

```

> restart;
  u := [3,4]; # x^3 y^4
                                     u := [3,4] (1)
=
> v := [3,1];
                                     v := [3,1] (2)
=
> w := [2,2];
                                     w := [2,2] (3)
=
> less := proc(u,v) evalb(u[1]<v[1] or u[1]=v[1] and u[2]<v[2])
end;
  less := proc(u,v) evalb(u[1] < v[1] or u[1]=v[1] and u[2] < v[2]) end proc (4)
=
> less(u,v);
                                     false (5)
=
> less(v,u);
                                     true (6)
=
> less(w,v);
                                     true (7)
=
[i,j,e]
> h23 := [2,3,u];
                                     h23 := [2,3,[3,4]] (8)
=
> h13 := [1,3,v];
                                     h13 := [1,3,[3,1]] (9)
=
> h22 := [2,2,w];
                                     h22 := [2,2,[2,2]] (10)
=
> h11 := [2,4,[2,1]];
                                     h11 := [2,4,[2,1]] (11)
=
> LT := proc(h1,h2) global CNT; CNT++; less(h1[3],h2[3]) end;
  LT := proc(h1,h2) global CNT; `++`(CNT); less(h1[3],h2[3]) end proc (12)
=
> CNT := 0;
                                     CNT := 0 (13)
=
> LT( h13,h23 );
                                     true (14)
=
> CNT := 0;
                                     CNT := 0 (15)
=
> H := heap[new]( LT );
                                     H := table([0=0, `<`=LT]) (16)
=
> for h in [h23,h13,h22,h11] do heap[insert](h,H); od;
                                     [2,3,[3,4]]
                                     [1,3,[3,1]]
                                     [2,2,[2,2]]
                                     [2,4,[2,1]] (17)
=
> CNT;
                                     3 (18)
=
> while not heap[empty](H) do heap[extract](H) od;
                                     [2,3,[3,4]]
                                     [1,3,[3,1]]

```

[
=
> CNT;
=
]

[2, 2, [2, 2]]

[2, 4, [2, 1]]

(19)

8

(20)

CNT := 1

(21)