#### PRÁCTICA I

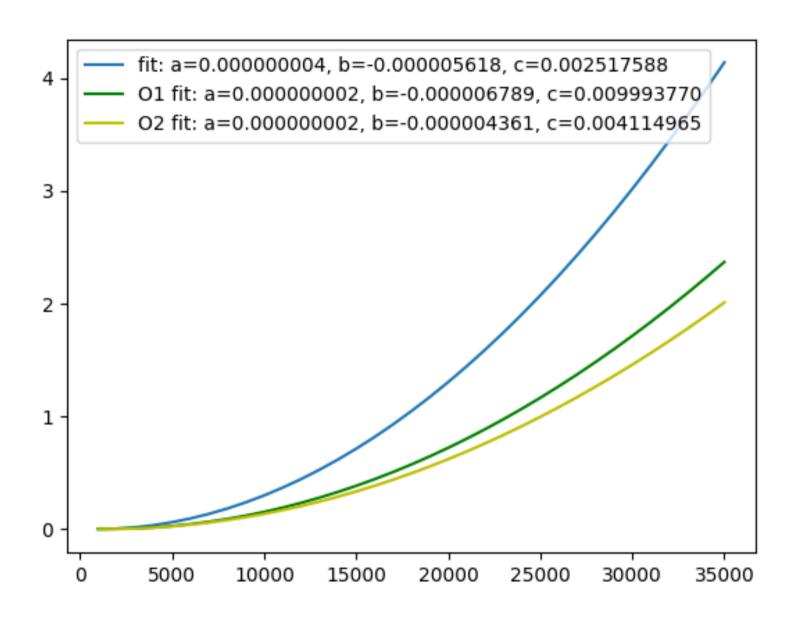
**EFICIENCIA DE ALGORITMOS** 

By: Elena Merelo y Antonio Gámiz

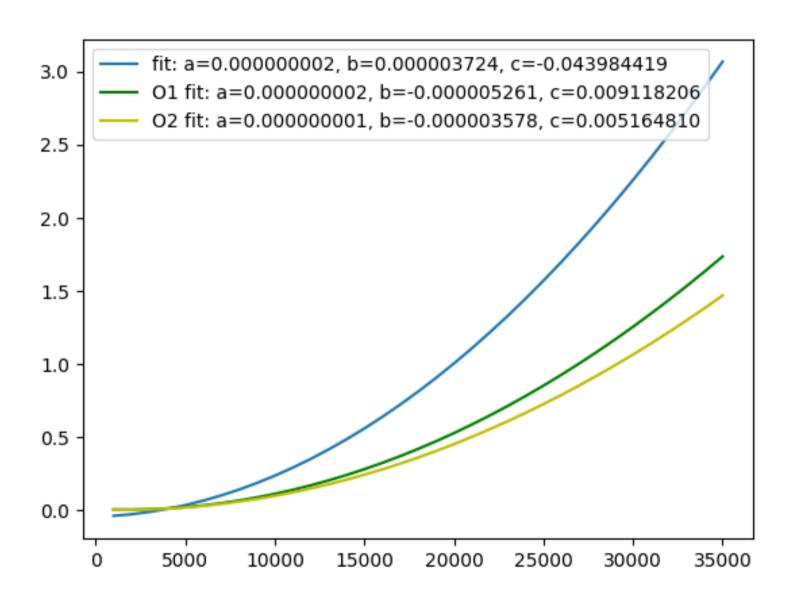
#### Algoritmos analizados

Algoritmo	Orden de Eficiencia
Burbuja	$O(n^2)$
Inserción	$O(n^2)$
Selección	$O(n^2)$
Mergesort	$O(n\log(n))$
Quicksort	$O(n\log(n))$
Heapsort	$O(n\log(n))$
Floyd	$O(n^3)$
Hanoi	$O(2^n)$

