

Universidade Federal do ABC Centro de Matemática, Computação e Cognição

Algoritmos para Ordenação

Monael Pinheiro Ribeiro, D.Sc.

Algoritmos Estudados

- Bubble Sort
 - Consumo de Tempo no Pior Caso: O(n²)
 - Consumo de Tempo no Melhor Caso: O(n²)
- Selection Sort
 - Consumo de Tempo no Pior Caso: O(n²)
 - Consumo de Tempo no Melhor Caso: O(n²)
- Insertion Sort
 - Consumo de Tempo no Pior Caso: O(n²)
 - Consumo de Tempo no Melhor Caso: O(n)
- Merge Sort
 - Consumo de Tempo no Pior Caso: O(n log₂n)
 - Consumo de Tempo no Melhor Caso: O(n log₂n)

Algoritmos Estudados

 Além disso, verificou-se que o lower bound do problema da ordenação é:

 $\Omega(n \log_2 n)$

- Problema do Particionamento
 - Dado um vetor v de n posições e um índice p qualquer.
 - Desenvolva um procedimento que garanta que todos os elementos com índice menores que p são menores ou iguais a v[p] e todos os elementos com índice maiores que p são maiores que v[p]

$$v[0, ..., p-1] \le v[p] < v[p+1, ..., n-1]$$

- Problema do Particionamento
 - Exemplo:

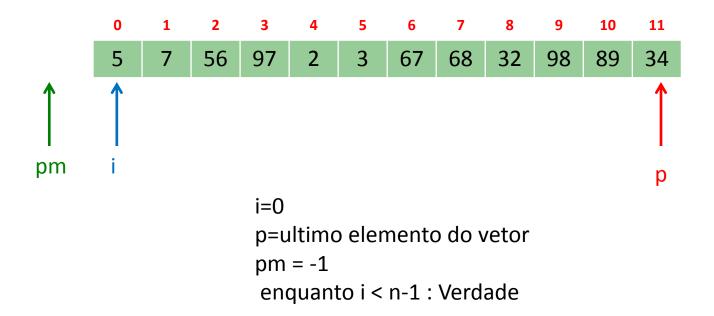
Entrada: V = [5,7,56,97,2,3,67,68,32,98,89,34]

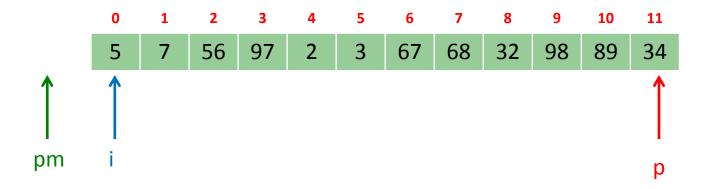
p = 11

Portanto, V[p] = 34

Saída: V = [5,7,2,3,32,34,67,68,56,98,89,97]

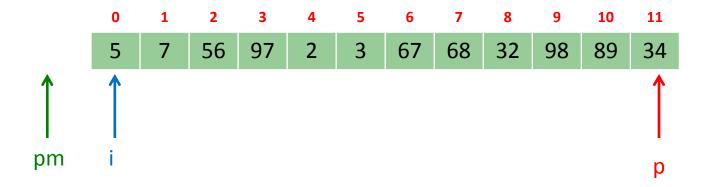
											11
5	7	56	97	2	3	67	68	32	98	89	34





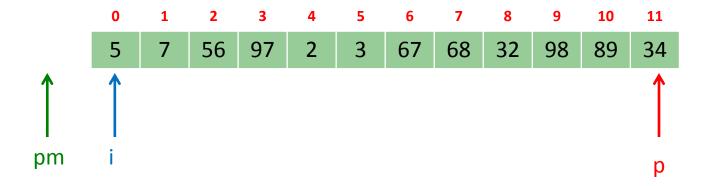
enquanto i < n-1 : Verdade

 $v[i] \le v[p]$?



enquanto i < n-1 : Verdade

 $v[i] \le v[p]$? Sim

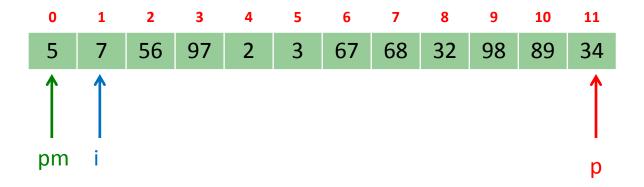


```
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Sim

Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```

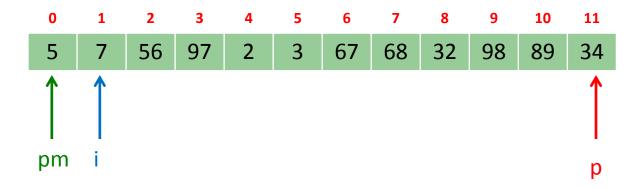


```
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Sim

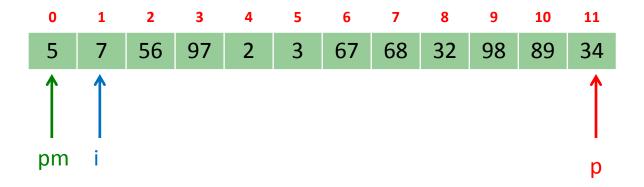
Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```



enquanto i < n-1 : Verdade

 $v[i] \le v[p]$? Sim

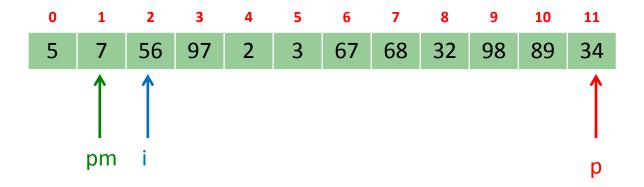


```
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Sim

Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```



```
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Sim

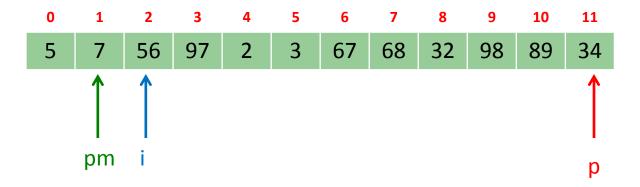
Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```



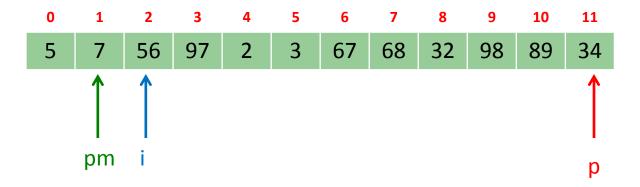
enquanto i < n-1 : Verdade

 $v[i] \le v[p]$?



enquanto i < n-1 : Verdade

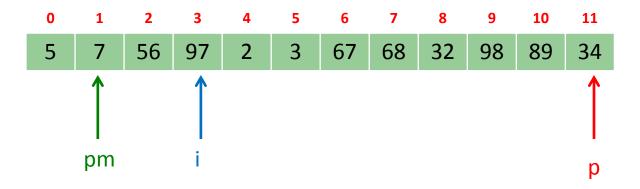
v[i] <= v[p] ? Não



enquanto i < n-1 : Verdade

v[i] <= v[p] ? Não

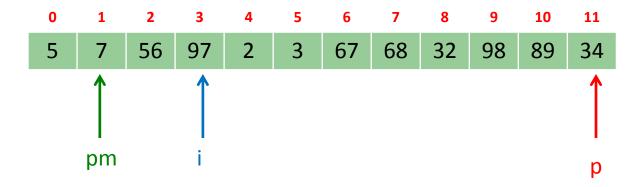
Então: i = i + 1



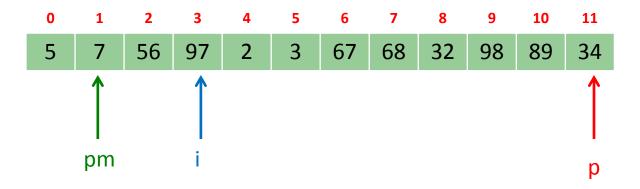
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Não

Então: i = i + 1

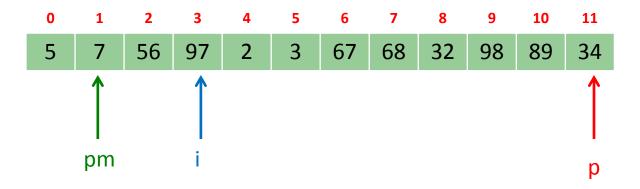


enquanto i < n-1 : Verdade
$$v[i] \le v[p]$$
?



enquanto i < n-1 : Verdade

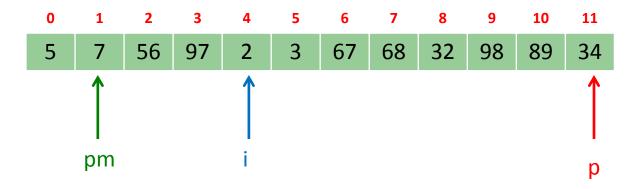
v[i] <= v[p] ? Não



enquanto i < n-1 : Verdade

v[i] <= v[p] ? Não

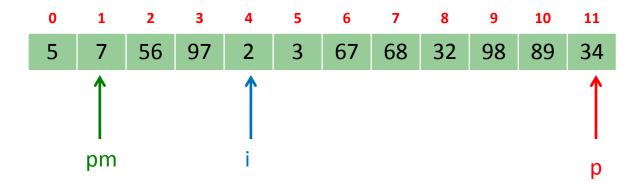
Então: i = i + 1



enquanto i < n-1 : Verdade

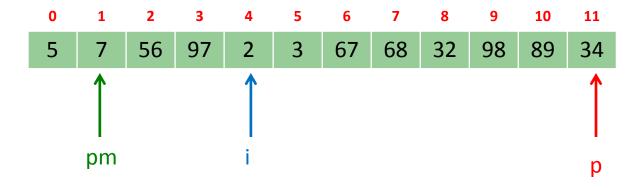
v[i] <= v[p] ? Não

Então: i = i + 1



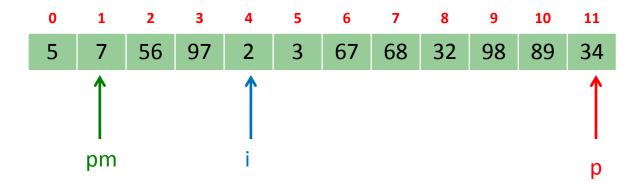
enquanto i < n-1 : Verdade

$$v[i] \leq v[p]$$
?



