CH6.
STACKS, QUEUES, AND DEQUES

ACKNOWLEDGEMENT: THESE SLIDES ARE ADAPTED FROM SLIDES PROVIDED WITH DATA STRUCTURES AND ALGORITHMS IN JAVA, GOODRICH, TAMASSIA AND GOLDWASSER (WILEY 2016)
ABSTRACT DATA TYPES (ADTS)

• An abstract data type (ADT) is an abstraction of a data structure
• An ADT specifies:
  • Data stored
  • Operations on the data
  • Error conditions associated with operations

• Example: ADT modeling a simple stock trading system
  • The data stored are buy/sell orders
  • The operations supported are
    • order buy(stock, shares, price)
    • order sell(stock, shares, price)
    • void cancel(order)
  • Error conditions:
    • Buy/sell a nonexistent stock
    • Cancel a nonexistent order
STACKS (CH 6.1)
STACKS

• A data structure similar to a neat stack of something, basically only access to top element is allowed – also referred to as LIFO (last-in, first-out) storage

• Direct applications
  • Page-visited history in a Web browser
  • Undo sequence in a text editor
  • Chain of method calls in the Java Virtual Machine

• Indirect applications
  • Auxiliary data structure for algorithms
  • Component of other data structures
The Java Virtual Machine (JVM) keeps track of the chain of active methods with a stack.

When a method is called, the JVM pushes on the stack a frame containing local variables and return value.

When a method ends, its frame is popped from the stack and control is passed to the method on top of the stack.

```java
main() {
    int i = 5;
    foo(i);
}

foo(int j) {
    int k = j+1;
    bar(k);
}

bar(int m) {
    ...
}
```

```
bar
m = 6
```
THE STACK ADT

- The Stack ADT stores arbitrary objects.
- Insertions and deletions follow the last-in-first-out (LIFO) scheme.
- Main stack operations:
  - `push(e)` inserts element `e` at the top of the stack.
  - `Element pop()` removes and returns the top element of the stack (last inserted element).
- Auxiliary stack operations:
  - `Element top()`: returns reference to the top element without removing it.
  - `Integer size()`: returns the number of elements in the stack.
  - `Boolean isEmpty()`: a Boolean value indicating whether the stack is empty.
  - Attempting the execution of `pop` or `top` on an empty stack returns `null`.
public interface Stack<E> {
    int size(); /* Return number of elements */
    boolean isEmpty(); /* True is size is 0 */
    E top(); /* Return visible stack element */
    void push(E e); /* Add to the stack */
    E pop(); /* Remove from the stack */
}
EXERCISE: STACKS

• Illustrate the following operations starting with an empty stack
  • push(8)
  • push(3)
  • pop()
  • push(2)
  • push(5)
  • pop()
  • pop()
  • pop()
  • push(9)
  • push(1)
WHAT HAPPENS WHEN AN OPERATION IS INVALID? LIKE POP ON AN EMPTY STACK.

• It is a design decision!
• Attempting the execution of an operation of an ADT may sometimes cause an error condition
• Java supports a general abstraction for errors, called exceptions. Exceptions are said to be thrown by an operation that cannot be properly executed
• In our Stack ADT, we did not use exceptions
• Instead, we allow operations pop and top to be performed even if the stack is empty by returning null
ARRAY-BASED STACK

- A simple way of implementing the Stack ADT uses an array
- We add elements from left to right
- A variable keeps track of the index of the top element

Algorithm size()
Output: Number of elements
1. return t + 1

Algorithm pop()
Output: Removed element
1. if isEmpty() then
2. return null
3. t ← t - 1
4. return S[t + 1]
ARRAY-BASED STACK

• The array storing the stack elements may become full
• A push operation will then throw an `IllegalStateException`
  • Limitation of the array-based implementation
  • Not intrinsic to the Stack ADT