#### Algoritmo de burbuja - Elena



#### Algoritmo de burbuja - Antonio

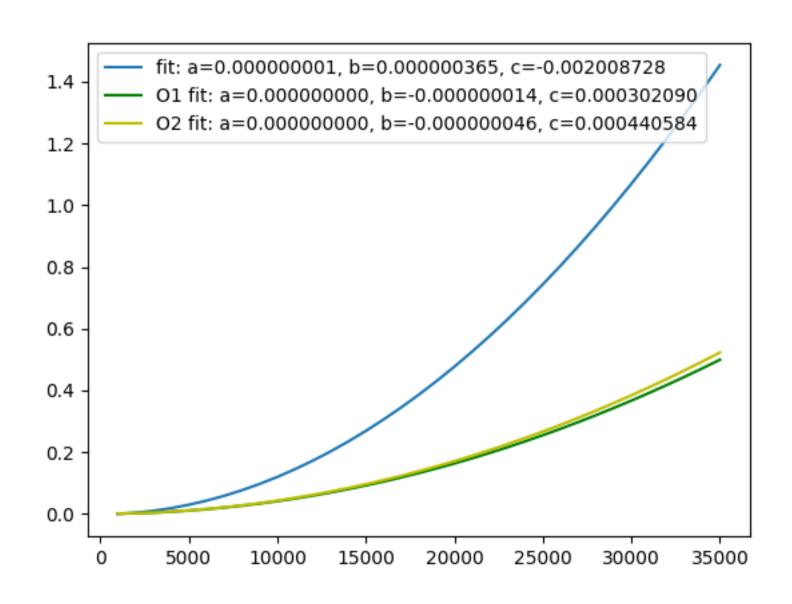


#### Algoritmo de inserción – Análisis teórico

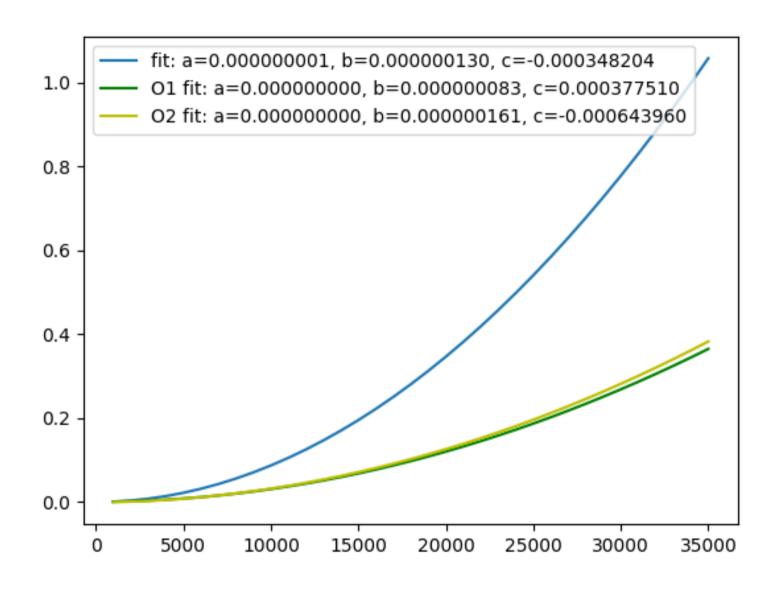
```
inline static void insercion (int T[], int num_elem)
2 {
    insercion_lims(T, 0, num_elem);
  static void insercion_lims(int T[], int inicial, int final)
    int i, j;
    int aux:
    for (i = inicial + 1; i < final; i++)
    j = i;
11
    while ((T[j] < T[j-1]) & (j > 0)) {
12
      aux = T[j];
     T[j] = T[j-1];
14
    T[j-1] = aux;
```

$$T(n) = \sum_{i=1}^{n-1} \sum_{j=1}^{i} a = a \sum_{i=0}^{n-1} \sum_{j=1}^{i} 1 = a \sum_{i=0}^{n-1} i = a \frac{n(n-1)}{2}$$

#### Algoritmo de inserción - Elena



#### Algoritmo de inserción - Antonio

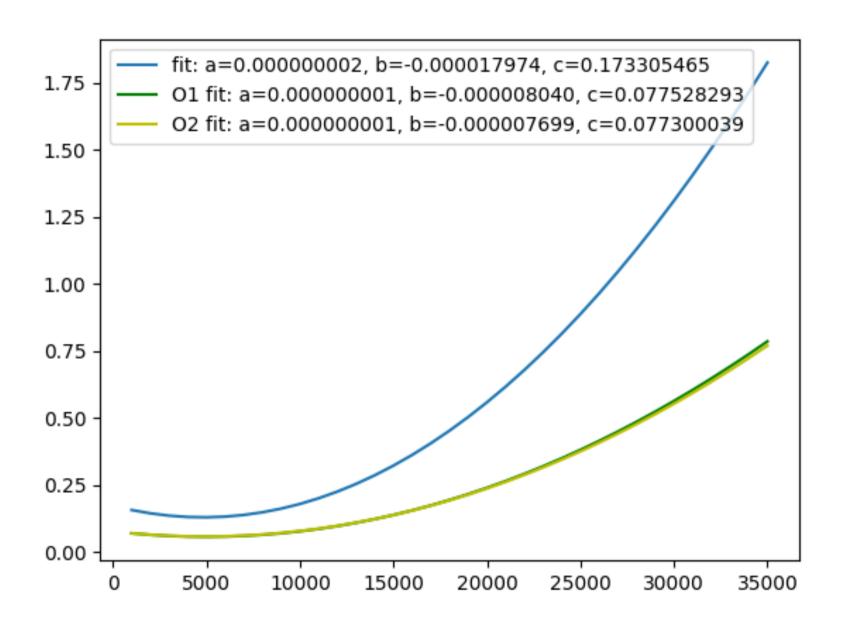


#### Algoritmo de selección – Análisis teórico

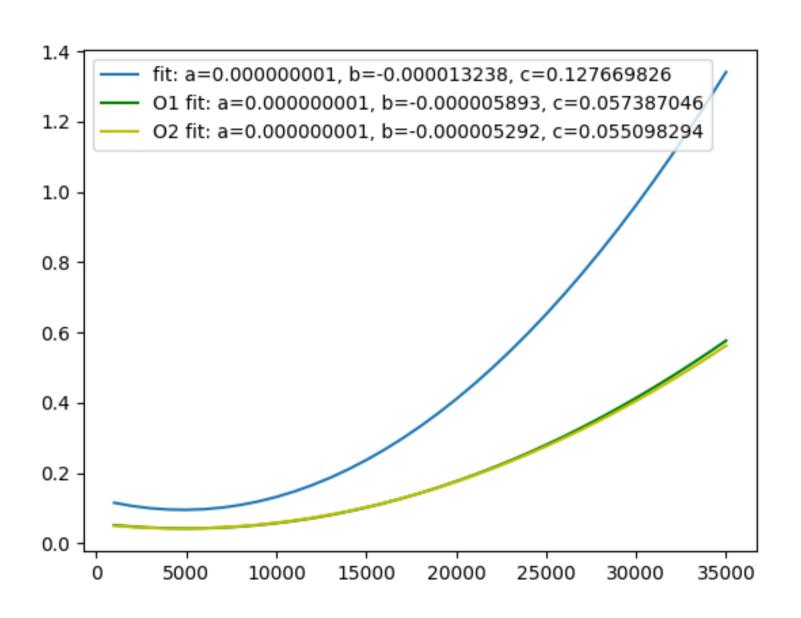
```
void selection (int T[], int num_elem)
    selection_lims(T, 0, num_elem);
6 static void selection_lims(int T[], int initial, int final)
    int i, j, indice_menor;
    int menor, aux;
    for (i = inicial; i < final - 1; i++)
10
      indice_menor = i;
11
      menor = T[i];
12
      for (j = i; j < final; j++)
13
        if (T[j] < menor) {
14
        indice_menor = j;
        menor = T[j];
      aux = T[i];
      T[i] = T[indice\_menor];
      T[indice\_menor] = aux;
22
```

$$\sum_{i=0}^{n-1} (n-i-1) = \sum_{i=0}^{n-1} (n-1) - \sum_{i=0}^{n-1} i = (n-1)n - \frac{n(n+1)}{2} = \frac{n^2}{2} - \frac{n}{2}$$

