

VERİ YAPILARILARI VE ALGORİTMALAR

Graph
Kruskal Algorithm

Kruskal Algoritması

- Prim's algoritması bir tekil düğümden başlar ve diğer düğümlere erişir.
- Prim's düğüm bazlı düşünür.
- Bunun yerine kenar bazlı düşünülse ne olur?
- Yani en hafif, bir başka ifadeyle en az maliyete sahip kenar ile başlanabilir mi?
- Bu yaklaşım Kruskal algoritmasıdır.

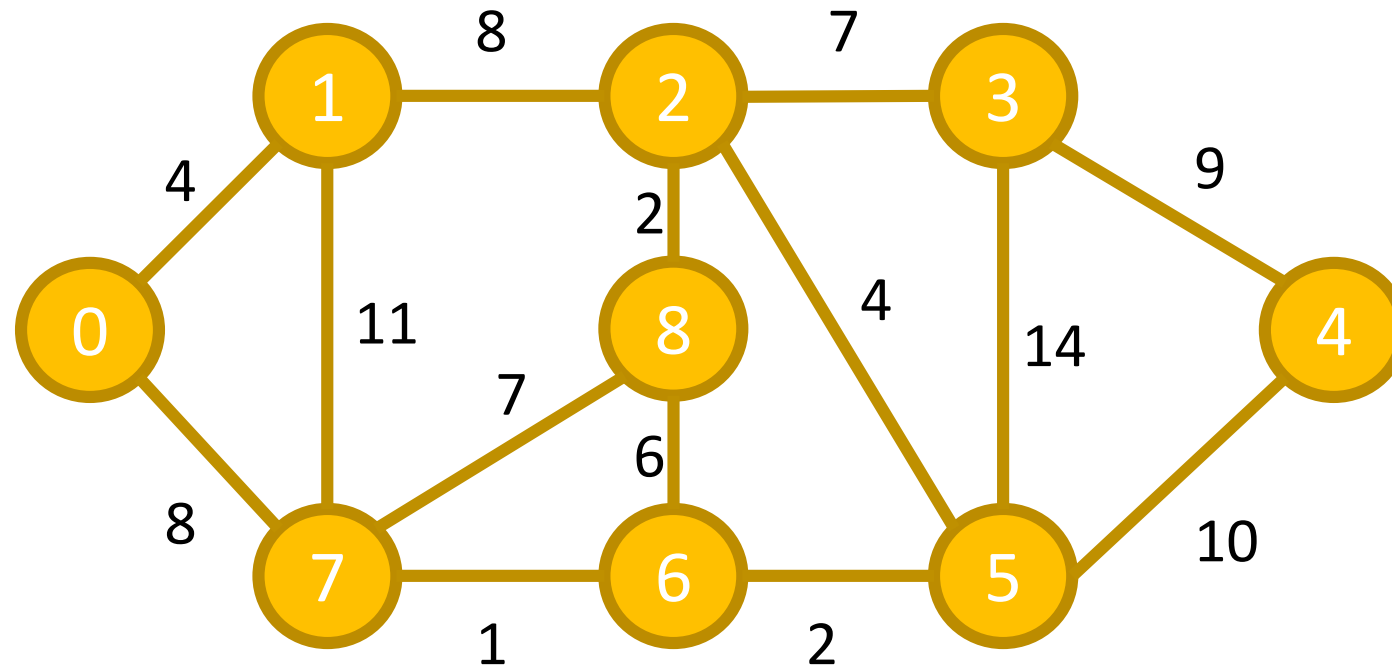
Kruskal Algoritması

1. $A \leftarrow \emptyset$
2. **for** each vertex $v \in V$
3. **do** MAKE-SET(v)
4. sort E into non-decreasing order by w
5. **for** each (u, v) taken from the sorted list
6. **do if** FIND-SET(u) \neq FIND-SET(v)
7. **then** $A \leftarrow A \cup \{(u, v)\}$
8. UNION(u, v)
9. **return** A

