

Universidade Federal do ABC Centro de Matemática, Computação e Cognição

Algoritmos para Ordenação

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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:

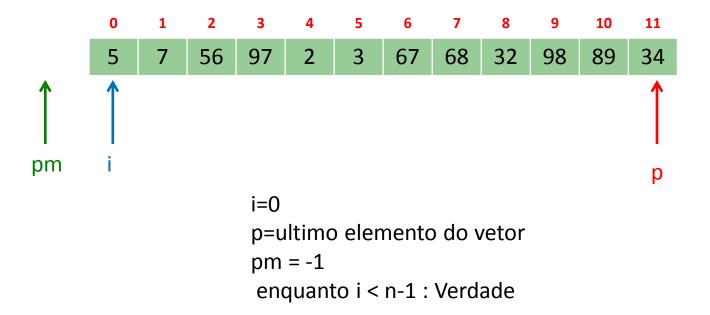
Entrada:
$$V = [5,7,56,97,2,3,67,68,32,98,89,34]$$

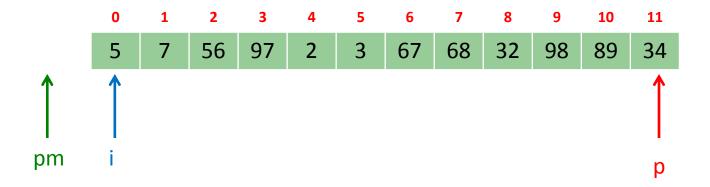
$$p = 11$$

Portanto, V[p] = 34

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

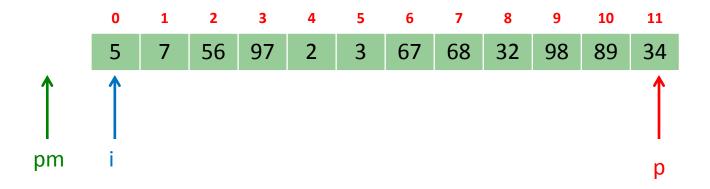
| | | | | | | | | | | | 11 |
|---|---|----|----|---|---|----|----|----|----|----|----|
| 5 | 7 | 56 | 97 | 2 | 3 | 67 | 68 | 32 | 98 | 89 | 34 |





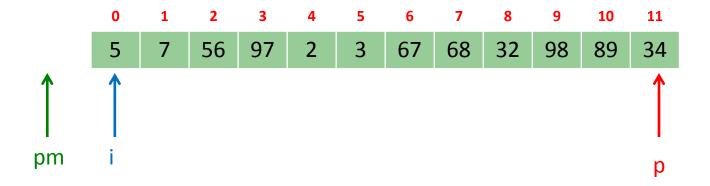
enquanto i < n-1 : Verdade

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



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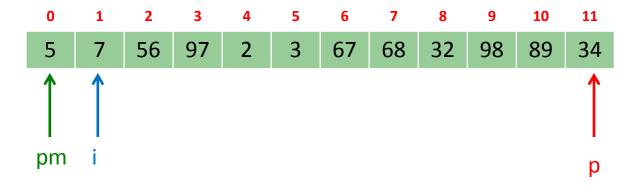


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Então: pm = pm + 1 e troca v[i] com v[pm]

i = i + 1
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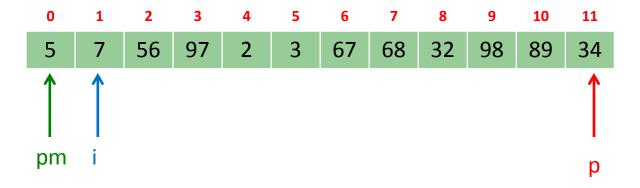


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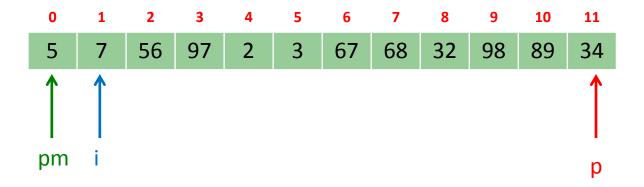
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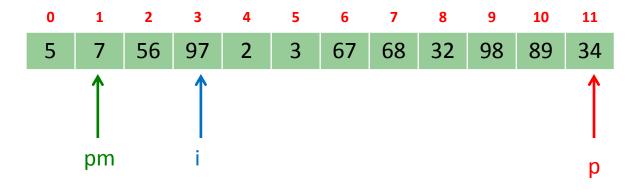
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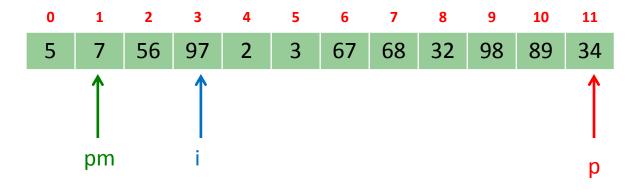
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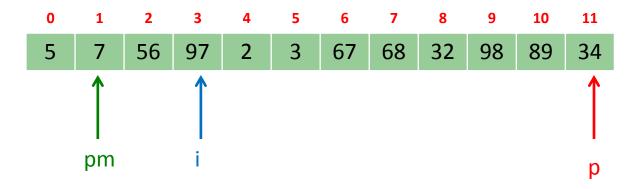
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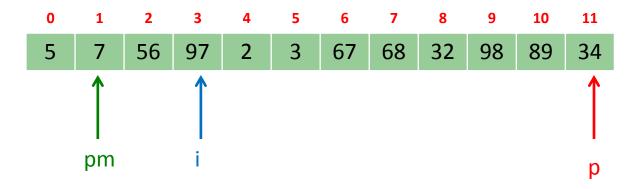


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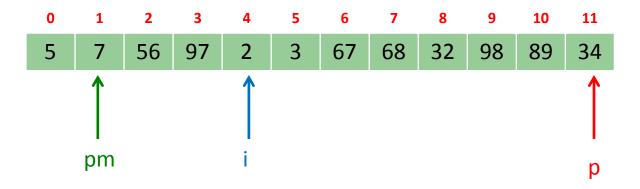
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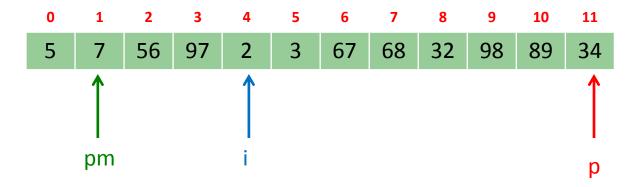
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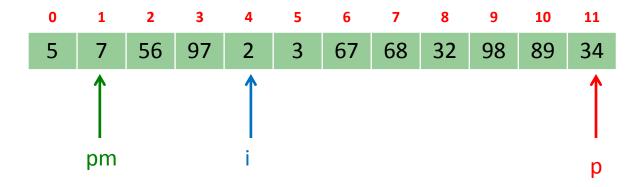
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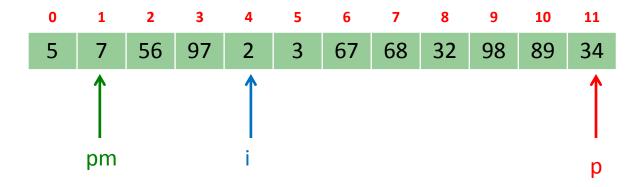
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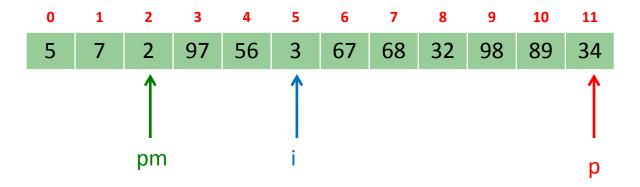


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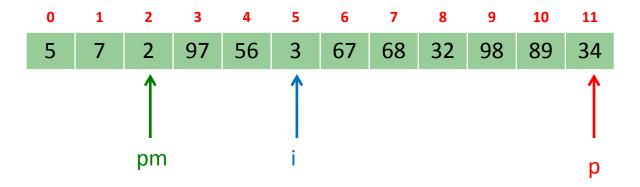


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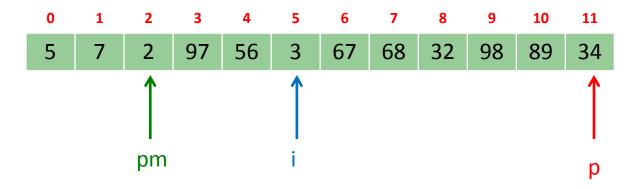
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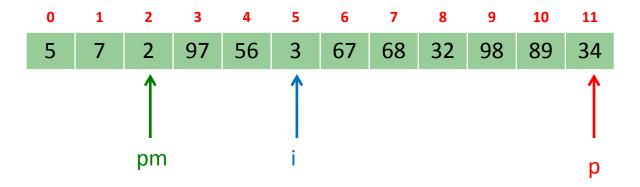
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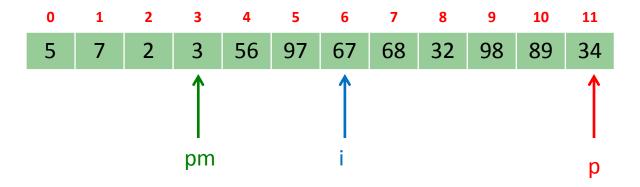


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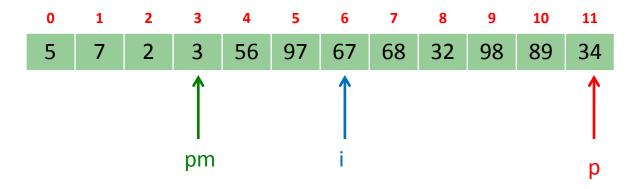


