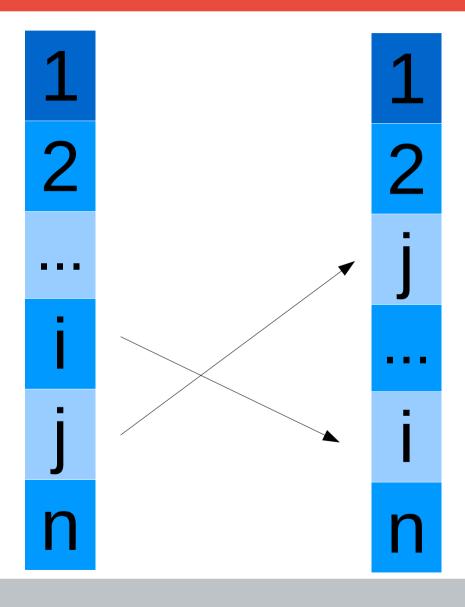
COMPARACIÓN DE PREFERENCIAS

Johanna Capote Robayna
Guillermo Galindo Ortuño
Pablo Álvarez Cabrera
Adolfo Soto Werner
Cristina de la Torre Villaverde

Problema: comparación de rankings

Para resolver este problema vamos a contabilizar el número de inversiones entre los distintos elementos de dos rankings, estos elementos son los mismos en ambos casos pero puede haber diferencias en el orden en el que aparecen los mismos.

Problema: comparación de rankings



Una inversión es un cambio de posición entre dos elementos.

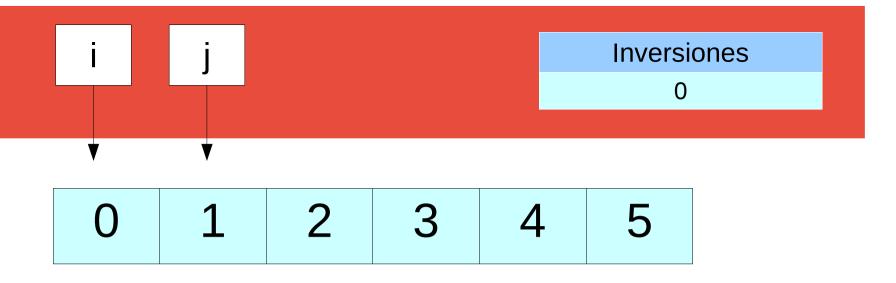
Para representar los rankings, utilizamos dos vectores de enteros.

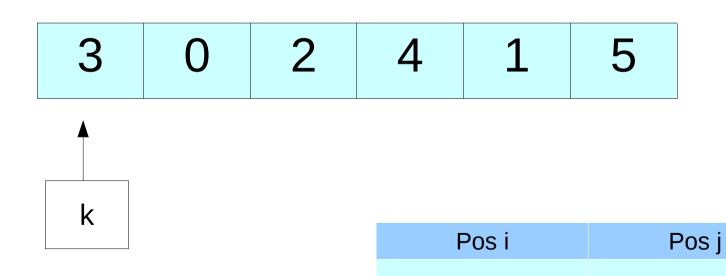
Suponemos el primero ordenado del 1 al n.

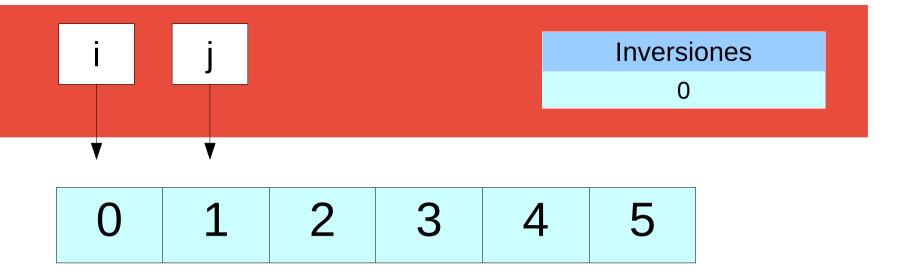
ALGORITMO DE FUERZA BRUTA

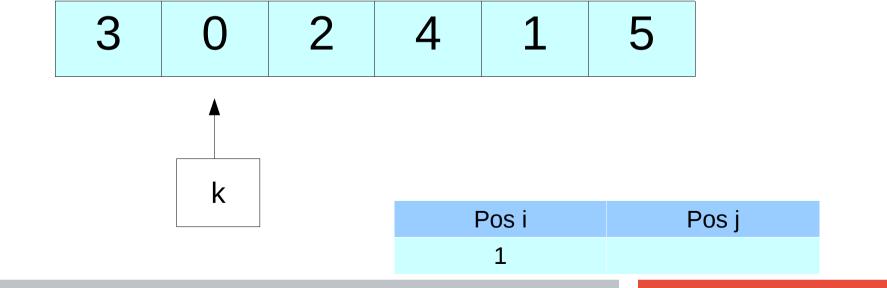
0 1 2 3 4 5

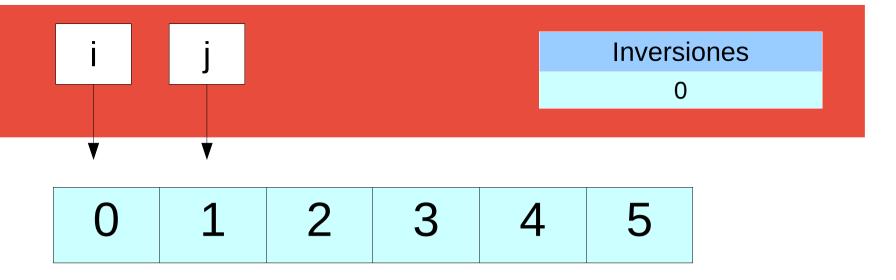
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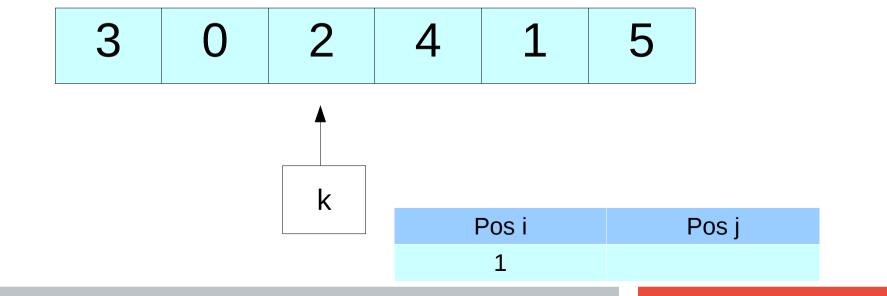


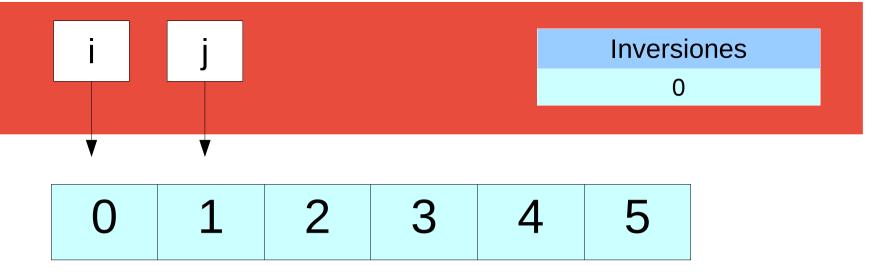


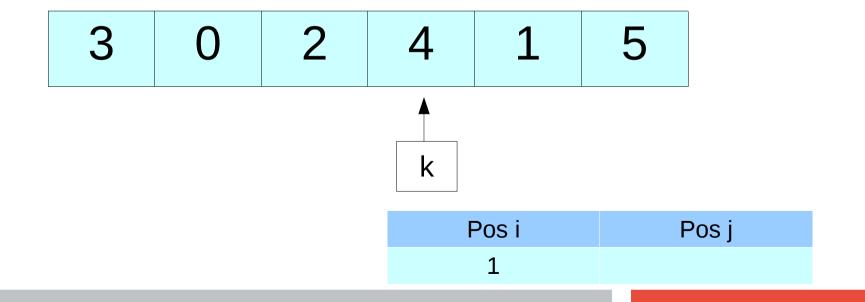


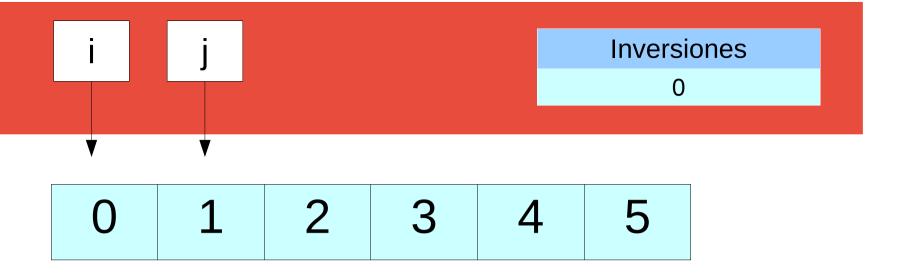


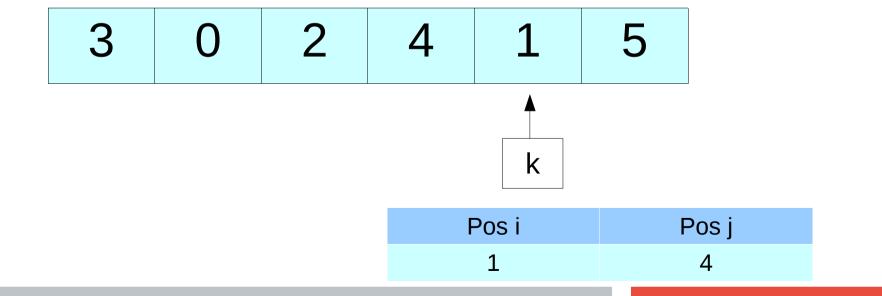


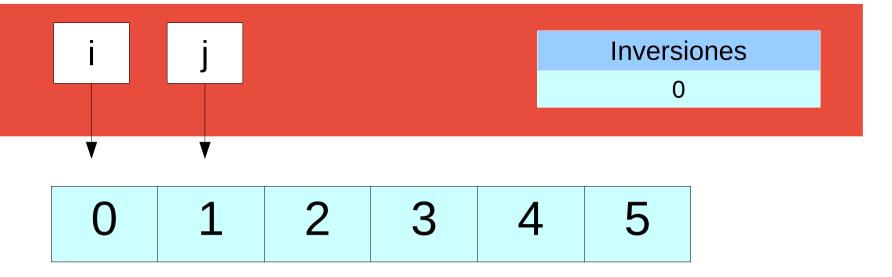






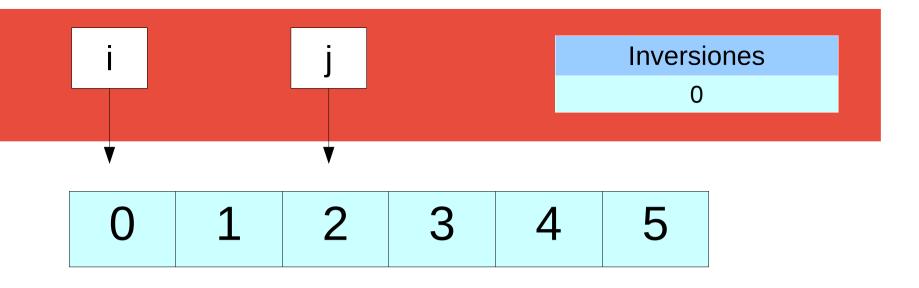


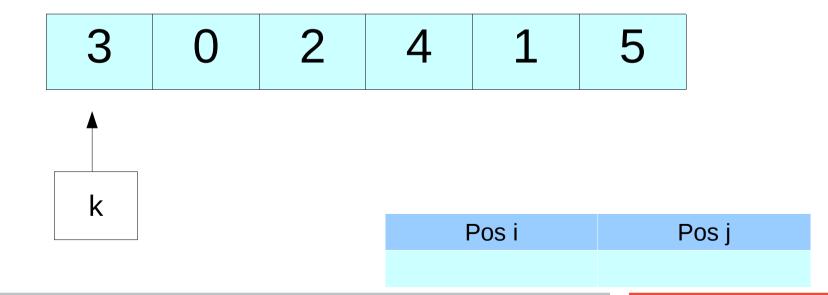


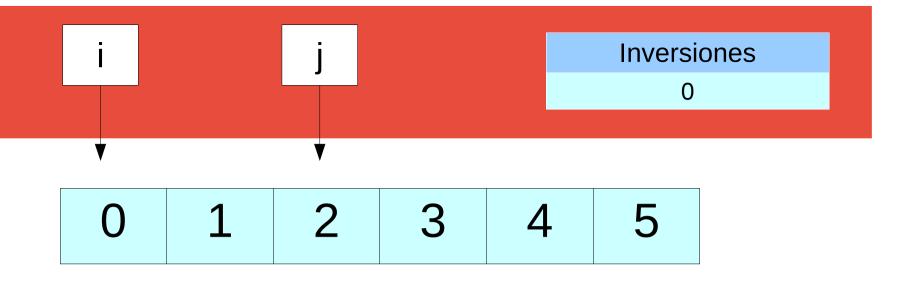


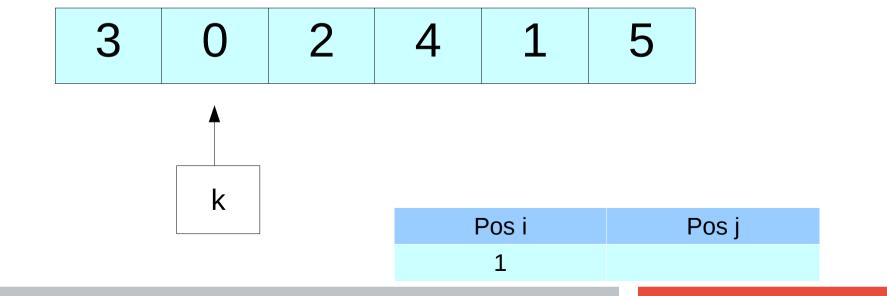
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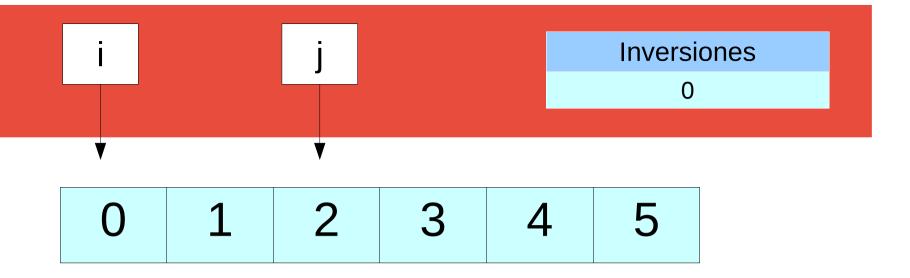
Pos i	Pos j
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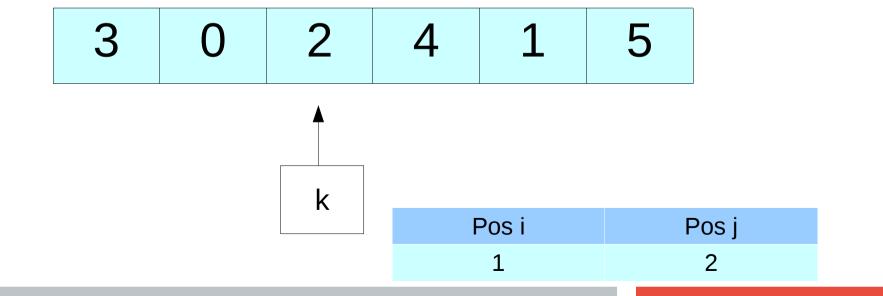


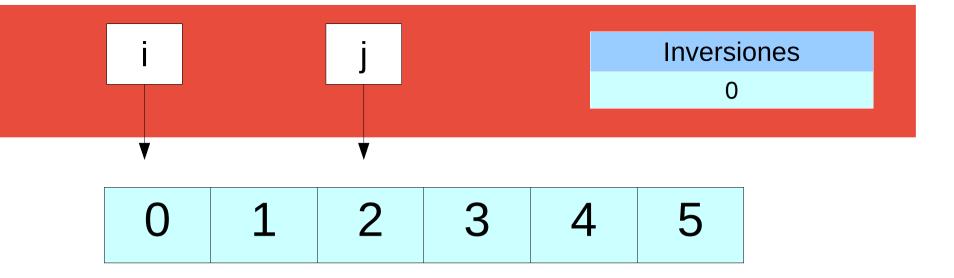






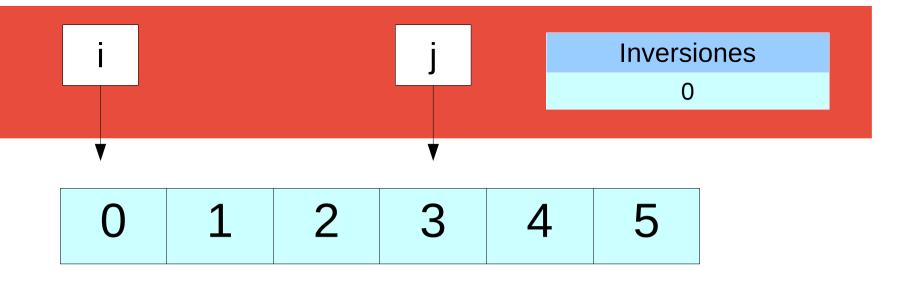


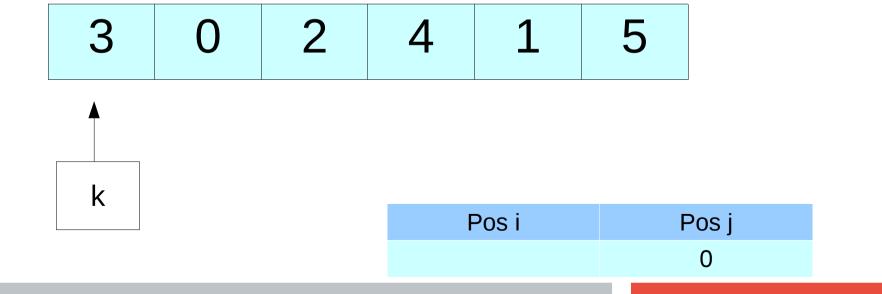


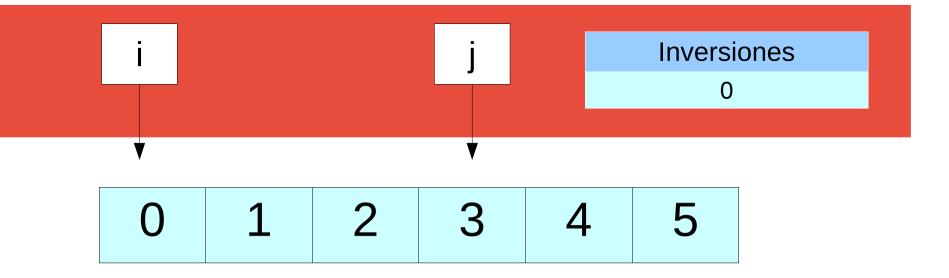


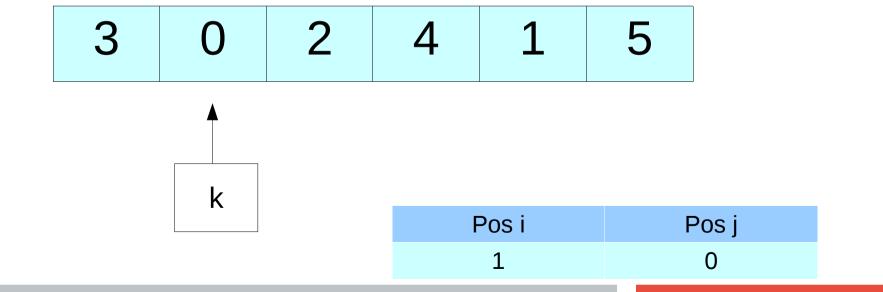
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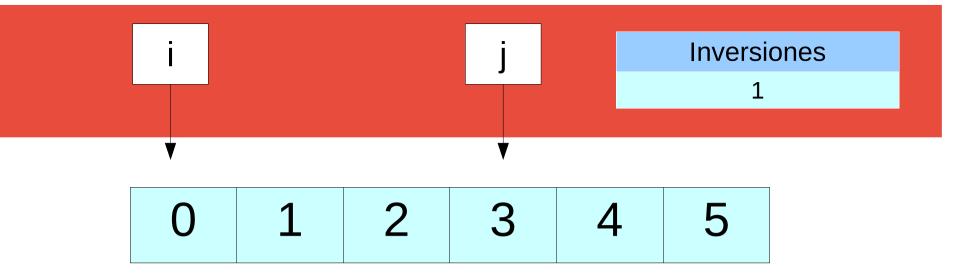
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1	2





