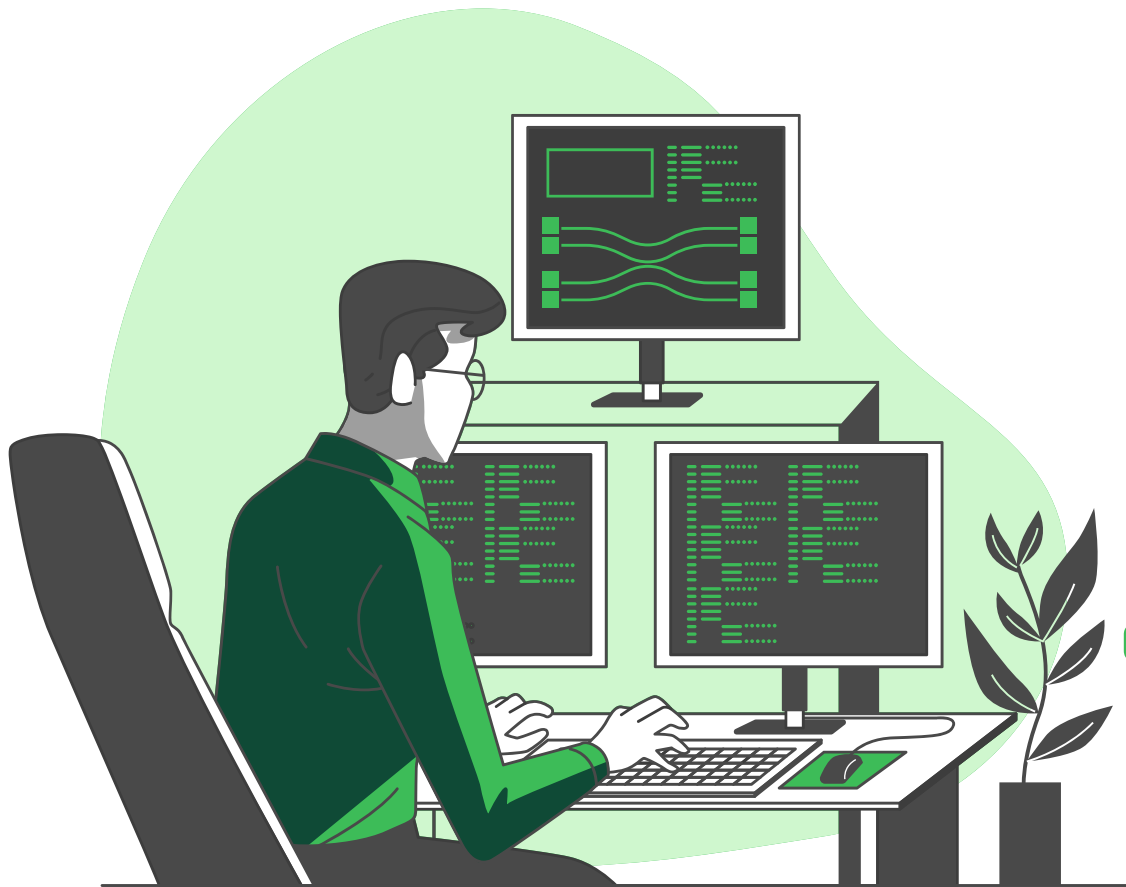
