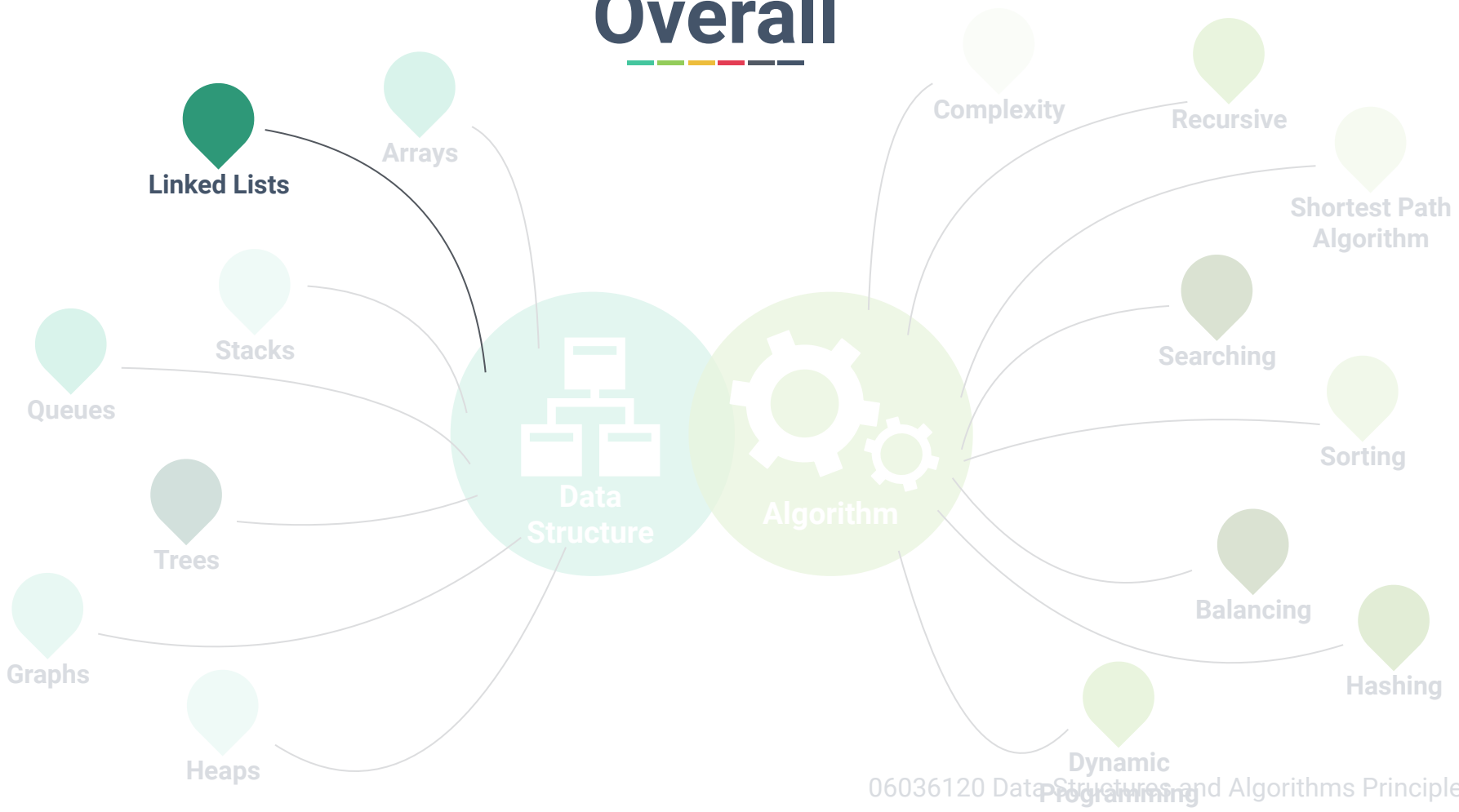


Chapter 5: Linked Lists



Dr. Sirasit Lochanachit

Overall



Today's Outline



1. What is a Linked List?
2. Singly Linked Lists
 - Traversing
 - Insert a node
 - Delete a node
 - Stack and Queue Implementation

Previously



Python's array-based list

- Stack
- Queue

Disadvantages of array:

- Length of array has to be pre-allocated, empty space wasted.
- Adding or removing elements between values in the array is expensive - $O(n)$

Linked Lists



To avoid these limitations, an alternative to array is **linked list**.

