

CSN 102: DATA STRUCTURES

Stack: Stack fundamentals, Infix to Postfix, Postfix Evaluation, Implementation of recursion

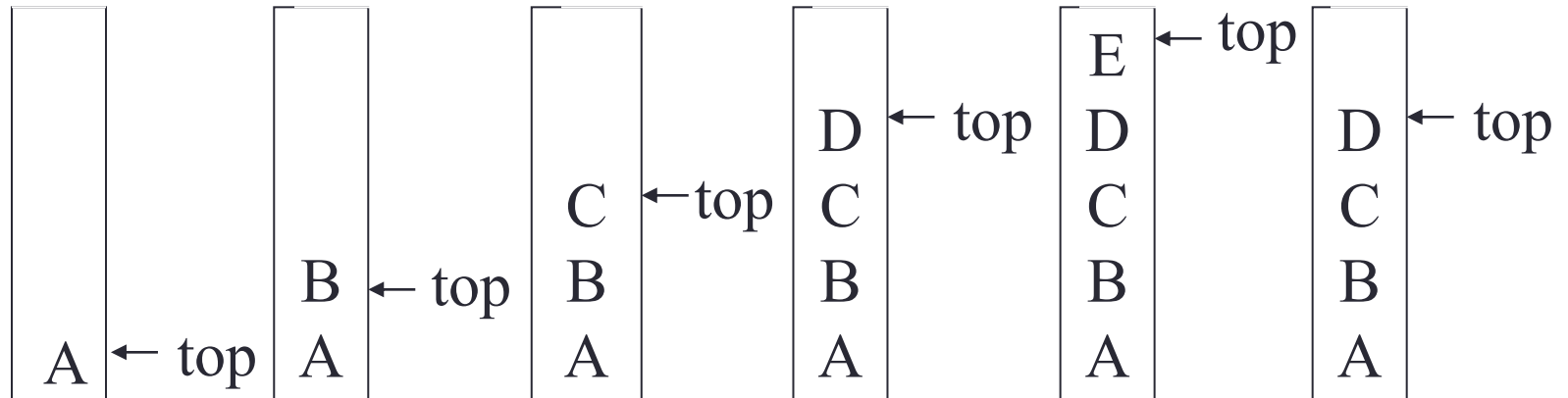
Abstract Data Type (ADT)

- An Abstract Data Type is:
 - Set of values
 - Set of operations which can be uniformly applied to these values
 - Set of Axioms

What is Stack?

- Stores the elements in particular way
- Last In First Out (LIFO)
- `push(key)`: inserts the element `key` at top of stack
- `pop()`: deletes the element from top of stack

Last In First Out (LIFO)



Stack Abstract Data Type

- Stack ADT has:
 - Values based on what kind of data stack stores
 - Main operations:
 - `new()` : creates a new stack
 - `push(S, key)`: inserts element key at top of stack S
 - `pop(S)`: deletes element from top of stack S
 - `top(S)`: returns the top element of stack S without deleting it
 - Supported operations:
 - `isEmpty(S)`: checks whether stack S is empty or not
 - `isFull(S)`: checks whether stack S is full or not
 - Axioms:
 - $\text{pop}(\text{push}(S, v)) = S$
 - $\text{top}(\text{push}(S, v)) = v$

Stack Operations

push(S, key)

- if (stack is not full)

 - increase top by 1

 - insert key at top

pop(S)

- if (stack is not empty)

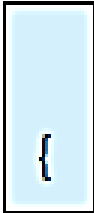
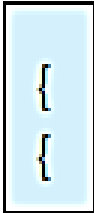
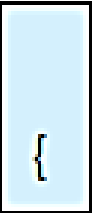
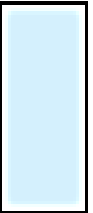
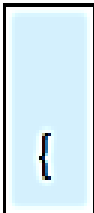
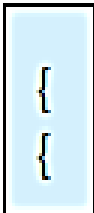
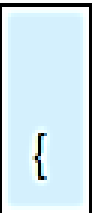
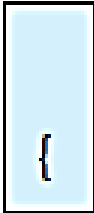
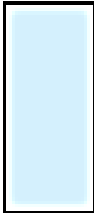
 - key = delete element at top

 - decrease top by 1

 - return (key)