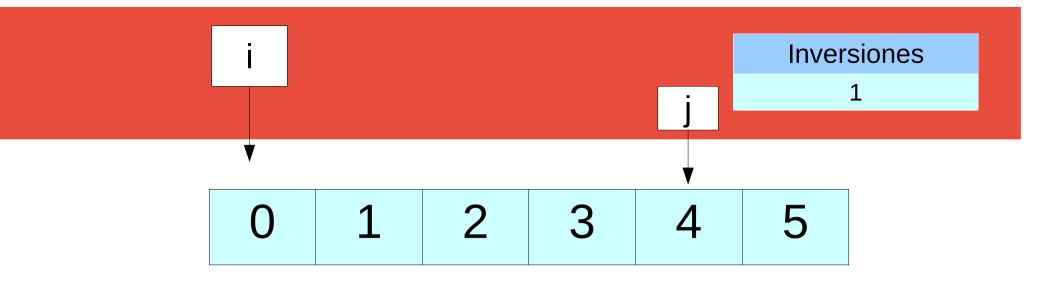


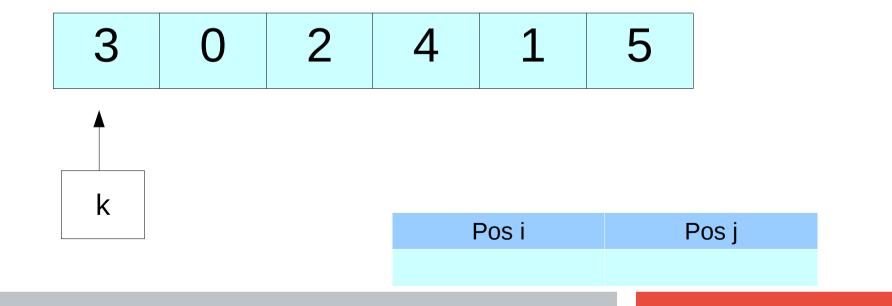


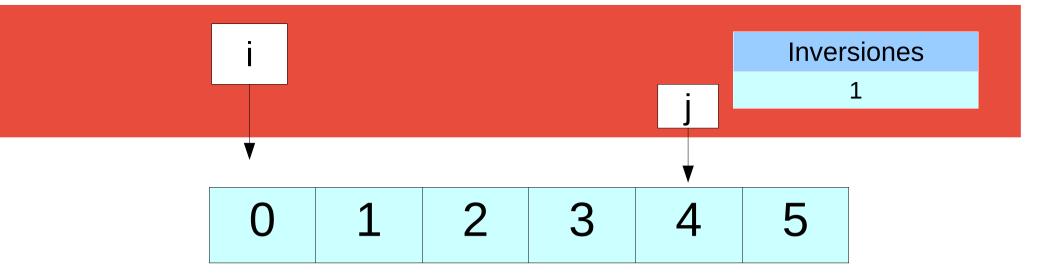


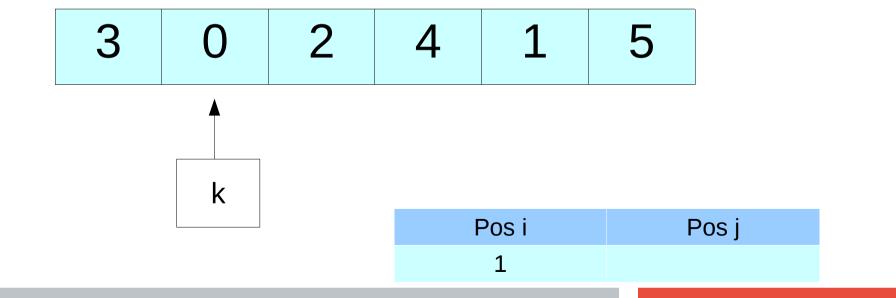
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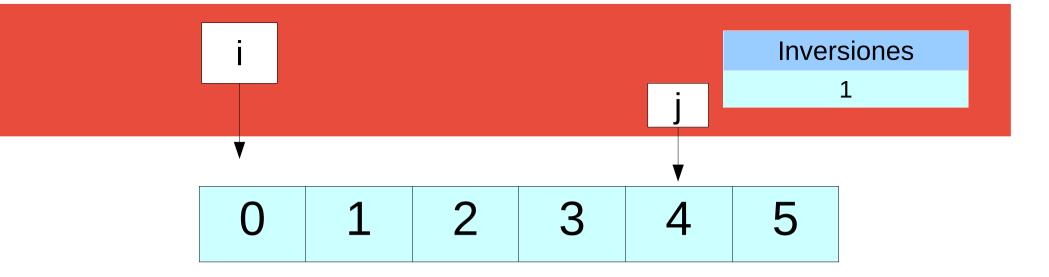
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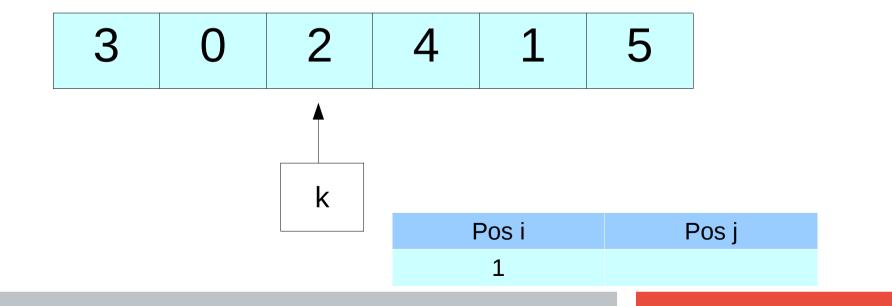




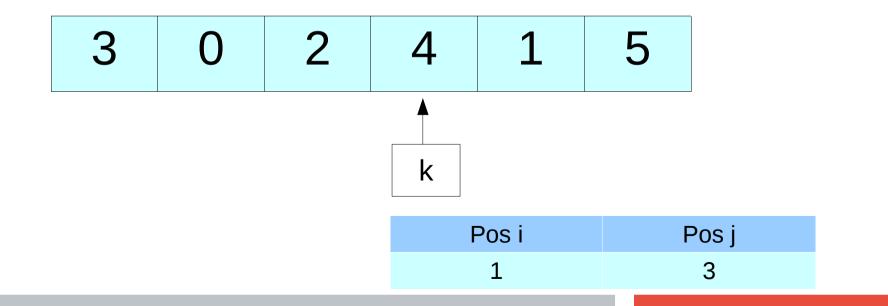


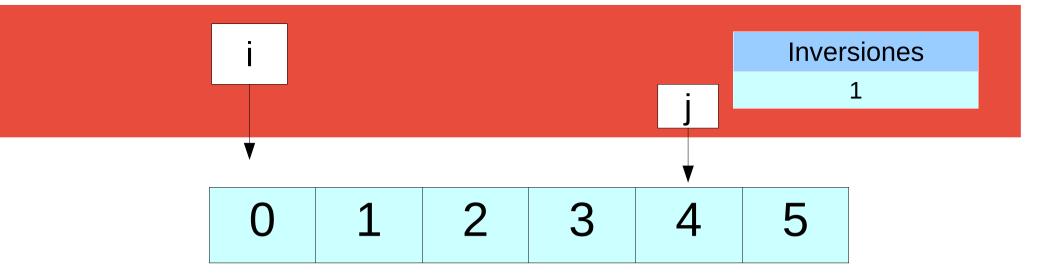






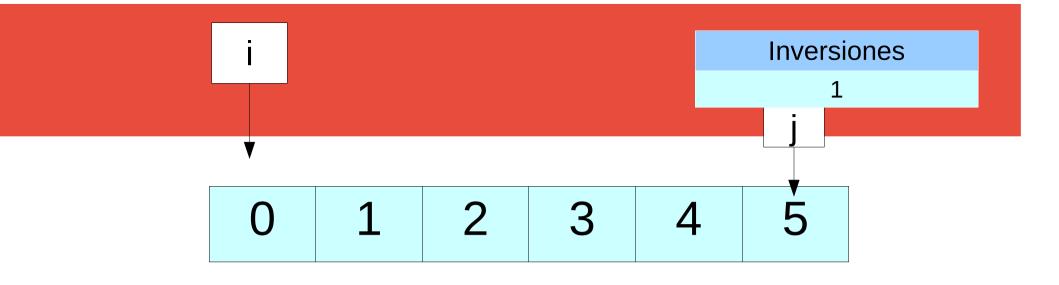


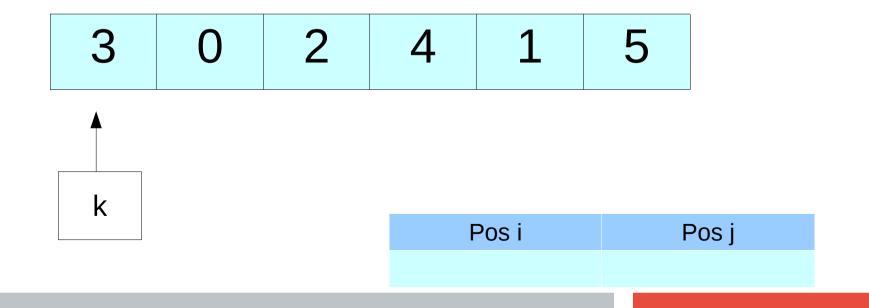


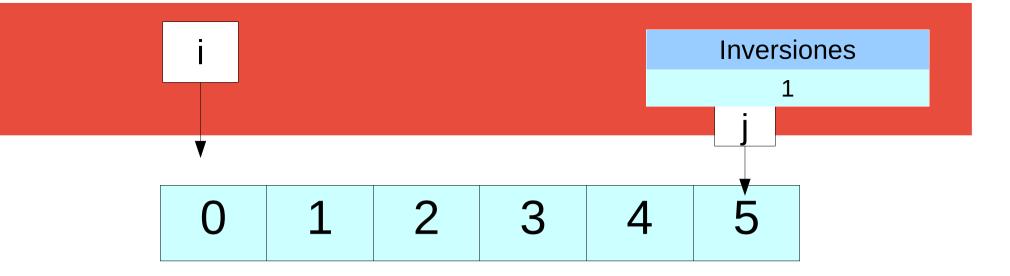


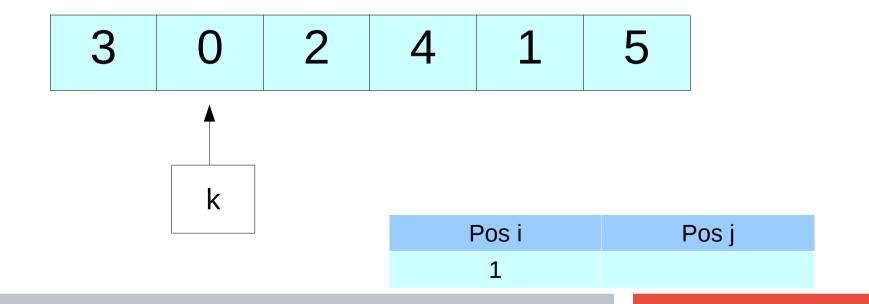
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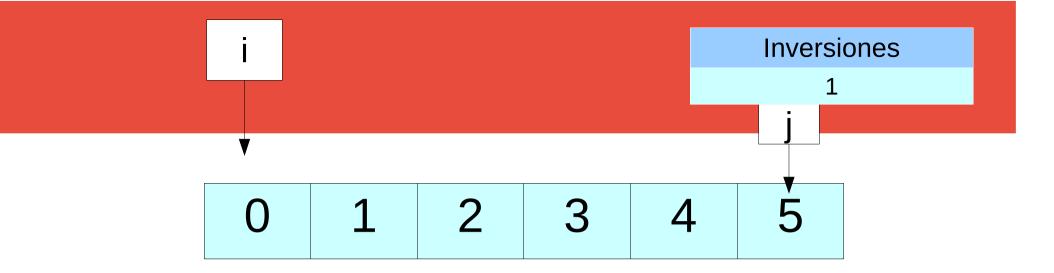
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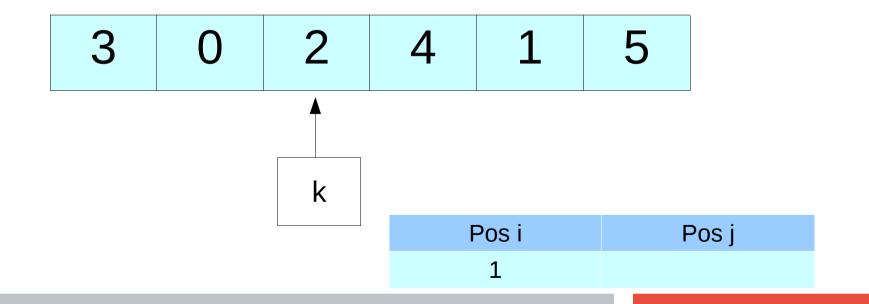


