

# Divisão e Conquista

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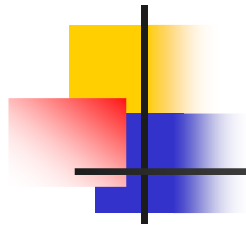
- Método usado para projeto de algoritmos:
  - **Divisão:** Se o tamanho da entrada é muito grande para aplicação de uma solução simples, dividir o problema em dois ou mais subproblemas disjuntos
  - **Conquista:** Usar o método recursivamente para resolver os subproblemas
  - **Combinação:** Obter as soluções dos subproblemas e combiná-las para compor uma solução para o problema original



# MergeSort

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- **Divisão:** Se  $S$  tem  $n \geq 2$  elementos, dividir seus elementos em duas subsequências  $S_1$  e  $S_2$  com respectivamente  $\lceil n/2 \rceil$  e  $\lfloor n/2 \rfloor$  *elementos*
- **Conquista:** Ordenar as subsequências  $S_1$  e  $S_2$  usando *MergeSort*
- **Combinação:** Intercale os elementos de  $S_1$  e  $S_2$  de forma a obter uma sequência ordenada



# Merge Sort: Algoritmo

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- Analogia com o jogo de cartas
  - Temos duas pilhas ordenadas com as cartas de menor valor em cima
  - Desejamos juntar as duas pilhas (fazendo a intercalação) em uma única pilha de saída ordenada
    - 1) Escolher a menor das duas cartas nas pilhas
    - 2) Removê-la de sua pilha
    - 3) Colocá-la sobre a pilha de saída
    - 4) Repetir os passos 1,2,3 até uma das duas pilhas de entrada esvaziarem



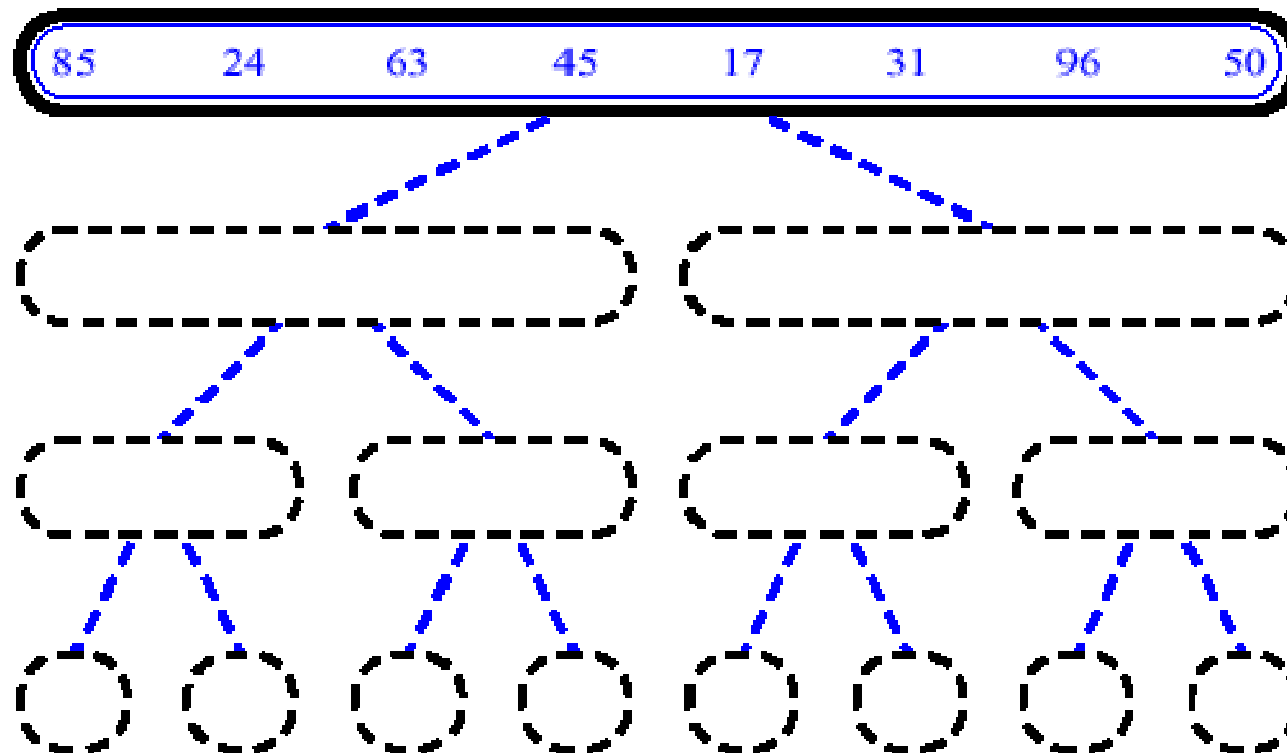
# Merge Sort: Algoritmo

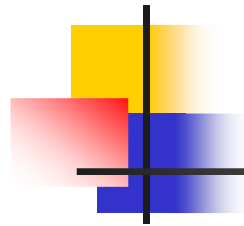
```
Merge-Sort (A, p, r)
  if p < r then
    q ← ⌊(p+r)/2⌋
    Merge-Sort (A, p, q)
    Merge-Sort (A, q+1, r)
    Merge (A, p, q, r)
```

A é o arranjo  
p, q e r são índices de  
numeração dos elementos  
do arranjo  $p \leq q < r$

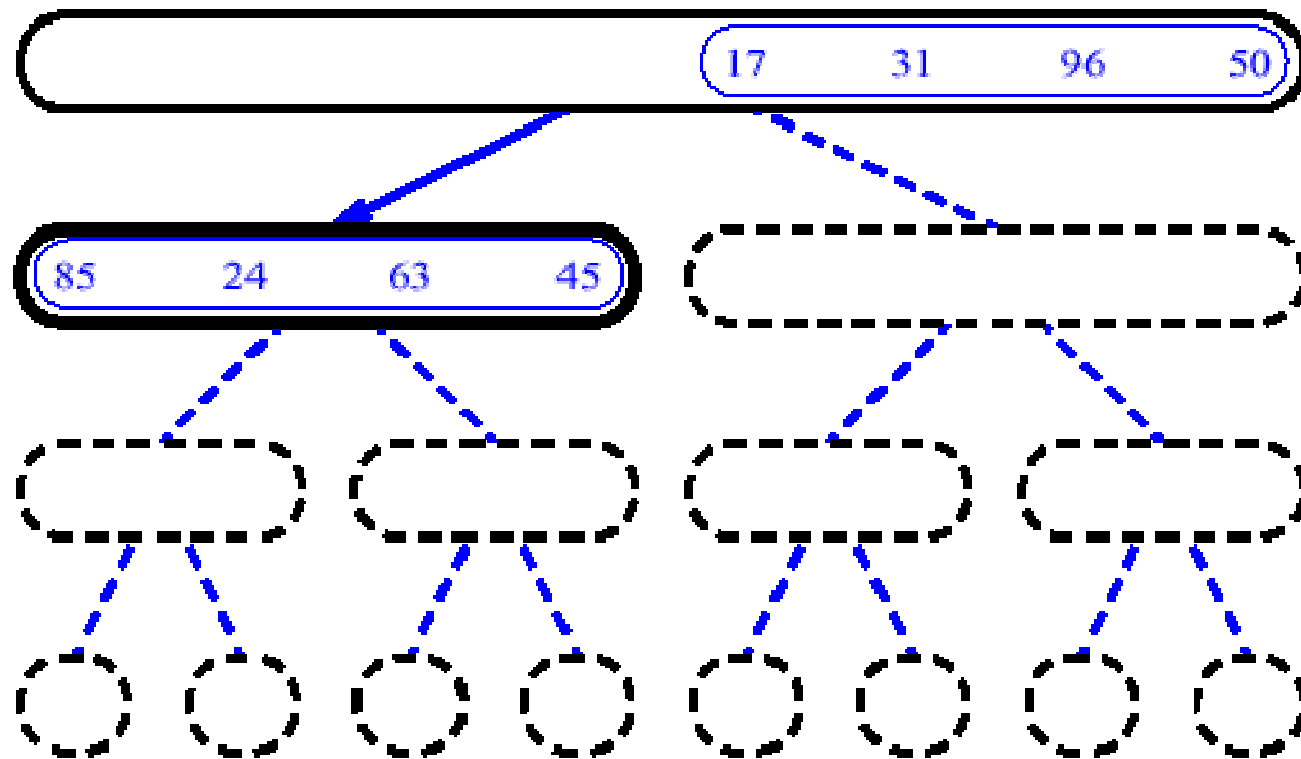
Se  $p \geq r$ , o subarranjo tem no máximo um elemento e,  
portanto, já está ordenado

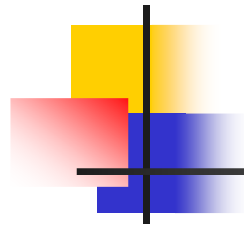
```
Merge (A, p, q, r)
  Retire o menor entre o menor dos elementos de
  A[p...q] e A[q+1...r] e acrescente ao resultado. Repita
  até que as duas sub-sequências estejam vazias
```



