源·果网 (算·法与数据生法构) 神版权所 liuyubobobo

推排家Heap Sort

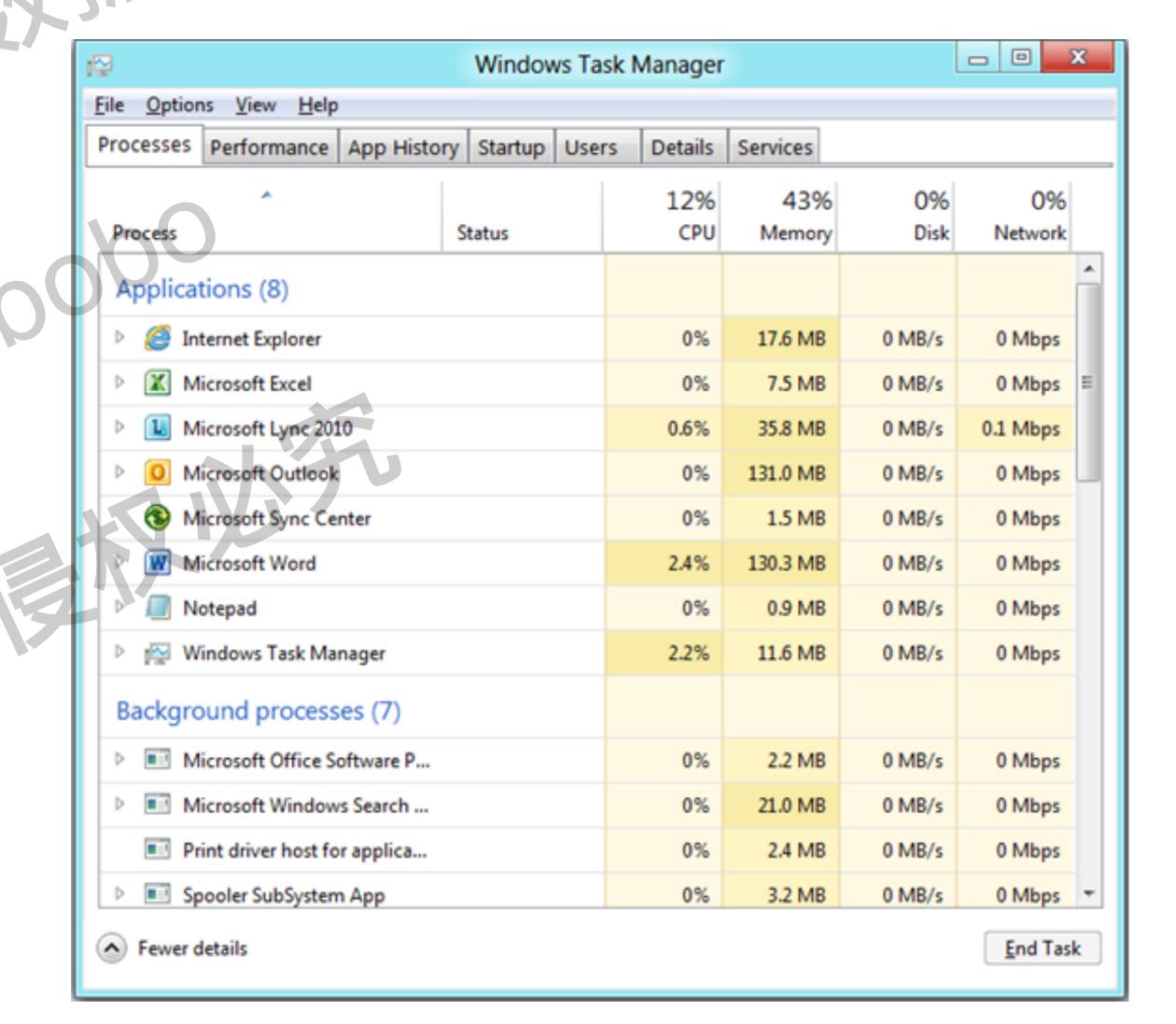


# 什么是优选级例?

普通队列: 先进先出; 后进后出

优先队列: 出队顺序和入队顺序无关; 和优先级相关













在1,000,000个元素中选出前100名?

在N个元素中选出前M个元素

排序? NlogN

使用优先队列? NlogM

入队 出队(取出优先级最高的元素)

# 优先队列的实现

	入队	出队
普通数组	O(1)	O(n)
顺序数组	O(n)	O(1)
堆	O(lgn)	O(Ign)

# 使用堆实现优先队列

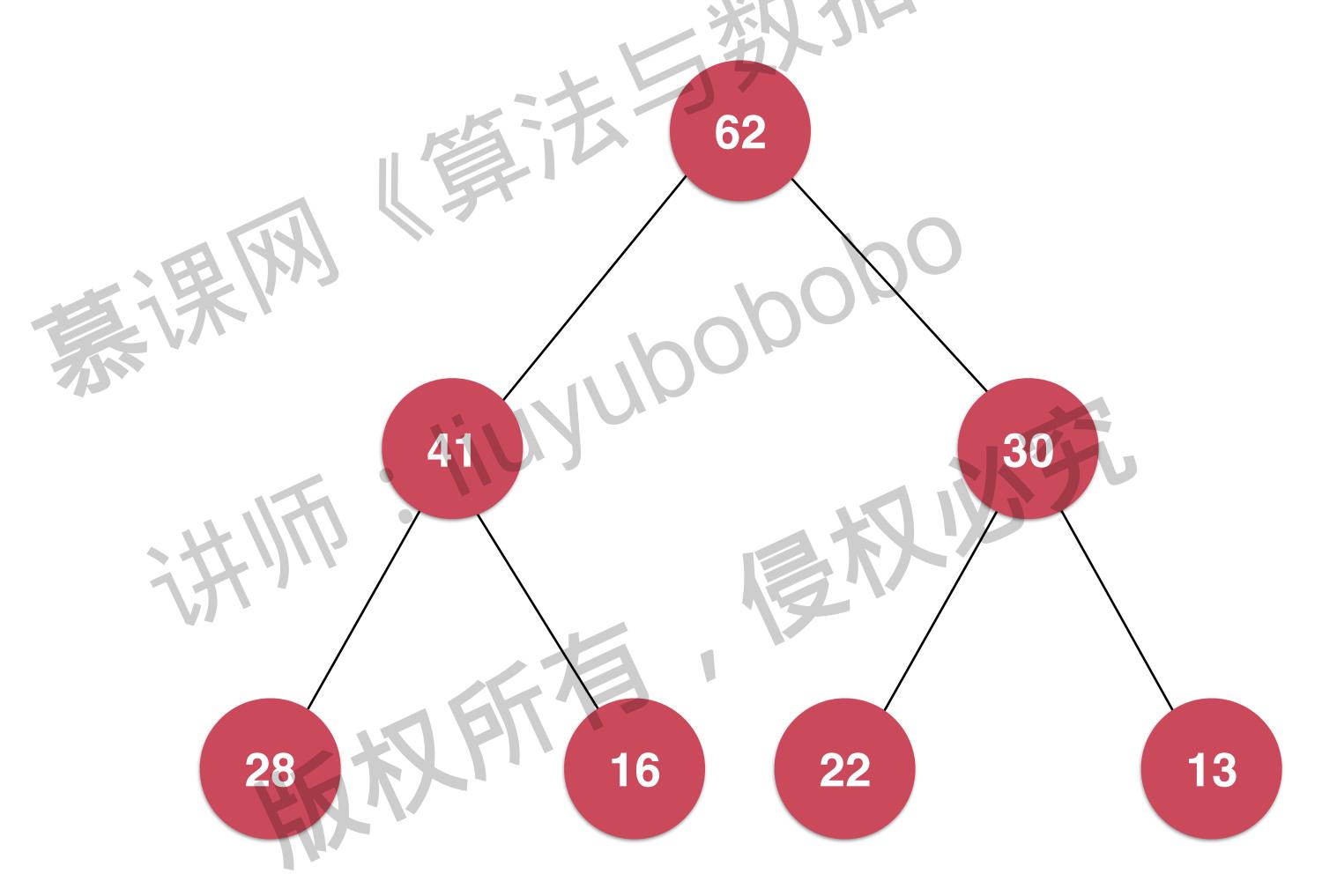
对于总共N个请求:

使用普通数组或者顺序数组,最差情况: O(n^2)

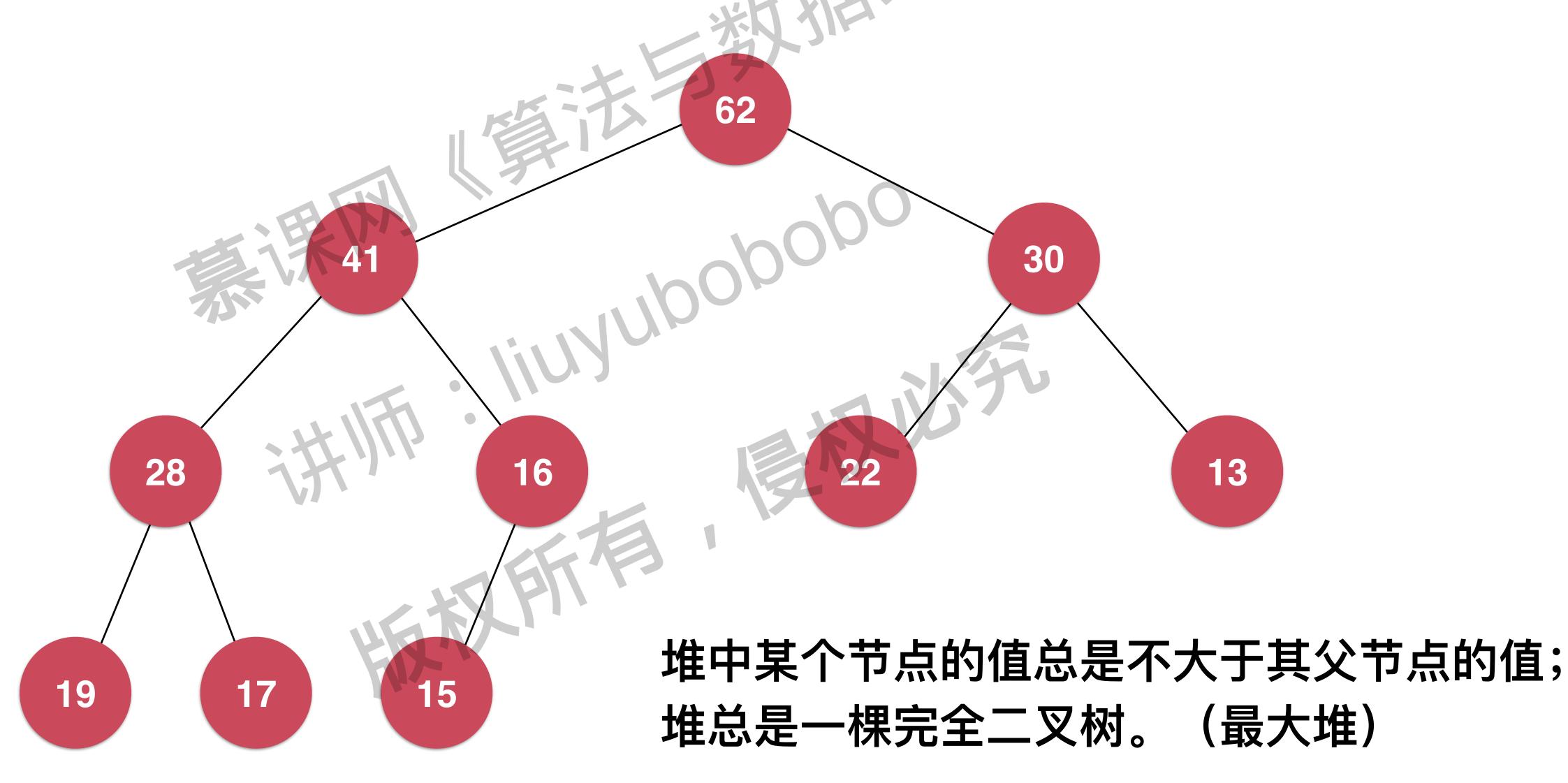
使用堆: O(nlgn)

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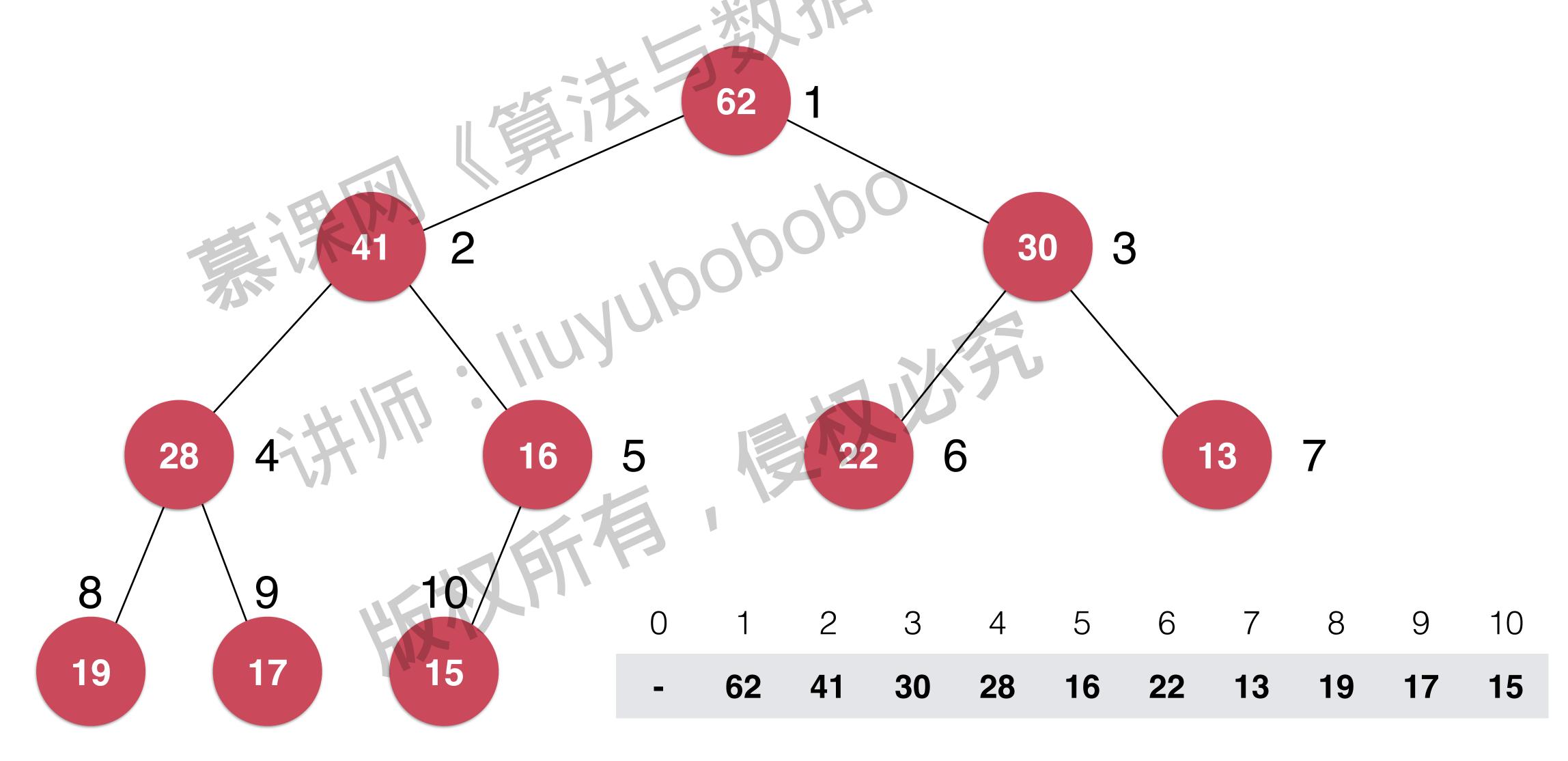
# 二叉堆 Binary Heap