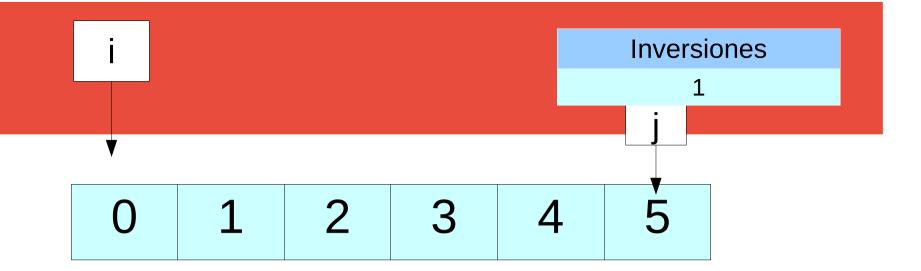


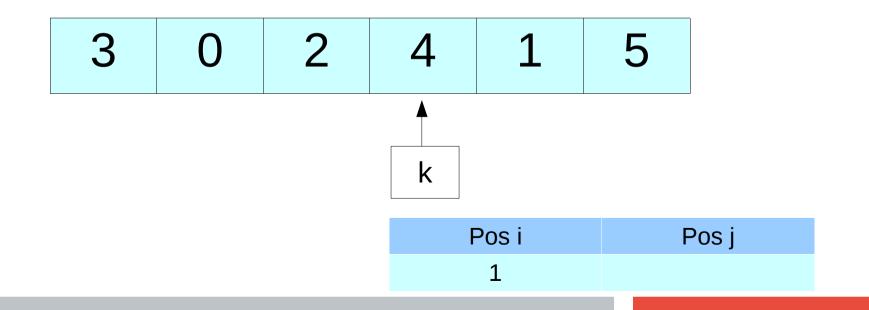


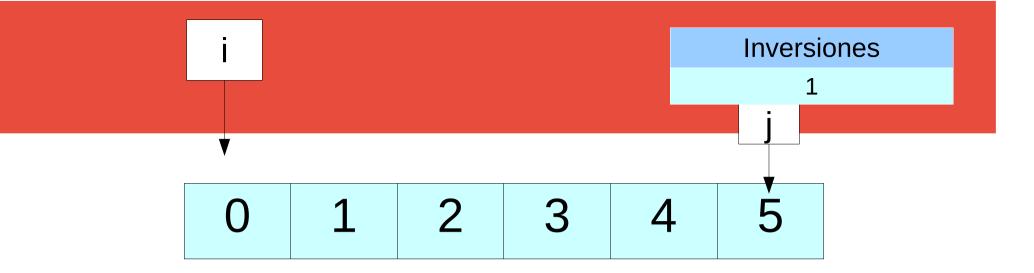


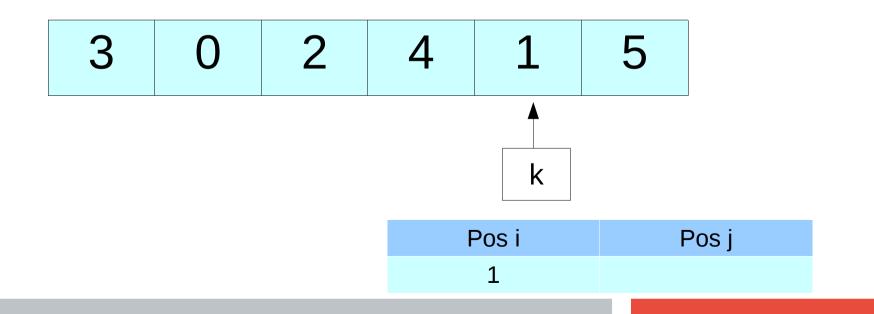


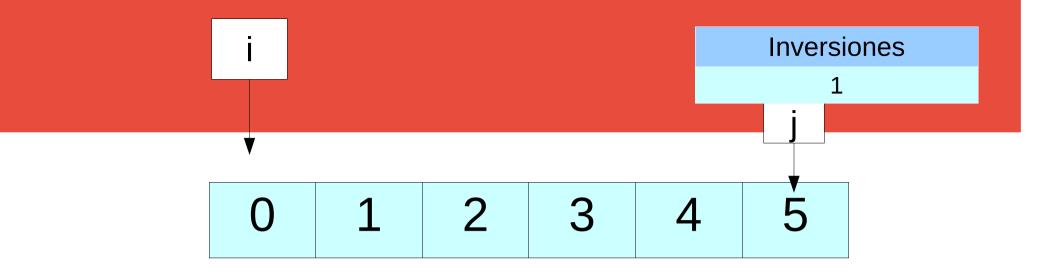


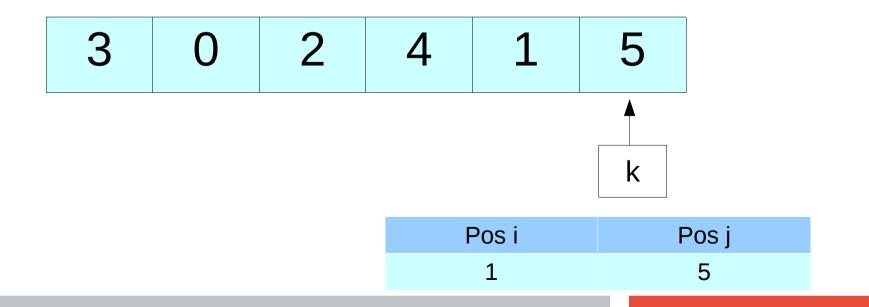


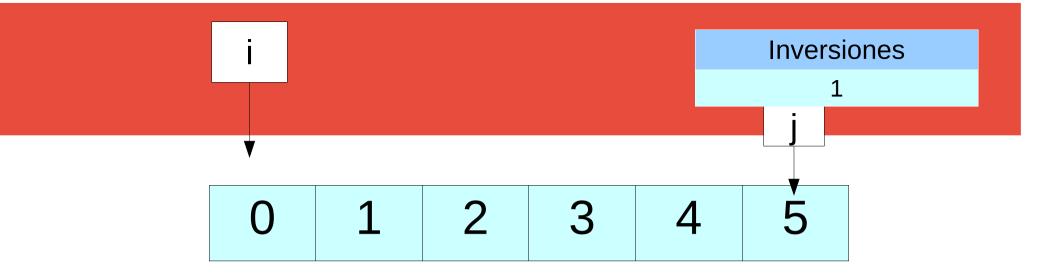






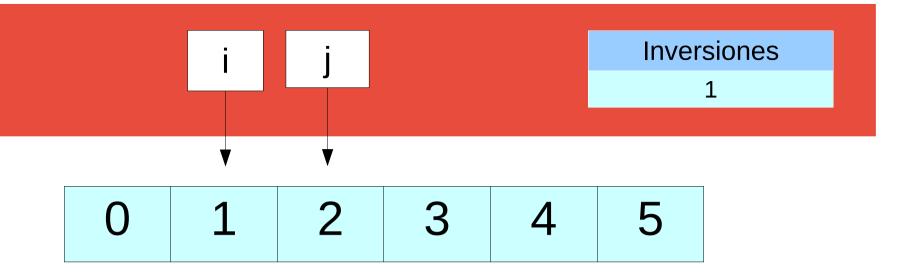


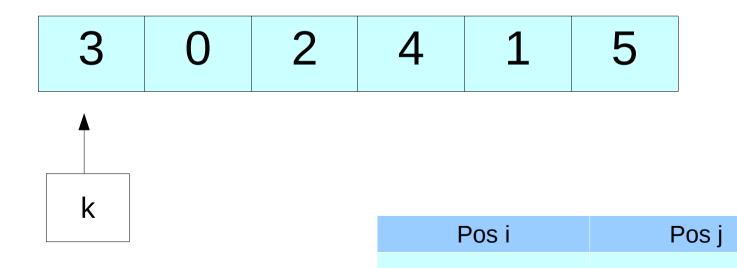


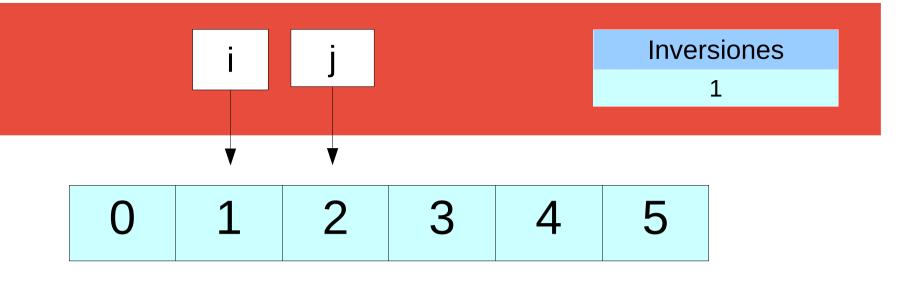


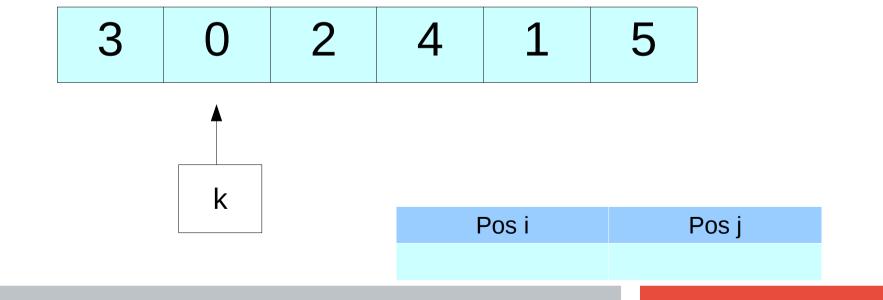
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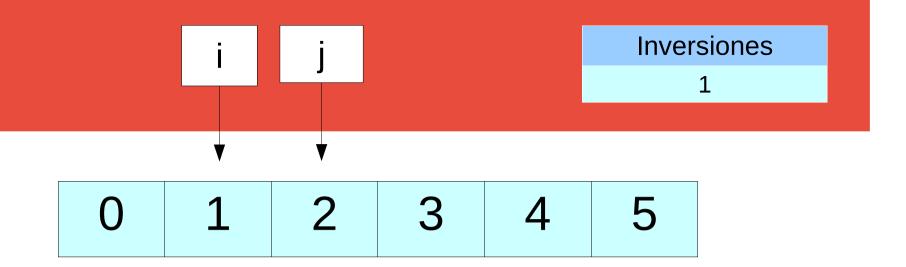
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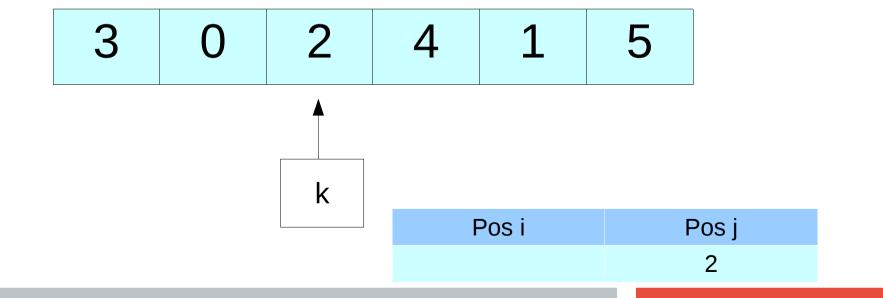


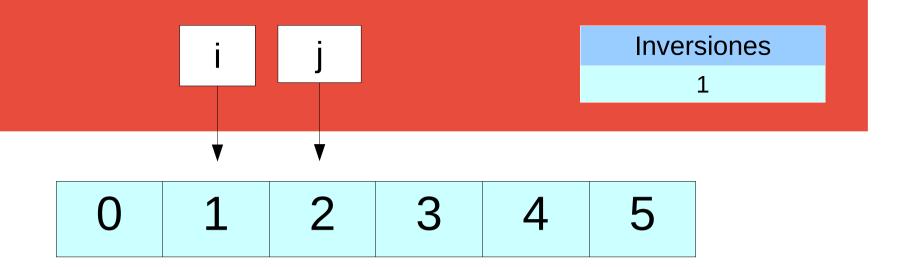


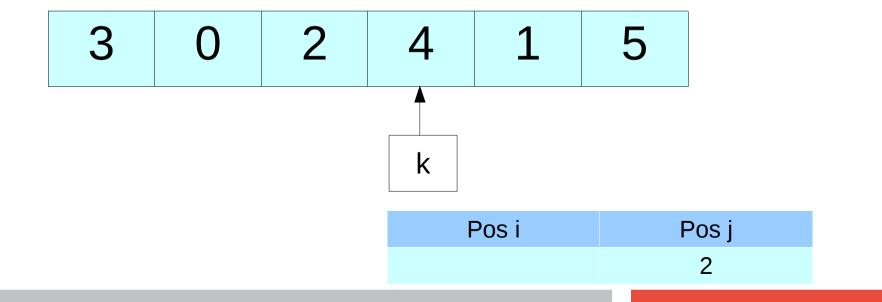


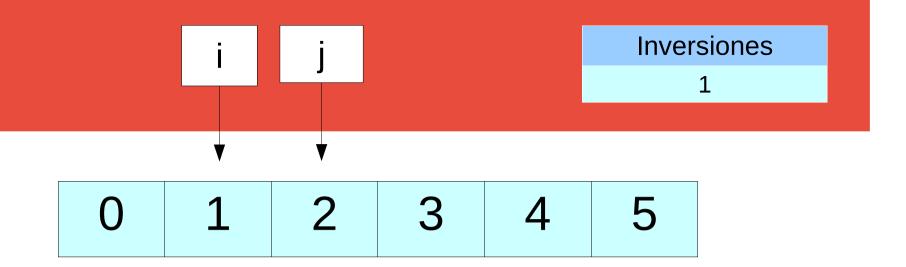


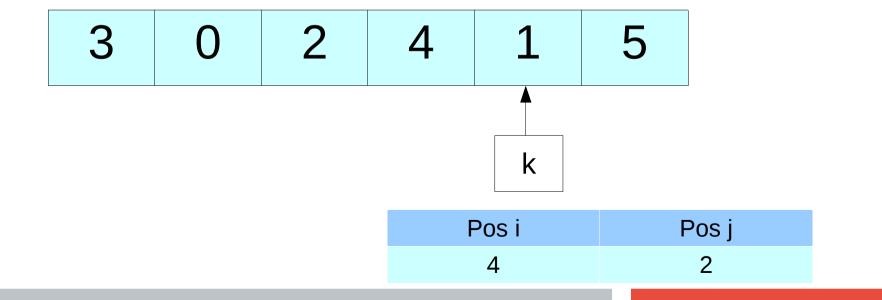


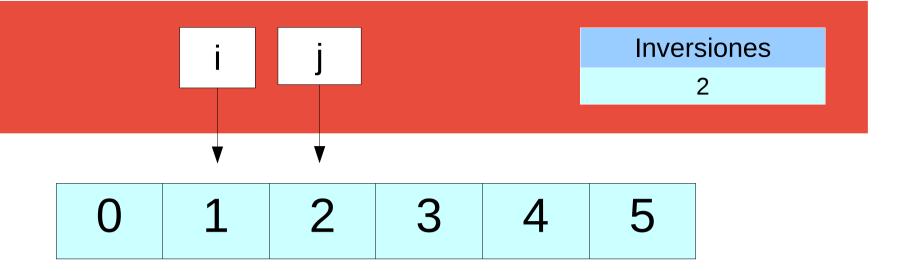






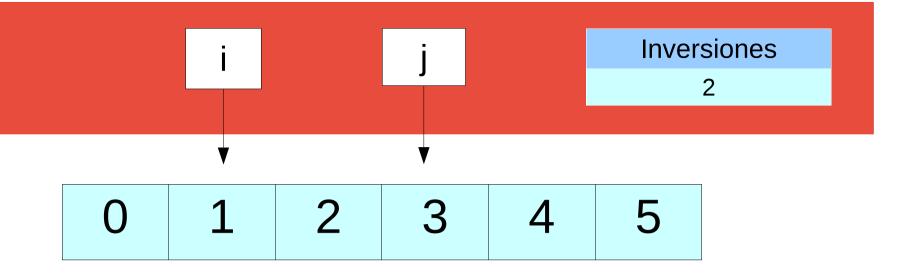


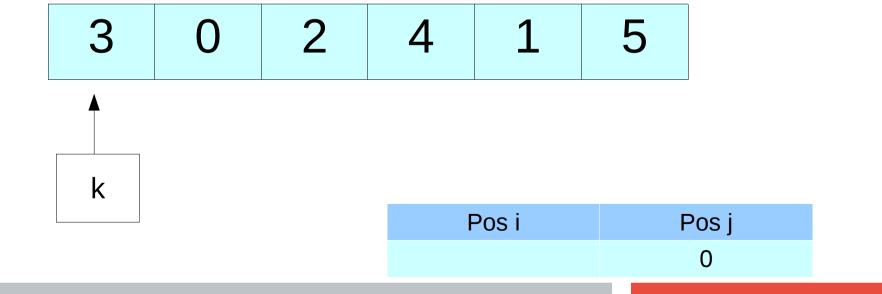


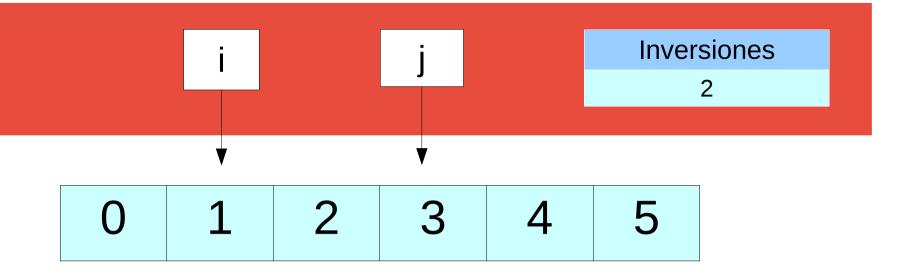


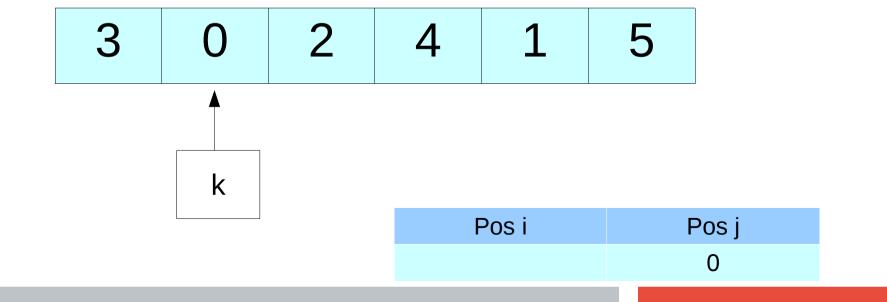
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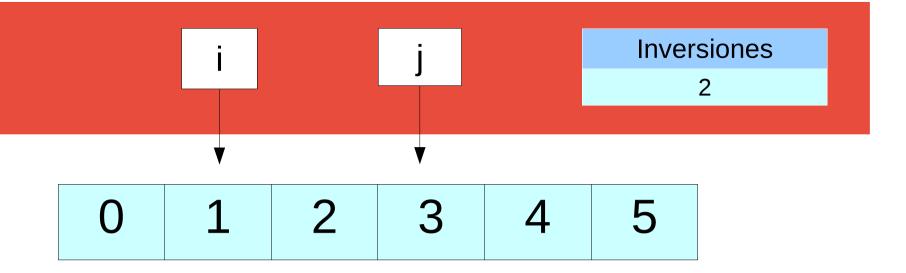
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4	2

