



Seminario: Algoritmos de ordenación

© Alberto Valderruten y Óscar Fontenla Romero

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Introducción

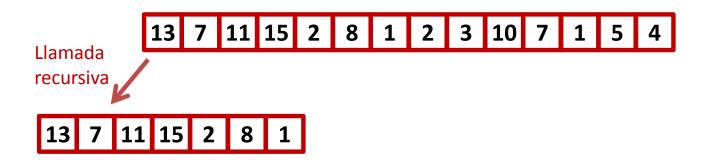
Ejemplos de los siguientes algoritmos de ordenación:

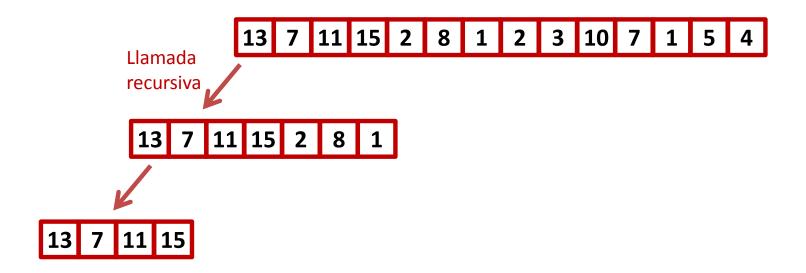
- Fusión (mergesort)
- Ordenación rápida (quicksort)

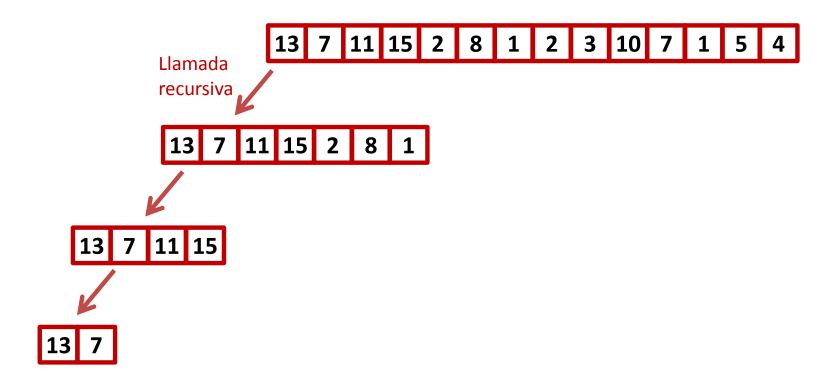
 Ejercicio 1: construir el árbol recursivo que genera el algoritmo por fusión puramente recursivo (umbral = 0).

