

Data Structure

資料結構

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什麼是資料結構

- 電腦組織、儲存資料的方式
- 對於不同用途選擇不同的資料結構（演算法、複雜度）
- 資料結構是一種工具
- 排序、分類、紀錄、分析

Abstract

- Computing Complexity
- Array
- Dynamic Array
- Linked List
- Stack
- Queue
- Tree

Computing Complexity

計算複雜度

- 如何表示電腦的計算速度？哪一種演算法比較好？
- 衡量程式的效率（時間、空間）
- 做N次動作 花了N時間
- Ex: $N^3 + 2*N^2 + N \Rightarrow O(N^3)$
- $O(n)$, $O(n^2)$, $O(\log(N))$ 表示計算量 常數用 $O(1)$ 表示

```
1 | n = 10000
2 | for(int i=0; i<n; i++)
3 |     for(int j=0; j<n; j++)
4 |         cout<<"讓我看" << endl;
```

Ex:如果輸出“讓我看”的時間是k秒 那我就需要 $O(n^2)$ 的時間 $k*n^2$ 秒

Array

陣列

- 一次儲存多個變數
- 優點：儲存快、拿取也快都是 $O(1)$
- 缺點：大小被限制、刪除速度慢、插入速度慢 $O(n)$

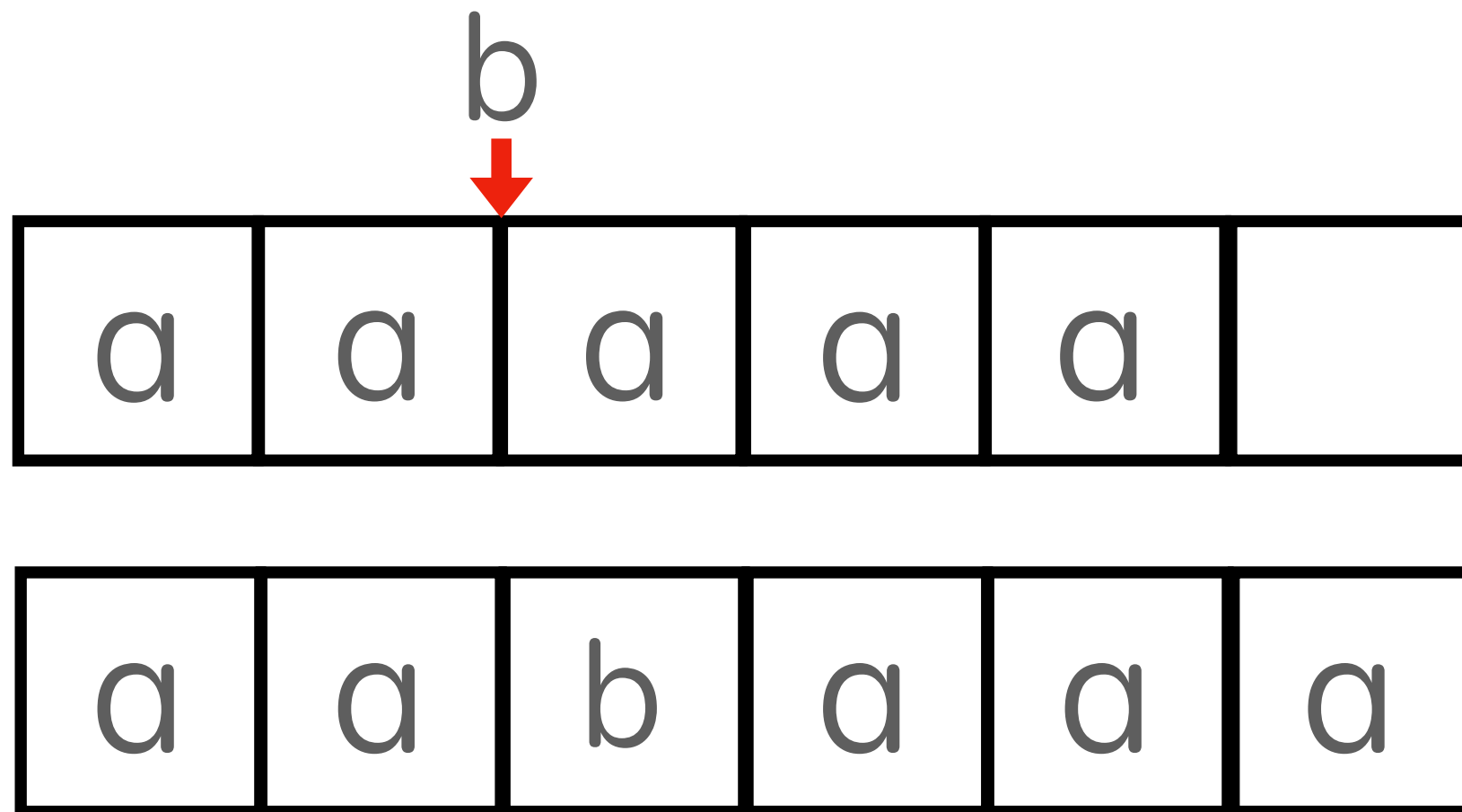
```
1  int a[5] = {0,1,2,3,4};  
2  a[0] = 99;  
3  for(int i=0;i < 5;i++){  
4      cout<<a[i]<<" ";  
5  }  
6  #output: 99 1 2 3 4
```

宣告陣列

Question

問題大了

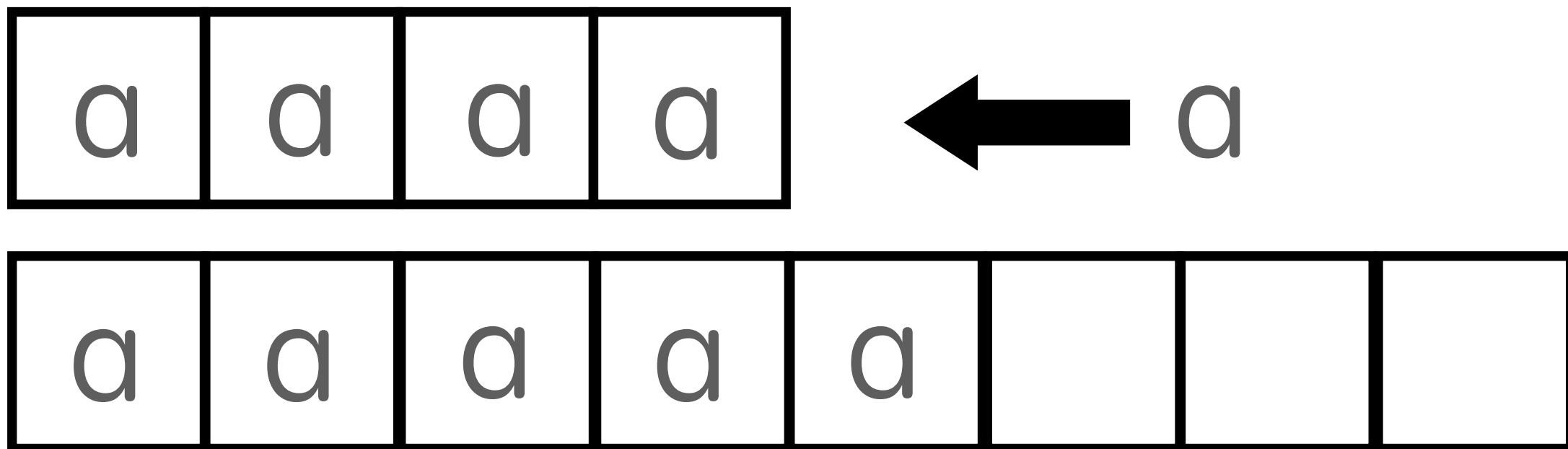
- 如何解決陣列大小被限制的問題？
- 如何解決插入速度很慢的問題？



Dynamic Array

動態陣列

- 可伸縮陣列
- 記憶體空間以2的冪次增加（不是無限增加）
- 優點：繼承陣列拿取快、存取快的優點，解決了大小限制問題
- 缺點：插入問題還是沒有解決



擴增兩倍！

Dynamic Array

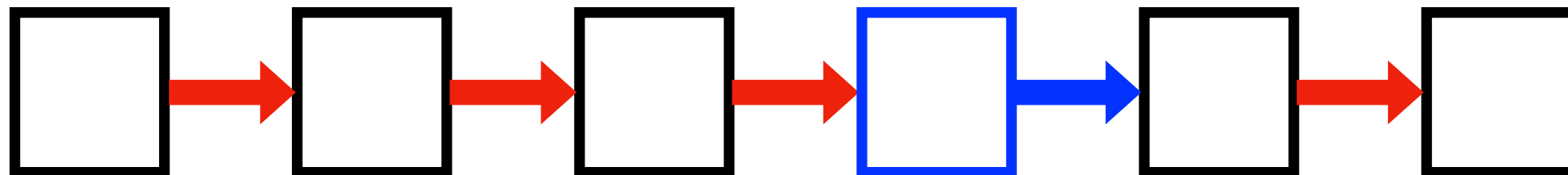
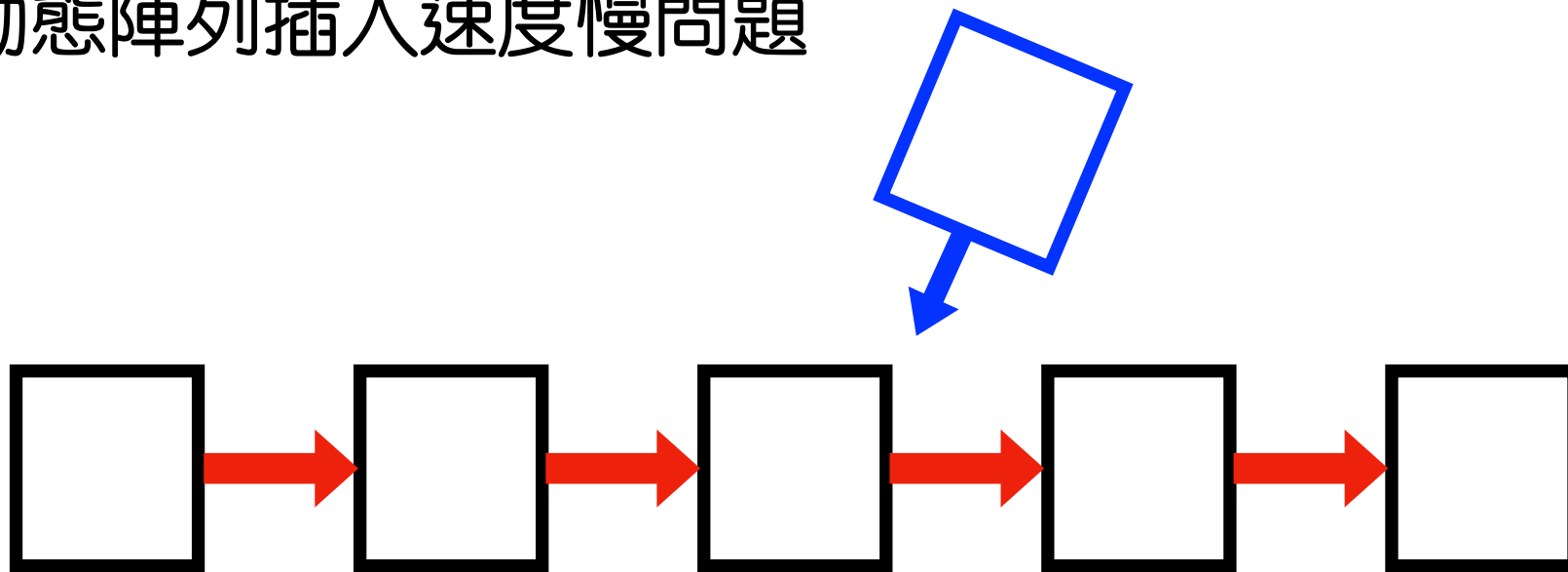
動態陣列

- member function
 - size()
 - capacity()
 - resize()
 - push()
 - pop()
 - del()
 - erase()
 - find()

Linked List

鏈結串列

- 以一個節點(Node)為單位，每個節點指向下一個節點
- 解決動態陣列插入速度慢問題



Linked List

Advantage and Disadvantage

- 插入、刪除 $O(1)$
- 但是取值、尋找 $O(n) \Rightarrow$ 失去陣列結構的優點

```
1  struct node
2  {
3      int data;
4      node<int> *next;
5  };
6
7  list()
8  {
9      head = new node<T>;
10     tail = new node<T>;
11     tail->next = NULL;
12 }
```

