

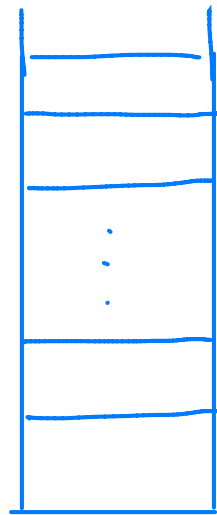
$14 - 3 \times 2 + 7$ \$, where \$ = end of expression

General form : $x_1 \text{ op}_1 x_2 \text{ op}_2 \dots x_{k-1} \text{ op}_{k-1} x_k \text{ op}_k x_{k+1} \dots x_n \text{ op}_n$
||
\$

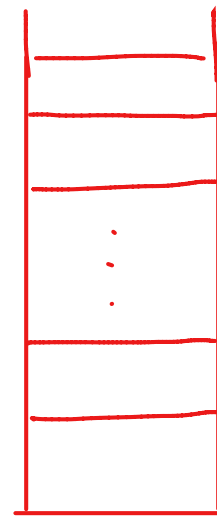
x_1, \dots, x_n : operands

$\text{op}_1, \dots, \text{op}_n$: operators

Data structure



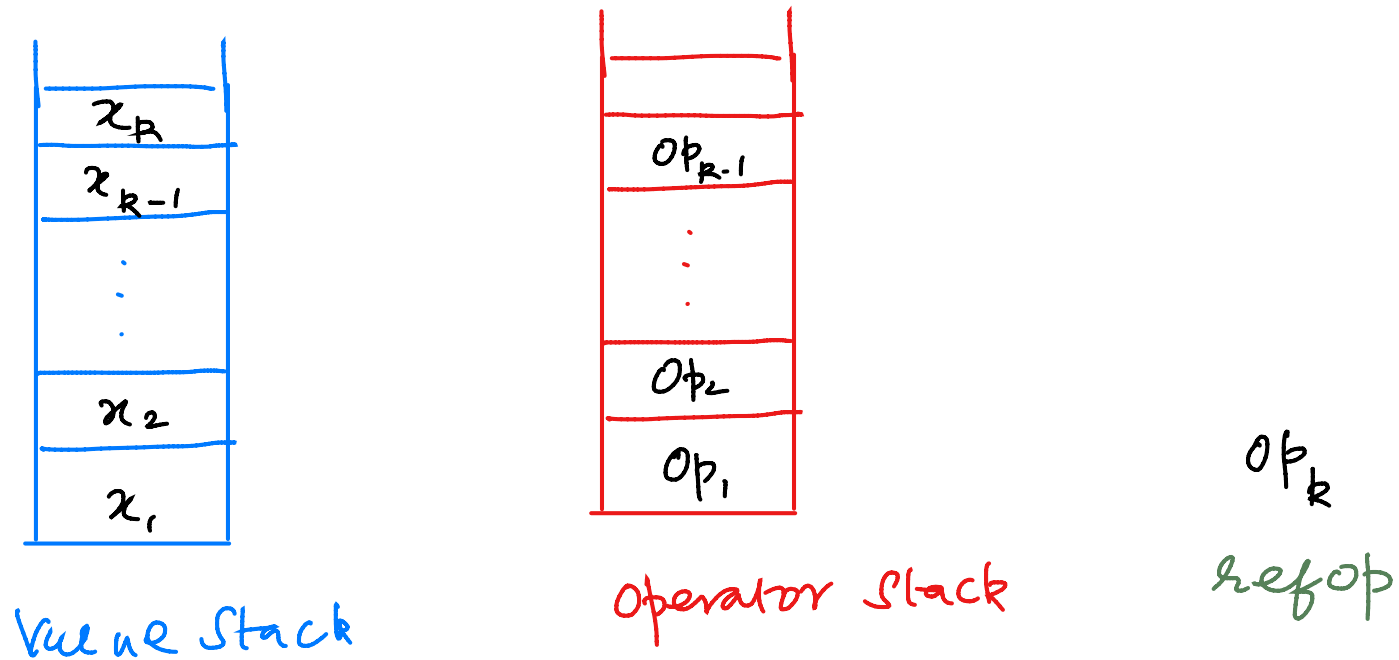
Value Stack



Operator Stack

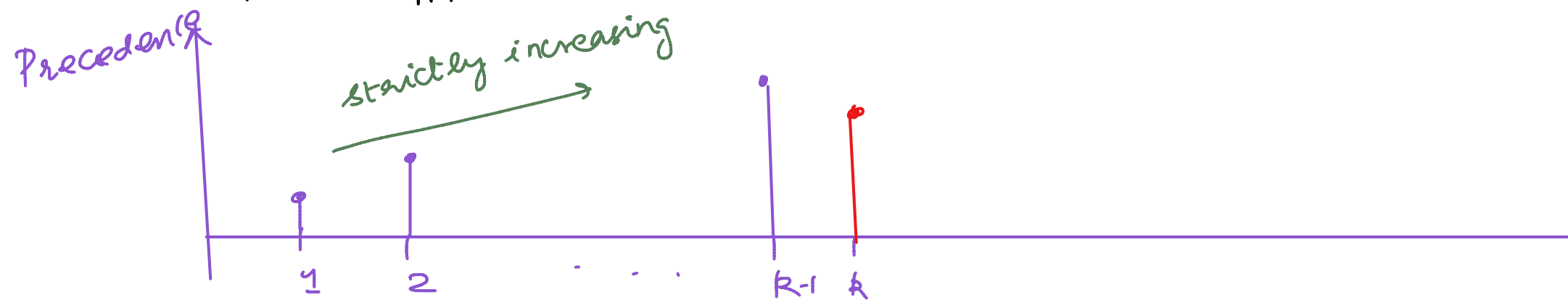
- we have to wait at least for x_1 and x_2 to get into value stack before we do operations.

- until the first $\text{doop}()$ is called we are alternating between value stack and operator stack. Let us say this happens till we encounter op_k



Note: $\text{prec}(\text{op}_1) < \text{prec}(\text{op}_2) < \dots < \text{prec}(\text{op}_{k-1})$

$$\text{prec}(\text{op}_{k-1}) \geq \text{prec}(\text{op}_k)$$



- why does it make sense to call $\text{do op}()$

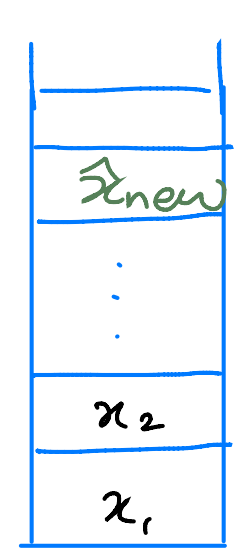
which should we compute first

$$x_{k-1} \text{ op}_{k-1} x_k \quad \text{vs} \quad x_k \text{ op}_k x_{k+1}$$

