



Bölüm 12: Açgözlü Algoritmalar

Algoritmalar



Adım Adım Kazananlar

- Açgözlü algoritmalar, her adımda en iyi görünen seçeneği seçerek ilerler.
- Tıpkı bir define arayan gibi,
 - her aşamada en fazla kazancı sağlayacak seçeneği tercih eder.





Açgözlü Algoritmalar

- Açgözlü algoritmaları, basamaklı bir yaklaşıma benzer.
- Her adımda, mevcut durum için en iyi sonucu verecek seçenek seçilir.
- Tıpkı bir yolculuk planlarken en kısa yolu seçmek gibi..
- Problemi bütün olarak ele almaz, mevcut en iyi seçeneğe odaklanır.
- Karmaşık problemleri çözmek için hızlı ve basit bir yöntem sunar.
- Kod yapısı genellikle basit ve anlaşılması kolaydır.
- En iyi (optimal) çözümü bulmayı garanti etmez.
- Çoğu durumda iyi bir yaklaşım üretir.



Borůvka'nın Algoritması

- Çizge teorisinde kullanılan bir en küçük ağaç bulma algoritmasıdır.
- Başlangıçta her bir düğüm bir alt ağaç oluşturur.
- Her adımda,
 - her alt ağacın en az maliyetli kenarı bulunur ve
 - bu kenarlar birleştirilerek yeni bir ağaç oluşturulur.
- Greedy (açgözlü): Her adımda yerel olarak en iyi seçeneği seçer.
- Her adımda en az bir kenar seçilir ve ağaç büyütülür.
- Çalışma zamanı: $O(E \log V)$, E kenar sayısı, V düğüm sayısı.

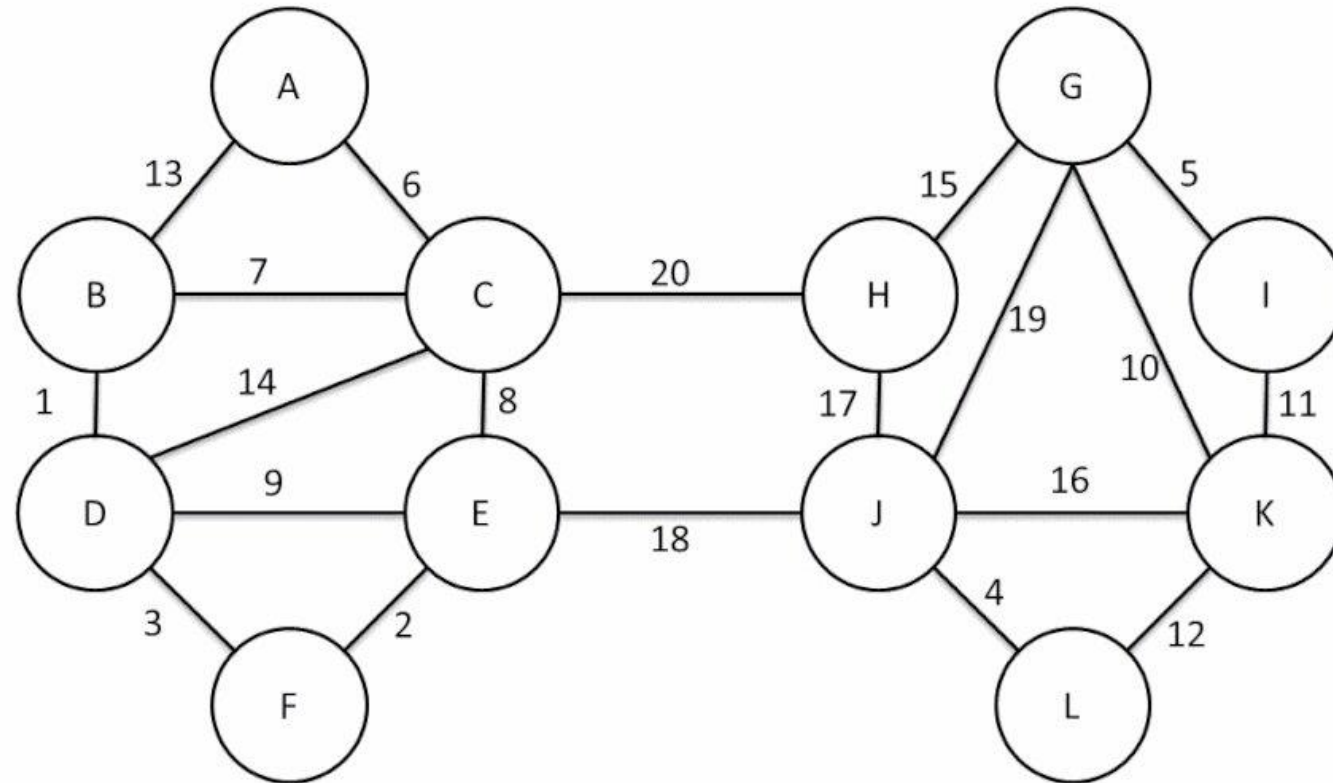


Borůvka'nın Algoritması

- Adım 1: Her düğüm bir alt ağaç olarak başlar.
- Adım 2: Her alt ağaçtan, en az maliyetli kenarı içeren kenar seçilir.
- Adım 3: Seçilen kenarlarla alt ağaçlar birleştirilir.
- Adım 4: Aynı süreç, alt ağaçlar tek bir ağaçta toplanana kadar tekrarlanır.