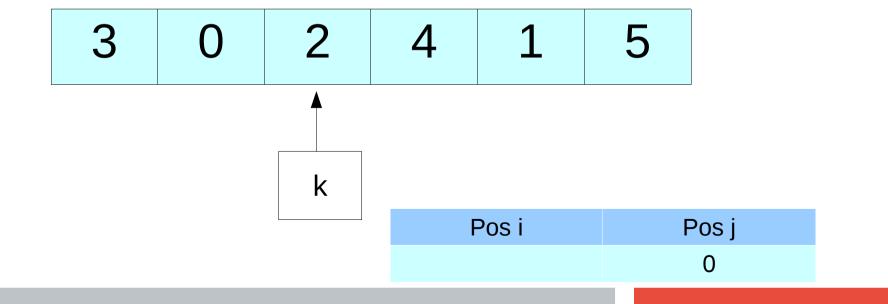


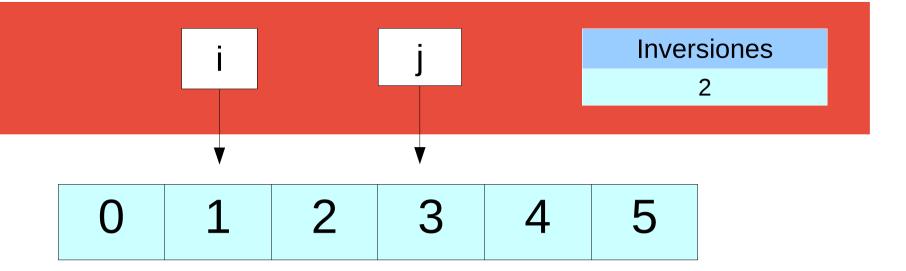


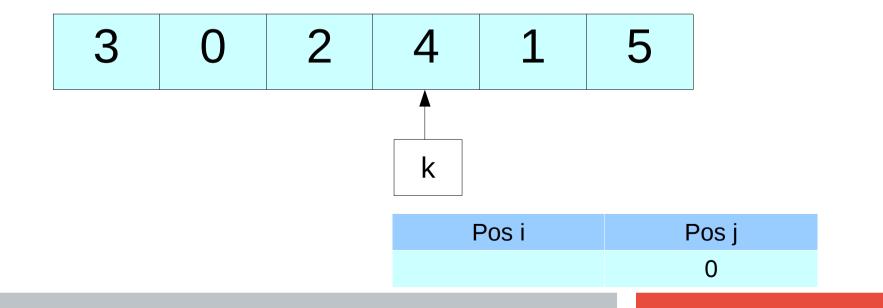


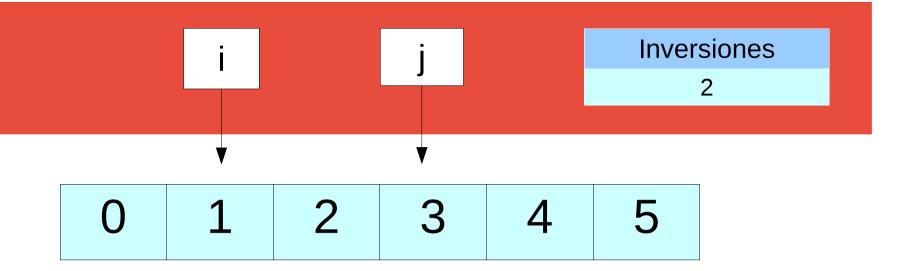


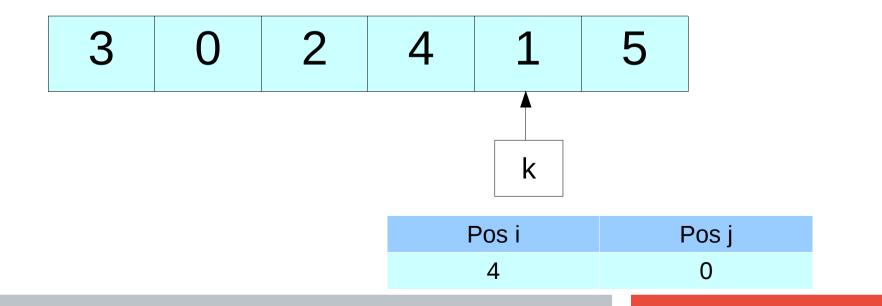


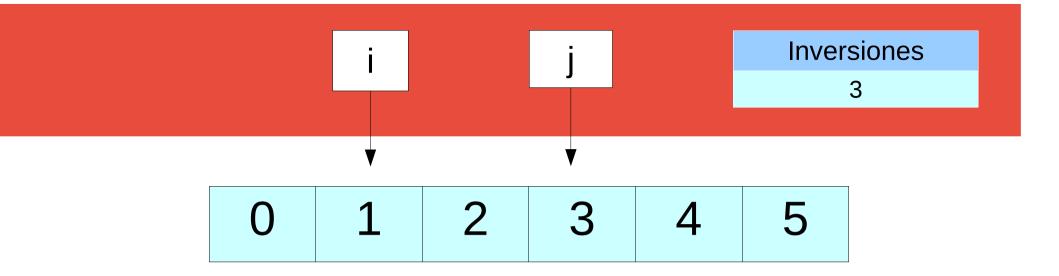






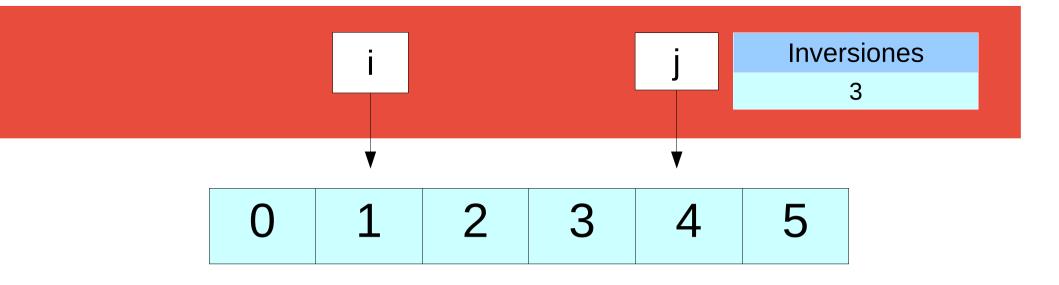


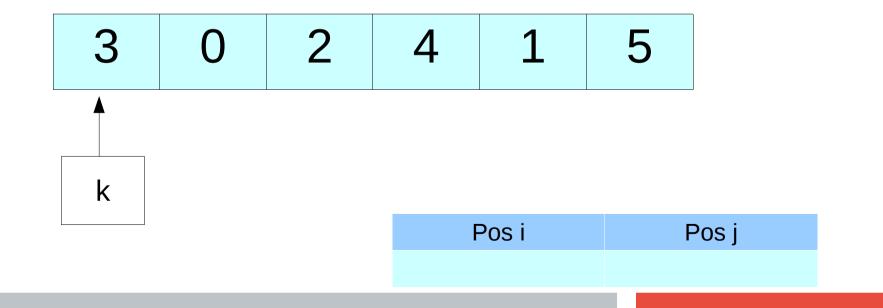


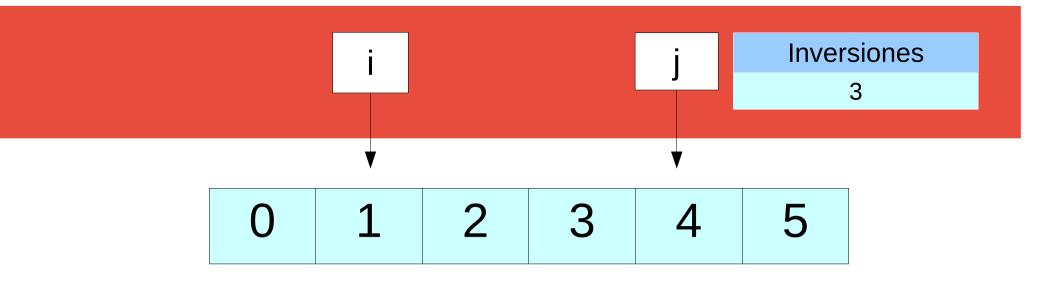


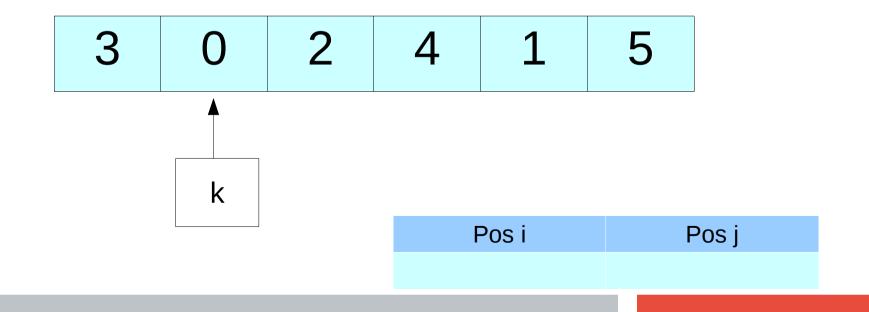
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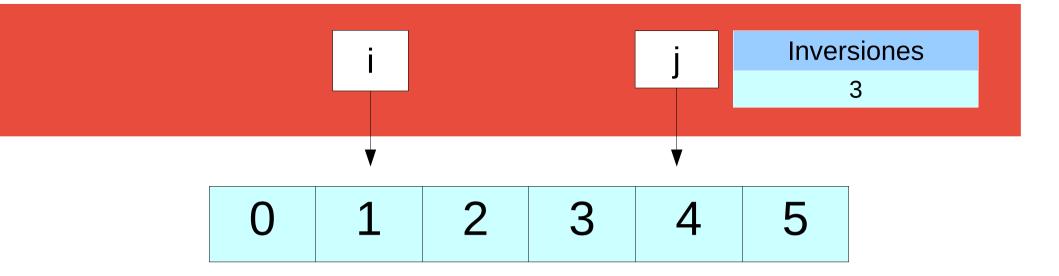
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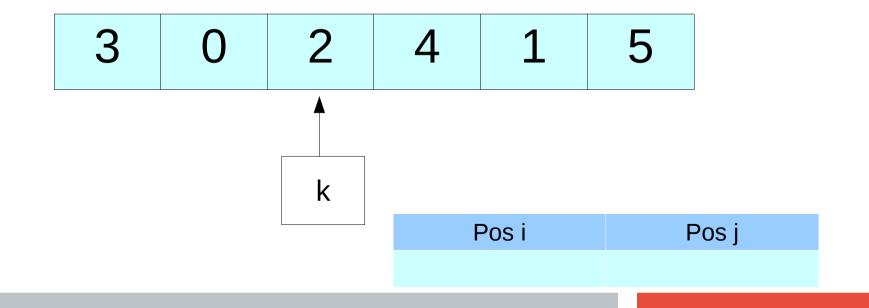


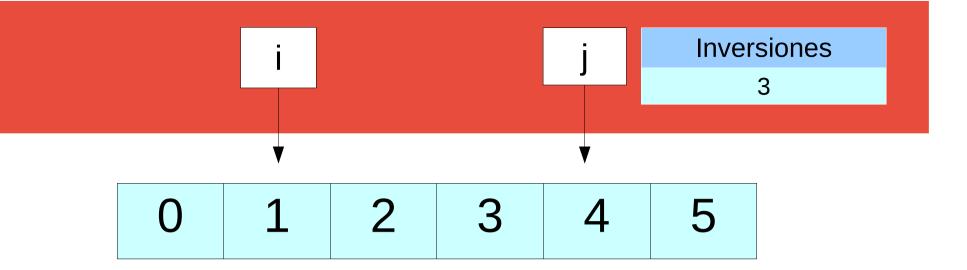


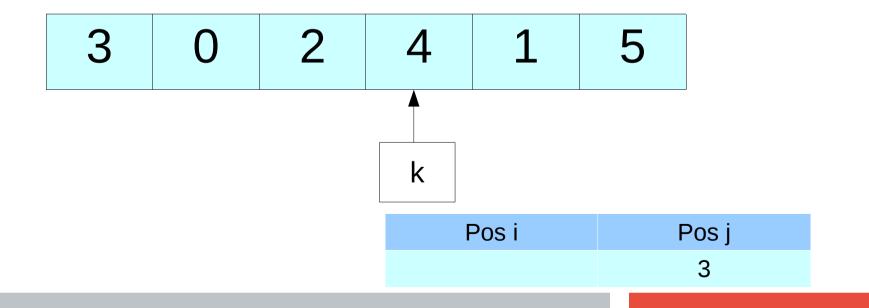


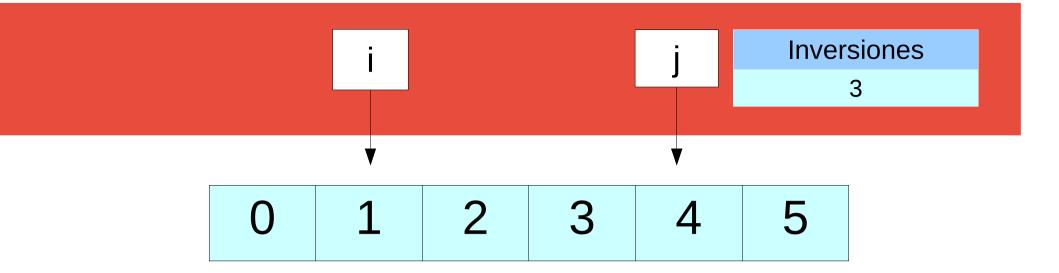


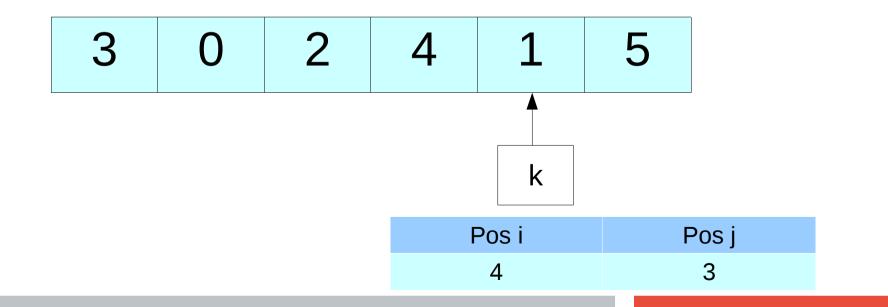


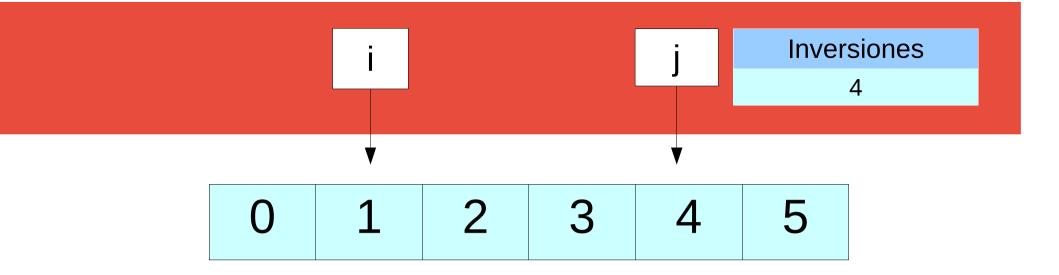








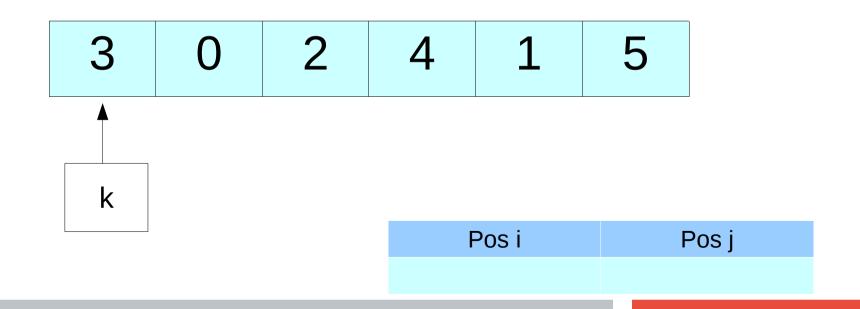


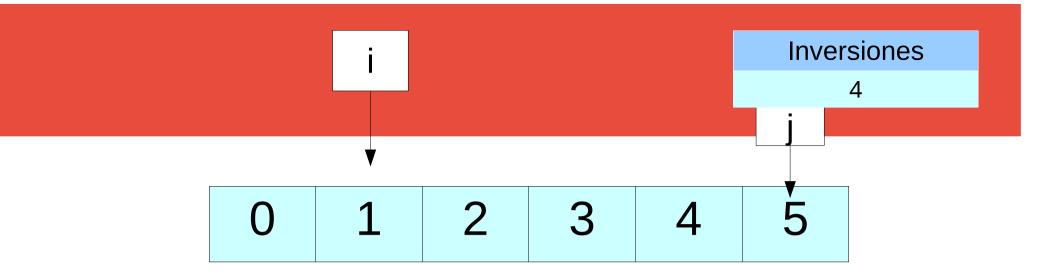


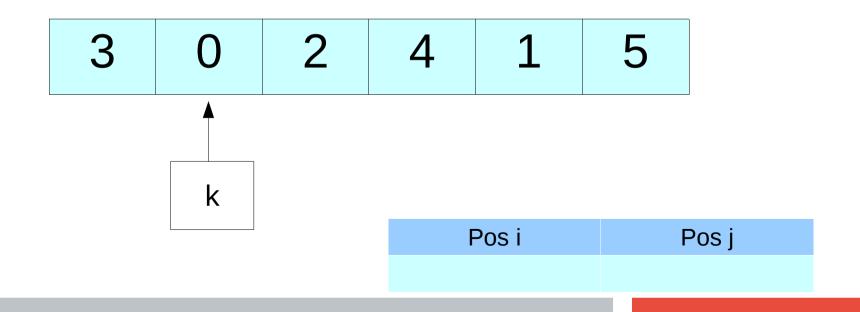
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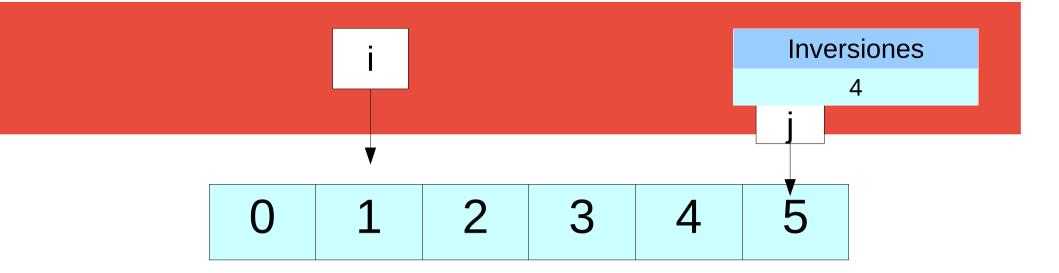
Pos i	Pos j
4	3

