

极客大学算法训练营

期末复习

覃超

过遍数 —> 脑图记忆

- 书先是越读越厚，然后越读越薄
- 看山是山，看山不是山，看山還是山

数据结构

- 一维：
 - 基础：数组 array (string), 链表 linked list
 - 高级：栈 stack, 队列 queue, 双端队列 deque, 集合 set, 映射 map (hash or map), etc. TreeMap, HashMap
- 二维：
 - 基础：树 tree, 图 graph
 - 高级：二叉搜索树 binary search tree (red-black tree, AVL), 堆 heap, 并查集 disjoint set, 字典树 Trie, etc
- 特殊：
 - 位运算 Bitwise, 布隆过滤器 BloomFilter
 - LRU Cache

时间复杂度

Data Structure	Time Complexity								Space Complexity
	Average				Worst				Worst
	Access	Search	Insertion	Deletion	Access	Search	Insertion	Deletion	
<u>Array</u>	$\theta(1)$	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(1)$	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(n)$
<u>Stack</u>	$\theta(n)$	$\theta(n)$	$\theta(1)$	$\theta(1)$	$\theta(n)$	$\theta(n)$	$\theta(1)$	$\theta(1)$	$\theta(n)$
<u>Queue</u>	$\theta(n)$	$\theta(n)$	$\theta(1)$	$\theta(1)$	$\theta(n)$	$\theta(n)$	$\theta(1)$	$\theta(1)$	$\theta(n)$
<u>Singly-Linked List</u>	$\theta(n)$	$\theta(n)$	$\theta(1)$	$\theta(1)$	$\theta(n)$	$\theta(n)$	$\theta(1)$	$\theta(1)$	$\theta(n)$
<u>Doubly-Linked List</u>	$\theta(n)$	$\theta(n)$	$\theta(1)$	$\theta(1)$	$\theta(n)$	$\theta(n)$	$\theta(1)$	$\theta(1)$	$\theta(n)$
<u>Skip List</u>	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(n \log(n))$
<u>Hash Table</u>	N/A	$\theta(1)$	$\theta(1)$	$\theta(1)$	N/A	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(n)$
<u>Binary Search Tree</u>	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(n)$
<u>Cartesian Tree</u>	N/A	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	N/A	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(n)$
<u>B-Tree</u>	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(n)$
<u>Red-Black Tree</u>	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(n)$
<u>Splay Tree</u>	N/A	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	N/A	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(n)$
<u>AVL Tree</u>	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(n)$
<u>KD Tree</u>	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(\log(n))$	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(n)$	$\theta(n)$

• <https://www.bigocheatsheet.com/>

算法

- If-else, switch —> branch
- for, while loop —> Iteration
- 递归 Recursion (Divide & Conquer, Backtrace)
- 搜索 Search: 深度优先搜索 Depth first search, 广度优先搜索 Breadth first search, A*, etc
- 动态规划 Dynamic Programming
- 二分查找 Binary Search
- 贪心 Greedy
- 数学 Math , 几何 Geometry

注意：在头脑中回忆上面每种算法的思想和代码模板

算法模板 + 脑图总结

- 模板: <https://shimo.im/folder/WjP9V3HWpJYhCTKr>
- 优秀学员的脑图示例
- 建议放在手机、电脑、云上, 经常翻看、反复记忆。

化繁为简的思想

1. 人肉递归低效、很累 —> 画出递归的状态树

<https://leetcode-cn.com/problems/climbing-stairs/solution/pa-lou-ti-by-leetcode/>

<https://leetcode-cn.com/problems/coin-change/solution/322-ling-qian-dui-huan-by-leetcode-solution/>

<https://leetcode-cn.com/problems/permutations/solution/>

2. 找到最近最简方法，将其拆解成可重复解决的问题

3. 数学归纳法思维

本质：寻找重复性 —> 计算机指令集

学习要点

- 基本功是区别业余和职业选手的根本。深厚功底来自于 — 过遍数
- **最大的误区：只做一遍**
- 五毒神掌
- 刻意练习 - 练习缺陷弱点地方、不舒服、枯燥
- 反馈 - 看题解、看国际版的高票回答

