木节内容

败者树

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多路平衡归并带来的问题

外部排序时间开销=读写外存的时间+内部排序所需时间+内部归并所需时间

归并趟数 $\mathbf{S} = [log_k r]$,归并路数 \mathbf{k} 增加,归并趟数 \mathbf{S} 减小,读写磁盘总次数减少



使用k路平衡归并策略,选出一个最小 元素需要对比关键字 (k-1)次,导致 内部归并所需时间增加

可用"败者树" 进行优化!

您继续说

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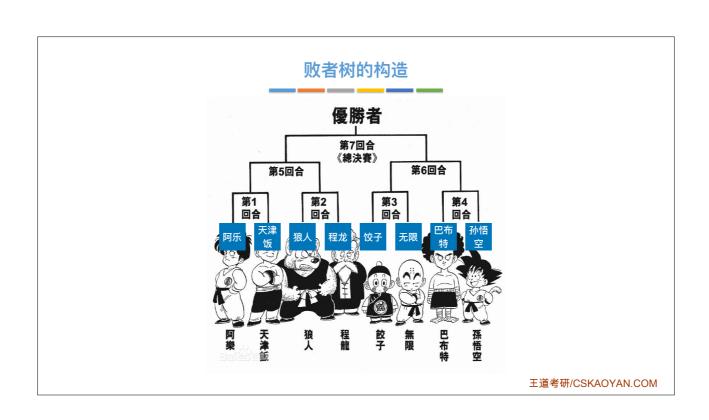
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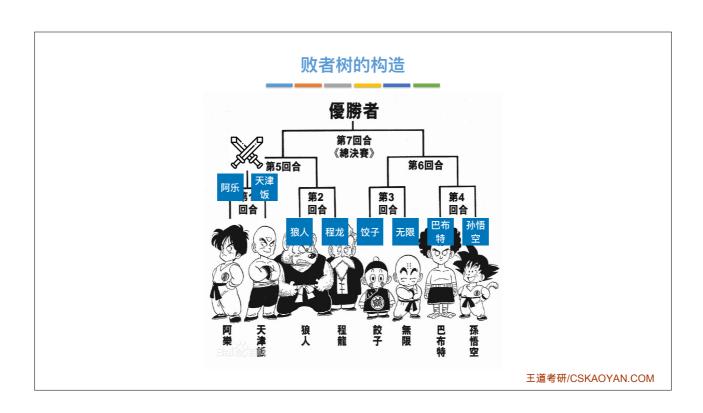
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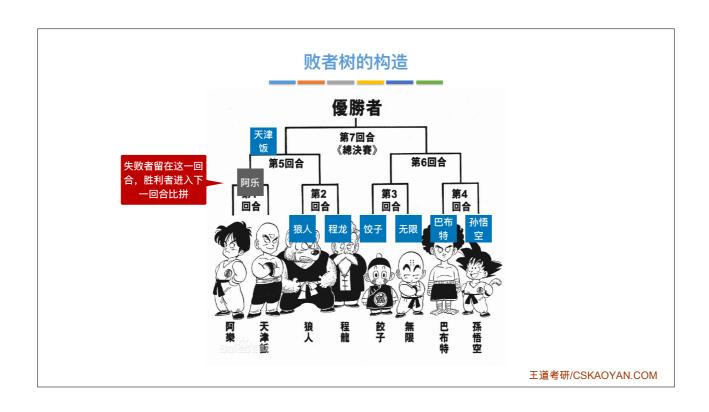
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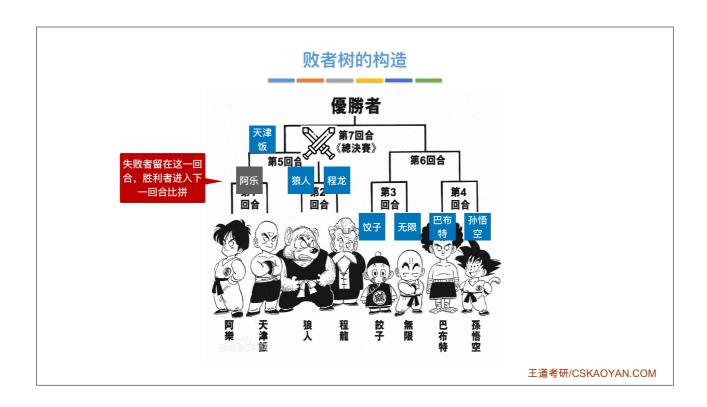
eg: 8路平衡归并,从八个归并段中选出一个最小元素需要对比关键字 7 次