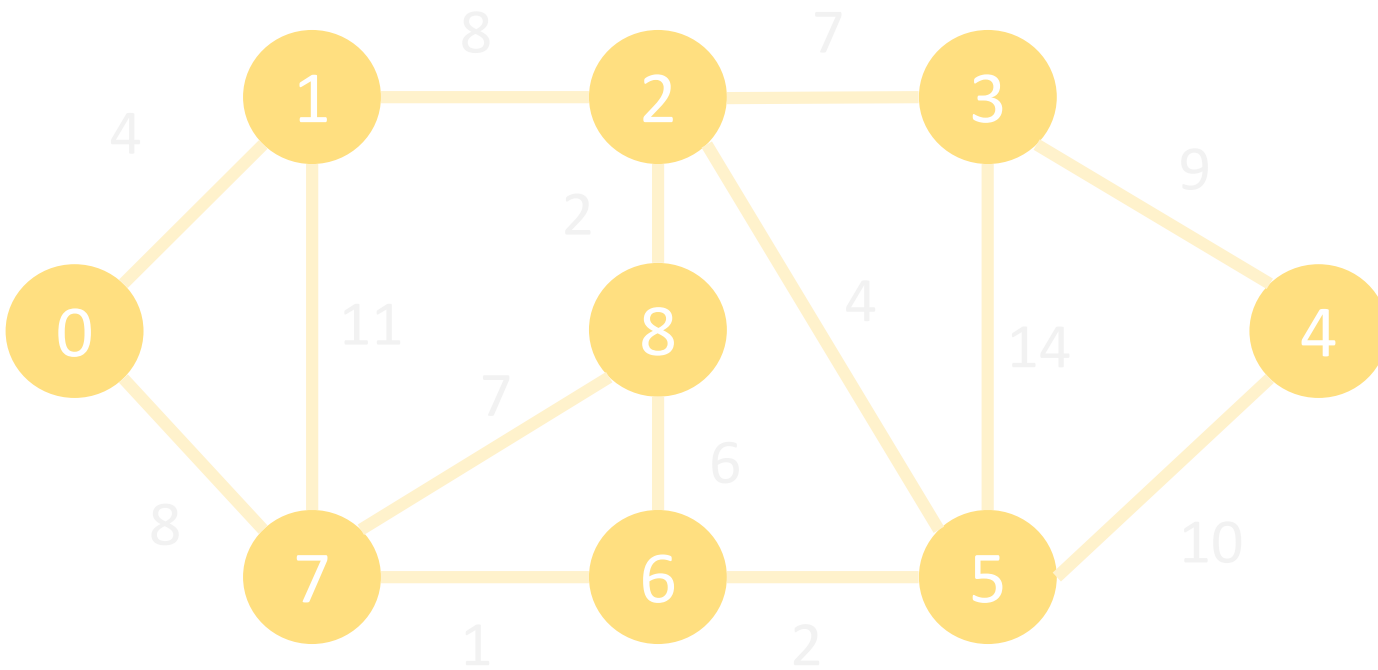
Kruskal Algoritması

- Bir ağaç: yönsüz, bağlantılı ve çevrimsiz çizgedir.
- Bir ağaç ile Kruskal algoritması inşa edilirken; algoritma bitmeyene kadar ilgili yapı ağaç değil; orman (forest) olarak tanımlanabilir.
- Orman (forest) herhangi bir yönsüz ve çevrimi olmayan çizgedir.

Kruskal Algoritması

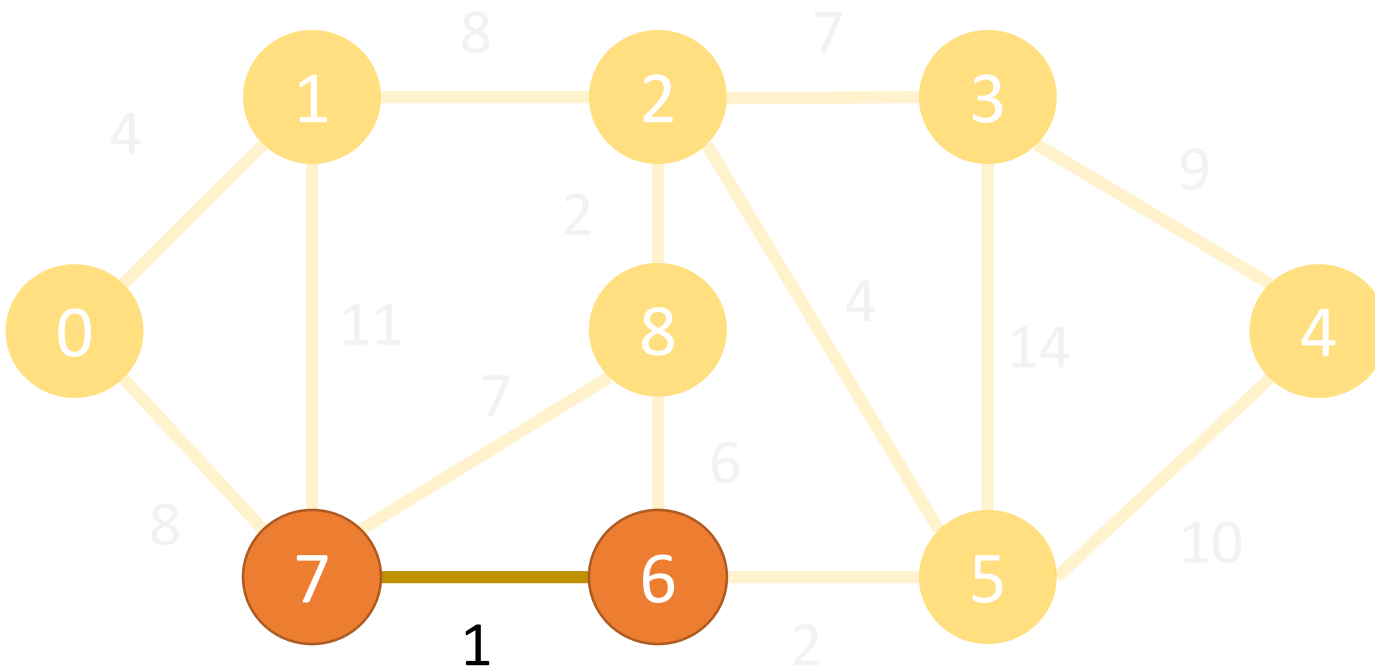


Kruskal Algoritması



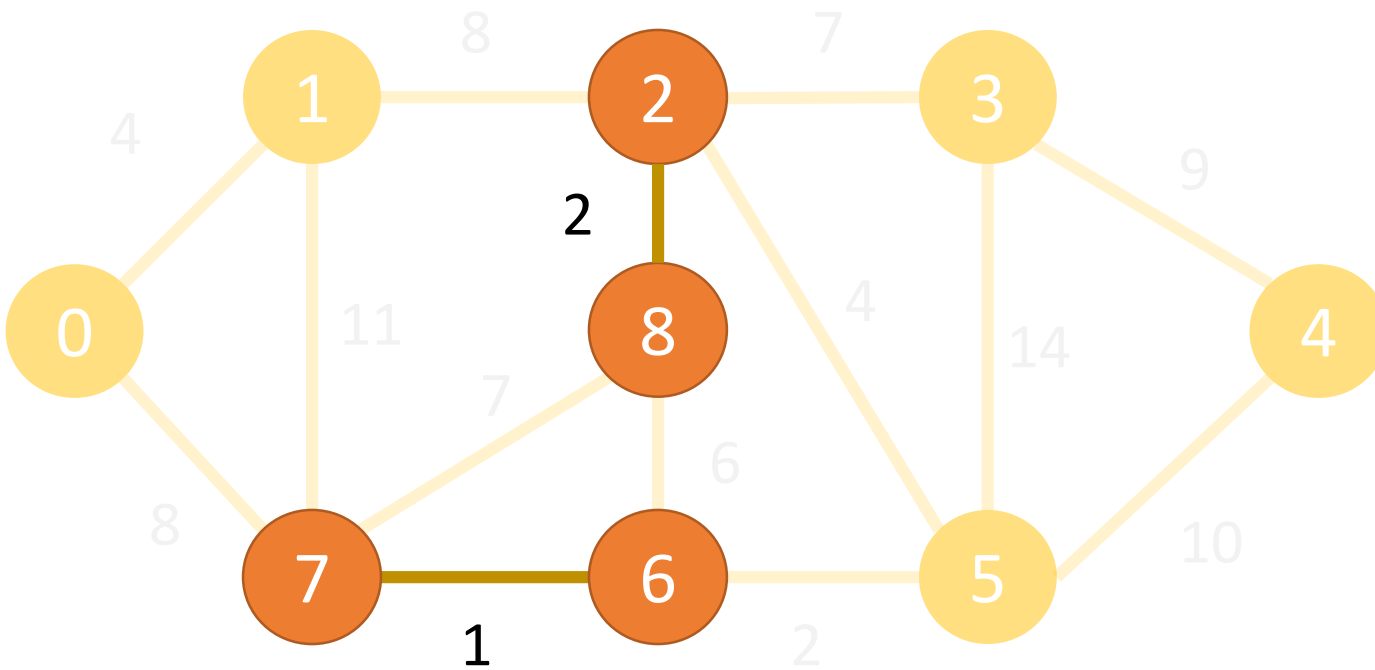
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Kruskal Algoritması



