



# Seminario: Algoritmos de ordenación

© Alberto Valderruten y Óscar Fontenla Romero

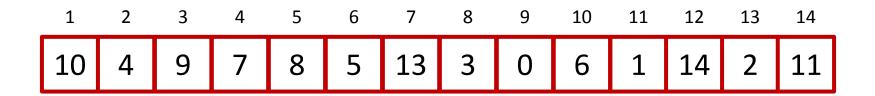
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### Introducción

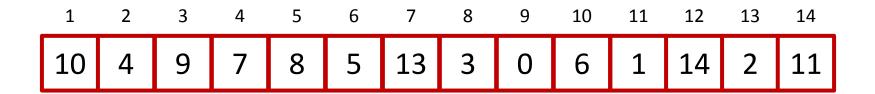
Ejemplos de los siguientes algoritmos de ordenación:

- Shell
- Montículos (heapsort)
- Fusión (mergesort)
- Ordenación rápida (quicksort)

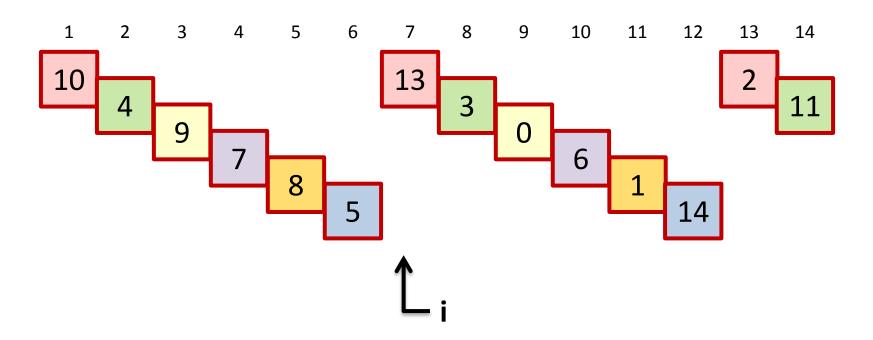
• Ejercicio 1: mostrar el estado del siguiente vector tras cada una de las iteraciones de su ordenación mediante el algoritmo de Shell con incrementos (6, 2, 1).



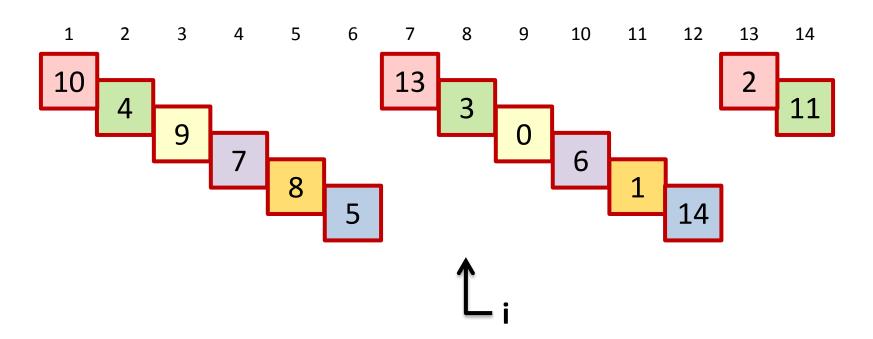
Solución:



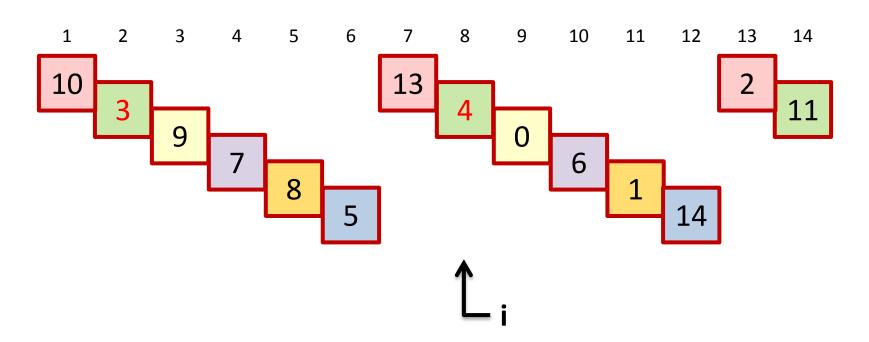
• Solución:



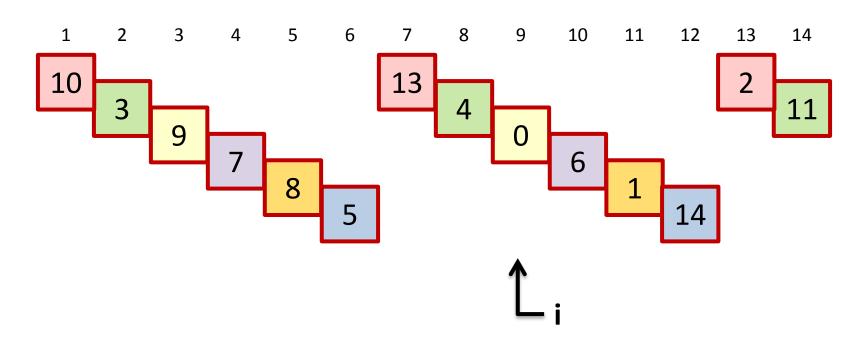
• Solución:



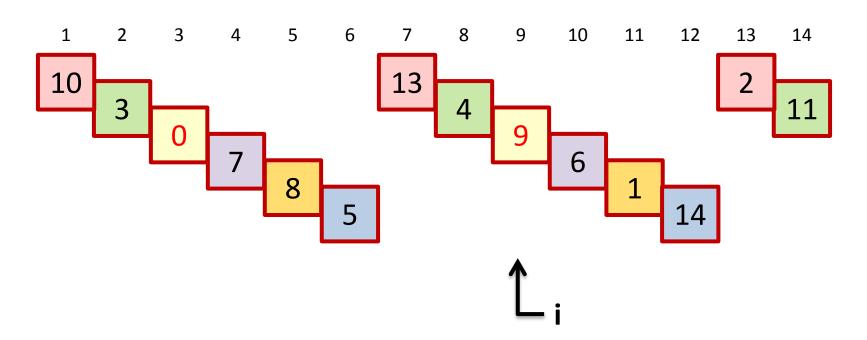
• Solución:



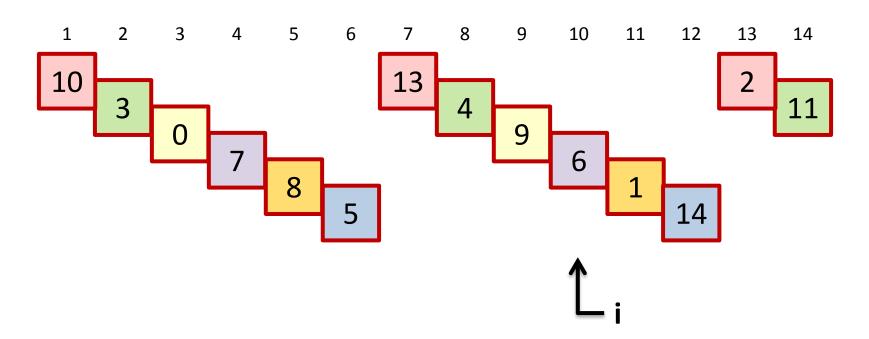
• Solución:



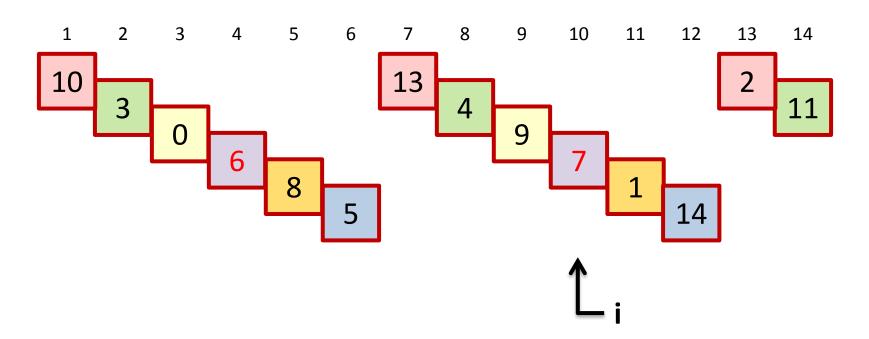
• Solución:



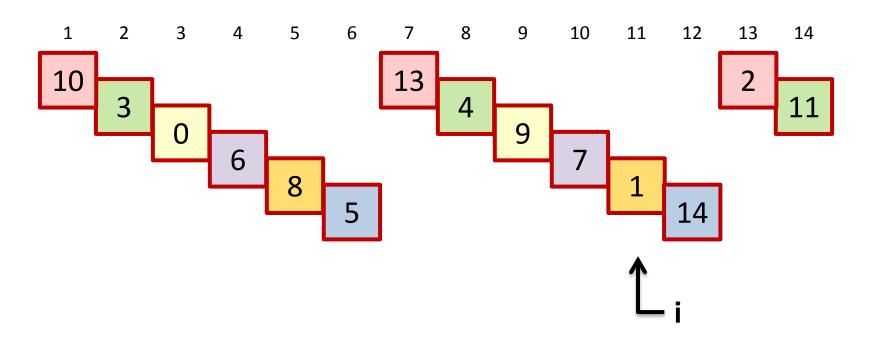
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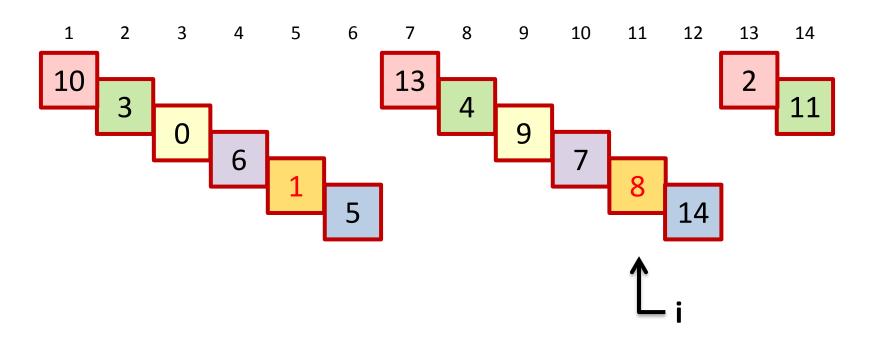
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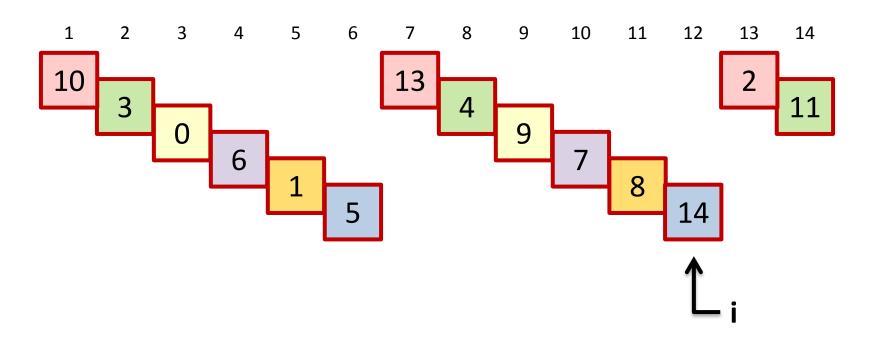
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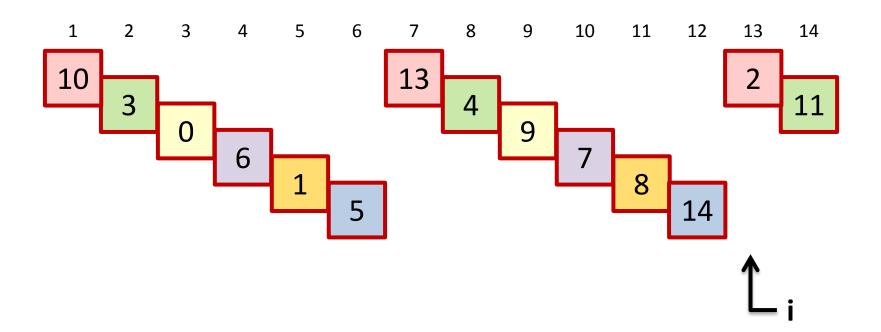
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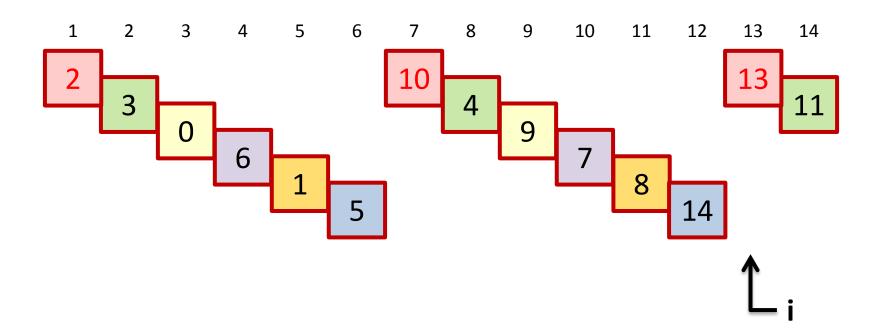
• Solución:



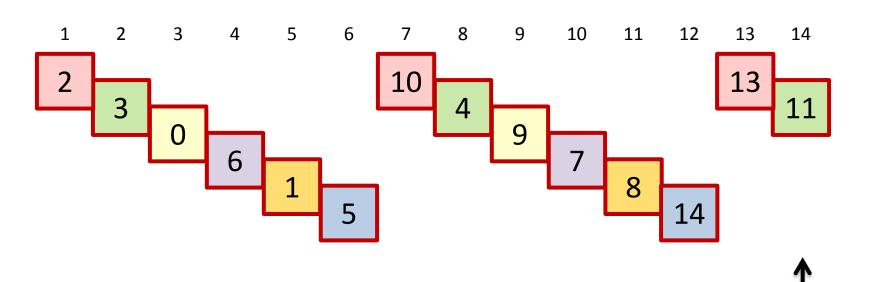
• Solución:



• Solución:

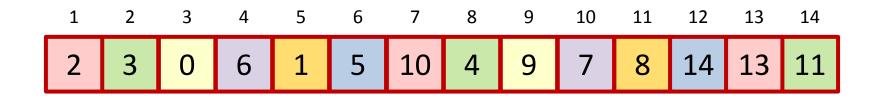


• Solución:



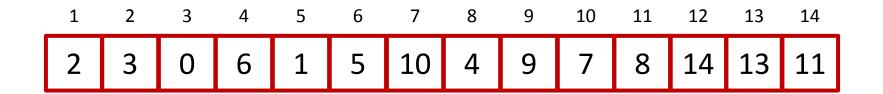
• Solución:

Incremento = 6

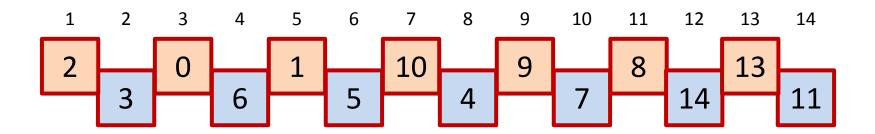


**Array 6-ordenado** 

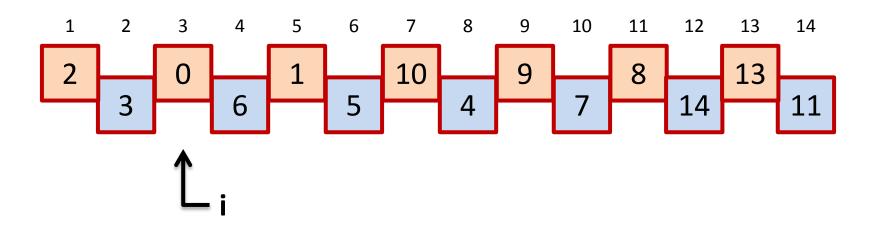
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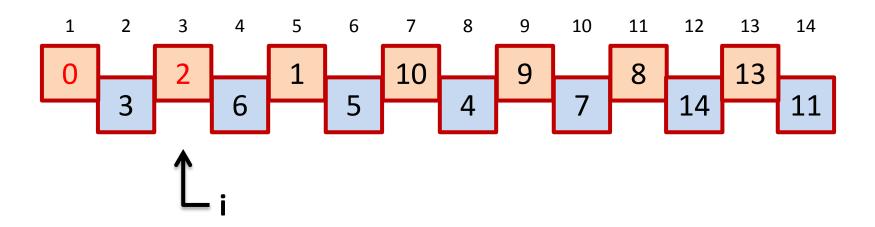
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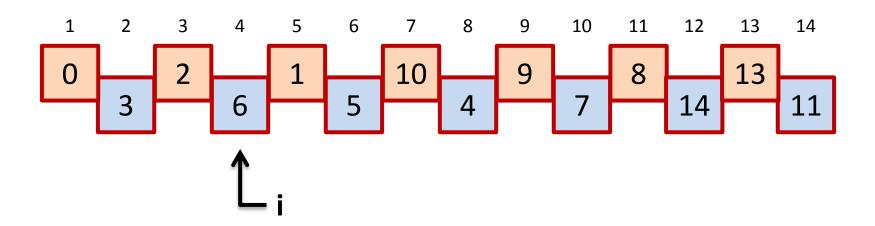
• Solución:



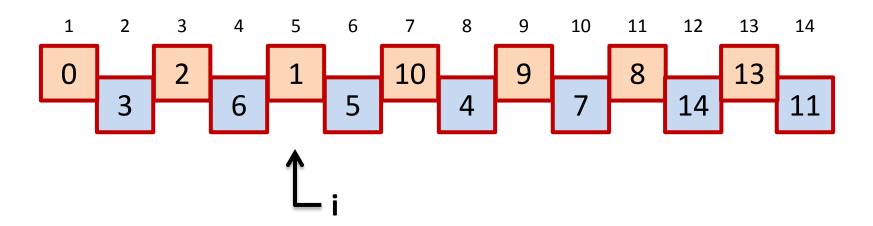
• Solución:



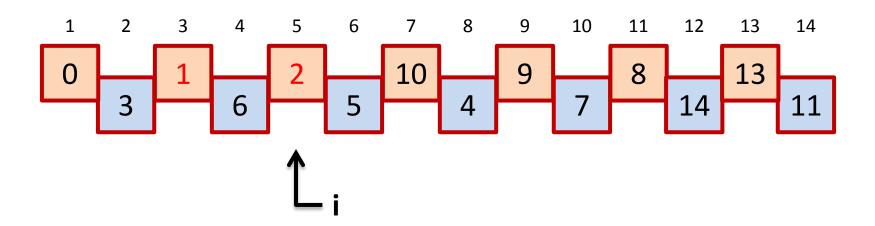
• Solución:



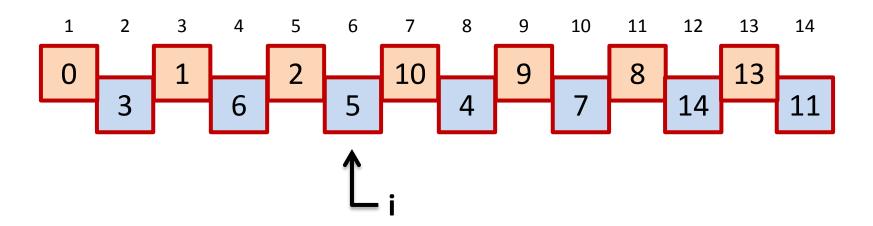
• Solución:



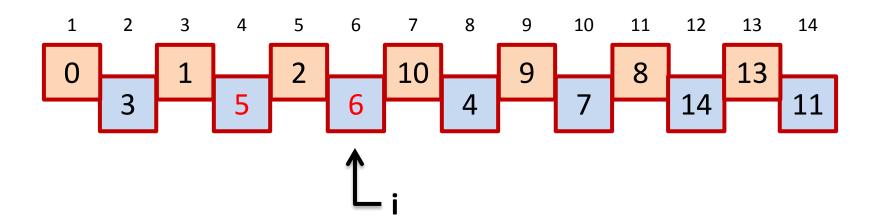
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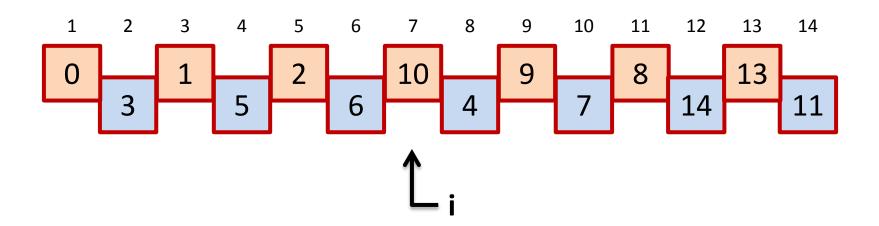
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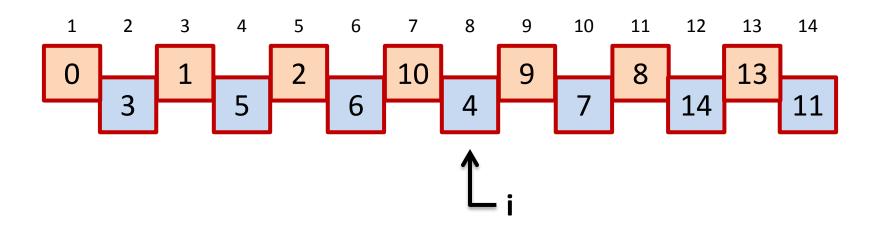
• Solución:



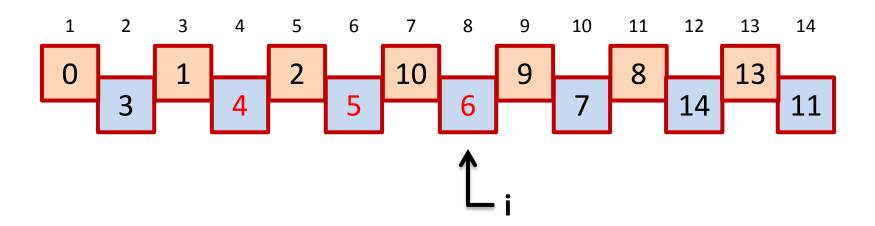
• Solución:



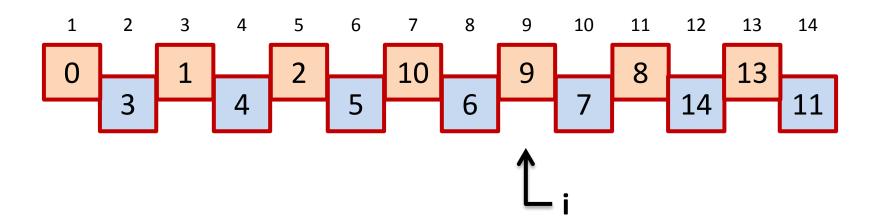
• Solución:



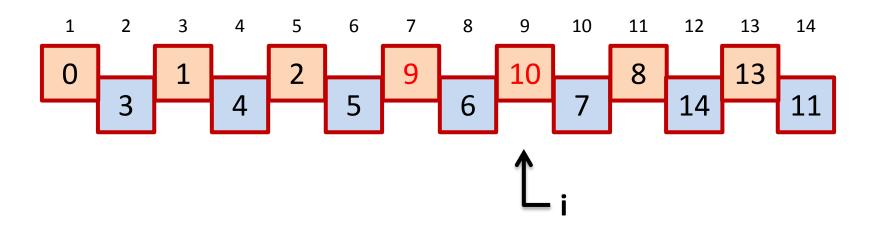
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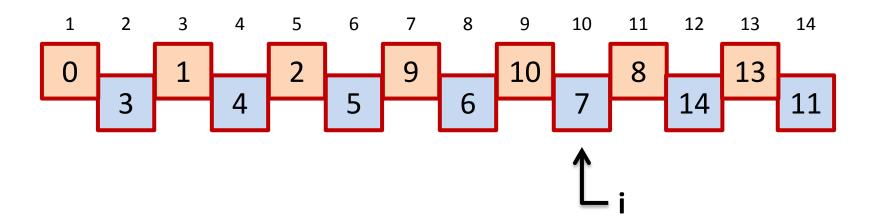
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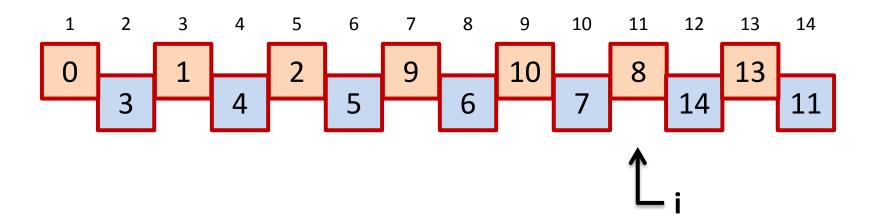
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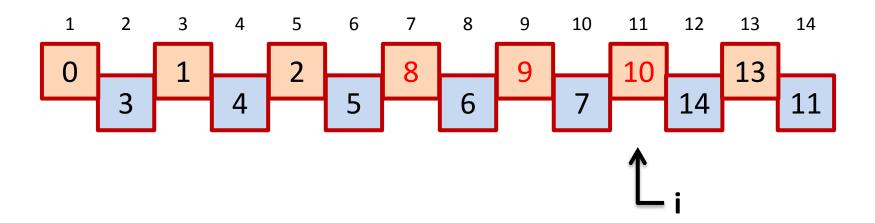
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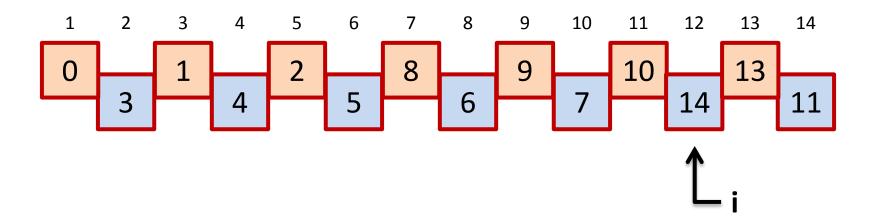
• Solución:



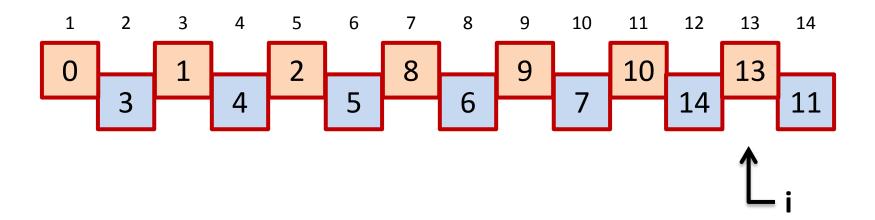
• Solución:



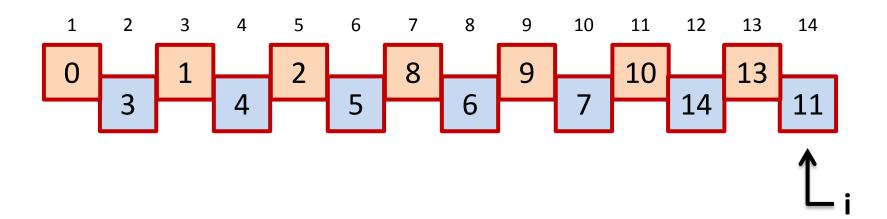
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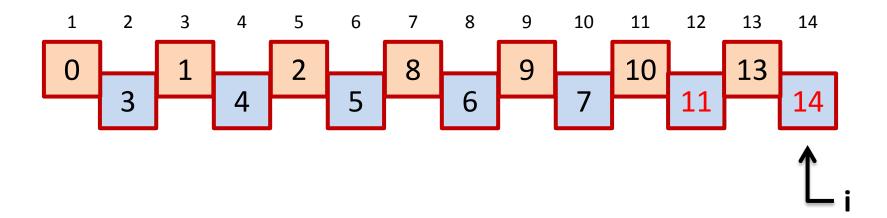
• Solución:



• Solución:

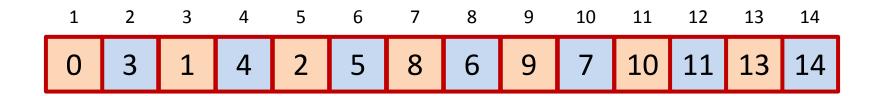


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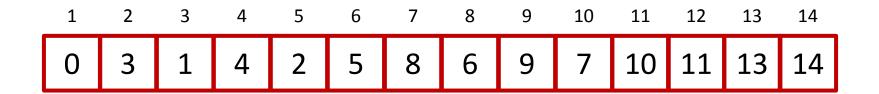
• Solución:

Incremento = 2

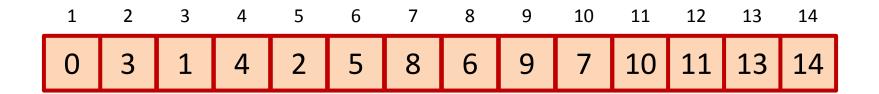


**Array 2-ordenado (y 6 ordenado)** 

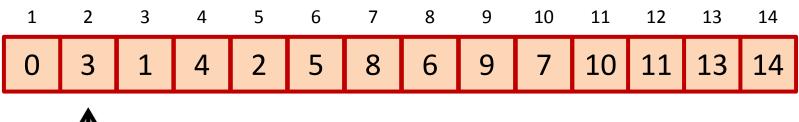
• Solución:



• Solución:

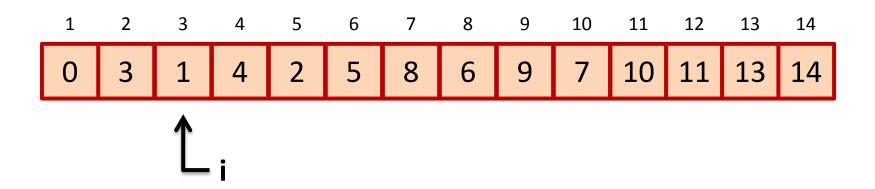




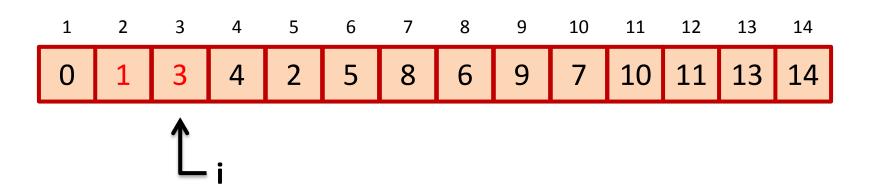




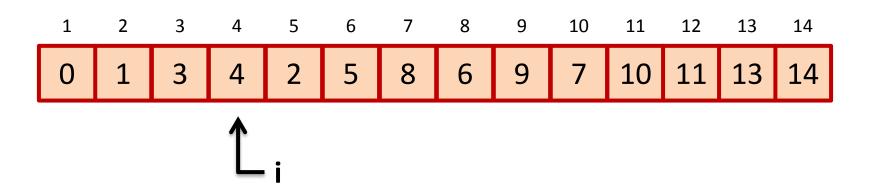




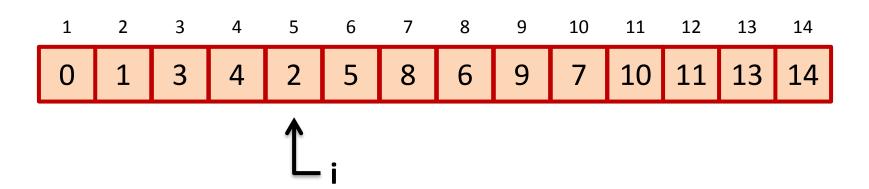




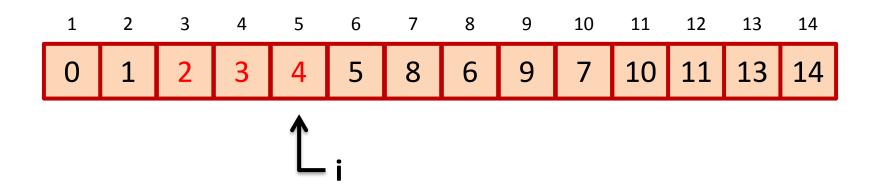




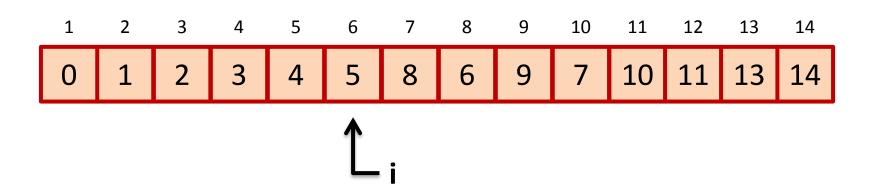
• Solución:



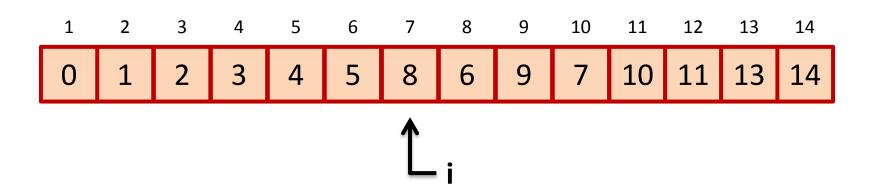
• Solución:



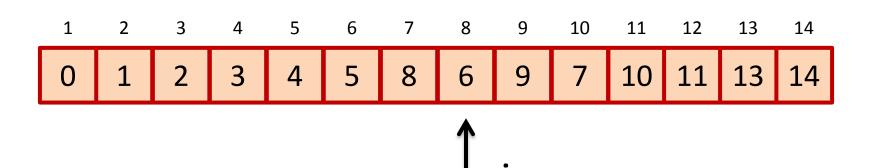
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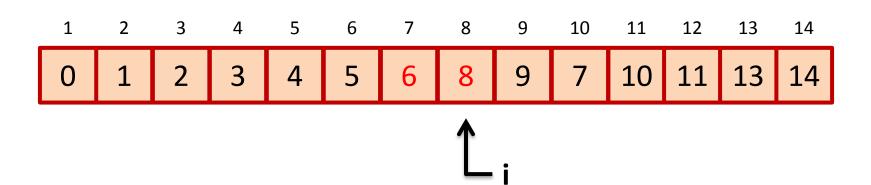
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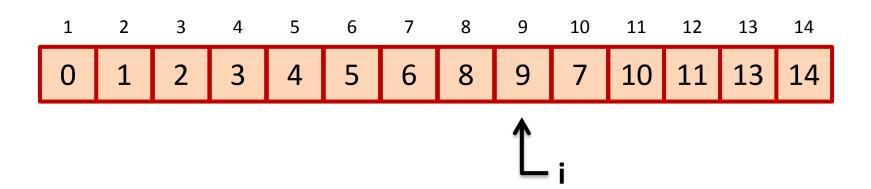
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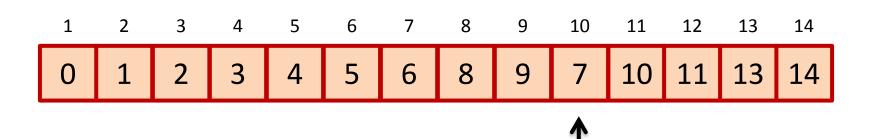
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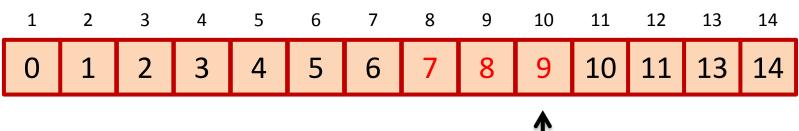
• Solución:



• Solución:

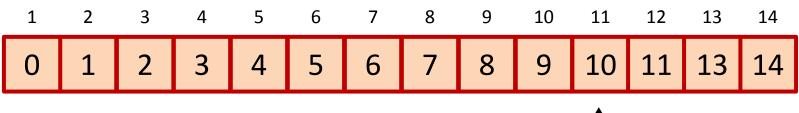


• Solución:



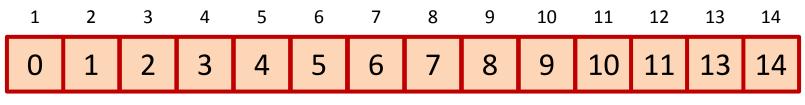


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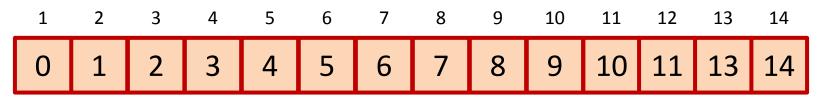


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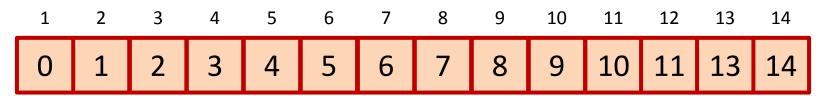


• Solución:





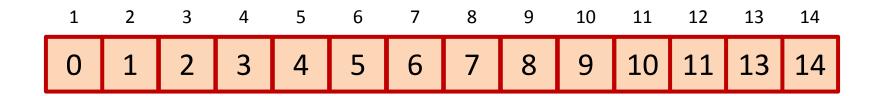
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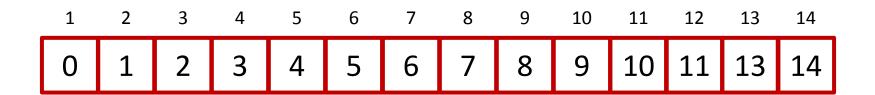


• Solución:

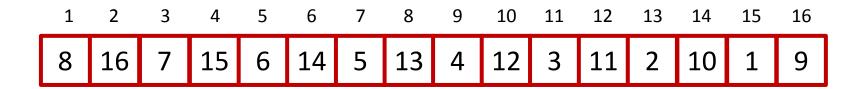
Incremento = 1

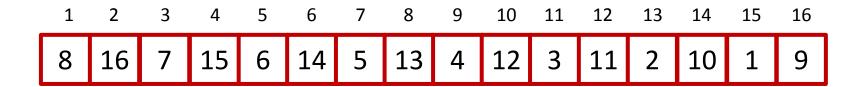


**Array 1-ordenado (ordenado)** 

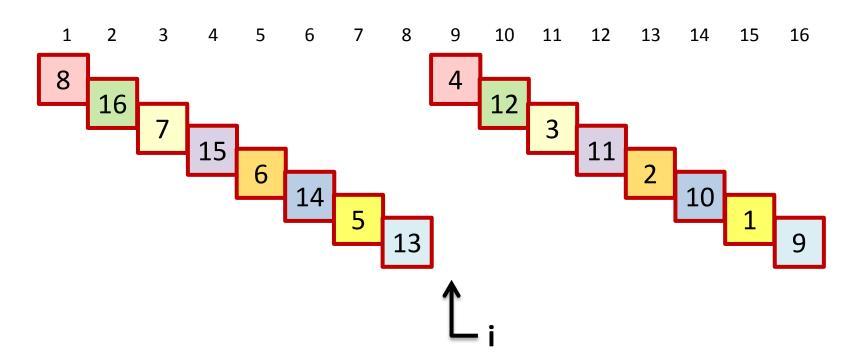


• Ejercicio 2: mostrar el estado del siguiente vector tras cada una de las iteraciones de su ordenación mediante el algoritmo de Shell con incrementos (8, 4, 2, 1).

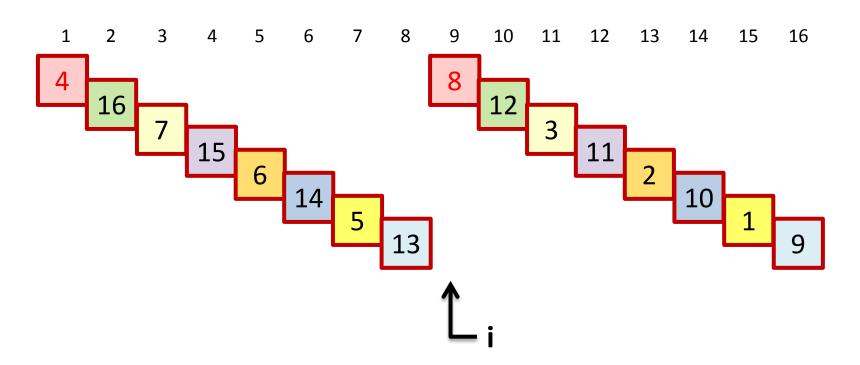




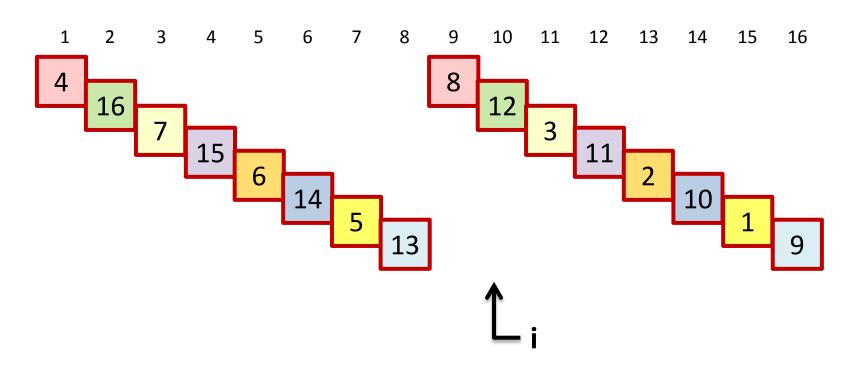




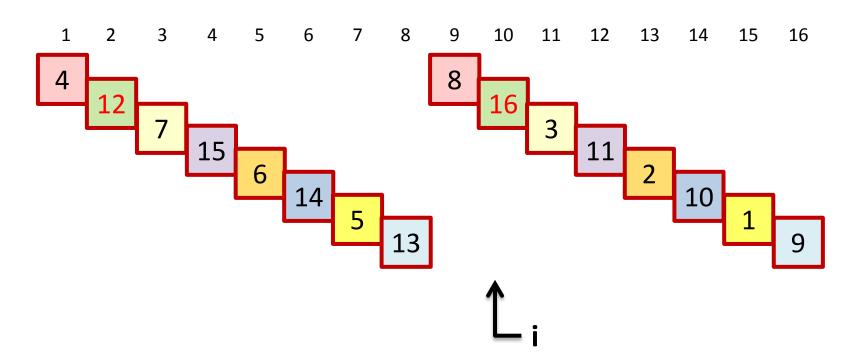
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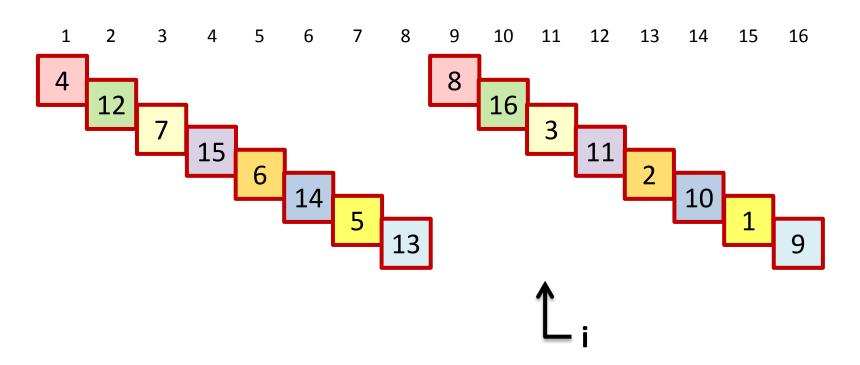




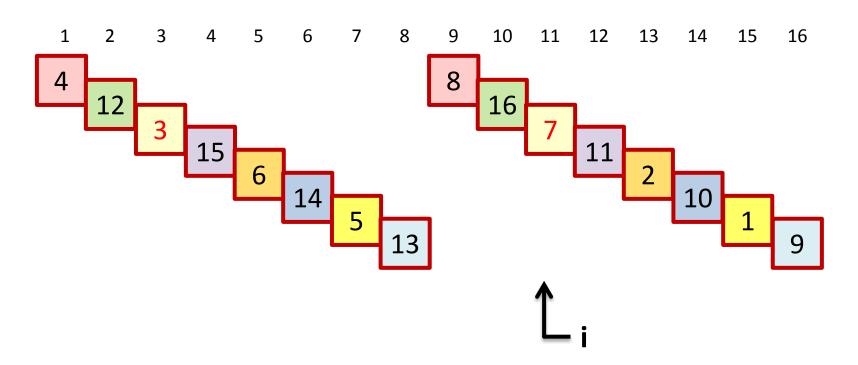




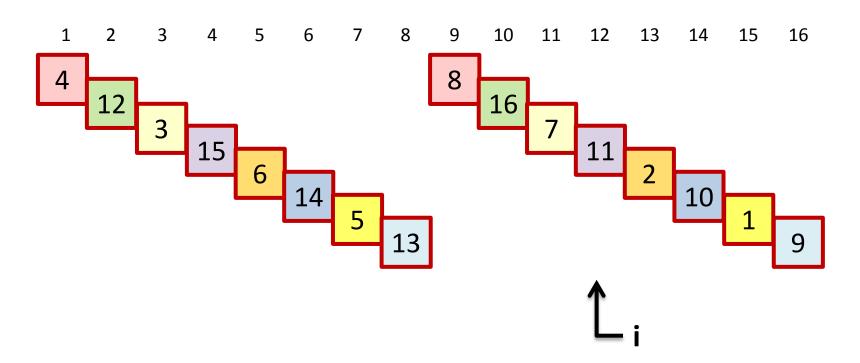
• Solución:



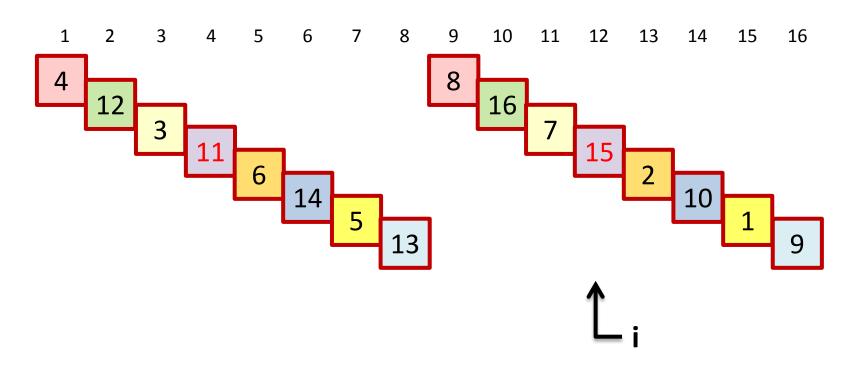




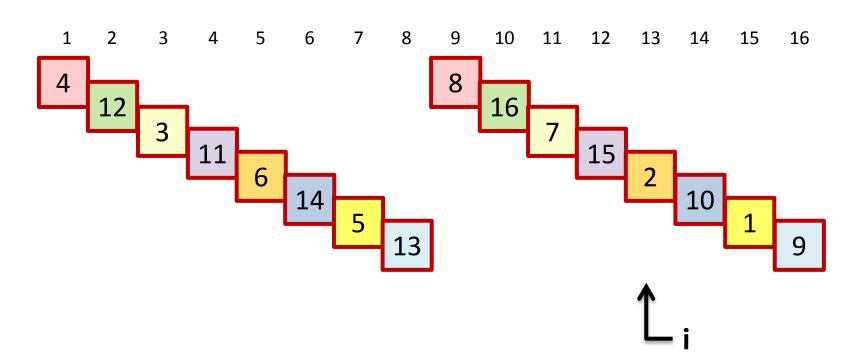




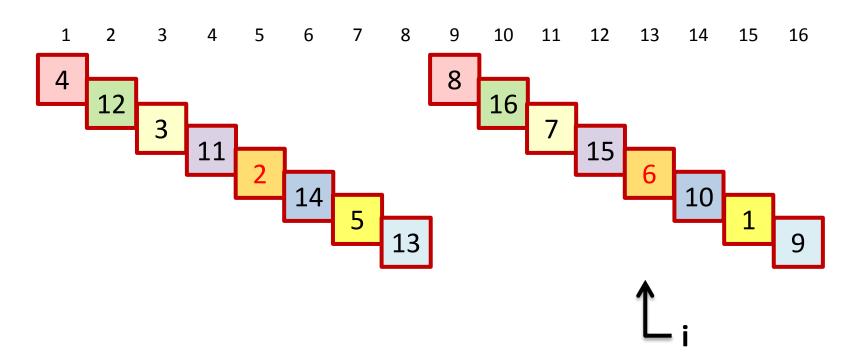




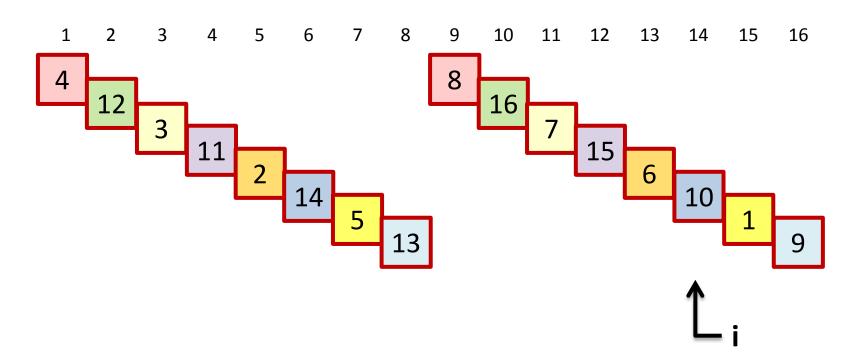




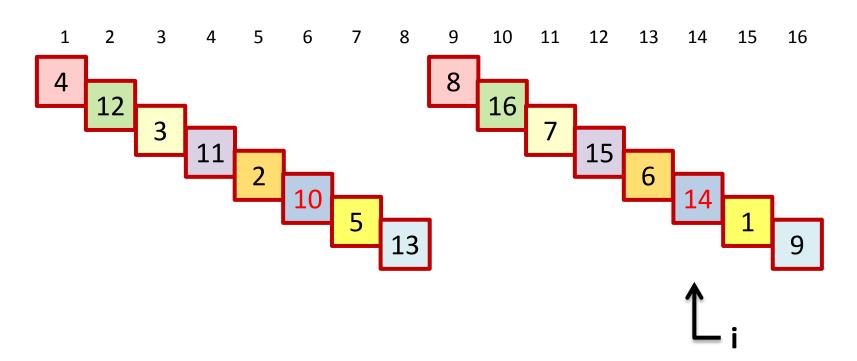




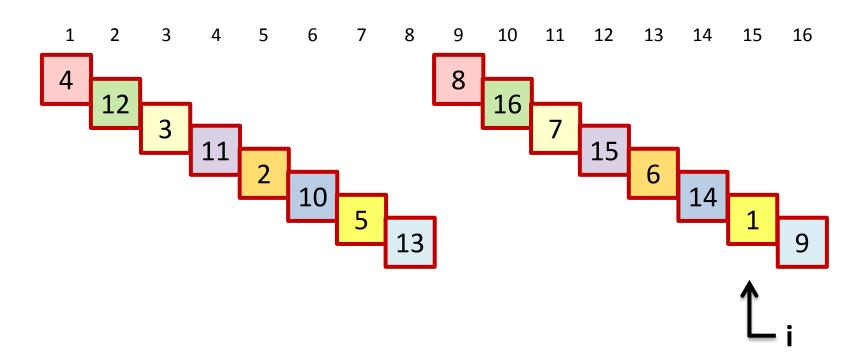




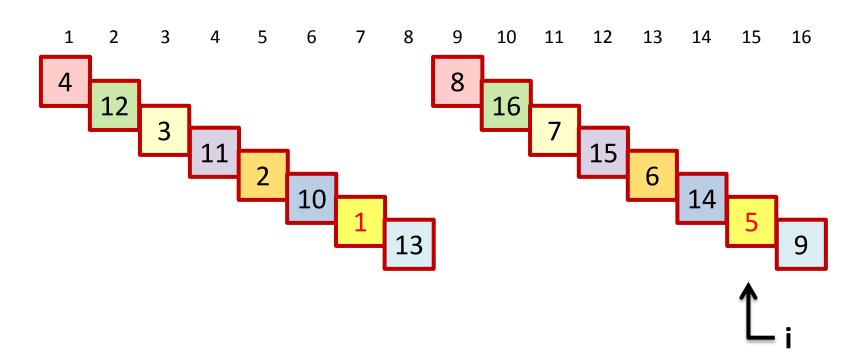






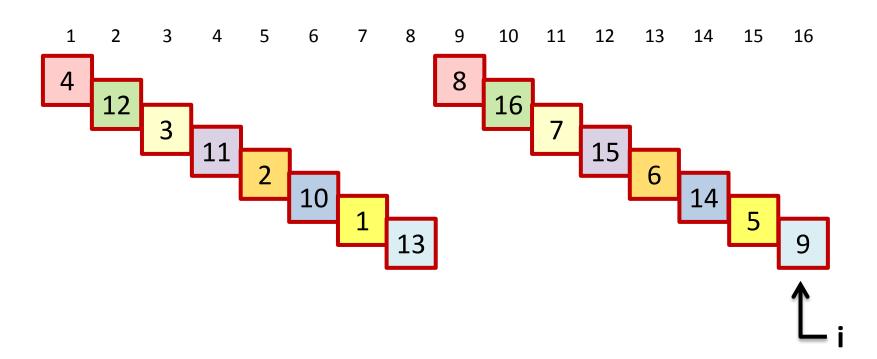






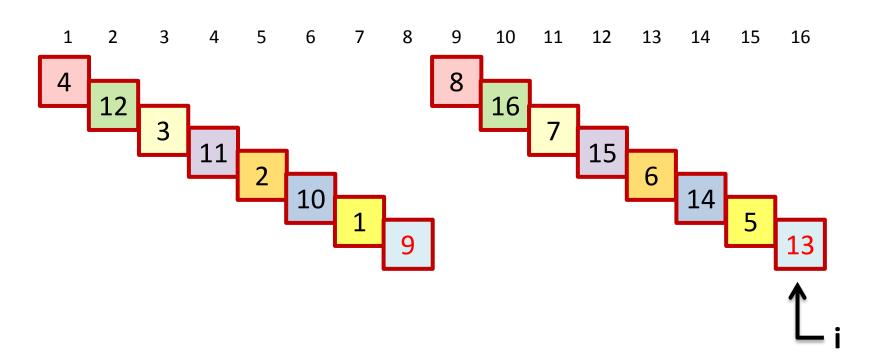
Solución:





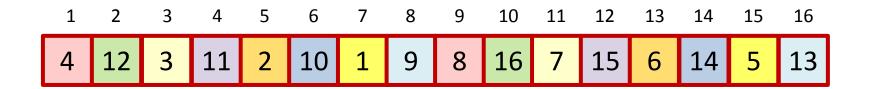
Solución:





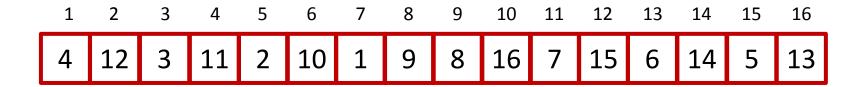
• Solución:

Incremento = 8

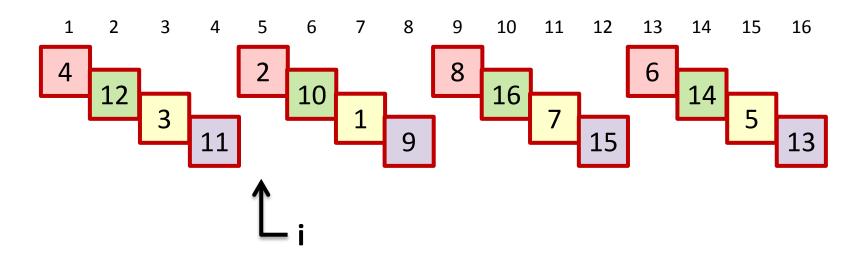


**Array 8-ordenado** 

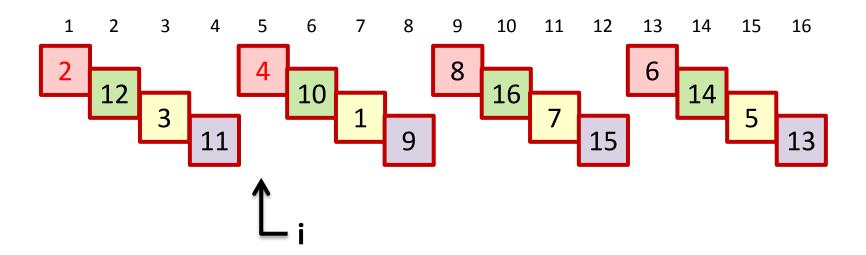
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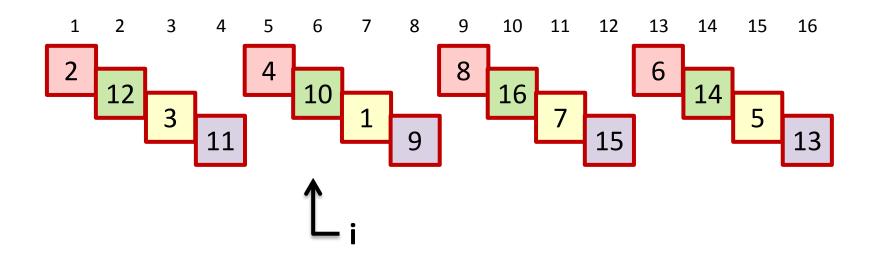
• Solución:



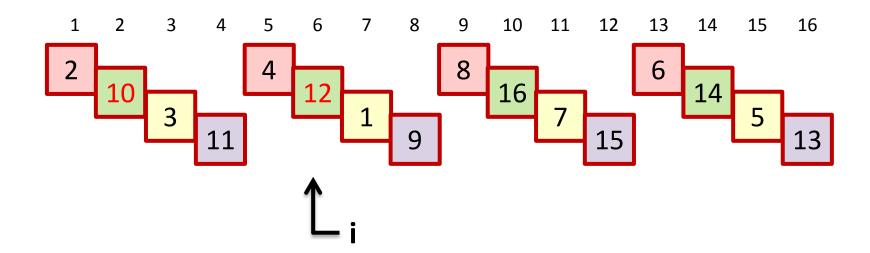
• Solución:



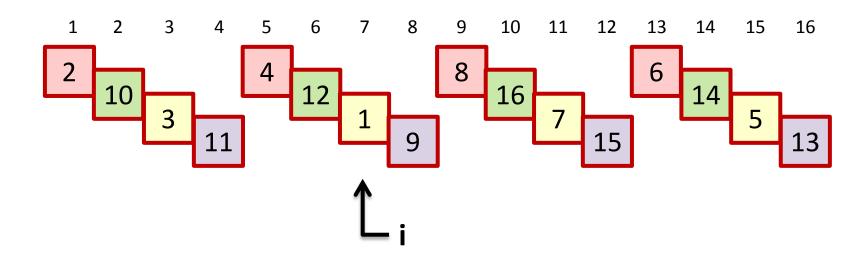
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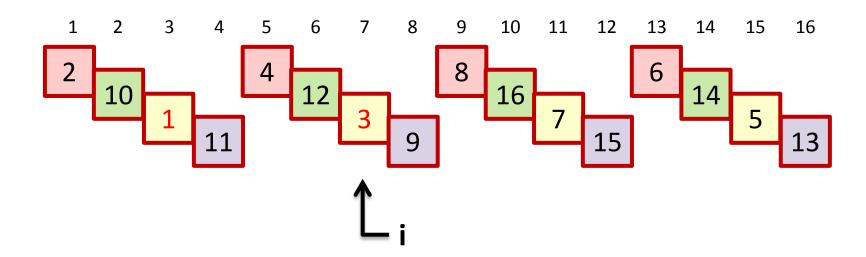
• Solución:



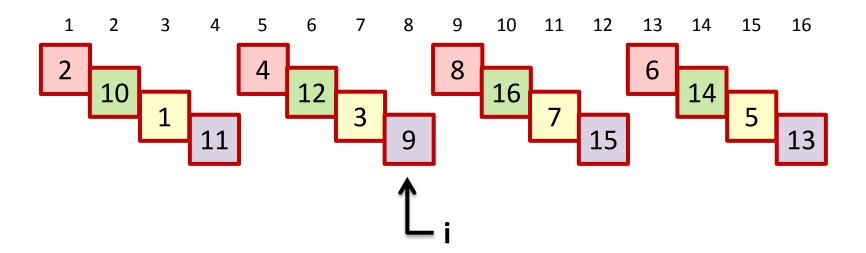
• Solución:



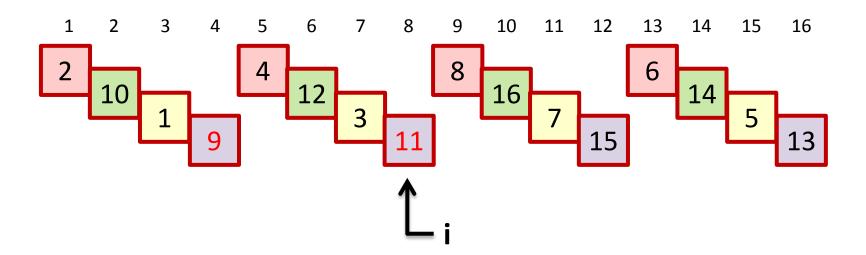
• Solución:



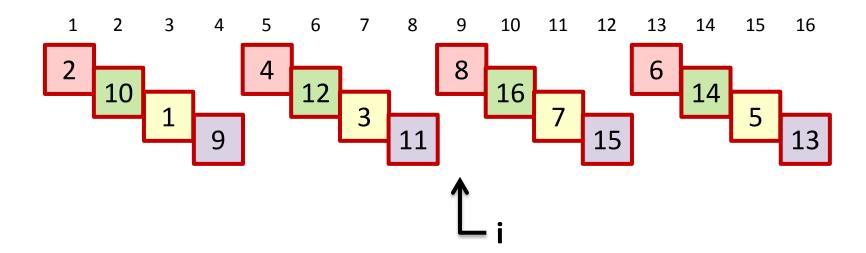
• Solución:



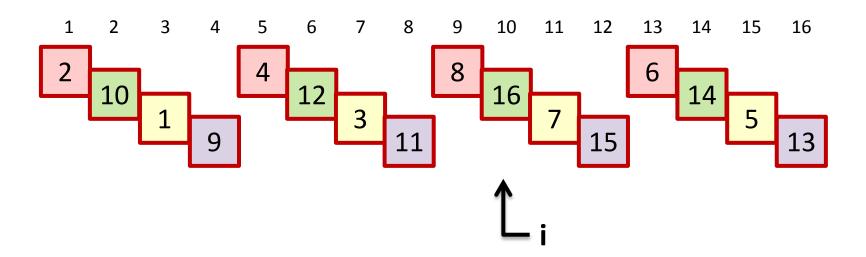
• Solución:



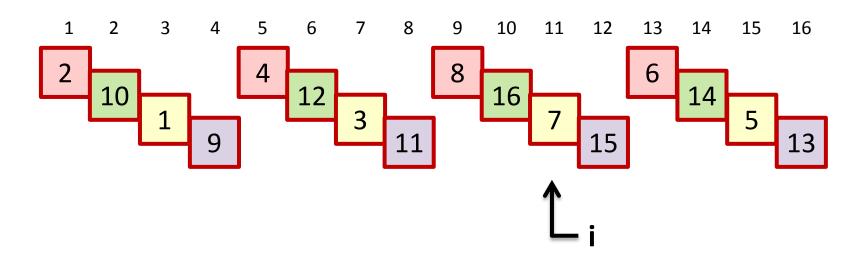
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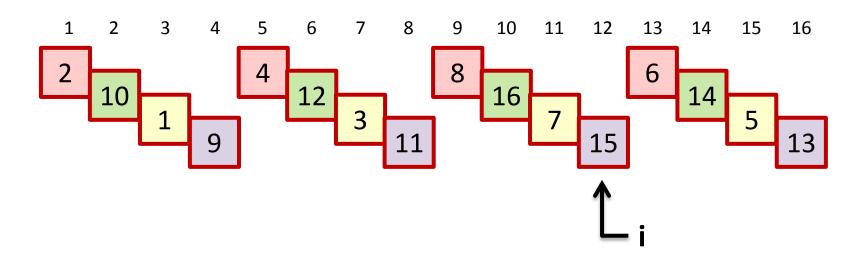
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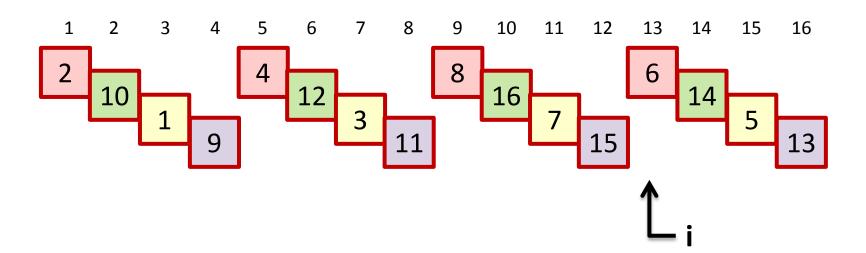
• Solución:



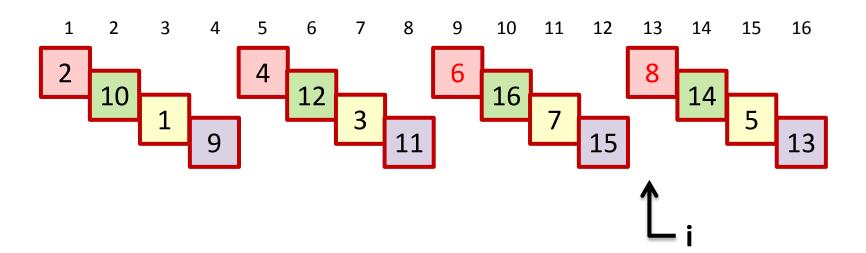
• Solución:



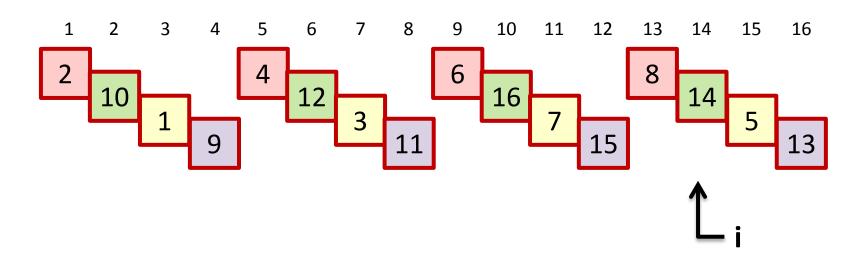
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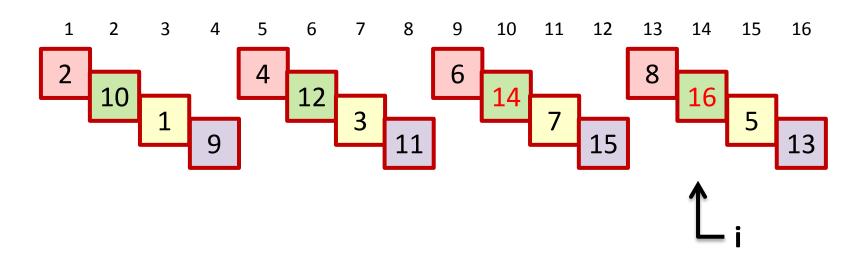
• Solución:



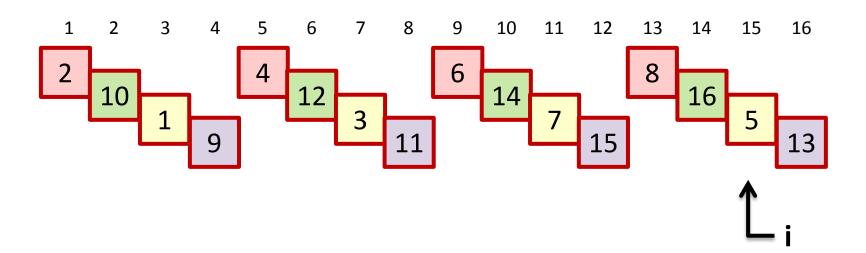
• Solución:



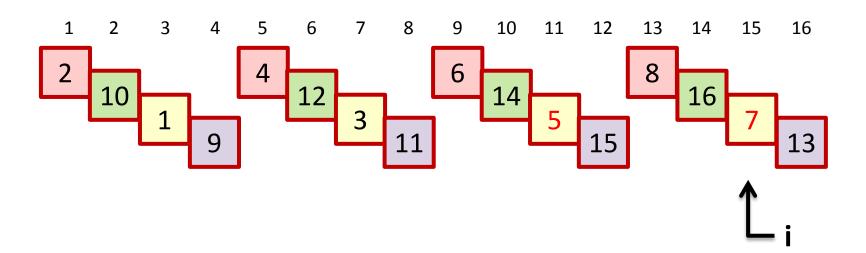
• Solución:



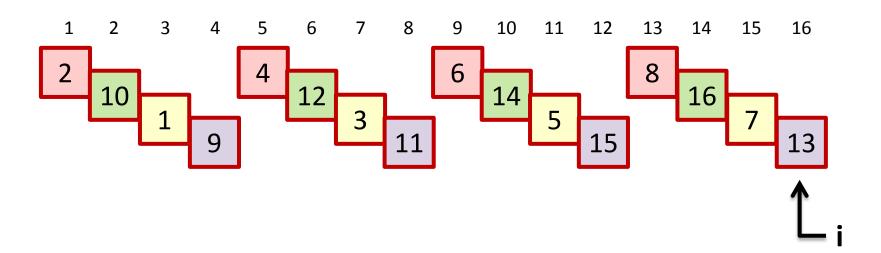
• Solución:



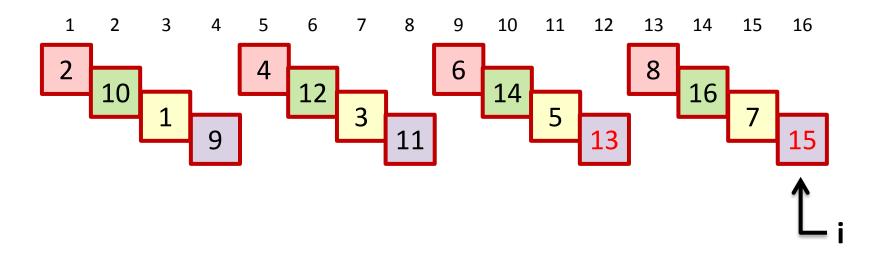
• Solución:



• Solución:

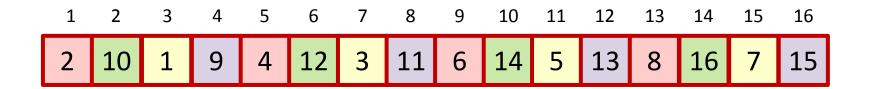


• Solución:



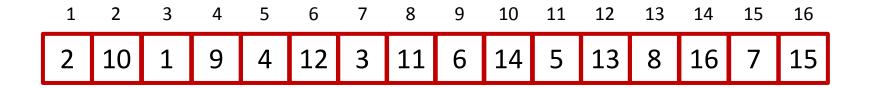
• Solución:

Incremento = 4

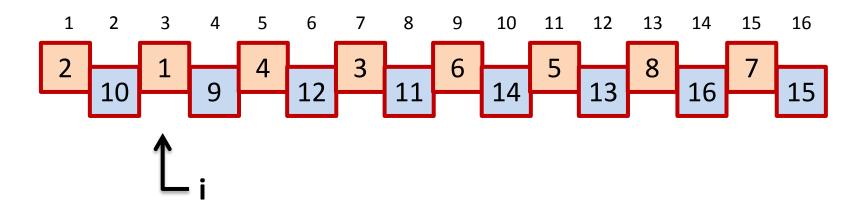


**Array 4-ordenado** 

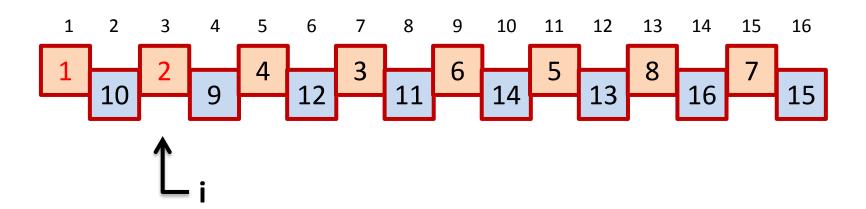
• Solución:



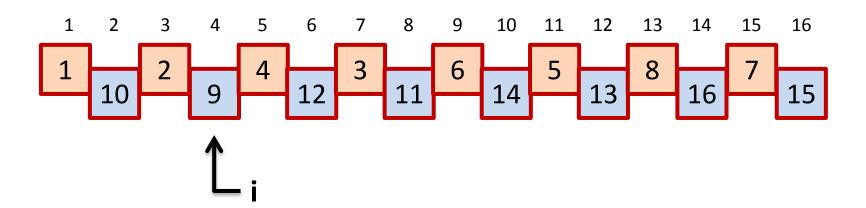
• Solución:



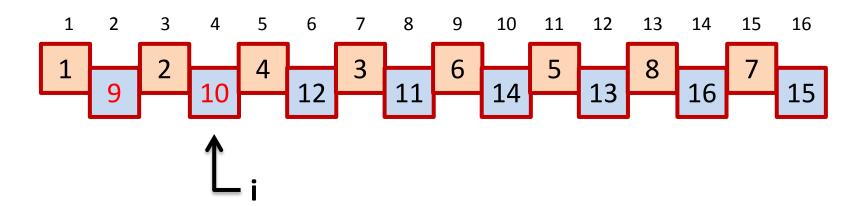
• Solución:



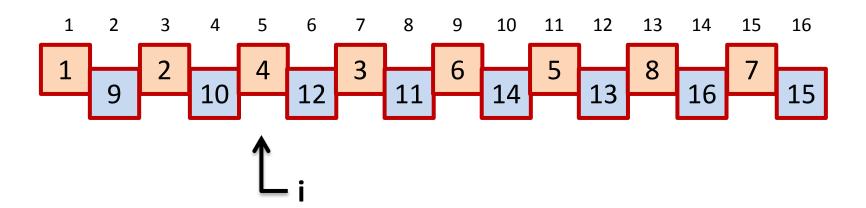
• Solución:



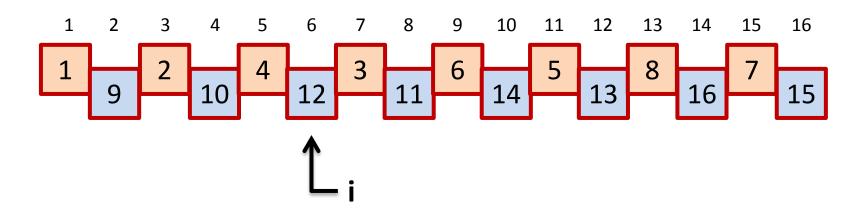
• Solución:



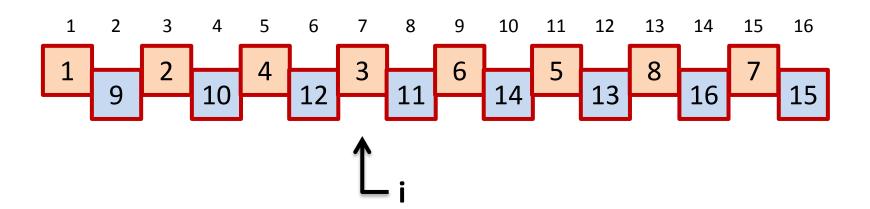
• Solución:



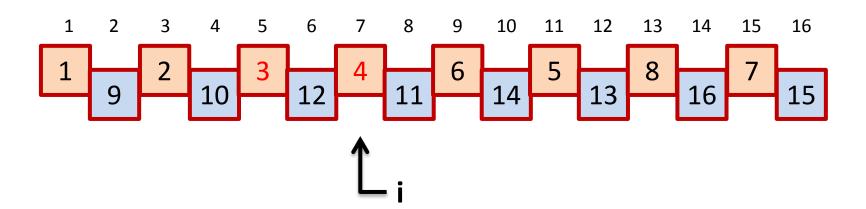
• Solución:



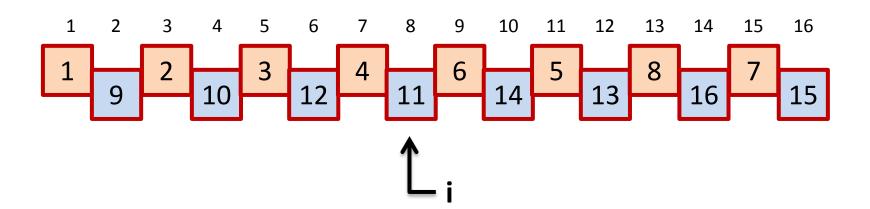
• Solución:



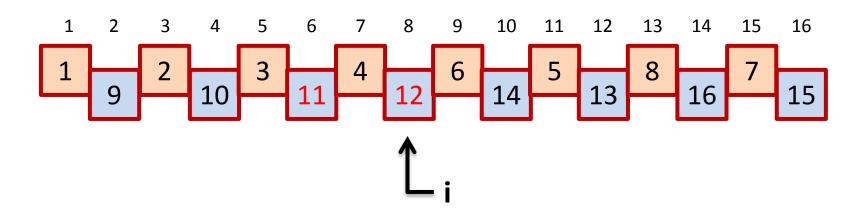
• Solución:



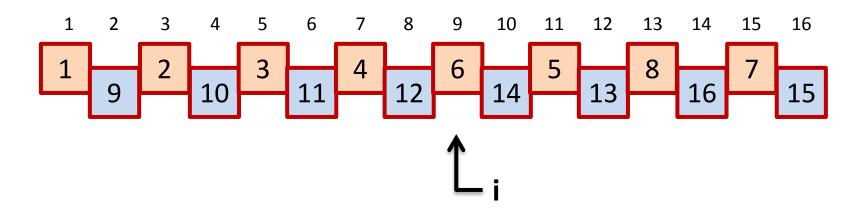
• Solución:



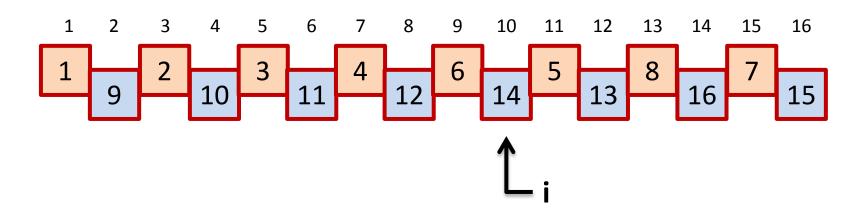
• Solución:



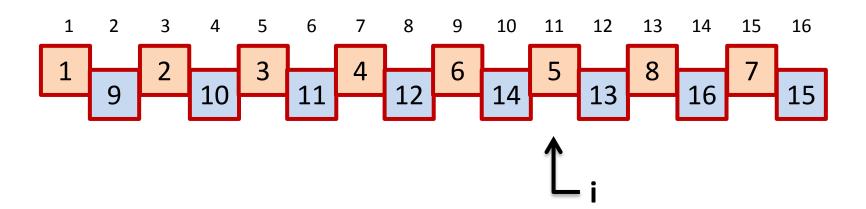
• Solución:



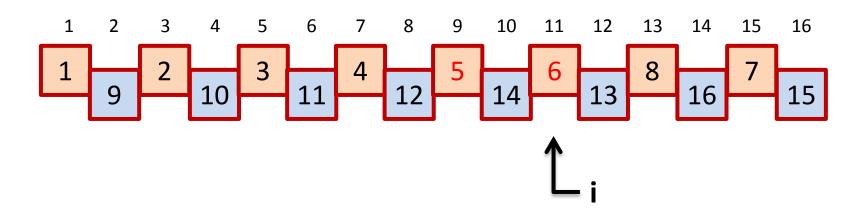
• Solución:



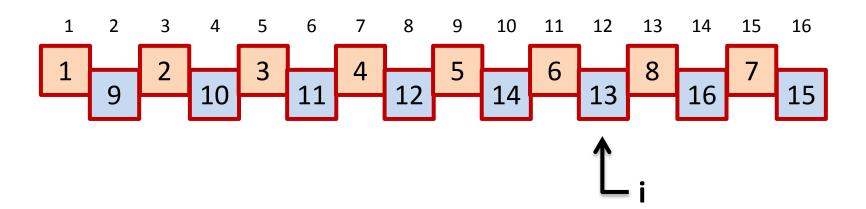
• Solución:



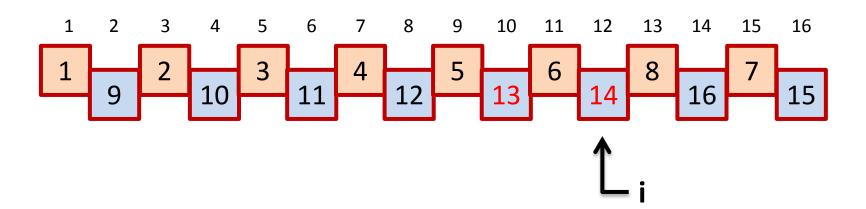
• Solución:



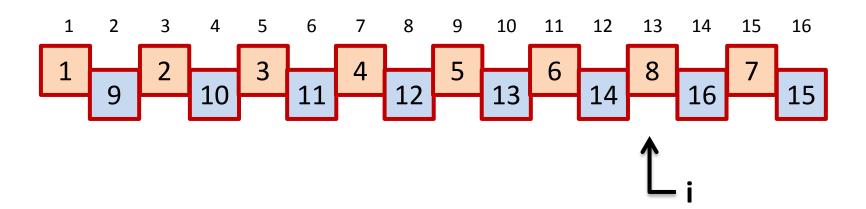
• Solución:



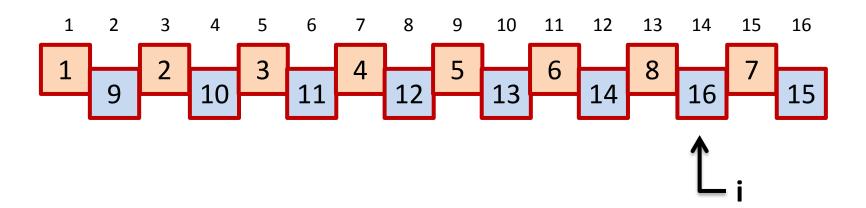
• Solución:



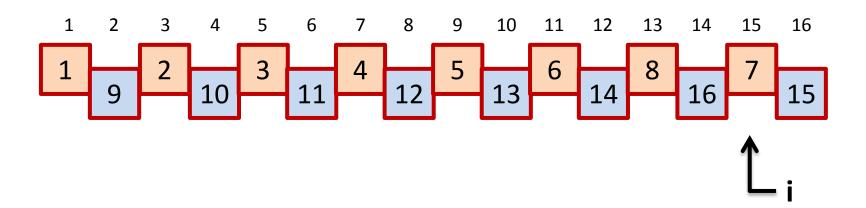
• Solución:



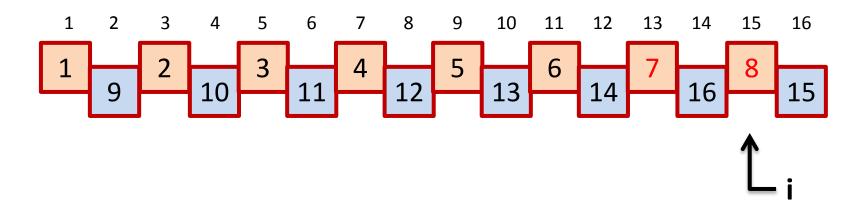
• Solución:



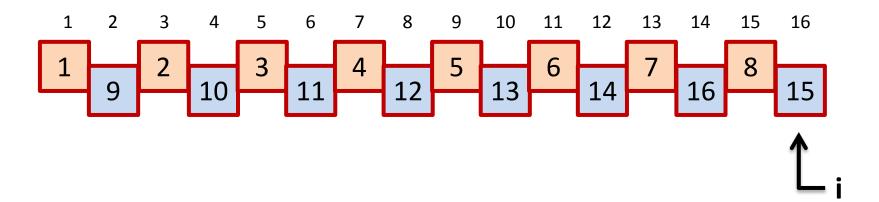
• Solución:



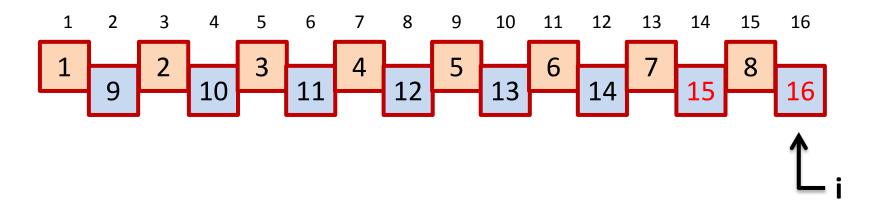
• Solución:



• Solución:

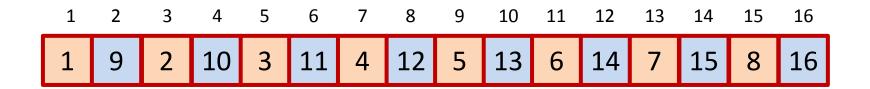


• Solución:



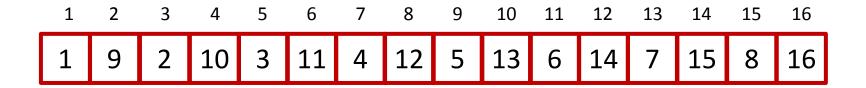
• Solución:

Incremento = 2

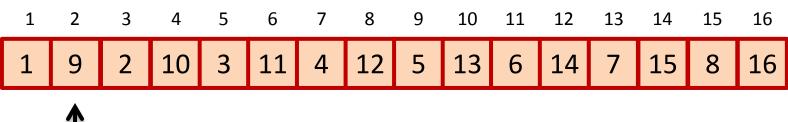


**Array 2-ordenado** 

• Solución:

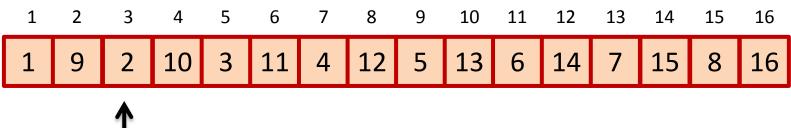


• Solución:



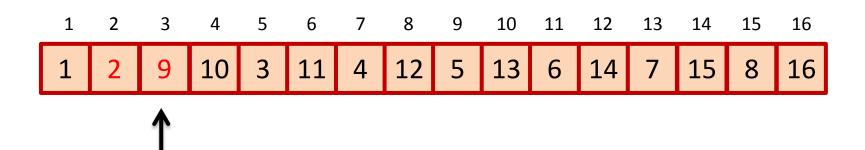


• Solución:

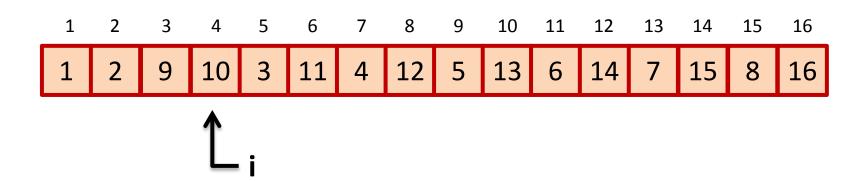




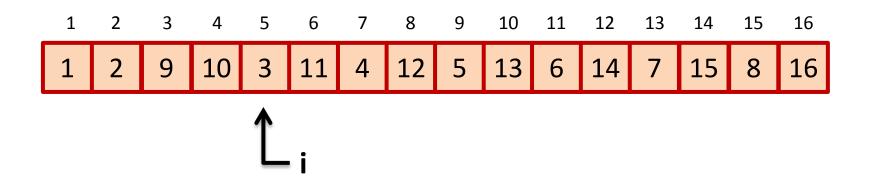
• Solución:



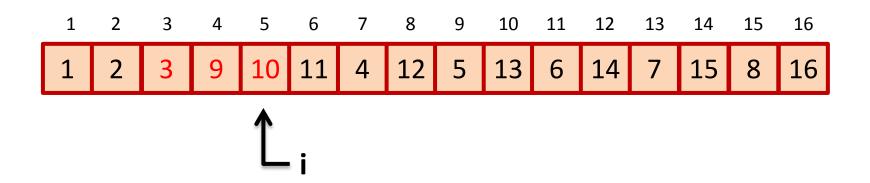
• Solución:



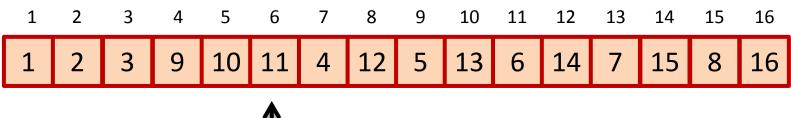
• Solución:



• Solución:

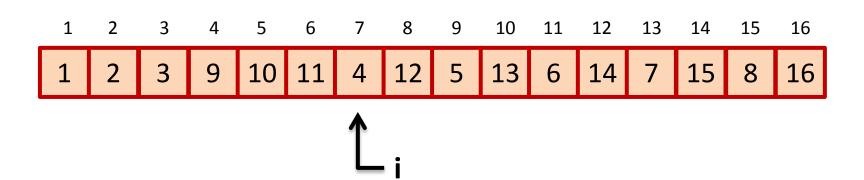


• Solución:

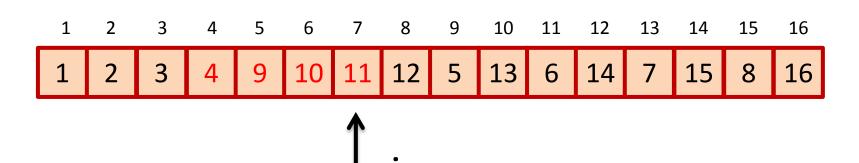




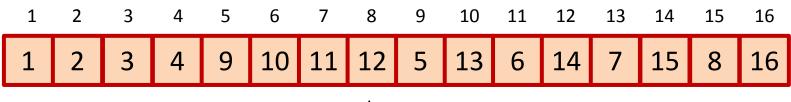
• Solución:



• Solución:

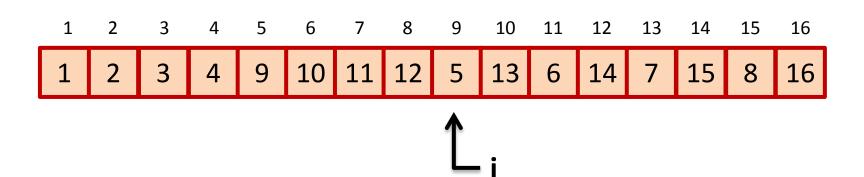


• Solución:

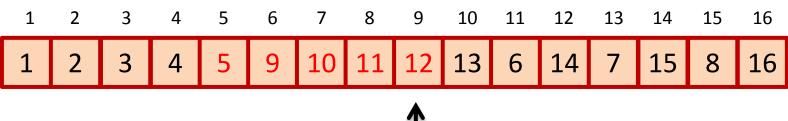




• Solución:

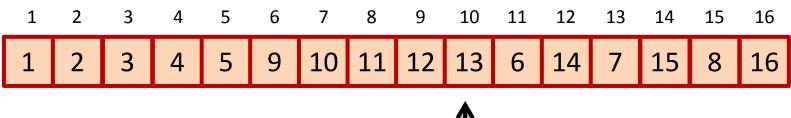


• Solución:



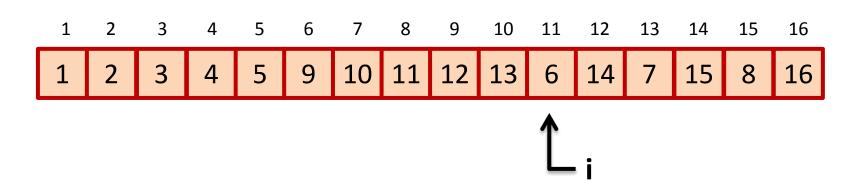


• Solución:

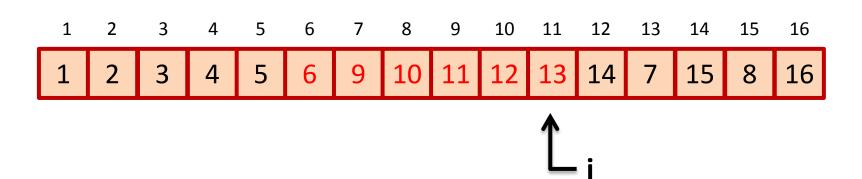




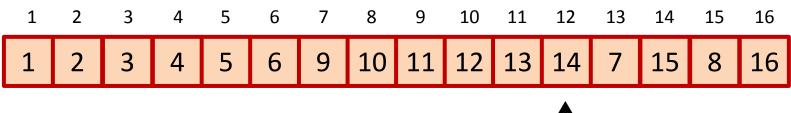
• Solución:



• Solución:

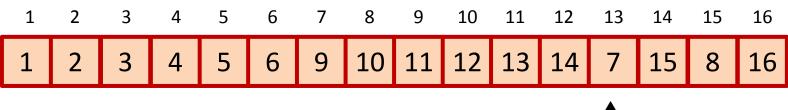


• Solución:



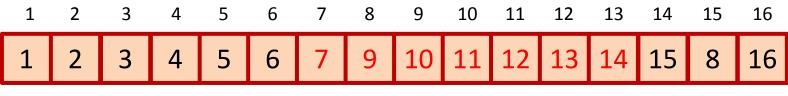


• Solución:



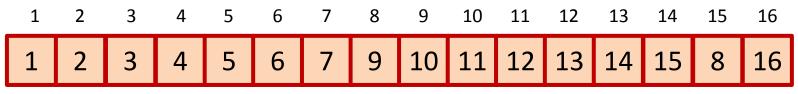


• Solución:



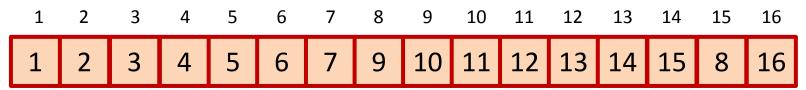


• Solución:



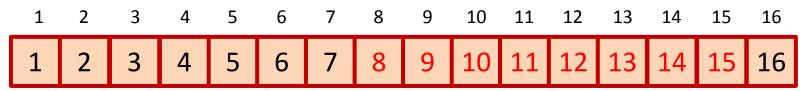


• Solución:





• Solución:





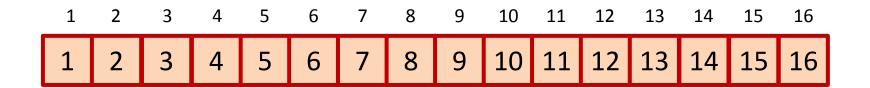
• Solución:





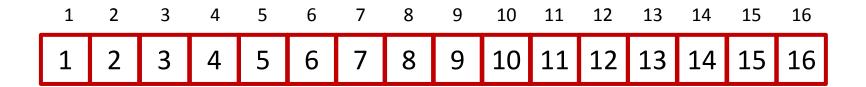
• Solución:

Incremento = 1

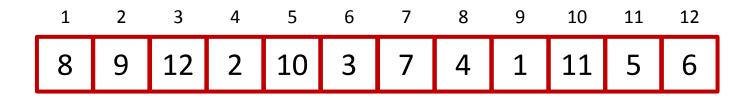


**Array 1-ordenado (ordenado)** 

• Solución:

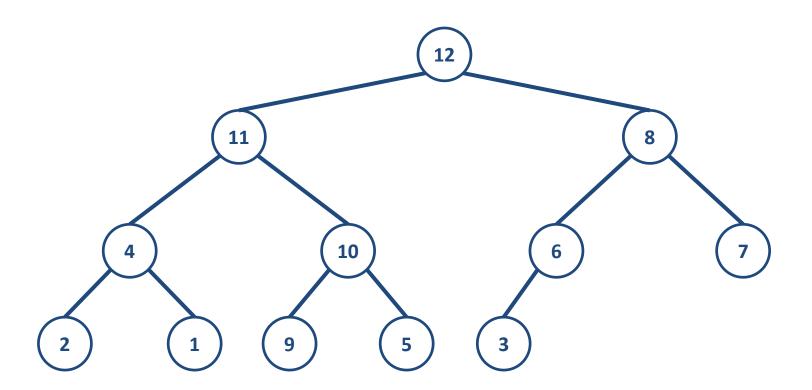


 Ejercicio 1: construir los montículos generados para la ordenación del siguiente vector de datos



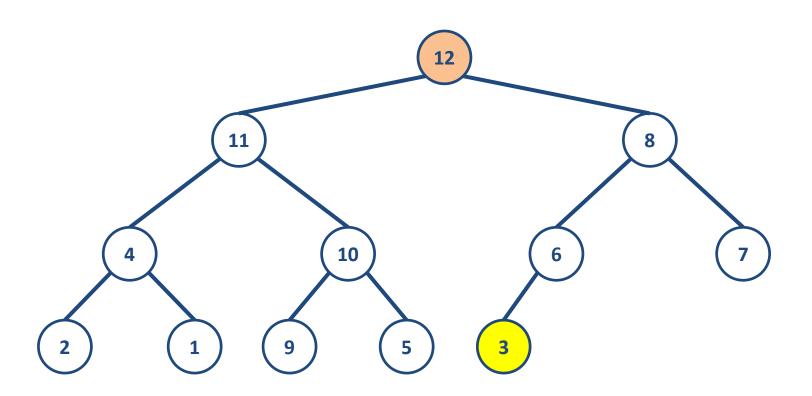
Solución:

Paso 1: Crear montículo



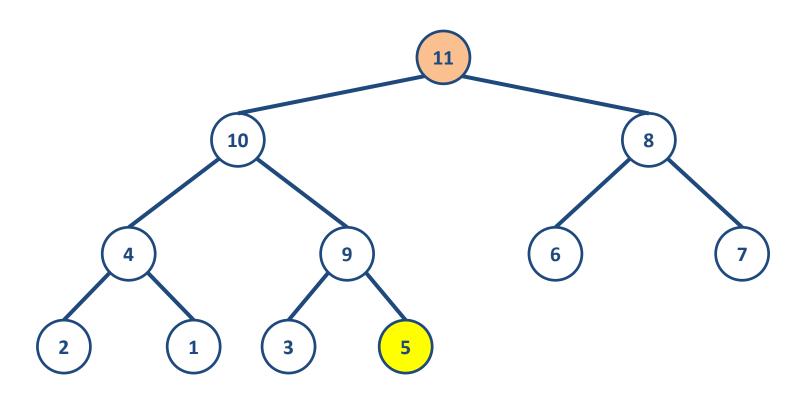
Solución:

Paso 2: | Eliminar el mayor: 12 (y hundir el 3)



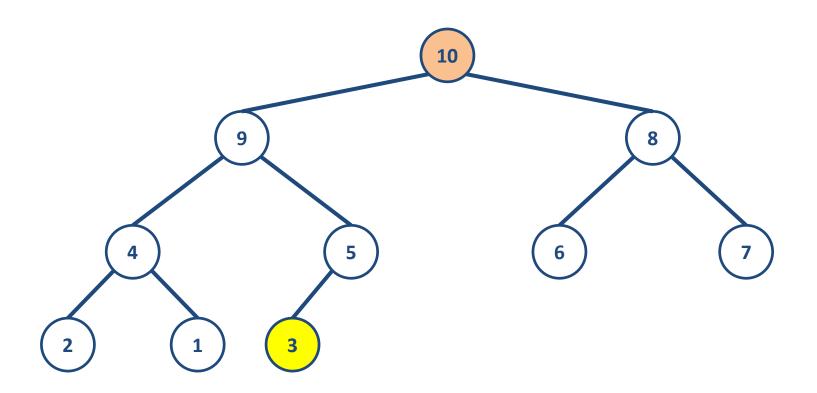
• Solución:

Paso 3: | Eliminar el mayor: 11 (y hundir el 5)



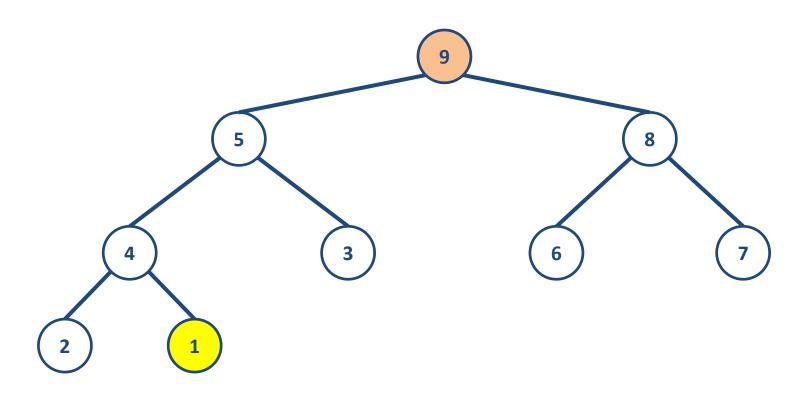
• Solución:

Paso 4: | Eliminar el mayor: 10 (y hundir el 3)



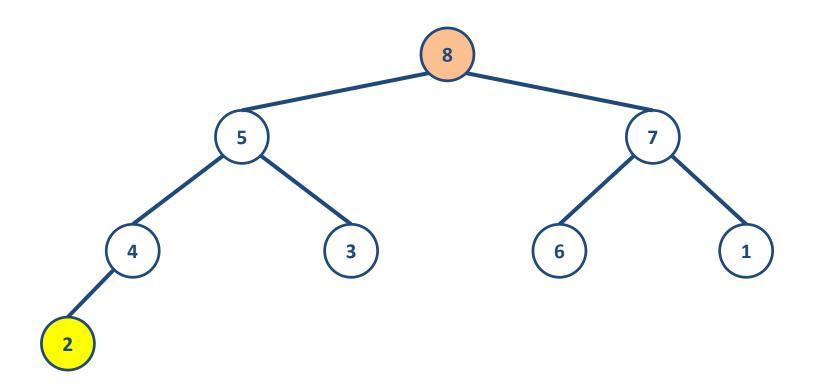
• Solución:

Paso 5: Eliminar el mayor: 9 (y hundir el 1)



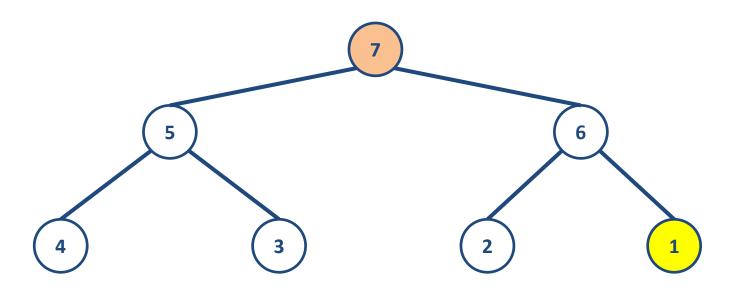
• Solución:

Paso 6: Eliminar el mayor: 8 (y hundir el 2)



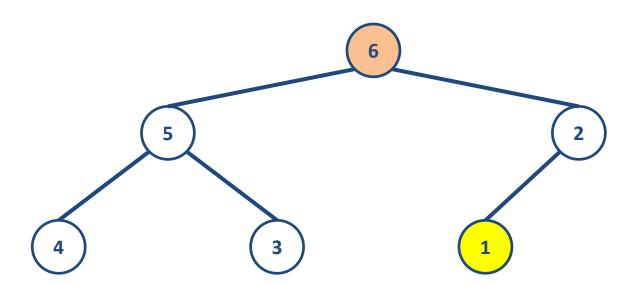
Solución:

Paso 7: Eliminar el mayor: 7 (y hundir el 1)



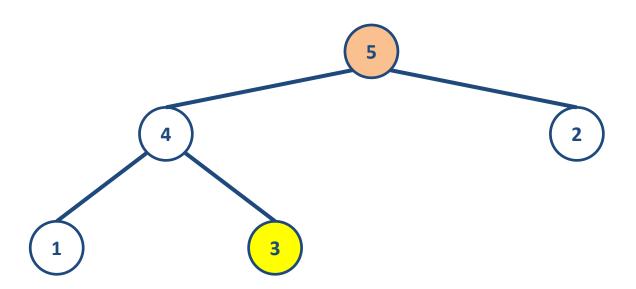
Solución:

Paso 8: | Eliminar el mayor: 6 (y hundir el 1)



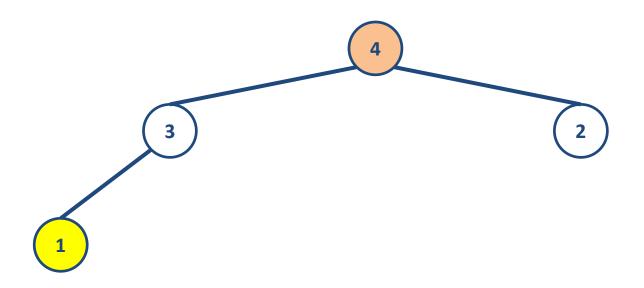
Solución:

Paso 9: Eliminar el mayor: 5 (y hundir el 3)



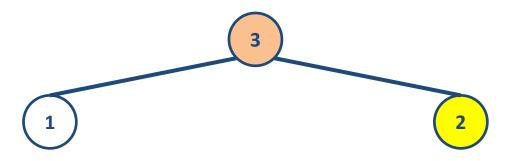
Solución:

Paso 10: Eliminar el mayor: 4 (y hundir el 1)



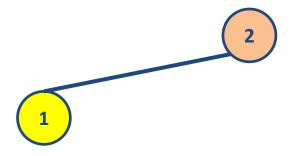
• Solución:

Paso 11: Eliminar el mayor: 3 (y hundir el 2)



Solución:

Paso 12: Eliminar el mayor: 2 (y hundir el 1)

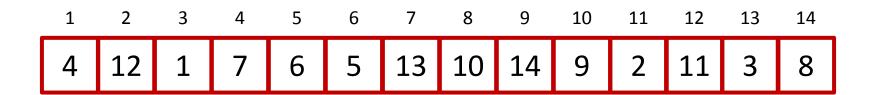


• Solución:

Paso 13: | Eliminar el mayor: 1 → fin del proceso

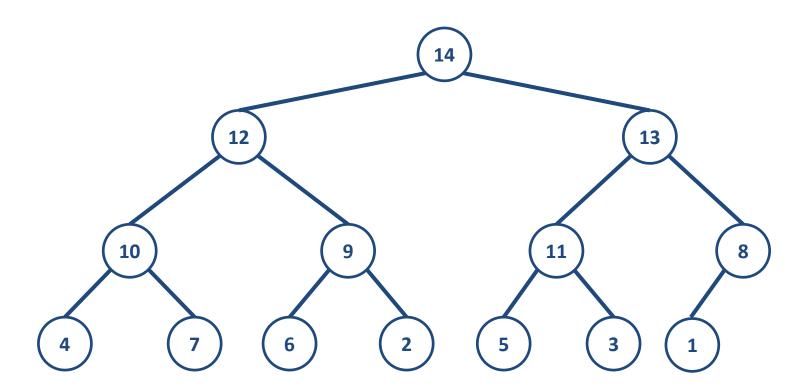


 Ejercicio 2: construir los montículos generados para la ordenación del siguiente vector de datos



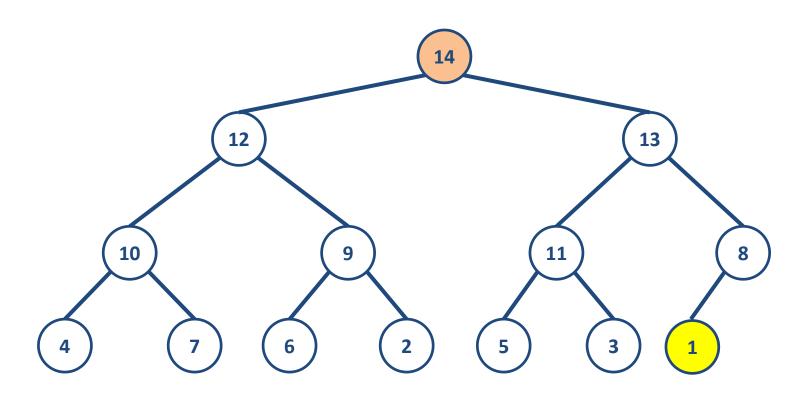
Solución:

Paso 1: Crear montículo



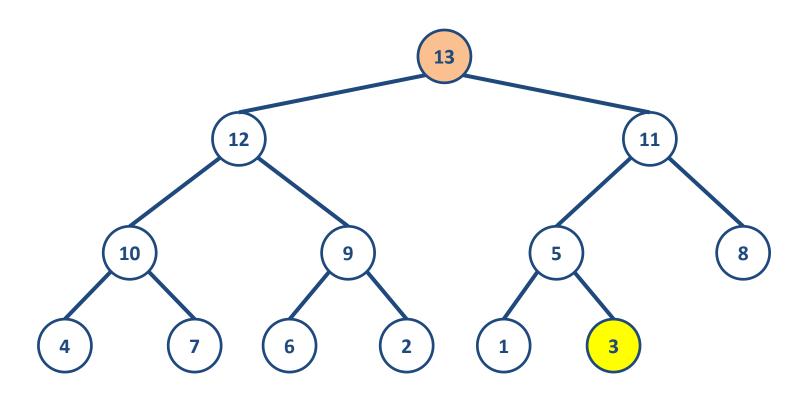
Solución:

Paso 2: | Eliminar el mayor: 14 (y hundir el 1)



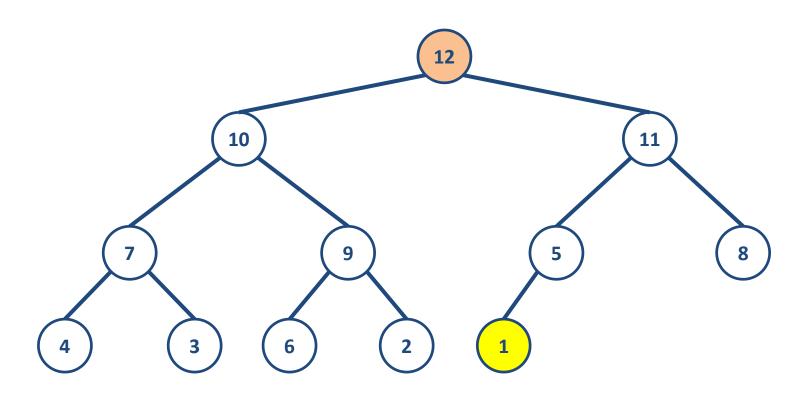
Solución:

Paso 3: | Eliminar el mayor: 13 (y hundir el 3)



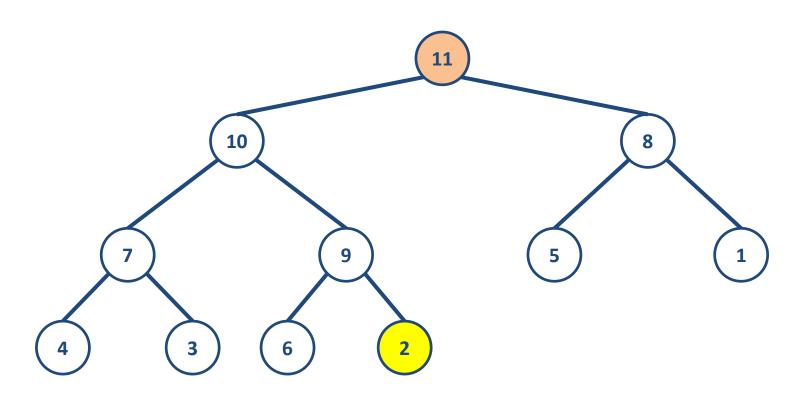
Solución:

Paso 4: | Eliminar el mayor: 12 (y hundir el 1)



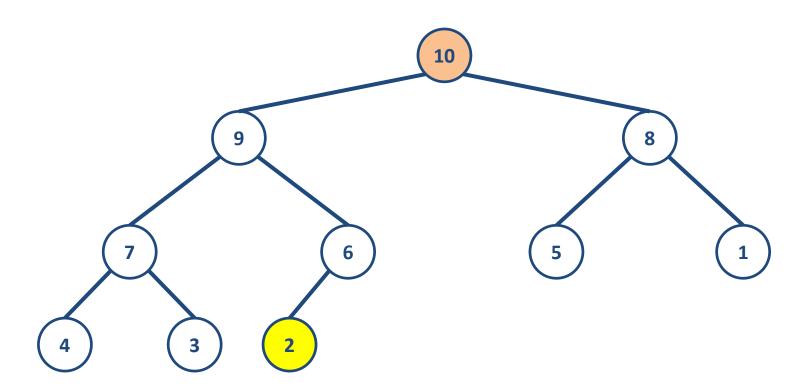
Solución:

Paso 5: Eliminar el mayor: 11 (y hundir el 2)



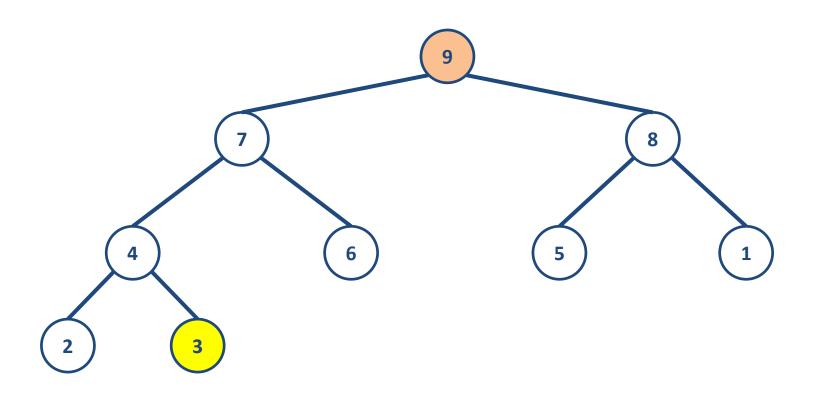
Solución:

Paso 6: Eliminar el mayor: 10 (y hundir el 2)



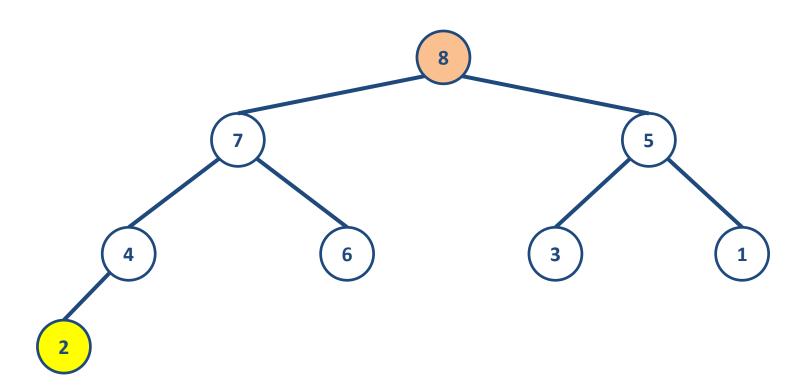
Solución:

Paso 7: Eliminar el mayor: 9 (y hundir el 3)



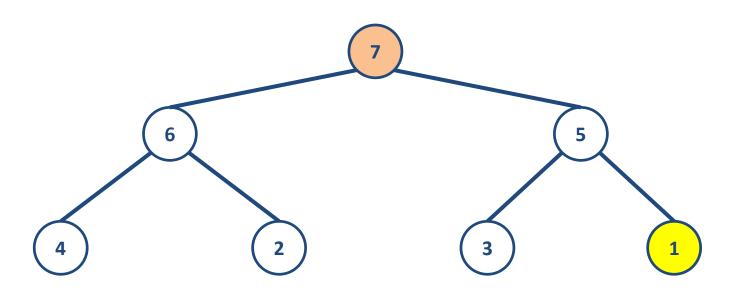
Solución:

Paso 8: | Eliminar el mayor: 8 (y hundir el 2)



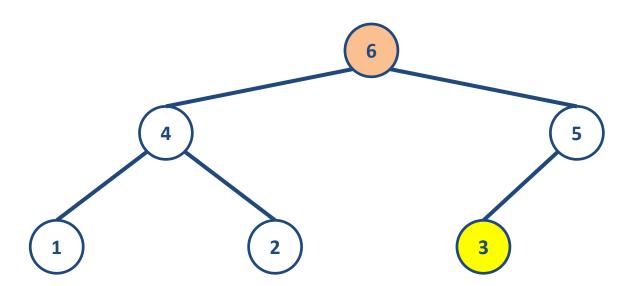
Solución:

Paso 9: Eliminar el mayor: 7 (y hundir el 1)



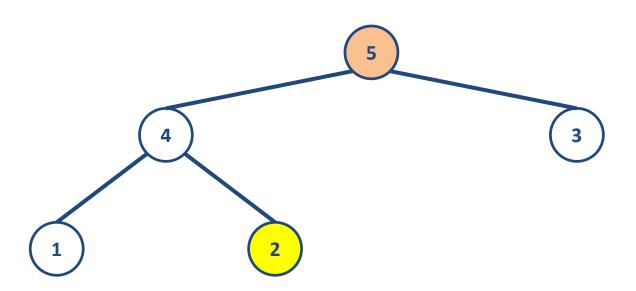
Solución:

Paso 10: Eliminar el mayor: 6 (y hundir el 3)



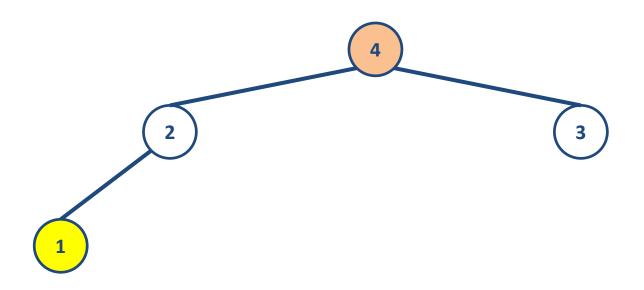
Solución:

Paso 11: Eliminar el mayor: 5 (y hundir el 2)



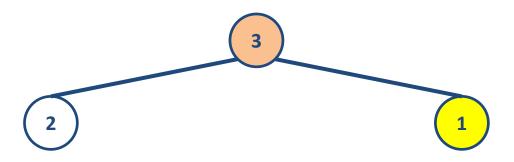
• Solución:

Paso 12: Eliminar el mayor: 4 (y hundir el 1)



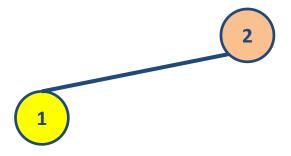
• Solución:

Paso 13: Eliminar el mayor: 3 (y hundir el 1)



Solución:

Paso 14: Eliminar el mayor: 2 (y hundir el 1)



# Ordenación por montículos

• Solución:

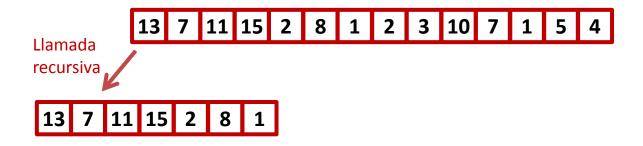
Paso 15: | Eliminar el mayor: 1 → fin del proceso

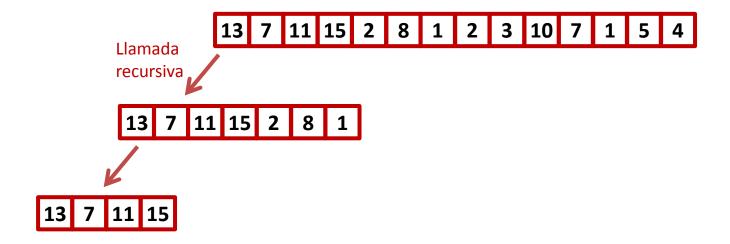


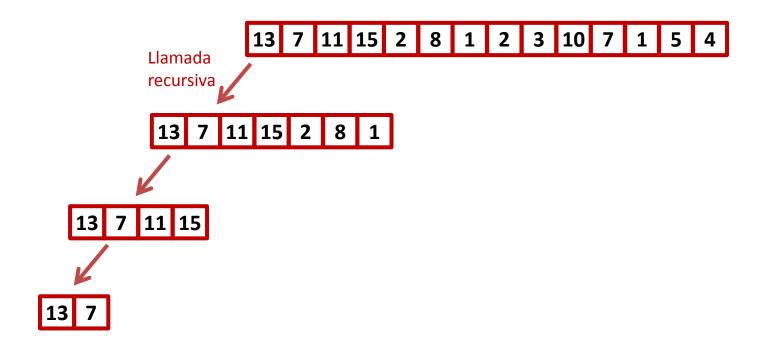
 Ejercicio 1: construir el árbol recursivo que genera el algoritmo por fusión puramente recursivo (umbral = 0).

