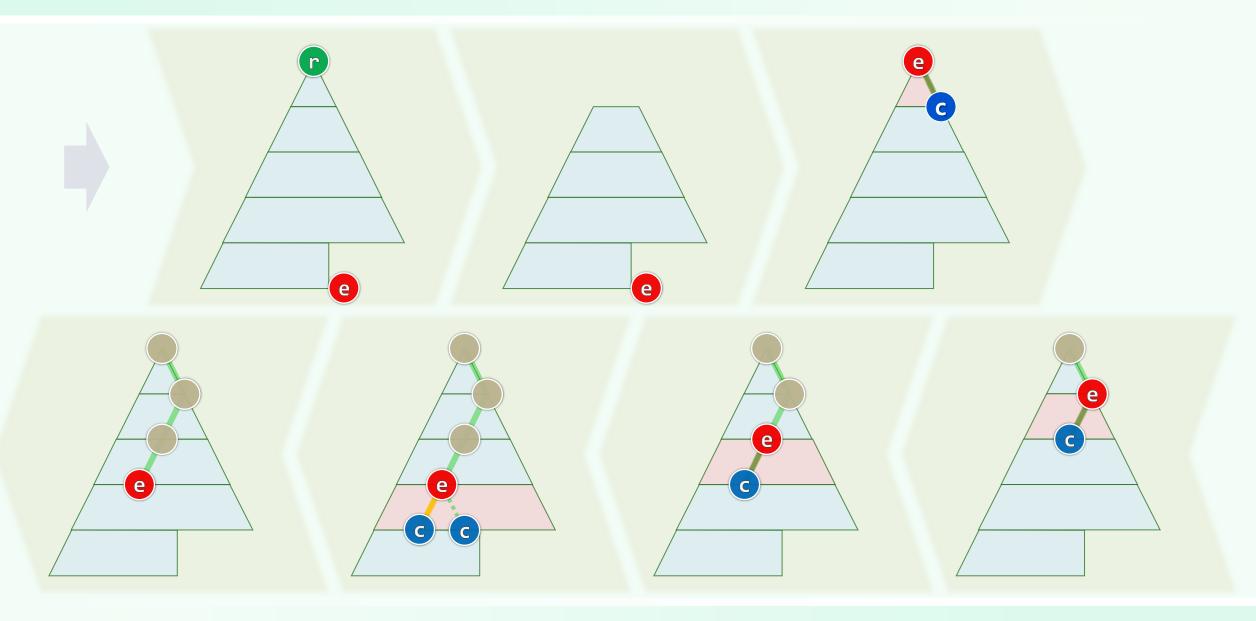
优先级队列

完全二叉堆: 删除

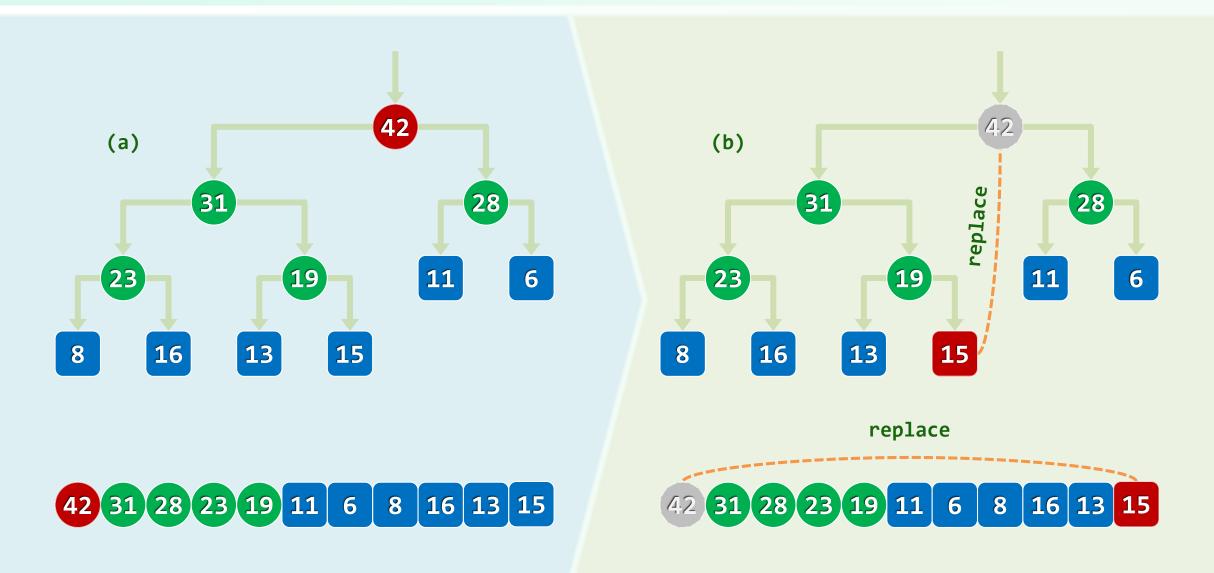
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I have scaled the peak and found no shelter in fame's bleak and barren height.

