Lists

CSE 373

Data Structures

Lecture 3

Readings

- Reading
  - Sections 3.1 - 3.2

List ADT

- What is a List?
  - › Ordered sequence of elements A_1, A_2, …, A_N
- Elements may be of arbitrary type, but all are the same type
- Common List operations are
  - › Insert, Find, Delete, IsEmpty, IsLast, FindPrevious, First, Kth, Last

Simple Examples of List Use

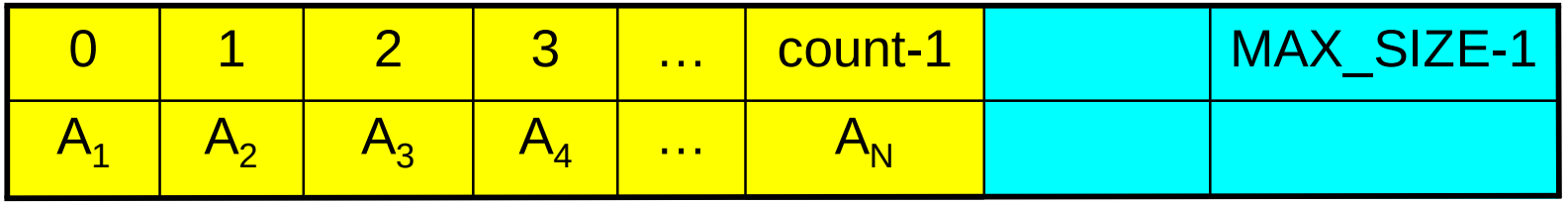
- Polynomials
  - $25 + 4x^2 + 75x^{85}$
- Unbounded Integers
  - 4576809099383658390187457649494578
- Text
  - “This is an example of text”

List Implementations

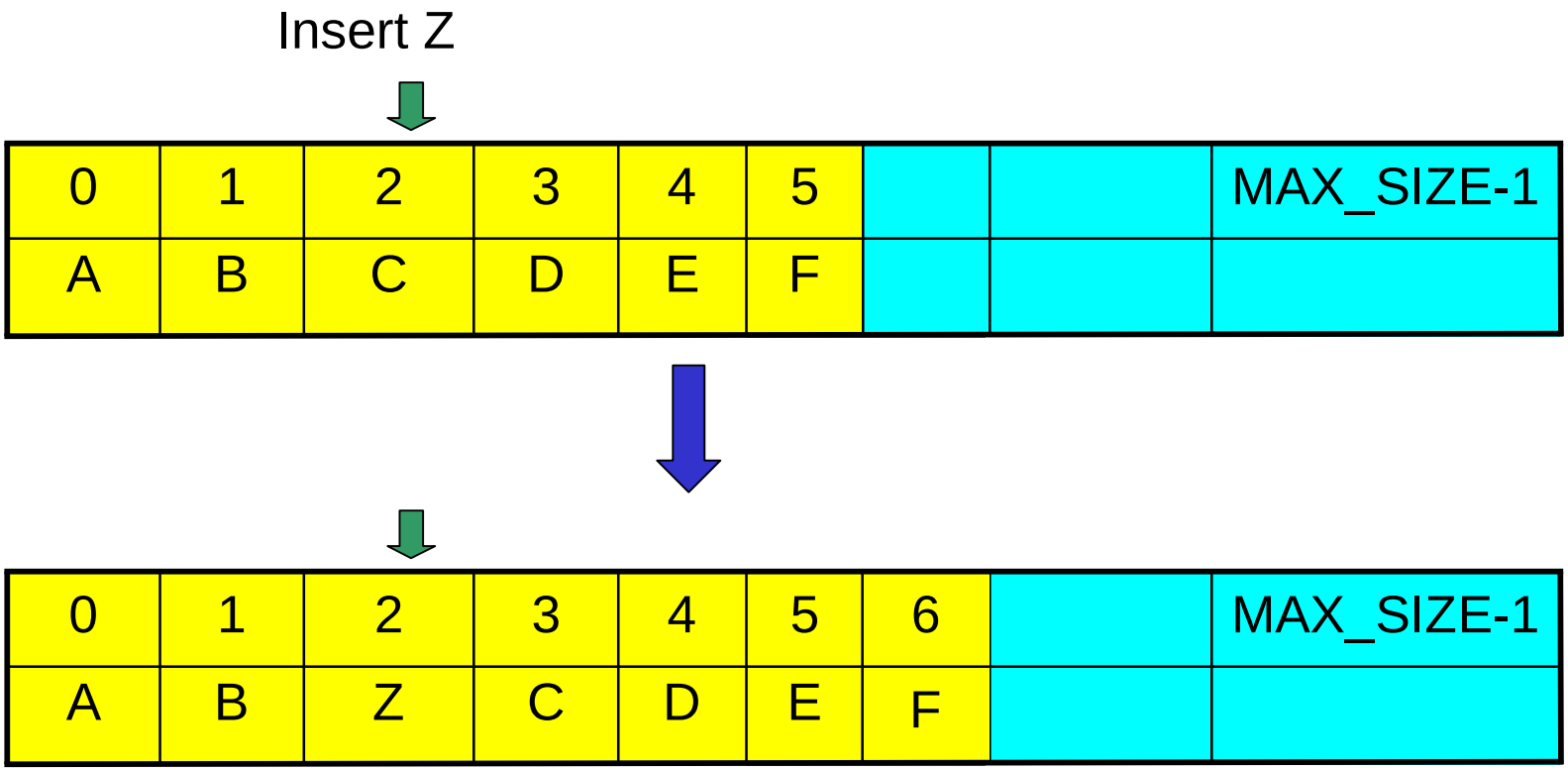
- Two types of implementation:
  - Array-Based
  - Pointer-Based