五毒神掌

第一遍：不要死磕，要看代码学习（一定要看国际版的高票回答）

第二遍：自己写

第三遍：24小时后

第四遍：一周后（时间紧的话，就只需要看脑图）

第五遍：面试前

面试技巧 - 周四模拟面试

1. Clarification: 明确题目意思、边界、数据规模

2. Possible solutions: 穷尽所有可能的解法

- compare time/space
- optimal solution

3. Coding: 代码简洁、高性能、美感

<https://shimo.im/docs/rHTyt8hcpT6D9Tj8>

4. Test cases

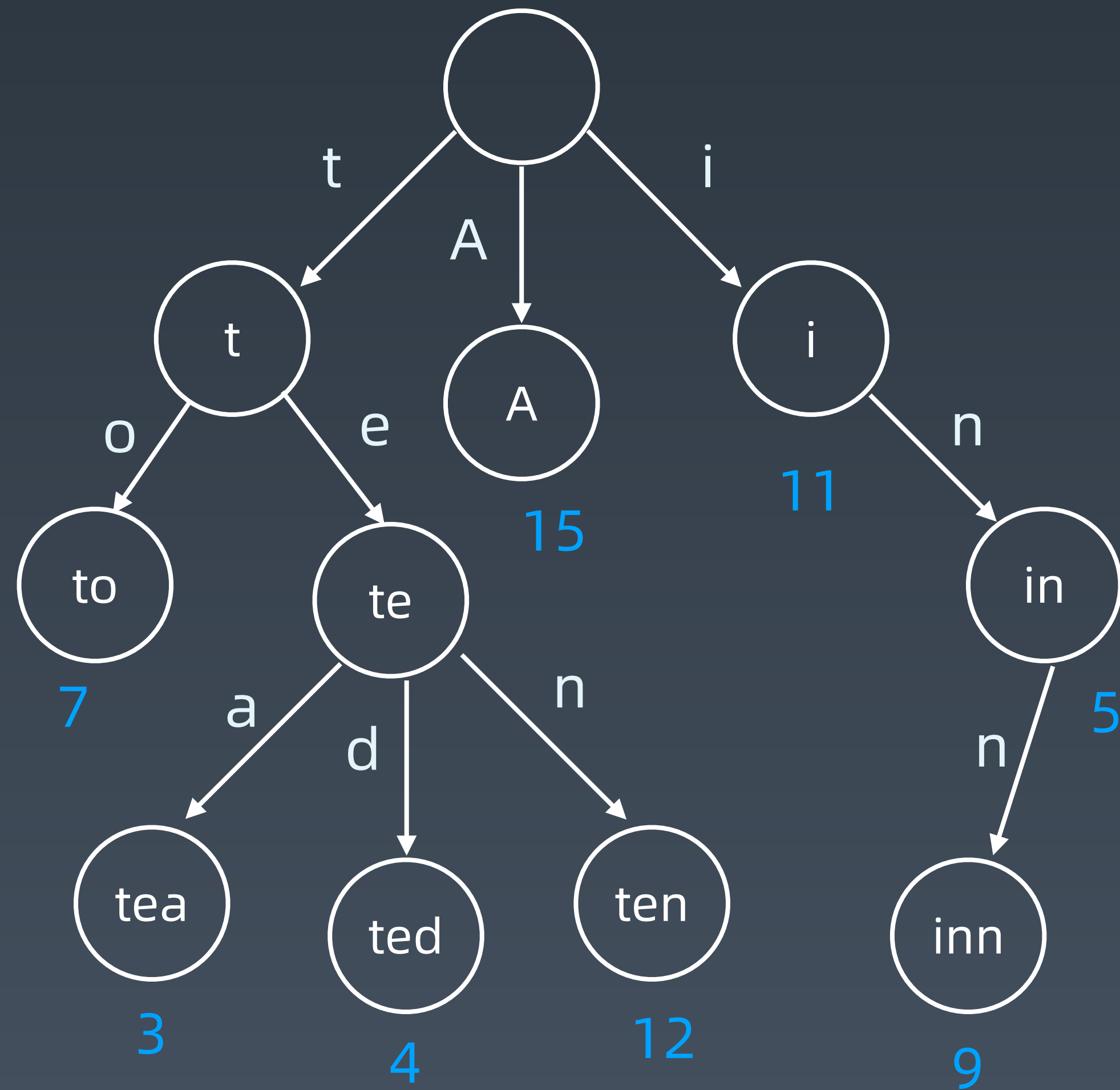
normal case / corner case / failure case / stress case

调整对于面试的观念

- 作为和未来同事的一次合作；
- 并肩作战、解决问题 → 所以沟通、配合、互相肯定很重要；
(多想想王者荣耀、LOL里的五人局)
- 减少压力。

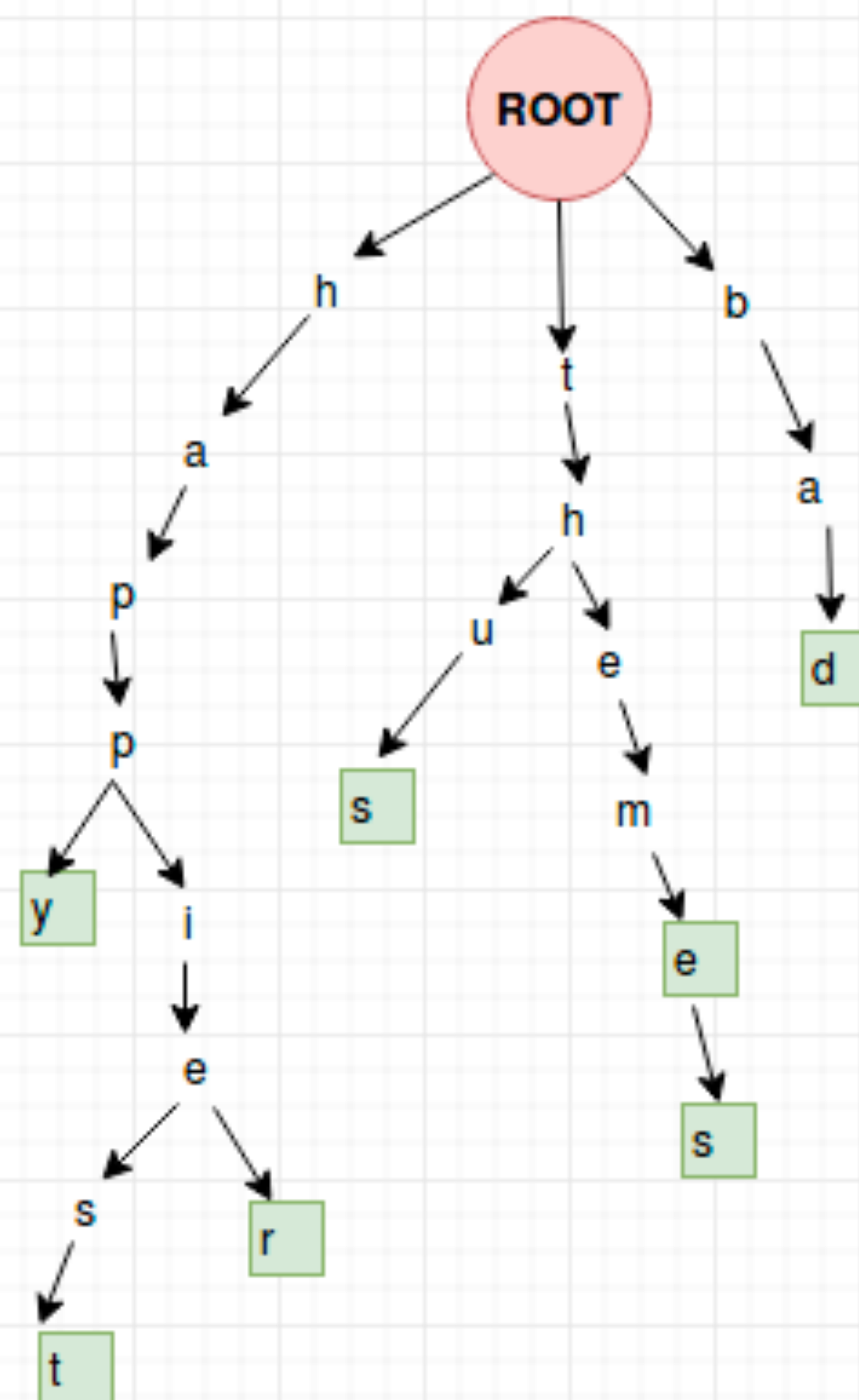
高级数据结构

Trie - 中文



Keywords

happy
happier
happiest
theme
themes
thus
bad




```
class TrieNode:
    def __init__(self):
        self.children = defaultdict(TrieNode)
        self.is_word = False

class Trie(object):

    def __init__(self):
        self.root = TrieNode()

    def insert(self, word):
        cur = self.root
        for letter in word:
            cur = cur.children[letter]
        cur.is_word = True

    def search(self, word):
        cur = self.root
        for letter in word:
            cur = cur.children.get(letter)
            if cur is None:
                return False
        return cur.is_word
```

```

class Trie {
    private Node root;

    private class Node {
        private TreeMap<Character, Node> next;
        private boolean isWord;

        public Node(boolean isWord) {
            this.next = new TreeMap<>();
            this.isWord = isWord;
        }

        public Node() { this(false); }
    }

    public Trie() {
        root = new Node();
    }

    public void insert(String word) {
        Node cur = root;
        for (int i = 0; i < word.length(); i++) {
            char c = word.charAt(i);
            cur.next.putIfAbsent(c, new Node());
            cur = cur.next.get(c);
        }
        if (!cur.isWord) {
            cur.isWord = true;
        }
    }

    public boolean search(String word) {
        Node cur = root;
        for (int i = 0; i < word.length(); i++) {
            char c = word.charAt(i);
            if (!cur.next.containsKey(c)) {
                return false;
            } else {
                cur = cur.next.get(c);
            }
        }
        return cur.isWord;
    }
}

