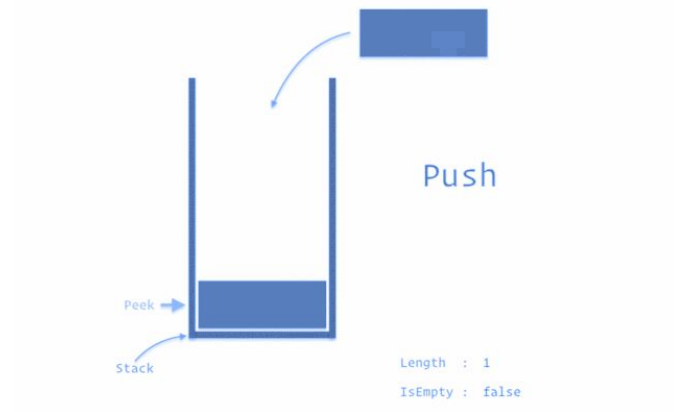


Stacks, Queues and Monotonicity

Pre-requisites

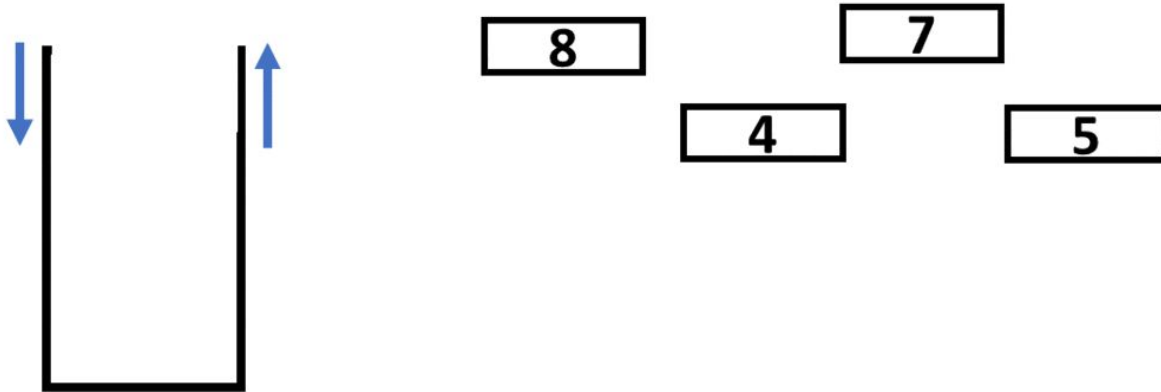
- Linear data structures array/list
- Linked List

Stacks



Introduction To Stack

Stack data structure is a linear data structure that accompanies a principle known as **LIFO** (Last In First Out) or **FILO** (First In Last Out).



