

栈与队列

Steap + Queap

见贤思齐焉，见不贤而自省也

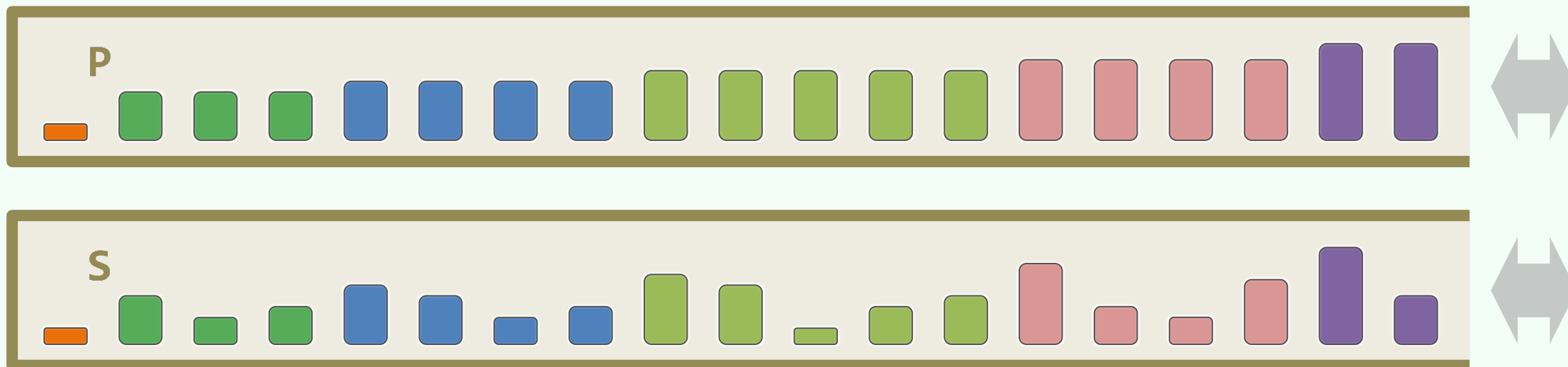
A hero is born among a hundred, a wise man is found among a thousand, but an accomplished one might not be found even among a hundred thousand men.

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$\text{Steap} = \text{Stack} + \text{Heap} = \text{push} + \text{pop} + \text{getMax} = S + P$

❖ P中每个元素，都是S中对应前缀里的最大者



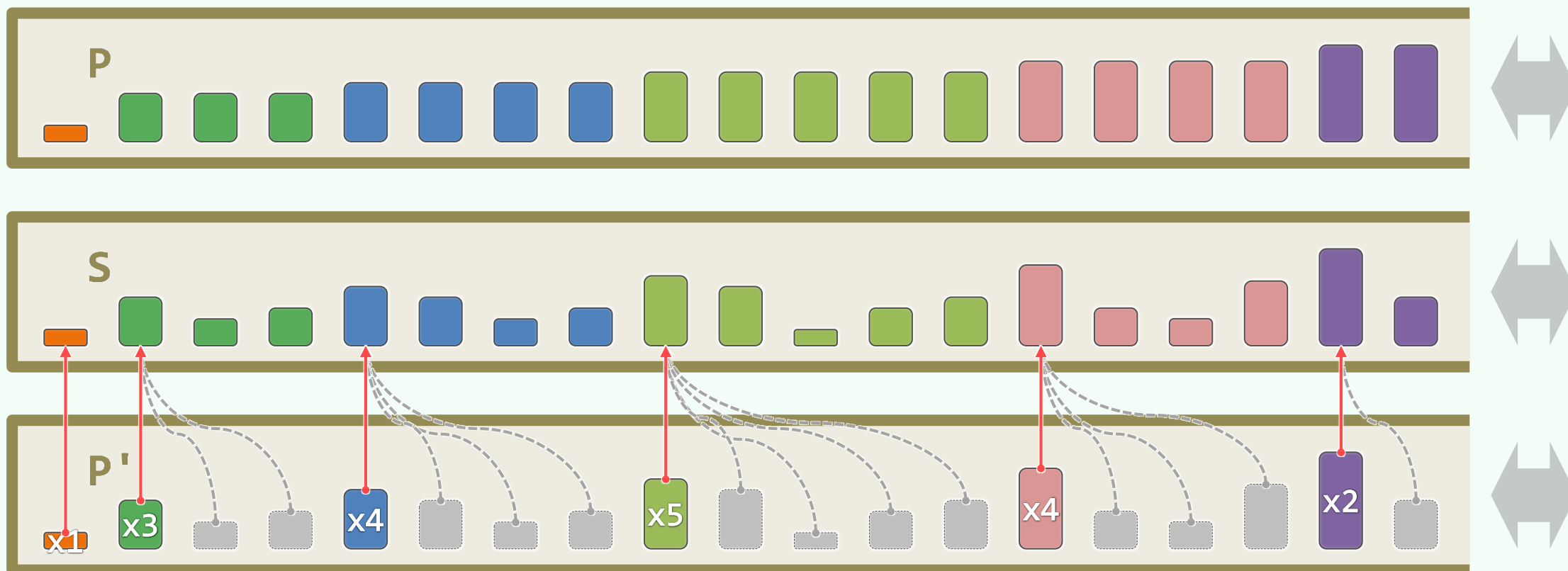
❖ `Steap::getMax()` { return `P.top()`; } $O(1)$

❖ `Steap::pop()` { `P.pop()`; return `S.pop()`; } $O(1)$

❖ `Steap::push(e)` { `P.push(max(e, P.top()))`; `S.push(e)`; } $O(1)$

$$\text{Steap} = \text{Stack} + \text{Heap} = \text{push} + \text{pop} + \text{getMax} = S + P'$$

