

Presentación Proyecto 1

Algoritmos y Estructuras de Datos II

Leonardo Rodríguez

Selection-sort

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  for i:= 2 to n do  
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  var j: nat  
  j:= i  
  do  $j > 1 \wedge a[j] < a[j - 1]$   $\rightarrow$  swap(a,j-1,j)  
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[0, 1, 4, 6, 5, 2]

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[0, 1, 2, 4, 5, 6]

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proc pivot (in/out a: array[1..n] of elem, in izq, der: nat, out piv: nat)
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[4, 1, 0, 6, 5, 2]

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[4, 1, 0, 6, 5, 2]

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[2, 1, 0, 4, 5, 6]

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0, 1, 2, 4, [5, 6]

Quick-sort

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0, 1, 2, 4, 5, 6

Quick-sort

- El *pivote* se elige siempre a la izquierda.
- A veces eso puede ser perjudicial:

$[4, \overline{3}, 2, 1, \underline{0}]$

- Sólo puedo mover el rojo, hasta que intercambio.
- Nunca divide el arreglo a la mitad, y por ello pierdo eficiencia.
- Una buena idea es elegir un elemento al azar e intercambiarlo por la primera posición.

Proyecto 1

- Implementar los algoritmos en `sort.c`

```
unsigned int selection_sort(int a[], unsigned int length);  
unsigned int insertion_sort(int a[], unsigned int length);  
unsigned int quick_sort(int a[], unsigned int length);  
unsigned int rand_quick_sort(int a[], unsigned int length);
```

- Toma un arreglo y su longitud.
- Ordena el arreglo con el algoritmo correspondiente.
- Devuelve la cantidad de comparaciones.
- Probar los algoritmos con la interfaz que les dimos hecha.

Pasos a seguir:

- 1 Repasar C de Algoritmos I.
- 2 Leer cuidadosamente el enunciado del proyecto.
- 3 Implementar los algoritmos siguiendo el pseudo-código, ignorando por ahora la cantidad de comparaciones (devolver siempre 0).
- 4 Una vez que comprueben que funciona, agregar la lógica correspondiente al conteo de comparaciones.
- 5 Tienen disponible hecho un programa llamado *compare* que ejecuta todos los algoritmos sobre el mismo arreglo y muestra la cantidad de comparaciones realizadas.