

# LAPORAN PRAKTIKUM 6

## ANALISIS ALGORITMA



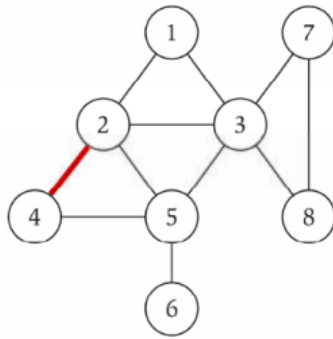
DISUSUN OLEH:

NAMA : Muhammad Daffa ALfarizqi  
NPM : 140810180039

Program Studi S-1 Teknik Informatika  
Departemen Ilmu Komputer  
Fakultas Matematika dan Ilmu Pengetahuan Alam  
Universitas Padjadjaran  
2020

### Tugas Anda

1. Dengan menggunakan *undirected graph* dan *adjacency matrix* berikut, buatlah koding programnya menggunakan bahasa C++.



	1	2	3	4	5	6	7	8
1	0	1	1	0	0	0	0	0
2	1	0	1	1	1	0	0	0
3	1	1	0	0	1	0	1	1
4	0	1	0	1	1	0	0	0
5	0	1	1	1	0	1	0	0
6	0	0	0	0	1	0	0	0
7	0	0	1	0	0	0	0	1
8	0	0	1	0	0	0	1	0

```
#include <iostream>
#include <cstdlib>
using namespace std;
#define MAX 20
/*
 * Adjacency Matrix Class
 */
class AdjacencyMatrix
{
private:
    int n;
    int **adj;
    bool *visited;
public:
    AdjacencyMatrix(int n)
    {
        this->n = n;
        visited = new bool [n];
        adj = new int* [n];
        for (int i = 0; i < n; i++)
        {
            adj[i] = new int [n];
            for(int j = 0; j < n; j++)
            {
                adj[i][j] = 0;
            }
        }
    }
/*
 * Adding Edge to Graph
 */
    void add_edge(int origin, int destin)
    {
        if( origin > n || destin > n || origin < 0 || destin < 0)
        {
            cout<<"Invalid edge!\n";
        }
        else
```

```

        {
            adj[origin - 1][destin - 1] = 1;
        }
    }
    /*
    * Print the graph
    */
    void display()
    {
        int i, j;
        for(i = 0; i < n; i++)
        {
            for(j = 0; j < n; j++)
                cout<<adj[i][j]<<" ";
            cout<<endl;
        }
    }
};
/*
* Main
*/
int main()
{
    int nodes, max_edges, origin, destin;
    cout<<"Enter number of nodes: ";
    cin>>nodes;
    AdjacencyMatrix am(nodes);
    max_edges = nodes * (nodes - 1);
    for (int i = 0; i < max_edges; i++)
    {
        cout<<"Enter edge (-1 -1 to exit): ";
        cin>>origin>>destin;
        if((origin == -1) && (destin == -1))
            break;
        am.add_edge(origin, destin);
    }
    am.display();
    return 0;
}

```

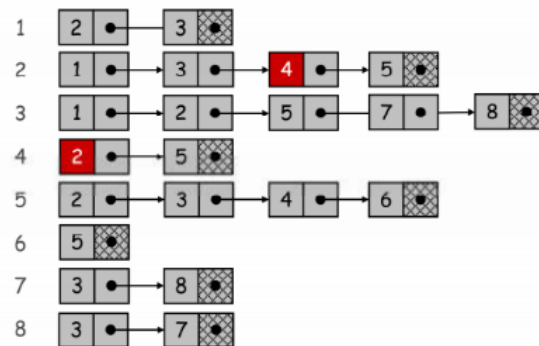
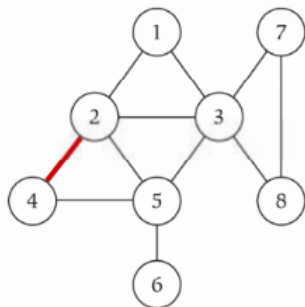
```

"D:\Documents\Tl\semester 4\Analgo\AnalgoKu\AnalgoKu6\AdjacencyMatrix.exe"
Enter number of nodes: 4
Enter edge (-1 -1 to exit): 1 2
Enter edge (-1 -1 to exit): 1 3
Enter edge (-1 -1 to exit): 1 4
Enter edge (-1 -1 to exit): 2 1
Enter edge (-1 -1 to exit): 2 2
Enter edge (-1 -1 to exit): 2 3
Enter edge (-1 -1 to exit): 2 4
Enter edge (-1 -1 to exit): 3 1
Enter edge (-1 -1 to exit): 3 2
Enter edge (-1 -1 to exit): 3 3
Enter edge (-1 -1 to exit): 3 4
Enter edge (-1 -1 to exit): 4 1
0 1 1 1
1 1 1 1
1 1 1 1
1 0 0 0

Process returned 0 (0x0)   execution time : 29.554 s
Press any key to continue.