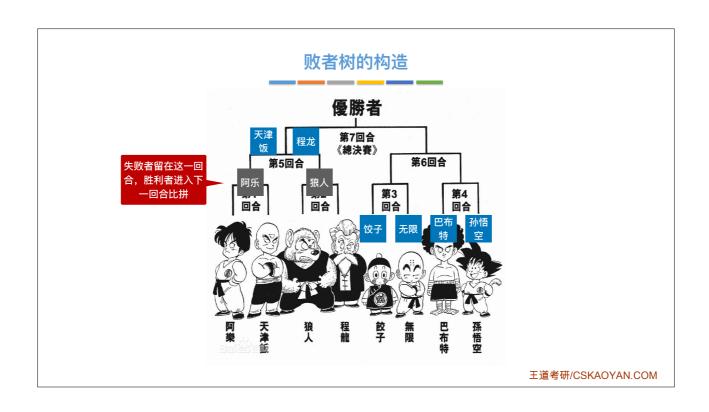
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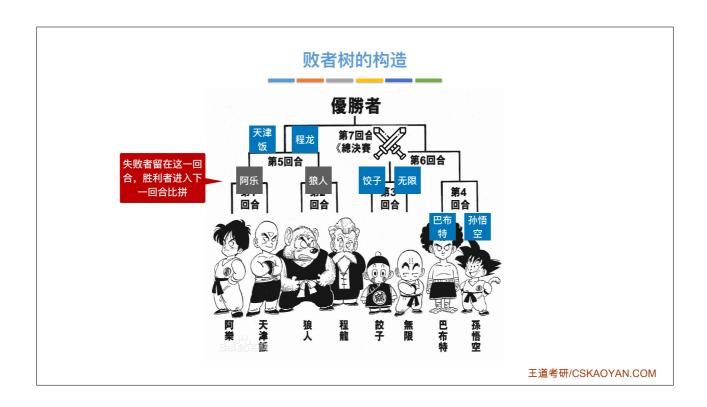