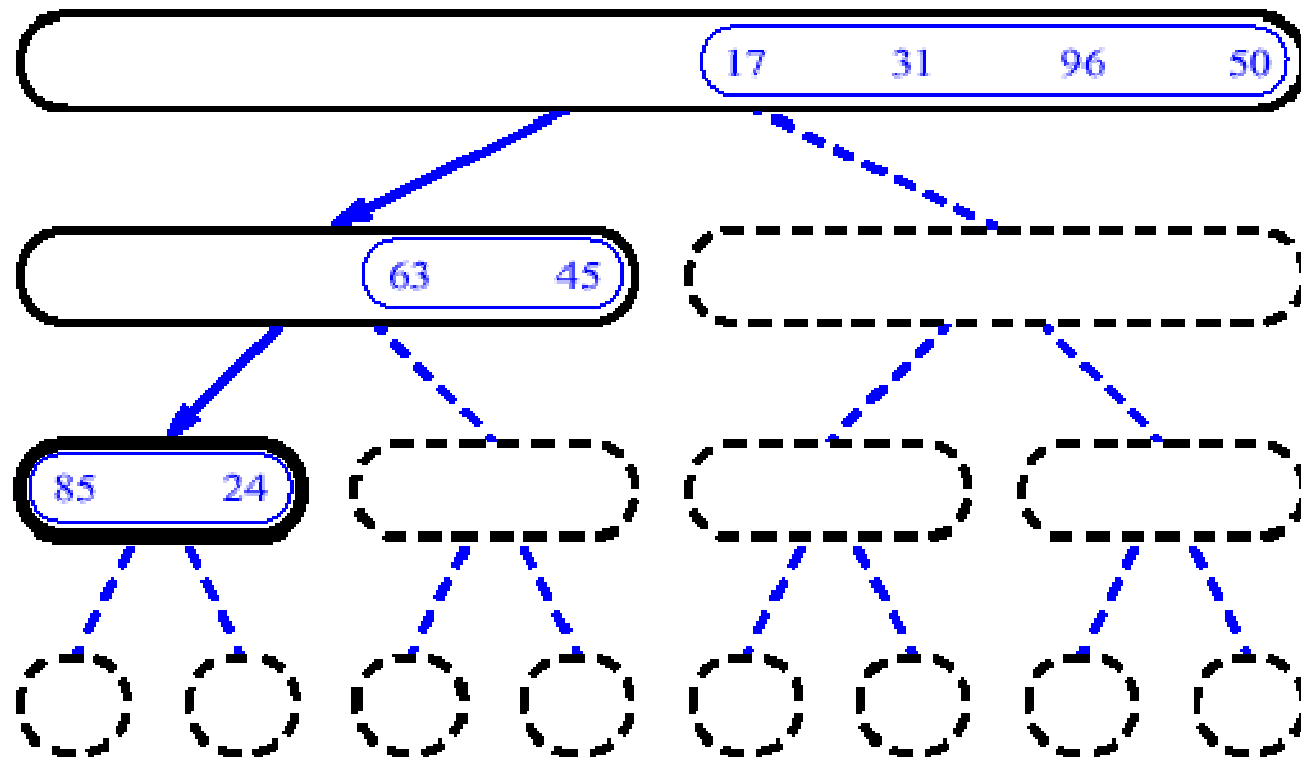


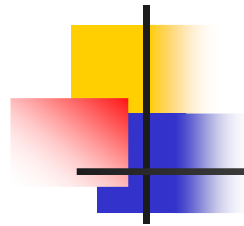
## MergeSort (Exemplo) - 2



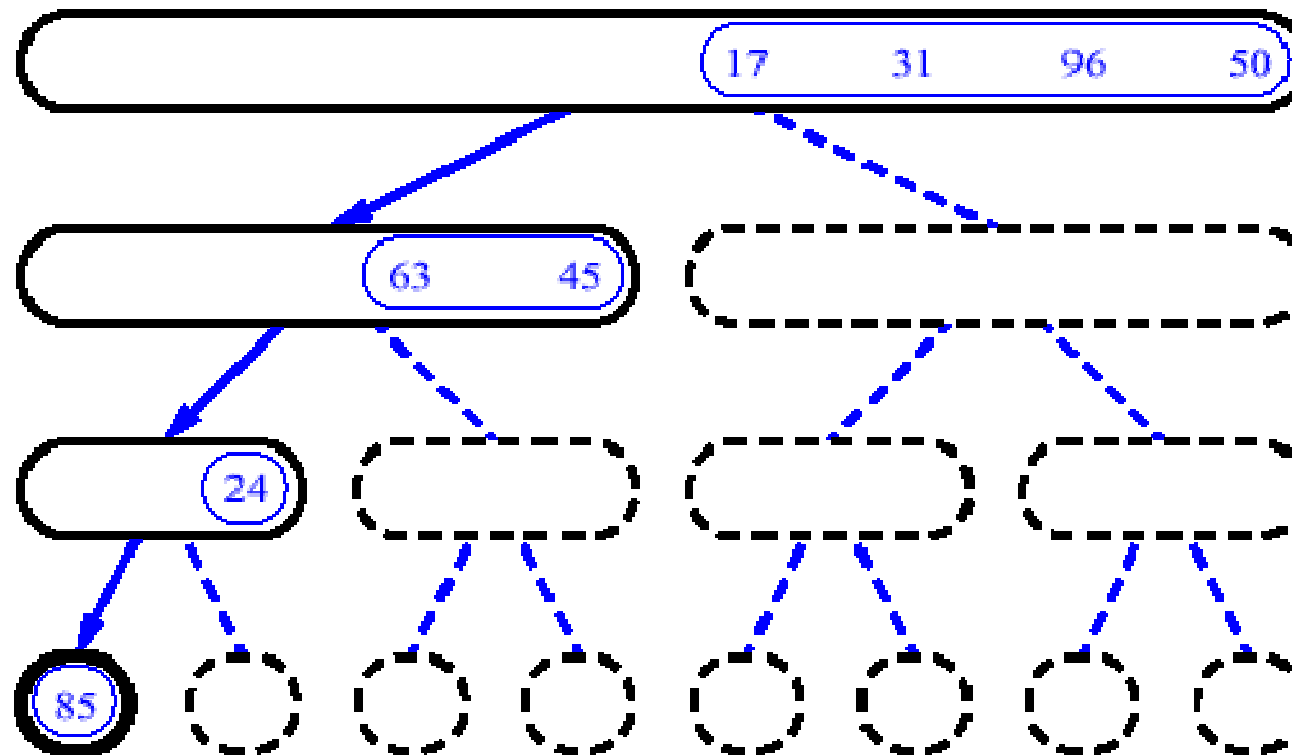


## MergeSort (Exemplo) - 3

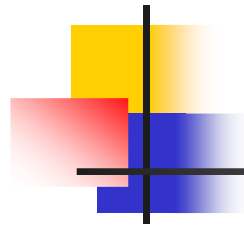




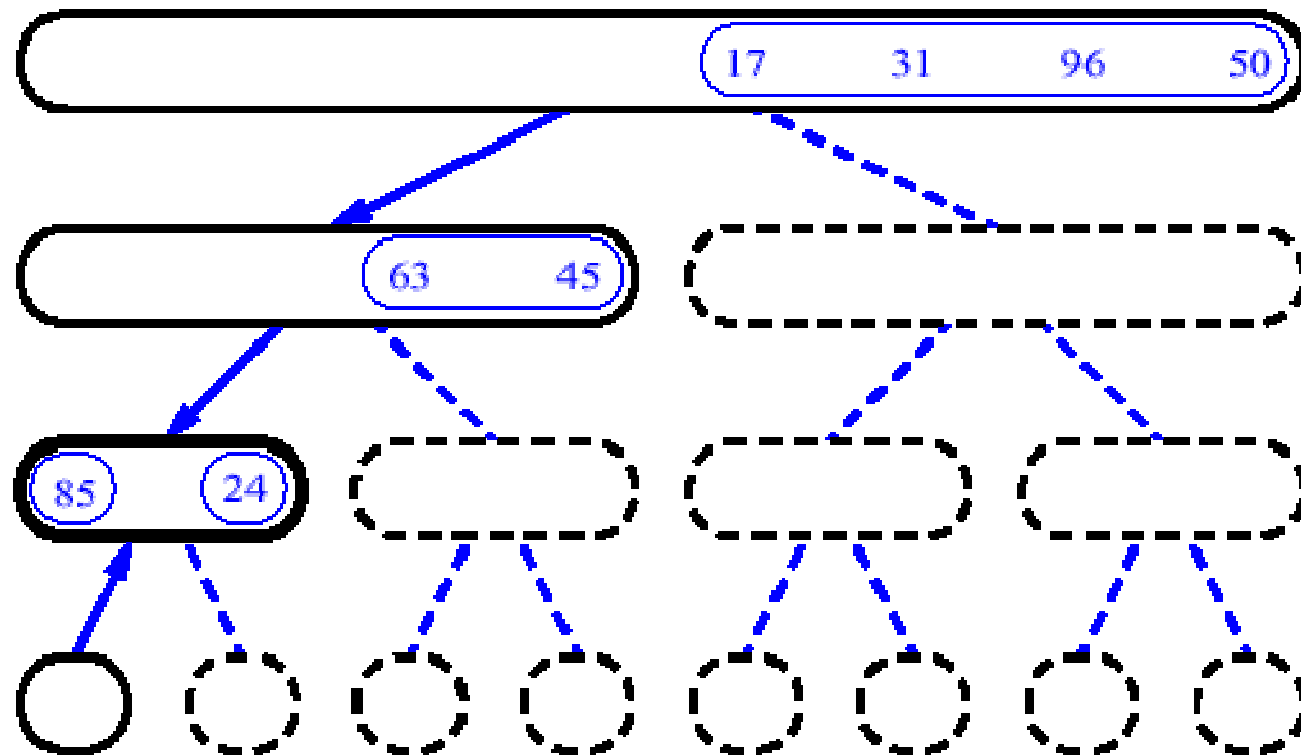
## MergeSort (Exemplo) - 4

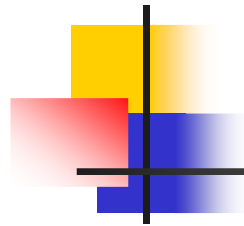




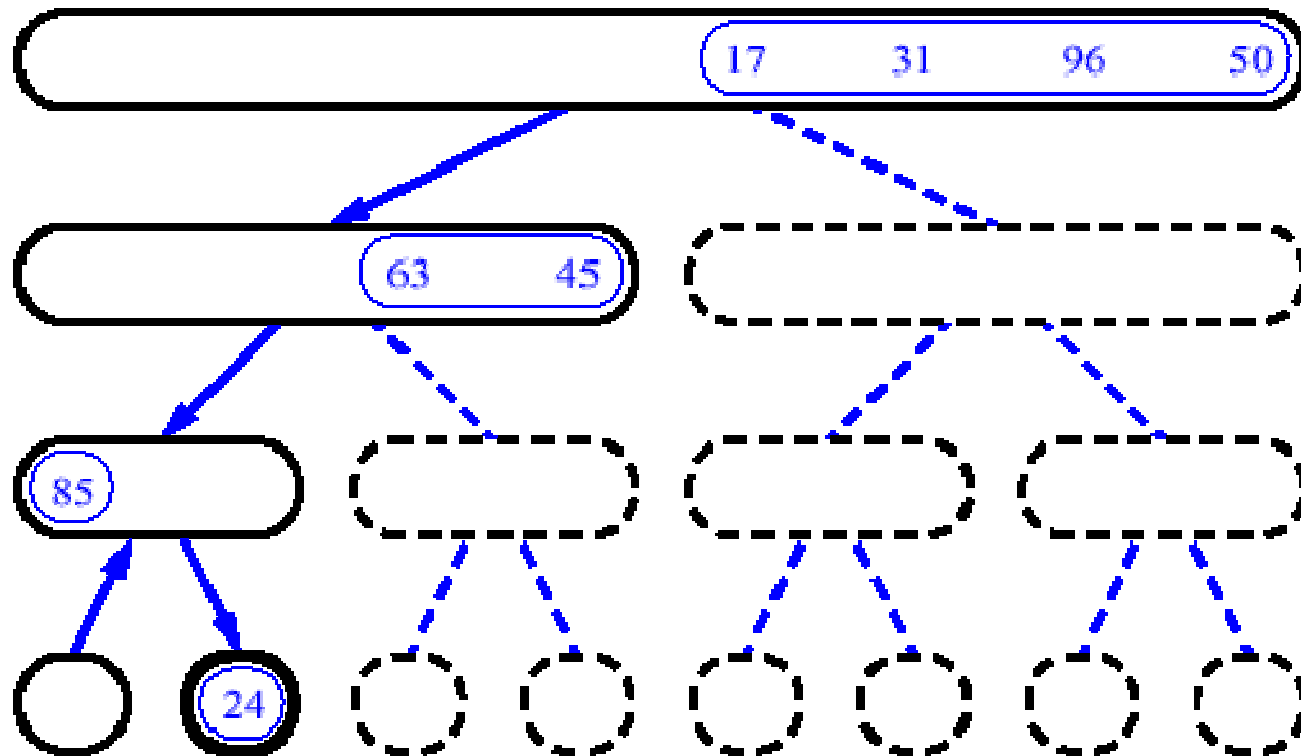


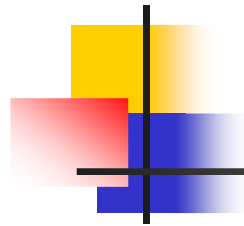
## MergeSort (Exemplo) - 5



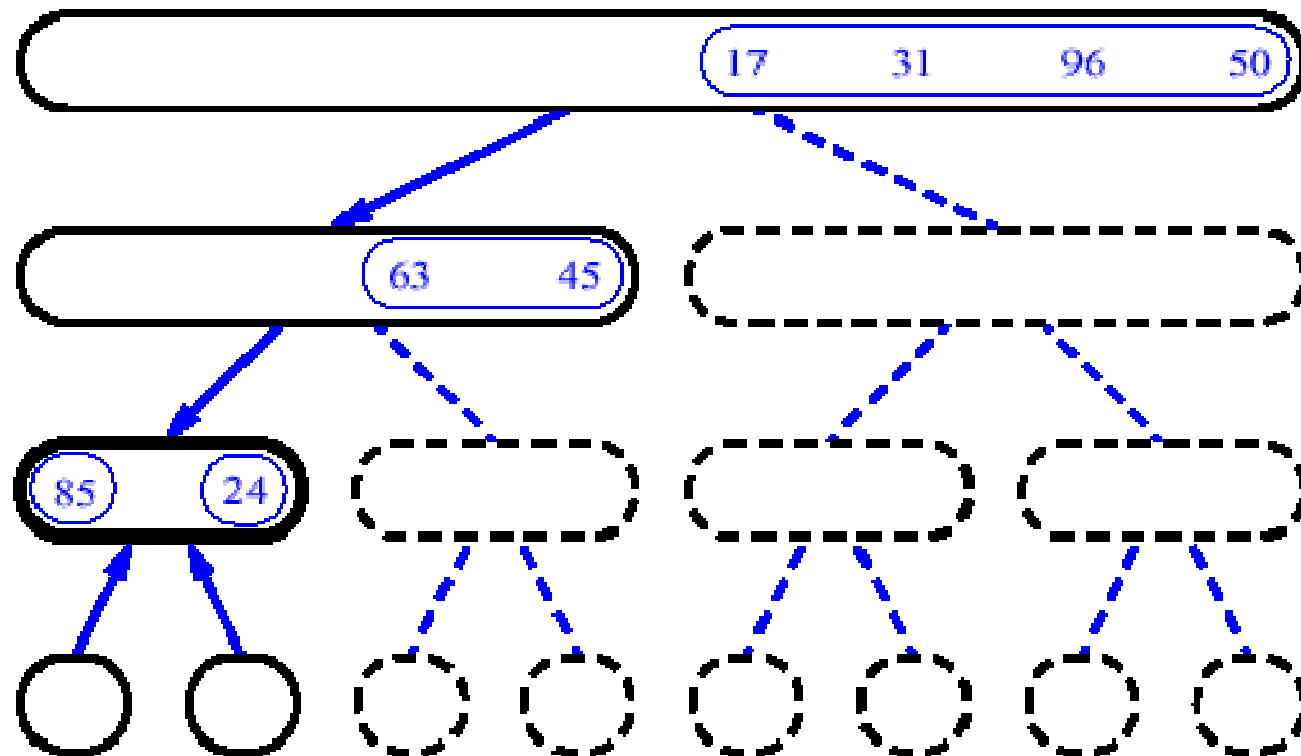


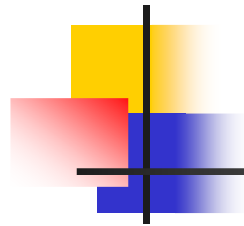