List: Array Implementation

- Basic Idea:
  - › Pre-allocate a big array of size MAX_SIZE
  - › Keep track of current size using a variable **count**
  - › Shift elements when you have to insert or delete



List: Array Implementation

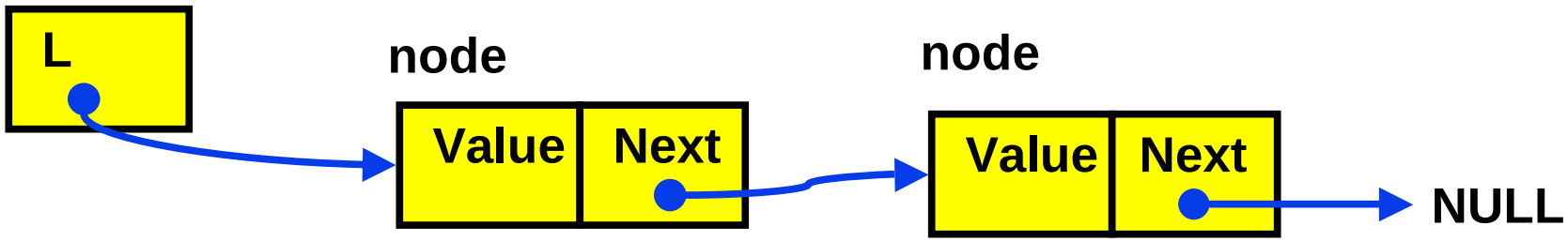


Array List Insert Running Time

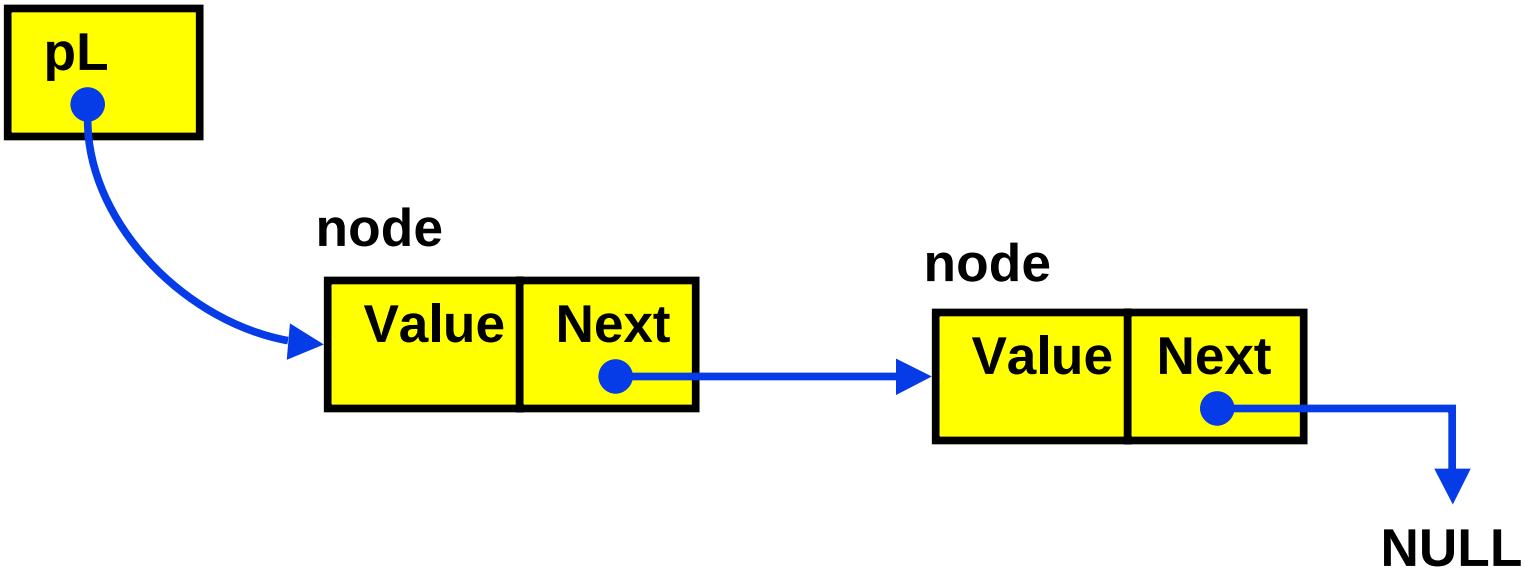
- Running time for N elements?
- On average, must move half the elements to make room – assuming insertions at positions are equally likely
