



sit with anyone that
looks friendly

CMPS 12B/M

Introduction to Data Structures

▼ Instructor: Nathan Whitehead

Stacks and Queues

- ▼ An Englishman, even if he is alone, forms an orderly queue of one.
-*George Mikes*

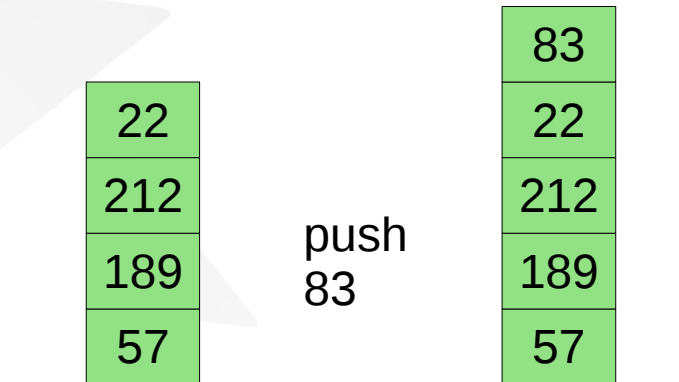
Different Kind of Structure

- ▼ Stacks and queues restrict access
 - ▼ Less capabilities compared to arrays
 - ▼ More suited to programming tasks than data tasks

interface matters

Stacks

- ▼ Only have access to top of stack
 - ▼ *Push* – add an element to top
 - ▼ *Pop* – remove top element
 - ▼ *Peek* – look at top without removing



Stack Code

▼ `Examples/Chap04/Stack/stack.java`

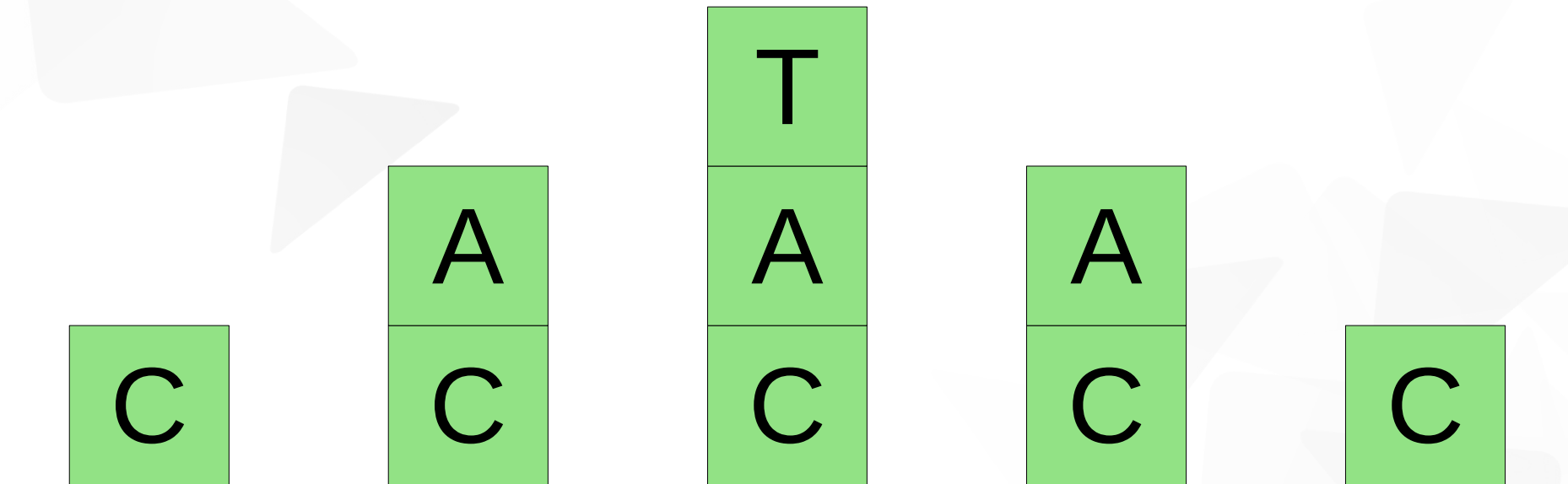
Reversing Items

- ▼ Suppose you want to process items in reverse order
- ▼ We've solved this
 - ▼ Put all the elements in an array
 - ▼ Do a loop, swapping elements to reverse the array
 - ▼ Process elements in the array
- ▼ Easier
 - ▼ Put all elements in an array
 - ▼ Loop through array in reverse order