## MergeSort (Exemplo) - 6



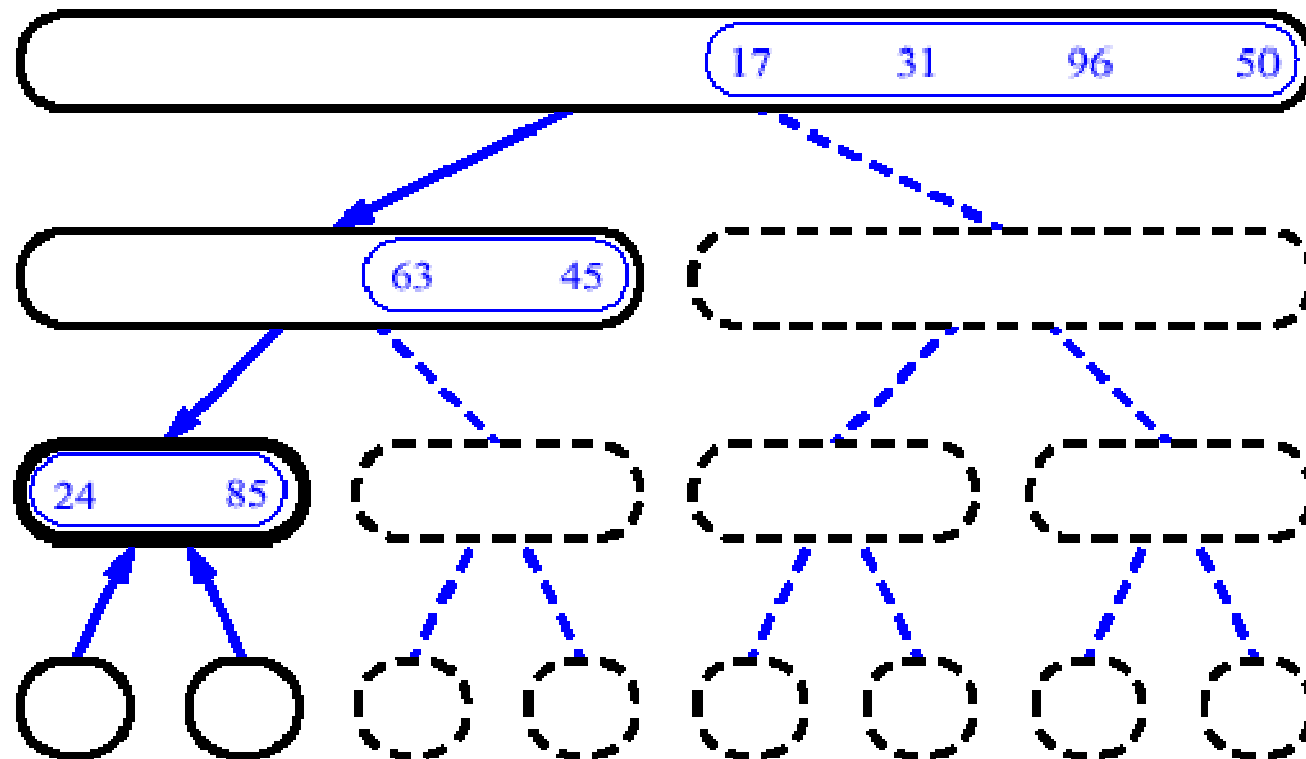


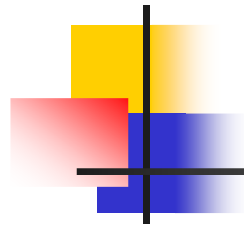
# MergeSort (Exemplo) - 7



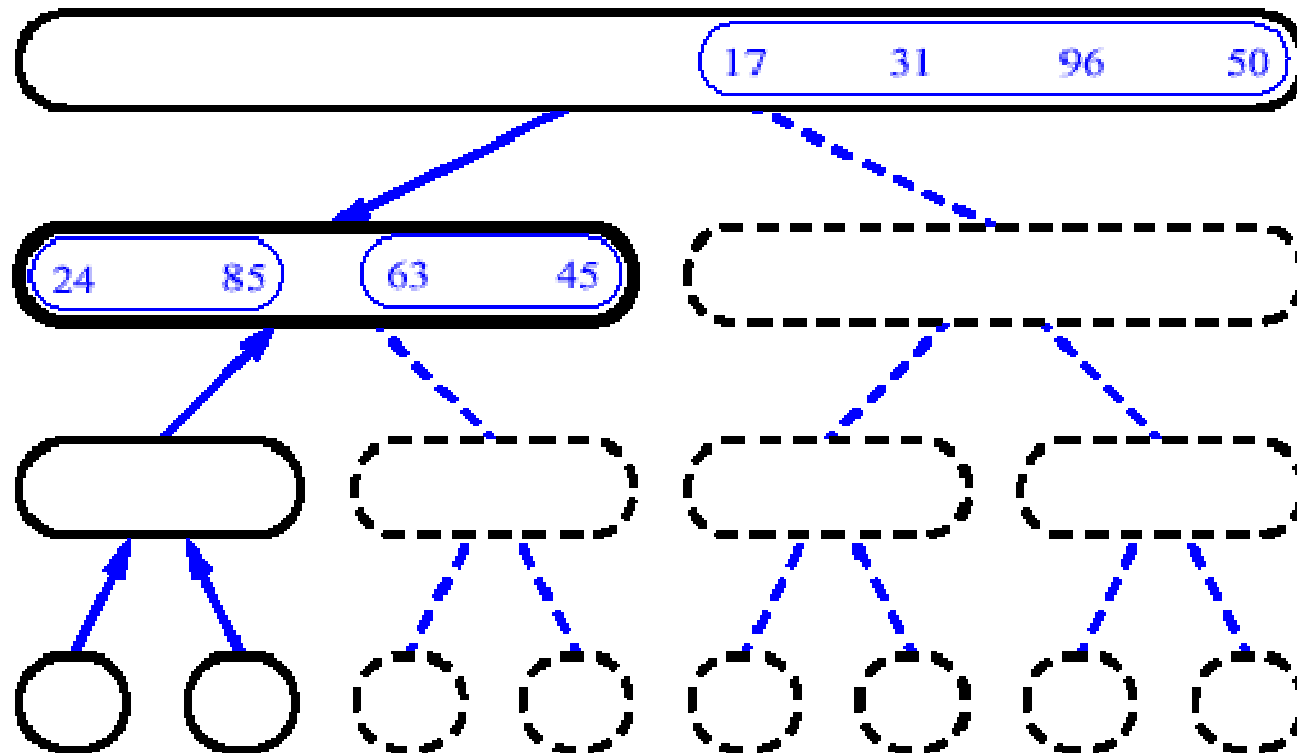


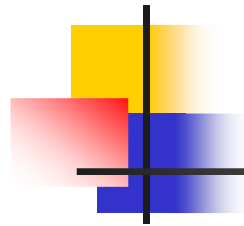
## MergeSort (Exemplo) - 8



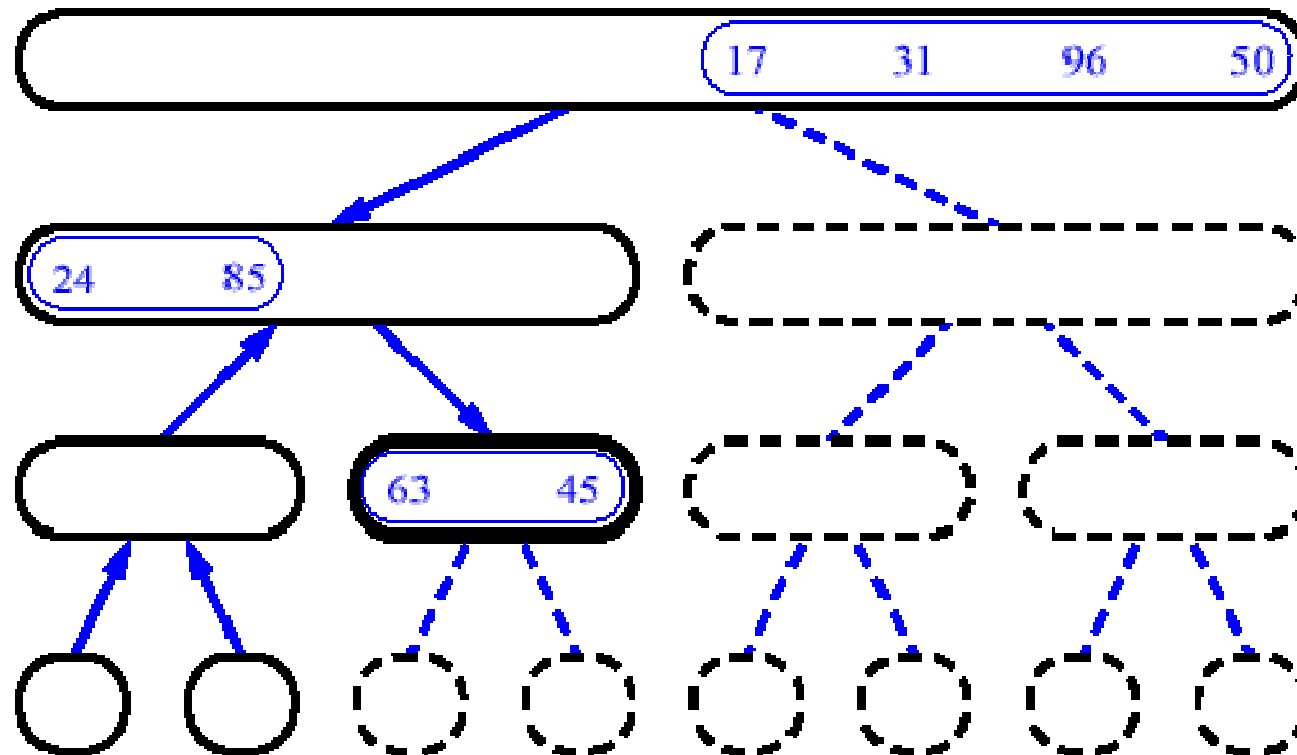


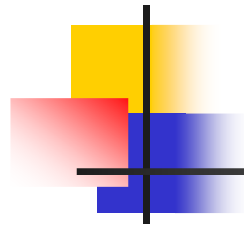
## MergeSort (Exemplo) - 9



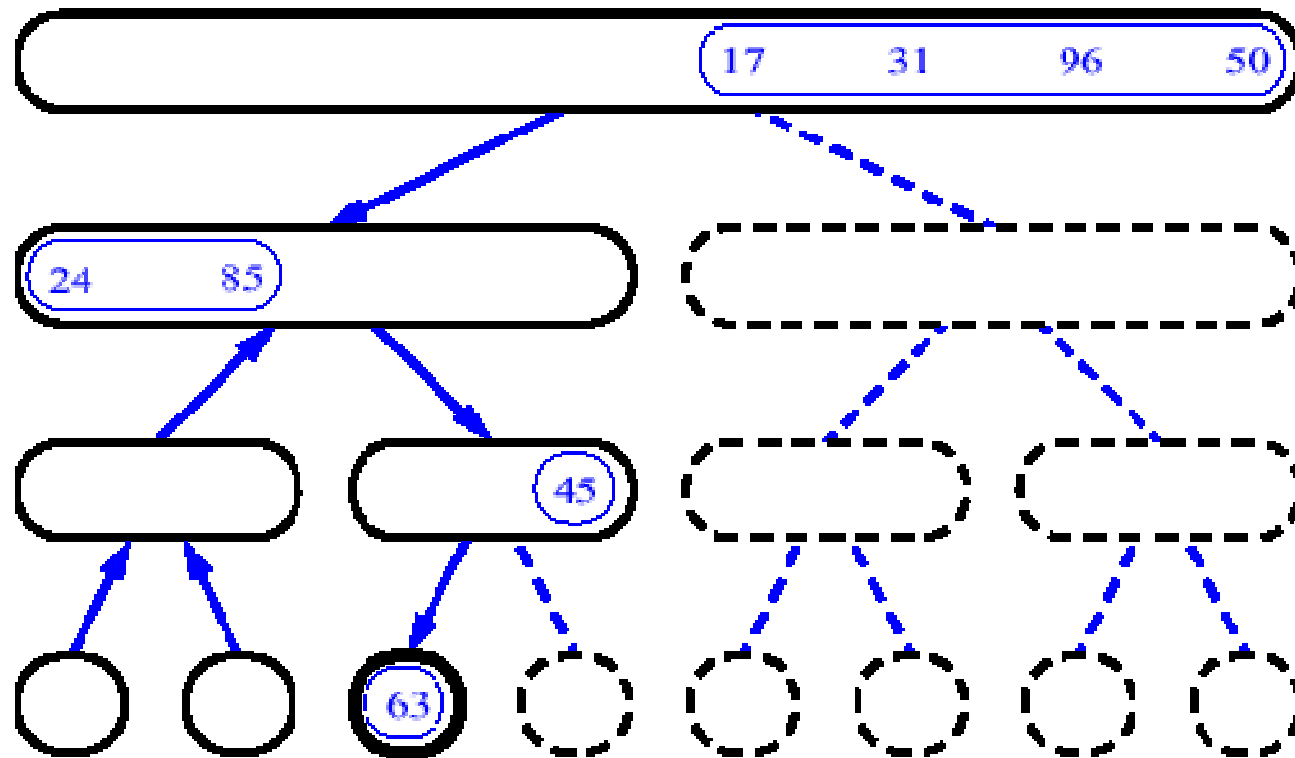


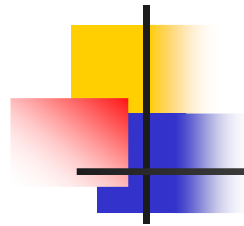
## MergeSort (Exemplo) - 10



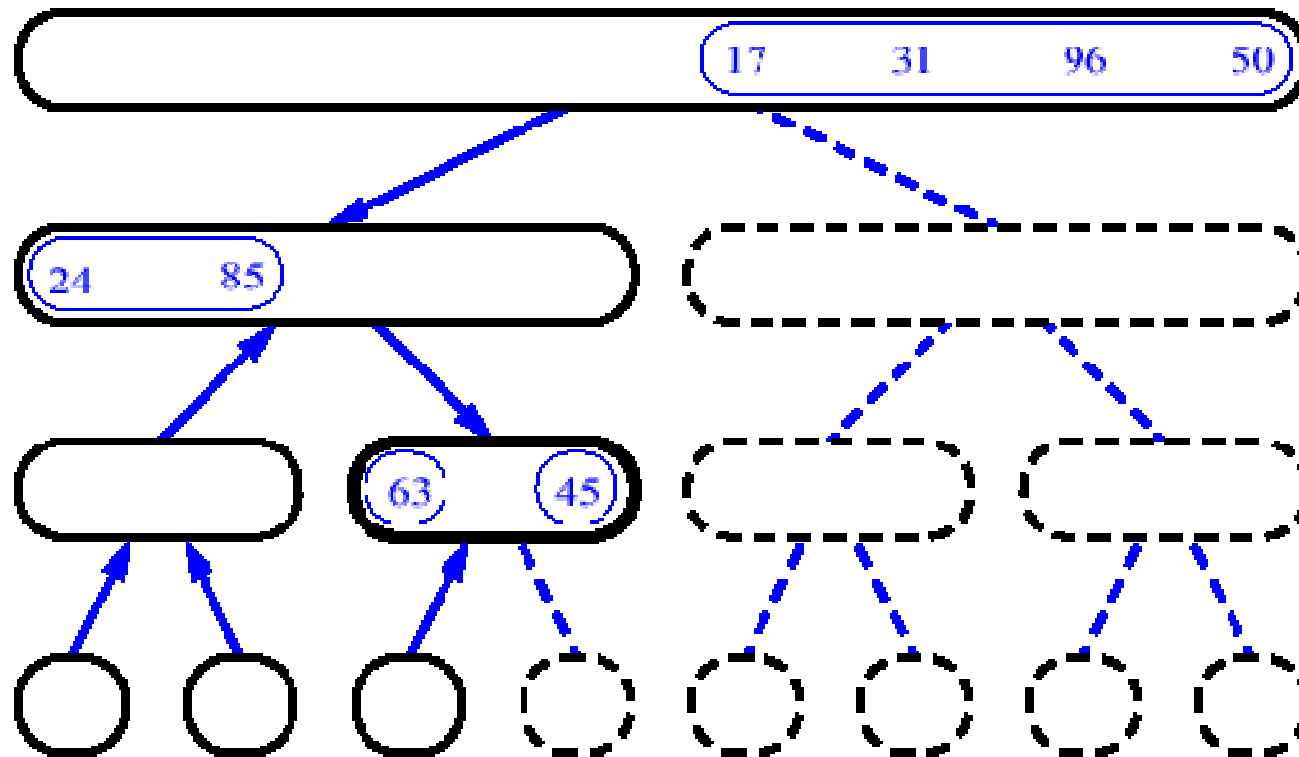


## MergeSort (Exemplo) - 11

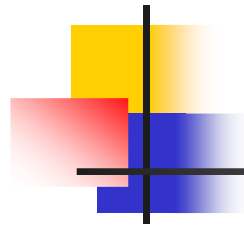