```

```

class Trie {

    class TireNode {
        private boolean isEnd;
        TireNode[] next;

        public TireNode() {
            isEnd = false;
            next = new TireNode[26];
        }
    }

    private TireNode root;

    public Trie() {
        root = new TireNode();
    }

    public void insert(String word) {
        TireNode node = root;
        for (char c : word.toCharArray()) {
            if (node.next[c - 'a'] == null) {
                node.next[c - 'a'] = new TireNode();
            }
            node = node.next[c - 'a'];
        }
        node.isEnd = true;
    }

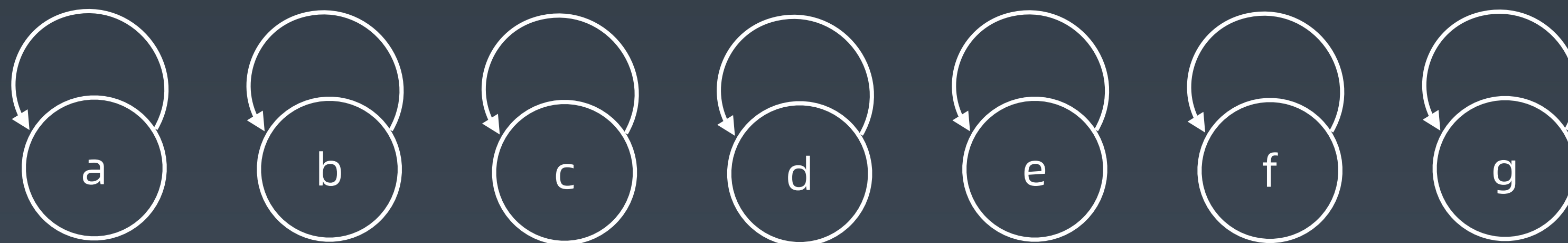
    public boolean search(String word) {
        TireNode node = root;
        for (char c : word.toCharArray()) {
            node = node.next[c - 'a'];
            if (node == null) {
                return false;
            }
        }
        return node.isEnd;
    }
}

