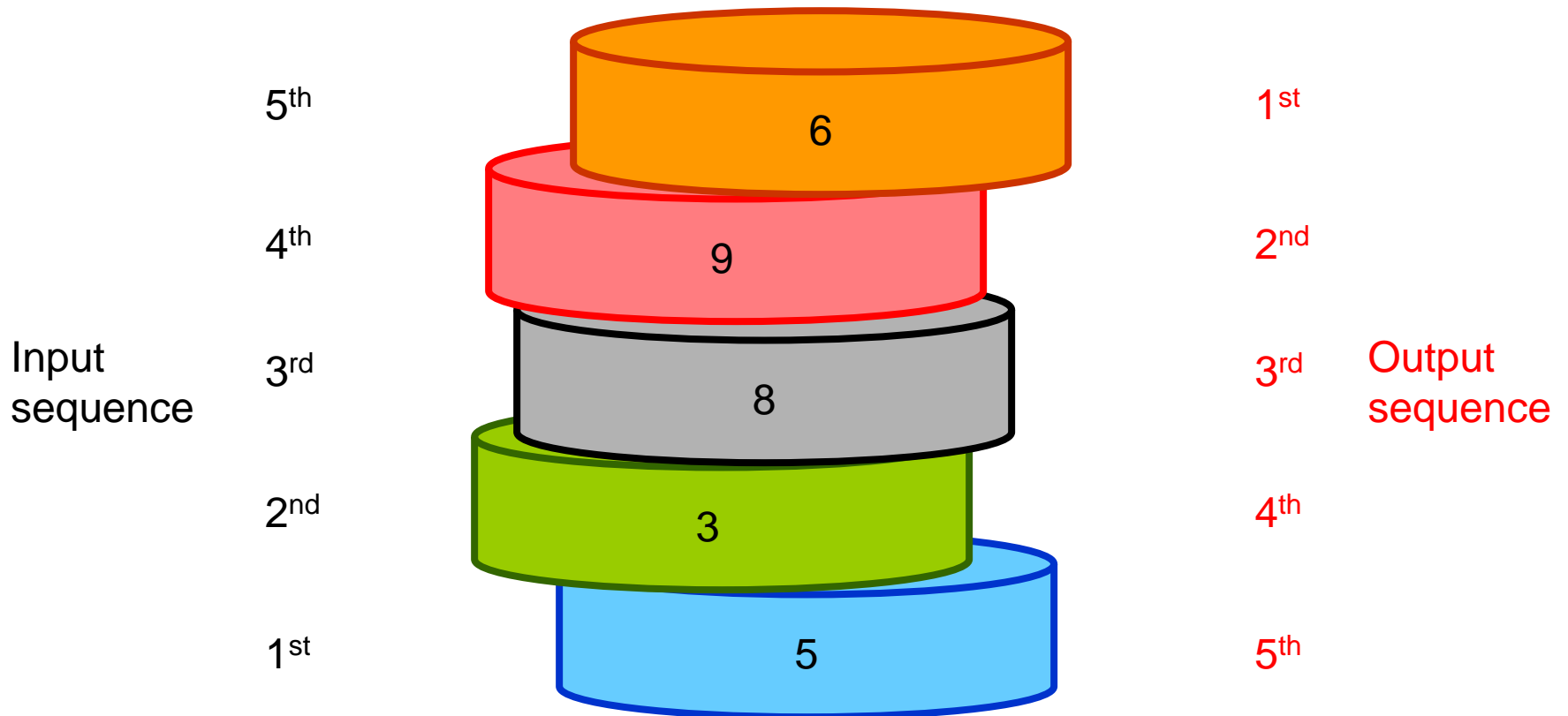


# Stack



# Input/Output Order

## ■ Last In First Out (LIFO)



# Stack Operations

- A stack is a list of homogeneous elements in which the addition and deletion of elements **occur only at one end**, called the top of the stack.
- A stack is also called a **Last In First Out (LIFO)** data structure.
- Operations on a stack:
  - **initialize**: initialize the stack to an empty state
  - **size**: determine the number of elements in the stack
  - **empty**: determine if the stack is empty
  - **top**: retrieve the value of the top element
  - **push**: insert element at the top of stack
  - **pop**: remove top element
- In C++, we can define an ADT using an **abstract class**. In our discussion, I will try to follow the notations used in the C++ STL (Standard Template Library).

# Stack ADT (Abstract Class)



```
template<class Type>
class stackADT {
public:
    virtual void initialize() = 0;    //pure virtual function
    //Note that the initialize() function is not part of the C++ STL. The
    //initialization can be taken care of by the constructor.

    virtual int size() const = 0;
    virtual bool empty() const = 0;
    virtual Type& top() const = 0;    //return reference of the top element
    virtual void push(const Type& item) = 0;    //constant reference
    virtual void pop() = 0;
    //Note that in the C++ STL, the pop function does not
    //return the (old) top element that is removed.

    //Remark: in Java, the pop method of the class Stack
    //        will return the removed element.
}
```

# Remarks of Stack

- In the textbook, the author includes a function `full()` in the stackADT. The function `full()` returns true if the stack is full.
- However, `full()` is not part of the stack class in C++ STL. It is not required if the stack is implemented using linked list (i.e. no size limit).
- Basically in the high level applications using stack, usually we only need to check if the stack is empty. If we call the `top()` function on an empty stack, an underflow exception occurs.
- The `top()` function in the STL returns the top element by reference. It is different from the example given in the textbook, where the `top()` function returns the top element by value.
- We shall first discuss some examples on the uses of stack in algorithm design, and then come back to discuss the internal implementation (see `stack.h`) of the stack ADT.
- One common use of stack is for the simulation of recursion, i.e. converting a recursive algorithm to an equivalent non-recursive algorithm using a stack. This will be discussed in the topic of tree data structure.



