

本节内容

# 分块查找

# 知识总览



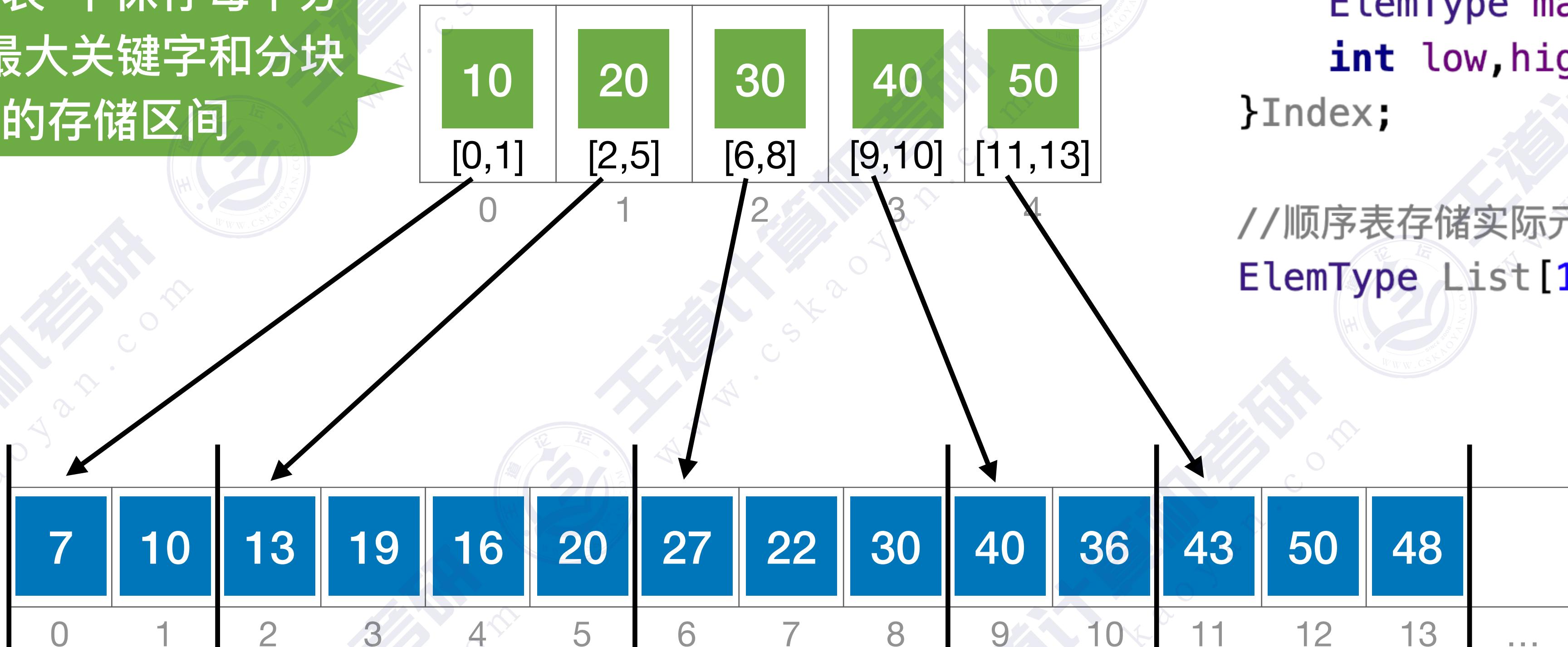
分块查找

算法思想

查找效率分析 (ASL)

# 分块查找的算法思想

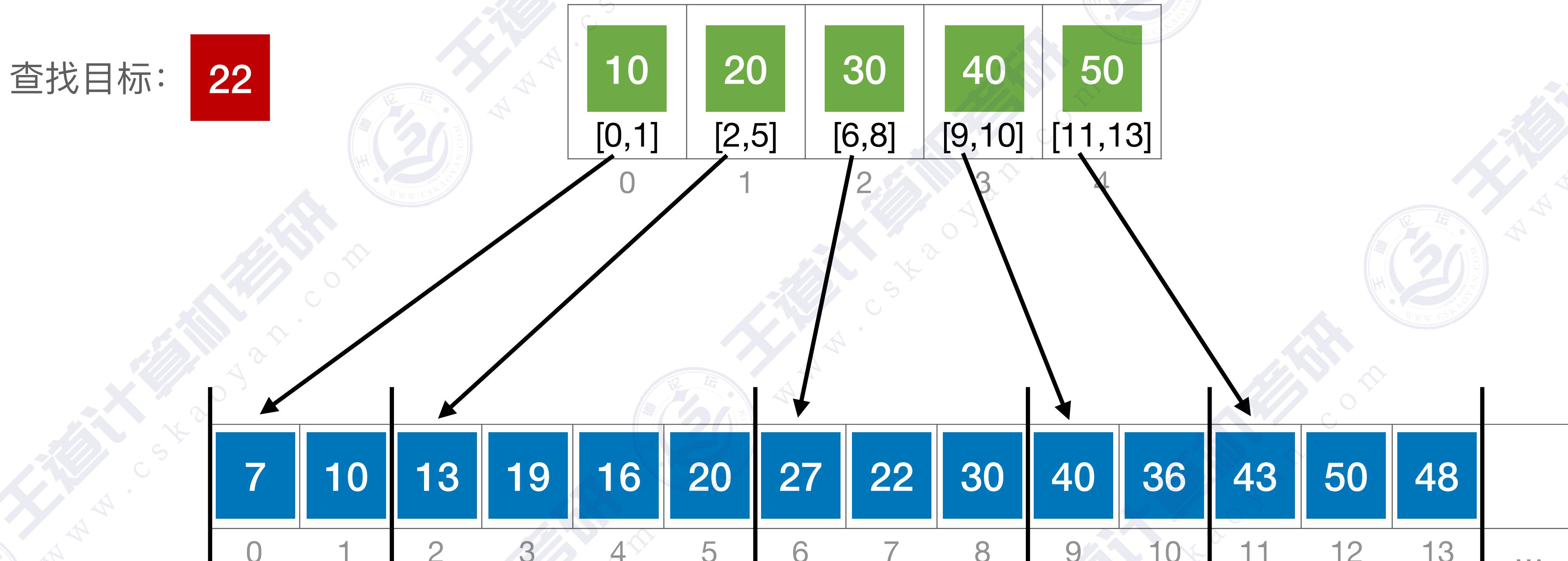
“索引表”中保存每个分块的最大关键字和分块的存储区间



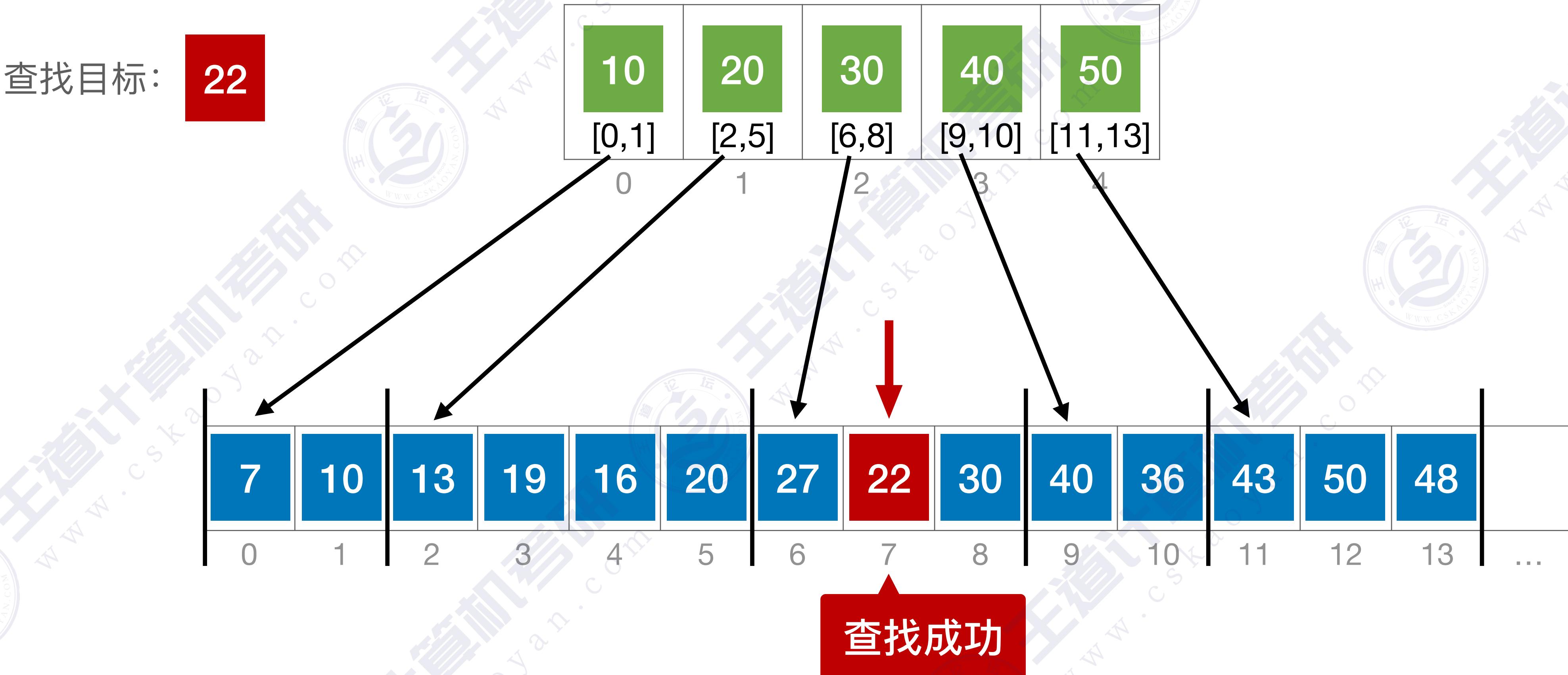
特点：块内无序、块间有序

```
//索引表  
typedef struct {  
    ElemType maxValue;  
    int low,high;  
}Index;  
  
//顺序表存储实际元素  
ElemType List[100];
```

