

# Linked Lists

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# Outline

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- ▶ We have already implemented a PhoneDirectory using an unsorted or sorted array.
- ▶ This week will implement it using a linked list or a skip list.
- ▶ A linked list is just as slow as an array (actually slower).
- ▶ But a skip list is MUCH faster.



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  - ▶ No hope of a fast addOrChange method for large  $n$ .



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  - ▶ References to the next and previous entries in the list.



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  - ▶ **first**, the first entry in the list
  - ▶ **last**, the last entry in the list
- ▶ The **slides** show how to use this structure to implement a phone directory.



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  - ▶ How can we tell?
  - ▶ Two possibilities.



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  - ▶ Similar to entries in array with index bigger than size.



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  - ▶ How does it know it has reached this entry?
  - ▶ What does it return if we were adding `Aaron`?
- ▶ `LinkedMap add` uses the output of `find`.
  - ▶ `add(previous)` sets the variable next to the entry that should be next after `Ian`.





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  - ▶ What values do we give them?



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- ▶ Draw the diagram of what should happen.
- ▶ Write the line that makes that change happen.



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  - ▶ add is now  $O(1)$
  - ▶ but `put` (`addOrChangeEntry`) must call find
  - ▶ so it is still  $O(n)$ .
  - ▶ One step forward, two steps back!

# Summary



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- ▶ When programming a linked list:
  - ▶ Draw the diagram of each change.
  - ▶ Program each change as a line
    - ▶ with only two variables.
  - ▶ Keep each step simple!





# This week's application



## This week's application

- ▶ We need a nice application for our Map.



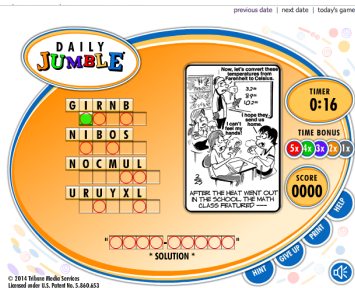
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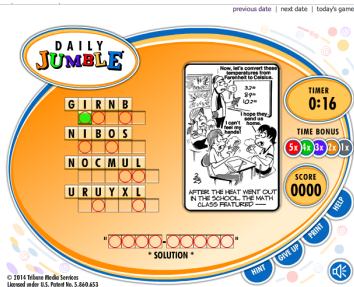
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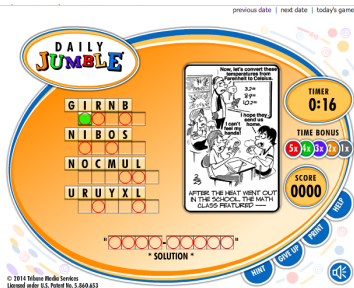
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- ▶ Need to unscramble words.

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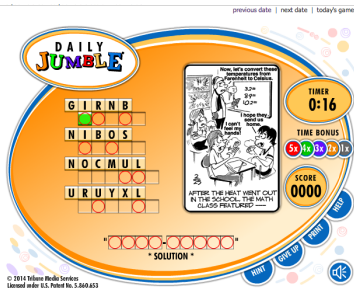
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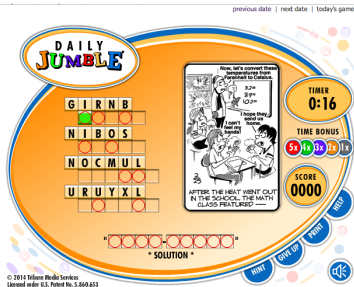
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- ▶ Daily Jumble
- ▶ Need to unscramble words.
  - ▶ Puzzle has “rtpocmue”?
  - ▶ Unscrambled is “computer”.
  - ▶ How can a Map help us to do that?



# Slow Way

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- ▶ We have a dictionary file.



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- ▶ We have a dictionary file.
  - ▶ Read it in.



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- ▶ What is the running time?
  - ▶ Lookup might be  $O(\log n)$  time, good.
  - ▶ But the number of orderings is  $8! = 40,320$ , bad!.





# Using a Map



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- ▶ Let's use a Map.



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- ▶ Let's use a Map.
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- ▶ Let's use a Map.
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  - ▶ That is "cemoprut".
- ▶ To get ready:



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- ▶ To get ready:
  - ▶ Read each word from the dictionary file,





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  - ▶ That is "cemoprtu".
- ▶ To get ready:
  - ▶ Read each word from the dictionary file,
  - ▶ Put it into the Map.



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- ▶ To solve a scramble "rtpmceuo":
  - ▶ Alphabetize it to "cemoprtu".



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- ▶ Does anyone see a problem?
  - ▶ The words "dare", "dear", and "read"





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  - ▶ Look it up in the map: "computer".
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  - ▶ The words "dare", "dear", and "read"
  - ▶ will all be stored under the key "ader".



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- ▶ Does anyone see a problem?
  - ▶ The words "dare", "dear", and "read"
  - ▶ will all be stored under the key "ader".
  - ▶ So the value will be "read" because it is last.



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- ▶ To get ready:
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  - ▶ The words "dare", "dear", and "read"
  - ▶ will all be stored under the key "ader".
  - ▶ So the value will be "read" because it is last.
  - ▶ Solution is to use **List<String>** as the value type.



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- ▶ To solve a scramble "rtpmceuo":
  - ▶ Alphabetize it to "cemoprtu".
  - ▶ Look it up in the map: "computer".
- ▶ Does anyone see a problem?
  - ▶ The words "dare", "dear", and "read"
  - ▶ will all be stored under the key "ader".
  - ▶ So the value will be "read" because it is last.
  - ▶ Solution is to use **List<String>** as the value type.
  - ▶ But we won't do that this time.



We're going to need a bigger...dictionary.



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- ▶ words doesn't have the solution to "zagboe"



We're going to need a bigger...dictionary.

- ▶ words doesn't have the solution to "zagboe"
- ▶ Let's try dict.



We're going to need a bigger...dictionary.

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- ▶ Run Jumble using LinkedMap.



We're going to need a bigger...dictionary.

- ▶ words doesn't have the solution to "zagboe"
- ▶ Let's try dict. 483423 words!!
- ▶ Run Jumble using LinkedMap. Seems to be taking a while...



## We're going to need a bigger...dictionary.

- ▶ words doesn't have the solution to "zagboe"
- ▶ Let's try dict. 483423 words!!
- ▶ Run Jumble using LinkedHashMap. Seems to be taking a while...
- ▶ put (addOrChangeEntry) has to call find.



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- ▶  $n$  times  $O(n)$ ?



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- ▶  $n \cdot (c \cdot n) = c \cdot n^2$



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- ▶  $O(n^2)$ !
- ▶  $n^2 = 233,697,796,929$ .



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- ▶  $n^2 = 233,697,796,929$ .
- ▶ A half million squared is a quarter trillion.
- ▶ A computer that can do a billion operations in a second

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- ▶  $n \cdot (c \cdot n) = c \cdot n^2$
- ▶  $O(n^2)$ !
- ▶  $n^2 = 233,697,796,929$ .
- ▶ A half million squared is a quarter trillion.
- ▶ A computer that can do a billion operations in a second
- ▶ will take 233 seconds times the number of operations per find.