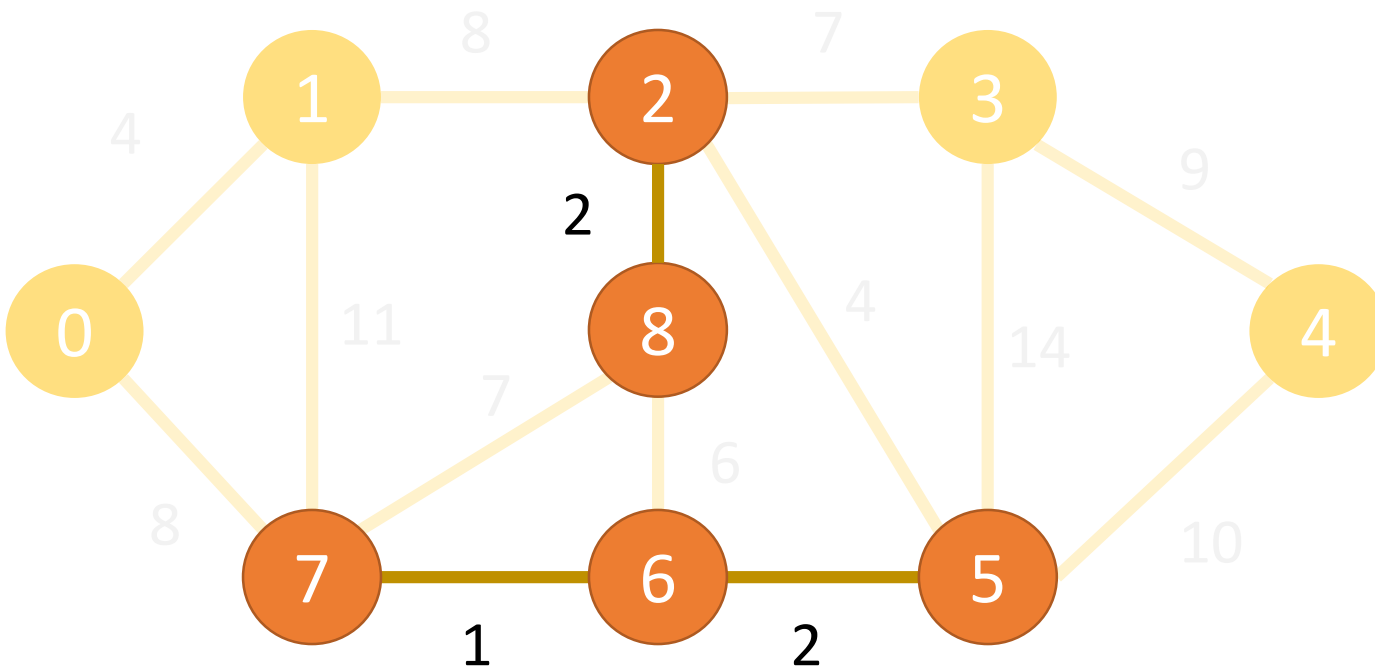
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Kruskal Algoritması



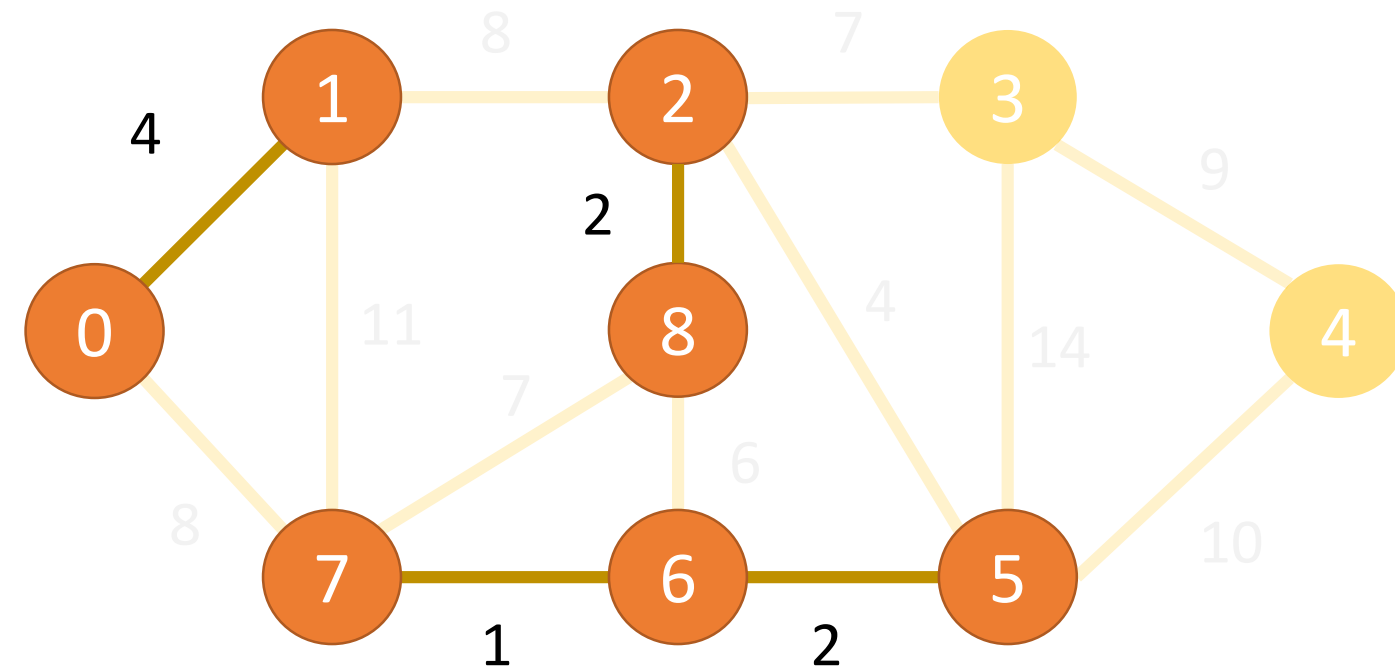
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Kruskal Algoritması