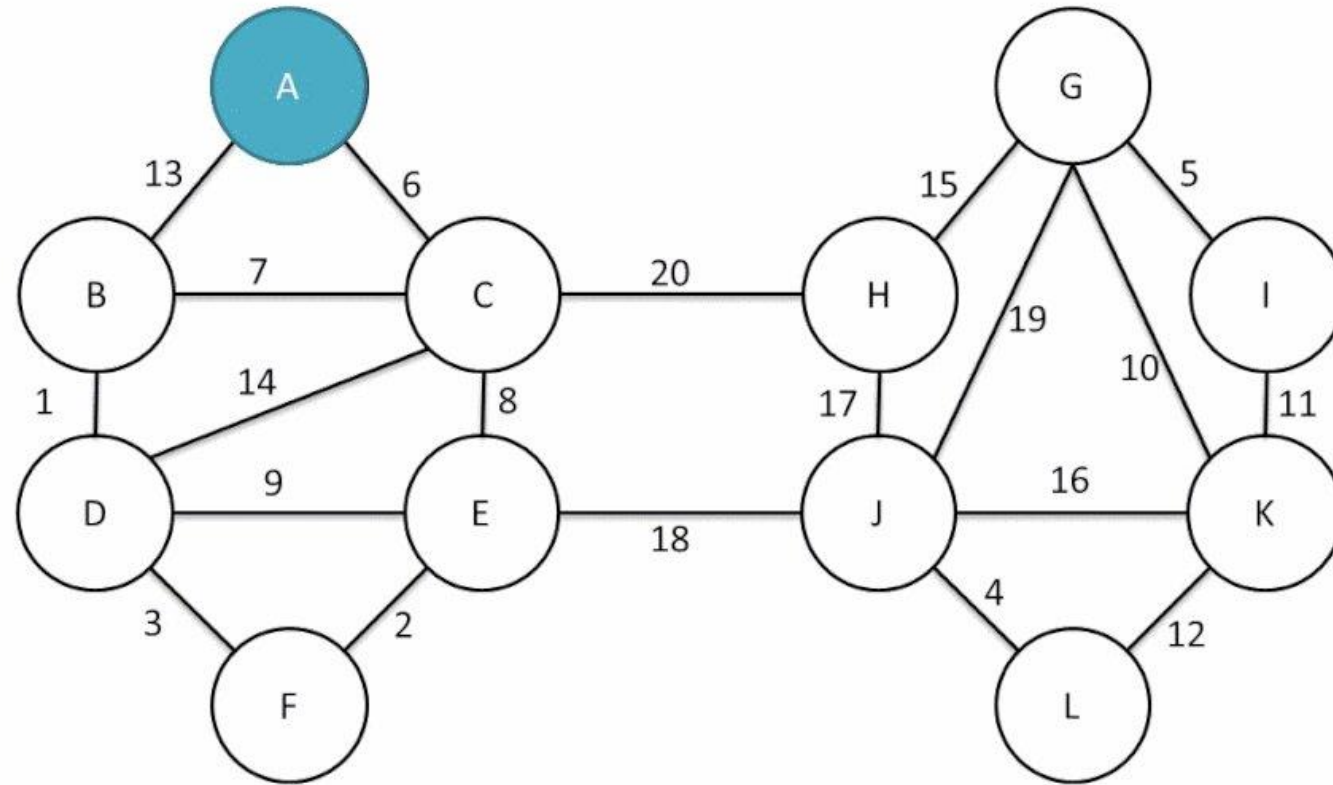


Borůvka's Algorithm



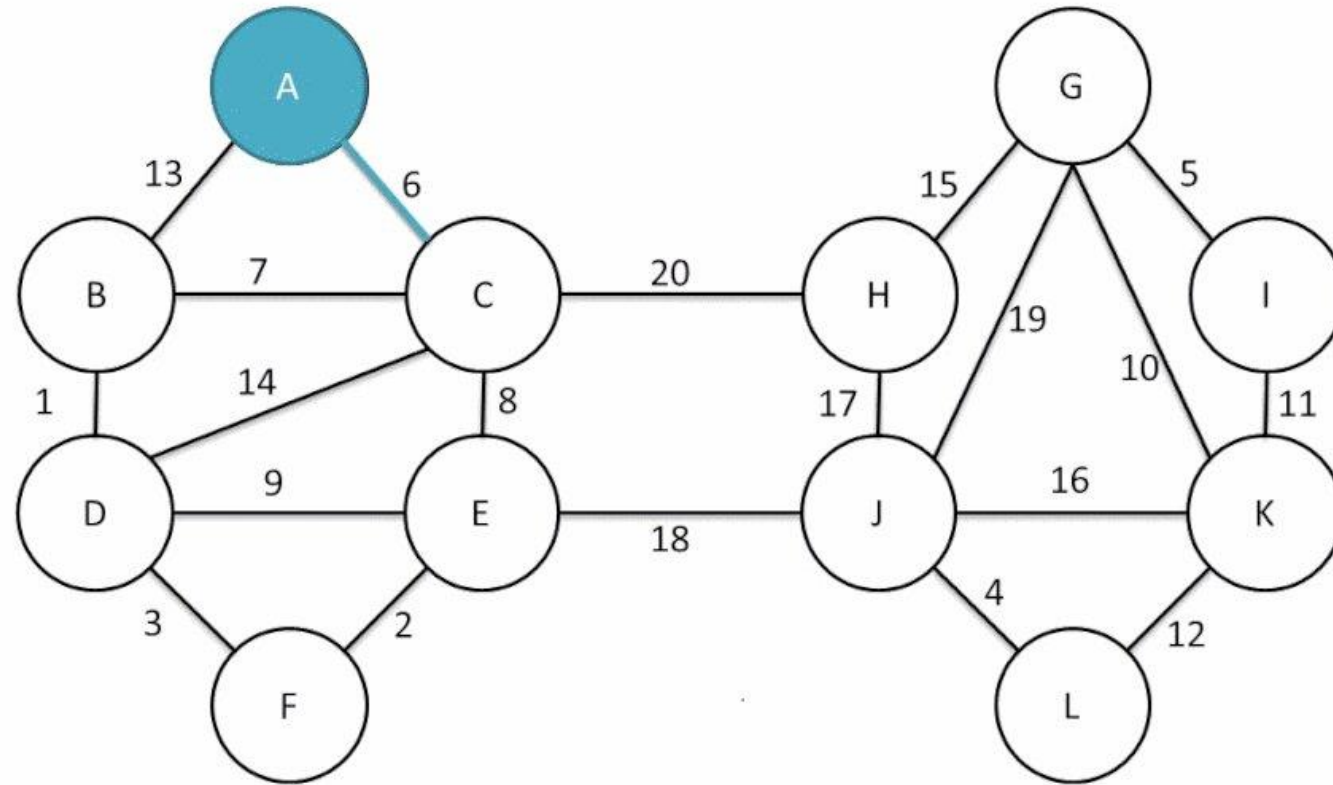


Borůvka's Algorithm



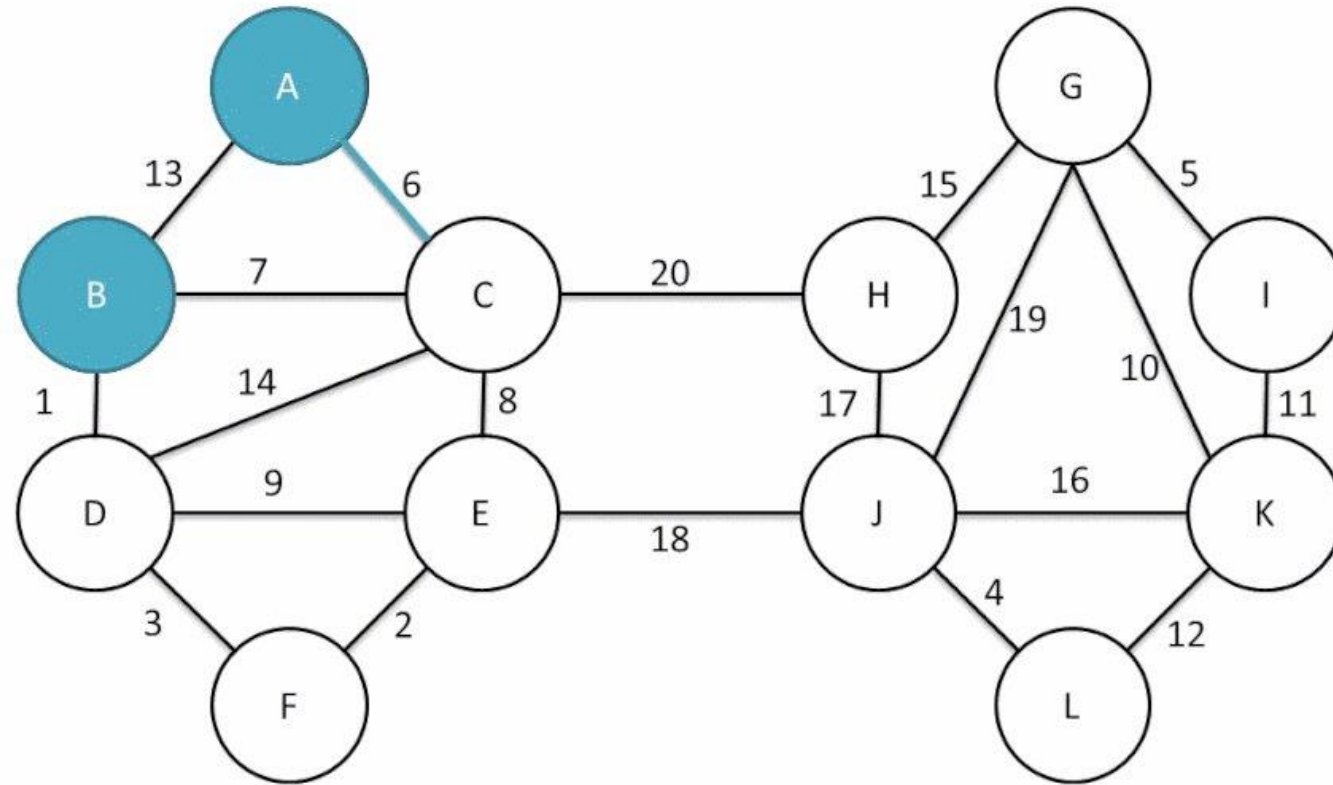


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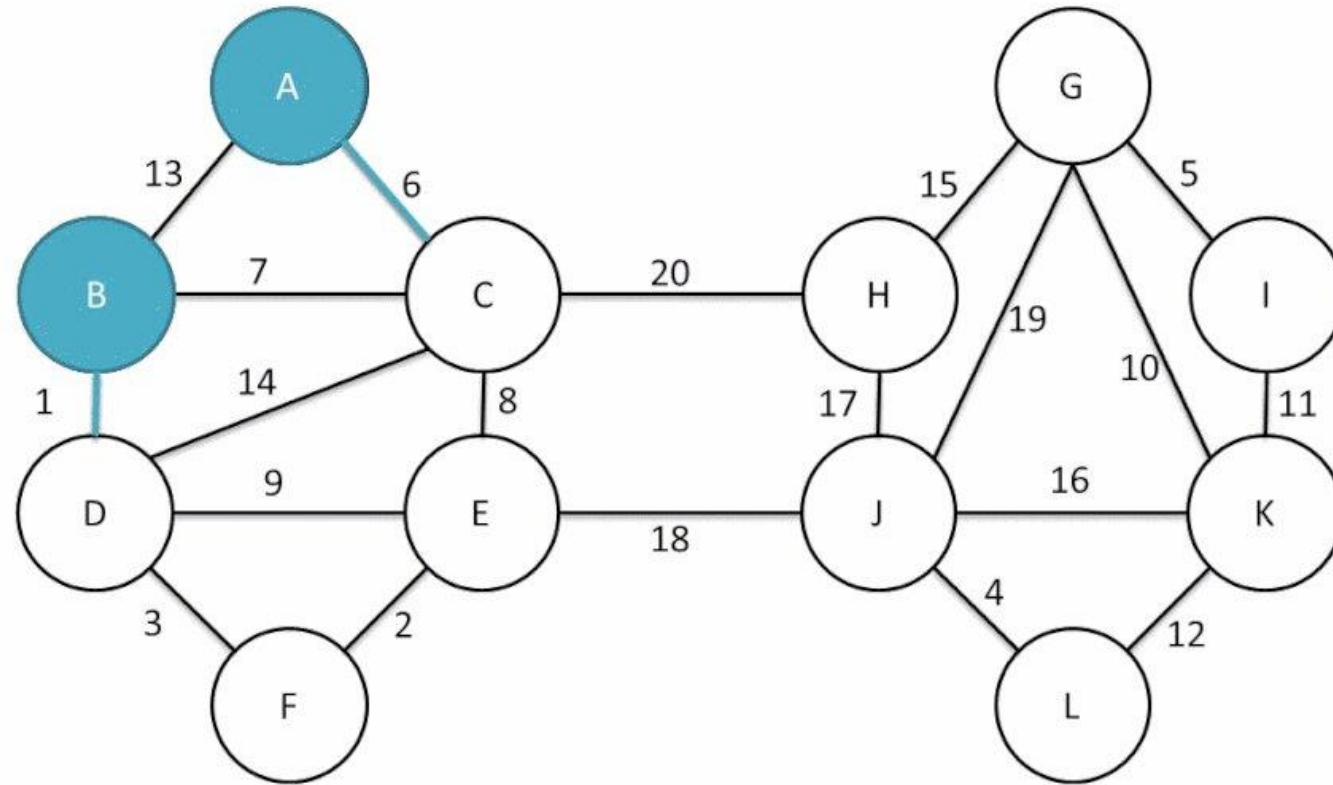


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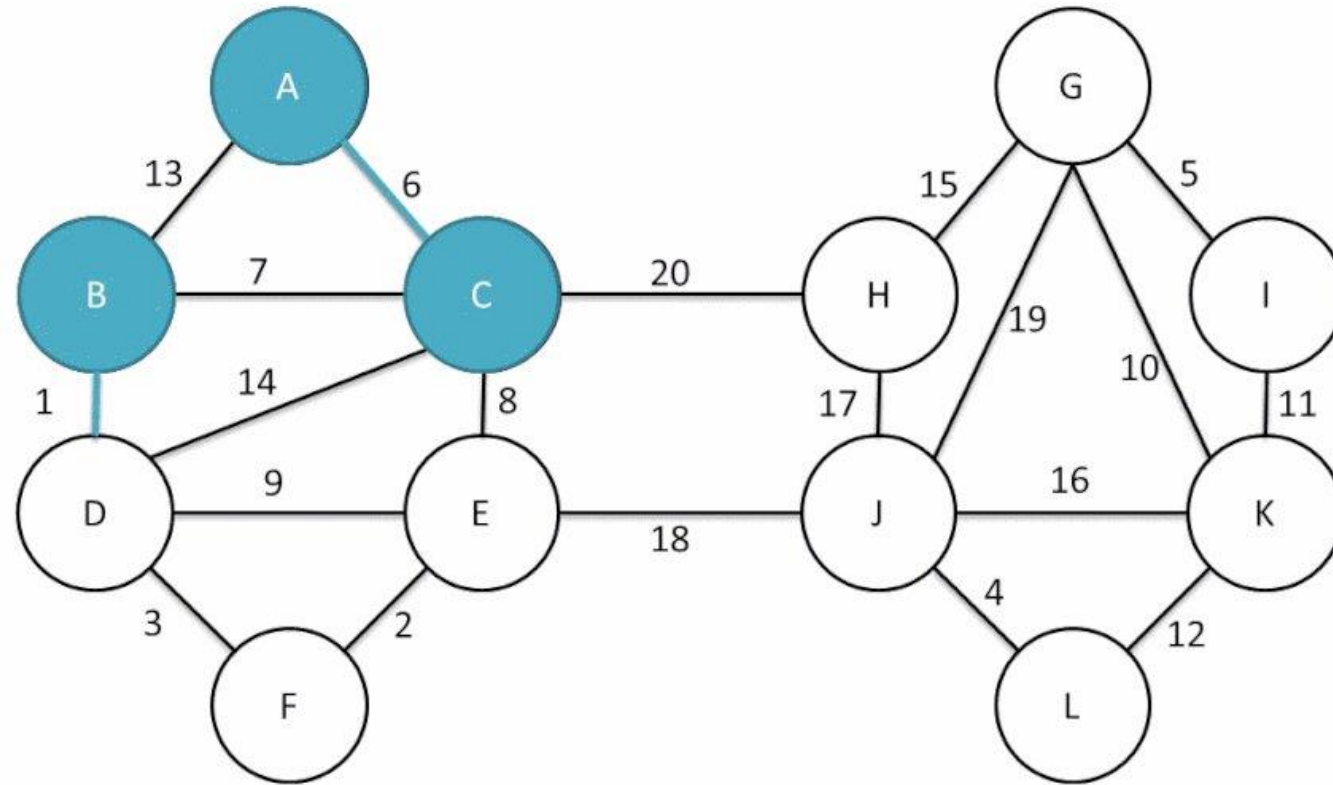


