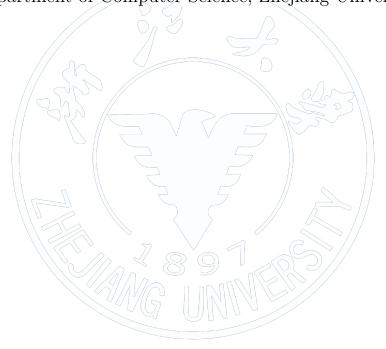
資料結構 Data Structure

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1 Overview

- 1. 本文頁碼標記依照 TKB 筆記 [2] 的頁碼。
- 2. TKB 筆記 [2] 章節頁碼:

Chapter	Page No.	Importance
1	3	***
2	259	*
3	52	***
4	259	*
5	82	****
6	228	***
7	180	***
8	221	***
9	// 129	***

3.

$$\log 2 = 0.3010$$

$$\log 3 = 0.4771$$

$$\log 5 = 0.6990$$

$$\log 7 = 0.8451$$
(1)

4. OBST 在「演算法」中,不再贅述。

	Trees	
Tree	Insert x Delete x Search x	Remark
BST	$O(\log n) \sim O(n)$	Create: $O(n \log n) \sim O(n^2)$
AVL tree		$F_{h+2} - 1 \le n \le 2^h - 1$
B tree	$O(\log_m n)$	$1 + 2\frac{\lceil \frac{m}{2} \rceil^{h-1} - 1}{\lceil \frac{m}{2} \rceil - 1} \le n \le 2\lceil \frac{m}{2} \rceil^{h-1} - 1$
RBT		$h \le 2\log(n+1)$
Splay tree		Worst: $O(n)$, Amortized: $O(\log n)$

Priority queues						
Operations	Max (Min)	Min-max & Deap & SMMH	Leftist	Binomial	Fibonacci	
Insert x	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n), O(1)^*$	$O(1)^*$	
Delete max	$O(\log n)$	$O(\log n)$				
Delete min	O(n)	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)^*$	
Delete x				$O(\log n)$	$O(\log n)^*$	
Merge	O(n)		$O(\log n)$	$O(\log n)$	$O(1)^*$	
Decrease key				$O(\log n)$	$O(1)^*$	
Search x	O(n)					
Find max	O(1)	O(1)				
Find min		O(1)		$O(\log n)$	O(1)	
Remark		0 4	$shortest(root) \\ \leq \log(n+1) - 1$			

Sorting algorithms						
Method	Time complexity		Space complexity	Stable		
	Best	Worst Average				
Insertion	O(n)	$\bigvee O(n^2)$	O(1)			
Selection		$O(n^2)$	O(1)	×		
Bubble	O(n)	$O(n^2)$	O(1)			
Shell	$O(n^{1.5})$	$O(n^2)$	O(1)	×		
Quick \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	$O(n \log n)$	$O(n^2) \mid O(n \log n)$	$O(n\log n) \sim O(n)$	×		
Merge		$O(n \log n)$	O(n)			
Heap		$O(n \log n)$	O(1)	×		
LSD Radix	V//ATA	$O(n \otimes k)$	O(n+k)	$\sqrt{}$		
Bucket/MSD Radix	O(n)	$O(n^2) \mid O(n+k)$	$O(n \times k)$			
Counting		O(n+k)				

2 Summary

1. Theorem (17) Permutation:

```
1: function PERM(list, i, n)
       if i == n then
2:
           Print(list)
3:
       else
4:
5:
          for j := i to n do
              SWAP(list, i, j)
6:
              Perm(list, i + 1, n)
7:
              SWAP(list, i, j)
8:
           end for
9:
       end if
10:
11: end function
```

2. Theorem (87) 節點數:

3. Theorem (95, 97, 98)

- 可以確定二叉樹, 其他則否:
 - Preorder 和 Inorder。
 - Postorder 和 Inorder。
 - Level-order 和 Inorder。
 - Complete 和任意排序。
- Preoder = Inoder: Empty, Root, Right-skewed tree.
- Postoder = Inoder: Empty, Root, Left-skewed tree.
- Preoder = Postoder: Empty, Root.