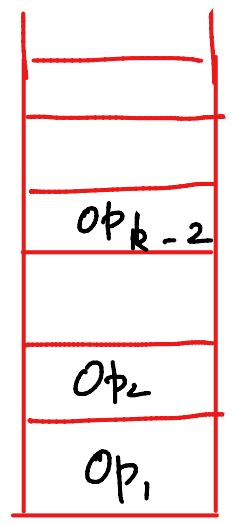
$$x_{k-1} \text{ op}_{k-1} x_k \text{ op}_k x_{k+1}$$

- $\text{do op}()$ itself is straight forward, pop x_k and x_{k+1} from Valstack, and op_{k-1} from op stack

then $\hat{x}_{\text{new}} = x_{k-1} \text{ op}_{k-1} x_k$ and push it in the Valstack



Value Stack



Operator Stack

op_k
refop

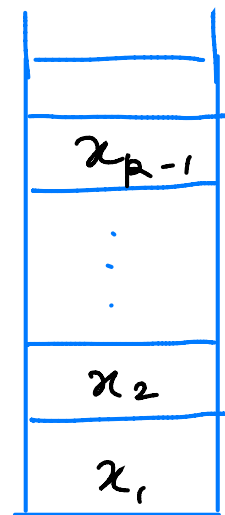
$x_1 \quad op_1 \quad x_2 \quad op_2 \quad \dots \quad x_{k-1} \quad op_{k-1} \quad x_k \quad op_k \quad x_{k+1} \quad \dots \quad x_n \quad op_n$
||
\$

$\underbrace{\quad \quad \quad}_{\hat{x}_{new}}$

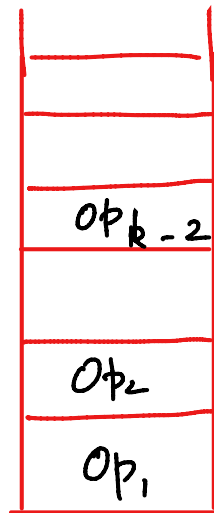
$x_1 \quad op_1 \quad x_2 \quad op_2 \quad \dots \quad op_{k-2} \quad \hat{x}_{new} \quad op_k \quad x_{k+1} \quad \dots \quad x_n \quad op_n$
||
\$

• Re label indices to right of k

$x_1 \quad op_1 \quad x_2 \quad op_2 \quad \dots \quad op_{k-2} \quad \hat{x}_{k-1} \quad op_{k-1} \quad x_k \quad \dots \quad x_{n-1} \quad op_{n-1}$
||
\$



Value Stack



Operator Stack

op_{k-1}

refop

Note: $prec(op_1) < prec(op_2) < \dots < prec(op_{k-2})$

relabelled index I_s $prec(op_{k-1}) \geq prec(op_{k-2})$

