

CS2010: ALGORITHMS AND DATA STRUCTURES

Lectures 5 & 6: Abstract Data Types - Stack & Queue

Vasileios Koutavas



School of Computer Science and Statistics
Trinity College Dublin

Algorithms

ROBERT SEDGEWICK | KEVIN WAYNE



1.3 BAGS, QUEUES, AND STACKS

- ▶ *stacks*
- ▶ *resizing arrays*
- ▶ *queues*
- ▶ *generics*
- ▶ *iterators*
- ▶ *applications*

- Abstract Data Types
- Stacks and Queues *
- S&W 1.2 and 1.3

ABSTRACT DATA TYPES

Example:

```
public class Counter
```

```
    Counter(String id)
```

create a counter named id

```
    void increment()
```

increment the counter by one

```
    int tally()
```

number of increments since creation

```
    String toString()
```

string representation

A **Data Type** is

→ A set of values

→ in example: all counter objects at state 0, 1, 2, ...

→ A set of operations on those values

→ in example: **constructor**, **increment**, **tally**, **toString**

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- A Data Type whose implementation is unknown to the **client** of the ADT

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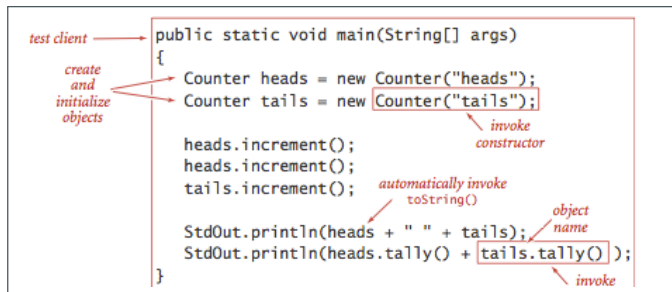
- A Data Type whose implementation is unknown to the **client** of the ADT

An **Application Programming Interface** (API) is

- A list and informal description of the operations of an ADT (see

WHO IS THE CLIENT OF AN ADT?

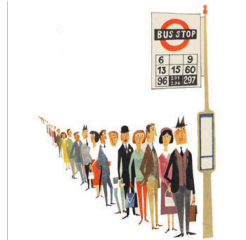
Example:



→ **Client**: the rest of the program, using the ADT

STACKS & QUEUES

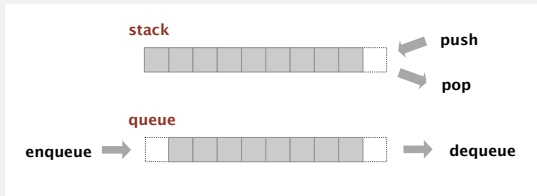
STACKS & QUEUES



Stacks and queues

Fundamental data types.

- Value: collection of objects.
- Operations: **insert**, **remove**, **iterate**, test if empty.
- Intent is clear when we insert.
- Which item do we remove?



Stack. Examine the item most recently added. ← LIFO = "last in first out"

Queue. Examine the item least recently added. ← FIFO = "first in first out"

Client, implementation, interface

Separate interface and implementation.

Ex: stack, queue, bag, priority queue, symbol table, union-find,

Benefits.

- Client can't know details of implementation \Rightarrow client has many implementation from which to choose.
- Implementation can't know details of client needs \Rightarrow many clients can re-use the same implementation.
- **Design**: creates modular, reusable libraries.
- **Performance**: use optimized implementation where it matters.

Client: program using operations defined in interface.

Implementation: actual code implementing operations.

Interface: description of data type, basic operations.



1.3 BAGS, QUEUES, AND STACKS

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- *resizing arrays*
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- *applications*

Stack API

Warmup API. Stack of strings data type.

```
public class StackOfStrings
```

```
    StackOfStrings()           create an empty stack
```

```
    void push(String item)     insert a new string onto stack
```

```
    String pop()               remove and return the string  
                               most recently added
```

```
    boolean isEmpty()          is the stack empty?
```

```
    int size()                 number of strings on the stack
```

push pop

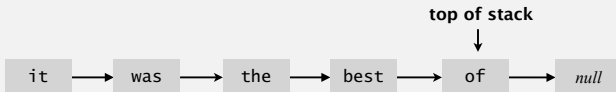


Warmup client. Reverse sequence of strings from standard input.