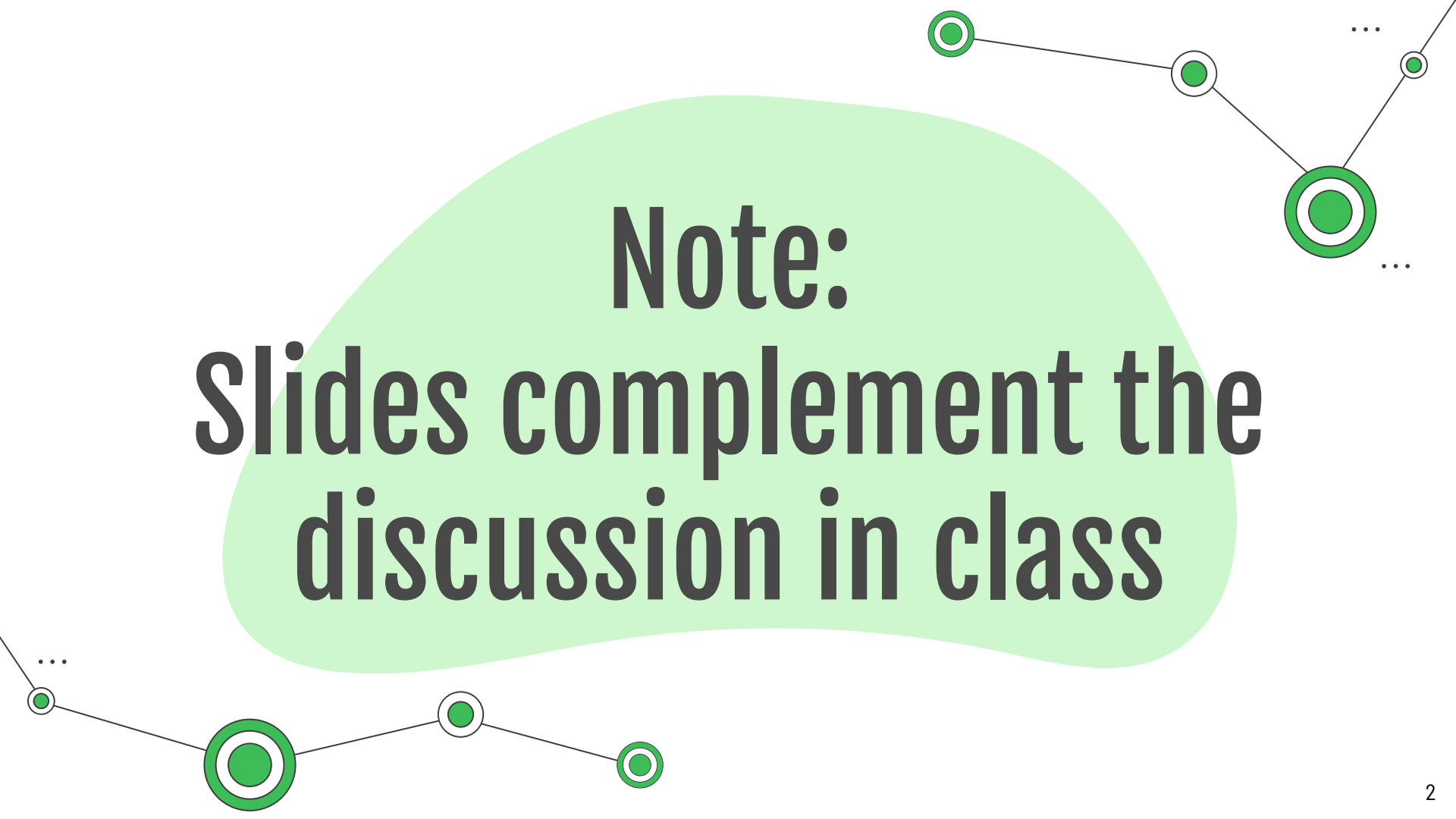




