

Introduction to Algorithms and Data Structures

Lesson 8: Data Structure (2) Operations on linked lists

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Example of Data structures × Algorithms

- Usually, we can choose some data structure, e.g.,
 - array
 - linked listfor the implementation of **the same algorithm**.
- Efficiency depends on “data structure” vs “basic operations” you will use on the data.
 - When we “add” and “remove” data, **linked list is much better than array**, and **tree structure is much better than linked list** (I’ll explain, say, at the last lesson?)
- We will show some simple examples

Sequential search by linked list

- Find x in the linked list from the top of linked list

- It contains $x \rightarrow$ address of the record
- It doesn't contain $x \rightarrow$ NULL

```
typedef struct{  
    double data;  
    struct list_t *next;  
} list_t;  
p = head;  
while(p != NULL && p->data != x)  
    p = p->next;  
return p;
```

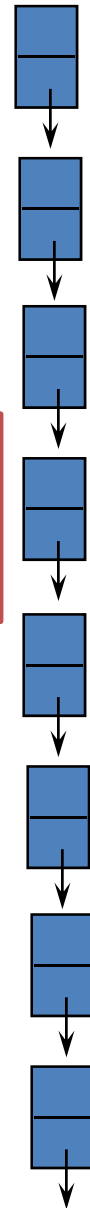
Satisfied?

YES

$p == \text{NULL}$ or $p \rightarrow \text{data} == x$ it exits

Is this correct?

YES



Binary search method

- Search, divide into halves, and repeat to find

Find 5

Less than 33

Greater than 33

Find 78

2	5	6	19	33	54	67	72	78
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2	5	6	19
---	---	---	----

54	67	72	78
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2	5
---	---

Less than 6

54	67	72	78
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Greater than 72

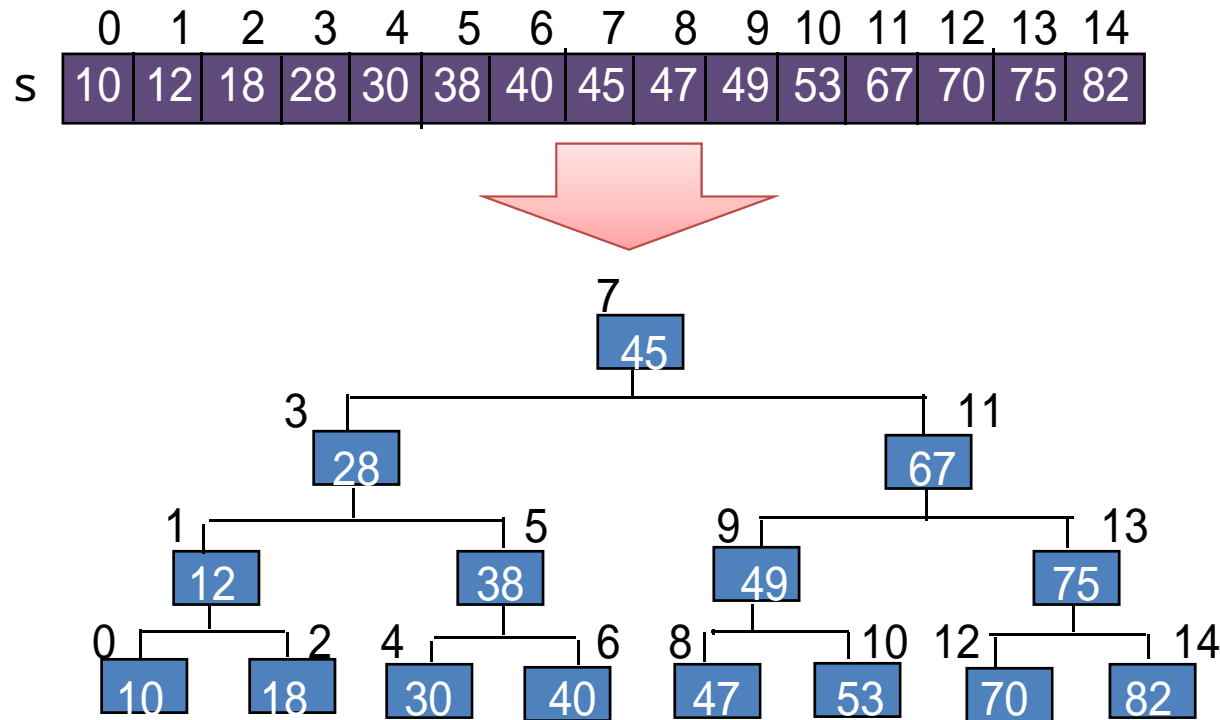
78

Found!