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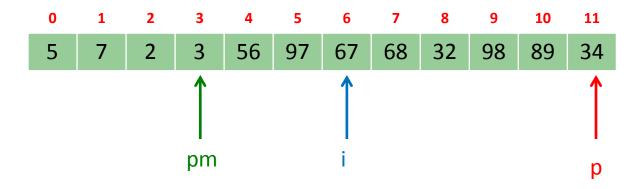
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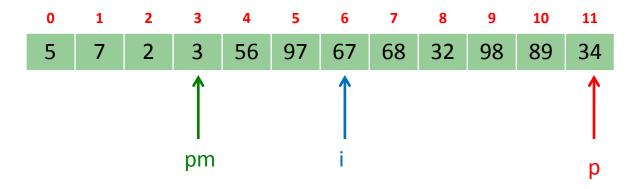
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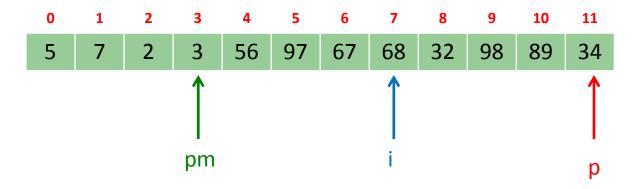
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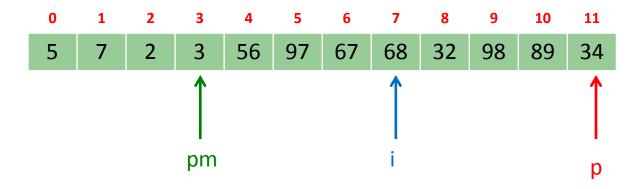
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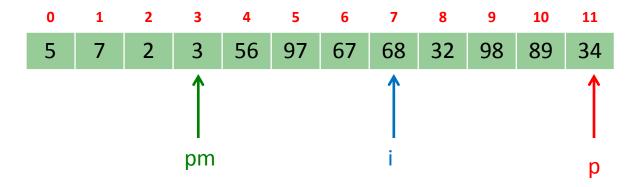
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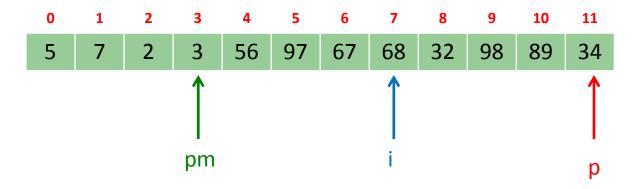
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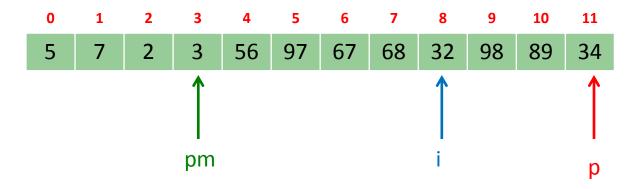
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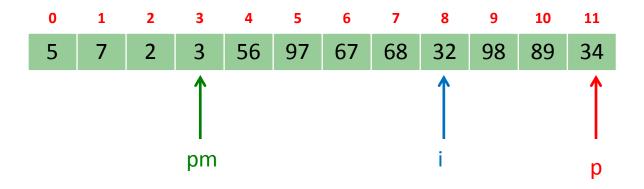
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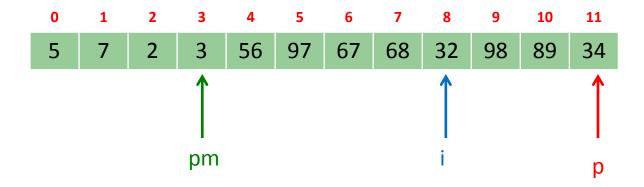
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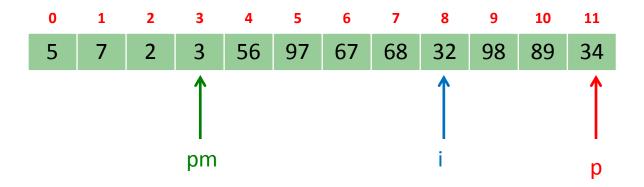
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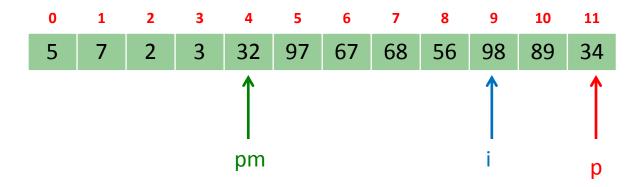


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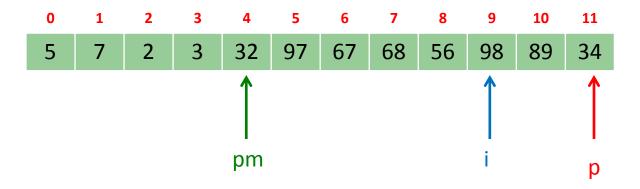


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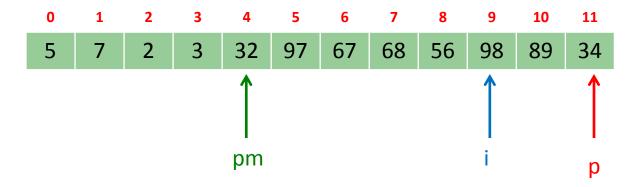
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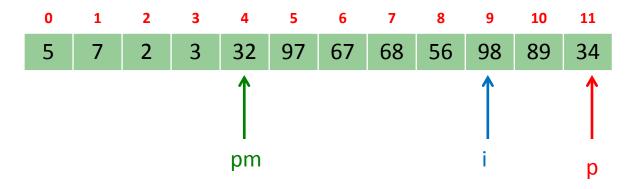
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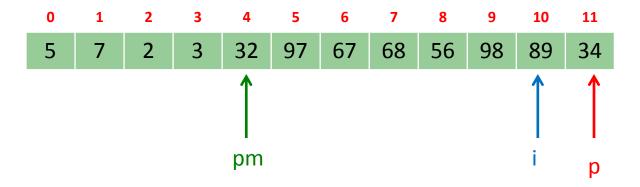
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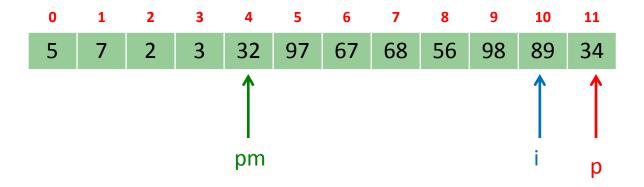
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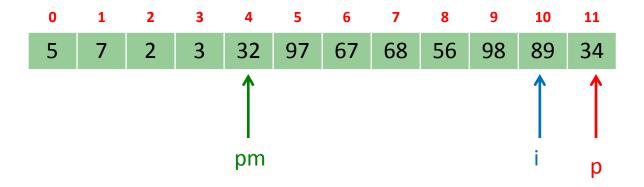
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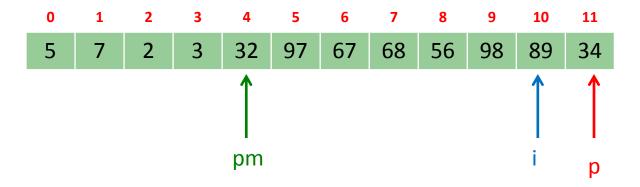


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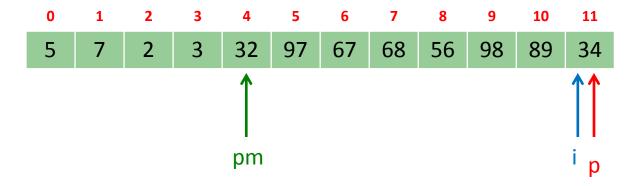
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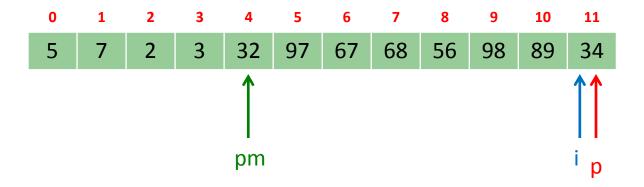
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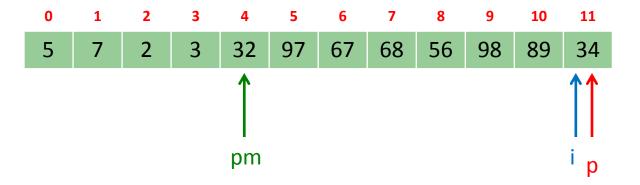
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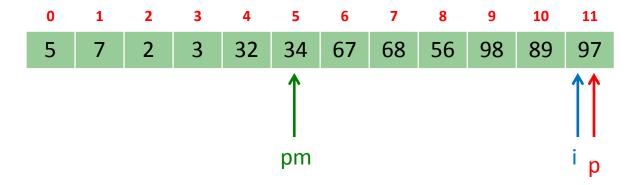
Então: i = i + 1



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

```
int particiona(int *v, int n) {
01.
         int pm=-1, i, aux;
02.
03.
         for(i=0; i<n-1; i++)
04.
                 if(v[i]<=v[n-1])</pre>
05.
06.
07.
                         pm++;
08.
                         aux = v[pm];
09.
                         v[pm] = v[i];
10.
                         v[i] = aux;
                 }
11.
12.
13.
         aux = v[pm+1];
14.
         v[pm+1] = v[n-1];
                                   Consumo de Tempo?
15.
         v[n-1] = aux;
16.
         return pm+1;
17.
     }
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         v[pm+1] = v[n-1];
                                  Consumo de Tempo?
15.
         v[n-1] = aux;
16.
         return pm+1;
                                         O(n)
17.
     }
```

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

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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?

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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?

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- 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?

