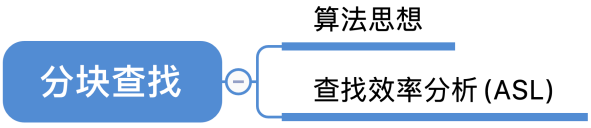
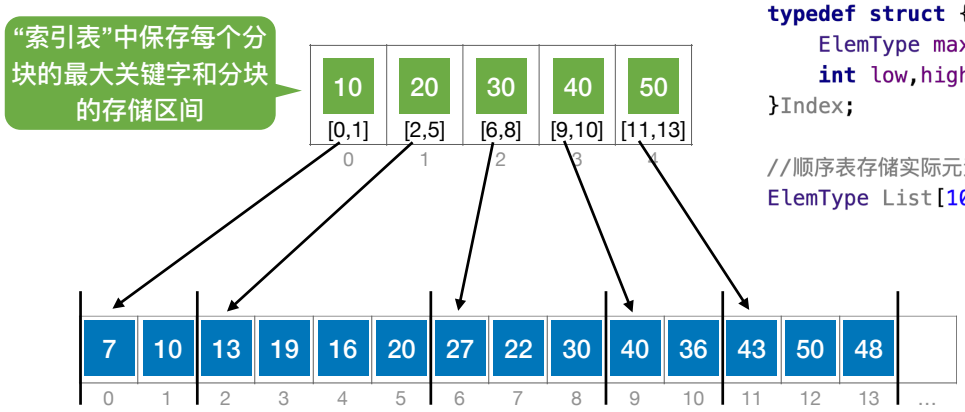
本节内容

分块查找

知识总览



分块查找的算法思想

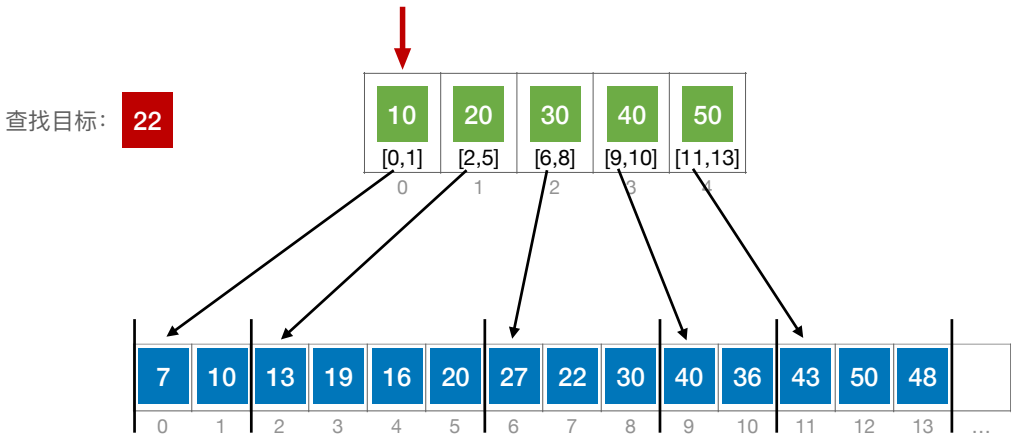



```
//索引表
typedef struct {
    ElemType maxValue;
    int low,high;
}Index;

//顺序表存储实际元素
ElemType List[100];
```

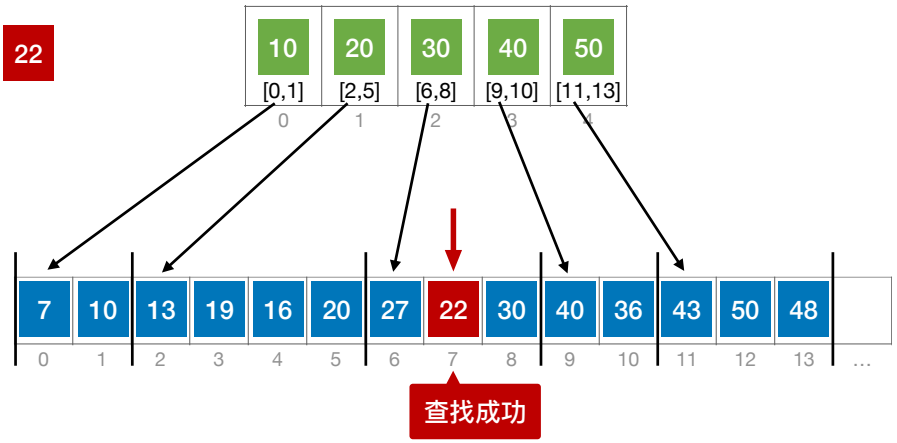
特点：块内无序、块间有序

分块查找的算法思想



