CSCI 104
Queues and Stacks

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Reviewed for Fall 2022
ARRAY-BASED LIST IMPLEMENTATIONS
BOUNDDED DYNAMIC ARRAY STRATEGY
A Bounded Dynamic Array Strategy

• Allocate an array of some user-provided size
  – Capacity is then fixed

• What data members do I need?

• Together, think through the implications of each operation when using a bounded array (what issues could be caused due to it being bounded)?

```cpp
#ifndef BALISTINT_H
#define BALISTINT_H

class BAListInt {
  public:
    BAListInt(unsigned int cap);

    bool empty() const;
    unsigned int size() const;
    void insert(int pos, const int& val);
    void remove(int pos);
    int const & get(int loc) const;
    int& get(int loc);
    void set(int loc, const int& val);
    void push_back(const int& val);
  
  private:

};
#endif
```

balistint.h
A Bounded Dynamic Array Strategy

- What data members do I need?
  - Pointer to Array
  - Current size
  - Capacity
- Together, think through the implications of each operation when using a static (bounded) array
  - Push_back: Run out of room?
  - Insert: Run out of room, invalid location

```cpp
#ifndef BALISTINT_H
#define BALISTINT_H

class BAListInt {
  public:
    BAListInt(unsigned int cap);
    bool empty() const;
    unsigned int size() const;
    void insert(int pos, const int& val);
    void remove(int pos);
    int const & get(int loc) const;
    int& get(int loc);
    void set(int loc, const int& val);
    void push_back(const int& val);
  private:
    int* data_;
    unsigned int size_; 
    unsigned int cap_; 
};
#endif
```

Implementation

• Implement the following member functions
  – A picture to help write the code

```cpp
BAListInt::BAListInt (unsigned int cap) {
}

void BAListInt::push_back(const int& val) {
}

void BAListInt::insert(int loc, const int& val) {
}
```
Implementation (cont.)

- Implement the following member functions
  - A picture to help write the code

```cpp
void BAListInt::remove(int loc)
{
}
```

balistint.cpp
Array List Runtime Analysis

• What is worst-case runtime of set(i, value)?

• What is worst-case runtime of get(i)?

• What is worst-case runtime of pushback(value)?

• What is worst-case runtime of insert(i, value)?

• What is worst-case runtime of remove(i)?
Const-ness

• Notice the get() functions?
• Why do we need two versions of get?
• Because we have two use cases...
  – 1. Just read a value in the array w/o changes
  – 2. Get a value w/ intention of changing it

```cpp
#ifndef BALISTINT_H
#define BALISTINT_H

class BAListInt {
public:
    BAListInt(unsigned int cap);

    bool empty() const;
    unsigned int size() const;
    void insert(int pos, const int& val);
    bool remove(int pos);

    int& const get(int loc) const;
    int& get(int loc);

    void set(int loc, const int& val);
    void push_back(const int& val);

private:
};
#endif
```
// ---- Recall List Member functions ------
// const version
int& const BAListInt::get(int loc) const
{ return data_[i]; }

// non-const version
int& BAListInt::get(int loc)
{ return data_[i]; }

void BAListInt::insert(int pos, const int& val);

// ---- Now consider this code ------
void f1(const BAListInt& mylist)
{
    // This calls the const version of get.
    // W/o the const-version this would not compile
    // since mylist was passed as a const parameter
    cout << mylist.get(0) << endl;
    mylist.insert(0, 57); // won't compile..insert is non-const
}

int main()
{
    BAListInt mylist;
    f1(mylist);
}
Returning References

// ---- Recall List Member functions ------
// const version
int& const BAListInt::get(int loc) const
{ return data_[i]; }

// non-const version
int& BAListInt::get(int loc)
{ return data_[i]; }

void BAListInt::insert(int pos, const int& val);

// ---- Now consider this code ------
void f1(BAListInt& mylist)
{    
   // This calls the non-const version of get
   // if you only had the const-version this would not compile
   // since we are trying to modify what the
   // return value is referencing
   mylist.get(0) += 1; // mylist.get(0) = mylist.get(0) + 1;
   mylist.insert(0, 57);
   // will compile since mylist is non-const

   }
int main()
{  BAListInt mylist;
   f1(mylist);
}
UNBOUNDED DYNAMIC ARRAY STRATEGY
Unbounded Array

- Any bounded array solution runs the risk of running out of room when we insert() or push_back()
- We can create an unbounded array solution where we allocate a whole new, larger array when we try to add a new item to a full array

```
push_back(21) =>

Old, full array

 Allocate new array

 Copy over items

 Add new item

We can use the strategy of allocating a new array twice the size of the old array
```
Activity

