

Discussion 3

Biman Tang, Guoteng Rao

UM-SJTU Joint Institute

October 16, 2012

CONTENT

1 STACK

- STACK MODEL
- POSTFIX EXPRESSIONS
- INFIX TO POSTFIX CONVERSION
- POSTFIX EVALUATION

2 QUEUE

- QUEUE MODEL
- MOTHER'S MILK

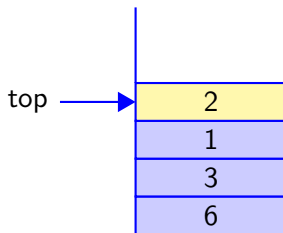
1 STACK

- STACK MODEL
- POSTFIX EXPRESSIONS
- INFIX TO POSTFIX CONVERSION
- POSTFIX EVALUATION

2 QUEUE

Stack Model

- **LIFO** list – last in, first out.
- Insertions and deletions can be performed in only one position – the **end** of the list, called the **top**.
- **push**, which is equivalent to an insert.
- **pop**, which deletes the **most recently inserted** element.



Postfix Expressions

POSTFIX Every operator follows all of its operands.

Example 1

INFIX

$$3 + 4$$

POSTFIX

$$3 \ 4 \ +$$

Example 2

INFIX

$$6 \times [5 + (2 + 3) \times 8 + 3]$$

POSTFIX

$$6 \ 5 \ 2 \ 3 \ + \ 8 \ \times \ + \ 3 \ + \ \times$$

Infix to Postfix Conversion

RULES

We start with an initially empty stack. We concentrate on a small version of the general problem by allowing only the operators $+$, \times , $($, $)$.

- OPERAND Immediately place it onto the output.
- RIGHT PARENTHESIS Pop the stack, writing symbols until we encounter a (corresponding) left parenthesis, which is popped but not output.
- ANY OTHER SYMBOL($+$, \times , $($) Pop entries from the stack until we find an entry of lower priority. But we never remove a '(' from the stack except when processing a ')'. When popping is done, we push the operator onto the stack.
- END OF INPUT Pop the stack until it is empty.

Infix to Postfix Conversion (cont'd)

Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER **a**



stack

a

output

Infix to Postfix Conversion (cont'd)

Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER **b**



stack

a b

output

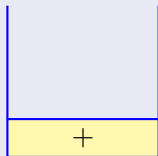
Infix to Postfix Conversion (cont'd)

Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER $+$



stack

a b

output

Infix to Postfix Conversion (cont'd)

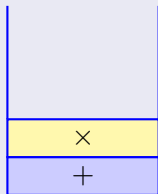
Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER \times

The top entry on the stack $+$ has lower precedence than \times , so noting is output and \times is put on the stack.



stack

a b

output

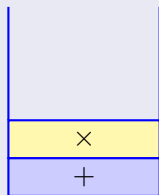
Infix to Postfix Conversion (cont'd)

Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER **c**



stack

a b c

output

Infix to Postfix Conversion (cont'd)

Example 3

$$a + b \times c + (d \times e + f) \times g$$

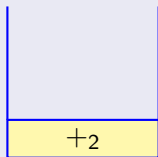
Solution

PROCESSING CHARACTER $+$

Top \times is of higher priority, pop it and place it on the output.

New top $+$ is not of **lower** but equal priority, pop and output it.

Push current $+$;



stack

a b c \times $+$ 1

output

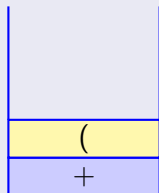
Infix to Postfix Conversion (cont'd)

Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER (, being of highest precedence, so push it.



a b c × +

output

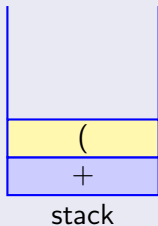
Infix to Postfix Conversion (cont'd)

Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER **d**



a b c × + d

output

Infix to Postfix Conversion (cont'd)

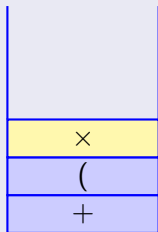
Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER \times