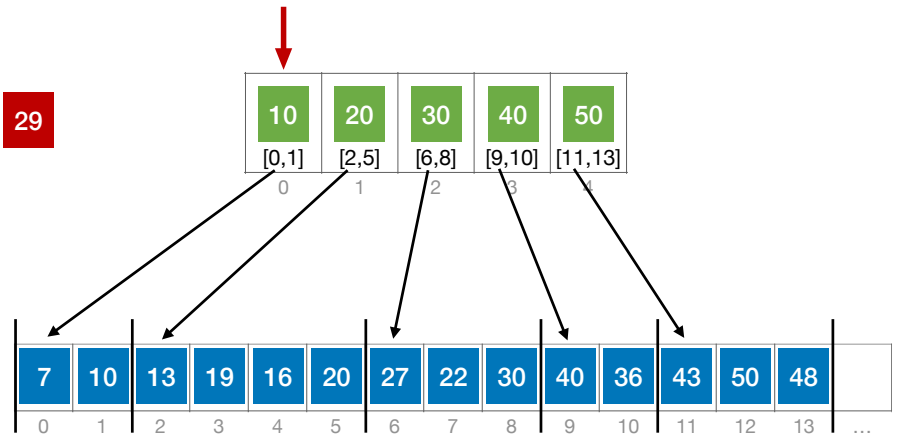
分块查找的算法思想

查找目标：22

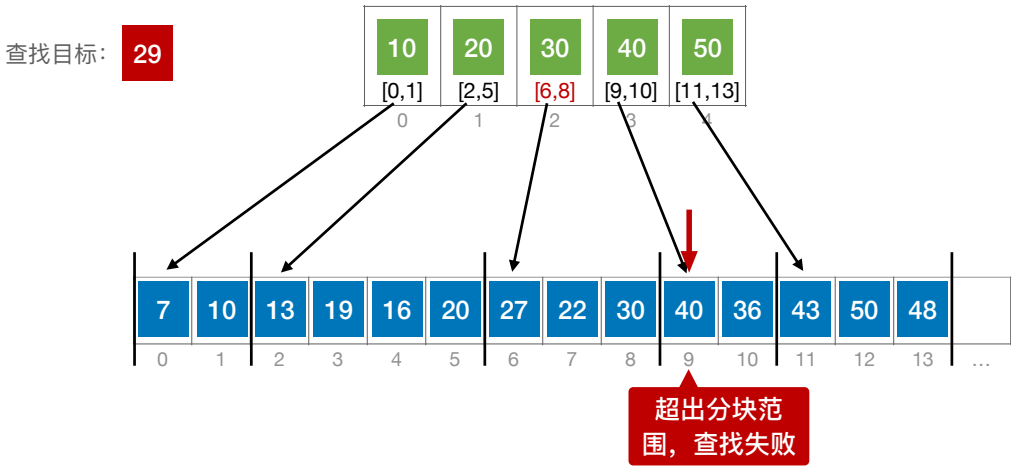


分块查找的算法思想

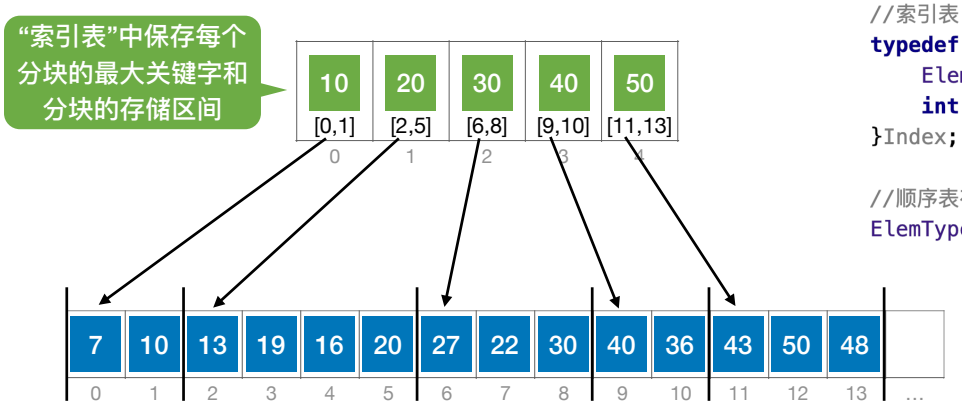
查找目标：29



分块查找的算法思想



分块查找的算法思想

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    ElemType maxValue;
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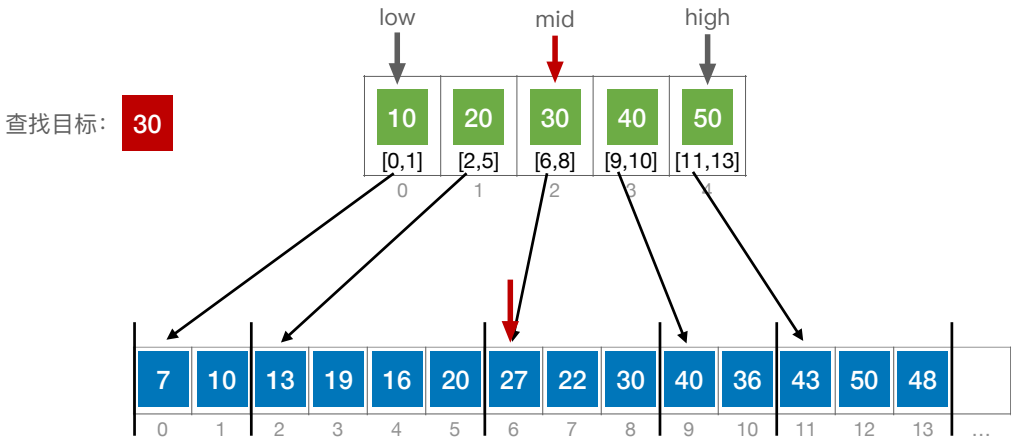
