CS Responsibility

Autonomous Vehicles (AV)

• Last month, National Association of City Transportation Officials published second version of Autonomous Vehicle (AV) planning guide
  o Overview of how some of the most influential cities can prepare for AVs.
  o Discussions over policy such as collection of personal data and traffic regulations.
  o AVs could potentially be more sustainable, equitable, and efficient. However, there are many considerations.

Sources:
https://news.stanford.edu/2017/05/22/stanford-scholars-researchers-discuss-key-ethical-questions-self-driving-cars-present/
https://hcri.brown.edu/2013/08/25/the-google-driverless-car-a-cool-thing-that-matters/

What level of safety is tolerable for autonomous vehicles? Are the potential conveniences worth the costs?

4 Major Concerns:

• Minimizing Risk
  o Vulnerability to adversary attacks and hacking
  o Traffic & Construction Zones

• Trolley Problem
  o Autonomous vehicles act as moral agents

• Could potentially cause loss of jobs
  o 3.5 million truck drivers in the US

• Transparency & Collaboration
  o Who is designing them
  o Collaboration among disciplines needed
Cartoon Winner Demos!

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Cartoon Winner Demos!

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Lecture 17

Stacks and Queues
Abstract Data Types (1/2)

- To use a method, need to know its essentials: signature and return type
  - additionally, documentation tells us purpose, error conditions, what resources (such as classes and packages) the method needs, etc.
  - set of signatures and return types for an entire class designed to store and manage data is called an Abstract Data Type (ADT) – in Java, ADTs are supported by interfaces
  - this abstract specification tells us nothing about its implementation – encapsulation! This means that an ADT can be implemented in a variety of ways, and can be used without knowing anything about the implementation

- Can think of abstract specifications of ArrayList and LinkedList as low-level forms of ADT. If we think of their specific implementations (using arrays and linked lists of nodes resp.), they are also data structures. As the name implies, they implement Java’s List interface

- Can use lower-level ADTs in turn to create higher-level ADTs, e.g., stacks and queues, often through the wrapper/containment pattern used in this lecture

  1. This is an informal definition. ADT also has a more formal, mathematical definition.

Abstract Data Types (2/2)

- These lectures show how to implement a variety of common ADTs using linked nodes, and then use those implementations with simple programs to demonstrate their use

- Note: full description of an ADT is sometimes called an API (Application Program Interface)
  - term “Application Program Interface” coined by former undergraduate Ira Cotton in 1968
  - whether or not APIs should be open source was a point of contention between Google and Oracle – led to long, costly legal battle, with Google winning, arguing that they should be open source (source.

Stacks

- Stack has special methods for insertion and deletion, and two others for size
  - push and pop
  - isEmpty, size
- Instead of being able to insert and delete nodes from anywhere in the list, can only add and delete nodes from top of Stack
  - LIFO (Last In, First Out)
- We’ll implement a stack with a linked list and then use it in a simple demo app
**Methods of a Stack (ADT spec) – much like an interface**

- Add element to top of stack: `void push(Type el)`
- Remove element from top of stack: `Type pop()`
- Returns whether stack has any elements: `boolean isEmpty()`
- Returns number of elements in stack: `int size()`

Note: `public` keyword not added here and in other specs, but should add mentally as user and implementer of this ADT.

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**Stack Constructor**

- When generic `Stack` is instantiated, it contains an empty `MyLinkedList`.
- When using a stack, you will replace `Type` with the type of object your `Stack` will hold – enforces homogeneity.
- Note the `Stack ADT` contains a `MyLinkedList ADT` (“composition” pattern), using the “wrapper” pattern to hide or modify functionality of the contained ADT and to add other methods.

```java
public class Stack<Type> {
    private MyLinkedList<Type> _list;
    public Stack() {
        _list = new MyLinkedList<Type>();
    }
    /* other methods elided */
}
```

---

**Implementing Push**

// in the Stack<Type> class ...
public Node<Type> push(Type newData) {
    return _list.addFirst(newData);
}

- Let’s see the behavior...
- When an element is `pushed`, it is always added to front of list
- Thus the `Stack` delegates to the LL to implement `push`
Implementing Pop

