

Lec 1: Stacks | Stack & Queue | DSA | Sriniwas Paliwal | The ML Hub

Data Structures & Algorithms

Sriniwas Paliwal
The ML Hub

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DATA TYPES

Primitive DS

Non-primitive DS

Linear DS

Arrays, Stack, Queue, Linked List

Non-linear DS

Trees & Graphs

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Introduction to Stacks

Definition

A stack is a linear data structure that follows the LIFO (Last-In, First-Out) principle.

Key Anatomy

Like a stack of plates/books – last placed is the first to be removed.

Operations

1. S.top: It's the index of the top element in the stack.

Fixed Pole

1	2	3	4	5	6	7
S	15	6	2	9		

S.top = 4

Stack Operations

Push(S, x): Insertion

Insert an element x at the top of stack.

Pseudo Code

```
PUSH(S, x)
1 S.top = S.top + 1
2 S[S.top] = x
```

O(1)

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Stack Operations

Pop(S) = Deletion

Remove the top element from stack.

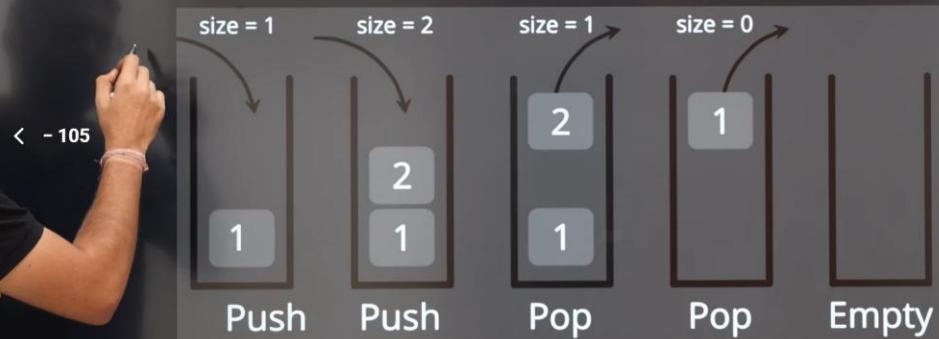
Pseudo Code

POP(S)	STACK-EMPTY(S)
1 if STACK-EMPTY(S)	1 if S.top == 0
2 error "underflow"	2 return TRUE
3 else	3 else
4 S.top = S.top - 1	4 return FALSE
5 return S[S.top + 1]	

O(1)-> time complexity

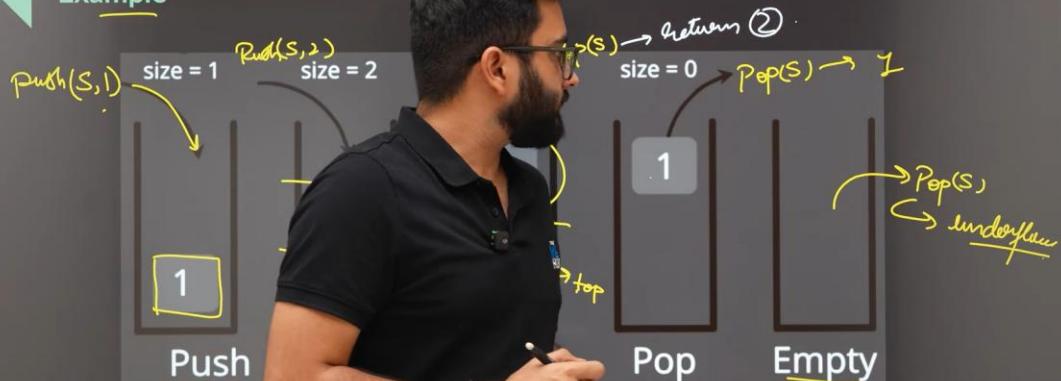
Stack Operations

Example



Stack Operations

Example



Stack Representations

Array-based Implementation

- Uses contiguous memory.
- Operations are fast but fixed size
- Overflow occurs if trying to push beyond capacity.