# Using Stack to Reverse Order



- Use the class ***stack*** in C++ STL

```
#include <iostream>
#include <stack>

using namespace std;

int main() {
    stack<int> s;
    s.push(10);
    s.push(20);
    s.push(30);

    while(!s.empty()) {
        cout << s.top() << " ";
        s.pop();
    }
}
```

// output: 30 20 10  
// remove the top item

# Using Stack to Evaluate Arithmetic Expression

- How does a computer evaluate this?
  - $(4 + 5) * (7 - 2)$
- In **infix** format, the binary operator is placed in between the 2 operands. The order of evaluation is determined by the **precedence** relation of the operators and **parentheses**, if any.
  - Order of precedence:  $() > *, / > +, -$
- **Postfix** notation is another way of writing arithmetic expressions, where the operator is written after the two operands:
  - e.g.  $4 + 5$  (infix) will be changed to  $4 5 +$  (postfix)
  - The order of evaluation is the same as the order in which the operators appear in the postfix expression.
  - Precedence rules and parentheses are **never needed**!

# Evaluate Postfix Expressions

- In the examples shown below, \$ represents the exponentiation operator.

Infix	Postfix
$A + B$	$AB +$
$A + B - C$	$AB + C -$
$(A + B) * (C - D)$	$AB + CD - *$
$A \$ B * C - D + E / F / (G + H)$	$AB \$ C * D - EF / GH + / +$
$((A + B) * C - (D - E)) \$ (F + G)$	$AB + C * DE - - FG + \$$
$A - B / (C * D \$ E)$	$ABCDE \$ * / -$

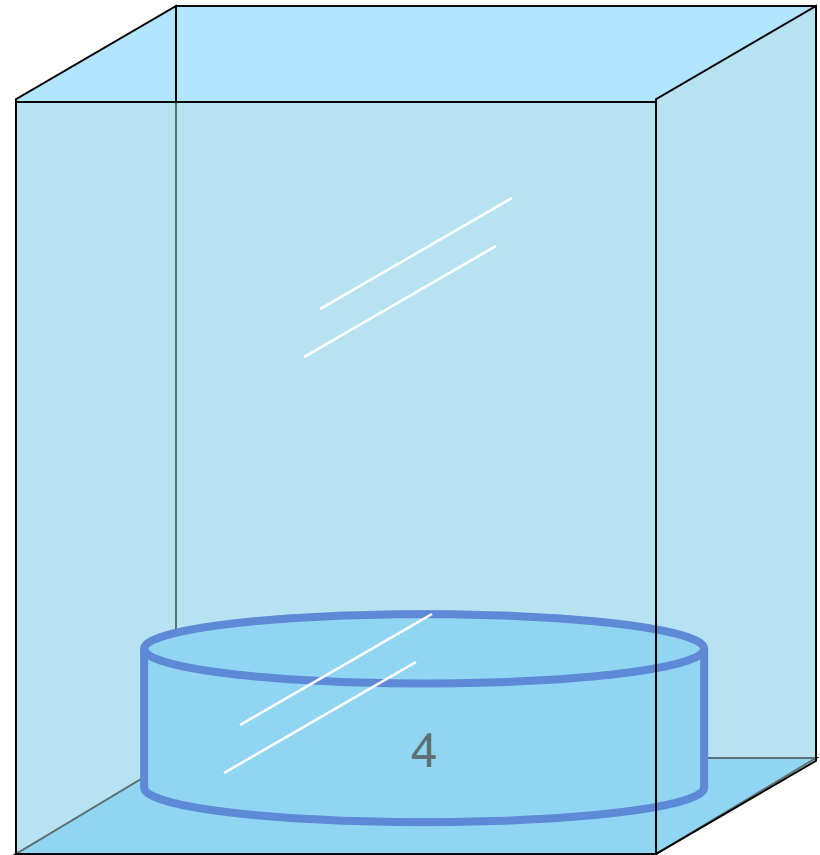
- Read from postfix
  - If input is an operand, push on stack
  - If input is an arithmetic operator
    - pop from stack twice (the two nearest operands)
    - compute their result
    - push the result onto stack

# Example

4 5 + 7 2 - \*

**Infix:**  $(4 + 5) * (7 - 2)$

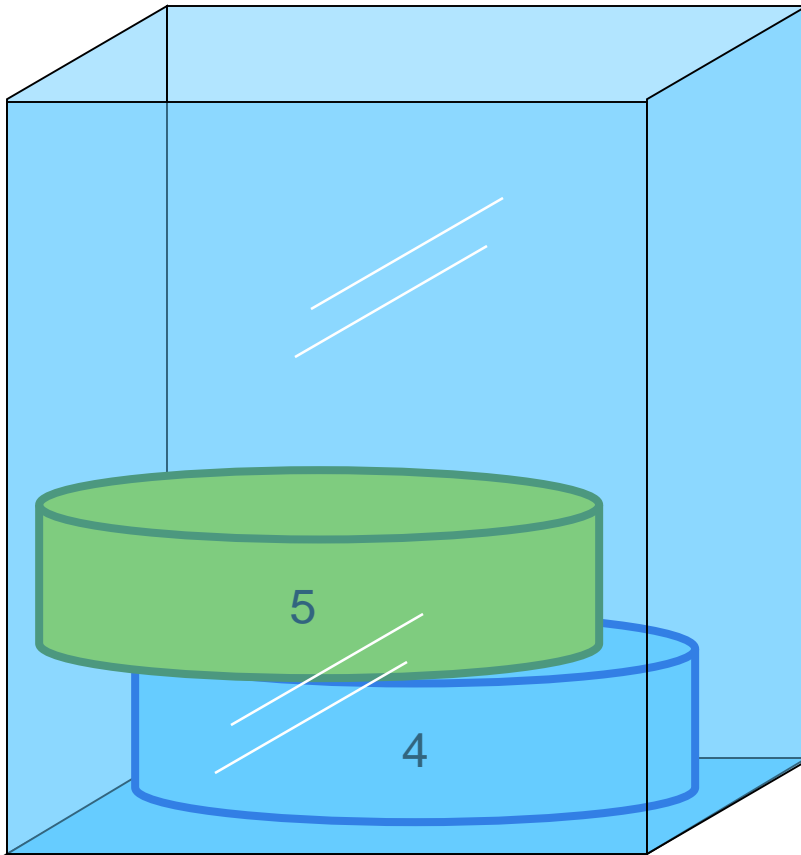
**Postfix:** 4 5 + 7 2 - \*



Step 1: push(4)

