

第六章算法分析题

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算法分析题

6-5

解：方法：用一个队列 queue 收集算法删除的扩展结点。
算法结束后释放所有类型为 bbnodes 与 HeapNode 结点所占空间。

修改后的 0-1 背包问题的优先队列式分支限界算法如下：

```
template<class Typew, class Typep>
Typep knap<Typew, Typep>::Marknapsack() {
    H = new MaxHeap<HeapNode<Typep, Typew>>(1000);
    Queue<bbnode*> que;
    bestp = new int[n+1];
    int i = 1;
    E = 0;
    cw = cp = 0;
    Typep bestp = 0;
    Typep up = Bound(i);
    while (i != n+1) {
        Typew wt = cw + w[i];
        if (wt <= c) {
            if (cp + p[i] > bestp)
                bestp = cp + p[i];
            AddLiveNode(up, cp + p[i], cw + w[i], true, i+1);
        }
        up = Bound(i+1);
        if (up == bestp)
            AddLiveNode(up, cp, cw, false, i+1);
    }
}
```

```

up = Bound(i+1)
if (up >= bestP)
    AddLiveNode(cup, up, cw, false, i+1);
H->DeleteMax(N);
E = N.ptr; que.Add(E);
cw = N.weight; cp = N.profit; up = N.uprofit;
i = N.level;
for (int j=n; j>0; j--) {
    bestX[j] = E->Lchild;
    E = E->parent;
}
}

H->DeleteMax(N);
while (true) {
    try { H->DeleteMax(N); }
    catch (Out of Bounds) { break; }
    que.Add(N.ptr);
    while (!que.IsEmpty()) {
        bnode *b;
        que.Delete(b);
        delete b;
    }
    return cps;
}

```

修改后的解装或问题的优先队列式贪心法：

```
template< class T >
T MaxLoading(T *w, T c, int n, int *bestx) {
    MaxHeap<HeapNode<T>> H(1000);
    Queue<bbnode*> que;
    T *r = new T[n+1];
    r[n] = 0;
    for(int j=n-1; j>0; j--) {
        r[j] = r[j+1] + w[j+1];
    }
    int i=1;
    bbnode *E = 0;
    int Ew = 0;
    while(i!=n+1) {

```

if(Ew + w[i] <= c)

```
        AddLiveNode(H, E, Ew+w[i]+r[i], true, i+1);

```

```
        AddLiveNode(H, E, Ew+r[i], false, i+1);

```

HeapNode<T> N;

H.DeleteMax(N);

i = N.level;

E = N.ptr;

que.Add(E);

Ew = N.unweight - r[i-1];

}

```
for(j=n; j>0; j--) {

```

bestx[j] = E->Lchild;

E = E->parent;

}

```

HeapNode<T> N;
while(true) {
    try { H.DeleteMax(N); }
    catch(OutofBounds) { break; }
    Que.Add(N.ptr);
}
while(!Que.IsEmpty()) {
    bbnode * b;
    Que.Delete(b);
    delete b;
}
return EW;
}
if EW = 0:
    cout << "No paths" << endl;
    return;

```

6-6
不能保证正确性

理由：

c_n : 与该结点相应的团的顶点数
 n : 结点数
 i : 该结点层数
将 $c_n + n - i + 1$ 作为团顶点数上界
则条件必须为 $c_n + n - i \geq bestn$