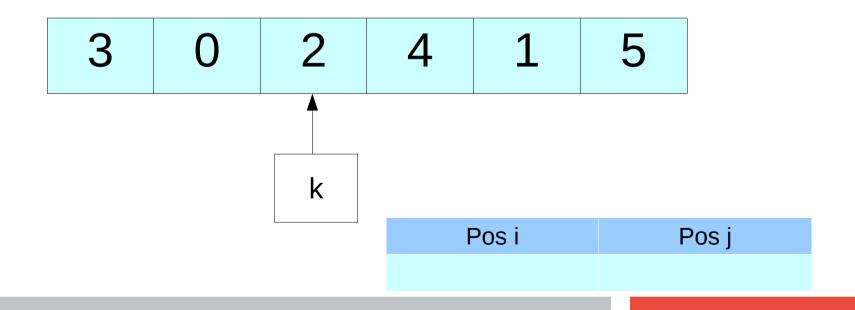


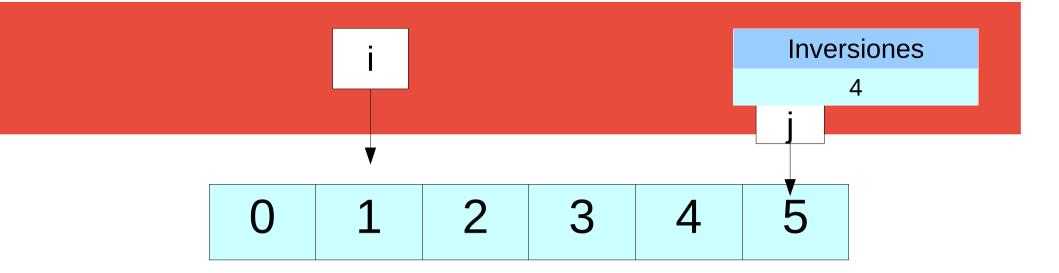


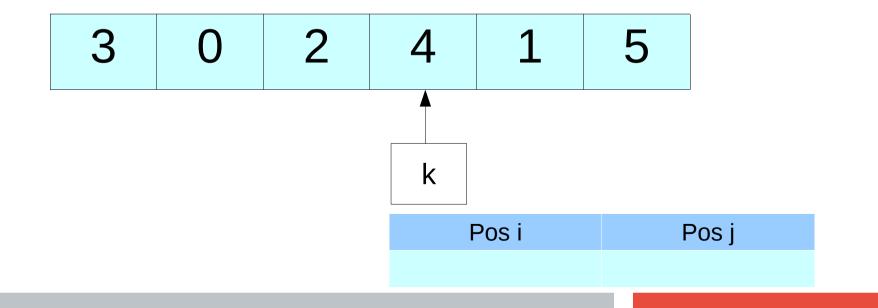


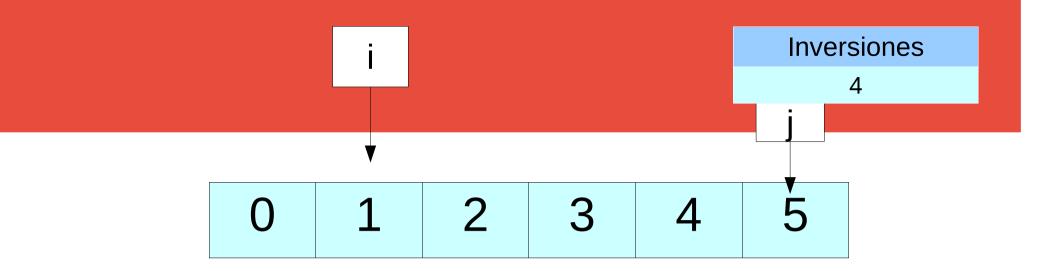


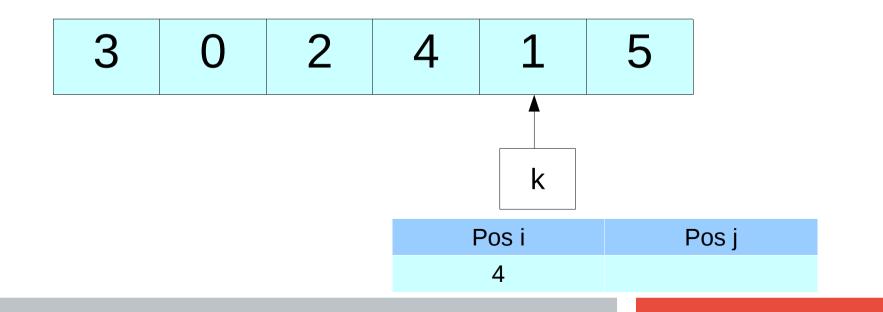


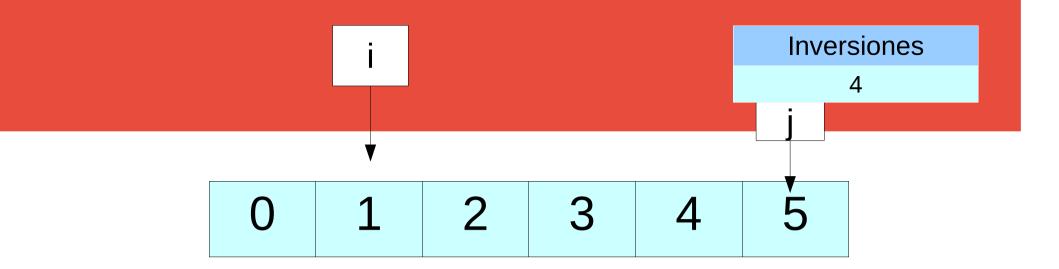


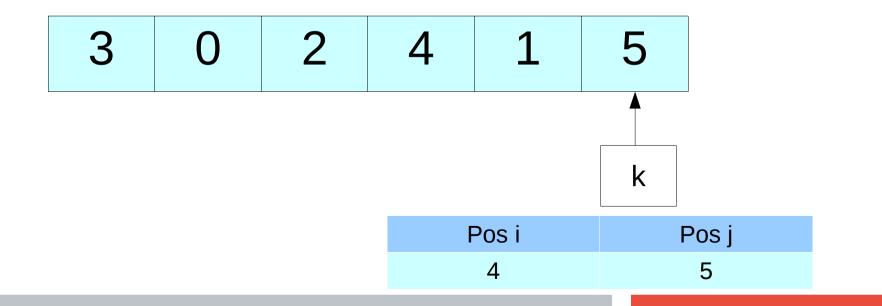


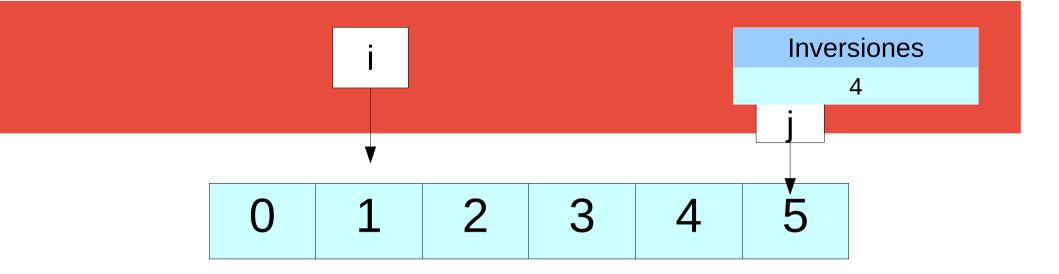






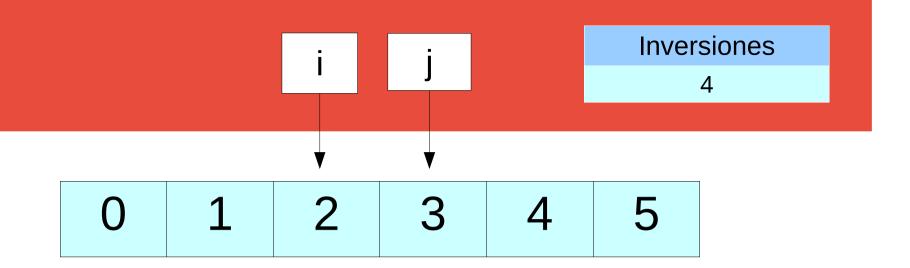


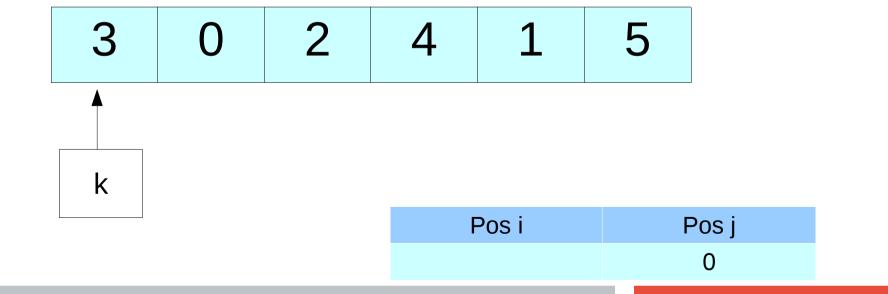


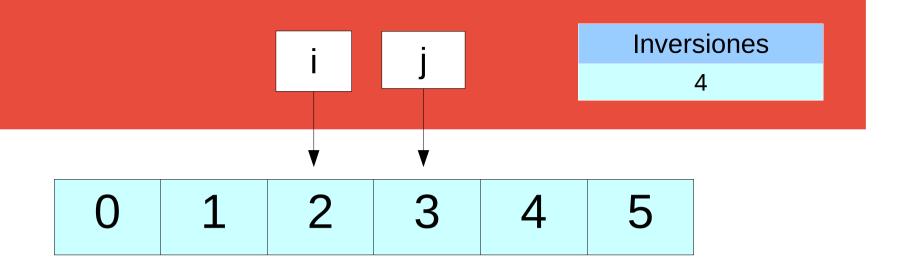


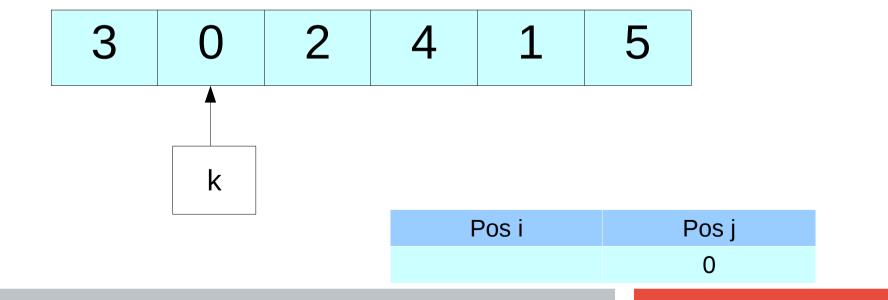
Pos j < pos i?

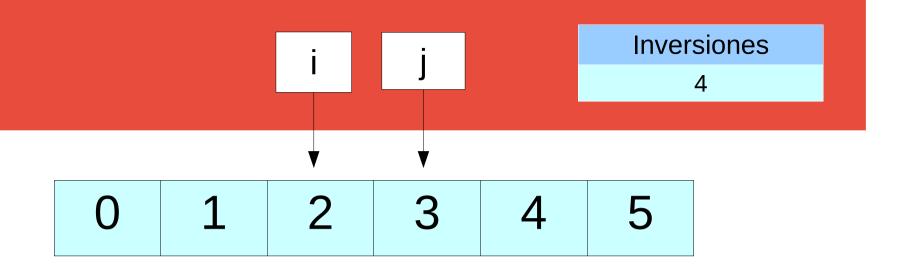
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4	5

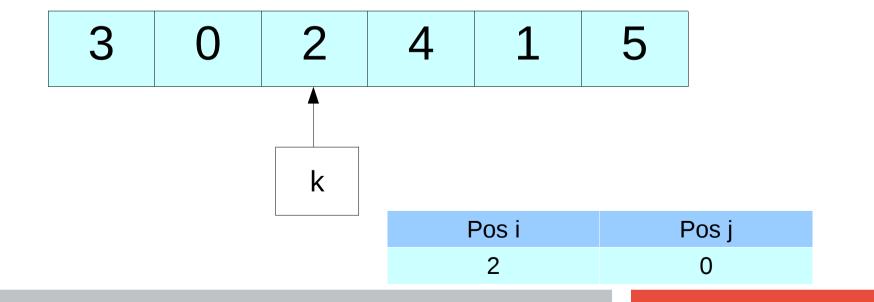


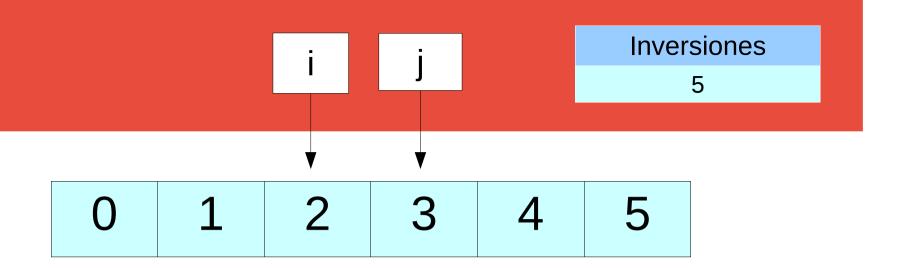






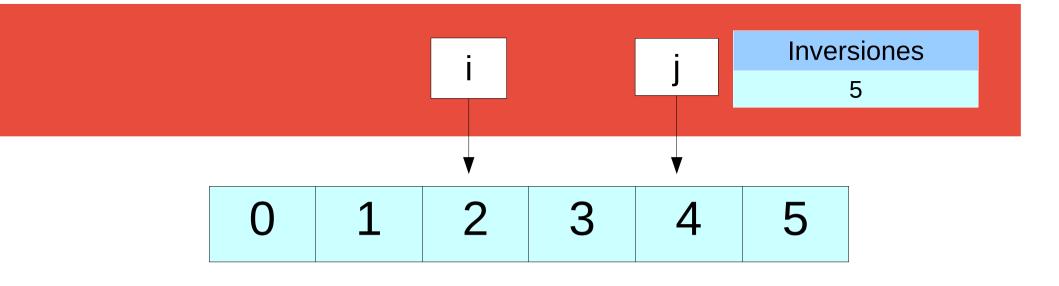


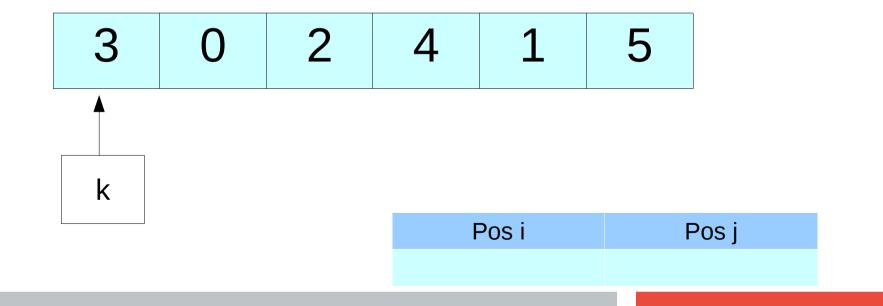


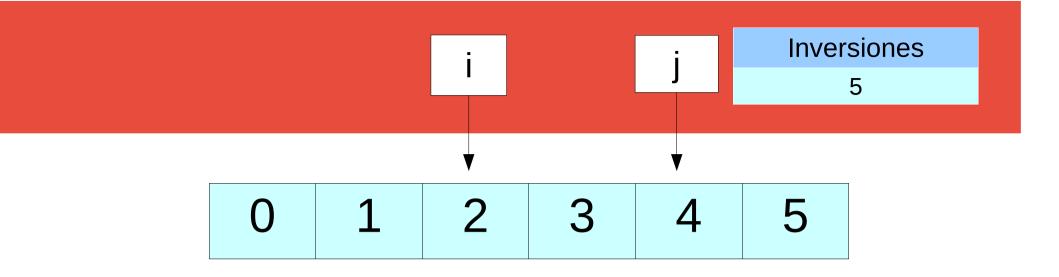


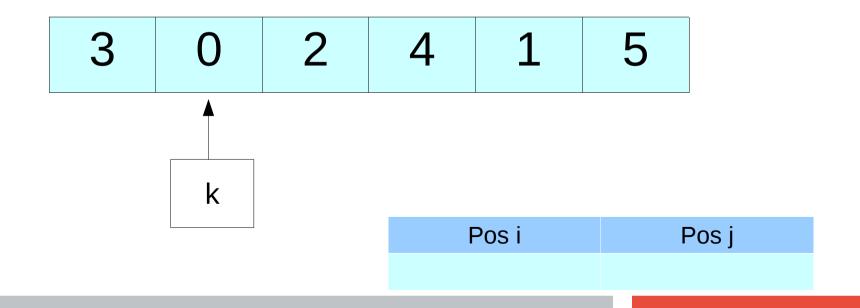
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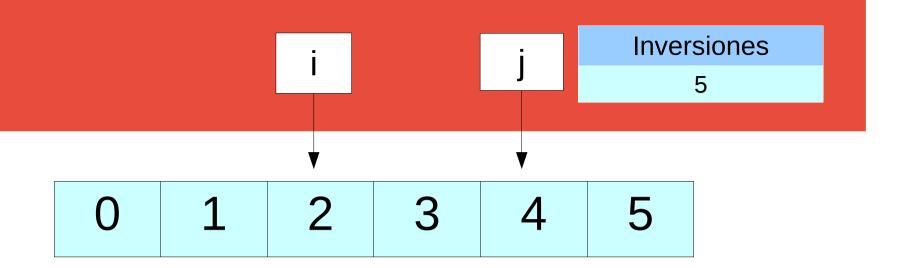
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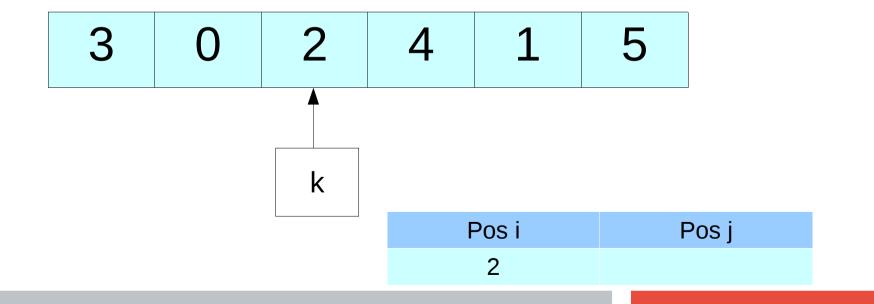


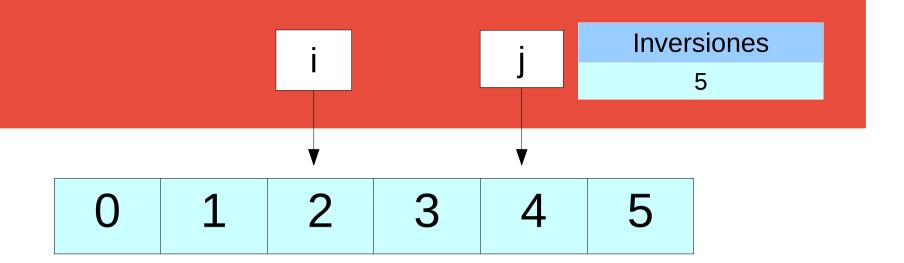


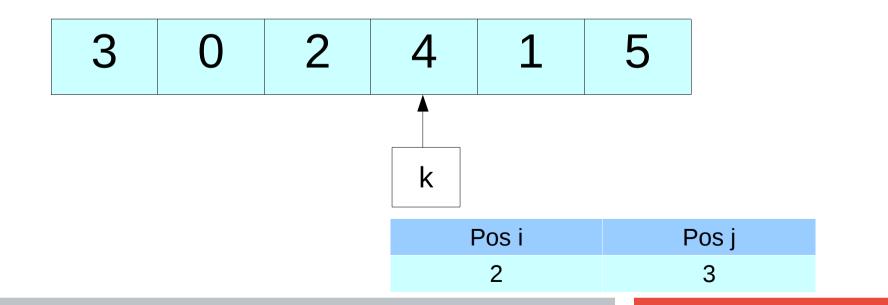


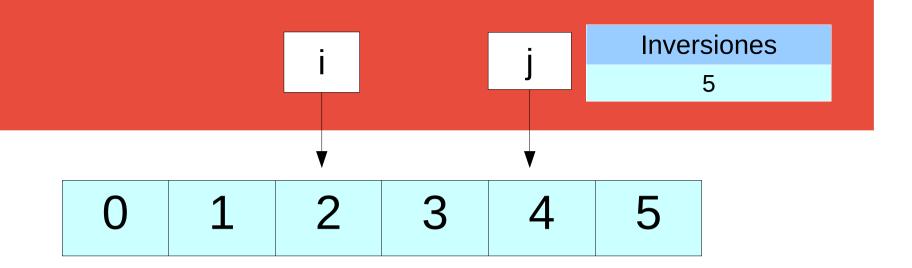






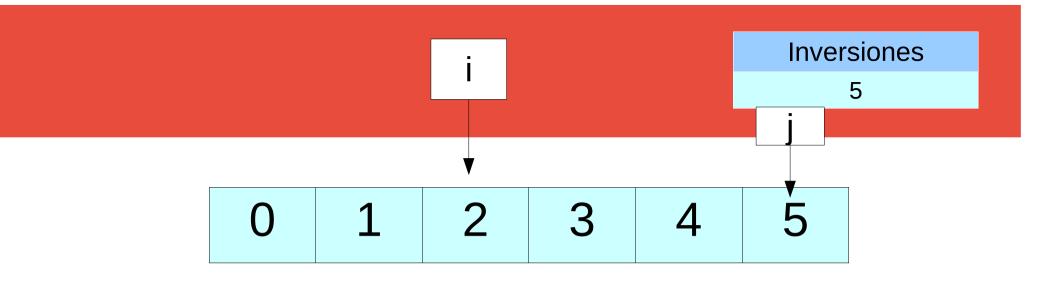


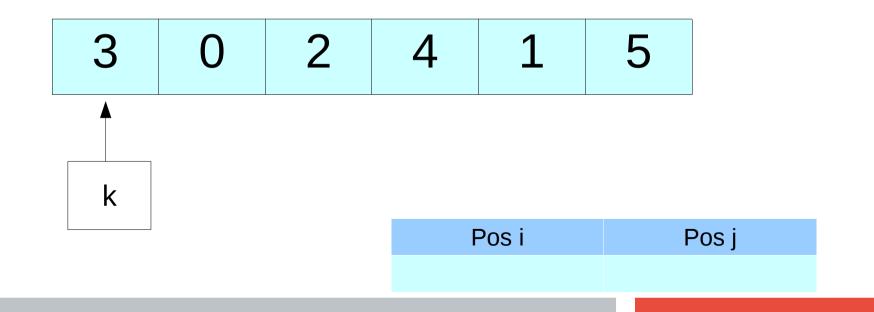


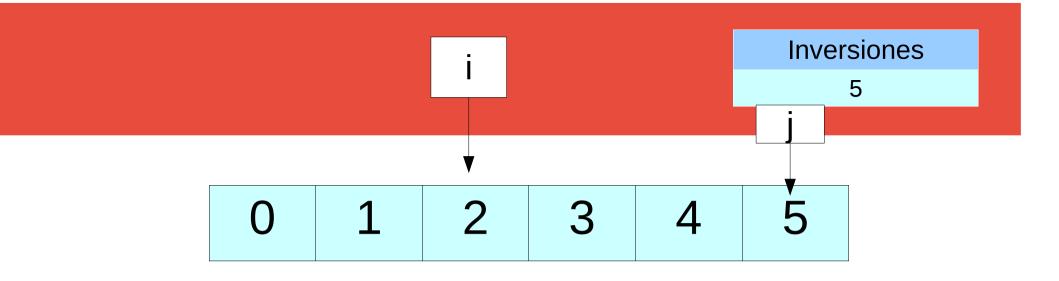


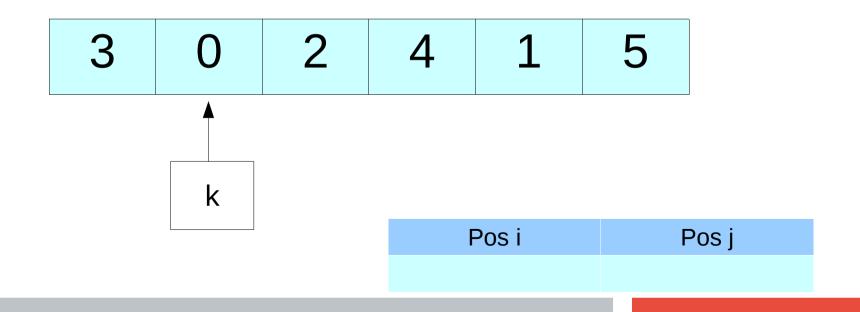
¿Pos j < pos i?

