

## Advanced Data Structures: Linked Lists

Week 11 | Lecture 2 (11.2)

if nothing else, write `#cleancode`

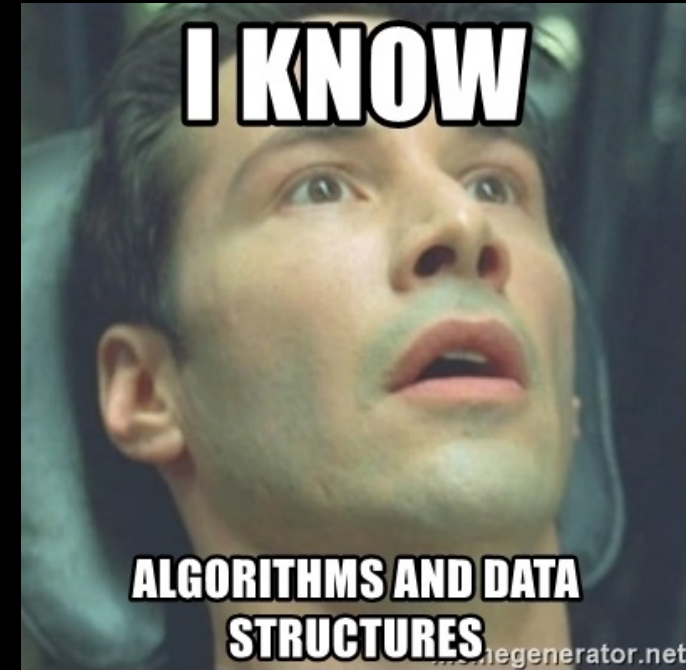
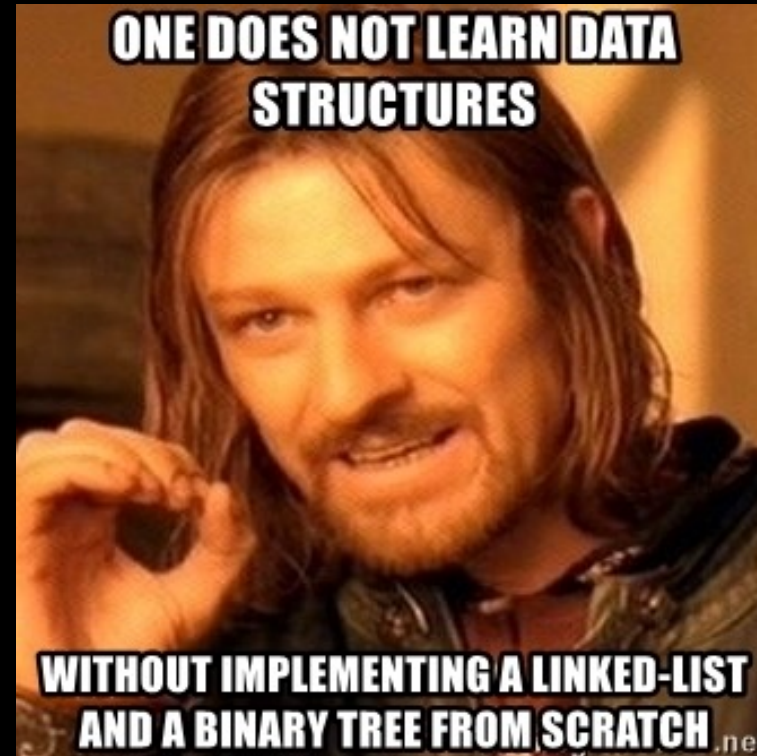
# This Week's Content

- **Lecture 11.1**
  - More OOP! Encapsulation and Examples
- **Lecture 11.2**
  - **Advanced Data Structures: Linked Lists**
- **Lecture 11.3**
  - Design Problem! Gaussian Elimination

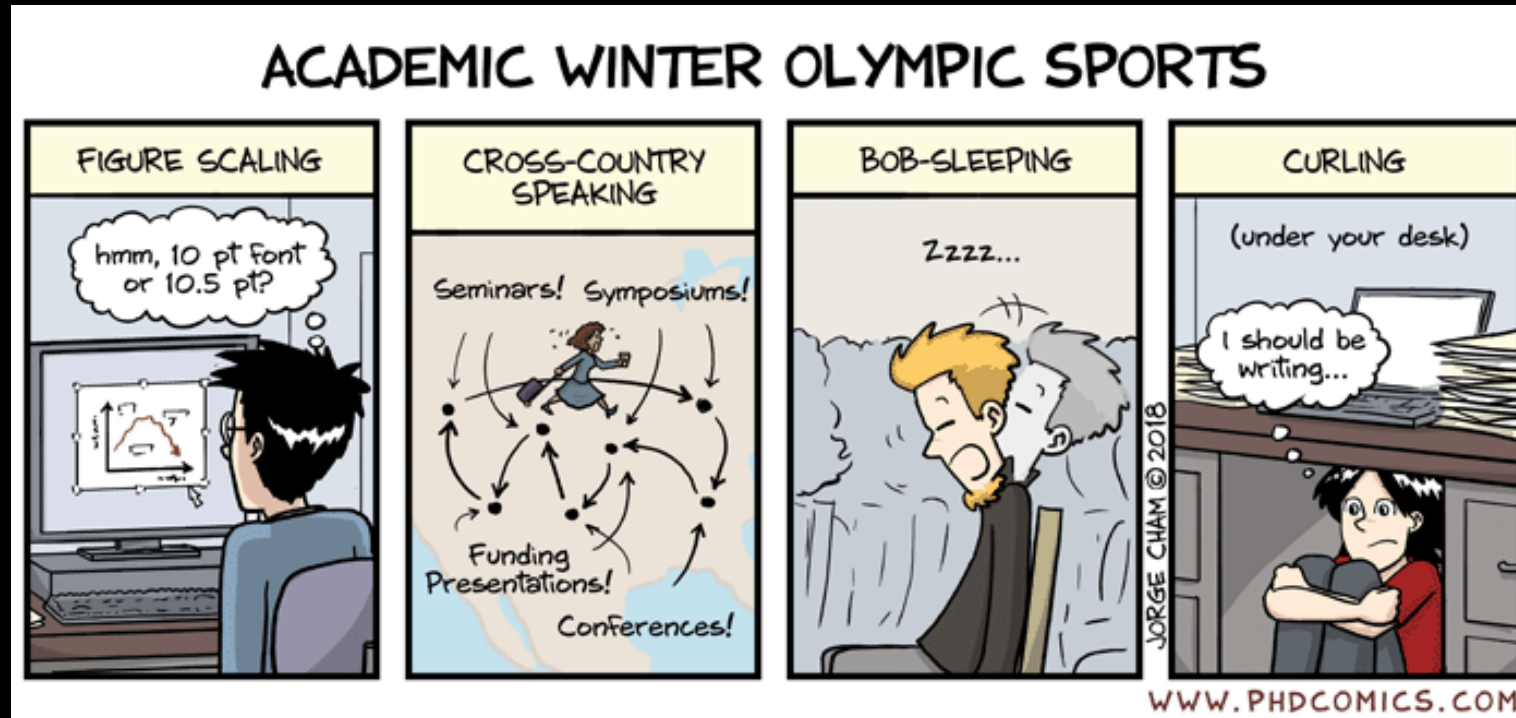
# Data Structures!