- Worst case is insert at position 0. Must move all N items one position before the insert
- This is O(N) running time. Probably too slow.

List: Pointer Implementation

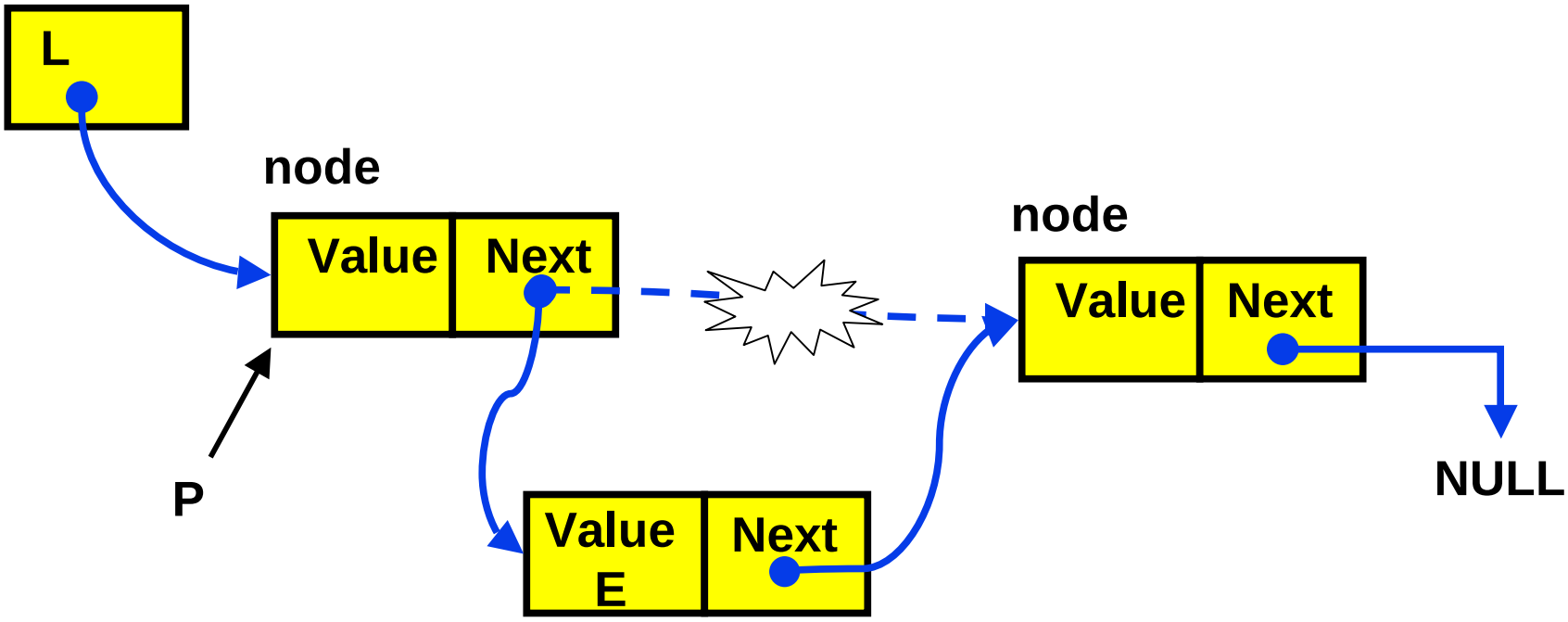
- Basic Idea:
  - › Allocate little blocks of memory (nodes) as elements are added to the list
  - › Keep track of list by linking the nodes together
  - › Change links when you want to insert or delete