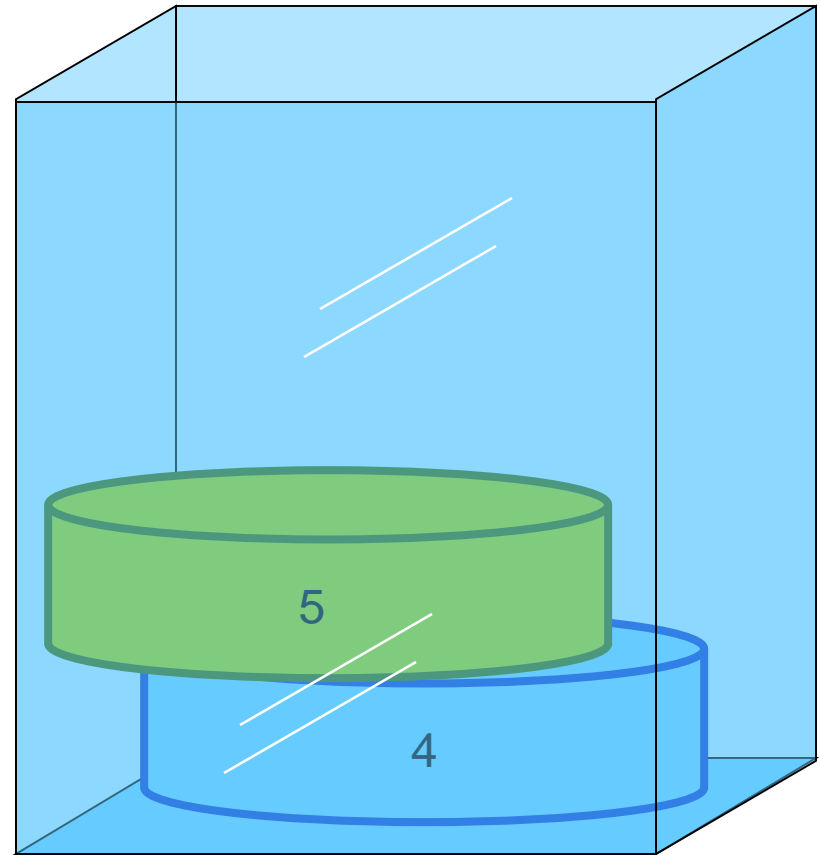
# Example

4 5 + 7 2 - \*



Step 2: push(5)

