

# Algorithm Design and Analysis

David N. JANSEN, Bohua ZHAN

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# 算法设计与分析

詹博华，杨大卫

# This week's content

- Today Wednesday:
  - Recap Simple Sort Algorithms
  - Chapter 6: Heapsort and Priority Queues
  - Exercises
- Tomorrow Thursday:
  - Exercise solutions
  - Chapter 7: Quicksort
  - Chapter 8: Linear sorting

# 这周的内容

- 今天周三：
  - 复习简单的排序算法
  - 第6章：堆排序，  
优先队列
  - 练习
- 明天周四：
  - 练习题解答
  - 第7章：快速排序
  - 第8章：线性时间排序

# Recap

- What is an algorithm?
- 什么是算法?

# Recap

- Algorithm := sequence of instructions that transform input into output  
把输入转换成输出的计算步骤的序列
- Big-O Notation: describe asymptotic rate of growth of functions  
大O记号：描写函数的渐近的增长速度
- Divide and Conquer: a method to construct algorithms  
divide a problem into smaller problems and solve every one recursively
- Recurrence 递归式: describe runtime of a divide-and-conquer algorithm

# Simple Sort Algorithms

简单的排序算法

# Simple Sort Algorithms

- Insertion Sort:  
The first part of the array is already sorted.  
To extend that part, insert an additional element in the correct place.
- Selection Sort:  
The first part of the array already contains the smallest elements in order.  
To extend that part,  
find the smallest remaining element  
and append it to the sorted elements.

# 简单的排序算法

- 插入排序：  
数组的第一部分已经排序的。  
为了延长这个部分，  
在正确的位置插入一个附加元素。
- 选择排序：  
数组的第一部分已包含  
最小的元素按顺序。  
为了延长这个部分，  
找到剩余的最小元素，  
并将其附加到已排序的元素中。

# Insertion Sort

INSERTION-SORT(array  $A$ )

$j-1 \leq A.length \wedge$   
 $A[1 \dots j-1]$  is sorted

**for**  $j := 2$  **to**  $A.length$

$key = A[j]$

$i = j - 1$

**while**  $i > 0$  **and**  $A[i] > key$

$A[i+1] = A[i]$

$i = i - 1$

$A[i + 1] = key$

$j \leq A.length \wedge$   
 $A[1 \dots j]$  is sorted

# Insertion Sort

INSERTION-SORT(array  $A$ )

$j = 2$

**while**  $j \leq A.length$

$j-1 \leq A.length \wedge$   
 $A[1 \dots j-1]$  is sorted

$key = A[j]$

$i = j - 1$

**while**  $i > 0$  and  $A[i] > key$

$A[i+1] = A[i]$

$i = i - 1$

$A[i + 1] = key$

$j = j + 1$

$j \leq A.length \wedge$   
 $A[1 \dots j]$  is sorted

$j-1 \leq A.length \wedge$   
 $A[1 \dots j-1]$  is sorted

$0 \leq i \leq j-1 \leq A.length \wedge$   
 $A[1 \dots i]$  is sorted  $\wedge$   
 $\langle key, A[i+2 \dots j-1] \rangle$  is sorted



# Loop Invariant

- **Initialisation:** Need to prove: When the loop starts, the loop invariant holds.
- **Maintenance:** Need to prove: If the loop invariant (and the loop condition) hold at the beginning of the loop iteration, then the invariant holds at the end of the loop iteration.
- **Termination:** Use the loop invariant (and the negation of loop condition) to prove any property required after the loop.

# 循环不变式

- **初始化:** 需要证明:  
循环开始的时候, 不变式为真。
- **保持:** 需要证明:  
如果某次迭代之前不变式 (和循环条件) 为真,  
那么这次迭代之后它仍为真。
- **终止:** 使用循环不变式  
(和循环条件的否定)  
证明任何循环后的要求。

# Insertion Sort: Loop Invariant

- Loop invariant for insertion sort: At the beginning of an iteration,  
 $j-1 \leq A.length \wedge A[1 \dots j-1]$  is sorted.
- **Initialisation:**  
When the loop starts ( $j = 2$ ),  $1 \leq A.length \wedge A[1 \dots 1]$  is sorted.
- **Maintenance:**  
If at beginning of an iteration,  $j-1 \leq A.length \wedge A[1 \dots j-1]$  is sorted,  
then at end of the iteration  $j \leq A.length \wedge A[1 \dots j]$  is sorted (before  $j = j+1$ ).
- **Termination:** At the end of the last iteration ( $j = n$ ),  $A[1 \dots n]$  is sorted.

# Selection Sort

SELECTION-SORT(array  $A$ )

$A[1 \dots j-1]$  is sorted  $\wedge$   
no element of  
 $A[j \dots n]$  is smaller

**for**  $j := 1$  **to**  $A.length-1$

$min = j$

**for**  $i = j+1$  **to**  $A.length$

**if**  $A[i] < A[min]$

$min = i$

Swap  $A[j]$  and  $A[min]$

$A[1 \dots j-1]$  is sorted  $\wedge$   
no element of  $A[j \dots n]$   
is smaller  $\wedge$   $A[min]$  is  
minimal in  $A[j \dots i-1]$

$A[1 \dots j]$  is sorted  $\wedge$   
no element of  
 $A[j+1 \dots n]$  is smaller

# Runtime analysis of selection sort

- $n = A.length$
- Outer loop runs  $n-1$  times.
- Inner loop runs  $n-1, n-2, \dots, 2, 1$  times =  $n(n-1)/2 = (n^2 - n)/2$  times total.
- Therefore, the whole algorithm is in  $\Theta(n^2)$ .
- Even if the array is already sorted, the loops are not left early.  
Slower than insertion sort!

# Heapsort

# 堆排序

# Heap

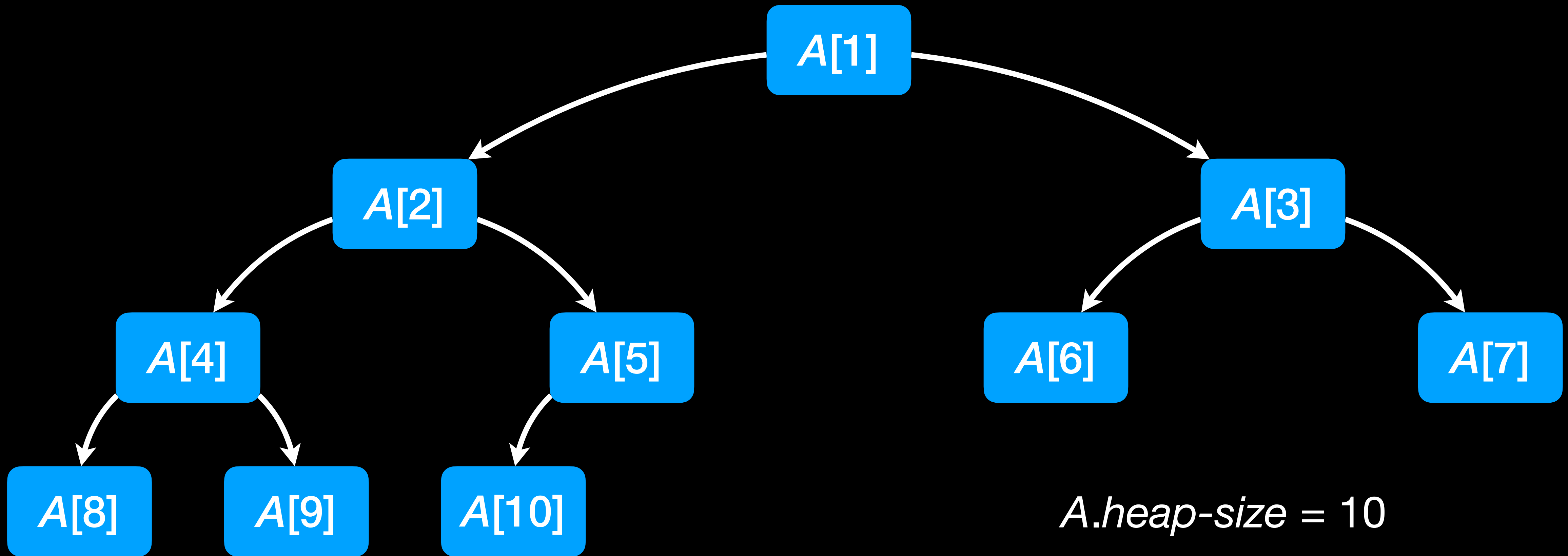
- Array that can be viewed as a nearly complete binary tree
- root node is  $A[1]$
- children of  $A[i]$  are  $A[2i]$  and  $A[2i+1]$  (if  $2i$  and  $2i+1 \leq A.heap\text{-}size$ , resp.)
- parent of  $A[i]$  is  $A[\lfloor i/2 \rfloor]$  (if  $i > 1$ )
- $A.length$  = allocated size of array  
 $A.heap\text{-}size$  = number of elements in heap

# 堆

- 数组，  
可以看成是一个近似的完全二叉树
- 根结点是  $A[1]$
- $A[i]$  的孩子结点是  $A[2i]$  和  $A[2i+1]$  (如果  $2i$  和  $2i+1 \leq A.heap\text{-}size$ )
- $A[i]$  的父结点  $A[\lfloor i/2 \rfloor]$  ( $i > 1$  的话)
- $A.length$  = 数组的分配大小  
 $A.heap\text{-}size$  = 堆中的元素数

# Heap

# 堆



# Max-Heap, Min-Heap

- use max-heaps for **sorting**, they satisfy the **max-heap property**:

$$A[\text{PARENT}(i)] \geq A[i] \quad \text{if } i > 1$$

- (Root of contains the largest node.)
- use min-heaps for **min-priority queues**, they satisfy the **min-heap property**:

$$A[\text{PARENT}(i)] \geq A[i] \quad \text{if } i > 1$$

# 最大堆, 最小堆

- 使用最大堆可以**排序**, 最大堆满足**最大堆性质**:

$$A[\text{PARENT}(i)] \geq A[i] \quad \text{如果 } i > 1$$

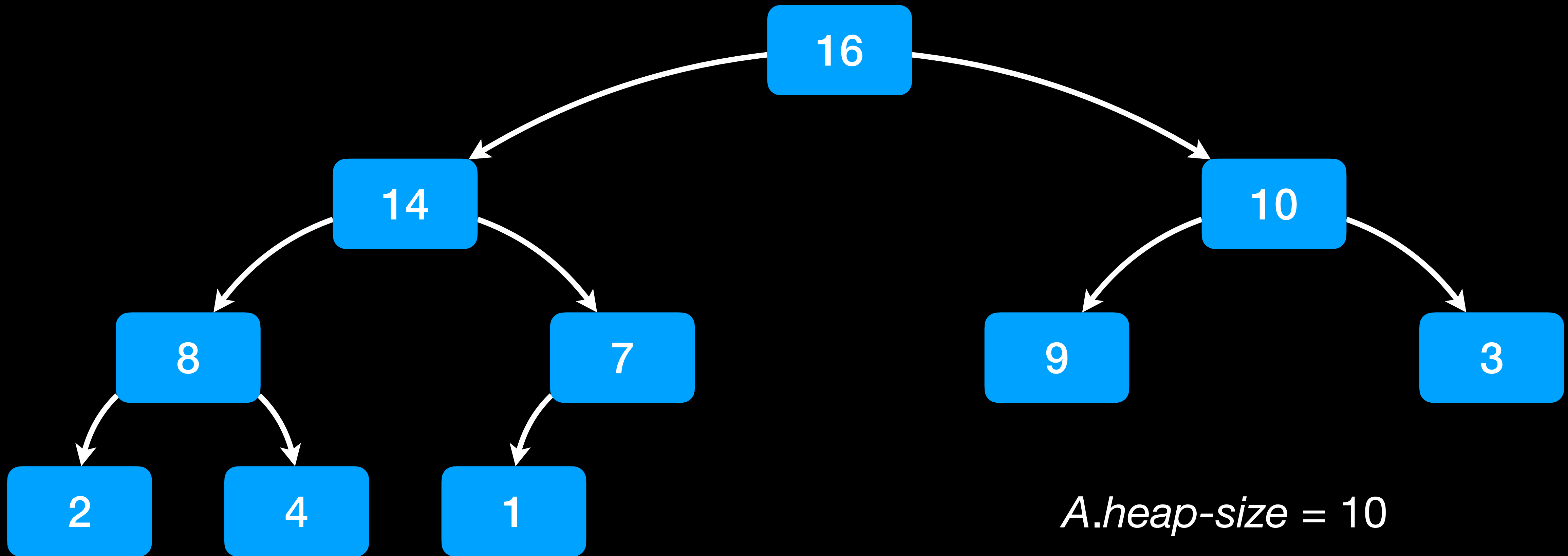
- (最大堆的根保存最大的结点。)
- 使用最小堆可以实现**最小优先队列**, 最小堆满足**最小堆性质**:

$$A[\text{PARENT}(i)] \leq A[i] \quad \text{如果 } i > 1$$



# Max-Heap

最大堆



# Operations on Max-Heaps

- MAX-HEAPIFY:  
correct one error in a max-heap  
Running time:  $O(\log n)$
- BUILD-MAX-HEAP:  
build a heap from an unordered array  
Running time:  $O(n)$
- HEAPSORT:  
sort an array using a heap  
Running time:  $O(n \log n)$

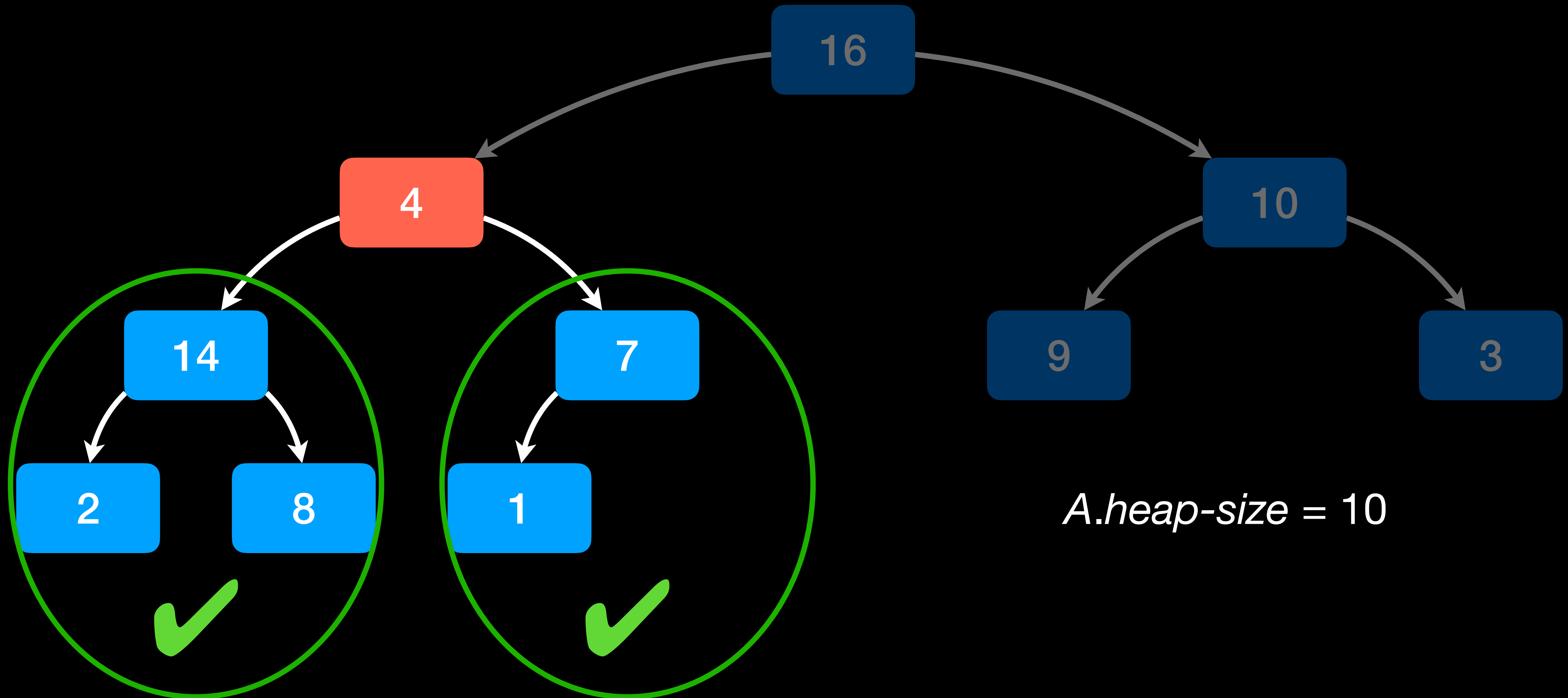
# 最大堆的操作

- MAX-HEAPIFY:  
更正最大堆中的一个错误  
运行时间:  $O(\log n)$
- BUILD-MAX-HEAP:  
从无序数组构造最大堆  
运行时间:  $O(n)$
- HEAPSORT:  
使用最大堆对数组进行排序  
运行时间:  $O(n \log n)$

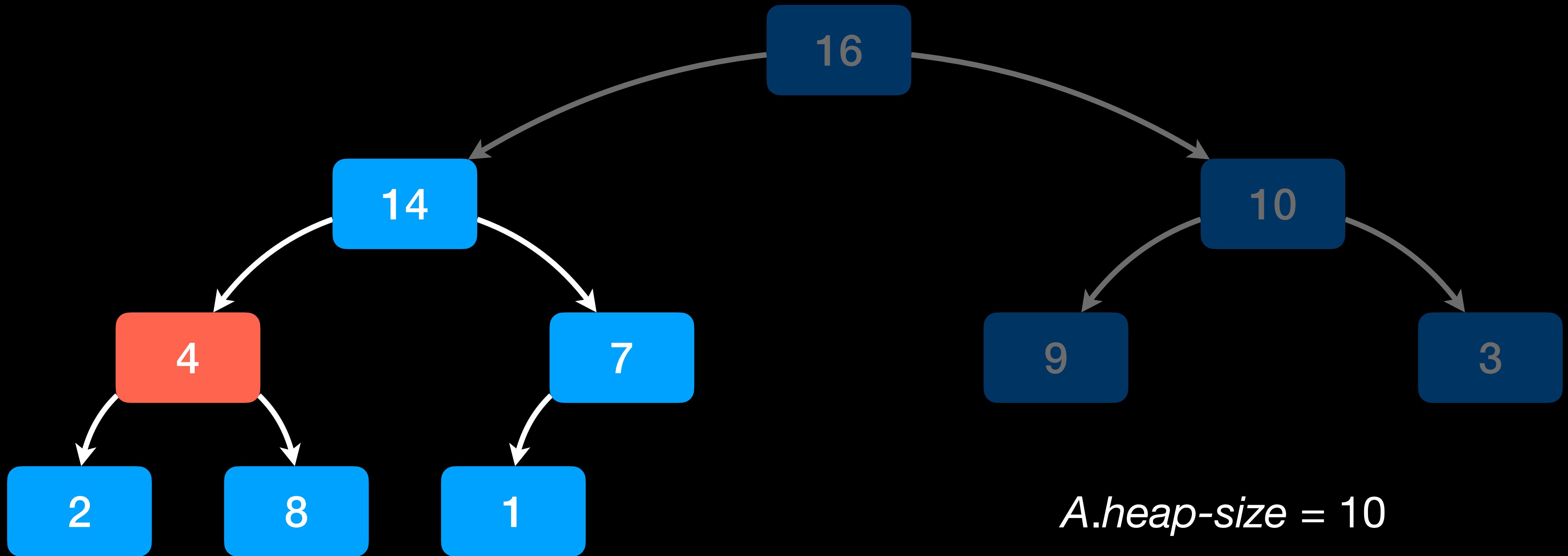
# MAX-HEAPIFY

- correct an error at  $A[i]$
  - Precondition: children  $A[2i]$  and  $A[2i+1]$  are correct max-heaps (i.e. all their descendants satisfy the max-heap property),  $A[i]$  may be too small.
  - Postcondition:  $A[i]$  is a correct max-heap.
- 更正最大堆中  $A[i]$  的错误
  - 先条件：孩子结点  $A[2i]$  和  $A[2i+1]$  是正确的最大堆  
(他们的子孙结点都满足最大堆性质)  
但是可能  $A[i]$  小于他的孩子结点。
  - 后条件：  $A[i]$  是正确的最大堆。

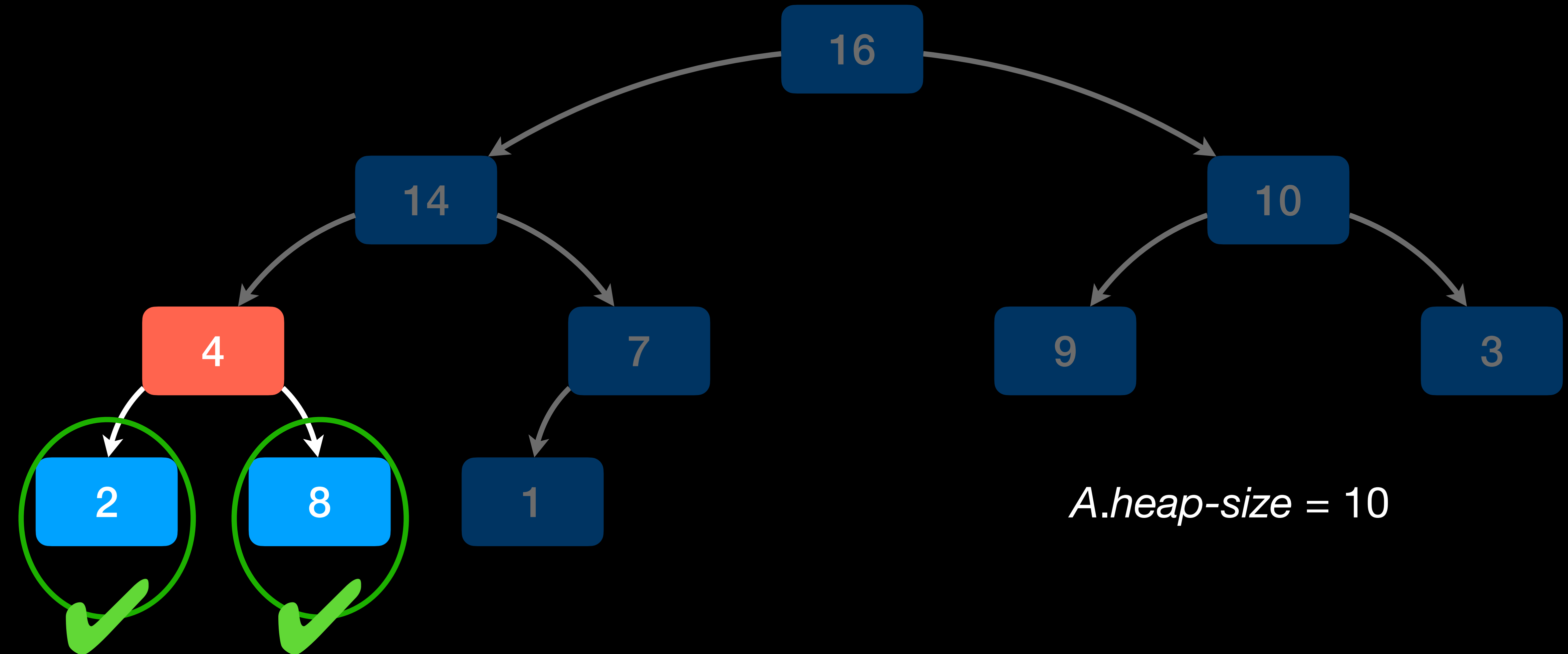
# MAX-HEAPIFY



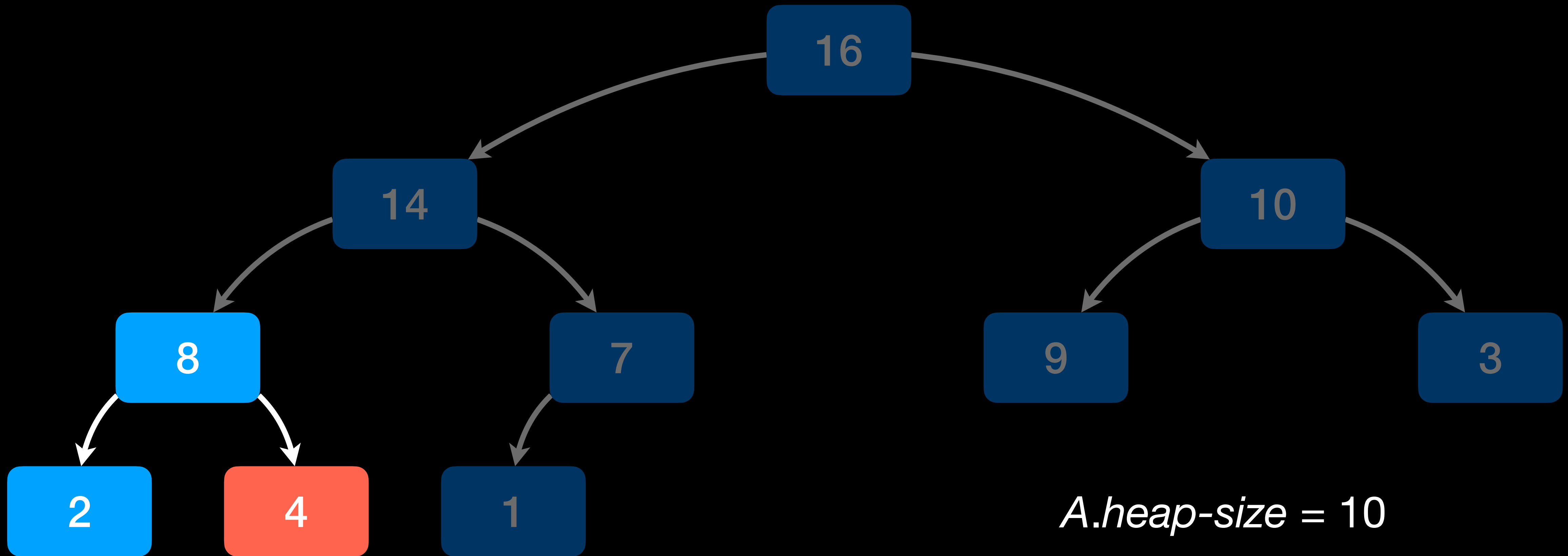
# MAX-HEAPIFY



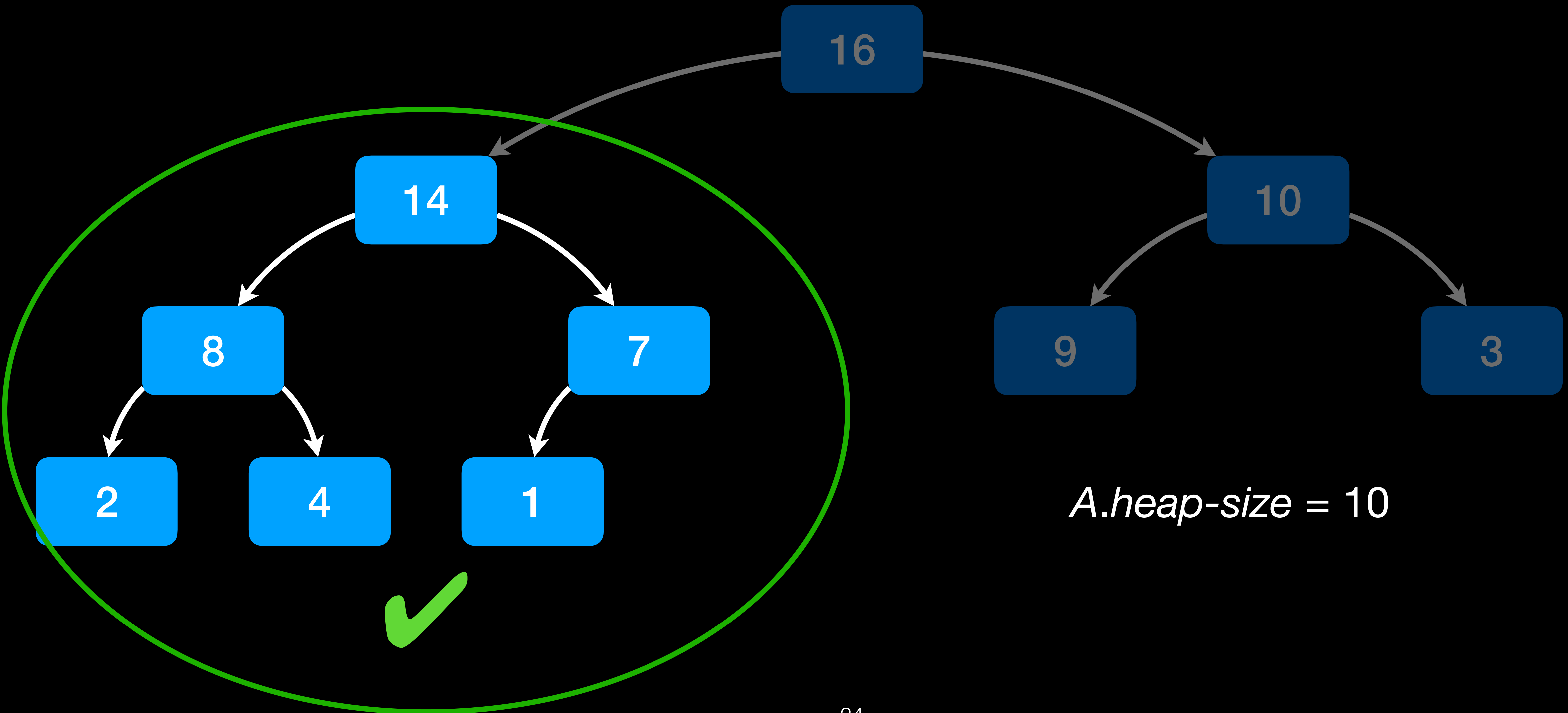
# MAX-HEAPIFY



# MAX-HEAPIFY

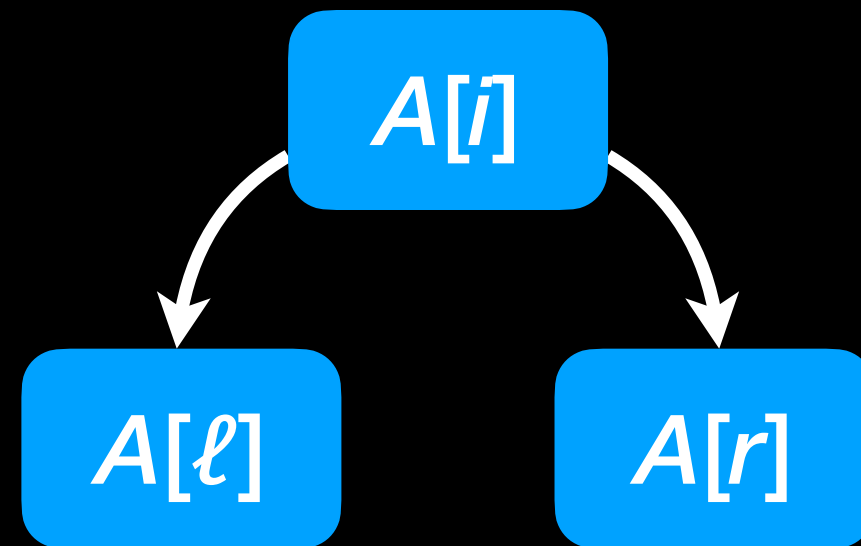


# MAX-HEAPIFY





# MAX-HEAPIFY



Find the largest  
of  $A[i]$ ,  $A[l]$ ,  $A[r]$

MAX-HEAPIFY( $A, i$ )