Linked List

CS 251 - Data Structures and
Algorithms

A decorative network diagram consisting of green circular nodes connected by thin black lines. Some nodes are single green circles, while others are double green circles. The nodes are arranged in a non-linear fashion, with some at the top right and others at the bottom left. Ellipses (...) are placed near some nodes to indicate a larger network.

Note:
**Slides complement the
discussion in class**

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Dynamic linear sequence of items

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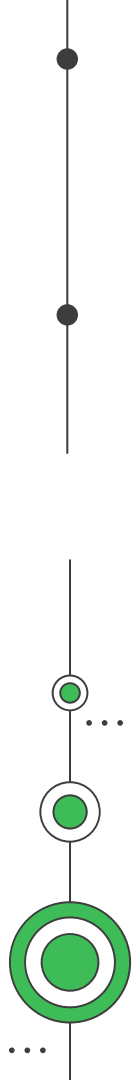


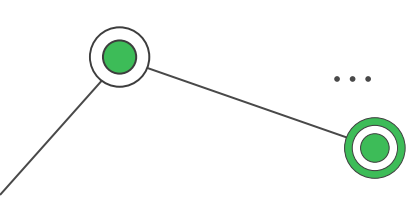


01

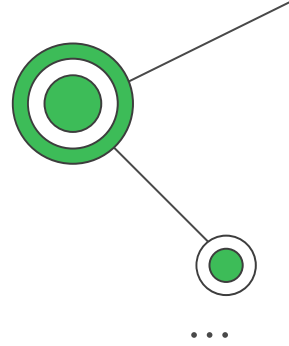
Singly Linked List

Dynamic linear sequence of items





Node

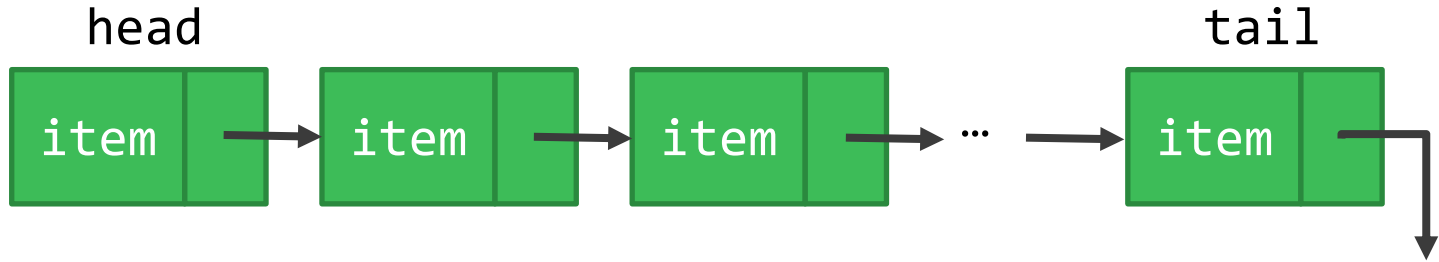


item: The content of the node. It could be as simple as a single value, or as complex as another data structure.

next: The address in memory to the next node in the list.

We use variables to store the address in memory of a node.

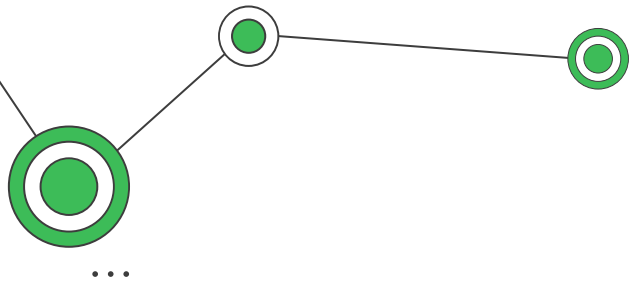
Singly Linked List



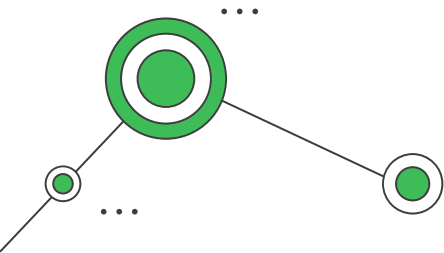
We keep the address in memory of the first node of the list. For simplicity, we call it **head** or **first**.

For certain implementations, it is convenient to keep the address in memory of the last node of the list. For simplicity, we call it **tail** or **last**.

We start an empty linked list by initializing the head address to **null** or **nil**.



Insertion at the Front



```
algorithm InsertAtFront(head:node, x:item) → node
  let newnode be a new Node
  newnode.item ← x

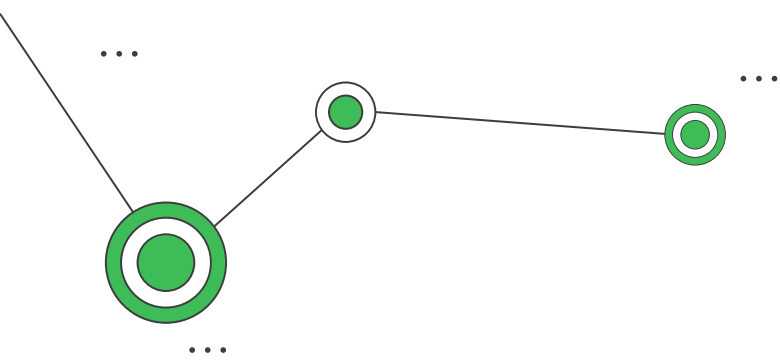
  if head is null then
    newnode.next ← null
    return newnode
  end if

  newnode.next ← head
  return newnode
end algorithm
```

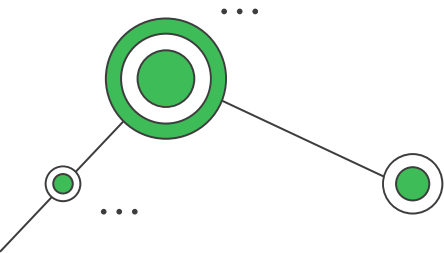
The returned address in memory references to the new head of the singly linked list.