Data structures are “containers”  
that organize and group data

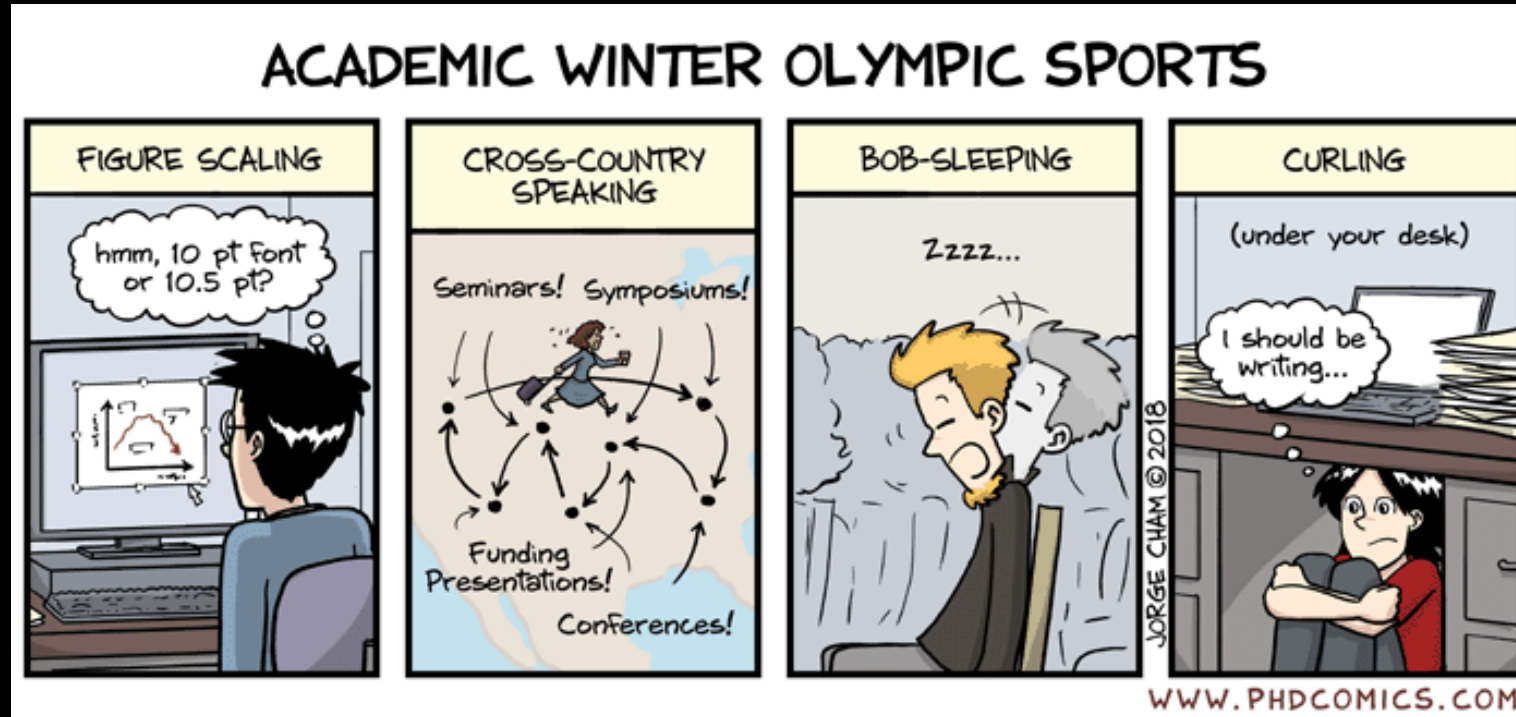
- Lists
- Sets
- Tuples
- Dictionaries
- Linked lists
- Binary trees



# Linked Lists – Sequences of Things to Do



# Linked Lists – How do we read comics?



1

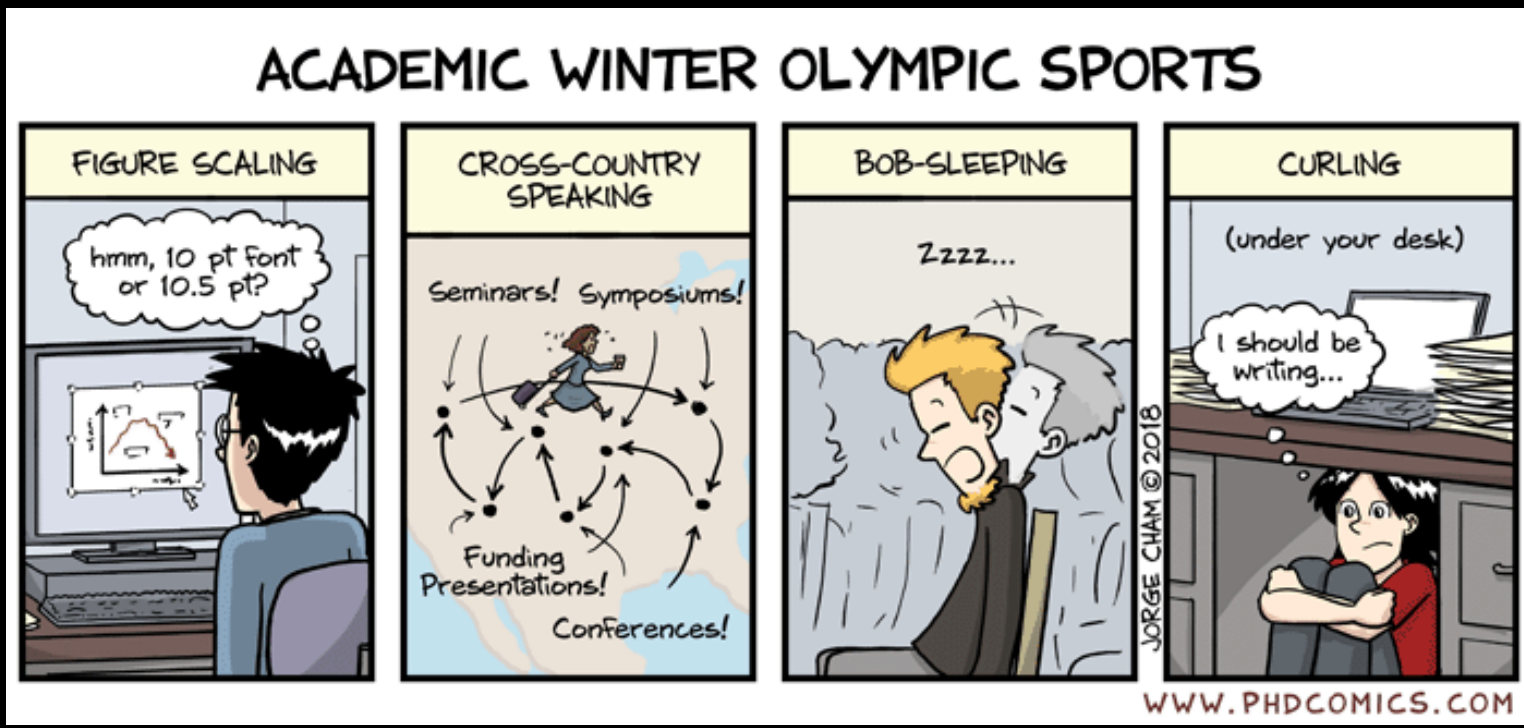
2

3

4



# Linked Lists – How do we read comics?





# Linked Lists – How do we read comics?

**ACADEMIC WINTER OLYMPIC SPORTS**

**FIGURE SCALING**

hmm, 10 pt font or 10.5 pt?

