Data Structures and Algorithm

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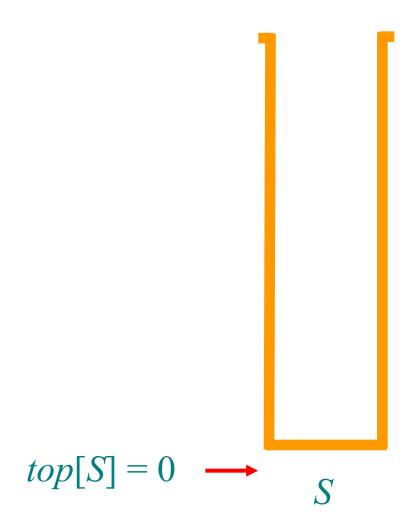


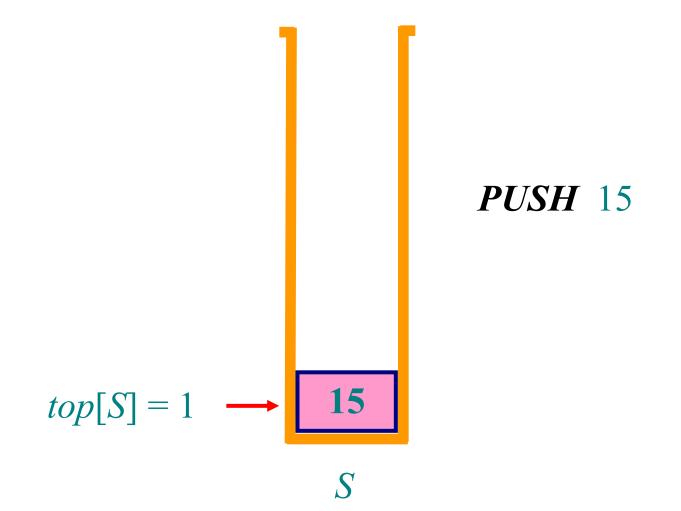
What is data structure?

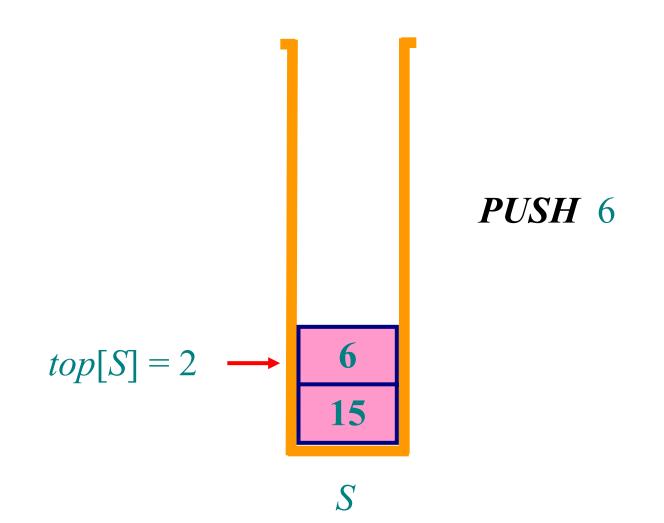
A data structure is a way to store and organize data in order to facilitate access and modifications.

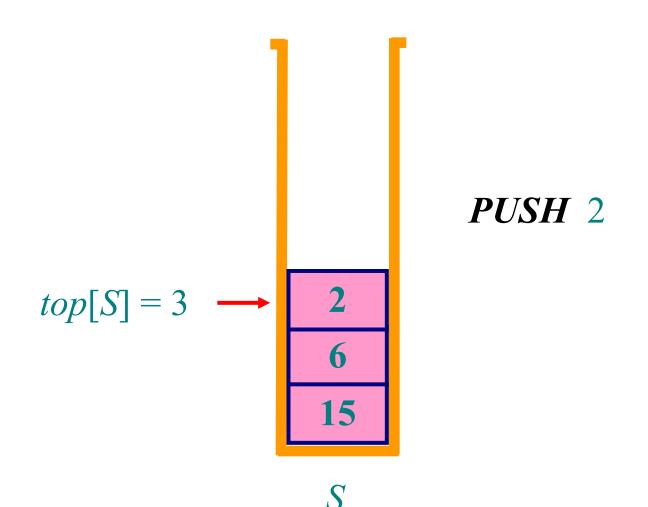
Elementary data structures

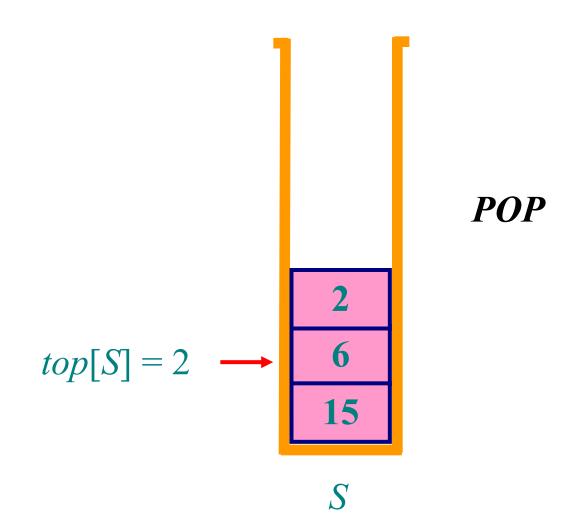
- □ Stacks
- Queues
- □ Linked lists
- □ Trees