沒有一個資料結構是完美的
視不同的需求和算法就有不同的變化

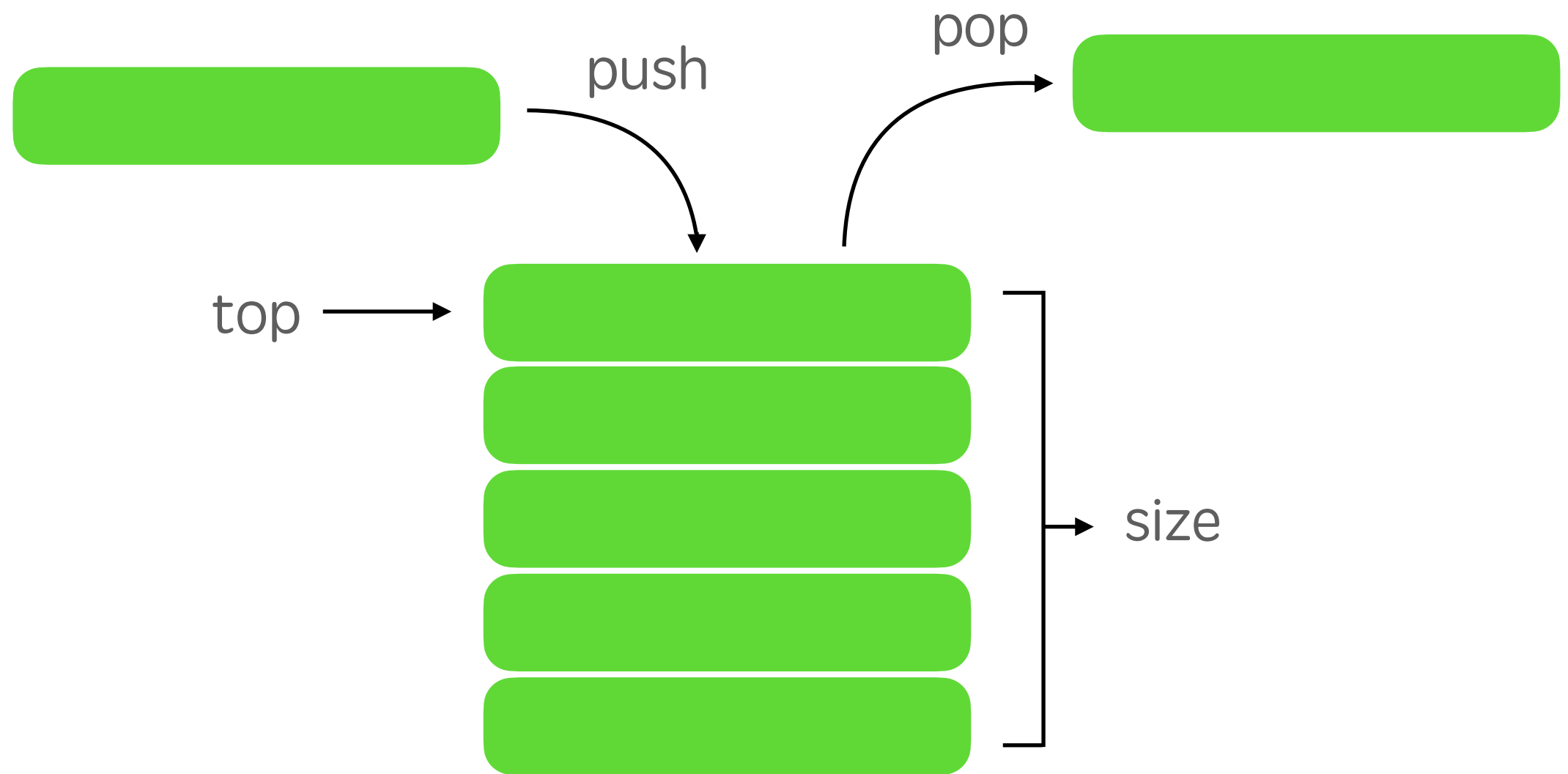
linked list

鏈結串列

- member function
 - begin()
 - end()
 - size()
 - empty()
 - push_front()
 - push_back()
 - pop_front()
 - pop_end()
 - insert()
 - del()
 - get()

Stack

堆疊



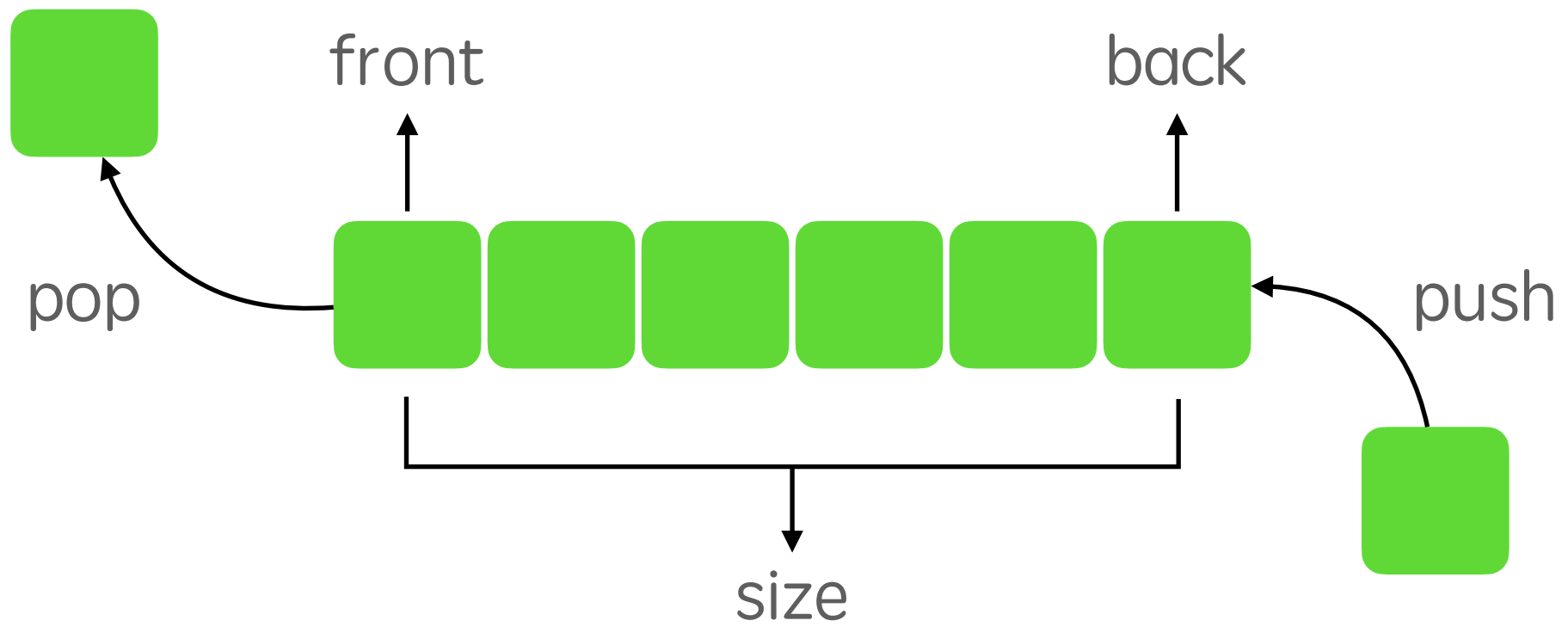
Stack

堆疊

- 後進先出
- 用 linked_list 實作
- member_function
 - size()
 - empty()
 - push()
 - pop()
 - top()

Queue

佇列



Queue

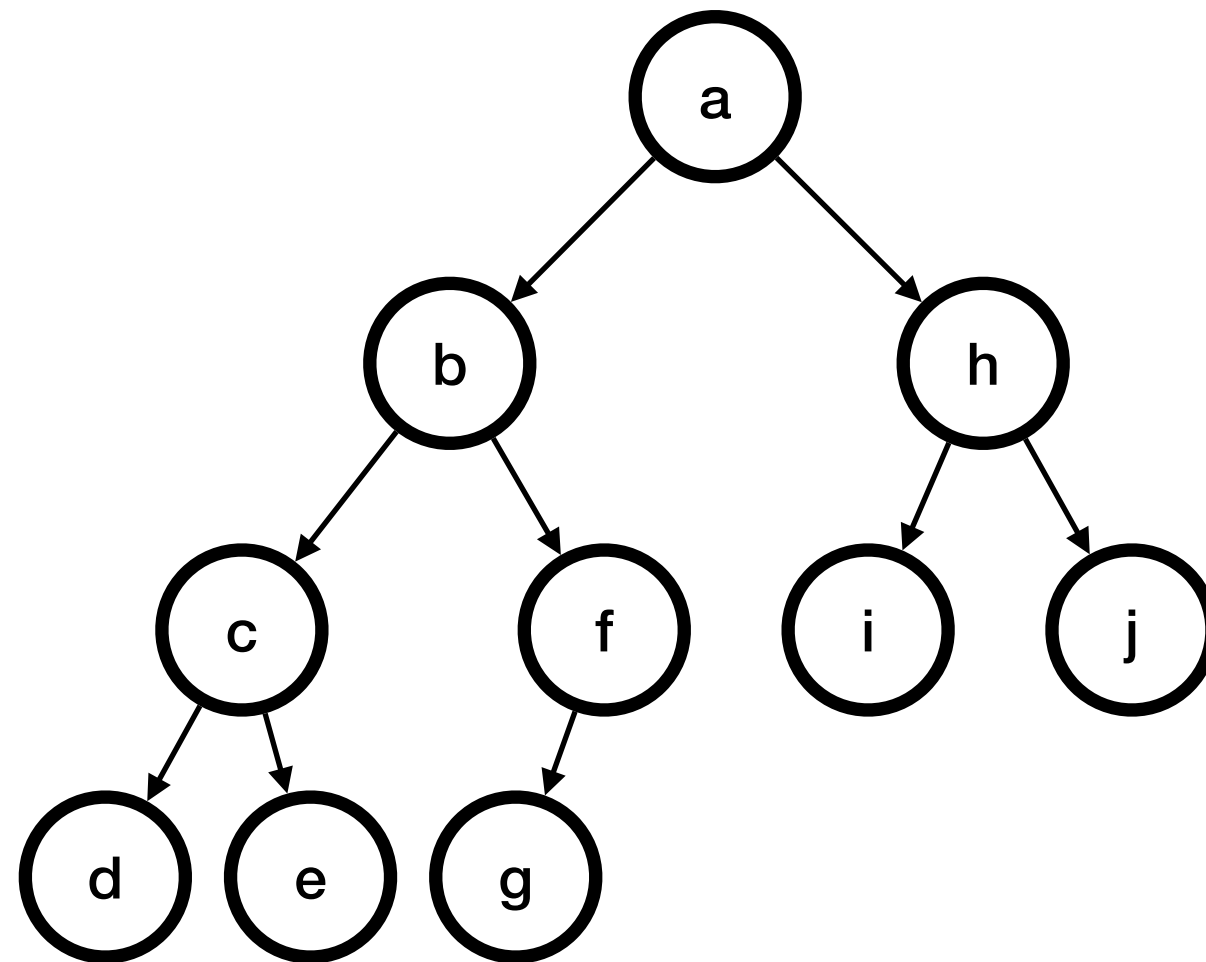
佇列

- 先進先出
- 用 linked_list 實作
- member function
 - size()
 - push()
 - pop()
 - empty()
 - front()
 - back()



Tree

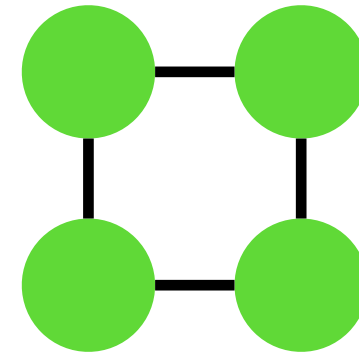
樹





樹

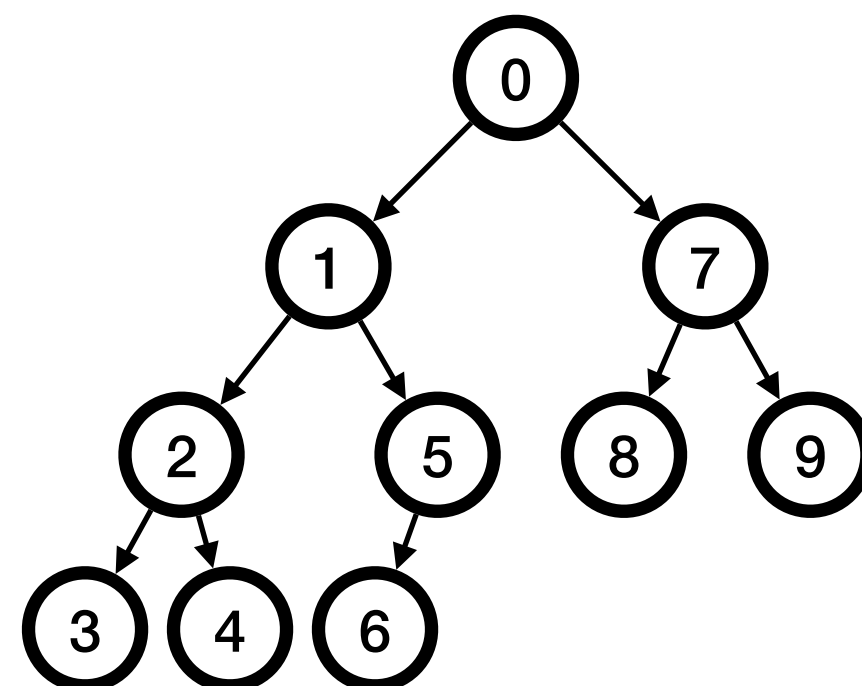
- 只有一個root，且不存在cycle
 - 對於所有的node有存在一條路到root
 - 每個node只有一個parent
- 檔案儲存方式是一種樹狀結構
- 族譜是一種樹狀結構
- 儲存方式
 - node
 - vector
 - matrix



Tree

儲存_matrix

	0	1	2	3	4	5	6	7	8	9
0	F	T	F	F	F	F	F	T	F	F
1	F	F	T	F	F	T	F	F	F	F
2	F	F	F	T	T	F	F	F	F	F
3	F	F	F	F	F	F	F	F	F	F
4	F	F	F	F	F	F	F	F	F	F
5	F	F	F	F	F	F	T	F	F	F
6	F	F	F	F	F	F	F	F	F	F
7	F	F	F	F	F	F	F	F	T	T
8	F	F	F	F	F	F	F	F	F	F
9	F	F	F	F	F	F	F	F	F	F