Algorithm `push(e)`

**Input:** Element `e`

1. `if` `t = S.length − 1` `then`
2. `throw` `IllegalStateException`
3. `t ← t + 1`
4. `S[t] ← e`
```java
public class ArrayStack<E> implements Stack<E> {
    private E[] stack;
    private int t = -1;

    public ArrayStack() {this(10);}

    public ArrayStack(int capacity) {
        stack = (E[]) new Object[capacity];
    }

    public int size() {
        return t + 1;
    }

    public boolean isEmpty() {
        return t == -1;
    }

    public E top() {
        if(isEmpty()) return null;
        return stack[t];
    }

    public void push(E e) throws IllegalStateException {
        if(size() == stack.length)
            throw IllegalStateException("Stack is full");
        stack[++t] = e;
    }

    public E pop() {
        if(isEmpty()) return null;
        E e = stack[t];
        stack[t--] = null;
        return e;
    }
}
```
PERFORMANCE AND LIMITATIONS
ARRAY-BASED IMPLEMENTATION

• Performance
  • Let $n$ be the number of elements in the stack
  • The space used is $O(n)$
  • Each operation runs in time $O(1)$

• Limitations
  • The maximum size of the stack must be defined \textit{a priori}, and cannot be changed
  • Trying to push a new element into a full stack causes an implementation-specific exception
GROWABLE ARRAY-BASED STACK

• In a push operation, when the array is full, instead of throwing an exception, we can replace the array with a larger one.

• How large should the new array be?
  • incremental strategy: increase the size by a constant $c$
  • doubling strategy: double the size

**Algorithm** push(e)

**Input:** Element $e$

1. **if** $t = S.length - 1$ **then**
2. $A \leftarrow$ new array of size ?
3. **for** $i \leftarrow 0$ **to** $t$ **do**
4. $A[i] \leftarrow S[i]$
5. $S \leftarrow A$
6. $S[t] \leftarrow e$
7. $t \leftarrow t + 1$
• We compare the incremental strategy and the doubling strategy by analyzing the total time $T(n)$ needed to perform a series of $n$ push operations.

• We assume that we start with an empty stack represented.

• We then use amortized analysis to determine cost of a single operation. For this kind of operation, the amortized time will be the average time taken by a push over the series of operations, i.e., $T(n)/n$.

Amortization means paying off an amount over time, not average. This analysis recognizes each operation is inherently unequal. It is a standard computer science method to deal with this.
INCREMENTAL STRATEGY ANALYSIS

• Let $c$ be the constant increase and $n$ be the number of push operations
• We replace the array $k = n/c$ times
• The total time $T(n)$ of a series of $n$ push operations is proportional to
  
  
  \[ n + c + 2c + 3c + 4c + \ldots + kc = n + c(1 + 2 + 3 + \ldots + k) = n + c \frac{k(k + 1)}{2} \]

  
  \[ = O(n + k^2) = O\left(n + \frac{n^2}{c^2}\right) = O(n^2) \]

  
  \[ T(n) \text{ is } O(n^2) \text{ so the average time of a push is } \frac{O(n^2)}{n} = O(n) \]
**DOUBLING STRATEGY ANALYSIS**

- We will use an amortized technique here based on accounting. Performing a push operation will "cost" cyber-dollars (imaginary cost of the operation). Then we sum the total amount of cyber dollars to determine run-time.

- Lets assume push costs 1 cyber dollar. Also assume growing an array from size $k$ to size $2k$ requires $k$ cyber-dollars (for $k$ copies).

- So we can "charge" (overcharge) each push to be 3 cyber-dollars:
  - One for their push into the array
  - One for their copy on resizing
  - One for one of the first $\frac{k}{2}$ elements copy on resizing

- Put another way, a resize occurs when there are $2^i$ elements. Doubling the size of the array costs $2^i$ cyber-dollars, which are found in cells $2^i-1$ through $2^i-1$.

- Thus all of the computation is paid for the the amortization is valid.