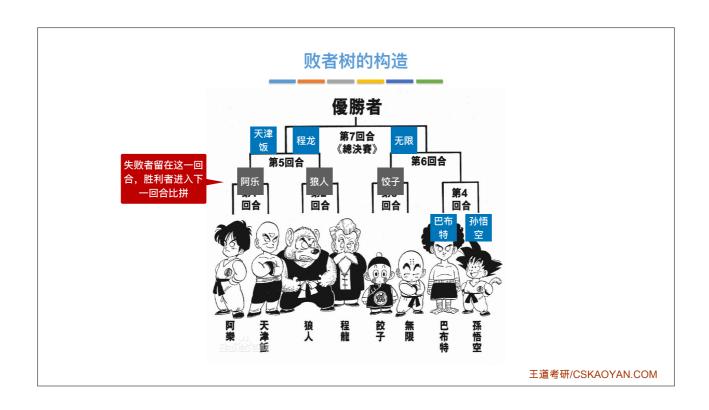


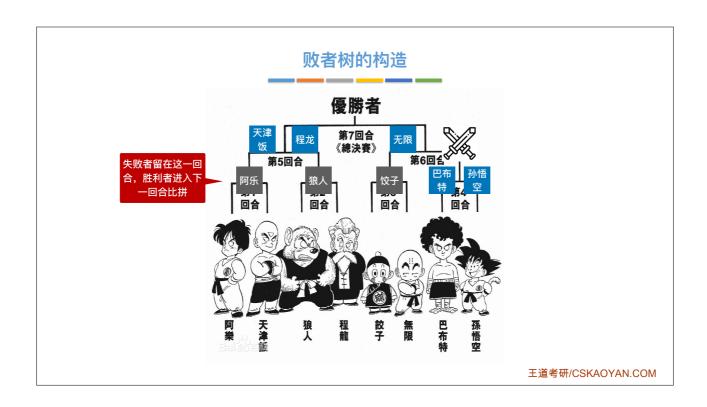


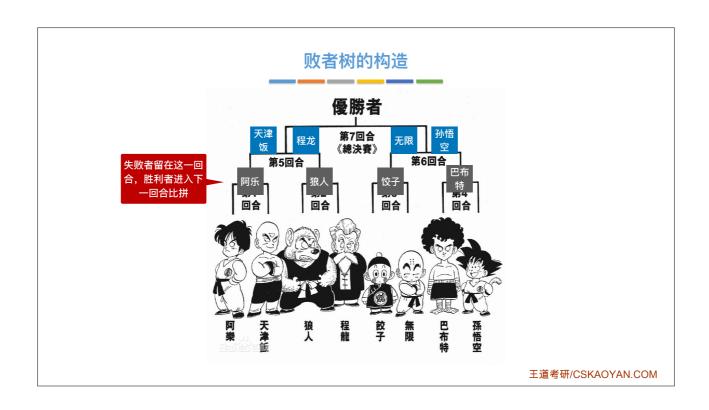


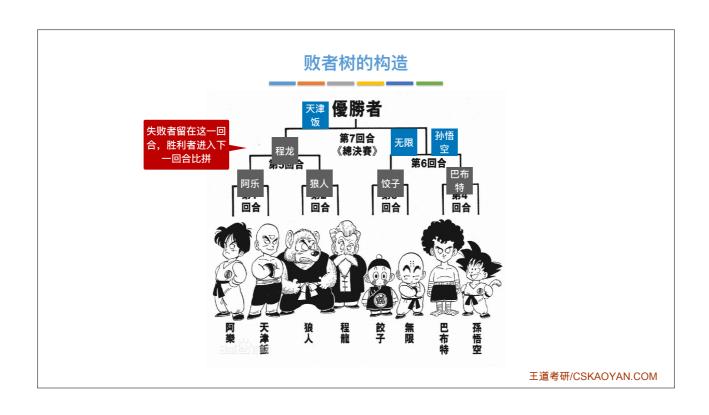


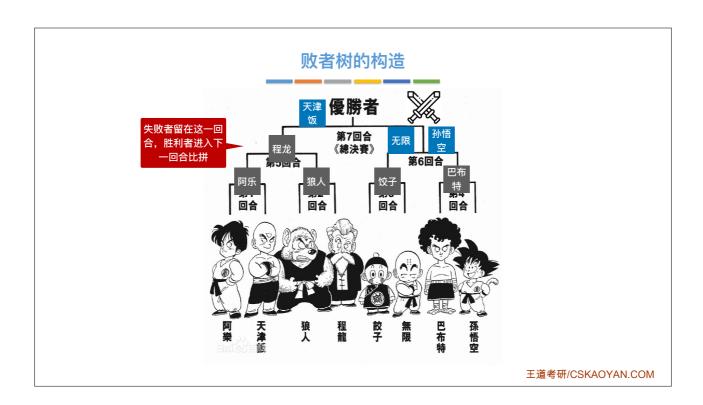