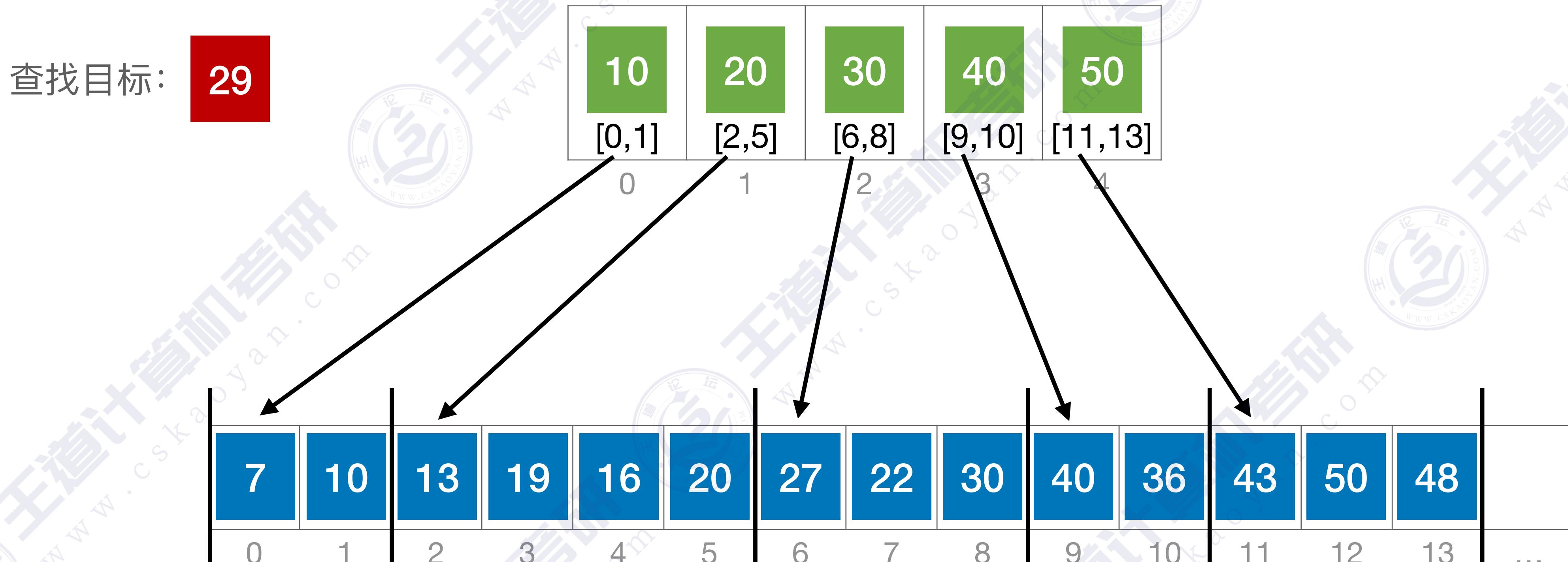
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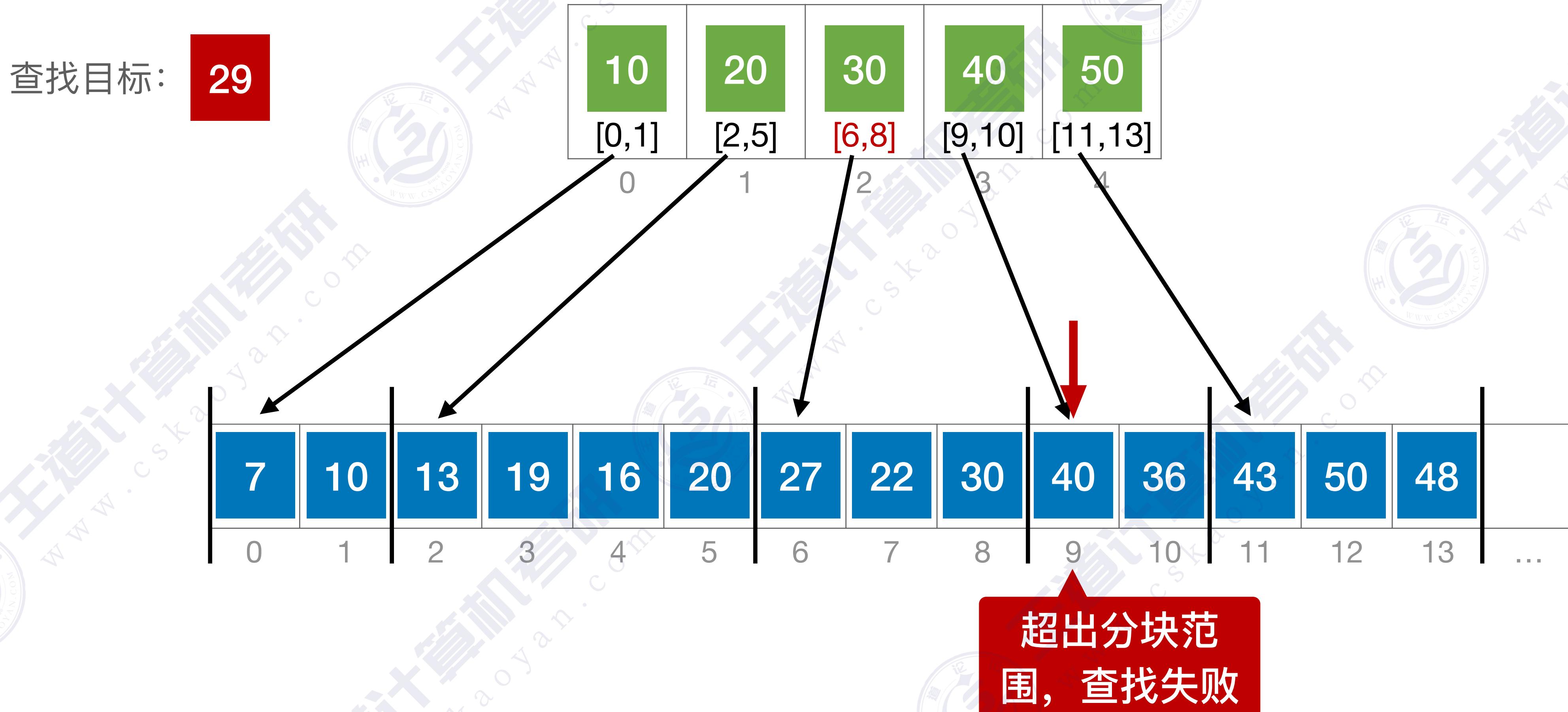
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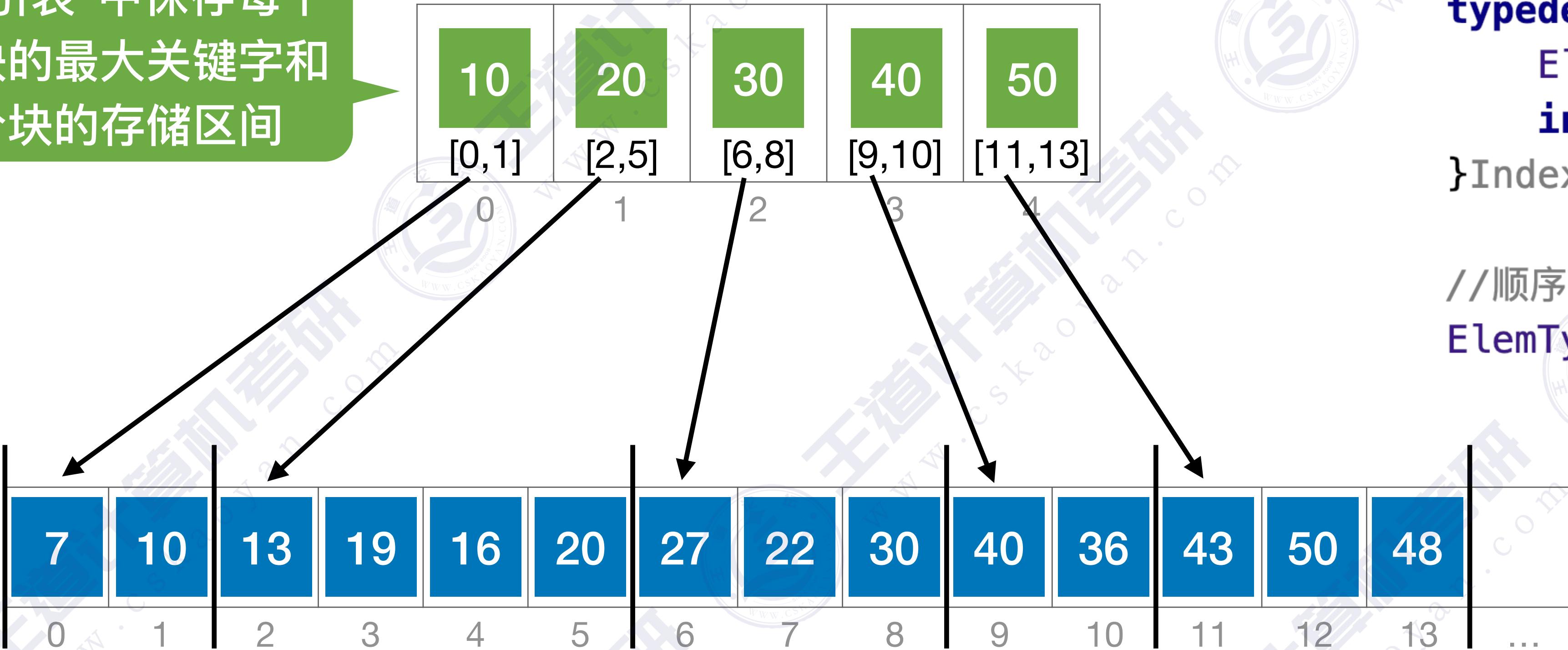