ElemType List[100];
```

分块查找，又称索引顺序查找，算法过程如下：

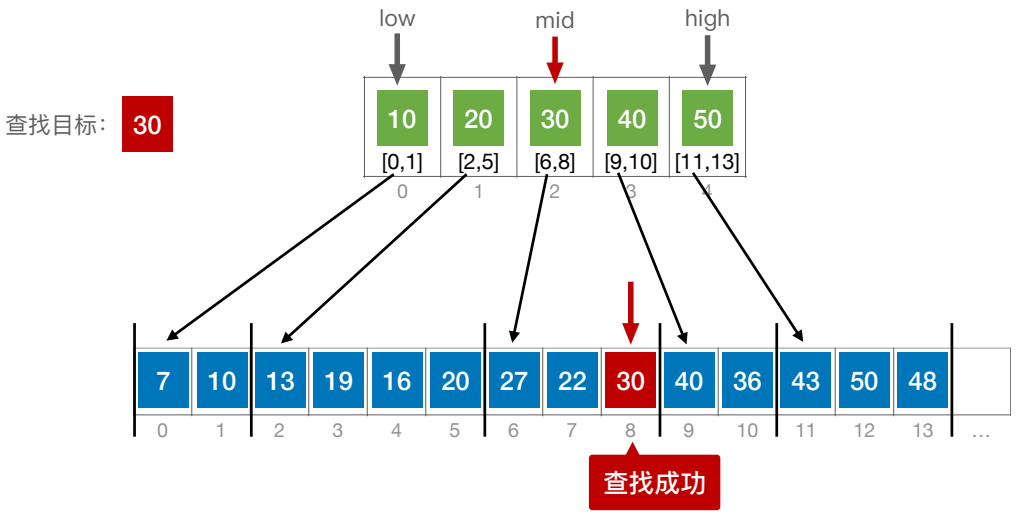
①在索引表中确定待查记录所属的分块（可顺序、可折半）

②在块内顺序查找

用折半查找查索引

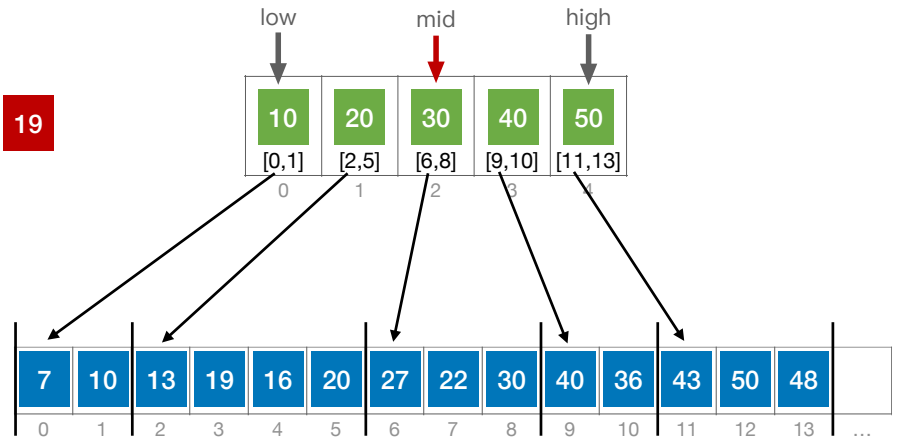


用折半查找查索引



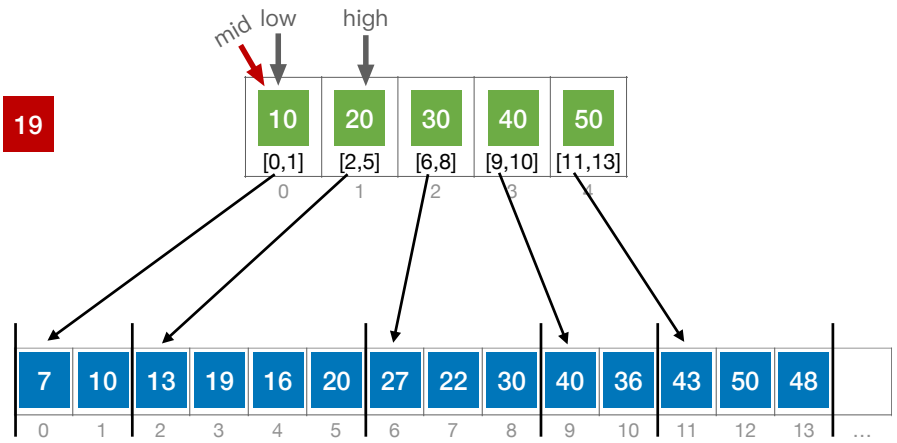
用折半查找查索引

查找目标: 19



用折半查找查索引

查找目标: 19



用折半查找查索引

