Assignment #6: "树"算: Huffman,BinHeap,BST,AVL,DisjointSet

Updated 2214 GMT+8 March 24, 2024

2024 spring, Complied by ==同学的姓名、院系==

说明:

- 1) 这次作业内容不简单, 耗时长的话直接参考题解。
- 2)请把每个题目解题思路(可选),源码Python,或者C++(已经在Codeforces/Openjudge上AC),截图(包含Accepted),填写到下面作业模版中(推荐使用 typora https://typoraio.cn,或者用word)。AC或者没有AC,都请标上每个题目大致花费时间。
- 3) 提交时候先提交pdf文件,再把md或者doc文件上传到右侧"作业评论"。Canvas需要有同学清晰头像、提交文件有pdf、"作业评论"区有上传的md或者doc附件。
- 4) 如果不能在截止前提交作业,请写明原因。

编程环境

== (请改为同学的操作系统、编程环境等) ==

操作系统: macOS Ventura 13.4.1 (c)

Python编程环境: Spyder IDE 5.2.2, PyCharm 2023.1.4 (Professional Edition)

C/C++编程环境: Mac terminal vi (version 9.0.1424), g++/gcc (Apple clang version 14.0.3, clang-

1403.0.22.14.1)

1. 题目

22275: 二叉搜索树的遍历

http://cs101.openjudge.cn/practice/22275/

思路:

```
class Node():
    def __init__(self, val):
        self.val = val
        self.left = None
```

```
self.right = None
def buildTree(preorder):
    if len(preorder) == 0:
        return None
    node = Node(preorder[0])
    idx = len(preorder)
    for i in range(1, len(preorder)):
        if preorder[i] > preorder[0]:
            idx = i
            break
    node.left = buildTree(preorder[1:idx])
    node.right = buildTree(preorder[idx:])
    return node
def postorder(node):
   if node is None:
        return []
   output = []
    output.extend(postorder(node.left))
    output.extend(postorder(node.right))
   output.append(str(node.val))
    return output
n = int(input())
preorder = list(map(int, input().split()))
print(' '.join(postorder(buildTree(preorder))))
```



05455: 二叉搜索树的层次遍历

http://cs101.openjudge.cn/practice/05455/

思路:

代码

```
#
```

代码运行截图 == (至少包含有"Accepted") ==

04078: 实现堆结构

http://cs101.openjudge.cn/practice/04078/

练习自己写个BinHeap。当然机考时候,如果遇到这样题目,直接import heapq。手搓栈、队列、堆、AVL等,考试前需要搓个遍。

```
class BinHeap:
   def __init__(self):
        self.heapList = [0]
        self.currentSize = 0
   def percUp(self, i):
        while i // 2 > 0:
            if self.heapList[i] < self.heapList[i // 2]:</pre>
                tmp = self.heapList[i // 2]
                self.heapList[i // 2] = self.heapList[i]
                self.heapList[i] = tmp
            i = i // 2
    def insert(self, k):
        self.heapList.append(k)
        self.currentSize = self.currentSize + 1
        self.percUp(self.currentSize)
   def percDown(self, i):
        while (i * 2) <= self.currentSize:
            mc = self.minChild(i)
            if self.heapList[i] > self.heapList[mc]:
                tmp = self.heapList[i]
                self.heapList[i] = self.heapList[mc]
                self.heapList[mc] = tmp
            i = mc
   def minChild(self, i):
        if i * 2 + 1 > self.currentSize:
            return i * 2
            if self.heapList[i * 2] < self.heapList[i * 2 + 1]:</pre>
                return i * 2
            else:
                return i * 2 + 1
    def delMin(self):
        retval = self.heapList[1]
        self.heapList[1] = self.heapList[self.currentSize]
        self.currentSize = self.currentSize - 1
        self.heapList.pop()
        self.percDown(1)
        return retval
    def buildHeap(self, alist):
        i = len(alist) // 2
        self.currentSize = len(alist)
        self.heapList = [0] + alist[:]
        while (i > 0):
            #print(f'i = {i}, {self.heapList}')
```

```
self.percDown(i)
    i = i - 1
    #print(f'i = {i}, {self.heapList}')

n = int(input().strip())
bh = BinHeap()
for _ in range(n):
    inp = input().strip()
    if inp[0] == '1':
        bh.insert(int(inp.split()[1]))
    else:
        print(bh.delMin())
```



