玩儿转数据结构

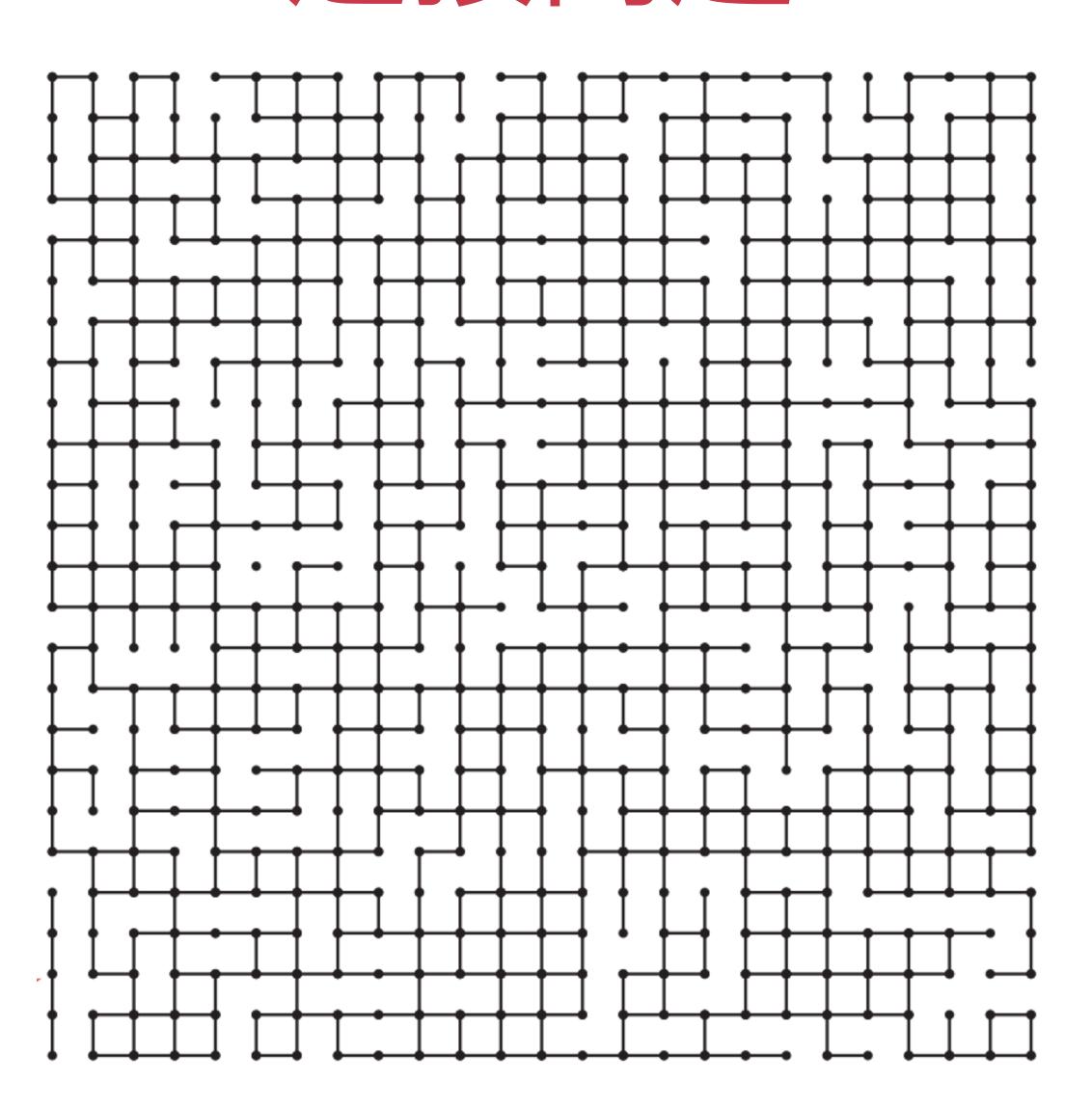
liuyubobobo

并查集 Union Find

一种很不一样的树形结构

连接问题 Connectivity Problem

连接问题



连接问题

网络中节点间的连接状态

• 网络是个抽象的概念: 用户之间形成的网络

数学中的集合类实现

连接问题和路径问题

比路径问题要回答的问题少

• 和堆作比较

并查集 Union Find

对于一组数据,主要支持两个动作:

- union(p,q)
- isConnected(p,q)

实践:并查集的接口设计

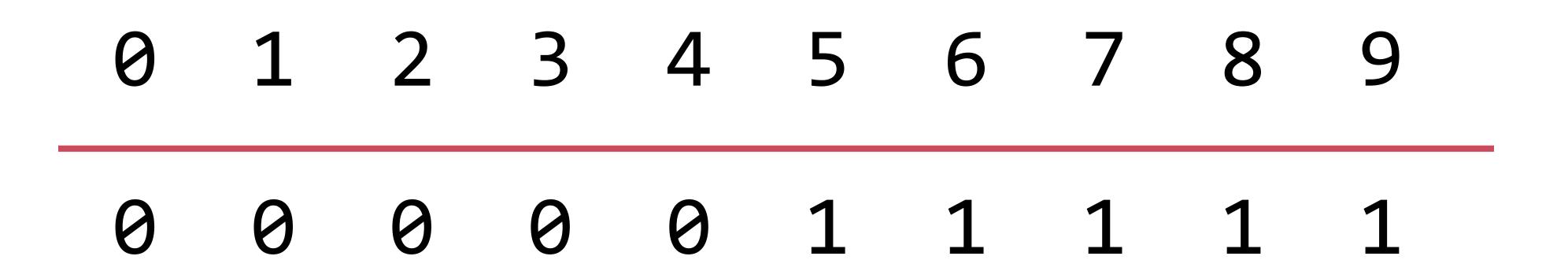
Quick Find

并查集 Union Find

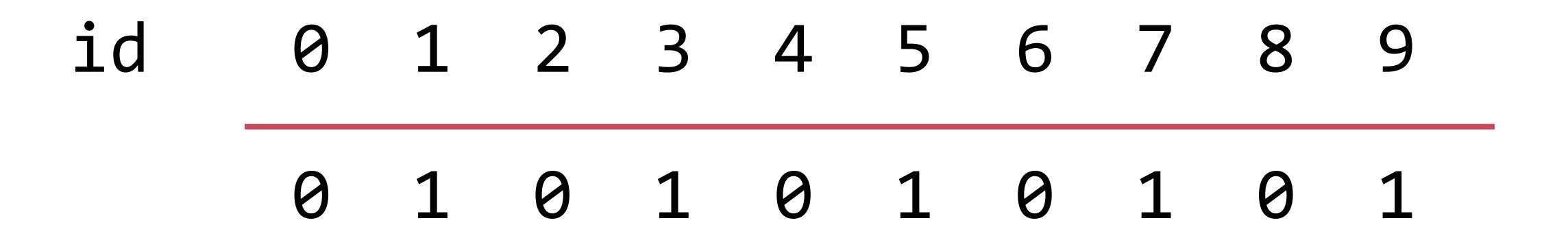
对于一组数据,主要支持两个动作:

- union(p,q)
- isConnected(p,q)

并查集的基本数据表示



并查集的基本数据表示



并查集 Union Find

对于一组数据,主要支持两个动作:

- union(p,q)
- isConnected(p,q)

并查集 Union Find

对于一组数据,主要支持两个动作:

- union(p,q)
- isConnected(p,q) == find(q)

Quick Find

id 0 1 2 3 4 5 6 7 8 9
0 1 0 1 0 1 0 1 0 1

Quick Find 时间复杂度 0(1)

Quick Find 下的 Union

union(1, 4)

```
id 0 1 2 3 4 5 6 7 8 9

0 1 0 1 0 1 0 1
```

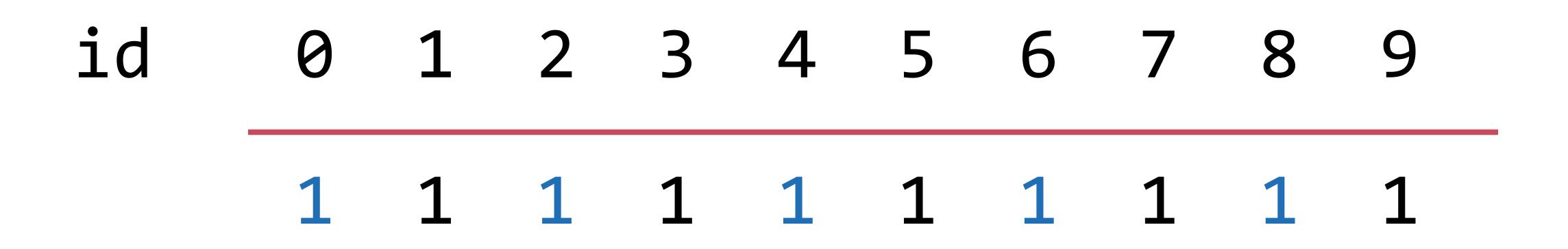
Quick Find 下的 Union

union(1, 4)

```
id 0 1 2 3 4 5 6 7 8 9

1 1 1 1 1 1 1 1 1
```

Quick Find 下的 Union



Quick Find 下的 Union 时间复杂度 O(n)

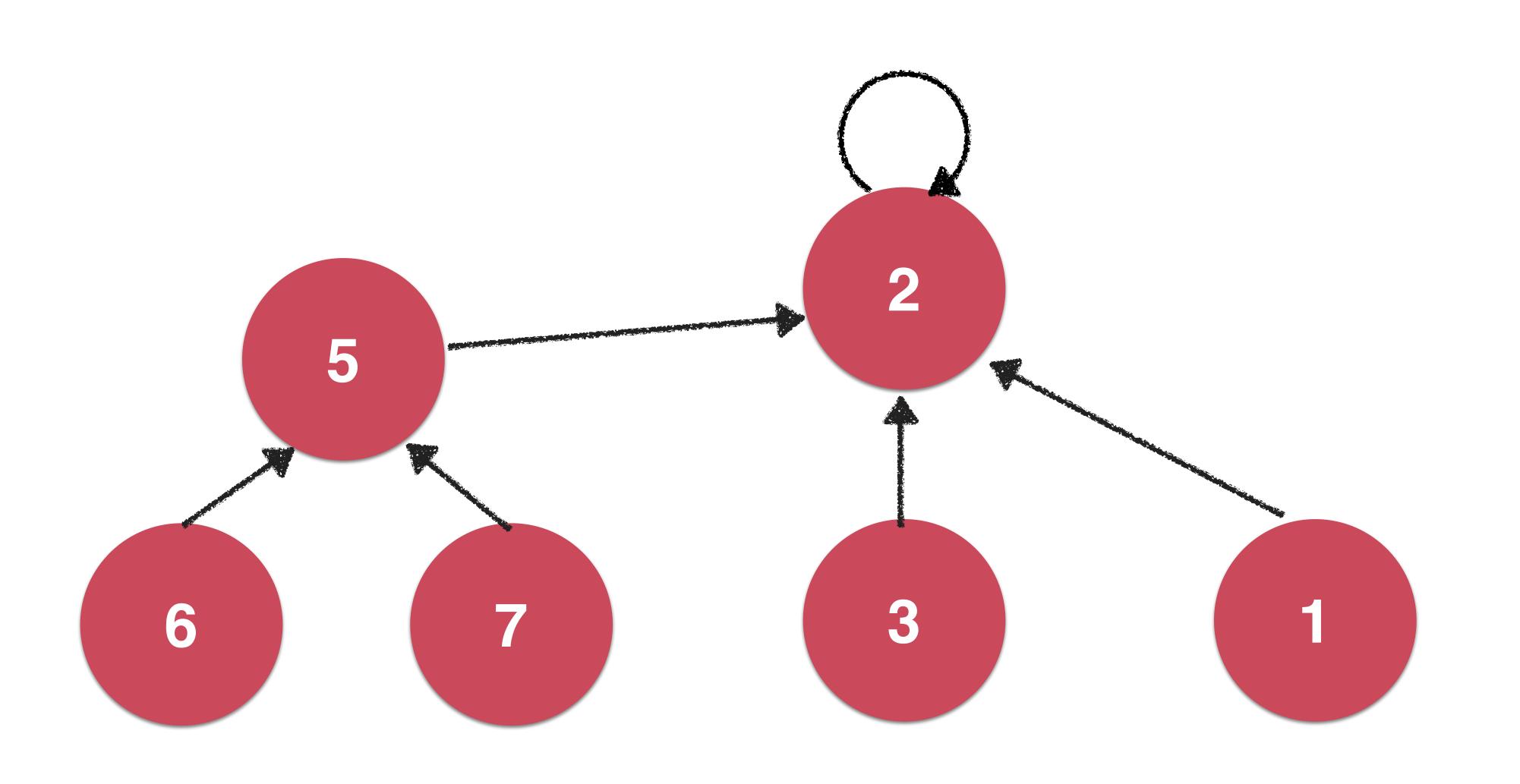
实践: Quick Find

Quick Find

- unionElements(p,q)O(n)
- isConnected(p,q) O(1)