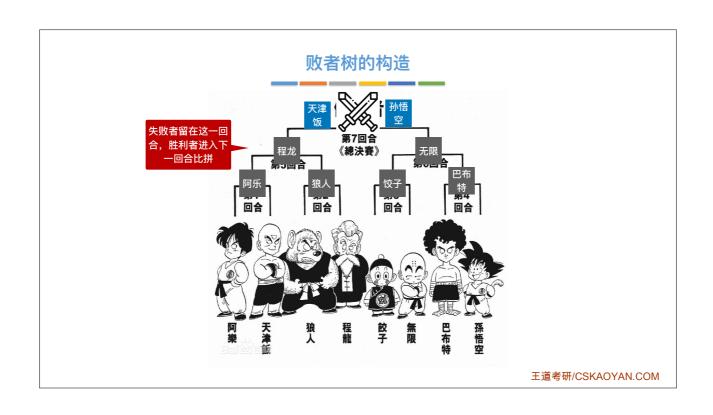


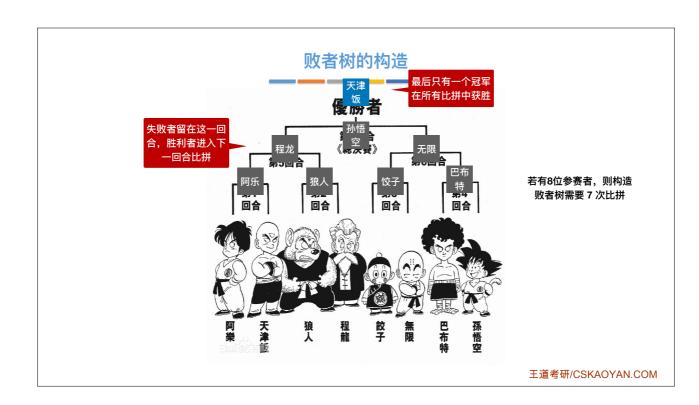


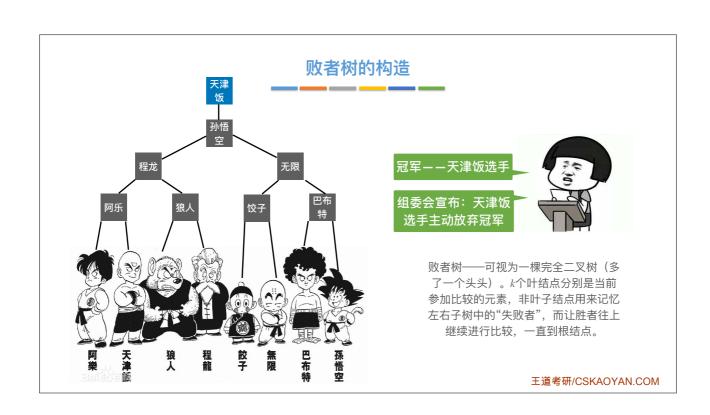


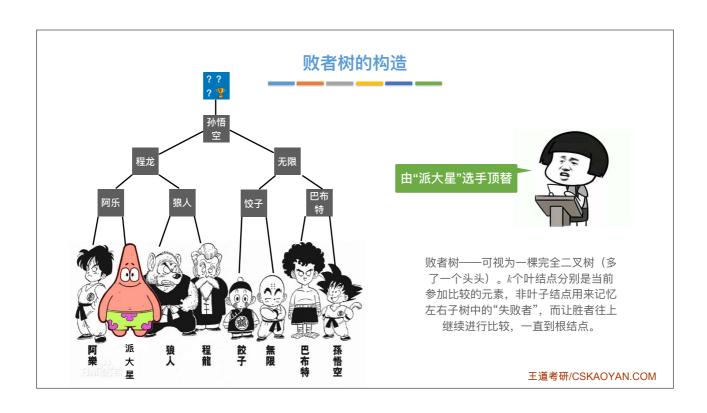


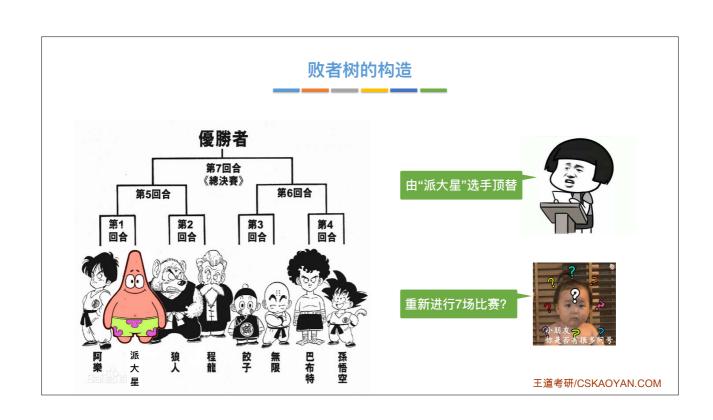


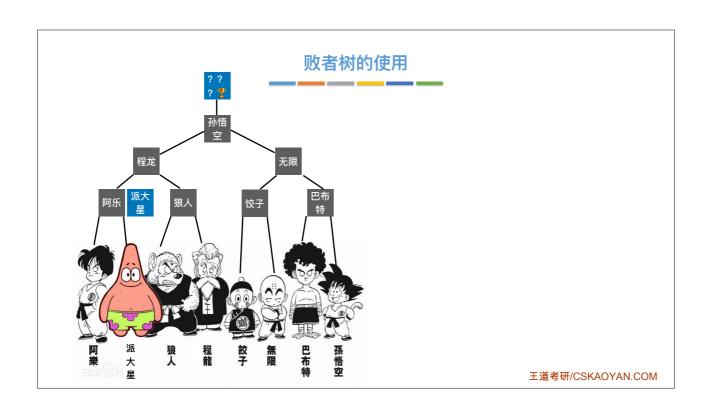