Pointer-Based Linked List



Pointer-based Insert

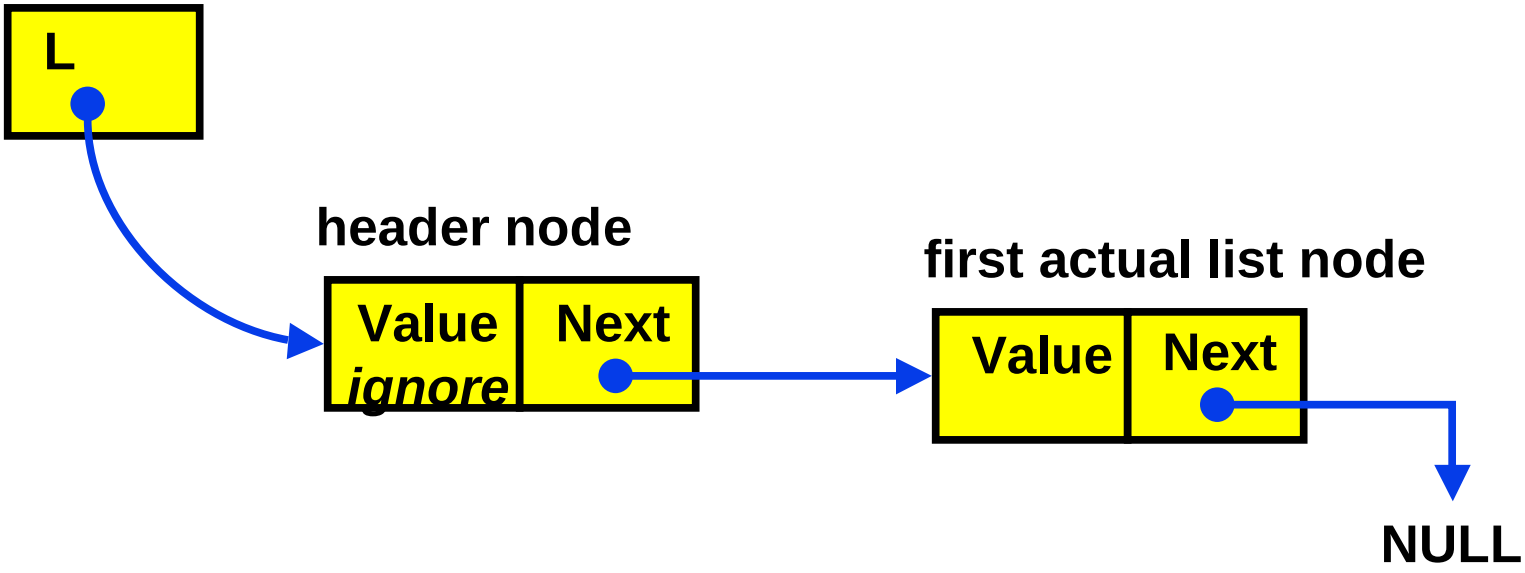


Insert the value E after P

Insertion After

```
InsertAfter(p : node pointer, v : thing): {
x : node pointer;
x := new node;
x.value := v;
x.next := p.next;
p.next := x;
}
```

Linked List with Header Node



Advantage: “insert after” and “delete after” can be done at the beginning of the list.

