Sorting and Detecting Loop

Middle of the Linked List

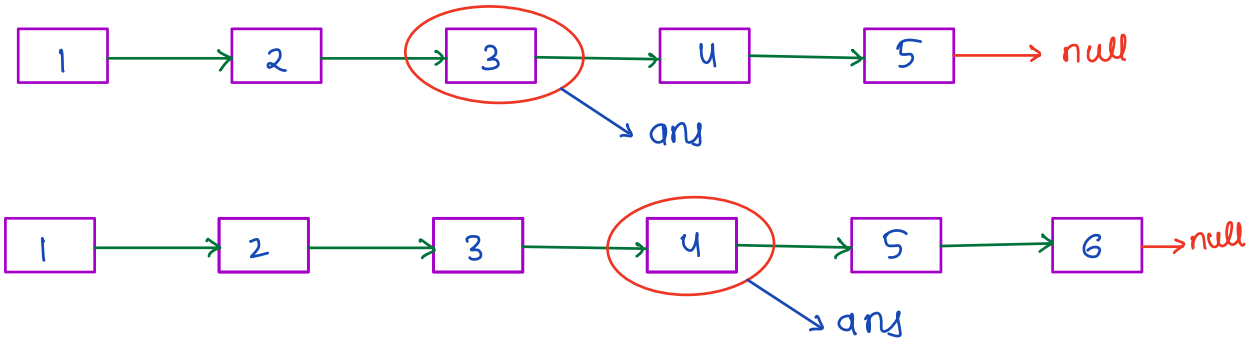
Merge two sorted linked lists

Merge Sort

Circular Linked List

Middle of the Linked List

Find the middle element in the linked list



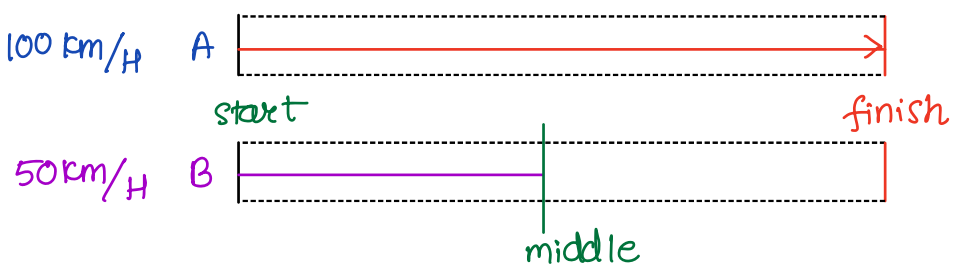
Idea from previous class

Step 1> Get total size of linked list

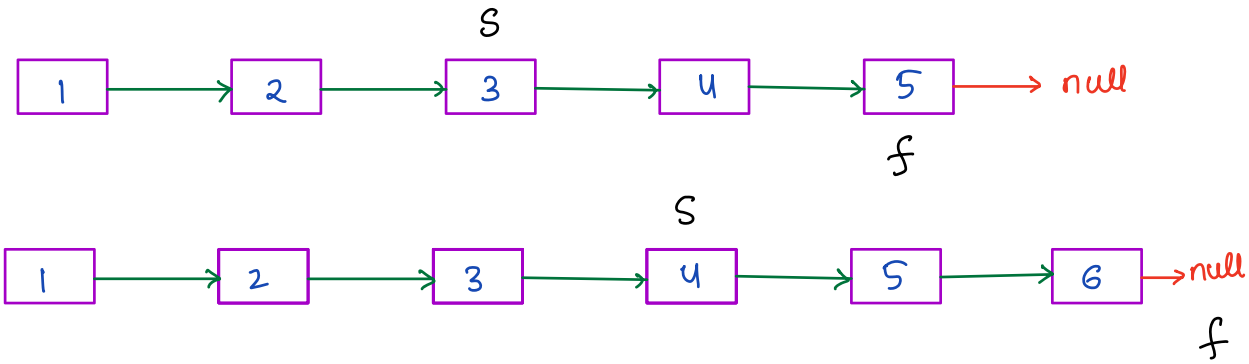
Step 2> Traverse to size/2 index.