**CROSS-COUNTRY SPEAKING**

Seminars! Symposiums!

Funding Presentations!

Conferences!

**BOB-SLEEPING**

Zzzz...

**CURLING**

(under your desk)

I should be writing...

← **NODE 1** →

← **NODE 2** →

← **NODE 3** →

← **NODE 4** →

1

2

3

4

Linear

Collection

Data

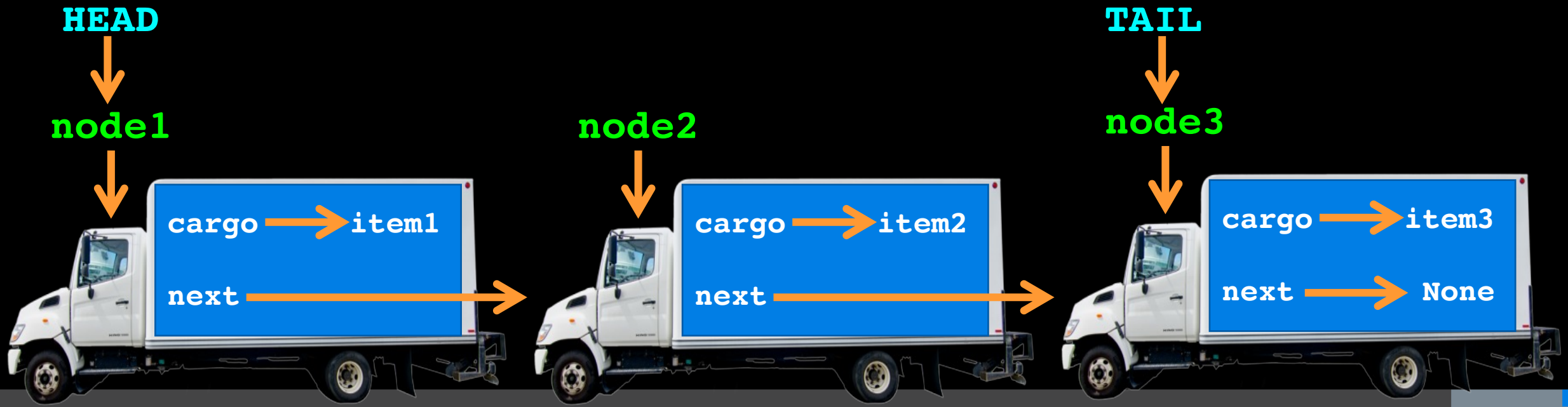
Elements

Linked

List

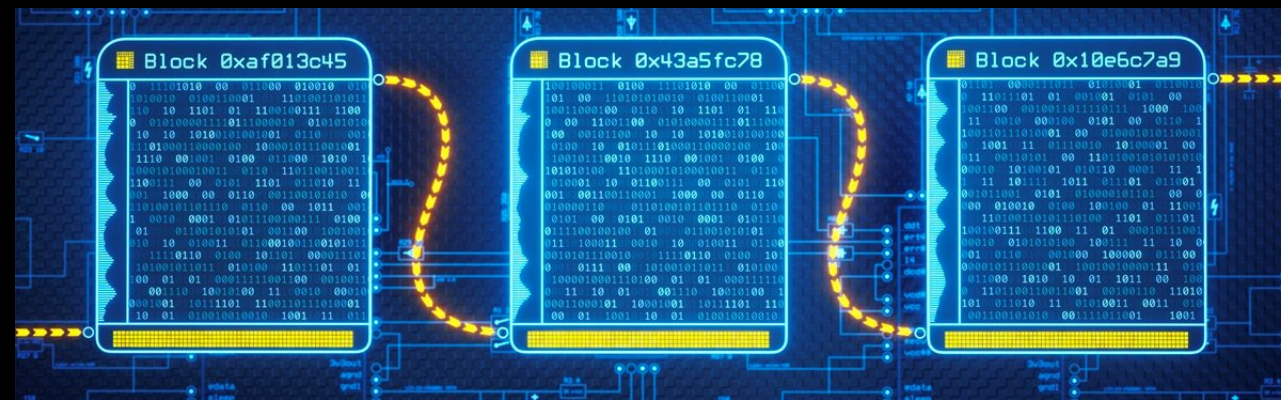
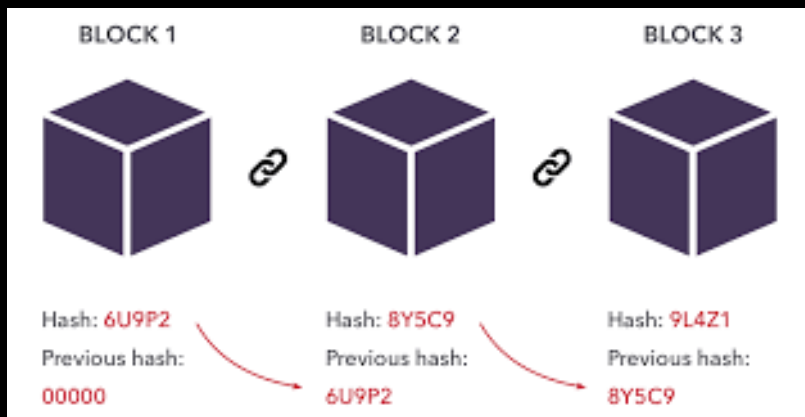
# Linked Lists!

- Linked lists are a linear collection of data elements made up of **nodes**
- A **node** contains a link to the next **node** in the list, and some unit of data (i.e. str, int, list, set, etc.) that we will call the **cargo**
- The last **node** in a linked list is None and does not provide a link to any other **nodes**
- The beginning of the LL is called the "head" and the end is the "tail"



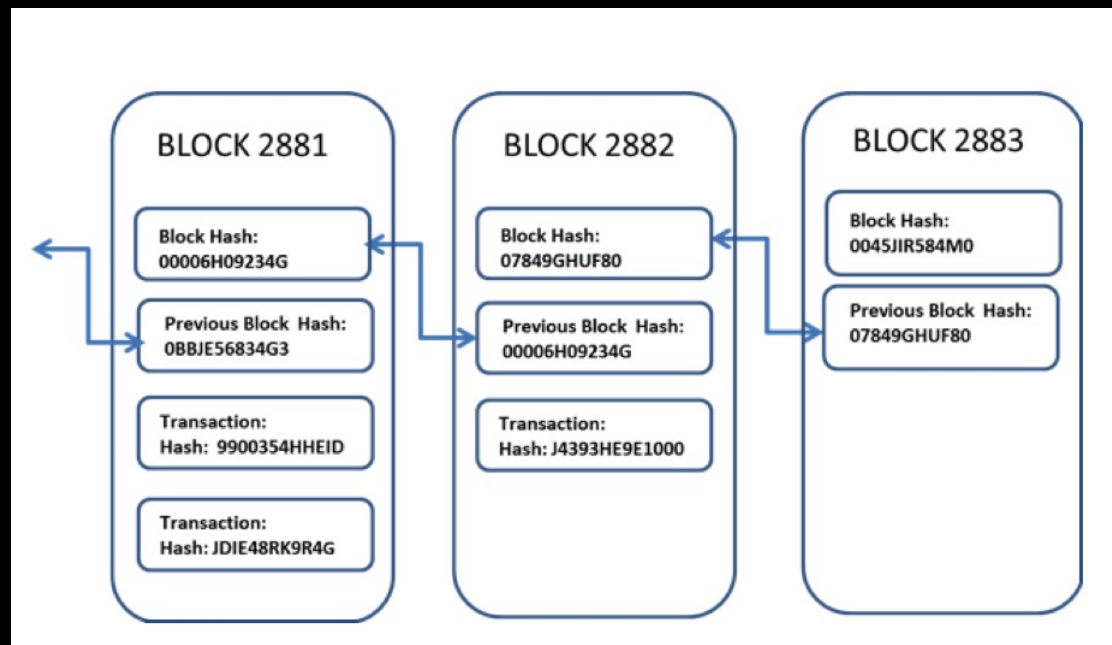


# Sound familiar to anyone?



What if...

