

# Algorithm

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# 目录

# Chapter

# Algorithm

## 1.1 Book

discrete mathematics

Abstract algebra

Ordinary differential equation

Mathematical analysis

Probability statistics

Computer software and theory

English

## 1.2 Overview

In this book I define algorithms as a branch of mathematics

Algorithm must be designed to solve practical problems. An algorithm that cannot solve practical problems is a vase.

Divide the algorithm in a way that solves the problem

Please believe that learning algorithms have methods

Fresh and refined, immediate, don't be sloppy

I proved the algorithmic mathematical kilometers system

# Chapter

# Logarithm

## 2.1 lgn

$\lg n = \log_2 n$  (Base 2 logarithm)

$\ln n = \log_e n$  (Natural logarithm)

$\lg^k n = (\lg n)^k$  (Exponentiation)

$\lg \lg n = \lg(\lg n)$  (complex)

# Chapter

# Stack

stack : push + pop

# Chapter

# Queue

queue : enqueue + dequeue

## list

double linked list: value + next and prev

## 5.1 list

```
red!20!green!20!blue!20main
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!70struct {
red!20!green!20!blue!70int
red!20!green!20!blue!70Next *ListNode
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!201 ()    {
red!20!green!20!blue!20Node := &ListNode{ }
red!20!green!20!blue!20Data := headNode
red!20!green!20!blue!20
red!20!green!20!blue!20ListTail(1, listData , headNode)
red!20!green!20!blue!20PrintList(listData )
red!20!green!20!blue!20
red!20!green!20!blue!20ListTail(2, listData , headNode)
red!20!green!20!blue!20PrintList(listData )
red!20!green!20!blue!20
red!20!green!20!blue!20ListTail(3, listData , headNode)
red!20!green!20!blue!20PrintList(listData )
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20rtTail(value
                                blue!70int, list, position *ListNode) {
red!20!green!20!blue!20Cell := blue!70new(ListNode)
```

[illegible]

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red!20!green!20!blue!20
red!20!green!20!blue!20 if tempCell == nil{
red!20!green!20!blue!20    fmt.Println("out of space")
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20 tempCell.Val = value
red!20!green!20!blue!20 tempCell.Next = position.Next
red!20!green!20!blue!20 position.Next = tempCell
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20 PrintList(list *ListNode) {
red!20!green!20!blue!20 if list.Next != nil{
red!20!green!20!blue!20    fmt.Print(list.Val, "->")
red!20!green!20!blue!20    PrintList(list.Next)
red!20!green!20!blue!20 } else {
red!20!green!20!blue!20    fmt.Println(list.Val)
red!20!green!20!blue!20 }
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20 // red!50!green!50!blue!50 // red!50!green!50!blue!50
red!20!green!20!blue!50!green!50!blue!50 给 red!50!green!50!blue!50 出
red!20!green!20!blue!50!green!50!blue!50 两 red!50!green!50!blue!50 个
red!20!green!20!blue!50!green!50!blue!50 非 red!50!green!50!blue!50 空
red!20!green!20!blue!50!green!50!blue!50 的 red!50!green!50!blue!50 链
red!20!green!20!blue!50!green!50!blue!50 表 red!50!green!50!blue!50 用
red!20!green!20!blue!50!green!50!blue!50 来 red!50!green!50!blue!50 表
red!20!green!20!blue!50!green!50!blue!50 示 red!50!green!50!blue!50 两
red!20!green!20!blue!50!green!50!blue!50 个 red!50!green!50!blue!50 非
red!20!green!20!blue!50!green!50!blue!50 负 red!50!green!50!blue!50 的
red!20!green!20!blue!50!green!50!blue!50 整 red!50!green!50!blue!50 数。
red!20!green!20!blue!50!green!50!blue!50 其 red!50!green!50!blue!50 中，
red!20!green!20!blue!50!green!50!blue!50 它 red!50!green!50!blue!50 们
red!20!green!20!blue!50!green!50!blue!50 各 red!50!green!50!blue!50 自
red!20!green!20!blue!50!green!50!blue!50 的 red!50!green!50!blue!50 位
red!20!green!20!blue!50!green!50!blue!50 数 red!50!green!50!blue!50 是
red!20!green!20!blue!50!green!50!blue!50 按 red!50!green!50!blue!50 照
red!20!green!20!blue!50!green!50!blue!50 逆 red!50!green!50!blue!50 序
red!20!green!20!blue!50!green!50!blue!50 的 red!50!green!50!blue!50 方