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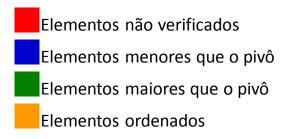
Ordenado: $\mathbf{v} = [02,03,05,07,32,34,56,67,68,89,97,98]$

- 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!

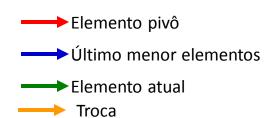
 Proposto em 1962 por Charles Antony Richard Hoare no Computer Journal, 5, pp.10-15, 1962

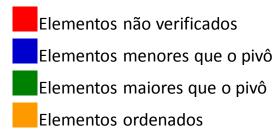
 É considerado o método de ordenação mais eficiente até os dias atuais;

- 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).

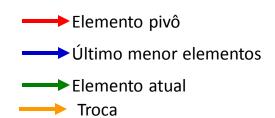


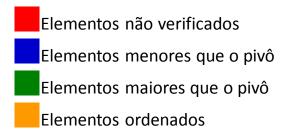




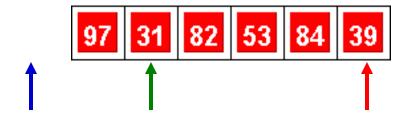


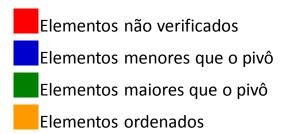


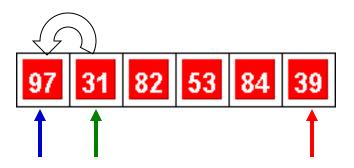


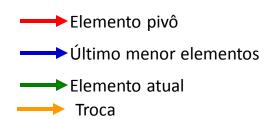


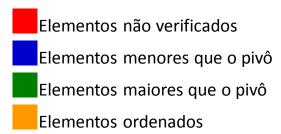


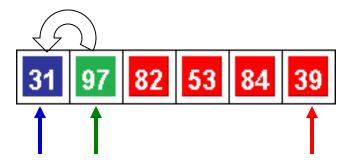


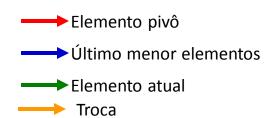


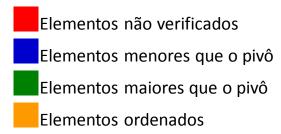


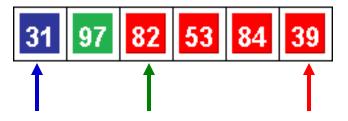


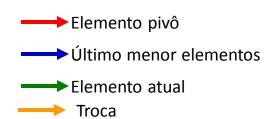


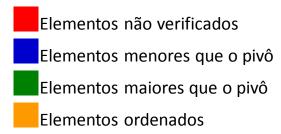


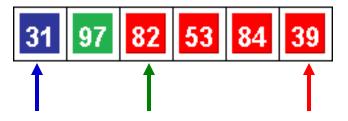


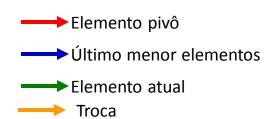


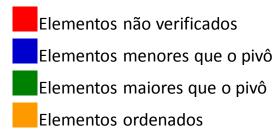




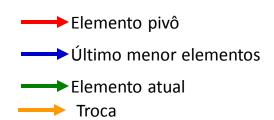


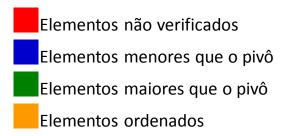


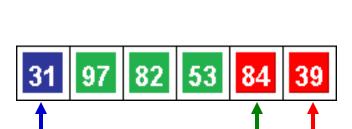


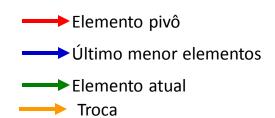


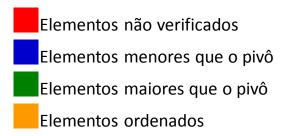


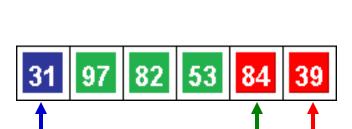


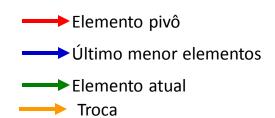


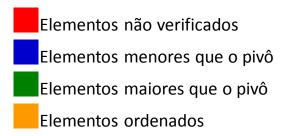


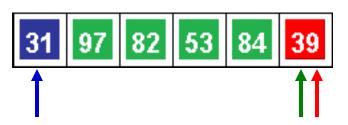


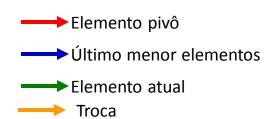


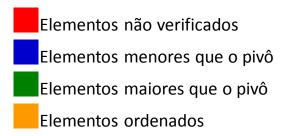


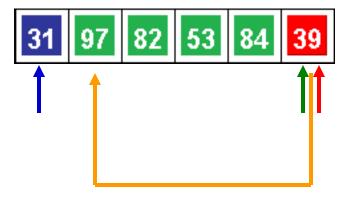


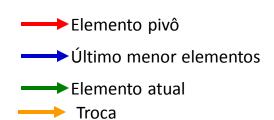


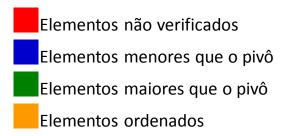


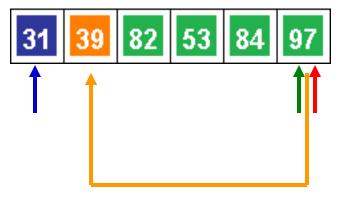


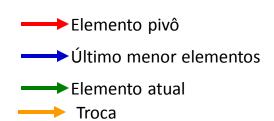


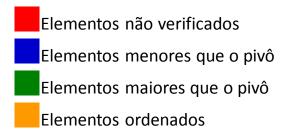












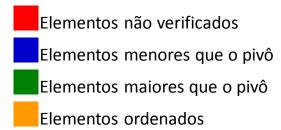
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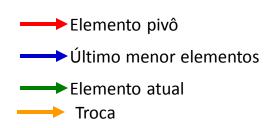
Último menor elementos

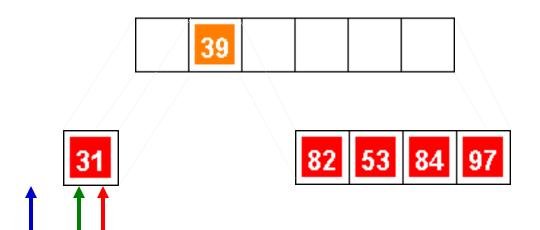
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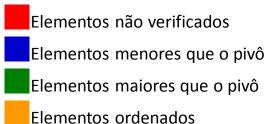
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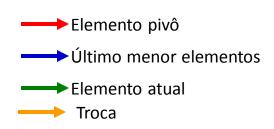


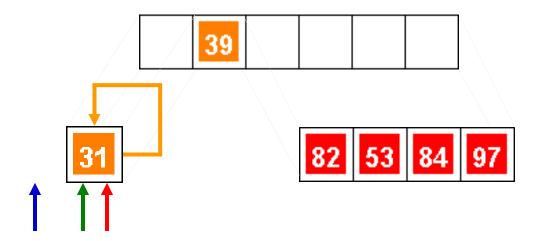


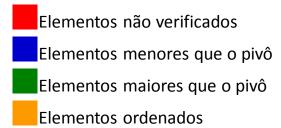


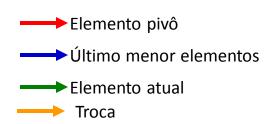


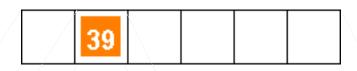




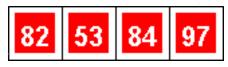


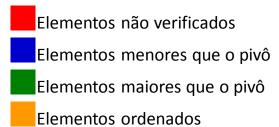


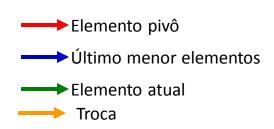


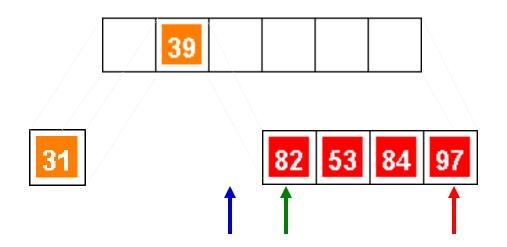


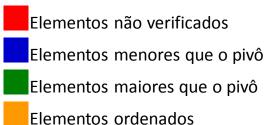
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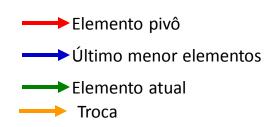


