Unit 2.1 Stack, Queue and Trees

Algorithms

EE/NTHU

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Stacks

- A stack is a linear list that can store elements to be fetched later, and the element fetched from the stack is the last one stored.
  - Last In First Out (LIFO).
- Stack can be implemented using a simple array and an integer that represents the top position.
- Assume the array is $stack[1:n]$ with n elements and the stack index is top, which is initialized to 0.
- The following algorithm inserts an element into the stack.

Algorithm 2.1.1. Stack Push – Array

```
// Push an element into the stack.
// Input: item to be inserted; Output: none.
Algorithm StkPush(item)
{
    if (top ≥ n) then error (" Stack is full! ");
    else {
        top := top + 1;
        stack[top] := item; // Store item.
    }
}
```

Stack — Pop

- To fetch an item from the stack.

Algorithm 2.1.2. Stack Pop – Array

```
// Pop the top element from the stack and return its value.
// Input: none; Output: item on top of the stack.
Algorithm StkPop()
{
    if (top < 1) then error ("Stack is empty! ");
    else {
        item := stack[top];
        top := top − 1;
        return item ;
    }
}
```

- Both StkPush and StkPop algorithms have the time complexity of $\mathcal{O}(1)$
  - It is independent of the size of the stack, n.
  - And also independent of the number of items stored, top.

Stack — Status Check

- Two functions are useful to check the status of the stack.

Algorithm 2.1.3. Stack Empty Check

```
// Check if the stack is empty.
// Input: none; Output: true if stack empty otherwise false.
Algorithm StkEmpty()
{
    if (top = 0) then return true ;
    else return false ;
}
```

Algorithm 2.1.4. Stack Full Check

```
// Check if the stack is Full.
// Input: none; Output: true if stack full otherwise false.
Algorithm StkFull()
{
    if (top = n) then return true ;
    else return false ;
}
```

Stack — Dynamically Allocated Array

- The array *stack* can be either a static array or a dynamically allocated array.
- Using static array, then the number of items to be stored is limited by the size, n, of the array.
- Using a dynamically allocated array, the array size, n, can be enlarged and then employ the `realloc` function to adjust the stack space.
  - This is more flexible to handle problems in different sizes.
- Stack can also be implemented using linked list
- Assuming `NODE` is a structure defined as

```
struct NODE {
    TYPE data;           // for data storage
    struct NODE *link;   // pointer to the next node
}
```

- NODE pointer *LStack* is now the linked list to store the items.
  - *LStack* is initialized to `NULL`.
- The variable *top* is no longer needed.

Stacks in Linked List

Algorithm 2.1.5. Stack Push – Linked List

```
// Push an element into the stack.
// Input: item to be inserted; Output: none.
Algorithm LStkPush(item)
{
    temp := new NODE;
    temp → data := item; temp → link := LStack;
    LStack := temp;
}
```

Algorithm 2.1.6. Stack Pop – Linked List

```
// Pop the top element from the stack and return its value.
// Input: none; Output: item on top of the stack.
Algorithm LStkPop()
{
    if (LStack = NULL ) then error (" Stack is empty! ");
    else {
        item := LStack → data; temp := LStack; LStack := temp → link;
        free temp; return item ;
    }
}
```

Linked List Stack Status Check

- With enough computer resources, stack implemented using linked list should not have stack full issue.
  - Thus, no StkFull check is needed.
- Stack empty check is equivalent to check if $LStack$ is NULL.
- Again, either LStkPush or LStkPop algorithm is of $\mathcal{O}(1)$ time complexity.
  - Independent to stack size or the number of items stored.
- The space complexity of the array stack is $\Theta(n)$, where n is the size of the array.
- The space complexity of linked list stack is $\Theta(m)$, where m is the number of items stored.
- The linked list stack appears to be more memory efficient, since $m \leq n$.

Queue

- Queue is another linear list to store data, but the data fetched is the first one stored.
  - First in First out (FIFO).
- Queue can also be implemented using simple array.
- Assume the array is $Q[1:n]$ with n elements.
  - Two integer variables: $head$ for the front of the queue, and $tail$ for the rear of the queue.
- The following algorithm stores an item onto the queue.