Real Life Example



Stack of plates

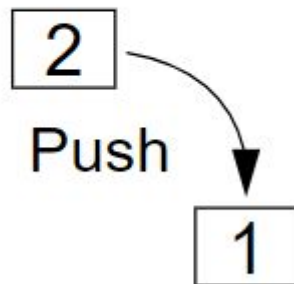


Stack of books

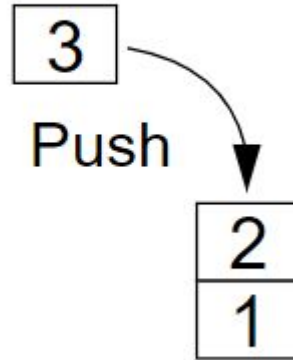
Stack Operations

Push operation

- Add an element to the top of the stack



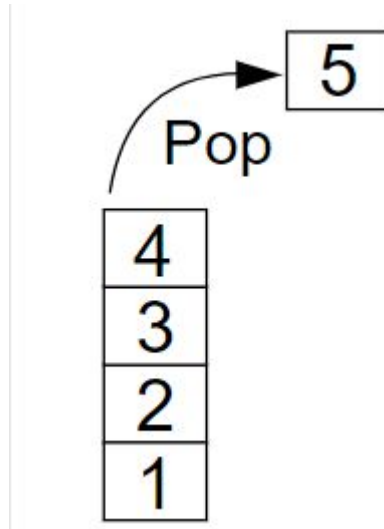
Stack Operations



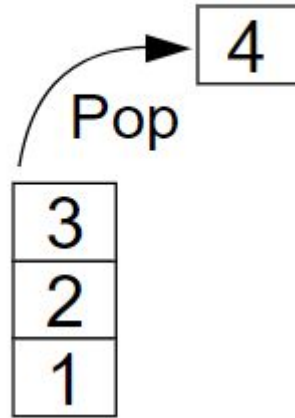
Stack Operations

Pop operation

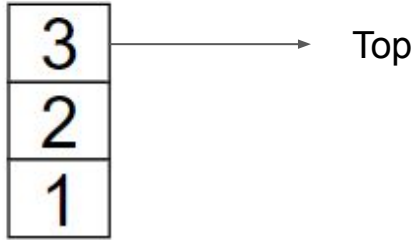
- Remove element from the top of the stack



Stack Operations



Stack Operations



Peek operation

- returning the top element of a stack.

Is empty()

- Check if the list is empty or not.
- If it's empty return True else False.

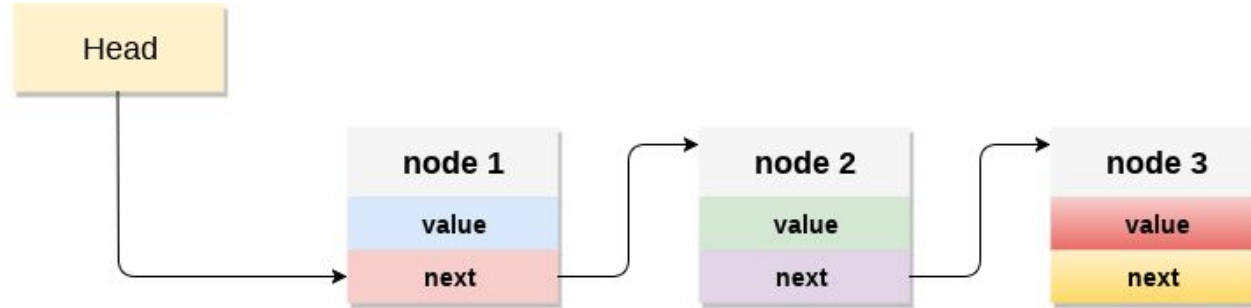
Practice

[Problem](#)



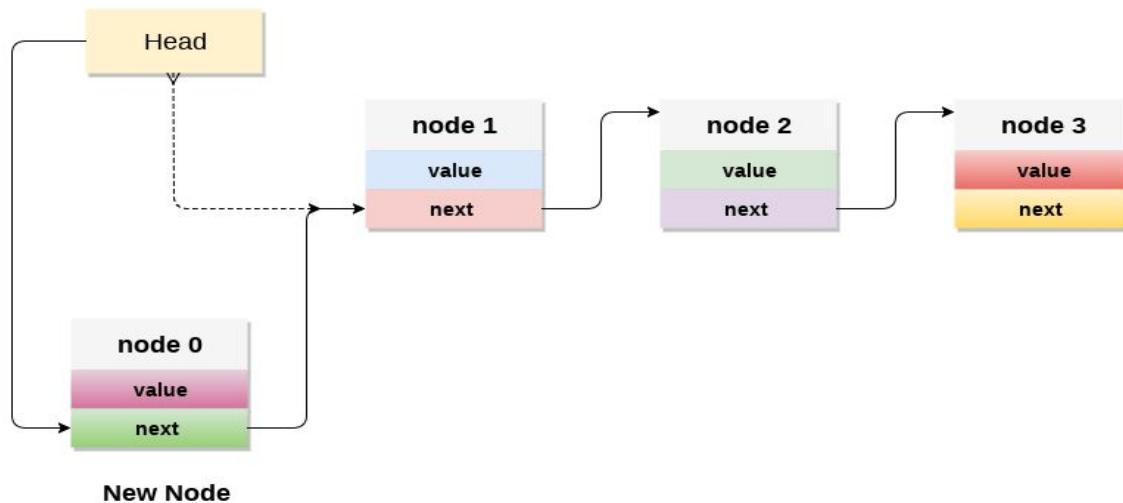
How can we implement Stack?