$\ell = \text{LEFT}(i)$       //  $\ell = 2i$

$r = \text{RIGHT}(i)$       //  $r = 2i + 1$

**if**  $i \leq A.\text{heap-size}$  **and**  $A[\ell] > A[i]$

$\text{largest} = \ell$

**else**  $\text{largest} = i$

**if**  $r \leq A.\text{heap-size}$  **and**  $A[r] > A[\text{largest}]$

$\text{largest} = r$

**if**  $\text{largest} \neq i$

    Exchange  $A[i]$  with  $A[\text{largest}]$

    MAX-HEAPIFY( $A, \text{largest}$ )

$A[i]$ 、 $A[\ell]$ 、  
 $A[r]$ 中找到最大的  
元素

# BUILD-MAX-HEAP

- build a heap from an unordered array
- Idea:
  - 1-element trees are correct heaps
  - use MAX-HEAPIFY to construct heaps from smaller correct ones
  - repeat constructing heaps until  $A[1]$  is root of a correct heap
- 从无序数组构造最大堆
- 主意:
  - 1个元素的树是正确的堆
  - 使用 MAX-HEAPIFY 从较小的正确堆构造堆
  - 重复建造堆直到  $A[1]$

# BUILD-MAX-HEAP

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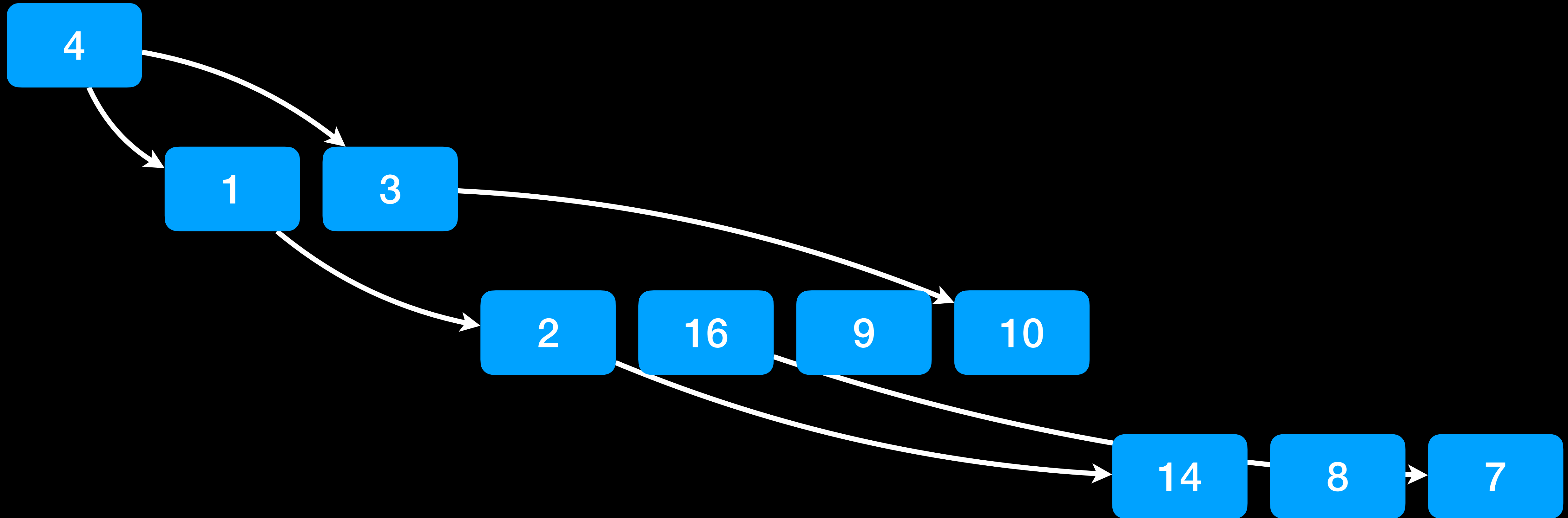
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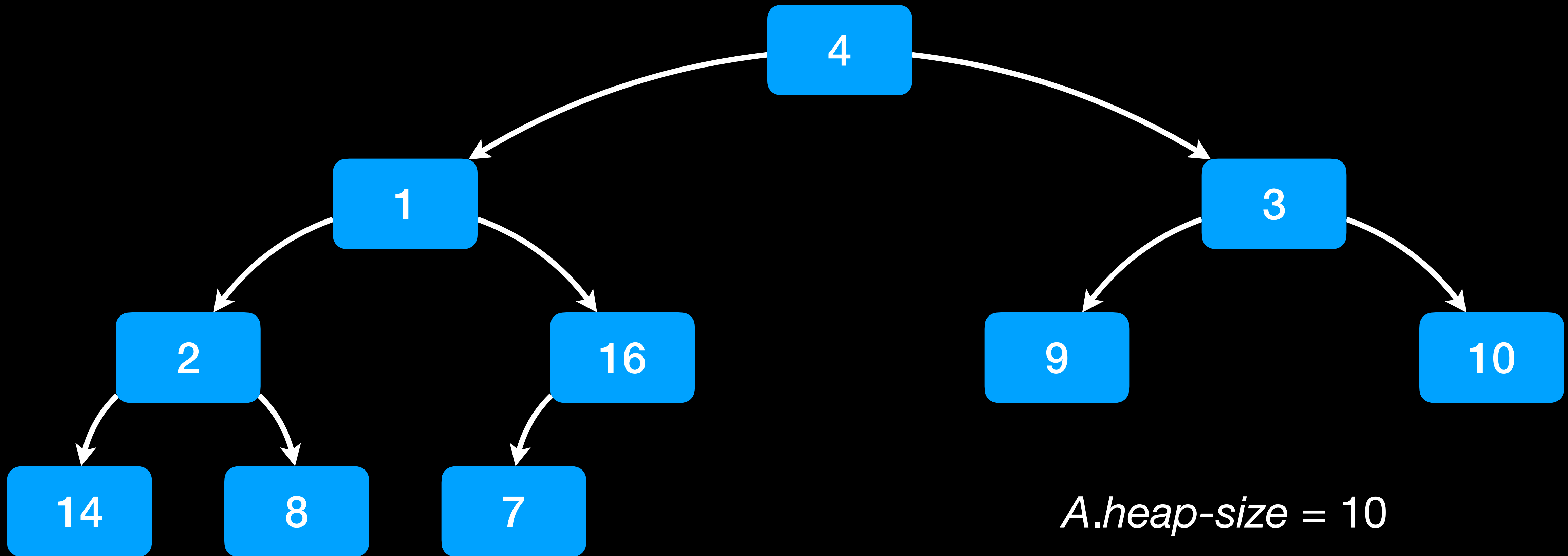
7