Array



Linked lists



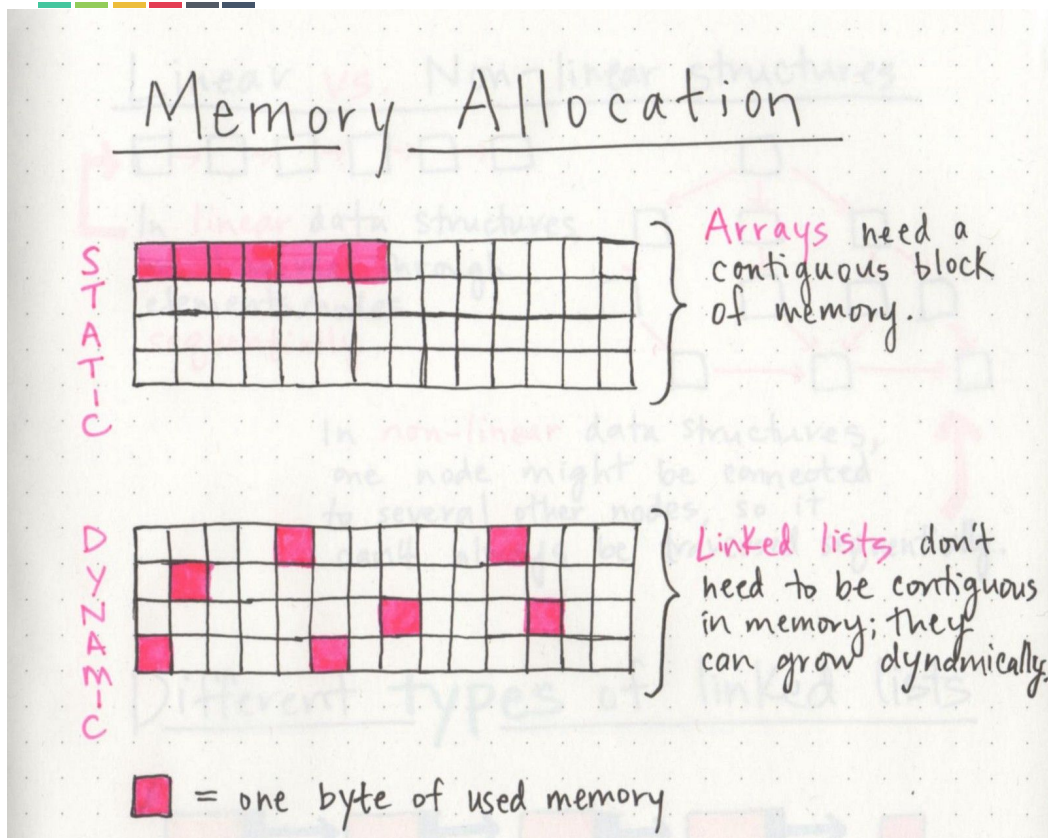
Linked Lists

Static

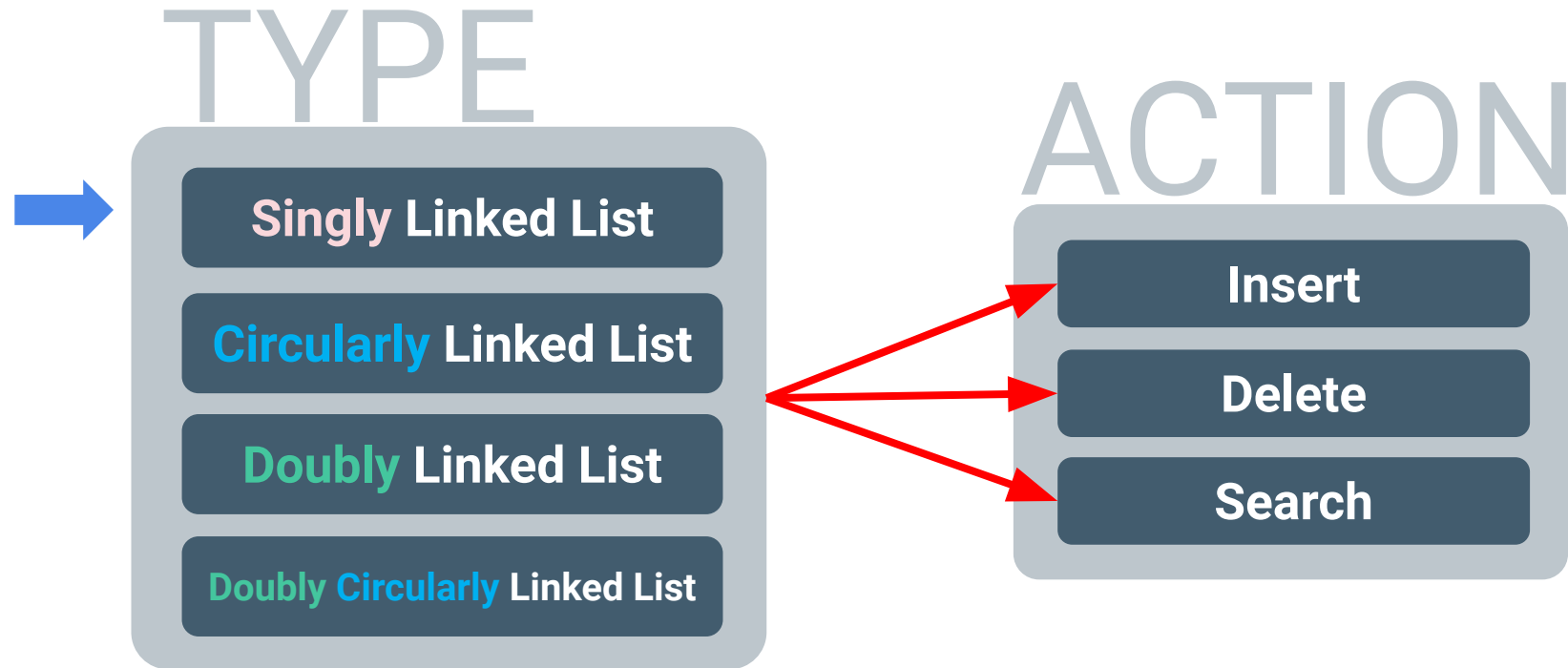
- Pre-allocated
- Fixed size
 - Unable to grow

Dynamic

- Allocated as needed
- Able to grow



Linked Lists



What is a Linked List?