```

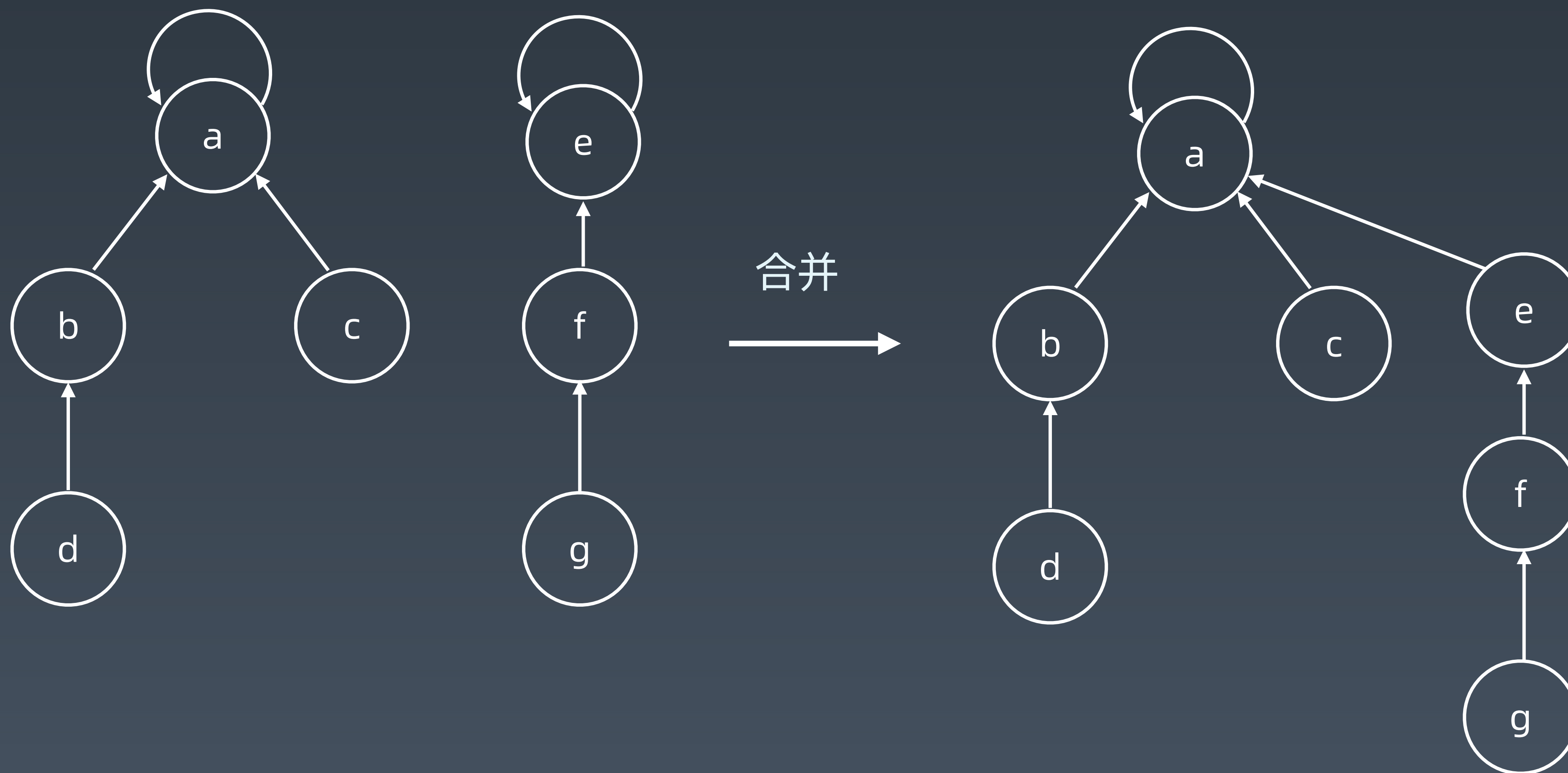
并查集

Disjoint Set

初始化



查询、合并



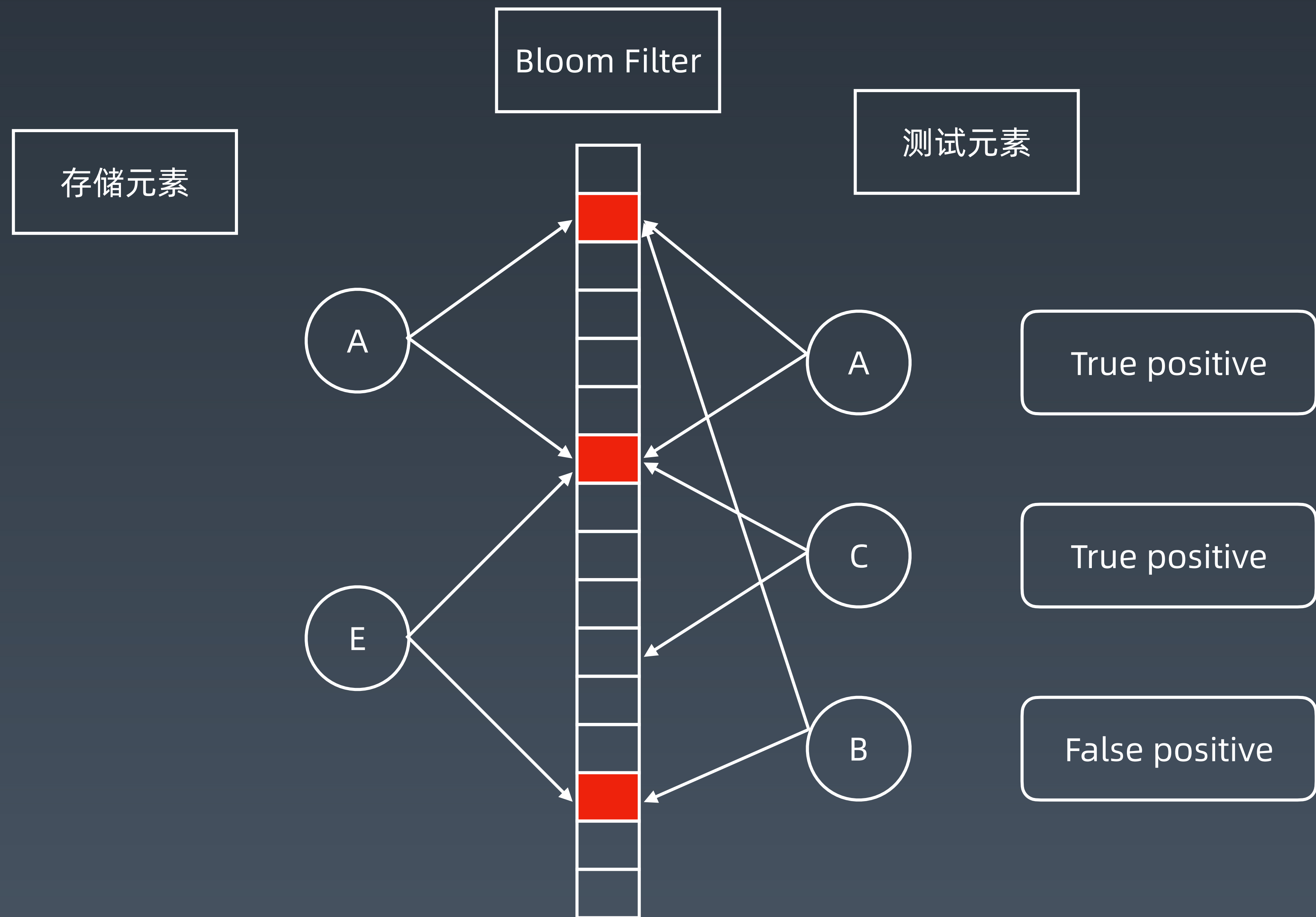
Java 实现

```
class UnionFind {
    private int count = 0;
    private int[] parent;
    public UnionFind(int n) {
        count = n;
        parent = new int[n];
        for (int i = 0; i < n; i++) {
            parent[i] = i;
        }
    }
    public int find(int p) {
        while (p != parent[p]) {
            parent[p] = parent[parent[p]];
            p = parent[p];
        }
        return p;
    }
    public void union(int p, int q) {
        int rootP = find(p);
        int rootQ = find(q);
        if (rootP == rootQ) return;
        parent[rootP] = rootQ;
        count--;
    }
}
```

Python实现

```
def init(p):  
    # for i = 0 .. n: p[i] = i;  
    p = [i for i in range(n)]  
  
def union(self, p, i, j):  
    p1 = self.parent(p, i)  
    p2 = self.parent(p, j)  
    p[p1] = p2  
  
def parent(self, p, i):  
    root = i  
    while p[root] != root:  
        root = p[root]  
    while p[i] != i:  
        x = i; i = p[i]; p[x] = root  
    return root
```

布隆过滤器 Bloom Filter



LRU Cache

LRU Cache

- Hash Table + Double LinkedList
- $O(1)$ 查询
 $O(1)$ 修改、更新
- LRU (least recently used)
FIFO/FILO/LRU/LFU/LFRU/ARC

<https://leetcode-cn.com/problems/lru-cache-lcci/>

位运算

指定位置的位运算

1. 将 x 最右边的 n 位清零: $x \& (\sim 0 \ll n)$
2. 获取 x 的第 n 位值 (0 或者 1): $(x \gg n) \& 1$
3. 获取 x 的第 n 位的幂值: $x \& (1 \ll n)$
4. 仅将第 n 位置为 1: $x \mid (1 \ll n)$
5. 仅将第 n 位置为 0: $x \& (\sim (1 \ll n))$

实战位运算要点

- 判断奇偶：

$x \% 2 == 1 \rightarrow (x \& 1) == 1$

$x \% 2 == 0 \rightarrow (x \& 1) == 0$

- $x \gg 1 \rightarrow x / 2$.

