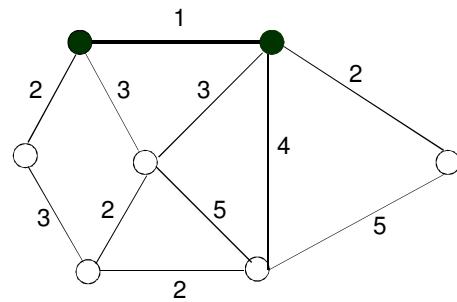
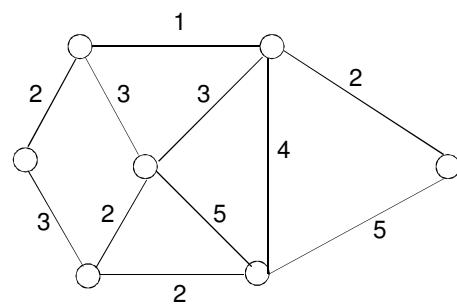
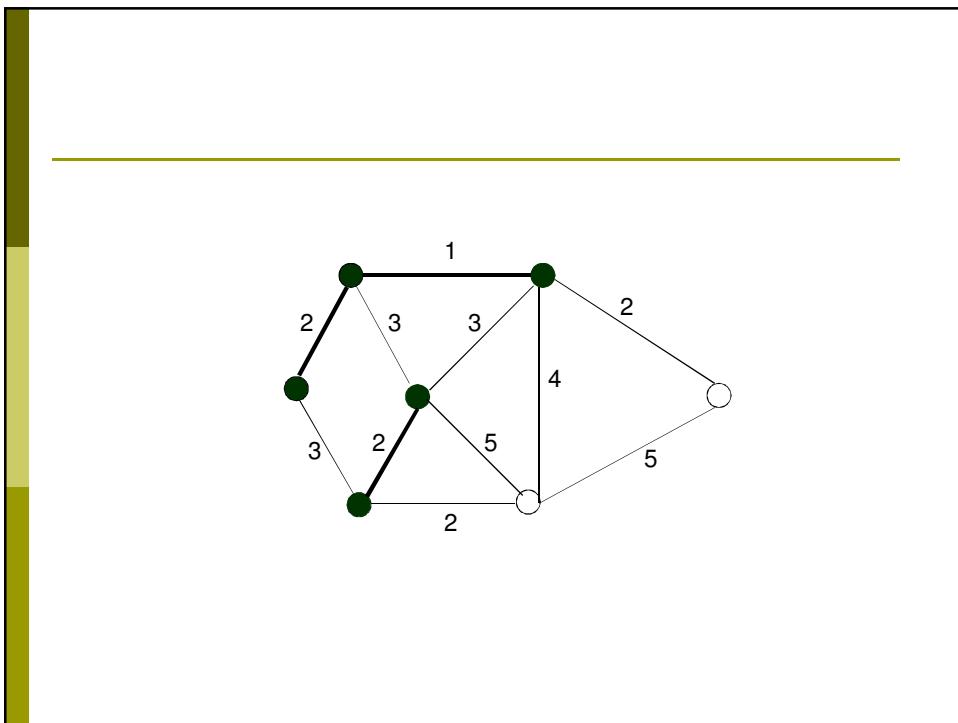
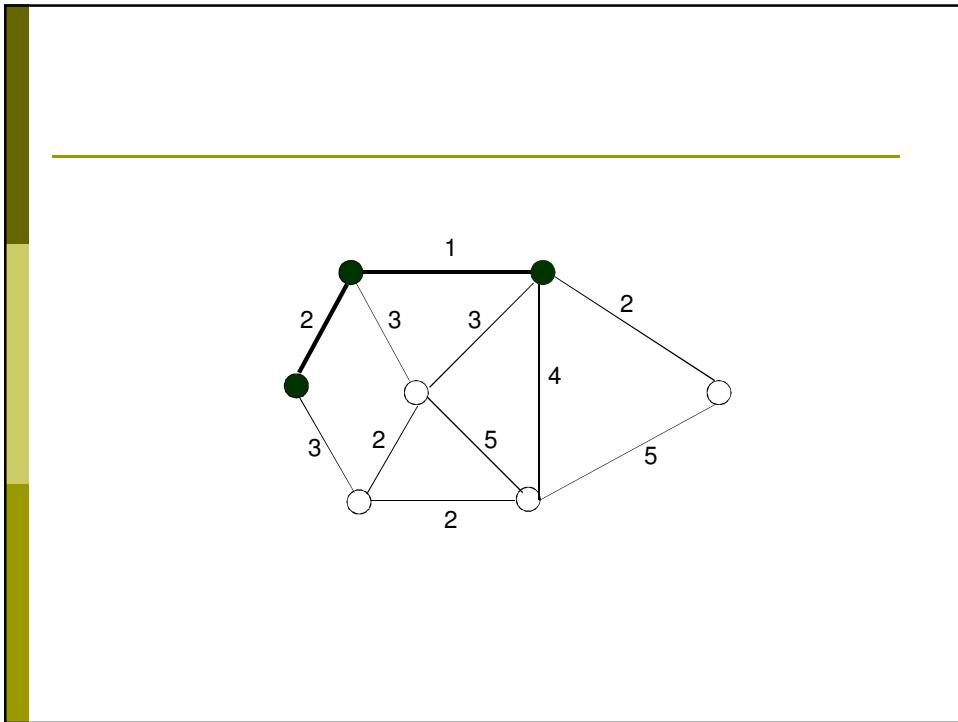


