

12-F1

优先级队列

左式堆：沿藤合并

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God's right hand is gentle  
But terrible is his left hand

# 堆合并

❖  $H = \text{merge}(A, B)$ : 将堆A和B合二为一

//不妨设  $|A| = n \geq m = |B|$

❖ 方法一:  $A.\text{insert}( B.\text{delMax}() )$

$$m \cdot (\log m + \log(n + m))$$

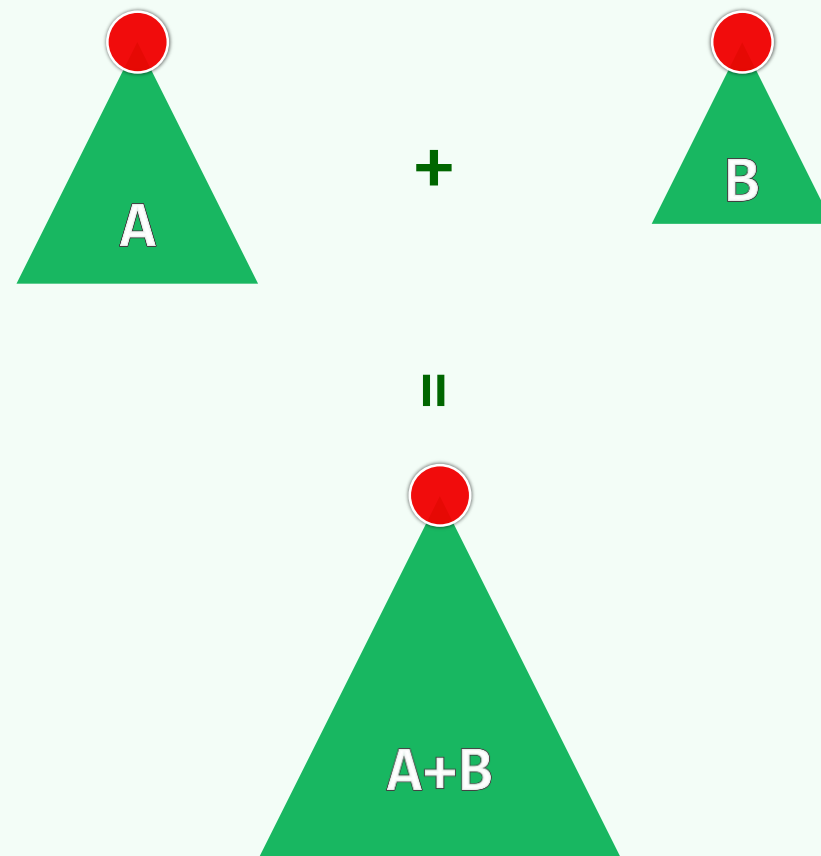
$$= \mathcal{O}(m \cdot \log(n + m))$$

