

Lecture 18

Linked Stacks

FIT 1008
Introduction to Computer Science



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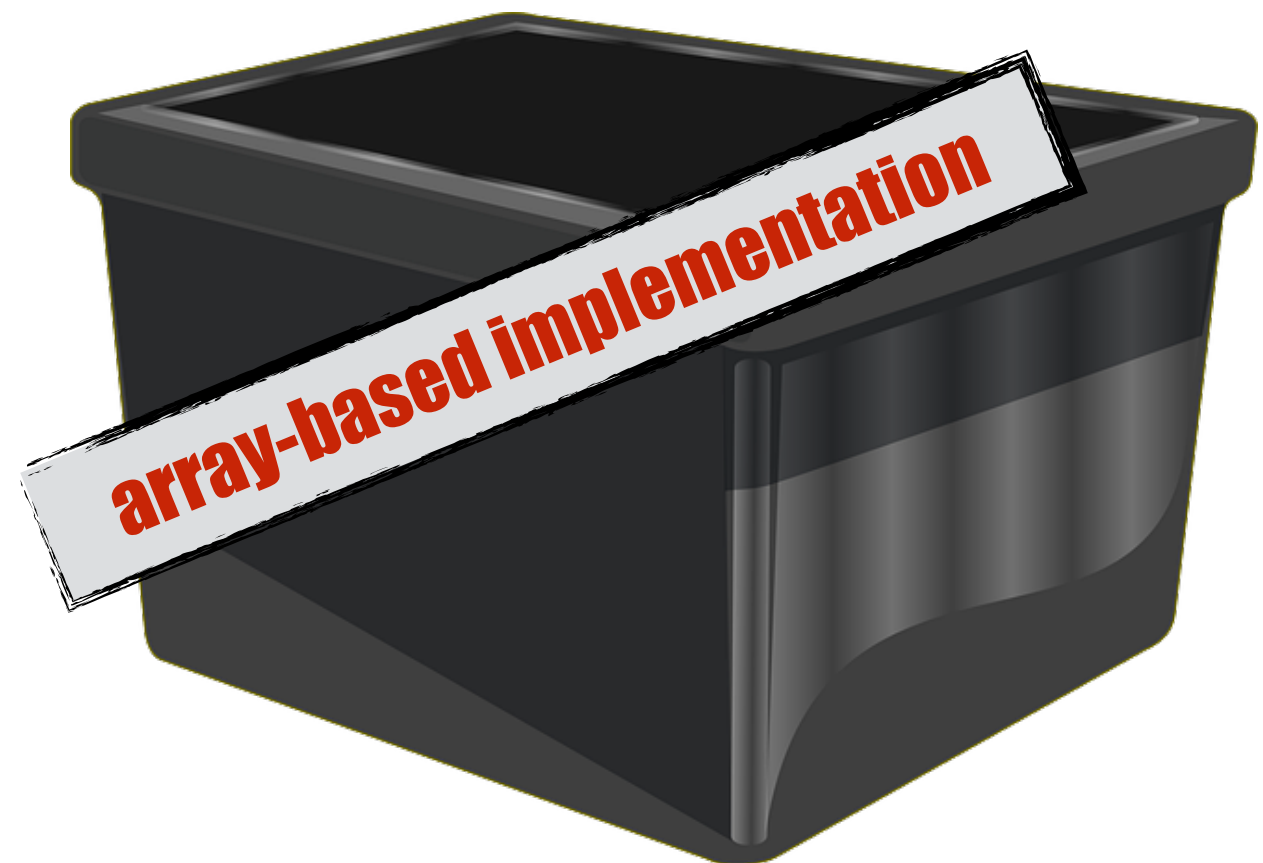
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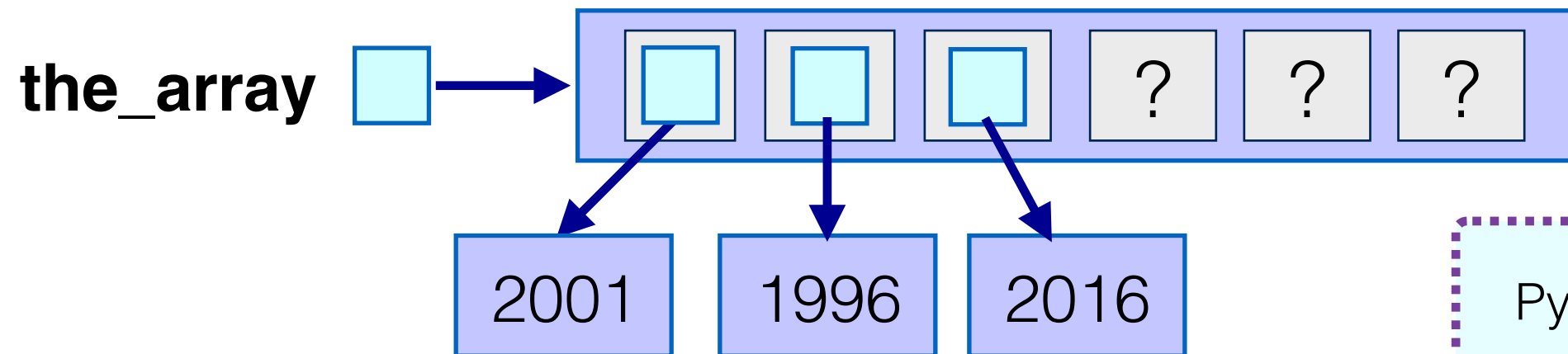
Container ADTs

- **Stores** and **removes** items **independent of contents**.
- **Examples** include:
 - List ADT ☒
 - Stack ADT ☒
 - Queue ADT. ☒
- Core **operations**:
 - ➔ add item
 - ➔ remove item



Array implementation

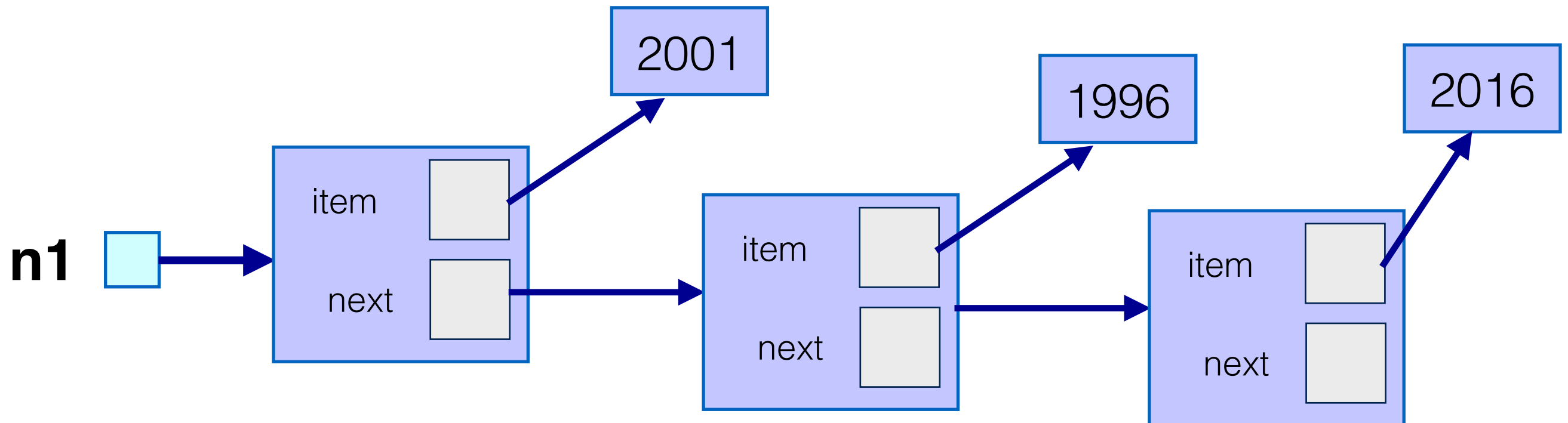
- Array **characteristics**:
 - Fixed size
 - Data items are stored sequentially
 - Each item occupies exactly the same amount of space



- Main **advantages**:
 - Very **fast** access $O(1)$
 - Very **compact** representation if the array is full
- Main **disadvantages**:
 - Non-resizable: maximum size specified on creation
 - Changing size is costly: **create a new array + copy all items**
 - Slow operations if shuffling elements is required

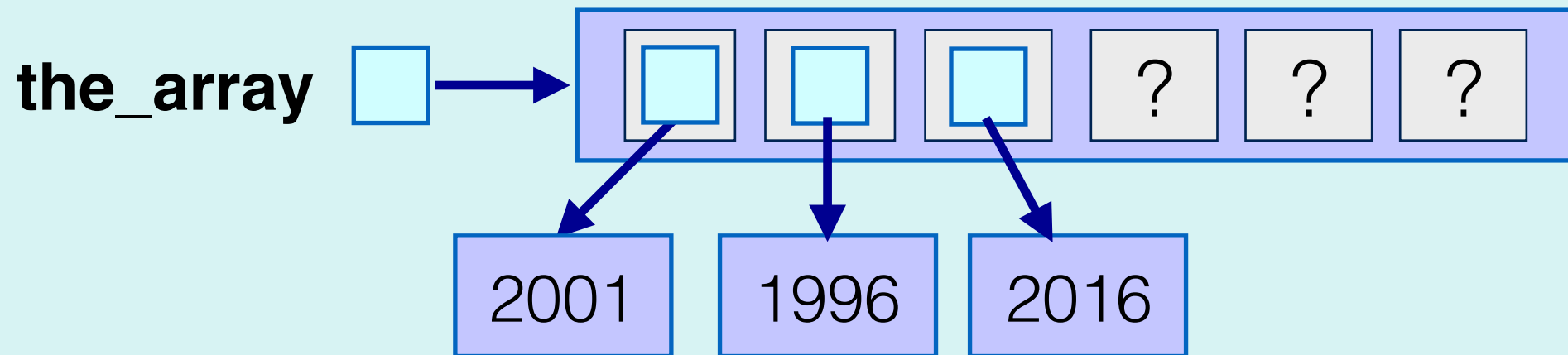
Python lists: array growth pattern is 0, 4, 8, 16, 25, 35, 46, 58, 72, 88,...

Linked Data Structures

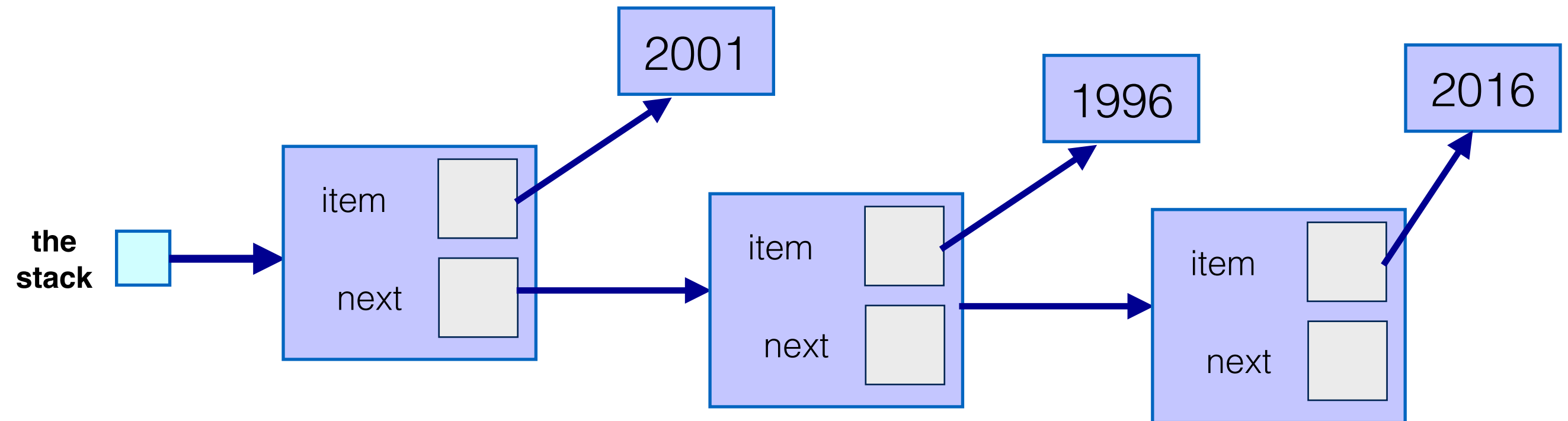


- Collection of nodes
- Each node contains:
 - One or more **data items**
 - One or more **links to other nodes**

Array-based Data Structures:



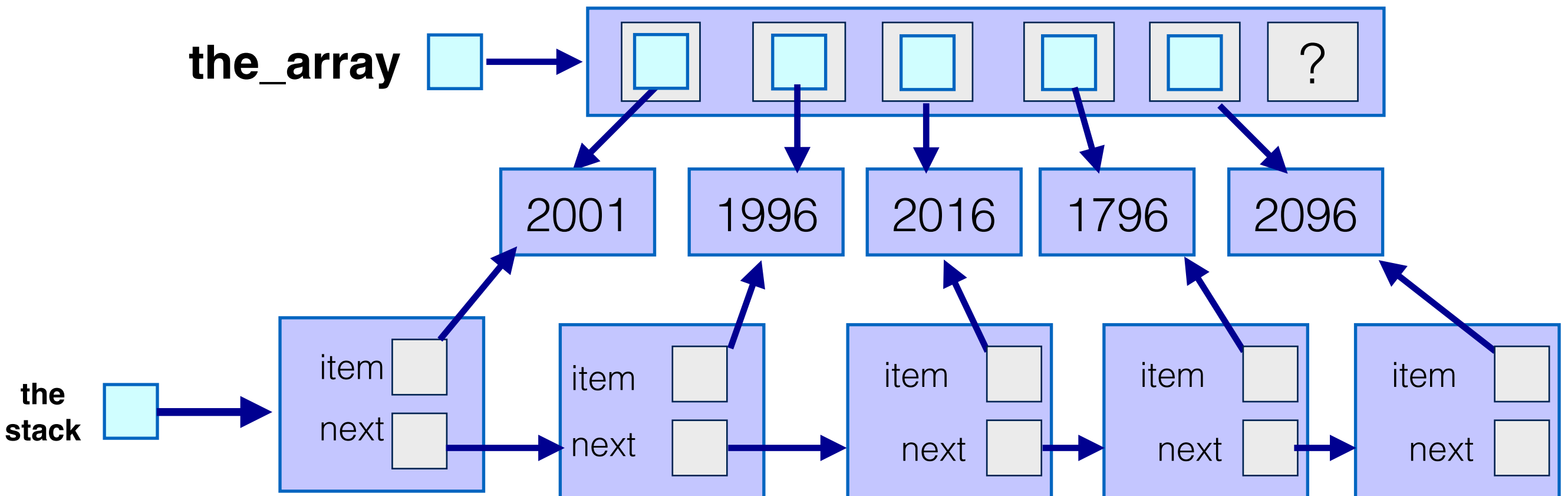
Linked Data Structures:



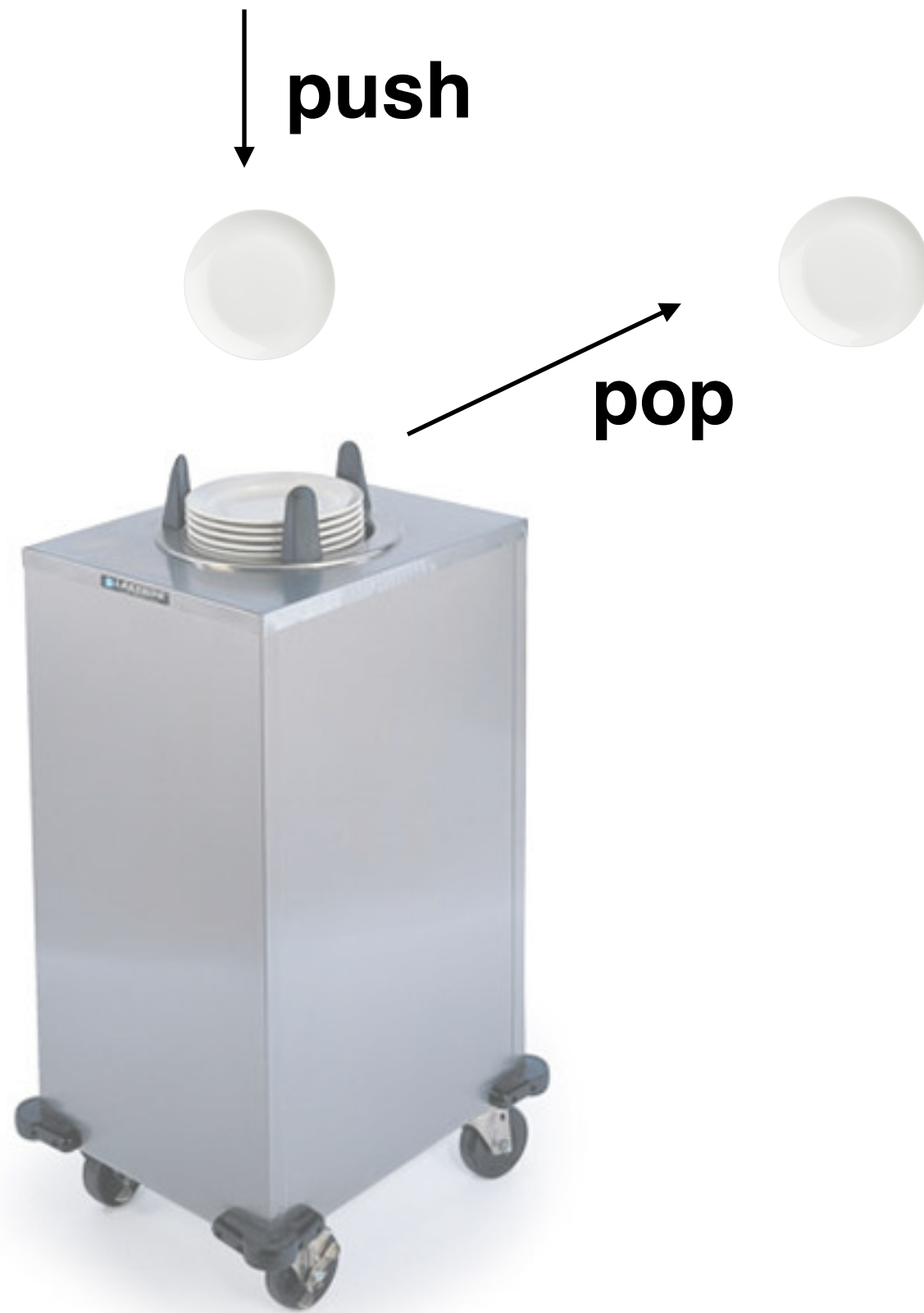
Linked Data Structures: **Advantages**

- **Fast** insertions and deletions of items (no need for reshuffling)
- Easily **resizable**: just create/delete node
- Never full (only if no more memory left)
- Less memory used than an array if the array-based implementation is relatively empty

Linked Data Structures: **Disadvantages**



- More **memory** used than an array if the array is relatively full (Reason: every data item has an associated link)
- For some data types certain operations are more time consuming (e.g., no random access)

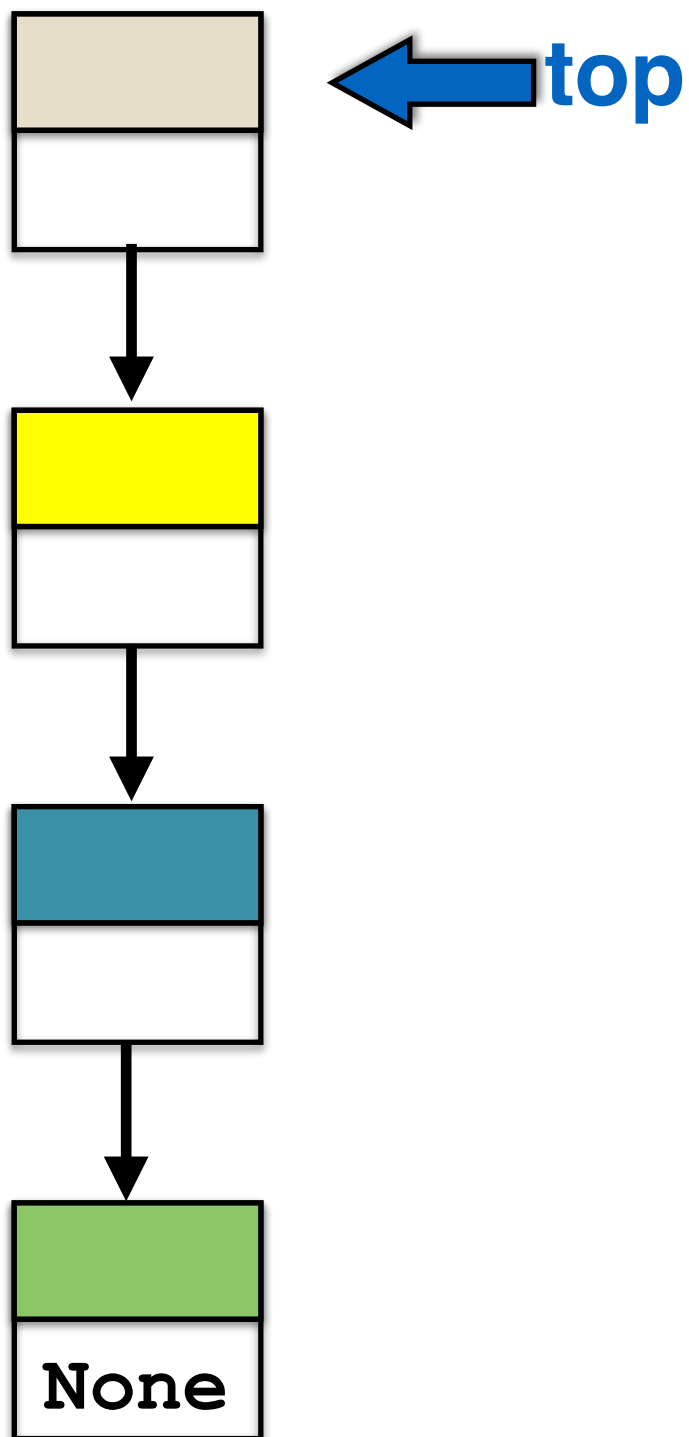


Stack Data Type

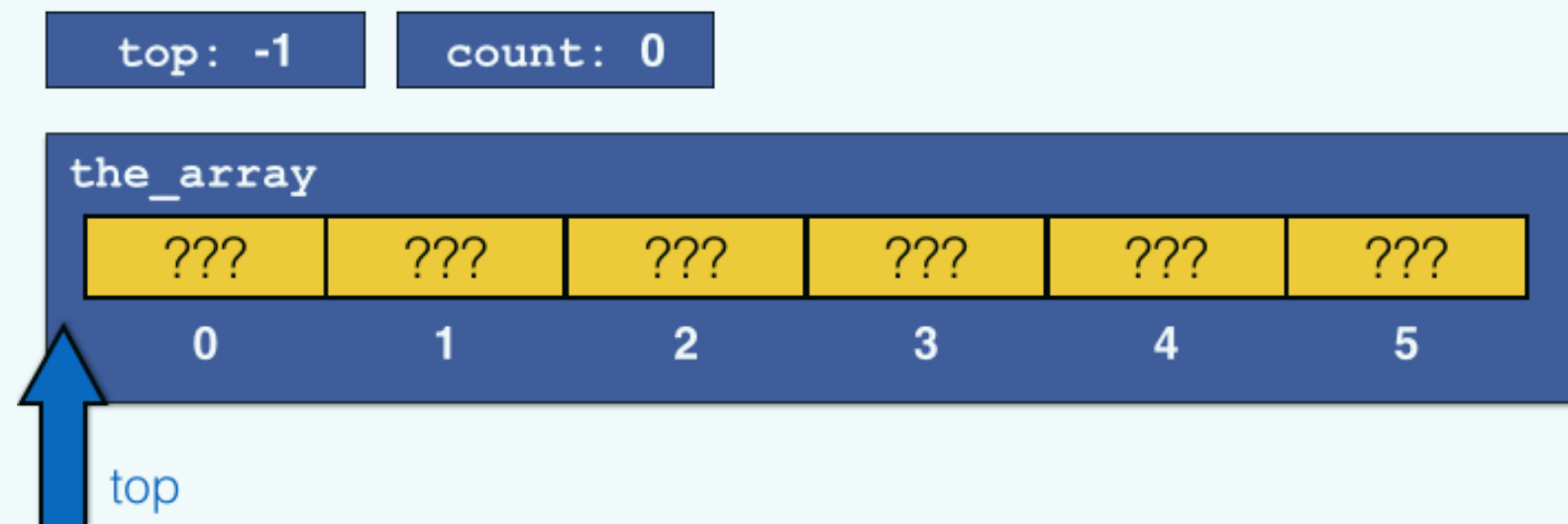
- Follows a **LIFO model**
- Its **operations** (interface) are :
 - **Create** a stack (Stack)
 - Add an item to the top (**push**)
 - Take an item off the top (**pop**)
 - Look at the item on top, don't alter the stack (top/**peek**)
 - Is the stack **empty**?
 - Is the stack **full**?
 - Empty the stack (**reset**)

Remember: it only provides access to the element at the top of the stack (last element added)

Linked Stack Implementation



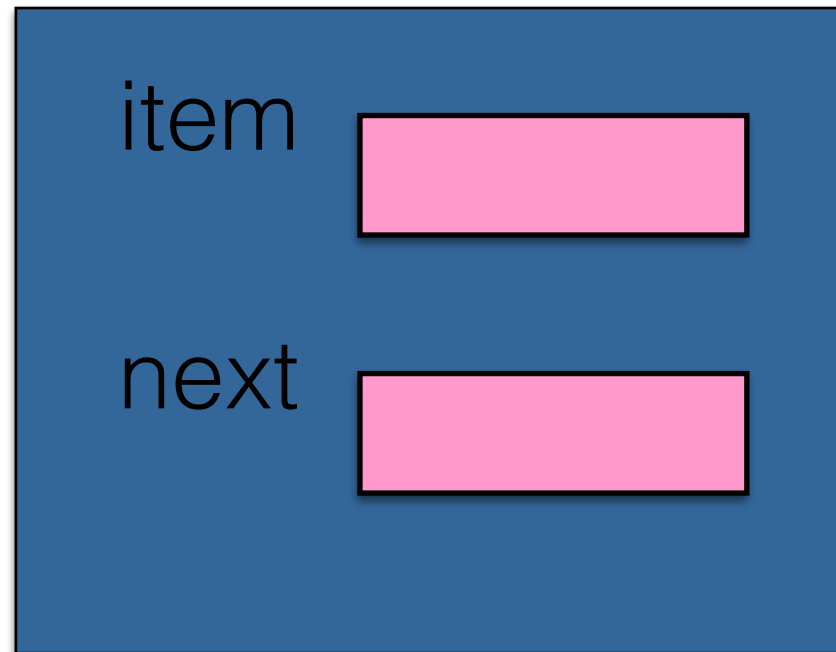
Array Stack Implementation



What do we need for a linked implementation?

Nodes!

Node



```
class Node:  
    def __init__(self, item, link):  
        self.item = item  
        self.next = link
```

```
from node import Node
```

```
class Stack:
```

```
    def __init__(self):  
        self.top = None
```

```
    def is_empty(self):  
        return self.top is None
```

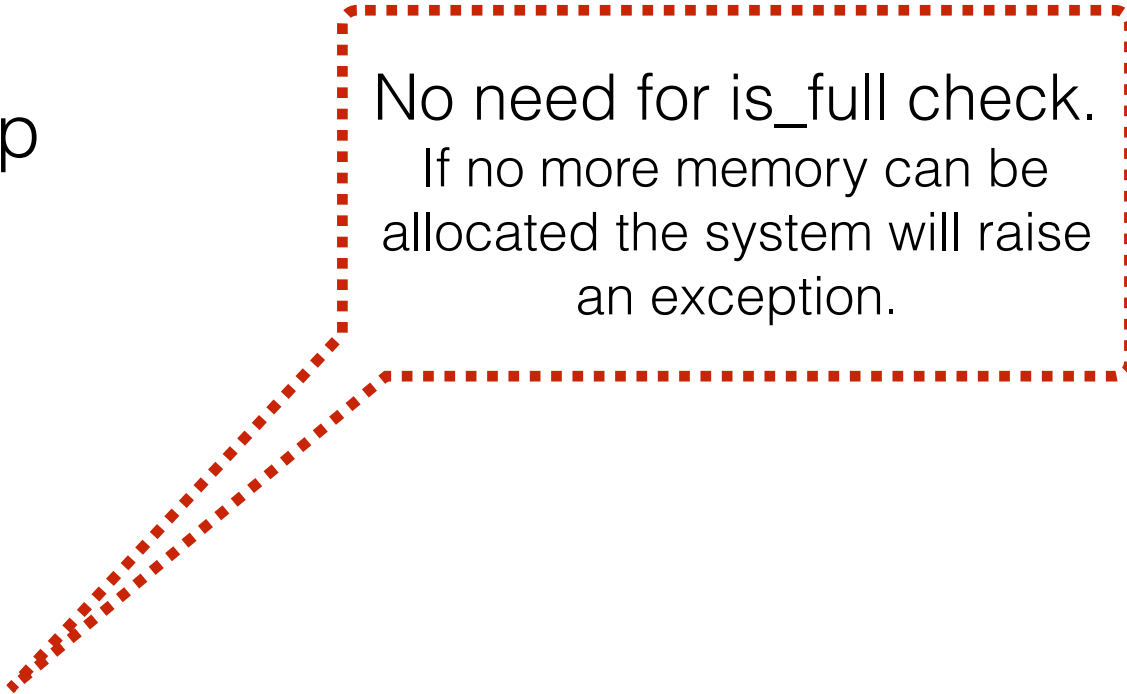
```
    def is_full(self):  
        return False
```

```
    def reset(self):  
        self.top = None
```

Push: algorithm

Array implementation:

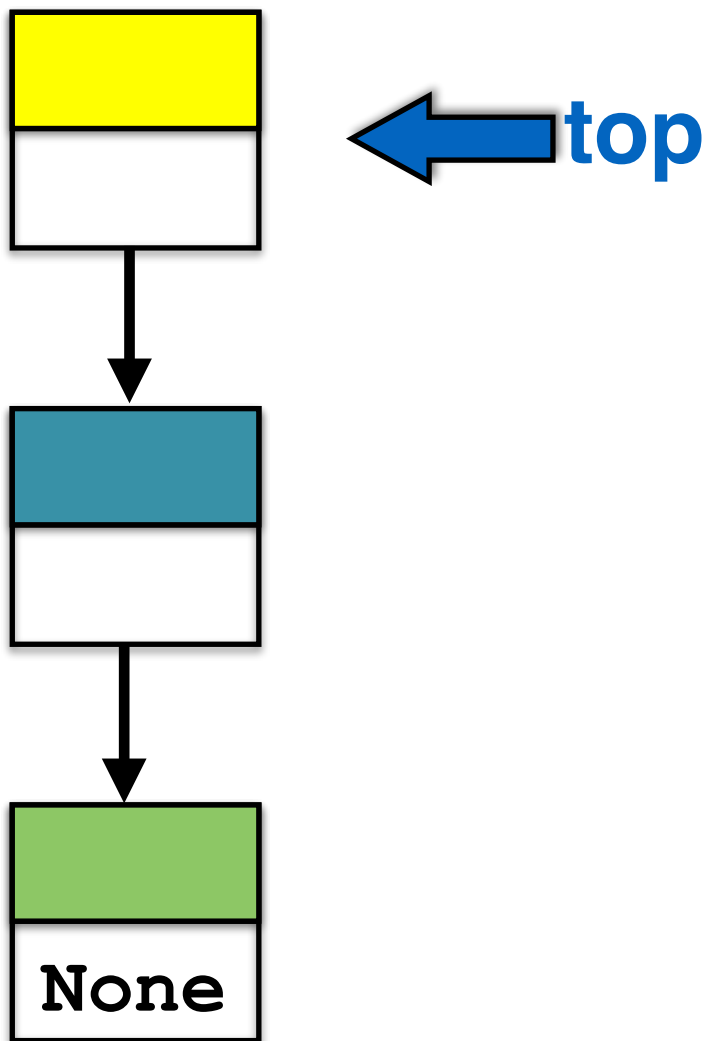
- If the array is full raise exception
- Else
 - Add item in the position marked by top
 - Increase top



