

一、数组 Array

• 常见写法: Java, C++: `int a[100];` 可泛型

Python: `list = []`

JavaScript: `let x = [1, 2, 3]`

• 硬件实现: 内存管理器 (Memory Controller)

申请数组 → 开辟连续的地址, 每个地址可直接通过内存管理器访问.

∴ 访问哪个元素时间复杂度一样: $O(1)$ 快

但, 增删慢 $O(n)$

• 插入:

删除: 把删的那个元素设置为空, 唤起 Java 垃圾回收机制即可.

or `-size`

源码: `ArrayList`:

```
329: /**
330:  * Appends the supplied element to the end of this list.
331:  * The element, e, can be an object of any type or null.
332:  *
333:  * @param e the element to be appended to this list
334:  * @return true, the add will always succeed
335:  */
336: public boolean add(E e)  加到数组最后
337: {
338:     modCount++;
339:     if (size == data.length)
340:         ensureCapacity(size + 1);  保证size
341:     data[size++] = e;
342:     return true;
343: }
344:
345: /**
346:  * Adds the supplied element at the specified index, shifting all
347:  * elements currently at that index or higher one to the right.
348:  * The element, e, can be an object of any type or null.
349:  *
350:  * @param index the index at which the element is being added
351:  * @param e the item being added
352:  * @throws IndexOutOfBoundsException if index < 0 || index > size()
353:  */
354: public void add(int index, E e)
355: {
356:     checkBoundInclusive(index);  检查上下界
357:     modCount++;  标识操作次数
358:     if (size == data.length)
359:         ensureCapacity(size + 1);
360:     if (index != size)  拷贝
361:         System.arraycopy(data, index, data, index + 1, size - index);  需挪动的部分
362:     data[index] = e;  原数组与起始位置 目标 长度
363:     size++;
364: }
```

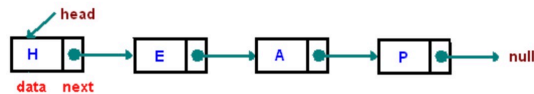
```

159:
160: /**
161:  * Guarantees that this list will have at least enough capacity to
162:  * hold minCapacity elements. This implementation will grow the list to
163:  * max(current * 2, minCapacity) if (minCapacity > current). The JCL says
164:  * explicitly that "this method increases its capacity to minCap", while
165:  * the JDK 1.3 online docs specify that the list will grow to at least the
166:  * size specified.
167:  *
168:  * @param minCapacity the minimum guaranteed capacity
169:  */
170: public void ensureCapacity(int minCapacity) 保证数组长度
171: {
172:     int current = data.length;
173:
174:     if (minCapacity > current) 直接new一个,长度*2, 暴力扩容
175:     {
176:         E[] newData = (E[]) new Object[Math.max(current * 2, minCapacity)];
177:         System.arraycopy(data, 0, newData, 0, size); 老数组直接copy
178:         data = newData;
179:     }
180: }
181:

```

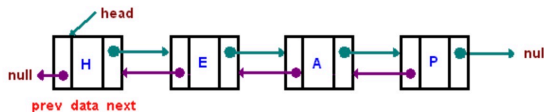
二、链表 Linked List

• 单链表



节点 class : Node, Value 可为类

• 双向链表



Node 的简单

实现:

```

private static class Node<AnyType>
{
    private AnyType data; 泛型
    private Node<AnyType> next;

    public Node(AnyType data, Node<AnyType> next)
    {
        this.data = data;
        this.next = next;
    }
}

```

• 源码

节点类:

```

90:
99:  /**
100:   * Class to represent an entry in the list. Holds a single element.
101:   */
102:   private static final class Entry<T>
103:   {
104:       /** The element in the list. */
105:       T data;
106:
107:       /** The next list entry, null if this is last. */
108:       Entry<T> next;
109:
110:       /** The previous list entry, null if this is first. */
111:       Entry<T> previous;
112:
113:       /**
114:        * Construct an entry.
115:        * @param data the list element
116:        */
117:       Entry(T data)
118:       {
119:           this.data = data;
120:       }
121:   } // class Entry
122:

```

双向

成员变量:

```

79:  /**
80:   * Compatible with JDK 1.2.
81:   */
82:   private static final long serialVersionUID = 876323262645176354L;
83:
84:  /**
85:   * The first element in the list.
86:   */
87:   transient Entry<T> first;
88:
89:  /**
90:   * The last element in the list.
91:   */
92:   transient Entry<T> last;
93:
94:  /**
95:   * The current length of the list.
96:   */
97:   transient int size = 0;
98:

```

● 时间复杂度

prepend (加在数前)	$O(1)$
append (加在数后)	$O(1)$
lookup (访问)	$O(n)$
insert	$O(1)$
delete	$O(1)$

三、跳表 skip list

1. 特点: ① 1990年才有诞生, 比平衡树 (AVL) 晚, 对 AVL 和二分查找.