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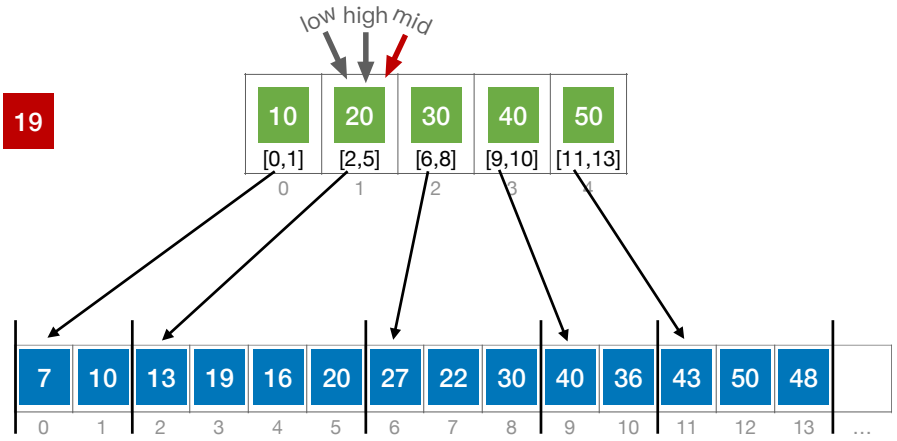

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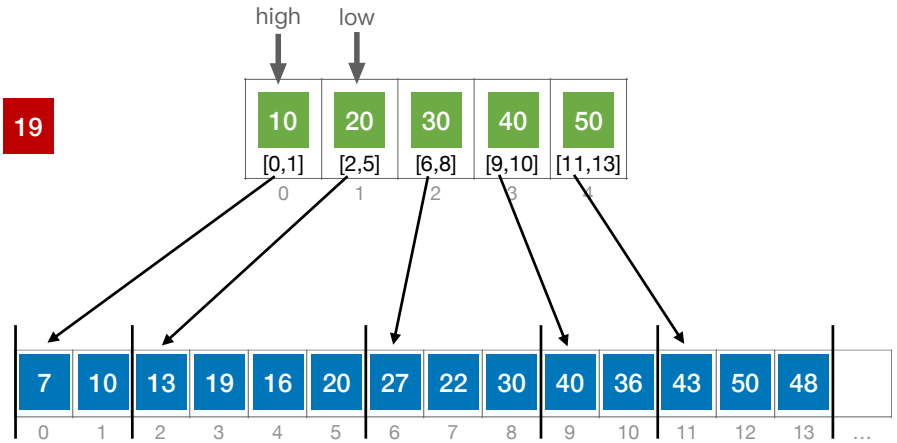

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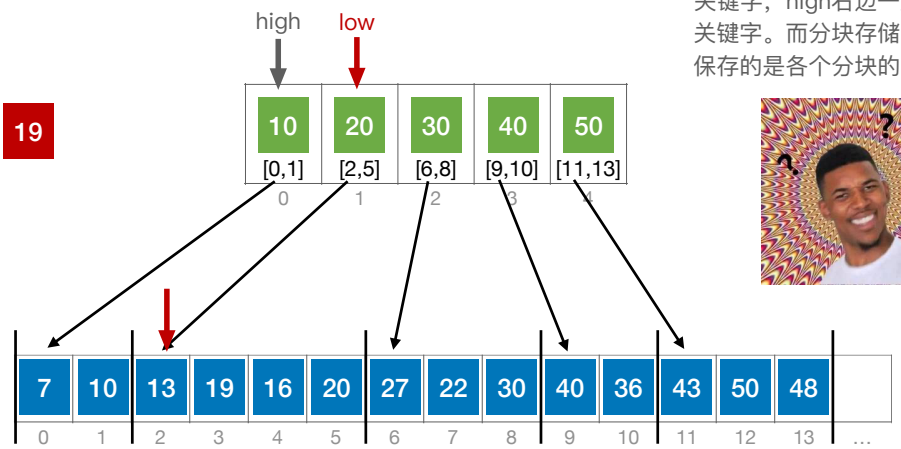
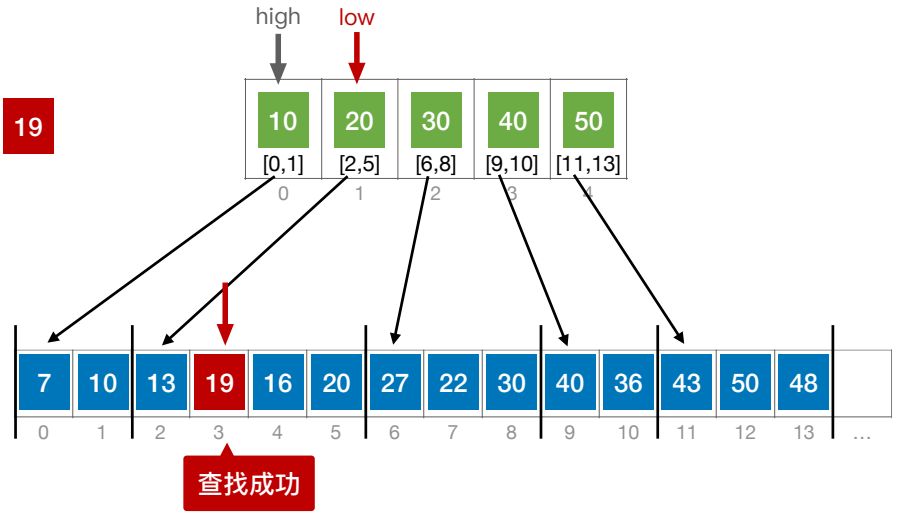


原因：最终low左边一定小于目标关键字，high右边一定大于目标关键字。而分块存储的索引表中保存的是各个分块的最大关键字

