# Algorithms and Datastructures

## Linked Lists, Binary Search Trees

Prof. Dr. Rolf Backofen

Bioinformatics Group / Department of Computer Science

Algorithms and Datastructures, January 2018

# Structure

Sorted Sequences

Linked Lists

Binary Search Trees

# Sorted Sequences

## Introduction

**Structure:**

- We have a set of keys mapped to values
- We have a ordering ¡ applied to the keys
- We need the following operations:
  - `insert(key, value)`: Insert the given pair
  - `remove(key)`: Remove the pair with the given key
  - `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

**Application examples:**

- Example: Database for books, products or apartments
- Large number of records (data sets / tuples)
- Typical query: Return all apartments with a monthly rent between 400€ and 600€
  - This is called a range query
  - We can implement this with a combination of `lookup(key)` and `next()`
  - It's not essential if an apartments exists with **exactly** 400€ monthly rent
- We do not want to sort all elements every time on an insert operation
- How could we implement this?

# Sorted Sequences

## Implementation 1 (not good) - Static Array

**Static array:**

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 3 | 5 | 9 | 14 | 18 | 21 | 26 | 40 | 41 | 42 | 43 | 46 |

- `lookup` in time $O(\log n)$
  - With **binary search**
  - Example: `lookup(41)`
- `next` / `previous` in time $O(1)$
  - They are next to each other
- `insert` and `remove` up to $\Theta(n)$
  - We have to copy up to $n$ elements

# Sorted Sequences

## Implementation 2 (bad) - Hash Table

**Hash map:**

- `insert` and `remove` in $O(1)$

  If the hash table is big enough and we use a good hash function

- `lookup` in time $O(1)$

  If element with **exactly** this key exists, otherwise we get None as result

- `next` / `previous` in time up to $\Theta(n)$

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

# Sorted Sequences

## Implementation 3 (good?) - Linked List

**Linked list:**

- Runtimes for doubly linked lists:
  - `next` / `previous` in time $O(1)$
  - `insert` and `remove` in $O(1)$
  - `lookup` in time $\Theta(n)$
- Not yet what we want, but structure is related to binary search trees
- Let's have a closer look

# Linked Lists

## Introduction

**Linked list:**

- Dynamic datastructure
- Number of elements changeable
- Data elements can be simple types or composed datastructures
- Elements are linked through references / pointer to the predecessor / successor
- Single / doubly linked lists possible

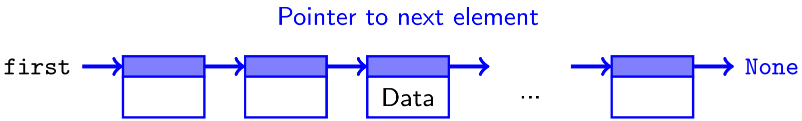



Figure: Linked list

# Linked Lists

## Introduction

**Properties in comparison to an array:**

- Minimal extra space for storing pointer
- We do not need to copy elements on `insert` or `remove`
- The number of elements can be simply modified
- No direct access of elements
  $\Rightarrow$ We have to iterate over the list

# Linked Lists

## Variants

**List with head / last element pointer:**

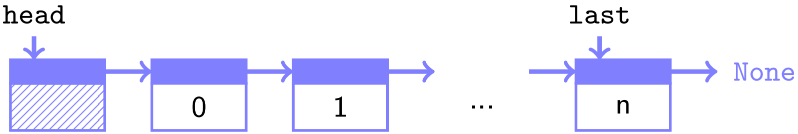



Figure: Singly linked list

- Head element has pointer to first list element
- May also hold additional information:
  - Number of elements