- Cargo = transaction data?
- Node = block?
- Link = chain?



# Linked List Advantages

## ■ Advantages

- Can dynamically shrink or grow at run-time
  - Other programming languages require to define the length of array upon creation, leading to wasted space unless it's full
- Faster insertion and deletion
  - No need to shift every element afterwards
- Efficient memory management
  - Does not need to store elements sequentially (or contiguously) in memory
- Implementation of data structures
  - Helpful for representing queues and stacks

Traffic jam  
entering Toronto

Civil engineers  
model this!



A line (or queue) waiting for  
COVID rapid tests in Union Station

# Linked List Disadvantages

- Disadvantages
  - More memory used for each element
    - Must store its own cargo AND the pointer to next node
  - Random access
    - Because storage is not contiguous, you must traverse through all nodes to access content at node X, whereas you can directly index a list/array with `list[X]`
  - No easy way for reverse traversal
    - A "doubly-linked list" solves this by having a pointer to both previous and next nodes, but consumes more memory

Linked List data structures be like:



I know a guy who knows a guy

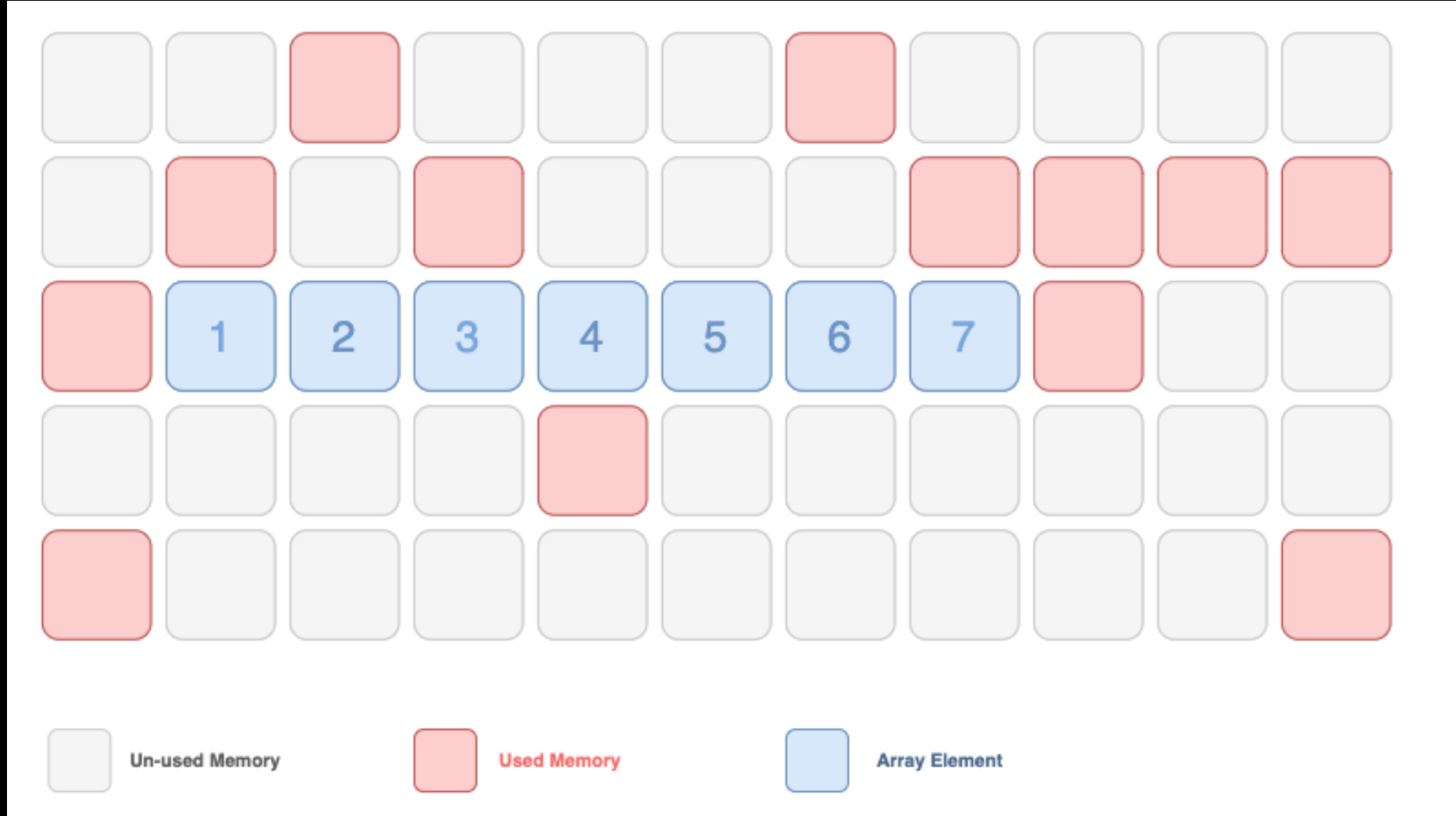
DOUBLY LINKED LISTS BE LIKE



SINGLE LINKED LISTS BE LIKE

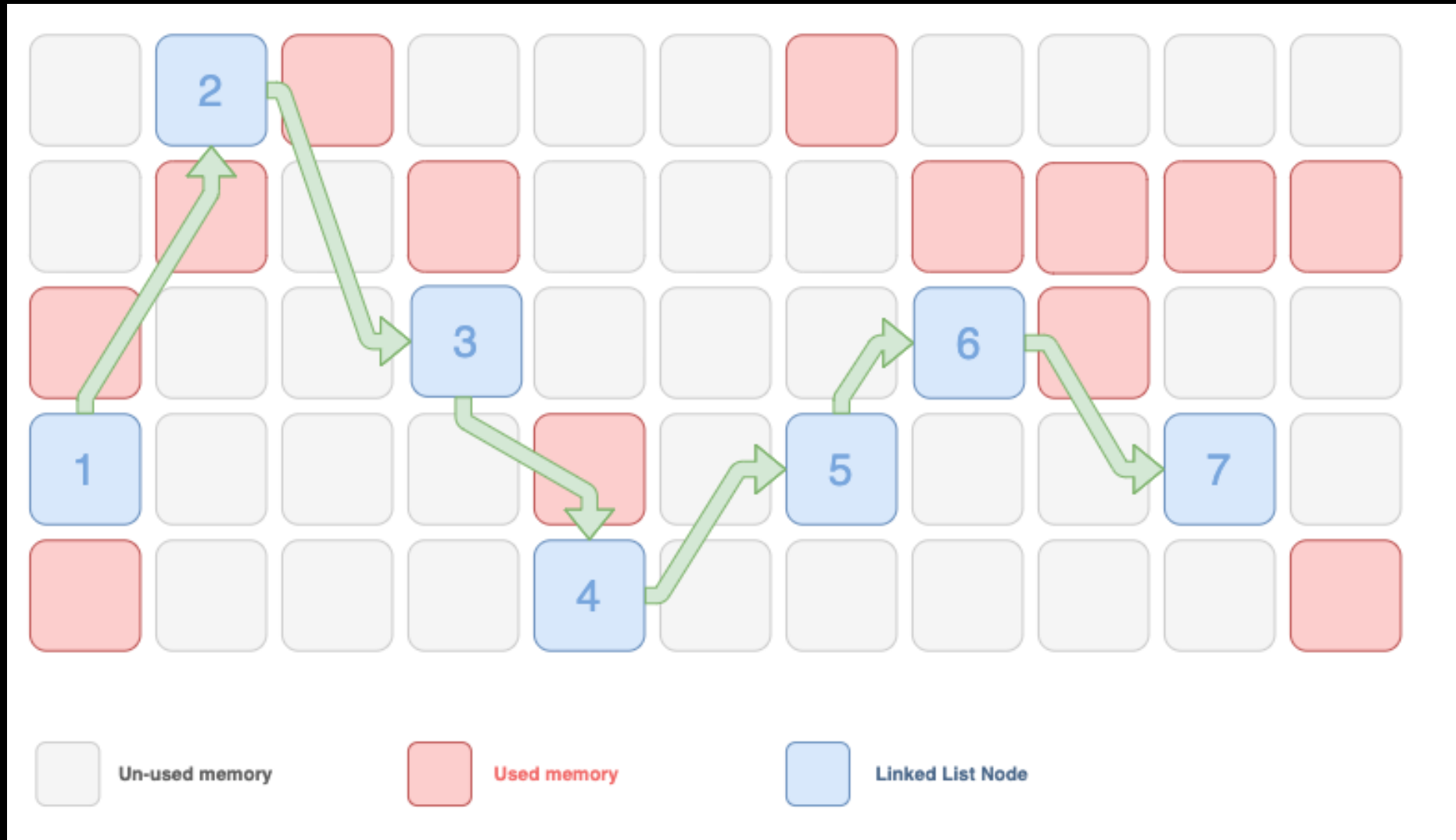


# Contiguous (beside each other) Storage

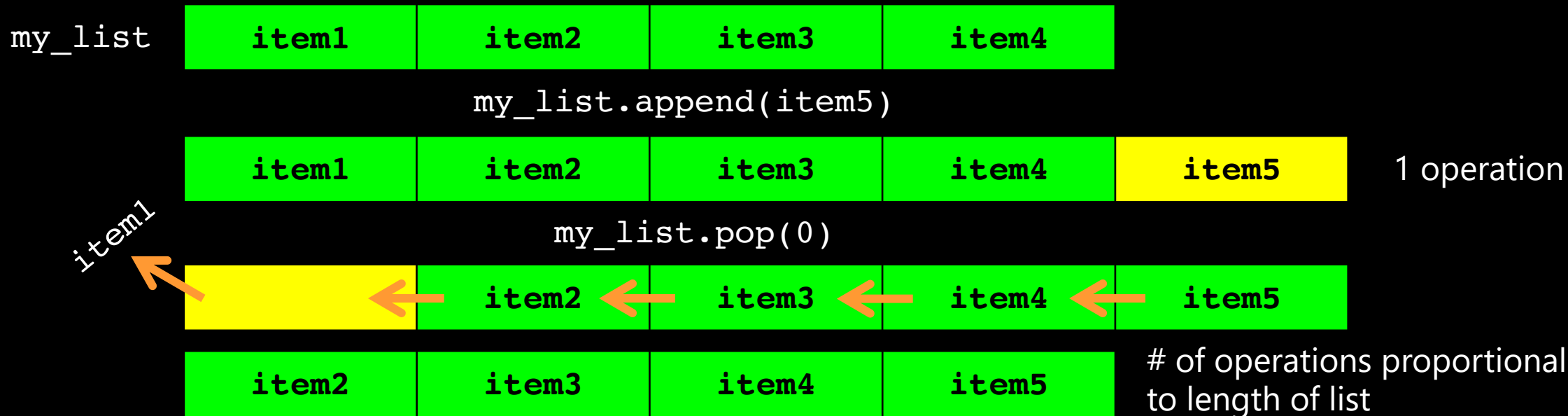




# Non-contiguous Storage

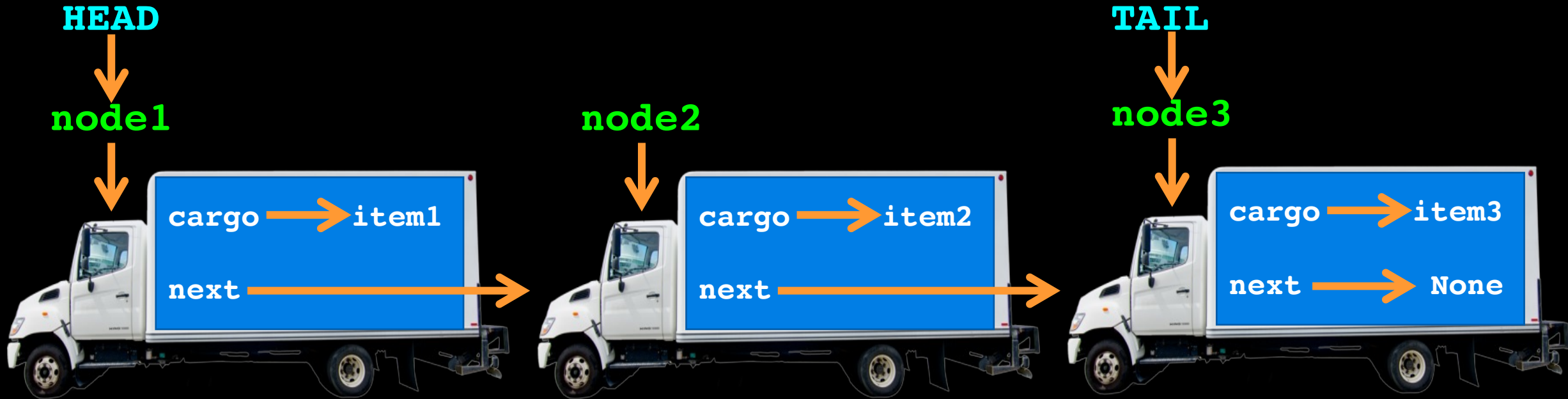


# Why Linked Lists? Modeling a Queue

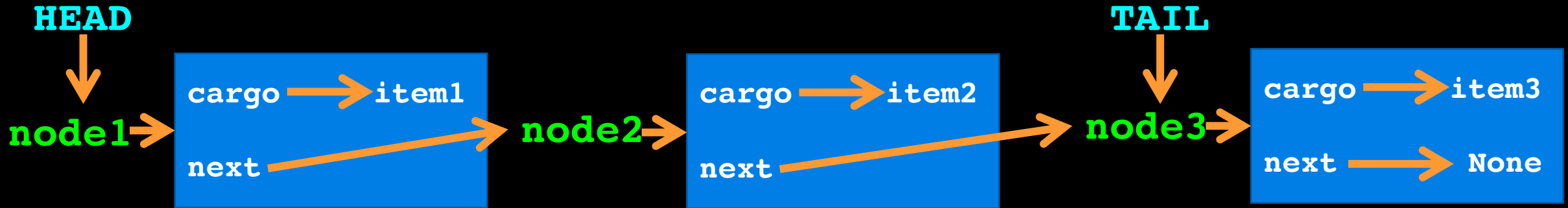




# Why Linked Lists? Modeling a Queue

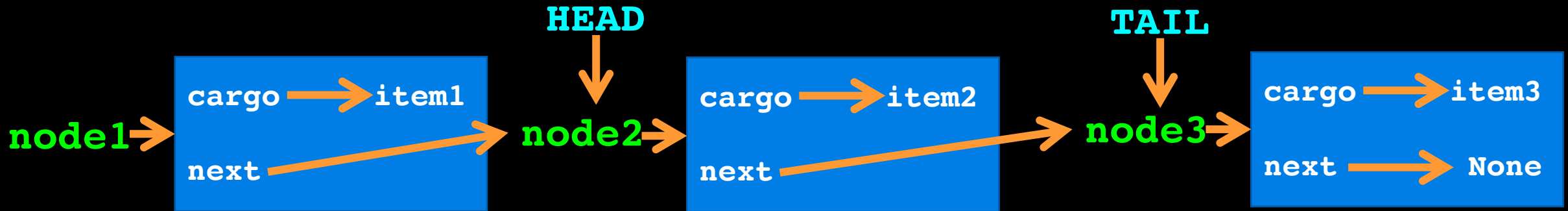


# Why Linked Lists? Modeling a Queue



Remove a node from the beginning

1 operation



# Why Linked Lists? Efficient Insertion

my\_list

item1	item2	item3	item4
-------	-------	-------	-------

my\_list.insert(2, item2.5)

HELP: insert(index, element)

item1	item2	item3	item4
-------	-------	-------	-------

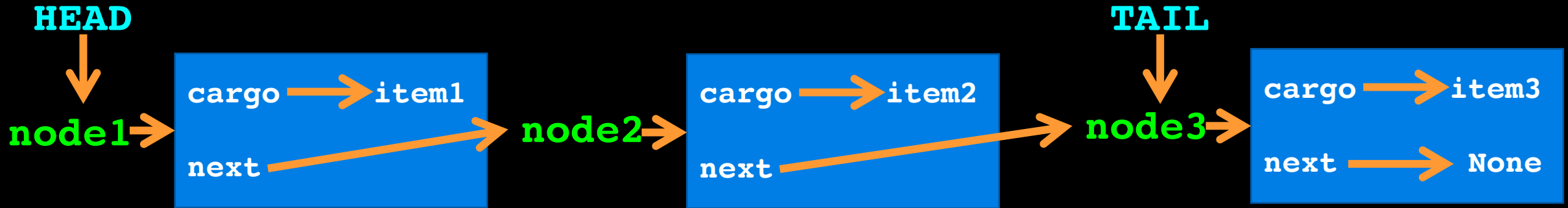
item1	item2		item3	item4
-------	-------	--	-------	-------