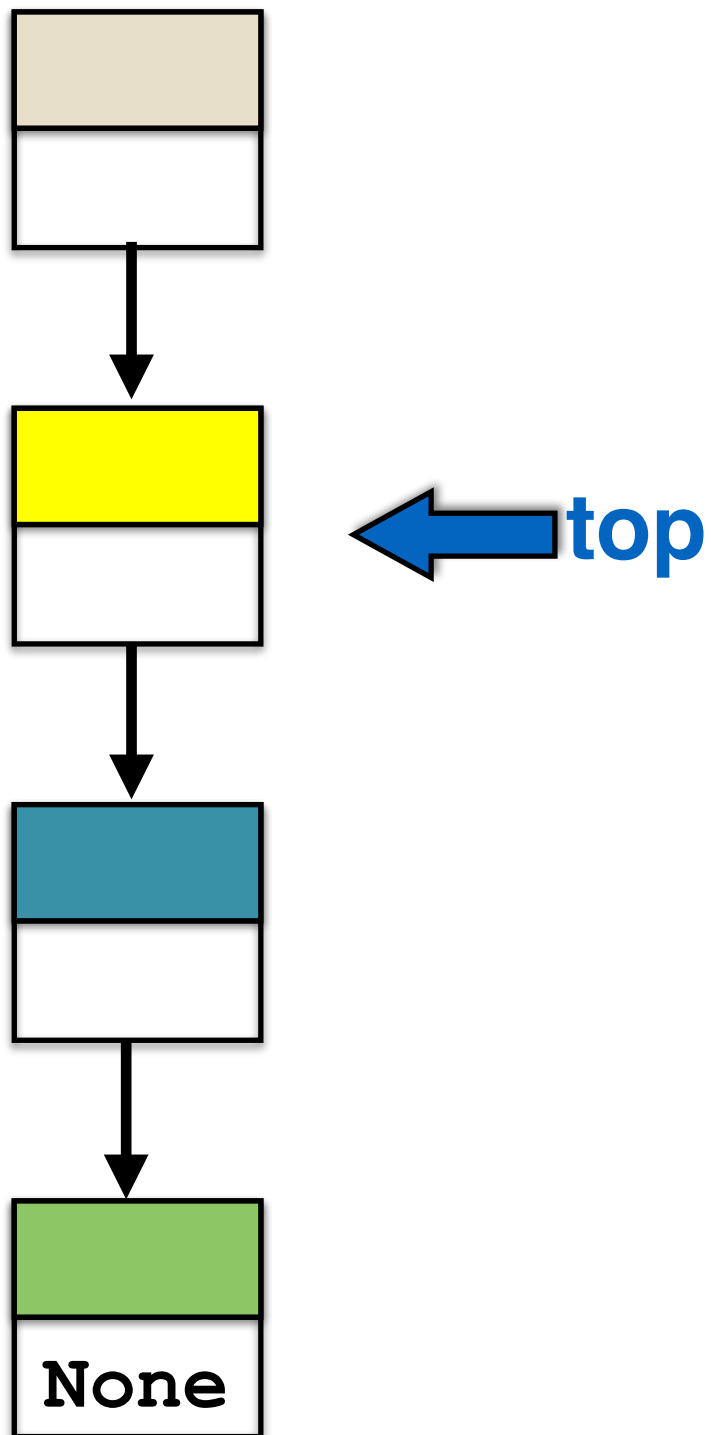
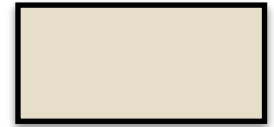
No need for is_full check.
If no more memory can be
allocated the system will raise
an exception.

Linked implementation:

- Create a **new node** that contains the new item and is linked to the current top
- Make the **new node** the **new top**



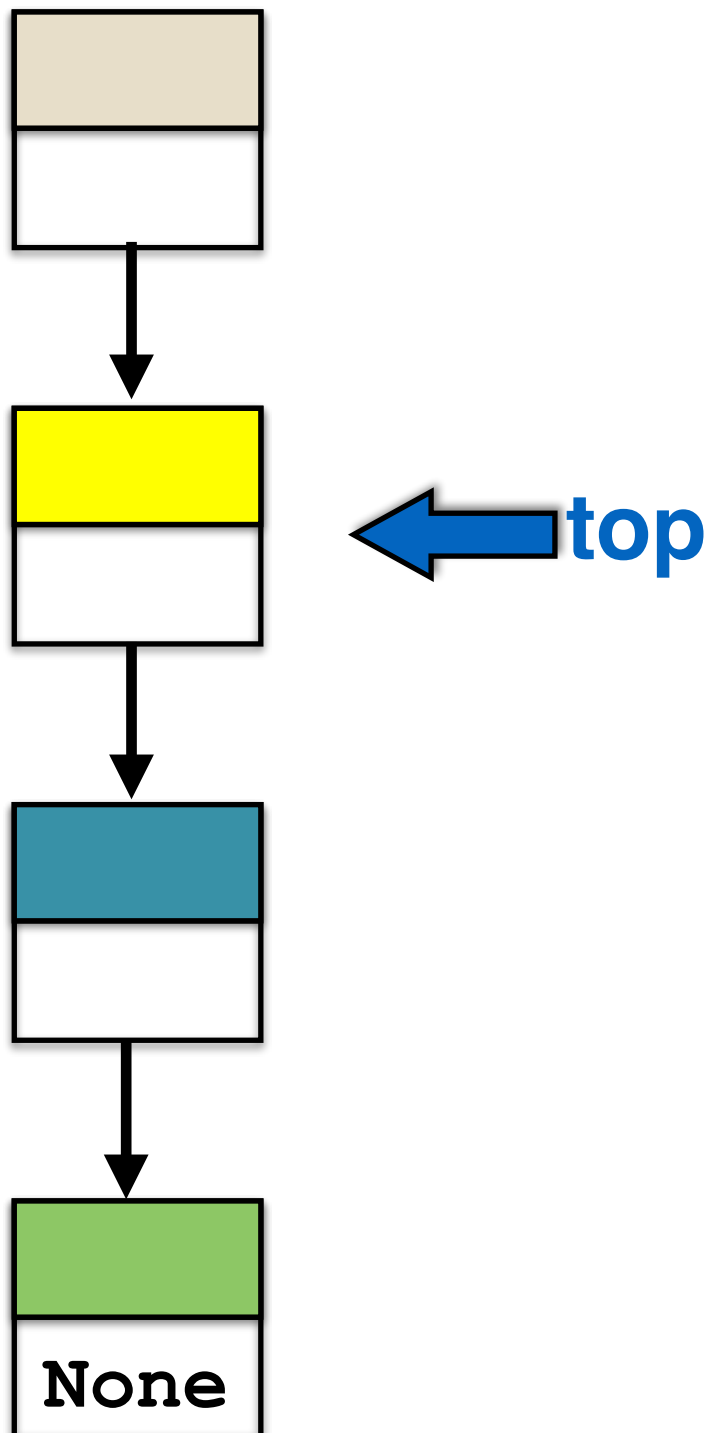
Create a new node with the new item.
linked to the current top



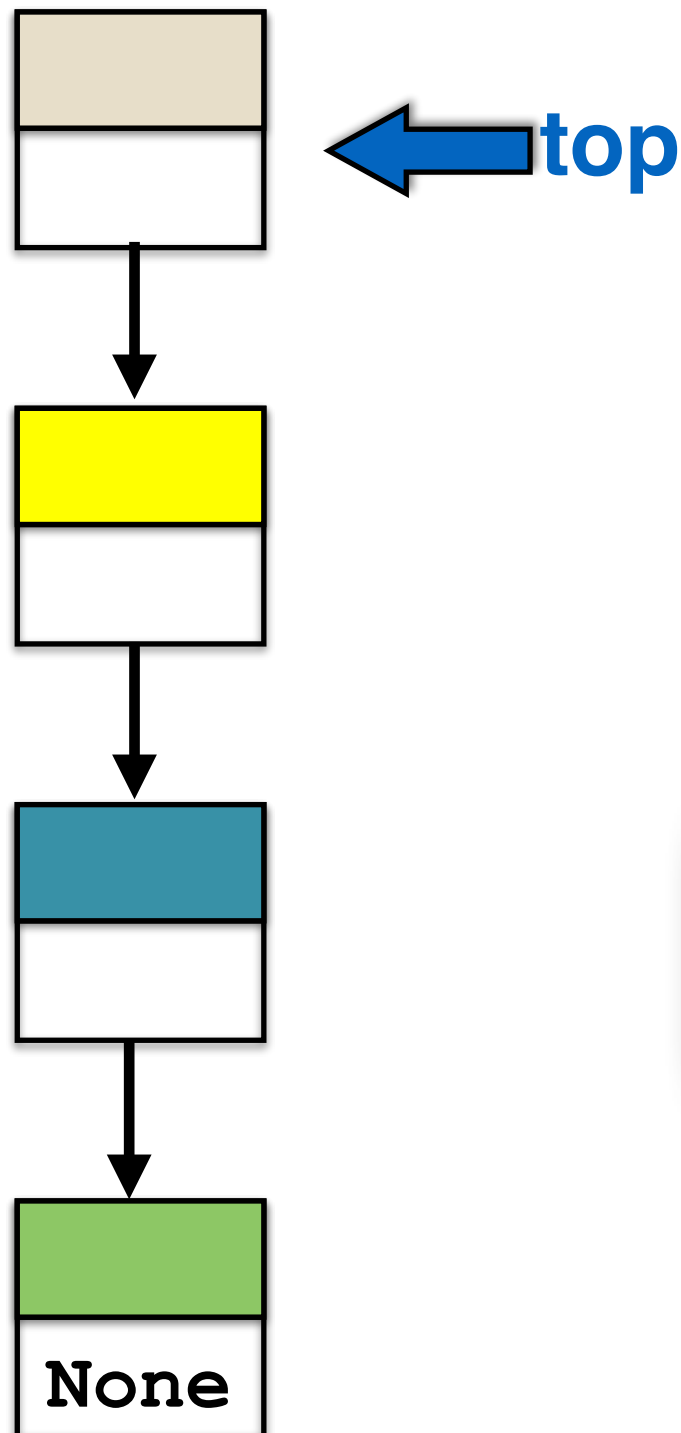
Create a new node with the new item.
linked to the current top



Make the new node the new **top**



Create a new node with the new item.
linked to the current top

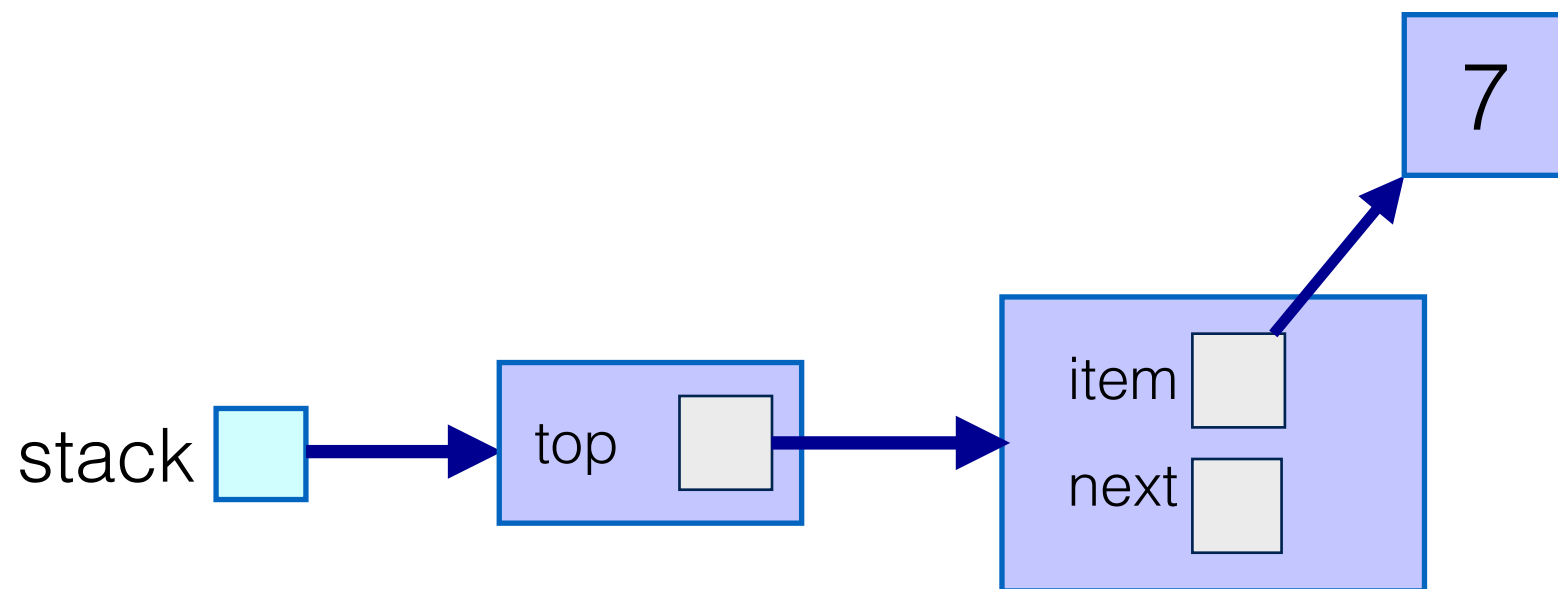


Make the new node the new **top**

```
def push(self, item):  
    self.top = Node(item, self.top)
```

Consider a stack
with **7** on top
stack.push(41)