Quick Union

将每一个元素,看做是一个节点

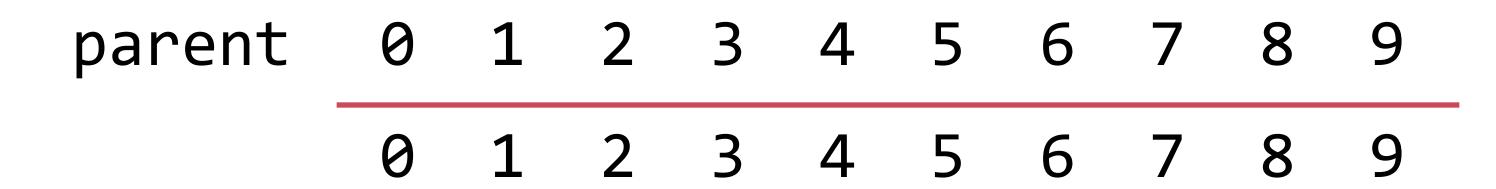


Quick Union 下的数据表示

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Quick Union



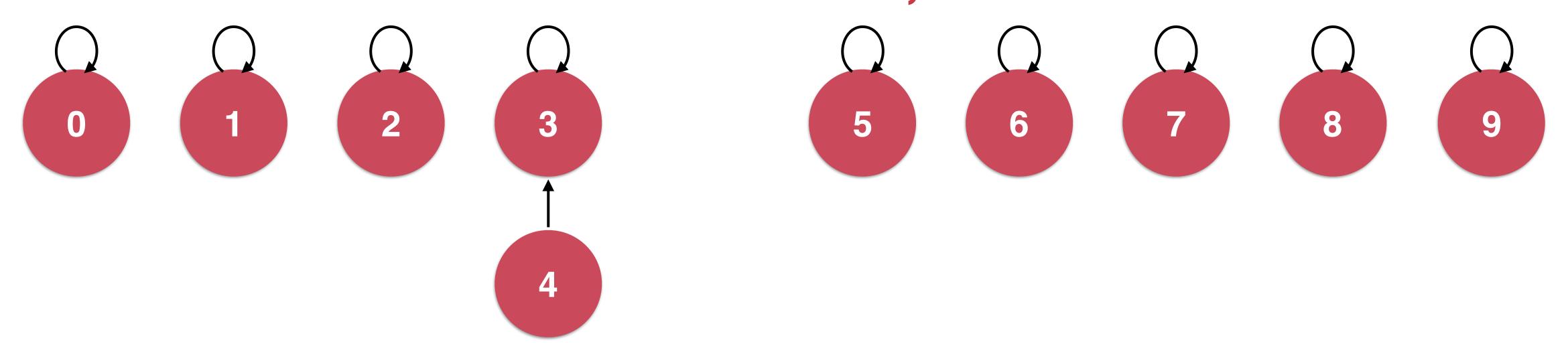


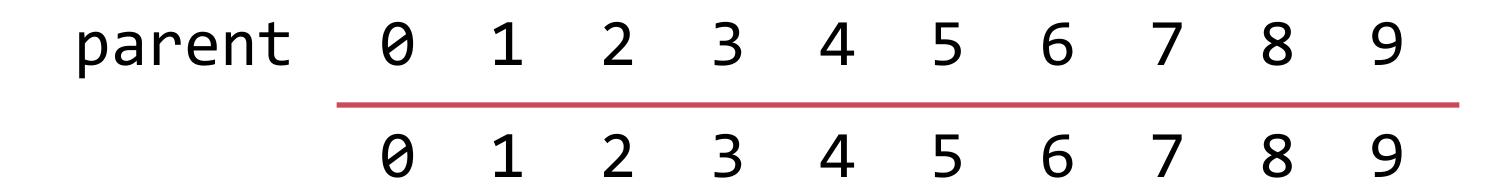
union 4, 3



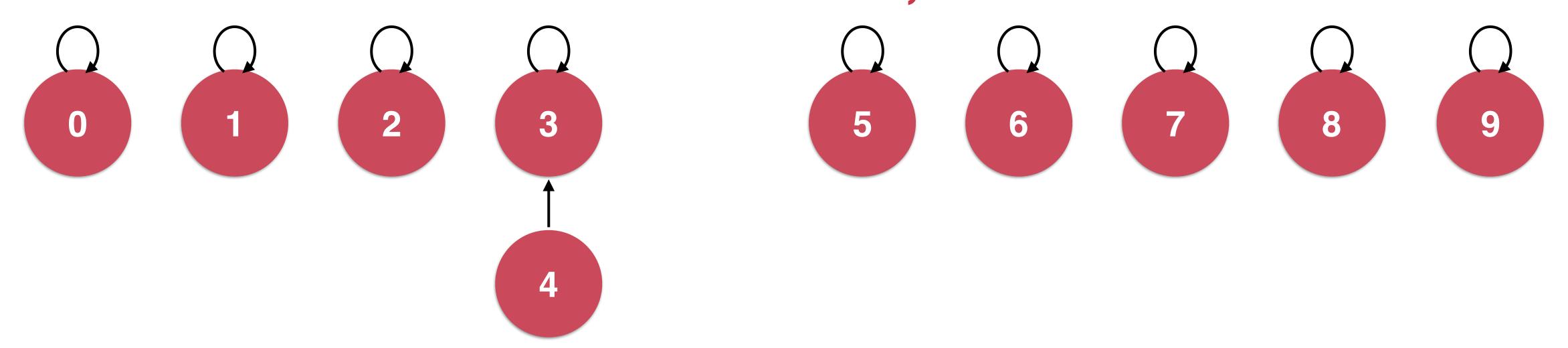


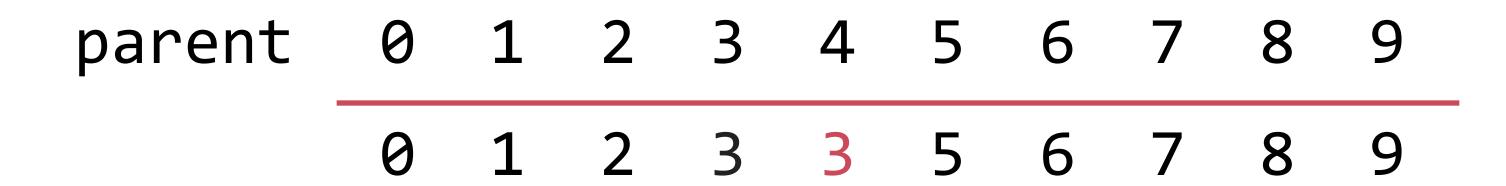
union 4,3



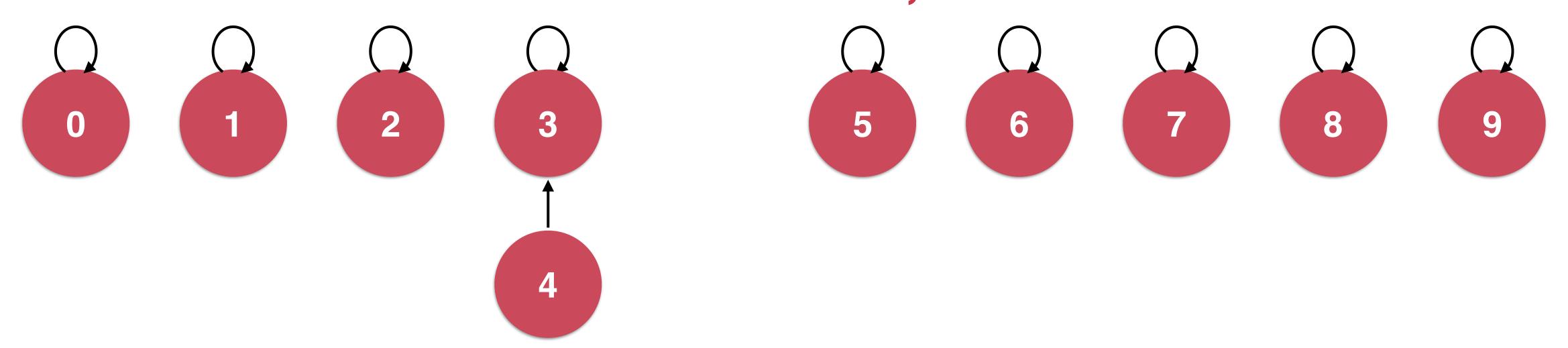


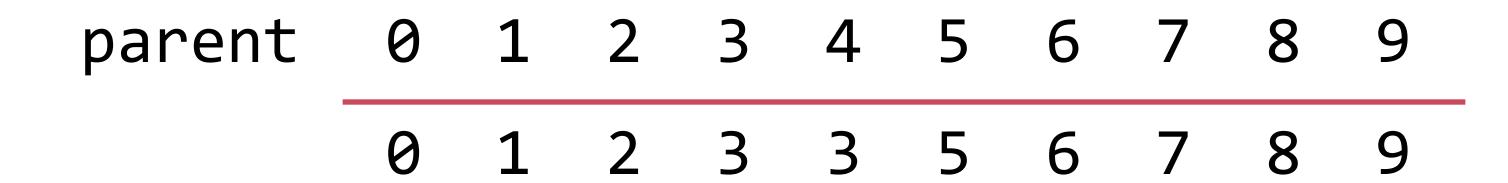
union 4,3



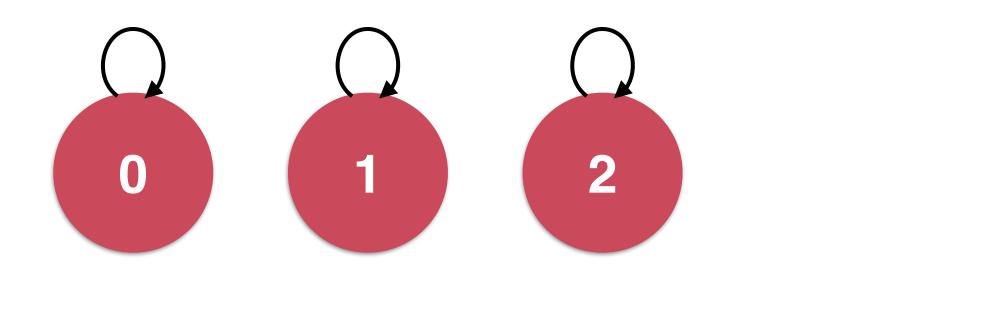


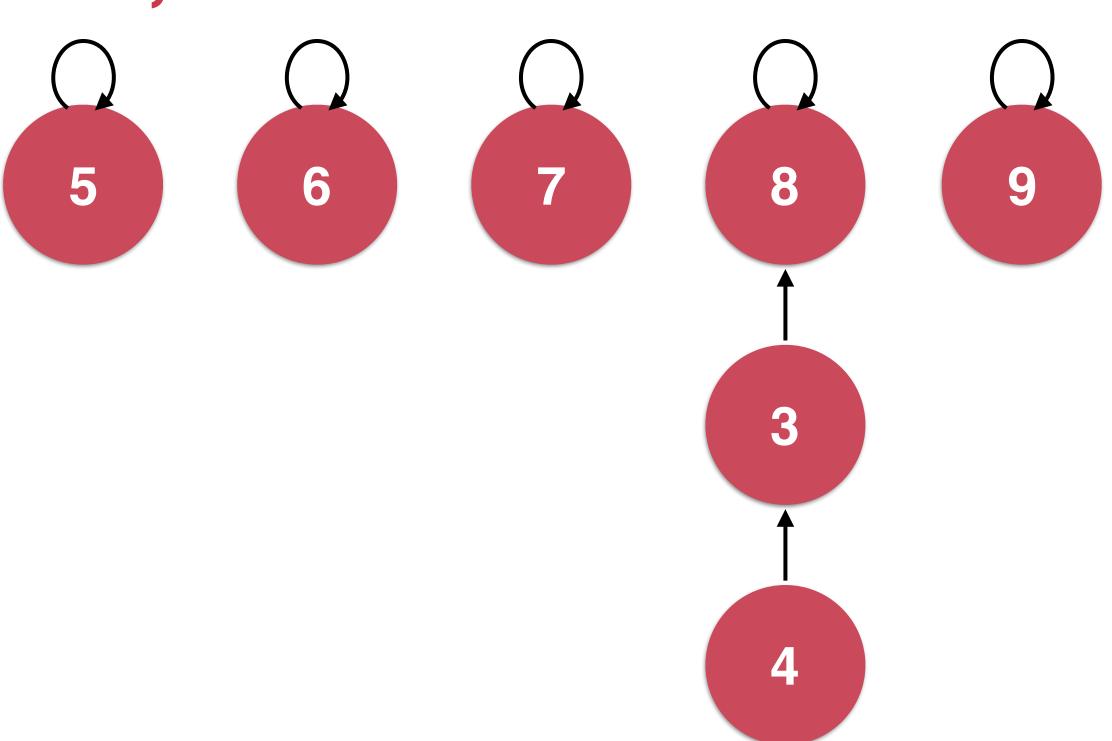
union 3,8

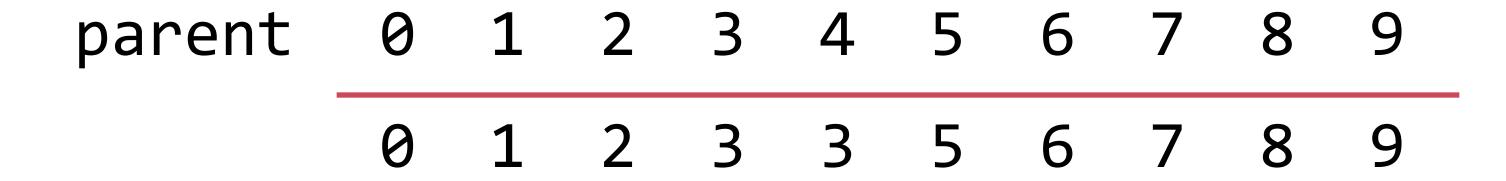




union 3,8

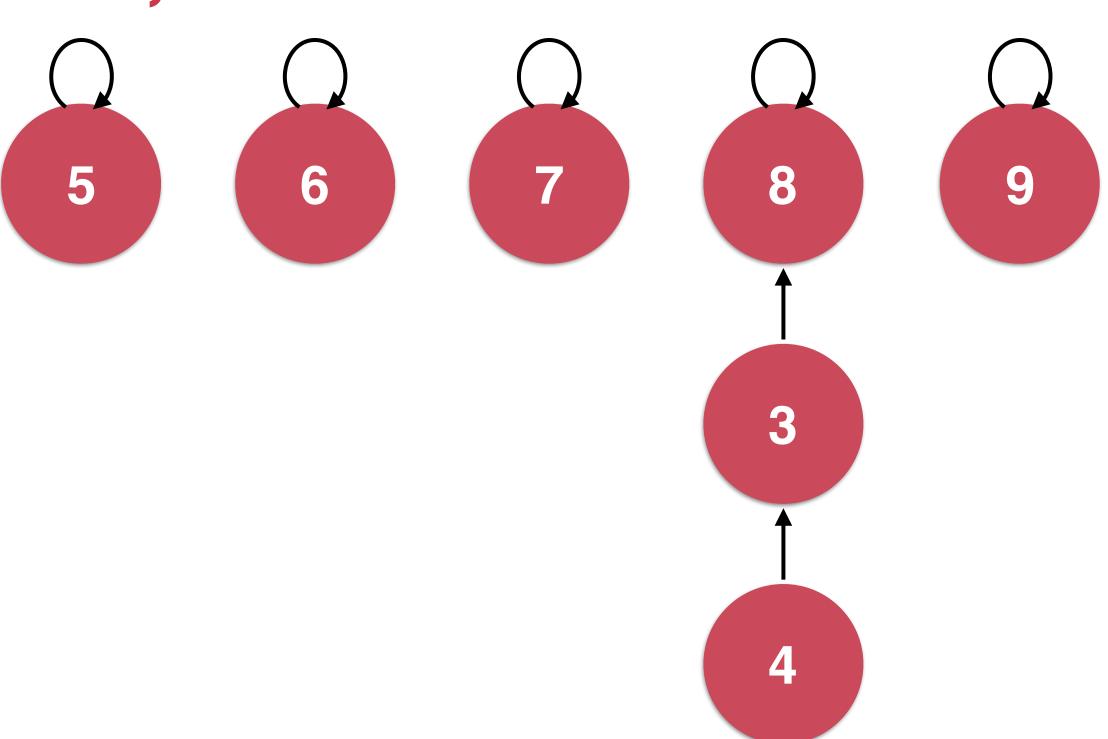


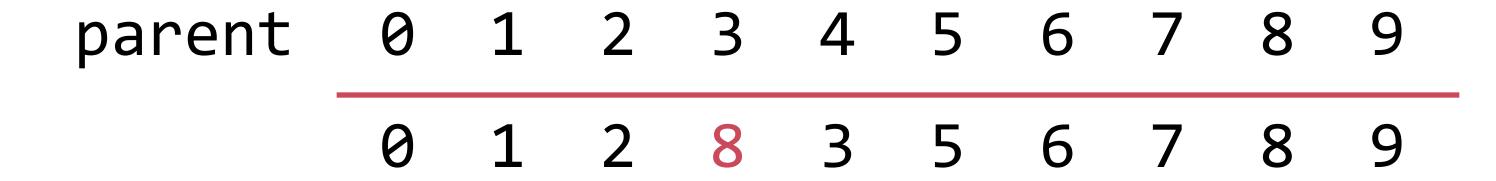




union 3,8

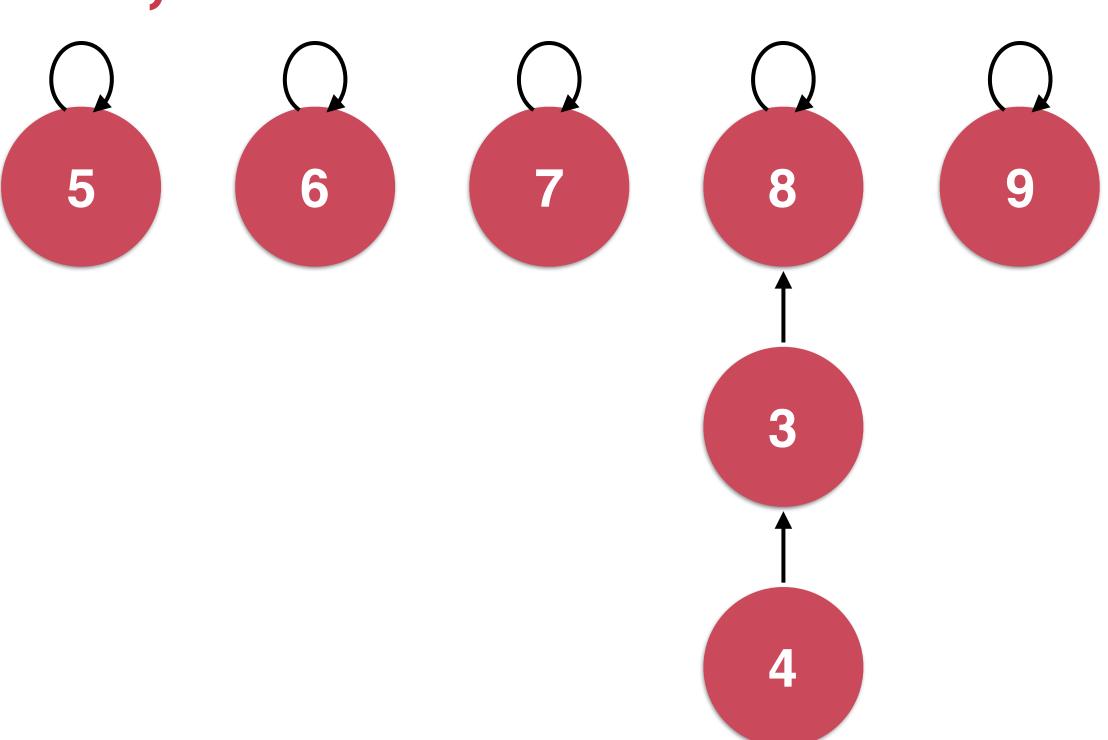


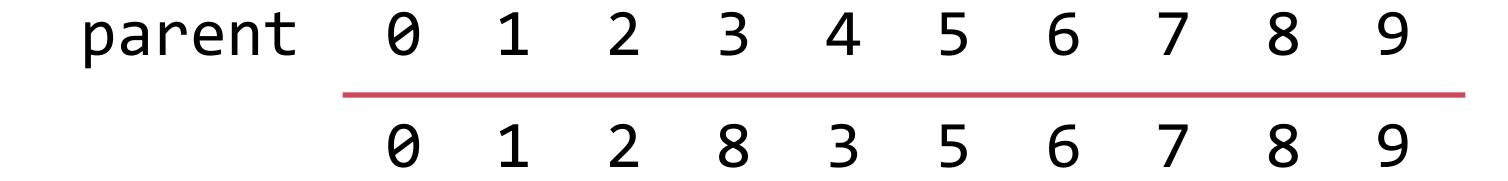




union 6,5

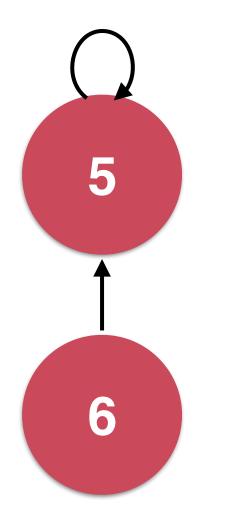


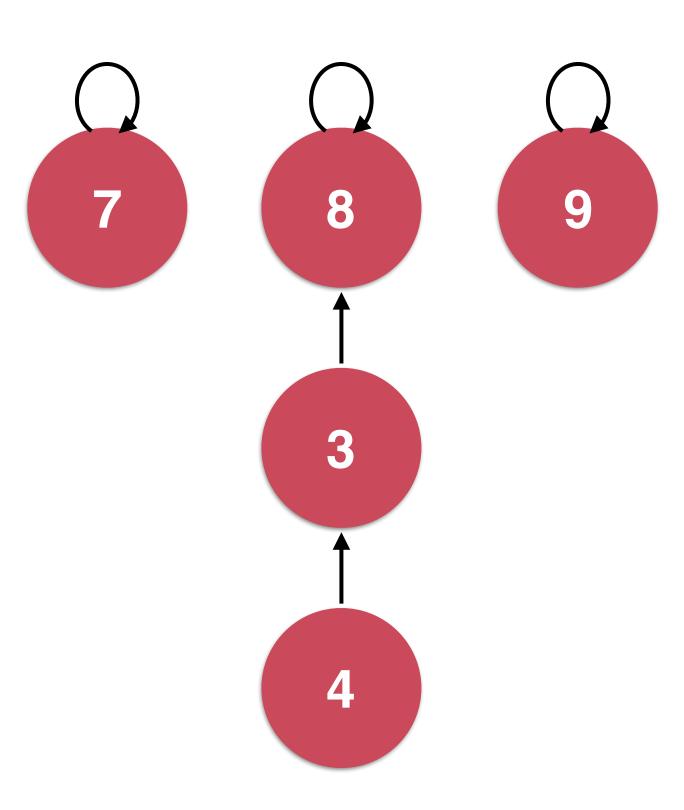


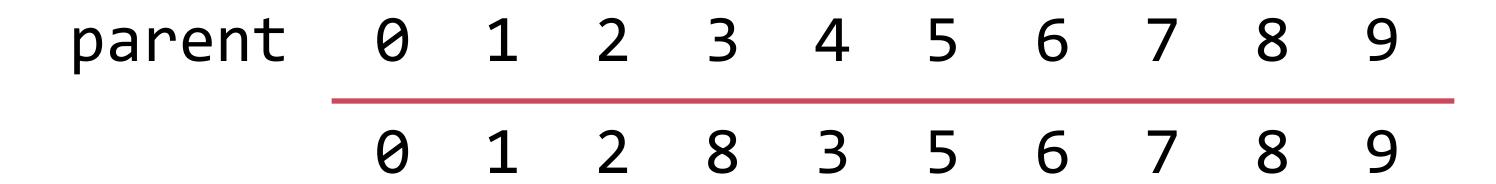


union 6,5



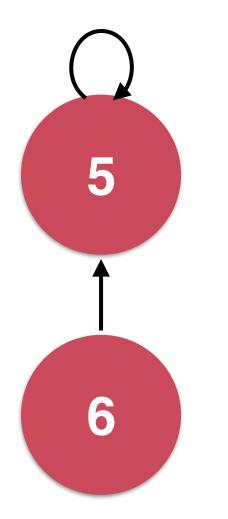


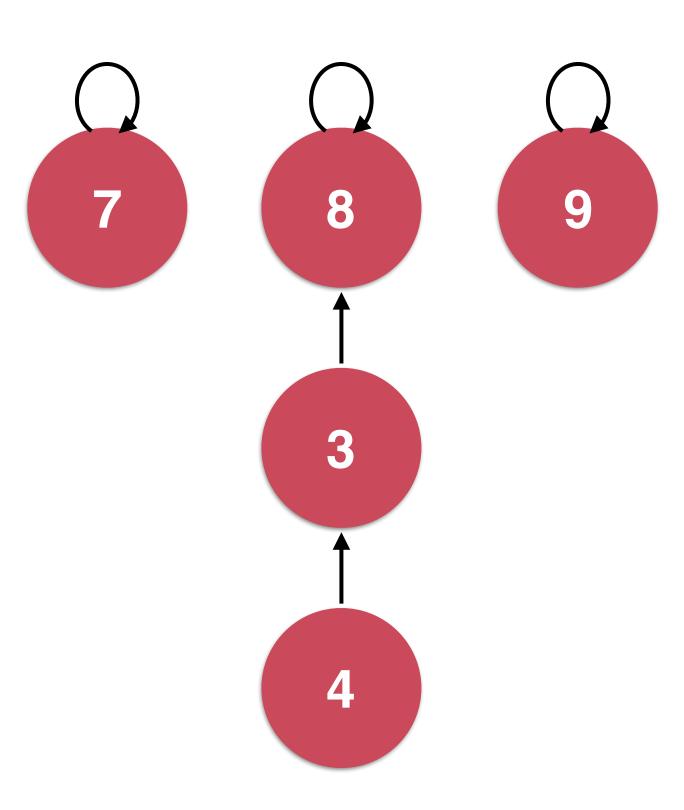


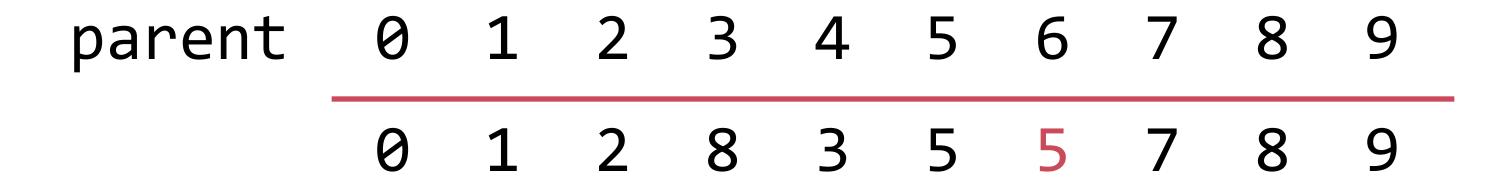


union 6,5



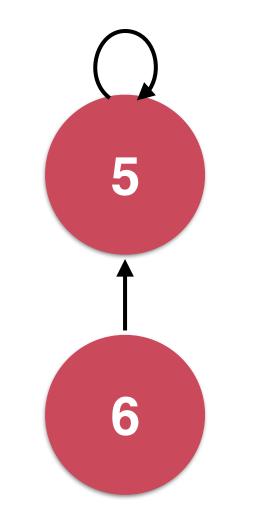


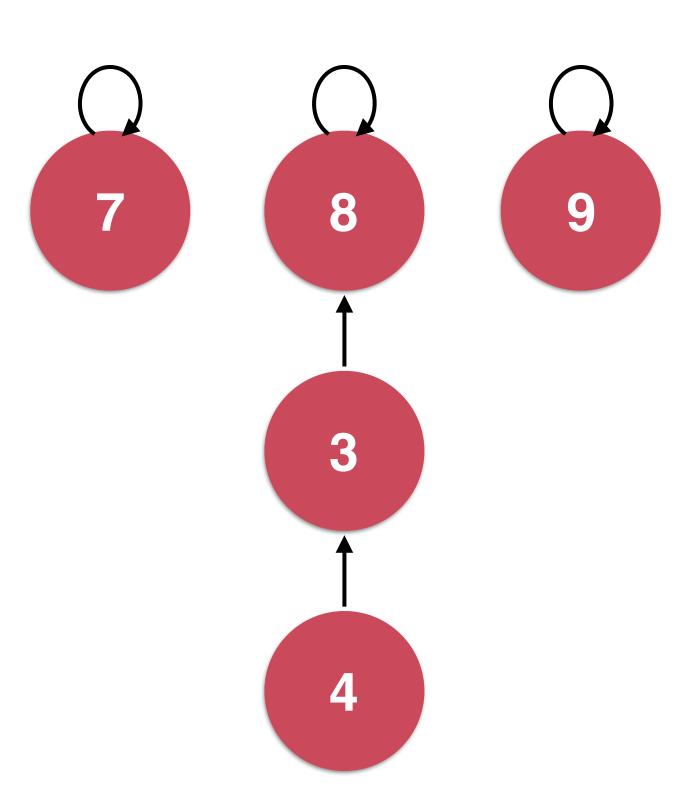


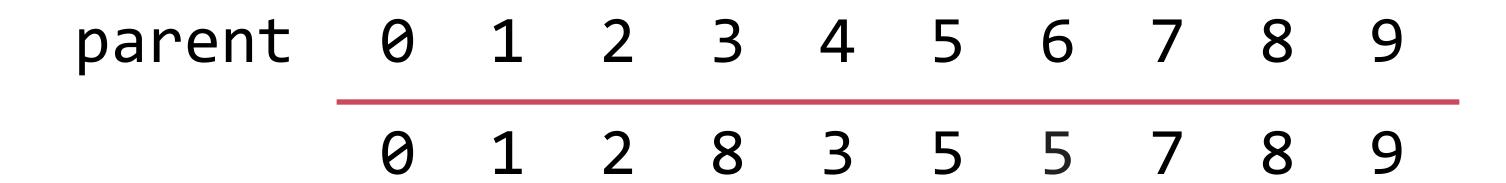


union 9,4



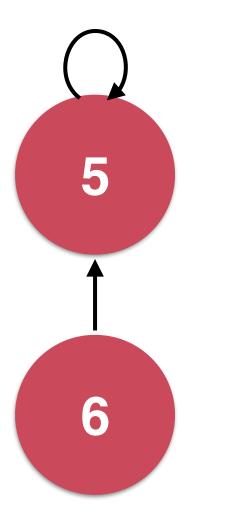


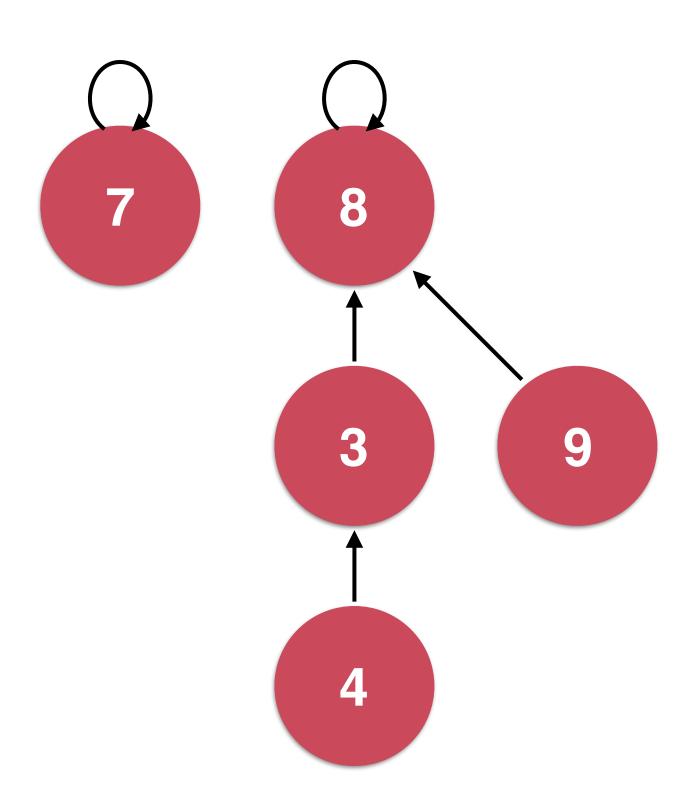


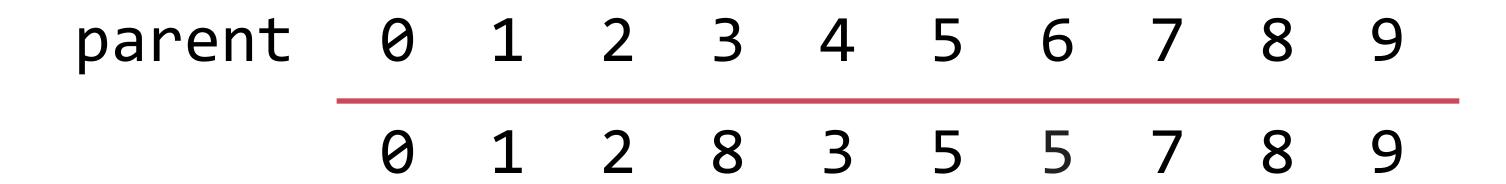


union 9,4



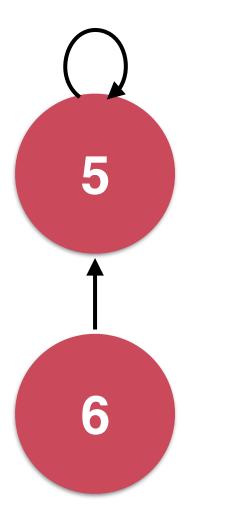


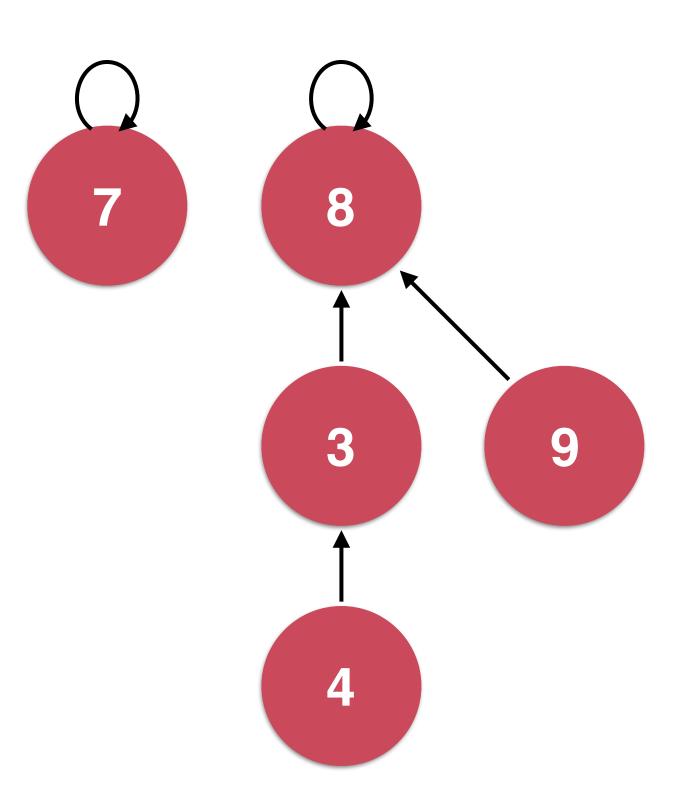


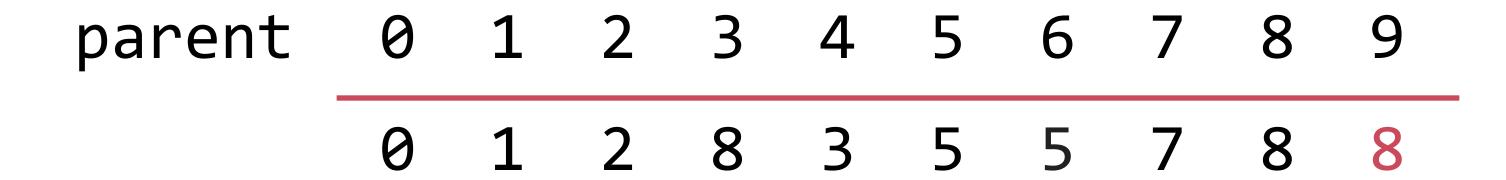


union 9,4



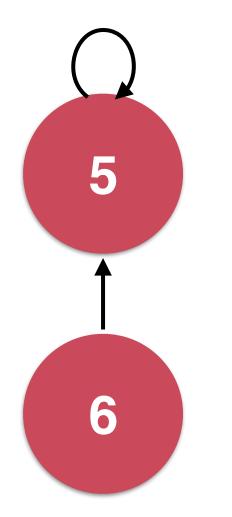