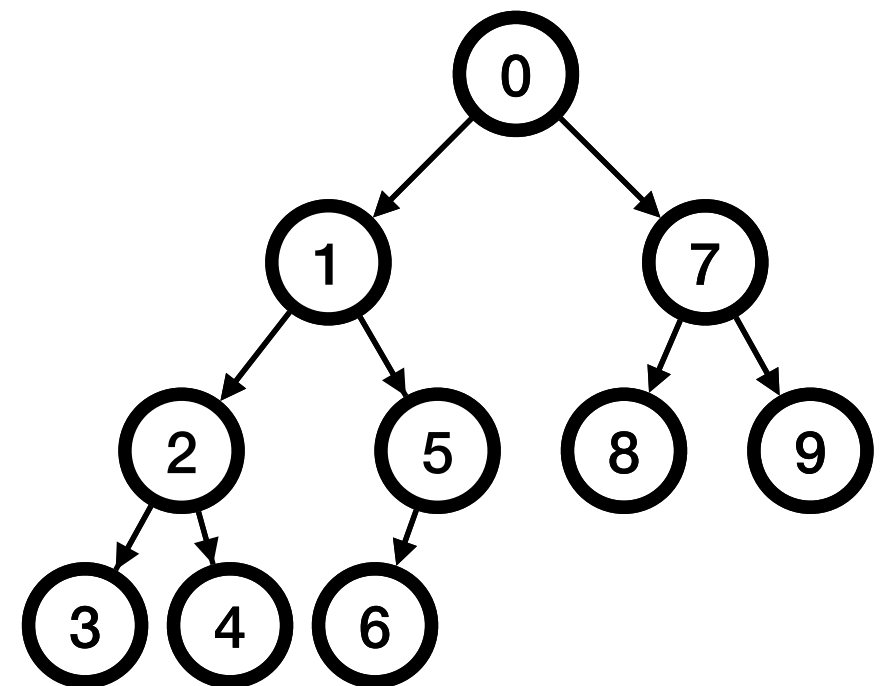




Tree

儲存_vector

data	child	
0	1	7
1	2	5
2	3	4
3		
4		
5	6	
6		
7	8	9
8		
9		





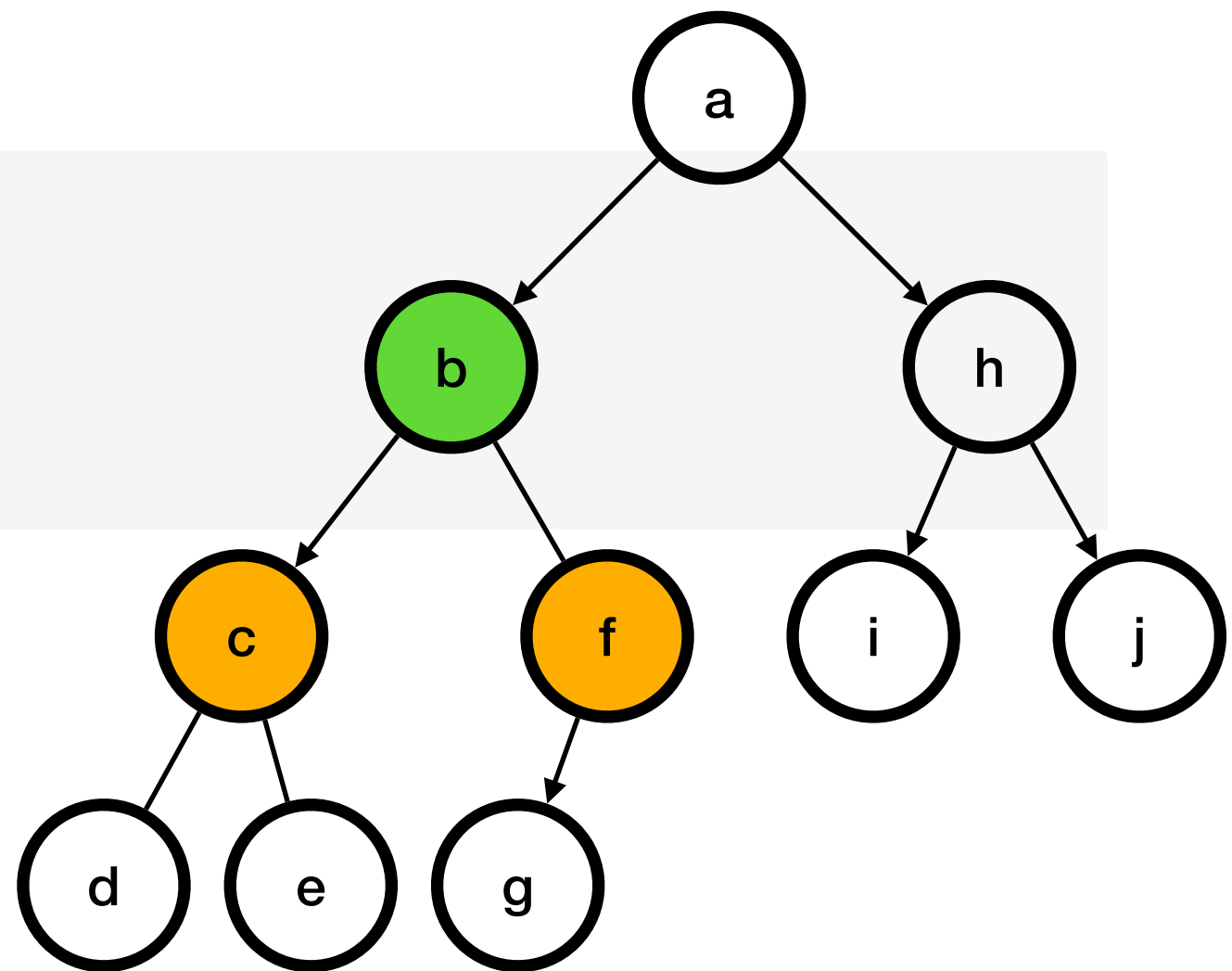
儲存_node

```
1  class node
2  {
3      int *child_one;
4      int *child_two;
5      int data;
6  };
```

Tree

儲存_node

```
1 class node
2 {
3     int *child_one;
4     int *child_two;
5     int data;
6 };
```



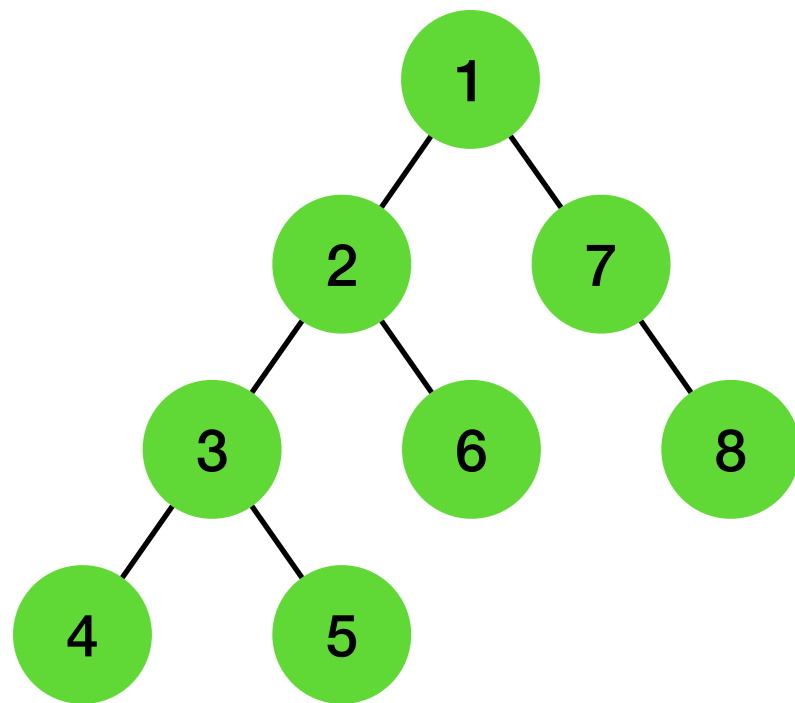
Tree

遍歷

- depth-first-search (connect with stack)
 - pre-order-traversal
 - in-order-traversal
 - post-order-traversal
- breadth-first-search (connect with queue)
 - level-order-traversal

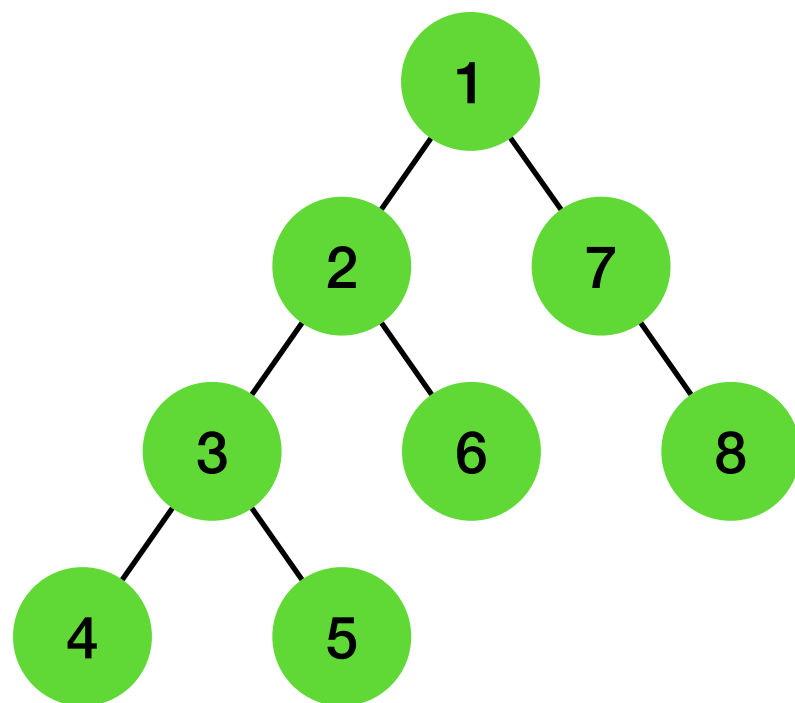


遍歷_DFS



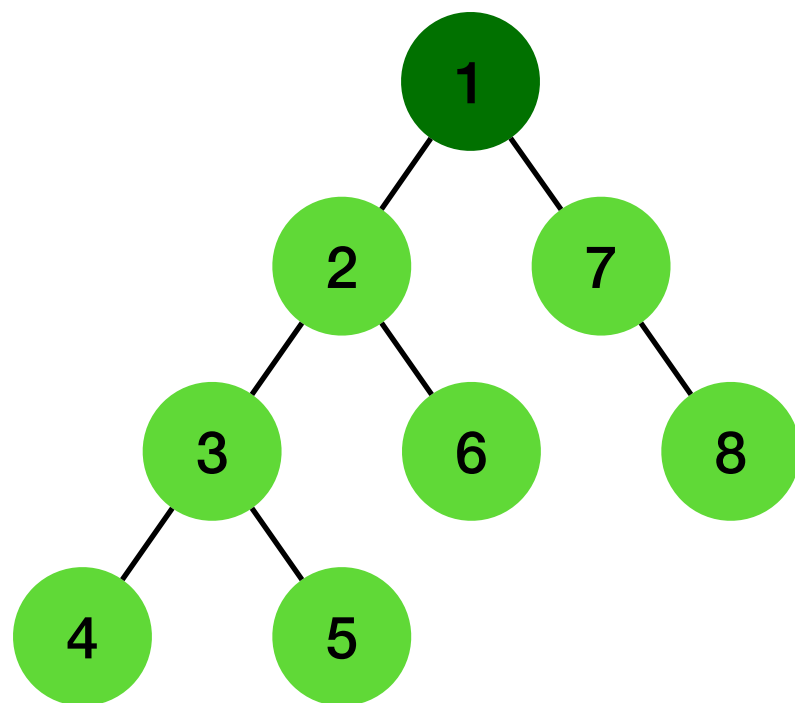


遍歷_DFS





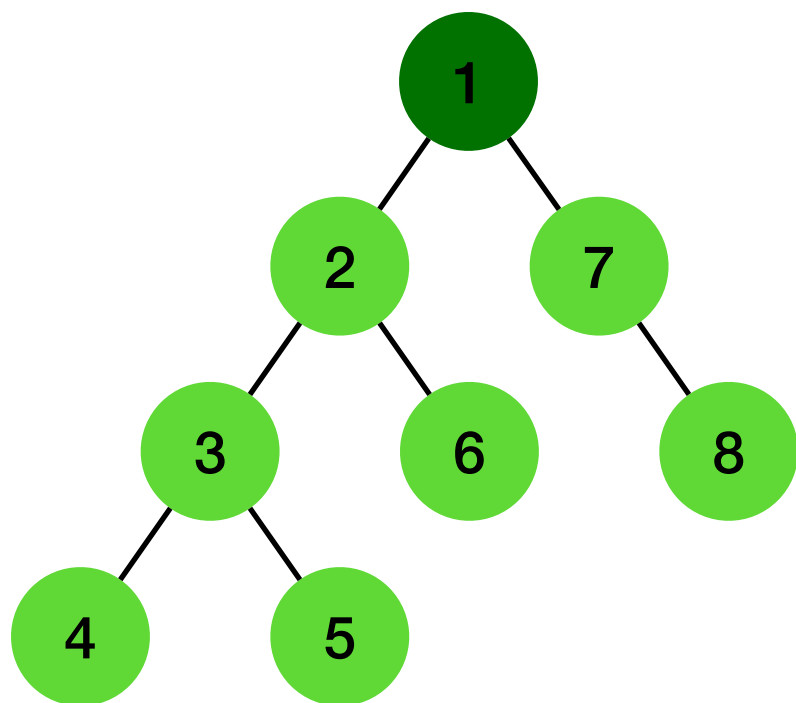
遍歷_DFS



1

Tree

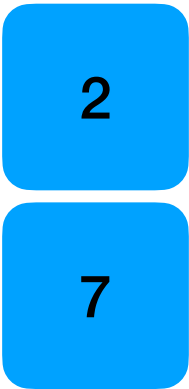
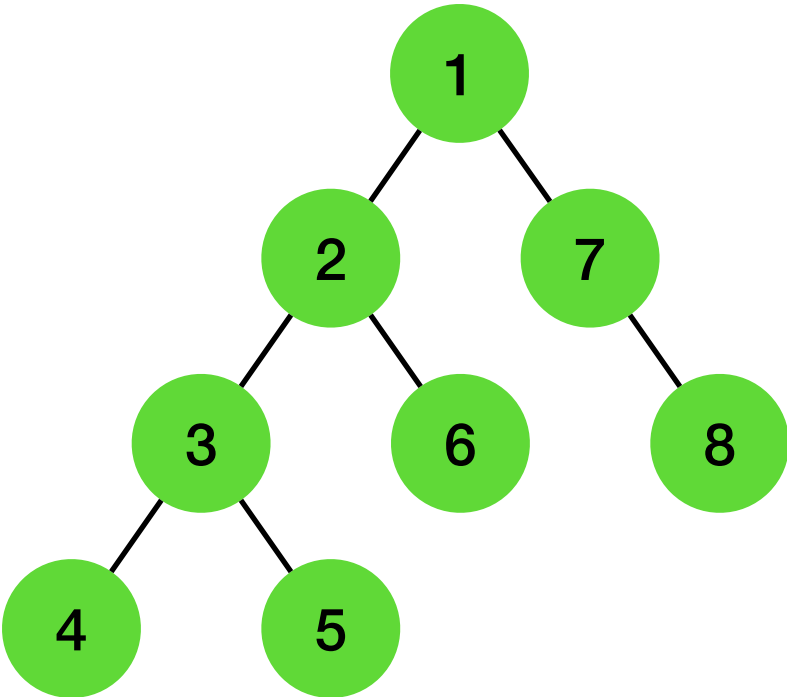
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1