Stack application: Balanced Braces

Traces of algorithm checking balanced braces

<u>Input string</u>	<u>Stack as algorithm executes</u>				
	1.	2.	3.	4.	
{a{b}c}					1. push { 2. push { 3. pop 4. pop Stack empty \Rightarrow balanced
{a{bc}					1. push { 2. push { 3. pop Stack not empty \Rightarrow not balanced
{ab}c}					1. push { 2. pop Stack empty when next '}' encountered \Rightarrow not balanced

Postfix Expression

- Evaluation of postfix expression is simple and can be performed in single pass
- Operator is after its respective operands
- infix expression postfix expression
- $A \text{ } op \text{ } B$ $A \text{ } B \text{ } op$
- $2+3*4$ $234*+$
- $(2+3)*4$ $23+4*$

Infix to postfix conversion: Intuitive

=> If parenthesis exist in infix expression, first performed above conversion inside parenthesis

1. Fully parenthesized expression

$$a / b - c + d * e - a * c \Rightarrow (((a / b) - c) + (d * e)) - (a * c))$$

2. All operators replace their corresponding right parentheses.

$$(((a / b) - c) + (d * e)) - (a * c))$$

/ - + -

3. Delete all parentheses.

$$ab/c-de*+ac*-$$

Infix to postfix conversion: Pseudocode

```
while( not end of input ) {  
    c = next input character  
    if( c is an operand )  
        add c to postfix string  
    else if ( empty(s) ) {  
        push ( s, c )  
    }  
    else {  
        while( !empty(s) && prcd(top(s),c) ) {  
            op = pop(s)  
            add op to the postfix string  
        }  
        push( s, c ) }  
}  
while( !empty(s) ) {  
    op = pop(s)  
    add op to postfix string  
}
```

Infix to postfix conversion: Precedence

- `prcd(a, b)`: returns TRUE
 - If precedence of a is greater than b
 - If a and b has same precedence and are left associative
 - Eg. `prcd (*, +)`, `prcd (/, *)`
- `prcd(a, b)`: returns FALSE
 - If precedence of a is less than b
 - If a and b has same precedence and are right associative
 - Eg. `prcd(-, /)`, `prcd (^, ++)`



Pre-increment

Infix to postfix conversion: Example (1)

Traces of algorithm for converting infix
 $A+B*C/D-E$ to postfix

<i>Next Symbol</i>	<i>Postfix String</i>	<i>Stack</i>
A	A	
+	A	+
B	A B	+
*	A B	+ *
C	A B C	+ *
/	A B C *	+ /
D	A B C * D	+ /
-	A B C * D / +	-
E	A B C * D / + E	-
	A B C * D / + E -	

Infix to postfix conversion: Example (2)

Traces of algorithm for converting infix
(A+B*(C-D))/E to postfix

<i>Next Symbol</i>	<i>Postfix String</i>	<i>Stack</i>
((
A	A	(
+	A	(+
B	A B	(+
*	A B	(+ *
(A B	(+ * (
C	A B C	(+ * (
-	A B C	(+ * (-
D	A B C D	(+ * (-
)	A B C D -	(+ *
)	A B C D - * +	
/	A B C D - * +	/
E	A B C D - * + E	/
	A B C D - * + E /	

Exercise

- Convert Below infix expression to postfix expression
- $A / B ^ C + D * E - A * C$
- $(A / B ^ (C + D)) * (E - A * C)$

Exercise

- Convert Below infix expression to postfix expression
- $A / B ^ C + D * E - A * C$
- $A B C ^ / D E * + A C * -$
- $(A / B ^ (C + D)) * (E - A * C)$
- $A B C D + ^ / E A C * - *$

Postfix Evaluation

- Again an application of stack
- Read postfix expression from left to right
 - If next character is operand, push to stack
 - If next character is operator,
 - pop the top element and store in **operand2**
 - pop the top element and store in **operand1**
 - push result of expression **operand1** operator **operand2** into stack
- Stop when postfix expression is empty
- pop the top element which is results

Postfix evaluation : Example(1)

Infix : $(36 - 12) / 4 = 6$

postfix: 36 12 - 4 /

Next Symbol	Action	Stack
36	push 36	36
12	push 12	36 12
-	pop; operand2 = 12 pop; operand1 = 36 Result = operand1 - operand2 = $36 - 12 = 24$ push 24	24
4	push 4	24 4
/	pop; operand2 = 4 pop; operand1 = 24 Result = operand1 / operand2 = $24 / 4 = 6$ push 6	6