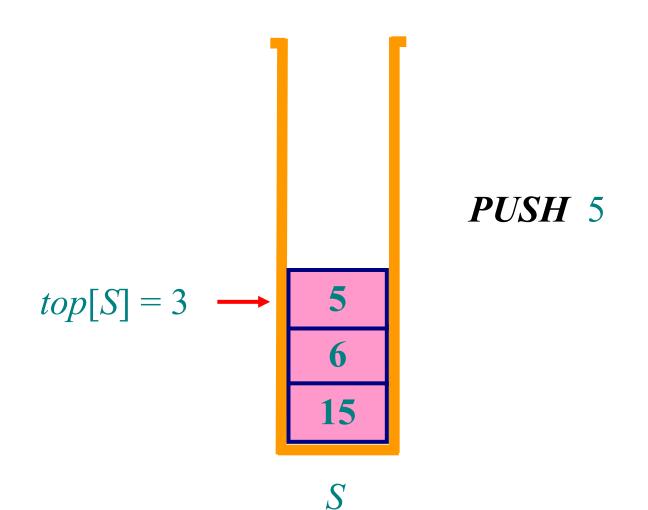


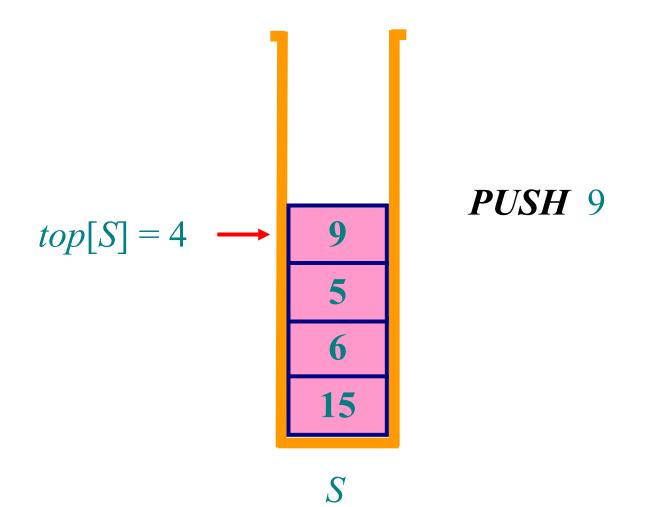


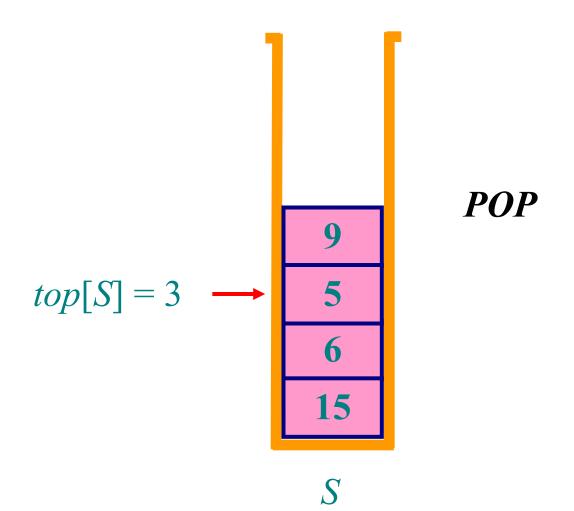


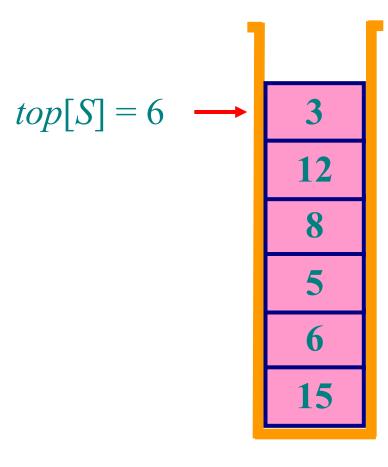












LIFO

last-in, first-out

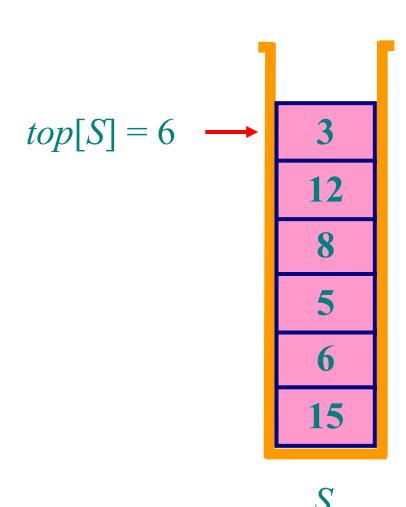
Underflows

If an empty stack is popped.