# Linked Lists

## Variants

**Doubly linked list:**

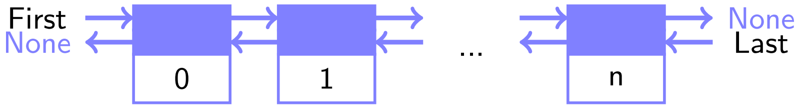



Figure: Doubly linked list

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

# Linked Lists

## Implementation - Node/Element - Python

```
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
```

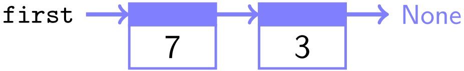
# Linked Lists

## Usage examples

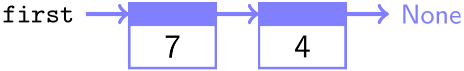
**Creating linked lists - Python:**

- `first = Node(7)`


- `first.nextNode = Node(3)`



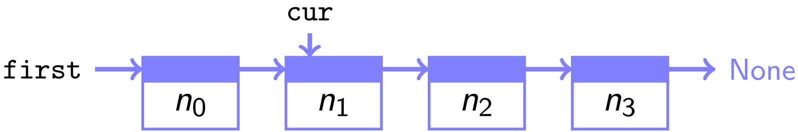

- `first.nextNode.value = 4`



# Linked Lists

## Implementation - Insert

**Inserting a node after node `cur`:**

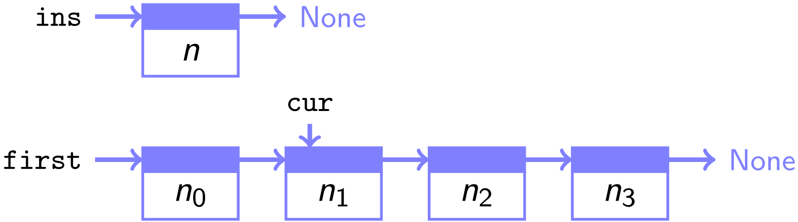


# Linked Lists

## Implementation - Insert

**Inserting a node after node `cur`:**

- `ins = Node(n)`

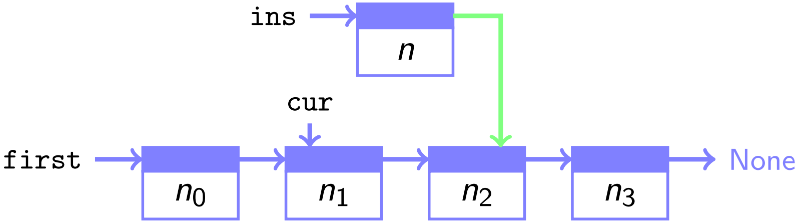


# Linked Lists

## Implementation - Insert

**Inserting a node after node `cur`:**

- `ins.nextNode = cur.nextNode`

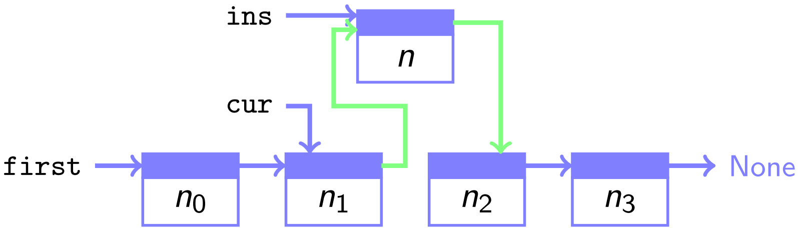


# Linked Lists

## Implementation - Insert

**Inserting a node after node `cur`:**

- `cur.nextNode = ins`

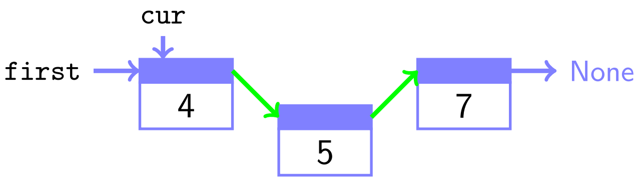


# Linked Lists

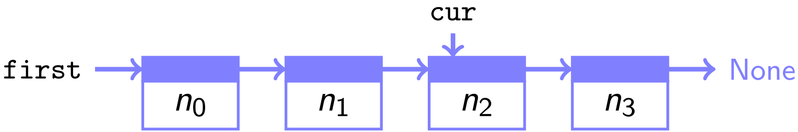
## Implementation - Insert

**Inserting a node after node `cur` - single line of code:**


- `cur.nextNode = Node(value, cur.nextNode)`



**Removing a node `cur`:**



# Linked Lists

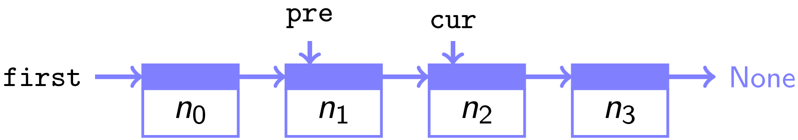
## Implementation - Remove

**Removing a node `cur`:**

- Find the predecessor of `cur`:

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

- Runtime of $O(n)$
- Does not work for first node!