❖ 方法二:  $\text{union}(A, B).\text{heapify}(n + m)$

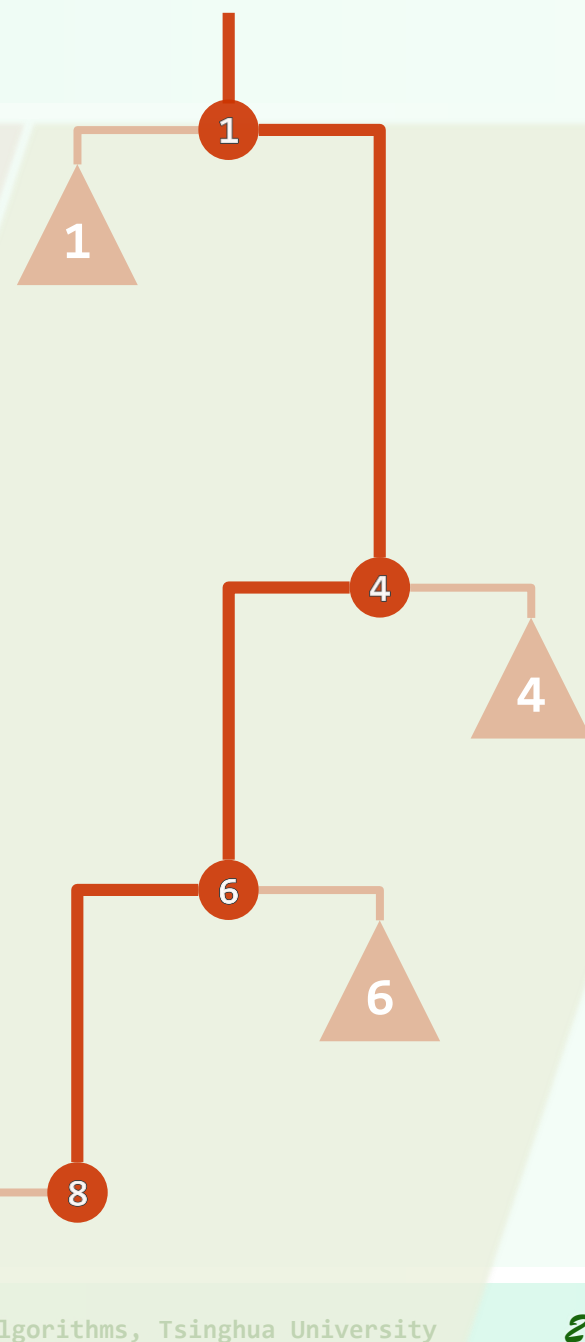
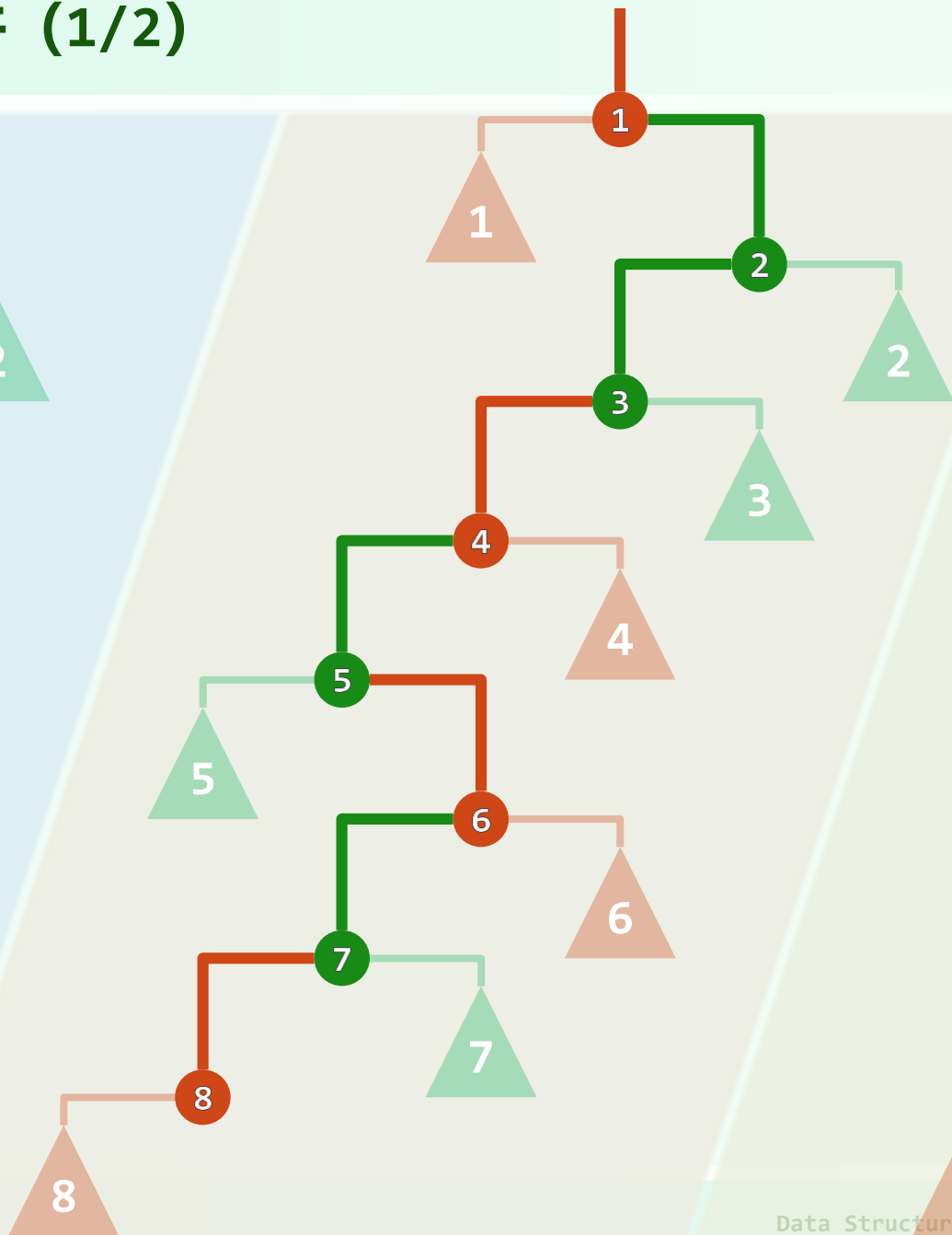
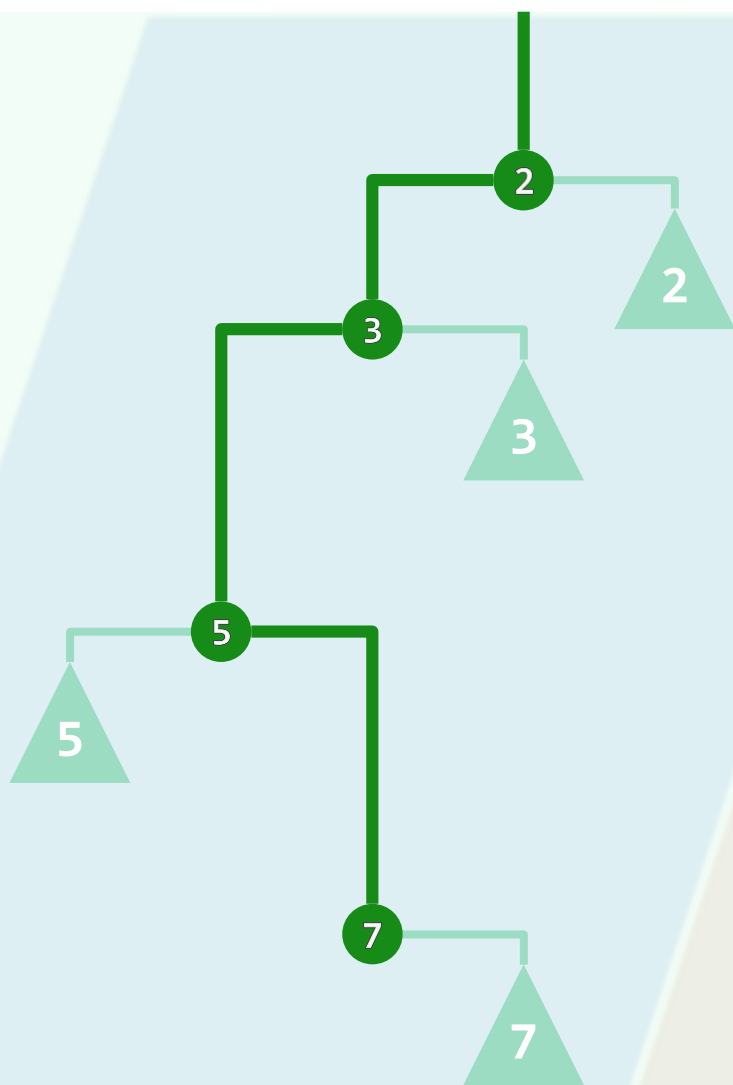
$$= \mathcal{O}(n + m)$$