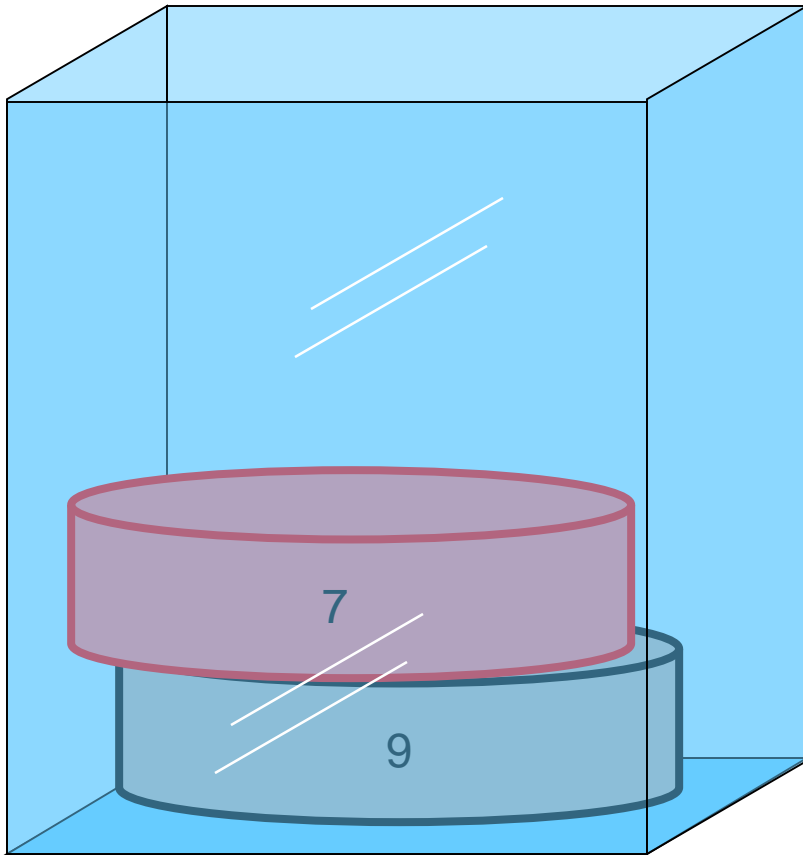
4 5 + 7 2 - \*



Step 3: pop() twice and  
then push the result

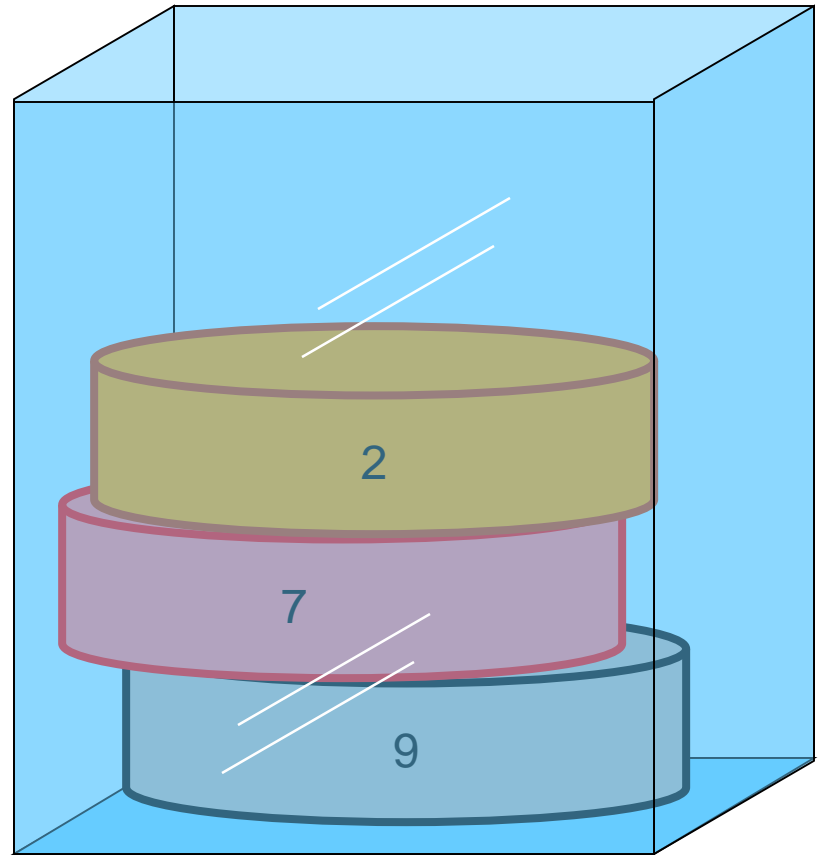
# Example

4 5 + 7 2 - \*



Step 4: push(7)

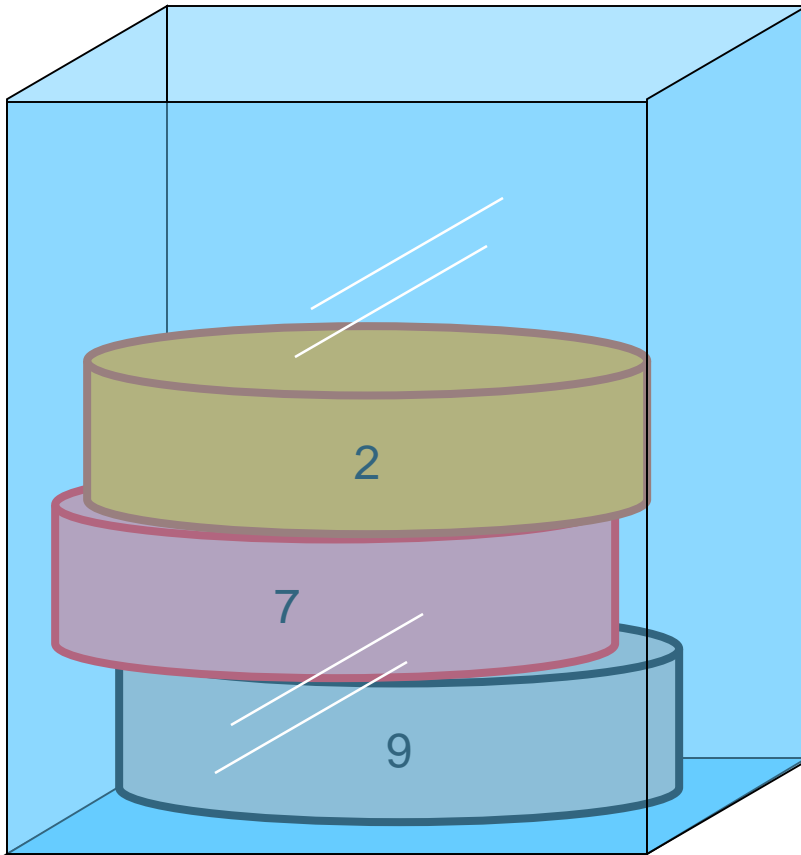
4 5 + 7 2 - \*



Step 5: push(2)

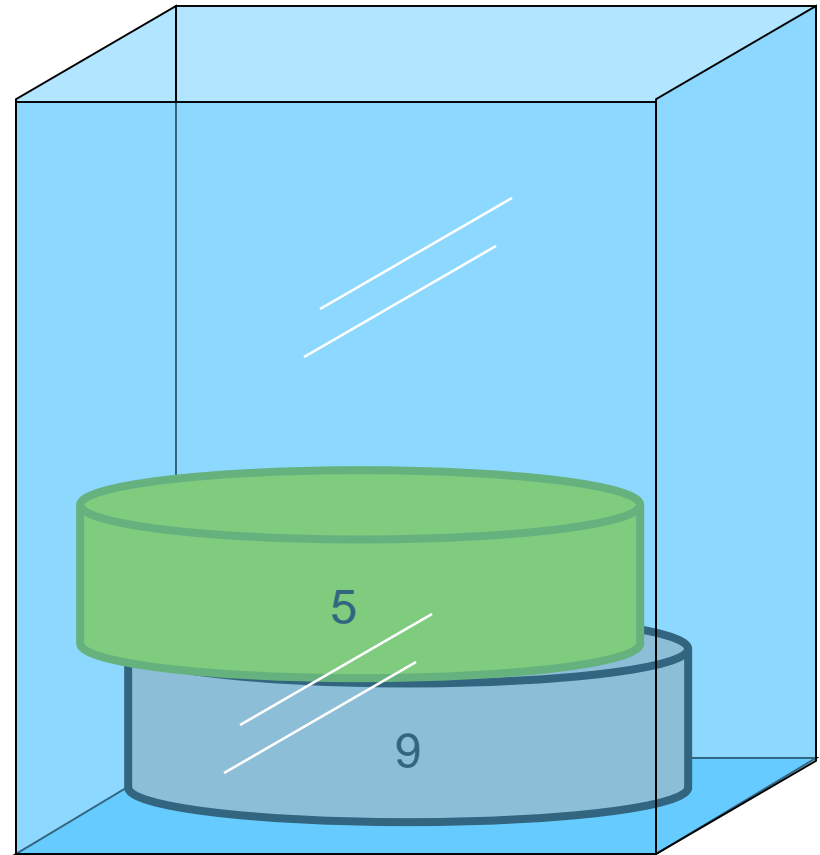
# Example

4 5 + 7 2 - \*



Step 6: pop() twice and  
then push the result

4 5 + 7 2 - \*



Step 7: pop() twice and  
compute the result

# Convert Infix to Postfix

- Read from infix
  - If input is an operand, output it
  - If input is operator `(`, push it onto stack
  - If input is operator `)`, pop all operators from stack and output them orderly until popping the nearest operator `(` (but the open-parentheses is not output)
  - If input is an operator (e.g. `+`, `-`, `*`, `/`) (because of LIFO, top operators should have higher precedence and be output/evaluated first in the postfix format)
    - If input has higher precedence than the top element of the stack, then push the input onto stack
    - Otherwise pop to output the top element repeatedly until the input has higher precedence than the top element of the stack, then push the input onto stack
  - Pop and output the rest from the stack until the stack is empty



