

Algoritmiek

Onderwerpen:

```
Sorteren (StraightSelectionSort, Bubblesort, InsertionSort)
                      Backtracking
                      Convex Hull
                        Recursie
            Sorteren (QuickSort / MergeSort)
            Sorteren (mbv een binaire boom)
               Dynamisch Programmeren
                   'Greedy' algoritmes
    Kortste pad (Dijkstra, Bellman-Ford, A* algoritme)
      Alle kortste paden (Floyd-Warshall, Johnson)
      Minimaal opspannende boom (Prim, Kruskal)
        Kortste routes (handelsreizigesprobleem)
                     Ford Fulkerson
                      Complexiteit
                      Heuristieken
   Zoekbomen in bordspellen (Minimax, AlphaBèta, ...)
```



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```



MergeSort

"Verdeel en heers paradigma" (vergelijkbaar met QuickSort)

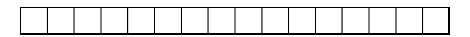
Idee is:

- Sorteer eerst (recursief) de 1e helft van de array
- Sorteer daarna (recursief) de 2e helft van de array
- Voeg de twee gesorteerde helften samen door een soort van 'ritsen'



5 38 6 59 50 52 77 8 2 24 95 56 9 57 89 51

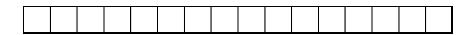




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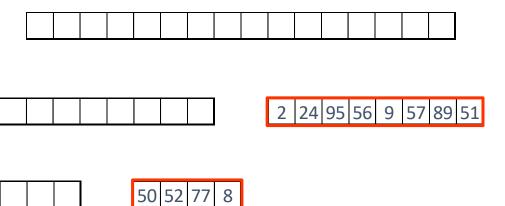






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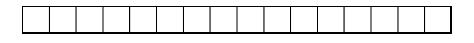




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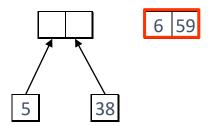
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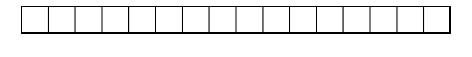










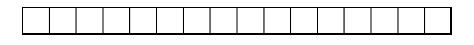


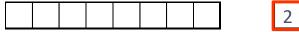




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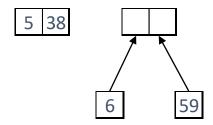




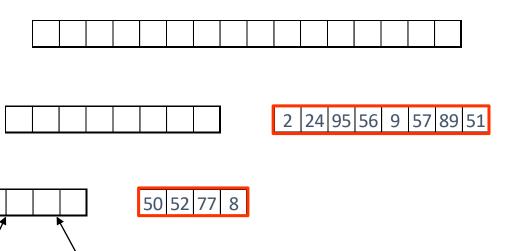
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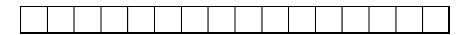




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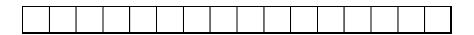






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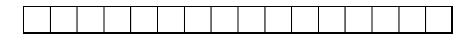


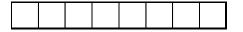
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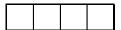


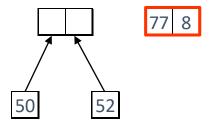




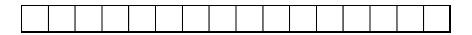
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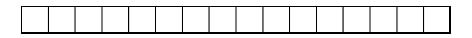


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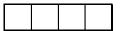


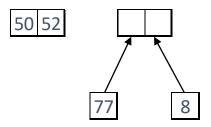




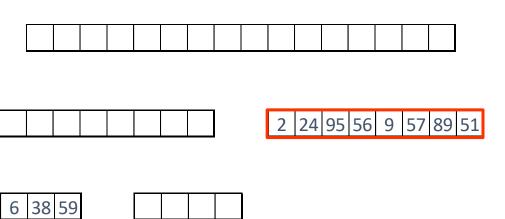
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5 6 38 59





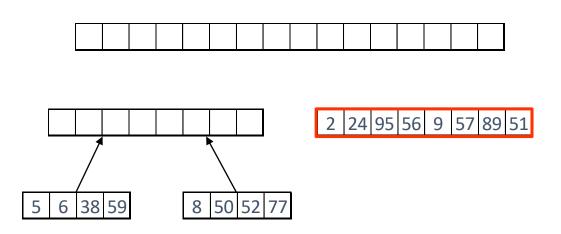




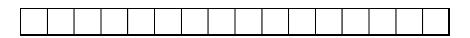
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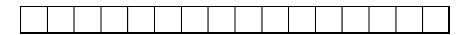