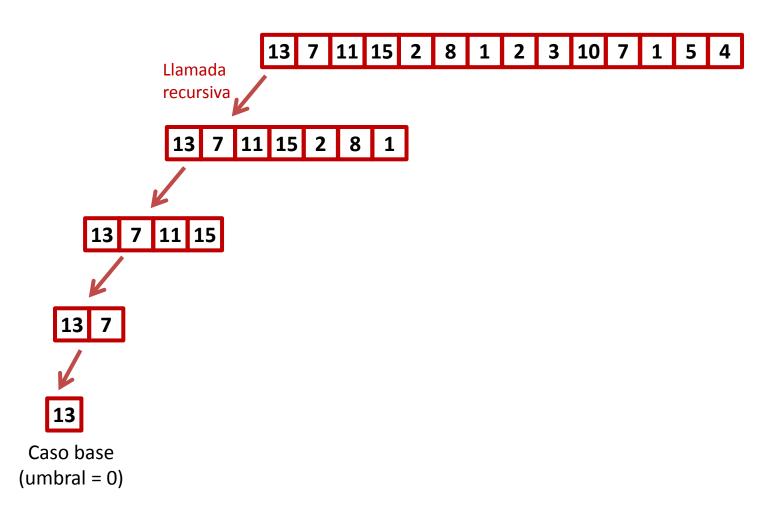


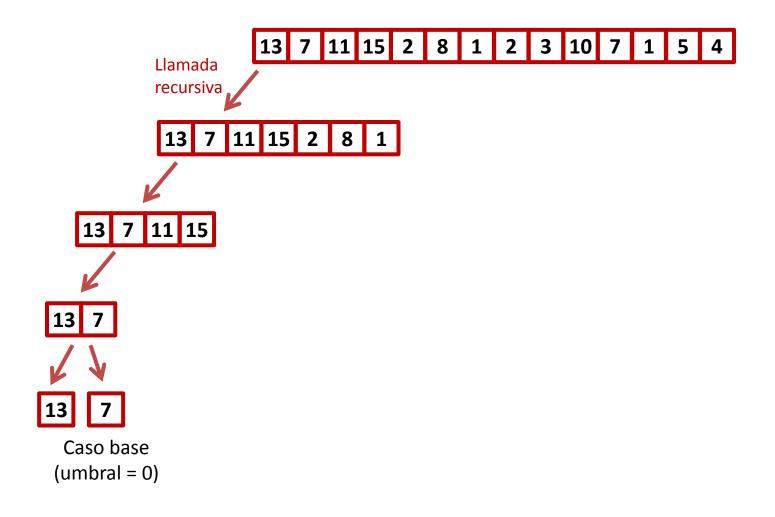


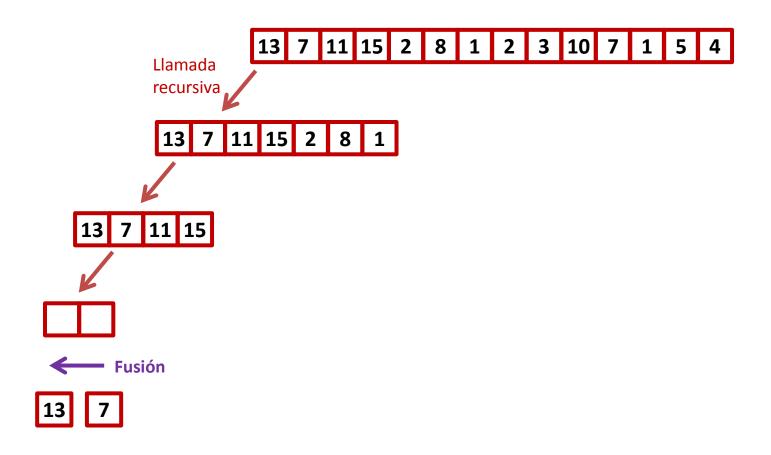


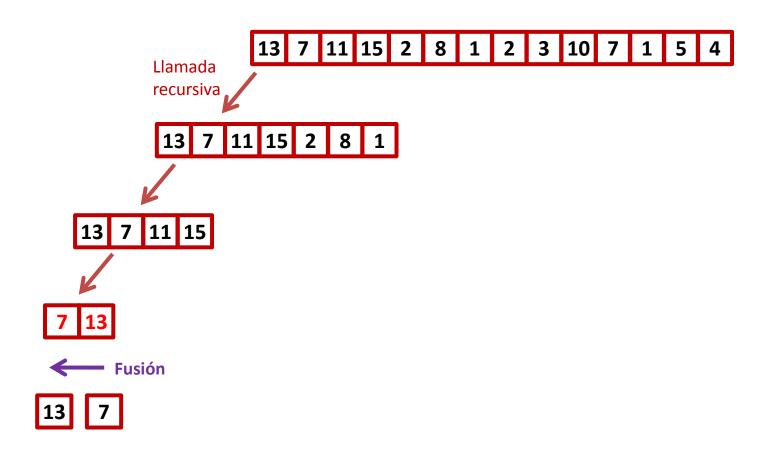


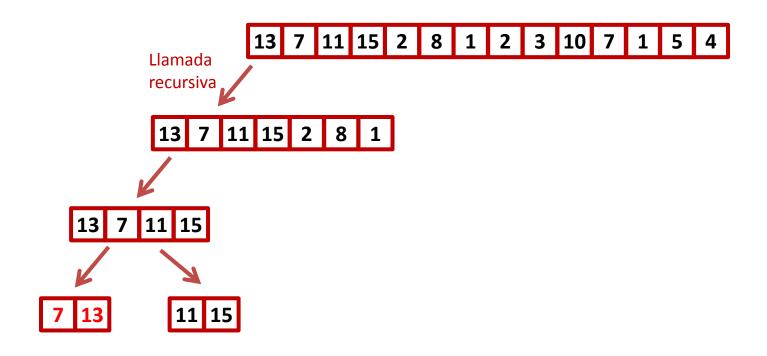


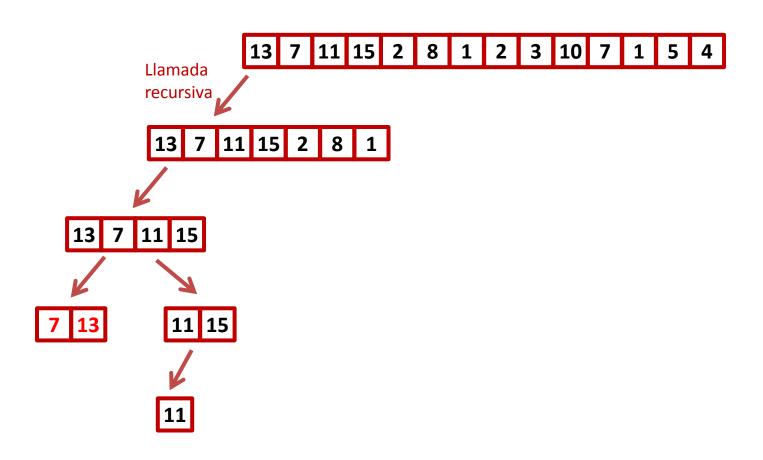


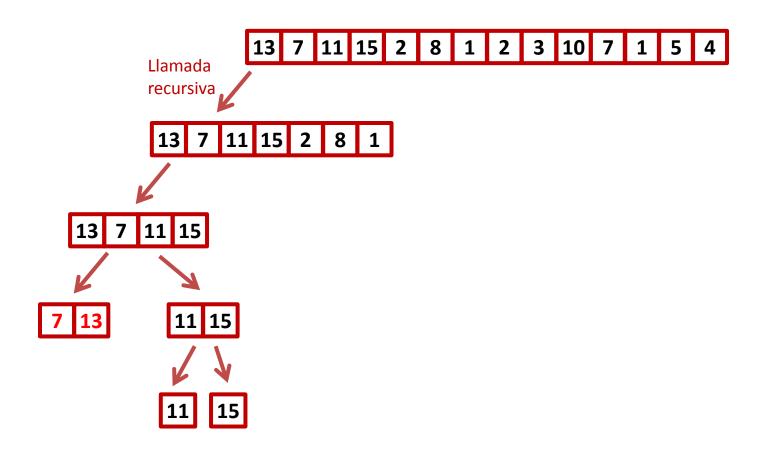


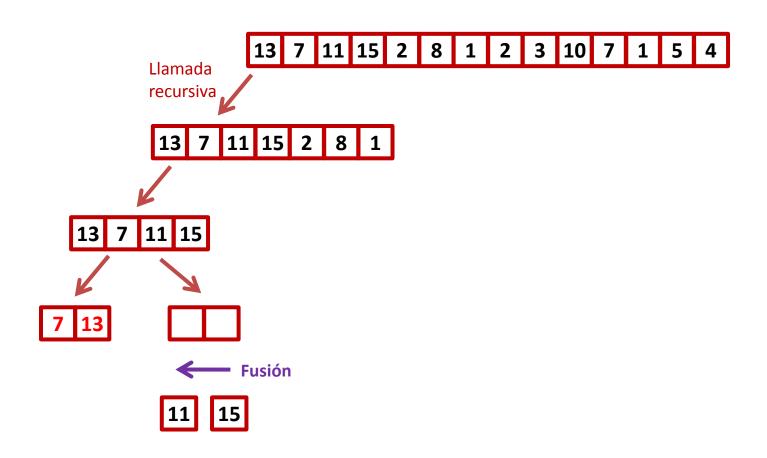


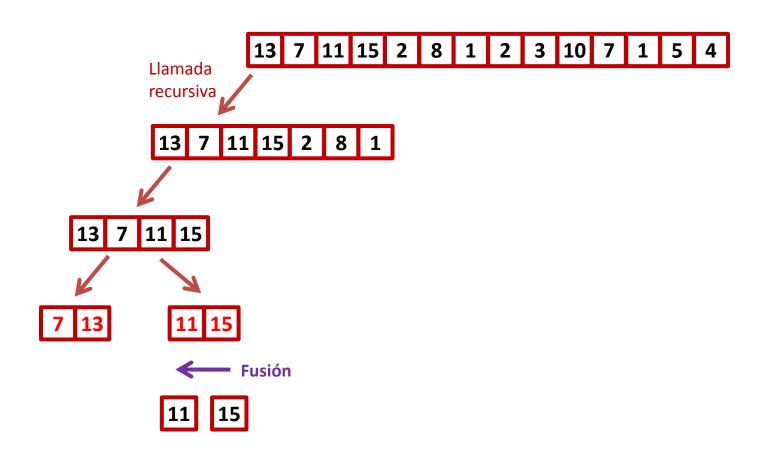


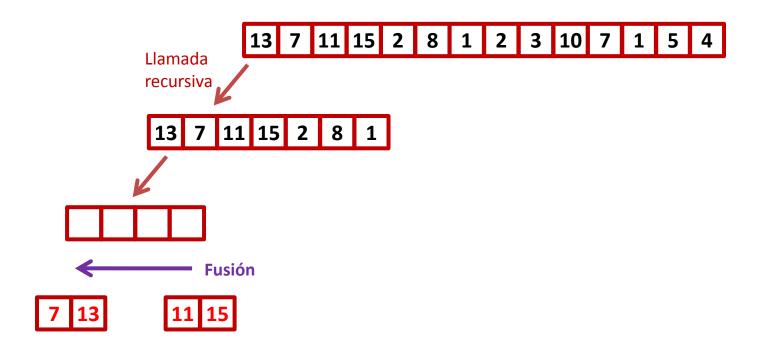


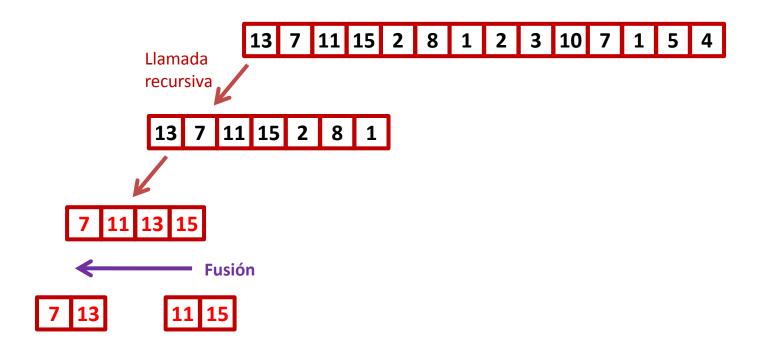


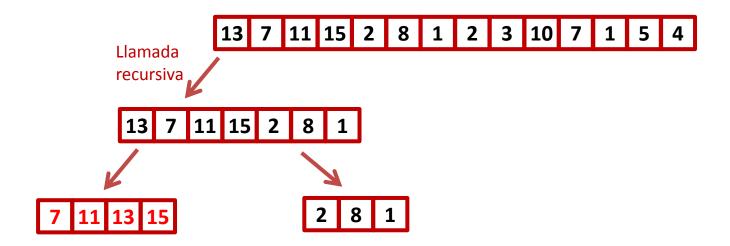


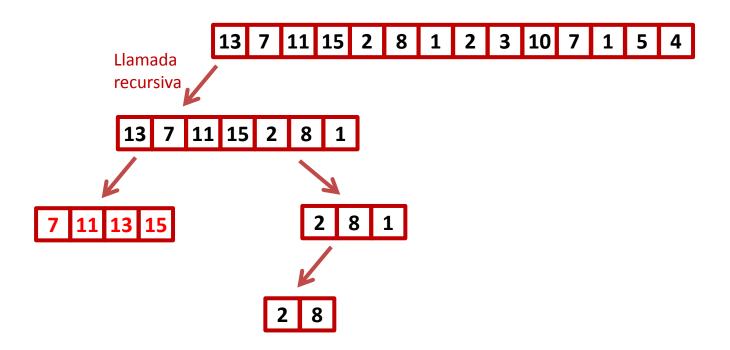


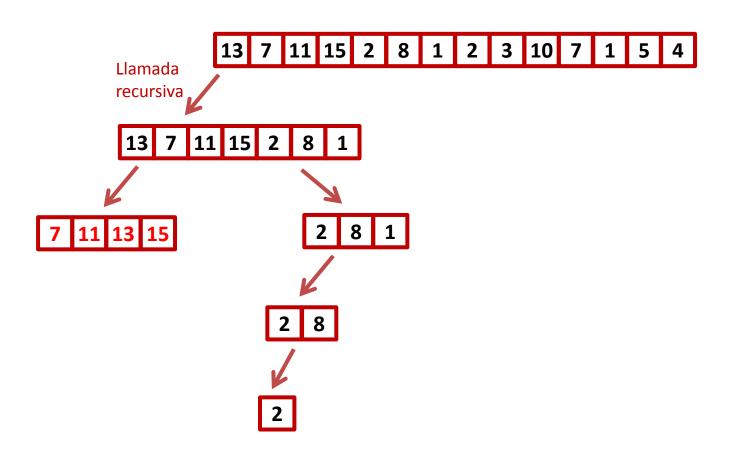


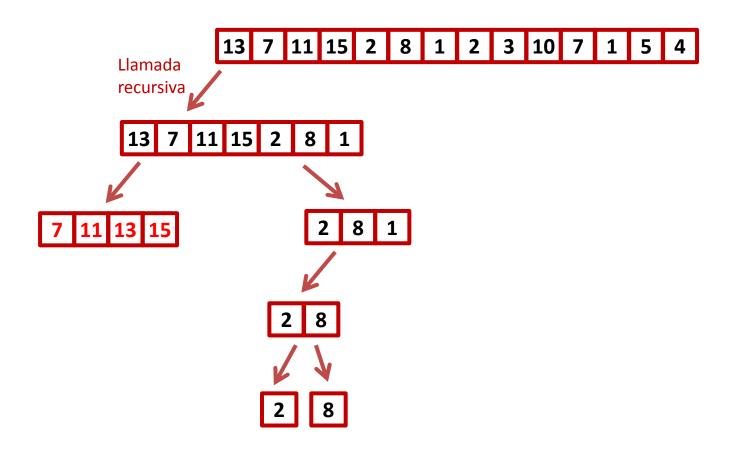


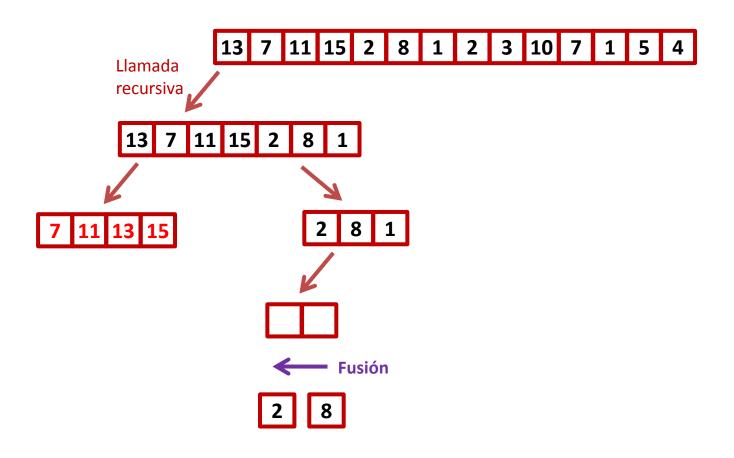


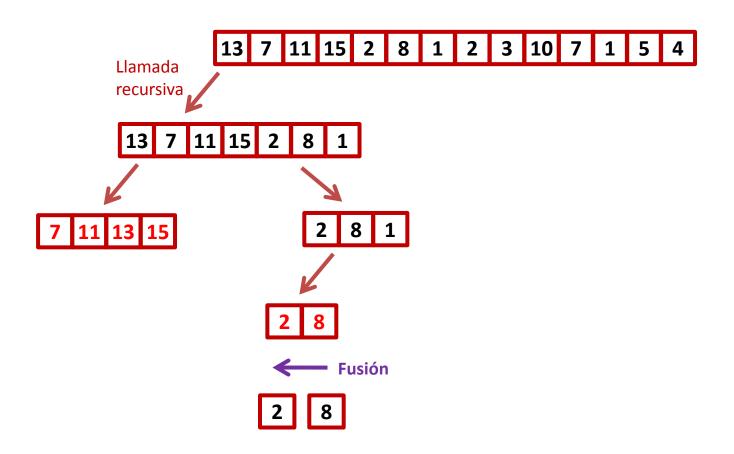


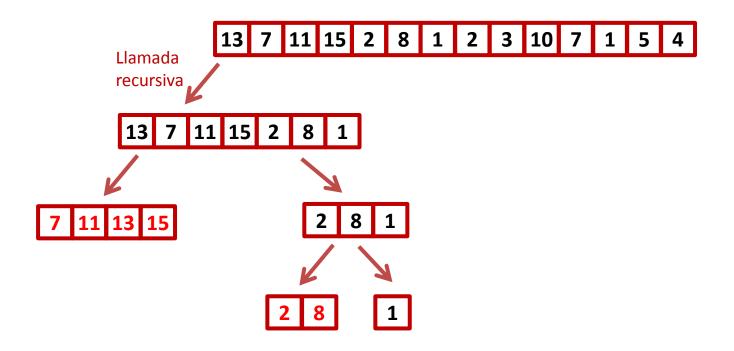


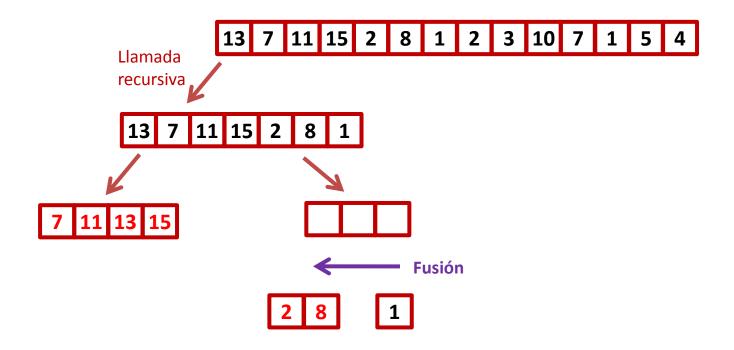


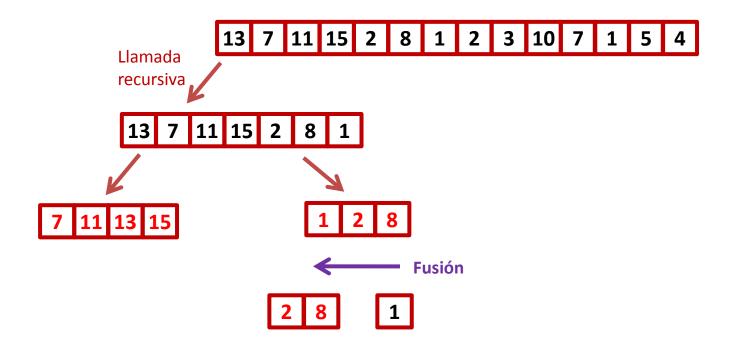


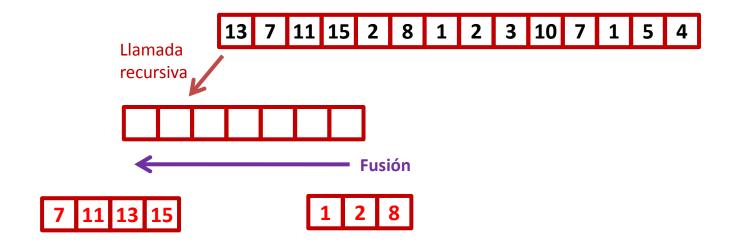


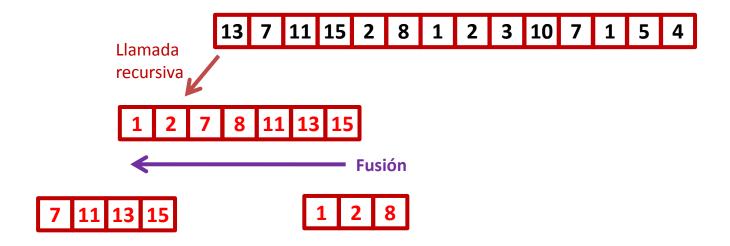


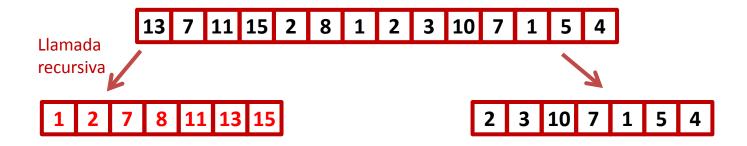


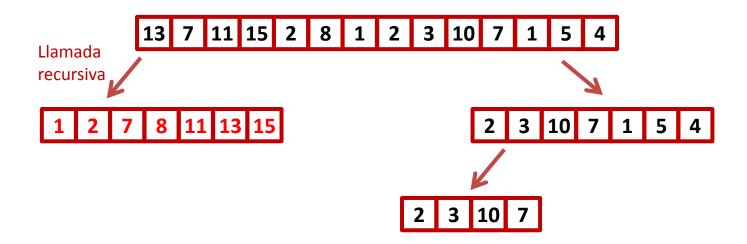


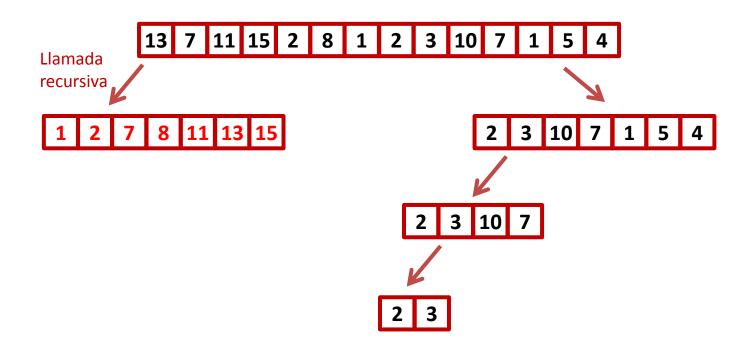


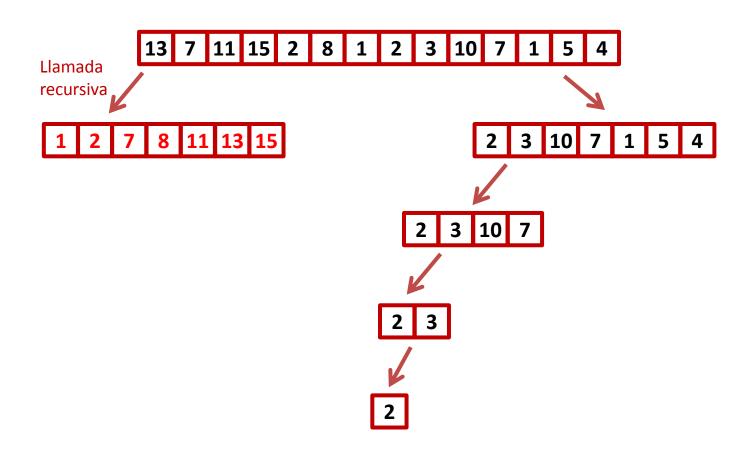


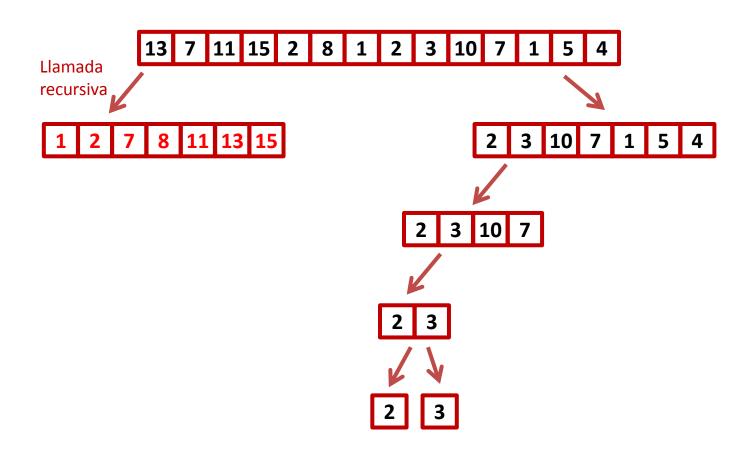


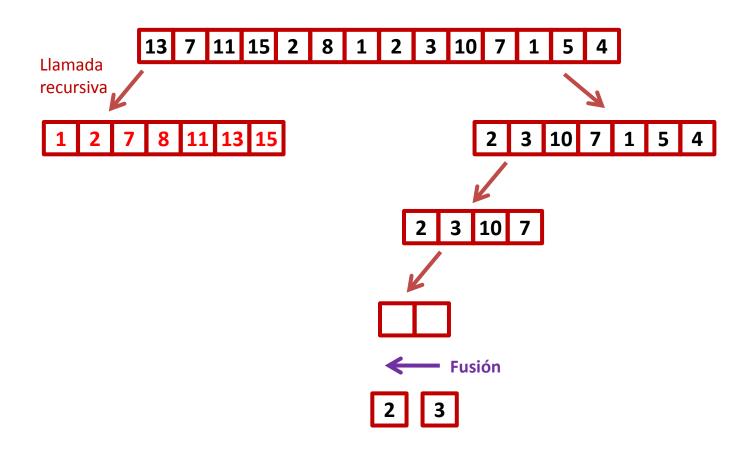


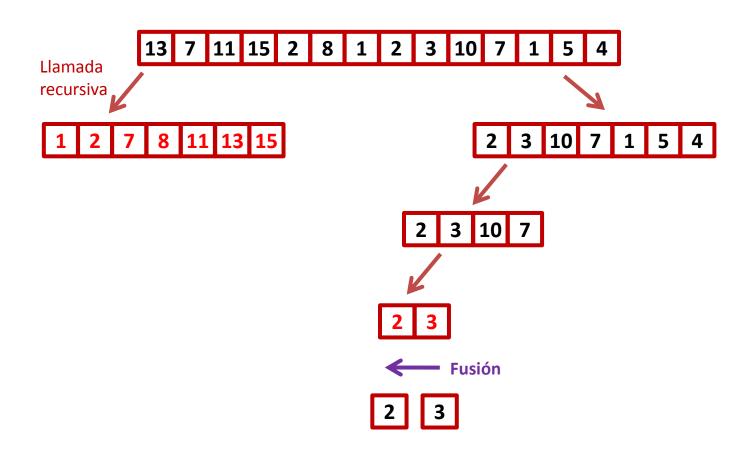


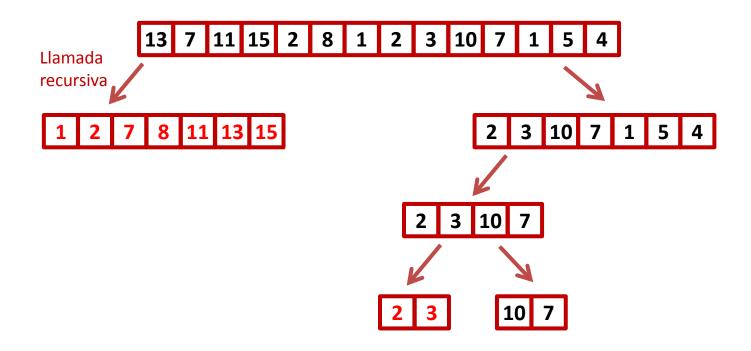


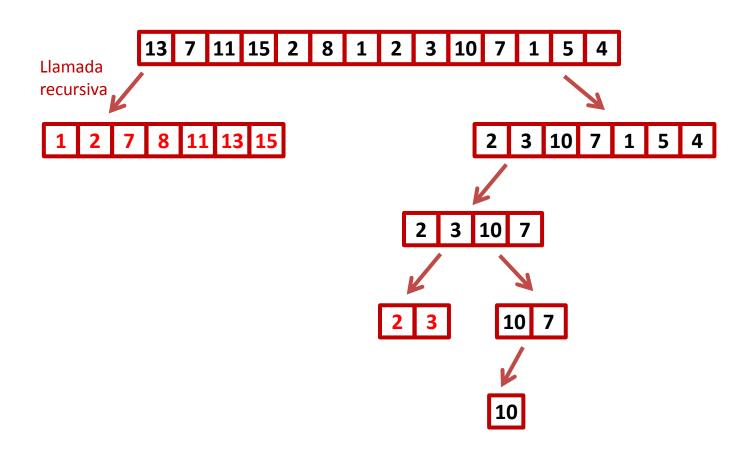


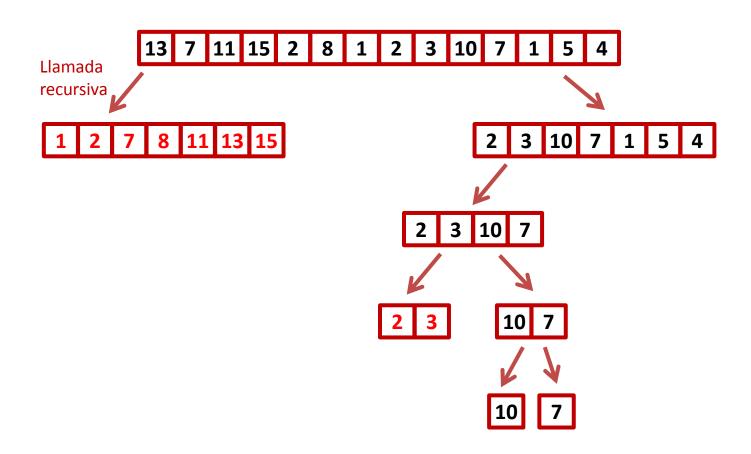


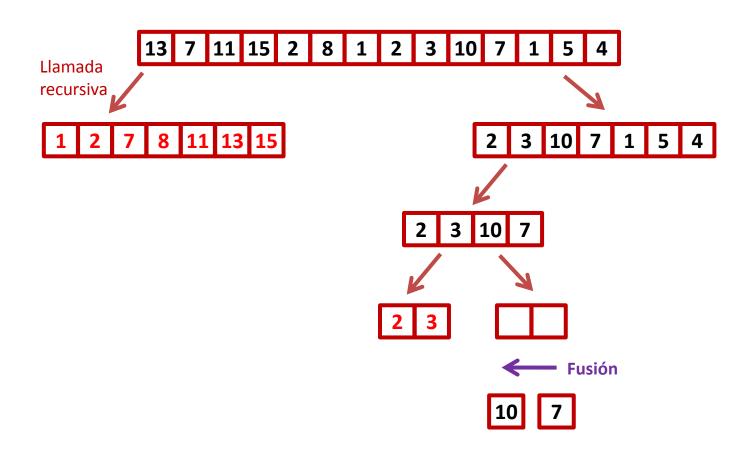


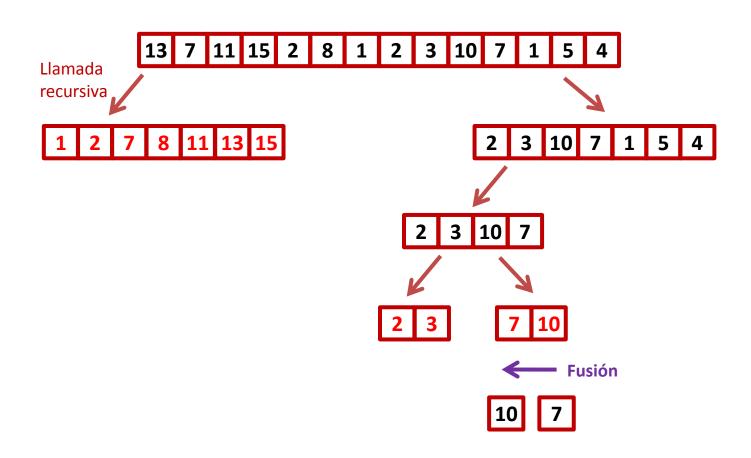


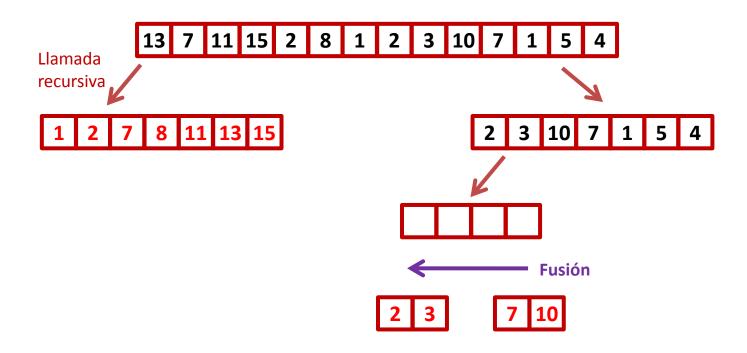


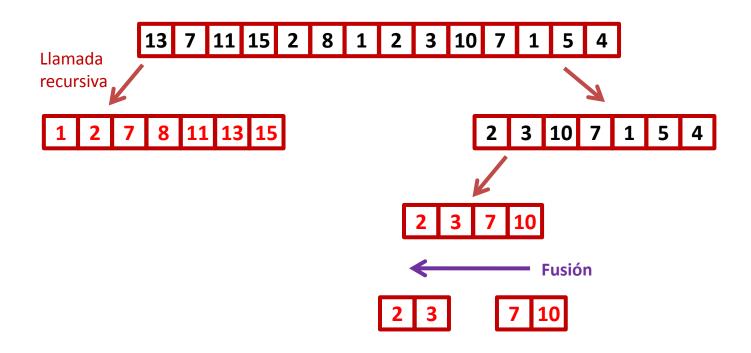


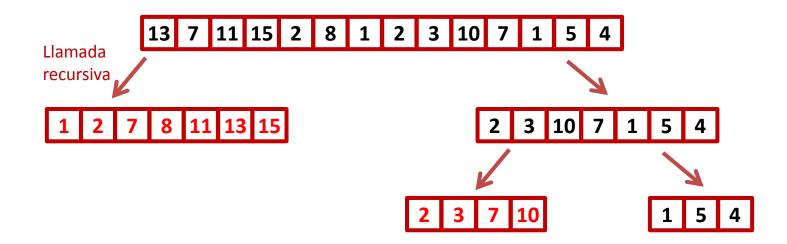


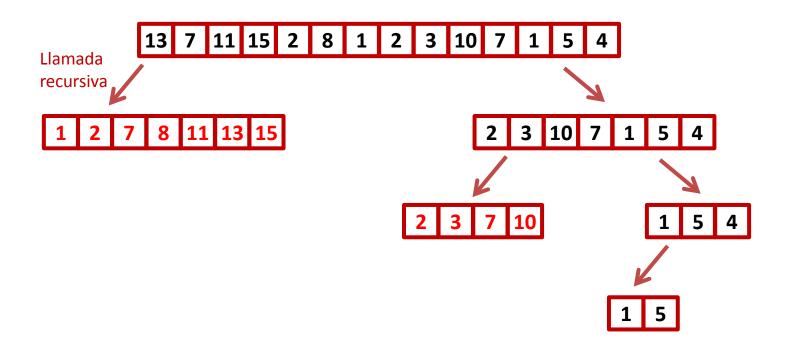


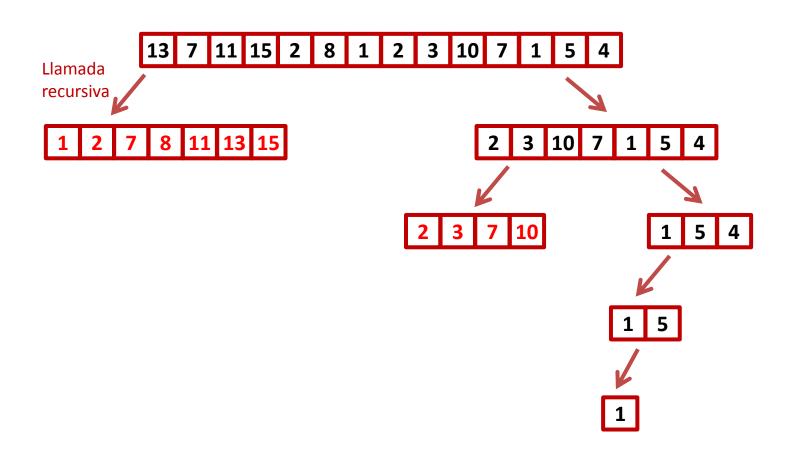


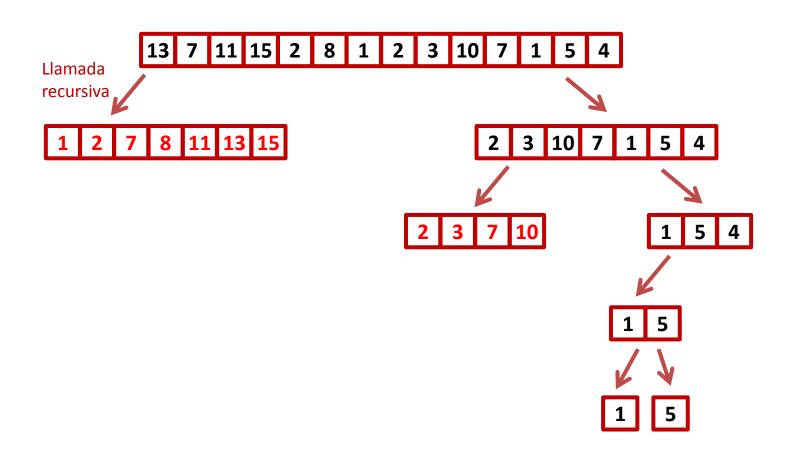


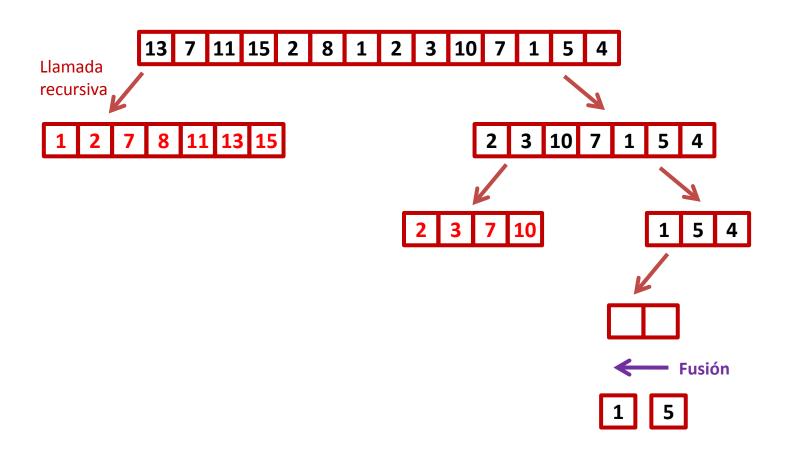


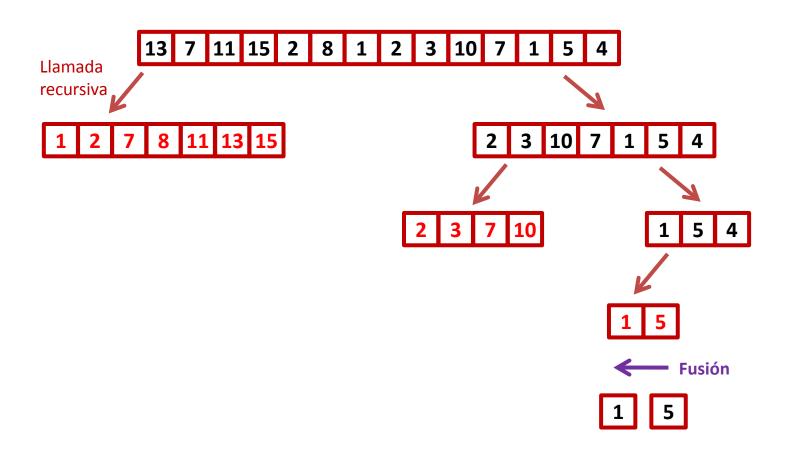


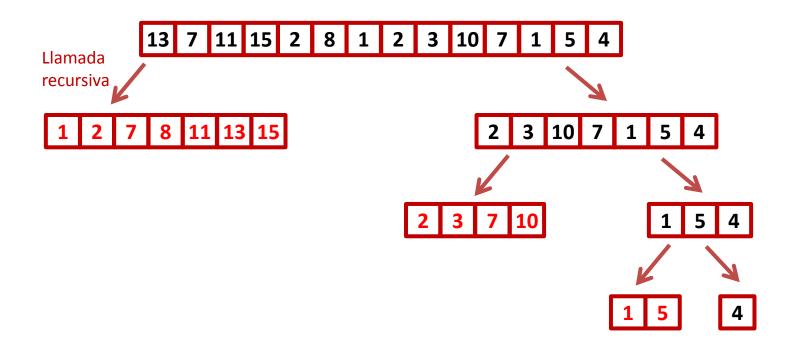


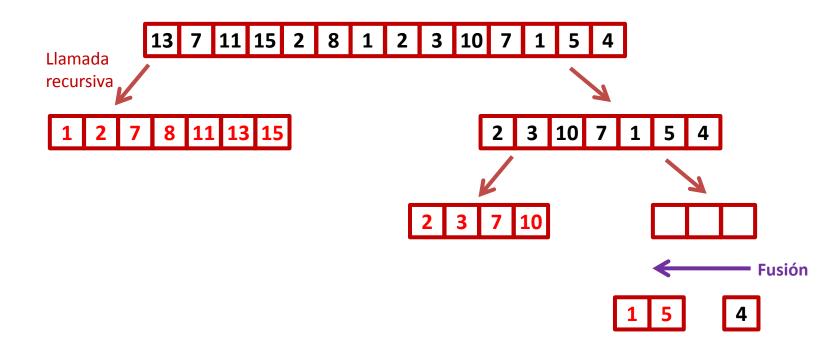


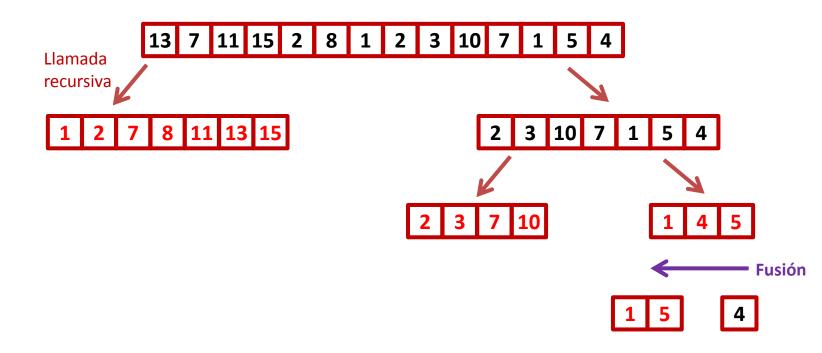


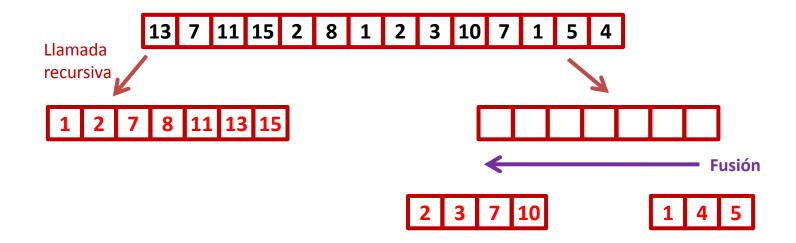


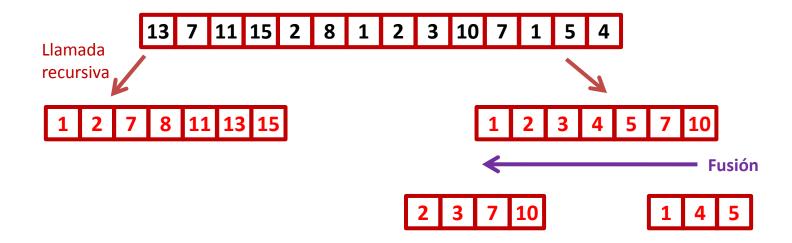


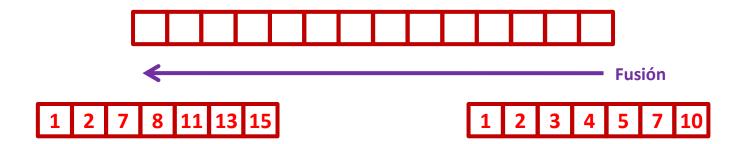


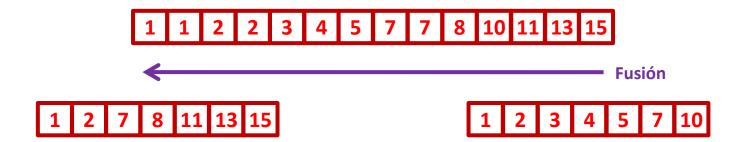








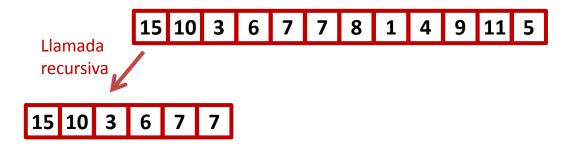


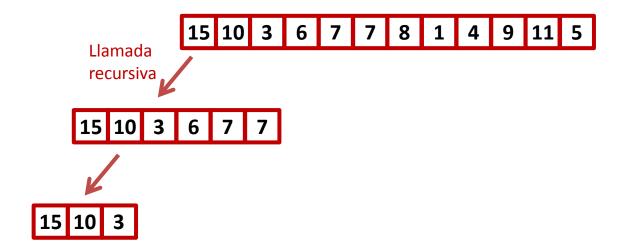


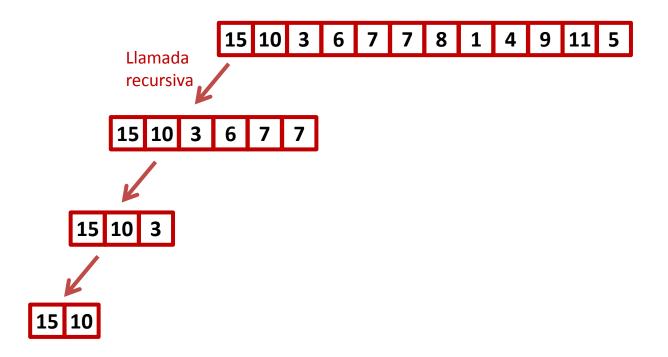
• Ejercicio 2: construir el árbol recursivo que genera el algoritmo por fusión puramente recursivo (umbral = 0) para el siguiente vector de datos.