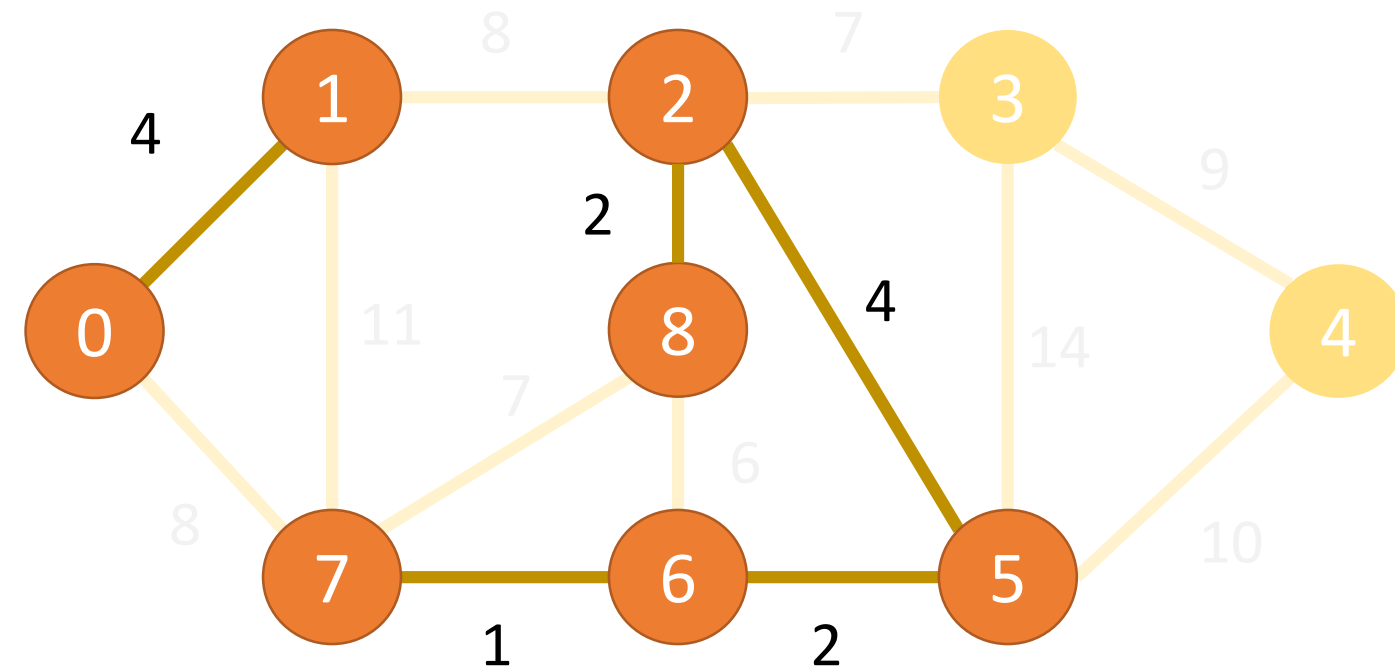
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Kruskal Algoritması



