

Stack 1

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Last Class

- Algorithm Analysis

Today Class

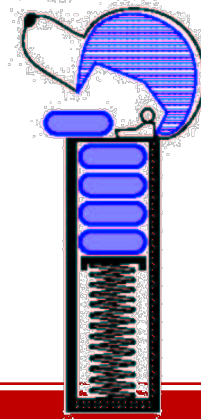
- Stack Data Structure

Abstract Data Types (ADT)

- An abstract data type (ADT) is an abstraction of a data structure.
- An ADT specifies:
 - Data stored
 - Operations on the data
 - Error conditions associated with operations.

The Stack ADT

- The Stack ADT stores arbitrary objects.
- Insertions and deletions follow the **last-in first-out** scheme.
- Think of a spring-loaded plate dispenser.
 - All operations are performed exclusively on the top end (**one end**) of the container.



The Stack ADT

- Main stack operations:
 - **push(object)**: inserts an element on the top
 - **object pop()**: removes and returns the last inserted element.
 - **object top()**: returns the last inserted element without removing it.(in Java called peek())
 - **integer size()**: returns the number of elements stored.
 - **boolean isEmpty()**: indicates whether no elements are stored.

The Stack ADT

- In the Stack ADT, operations **pop** and **top** cannot be performed if the stack is empty.
 - We should throw an exception to indicate the error condition.
- Stack is linear in nature,
 - Grows in one direction as a sequence.

The Stack ADT

- Thus, underlying representation could be in two ways.
 - Array
 - Linked List
- Linked List representation is better
 - Dynamically shrink and expand.
 - Array is hard to expand,
 - have a limited capacity.

The Stack ADT

- All fundamental operations can be done **$O(1)$** .
 - Because we only care about the item on the top of the stack.
 - `pop()` removes the item on the top and return it.
 - `push()` inserts a item on the top of the stack.
 - `top()` or `peek()`, look at the item on the top, without removing it.
 - If we use linked list representation,
 - We use `addFirst()` and `removeFirst()` for `push()` and `pop()` respectively.

Applications of Stack

- Direct applications
 - Page-visited history in a Web browser
 - Undo sequence in a text editor
 - Chain of method calls in the Java Virtual Machine
- Indirect applications
 - Auxiliary data structure for algorithms
 - Component of other data structures.

Applications of Stack

- Method Stack in the JVM
 - The Java Virtual Machine (JVM) keeps track of the chain of active methods with a stack
 - When a method is called, the JVM pushes on the stack a frame containing
 - Local variables and return value
 - Program counter, keeping track of the statement being executed.

Applications of Stack

- Method Stack in the JVM
 - When a method ends, its frame is popped from the stack and control is passed to the method on top of the stack
 - Allows for **recursion**

```
main() {  
    int i = 5;  
    foo(i);  
}  
  
foo(int j) {  
    int k;  
    k = j+1;  
    bar(k);  
}  
  
bar(int m) {  
    ...  
}
```

bar
PC = 1
m = 6

foo
PC = 3
j = 5
k = 6

main
PC = 2
i = 5

Demo of Stack Implementation

Array based Stack

Linked List Stack

Summary Today

- Concept of Stack
 - Last-in First Out property
 - Operations restricted on one end of the container.
 - Two ways of representation.

Next Class

- More Applications of Stack