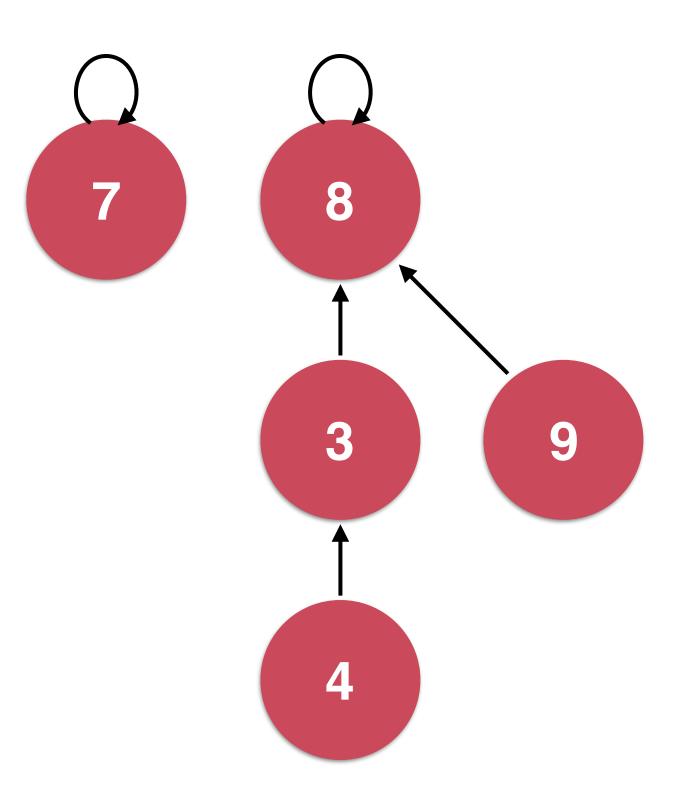


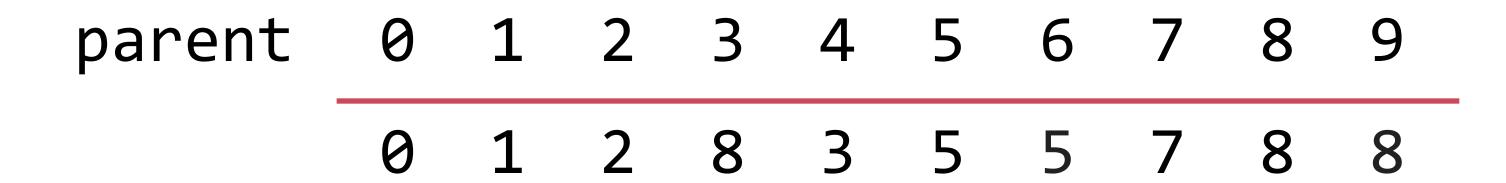


union 2, 1

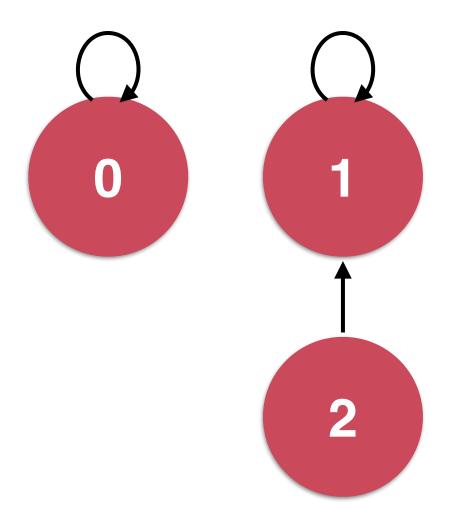


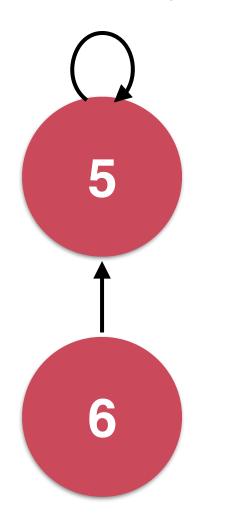


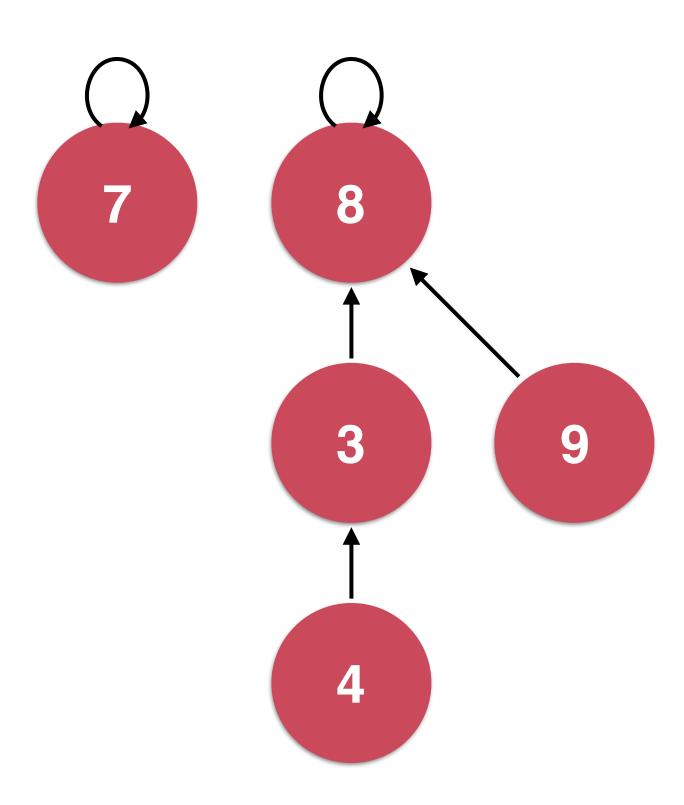




union 2, 1

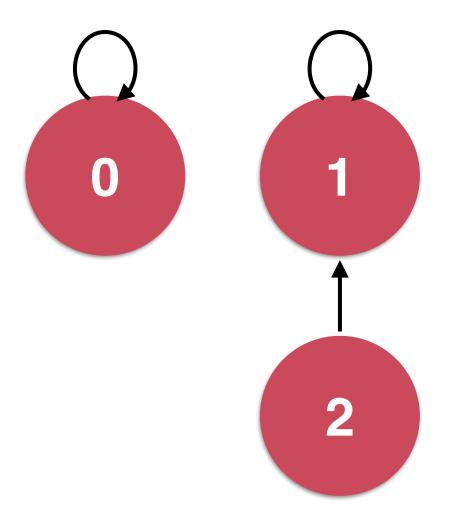


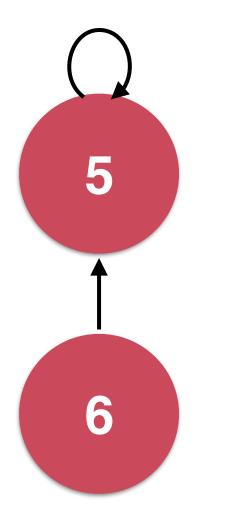


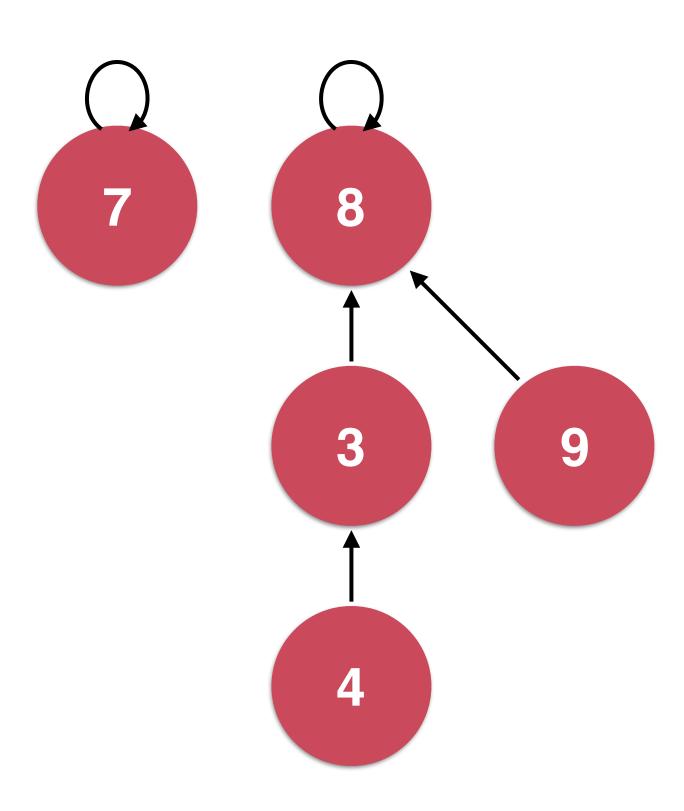


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union 2, 1

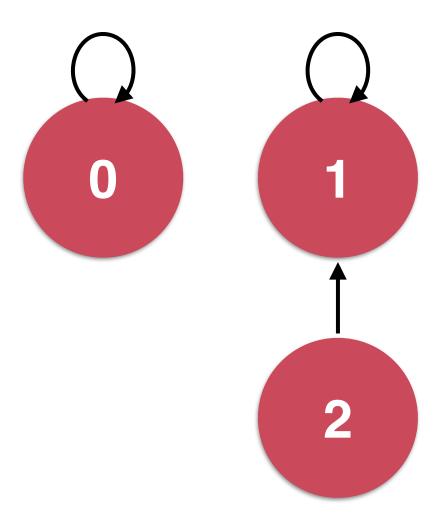


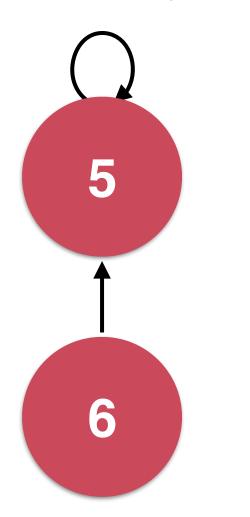


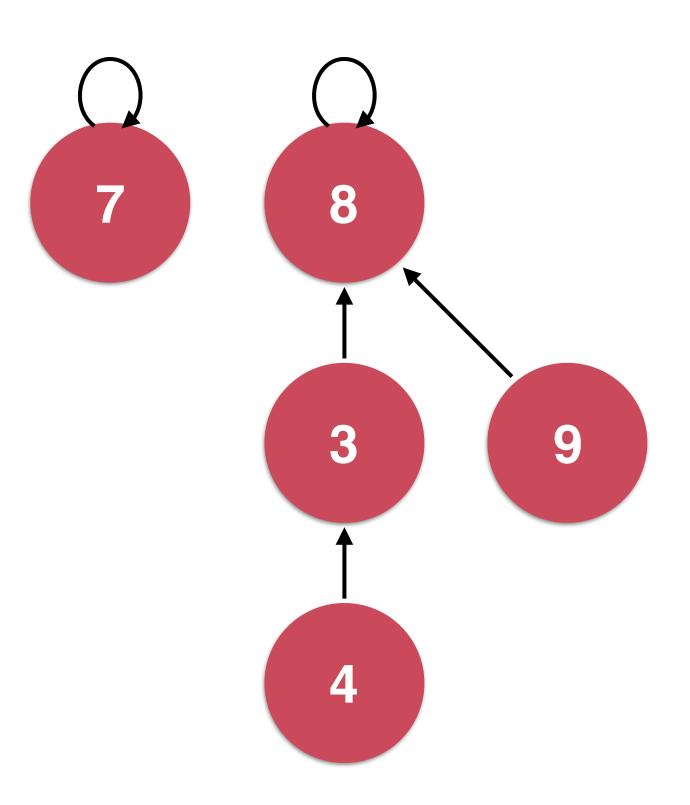


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union 5, 0

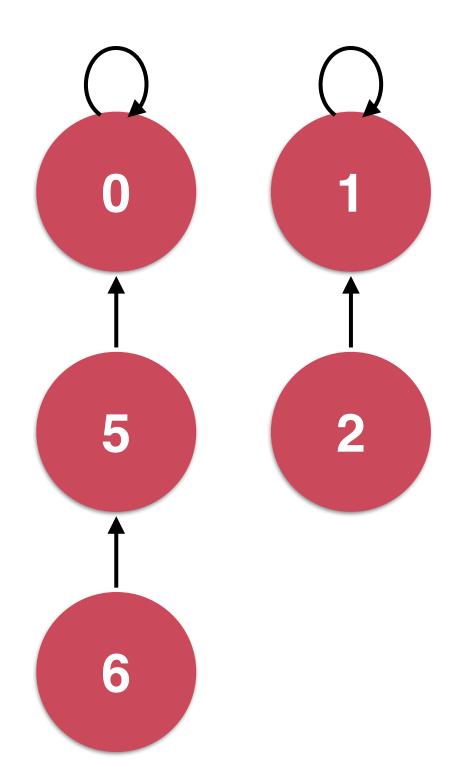


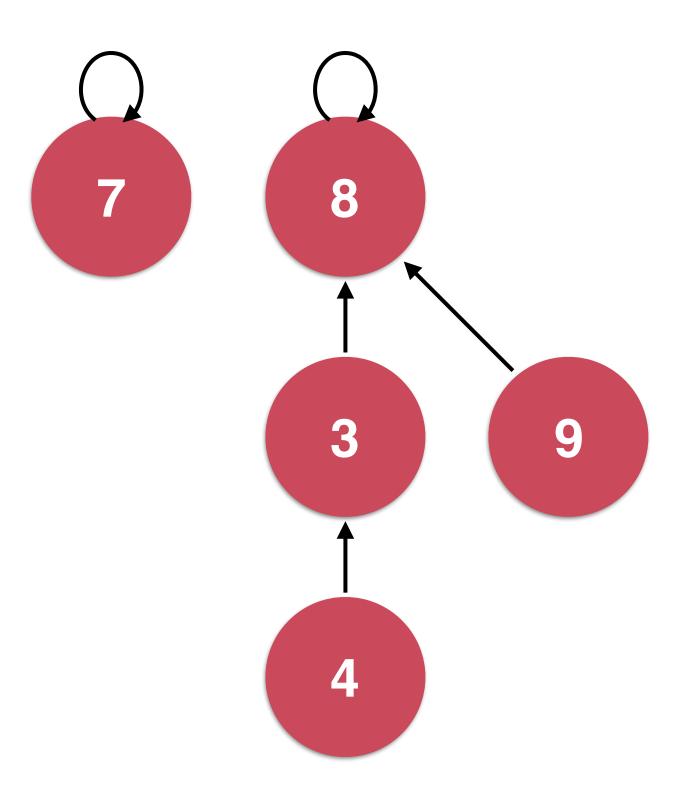




```
parent 0 1 2 3 4 5 6 7 8 9
0 1 1 8 3 5 5 7 8 8
```

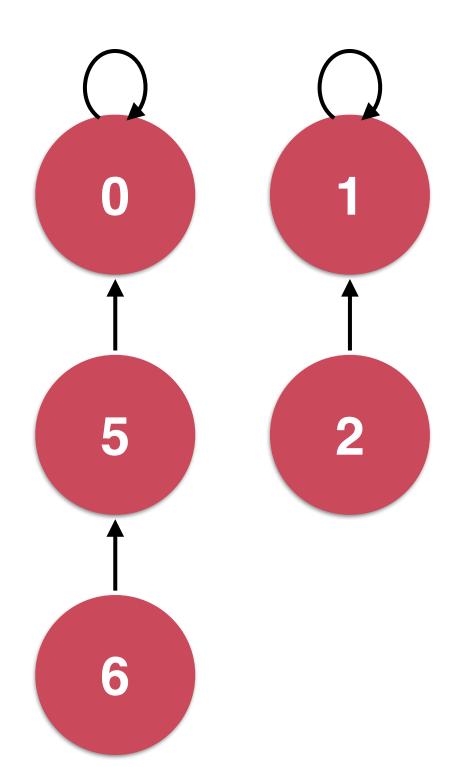
union 5, 0

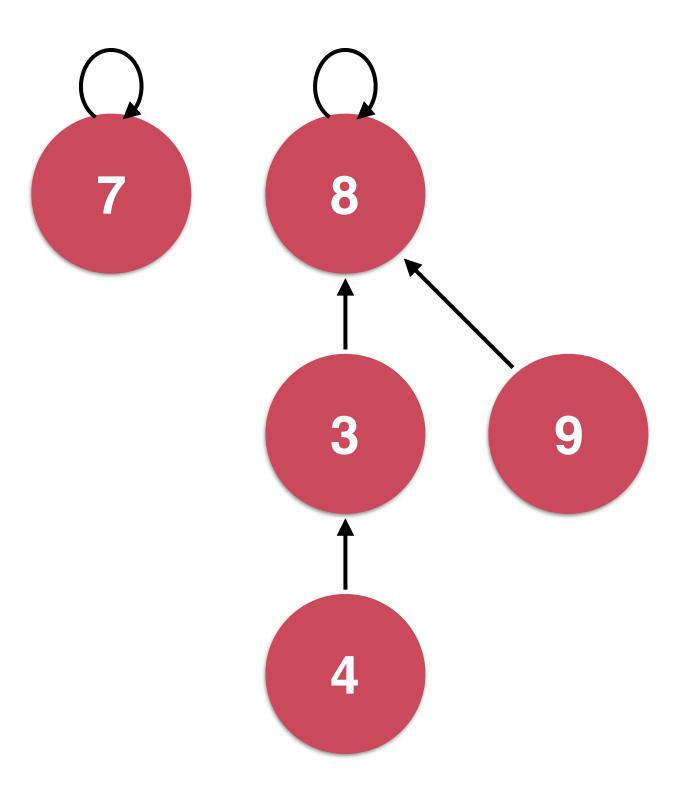




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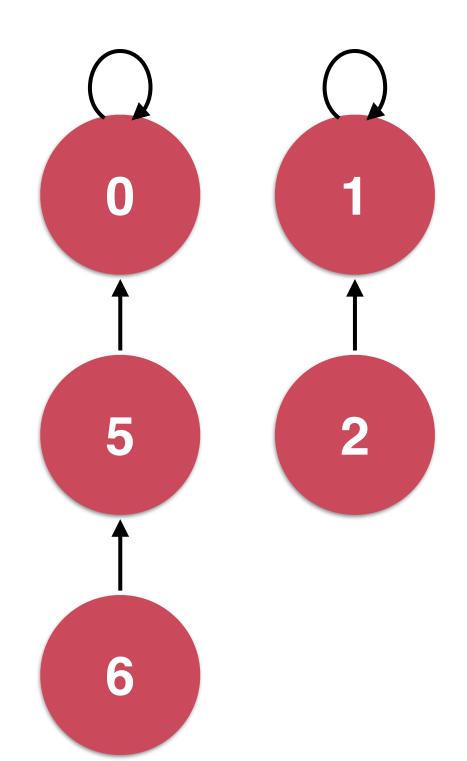
union 5, 0

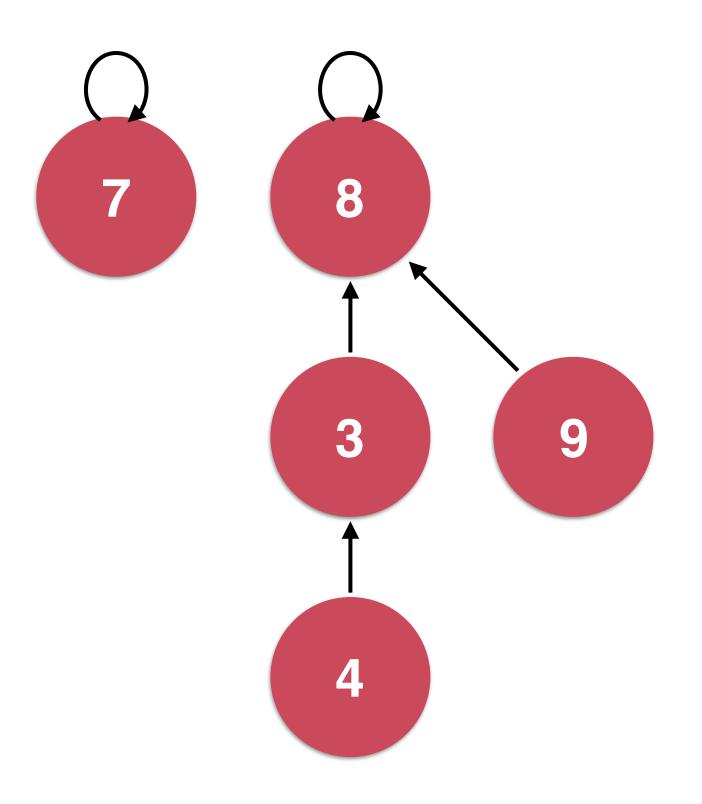




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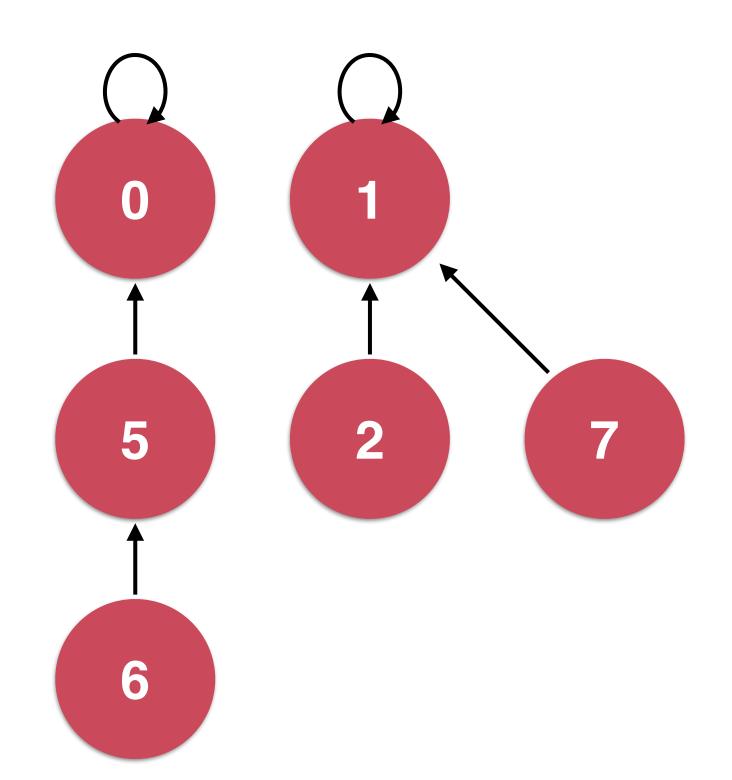
union 7, 2

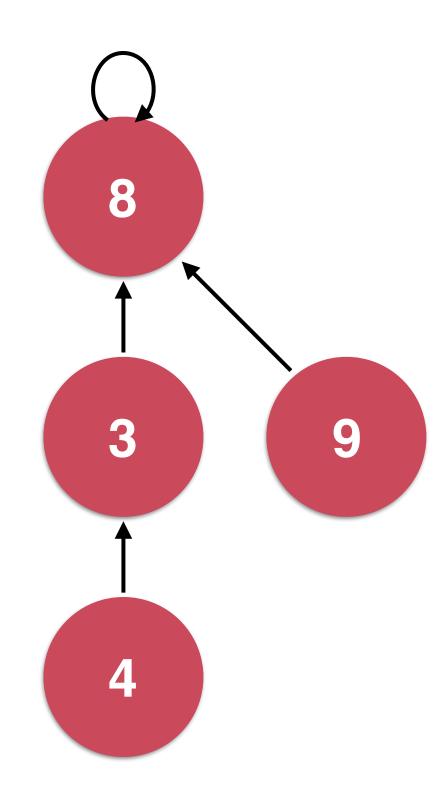




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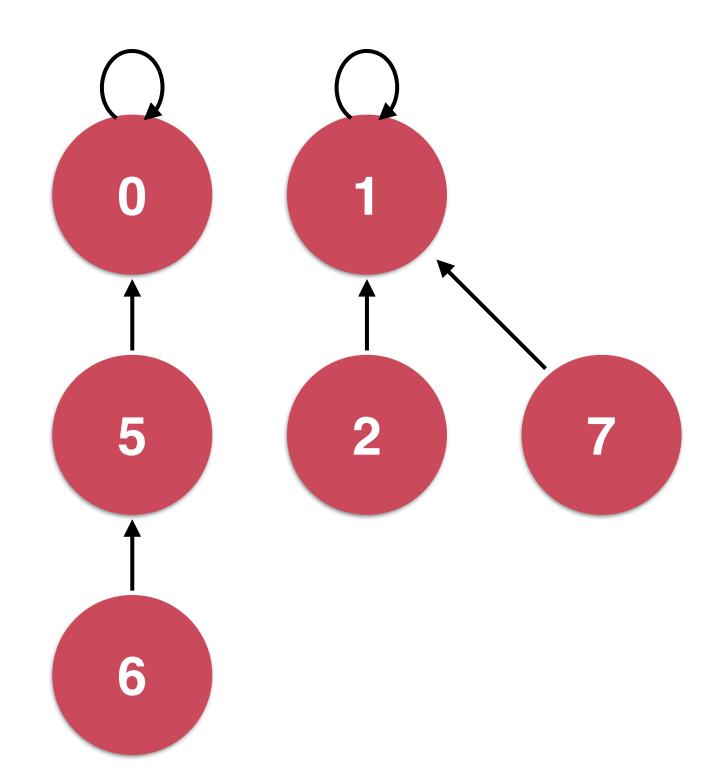
union 7, 2

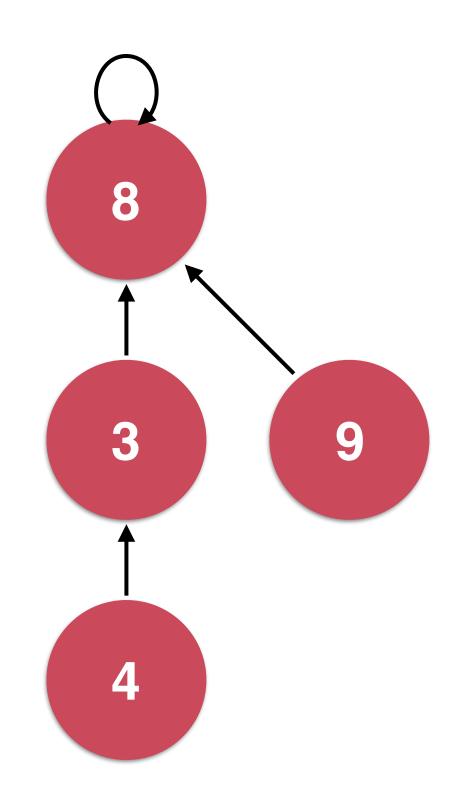




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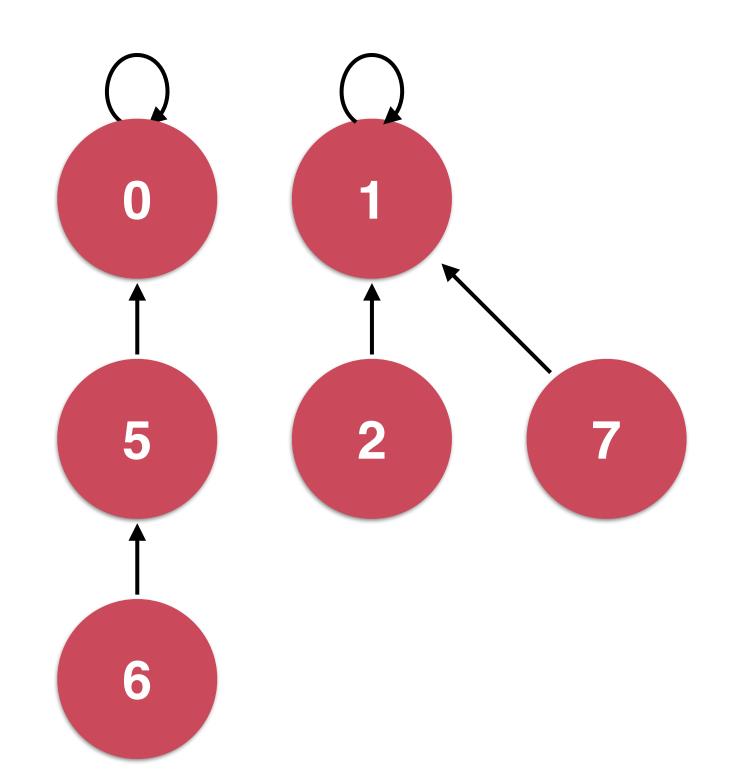
union 7, 2

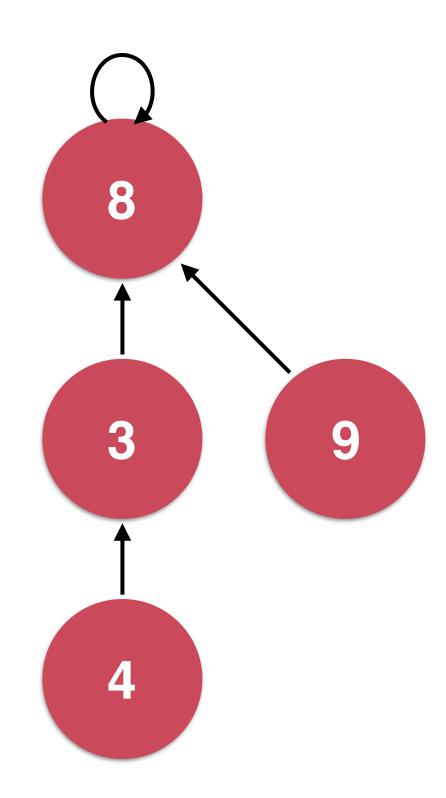




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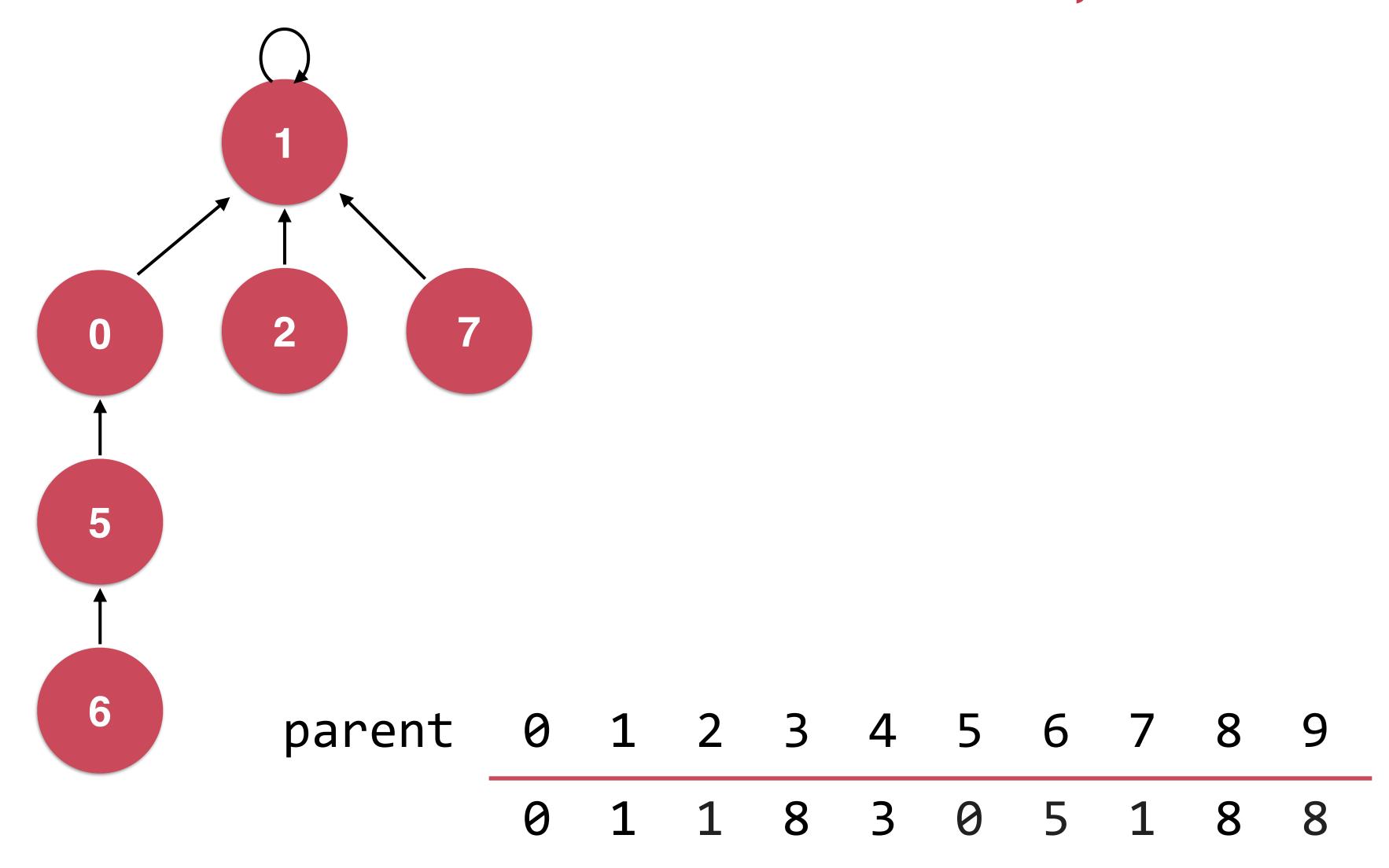
union 6, 2