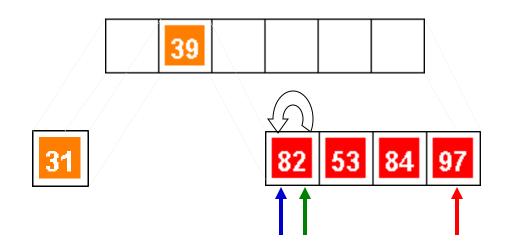


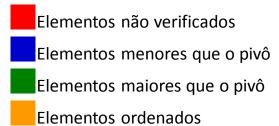


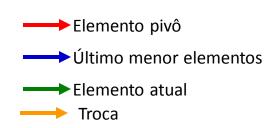


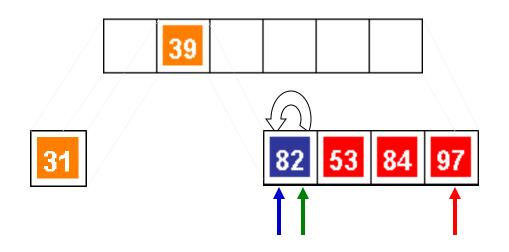


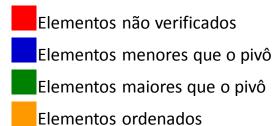


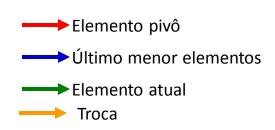


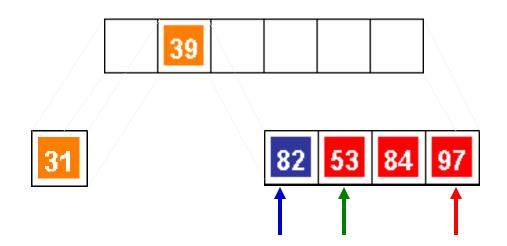


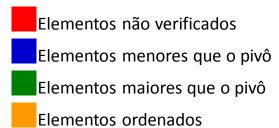


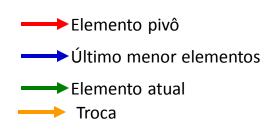


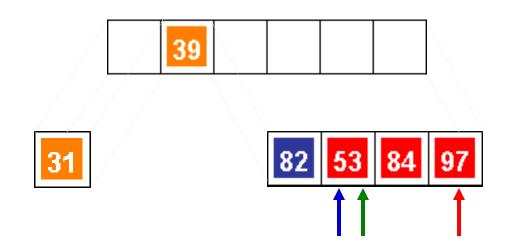


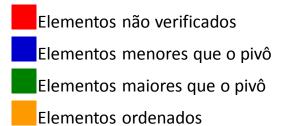


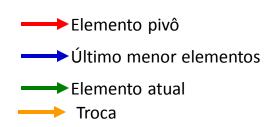


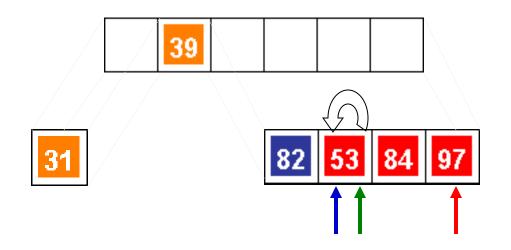


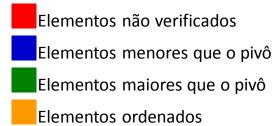


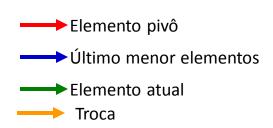


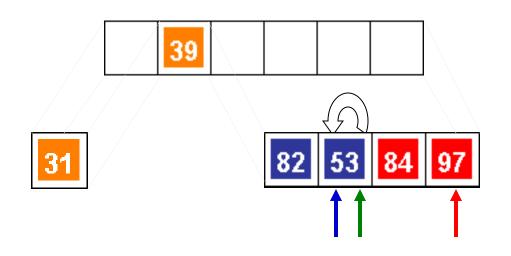


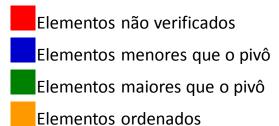


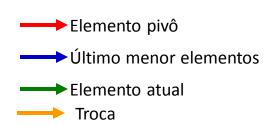


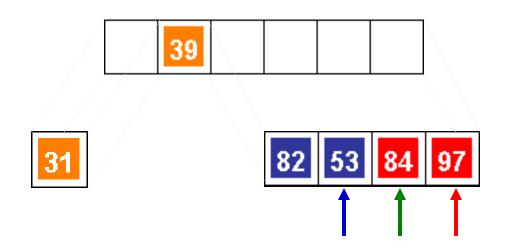


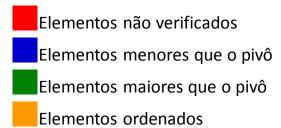


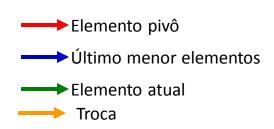


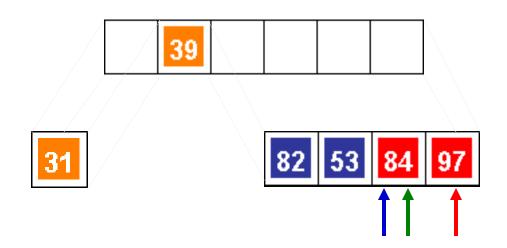


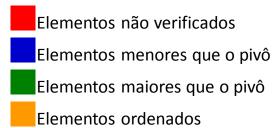


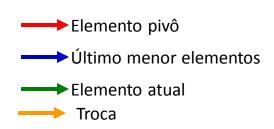


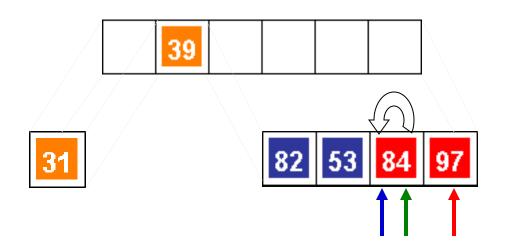


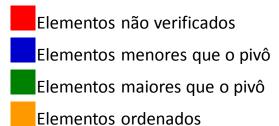


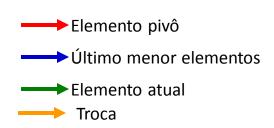


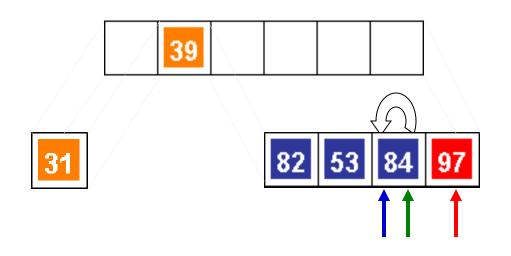


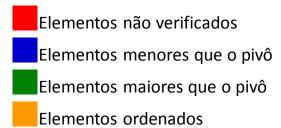


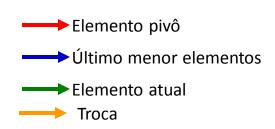


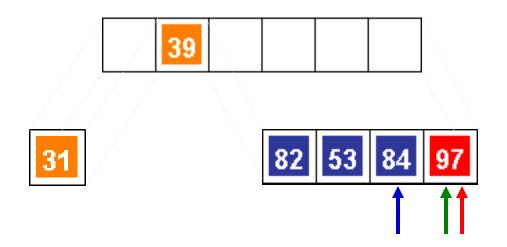


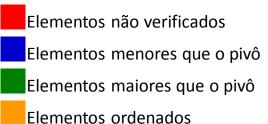


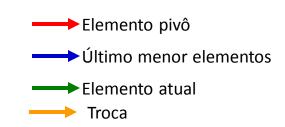


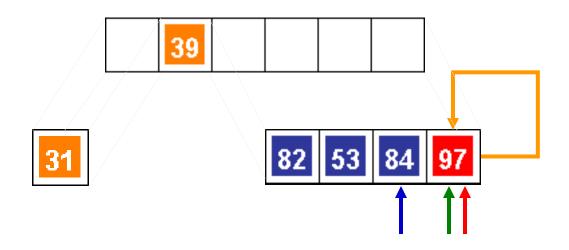


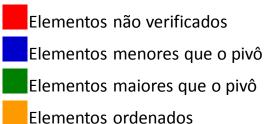


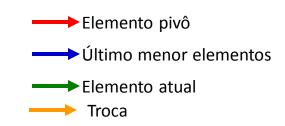


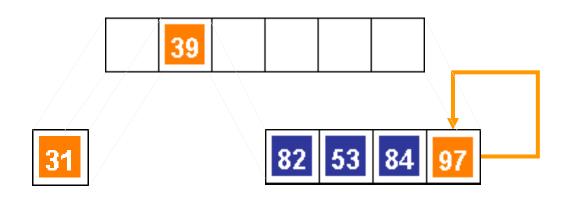


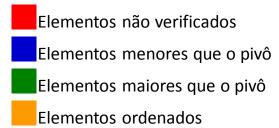


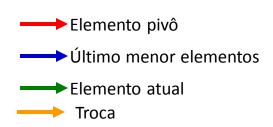








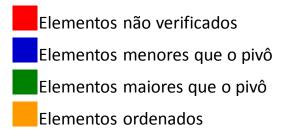


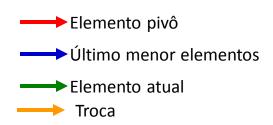


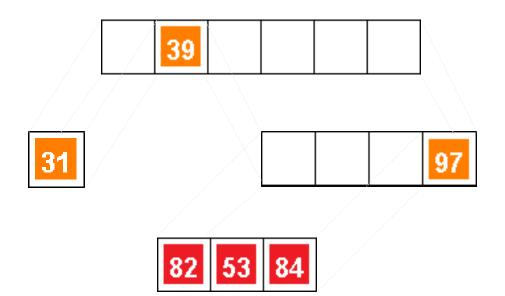


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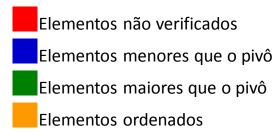
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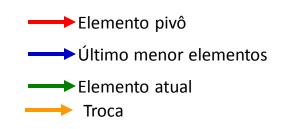