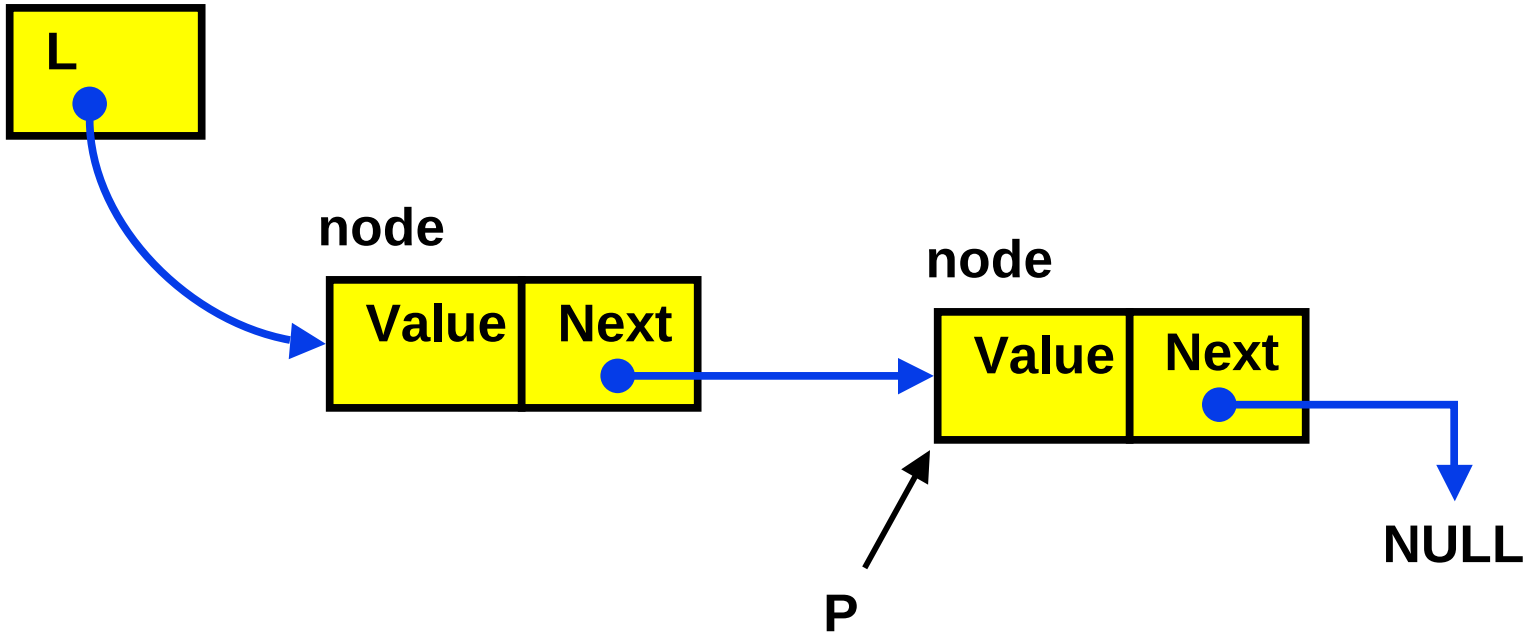
Pointer Implementation Issues

- Whenever you break a list, your code should fix the list up as soon as possible
  - Draw pictures of the list to visualize what needs to be done
- Pay special attention to boundary conditions:
  - Empty list
  - Single item – same item is both first and last
  - Two items – first, last, but no middle items
  - Three or more items – first, last, and middle items

Pointer List Insert Running Time

- Running time for N elements?
- Insert takes constant time (O(1))
- Does not depend on input size
- Compare to array based list which is O(N)

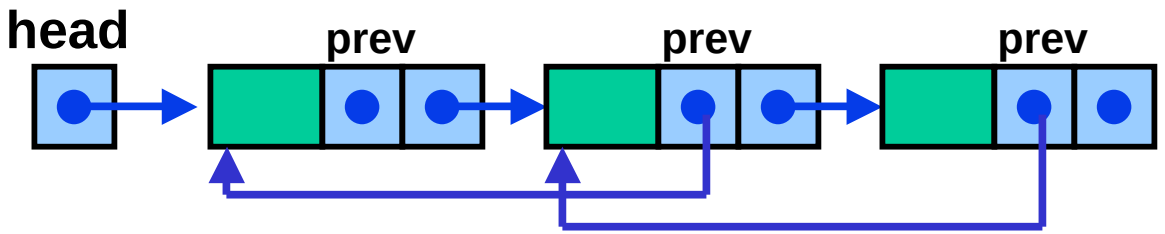
Linked List Delete



To delete the node pointed to by P, need a pointer to the previous node

Doubly Linked Lists

- FindPrev (and hence Delete) is slow because we cannot go directly to previous node
- Solution: Keep a "previous" pointer at each node