enquanto i < n-1 : Verdade

 $v[i] \le v[p]$? Sim

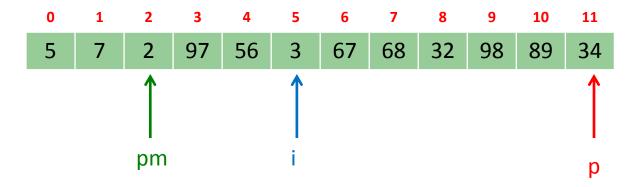


```
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Sim

Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```

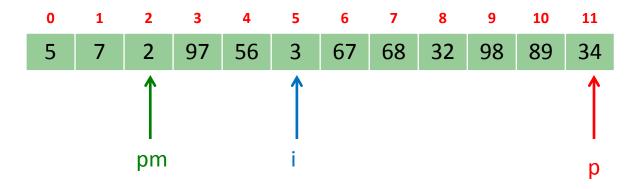


```
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Sim

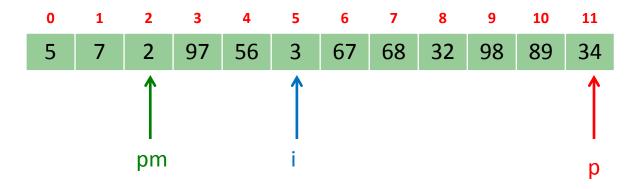
Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```



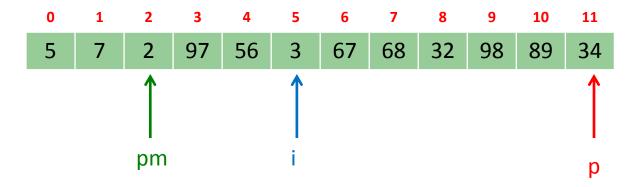
enquanto i < n-1 : Verdade

$$v[i] \le v[p]$$
?



enquanto i < n-1 : Verdade

 $v[i] \le v[p]$? Sim

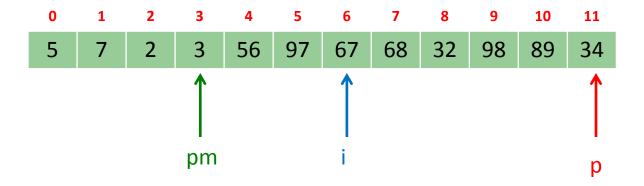


```
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Sim

Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```

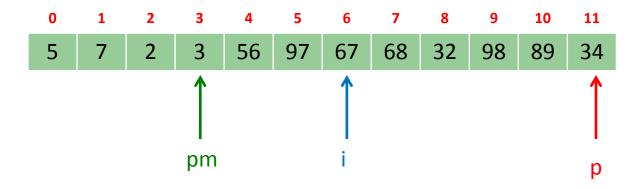


```
enquanto i < n-1 : Verdade

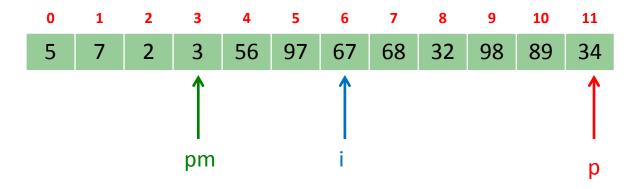
v[i] <= v[p] ? Sim

Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```

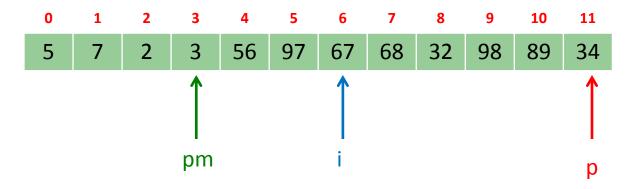


$$v[i] \leq v[p]$$
?



enquanto i < n-1 : Verdade

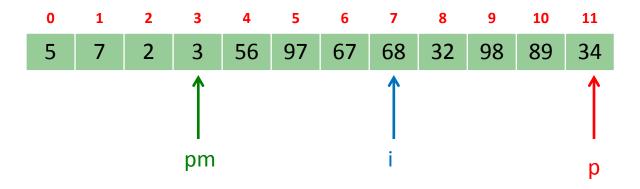
v[i] <= v[p] ? Não



enquanto i < n-1 : Verdade

v[i] <= v[p] ? Não

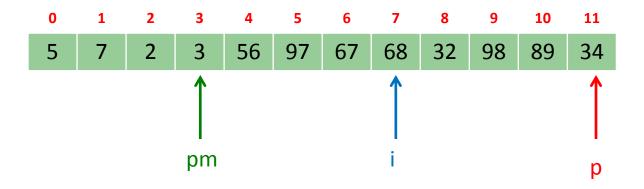
Então: i = i + 1



enquanto i < n-1 : Verdade

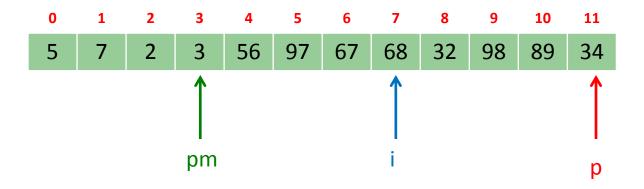
v[i] <= v[p] ? Não

Então: i = i + 1



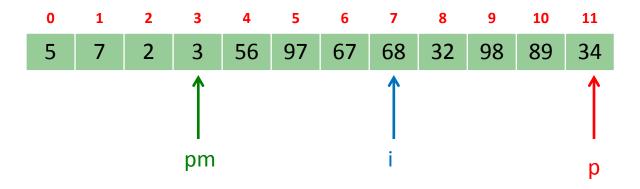
enquanto i < n-1 : Verdade

$$v[i] \le v[p]$$
?



enquanto i < n-1 : Verdade

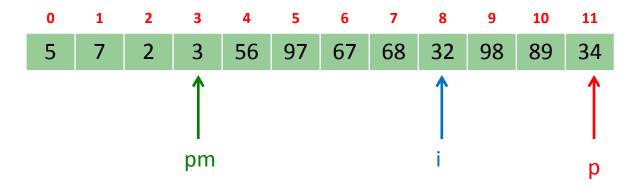
v[i] <= v[p] ? Não



enquanto i < n-1 : Verdade

v[i] <= v[p] ? Não

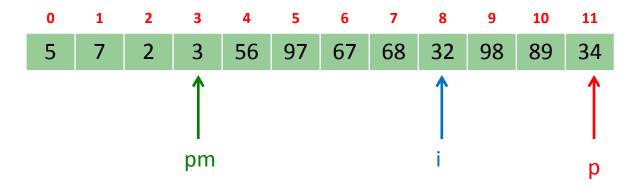
Então: i = i + 1



enquanto i < n-1 : Verdade

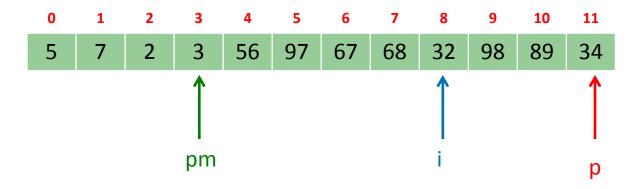
v[i] <= v[p] ? Não

Então: i = i + 1



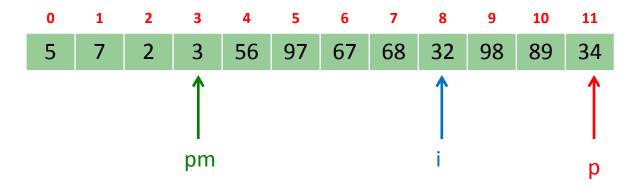
enquanto i < n-1 : Verdade

$$v[i] \leq v[p]$$
?



enquanto i < n-1 : Verdade

 $v[i] \le v[p]$? Sim

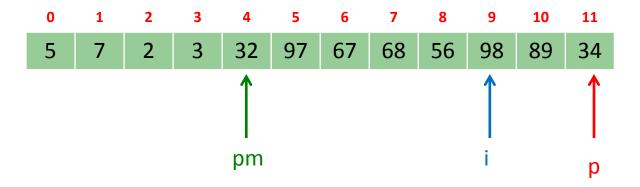


```
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Sim

Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```

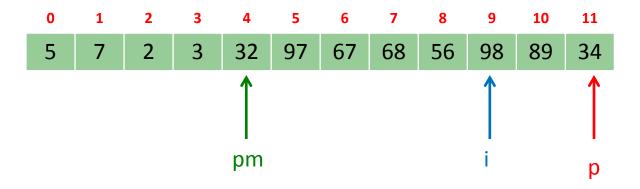


```
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Sim

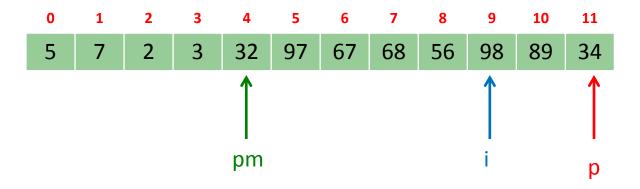
Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
```



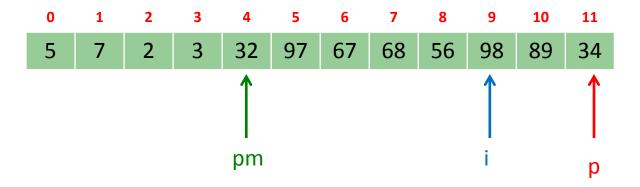
enquanto i < n-1 : Verdade

$$v[i] \leq v[p]$$
?



enquanto i < n-1 : Verdade

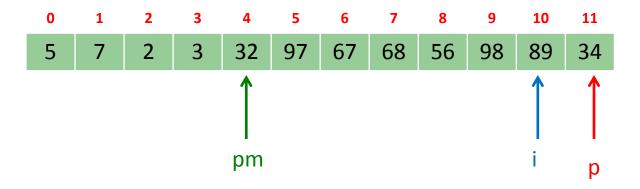
v[i] <= v[p] ? Não



enquanto i < n-1 : Verdade

v[i] <= v[p] ? Não

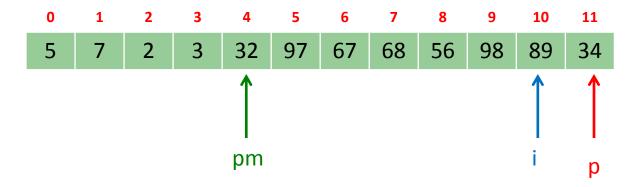
Então: i = i + 1



enquanto i < n-1 : Verdade

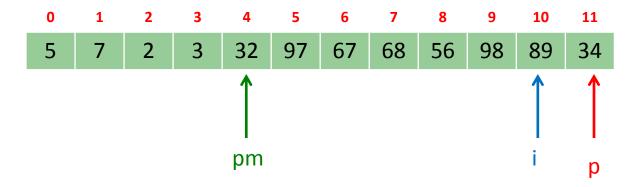
v[i] <= v[p] ? Não

Então: i = i + 1



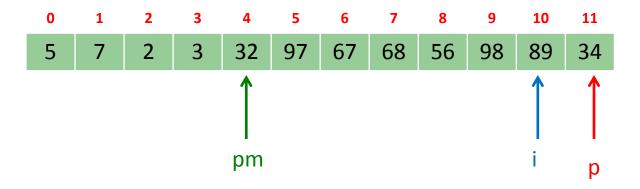
enquanto i < n-1 : Verdade

$$v[i] \leq v[p]$$
?



enquanto i < n-1 : Verdade

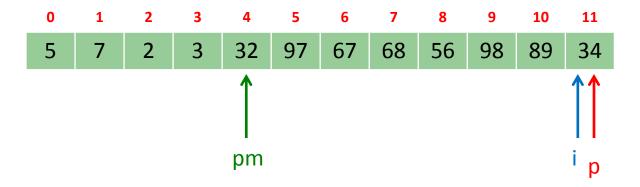
v[i] <= v[p] ? Não



enquanto i < n-1 : Verdade

v[i] <= v[p] ? Não

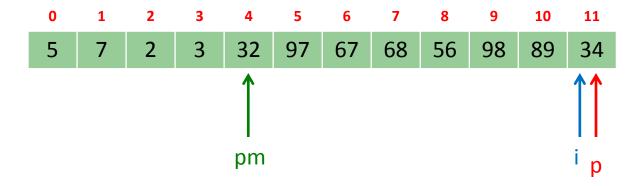
Então: i = i + 1



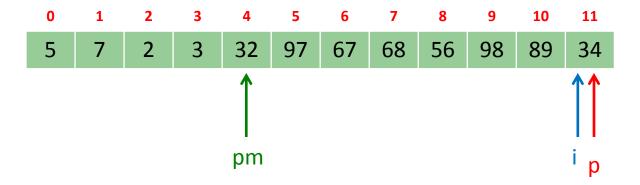
enquanto i < n-1 : Verdade

v[i] <= v[p] ? Não

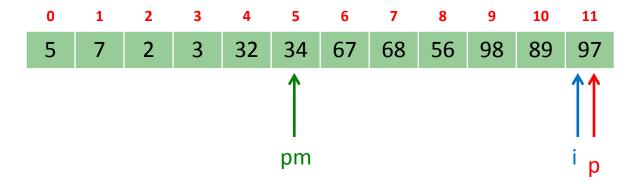
Então: i = i + 1



enquanto i < n-1 : Falso