Reversing with a Stack

C A T

T A C



Matching Parentheses and Brackets

a [b (a)]

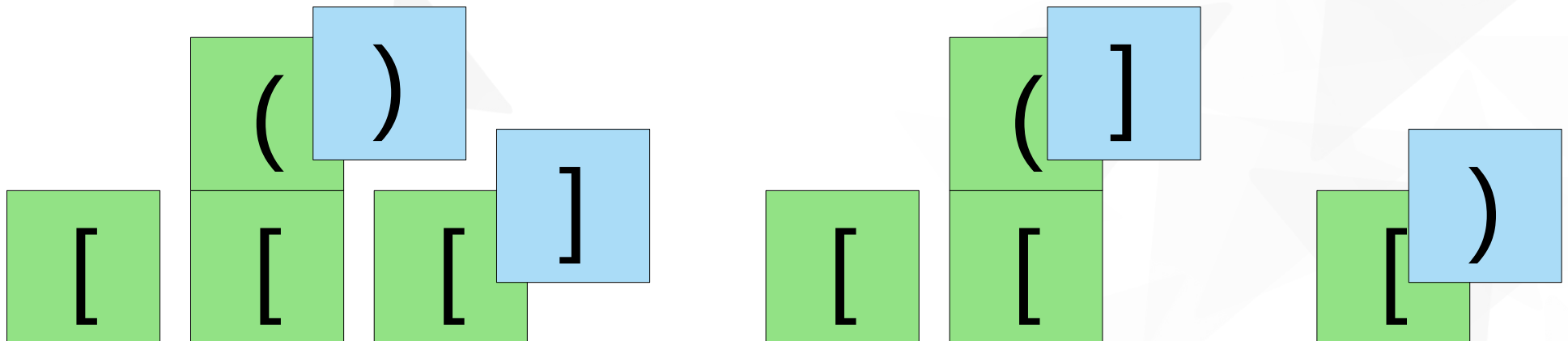
✓

a [b (a]]

✗

a [b) a (]

✗



Bracket Checker Code

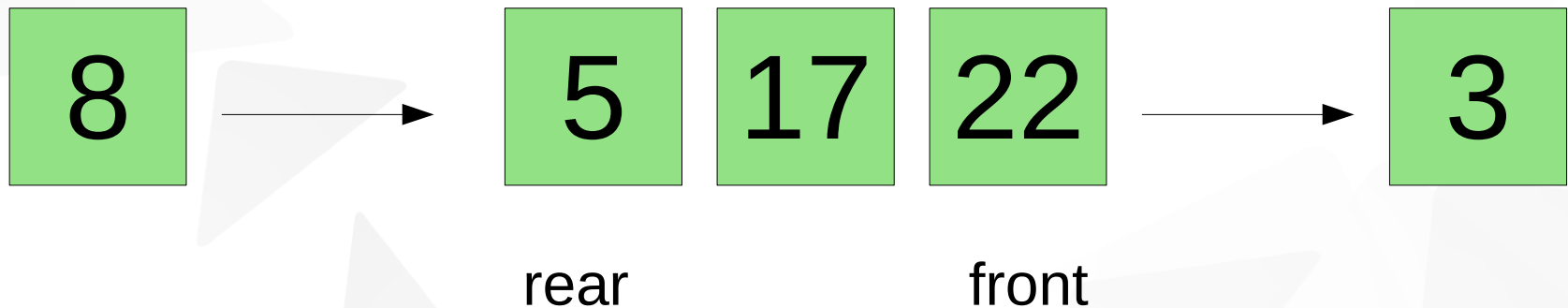
- ▼ `Examples/Chap04/Brackets/brackets.java`

Stack Efficiency

- ▼ How efficient are stacks?
 - ▼ Push, pop, peek
 - ▼ No comparisons needed
 - ▼ One array access
 - ▼ Doesn't depend on how many elements in stack
 - ▼ $O(1)$ time for all operations