Populating an empty list at the front:

```
head ← null
head ← InsertAtFront(head, X)
head ← InsertAtFront(head, Y)
```



Insertion at the Back (ver. 1)



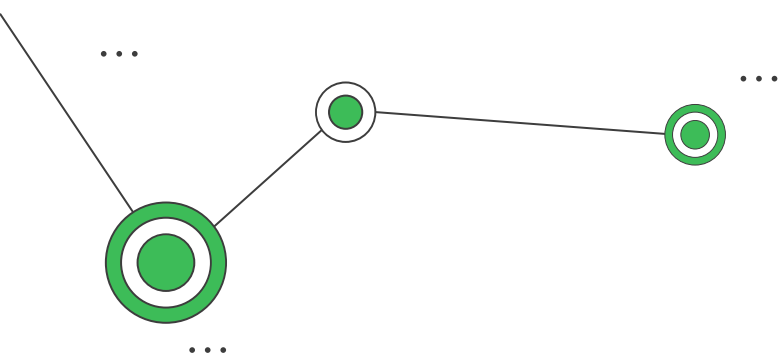
```
algorithm InsertAtBack(head:node, x:item) → node
  let newnode be a new Node
  newnode.item ← x
  newnode.next ← null

  if head is null then
    return newnode
  end if

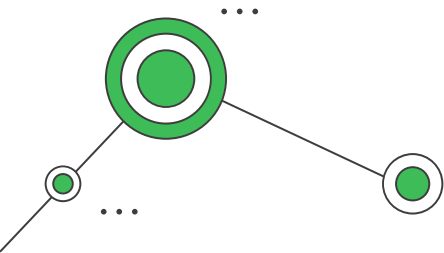
  n ← head
  while n.next is not null do
    n ← n.next
  end while

  n.next ← newnode
  return head
end algorithm
```

The returned address in memory references to the (maybe new) head of the singly linked list.



Insertion at the Back (ver. 2)

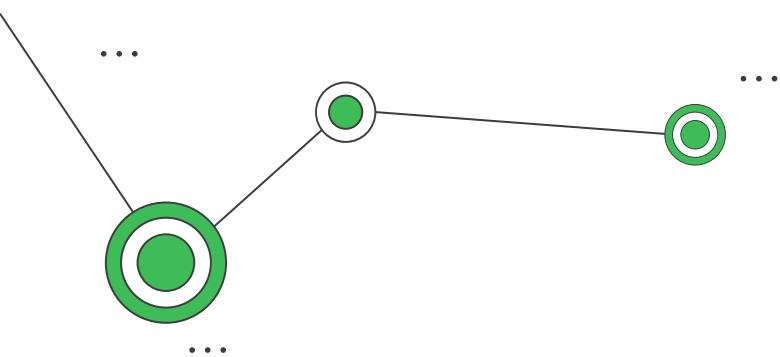


```
algorithm InsertAtBack(tail:node, x:item) → node
  let newnode be a new Node
  newnode.item ← x
  newnode.next ← null

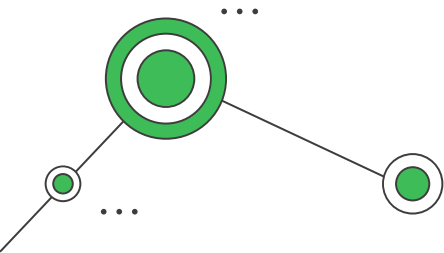
  if tail is null then
    return newnode
  end if

  tail.next ← newnode
  return newnode
end algorithm
```

The returned address in memory references to the new tail of the singly linked list.