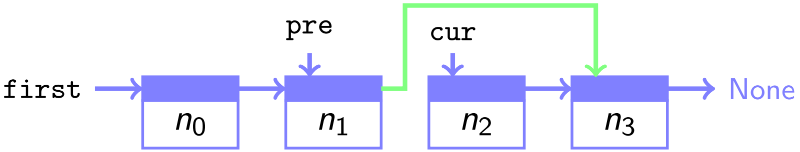


# Linked Lists

## Implementation - Remove

**Removing a node `cur`:**

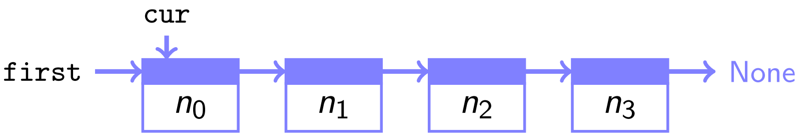
- Update the pointer to the next element:
  `pre.nextNode = cur.nextNode`
- `cur` will get automatically destroyed if no more references exist (`cur=None`)



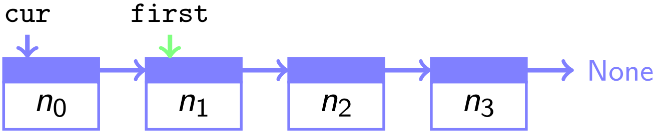
# Linked Lists

## Implementation - Remove

**Removing the first node:**




- Update the pointer to the next element:
  `first = first.nextNode`
- `cur` will get automaticly destroyed if no more references exist (`cur=None`)



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

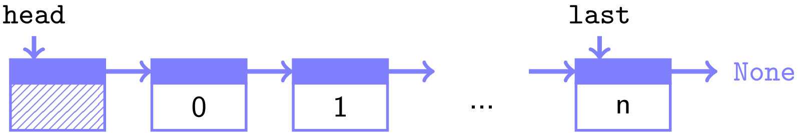
```
if cur == first:
    first = first.nextNode
else:
    pre = first
    while pre.nextNode != cur:
        pre = pre.nextNode

    pre.nextNode = cur.nextNode
```

# Linked Lists

## Implementation - Head Node

**Using a `head` node:**

- Advantage:
  - Deleting the first node is no special case
- Disadvantage
  - We have to consider the first node at other operations
  - Iterating all nodes
  - Counting of all nodes
  - ...



# Linked Lists

## Implementation - LinkedList - Python

```
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
```

# Linked Lists

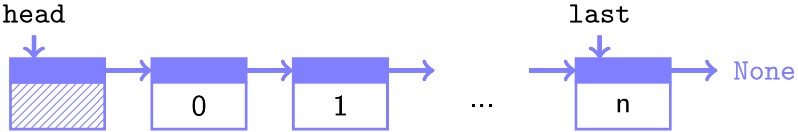
## Implementation - LinkedList - Python

```python
def append(self, value):
    ...

def insertAfter(self, cur, value):
    ...

def remove(self, cur):
    ...

def get(self, position):
    ...

def contains(self, value):
    ...
```

# Linked Lists

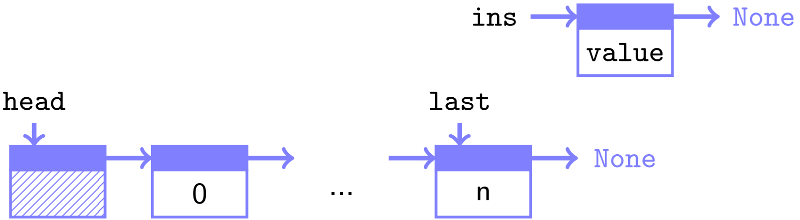
## Implementation

**Head, last:**




- `Head` points to the first node, `last` to the last node
- We can append elements to the end of the list in $O(1)$ through the `last` node
- We have to keep the pointer to `last` updated after all operations