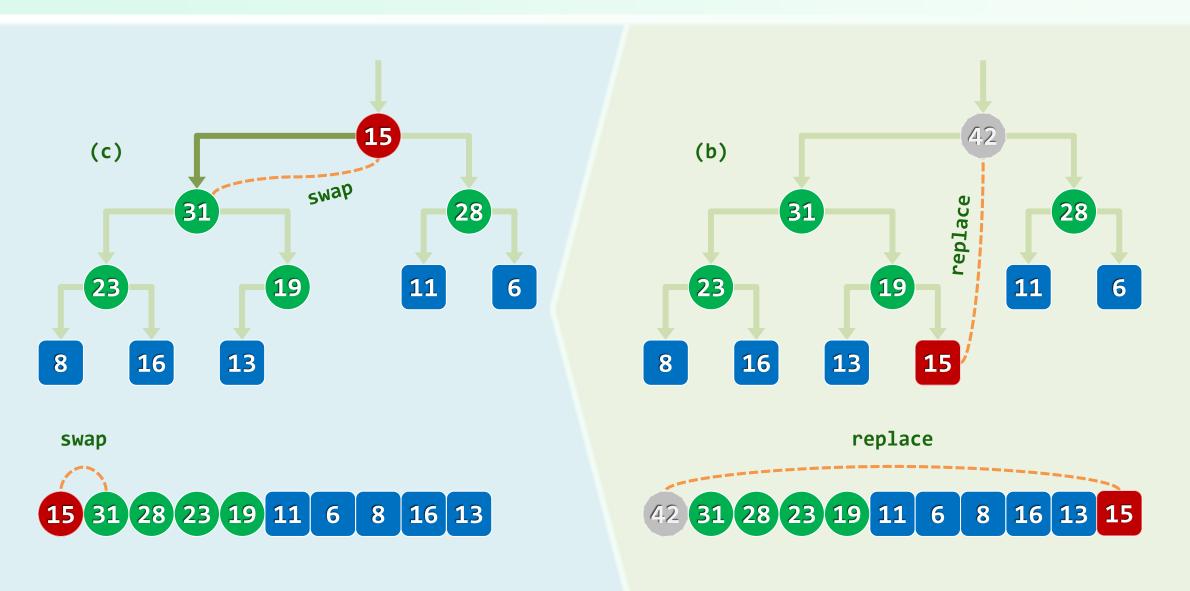
算法: 割肉补疮 + 逐层下滤



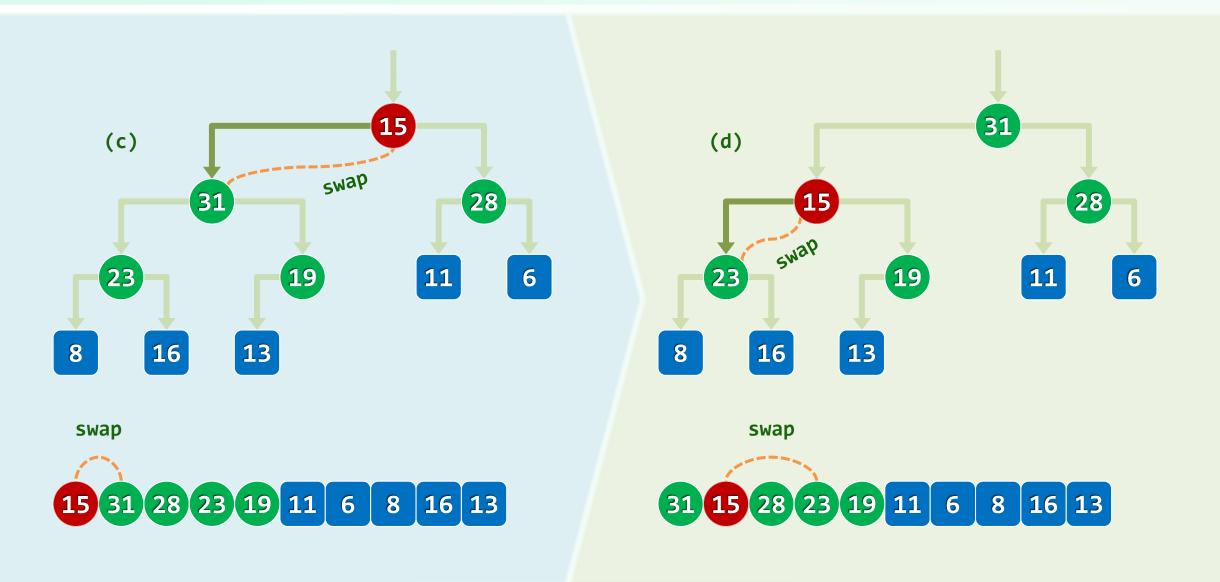