Implementing stack using linked list



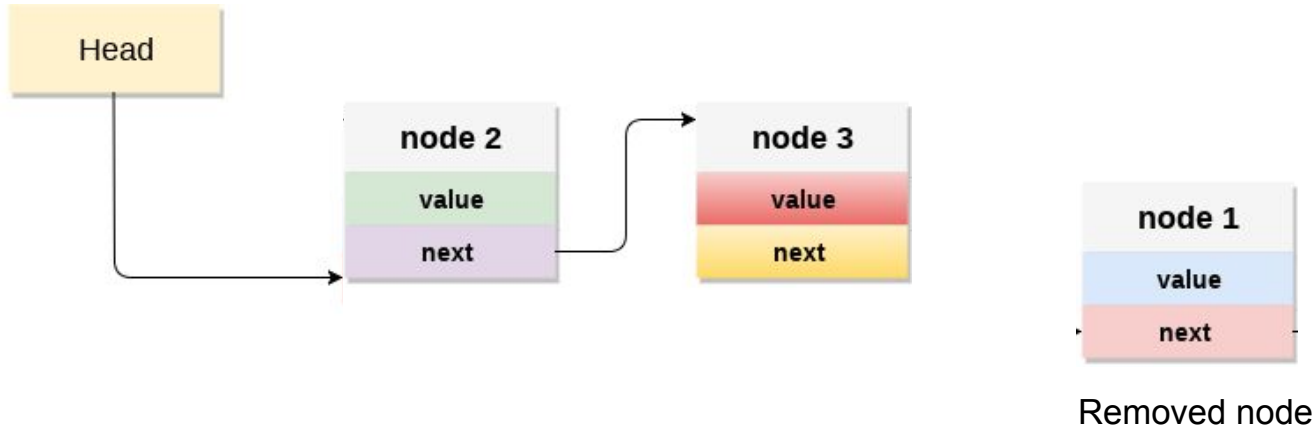
Push operation

- Initialise a node
- Update the value of that node by data i.e. `node.value = data`
- Now link this node to the top of the linked list i.e. `node.next = head`
- And update top pointer to the current node i.e. `head = node`



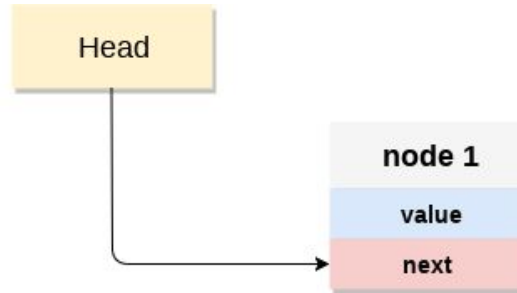
POP operation

- First Check whether there is any node present in the linked list or not, if not then return
- Otherwise make pointer let say temp to the top node and move forward the top node by 1 step
- Now free this temp node



Top operation

- Check if there is any node present or not, if not then return.
- Otherwise return the value of top node of the linked list which is the node at **Head**



Implementation

```
class Node:
    def __init__(self, data):
        self.data = data
        self.next = None

class Stack:
    def __init__(self):
        self.head = None

    def isempty(self):
        if self.head == None:
            return True
        else:
            return False

    def peek(self):
        if self.isempty():
            return None
        else:
            return self.head.data
```

```
    def push(self, data):
        if self.head == None:
            self.head = Node(data)
        else:
            new_node = Node(data)
            new_node.next = self.head
            self.head = new_node

    def pop(self):
        if self.isempty():
            return None
        else:
            popped_node = self.head
            self.head = self.head.next
            popped_node.next = None
            return popped_node.data
```

Pair Programming

[Problem](#)

Time and space complexity

- Push
 - Time complexity - ____?
- Pop
 - Time complexity - ____?
- Peek
 - Time complexity - ____?
- isEmpty()
 - Time complexity - ____?