# Example: $(4+5/3)*(7*2-1)$

① (    (

Input

Stack

Output

② 4    (

Input

Stack

Output

③ +    

+
(

Input

Stack

Output

④ 5    

+
(

Input

Stack

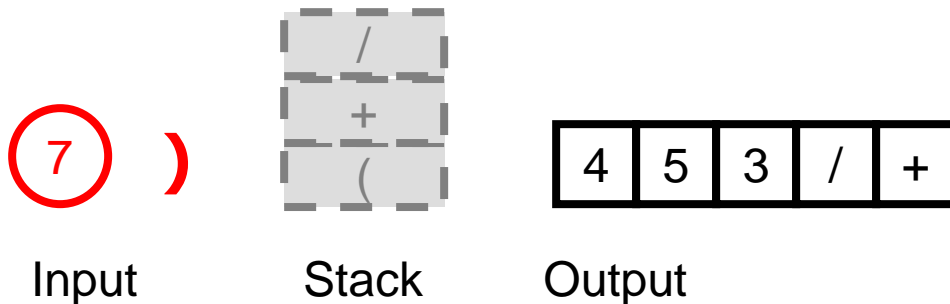
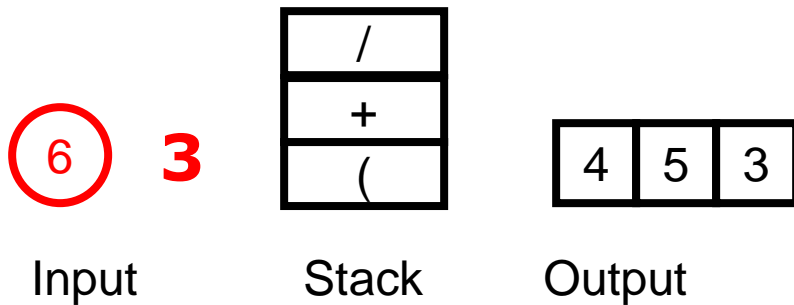
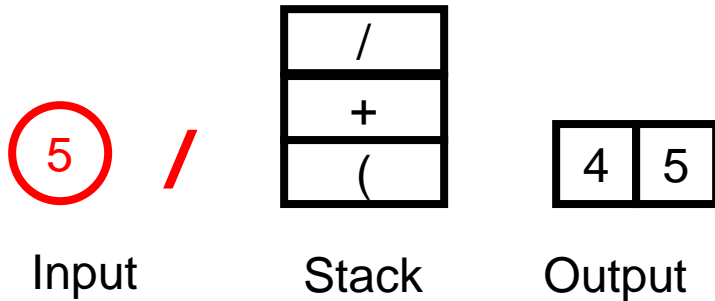
Output

4

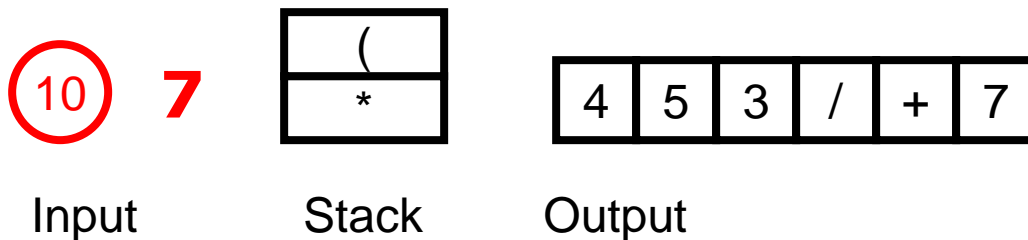
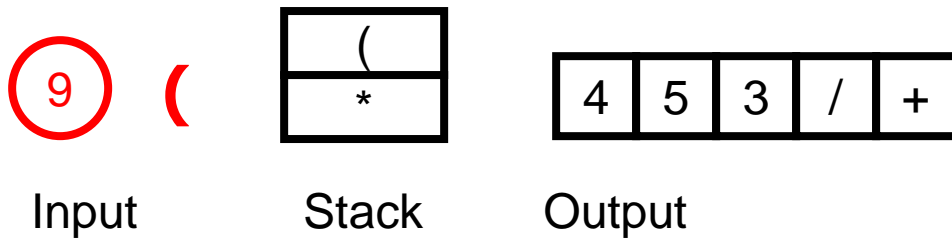
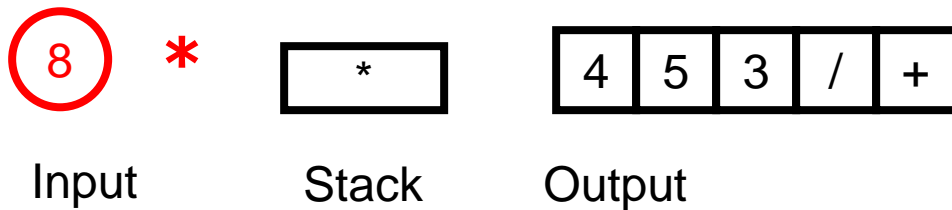
4

