Prefix Evaluation

In, Prefix evaluation, the conversion from infix to prefix evaluation will remain same.

Now if we consider a infix expression:

$$\rightarrow (a+b)^{\wedge}(c-d)/e$$

can be observed through a stack implementation table:

Stack	Input	Output
Empty	$(a+b)^{\wedge}(c-d)/e$	Nothing
Empty	$(a+b)^{\wedge}(c-d)/$	e
/	$(a+b)^{\wedge}(c-d)$	e
)/	$(a+b)^{\wedge}(c-d)$	e
)/	$(a+b)^{\wedge}(c-$	ed
-)/	$(a+b)^{\wedge}(c$	ed
-)/	$(a+b)^{\wedge}($	edc
/	$(a+b)^{\wedge}$	edc –
^/	(a+b)	edc –
)^/	(a+b)	edc –
)^/	(a +	edc - b
+)^/	(a	edc – b
+)^/	(edc – ba
^/	(edc - ba +
/	Empty	$edc - ba + ^{\wedge}$
Empty	Empty	$edc - ba + ^{\wedge}/$

Now reverse $edc - ba + ^/$ to get prefix expression: $/^+ + ab - cde$.

Similarly, if we have a infix notation:

$$(2+3)*(2+3)/5$$

Now we get the converted postfix expression as:

$$\rightarrow$$
* +23/+235

Stack	Input	Output
Empty	(2+3)*(2+3)/5	Nothing
Empty	(2+3)*(2+3)/	5
/	(2+3)*(2+3)	5
)/	(2+3)*(2+3)	5
)/	(2+3) * (2+	53
+)/	(2+3)*(2	53
+)/	(2+3) * (532
/	(2+3) *	532 +
*/	(2+3)	532 +
) */	(2+3	532 +
) */	(2 +	532 + 3
+) */	(2	532 + 3
+) */	(532 + 32
*/	(532 + 32 +
/	Empty	532 + 32 +*
Empty	Empty	532 + 32 +*/

Reversing the 532 + 32 + */ to * + 23/ + 235.

Now what will be the result : $5 * 5/5 = \frac{25}{5} = 5$

Lets take an example to evaluate : (2+3) * (2+6)

 $prefix\ expression: *+23+26$

Here we will start from the end of the expression.

Lets evaluate it through stack:

Push (6),

Push(2),

Now we get + hence : Add(2,3) = 2 + 6 = 8

Like what it happens in Stack in memory:

6
2
Data Register: +

Then it pop out , 6 and 2 and send ADD(6,2) to Processor to process.

if it is not operator i.e. operand Push it to the stack.

```
int prefixEvaluation(char *prefix)
    Stack st;
    int len = strlen(prefix);
    create(&st, len);
    int i = len - 1;
    int r, op1, op2;
    while (i >= 0)
    {
        if (isOperand(prefix[i]) == 1)
        {
            push(&st, prefix[i] - '0');
        else
       i--;
     }
```

- 1. The above function takes the prefix expression.
- 2. Create another stack again after prefix conversion,
- 3. Till the first character, the characters will be taken inside the loop.

First is 6 and 2, both are operand and both will get pushed inside Stack.

ASCII value of 0 is 48. Now we see that we will push integer values not characters, hence 0 is 48, 1 is 49, 2 is 50 and so on.

If we do: 50 - 48 i.e. (ASCII of 2 - ASCII of 0) will be 2. Similarly, 54 - 48 i.e. (ASCII of 6 - ASCII of 0) will be 6.

Hence,

$$1.push(^2' - ^0' = 2)$$

$$2.push(`6`-`0`=6)$$

6	
2	

STACK

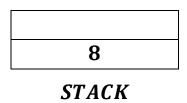
4. Now we have`+`operator, hence we pop out 6 first and then 2 and it adds the two operands and after the result we get, push it into the stack.

```
int prefixEvaluation(char *prefix)
   ......
   while (i >= 0)
        .....
        else
            op1 = pop(\&st);
            op2 = pop(&st);
            switch (prefix[i])
                r = op1 + op2;
                break;
            case '-':
                 r = op1 - op2;
                break;
                 r = op1 * op2;
```

```
break;
case '/':
    r = op1 / op2;

    break;
case '^':
    r = pow(op1, op2);
    break;
case '%':
    r = op1 % op2;
    break;
}
push(&st, r);
}
i--;
}
.....
```

6+2=8 and we push(8) into the stack.



5. The process continues i.e. push 3 and 2 into the stack,

2	
3	
8	

STACK

Then pop(2,3) from stack and Add(2,3) = 5 and push(5) into the stack.

5
8

STACK

6. Now we get`*`operator, hence both operands i.e.8 and 5 will get pop out from the stack and get multiplied with output = 40.

The output 40 will get pushed into the stack.

40	
STACK	

7. Now, pop out 40 as output:

This process is known as Prefix Evaluation.

Time Complexity of PreFix Evaluation

```
int prefixEvaluation(char *prefix)
{
     Stack st; \rightarrow 0(1)
     int len = strlen(prefix); \rightarrow O(n)
     create(&st, len); \rightarrow O(n)
     int i = len - 1; \rightarrow O(1)
     int r, op1, op2; \rightarrow O(1)
     while (i >= 0 )\rightarrow O(n)
     {
          if (isOperand(prefix[i]) == 1)
          {
                push(&st, prefix[i] - '0'); \rightarrow O(1)
          else
          {
                op1 = pop(\&st); \rightarrow O(1)
                op2 = pop(&st); ); \rightarrow O(1)
```

```
switch (prefix[i]) \rightarrow O(1)
              r = op1 + op2;
              break;
              r = op1 - op2;
              break;
              r = op1 * op2;
              break;
              r = op1 / op2;
              break;
              r = pow(op1, op2);
              break;
              r = op1 \% op2;
              break;
         }
         push(&st, r); \rightarrow 0(1)
    i--;
}
return pop(&st); \rightarrow O(1)
```

- 1. Creating object of stack `Stack st` takes O(1) time.
- 2. Calculating the length of the prefix expression strlen(Prefix): O(n), where n is the length of the Prefix Expression.
- 3. Creation of the stack of n length of prefix expression: $create(\&st, len) \rightarrow O(n)$.
- 4. int i = len 1; $\rightarrow 0(1)$ constant time.
- 5. Declaration of variables: int op1, op2, r takes O(1) time complexity.
- 6. While loop runs from last to 0 takes O(n) time complexity.
- 7. Push and Pop occurs O(1) time at each operation. Total push pop occurs O(n) as we scan the postfix expression from first to last.
- 8.Performing arithmetic operations: The switch statement performs arithmetic operations such as addition, subtraction, multiplication, division, exponentiation, and modulo. These operations also take constant time, O(1) time at each operation. As at each specific switch, each case runs only one time. When it runs upto the length of the expression it takes O(n) time. That is cases operates O(n) times in switch-case.

9. And returning the pop operation also takes O(1) time.

Hence, O(1) + O(n) + O(n) + O(1) + O(1) + O(n) + O(1) = O(n) time complexity.

O(n) where , n is the length of the prefix string.

Space Complexity

Push operation in stack takes O(n) = O(n) complexity.

That is `n` is the auxiliary space taken during push operation .

Hence Space Complexity = O(n) complexity.