Time and space complexity

- Push
 - Time complexity - $O(1)$
- Pop
 - Time complexity - $O(1)$
- Peek
 - Time complexity - $O(1)$
- isEmpty()
 - Time complexity - $O(1)$

Applications of Stack

Practice

[Problem](#)

Reflection: Stack can help you simulate deletion of elements in the middle in $O(1)$ time complexity

Pair Programming

[Problem](#)

Reflection: stack can help you defer decision until some tasks are finished.

The bottom of the stack waits on the top of stack until they are processed

Common PitFalls

- Popping from empty list
 - This will throw index out of range **error**
- Null pointer exception if we are using linked list

Runtime Error

```
IndexError: list index out of range
  if i == open_close[stack[-1]]:
Line 6 in isValid (Solution.py)
    ret = Solution().isValid(param_1)
Line 32 in _driver (Solution.py)
    _driver()
Line 43 in <module> (Solution.py)
```

Common PitFalls

- Stack overflow
 - May be not in python but In other programming language
 - Pushing to a full stack

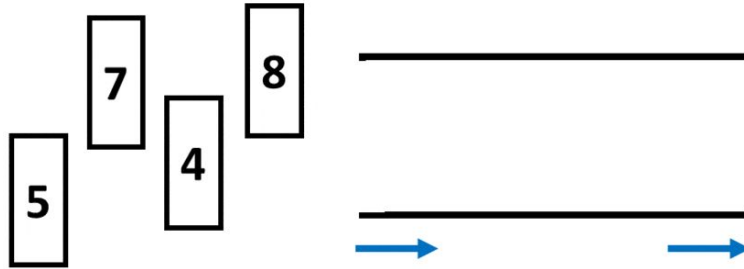
Queues



Introduction

A collection whose elements are added at one end (the **rear**) and removed from the other end (the **front**)

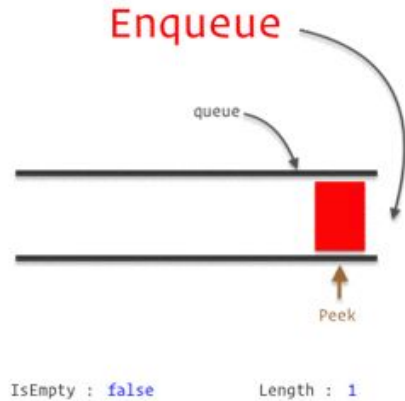
- Uses **FIFO** data handling



Real Life Example



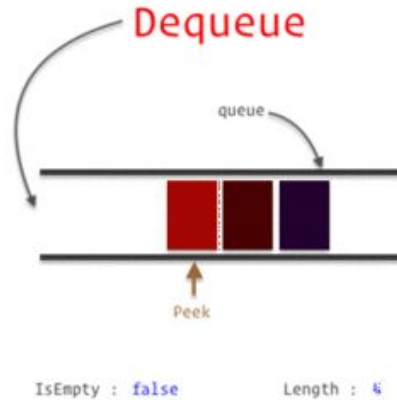
Queue Operations



Enqueue (Append)

- Add an element to the tail of a queue
- First In

Queue Operations



Dequeue (Popleft)

- Remove an element from the head of the queue
- First Out

Practice

[Problem](#)

Implementing Queue

Using an array to implement a queue is significantly harder than using an array to implement a stack. **Why?**

What would the time complexity be?

Implementing Queue with List

```
def __init__(self):  
    self.queue = []  
    self.headIndex = 0  
  
def append(self, value: int):  
    self.queue.append(value)  
  
def pop(self) -> int:  
    if self.headIndex < len(self.queue):  
        val = self.queue[self.headIndex]  
        self.headIndex += 1  
    return val
```

Implementing Queue

- Either linked list or list can be used with careful considerations
- In practice, prefer to use built-in or library implementations like `deque()`
- Internally, `deque()` is implemented as a linked list of nodes
 - `.pop()`
 - `.append()`
 - `.popleft()`
 - `.appendleft()`

Implementation (built-in)

```
from collections import deque

# Initializing a queue
queue = deque()

# Adding elements to a queue
queue.append('a')
queue.append('b')

# Removing elements from a queue
print(queue.popleft())
print(queue.popleft())

# Uncommenting queue.popleft()
# will raise an IndexError

# as queue is now empty
```

We can also use it the other way around by using;

- `.appendleft()`
- `.pop()`

Time and space complexity

- Append
 - Time complexity - ____?
- Popleft
 - Time complexity - ____?
- Peek
 - Time complexity - ____?
- isEmpty()
 - Time complexity - ____?

