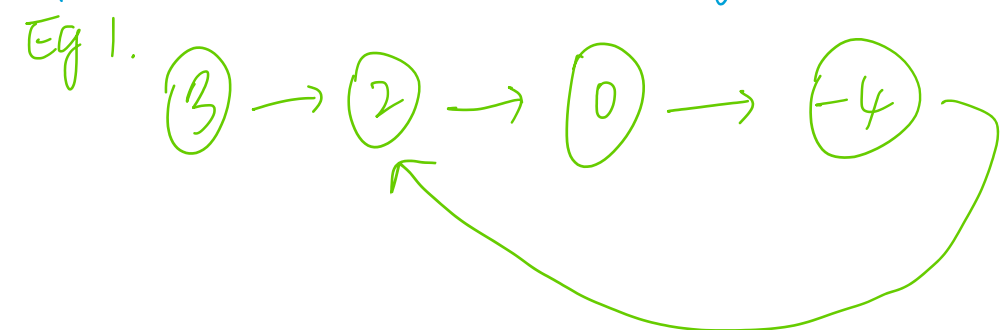


141 linked list cycle

Saturday, November 28, 2020 10:26 AM

Given head, determine if an linked list has a cycle.



Input: head = [3, 2, 0, -4], pos = 1.

Output: true.

Definition of singly-linked list

```
struct ListNode {
    int val;
    ListNode *next;
    ListNode(int x): val(x), next(NULL) {}
};
```

解题思路:

快慢指针. 两个运动员在环形跑道上跑, 一快一慢, 快的运动员
一定会追上慢的 (套圈).

时间复杂度 $O(n)$, 空间复杂度 $O(1)$.

解法:

```
class Solution {
public:
    bool hasCycle(ListNode *head) {
```

// base case

```
    if (head == NULL)
        return false;
```

注意: 别写成

STOP

$\text{ListNode* slow} = \text{head}, \text{fast} = \text{head};$

```
    ListNode *slow = head, *fast = head;
```

```
    while (fast != NULL && fast->next != NULL) {
```

```
        slow = slow->next;
```

```
        fast = fast->next->next;
```

```
        if (slow == fast)
            return true;
```

```
    }
```

```
    return false;
```

```
};
```

另外一种解法:

使用 HashTable, 记录下遍历过的元素.
时间复杂度 $O(n)$, 空间复杂度 $O(n)$.

```
class Solution {
```

```
public:
```

```
    bool hasCycle(ListNode *head) {
```

```
        unordered_set< ListNode* > seen;
```

```
        while (head) {
```

```
            if (seen.count(head))
                return true;
```

```
            seen.insert(head);
```

```
            head = head->next;
```

```
        }
```

```
        return false;
```

```
    }
```

```
};
```

终止条件:

• $\text{node} \rightarrow \text{NULL}$

• $\text{node} \rightarrow \text{node} \rightarrow \text{NULL}$

继续条件:

• $\text{node} \rightarrow \text{node} \rightarrow \dots$

使用 fast 和 fast->next 不为 NULL
作为终止条件, 因为如果有环, fast 必定
会绕跑道跑两圈, 并追上 slow.
至少两圈.

• 如果无环, fast 一定会到达 NULL

• $\text{unordered_set_name.count(element)}$ 用来检查
元素是否存在于 set 中. 如果存在, 返回 1.