❖ 有没有更好的办法? 比如...

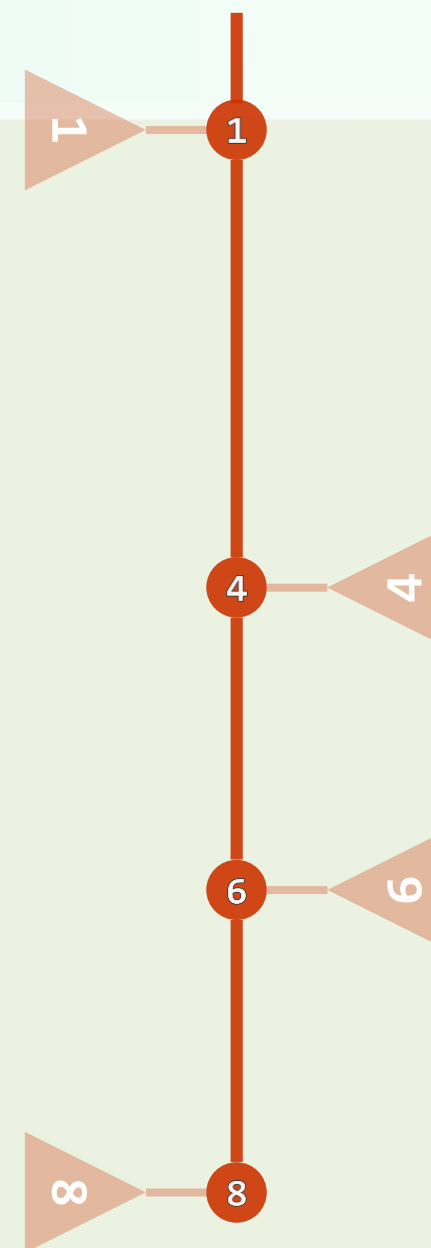
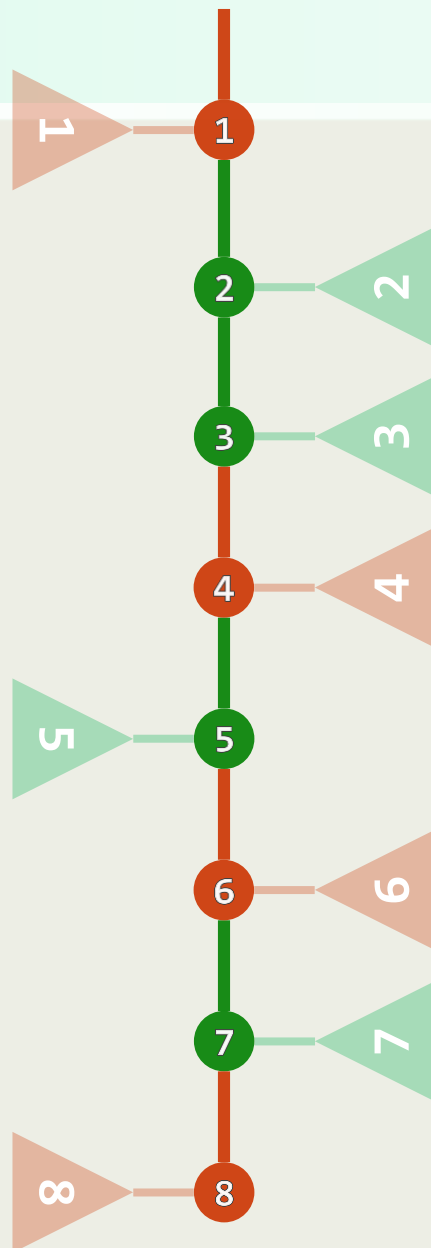
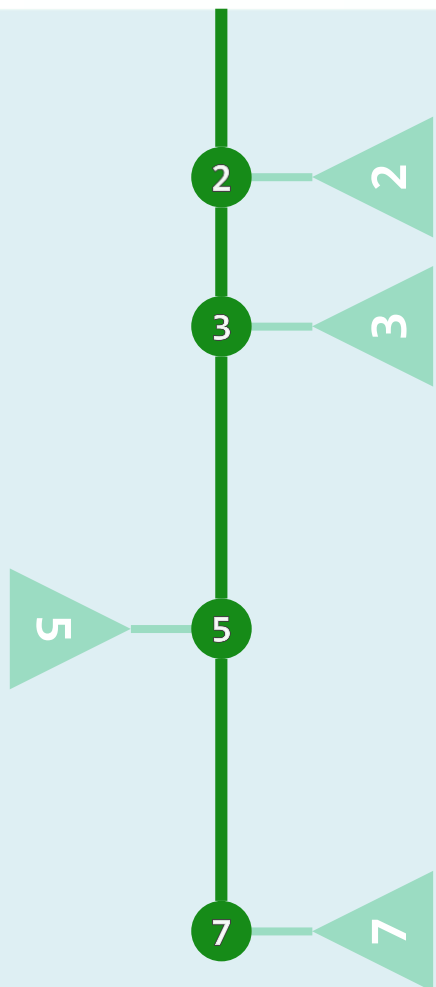
❖ 可否奢望在...  $\mathcal{O}(\log n)$  ...时间内实现 $\text{merge}()$ ?