22161: 哈夫曼编码树

http://cs101.openjudge.cn/practice/22161/

思路:

```
import heapq
```

```
class Node:
    def __init__(self, weight, char=None):
        self.weight = weight
        self.char = char
        self.left = None
        self.right = None
    def __lt__(self, other):
        if self.weight == other.weight:
            return self.char < other.char
        return self.weight < other.weight</pre>
def build_huffman_tree(characters):
    heap = []
    for char, weight in characters.items():
        heapq.heappush(heap, Node(weight, char))
    while len(heap) > 1:
        left = heapq.heappop(heap)
        right = heapq.heappop(heap)
        #merged = Node(left.weight + right.weight) #note: 合并后, char 字段默认值是
空
        merged = Node(left.weight + right.weight, min(left.char, right.char))
        merged.left = left
        merged.right = right
        heapq.heappush(heap, merged)
    return heap[0]
def encode_huffman_tree(root):
    codes = \{\}
    def traverse(node, code):
        #if node.char:
        if node.left is None and node.right is None:
            codes[node.char] = code
        else:
            traverse(node.left, code + '0')
            traverse(node.right, code + '1')
    traverse(root, '')
    return codes
def huffman_encoding(codes, string):
    encoded = ''
    for char in string:
        encoded += codes[char]
    return encoded
def huffman_decoding(root, encoded_string):
    decoded = ''
    node = root
    for bit in encoded_string:
        if bit == '0':
            node = node.left
```

```
else:
            node = node.right
        #if node.char:
        if node.left is None and node.right is None:
            decoded += node.char
            node = root
    return decoded
# 读取输入
n = int(input())
characters = {}
for _ in range(n):
    char, weight = input().split()
    characters[char] = int(weight)
#string = input().strip()
#encoded_string = input().strip()
# 构建哈夫曼编码树
huffman_tree = build_huffman_tree(characters)
# 编码和解码
codes = encode_huffman_tree(huffman_tree)
strings = []
while True:
   try:
        line = input()
        strings.append(line)
    except EOFError:
        break
results = []
#print(strings)
for string in strings:
    if string[0] in ('0','1'):
        results.append(huffman_decoding(huffman_tree, string))
    else:
        results.append(huffman_encoding(codes, string))
for result in results:
    print(result)
```



晴问9.5: 平衡二叉树的建立

left = heapq.heappop(heap)
right = heapq.heappop(heap)

https://sunnywhy.com/sfbj/9/5/359

def build_huffman_tree(characters):

while len(heap) > 1:

for char, weight in characters.items():
 heapq.heappush(heap, Node(weight, char))

heap = []

思路:

```
class Node:
    def __init__(self, value):
        self.value = value
        self.left = None
        self.right = None
        self.height = 1

class AVL:
    def __init__(self):
        self.root = None

def insert(self, value):
    if not self.root:
        self.root = Node(value)
    else:
        self.root = self._insert(value, self.root)
```

```
def _insert(self, value, node):
       if not node:
           return Node(value)
       elif value < node.value:
           node.left = self._insert(value, node.left)
       else:
           node.right = self._insert(value, node.right)
       node.height = 1 + max(self._get_height(node.left),
self._get_height(node.right))
       balance = self._get_balance(node)
       if balance > 1:
           if value < node.left.value: # 树形是 LL
               return self._rotate_right(node)
           else: # 树形是 LR
               node.left = self._rotate_left(node.left)
               return self._rotate_right(node)
       if balance < -1:
           if value > node.right.value: # 树形是 RR
                return self._rotate_left(node)
           else: # 树形是 RL
               node.right = self._rotate_right(node.right)
               return self._rotate_left(node)
       return node
   def _get_height(self, node):
       if not node:
           return 0
       return node.height
   def _get_balance(self, node):
       if not node:
           return 0
       return self._get_height(node.left) - self._get_height(node.right)
   def _rotate_left(self, z):
       y = z.right
       T2 = y.left
       y.1eft = z
       z.right = T2
       z.height = 1 + max(self._get_height(z.left), self._get_height(z.right))
       y.height = 1 + max(self._get_height(y.left), self._get_height(y.right))
       return y
   def _rotate_right(self, y):
       x = y.left
       T2 = x.right
       x.right = y
       y.left = T2
       y.height = 1 + max(self.\_get\_height(y.left), self.\_get\_height(y.right))
       x.height = 1 + max(self._get_height(x.left), self._get_height(x.right))
```

```
return x

def preorder(self):
    return self._preorder(self.root)

def _preorder(self, node):
    if not node:
        return []
    return [node.value] + self._preorder(node.left) +
self._preorder(node.right)

n = int(input().strip())
sequence = list(map(int, input().strip().split()))

avl = AVL()
for value in sequence:
    avl.insert(value)

print(' '.join(map(str, avl.preorder())))
```



02524: 宗教信仰

http://cs101.openjudge.cn/practice/02524/

思路:

```
def init_set(n):
    return list(range(n))
def get_father(x, father):
   if father[x] != x:
        father[x] = get_father(father[x], father)
    return father[x]
def join(x, y, father):
   fx = get_father(x, father)
   fy = get_father(y, father)
   if fx == fy:
        return
    father[fx] = fy
def is_same(x, y, father):
    return get_father(x, father) == get_father(y, father)
def main():
    case_num = 0
    while True:
        n, m = map(int, input().split())
        if n == 0 and m == 0:
           break
        count = 0
        father = init_set(n)
        for _ in range(m):
            s1, s2 = map(int, input().split())
            join(s1 - 1, s2 - 1, father)
        for i in range(n):
           if father[i] == i:
                count += 1
        case_num += 1
        print(f"Case {case_num}: {count}")
if __name__ == "__main__":
    main()
```



状态: Accepted

```
源代码
 def init_set(n):
      return list(range(n))
 def get_father(x, father):
      if father[x] != x:
          father[x] = get_father(father[x], father)
      return father[x]
 def join(x, y, father):
    fx = get_father(x, father)
      fy = get_father(y, father)
if fx == fy:
           return
      father[fx] = fy
 \label{eq:def_def} \begin{array}{ll} \textbf{def} \ \textbf{is\_same} \, (\textbf{x}, \ \textbf{y}, \ \text{father}) : \end{array}
      return get_father(x, father) == get_father(y, father)
 def main():
      case_num = 0
      while True:
           n, m = map(int, input().split())
```

基本信息

#: 44511284 题目: 02524 提交人: 23n2300011436 内存: 5912kB 时间: 1224ms 语言: Python3

提交时间: 2024-04-02 22:26:12

2. 学习总结和收获

树的运用更加熟练了