Queue

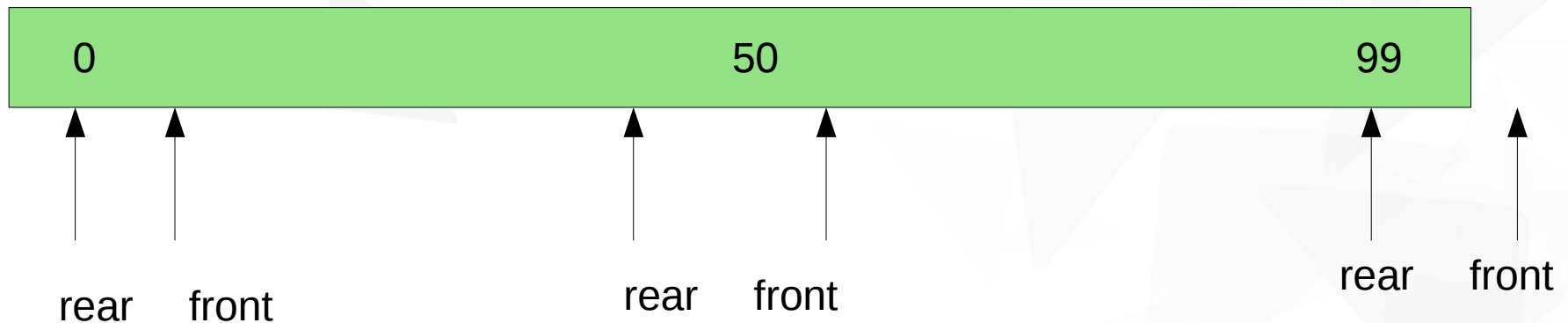
- ▼ Waiting in line
 - ▼ Arrive at the rear
 - ▼ Leave at the front
 - ▼ FIFO (first-in-first-out)



incredibly useful for keeping
track of events, work to do, etc.

Queue

- ▼ Methods
 - ▼ *Insert* – add to rear of queue
 - ▼ *Remove* – remove from front of queue
 - ▼ *Peek* – look at front of queue
- ▼ Implementation
 - ▼ Maybe an array?
 - ▼ Front and rear keep increasing over time



Circular Buffer

7	
6	
5	D
4	C
3	B
2	A
1	
0	

insert E
insert F

7	F
6	E
5	D
4	C
3	B
2	A
1	
0	

insert G

7	F
6	E
5	D
4	C
3	B
2	A
1	
0	G

remove
remove
insert H

7	F
6	E
5	D
4	C
3	
2	
1	H
0	G

wraparound

Circular Queue Code

▼ `Examples/Chap04/Queue/queue.java`

Queue Efficiency

▼ How efficient are circular queues?