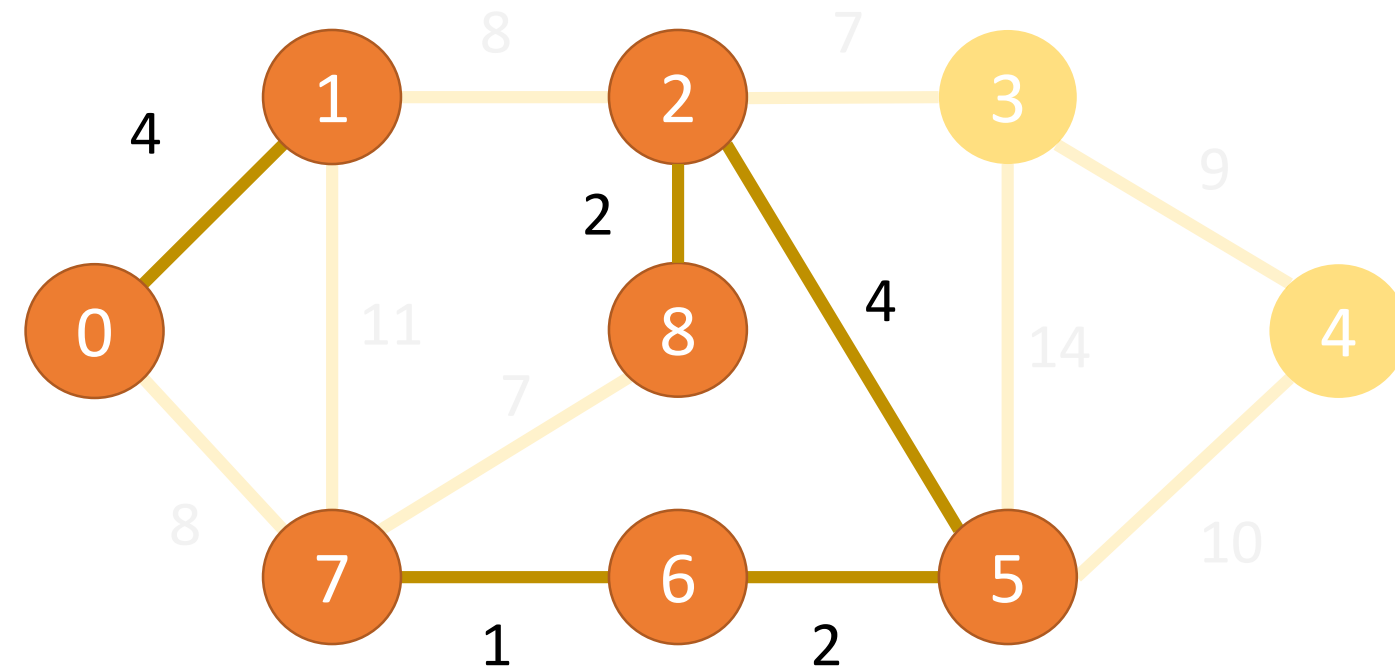
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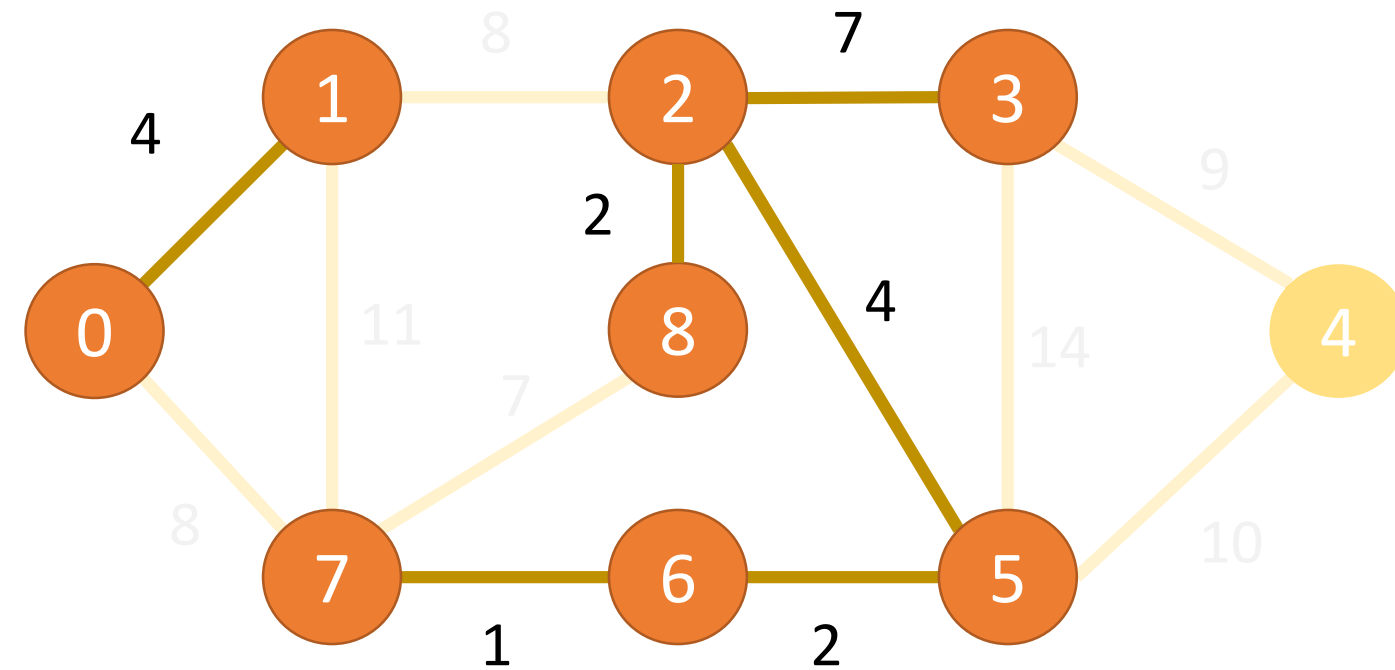
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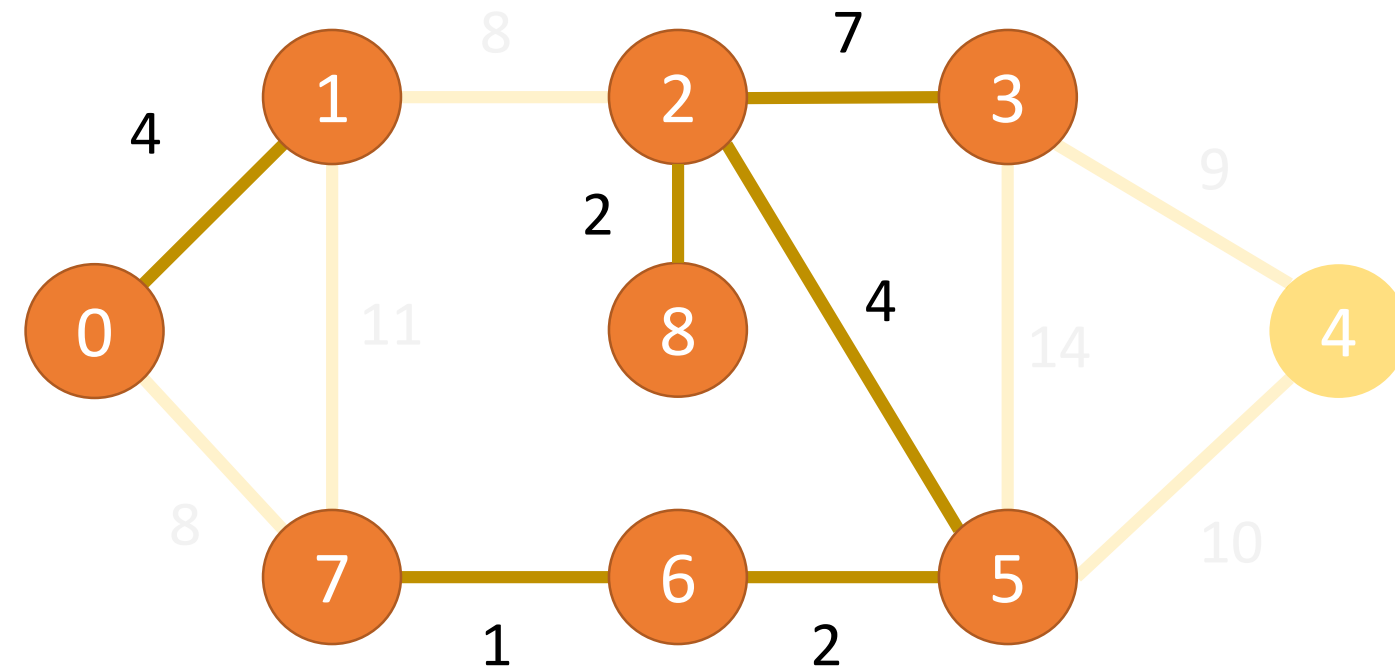