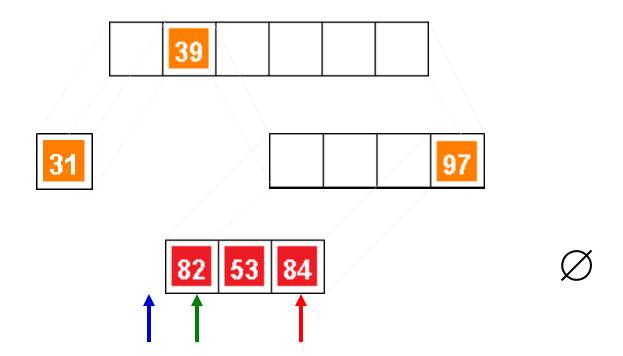


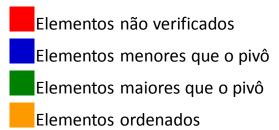


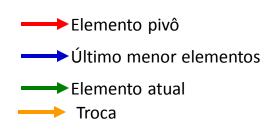


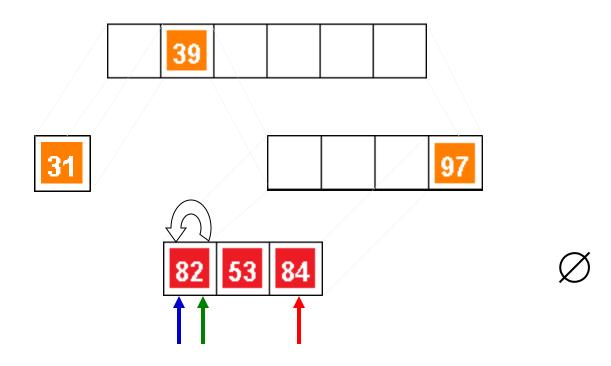


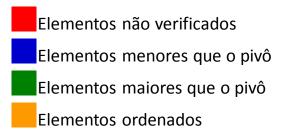


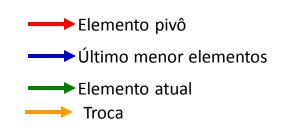


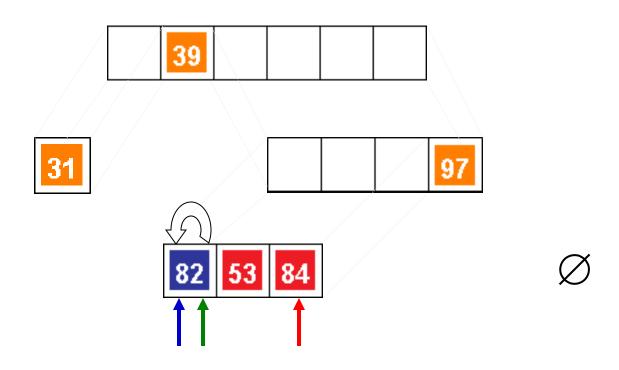


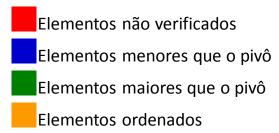


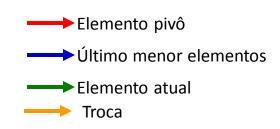


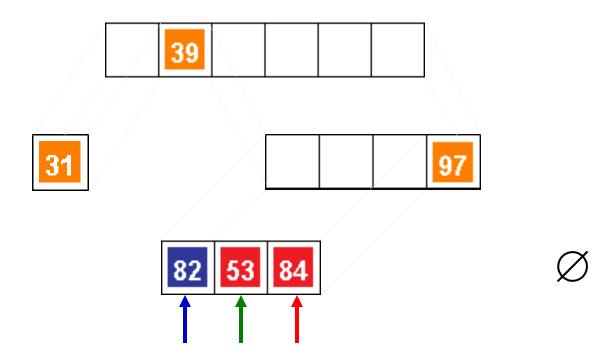


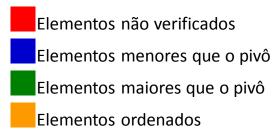


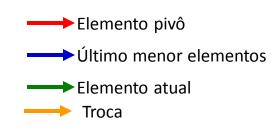


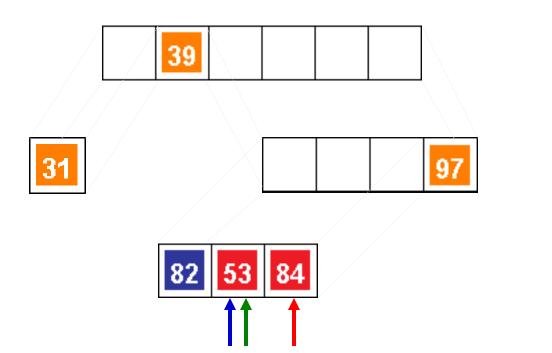


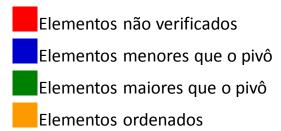


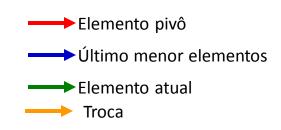


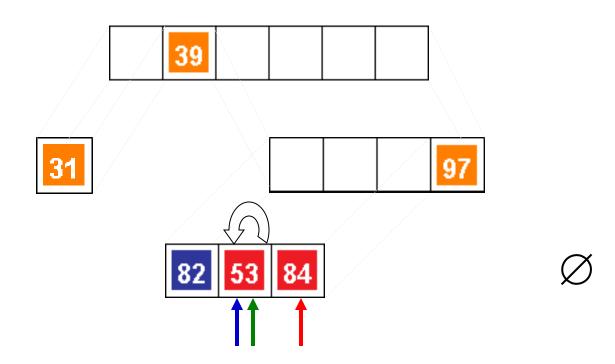


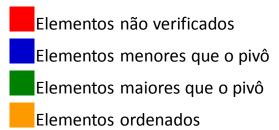


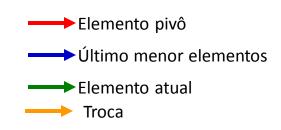


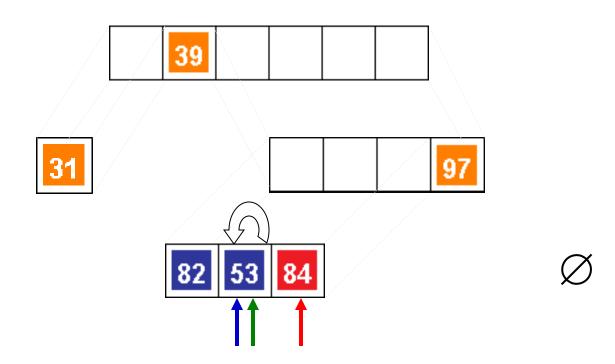


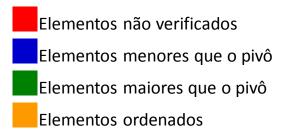


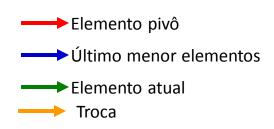


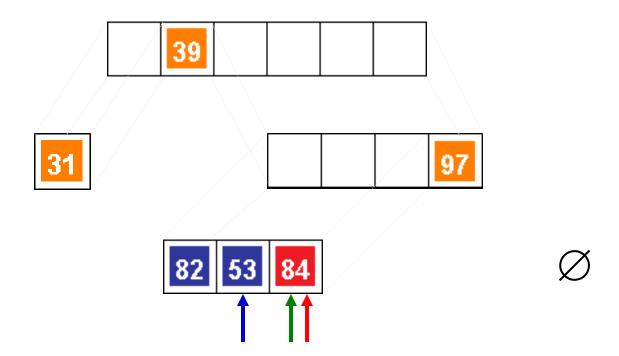


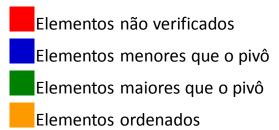


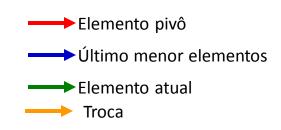


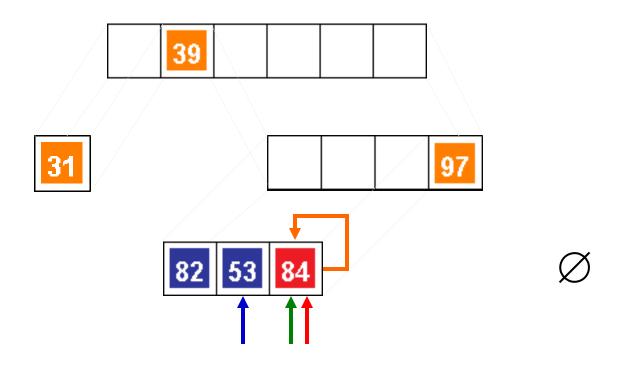


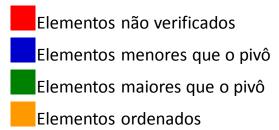


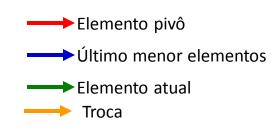


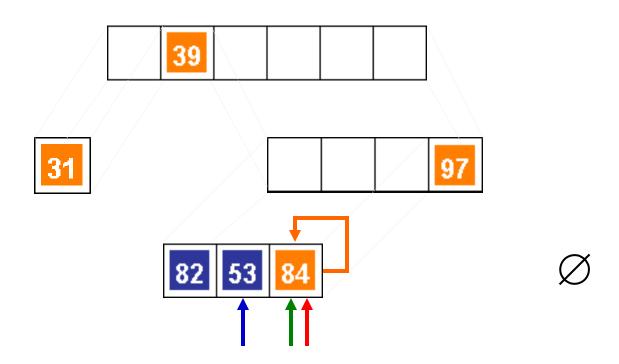


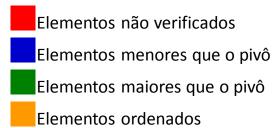


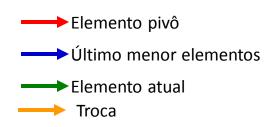


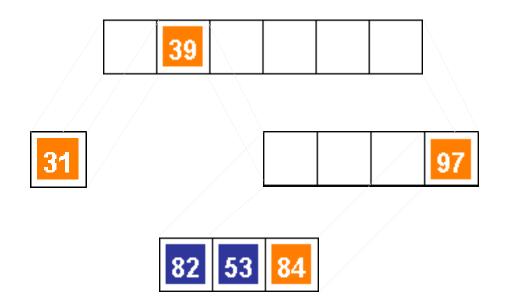


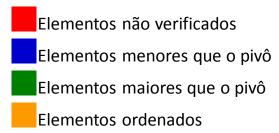