Overflows

If top[S] exceeds n.

S



STACK-EMPTY(S)

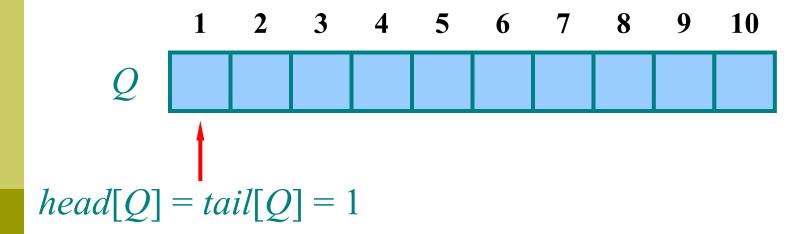
- 1. **if** top[S] = 0
- 2. then return TRUE
- 3. else return FALSE

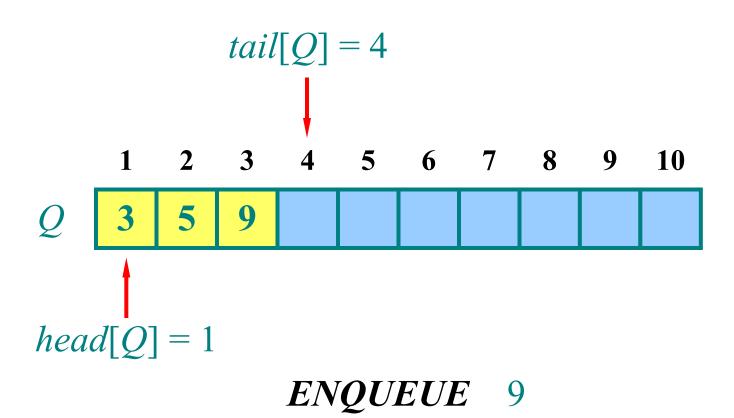
PUSH(S, x)

- 1. $top[S] \leftarrow top[S] + 1$
- 2. $S[top[S]] \leftarrow x$

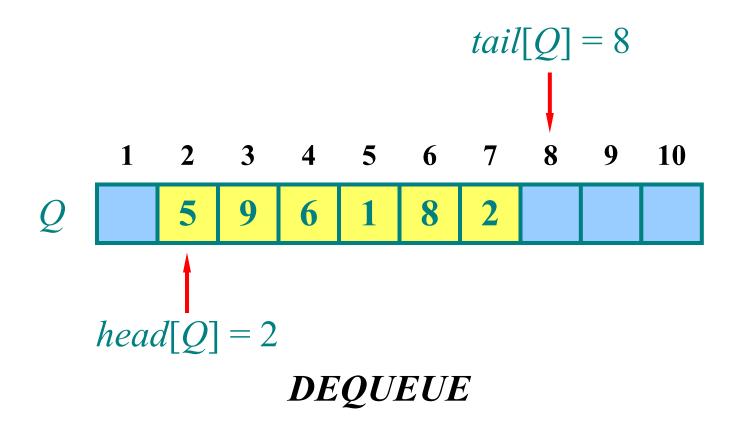
POP(S)

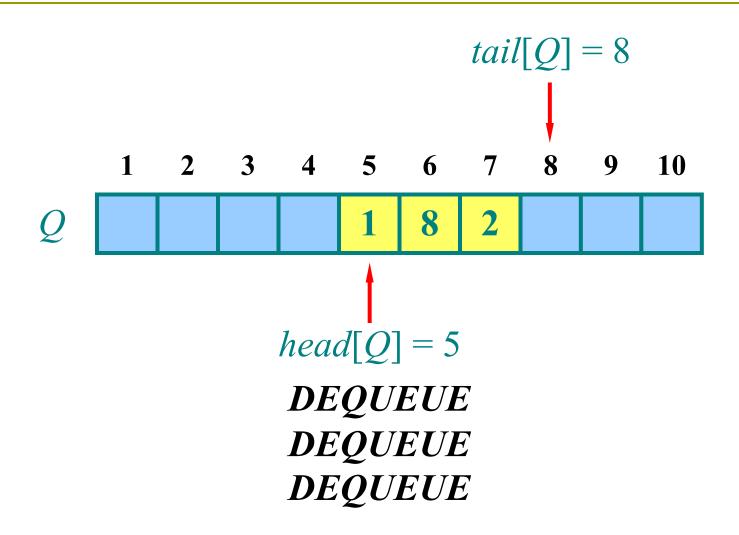
- 1. **if** STACK-EMPTY(*S*)
- 2. **then error** "underflow"
- 2. else $top[S] \leftarrow top[S] 1$
- 4. return S[top[S] + 1]





```
tail[Q] = 8
        3 4 5 6
                           9
                     7
                              10
         9
head[Q] = 1
            ENQUEUE 6
            ENQUEUE 1
            ENQUEUE 8
            ENQUEUE 2
```