Time and space complexity

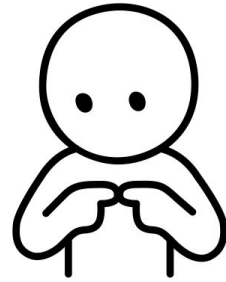
- Append
 - Time complexity - $O(1)$
- Popleft
 - Time complexity - $O(1)$
- Peek
 - Time complexity - $O(1)$
- isEmpty()
 - Time complexity - $O(1)$

Applications of Queue

Practice

[Problem](#)

Reflection: Queue helps solve problems that need access to the “first something”



Common Pitfalls



Not handling edge cases

- Popping from an empty queue

- `if queue:`

- `queue.popleft()`

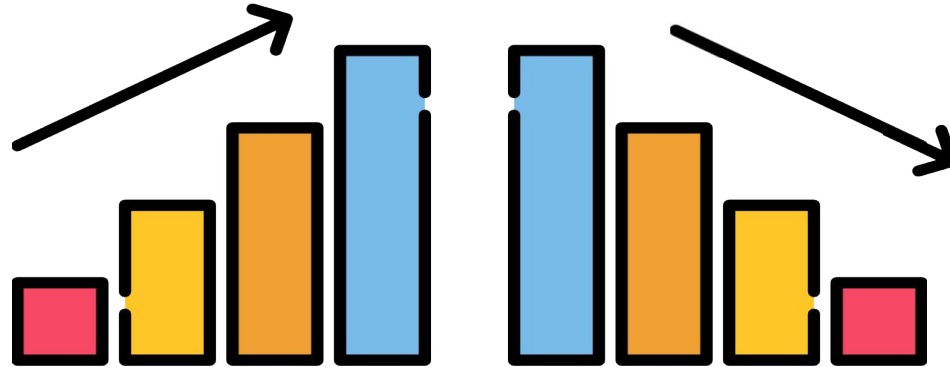
- Appending to a full queue

- `if len(queue) < capacity:`

- `queue.append(val)`

Check point

Monotonicity



Practice

[Problem](#)

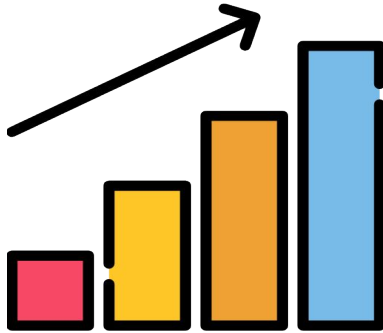
Basic Concepts

- A stack whose elements are **monotonically** increasing or decreasing.
- Useful when we're looking for the next larger/smaller element
- For a mono-decreasing stack:
 - we need to pop smaller elements before pushing.
 - it keeps tightening the result as lexicographically greater as possible.
(Because we keep popping smaller elements out and keep greater elements).

Practice

[Problem](#)

Monotonic Stack Application



- It gives you how far a value spans as a **maximum** or **minimum** in the given array.

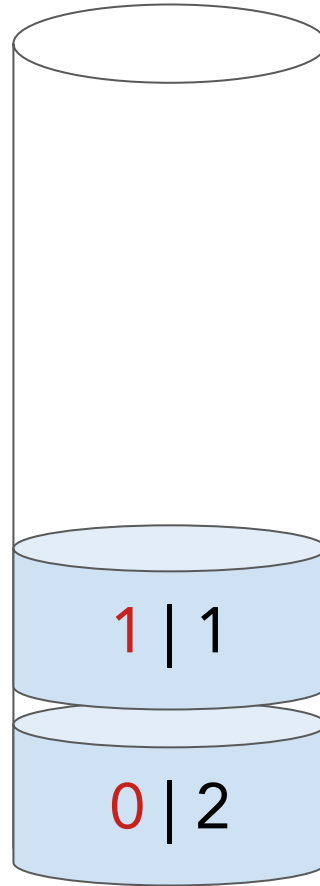
[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