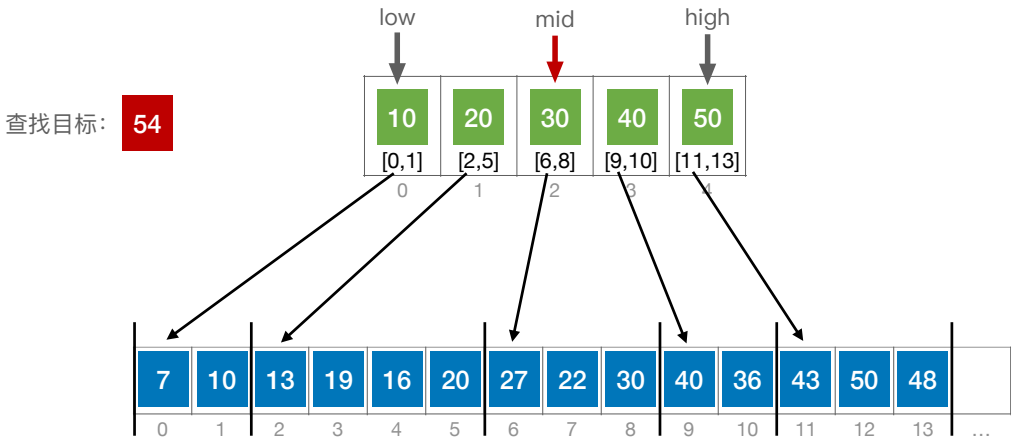
若索引表中不包含目标关键字，则折半查找索引表最终停在 low>high，要在low所指分块中查找

用折半查找查索引

查找目标：19



用折半查找查索引



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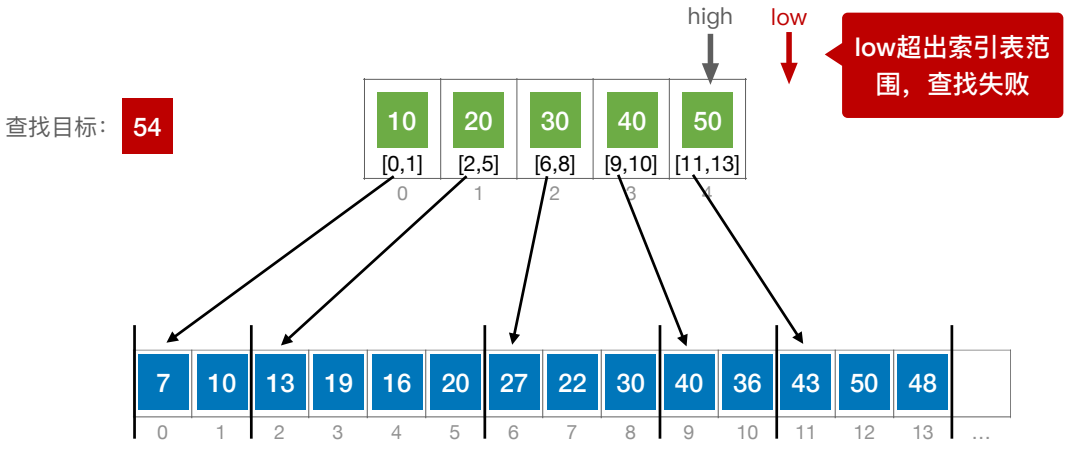

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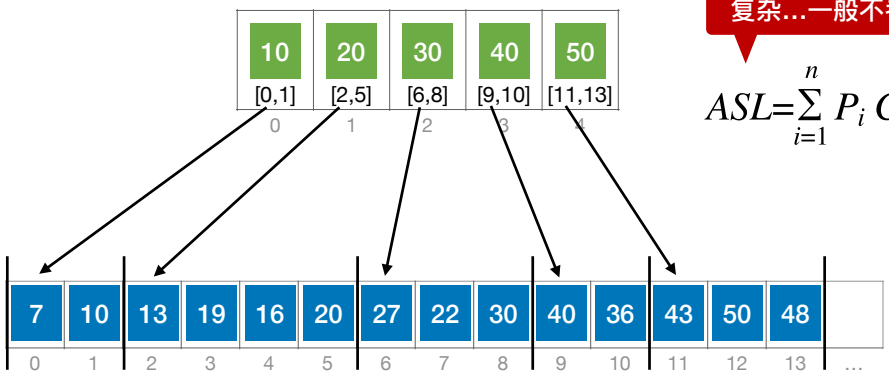
查找效率分析（ASL）