Since open parentheses do not get removed except when a closed parenthesis is being processed, there is no output.



stack

a b c \times + d

output

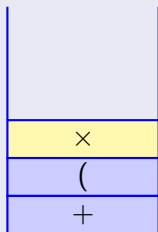
Infix to Postfix Conversion (cont'd)

Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER **e**



stack

a b c × + d e

output

Infix to Postfix Conversion (cont'd)

Example 3

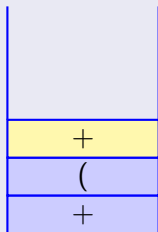
$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER $+$, following is f .

Pop and output \times and then push the $+$.

Output f .



stack

$a\ b\ c\ \times\ +\ d\ e\ \times\ f$

output

Infix to Postfix Conversion (cont'd)

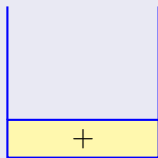
Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER **)**

The stack is emptied back to the (. So output a +.



stack

a b c × + d e × f +

output

Infix to Postfix Conversion (cont'd)

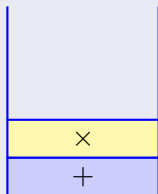
Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

PROCESSING CHARACTER \times , following is g .

Push \times and output g .



a b c × + d e × f + g

output

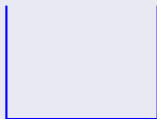
Infix to Postfix Conversion (cont'd)

Example 3

$$a + b \times c + (d \times e + f) \times g$$

Solution

The input is now empty, so we pop and output symbols from the stack until it is empty.



stack

a b c × + d e × f + g × +

output

Postfix Evaluation

RULES

We start with an initially empty stack.

- **NUMBER** Immediately push it onto the stack.
- **OPERATOR** It is applied to the 2 numbers (symbols) that are popped from the stack, and the result is pushed onto the stack .

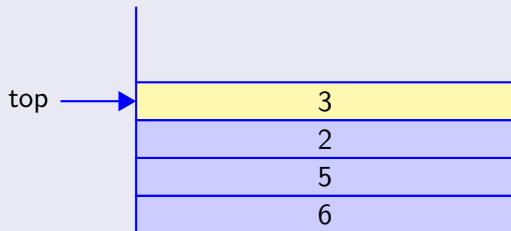
Postfix Evaluation (cont'd)

Example 4

6 5 2 3 + 8 × + 3 + ×

Solution

The first 4 numbers are placed on the stack.



Postfix Evaluation (cont'd)

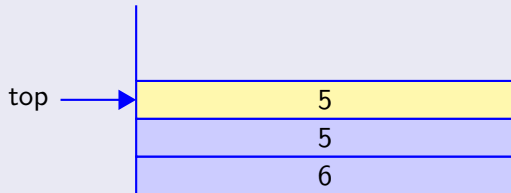
Example 4

6 5 2 3 + 8 × + 3 + ×

Solution

PROCESSING CHARACTER +

So 3 and 2 are popped and their sum 5 is pushed.



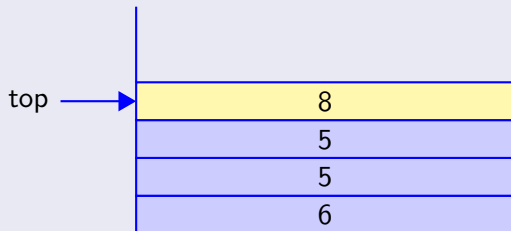
Postfix Evaluation (cont'd)

Example 4

6 5 2 3 + 8 × + 3 + ×

Solution

8 is pushed.



Postfix Evaluation (cont'd)

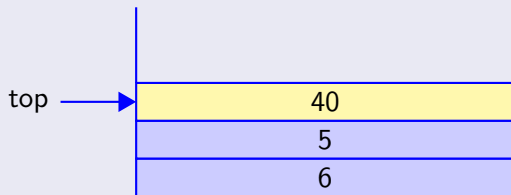
Example 4

6 5 2 3 + 8 × + 3 + ×

Solution

PROCESSING CHARACTER ×

So 8 and 5 are popped and $5 \times 8 = 40$ is pushed.