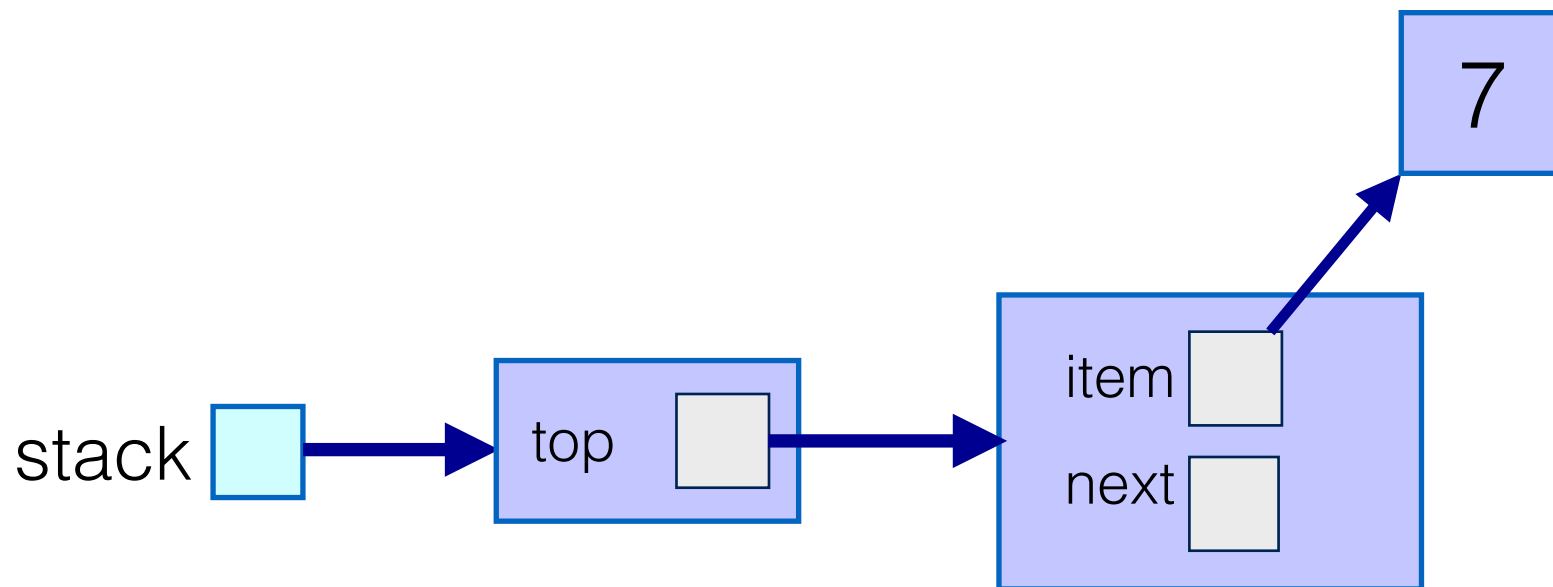
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Consider a stack
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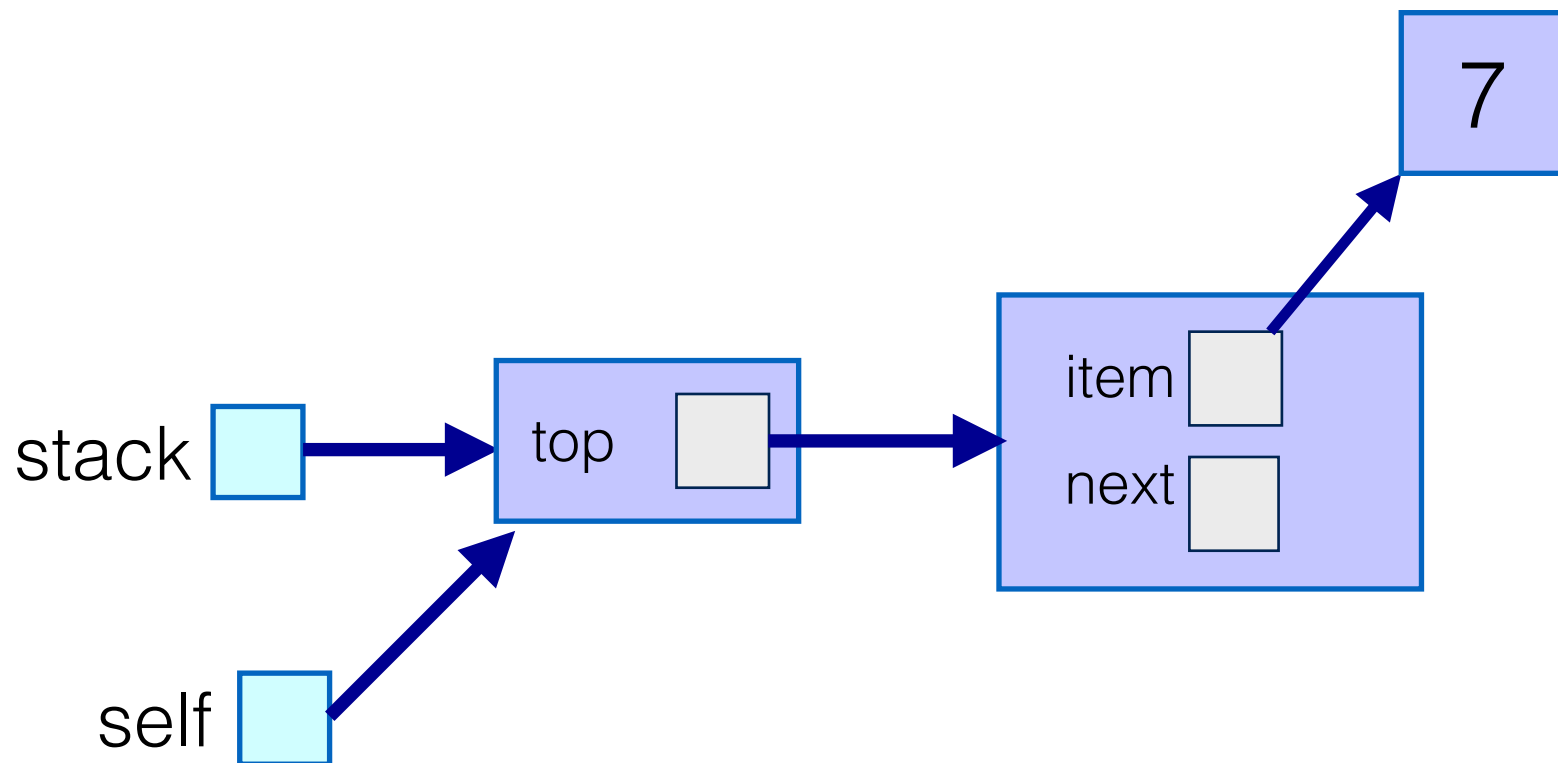
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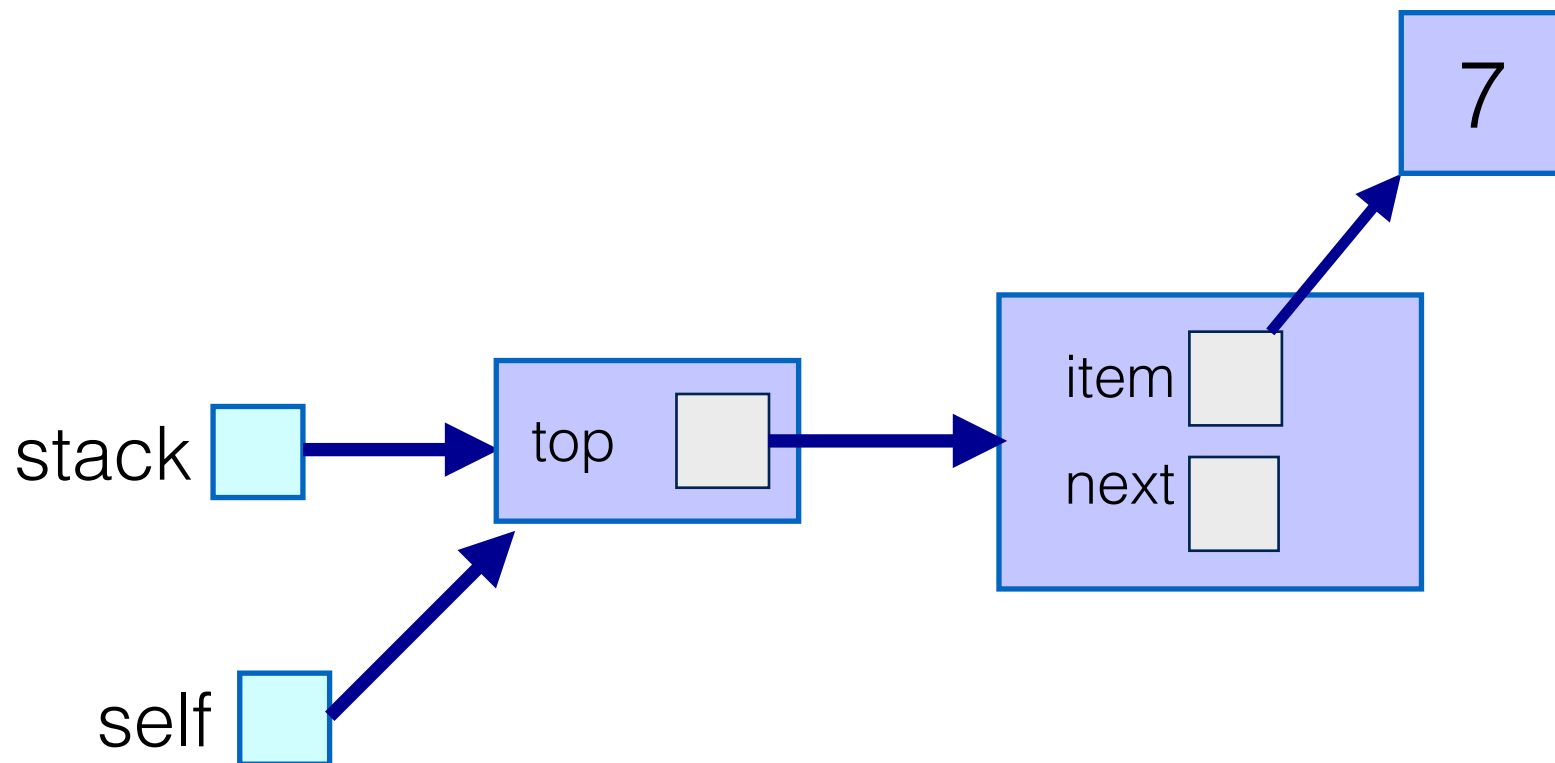
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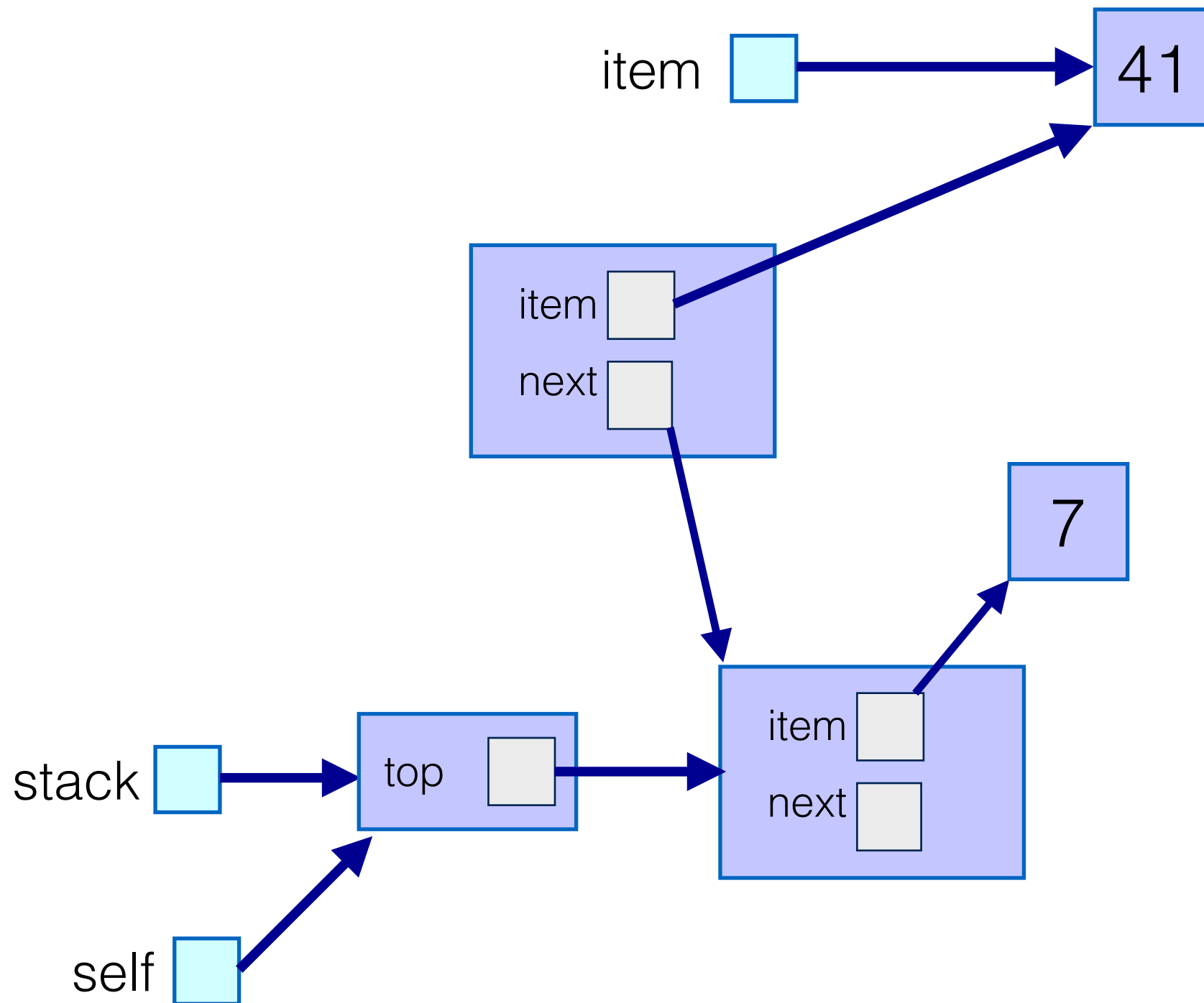
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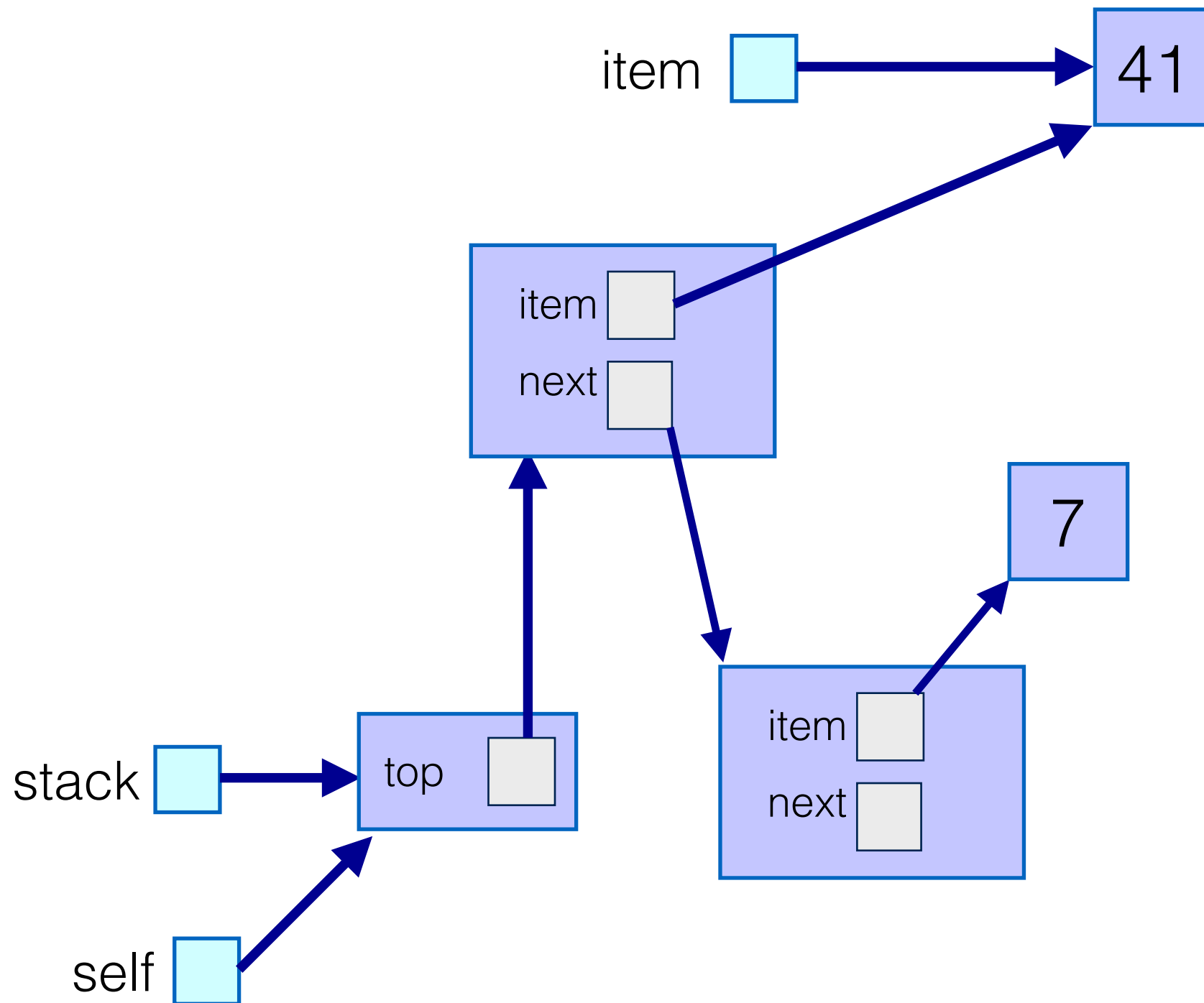
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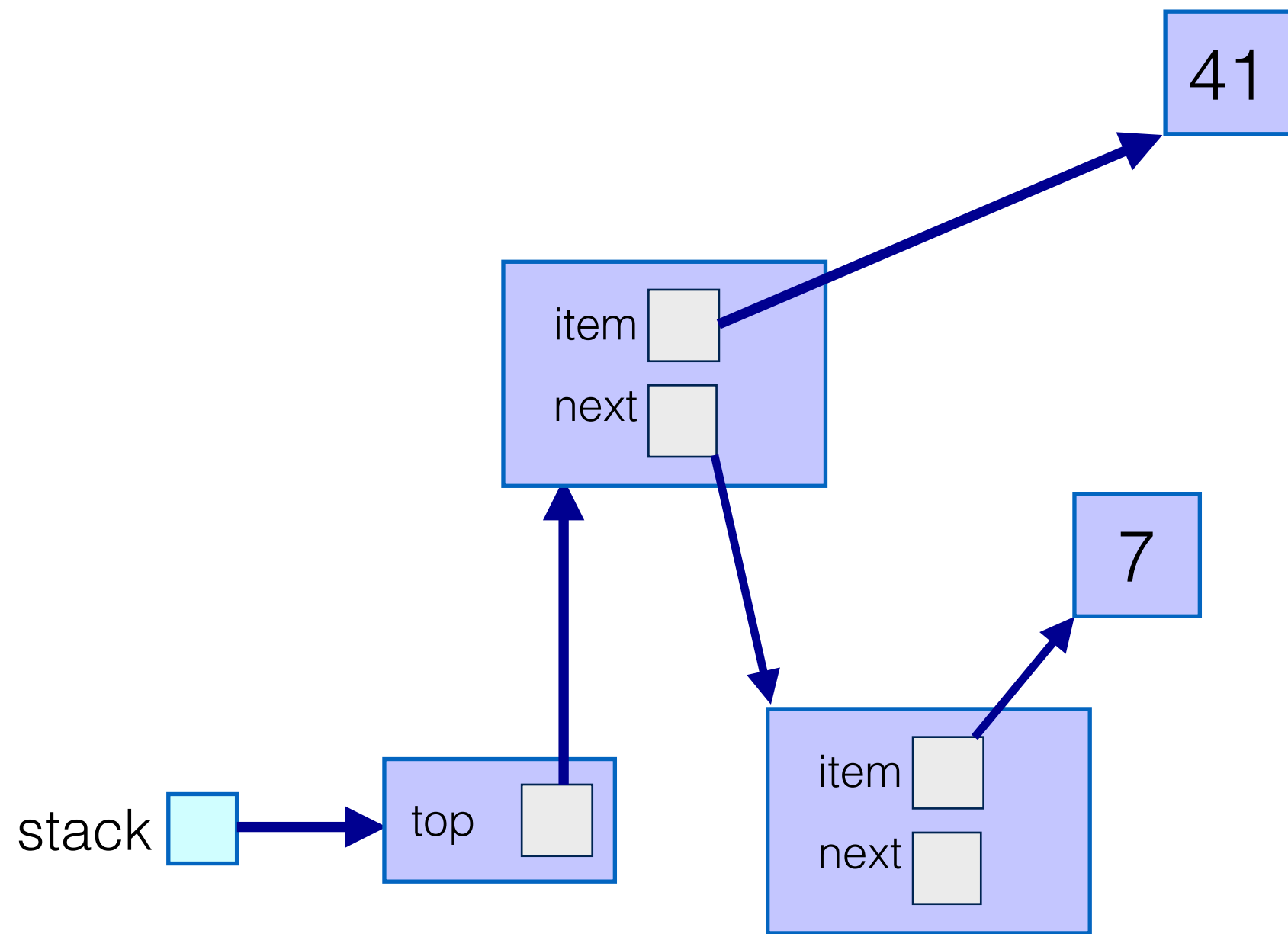