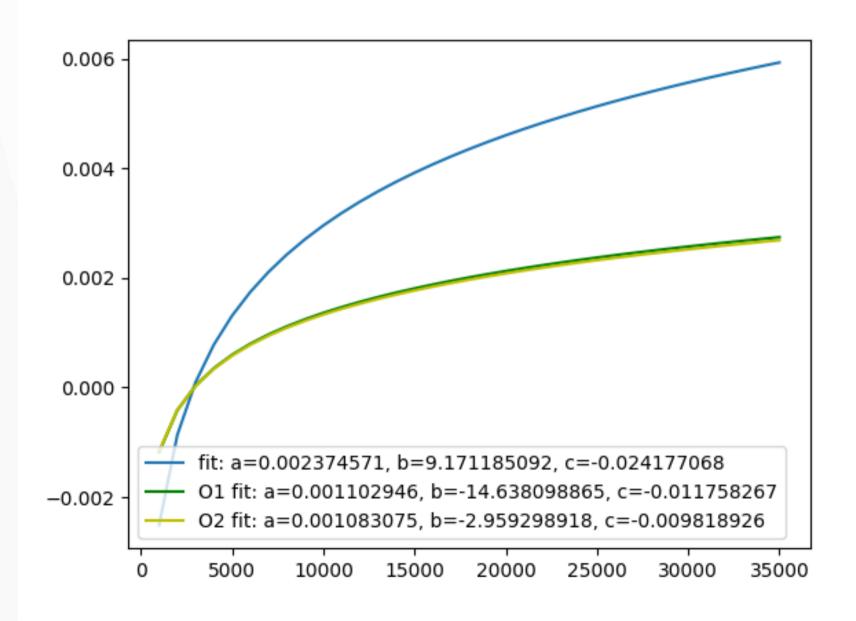
#### Algoritmo de selección - Elena



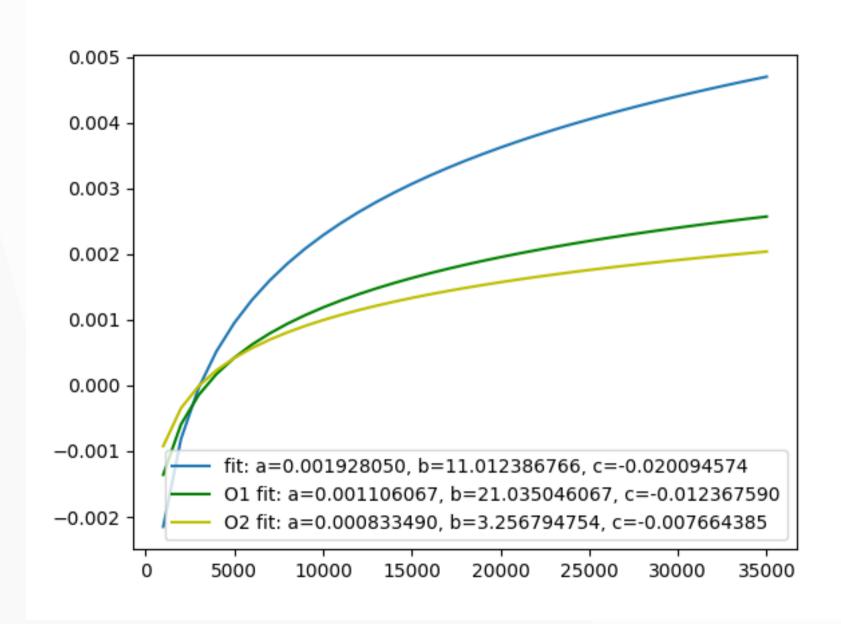
#### Algoritmo de selección - Antonio



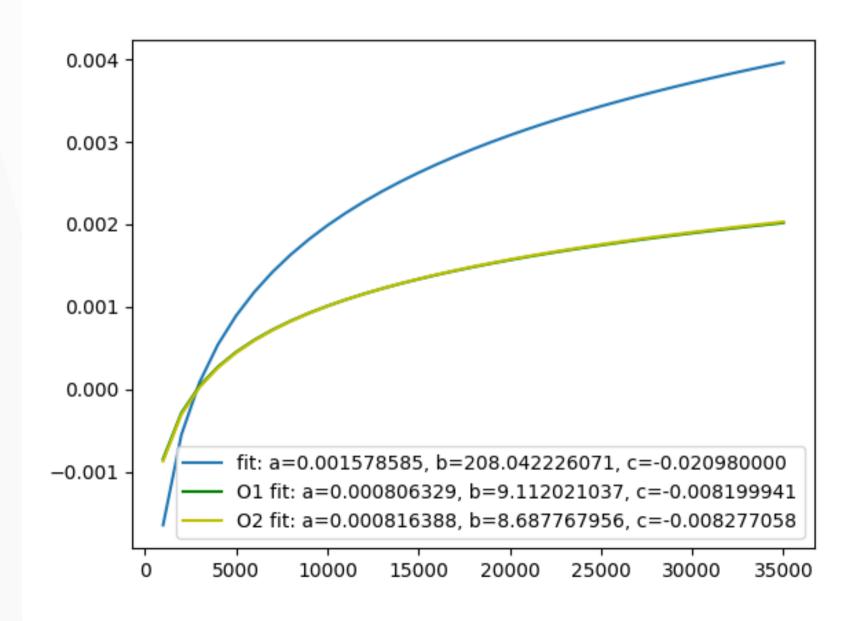
#### Algoritmo mergesort - Elena



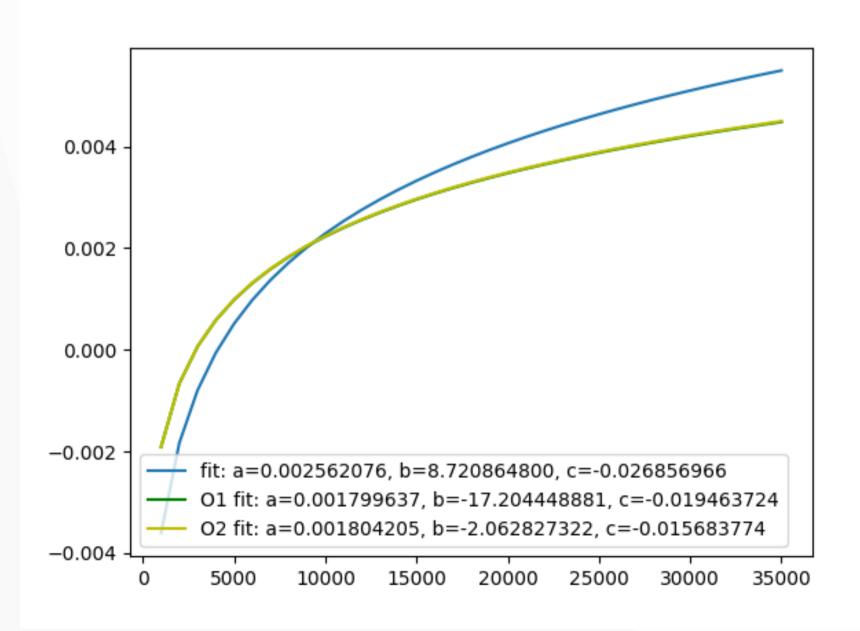
#### Algoritmo mergesort - Antonio



#### Algoritmo quicksort - Elena



#### Algoritmo quicksort - Antonio

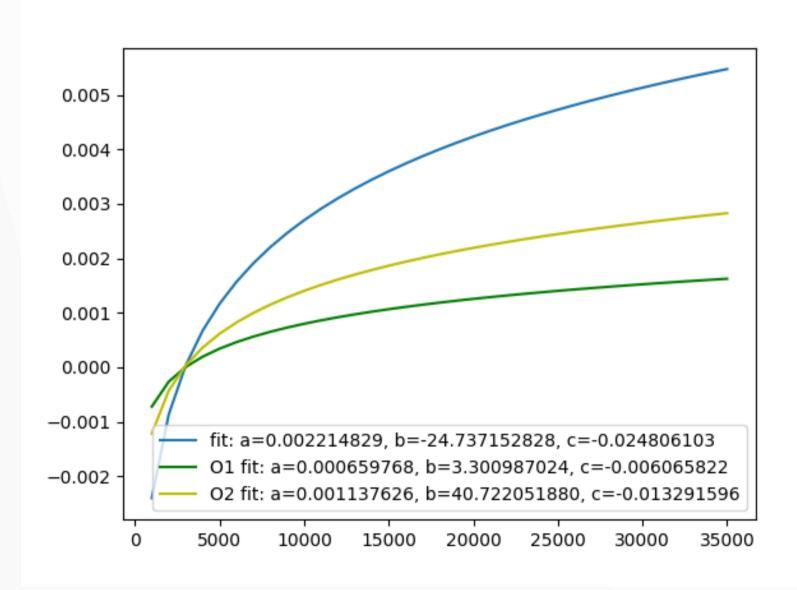


#### Algoritmo heapsort – Análisis teórico

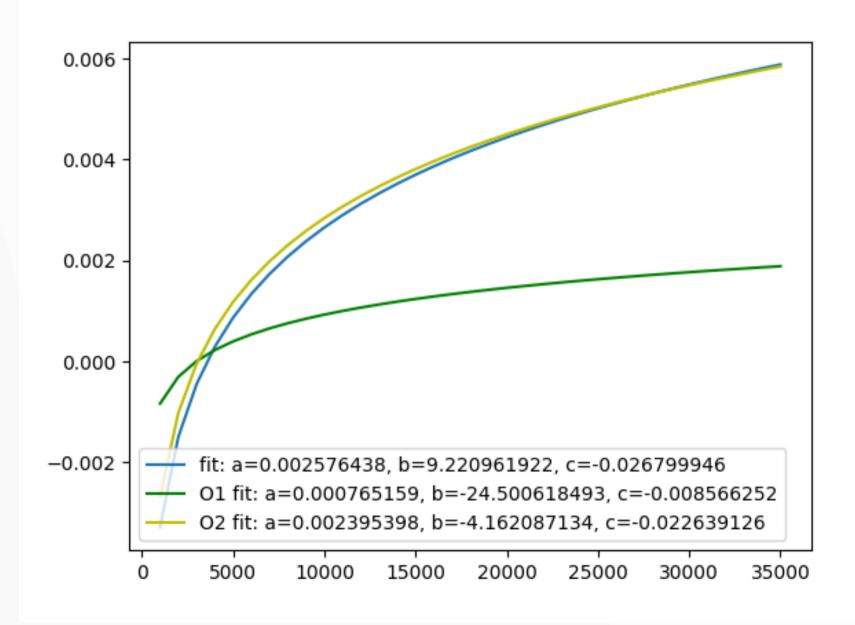
```
2 static void heapsort(int T[], int num_elem)
    int i;
    for (i = num\_elem/2; i >= 0; i--)
      reajustar (T, num_elem, i);
    for (i = num_elem - 1; i >= 1; i--)
        int aux = T[0];
        T[0] = T[i];
        T[i] = aux;
        reajustar(T, i, 0);
14
16 static void reajustar (int T[], int num_elem, int k)
17
    int j;
18
    int v;
19
    v = T[k];
    bool esAPO = false;
    while ((k < num_elem/2) && !esAPO)
23
        j = k + k + 1;
24
25
        if ((j < (num\_elem - 1)) && (T[j] < T[j+1])) j++;
26
        if (v >= T[j]) esAPO = true;
27
        T[k] = T[j];
        k = j;
30
    T[k] = v;
32
33
```