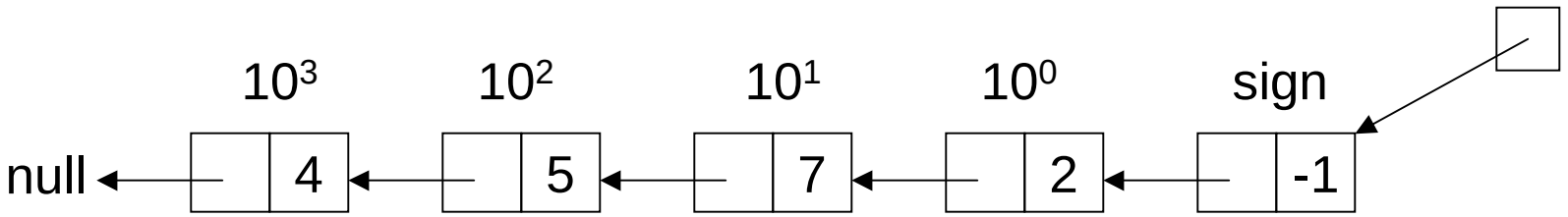


Double Link Pros and Cons

- Advantage
  - Delete (not DeleteAfter) and FindPrev are fast
- Disadvantages:
  - More space used up (double the number of pointers at each node)
  - More book-keeping for updating the two pointers at each node

Unbounded Integers Base 10

- -4572



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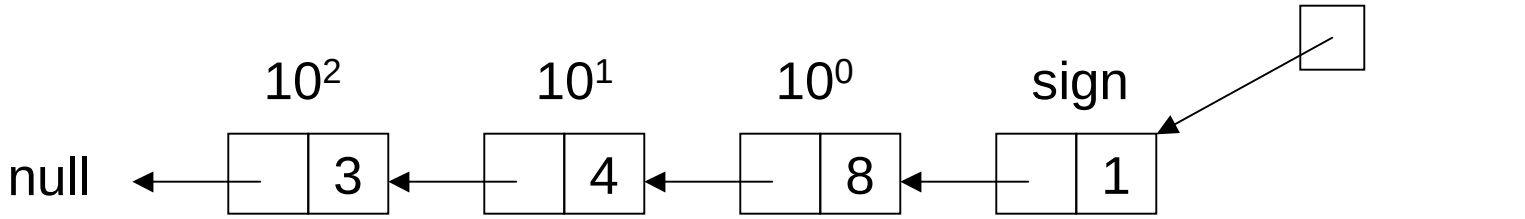
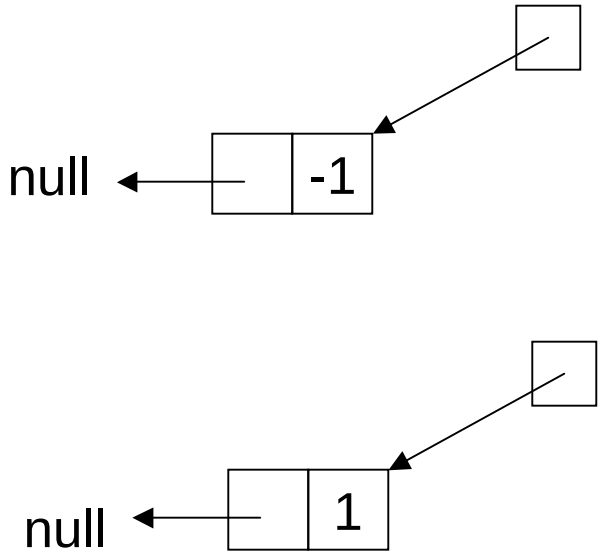
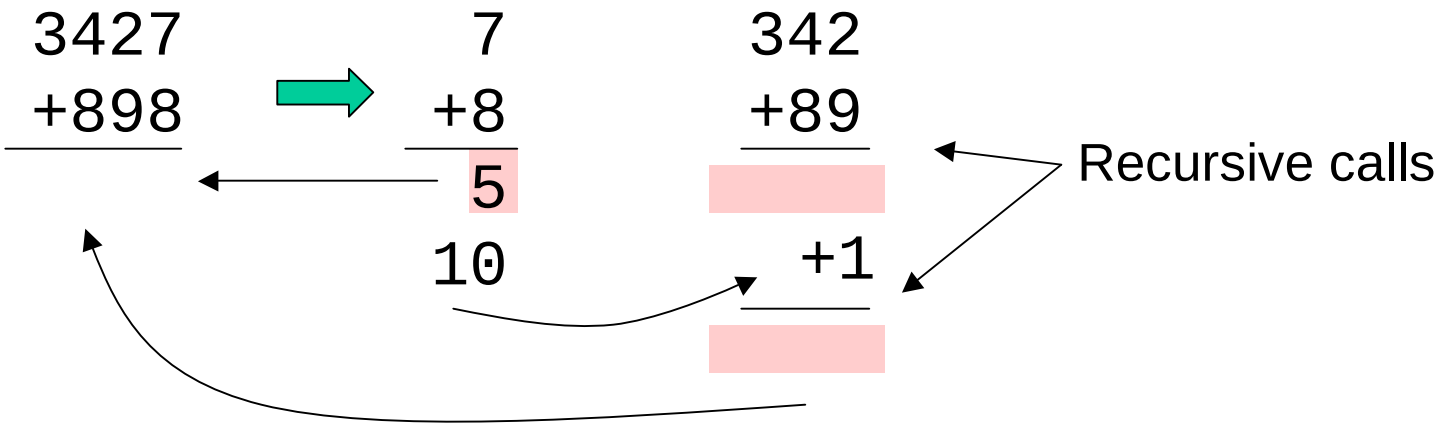