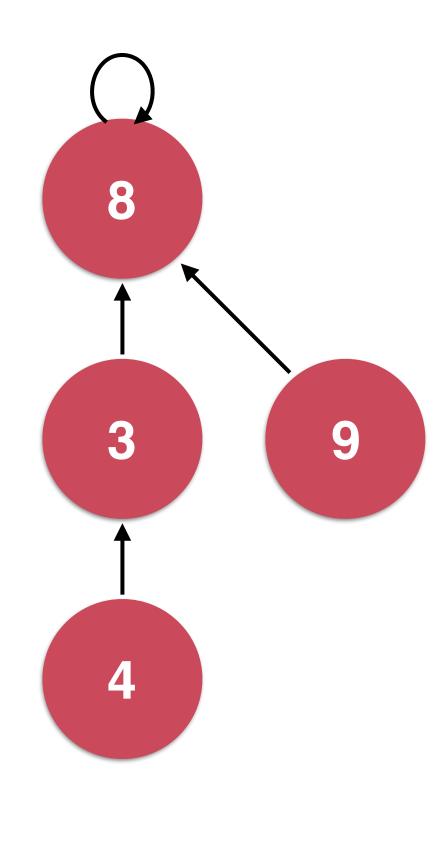




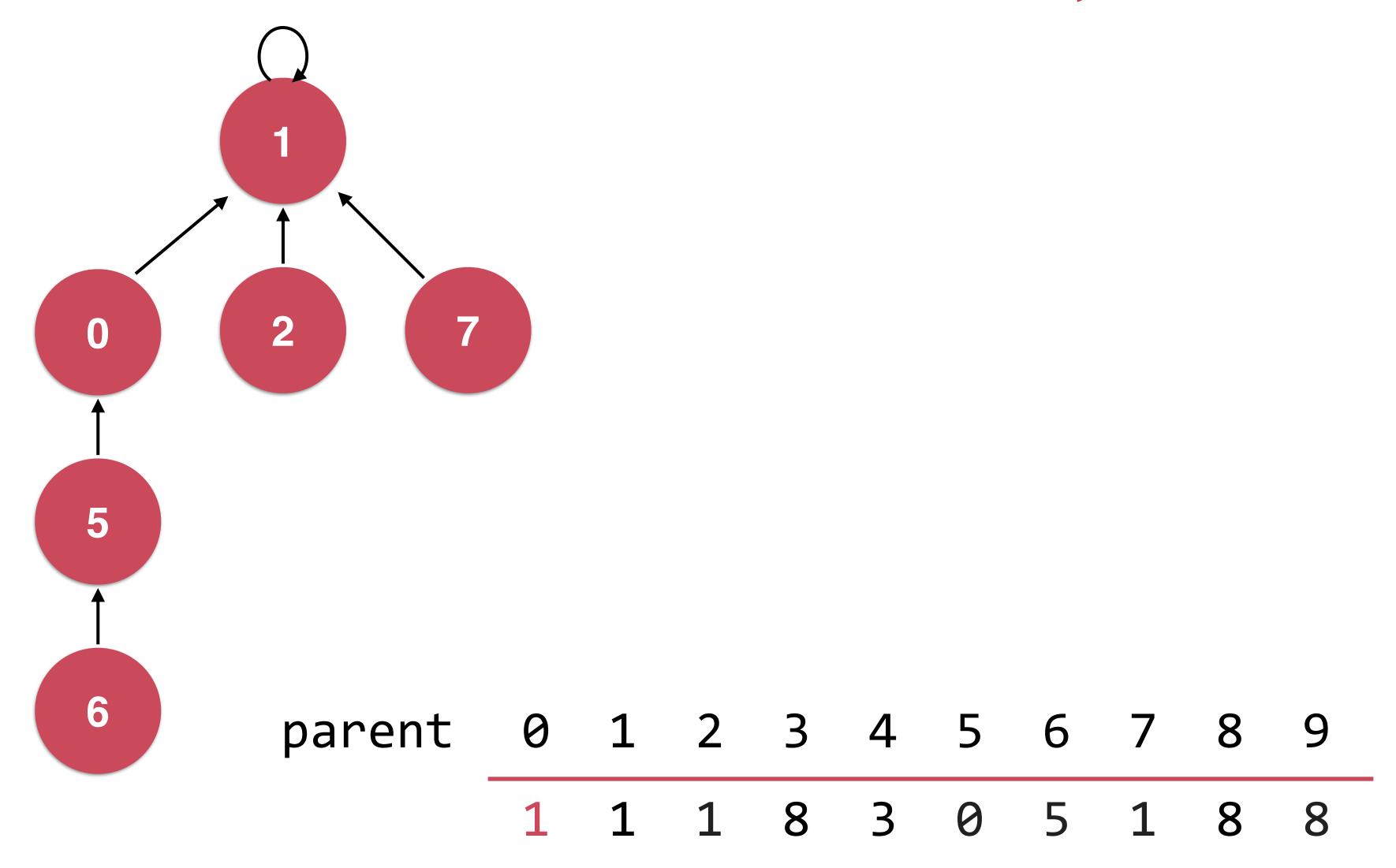
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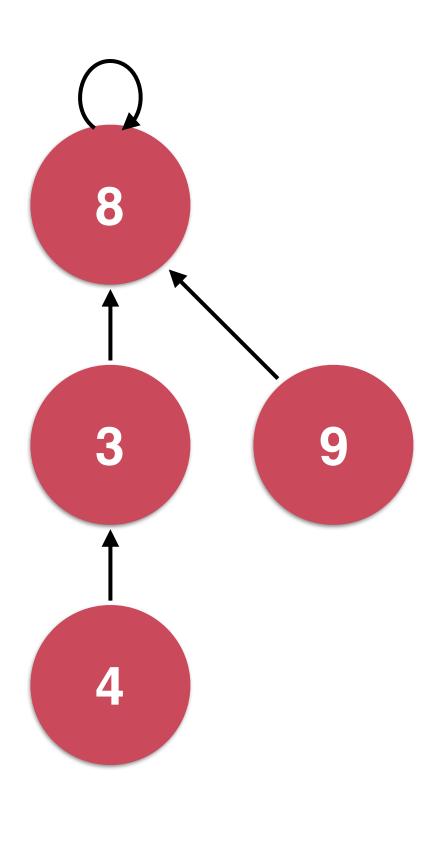
union 6, 2



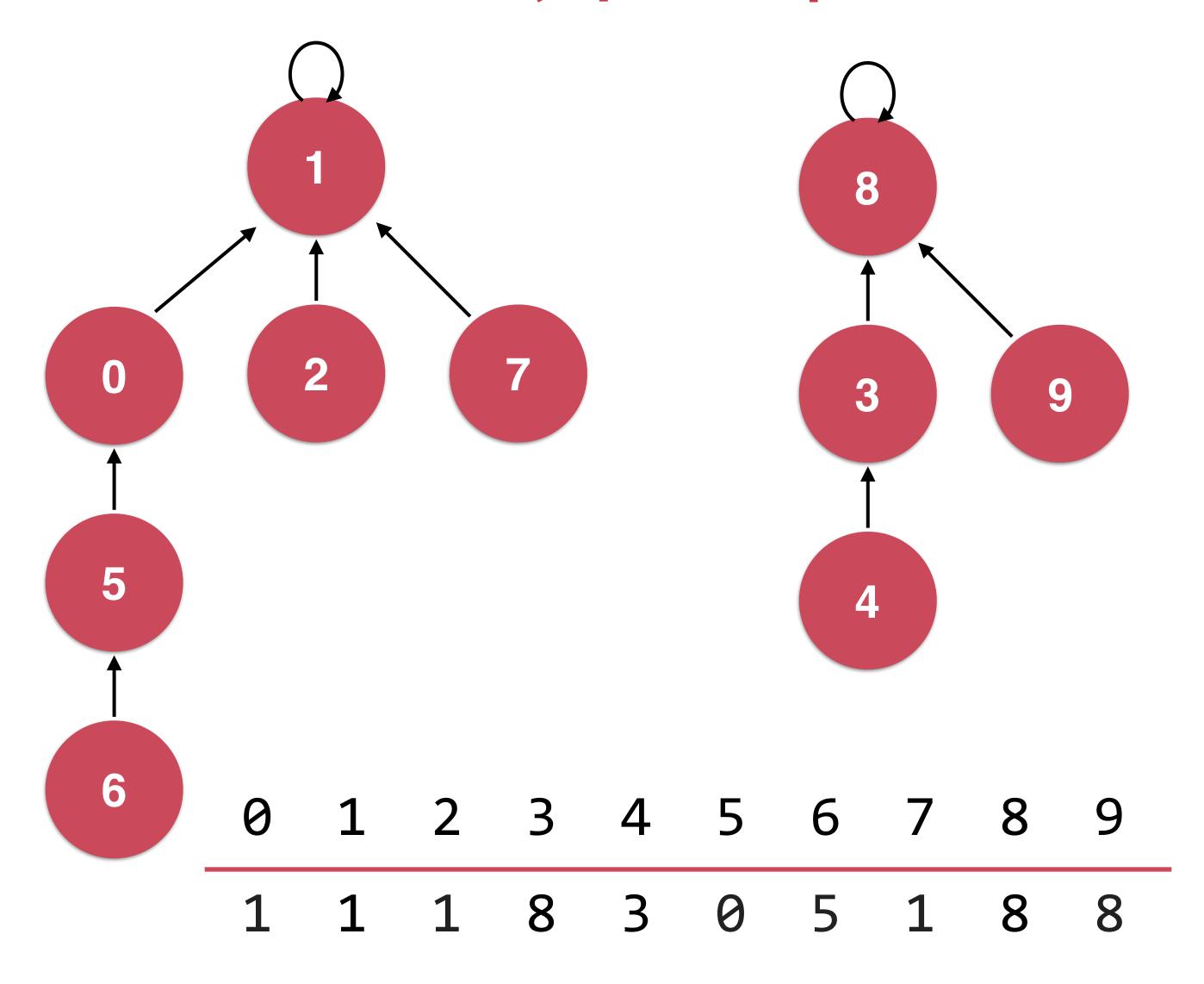


union 6, 2





并查集



实践: Quick Union 的并查集实现

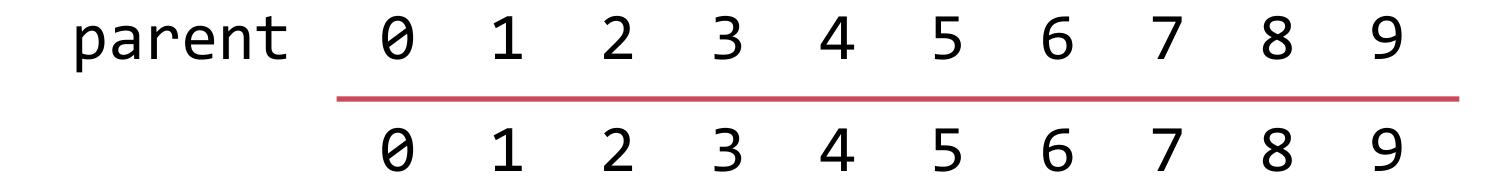
并查集的优化

实践: Quick Union 和 Quick Find 的时间效率比较

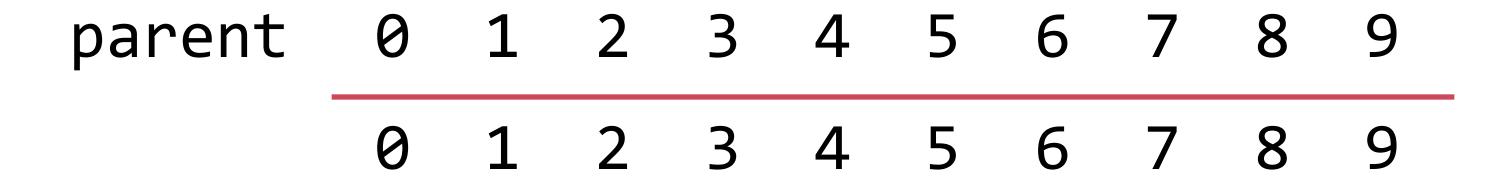
之前Quick Union的问题

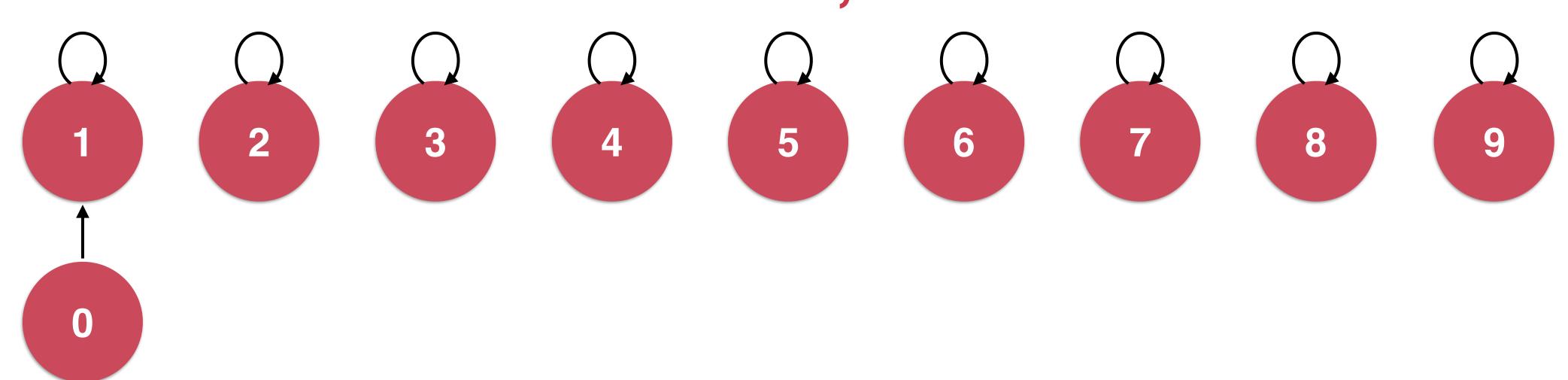
Quick Union



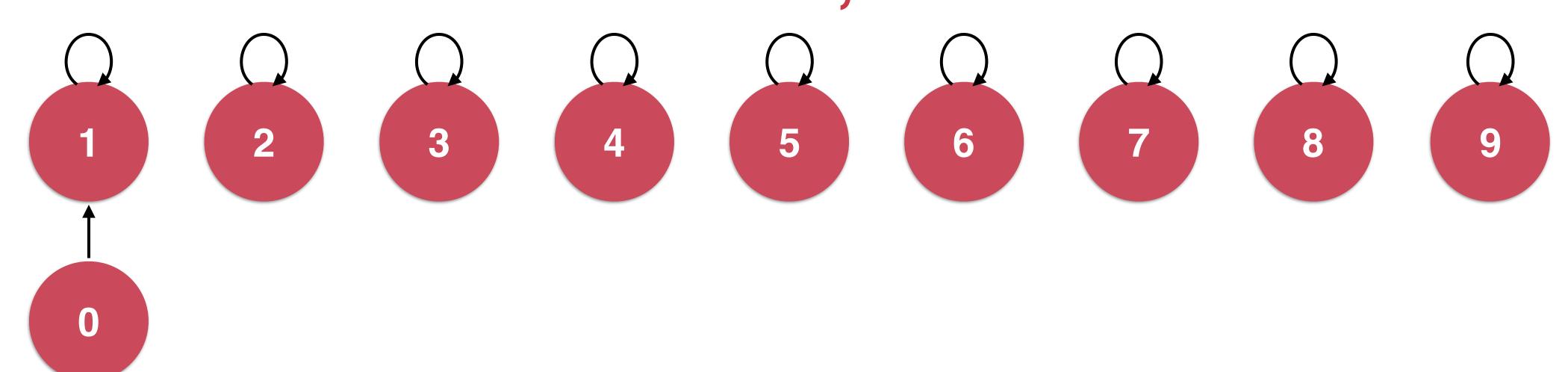




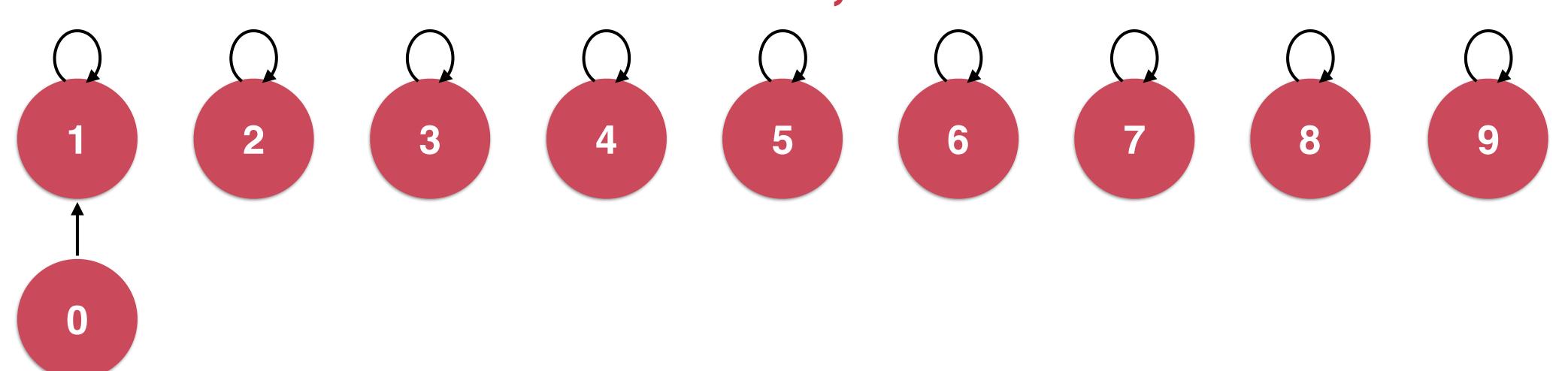




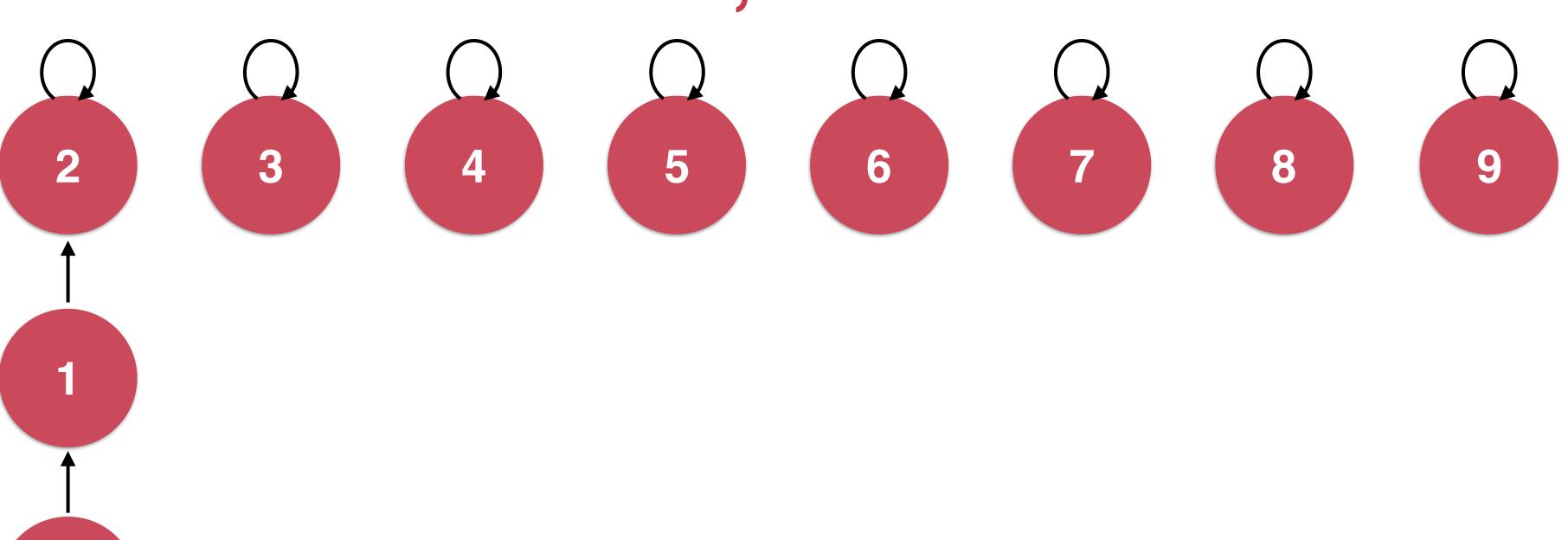


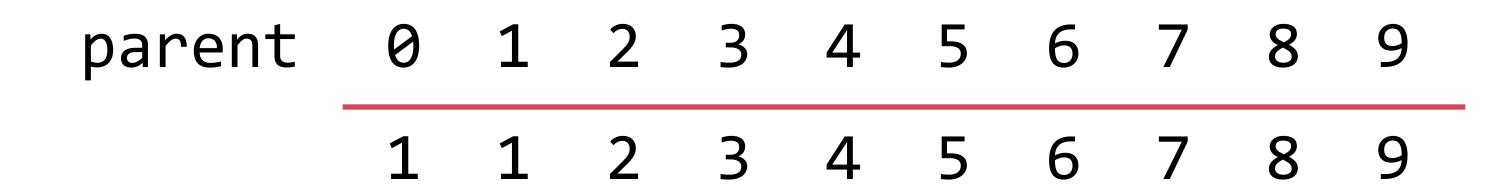


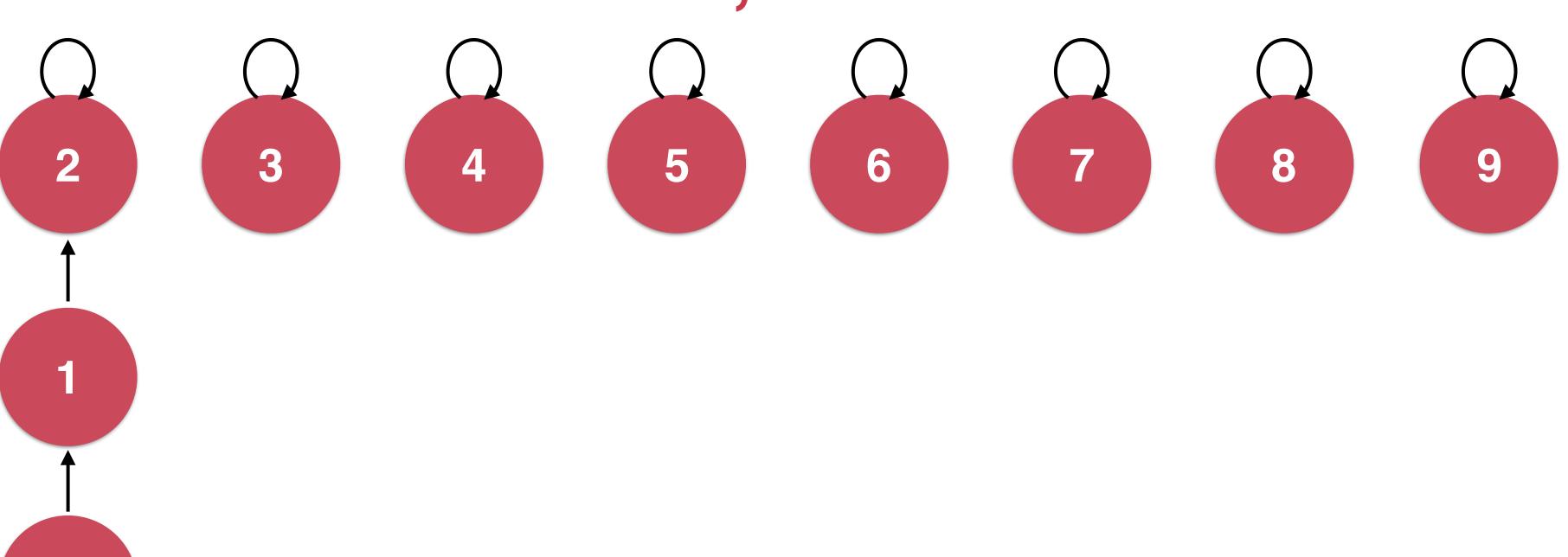
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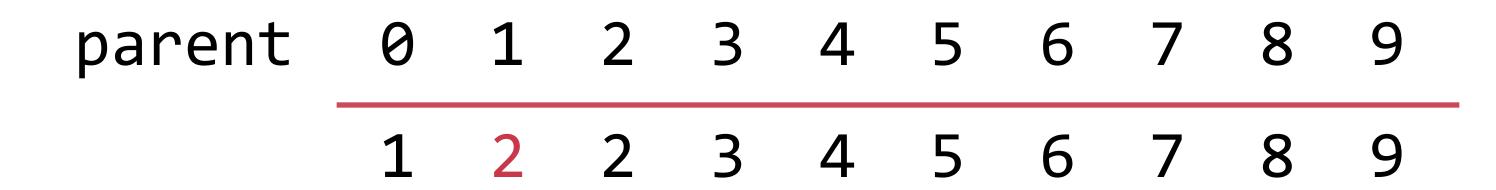