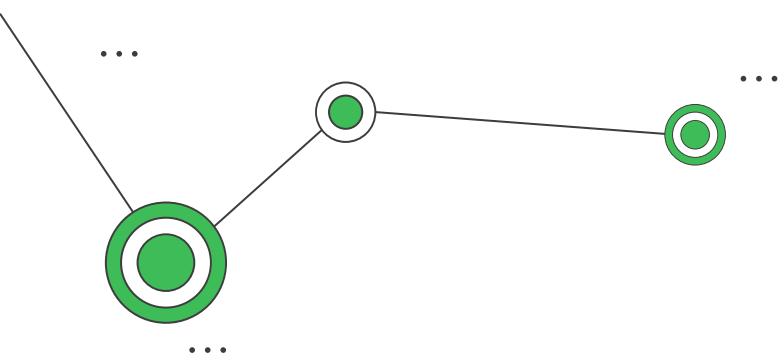
Search



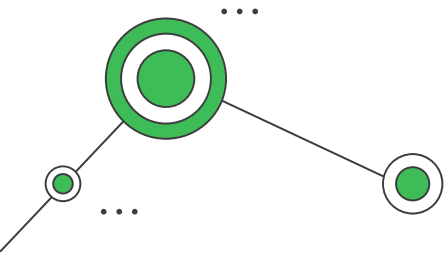
```
algorithm Search(head:node, x:item) → node
```

```
    current ← head  
    while current is not null do  
        if current.item = x then  
            return current  
        end if  
        current ← current.next  
    end while
```

```
    return null  
end algorithm
```



Delete



```
algorithm Delete(head:node, x:item) → node
```

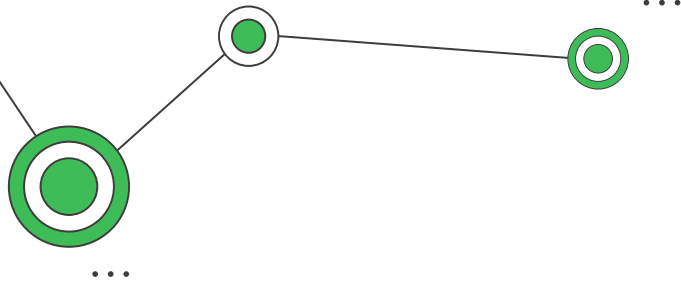
```
  if head is null then  
    return null  
  end if
```

```
  if head.item = x then  
    temp ← head  
    head ← head.next  
    delete temp  
    return head  
  end if
```

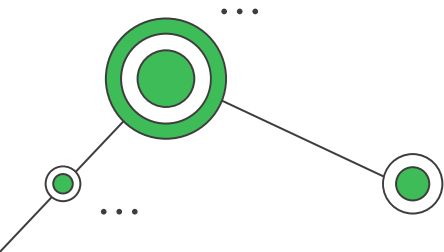
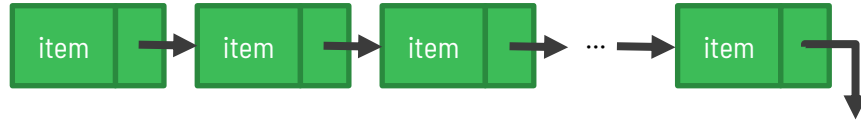
```
  prev ← null  
  current ← head  
  while current is not null and current.item ≠ x do  
    prev ← current  
    current ← current.next  
  end while
```

```
  if current is not null then  
    prev.next ← current.next  
    delete current  
  end if
```

```
  return head  
end algorithm
```



Singly Linked List



Q: How much space is required to keep track of the last node in a singly linked list?

One address: $\Theta(1)$

Q: How many operations are required to insert an item at the start/end of a singly linked list?

Start? New node + update addresses: $\Theta(1)$

End? Tracking last node?: $\Theta(1)$

End? Sorry, no tracking: $\Theta(n)$

Q: How many operations are required to insert an item somewhere in a singly linked list?

Find a location + update addresses:

$O(n) + O(1) \in O(n)$

Singly Linked List in Java



```
public class Node<Item>
{
    // The item of the node
    public Item item;

    // The pointer to the next node
    // in the list
    public Node<Item> next;

    // Constructor of the class
    public Node(Item item)
    {
        this.item = item;
        next = null;
    }

    // ... more operations
}
```

```
public class SinglyLinkedList<Item>
{
    // Pointer to the first node of the list
    private Node<Item> first;

    // Number of nodes of the list
    private int size;

    // Constructor of the class
    public SinglyLinkedList()
    {
        first = null;
        size = 0;
    }

    // Insert an item at the end of the list
    public void insert(Item item)
    {
        if (first == null)
        {
            first = new Node<Item>(item);
            size += 1;
            return;
        }

        Node<Item> n = first;

        while (n.next != null)
        {
            n = n.next;
        }

        n.next = new Node<Item>(item);
        size += 1;
    }

    // ... more operations
}
```