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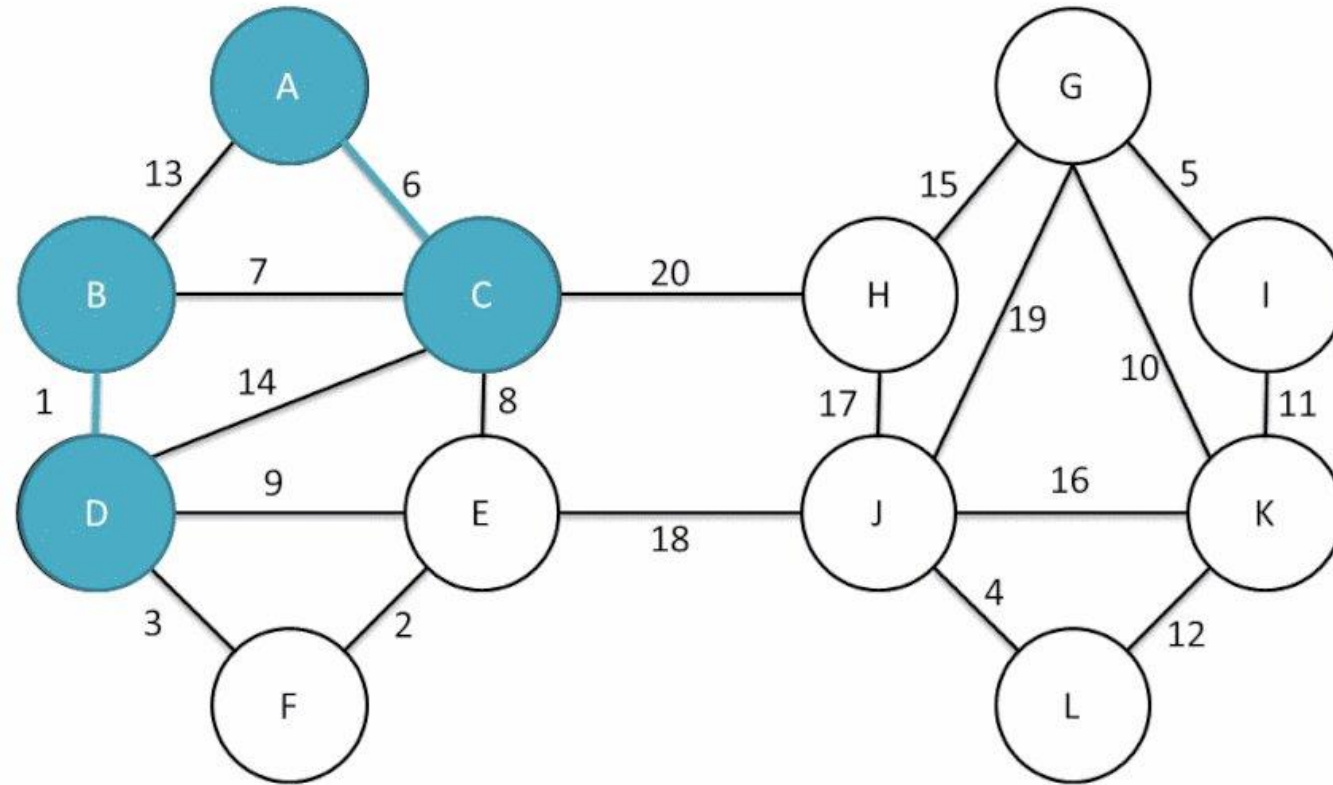


Borůvka's Algorithm



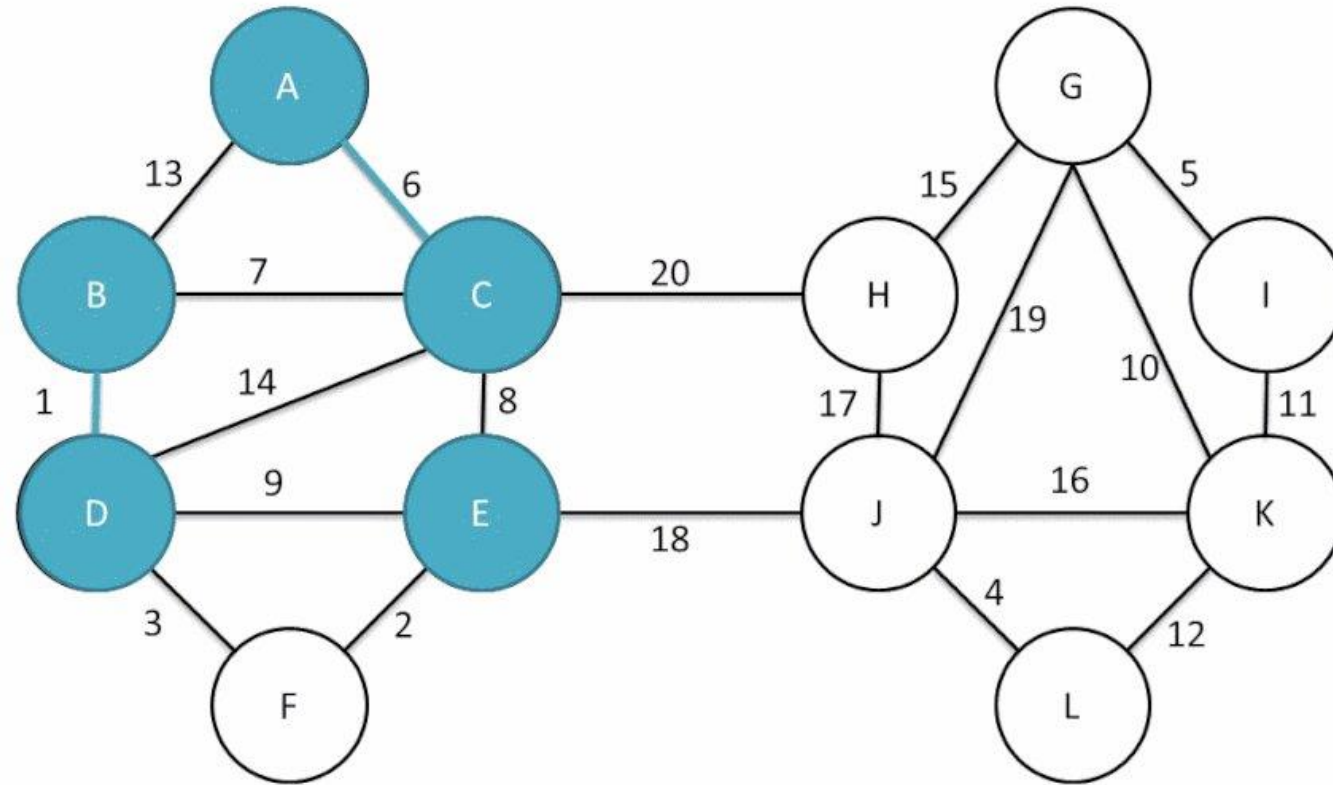


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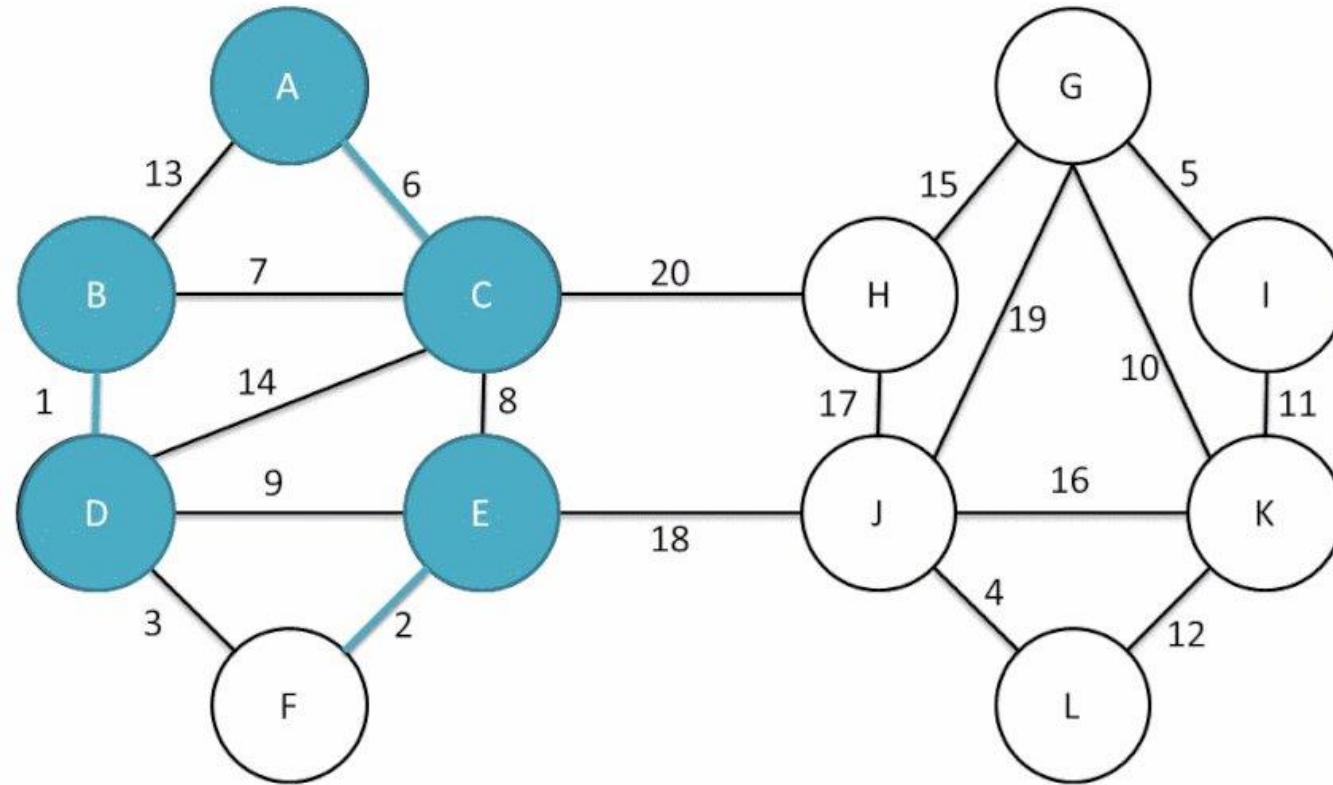


