排序

快速排序:快速划分:LGU版

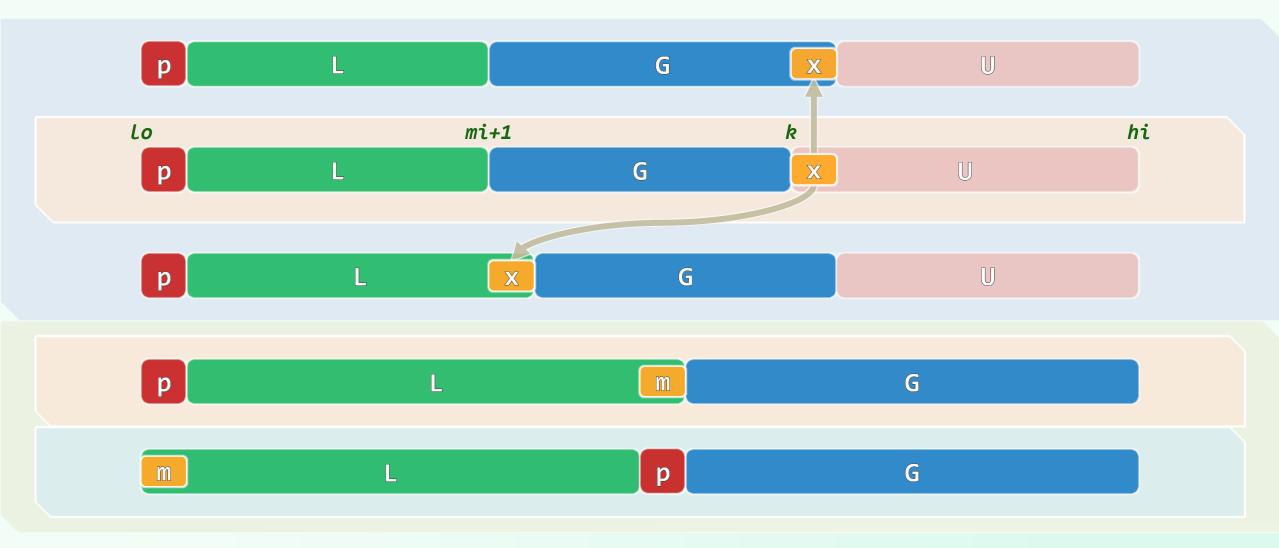
The Great walks with the Small without fear.

The Middle keeps aloof.

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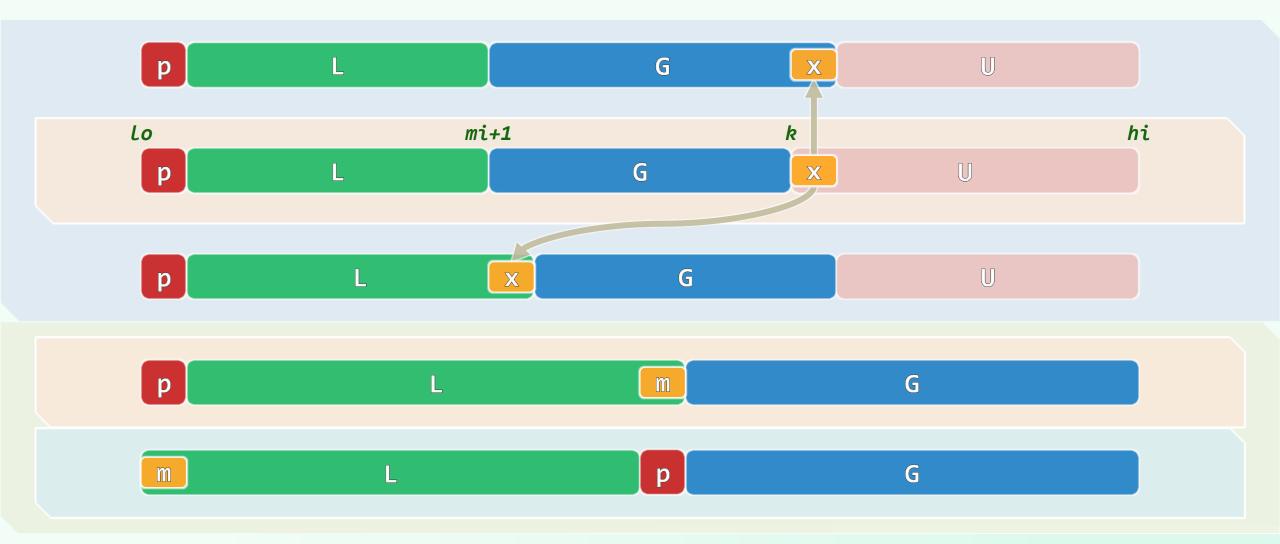
不变性: S = [lo, hi) = [lo] + (lo, mi] + (mi, k) + [k, hi) = pivot + L + G + U

$$L < pivot \leq G$$



单调性:[k]不小于轴点? 直接G拓展: G滚动后移, L拓展

pivot <= S[k] ? k++ : swap(S[++mi], S[k++])



快速划分:LGU版

```
template <typename T> Rank <a href="Vector">Vector<T>::partition">Vector<T>::partition</a> ( Rank lo, Rank hi ) { //[lo, hi)
   swap( _elem[ lo ], _elem[ lo + rand() % ( hi - lo ) ] ); //随机交换
   T pivot = _elem[ lo ]; int mi = lo;
   for ( int k = lo + 1; k < hi; k++ ) //自左向右考查每个[k]
      if ( _elem[ k ] < pivot ) //若[k]小于轴点,则将其
         swap( _elem[ ++mi ], _elem[ k ]); //与[mi]交换, L向右扩展
   swap( _elem[ lo ], _elem[ mi ] ); //候选轴点归位(从而名副其实)
   return mi; //返回轴点的秩
```

实例