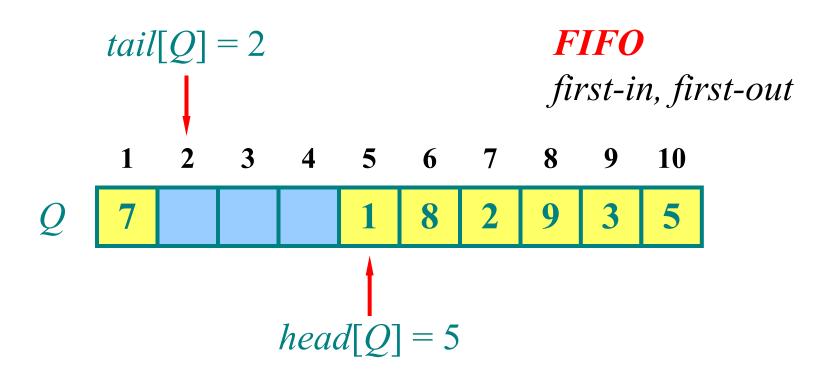
```
tail[Q] = 1
        3 4 5 6
                    7 8 9
                            10
                       9
          head[Q] = 5
           ENQUEUE 9
           ENQUEUE 3
           ENQUEUE 5
```

$$tail[Q] = 2$$

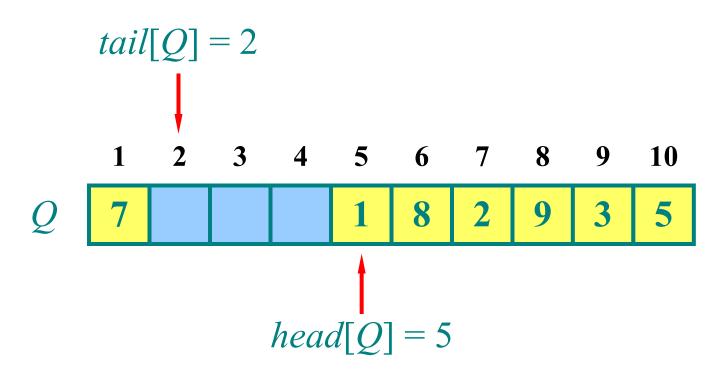
1 2 3 4 5 6 7 8 9 10

2 7 1 8 2 9 3 5

 $head[Q] = 5$
 $ENQUEUE$ 7



Empty Full
$$head[Q] = tail[Q]$$
 $head[Q] = tail[Q] + 1$



Underflow

When the queue is empty, an attempt to dequeue and element.

$$head[Q] = tail[Q]$$

Overflow

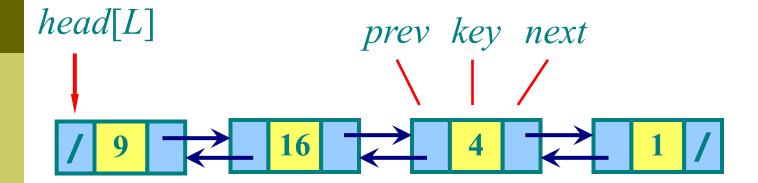
When the queue is full, an attempt to dequeue and element head[Q] = tail[Q] + 1

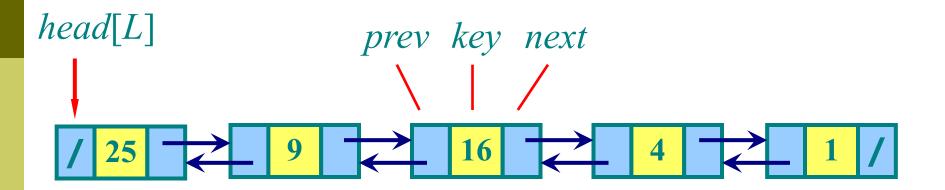
$\mathbf{ENQUEUE}(Q, x)$

- 1. $Q[tail[Q]] \leftarrow x$
- 2. **if** tail[Q] = length[Q]
- 3. then $tail[Q] \leftarrow 1$
- 4. **else** $tail[Q] \leftarrow tail[Q] + 1$

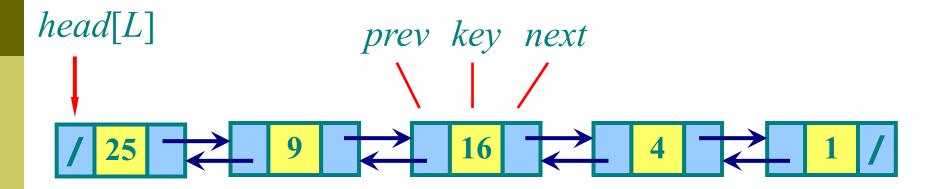
DEQUEUE(Q, x)