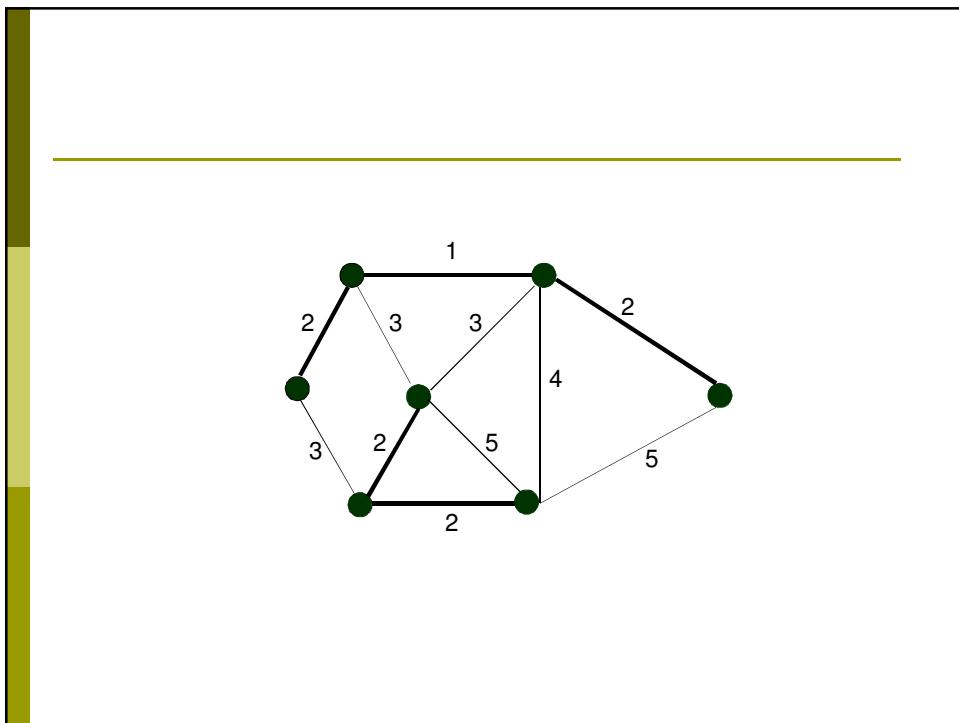
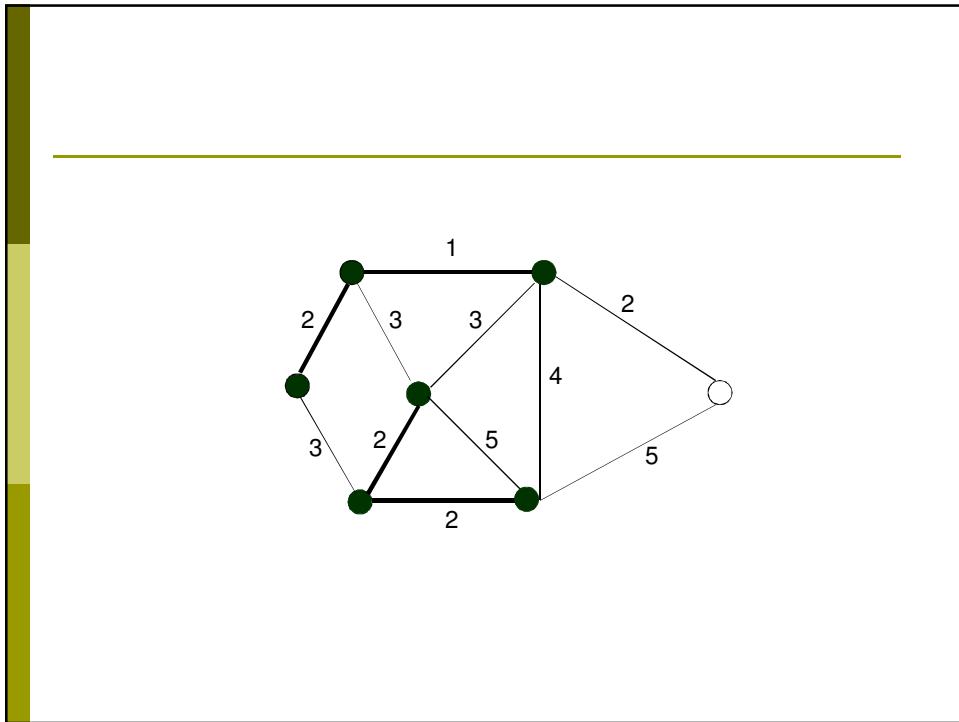
Kruskal's Algorithm

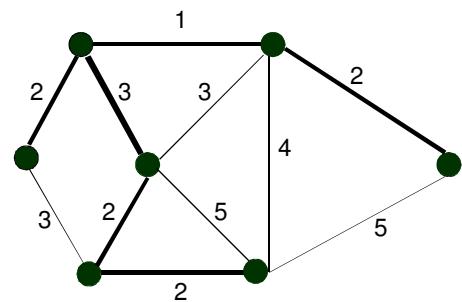
- **Adım 1:** Graftaki en küçük ağırlık değerine sahip kenarı bul (eğer birden fazla varsa rastgele birini seç)
- **Adım 2:** En küçük değere sahip bir sonraki kenarı bul ancak kapalı bir döngü oluşturmasın
- **Adım 3:** Graftaki her bir düğümü dolaşana kadar adım-2 yi yap

n düğüm için n-1 kenar seçilmelidir

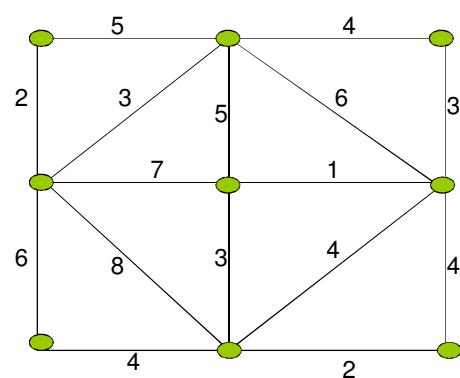


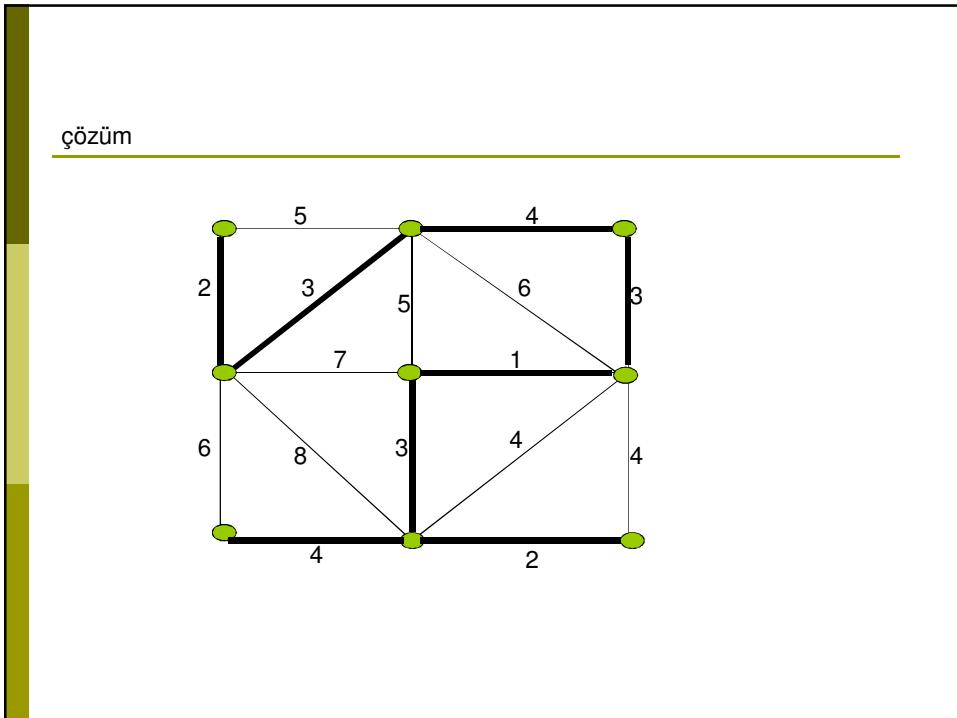






Örnek





Java Applet Demos of Kruskal's Algorithm

Click on the applet below to find a minimum spanning tree. (Not on the right one.)

The applet displays a graph with 6 nodes (u0 to u5) and a separate tree structure with 6 nodes (u0 to u5). The graph edges and weights are:

- u0-u1: 5
- u0-u2: 30
- u1-u3: 10
- u2-u3: 10
- u3-u4: 5
- u4-u5: 15

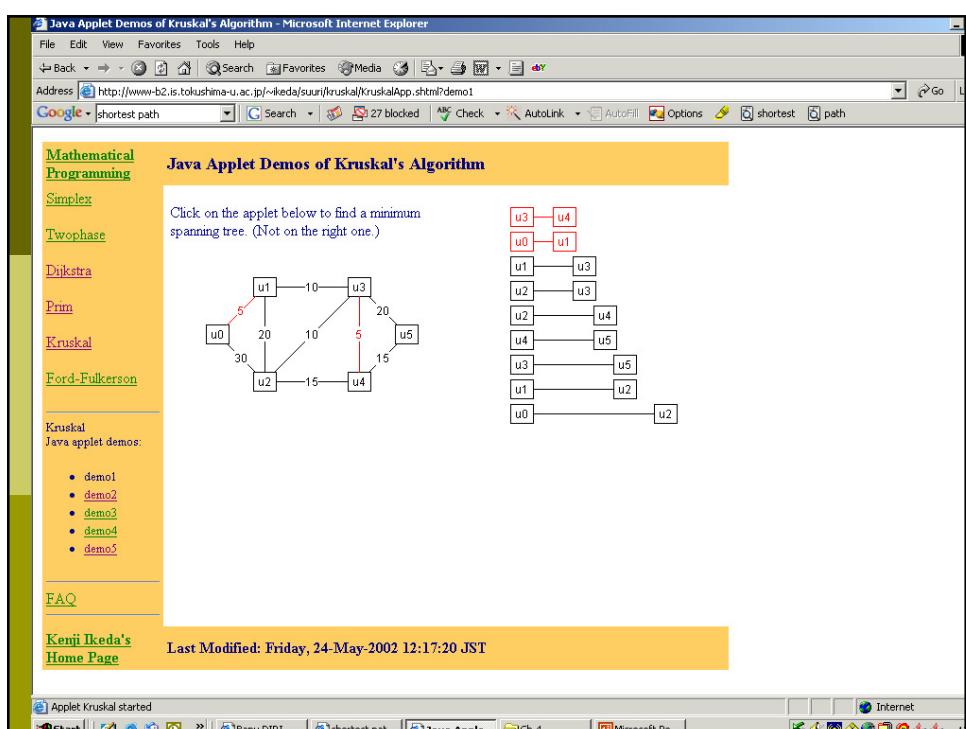
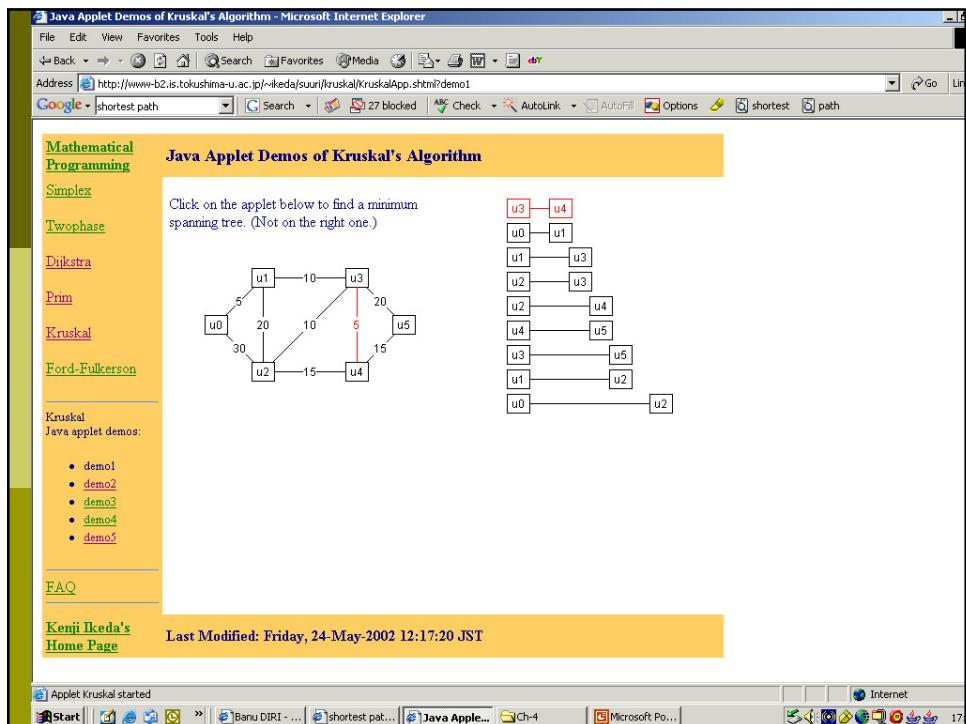
The tree structure shows a path from u0 to u5 through nodes u1, u3, u4, and u5.

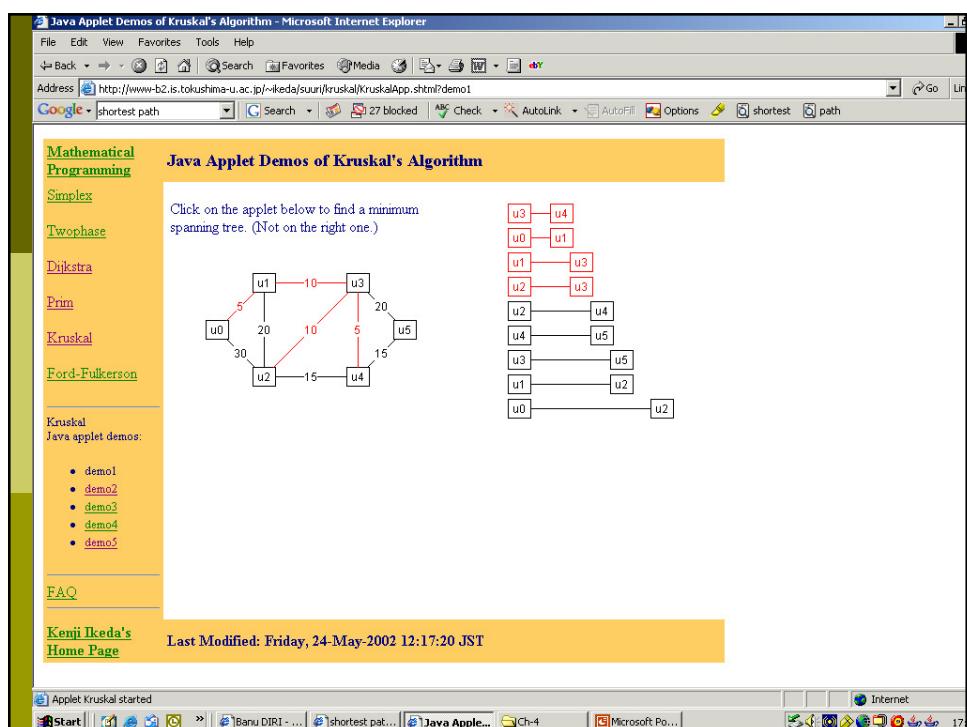
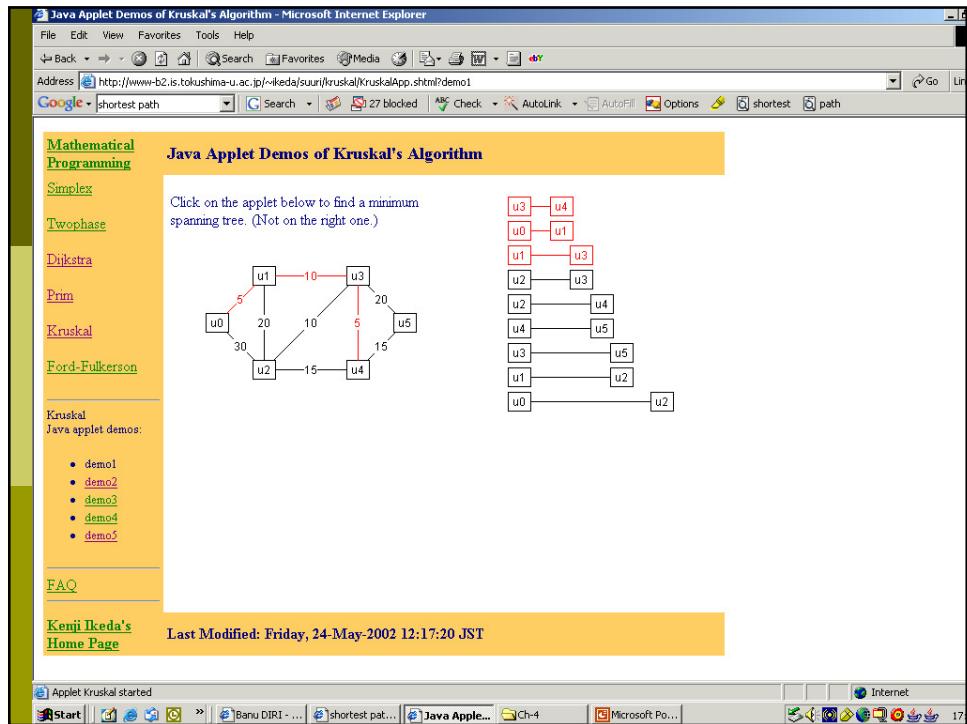
Kruskal