▼ Insert

- ▼ No comparisons
- ▼ One array access
- ▼ $O(1)$

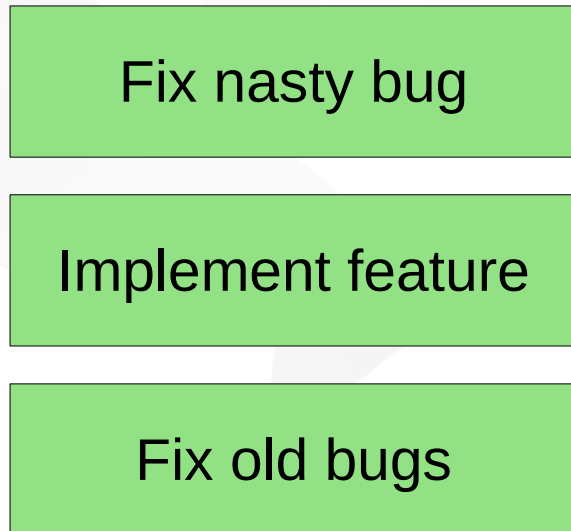
▼ Remove

- ▼ No comparisons
- ▼ One array access
- ▼ $O(1)$

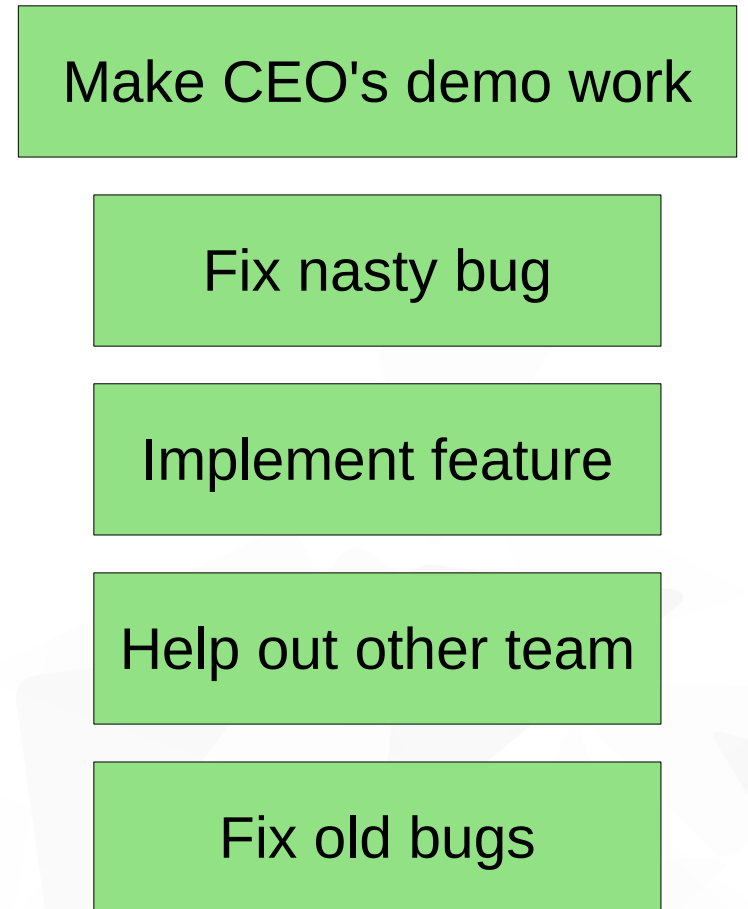
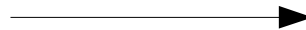
Deque

- ▼ With circular techniques we can insert and remove from front or rear of buffer
 - ▼ Left and right indexes
 - ▼ insertLeft, removeLeft, insertRight, removeRight
 - ▼ insertRight and removeRight == stack
 - ▼ insertLeft and removeRight == queue
- ▼ Deques are generalization of stacks and queues
 - ▼ Commonly provided by libraries
 - ▼ Usually a stack or queue is what problem needs

Priority Queue



new work



Priority Queue

- ▼ Items go into queue
- ▼ Items come out of queue lowest first
 - ▼ Not FIFO
- ▼ One implementation
 - ▼ Keep sorted array
 - ▼ *Remove* – take out element in front (it is smallest)
 - ▼ *Insert* – find proper place to put new item, make room for it

Priority Queue

7	
6	
5	
4	
3	22
2	57
1	189
0	212

Remove

7	
6	
5	
4	
3	
2	57
1	189
0	212

Insert
81

7	
6	
5	
4	
3	57
2	81
1	189
0	212

Insert
302

7	
6	
5	
4	57
3	81
2	189
1	212
0	302

Priority Queue Demo

Lafare's Priority Queue

Priority Queue	Operation
<div><div>New Ins Rem Peek Number: 30</div><p>Inserted item with key 30</p><div><div>9 8 7 6 5 4 3 2 1 0</div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div>15</div><div>30</div></div><div><div>← Front</div><div>← Rear</div></div></div></div>	<p>New creates new empty priority queue</p> <p>Ins inserts item with value N.</p> <p>Rem removes item from front of queue, returns value.</p> <p>Peek returns value of item at front of queue.</p> <p>(Type N into "Enter number" box.)</p>

