

Algoritmi di “Algoritmi e Strutture Dati”

InseritonSort

Codice

```
InseritonSort(A)
    n = A.lenght
    for j=2 to n
        key = A[j]
        i = j - 1
        while(i>0) and (A[i]>key)
            A[i+1] = A[i]
            i = i - 1
        A[i+1] = key
```

Costo

$\sim n^2$

MergeSort

Codice

```
MergeSort(A,p,r)
    if p < r
        q = (p+r)/2
        MergeSort(A,p,q)
        MergeSort(A,q+1,r)
        Merge(A,p,q,r)
```

```
Merge(A,p,q,r)
    n1 = q-p+1
    n2 = r-q
    crea L[1...n1+1]
    crea R[1...n2+1]
    for i=1 to n1
        L[i] = A[p+i-1]
    for j=1 to n2
        R[j] = A[q+j]
    L[n1+1] = R[n2+1] = infinity \\elemento sentinella
    i = j = 1
    for k=p to r
        if L[i] <= R[j]
            A[k] = L[i]
            i++
        else
            A[k] = R[j]
            j++
```

Costo

$\sim n \log n$

InsertionSort Ricorsivo

Codice

```
InsertionSort_Rec(A)
    if j>1
        InsertionSort_Rec(A,j-1)
        Insert(A,j)

Insert(A,j)
    if (j>1) and (A[j-1]>A[j])
        A[j-1]<=>A[j]
        Insert(A,j-1)
```

HeapSort

Codice

```
Parent(i)
    return i/2

Left(i)
    return i*2

Right(i)
    return i*2+1

MaxHeapify(A,i)
    l = Left(i)
    r = Right(i)
    if (l<=A.size) and (A[l]>A[i])
        max = l
    else
        max = i
    if (r<=A.size) and (A[r]>A[max])
        max = r
    if max != i
        A[i]<=>A[max]
        MaxHeapify(A,max)

BuildMaxHeap(A)
    A.size = A.lenght
    for i=(A.size)/2 to 1
        MaxHeapify(A,i)

HeapSort(A)
    BuildMaxHeap(A)
    for i = A.length to 2
        A[1]<=>A[i]
        A.size = A.size-1
        MaxHeapify(A,1)

Max(A)
    return A[1]
```

ExtractMax(A)

max = A[1]

A[1] = A[size]

A.size = A.size-1

MaxHeapify(A,1)

MaxHeapifyUp(A,i)

if (i>1) and (A[i]>A[parent(i)])

A[i]<=>A[parent(i)]

MaxHeapifyUp(A,parent(i))

Costo

MaxHeapify = $O(\log n)$

BuildMaxHeap = $O(n \log n)$

HeapSort = $O(n \log n)$

Max = $O(1)$

ExtractMax = $O(\log n)$