ORDENAÇÃO: MERGESORT

ALGORITMOS E ESTRUTURAS DE DADOS II

PUC MINAS

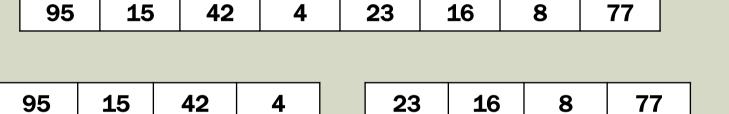
ENGENHARIA DE SOFTWARE

- Algoritmo recursivo.
- Usa o princípio da intercalação (merge) para ordenar os dados.
- Princípios básicos:
 - divisão recursiva em subvetores;
 - posterior intercalação desses subvetores.

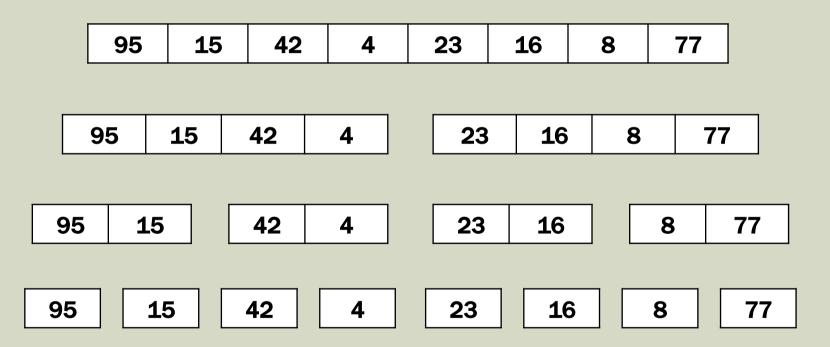
 95
 15
 42
 4
 23
 16
 8
 77