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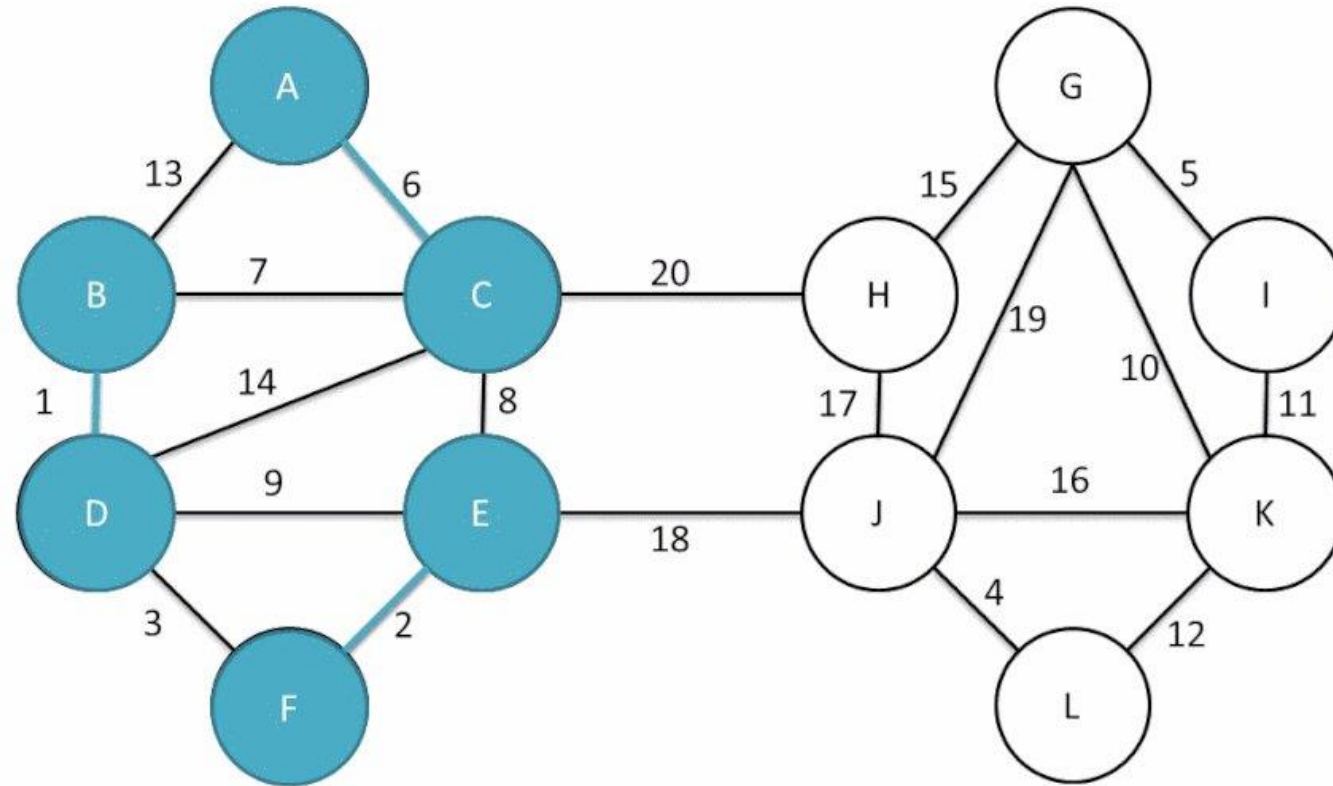


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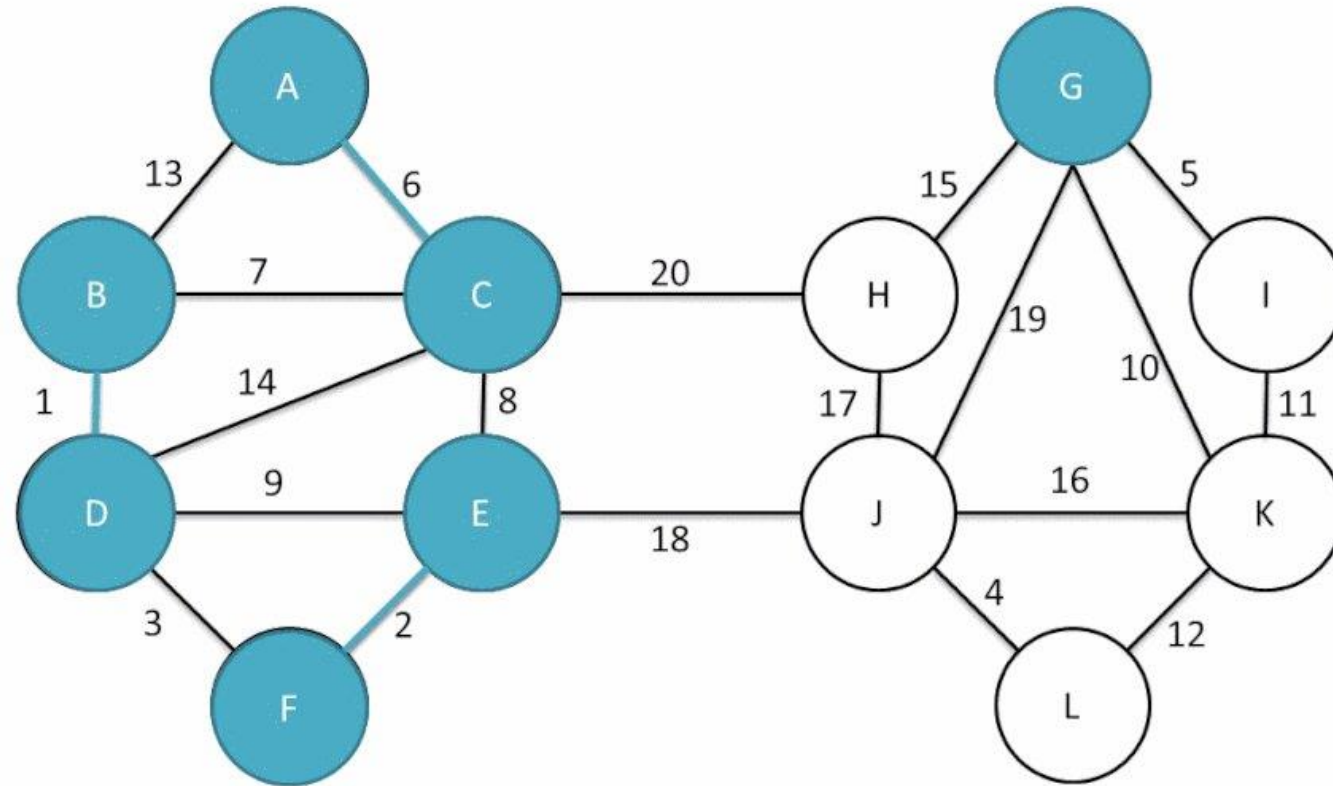


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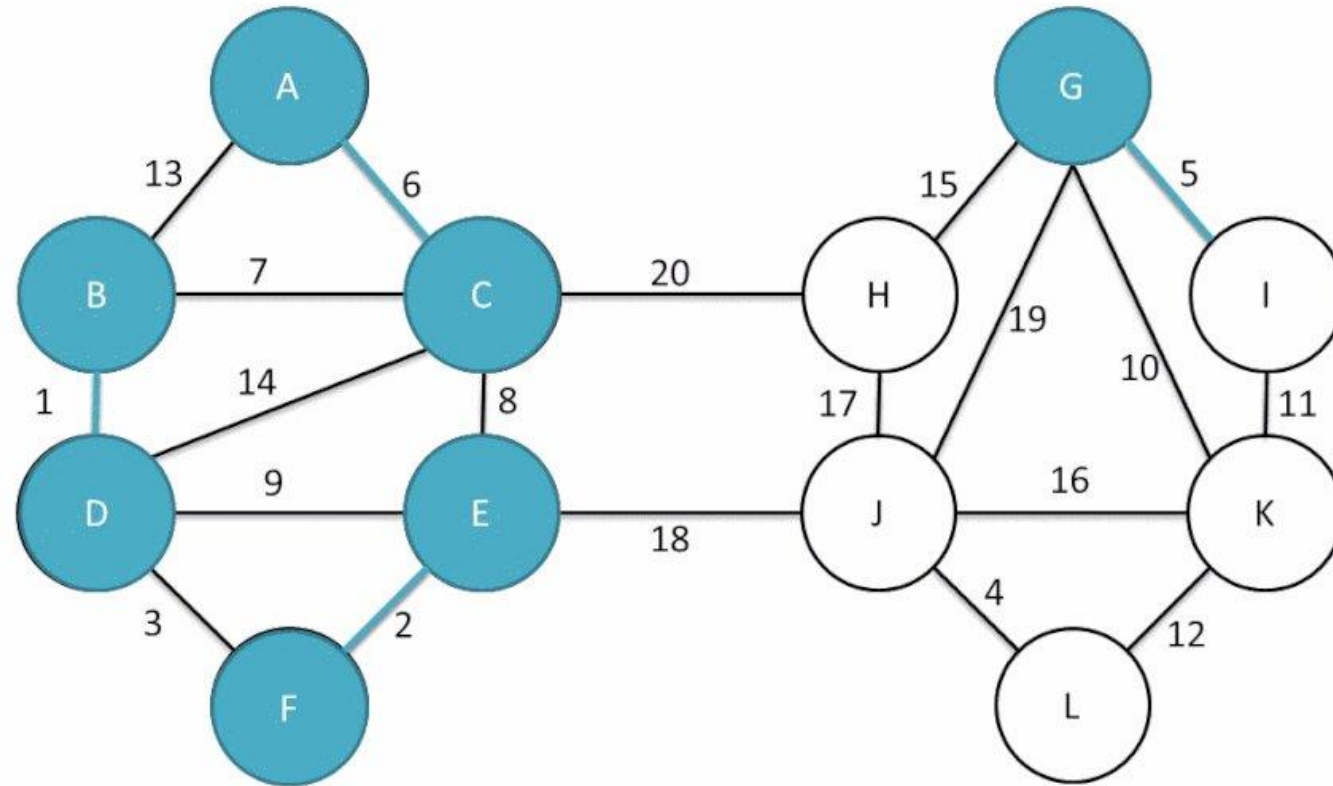