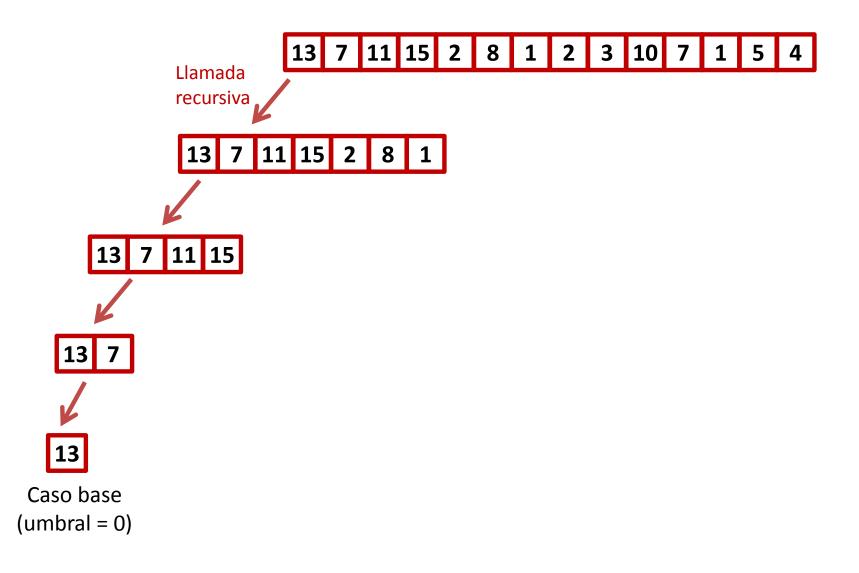


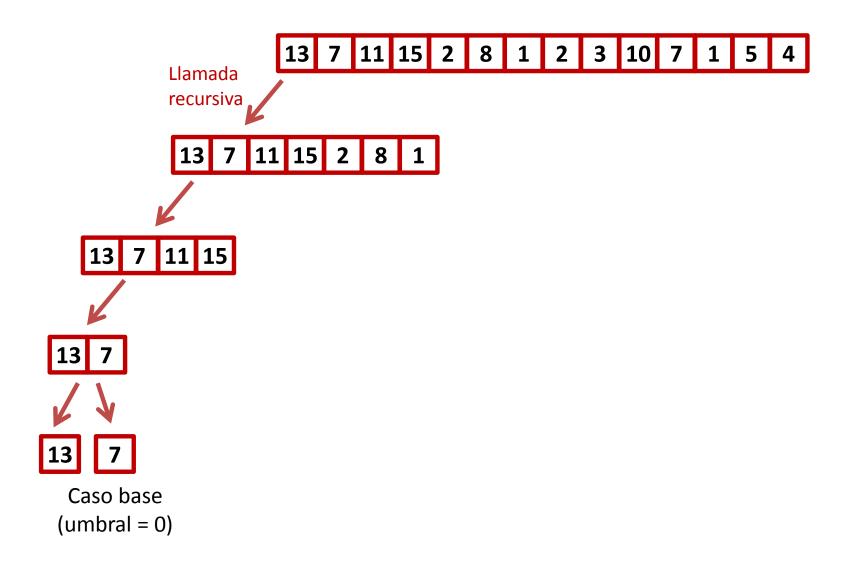


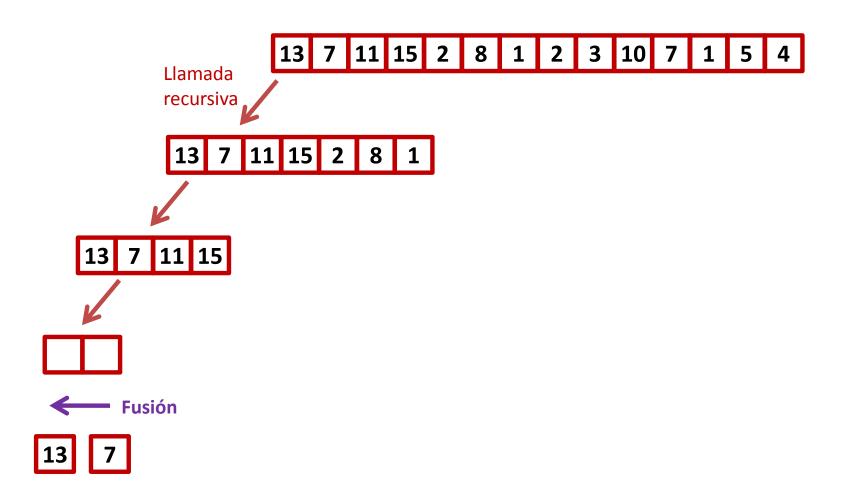


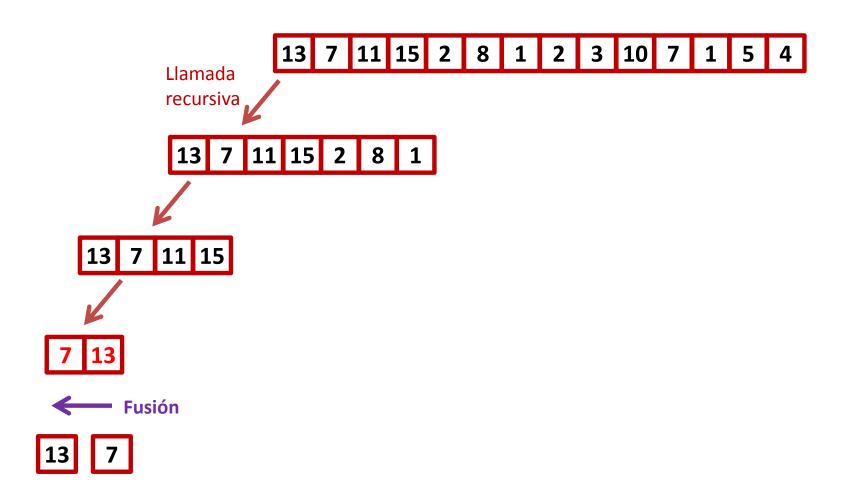


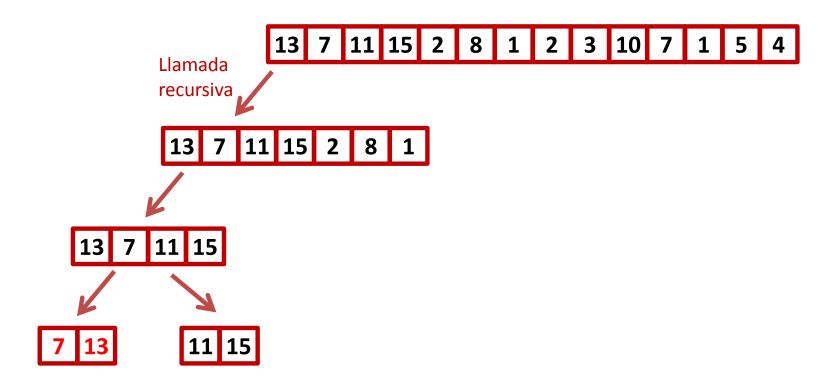


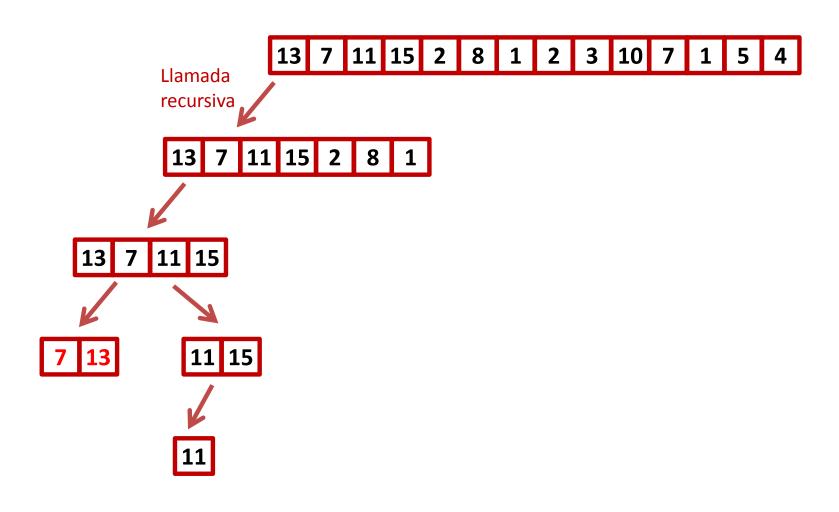


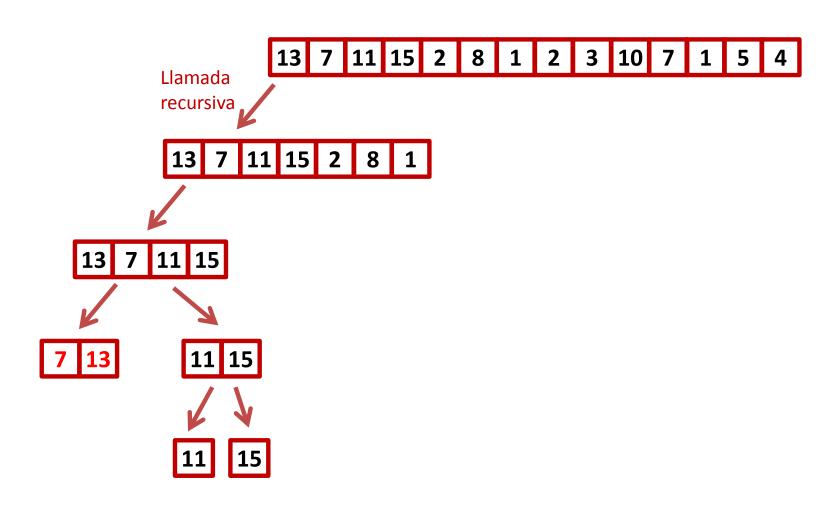


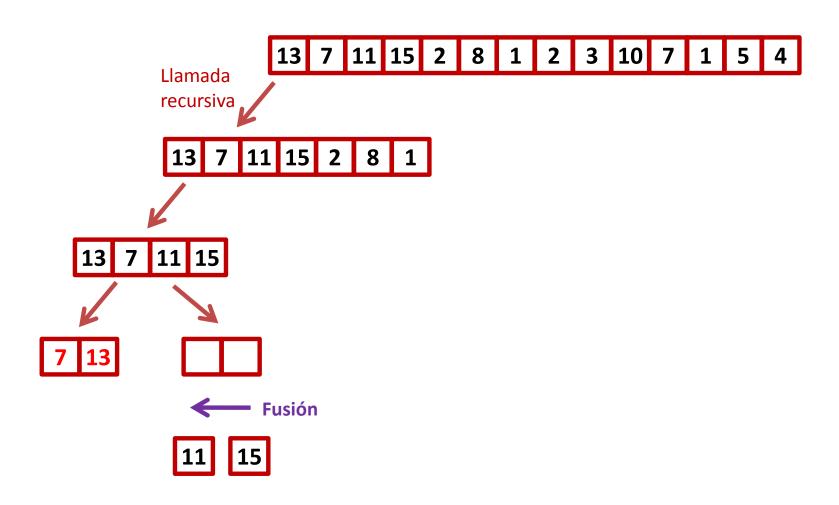


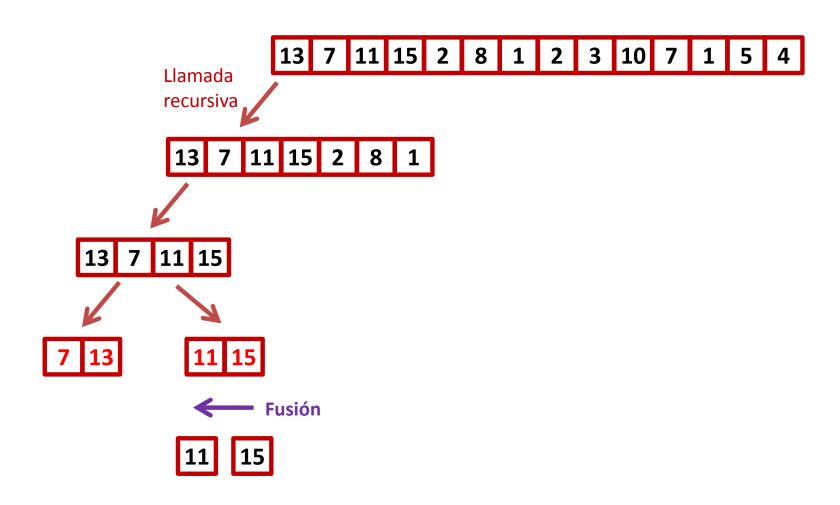


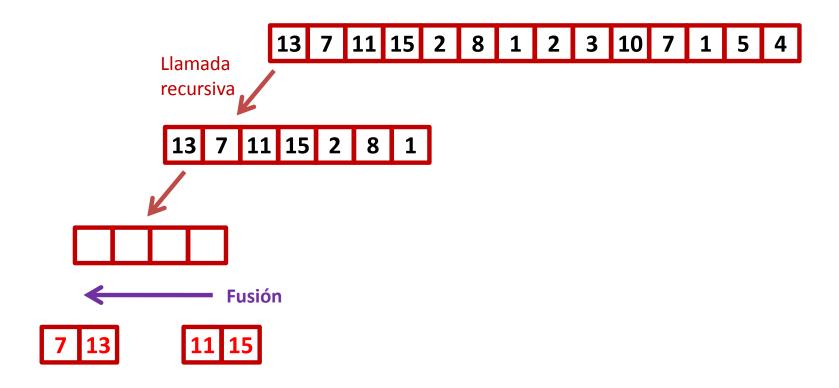


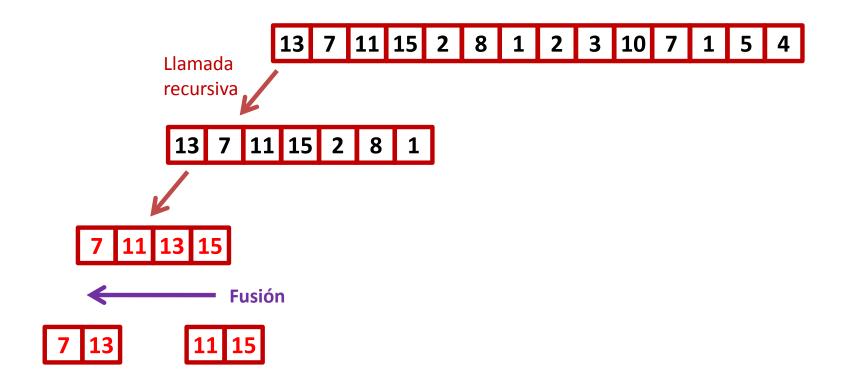


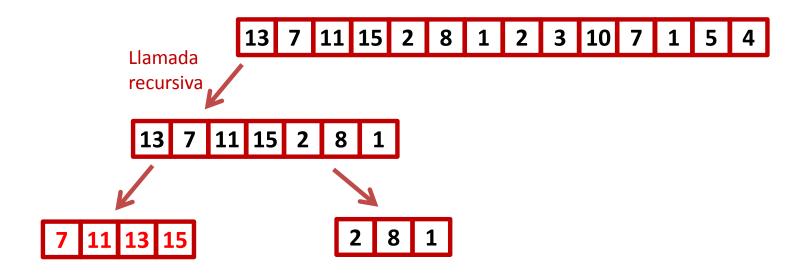


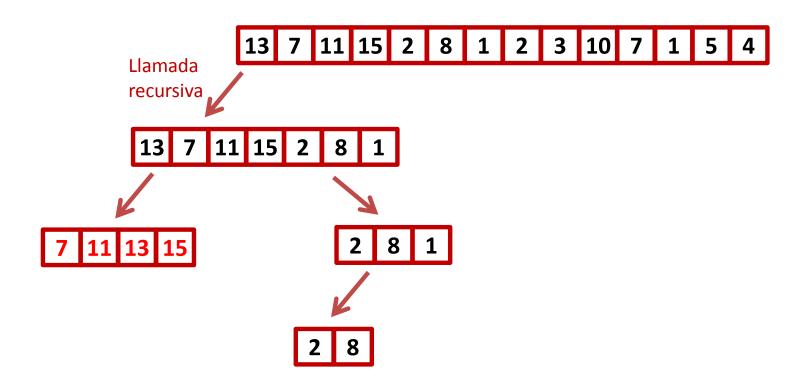


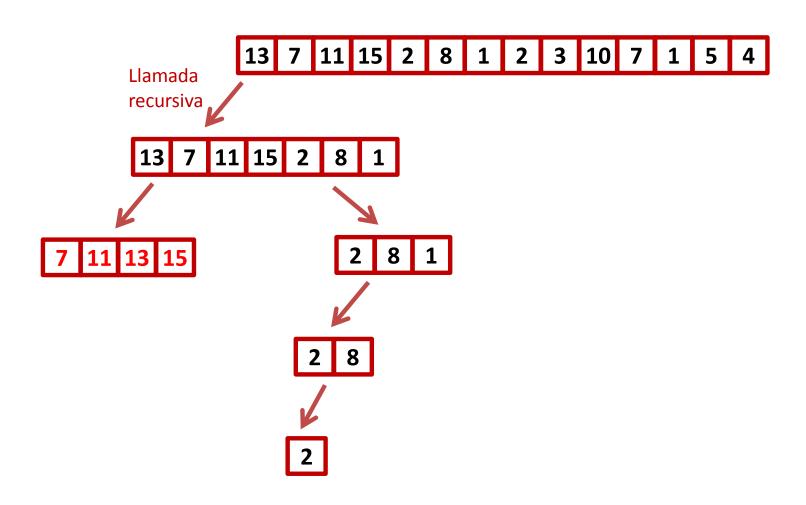


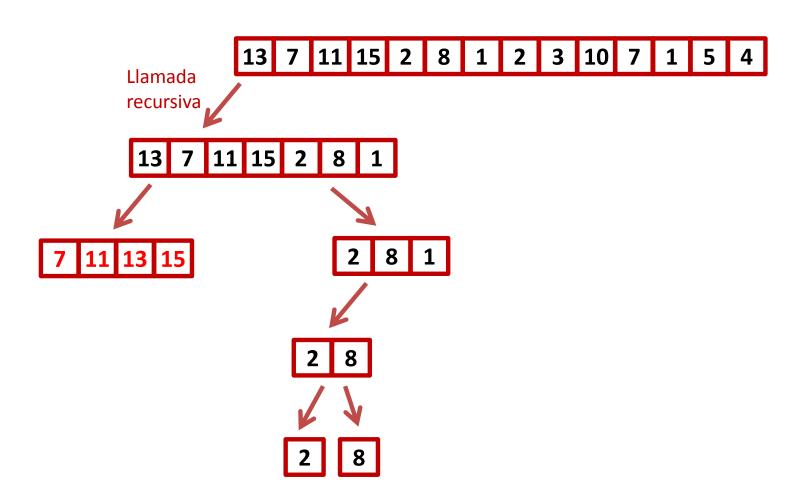


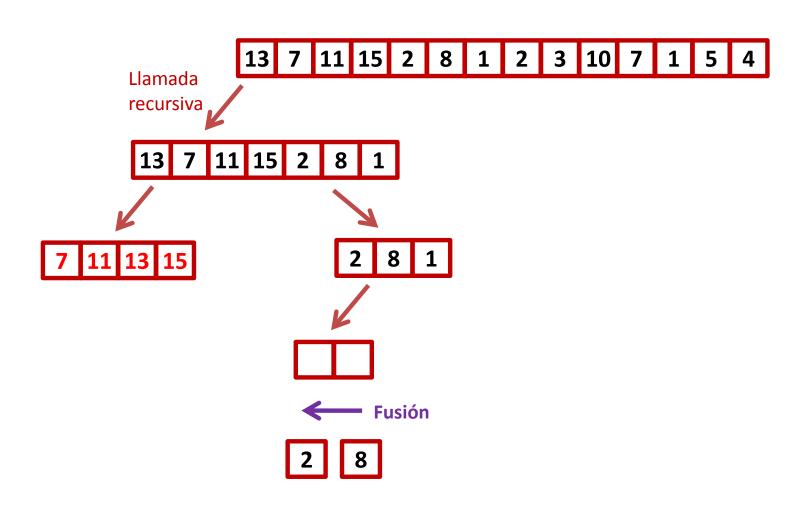


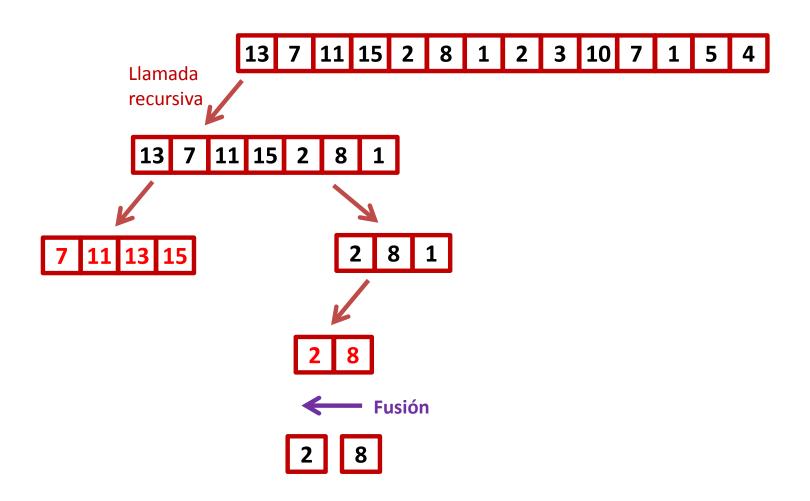


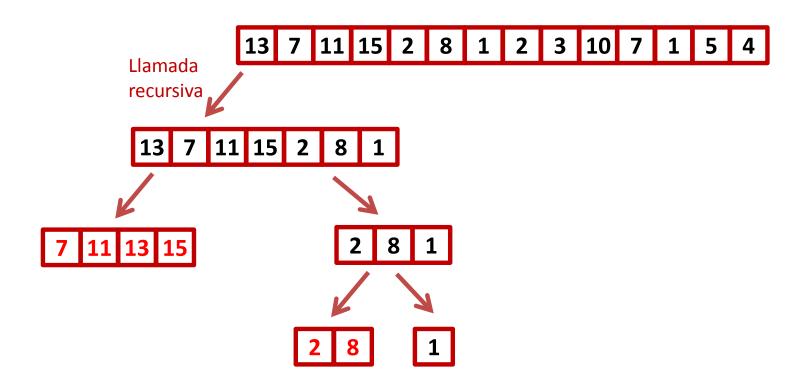


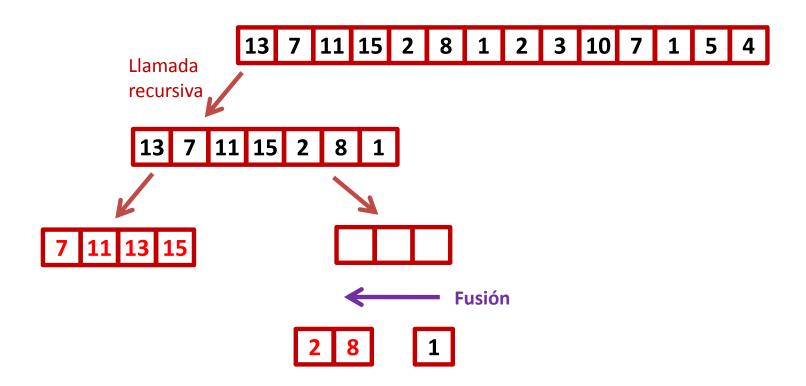


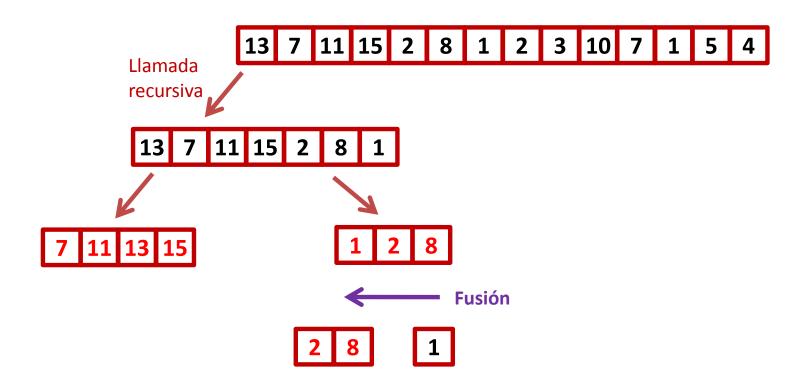


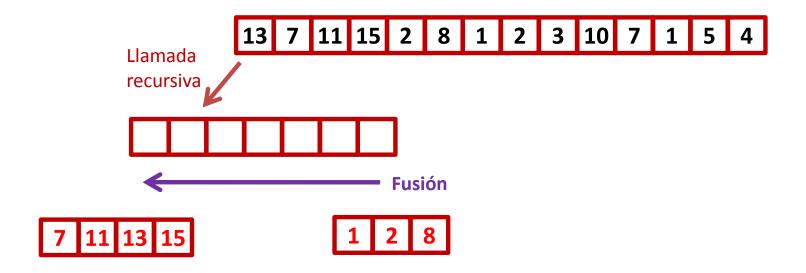


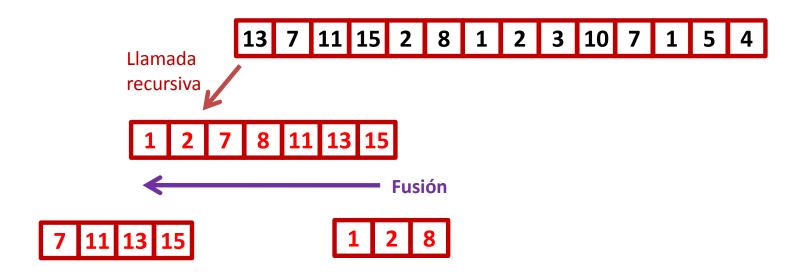


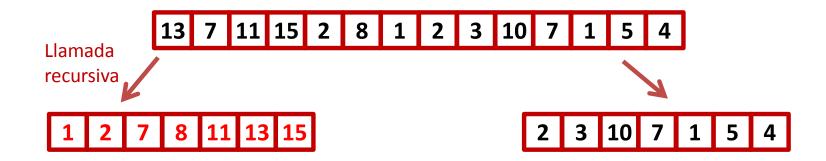


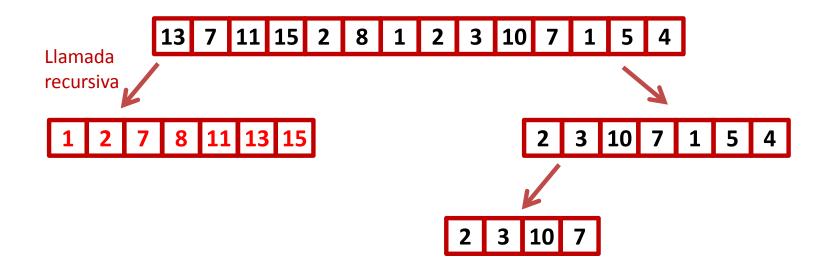


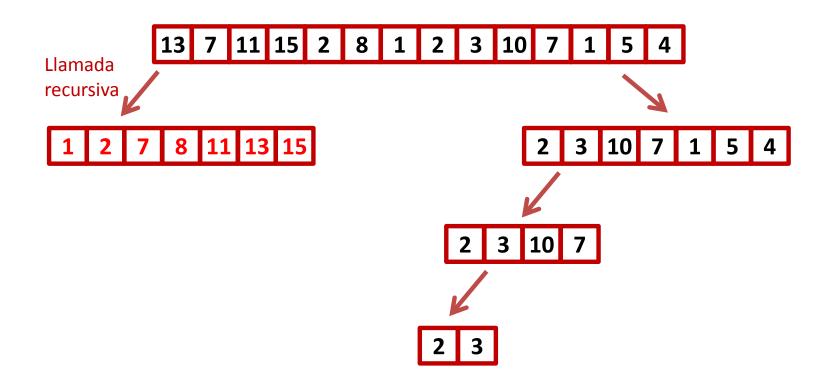


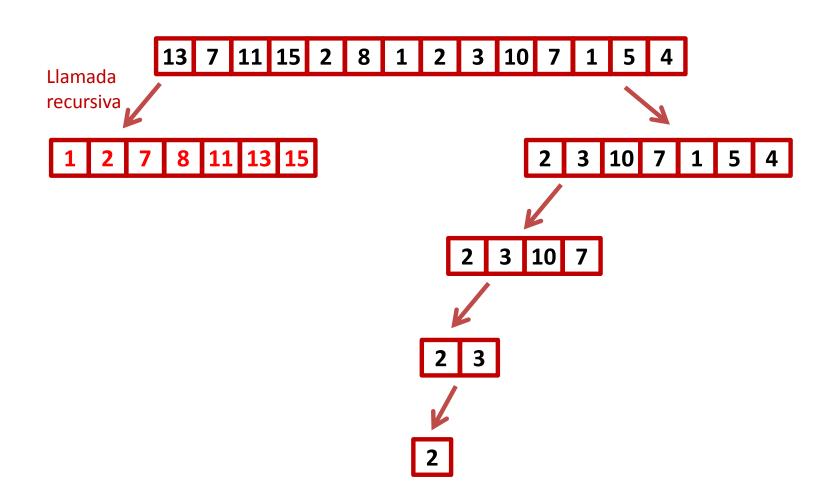


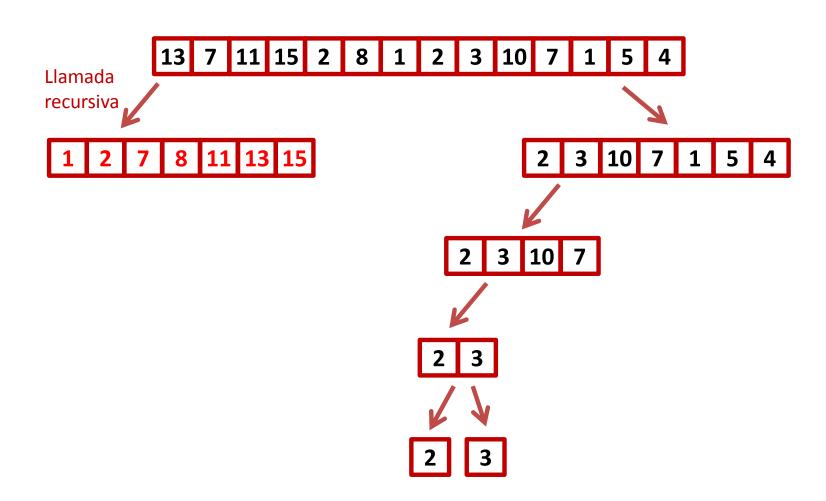


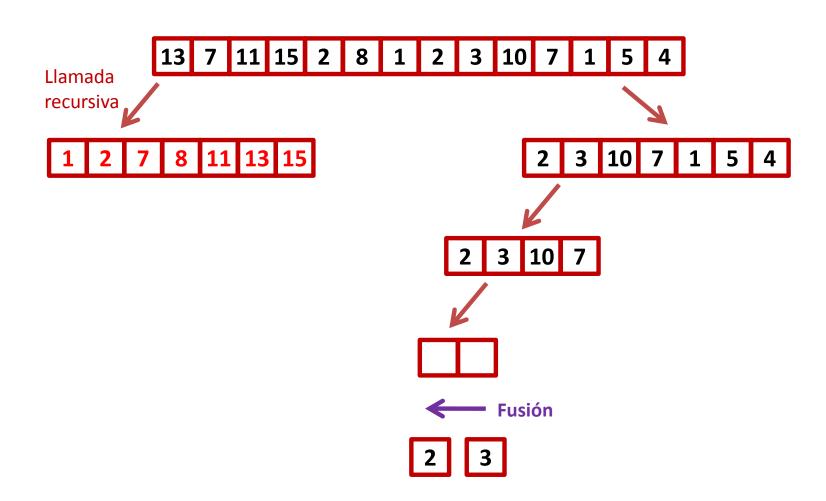