item1	item2	item2.5	item3	item4
-------	-------	---------	-------	-------

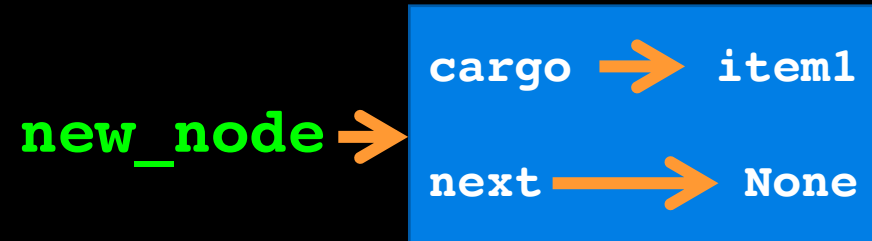


# of operations proportional  
to length of list

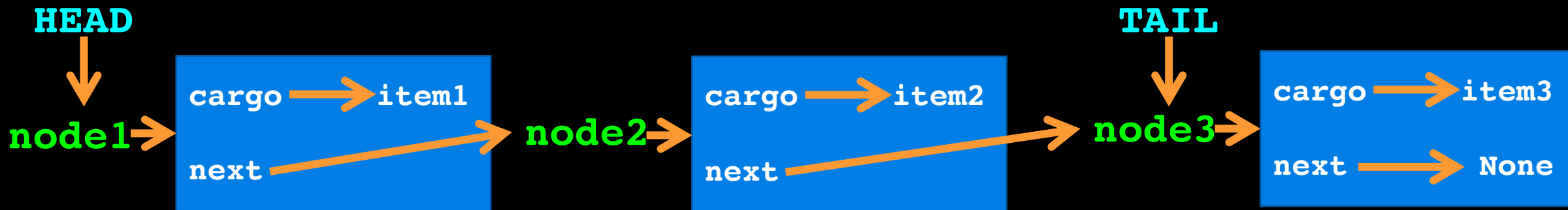
# Why Linked Lists? Efficient Insertion



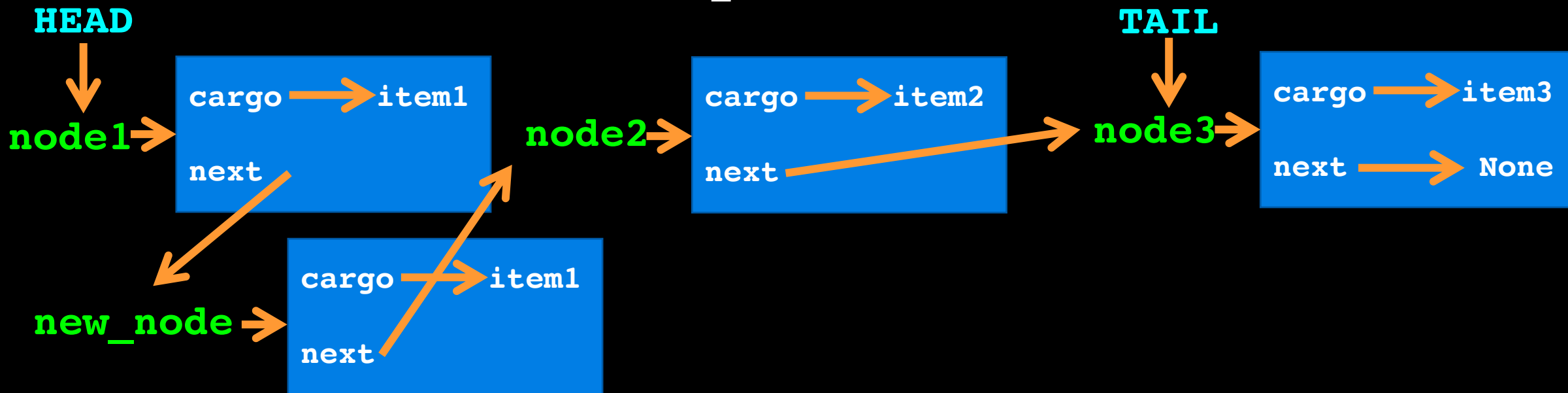
Insert `new_node` after `node1`



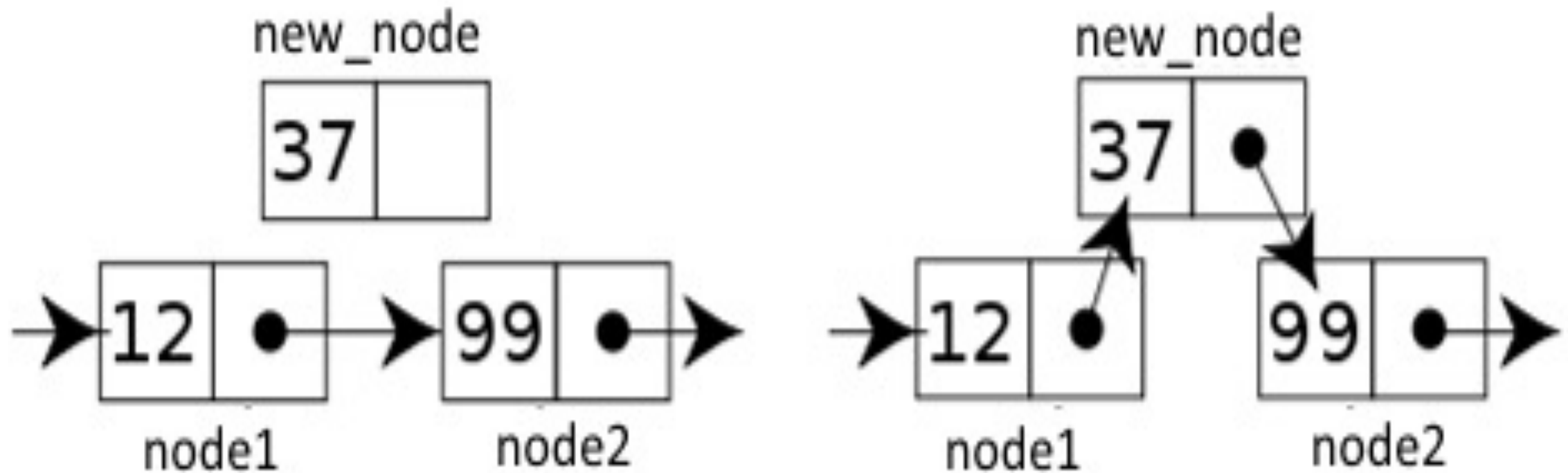
# Why Linked Lists? Efficient Insertion



Insert new\_node after node1



# Efficient Insertion





# Why Linked Lists? Efficient Deletion

my\_list

item1	item2	item3	item4
-------	-------	-------	-------

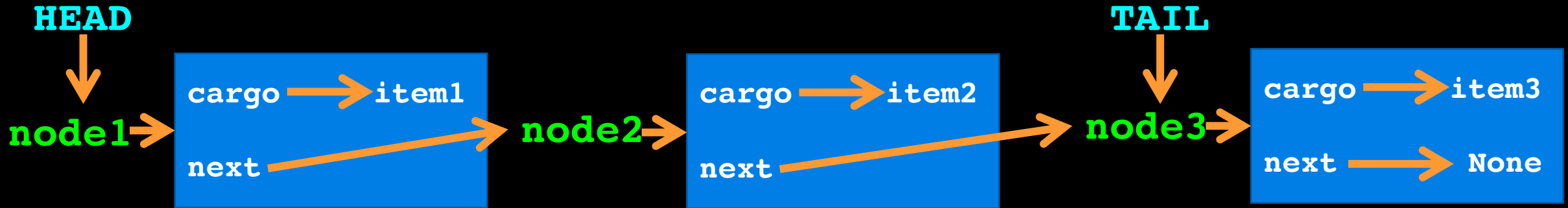
my\_list.remove(item2)

item1	item2	item3	item4
item1		item3	item4
item1	item3	item4	
item1	item3	item4	

# of operations proportional  
to length of list

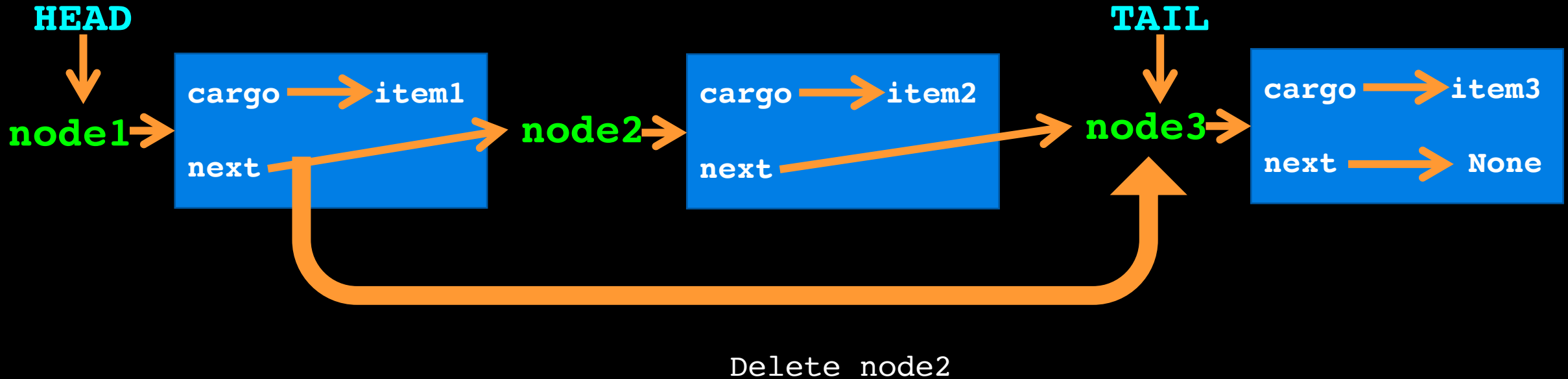


# Why Linked Lists? Efficient Deletion



Delete node2