② 只用于元素有序

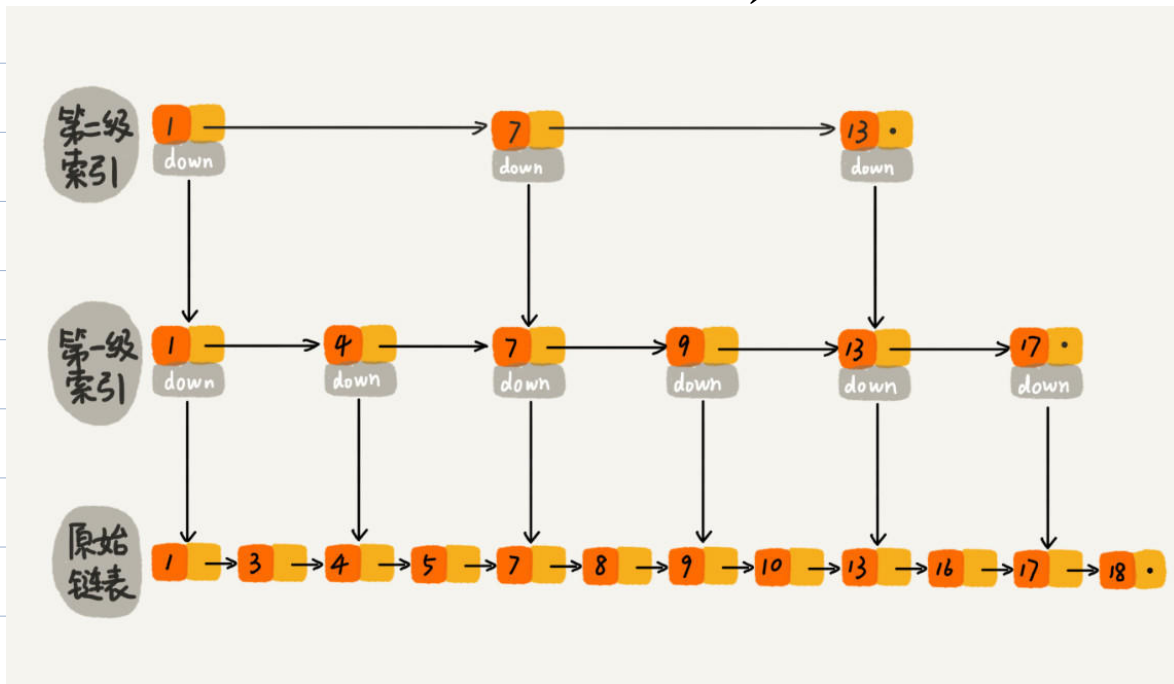
③ 插/删/查: $O(\log n)$

④ 原理简单, 易实现, 方便扩展, 效率高.

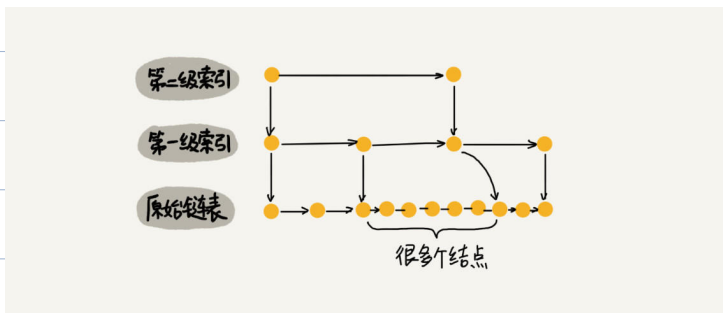
在 Redis, Level DB 等中间件用来代替 AVL Tree.

2. 实现:

(将链表的 $O(n)$ 提速: 升维, 空间换时间)



3. 现实使用时,



维护成本高

4. 空间复杂度 $O(N)$

四. 工程应用

eg. LRU cache \rightarrow Linked list (双向链表) 力扣146

Redis \rightarrow Skip list