- $1. x \leftarrow Q[head[Q]]$
- 2. **if** head[Q] = length[Q]
- 3. then $head[Q] \leftarrow 1$
- 4. **else** $head[Q] \leftarrow head[Q] + 1$
- 5. return x

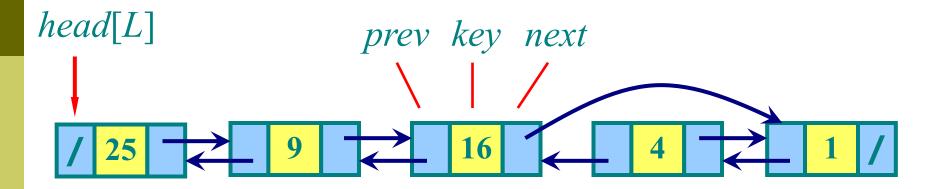




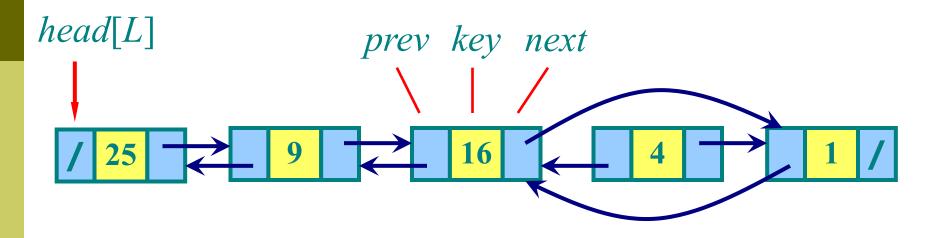
LIST-INSERT 25



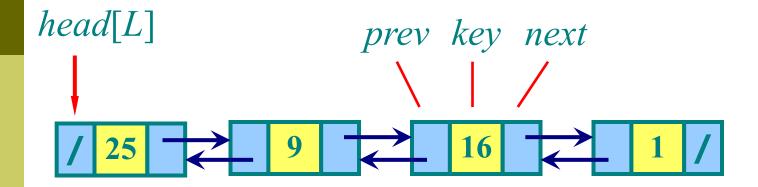
LIST-DELETE 4



LIST-DELETE 4

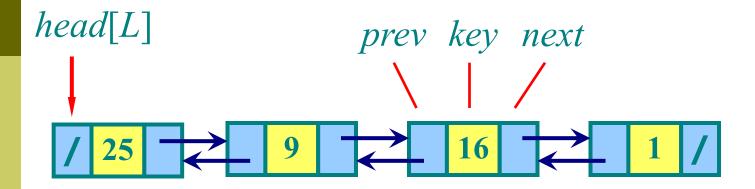


LIST-DELETE 4



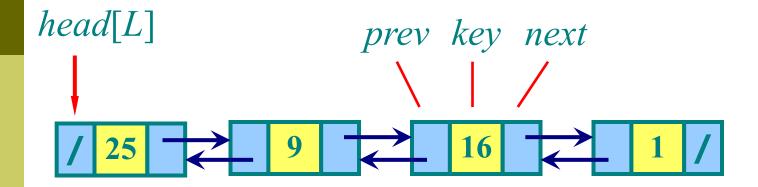
LIST-SEARCH(L, k)

- $1. x \leftarrow head[L]$
- 2. While $x \neq \text{NIL}$ and $key[x] \neq k$
- 3. **do** $x \leftarrow next[x]$
- 4. return x



LIST-INSERT(L, x)

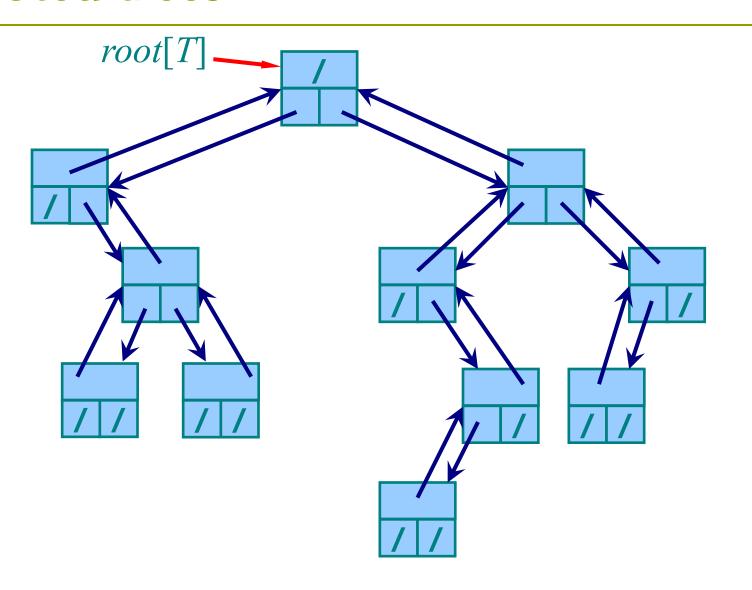
- $1. next[x] \leftarrow head[L]$
- 2. **if** $head[L] \neq NIL$
- 3. then $prev[head[L]] \leftarrow x$
- 4. $head[L] \leftarrow x$
- 5. prev[x] ← NIL