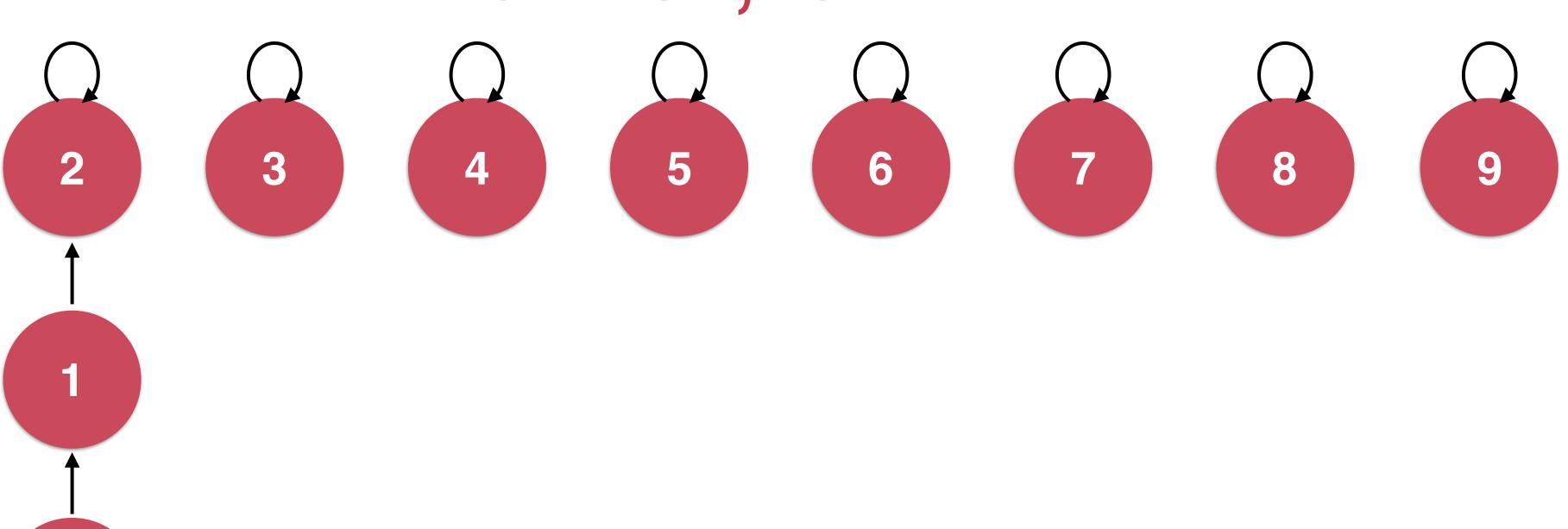
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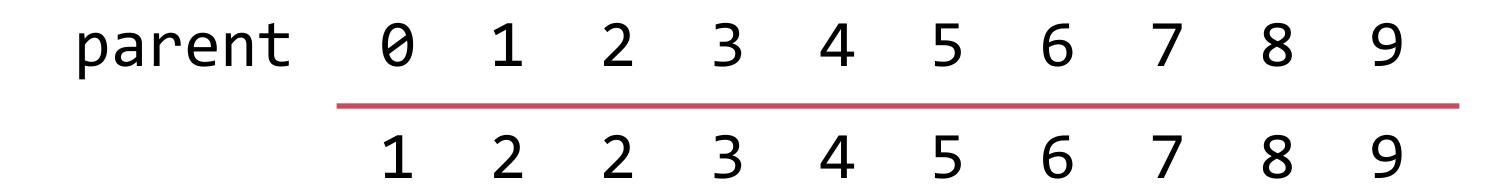