```
enquanto i < n-1 : Falso
pm = pm + 1
troca v[p] com v[pm]
retorne pm
```



enquanto i < n-1 : Falso pm = pm + 1 troca v[p] com v[pm] retorne pm

 Dado o vetor v antes e depois do particionamento, o que pode ser observado?

Entrada: $\mathbf{v} = [05,07,56,97,02,03,67,68,32,98,89,34]$

Saída: $\mathbf{v} = [05,07,02,03,32,34,67,68,56,98,89,97]$

 Dado o vetor v antes e depois do particionamento, o que pode ser observado?

Entrada: $\mathbf{v} = [05,07,56,97,02,03,67,68,32,98,89,34]$

Saída: $\mathbf{v} = [05,07,02,03,32,34,67,68,56,98,89,97]$

Ordenado: $\mathbf{v} = [02,03,05,07,32,34,56,67,68,89,97,98]$

 Dado o vetor v antes e depois do particionamento, o que pode ser observado?

Entrada: $\mathbf{v} = [05,07,56,97,02,03,67,68,32,98,89,34]$

Saída: $\mathbf{v} = [05,07,02,03,32,34,67,68,56,98,89,97]$

Ordenado: $\mathbf{v} = [02,03,05,07,32,34,56,67,68,89,97,98]$

• É garantido que o elemento **p** ficou na sua posição correta do vetor ordenado.

 Dado o vetor v antes e depois do particionamento, o que pode ser observado?

```
Entrada: \mathbf{v} = [05,07,56,97,02,03,67,68,32,98,89,34]
```

Saída: $\mathbf{v} = [05,07,02,03,32,34,67,68,56,98,89,97]$

Ordenado: $\mathbf{v} = [02,03,05,07,32,34,56,67,68,89,97,98]$

- É garantido que o elemento **p** ficou na sua posição correta do vetor ordenado.
- O que acontece se aplicar o procedimento recursivamente nas porções separadas por p?

 Dado o vetor v antes e depois do particionamento, o que pode ser observado?