# 分块查找的算法思想



# 分块查找的算法思想

“索引表”中保存每个分块的最大关键字和分块的存储区间



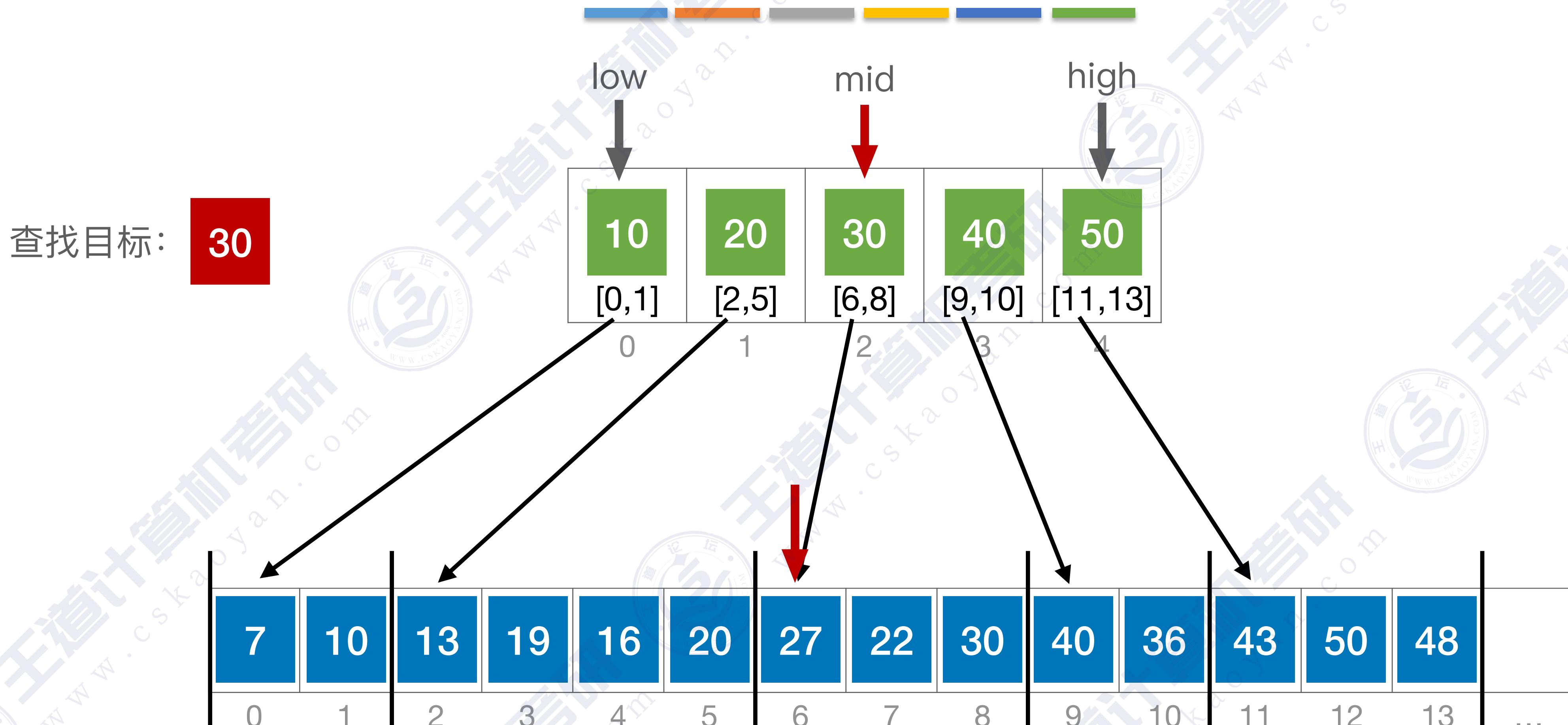
分块查找，又称索引顺序查找，算法过程如下：

- 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

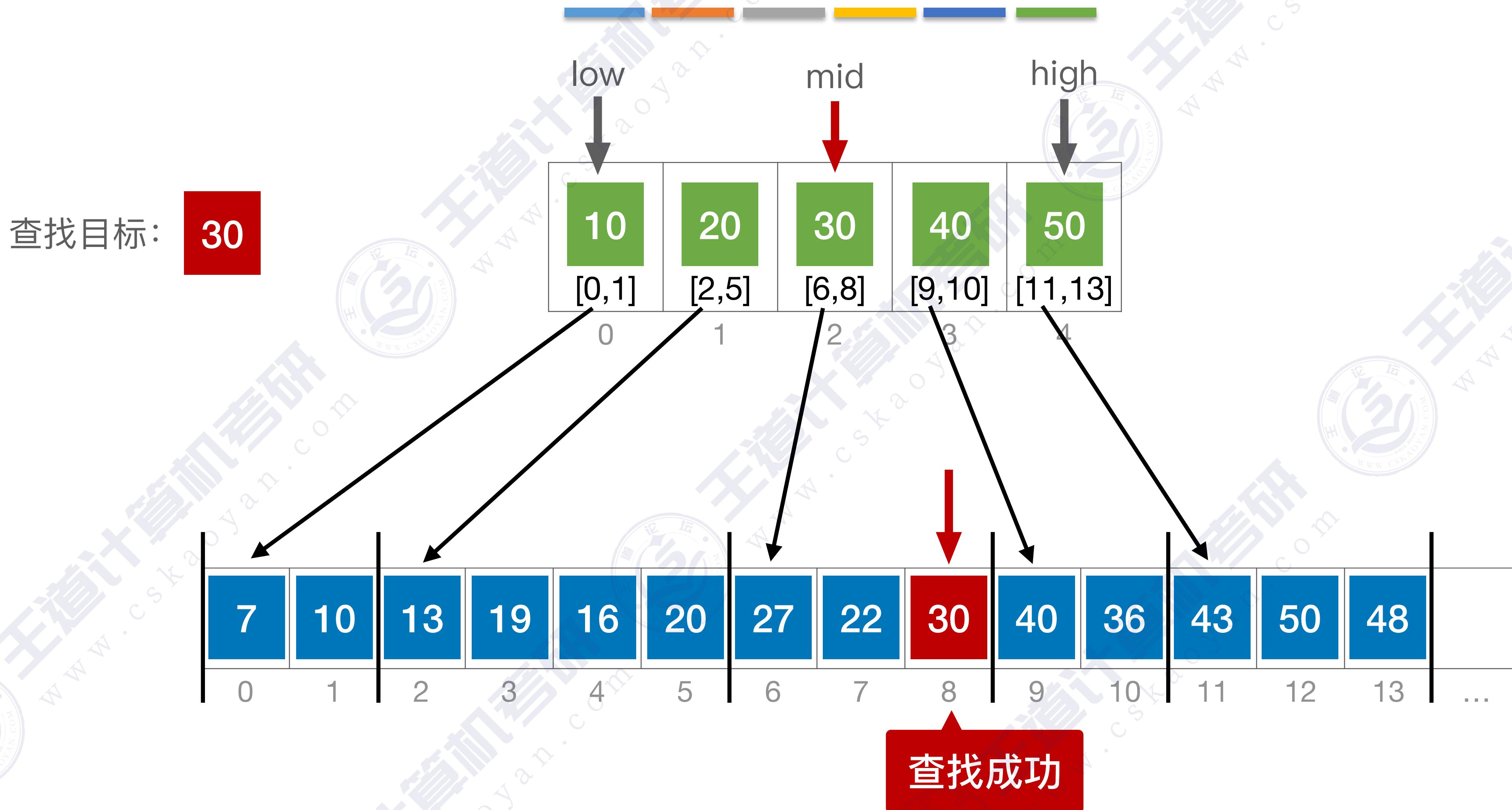
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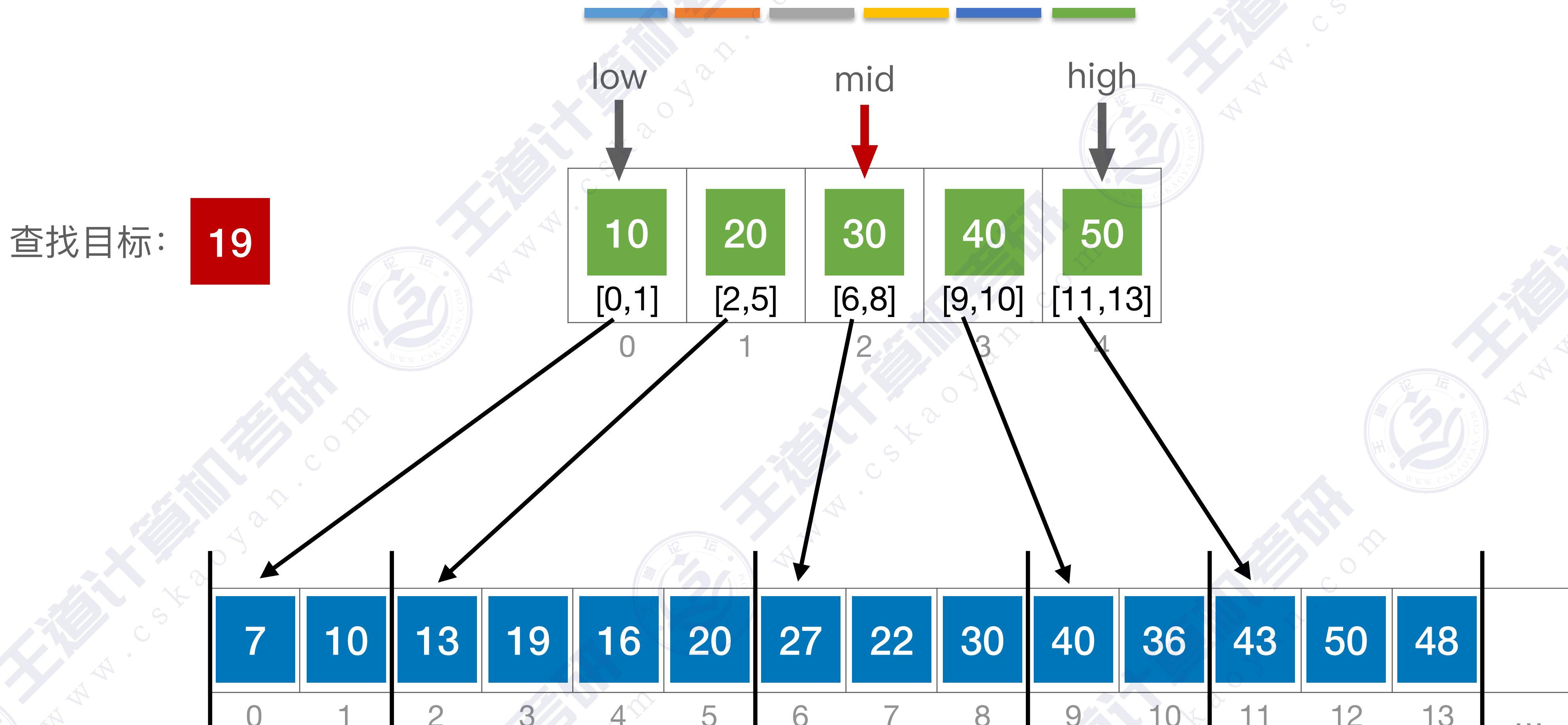
# 用折半查找找索引