Idea 2

Car



Slow and fast pointers



Pseudocode

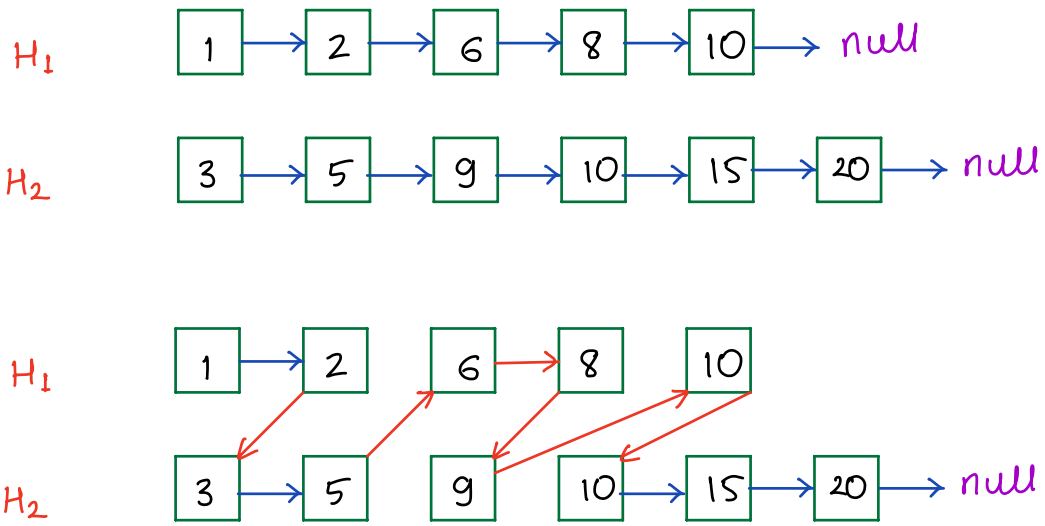
```
Node   getMiddle ( Node  head ) {
        slow  =  head
        fast  =  head

        while ( fast != null && fast.next != null ) {
                slow  =  slow.next          // jump 1
                fast  =  fast.next.next     // jump 2
        }

        return   slow
}
```

TC: O(N)

SC: O(1)

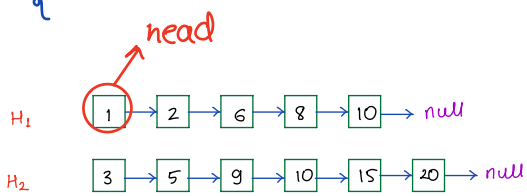
Merge two sorted linked lists

Q → Merge two sorted lists into one sorted list.

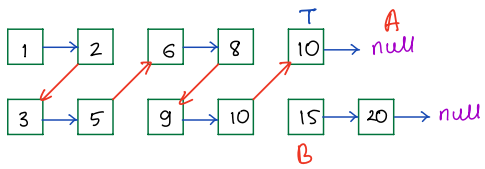


Pseudo code

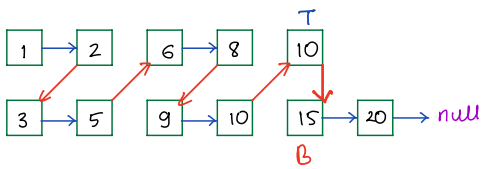
```
Node merge ( A , B ) {
    if ( A == null ) return B
    if (B == null ) return A

    head = A
    if ( A.val < B.val ) {
        head = A
        A = A.next
    }
    else {
        head = B
```



```
        B = B.next
    }

temp = head

while ( A != null && B != null ) {
    if ( A.val < B.val ) {
        temp.next = A
        A = A.next
        temp = temp.next.
    }
    else {
        temp.next = B
        B = B.next
        temp = temp.next.
    }
}
```




```
if ( A == null ) {
    temp.next = B
}
if ( B == null ) {
    temp.next = A
}
```