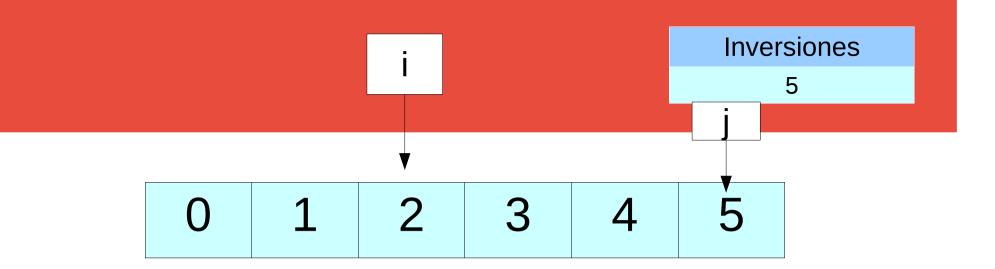
Pos i	Pos j
2	3

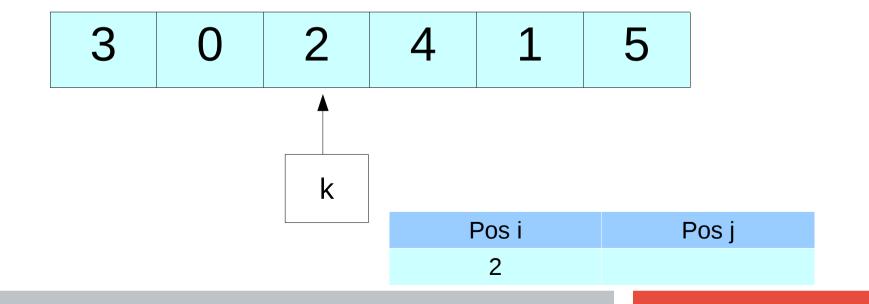


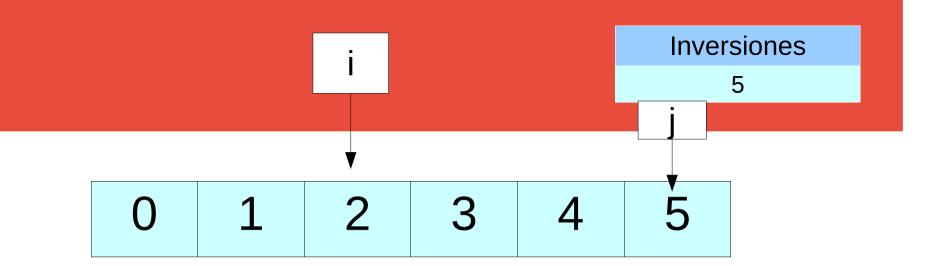


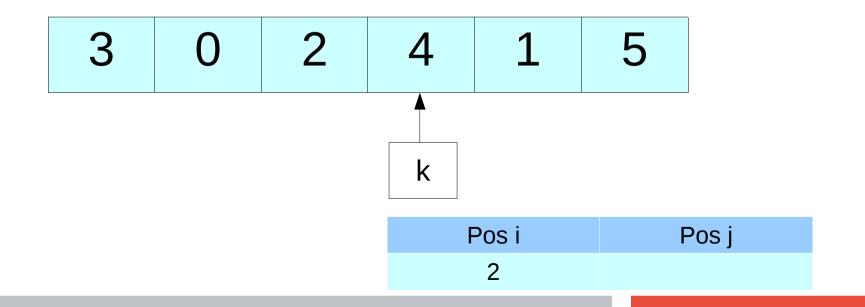


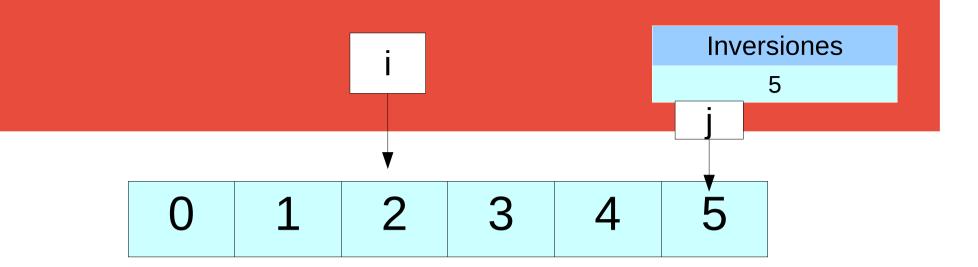


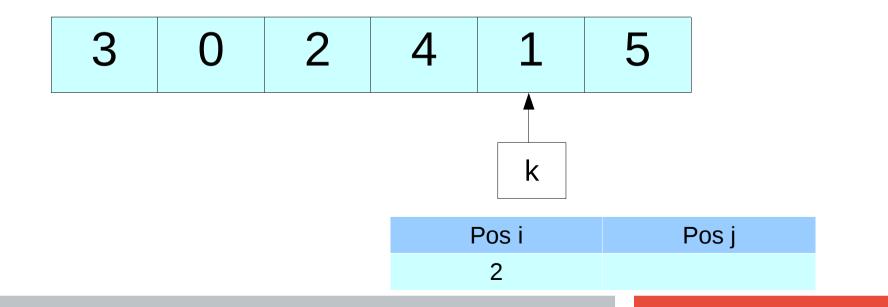


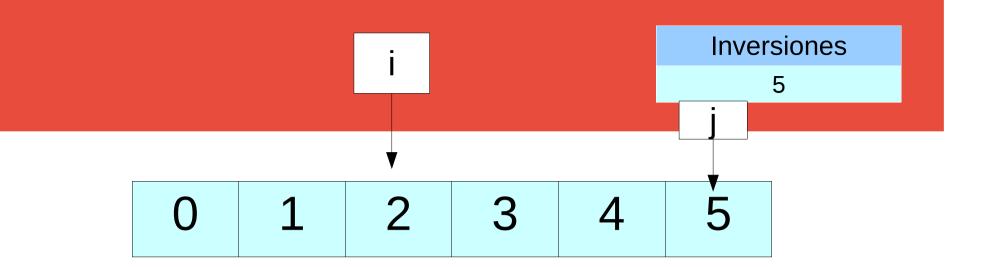


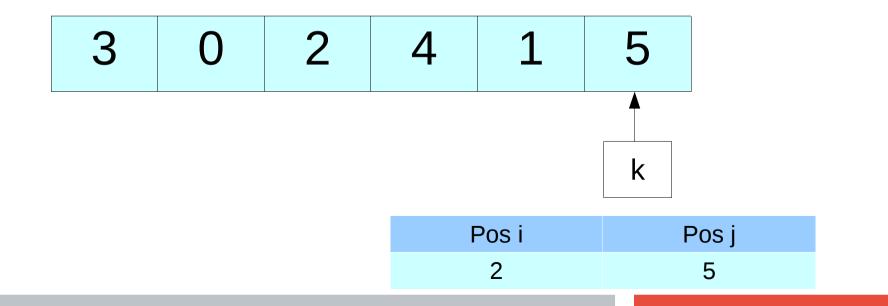


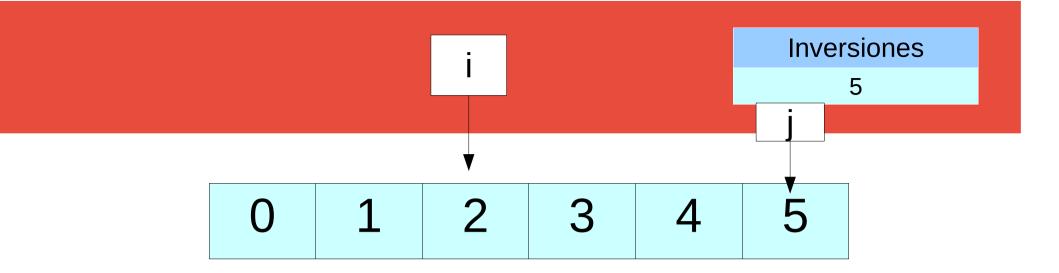






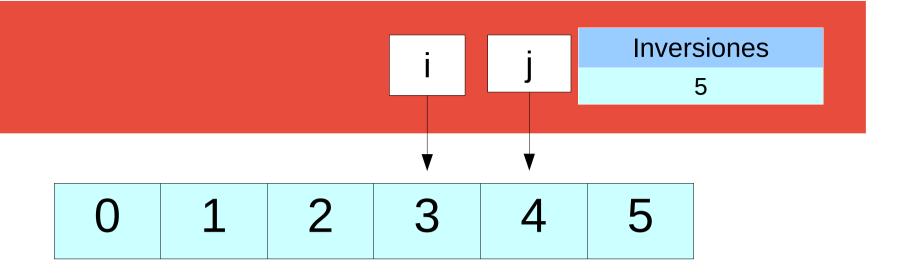


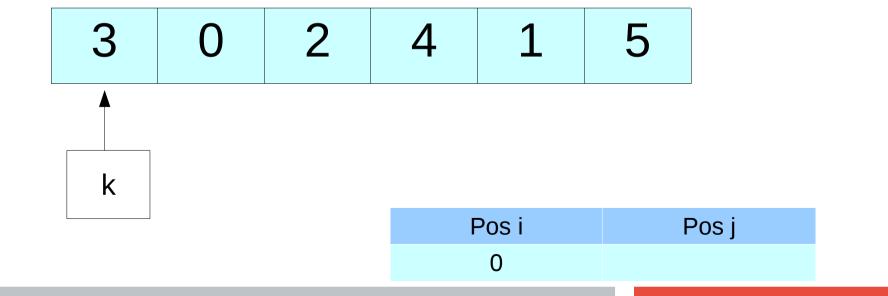


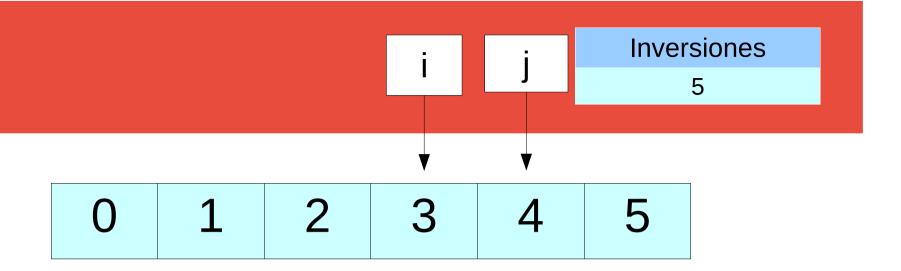


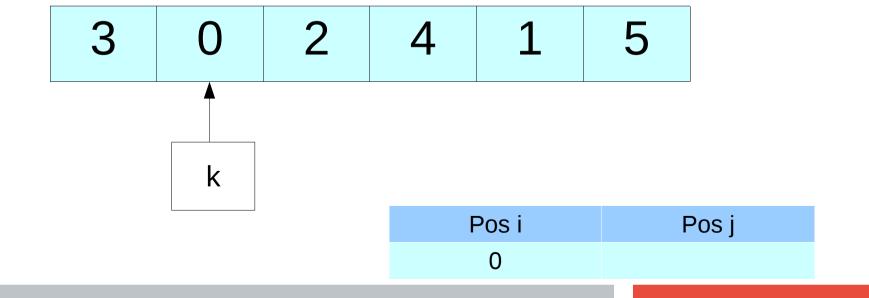
Pos j < pos i?

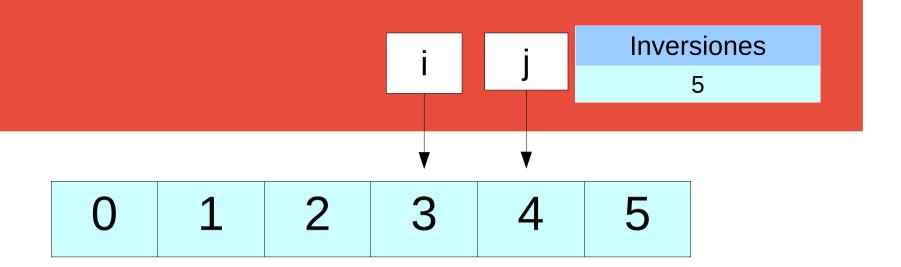
Pos i	Pos j
2	5

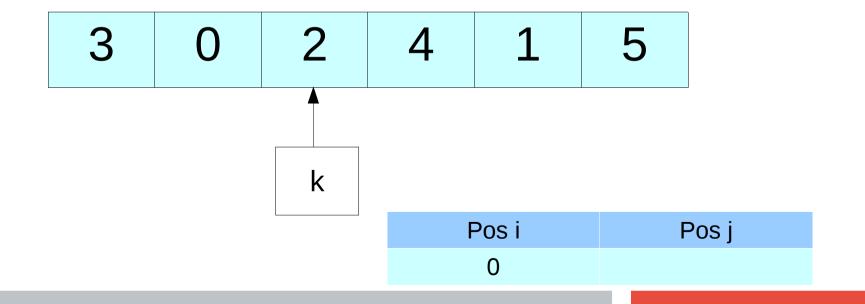


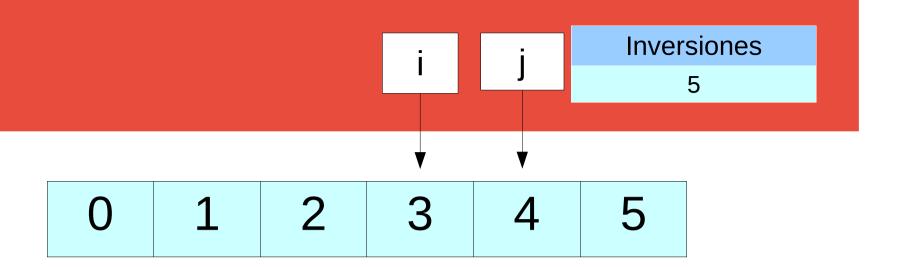


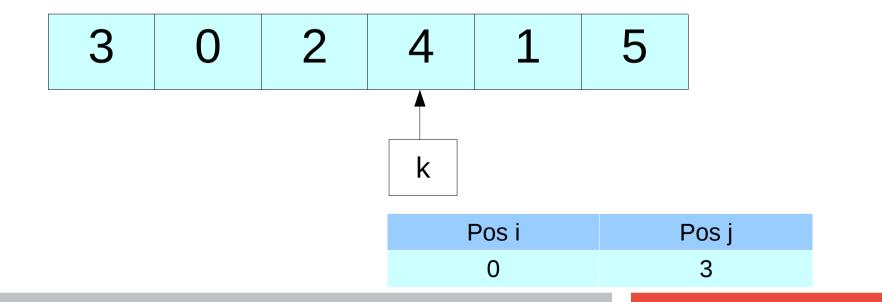


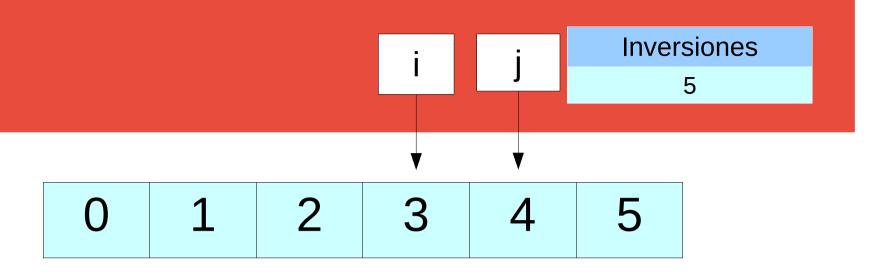










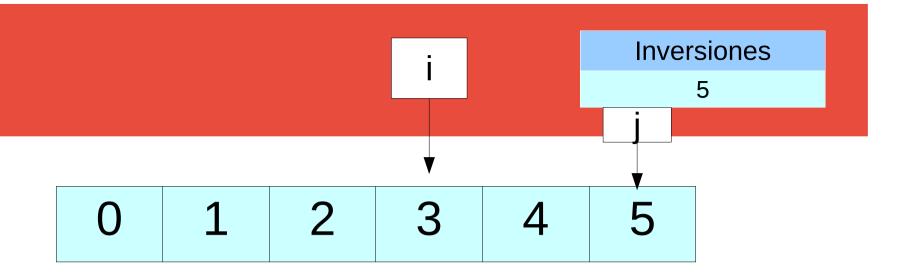


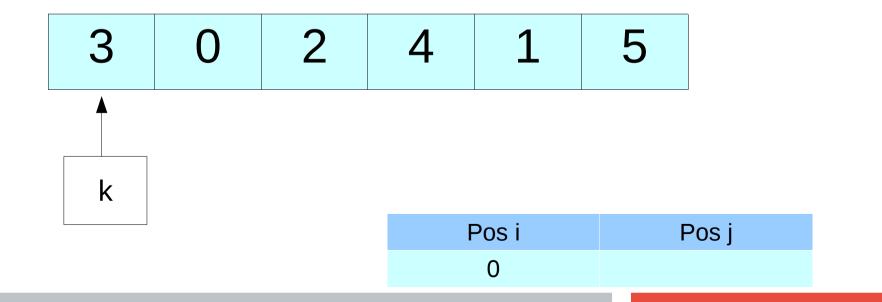
3 0 2 4 1 5

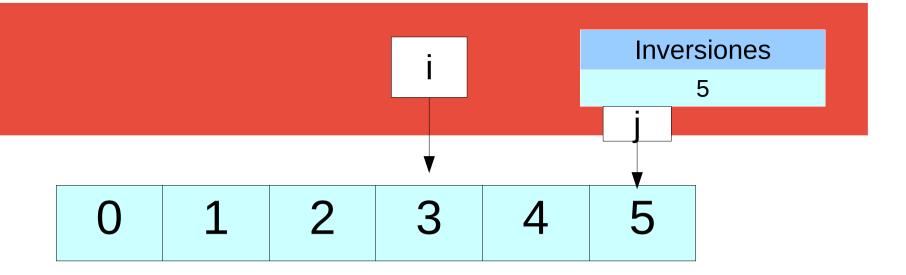
¿Pos j < pos i?

