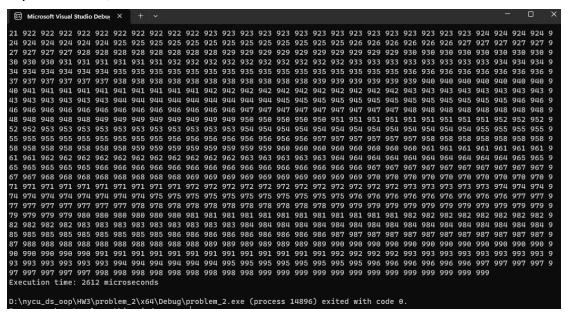
Input size = 100

Time duration: 15 microseconds

Input size = 1,000

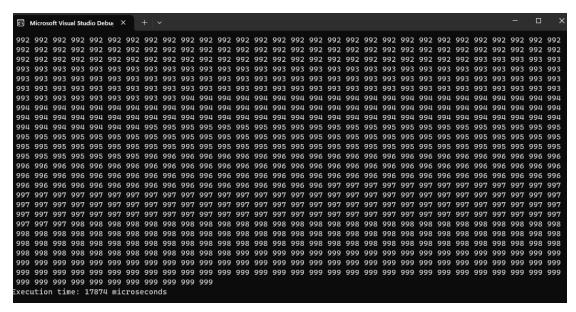
Time duration: 203 microseconds

Input size: 10,000



Time duration: 2612 microseconds

Input size: 100,000



Time duration: 17874 microseconds

將執行時間與 insertion sort 與 merge sort 做比較,可以發現在較少 elements 需排序的時候(n=100),insertion sort 依然擁有最短的排序時間,然而將 scale 拉大後(n>100),heap sort 就擁有最短的執行時間。

採用時機:

若需要排序的數目較少時,應該選用 insertion sort 當作排序的方法,若需排序的數目增加,不應當再採取 insertion sort,而是使用 merge sort 或 heap sort,其中 heap sort 的排序時間又會優於 merge sort。

Worst case:

```
int main() {
    int arr_size;
    cout << "Please input the heap_size of the arr:";
    cin >> arr_size;
    int* input = new int[arr_size];
    for (int i = 0; i < arr_size; i++) {
        int num = rand() % 1000;
        input[i] = num;
    }

    auto start_time = chrono::high_resolution_clock::now();
    HeapSort(input, arr_size);
    auto end_time = chrono::high_resolution_clock::now();

// Printarr(input, arr_heap_size);
    auto duration = chrono::duration_cast<chrono::microseconds>(end_time - start_time);
    cout << "Execution time: " << duration.count() << " microseconds" << endl;
    delete[] input;
    return 0;
}</pre>
```

```
void HeapSort(int* arr, int heap_size) {

   BuildMaxHeap(arr, heap_size);

   for (int i = heap_size - 1; i >= 1; i--) {
      swap(arr[0], arr[i]);
      MaxHeapify(arr, 0, i - 1);
   }
}
```

時間複雜度 = O(BuildMaxHeap) + n-1*O(MaxHeapify) + n-1*O(swap)

BuildMaxHeap:

```
void BuildMaxHeap(int* arr, int heap_size) {
    for (int i = heap_size / 2 - 1; i >= 0; i--) {
        MaxHeapify(arr, i, heap_size - 1);
    }
}
```

第一眼會覺得 O(BuildMaxHeap) = (n/2-1)*O(MaxHeapify),然而並非每一個節點都須做 MaxHeapify,最底層的節點(由 n/2 給出)根本不會向下移動。 倒數第二層 (n/4) 的節點將向下移動 1 次,因為下面只剩下一層可以向下移動。 倒數第三層的節點將向下移動 2 次,依此類推。

可以得到:

```
(n/2 * 0) + (n/4 * 1) + (n/8 * 2) + (n/16 * 3) + ...h = n/2 = O(n)
```

Swap:

```
void swap(int& t1, int& t2) {
   int temp = t1;
   t1 = t2;
   t2 = temp;
}
```

資料交換而已,所以 O(swap)=O(1)

MaxHeapify:

```
void MaxHeapify(int* arr, int root, int heap_heap_size) {
   int left = 2 * root + 1;
   int right = 2 * root + 2;
   int largest;

   if (left <= heap_heap_size && arr[left] > arr[root])
        largest = left;
   else
        largest = root;

   if (right <= heap_heap_size && arr[right] > arr[largest])
        largest = right;

   if (largest != root) {
        swap(arr[largest], arr[root]);
        MaxHeapify(arr, largest, heap_heap_size);
   }
}
```

可以看出跟父節點比較完後,若不滿足條件則會繼續比較,故 worst case 會比 比較到整棵樹高,也就是 logn,所以 O(MaxHeapify) = logn

```
時間複雜度 = O(BuildMaxHeap) + n-1*O(MaxHeapify) + n-1*O(swap)
= O(n) + n-1*O(logn)+n-1
= O(nlogn)
```

Best case:

當要排序的列表中的所有元素都相同時,則每個節點的運算時間皆為 O(1),因為不需要將任何節點去做移動或是將最大節點往上移動,因為每個節點的值皆相同,故時間複雜度為 n(n 個節點) x O(1) = O(n)