- Let's see what this does...
- When popping an element, it is always removed from top of Stack, so call removeFirst on MyLinkedList - again delegation
- removeFirst returns element removed, and Stack in turn returns it
- Remember that the removeFirst method of MyLinkedList first checks to see if list is empty

```java
// in the Stack<Type> class ...
public Type pop() {
    return _list.removeFirst();
}
```

isEmpty

- Stack will be empty if _list is empty - delegation
- Returns a boolean that is true if Stack is empty and false otherwise

```java
// in the Stack<Type> class ...
public boolean isEmpty() {
    return _list.isEmpty();
}
```

size

- Size of Stack will be the number of elements that the Linked List contains - delegation
- Size is updated whenever a Node is added to or deleted from _list during push and pop methods

```java
// in the Stack<Type> class ...
public int size() {
    return _list.size();
}
```
TopHat Question 1

Look over the following code:

```java
Stack<HeadTA> myStack = new Stack<HeadTA>();
myStack.push(htaAngel);
myStack.push(htaLucy);
myStack.pop();
myStack.push(htaBush);
myStack.pop();
myStack.pop();
```

Who’s left in the stack?

A. htaLucy  
B. htaNoah  
C. htaAngel  
D. none of them!

Example: Execution Stacks

- Each method has an Activation Record (AR)
  - contains an execution pointer to instruction to be executed next in method – code is immutable but local variables are not
  - thus also contains all local variables and parameters of method

- When methods execute and call other methods, Java uses a Stack to keep track of the order of execution
  - when a method calls another method, Java adds activation record of called method to Stack
  - when new method is finished, its AR is removed from Stack, and previous method is continued
  - method could be different or a recursively called clone, when executable pointer points into same immutable code, but different values for variables/parameters
Execution Stacks

![Diagram of execution stacks](image)

- When E finishes, its AR is popped.
- Then D's AR is popped, etc.

Stack Trace

- When an exception is thrown in a program, get a long list of methods and line numbers known as a stack trace
  - Exception in thread "main" <exception name>
at <class>.<method>(<class>.java:<line>)
- A stack trace prints out all methods currently on execution stack.
- If exception is thrown during execution of recursive method, prints all calls to recursive method

Bootstrapping ADTs

- This implementation of the stack ADT uses a wrapper over a contained Linked List, but user of ADT has no knowledge of that.
  - Could also implement it with an Array or ArrayList,
    - Array implementation could be less efficient as we would have to expand our Array as we push more objects onto the Stack.
    - User's code would not be affected if the implementation of Stack changed (as is true for methods as well, if their semantics aren't changed).
- We'll use the same technique to implement a Queue
What are Queues?

- Similar to stacks, but elements are removed in different order
  - Information retrieved in the same order it was stored
  - FIFO: First In, First Out (as opposed to stacks, which are LIFO: Last In, First Out)
- Examples:
  - Standing in line at the checkout counter or movie theater
  - Waitlist for TA hours after randomization

Methods of a Queue (ADT spec)

- Add element to end of queue
  - `void enqueue(Type el)`
- Remove element from beginning of queue
  - `Type dequeue()`
- Returns whether queue has any elements
  - `boolean isEmpty()`
- Returns number of elements in queue
  - `int size()`

Enqueuing and Dequeuing

- Enqueuing: adds a node
- Dequeuing: removes a node
Enqueuing and Dequeuing

- Enqueuing: adds a node
- Dequeuing: removes a node

Before Dequeuing

1     2     3     4

After Dequeuing

1     2     3     4

Our Queue

- Again use a wrapper for a contained Linked List. As with Stack, we'll hide most of LL's functionality and provide special methods that delegate the actual work to the LL
- Contain a MyLinkedList within Queue class
  - enqueue will add to the end of MyLinkedList
  - dequeue will remove the first element in MyLinkedList

```java
public class Queue<Type> {
  private MyLinkedList<Type> _list;

  public Queue() {
    _list = new MyLinkedList<Type>();
  }
  // Other methods elided
}
```

enqueue

- Just call _list's addLast method- delegation
- This will add node to end of _list

```java
public void enqueue(Type newNode) {
  _list.addLast(newNode);
}
```
**dequeue**

- We want first node in _list
- Use _list's `removeFirst` method - delegation
  ```java
  public Type dequeue() {
    return _list.removeFirst();
  }
  ```
- What if _list is empty? There will be nothing to dequeue!
- Our `MyLinkedList` class's `removeFirst()` method returns `null` in this case, so `dequeue` does as well

**isEmpty() and size()**

- As with Stacks, very simple methods; just delegate to `MyLinkedList`
  ```java
  public int size() {
    return _list.size();
  }
  
  public boolean isEmpty() {
    return _list.isEmpty();
  }
  ```
**TopHat Question 2**

In order from head to tail, a queue contains the following: jim, dwight, pam, michael. We remove each person from the queue by calling dequeue() and then immediately push() each dequeued person onto a stack.