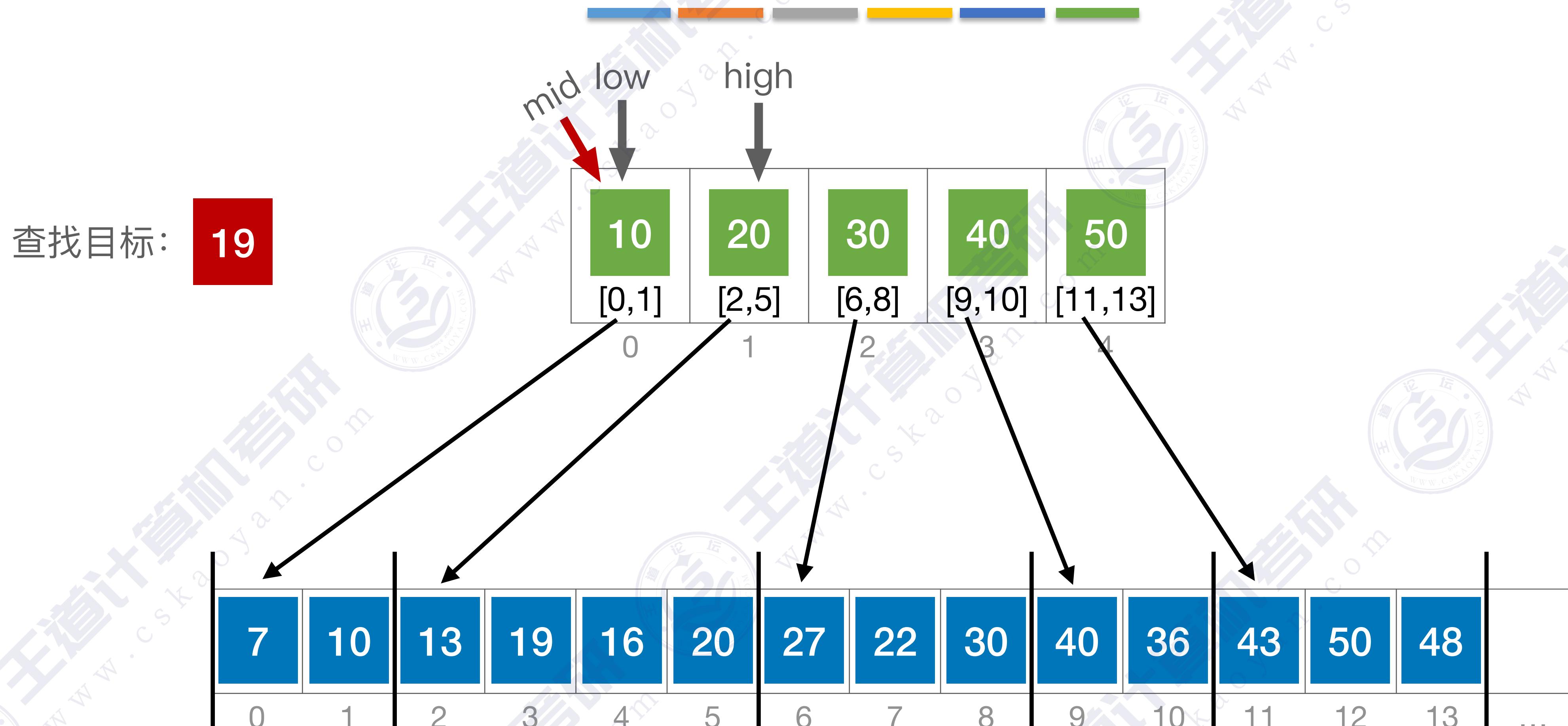
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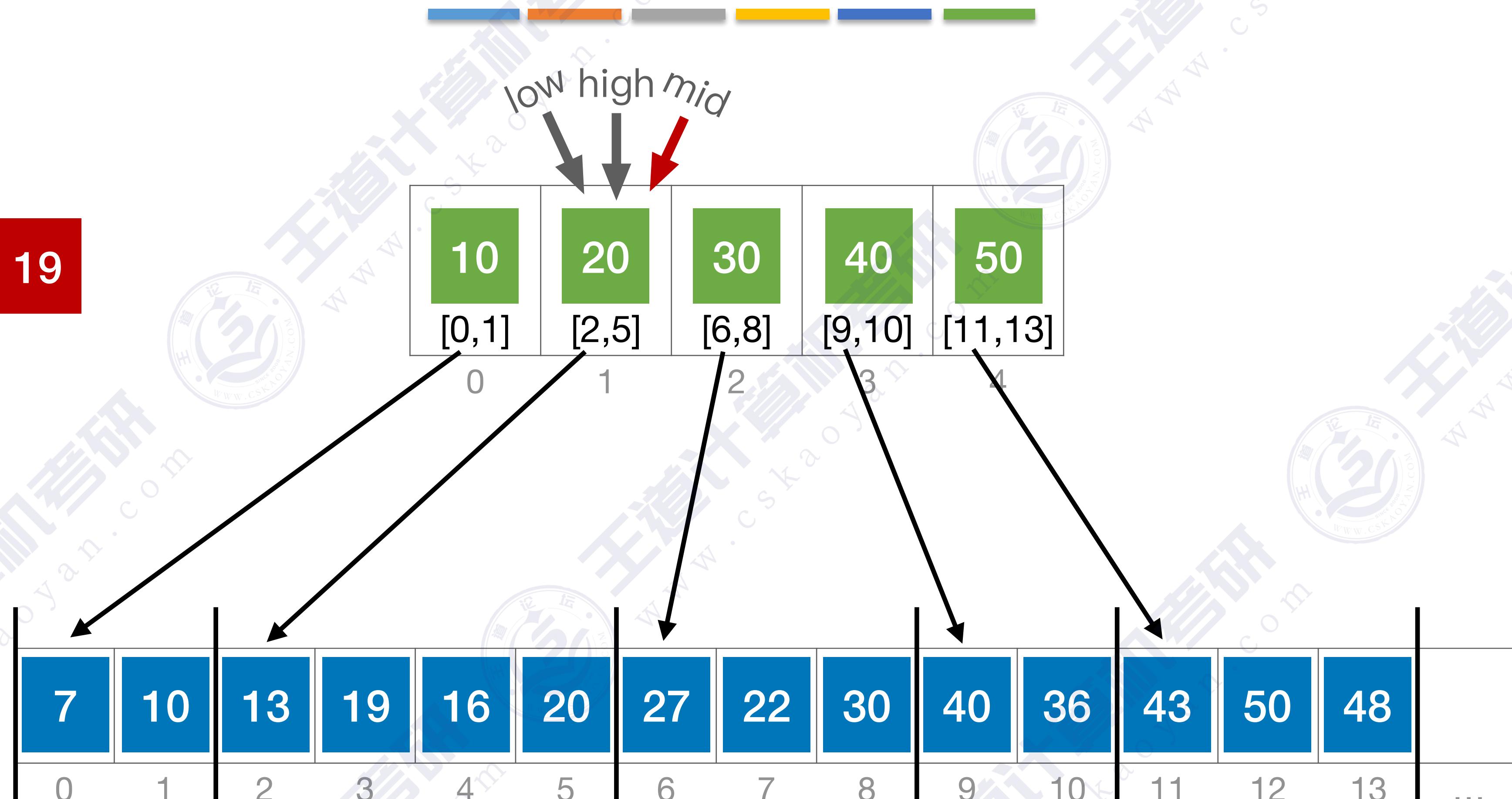