*A.length* = 10

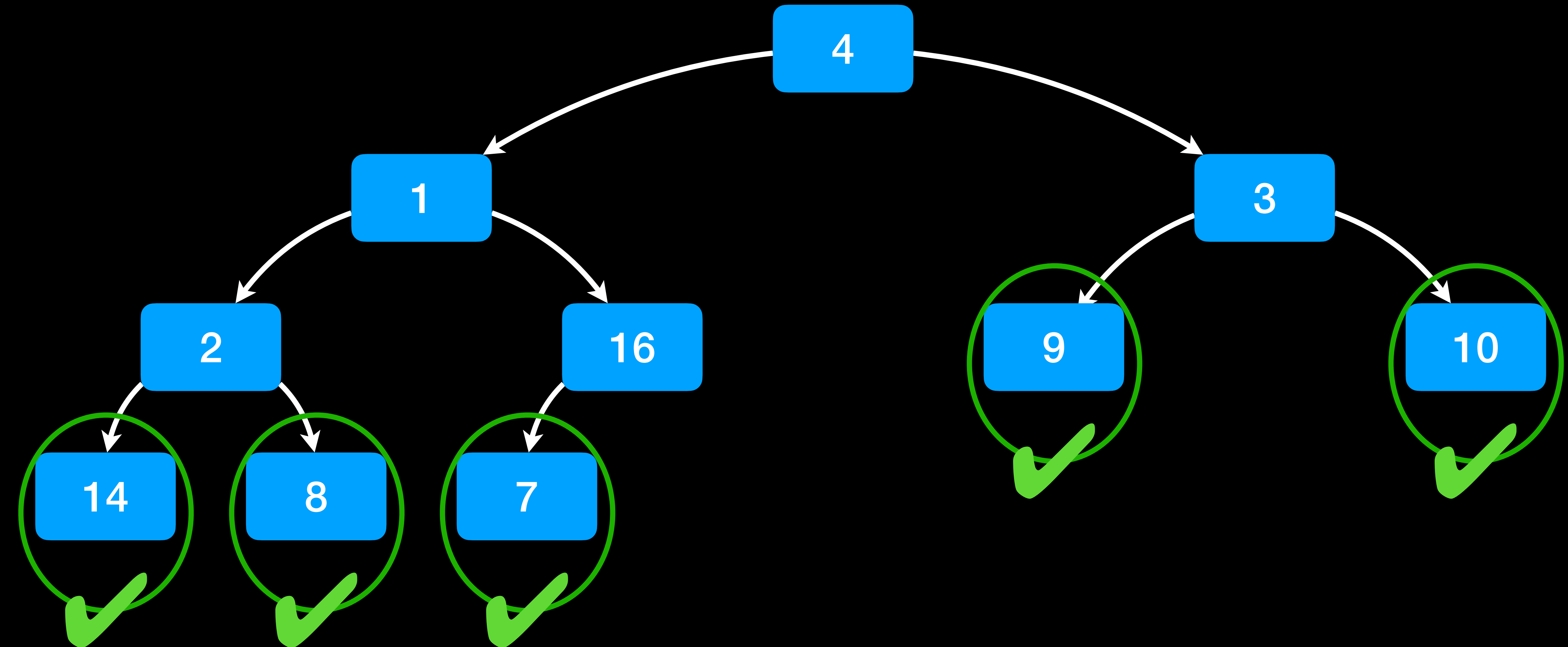
# BUILD-MAX-HEAP



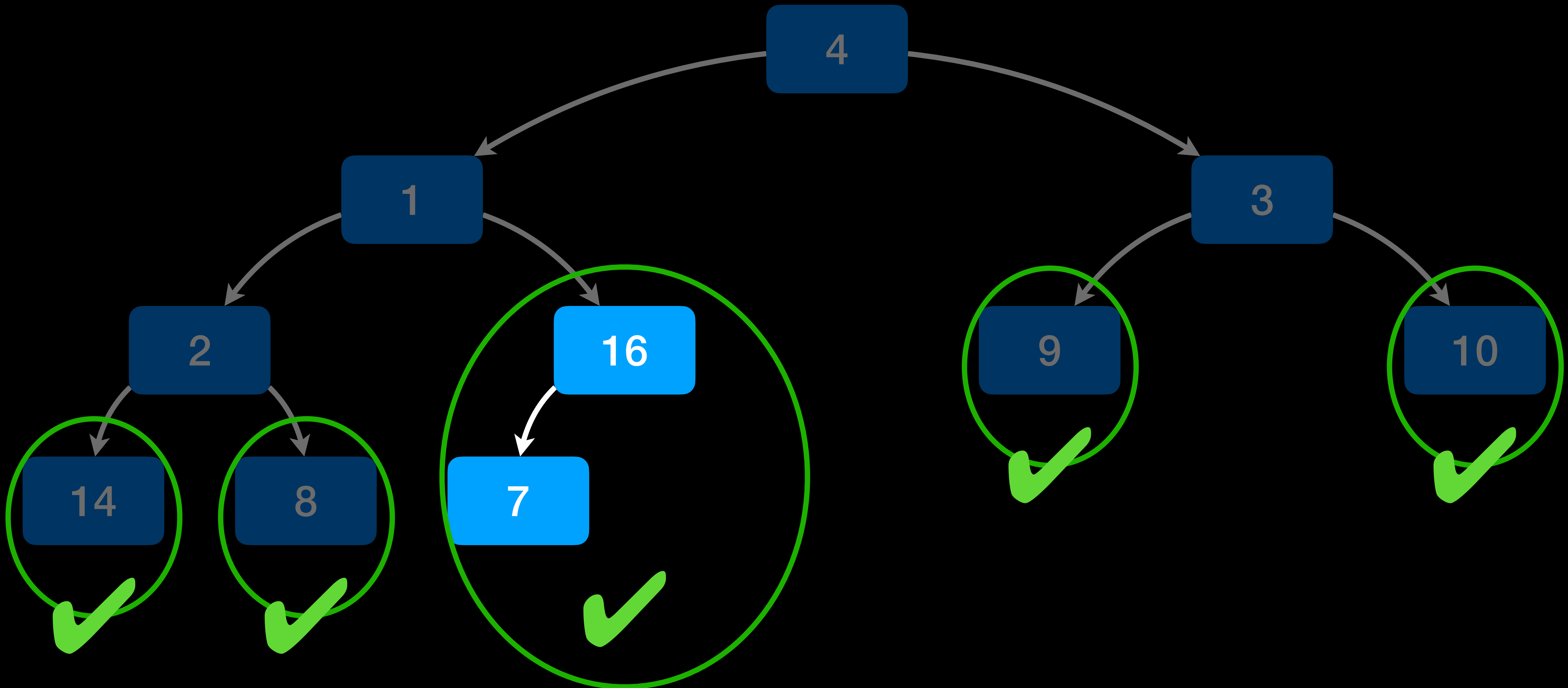
# BUILD-MAX-HEAP



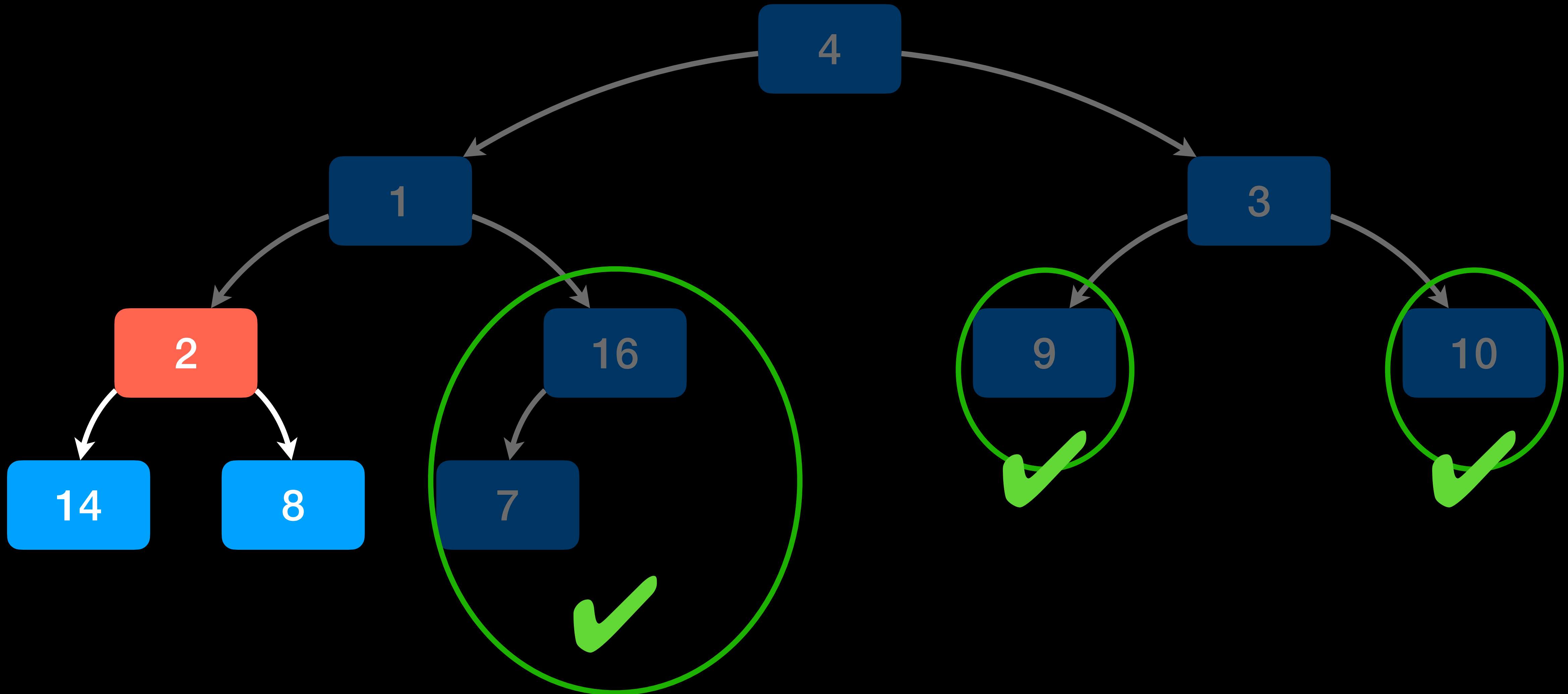
# BUILD-MAX-HEAP



# BUILD-MAX-HEAP

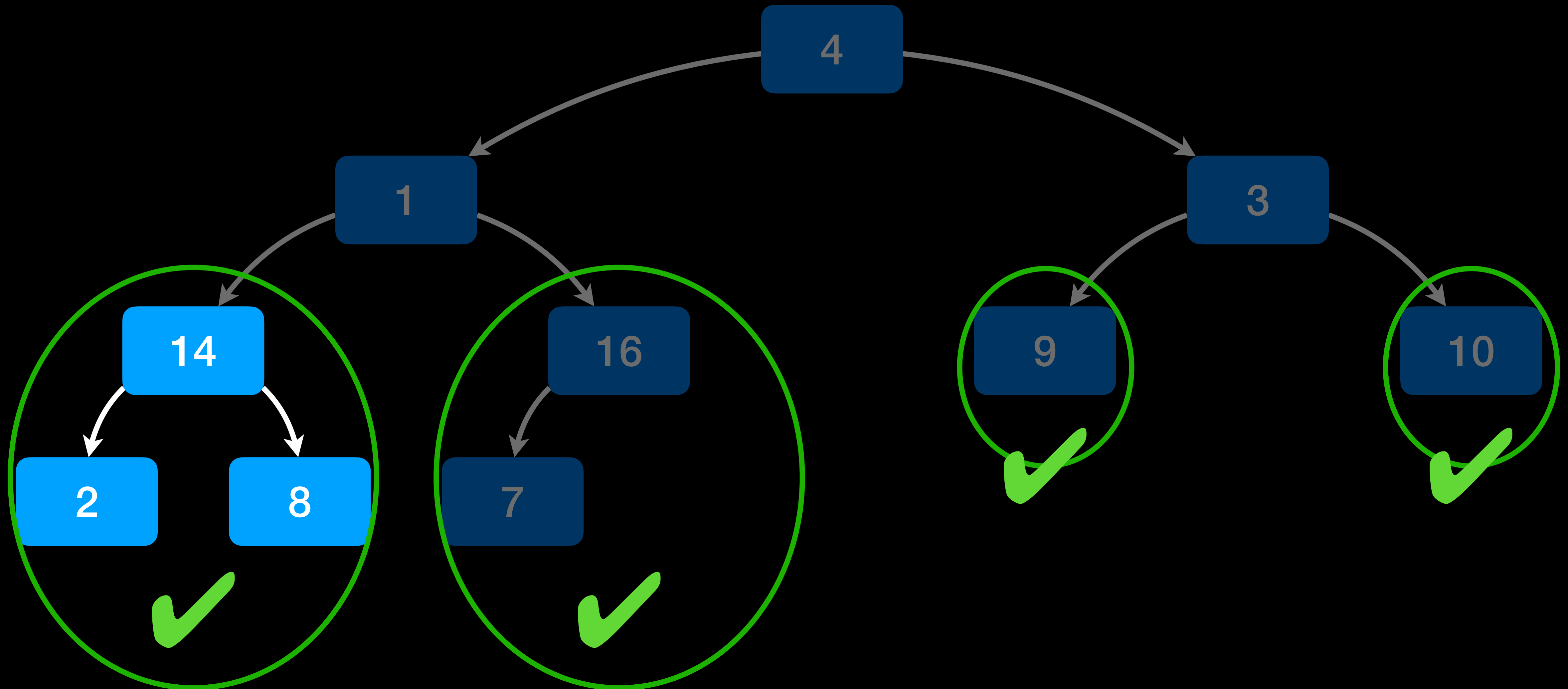


# BUILD-MAX-HEAP

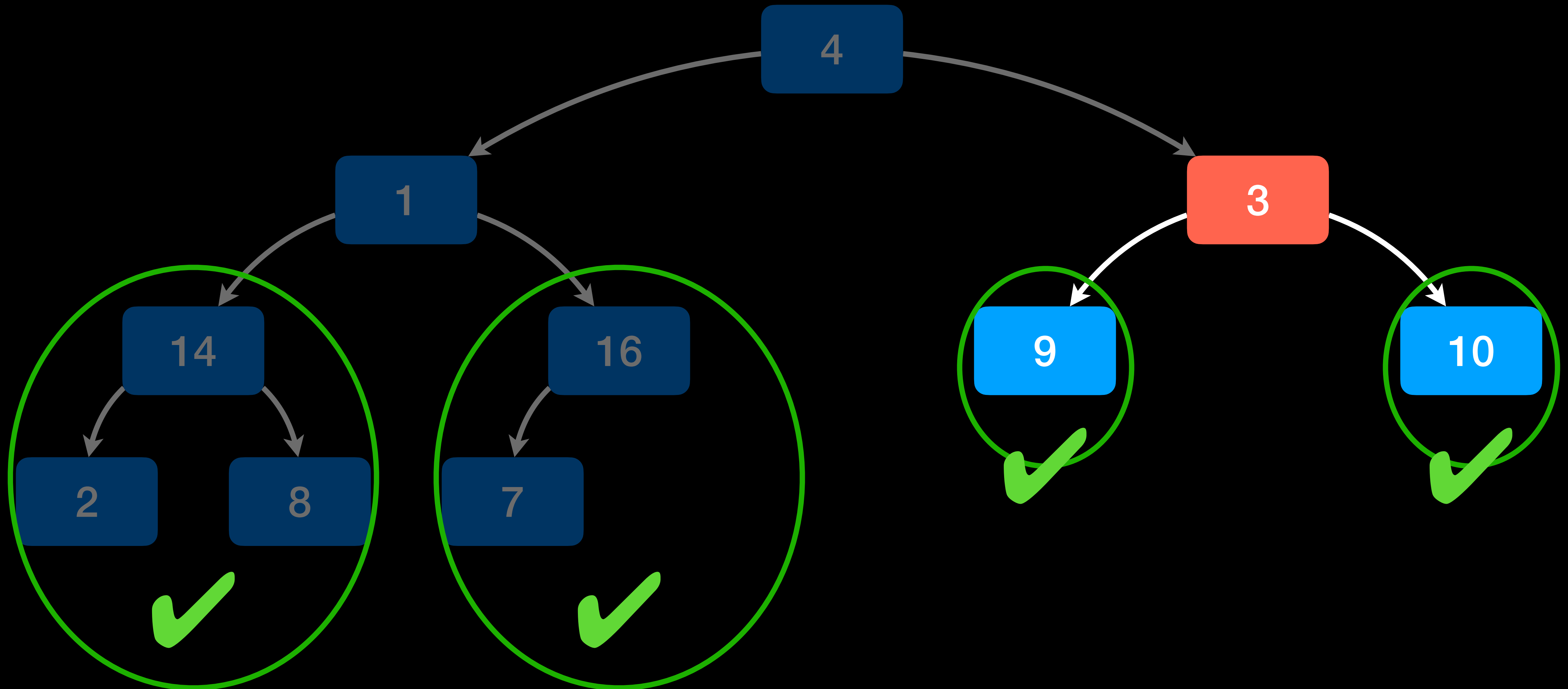




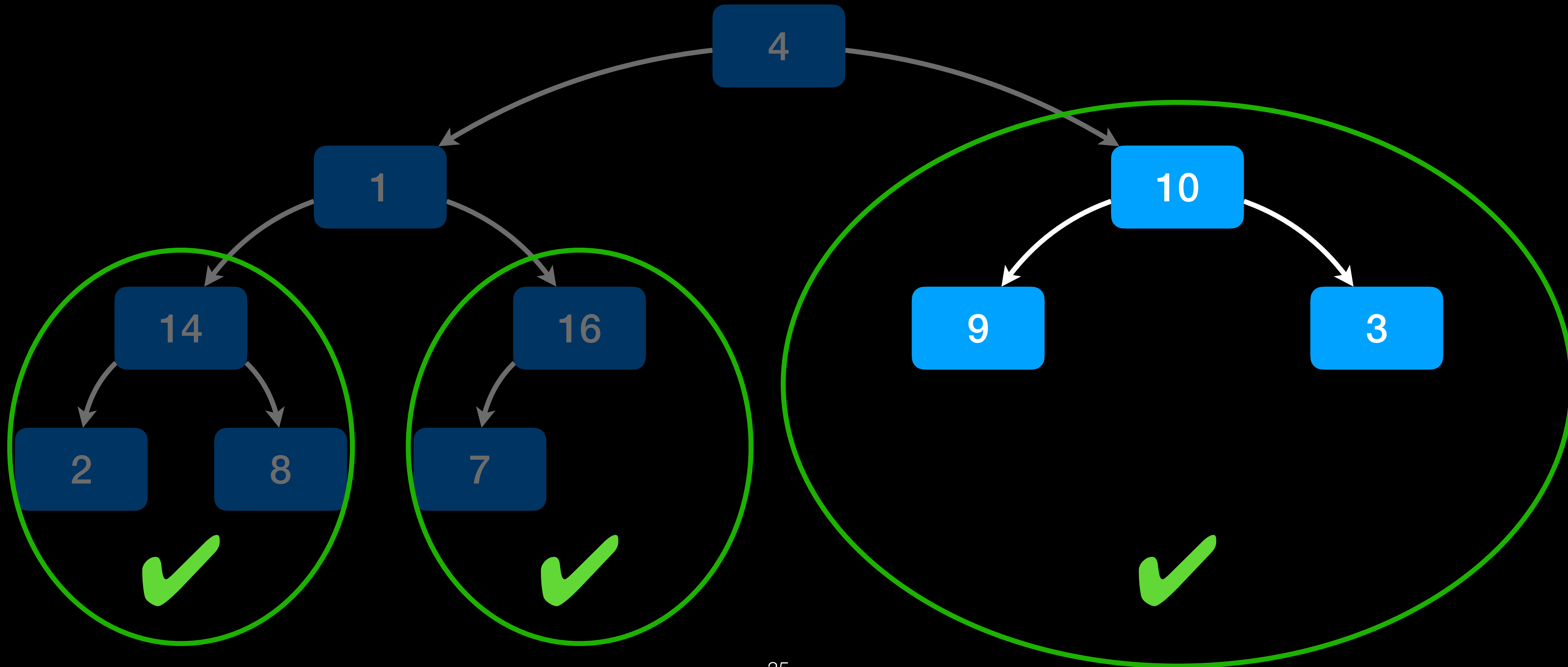
# BUILD-MAX-HEAP



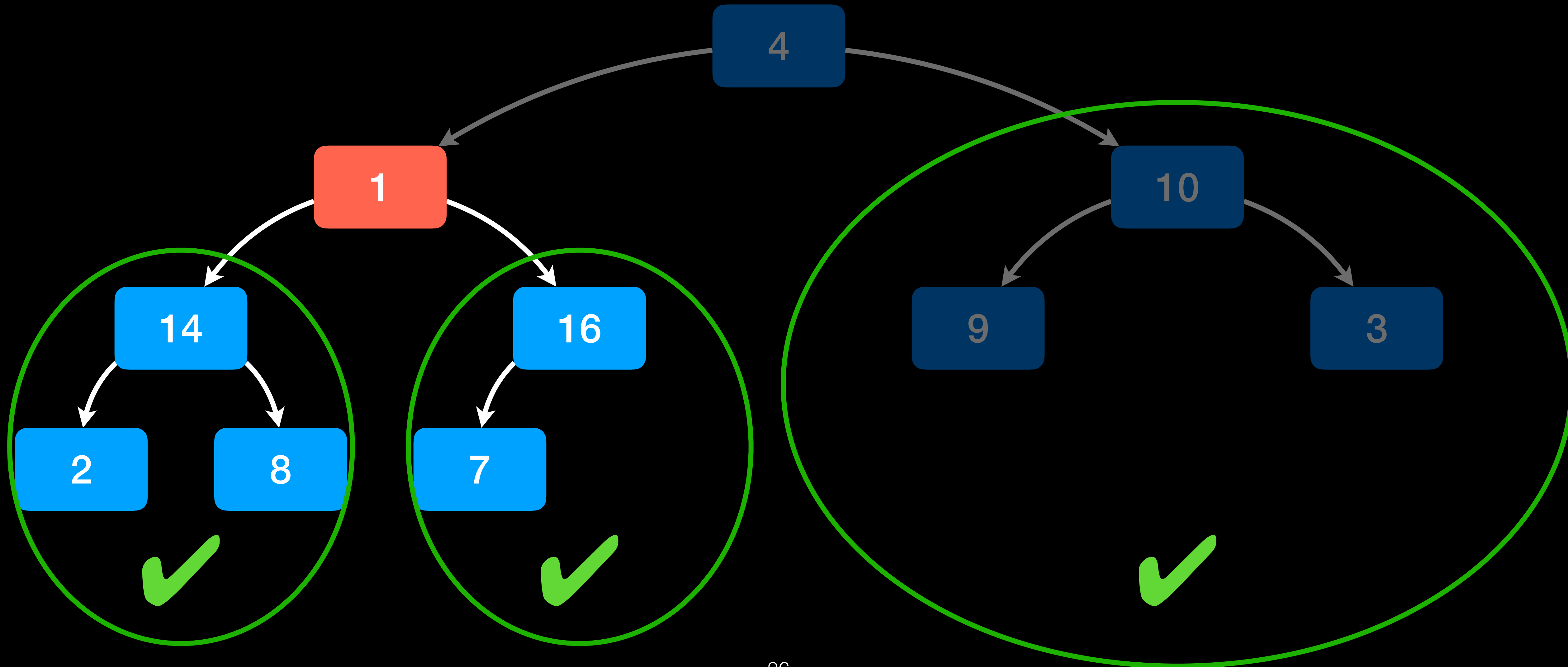
# BUILD-MAX-HEAP



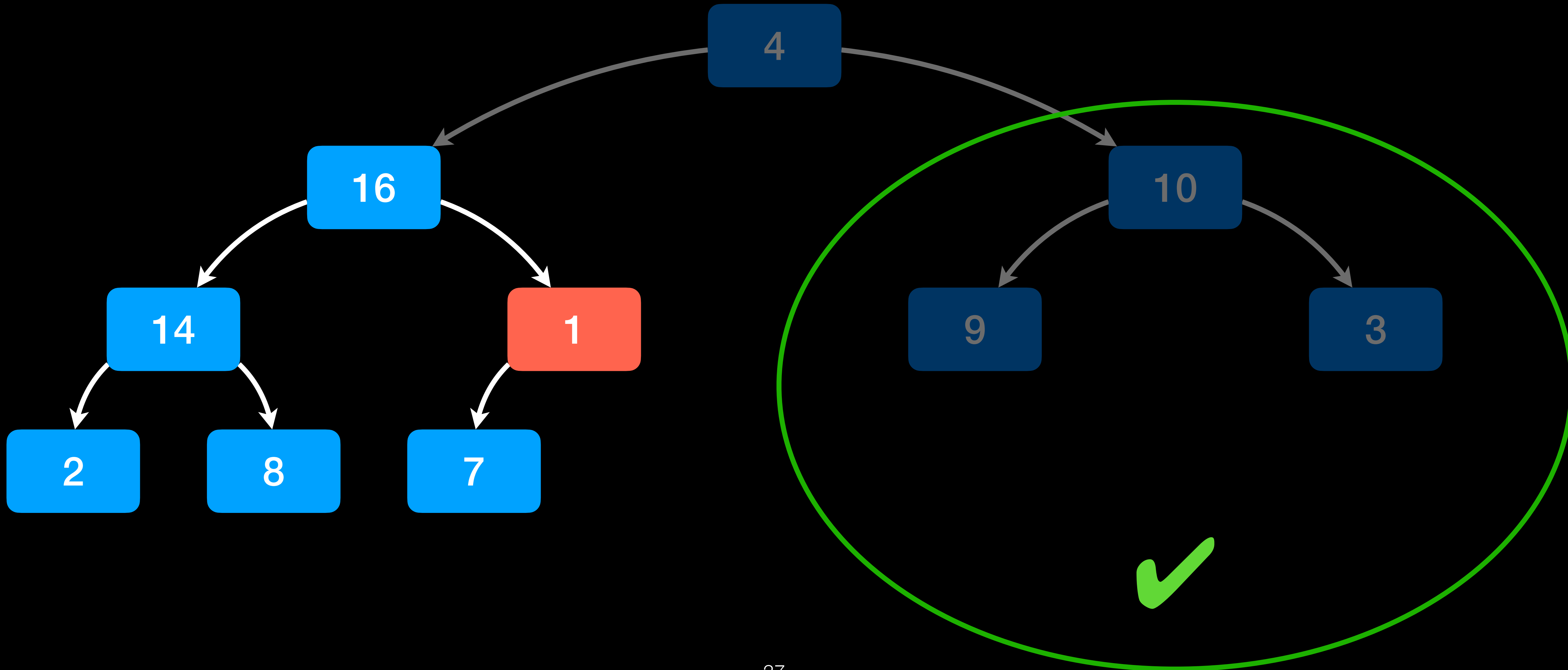
# BUILD-MAX-HEAP



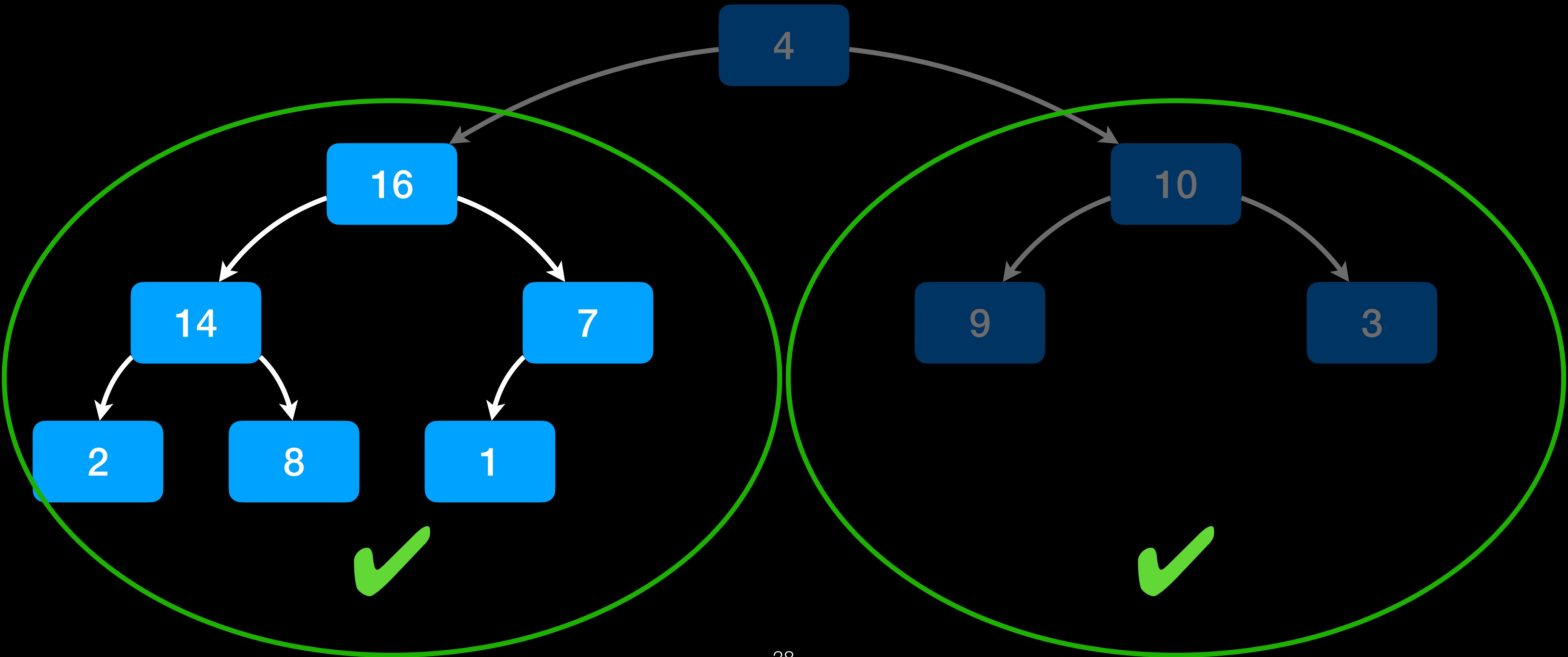
# BUILD-MAX-HEAP



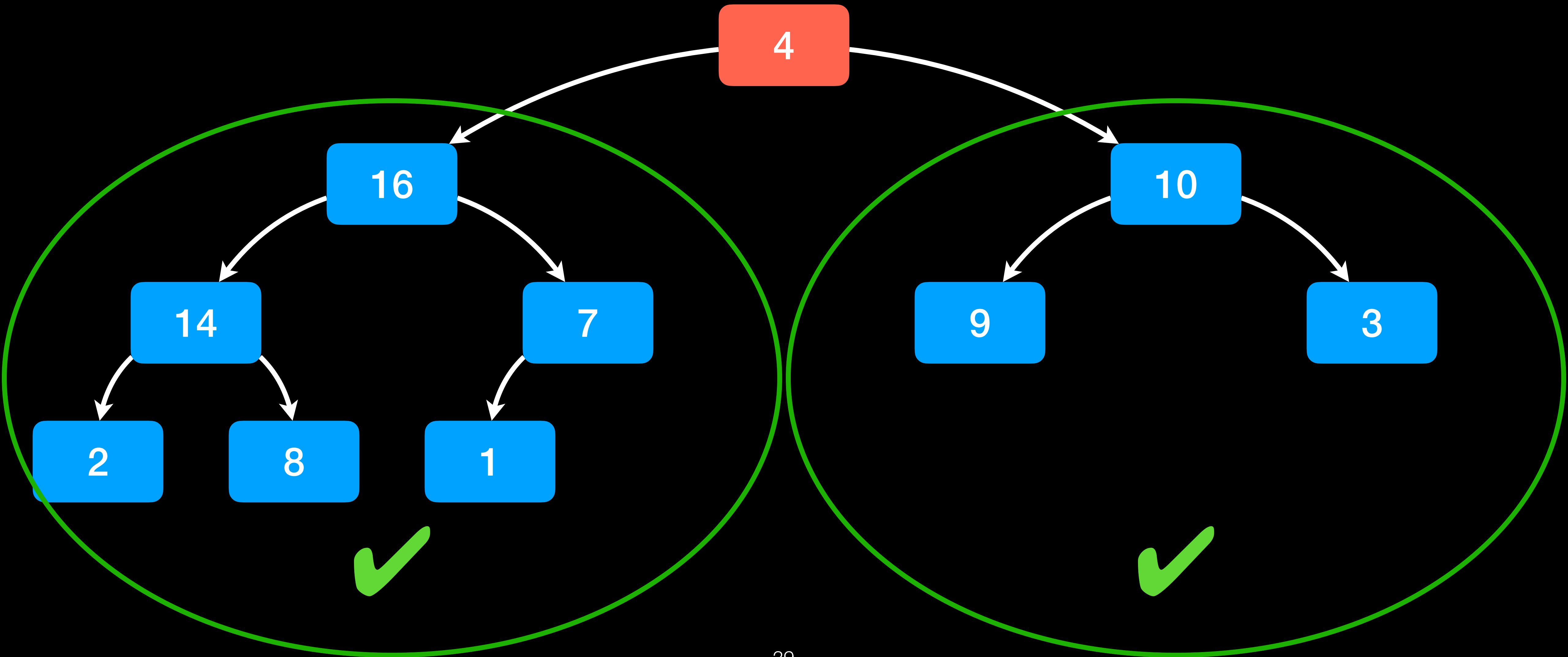
# BUILD-MAX-HEAP



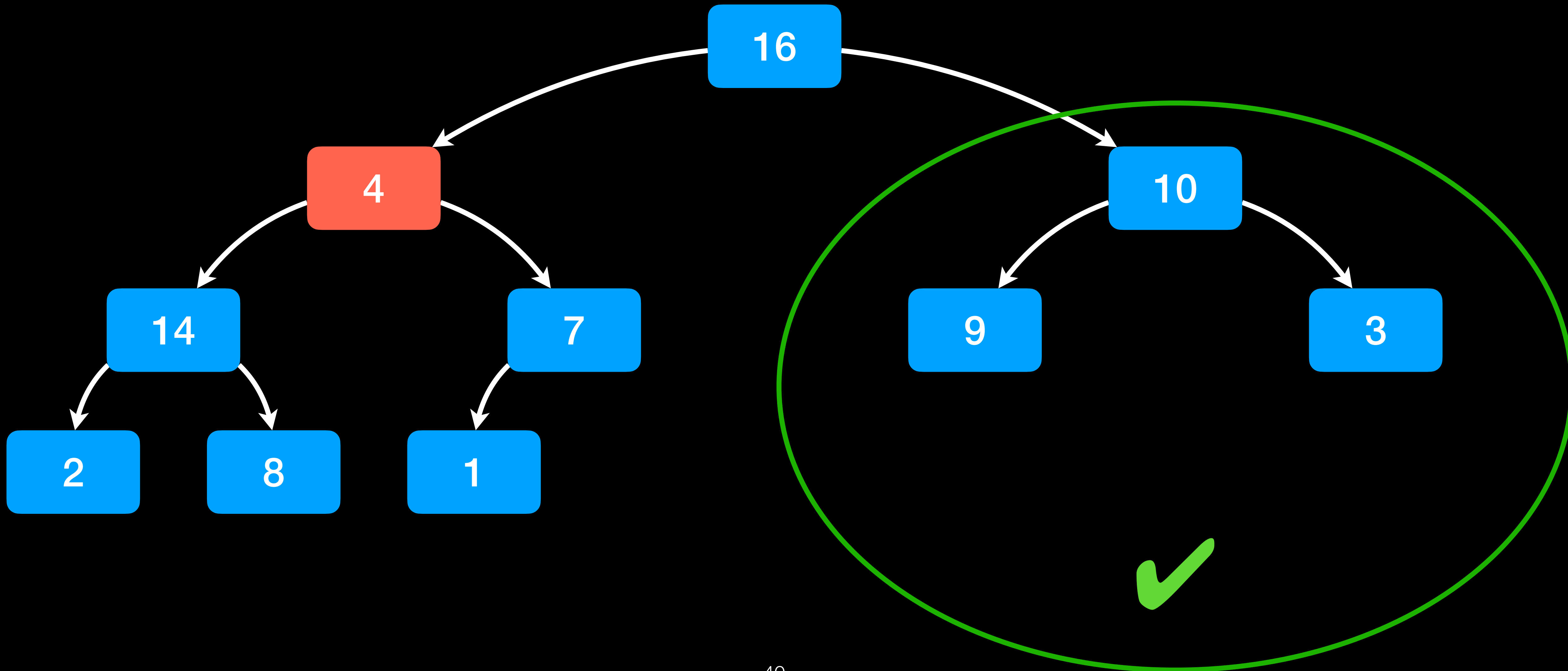
# BUILD-MAX-HEAP



# BUILD-MAX-HEAP

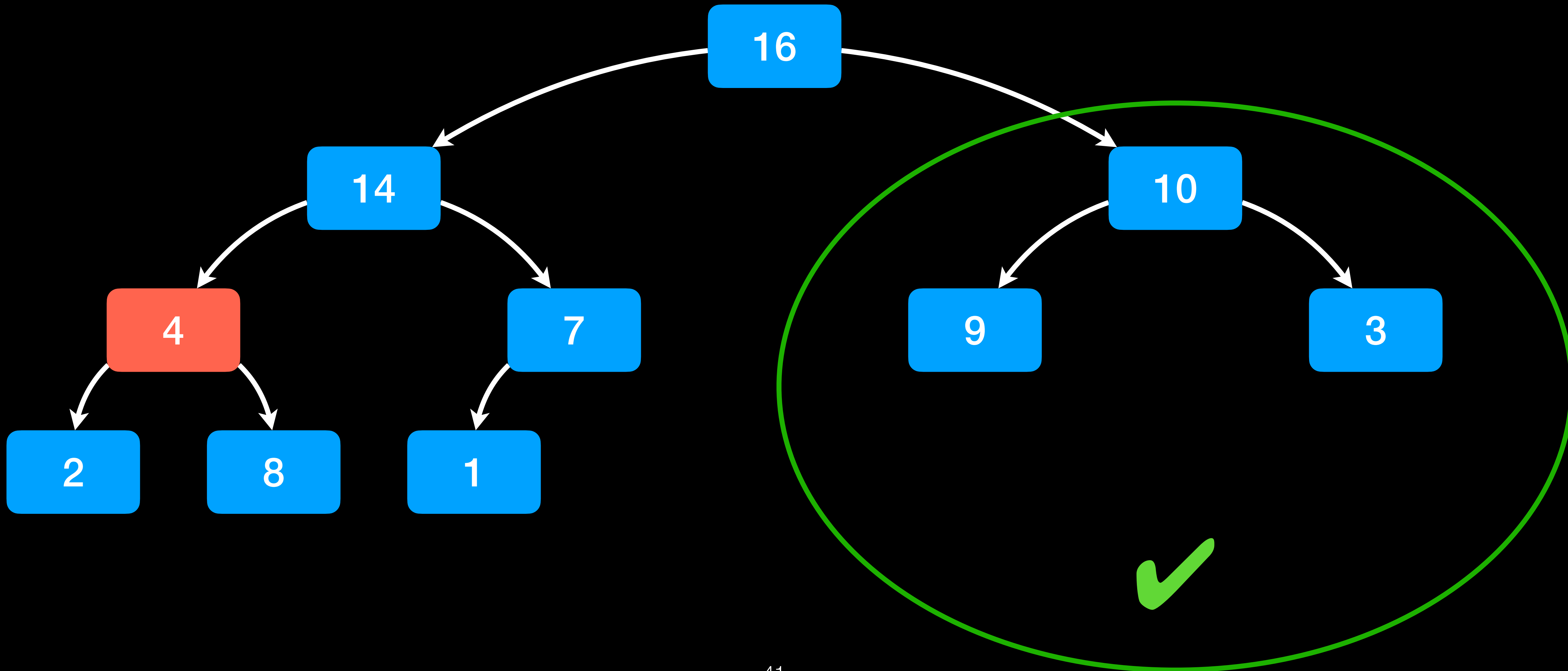


# BUILD-MAX-HEAP

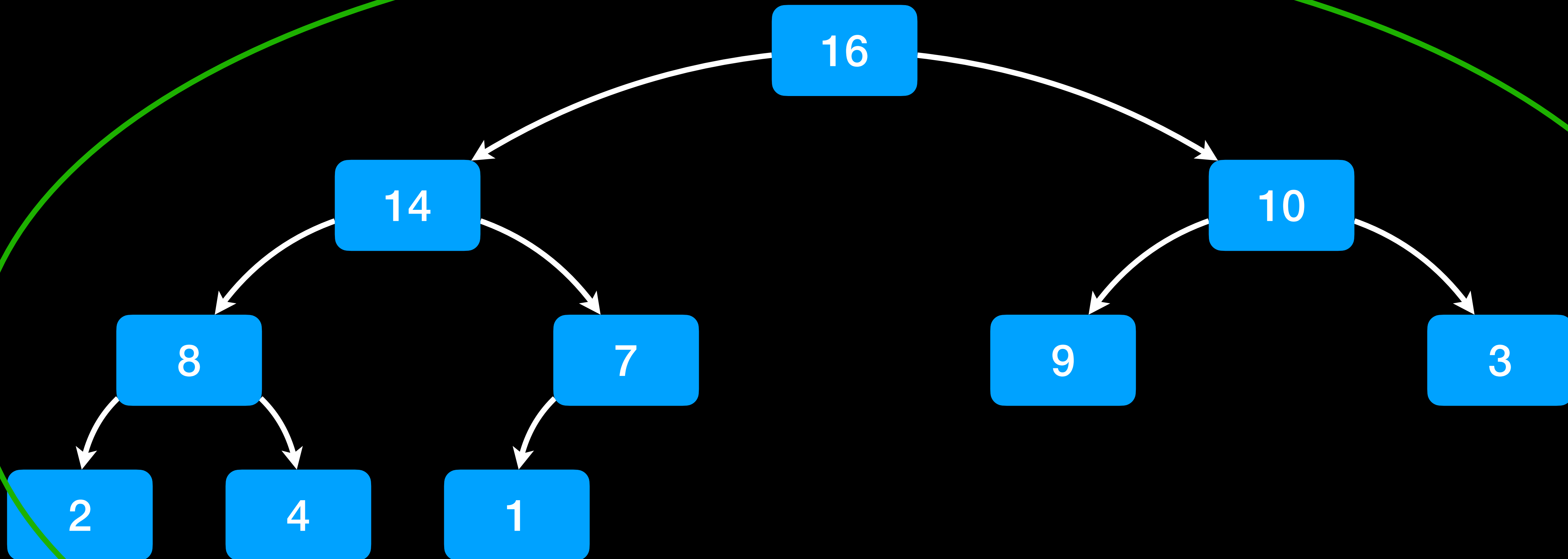




# BUILD-MAX-HEAP



# BUILD-MAX-HEAP



# BUILD-MAX-HEAP

BUILD-MAX-HEAP(*A*)

*A.heap-size* = *A.length*

**for** *i* = PARENT(*A.length*) //  $\lfloor A.length / 2 \rfloor$

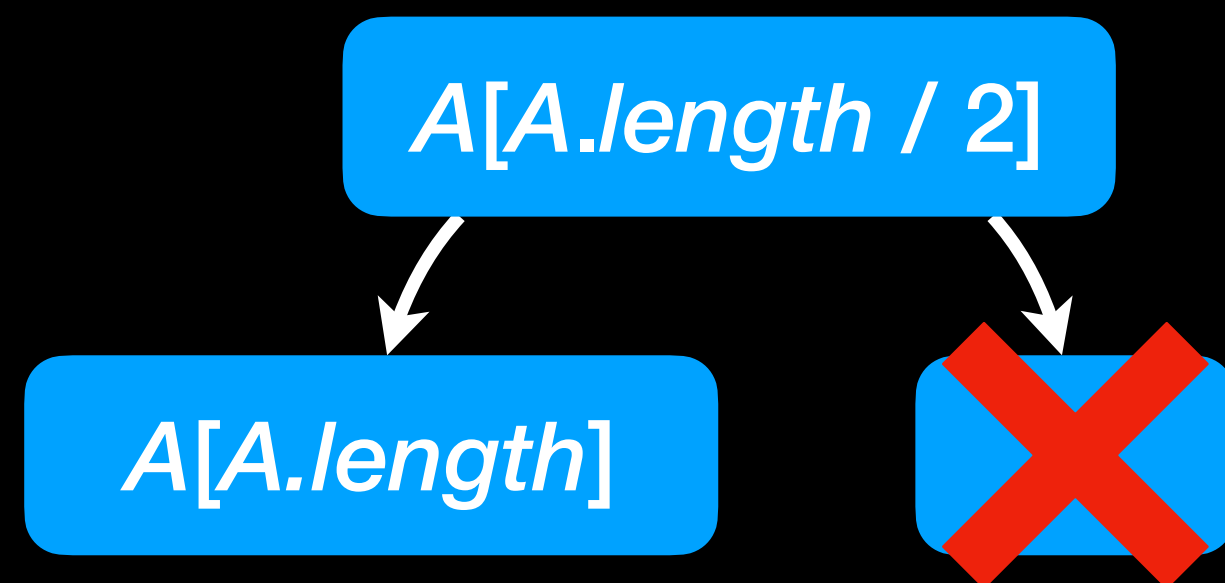
**downto** 1

*A*[*i*+1], ..., *A*[*A.length*] are roots of correct max-heaps.