Linked List Implementation

- Dynamic size, no overflow.
- More memory per element (extra pointer).



```

[19]: stack = [] # list in python
# append - to push an element in the stack.
# pop() - to remove the top of the stack.
# stack[-1] - To peek the topmost element of the stack.
# len() - This will give the total number of elements in the stack.
# clear() - Empty the stack.

[21]: print(stack)
stack.append(10)
stack.append(20)
stack.append(30)

[22]: print(stack.pop())
30

[24]: print(stack[-1])
20

[28]: print(stack, len(stack))
[10, 20] 2

```

Stack Applications

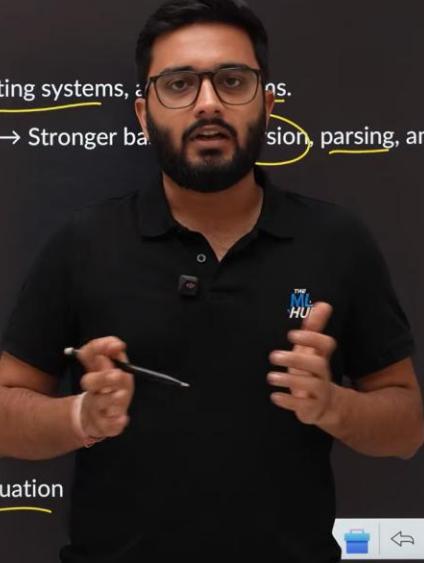
Why?

Stacks appear in compilers, operating systems, and databases.

Understanding stack applications → Stronger basis for expression parsing, and optimization problems.

Common Applications

- Function Call Management
- Undo / Redo in Editors
- Backtracking with Stacks
- Syntax Parsing (Compilers)
- Expression Conversion & Evaluation



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Function Call Management

Call Stack

Special area of memory, allocated for subroutines.

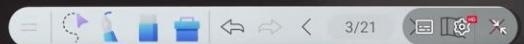
- Function arguments
- Local variables
- Return address

Recursion

Maintains:

- Each recursive call pushes a new frame
- When function ends → frame popped
- Stack overflow if recursion too deep

3:31 / 54:18



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Understanding the call stack

```

1 def sub1(a):
2     b = 2
3     return a + b
4
5 def sub2(c):
6     d = sub1(c)
7     return c + d
8
9 result1 = sub1(4)
10 result2 = sub2(7)

```

result1 = 9
result2 = 16

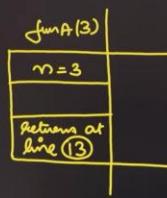
Q. What will be the output of the following code snippet ?

```

1 def funcA(n):
2     if n > 0:
3         print("A:", n)
4         funcB(n - 1)
5         print("A done:", n)
6
7 def funcB(n):
8     if n > 0:
9         print("B:", n)
10        funcA(n - 2)
11        print("B done:", n)
12
13 funcA(3)

```

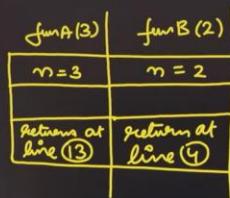
```
1 def funcA(n):  
2     if n > 0:  
3         print("A:", n)  
4         funcB(n - 1)  
5         print("A done:", n)  
6  
7     def funcB(n):  
8         if n > 0:  
9             print("B:", n)  
10            funcA(n - 2)  
11            print("B done:", n)  
12  
13 funcA(3)
```



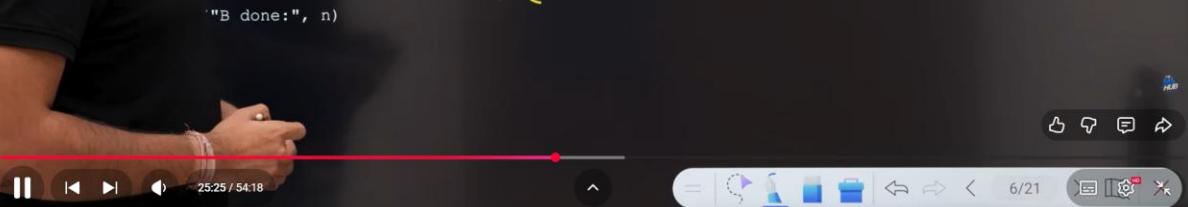
O/P : A: 3



```
:  
:  
("A:", n)  
n - 1  
("A done:", n)  
  
: n:  
: 0:  
t ("B:", n)  
(n - 2)  
("B done:", n)
```

