Clone a linked list with Random Pointer

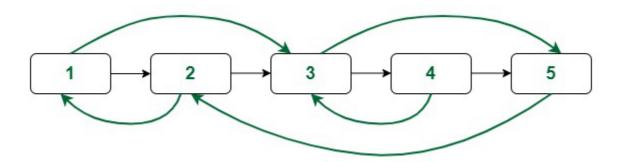
An example of linked list with a random pointerGiven a <u>linked list</u> of size **N** where each node has two links: one pointer points to the next node and the second pointer points to any node in the list. The task is to create a clone of this linked list in **O(N)** time.



Note: The pointer pointing to the next node is 'next' pointer and the one pointing to an arbitrary node is called 'arbit' pointer as it can point to any arbitrary node in the linked list.



An example of the linked list is shown in the below image:



An example of linked list with a random pointerAn example of linked list with a random pointer

Approach 1 (Using Extra Space): The idea to solve this problem is:

First create a single linked list with only the 'next' pointer and use a mapping to map the new nodes to their corresponding nodes in the given linked list. Now use this mapping to point the arbitrary node from any node in the newly created list.

Follow the steps mentioned beloved to implement the above idea:

- Create a duplicate (say Y) for each node (say X) and map them with corresponding old nodes (say mp, So mp[X] = Y).
- Create the single linked list of the duplicate nodes where each node only has the 'next' pointer.
- Now iterate over the old linked list and do the following:

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Make the arbit pointer of the duplicate node pointing to the duplicate of

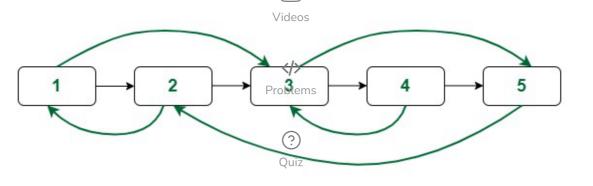


rollow the illustration below for a petter understanding:

Illustration:



Consider the linked list shown below:



@riginal linked list

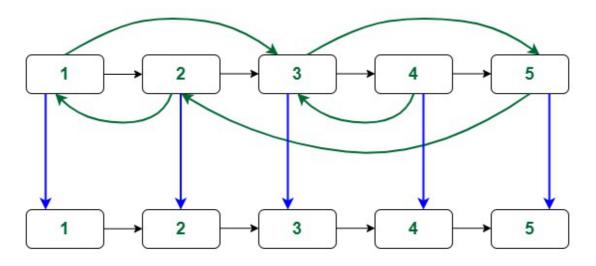
Contest

The green links are the arbit pointers

Creating copy of Nodes and next pointer:

Initially create single linked list of duplicate nodes with only the next pointers and map them with the old ones.

Here the blue coloured links are used to show the mapping.



New linked list mapped with old nodes

Linking the arbit pointers:

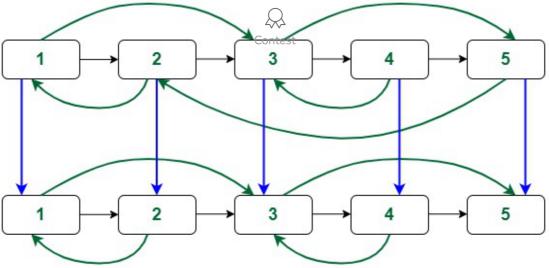
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2/1/24, 1:56 PM Practice | GeeksforGeeks | A computer science portal for geeks pointers. 000 All Articles 2 1 5 5 Linking arbit pointer of duplicate of 1st node At second node: Contest 2 5 1 3 2 3 5 Linking arbit pointer of duplicate of 2nd node At third node:

Menu

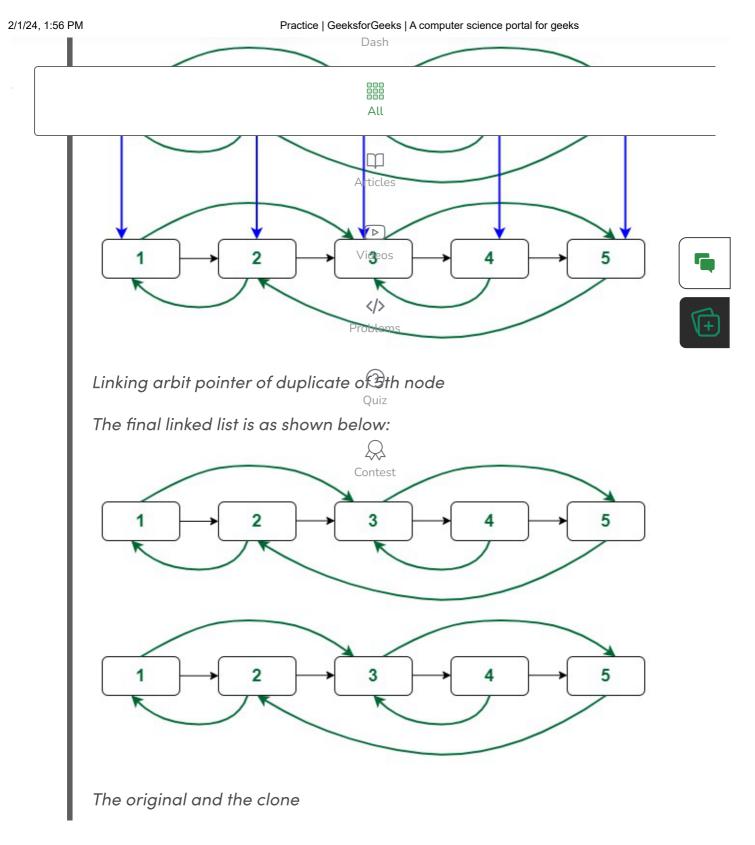


Linking arbit pointer of duplicate of 4th node

At fifth node:

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Below is the implementation of the above approach:



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```
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                                      Practice | GeeksforGeeks | A computer science portal for geeks
           // Structure of a node of linked list
                                                   All
               Node* arbit;
                                                   \square
                                                 Articles
                // Constructor
               Node(int x)
                                                  Videos
                    this->val = x;
                    this->next = NULL;
                                                   </>>
                    this->arbit = NULL;
                                                Problems
                }
           };
                                                   (?)
           // Function to clone the linked list ^{	ext{Quiz}}
           Node* cloneLinkedList(Node* head)
           {
               // Map to store the mapping of ^{\text{Contest}}
               // old nodes with new ones
               unordered_map<Node*, Node*> mp;
               Node *temp, *nhead;
               // Duplicate of the first node
               temp = head;
               nhead = new Node(temp->val);
               mp[temp] = nhead;
               // Loop to create duplicates of nodes
               // with only next pointer
               while (temp->next != NULL) {
                    nhead->next
                        = new Node(temp->next->val);
                    temp = temp->next;
                    nhead = nhead->next;
                    mp[temp] = nhead;
                }
```

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Track Progress 99 of 132 Complete. (75%)

temp = head;

while (temp != NULL) {

// Loop to clone the arbit pointers

```
All
        }
                                              \square
                                            Articles
        // Function to print the linked list
        void printList(Node* head)
                                             \triangleright
        {
                                            Videos
            cout << head->val << "("</pre>
                << head->arbit->val << ")";</pre>
            head = head->next;
                                           Problems
            while (head != NULL) {
                cout << " -> " << head->val << "("
                     << head->arbit->val << (3)";</pre>
                head = head->next;
            }
            cout << endl;</pre>
                                            Contest
        }
        // Driver code
        int main()
        {
            // Creating a linked list with random pointer
            Node* head = new Node(1);
            head->next = new Node(2);
            head->next->next = new Node(3);
            head->next->next->next = new Node(4);
            head->next->next->next
                = new Node(5);
            head->arbit = head->next->next;
            head->next->arbit = head;
            head->next->next->arbit
                = head->next->next->next;
            head->next->next->arbit
                = head->next->next;
            head->next->next->next->arbit
                = head->next;
Menu
            // Print the original list
            cout << "The original linked list:\n";</pre>
```

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	// Function call	Dash	
		All	
	<pre>printList(sol);</pre>		
	return 0;	Articles	
}			
		'Videos	1
	Complexity: O(N)	>	
Auxiii	iary Space: O(N)	Problems	

Approach 2 (Without Using Extra Space)

- Create the copy of node 1 and insert it between node 1 & node 2 in the original Linked List, create a copy of 2 and insert it between 2 & 3. Continue in this fashion, add the copy of N after the 4th node
- Now copy the random link in this fashion

```
original->next->random= original->random->next; /*TRAVERSE
TWO NODES*/
```

- This works because original->next is nothing but a copy of the original and Original->random->next is nothing but a copy of the random.
- Now restore the original and copy linked lists in this fashion in a single loop.