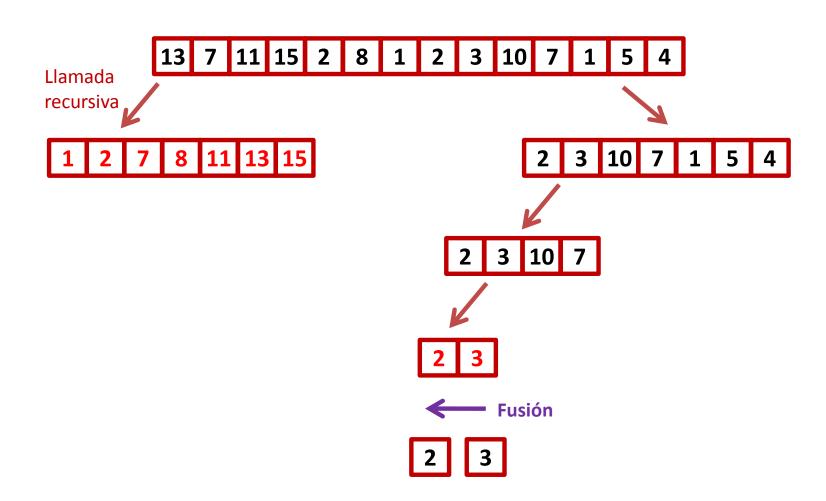


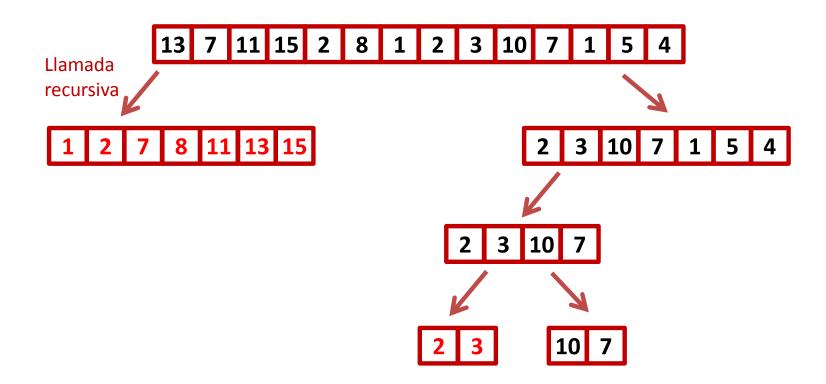


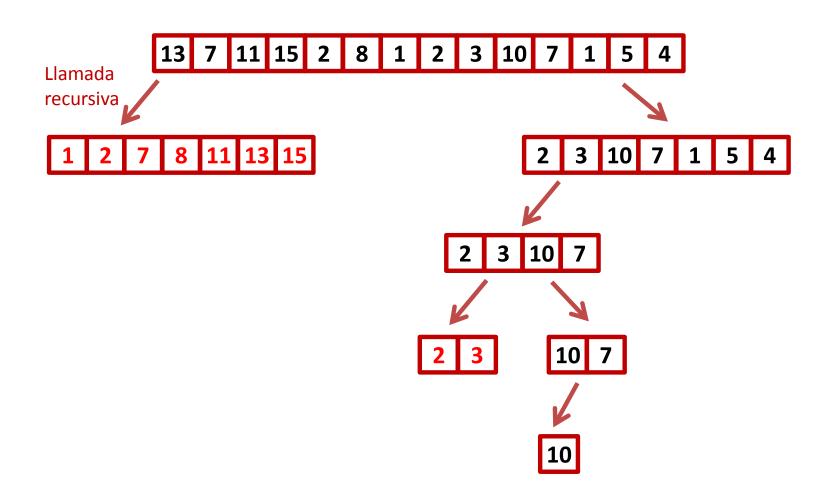


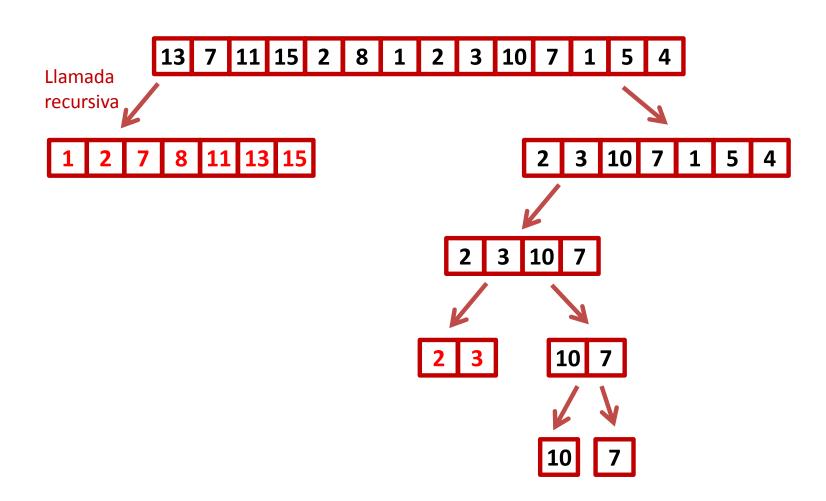


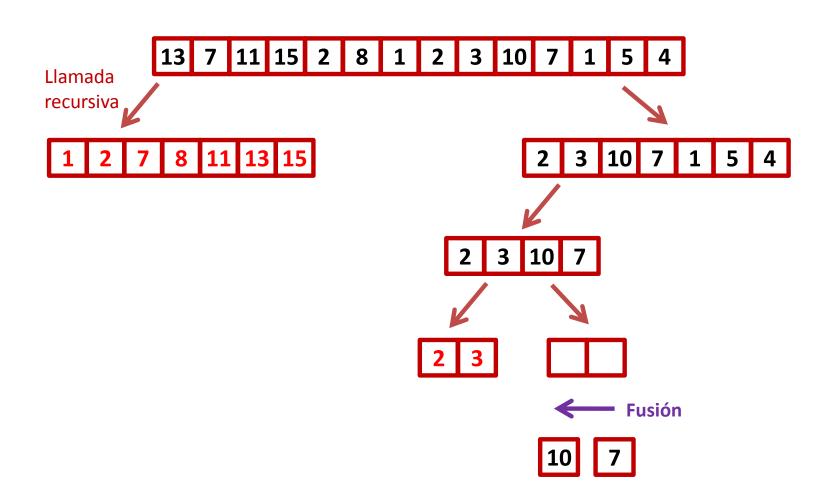


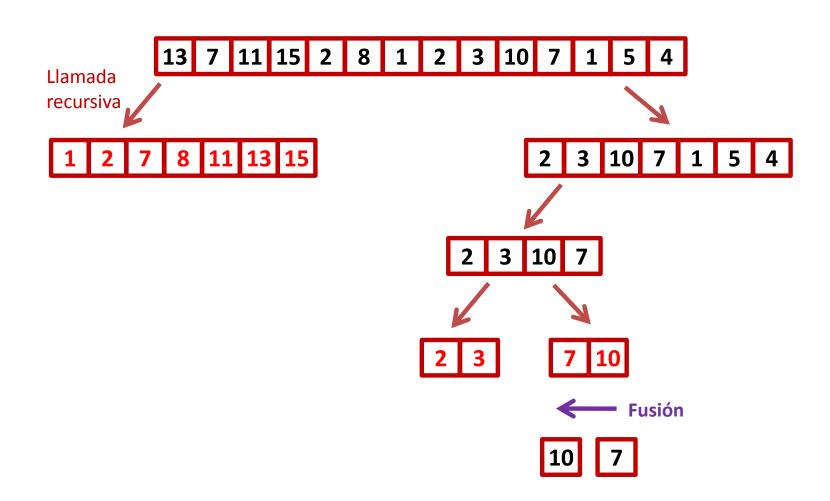


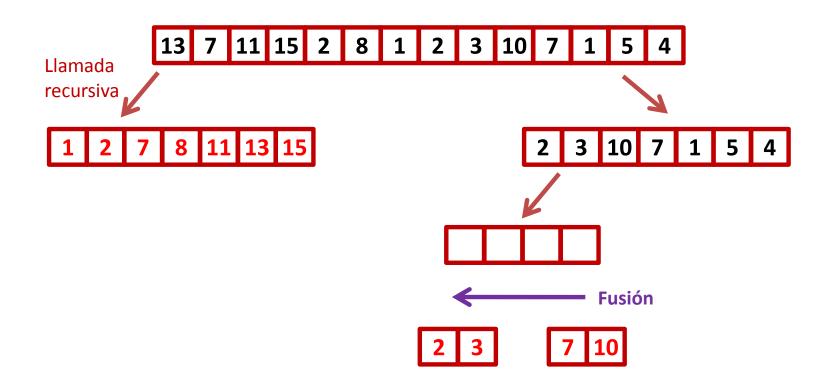


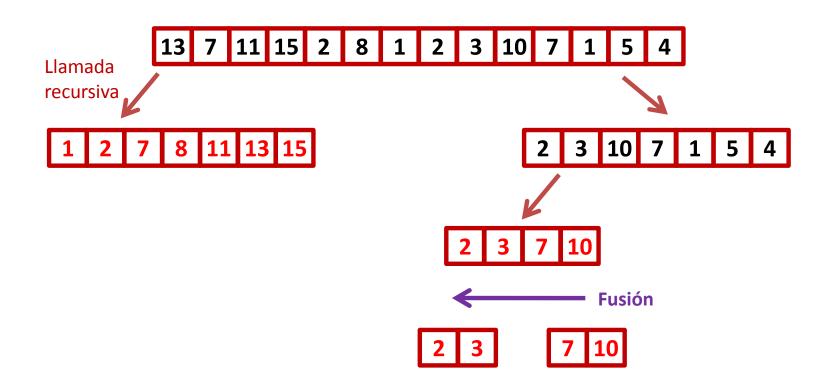


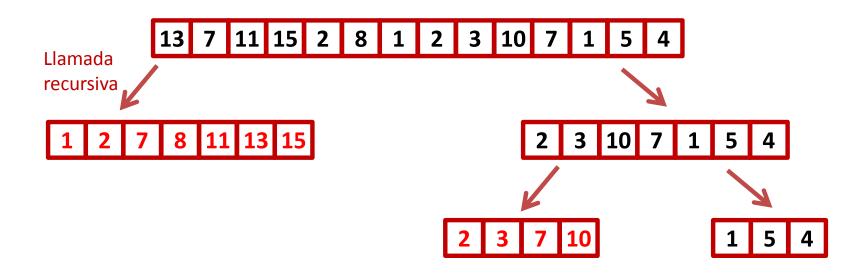


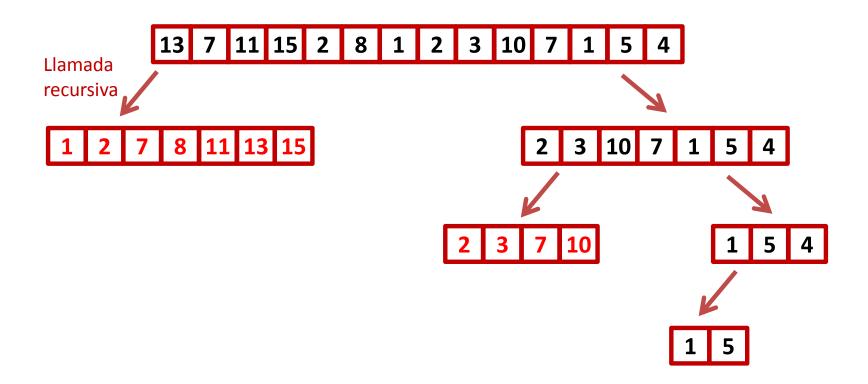


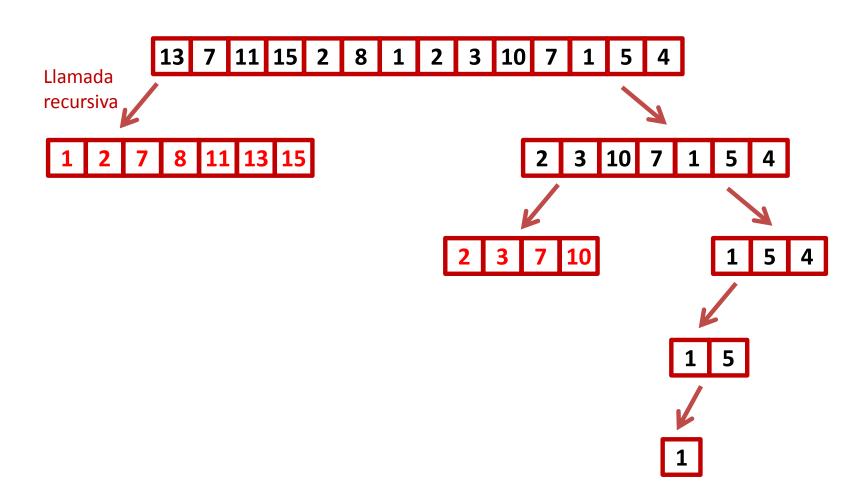


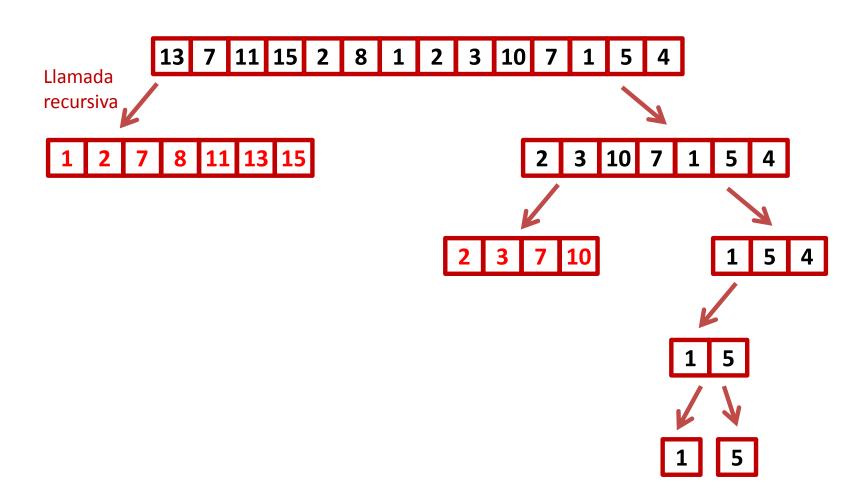


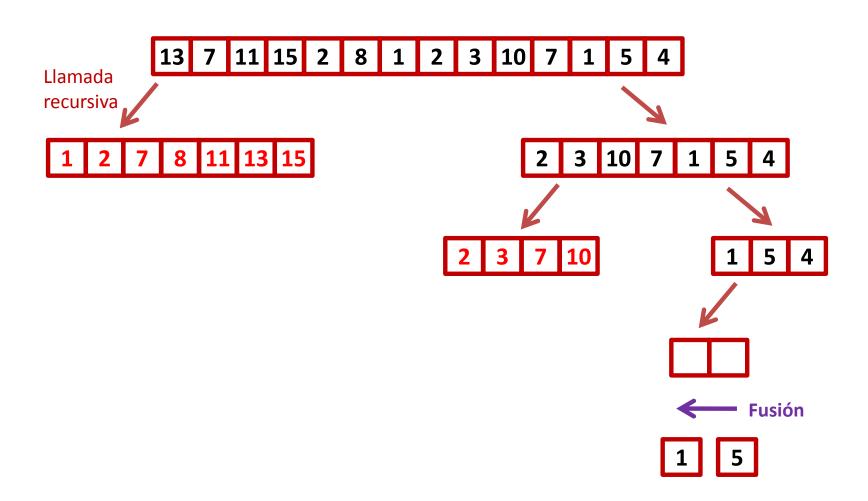


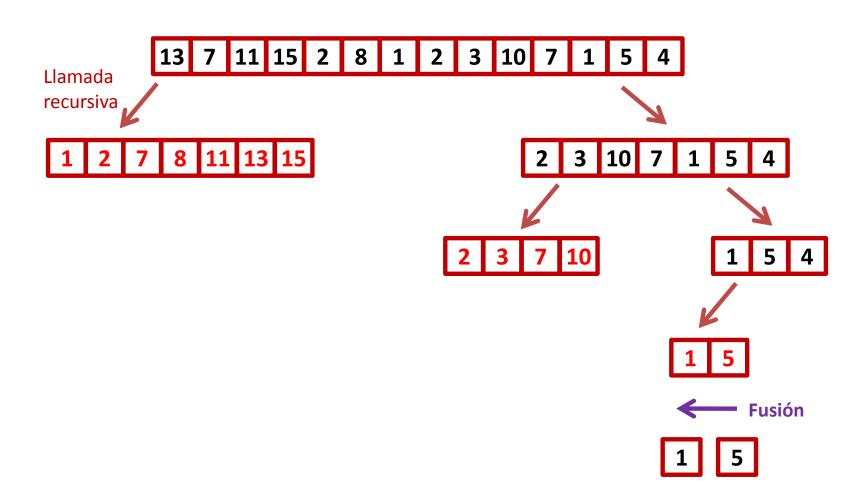


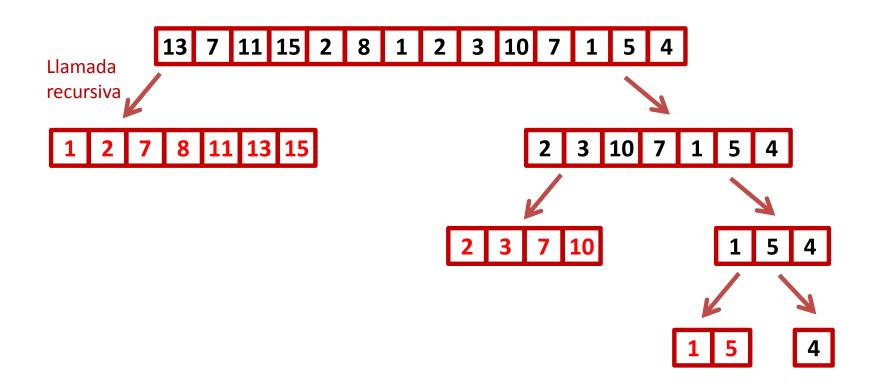


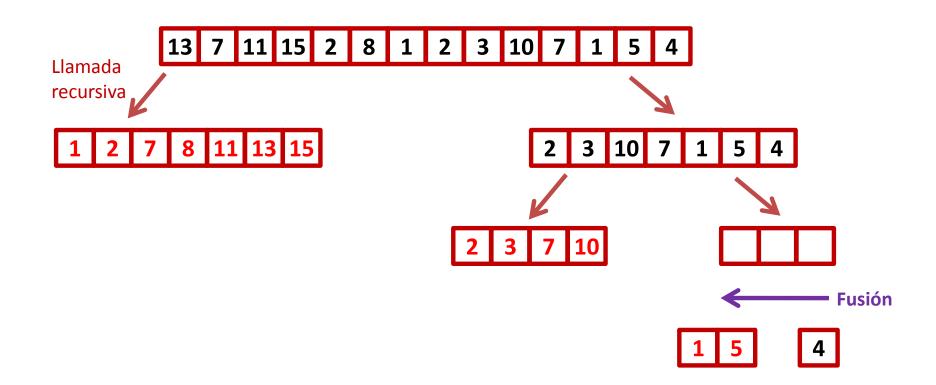


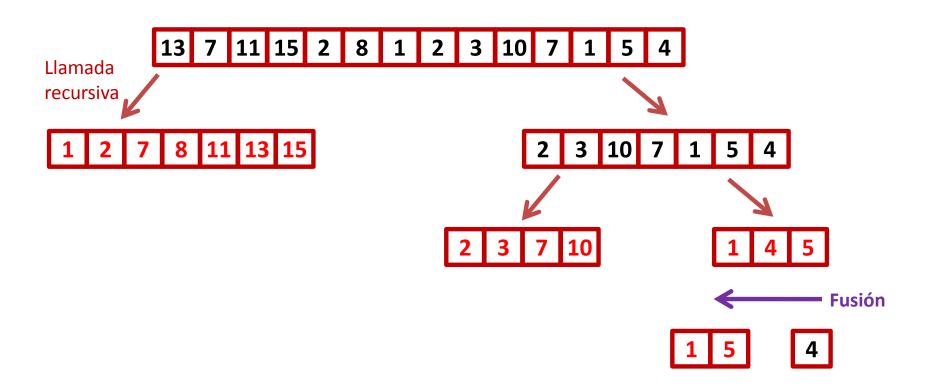


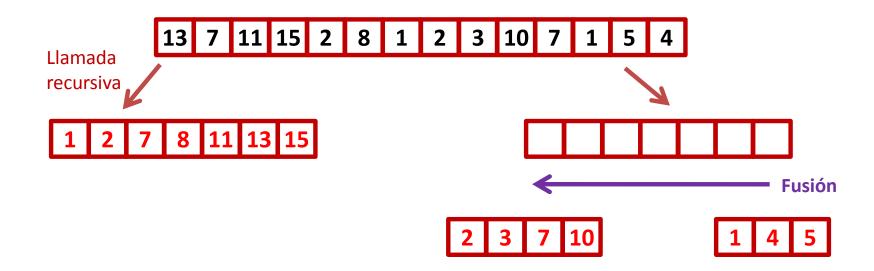


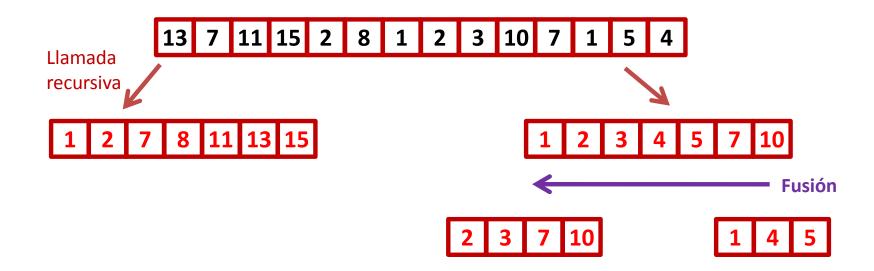


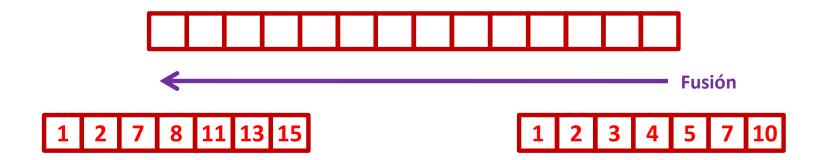


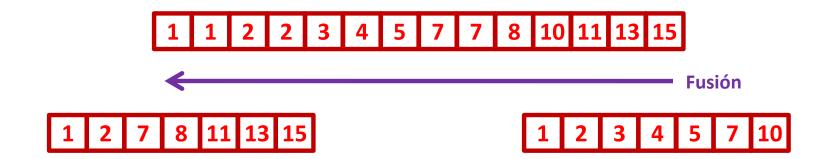








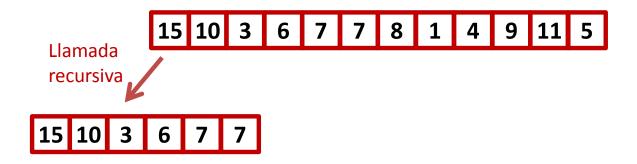


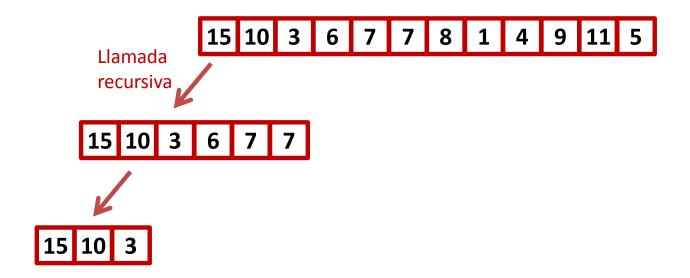


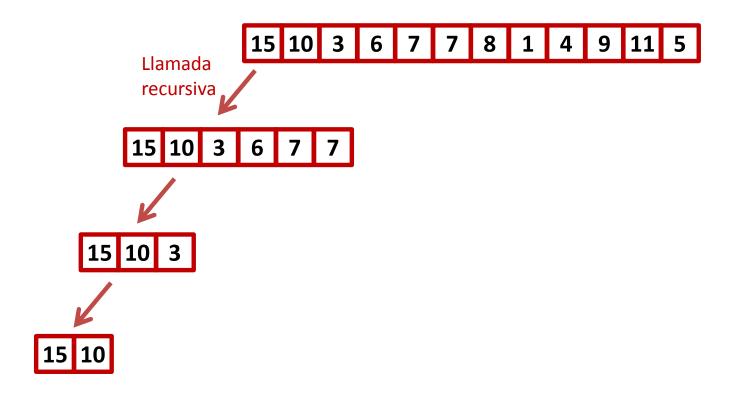
 Ejercicio 2: construir el árbol recursivo que genera el algoritmo por fusión puramente recursivo (umbral = 0) para el siguiente vector de datos.