$$T(n) = \frac{nlog(n)}{2} + (n-1)$$

#### Algoritmo heapsort - Elena



#### Algoritmo heapsort - Antonio



#### Algoritmo de floyd – Análisis teórico

```
void Floyd(int **M, int dim)

for (int k = 0; k < dim; k++)

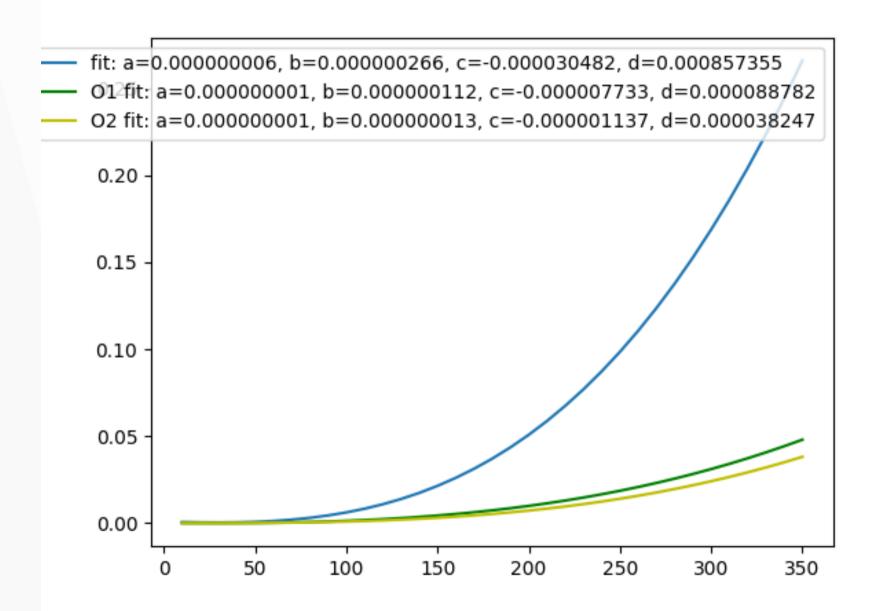
for (int i = 0; i < dim; i++)

for (int j = 0; j < dim; j++)

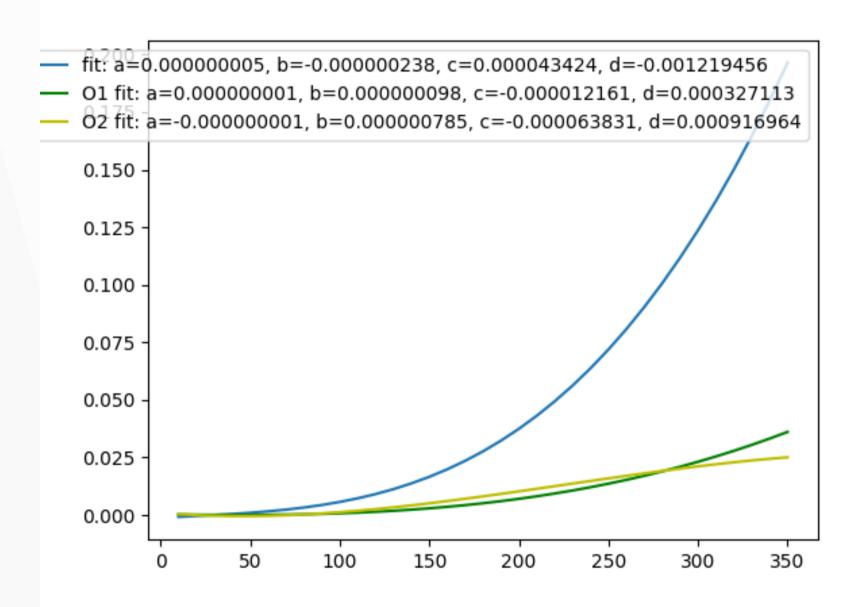
{
    int sum = M[i][k] + M[k][j];

    M[i][j] = (M[i][j] > sum) ? sum : M[i][j];
}
```

#### Algoritmo de floyd - Elena



#### Algoritmo de floyd - Antonio



#### Algoritmo de hanoi – Análisis teórico

```
void hanoi (int M, int i, int j)

if (M > 0)

hanoi(M-1, i, 6-i-j);

hanoi (M-1, 6-i-j, j);

}
```

$$T(n) = \begin{cases} 2T(\frac{n}{2}) + 1 & n \ge 1\\ 1 & n = 1 \end{cases}$$

$$T(n) = 2T(n-2) + 1 \qquad n > 1$$

$$T(n) = 2^{2}T(n-1) + 1 \qquad n > 1$$

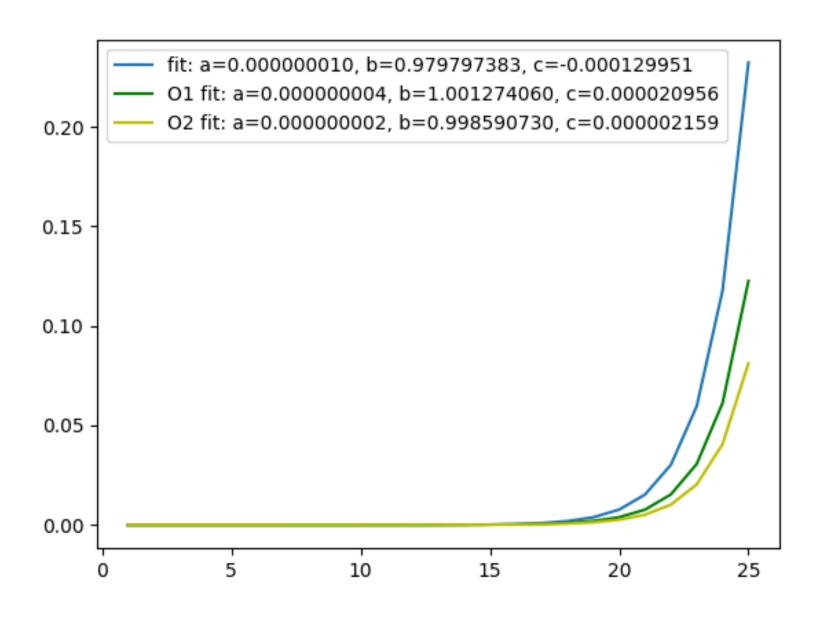
$$T(n) = 2^{2}T(n-2) + 2 + 1 \qquad n > 2$$

