

Mergesort e Heapsort

2º Trabalho PLC



Sumário

- Mergesort
- Heapsort



Mergesort

- Dividir-para-conquistar
- Complexidade de tempo: $\Theta(n \log_2 n)$
- Algoritmo criado por Von Neumann em 1945.
- Gasto extra de memória

Mergesort – Implementação

```
split :: [Int]->([Int],[Int])
split [] =([],[])
split [x]=([x],[])
split (x:y:xs) =(x:fst (split xs),y: snd (split xs))

merge :: [Int]->[Int]->[Int]
merge [] ys = ys
merge xs [] = xs
merge (x:xs) (y:ys)
    | x<y = [x]++(merge xs ([y]++ys))
    | otherwise = [y]++(merge ([x]++xs) ys)

mergesort:: [Int]-> [Int]
mergesort [] = []
mergesort [x] = [x]
mergesort xs = merge (mergesort (fst (split xs))) (mergesort (snd (split xs)))
```



Heapsort

- Utiliza uma estrutura de dados chamada heap.
- Complexidade de tempo: $\Theta(n \log n)$
- Foi desenvolvido em 1964 por **Robert W. Floyd** e **J.W.J. Williams**.
- Não é um algoritmo de ordenação estável.

Heapsort – Implementação

```
add :: Int -> [Int] -> [Int]
add n hp | hp == [] = [n]
         | otherwise = (bubbleUp (hp++[n]) ((length hp) 0))

bubbleUp :: [Int] -> Int -> Int -> [Int]
bubbleUp [] 1 p = []
bubbleUp (x:xs) 1 p | xs == [] || ((1-p)-1) >= (length xs) = (x:xs)
                    | ((2*p)+1) == (1) && (x < (xs!!((1-p)-1))) = ([xs!!((1-p)-1)] ++ (take (1-p-1) xs) ++ [x] ++ (drop (1-p) xs))
                    | ((2*p)+2) == (1) && x < (xs!!((1-p)-1)) = ([xs!!((1-p)-1)] ++ (take (1-p-1) xs) ++ [x] ++ (drop (1-p) xs))
                    | ((2*p)+1) == (1) || ((2*p)+2) == (1) = x:xs
                    | (1) > ((2*p)+2) = (bubbleUp (bubbleUp (x:(bubbleUp xs 1 (p+1))) ((2*p)+1) p) ((2*p)+2) p)
                    | (1) > ((2*p)+1) = (bubbleUp (x:(bubbleUp xs 1 (p+1))) ((2*p)+1) p)
                    | otherwise = x:(bubbleUp xs 1 (p+1))

remove :: [Int] -> [Int]
remove [] = []
remove [x] = []
remove (x:y:z:xs) | z > y = (add y (z:xs))
                   | otherwise = (add z (y:xs))
remove [x,y] = [y]

sort :: [Int] -> [Int]
sort hp | hp == [] = []
        | otherwise = (sort (remove hp)) ++ [(head hp)]

makeheap :: [Int] -> [Int] -> [Int]
makeheap [] hp = hp
makeheap (x:xs) hp = makeheap xs (add x hp)

heapsort :: [Int] -> [Int]
heapsort ll = sort (makeheap ll [])
```