实例 (1/5)



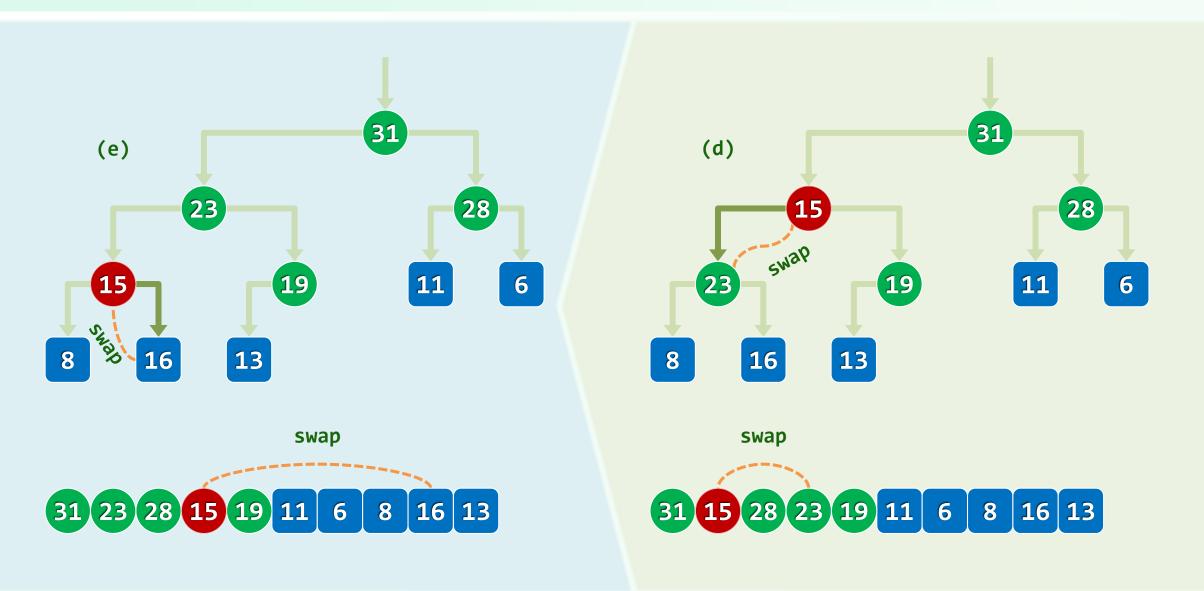
实例 (2/5)