$$T(n) = 2^{i}T(n-i) + (2^{i-1} + \dots + 2^{2} + 2 + 1) \quad n > i$$

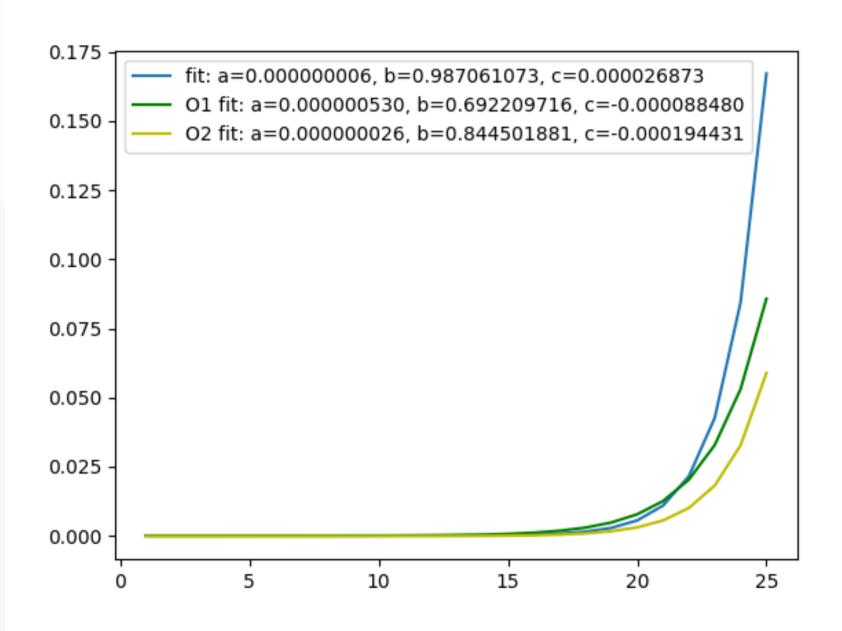
si tomamos i = n - 1:

$$T(n) = 2^{n-1} + 2^{n-2} + \dots + 2^2 + 2 + 1 = \frac{2^{n-1}2 - 1}{2 - 1} = 2^n - 1$$

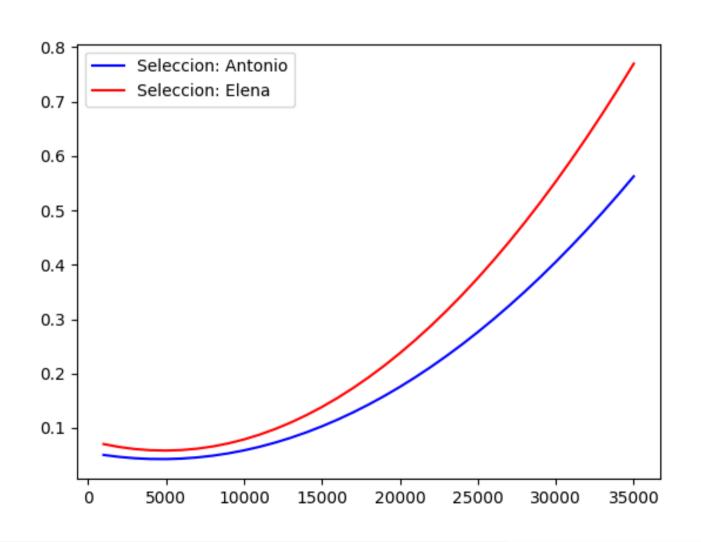
#### Algoritmo de Hanoi - Elena



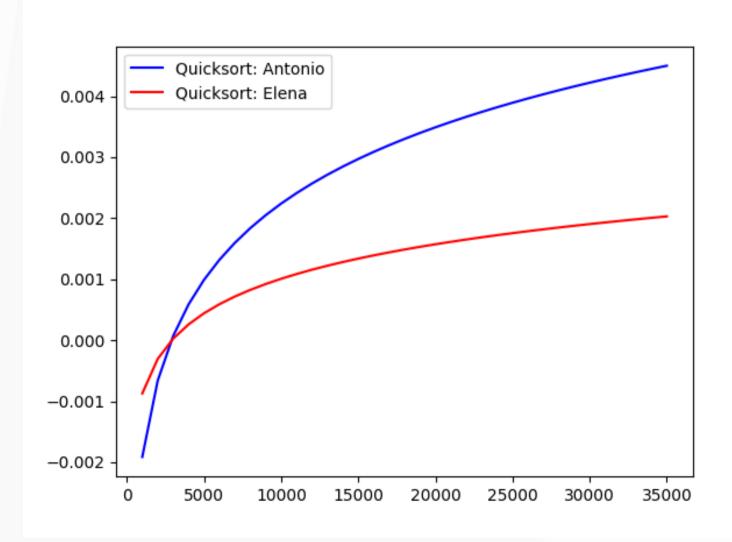
#### Algoritmo de Hanoi - Antonio



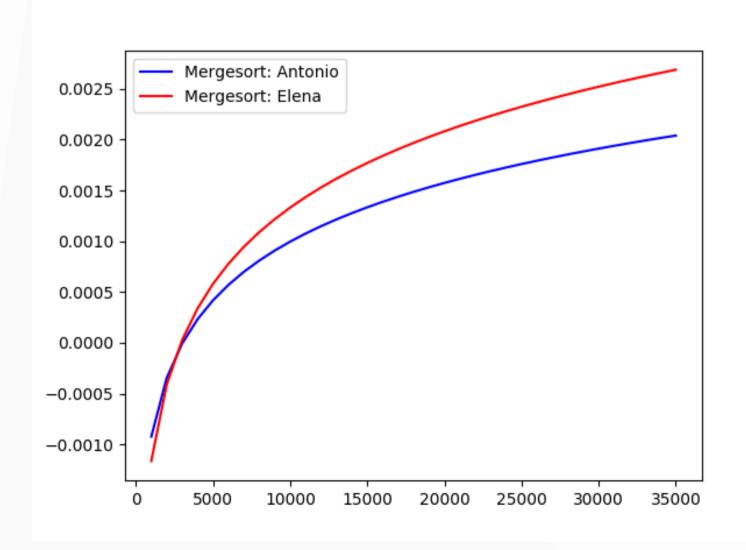
### Comparación algoritmos en distintos ordenadores: selección