Postfix evaluation : Example(2)

Infix : $4 / 2 - 2 + 3 * 3 - 4 * 2 = 1$

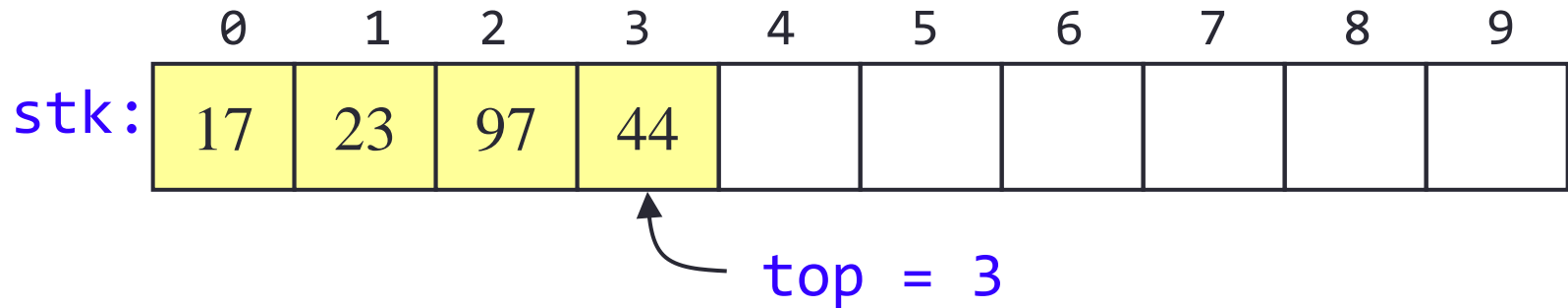
postfix: $4\ 2\ /\ 2\ -\ 3\ 3\ *\ +\ 4\ 2\ *\ -$

Next Symbol	Action	Stack
4	push (4)	4
2	push (2)	4 2
/	op2 = 2; op1 = 4; $4 / 2 = 2$; push (2)	2
2	push (2)	2 2
-	op2 = 2; op1 = 2; $2 - 2 = 0$; push (0)	0
3	push (3)	0 3
3	push (3)	0 3 3
*	op2 = 3; op1 = 3; $3 * 3 = 9$; push (9)	0 9
+	op2 = 9; op1 = 0; $0 + 9 = 9$; push (9)	9
4	push (4)	9 4
2	push (2)	9 4 2
*	op2 = 2; op1 = 4; $4 * 2 = 8$; push (8)	9 8
-	op2 = 8; op1 = 9; $9 - 8 = 1$; push (1)	1

Array Implementation of Stack

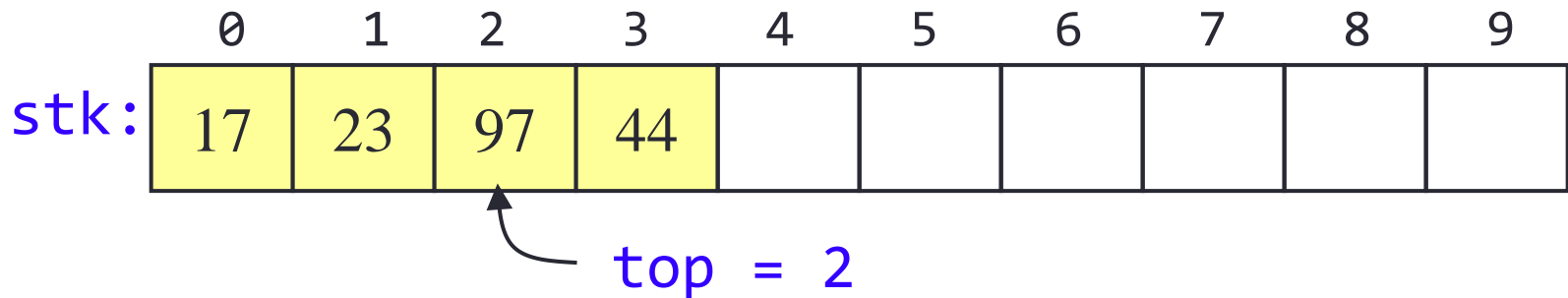
- To implement a stack, items are inserted and removed at the same end (called **top**)
- Efficient array implementation requires that the top of the stack be towards the center of the array, not fixed at one end
- To use an array to implement a stack, you need both the array itself and an integer **top** which tells the location of element at top of the stack