```
Entrada: \mathbf{v} = [05,07,56,97,02,03,67,68,32,98,89,34]
```

Saída: $\mathbf{v} = [05,07,02,03,32,34,67,68,56,98,89,97]$

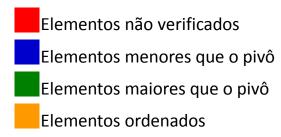
Ordenado: $\mathbf{v} = [02,03,05,07,32,34,56,67,68,89,97,98]$

- É garantido que o elemento **p** ficou na sua posição correta do vetor ordenado.
- O que acontece se aplicar o procedimento recursivamente nas porções separadas por p?
- Esse é o Quick Sort!

 Proposto em 1962 por Charles Antony Richard Hoare no Computer Journal, 5, pp.10-15, 1962

 É considerado o método de ordenação mais eficiente até os dias atuais;

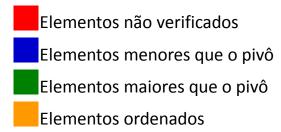
- Emprega a Divisão e Conquista;
- O método consiste em:
 - Eleger um pivô
 - Garantir que todos os elementos a direita do pivô são menores ou iguais que ele e a esquerda são maiores
 - Repetir recursivamente na metade direita e na metade esquerda do arranjo (usando como referencia o pivô).

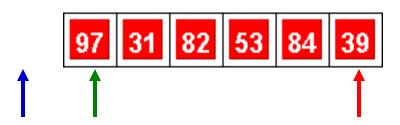


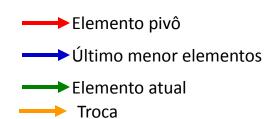
Último menor elementosElemento atualTroca

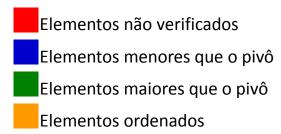
─Elemento pivô

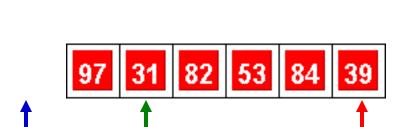


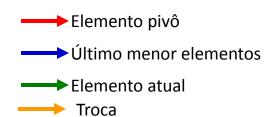


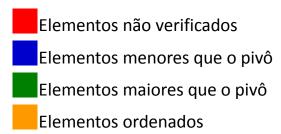


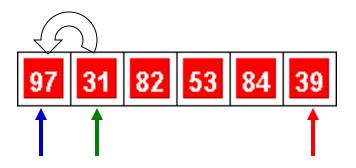


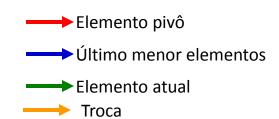


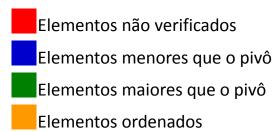


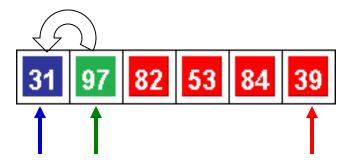


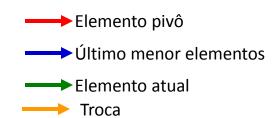


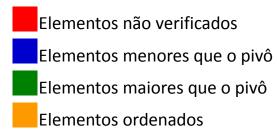


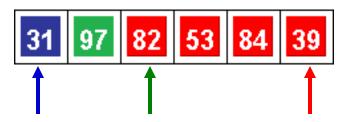


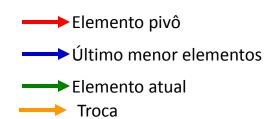


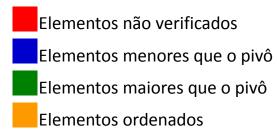


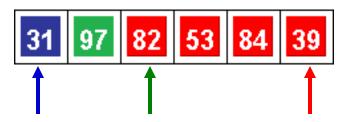


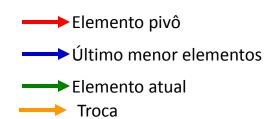


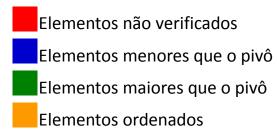


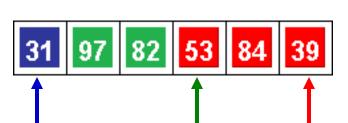


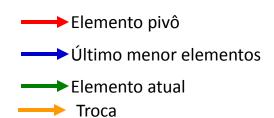


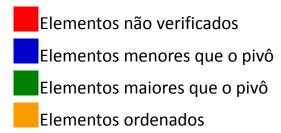




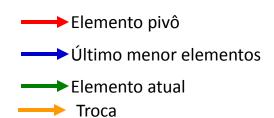


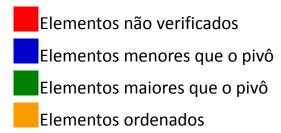




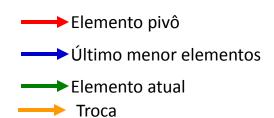