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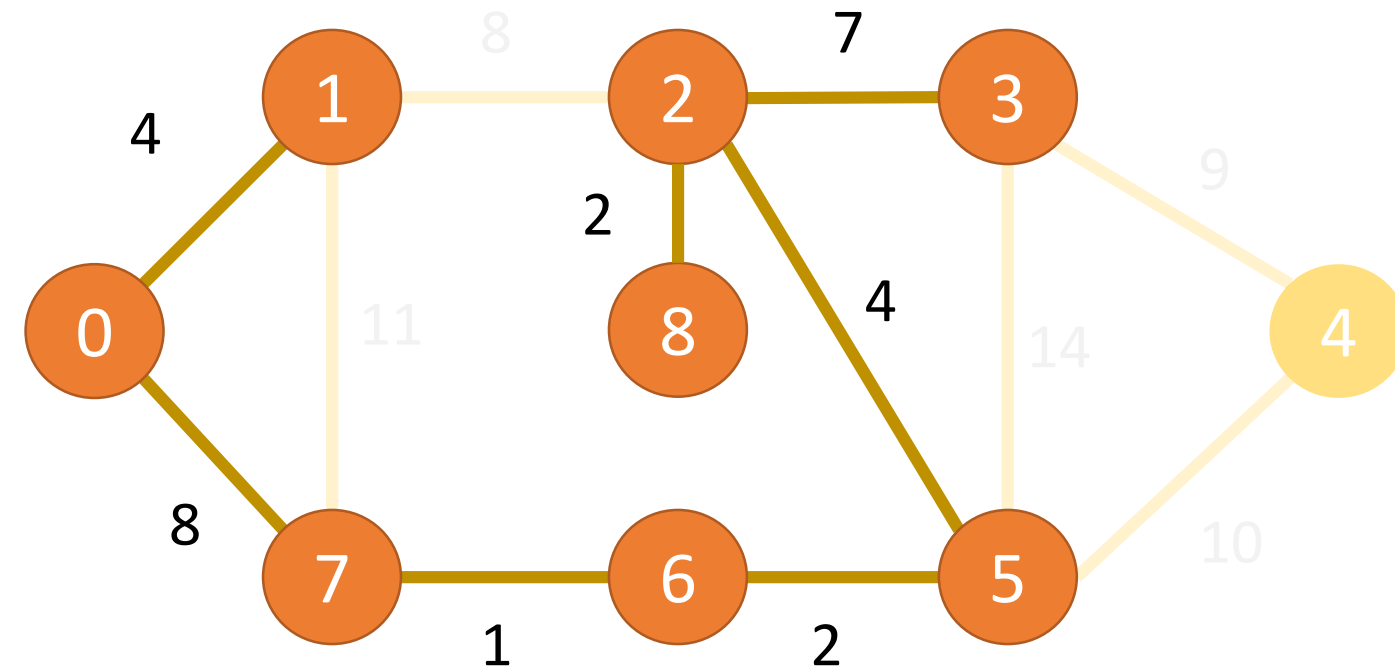
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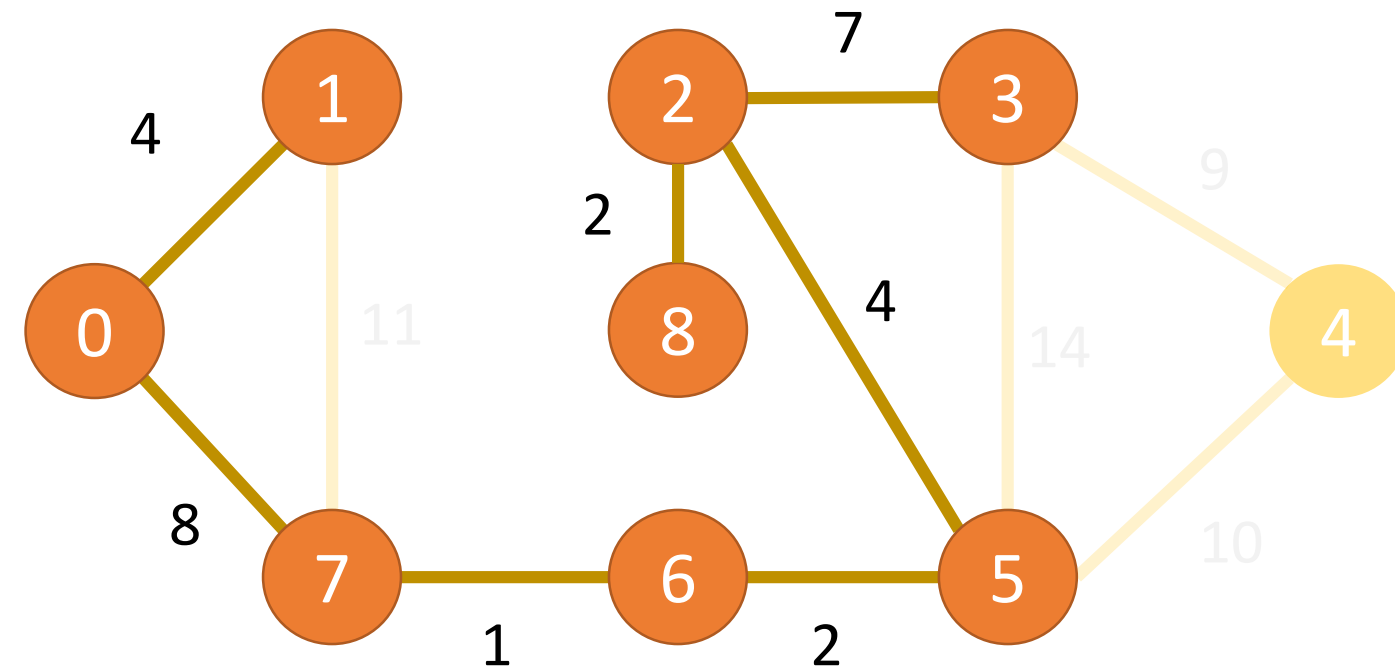
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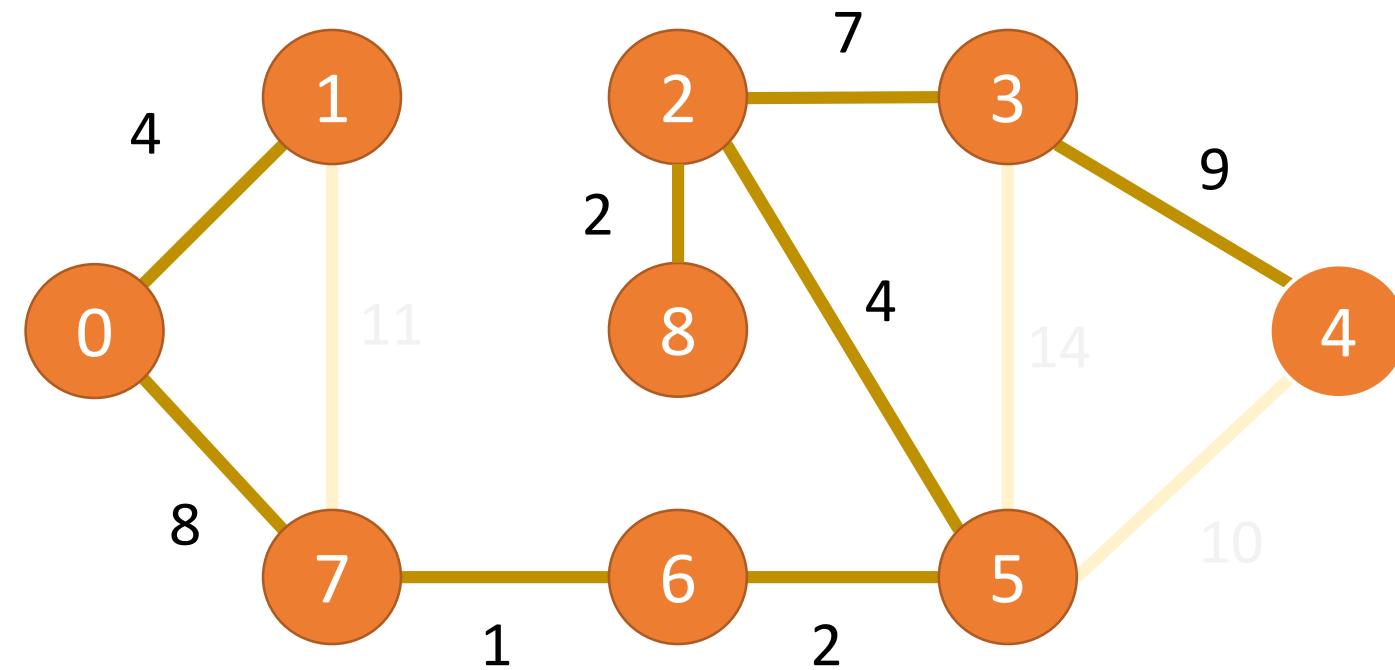