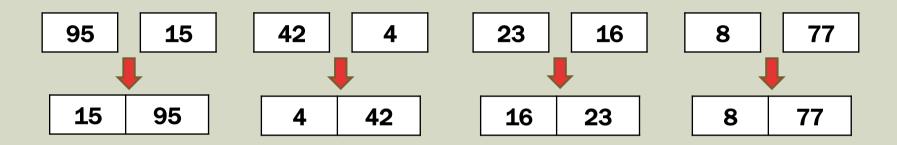


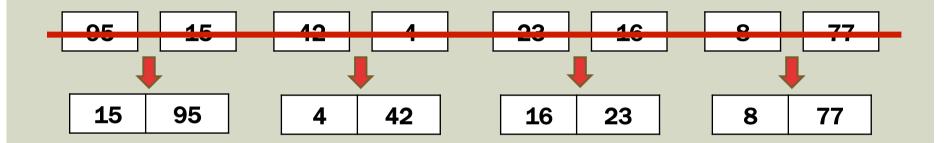
 95
 15
 42
 4
 23
 16
 8
 77

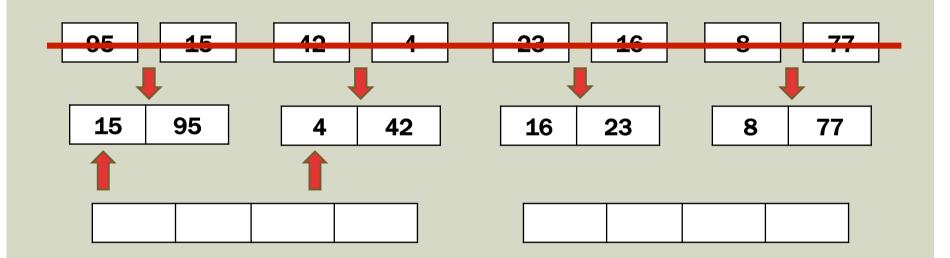


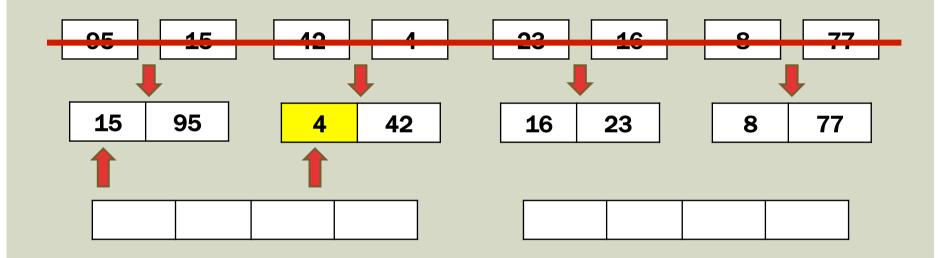
 95
 15
 42
 4
 23
 16
 8
 77

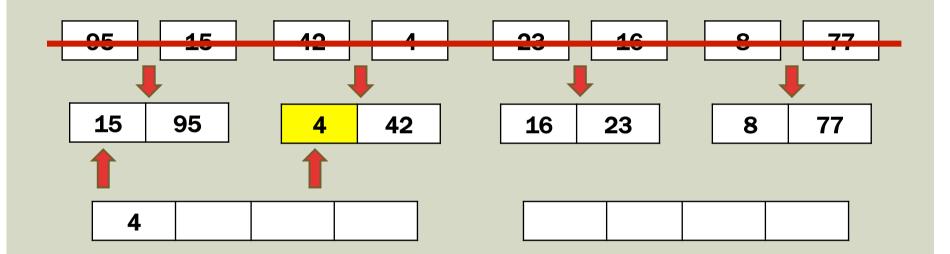


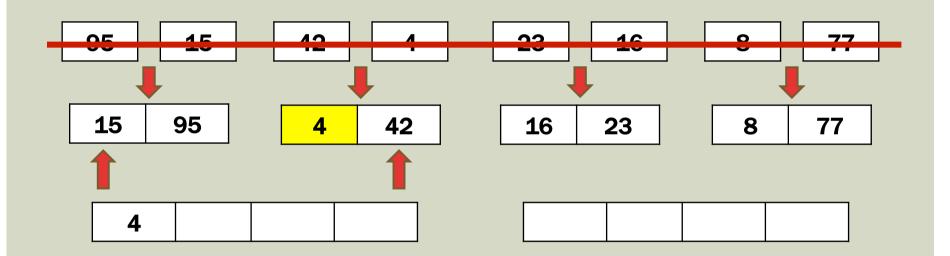


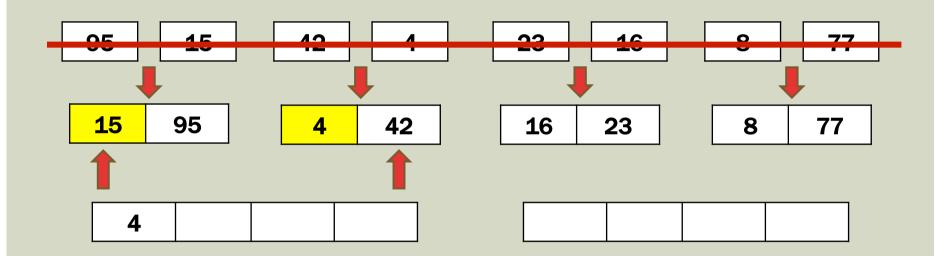


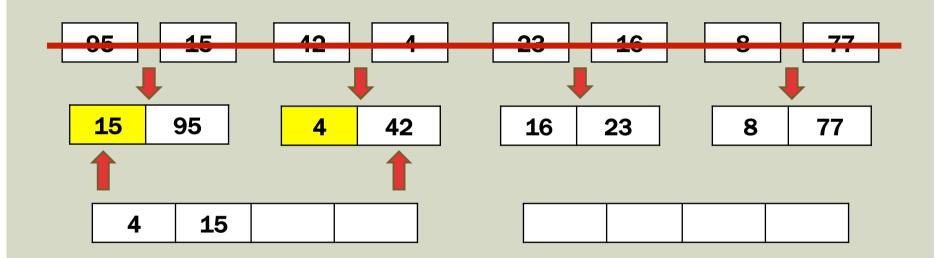


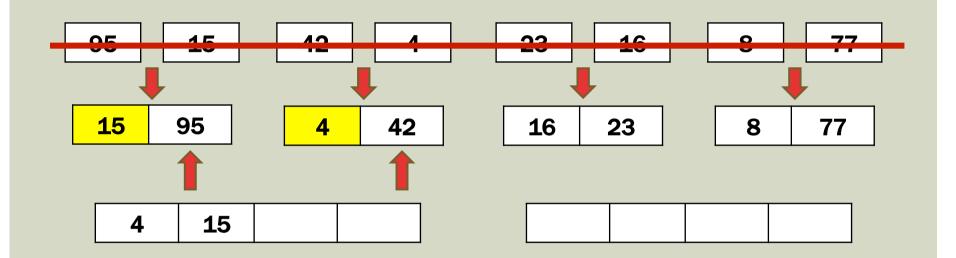