- What function implementations need to change if any?

```cpp
#ifndef ALISTINT_H
#define ALISTINT_H

class AListInt {
public:
    bool empty() const;
    unsigned int size() const;
    void insert(int loc, const int& val);
    void remove(int loc);
    int& const get(int loc) const;
    int& get(int loc);
    void set(int loc, const int& val);
    void push_back(const T& new_val);
private:

    int* _data;
    unsigned int _size;
    unsigned int _capacity;
};

// implementations here
#endif
```
Activity

- What function implementations need to change if any?

```cpp
#ifndef ALISTINT_H
#define ALISTINT_H

class AListInt {
public:
    bool empty() const;
    unsigned int size() const;
    void insert(int loc, const int& val);
    void remove(int loc);
    int& const get(int loc) const;
    int& get(int loc);
    void set(int loc, const int& val);
    void push_back(const T& new_val);
private:
    void resize(); // increases array size
    int* _data;
    unsigned int _size;
    unsigned int _capacity;
};

// implementations here
#endif
```
Implement the resize method for an unbounded dynamic array.
A LOOK AHEAD: AMORTIZED RUNTIME
Example

• You love going to Disneyland. You purchase an annual pass for $240. You visit Disneyland once a month for a year. Each time you go you spend $20 on food, etc.
  – What is the cost of a visit?
• Your annual pass cost is spread or "amortized" (or averaged) over the duration of its usefulness
• Often times an operation on a data structure will have similar "irregular" (i.e. if we can prove the worst case can't happen each call) costs that we can then amortize over future calls
Amortized Run-time

• **Used when it is impossible for the worst case of an operation to happen on each call** (i.e. we can prove after paying a high cost that we will not have to pay that cost again for some number of future operations)

• Amortized Runtime = (Total runtime over k calls) / k
  
  – Average runtime over k calls
  
  – Use a "period" of calls from when the large cost is incurred until the next time the large cost will be incurred
Amortized Array Resize Run-time

• What is the run-time of insert or push_back:
  – If we have to resize?
  – $O(n)$
  – If we don't have to resize?
  – $O(1)$

• Now compute the total cost of a series of insertions using resize by 1 at a time

• Each new insert costs $O(n)$... not good
Consider a Doubling Size Strategy

• Start when the list is full and at size n
• Next insertion will cost?
  – $O(n+1)$
• How many future insertions will be guaranteed to be cost = 1?
  – n-1 insertions
  – At a cost of 1 each, I get n-1 total cost
• So for the n insertions my total cost was
  – $n+1 + n-1 = 2*n$
• Amortized runtime is then:
  – Cost / insertions
  – $O(2*n / n) = O(2)$
    = $O(1)$ = constant!!!
Specialized List ADTs

STACKS AND QUEUE ADTS
Lists

• Ordered collection of items, which may contain duplicate values, usually accessed based on their position (index)
  – Ordered = Each item has an index and there is a front and back (start and end)
  – Duplicates allowed (i.e. in a list of integers, the value 0 could appear multiple times)
  – Accessed based on their position (list[0], list[1], etc.)

• What are some operations you perform on a list?
## List Operations

<table>
<thead>
<tr>
<th>Operation</th>
<th>Description</th>
<th>Input(s)</th>
<th>Output(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>insert</td>
<td>Add a new value at a particular location shifting others back</td>
<td>Index : int Value</td>
<td></td>
</tr>
<tr>
<td>remove</td>
<td>Remove value at the given location</td>
<td>Index : int</td>
<td>Value at location</td>
</tr>
<tr>
<td>get / at</td>
<td>Get value at given location</td>
<td>Index : int</td>
<td>Value at location</td>
</tr>
<tr>
<td>set</td>
<td>Changes the value at a given location</td>
<td>Index : int Value</td>
<td></td>
</tr>
<tr>
<td>empty</td>
<td>Returns true if there are no values in the list</td>
<td></td>
<td>bool</td>
</tr>
<tr>
<td>size</td>
<td>Returns the number of values in the list</td>
<td></td>
<td>int</td>
</tr>
<tr>
<td>push_back / append</td>
<td>Add a new value to the end of the list</td>
<td>Value</td>
<td></td>
</tr>
<tr>
<td>find</td>
<td>Return the location of a given value</td>
<td>Value</td>
<td>Int : Index</td>
</tr>
</tbody>
</table>
Stacks & Queues

• Lists are good for storing generic sequences of items, but they can be specialized to form other useful structures