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stack.push(41)

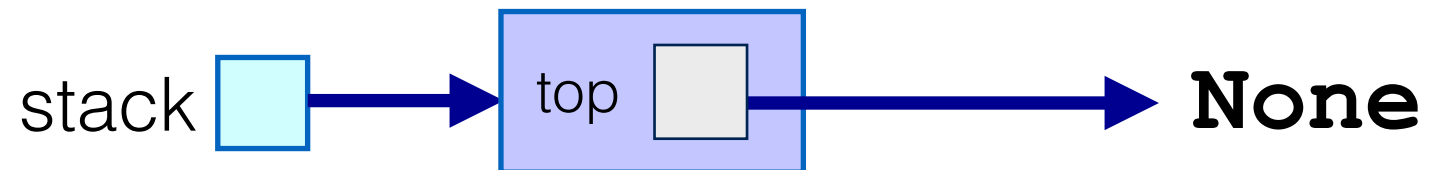
```
def push(self, item):  
    self.top = Node(item, self.top)
```






```
class Stack:  
    def __init__(self):  
        self.top = None  
  
    def push(self, item):  
        self.top = Node(item, self.top)
```

stack = Stack()

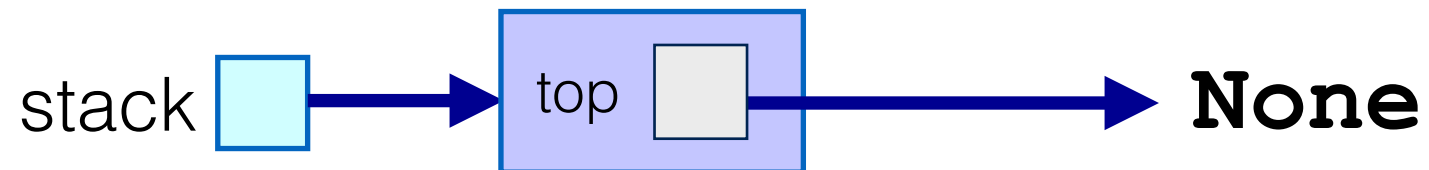


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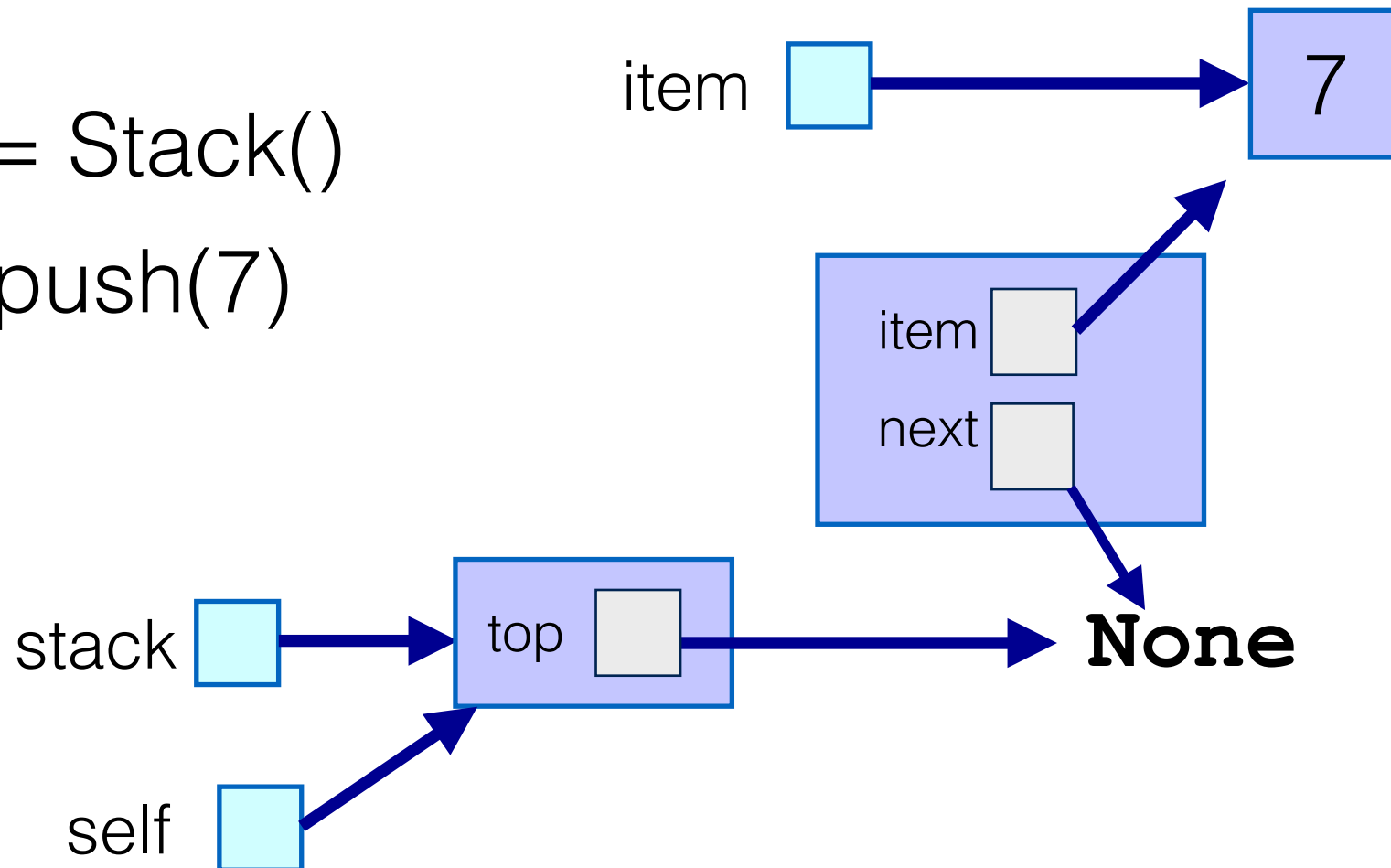
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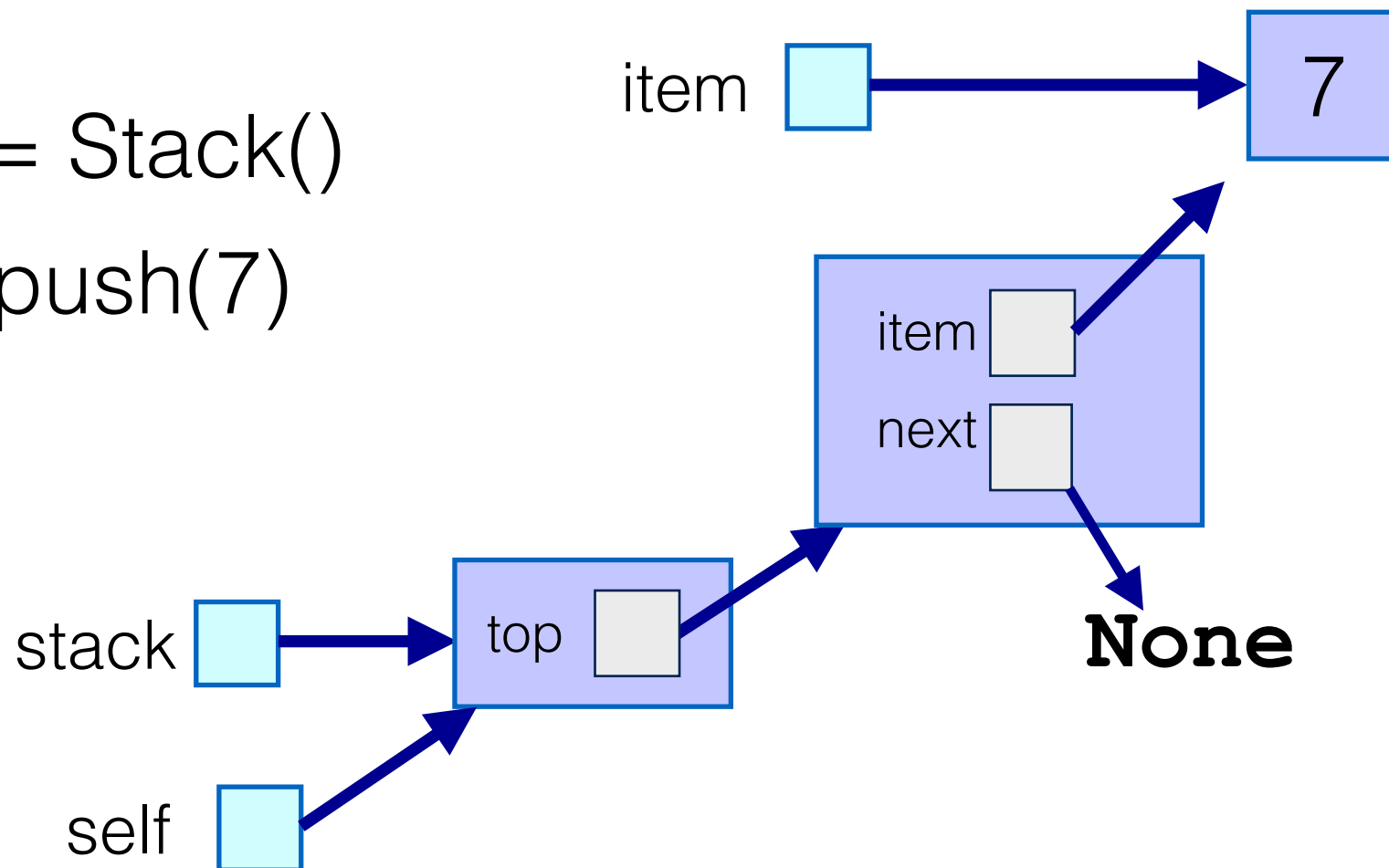
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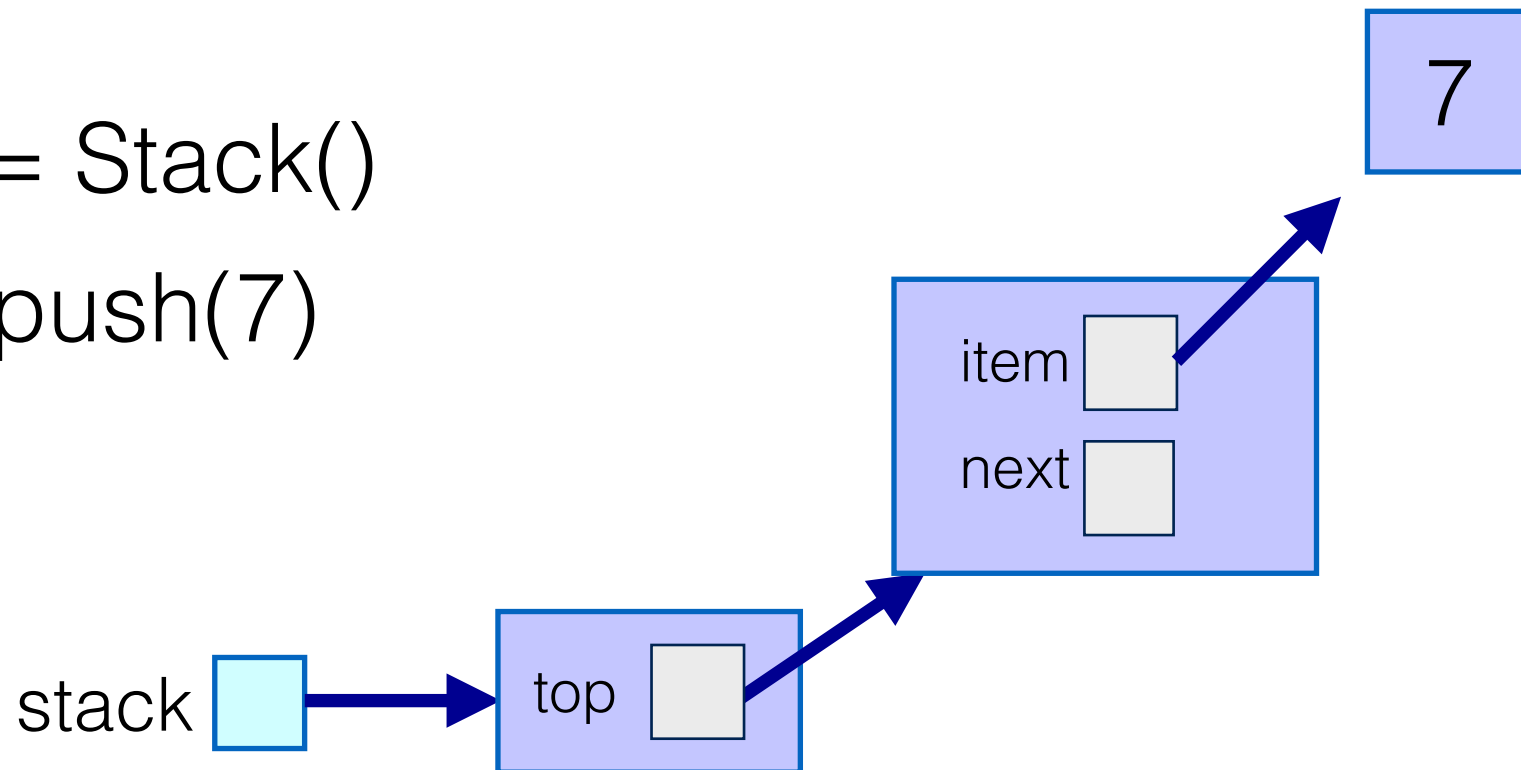