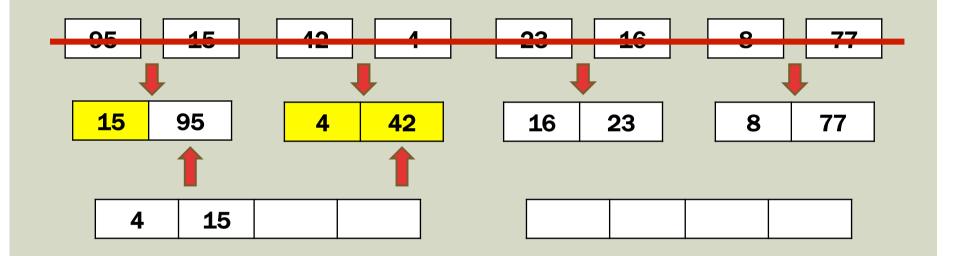


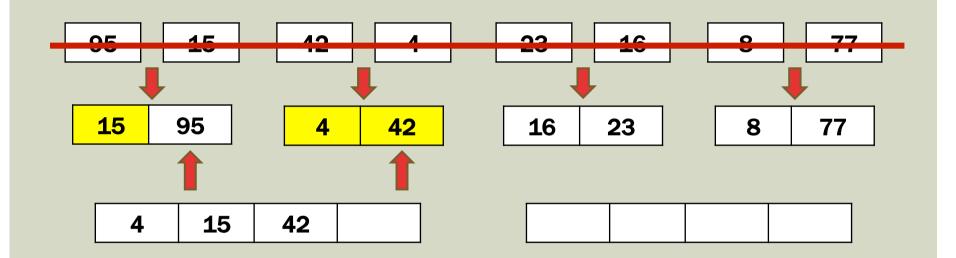


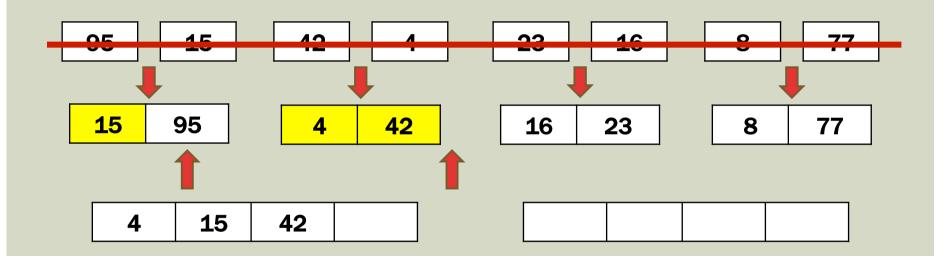


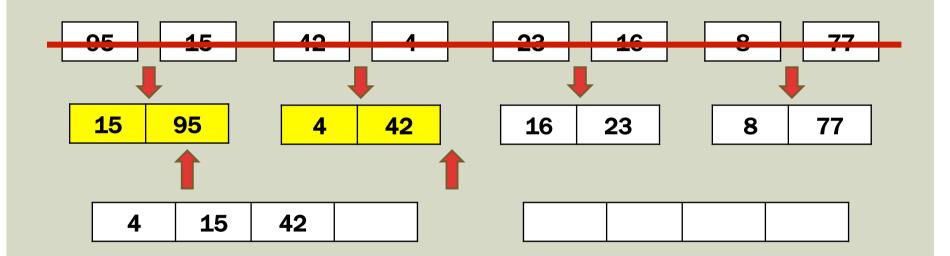


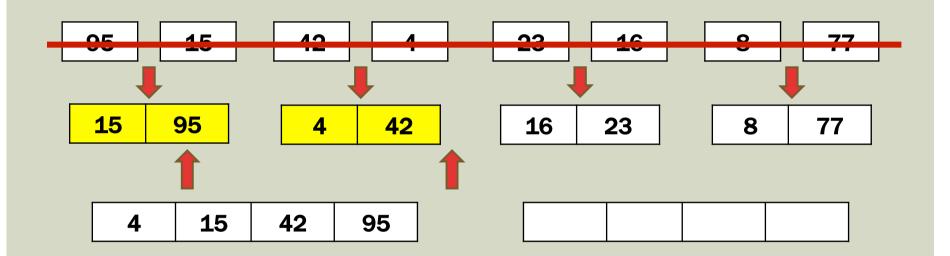


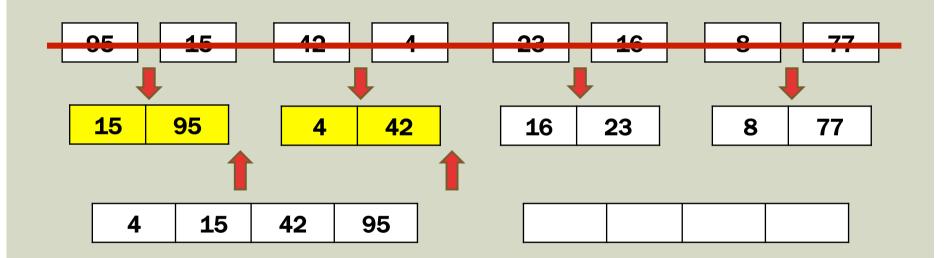


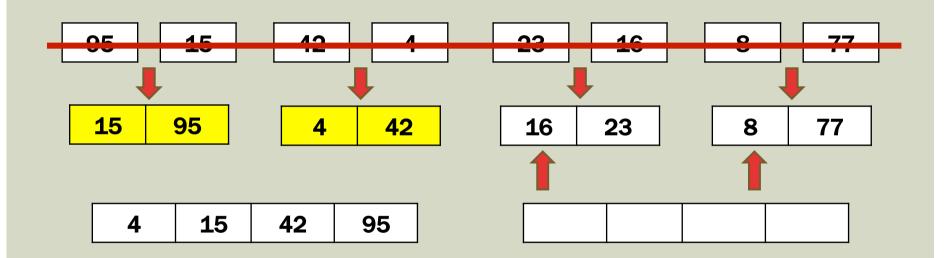


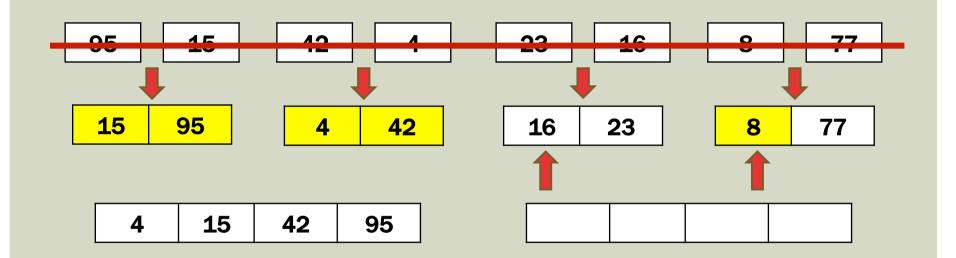


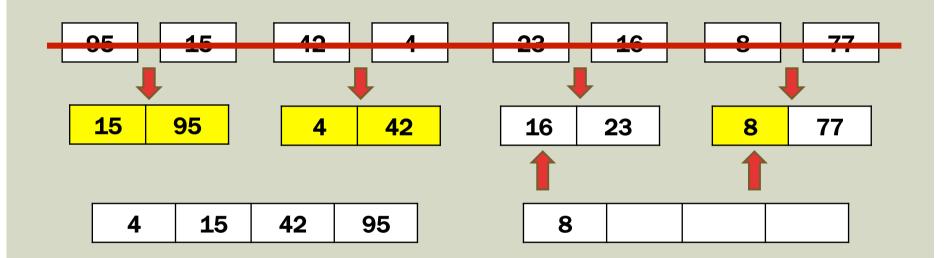


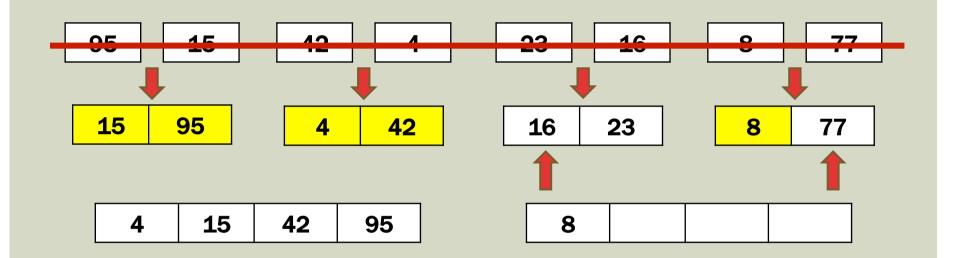