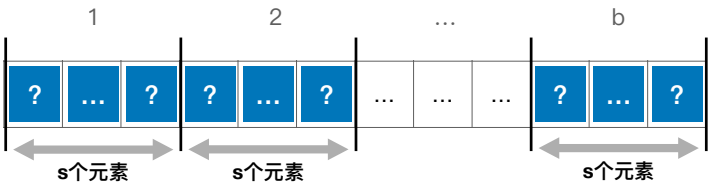
查找失败的情况更复杂...一般不考

$$ASL=\sum_{i=1}^{n} P_i C_i$$

共有14个元素，各自被查概率为1/14
若索引表采用顺序查找，则 7：2次、10：3次、13：3次...
若索引表采用折半查找，则30：4次、27：2次?

放弃思考

查找效率分析（ASL）



假设，长度为n的查找表被均匀地分为b块，每块s个元素

设索引查找和块内查找的平均查找长度分别为L_I、L_S，则分块查找的平均查找长度为

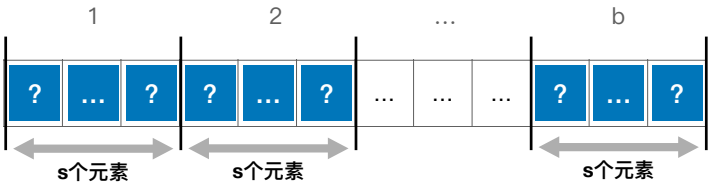
$$ASL=L_I+L_S$$