• What if we had a List, but we restricted how insertion and removal were done?
  – **Stack** – Only ever insert/remove from one end of the list
  – **Queue** – Only ever insert at one end and remove from the other
First-In, First-Out (FIFOs)

QUEUE ADT
Queue ADT

• Queue – A list of items where insertion only occurs at the back of the list and removal only occurs at the front of the list
  – Like waiting in line for a cashier at a store

• Queues are FIFO (First In, First Out)
  – Items at the back of the queue are the newest
  – Items at the front of the queue are the oldest
  – Elements are processed in the order they arrive
A Queue Visual

Items leave from the front (pop_front)

Items enter at the back (push_back)
Queue Operations

What member functions does a Queue have?

- `push_back(item)` – Add an item to the back of the Queue
- `pop_front()` - Remove the front item from the Queue
- `front()` - Get a reference to the front item of the Queue (don't remove it though!)
- `size()` - Number of items in the Queue
- `empty()` - Check if the Queue is empty
A Queue Class

• A sample class interface for a Queue

• Queue Error Conditions
  – **Queue Underflow** – The name for the condition where you call pop on an empty Queue
  – **Queue Overflow** – The name for the condition where you call push on a full Queue (a Queue that can't grow any more)
    • This is only possible for Queues that are backed by a bounded list

```cpp
#ifndef QUEUEINT_H
#define QUEUEINT_H

class QueueInt
{
 public:
  QueueInt();
  ~QueueInt();
  size_t size() const;
  // enqueue
  void push_back(const int& value);
  // dequeue
  void pop_front(); // dequeue
  int const & front() const;
  bool empty() const;

 private:
  // ???
};
#endif
```
Other Queue Details

- How should you implement a Queue?
  - Compose using an ArrayList
  - Compose using a singly-linked list w/o a tail pointer
  - Compose using a singly-linked list w/ a tail pointer
  - Which is best?

<table>
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<th></th>
<th>Push_back</th>
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<th>Front()</th>
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<tr>
<td>ArrayList</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LinkedList</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>(Singly-linked w/o tail ptr)</td>
<td></td>
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</tbody>
</table>
Queue Applications

• Print Jobs
  – Click “Print” on the computer is much faster than actually printing (build a backlog)
  – Each job is processed in the order it's received (FIFO)
  – Why would you want a print queue rather than a print stack
• Seating customers at a restaurant
• Anything that involves "waiting in line"
• Helpful to decouple producers and consumers
Last-In, First-Out (LIFOs)

STACK ADT
Stack ADT

• Stack: A list of items where insertion and removal only occurs at one end of the list

• Examples:
  – A stack of boxes where you have to move the top one to get to ones farther down
  – A spring-loaded plate dispenser at a buffet
  – A PEZ dispenser
  – Your e-mail inbox

• Stacks are LIFO
  – Newest item at top
  – Oldest item at bottom
Stack Operations

• What member functions does a Stack have?
  – push(item) – Add an item to the top of the Stack
  – pop() - Remove the top item from the Stack
  – top() - Get a reference to the top item on the Stack (don't remove it though!)
  – size() - Get the number of items in the Stack

• What member data does a Stack have?
  – A list of items
  – Top/Last Item Pointer/Index
Stack Axioms

• For all stacks, $s$:
  - $s$.push(item).top() = item
  - $s$.push(item).pop() = $s$

• Let’s draw the stack for these operations:
  - $s$.push(5).push(4).pop().top()
A Stack Class

• A sample class interface for a Stack
• How should you implement a Stack?
  – Back it with an array
  – Back it with a linked list
  – Which is best?
• Stack Error Conditions
  – Stack Underflow – The name for the condition where you call pop on an empty Stack
  – Stack Overflow – The name for the condition where you call push on a full Stack (a stack that can't grow any more)

```cpp
#ifndef STACKINT_H
#define STACKINT_H

class StackInt {
public:
    StackInt();
    ~StackInt();
    size_t size() const;
    bool empty() const;
    void push(const int& value);
    void pop();
    int const & top() const;
};
#endif
```
Array Based Stack

- A sample class interface for a Stack
- If using an array list, which end should you use as the "top"?
  - Front or back?
- If using a linked list, which end should you use?
  - If you just use a head pointer only?
  - If you have a head and tail pointer?

```cpp
#ifndef STACKINT_H
#define STACKINT_H

class StackInt
{
public:
  StackInt();
  ~StackInt();
  size_t size() const;
  bool empty() const;
  void push(const int& value);
  void pop();
  int const& top() const;
private:
  AListInt mylist_; // or LListInt mylist_;
};
#endif
```
Stack Examples