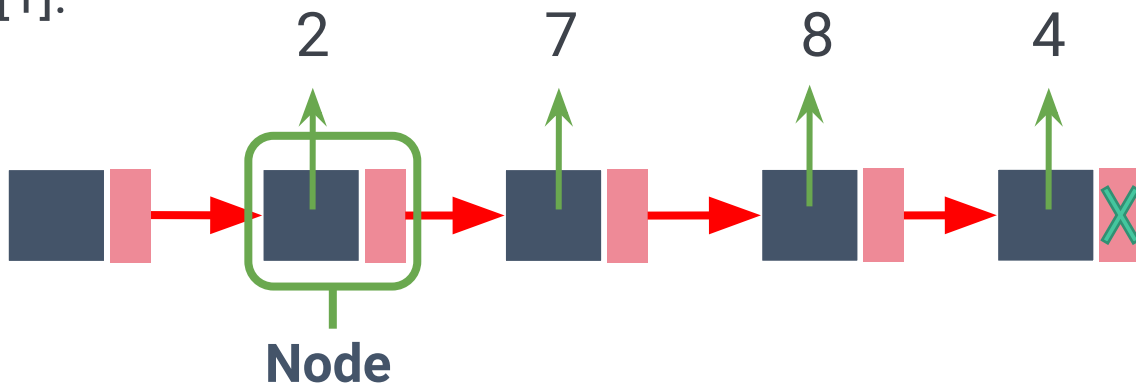


A singly **linked list** is a collection of nodes that form a linear order of a sequence [1].

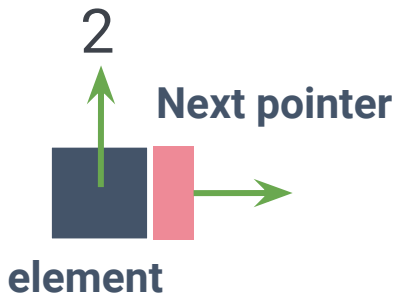
What is a Linked List?



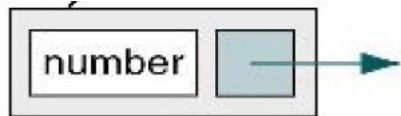
A singly **linked list** is a collection of nodes that form a linear order of a sequence [1].



Linked List Node



Linked List Node Structures



Create a Linked List

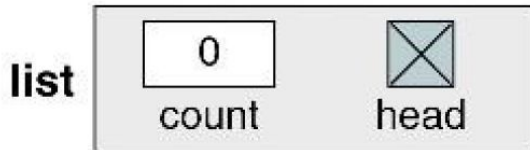


1. Create a header/root node

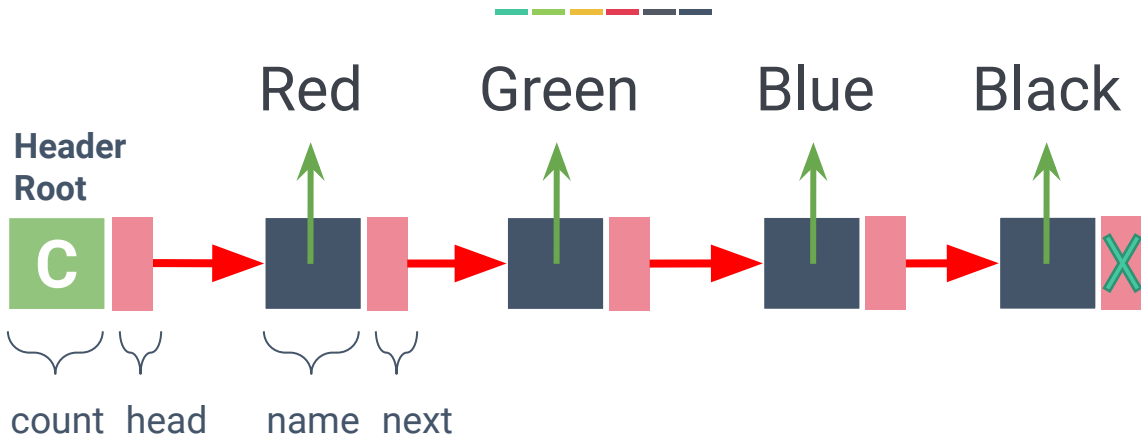
Algorithm createList (list)