- We pay $3n$ for $n$ push operations which takes $O(n)$ time and one push is $\frac{o(n)}{n} = O(1)$ amortized time.
EXERCISE
STACK WITH A SINGLY-LINKED LIST

• Describe how to implement a stack using a singly-linked list
  • Stack operations: \texttt{push(e)}, \texttt{pop()}, \texttt{size()}, \texttt{isEmpty()}
  • For each operation, give the running time
  • What are the downsides of such an implementation?
EXERCISE
STACK WITH A SINGLY-LINKED LIST

• We can implement a stack with a singly linked list
• The top element is stored at the first node of the list
• The space used is $O(n)$ and each operation of the Stack ADT takes $O(1)$ time
### STACK SUMMARY

<table>
<thead>
<tr>
<th>Operation</th>
<th>Array Fixed-Size</th>
<th>Array Expandable (doubling strategy)</th>
<th>List Singly-Linked</th>
</tr>
</thead>
<tbody>
<tr>
<td>pop()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>push(o)</td>
<td>$O(1)$</td>
<td>$O(n)$ Worst Case $O(1)$ Best Case $O(1)$ Average Case</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>top()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>size(), empty()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
</tbody>
</table>
QUEUES (CH 6.2)
APPLICATIONS OF QUEUES

• Direct applications
  • Waiting lines
  • Access to shared resources (e.g., printer)
  • Multiprogramming

• Indirect applications
  • Auxiliary data structure for algorithms
  • Component of other data structures
THE QUEUE ADT

• The **Queue ADT** stores arbitrary objects

• Insertions and deletions follow the **first-in first-out (FIFO)** scheme

• Insertions are at the rear of the queue and removals are at the front of the queue

• Main queue operations:
  • `enqueue(e)` inserts element `e` at the end of the queue
  • `dequeue()` removes and returns the element at the front of the queue

• Auxiliary queue operations:
  • Element `first()` returns the element at the front without removing it
  • Integer `size()` returns the number of elements stored
  • Boolean `isEmpty()` indicates whether no elements are stored

• Boundary cases
  • Attempting the execution of `dequeue` or `first` on an empty queue returns `null`
public interface Queue<E> {
    int size();    //** Return number of elements */
    boolean isEmpty(); //** True is size is 0 */
    E first();       //** Return visible queue element */
    void enqueue(E e); //** Add to the queue */
    E dequeue();      //** Remove from the queue */
}
EXERCISE: QUEUES

• Illustrate the following operations starting with an empty queue
  • enqueue (8)
  • enqueue (3)
  • dequeue ()
  • enqueue (2)
  • enqueue (5)
  • dequeue ()
  • dequeue ()
  • dequeue ()
  • enqueue (9)
  • enqueue (1)
ARRAY-BASED QUEUE

- Use an array of size $N$ in a circular fashion, i.e., a circular array.
- Two variables keep track of the front and rear:
  - $f$ index of the front element.
  - $sz$ number of stored elements.
- When the queue has fewer than $N$ elements, array location $r \leftarrow (f + sz) \mod N$ is the first empty slot past the rear of the queue.

![Diagram showing normal and wrapped-around configurations of an array-based queue.](image-url)
• We use the modulo operator (remainder of division)

**Algorithm** `size()`

**Output**: Number of elements

1. return `sz`

**Algorithm** `isEmpty()`

**Output**: True if no elements in queue, false otherwise

1. return `sz = 0`
QUEUE OPERATIONS

• Operation enqueue throws an exception if the array is full
• This exception is implementation-dependent

Algorithm enqueue(e)
Input: Element e
1. if size() = N – 1 then
2. throw IllegalStateException
3. r ← (f + sz) mod N
4. Q[r] ← e
5. sz ← sz + 1
• Operation dequeue returns null if the queue is empty

**Algorithm** dequeue()

**Output**: Removed element

1. if isEmpty() then
2. return null
3. Element e ← Q[f]
4. f ← f + 1 mod N
5. sz ← sz − 1
6. return e
public class ArrayQueue<E> implements Queue<E> {
  private E[] queue;
  private int f = 0, sz = 0;

  public ArrayQueue() {this(10);}

  public ArrayQueue(int capacity) {
    queue = (E[]) new Object[capacity];
  }

  public int size() {return sz;}

  public boolean isEmpty() {return sz == 0;}

  public E first() {
    if(isEmpty()) return null;
    return queue[f];
  }

  public void enqueue(E e) throws IllegalStateException {
    if(size() == queue.length)
      throw IllegalStateException("Queue is full");
    stack[(f+sz)%queue.length] = e;
    ++sz;
  }

  public E dequeue() {
    if(isEmpty()) return null;
    E e = queue[f];
    queue[f] = null;
    f = (f+1)%queue.length;
    --sz;
    return e;
  }
}
PERFORMANCE AND LIMITATIONS
ARRAY-BASED IMPLEMENTATION

• Performance
  • Let $n$ be the number of elements in the queue
  • The space used is $O(n)$
  • Each operation runs in time $O(1)$

• Limitations
  • The maximum size of the queue must be defined a priori, and cannot be changed
GROWABLE ARRAY-BASED QUEUE

• In `enqueue(e)`, when the array is full, instead of throwing an exception, we can replace the array with a larger one.

