

CSCM712: Problem efficiency & software solving

Stacks and queues

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March 9th 2026

In the previous episode

- We've seen a couple of implementations for ordered collections:
 - linked lists
 - dynamic arrays

You've played with them in the lab.

Two more restrictive interfaces with applications.



stacks



queues

And then some teasing about **priority queues**.



- **LIFO**: last-in, first-out

- Minimal interface:

```
class stack:  
    def __init__(self):  
        # generates an empty stack  
    def pop(self):  
        # remove and returns the top element  
    def push(self, x):  
        # puts x on top  
    def isEmpty(self):  
        # returns a boolean
```

- Common “extensions”: `__len__`, `peek`

Why stacks? Example 1: parsing

What is parsing?

Turning strings into a more structured presentation.

- Example: the python interpreter first parses your text files before turning them into bytecode and running your programs.
- Similar task: check for syntax errors.

Baby example

Are the following expressions valid?

```
'[(1 + 5) * 2] + [77 + 8]'
```

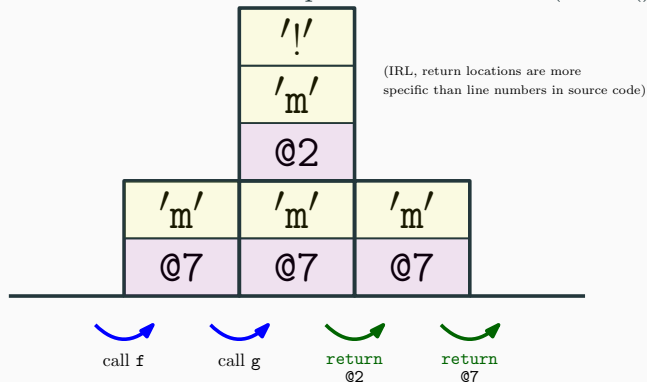
```
'((1)+(2-1) * [w + ([5]))] / (((10)] + 5)'
```

Implementation: your first exercise for next lab.

Why stacks? Example 2: interpreting function calls (1/3)

- You may have heard of the notion of a **call stack**
- When function calls are made in programs, your computer remembers
 - where the functions are called from (to **return**)
 - what are the arguments of the functions
- They're put in a dedicated memory chunk treated as a stack.
- It has a fixed size, typically $\sim 4\text{Kb}$ on modern computers (small :())

```
1 def f(s):  
2     g(s, '!')  
3  
4 def g(s, r):  
5     print('boo' + s + r)  
6  
7 f('m')
```

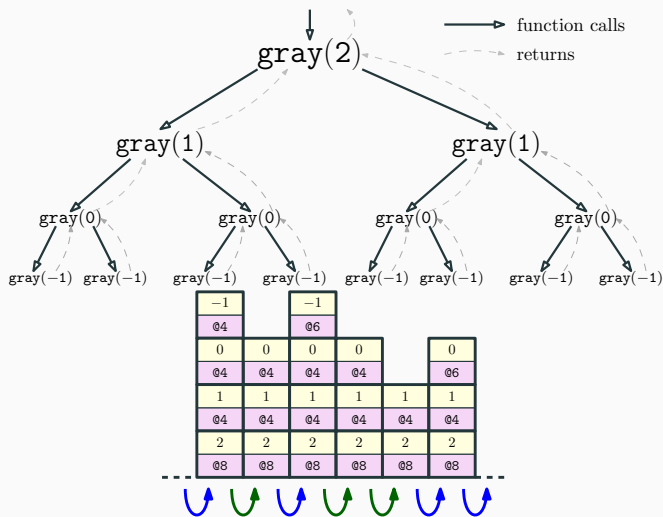


Why stacks? Example 2: interpreting function calls (2/3)

Of course this gets more fun with recursive functions.

