82. Remove Duplicates from Sorted List II

Two Pointers

## **Problem Description**

**Linked List** 

In this problem, we are given the head of a <u>linked list</u> that is already sorted. Our task is to delete all nodes that have duplicate numbers, leaving only those numbers that appear exactly once in the original list. It is important to note that the returned linked list must be sorted as well, which is naturally maintained as we only remove duplicates from the already sorted list. For example, given 1->2->3->4->4->5, the output should be 1->2->5 since 3 and 4 are duplicates and should be removed.

duplicate nodes from the list.

Intuition

Medium

To solve this problem, we aim to traverse the <u>linked list</u> and remove all the duplicates. One common approach to solve such problems is to use a two-pointer technique where one pointer is used to keep track of the current node of interest ('cur') and another to track the node before the current 'group' of duplicates ('pre').

By iterating through the linked list, we move the 'cur' pointer whenever we find that the current node has the same value as the

next node (i.e., a duplicate). Once we're past any duplicates, we check if 'pre.next' is equal to 'cur', which would mean that 'cur'

has no duplicates. If that's the case, we move 'pre' to 'cur'; otherwise, we set 'pre.next' to 'cur.next', effectively removing the

This way, we traverse the list only once and maintain the sorted order of the non-duplicate elements. The use of a dummy node (which 'pre' points to initially) makes sure we also handle the case where the first element(s) of the list are duplicates and need to be removed.

**Solution Approach** The implementation of the solution follows a simple yet effective approach to eliminate duplicates from a sorted linked list:

**Initialization:** We initialize a dummy node that points to the head of the list. This dummy node acts as a placeholder for the

# opre is initially set to the dummy node. It will eventually point to the last node in the list that has no duplicates.

duplicates removed.

duplicates and must be deleted.

The original sorted order of the list is preserved.

• All duplicates are removed in one pass, making the solution efficient.

 $\circ$  The list is now 0->1->2->2->3 with pre at 0 and cur at 1.

Now pre is at 1 and cur is at the first 2.

 cur is set to the head of the list and is used to iterate through and identify duplicates. Iteration: We use a while loop to iterate over the list with the cur pointer until we reach the end of the list. Within this loop:

 We use another while loop to skip all the consecutive nodes with the same value. This is done by checking if curinext exists and if cur.next.val is the same as cur.val. If so, we move cur to cur.next.

After skipping all nodes with the same value, we check whether presnext is the same as cur. If it is, this means cur is distinct, and thus we

simply move pre to be cur. If not, it means we have skipped some duplicates, so we remove them by linking pre.next to cur.next. Link Adjustment: If duplicates were removed, pre.next is assigned to cur.next. This effectively removes all the duplicates we

start of our new list without duplicates. We also create two pointers, pre and cur.

Move to Next Node: We move cur to cur. next to proceed with the next group of nodes. Result: After the loop finishes, dummy next points to the head of the final list with all duplicates removed. Since we maintained

the relative order of the non-duplicate elements and the list was initially sorted, the result is a sorted linked list with all

have just skipped over because we link the last non-duplicate node to the node right after the last duplicate node.

- By following this approach, using a dummy node, two pointers, and careful link adjustments as we iterate through the list, we ensure:
- The solution exploits the sorted property of the input list, allowing us to detect duplicates easily by comparing adjacent nodes. The use of a dummy node allows for a uniform deletion process, including the edge case where the head of the list contains
- **Example Walkthrough** Let's walk through a small example to illustrate the solution approach. Consider the sorted linked list: 1->2->2->3.
  - Create a dummy node. Let's say dummy val is 0, and dummy next points to the head of our list, so now we have 0->1->2->2->3. Set the pre pointer to dummy and cur pointer to head (which is 1). **Iteration:**

## **Identifying Duplicates:**

**Link Adjustment:** 

**Move to Next Node:** 

Solution Implementation

# Definition for singly-linked list.

self.next = next\_node

# Iterate through the list

# Skip all duplicate nodes

if prev\_node.next == current:

prev\_node.next = current.next

precedingNode = currentNode;

// Move to the next node in the list

currentNode = currentNode.next;

// following the last duplicate

// Return the processed list without duplicates

precedingNode.next = currentNode.next;

} else {

return dummyNode.next;

\* Definition for singly-linked list.

// Traverse the list

while (curr) {

} else {

// Type definition for ListNode

let previous: ListNode = dummy;

current = current.next;

// Iterate through the list

while (current) {

// Move pre to cur

while current:

else:

return dummy.next

Time and Space Complexity

# Skip all duplicate nodes

current = current.next

if prev\_node.next == current:

prev\_node = current

current = current.next

# Check if duplicates were found

prev\_node.next = current.next

# Move to the next node in the list

while current.next and current.next.val == current.val:

# If not, duplicates were found and they are skipped

} else {

previous = current;

let current: ListNode | null = head;

if (previous.next === current) {

previous.next = current.next;

ListNode(): val(0), next(nullptr) {}

ListNode\* deleteDuplicates(ListNode\* head) {

// Skip duplicate nodes

curr = curr->next;

if (pred->next == curr) {

// Move to the next node

pred->next = curr->next;

pred = curr;

curr = curr->next;

return dummyNode->next;

ListNode\* dummyNode = new ListNode(0, head);