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red!20!green!20!blue!50!20 式 red!50!green!50!blue!50 存  
red!20!green!20!blue!50!20 储 red!50!green!50!blue!50 的 ,  
red!20!green!20!blue!50!20 红 red!50!green!50!blue!50 // red!50!green!50!blue!50  
red!20!green!20!blue!50!20 并 red!50!green!50!blue!50 且  
red!20!green!20!blue!50!20 它 red!50!green!50!blue!50 们  
red!20!green!20!blue!50!20 的 red!50!green!50!blue!50 每  
red!20!green!20!blue!50!20 个 red!50!green!50!blue!50 节  
red!20!green!20!blue!50!20 点 red!50!green!50!blue!50 只  
red!20!green!20!blue!50!20 能 red!50!green!50!blue!50 存  
red!20!green!20!blue!50!20 储 red!50!green!50!blue!50 一  
red!20!green!20!blue!50!20 位 red!50!green!50!blue!50 数  
red!20!green!20!blue!50!20 字。

red!20!green!20!blue!50//red!50!green!50!blue!50  
red!20!green!20!blue!50如red!50!green!50!blue!50果，  
red!20!green!20!blue!50我red!50!green!50!blue!50们  
red!20!green!20!blue!50将red!50!green!50!blue!50这  
red!20!green!20!blue!50两red!50!green!50!blue!50个  
red!20!green!20!blue!50数red!50!green!50!blue!50相  
red!20!green!20!blue!50加red!50!green!50!blue!50起  
red!20!green!20!blue!50来，red!50!green!50!blue!50则  
red!20!green!20!blue!50会red!50!green!50!blue!50返  
red!20!green!20!blue!50回red!50!green!50!blue!50一  
red!20!green!20!blue!50个red!50!green!50!blue!50新  
red!20!green!20!blue!50的red!50!green!50!blue!50链  
red!20!green!20!blue!50表red!50!green!50!blue!50来  
red!20!green!20!blue!50表red!50!green!50!blue!50示  
red!20!green!20!blue!50它red!50!green!50!blue!50们  
red!20!green!20!blue!50的red!50!green!50!blue!50和。

red!20!green!20!blue!50//red!50!green!50!blue!50  
red!20!green!20!blue!50您red!50!green!50!blue!50可  
red!20!green!20!blue!50以red!50!green!50!blue!50假  
red!20!green!20!blue!50设red!50!green!50!blue!50除  
red!20!green!20!blue!50了red!50!green!50!blue!50数  
red!20!green!20!blue!50字red!50!green!50!blue!500  
red!20!green!20!blue!50之red!50!green!50!blue!50外，  
red!20!green!20!blue!50这red!50!green!50!blue!50两  
red!20!green!20!blue!50个red!50!green!50!blue!50数  
red!20!green!20!blue!50都red!50!green!50!blue!50不

[illegible]