push and pop Operations



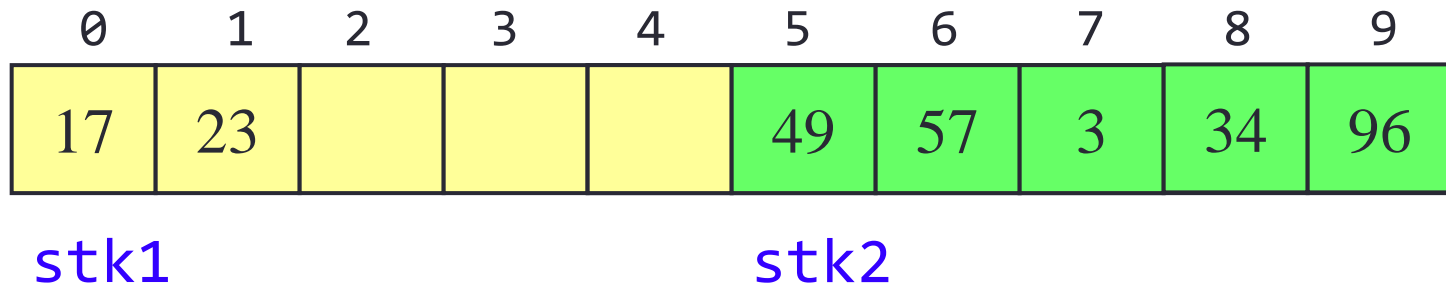
- push elements {17, 23, 97, 44} in **stk**
- perform a pop operation

push and pop Operations



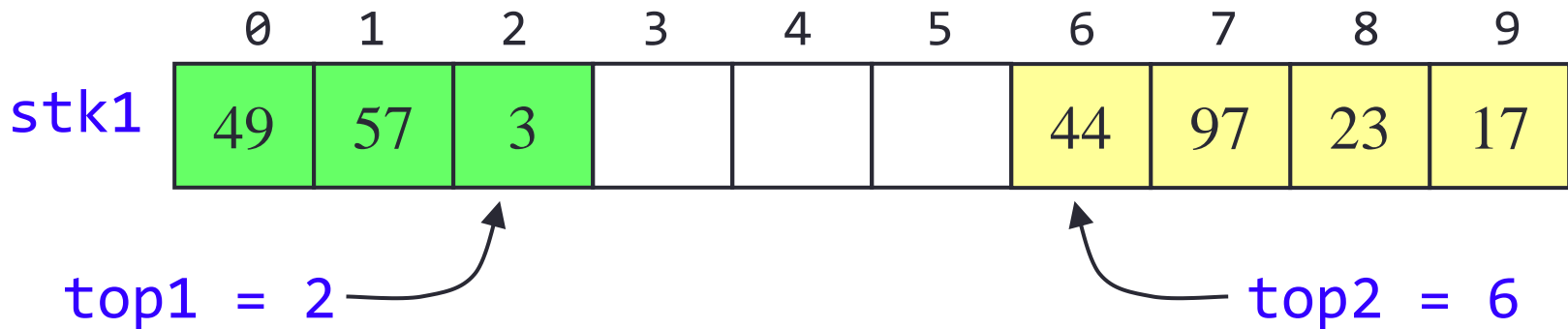
- When we pop an element, do you just leave the “deleted” element sitting in the array?
- The surprising answer is, *“it depends”*
 - If this is an array of primitives, or if you are programming in C or C++, then doing anything more is just a waste of time
 - If you are programming in Java, and the array contains objects, you should set the “deleted” array element to `null`
 - Why? To allow it to be garbage collected!