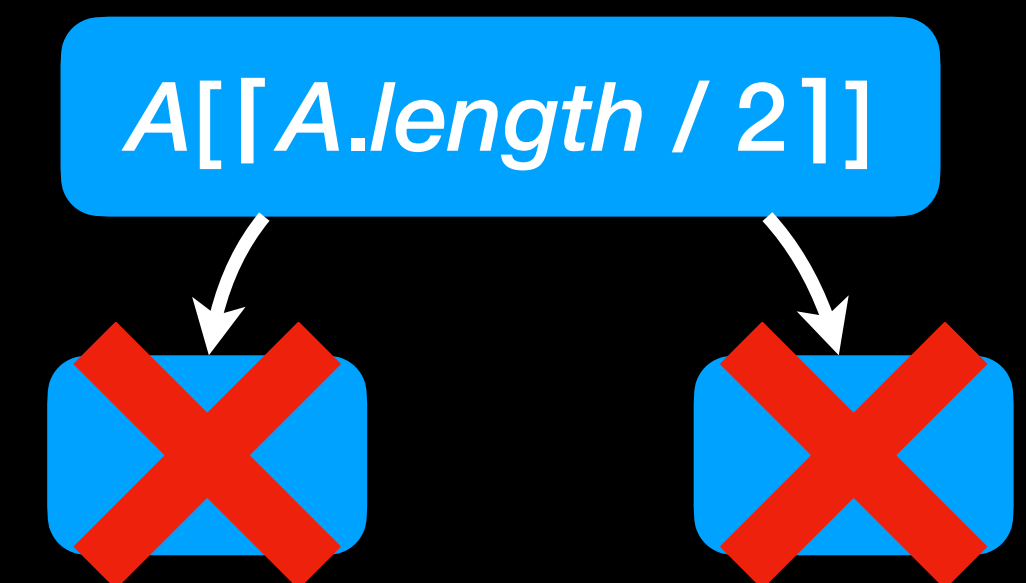
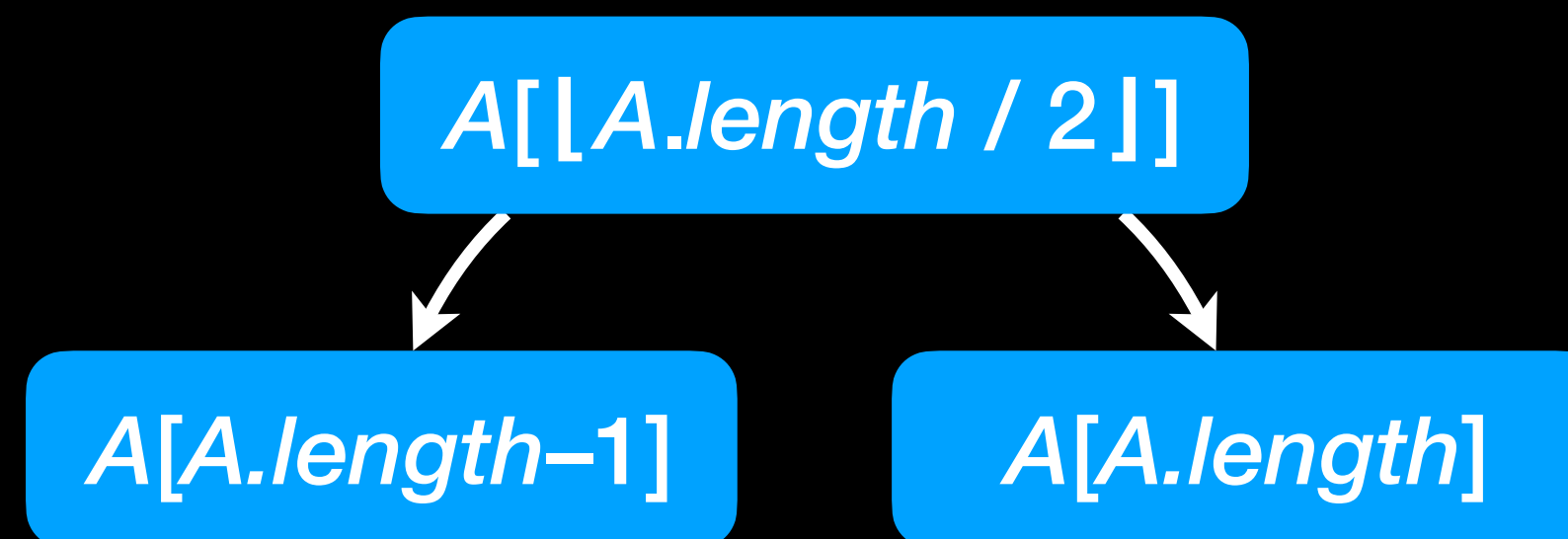
MAX-HEAPIFY(*A*, *i*)

*A*[*i*+1], ..., *A*[*A.length*] 都是正确的最大堆的根。

*A.length* is even 偶数



*A.length* is odd 奇数



# BUILD-MAX-HEAP

- Loop invariant:  $A[i+1], \dots, A[A.length]$  are roots of correct max-heaps.
- Initialisation: The loop invariant holds because the nodes  $A[\lfloor A.length / 2 \rfloor + 1], \dots, A[A.length]$  have no children.
- Maintenance:  $\text{MAX-HEAPIFY}(A, i)$  ensures that  $A[i]$  becomes a correct max-heap.
- Termination:  $A[1]$  is a root of a correct max-heap.  $\Rightarrow$  The whole heap is correct.
- 循环不变式:  $A[i+1], \dots, A[A.length]$  都是正确的最大堆的根。
- 初始化: 循环不变式为真  
因为结点  $A[\lfloor A.length / 2 \rfloor + 1], \dots, A[A.length]$  没有孩子结点。
- 保持:  $\text{MAX-HEAPIFY}(A, i)$  确保  $A[i]$  成为正确的最大堆。
- 终止:  $A[1]$  是正确的最大堆的根。  
 $\hookrightarrow$  整个最大堆是正确的。

# Running Time

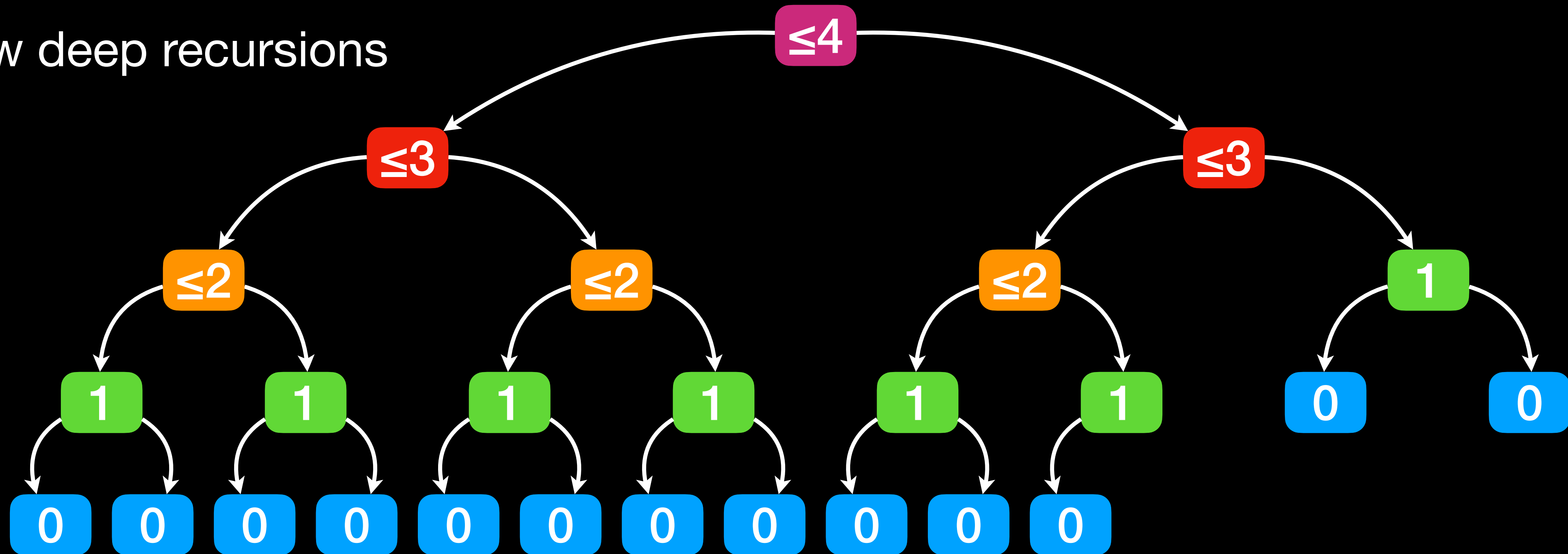
# 运行时间

- How many calls to MAX-HEAPIFY including recursive calls?
  - $i = \lfloor n/4 \rfloor + 1, \dots, \lfloor n/2 \rfloor$ : no recursive calls
  - $i = \lfloor n/8 \rfloor + 1, \dots, \lfloor n/4 \rfloor$ : at most 1 recursive call
- (MAX-HEAPIFY contains no loops, so time is in  $O(\text{calls to MAX-HEAPIFY})$ .)

# Running Time

# 运行时间

- How many calls to MAX-HEAPIFY including recursive calls?
- Few deep recursions



# Running Time

# 运行时间

- How many calls to MAX-HEAPIFY including recursive calls?
- overall upper bound:

$$\sum_{h=1}^{\lfloor \lg n \rfloor} \left\lceil \frac{n}{2^{h+1}} \right\rceil h = O\left(n^{1/2} \sum_{h=1}^{\lfloor \lg n \rfloor} \frac{h}{2^h}\right) = O(n)$$

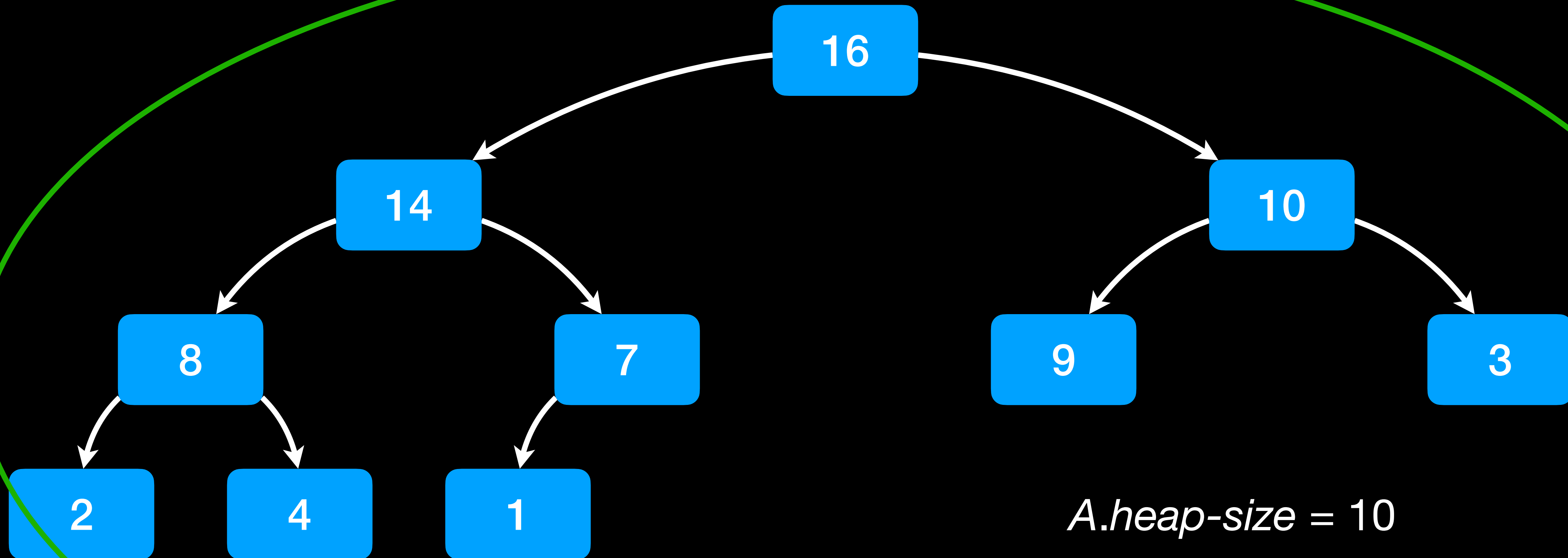
$$\text{Note: } \sum_{h=1}^{\lfloor \lg n \rfloor} \frac{h}{2^h} \leq \sum_{h=1}^{\infty} \frac{h}{2^h} =: p, \quad \text{then } p = \frac{1}{2} \sum_{h=1}^{\infty} \frac{h-1}{2^{h-1}} + \frac{1}{2^{h-1}} = \frac{1}{2}p + \frac{2}{2} \Rightarrow p = 2$$

# HEAPSORT

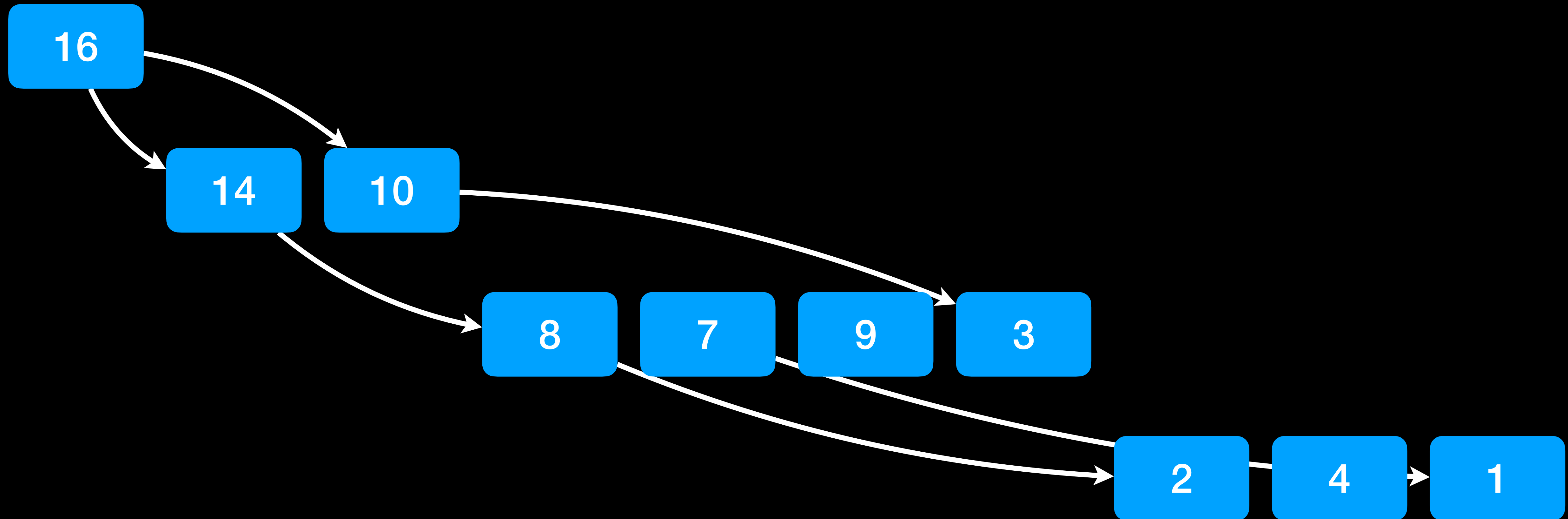
- sort an array using a heap
- 使用最大堆对数组进行排序
- Idea:
  1. use BUILD-MAX-HEAP to construct a heap
  2. repeatedly remove the largest element (= the root of the heap) and correct the heap with MAX-HEAPIFY



# Result of BUILD-MAX-HEAP



# Result of BUILD-MAX-HEAP



# Remove largest element

# 移开最大的元素

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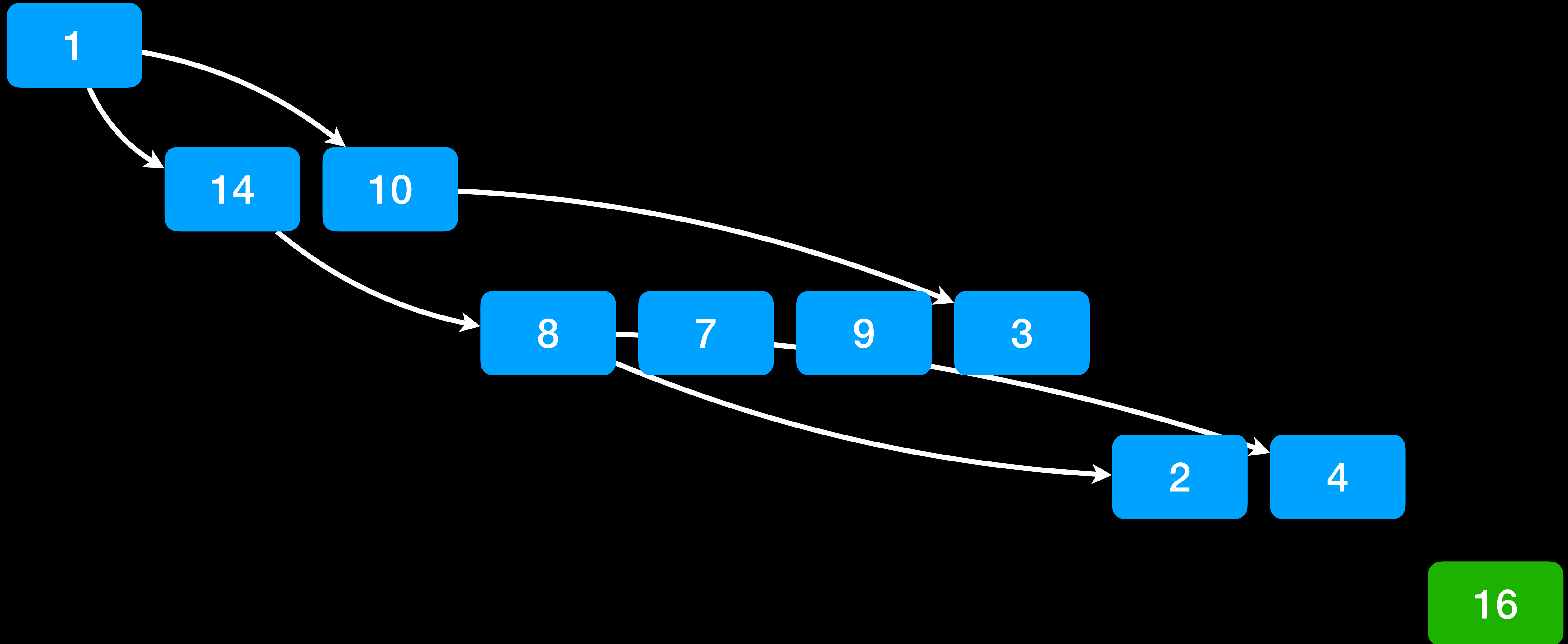
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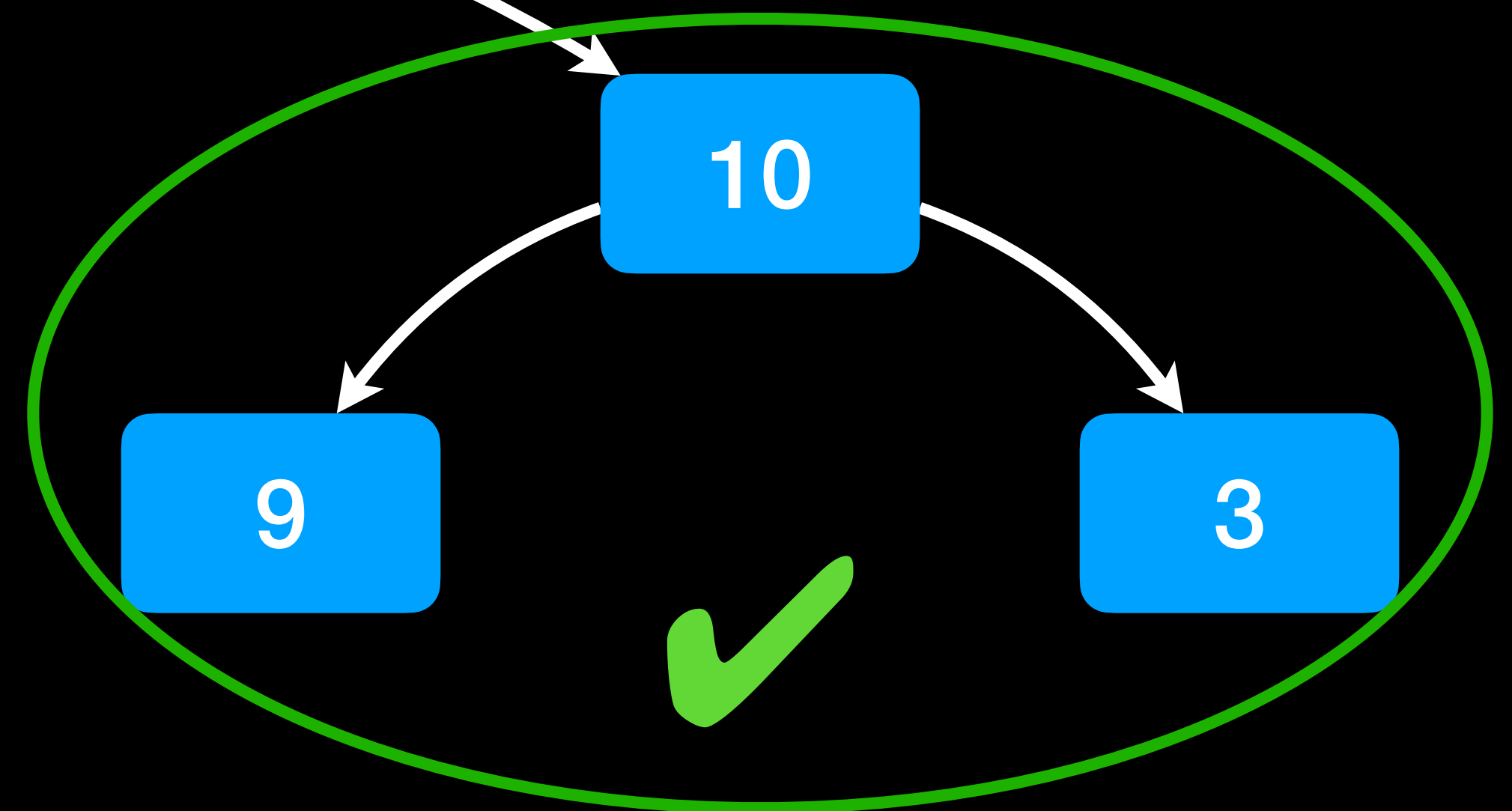
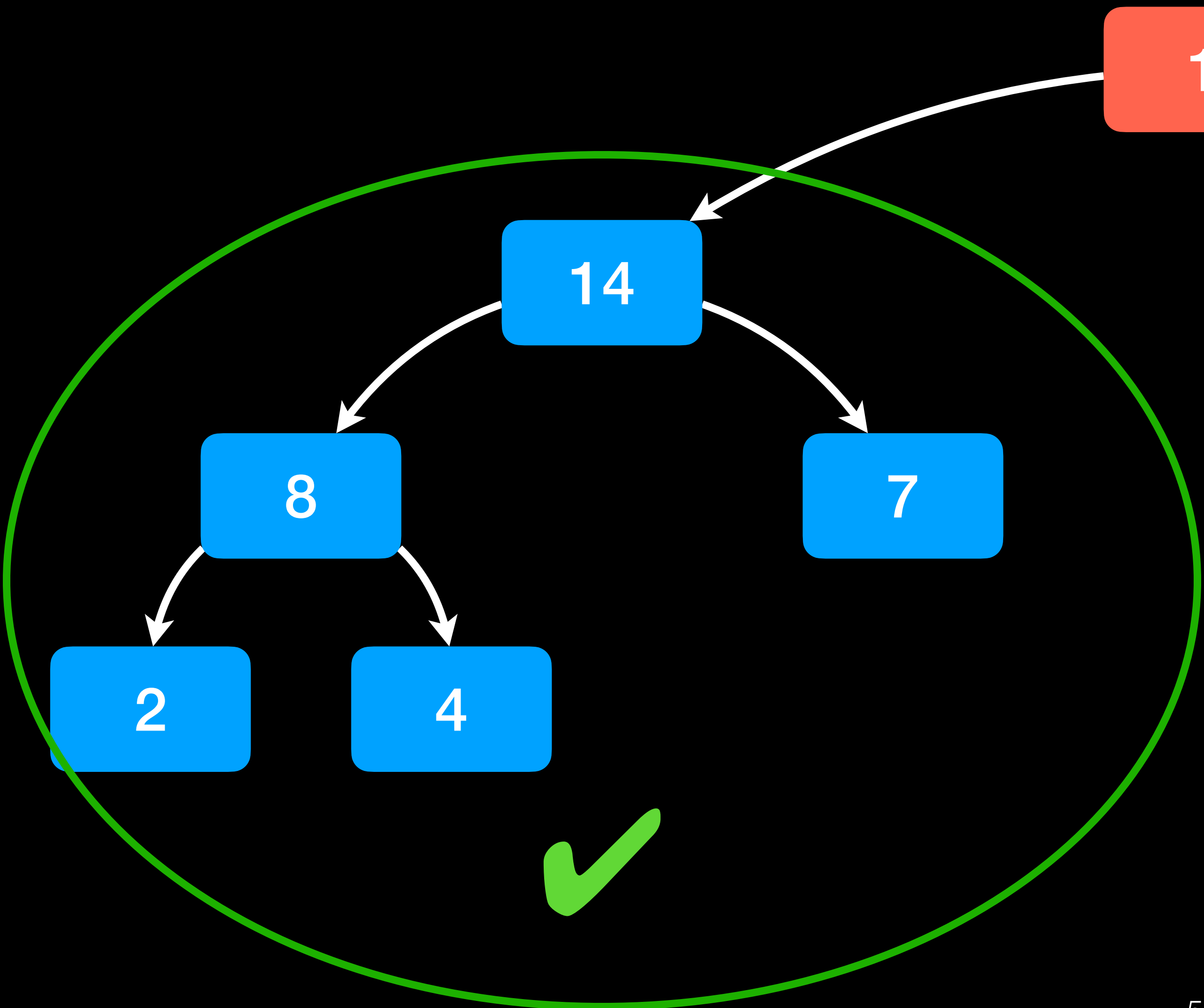
# Remove largest element