即： $x = x / 2; \rightarrow x = x \gg 1;$

$mid = (left + right) / 2; \rightarrow mid = (left + right) \gg 1;$

- $X = X \& (X-1)$ 清零最低位的 1: $x = 01101000, x-1 =$
- $X \& -X \Rightarrow$ 得到最低位的 1
- $X \& \sim X \Rightarrow 0$

N皇后问题

Java

```
class Solution {
    private int size;
    private int count;

    private void solve(int row, int ld, int rd) {
        if (row == size) {
            count++;
            return;
        }
        int pos = size & ~(row | ld | rd);
        while (pos != 0) {
            int p = pos & (-pos);
            pos -= p; // pos = pos & (pos - 1); 去掉最低位的1
            solve(row | p, (ld | p) << 1, (rd | p) >> 1);
        }
    }

    public int totalNQueens(int n) {
        count = 0;
        size = (1 << n) - 1;
        solve(0, 0, 0);
        return count;
    }
}
```

高级二叉搜索树

AVL, 2-3树, 红黑树, B树, B+树

1. <https://juejin.im/post/6844903859974848520>

2. <https://zhuanlan.zhihu.com/p/27700617>

递归、分治、回溯、动态规划复习

递归 - 函数自己调用自己

```
public void recur(int level, int param) {  
  
    // terminator  
    if (level > MAX_LEVEL) {  
        // process result  
        return;  
    }  
  
    // process current logic  
    process(level, param);  
  
    // drill down  
    recur( level: level + 1, newParam);  
  
    // restore current status  
  
}
```

分而治之

Divide & Conquer

分治代码模板

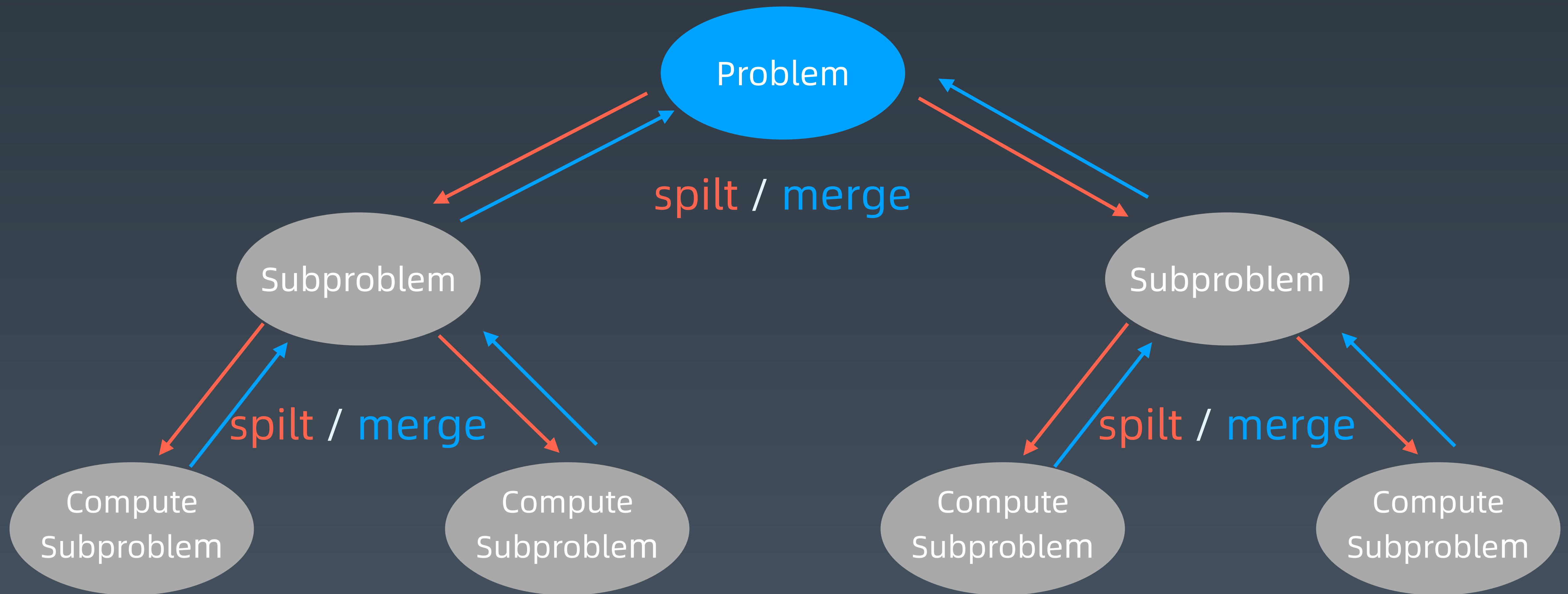
```
def divide_conquer(problem, param1, param2, ...):  
    # recursion terminator  
    if problem is None:  
        print_result  
        return  
  
    # prepare data  
    data = prepare_data(problem)  
    subproblems = split_problem(problem, data)  
  
    # conquer subproblems  
    subresult1 = self.divide_conquer(subproblems[0], p1, ...)  
    subresult2 = self.divide_conquer(subproblems[1], p1, ...)  
    subresult3 = self.divide_conquer(subproblems[2], p1, ...)  
    ...  
  
    # process and generate the final result  
    result = process_result(subresult1, subresult2, subresult3, ...)  
  
    # revert the current level states
```