# 用折半查找找索引

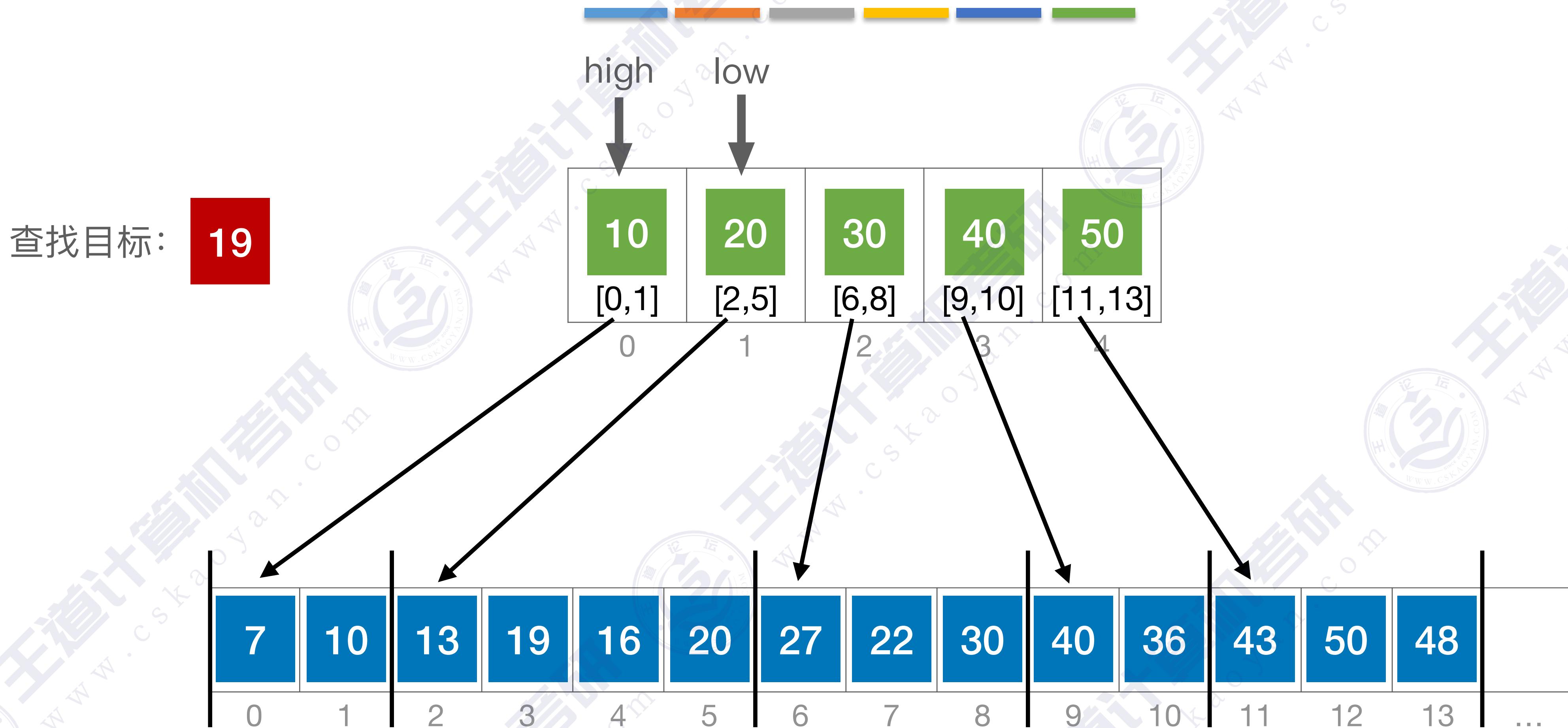


# 用折半查找找索引

查找目标: **19**

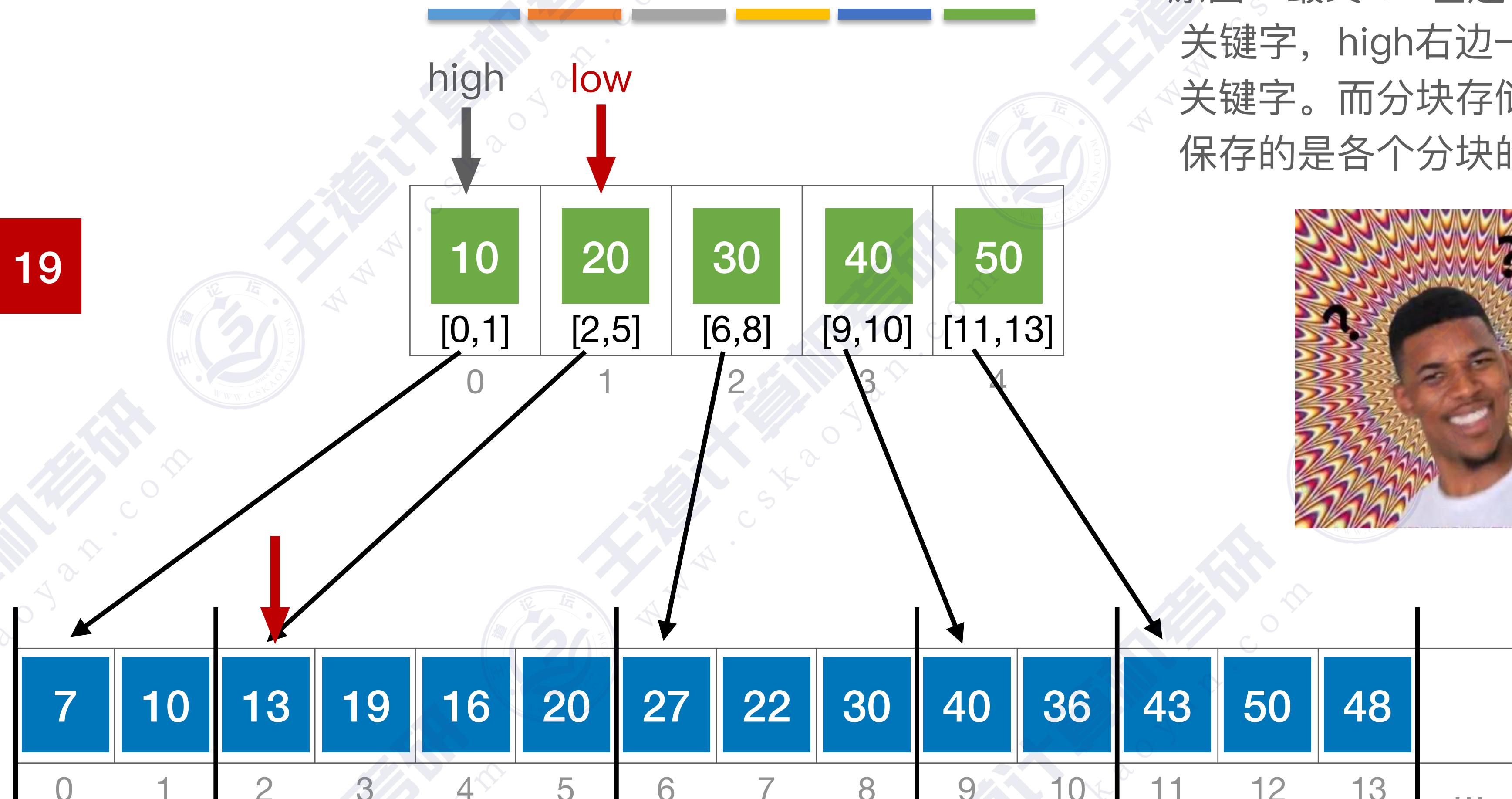


# 用折半查找找索引

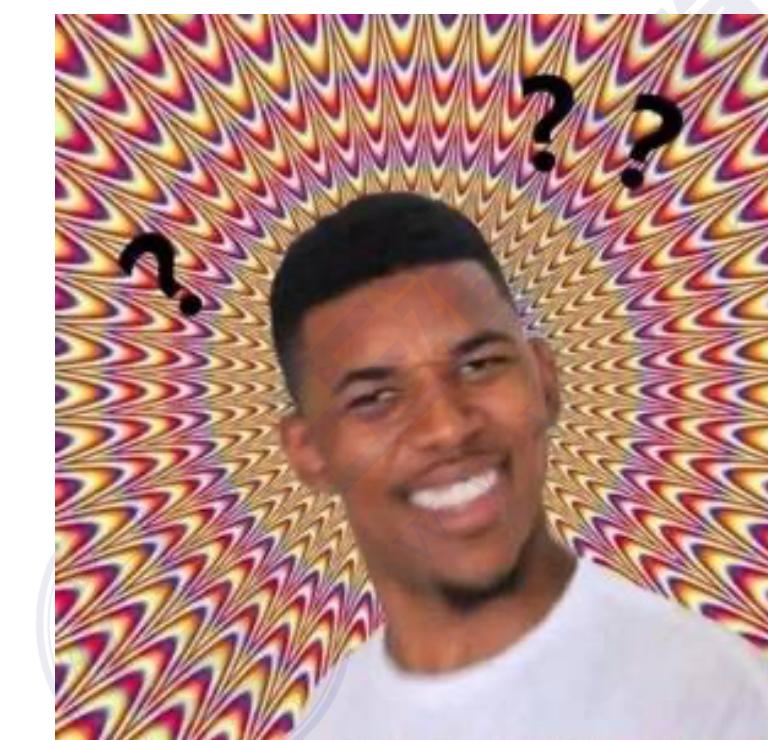


# 用折半查找查索引

查找目标: 19

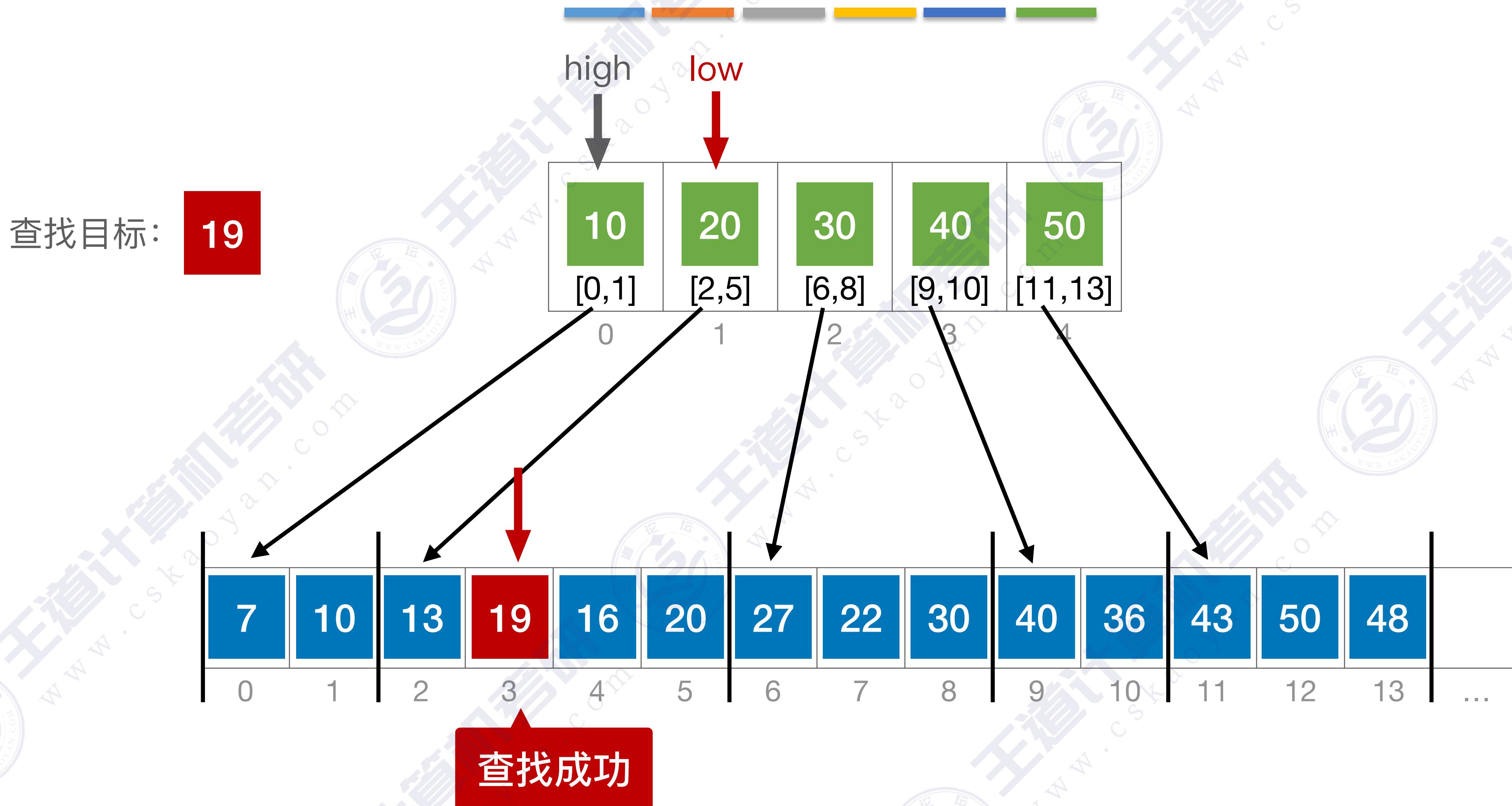


