

# SEQUENCES

- Ranked Sequences
- Positions
- Positional Sequences
- General Sequences
- Bubble Sort Algorithm



## The Ranked Sequence ADT

- A ranked sequence  $S$  (with  $n$  elements) supports the following methods:

- **elemAtRank( $r$ ):**

Return the element of  $S$  with rank  $r$ ; an error occurs if  $r < 0$  or  $r > n - 1$

*Input:* Integer; *Output:* Object

- **replaceElemAtRank( $r, e$ ):**

Replace the element at rank  $r$  with  $e$  and return the old element; an error condition occurs if  $r < 0$  or  $r > n - 1$

*Input:* Integer  $r$ , Object  $e$ ; *Output:* Object

- **insertElemAtRank( $r, e$ ):**

Insert a new element into  $S$  which will have rank  $r$ ; an error occurs if  $r < 0$  or  $r > n - 1$

*Input:* Integer  $r$ , Object  $e$ ; *Output:* Object

- **removeElemAtRank( $r$ ):**

Remove from  $S$  the element at rank  $r$ ; an error occurs if  $r < 0$  or  $r > n - 1$

*Input:* Integer; *Output:* Object

## Array-Based Implementation

- Some Pseudo-Code:

**Algorithm** insertElemAtRank( $r, e$ ):

**for**  $i = n - 1, n - 2, \dots, r$  **do**

$S[i+1] \leftarrow S[i]$

$S[r] \leftarrow e$

$n \leftarrow n + 1$

**Algorithm** removeElemAtRank( $r$ ):

$e \leftarrow S[r]$

**for**  $i = r, r + 1, \dots, n - 2$  **do**

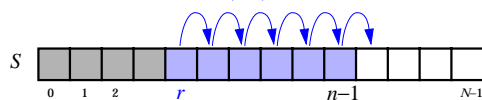
$S[i] \leftarrow S[i + 1]$

$n \leftarrow n - 1$

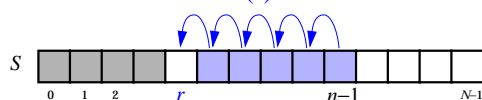
**return**  $e$

- A Graphical Representation

**insertElemAtRank( $r, e$ ):**



**removeElemAtRank( $r$ ):**



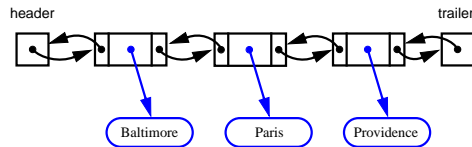
## Array-Based Implementation (contd.)

- Time complexity of the various methods:

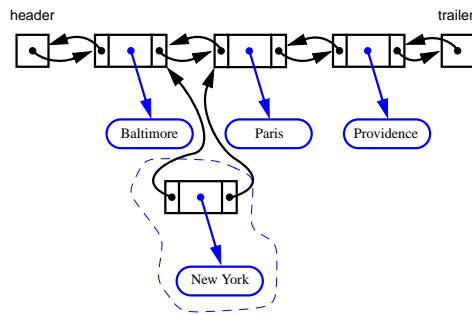
| Method            | Time   |
|-------------------|--------|
| size              | $O(1)$ |
| isEmpty           | $O(1)$ |
| elemAtRank        | $O(1)$ |
| replaceElemAtRank | $O(1)$ |
| insertElemAtRank  | $O(n)$ |
| removeElemAtRank  | $O(n)$ |

## Implementation with a Doubly Linked List

- the list before insertion:

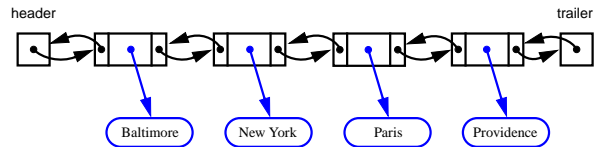


- creating a new node for insertion:

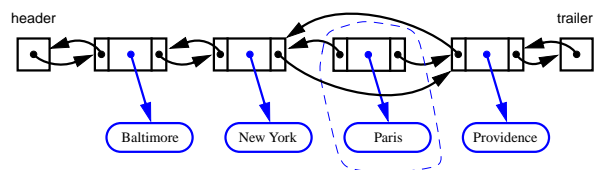


## Implementation with a Doubly Linked List

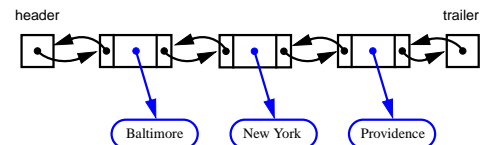
- the list after insertion and before deletion:



- deleting a node:



- after deletion:



## Java Implementation

```
public class NodeRankedSequence
    extends MyDeque implements Deque,
    RankedSequence{
    public void insertElemAtRank (int rank, Object element)
        throws BoundaryViolationException {
        if (rank != size()) //rank size() is OK for
            //insertion
            checkRank(rank);
        DLNode next = nodeAtRank(rank); // the new node
            //will be right before this
        DLNode prev = next.getPrev(); // the new node
            //will be right after this
        DLNode node = new DLNode(element, prev, next);
        next.setPrev(node);
        prev.setNext(node);
        size++;
    }
    public Object removeElemAtRank (int rank)
        throws BoundaryViolationException {
        checkRank(rank);
        DLNode node = nodeAtRank(rank); // node to
            //be removed
        DLNode next = node.getNext(); //node before it
```

## Java Implementation (cont.)

```
DLNode prev = node.getPrev(); // node after it
prev.setNext(next);
next.setPrev(prev);
size--;
return node.getElement();
}
private DLNode nodeAtRank (int rank) {
    // auxiliary method to find the node of the
    //element with the given rank
    DLNode node;
    if (rank <= size()/2) { //scan forward from head
        node = header.getNext();
        for (int i=0; i < rank; i++)
            node = node.getNext();
    }
    else { // scan backward from the tail
        node = trailer.getPrev();
        for (int i=0; i < size()-rank-1; i++)
            node = node.getPrev();
    }
    return node;
}
```

## Nodes and Positions

- Node-Based Operations:
  - Node specific methods, e.g. `removeAtNode(Node v)` and `insertAfterNode(Node v, Object e)`, would be  $O(1)$ .
  - However, node-based operations are not meaningful in an array-based implementation because there are no nodes in an array.
  - **Dilemma:**
    - If we do not include the-node based operations into the generic sequence ADT, we are not taking full advantage of doubly-linked lists.
    - If we do include them, we violate the generality of object oriented design.

## Nodes and Positions (cont.)

- Positions:
  - Intuitive notion of “place” of an element.
  - This concept allows us to enjoy doubly-linked list without violating object-oriented design.
  - Positions have 2 methods:
    - `element()`: Return the element at the Position  
Input: none; Output: Object
    - `container()`: Return the sequence that contains this position.  
Input: none; Output: sequence
  - Positions are defined relatively.
  - Positions are not tied to an element or rank
  - A Sequence is a container of elements that are each stored in a position

## The Positional Sequence ADT

- The methods are:
  - `first()`
  - `last()`
  - `before()`
  - `after()`
  - `size()`
  - `isEmpty()`
  - `replace(p,e)`
  - `swap(p, q)`
  - `insertFirst(e)`
  - `insertLast(e)`
  - `insertBefore(p,e)`
  - `insertAfter(p,e)`
  - `remove(p)`
  - `isFirst(p)`
  - `isLast(p)`

## Doubly Linked List Implementation

- Implementation of a node using Positions

```
class NSNode implements Position {
    private NSNode prev, next; // References to the
                               // nodes before and after
    private Object element; // Element stored in this
                               // position
    private Container cont; // Container of this
                               // position

    NSNode(NSNode newPrev, NSNode newNext,
           Container container, Object elem) { // Initialize
                                               // the node

        prev = newPrev;
        next = newNext;
        cont = container;
        element = elem;
    }

    public Container container()
        throws InvalidPositionException {
        if (cont == null)
            throw new InvalidPositionException
                ("Position has no container!");
    }
}
```

## Doubly Linked List Implementation(cont.)

```

    return cont;
}
public Object element()
    throws InvalidPositionException {
    if (cont == null)
        throw new InvalidPositionException
            ("Position has no container!");
    return element;
}
// Accessor methods
NSNode getNext() { return next; }
NSNode getPrev() { return prev; }
void setNext(NSNode newNext) { next = newNext; }
// Update methods
void setPrev(NSNode newPrev) { prev = newPrev; }
void setElement(Object newElement) { element =
                                         newElement; }
void setContainer(Container newCont) { cont =
                                         newCont; }
}

```

Sequences

13

## Doubly Linked List Implementation

- Code for other methods of a Doubly Linked List:
  - checkPosition
 

```

protected NSNode checkPosition(Position p) throws
    InvalidPositionException{
    if (p==head)
        throw new InvalidPositionException("Head of
            the sequence is not a valid position");
    if (p==tail)
        throw new InvalidPositionException ("Tail of the
            sequence is not a valid position");
    }

```
  - first
 

```

public Position first() throws
    EmptyContainerException {
    if(isEmpty())
        throw new EmptyContainerException
            ("Sequence is empty");
    return head.getNext();
    }

```

Sequences

14

## Doubly Linked List Implementation (cont.)

- before
 

```

public Position before(Position p) throws
    InvalidPositionException, BoundaryViolationException{
    NSNode n = checkPosition(p);
    NSNode prev = n.getPrev();
    if(prev==head)
        throw new BoundaryViolationException ("Cannot
            go past the beginning of the sequence");
    return prev;
    }

```
- insertAfter
 

```

public Position insertAfter (Position p, Object element)
    throws InvalidPositionException{
    NSNode n = checkPosition(p);
    numElts++;
    NSNode newNode = new NSNode(n, n.getNext(),
        this, element);
    n.getNext().setPrev(newNode);
    n.setNext(newNode);
    return newNode;
    }