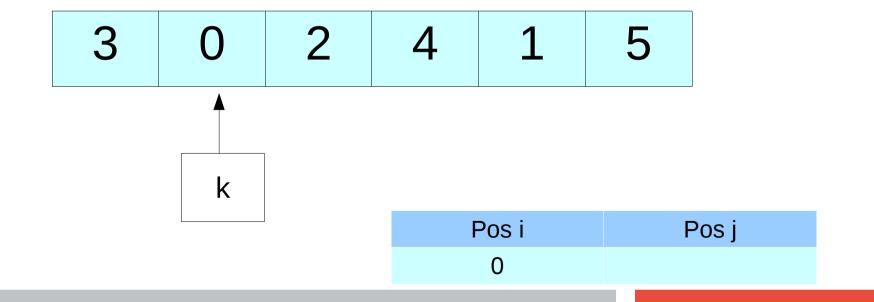
Inversiones + 1

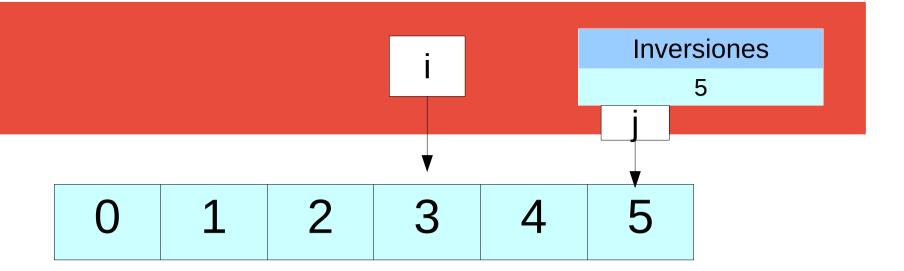
Pos i	Pos j
0	3

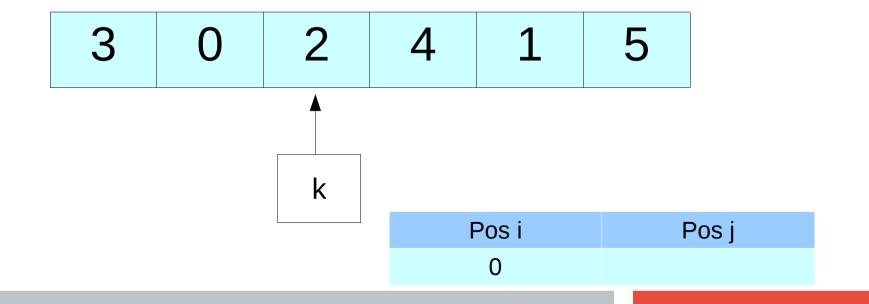


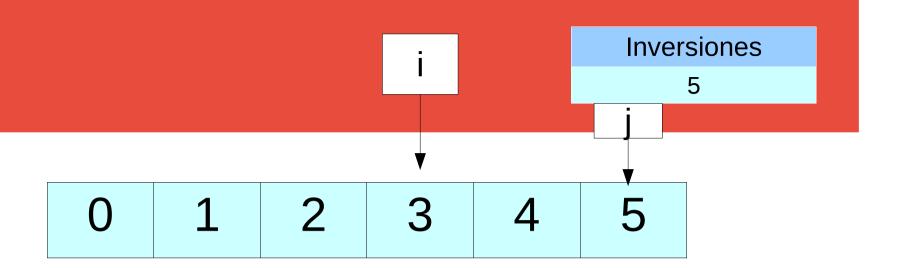


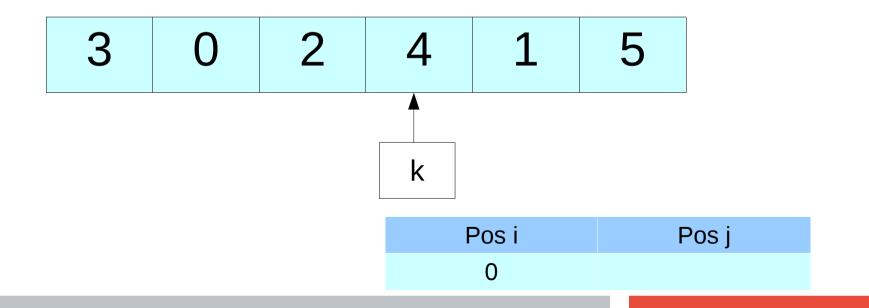


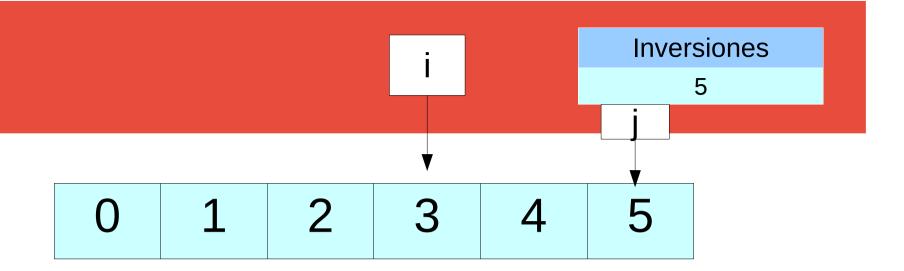


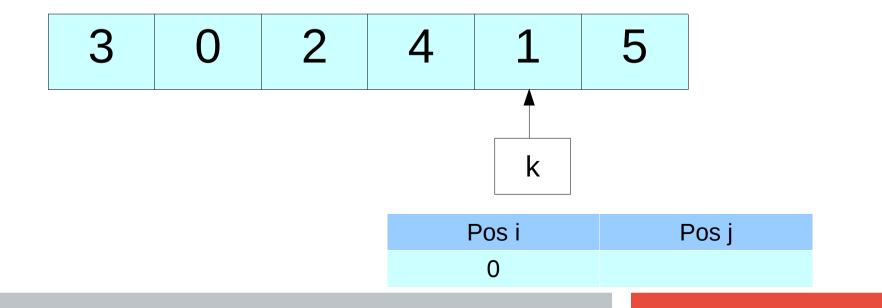


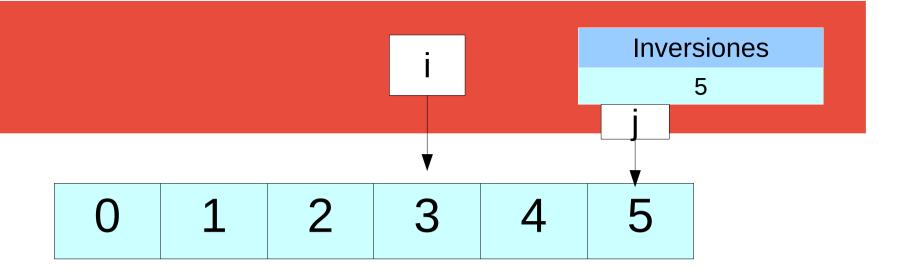


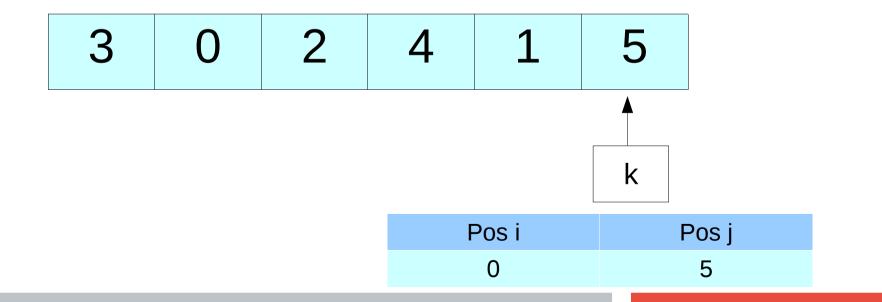


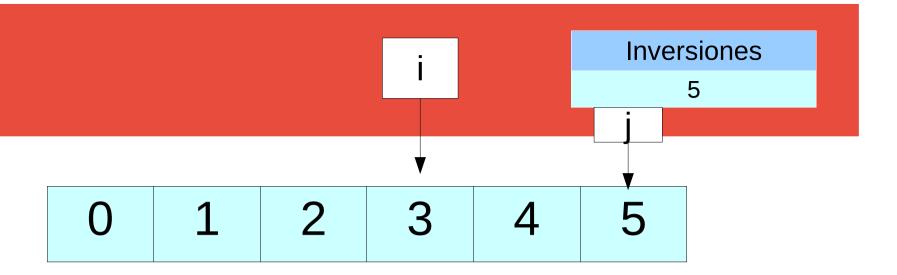










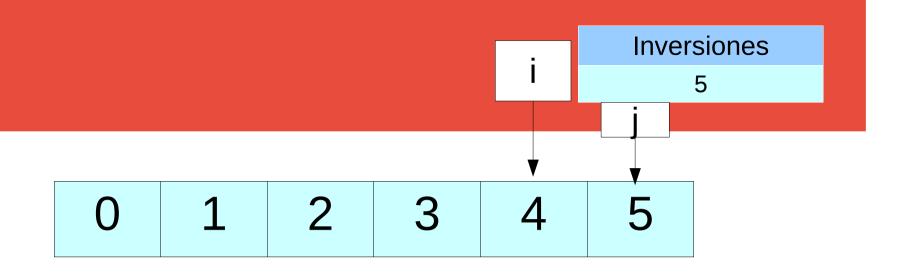


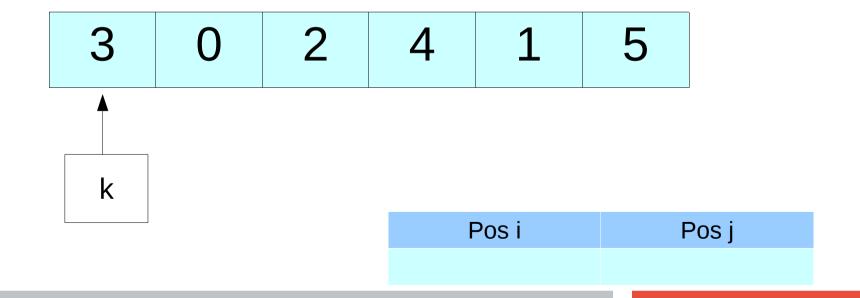
3	0	2	4	1	5

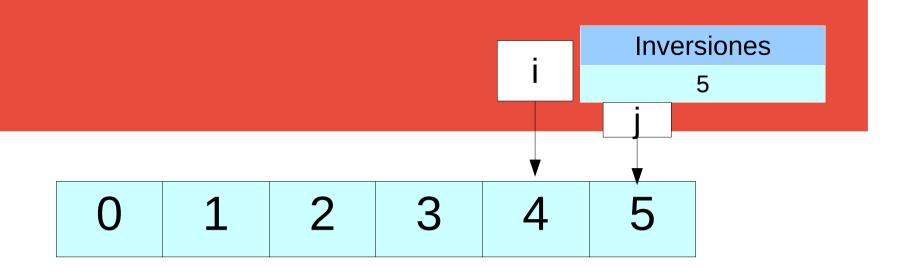
Pos j < pos i?

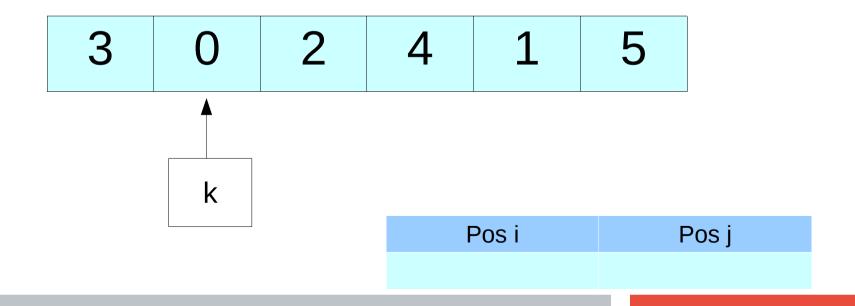
Inversiones + 1

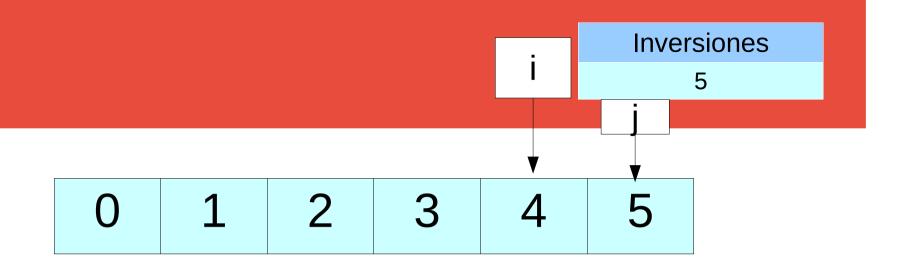
Pos i	Pos j
0	5

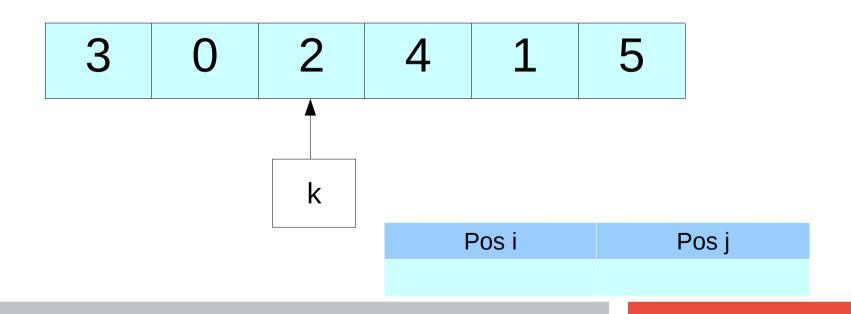


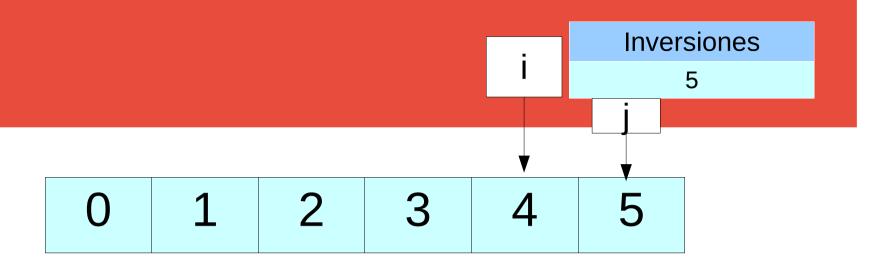


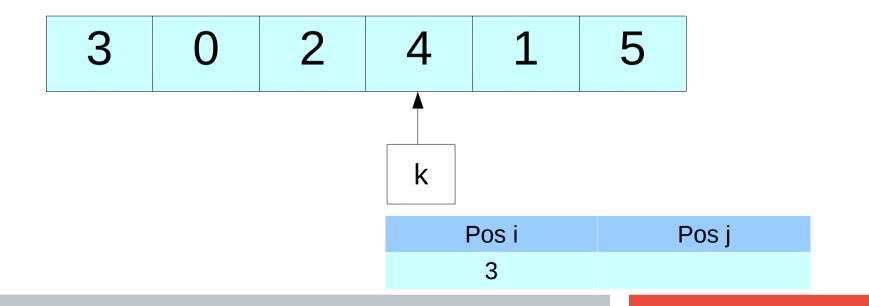


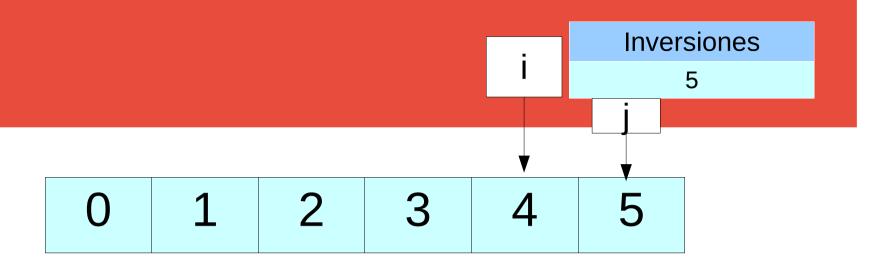


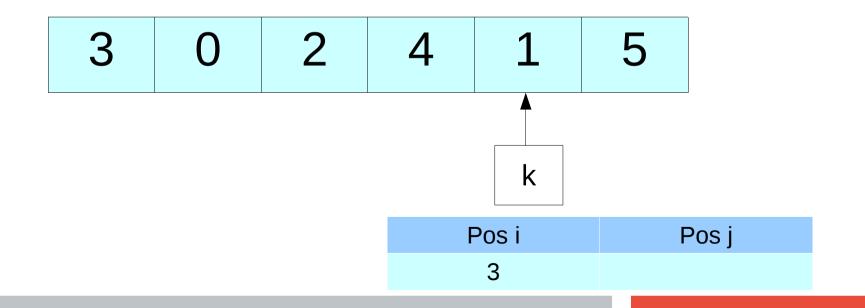


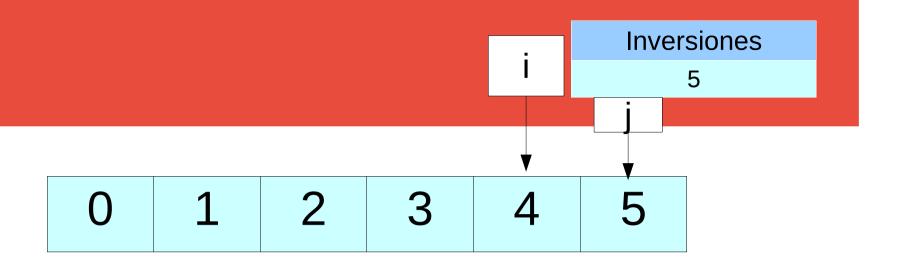


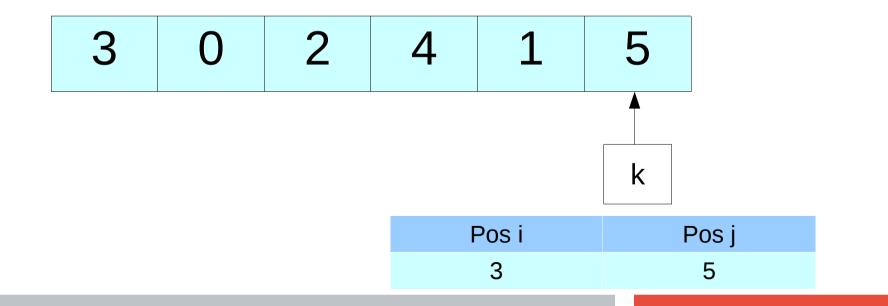


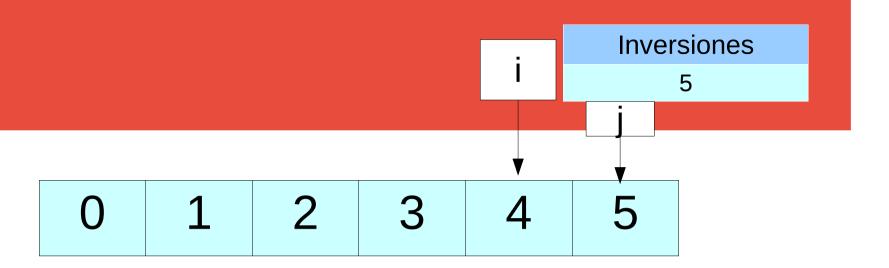












3 0	2	4	1	5
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Pos j < pos i?

Inversiones + 1

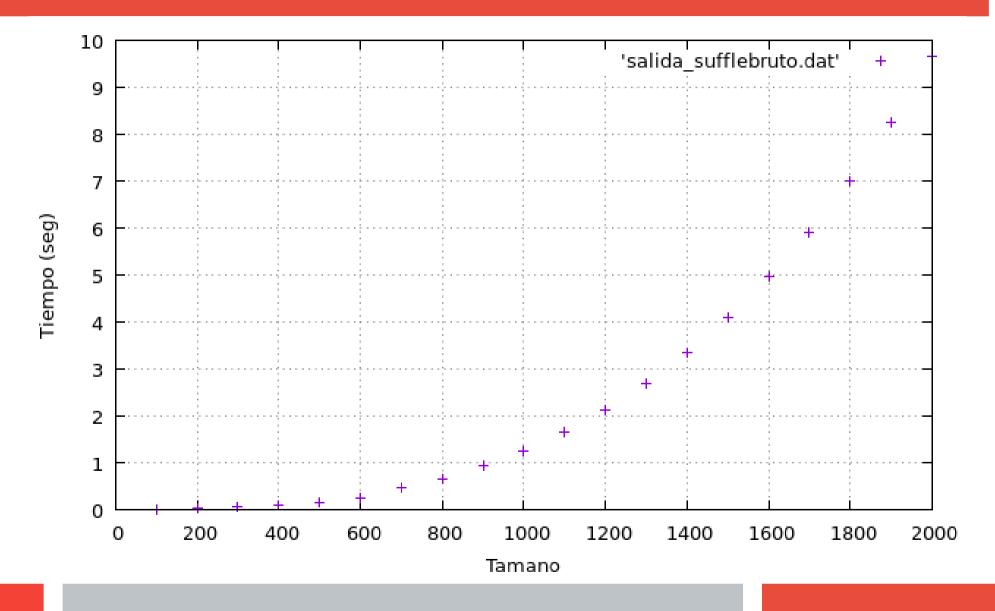
Pos i	Pos j
3	5

Eficiencia teórica

Como la mayor parte del tiempo de ejecución de este algoritmo se emplea en los 3 bucles for que se encargan de buscar los elementos que se quieren comparar en el vector.