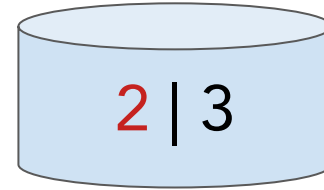
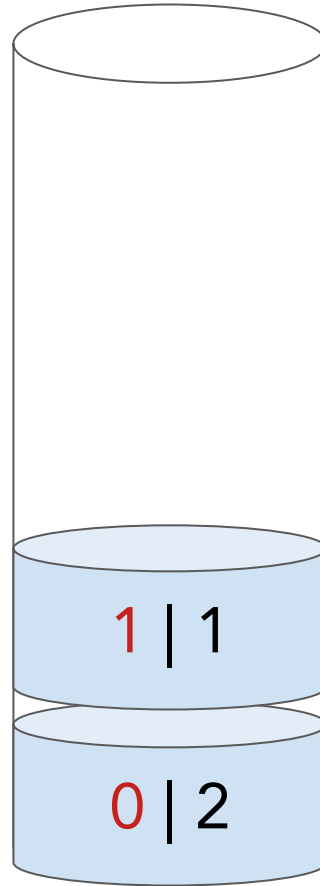
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Monotonically decreasing
stack



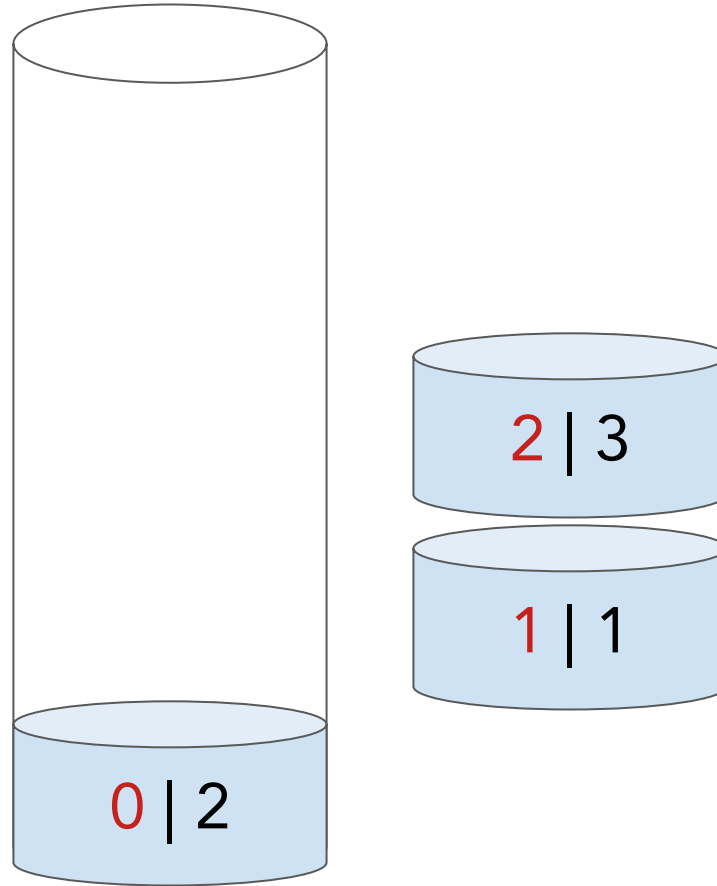
[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



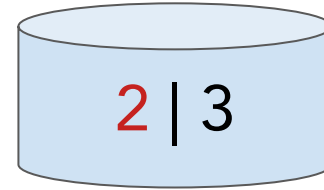
[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



