排序

希尔排序:框架+实例



瓜熟蒂落,水到渠成

 h_2

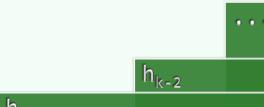
 h_3

- ❖ D. L. Shell:将整个序列视作一个矩阵,逐列各自排序
- ❖递减增量 (diminishing increment)
 - 由粗到细:重排矩阵,使其更窄,再次逐列排序(h-sorting/h-sorted)
 - 逐步求精:如此往复,直至矩阵变成一列(1-sorting/1-sorted)
- ❖ 步长序列 (step sequence): 由各矩阵宽度逆向排列而成的序列

$$\mathcal{H} = \{ h_1 = 1, h_2, h_3, \dots, h_k, \dots \}$$

❖ 正确性:最后一次迭代,等同于全排序

1-sorted = ordered



1

实例:h₅ = 8

80 23 19 40 85 1 18 92 71 8 96 46 12

80 23 19 40 85 1 18 92

71 8 96 46 12

71 8 19 40 12 1 18 92

80 23 96 46 85

71 8 19 40 12 1 18 92 80 23 96 46 85

实例: $h_4 = 5$

1 8 19 40 12 71 18 85 80 23 96 46 92

 71
 8
 19
 40
 12

 1
 18
 92
 80
 23

 96
 46
 85

 1
 8
 19
 40
 12

 71
 18
 85
 80
 23

 96
 46
 92

71 8 19 40 12 1 18 92 80 23 96 46 85

实例: $h_3 = 3$

1 8 19 40 12 71 18 85 80 23 96 46 92

 1
 8
 19

 40
 12
 71

 18
 85
 80

 23
 96
 46

 92
 46

 1
 8
 19

 18
 12