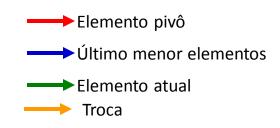


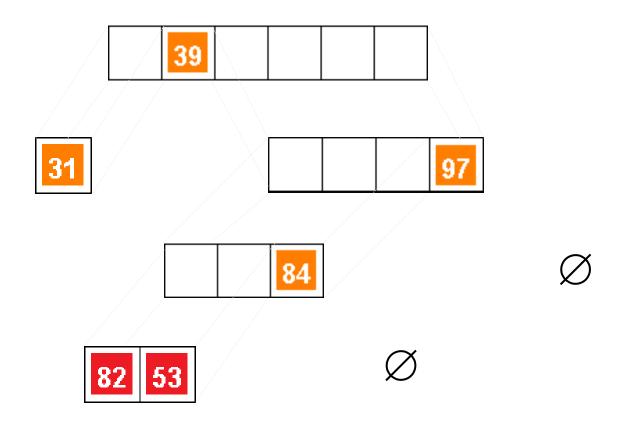


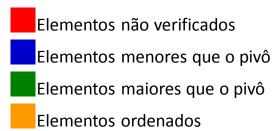


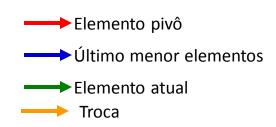


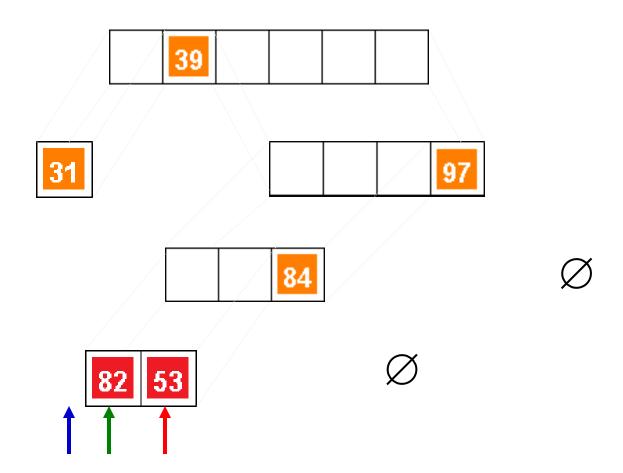


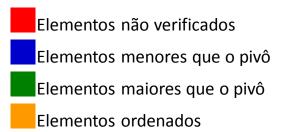


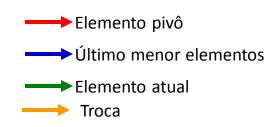


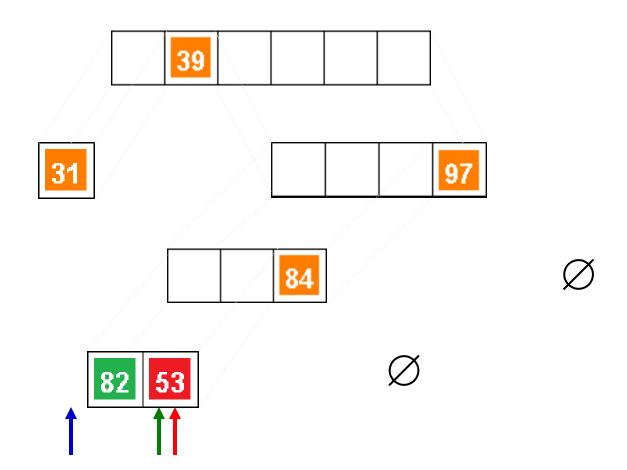


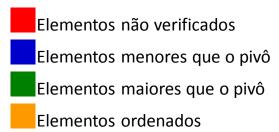


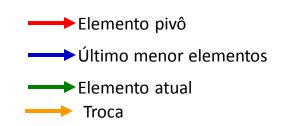


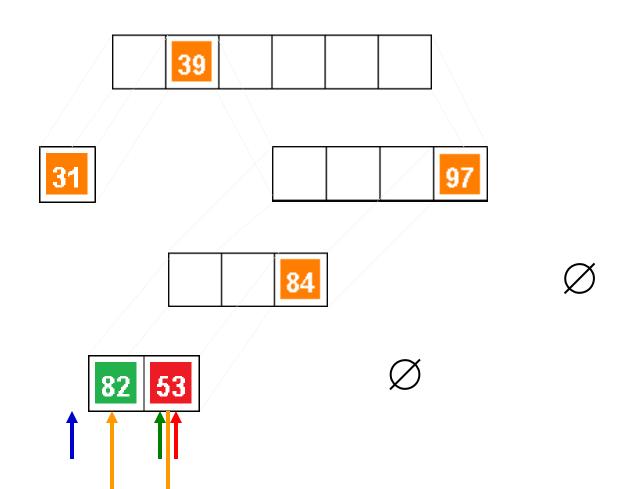


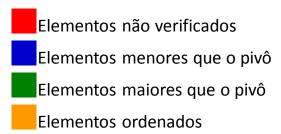


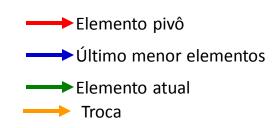


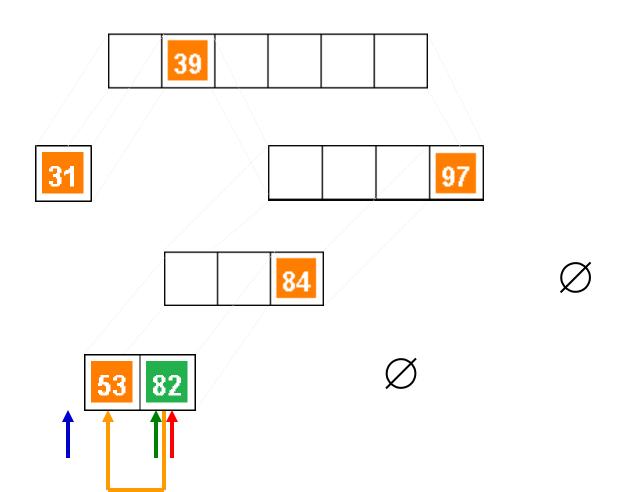


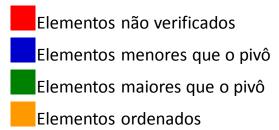


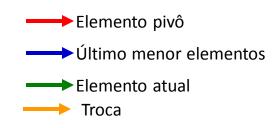


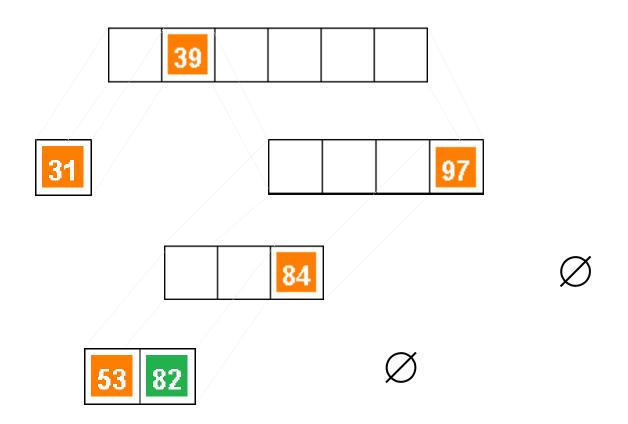


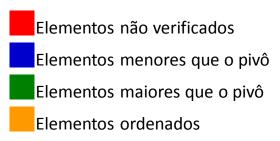


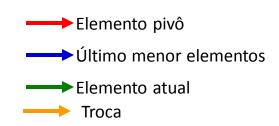


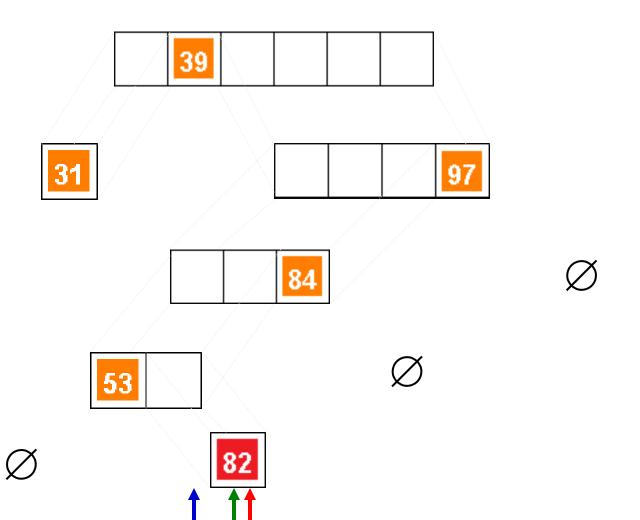


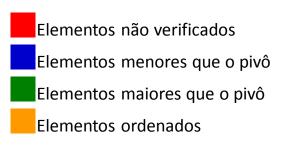


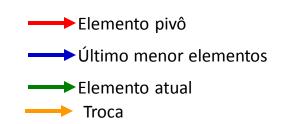


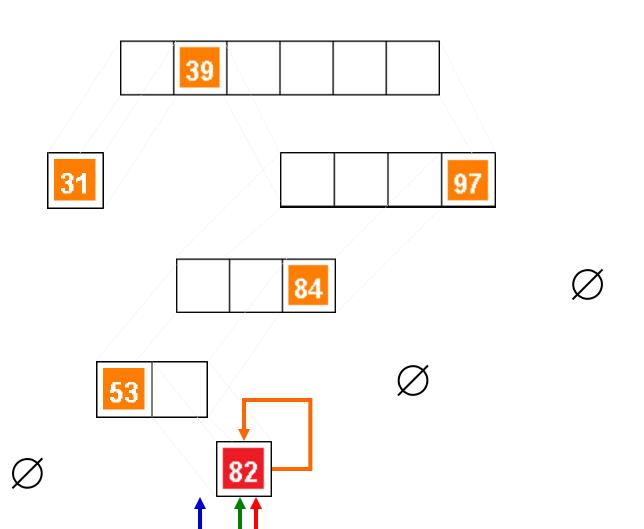


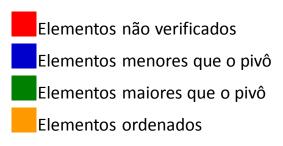


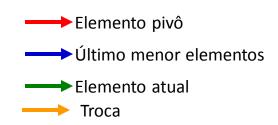


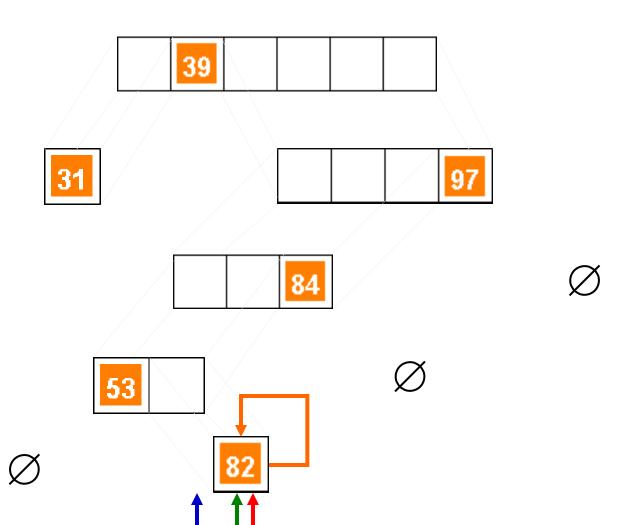


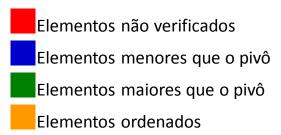


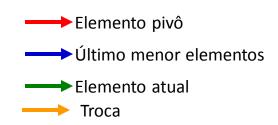


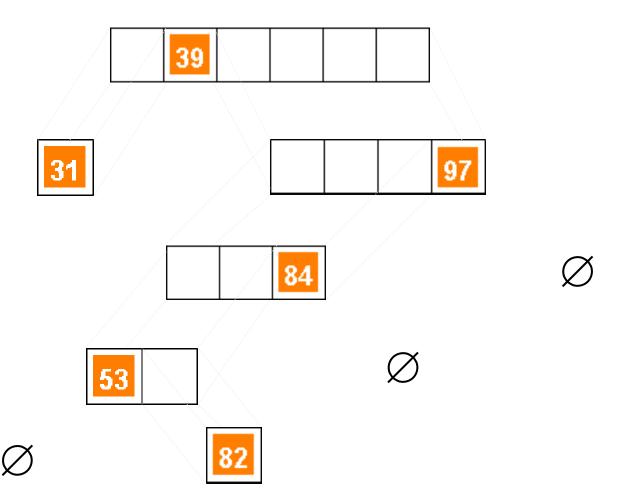


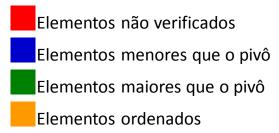


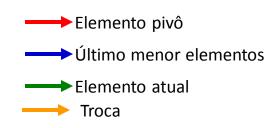


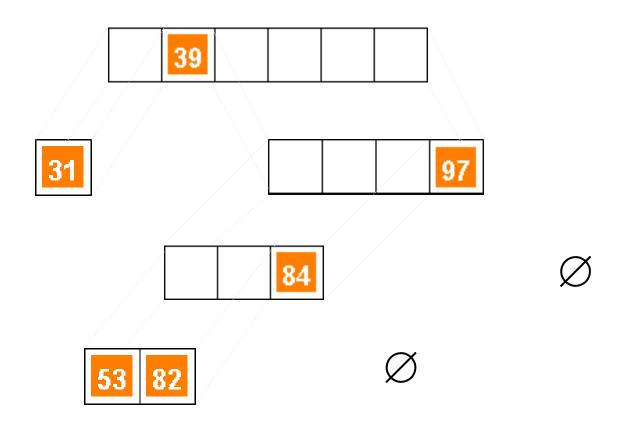