原因：最终low左边一定小于目标关键字，high右边一定大于目标关键字。而分块存储的索引表中保存的是各个分块的最大关键字

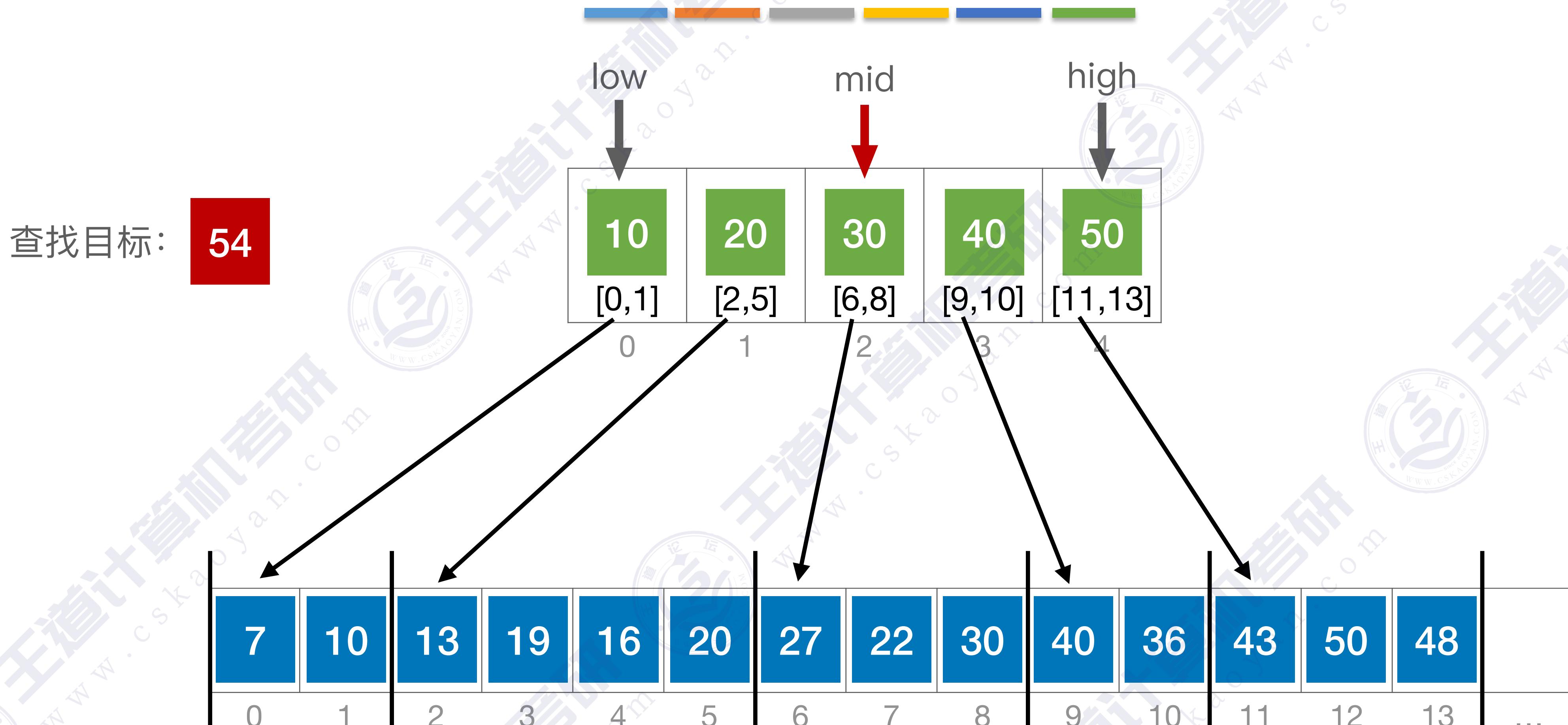


若索引表中不包含目标关键字，则折半查找索引表最终停在  $low > high$ ，要在  $low$  所指分块中查找

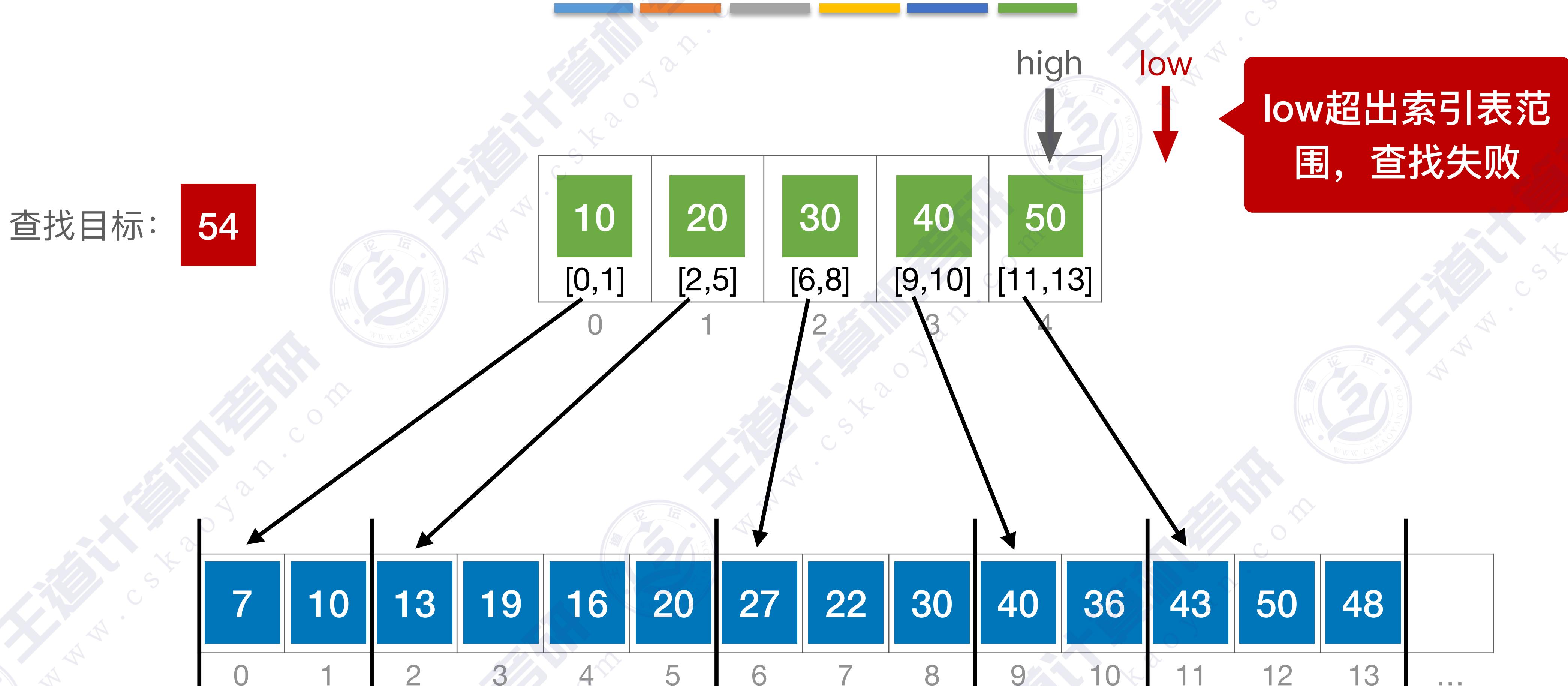
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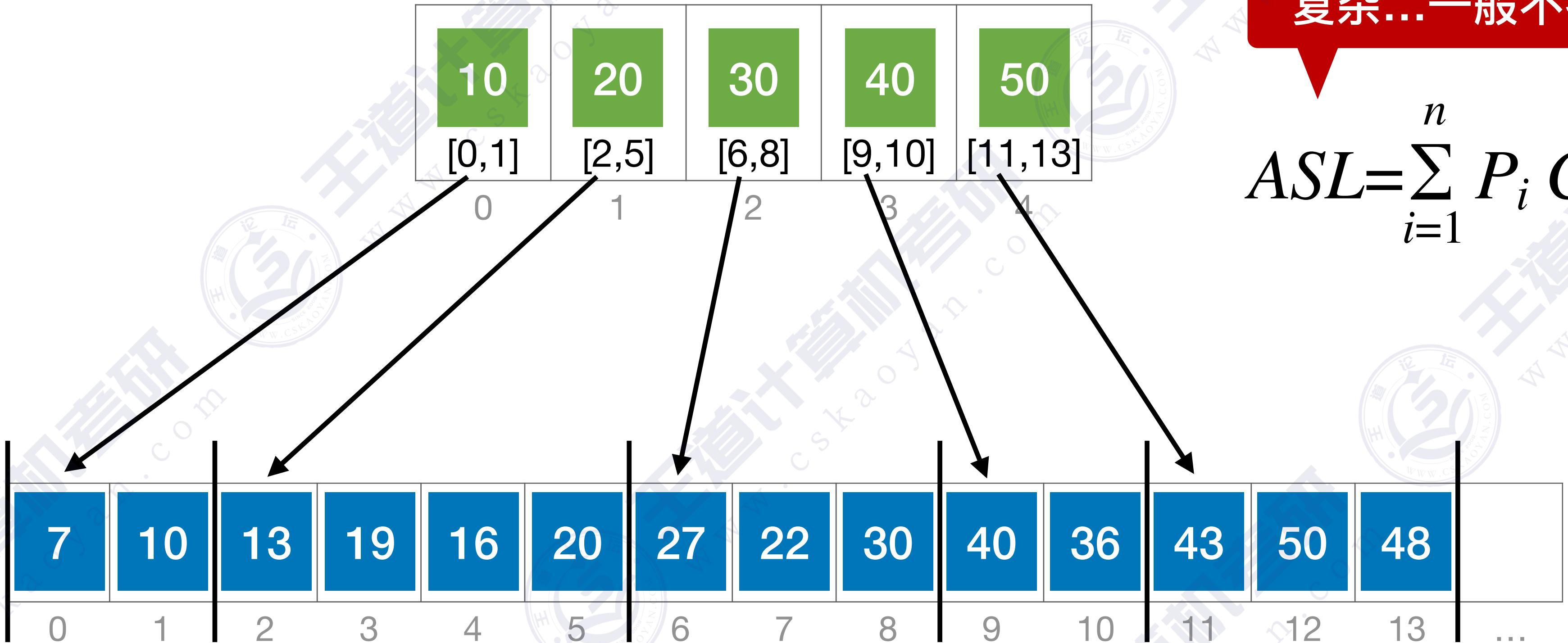