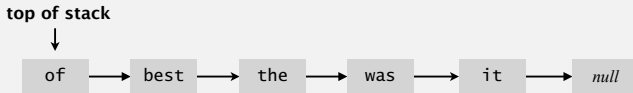
How to implement a stack with a linked list?

A. Can't be done efficiently with a singly-linked list.

B.

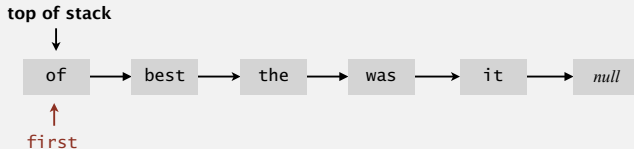


C.



Stack: linked-list implementation

- Maintain pointer *first* to first node in a singly-linked list.
- Push new item before *first*.
- Pop item from *first*.



<http://dsvproject.github.io/dsvproject/code/stackLinkedList.html>

Stack pop: linked-list implementation

inner class

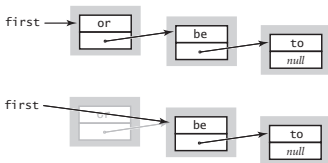
```
private class Node
{
    String item;
    Node next;
}
```

save item to return

```
String item = first.item;
```

delete first node

```
first = first.next;
```



return saved item

```
return item;
```

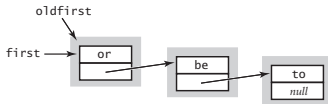
Stack push: linked-list implementation

inner class

```
private class Node
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    Node next;
}
```

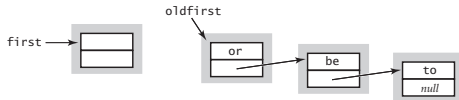
save a link to the list

```
Node oldfirst = first;
```



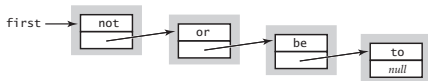
create a new node for the beginning

```
first = new Node();
```



set the instance variables in the new node

```
first.item = "not";
first.next = oldfirst;
```



Stack: linked-list implementation in Java

```
public class LinkedStackOfStrings
{
    private Node first = null;

    private class Node
    {
        String item;
        Node next;
    }

    public boolean isEmpty()
    { return first == null; }

    public void push(String item)
    {
        Node oldfirst = first;
        first = new Node();
        first.item = item;
        first.next = oldfirst;
    }

    public String pop()
    {
        String item = first.item;
        first = first.next;
        return item;
    }
}
```

← private inner class
(access modifiers for instance
variables don't matter)

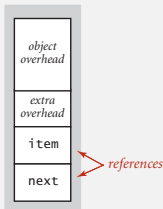
Stack: linked-list implementation performance

Proposition. Every operation takes constant time in the worst case.

Proposition. A stack with N items uses $\sim 40 N$ bytes.

inner class

```
private class Node
{
    String item;
    Node next;
}
```



16 bytes (object overhead)

8 bytes (inner class extra overhead)

8 bytes (reference to String)

8 bytes (reference to Node)

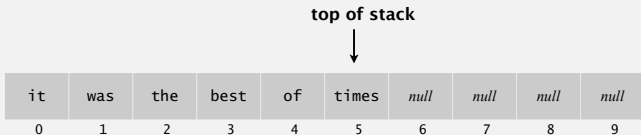
40 bytes per stack node

Remark. This accounts for the memory for the stack
(but not the memory for strings themselves, which the client owns).

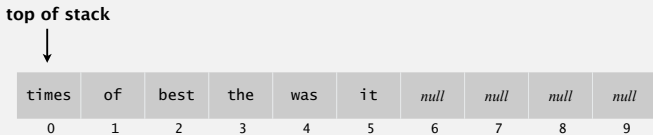
How to implement a fixed-capacity stack with an array?

A. Can't be done efficiently with an array.

B.