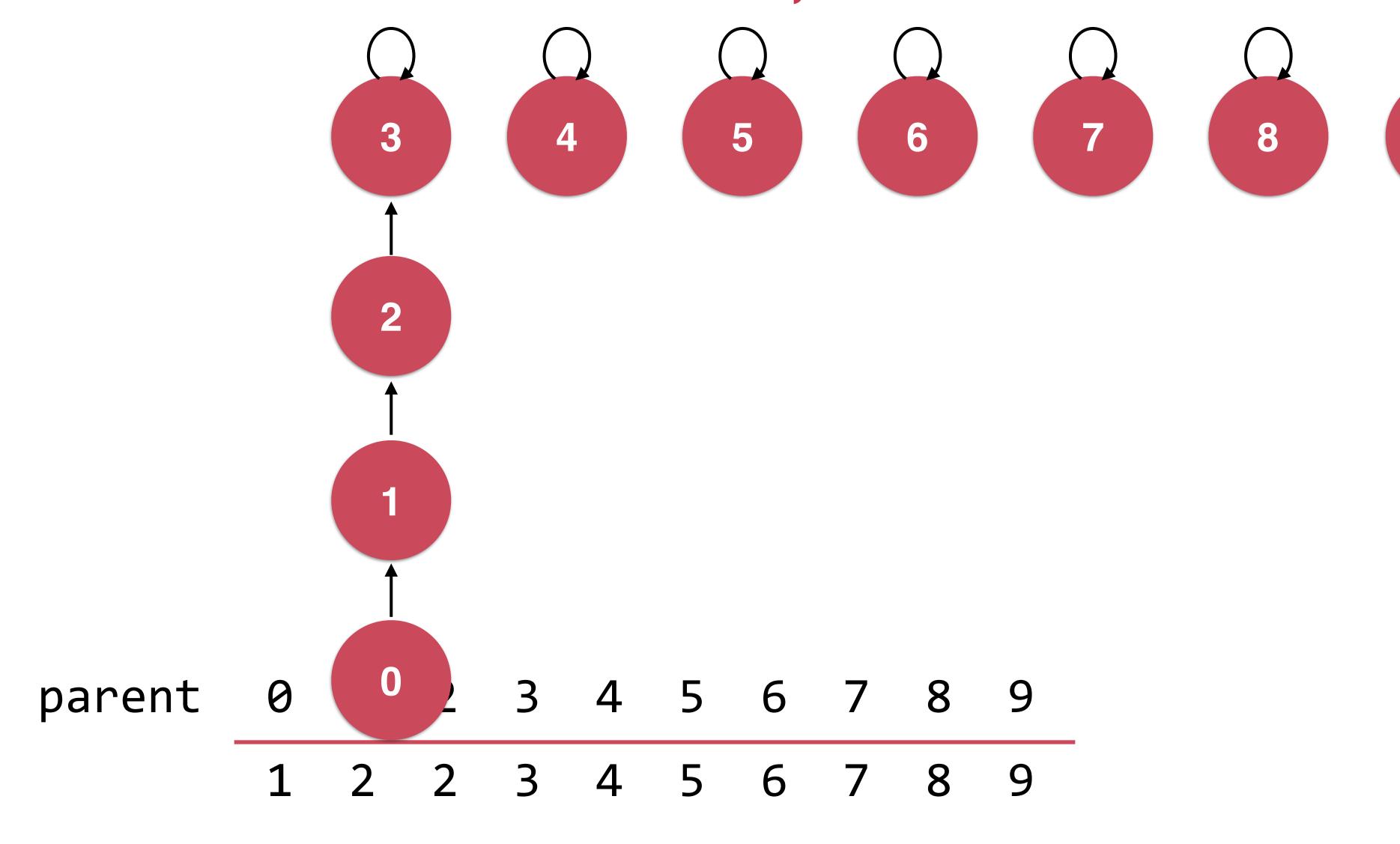


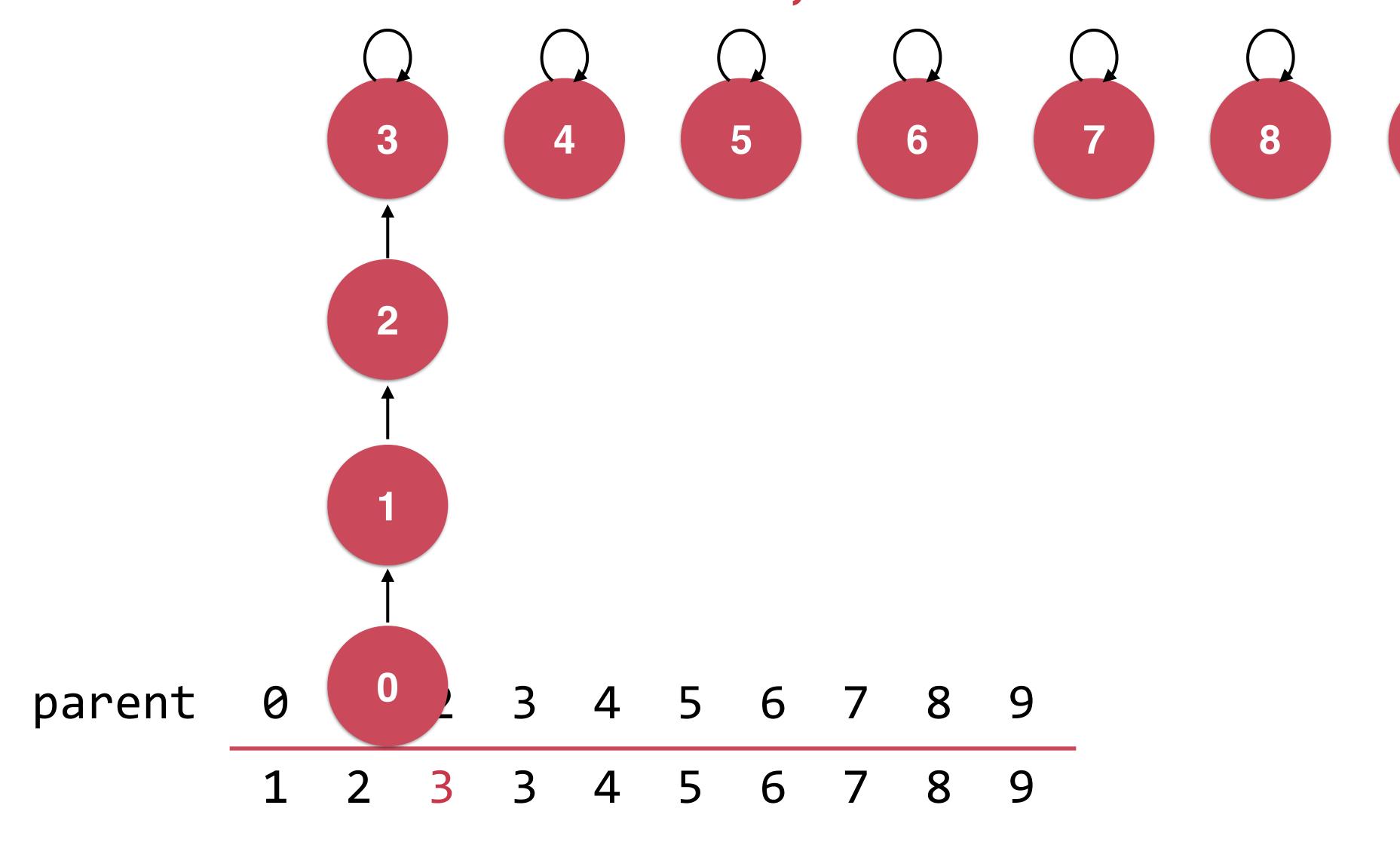




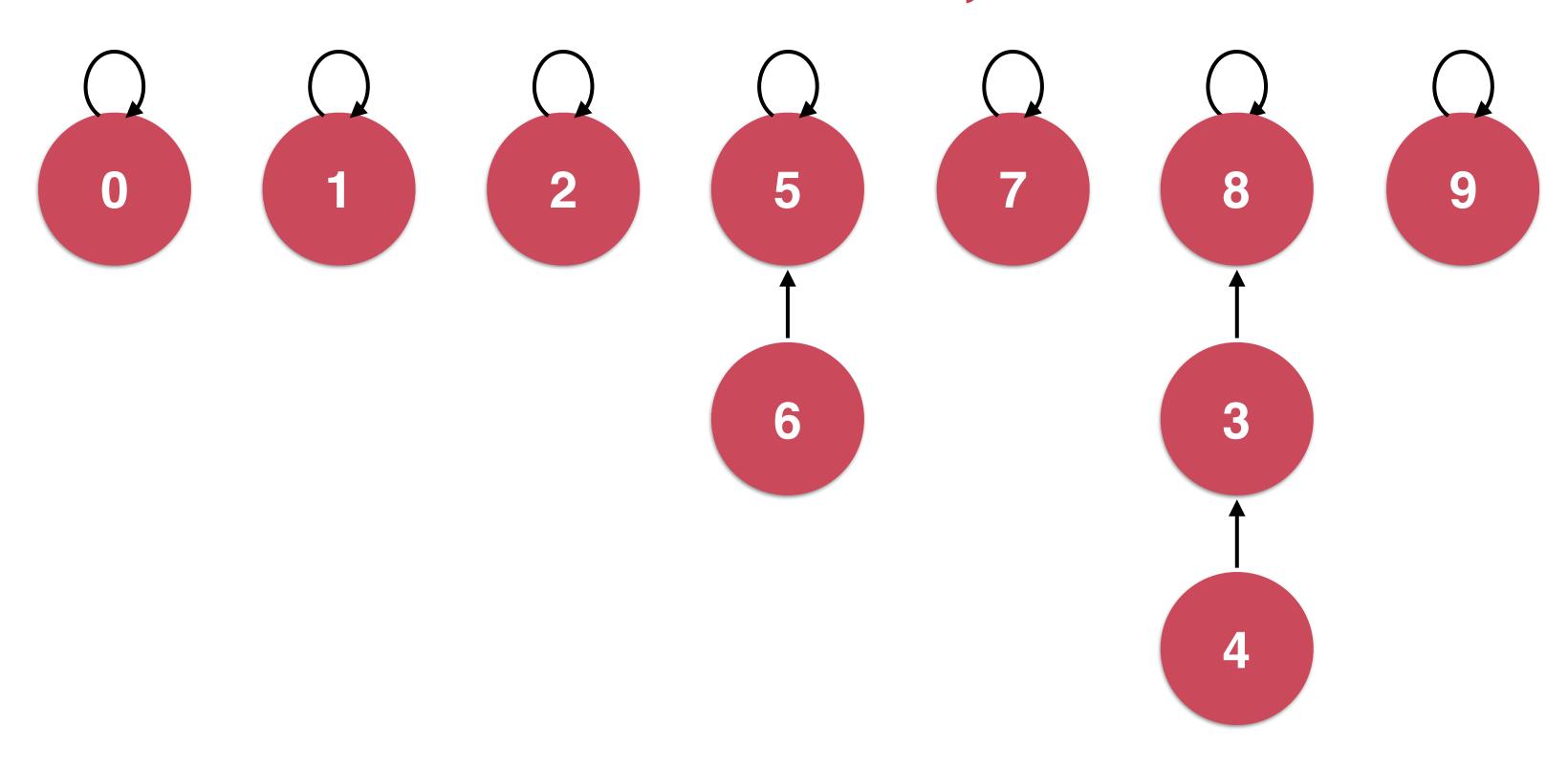


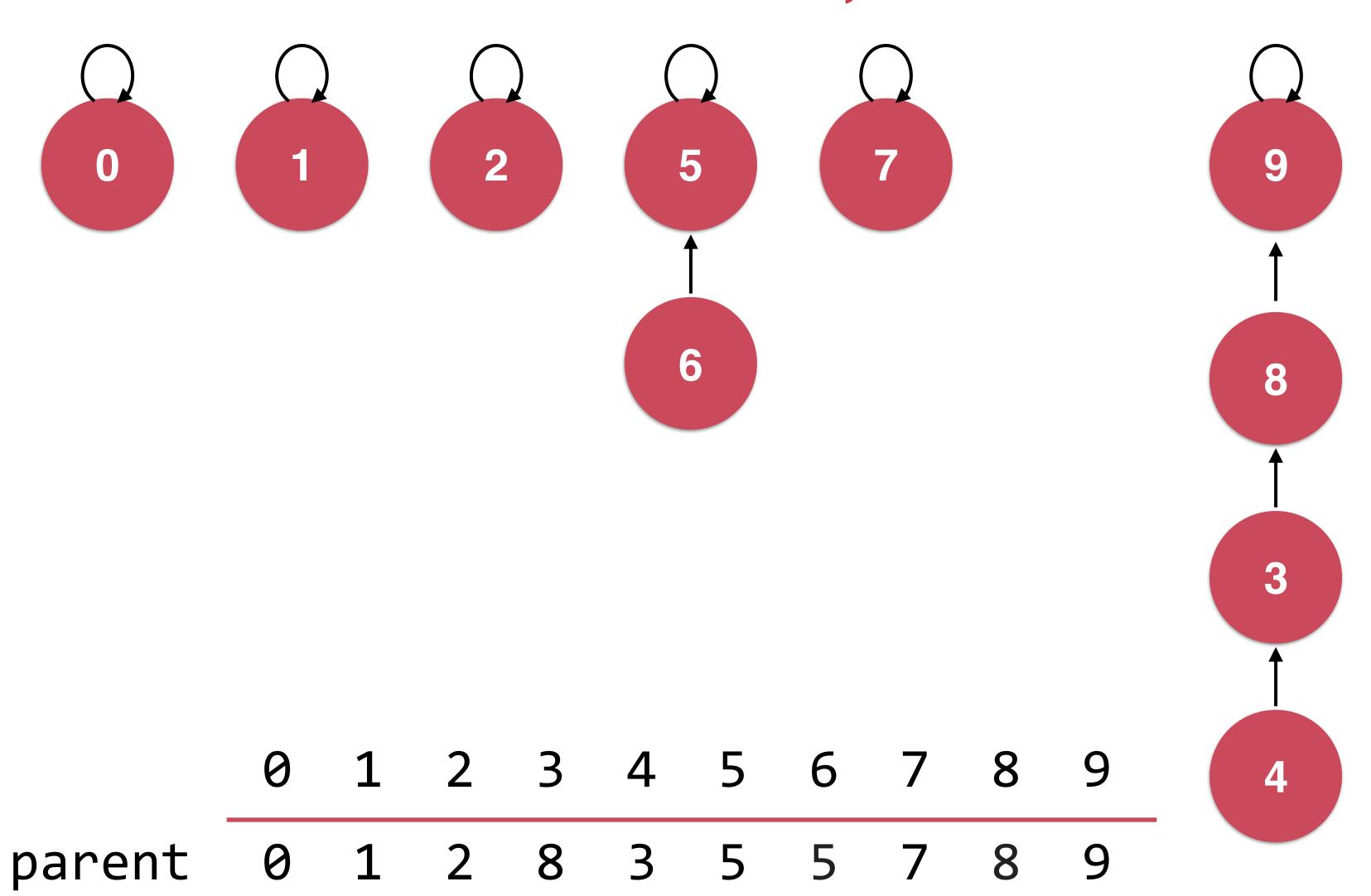


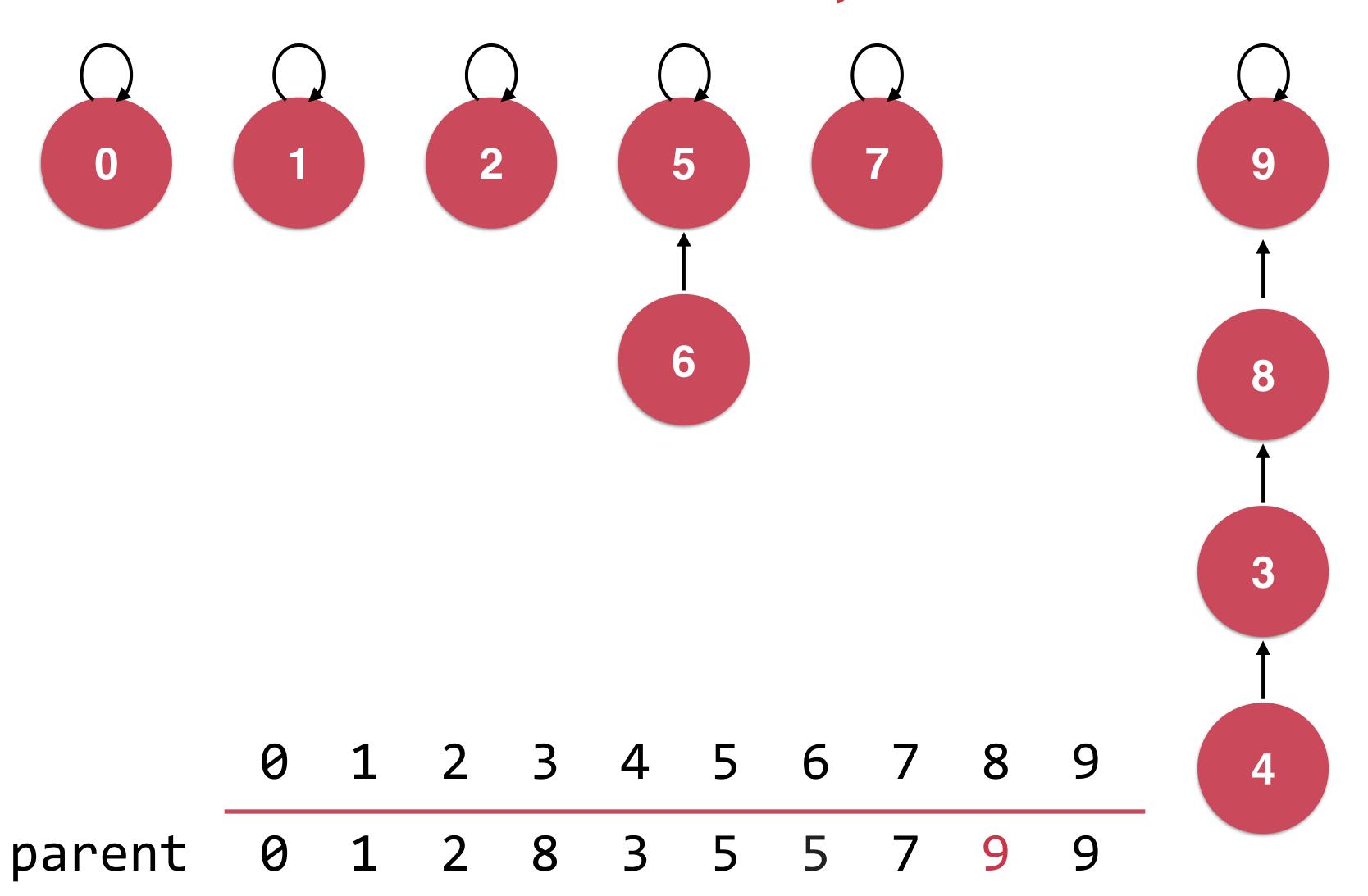


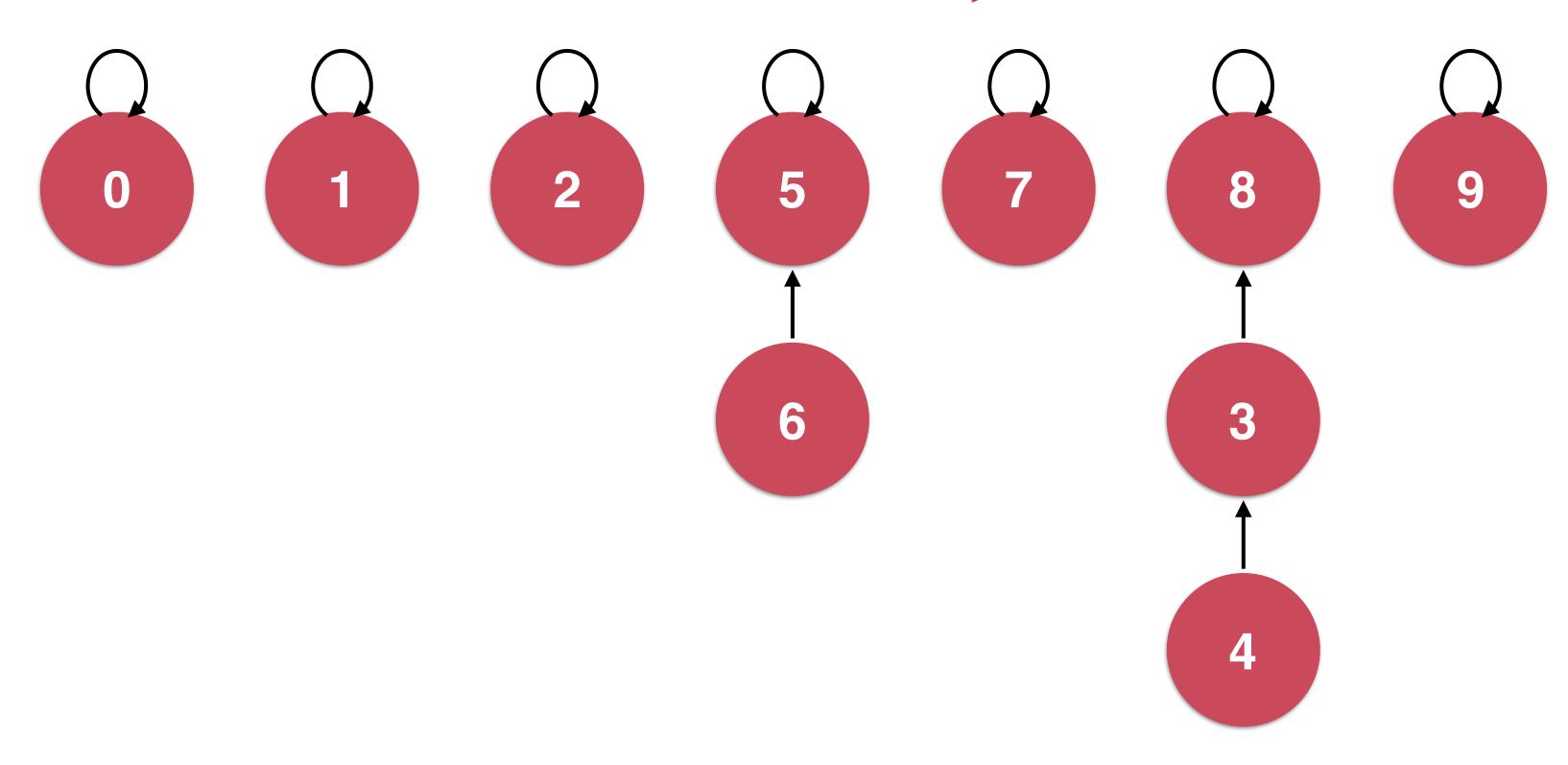


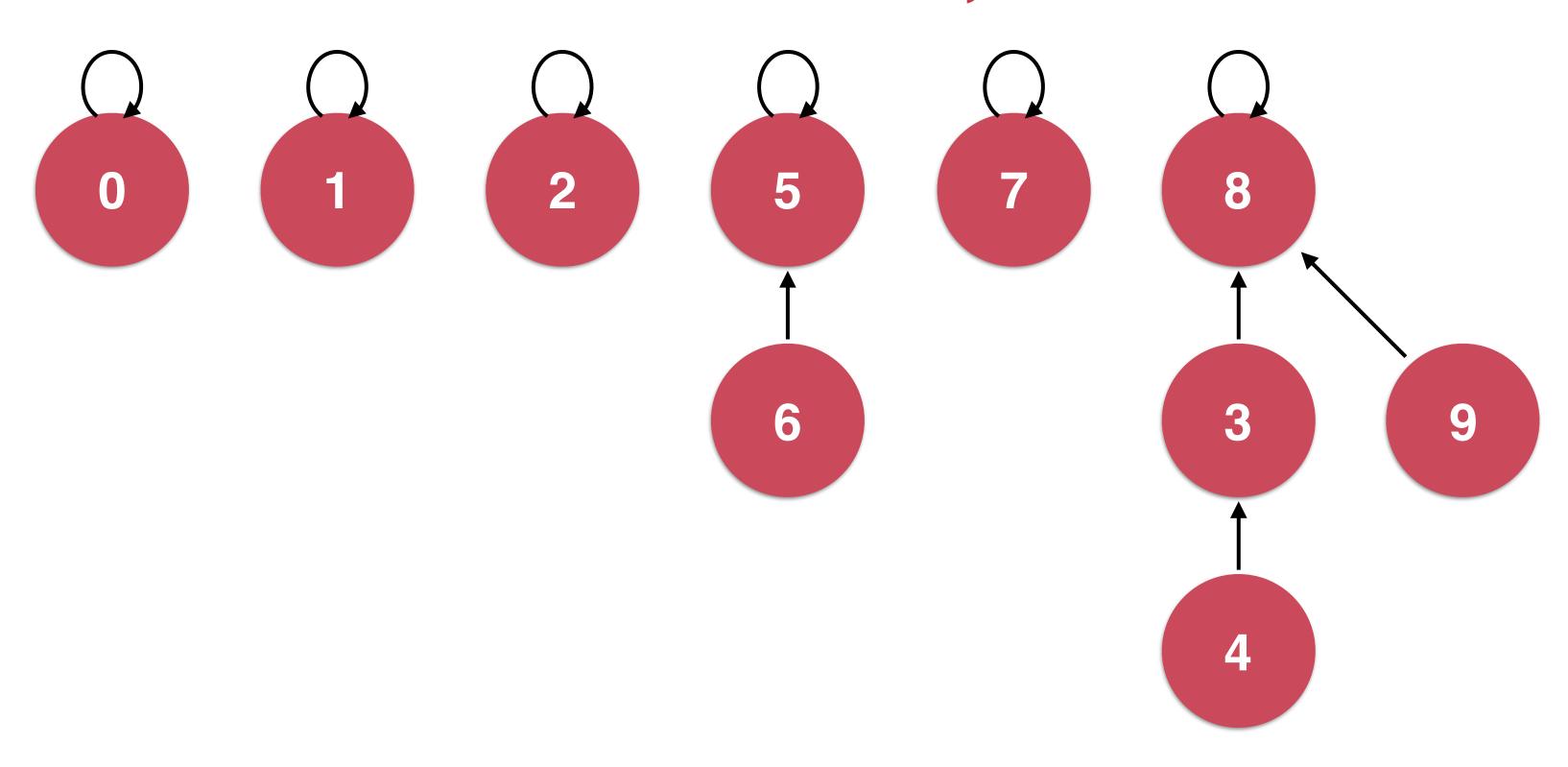
解决方案:考虑size

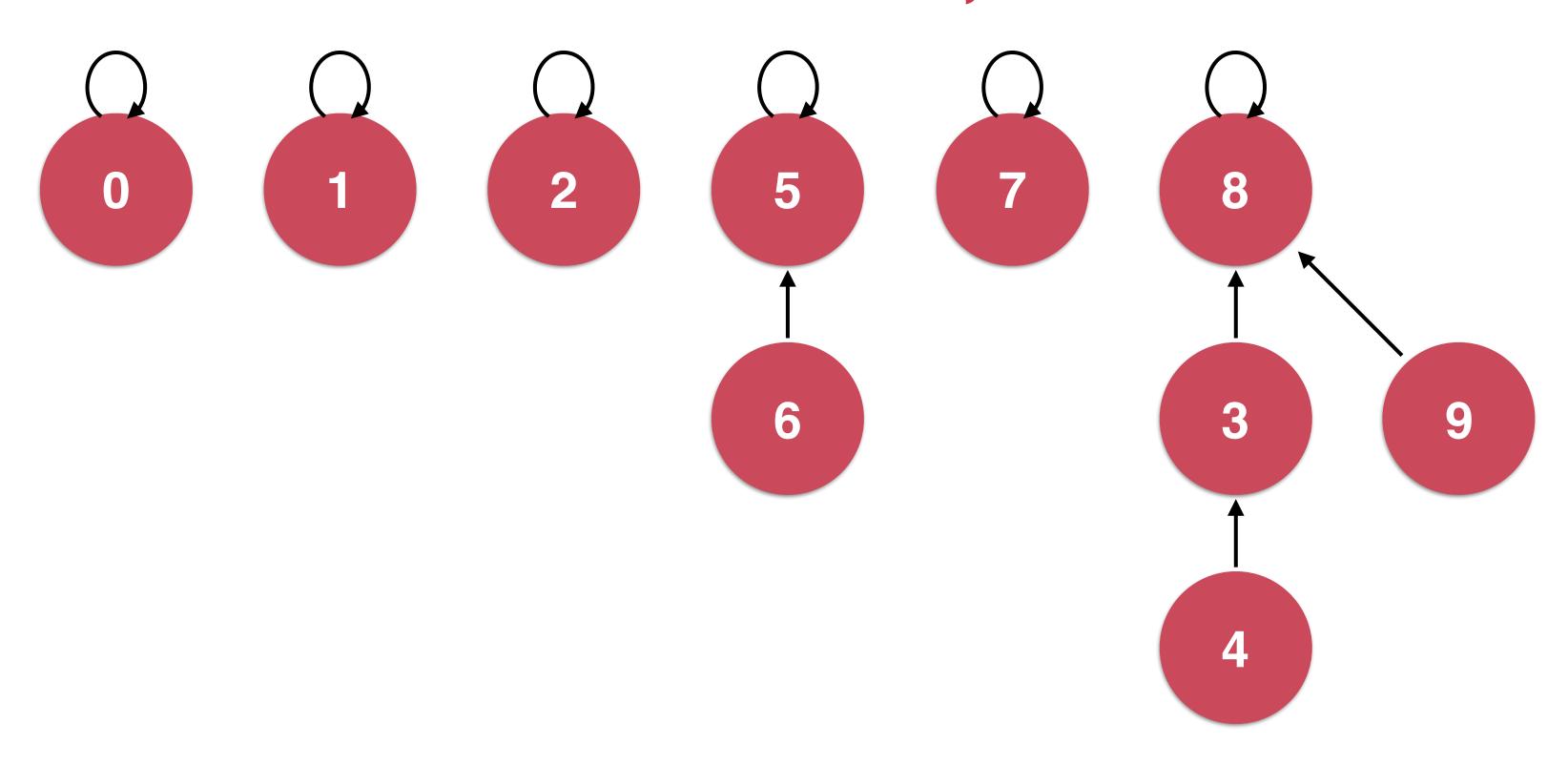








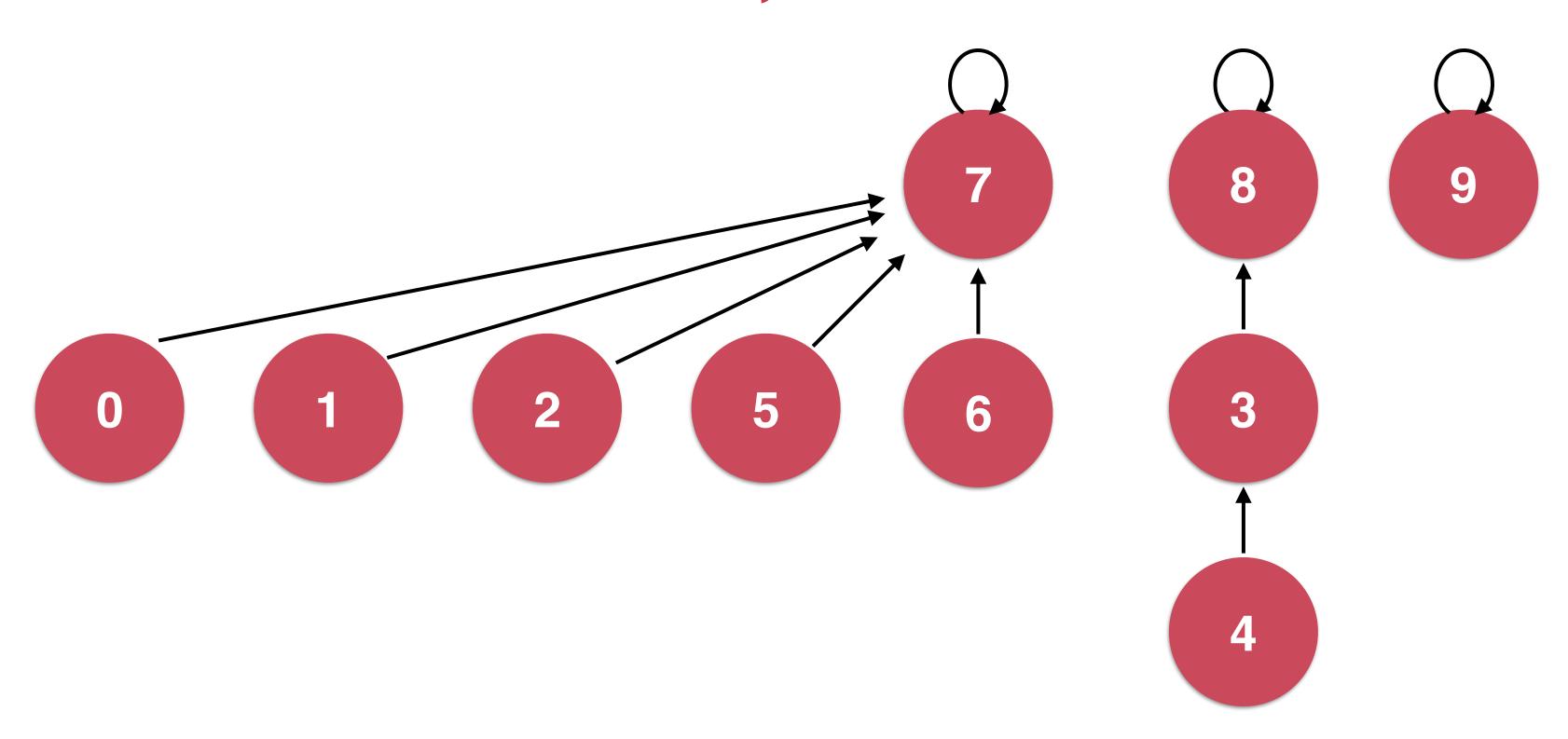


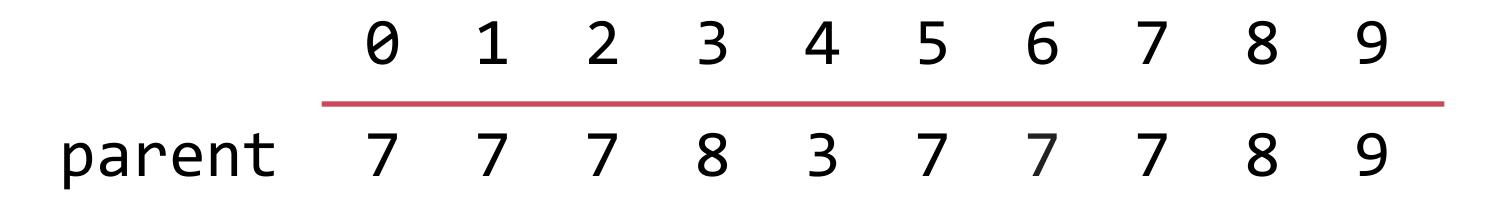


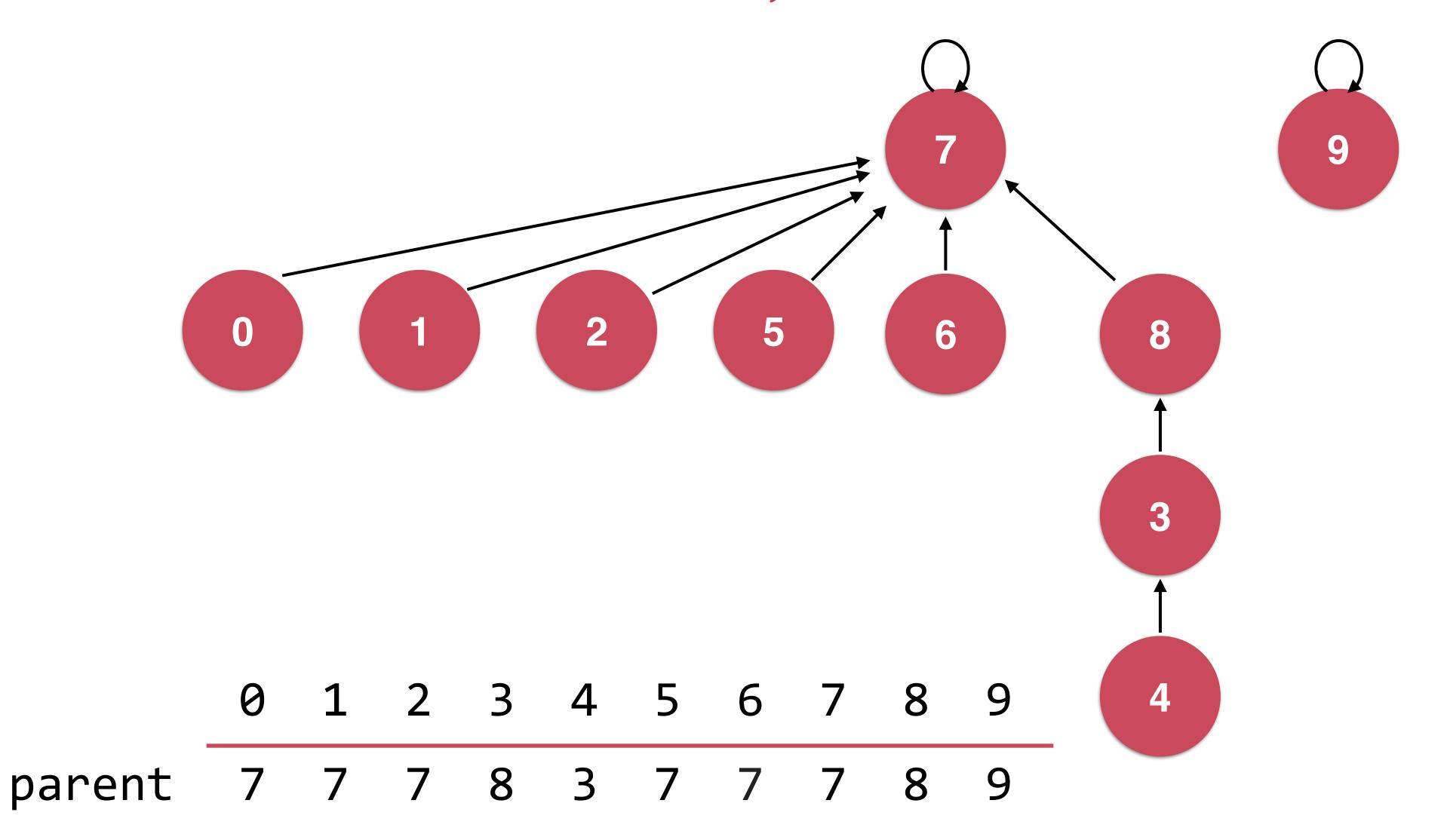
实践:基于size的优化

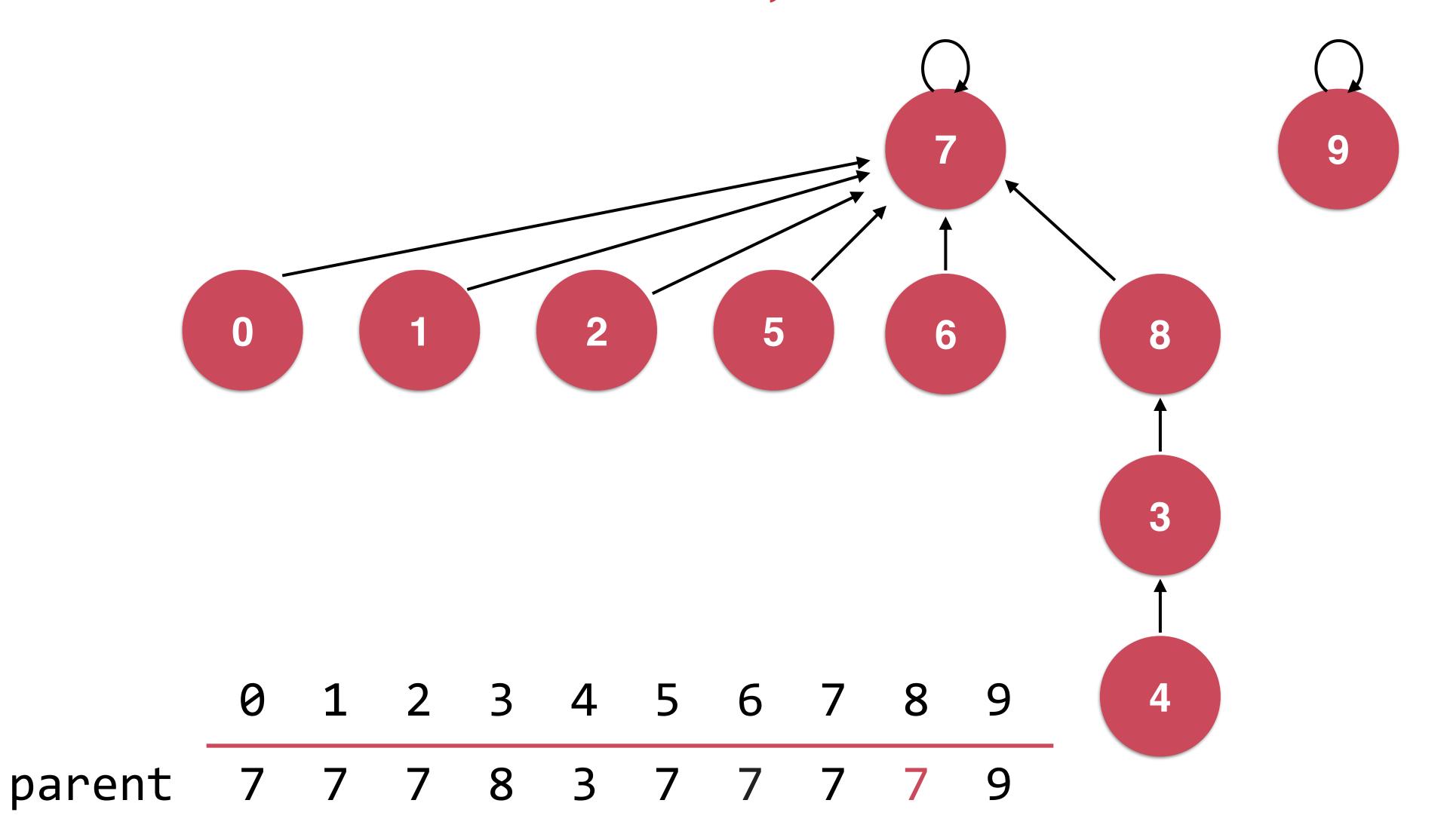
实践: Quick Union 和优化后的时间效率比较

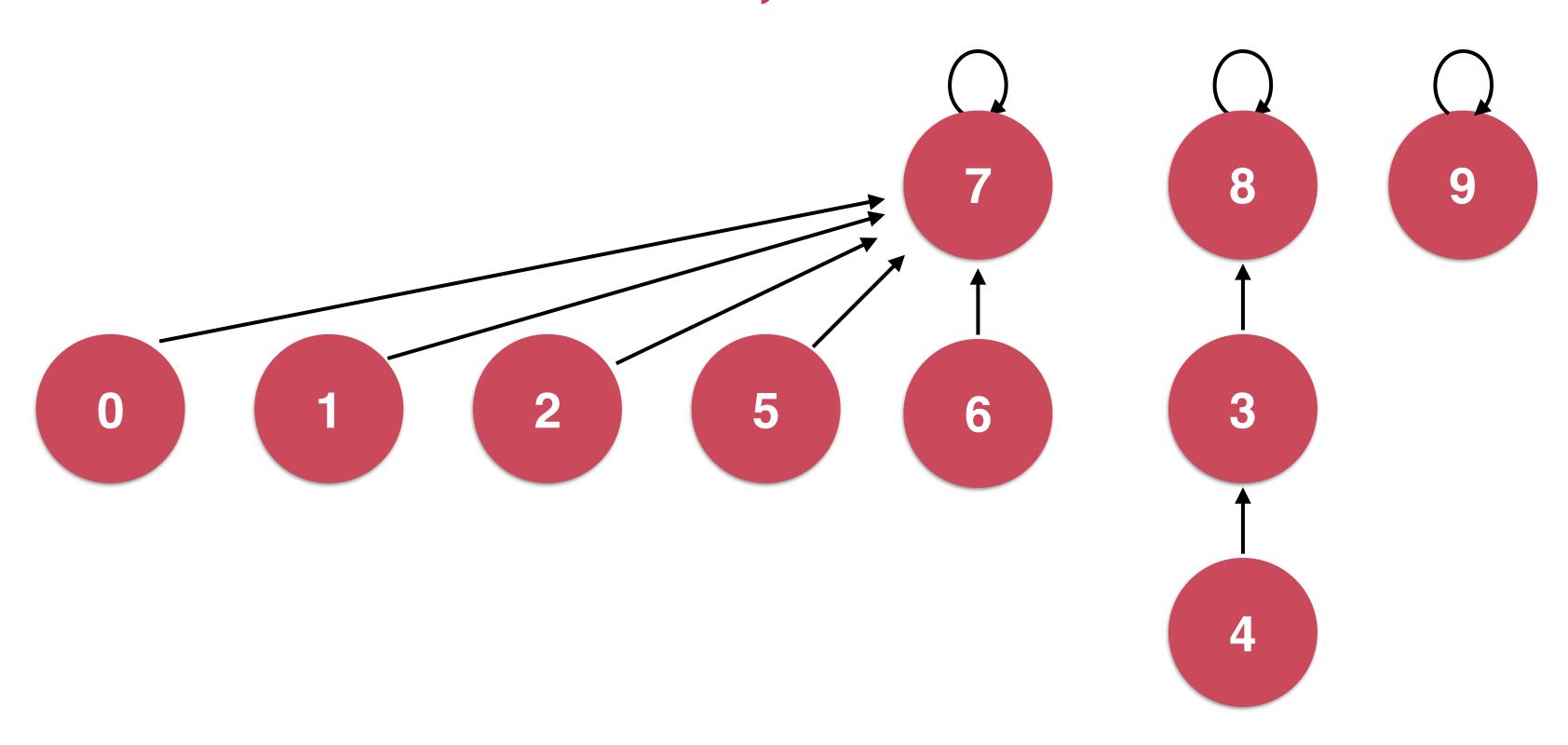