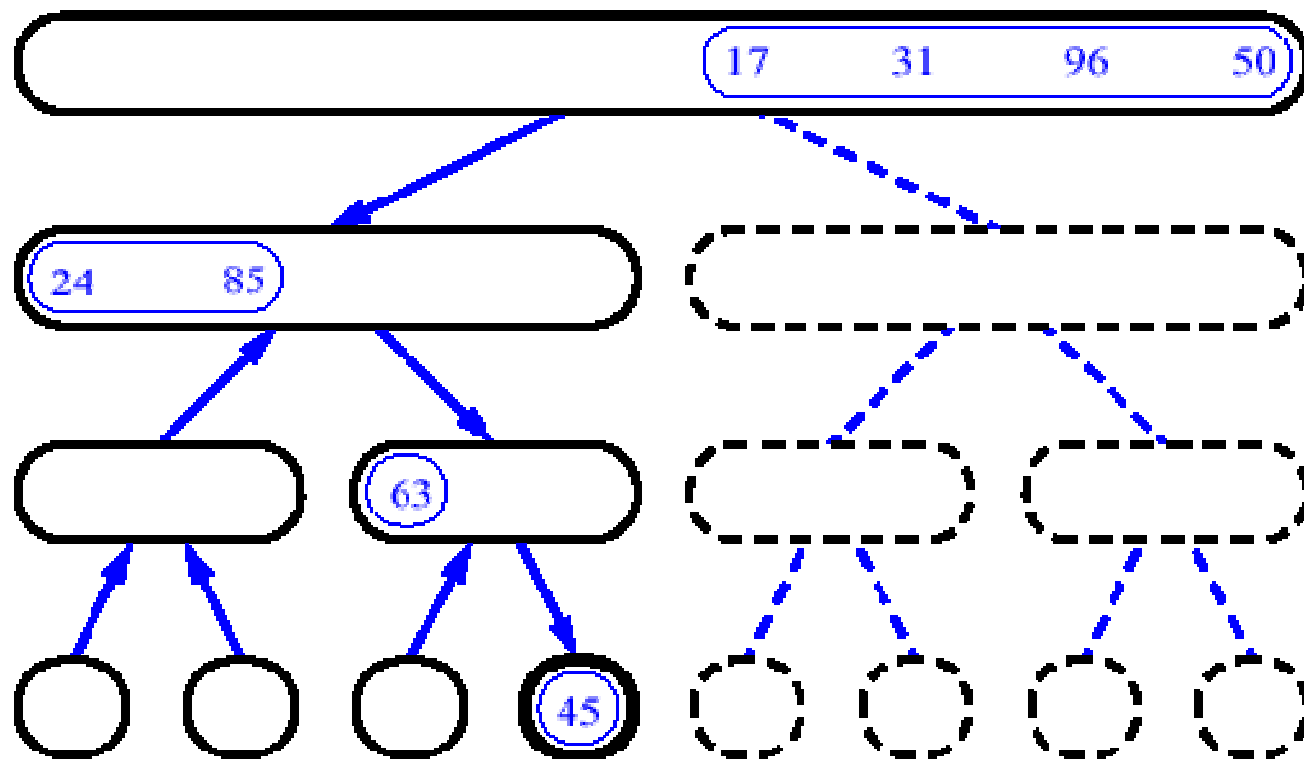
## MergeSort (Exemplo) - 12

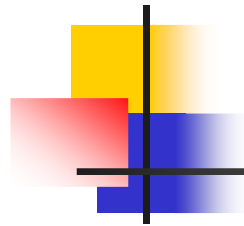




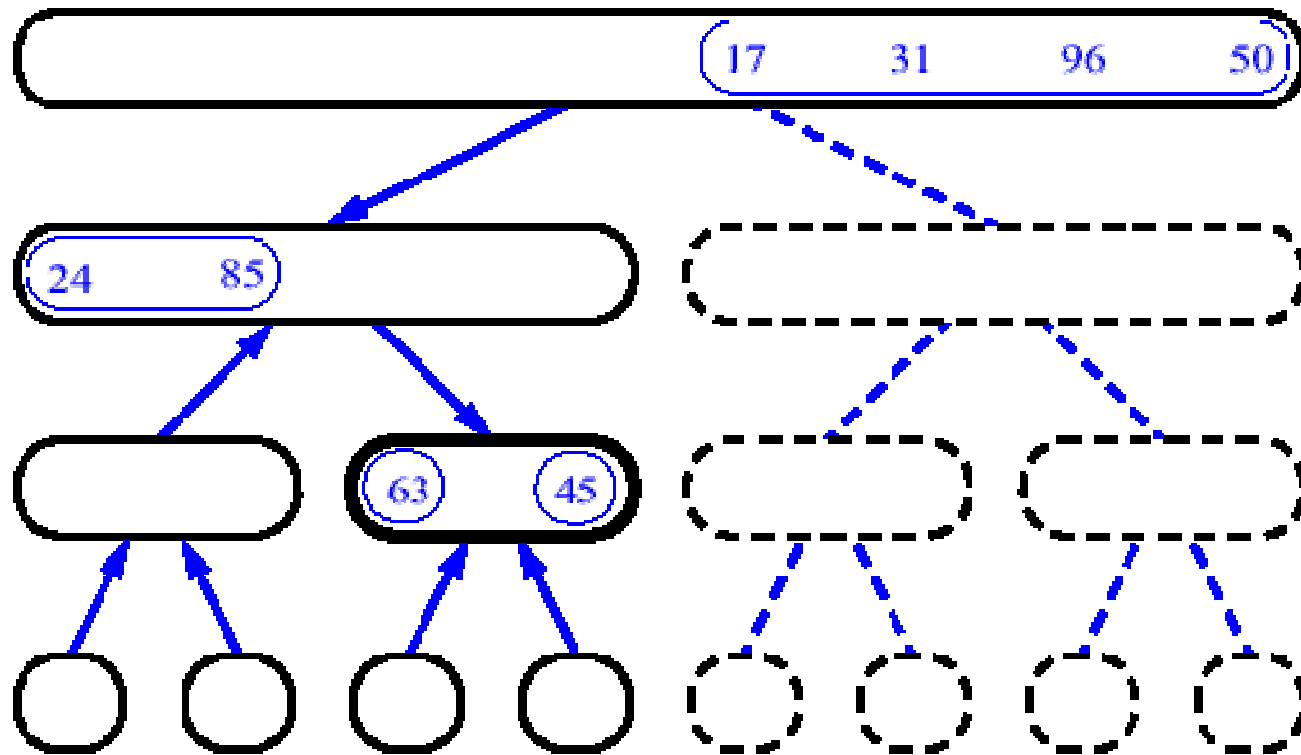


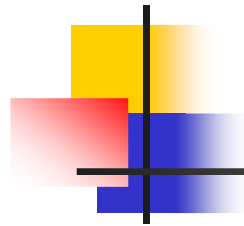
## MergeSort (Exemplo) - 13



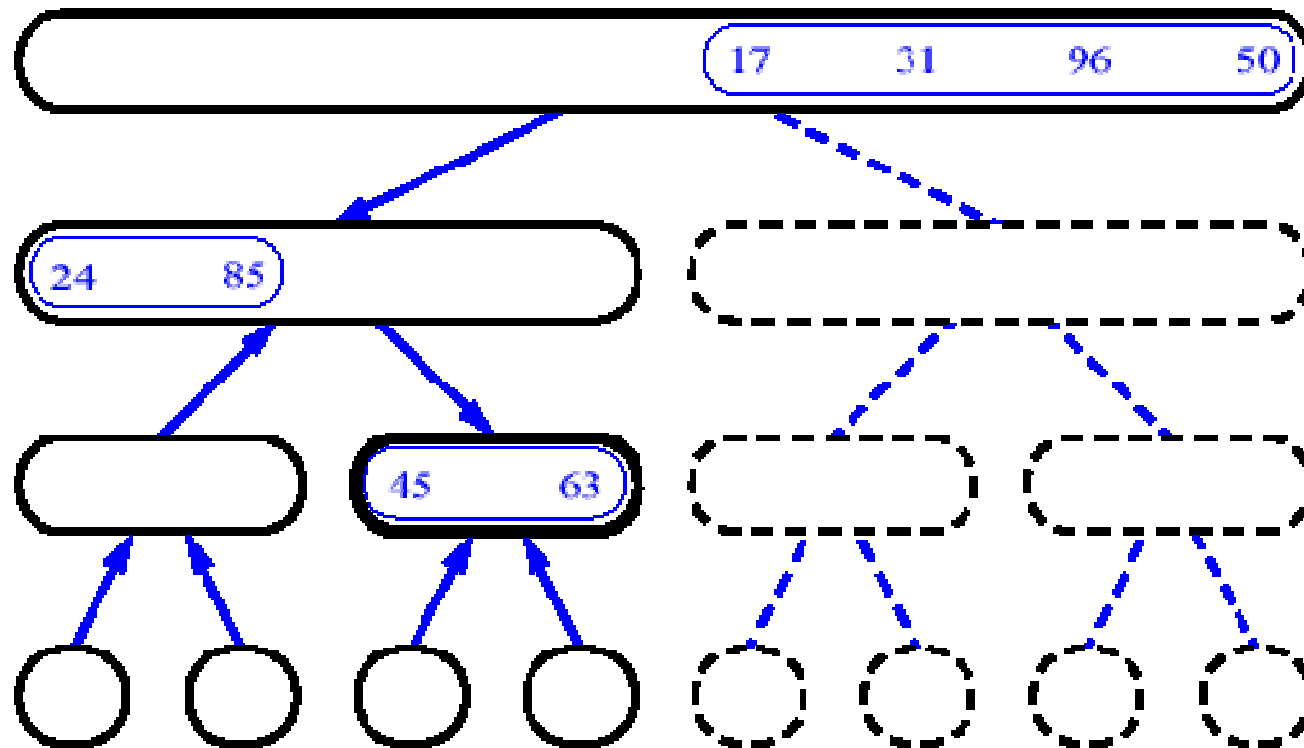


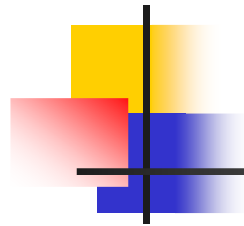
## MergeSort (Exemplo) - 14



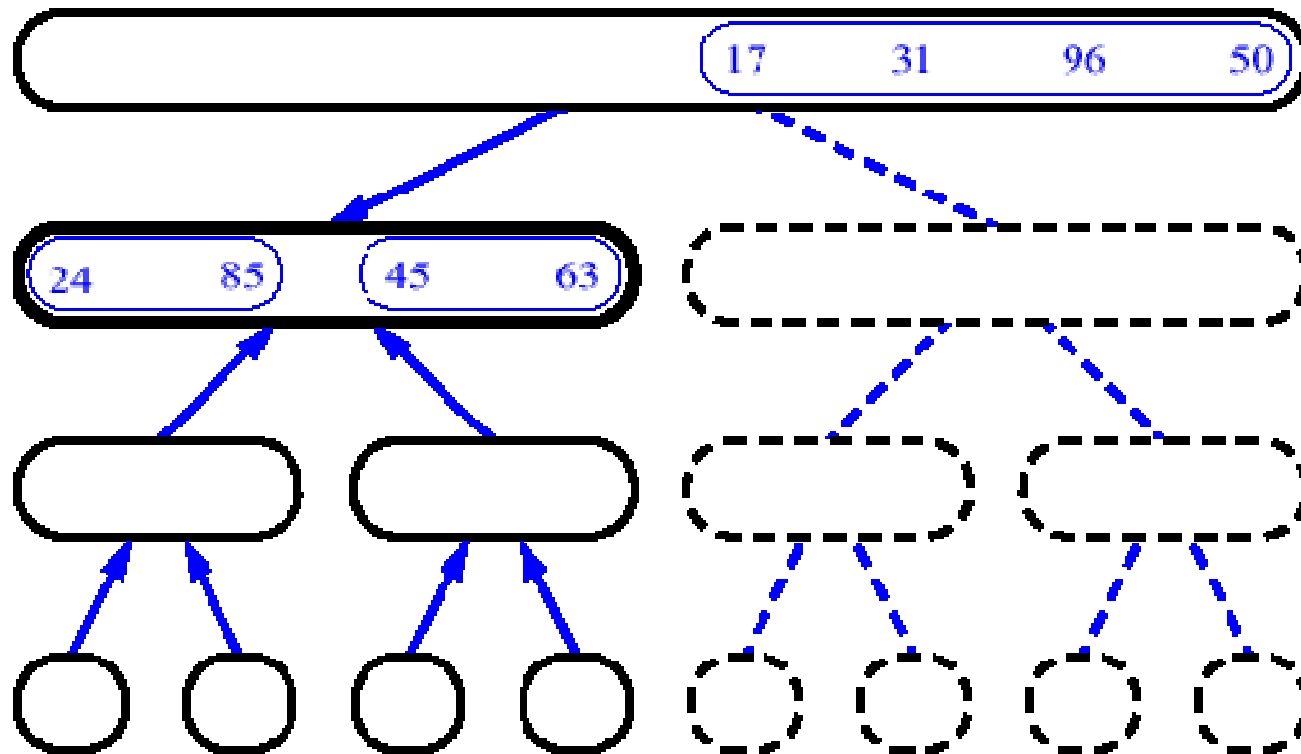


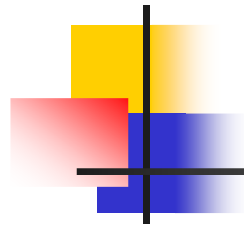
# MergeSort (Exemplo) - 15



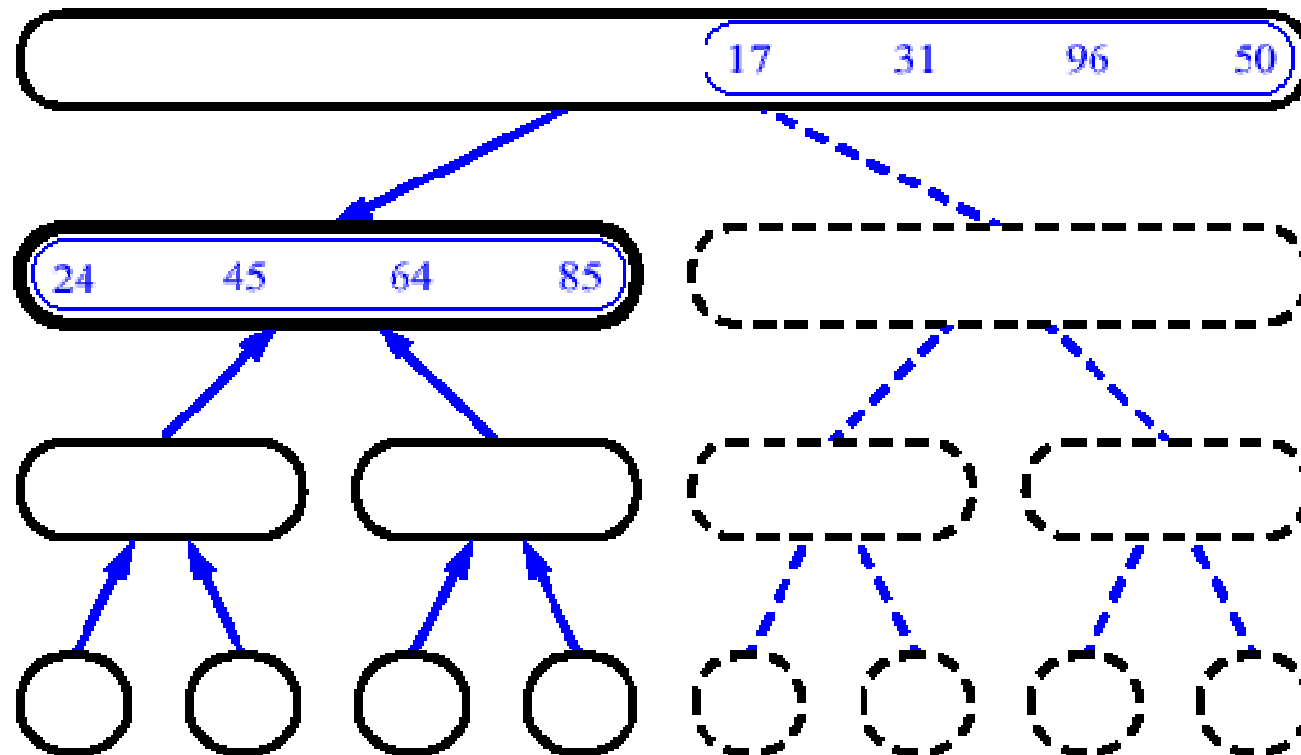


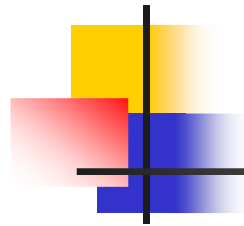