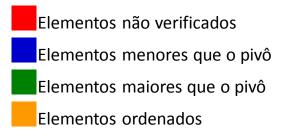


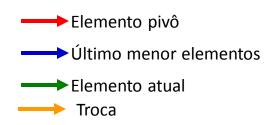


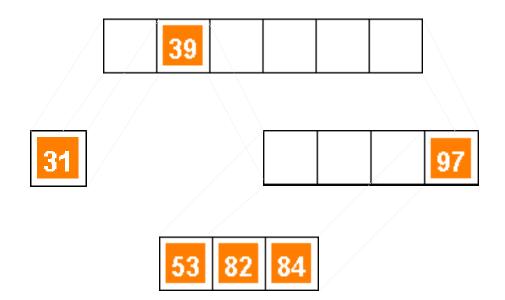


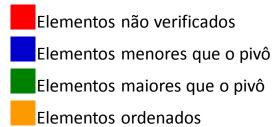


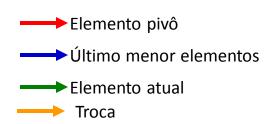


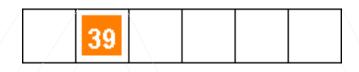






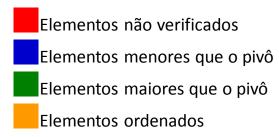




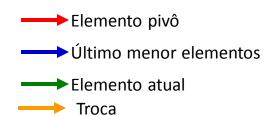


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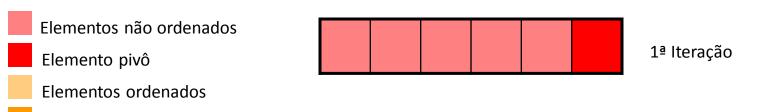


Particiona

```
01.
     int particiona(int *v, int e, int d) {
02.
       int pm=e-1, i, aux;
       for(i=e; i<d; i++)</pre>
03.
04.
05.
               if(v[i]<=v[d])
06.
07.
                      pm++;
08.
                      aux = v[pm];
09.
                      v[pm] = v[i];
10.
                      v[i] = aux;
11.
12.
13.
       aux = v[pm+1];
14.
       v[pm+1] = v[d];
       v[d] = aux;
15.
16.
       return pm+1;
17.}
```

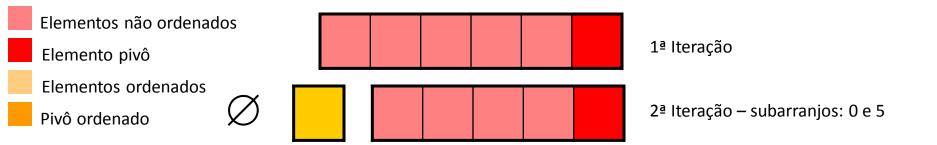
```
01. void quickSort(int *v, int e, int d) {
02.    int p;
03.    if(e < d)
04.    {
05.         p = particiona(v, e, d);
06.         quickSort(v, e, p-1);
07.         quickSort(v, p+1, d);
08.    }
09. }</pre>
```

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

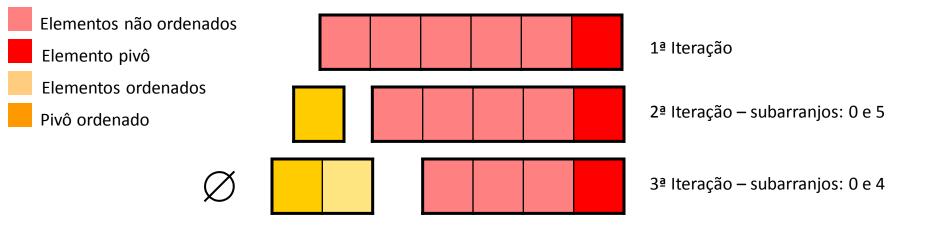


Pivô ordenado

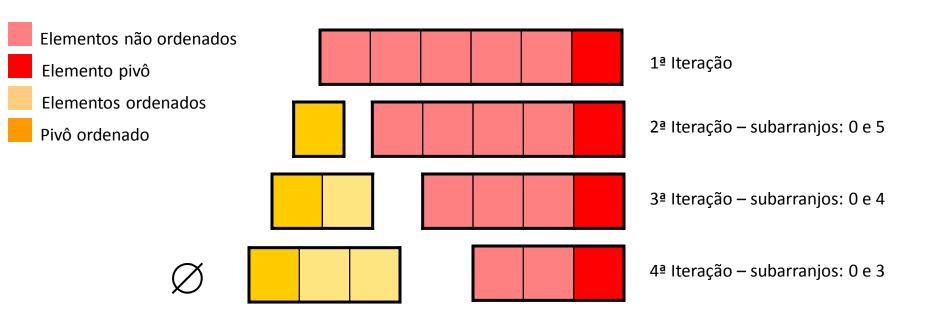
O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