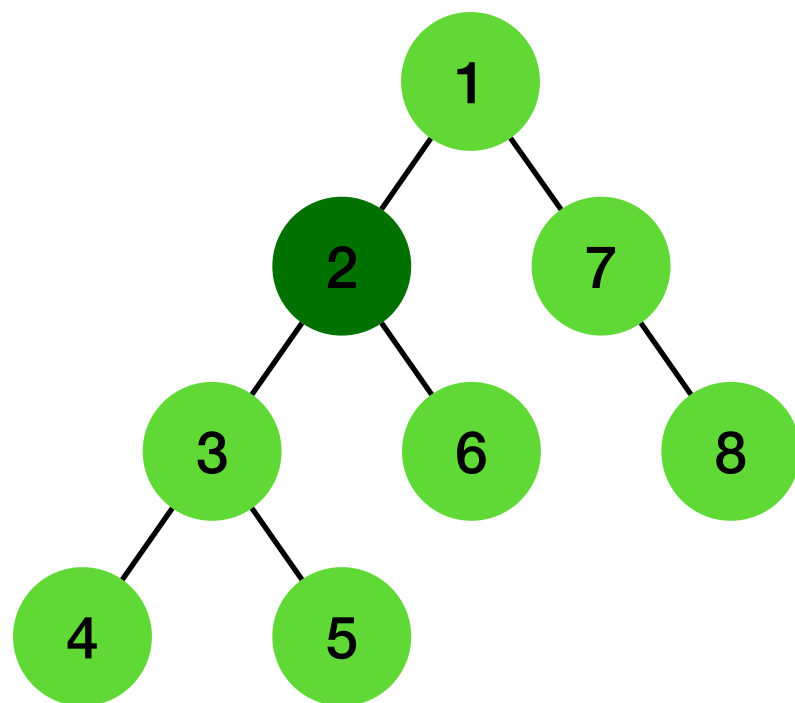
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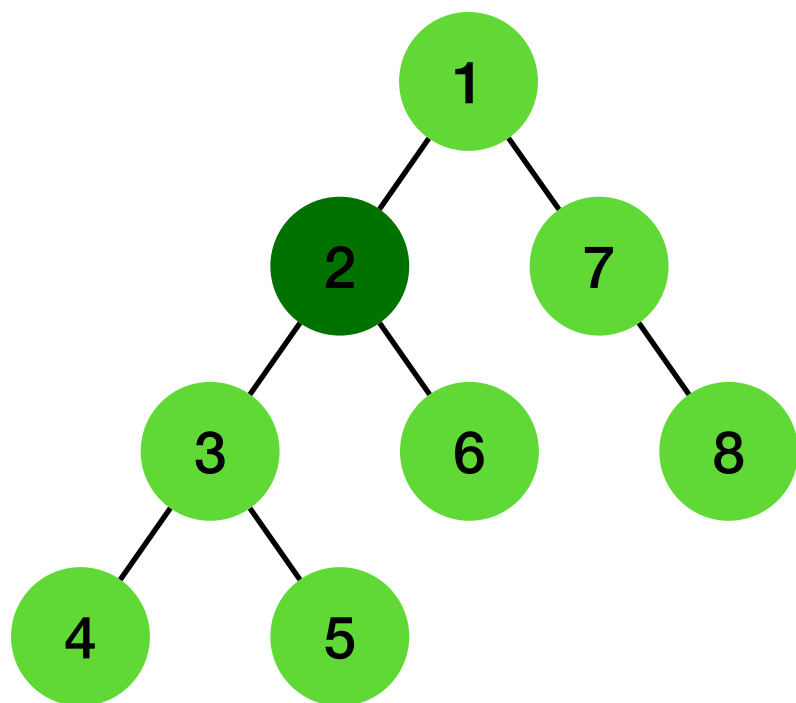
遍歷_DFS



1 2

Tree

遍歷_DFS



2

3

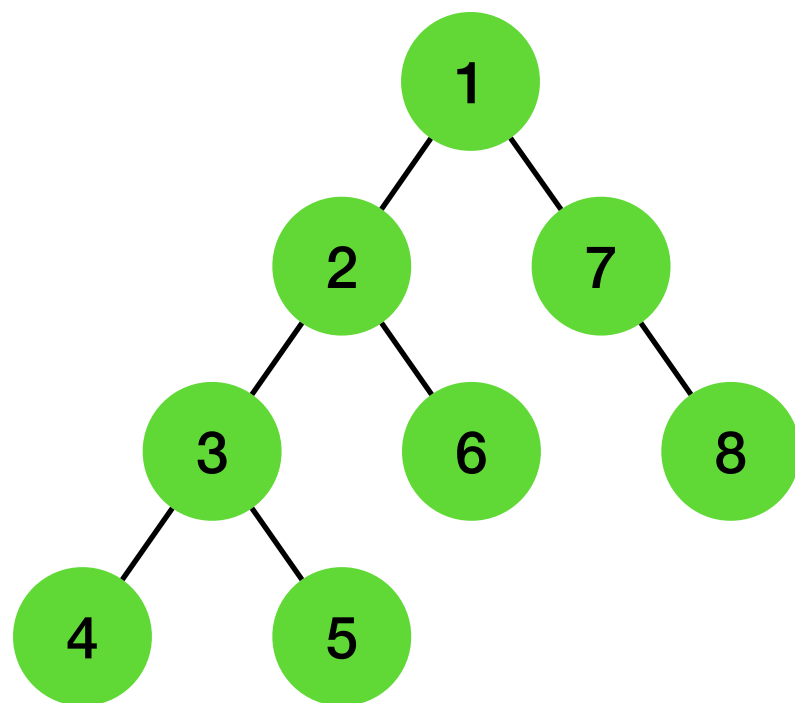
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7

1 2



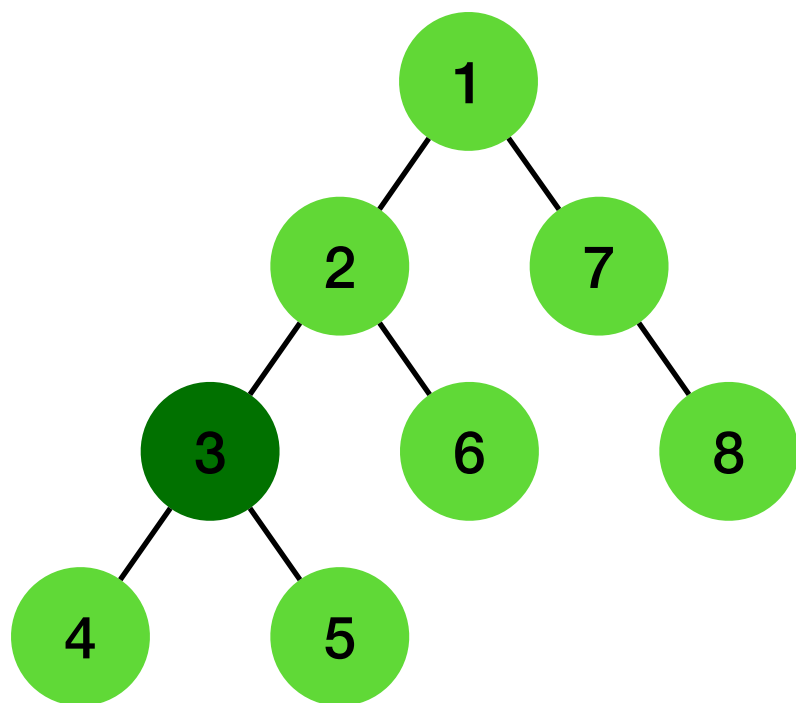
遍歷_DFS



1 2

Tree

遍歷_DFS



3

4

5

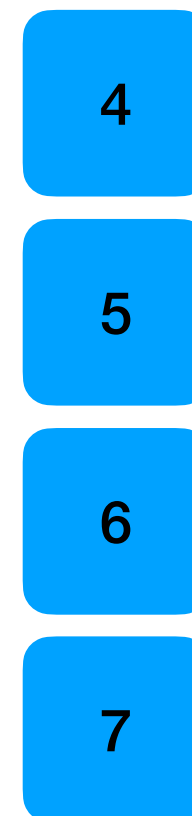
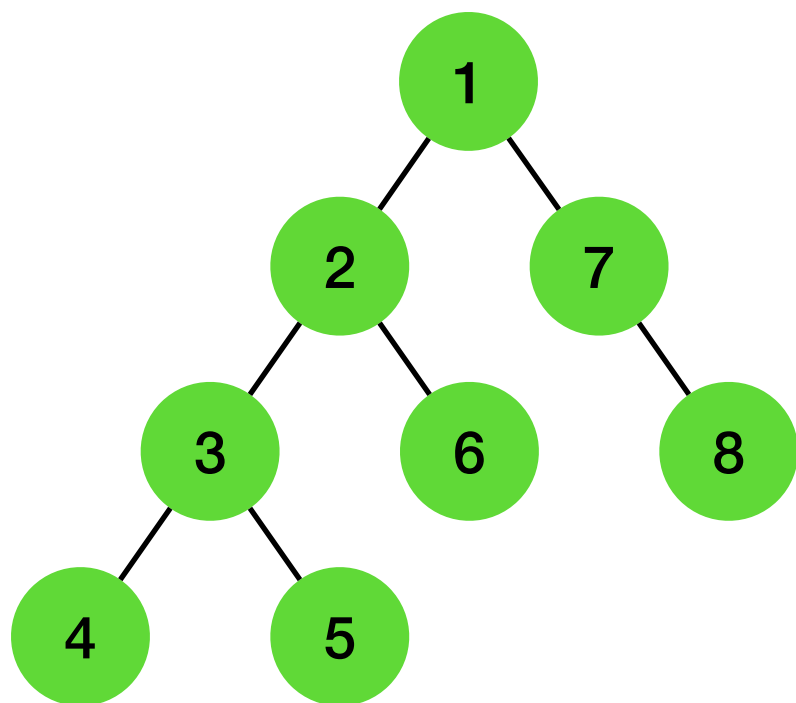
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7

1 2 3

Tree

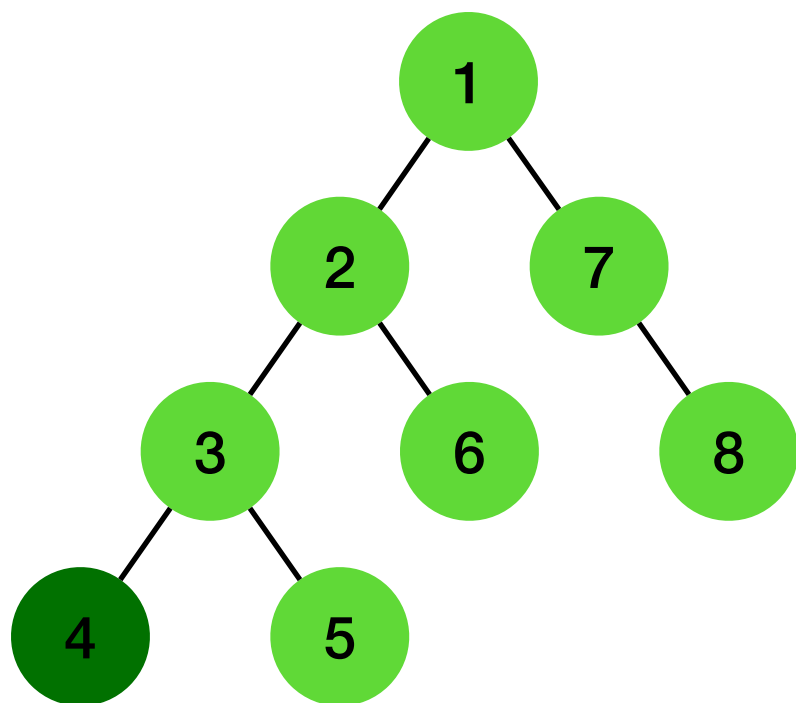
遍歷_DFS



1 2 3

Tree

遍歷_DFS



4

5

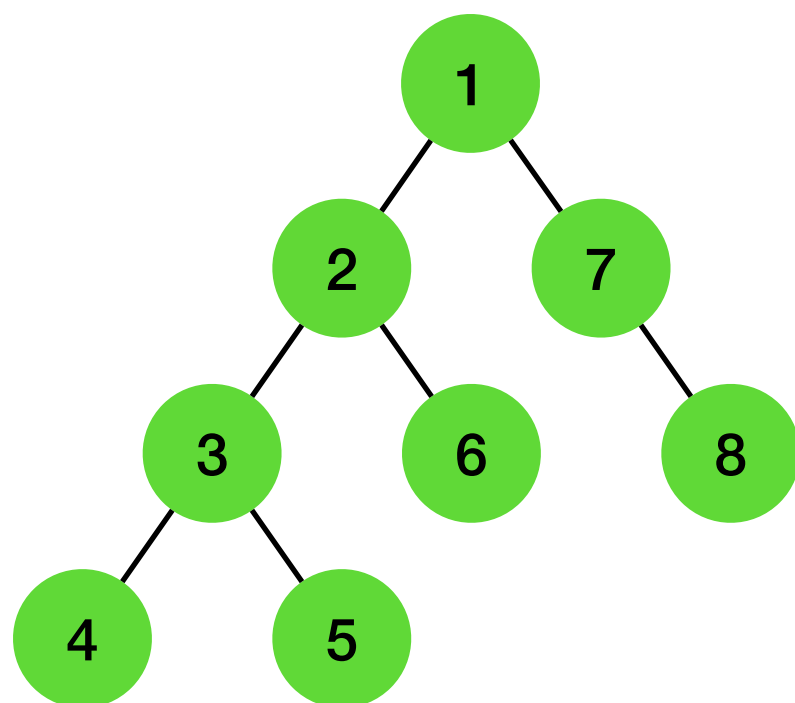
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7

1 2 3 4



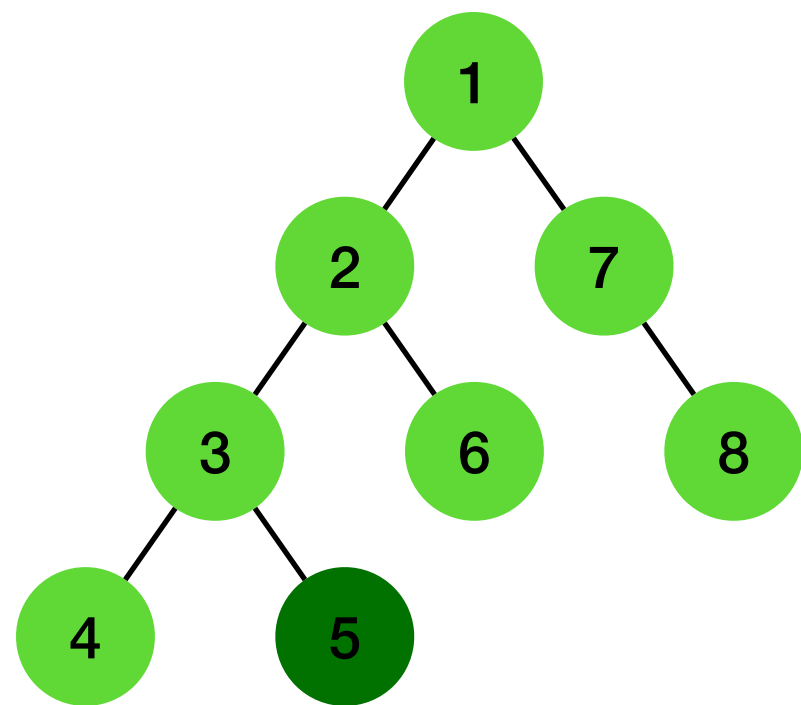
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1 2 3 4



