

# 高级搜索树

## B-树：缓存

To my mind the most interesting thing in art is the personality of artists;  
and if that is singular, I am willing to excuse a thousand faults.

He has given signs of himself which are visible to those  
who seek him, and not to those who do not seek him.

邓俊辉

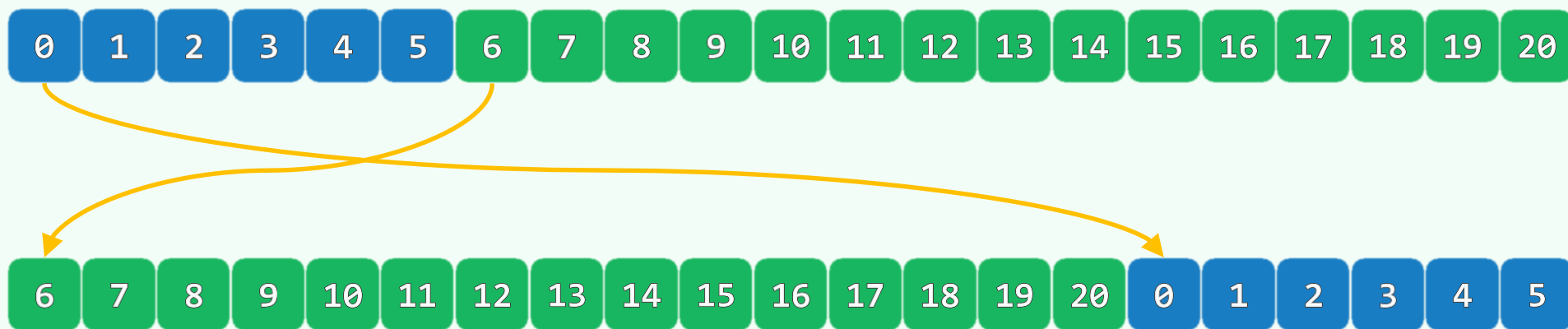
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# 就地循环位移

❖ 仅用 $O(1)$ 辅助空间，将数组 $A[0, n)$ 中的元素向左循环移动 $k$ 个单元

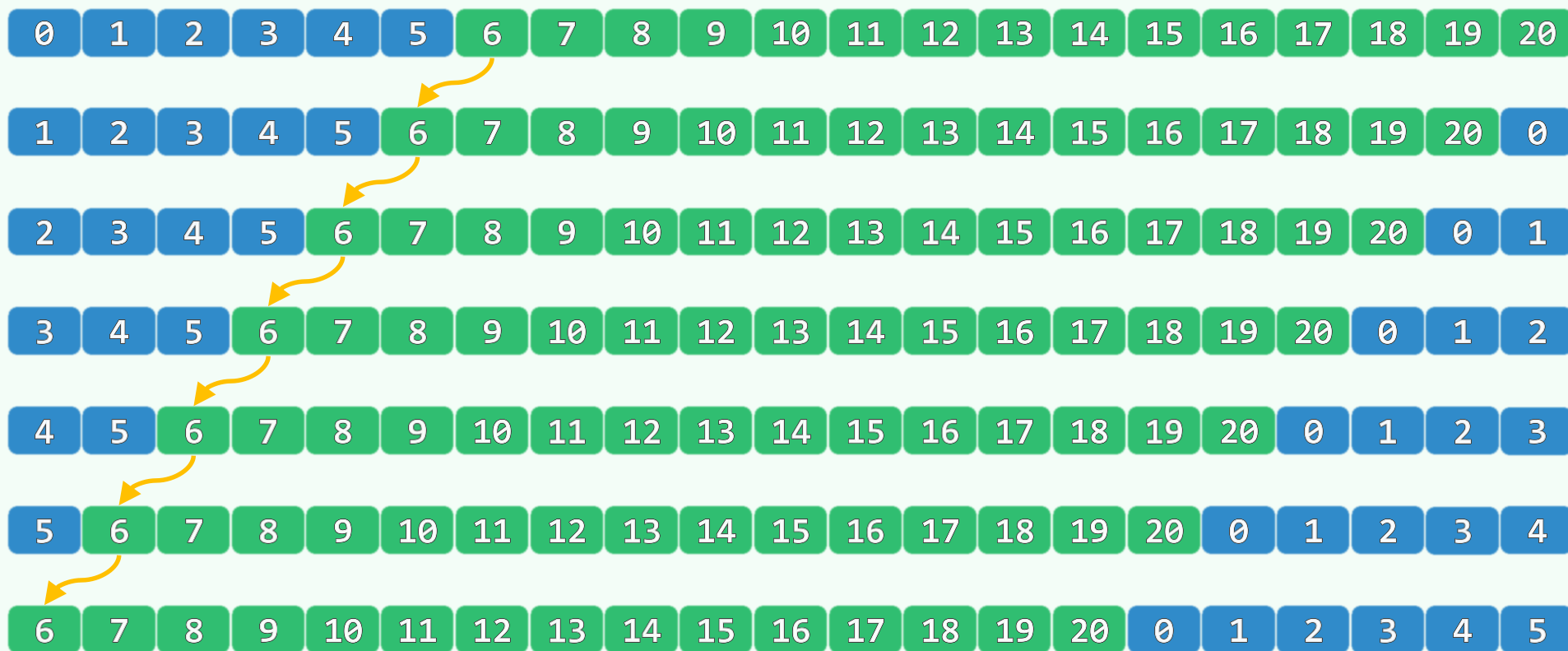
```
void shift( int * A, int n, int k );
```