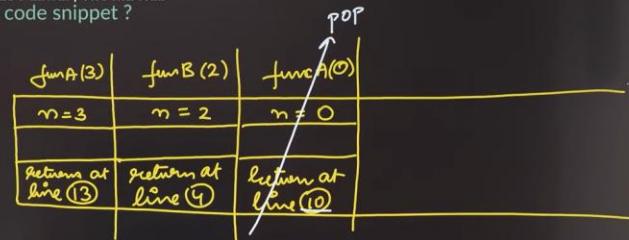


O/P : A: 3
B: 2



```
1 def funcA(n):  
2     if n > 0:  
3         print("A:", n)  
4     → funcB(n - 1)  
5         print("A done:", n)  
6
```

```
7 def funcB(n):  
8     if n > 0:  
9         print("B:", n)  
10    → funcA(n - 2)  
11    print("B done:", n)
```

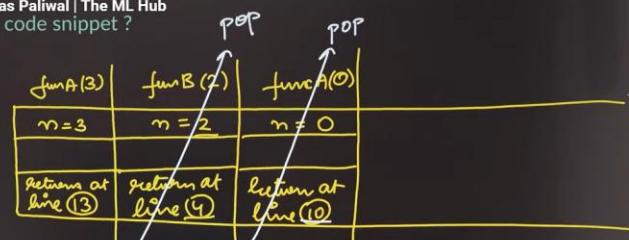


O/P : A: 3
B: 2

+ 5 >

```
1 def funcA(n):  
2     if n > 0:  
3         print("A:", n)  
4     → funcB(n - 1)  
5         print("A done:", n)  
6
```

```
7 def funcB(n):  
8     if n > 0:  
9         print("B:", n)  
10    → funcA(n - 2)  
11    print("B done:", n)
```



O/P : A: 3
B: 2
B done: 2

+ 65 >

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Q. What will be the output of the following code snippet?

```

1 def funcA(n):
2     if n > 0:
3         print("A:", n)
4     → funcB(n - 1)
5     → print("A done:", n)
6
7 def funcB(n):
8     if n > 0:
9         print("B:", n)
10    → funcA(n - 2)
11    → print("B done:", n)
12
13 funcA(3)

```

O/P : A: 3
B: 2
B done : 2
A done : 3

+ 25 >

A person with a beard and glasses is standing on the left side of the frame, facing right. They are holding a pen in their right hand and gesturing with their left hand. The background is dark, featuring a large white title 'Undo / Redo in Editors' at the top left. In the top right corner, there is a logo for 'THE ML HUB'. At the bottom of the slide, there is a navigation bar with icons for search, refresh, and other presentation controls.

Undo / Redo in Editors

Editor Operations

- Undo (Ctrl + Z): Pop last action
- Redo (Ctrl + Y): Use another stack to restore popped actions
- Example: Typing → "A", "AB", "ABC"
 - Undo 1 → "AB"
 - Undo 2 → "A"
 - Redo 1 → "AB"
 - Redo 2 → "ABC"

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Syntax Parsing (Compilers)

Balanced Parenthesis

- Stack used for balanced parenthesis/brackets
- Example:
 - { [()] }
 - { ([]) }

37:44 / 54:18 8/21

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Stacks.ipynb - Colab

```
[28]: print(stack, len(stack))
[10, 20] 2
```

Stack Application

```
[33]: # str = '()'
def isBalanced(str):
    stack = []

    for char in str:
        if char == '(':
            stack.append(char)
        elif char == ')':
            stack.pop()

    return len(stack) == 0 # True if len(stack) == 0 or stack is empty, else false.

print(isBalanced('()'))
print(isBalanced('(()))'))
print(isBalanced('())(())'))

#HW: Update the isBalanced function
```

True
False
True

Variables Terminal 51:19 / 54:18

Expression Evaluation & Conversion

Expression

- Expressions are combinations of **operands** (variables, constants) and **operators** (+, -, *, /).
- Examples,
 - $2 + 3 * 5 - 1$
 - $6 2 / 3 - 4 2 * +$
- Three common notations:
 - Infix:** Operators between operands, $a + b$
 - Prefix (Polish):** Operators before operands, $+ a b$
 - Postfix (Reverse Polish):** Operators after operands, $a b +$