# 移开最大的元素



# Correct error in heap

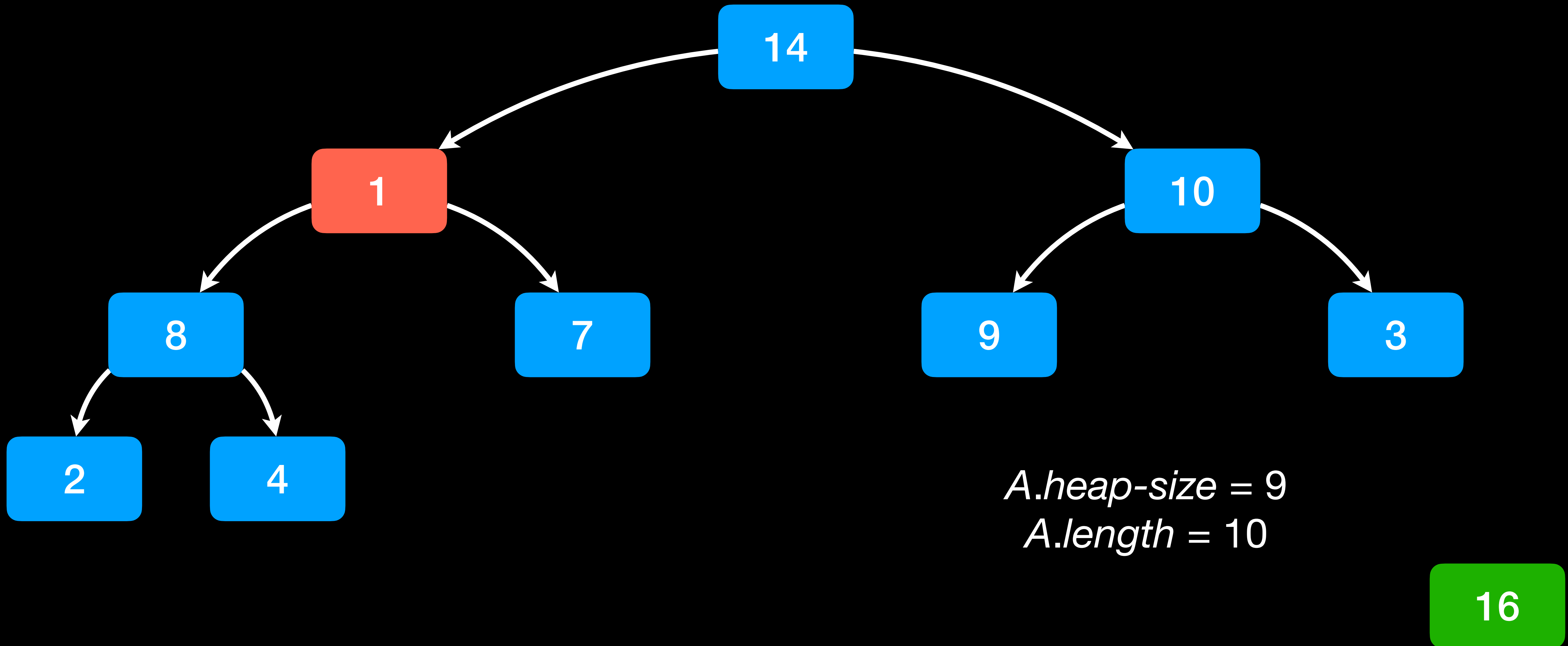
# 纠正堆内的错误



*A.heap-size = 9*  
*A.length = 10*

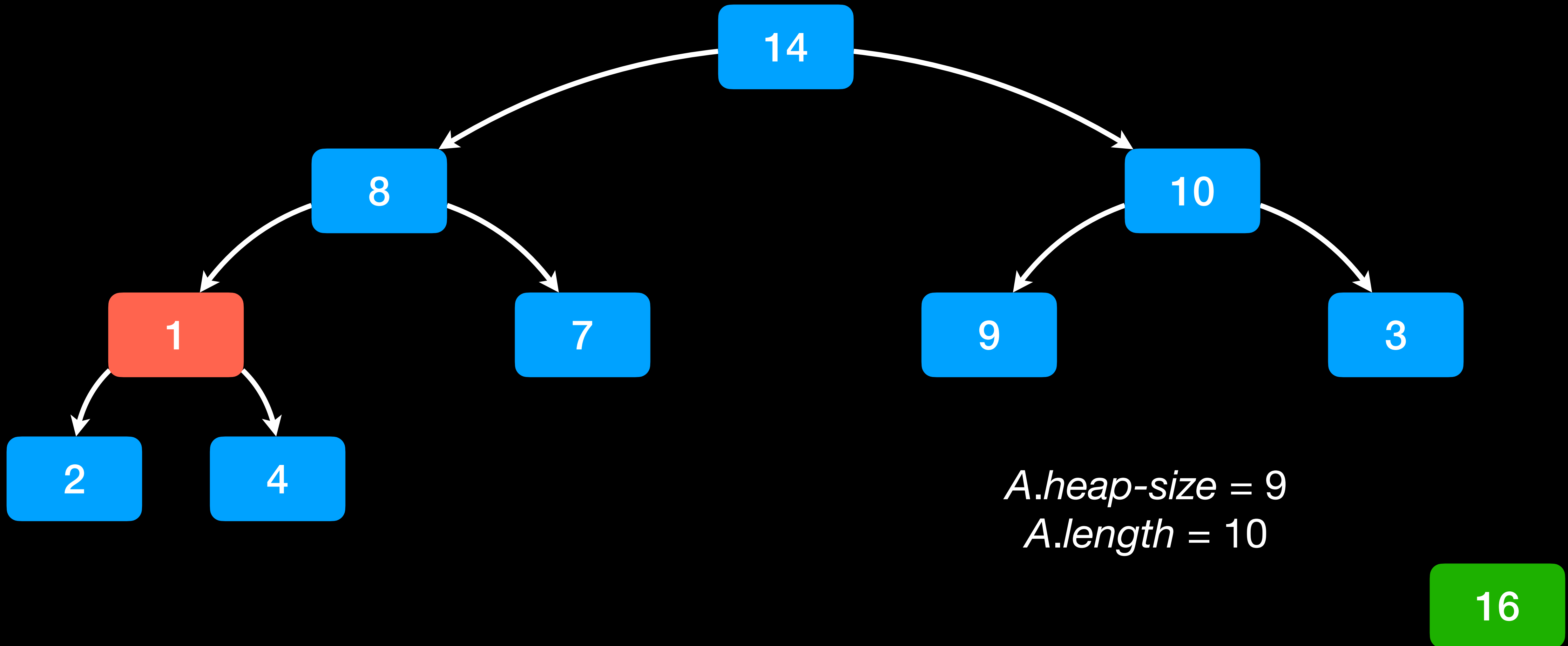
# Correct error in heap

# 纠正堆内的错误



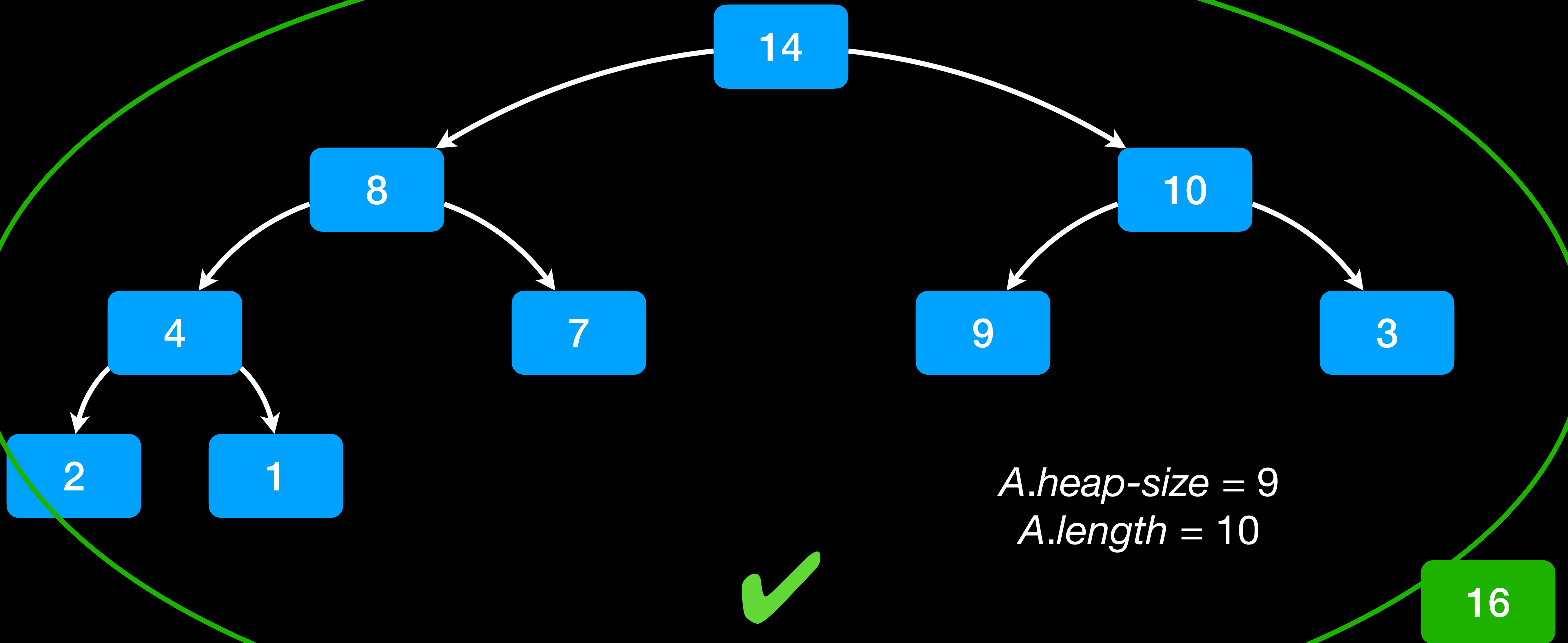
# Correct error in heap

# 纠正堆内的错误



# Heap is correct

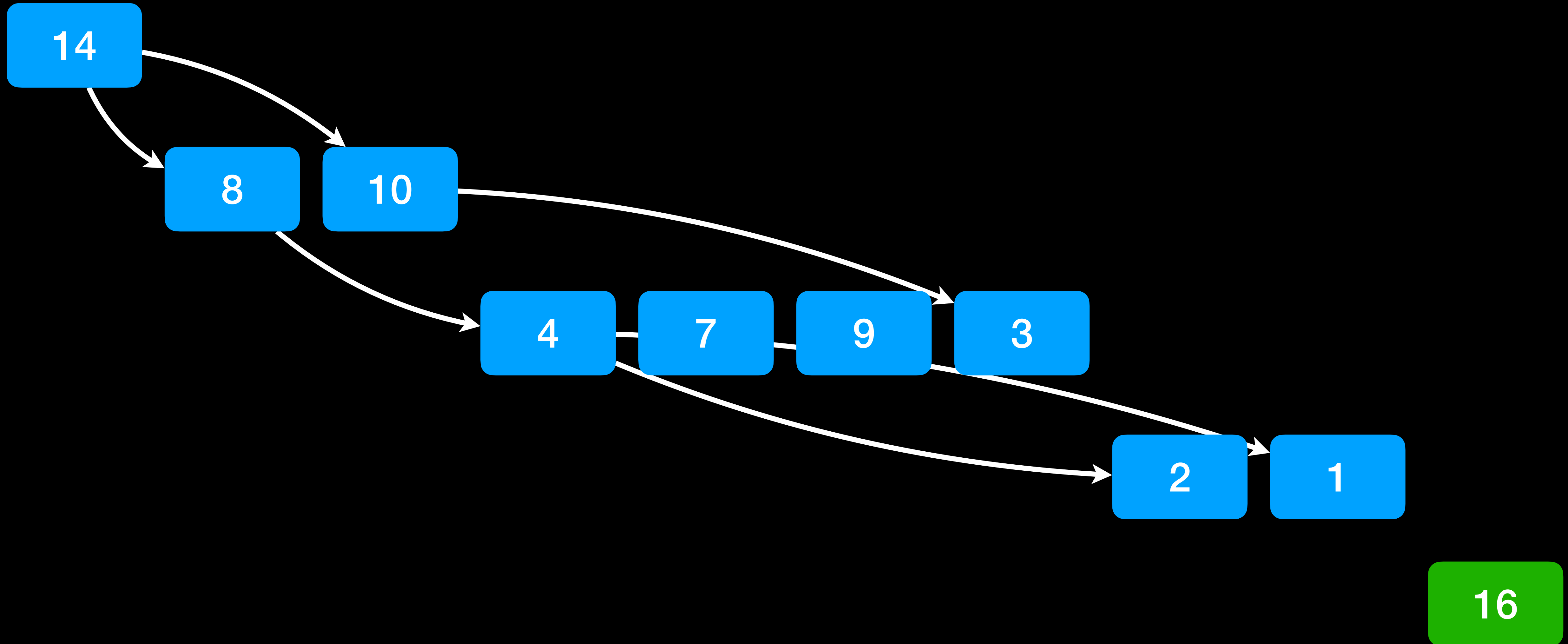
# 堆正确的





# Remove largest element

# 移开最大的元素



Remove largest element

移开最大的元素

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9

3

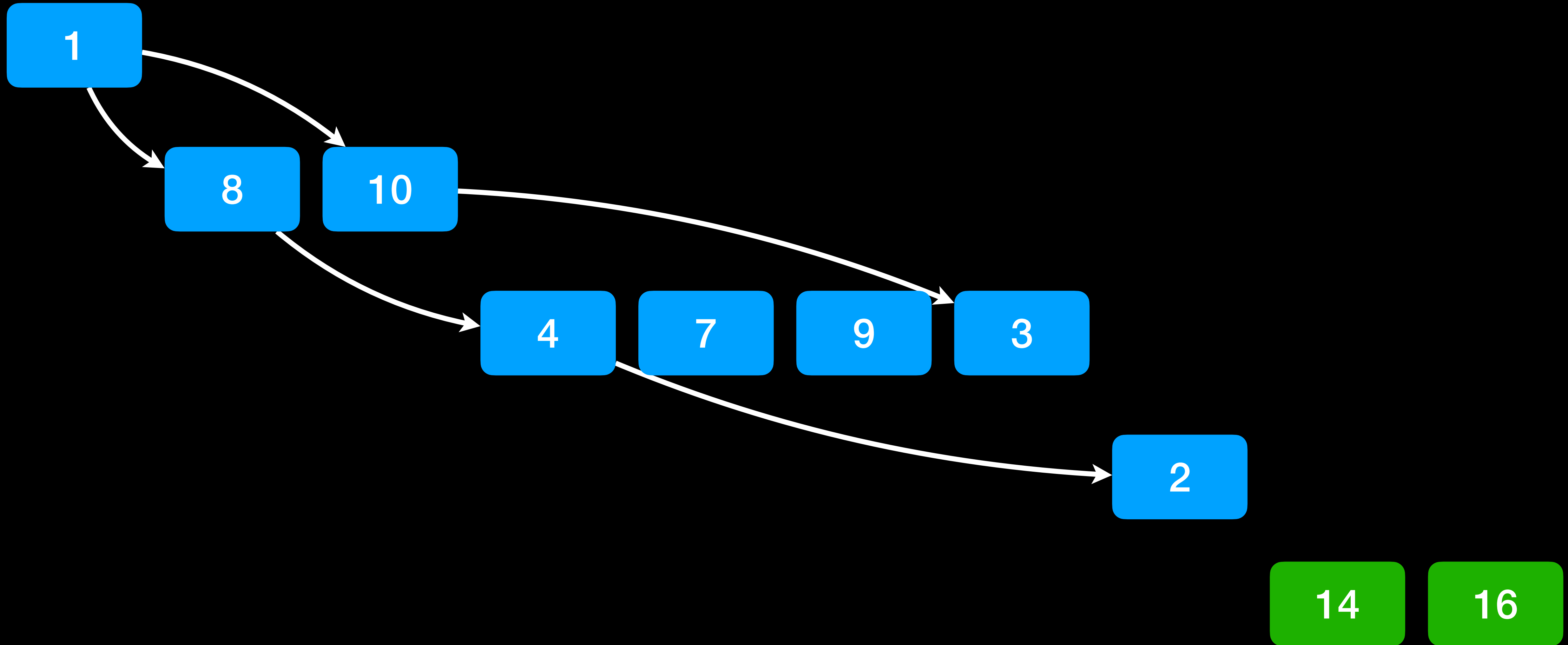
2

1

16

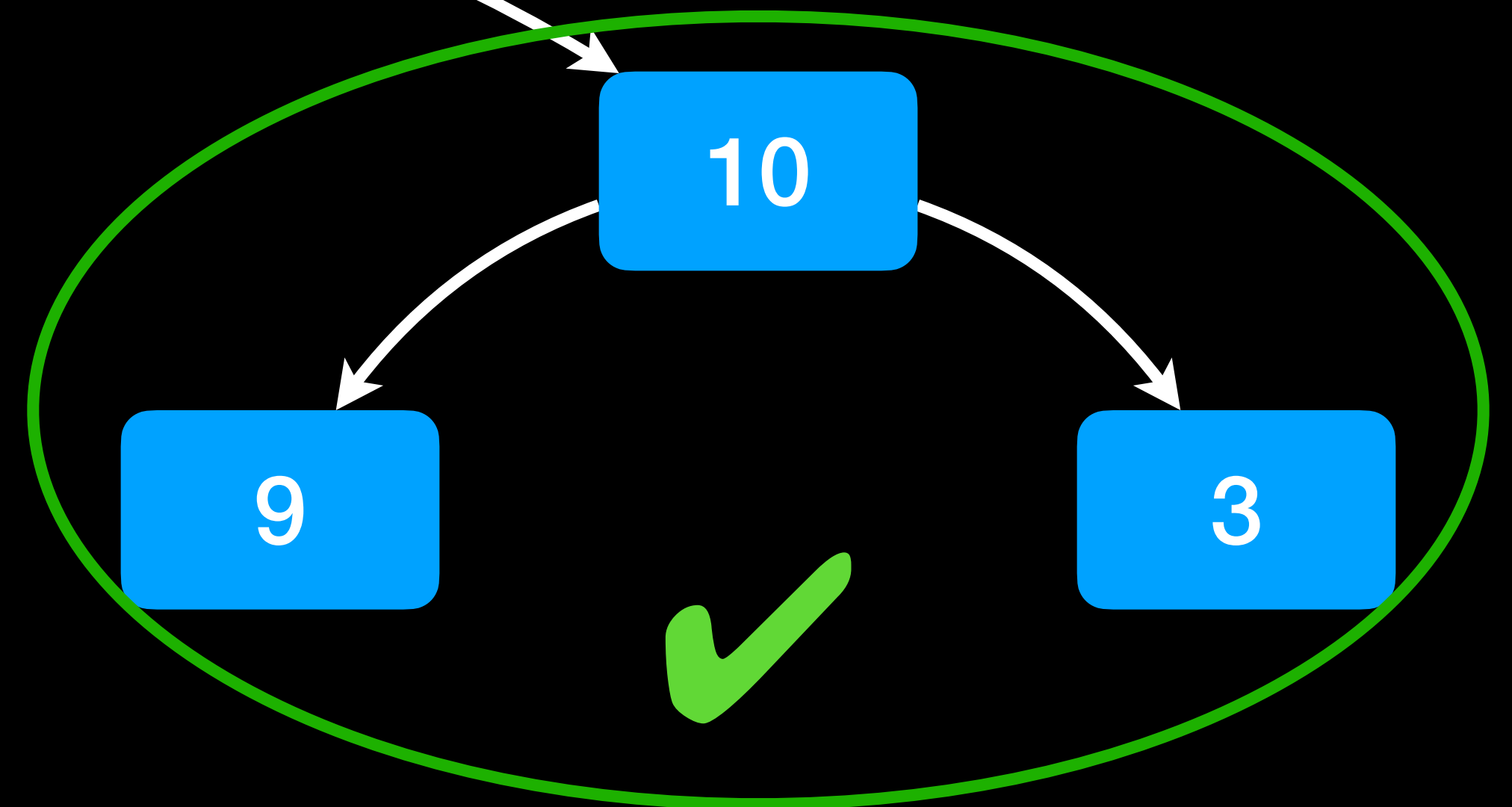
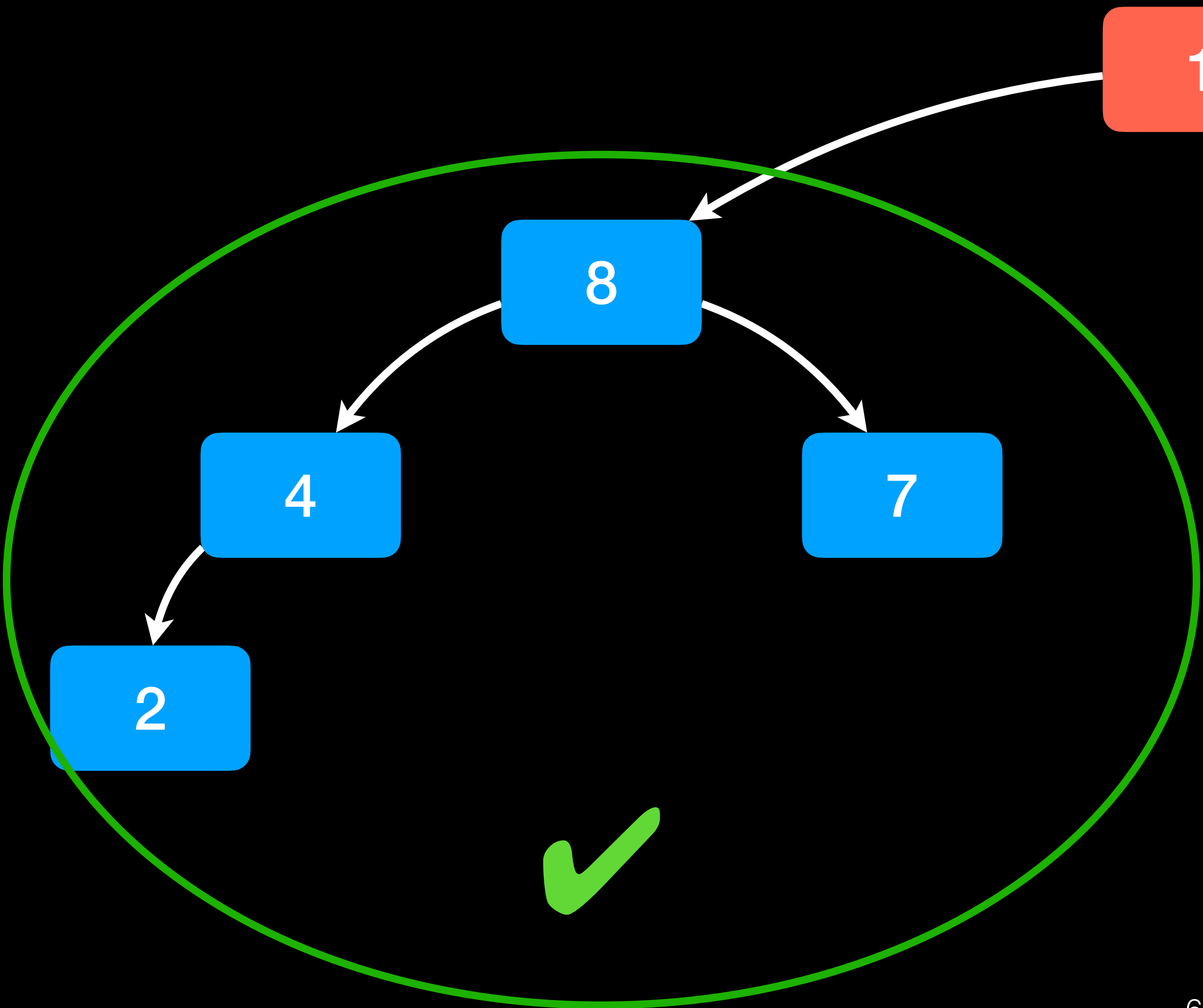
# Remove largest element