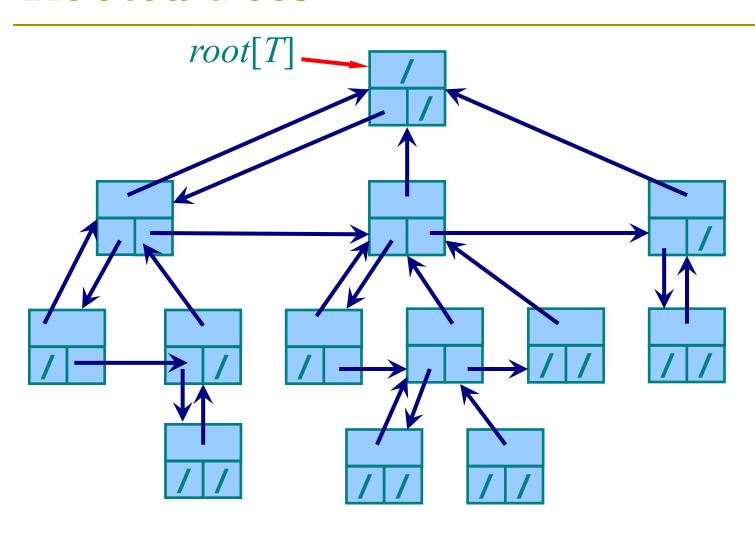
LIST-DELETE(L, x)

- 1. **if** $prev[x] \neq NIL$
- 2. **then** $next[prev[x]] \leftarrow next[x]$
- 3. **else** $head[L] \leftarrow next[x]$
- 4. **if** $next[x] \neq NIL$
- 5. **then** $prev[next[x]] \leftarrow prev[x]$

Rooted trees



Rooted trees



Postfix

Infix

$$9+3*7+(4*5+6)*2$$

Postfix (reverse Polish notation)

$$937*+45*6+2*+$$

Infix

$$9+3*7+(4*5+6)*2$$

Input

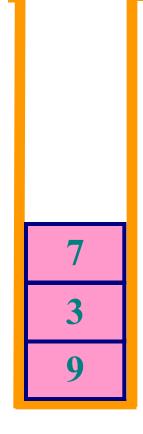
Stack

Infix 9+3*7+(4*5+6)*2Input 937*+45*6+2*+

Infix

$$9+3*7+(4*5+6)*2$$

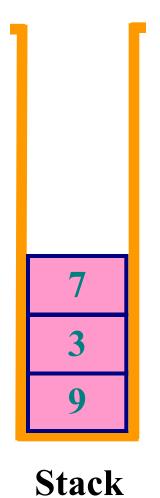
Input



Infix

$$9+3*7+(4*5+6)*2$$

Input



Infix

$$9+3*7+(4*5+6)*2$$

Input

3 and 7 are popped and 3 * 7 = 21 is pushed

21 Stack

Infix

$$9+3*7+(4*5+6)*2$$

Input

3 and 7 are popped and 3 * 7 = 21 is pushed

21 Stack

Infix

$$9+3*7+(4*5+6)*2$$

Input

9 and 21 are popped and 21 + 9 = 30 is pushed

Infix

$$9+3*7+(4*5+6)*2$$

Input

9 and 21 are popped and 21 + 9 = 30 is pushed

30

Infix

$$9+3*7+(4*5+6)*2$$

Input

4

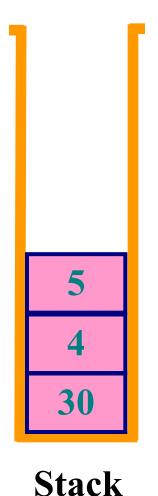
30

30

Infix

$$9+3*7+(4*5+6)*2$$

Input



Infix

$$9+3*7+(4*5+6)*2$$

Input

4 and 5 are popped and 4 * 5 = 20 is pushed

20 **30** Stack

Infix

$$9+3*7+(4*5+6)*2$$

Input

4 and 5 are popped and 4 * 5 = 20 is pushed

20 **30**

Infix

$$9+3*7+(4*5+6)*2$$

Input

20 **30**

Stack

Infix

$$9+3*7+(4*5+6)*2$$

Input

6 and 20 are popped and 6 + 20 = 26 is pushed

26 Stack

Infix

$$9+3*7+(4*5+6)*2$$

Input

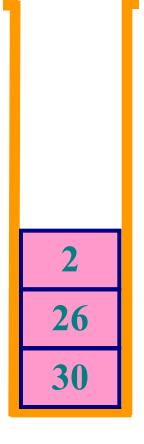
6 and 20 are popped and 6 + 20 = 26 is pushed

