

# Algorithms and Datastructures

## Linked Lists, Binary Search Trees

Albert-Ludwigs-Universität Freiburg



**UNI  
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Algorithms and Datastructures, January 2018

Sorted Sequences

Linked Lists

Binary Search Trees



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  - **lookup(key)**: Find the element with the given **key**, if it is not available find the element with the next smallest key
  - **next()/previous()**: Returns the element with the next bigger/smaller **key**. This enables iteration over all elements

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- How could we implement this?

# Sorted Sequences

## Implementation 1 (not good) - Static Array

### Static array:

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- `insert` and `remove` up to  $\Theta(n)$ 
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# Sorted Sequences

## Implementation 2 (bad) - Hash Table



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Order of the elements is independent of the order of the keys

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- Let's have a closer look



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Linked Lists

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Figure: Linked list





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- We do not need to copy elements on `insert` or `remove`
- The number of elements can be simply modified
- No direct access of elements  
⇒ We have to iterate over the list

### List with head / last element pointer:

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Figure: Singly linked list

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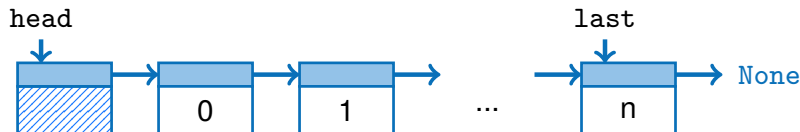


Figure: Singly linked list

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- Pointer to successor element
- Pointer to predecessor element
- Iterate forward and backward

```
class Node:
    """ Defines a node of a singly linked
        list.
    """

    def __init__(self, value, nextNode):
        self.value = value
        self.nextNode = nextNode

    def __init__(self, value):
        self.value = value;
        self.nextNode = None
```





## Creating linked lists - Python:

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■ first = Node(7)
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■ `first.nextNode = Node(3)`



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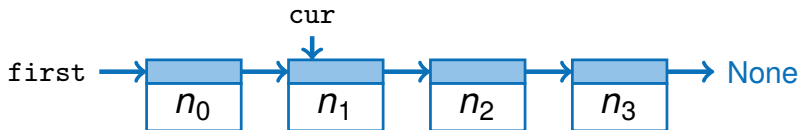
■ `first.nextNode = Node(3)`



■ `first.nextNode.value = 4`



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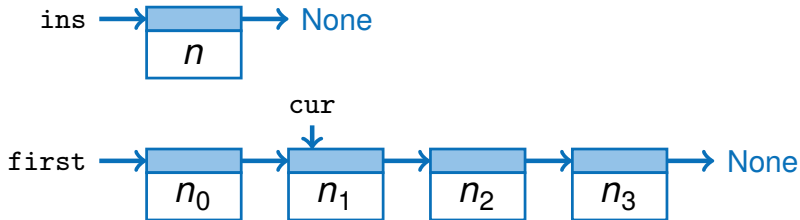


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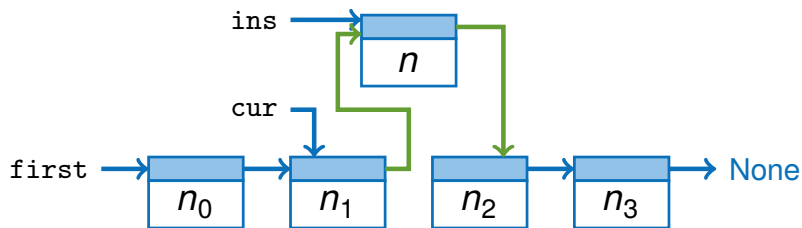


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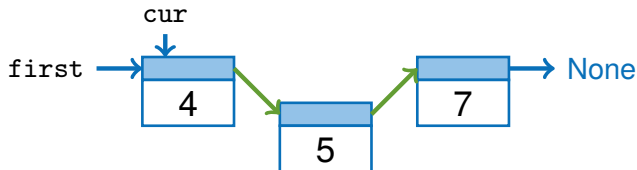