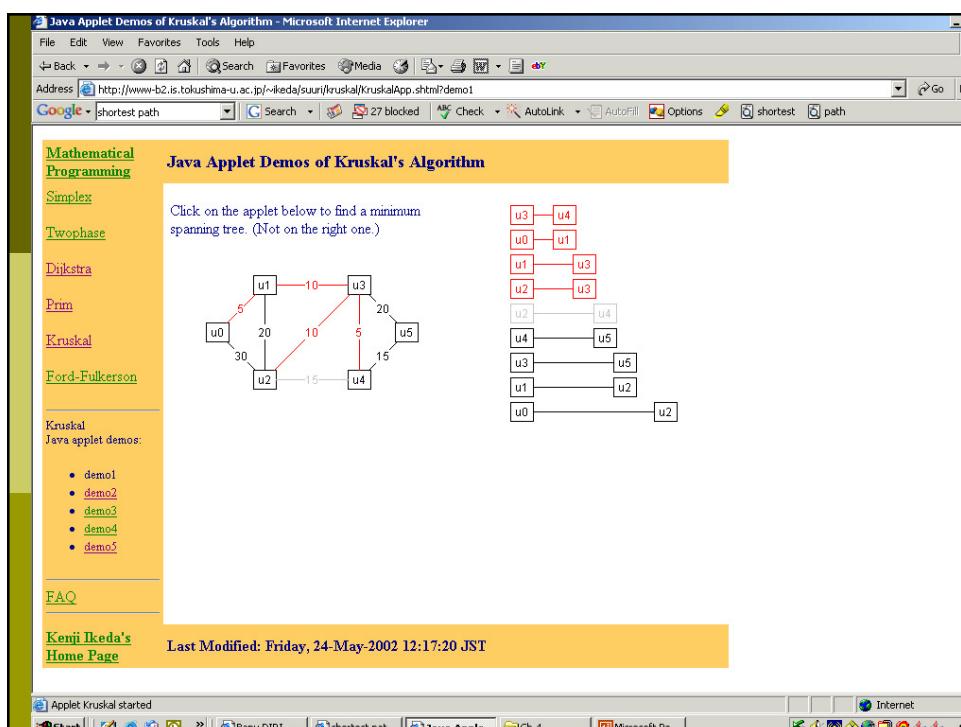
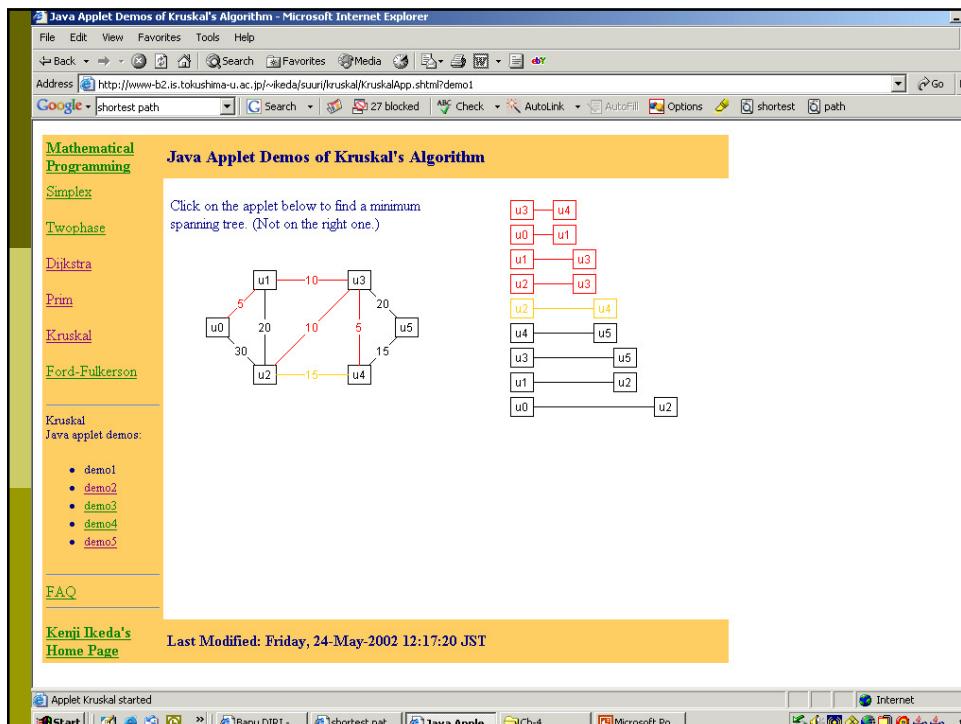
Java applet demos:

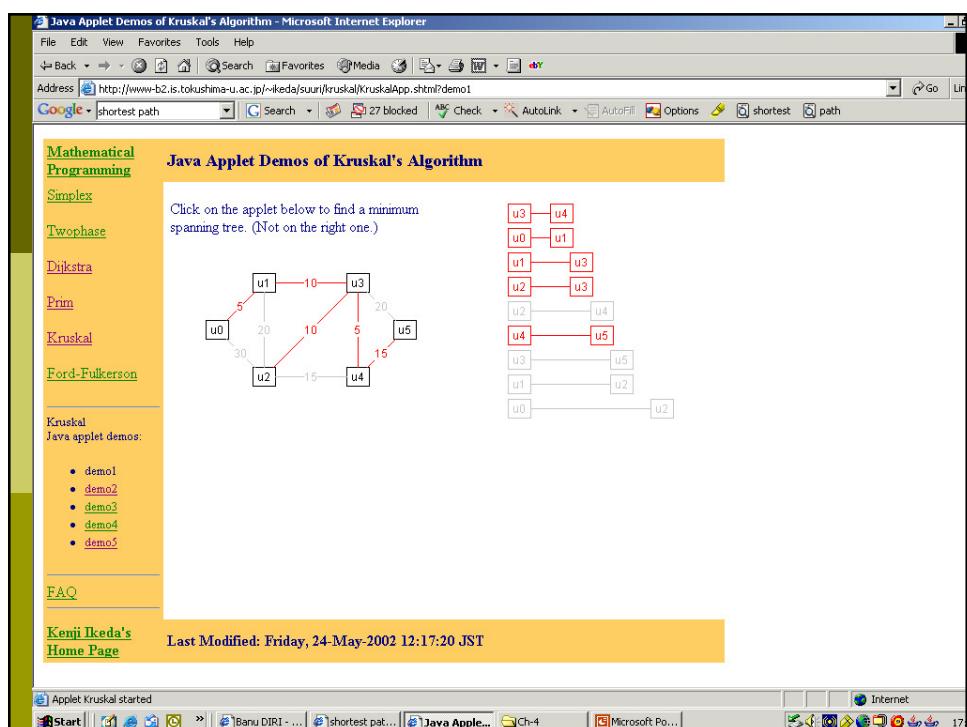
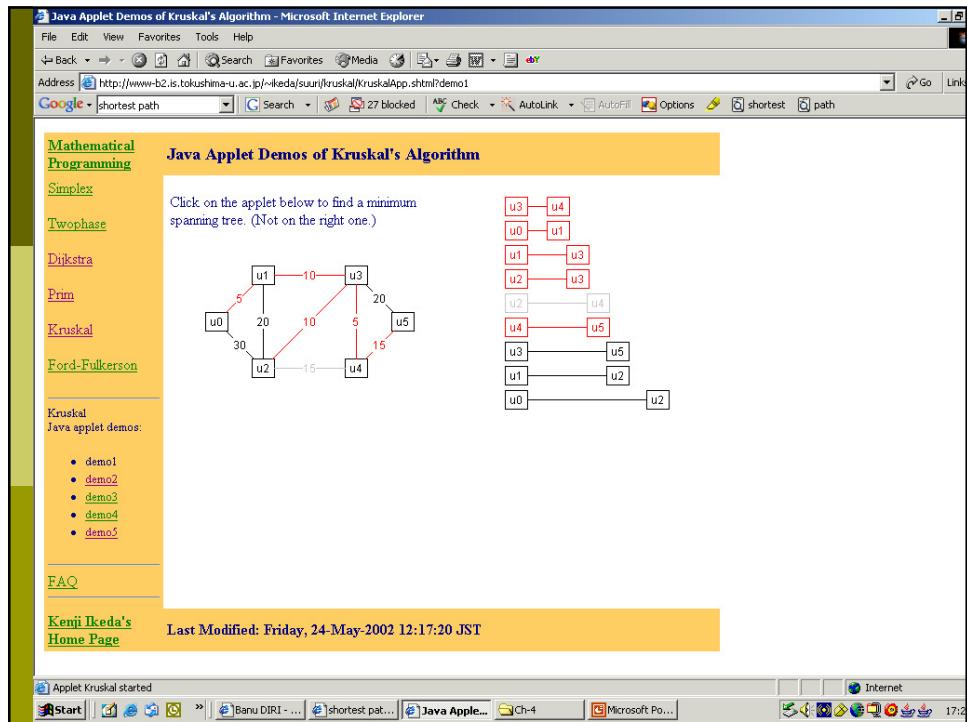
- demo1
- demo2
- demo3
- demo4
- demo5