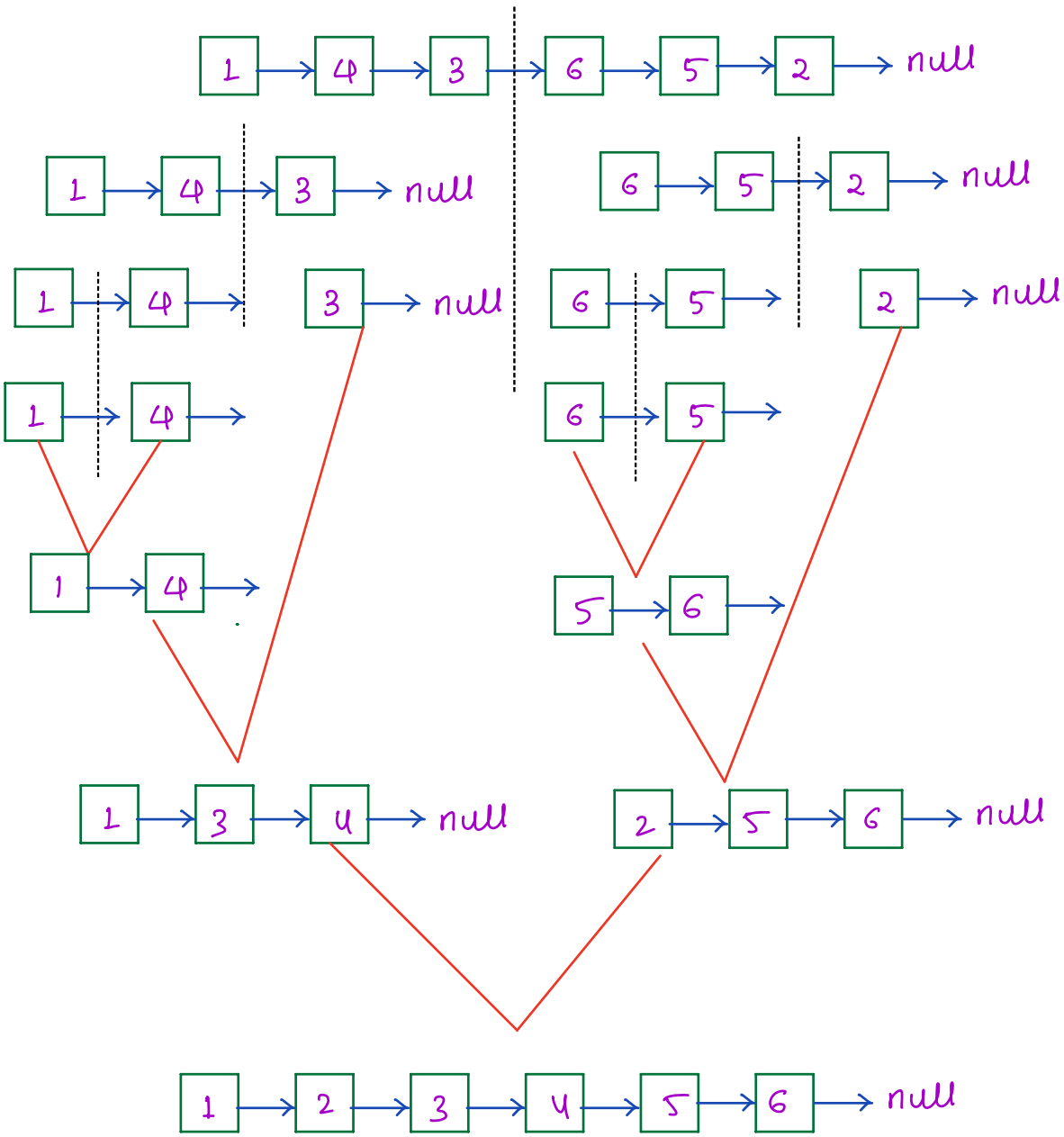


TC: O(N+M)