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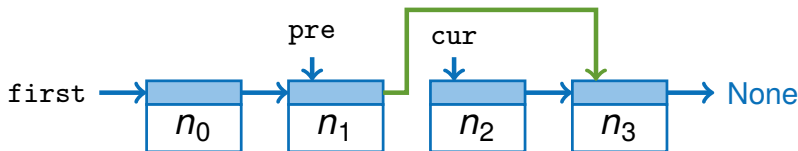


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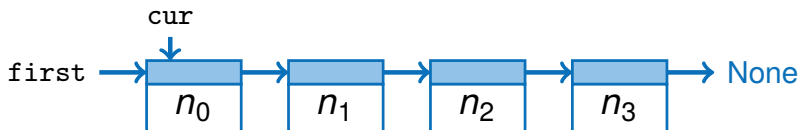
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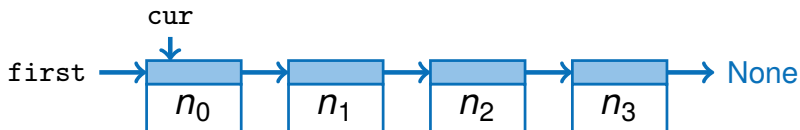
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first = first.nextNode
```

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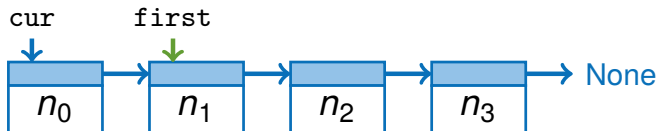


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### Removing a node `cur`: (General case)

```
if cur == first:
    first = first.nextNode
else:
    pre = first
    while pre.nextNode != cur:
        pre = pre.nextNode

    pre.nextNode = cur.nextNode
```





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```
class LinkedList:
    def __init__(self):
        self.itemCount = 0
        self.head = Node()
        self.last = self.head

    def size(self):
        return self.itemCount

    def isEmpty(self):
        return self.itemCount == 0
```



```
def append(self, value):  
    ...  
  
def insertAfter(self, cur, value):  
    ...  
  
def remove(self, cur):  
    ...  
  
def get(self, position):  
    ...  
  
def contains(self, value):  
    ...
```

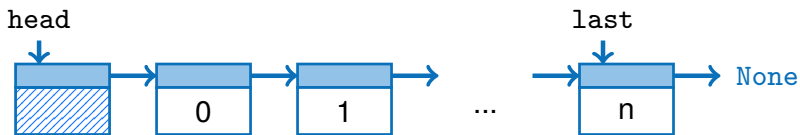


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```
def append(self, value):  
    last.nextNode = Node(value)  
    last = last.NextNode  
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- The pointer to `last` avoids the iteration of the whole list

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```
def insertAfter(self, cur, value):  
    if cur == last:  
        # also update last node  
        append(value)  
    else:  
        # last node is not modified  
        cur.nextNode = Node(value, \  
                             cur.nextNode)  
        itemCount += 1
```

### Remove node `cur`:





### **Remove node** `cur`:

- Searching the predecessor in  $O(n)$

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```
def remove(self, cur):  
    pre = first  
    while pre.nextNode != cur:  
        pre = pre.nextNode  
  
    pre.nextNode = cur.nextNode  
    itemCount -= 1  
  
    if pre.nextNode == None:  
        last = pre
```





### **Getting a reference to node at pos:**

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```
def get(self, pos):  
    if pos < 0 or pos >= itemCount:  
        return None  
  
    cur = head  
    for i in range(0, pos):  
        cur = cur.nextNode  
  
    return cur
```



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```
def contains(self, value):  
    cur = head  
  
    for i in range(0, itemCount):  
        cur = cur.nextNode  
        if cur.value == value:  
            return True  
  
    return False
```



**Runtime:**



### Runtime:

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  - `next` in  $O(1)$



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- Better with `doubly linked lists`