<http://www2.latech.edu/~box/ds/PriorityQ/PriorityQ.html>

PriorityQueue code

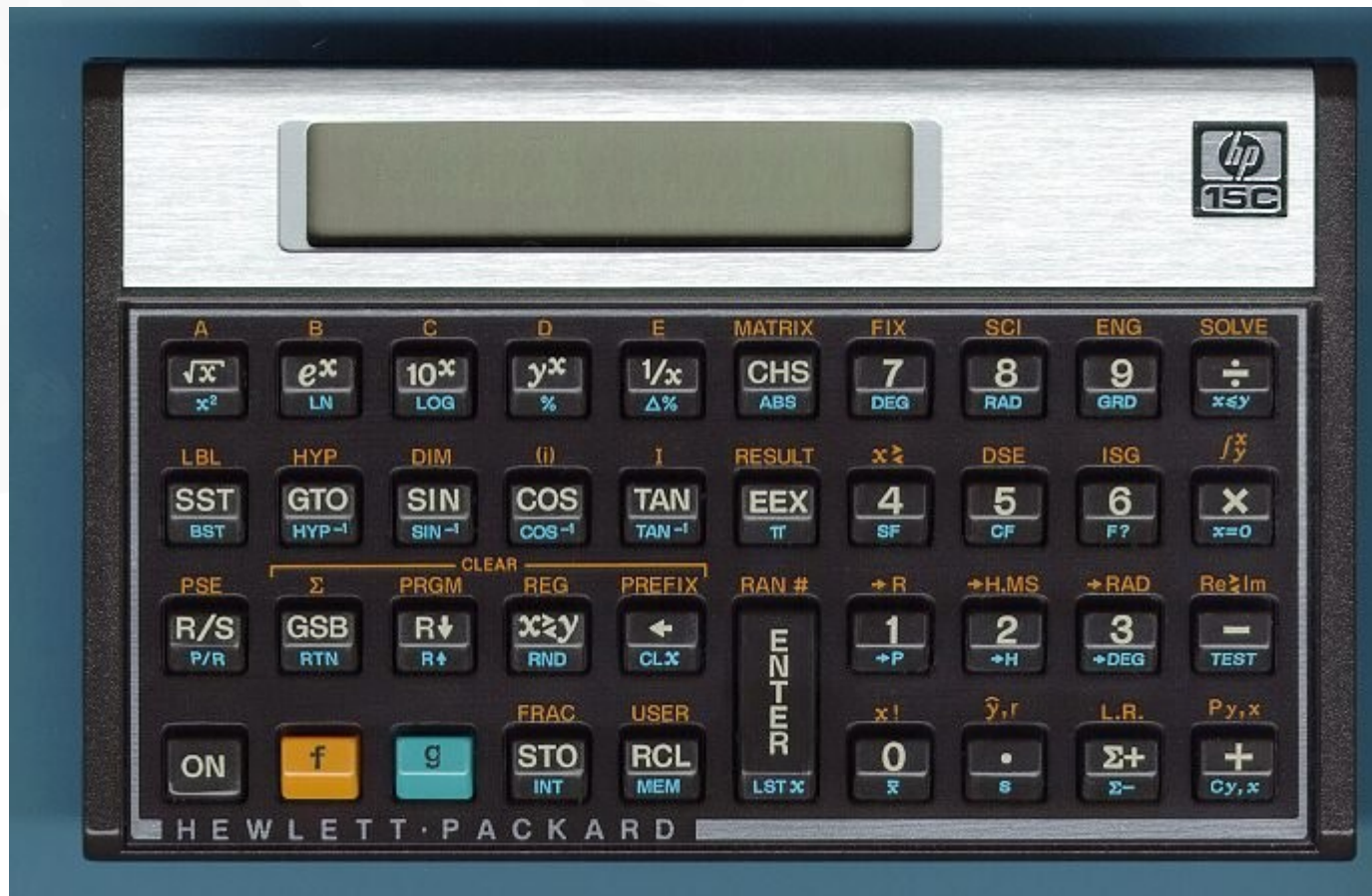
- ▼ `Examples/Chap04/PriorityQ/priorityQ.java`