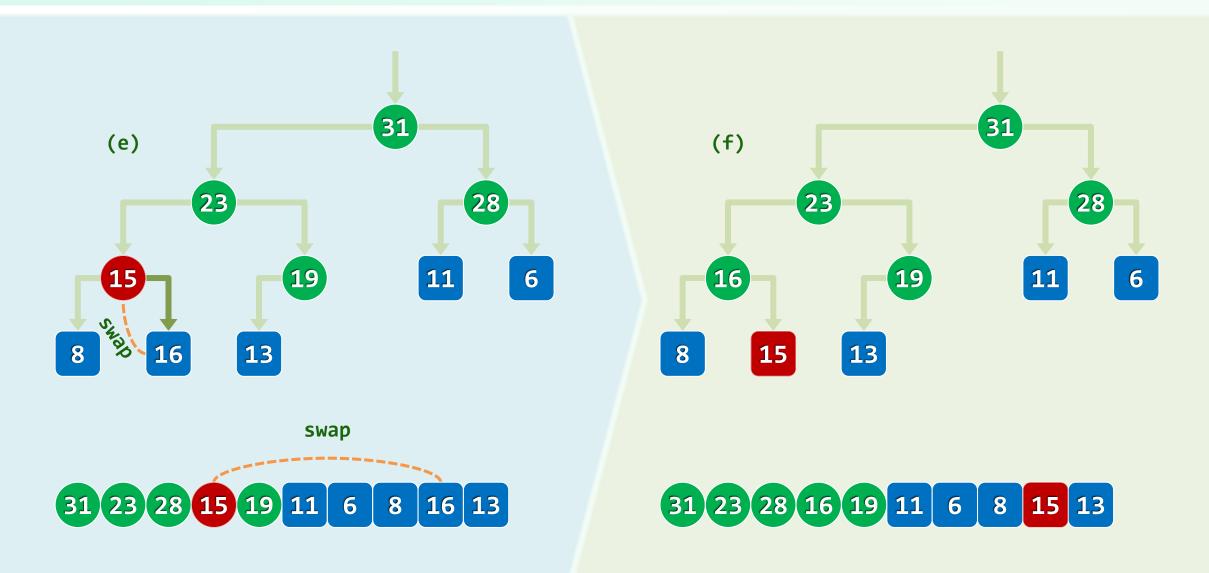
实例 (3/5)



实例 (4/5)



实例 (5/5)



实现

```
❖ template <typename T> T PQ_ComplHeap<T>::delMax() { //删除
    T maxElem = _elem[0]; _elem[0] = _elem[ --_size ]; //摘除堆顶, 代之以末词条
    percolateDown( _elem, _size, 0 ); //对新堆顶实施下滤
    return maxElem; //返回此前备份的最大词条
❖ template <typename T> Rank percolateDown( T* A, Rank n, Rank i ) { //0 <= i < n</p>
    Rank j; //i及其(至多两个)孩子中, 堪为父者
    while ( i != ( j = ProperParent( A, n, i ) ) ) //只要i非j, 则
       { swap( A[i], A[j] ); i = j; } //换位, 并继续考察i
    return i; //返回下滤抵达的位置(亦i亦j)
```

效率

❖ e在每一高度至多交换一次

累计交换不超过0(logn)次

- ❖ 通过下滤,可在♂(logn)时间内
 - 删除堆顶节点,并
 - 整体重新调整为堆
- * 数学期望呢?