### **Doubly linked list:**

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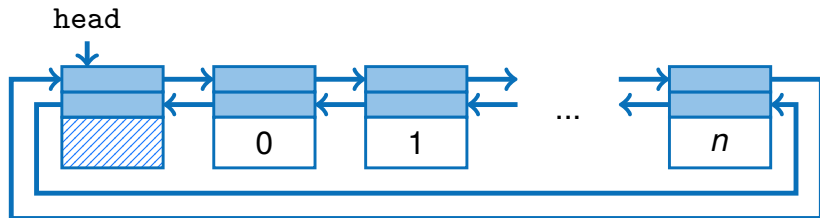
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## Linked list in book:



# Linked Lists

List in real program



## Linked list in memory:





Sorted Sequences

Linked Lists

Binary Search Trees

### **Runtime of a search tree:**

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Pointers corresponding to linked list

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The structure helps searching efficiently



**Idea:**



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- Edge direction indicates ordering

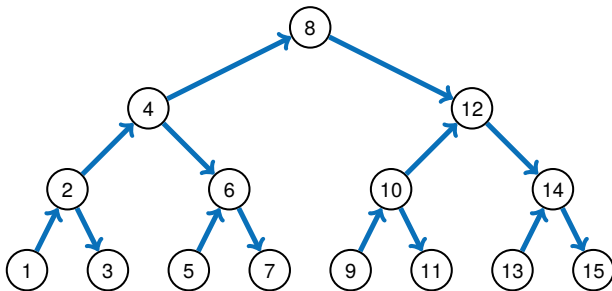


Figure: A binary search tree



Figure: Another binary search tree

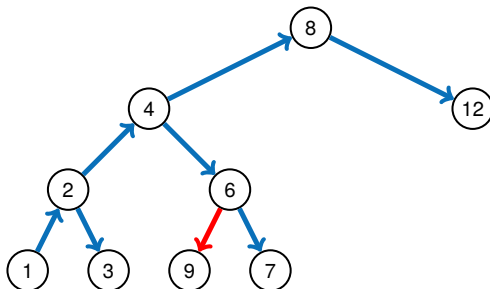


Figure: **Not** a binary search tree



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Figure: Binary search tree with links



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lookup(6)

lookup(19)

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# Binary Search Trees

## Implementation - Insert



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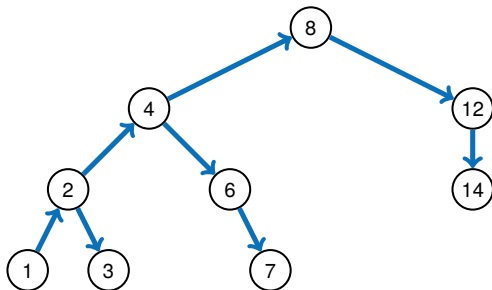
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**Figure:** Binary search tree after deleting node “5”



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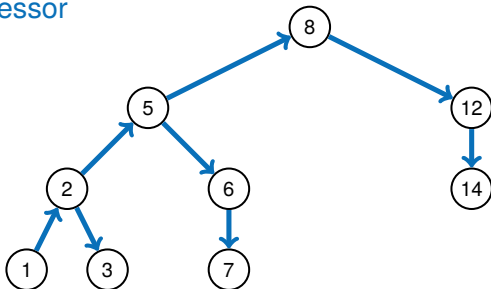
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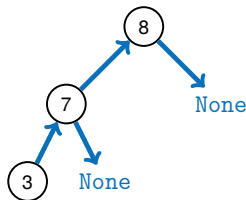


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**Figure:** Degenerated binary tree  $d = n$



**Figure:** Complete binary tree  $d = \log n$

## ■ General

[CRL01] Thomas H. Cormen, Ronald L. Rivest, and Charles E. Leiserson.

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## ■ **Linked List**

[Wik] [Linked list](#)

`https://en.wikipedia.org/wiki/Linked\_list`

## ■ **Binary Search Tree**

[Wik] [Binary search tree](#)

`https://en.wikipedia.org/wiki/Binary\_search\_tree`