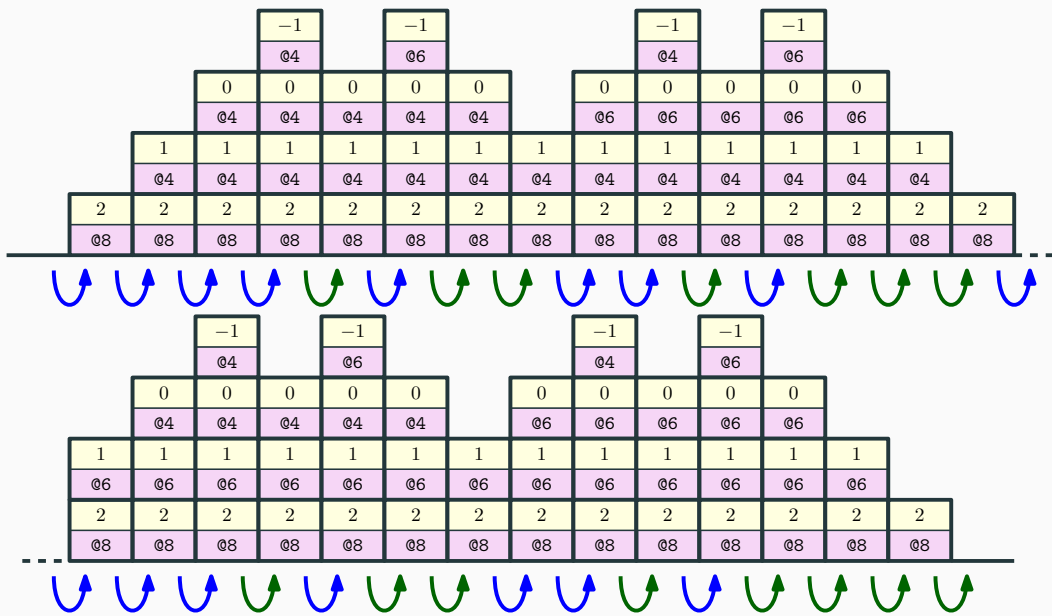
```
1 def gray(n):  
2     if n < 0:  
3         return  
4     gray(n-1)  
5     print(n, end='')  
6     gray(n-1)
```

```
8 gray(2)
```



Why stacks? Example 2: interpreting function calls (3/3)

The full thing.





FIFO: first-in first-out

```
class queue:  
    def __init__(self):  
        # initialize an empty queue  
    def enqueue(self, x):  
        # add x at the end of the queue  
    def dequeue(self):  
        # remove & return the first element  
    def isEmpty(self):  
        # returns a boolean
```

Why queues? Example 1: buffers

Typical usage of queues: **buffering**

- Sometimes a system receives much data
- Can't process everything at once
- → store that in a queue

Buffers you know and love

`stdin` and `stdout`

- Buffers of inputs and outputs for the terminal
- `fflush(stdout)` = “hey please process everything in there, don't worry I'll be patient and wait for that”

Why queues? Example 2: breadth-first traversals

To be discussed **soon** :)

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Typically linked lists and arrays

- Arrays are memory-efficient, but fixed-size
- Memory-efficiency aside, linked lists are cool and $\mathcal{O}(1)$

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Dynamic arrays (python list) don't make too much sense in my view, but probably not too horrible if you are lazy anyway `~\("/)/~`

Priority queues

Not just a bourgeois invention.

Idea:

- each element is inserted with a priority
- remove the element with **minimal priority** first

```
class priorityQueue:
    def __init__(self):
        # empty queue
    def enqueue(self, x, k):
        # enqueue x with priority k
    def dequeue(self):
        # remove and return an element with minimal priority
    def min(self):
        # return the pair (x, k) of an element x with priority k
        # that would be dequeued next, or None if the priority queue is empty
```