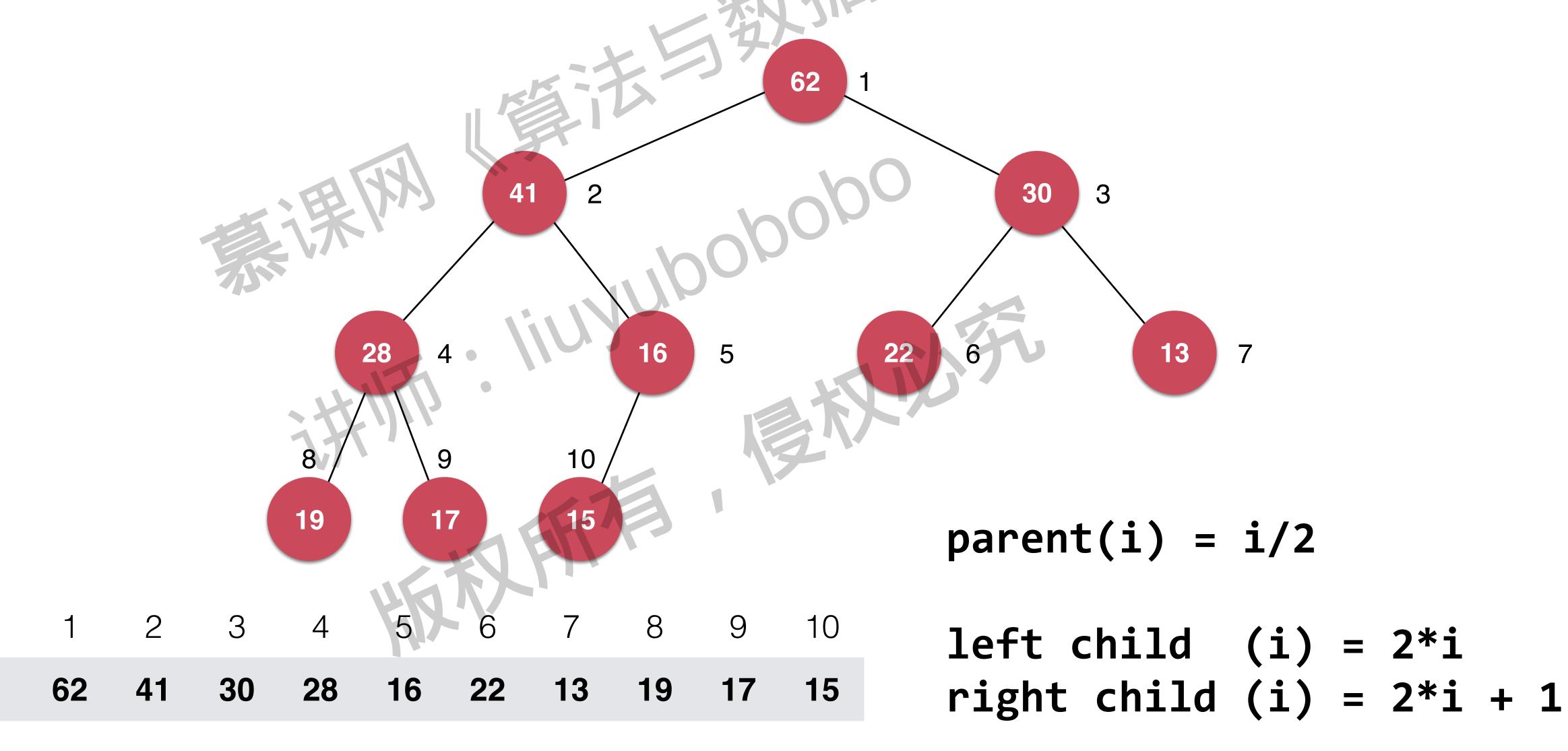
#### 二叉堆是一棵完全二叉树



#### 用数组存储远文堆

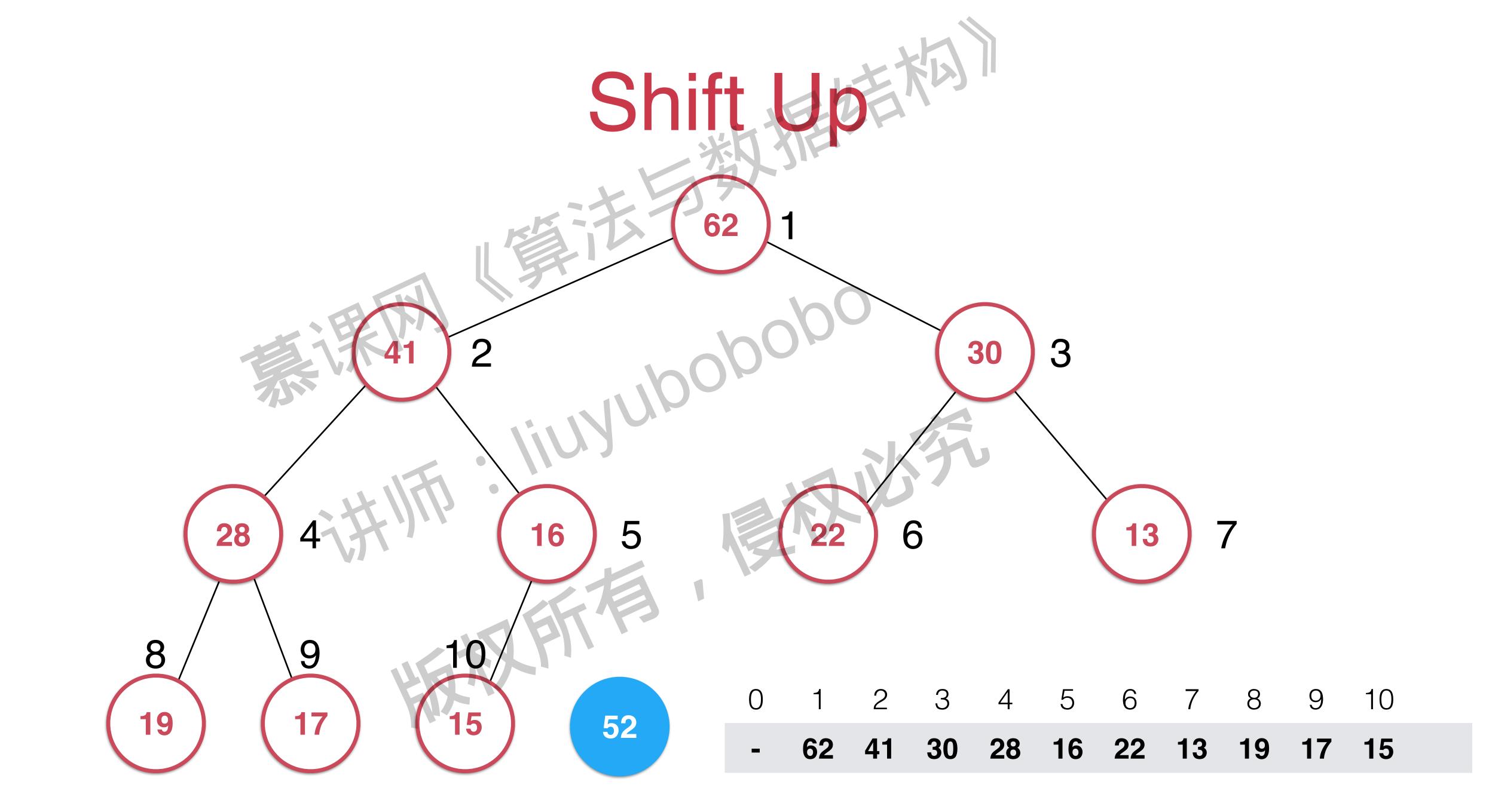


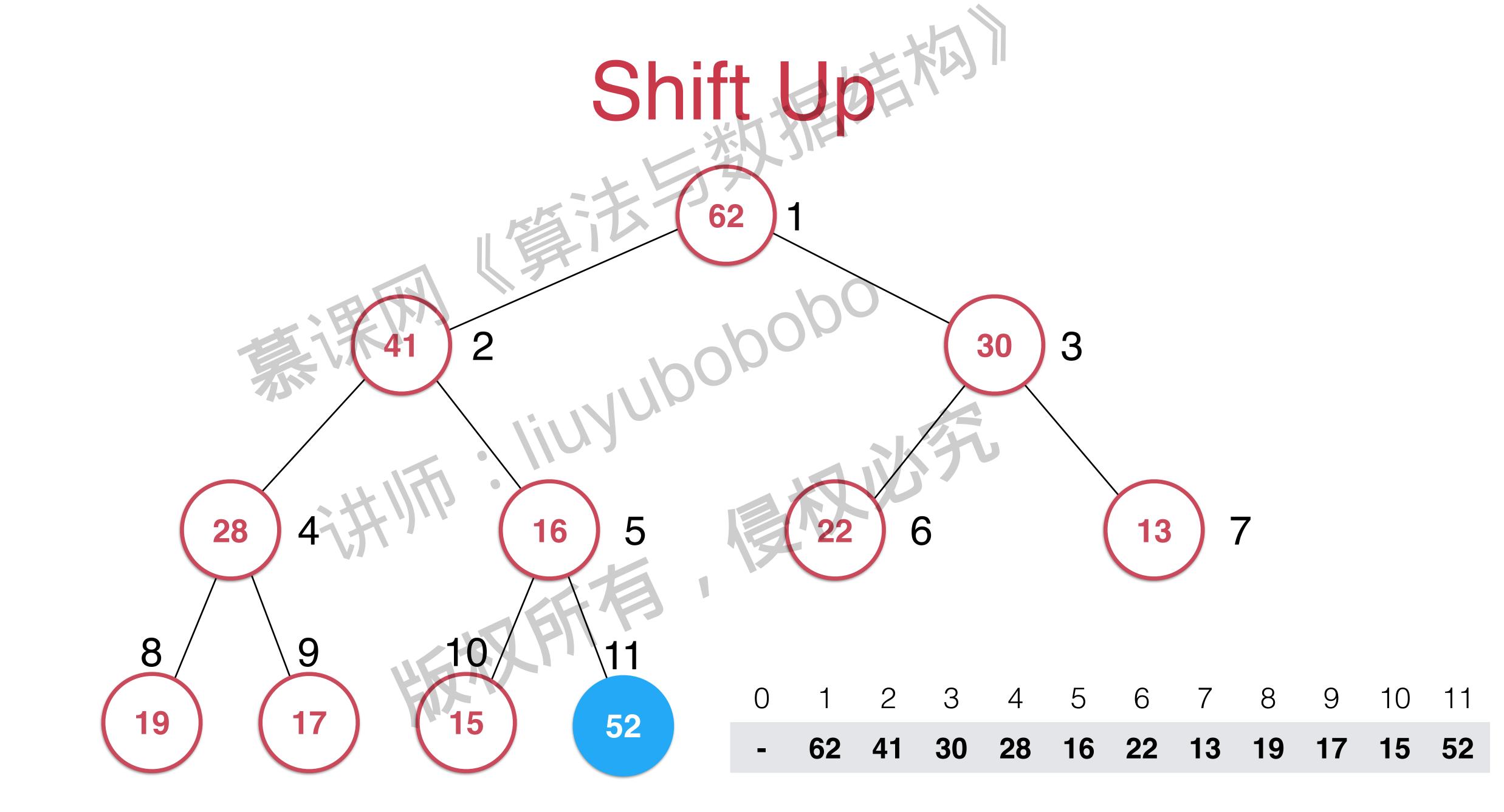
#### 用数组存储或文维

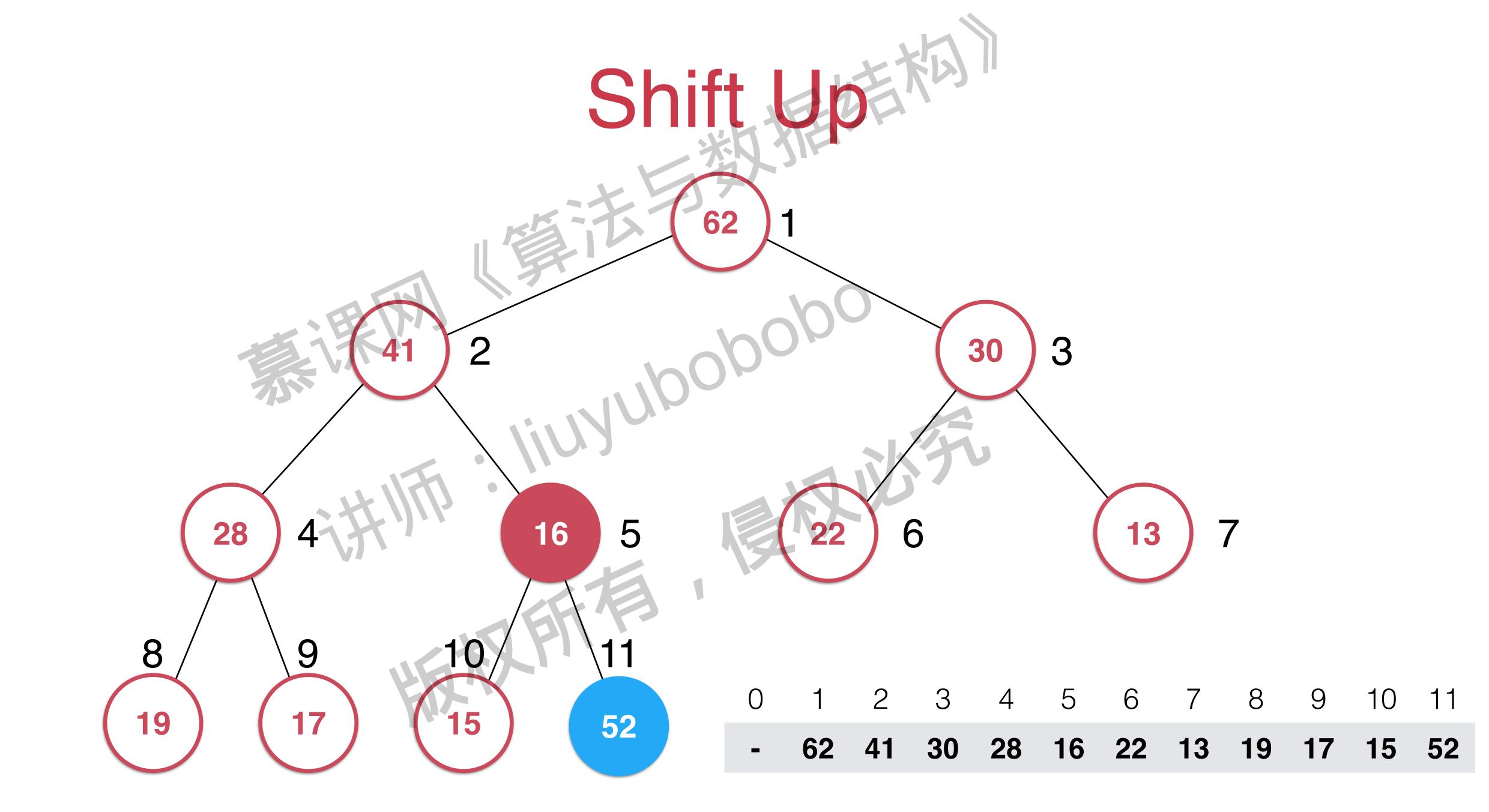


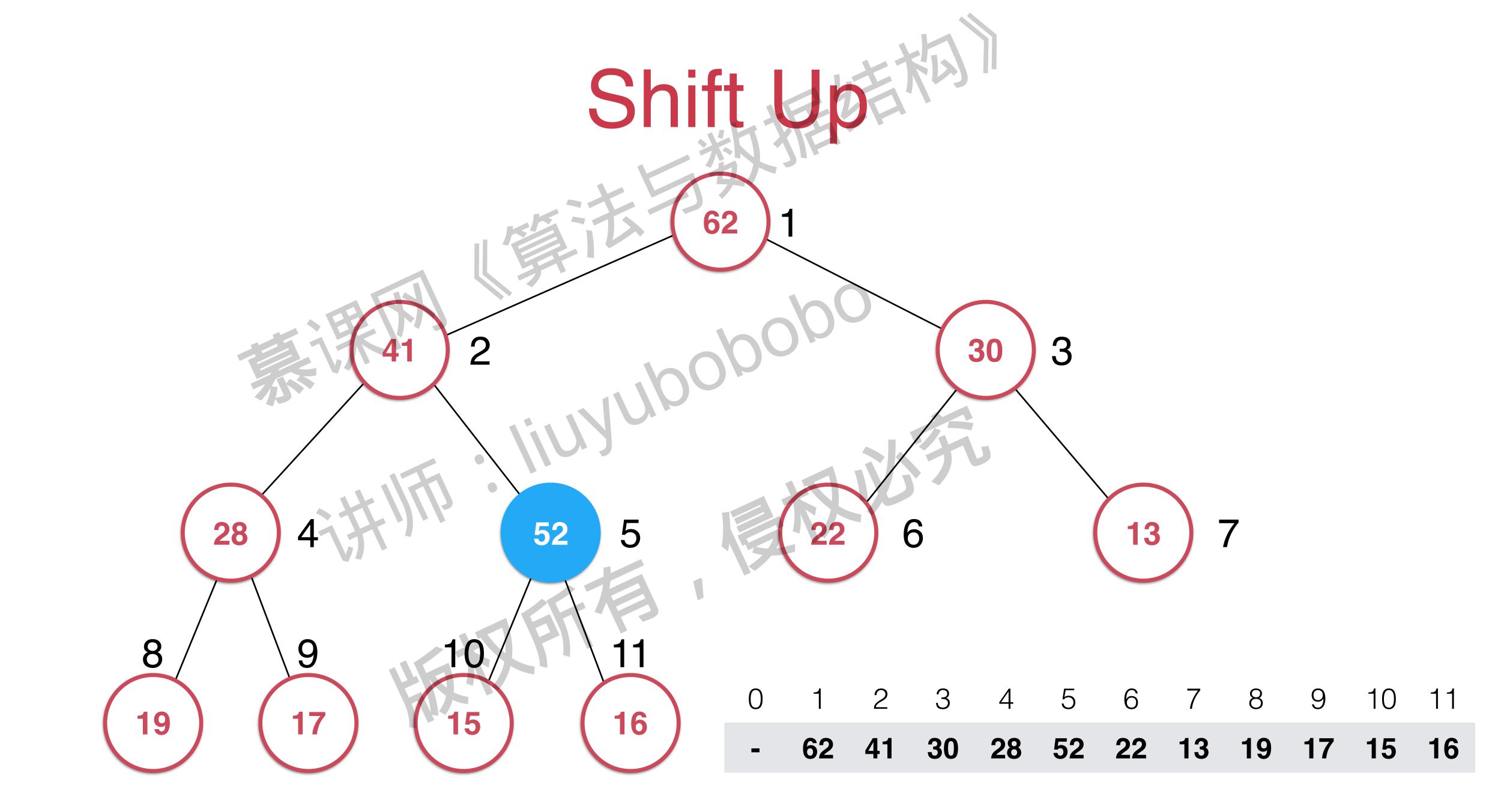
操作:堆的基本框架

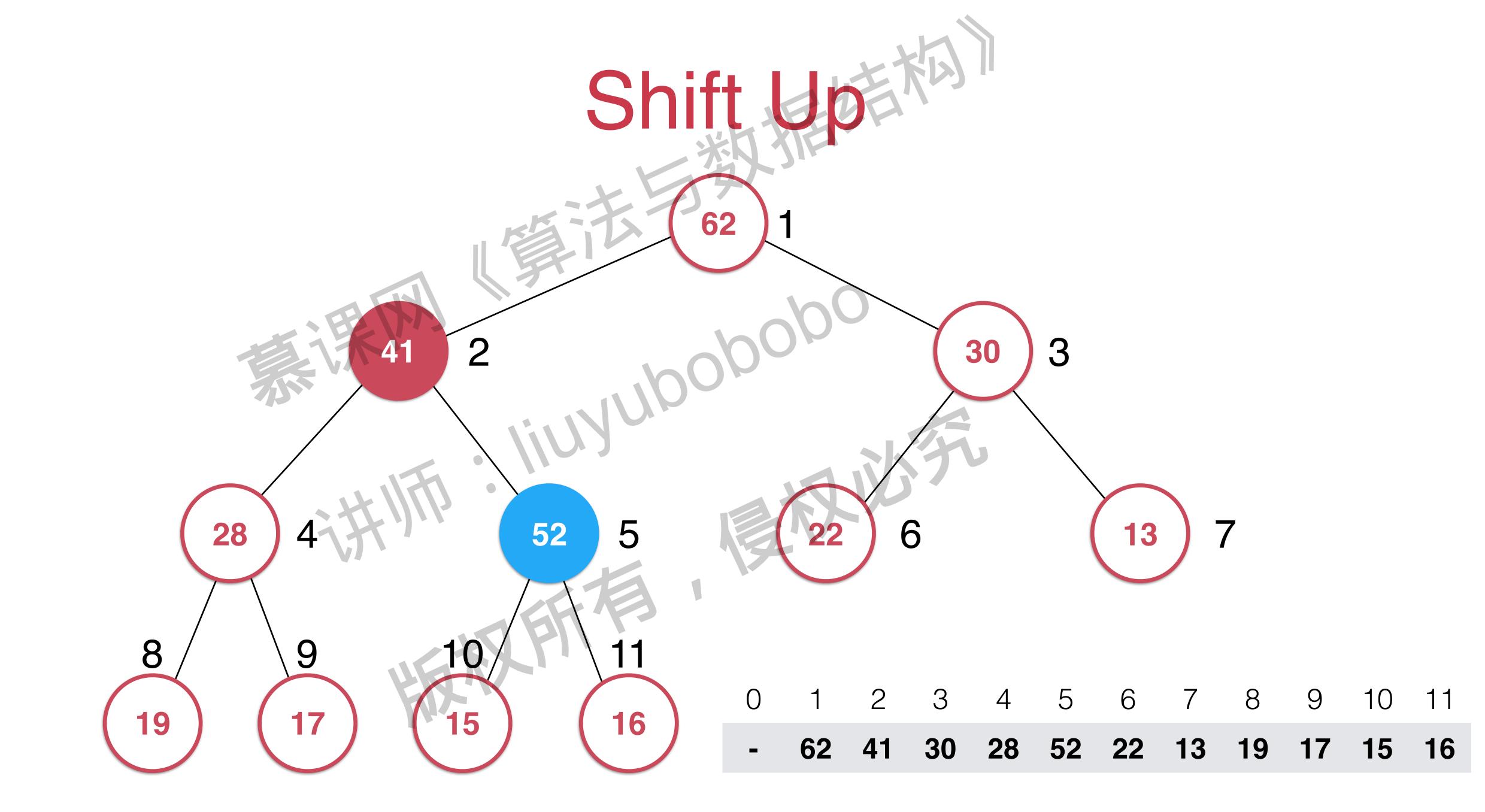
想识别 《算法与数据结构》 Shift Up 讲师· 版权序标

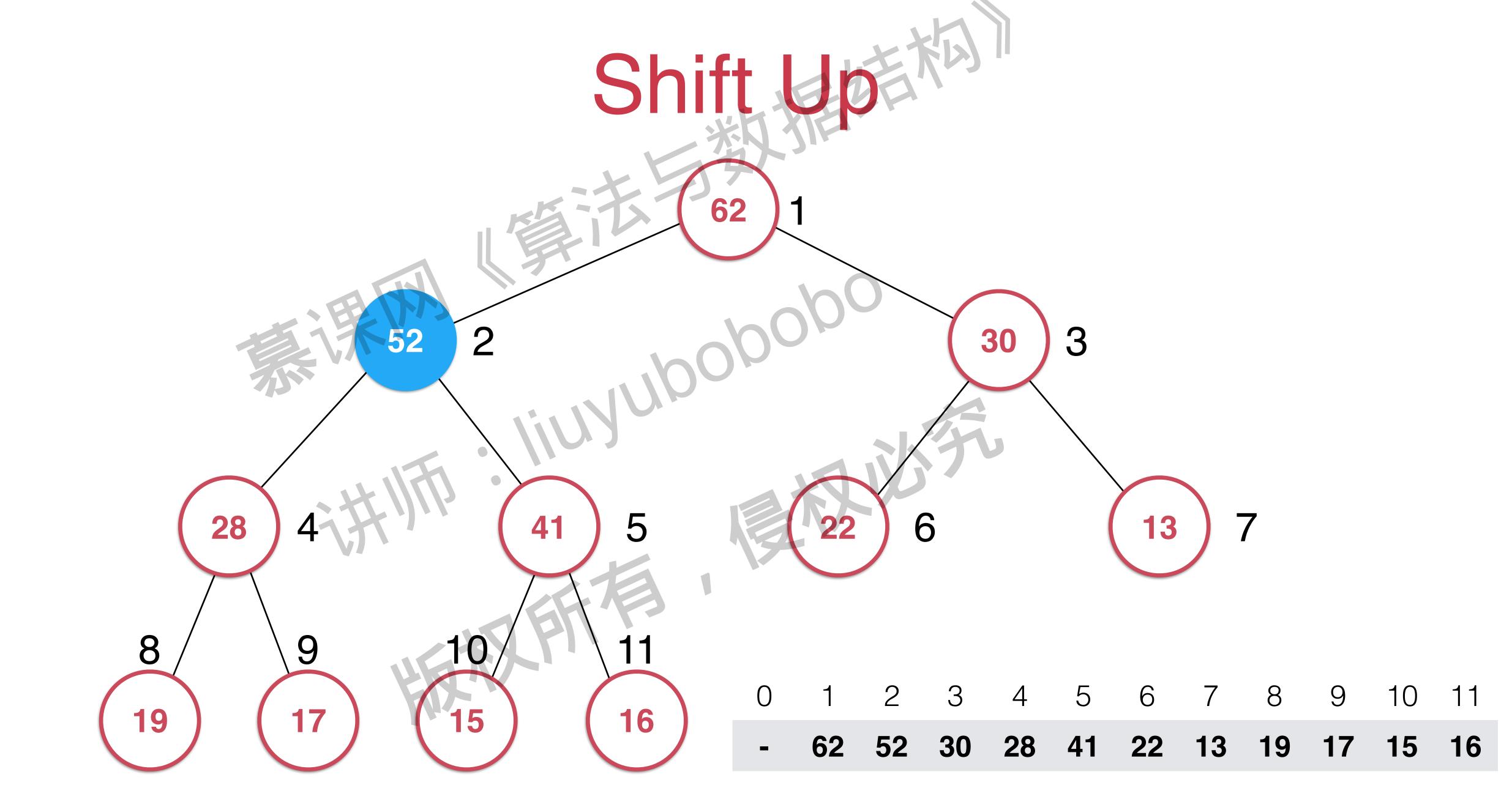


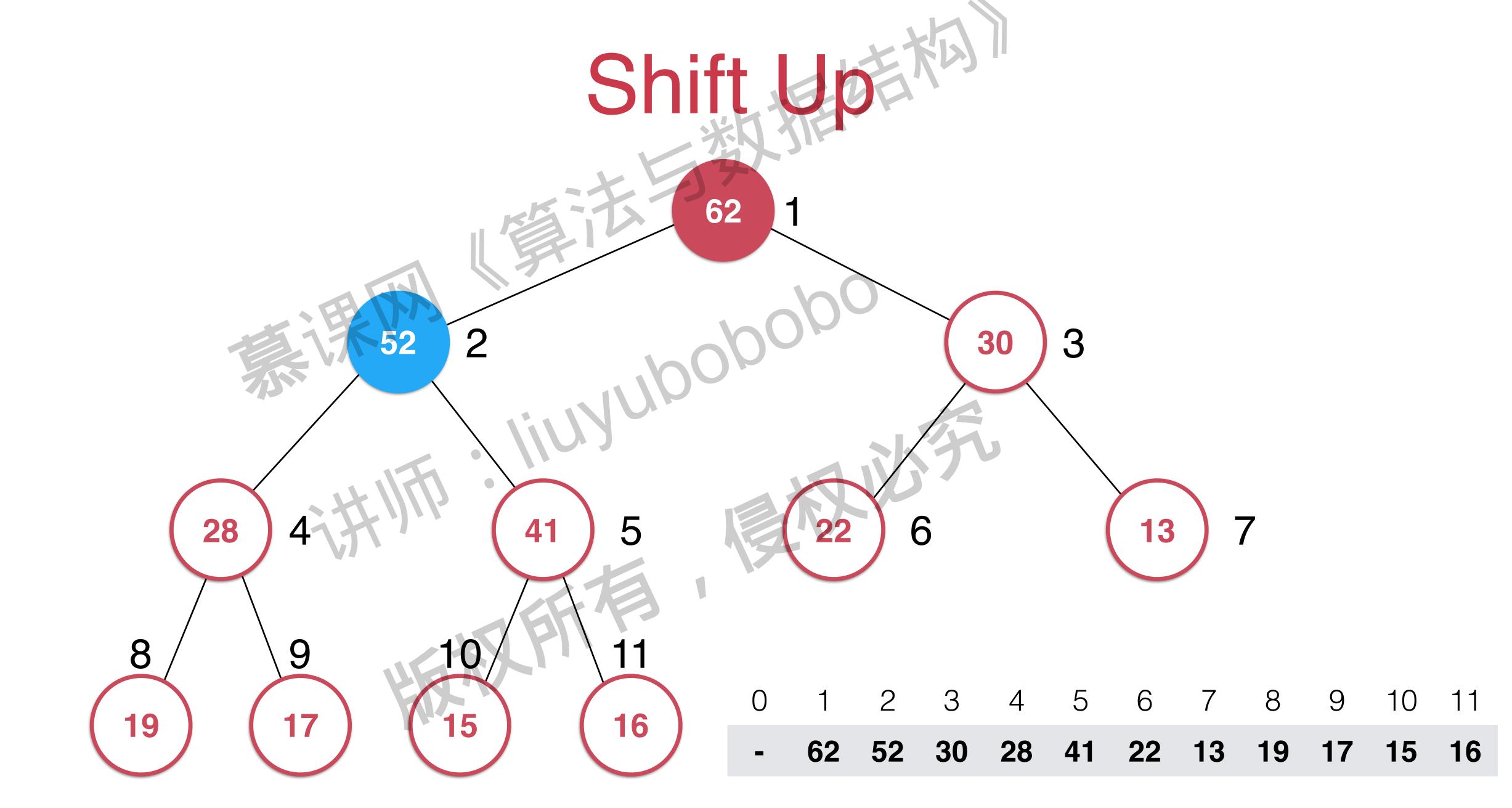