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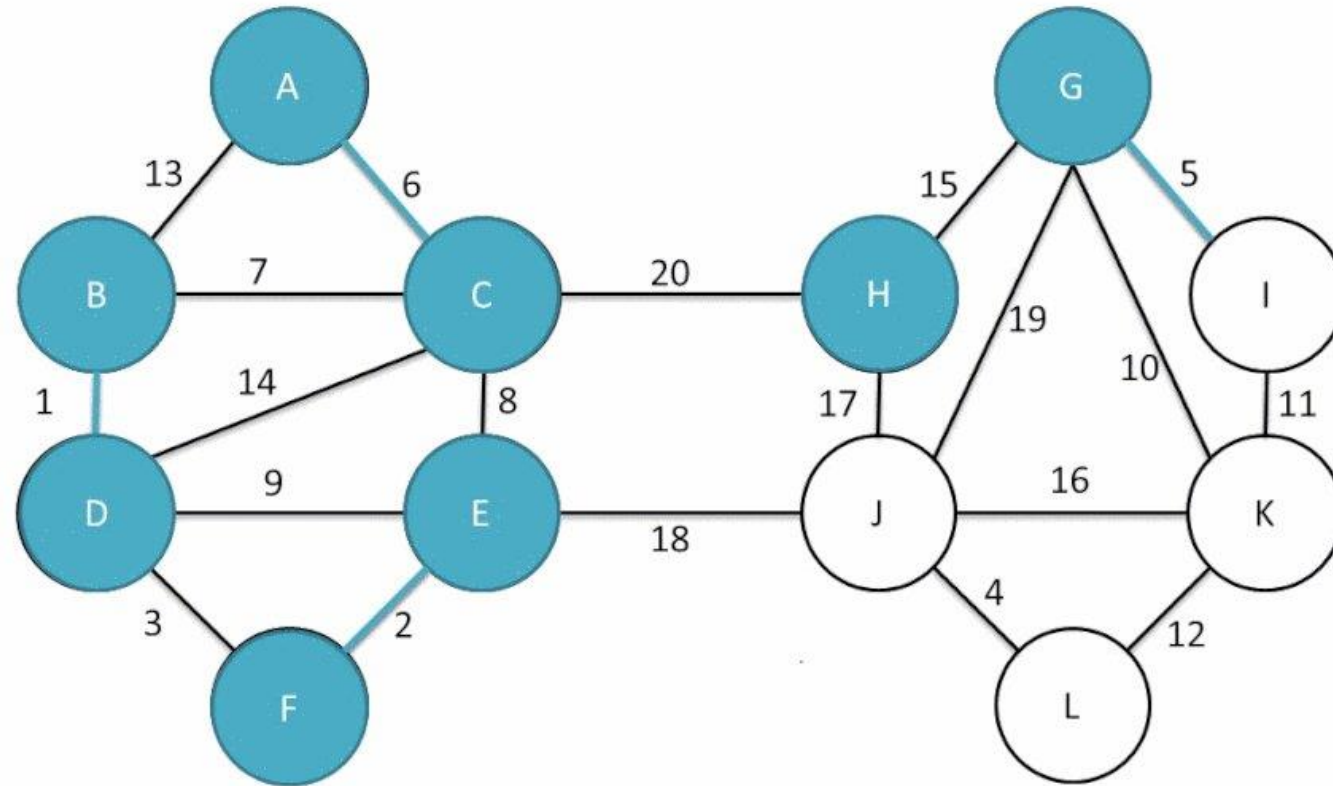


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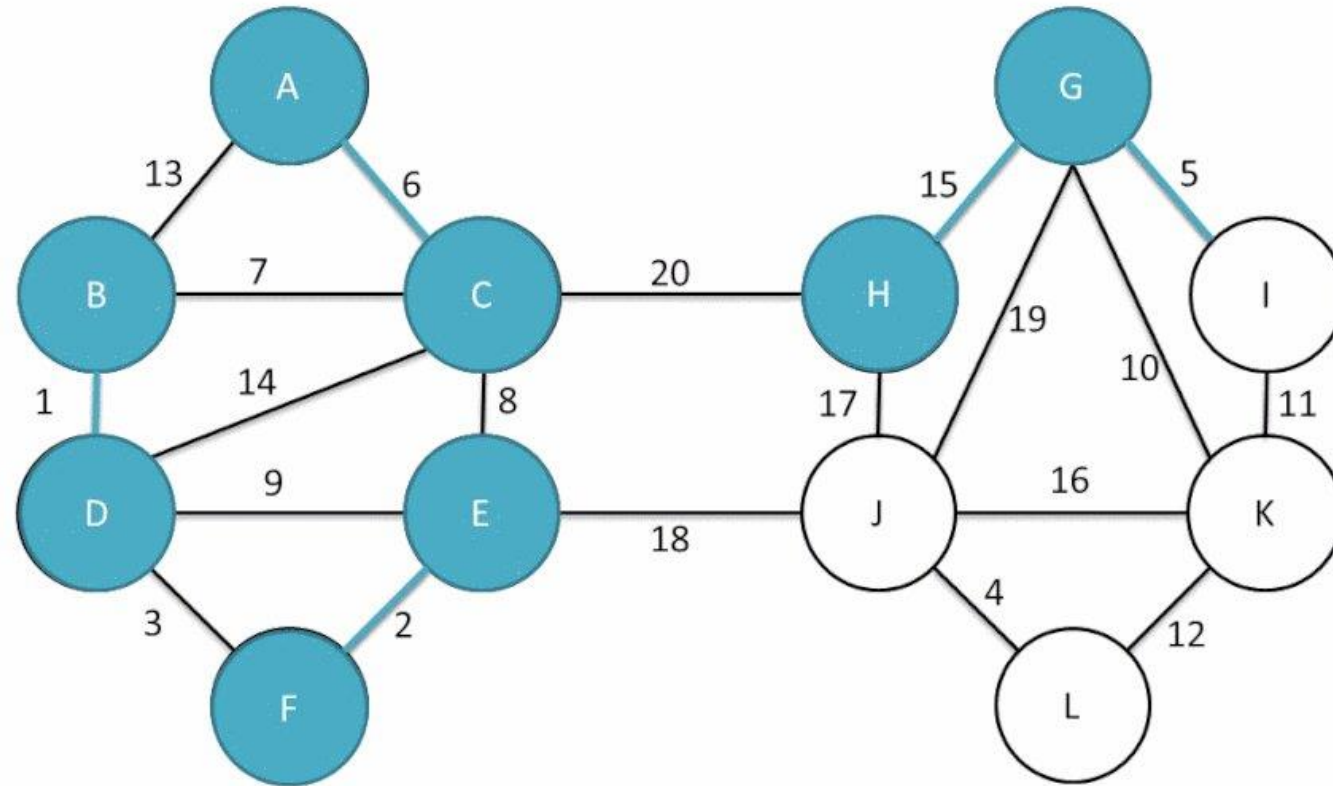


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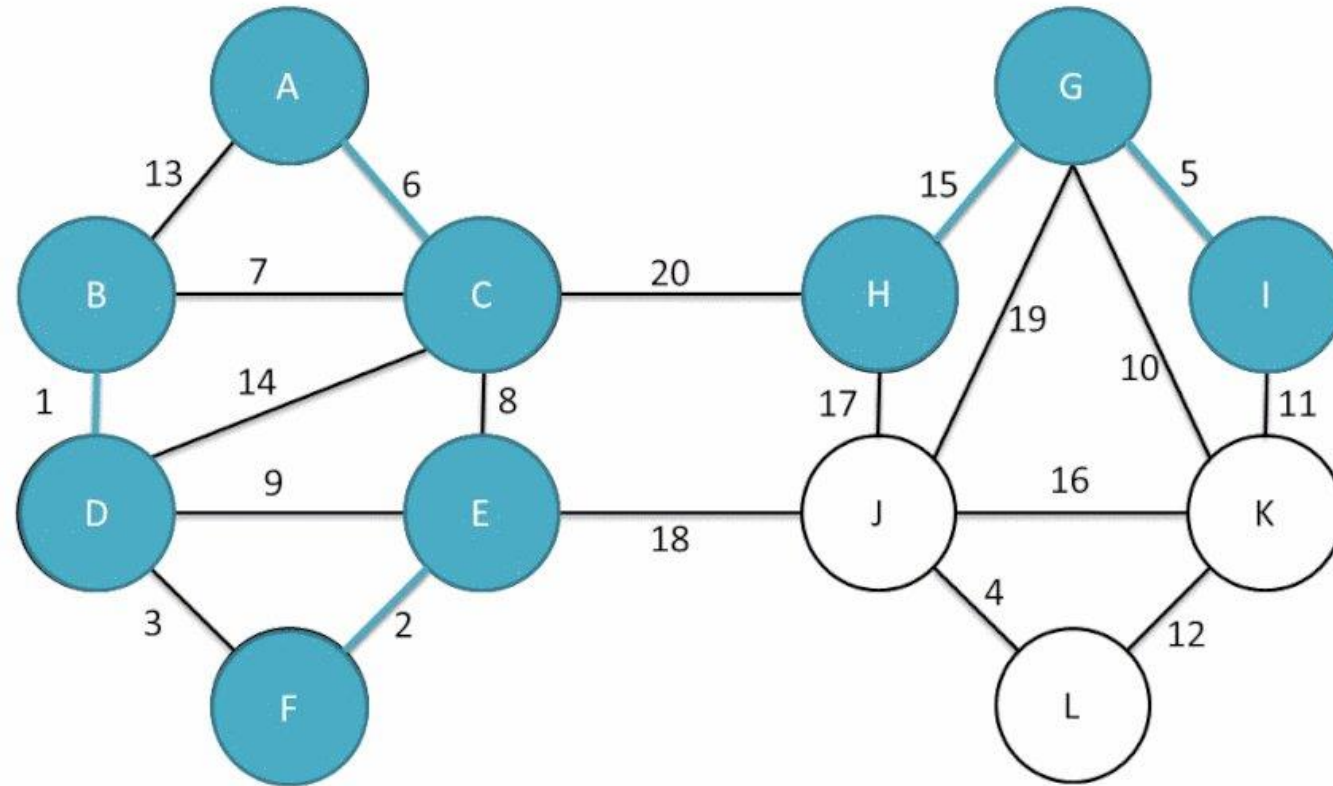