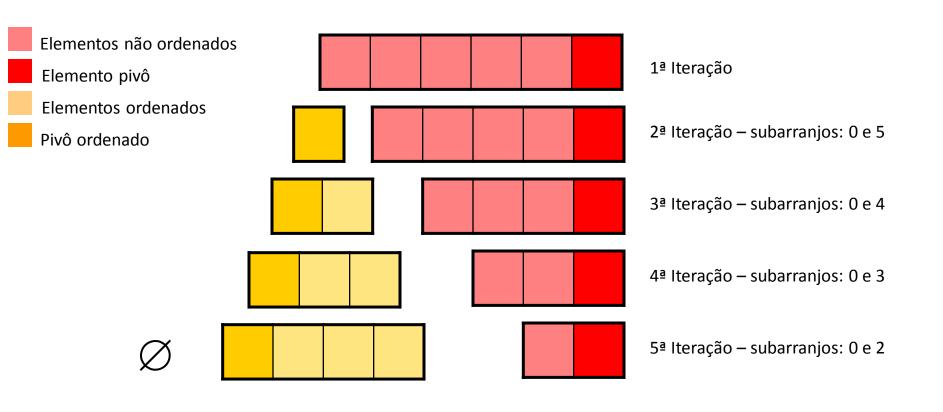
O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



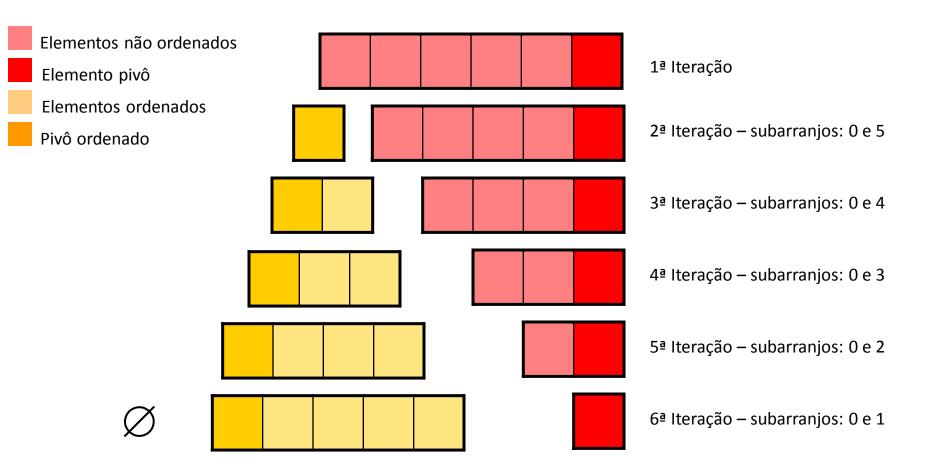
O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



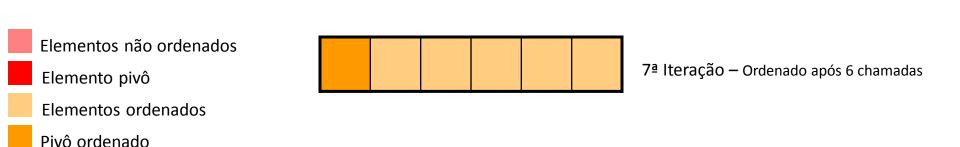
O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



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

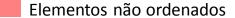


O pior caso possível do Quick Sort: Particiona Desbalanceado A cada iteração pivô parte o arranjo em duas metades desbalanceadas.



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:

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

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

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

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

$$T(n) = T(n-i) + n + (n-1) + \dots + (n-(i-1))$$

- 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

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

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

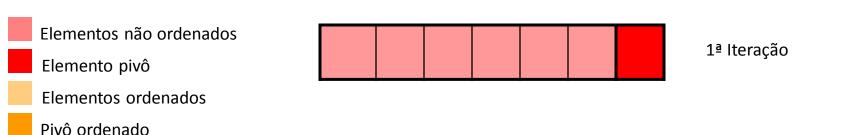
$$T(n) = \left(\frac{(n-1)^2 + (n-1)}{2}\right) + n$$

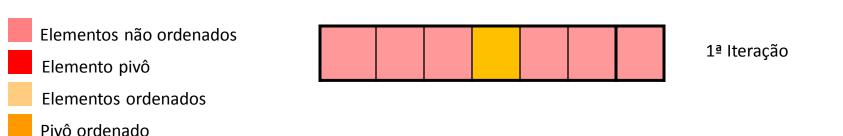
$$T(n) = \left(\frac{n^2 - 2n + 1 + n - 1}{2}\right) + n$$

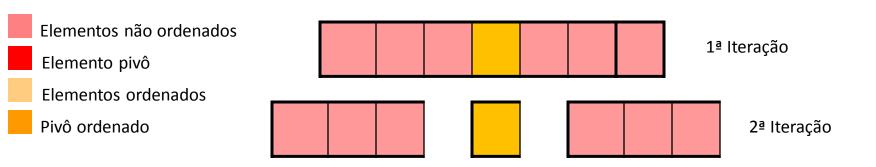
$$T(n) = \left(\frac{n^2 - n}{2}\right) + n$$

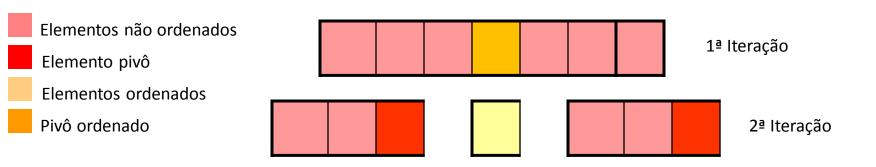
$$T(n) = \frac{n^2 - n + 2n}{2}$$

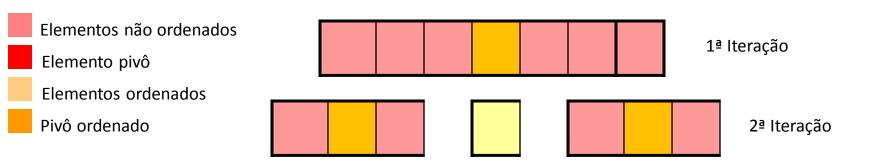
$$T(n) = \frac{n^2 + n}{2}$$

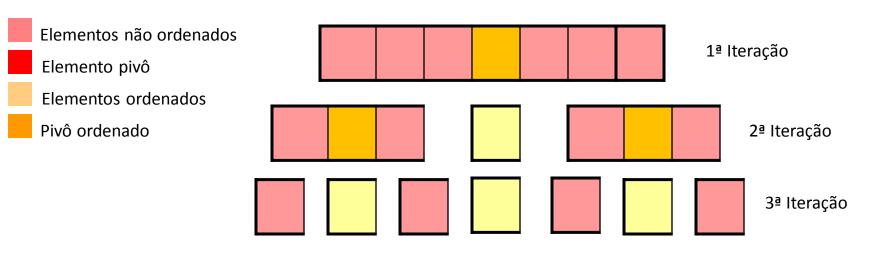


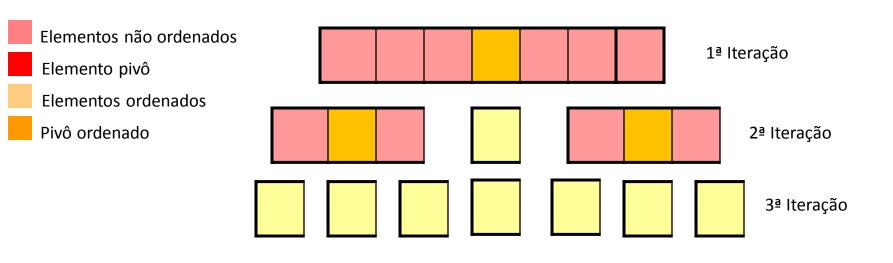




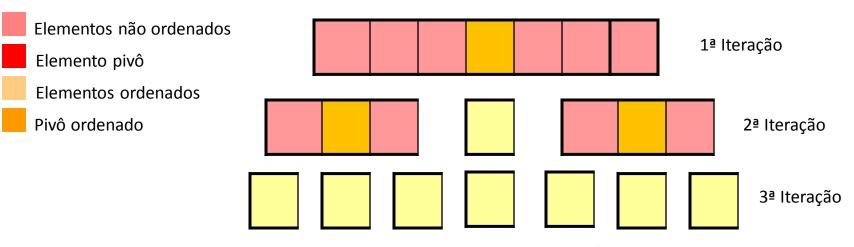






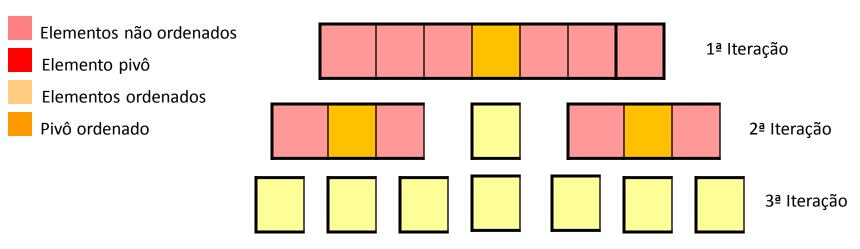


O melhor caso do Quick Sort: Particiona Balanceado A cada iteração pivô parte o arranjo em duas metades iguais.



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.

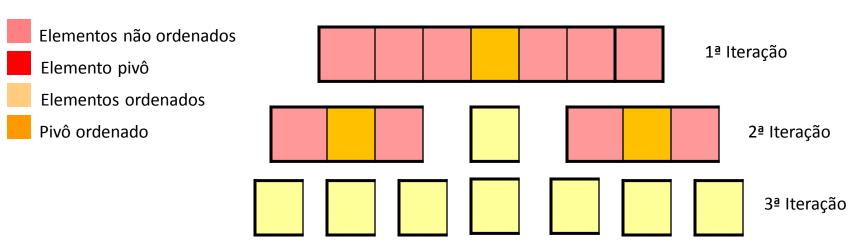


A cada iteração o vetor é particionado em n/2 elementos.

$$T(1) = 1$$

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

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.