SC: O(1)

```
return head
}
```

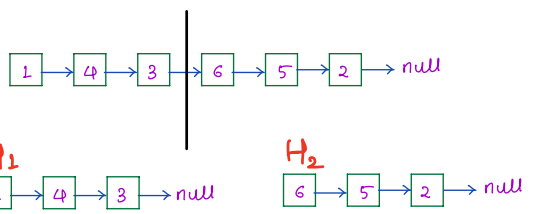
Merge Sort { Divide & Conquer }



Pseudocode

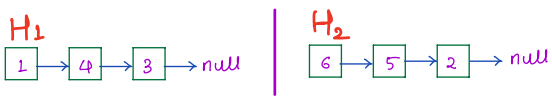
```
Node    mergeSort (head) {
        // Base condition
        if (head == null) {
            return head
        }

        if (head.next == null) {
            return head
        }
```


```
        mid = getMid (head)
```

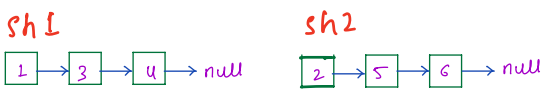



```
        h1 = head
        h2 = mid.next

        mid.next = null
```

TODO Modify getMid to return 3 instead of 6 in case of even




```
        sortedh1 = mergeSort (h1)
        sorted h2 = mergeSort (h2)
```



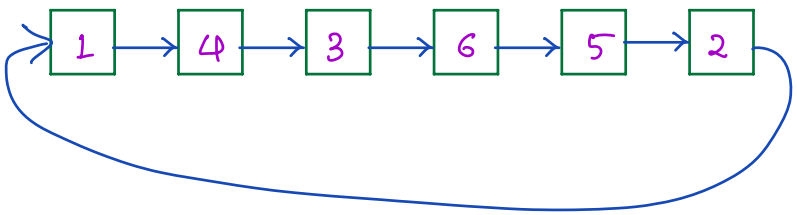

```
        return merge (sorted h1, sorted h2)
}
```

TC: O(N log N)

Recursive stack space SC: O(log N)

Circular Linked List

8:40 am



1> which node should be the head ?

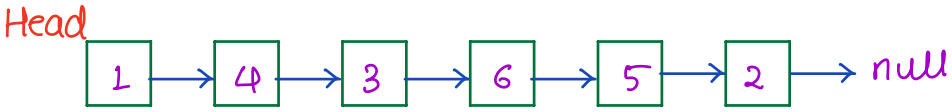
Any

2> How to travel if there is no null node ?

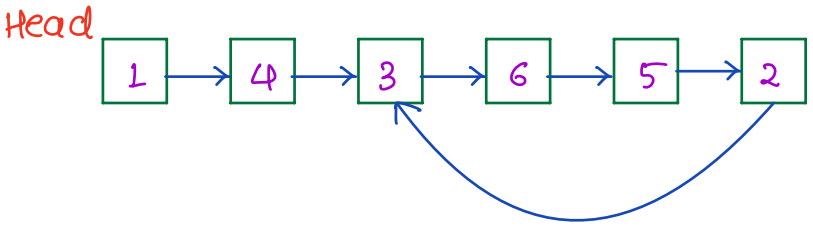
⟶ Count of all nodes in circular linked list

```
if (head == null) print(0) return

temp = head   // given as input
count = 1

while (temp.next != head) {
        count += 1
        temp = temp.next
}

print(count)
```