1. Allocate a list
2. Set list head to null
3. Set list count to 0

End createList



Singly Linked Lists



Color

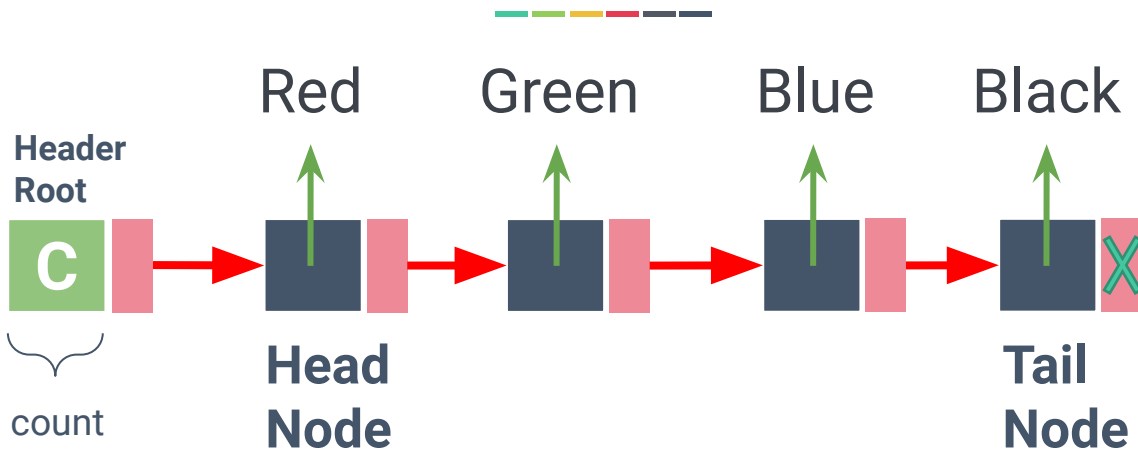
String

Color next

End Color

name

Singly Linked Lists



Linked Lists Examples



Real-life examples of Linked Lists:



Singly Linked Lists



Create a Linked List



2. Create a data/element Node

Algorithm createDataNode (d, p)

Red

colorNew = allocate(Color)

name = d

next = p

return colorNew

End createDataNode

Traversing Singly Linked Lists



Address/
Byte# Value

6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None

Suppose that it takes 1 byte to store an integer.



Traversing Singly Linked Lists

Address/
Byte# Value

6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None

Counter
Next

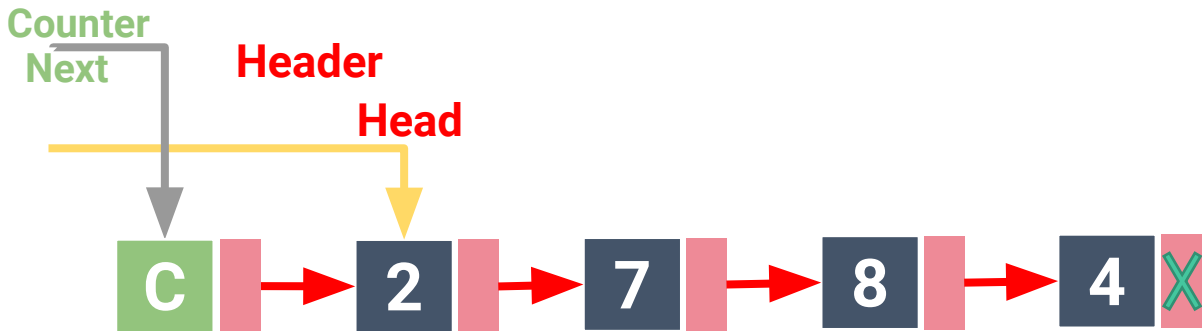
Header



Traversing Singly Linked Lists

Address/
Byte# Value

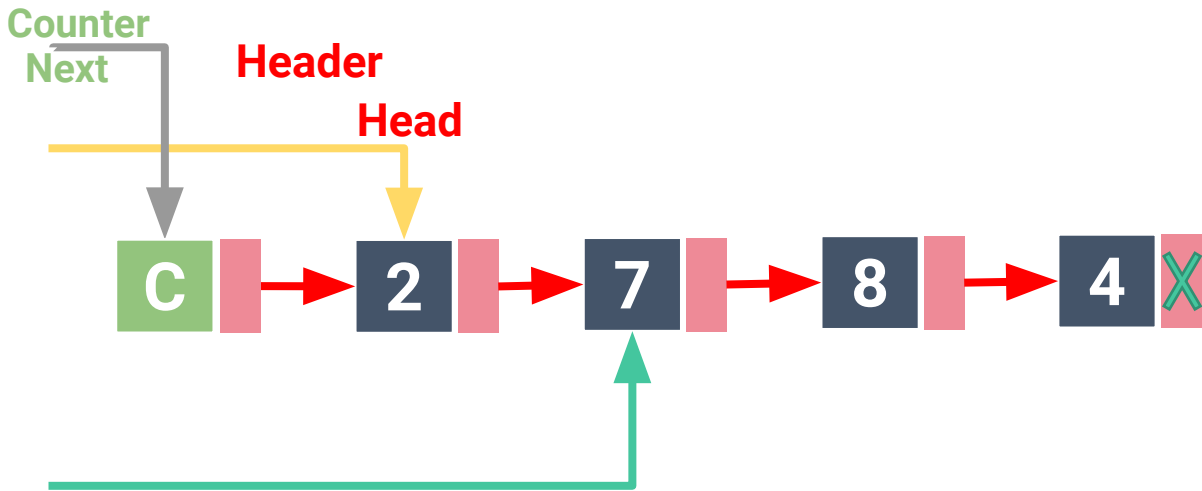
6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None



