

# Algoritmos e Estruturas de Dados

Mergesort



d) Considere a execução do MergeSort sobre a entrada V = (3,4,7,6,2,1,0,5). Imediatamente após a *terceira* execução da função *merge*, o vetor estará na forma V = (3,4,6,7,1,2,0,5).

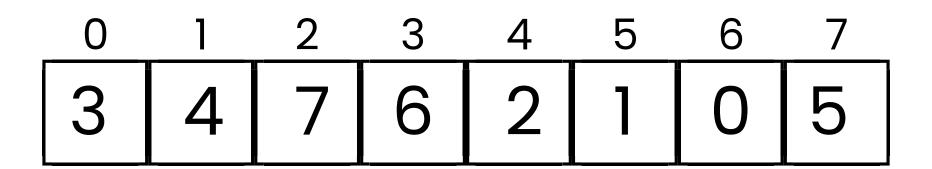
d) Considere a execução do MergeSort sobre a entrada V = (3,4,7,6,2,1,0,5). Imediatamente após a *terceira* execução da função *merge*, o vetor estará na forma V = (3,4,6,7,1,2,0,5).

falso: fica assim (ver ilustração das iterações a seguir)

- a) O MergeSort é um algoritmo do tipo *di- vidir para conquistar*.
- b) O MergeSort tem complexidade de *tempo*  $\Theta(n)$  no *melhor* caso.
- c) O MergeSort tem complexidade de  $espaço \Theta(n)$  no pior caso.

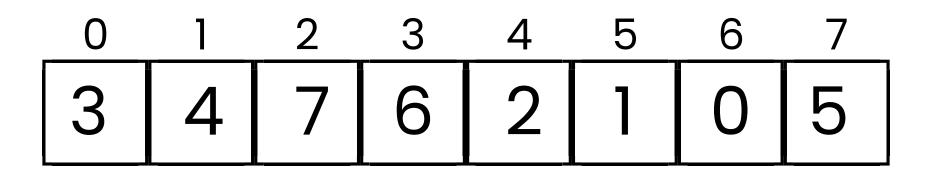
- a) O MergeSort é um algoritmo do tipo *di- vidir para conquistar*.
- b) O MergeSort tem complexidade de tempo  $\Theta(n)$  no melhor caso. F: theta(n\*lg(n))
- c) O MergeSort tem complexidade de  $espaço \Theta(n)$  no pior caso.
  - V: ver ilustrações para entender por que não é O(n\*lg(n))