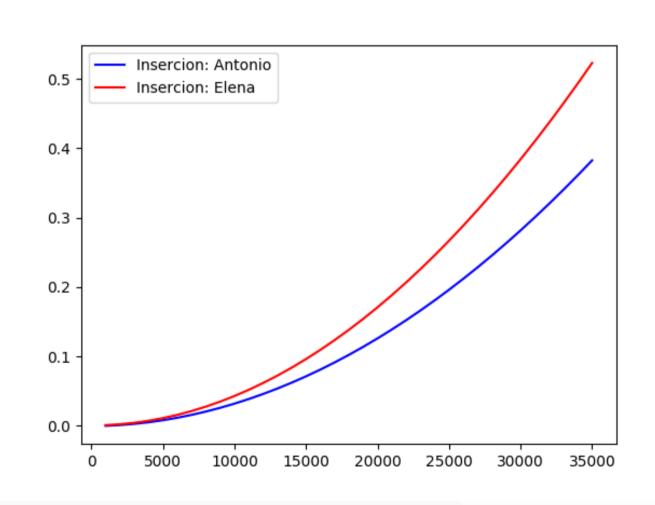
# Comparación algoritmos en distintos ordenadores: quicksort



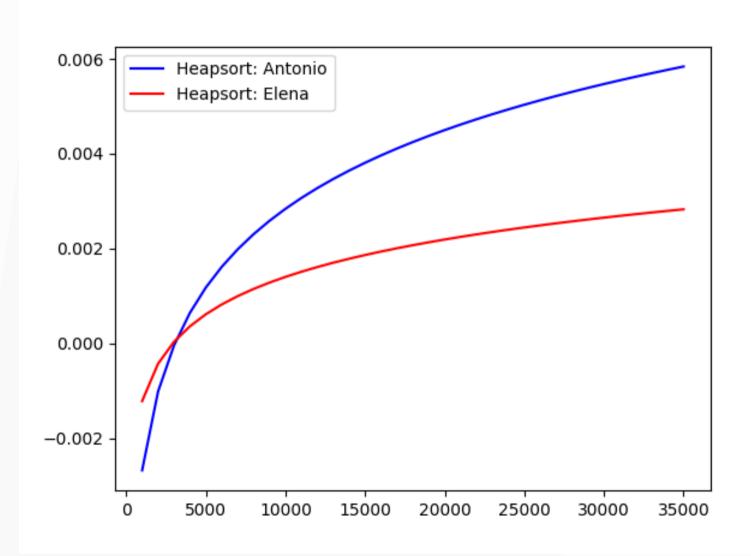
# Comparación algoritmos en distintos ordenadores: mergesort



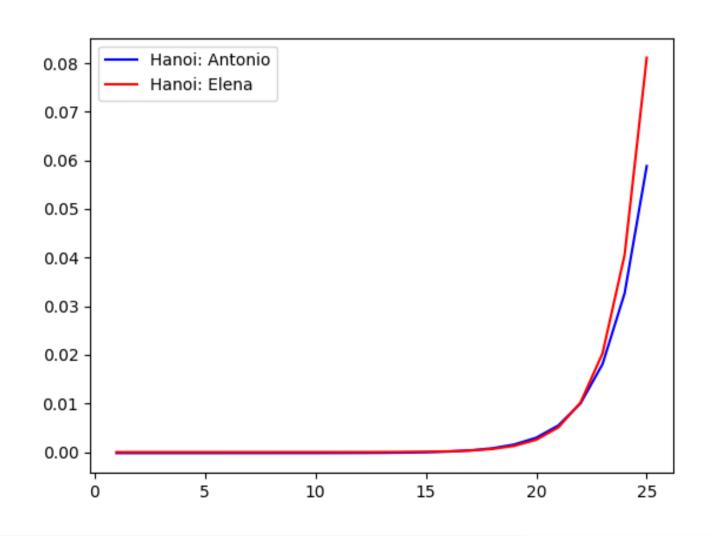
### Comparación algoritmos en distintos ordenadores: inserción



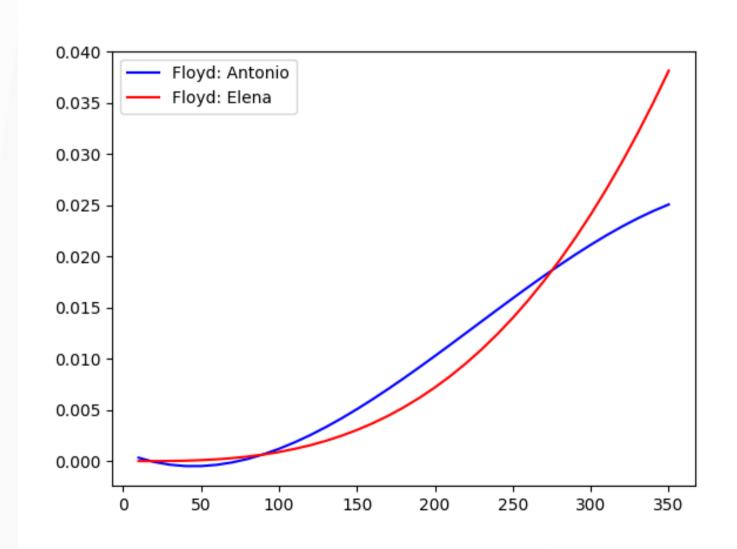
# Comparación algoritmos en distintos ordenadores: heapsort