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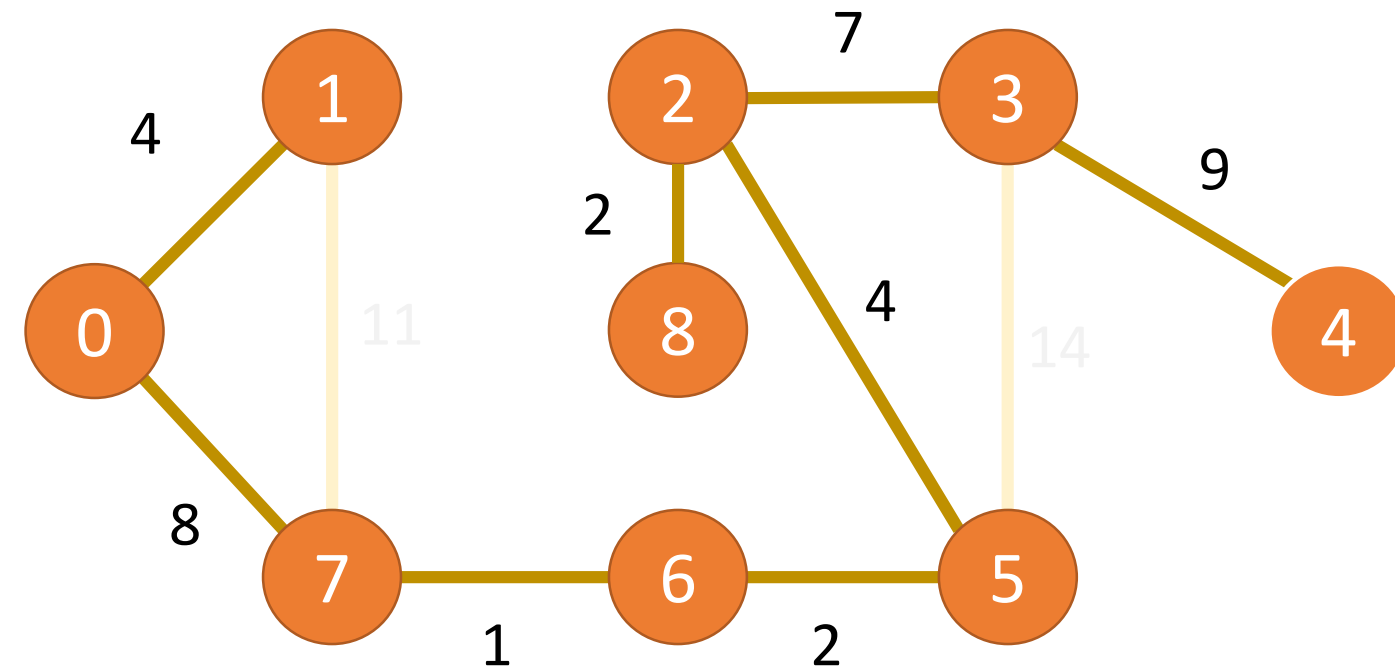
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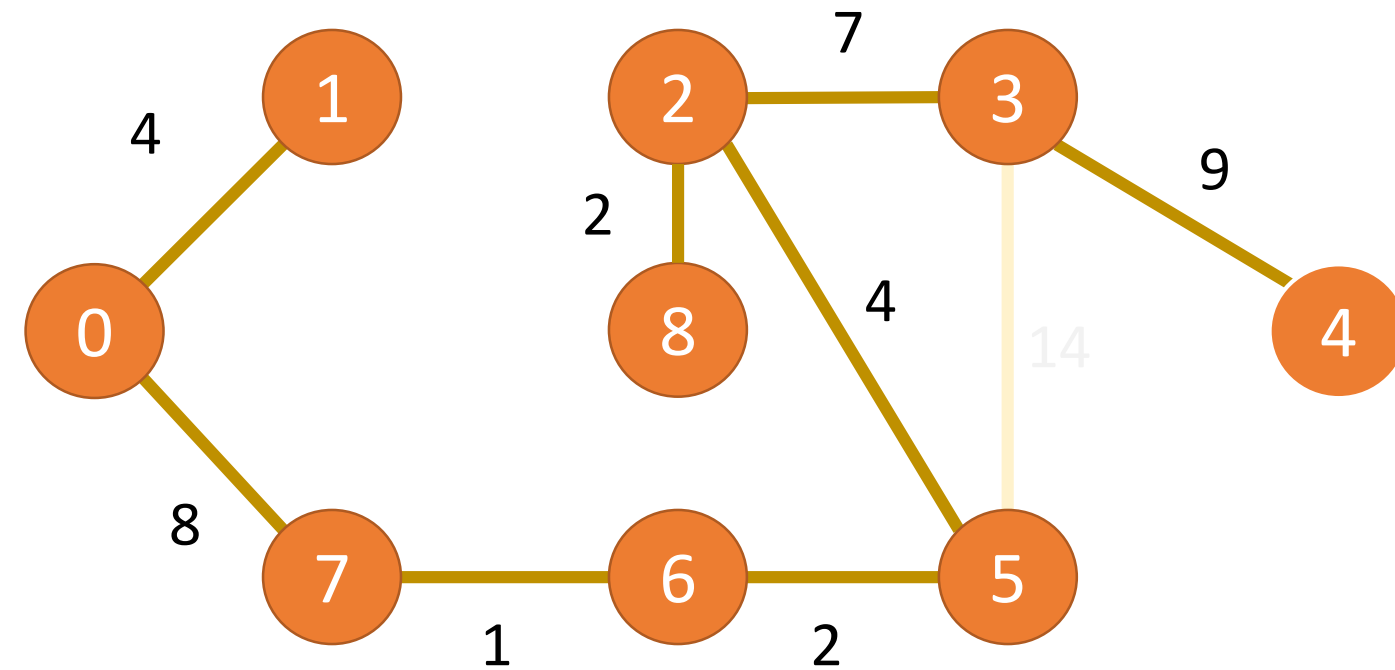
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