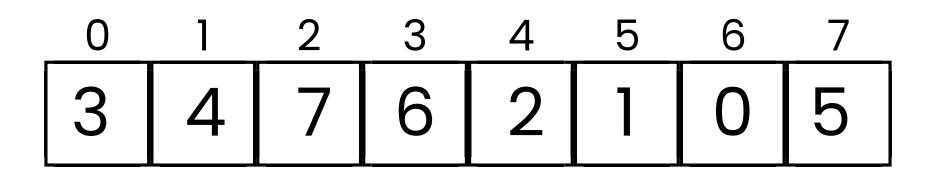
0	]	2	3	4	5	6	7
3	4	7	6	2	1	0	5



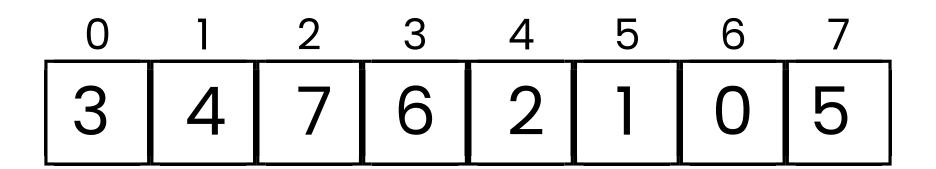
0	1	2	3	4	5	6	7
3	4	7	6	2	1	0	5

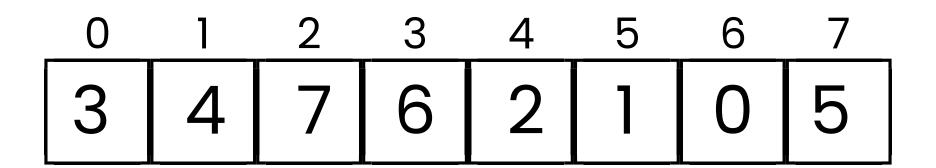
0	1	2	3	4	5	6	7
3	4	7	6	2	1	0	5

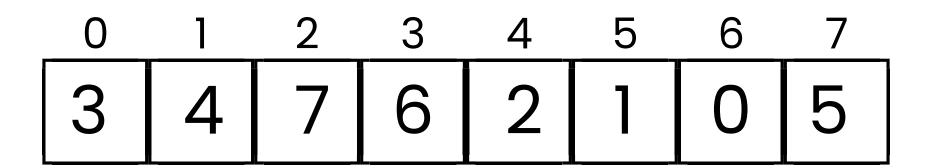


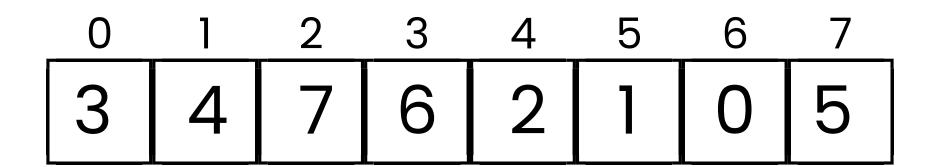


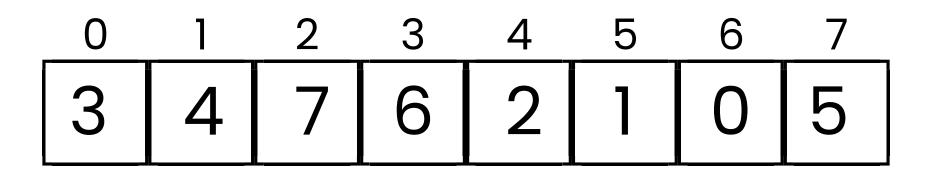
merge #1

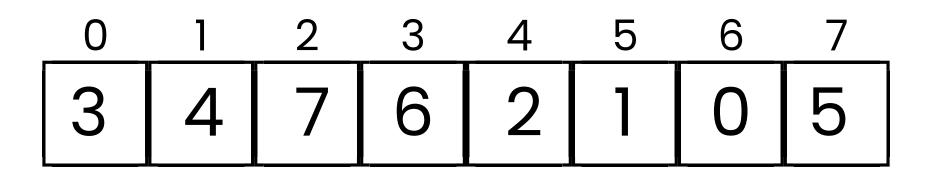