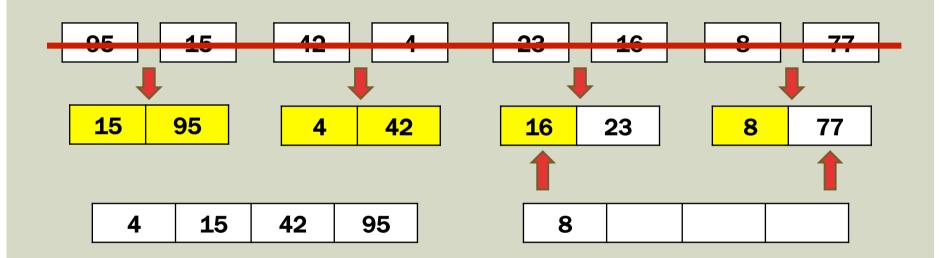


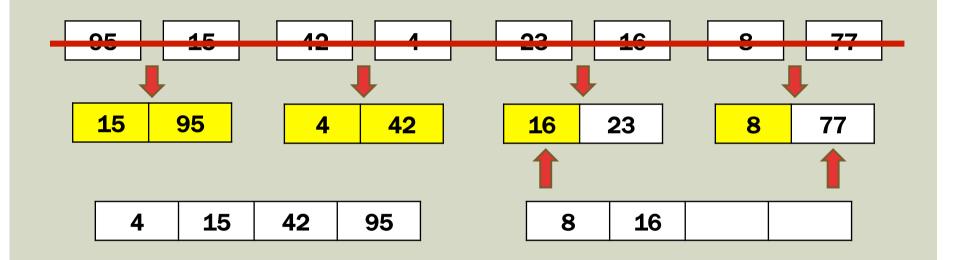


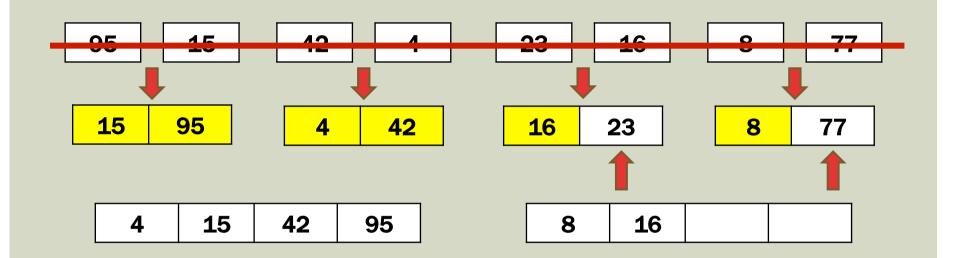


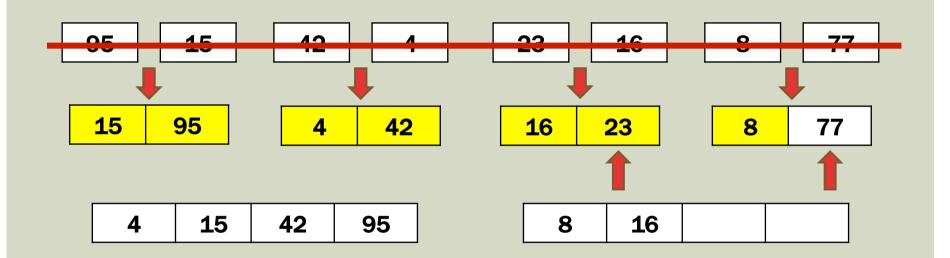


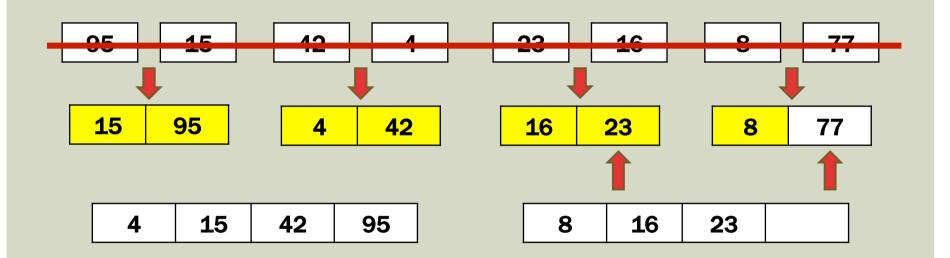


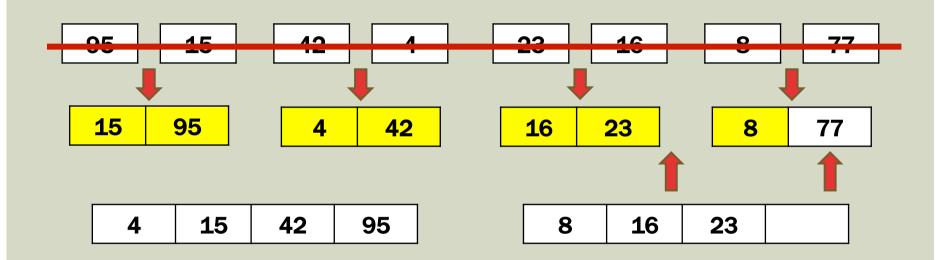


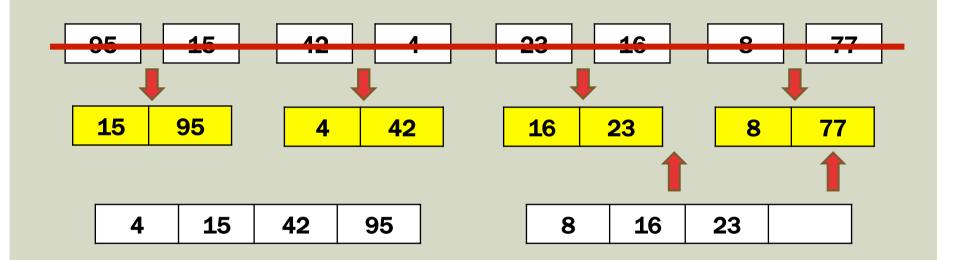


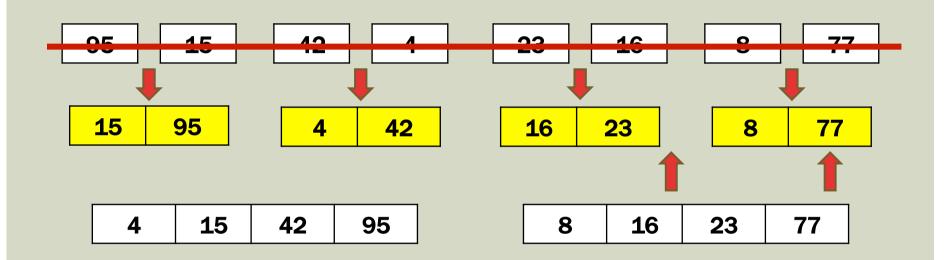


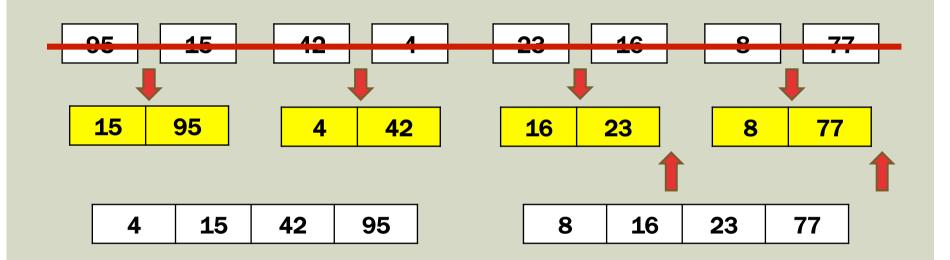