Arrays vs. Linked Lists

Array

Pros

Direct access to any
element

No pointers (i.e.,
dynamic memory)

Linked List

Pros

Resizable

Easy insert at front or
back of the list

Arrays vs. Linked Lists

Array

Cons

Fixed size

Enough consecutive
space in memory

Linked List

Cons

Space overhead due to
pointers

No direct access to
internal nodes



Java Array Lists

Array Lists are not linked lists, they are arrays

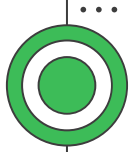
Not allowed in programming projects unless stated in the
description file

...

02

Doubly Linked List

Two memory addresses per node



Doubly Node



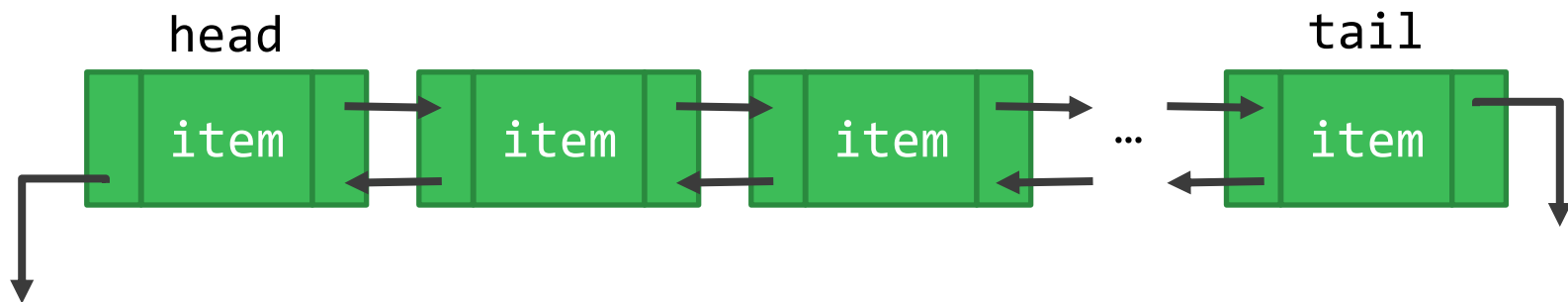
item: The content of the node. It could be as simple as a single value, or as complex as another data structure.

prev: The address in memory to the previous node in the list.

next: The address in memory to the next node in the list.

We use variables to store the address in memory of a node.

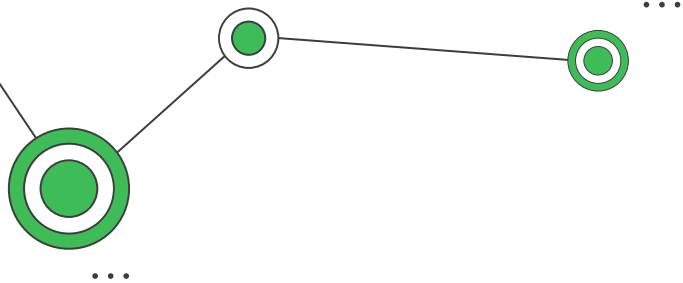
Doubly Linked List



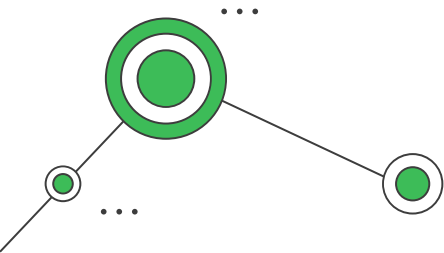
We keep the address in memory of the first node of the list. For simplicity, we call it **head** or **first**.

For certain implementations, it is convenient to keep the address in memory of the last node of the list. For simplicity, we call it **tail** or **last**.

We start an empty doubly list by initializing the head address to **null**, **nil**, or **none**.