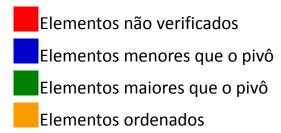




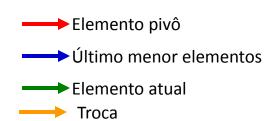


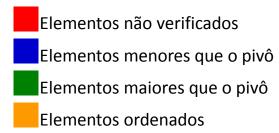


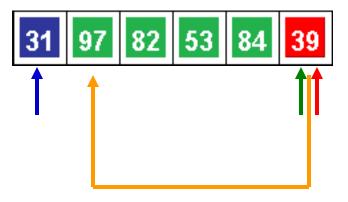


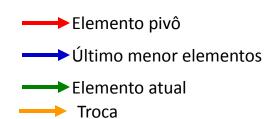


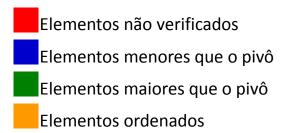


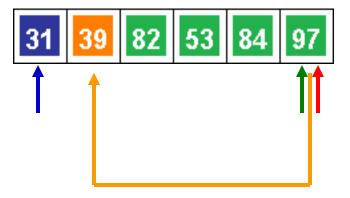


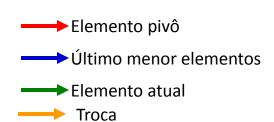


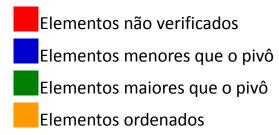












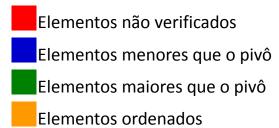
Elemento pivô

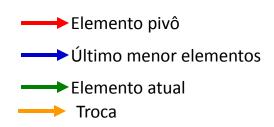
Último menor elementos

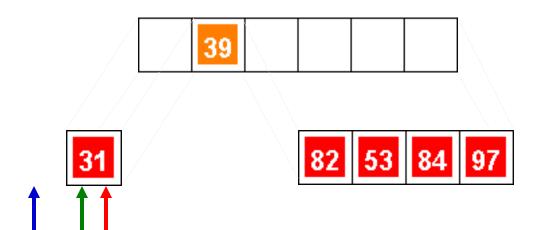
Elemento atual

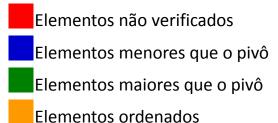
Troca

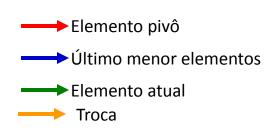


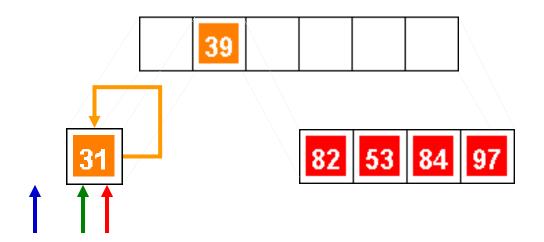


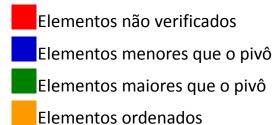


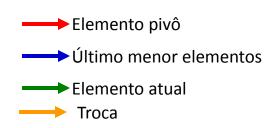








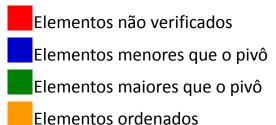


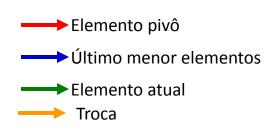


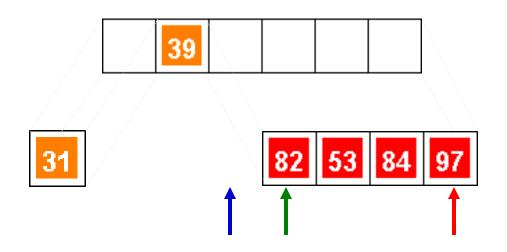


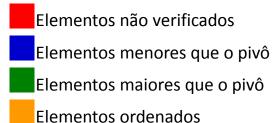
31

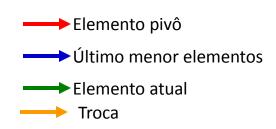
82 53 84 97

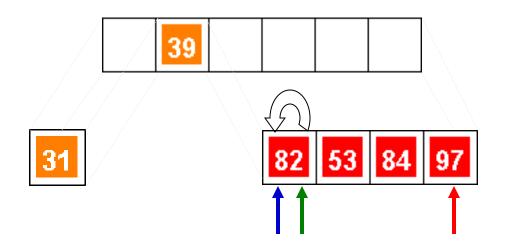


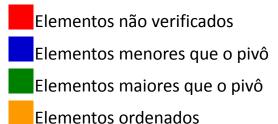


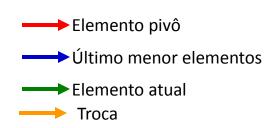


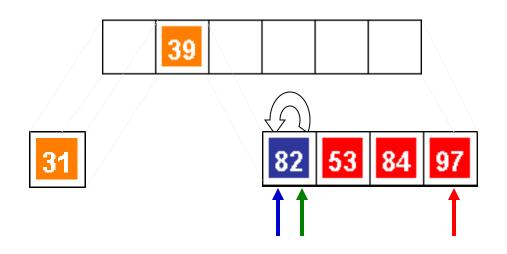


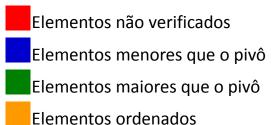


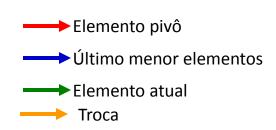


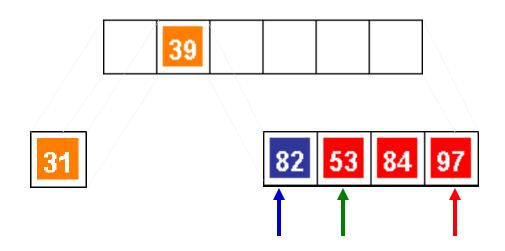


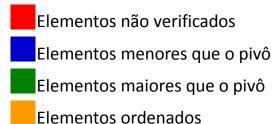


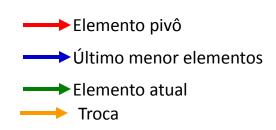


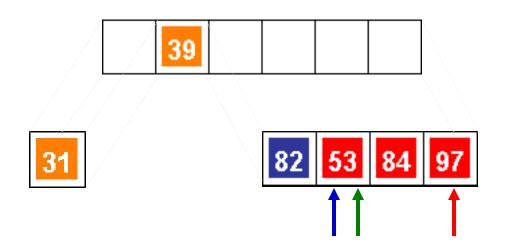


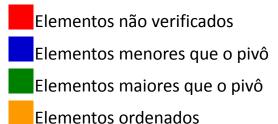


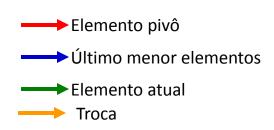


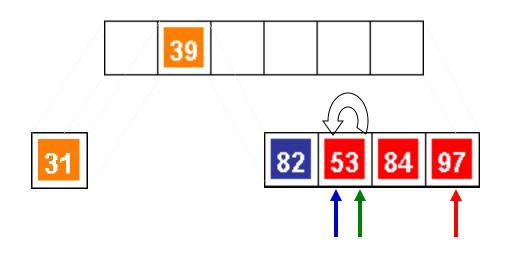


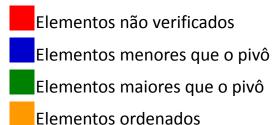


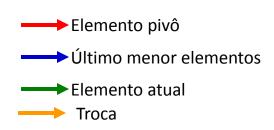


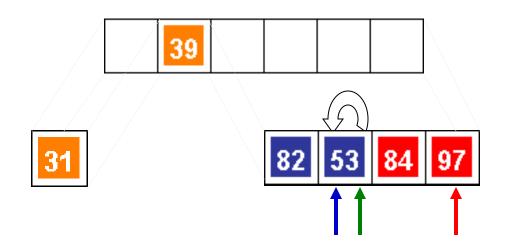


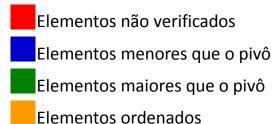


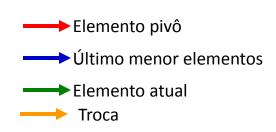


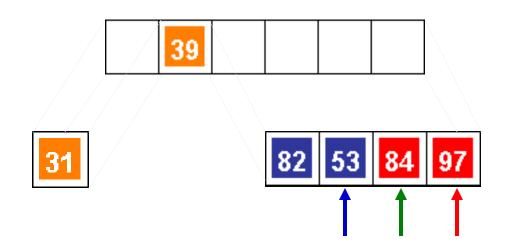


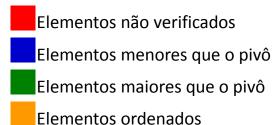


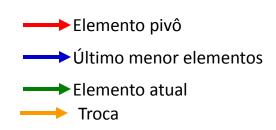


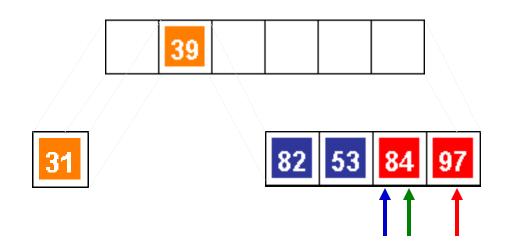


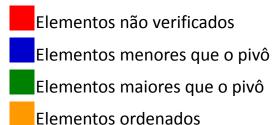