# Why Linked Lists? Efficient Deletion



# The Node Class

- Let's use our knowledge of classes to prepare a linked list data structure in Python.
- First, we need to make a node class.
  - We need `__init__` and `__str__` methods so we can create and display our new type

```
class Node:
    def __init__(self, cargo=None, next=None):
        self.cargo = cargo
        self.next = next

    def __str__(self):
        return str(self.cargo)
```

# The Node Class

- The string representation of a node is just the string representation of the cargo
- To test the implementation so far, we can create a node and print it:

```
>>> node = Node("test")  
>>> print(node)  
test
```

- BUT, a linked list needs more than one node!



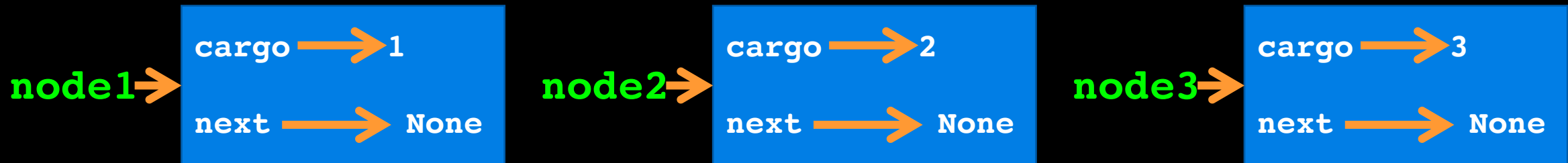
When you have a Linked List with just one element...

# The Node Class

- To make a linked list, we need more than one node:

```
>>> node1 = Node(1)
>>> node2 = Node(2)
>>> node3 = Node(3)
```

- What's wrong here?



These nodes aren't linked!