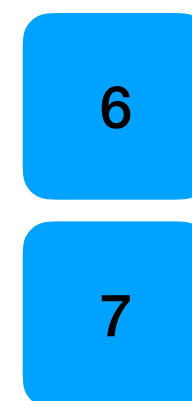
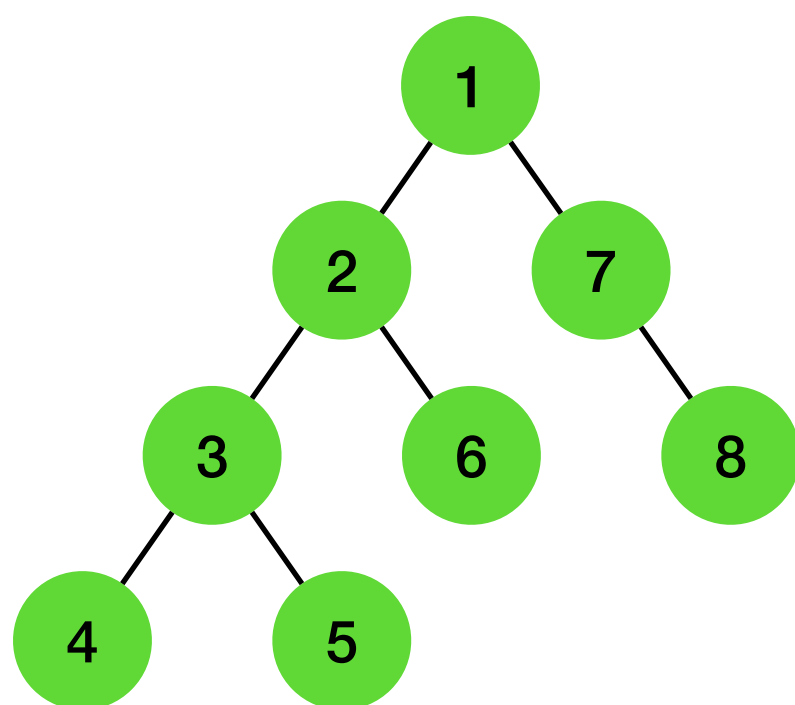
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1 2 3 4 5



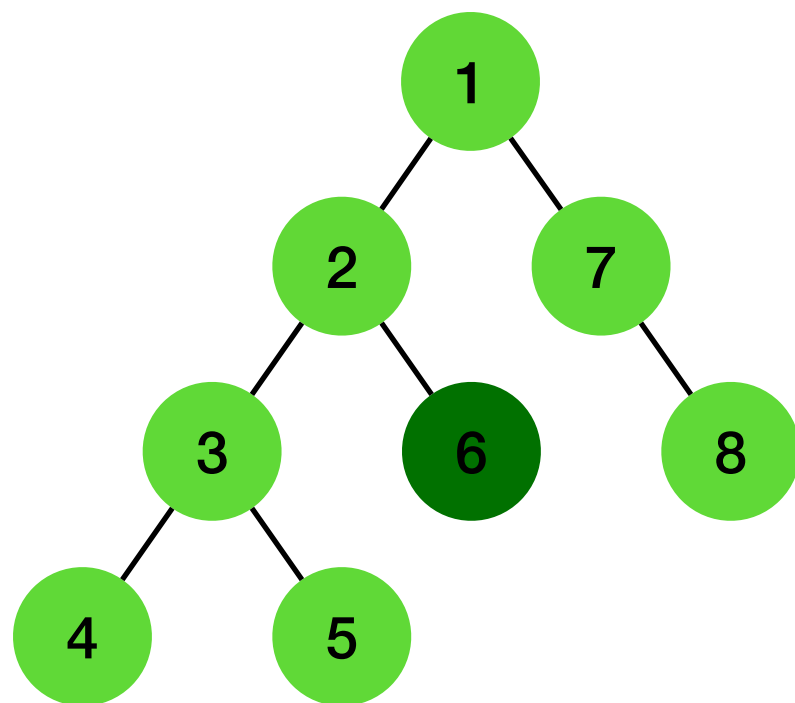
遍歷_DFS



1 2 3 4 5

Tree

遍歷_DFS



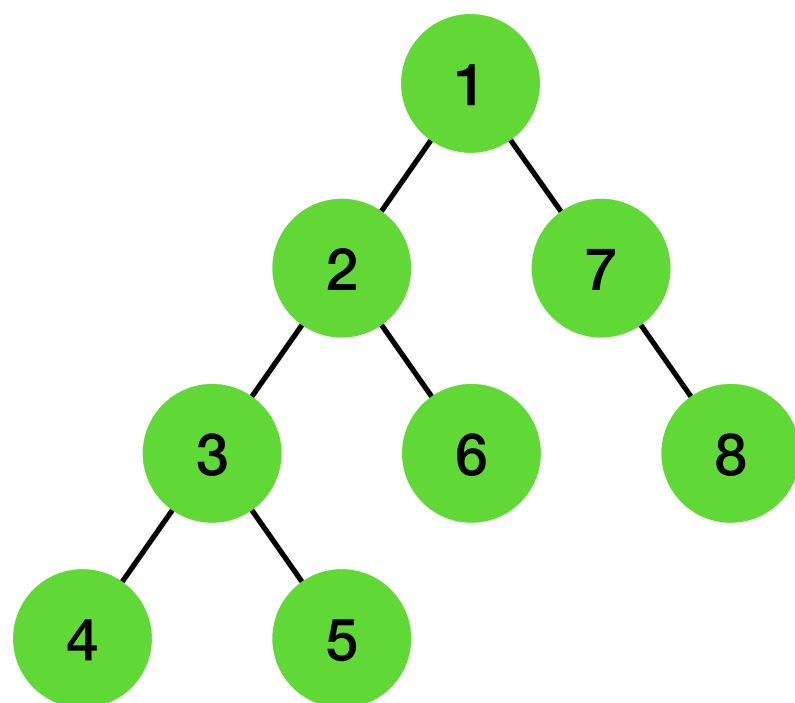
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7

1 2 3 4 5 6



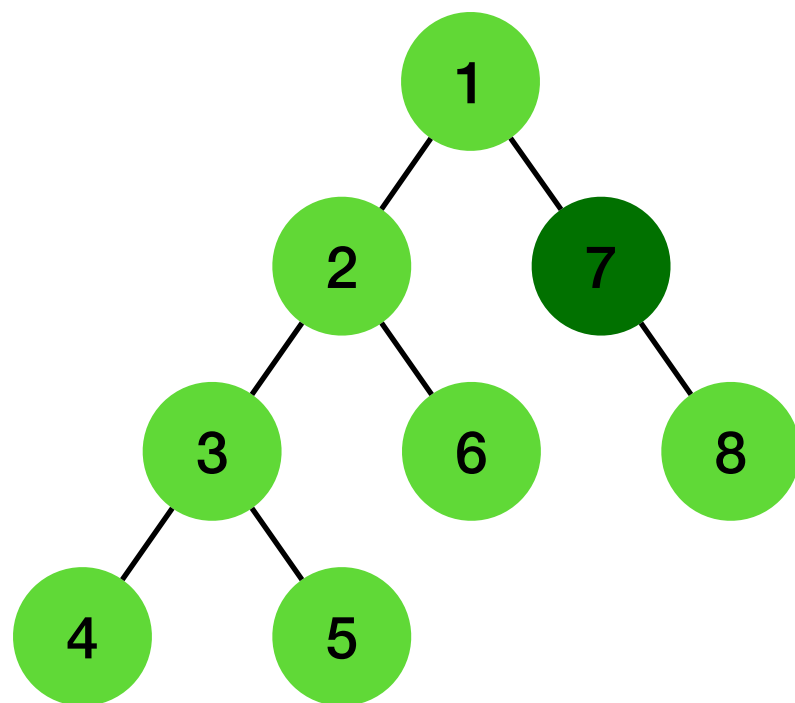
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1 2 3 4 5 6



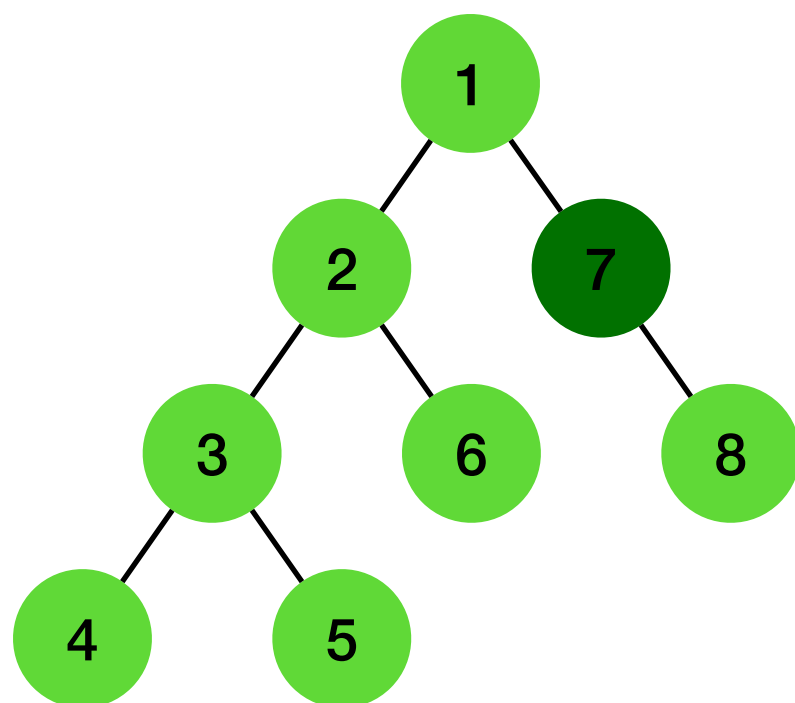
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1 2 3 4 5 6 7



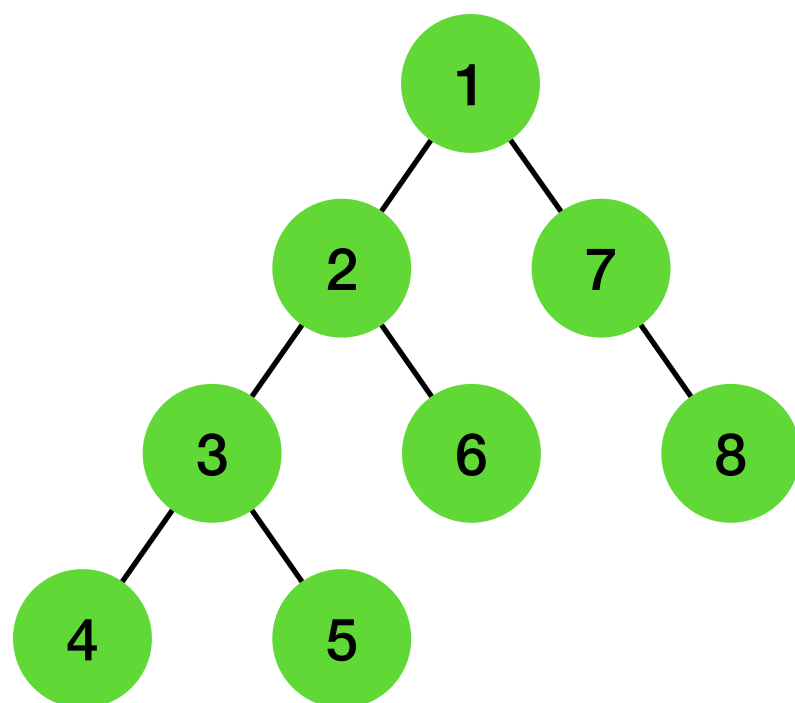
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1 2 3 4 5 6 7



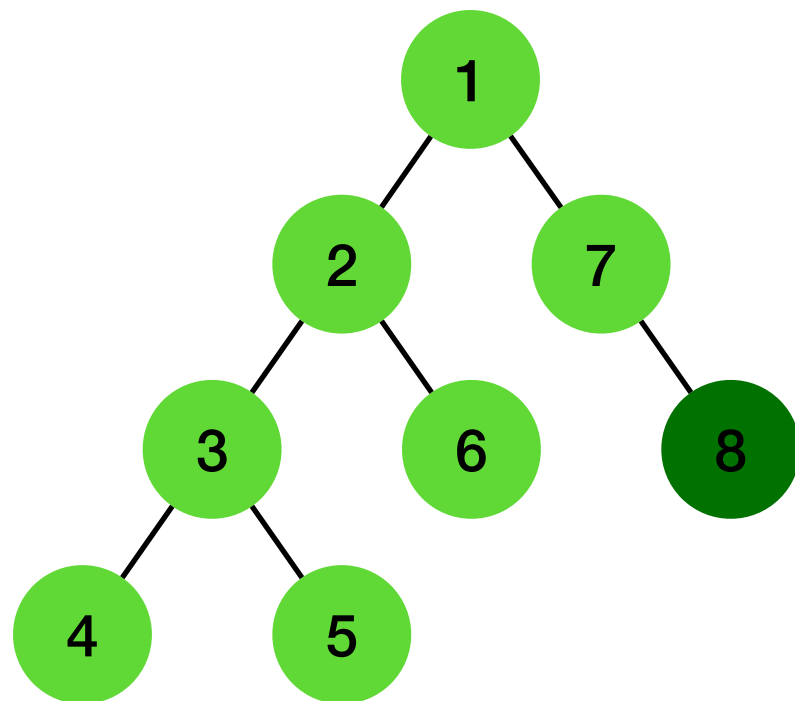
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1 2 3 4 5 6 7