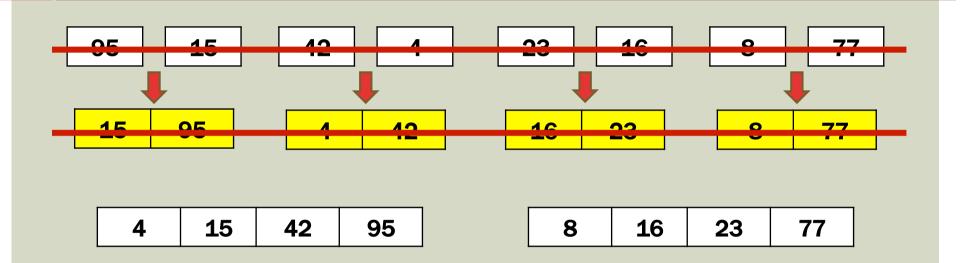


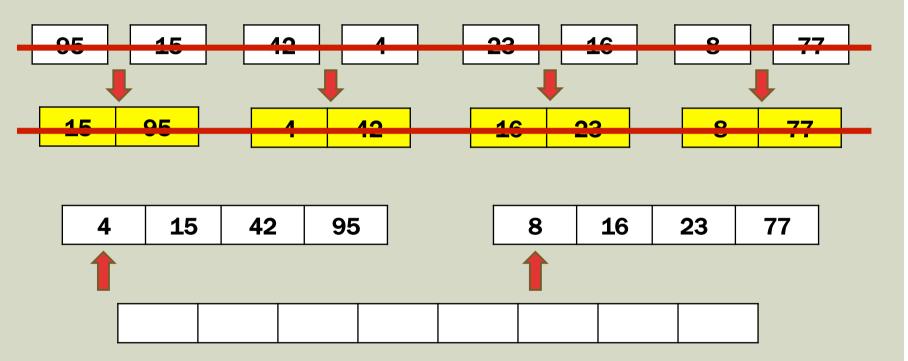


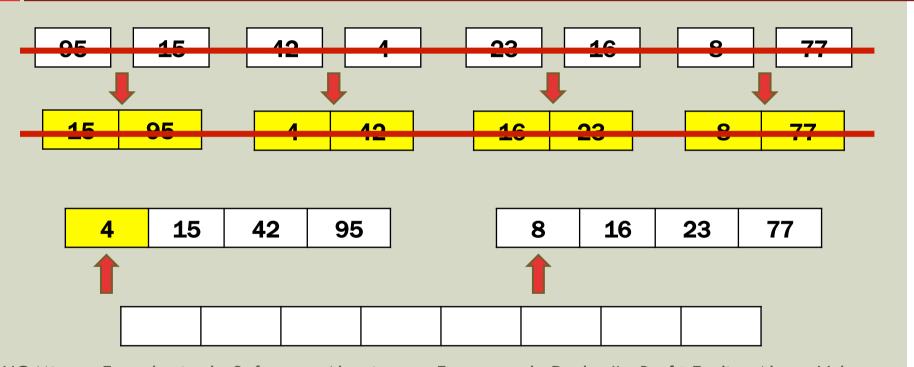


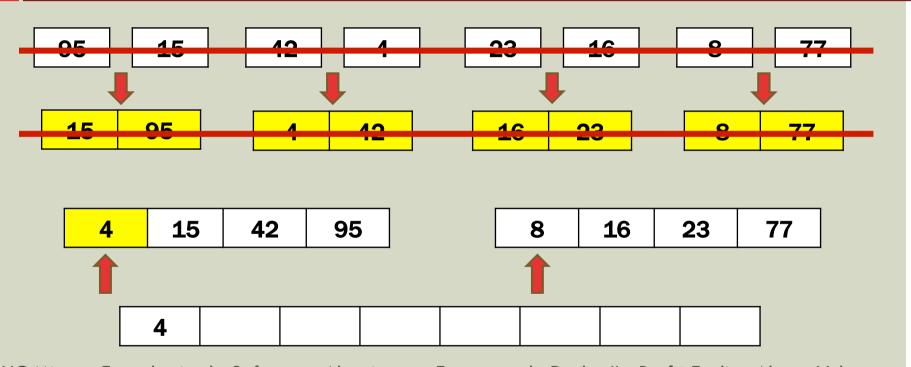


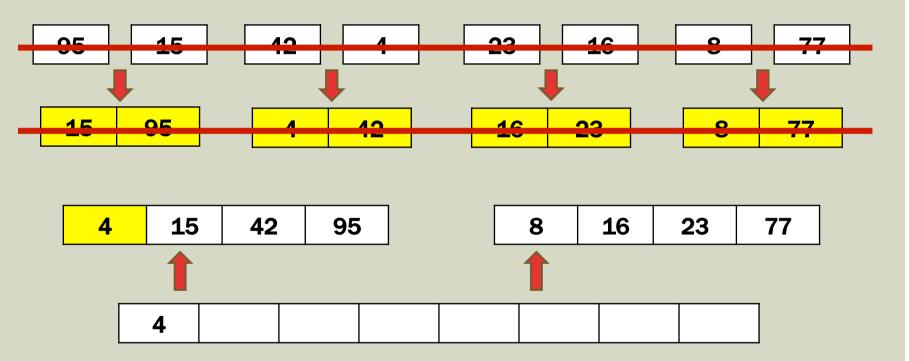


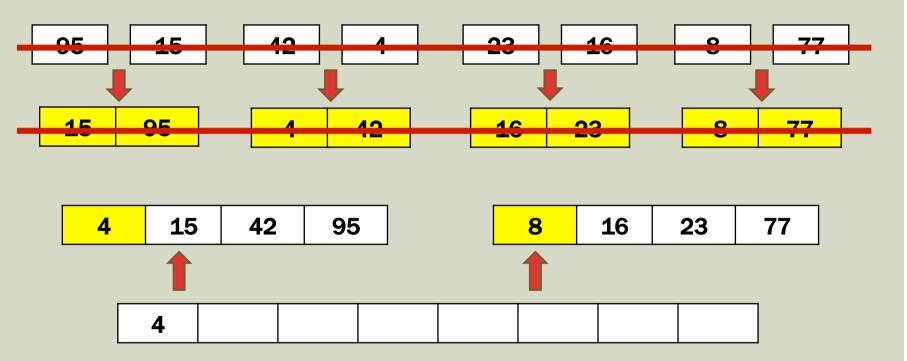


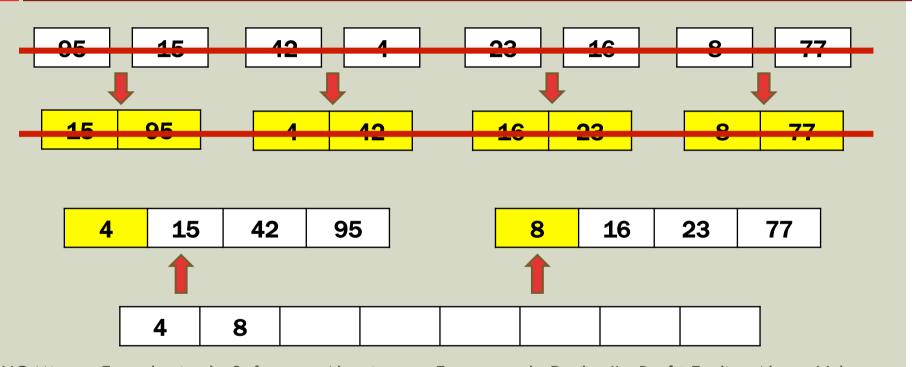


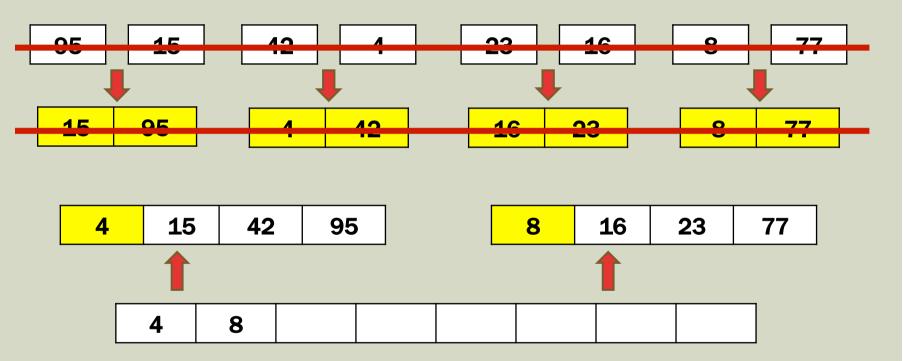


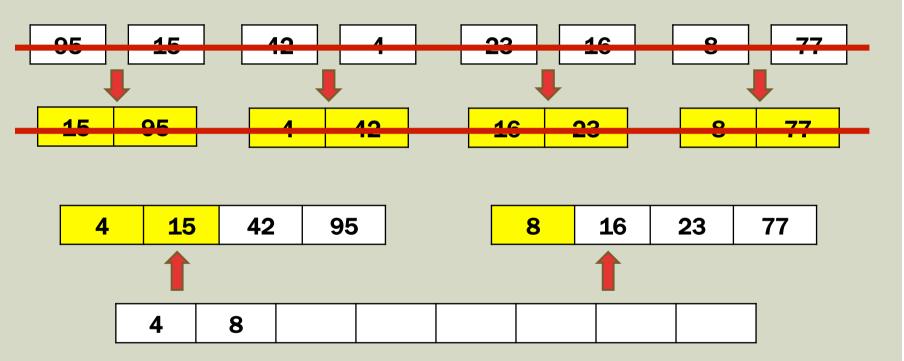


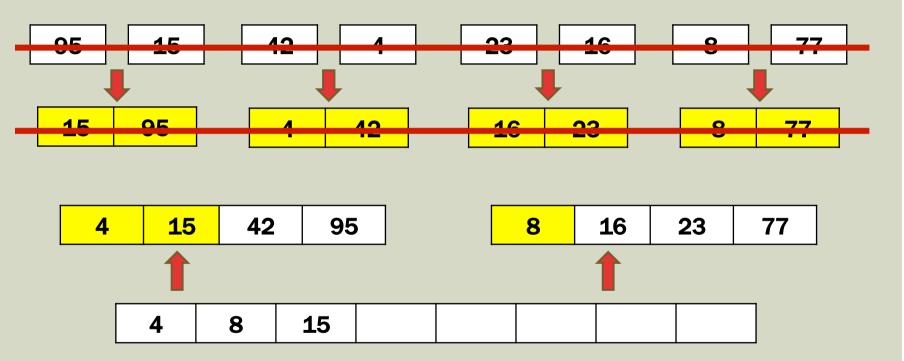