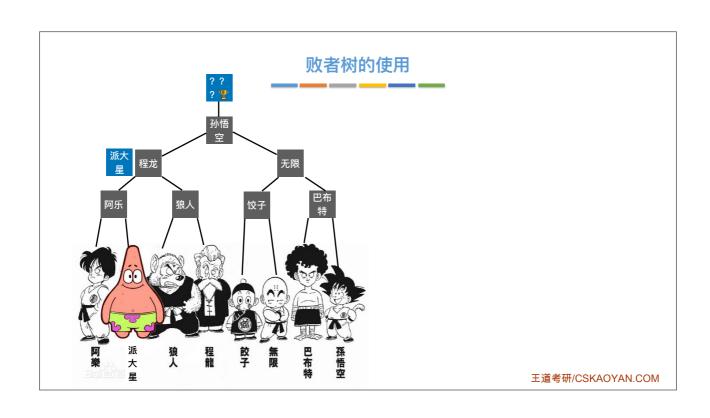


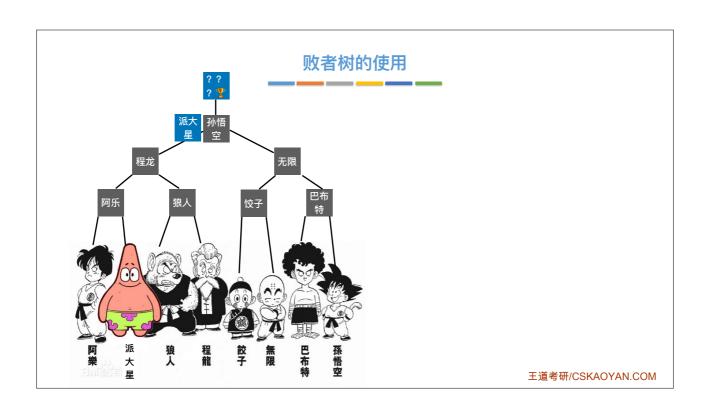


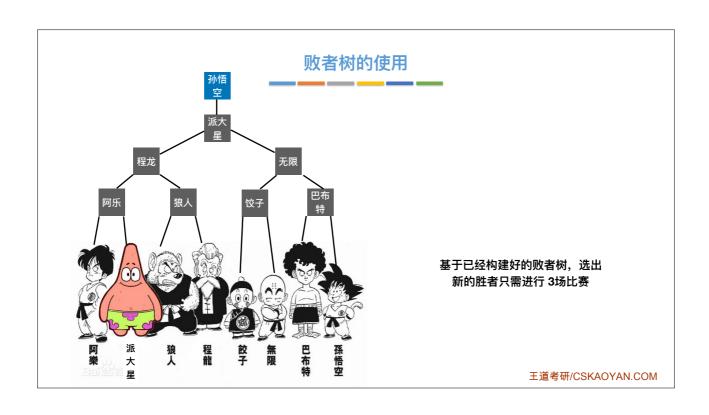


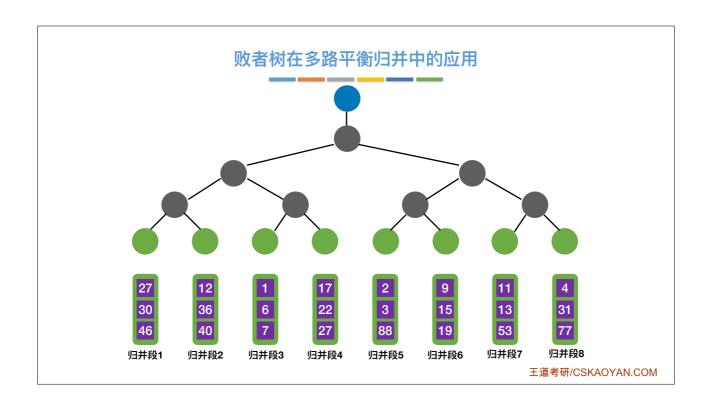


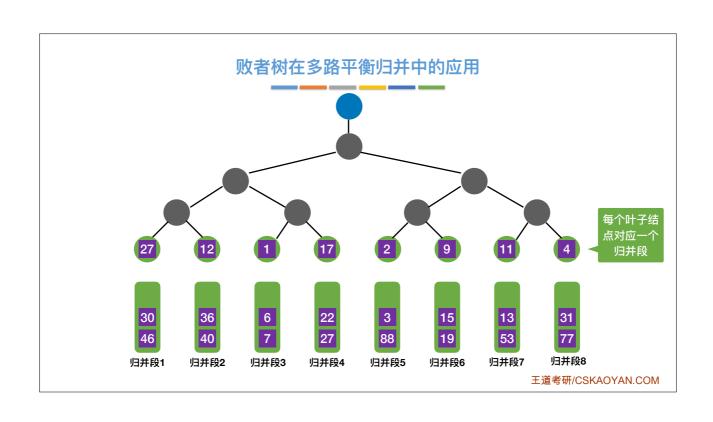