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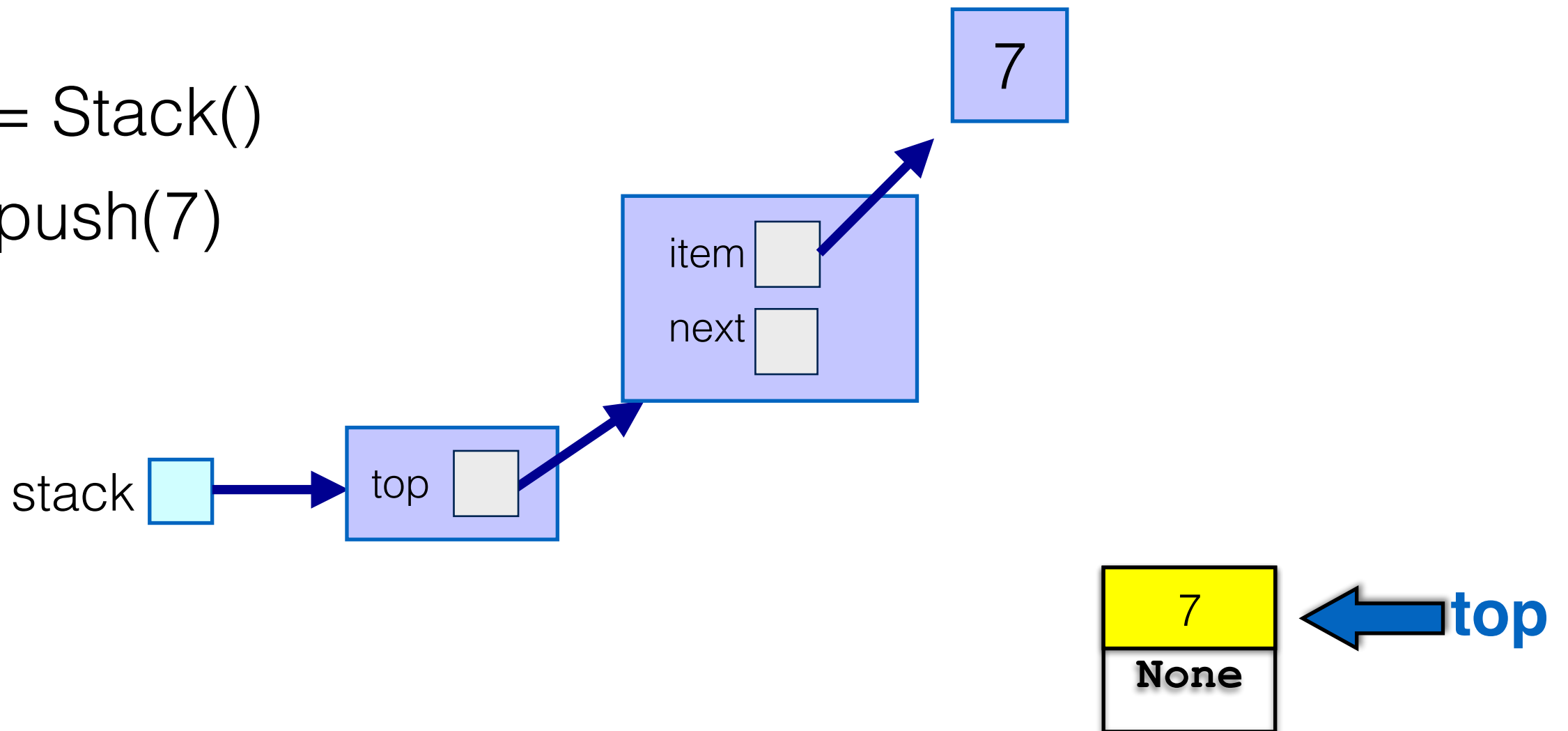
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Pop: algorithm

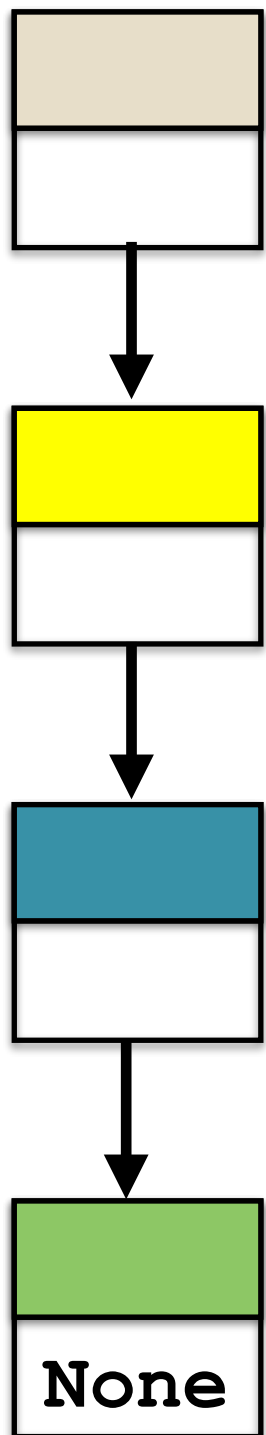
Array implementation:

- If the array is empty raise exception
- Else
 - Remember the top item
 - Decrease top
 - Return the item

Linked implementation:

- If the stack is empty raise exception
- Else
 - Remember the top item
 - **Change top to point to the next node**
 - Return the item

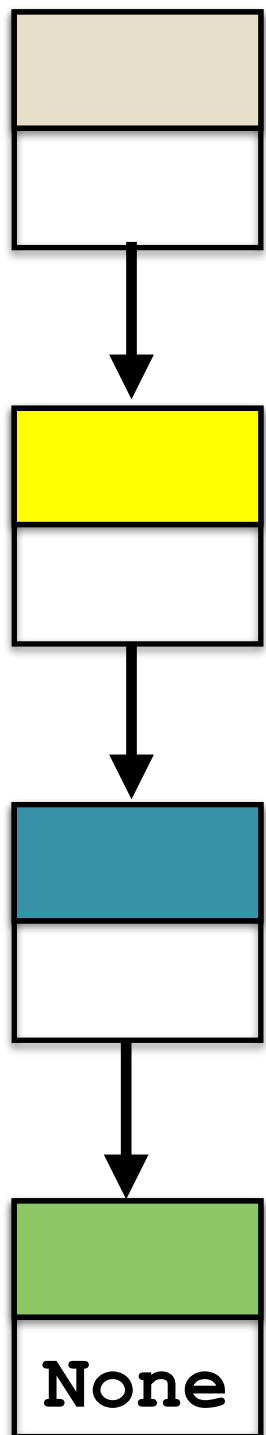
Pop: algorithm



← **top**

Check if the stack is empty

Pop: algorithm



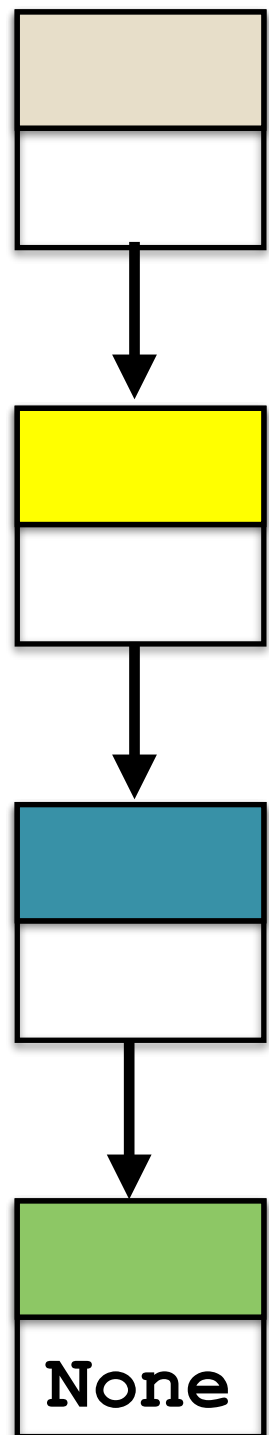
← **top**

Check if the stack is empty

Remember the item in the top node



Pop: algorithm



Check if the stack is empty

Remember the item in the top node



Make the next node the new top

Pop: algorithm

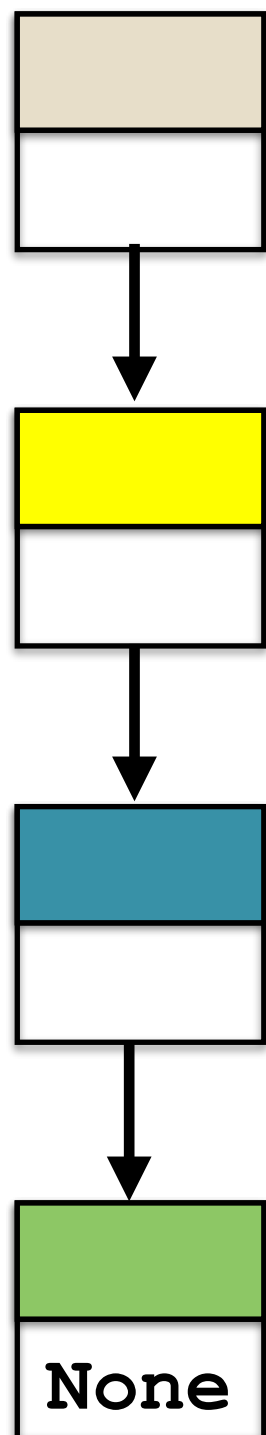
This node will be collected by the garbage collector

Check if the stack is empty

Remember the item in the top node



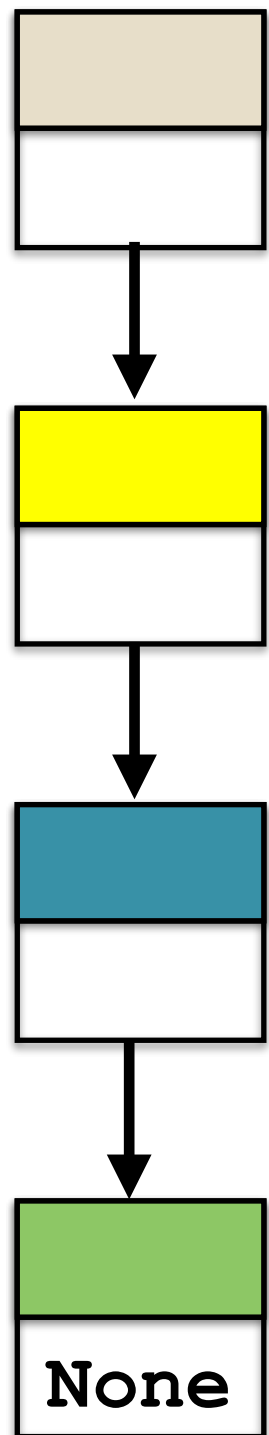
Make the next node the new top



← **top**

Pop: algorithm

This node will be collected by the garbage collector



Check if the stack is empty

Remember the item in the top node



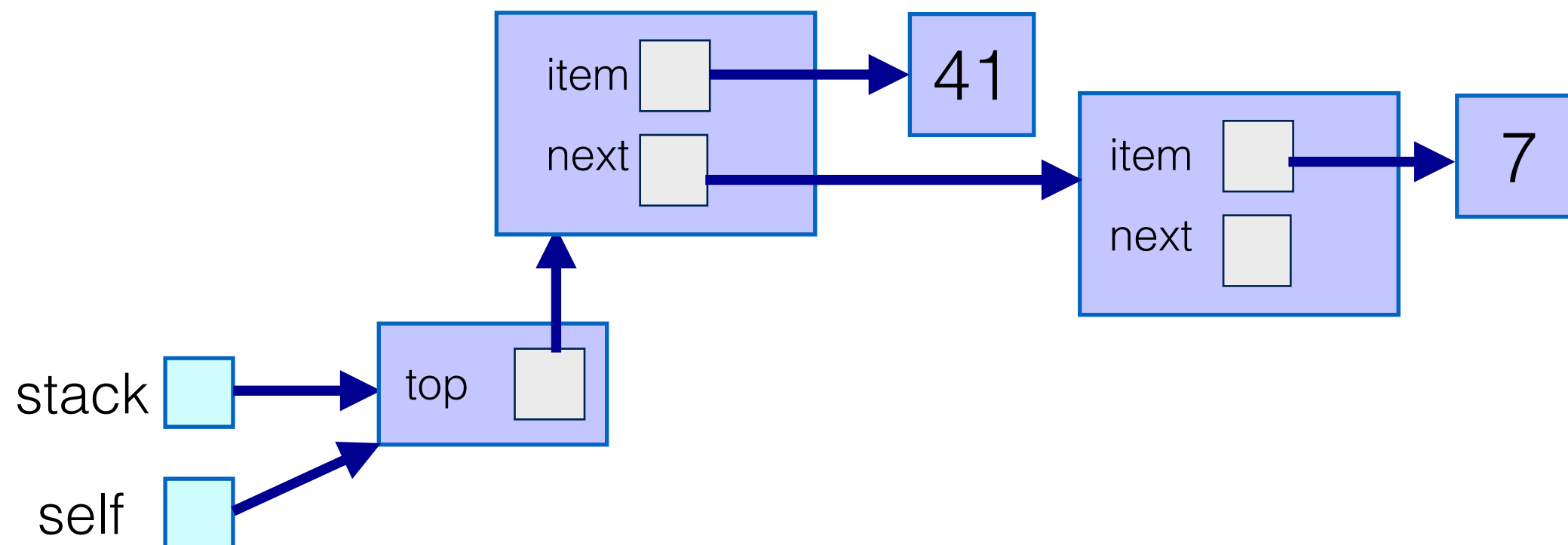
Make the next node the new top

Return the item

```
def pop(self):  
    assert not self.is_empty(), "Stack is empty"  
    item = self.top.item  
    self.top = self.top.next  
    return item
```