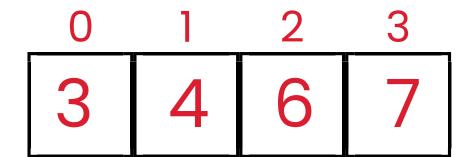




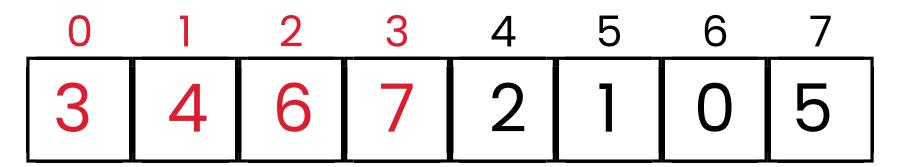


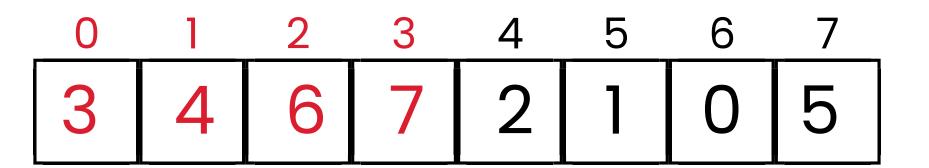


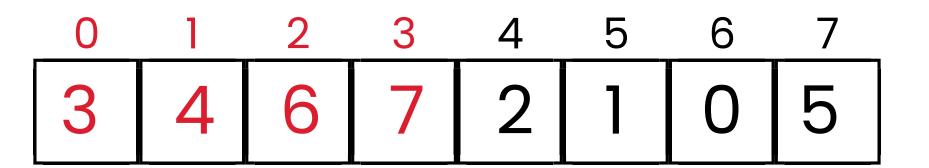


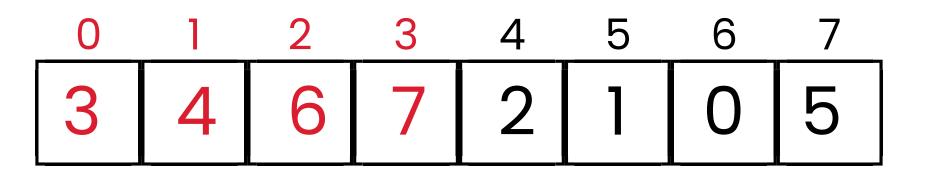


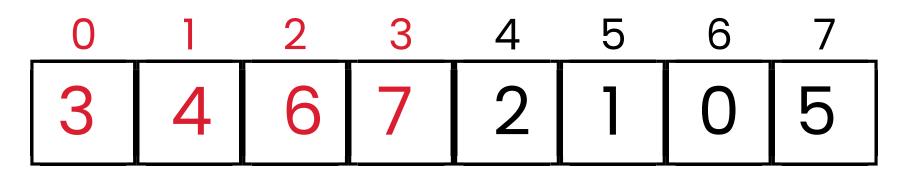
merge #3

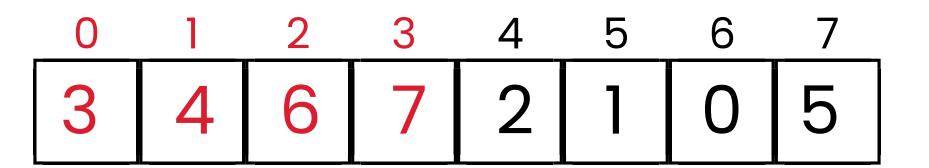


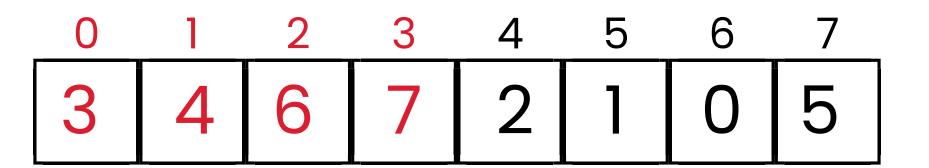


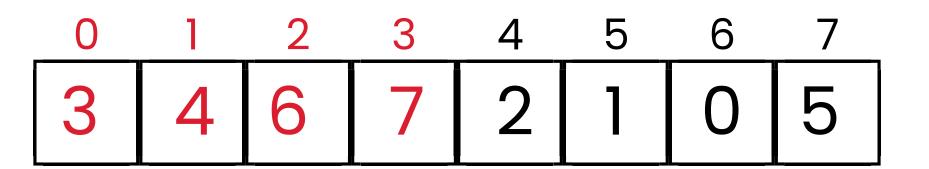


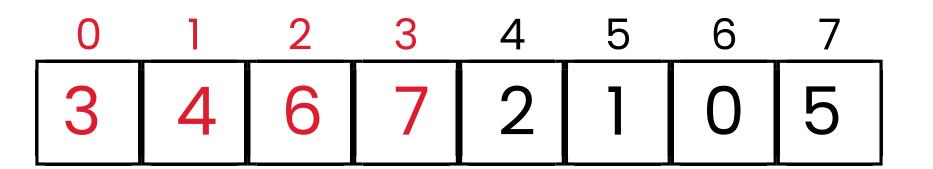