Implementing Two Stacks



- Initially $top1 = -1$ and $top2 = 10$
- Overflow condition for stk1; $top1 = 4$
- Overflow condition for stk2; $top2 = 9$
- Even if locations are empty, no more insertion possible in stk2

Implementing Two Stacks



- Initially $top1 = -1$ and $top2 = 10$
- Overflow condition for stk1; $top1 = top2 - 1$
- Overflow condition for stk2; $top2 = top1 + 1$
- Insertion possible until all the locations are not filled

Prefix Expression

- Operator is before its respective operands
- infix expression prefix expression
- $A \text{ } op \text{ } B$ $op \text{ } A \text{ } B$
- $2+3*4$ $+2*34$
- $(2+3)*4$ $*+234$

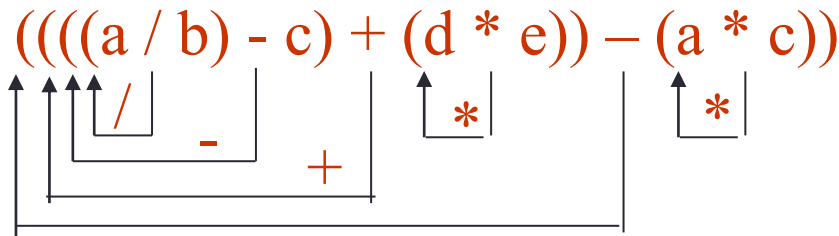
Infix to prefix conversion: Intuitive

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2. All operators replace their corresponding right parentheses.



3. Delete all parentheses.

$$-+ - / a b c * d e * a c$$

Implementation of Recursion

```
BinarySearch(a, start, end, key)
```

```
    if (start > end)
```

```
        return
```

```
    middle  $\leftarrow$  (start + end)/2
```

```
    if (a[middle] == key);
```

```
    else if (a[middle] > key)
```

```
        BinarySearch(a, start, middle-1, key)
```

```
    else
```

```
        BinarySearch(a, middle+1, end, key)
```

```
    print a[middle]
```

a

10

20

30

40

50

60

70

80

90

100

- Search for 45 in above list

BS(a,0,9,45)

If (0 > 9)
M=(0+9)/2=4
a[4] > 45



Program Stack

Output:

a

10

20

30

40

50

60

70

80

90

100

- Search for 45 in above list

BS(a,0,9,45)

If (0 > 9)
M=(0+9)/2=4
a[4] > 45

BS(a,0,3,45)

If (0 > 3)
M=(0+3)/2=1
a[1] < 45

BS(a,0,9,45)
Main()

Program Stack

Output:

a

10

20

30

40

50

60

70

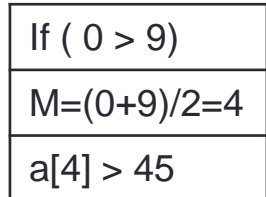
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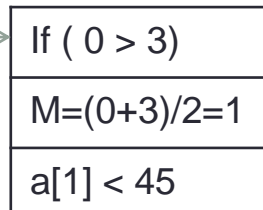
100

- Search for 45 in above list

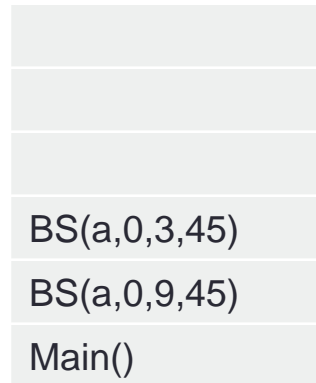
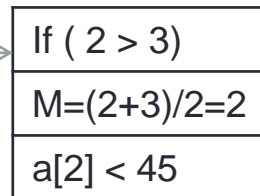
BS(a,0,9,45)



BS(a,0,3,45)



BS(a,2,3,45)



Program Stack

Output:

a

10

20

30

40

50

60

70

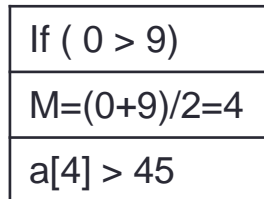
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90

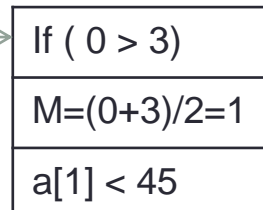
100

- Search for 45 in above list

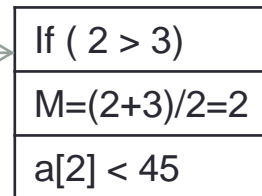
BS(a,0,9,45)



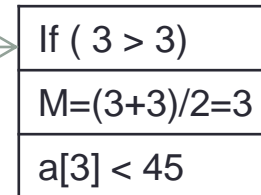
BS(a,0,3,45)