4	5
---	---

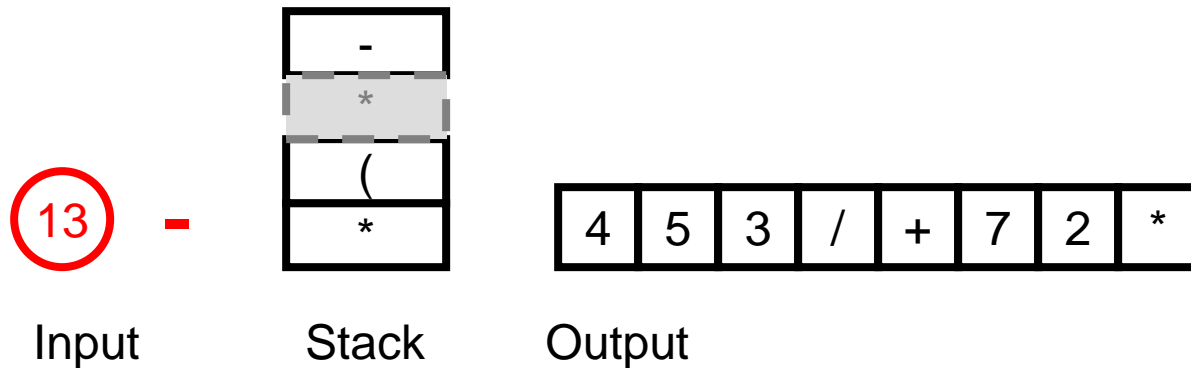
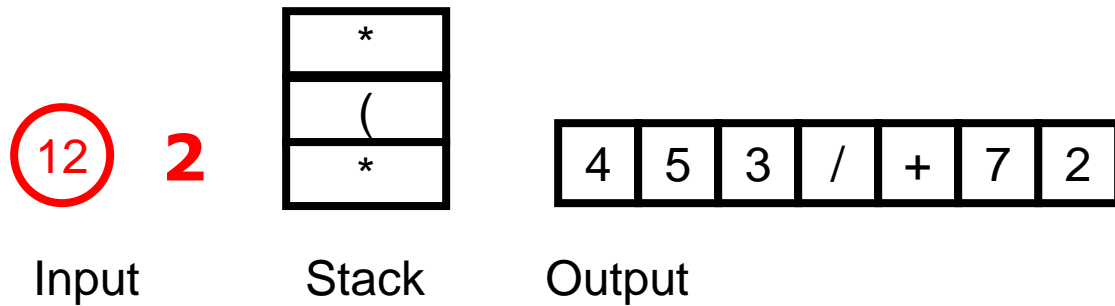
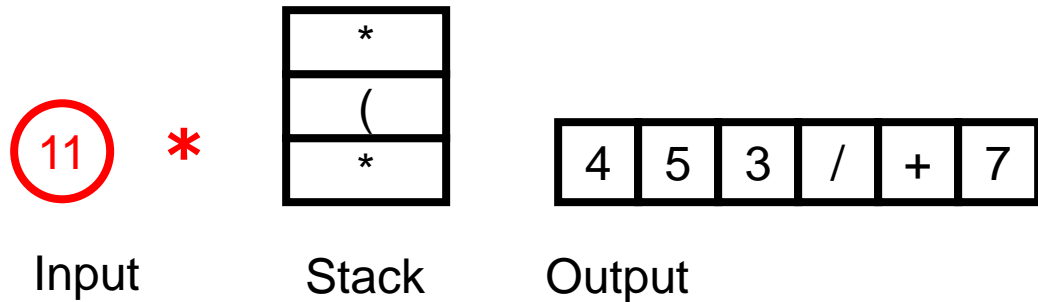
# Example: $(4+5/3)*(7*2-1)$



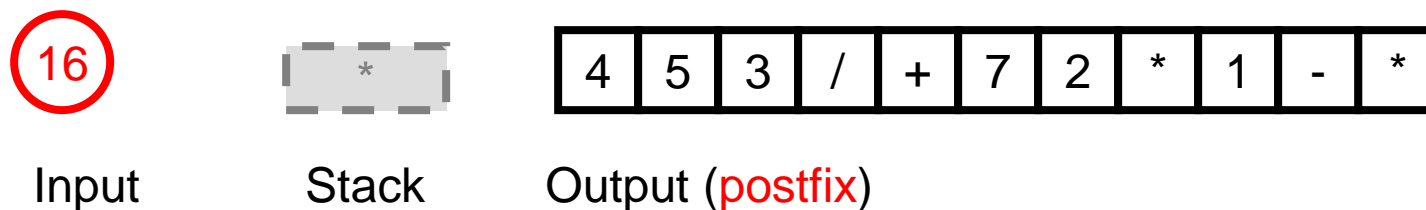
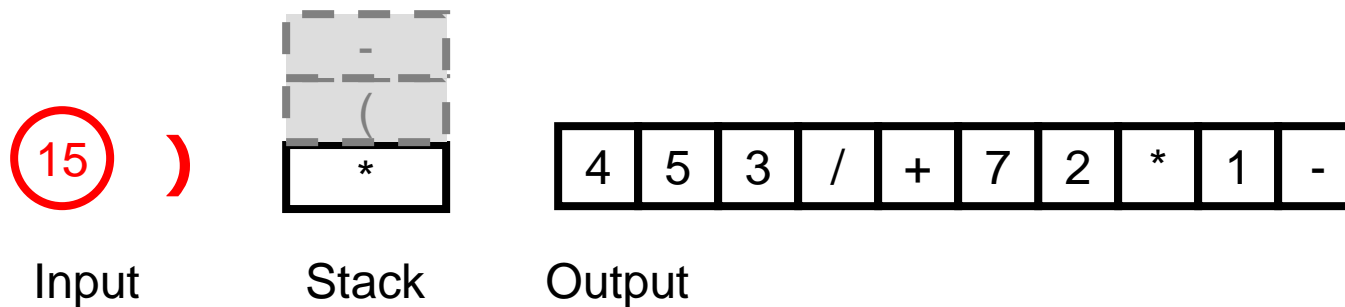
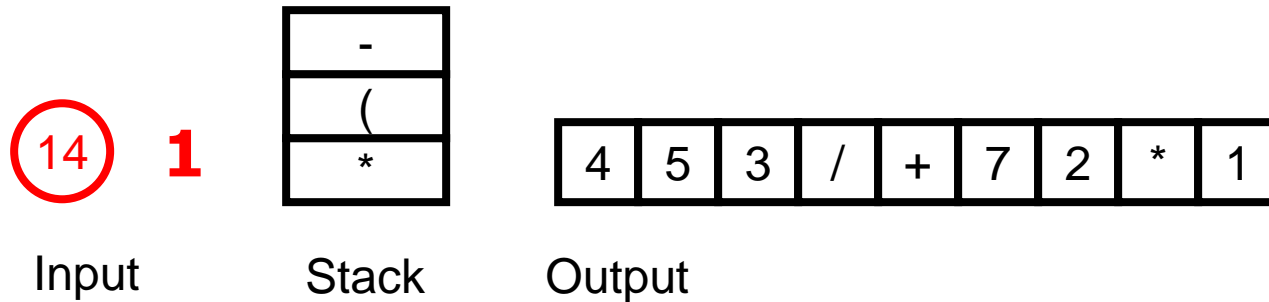
# Example: $(4+5/3)*(7*2-1)$