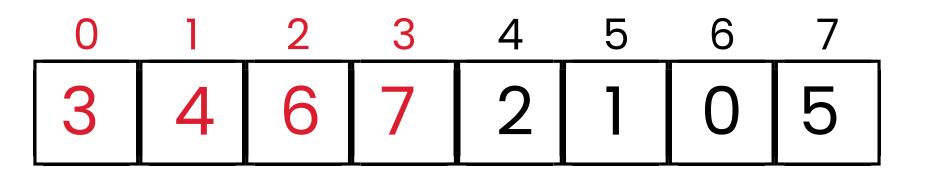


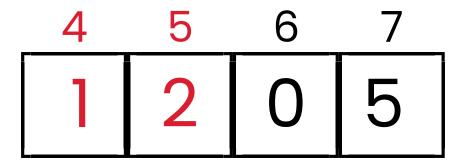


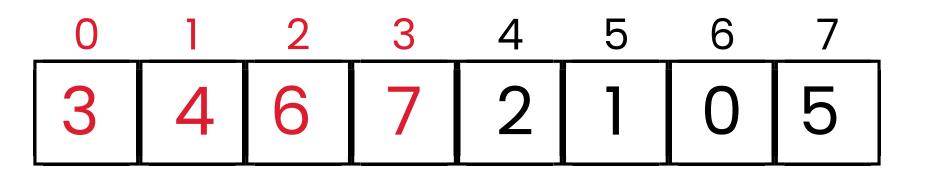


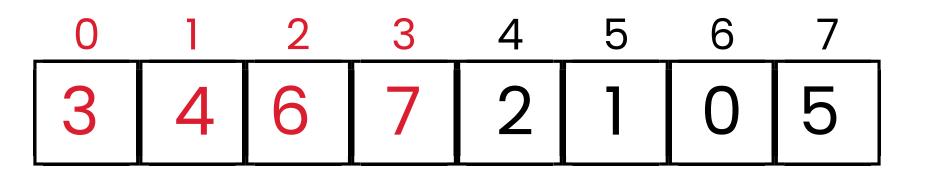


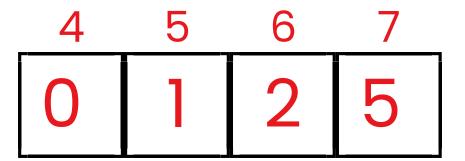




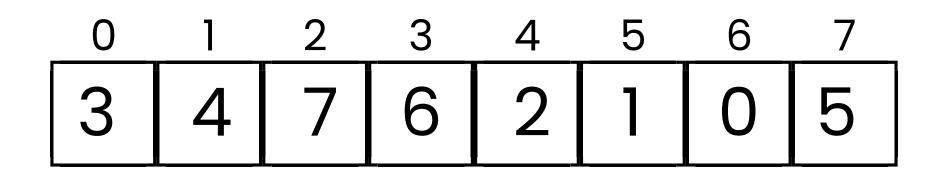


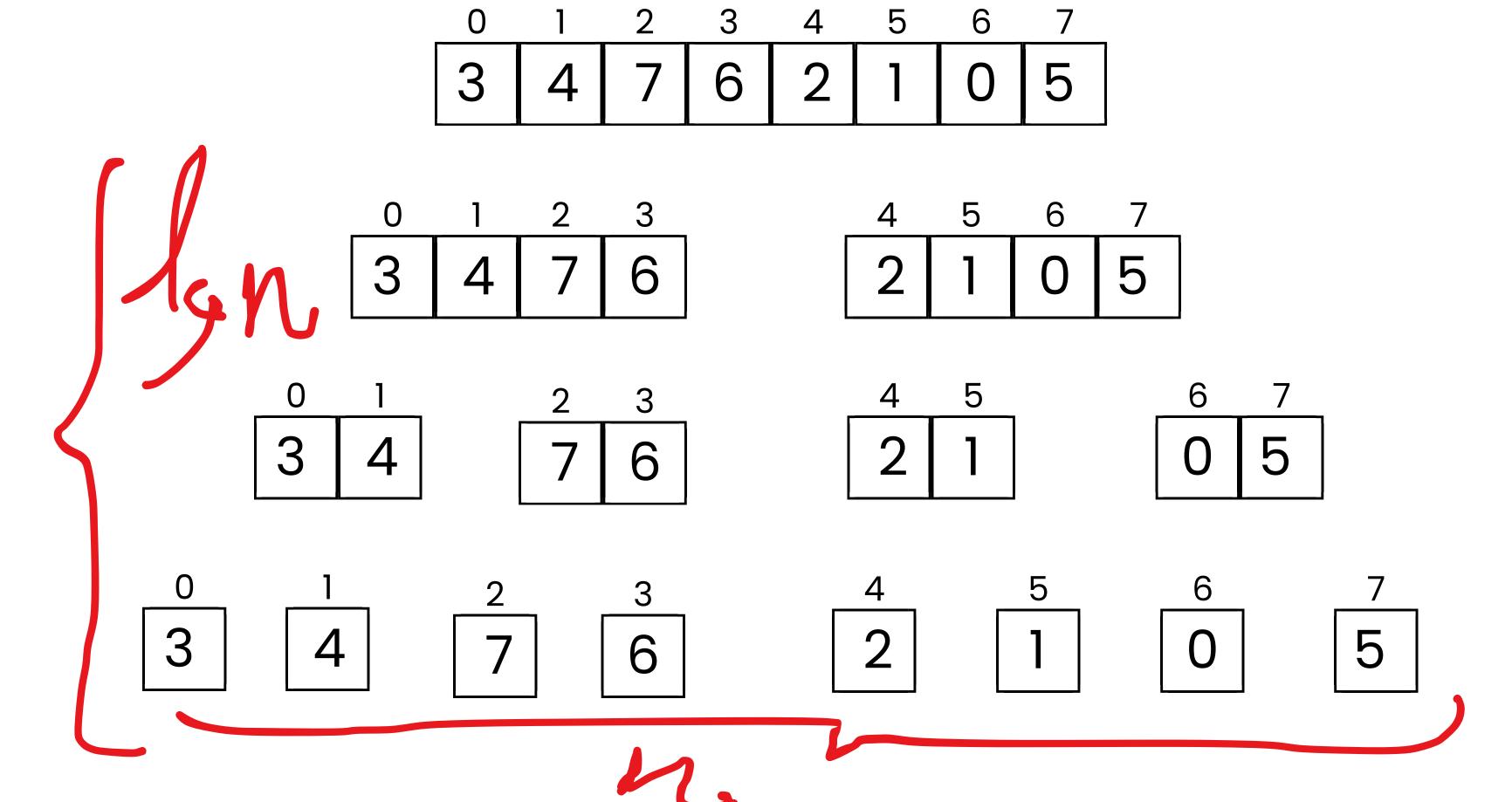


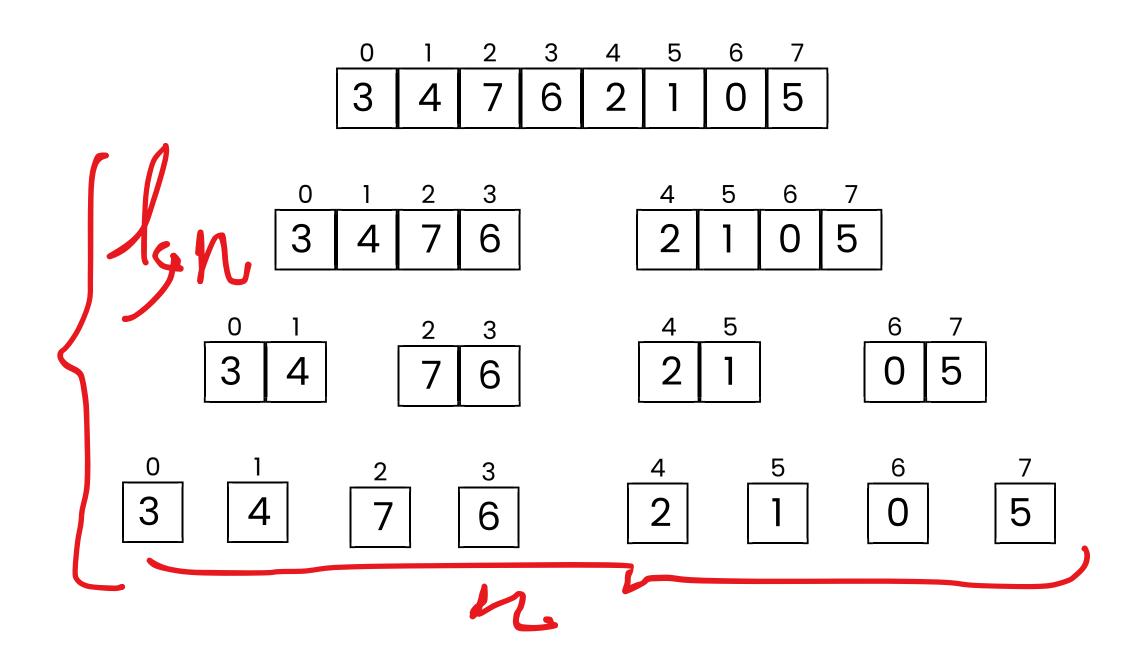




0	1	2	3	4	5	6	7	_
0	1	2	က	4	15	6	7	







complexidade de tempo theta(n\*lg(n)) vem daqui. Mas note que a memória auxiliar não armazena, em um **mesmo instante**, a árvore de recursão **inteira**. A complexidade de memória é theta(n)

#### Não deixem de fazer 2-3 provas passadas!!!

https://www.cin.ufpe.br/~paguso/courses/if672ec/arquivo/

(**prova 1**, deixar prova 2 e finais para depois)

#### Add a subheading

visualização de algoritmos de ordenação:

<u>visualgo</u>