Zero



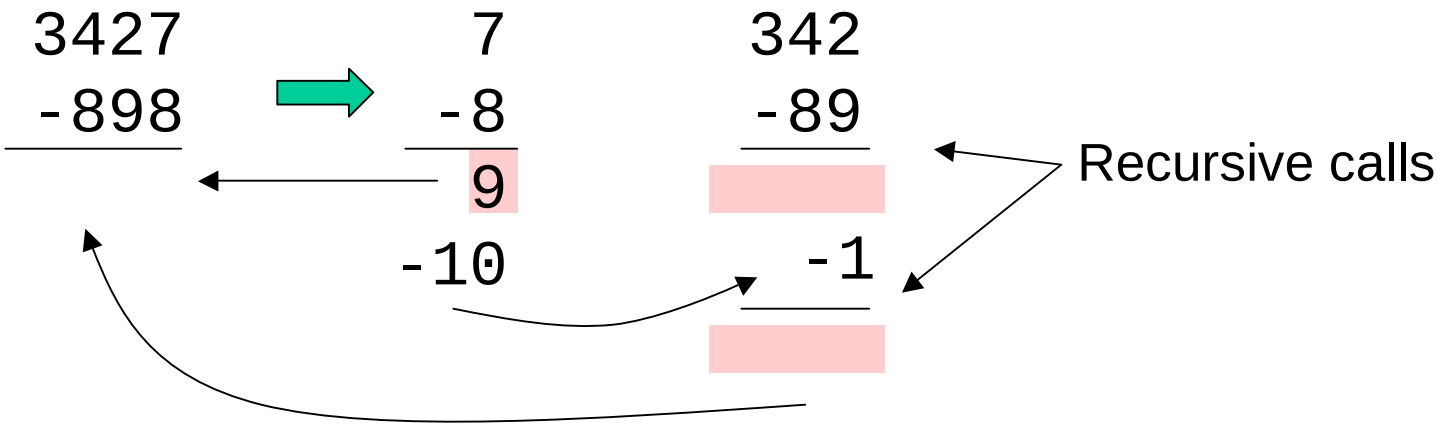
Recursive Addition

- Positive numbers (or negative numbers)



Recursive Addition

- Mixed numbers



Example

- Mixed numbers