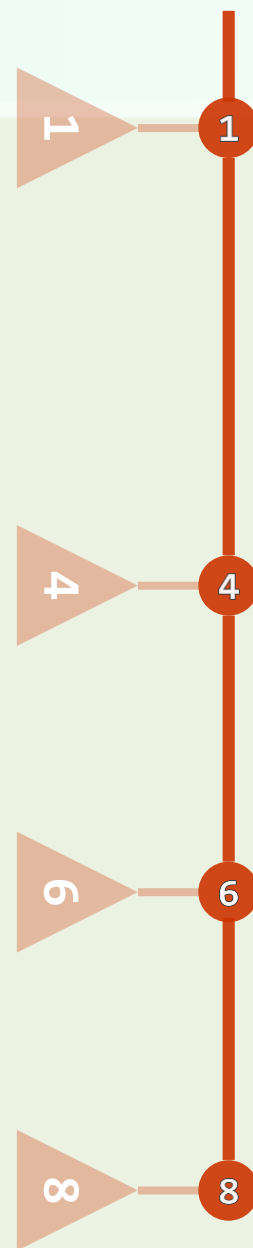
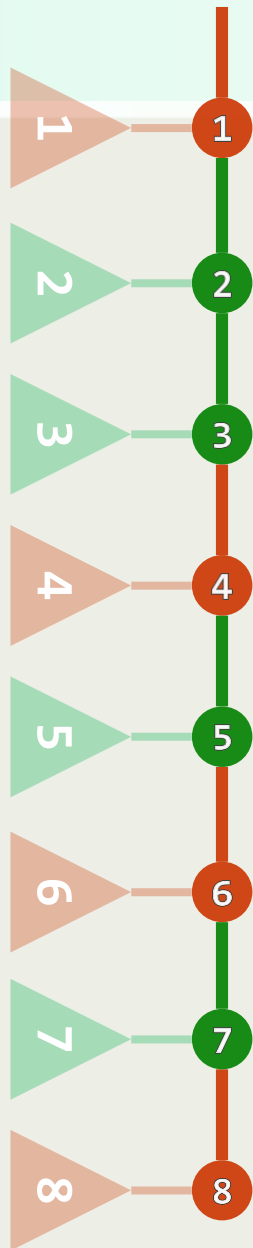
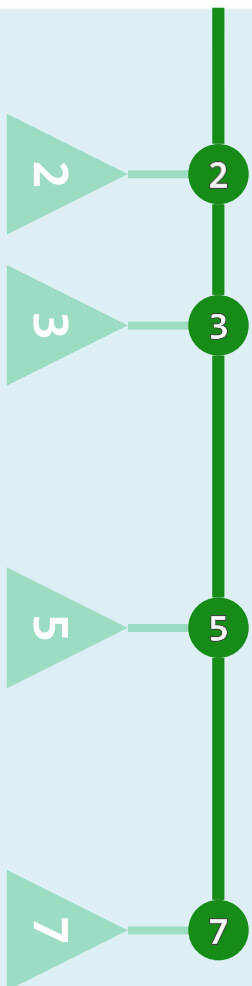
## 两堆合并 = 二路归并 (1/2)