Insertion at the front (no tail tracking)



```
algorithm InsertFront(head:node, x:item) → node
  let newnode be a new Node
  newnode.item ← x
  newnode.prev ← null
  newnode.next ← head

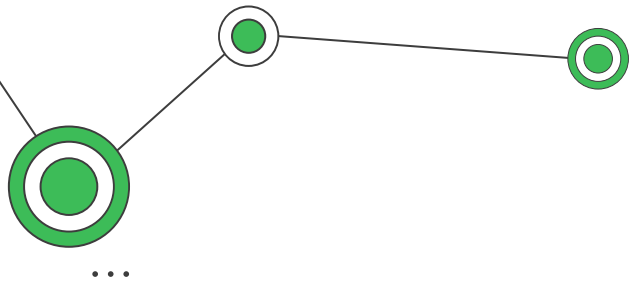
  if head is not null then
    head.prev ← newnode
  end if

  return newnode
end algorithm
```

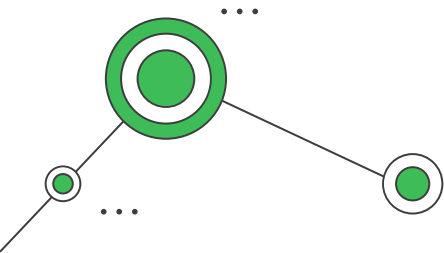
The returned address in memory references to the new head of the doubly linked list.

Populating an empty list at the front:

```
head ← null
head ← InsertFront(head, X)
head ← InsertFront(head, Y)
```



Insertion at the back (ver. 1) (no tail tracking)



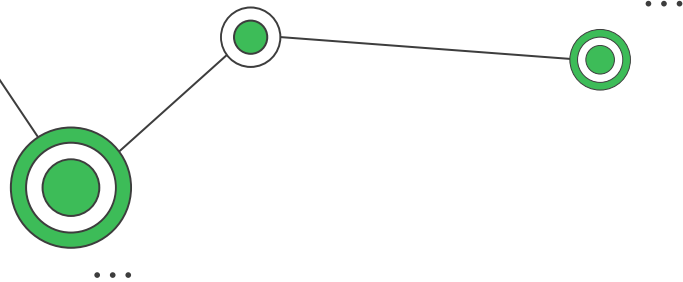
```
algorithm InsertBack(head:node, x:item) → node
  let newnode be a new Node
  newnode.item ← x
  newnode.next ← null

  if head is null then
    newnode.prev ← null
    return newnode
  end if

  n ← head
  while n.next is not null do
    n ← n.next
  end while

  n.next ← newnode
  newnode.prev ← n
  return head
end algorithm
```

The returned address in memory references to the (maybe new) head of the doubly linked list.



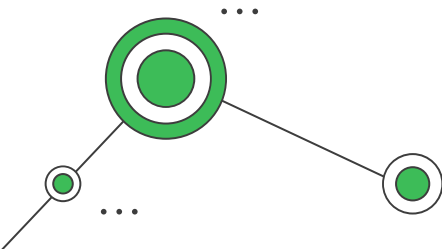
Insertion at the back (ver. 2) (tail tracking)

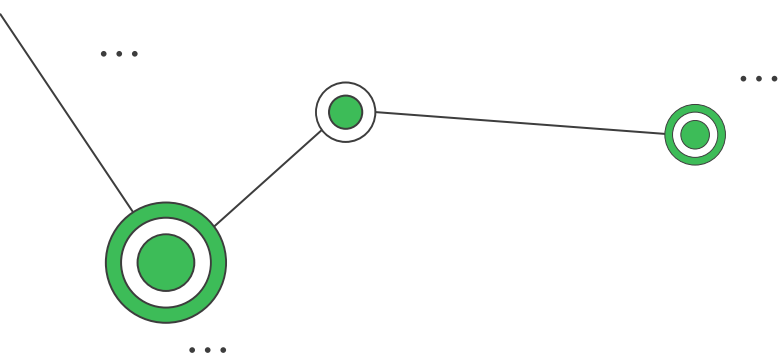
```
algorithm InsertBack(tail:node, x:item) → node
  let newnode be a new Node
  newnode.item ← x
  newnode.prev ← tail
  newnode.next ← null

  if tail is not null then
    tail.next ← newnode
  end if

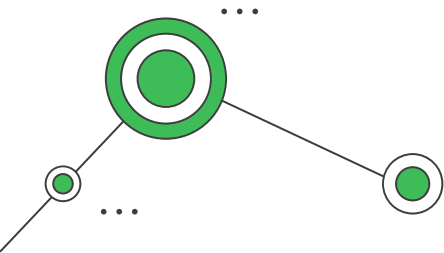
  return newnode
end algorithm
```

The returned address in memory references to the new tail of the doubly linked list.





