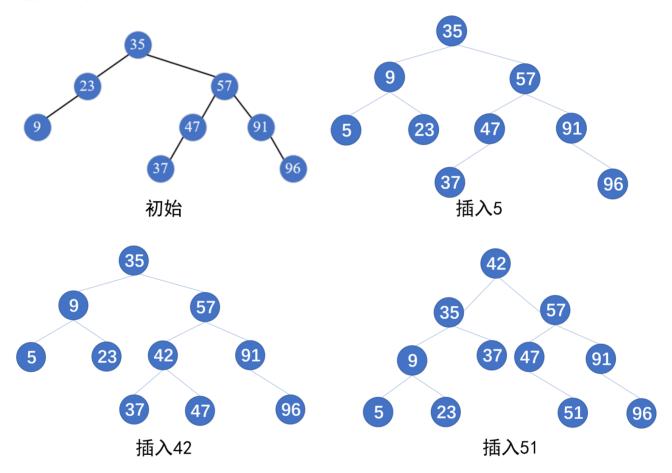
hw1报告

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EXE1

依次插入5,42,51



EXE2

实验过程

- 随机生成500,5000,50000个**不重复、乱序的**int型数据 依次insert,构建树,记录操作时间和树高
- 随机生成500个int型数(都已insert),依次search,记录search的总操作时间

实验结果

- 1 TEST 1
- 2 randomly generate 500 int to test
- 3 AVL:: Time for building trees is 1
- 4 AVL:: Height is 10

```
5 BST:: Time for building trees is 0
6 BST:: Height is 18
   AVL:: Successfully find 500 keys. Time: 0
7
8 BST:: Successfully find 500 keys. Time: 0
9
   TEST 2
10
11 randomly generate 5000 int to test
   AVL:: Time for building trees is 2
13 AVL:: Height is 14
14 BST:: Time for building trees is 1
   BST:: Height is 27
15
16 AVL:: Successfully find 500 keys. Time: 0
17
    BST:: Successfully find 500 keys. Time: 0
18
19
   TEST 3
20 randomly generate 50000 int to test
21 AVL:: Time for building trees is 26
   AVL:: Height is 18
23 BST:: Time for building trees is 16
24 BST:: Height is 37
   AVL:: Successfully find 500 keys. Time: 0
25
26
   BST:: Successfully find 500 keys. Time: 1
27
28
29 Process finished with exit code 0
```

结果分析

- BST insert 、 find 的时间复杂度都为 $O(\log N)$,最差的情况(退化为单链表)O(N)
- AVL insert 、 find 的时间复杂度都为 $O(\log N)$,插入时有时需要调整以保持平衡
- 插入值时,当数据量达到50000时,AVL树耗时明显比BST慢(26:16),在500和5000的测试集中,两者构建的速度差不多,AVL耗时稍多。
- 从树高角度来看,AVL明显比BST更矮。在多次重复实验中也发现,相同的数据量下,AVL树高稳定不变,而BST树高会有明显变化,受插入顺序影响较大。
- 在查找方面,由于只查找了500个值,两个结构都很快完成。在50000测试集中,AVL体现出优势,BST耗时开始增长。