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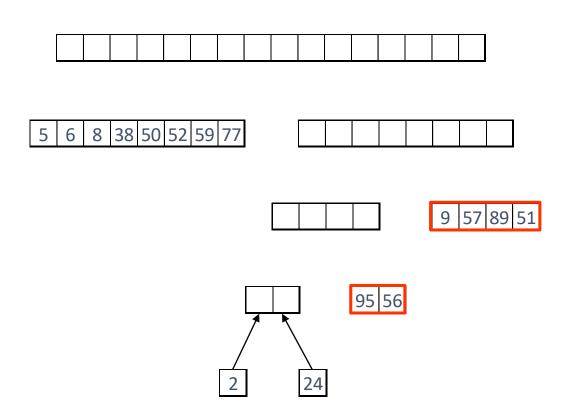


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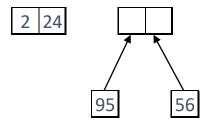




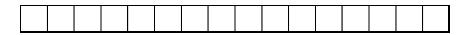
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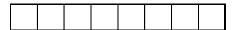
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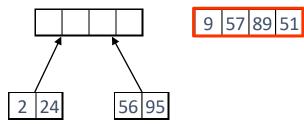






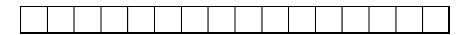
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Informatica - J.Gnodde

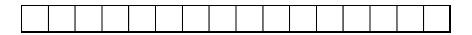




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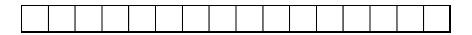
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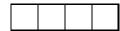


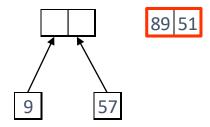


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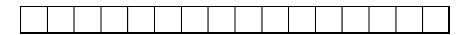


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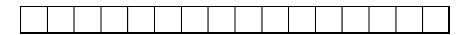


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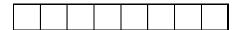
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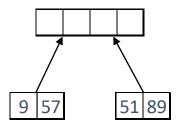




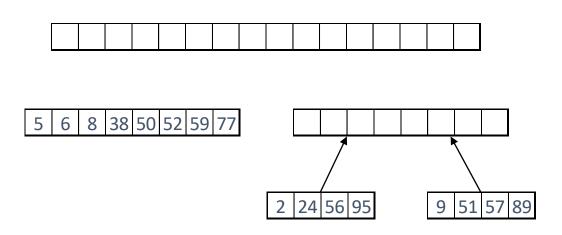
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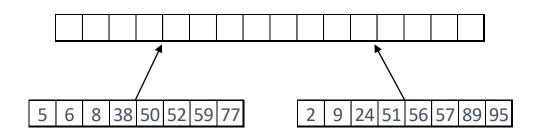
2 24 56 95













2 5 6 8 9 24 38 50 51 52 56 57 59 77 89 95



```
MergeSort (rij, eerste, laatste)
Als eerste < laatste
midden := (eerste+laatste) / 2
MergeSort (rij, eerste, midden)
MergeSort (rij, midden+1, laatste)
Merge (rij, eerste, laatste, midden)
```

(midden is naar beneden afgerond)



Merge (rij, eerste, laatste, midden)

```
links := eerste
rechts := midden+1
x := eerste
zolang (links<=midden) en (rechts<=laatste)
       als rij [links] < rij[rechts]
              hulprij[x] := rij[links]
              links := links+1
       anders
              hulprij[x] := rij[rechts]
              rechts := rechts+1
       x := x+1
[...]
```



```
Merge (rij, eerste, laatste, midden)
[....]
zolang (x<=laatste)
       als (links<=midden)
              hulprij[x] := rij[links]
              links := links+1
       anders
              hulprij[x] := rij[rechts]
              rechts := rechts+1
       x := x+1
[...]
```



```
Merge (rij, eerste, laatste, midden)
[...]
x := eerste
zolang (x<=laatste)
    rij[x] := hulprij[x]
    x := x+1</pre>
```



MergeSort (VBA)

```
Sub MSort(ByVal van As Integer, ByVal tot As Integer)
   Dim midden As Integer

If van < tot Then
        midden = (van + tot) \ 2
        Call MSort(van, midden)
        Call MSort(midden + 1, tot)

        Call SamenVoegen(van, tot, midden)
        End If</pre>
End Sub
```



MergeSort (VBA)

```
Sub SamenVoegen (ByVal van As Integer,
                ByVal tot As Integer,
                ByVal midden As Integer)
    x = van
    y = midden + 1
    z = van
    While (x \le midden) And (y \le tot)
        If Cells(x, 1) < Cells(y, 1) Then
            Cells(z, 2) = Cells(x, 1)
            x = x + 1
        Else
            Cells(z, 2) = Cells(y, 1)
            y = y + 1
        End If
        z = z + 1
    Wend
```



MergeSort (VBA)

```
While z <= tot
        if x<= midden
              Cells(z, 2) = Cells(x, 1)
              x = x + 1
        else
          Cells(z, 2) = Cells(y, 1)
          y = y + 1
        end if
        z = z + 1
    Wend
    z = van
    While z <= tot
        Cells(z, 1) = Cells(z, 2)
        Cells(z, 2) = ""
        z = z + 1
    Wend
End Sub
```