```

Sequences

15

## Doubly Linked List Implementation (cont.)

- remove
 

```

public Object remove(Position p) throws
    InvalidPositionException {
    NSNode n = checkPosition(p);
    numElts--;
    NSNode nPrev = n.getPrev();
    NSNode nNext = n.getNext();
    nPrev.setNext(nNext);
    nNext.setPrev(nPrev);
    Object nElem = n.element();
    // unlink the position from the list
    //and make it invalid
    n.setNext(null);
    n.setPrev(null);
    n.setContainer(null);
    return nElem;
    }

```

Sequences

16

## The Sequence ADT in Java

**public interface** PositionalSequence **extends** PositionalContainer {

*/\* \*\*\*\*\* Accessor Methods \*\*\*\*\* \*/*

**public** Position first()  
**throws** EmptyContainerException;

**public** Position last()  
**throws** EmptyContainerException;

**public** Position before (Position *p*)  
**throws** InvalidPositionException,  
BoundaryViolationException;

**public** Position after (Position *p*)  
**throws** InvalidPositionException,  
BoundaryViolationException;

## The Sequence ADT in Java (contd.)

*/\* \*\*\*\*\* Information Methods \*\*\*\*\* \*/*

**public** boolean isEmpty();

**public** boolean size();

**public** boolean isFirst (Position *p*)  
**throws** InvalidPositionException;

**public** boolean isLast (Position *p*)  
**throws** InvalidPositionException;

*/\* \*\*\*\*\* Update Methods \*\*\*\*\* \*/*

**public** Position insertFirst (Object *element*);

**public** Position insertLast (Object *element*);

## The Sequence ADT in Java (contd.)

*/\* \*\*\*\*\* More Update Methods \*\*\*\*\* \*/*

**public** Position insertBefore (Position *p*, Object *element*)  
**throws** InvalidPositionException;

**public** Position insertAfter (Position *p*, Object *element*)  
**throws** InvalidPositionException;

**public** Object remove (Position *p*)  
**throws** InvalidPositionException;

**public** Object replace (Position *p*, Object *element*)  
**throws** InvalidPositionException;

**public void** swap (Position *p*, Position *q*)  
**throws** InvalidPositionException;

}

## Comparison of Sequence Implementations

- Is replaceElemAtRank  $O(1)$  in a list?????

| Operations                         | Array  | List   |
|------------------------------------|--------|--------|
| size, isEmpty                      | $O(1)$ | $O(1)$ |
| atRank, rankOf, elemAtRank         | $O(1)$ | $O(n)$ |
| first, last                        | $O(1)$ | $O(1)$ |
| before, after                      | $O(1)$ | $O(1)$ |
| replace, replaceElemAtRank, swap   | $O(1)$ | $O(1)$ |
| insertElemAtRank, removeElemAtRank | $O(n)$ | $O(n)$ |
| insertFirst, insertLast            | $O(1)$ | $O(1)$ |
| insertAfter, insertBefore          | $O(n)$ | $O(1)$ |
| remove                             | $O(n)$ | $O(1)$ |

## Bubble Sort

- A Bubble Sort works by scanning through a sequence and swapping a given element with the next one if the former is smaller than the latter:

| Pass | Swaps               | Sequence           |
|------|---------------------|--------------------|
|      |                     | (5, 7, 2, 6, 9, 3) |
| 1st  | 7 ↔ 2, 7 ↔ 6, 9 ↔ 3 | (5, 2, 6, 7, 3, 9) |
| 2nd  | 5 ↔ 2, 7 ↔ 3        | (2, 5, 6, 3, 7, 9) |
| 3rd  | 6 ↔ 3               | (2, 5, 3, 6, 7, 9) |
| 4th  | 5 ↔ 3               | (2, 3, 5, 6, 7, 9) |

- Here is implementation of a Bubble Sort for an Array-Based Sequence:

```
public void static bubbleSort1(IntegerSequence s) {  
    int n = s.size();  
    for (int i=0; i<n; i++)    // i-th pass  
        for (int j=0; j<n-i; j++)  
            if (s.atRank(j).intValue() >  
                s.atRank(j+1).intValue())  
                swap(s.positionAtRank(j), s.positionAtRank(j+1));  
}
```

## Bubble Sort (contd.)

- This Implementation is designed for a sequence based on a doubly linked list.

```
public void static bubbleSort2(IntegerSequence s) {  
    int n = s.size();  
    IntegerSequencePosition prec, succ;  
  
    for (int i=0; i<n; i++) {    // i-th pass  
        prec = s.firstPosition();  
        for (int j=0; j<n-i; j++) {  
            succ = s.after(prec);  
            if (prec.element().intValue() >  
                succ.element().intValue())  
                swap(prec, succ);  
            else  
                prec = succ;  
        }  
    }  
}
```