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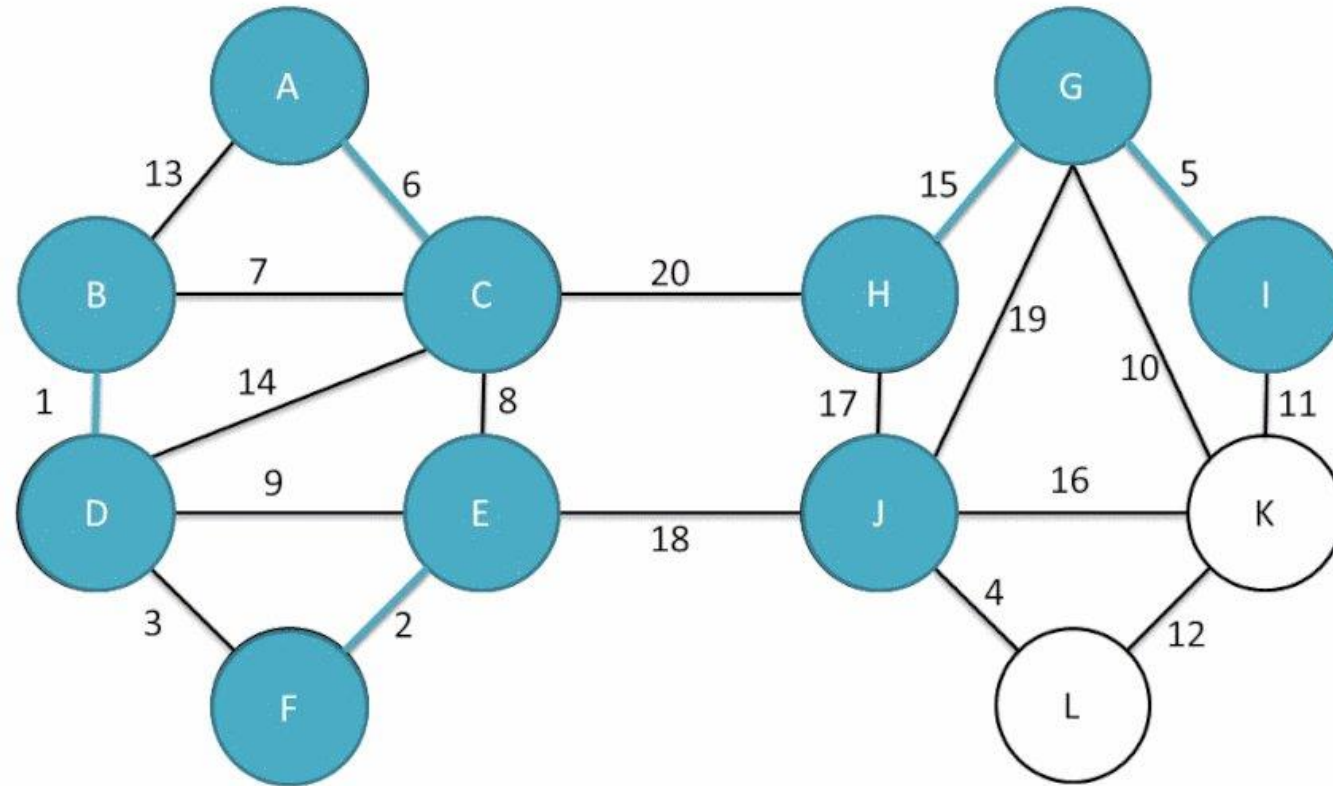


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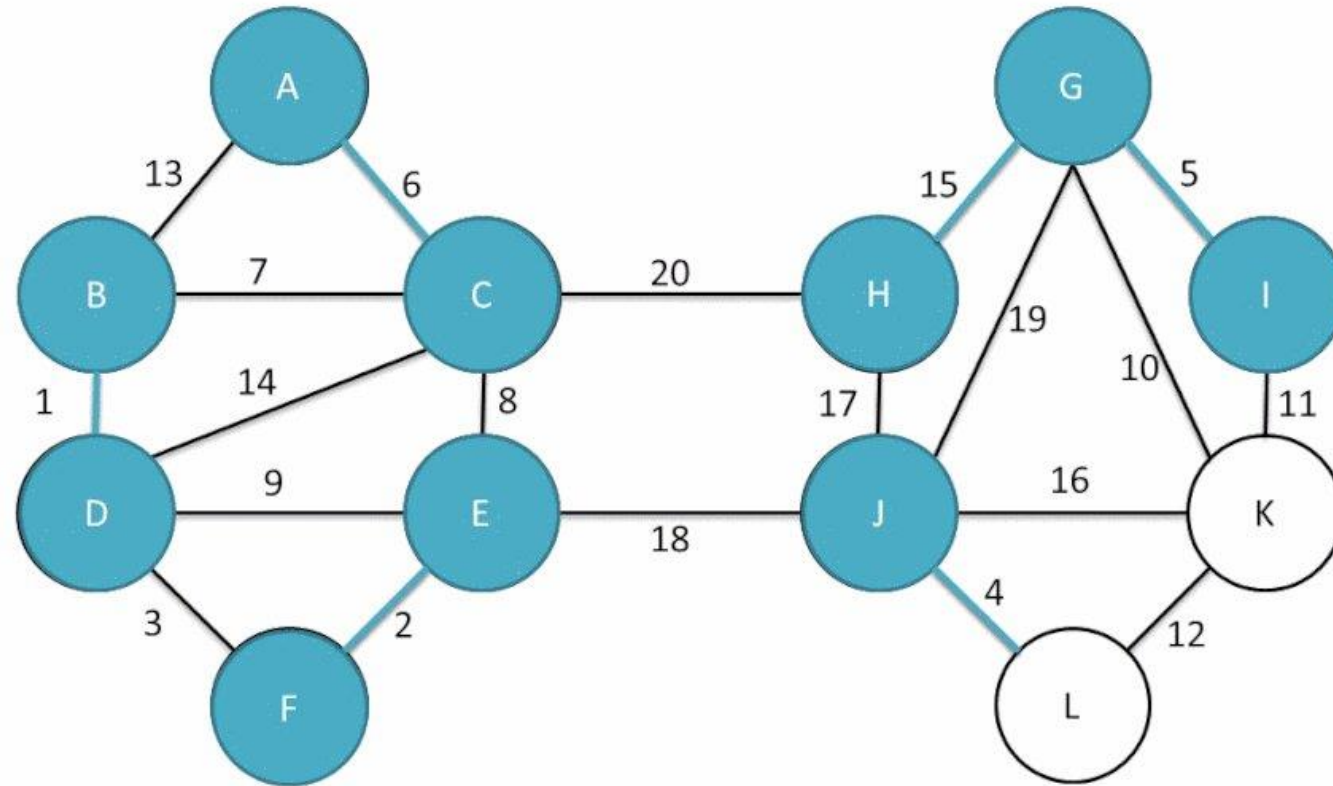


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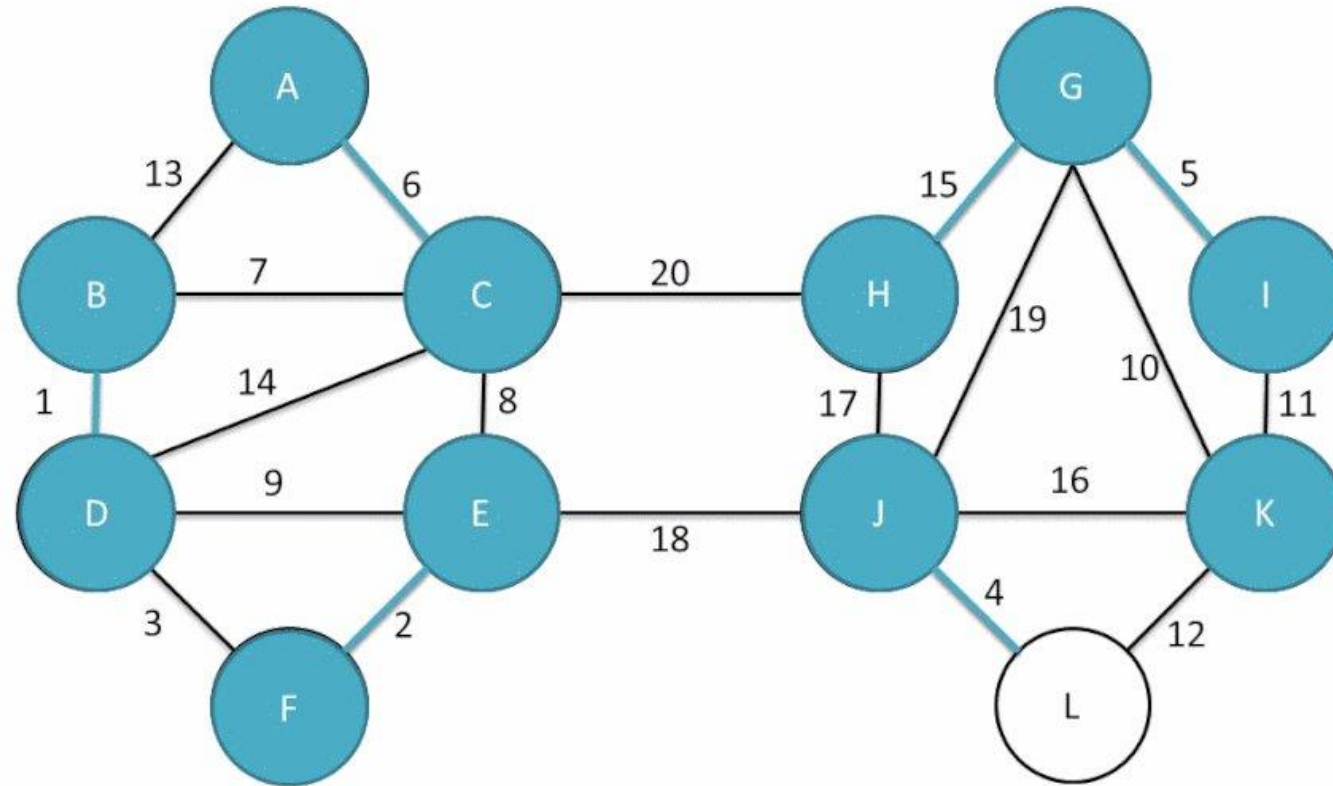


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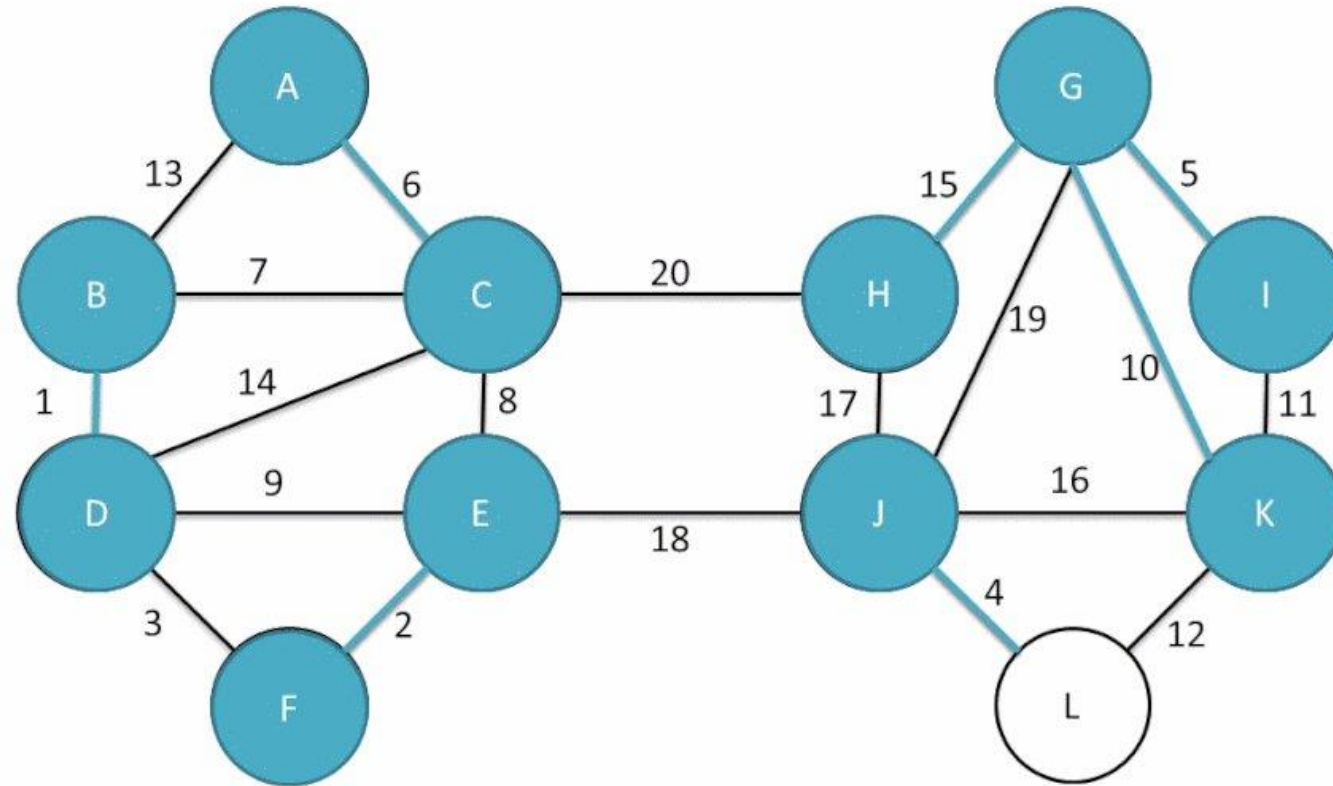