Algorithm 2.1.7. Enqueu.

```
// Insert the item into the queue.
// Input: item to be inserted; Output: none.
Algorithm Enqueue(item)
{
    tail := (tail + 1) mod n;
    if (head = tail) then error ("Queue is full! ");
    else {
        Q[tail] := item;
    }
}
```

Queue, II

Algorithm 2.1.8. Queue Empty.

```
// Check if the queue is empty or not.
// Input: none; Output: true if queue is empty otherwise false.
Algorithm EmptyQ()
{
    if (head = tail) then return true ;
    else return false ;
}
```

Algorithm 2.1.9. Dequeue.

```
// Retrieve the item from the queue.
// Input: none; Output: the first item of the queue.
Algorithm Dequeue()
{
    if EmptyQ() then error (" Queue is empty! ") ;
    else {
        head := (head + 1) mod n ;
        item := Q[head] ;
        return item ;
    }
}
```


Stack and Queue

- Time complexities of both Enqueue() and Dequeue() algorithms are $\mathcal{O}(1)$.
  - Space complexities are $\Theta(n)$, n is the size of the array Q.
- Queue also can be implemented using linked list
- Both stack and queue are useful data structures to store temporary data.
  - Storing and retrieving data are very efficient.
- Stack is Last In First Out
  - A simple array with an addition variable is sufficient.
- Queue is First In First Out
  - An simple array with two additional variables.
  - The array elements are used in a circular fashion.
  - Enlarging queue size is a little more complicated than stack.
- Both can also be implemented using linked lists.
  - Space utilization is more efficient.
  - Time complexity remains the same.

Celebrity Problem

- A group of n persons have been gathered. There might be a celebrity in the group such that everyone knows the celebrity while the celebrity knows no one. Is there a way to identify the celebrity quickly?
- The relationship of the persons of the group can be represented by an $n \times n$ matrix, A, such that if person i knows person j then $A[i,j] = 1$, otherwise $A[i,j] = 0$. For simplicity, $A[i,i] = 1$ is also assumed.
- If person k is the celebrity, then we have $A[i,k] = 1$, $1 \le i \le n$, and $A[k,j] = 0$, $1 \le j \le n$ and $j \neq k$.

$$A[i,k] = 1, \qquad 1 \le i \le n, \tag{2.1.1}$$
$$A[k,j] = 0, \qquad 1 \le j \le n \text{ and } j \neq k. \tag{2.1.2}$$

- The brute force approach is to check all $A[i,j]$, $1 \le i,j \le n$ against the equations (2.1.1) and (2.1.2).
- It is apparent the brute force approach is $\mathcal{O}(n^2)$.

Celebrity Problem, II

- An alternative to identifying the celebrity is

Algorithm 2.1.10. Celebrity Identification – Generic Algorithm

```
// Given n × n matrix A find the celebrity satisfies Eqs (2.1.1) and (2.1.2).
// Input: Array A, int n;; Output: Celebrity k, or "None".
Algorithm Celebrity(A, n)
{
      Form a set  S := {1, 2, ··· , n} ; // S initialized to n elements.
      while |S| > 1 do { // S has more then one element.
            choose two elements u, v ∈ S;
            if A[u, v] = 1 then S := S − {u} ; // Remove u.
            else S := S − {v} ; // Remove v.
      }
      let  k  be the only element in  S; // k is the candidate for celebrity.
      for i := 1 to n do // Verify k is the celebrity.
            if i ≠ k then {
                  if A[i, k] ≠ 1 or A[k, i] ≠ 0 then return "None";
            }
      return k;
}
```

Celebrity Problem, III

- In Algorithm (2.1.10) line 6, $A[u, v]$ is checked.
  - If $A[u, v] = 1$ then u cannot be the celebrity therefore it is removed from set S;
  - On the other hand, if $A[u, v] = 0$ then v is not the celebrity and is removed.
- Therefore, each iteration of the loop (lines 4–8) one element is removed from S.
  - After $n - 1$ iterations, one element is left and it should be a candidate for the celebrity.
  - The complexity is $\Theta(n)$.
- Lines 10–13 verify if the candidate is, indeed, the celebrity.
  - The complexity is $\Theta(n)$.
- Thus, the total complexity is $\Theta(n)$.
- In fact, matrix A is accessed $3(n - 1)$ times over all.