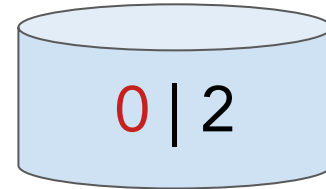
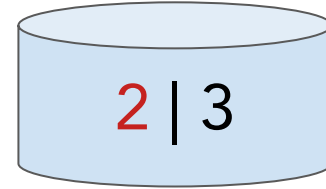
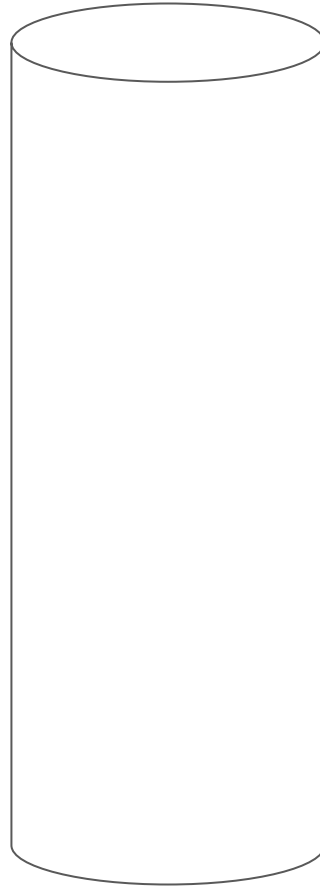
[2, 1, 3, 5, 6, 1]
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Monotonically decreasing
stack



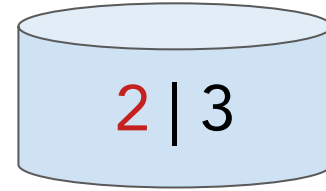
[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



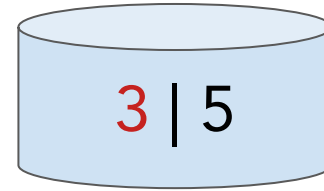
[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



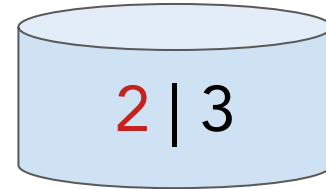
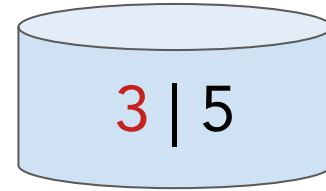
[2, 1, 3, 5, 6, 1]
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Monotonically decreasing
stack



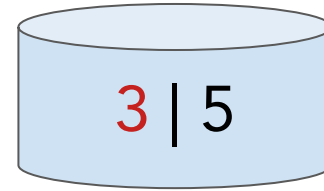
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Monotonically decreasing
stack



[2, 1, 3, 5, 6, 1]
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Monotonically decreasing
stack



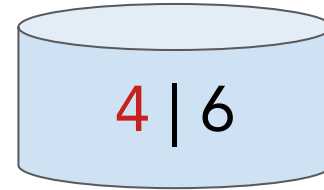
[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



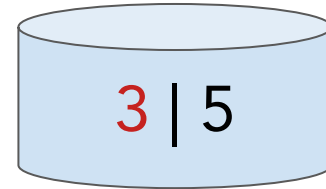
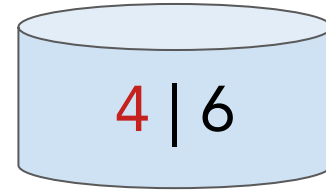
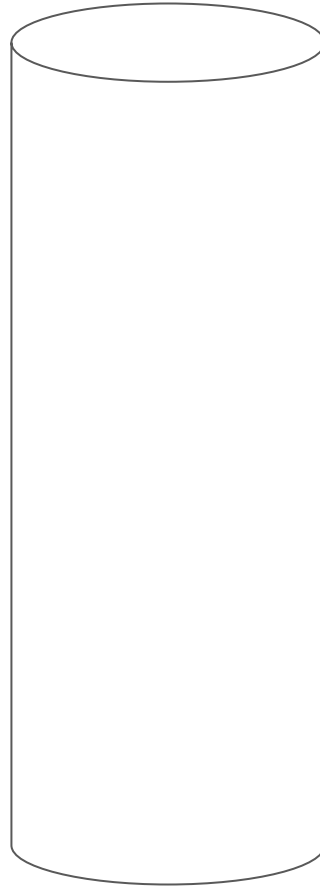
[2, 1, 3, 5, 6, 1]
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Monotonically decreasing
stack