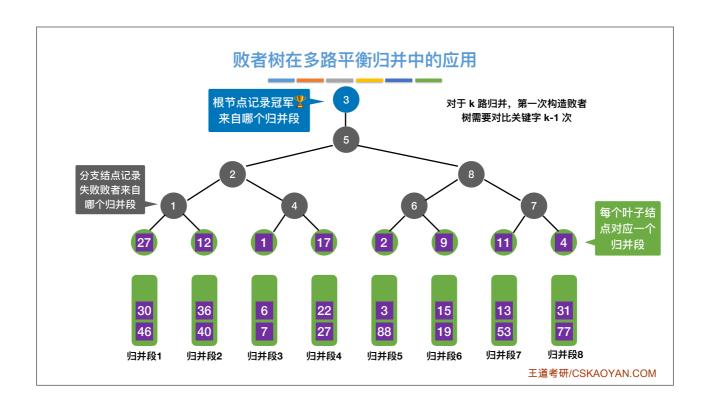


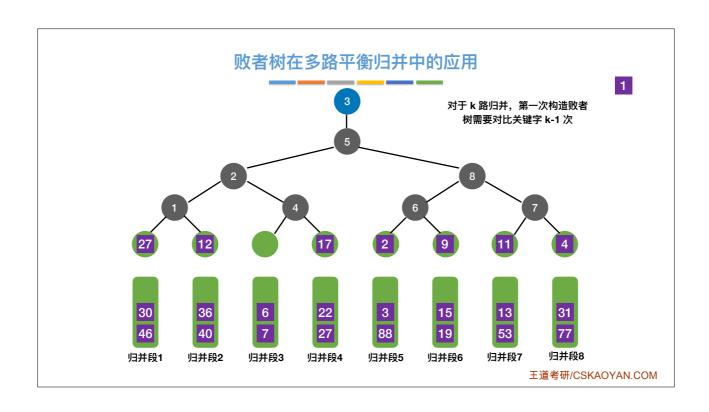


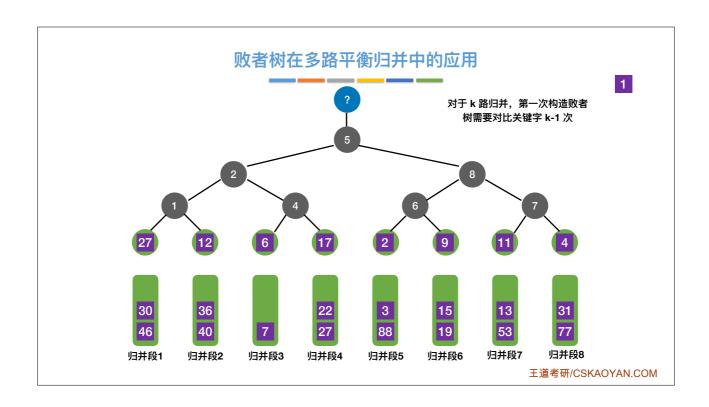


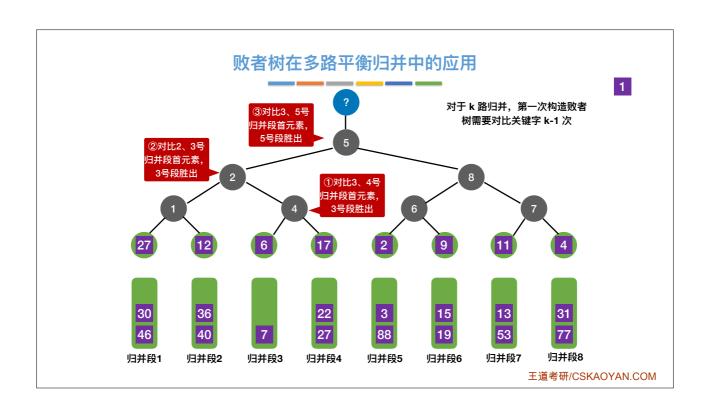


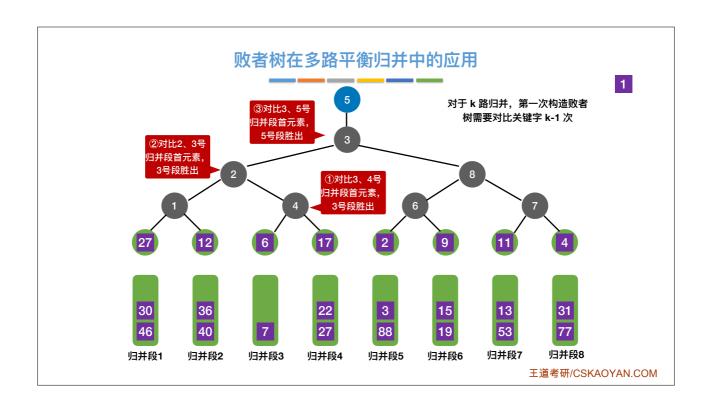


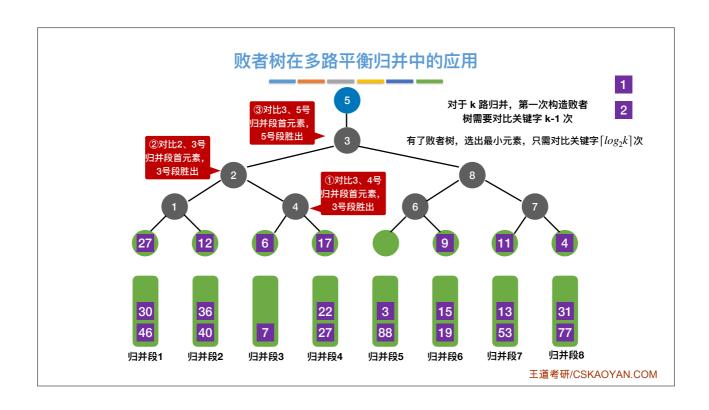