Traversing Singly Linked Lists

Address/
Byte# Value

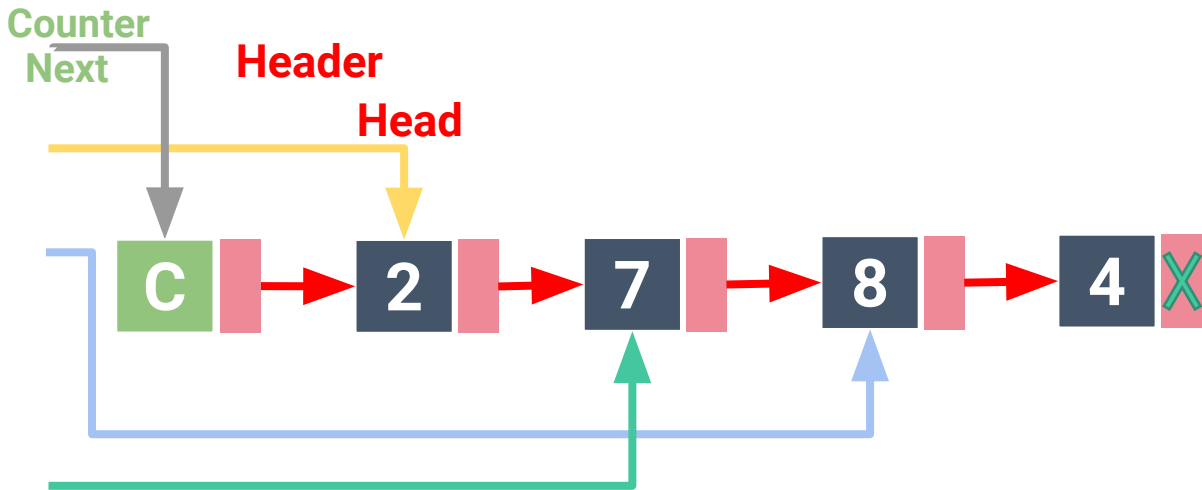
6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None



Traversing Singly Linked Lists

Address/
Byte# Value

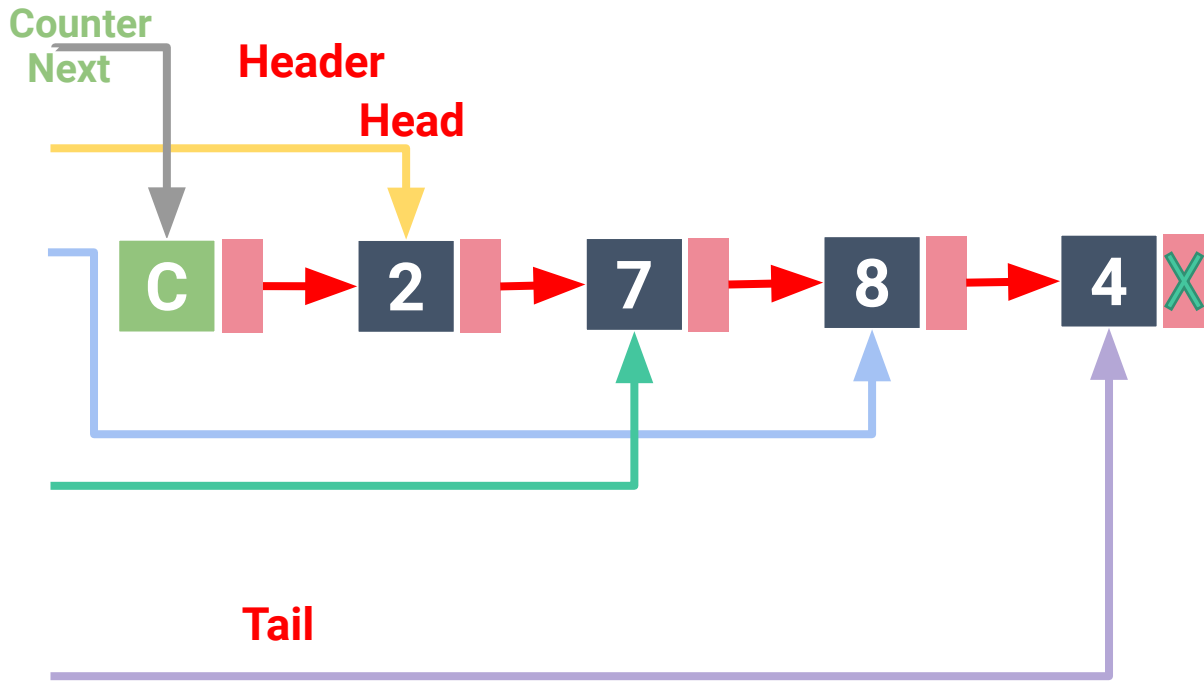
6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None