```

2. Dengan menggunakan *undirected graph* dan representasi *adjacency list*, buatlah koding programnya menggunakan bahasa C++.



```

#include <iostream>
#include <cstdlib>
using namespace std;

/*
 * Adjacency List Node
 */
struct AdjListNode
{
    int dest;
    struct AdjListNode* next;
};

/*

```

```

* Adjacency List
*/
struct AdjList
{
    struct AdjListNode *head;
};

/*
* Class Graph
*/
class Graph
{
private:
    int V;
    struct AdjList* array;
public:
    Graph(int V)
    {
        this->V = V;
        array = new AdjList [V];
        for (int i = 0; i < V; ++i)
            array[i].head = NULL;
    }
/*

* Creating New Adjacency List Node
*/
    AdjListNode* newAdjListNode(int dest)
    {
        AdjListNode* newNode = new AdjListNode;
        newNode->dest = dest;
        newNode->next = NULL;
        return newNode;
    }
/*

* Adding Edge to Graph
*/
    void addEdge(int src, int dest)
    {
        AdjListNode* newNode = newAdjListNode(dest);
        newNode->next = array[src].head;
        array[src].head = newNode;
        newNode = newAdjListNode(src);
        newNode->next = array[dest].head;
        array[dest].head = newNode;
    }
/*

* Print the graph
*/
    void printGraph()
    {
        int v;
        for (v = 1; v < V; ++v)
        {
            AdjListNode* pCrawl = array[v].head;

```

```

        cout<<"\n Adjacency list of vertex "<<v<<"\n head ";
        while (pCrawl)
        {
            cout<<"-> "<<pCrawl->dest;
            pCrawl = pCrawl->next;
        }
        cout<<endl;
    }
}

/*
 * Main
 */
int main()
{
    Graph gh(8);
    gh.addEdge(1, 2);
    gh.addEdge(1, 3);
    gh.addEdge(2, 4);
    gh.addEdge(2, 5);
    gh.addEdge(2, 3);
    gh.addEdge(3, 7);
    gh.addEdge(3, 8);
    gh.addEdge(4, 5);
    gh.addEdge(5, 3);
    gh.addEdge(5, 6);
    gh.addEdge(7, 8);

    // print the adjacency list representation of the above graph
    gh.printGraph();

    return 0;
}