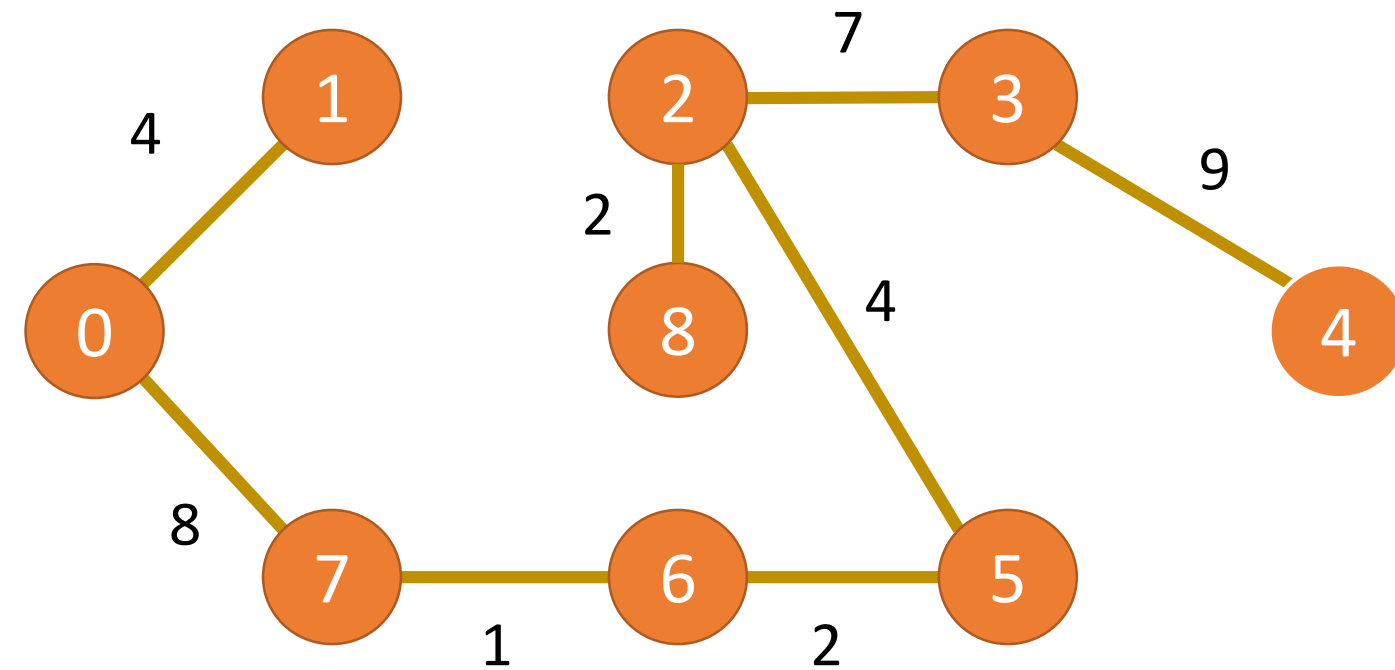
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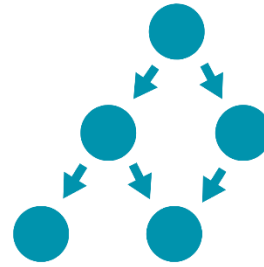


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Veri Yapıları ve Algoritmalar

ZAFER CÖMERT

Öğretim Üyesi