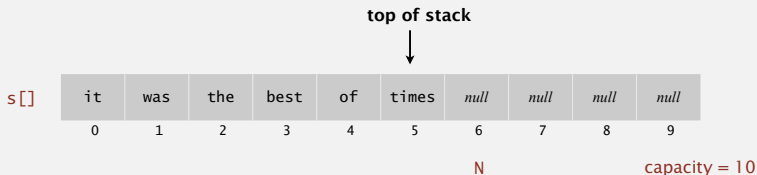


C.



Fixed-capacity stack: array implementation

- Use array $s[]$ to store N items on stack.
- $\text{push}()$: add new item at $s[N]$.
- $\text{pop}()$: remove item from $s[N-1]$.



Defect. Stack overflows when N exceeds capacity. [stay tuned]

<http://dsvproject.github.io/dsvproject/code/stackArray.html>

Fixed-capacity stack: array implementation

```
public class FixedCapacityStackOfStrings
{
    private String[] s;
    private int N = 0;

    public FixedCapacityStackOfStrings(int capacity)
    { s = new String[capacity]; }

    public boolean isEmpty()
    { return N == 0; }

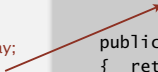
    public void push(String item)
    { s[N++] = item; }

    public String pop()
    { return s[--N]; }
}
```

a cheat
(stay tuned)



use to index into array;
then increment N



decrement N;
then use to index into array



Stack considerations

Overflow and underflow.

- Underflow: throw exception if pop from an empty stack.
- Overflow: use resizing array for array implementation. [stay tuned]

Null items. We allow null items to be inserted.

Loitering. Holding a reference to an object when it is no longer needed.

```
public String pop()
{ return s[--N]; }
```

loitering

```
public String pop()
{
    String item = s[--N];
    s[N] = null;
    return item;
}
```

this version avoids "loitering":
garbage collector can reclaim memory for
an object only if no outstanding references



The book cover for 'Algorithms' features a light gray background with a pattern of thin, dark, irregular lines. On the left side, there is a vertical gray bar. To the right of this bar, the word 'Algorithms' is written in a large, black, serif font. Below the title, the authors' names 'ROBERT SEDGWICK | KEVIN WAYNE' are listed in a smaller, black, sans-serif font. At the bottom of the cover, the URL 'http://algs4.cs.princeton.edu' is displayed in a black, sans-serif font.

1.3 BAGS, QUEUES, AND STACKS

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Stack: resizing-array implementation

Problem. Requiring client to provide capacity does not implement API!

Q. How to grow and shrink array?

First try.

- `push()`: increase size of array `s[]` by 1.
- `pop()`: decrease size of array `s[]` by 1.

Too expensive.

- Need to copy all items to a new array, for each operation.
- Array accesses to insert first N items = $N + (2 + 4 + \dots + 2(N-1)) \sim N^2$.

↑ 1 array access per push ↑ $2(k-1)$ array accesses to expand to size k (ignoring cost to create new array) ↓ infeasible for large N

Challenge. Ensure that array resizing happens infrequently.

INCREASE SIZE BY 1

We start with an empty array of size 1

Array accesses (AC):

- 1st push: 1 AC (store new item)
- 2nd push: 1 AC + 2 AC (read-write previous item(s) to new array)
- 3rd push: 1 AC + 4 AC
- 4th push: 1 AC + 6 AC
- ...
- Nth push: 1 AC + $2(N - 1)$ AC

~ N^2 array accesses to insert N items starting from the empty stack

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Stack: resizing-array implementation

Q. How to grow array?

A. If array is full, create a new array of **twice** the size, and copy items.

"repeated doubling"

```
public ResizingArrayStackOfStrings()
{ s = new String[1]; }

public void push(String item)
{
    if (N == s.length) resize(2 * s.length);
    s[N++] = item;
}

private void resize(int capacity)
{
    String[] copy = new String[capacity];
    for (int i = 0; i < N; i++)
        copy[i] = s[i];
    s = copy;
}
```

Array accesses to insert first $N = 2^i$ items. $N + (2 + 4 + 8 + \dots + N) \sim 3N$.