4. Theorem (116)

```
1: function CreateMinHeap(Tree s, size n)
        for i := n/2 \text{ to } 1 \text{ do}
                                                                  ▷ Start from parent of the last node.
 2:
            tmp := s[i]
 3:
            j := 2 \times i
                                                                                           \triangleright Left child of i.
 4:
            while j \leq n \ \mathbf{do}
                                                                                        \triangleright There is a child.
 5:
                if j < n then
                                                                                      ▶ Right child exists.
 6:
                     if s[j] > s[j+1] then
                                                                             \triangleright Choose the smaller child.
 7:
                         j := j + 1
 8:
                     end if
 9:
                 end if
10:
                if tmp \leq s[j] then
11:
                     Break.
12:
                 else
                                                                                     \triangleright Percolate one level.
13:
                     s[j/2] := s[j]
14:
                     j := j \times 2
15:
                end if
16:
            end while
17:
            s[j/2] := tmp
18:
19:
        end for
20: end function
```

5. Theorem (162) Red-black tree:

```
1: function InsertRedBlackTree s, Element x)
      x.color := red.
2:
       INSERTBST(x).
3:
       while x.parent.color = red do
4:
5:
          if x.parent is left child then
             if x.parent.sibling.color = red then
6:
                 x.parent.color := black
7:
                 x.parent.sibling.color := black
8:
                 x.parent.parent.color := red
9:
                 x := x.parent.parent
10:
             else if x is right child then
11:
                 x := x.parent
12:
                 LeftRotate(s, x)
13:
             else
14:
                 x.parent.color := black
15:
                 x.parent.parent.color := red
16:
                 RIGHTROTATE(s, x.parent.parent)
17:
18:
             end if
          else
19:
             Similar to the process above, just change LEFTROTATE and RIGHTROTATE.
20:
21:
          end if
       end while
22:
       s.root := black
23:
24: end function
```

```
1: function Deletered Black Tree (Red Black Tree s, Element x)
       org - color := x.color
2:
3:
       if x is leaf then
4:
           Set link from x.parent to x as NIL.
       else if x has 1 child then
5:
          Replace x with its child.
6:
                                                                           \triangleright x has 2 children
       else
7:
           Replace x with largest in left subtree or smallest in right subtree.
8:
9:
       end if
       if org - color = black then
10:
           DeleteFixRedBlackTree(s, x)
11:
12:
       end if
13: end function
```

```
1: function DeleteFixRedBlackTree s, Element x)
       while x \neq s.root \land x.color = black do
2:
          if x is left child then
3:
              w := x.sibling
4:
             if w.color = red then
5:
                 w.color := black
6:
                 x.parent.color := red
7:
                 LeftRotate(s, x.parent)
8:
                 w := x.sibling
9:
             else if w.lchild.color = black \land w.rchild.color = black then
10:
                 w.color := red
11:
12:
                 x := x.parent
             else if w.rchild.color = black then
13:
                 w.lchild.color := black
14:
                 w.color := red
15:
                 RIGHTROTATE(s, w)
16:
                 w := x.sibling
17:
18:
             else
                 w.color := x.parent.color
19:
                 x.parent.color := black
20:
21:
                 w.rchild.color := black
                 LEFTROTATE(s, x.parent)
22:
23:
                 x = s.root
             end if
24:
25:
          else
              Similar to the process above, just change LEFTROTATE and RIGHTROTATE.
26:
          end if
27:
       end while
28:
       x.color = black
29:
30: end function
```

6. Theorem (195) Quick sorting:

```
1: function QuickSort(Array A, index p, r) \triangleright Sorting from A[p] to A[r]
2: if p < r then
3: q := \text{PARTITION}(A, p, r)
4: QuickSort(A, p, q - 1)
5: QuickSort(A, q + 1, r)
6: end if
7: end function
```

```
1: function Partition(Array A, index p, r)
       x := A[r]
                                                                                       \triangleright Pivot.
       i := p - 1
 3:
 4:
       for j := p to r - 1 do
           if A[j] \leq x then
 5:
              i := i+1
 6:
              SWAP(A[i], A[j])
 7:
           end if
 8:
       end for
 9:
       SWAP(A[r], A[i+1])
10:
       return i+1
11:
12: end function
```

7. **Theorem (257)** 尋找 articulation point: 若 root 有 ≥ 2 子節點,則 root 為 articulation point; \exists 非 root 節點 u, 若 \exists v 為 u 子節點,且 $low(v) \geq dfn(u)$,則 u 為 articulation point。

References

- [1] Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein. *Introduction to Algorithms, Third Edition*. The MIT Press, 3 edition, 2009.
- [2] wjungle@ptt. 資料結構 @tkb 筆記. https://drive.google.com/file/d/ OB8-2o6L73Q2VeFpGejlYRk1WeFk/view?usp=sharing, 2017.