用顺序查找查索引表，则 $L_I=\frac{(1+2+\ldots+b)}{b}=\frac{b+1}{2}$，$L_S=\frac{(1+2+\ldots+s)}{s}=\frac{s+1}{2}$

则 $ASL=\frac{b+1}{2}+\frac{s+1}{2}=\frac{s^2+2s+n}{2s}$，当 $s=\sqrt{n}$ 时，$ASL_{最小}=\sqrt{n}+1$

若n=10000，则 ASL_{min}=101

查找效率分析（ASL）



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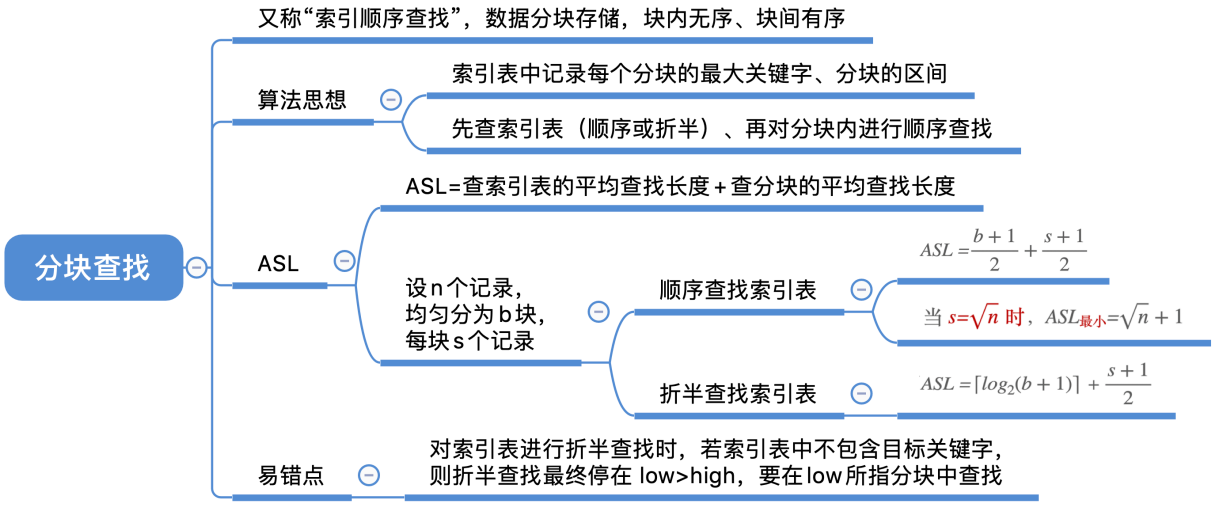
$ASL=L_I+L_S$