Q> * Check if the given linked list has a cycle *



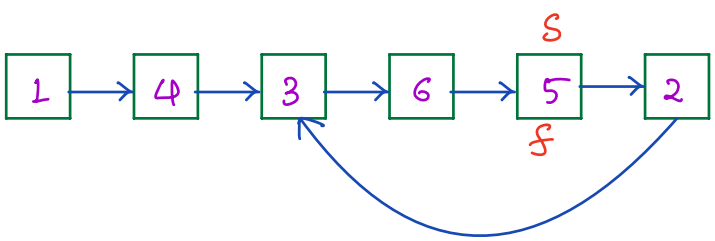
False



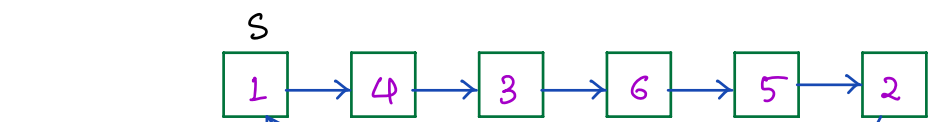
True

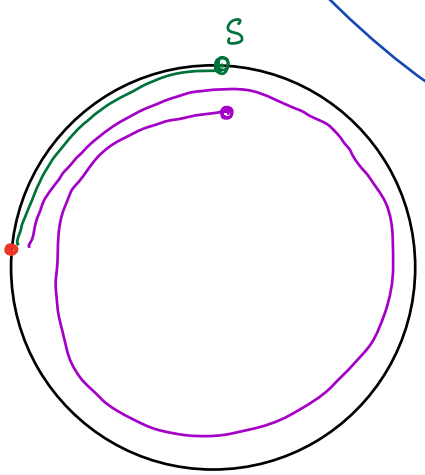
Bruteforce : Use hashset, if we get to the node return true.

Idea : Slow and Fast pointer



```
Boolean findCycle (Node head) {
    slow = head
    fast = head

    while (fast != null && fast.next != null) {
        slow = slow.next          // jump 1
        fast = fast.next.next     // jump 2

        if (slow == fast) return true
    }
    return false
}
```

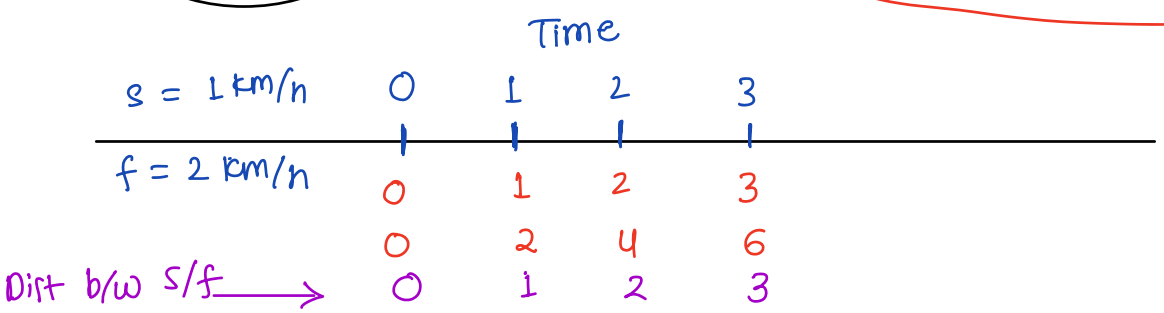




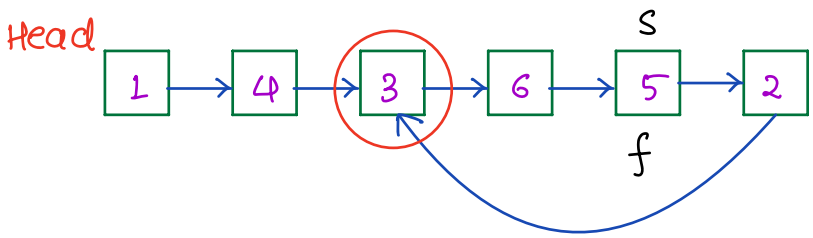
TC : O(N)

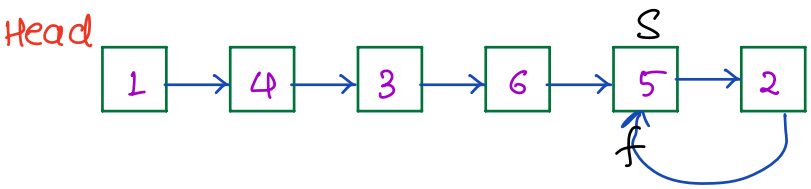
SC : O(1)

