


# Detect cycle and find length

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- To detect a cycle in a linked list, we must use slow and fast pointer approach.
- In this approach, slow will iterate by one step and fast will by 2 steps.
- If there is a cycle, then the two pointers will meet
- (slow and fast pointers will start at same beginning node)

  
def f(H: ListNode) → bool:

slow = fast = H

while fast and fast.next:

slow, fast = slow.next, fast.next.next

if slow is fast:

return True

return False

◦ To find the length of the cycle, we need to start at the position where fast and slow pointers met, <sup>(from detecting)</sup> <sub>(a cycle)</sub> and use two pointers again. start pointer iterate by one step ~~and step pointer iterate by the~~  
~~its own value which incrementing~~  
~~until start and step pointers meet.~~

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and step increments. until the start pointer cycles around the linked list back to end and then return the steps.

def detect\_cycle (~~the~~ head : ListNode) → ~~Optional~~  
~~ListNode~~  
int

slow = fast = head

while fast and fast.next:

slow, fast = slow.next, fast.next.next

if slow is fast:

return calc\_cycle\_length(slow)

return 0

def calc\_cycle\_length(end):  
start, step = end, 0

while True:

start = start.next

step += 1

if start is ~~step~~ end:

return step

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7.3

If space isn't a issue... ( $O(n)$  space)  
Use hashset

def f(head: ListNode) → ListNode:

curr = head

d = set()

while curr:

if curr in d:

return curr

~~curr = curr.next~~

d.add(curr)

curr = curr.next

return None



- If we want to do this  $O(n)$ ,  $O(1)$ , then we need to use slow and fast pointers approach. to detect if there is a cycle.
- Then find the cycle length.
- Then have <sup>a</sup> ~~another~~ pointer start at head and another start at the cycle length ~~pos~~ ahead of the start and iterate the two pointers until they meet.
- They will meet at the start of the cycle (Floyd Cycle Chasing)

1 hr 46 min



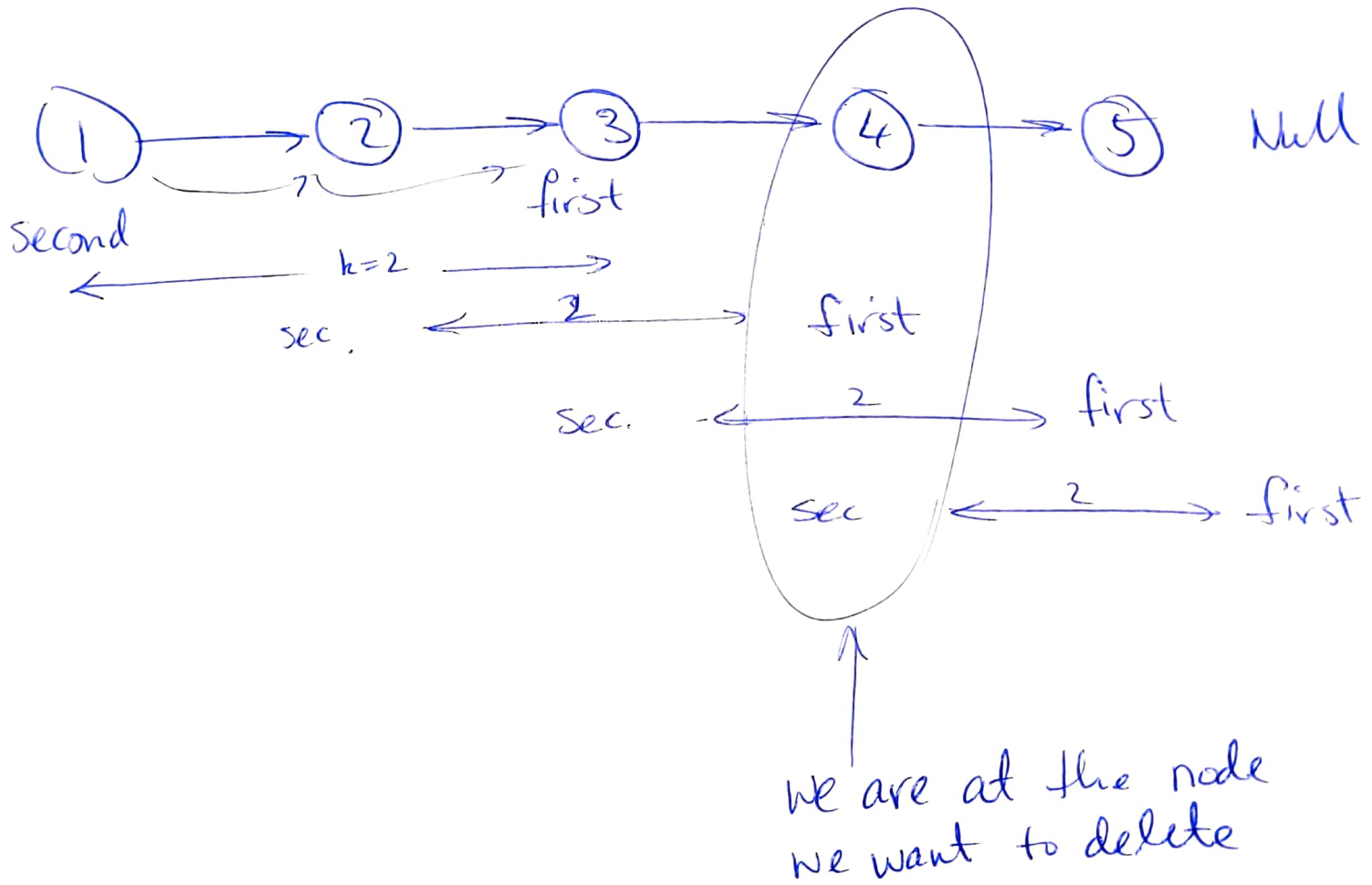
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but Vague (it was on the right track)