Operator	Precedence
(,)	Highest
^	3
* , /	2
+ , -	1

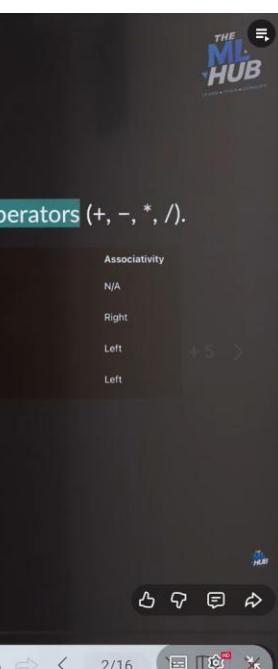


Expression Evaluation & Conversion

Expression

- Expressions are combinations of **operands** (variables, constants) and **operators** (+, -, *, /).
- Examples,
 - $2 + 3 * 5 - 1$
 - $6 2 / 3 - 4 2 * +$
- Three common notations:
 - Infix:** Operators between operands, $a + b$
 - Prefix (Polish):** Operators before operands, $+ a b$
 - Postfix (Reverse Polish):** Operators after operands, $a b +$

Operator	Precedence	Associativity
(,)	Highest	N/A
*	3	Right
/	2	Left
+	1	Left



Expression Conversion

Infix → Postfix (Shunting Yard Algorithm)

Let's convert, $(A + B) * (C - D)$, to postfix expression.

```

1 for each token in expression:
2   if operand → add to output
3   else if '(' → push to stack
4   else if ')' → pop until '('
5   else if operator:
6     while stack not empty and precedence(top) >= precedence(token):
7       pop from stack to output
8     push token
9  while stack not empty:
10    pop to output

```

11:39 / 1:33:54

3/16

Expression Conversion

Infix → Postfix (Shunting Yard Algorithm)

Let's convert, $(A + B) * (C - D)$, to postfix expression.

1 → for each token in expression: →
 2 → if operand → add to output
 3 → else if operator:
 push to stack
 add to output
 until '('



$((A+B)*((C-D)))$
 ⚡⚡⚡⚡⚡⚡⚡⚡⚡⚡⚡
 O/P → AB+CD-*

top is an opening parenthesis

24:31 / 1:33:54

3/16

Expression Conversion

Infix → Prefix

1. Reverse Infix expression.
2. Convert to Postfix using Shunting Yard Algorithm.
3. Reverse again → This will give the Prefix expression.

Example,

Infix expression = $(A + B) * (C - D)$

The video player interface shows controls for play, volume, and navigation, along with a progress bar at 29:05 / 1:33:54 and a frame number 5/16.

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Expression Conversion

Infix → Prefix

1. Reverse Infix expression. → $b + a$
2. Convert to Postfix using Shunting Yard Algorithm.
3. Reverse again → This will give the Prefix expression.

Example,

Infix expression: $(A + B) * (C - D)$

Diagram illustrating the conversion steps:

```
graph TD
    Infix["Infix = a+b"] -- "Step 1 Reverse" --> Postfix["Postfix = ab+"]
    Postfix -- "Step 2 Convert to Postfix" --> Prefix["Prefix = +ab"]
    Prefix -- "Step 3 Reverse" --> Final["Final = +ba"]
```

The video player interface shows controls for play, volume, and navigation, along with a progress bar at 29:05 / 1:33:54 and a frame number 5/16.

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~~Infix = $(A+B)*(C-D) = I$~~

~~$(D-C)*B+C+A$~~

~~Convert it to prefix.~~

Step 1: Reverse eq. I.
 $I' = (D-C)*(B+A)$

Step 2: Convert it to Postfix.
 $\text{Postfix}(I') = DC-BA+*$

Step 3: Reverse it again.
 $\text{Prefix}(I) = [*+AB-CD]$

top	Stack	O/P
((D
D	(D
-	(, -	DC
C	DC	DC-
)	DC-	DC-
*	*	DC-
(*, (DC-
B	*, (, C	DC-B
+	*, (, +	DC-B
A	*, (, +, *	DC-BA
)	*, (, +, *	DC-BA+
		DC-BA+*

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Expression Conversion

Postfix → Infix/Prefix

Let's convert, $A B + C ^$, to infix expression. $(A + B)^*(C - D)$

```

1 create empty stack S
2 for each token t in Postfix expression:
3   if t is operand:
4     PUSH(S, t)
5   else if t is operator:
6     op2 = POP(S)
7     op1 = POP(S)
8     expr = "(" + op1 + t + op2 + ")" / expr = t + op1 + op2
9     PUSH(S, expr)
10 return POP(S)

```

Expression Conversion

Postfix → Infix/Prefix

Let's convert, $A B + C *$, to infix expression. $(A + B) * (C * D)$

```

1 create empty stack S
2 for each token t in Postfix expression:
    if t is operand:
        PUSH(S, t)
    else if t is operator:
        op2 = POP(S)
        op1 = POP(S)
        expr = "(" + op1 + t + op2 + ")"
        expr = t + op1 + op2
        PUSH(S, expr)
10 return POP(S)
  
```

The diagram shows a stack S with tokens A, B, +, C, *, D. Arrows indicate the popping of operators and the pushing of the resulting infix expression segments. The final result is shown as $\text{expr} = ((A+B)*(C*D))$.