```

```

"D:\Documents\TI\semester 4\Analgo\AnalgoKu\AnalgoKu6\Adjacen...
Adjacency list of vertex 4
head -> 5-> 2

Adjacency list of vertex 5
head -> 6-> 3-> 4-> 2

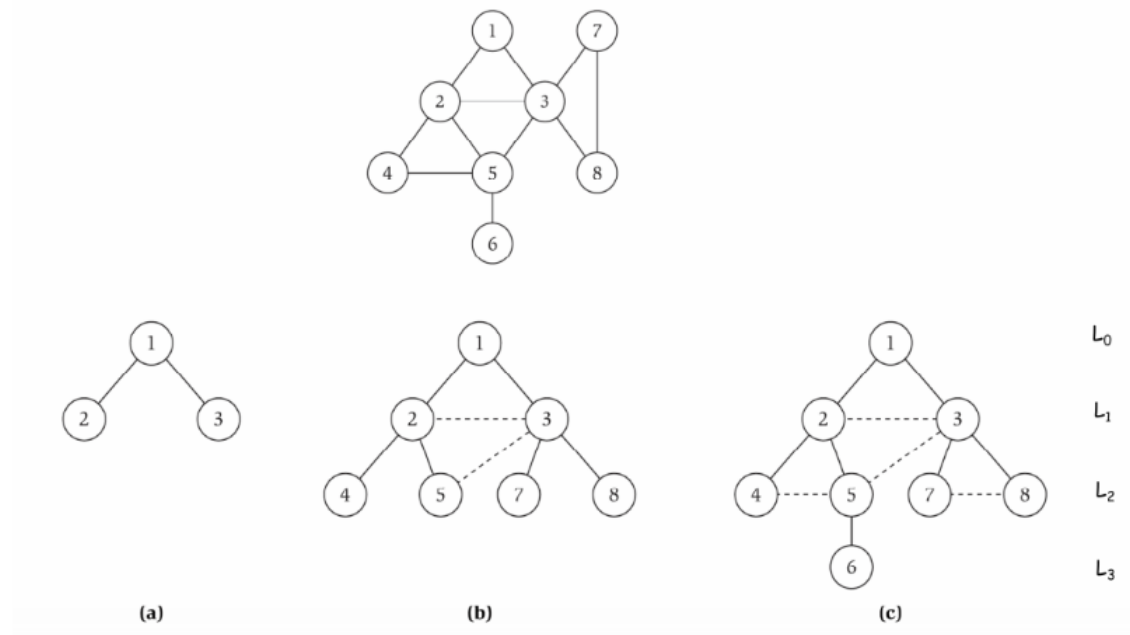
Adjacency list of vertex 6
head -> 5

Adjacency list of vertex 7
head -> 8-> 3

Process returned 0 (0x0)   execution time : 0.123 s
Press any key to continue.

```

3. Buatlah program Breadth First Search dari algoritma BFS yang telah diberikan. Kemudian uji coba program Anda dengan menginputkan *undirected graph* sehingga menghasilkan tree BFS. Hitung dan berikan secara asimptotik berapa kompleksitas waktunya dalam Big- $\Theta$ !



```
#include<iostream>
using namespace std;

int main(){
    int vertexSize = 8;
    int adjacency[8][8] = {
        {0,1,1,0,0,0,0,0},
        {1,0,1,1,1,0,0,0},
        {1,1,0,0,1,0,1,1},
        {0,1,0,0,1,0,0,0},
        {0,1,1,1,0,1,0,0},
        {0,0,0,0,1,0,0,0},
        {0,0,1,0,0,0,0,1},
        {0,0,1,0,0,0,1,0}
    };

    bool discovered[vertexSize];
    for(int i = 0; i < vertexSize; i++){
        discovered[i] = false;
    }
    int output[vertexSize];

    //inisialisasi start
    discovered[0] = true;
    output[0] = 1;

    int counter = 1;
    for(int i = 0; i < vertexSize; i++){
        for(int j = 0; j < vertexSize; j++){
```

```

        if((adjacency[i][j] == 1)&&(discovered[j] ==
false)){
            output[counter] = j+1;
            discovered[j] = true;
            counter++;
        }
    }
    cout<<"BFS : "<<endl;
    for(int i = 0; i < vertexSize; i++){
        cout<<output[i]<<" ";
    }
}