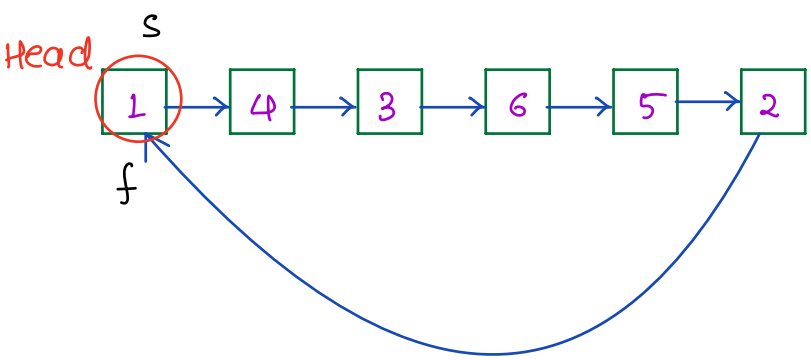
frame of reference



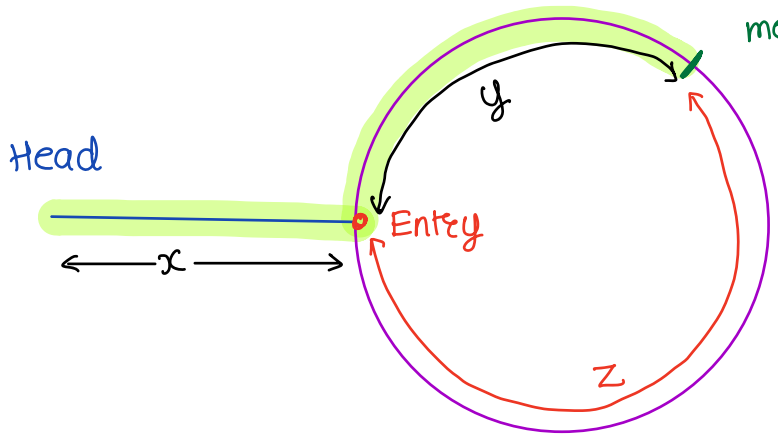
Q → Given a linked list with cycle, find the start of the cycle?







Idea — slow & fast pointers



distance travelled by slow

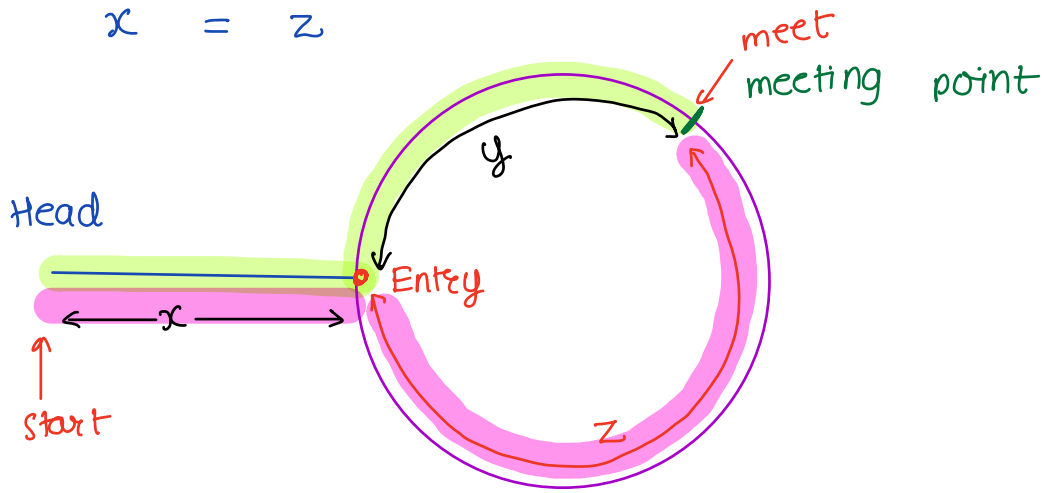
slow = x + y

fast = x + y + z + y

$2 * \{ x + y \} = x + y + z + y$

$2x + 2y = x + z + 2y$

$x = z$



from the meeting point traverse 1 step at a time and start again from the head

Once both meet that's my entry point

```
Node EntryPoint(Node head) {
    slow = head
    fast = head

    while (fast != null && fast.next != null) {
        slow = slow.next          // jump 1
        fast = fast.next.next     // jump 2

        if (slow == fast) break
    }

    // slow and fast are at meeting
    meet = slow
    start = head

    while (meet != start) {
        start = start.next
        meet = meet.next
    }

    return start
}
```

TC: O(N)

SC: O(1)

Doubt