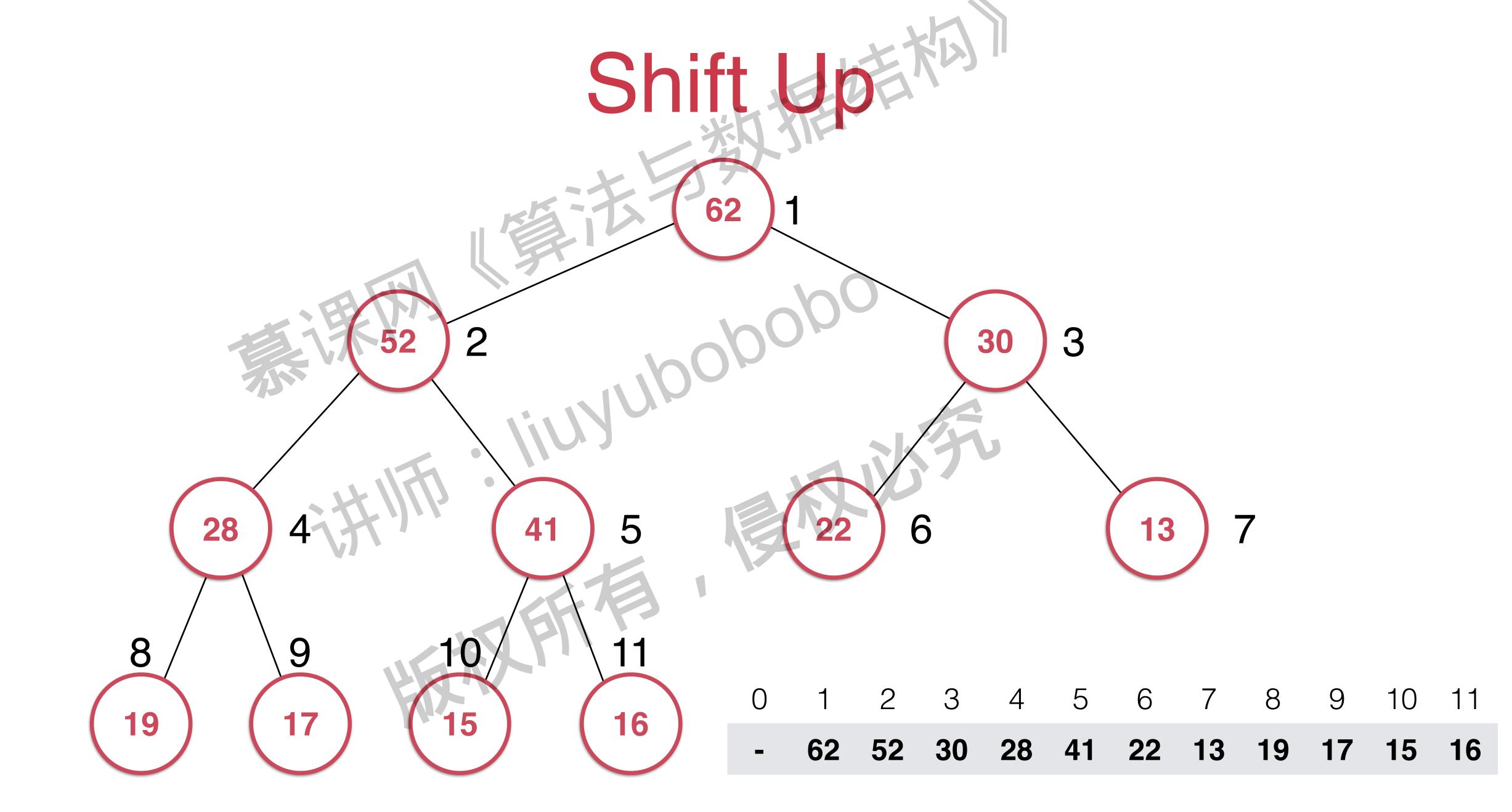






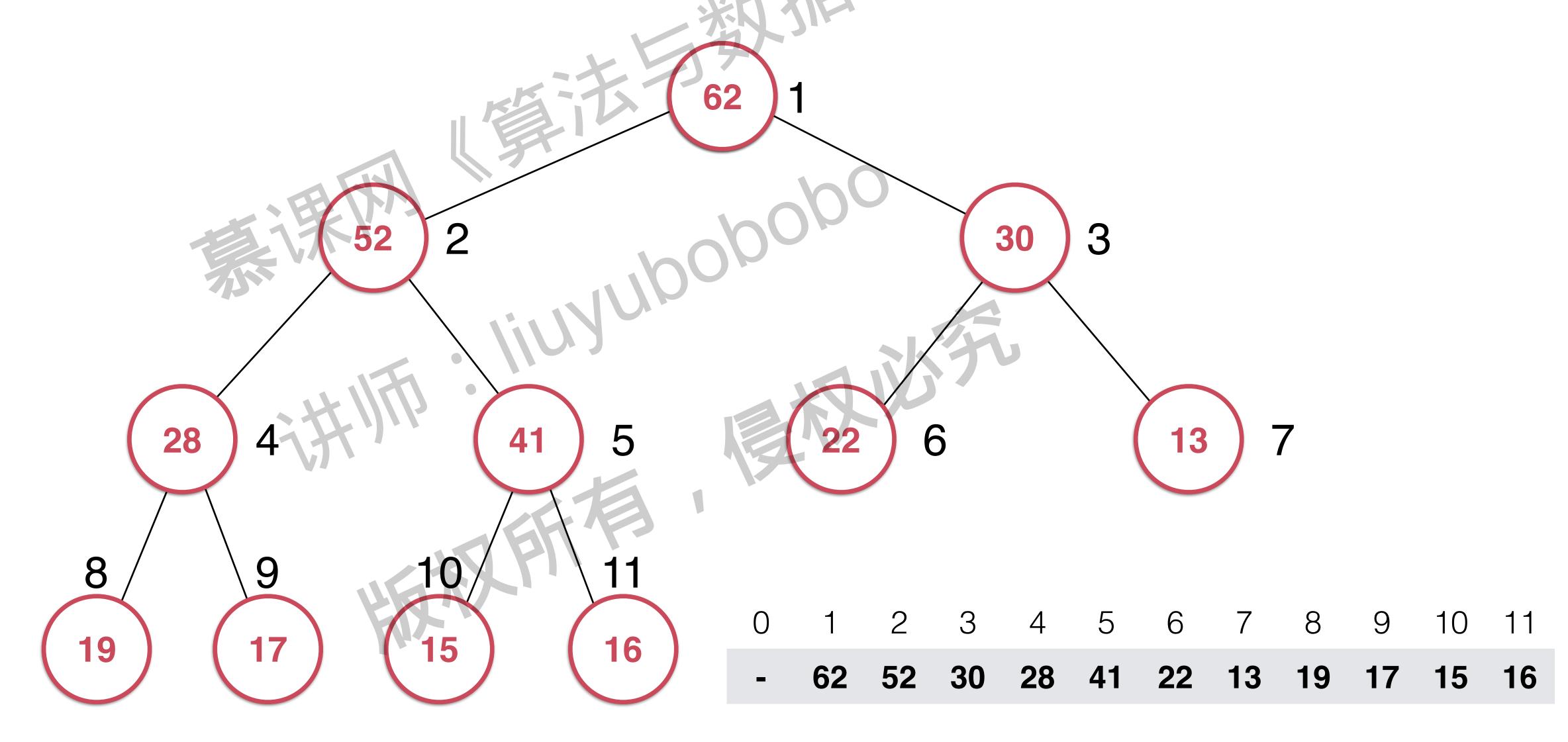


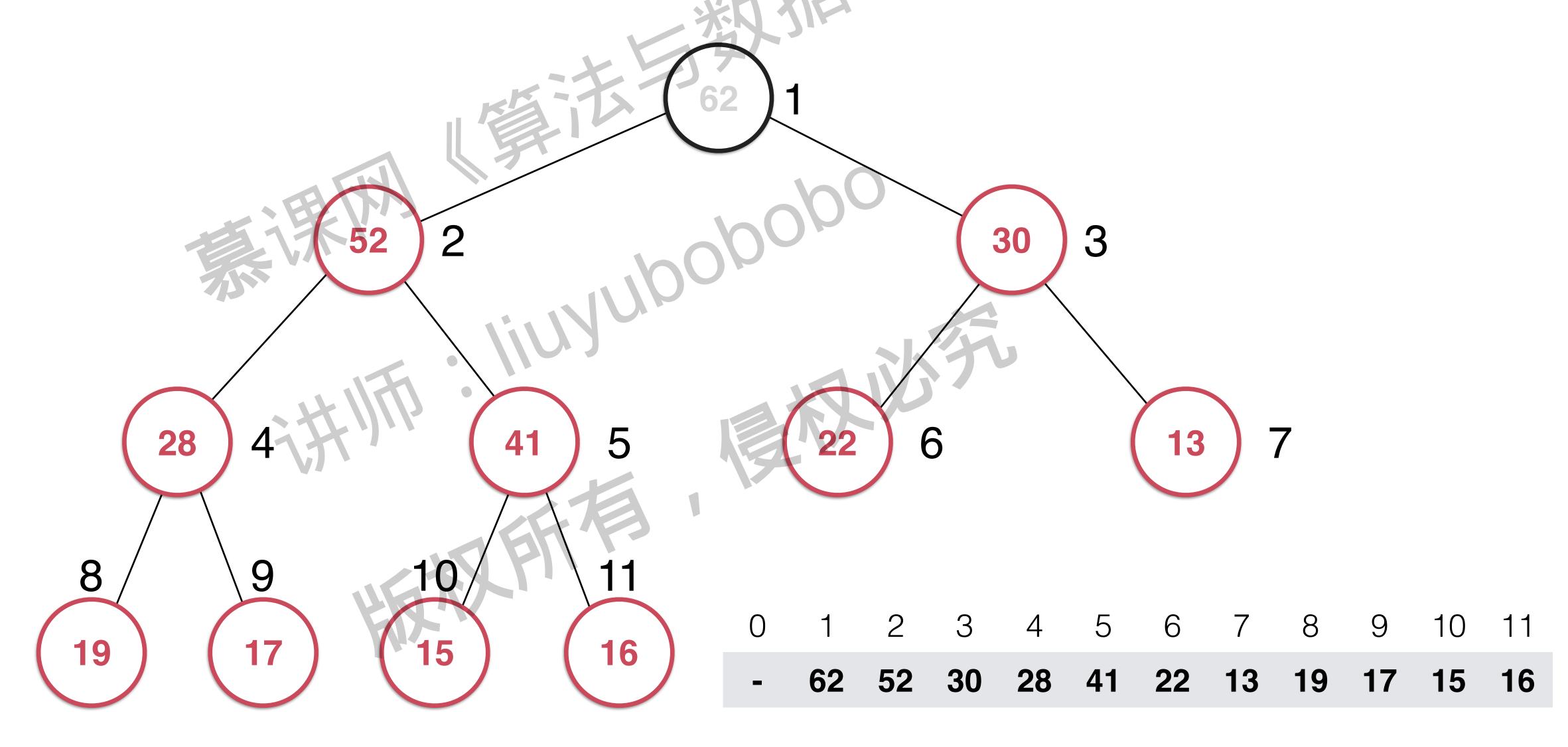


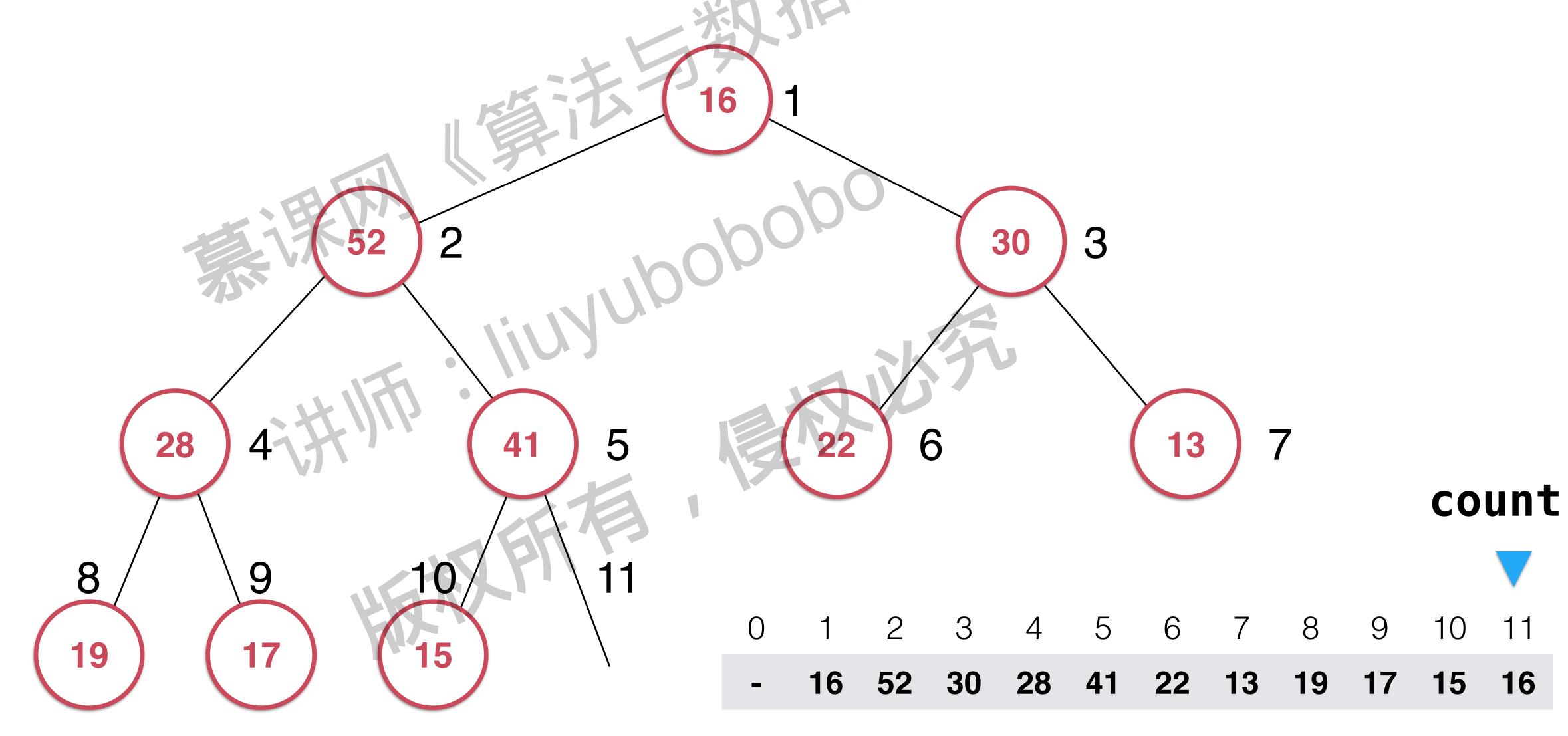


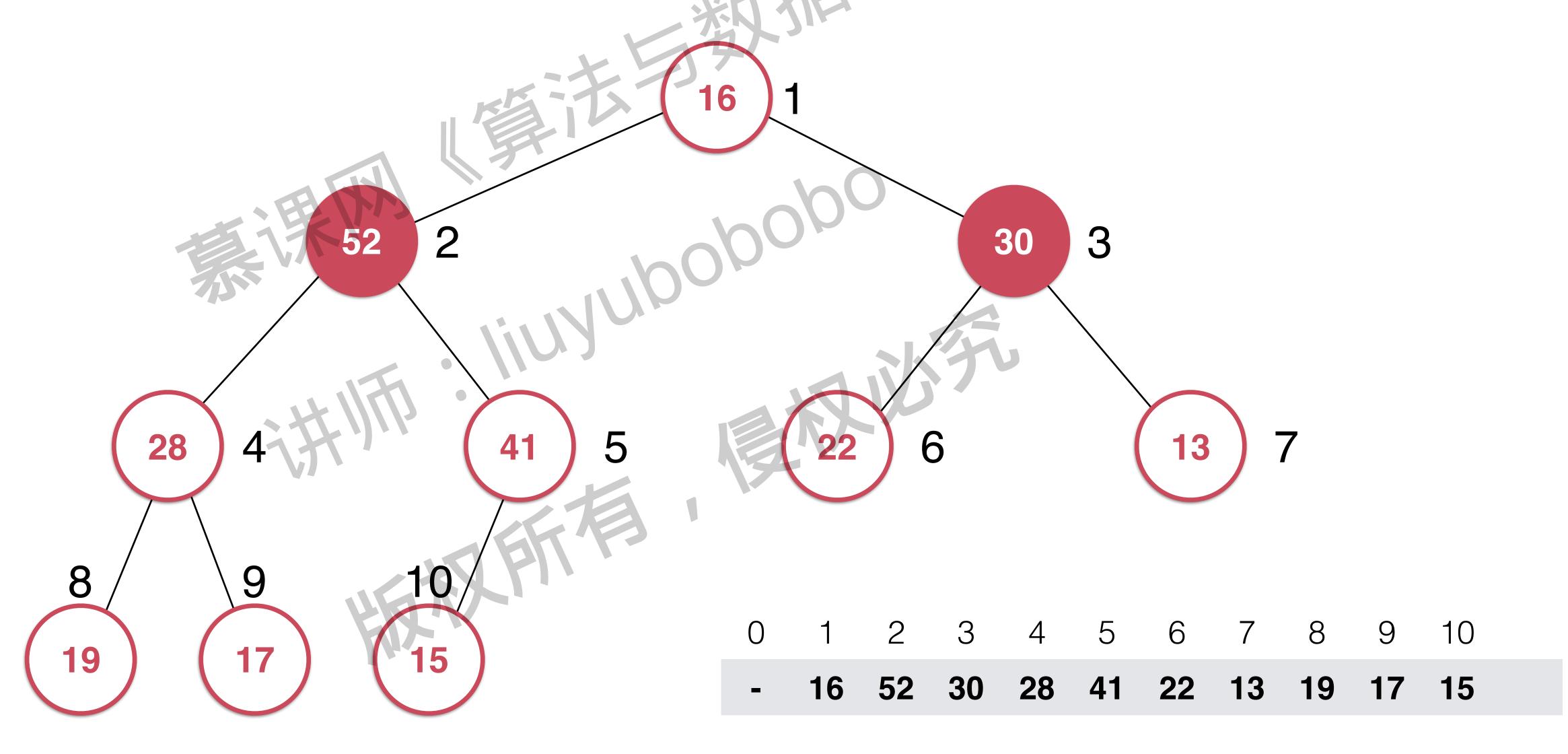
操作:Shift Up和insert

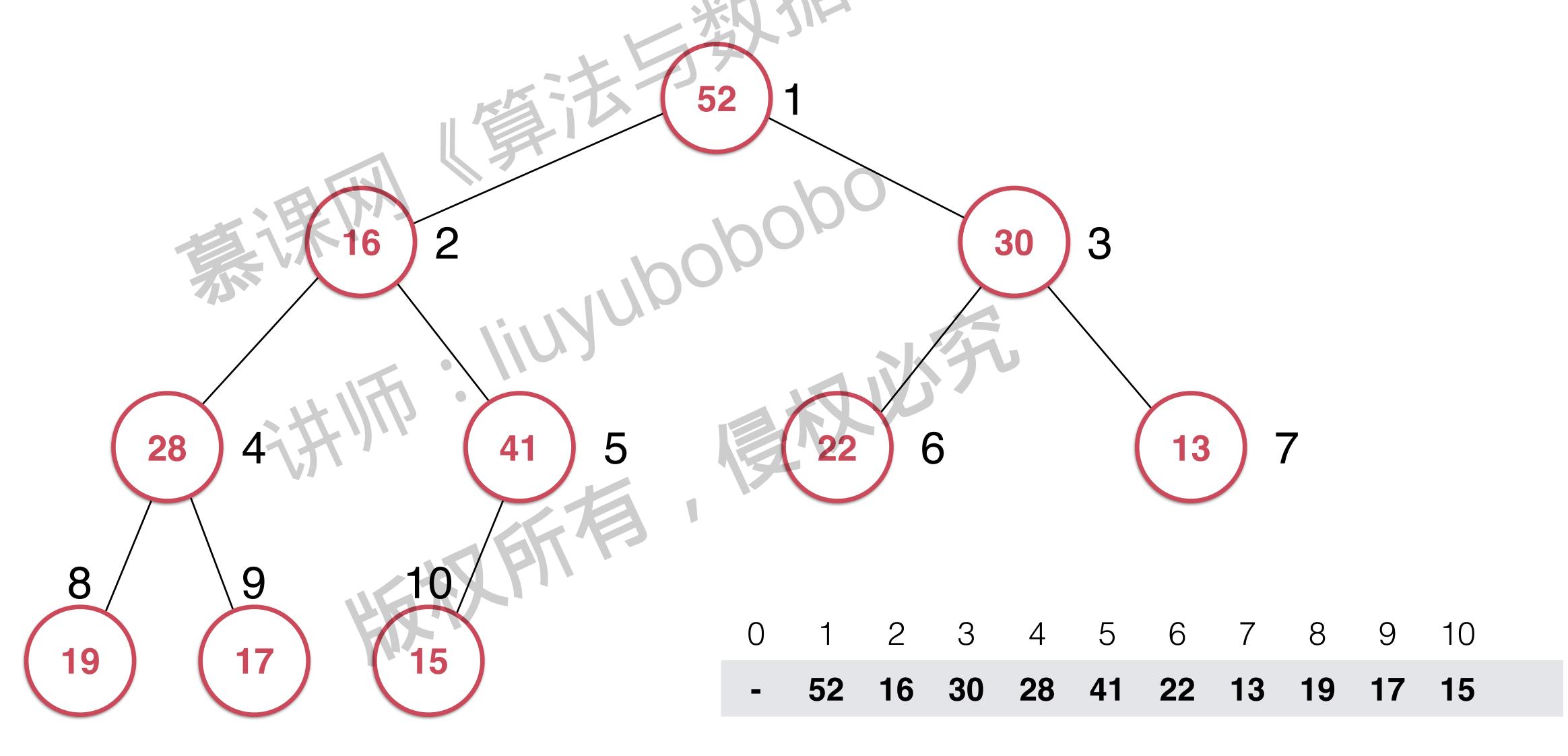
想识别 《算法与数据结构》 Shift Down

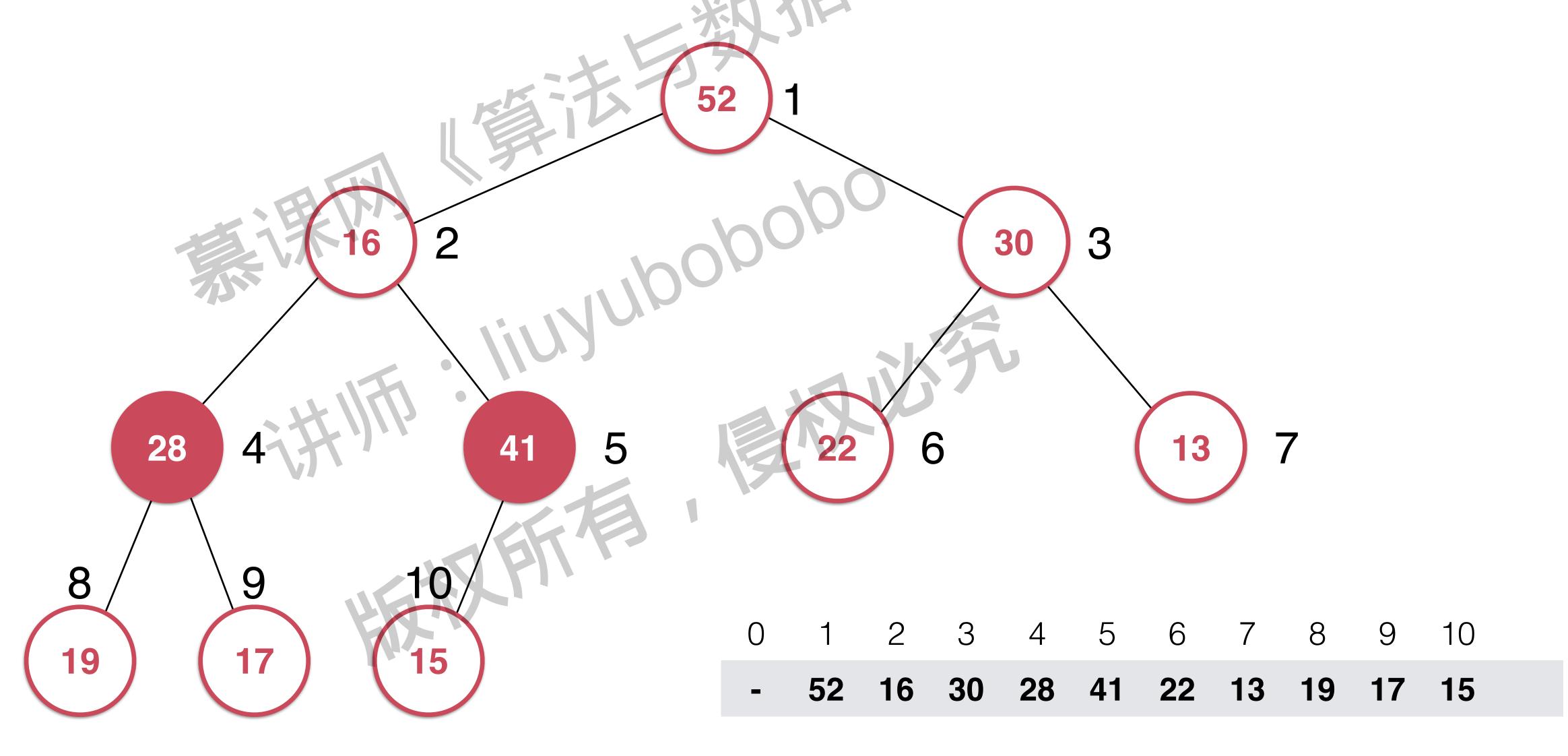


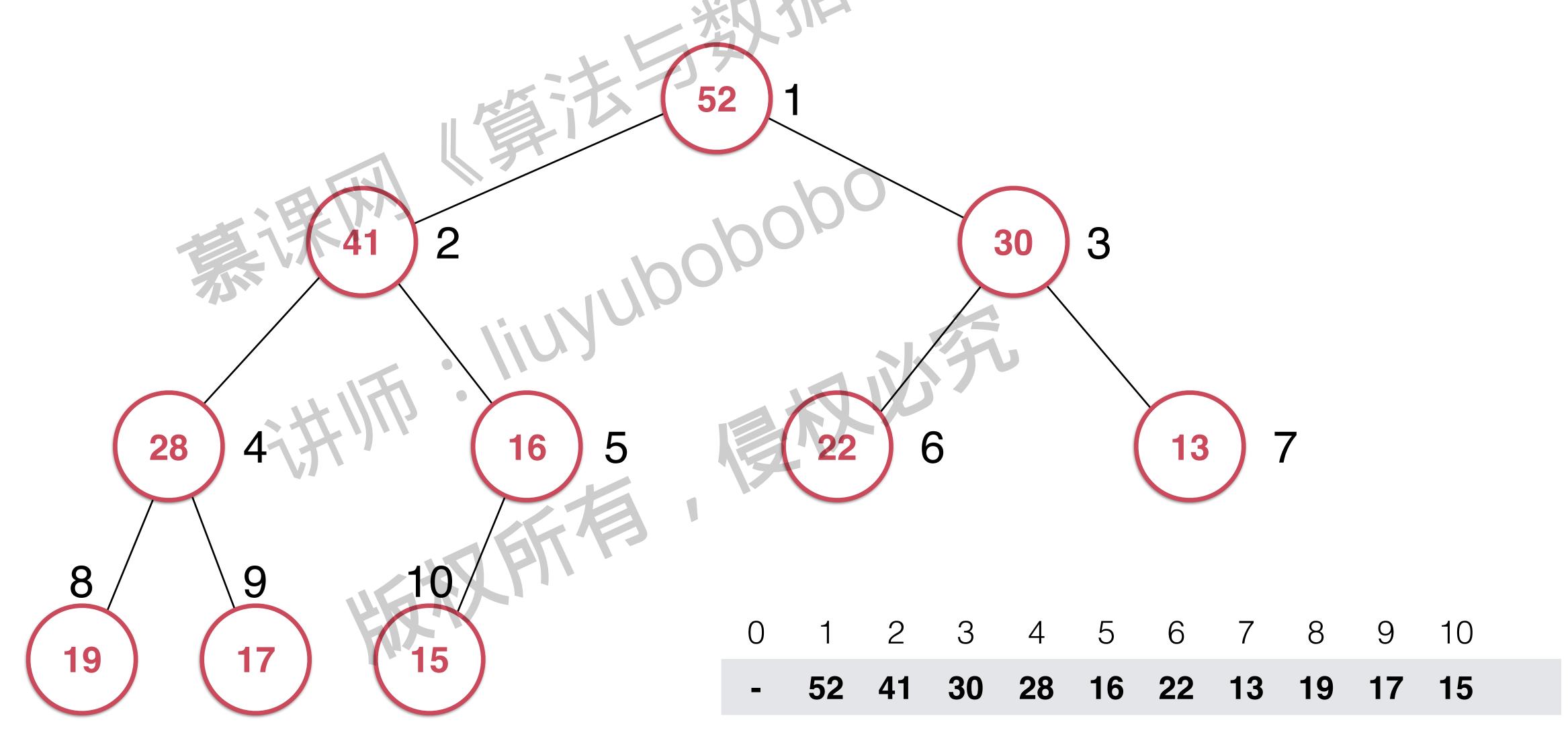


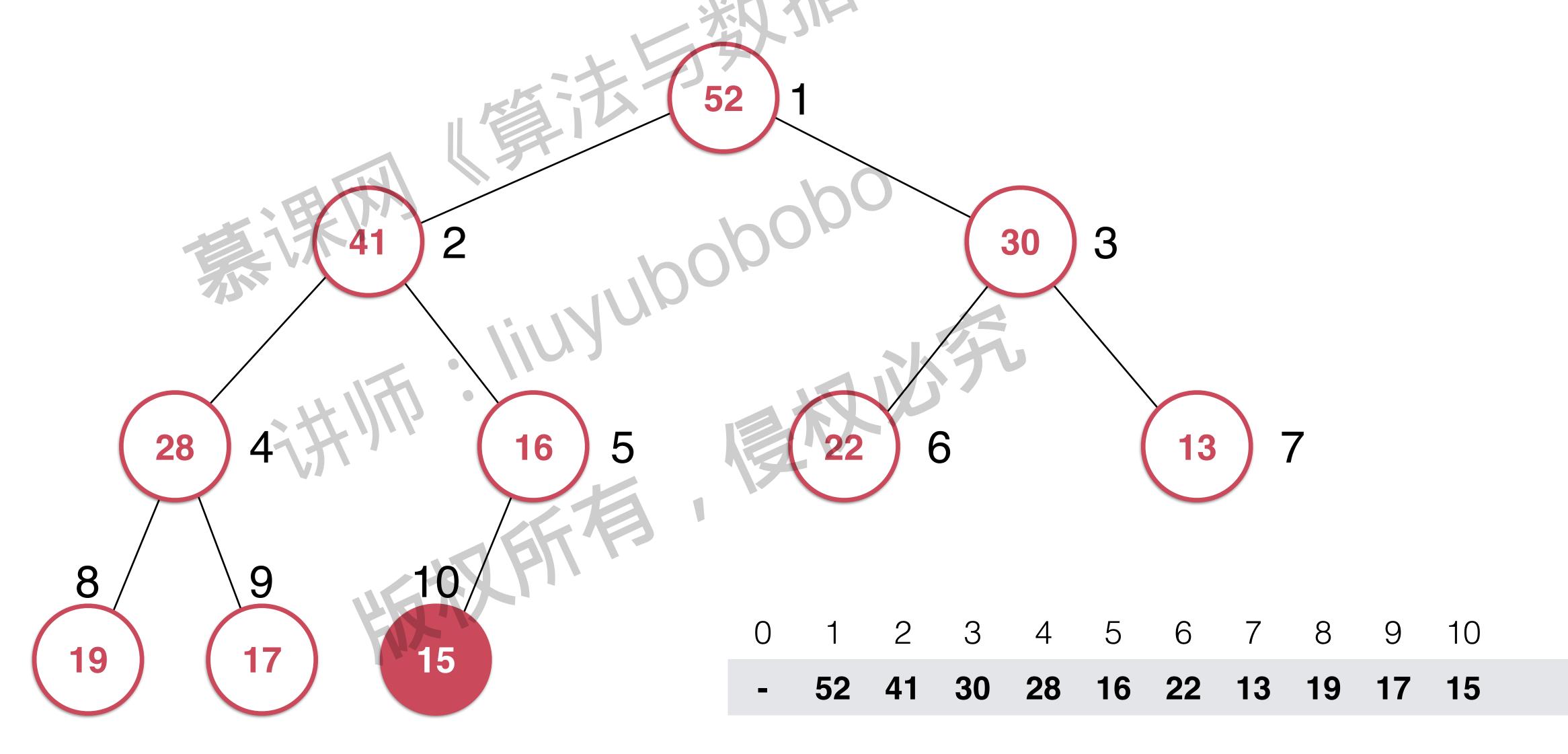