感触

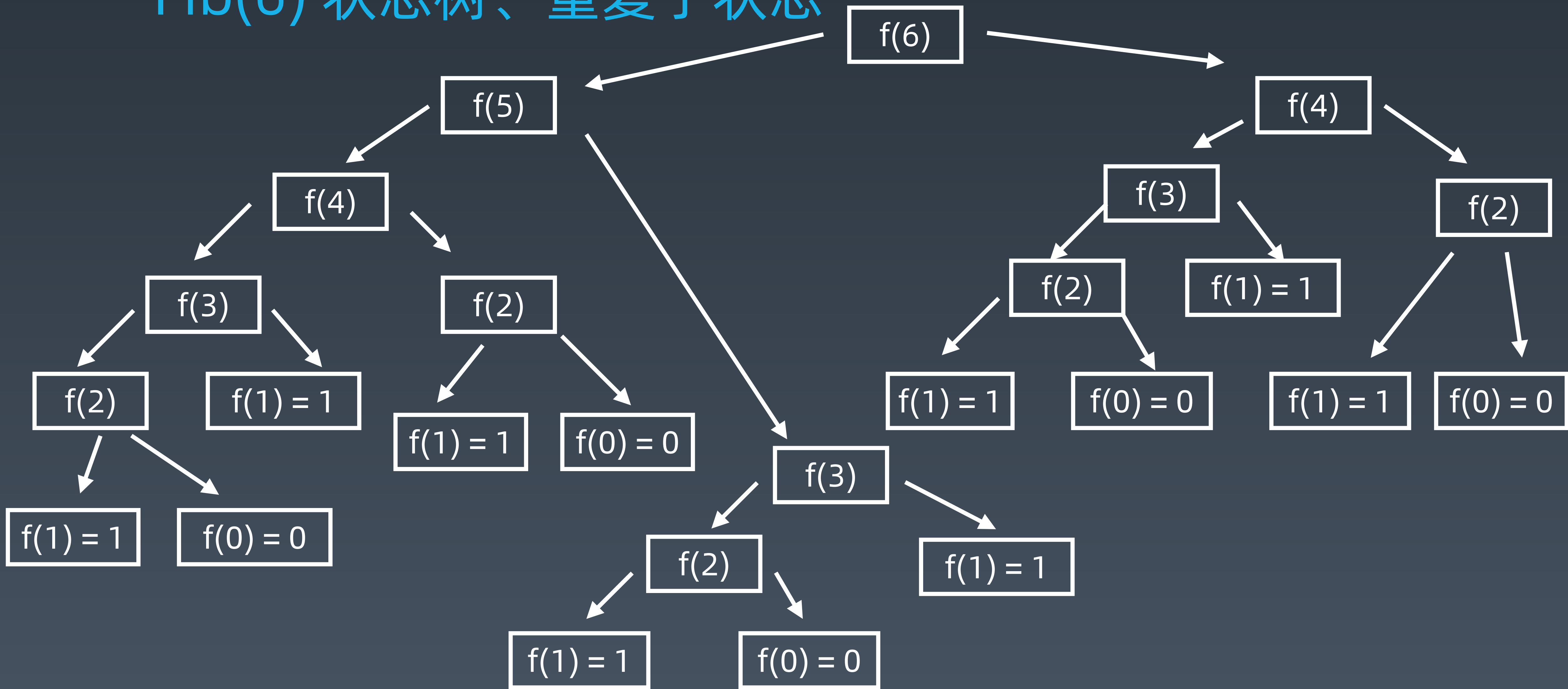
1. 当发现问题复杂时 —> “人肉递归低效”
2. 找到最近最简方法，将其拆解成可重复解决的问题
3. 数学归纳法思维

本质：寻找重复性 —> 计算机指令集

递归状态树



Fib(6) 状态树、重复子状态



动态规划 Dynamic Programming

1. “Simplifying a complicated problem by breaking it down into simpler sub-problems”
(in a recursive manner)
2. Divide & Conquer + Optimal substructure
分治 + 最优子结构
3. 顺推形式： 动态递推

DP模板

```
function DP():  
  
    Dp = [][] # 三维情况  
  
    For I = 0 .. M {  
        For j = 0 .. N {  
            Dp[i][j] = _Function(Dp[i'][j']...)  
        }  
    }  
  
    Return Dp[M][N]
```

关键点

动态规划 和 递归或者分治 没有根本上的区别（关键看有无最优的子结构）

拥有共性：找到重复子问题

差异性：最优子结构、中途可以淘汰次优解

中场休息

常见的DP题目和状态方程

LC 70. Climbing Stairs

1D, Counting

Recursion formula:

$$f(n) = f(n - 1) + f(n - 2)$$

$$f(1) = 1, f(0) = 1$$

```
def f(n):
```

```
    if n <= 1: return 1
```

```
    return f(n - 1) + f(n - 2)
```

$O(2^n), O(n)$

```
def f(n):
```

```
    if n <= 1: return 1
```

```
    if n not in mem:
```

```
        mem[n] = f(n - 1) + f(n - 2)
```

```
    return mem[n]
```

$O(n), O(n)$

```
def f(n):
```

```
    dp = [1] * (n + 1)
```

```
    for i in range(2, n + 1):
```

```
        dp[i] = dp[i - 1] + dp[i - 2]
```

```
    return dp[n]
```

$O(n), O(n)$

One loop

```
def f(n):
```

```
    dp1, dp2 = 1, 1
```

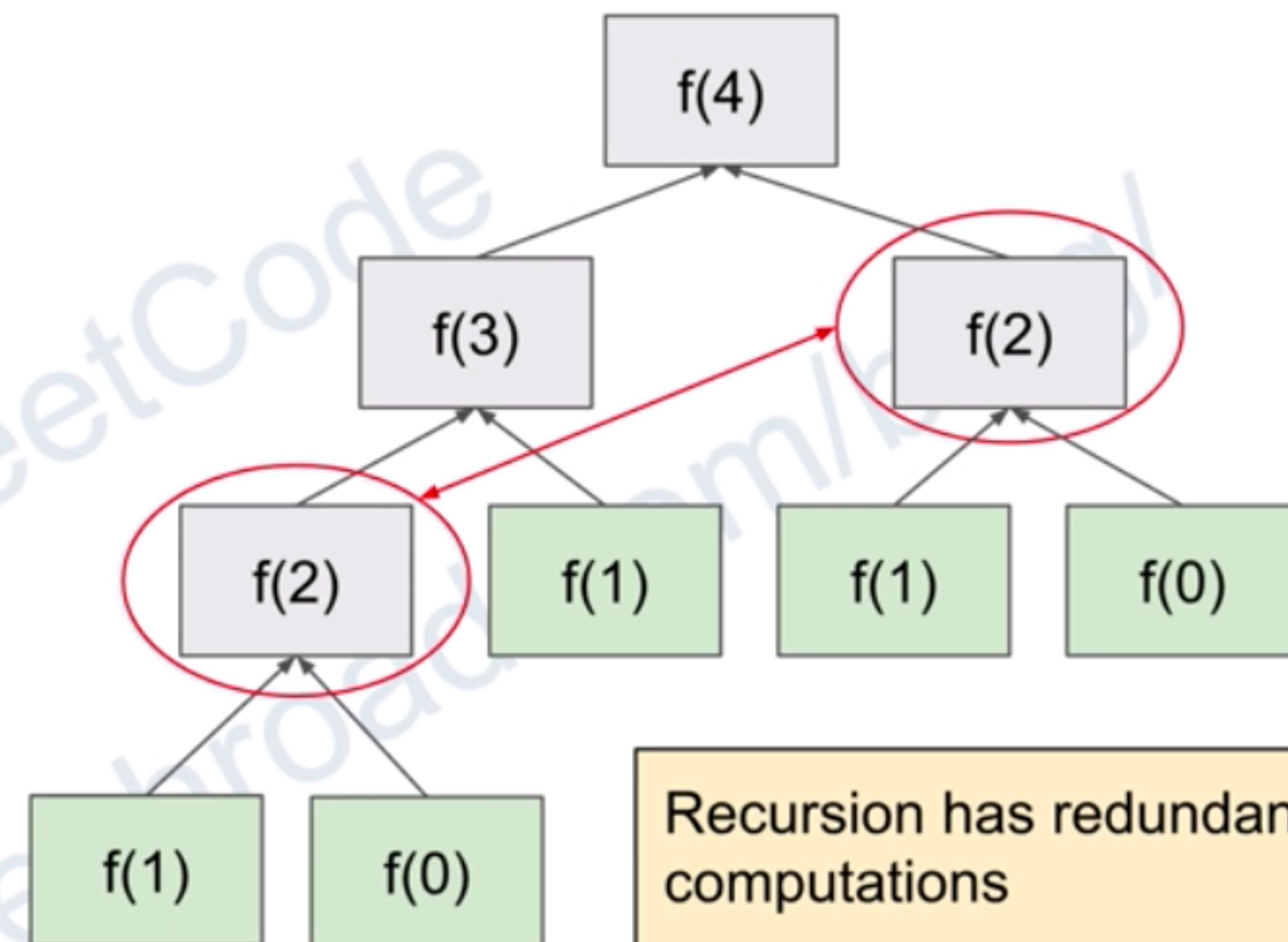
```
    for i in range(2, n + 1):
```

```
        dp2, dp1 = dp1 + dp2, dp2
```

```
    return dp2
```