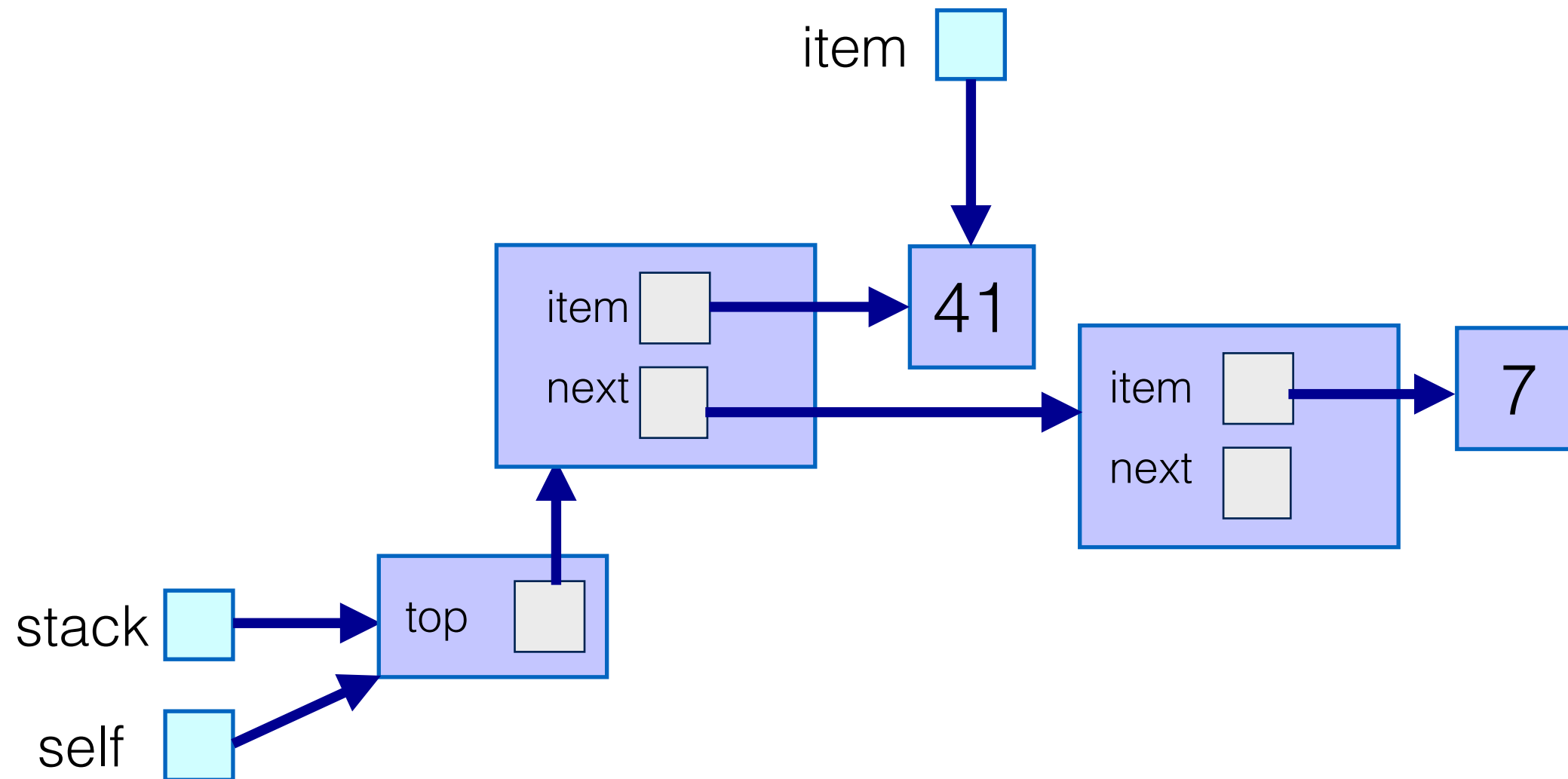
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stack.pop()



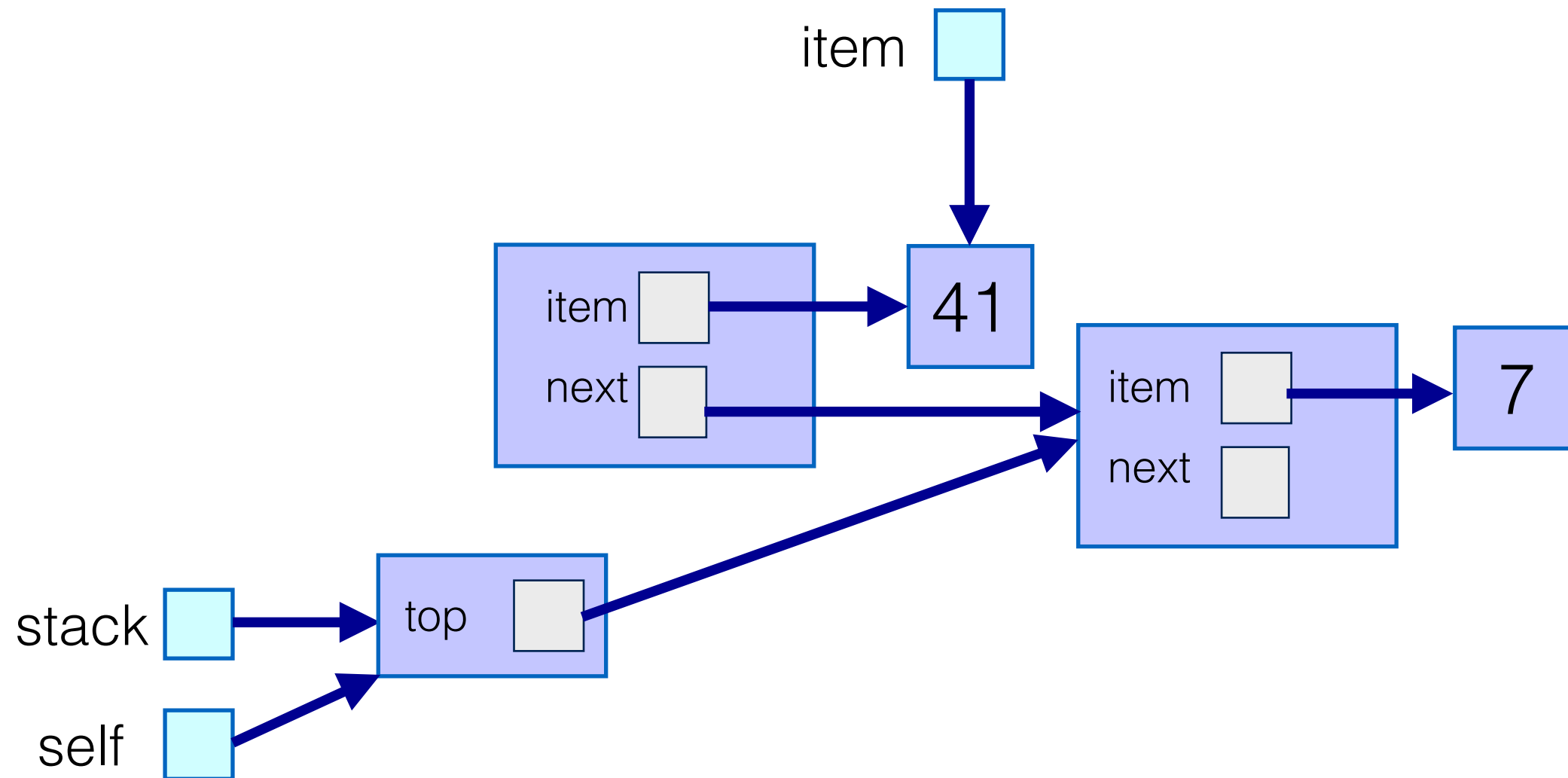
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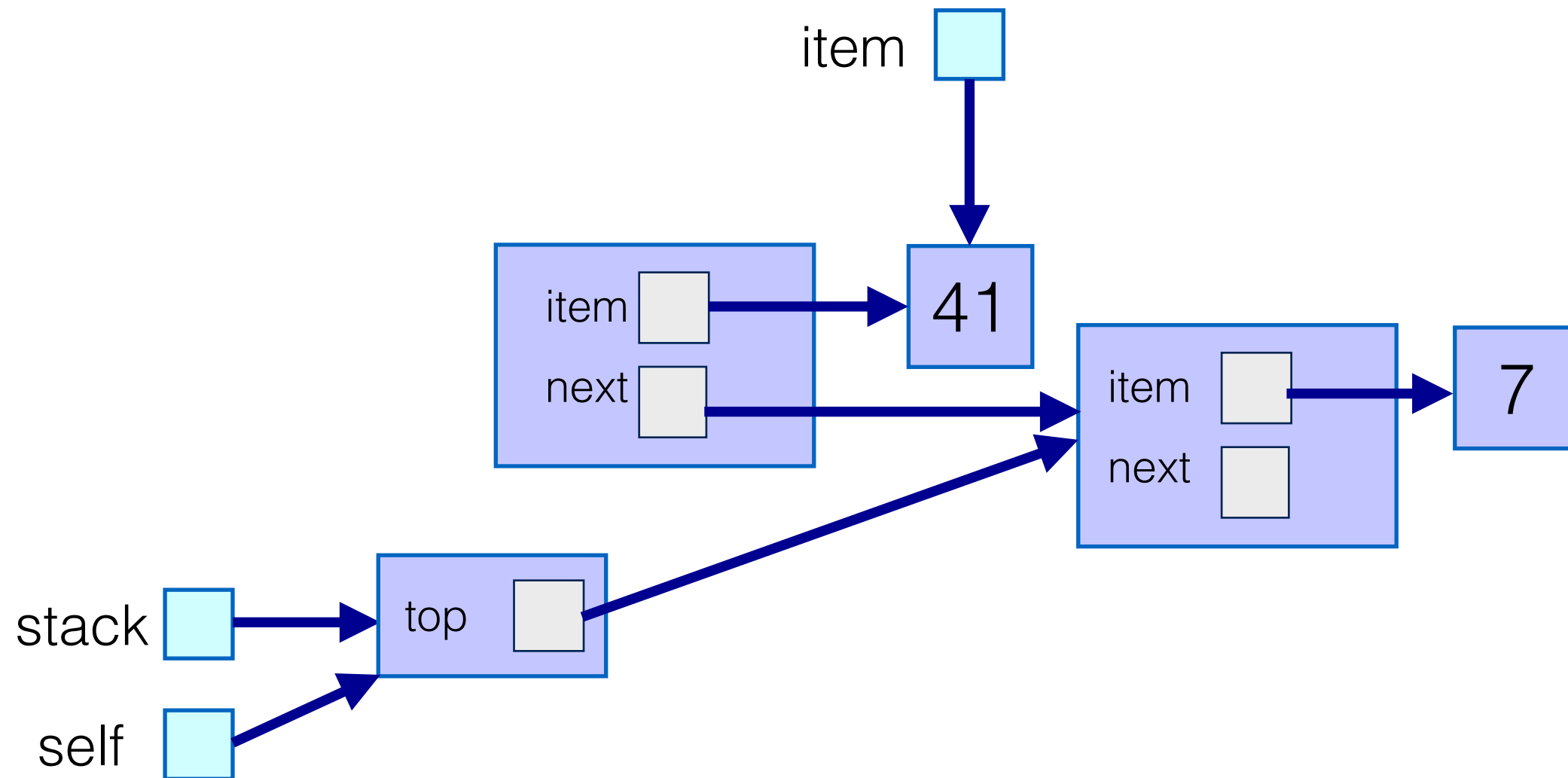
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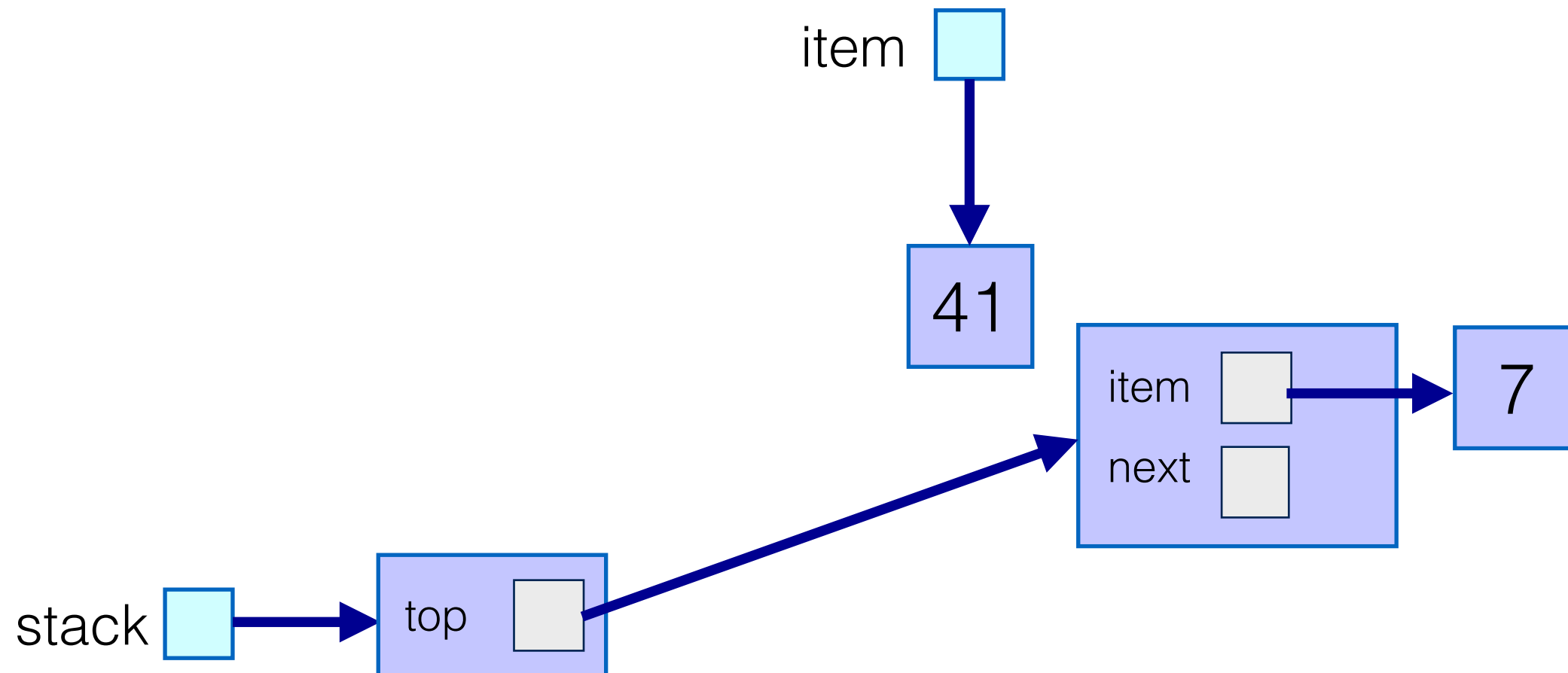