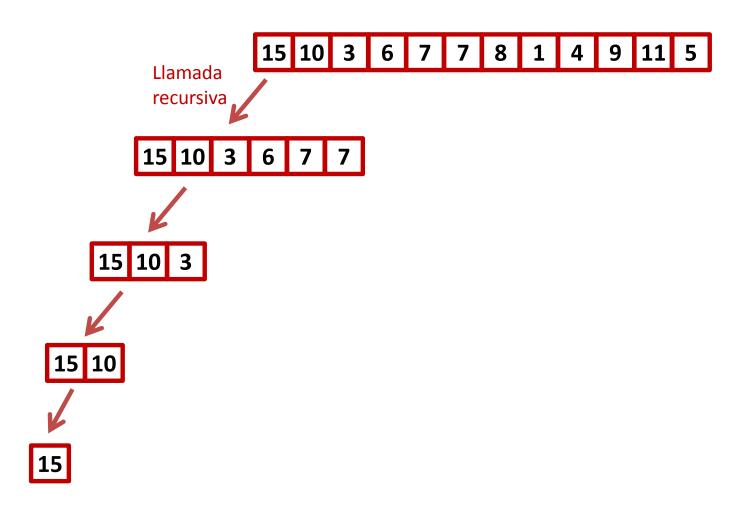


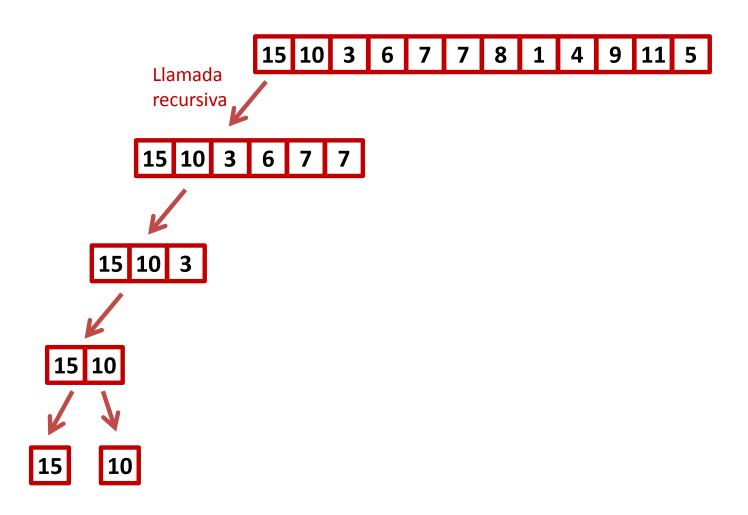


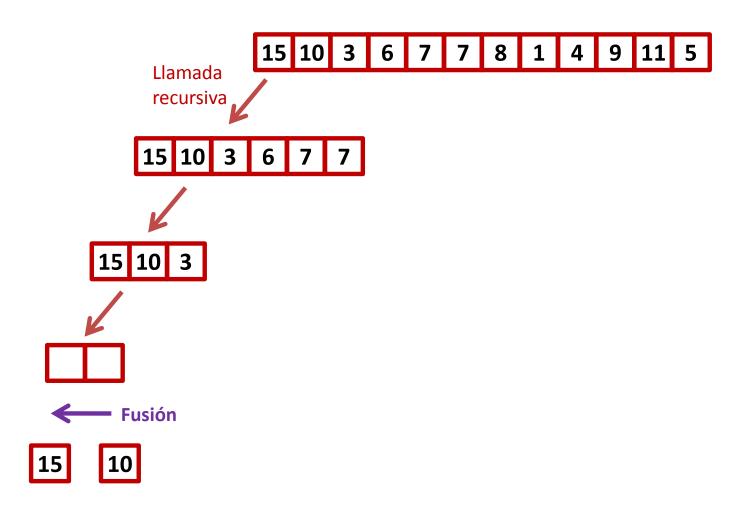


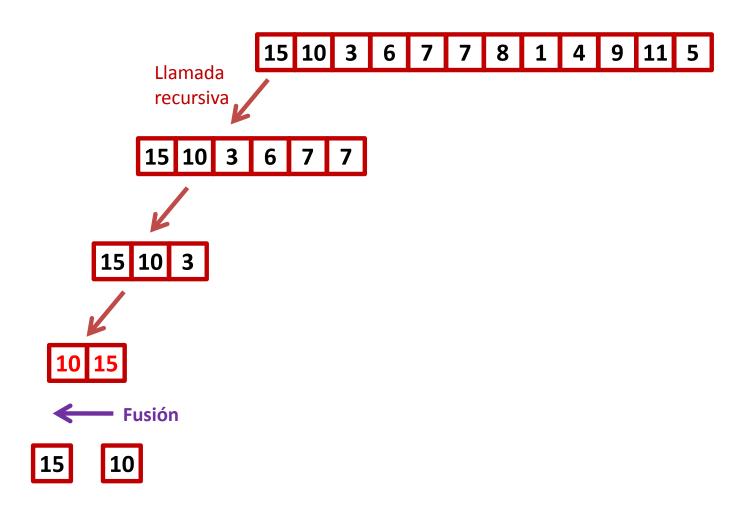


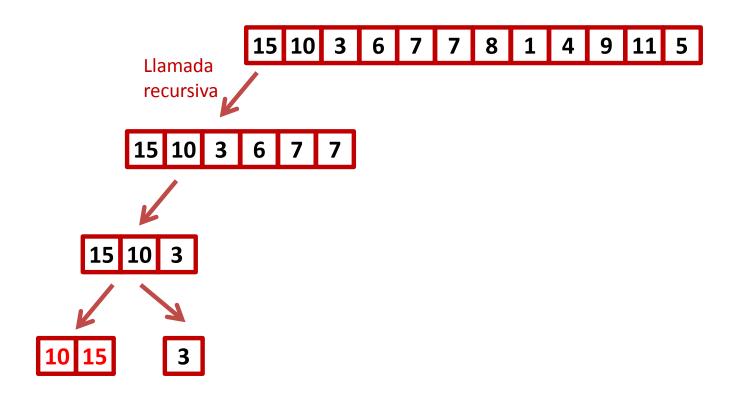


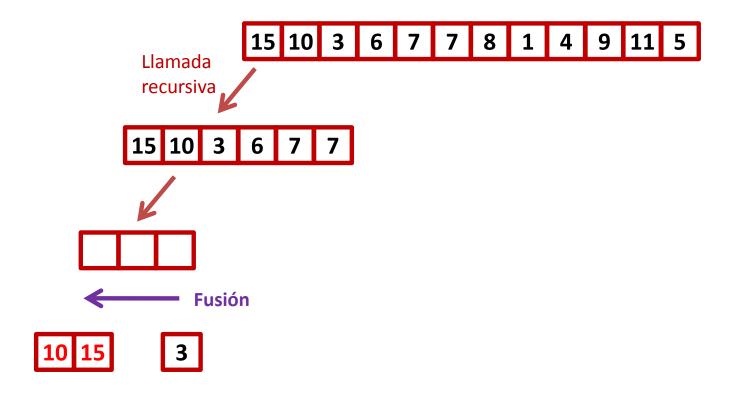


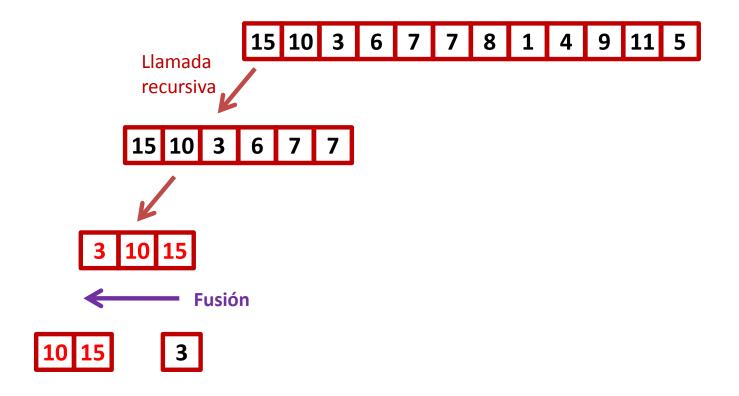


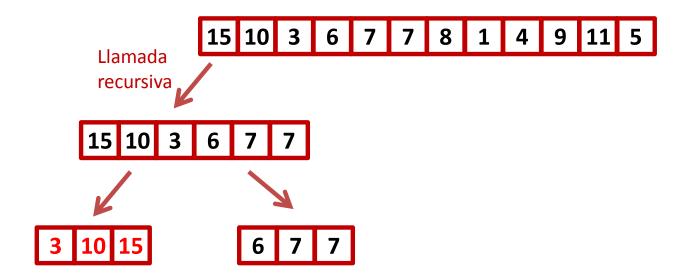


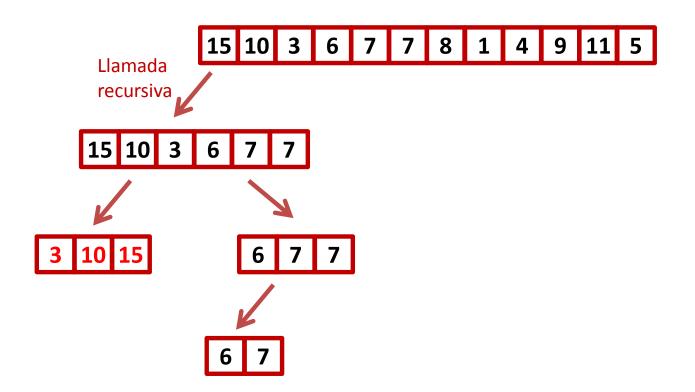


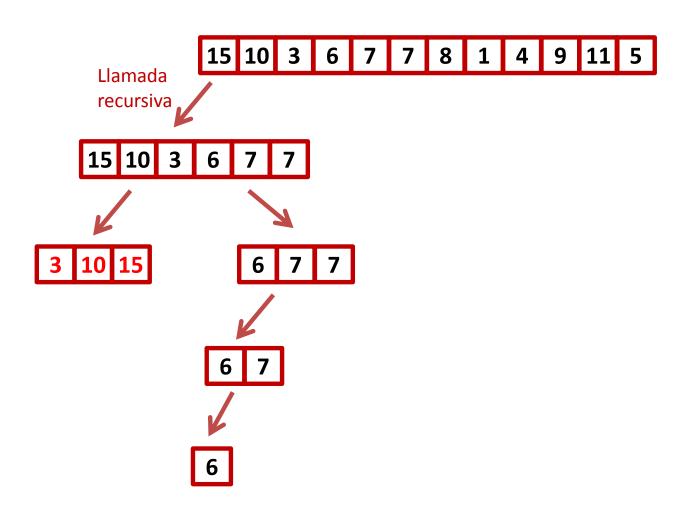


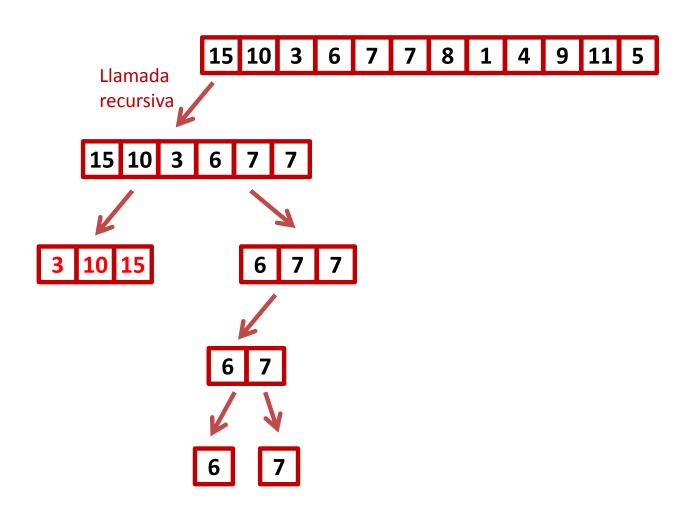


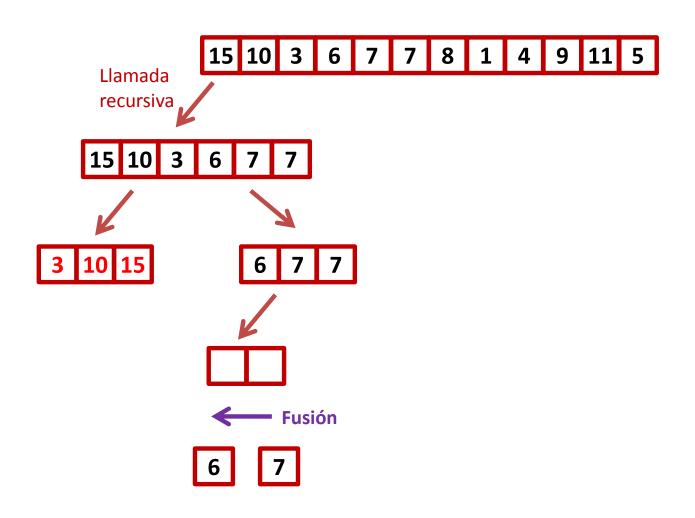


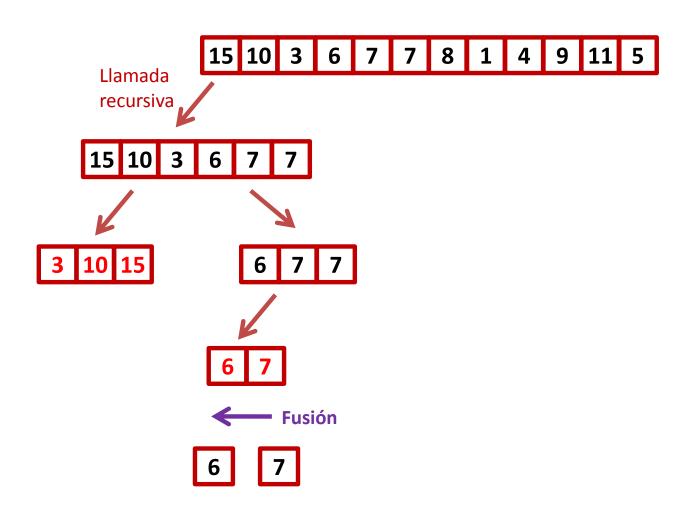


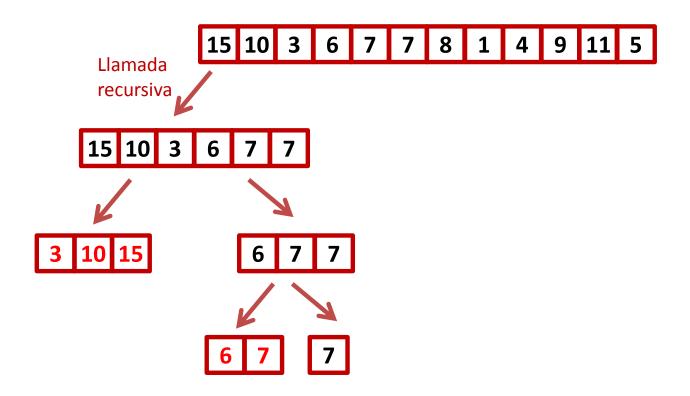


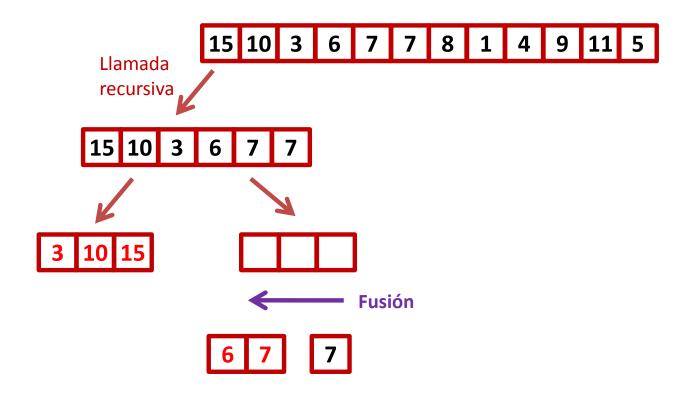


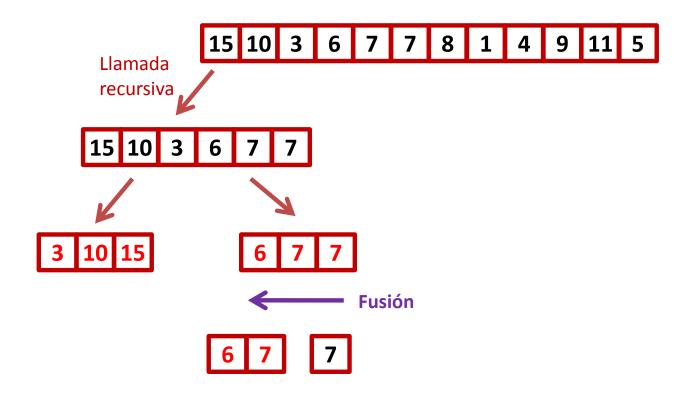




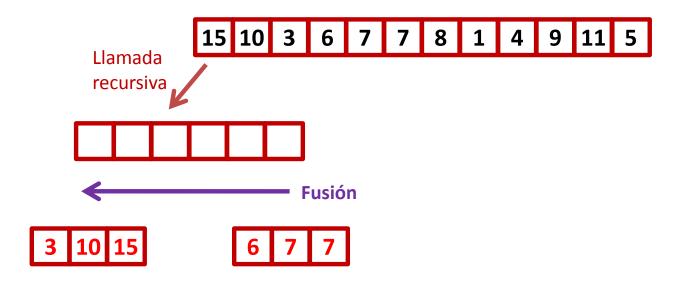


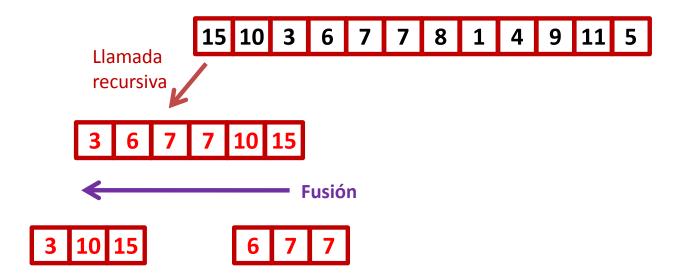


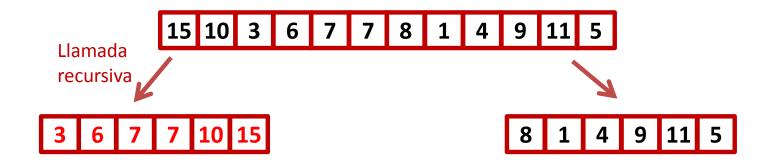


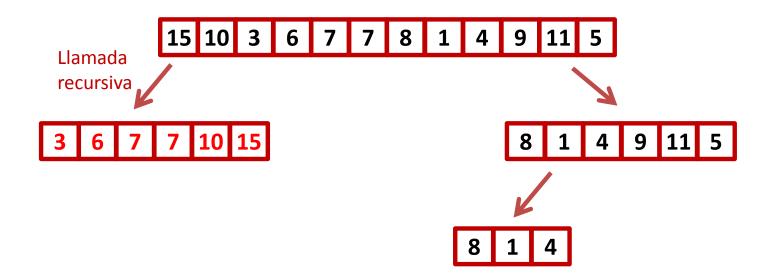


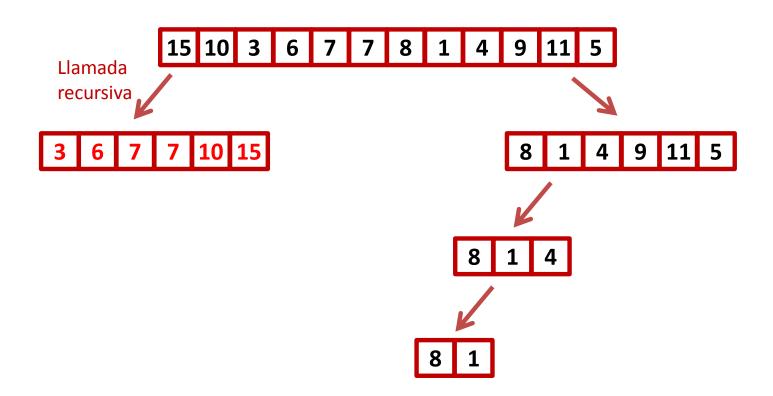
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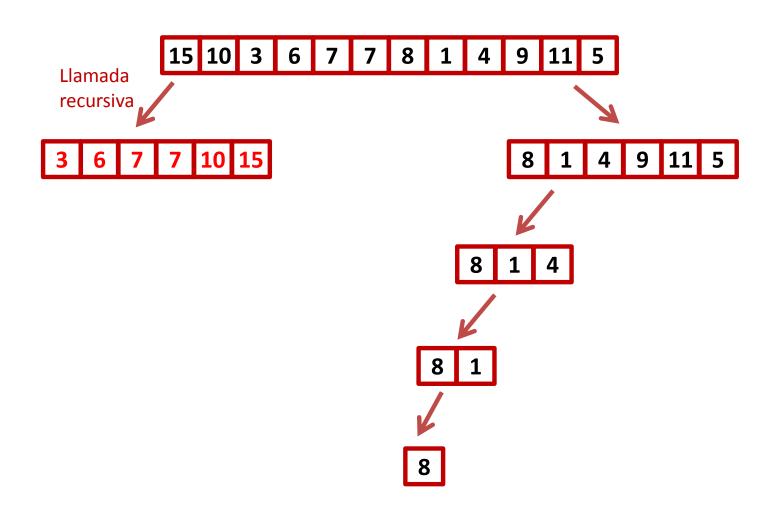