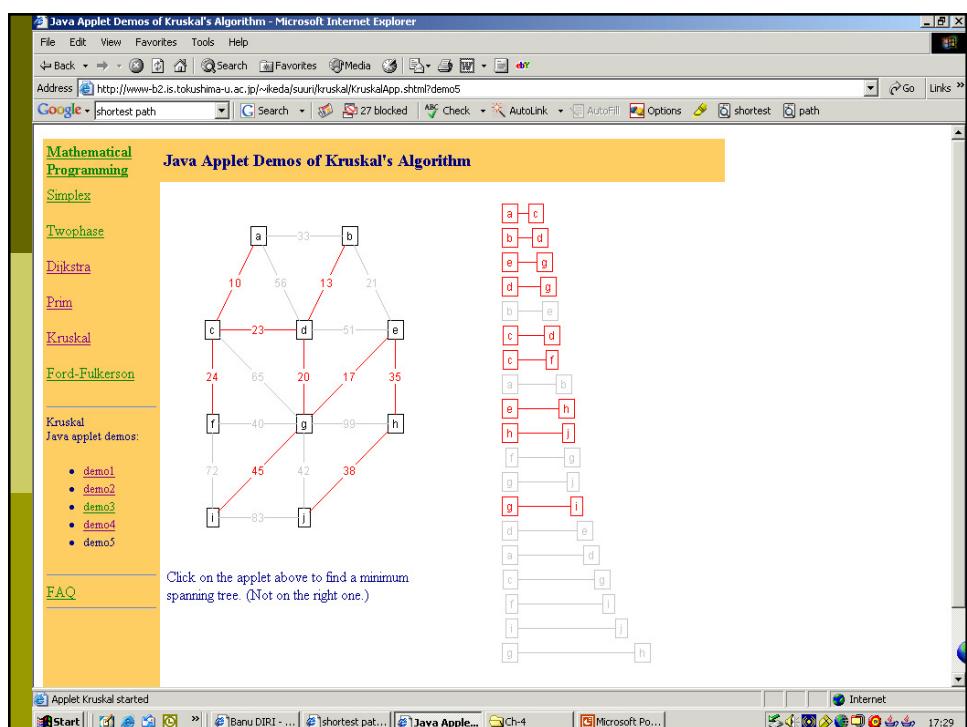
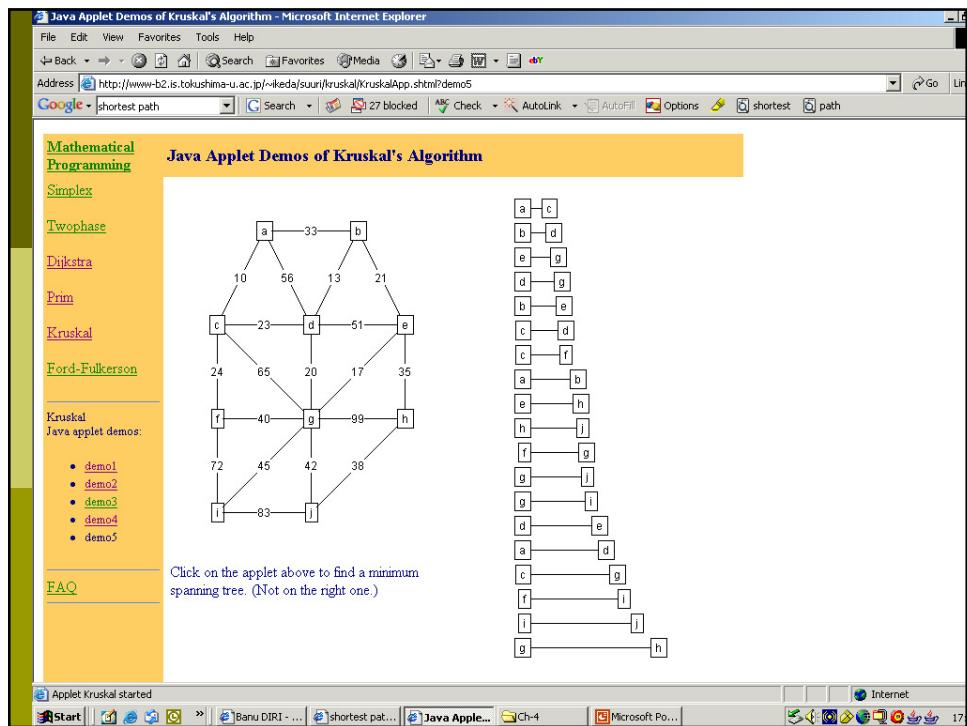
Last Modified: Friday, 24-May-2002 12:17:20 JST