## MergeSort (Exemplo) - 16



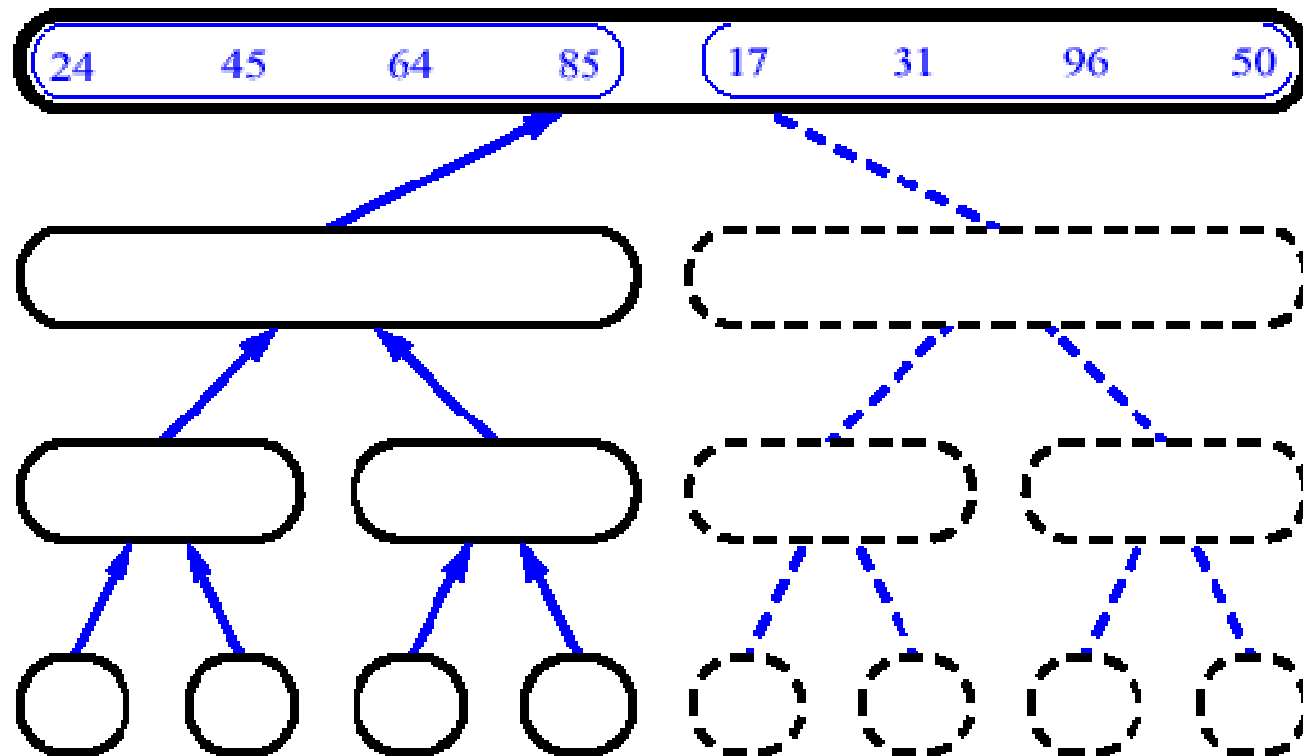


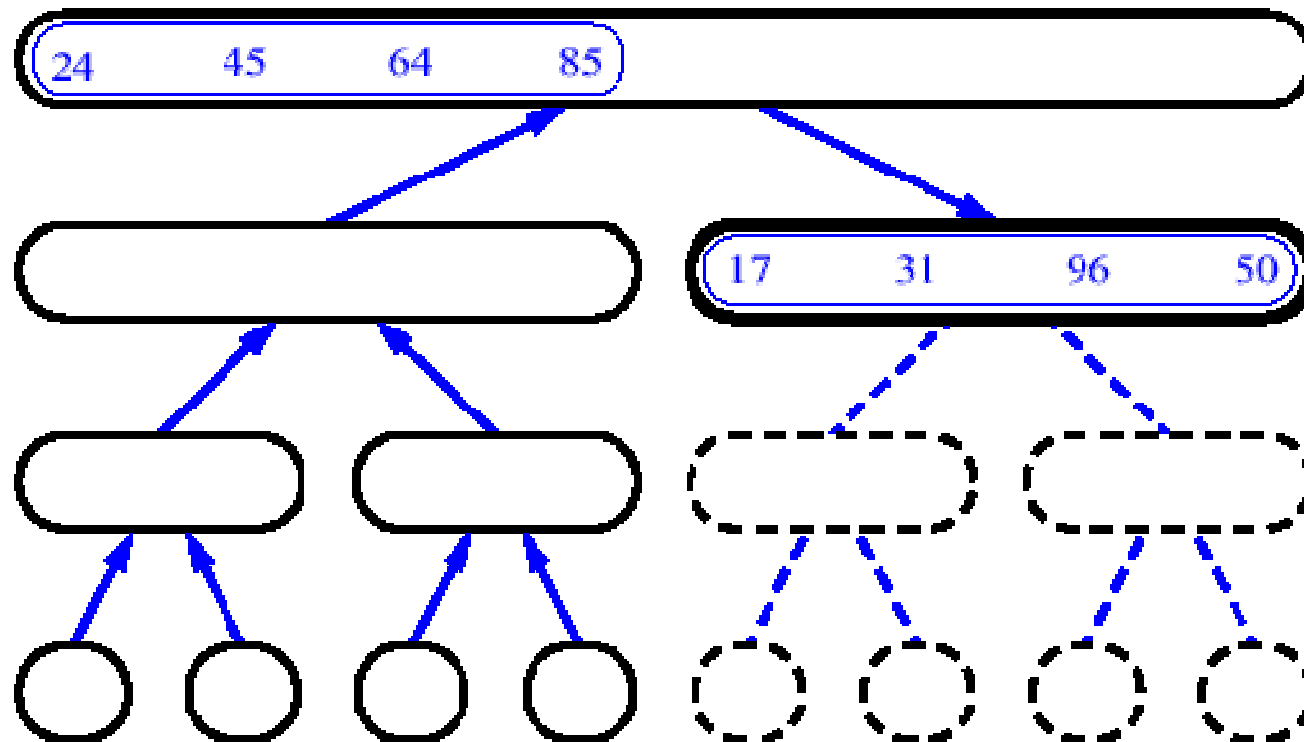
## MergeSort (Exemplo) - 17

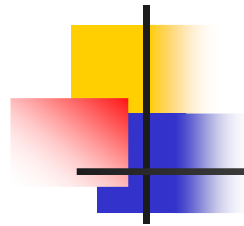




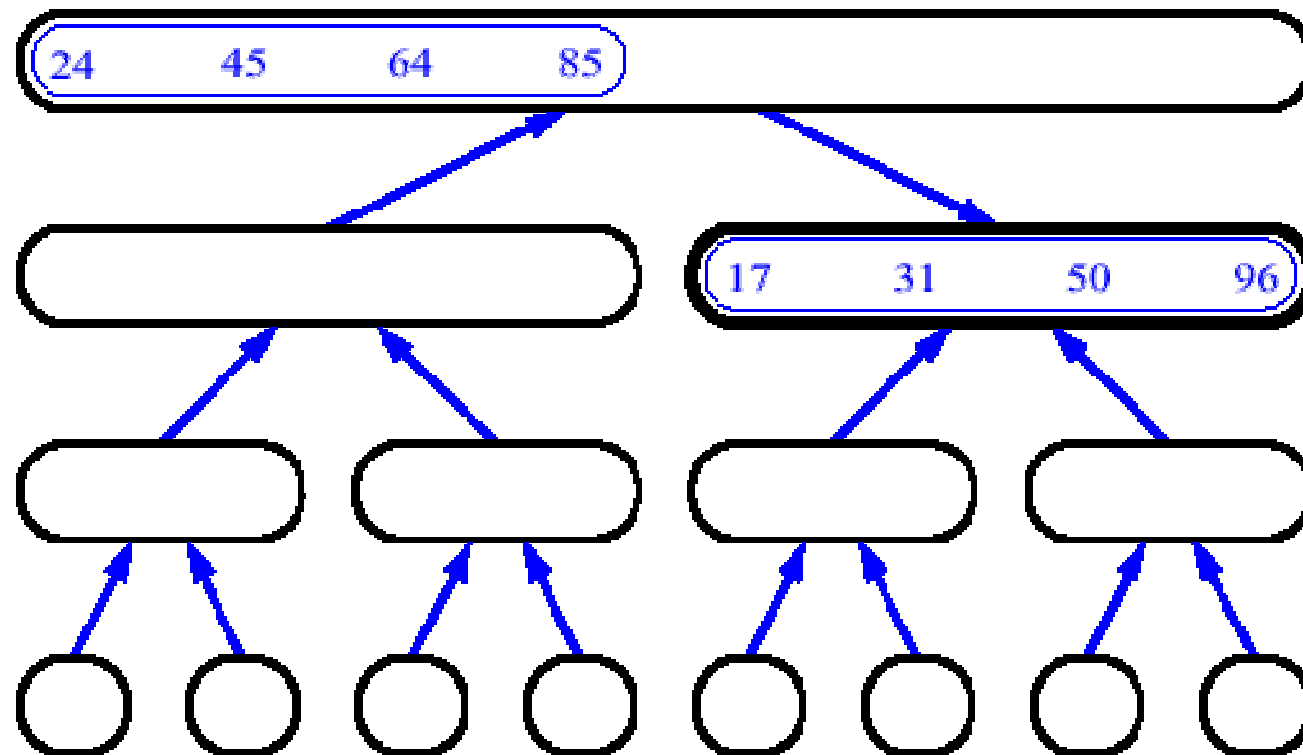
## MergeSort (Exemplo) - 18



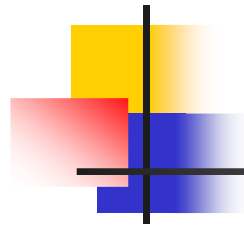




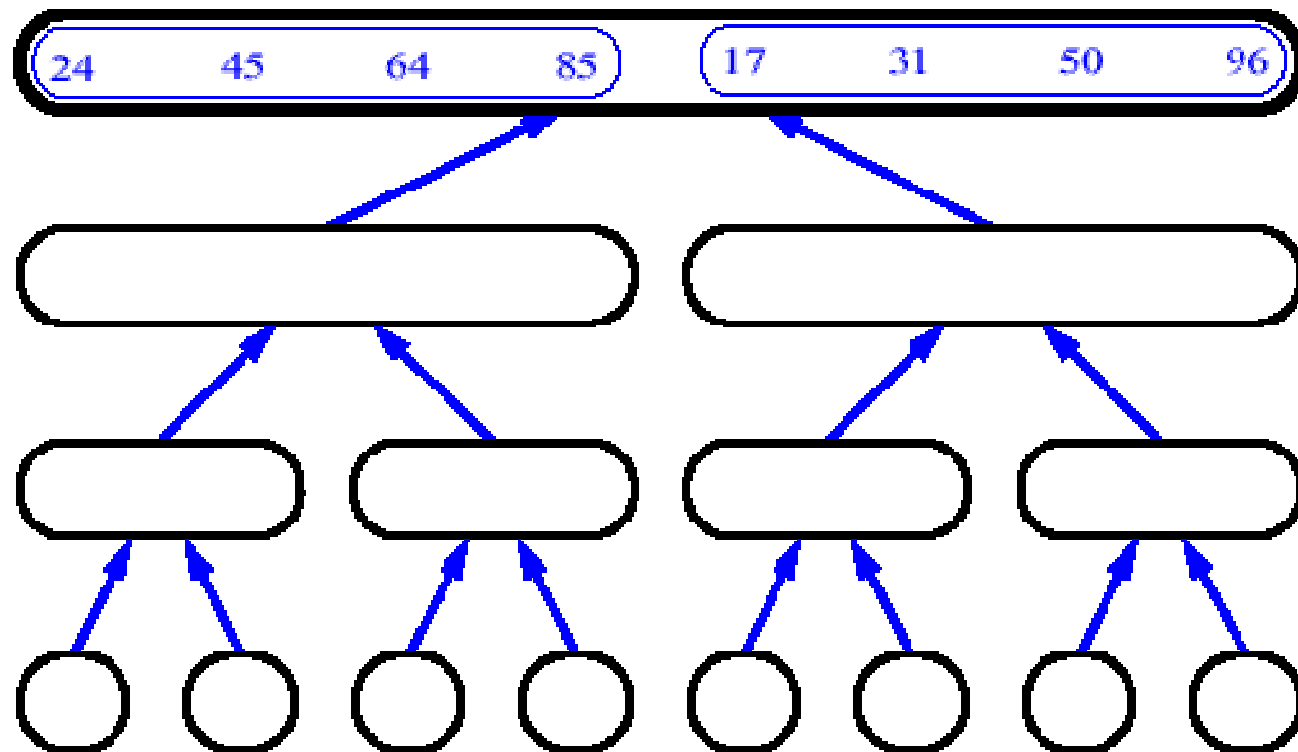
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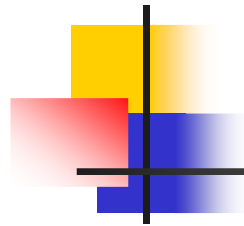




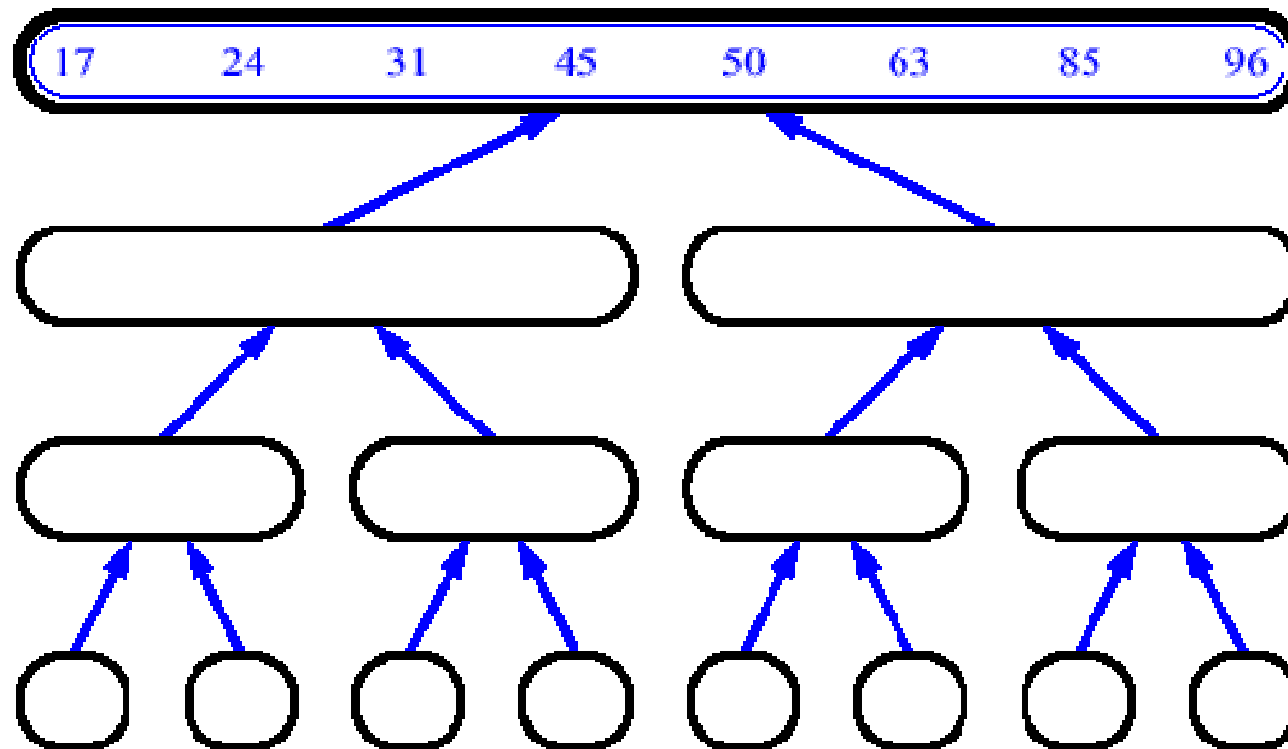