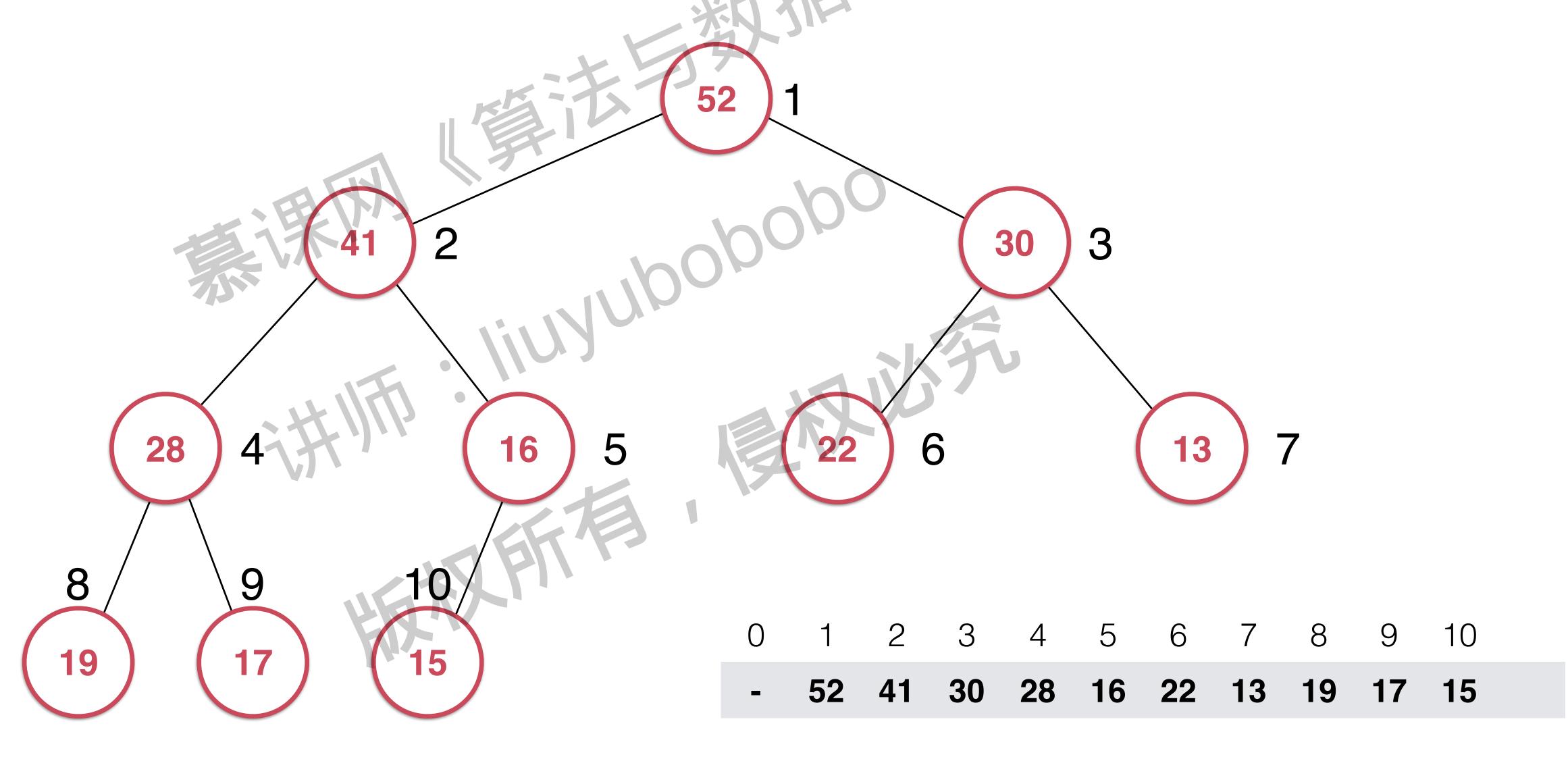








## Shift Down



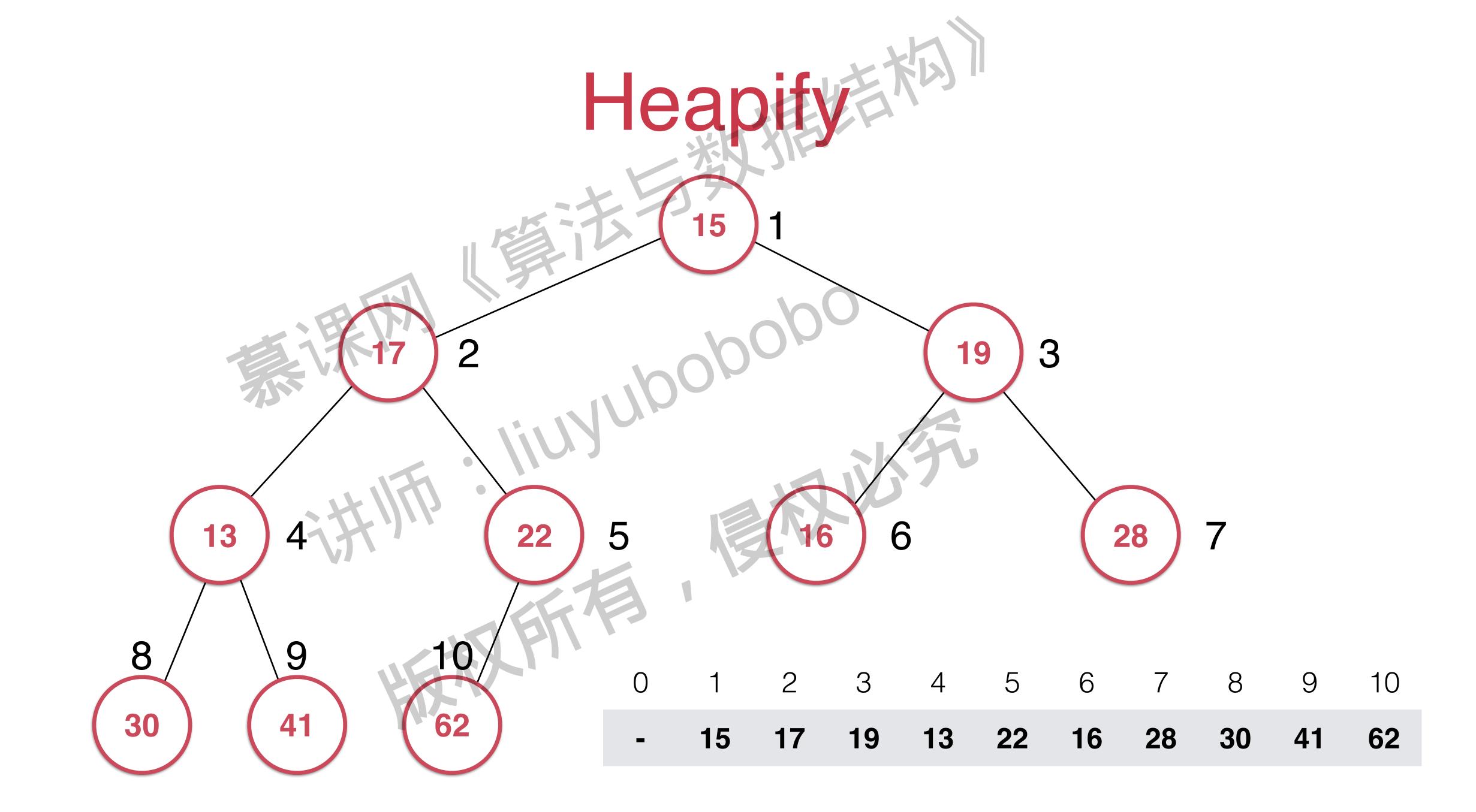
# 操作。Shift Down 和 extract Max

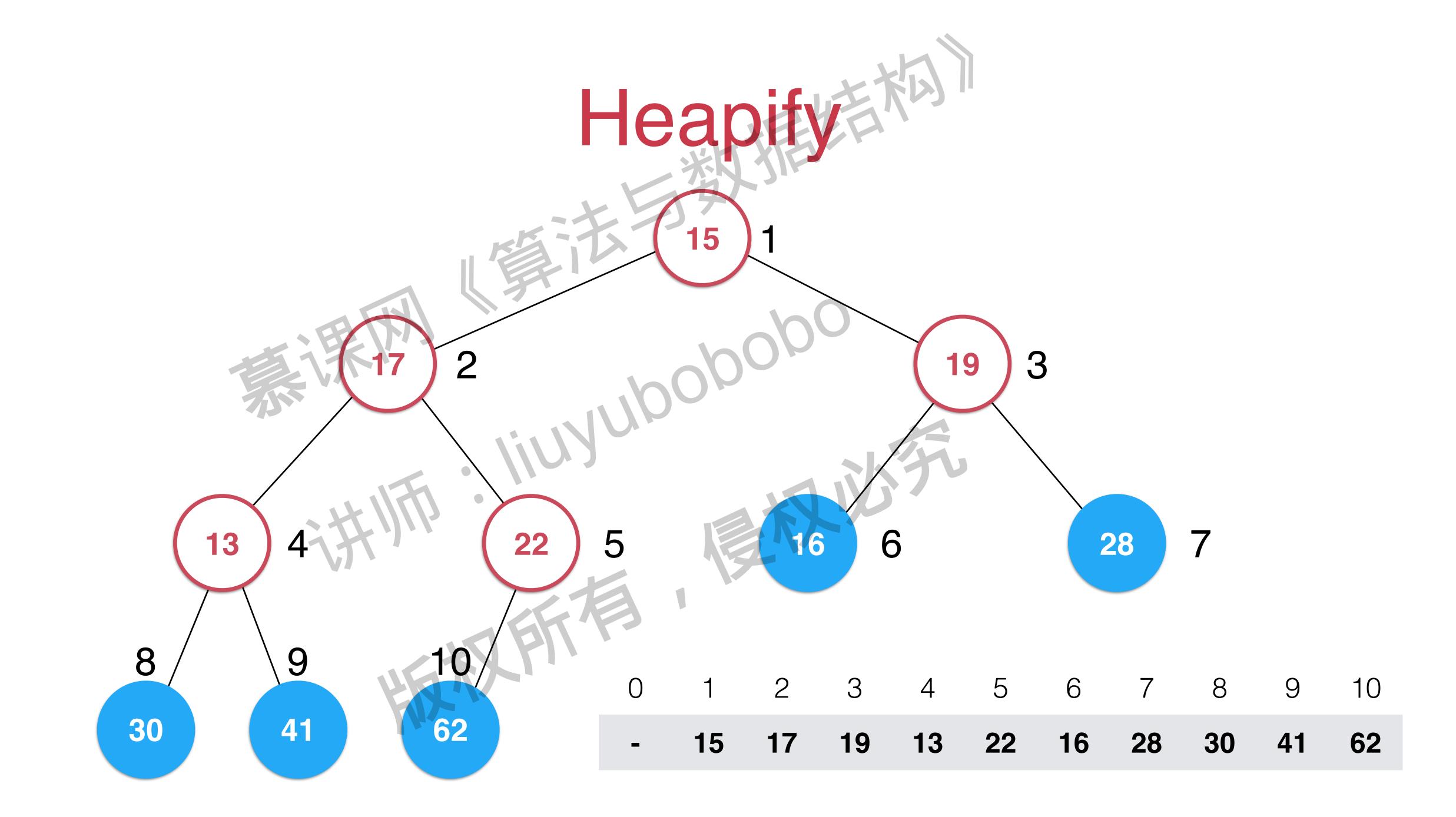
操作: Basic Heap Sort

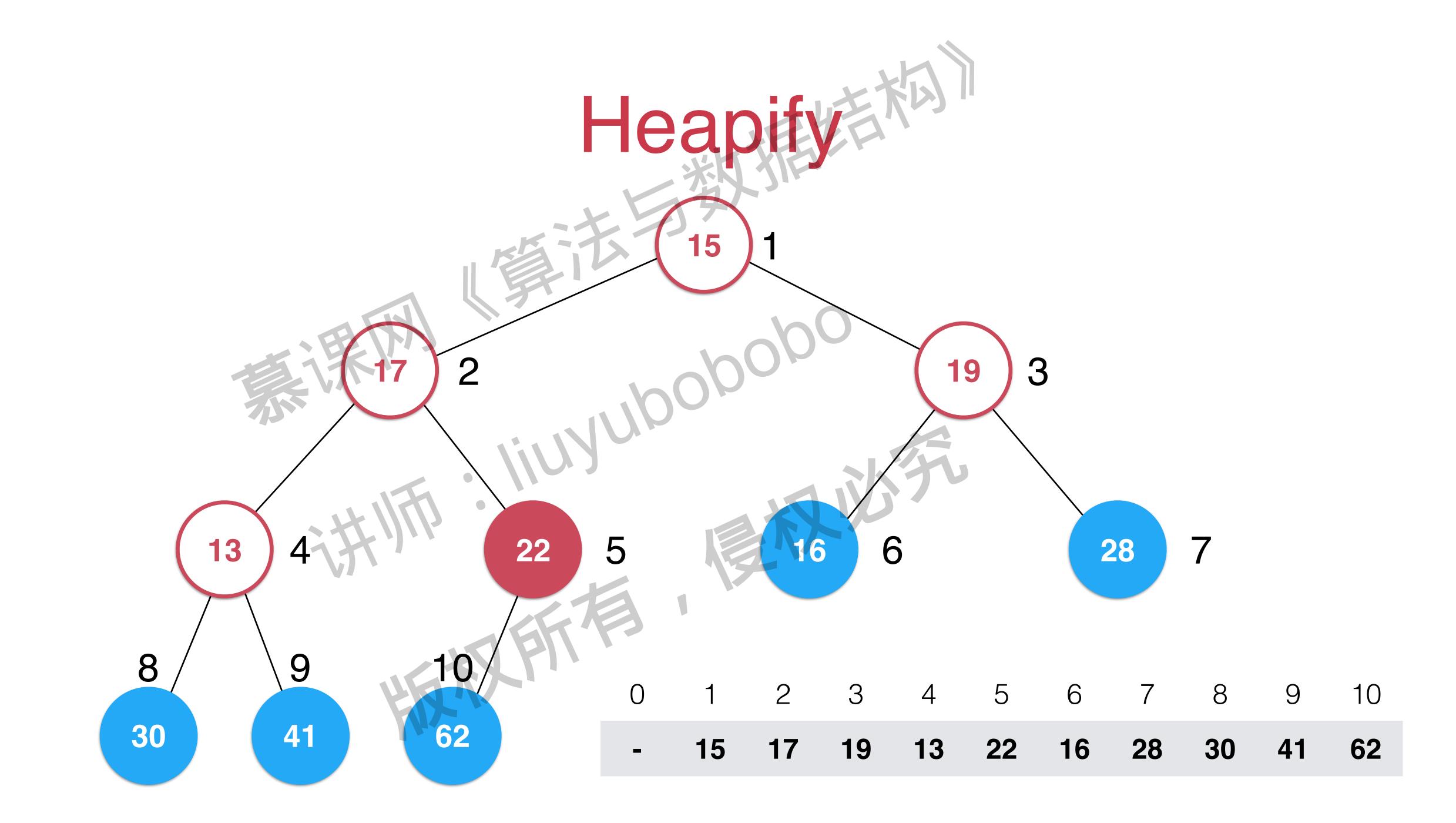


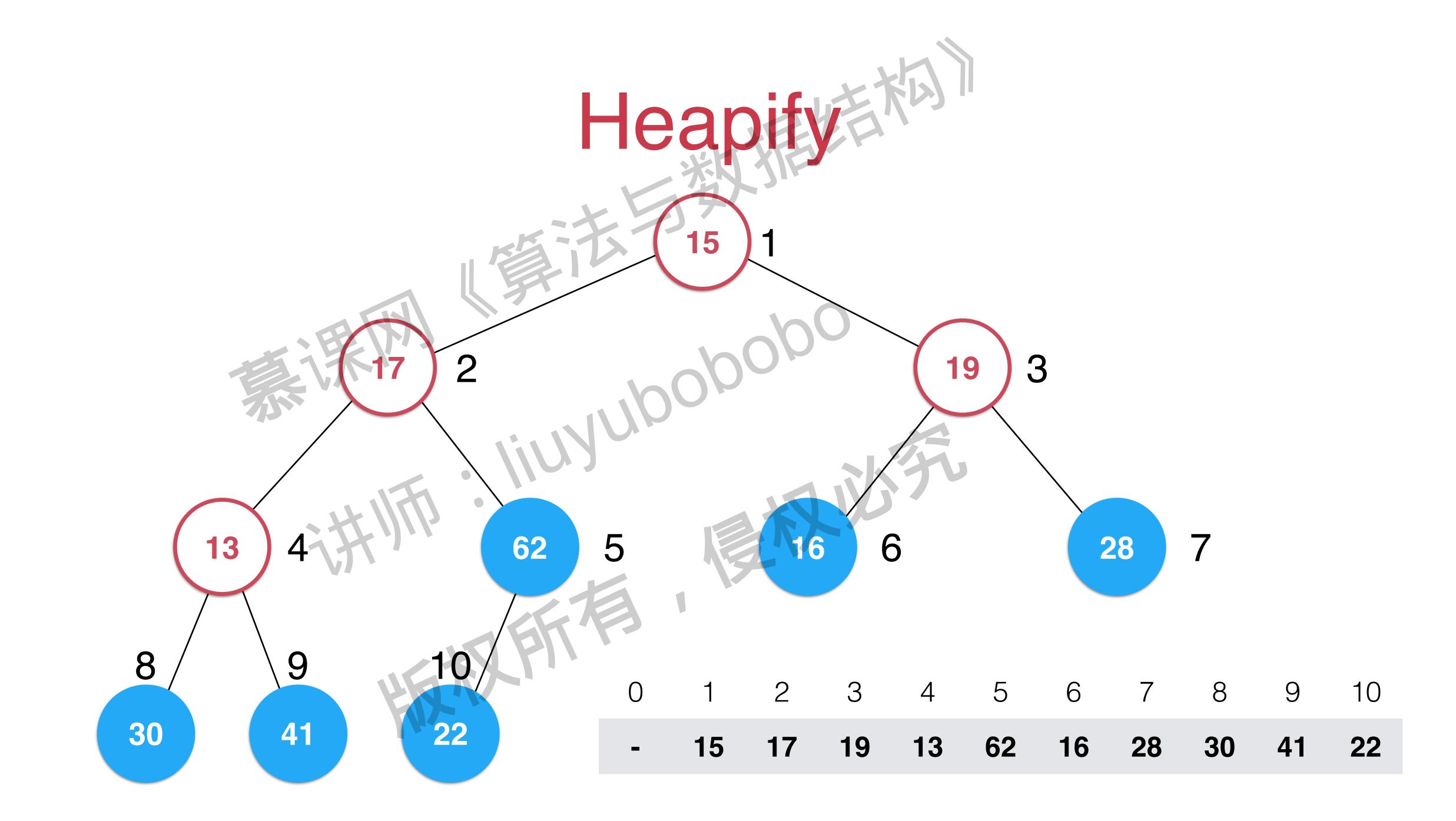


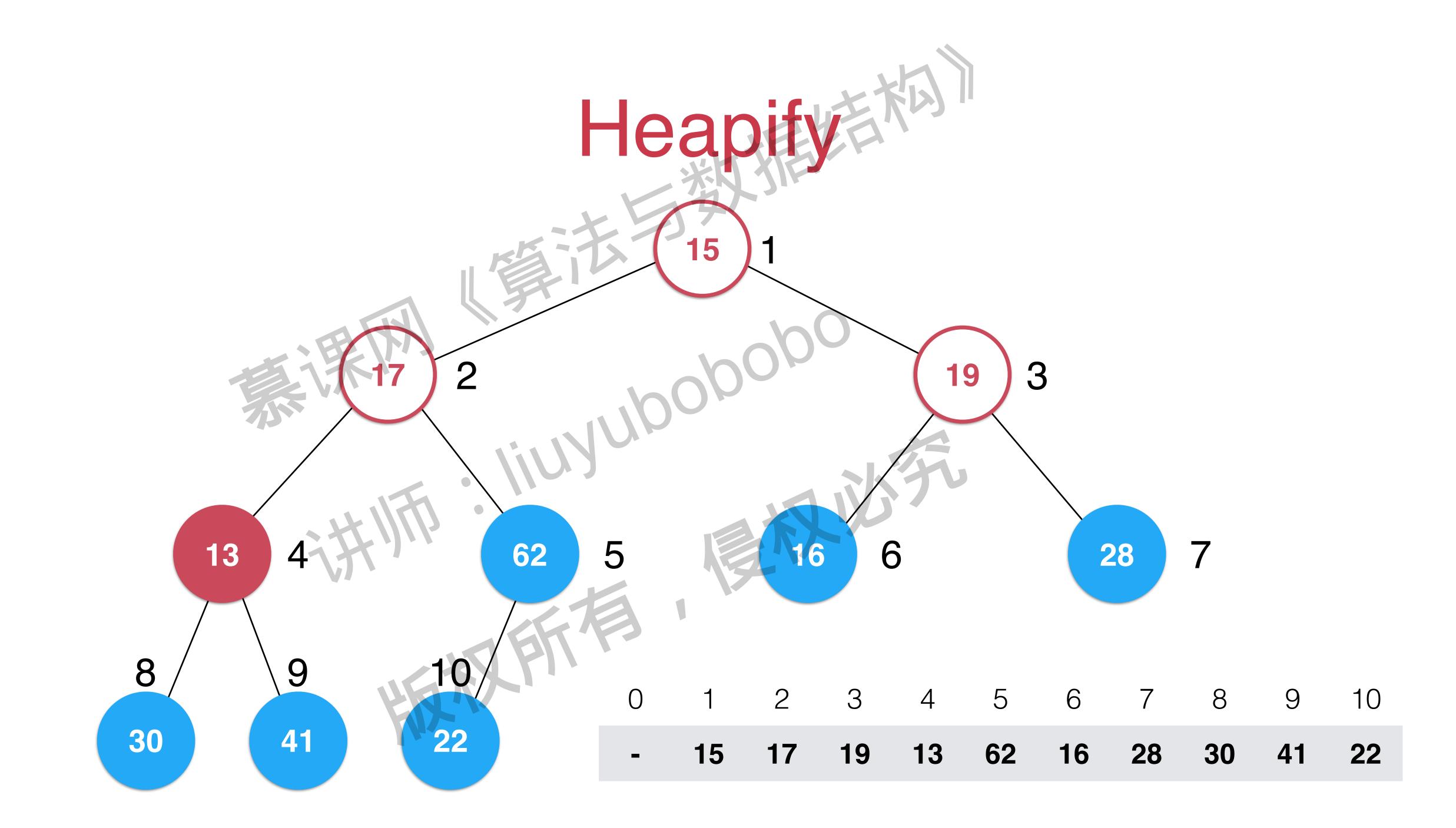
讲师·huheapify 版权所有

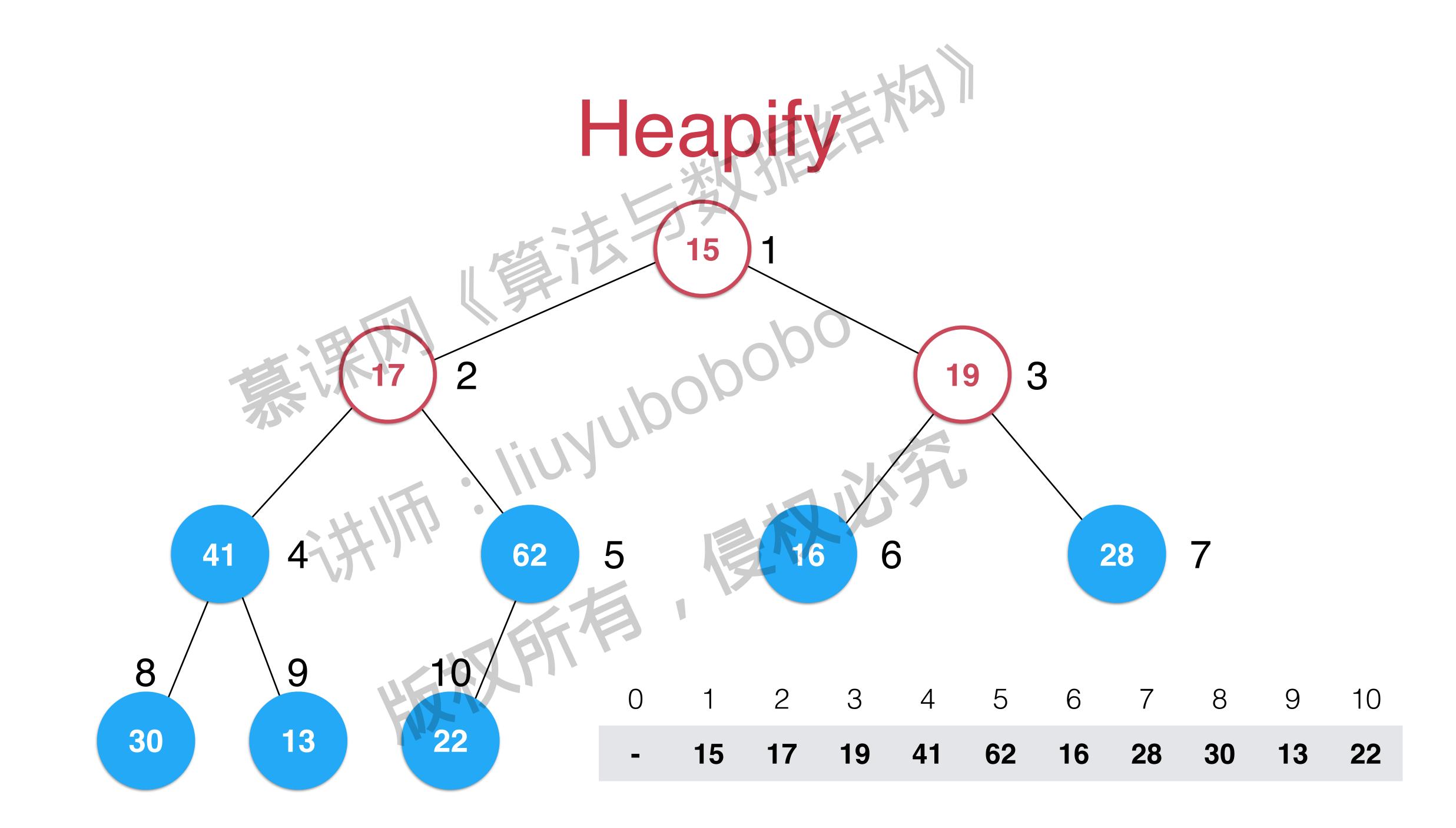


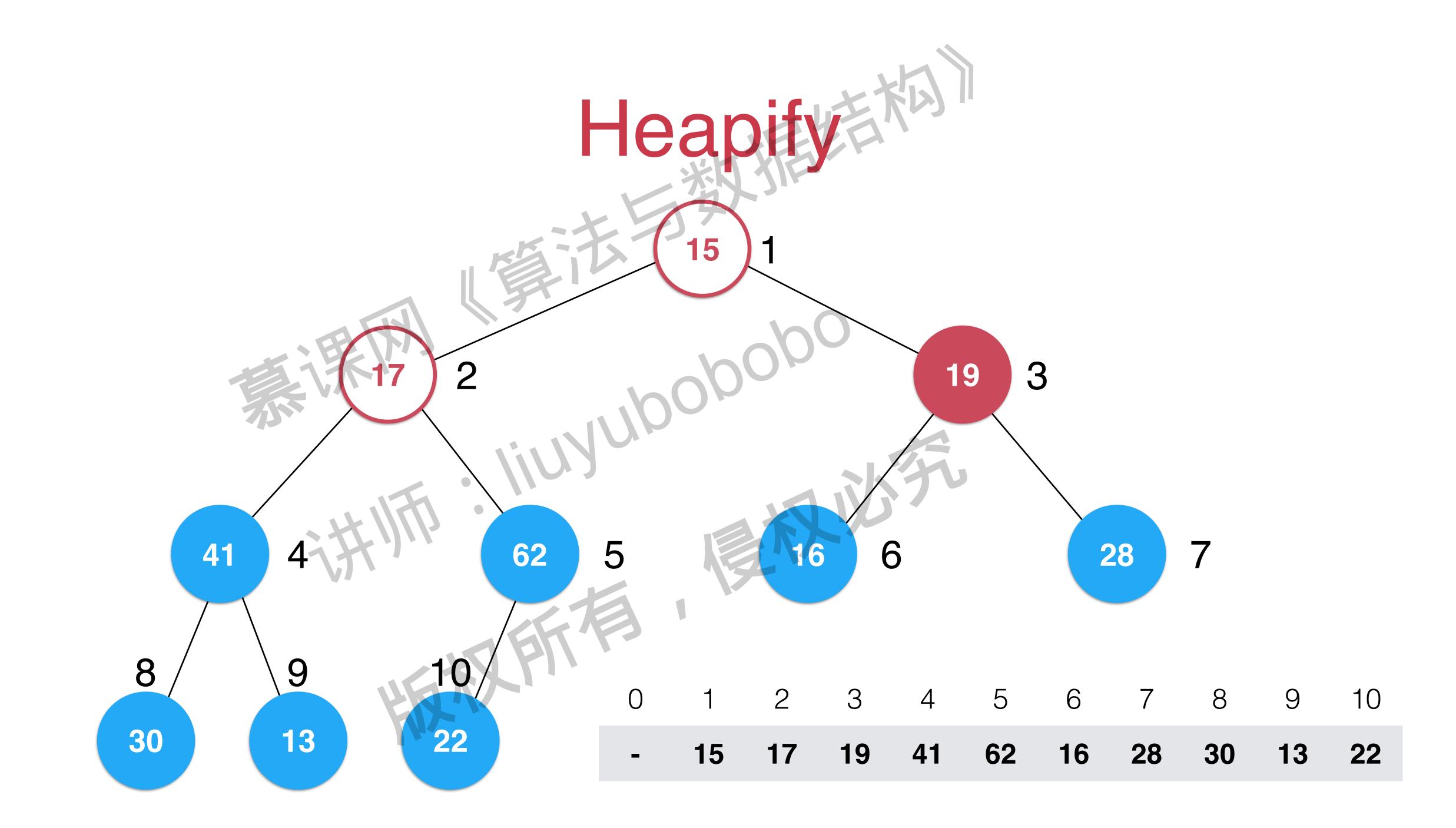


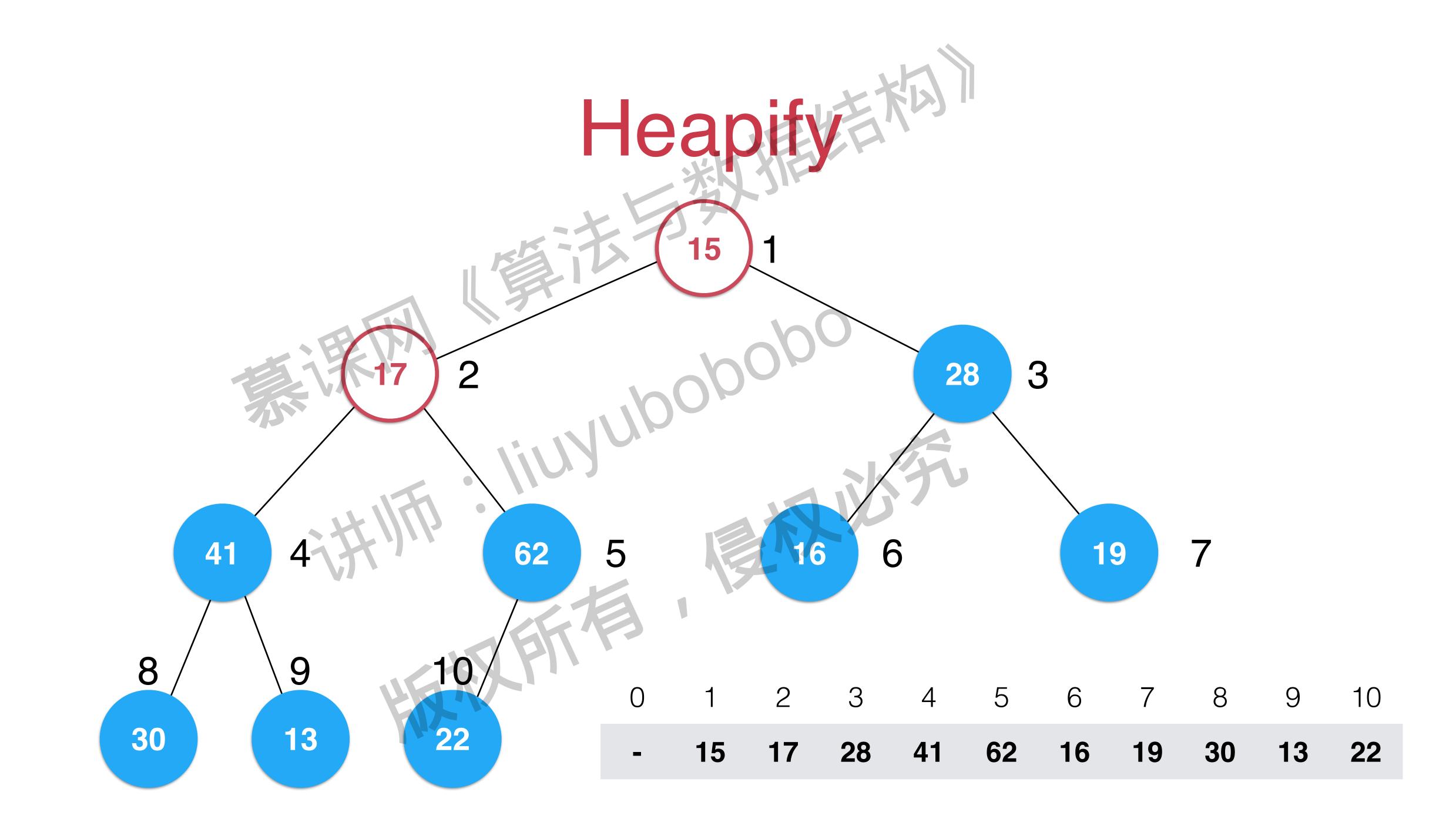