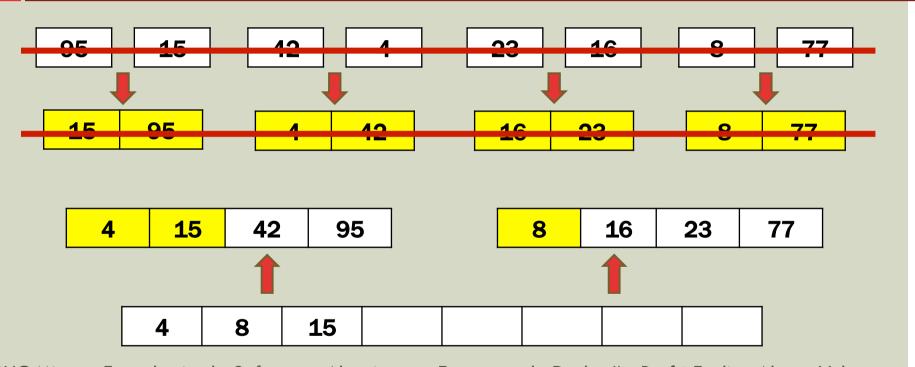


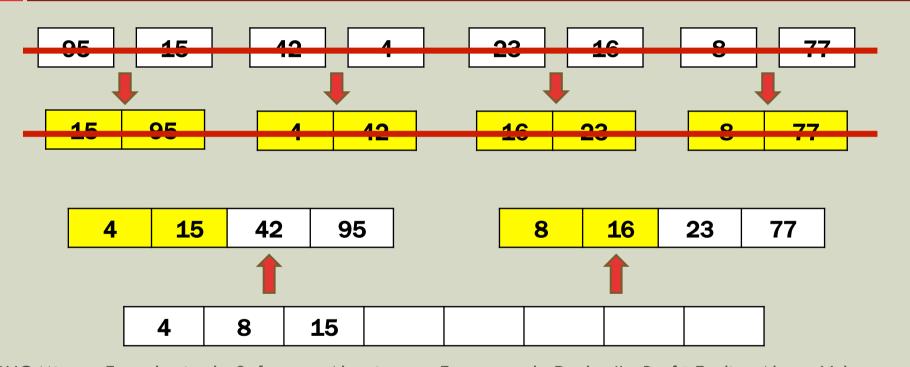


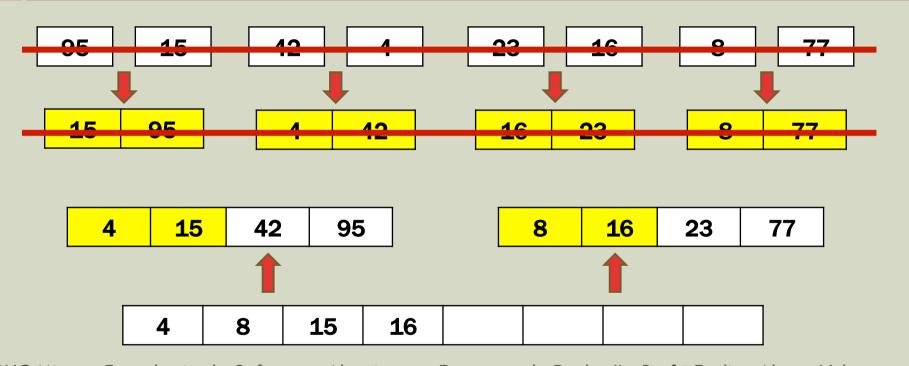


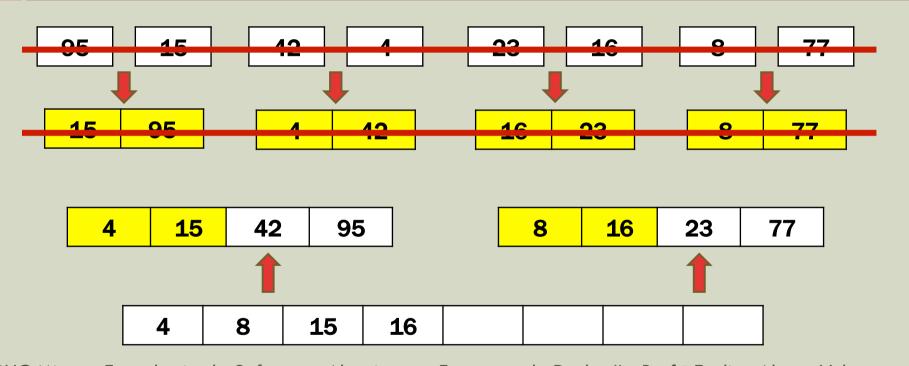


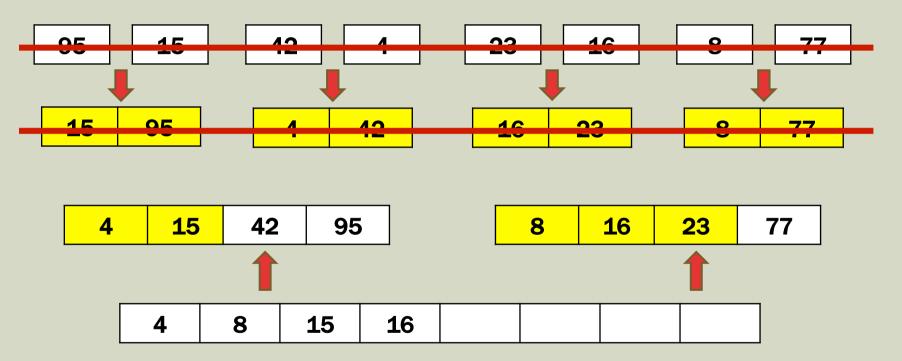


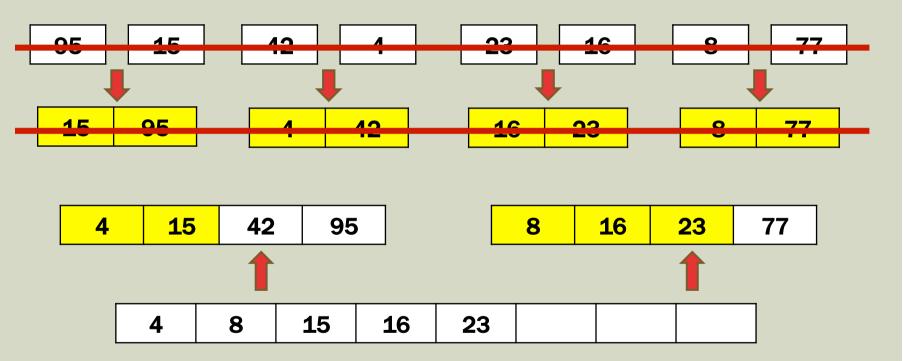


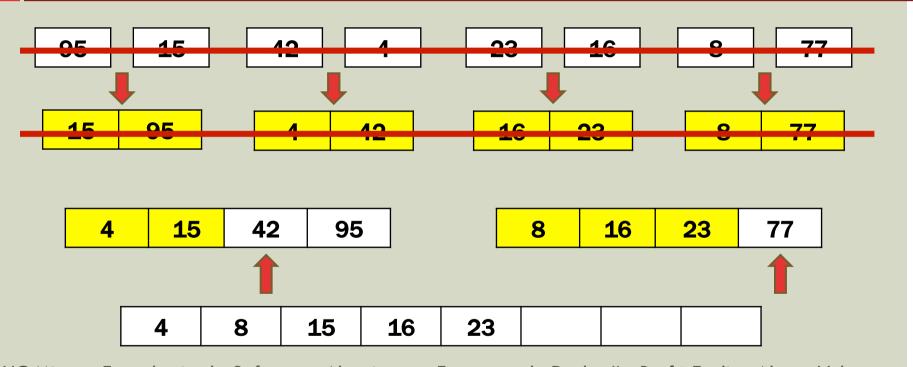


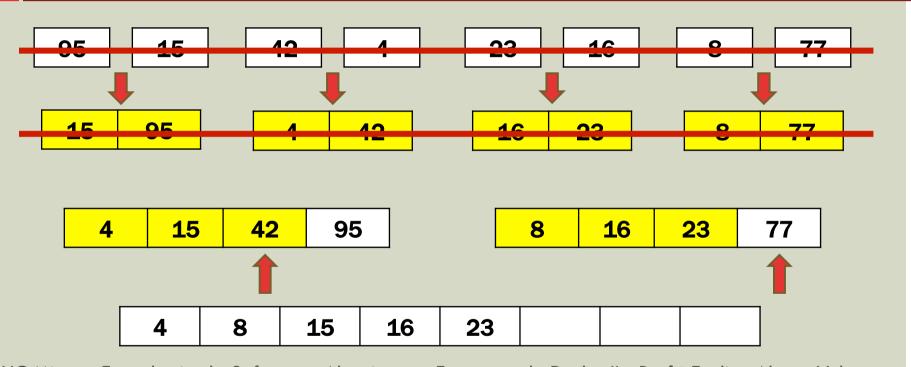


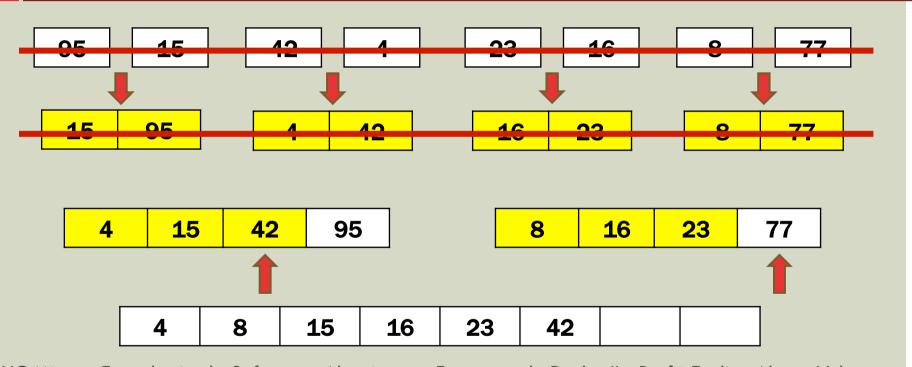


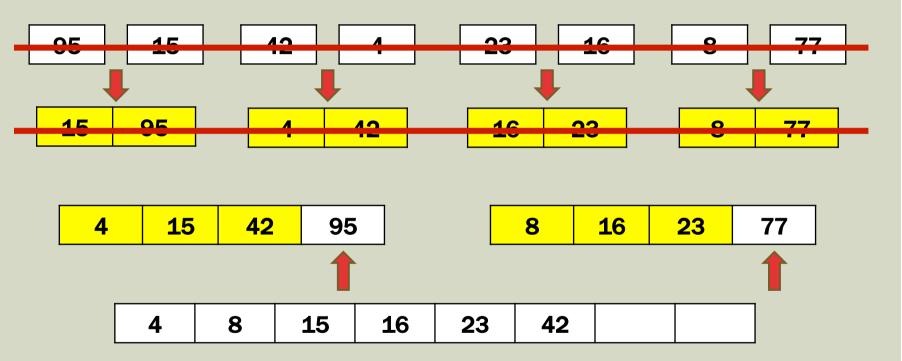