 46

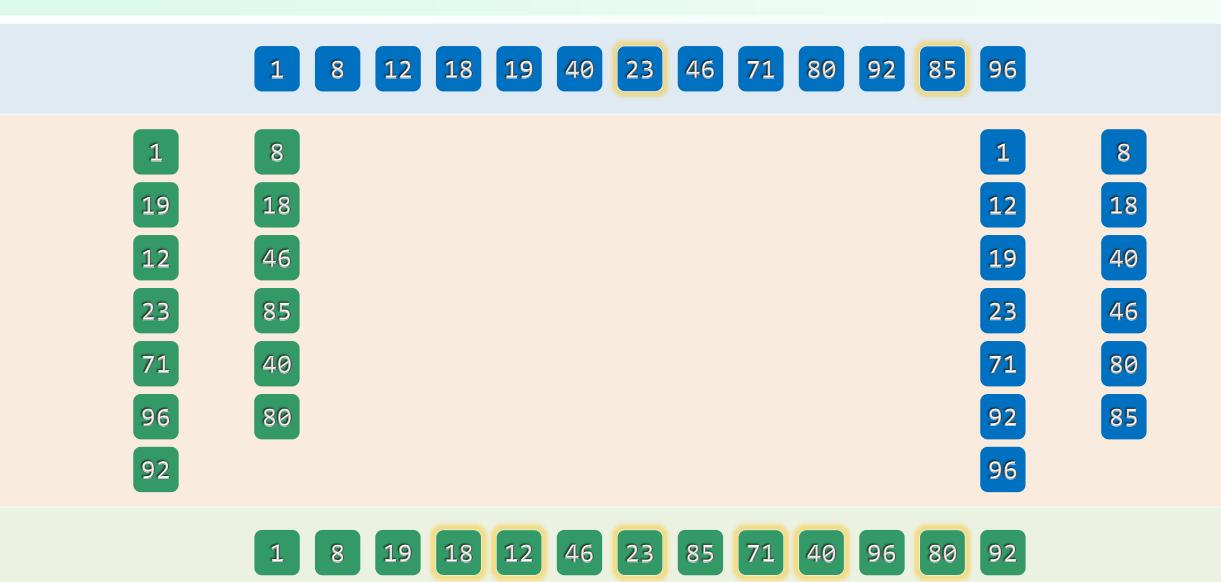
 23
 85
 71

 40
 96
 80

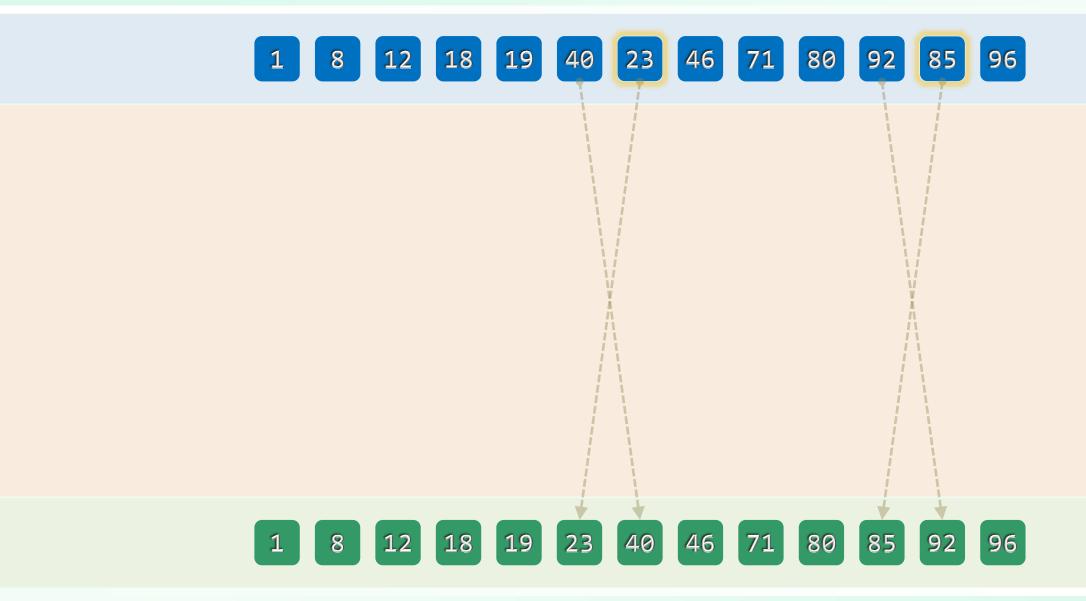
 92
 80

1 8 19 18 12 46 23 85 71 40 96 80 92

实例:h₂ = 2



实例: $h_1 = 1$

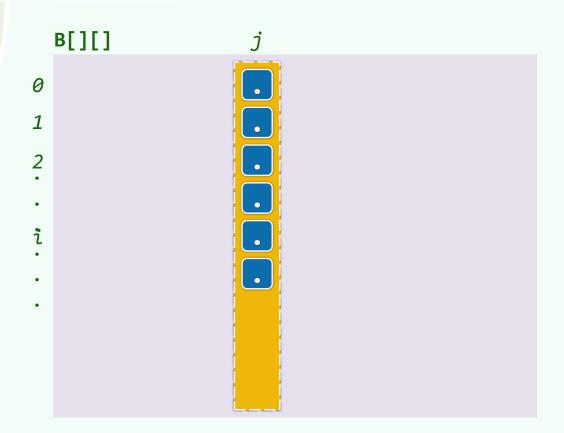


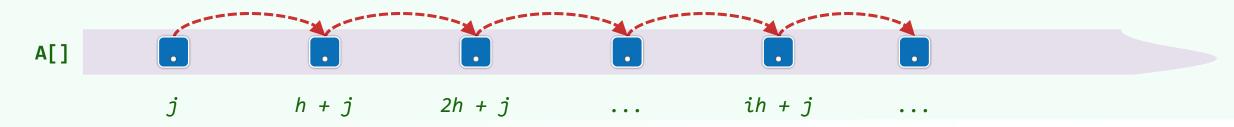
Call-by-rank

- ❖如何实现矩阵重排?莫非,需要使用二维向量?
- ❖ 实际上,借助一维向量足矣
- ❖ 在每步迭代中,若当前的矩阵宽度为h,则

$$B[i][j] = A[i \cdot h + j]$$

或 A[k] = B[k/h][k%h]





实现

} //0 <= lo < hi <= size <= 2^30</pre>

```
template <typename T> void <a href="Vector">Vector</a><T>::shellSort( Rank lo, Rank hi ) {
  // Using PS Sequence { 1, 3, 7, 15, 31, 63, 127, ..., 1073741823, ... }
  for ( int j = lo + d; j < hi; j++ ) { //for each j in [lo+d, hi)
        T x = _elem[j]; int i = j - d;
        while ( lo <= i && _elem[i] > x )
           { elem[i + d] = elem[i]; i -= d; }
        _elem[i + d] = x; //insert [j] into its subsequence
```