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red!20!green!20!blue!20 会 red!50!green!50!blue!50 以
red!20!green!20!blue!20 red!50!green!50!blue!50 开
red!20!green!20!blue!20 头。
red!20!green!20!blue!20 red!50!green!50!blue!50 // red!50!green!50!blue!50
red!20!green!20!blue!20 示 red!50!green!50!blue!50 例：
red!20!green!20!blue!20 red!50!green!50!blue!50 // red!50!green!50!blue!50
red!20!green!20!blue!20 输 red!50!green!50!blue!50 入：
red!20!green!20!blue!20 (2 red!50!green!50!blue!50
red!20!green!20!blue!20 -> red!50!green!50!blue!50 red!50!green!50!blue!50 4
red!20!green!20!blue!20 red!50!green!50!blue!50 -> red!50!green!50!blue!50
red!20!green!20!blue!20 3) red!50!green!50!blue!50 red!50!green!50!blue!50 +
red!20!green!20!blue!20 red!50!green!50!blue!50 (5 red!50!green!50!blue!50
red!20!green!20!blue!20 -> red!50!green!50!blue!50 red!50!green!50!blue!50 6
red!20!green!20!blue!20 red!50!green!50!blue!50 -> red!50!green!50!blue!50
red!20!green!20!blue!20 4)
red!20!green!20!blue!20 red!50!green!50!blue!50 // red!50!green!50!blue!50
red!20!green!20!blue!20 输 red!50!green!50!blue!50 出：
red!20!green!20!blue!20 7 red!50!green!50!blue!50 red!50!green!50!blue!50 ->
red!20!green!20!blue!20 red!50!green!50!blue!50 0 red!50!green!50!blue!50
red!20!green!20!blue!20 -> red!50!green!50!blue!50 red!50!green!50!blue!50 8
red!20!green!20!blue!20 red!50!green!50!blue!50 // red!50!green!50!blue!50
red!20!green!20!blue!20 原 red!50!green!50!blue!50 因：
red!20!green!20!blue!20 3 4 2 red!50!green!50!blue!50
red!20!green!20!blue!20 + red!50!green!50!blue!50
red!20!green!20!blue!20 4 6 5 red!50!green!50!blue!50
red!20!green!20!blue!20 = red!50!green!50!blue!50
red!20!green!20!blue!20 8 0 7
red!20!green!20!blue!20
red!20!green!20!blue!20 red!50!green!50!blue!50 // red!50!green!50!blue!50
red!20!green!20!blue!20 typed red!50!green!50!blue!50
red!20!green!20!blue!20 List Node 2 red!50!green!50!blue!50
red!20!green!20!blue!20 s t r u c t red!50!green!50!blue!50
red!20!green!20!blue!20 {
red!20!green!20!blue!20 red!50!green!50!blue!50 // red!50!green!50!blue!50
red!20!green!20!blue!20 red!50!green!50!blue!50 red!50!green!50!blue!50 Val
red!20!green!20!blue!20 red!50!green!50!blue!50
red!20!green!20!blue!20 i n t

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red!20!green!20!blue!20 // red!50!green!50!blue!50
red!20!green!20!blue!20 red!50!green!50!blue!50
red!20!green!20!blue!20 Next red!50!green!50!blue!50
red!20!green!20!blue!20 *red!50!green!50!blue!50 ListNode2
red!20!green!20!blue!20 // red!50!green!50!blue!50
red!20!green!20!blue!20}
red!20!green!20!blue!20
red!20!green!20!blue!20 blue!70 struct {
red!20!green!20!blue!20 *ListNode red!50!green!50!blue!50 //
red!20!green!20!blue!20 red!50!green!50!blue!50 head
red!20!green!20!blue!20 red!50!green!50!blue!50 node
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20 rt2 ( value
        blue!70 int, list *ListNode, position *ListNode) {
red!20!green!20!blue!20 Cell := blue!70 new (ListNode)
red!20!green!20!blue!20 if tempCell == nil {
red!20!green!20!blue!20 fmt.Println("out of space")
red!20!green!20!blue!20
red!20!green!20!blue!20 Cell.Val = value
red!20!green!20!blue!20 Cell.Next = position.Next
red!20!green!20!blue!20 position.Next = tempCell
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20 PrintList2 (list *ListNode) {
red!20!green!20!blue!20 if list.Next != nil {
red!20!green!20!blue!20 fmt.Println(list.Val)
red!20!green!20!blue!20 PrintList2 (list.Next)
red!20!green!20!blue!20 } else {
red!20!green!20!blue!20 fmt.Println(list.Val)
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20 () {
red!20!green!20!blue!20 blue!70 new (ListNode)
red!20!green!20!blue!20 list.Date := 11
red!20!green!20!blue!20 // red!50!green!50!blue!50
red!20!green!20!blue!20 insert red!50!green!50!blue!50