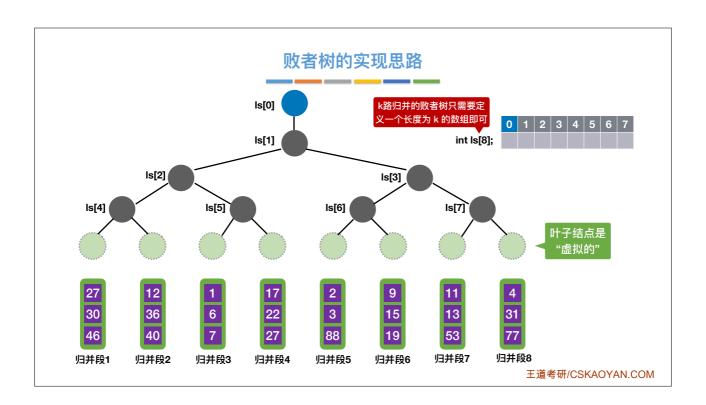


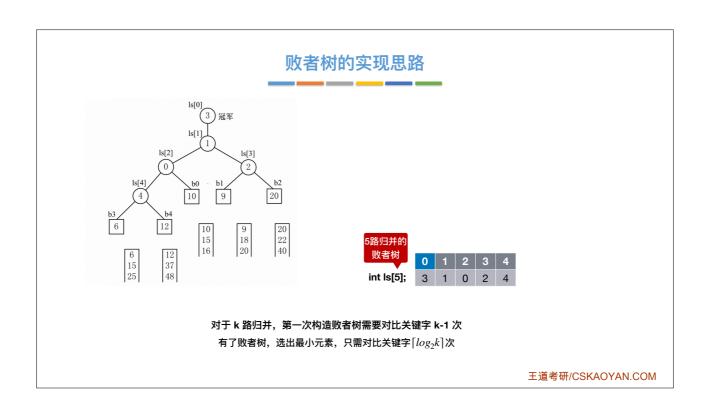










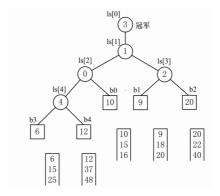


知识回顾与重要考点

败者树解决的问题: 使用多路平衡归并可减少归并趟数,但是用老土方法从 k 个归并段选出一个最小/最大元素需要对比关键字 k-1 次,构造败者树可以使关键字对比次数减少到 $\lceil log_2k \rceil$

败者树可视为一棵完全二叉树(多了一个头头)。k个叶结点分别对应 k 个归并段中当前参加比较的元素,非叶子结点用来记忆左右子树中的"失败者",而让胜者往上继续进行比较,一直到根结点。

如何构造和使用败者树? ——看图记忆

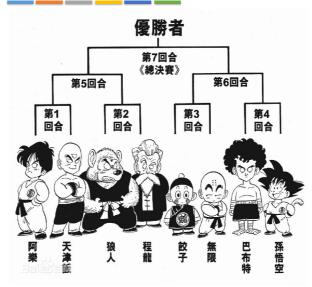


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