基于rank的优化

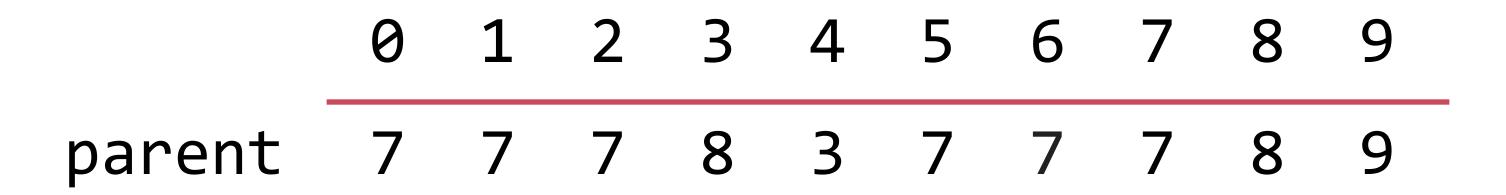


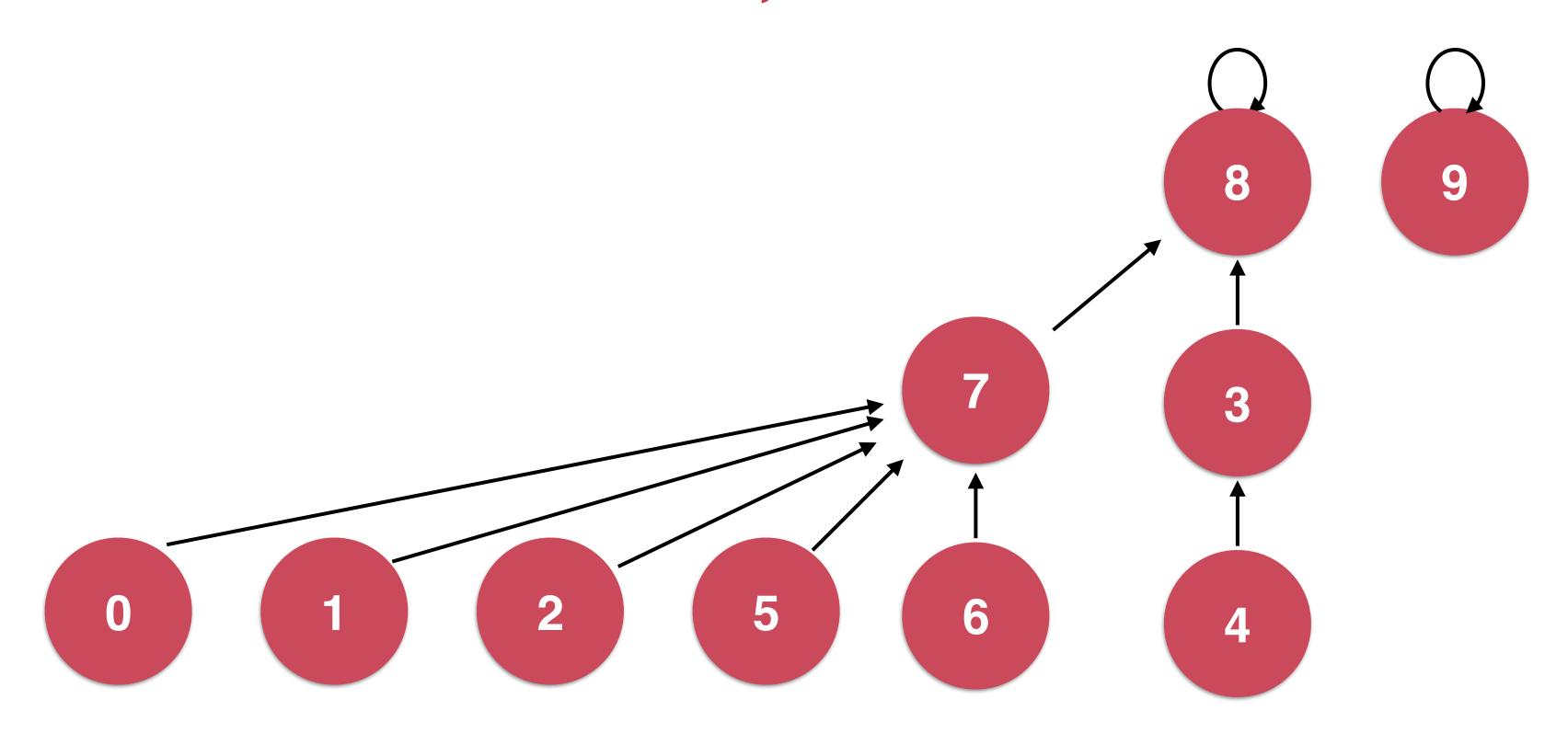


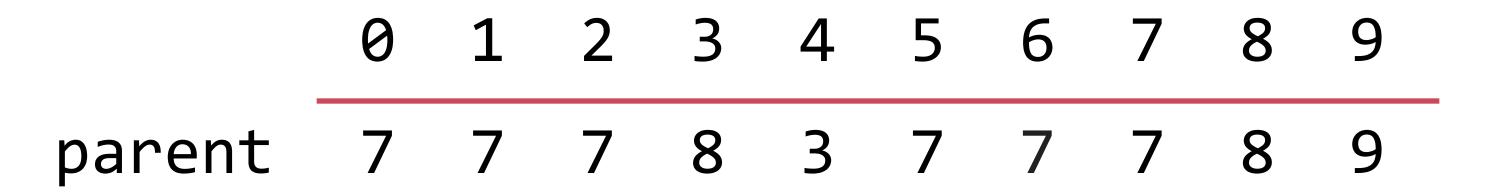


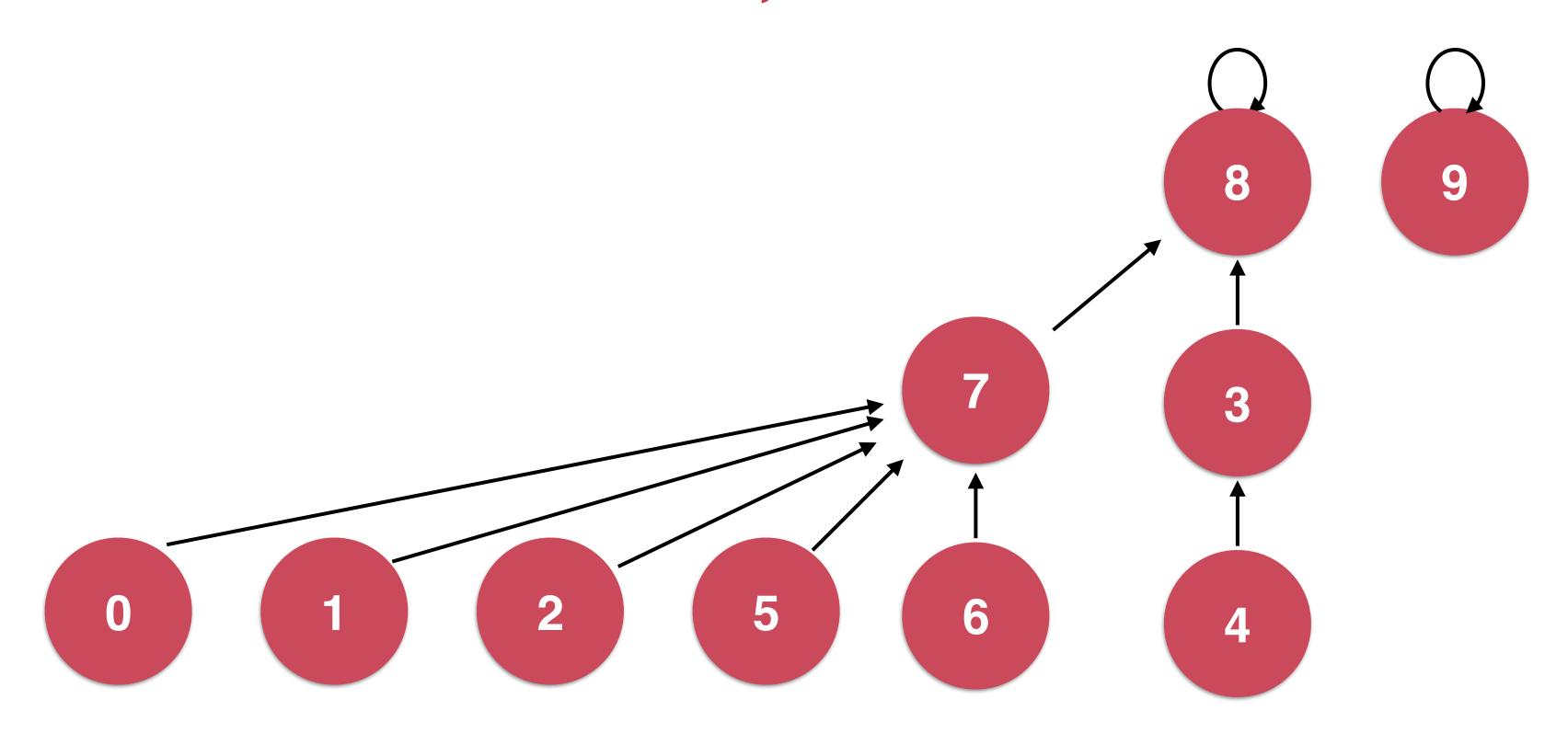


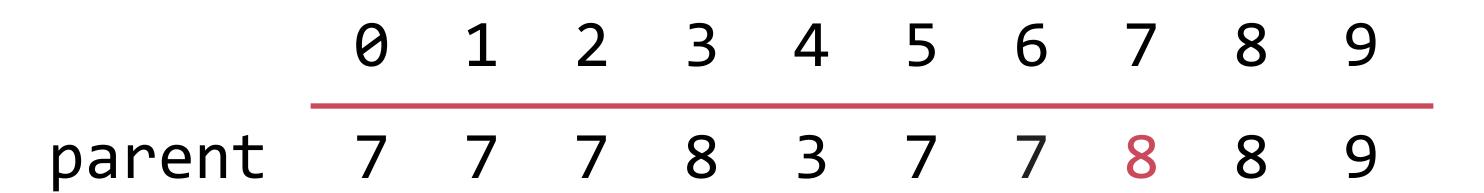








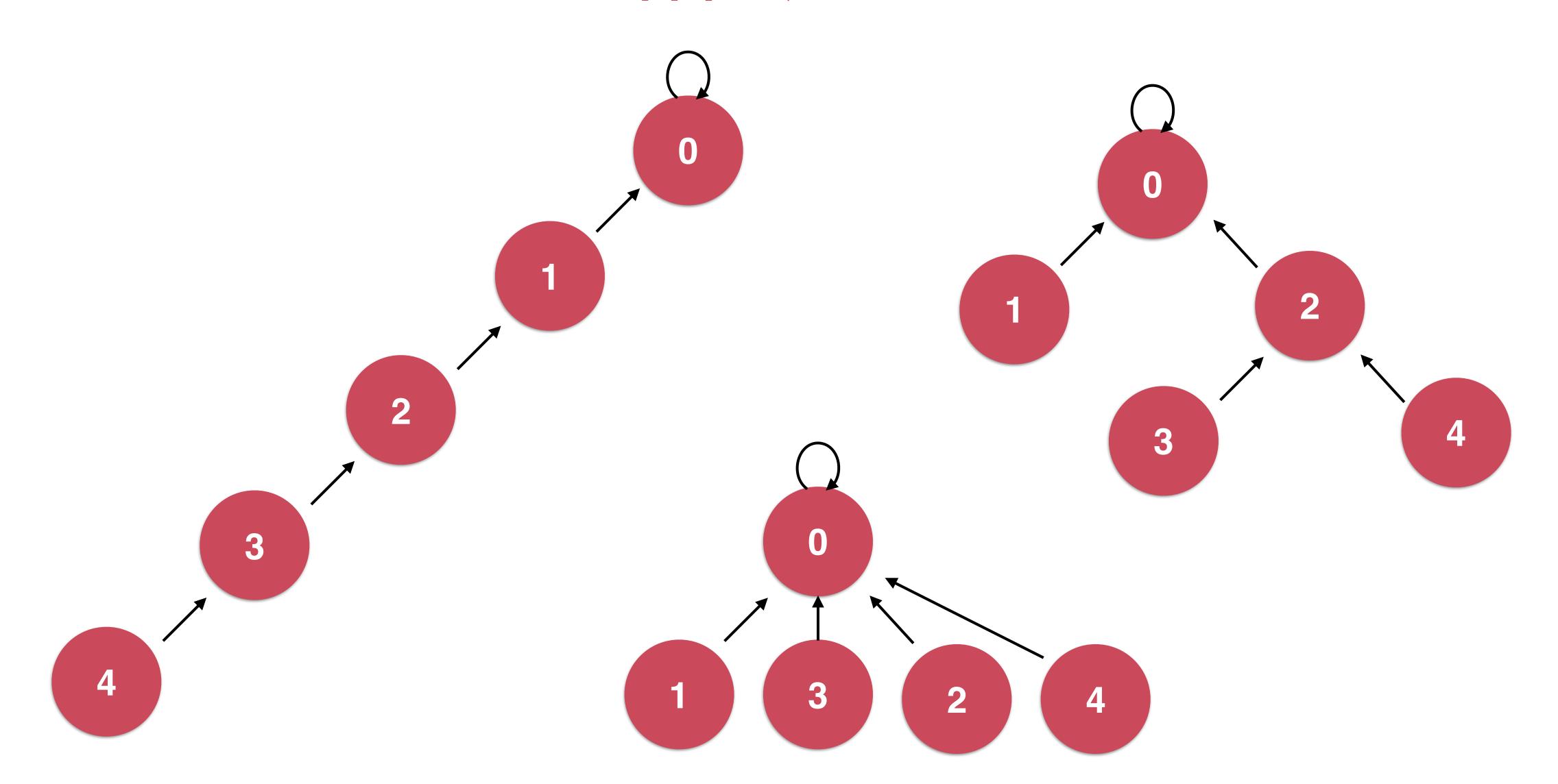


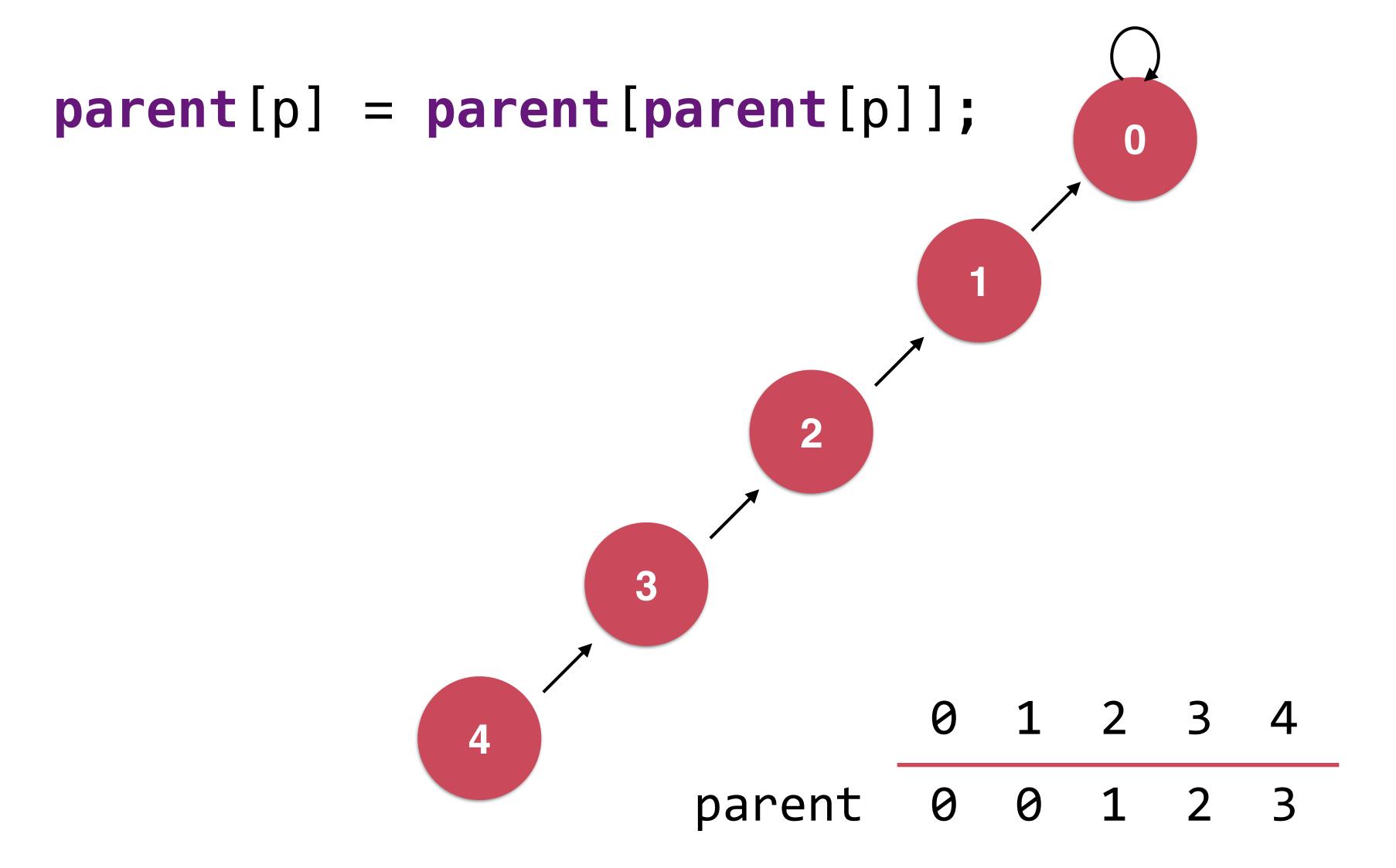


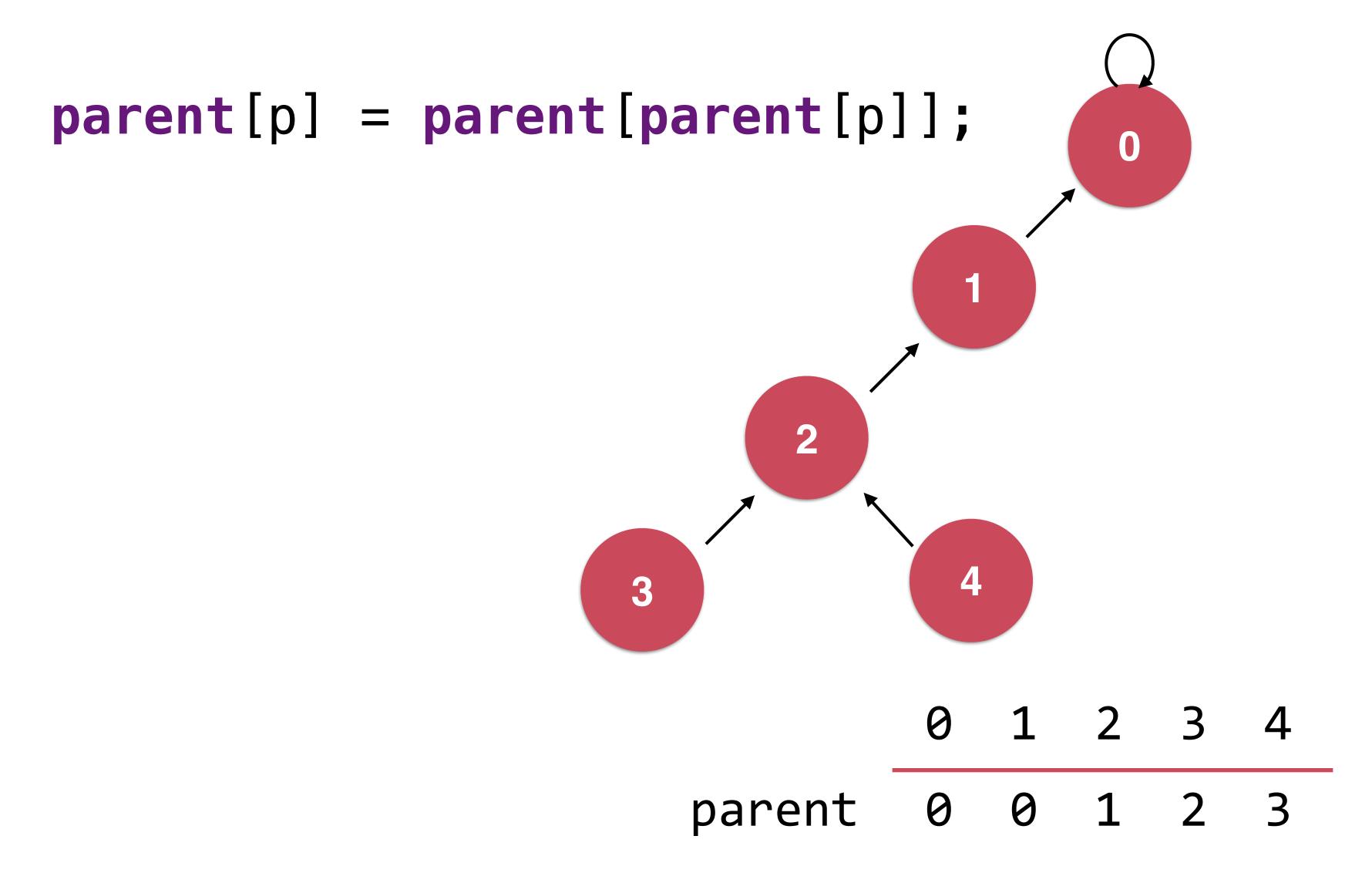
基于rank的优化 rank[i] 表示根节点为i的树的高度

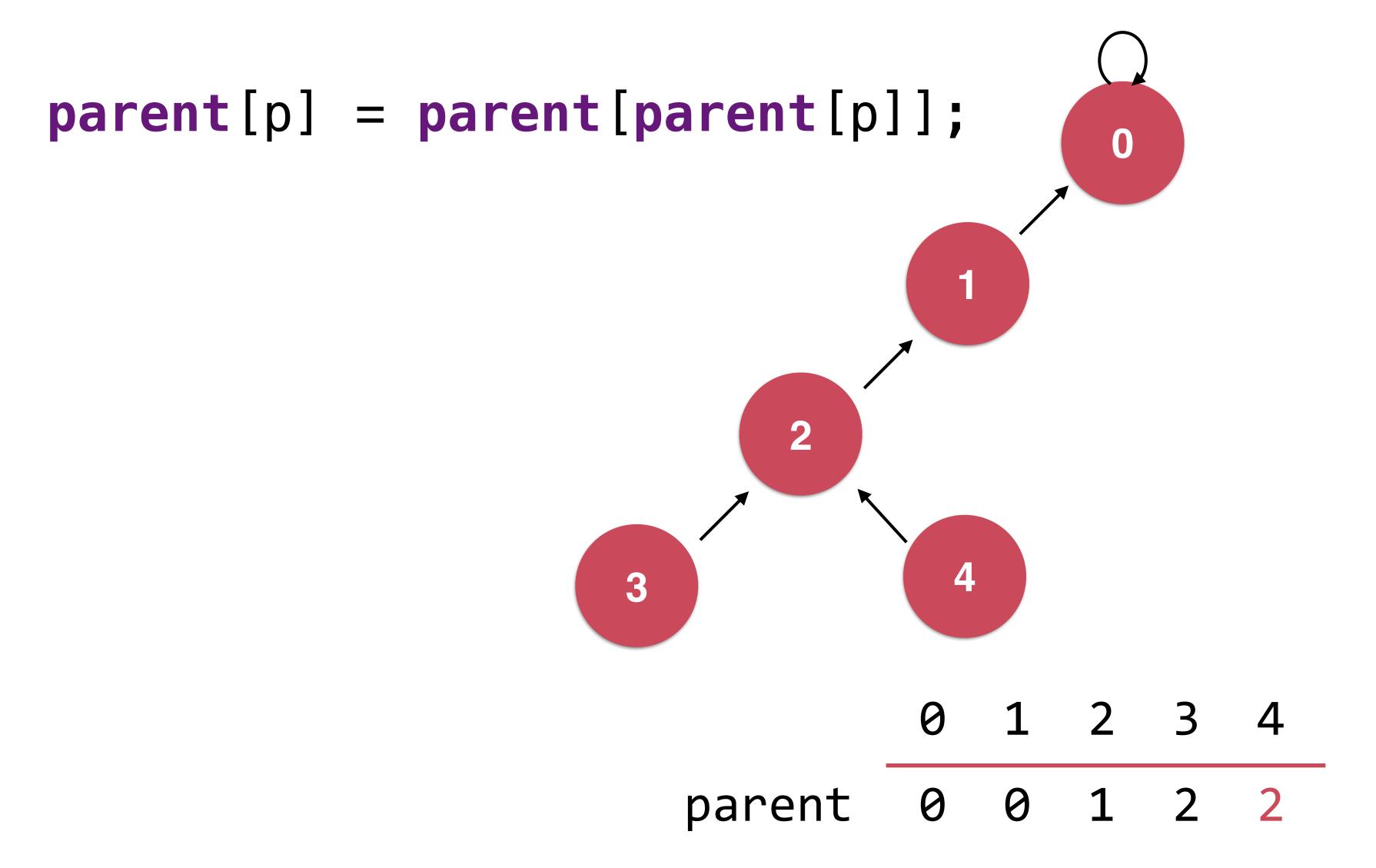
实践:基于rank的优化

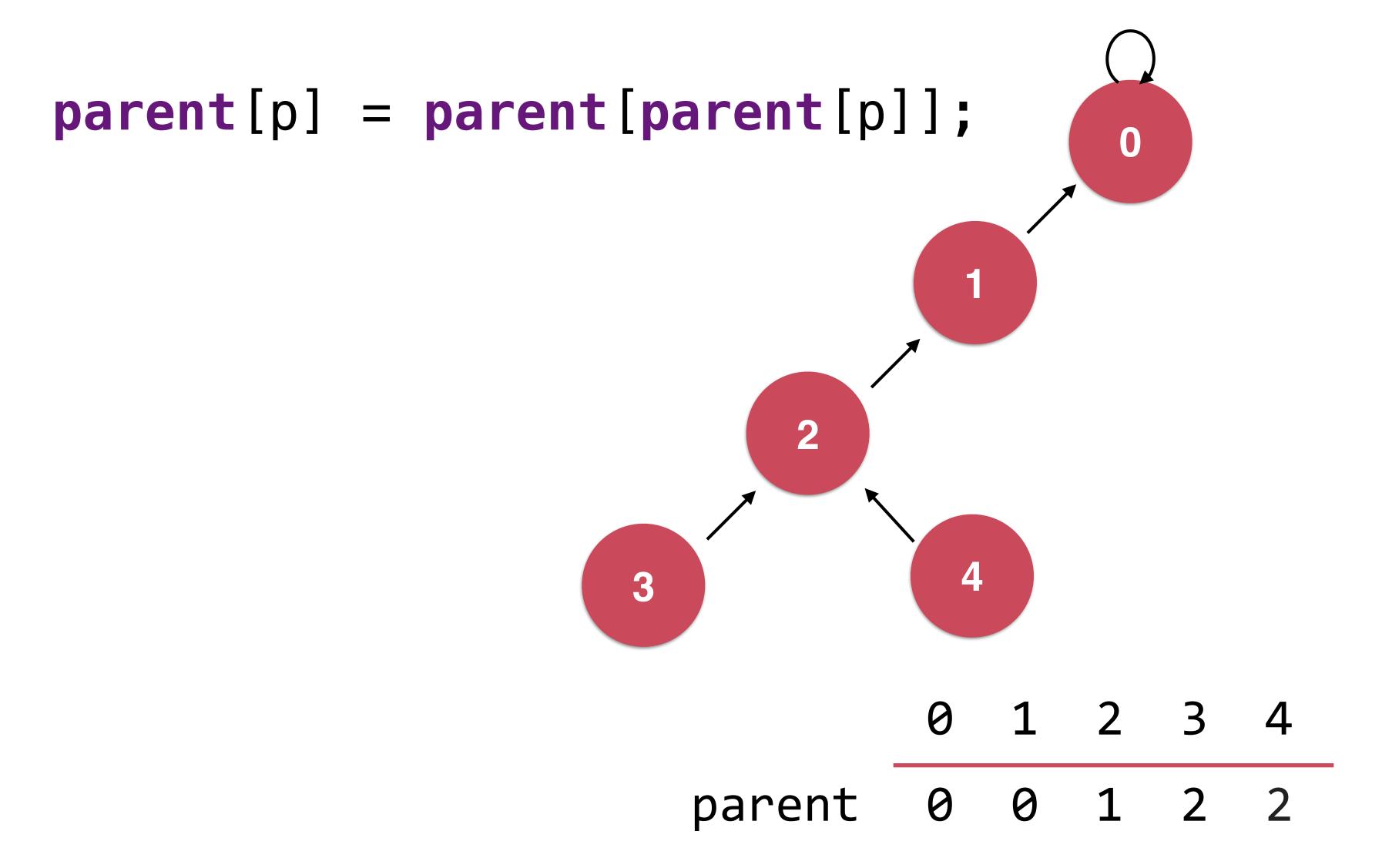
路径压缩





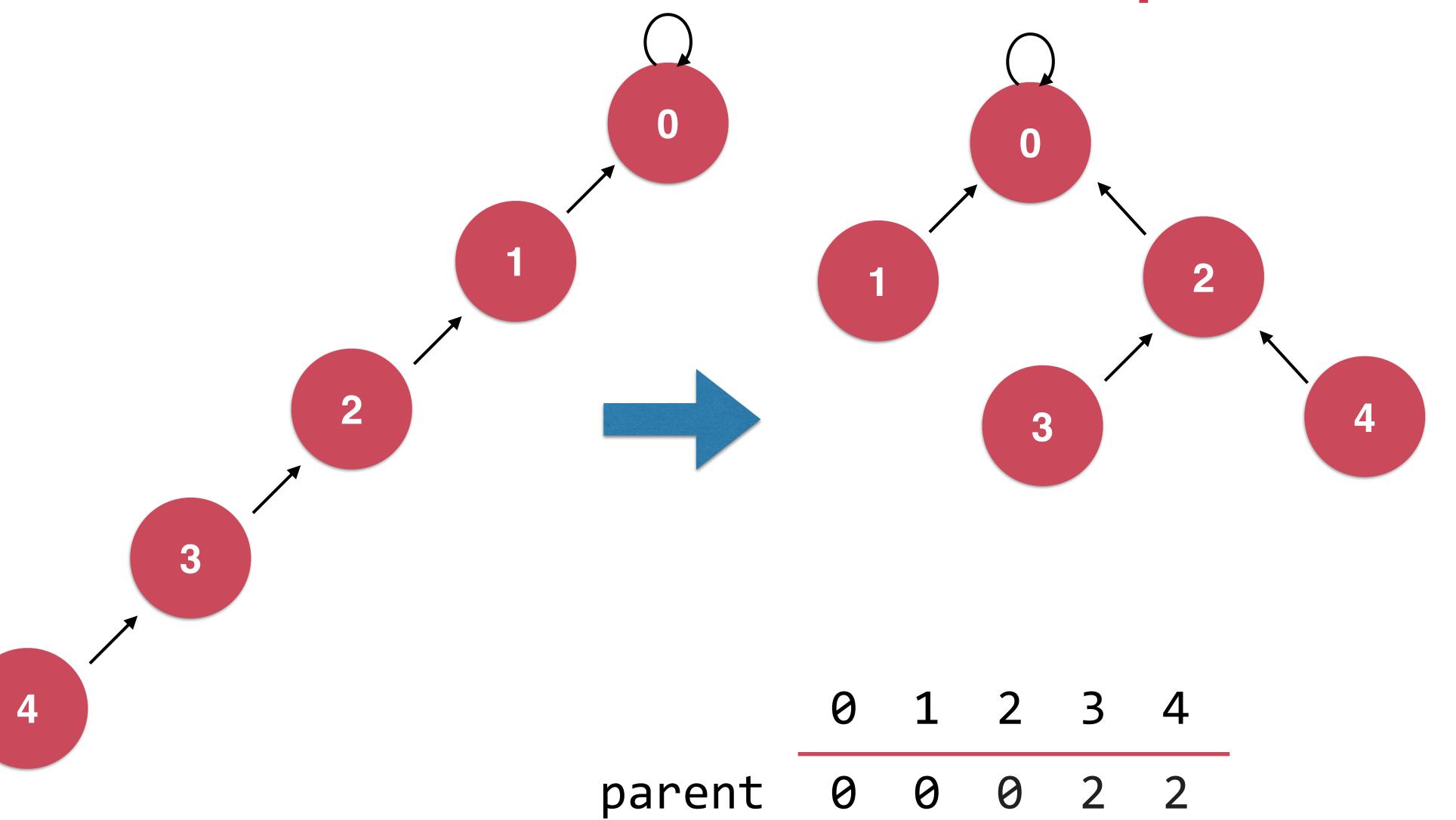






parent[p] = parent[parent[p]];