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red!20!green!20!blue!20!50!green!50!blue!50 data red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50 to red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50 l1
red!20!green!20!blue!20!50!green!50!blue!50 t2 (9, listDate, 11)
red!20!green!20!blue!20!50!green!50!blue!50 t2 (7, listDate, 11)
red!20!green!20!blue!20!50!green!50!blue!50 t2 (5, listDate, 11)
red!20!green!20!blue!20!50!green!50!blue!50 new (ListNode)
red!20!green!20!blue!20!50!green!50!blue!50 //
red!20!green!20!blue!20!50!green!50!blue!50 := 12
red!20!green!20!blue!20!50!green!50!blue!50 // red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50 insert red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50 data red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50 to red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50 l1
red!20!green!20!blue!20!50!green!50!blue!50 t2 (4, listDate2, 12)
red!20!green!20!blue!20!50!green!50!blue!50 t2 (2, listDate2, 12)
red!20!green!20!blue!20!50!green!50!blue!50 t2 (8, listDate2, 12)
red!20!green!20!blue!20!50!green!50!blue!50 addTwoNumbers (l1, 12)
red!20!green!20!blue!20!50!green!50!blue!50 List (13)
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20 addTwoNumbers (l1 * ListNode, 12 * ListNode) * ListNode
red!20!green!20!blue!20
red!20!green!20!blue!20 position := 0 red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50 // red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50 进 red!50!green!50!blue!50 位
red!20!green!20!blue!20!50!green!50!blue!50 值 red!50!green!50!blue!50,
red!20!green!20!blue!20!50!green!50!blue!50 red!50!green!50!blue!50 只
red!20!green!20!blue!20!50!green!50!blue!50 可 red!50!green!50!blue!50 能
red!20!green!20!blue!20!50!green!50!blue!50 为 red!50!green!50!blue!50 0
red!20!green!20!blue!20!50!green!50!blue!50 或 red!50!green!50!blue!50 1
red!20!green!20!blue!20!50!green!50!blue!50 head * ListNode red!50!green!50!blue!50 //
red!20!green!20!blue!20!50!green!50!blue!50 red!50!green!50!blue!50 结
red!20!green!20!blue!20!50!green!50!blue!50 果 red!50!green!50!blue!50 表
red!20!green!20!blue!20!50!green!50!blue!50 的 red!50!green!50!blue!50 头
red!20!green!20!blue!20!50!green!50!blue!50 结 red!50!green!50!blue!50 点
red!20!green!20!blue!20!50!green!50!blue!50 rear * ListNode red!50!green!50!blue!50 //
red!20!green!20!blue!20!50!green!50!blue!50 red!50!green!50!blue!50 保

```



```
head.Next = &ListNode{
    promotion,
    nil,
}
return head
```

```
red!20!green!20!blue!20
red!20!green!20
red!20!green!20
red!20!green!20
red!20!green!20
red!20!green!20
red!20!green!20
red!20!green!20
```

# Chapter

## hash table

### 6.1 twoSum

给你一个整数数组 `nums` 和一个目标值 `target`，请你在该数组中找出和为目标值的那两个整数，并返回它们的数组下标。

你可以假设每种输入只会对应一个答案。但是，你不能重复利用这个数组中同样的元素。