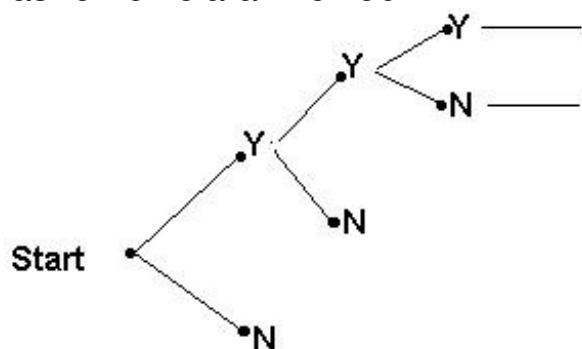




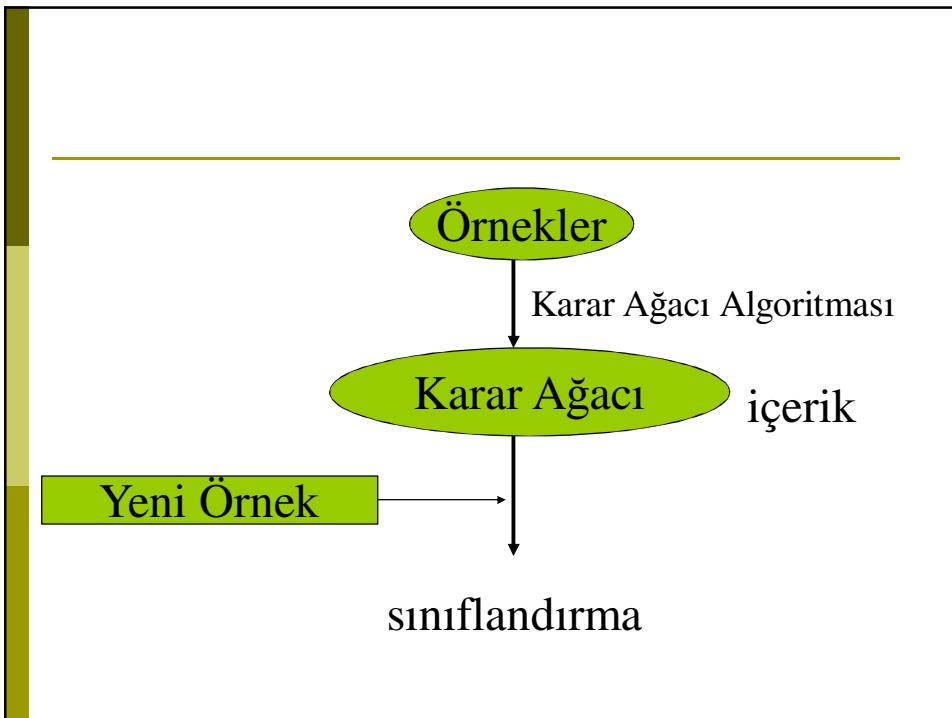


Karar Ağaçları (Decision trees)

Karar Ağaçları, bir Binary Tree olup bir olayın sonuçlandırılmasında sorunun cevabına göre hareket ederler. Binary Search, Hileli paranın bulunması örnek olarak verilebilir



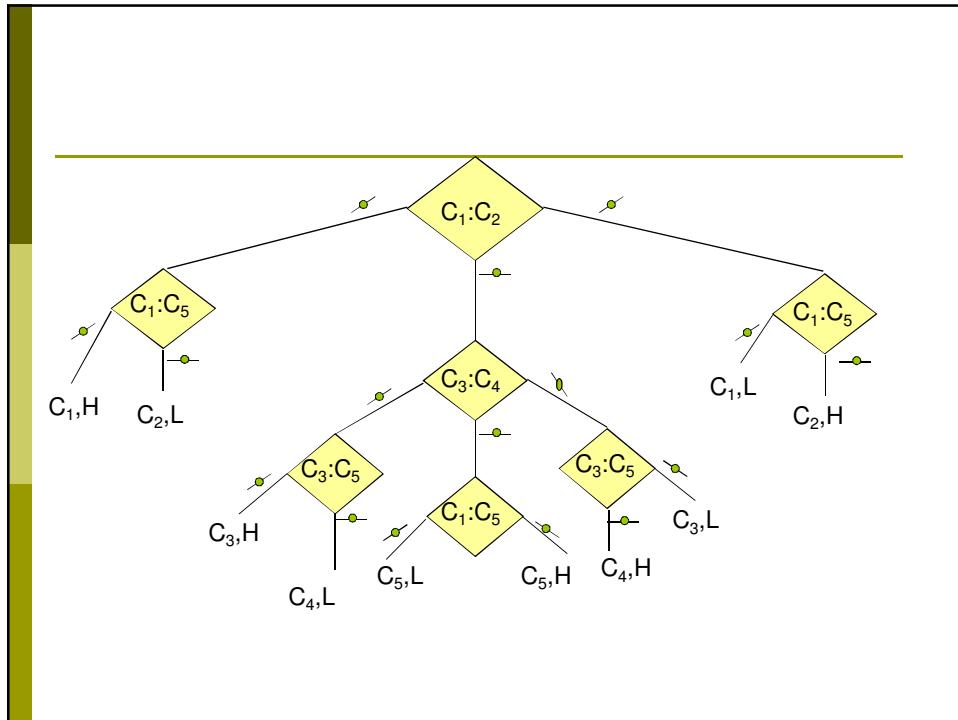
Tümevarımsal Sonuç Çıkarım
(inductive inference) için kullanılan
en popüler yöntemlerden birisi
Karar Ağaç'larıdır (Decision Tree)



FIVE-COINS PUZZLE

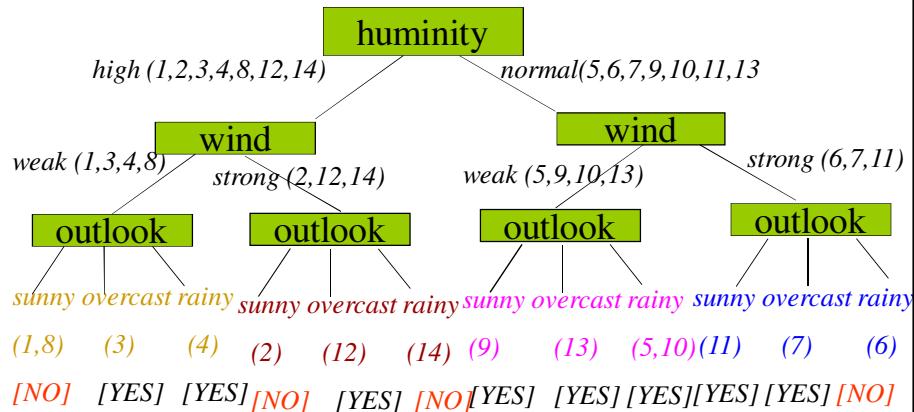
- Görünüşleri birbirinin aynı olan 5 paradan biri sahtedir.
- Sahte olan para diğerlerinden daha ağır veya daha hafif olabilir.
- Karar ağacını kullanarak hangi paranın sahte olduğunu karar veriniz
- Sahte olan para diğerlerine göre hafif midir yoksa ağır mıdır?

K A R A R ????



Play Tennis ?????						
Day	Outlook	Temperature	Humidity	Wind	PlayTennis	
1	sunny	hot	high	weak	no	
2	sunny	hot	high	strong	no	
3	overcast	hot	high	weak	yes	
4	rain	mild	high	weak	yes	
5	rain	cool	normal	weak	yes	
6	rain	cool	normal	strong	no	
7	overcast	cool	normal	strong	yes	
8	sunny	mild	high	weak	no	
9	sunny	cool	normal	weak	yes	
10	rain	mild	normal	weak	yes	
11	sunny	mild	normal	strong	yes	
12	overcast	mild	high	strong	yes	
13	overcast	hot	normal	weak	yes	
14	rain	mild	high	strong	no	

Özelliklerden biri kök seçilir (outlook, temp, huminity, wind)