$O(n), O(1)$

One param, no loop



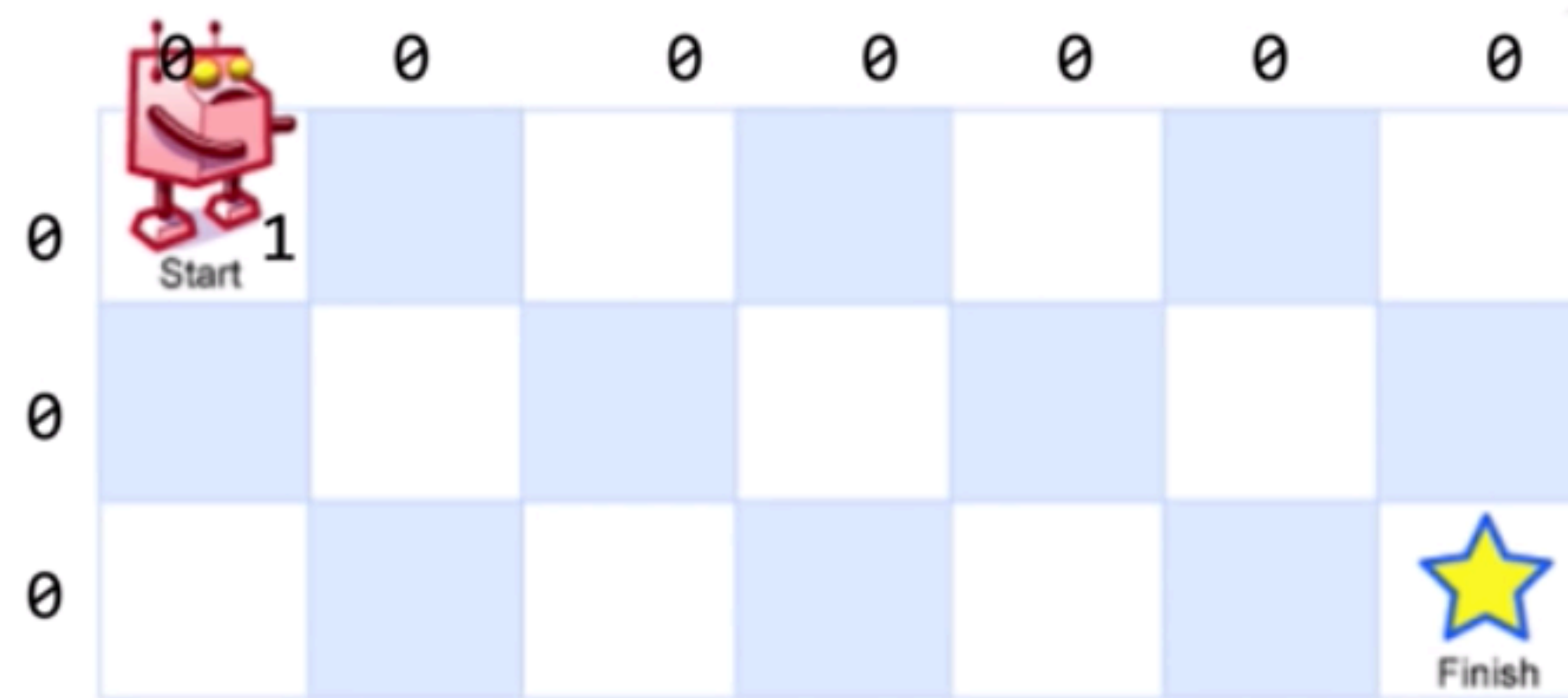
LC 62. Unique Paths

2D, Counting

Recursion formula:

$$f(x, y) = f(x - 1, y) + f(x, y - 1)$$

$$f(0, 0) = 1, \text{ out of board} = 0$$



DP: paddings required to handle out of board cases.
Actual indices start from 1 instead of 0

```
def f(x, y):
    if x <= 0 or y <= 0: return 0
    if x == 1 and y == 1: return 1
    return f(x-1, y) + f(x, y-1)
```

$O(mn)$, $O(mn)$

```
def f(x, y):
    if x <= 0 or y <= 0: return 0
    if x == 1 and y == 1: return 1
    if (x, y) not in mem:
        mem[(x, y)] = f(x-1, y) + f(x, y-1)
    return mem[(x, y)]
```

2 params, No loops

Two loops

```
def f(x, y):
    dp = [[0] * (m+1) for _ in range(n+1)]
    dp[1][1] = 1
    for i in range(1, y+1):
        for j in range(1, x+1):
            dp[i][j] = dp[i-1][j] + dp[j][i-1]
    return dp[y][x]
```