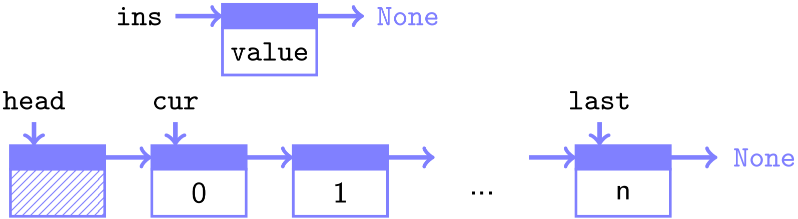
**Appending an element:**




```
def append(self, value):
    last.nextNode = Node(value)
    last = last.NextNode
    itemCount += 1
```

- The pointer to `last` avoids the iteration of the whole list

**Inserting after node `cur`:**



# Linked Lists

## Implementation - Insert After

**Inserting after node `cur`:**

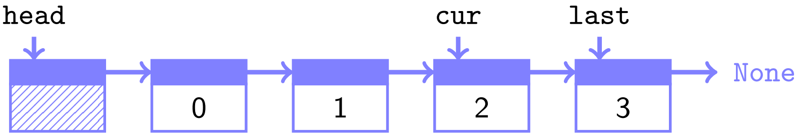
- The pointer to `head` is not modified

```
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
```

# Linked Lists

## Implementation - Remove

**Remove node `cur`:**



# Linked Lists

## Implementation - Remove

**Remove node `cur`:**

- Searching the predecessor in $O(n)$

```
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
```

# Linked Lists

## Implementation - Get

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

- Iterate the entries of the list until at position in $O(n)$

```
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
```

# Linked Lists

## Implementation - Contains

**Searching a `value`:**

- First element is head without an assigned value
- Iterate the entries of the list until value found in $O(n)$

```
def contains(self, value):
    cur = head

    for i in range(0, itemCount):
        cur = cur.nextNode
        if cur.value == value:
            return True

    return False
```

# Linked Lists

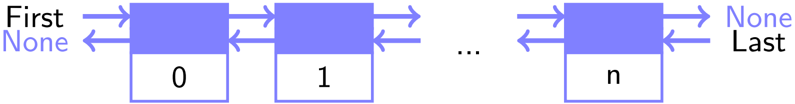
## Runtime

**Runtime:**

- Singly linked list:
  - `next` in $O(1)$
  - `previous` in $\Theta(n)$
  - `insert` in $O(1)$
  - `remove` in $\Theta(n)$
  - `lookup` in $\Theta(n)$
- Better with doubly linked lists

**Doubly linked list:**

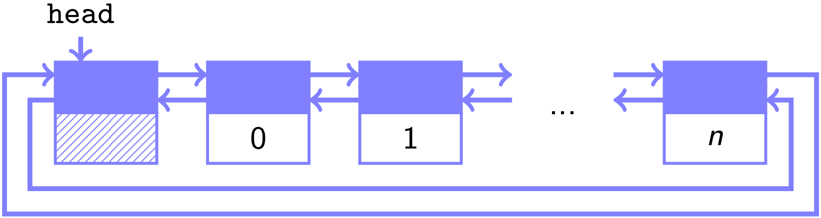
- Each node has a reference to its successor and its predecessor
- We can iterate the list forward and backward



# Linked Lists
## Doubly Linked List

**Doubly linked list:**

- It is helpful to have a head node
- We only need one head node if we connect the list cyclic



# Linked Lists
## Runtime

**Runtime of doubly linked list:**

- `next` and `previous` in $O(1)$

  Each element has a pointer to pred-/sucessor

- `insert` and `remove` in $O(1)$

  A constant number of pointers needs to be modified

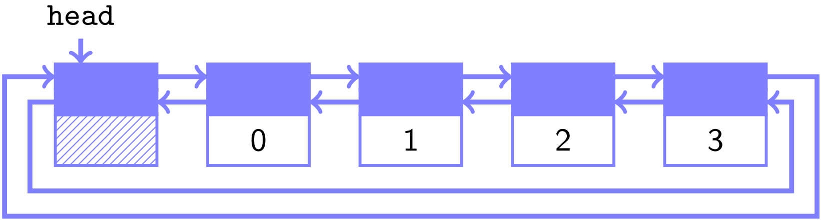
- `lookup` in $\Theta(n)$

  Even if the elements are sorted we can only retrieve them in $\Theta(n)$ Why?