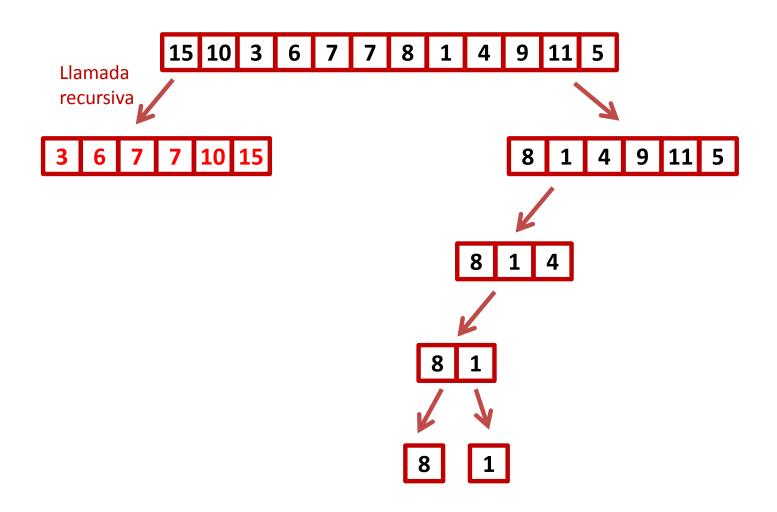


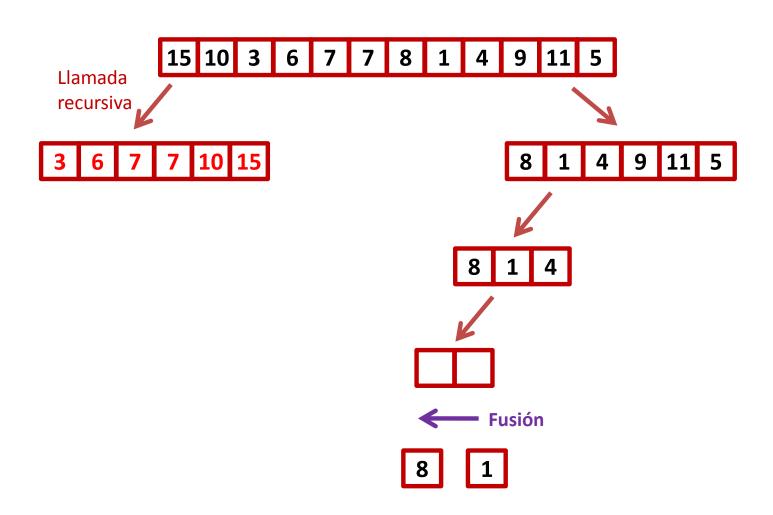


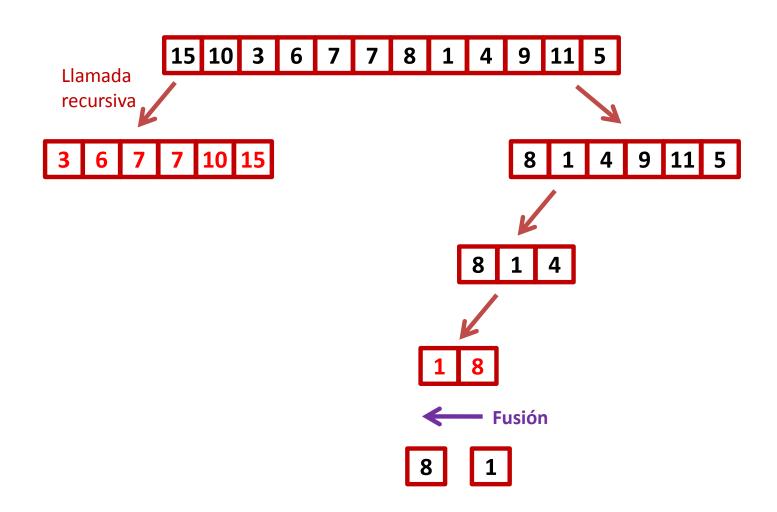


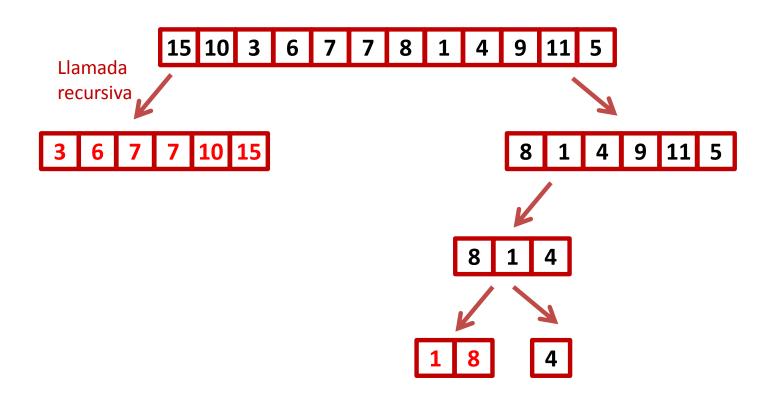


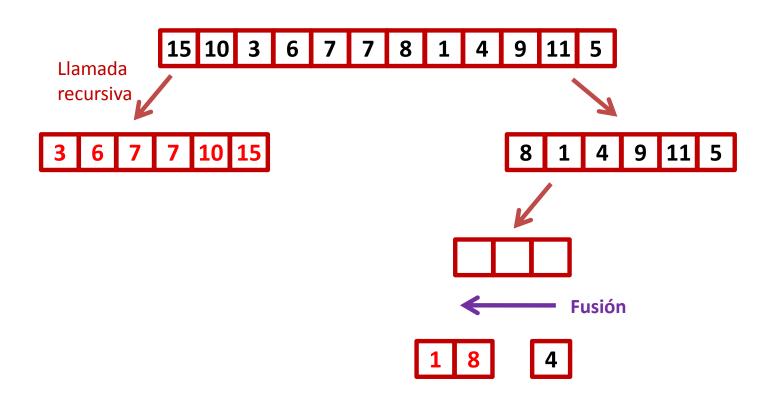


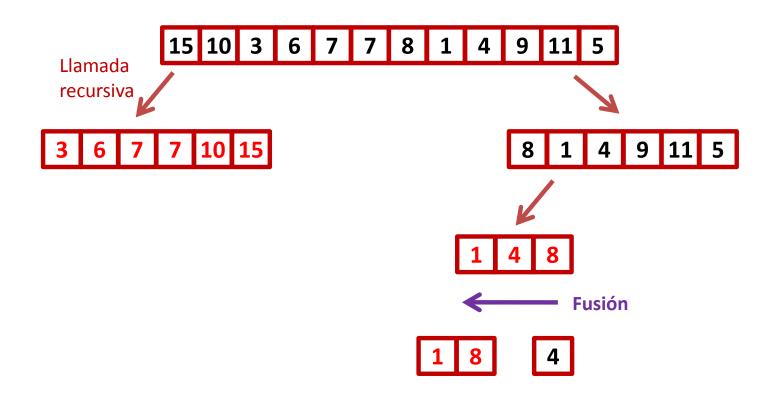


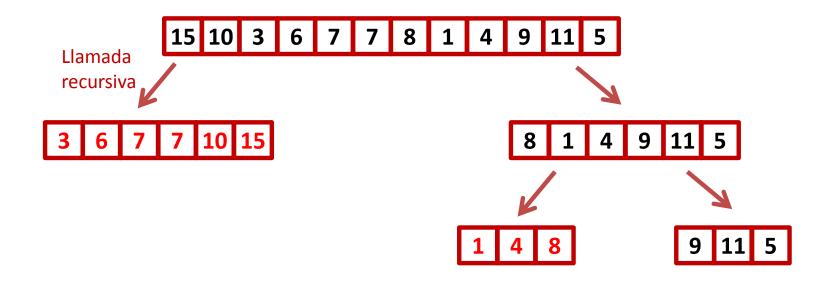


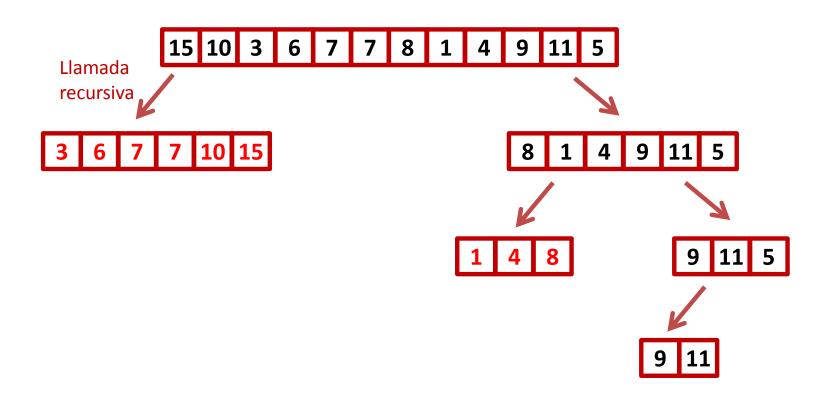


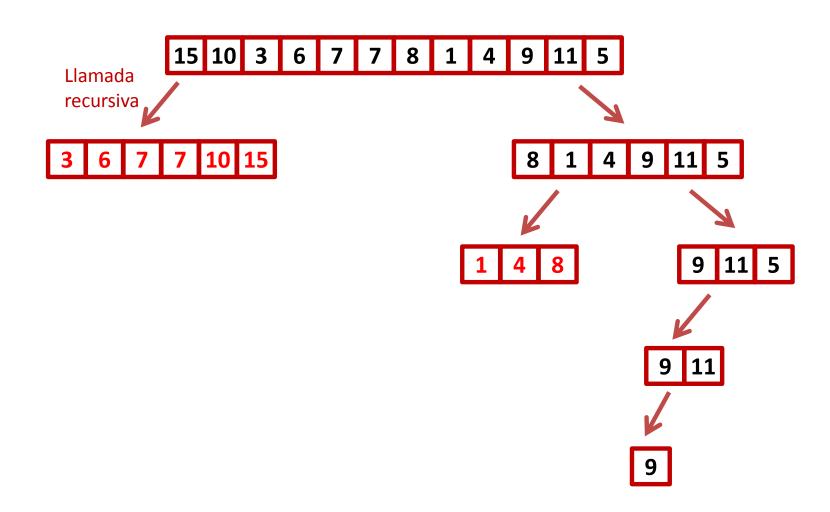


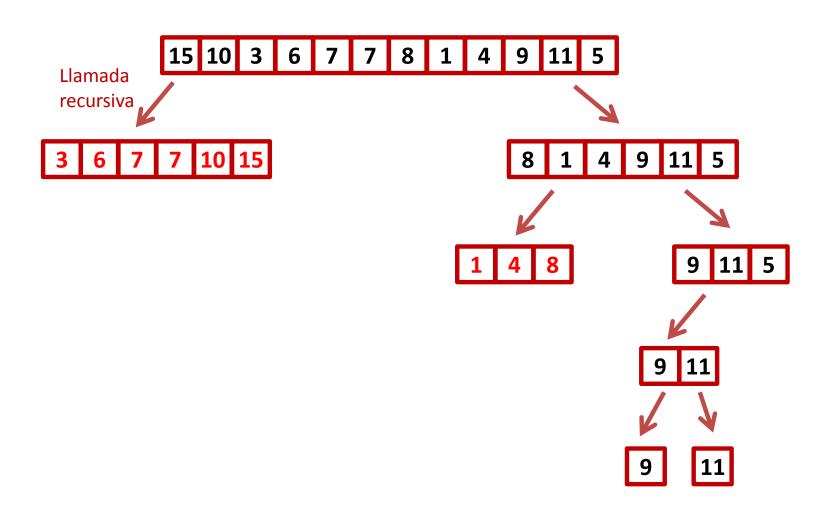


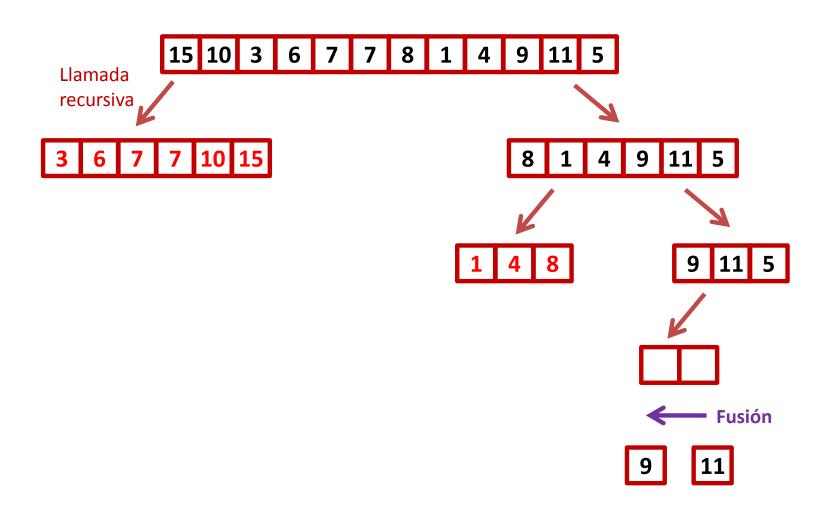


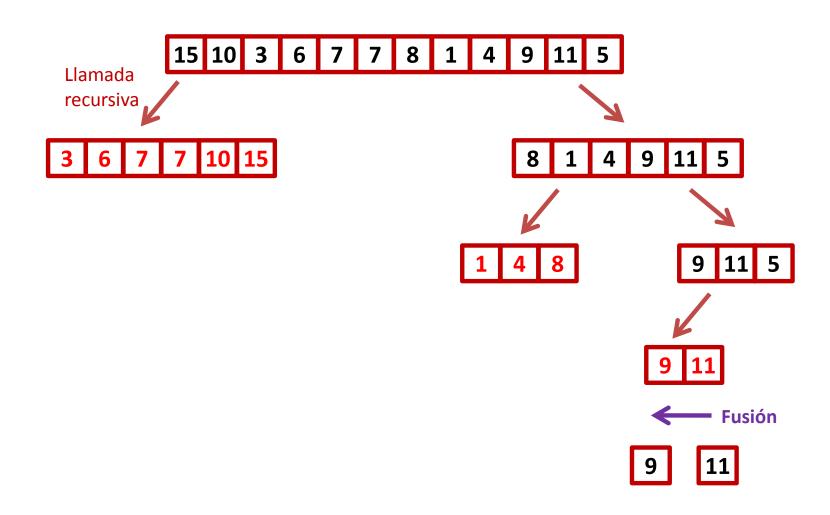


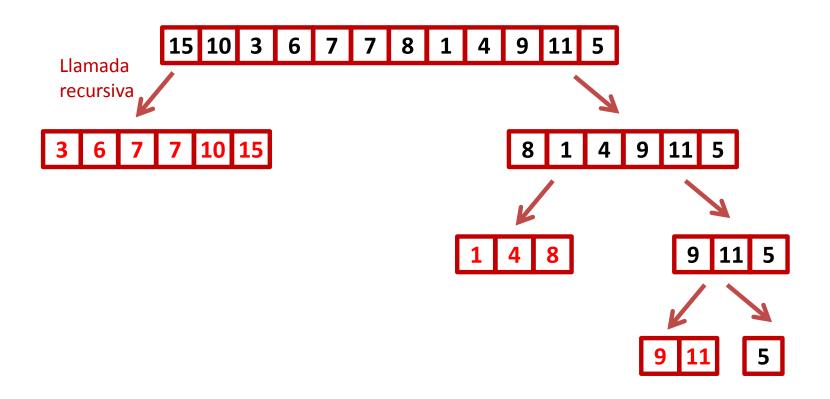


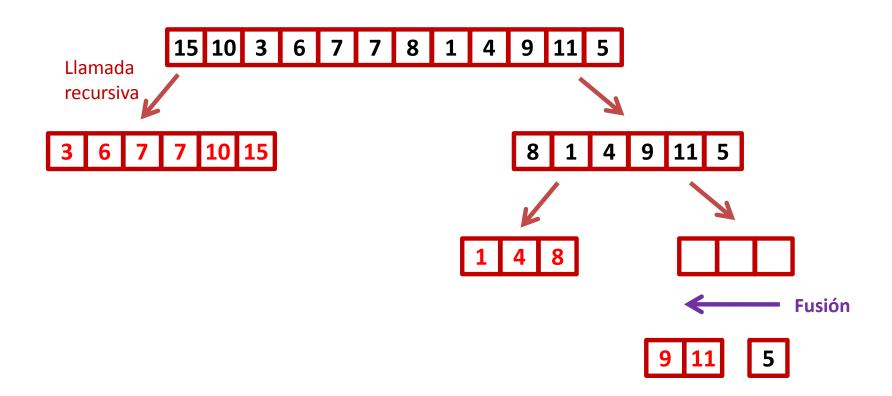




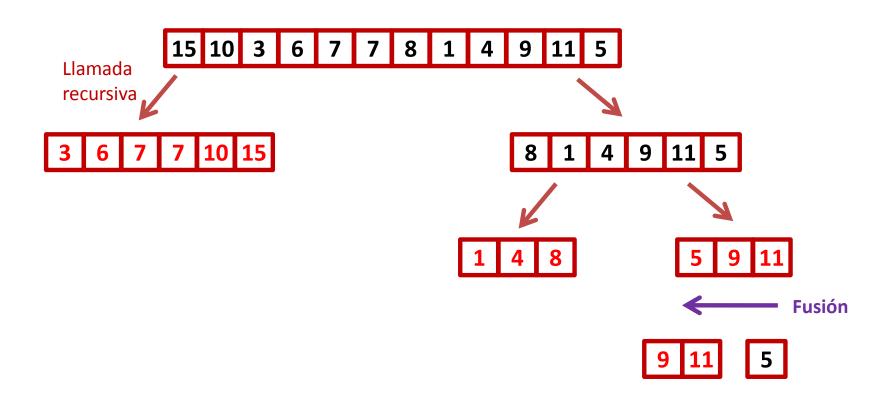




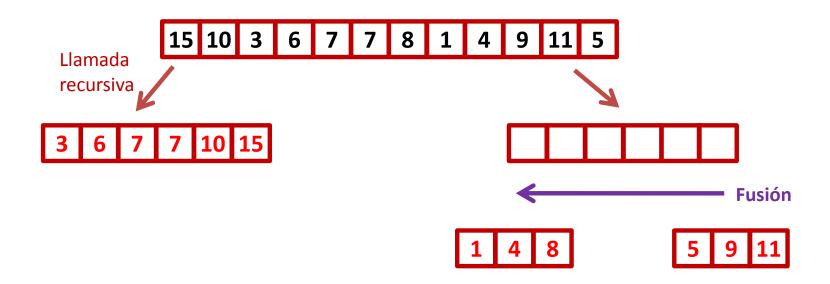


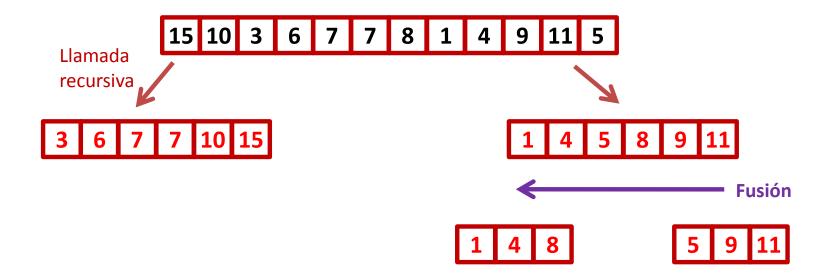


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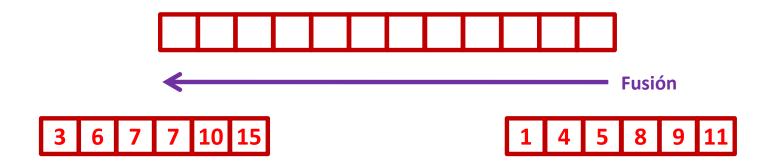


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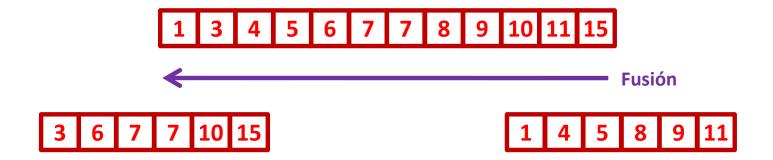




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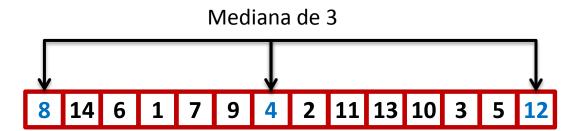
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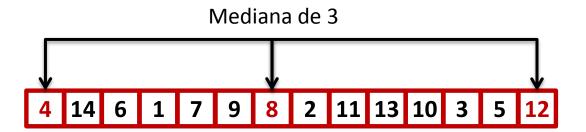


 Ejercicio 1: construir el árbol recursivo que genera el algoritmo de ordenación rápida (quicksort), con mediana de 3 en la selección del pivote y umbral=3, para el siguiente vector de datos.

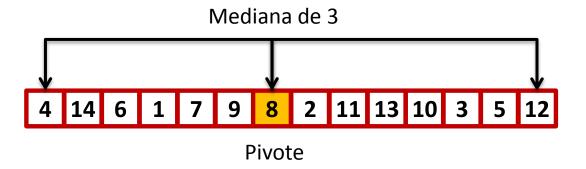




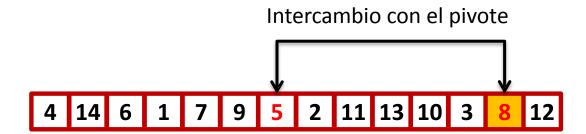




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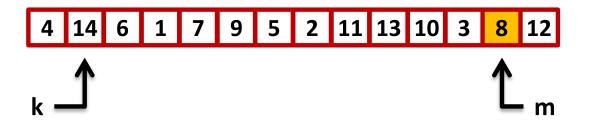


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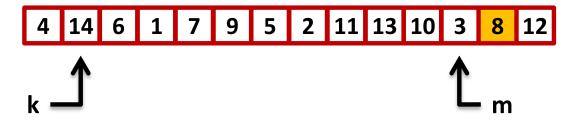


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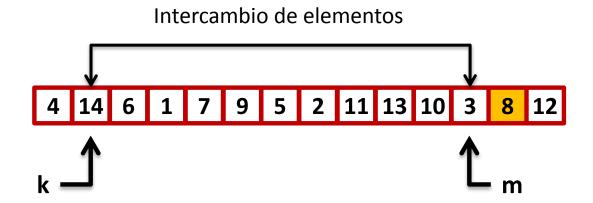


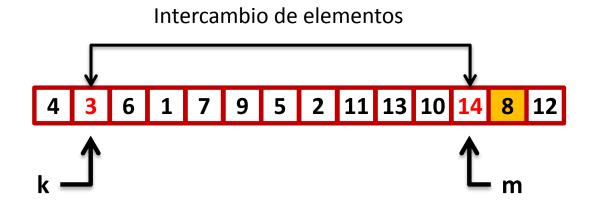
Cuando vector[k] >= pivote se detiene el recorrido

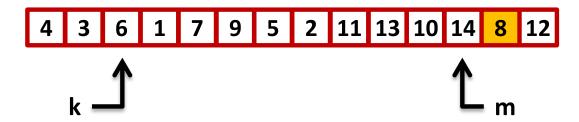
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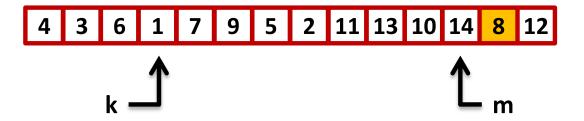


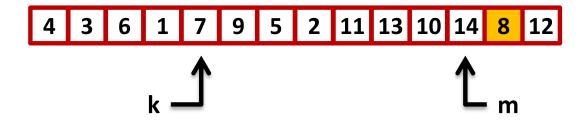
Cuando vector[m] <= pivote se detiene el recorrido



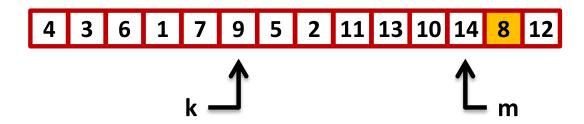




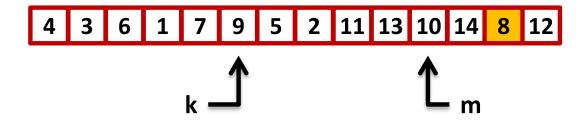


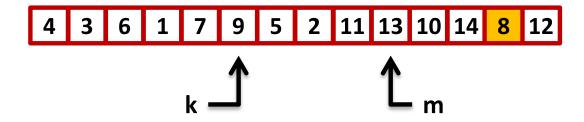


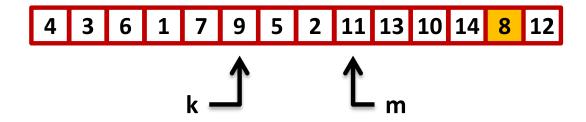
Solución:



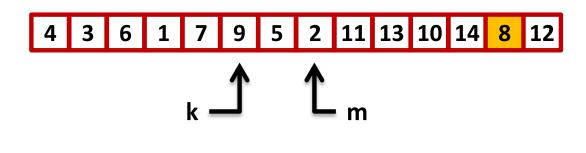
vector[k] >= pivote



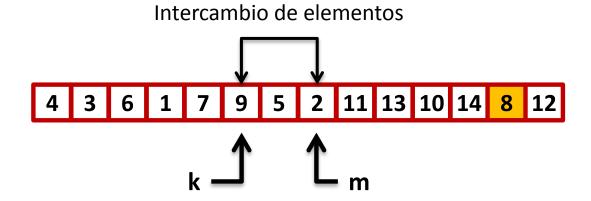


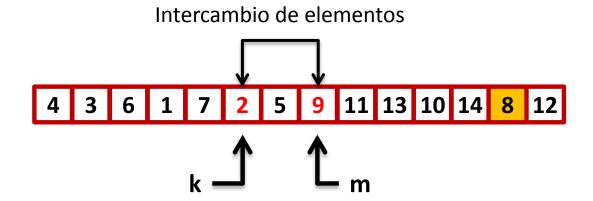


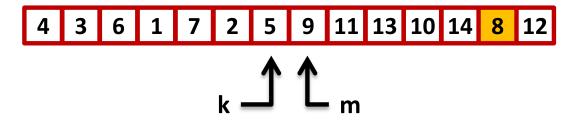
• Solución:

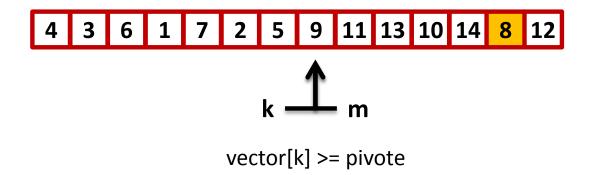


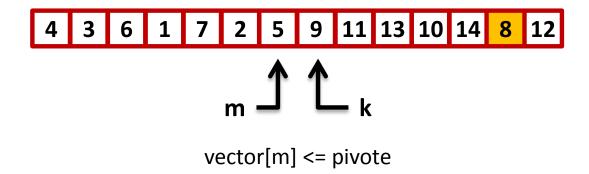
vector[m] <= pivote</pre>

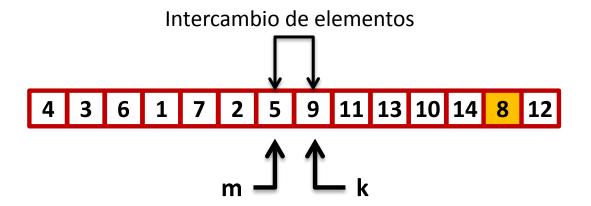


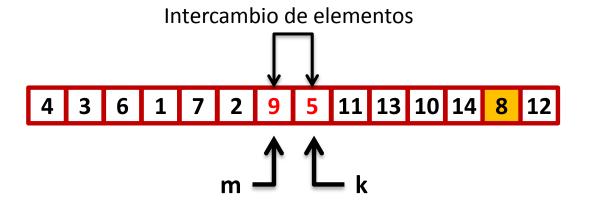




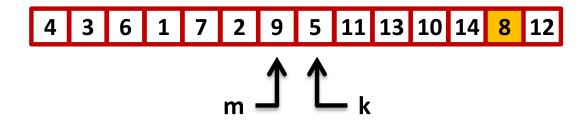




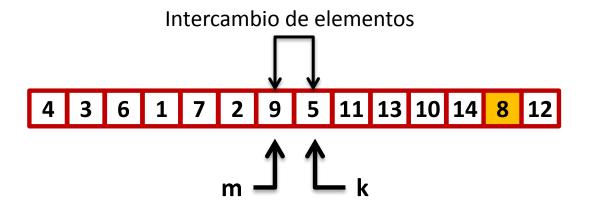


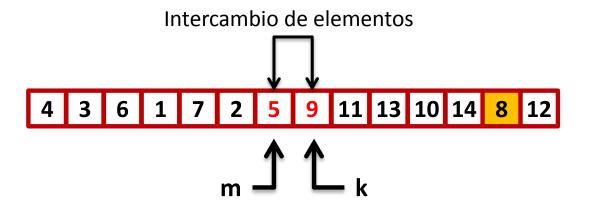


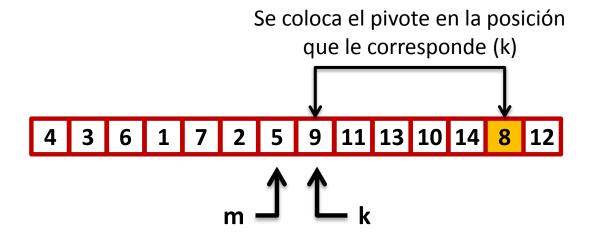
• Solución:

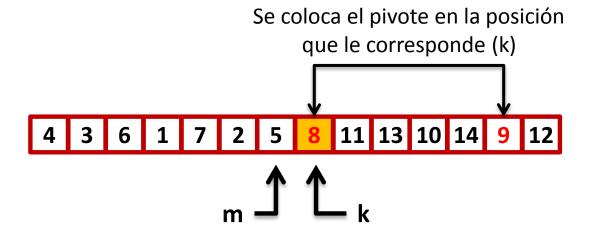


Si **k>m** → Finaliza el recorrido

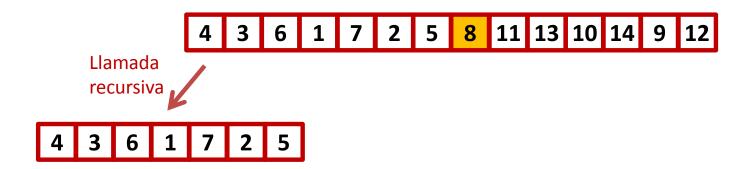


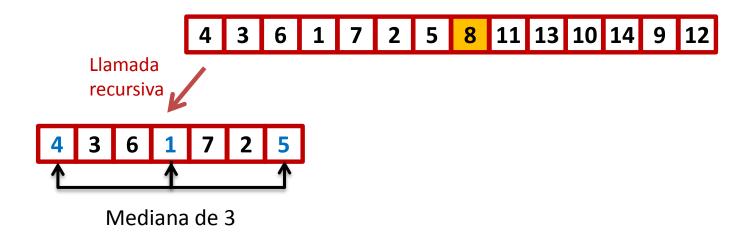


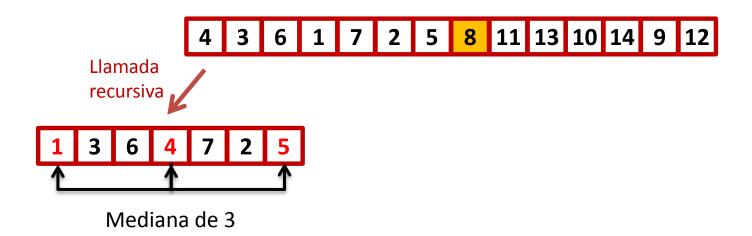


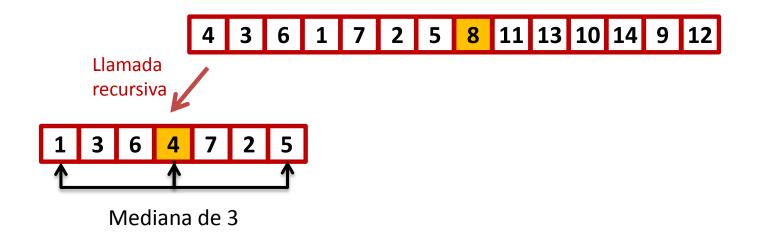


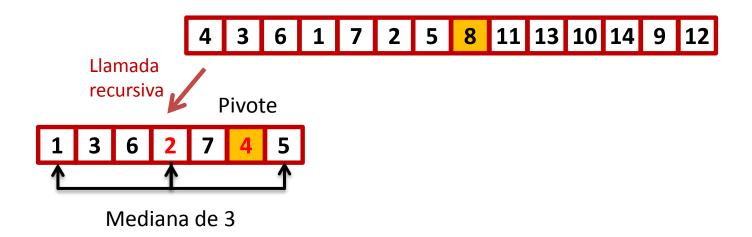






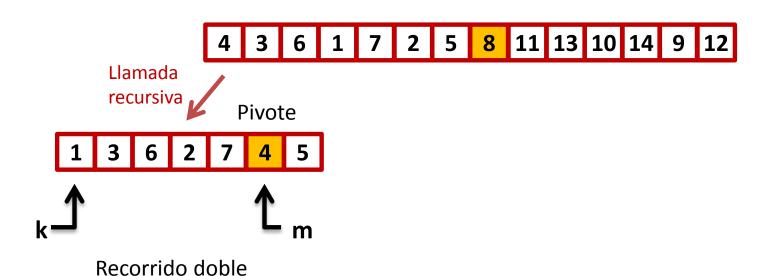


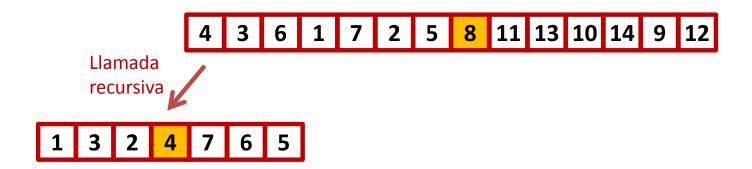


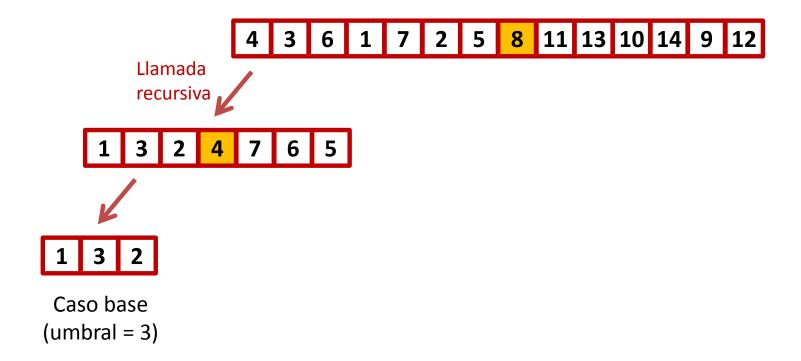


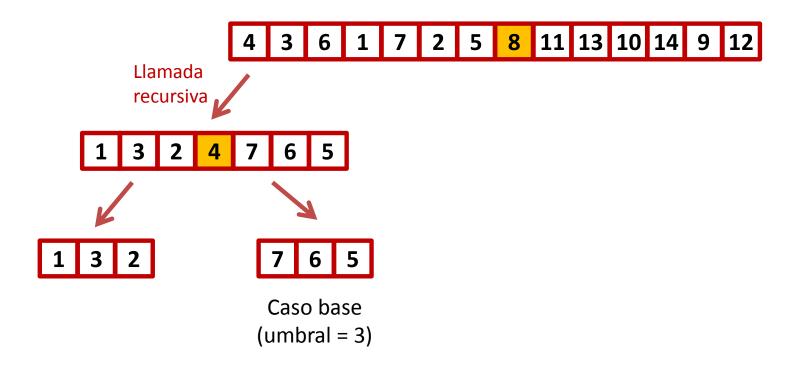
Solución:

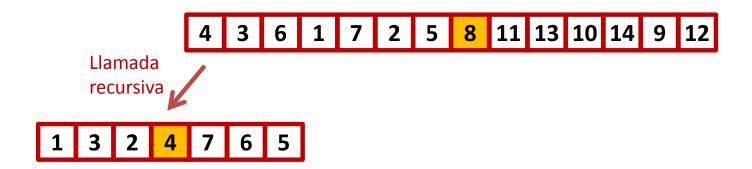
comparando con el pivote

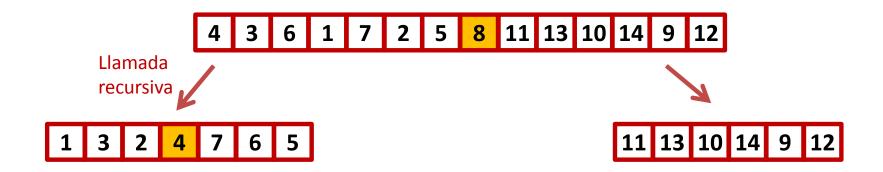


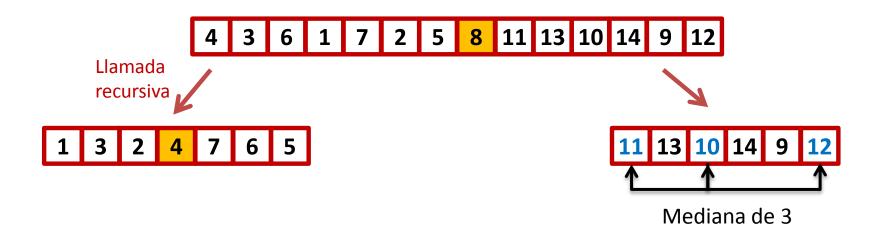


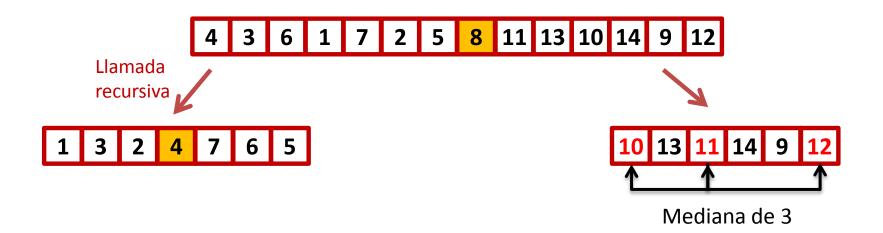


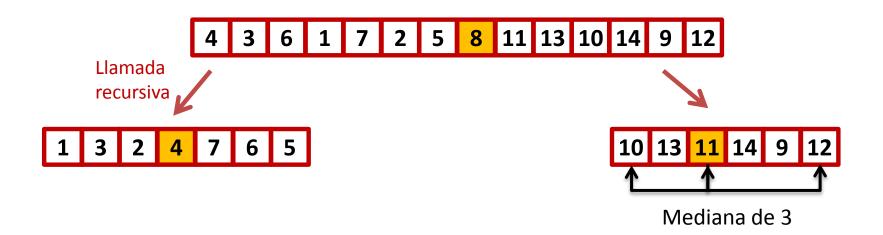


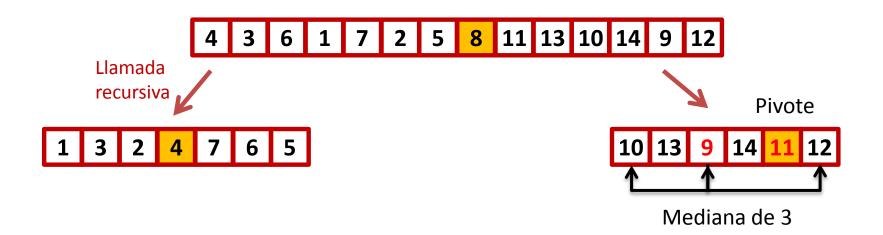


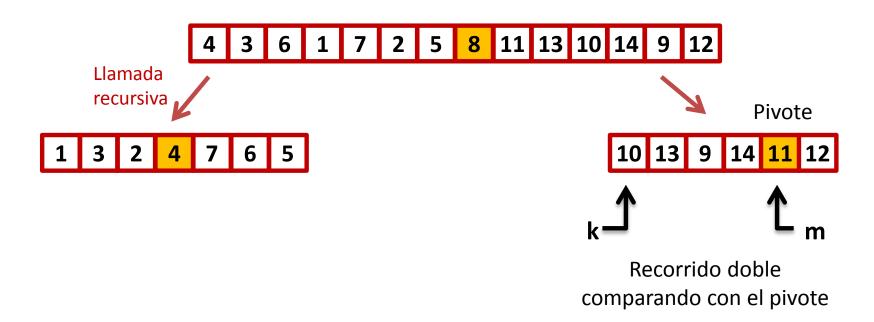


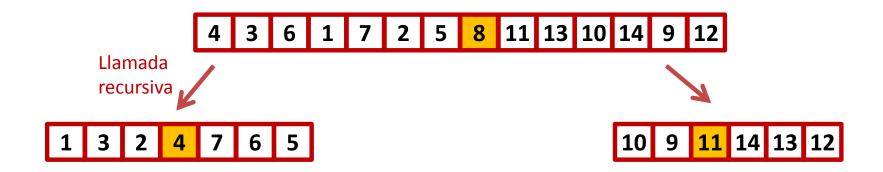


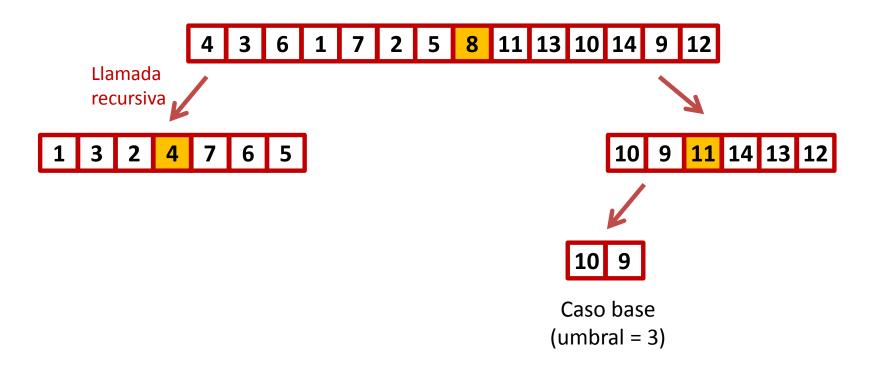


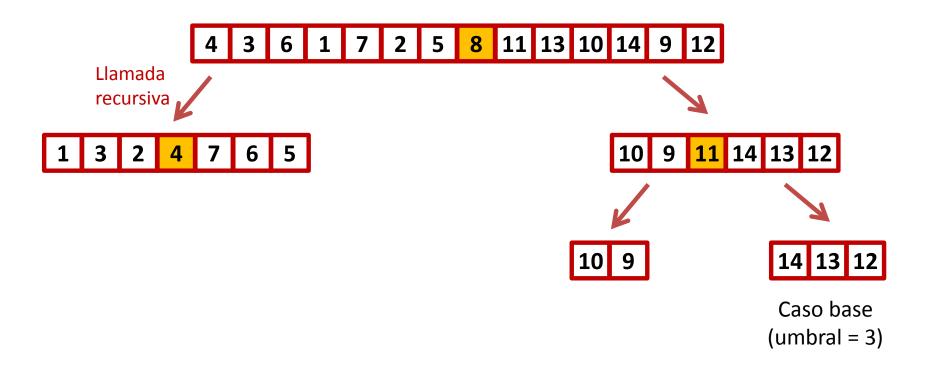


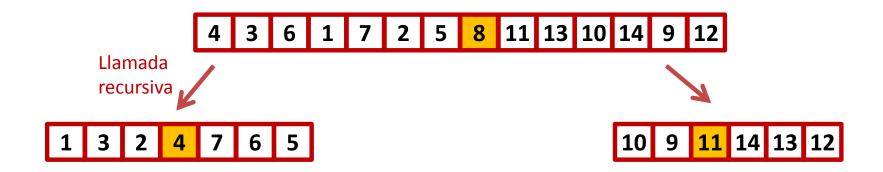


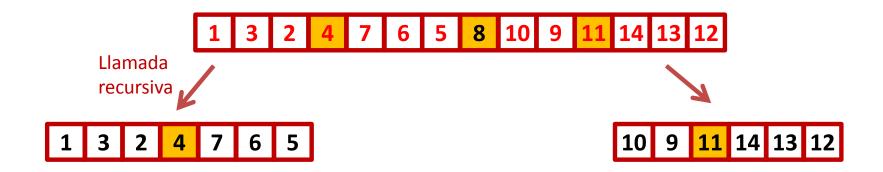












Solución:



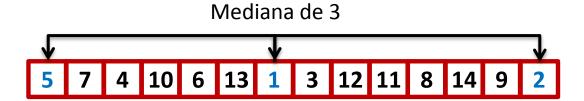
Solución:



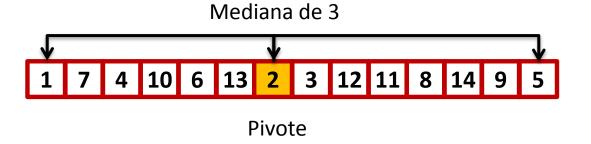
 Ejercicio 2: construir el árbol recursivo que genera el algoritmo de ordenación rápida (quicksort), con mediana de 3 en la selección del pivote y umbral=3, para el siguiente vector de datos.

