

Intersection of Two Linked Lists

Contributed by
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Easy

0/40

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Problem Statement

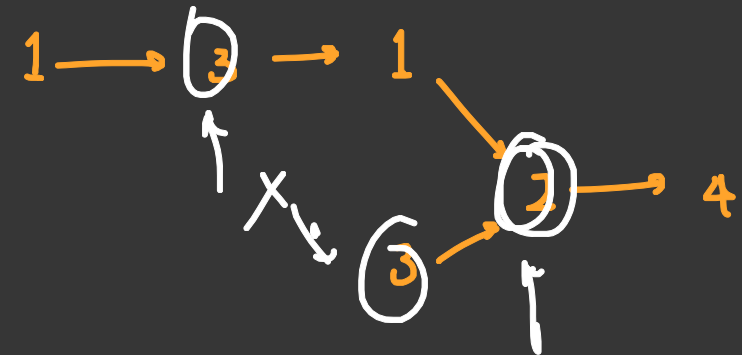
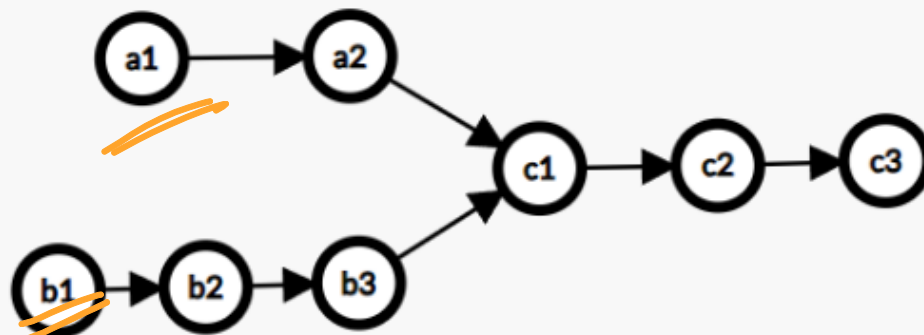
[Suggest Edit](#)

You are given two Singly Linked Lists of integers, which may have an intersection point.

Your task is to return the first intersection node. If there is no intersection, return NULL.

Example:-

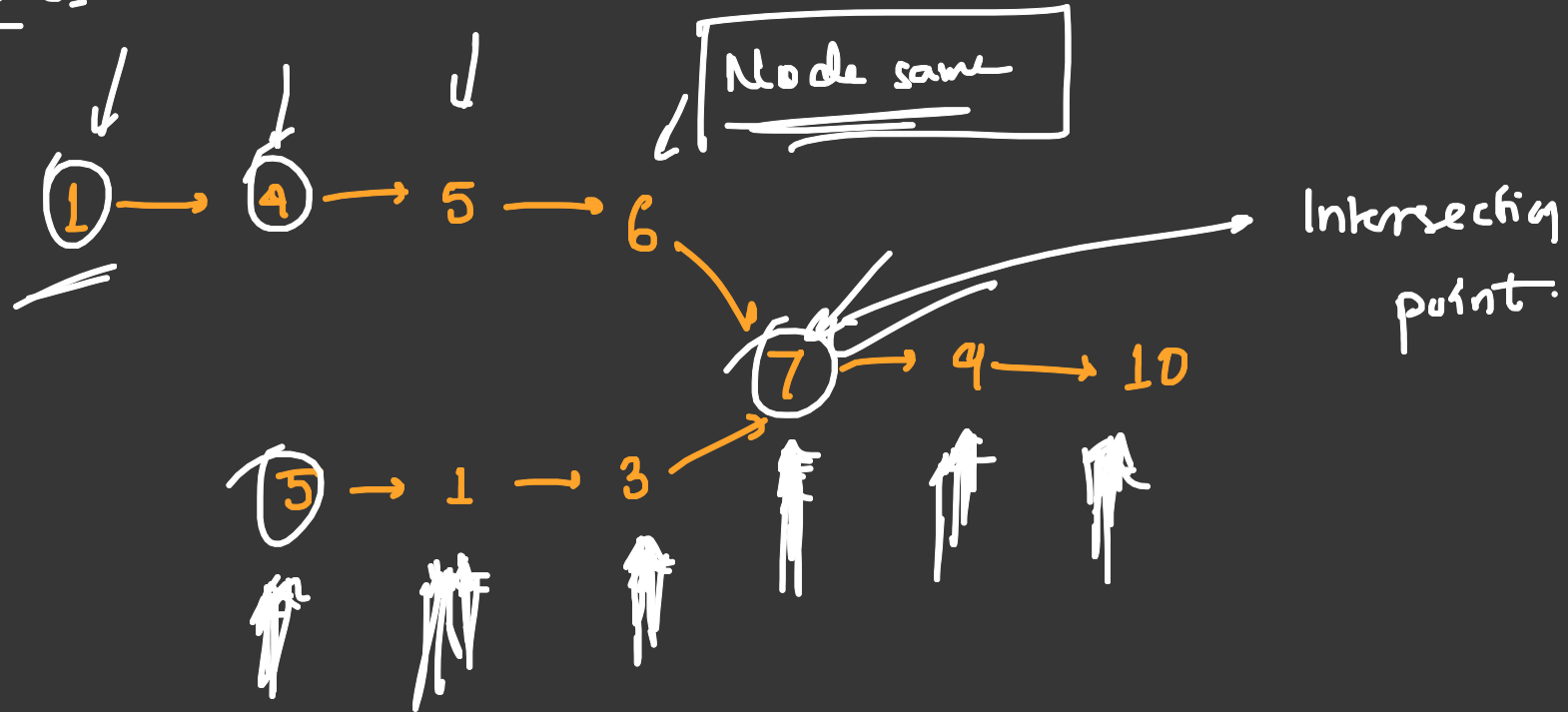
The Linked Lists, where a1, a2, c1, c2, c3 is the first linked list and b1, b2, b3, c1, c2, c3 is the second linked list, merging at node c1.