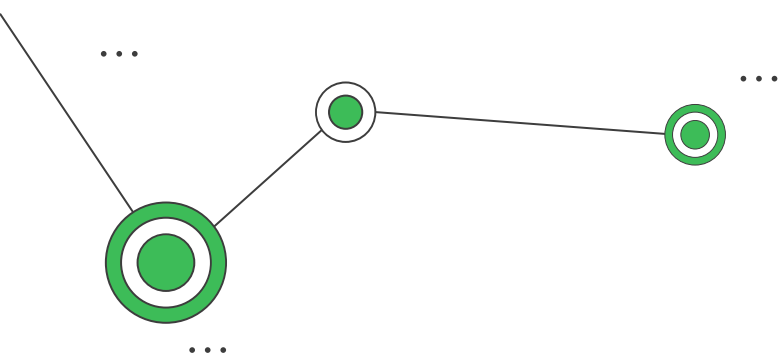
Search an item



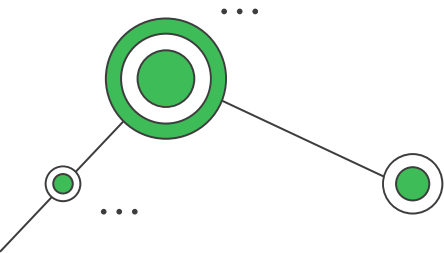
```
algorithm Search(head:node, x:item) → node
```

```
    current ← head  
    while current is not null do  
        if current.item = x then  
            return current  
        end if  
        current ← current.next  
    end while
```

```
    return null  
end algorithm
```



Delete a node (tail tracking)



```
algorithm Delete(h:node, t:node, x:node) → node
```

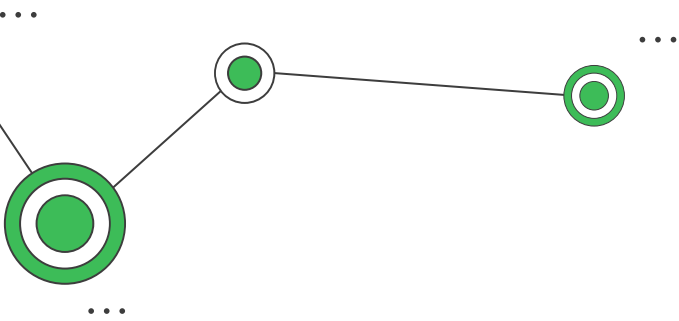
```
    if x is null then  
        return  
    end if
```

```
    if x.prev is not null then  
        x.prev.next ← x.next  
    else  
        head ← x.next  
    else if
```

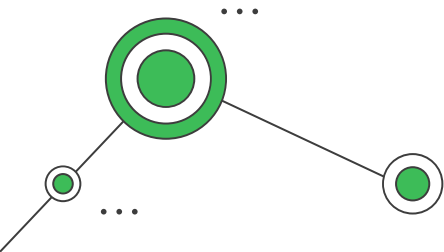
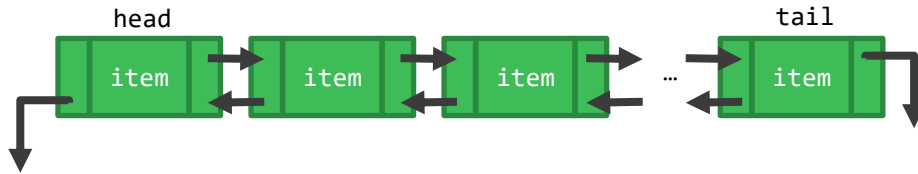
```
        if x.next is not null then  
            x.next.prev ← x.prev  
        else  
            tail ← x.prev  
        end if
```

```
    x.prev ← null  
    x.next ← null  
    delete x
```

```
end algorithm
```

Doubly Linked List



Q: How much space is required to keep track of the last node in a doubly linked list?

One address: $\Theta(1)$

Q: How many operations are required to insert an item at the front/back of a doubly linked list?

Start? New node + update addresses: $\Theta(1)$

End? Tracking tail?: $\Theta(1)$

End? Sorry, no tracking: $\Theta(n)$

Q: How many operations are required to insert an item somewhere in a doubly linked list?

Find a location + update addresses:

$O(n) + \Theta(1) \in O(n)$

EOF

Do you have any questions?

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