- Reverse a string

```cpp
#include <iostream>
#include <string>
#include "stack.h"
using namespace std;

int main()
{
    StackChar s;

    string word;
    cout << "Enter a word: ";
    getline(cin,word);

    for(int i=0; i < word.size(); i++)
        s.push(word.at(i));

    while(!s.empty()){
        cout << s.top();
        s.pop();
    }
}
```

Type in: "hello"
Output: "olleh"
Another Stack Example

- Depth First Search (See Graph Traversals later in this semester)
- Use a stack whenever you encounter a decision, just pick and push decision onto stack. If you hit a dead end pop off last decision (retrace steps) and keep trying, etc.
  - Assume we always choose S, then L, then R
  - Straight or Left
    - Choose straight...dead end
    - Pop straight and make next choice...left
    - Next decision is Straight or Right...choose Straight...

http://www.pbs.org/wgbh/nova/einstein/images/lrk-maze.gif
Stack Usage Example

• Check whether an expression is properly parenthesized with '(', '[', '{', '}', ']', ')
  – Correct: (7 * [8 + [9/{-2}]])
  – Incorrect: (7*8
  – Incorrect: (7*8[
• Note: The last parentheses started should be the first one completed

• Approach
  – Scan character by character of the expression string
  – Each time you hit an open-paren: '(', '[', '{' push it on the stack
  – When you encounter a ')', ']', '}' the top character on the stack should be the matching opening paren type, otherwise ERROR!

(7 * { [8 + 9] / {5-2} } )
( { [ ] { } } )
Queue with two stacks

- To enqueue(x), push x on stack 1
- To dequeue()
  - If stack 2 empty, pop everything from stack 1 and push onto stack 2.
  - Pop stack 2
Double-ended Queues

DEQUE ADT
The Deque ADT

- Double-ended queues - Equally good ($\Theta(1)$) push and pop on either end
- What list implementation supports this already?
  ____________

### Diagram

- **push_front**
- **push_back**
- **pop_front**
- **pop_back**
**STL Deque Class**

- Uses an array-based approach
- Similar to vector but allows for `push_front()` and `pop_front()` options
- Useful when we want to put things in one end of the list and take them out of the other

```cpp
#include <iostream>
#include <deque>
using namespace std;

int main()
{
    deque<int> my_deq;
    for(int i=0; i < 5; i++){
        my_deq.push_back(i+50);
    }
    cout << "At index 2 is: " << my_deq[2] ;
    cout << endl;

    for(int i=0; i < 5; i++){
        int x = my_deq.front();
        my_deq.push_back(x+10);
        my_deq.pop_front();
    }
    while( ! my_deq.empty()){
        cout << my_deq.front() << " ";
        my_deq.pop_front();
    }
    cout << endl;
}
```

<table>
<thead>
<tr>
<th>my_deq</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>50</td>
<td>51</td>
<td>52</td>
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<td>51</td>
<td>52</td>
<td>53</td>
<td>54</td>
<td>60</td>
</tr>
</tbody>
</table>

after 1st iteration

<table>
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<tr>
<th>my_deq</th>
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<th>1</th>
<th>2</th>
<th>3</th>
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</tr>
</thead>
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<tr>
<td></td>
<td>60</td>
<td>61</td>
<td>62</td>
<td>63</td>
<td>64</td>
</tr>
</tbody>
</table>

after all iterations
STL Vector vs. Deque

• `std::vector` is essentially a Dynamic Array List
  – Slow at removing and inserting at the front or middle
  – Fast at adding/remove from the back
  – Implies it could be used well as a (stack / queue)

• `std::deque` gives fast insertion and removal from front and back along with fast random access (i.e. get(i))
  – Almost has "look and feel" of linked list with head and tail pointers providing fast addition/removal from either end
  – Implies it could be used well as a (stack / queue)
  – Practically it is likely implemented as a circular array buffer
Circular Buffers

• Take an array but imagine it wrapping into a circle to implement a deque
• Setup a head and tail pointer
  – Head points at first occupied item, tail at first free location
  – Push_front() and pop_front() update the head pointer
  – Push_back() and pop_back() update the tail pointer
• To overcome discontinuity from index 0 to MAX-1, use modulo operation
  – Cannot just use back++; to move back ptr
  – Instead, use back = (back + 1) % MAX;
• Get item at index i
  – Must be relative to the front pointer
SOLUTIONS
Other Queue Details

• How should you implement a Queue?
  – Compose using an ArrayList
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  – Which is best?

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