

# PENENTUAN RUTE WISATA MENGUNAKAN GREEDY ALGORITHM

OLEH :  
KELOMPOK R6

The background features a dark blue gradient with faint, light blue circular patterns. On the left side, there are several concentric circles with degree markings ranging from 140 to 260. Some of these circles have arrows indicating a clockwise direction. The overall aesthetic is technical and modern.

DIAJUKAN UNTUK MEMENUHI TUGAS BESAR MATA KULIAH :

# DESAIN DAN ANALISIS ALGORITMA (CSH2G3)

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The background is a solid dark blue. On the left side, there is a large, semi-circular scale with white tick marks and numbers ranging from 140 to 260. Several concentric circles and arcs are scattered across the left half of the image, some with arrows indicating a clockwise direction. The word 'ABSTRAK' is written in a large, white, sans-serif font on the right side.

# ABSTRAK



# LATAR BEKANG

The background is a solid dark blue. On the left side, there are several concentric circles and arcs in a lighter blue color. Some of these arcs have degree markings, such as 150, 160, 170, 180, 190, 200, 210, 220, 230, 240, 250, and 260. There are also small arrows pointing in various directions, suggesting a circular or rotational theme. The overall design is clean and modern, with a technical or scientific feel.

# ANALISIS ALGORITMA



# ALGORITMA GREEDY

GREEDY (EN) = RAKUS (ID)

# ALGORITMA GREEDY

- Rumus yang digunakan adalah :

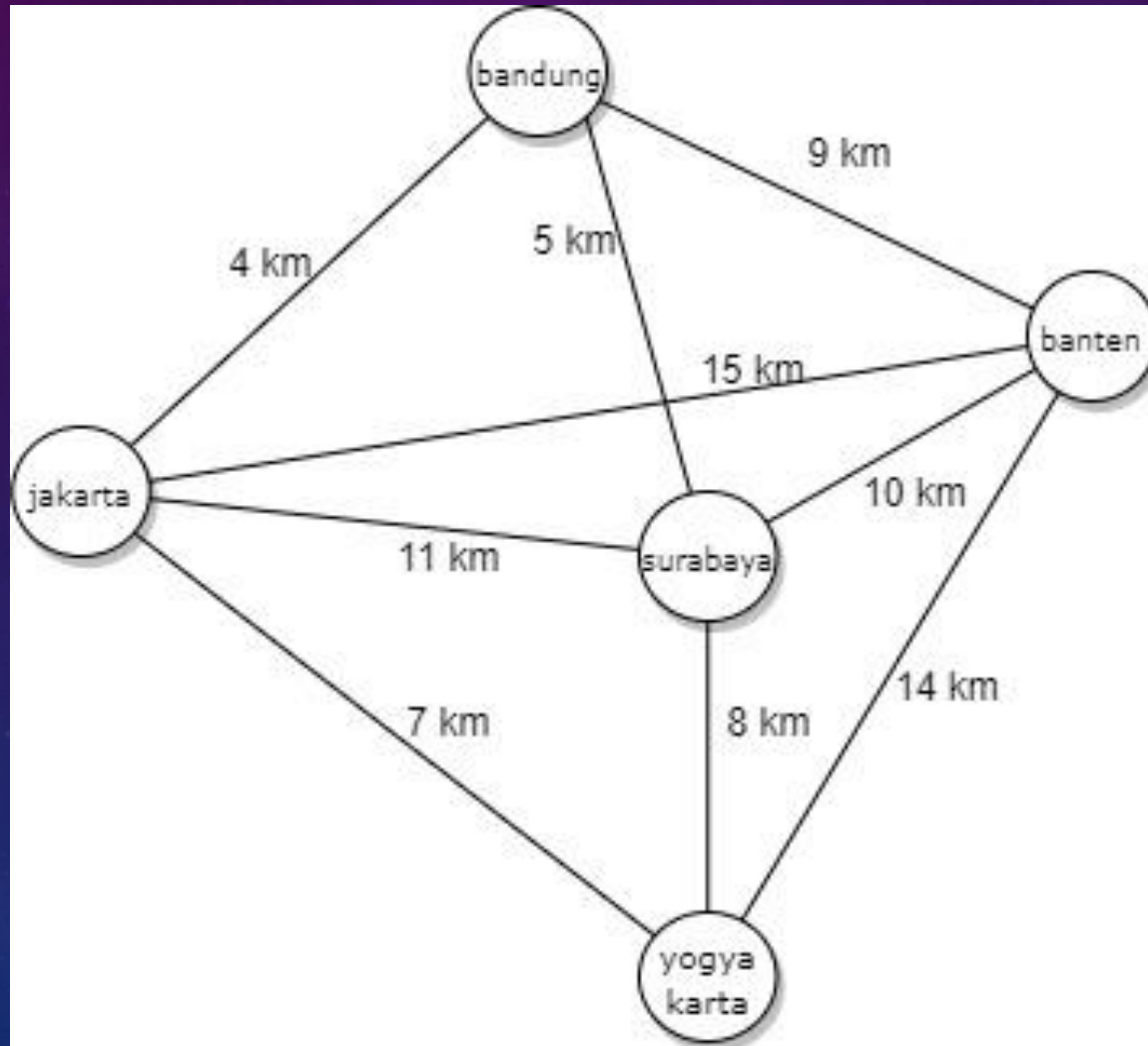
$$D(i) = L1 + \text{bobot berikutnya}$$

keterangan :