# 移开最大的元素



# Correct error in heap

# 纠正堆内的错误



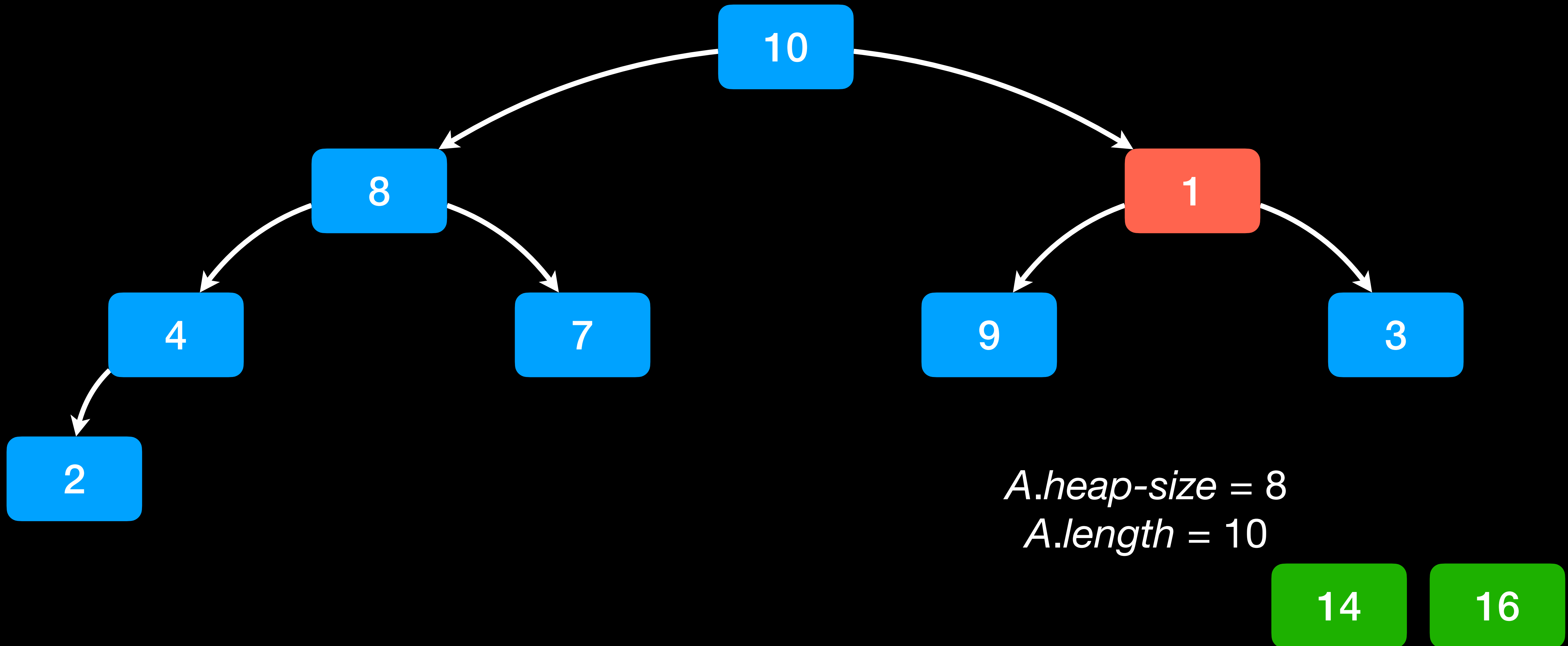
*A.heap-size = 8*  
*A.length = 10*

14

16

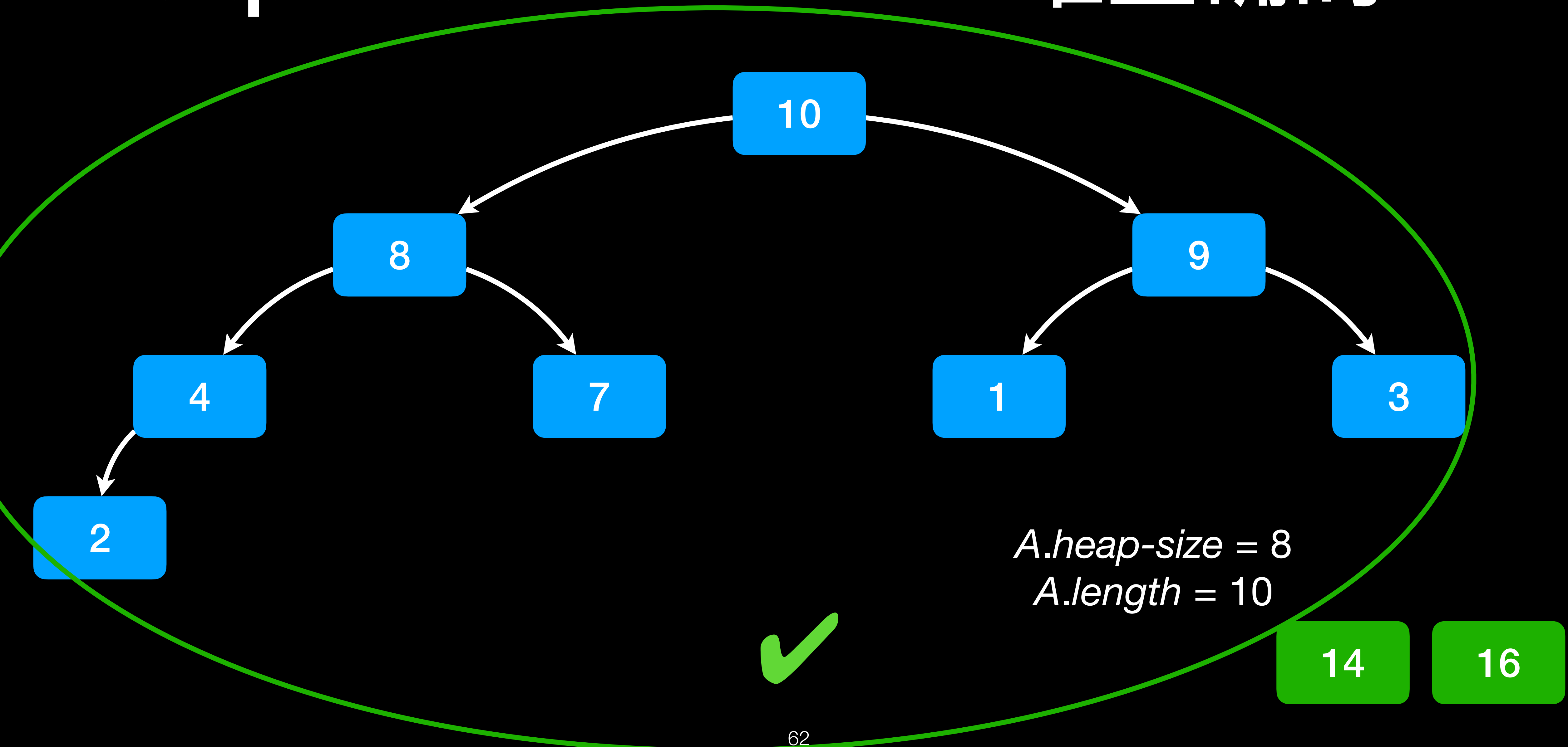
# Correct error in heap

# 纠正堆内的错误



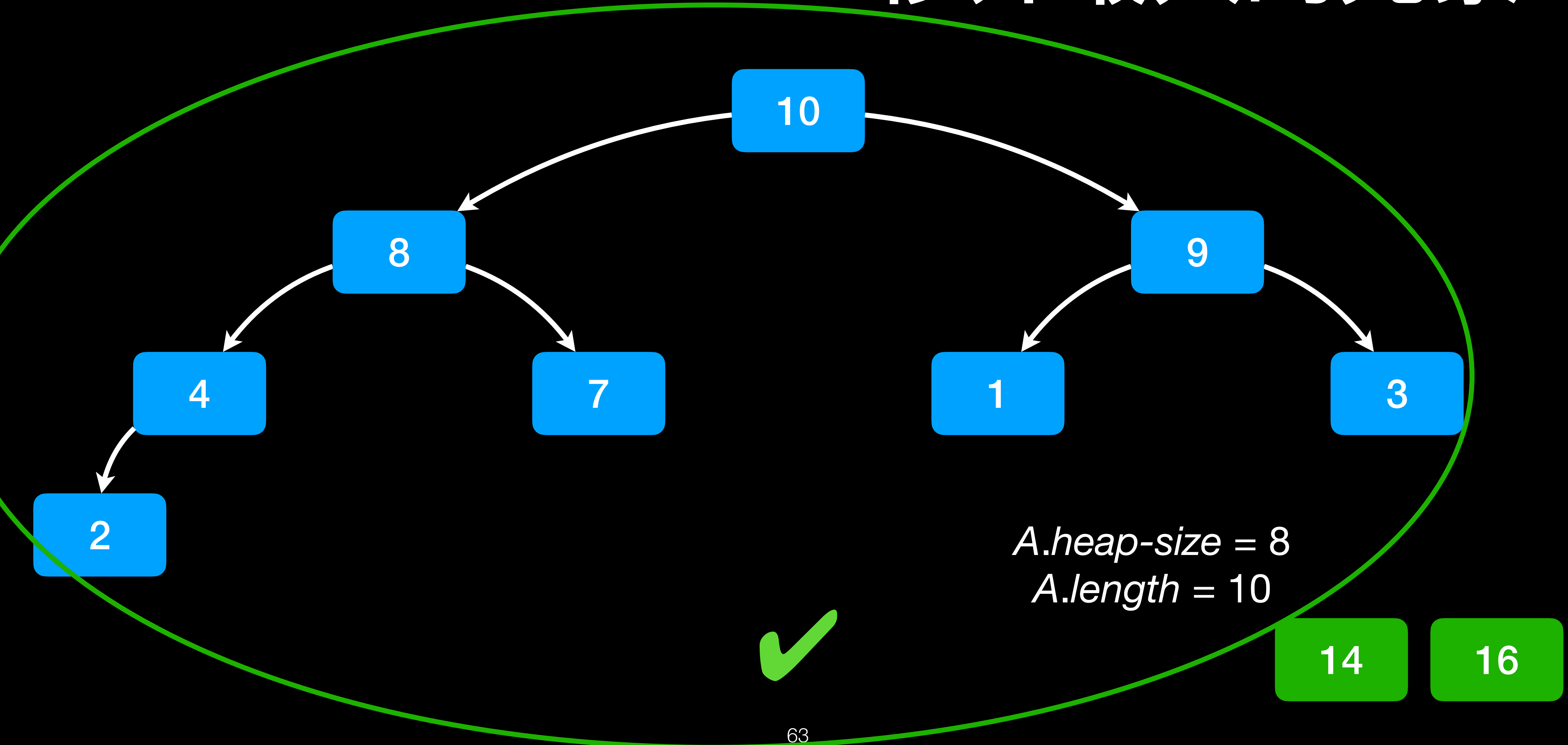
# Heap is correct

# 堆正确的



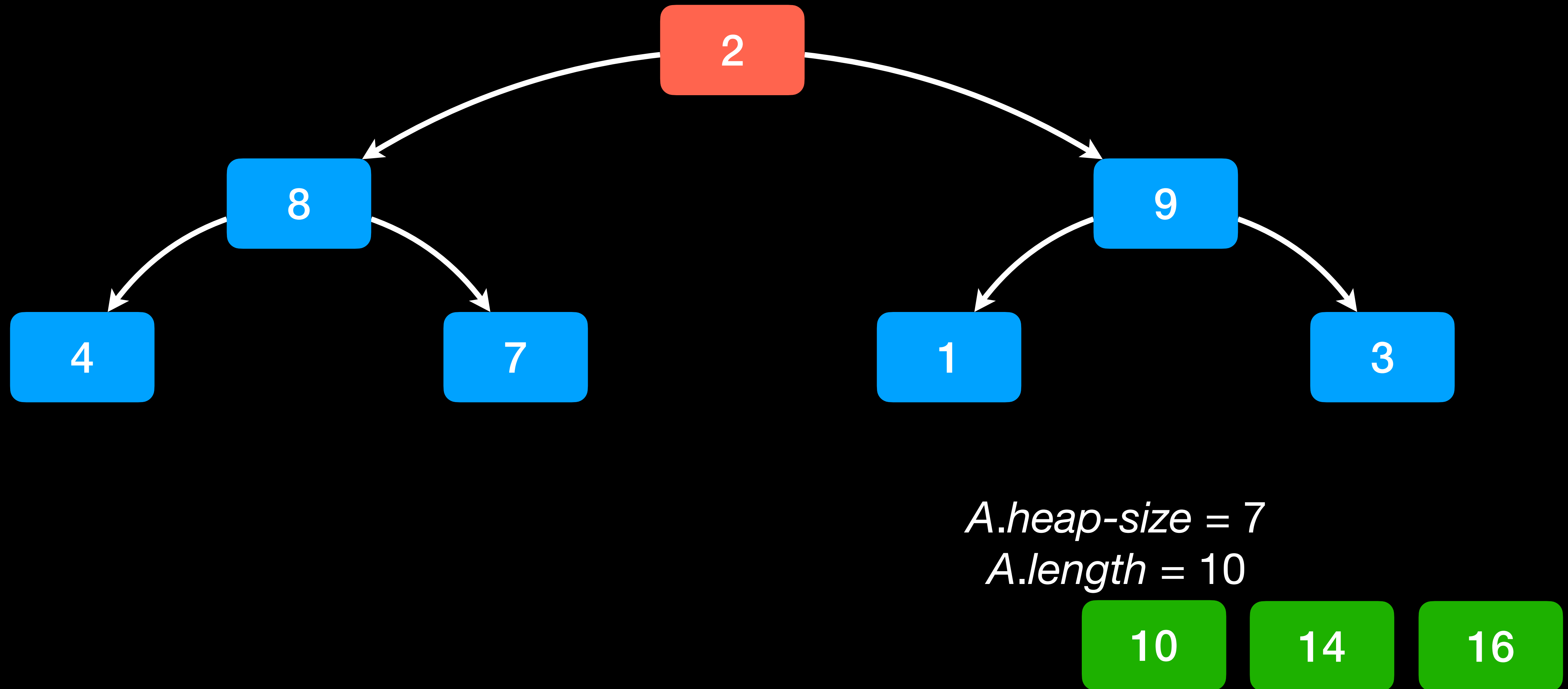
# Remove largest element

# 移开最大的元素



# Remove largest element

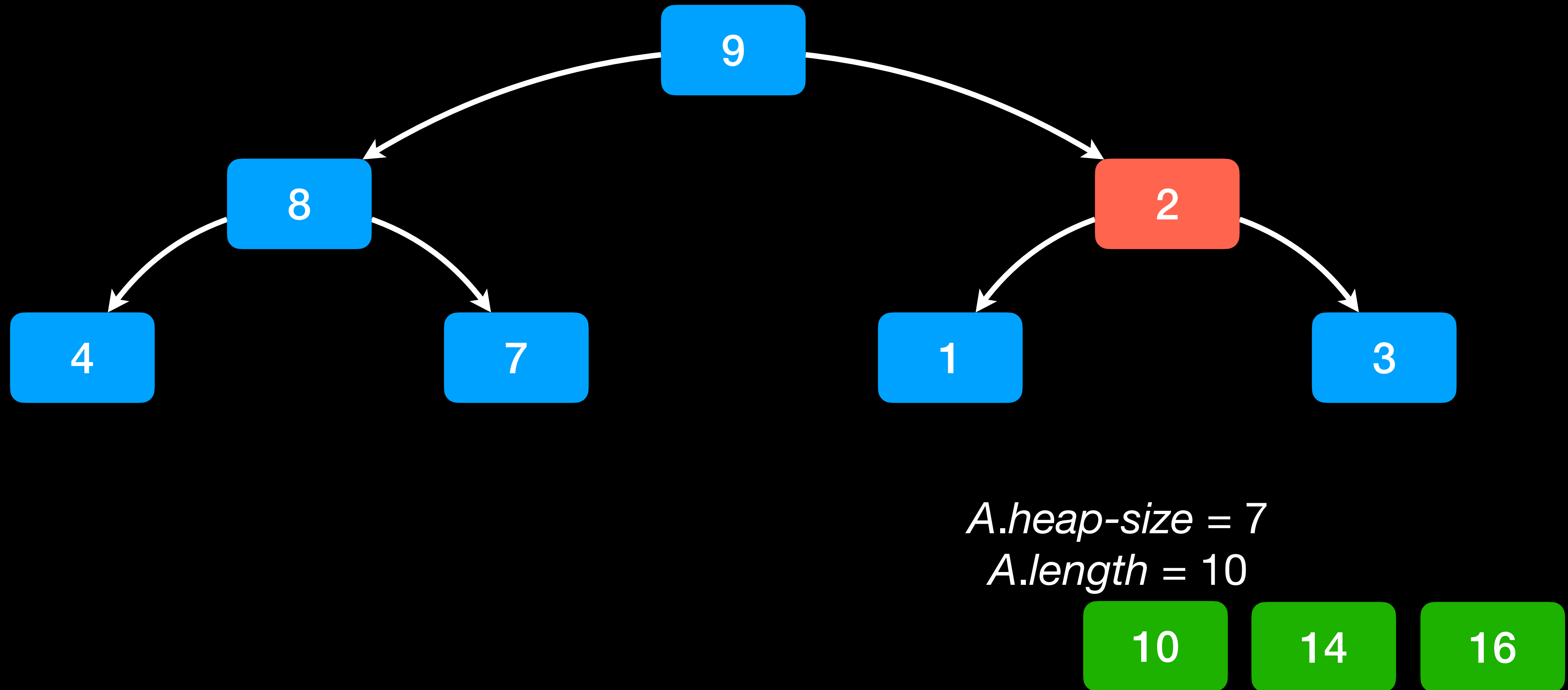
# 移开最大的元素





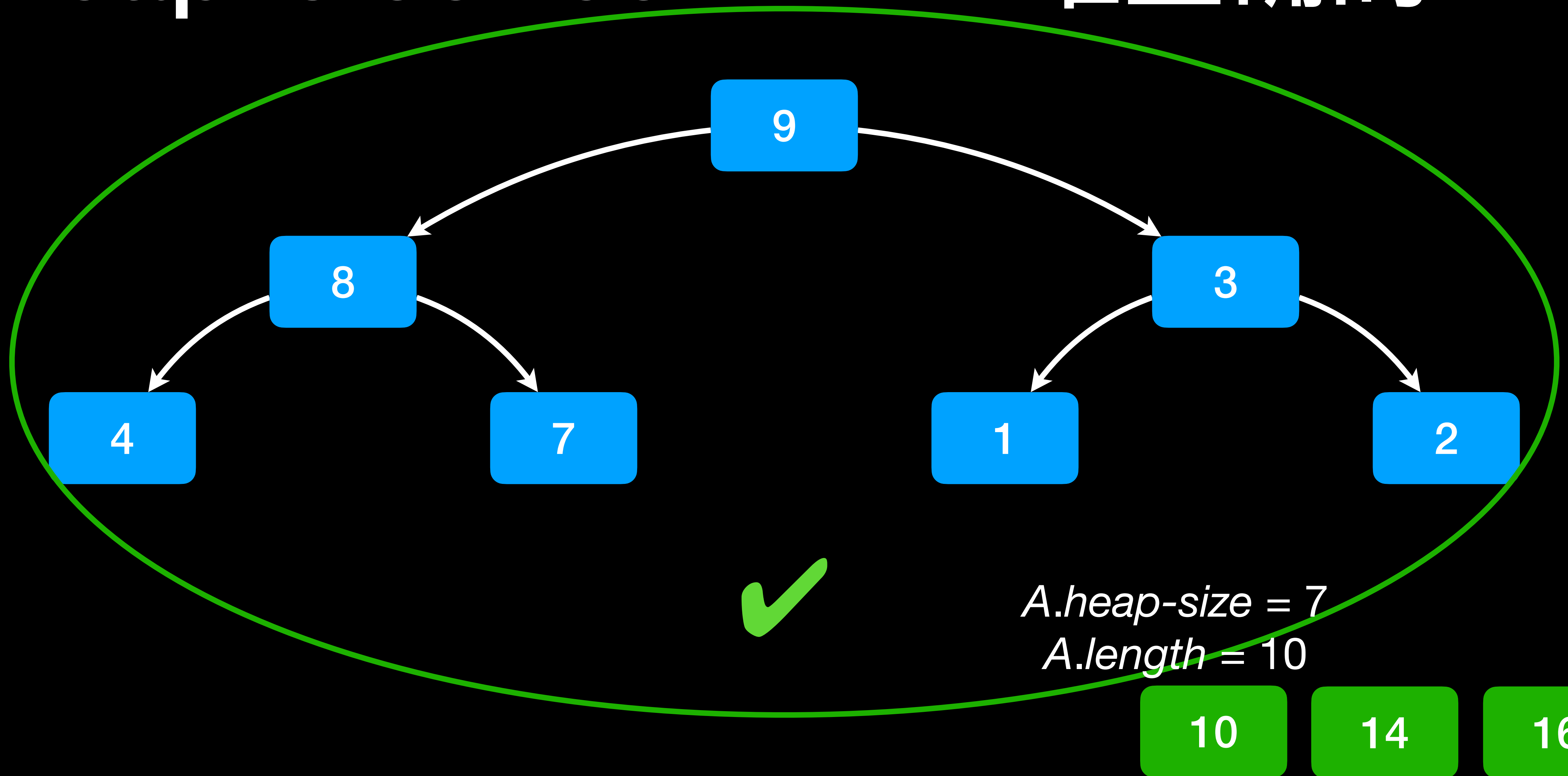
# Correct error in heap

# 纠正堆内的错误



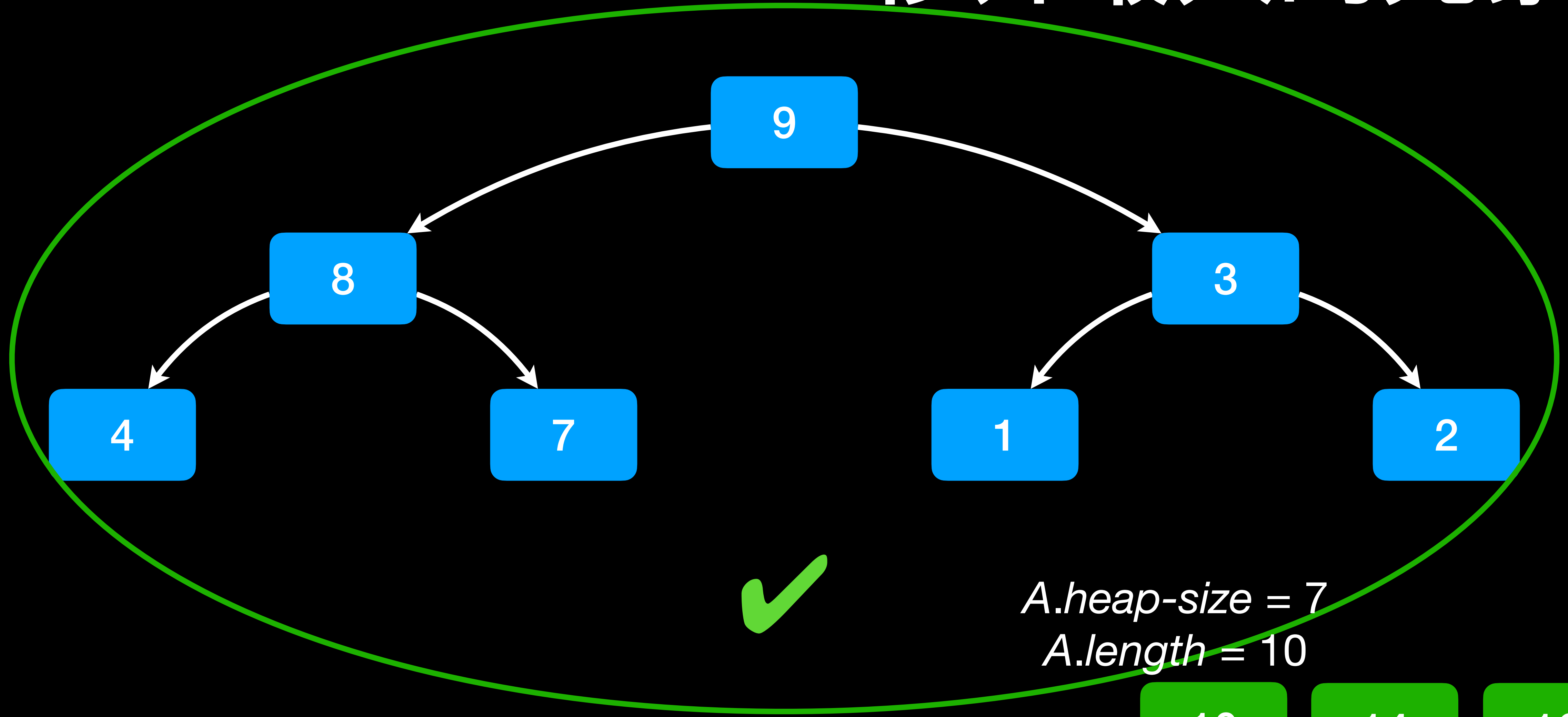
# Heap is correct

# 堆正确的



# Remove largest element

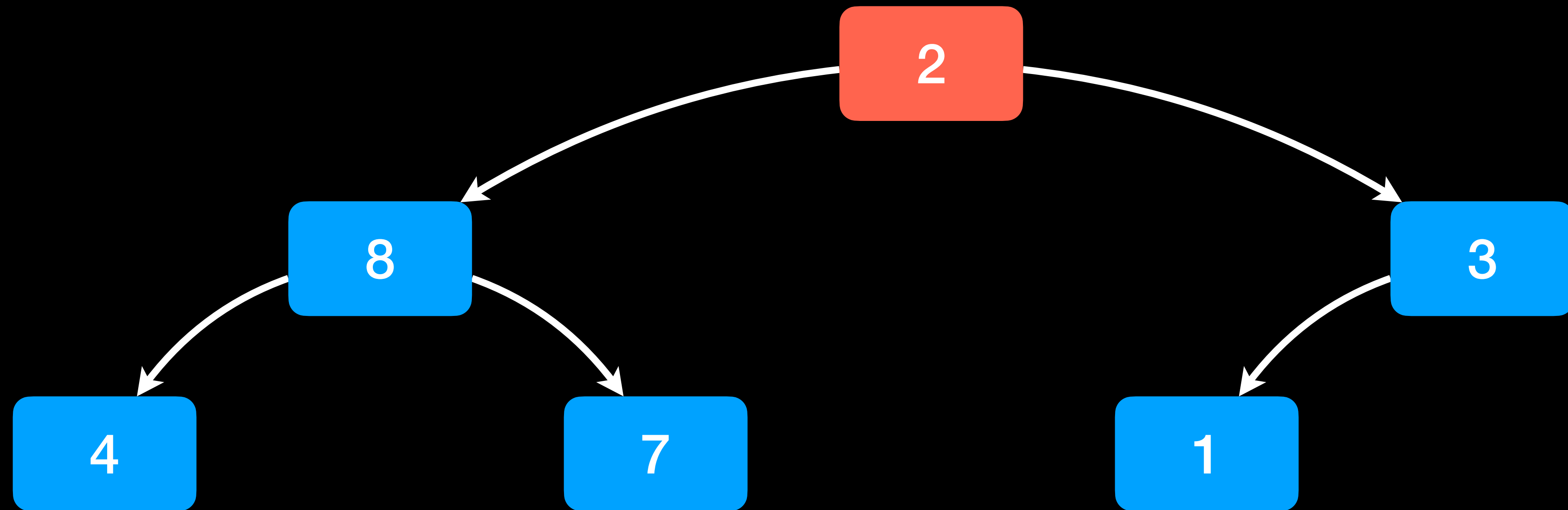
# 移开最大的元素



10 14 16

# Remove largest element

# 移开最大的元素



*A.heap-size = 6*

*A.length = 10*

9

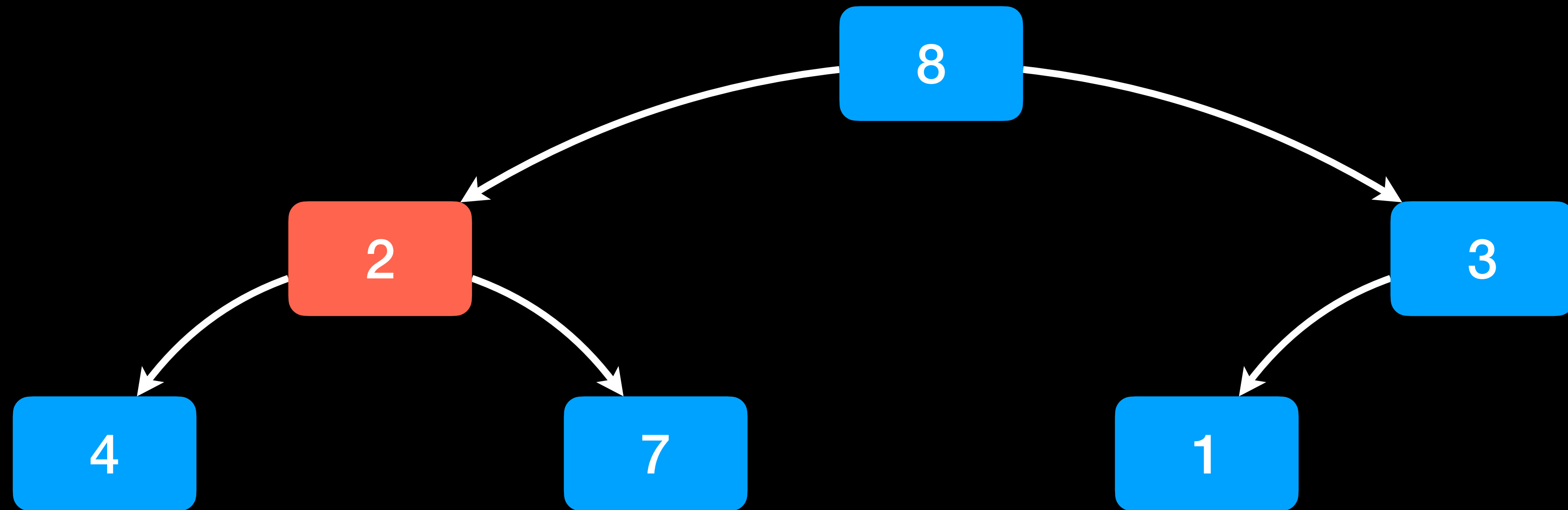
10

14

16

# Correct error in heap

# 纠正堆内的错误



*A.heap-size = 6*

*A.length = 10*

9

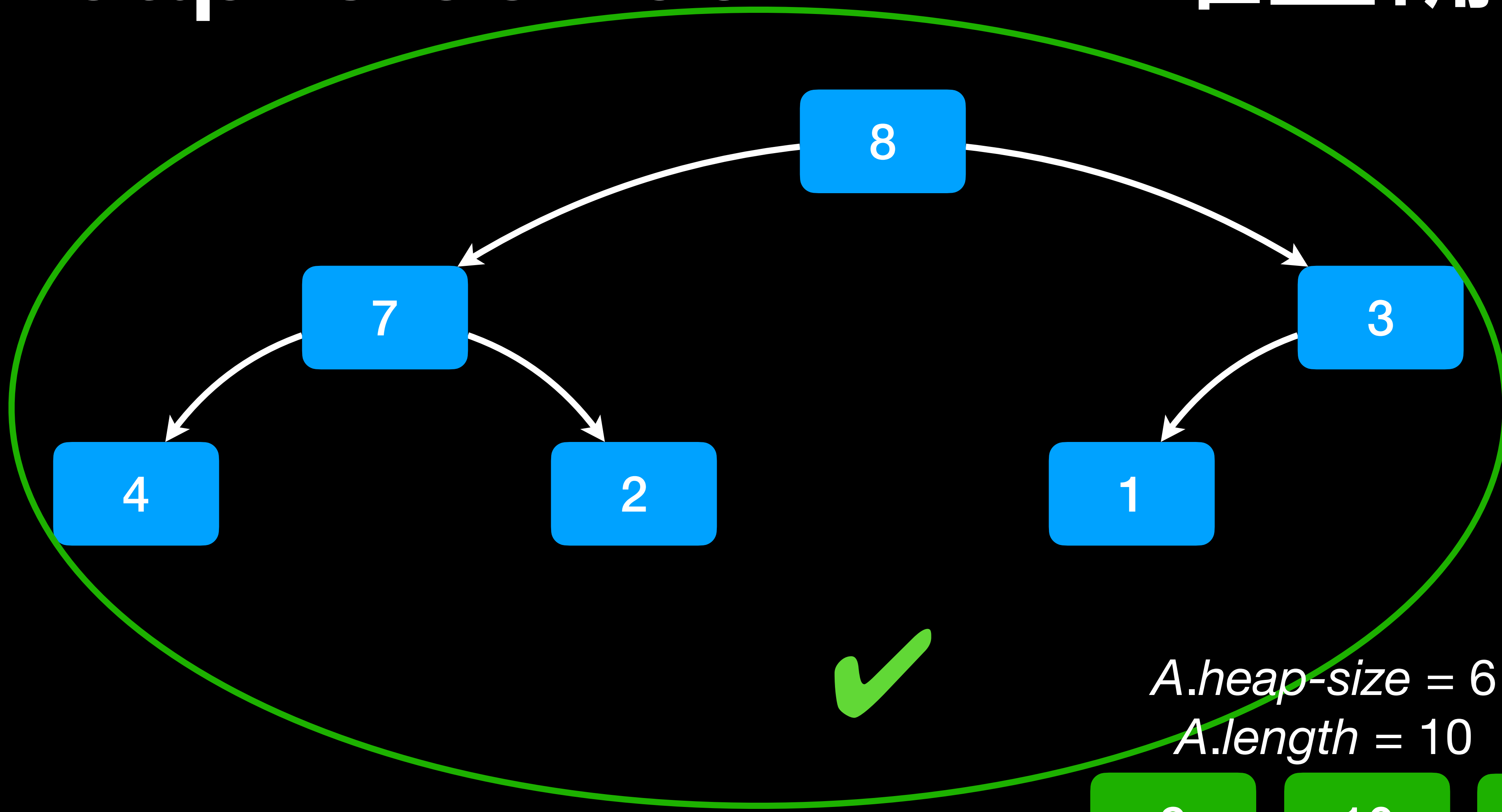
10

14

16

# Heap is correct

# 堆正确的



*A.heap-size = 6*

*A.length = 10*

9

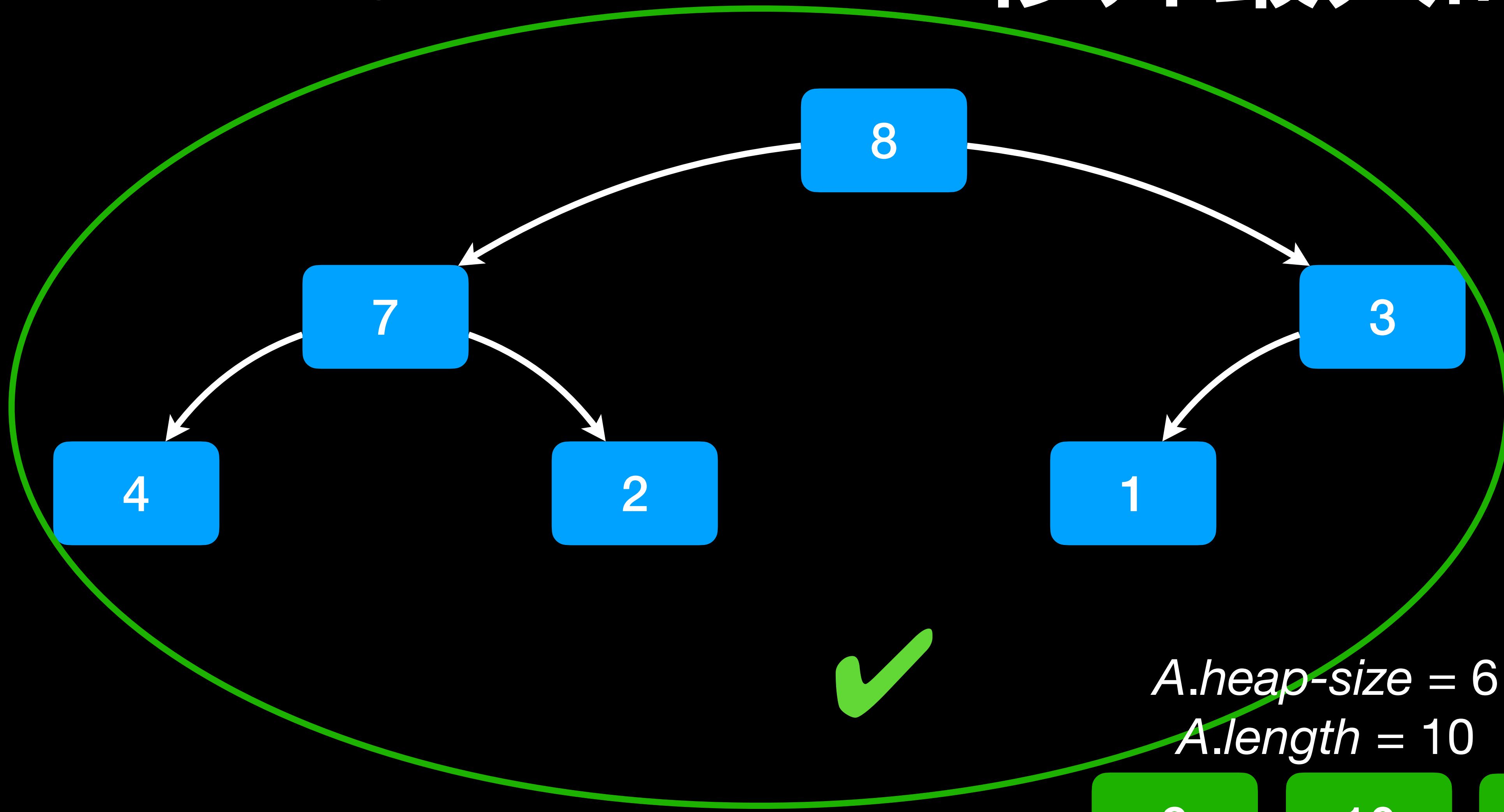
10

14

16

# Remove largest element

# 移开最大的元素



*A.heap-size = 6*

*A.length = 10*

9

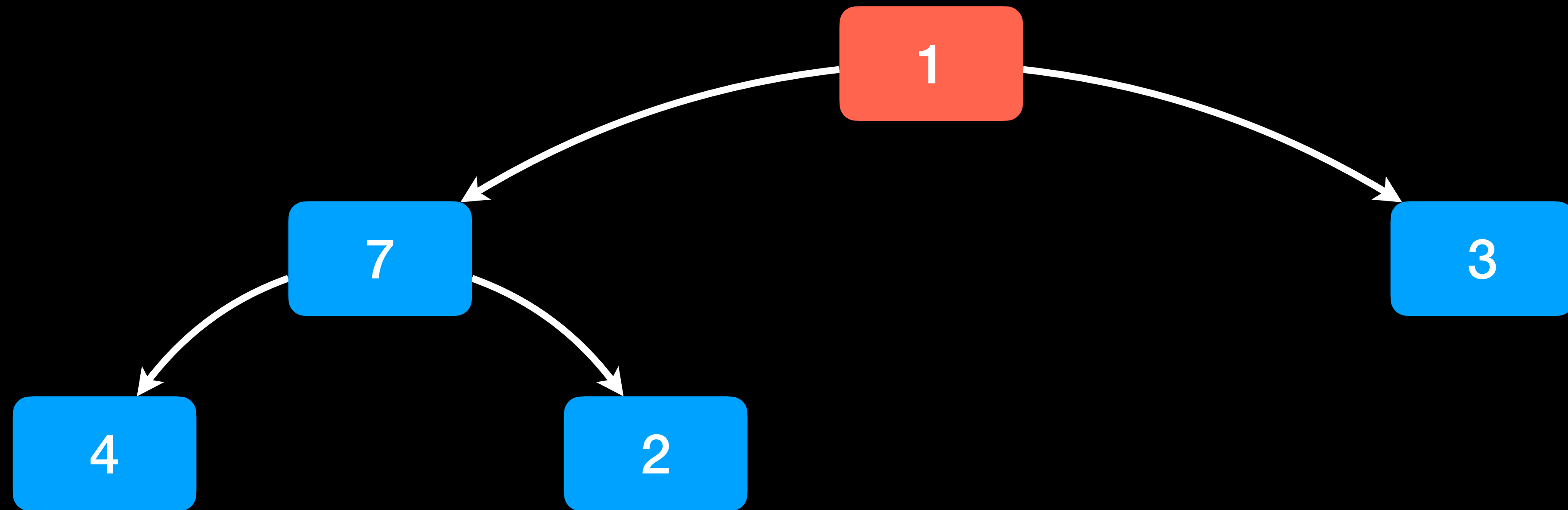
10

14

16

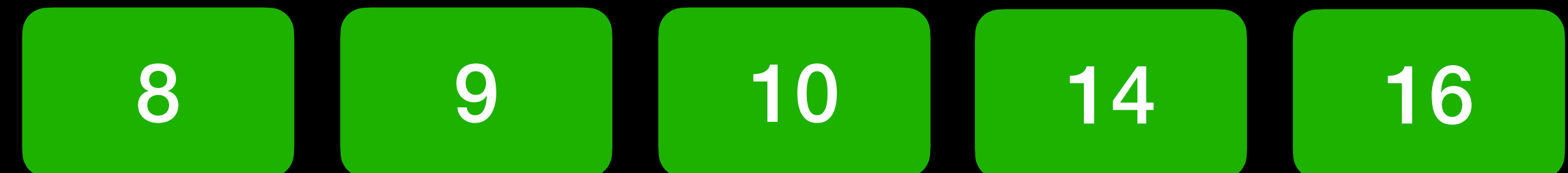
# Remove largest element

# 移开最大的元素



*A.heap-size = 5*

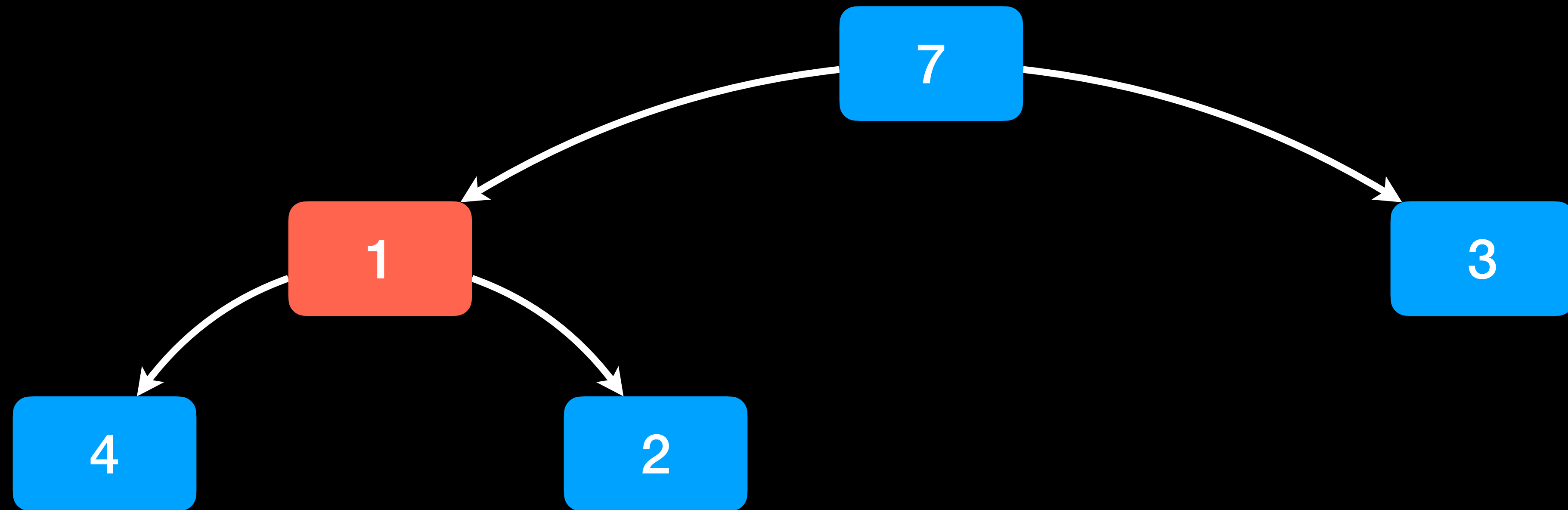
*A.length = 10*





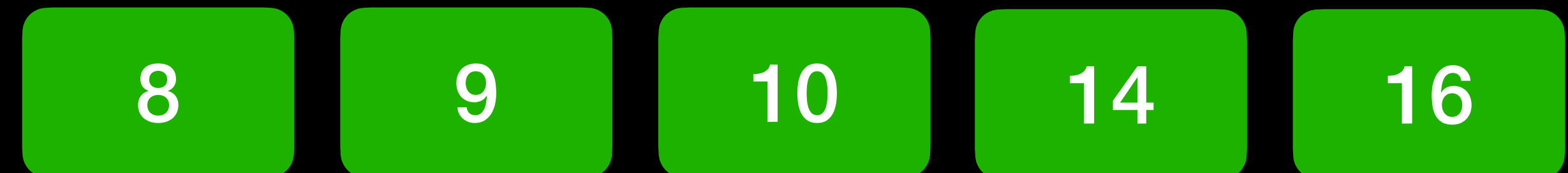
# Correct error in heap

# 纠正堆内的错误



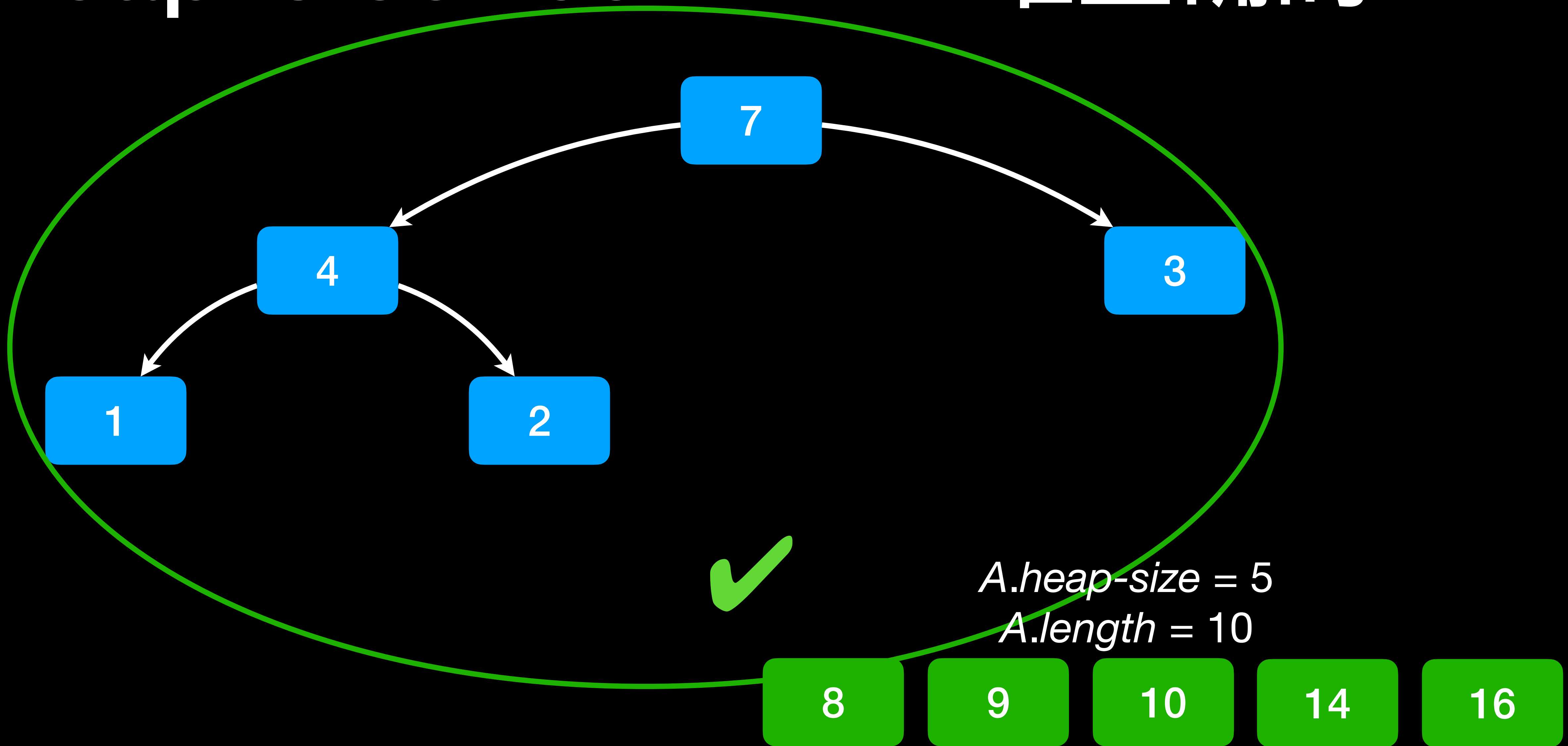
*A.heap-size = 5*

*A.length = 10*



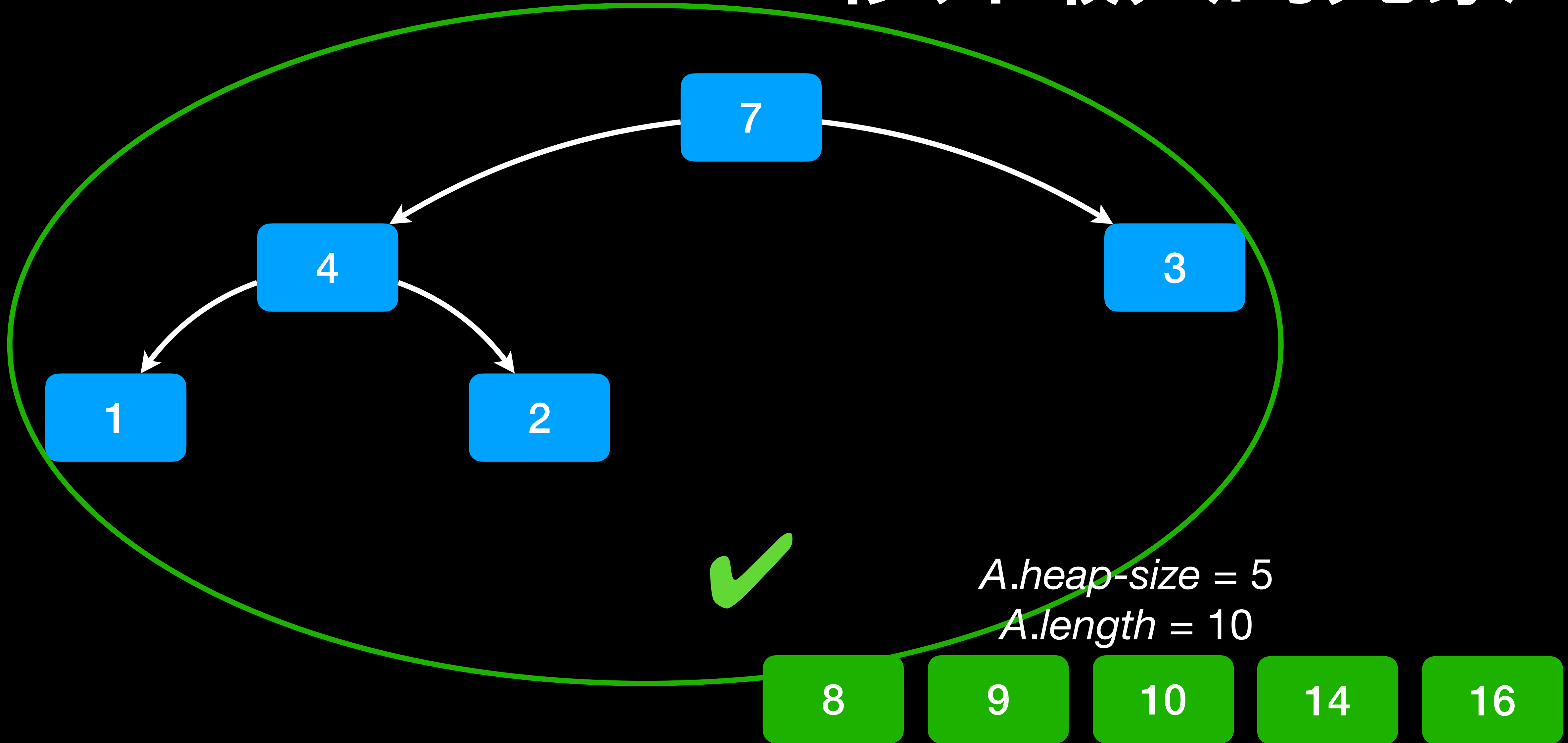
# Heap is correct

# 堆正确的



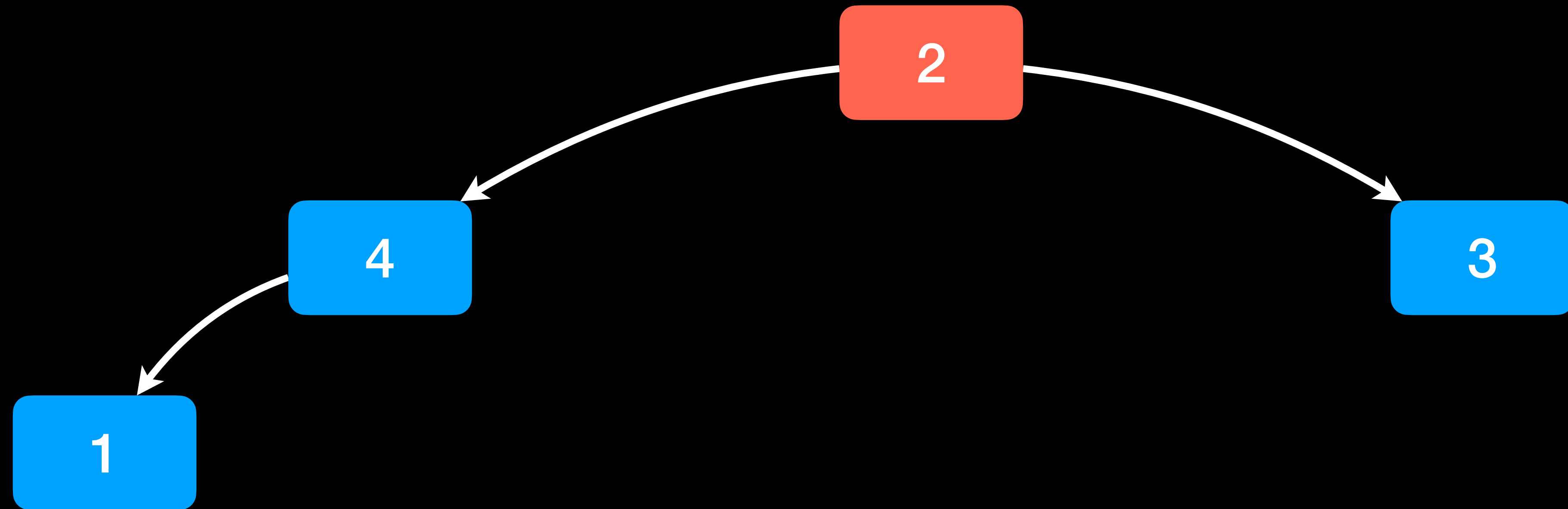
Remove largest element

移开最大的元素



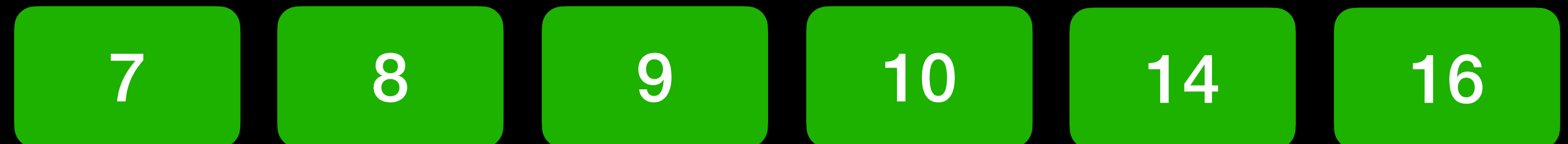
# Remove largest element

# 移开最大的元素



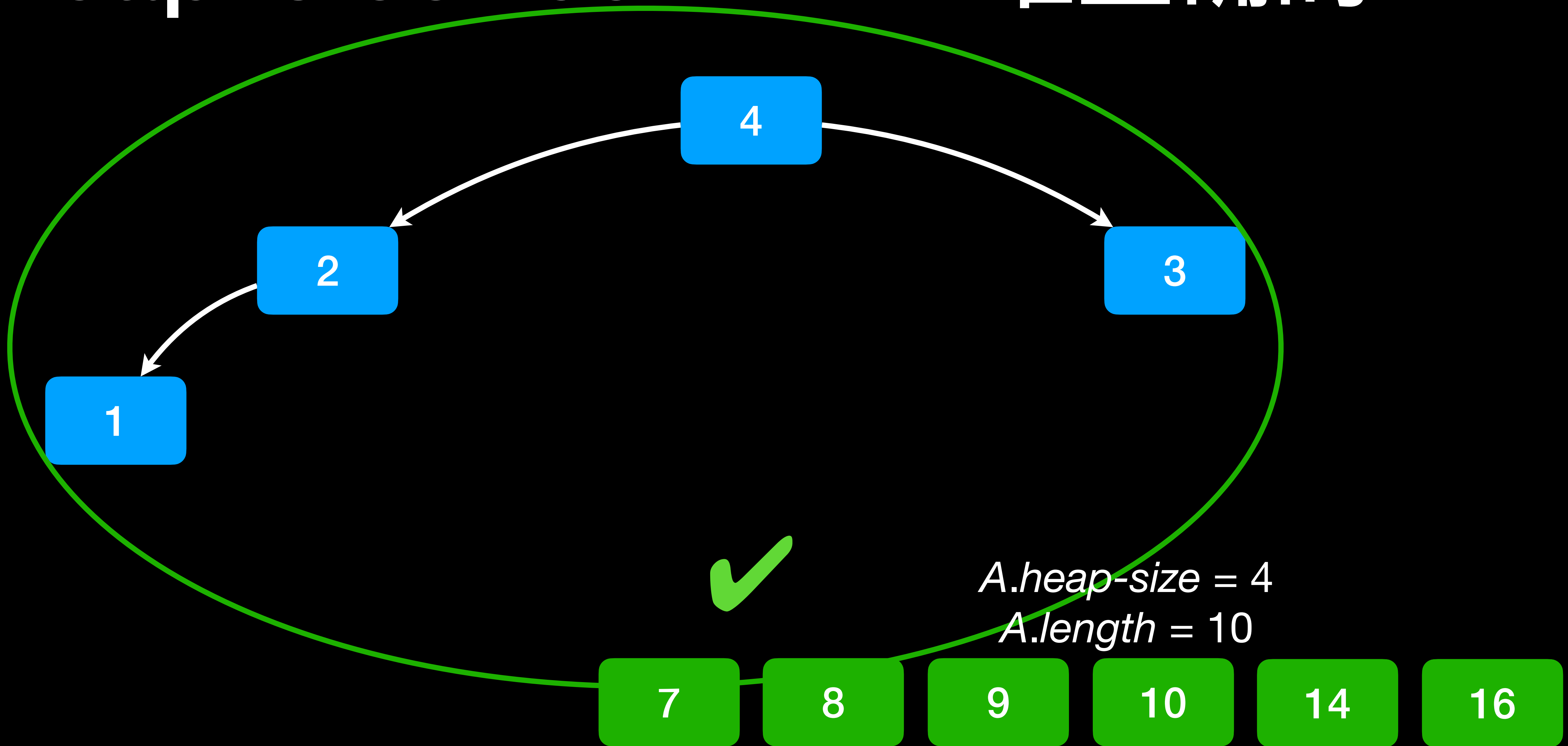
*A.heap-size = 4*

*A.length = 10*



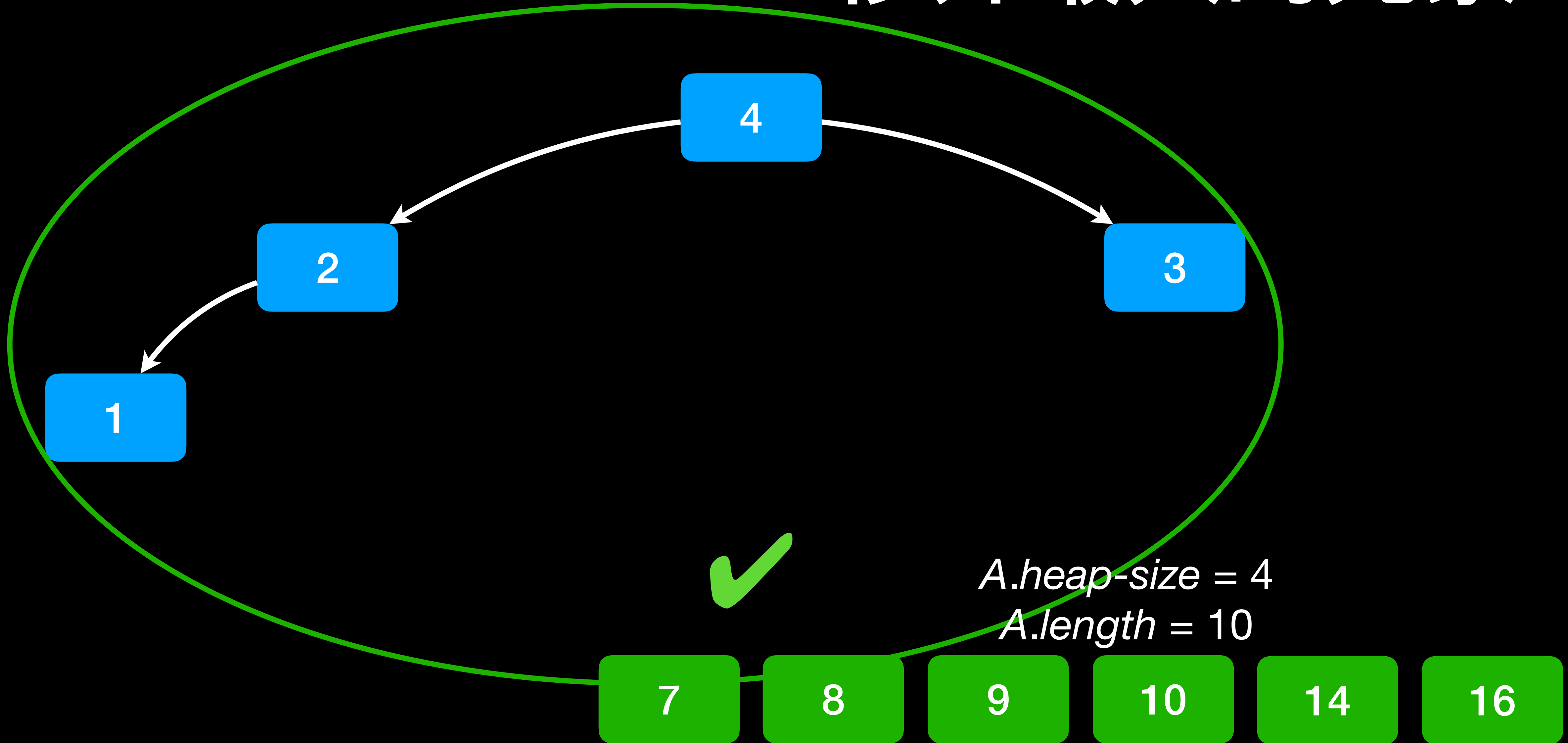
# Heap is correct

# 堆正确的



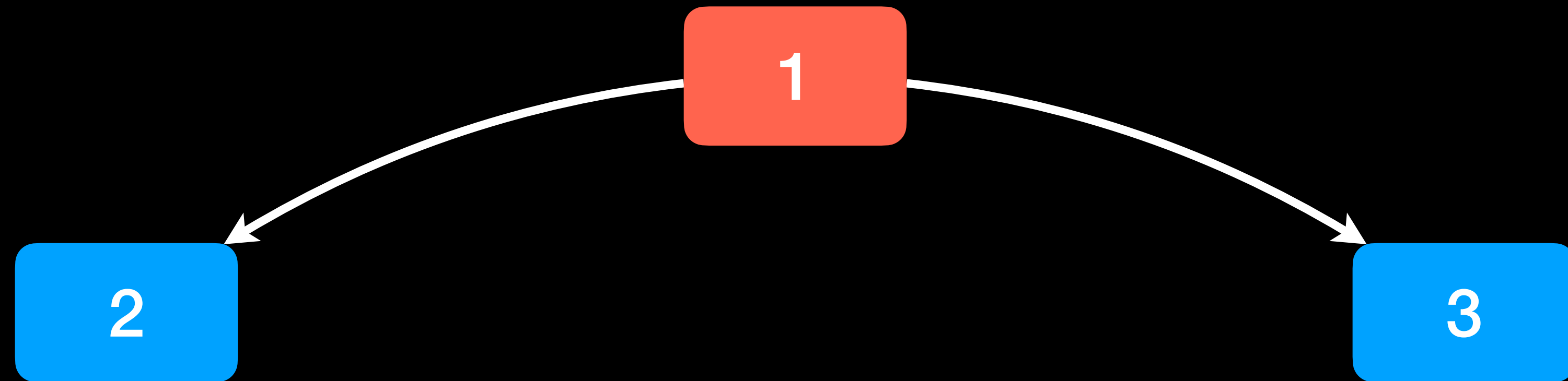
Remove largest element

移开最大的元素



# Remove largest element

# 移开最大的元素



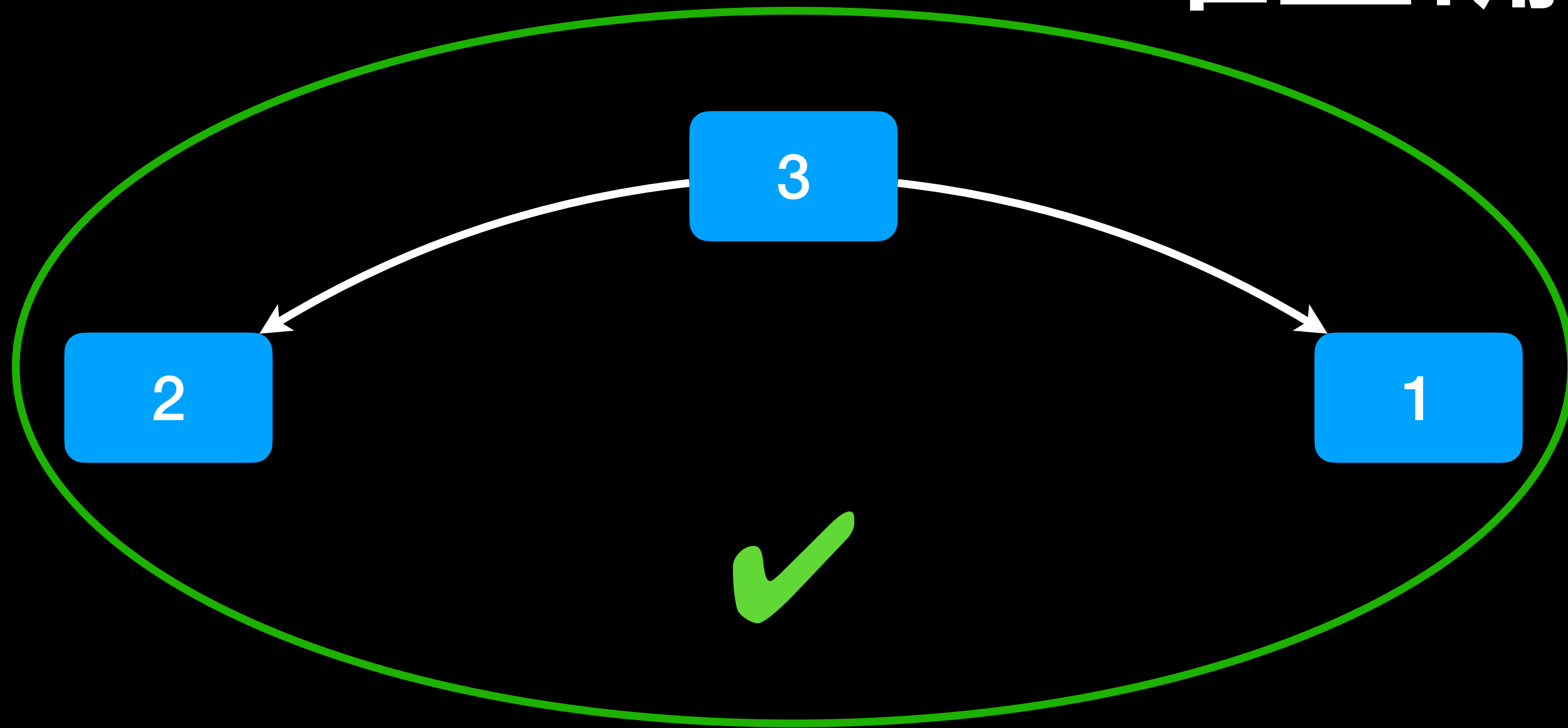
*A.heap-size = 3*

*A.length = 10*



# Heap is correct

# 堆正确的



*A.heap-size = 3*

*A.length = 10*

4

7

8

9

10

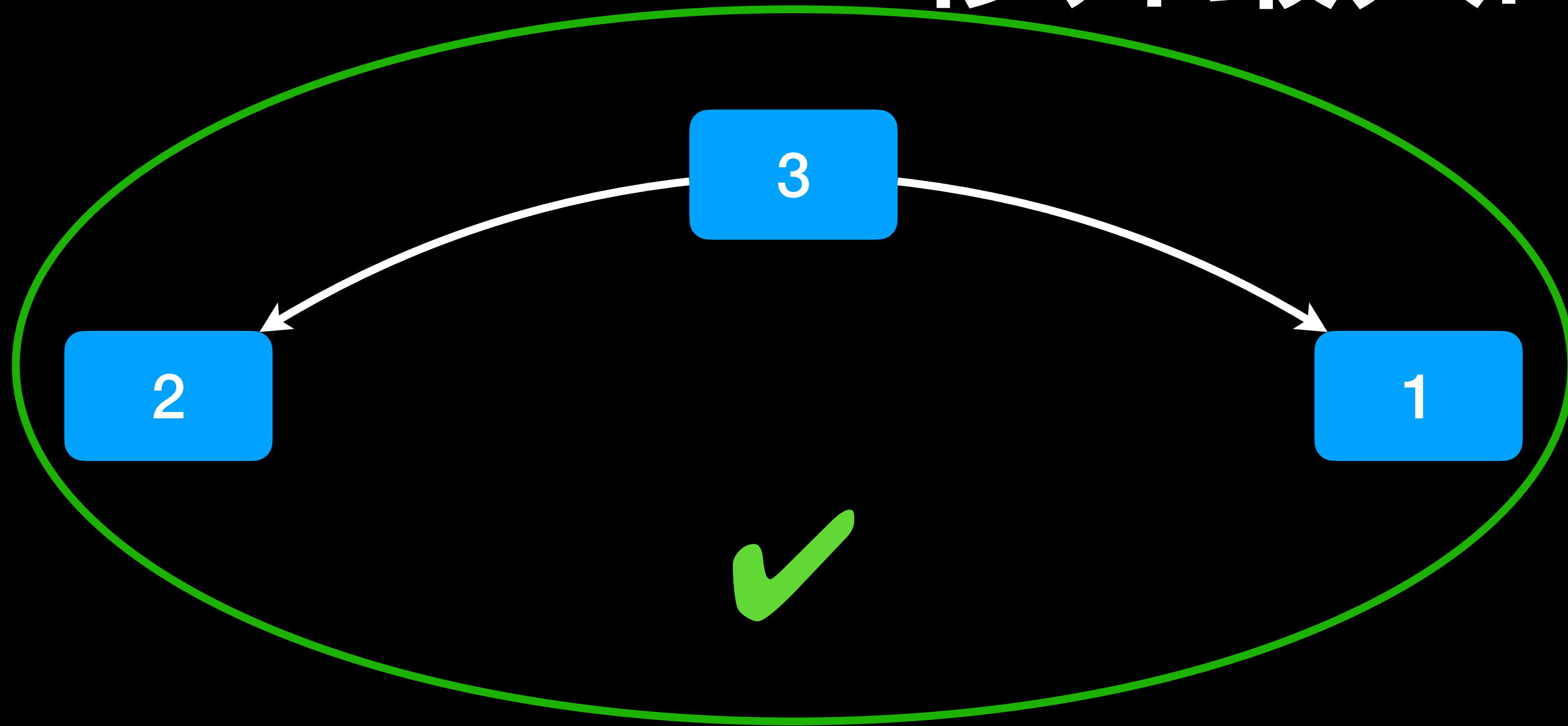
14

16



Remove largest element

移开最大的元素



$A.\text{heap-size} = 3$

$A.\text{length} = 10$

4

7

8

9

10

14

16

# Remove largest element

# 移开最大的元素

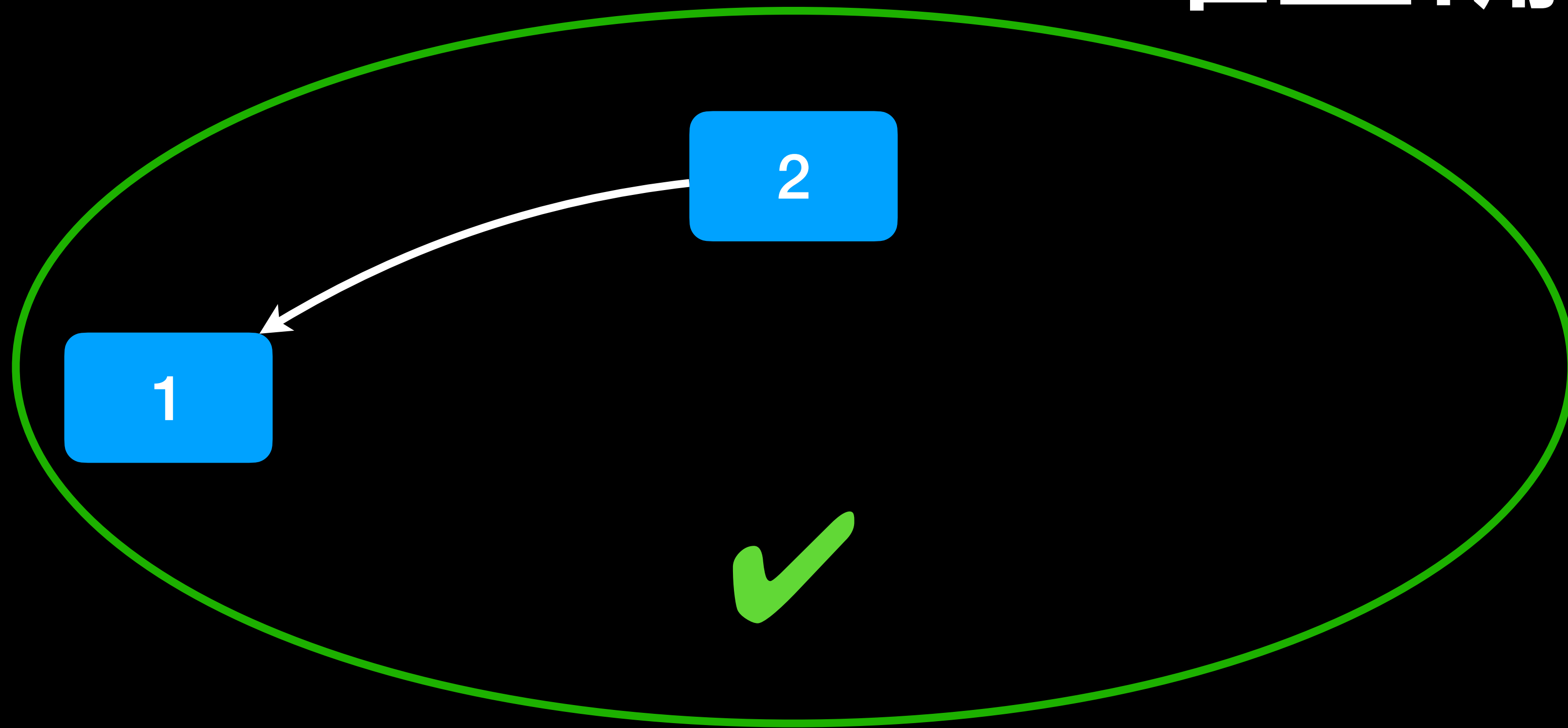


*A.heap-size = 2*  
*A.length = 10*



# Heap is correct

# 堆正确的



$A.heap-size = 2$   
 $A.length = 10$



# Remove largest element

# 移开最大的元素

1

*A.heap-size = 1*  
*A.length = 10*

2 3 4 7 8 9 10 14 16

# Finished!

# 结束了!

*A.heap-size = 0*

*A.length = 10*

1

2

3

4

7

8

9

10

14

16

# HEAPSORT

HEAPSORT(*A*)

BUILD-MAX-HEAP(*A*)