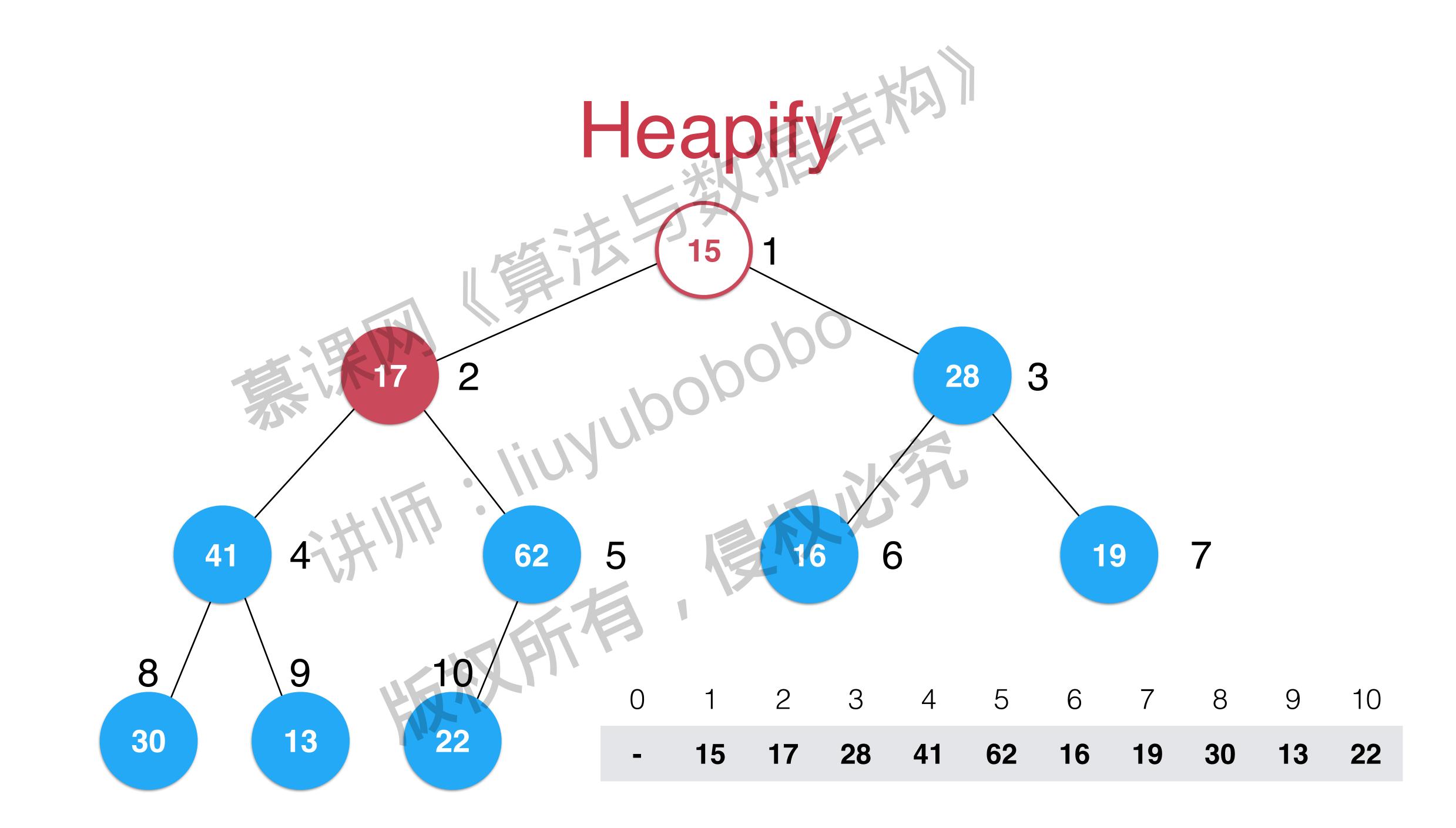


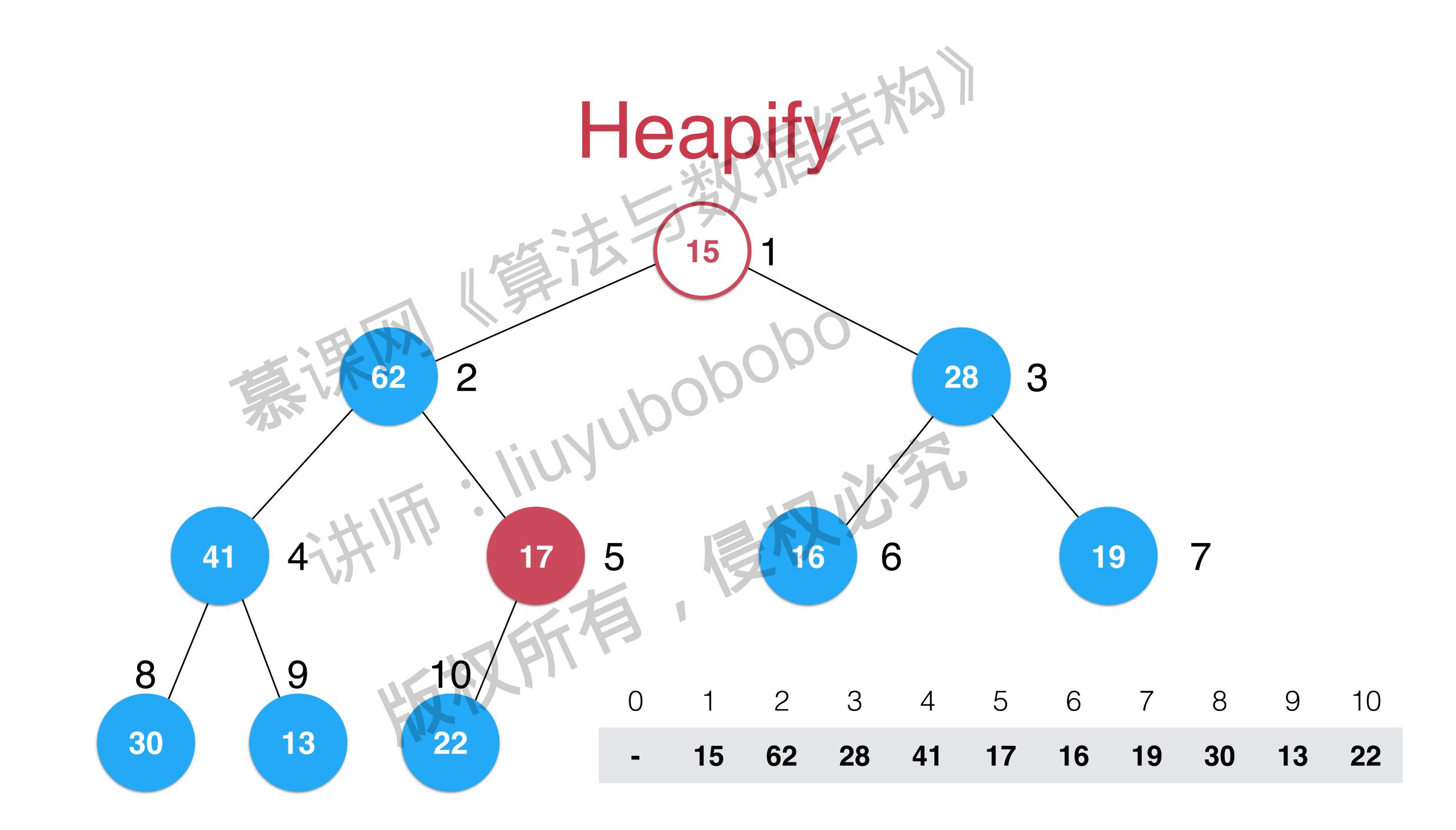


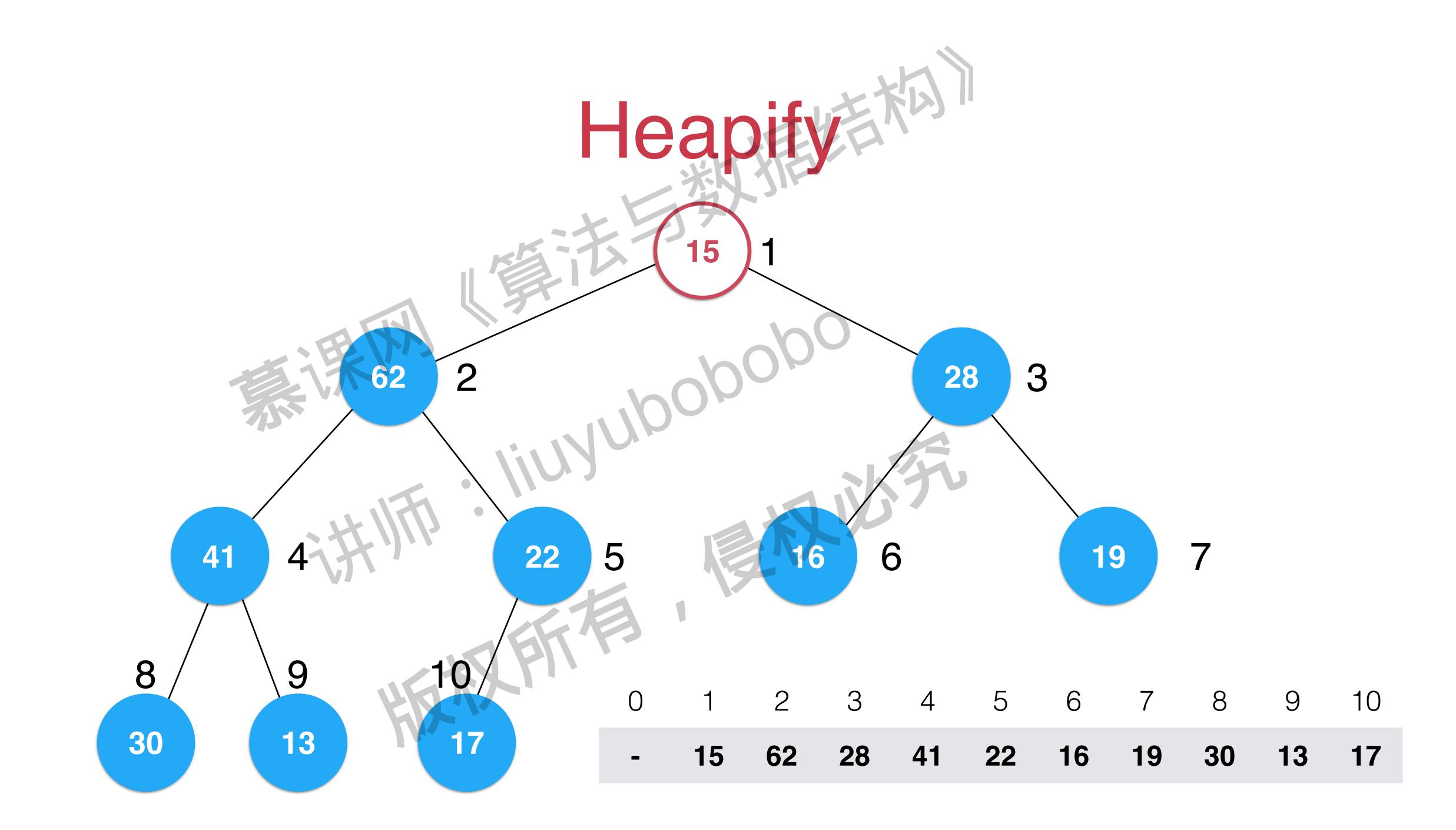


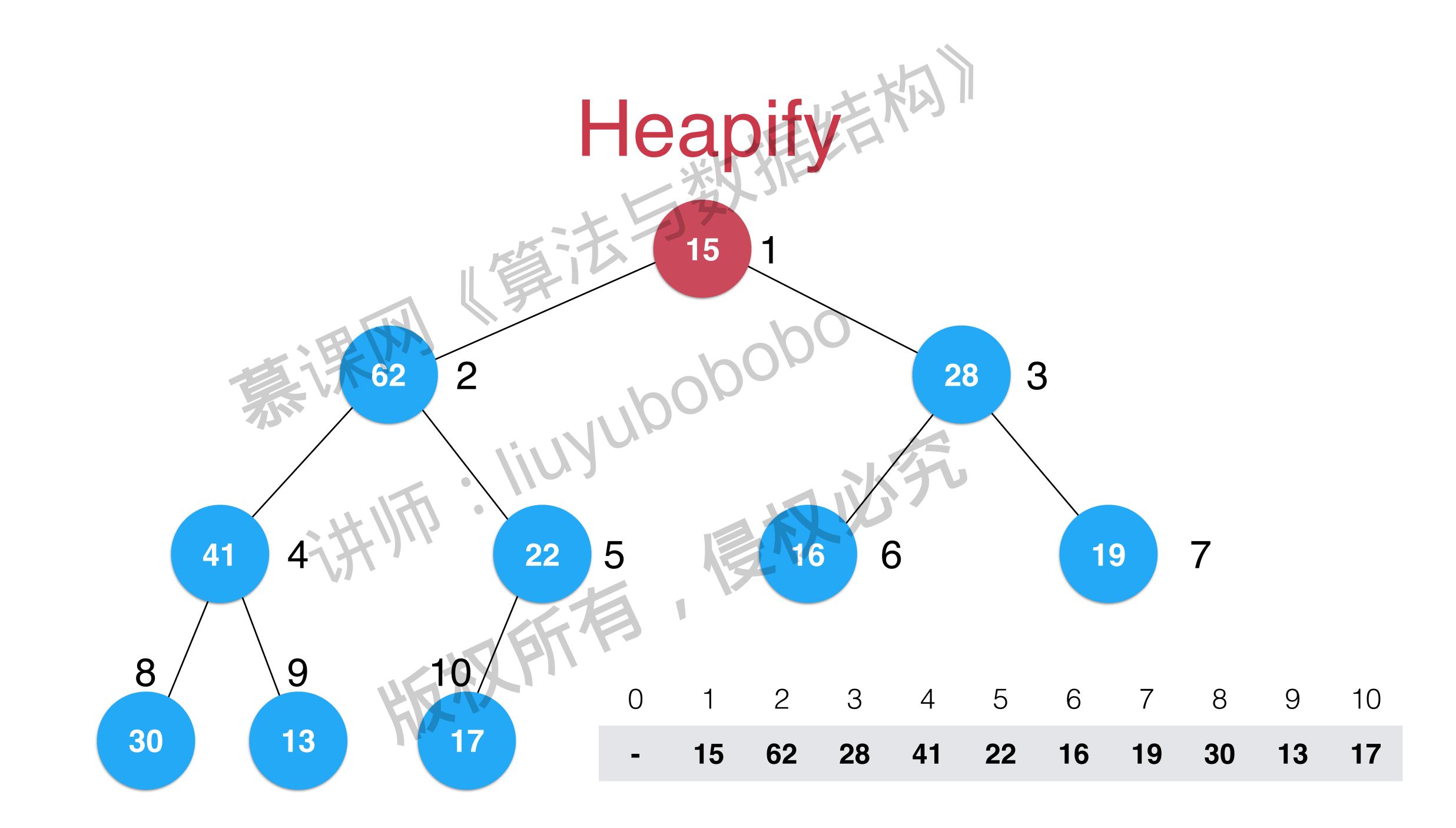


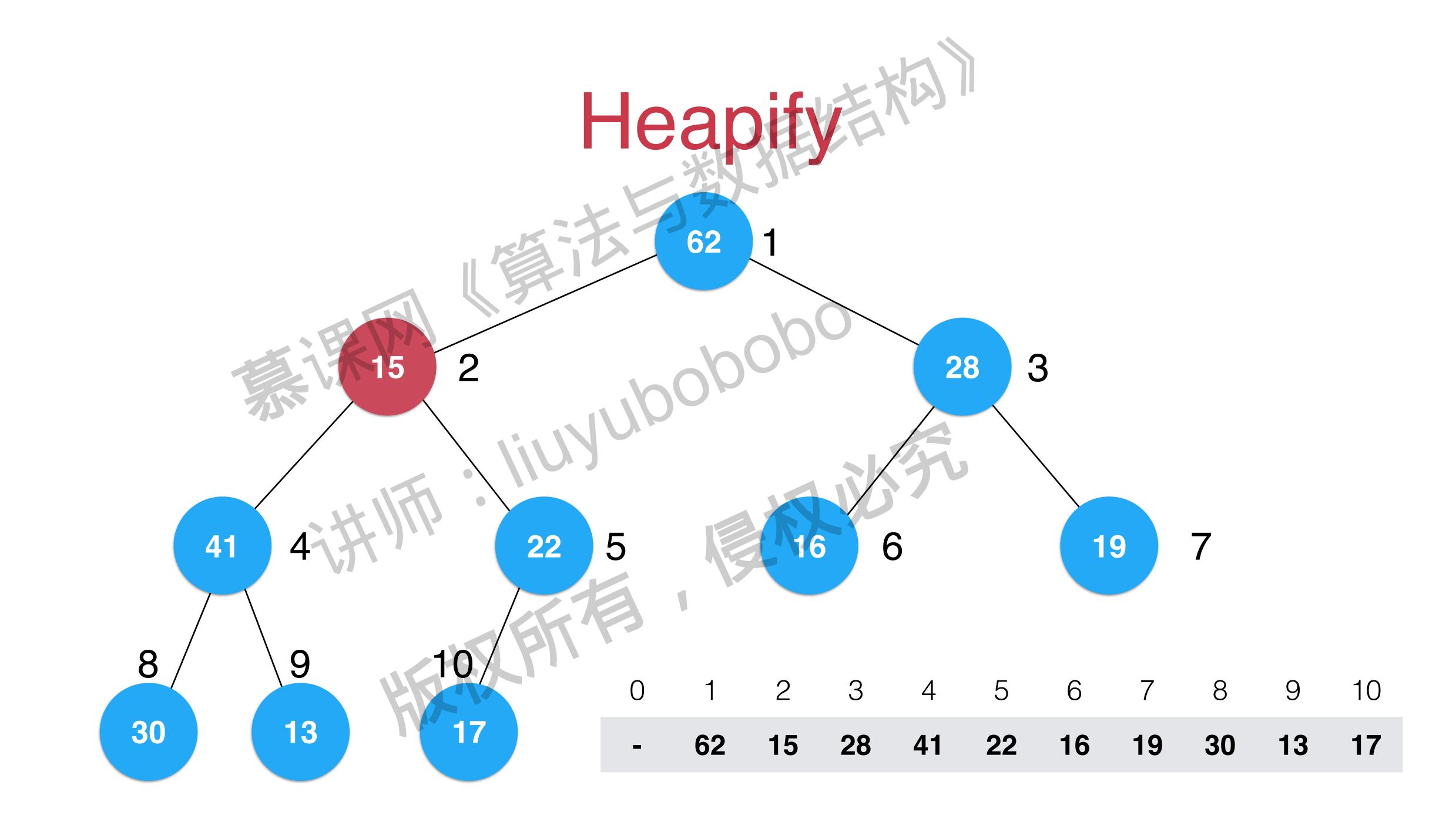


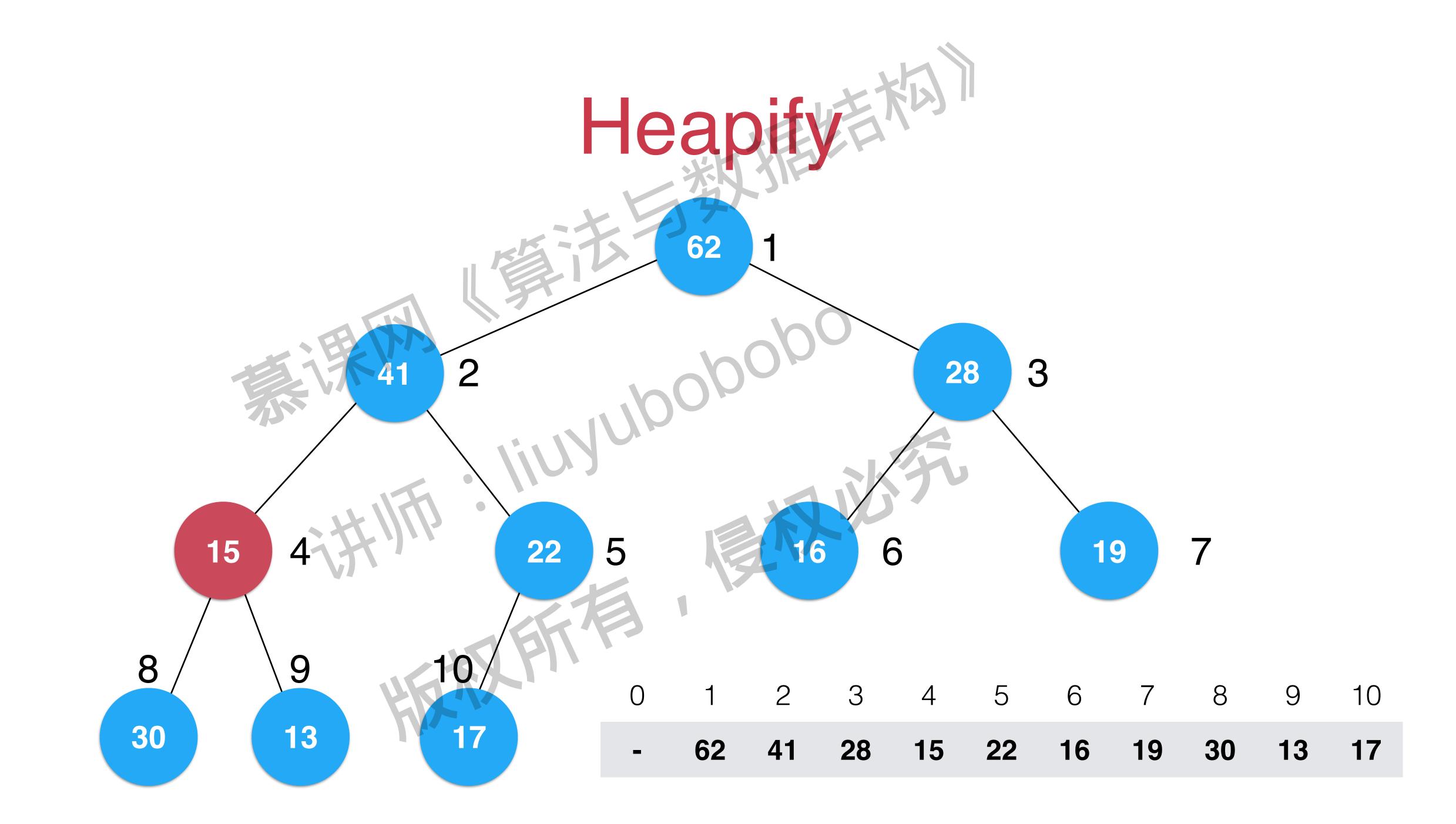


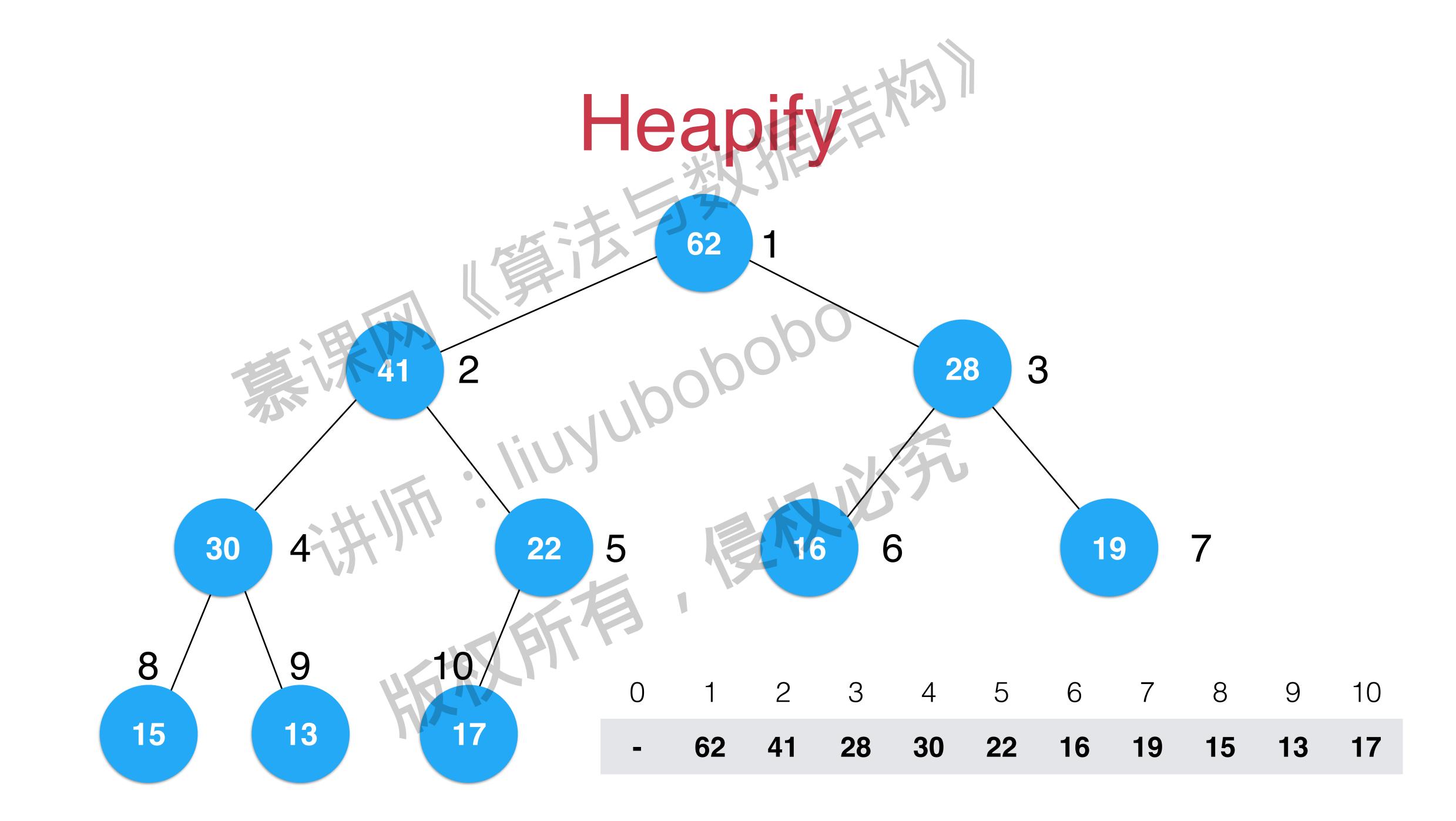












操作。Pleapify





## Heapify 的算法复杂度

将n个元素逐个插入到一个空堆中,算法复杂度是O(nlogn)

heapify的过程,算法复杂度为O(n)