BS(a,2,3,45)



BS(a,3,3,45)



BS(a,2,3,45)

BS(a,0,3,45)

BS(a,0,9,45)

Main()

Program Stack

Output:

a

10

20

30

40

50

60

70

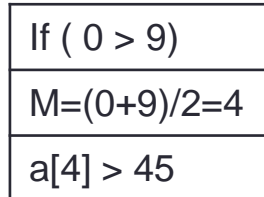
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90

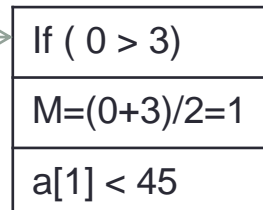
100

- Search for 45 in above list

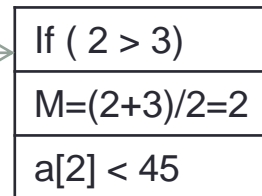
BS(a,0,9,45)



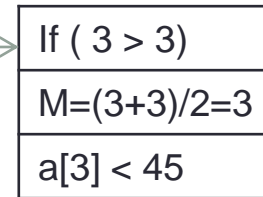
BS(a,0,3,45)



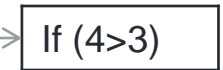
BS(a,2,3,45)



BS(a,3,3,45)



BS(a,4,3,45)



BS(a,3,3,45)

BS(a,2,3,45))

BS(a,0,3,45)

BS(a,0,9,45)

Main()

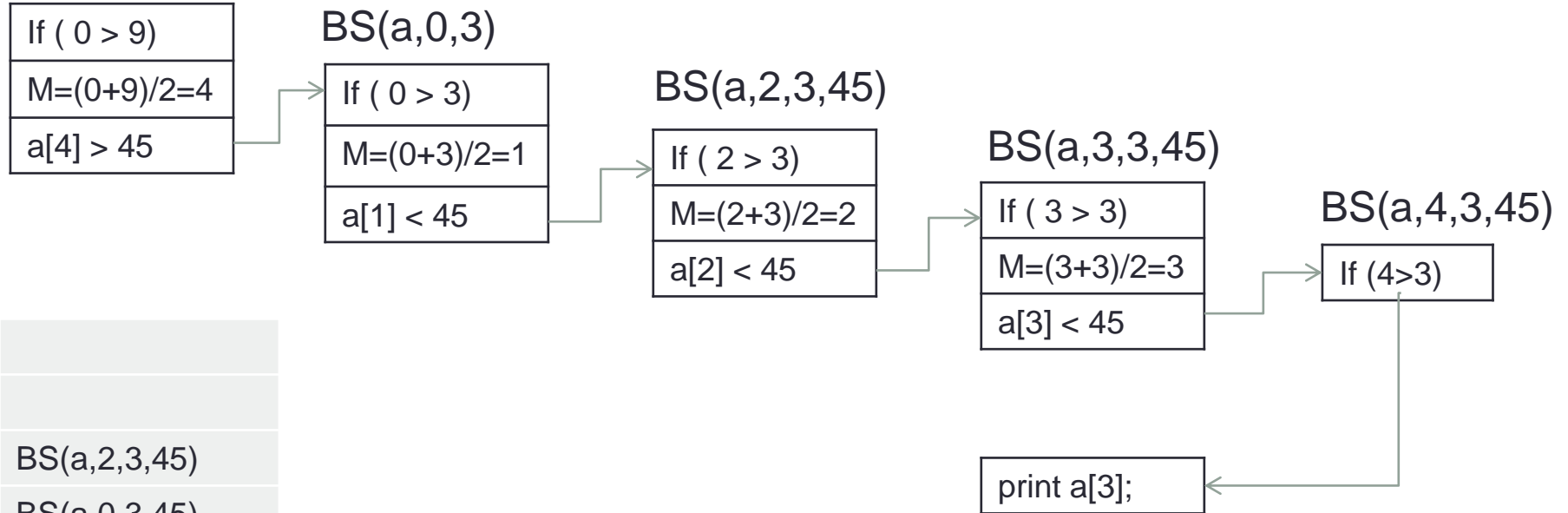
Program Stack

Output:

a 10 20 30 40 50 60 70 80 90 100

- Search for 45 in above list

BS(a,0,9,45)