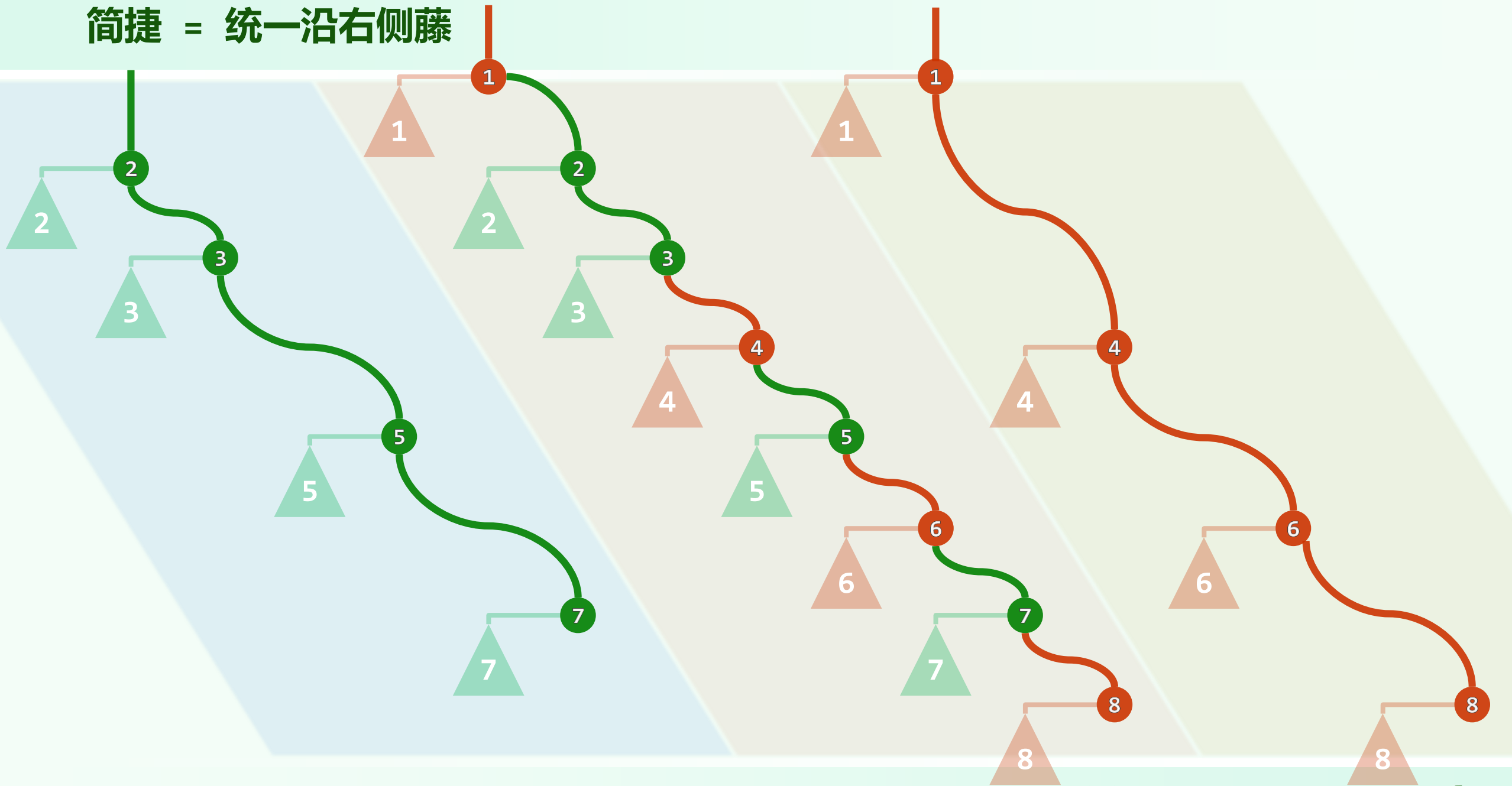
## 两堆合并 = 二路归并 (2/2)