$D(i)$  : sebagai inisial rute jarak terkecil

$L1$  : rute terpendek pertama

# GRAF RUTE WISATA





# HASIL EKSPERIMENTAL

```
Vertex Distance from Source: 0
0      0      Path: 0
1      4      Path: 0-->1
2      9      Path: 0-->2
3      11     Path: 0-->1 -->3
4      5      Path: 0-->4
```

Time Execution: 113ms

```
Vertex Distance from Source: 1
0      4      Path: 1-->0
1      0      Path: 1
2      13     Path: 1-->0 -->2
3      7      Path: 1-->3
4      9      Path: 1-->0 -->4
```

Time Execution: 165ms

```
Vertex Distance from Source: 2
0      9      Path: 2-->0
1      13     Path: 2-->0 -->1
2      0      Path: 2
3      14     Path: 2-->3
4      10     Path: 2-->4
```

Time Execution: 217ms

```
Vertex Distance from Source: 3
0      11     Path: 3-->1 -->0
1      7      Path: 3-->1
2      14     Path: 3-->2
3      0      Path: 3
4      9      Path: 3-->4
```

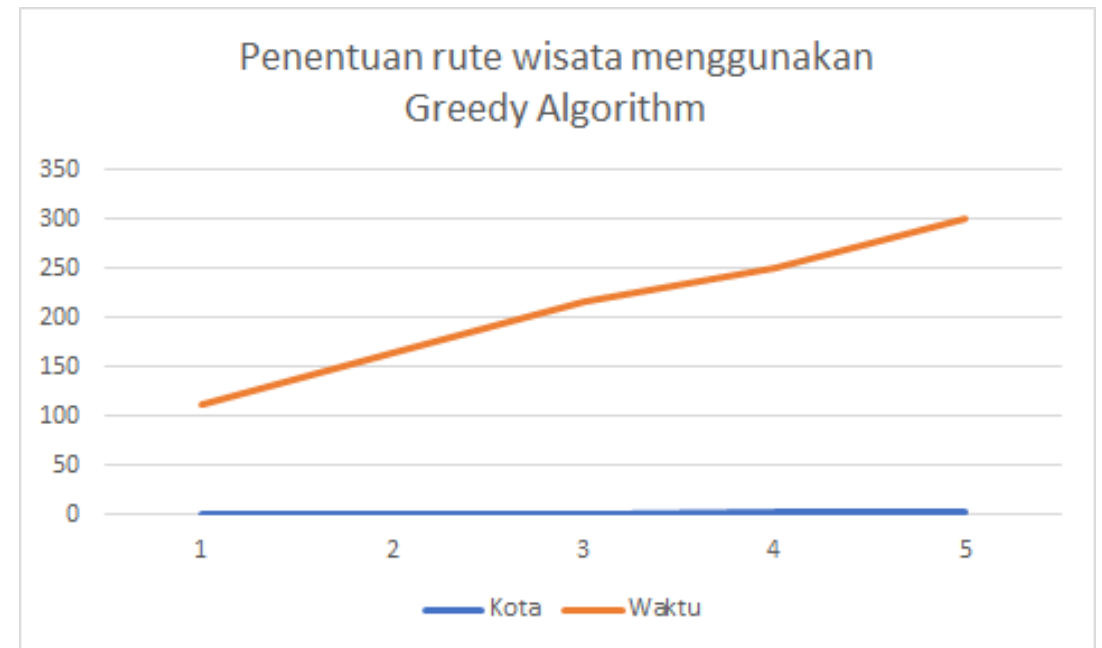
Time Execution: 250ms

# HASIL EKSPERIMENTAL (LANJUTAN)

Vertex	Distance from Source: 4	
0	5	Path: 4-->0
1	9	Path: 4-->0 -->1
2	10	Path: 4-->2
3	8	Path: 4-->3
4	0	Path: 4

Time Execution: 301ms

# GRAFIK PERBANDINGAN



The background is a deep blue gradient with a subtle pattern of white dots. On the left side, there are several concentric circles and a large circular scale with degree markings from 40 to 260. Some of the circles have arrows indicating a clockwise direction. The word 'KESIMPULAN' is written in a large, white, sans-serif font in the center-right area.

# KESIMPULAN



# REFERENSI

- Hayati, E. N., & Yohanes, A. (2014). Pencarian Rute Terpendek Menggunakan Algoritma Greedy.
- Docplayer.info (2013, 20 Desember). Penggunaan Algoritma Greedy Dalam Penentuan Rute Wisata. Diakses pada 03 Mei 2020, dari <https://docplayer.info/44961542-Penggunaan-algoritma-greedy-dalam-penentuan-rute-wisata.html>
- Lubis, H. S. (2009). Perbandingan Algoritma Greedy dan Dijkstra untuk menentukan lintasan terpendek.



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# TERIMA KASIH

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HATUR NUHUN