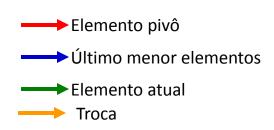


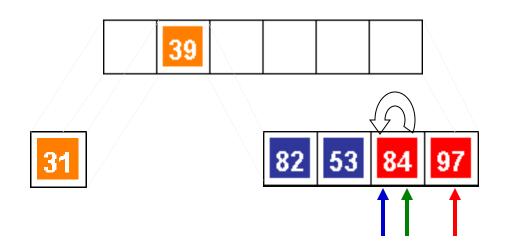


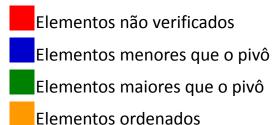


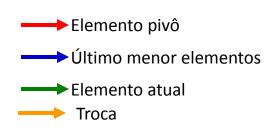


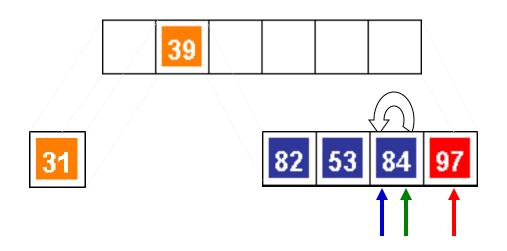


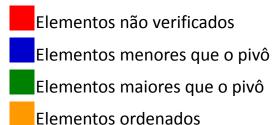


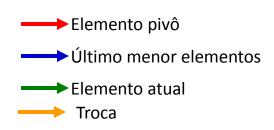


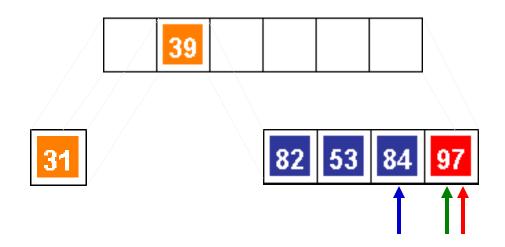


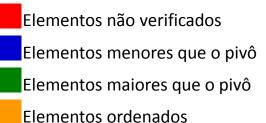


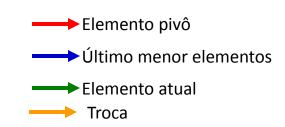


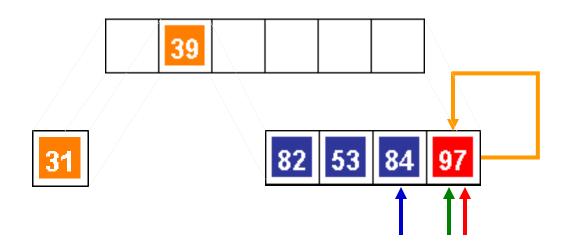


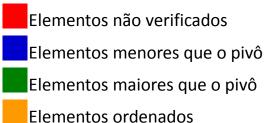


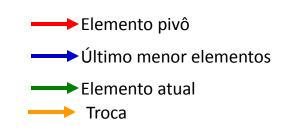


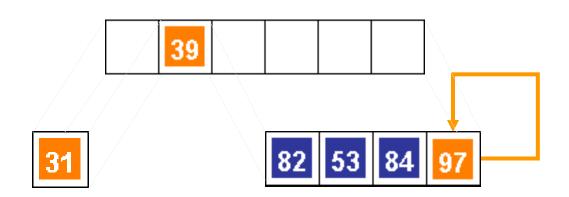


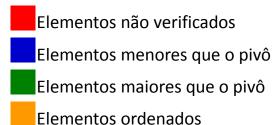


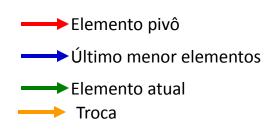








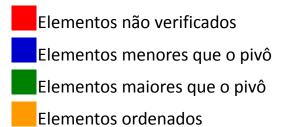


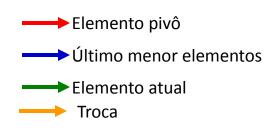


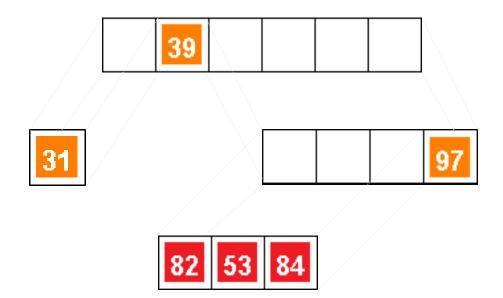


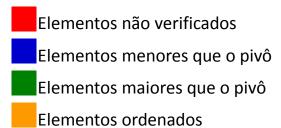
31

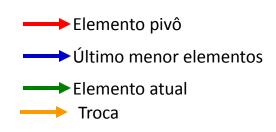
82 53 84

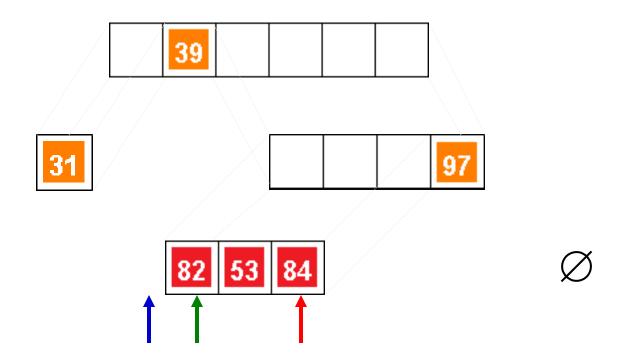


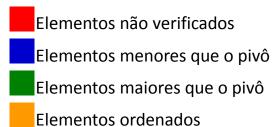


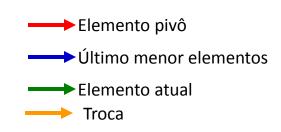


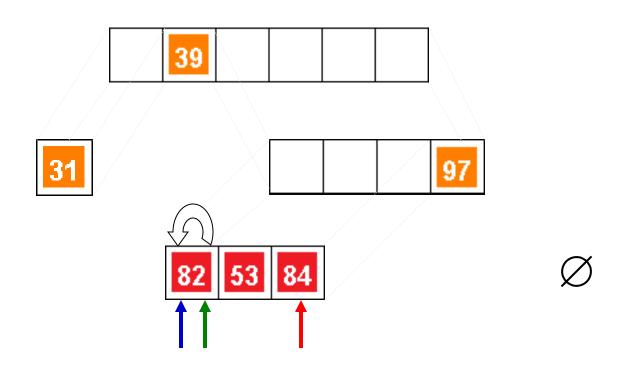


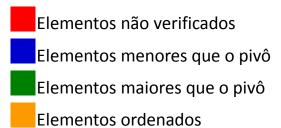


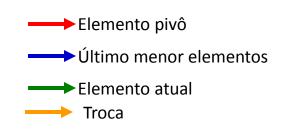


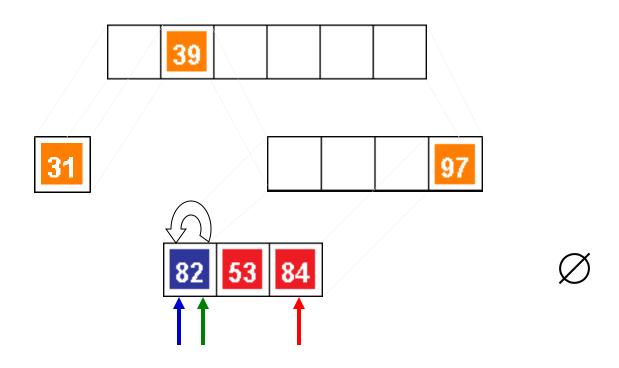


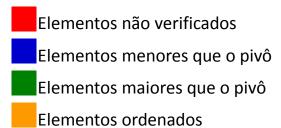


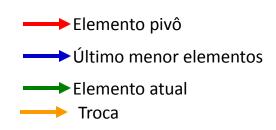


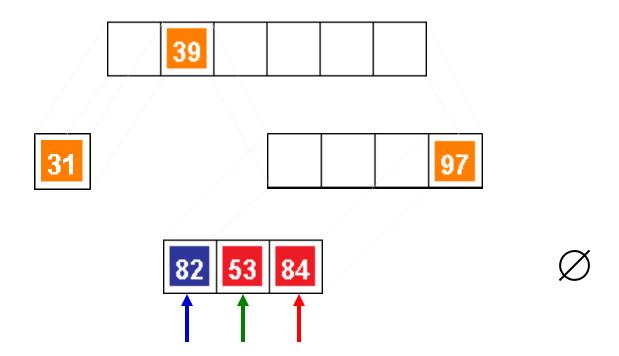


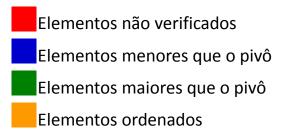


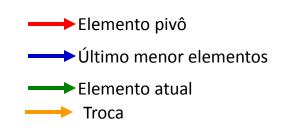


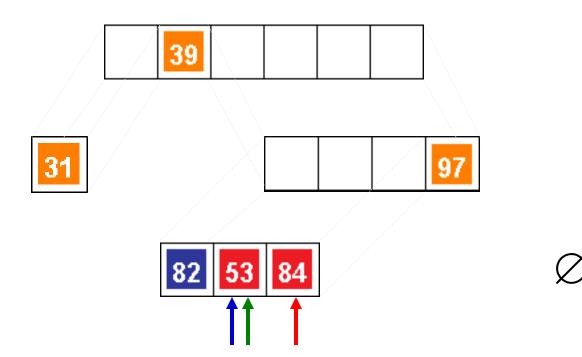


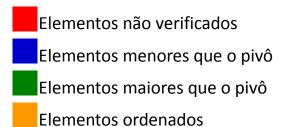


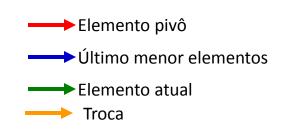


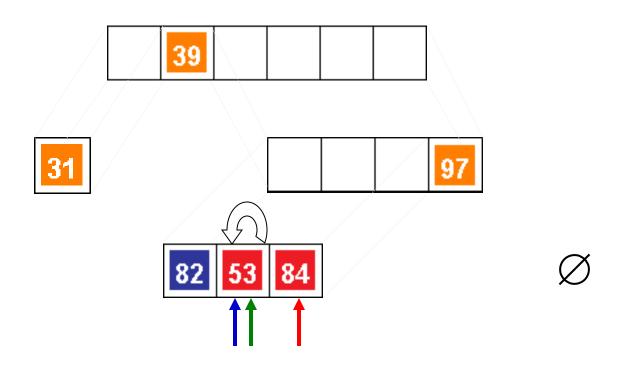


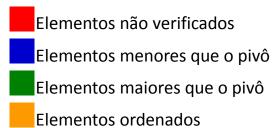


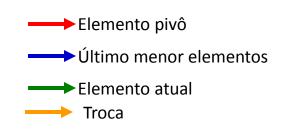


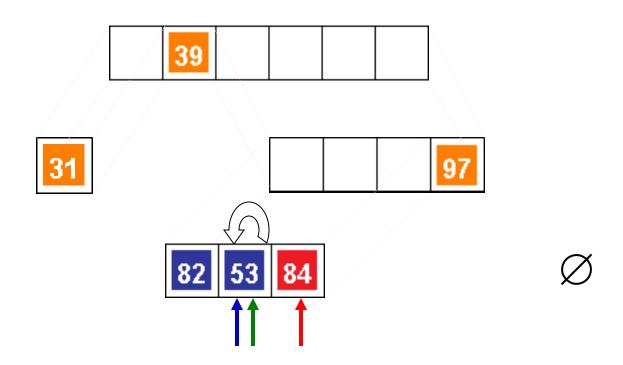


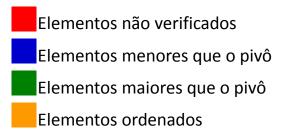


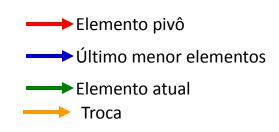


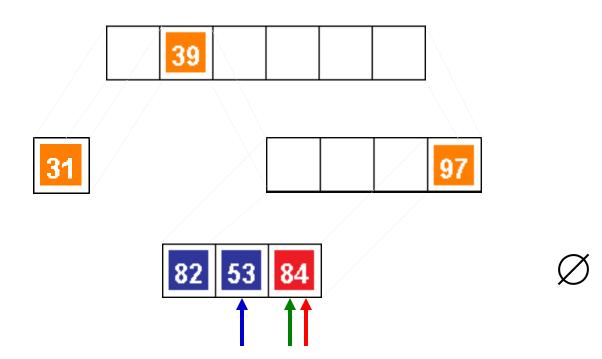


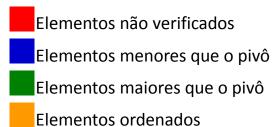


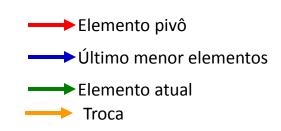


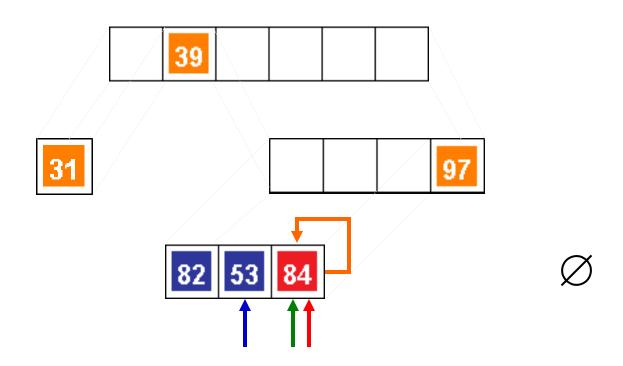


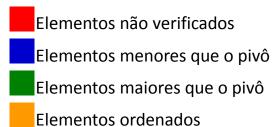