Karar Ağacı iyi bir çözümüdür

ancak

optimum değildir

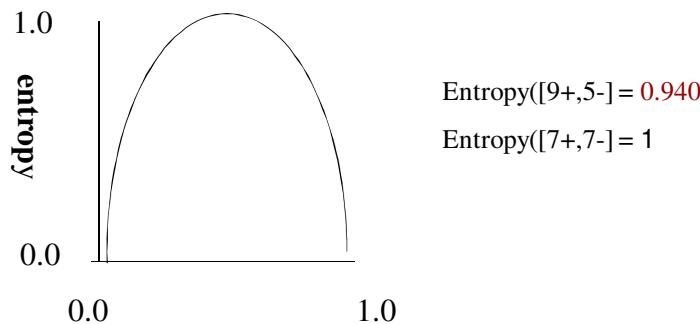
optimum bir karar ağacının oluşturulması
için **bir kuralın olması gereklidir**

Information Gain (maksimum kazanç)

$$\text{Entropy}(S) \equiv -p_{+} \log_2 p_{+} - p_{-} \log_2 p_{-}$$

Bütün örnekler aynı sınıfa ait ise $E(S)=0$ (homojen)

Bütün örnekler sınıflara eşit dağılmış ise $E(S)=1$ (heterojen)

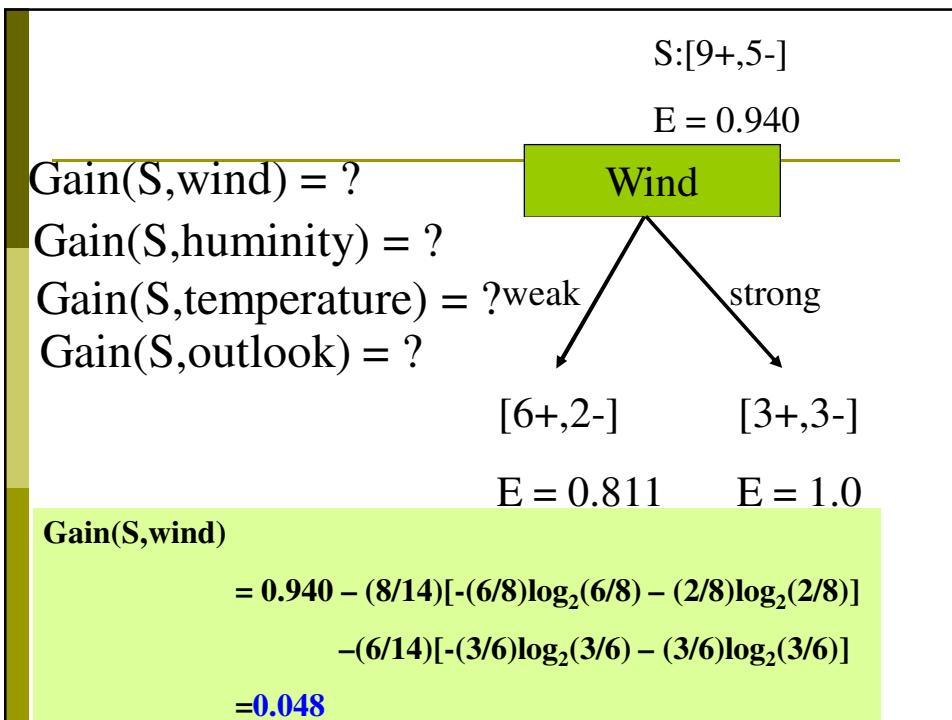


A özelliğinin, S örneği için kazancı (information gain)

$$\text{Gain}(S,A) \equiv \text{Entropy}(S) - \sum P(v) \text{Entropy}(S(v))$$

v: Values of A

$$P(v) \equiv |S(v)| / |S|$$

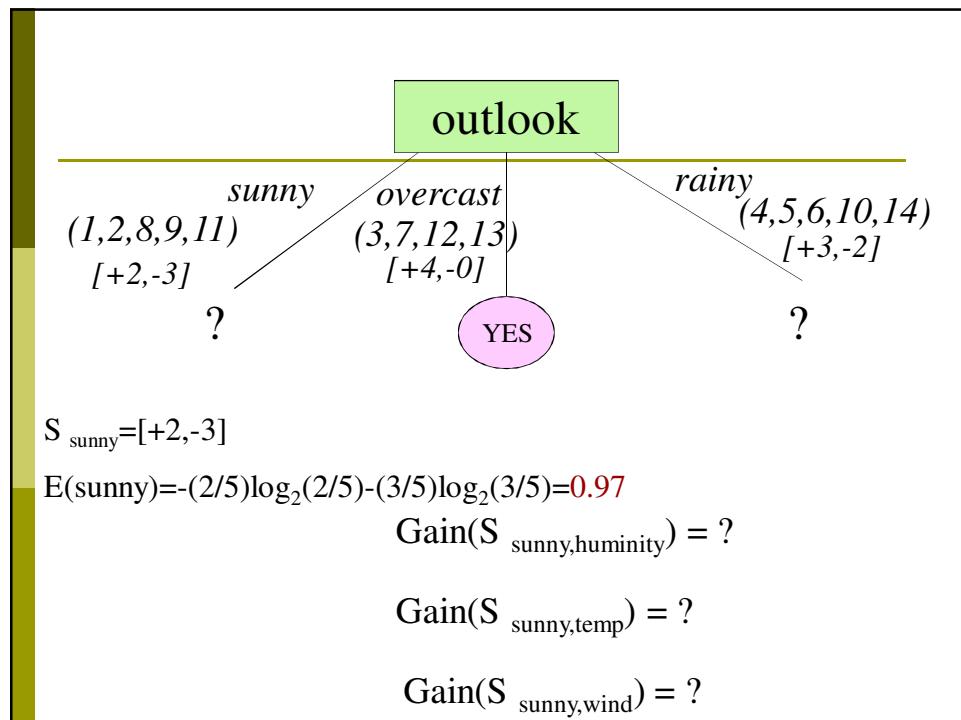


$\text{Gain}(S, \text{wind}) = 0.048$

$\text{Gain}(S, \text{humidity}) = 0.15$

$\text{Gain}(S, \text{temperature}) = 0.029$

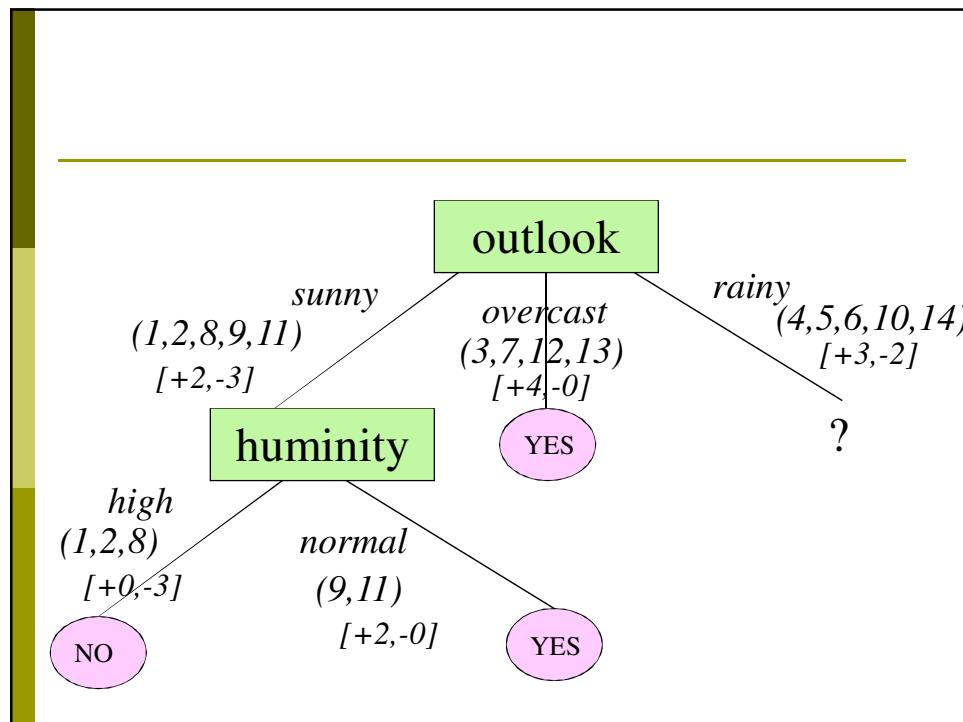
$\text{Gain}(S, \text{outlook}) = 0.246$