Postfix Evaluation (cont'd)

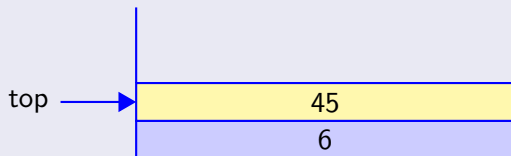
Example 4

6 5 2 3 + 8 × + 3 + ×

Solution

PROCESSING CHARACTER +

So 40 and 5 are popped and $5 + 40 = 45$ is pushed.



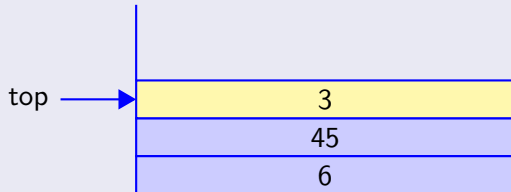
Postfix Evaluation (cont'd)

Example 4

6 5 2 3 + 8 × + 3 + ×

Solution

3 is pushed.



Postfix Evaluation (cont'd)

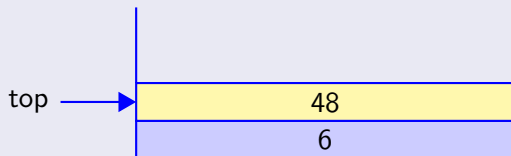
Example 4

6 5 2 3 + 8 × + 3 + ×

Solution

PROCESSING CHARACTER +

+ pops 3 and 45 and pushes $45 + 3 = 48$.



Postfix Evaluation (cont'd)

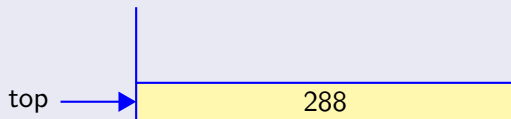
Example 4

6 5 2 3 + 8 × + 3 + ×

Solution

PROCESSING CHARACTER +

Finally, × pops 48 and 6 and the result $48 + 6 = 288$ is pushed.



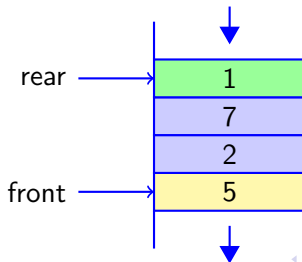
1 STACK

2 QUEUE

- QUEUE MODEL
- MOTHER'S MILK

Queue Model

- **FIFO** list – first in, first out.
- Insertions is done at one end, whereas deletion is performed at the other end.
- **enqueue**, which inserts an element at **the end of the list** (called the rear).
- **dequeue**, which deletes (and **returns**) the element at **the start of the list** (known as the front).



Mother's Milk

Description

Farmer John has three milking buckets of capacity A, B, and C liters. Initially, buckets A and B are empty while bucket C is full of milk. Sometimes, FJ pours milk from one bucket to another until the second bucket is filled or the first bucket is empty. Once begun, a pour must be completed, of course. Being thrifty, no milk may be tossed out. Write a program to help FJ determine what amounts of milk he can leave in bucket C when he begins with three buckets as above, pours milk among the buckets for a while, and then notes that bucket A is empty.

Sample 1

A = 8, B = 9, C = 10.

1 2 8 9 10

Mother's Milk

Description

Farmer John has three milking buckets of capacity A, B, and C liters. Initially, buckets A and B are empty while bucket C is full of milk. Sometimes, FJ pours milk from one bucket to another until the second bucket is filled or the first bucket is empty. Once begun, a pour must be completed, of course. Being thrifty, no milk may be tossed out. Write a program to help FJ determine what amounts of milk he can leave in bucket C when he begins with three buckets as above, pours milk among the buckets for a while, and then notes that bucket A is empty.

Sample 2

A = 2, B = 5, C = 10.

5 6 7 8 9 10