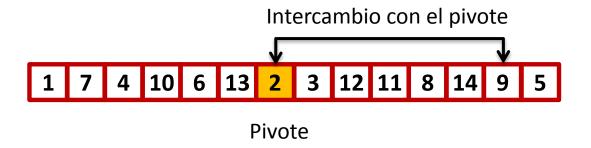


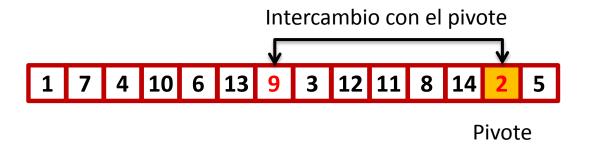


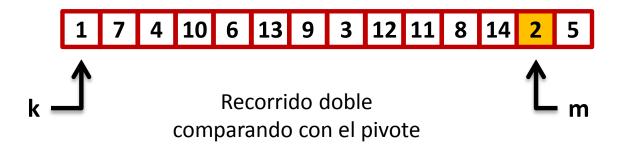










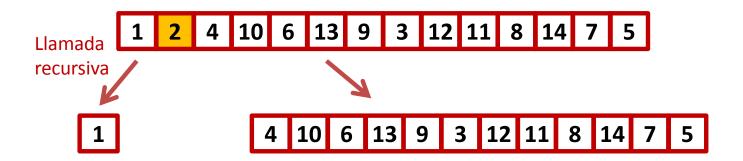


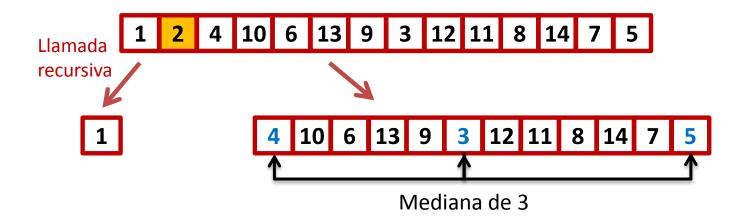


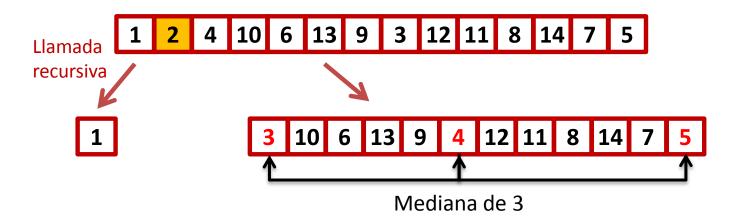
```
Llamada recursiva

1 2 4 10 6 13 9 3 12 11 8 14 7 5

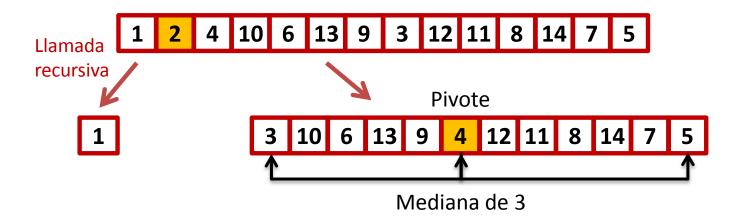
Caso base (umbral = 3)
```

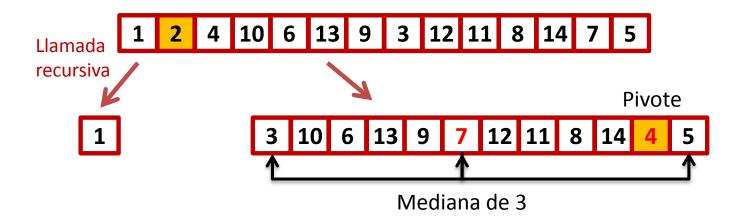


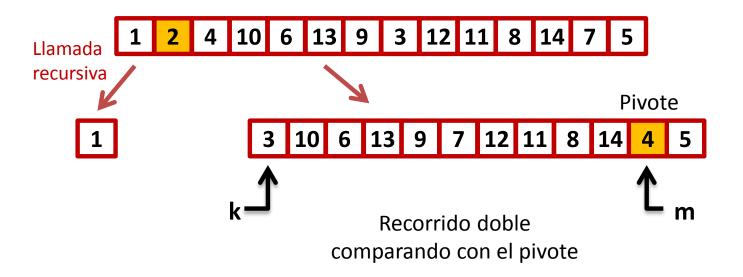


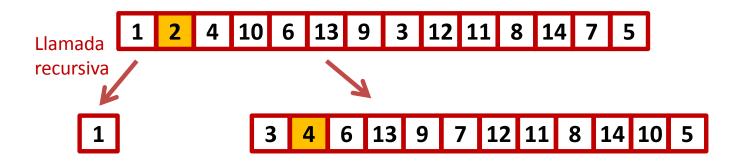


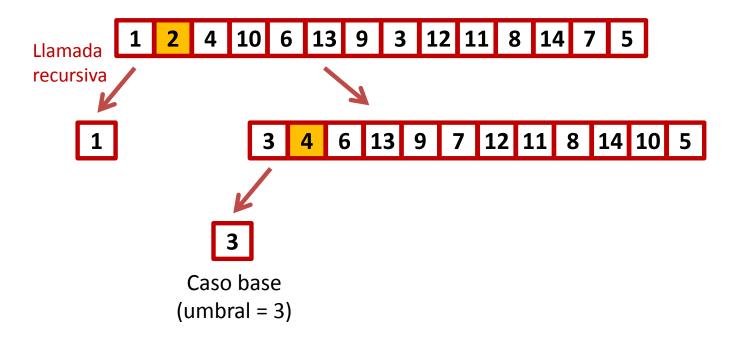
Solución:

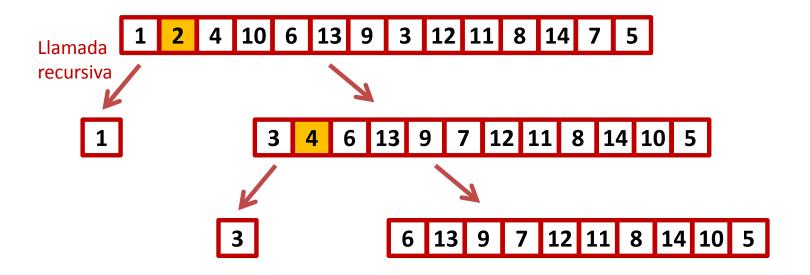


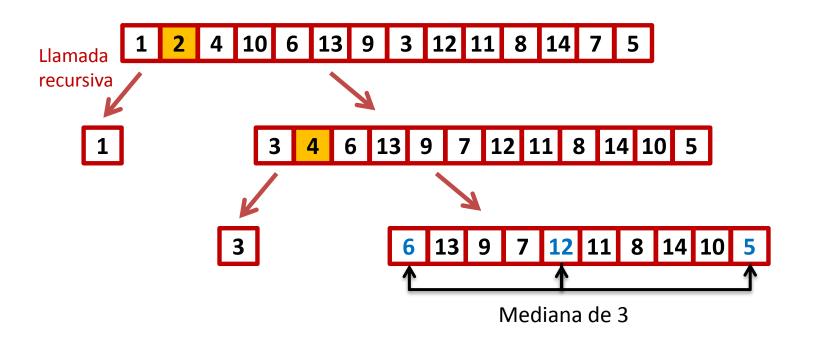


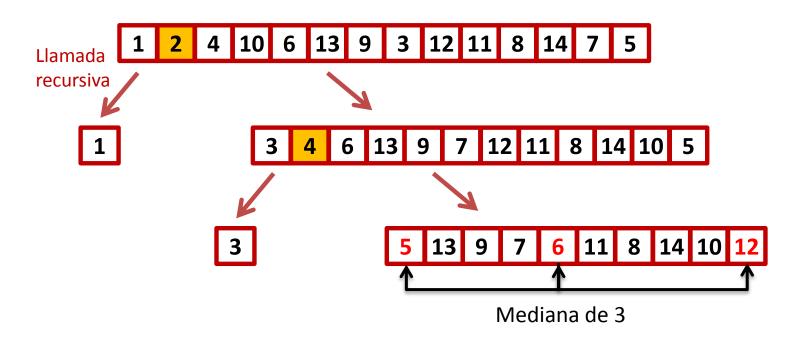


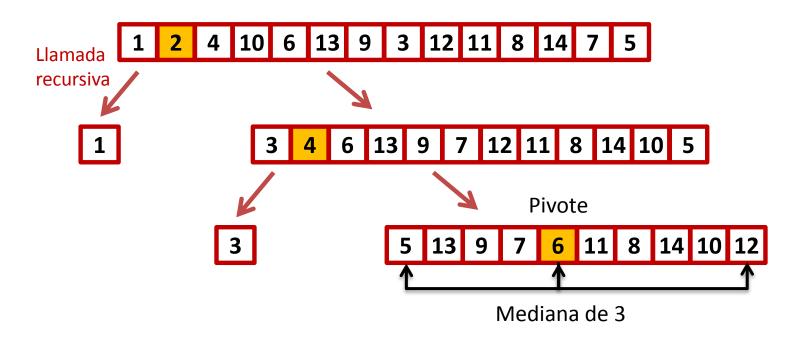


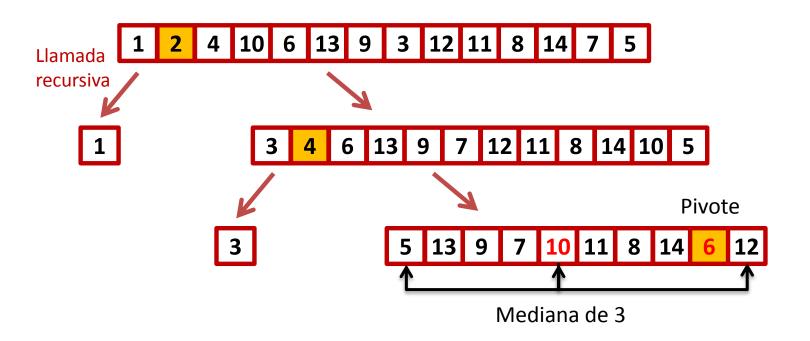


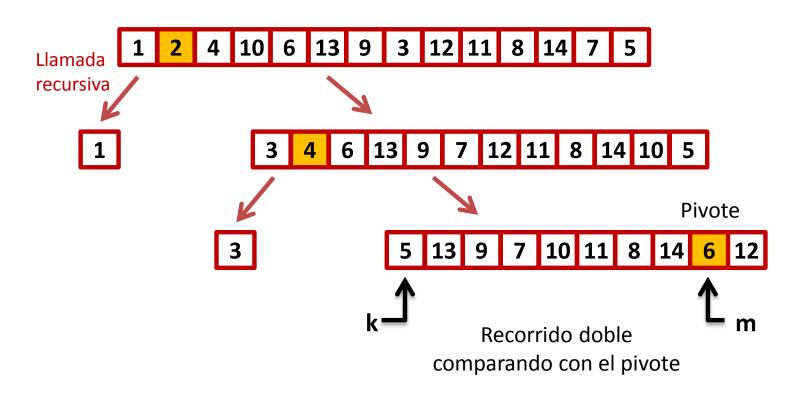


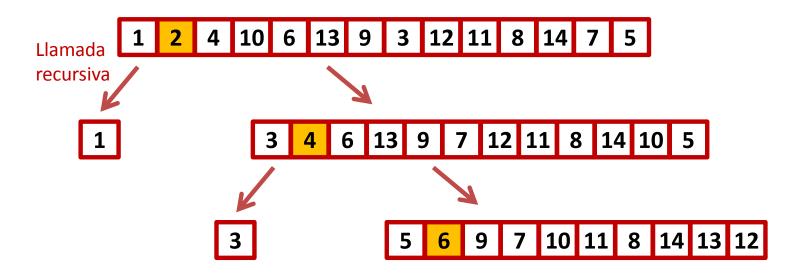


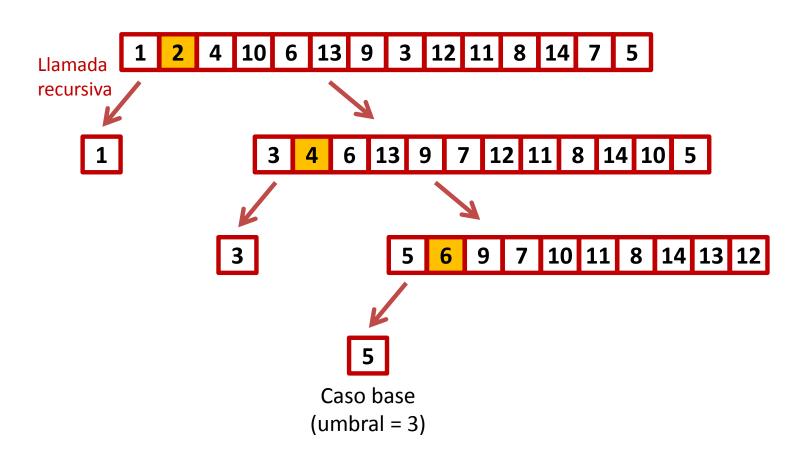


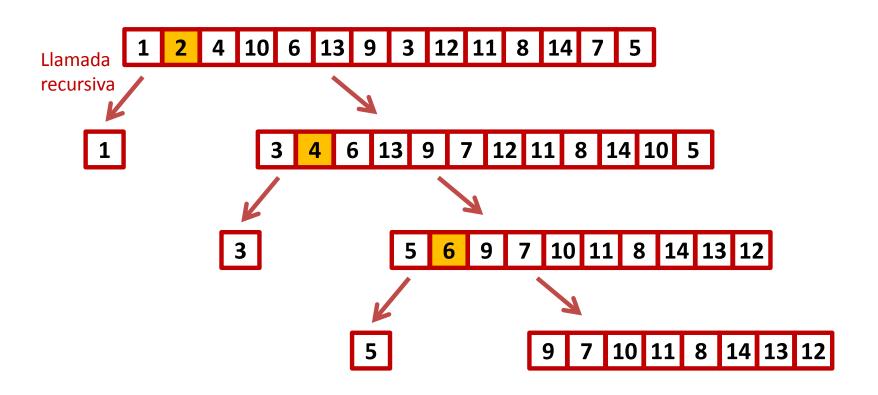


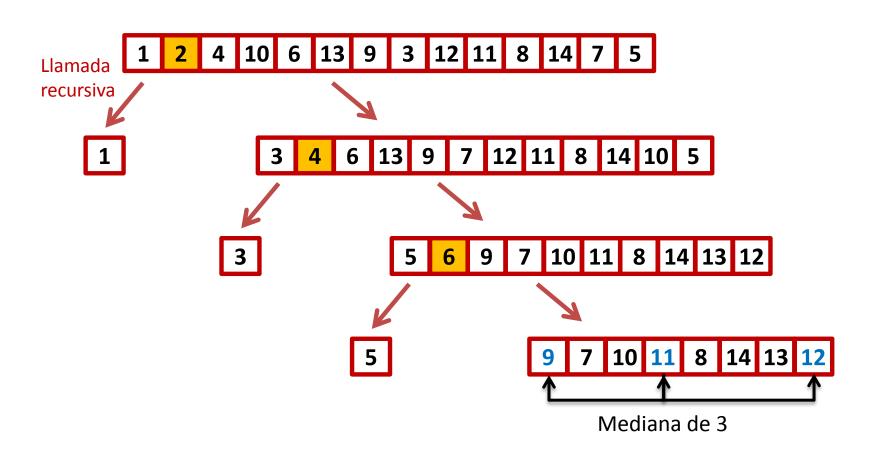


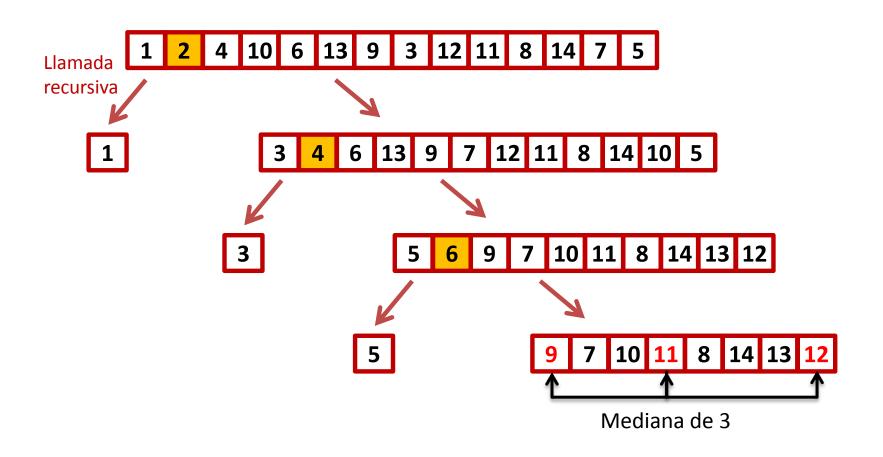


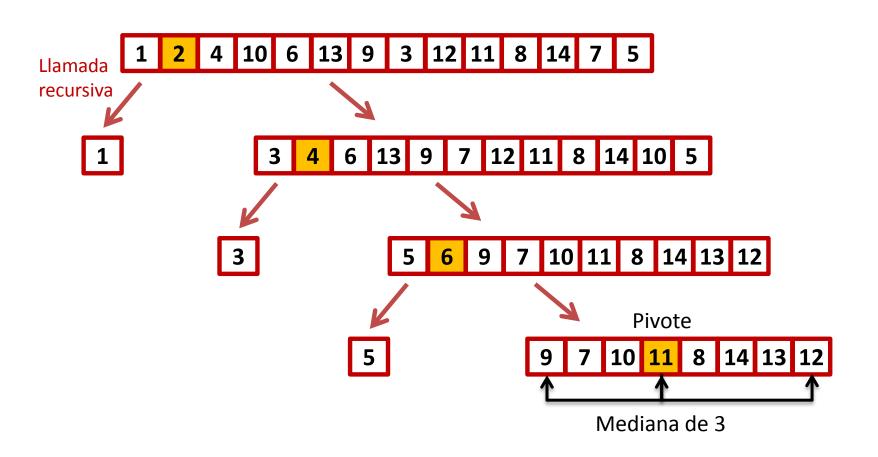


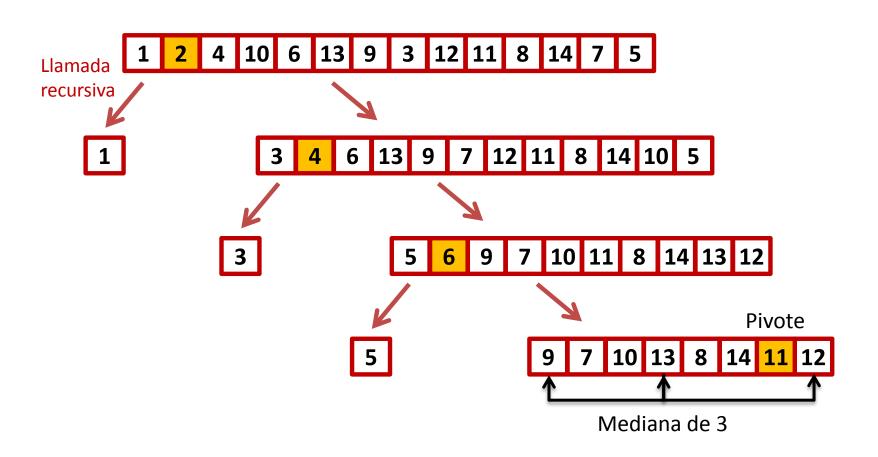


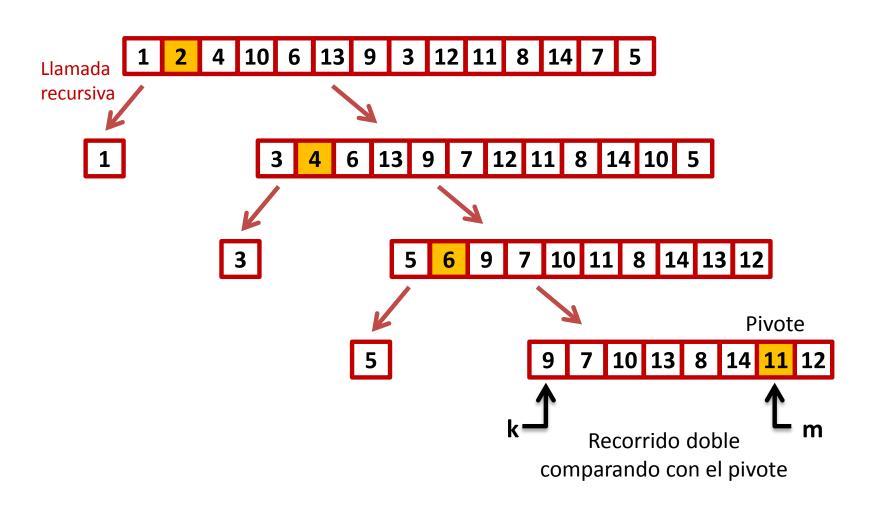


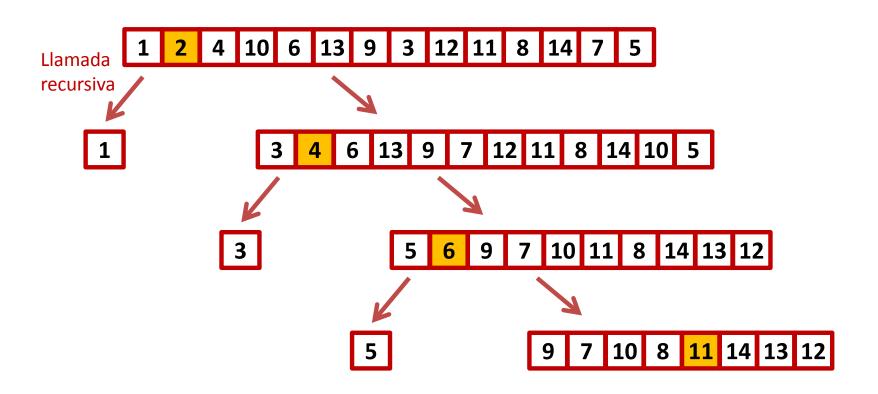


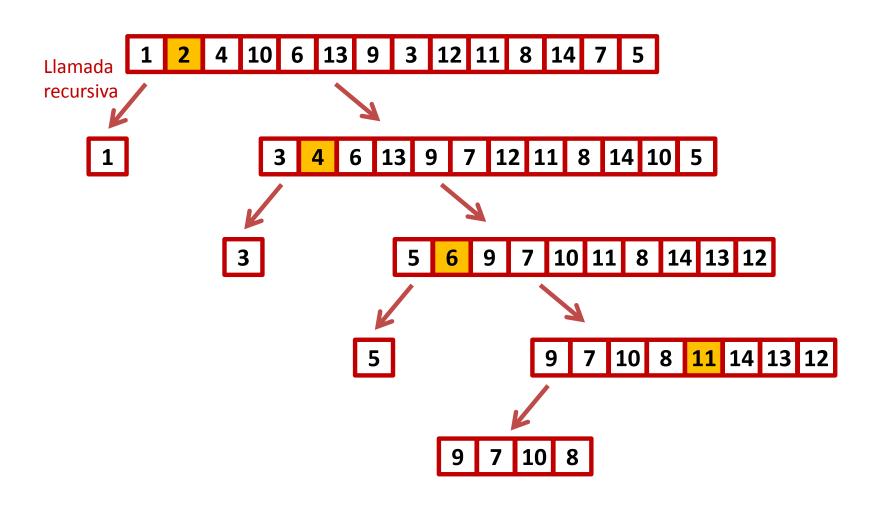


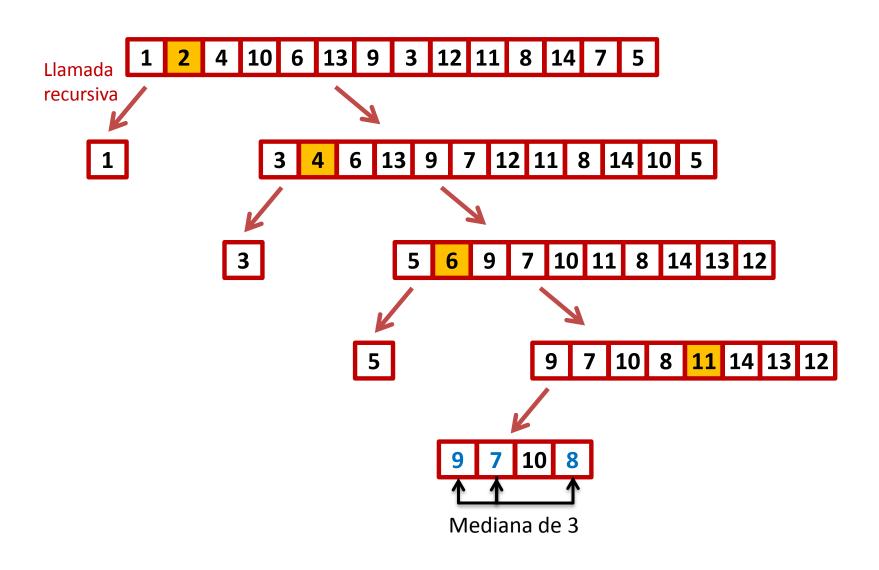


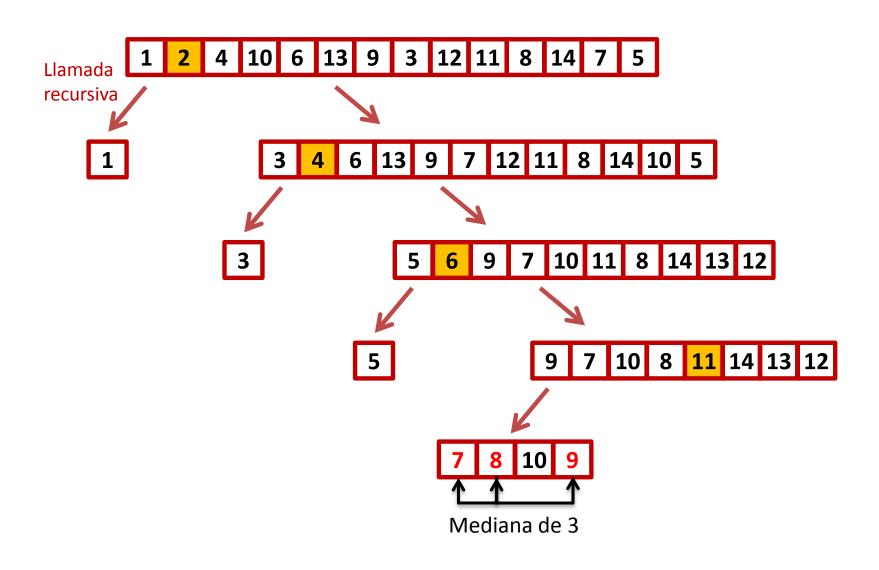


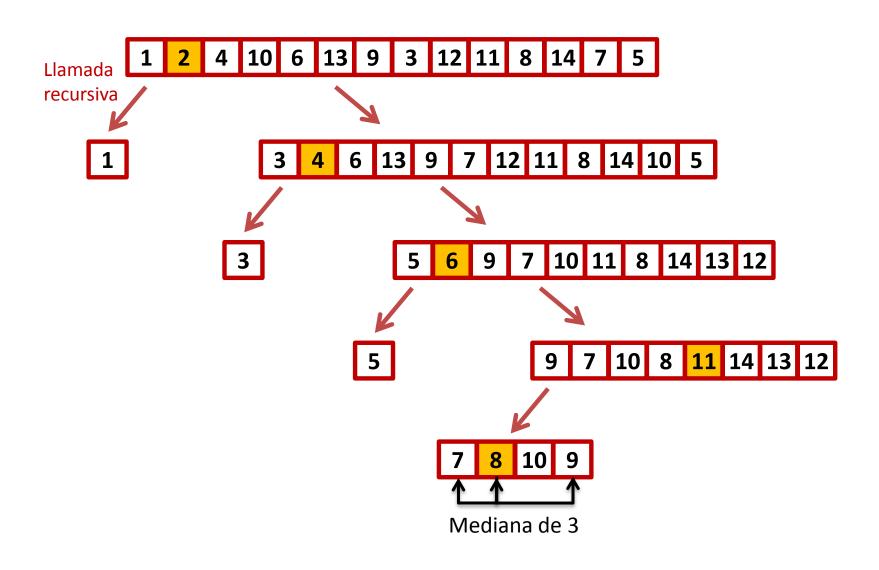


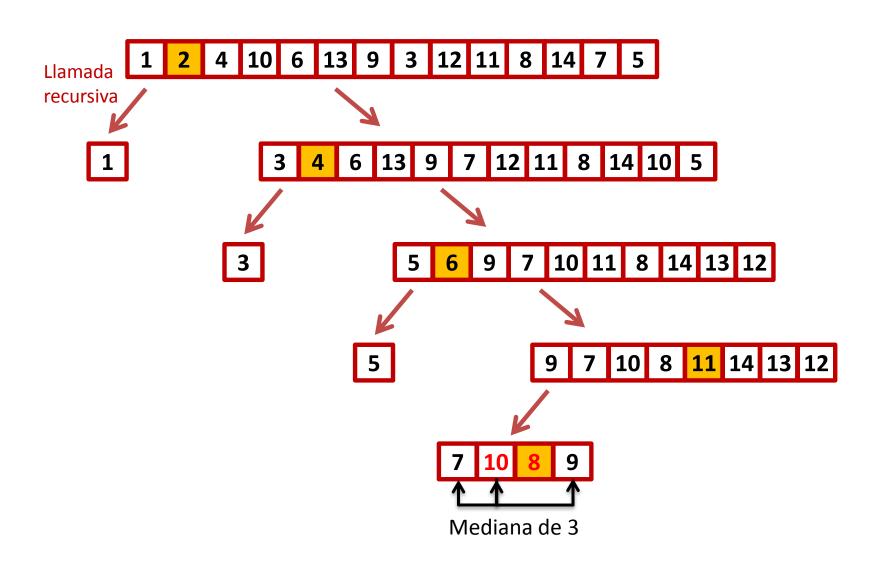


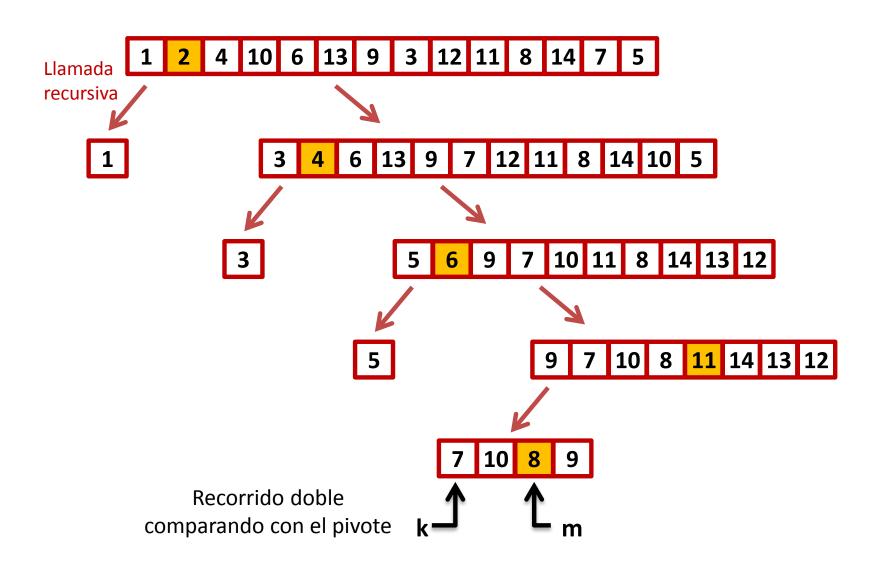


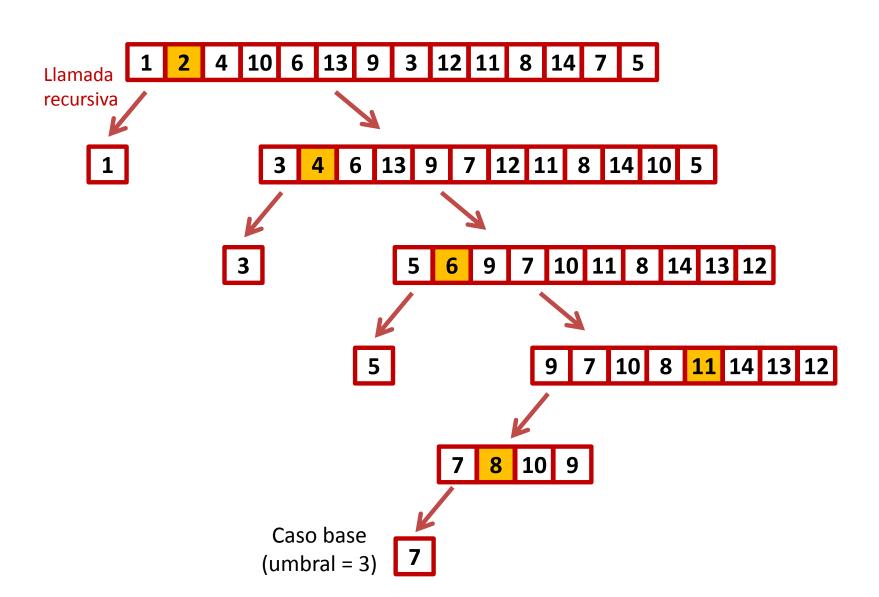


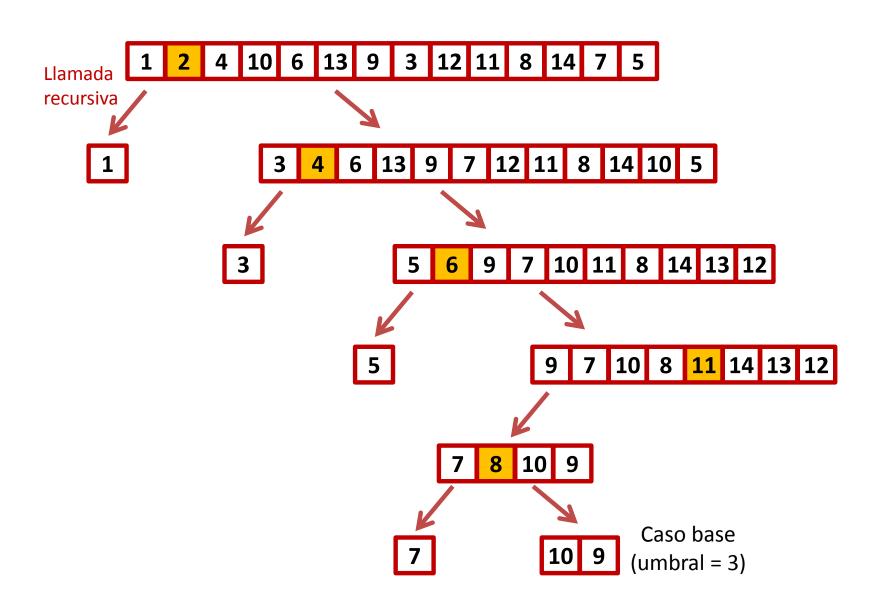


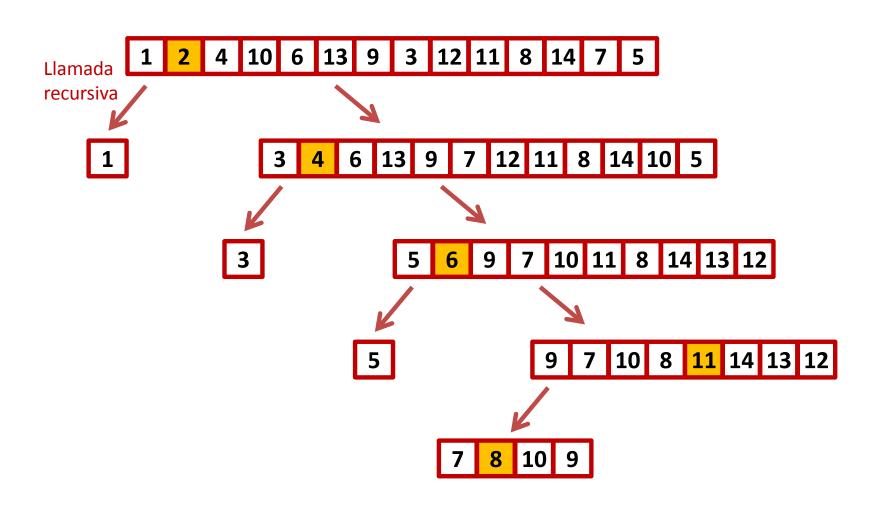


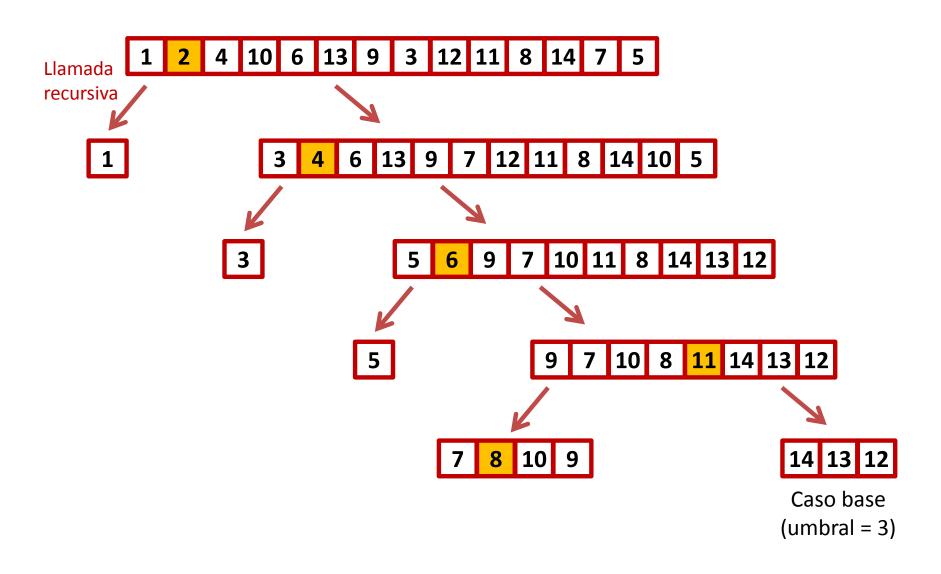


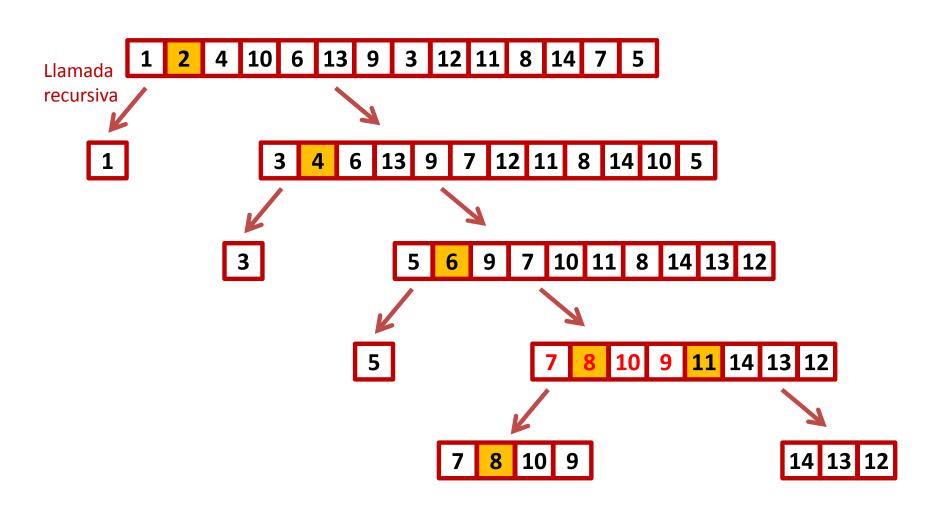


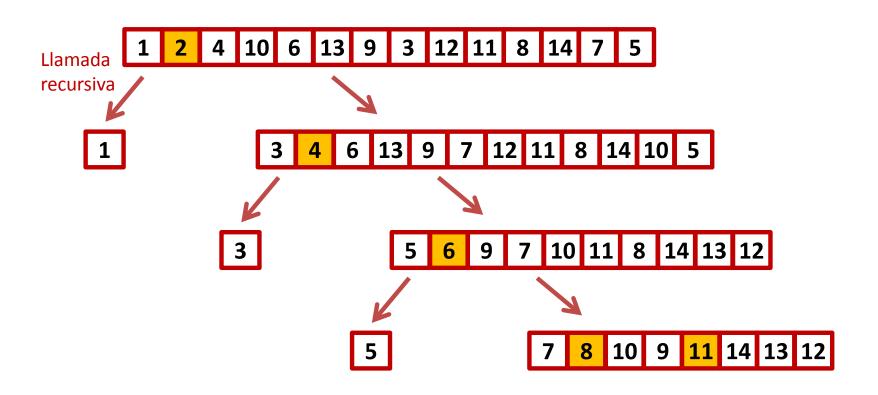


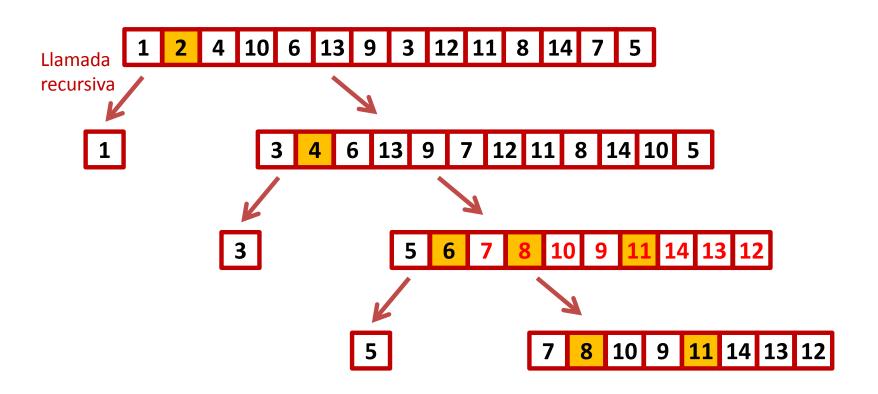


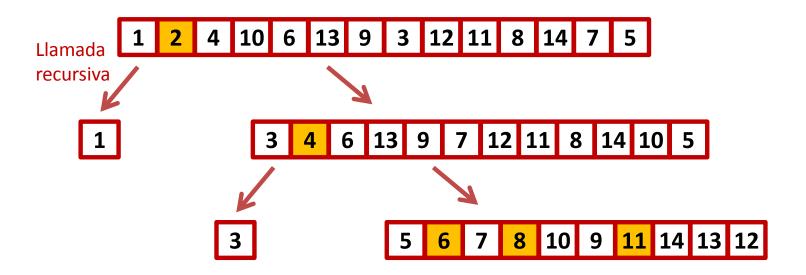


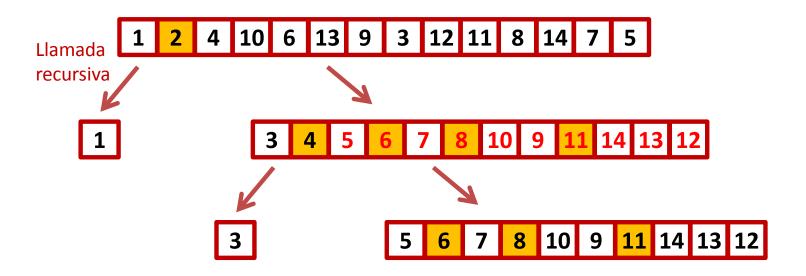


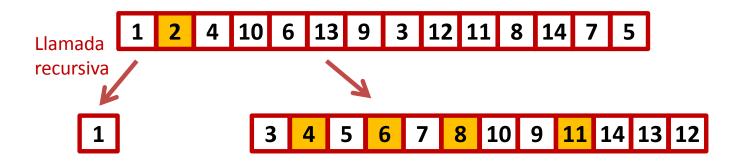


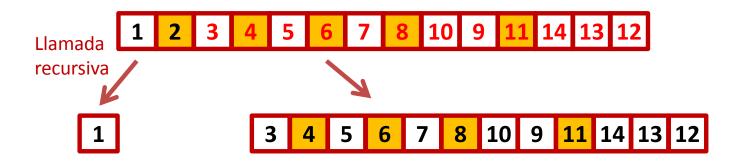




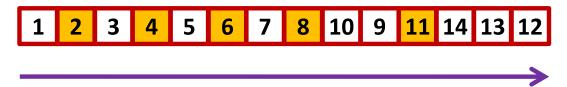






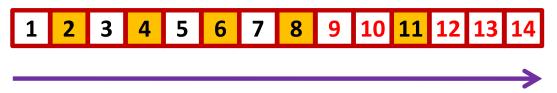


• Solución:



Ordenación por Inserción

• Solución:



Ordenación por Inserción

Animación sobre algoritmos de ordenación

http://www.sorting-algorithms.com

Sorting Algorithm Animations

🖸 SHARE 📑 😭 🧦 ...

Problem Size: $20 \cdot 30 \cdot 40 \cdot 50$ Magnification: $1x \cdot 2x \cdot 3x$

Algorithm: Insertion · Selection · Bubble · Shell · Merge · Heap · Quick · Quick3

Initial Condition: Random · Nearly Sorted · Reversed · Few Unique

	②	©	②	②	②	②	©	②
	Insertion	Selection	Bubble	Shell	Merge	Heap	Quick	Quick3
Random								
Nearly Sorted								
Reversed								
Few Unique								