Algorithms and Data Structures

B2. Abstract Data Types: Stacks & Queues

Gabriele Röger

University of Basel

April 3, 2024

Abstract Data Type

Abstract Data Type

Abstract Data Type

Description of a data type, summarizing the possible data and the possible operations on this data.

- User perspective: How can I use the data type?
- In contrast to data structures, not specifying the concrete representation of the data.

Advantages of Abstract Data Types

- User codes against an interface.
- The underlying data structure (representation) is hidden/encapsulated.
 - Representation can be replaced at any time.
- Separating two aspects:
 - 1 What is the data type doing (interface)?
 - ② How is this achieved (internal structure)?

Advantages of Abstract Data Types

- User codes against an interface.
- The underlying data structure (representation) is hidden/encapsulated.
 - Representation can be replaced at any time.
- Separating two aspects:
 - What is the data type doing (interface)?
 - Output Description
 ② How is this achieved (internal structure)?

We can abstract away the dirty details and stay more flexible.

Abstract Data Types and Classes

- In object-oriented languages, abstract data types are often implemented as interfaces.
- For example, lists in Java:

```
java.util.List

java.util.LinkedList

java.util.ArrayList
```

```
interface List<E>:
   E get(int index);
   void add(E element);
   void add(int pos, E element);
   ...
```

Today: Stacks and Queues



Stack (of plates)



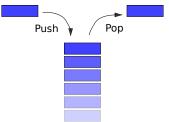
Queue (of persons)

Stack

Stack

A stack is a data structure following the last-in-first-out (LIFO) principle supporting the following operations:

- push: puts an item on top of the stack
- pop: removes the item at the top of the stack

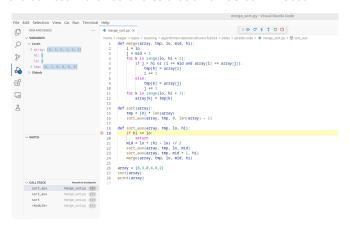


Both operations should take constant time.

Application: Call Stack

The call stack stores information when running subroutines of a computer program.

 \rightarrow where to resume once the subroutine has terminated



Jupyter Notebook



Jupyter notebook: fundamental-adts.ipynb

Stack: Possible Implementation with Linked Lists

```
class Stack:
    def __init__(self):
        self.list = LinkedList()

    def push(self, item):
        self.list.prepend(item)

    def pop(self):
        if self.list.is_empty():
            raise Exception("popping from empty stack")
        else:
            return self.list.remove_first()
```

Questions



Questions?

Queue

Queue

A queue is a data structure following the first-in-first-out (FIFO) principle supporting the following operations:

- enqueue: adds an item to the tail of the queue
- dequeue: removes the item at the head of the queue



Both operations should take constant time.

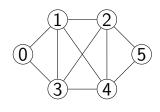
Application: Breadth-first Exploration

Queues are always helpful if we need to store elements and process them in the same order.

Application: Breadth-first Exploration

Queues are always helpful if we need to store elements and process them in the same order.

With a breadth-first exploration, we want to visit all reachable nodes in a graph in the order of their distance from a given start node.



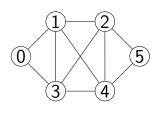
Starting from node 5, any of the following visitation orders would be fine:

- **524130**
- **5** 4 2 1 3 0
- **5** 2 4 3 1 0
- **5** 4 2 3 1 0

Application: Breadth-first Exploration

Queues are always helpful if we need to store elements and process them in the same order.

With a breadth-first exploration, we want to visit all reachable nodes in a graph in the order of their distance from a given start node.



Starting from node 5, any of the following visitation orders would be fine:

- **524130**
- **5** 4 2 1 3 0
- **5** 2 4 3 1 0
- **5** 4 2 3 1 0

Implementation with queue in Jupyter notebook

Jupyter Notebook



Jupyter notebook: fundamental-adts.ipynb

Queue: Possible Implementation with Doubly Linked Lists

```
class Queue:
    def __init__(self):
        self.list = DoublyLinkedList()

def enqueue(self, item):
        self.list.append(item)

def dequeue(self):
        if self.list.is_empty():
            raise Exception("dequeuing from empty queue")
        else:
            return self.list.remove_first()
```

Questions



Questions?

Deque

Deques

A double-ended queue (deque) generalizes both, queues and stacks:

- append: adds an item to the right side of the deque.
- appendleft: adds an item to the left side of the deque.
- pop: removes the item at the right end of the deque.
- popleft: removes the item at the left end of the deque.

Operation names can differ between programming languages.

All operations should take constant time.

Deques

A double-ended queue (deque) generalizes both, queues and stacks:

- append: adds an item to the right side of the deque.
- appendleft: adds an item to the left side of the deque.
- pop: removes the item at the right end of the deque.
- popleft: removes the item at the left end of the deque.

Operation names can differ between programming languages.

All operations should take constant time.

How would you implement a deque?

■ Abstract data types (ADTs) specify the behavior of a data type, not the internal representation.

- Abstract data types (ADTs) specify the behavior of a data type, not the internal representation.
- Stack: follows last-in-first-out (LIFO) principle.
- Queue: follows first-in-first-out (FIFO) principle.
- Deque: generalizes stack and queue.

- Abstract data types (ADTs) specify the behavior of a data type, not the internal representation.
- Stack: follows last-in-first-out (LIFO) principle.
- Queue: follows first-in-first-out (FIFO) principle.
- Deque: generalizes stack and queue.
- All: in principle just lists with limited functionality.
- Limitations help clarifying intended usage and avoiding mistakes.

- Abstract data types (ADTs) specify the behavior of a data type, not the internal representation.
- Stack: follows last-in-first-out (LIFO) principle.
- Queue: follows first-in-first-out (FIFO) principle.
- Deque: generalizes stack and queue.
- All: in principle just lists with limited functionality.
- Limitations help clarifying intended usage and avoiding mistakes.
- → Preferably code against an ADT/interface.