```

```

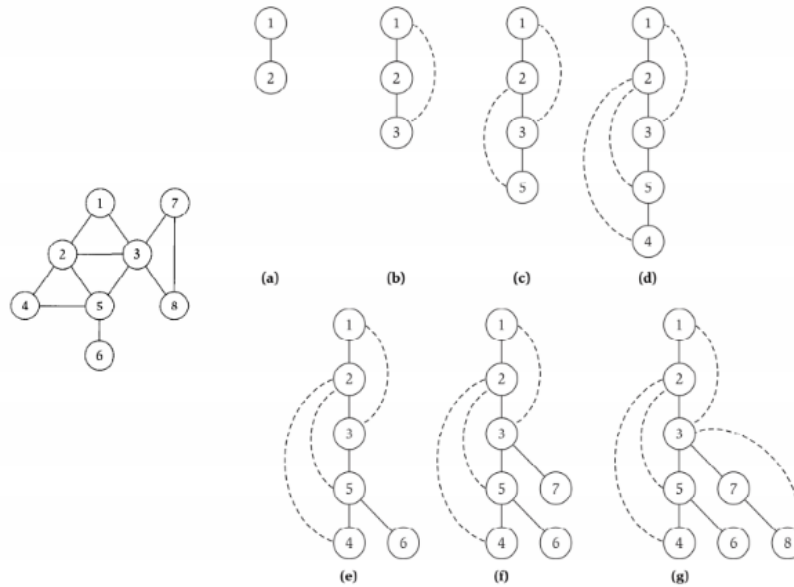
"D:\Documents\TI\semester 4\Analgo\AnalgoKu\AnalgoKu6\BF...
BFS :
1 2 3 4 5 7 8 6
Process returned 0 (0x0) execution time : 0.103 s
Press any key to continue.
_

```

BFS adalah metode pencarian secara melebar, jadi mencari di 1 level dulu dari kiri ke kanan. Kalau sudah dikunjungi semua nodenya maka pencarian dilanjutkan ke level berikutnya. Worst case BFS harus mempertimbangkan semua jalur (path) untuk semua node yang mungkin, maka nilai kompleksitas waktu dari BFS adalah  $O(|V| + |E|)$ . Karena Big-O dari BFS adalah  $O(V+E)$  dimana  $V$  itu jumlah vertex dan  $E$  itu adalah jumlah edges maka Big-O =  $O(n)$  dimana  $n = v + e$ . Maka dari itu Big- $\Theta$  nya adalah  $\Theta(n)$ .



4. Buatlah program Depth First Search dari algoritma DFS yang telah diberikan. Kemudian uji coba program Anda dengan menginputkan *undirected graph* sehingga menghasilkan *tree DFS*. Hitung dan berikan secara asimptotik berapa kompleksitas waktunya dalam Big- $\Theta$ !



```
#include <iostream>
#include <list>

using namespace std;

class Graph{
    int N;

    list<int> *adj;

    void DFSUtil(int u, bool visited[]){
        visited[u] = true;
        cout << u << " ";

        list<int>::iterator i;
        for(i = adj[u].begin(); i != adj[u].end(); i++){
            if(!visited[*i]){
                DFSUtil(*i, visited);
            }
        }
    }

public :
    Graph(int N){
        this->N = N;
        adj = new list<int>[N];
    }

    void addEdge(int u, int v){
        adj[u].push_back(v);
    }
}
```

```

void DFS(int u){
    bool *visited = new bool[N];
    for(int i = 0; i < N; i++){
        visited[i] = false;
    }
    DFSUtil(u, visited);
}

};

int main(){
    Graph g(8);

    g.addEdge(1,2);
    g.addEdge(1,3);
    g.addEdge(2,3);
    g.addEdge(2,4);
    g.addEdge(2,5);
    g.addEdge(3,7);
    g.addEdge(3,8);
    g.addEdge(4,5);
    g.addEdge(5,3);
    g.addEdge(5,6);
    g.addEdge(7,8);

    cout << "\nDFS Traversal Starts from Node 1" << endl;
    g.DFS(1);

    return 0;
}

```

```

"D:\Documents\TI\semester 4\Analgo\AnalgoKu\AnalgoKu6\DFS.exe"
DFS Traversal Starts from Node 1
1 2 3 7 8
Process returned -1073741819 (0xC0000005)   execution time : 3.728 s
Press any key to continue.

```

DFS merupakan metode pencarian mendalam, yang mengunjungi semua node dari yang terkiri lalu geser ke kanan hingga semua node dikunjungi. Kompleksitas ruang algoritma DFS adalah  $O(bm)$ , karena kita hanya perlu menyimpan satu buah lintasan tunggal dari akar sampai daun, ditambah dengan simpul saudara kandungnya yang belum dikembangkan.