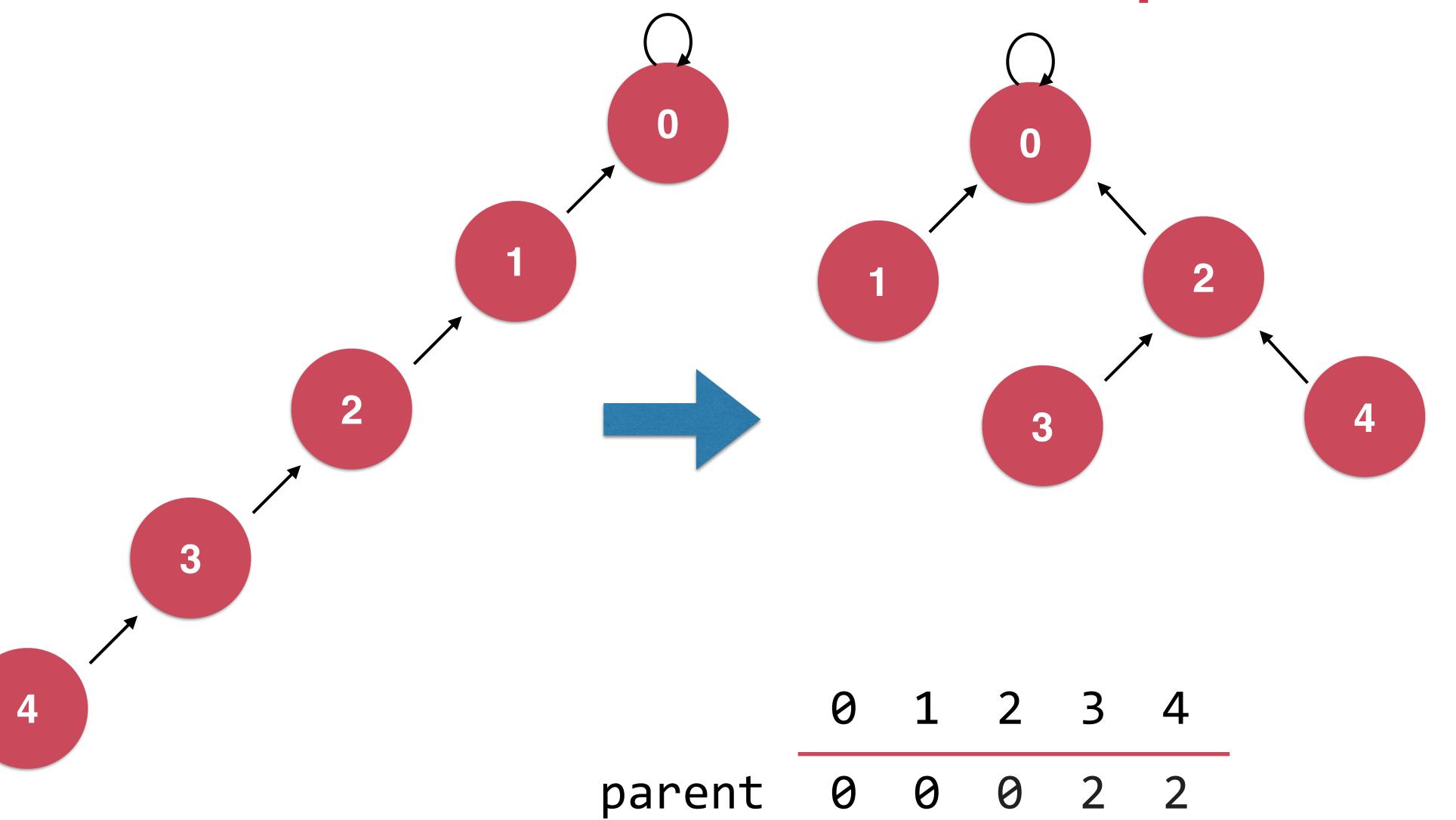
1
2
4

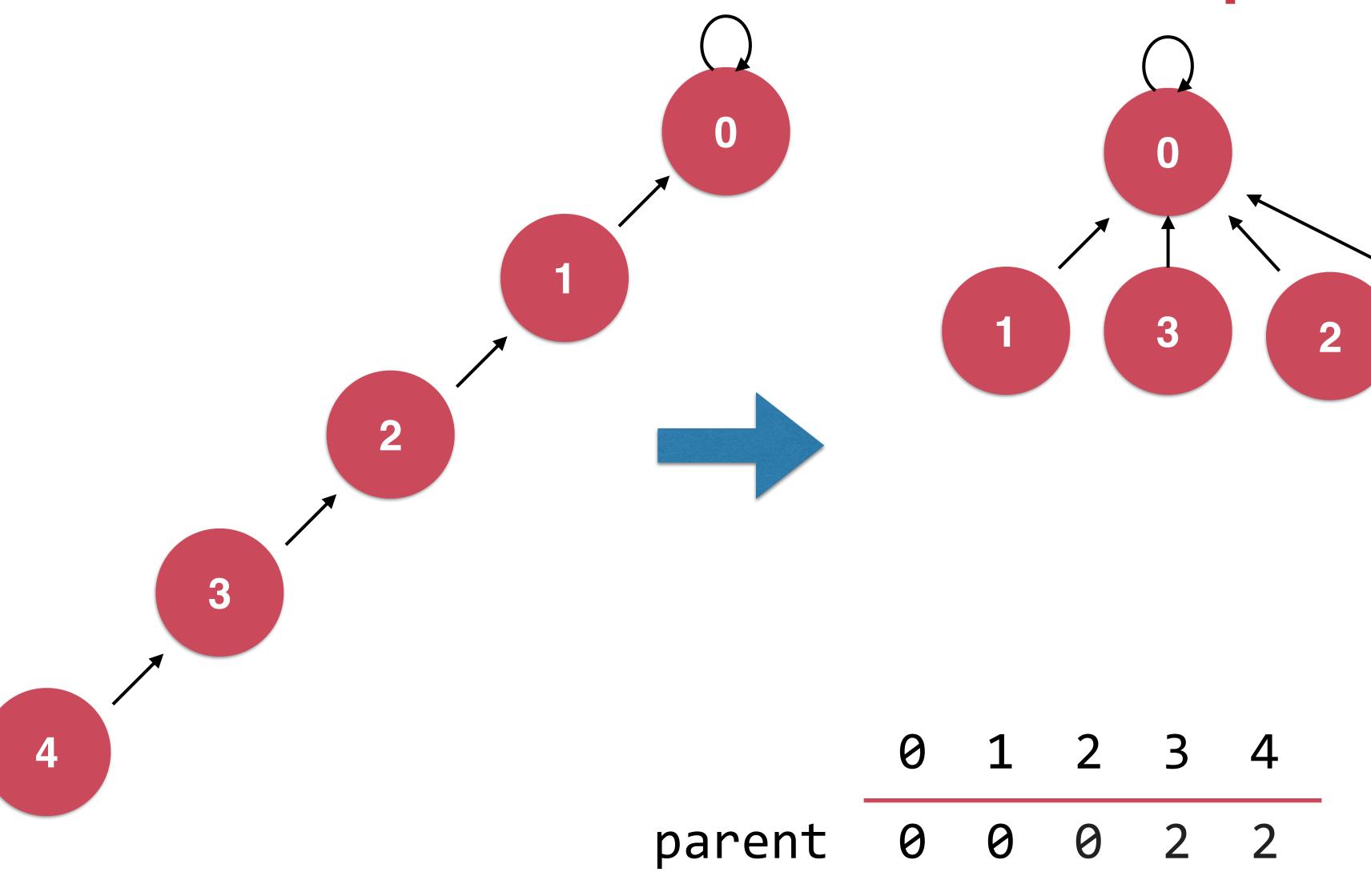


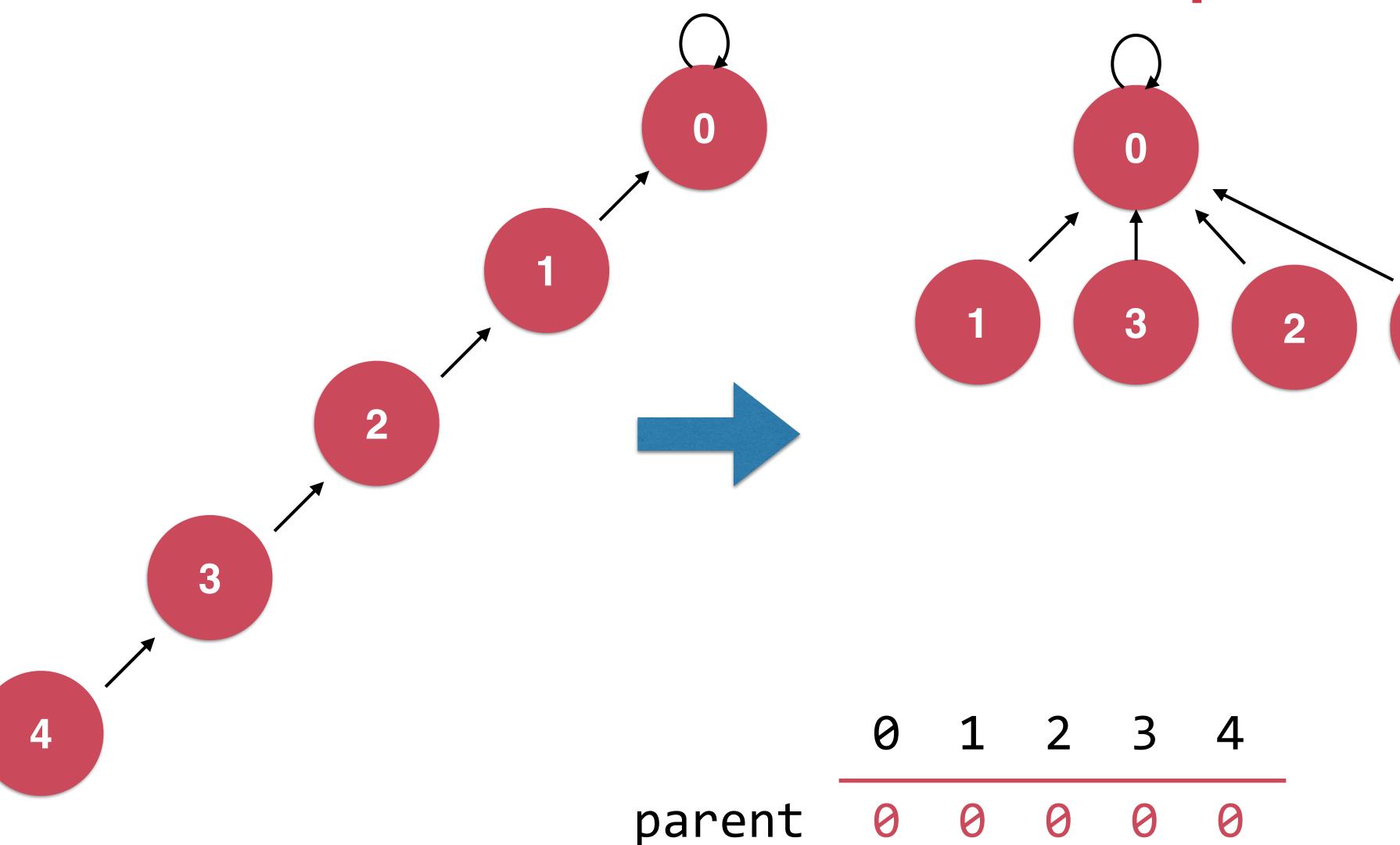
实践:路径压缩

实践:比较路径压缩和非路径压缩的效率

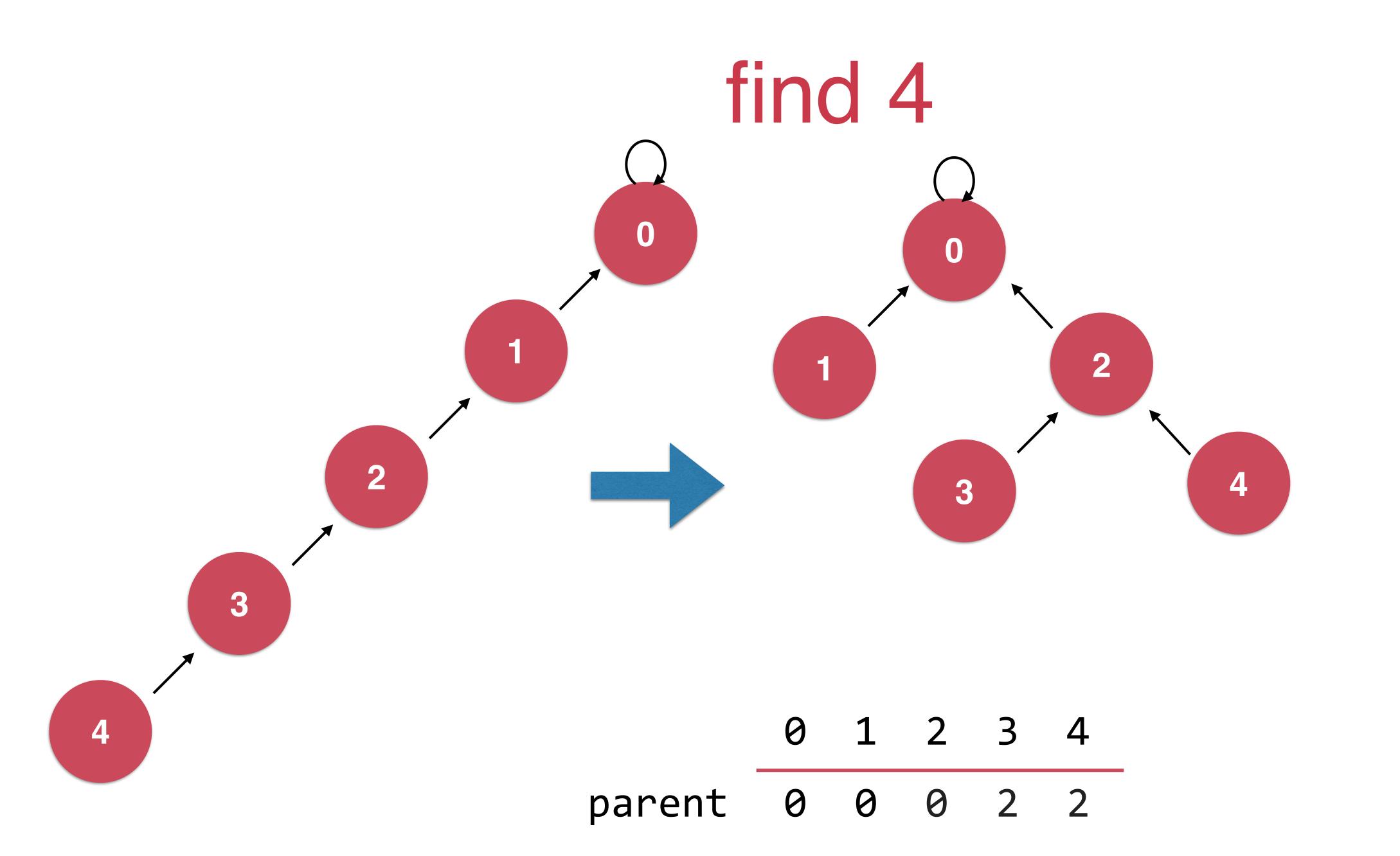
更多和并查集相关的话题

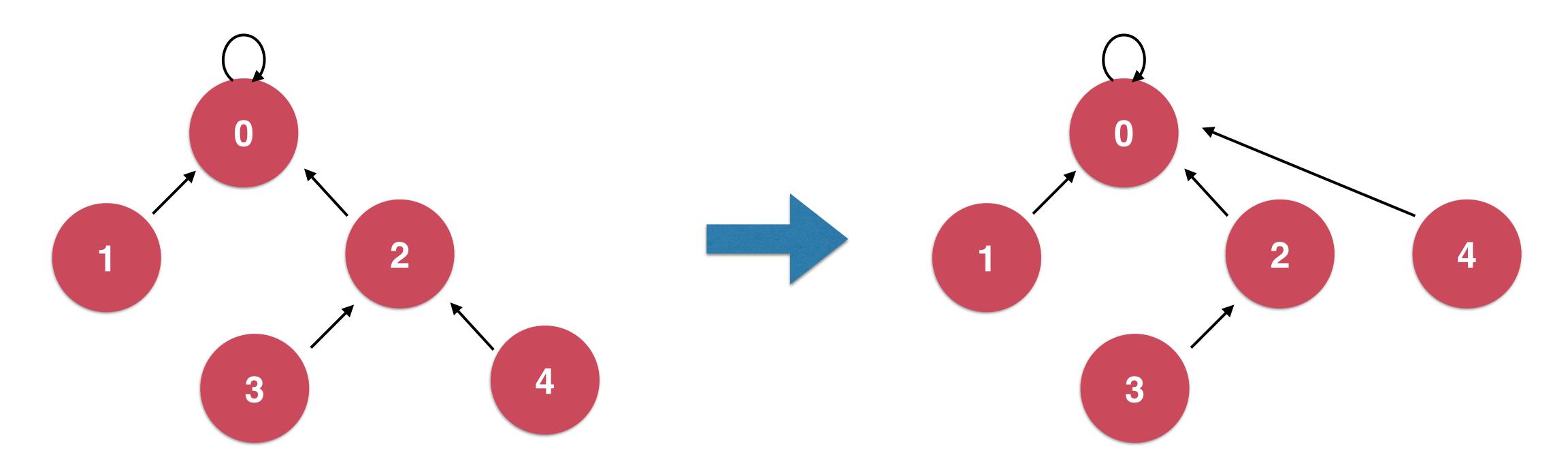


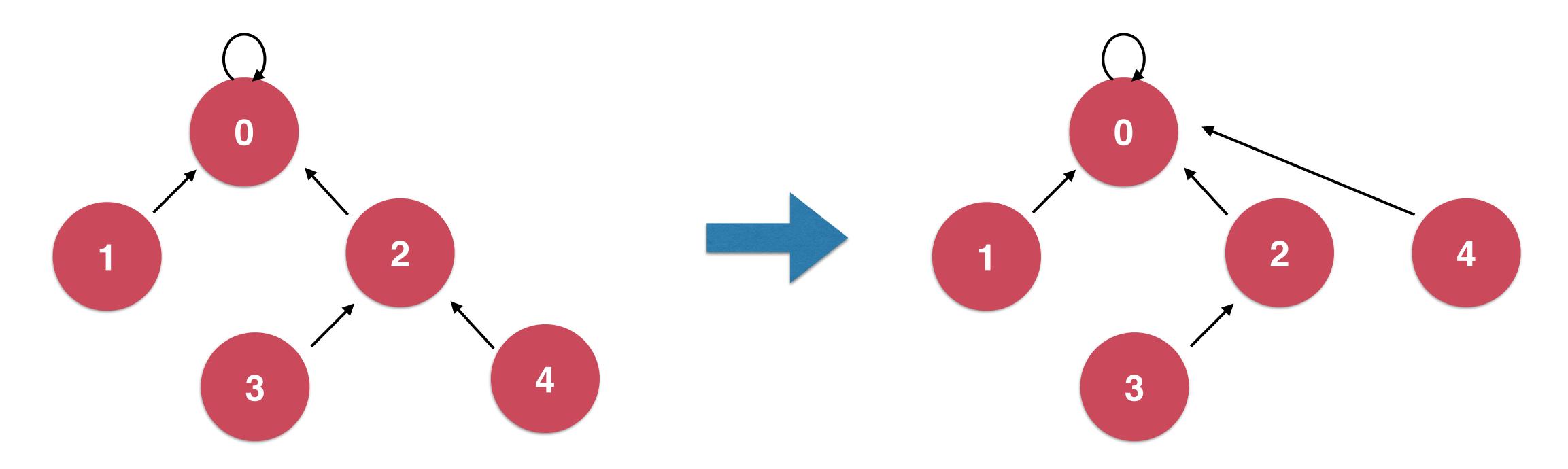


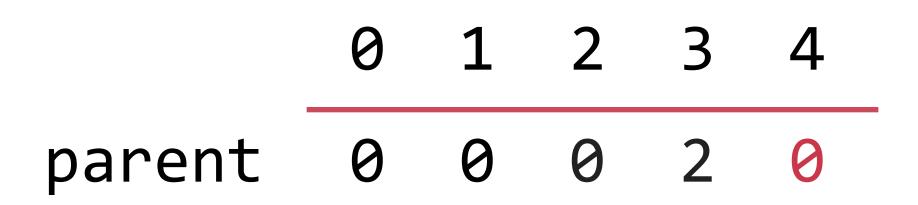


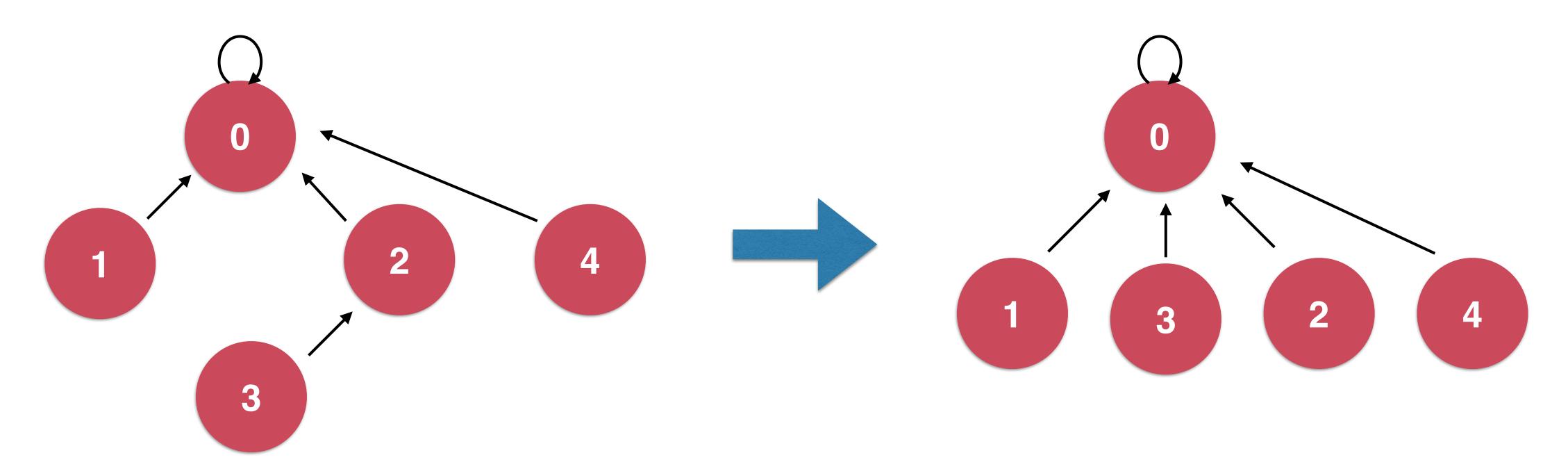
实践:递归的路径压缩

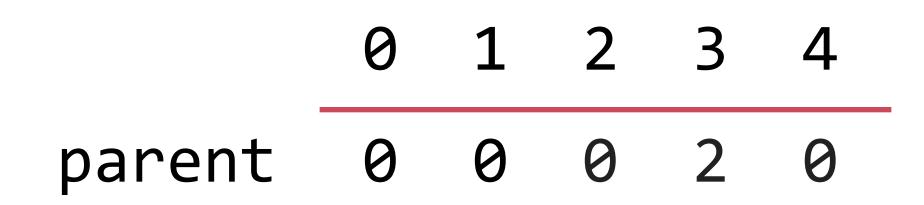


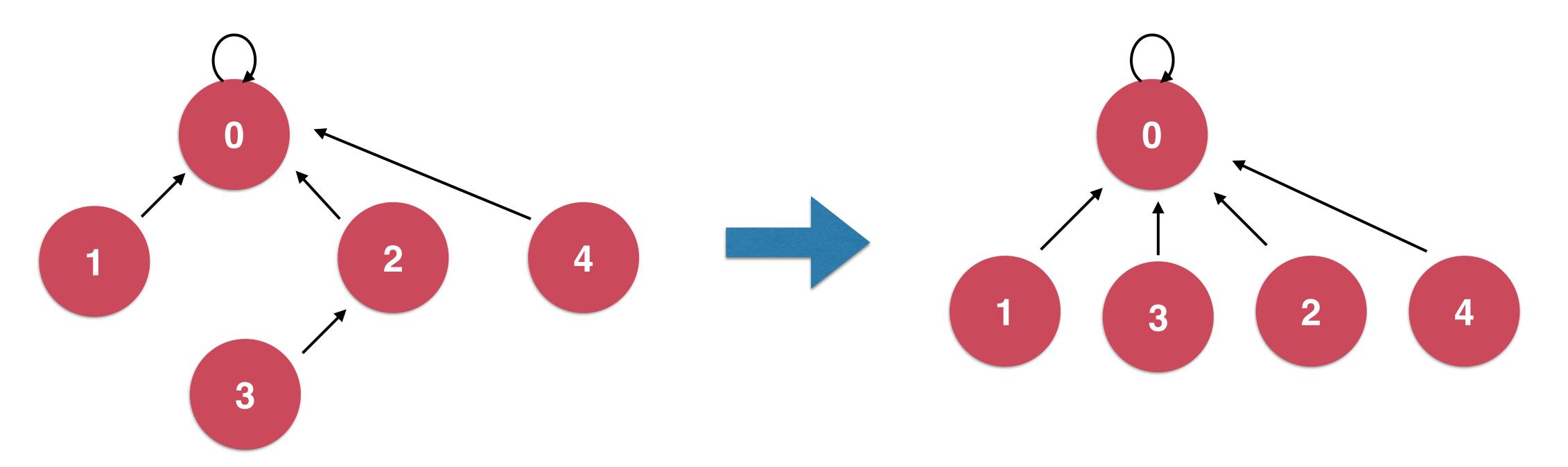


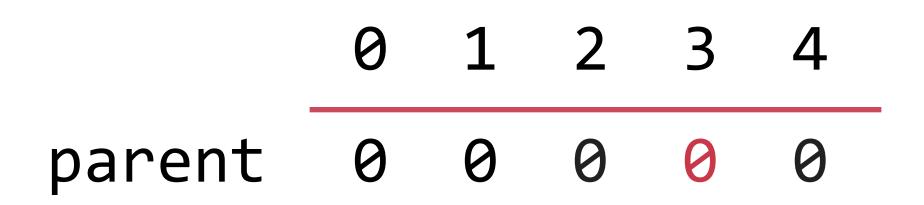












并查集的时间复杂度分析

O(h)

严格意义上: O(log*n) iterated logarithm

并查集的时间复杂度分析

严格意义上: O(log*n) iterated logarithm

$$\log^* n = \begin{cases} 0 & if (n \le 1) \\ 1 + \log^* (\log n) & if (n > 1) \end{cases}$$

近乎是O(1)级别的

更多Leetcode上Union Find相关的问题

并查集 Union Find

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