**for**  $i = A.length$  **downto** 2

Exchange  $A[1]$  with  $A[i]$

$A.heap-size = A.heap-size - 1$

MAX-HEAPIFY(*A*, 1)

$A[1], \dots, A[i]$  is a correct max-heap.

$A[i+1], \dots, A[A.length]$  contains the largest elements of *A* in order.  
 $i = A.heap-size$ .

$A[1], \dots, A[i]$  是正确的最大堆。

$A[i+1], \dots, A[A.length]$  按顺序保存 *A* 的最大的元素。  
 $i = A.heap-size$ 。

# Running Time

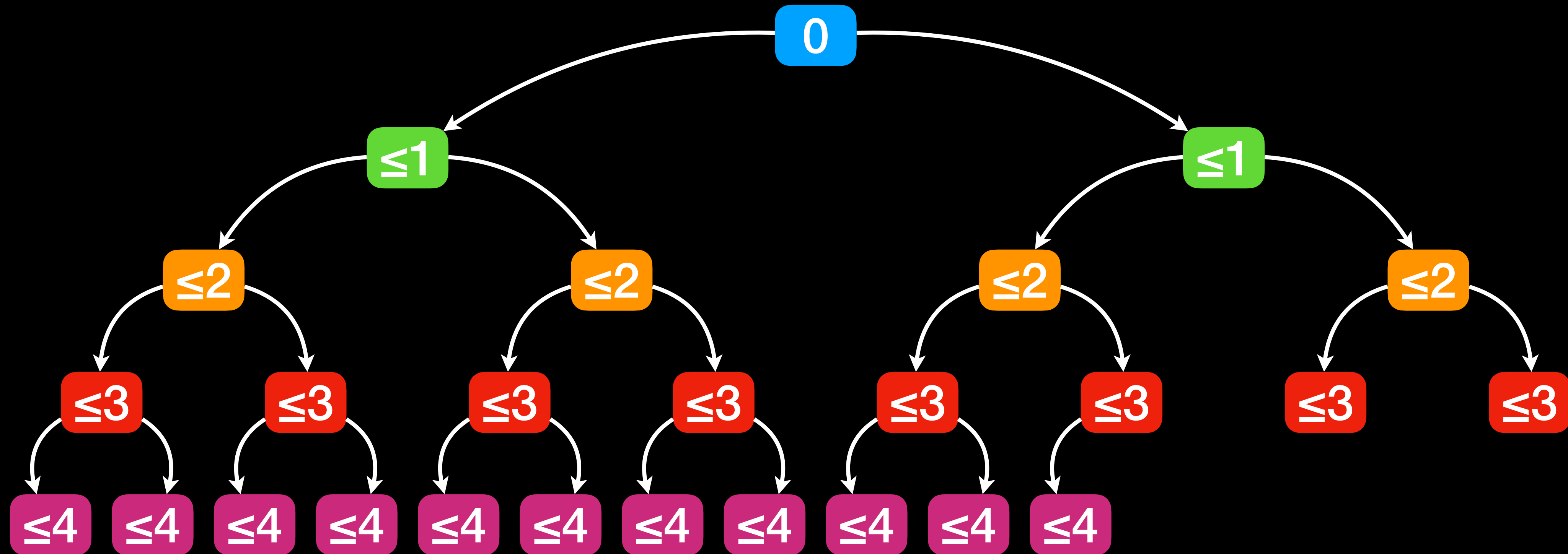
# 运行时间

- $n = A.length$
- HEAPSORT first calls BUILD-MAX-HEAP, which takes time  $O(n)$ .
- Then it calls  $n-1$  times MAX-HEAPIFY; these calls take time  $O(\log (n-1) + \log (n-2) + \dots + \log 1) = O(\log (n-1)!) = O(n \log n)$ .

# Running Time

# 运行时间

- The call to MAX-HEAPIFY after removing this node from the heap takes time ...:





# Priority Queues

# 优先队列

# Priority Queue

# 运行时间

- Examples:
  - scheduling of printer jobs
  - work with deadlines:  
need to handle urgent business  
before less urgent one
- Need queue where one job can overtake another
- priority: high priority = handle first

# Priority Queue

# 优先队列

- use heap data structure to store priority queue
- need additional operations:
  - HEAP-EXTRACT-MAX: find the job with the highest priority and remove it from the queue.
  - HEAP-INCREASE-KEY: increase the priority of some waiting job
  - MAX-HEAP-INSERT: add a new job to the priority queue

# Extract Maximum

- In a heap, the maximum is always the root ➡ easy to find
- To remove the maximum, one needs to replace it by some other entry (and correct the heap property)  
➡ similar to one step in HEAPSORT

# HEAP-EXTRACT-MAX

```
HEAP-EXTRACT-MAX(A)  
  if A.heap-size < 1  
    error "heap underflow"  
  max = A[1]  
  A[1] = A[A.heap-size]  
  A.heap-size = A.heap-size - 1  
  MAX-HEAPIFY(A, 1)  
  return max
```

# Extract Maximum

- In a heap, the maximum is always the root ➡ easy to find
- To remove the maximum, one needs to replace it by some other entry (and correct the heap property)  
➡ similar to one step in HEAPSORT
- Running time:  $O(1 + \log n) = O(\log n)$

# Increase Key

- Sometimes priorities change.
- A max-heap priority queue can increase the priority.
- Idea: if the new priority is too large (violates the max-heap property), exchange the node with its parent.
- (MAX-HEAPIFY can be used to decrease priority.)

# HEAP-INCREASE-KEY

```
HEAP-INCREASE-KEY( $A, i, key$ ) // changes the priority of  $A[i]$  to  $key$   
if  $key < A[i]$   
    error “new key is smaller than current key”  
 $A[i] = key$   
while  $i > 1$  and  $A[\text{PARENT}(i)] < A[i]$   
    Exchange  $A[i]$  with  $A[\text{PARENT}(i)]$   
     $i = \text{PARENT}(i)$ 
```



# Increase Key

- Sometimes priorities change.
- A max-heap priority queue can increase the priority.
- Idea: if the new priority is too large (violates the max-heap property), exchange the node with its parent.
