

# Data Structures: Stacks

Data Structure Course  
DGIST

October 2, 2025

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## **Introduction to Stacks**

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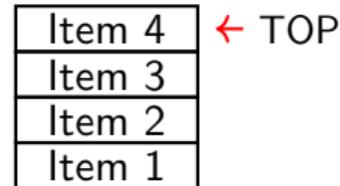
# What is a Stack?

## Definition

A **stack** is a linear data structure that follows the **Last In, First Out (LIFO)** principle.

## Key characteristics:

- Elements are added and removed from the same end (top)
- Only the top element is accessible
- Perfect for managing nested operations and histories
- Natural structure for function calls and recursion



Stack Structure

## Core Operations

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# Essential Stack Operations

## Primary Operations

- **Push:** Add element to top
- **Pop:** Remove and return top element
- **Peek/Top:** Return top element without removing
- **Empty:** Check if stack is empty
- **Size:** Get number of elements

## C Example

```
1 int s[100];
2 int top = -1;           // empty
3
4 // push
5 s[++top] = 10;
6 s[++top] = 20;
7
8 // peek (top element)
9 int topVal = s[top];   // -> 20
10
11 // pop
12 int x = s[top--];     // -> 20
13
14 // empty?
15 int empty = (top == -1);
```

## Time Complexity

All operations are **O(1)** - constant time (amortized for push in dynamic arrays)

# Stack Operations Visualization

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**Initial Stack**

20
10

**After Push(30)**

30
20
10

← PUSH

**After Pop()**

20
10

Returns: 30

← TOP

## **Implementation Approaches**

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# Array-based vs Linked List Implementation

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## Array-based Stack

### Pros:

- Contiguous memory
- Great cache locality
- Simple implementation
- $O(1)$  amortized push

### Cons:

- Occasional resize cost
- Capacity management

## Linked List-based Stack

### Pros:

- No resize cost
- Always  $O(1)$  operations
- Dynamic size

### Cons:

- Extra pointer memory
- Poor cache locality
- More complex

# Linked List Stack Implementation

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```
1  class Node:
2      def __init__(self, val, next=None):
3          self.val = val
4          self.next = next
5
6  class StackLL:
7      def __init__(self):
8          self.head = None
9          self.n = 0
10
11     def push(self, x):
12         self.head = Node(x, self.head)
13         self.n += 1
14
15     def pop(self):
16         if not self.head:
17             raise IndexError("pop from empty stack")
```

## **Applications**

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# Expression Evaluation: Parentheses Matching

## Problem

Check if parentheses, brackets, and braces are properly balanced.

### Algorithm:

1. Push opening brackets onto stack
2. For closing brackets:
  - Check if stack is empty
  - Check if top matches type
  - Pop if match, return false if not
3. Stack should be empty at end

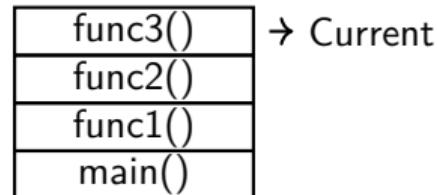
```
1 def valid_brackets(s):
2     pairs = {')': '(', ']': '[', '}': '{'}
3     st = []
4     for ch in s:
5         if ch in '([{':
6             st.append(ch)
7         elif ch in ')]}':
8             if not st or st[-1] != pairs[ch]:
9                 return False
10            st.pop()
11     return not st
12
13 # Examples:
14 # valid_brackets("([{}]){}") -> True
15 # valid_brackets("([{}])") -> False
```

# Function Call Stack and Recursion

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## Call Stack Mechanism

- Each function call creates a **stack frame**
- Frame contains: parameters, local variables, return address
- Recursion uses call stack implicitly
- Deep recursion can cause stack overflow



Call Stack

## Converting Recursion to Iteration

Use explicit stack to avoid stack overflow for deep recursion

# Undo/Redo Operations

## Two-Stack Approach

- **Undo Stack:** stores performed actions
- **Redo Stack:** stores undone actions

## Operations:

- **Action:** push to undo, clear redo
- **Undo:** pop from undo, apply inverse, push to redo
- **Redo:** pop from redo, apply, push to undo

Simple undo/redo pattern in pseudocode:

- `do(action)` - execute and save
- `undo()` - reverse last action
- `redo()` - replay undone action

## Real-world Examples

Text editors, image editing software, IDEs, web browsers

## Complexity Analysis

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# Time and Space Complexity

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Implementation	Push	Pop/Peek	Space
Array-based	$O(1)$ amortized	$O(1)$	$O(n)$
Linked List-based	$O(1)$	$O(1)$	$O(n)$ + pointer overhead

## Array-based Considerations

- Amortized  $O(1)$  push due to resize
- Worst-case single push:  $O(n)$
- Better cache performance

## Linked List Considerations

- Guaranteed  $O(1)$  for all operations
- Extra memory per node
- Dynamic allocation overhead

## **Summary**

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# Key Takeaways

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## Stack Fundamentals

- LIFO data structure with top-only access
- Essential operations: push, pop, peek, empty, size
- All operations are  $O(1)$  time complexity

## Implementation Choices

- Array-based: better cache, amortized  $O(1)$
- Linked list-based: guaranteed  $O(1)$ , more memory

## Important Applications

- Expression evaluation and parentheses matching
- Function call management and recursion
- Undo/redo functionality
- Backtracking algorithms

# Thank You!

Questions?