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## 原地堆排序

max



Max Heap



max Max Heap W



max Max Heap W

# 原地堆排序

max W

## 原地堆排序

max

Max Heap









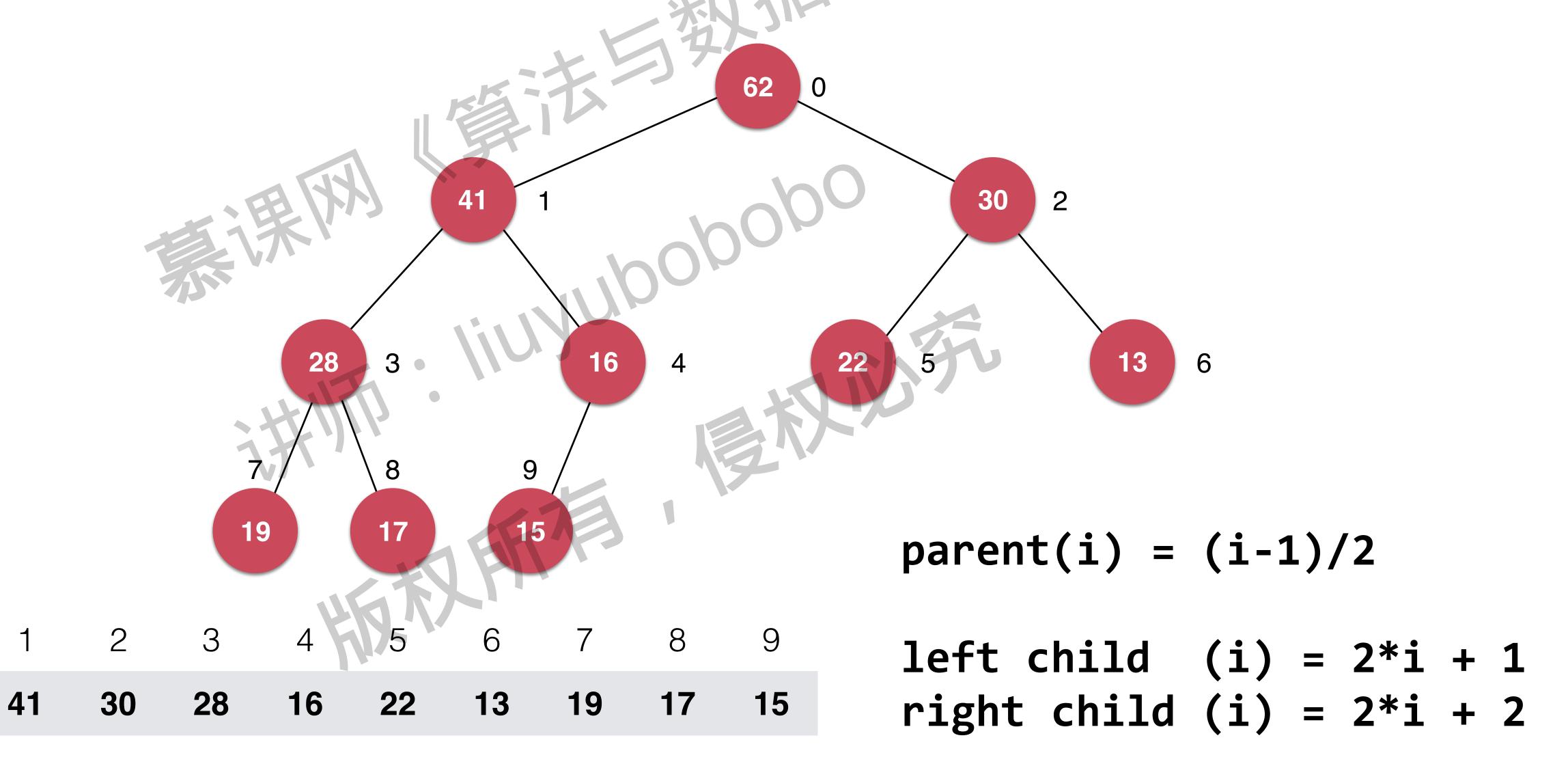




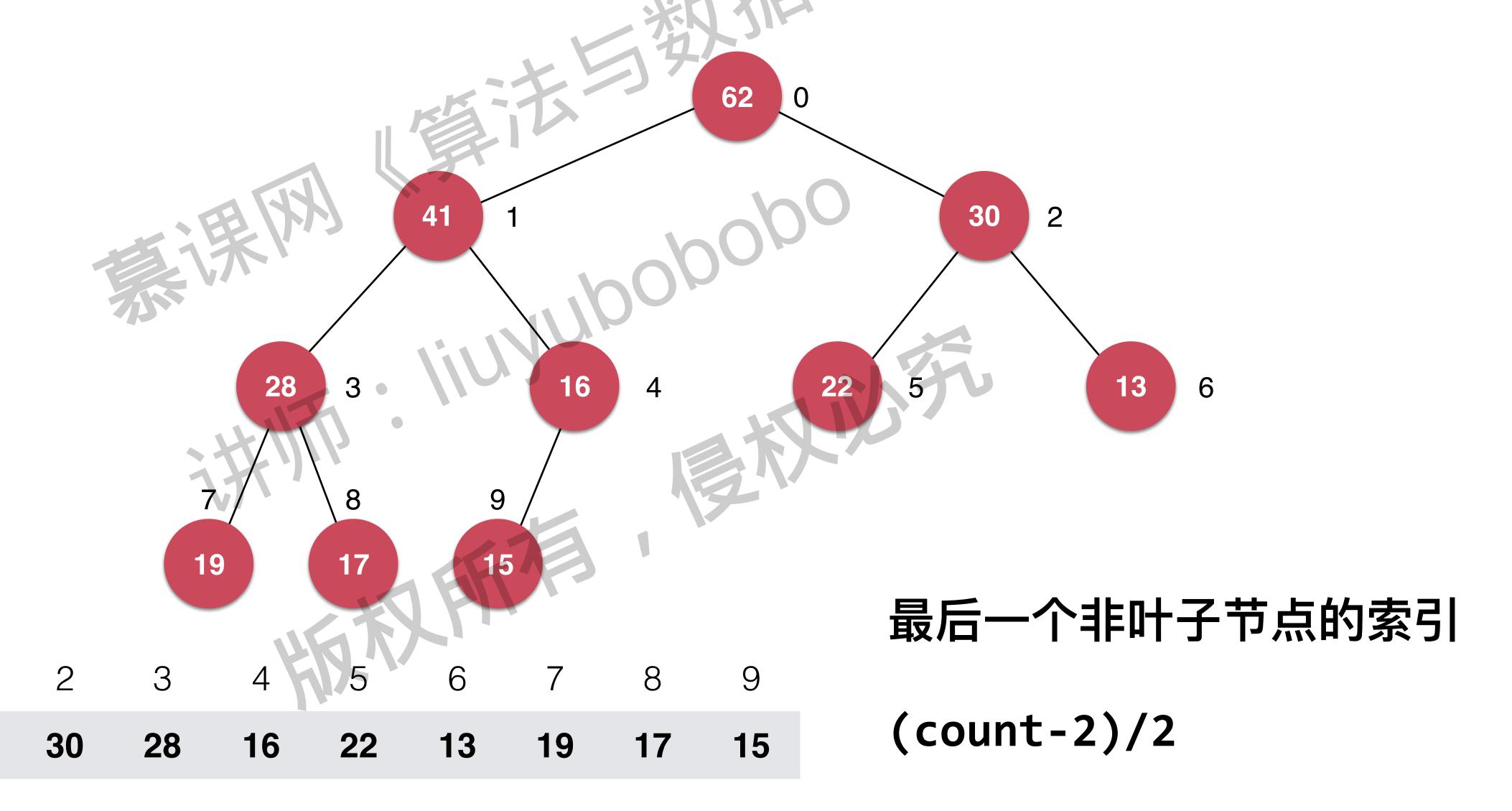
Max Heap

### 用数组存储或文维

**62** 



### 用数组存储或文维



操作:原地堆排序

排序算法总结版权所有

### 排序算法認錯

#### 平均时间复杂度

插入排序 Insertion Sort

O(n^2)

归并排序 Merge Sort

O(nlogn)

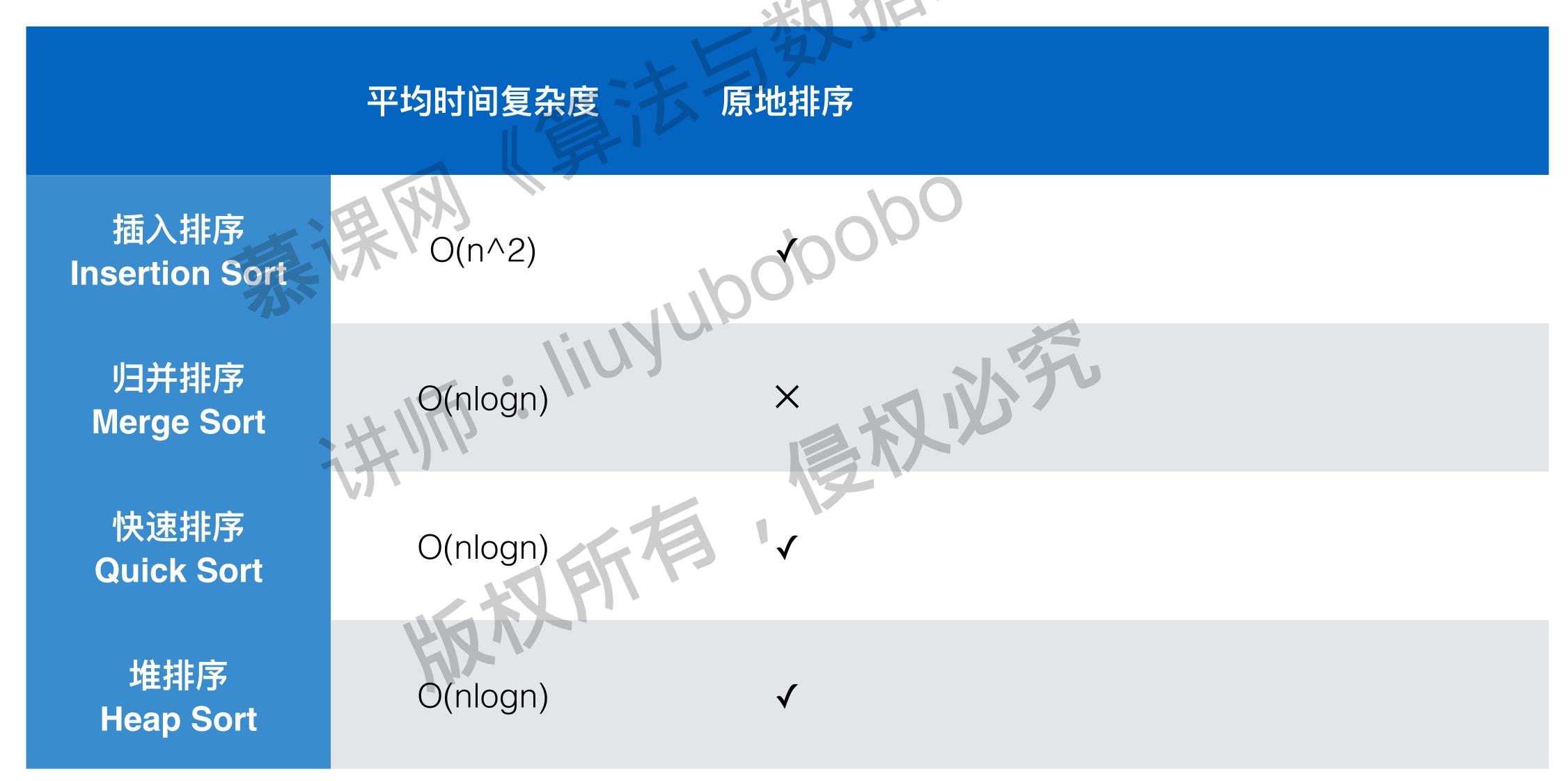
快速排序 Quick Sort

O(nlogn)