- Running time:  $O(\log n)$  because the loop may go through all ancestors of  $A[i]$ .

# Insert a new job

- Idea to insert a new job:  
First insert the job with priority  $-\infty$ ,  
then increase priority to actual value  
using HEAP-INCREASE-KEY.

# MAX-HEAP-INSERT

```
MAX-HEAP-INSERT(A, key) // adds a new entry with priority key  
if A.length  $\leq$  A.heap-size  
    error "The heap storage is full"  
A.heap-size = A.heap-size + 1  
A[A.heap-size] =  $-\infty$   
HEAP-INCREASE-KEY(A, A.heap-size, key)
```

# Insert a new job

- Idea to insert a new job:  
First insert the job with priority  $-\infty$ ,  
then increase priority to actual value  
using HEAP-INCREASE-KEY.
- Running time: only few operations in  
addition to HEAP-INCREASE-KEY,  
so the runtime is in  $O(\log n)$ .

# Exercises

# 练习

# 4.3-7

- Using the master method in Section 4.5, you can show that the solution to the recurrence  $T(n) = 4T(n/3) + n$  is  $T(n) = \Theta(n^{\log_3 4})$ . Show that a substitution proof with the assumption  $T(n) \leq cn^{\log_3 4}$  fails. Then show how to subtract off a lower-order term to make a substitution proof work.
- 使用4.5节中的主方法，可以证明  $T(n) = 4T(n/3) + n$  的解为  $T(n) = \Theta(n^{\log_3 4})$ 。说明基于假设  $T(n) \leq cn^{\log_3 4}$  的代入法不能证明这一结论。然后说明如何通过减去一个低阶项完成代入法证明。

# 4.3-9

- Solve the recurrence

$$T(n) = 3T(\sqrt{n}) + \lg n$$

by making a change of variables. Your solution should be asymptotically tight. Do not worry about whether values are integral.

- 使用改变变量的方法求解归式

$$T(n) = 3T(\sqrt{n}) + \lg n$$

你的解应该是渐近紧确的。不必担心数值是否是整数。

# 6.4-1

- Using Figure 6.4 as a model, illustrate the operation of HEAPSORT on the array  $A = \langle 5, 13, 2, 25, 7, 17, 20, 8, 4 \rangle$ .
- 参照图6-4的方法, 说明HEAPSORT在数组 $A = \langle 5, 13, 2, 25, 7, 17, 20, 8, 4 \rangle$ 上的操作过程。



# Emergency Queue

- Assume that the priority queue in an hospital emergency ward is implemented using heaps. Draw the heap that results after each of the steps on the following slide.

# 急诊室队列

- 假设医院急诊病房中的优先级队列是使用堆来实现的。绘制每个下一张幻灯片上步骤后的结果堆。

# Emergency Queue

1. Patient A arrives with urgency 7.
2. Patient B arrives with urgency 3.
3. Patient C arrives with urgency 5.
4. The doctor calls one patient for treatment.
5. Patient D arrives with urgency 8.
6. The doctor calls one patient for treatment.
7. Patient E arrives with urgency 4.
8. Patient B leaves the hospital without treatment.
9. The urgency of patient E changes to 6.
10. The doctor calls one patient for treatment.
11. The doctor calls one patient for treatment.

# 急诊室队列

1. 病人 A 到达记者们，紧急度7。
2. 病人 B 到达记者们，紧急度3。
3. 病人 C 到达记者们，紧急度5。
4. 医生叫一个病人来治疗。
5. 病人 D 到达记者们，紧急度8。
6. 医生叫一个病人来治疗。
7. 病人 E 到达记者们，紧急度4。
8. 病人 B 未经治疗就出院了。
9. 病人 E 的紧急度增加到6。
10. 医生叫一个病人来治疗。
11. 医生叫一个病人来治疗。