Traversing Singly Linked Lists

Address/
Byte# Value

6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None



Singly Linked Lists

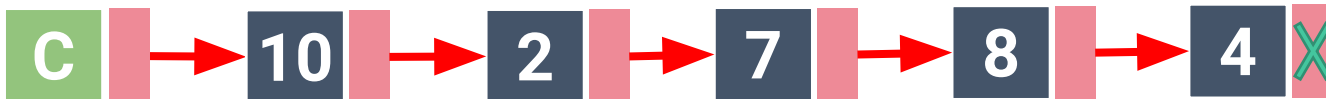


Insert

at the head of the list



New 10



Singly Linked Lists



Insert

at the head of the list



New



Singly Linked Lists



Insert

at the head of the list

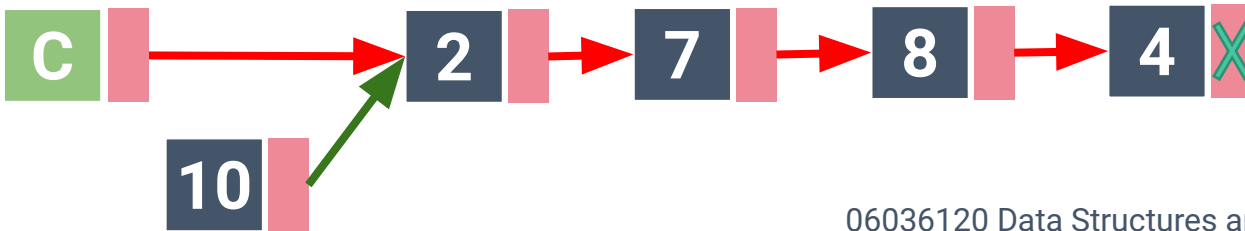
Step 1



New



Step 2



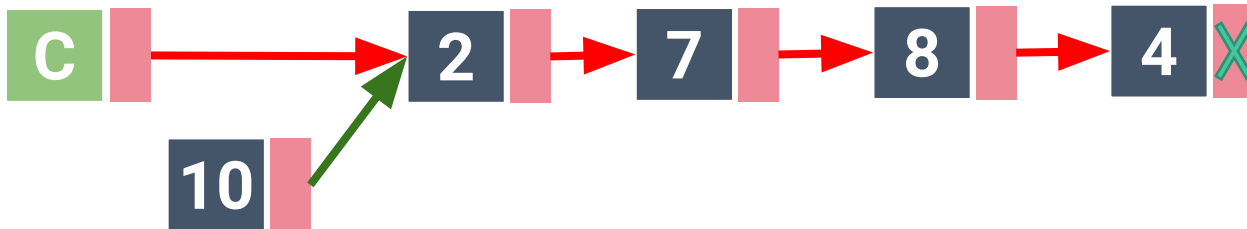
Singly Linked Lists



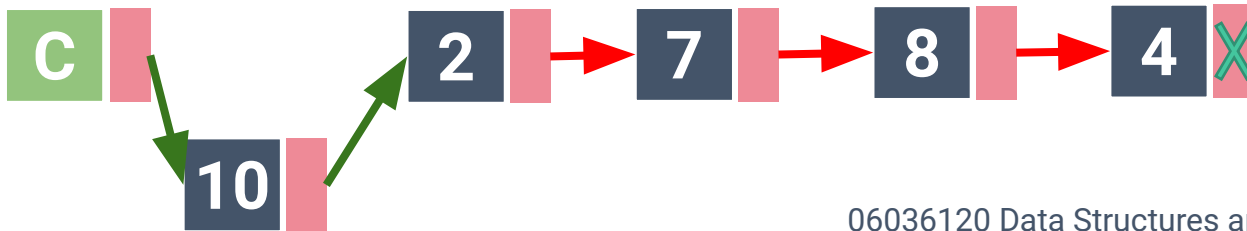
Insert

at the head of the list

Step 2



Step 3 & 4



Singly Linked Lists

Address/ Byte#	Value
6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None

Step 1

Create a
new node

Address/ Byte#	Value
6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	10
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None

Step 2, 3 & 4

Set
Pointers

Address/ Byte#	Value
6000	5
6001	6006
6002	2
6003	6008
6004	8
6005	6012
6006	10
6007	6002
6008	7
6009	6004
6010	
6011	
6012	4
6013	None

Singly Linked Lists

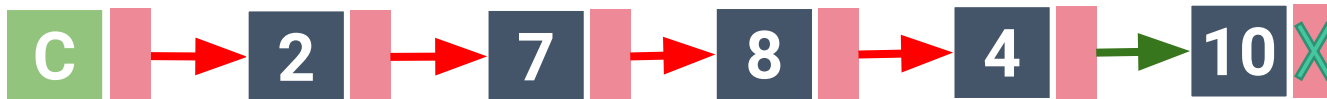


Insert

at the tail of the list



New 10



Singly Linked Lists



Insert

at the tail of the list

New



Singly Linked Lists

Address/ Byte#	Value
6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None

Step 1

Create a
new node

Address/ Byte#	Value
6000	4
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	10
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None