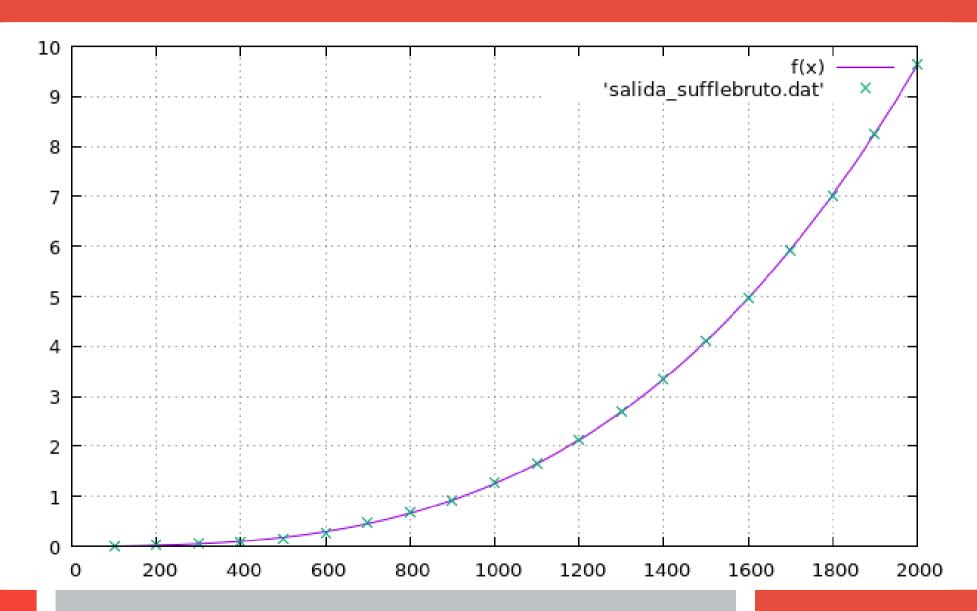
Eficiencia: O(n³)

Eficiencia empírica



Eficiencia híbrida:

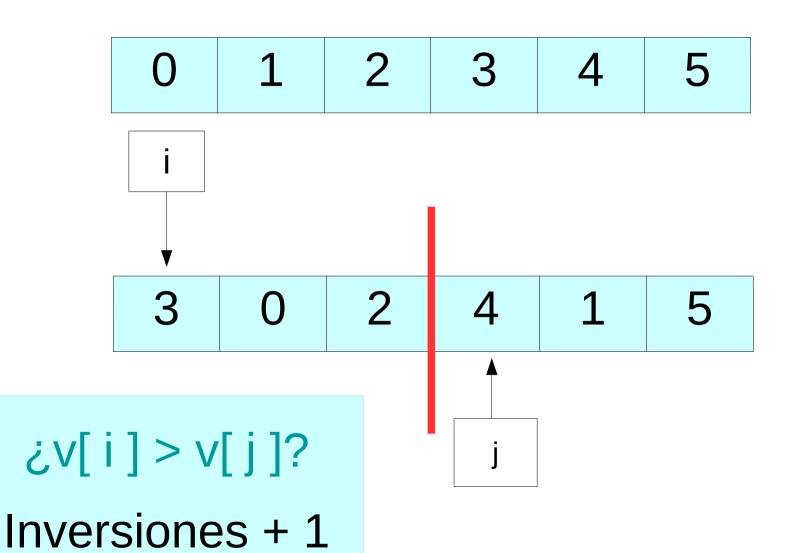
 $f(x)=1.19599\cdot10 \times -3.52047\cdot10 \times +0.000102819 \times -0.00896225$

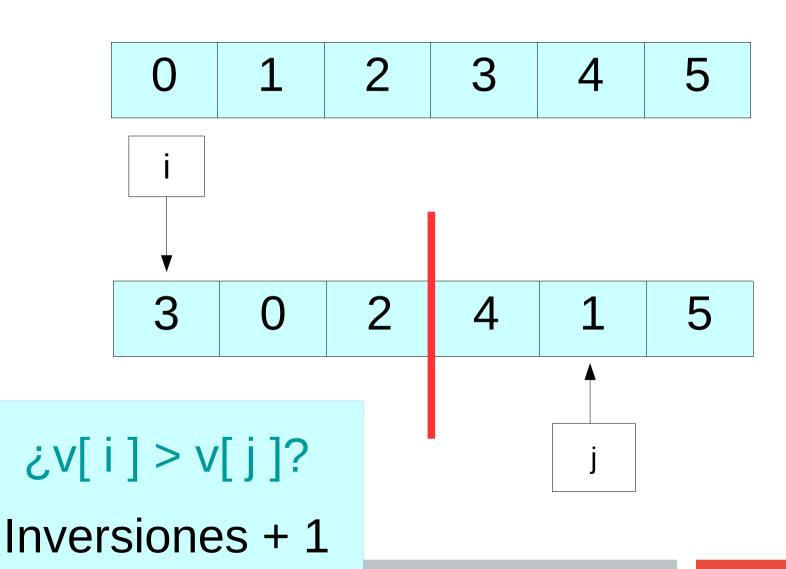


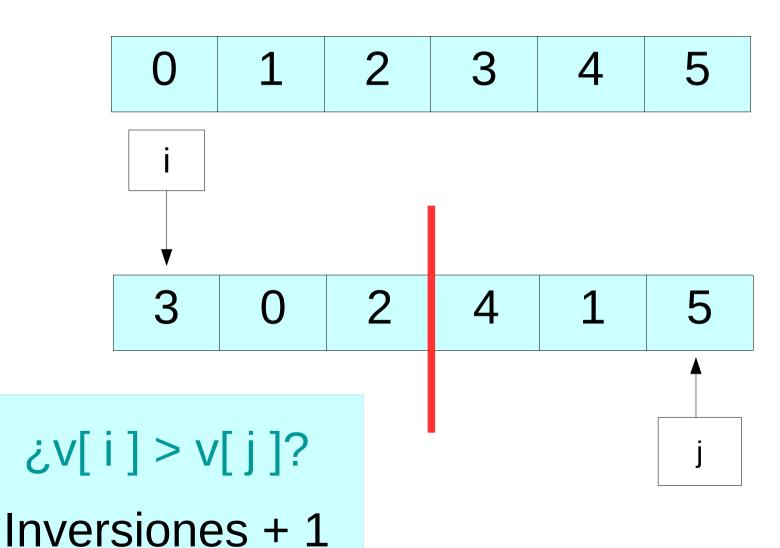
ALGORITMO DIVIDE Y VENCERÁS

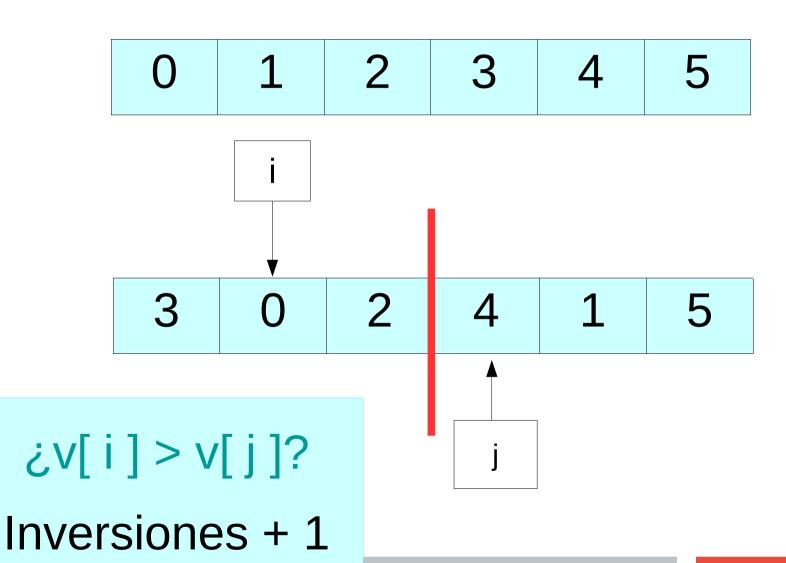
0 1 2 3 4 5

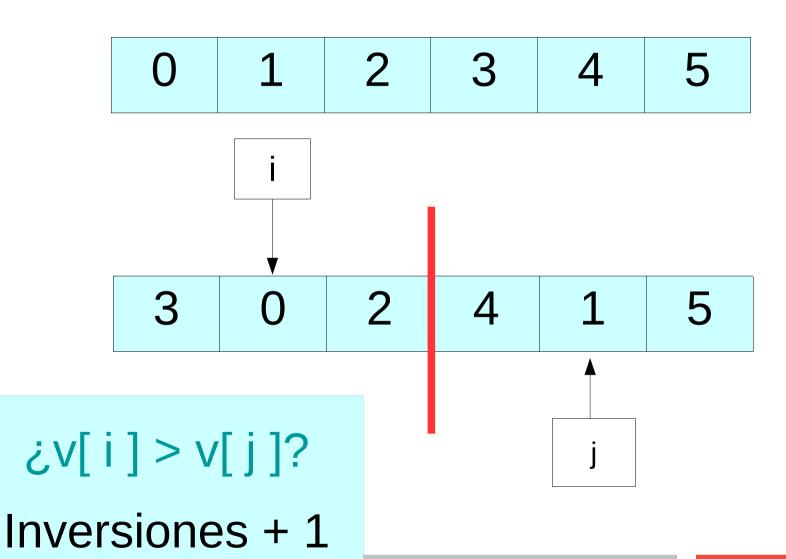
3 0 2 4 1 5

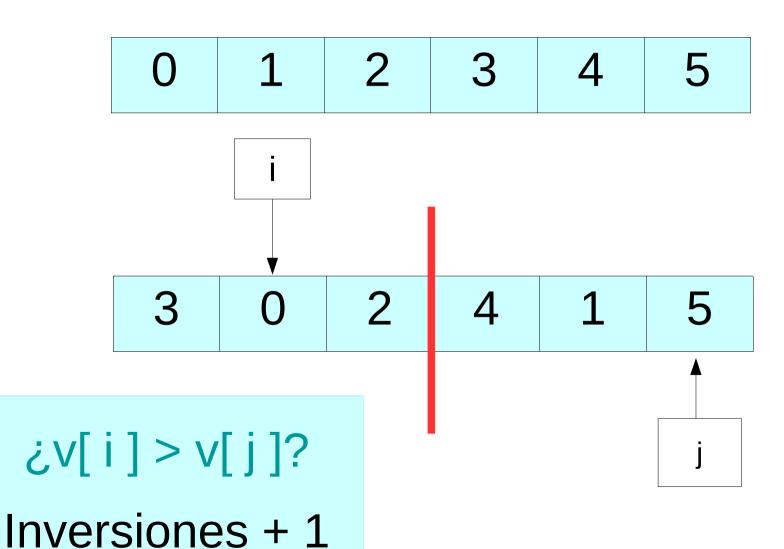


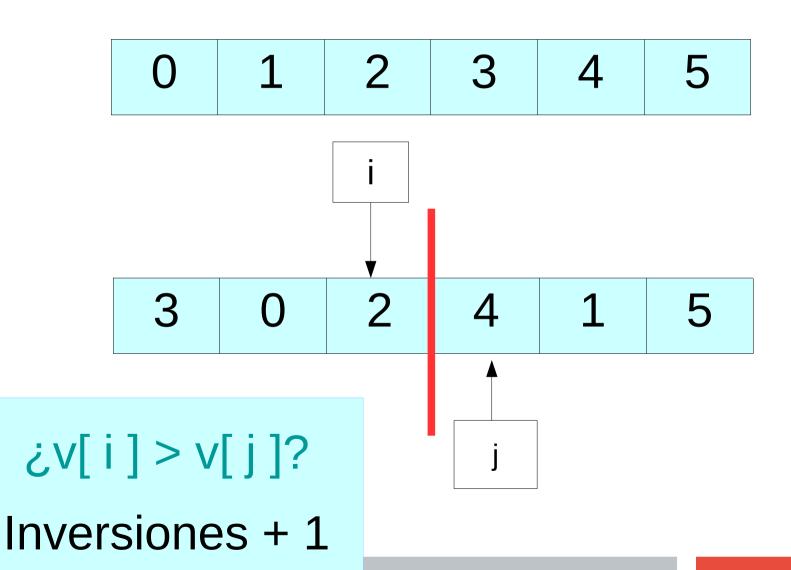


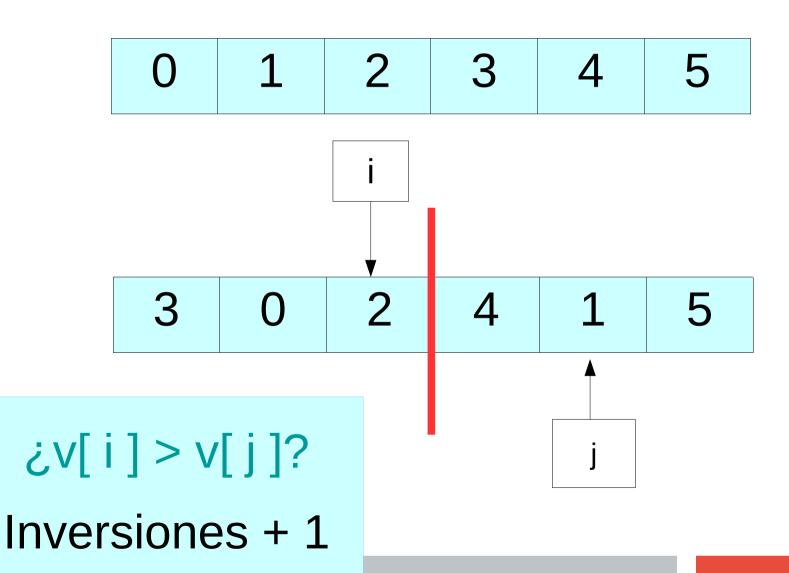






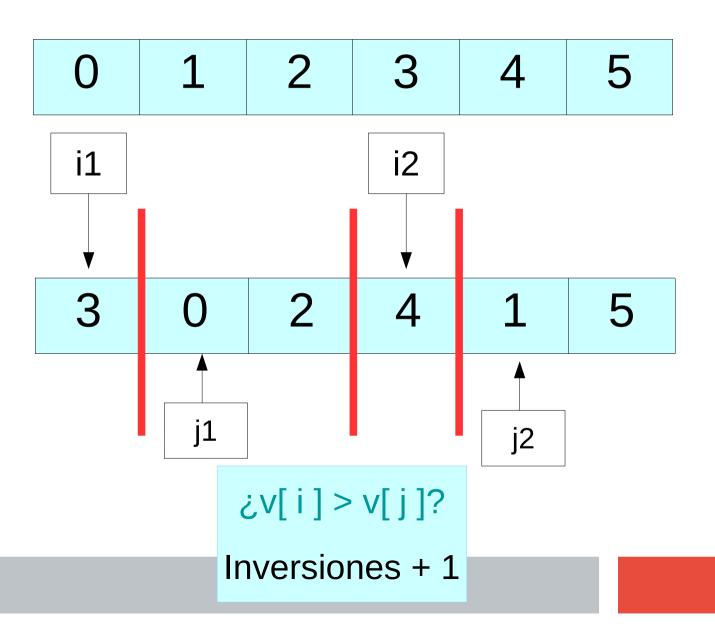


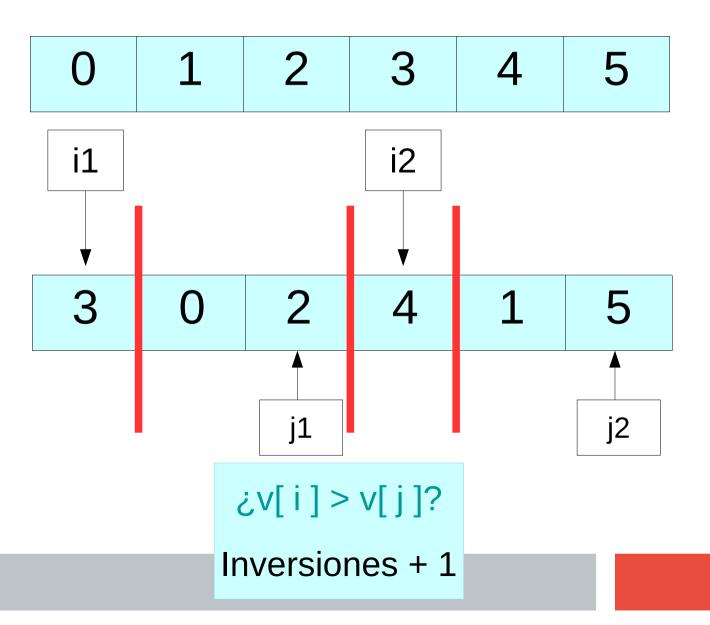


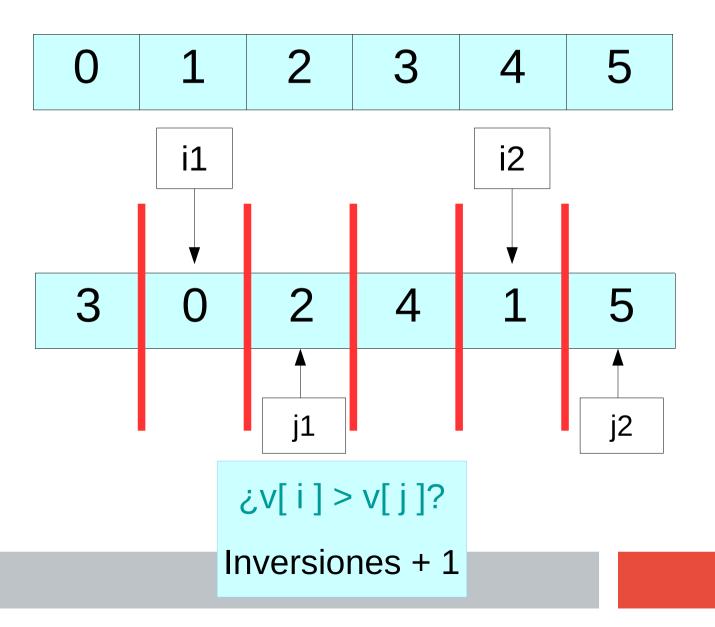




2+1+1=4





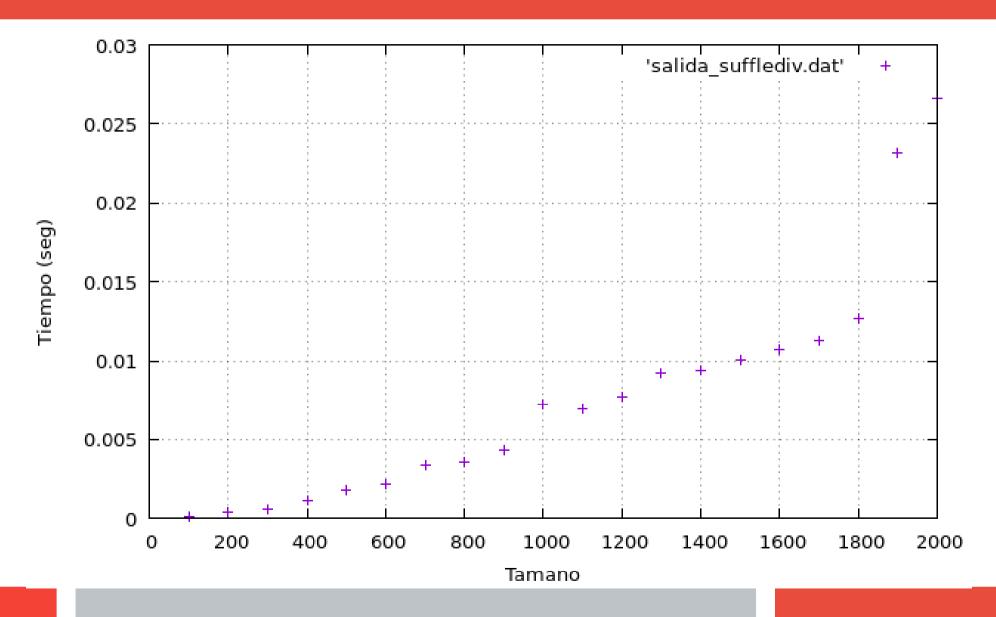


Eficiencia teórica

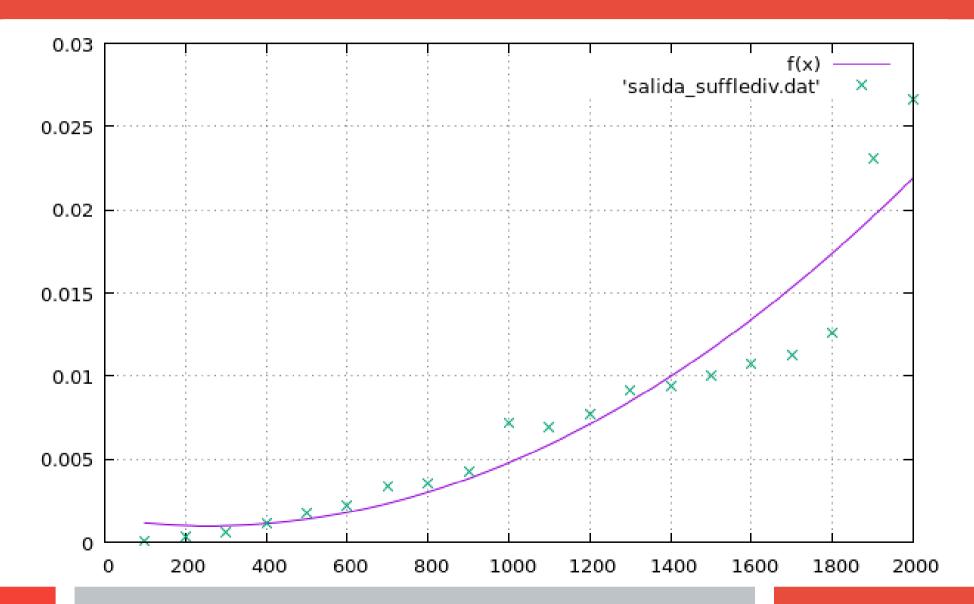
Como se trata de un algoritmo recursivo, para hallar la eficiencia teórica hay que resolver una ecuación en recurrencia.

Eficiencia: O(n²)

Eficiencia empírica



Eficiencia híbrida: f(x)=6.89583 · 10 x -3.56282 ·10 x +0.00146535



Comparación de los dos algoritmos