26 30

Infix

$$9+3*7+(4*5+6)*2$$

Input



Infix

$$9+3*7+(4*5+6)*2$$

Input

2 and 26 are popped and 2 * 26 = 52 is pushed

52

Infix

$$9+3*7+(4*5+6)*2$$

Input

2 and 26 are popped and 2 * 26 = 52 is pushed

52 Stack

Infix

$$9+3*7+(4*5+6)*2$$

Input

52 and 30 are popped and 52 + 30 = 82 is pushed

Infix

$$9+3*7+(4*5+6)*2$$

Input

52 and 30 are popped and 52 + 30 = 82 is pushed

82

Infix

done

$$9+3*7+(4*5+6)*2$$

Input

82

82 are popped and we get the answer

Input

$$9+3*7+(4*5+6)*2$$

Output

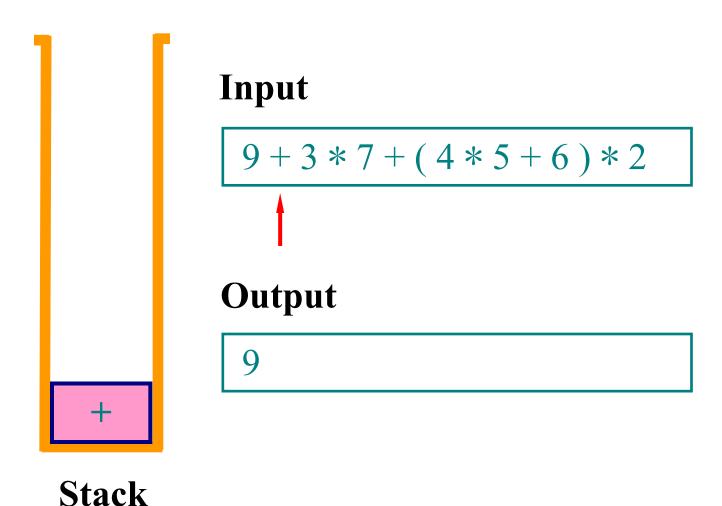


Input

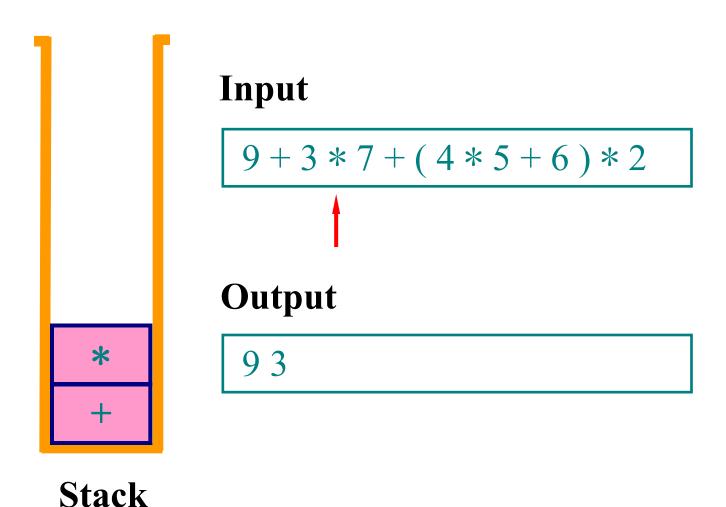
$$9+3*7+(4*5+6)*2$$

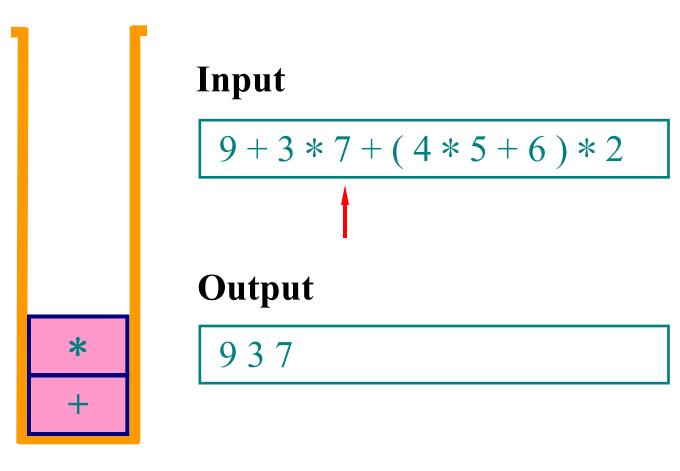
Output

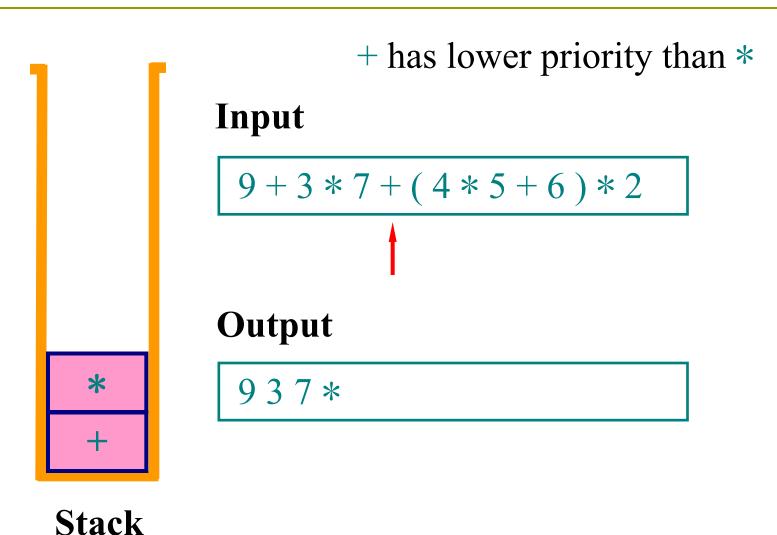
9



Input 9+3*7+(4*5+6)*2Output 93









Pop the other +

Input

Output

$$937*+$$

Push the input + onto stack

Input

Output

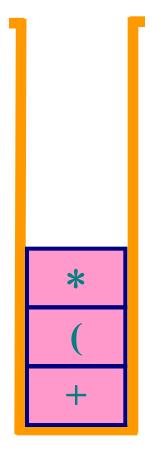
$$937*+$$

Input

$$937*+$$

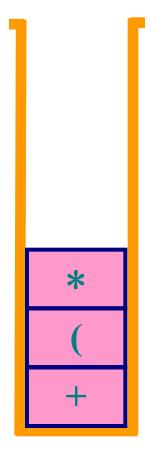
Input

$$937*+4$$



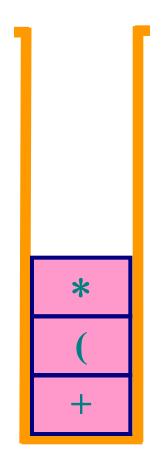