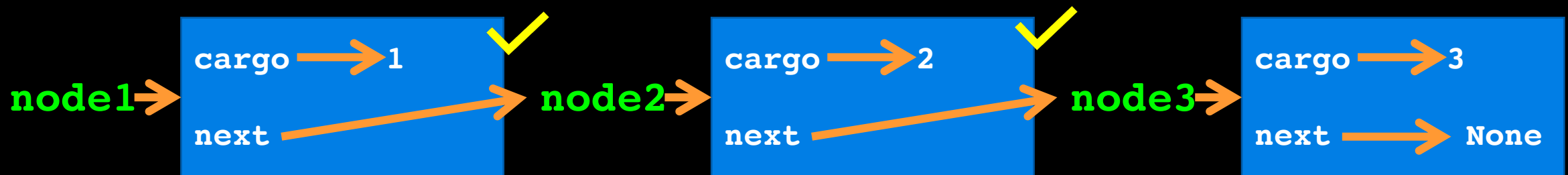


# The Node Class

- To link the nodes, we have to make the first node refer to the second and the second node refer to the third

```
>>> node1.next = node2  
>>> node2.next = node3
```

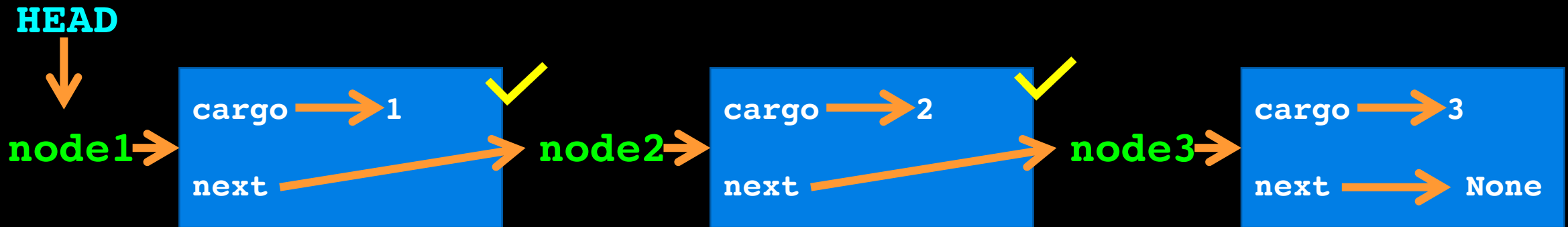
- The reference of the third node is None, which indicates the end of our linked list



These nodes are now linked!

# The Node Class

- Now we've assembled multiple objects into a single entity: a **collection**
- Recall the beginning node we refer to as the **head**. This head serves as a reference to the entire collection
- To pass our linked list as a parameter, we only have to pass the reference to the first node, or our **head** node



These nodes are now linked!

# Breakout Session!

- Let's look at how this works in Python!
  - Node class
    - Creating nodes
    - Setting cargo and next pointers



**Open your  
notebook**

**Click Link:**  
**1. The Node Class**

# Traversing a Linked List

- Let's write a function `print_list` that takes a single node as an argument (usually the `head`), and prints each node until it gets to the end (`tail`) of that linked list

```
class Node:
    def __init__(self, cargo=None, next=None):
        self.cargo = cargo
        self.next = next

    def __str__(self):
        return str(self.cargo)

def print_list(node):

    while node != None:
        print(node, end=" ")
        node = node.next
```

OR while node:

```
node1 = Node(1)
node2 = Node(2)
node3 = Node(3)
```

```
node1.next = node2
node2.next = node3
```

```
>>> print_list(node1)
1 2 3
```

# Traversing a Linked List

- To call this method, we pass a reference to the first node

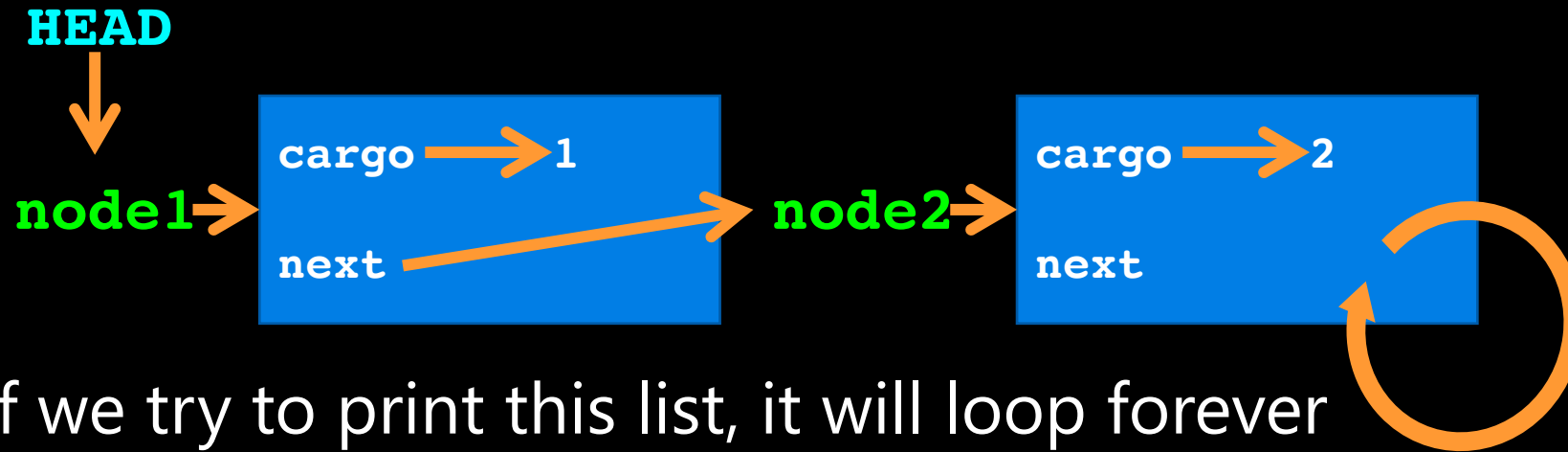
```
>>> print_list(node1)  
1 2 3
```

- Inside `print_list` we have a reference to the first node of the list, but there is no variable that refers to the other nodes. We have to use the next value from each node to get to the next node
- What would happen if we put `node2` instead of `node1`?

```
>>> print_list(node2)  
2 3
```

# Infinite Lists

- There is nothing stopping a node from referring back to an earlier node, including itself

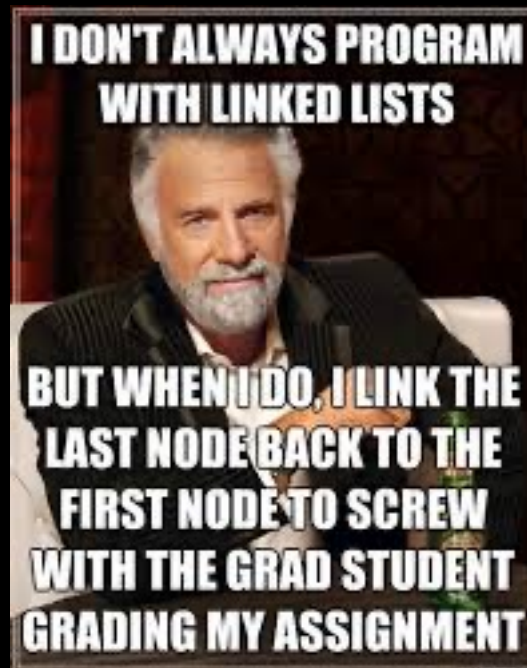


- If we try to print this list, it will loop forever
- print\_list should come with a pre-condition that no node references a node earlier in the sequence



# Let's Code!

- Let's look at how this works in Python!
  - Traversing a Linked List
    - Printing a list
  - Modifying a Linked List
  - BREAKOUT SESSION!



**Open your  
notebook**

**Click Link:**  
**2. Traversing Linked  
Lists**

## Advanced Data Structures: Linked Lists

Week 11 | Lecture 2 (11.2)

if nothing else, write `#cleancode`