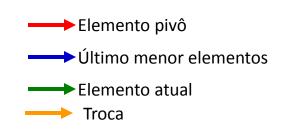


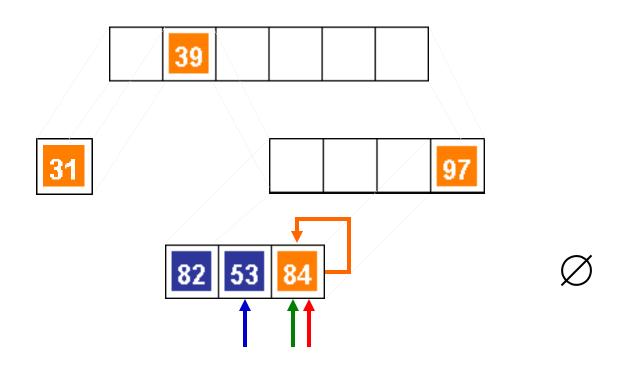


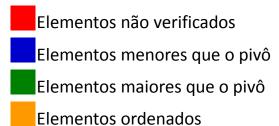


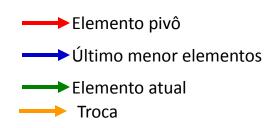


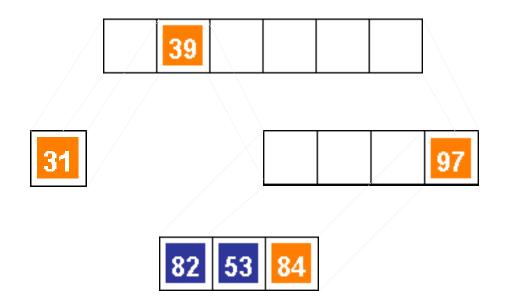


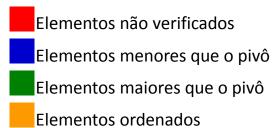










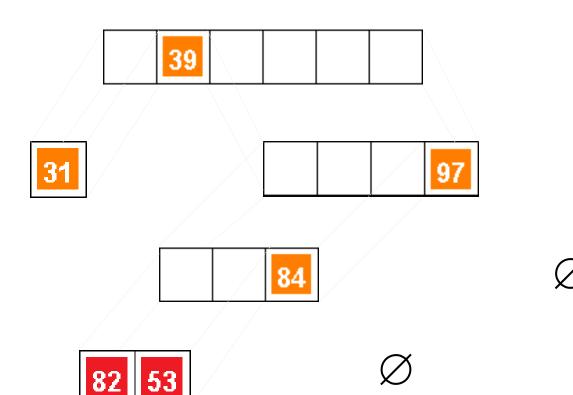


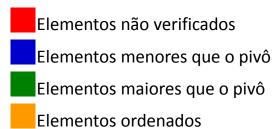
Elemento pivô

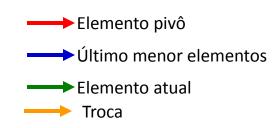
Último menor elementos

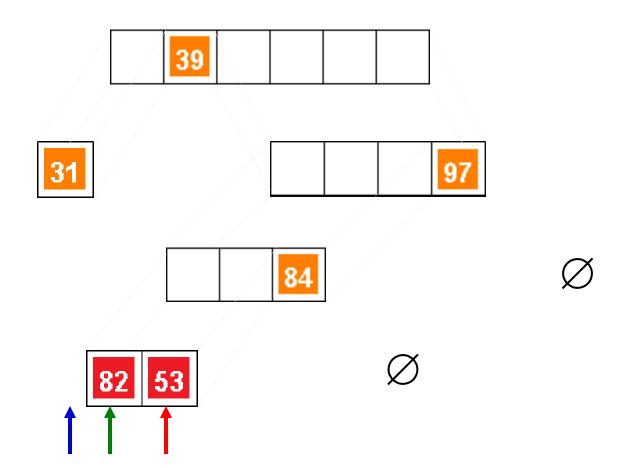
Elemento atual

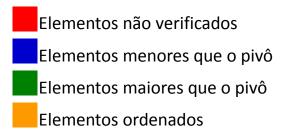
Troca

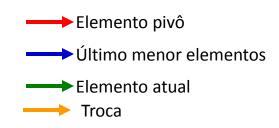


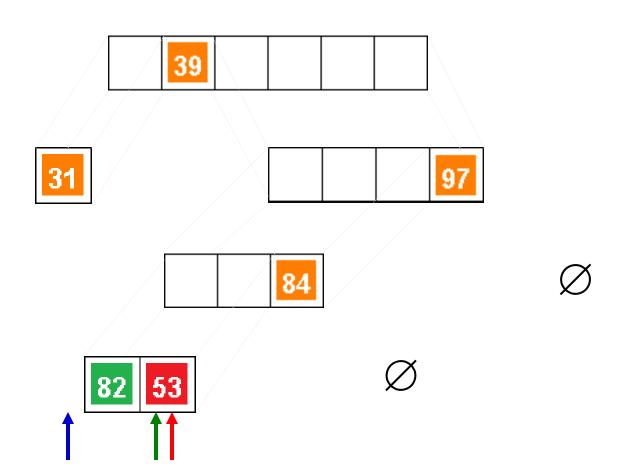


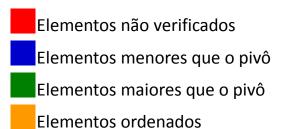


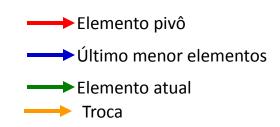


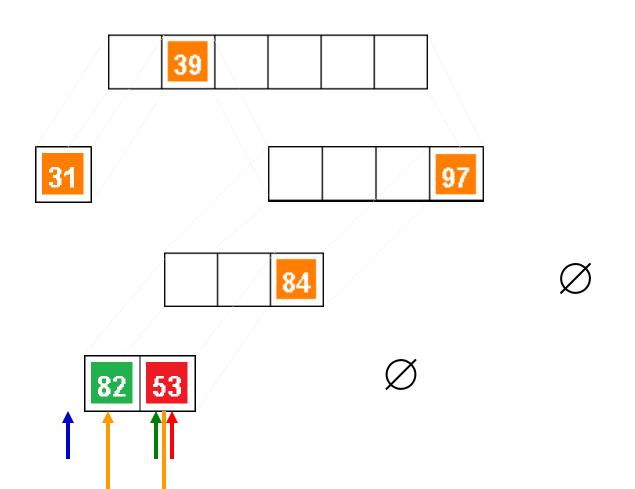


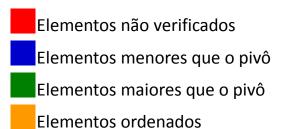


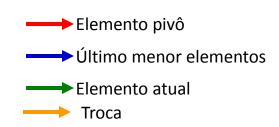


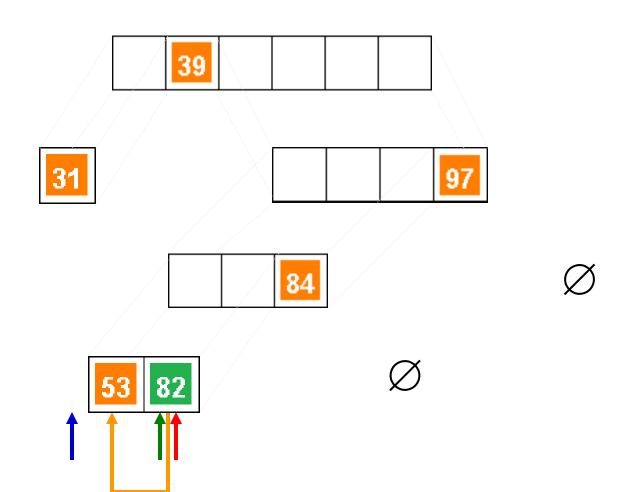


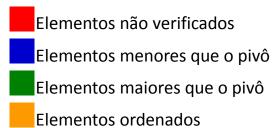


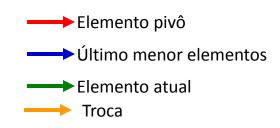


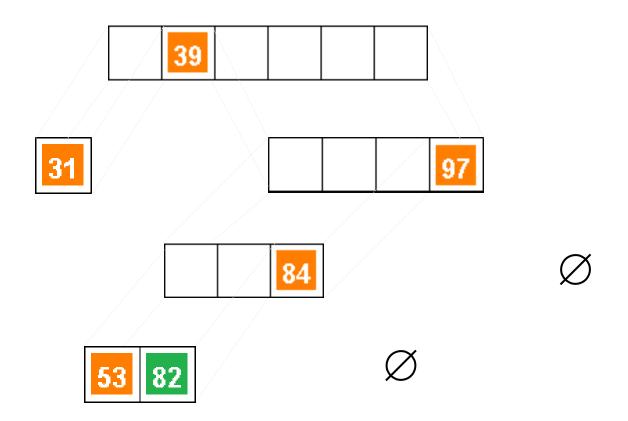


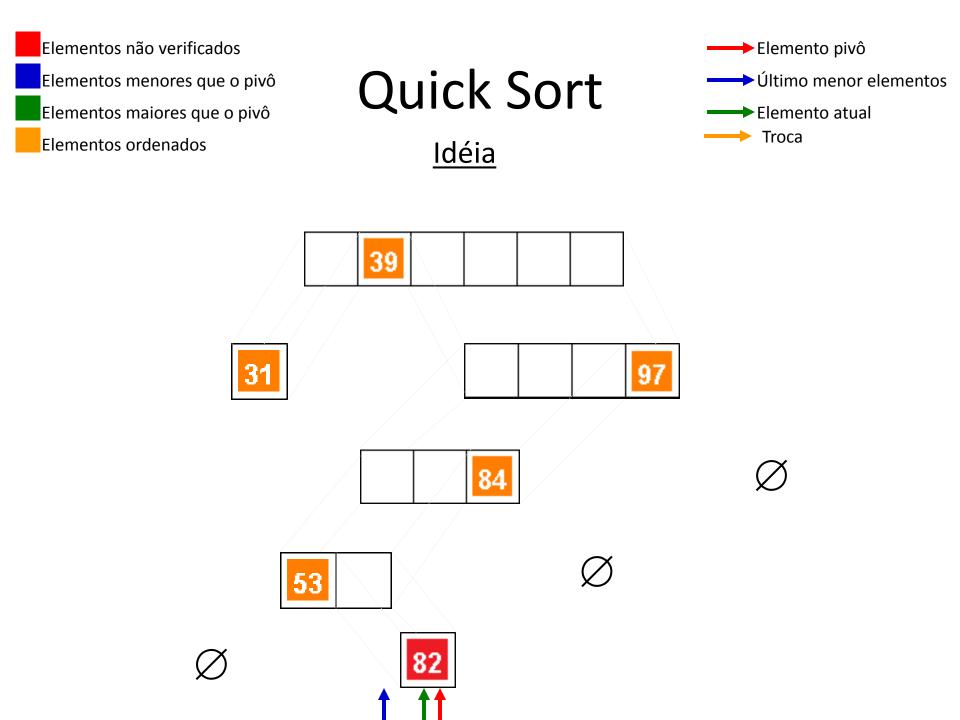


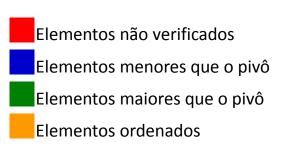


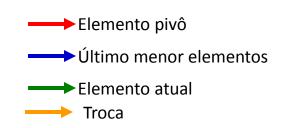


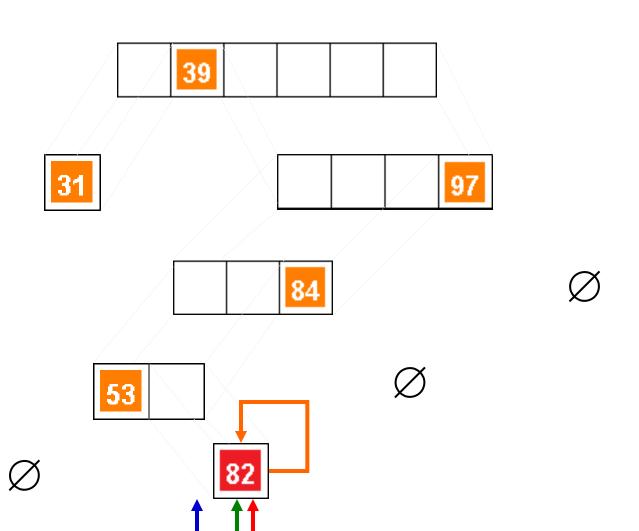


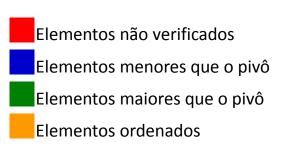


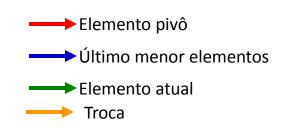


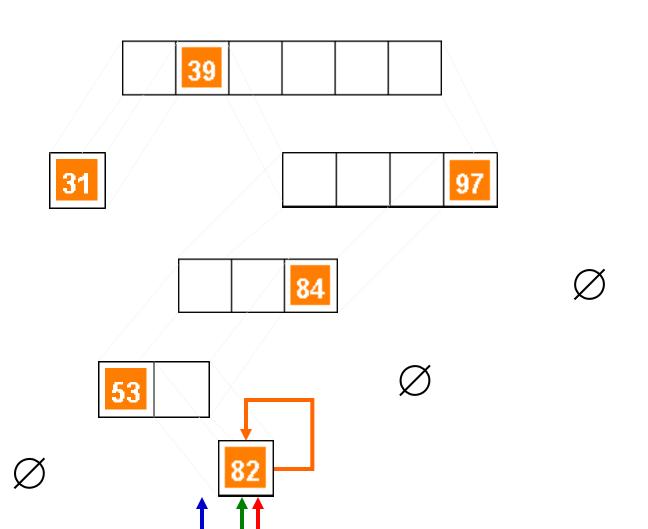


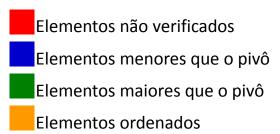


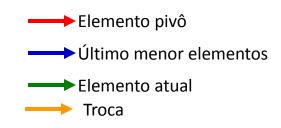


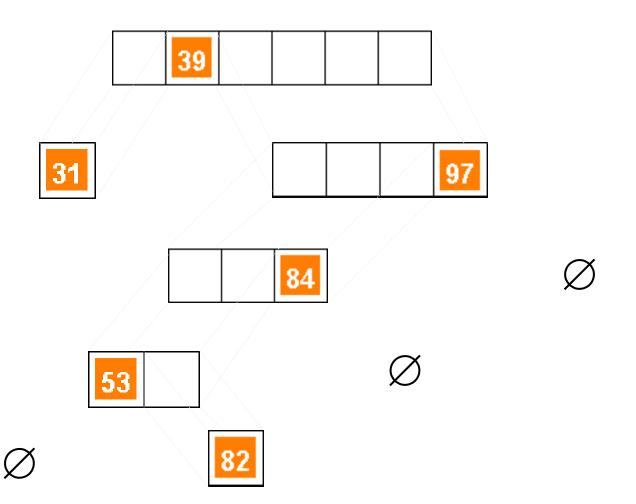


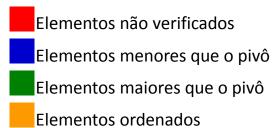


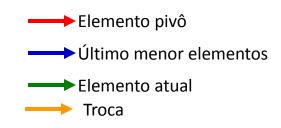


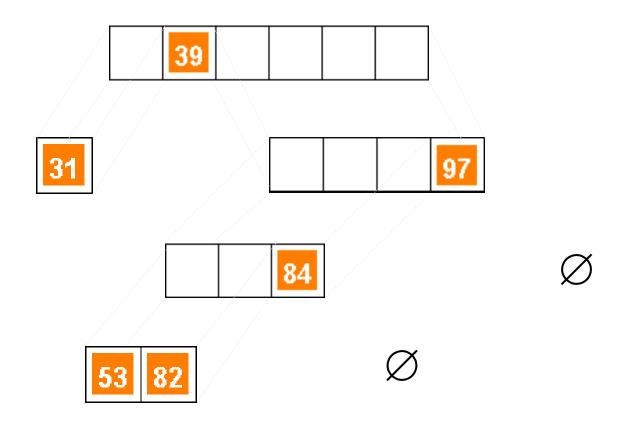


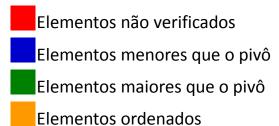


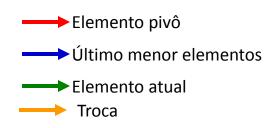


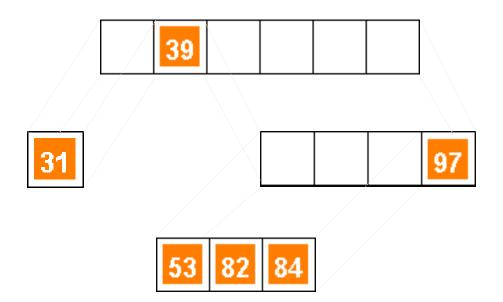


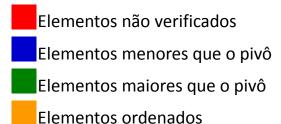


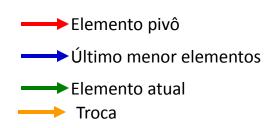


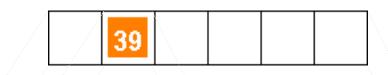






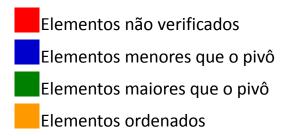




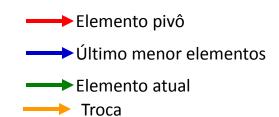


31

53 82 84 97

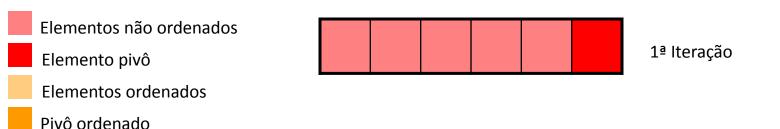




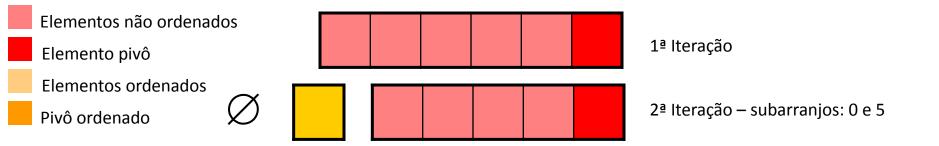