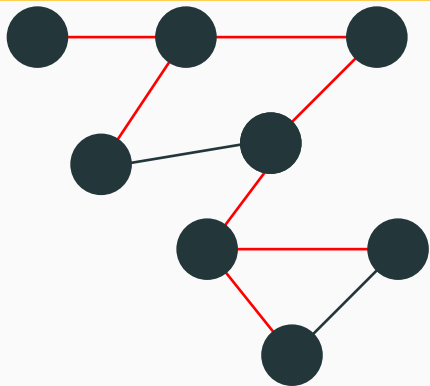
Why priority queues? Example 1: sorting

```
def pQueueSort(xs):
    p = priorityQueue()
    for i in xs:
        p.enqueue(i,i)
    result = []
    while p.min != None:
        result.append(p.dequeue())
    return result
```

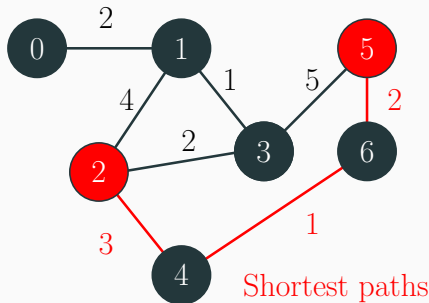
If enqueue and dequeue run in $\mathcal{O}(f(n))$

\implies pQueueSort in $\mathcal{O}(n \times f(n))$

Why priority queues? Examples 2 & 3: graph algorithms

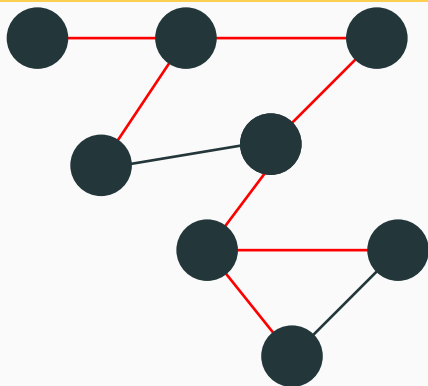


Minimum Spanning Trees

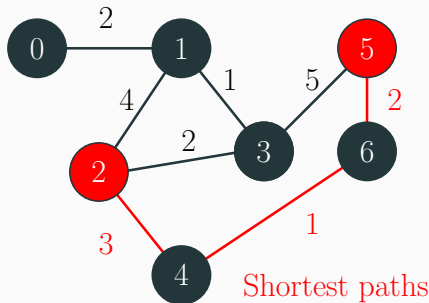


Shortest paths

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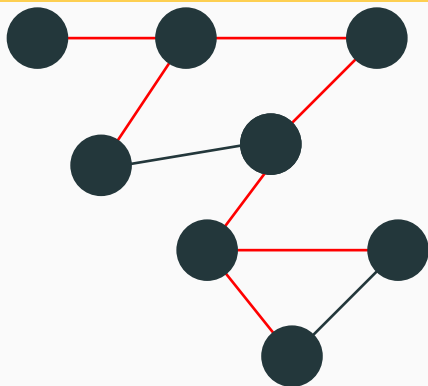


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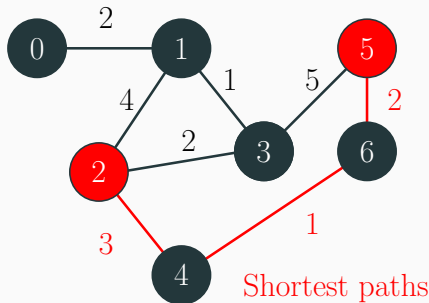


(see e.g. §8.20 and §8.22 of *Problem Solving with Algorithms and Data Structures using Python* by B. Miller & D. Ranum for details; **maybe** also later lectures!)

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N.B.: graphs $\not\subseteq$ proforma \supseteq learning outcomes \supseteq exam \subseteq assessment & feedback

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Using arrays and lists, time complexity?

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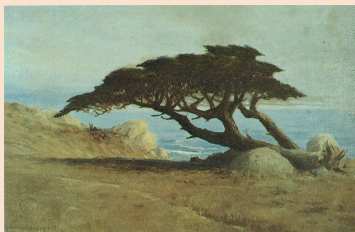
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Let us now investigate the power of trees

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(material in §4 of the textbook now covered.)