用折半查找查索引表，则 $L_I=\lceil log_2(b+1)\rceil$，$L_S=\frac{(1+2+\ldots+s)}{s}=\frac{s+1}{2}$

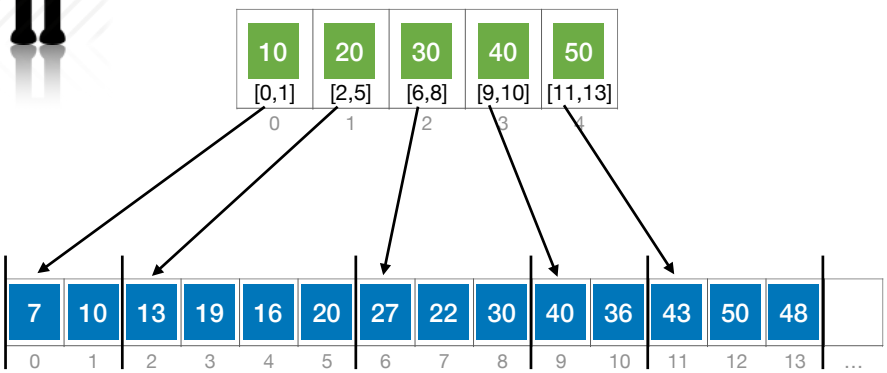
则$ASL=\lceil log_2(b+1)\rceil+\frac{s+1}{2}$

知识回顾与重要考点



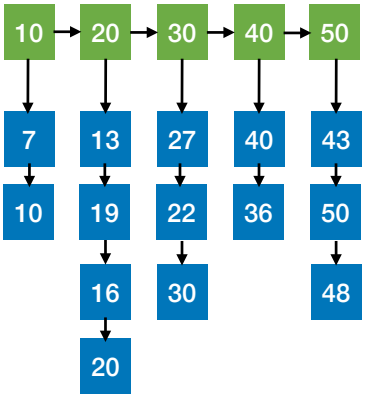
拓展思考

若查找表是“动态查找表”，有木有更好的实现方式?



拓展思考

若查找表是“动态查找表”，有木有更好的实现方式？——链式存储



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