Step 2, 3 & 4

Set
Pointers

Address/ Byte#	Value
6000	5
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	10
6007	None
6008	7
6009	6004
6010	
6011	
6012	4
6013	6006

Singly Linked Lists

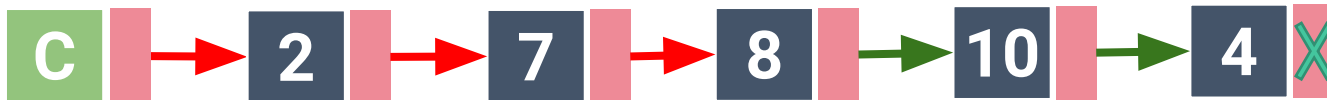


Insert

between nodes



New



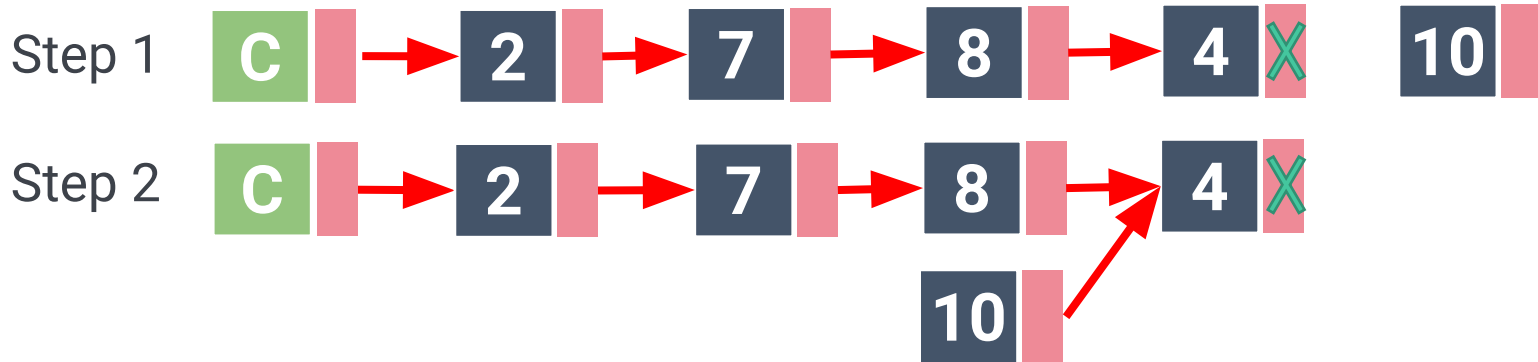
Singly Linked Lists



Insert

between nodes

New

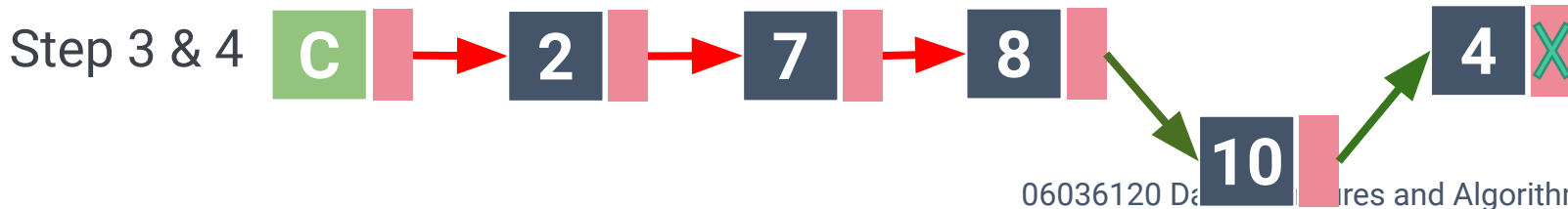


Singly Linked Lists



Insert

between nodes

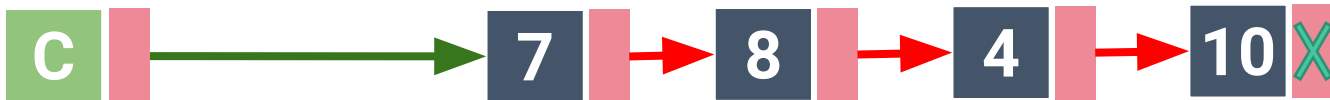
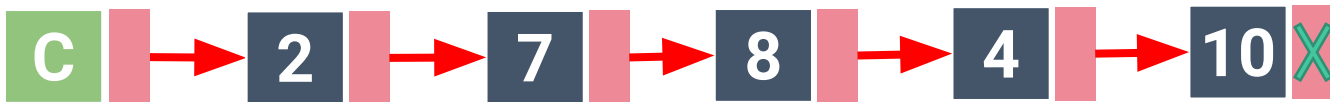