↑
1 array access
per push

↑
k array accesses to double to size k
(ignoring cost to create new array)

Stack: resizing-array implementation

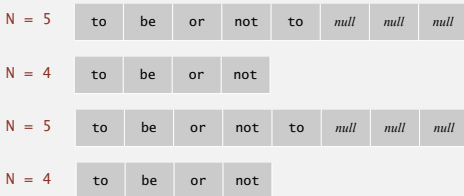
Q. How to shrink array?

First try.

- `push()`: double size of array `s[]` when array is full.
- `pop()`: halve size of array `s[]` when array is **one-half full**.

Too expensive in worst case.

- Consider push-pop-push-pop-... sequence when array is full.
- Each operation takes time proportional to N .



Stack: resizing-array implementation

Q. How to shrink array?

Efficient solution.

- push(): double size of array `s[]` when array is full.
- pop(): halve size of array `s[]` when array is **one-quarter full**.

```
public String pop()
{
    String item = s[--N];
    s[N] = null;
    if (N > 0 && N == s.length/4) resize(s.length/2);
    return item;
}
```

Invariant. Array is between 25% and 100% full.

AMORTIZED RUNNING TIME

Assume implementation of ADT with operations A, B, C

How do we calculate the amortized running time of the operations of the ADT?

- Consider the ADT to be **empty**
- Consider **all feasible sequences of N operations**
 - A, A, A, ...
 - A, B, A, C, ...
 - ...
- calculate total running time for each of these sequences take the **largest one** (worst case sequence)
- Amortized running time of ADT operations = worst-case running time of N operations / N

Stack resizing-array implementation: performance

Amortized analysis. Starting from an empty data structure, average running time per operation over a worst-case sequence of operations.

Proposition. Starting from an empty stack, any sequence of M push and pop operations takes time proportional to M .

	best	worst	amortized
construct	1	1	1
push	1	N	1
pop	1	N	1
size	1	1	1

doubling and
halving operations

order of growth of running time
for resizing stack with N items

Operations (push/pop/construct/resize) have
 $O(1)$ amortized running time

Stack resizing-array implementation: memory usage

Proposition. Uses between $\sim 8N$ and $\sim 32N$ bytes to represent a stack with N items.

- $\sim 8N$ when full.
- $\sim 32N$ when one-quarter full.

```
public class ResizingArrayStackOfStrings
{
    private String[] s; ← 8 bytes × array size
    private int N = 0;
    ...
}
```

Remark. This accounts for the memory for the stack (but not the memory for strings themselves, which the client owns).

Stack implementations: resizing array vs. linked list

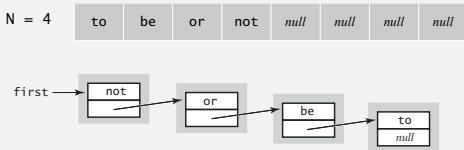
Tradeoffs. Can implement a stack with either resizing array or linked list; client can use interchangeably. Which one is better?

Linked-list implementation.

- Every operation takes constant time in the **worst case**.
- Uses extra time and space to deal with the links.

Resizing-array implementation.

- Every operation takes constant **amortized** time.
- Less wasted space.





1.3 BAGS, QUEUES, AND STACKS

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Queue API

```
public class QueueOfStrings
```

```
    QueueOfStrings()
```

create an empty queue

```
    void enqueue(String item)
```

insert a new string onto queue

```
    String dequeue()
```

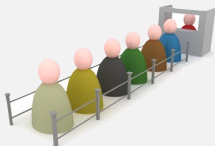
*remove and return the string
least recently added*

```
    boolean isEmpty()
```

is the queue empty?

```
    int size()
```

number of strings on the queue



enqueue

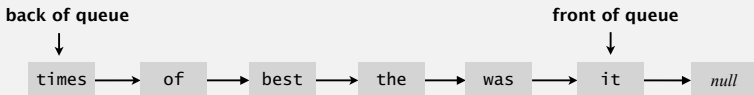


dequeue

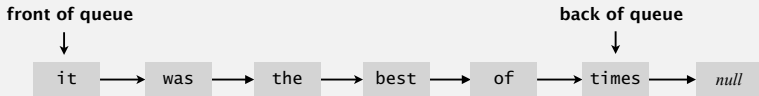
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A. Can't be done efficiently with a singly-linked list.