```

red!20!green!20!blue!20中 red!50!green!50!blue!50同 red!50!green!50!blue!50样
red!20!green!20!blue!20的 red!50!green!50!blue!50元 red!50!green!50!blue!50素。
red!20!green!20!blue!20//red!50!green!50!blue!50 red!50!green!50!blue!50示
red!20!green!20!blue!20例 red!50!green!50!blue!50:
red!20!green!20!blue!20//red!50!green!50!blue!50 red!50!green!50!blue!50给
red!20!green!20!blue!20定 red!50!green!50!blue!50 red!50!green!50!blue!50nums
red!20!green!20!blue!20 red!50!green!50!blue!50=red!50!green!50!blue!50
red!20!green!20!blue!20[2, red!50!green!50!blue!50 red!50!green!50!blue!507,
red!20!green!20!blue!20 red!50!green!50!blue!5011, red!50!green!50!blue!50
red!20!green!20!blue!2015], red!50!green!50!blue!50
red!20!green!20!blue!20target red!50!green!50!blue!50 red!50!green!50!blue!50=
red!20!green!20!blue!20 red!50!green!50!blue!509
red!20!green!20!blue!20//red!50!green!50!blue!50 red!50!green!50!blue!50因
red!20!green!20!blue!20为 red!50!green!50!blue!50 red!50!green!50!blue!50nums
red!20!green!20!blue!20[0] red!50!green!50!blue!50 red!50!green!50!blue!50+
red!20!green!20!blue!20 red!50!green!50!blue!50nums red!50!green!50!blue!50[1]
red!20!green!20!blue!20 red!50!green!50!blue!50=red!50!green!50!blue!50
red!20!green!20!blue!202 red!50!green!50!blue!50 red!50!green!50!blue!50+
red!20!green!20!blue!20 red!50!green!50!blue!507 red!50!green!50!blue!50
red!20!green!20!blue!20=red!50!green!50!blue!50 red!50!green!50!blue!509
red!20!green!20!blue!20//red!50!green!50!blue!50 red!50!green!50!blue!50所
red!20!green!20!blue!20以 red!50!green!50!blue!50返 red!50!green!50!blue!50回
red!20!green!20!blue!20 red!50!green!50!blue!50[0, red!50!green!50!blue!50
red!20!green!20!blue!201]
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20{
red!20!green!20!blue!20:= [] blue!70int {2,7,11,15}
red!20!green!20!blue!20:= 9
red!20!green!20!blue!20= twoSum(nums, target)
red!20!green!20!blue!20Println("arr_=", arr)
red!20!green!20!blue!20
red!20!green!20!blue!20

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# Chapter

## divide and conquer

# Chapter

# Search

8.1 Binary Search

8.2 Binary Search Tree

# Chapter

# Sort

## 9.1 comparison sort

### 9.1.1 quick sort

quick sort (C. A. R. Hoare 1960)

Divide and Conquer Algorithm for Quick Sort

Quick sort is better than heap sort

red!20!green!20!blue!20main

red!20!green!20!blue!20

red!20!green!20!blue!20

red!20!green!20!blue!20/ rand ”

red!20!green!20!blue!20

red!20!green!20!blue!20

red!20!green!20!blue!20red!50!green!50!blue!50//red!50!green!50!blue!50

red!20!green!20!blue!20red!50!green!50!blue!50quickred!50!green!50!blue!50

red!20!green!20!blue!20red!50!green!50!blue!50sort

red!20!green!20!blue!20red!50!green!50!blue!50//red!50!green!50!blue!50

red!20!green!20!blue!20red!50!green!50!blue!50分red!50!green!50!blue!50治

red!20!green!20!blue!20red!50!green!50!blue!50排red!50!green!50!blue!50序

red!20!green!20!blue!20( ) {

red!20!green!20!blue!20[] blue!70int

red!20!green!20!blue!20

red!20!green!20!blue!20for i := 0; i < 3; i++{

red!20!green!20!blue!20= append(z, rand.Intn(3))