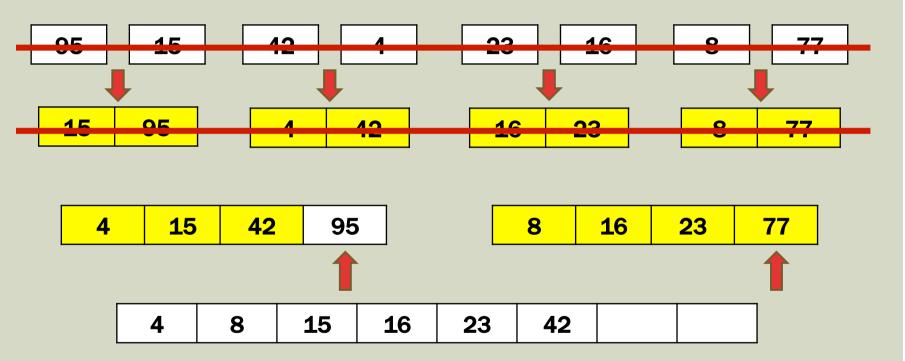


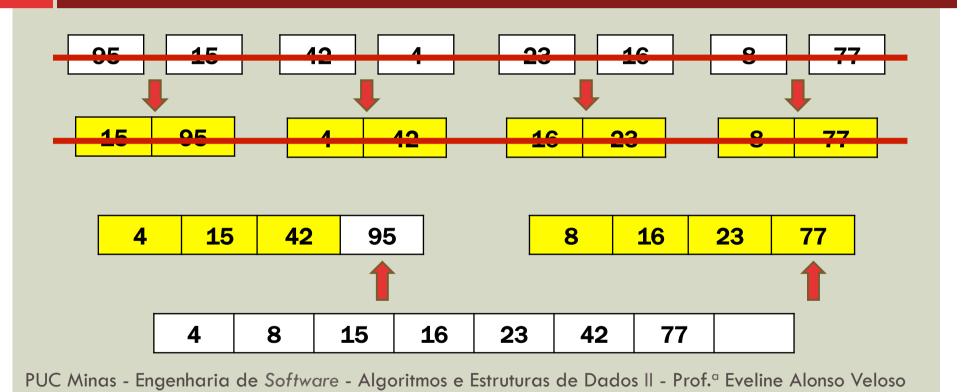


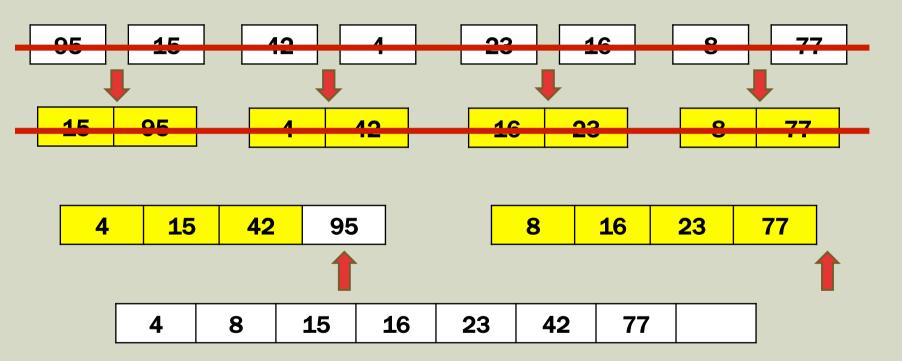


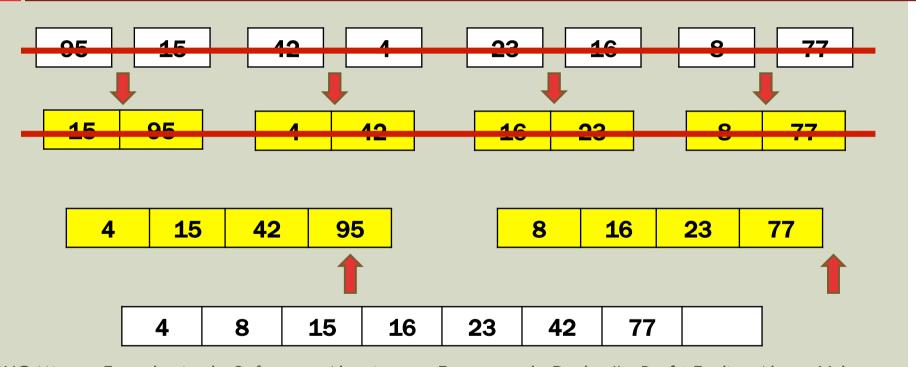


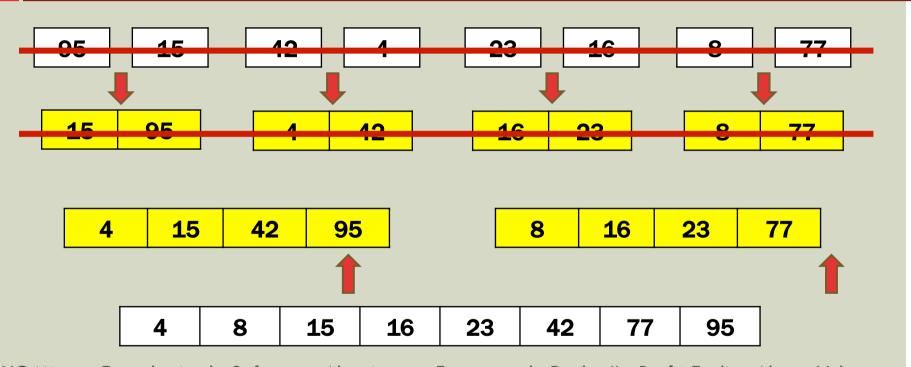


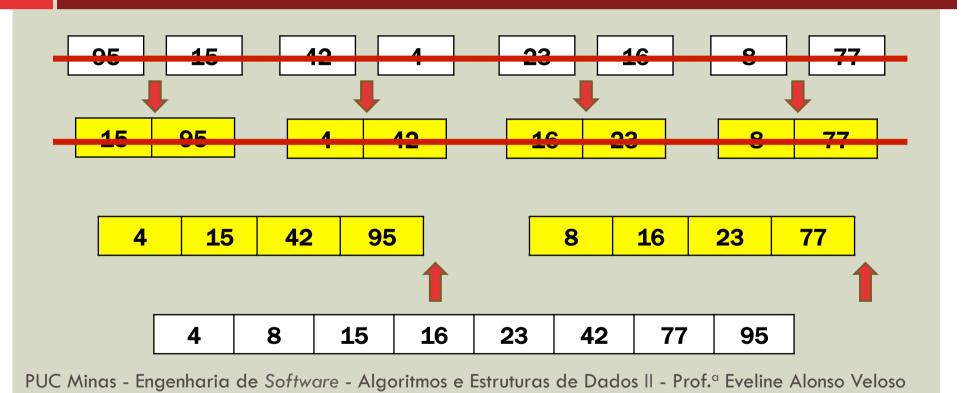


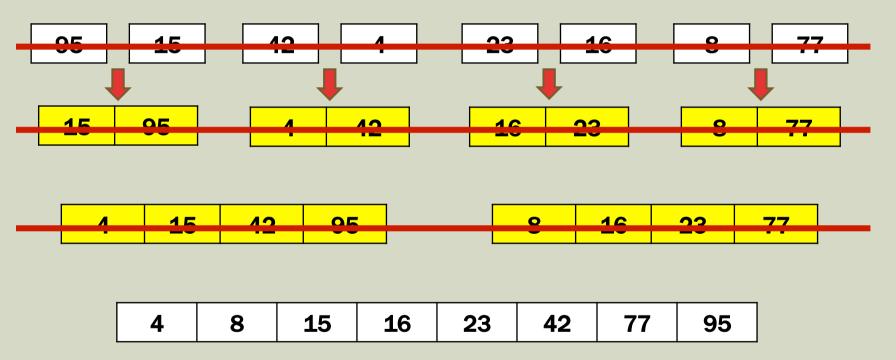












ALGORITMO

```
void mergesort(vetor array, inteiro esq, inteiro
dir){
    se (esq < dir){
        inteiro meio = (esq + dir) / 2;
        mergesort(array, esq, meio);
        mergesort(array, meio + 1, dir);
        intercalar(array, esq, meio, dir);
}
</pre>
```

ALGORITMO

- O "segredo" está no método intercalar.
- A intercalação percorre um subvetor;
 - comparando-o com o subvetor seguinte.

CONSIDERAÇÕES

- Método estável.
- Necessita de espaço de memória adicional:
 - chamadas recursivas;
 - subvetores.