## Problem 1

```
a) Search Algorithm:
 1: function SEARCH_DOUBLY_LINKED_LIST(L, x)
         e \leftarrow L.\text{head}
          while e.key \neq x and e \neq NIL do
              e \leftarrow e.\text{next}
 4:
          end while
 5:
         return e
 7: end function
    Insert Algorithm:
 1: function INSERT_DOUBLY_LINKED_LIST(L, x)
         e \leftarrow \text{new element}
          e.\text{key} \leftarrow x
 3:
          e.\text{next} \leftarrow L.\text{head}
 4:
          if e.\text{next} \neq \text{NIL then}
 5:
              L.\text{head.prev} \leftarrow e
 6:
          end if
 7:
          L.\text{head} \leftarrow e
          return L
10: end function
    b)
 1: function DOUBLY_LINKED_LIST_APPEND(A, B)
         a_i \leftarrow A.\text{head}
          while a_i.next \neq NIL do
 4:
              a_i \leftarrow a_i.\text{next}
 5:
          end while
         ▷ To keep list B intact, it seems to be not possible to simply link the
     head of B to the end of A
 7:
         b_i \leftarrow B.\text{head}
          while b_i.next \neq NIL do
 8:
              e \leftarrow \text{new element}
 9:
10:
              e.\text{key} \leftarrow b_i.\text{key}
11:
              a_i.\text{next} \leftarrow e
              e.\text{prev} \leftarrow a_i
12:
              a_i \leftarrow a_i.\text{next}
13:
              b_i \leftarrow b_i.\text{next}
14:
          end while
15:
16:
          e \leftarrow \text{new element}
          e.\text{key} \leftarrow b_i.\text{key}
17:
18:
          a_i.\text{next} \leftarrow e
         e.\text{prev} \leftarrow a_i
19:
         \mathbf{return}\ A
20:
21: end function
```

The current algorithm has a asymptotic running time in O(m+n), with the

number of element of A being m and B being n.

Interestingly, if we don't care if B is intact or not, and meanwhile we

- $\bullet$  point list L.head.prev to be the last element of L and in accordance
- point list L.head.prev.next to L.head,

the algorithm could be much more simpler:

```
1: function DOUBLY_LINKED_LIST_APPEND(A, B)
          a \leftarrow A.\text{head.prev}
 3:
          a.\text{next} \leftarrow B.\text{head}
                                                                                  ▷ A's tail to B's head
                                                                                  ▷ B's tail to A's head
          B.\text{head.prev.next} \leftarrow A.\text{head}
 4:
                                                                                  \triangleright A's head to B's tail
          A.\text{head.prev} \leftarrow B.\text{head.prev}
 5:
 6:
          B.\text{head.prev} \leftarrow a
                                                                                  ▷ B's head to A's tail
          return A
 8: end function
This algorithm has an asymptotic running time in O(1).
 1: function DOUBLY_LINKED_LIST_ZIP(A, B)
          a_i \leftarrow A.\text{head}
 2:
 3:
          b_i \leftarrow B.\text{head}
          while a_i \neq \text{NIL} and b_i \neq \text{NIL} do
 4:
               \triangleright Repointing a_i.next, b_i.prev, b_i.next and a_{i+1}.prev
 5:
 6:
               a_{i+1} \leftarrow a_i.\text{next}
 7:
               a_i.\text{next} \leftarrow b_i
               b_i.\text{prev} \leftarrow a_i
 8:
               b_{i+1} \leftarrow b_i.\text{next}
 9:
               if b_{i+1} \neq \text{NIL then}
10:
                    b_i.\text{next} \leftarrow a_{i+1}
11:
                    if a_{i+1} \neq NIL then
12:
13:
                         a_{i+1}.\text{prev} \leftarrow b_i
                    end if
               end if
15:
               ▷ Initializing the variables for the next iteration
16:
17:
               a_i \leftarrow a_{i+1}
18:
               b_i \leftarrow b_{i+1}
          end while
19:
          return A
20:
21: end function
```