Expression Conversion

Prefix → Infix/Postfix

Let's convert, $* + A B C$, to infix expression.

```

1 create empty stack S
2 for each token t in the Prefix expression scanned from right to left:
    if t is operand:
        PUSH(S, t)
    else if t is operator:
        op1 = POP(S)
        op2 = POP(S)
        expr = "(" + op1 + t + op2 + ")"
        expr = op1 + op2 + t
        PUSH(S, expr)
10 return POP(S)
  
```

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Expression Conversion

Prefix \rightarrow Infix/Postfix

Let's convert, $* + A B C$, to infix expression.

```

1 create empty stack S
2 for each token t in the Prefix expression scanned from right to left:
3   if t is operand:  $\oplus ab$  →  $a + b$ 
4     PUSH(S, t)
5   else if t is operator:
6     op1 = POP(S)  $b$ 
7     op2 = POP(S)  $a$ 
8     expr = "(" + op1 + t + op2 + ")" / expr = op1 + op2 + t.
9     PUSH(S, expr)
10 return POP(S)
  
```

$\text{Prefix} \rightarrow * + ABC$

$\begin{array}{|c|c|c|c|c|} \hline & * & + & A & B & C \\ \hline \downarrow & \downarrow & \downarrow & \downarrow & \downarrow \\ \end{array}$

$\begin{array}{|c|c|c|c|c|} \hline & A & B & C & S \\ \hline \text{op1} = A & \text{op2} = B & & & \\ \hline \end{array}$

+65 >

Postfix

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Expression Evaluation

Postfix Evaluation

Let's evaluate $6 \ 2 \ / \ 3 \ - \ 4 \ 2 \ * \ +$

1 create empty stack S

2 for each token t in postfix expression:

3 if t is operand:
4 PUSH(S, t)

5 else if t is operator:
6 op2 = POP(S)
7 op1 = POP(S)
8 result = op1 operator op2
9 PUSH(S, result)

10 return POP(S)

a. { Postfix eval }
b. { Prefix eval. }

$2 + 3 * 5$
 \downarrow
 $2 + 15$
 \downarrow
 17 .

Expression Evaluation

Postfix Evaluation

Let's evaluate $6 \ 2 \ / \ 3 \ - \ 4 \ 2 \ * \ +$

1 create empty stack S

2 for each token t in postfix expression:

3 if t is operand:

4 PUSH(S , t)

5 else if t is operator:

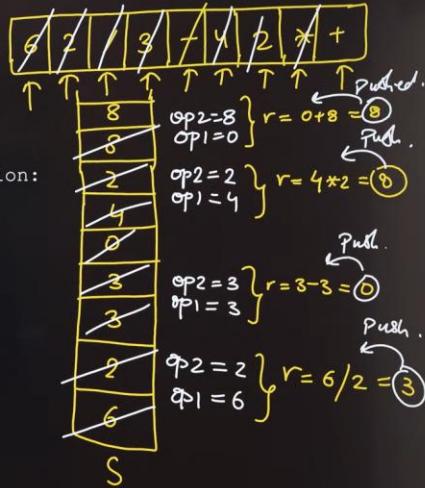
6 $op2 = \text{POP}(S)$

7 $op1 = \text{POP}(S)$

8 $\rightarrow \text{result} = op1 \text{ operator } op2$

9 PUSH(S , result)

10 return POP(S)



Expression Evaluation

Prefix Evaluation

Let's evaluate $- + * 2 3 * 5 4 9$

1 create empty stack S

2 for each token t in prefix exp

3 if t is operand:

4 PUSH(S , t)

5 else if t is operator:

6 $op1 = \text{POP}(S)$

7 $op2 = \text{POP}(S)$

8 $\rightarrow \text{result} = op1 \text{ operator } op2$

9 PUSH(S , result)

10 return POP(S)