```
01. void quickSort(int *v, int e, int d) {
02.    int p;
03.    if(e < d)
04.    {
05.         p = particiona(v, e, d);
06.         quickSort(v, e, p-1);
07.         quickSort(v, p+1, d);
08.    }
09. }</pre>
```

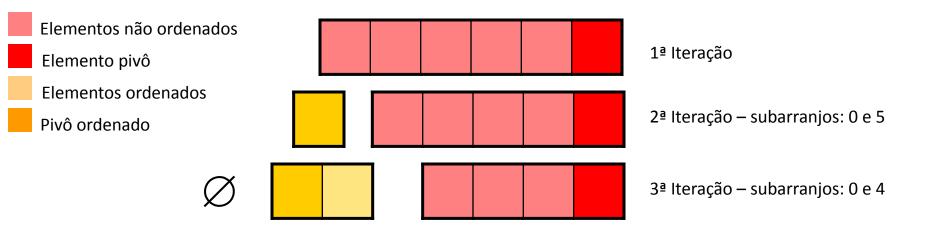
O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



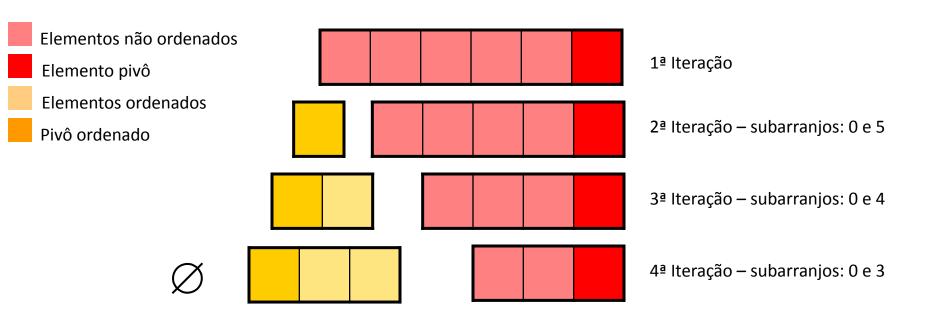
O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



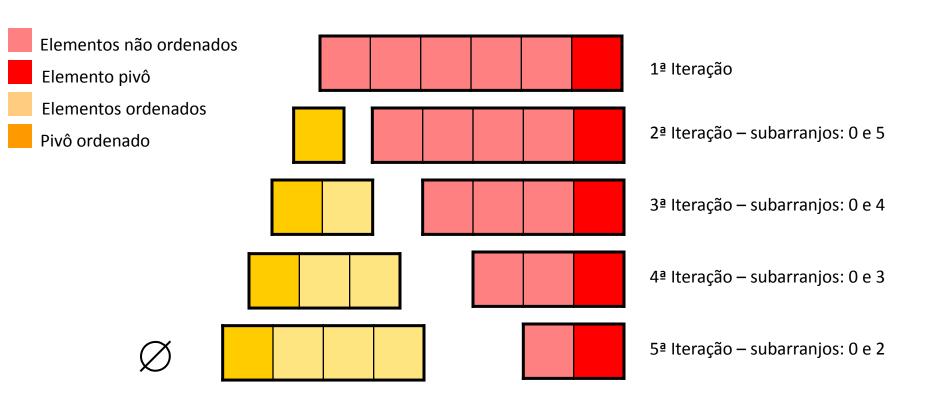
O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



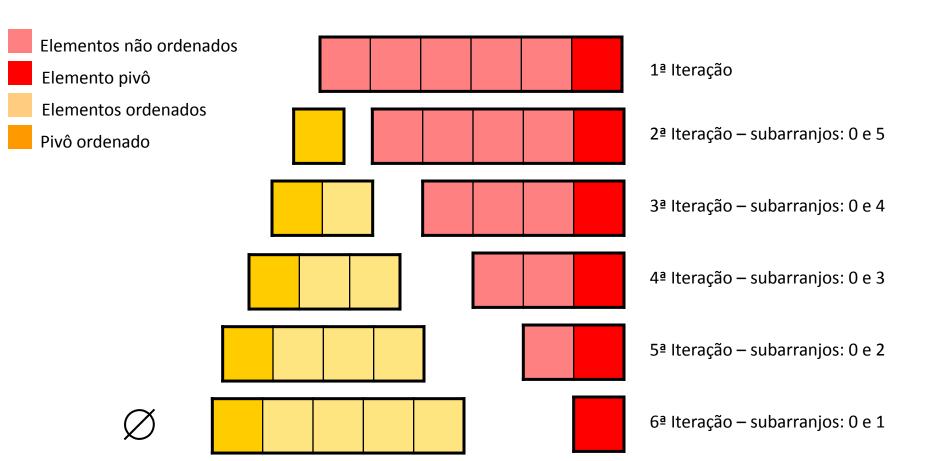
O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



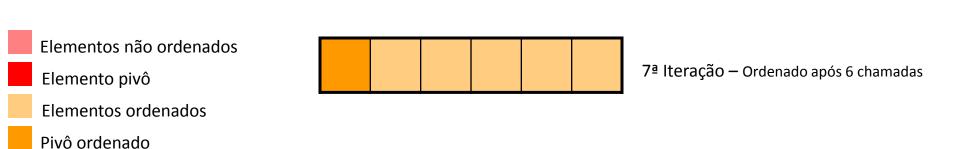
O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



A cada iteração o vetor é particionado em n-1 elementos.

O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



Elemento pivô

Elementos ordenados

Pivô ordenado

7ª Iteração — Ordenado após 6 chamadas

A cada iteração o vetor é particionado em n-1 elementos.

$$T(1) = 1$$

$$T(n) = T(n-1) + n$$

Análise de Pior Caso:

$$T(1) = 1$$
$$T(n) = T(n-1) + n$$

$$T(n) = T(n-1) + n$$

 $T(n) = T(n-2) + n + (n-1)$
 $T(n) = T(n-3) + n + (n-1) + (n-2)$
 $T(n) = T(n-i) + n + (n-1) + ... + (n-(i-1))$

- Análise de Pior Caso:
 - Para i = n-1

$$T(n) = T(1) + n + (n-1) + ... + (n - ((n-1)-1))$$

$$T(n) = 1 + n + (n-1) + ... + 2$$

$$T(n) = n + (n-1) + ... + 2 + 1$$

$$T(n) = \frac{n \cdot (n+1)}{2}$$

$$T(n) = \frac{n^2 + n}{2}$$

- Análise de Pior Caso:
 - Verificando através do método da substituição:
 - Para n=1

$$T(1) = 1$$

$$T(n) = \frac{n^2 + n}{2}$$

$$T(1) = \frac{1^2 + 1}{2}$$

$$T(1) = \frac{1+1}{2} = \frac{2}{2} = 1$$

- Análise de Pior Caso:
 - Verificando através do método da substituição:
 - Para n

$$T(n) = T(n-1) + n$$

$$T(n) = \frac{n^2 + n}{2}$$

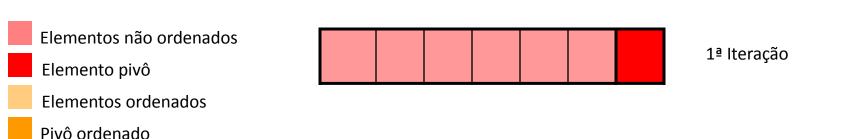
$$T(n) = \left(\frac{(n-1)^2 + (n-1)}{2}\right) + n$$

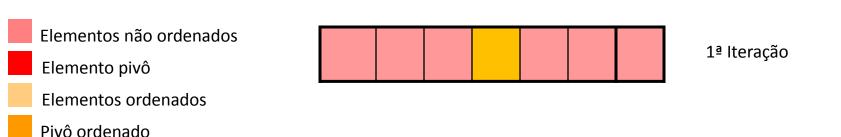
$$T(n) = \left(\frac{n^2 - 2n + 1 + n - 1}{2}\right) + n$$

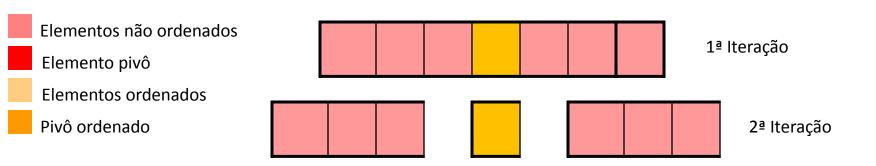
$$T(n) = \left(\frac{n^2 - n}{2}\right) + n$$

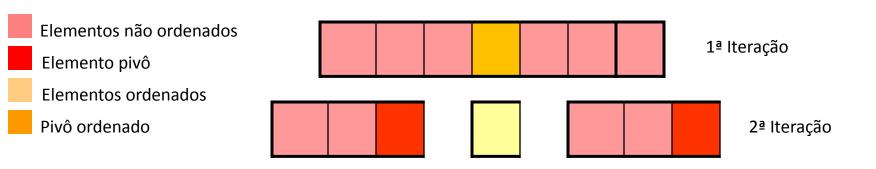
$$T(n) = \frac{n^2 - n + 2n}{2}$$

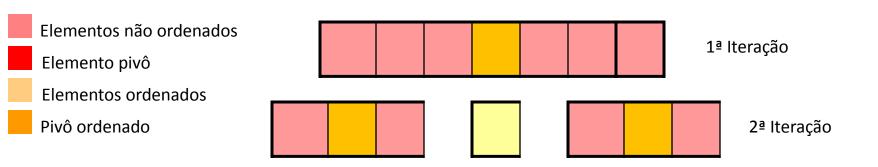
$$T(n) = \frac{n^2 + n}{2}$$

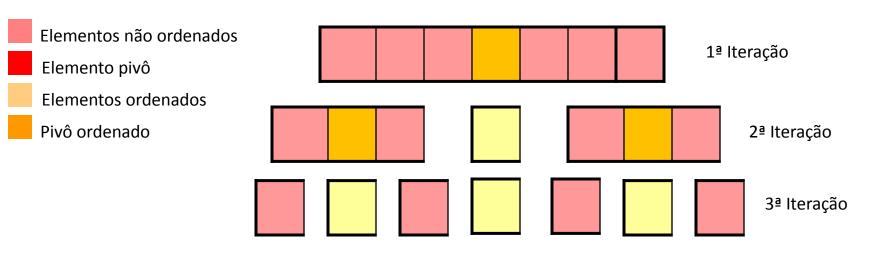


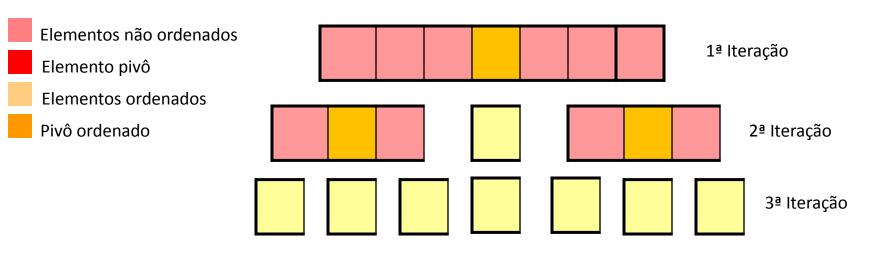




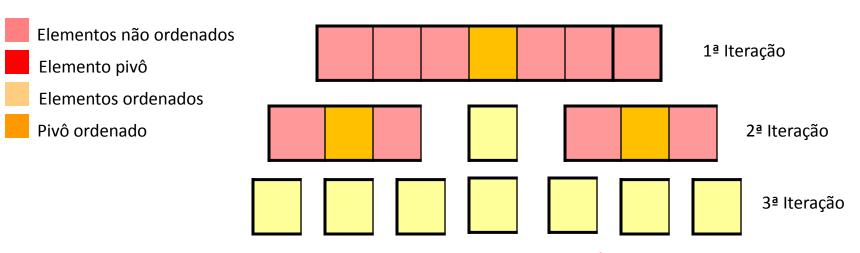






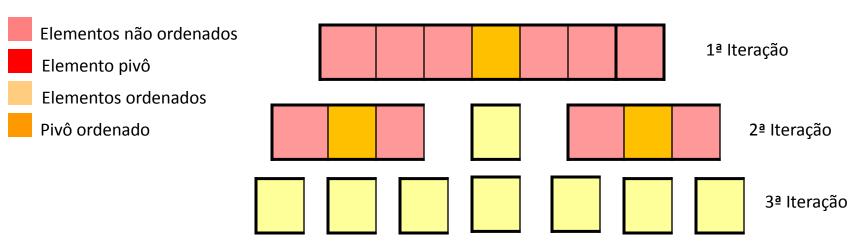


O melhor caso do Quick Sort: Particiona Balanceado A cada iteração pivô parte o arranjo em duas metades iguais.



A cada iteração o vetor é particionado em n/2 elementos.

O melhor caso do Quick Sort: Particiona Balanceado A cada iteração pivô parte o arranjo em duas metades iguais.

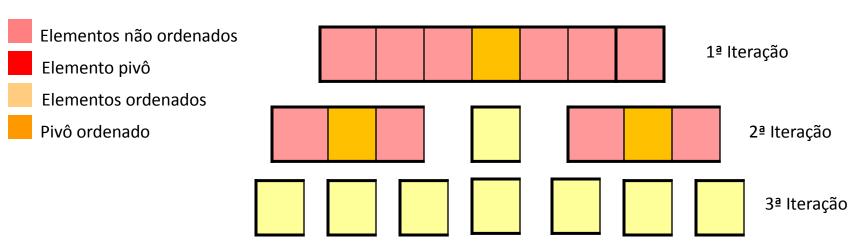


A cada iteração o vetor é particionado em n/2 elementos.

$$T(1) = 1$$

$$T(n) = 2 \cdot T\left(\frac{n}{2}\right) + n$$

O melhor caso do Quick Sort: Particiona Balanceado A cada iteração pivô parte o arranjo em duas metades iguais.



A cada iteração o vetor é particionado em n/2 elementos.

$$T(1) = 1$$

$$T(n) = 2 \cdot T\left(\frac{n}{2}\right) + n$$

Exatamente igual ao Merge Sort

Portanto: O(n log₂n)

- No Caso Médio o Quick Sort é O(n log₂ n)
- Prova: Sedgewick Cap. 7 Pg. 311
- No caso médio o número de comparações é cerca de 39% maior que no melhor caso.