

选取

❖在selectionSort()中

将U替换为H...

❖ J. Williams, 1964

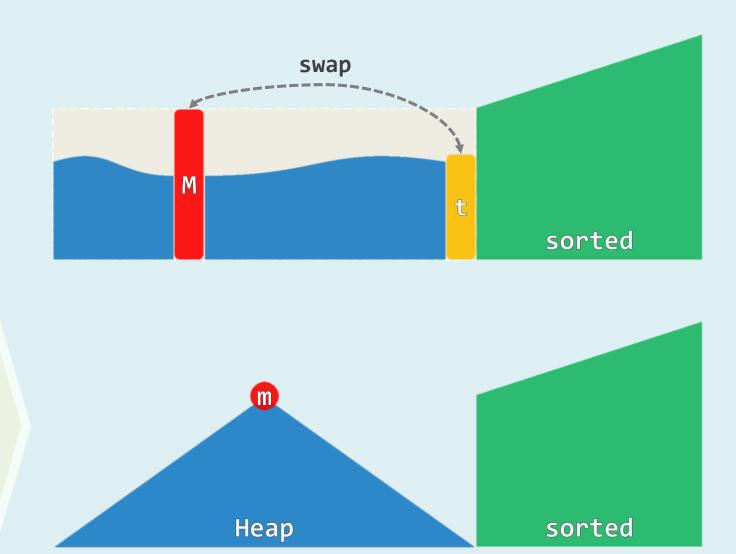
初始化: heapify(), O(n)

迭代 : <u>delMax(</u>), O(logn)

不变性 : H ≤ S

 $\bullet O(n) + n \times O(logn)$

= $\mathcal{O}(nlogn)$



就地

❖ 在物理上

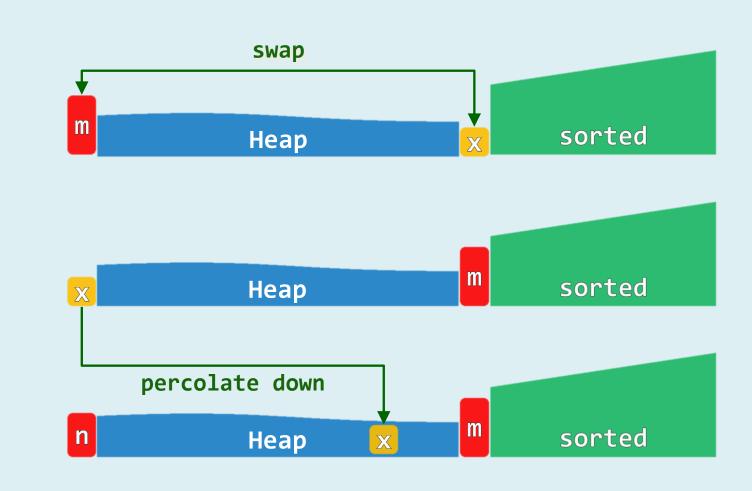
完全二叉堆即是向量

❖ 既然此前有:

$$- m = H[0]$$

$$- x = H[n - 1]$$

不妨随即就:

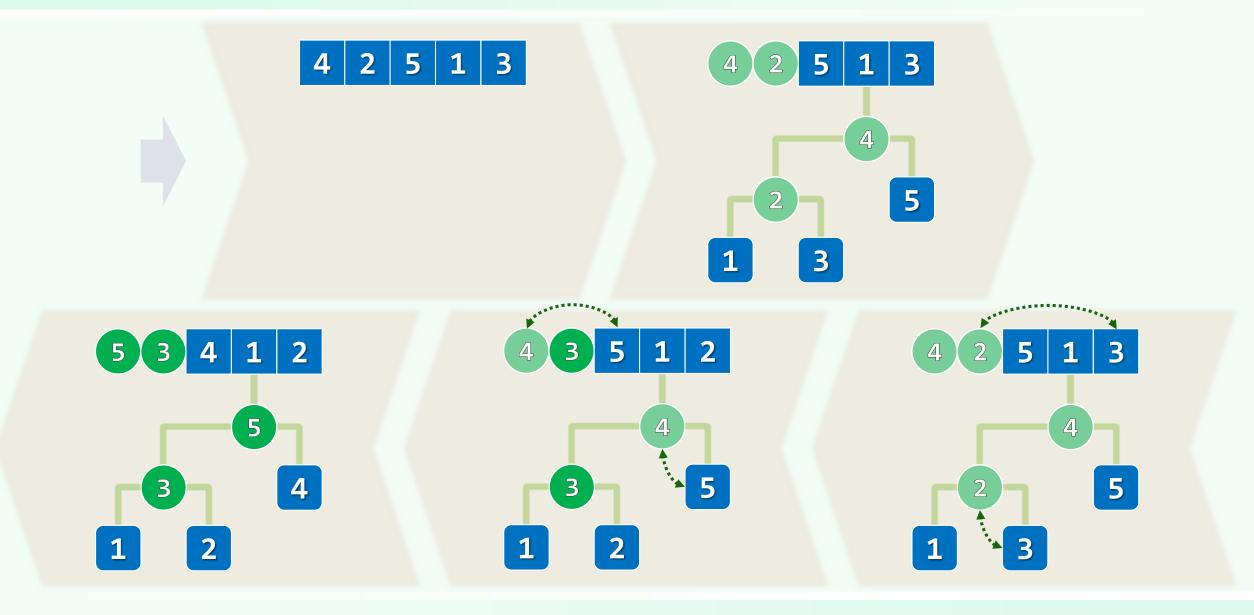


- swap(
$$m$$
 , x) = $H.insert(x)$ + $S.insert(m)$

实现

```
❖ template <typename T> //对向量区间[lo, hi)做就地堆排序
void Vector<T>::heapSort( Rank lo, Rank hi ) {
   T* A = _elem + lo; Rank n = hi - lo; <u>Heapify( A , n ); //待排序区间建堆</u>,O(n)
   while ( 0 < --n ) //反复地摘除最大元并归入已排序的后缀,直至堆空
      { swap( A[0], A[n] ); percolateDown( A, n, 0 ); } //堆顶与末元素对换后下滤
                                             hi
      10
                          percolate down
                                                    sorted
                        Heap
```

实例:建堆



实例:选取 + 调整(1/2)



实例:选取 + 调整(2/2)