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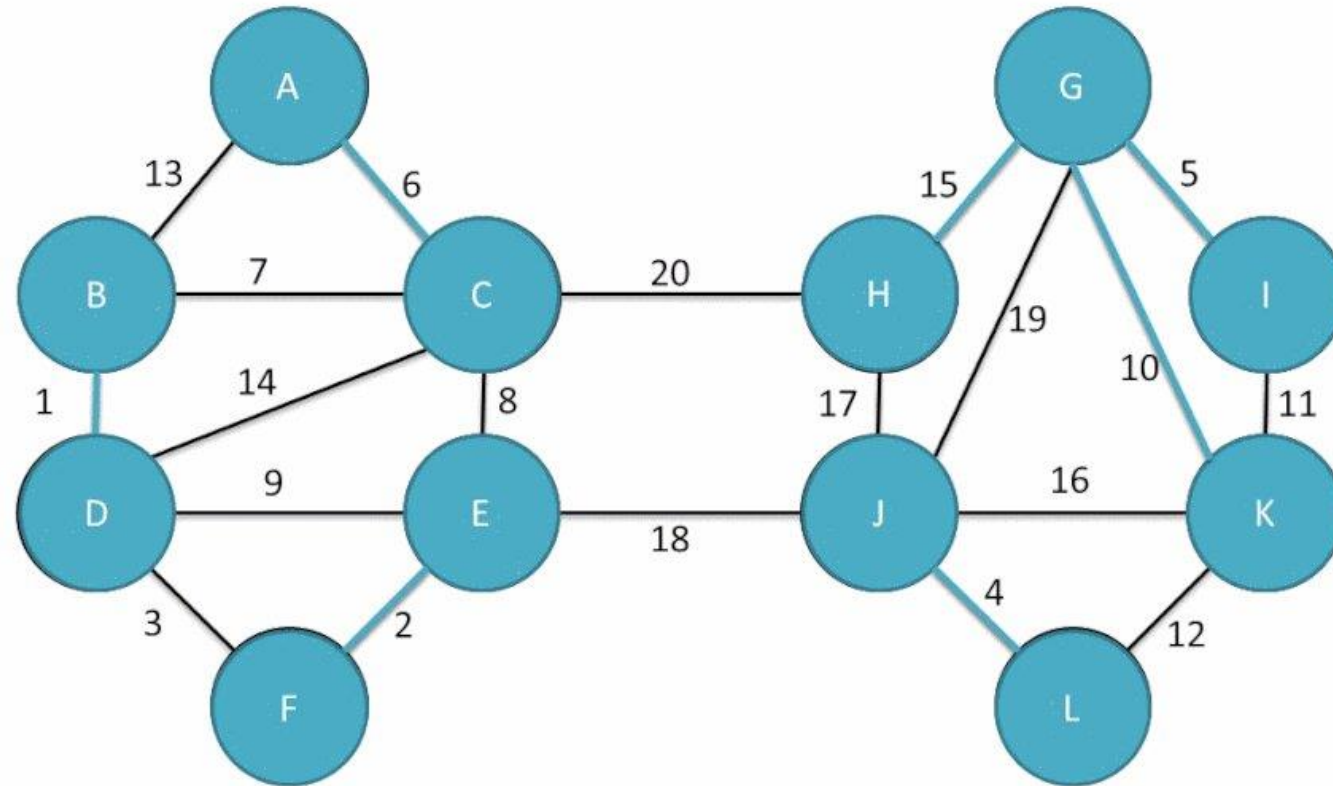


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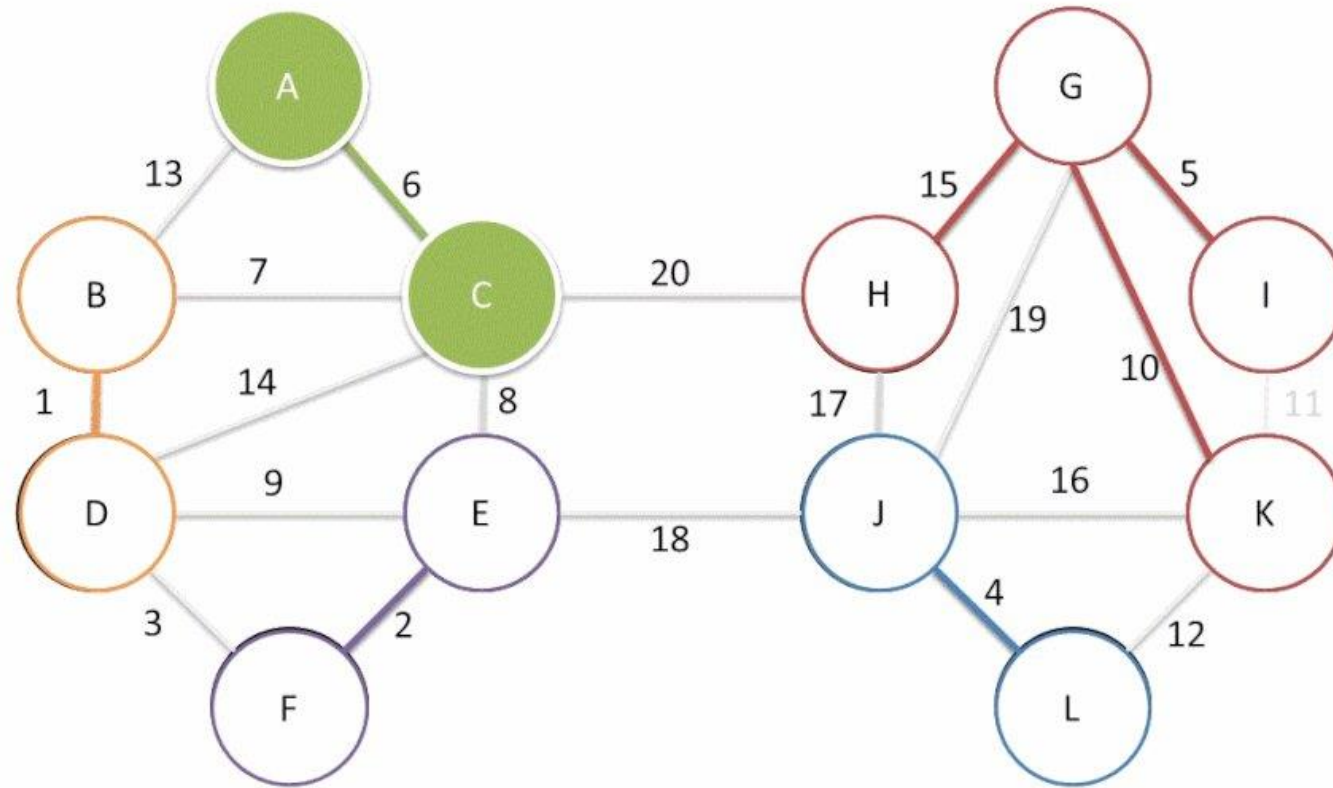
Borůvka's Algorithm