# Linked Lists

## List in real program

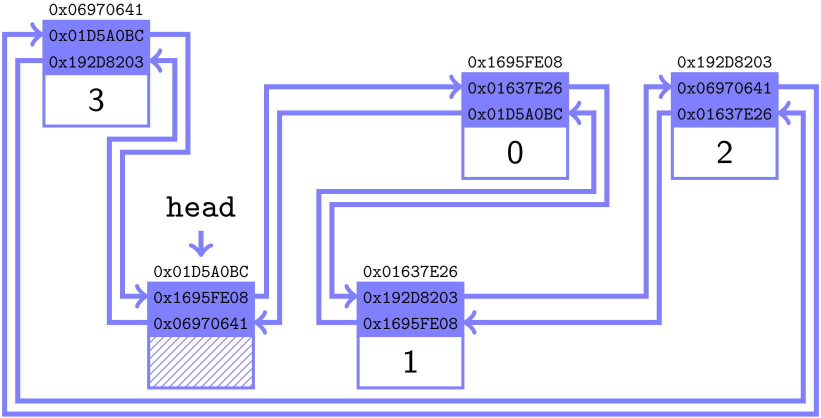
**Linked list in book:**



# Linked Lists

## List in real program

**Linked list in memory:**



**Runtime of a search tree:**

- `next` and `previous` in $O(1)$

  Pointers corresponding to linked list

- `insert` and `remove` in $O(log\ n)$

- `lookup` in $O(log\ n)$

  The structure helps searching efficiently

# Binary Search Trees

## Introduction

**Idea:**

- We define a total order for the search tree
- All nodes of the left subtree have smaller keys than the current node
- All nodes of the right subtree have bigger keys than the current node

# Binary Search Trees
## Introduction

- Edge direction indicates ordering

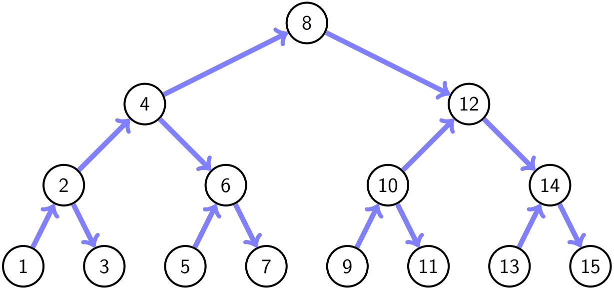



Figure: A binary search tree

# Binary Search Trees

## Introduction

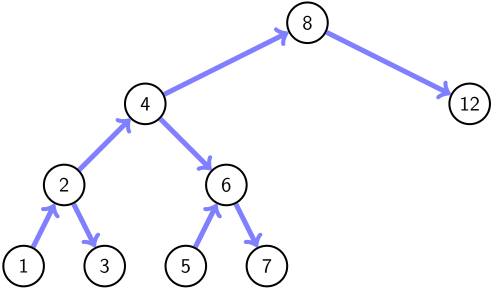



Figure: Another binary search tree

# Binary Search Trees

## Introduction

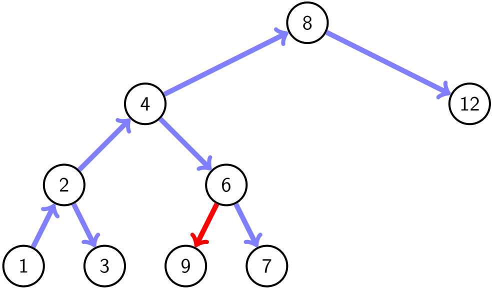
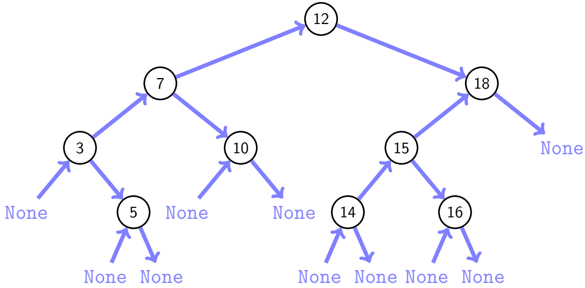



Figure: **Not** a binary search tree

**Implementation:**

- For the heap we had all elements stored in an array
- Here we link all nodes through pointer / references, like linked lists
- Each node has a pointer / reference to its children (`leftChild` / `rightChild`)
- `None` for missing children