7.7

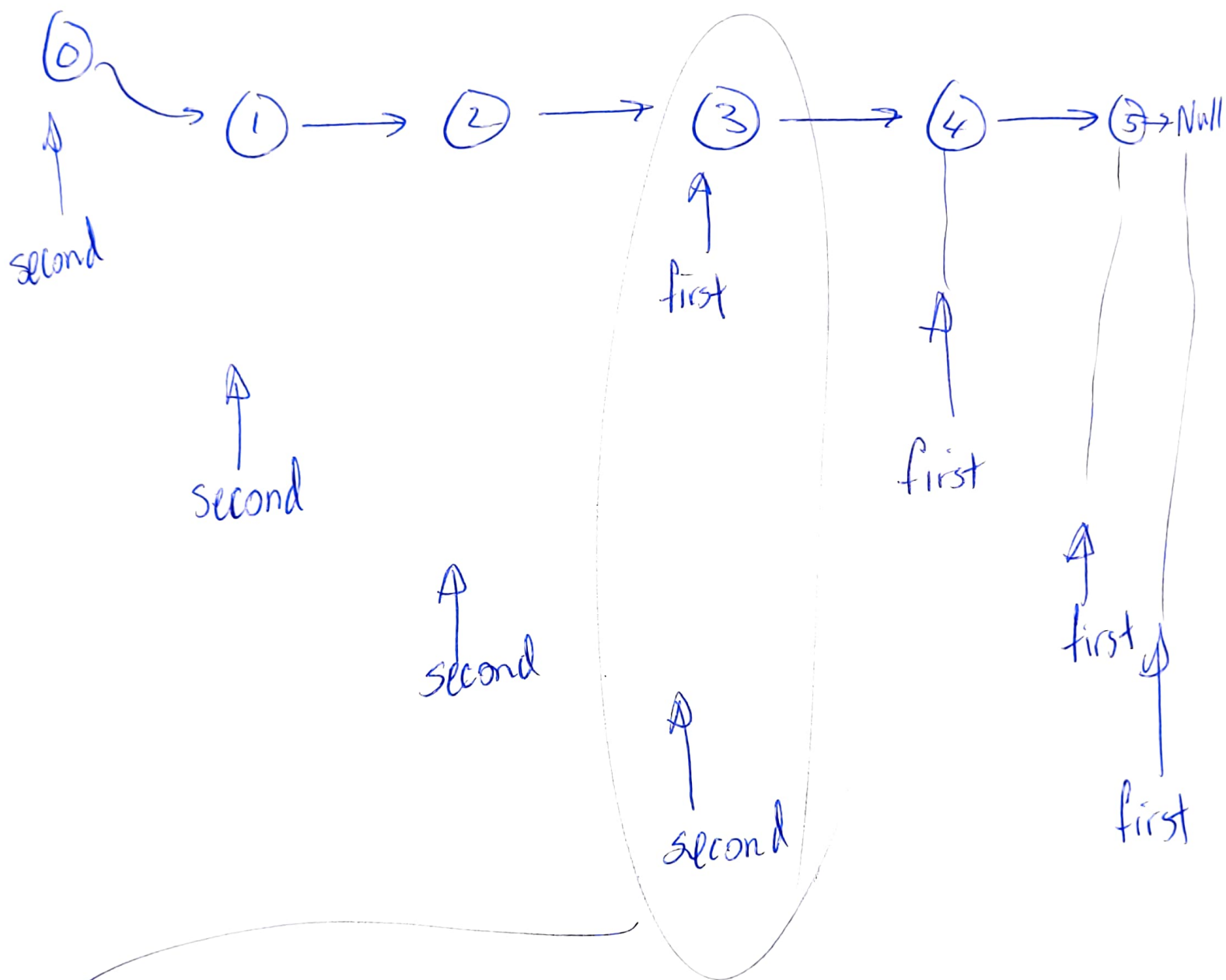
• The idea was correct ✓ but had no idea how to implement.

