



Data Structures and Algorithms

Stacks and Queues

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6-0: Stacks and Queues

- ⑥ Stacks and queues are two of the most common data structures
- ⑥ Based on the List, but with more limited access to elements.
- ⑥ Simplicity allows for efficiency, easy implementation.

6-1: Stack

A Stack is a Last-In, First-Out (LIFO) data structure.

Like a stack of trays in a cafeteria.

Stack Operations:

- ⑥ Add an element to the top of the stack (push)
- ⑥ Remove the top element (pop)
- ⑥ Look at the top element (peek)
- ⑥ Check if the stack is empty

6-2: *Uses of a stack*

- ⑥ Postfix notation calculator
 - △ $3\ 4\ +\ \rightarrow\ 7$
 - △ $3\ 4\ +\ 5\ -\ \rightarrow\ 2$
- ⑥ Parenthesis checker
- ⑥ Recursion
- ⑥ Interrupt handling

6-3: *Stack Implementation*

Array:

- ⑥ Like the list, we allocate memory in advance.
- ⑥ Keep a pointer for the 'top' of the stack.

6-4: Stack Implementation

Array:

- ⑥ Stack elements are stored in an array
- ⑥ Top of the stack is the *end* of the array
 - △ If the top of the stack was the beginning of the array, a push or pop would require moving all elements in the array
- ⑥ Push: `data[top++] = elem`
- ⑥ Pop: `elem = data[--top]`

6-5: $\Theta()$ *For Stack Operations*

Array Implementation:

push

pop

empty()

6-6: $\Theta()$ For Stack Operations

Array Implementation:

push $\Theta(1)$

pop $\Theta(1)$

empty() $\Theta(1)$

- ⑥ Pros: fast, easy to implement
- ⑥ Cons: Resizing the stack is $\Theta(n)$

6-7: Stack Implementation

Linked List:

6-8: *Stack Implementation*

Linked List:

- ⑥ Stack elements are stored in a linked list
- ⑥ Top of the stack is the *front* of the linked list
- ⑥ push: `top = new Link(elem, top)`
- ⑥ pop: `elem = top.element(); top = top.next()`

6-9: $\Theta()$ *For Stack Operations*

Linked List Implementation:

push

pop

empty()

6-10: $\Theta()$ For Stack Operations

Linked List Implementation:

push $\Theta(1)$

pop $\Theta(1)$

empty() $\Theta(1)$

- ⑥ Pros: Fast, can grow/shrink dynamically,
- ⑥ Cons: Allocating/freeing memory may be costly.

6-11: Queue

A Queue is a Last-In, First-Out (FIFO) data structure.

Like a line at the post office or grocery store.

Queue Operations:

- ⑥ Add an element to the end (tail) of the Queue (enqueue)
- ⑥ Remove an element from the front (head) of the Queue (dequeue)
- ⑥ Check the item at the front of the queue (peek)
- ⑥ Check if the Queue is empty

6-12: Uses of a queue

- ⑥ Scheduling
 - △ You'll get lots of experience with queues in OS
- ⑥ Searching (web crawling)
- ⑥ Handling requests
- ⑥ Print queues

6-13: Queue Implementation

Linked List:

6-14: Queue Implementation

Linked List:

- ⑥ Maintain a pointer to the first and last element in the Linked List
- ⑥ Add elements to the back of the Linked List
- ⑥ Remove elements from the front of the linked list
- ⑥ Enqueue: `tail.setNext(new link(elem,null));`
`tail = tail.next();`
- ⑥ Dequeue: `elem = head.element();`
`head = head.next();`

6-15: $\Theta()$ For Queue Operations

Linked List Implementation:

enqueue $\Theta(1)$

dequeue $\Theta(1)$

empty() $\Theta(1)$

- ⌚ Pros: Fast, can grow/shrink dynamically,
- ⌚ Cons: Allocating/freeing memory may be costly.

6-16: *Queue Implementation*

Array:

- ⑥ Can't just use a flat array, as with a stack.
- ⑥ Queue will wind up 'sliding up' the array.

6-17: Queue Implementation

Array:

- ⑥ Store queue elements in a circular array
- ⑥ Maintain the index of the first element (head) and the next location to be inserted (tail)
 - ⑥ Enqueue: `data[tail] = elem;`
`tail = (tail + 1) % size`
 - ⑥ Dequeue: `elem = data[head];`
`head = (head + 1) % size`

6-18: *Queue Implementation*

Array Issues:

- ⑥ What do head and tail look like when the queue is empty?
- ⑥ What about when there is one element in the queue?
- ⑥ What about when the queue is full?

6-19: $\Theta()$ For Queue Operations

Array Implementation:

enqueue $\Theta(1)$

dequeue $\Theta(1)$

empty() $\Theta(1)$

⑥ Pros: Fast

⑥ Cons: Issues with full vs. empty, fixed size

6-20: *Modifying Stacks*

“Minimum Stacks” have one additional operation:

- ⑥ minimum: return the minimum value stored in the stack

Can you implement a $O(n)$ minimum?

6-21: *Modifying Stacks*

“Minimum Stacks” have one additional operation:

- ⑥ minimum: return the minimum value stored in the stack

Can you implement a $O(n)$ minimum?

Can you implement a $\Theta(1)$ minimum?

push, pop must remain $\Theta(1)$ as well!