

Stacks

February 6, 2019

Overview

Stacks

- What are stacks?
- Where are stacks used?
- Stack behavior
- Example (with code)

What are Stacks?

Stacks

- A LIFO¹ structure.
- A stack is a pile of *things*:
 - A stack of dishes in a cafeteria/restaurant.
 - A stack of papers in an office.

¹Last In, First Out

Where are stacks used?

Stacks

- A stack of activation records are maintained when a program is executed. [An activation record contains the data needed for each execution of a function.]
- Compilers frequently use a stack of symbols when parsing source code.
- Simulate recursion.
- Graphics — Transformation matrices.

Where are stacks used?

Stacks

- Calculators (RPN)
- Programming languages
 - Argument passing
 - PostScript
 - Forth
 - JVM (Java Virtual Machine)
 - more...²

²*Stack-oriented programming language*

https://en.wikipedia.org/wiki/Stack-oriented_programming_language

Stack Behavior

Stacks

Standard operations:

- Push
- Pop
- Peek
- (Print / Show)

Stack Behavior

Stacks

Standard operations with a stack, `s`:

- `s.push(x)` adds an item to the top of a stack.
- `x = s.pop()` removes the item on the top of a stack.
- `x = s.peek()` looks at the item on the top of a stack.

“Well formed” Parentheses

Stacks

The general problem can be stated as³: Determine whether a set of paired symbols is used appropriately.

The specific problem is: Given a set of different types of paired symbols, determine whether the opening and closing versions of each type are paired correctly.

³Nell Dale, C++ Plus Data Structures, 2003

“Well formed” Parentheses

Stacks

For our problem, we consider the parenthesis pairs `()`, `[]`, and `{}`. Any number of other characters may appear in the input, but a closing parenthesis symbol must match the last unmatched opening parenthesis symbol and all parenthesis symbols must be matched when the input is finished.

“Well formed” Parentheses — Valid

Stacks

Well-Formed Expressions

(xx (xx ()) xx)

[] () { }

([] { xxx } xxx ())

([{ [(([{ x }]) x)] } x])

“Well formed” Parentheses — Invalid

Stacks

Ill-Formed Expressions

] [

(aa (bb ()) xzx) xwx)

xxx) (xx [xxx) xx]

([{ [(([{ x }]) x)] } x)

“Well formed” Parentheses — Solution Methods

Stacks

Solution Methods

- Count
- Stacks

Counting can fail! For example:) a b b a (

Stack will work, but could overflow for large input.

Stack Class Interface—public

Stacks

```
/* stack.h
 */

class Stack
{
public:
    Stack()
    {
        top = NULL;
    }

    void Push( char c );
    char Pop();

    bool IsEmpty();

    void Print();

private:
    ... next page
};
```

Stack Class Interface—private

Stacks

```
private:
    struct stackNode
    {
        char info;
        struct stackNode* next;
    };

    typedef struct stackNode StackNode;
    typedef StackNode *StackNodePtr;

    StackNodePtr top;
};
```

Parentheses Balance: Header

Stacks

```
/* parenBalance.cpp

    Determine if "parentheses" are balanced.
    Parentheses: (), [], and {}

    Bruce M. Bolden                      September 15, 2010
*/

#include <iostream>

using namespace std;

#include "stack.h"

bool IsOpen( char symbol );
bool IsClose( char symbol );
bool Matches( char symbol, char openSymbol );
```

Parentheses Balance: main() – Overview

Stacks

```
int main()
{
    (Variable declarations)

    Prompt/Initial input

    Processing/Additional input

    Output

    return 0;
}
```


Parentheses Balance: main() – Input

Stacks

```
int main()
{
    char symbol;        // current input character
    char openSymbol;    // top symbol on stack

    Stack s;
    bool balanced = true;

    // Prompt, get first symbol
    cout << "Enter an expression and press return." << endl;
    cin.get( symbol );

    ....
}
```

Parentheses Balance: main() – processing loop

Stacks

```
....

while( symbol != '\n' && balanced )
{
    if( IsOpen(symbol) ) {
        s.Push(symbol);
    }
    else if( IsClose(symbol) )
    {
        if( s.IsEmpty() )
            balanced = false;
        else {
            openSymbol = s.Pop();
            balanced = Matches(symbol, openSymbol);
        }
    }
    // Get next symbol
    cin.get(symbol);
}

....
```

Parentheses Balance: main() – Output

Stacks

```
....  
  
if( balanced ) // stack empty?  
    cout << "Expression is well formed." << endl;  
else  
    cout << "Expression is not well formed." << endl;  
  
return 0;  
}
```

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Parentheses Balance: Auxiliary Functions

Stacks

```
/* IsOpen:  Open "parenthesis" symbol? */
bool IsOpen( char c )
{
    if( (c == '(') || (c == '{') || (c == '[') )
        return true;
    else
        return false;
}

/* IsClose:  Close "parenthesis" symbol? */
bool IsClose( char c )
{
    if( (c == ')') || (c == '}') || (c == ']') )
        return true;
    else
        return false;
}
```

Parentheses Balance: Auxiliary Functions

Stacks

```
/* Matches: Same left and right paren "type"? */
bool Matches( char symbol, char openSymbol )
{
    return( ((openSymbol == '(') && symbol == ')') ||
            ((openSymbol == '{') && symbol == '}') ||
            ((openSymbol == '[') && symbol == ']') );
}
```

Stack Class—Testing

Stacks

```
% g++ parenBalance.cpp stack.cpp  
% ./a.out  
Enter an expression and press return.  
)(  
Expression is not well formed.
```

```
% ./a.out  
Enter an expression and press return.  
( a b b a )  
Expression is well formed.
```

```
% ./a.out  
Enter an expression and press return.  
[ a { b } ( b ) a ]  
Expression is well formed.
```

Stack: Push()

Stacks

```
void Stack::Push( char c )
{
    StackNodePtr newNode = new StackNode;
    //StackNodePtr newNode = (StackNodePtr)malloc(sizeof(Stack));

    newNode->info = c;
    newNode->next = top;

    top = newNode;
}
```

Stack: Pop()

Stacks

```
char Stack::Pop()
{
    char c = 'Z';          // value of top
    StackNodePtr del;       // deleted node

    if( top == NULL ) {
        cout << "Error::Pop: stack empty" << endl;
        //printf( "Error::Pop: stack empty\n" );
    }
    else {
        c = top->info;
        del = top;
        top = top->next;

        del->next = NULL;

        delete del;         //free( (void *)del );
    }

    return c;
}
```

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Stack: IsEmpty()

Stacks

```
bool Stack::IsEmpty()  
{  
    return top == NULL;  
}
```

Stack: Print()

Stacks

```
void Stack::Print()
{
    StackNodePtr p = top;

    cout << "{ ";                //printf( "{ " );
    while( p != NULL )
    {
        cout << p->info << ", "; //printf( "%3c, ", p->info );
        p = p->next;
    }
    cout << "{ ";                //printf( " }\n" );
}
```