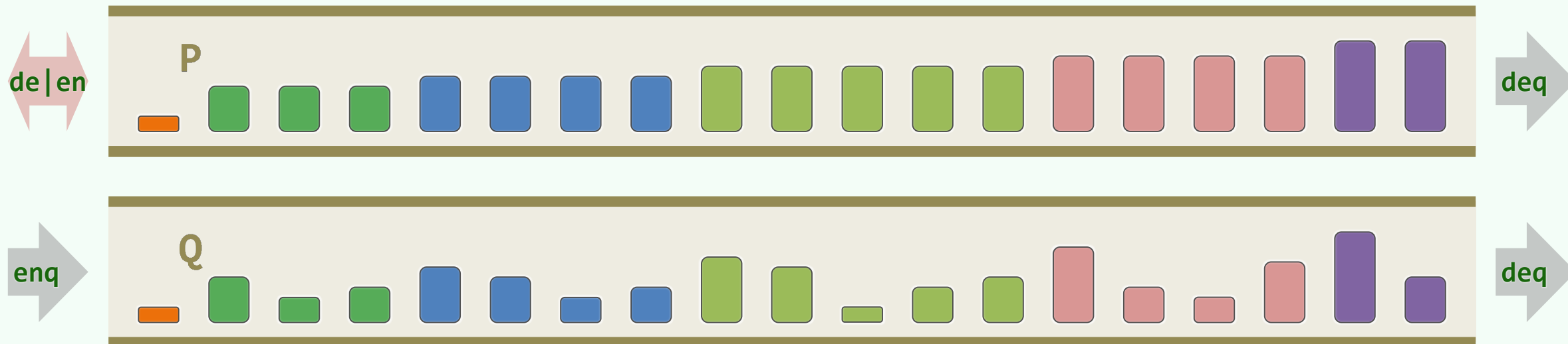
❖ P去重, 升级至P': S中的**关键**元素, 才会记录在P'中; 只需记录对应的**引用**, 外加一个**计数器**



❖ S.push()和S.pop(), 分别对应于计数器的**增|生**、**减|灭**

Queap = Queue + Heap = enqueue + dequeue + getMax = Q + P

❖ `Queap::dequeue()` { `P.dequeue()`; `return Q.dequeue()`; } *//O(1)*



❖ `Queap::enqueue(e)` { *//最坏情况O(n), 且可能持续发生*

`Q.enqueue(e); P.enqueue(e);`

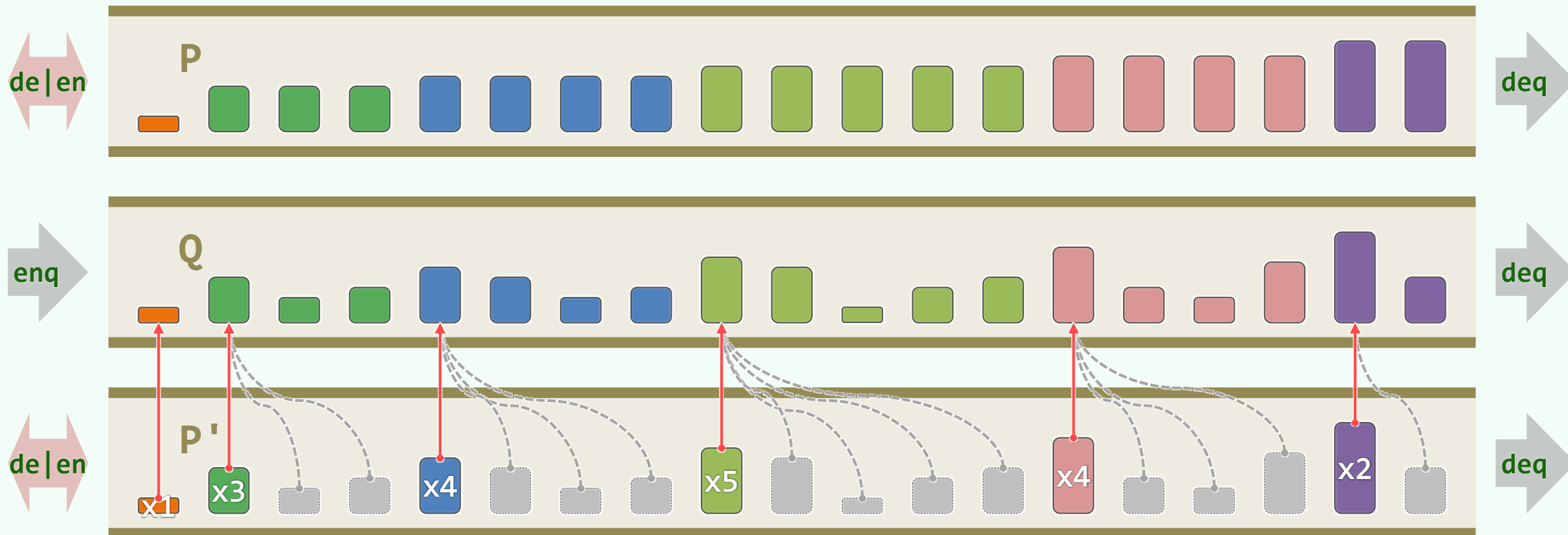
for (`x = P.rear()`; `x && (e ==> x->key)`; `x = x->pred`) *//见贤*

`x->key = e;` *//思齐*

}

Queap = Queue + Heap = enqueue + dequeue + getMax = Q + P'

❖ P去重, 升级至P': Q中的**关键**元素, 才会记录在P'中...



❖ Q.enqueue()和Q.dequeue(), 分别对应于计数器的**合|生**、**减|灭** ~ **分摊**...