Found!

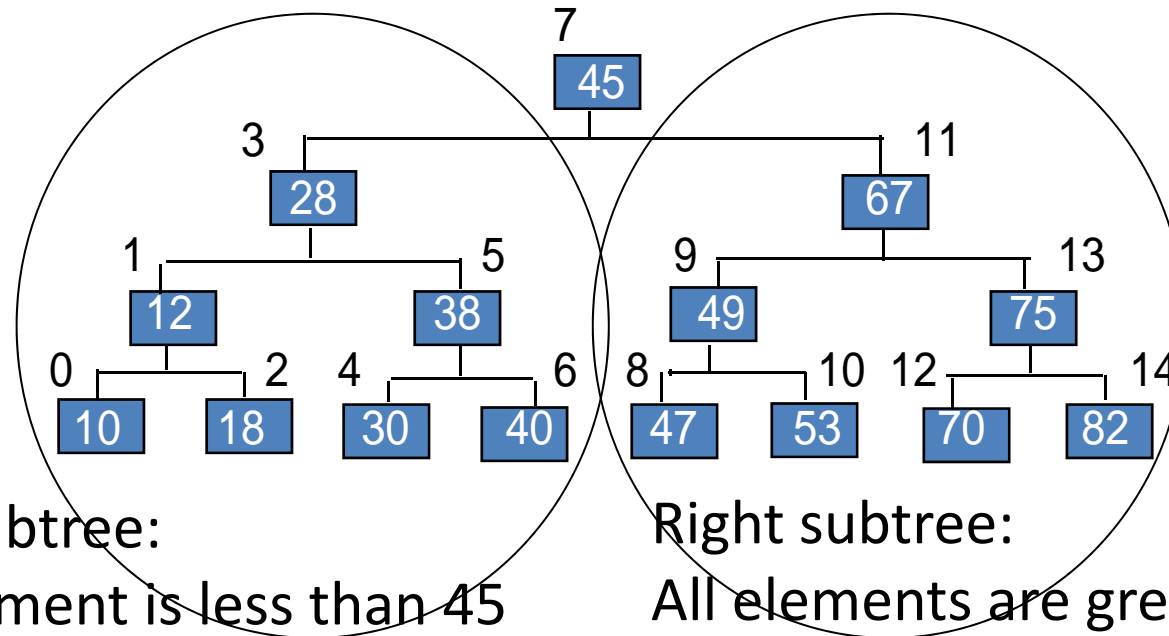
– Key issue: Divide at the center point.

Binary search tree: data structure of binary search



- When data size is fixed, we can compute the central positions beforehand

Property of binary search tree



- In general, for a node n ,
 - All elements in right subtree are greater than (or equal to) n
 - All elements in left subtree are less than (or equal to) n

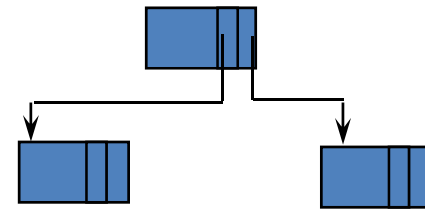
Search in binary search tree

```
BSTnode *root, *v;  
x=/*some value*/;  
v = root;  
while( v ){  
    if(v->data == x)  
        break;  
    if(v->data > x)  
        v = v->lson;  
    else  
        v = v->rson;  
}  
return v;
```

```
typedef struct{  
    int data;  
    struct BSTnode  
        *lson, *rson;  
}BSTnode;
```

Left if small

Right if large



Each record has two pointers to left child and right child.