## 优先级队列

锦标赛树: 败者树

We are the champions.

No time for losers

'Cause we are the champions of the world.

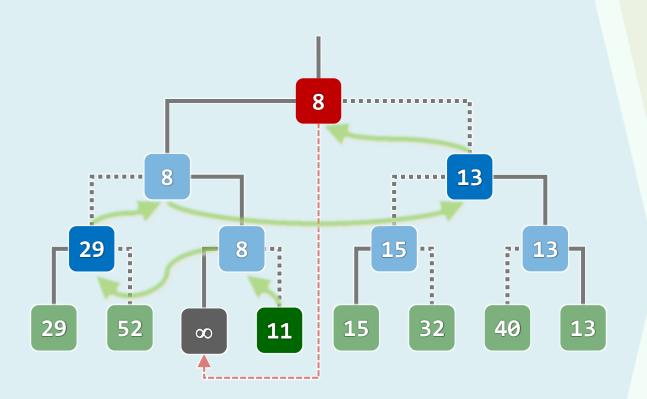
善胜者不阵, 善阵者不战, 善战者不败, 善败者终胜



## 结构 + 重赛算法

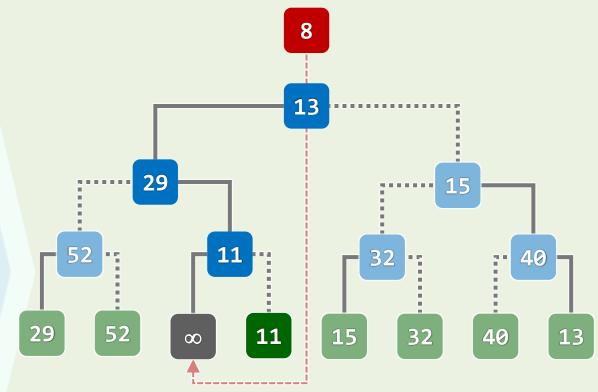
**\* 重赛过程中,须交替访问沿途节点及其兄弟** 

如何避免这类迂回?

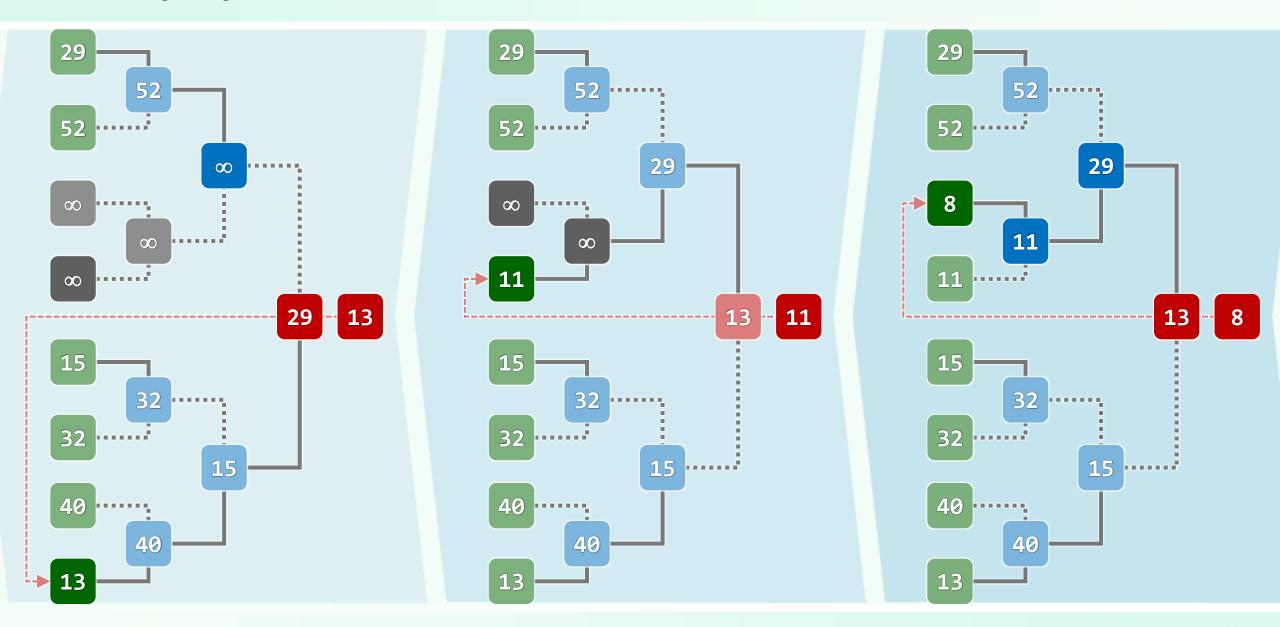


❖ 内部节点,记录对应比赛的败者

增设根的"父节点",记录冠军



## 实例 (1/2)



## 实例 (2/2)