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若索引表中不包含目标关键字，则折半查找索引表最终停在  $low > high$ ，要在 $low$ 所指分块中查找

# 查找效率分析 (ASL)



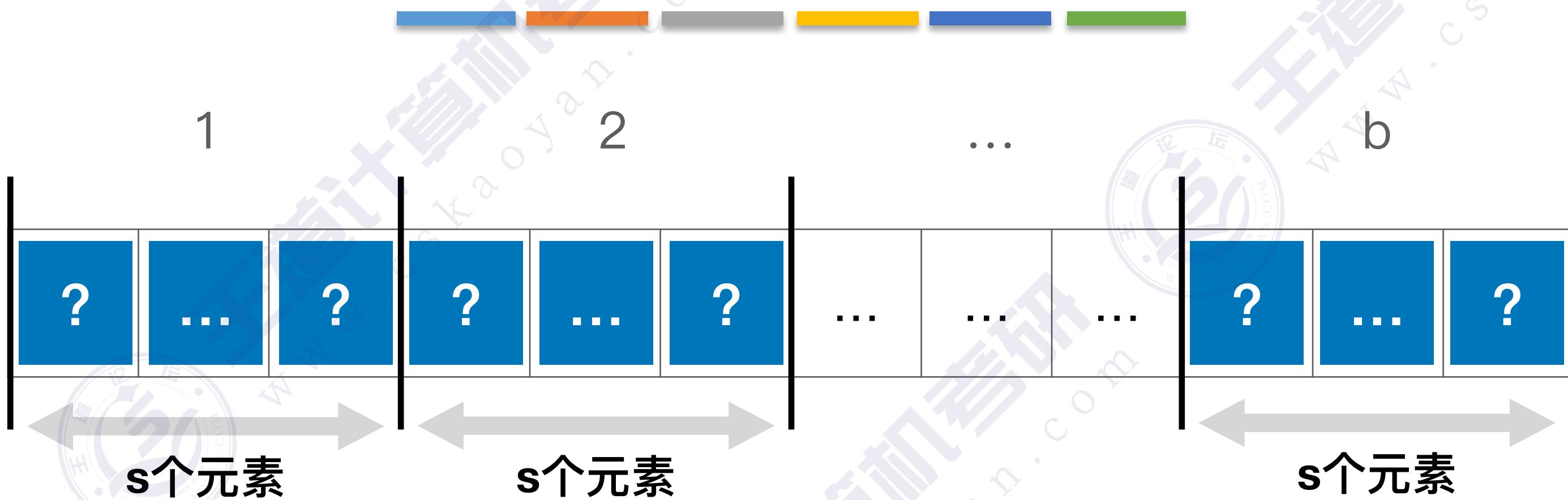
共有14个元素，各自被查概率为1/14

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?