堆排序 Heap Sort

O(nlogn)

### 排序算法認錯



# 排序算法总结

	平均时间复杂度	原地排序	额外空间	
插入排序 Insertion Sort	O(n^2)		O(1)	
归并排序 Merge Sort	O(nlogn)	X	O(n)	
快速排序 Quick Sort	O(nlogn)		O(logn)	
堆排序 Heap Sort	O(nlogn)		O(1)	

# 排序算法总结

	平均时间复杂度	京地排序	额外空间	稳定排序	
插入排序 Insertion Sort	O(n^2)		O(1)		
归并排序 Merge Sort	O(nlogn)	X	O(n)		
快速排序 Quick Sort	O(nlogn)		O(logn)		
堆排序 Heap Sort	O(nlogn)		O(1)	X	

### 排序算法的稳定性Stable

稳定排序:对于相等的元素,在排序后,原来靠前的元素依然靠前。

相等元素的相对位置没有发生改变。





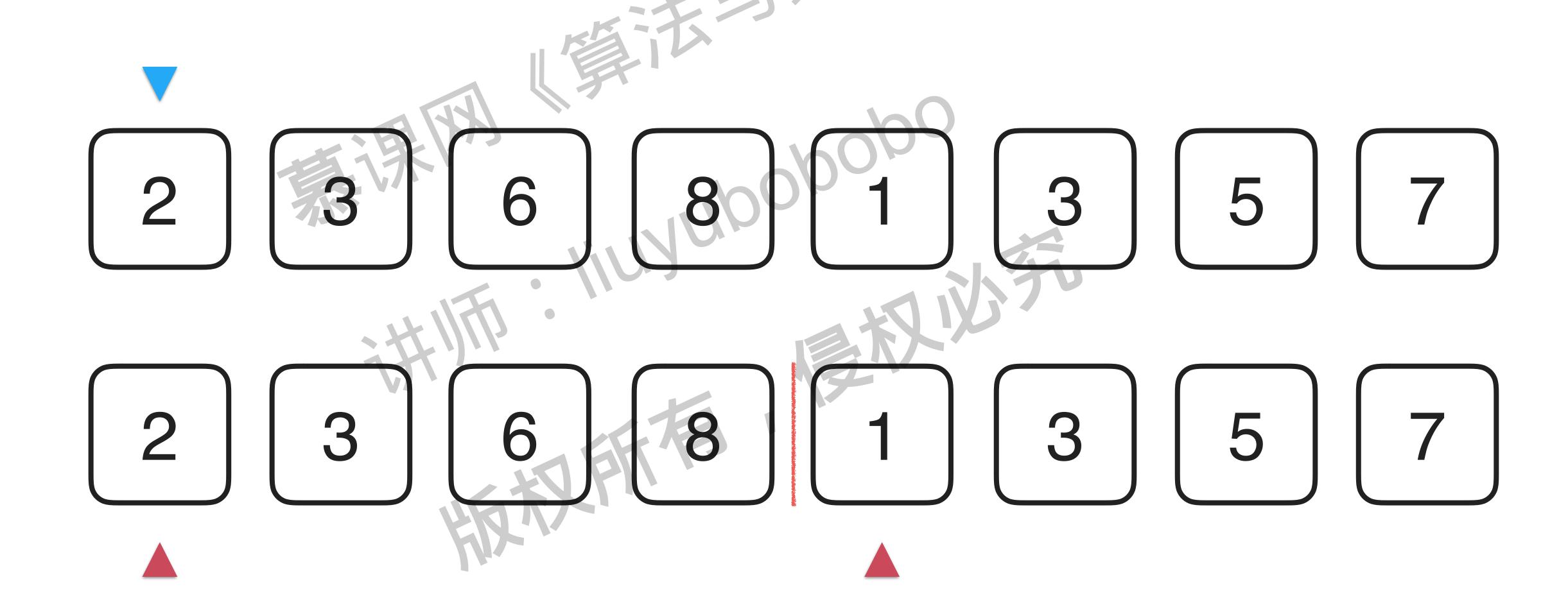








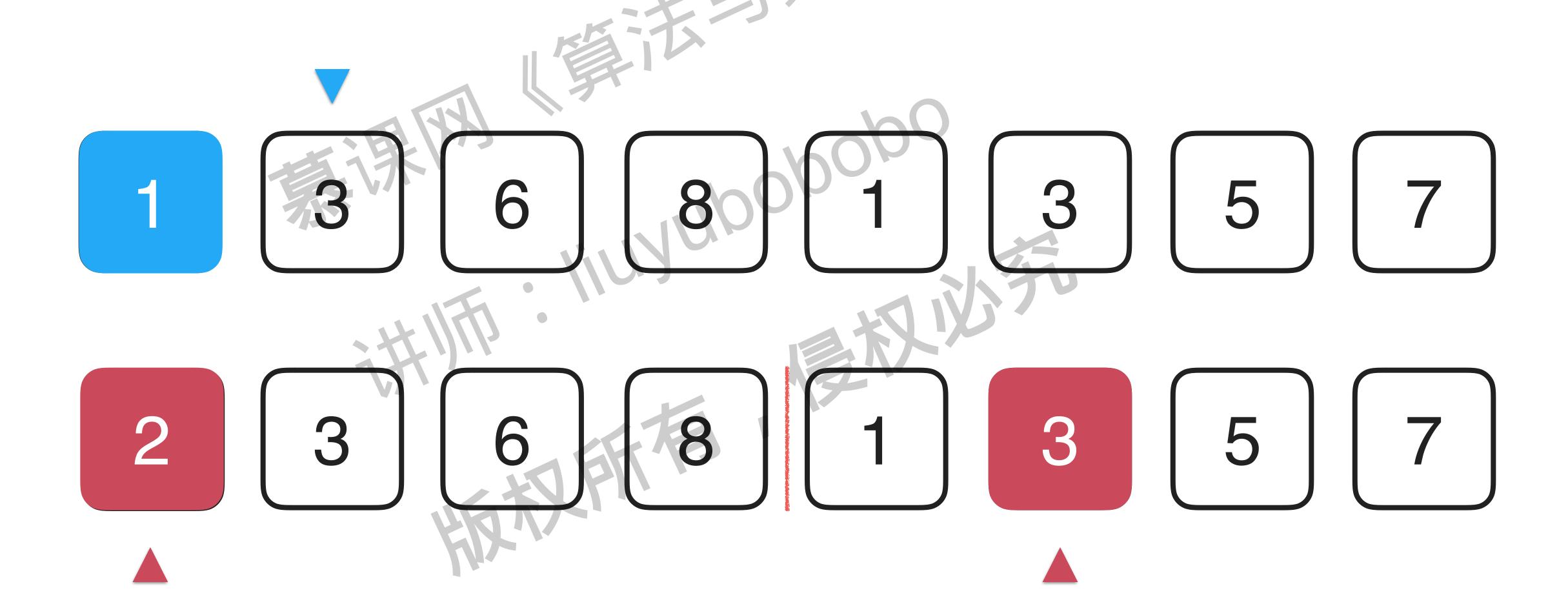
# 归并过程Merge



# 归并过程 Merge



# 归并过程 Merge



# 归并过程Merge



# 归并过程 Merge



# 归并过程Merge



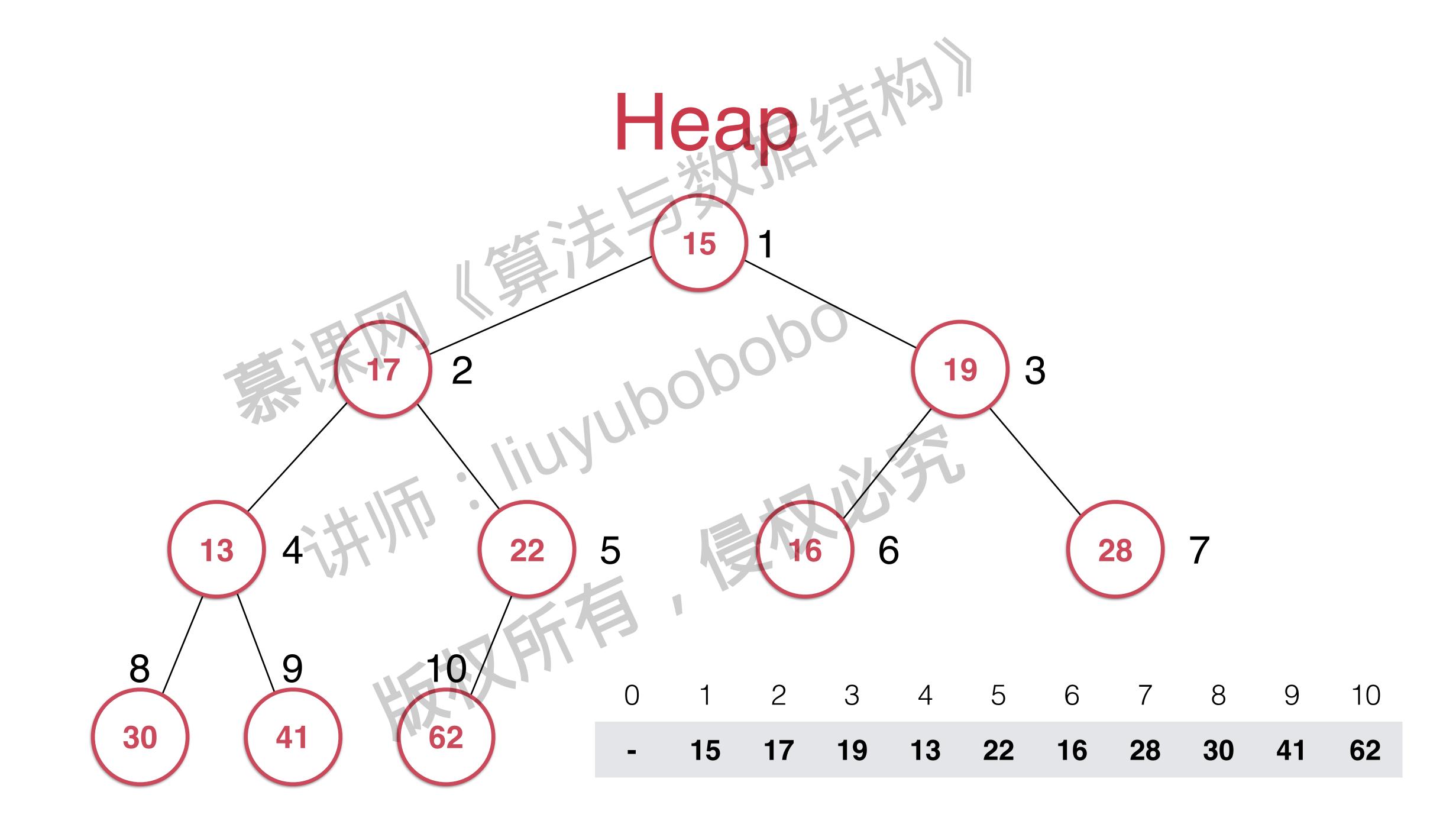
### 排序算法的稳定性Stable

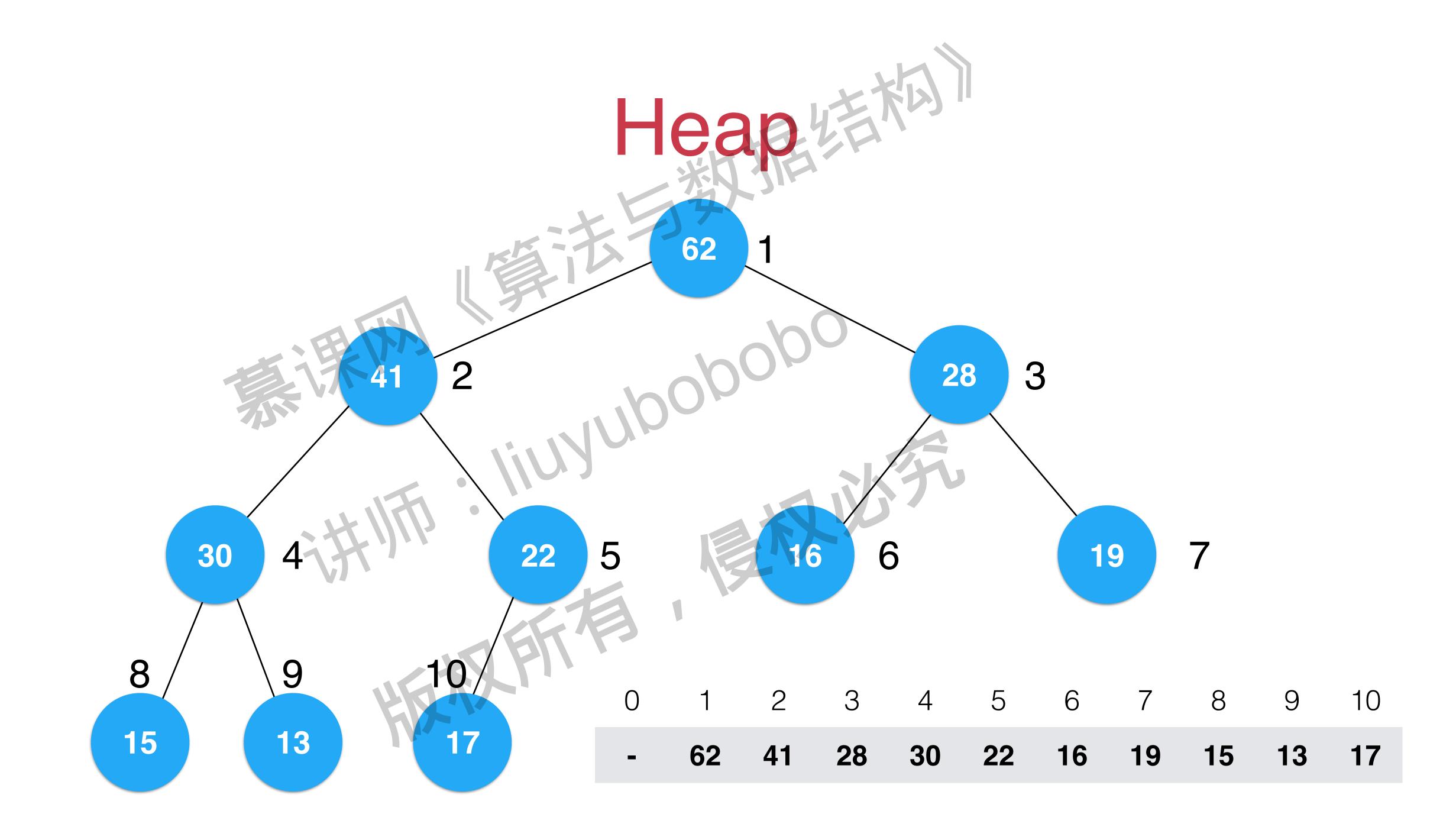
可以通过自定义比较函数,让排序算法不存在稳定性的问题。

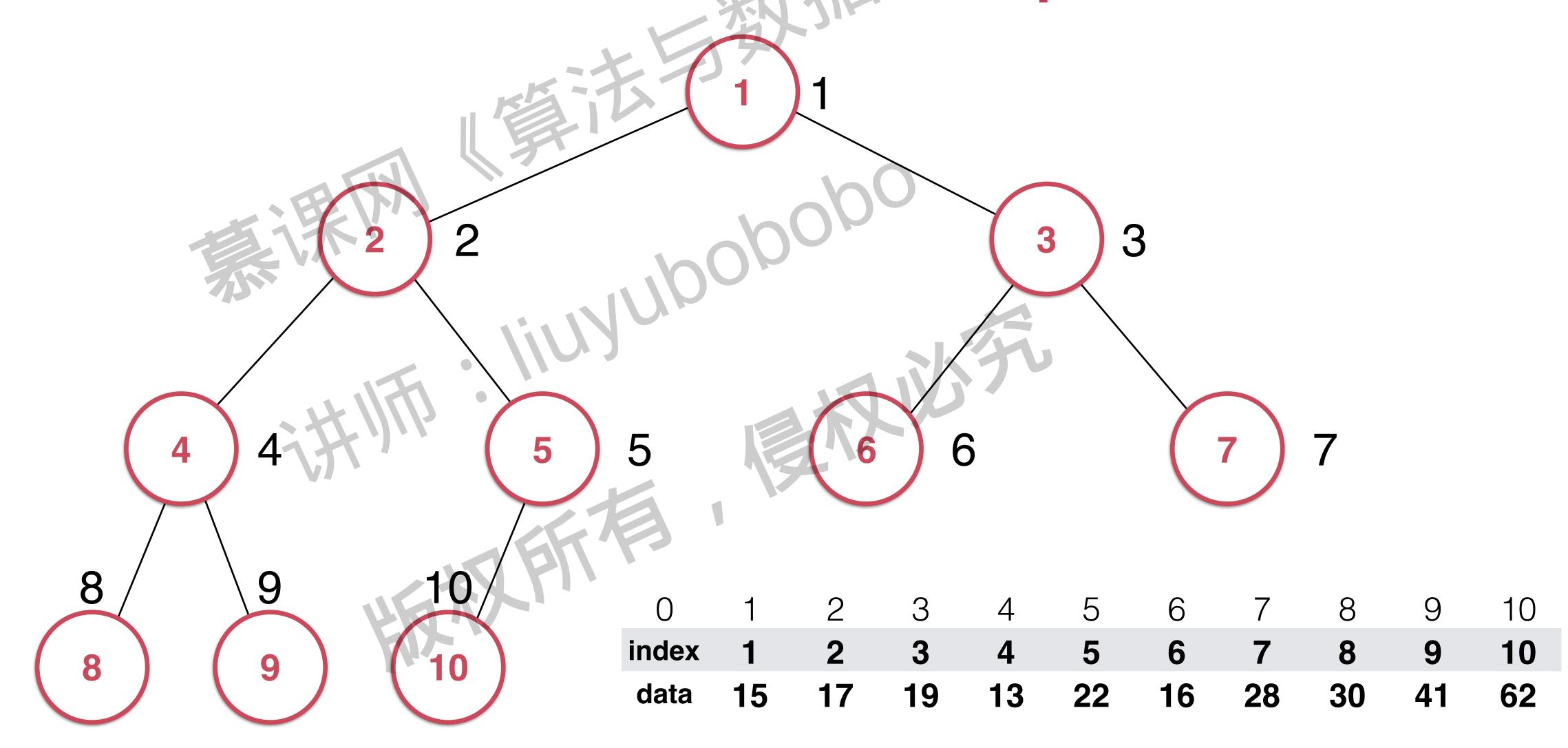
```
bool operator<(const Student& otherStudent){
    return score != otherStudent.score ?
        score > otherStudent.score :
        name < otherStudent.name;
}</pre>
```

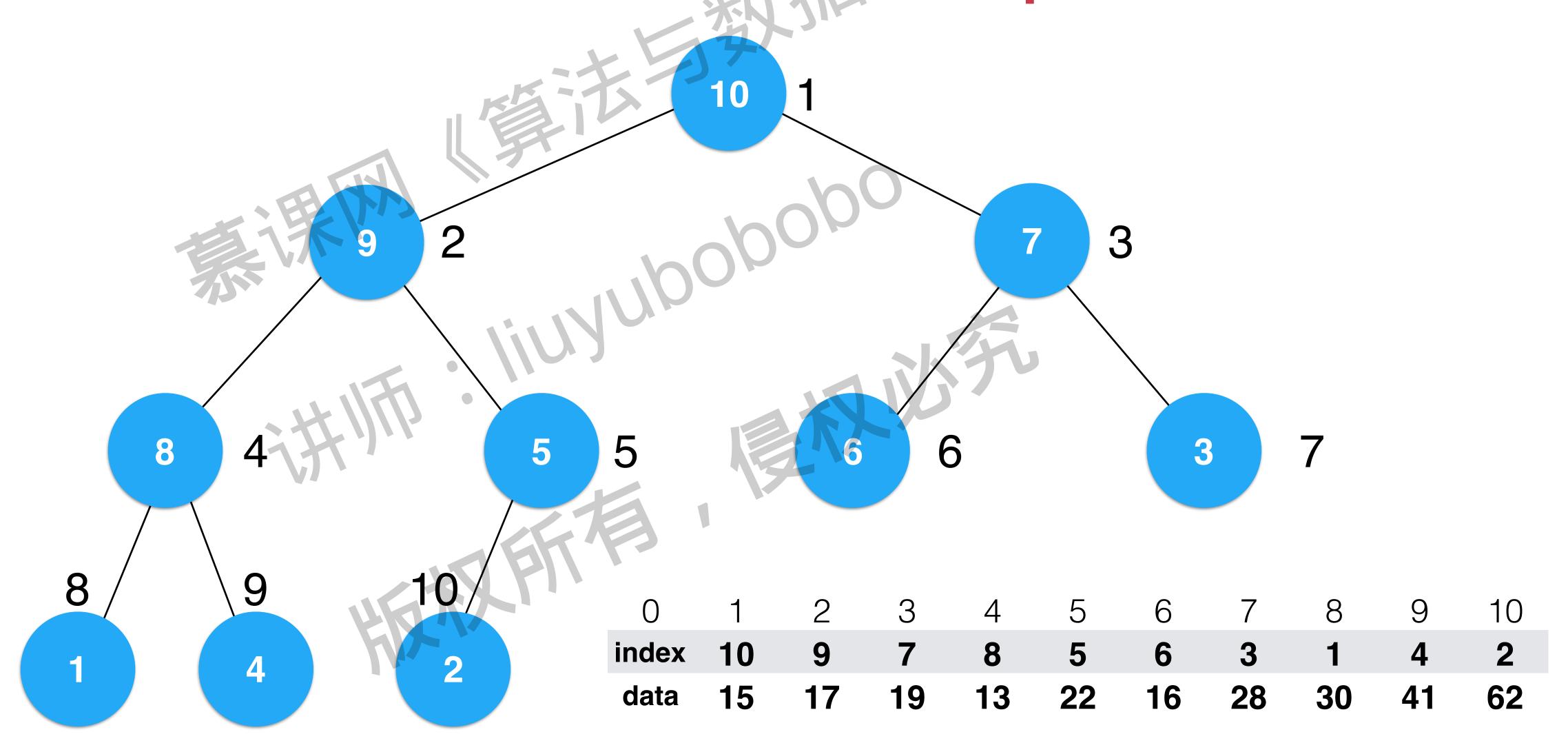
	平均时间复杂度	原地排序	额外空间	稳定排序
插入排序 Insertion Sort	O(n^2)		O(1)	
归并排序 Merge Sort	O(nlogn)	X0000	O(n)	
快速排序 Quick Sort	O(nlogn)		O(logn)	
堆排序 Heap Sort	O(nlogn)		O(1)	
神秘的排序算法?	O(nlogn)	<b>√</b>	O(1)	