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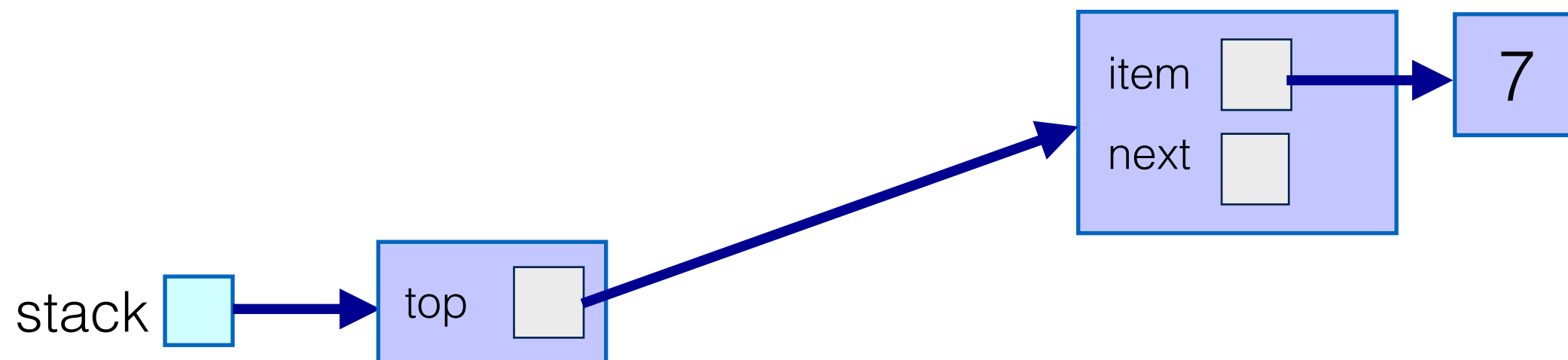
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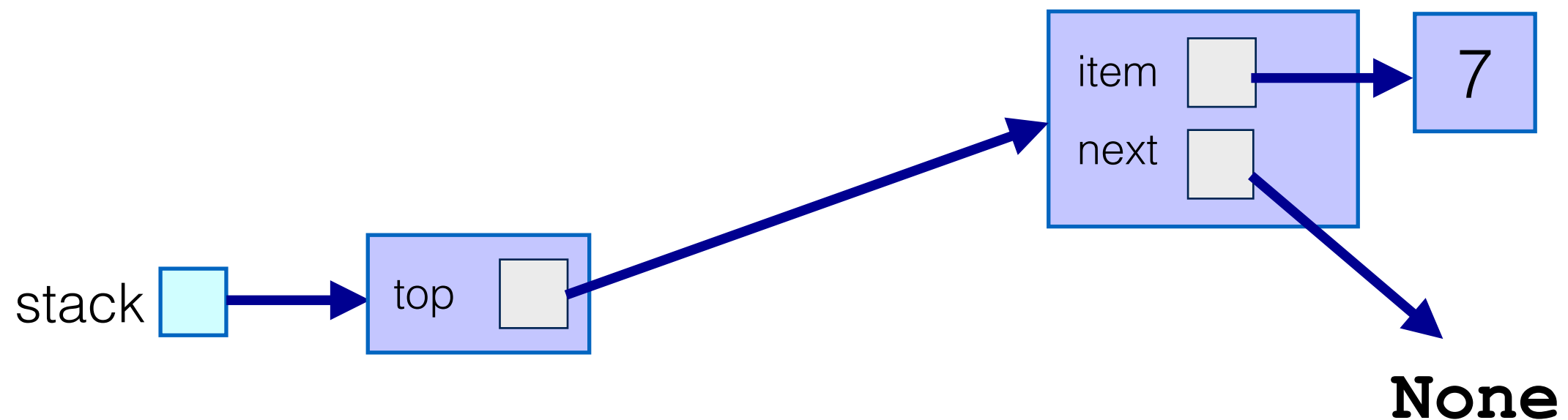
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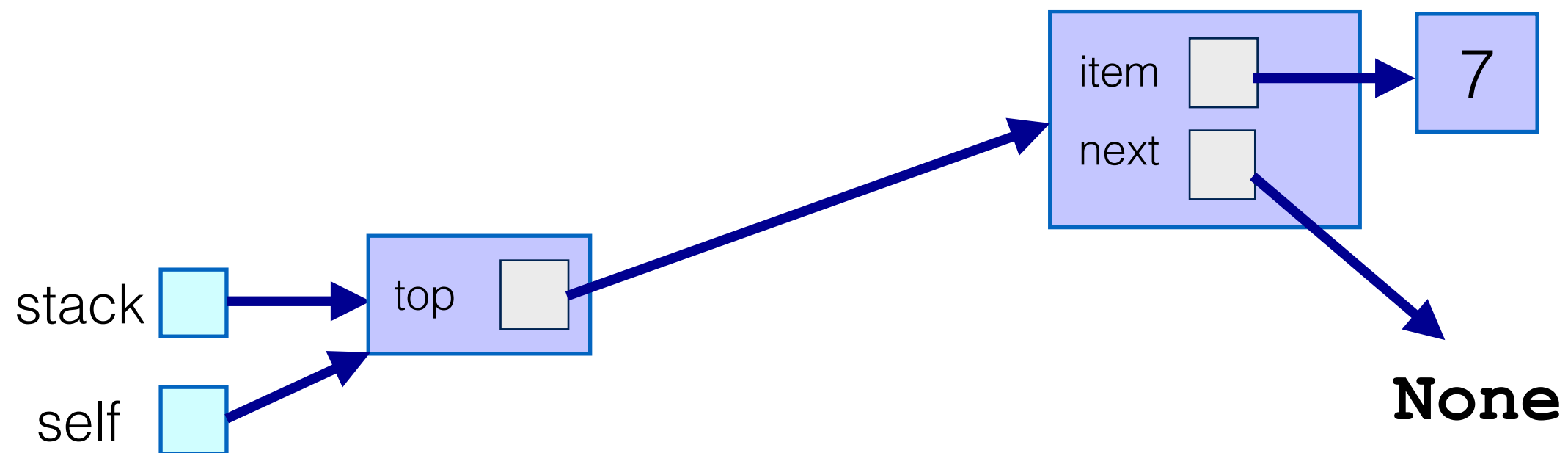
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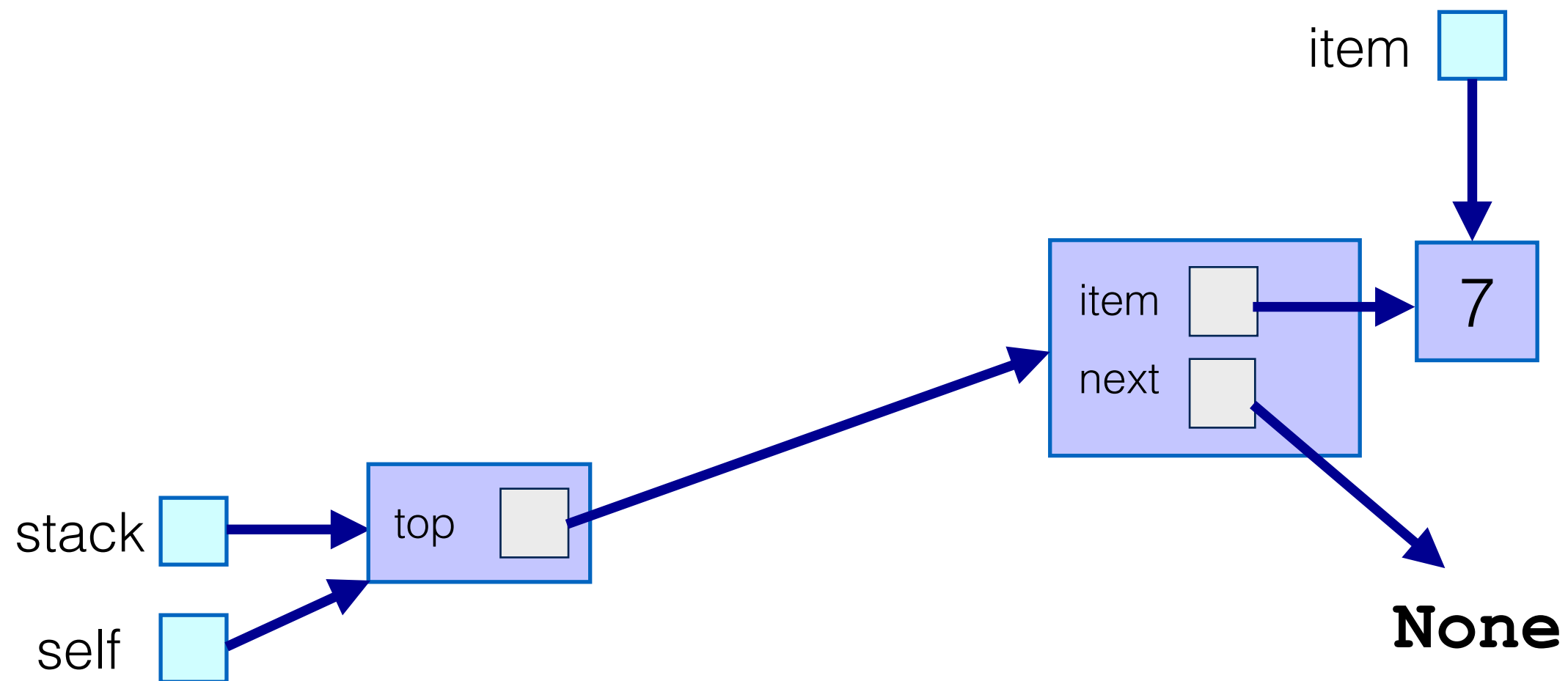
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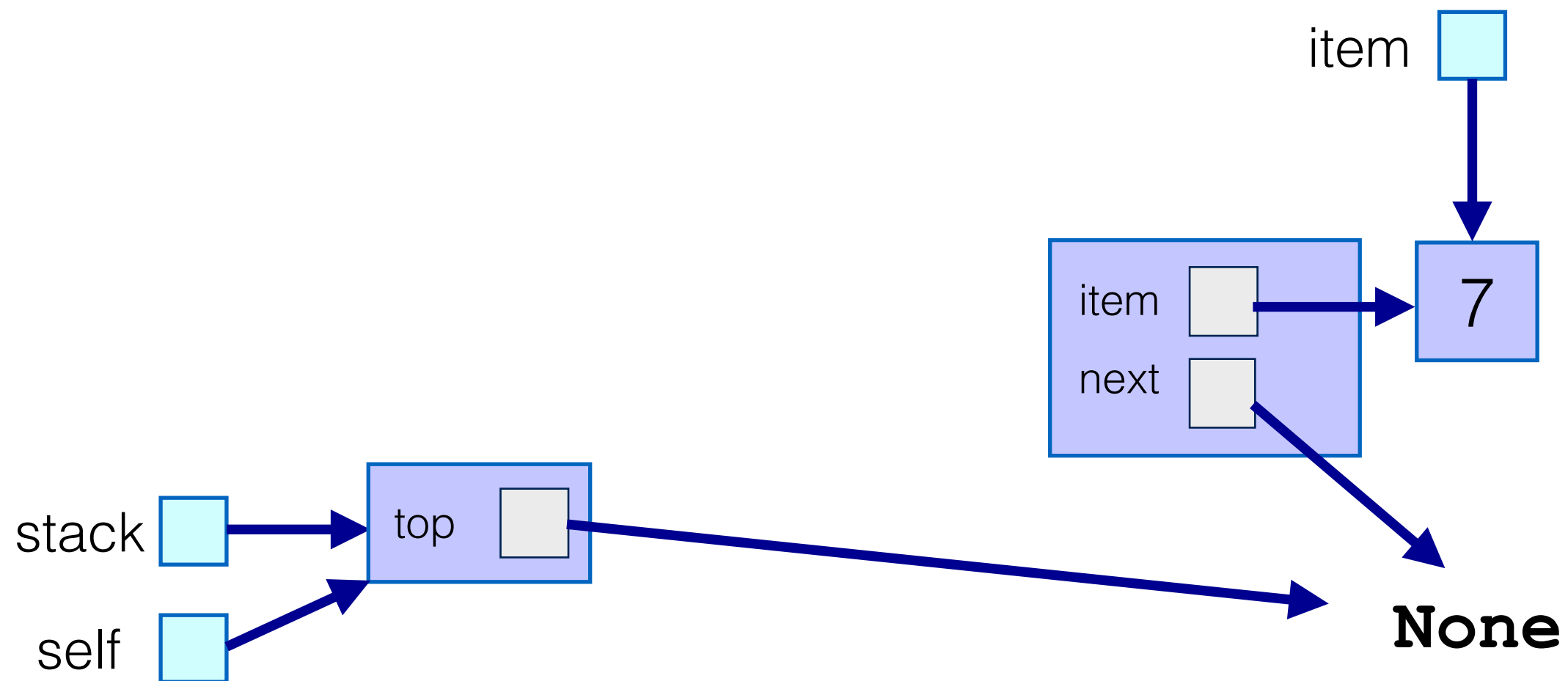
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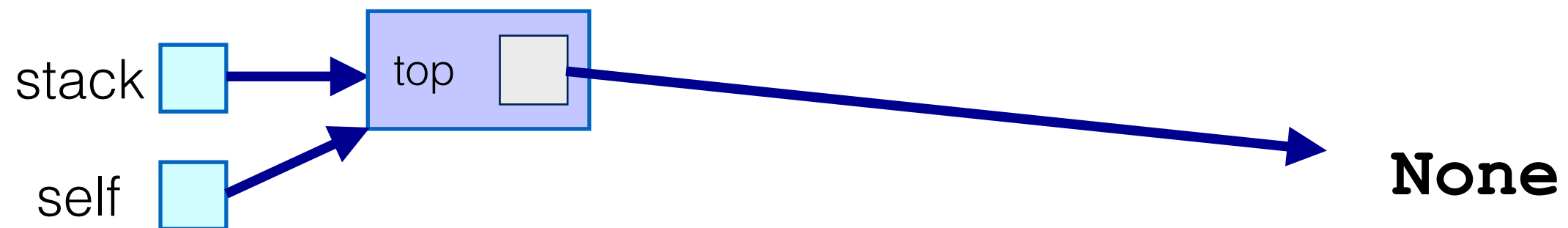
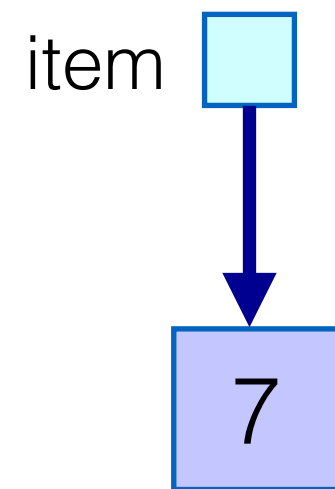
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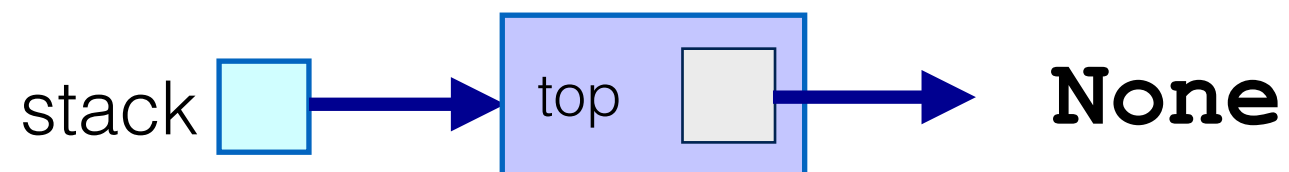
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stack.pop()



Summary

- Advantages and disadvantages of linked data structures
- Stacks implemented with linked data structures