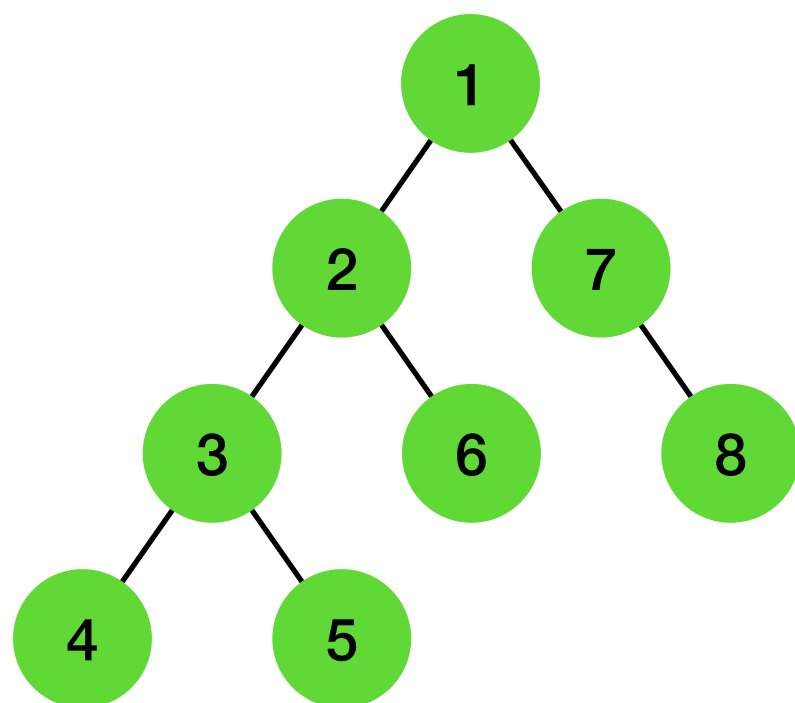
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1 2 3 4 5 6 7 8



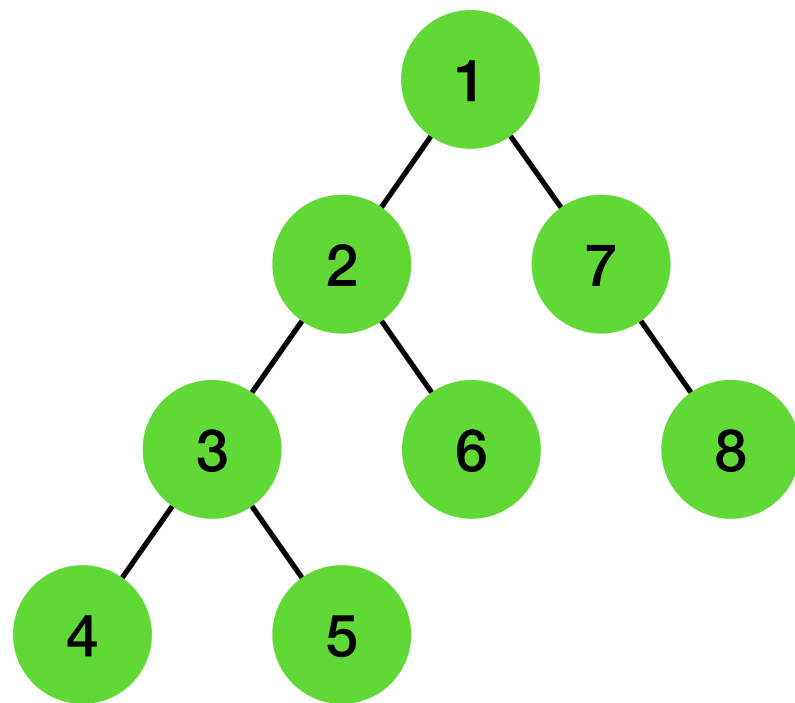
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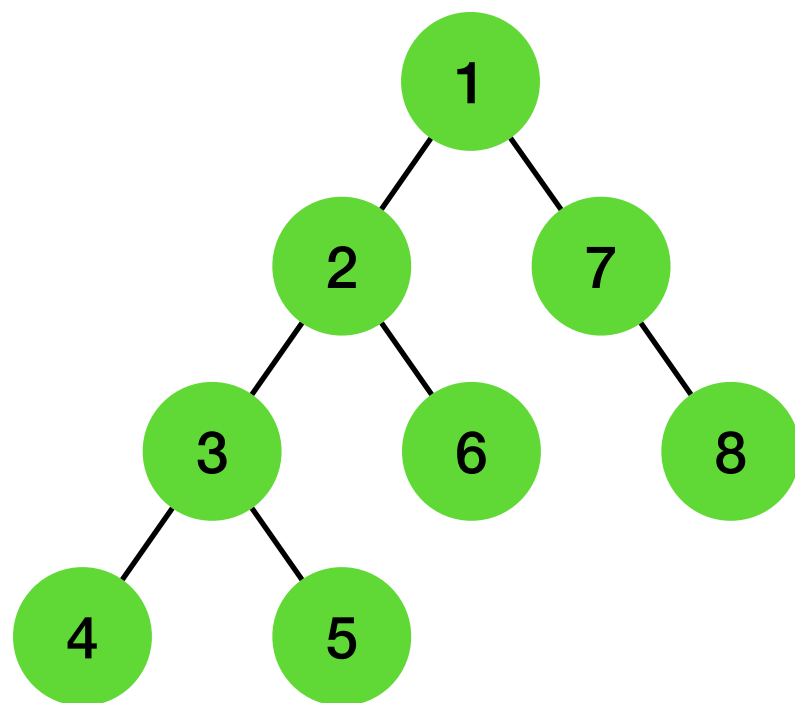


遍歷_BFS



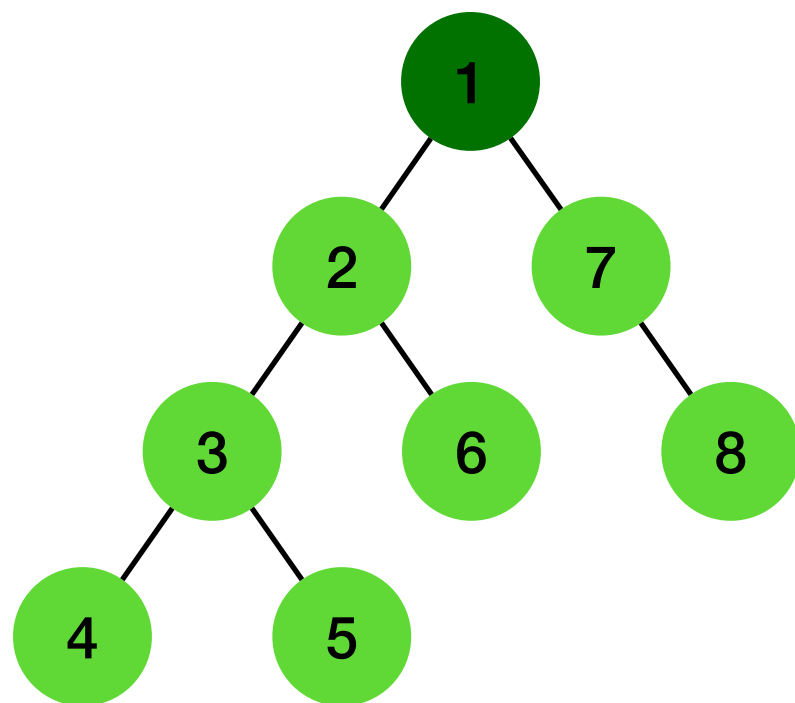


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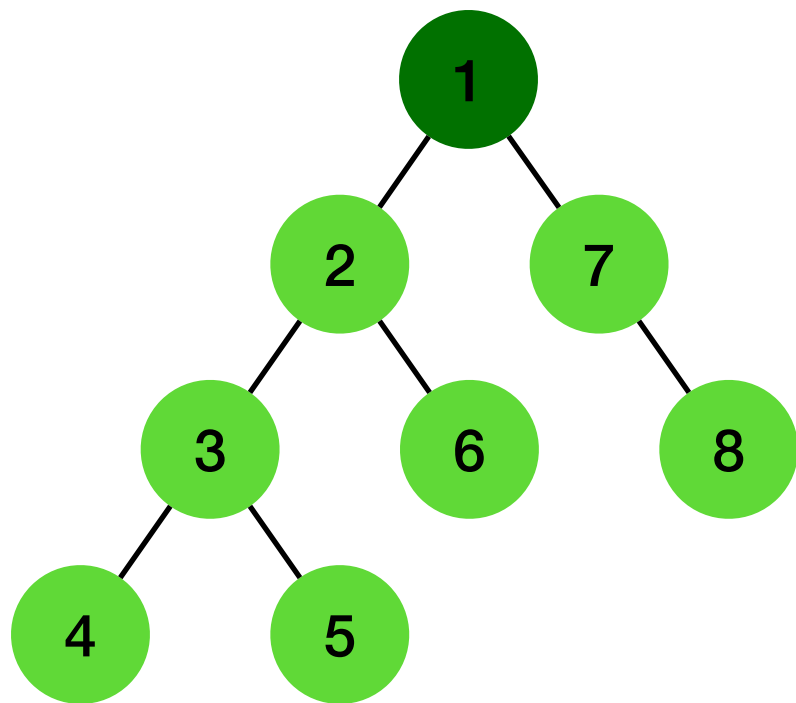
遍歷_BFS



1

Tree

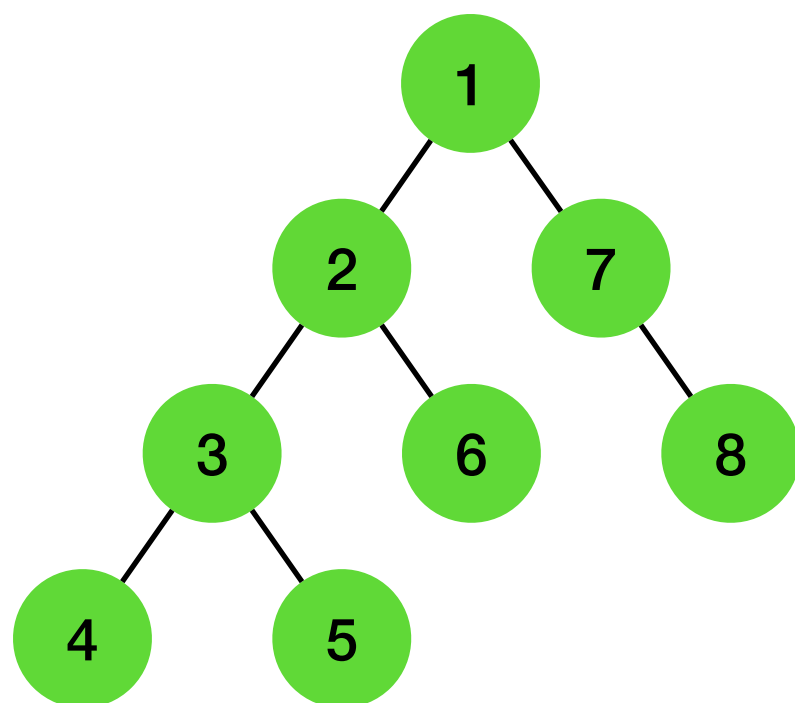
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1



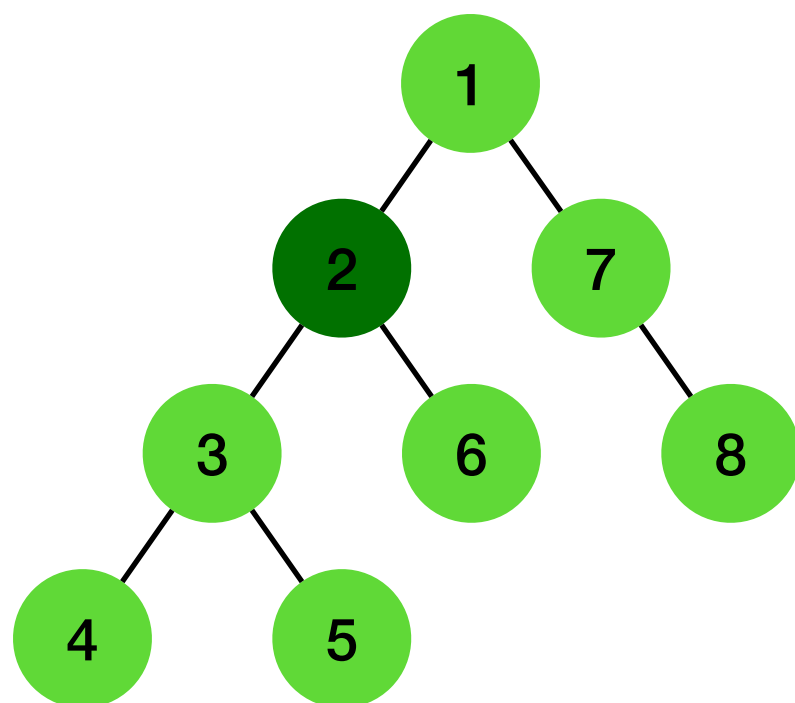
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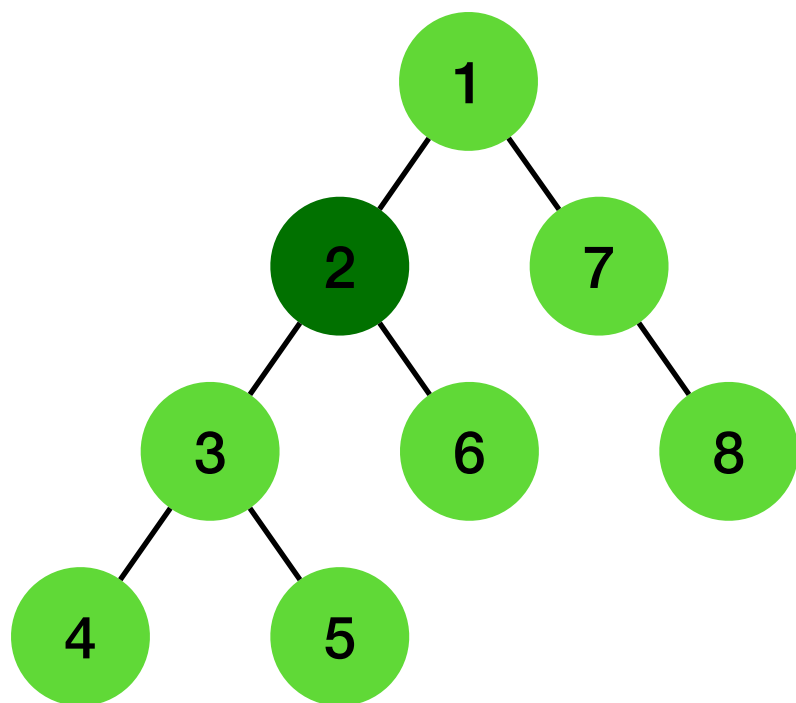
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1 2