❖ 比如: `shift( A, 21, 6 );`



# 蛮力版

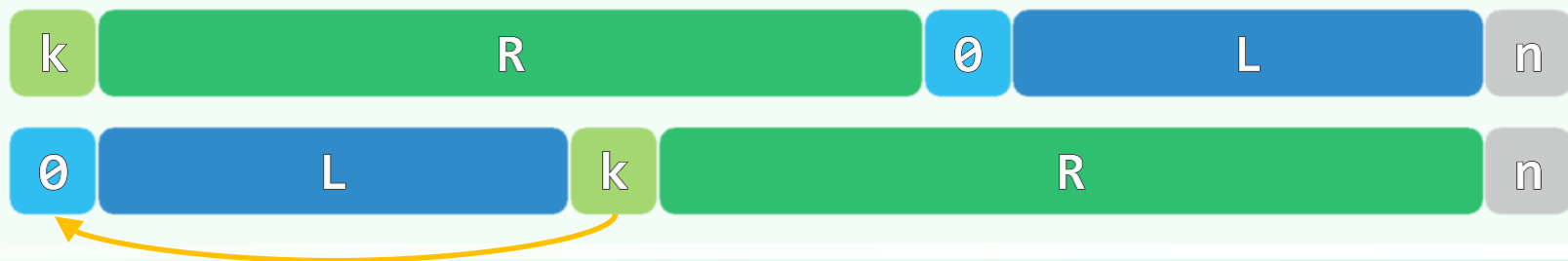
```
void shift0( int * A, int n, int k ) //反复以1为间距循环左移  
{ while ( k-- ) shift( A, n, 0, 1 ); } //共迭代k次,  $O(n*k)$ 
```