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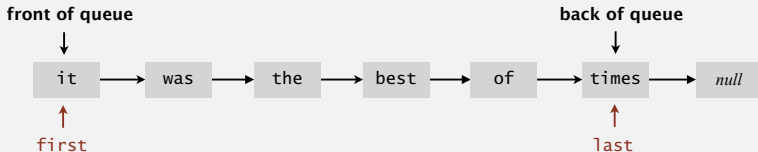


C.



Queue: linked-list implementation

- Maintain one pointer *first* to first node in a singly-linked list.
- Maintain another pointer *last* to last node.
- Dequeue from *first*.
- Enqueue after *last*.



Visualisation:

<http://www.cs.usfca.edu/~galles/visualization/QueueLL.html>

Queue dequeue: linked-list implementation

inner class

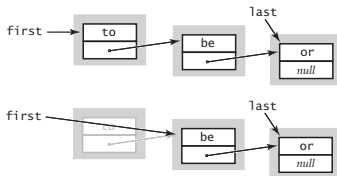
```
private class Node
{
    String item;
    Node next;
}
```

save item to return

```
String item = first.item;
```

delete first node

```
first = first.next;
```



return saved item

```
return item;
```

Remark. Identical code to linked-list stack pop().

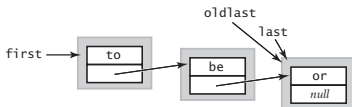
Queue enqueue: linked-list implementation

inner class

```
private class Node
{
    String item;
    Node next;
}
```

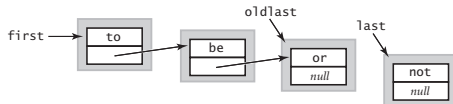
save a link to the last node

```
Node oldlast = last;
```



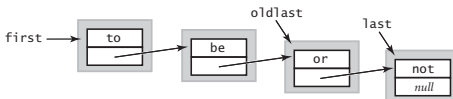
create a new node for the end

```
last = new Node();  
last.item = "not";
```



link the new node to the end of the list

```
oldlast.next = last;
```



Queue: linked-list implementation in Java

```
public class LinkedQueueOfStrings
{
    private Node first, last;

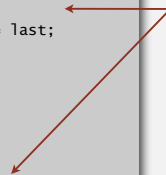
    private class Node
    { /* same as in LinkedStackOfStrings */ }

    public boolean isEmpty()
    { return first == null; }

    public void enqueue(String item)
    {
        Node oldlast = last;
        last = new Node();
        last.item = item;
        last.next = null;
        if (isEmpty()) first = last;
        else          oldlast.next = last;
    }

    public String dequeue()
    {
        String item = first.item;
        first      = first.next;
        if (isEmpty()) last = null;
        return item;
    }
}
```

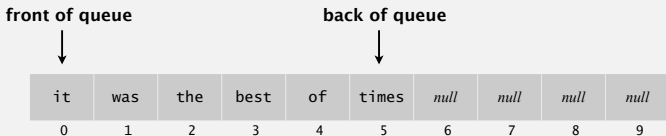
special cases for
empty queue



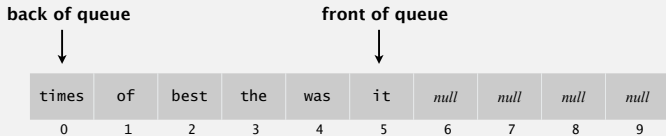
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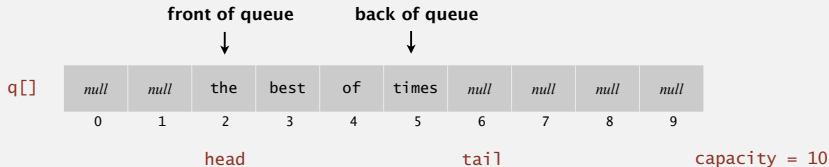


C.



Queue: resizing-array implementation

- Use array `q[]` to store items in queue.
- `enqueue()`: add new item at `q[tail]`.
- `dequeue()`: remove item from `q[head]`.
- Update `head` and `tail` modulo the capacity.
- Add resizing array.



Q. How to resize?