$$\text{Gain}(S_{\text{sunny,humidity}}) = 0.97 - (2/5)[-(2/2)\log_2(2/2) - (0/2)\log_2(0/2)] - (3/5)[-(3/3)\log_2(3/3) - (0/3)\log_2(0/3)] = \mathbf{0.97}$$

$$\text{Gain}(S_{\text{sunny,wind}}) = 0.019$$

$$\text{Gain}(S_{\text{sunny,temp}}) = 0.57$$



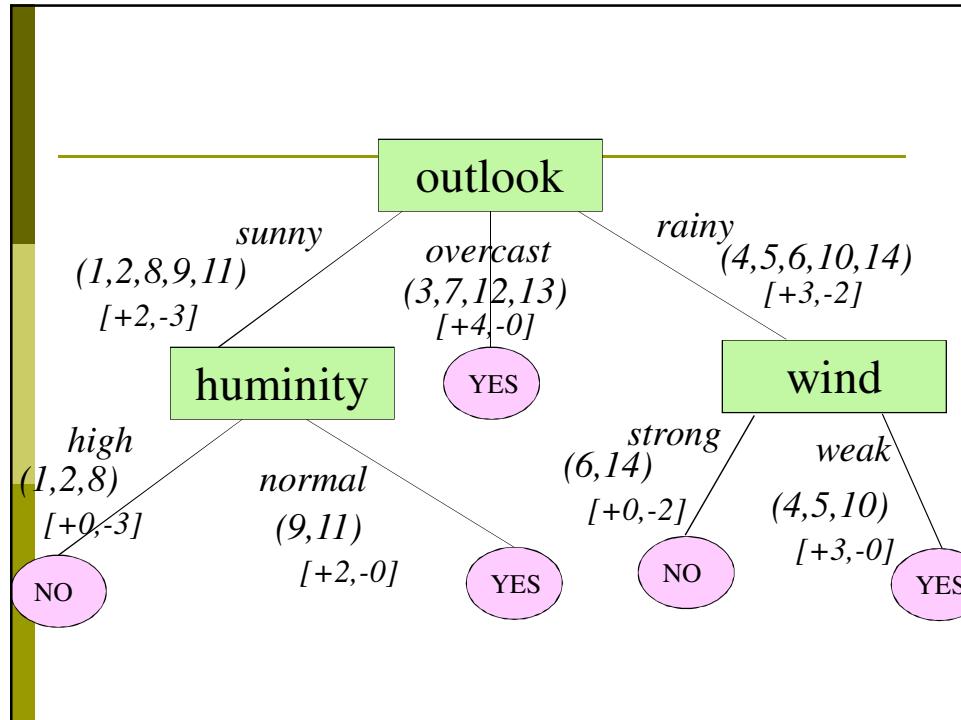
Aynı işlem

$$\text{Gain}(S_{\text{rainy,humidity}}) = ?$$

$$\text{Gain}(S_{\text{rainy,temp}}) = ?$$

$$\text{Gain}(S_{\text{rainy,wind}}) = ?$$

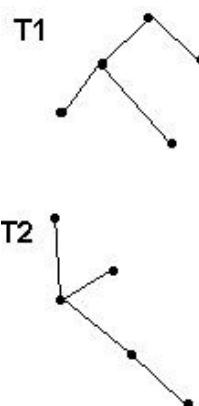
bulmak için yapılır.



Ağaclarda Isomorphism

Verilen iki ağaç T_1 ve T_2 olsun

- ◻ T_1 ve T_2 *isomorphic* dir
 - ◻ Bire-Bir ve örten fonksiyon özelliklerini görmemiz gereklidir
 $f : T_1 \rightarrow T_2$
 - ◻ T_1 ve T_2 birbirlerine çok yakındır



Köklü Ağaçlarda Isomorphism

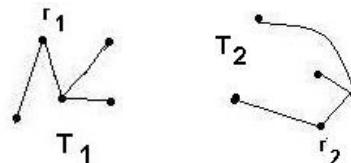
T_1 ve T_2 , r_1 ve r_2 kök değerine sahip köklü iki ağaç olsun. Eğer

- ❑ Bire-Bir fonksiyon özelliği mevcut ise

$$f: V(T_1) \rightarrow V(T_2)$$

Örnek:

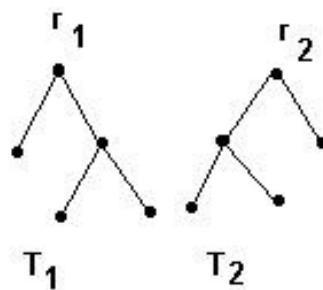
- ❑ T_1 ve T_2 , köklü bir ağaç olarak isomorphic



Devam...

Örnek: aşağıdaki iki ağaç

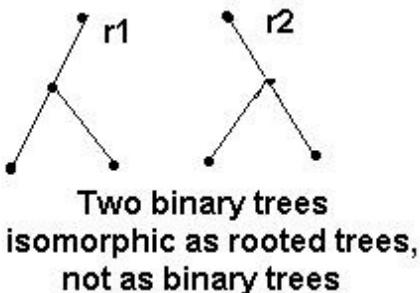
- ❑ isomorphic köklü bir ağaç olarak
- ❑ not isomorphic binary tree olarak



Özet...

Ağaçlarda 3 çeşit isomorphism vardır

- ❑ Ağaçlarda Isomorphism
- ❑ Köklü ağaçlarda Isomorphism
- ❑ Binary Tree'de Isomorphism

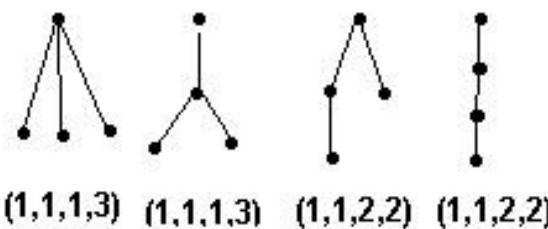


Ağaçlarda Non-isomorphism

- ❑ Çoğu zaman iki ağaçda not isomorphism olduğunu göstermek ağaçlarda isomorphism olduğunu göstermekten daha kolaydır
- ❑ İki ağaç arasında isomorphism aramak için aşağıdaki şartların oluşması beklenir
 - Düğüm sayıları aynı olmalı
 - Kenar sayıları aynı olmalı
 - Karşılıklı düğümlerin dereceleri aynı olmalı
 - Kökten köke eşleme yapılmalı (rooted tree)
 - Çocukların(child-leave) pozisyonları aynı olmalı (binary tree)

Köklü Ağaçlarda Non-isomorphism

- En tepedeki düğümü kök olarak kabul edersek düğüm ve kenar sayıları eşit olsa bile bu köklü ağaçlar non-isomorphism dir
- Köklü ağaç özelliği verilmeseydi, 1 ve 2. ağaç, 3 ve 4.ağaç kendi aralarında isomorphism olacaktı



Binary Tree'lerde Non-isomorphic

Theorem

- n düğümlü, $C(2n,n) / (n+1)$ adet non-isomorphic ikili ağaç(binary tree) vardır, $n \geq 0$