Celebrity Identification using Array

- Algorithm (2.1.10) can be implemented using array for S as

Algorithm 2.1.11. Celebrity Identification – Using Array

// Given $n \times n$ matrix A find the celebrity satisfies Eqs (2.1.1) and (2.1.2).
// Input: Array A, int n; ; Output: Celebrity k, or "None".

1 **Algorithm** Celebrity_A(A, n)
2 {
3 **for** $i := 1$ **to** n **do** $S[i] := i$; // Initialize array S.
4 $u := 1$; $v := n$;
5 **while** $u < v$ **do** { // S has more than one element left.
6   **if** $A[u, v] = 1$ **then** $u := u + 1$; // Remove u.
7   **else** $v := v - 1$; // Remove v.
8 }
9 $k := u$; // k is the candidate for celebrity.
10 **for** $i := 1$ **to** n **do** // Verify k is the celebrity.
11   **if** $i \neq k$ **then** {
12   **if** $A[i, k] \neq 1$ **or** $A[k, i] \neq 0$ **then return** "None";
13   }
14 **return** k;
15 }

Celebrity Identification using Stack

- Algorithm (2.1.10) can be implemented using stack for S as

Algorithm 2.1.12. Celebrity Identification – Using Stack

```
// Given n × n matrix A find the celebrity satisfies Eqs (2.1.1) and (2.1.2).
// Input: Array A, int n;; Output: Celebrity k, or "None".
Algorithm Celebrity_S(A, n)
{
    for i := 1 to n do StkPush(i); // Initialize stack.
    for i := 1 to n − 1 do // Repeat n − 1 times
        u := StkPop(); v := StkPop();
        if A[u, v] = 1 then StkPush(v); // Remove u.
        else StkPush(u); // Remove v.
    }
    k := StkPop(); // k is the candidate for celebrity.
    for i := 1 to n do // Verify k is the celebrity.
        if i ≠ k then {
            if A[i, k] ≠ 1 or A[k, i] ≠ 0 then return "None";
        }
    return k;
}
```


Celebrity Identification using Queue

- Algorithm (2.1.10) can be implemented using queue for S as

Algorithm 2.1.13. Celebrity Identification – Using Queue

```
// Given n × n matrix A find the celebrity satisfies Eqs (2.1.1) and (2.1.2).
// Input: Array A, int n;; Output: Celebrity k, or "None".
Algorithm Celebrity_Q(A, n)
{
    for i := 1 to n do Enqueue(i); // Initialize stack.
    for i := 1 to n − 1 do // Repeat n − 1 times
        u := Dequeue(); v := Dequeue();
        if A[u, v] = 1 then Enqueue(v); // Remove u.
        else Enqueue(u); // Remove v.
    }
    k := Dequeue(); // k is the candidate for celebrity.
    for i := 1 to n do // Verify k is the celebrity.
        if i ≠ k then {
            if A[i, k] ≠ 1 or A[k, i] ≠ 0 then return "None";
        }
    return k;
}
```

Celebrity Identification Implementations

- Algorithms Celebrity_A (2.1.11), Celebrity_S (2.1.12) and Celebrity_Q (2.1.13) implement Algorithm Celebrity_G (2.1.10) using different data structures for S.
- All of them have the same time complexity $\Theta(n)$.
- In Algorithm Celebrity_A (2.1.11) if u or v is the candidate, then it is not changed for the rest of the iterations.
- In Algorithm Celebrity_S (2.1.12) if the candidate has been popped from the stack, it also remains on top of the stack for the rest of the iterations.
- In Algorithm Celebrity_Q (2.1.13), however, the candidate is enqueued to the end of the queue.
  - The candidate is evaluated at most $\lfloor \lg n \rfloor$ times.

Summary

- Stacks and queues
  - Insert, delete and status check
  - Array and linked list representations
- Celebrity problem
  - With array
  - With stack
  - With queue