## MergeSort (Exemplo) - 21





## MergeSort (Exemplo) - 22





# Recorrências

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- As **chamadas recursivas** nos algoritmos podem ser descritas usando-se equações(ou inequações) de **recorrência**
- Recorrência é uma equação ou desigualdade que descreve uma função em termos dos seus valores para entradas menores



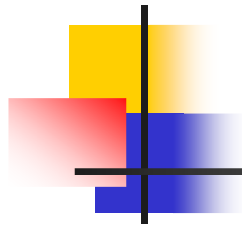
# Recorrências (2)

## ■ Exemplo: Busca Binária

```
BuscaBin(A[1...n], q)
  if n=1
    then if A[n]=q then return n
          else return 0

  k ← (n+1) / 2
  if q < A[k] then BuscaBin(A[1...k-1], q)
                else BuscaBin(A[k...n], q)
```

$$T(n) = \begin{cases} 1 & \text{if } n = 1; \\ 1 + T(n/2) & \text{if } n > 1; \end{cases}$$



## Exemplo: *MergeSort*

- **Suposição:** O tamanho do problema original é uma potência de dois (simplificação)

Duas  
subsequênci  
as de tamanho  
 $n/2$

```
Merge-Sort (A, p, r)
  if p < r then
    q ← ⌊(p+r)/2⌋
    → Merge-Sort (A, p, q)
    → Merge-Sort (A, q+1, r)
    Merge (A, p, q, r)
```

$$T(n) = \begin{cases} 0 & \text{if } n = 1; \\ T(\lfloor n/2 \rfloor) + T(\lceil n/2 \rceil) + T_{\text{merge}}(n) & \text{if } n > 1; \end{cases}$$



# Procedimento do *Merge*

```
Merge (A, p, q, r)
   $\Theta(1)$  {
     $n_1 = q - p + 1$ 
     $n_2 = r - q$ 
    criar arranjos L[0.. $n_1$ ] e R[0.. $n_2$ ]
    for i=0 to  $n_1 - 1$ 
      do L[i] = A[p+i]
    for j=0 to  $n_2 - 1$ 
      do R[j] = A[q+j+1]
  }
   $\Theta(1)$  {
    L[ $n_1$ ] =  $\infty$ 
    R[ $n_2$ ] =  $\infty$ 
    i = 0
    j = 0
    for k=p to r
      do if L[i]  $\leq$  R[j]
        then A[k] = L[i]
          i = i + 1
        else A[k] = R[j]
          j = j + 1
  }
```

$\Theta(n_1)$

$\Theta(n_2)$

$\Theta(n)$