$k=2$



↳ But if we want to delete this node, then we have to be in  $k-1$ th node to change pointers  
↳ Use dummy node.

Same as before but the second pointer starts at 0. First pointer starts at same spot.



Now change pointer to  $k+1^{\text{th}}$  node.



$$\begin{cases} A = ['dog', 'dark', 'cat', 'door', 'dodge'] \\ s = 'do' \end{cases} \Rightarrow ['dog', 'door', 'dodge']$$

---

- Maybe use regular exp.?
- The Naive approach that comes to mind: traverse the list and check item by item if 'do' is in the item string.

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$result = []$

Ex for item in A:

if s in item

result.append(item)

return result.

---

- This will take  $O(n)$  ~~and~~ time & space where n is  $|A|$ .

5 min

• Can I make it  $O(1)$  space?  
↳ Instead of append can I slice the list?

↳ I can reorder and swap position of the items in the list?

• I can switch positions w/ pointers and put the items that is valid to the front.  
I can keep count and return the first "count" number of items.

---

```
def f(A, s):
```

```
left, cur  
for item in A:
```

```
left, curr = 0, 1
```

```
while curr < len(A):
```

```
    if A[curr] s in A[curr]:
```

```
        A[left] = A[curr]
```

```
        A[curr] = A[left]
```

```
        left, curr++
```

```
    else: curr++
```

14min

My sol'n :

~~Ex~~

```
def f(A: List[str], s: str) → List[str]:
```

```
    left, curr = 0, 0
```

```
    while curr < len(A):
```

```
        if s in A[curr]:
```

```
            A[left], A[curr] = A[curr], A[left]
```

```
            left, curr = left + 1, curr + 1
```

```
    else:
```

```
        curr += 1
```

```
    return A[:left]
```

18 min

I realized that I should be asking if the input \*s can be anywhere in the ~~str~~ item string or only in the front.

Input: LL

Output: value at the start of cycle  
or null if <sup>cycle</sup> doesn't exists.



The Naive approach is to iterate through the list and check to see if the next value is None.

↳ If None, return None

↳ ELSE, return the "next" ↩

• We could a search method and iterate through the whole list.

• When the iteration reached the end, the next node will be the first node if it's a cycle. }



## Pseudocode

def f(L: ~~ListNode~~ ListNode) → Optional[ListNode]:

~~current = ListNode~~

# ~~\*~~ Should I create a dummy node? → No

while L and L.data ≠ None:

L = L.next

~~current~~

return L.next

Qmin

---

How do I make test case for LL cycle?

Input: Cycle-free LL (two)

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Output: bool?