```
original->next = original->next->next;
copy->next = copy->next->next;
```

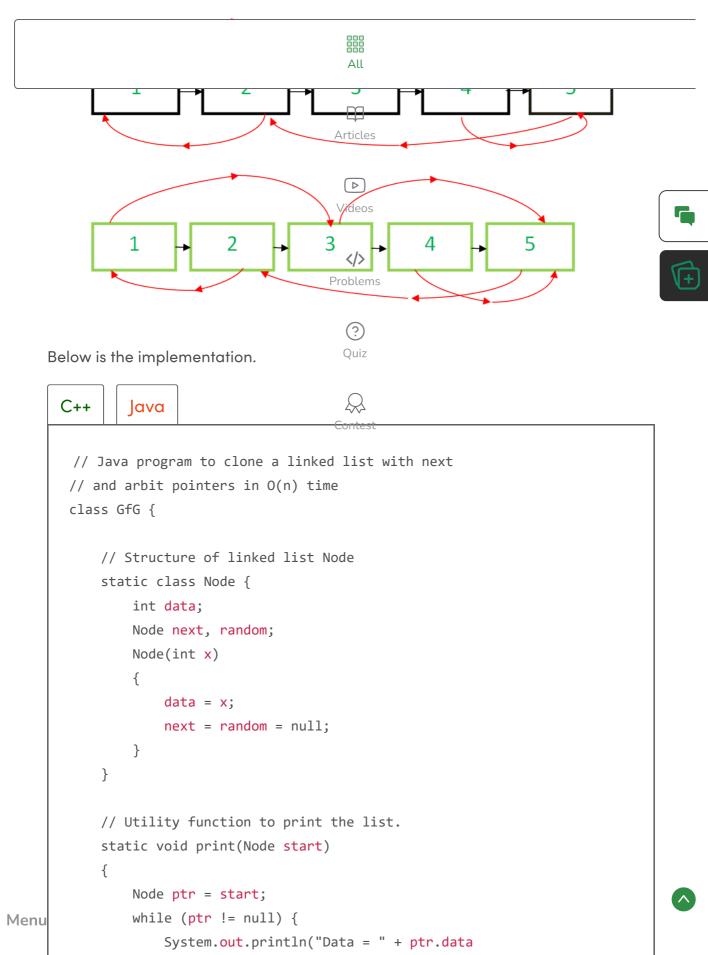
• Ensure that original->next is NULL and return the cloned list

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Dash



" Random = "

Track Progress

}

All

```
// linked list in O(1) space
static Node clone(Node start)
                              Articles
    Node curr = start, temp = null;
    // insert additional node after
    // every node of original list
    while (curr != null) {
                             Problems
        temp = curr.next;
        // Inserting node
        curr.next = new Node(curr.data);
        curr.next.next = temp;
        curr = temp;
                              Contest
    }
    curr = start;
    // adjust the random pointers of the
    // newly added nodes
    while (curr != null) {
        if (curr.next != null)
            curr.next.random = (curr.random != null)
                                 ? curr.random.next
                                 : curr.random;
        // move to the next newly added node by
        // skipping an original node
        curr = curr.next.next;
    }
    Node original = start, copy = start.next;
    // save the start of copied linked list
    temp = copy;
    // now separate the original list and copied list
    while (original != null) {
```





- Get 90% Refund!

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```
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                                    Practice | GeeksforGeeks | A computer science portal for geeks
Jobs
                   copy.next = (copy.next != null) ? copy.next.next
Practice-
Contests
                                                Αll
                                                \square
                   return temp;
                                              Articles
               }
                                                // Driver code
               public static void main(String[] args)
                   Node start = new Node(1);
                   start.next = new Node(2);
Problems
                   start.next.next = new Node(3);
                   start.next.next = new Nøde(4);
                   start.next.next.next.next = new Node(5);
                   // 1's random points to 3
                   start.random = start.next.next;
                   // 2's random points to 1
                   start.next.random = start;
                   // 3's and 4's random points to 5
                   start.next.next.random = start.next.next.next.next;
                   start.next.next.next.random
                       = start.next.next.next.next;
                   // 5's random points to 2
                   start.next.next.next.next.random = start.next;
                   System.out.println("Original list : ");
                   print(start);
                   System.out.println("Cloned list : ");
                   Node cloned_list = clone(start);
                   print(cloned_list);
               }
          }
  Menu
```

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Time Complexity: O(n) As we are moving through the list thrice, i.e. 3n, but in asymptotic notations we drop the constant terms

Auxiliary Space: O(1) As no extra space is used. The n nodes which are inserted in between the nodes was already required clone the list, so we can say that we did not use any extra space.

Contest

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