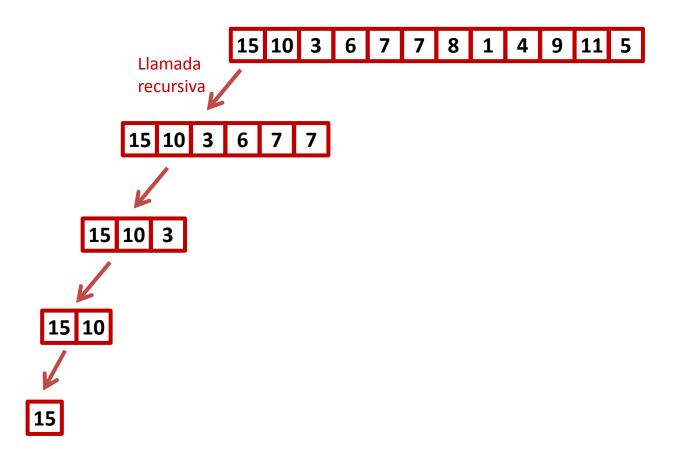


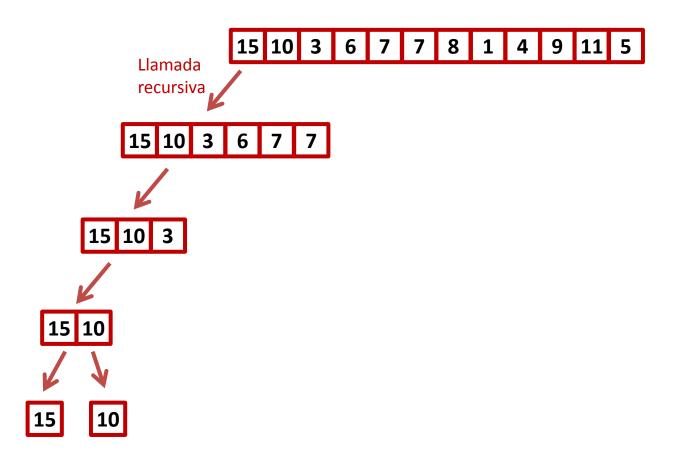


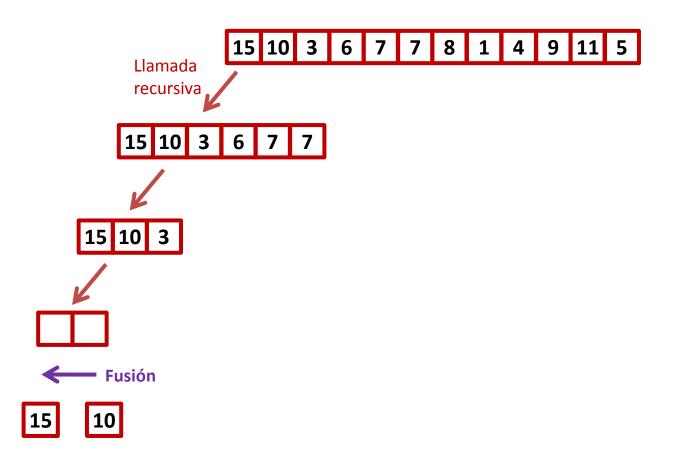


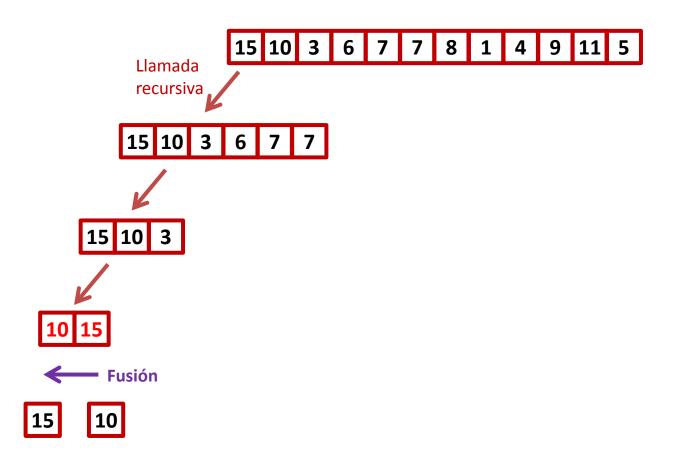


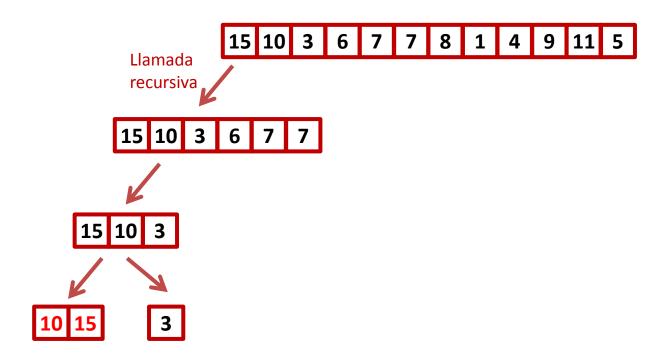


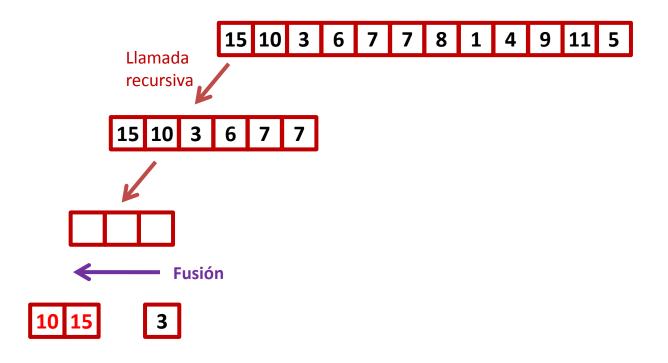


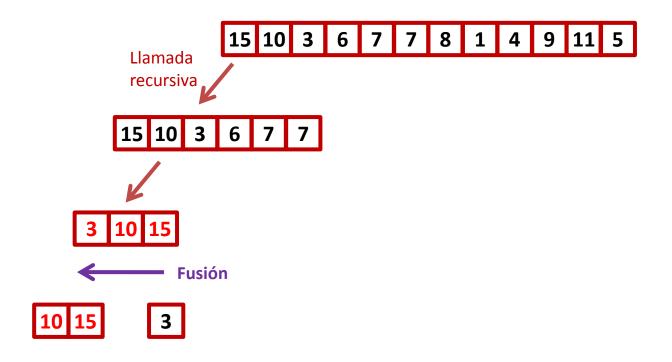


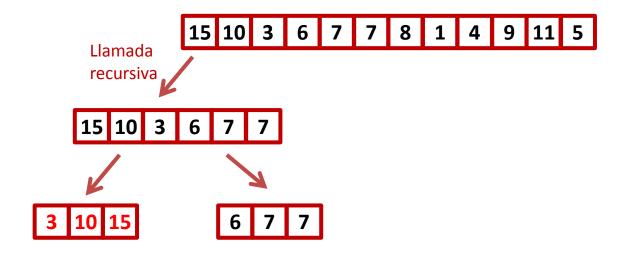


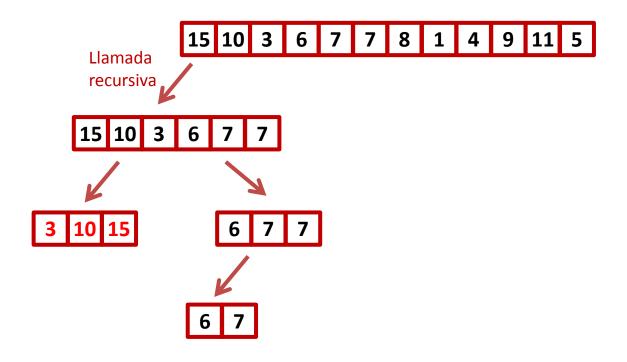


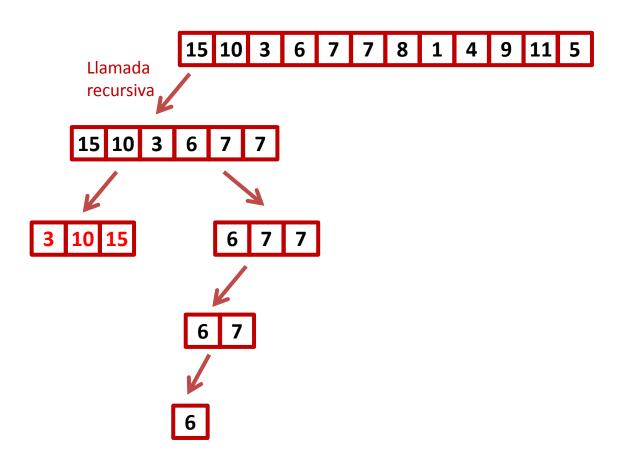


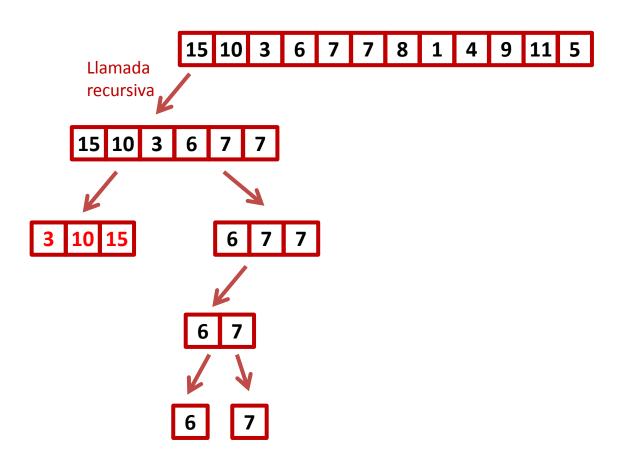


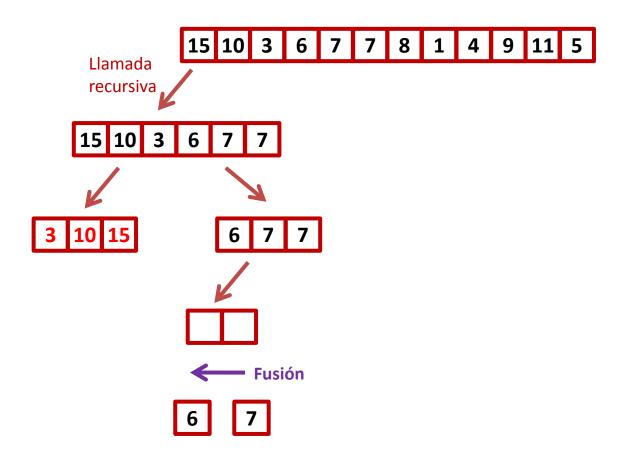


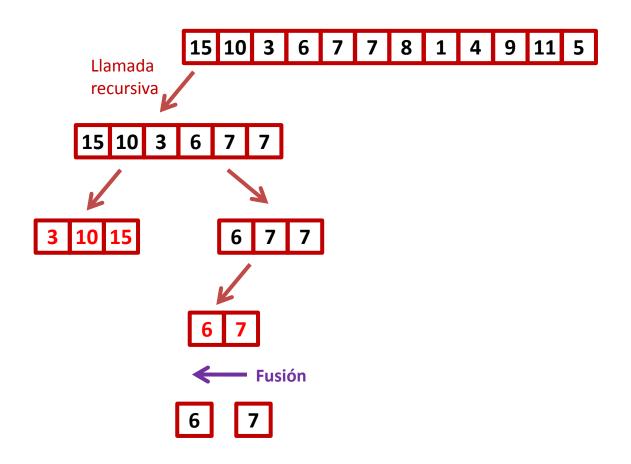


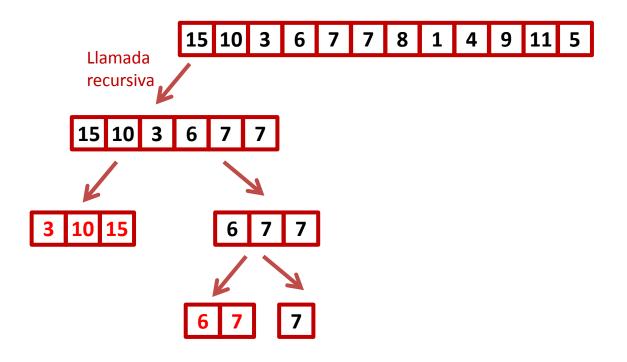


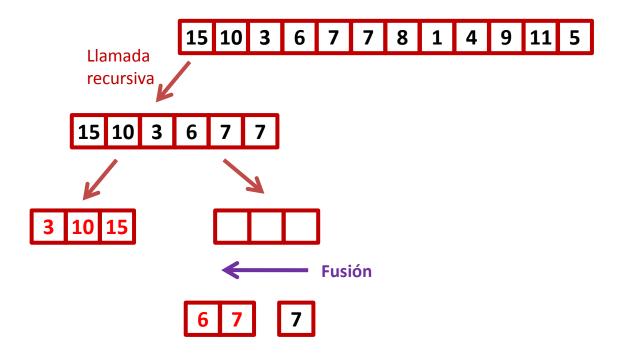


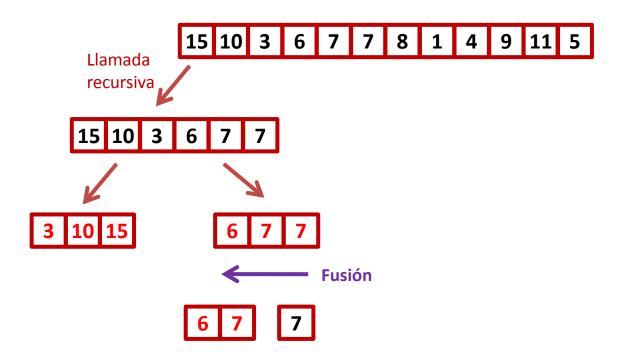


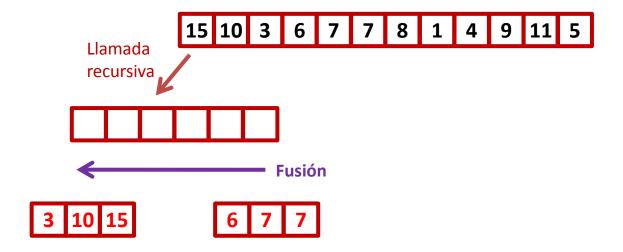


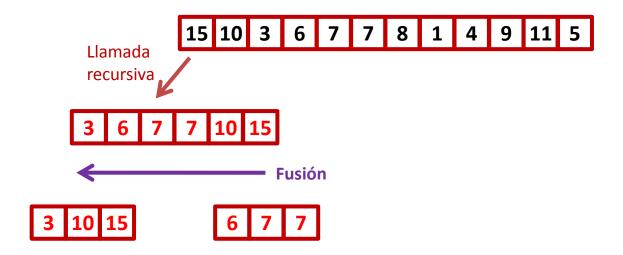


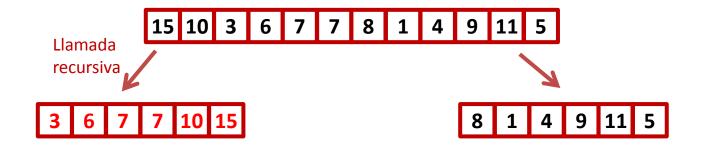


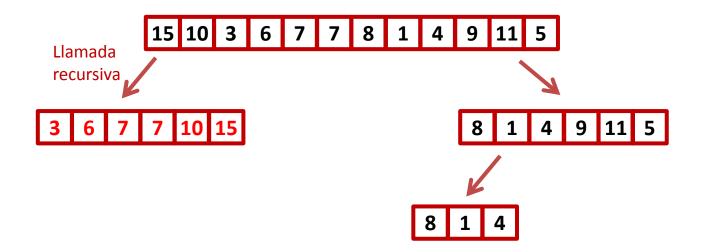


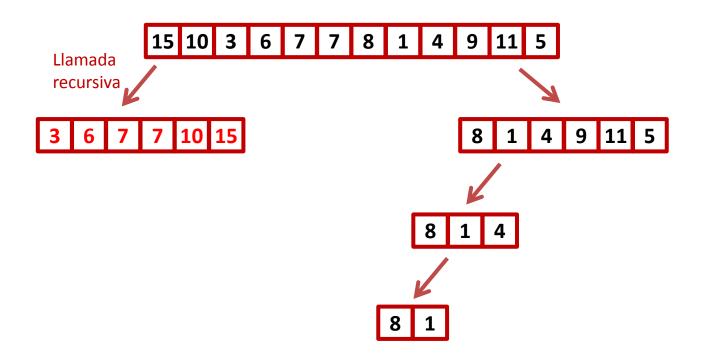


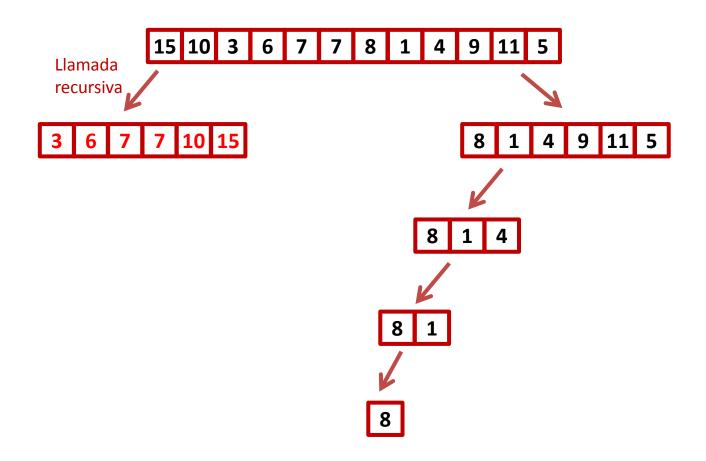


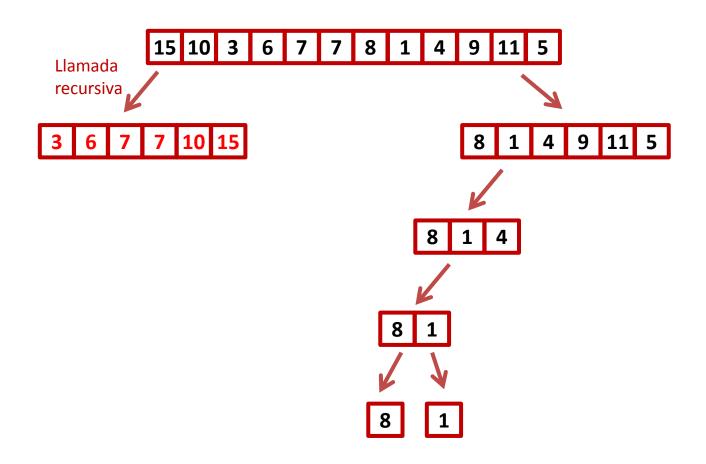


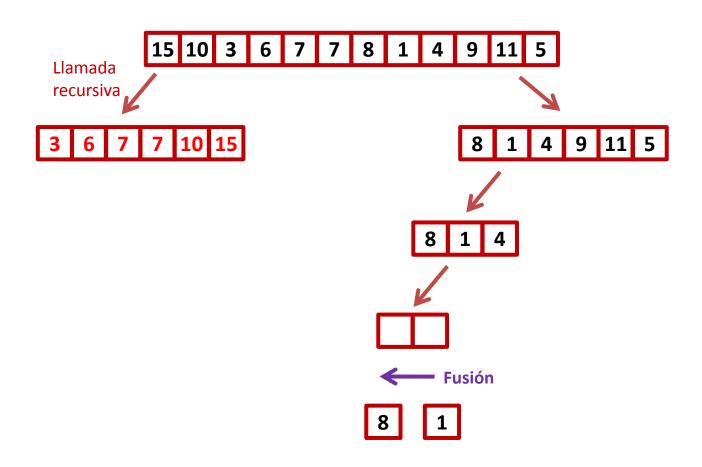


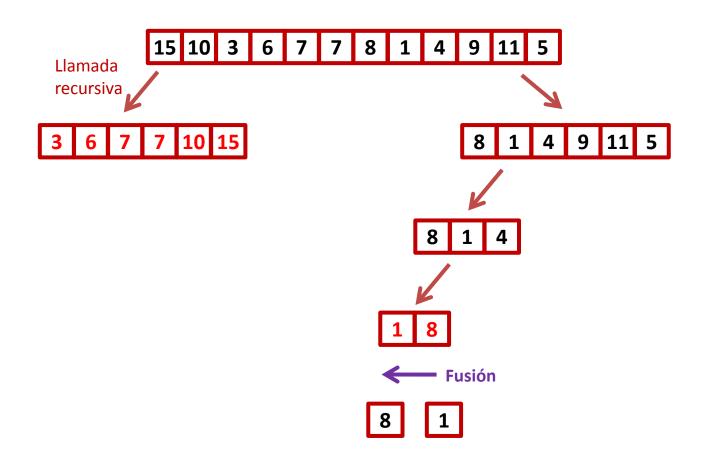


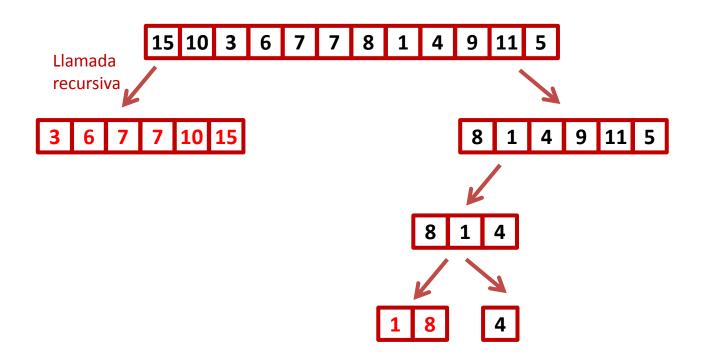


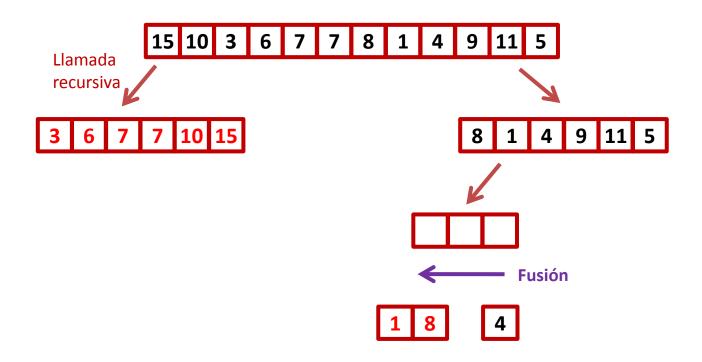


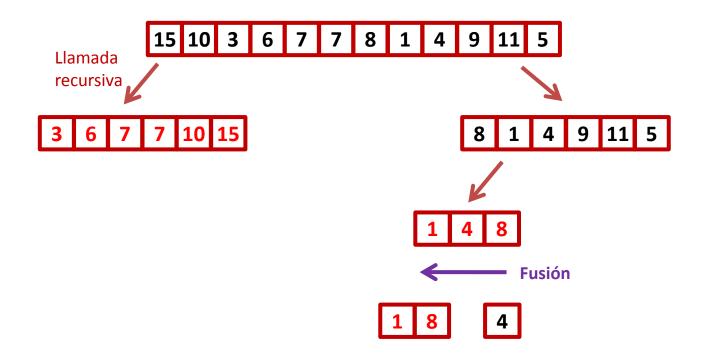


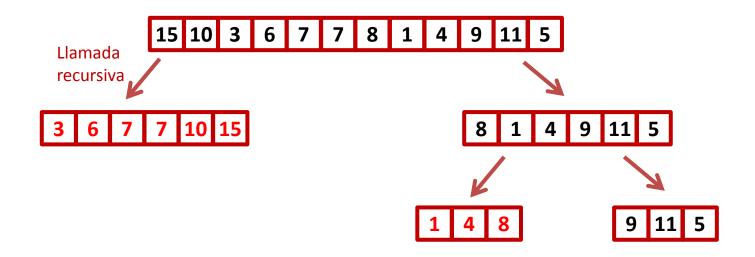


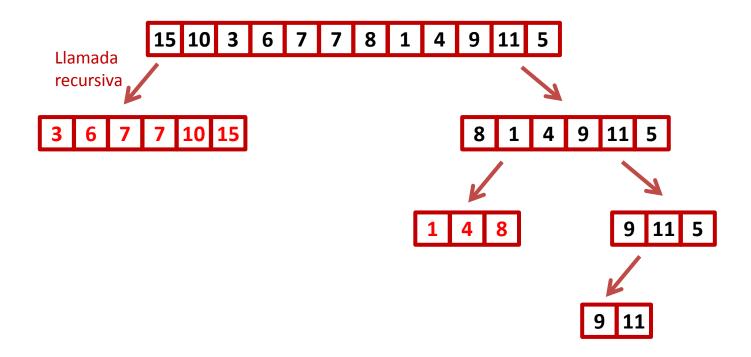


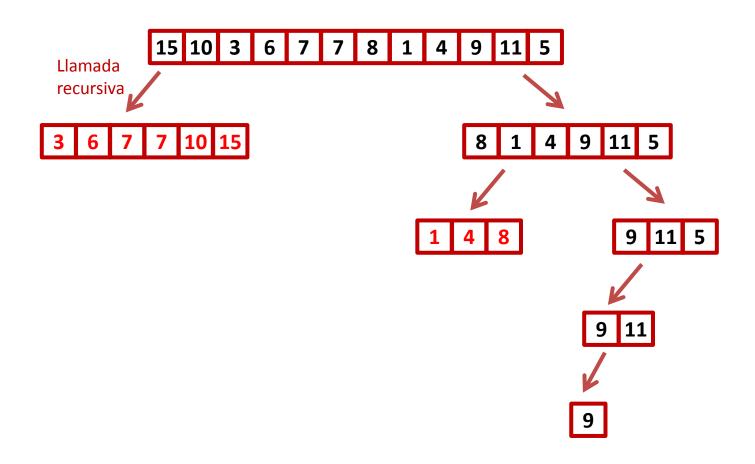


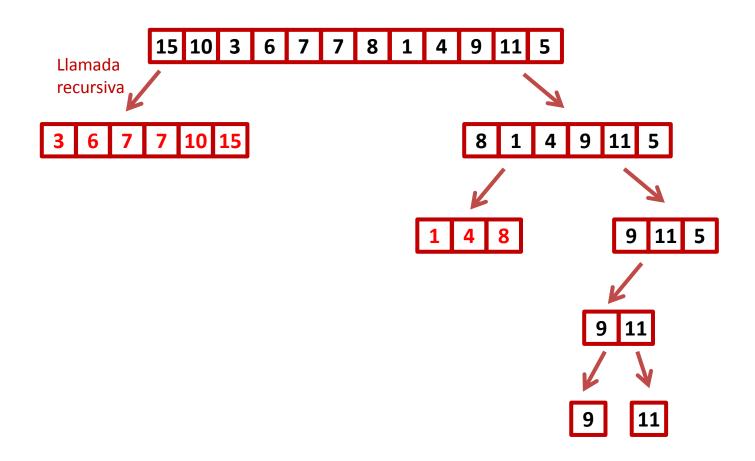


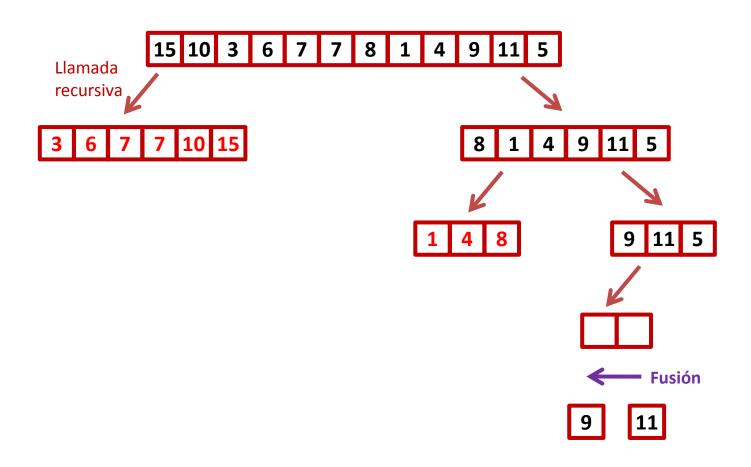


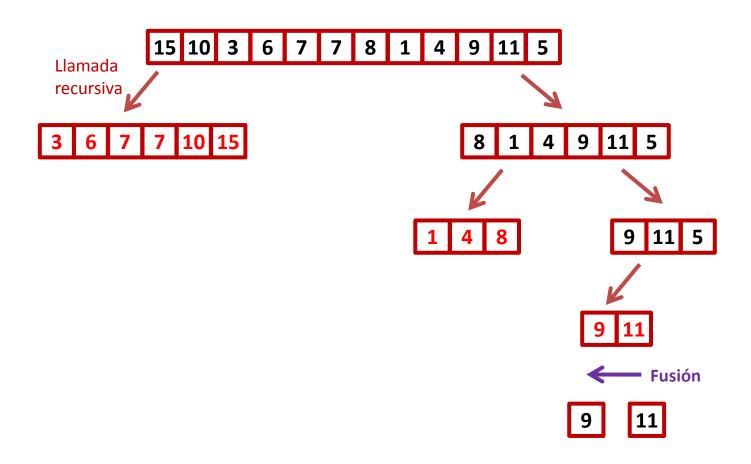


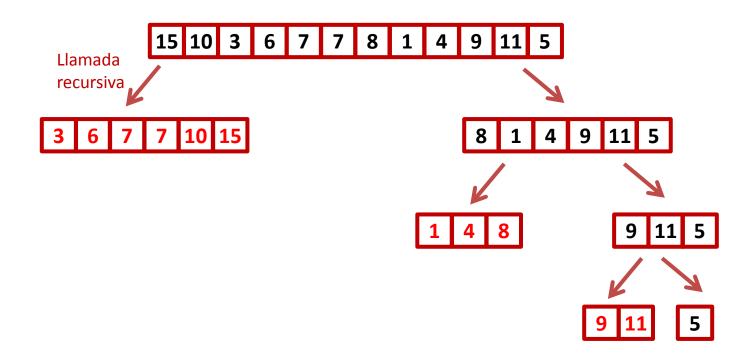


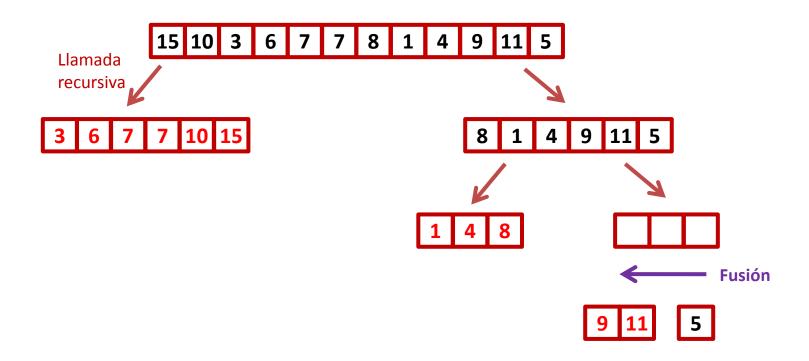


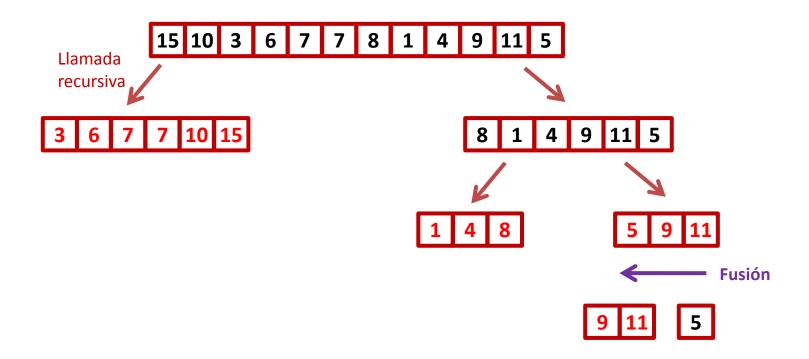


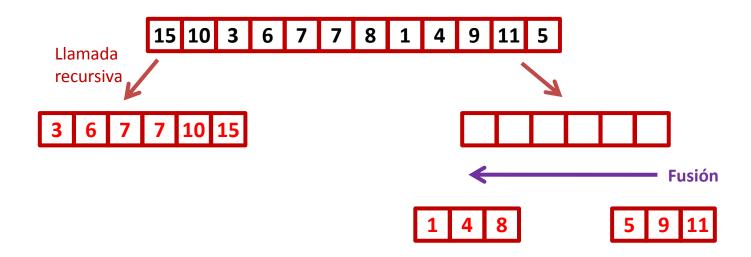


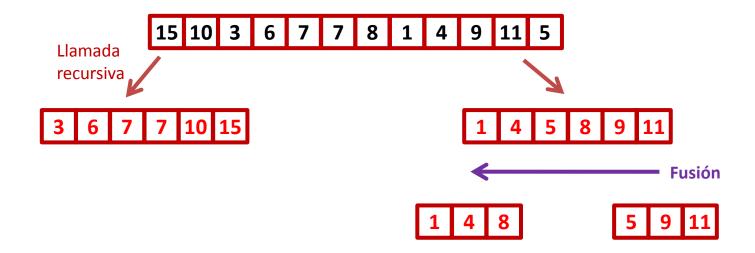


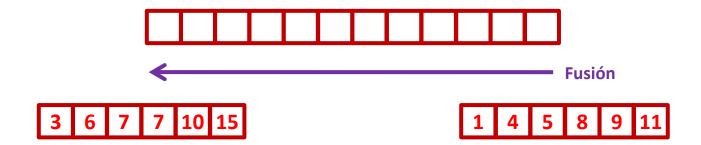


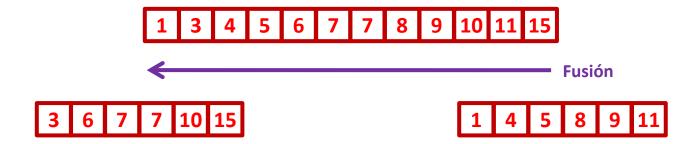








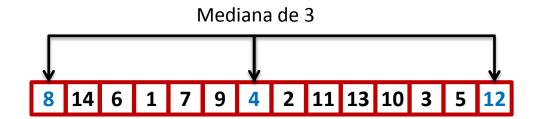


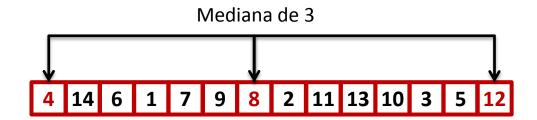


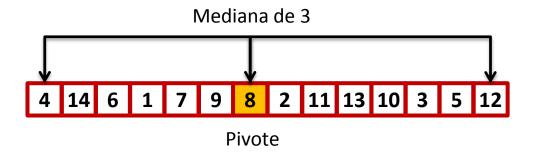
 Ejercicio 1: construir el árbol recursivo que genera el algoritmo de ordenación rápida (quicksort), con mediana de 3 en la selección del pivote y umbral=3, para el siguiente vector de datos.

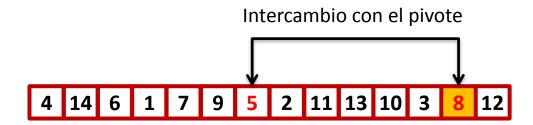


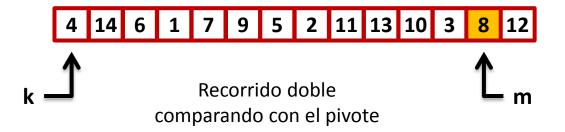




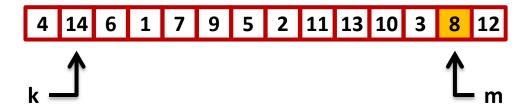






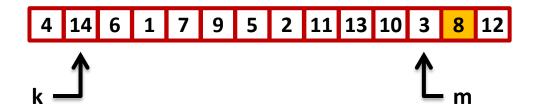


• Solución:

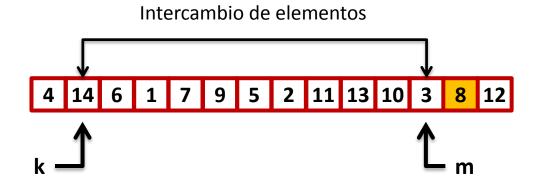


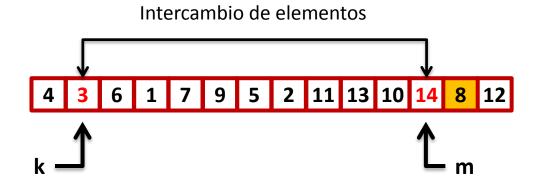
Cuando vector[k] >= pivote se detiene el recorrido

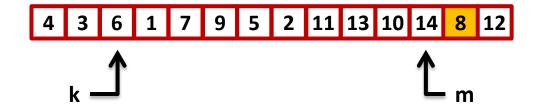
• Solución:

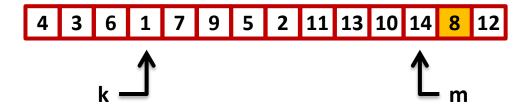


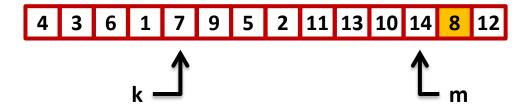
Cuando vector[m] <= pivote se detiene el recorrido



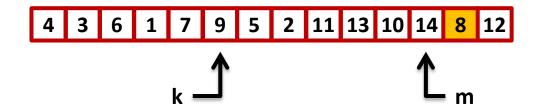




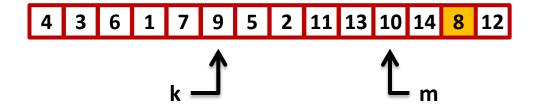


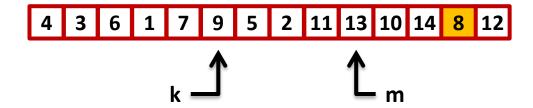


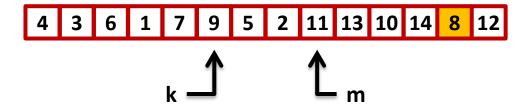
Solución:

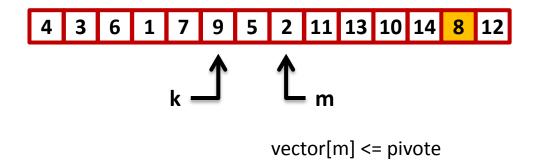


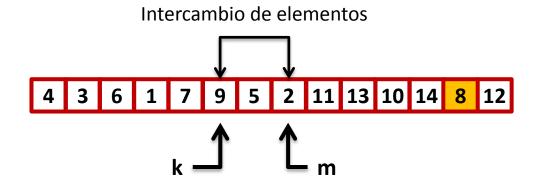
vector[k] >= pivote

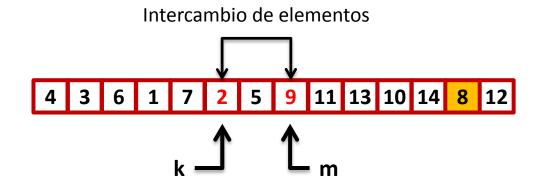


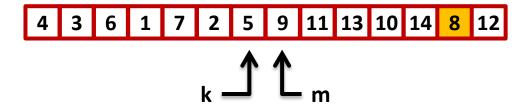


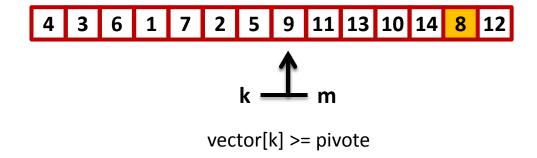


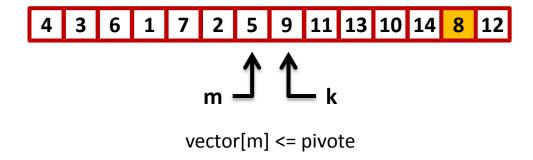


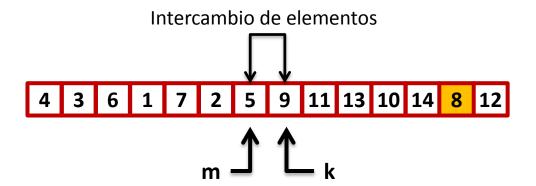


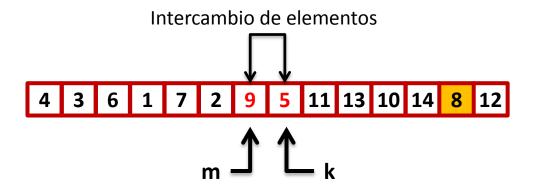




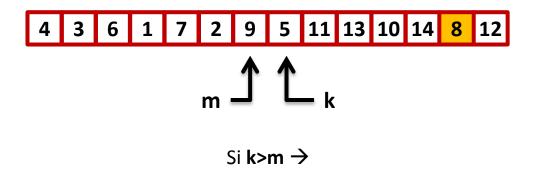




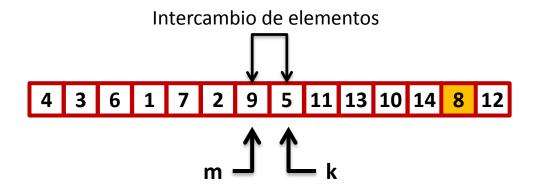


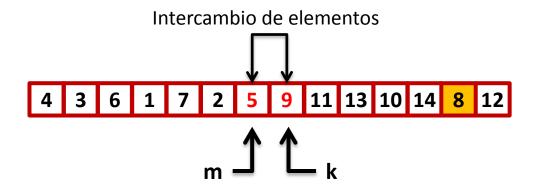


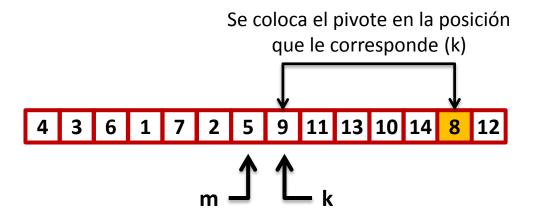
Solución:

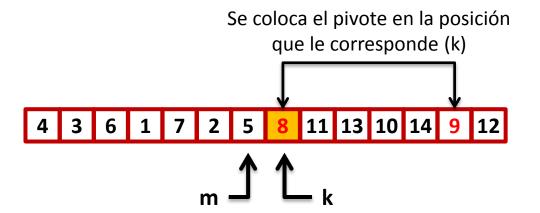


Finaliza el recorrido

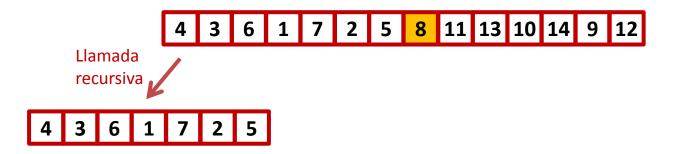


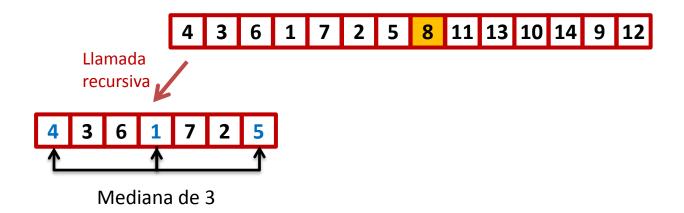


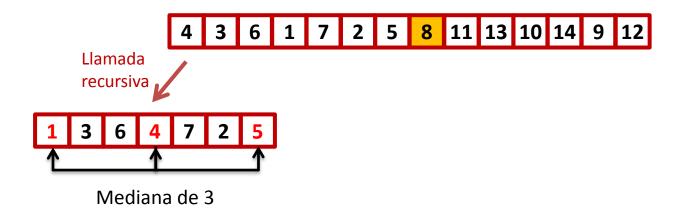


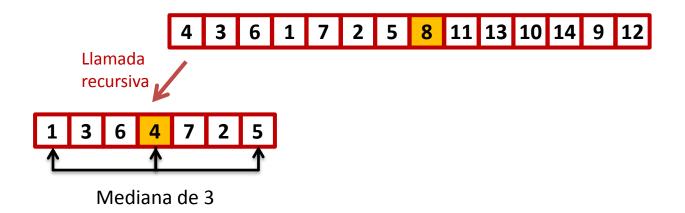


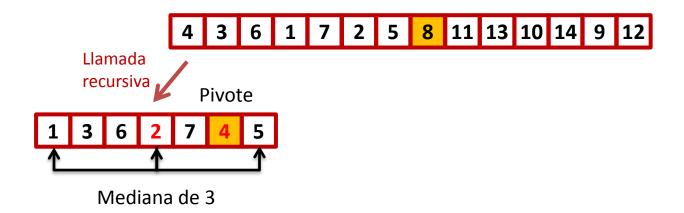


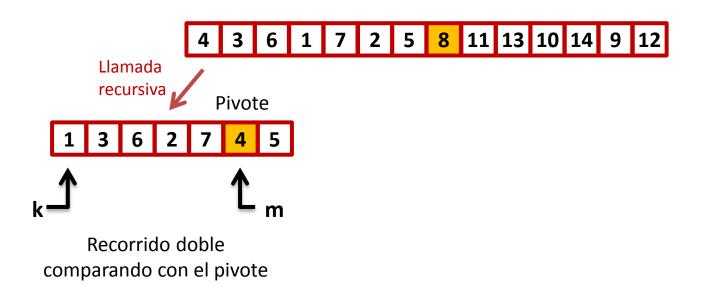


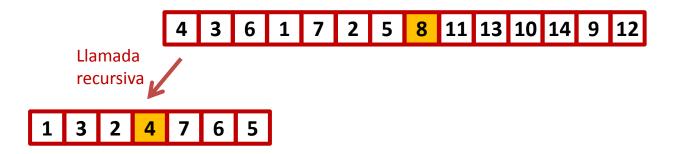


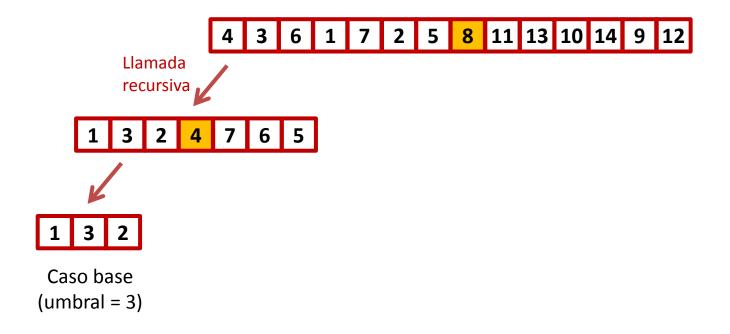


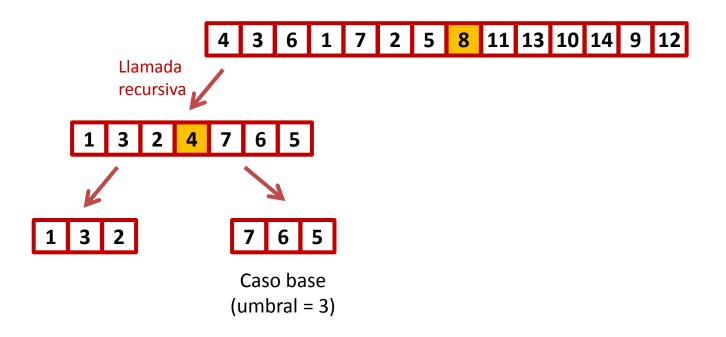


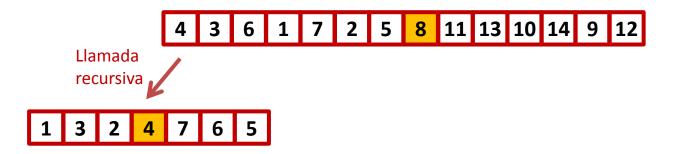


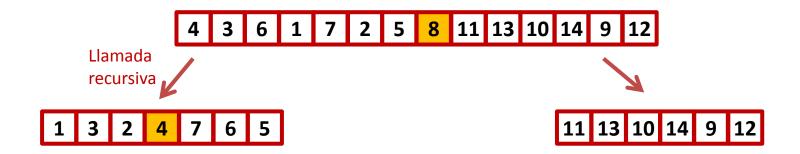


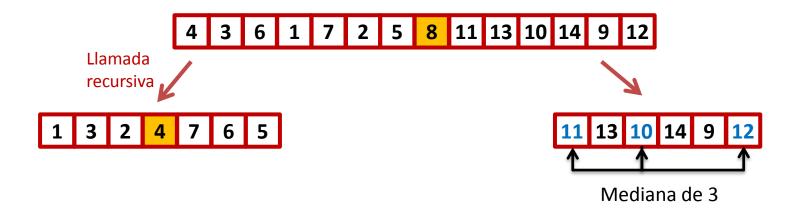


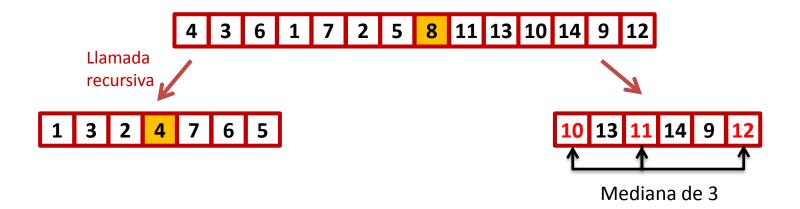


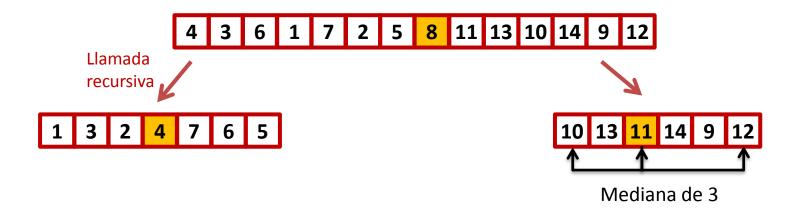


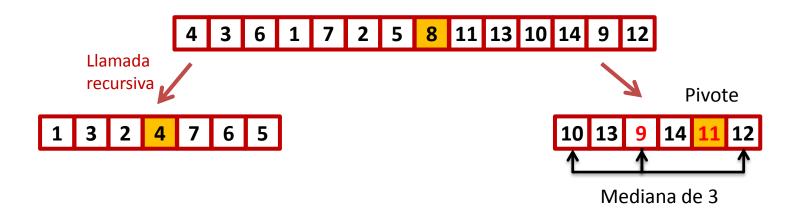


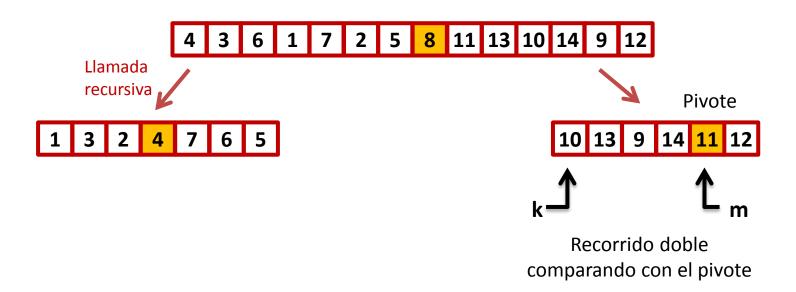


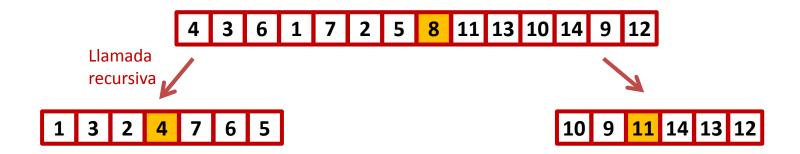


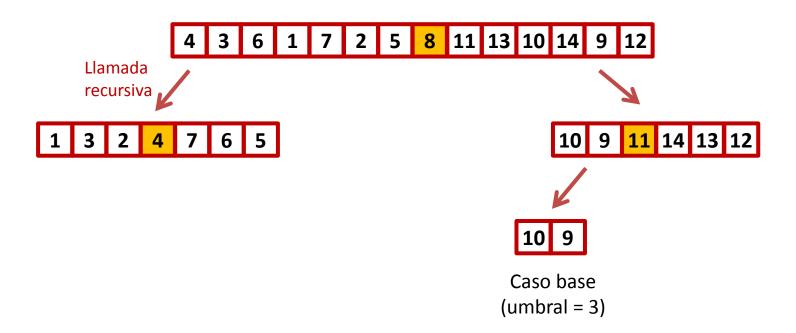


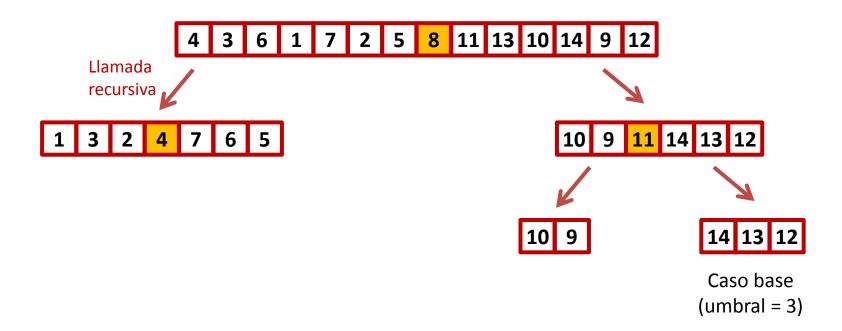


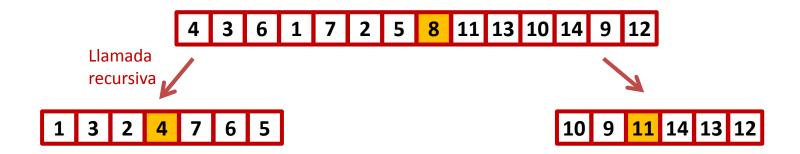


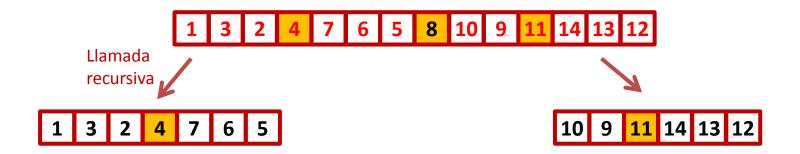












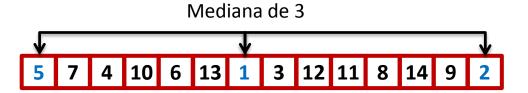




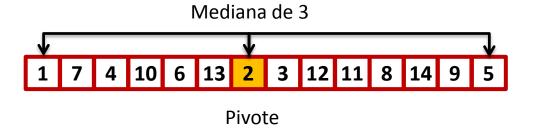
 Ejercicio 2: construir el árbol recursivo que genera el algoritmo de ordenación rápida (quicksort), con mediana de 3 en la selección del pivote y umbral=3, para el siguiente vector de datos.