Efficiency of Priority Queue

- ▼ Our first implementation
 - ▼ Remove
 - ▼ No comparisons
 - ▼ No copying
 - ▼ One array access
 - ▼ $O(1)$
 - ▼ Insert
 - ▼ Find where to put it
 - ▼ Shift elements out of the way
 - ▼ Worst case requires shifting n elements
 - ▼ $O(n)$ comparisons and copies

there is another way
we'll see later

Parsing Arithmetic Expressions



<http://hp15c.com/>

RPN

- ▼ Reverse Polish Notation

- ▼ also known as postfix

- ▼ Instead of $(3 + 4)$ do $3\ 4\ +$

$(3 + 11) + 5 \quad \rightarrow \quad 3\ 11\ +\ 5\ +$

$1 + 2 * 3 \quad \rightarrow \quad 1\ 2\ 3\ *\ +$

$5 + (1 + 2) * 4 - 3 \quad \rightarrow \quad 5\ 1\ 2\ +\ 4\ *\ +\ 3\ -$

http://en.wikipedia.org/wiki/Reverse_Polish_notation

Stack Operations

5 1 2 + 4 * + 3 -

Input	Operation	Stack	Comment
5	push	5	
1	push	5 1	
2	push	5 1 2	
+	add	5 3	pop two, add, push
4	push	5 3 4	
*	mult	5 12	pop two, mult, push
+	add	17	pop two, add, push
3	push	17 3	
-	sub	14	pop two, sub, push

Challenge

Convert the following expressions from infix to postfix

$$((2 + 4) * 7) + 3 * (9 - 5)$$

$$(1 + 1 + 2 + 1) * 3$$

$$2 * (1 + (2 * (1 + 1)))$$

Challenge Two

Convert the following postfix expressions back to infix

1 3 4 + * 2 *

2 4 + 7 * 3 9 5 - * +

1 1 1 1 1 + + + + 2 + 2 + 2 + 2 +

Parsing Infix

- ▼ Computing results of infix expression
 - ▼ Bit tricky
 - ▼ Requires scanning forward and back
 - ▼ Keep track of where we are, current state of parse
- ▼ Computing results of postfix expression
 - ▼ Just use a stack
 - ▼ Natural for a program
- ▼ Converting infix expressions to postfix requires parsing
 - ▼ Compilers do this all the time

Linked Lists

- ▼ "You can either have software quality or you can have pointer arithmetic, but you cannot have both at the same time."

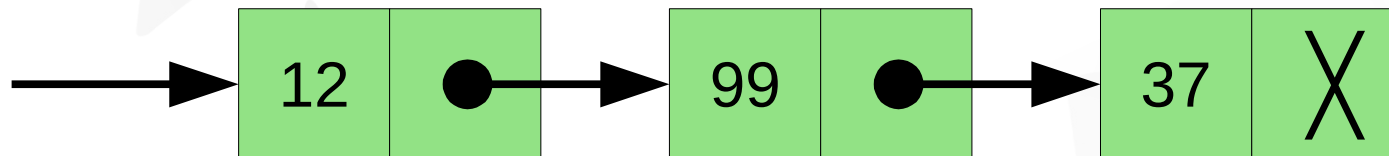
Bertrand Meyer

What is a linked list?

- ▼ Linked lists are versatile data structure
 - ▼ 2nd most common after arrays/vectors
- ▼ Chain elements together with arrows going from one to the next
 - ▼ Can rearrange arrows to insert/delete anywhere in list
 - ▼ No shifting required 😊
 - ▼ Give up the ability to directly index into list 😞

Singly Linked List

- ▼ Three element list of integers
- ▼ Singly-linked
 - ▼ Each node has a value and a next node
 - ▼ Or next node is *null*, represented by X