Tree

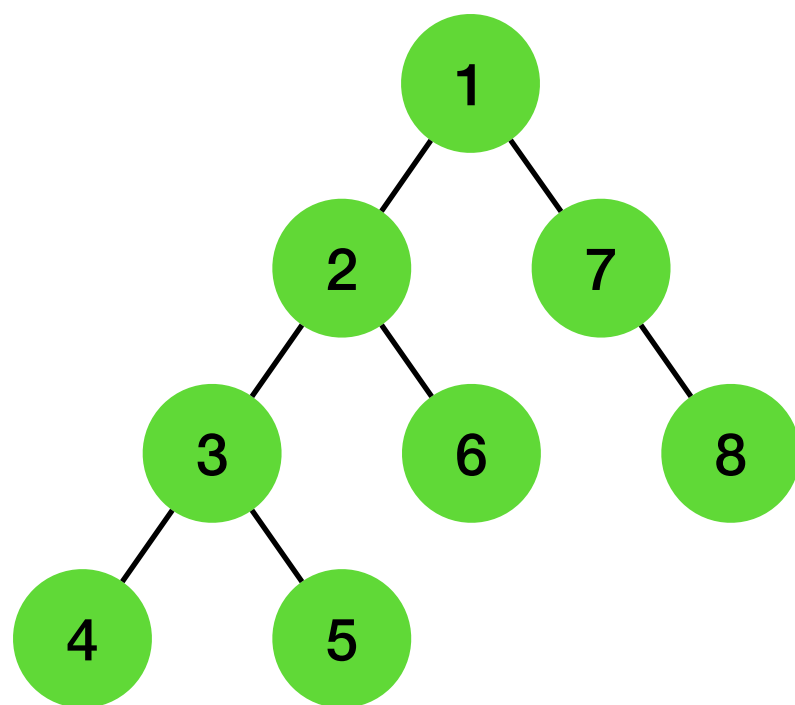
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1 2



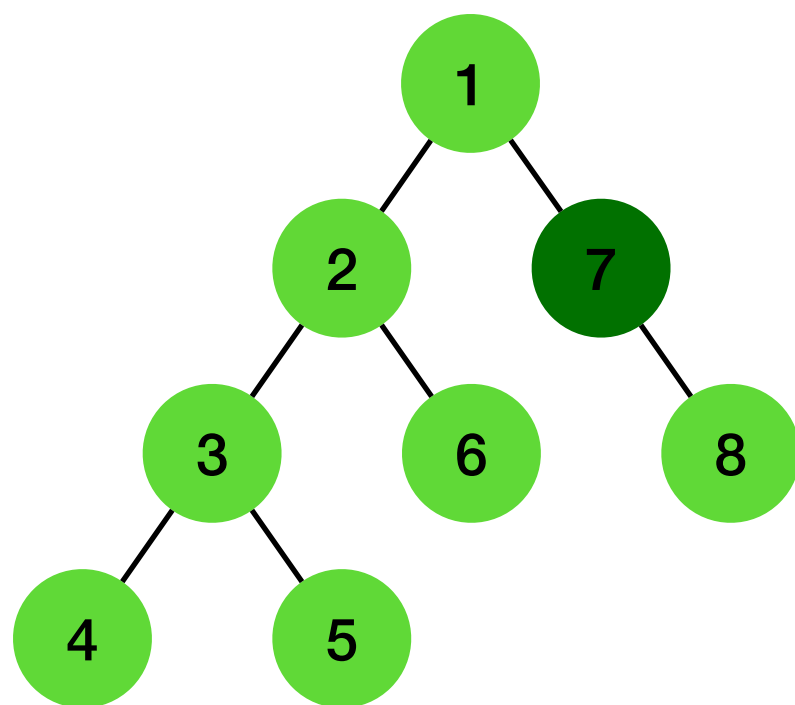
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1 2



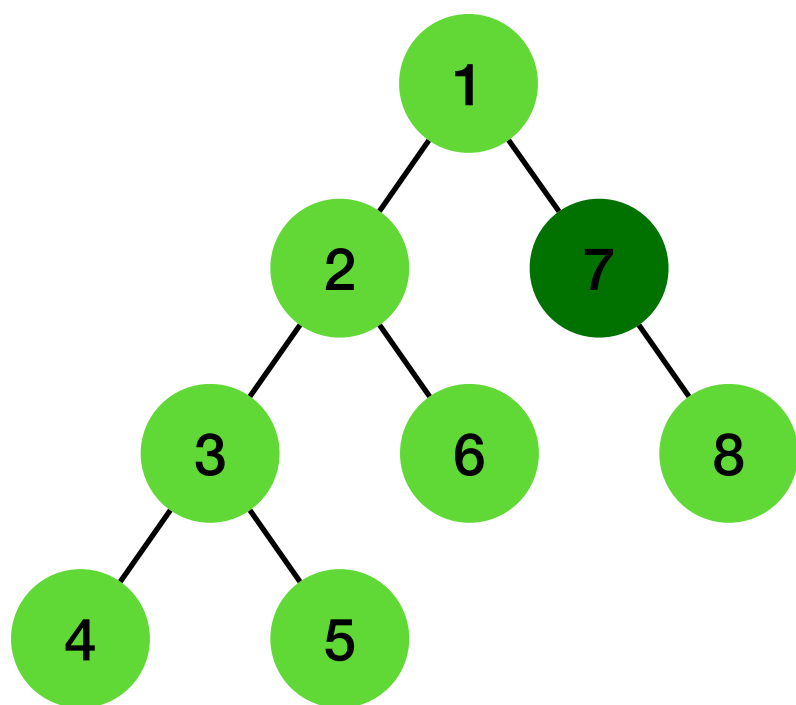
遍歷_BFS



1 2 7

Tree

遍歷_BFS



7

3

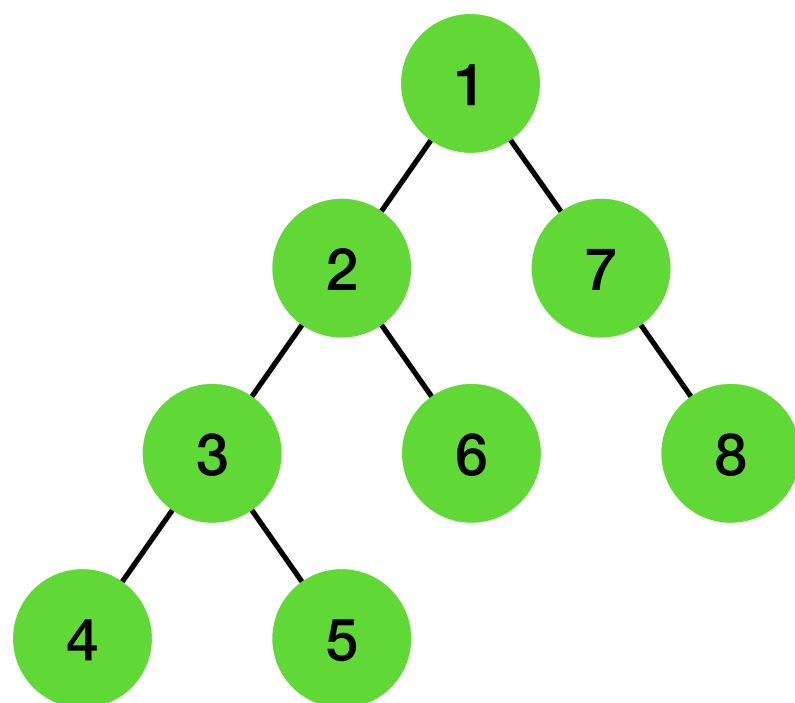
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8

1 2 7



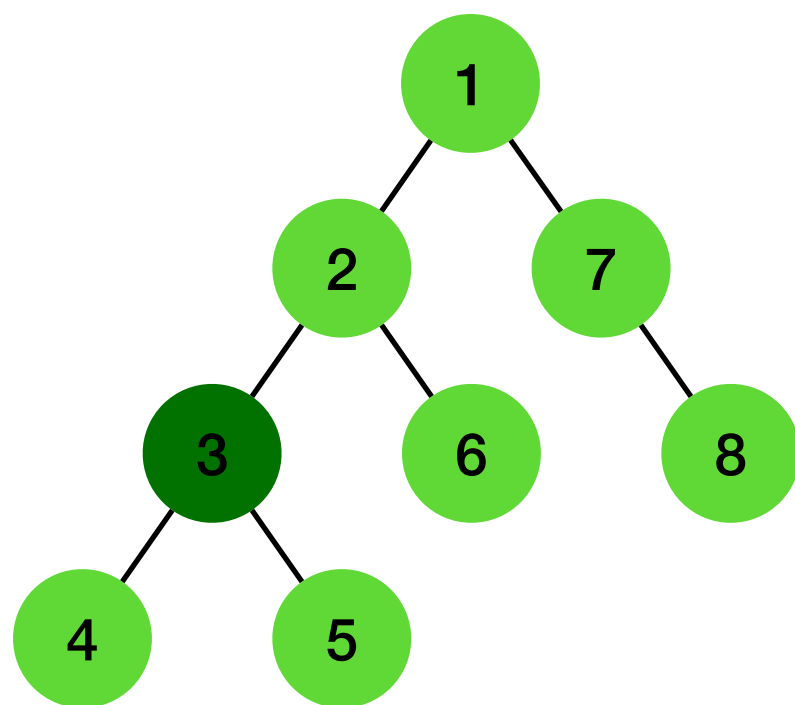
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1 2 7



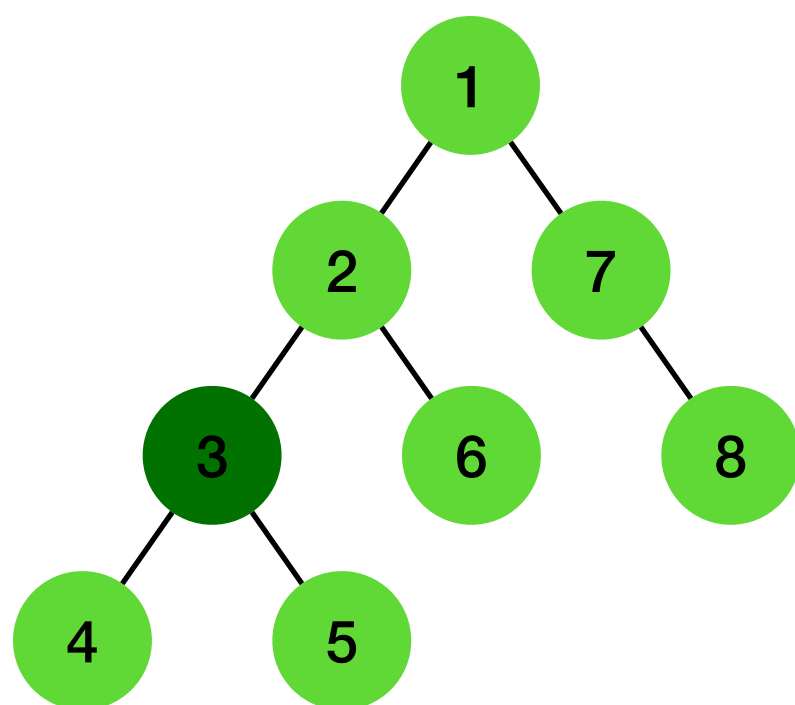
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1 2 7 3



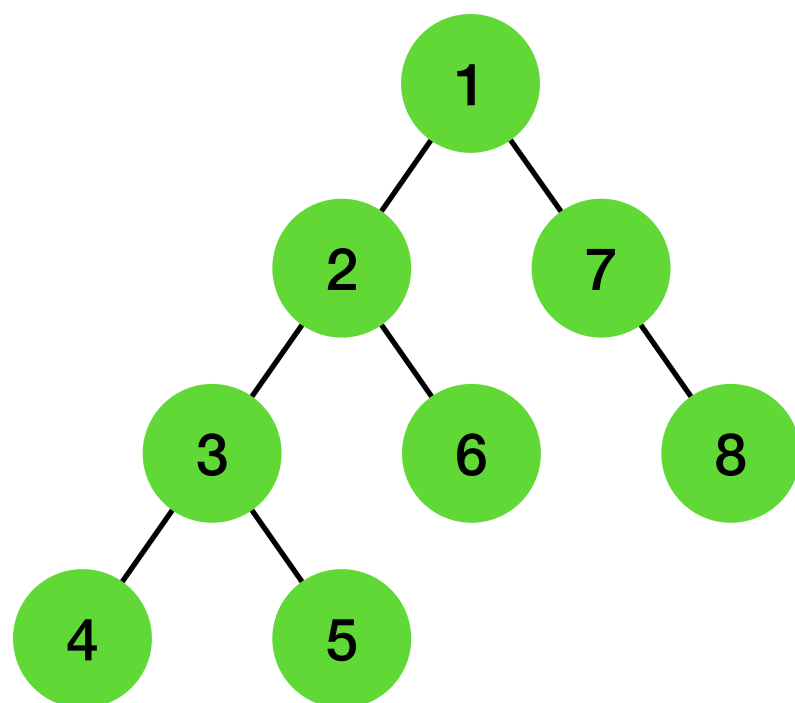
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1 2 7 3