Program Stack

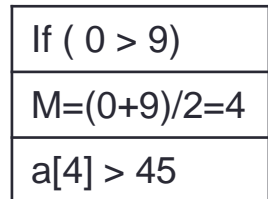
BS(a,2,3,45)
BS(a,0,3,45)
BS(a,0,9,45)
Main()

Output: 40

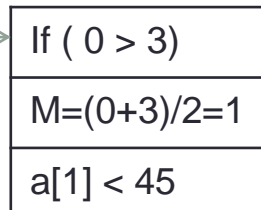
a 10 20 30 40 50 60 70 80 90 100

- Search for 45 in above list

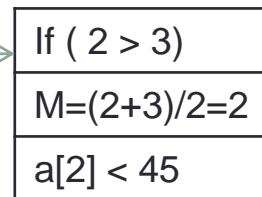
BS(a,0,9,45)



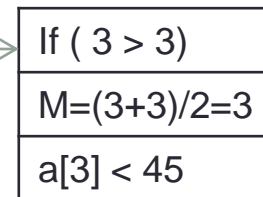
BS(a,0,3)



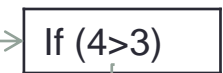
BS(a,2,3,45)



BS(a,3,3,45)

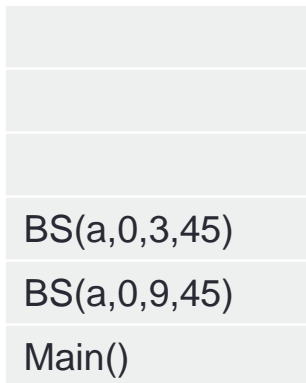


BS(a,4,3,45)



print a[3];

print a[2];



Program Stack

Output: 40 30

a

10

20

30

40

50

60

70

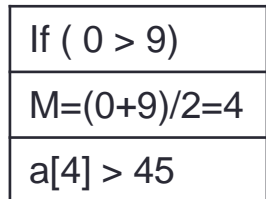
80

90

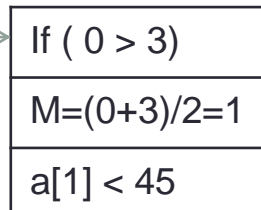
100

- Search for 45 in above list

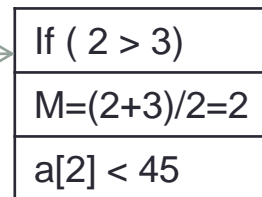
BS(a,0,9,45)



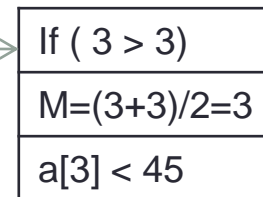
BS(a,0,3)



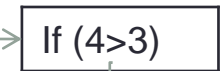
BS(a,2,3,45)



BS(a,3,3,45)



BS(a,4,3,45)



print a[3];

print a[2];

print a[1];

BS(a,0,9,45)

Main()

Program Stack

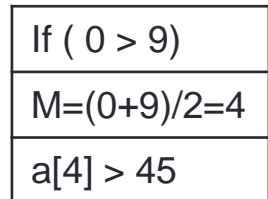
Output: 40 30 20

a

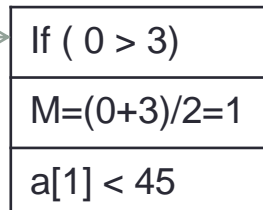
10	20	30	40	50	60	70	80	90	100
----	----	----	----	----	----	----	----	----	-----

- Search for 45 in above list

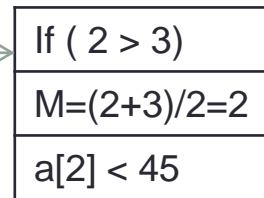
BS(a,0,9,45)



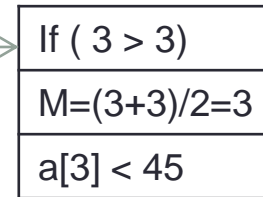
BS(a,0,3,45)



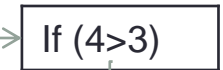
BS(a,2,3,45)



BS(a,3,3,45)



BS(a,4,3,45)



print a[3];

print a[2];

print a[1];

print a[4];

Program Stack

Output: 40 30 20 50