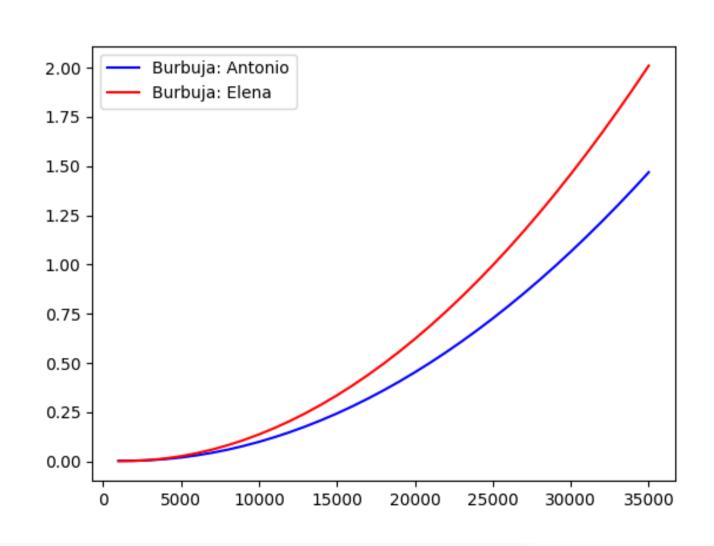
### Comparación algoritmos en distintos ordenadores: hanoi



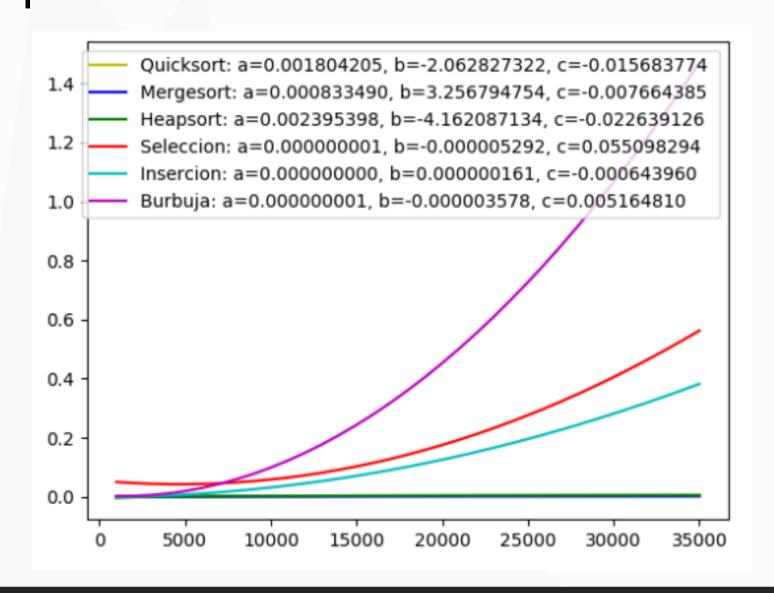
## Comparación algoritmos en distintos ordenadores: floyd



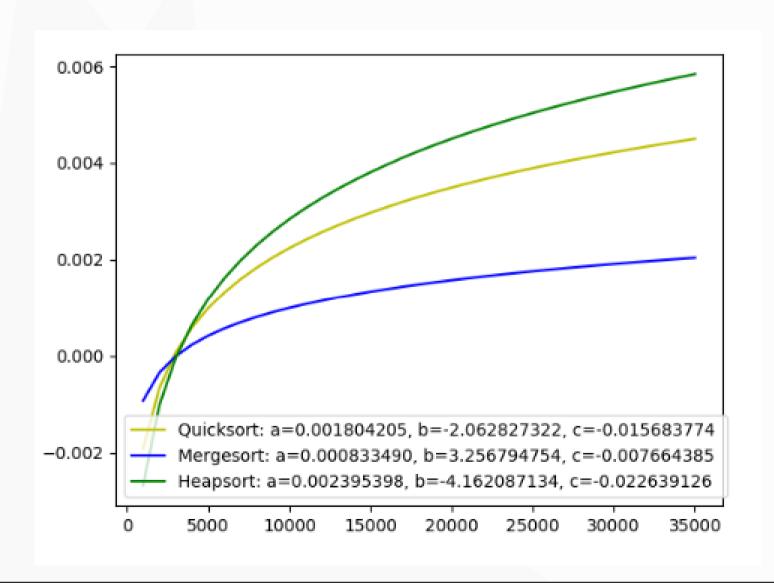
# Comparación algoritmos en distintos ordenadores: burbuja



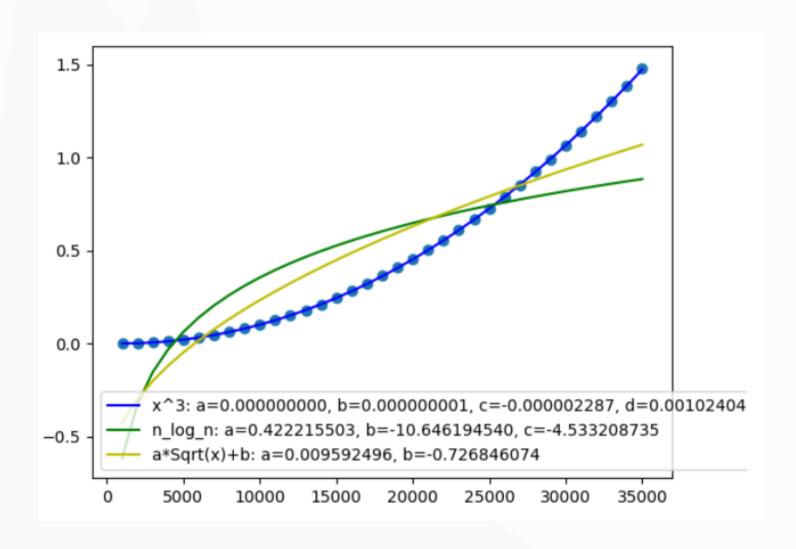
# Comparación entre algoritmos de búsqueda



#### Comparación entre algoritmos \*sort



### Variación de ajuste según la funciónburbuja -02



FIN