$O(mn)$, $O(mn)$

LC 64. Minimum Path Sum

$dp[i][j] := \text{minPath}(A[0..i][0..j])$

$dp[i][j] = \min(dp[i-1][j], dp[i][j-1]) + A[i][j]$

LC 198 House Robber

$dp[i] := \max \$ \text{ of robbing } A[0 \rightarrow i]$

$dp[i] = \max(dp[i - 2] + A[i], dp[i - 1])$

LC 198 House Robber

$dp[i][0] := \max \$ \text{ of robbing } A[0 \rightarrow i] \text{ w/o } A[i]$

$dp[i][1] := \max \$ \text{ of robbing } A[0 \rightarrow i] \text{ w/ } A[i]$

$dp[i][0] = \max(dp[i - 1][0], dp[i - 1][1]);$

$dp[i][1] = \max(dp[i - 2][0], dp[i - 2][1])$
 $\quad + \text{nums}[i - 1];$

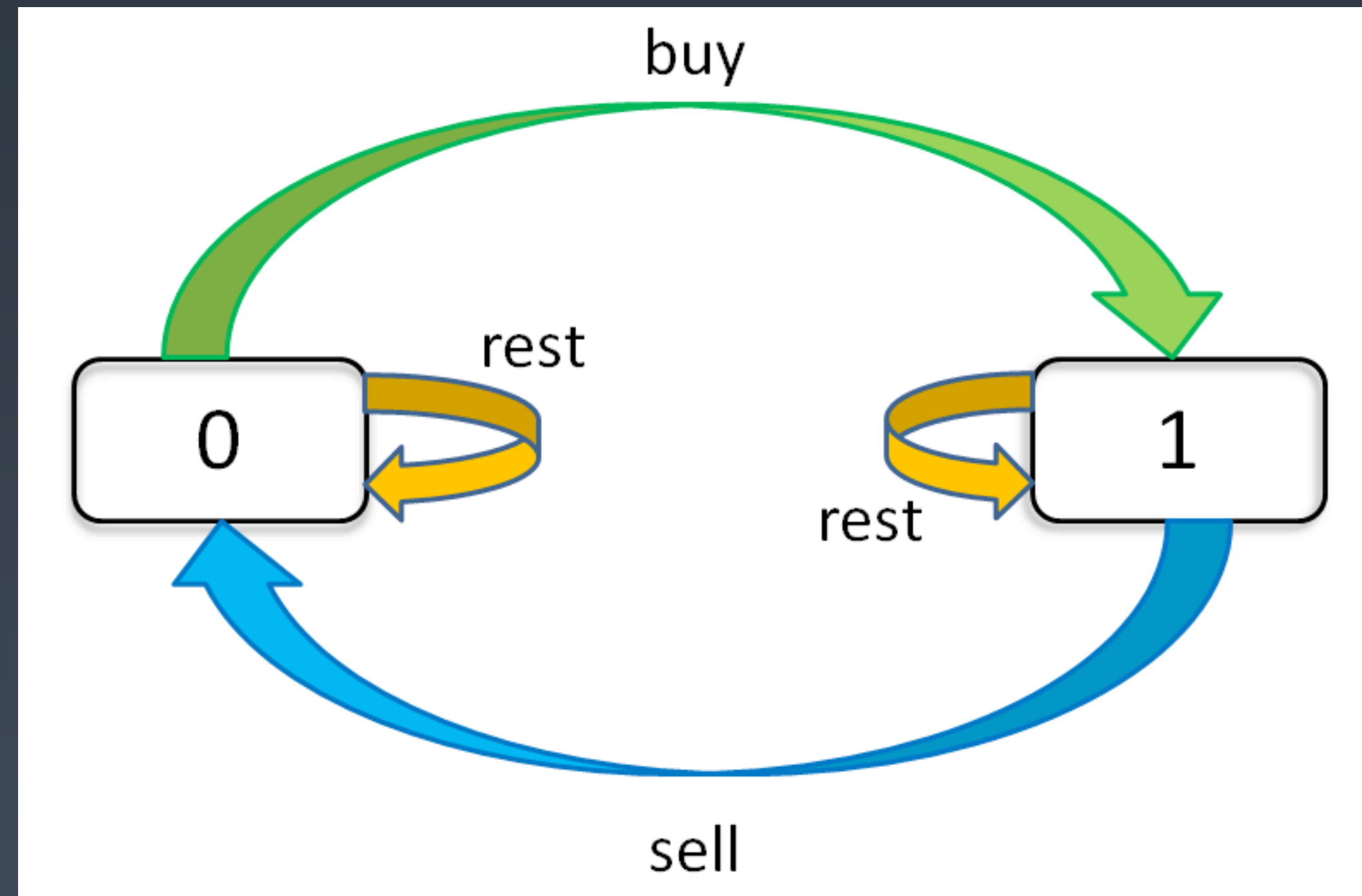
股票买卖

```
dp[i][k][0 or 1]
0 <= i <= n-1, 1 <= k <= K
n 为天数, 大 K 为最多交易数
此问题共  $n \times K \times 2$  种状态, 全部穷举就能搞定。
```

```
for 0 <= i < n:
    for 1 <= k <= K:
        for s in {0, 1}:
            dp[i][k][s] = max(buy, sell, rest)
```

<https://leetcode-cn.com/problems/best-time-to-buy-and-sell-stock/solution/yi-ge-fang-fa-tuan-mie-6-dao-gu-piao-wen-ti-by-l-3/>

股票买卖



<https://leetcode-cn.com/problems/best-time-to-buy-and-sell-stock/solution/yi-ge-fang-fa-tuan-mie-6-dao-gu-piao-wen-ti-by-l-3/>

股票买卖

```
dp[i][k][0] = max(dp[i-1][k][0], dp[i-1][k][1] + prices[i])  
               max(  选择 rest  ,          选择 sell      )
```

解释：今天我没有持有股票，有两种可能：

要么是我昨天就没有持有，然后今天选择 rest，所以我今天还是没有持有；

要么是我昨天持有股票，但是今天我 sell 了，所以我今天没有持有股票了。

```
dp[i][k][1] = max(dp[i-1][k][1], dp[i-1][k-1][0] - prices[i])  
               max(  选择 rest  ,          选择 buy      )
```

解释：今天我持有股票，有两种可能：

要么我昨天就持有股票，然后今天选择 rest，所以我今天还持有股票；

要么我昨天本没有持有，但今天我选择 buy，所以今天我就持有股票了。

<https://leetcode-cn.com/problems/best-time-to-buy-and-sell-stock/solution/yi-ge-fang-fa-tuan-mie-6-dao-gu-piao-wen-ti-by-l-3/>

股票买卖

base case:

$dp[-1][k][0] = dp[i][0][0] = 0$

$dp[-1][k][1] = dp[i][0][1] = -\text{infinity}$

状态转移方程:

$dp[i][k][0] = \max(dp[i-1][k][0], dp[i-1][k][1] + \text{prices}[i])$

$dp[i][k][1] = \max(dp[i-1][k][1], dp[i-1][k-1][0] - \text{prices}[i])$

<https://leetcode-cn.com/problems/best-time-to-buy-and-sell-stock/solution/yi-ge-fang-fa-tuan-mie-6-dao-gu-piao-wen-ti-by-l-3/>

快排、归并、堆排序

sort(...)