red!20!green!20!blue!20}

red!20!green!20!blue!20

red!20!green!20!blue!20Sort(z)

red!20!green!20!blue!20

red!20!green!20!blue!20

red!20!green!20!blue!20quickSort(list [] blue!70int) {

red!20!green!20!blue!20if len(list) <= 1{

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

red!20!green!20

```

red!20!green!20!blue!20blue!70return
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20:= 0, len(list) - 1
red!20!green!20!blue!20:= 1 red!50!green!50!blue!50//red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50第red!50!green!50!blue!50一
red!20!green!20!blue!20!50!green!50!blue!50次red!50!green!50!blue!50比
red!20!green!20!blue!20!50!green!50!blue!50较red!50!green!50!blue!50索
red!20!green!20!blue!20!50!green!50!blue!50引red!50!green!50!blue!50位
red!20!green!20!blue!20!50!green!50!blue!50置
red!20!green!20!blue!20key= list[0] red!50!green!50!blue!50//red!50!green!50!blue!50
red!20!green!20!blue!20!50!green!50!blue!50第red!50!green!50!blue!50一
red!20!green!20!blue!20!50!green!50!blue!50次red!50!green!50!blue!50比
red!20!green!20!blue!20!50!green!50!blue!50较red!50!green!50!blue!50参
red!20!green!20!blue!20!50!green!50!blue!50考red!50!green!50!blue!50值,
red!20!green!20!blue!20!50!green!50!blue!50选red!50!green!50!blue!50择
red!20!green!20!blue!20!50!green!50!blue!50第red!50!green!50!blue!50一
red!20!green!20!blue!20!50!green!50!blue!50个
red!20!green!20!blue!20
red!20!green!20!blue!20if list[index] > key{
red!20!green!20!blue!20list[i], list[j] = list[j], list[i]
red!20!green!20!blue!20—
red!20!green!20!blue!20else {
red!20!green!20!blue!20list[i], list[index] = list[index], list[i]
red!20!green!20!blue!20++
red!20!green!20!blue!20index++
red!20!green!20!blue!20
red!20!green!20!blue!20
red!20!green!20!blue!20Sort(list[:i]) red!50!green!50!blue!50//
red!20!green!20!blue!20!50!green!50!blue!50 red!50!green!50!blue!50处
red!20!green!20!blue!20!50!green!50!blue!50理red!50!green!50!blue!50参
red!20!green!20!blue!20!50!green!50!blue!50考red!50!green!50!blue!50值
red!20!green!20!blue!20!50!green!50!blue!50前red!50!green!50!blue!50面
red!20!green!20!blue!20!50!green!50!blue!50值
red!20!green!20!blue!20Sort(list[i+1:])
red!20!green!20!blue!20

```

### 9.1.2 merge sort

John von Neumann<sup>1945</sup> Merge Sort: The linear table to be sorted is continuously divided into several subtables until each subtable contains only one element. At this time, the subtable containing only one element can be considered as an ordered list. Merge the subtables in pairs. Each time a new table is generated, a new and longer ordered list is generated. Repeat this step until there is only one subtable left. This subtable is an ordered linear table.

### 9.1.3 heap sort

$O(n \lg n)$  (heap sort run time)

## 9.2 bubble sort

Repeated swapping of two adjacent elements in reverse order

# Chapter

## Dynamic programming

- 10.1 调度问题
- 10.2 矩阵链乘法
- 10.3 公共子序列
- 10.4 Binary search tree

# Chapter

## greedy algorithm

### 11.1 Minimum spanning tree

### 11.2 Huffman coding

Data compression technology (David A. Huffman1952MIT)

A Method for the Construction of Minimum-Redundancy Codes



# Chapter

# RBTree

RBTree height is  $O(\lg n)$

color, key, left, right, p

**12.1 nature**

**12.2 rotate**