At the end of the process, what is the order of the stack from top to bottom?

A. jim, dwight, pam, michael
B. jim, michael, dwight, pam
C. michael, pam, dwight, jim
D. It's random every time.

**Exercise 1 (1/4)**

- How can we use a Stack to reverse a Linked List?
- Linked List: Michael, Dwight, Jim, Pam
- Note: user wouldn’t see head and tail – implementation detail

**Exercise 1 (2/4)**

- Solution:
  - while Linked List is not empty, remove from Linked List and push elements onto Stack
  - then, while Stack is not empty, pop elements from Stack and add to Linked List
Exercise 1 (3/4)

```java
while(!_list.isEmpty()) {
    stack.push(_list.removeFirst());
    stack.push(_list.removeFirst());
}
```

Exercise 1 (4/4)

```java
while(!stack.isEmpty()){
    _list.addLast(stack.pop());
    stack.addLast(stack.pop());
}
```

Exercise 2 (1/2)

- Check for balanced parentheses in a given string
- Balanced: [()()][()]
- Not balanced: [)]
Exercise 2 (2/2)

- Go through every character, if it is a starting bracket, push it onto the stack
- If it is a closing bracket, pop from the stack
  - if stack is empty, return false
- The bracket you pop should be the opening bracket that corresponds to the closing bracket you are looking at
  - if it is not, return false
- If you get through every character and you haven’t returned false, check if stack is empty
- If it is, the brackets are balanced!

Exercise 2 Pseudocode

```plaintext
for each bracket in string:
  if it is a starting bracket:
    push it onto stack
  if it is a closing bracket:
    pop from the stack
    if the popped character is not the matching opening bracket:
      return false
  if stack is empty:
    return true
```

```
{ ()
  Stack
```
for each bracket in string:
  if it is a starting bracket:
    push it onto stack
  if it is a closing bracket:
    pop from the stack
    if the popped character is not the matching opening bracket:
      return false
  if stack is empty
    return true

[ ]
Stack

Match! Keep going...

[ ( ]
Stack

Match! Keep going...

[ ( ]
Stack

Match! Keep going...
for each bracket in string:
  if it is a starting bracket:
    push it onto stack
  if it is a closing bracket:
    pop from the stack
      if the popped character is not the matching opening bracket:
        return false
  if stack is empty
    return true

Stack

Exercise 2 Actual Code
for(int i = 0; i < parenthesesArray.length; i++) {
  //If the element at this index is either starting bracket, push onto stack
  if(parenthesesArray[i].equals("["))
    myStack.push(parenthesesArray[i]);
  //If the element at this index is either closing bracket, pop off of stack
  //Note use of built-in equals() method to compare Strings - returns a boolean
  if(parenthesesArray[i].equals("]"))
    String popped = myStack.pop();
    if(parenthesesArray[i].equals("["))
      return false;
    else if(parenthesesArray[i].equals("["))
      if(popped.equals("["))
        return false;
      else if(popped.equals("["))
        return true;
}
Exercise 3: TA Hours Line (1/2)

- Let’s model the TA hours line
- Because it is FIFO, we need to use a queue!
- What functionality do we need?
  - a method for students to be added to the line
  - a method for TAs to help the line until it is empty

```
public class TAHoursLine{
    private Queue<Student> _queue;
    private CS15TA _ta;
    public TAHoursLine(CS15TA ta){
        _queue = new Queue<Student>;
        _ta = ta;
    }
    public Student addToLine(Student s){
        return _queue.enqueue(s);
    }
    public void seeStudent(){
        _ta.help(_queue.dequeue());
    }
    public void holdHoursUntilCutoff(){
        while(!_queue.isEmpty()){
            this.seeStudent();
        }
    }
}
```

Exercise 3: TA Hours Line (2/2)

- Start by initializing _queue and _ta
- Define a method for adding to hours line
  - this can be used before hours or during hours to sign up
- Define a method for seeing a student – uses CS15TA’s help()
- Define a method for emptying the queue
  - useful after the cutoff is set

Announcements

- Tetris was released over the weekend!
- Section this week is a design discussion
  - meet in your section rooms, NOT the SunLab
- Tetris deadlines:
  - Early: Thursday, 11/14
  - On-time: Saturday, 11/16
  - Late: Monday, 11/18