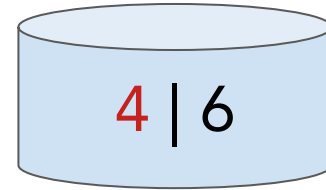
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Monotonically decreasing
stack



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Monotonically decreasing
stack



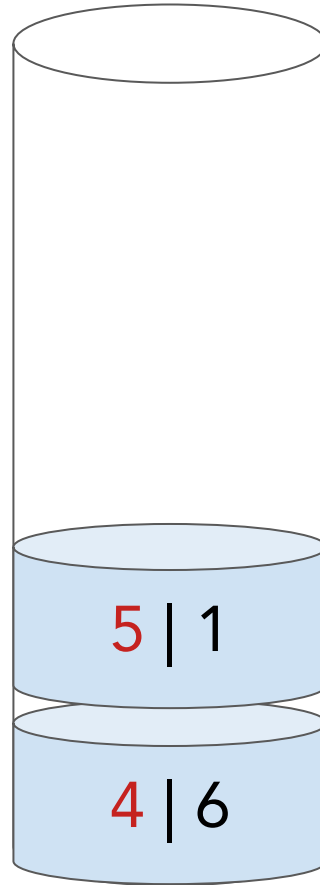
[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



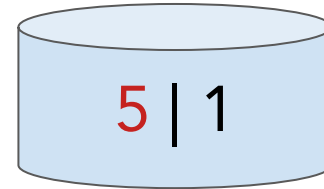
[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



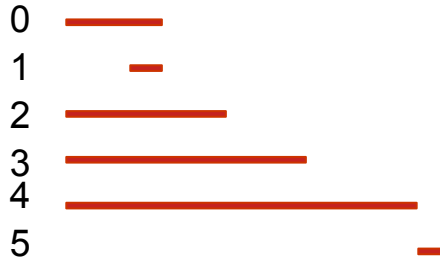
[2, 1, 3, 5, 6, 1]
0 1 2 3 4 5

Monotonically decreasing
stack



[2, 1, 3, 5, 6, 1]

0 1 2 3 4 5



Index Spans:

1: $1 \leq \dots < 2$

0: $0 \leq \dots < 2$

2: $0 \leq \dots < 3$

3: $0 \leq \dots < 4$

5: $4 \leq \dots < 5$

Monotonic Queue

- A queue whose elements are monotonically increasing or decreasing.
- For a mono-decreasing Queue:
 - To push an element e , starts from the rear element, we pop out elements less than e .

Pair Programming

[Problem](#)

Time and Space Complexity

- The time and space complexity for monotonic stack and queue operations are the same as stack and queue operations.
 - **Why?**

Pitfalls & Opportunities

- Be careful of how to handle equality
 - Should we pop elements in the monotonic stack/queue that are equal?
- Check if stack/queue is empty before accessing/removing
- For greater problems, usually use a monotonically increasing stack
- For smaller problems, usually use a monotonically decreasing stack
- For problems with a circular list, iterate through the list twice.

Practice Questions

Stacks

- [Valid Parentheses](#)
- [Simplify Path](#)
- [Evaluate Reverse Polish Notation](#)
- [Score of parenthesis](#)
- [Backspace String Compare](#)

Queues

- [Number of recent calls](#)
- [Find consecutive integers](#)
- [Design Circular Deque](#)
- [Implement Queue using Stack](#)
- [Shortest subarray with sum at least K](#)

Monotonic

- [Car Fleet](#)
- [Remove duplicates](#)
- [Sum of subarray minimum](#)
- [Remove k digits](#)
- [132 Pattern](#)

Resources

[A comprehensive guide and template for monotonic stack based problems](#)



“Be the One
For the Queue
Not in the Queue”

– KANIKA SARNA

A2SV
Africa To Silicon Valley