简捷 = 统一沿右侧藤



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## LeftHeap = PQ + BinTree

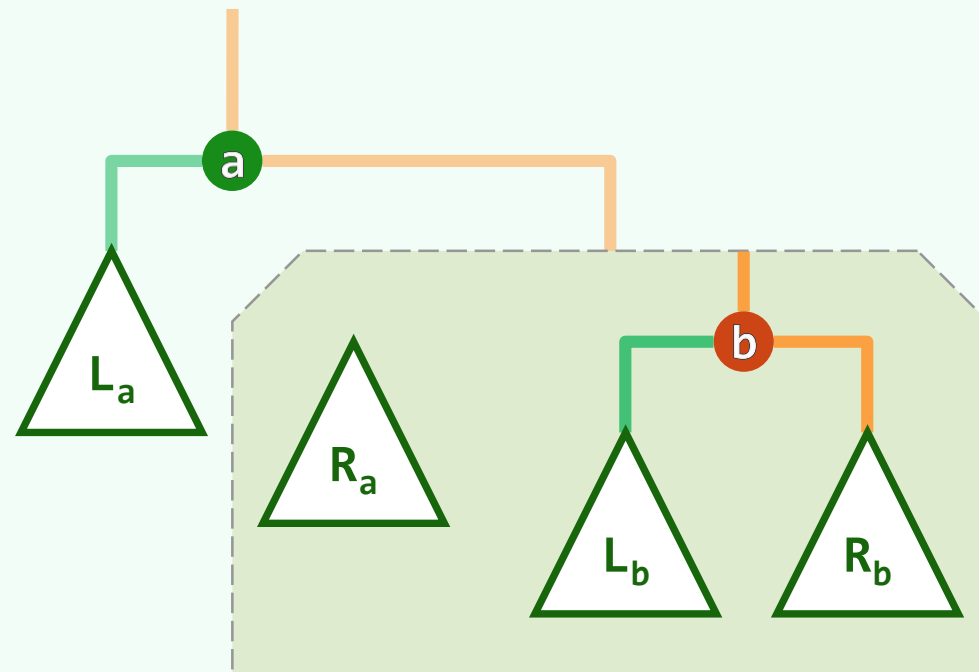
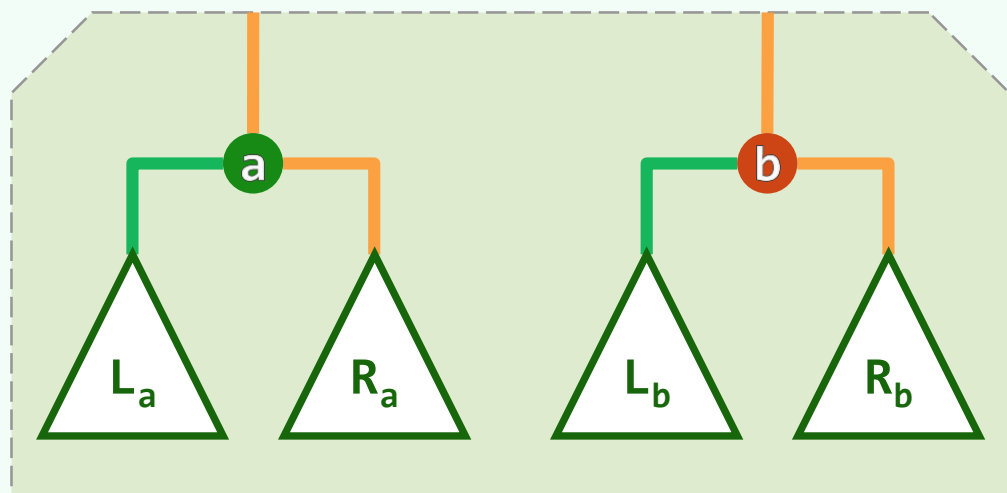
```
template <typename T> class PQ_LeftHeap : public PQ<T>, public BinTree<T> {  
  
public:  T & getMax() { return _root->data; }  
        void insert(T); T delMax(); //均基于统一的合并操作实现...  
  
        PQ_LeftHeap( PQ_LeftHeap & A, PQ_LeftHeap & B ) {  
            _root = merge( A._root, B._root ); _size = A._size + B._size;  
            A._root = B._root = NULL; A._size = B._size = 0;  
        }  
  
};  
  
template <typename T> BinNodePosi<T> merge( BinNodePosi<T>, BinNodePosi<T> );
```

# 递归实现

所需时间  $\propto$  右侧藤总长

~~$O(n)$~~

$O(\log n)$



如何...控制藤长  
以...**持续**高效地合并?