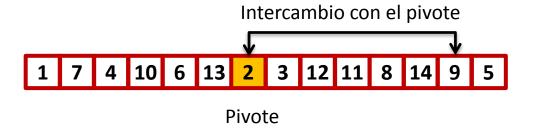


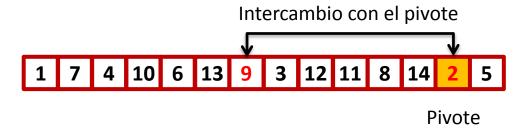


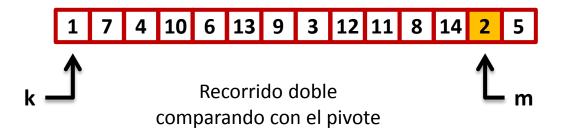










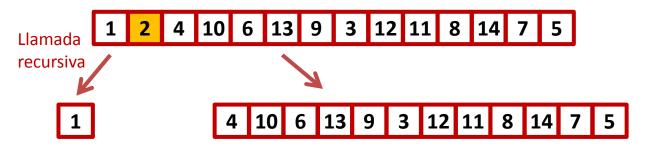


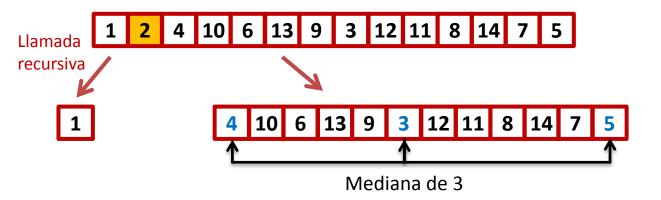


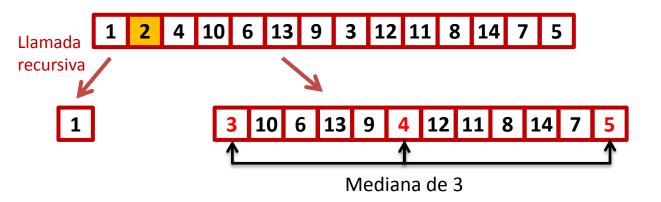
```
1 2 4 10 6 13 9 3 12 11 8 14 7 5

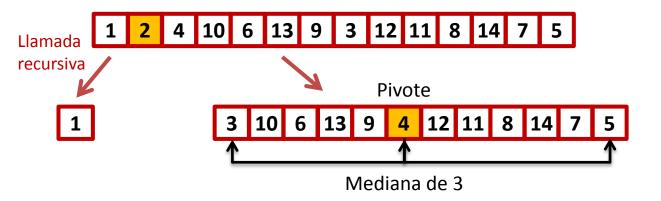
recursiva

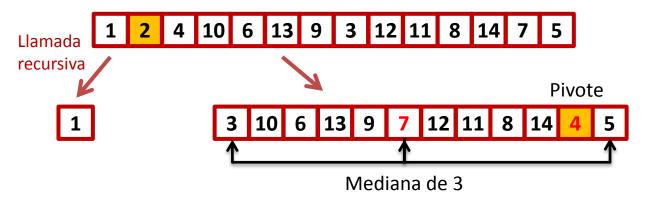
Caso base
(umbral = 3)
```

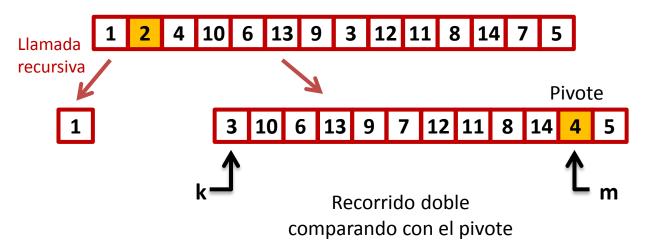


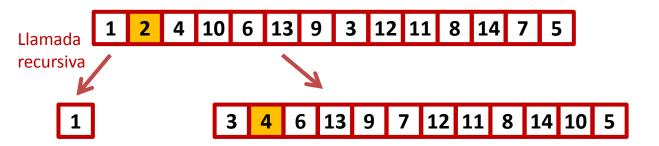


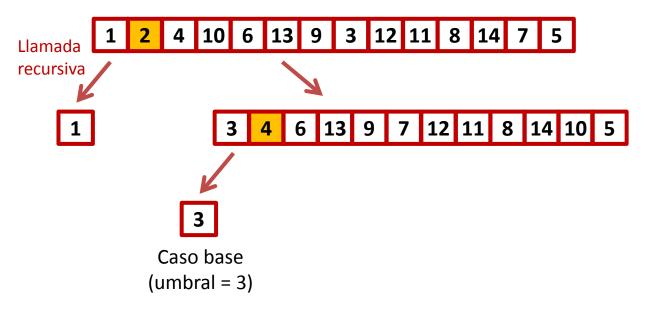


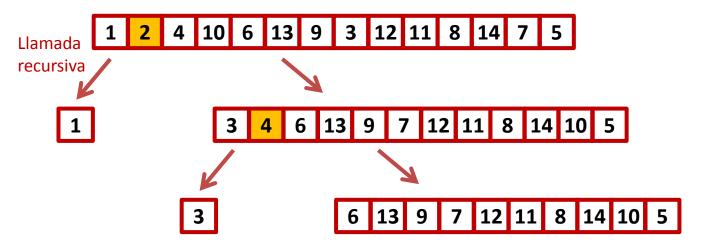


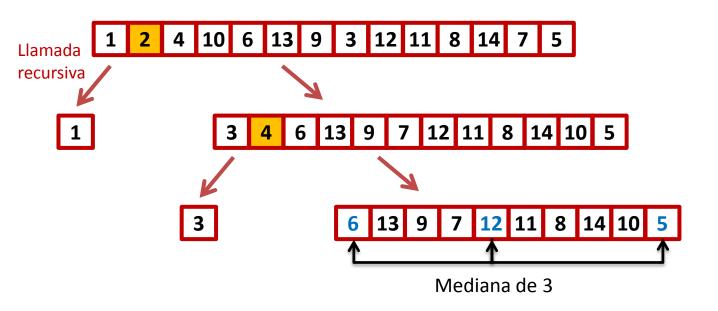


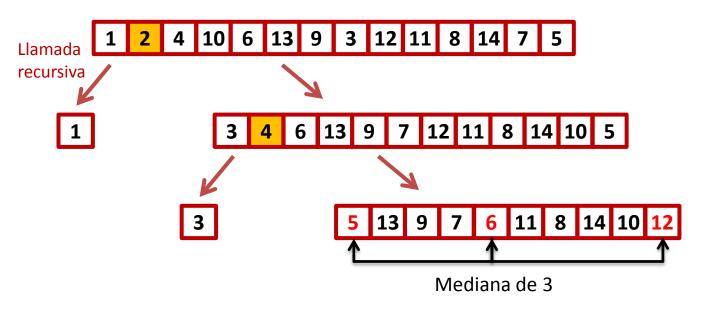


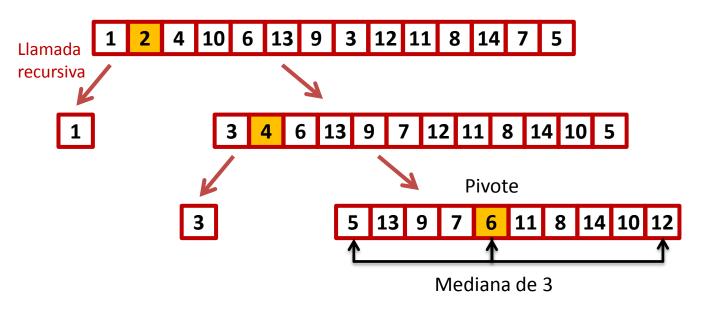


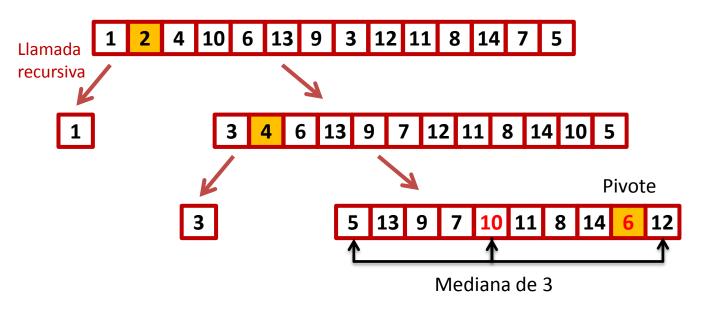


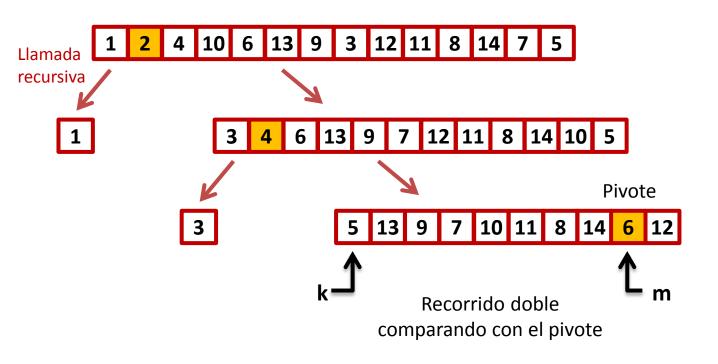


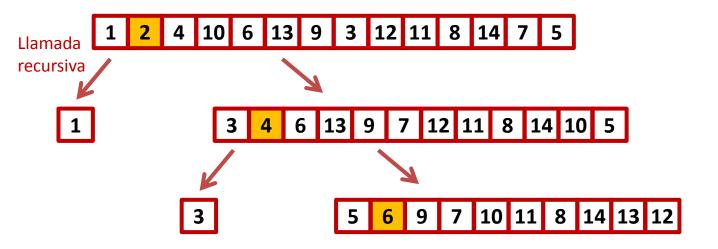


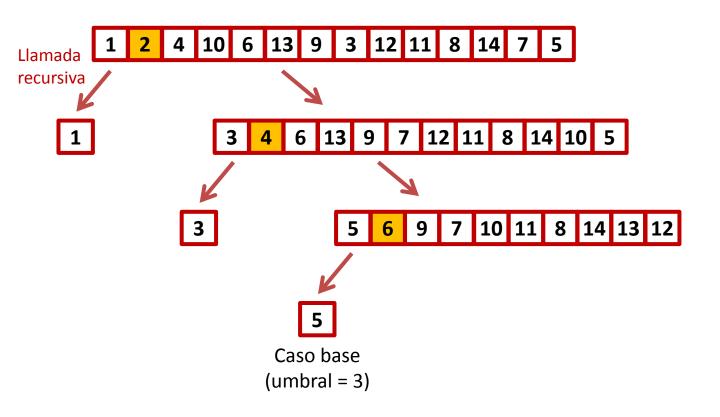


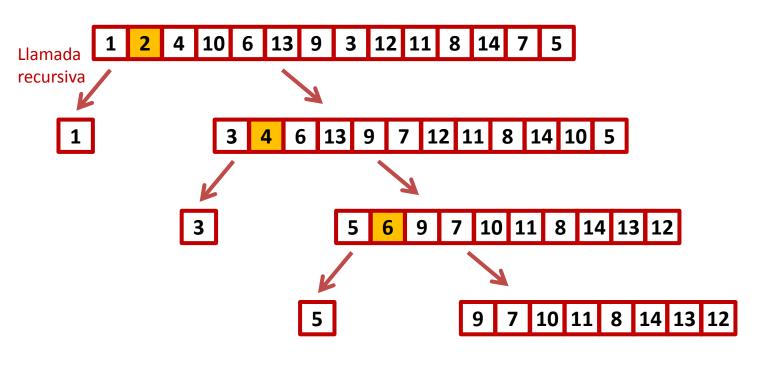


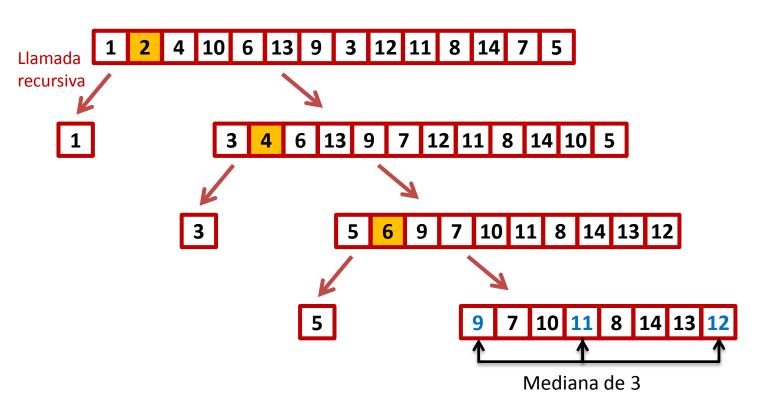


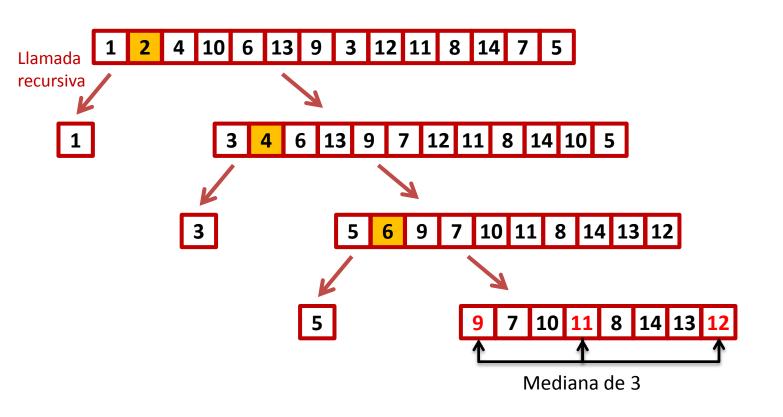


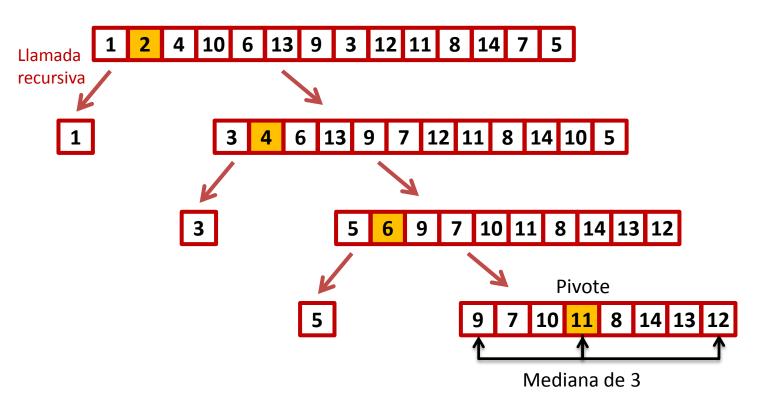


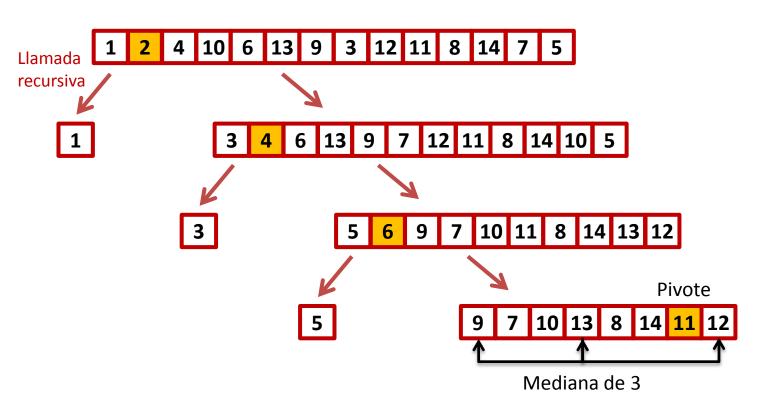


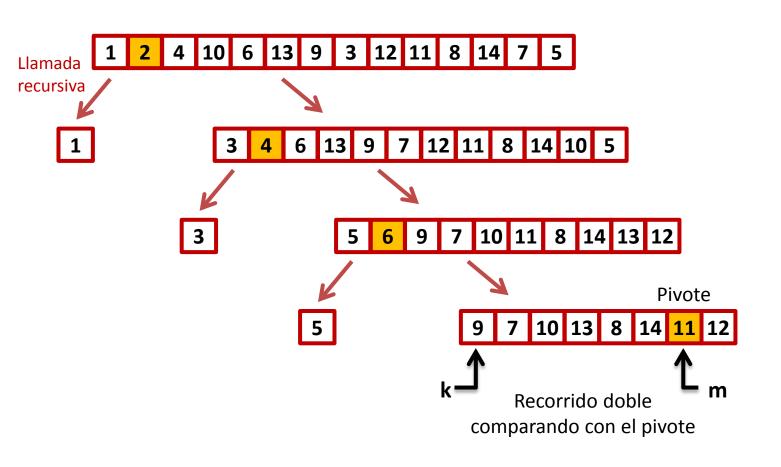


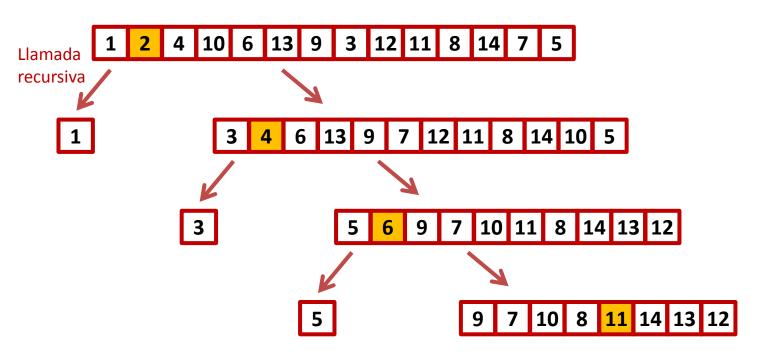


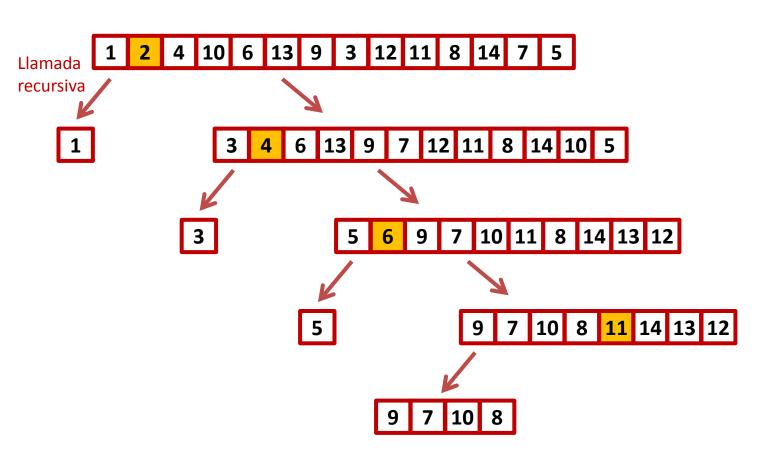


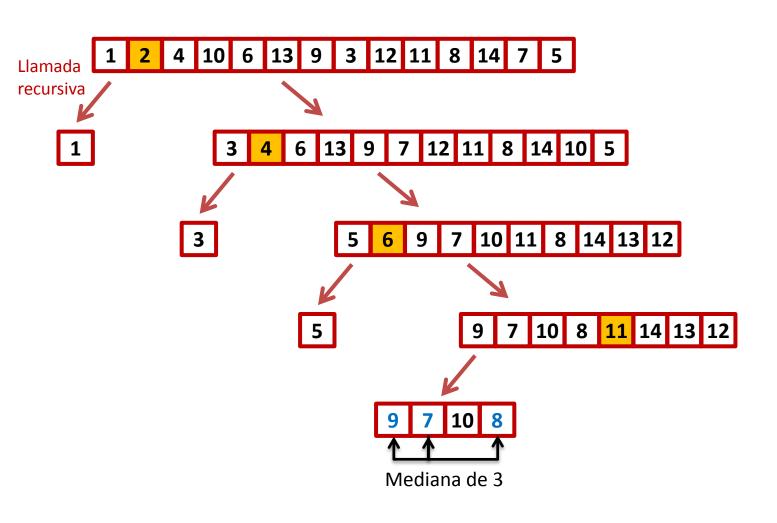


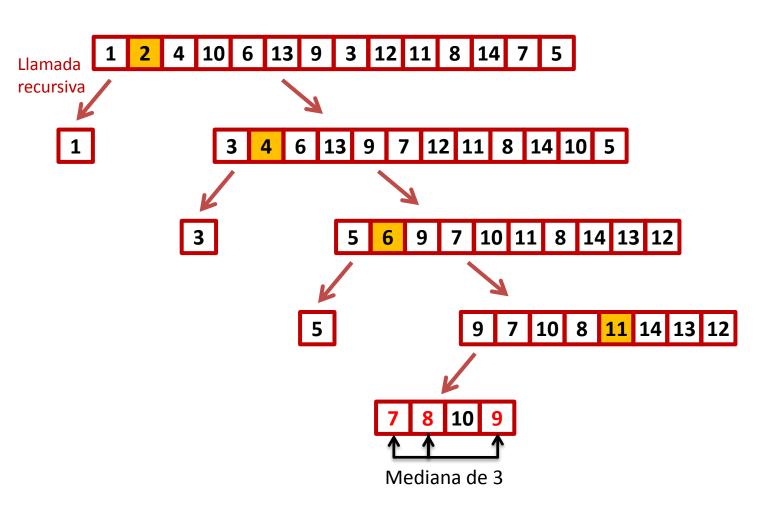


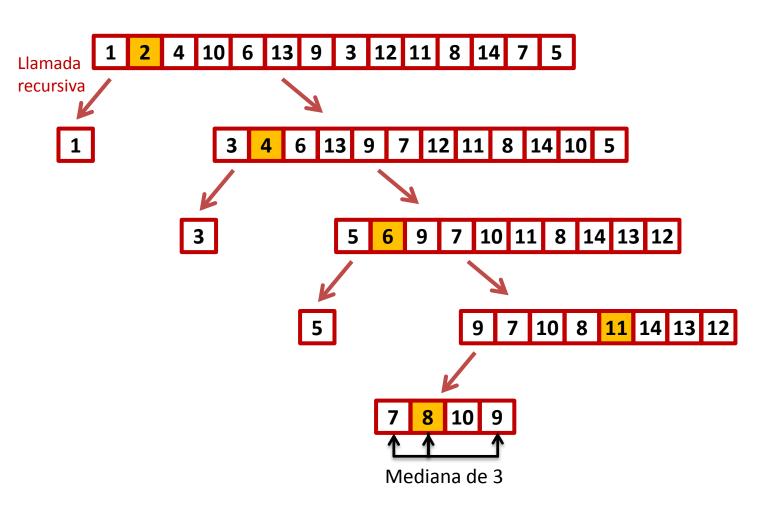


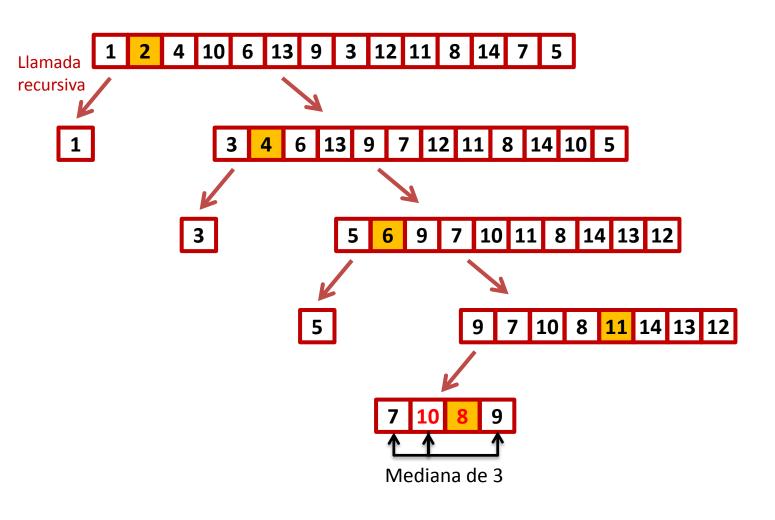


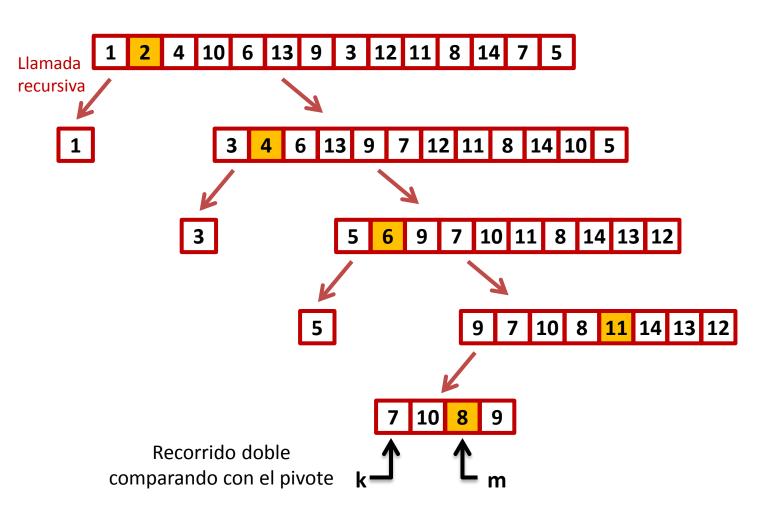


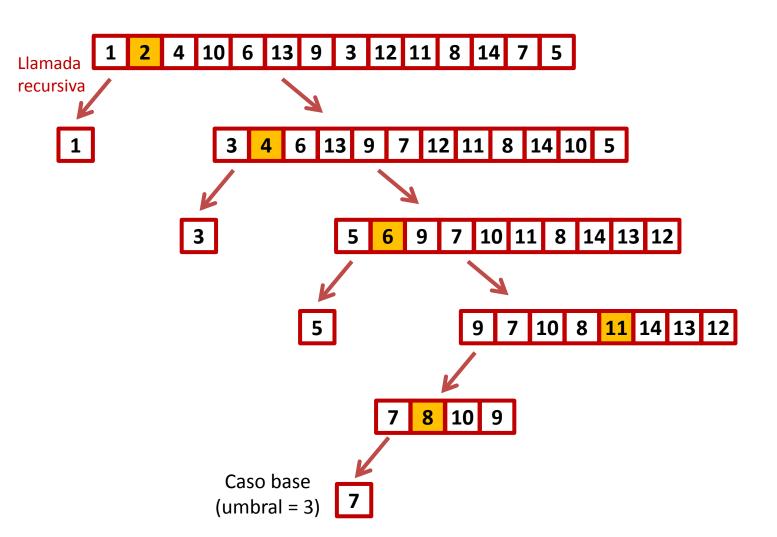


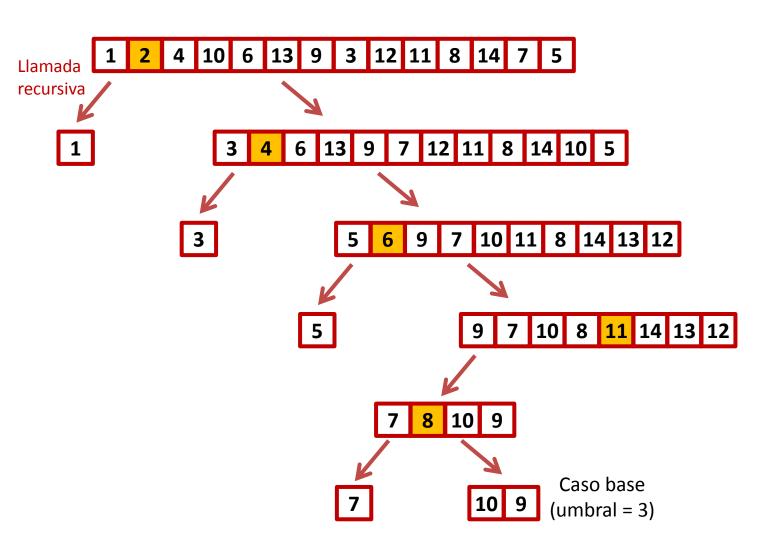


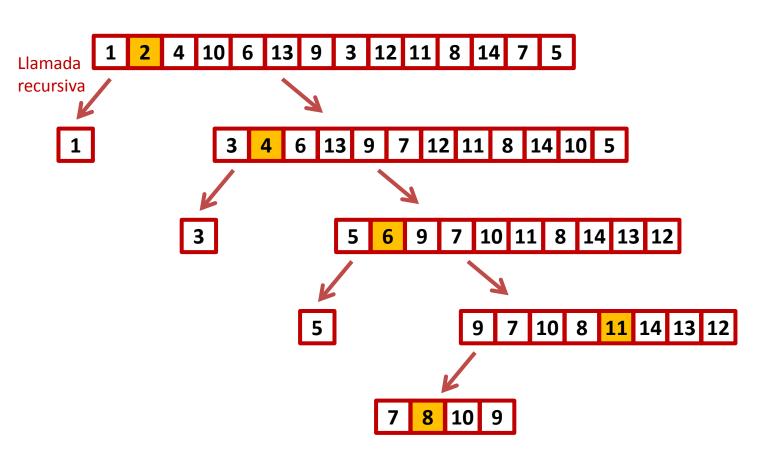


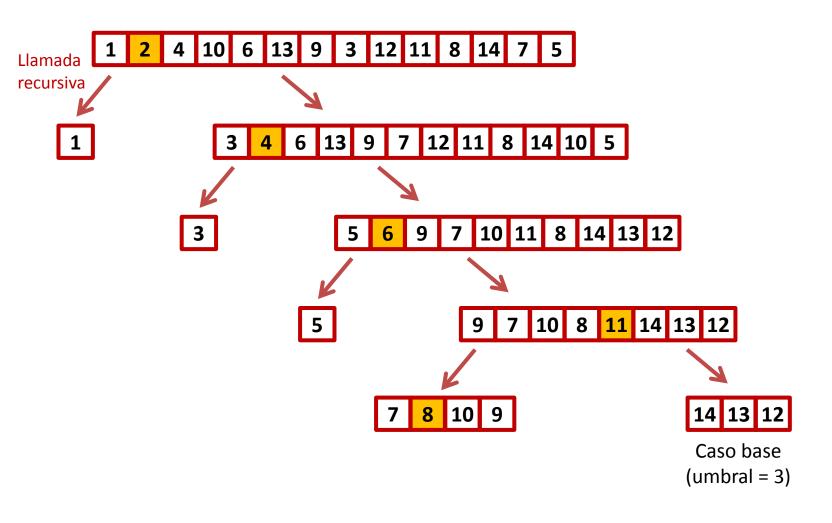


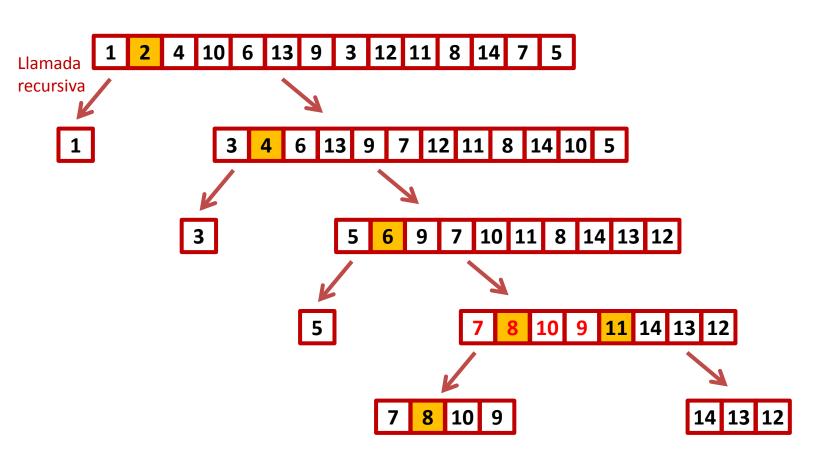


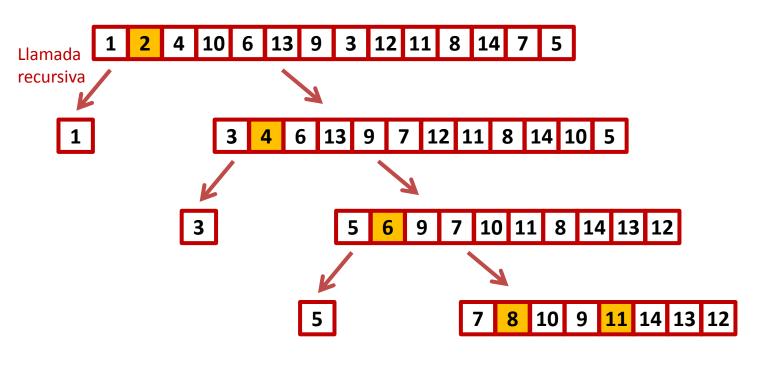


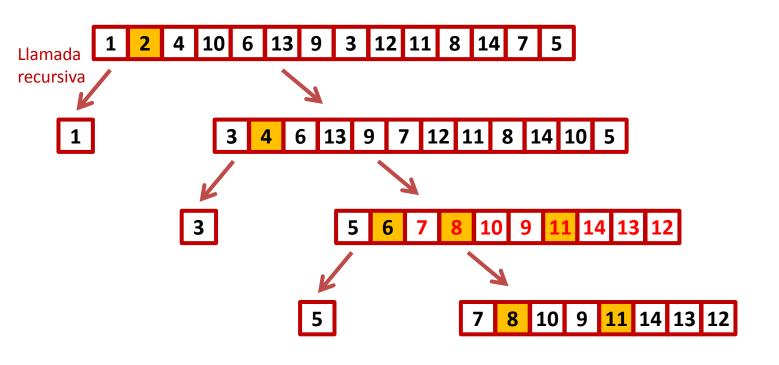


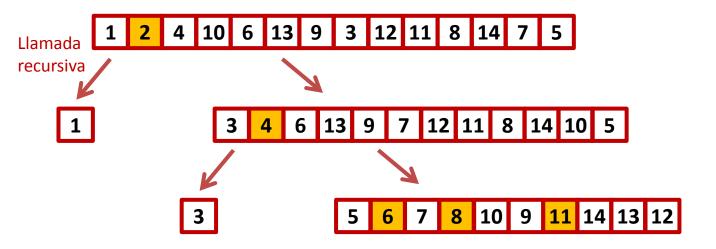


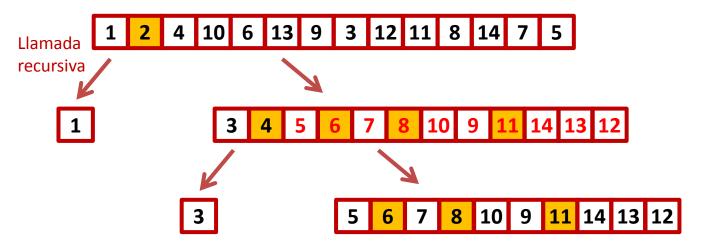


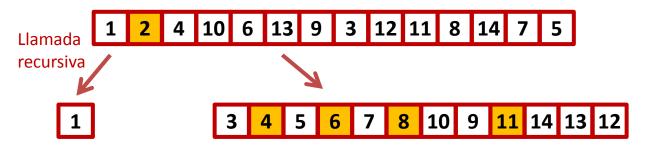


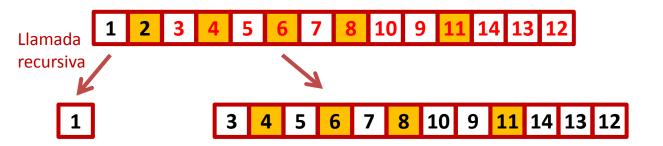












• Solución:



Ordenación por Inserción



# Animación sobre algoritmos de ordenación

#### http://www.sorting-algorithms.com

#### **Sorting Algorithm Animations**

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

 $Algorithm: \ \underline{Insertion} \cdot \underline{Selection} \cdot \underline{Bubble} \cdot \underline{Shell} \cdot \underline{Merge} \cdot \underline{Heap} \cdot \underline{Quick} \cdot \underline{Quick3}$ 

 $Initial\ Condition:\ \underline{Random}\cdot\underline{Nearly\ Sorted}\cdot\underline{Reversed}\cdot\underline{Few\ Unique}$ 

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