# 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

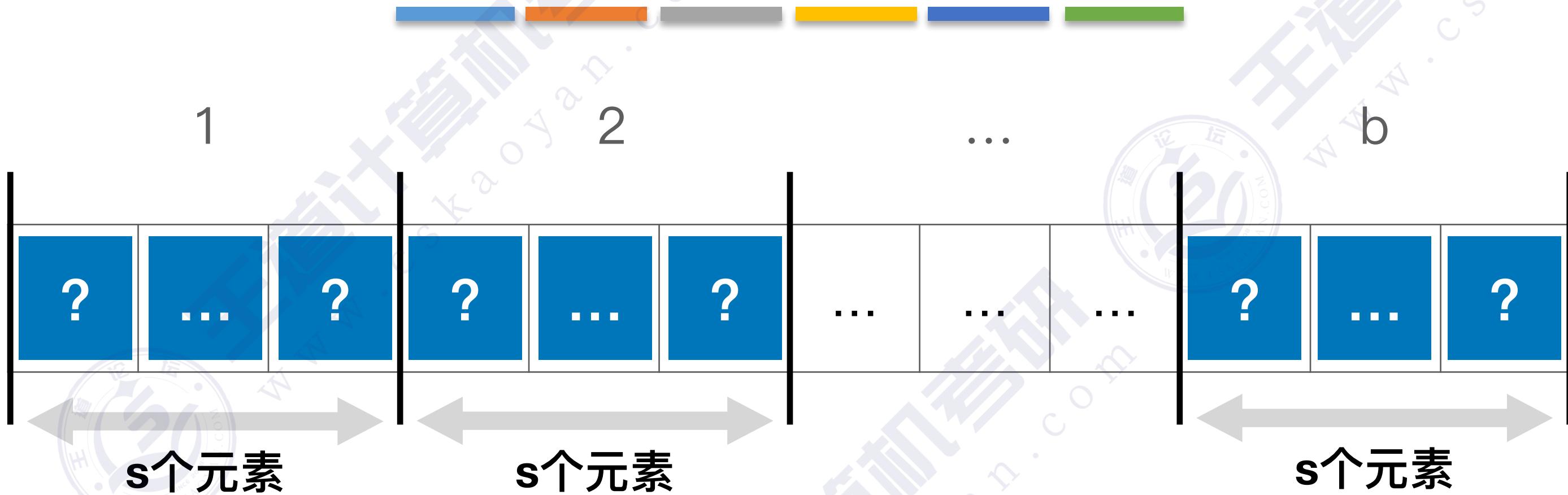
$$ASL = L_I + L_S$$

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

$$\text{则 } ASL = \frac{b+1}{2} + \frac{s+1}{2} = \frac{s^2 + 2s + n}{2s}$$

若  $n=10000$ , 则  
 $ASL_{\min}=101$

# 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

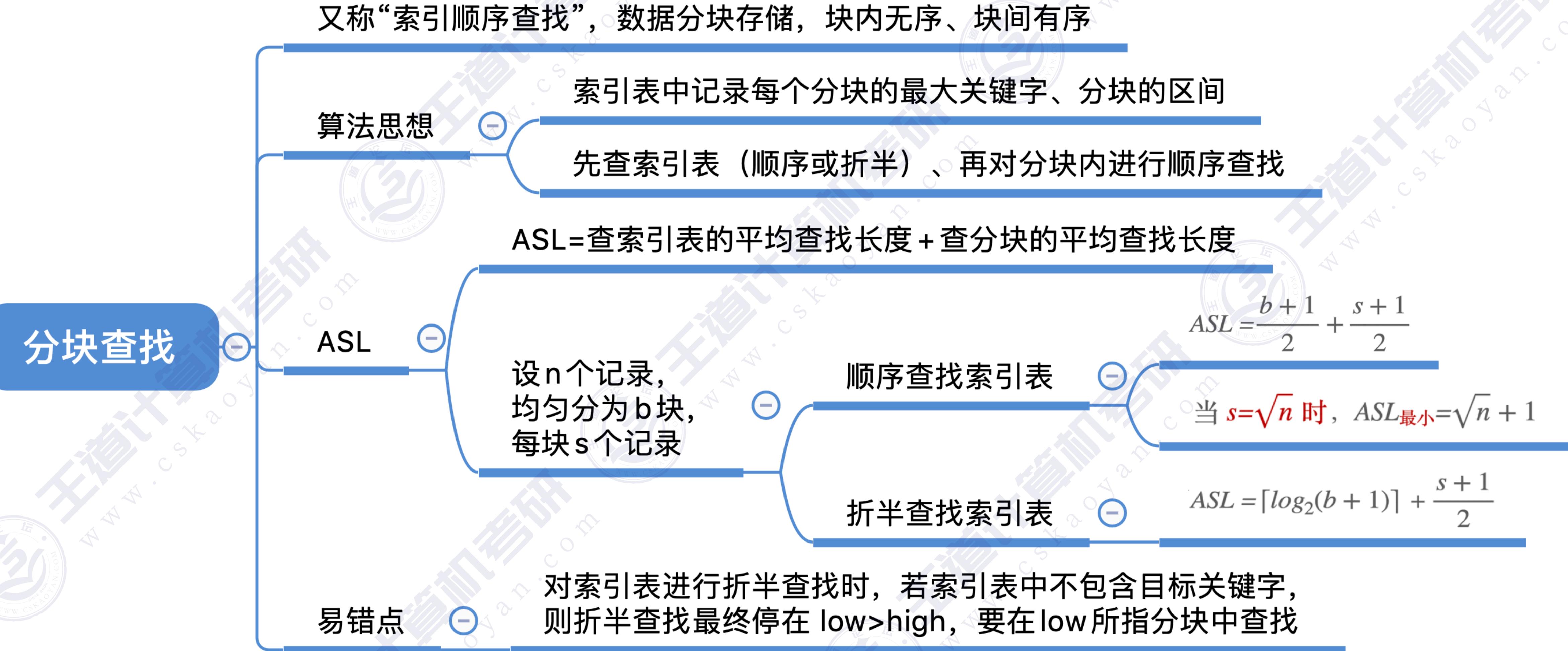
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$$ASL = L_I + L_S$$

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

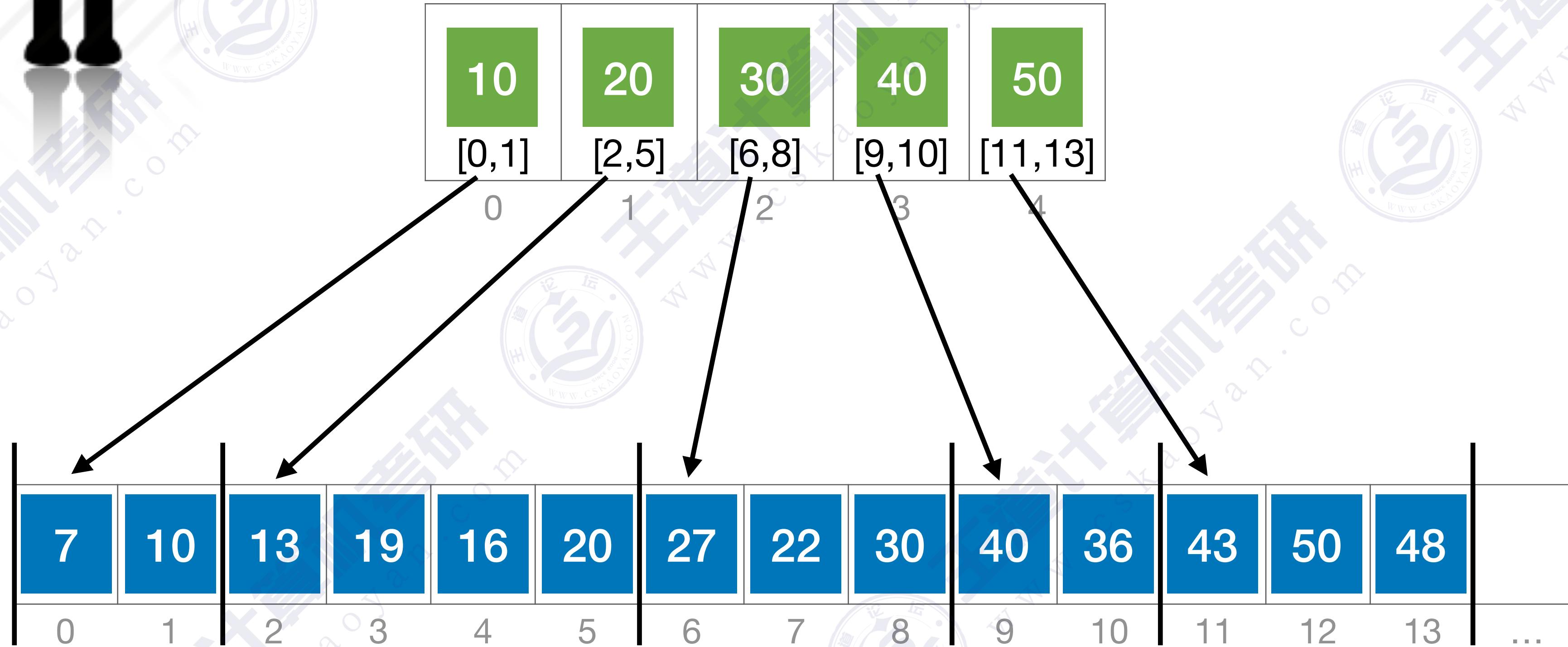
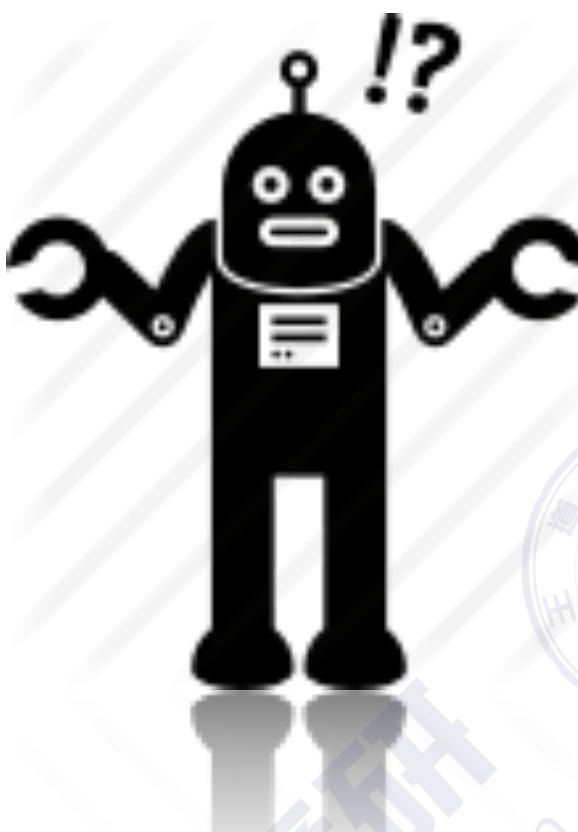
$$\text{则 } ASL = \lceil \log_2(b+1) \rceil + \frac{s+1}{2}$$

# 知识回顾与重要考点

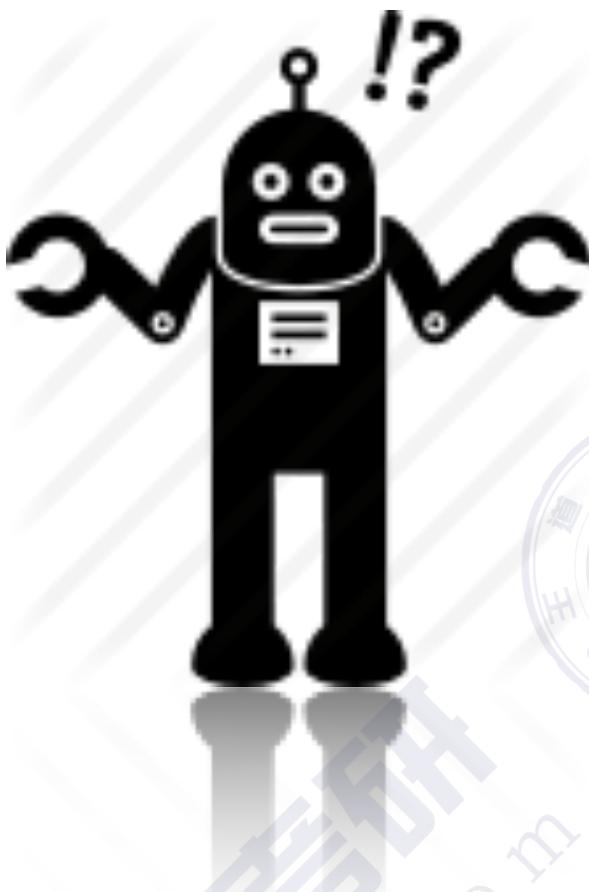


# 拓展思考

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