## 迭代版: Stride- $k$ Reference Pattern (1/2)

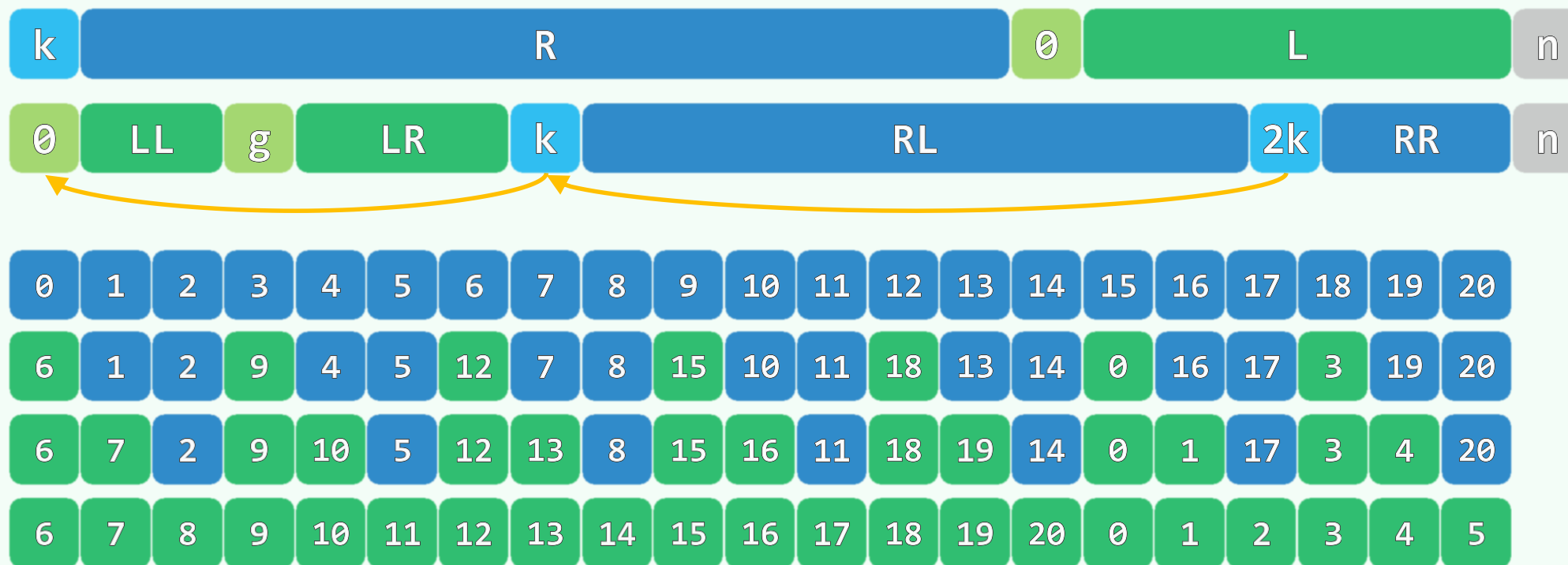
```
int shift( int * A, int n, int s, int  $k$  ) { //  $O( n / \text{GCD}(n, k) )$   
  
    int b = A[s]; int i = s, j = (s +  $k$ ) % n; int mov = 0; //mov记录移动次数  
  
    while ( s != j ) //从A[s]出发, 以k为间隔, 依次左移k位  
    { A[i] = A[j]; i = j; j = (j +  $k$ ) % n; mov++; }  
  
    A[i] = b; return mov + 1; //最后, 起始元素转入对应位置  
}  
//[0, n)由关于k的 $g = \text{GCD}(n, k)$ 个同余类组成, shift(s, k)能够且只能够使其中之一就位
```

其它的同余类呢...



## 迭代版: Stride- $k$ Reference Pattern (2/2)

```
void shift1(int* A, int n, int  $k$ ) { //经多轮迭代, 实现数组循环左移 $k$ 位, 累计 $\mathcal{O}(n+g)$   
    for (int s = 0, mov = 0; mov < n; s++) // $\mathcal{O}(g) = \mathcal{O}(\text{GCD}(n, k))$   
        mov += shift(A, n, s,  $k$ );  
}
```



## 倒置版: Stride-1 Reference Pattern

```
void shift2( int * A, int n, int k ) {
```

```
    reverse( A, k ); //  $\mathcal{O}(3k/2)$ 
```

```
    reverse( A + k, n - k ); //  $\mathcal{O}(3(n-k)/2)$ 
```

```
    reverse( A, n ); //  $\mathcal{O}(3n/2)$ 
```

```
} //  $\mathcal{O}(3n)$ 
```