1, 3, 1, 2, 4 val
3, 2, 4

• We need to check the node instead of node value.

Brute force:



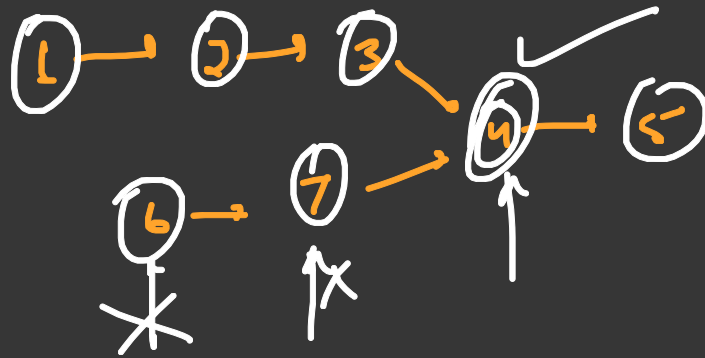
Iterate in one linked list and check similar node in other
linked for each node. T.C: O(N*M)

Better Approach:

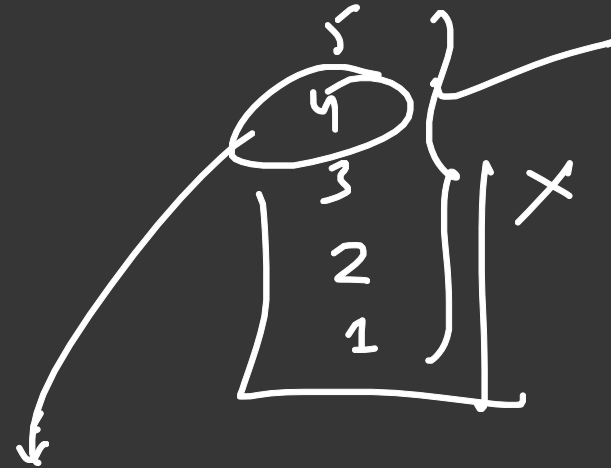
We store one linked list in hashmap and from second traverse to hashmap.

T.C. $\rightarrow O(N+M)$

S.C. $\rightarrow O(N)$ or $O(M)$



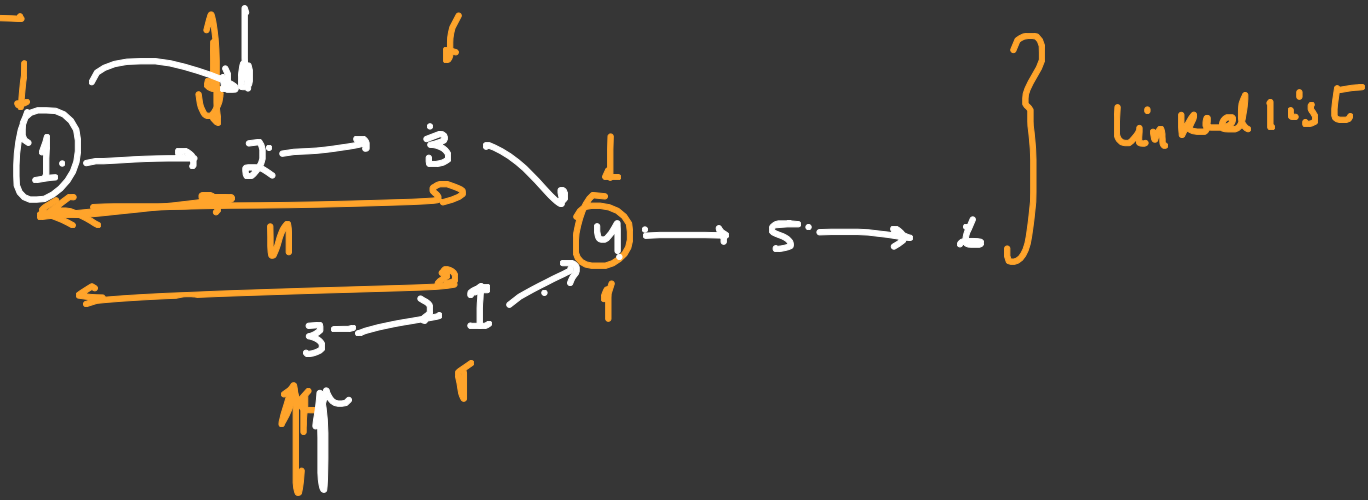
check other LL if that is any node



Return this as intersection point.