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### Naive Approach:

- Iterate through both lists.
- Take an node from one<sub>1</sub> and check w/ all nodes from the other LL.  
→  $O(n^2)$ ,  $O(1)$  (check node.next)

Use Hash set.

Add all ~~the~~ nodes from LL1 ~~and~~ to the hash set and check the other LL (LL2)

↳  $O(n + m)$ ,  $O(1)$

- Is there a  $O(n)$ ,  $O(1)$  approach?
- Can I use pointers?
- ~~Can I~~ ◦ Should I make them into cycles?
- Can I use the length of each LL?

(bmin)

1/2

LL1 ① → ② → ③ → ④ → Null

LL2 ⑤ → ⑥

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- If there is an overlap, that means one of the LL doesn't point to null at the tail?
- IF I reverse the LL and one ~~node~~ node points to two other, does that tell me anything?

15 min Quit

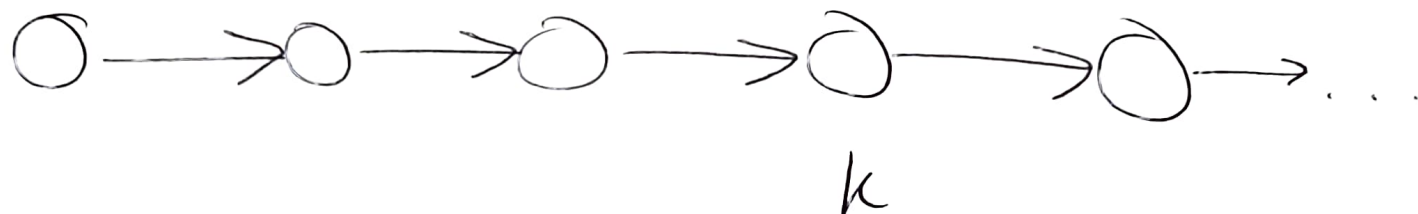
Input: LL and  $k \in \mathbb{Z}$

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7.7

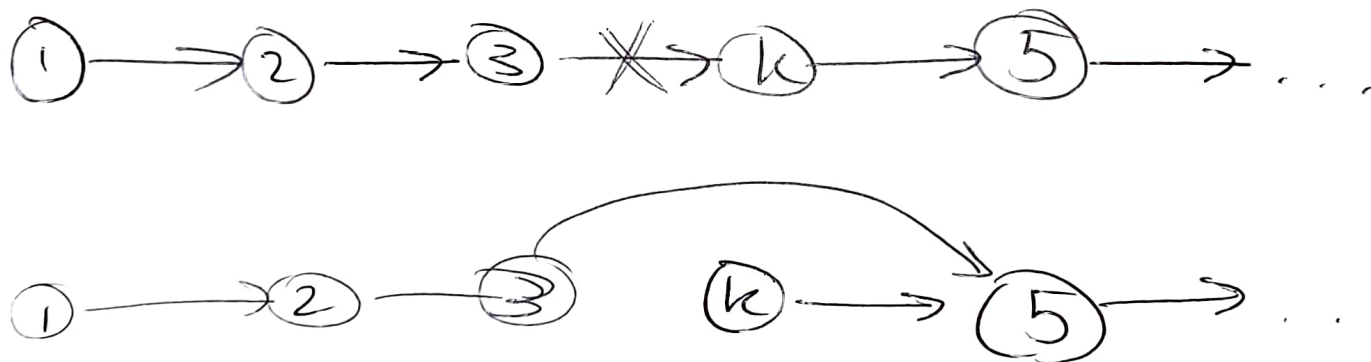
Output: LL

Write a program that removes the  $k^{\text{th}}$  last elem.



• Don't know the length of LL.

We have to do something like this



We would have to ~~count~~ <sup>move</sup> upto  $k-1$  and make the elem. node point to  $k+1^{\text{th}}$  node

This will take  $O(n)$ ,  $O(1)$ .

Maybe have to set up a dummy/sentinel value. 1/2



~~Should I make a previous arg. in  
class ListNode?~~

~~→  $x.\text{prev}.\text{next} = x.\text{next}$   
 $x.\text{next}.\text{prev} = x.\text{prev}.$~~

10 min Quit