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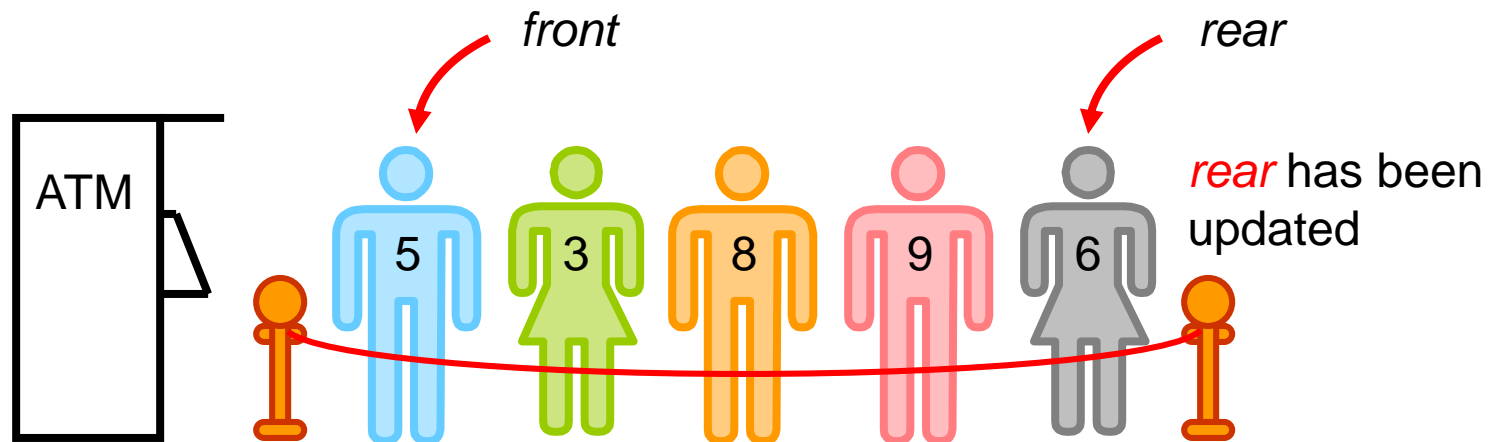
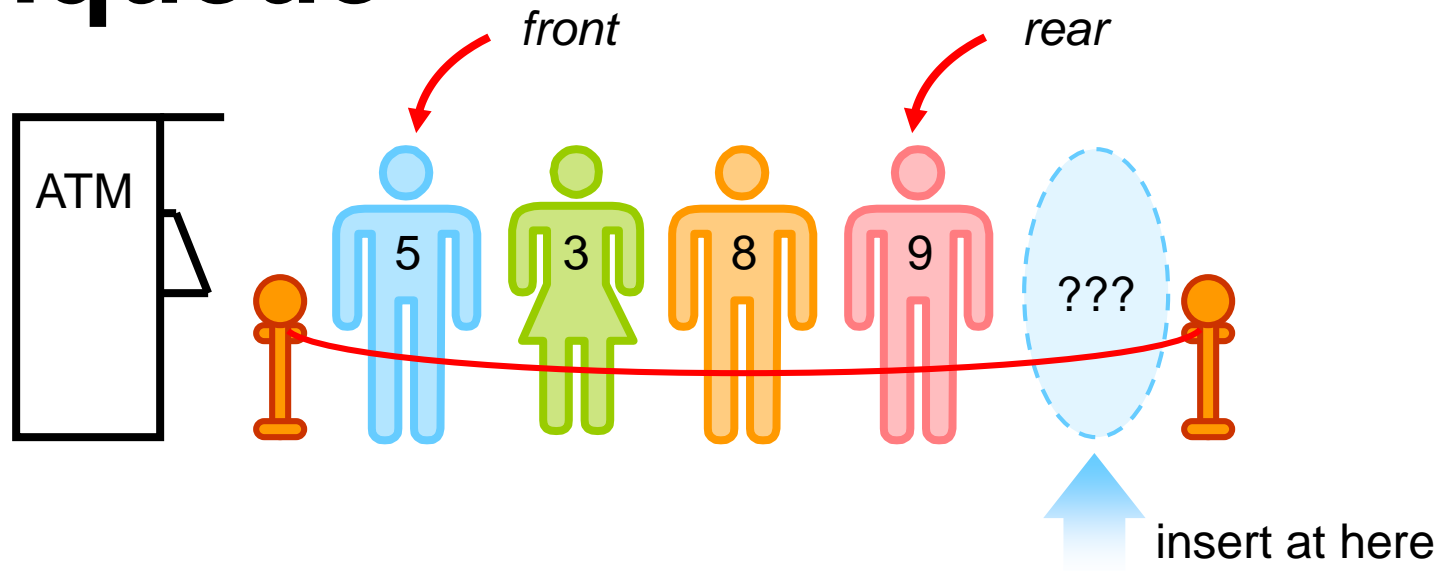
# Example: $(4+5/3)*(7*2-1)$