• Similar to what we did for an array-based stack.

• `enqueue(e)` has amortized running time:
  • $O(n)$ with the incremental strategy
  • $O(1)$ with the doubling strategy
EXERCISE
QUEUE WITH A SINGLY-LINKED LIST

• Describe how to implement a queue using a singly-linked list
  • Queue operations: enqueue(e), dequeue(), size(), empty()
  • For each operation, give the running time
EXERCISE
 QUEUE WITH A SINGLY-LINKED LIST

• The first element is stored at the head of the list, The rear element is stored at the tail of the list
• The space used is $O(n)$ and each operation of the Queue ADT takes $O(1)$ time
• NOTE: we do not have the limitation of the array based implementation on the size of the stack b/c the size of the linked list is not fixed, i.e., the queue is NEVER full.
## QUEUE SUMMARY

<table>
<thead>
<tr>
<th>Method</th>
<th>Array Fixed-Size</th>
<th>Array Expandable (doubling strategy)</th>
<th>List Singly-Linked</th>
</tr>
</thead>
<tbody>
<tr>
<td>dequeue()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>enqueue(e)</td>
<td>$O(1)$</td>
<td>$O(n)$ Worst Case $O(1)$ Best Case $O(1)$ Average Case</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>first()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>size()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>empty()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
</tbody>
</table>
The Double-Ended Queue, or Deque, ADT stores arbitrary objects. (Pronounced ‘deck’)

Richer than stack or queue ADTs. Supports insertions and deletions at both the front and the end.

Main deque operations:
- `addFirst(e)`: inserts element $e$ at the beginning of the deque
- `addLast(e)`: inserts element $e$ at the end of the deque
- `removeFirst()`: removes and returns the element at the front of the queue
- `removeLast()`: removes and returns the element at the end of the queue

Auxiliary queue operations:
- `first()`: returns the element at the front without removing it
- `last()`: returns the element at the front without removing it
- `size()`: returns the number of elements stored
- `isEmpty()`: indicates whether no elements are stored
DEQUE WITH A DOUBLY LINKED LIST

• The front element is stored at the first node
• The rear element is stored at the last node
• The space used is $O(n)$ and each operation of the Deque ADT takes $O(1)$ time
PERFORMANCE AND LIMITATIONS
DOUBLY LINKED LIST IMPLEMENTATION

• Performance
  • Let $n$ be the number of elements in the deque
  • The space used is $O(n)$
  • Each operation runs in time $O(1)$
## DEQUE SUMMARY

<table>
<thead>
<tr>
<th>Method</th>
<th>Array Fixed-Size</th>
<th>Array Expandable (doubling strategy)</th>
<th>List Singly-Linked</th>
<th>List Doubly-Linked</th>
</tr>
</thead>
<tbody>
<tr>
<td>removeFirst() / removeLast()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(n)$ for one at list tail, $O(1)$ for other</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>addFirst(o) / addLast(o)</td>
<td>$O(1)$</td>
<td>$O(n)$ Worst Case $O(1)$ Best Case $O(1)$ Average Case</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>first() / last()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>size() / isEmpty()</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
</tbody>
</table>
INTERVIEW QUESTION 1

- How would you design a stack which, in addition to push and pop, also has a function `min` which returns the minimum element? `push`, `pop` and `min` should all operate in $O(1)$ time.
INTERVIEW QUESTION 2

• An animal shelter holds only dogs and cats, and operates in a strictly "first in, first out" basis. People must adopt either the "oldest" (based on arrival time) of all animals at the shelter, or they can select whether they prefer a dog or cat (and will receive the oldest animal of that type). They cannot select which specific animal they would like. Create the data structure(s) to maintain this system and implement operations such as enqueue, dequeueAny, dequeueDog, and dequeueCat.