**Implementation:**

- We create a sorted doubly linked list of all elements
- This enables an efficient implementation of (`next` / `previous`)

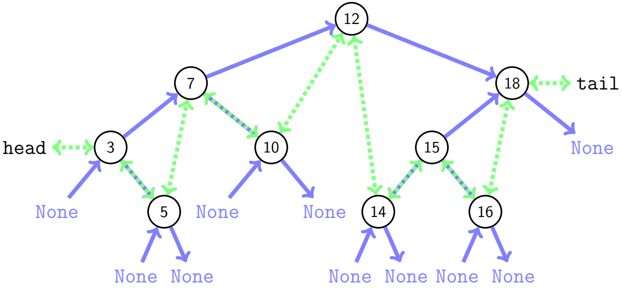



Figure: Binary search tree with links

# Binary Search Trees

## Implementation - Lookup

**Lookup:**

- Definition:
  “ Search the element with the given key. If no element is found return the element with the next (bigger) key. ”
- We search from the root downwards:
  - Compare the searched key with the key of the node
  - Go to the left / right until the child is `None` or the key is found
  - If the key is not found return the next bigger one

# Binary Search Trees

## Implementation - Lookup

**For each node applies the total order:**

keys of left subtree ¡ `node.key` ¡ keys of right subtree

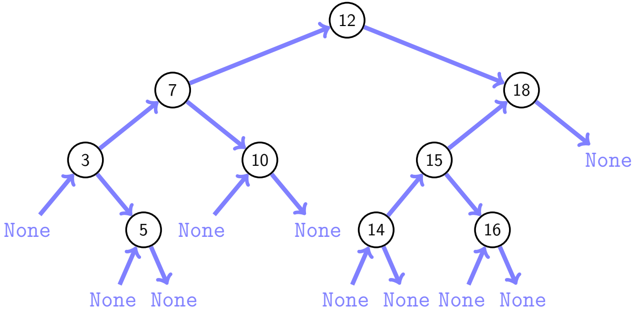



Figure: Binary search tree with total order "¡"

**Examples:**

`lookup(14)`

`lookup(6)`

`lookup(19)`

# Binary Search Trees

## Implementation - Insert

**Insert:**

- We search for the key in our search tree
- If a node is found we replace the value with the new one
- Else we insert a new node
- If the key was not present we get a `None` entry
- We insert the node there

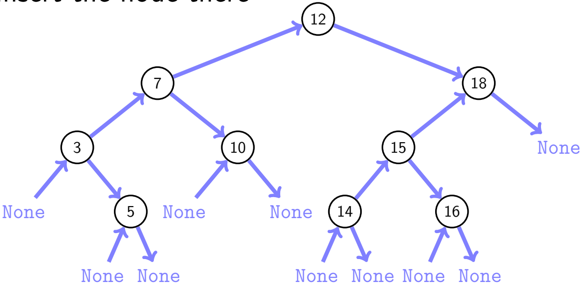



Figure: Binary search tree with total order "¡"

# Binary Search Trees

## Implementation - Remove

**Remove:** Case 1: The node “5” has no children

- Find parent of node “5” (“6”)
- Set left / right child of node “6” to `None` depending on position of node “5”

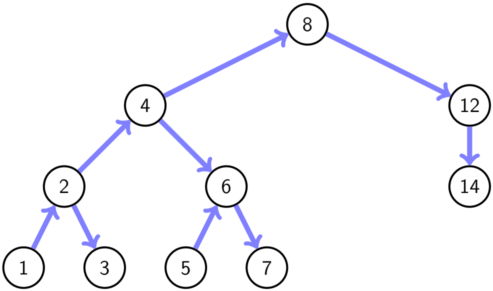



Figure: Binary search tree with total order “¡”

# Binary Search Trees

## Implementation - Remove

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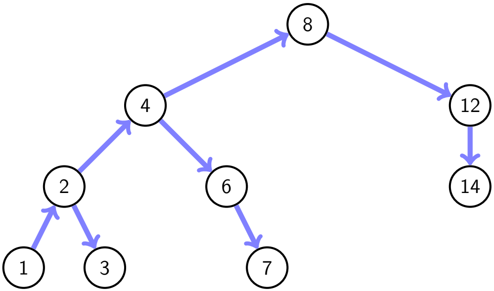