索引堆Index Heap



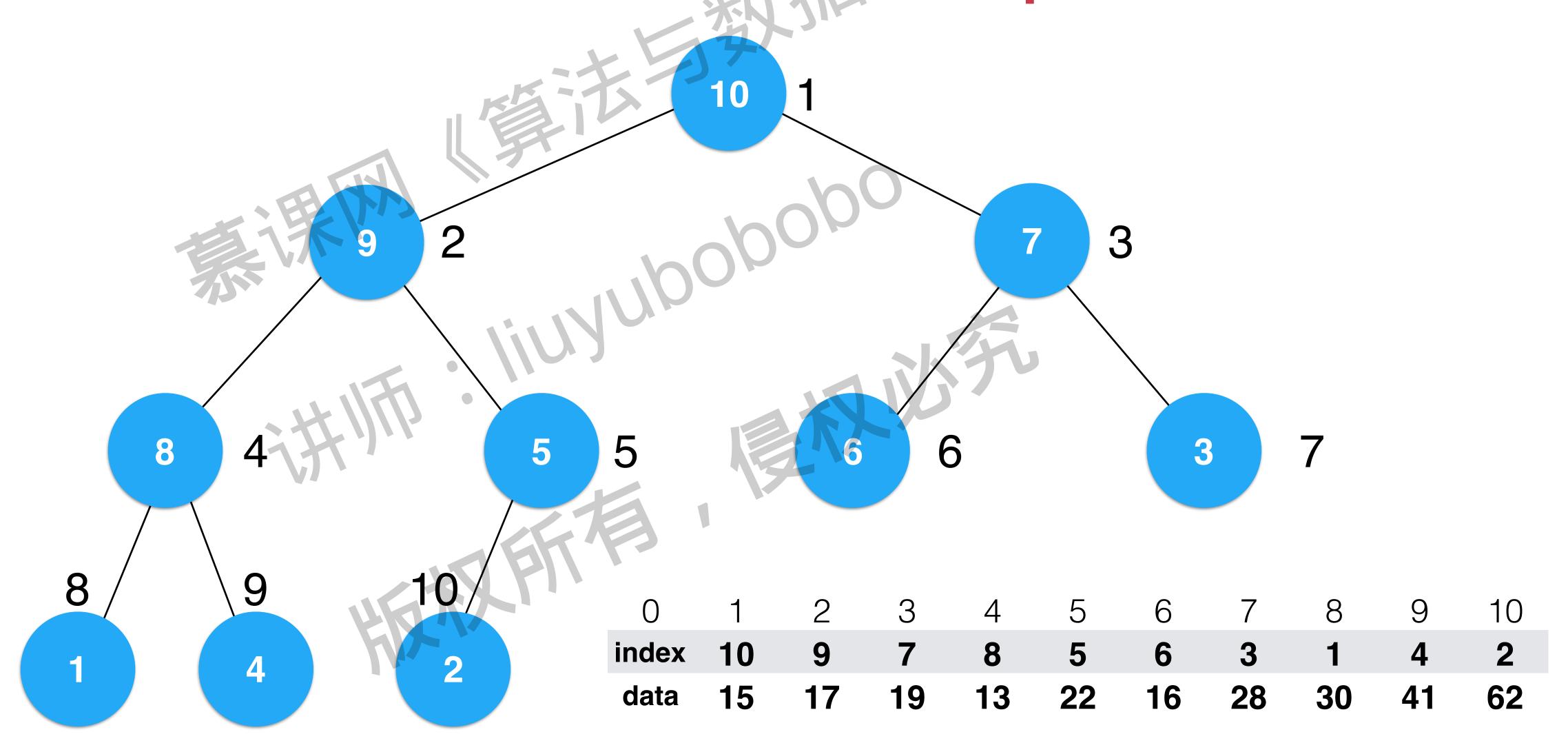


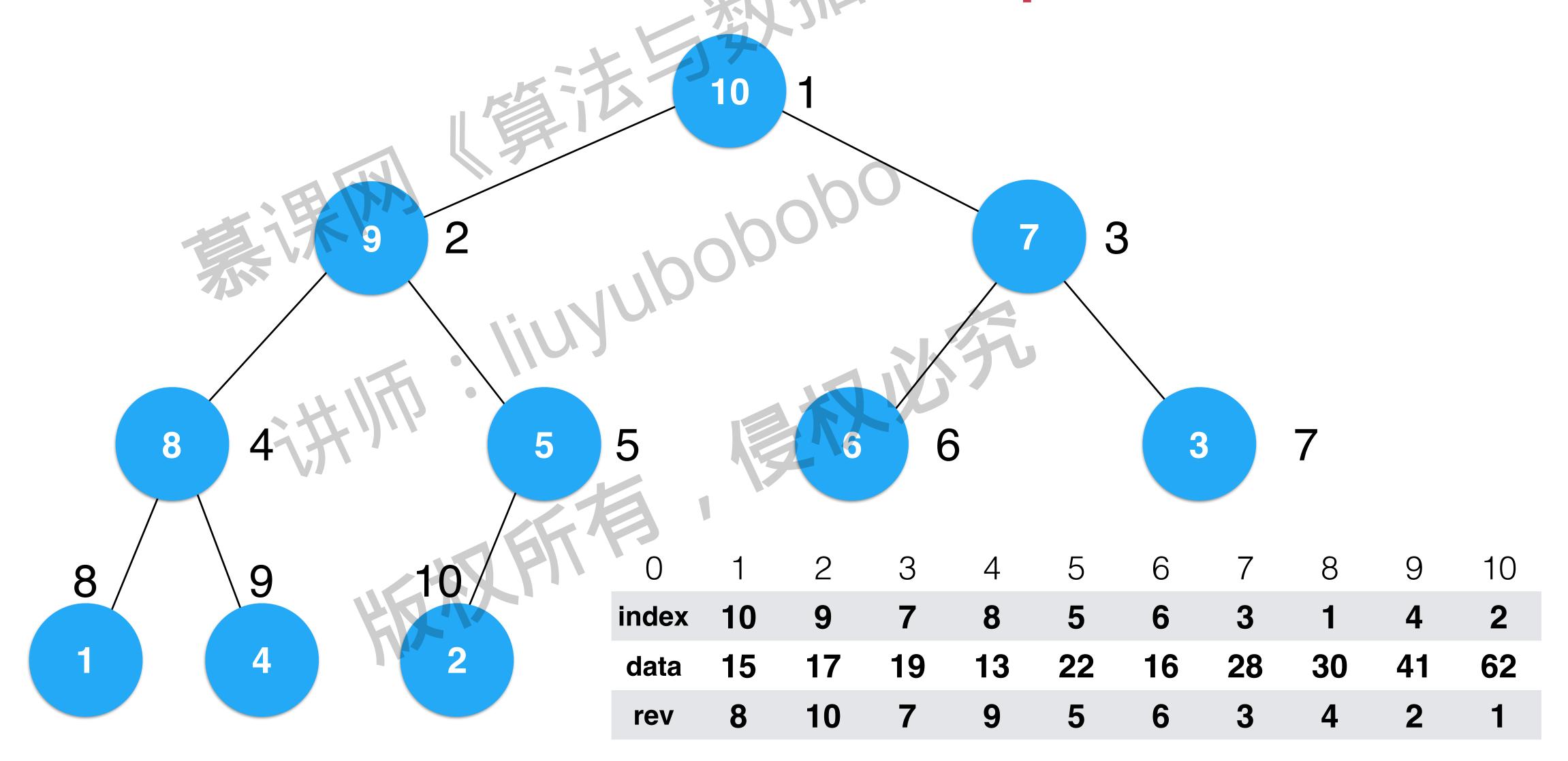




操作》编写基础 Index Max Heap

使用reverse数组反向查找



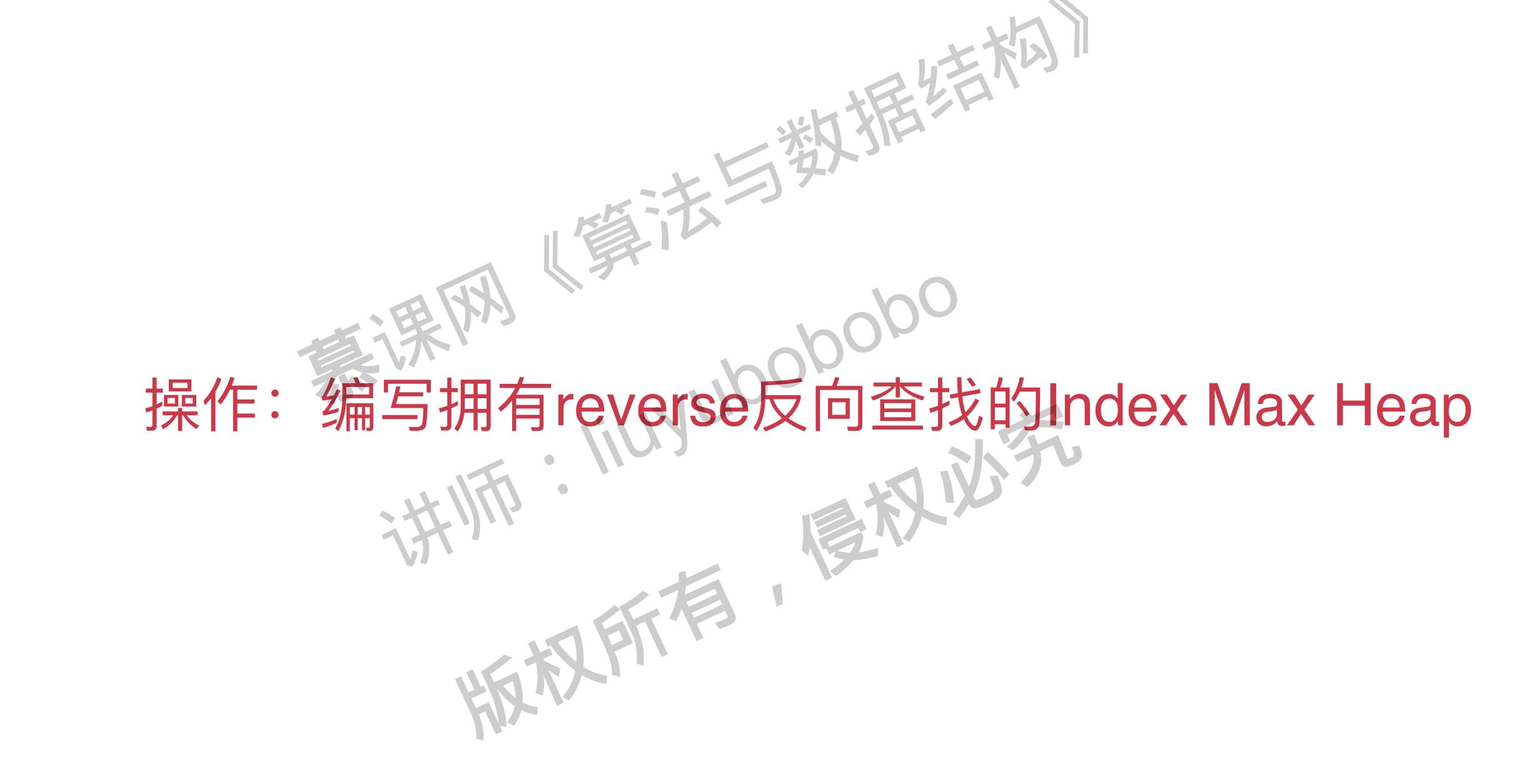


0	1	2	3	4	5	6	7	8	9	10
index	10	9	<b>1</b>	8	5	6	3	1	4	2
data	15	17	19	13	22	16	28	30	41	62
rev	8	10	7	9	5	6	3	4	2	1

reverse[i] 表示索引i在indexes(堆)中的位置

```
indexes[i] = j
reverse[j] = i
```

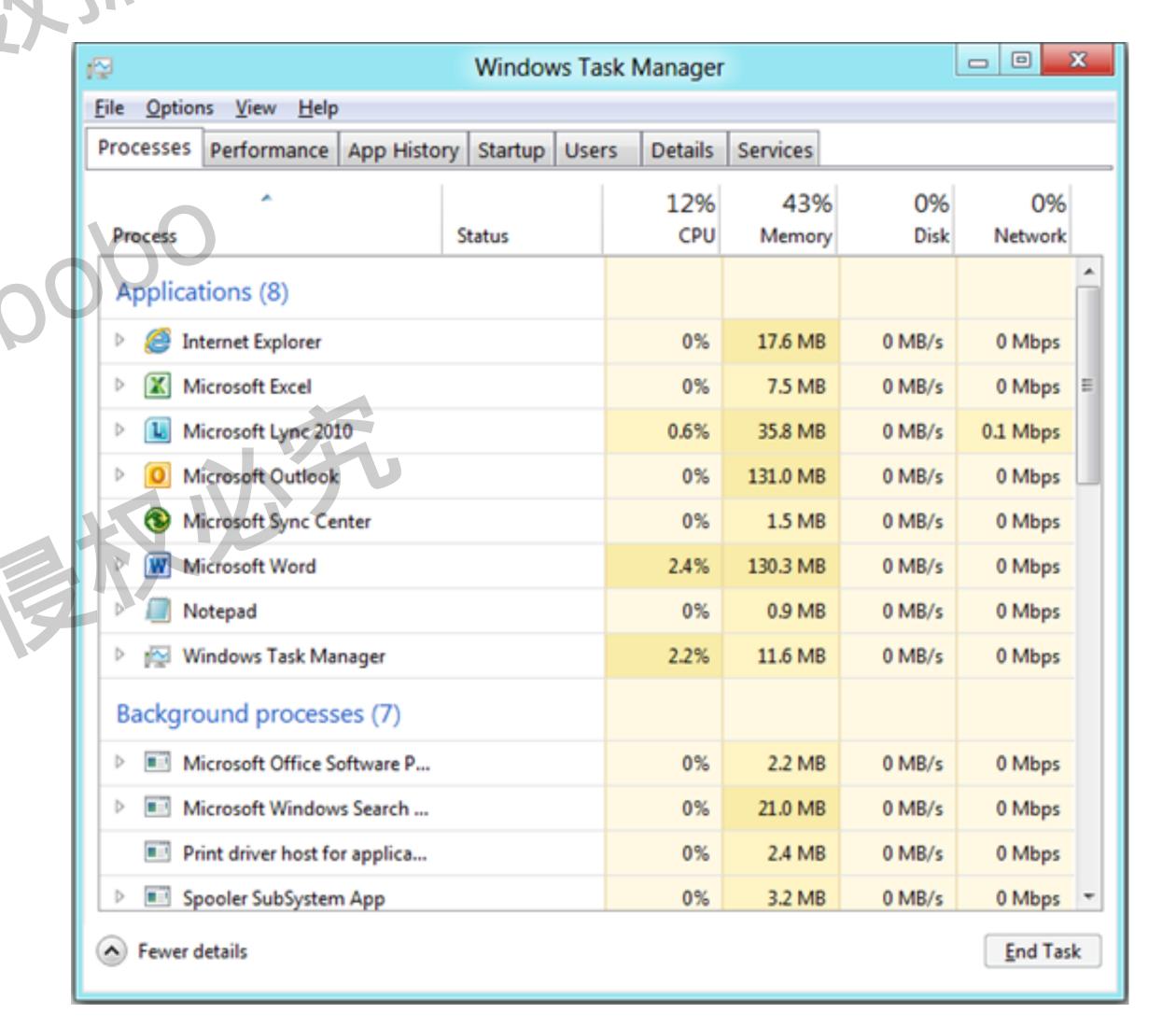
```
indexes[reverse[i]] = i
reverse[indexes[i]] = i
```



和堆相关的问题

### 使用堆实现优先队列





### 使用堆实现优先队列







### 使用堆实现优先队列

在1,000,000个元素中选出前100名?

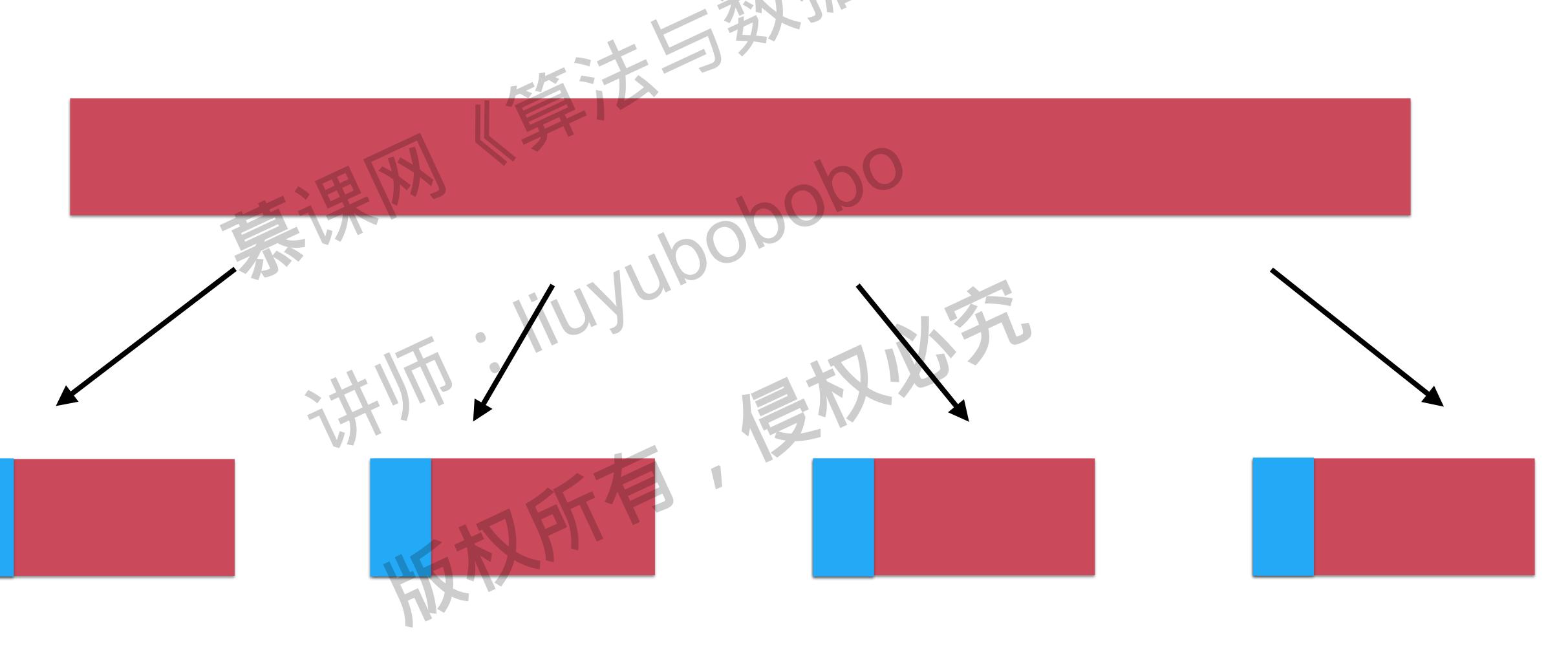
在N个元素中选出前M个元素

使用优先队列? NlogM

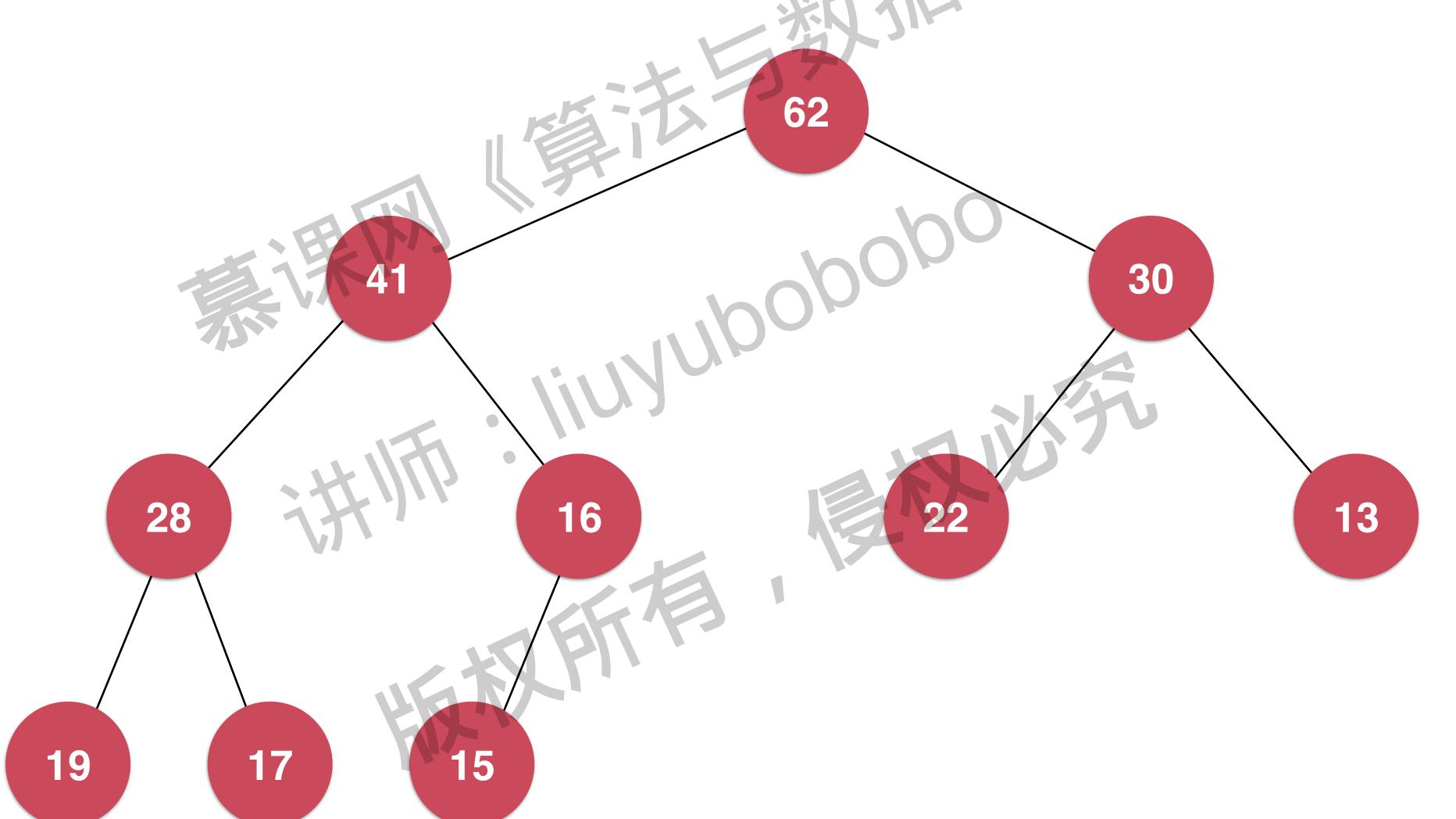
# 多路归并排序



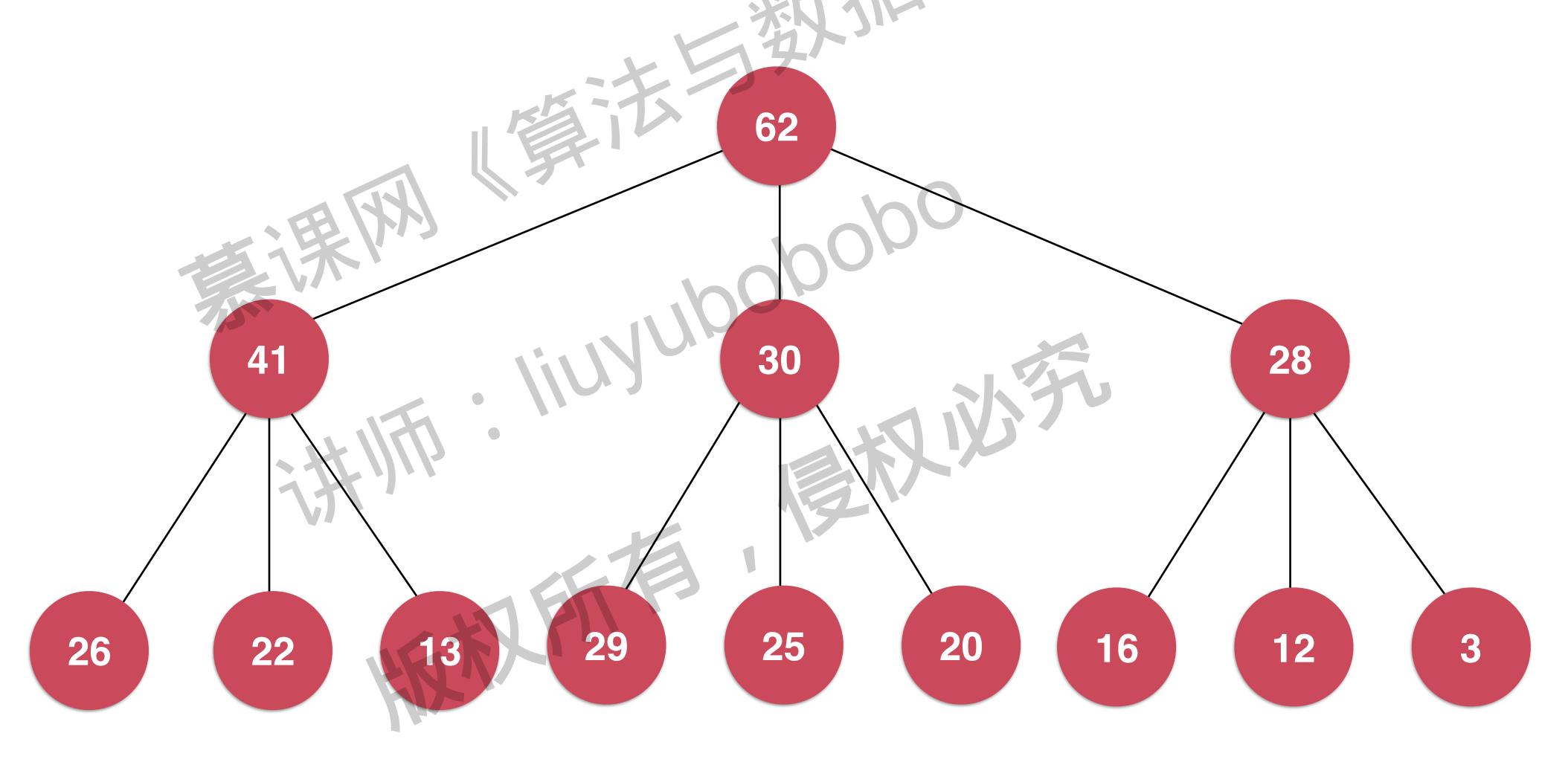
# 多路归并排序



### 二叉堆 Binary Heap



### d 又堆 d-ary heap



最大堆最大索引堆最小索引堆

### 堆的实现细节优化

ShiftUp 和 ShiftDown 中使用赋值操作替换swap操作

表示堆的数组从0开始索引

没有capacity的限制,动态的调整堆中数组的大小

最大最小队列