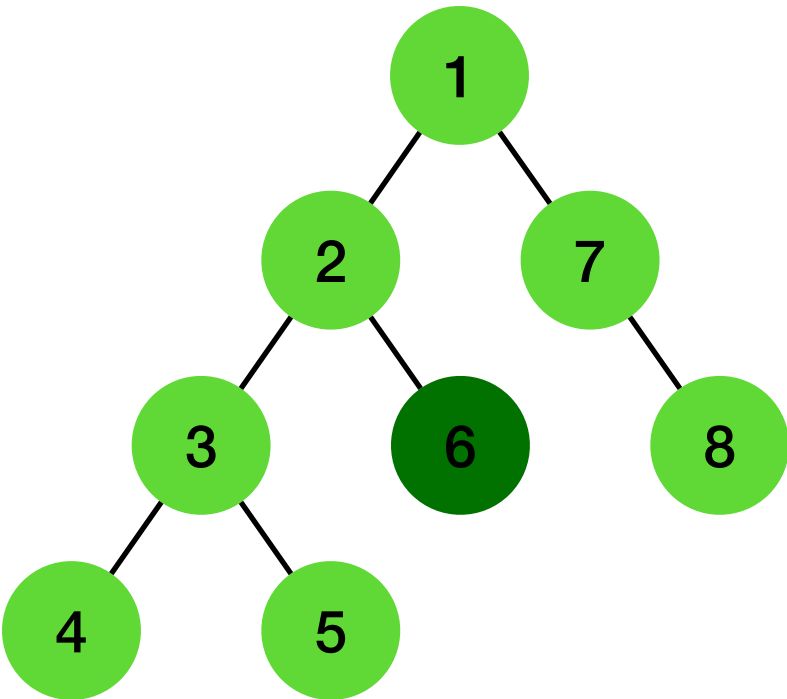
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1 2 7 3



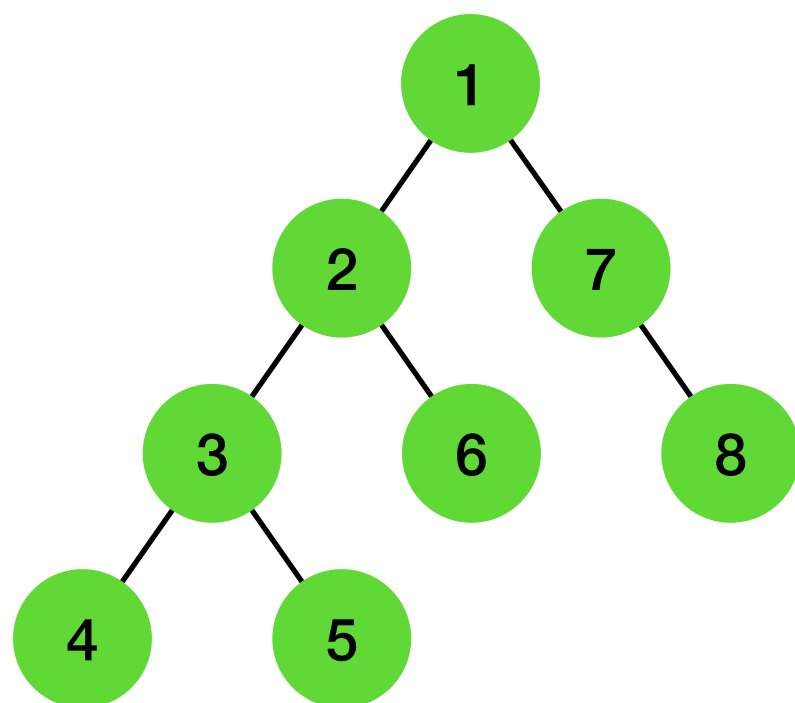
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1 2 7 3 6



遍歷_BFS

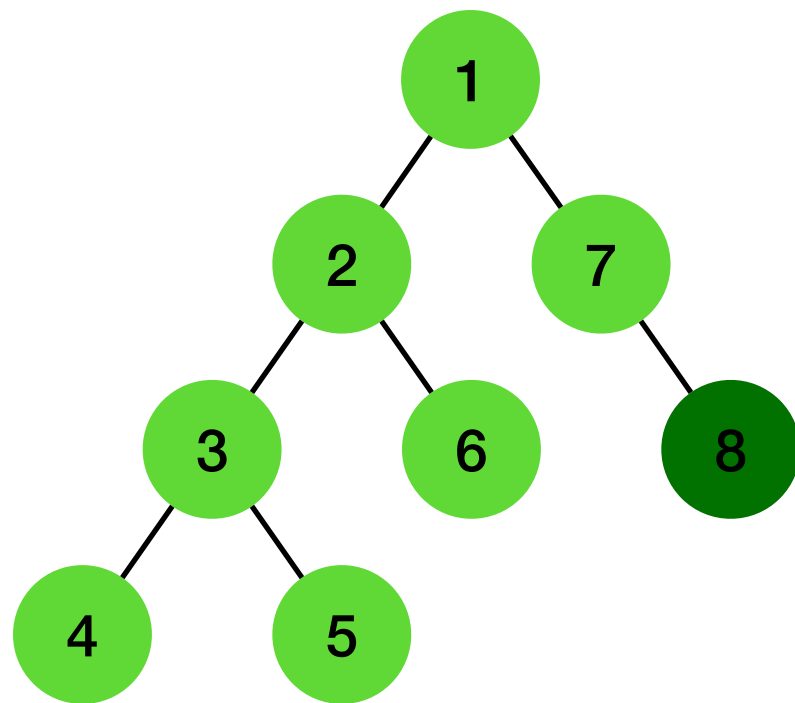


1 2 7 3 6



Tree

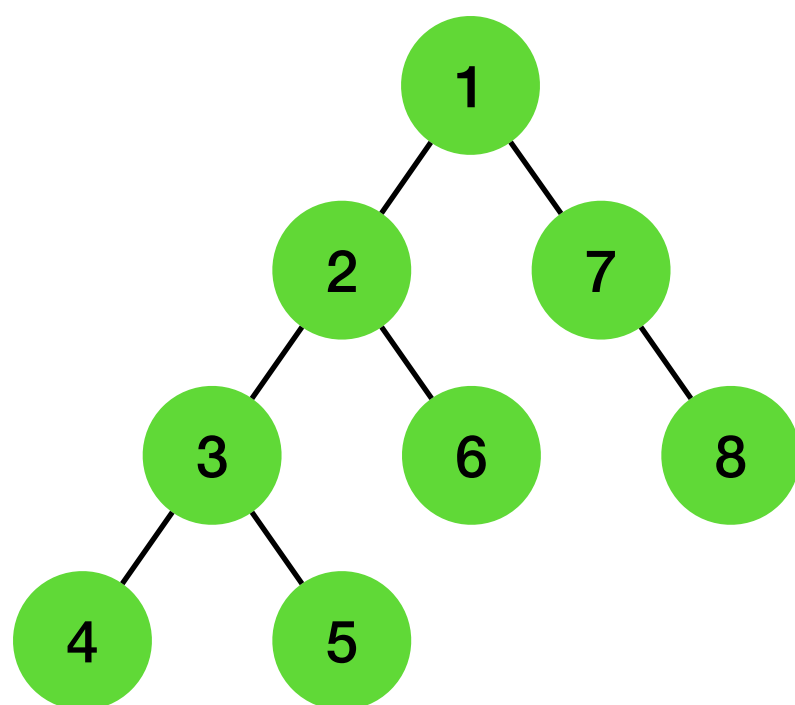
遍歷_BFS



1 2 7 3 6 8



遍歷_BFS

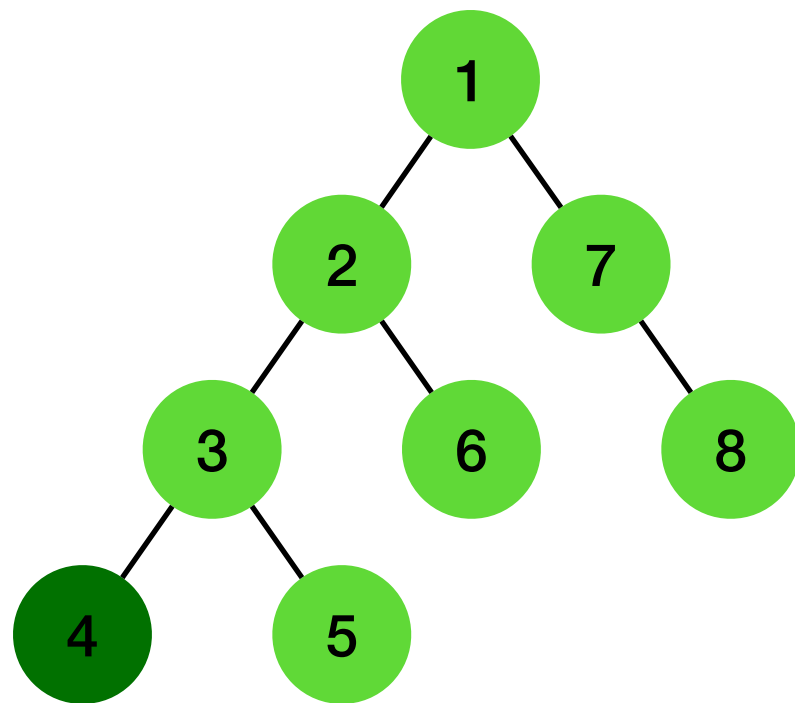


1 2 7 3 6 8



Tree

遍歷_BFS



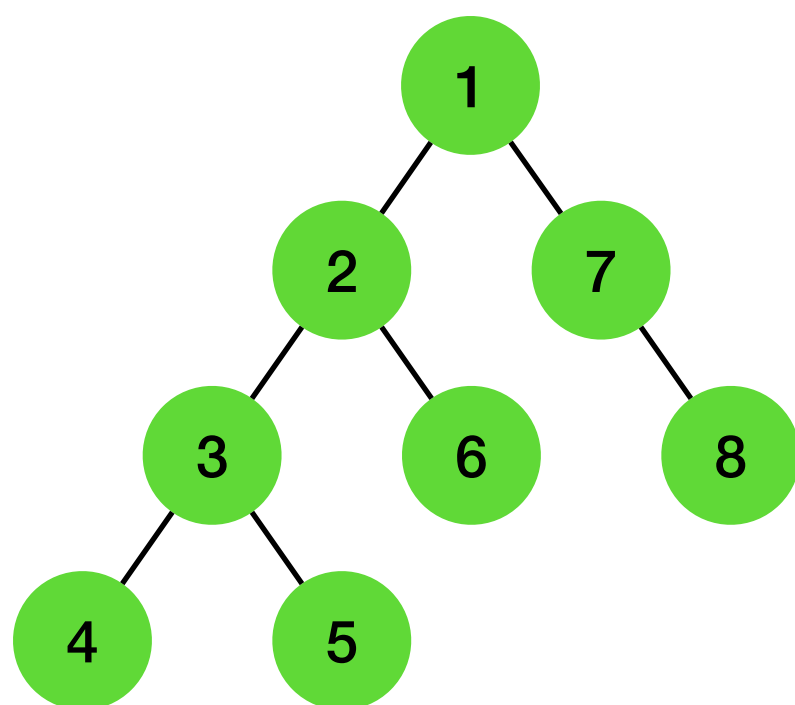
4

5

1 2 7 3 6 8 4



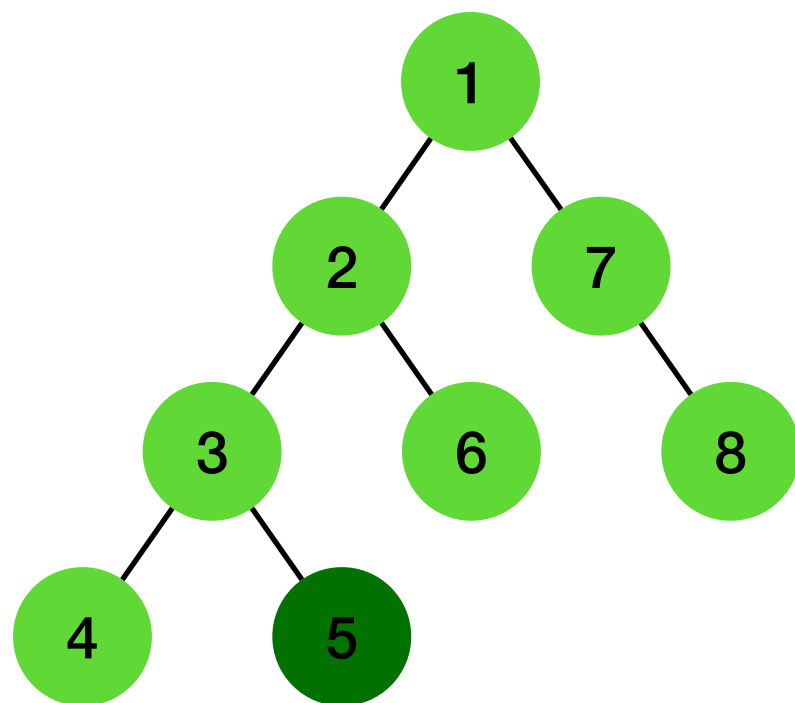
遍歷_BFS



1 2 7 3 6 8 4



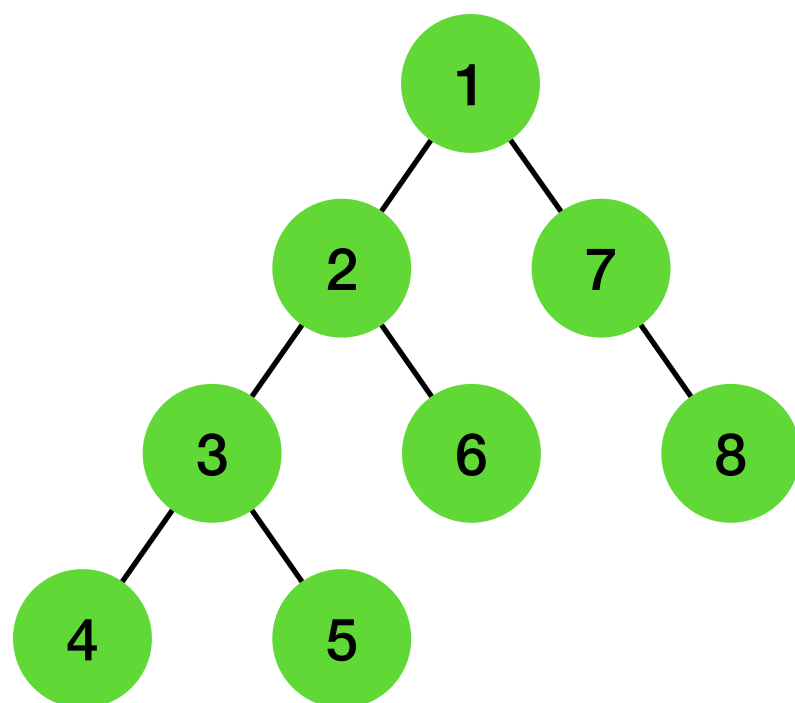
遍歷_BFS



1 2 7 3 6 8 4 5



遍歷_BFS



1 2 7 3 6 8 4 5