Optimal Approach:

Idea:



len of linked list 1 and list 2.

6 — 5 — (17)

Simultaneously move both pointer such that they reach intersection point at same time.

1st Approach:

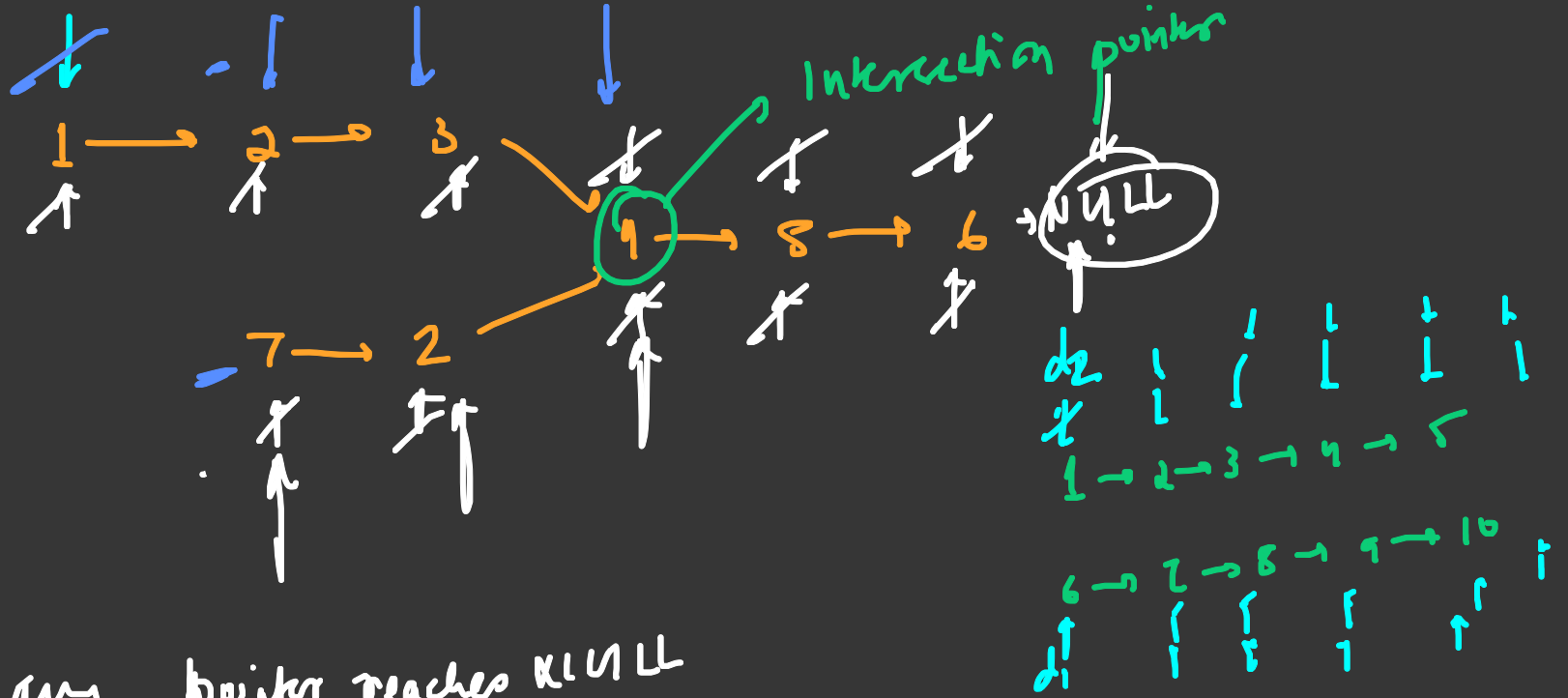
• find len of list 1
 " " " list 2 } subtract = val

• val \rightarrow head A / head B

• Simultaneously move the pointer to get the intersection node.
T.C $\rightarrow O(2(N+m))$

• 2nd Approach is similar idea but without ^{$O(1)$} ~~increasing~~ ^{$O(1)$} ~~increasing~~ no find len.,
Code length is ~~extra~~ shorter.

2nd Approach:



any pointer reaches NULL

if list 1 \rightarrow null \rightarrow pointer \rightarrow head of list 2

list 2 \rightarrow NULL \rightarrow