Singly Linked Lists



Delete

the head node

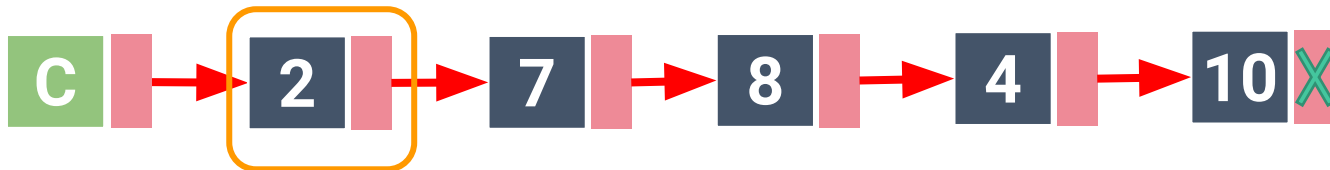


Singly Linked Lists



Delete

the head node



Singly Linked Lists

Address/ Byte#	Value
6000	5
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	10
6007	None
6008	7
6009	6004
6010	
6011	
6012	4
6013	6006

Step 1

Set
Pointers

Address/ Byte#	Value
6000	5
6001	6008
6002	2
6003	6008
6004	8
6005	6012
6006	10
6007	None
6008	7
6009	6004
6010	
6011	
6012	4
6013	6006

Step 2

Update
counter

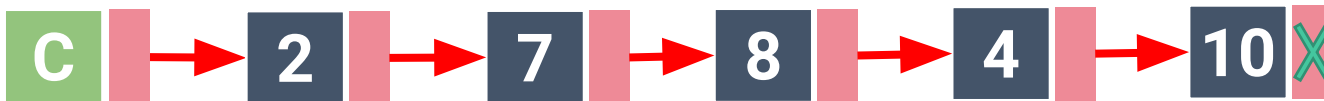
Address/ Byte#	Value
6000	4
6001	6008
6002	
6003	
6004	8
6005	6012
6006	10
6007	None
6008	7
6009	6004
6010	
6011	
6012	4
6013	6006

Singly Linked Lists



Delete

the tail node

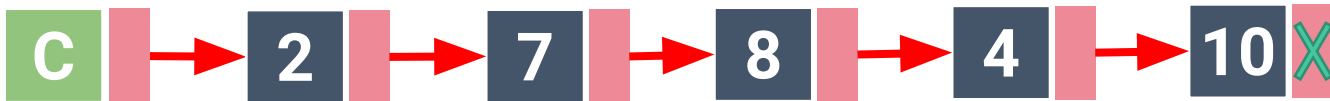


Singly Linked Lists



Delete

the tail node



Singly Linked Lists

Address/ Byte#	Value
6000	5
6001	6002
6002	2
6003	6008
6004	8
6005	6012
6006	10
6007	None
6008	7
6009	6004
6010	
6011	
6012	4
6013	6006

Step 1

Set
Pointers

Address/ Byte#	Value
6000	5
6001	6008
6002	2
6003	6008
6004	8
6005	6012
6006	10
6007	None
6008	7
6009	6004
6010	
6011	
6012	4
6013	None

Step 2

Delete
Node

Address/ Byte#	Value
6000	4
6001	6008
6002	
6003	
6004	8
6005	6012
6006	
6007	
6008	7
6009	6004
6010	
6011	
6012	4
6013	None

Singly Linked Lists



Delete

between nodes

Step 1

Step 2

Step 3

Singly Linked Lists: Stacks



How to Implement a Stack?

Array!!

and

Linked Lists!!

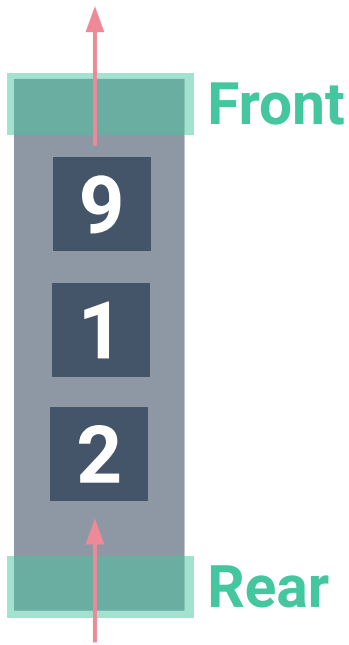
- **Singly Linked Lists**

Asymptotic Performance



Operation	Running Time - Array	Running Time - Singly Linked List
S.push(element)	$O(1)$	
S.pop()	$O(1)$	
S.top()	$O(1)$	
S.is_empty()	$O(1)$	
len(S)	$O(1)$	

Singly Linked Lists: Queues



How to Implement a Queue?

Array!!

and

Linked Lists!!

- **Singly Linked Lists**

Asymptotic Performance



Operation	Running Time - Array	Running Time - Singly Linked List
Q.enqueue(e)	$O(1)$ or $O(n)$	
Q.dequeue()	$O(1)$ or $O(n)$	
Q.first()	$O(1)$	
Q.is_empty()	$O(1)$	
len(Q)	$O(1)$	