Node

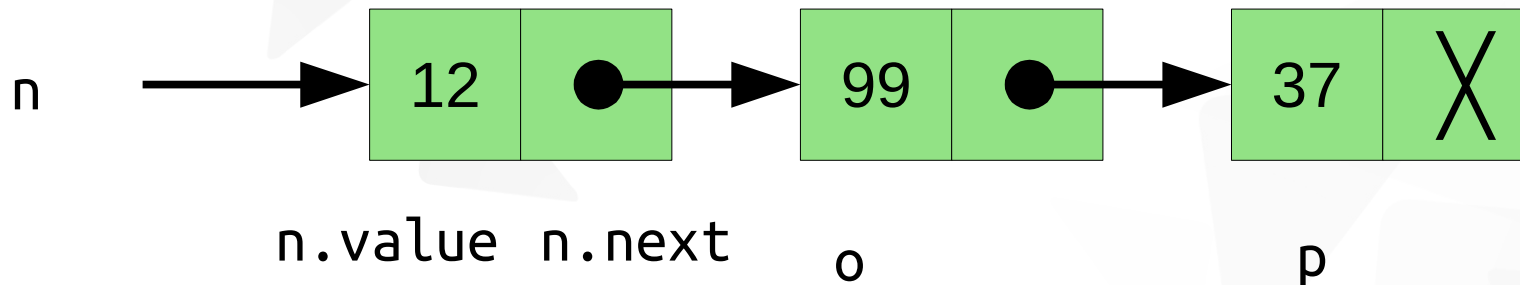
```
class Node {  
    public int value;  
    public Node next;  
}
```

kind of like recursion
defining a class in terms of itself

Building a List

```
class Node {  
    public int value;  
    public Node next;  
}
```

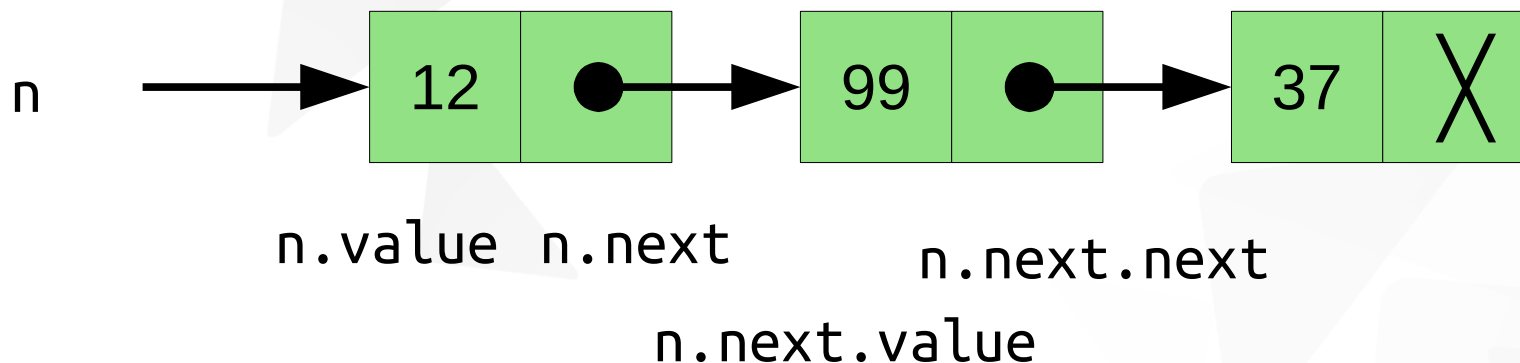
```
Node p = new Node();  
p.value = 37;  
p.next = null;  
Node o = new Node();  
o.value = 99;  
o.next = p;  
Node n = new Node();  
n.value = 12;  
n.next = o;
```



Building a List

```
class Node {  
    public int value;  
    public Node next;  
}
```

```
Node n = new Node();  
n.value = 12;  
n.next = new Node();  
n.next.value = 99;  
n.next.next = new Node();  
n.next.next.value = 37;  
n.next.next.next = null;
```



Linked List Class

```
class Node {  
    public int value;  
    public Node next;  
}
```

```
class LinkedList {  
    private Node first;  
  
    public LinkedList() {  
        first = null;  
    }  
  
    public void insertFirst(int value) {  
        ...  
    }  
    .  
    .  
    .  
}
```

Linked List Class

```
class Node {  
    public int value;  
    public Node next;  
}
```

implement
insertFirst

```
class LinkedList {  
    private Node first;  
  
    public LinkedList() {  
        first = null;  
    }  
  
    public void insertFirst(int value) {  
        ...  
    }  
    .  
    .  
    .  
}
```

test

```
LinkedList lst = new LinkedList();  
lst.insertFirst(37);  
lst.insertFirst(99);  
lst.insertFirst(12);
```



The End