ListNode(int x) : val(x), next(nullptr) {}

ListNode(int x, ListNode \*next) : val(x), next(next) {}

// Create a dummy node that points to the head of the list

while (curr->next && curr->next->val == curr->val) {

ListNode\* curr = head; // Current node we're examining

// Move the predecessor to the current node

// Return the modified list, excluding the dummy node

ListNode\* pred = dummyNode; // Predecessor node that trails behind the current node

// If the predecessor's next is the current node, no duplicates were found

// Skip the duplicate nodes by linking the predecessor's next to the current's next

\* struct ListNode {

class Solution {

int val;

ListNode \*next;

C++

**/**\*\*

\* };

public:

**}**;

**TypeScript** 

type ListNode = {

prev\_node = current

self.val = val

current = head

while current:

else:

def \_\_init\_\_(self, val=0, next\_node=None):

dummy = prev\_node = ListNode(next\_node=head)

# Initialize the current pointer to the head of the list

while current.next and current.next.val == current.val:

# If not, duplicates were found and they are skipped

**Initialization:** 

• After the inner loop, cur.next is 3, which is not equal to cur.val. Since pre.next (which is the first 2) is not equal to cur (which is the second 2), we found duplicates.

o cur.next is also 2. Since cur.val equals cur.next.val, we move cur to cur.next. Now, cur is at the second 2.

 Move cur to cur.next, which is 3. cur.next is null now, ending the iteration.

Result:

**Python** 

class ListNode:

By applying this approach, we have effectively removed all nodes with duplicate numbers from our sorted linked list by only

• The final list is pointed to by dummy.next, which is 1->3, with all duplicates (2->2) removed.

traversing the list once, and the sorted property of the list remained intact.

• We link pre.next to cur.next, effectively removing both 2s. The list now becomes 0->1->3.

cur.next is 2. Since cur.val is not equal to cur.next.val, we move pre to cur, and cur to cur.next.

class Solution: def deleteDuplicates(self, head: Optional[ListNode]) -> Optional[ListNode]: # Create a dummy node which acts as the new head of the list

### current = current.next # Check if duplicates were found # If prev\_node.next is the same as current, no duplicates were immediately following

```
# Move to the next node in the list
           current = current.next
       # After filtering duplicates, return the next node of dummy since it stands before the new head of list
       return dummy.next
Java
class Solution {
   public ListNode deleteDuplicates(ListNode head) {
       // Dummy node to act as a fake head of the list
       ListNode dummyNode = new ListNode(0, head);
       // This pointer will lag behind the current pointer and point to the last
       // node of the processed list without duplicates
       ListNode precedingNode = dummyNode;
       // This pointer will traverse the original list
       ListNode currentNode = head;
       // Iterate through the list
       while (currentNode != null) {
           // Skip all nodes that have the same value as the current node
           while (currentNode.next != null && currentNode.next.val == currentNode.val) {
               currentNode = currentNode.next;
           // If there are no duplicates for the current value,
           // then the precedingNode should now point to the currentNode
            if (precedingNode.next == currentNode) {
```

// Otherwise, bypass all duplicates by linking precedingNode to the node

```
val: number;
  next: ListNode | null;
};
// Function to create a new ListNode
const createListNode = (val: number, next: ListNode | null = null): ListNode => {
  return { val, next };
/**
* Deletes all duplicates such that each element appears only once
* @param {ListNode | null} head - The head of the input linked list
* @return {ListNode | null} The modified list with duplicates removed
*/
const deleteDuplicates = (head: ListNode | null): ListNode | null => {
 // Create a dummy head to ease the deletion process by avoiding edge cases at the list start
  const dummy: ListNode = createListNode(0, head);
```

// Pointers for the previous and current nodes, starting with dummy and head

// If the next node of previous is current, we did not find duplicates

// If there were duplicates, skip them by pointing pre.next to cur.next

// Skip all nodes that have the same value as the current node

while (current.next && current.val === current.next.val) {

```
// Move to the next node
      current = current.next;
    // Return the modified list without the initial dummy node
    return dummy.next;
  };
  // Note: To execute this code, a ListNode type declaration as well as createListNode()
  // function must exist in the global scope. The deleteDuplicates() function will also
  // be globally accessible.
# Definition for singly-linked list.
class ListNode:
   def __init__(self, val=0, next_node=None):
        self.val = val
        self.next = next_node
class Solution:
   def deleteDuplicates(self, head: Optional[ListNode]) -> Optional[ListNode]:
       # Create a dummy node which acts as the new head of the list
        dummy = prev node = ListNode(next node=head)
       # Initialize the current pointer to the head of the list
        current = head
       # Iterate through the list
```

# If prev\_node.next is the same as current, no duplicates were immediately following

# After filtering duplicates, return the next node of dummy since it stands before the new head of list

The time complexity of the provided code to delete duplicates in a sorted linked list is O(n), where n is the number of nodes in the linked list. This is because the code iterates through each node exactly once, and while there can be inner loops to skip duplicate values, each node is visited only once due to the fact that the code moves the pointer cur forward to skip all duplicates of the

current node in one go. The space complexity of the code is 0(1). It uses a fixed amount of extra space: the dummy and pre variables, which do not depend on the size of the input linked list. No additional data structures are utilized that would scale with the input size, hence the constant space complexity.