Input

$$937*+4$$



Input

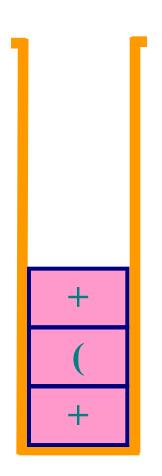
$$937*+45$$



+ has lower priority than *

Input

Output



Push the input + onto stack

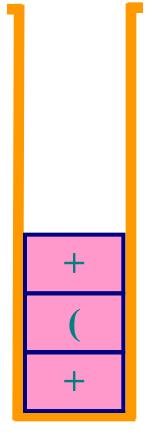
Input

Push the input + onto stack

Input

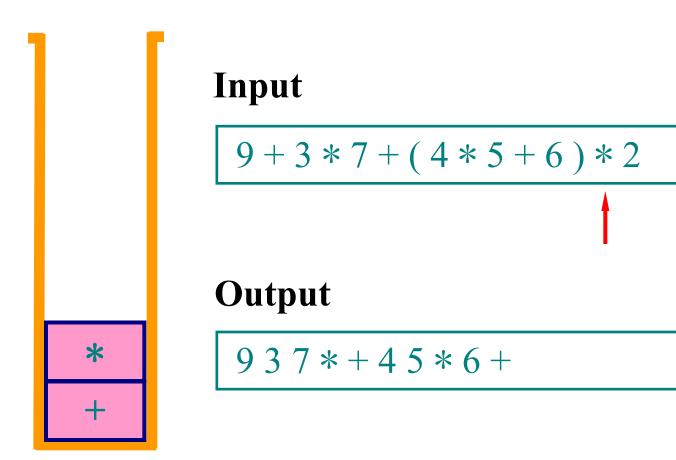
Output

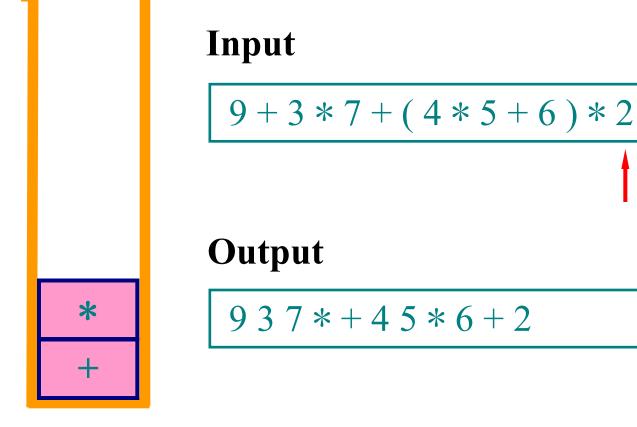
Input



Pop the stack until we encounter left parenthesis

Stack





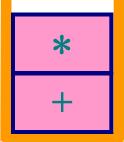
Pop the stack until it is empty

Input

Output

Stack

done



Conversion rules

- □ Operands are immediately placed onto the output and operators are placed onto the stack .
- When the operator on the top of the stack that has higher priority than the input operator, it is popped.
- □ If we see a right parenthesis, then we pop the stack, writing symbols until we encounter a left parenthesis.
- □ If we read the end of input, we pop the stack until it is empty.

Any questions?

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