Figure: Binary search tree after deleting node "5"

# Binary Search Trees

## Implementation - Remove

**Remove:** Case 2: The node "12" has one child

- Find the child of node "12" ("14")
- Find the parent of node "12" ("8")
- Set left / right child of node "8" to "14" depending on position of node "12" (skip node "14")

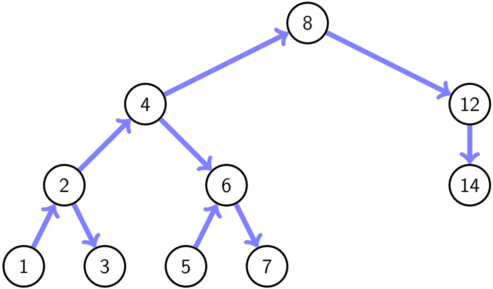


Figure: Binary search tree with total order "¡"

# Binary Search Trees

## Implementation - Remove

**Remove:** Case 2: The node “12” has one child

- Find the child of node “12” (“14”)
- Find the parent of node “12” (“8”)
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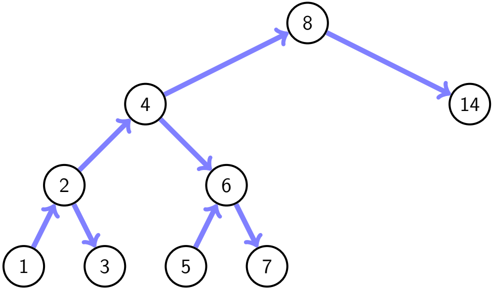


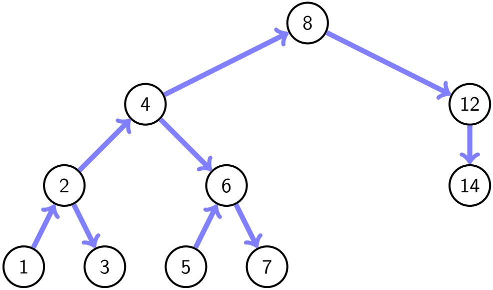

Figure: Binary search tree after delting node “12”

# Binary Search Trees

## Implementation - Remove

**Remove:** Case 3: The node “4” has two children

- Find the successor of node “4” (“5”)
- Replace the value of node “4” with the value of node “5”
- Delete node “5” (the successor of node “4”) with remove-case 1 or 2
- There is no left node because we are deleting the predecessor



# Binary Search Trees

## Implementation - Remove

**Remove:** Case 3: The node "4" has two children

- Find the successor of node "4" ("5")
- Replace the value of node "4" with the value of node "5"
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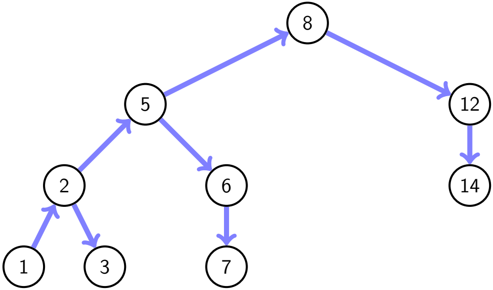

# Binary Search Trees

## Runtime Complexity

**How long takes `insert` and `lookup`?**

- Up to $\Theta(d)$, with $d$ being the depth of the tree (The longest path from the root to a leaf)
- Best case with $d = \log n$ the runtime is $\Theta(\log n)$
- Worst case with $d = n$ the runtime is $\Theta(n)$
- If we **always** want to have a runtime of $\Theta(\log n)$ then we have to rebalance the tree

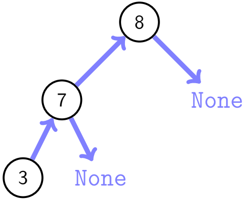


Figure: Degenerated binary tree $d = n$

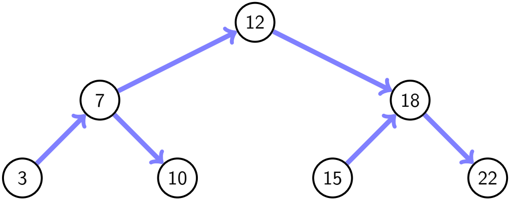


Figure: Complete binary tree $d = \log n$

- **General**


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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