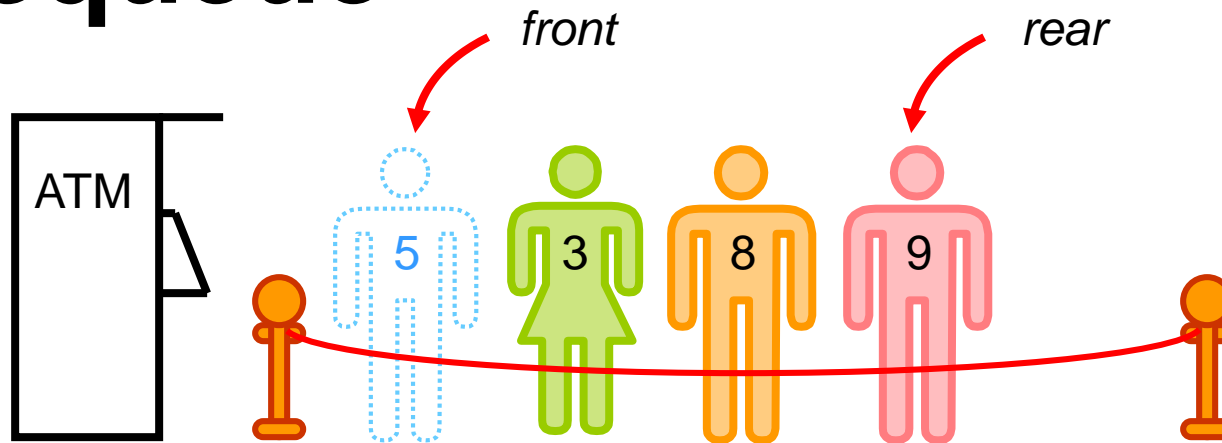
# Queue

- A **first-in-first-out (FIFO)** queue is an ordered collection of items from which items may be deleted at one end (called the **front**) and into which items may be inserted at the other end (called the **rear**).
- Operations on a queue :
  - **initialize**: initialize the queue to an empty state
  - **size**: determine the number of elements in the queue
  - **empty**: determine if the queue is empty
  - **front**: retrieve the value of the front element
  - **back**: retrieve the value of the last element (this is not common in the applications of queue)
  - **push**: insert element at the **rear** of queue (in most textbooks, this operation is called **enqueue**)
  - **pop**: remove **front** element (in most textbooks, this operation is called **dequeue**)

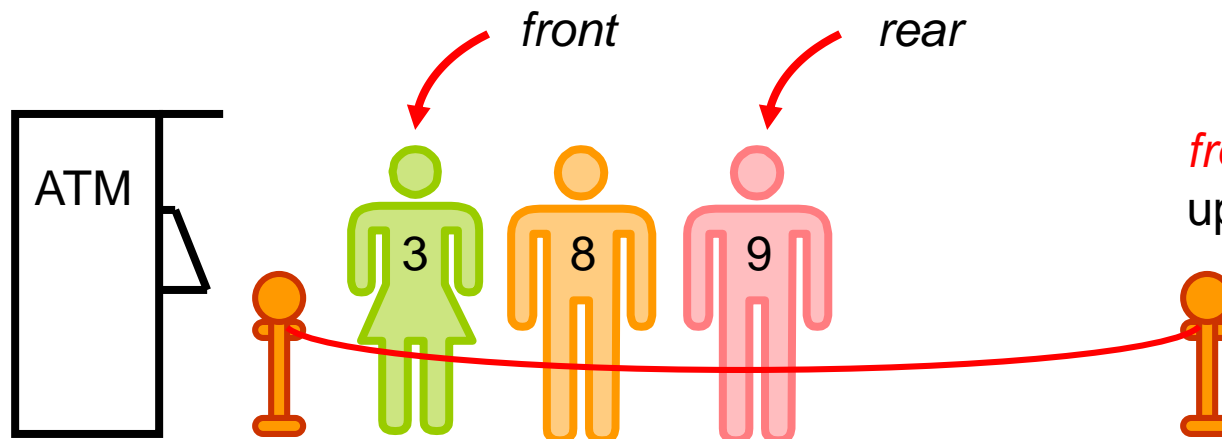
# Enqueue



# Dequeue



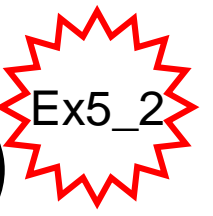
delete at here



*front* has been updated



# Queue ADT (Abstract Class)

Ex5\_2

```
template<class Type>
class queueADT
{
public:
    virtual void initialize() = 0;
    //remark: the initialize() function is not part of the
    //        C++ STL. The initialization can be taken care
    //        of by the constructor.

    virtual int size() const = 0;

    virtual bool empty() const = 0;

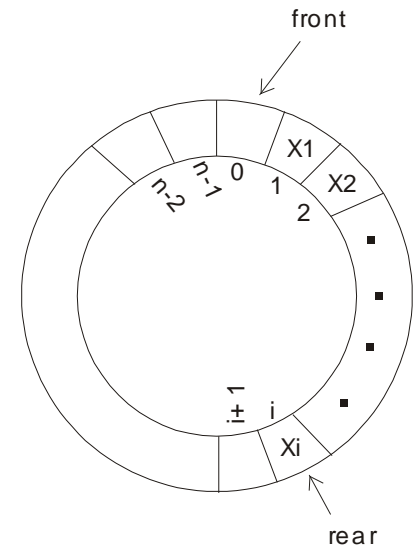
    virtual Type& front() const = 0;

    virtual void push(const Type& item) = 0;

    virtual void pop() = 0;
}
```

# Queue Implementation Using Circular Array

- The program maintains two indexes, **front** and **rear**
- Initially, if the queue is empty, set **front == rear**.
  - But then, how to represent when there is only one element? Still set **front == rear**?
- So, if the queue is not empty,
  - **rear** points to the **last element**, and
  - **front** points to the slot **before the first element**.
- An array of size **n** can hold up to **n-1** elements.
- Example applications of queue:
  - message buffering in inter-process communications
  - task scheduling in operating system
  - breadth-first search of multi-dimensional data structures, e.g. trees
  - event-driven simulations



(see **queue.h**)

# Double-Ended Queue

- In the C++ STL, stack and queue are implemented using **deque** as the default container.
- Deque (pronounced like “deck”) is a **double-ended queue**. It allows insertion and deletion at **both ends**.
- The insertion/deletion functions are called
  - `push_front`
  - `push_back`
  - `pop_front`
  - `pop_back`