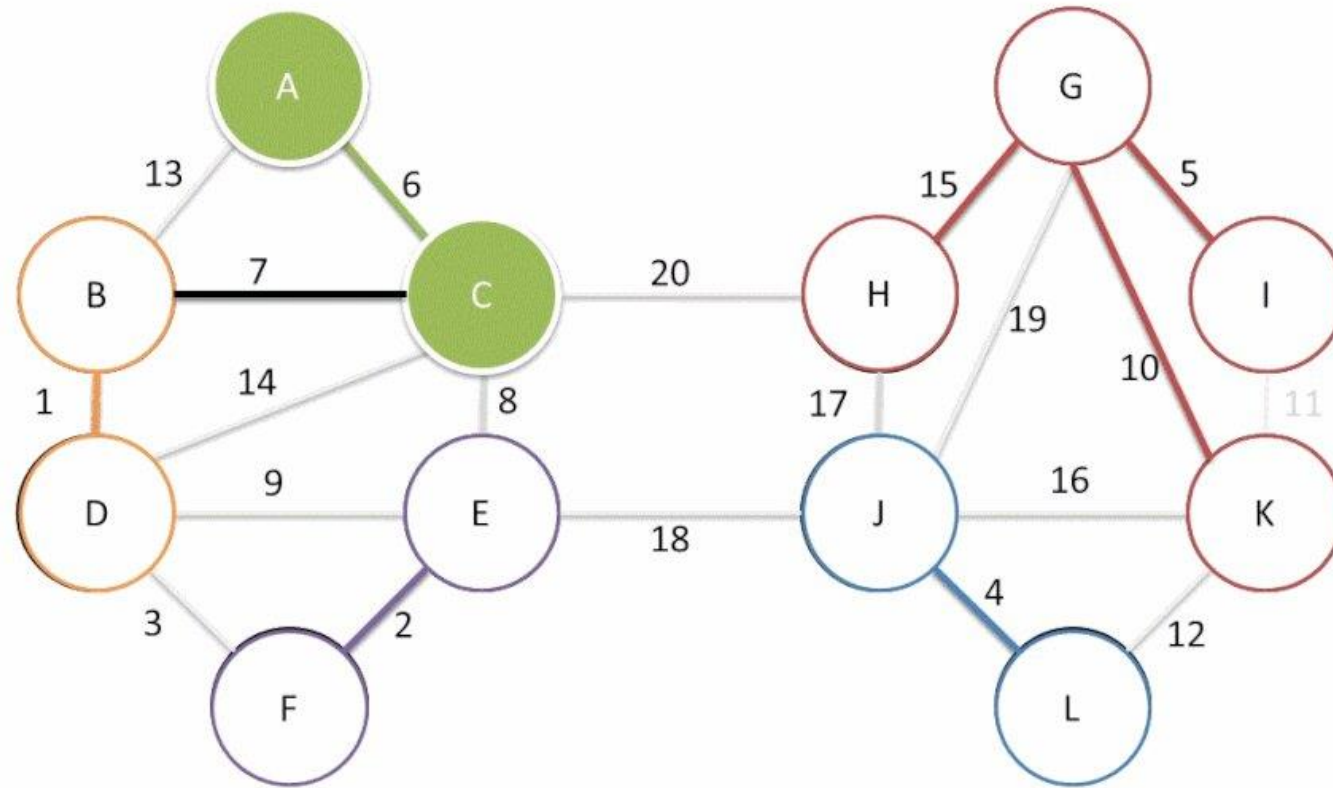


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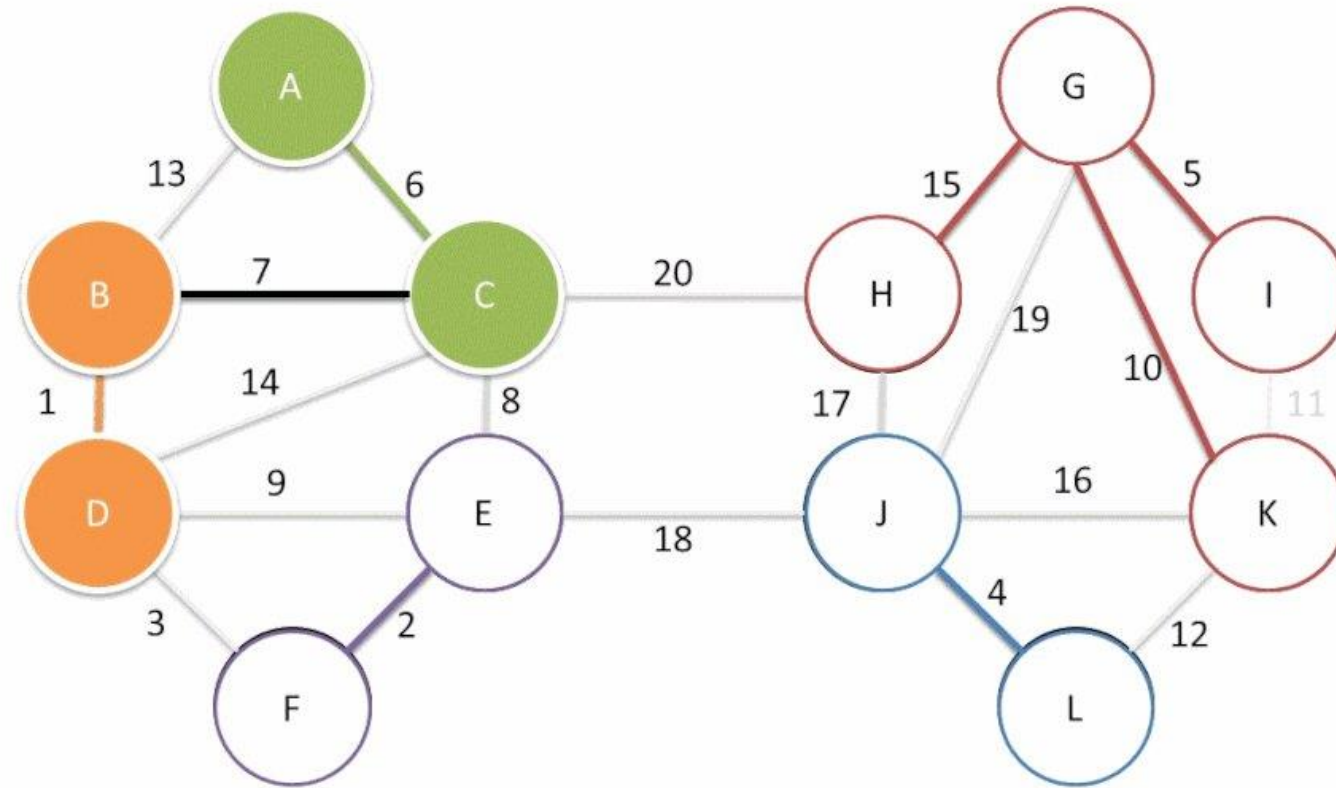


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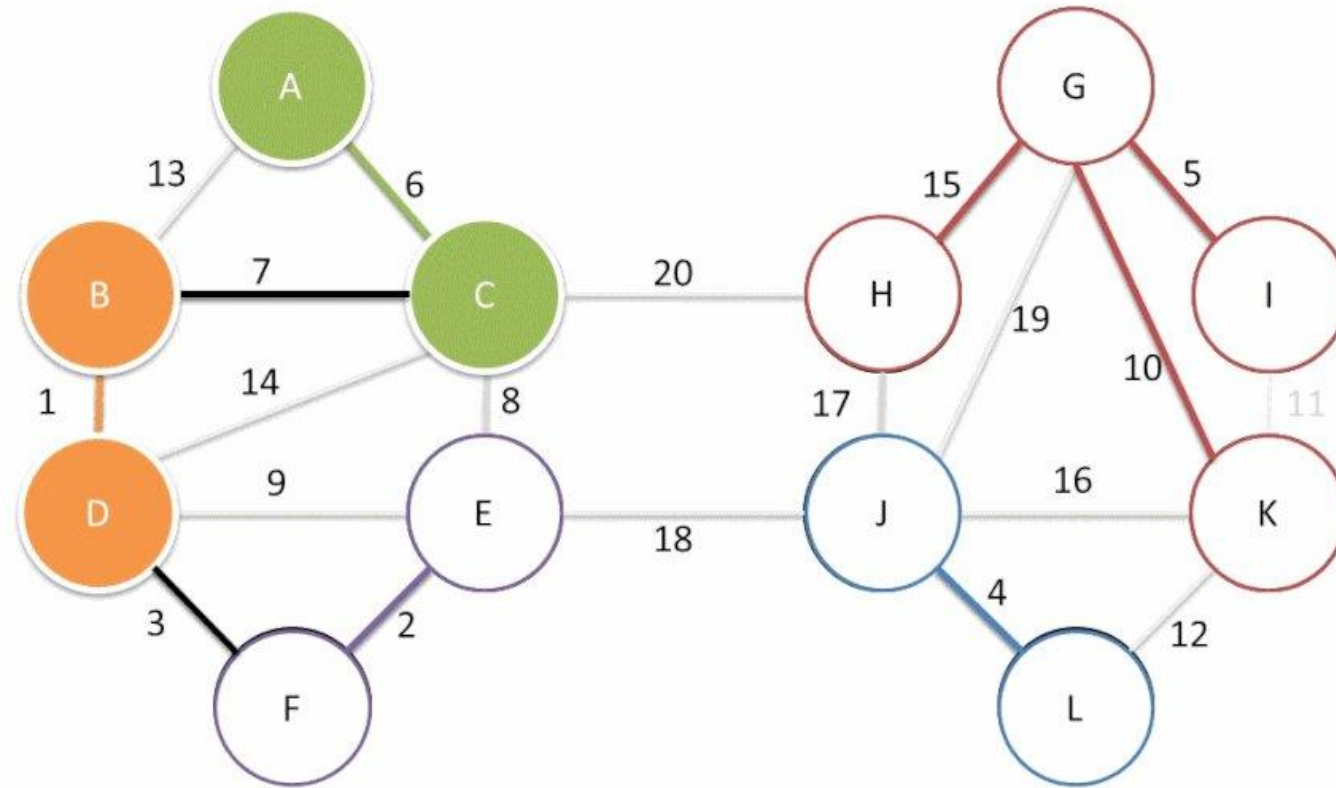


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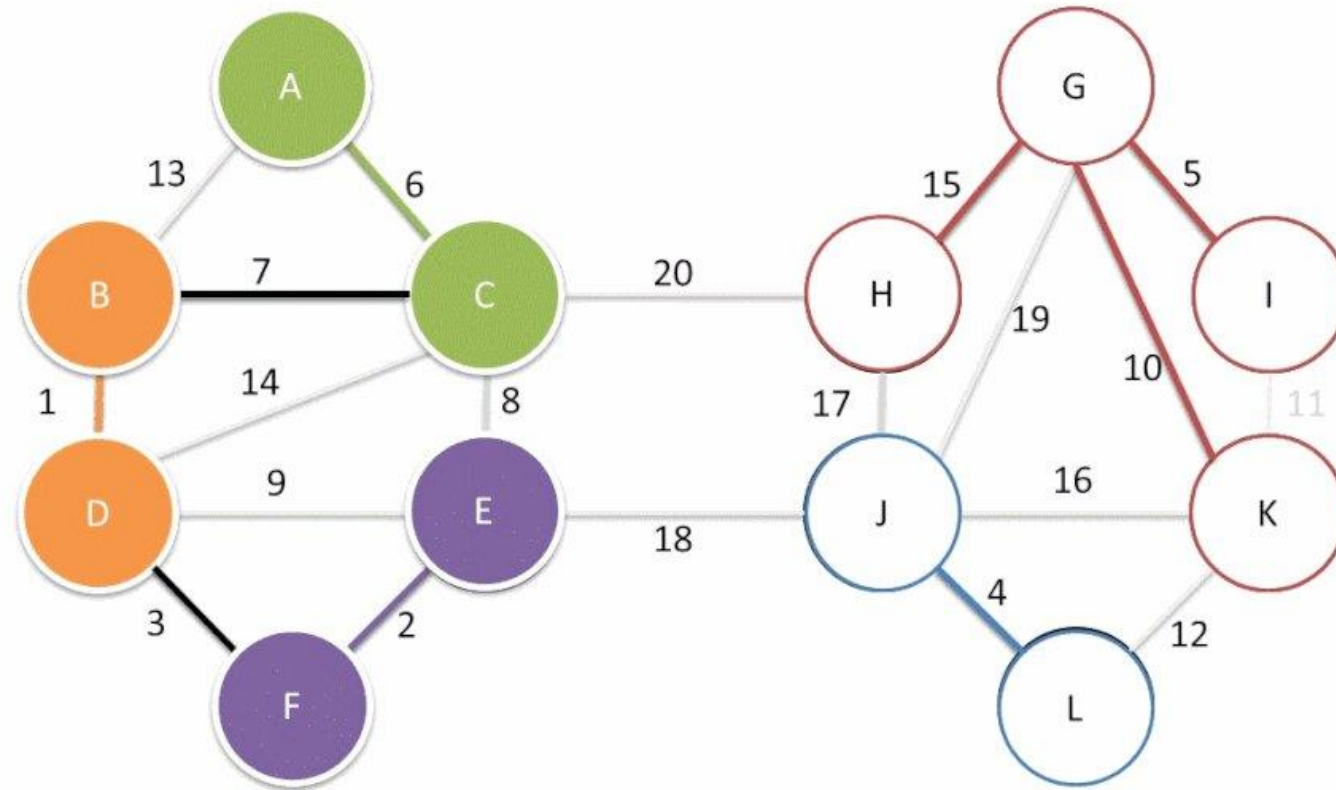


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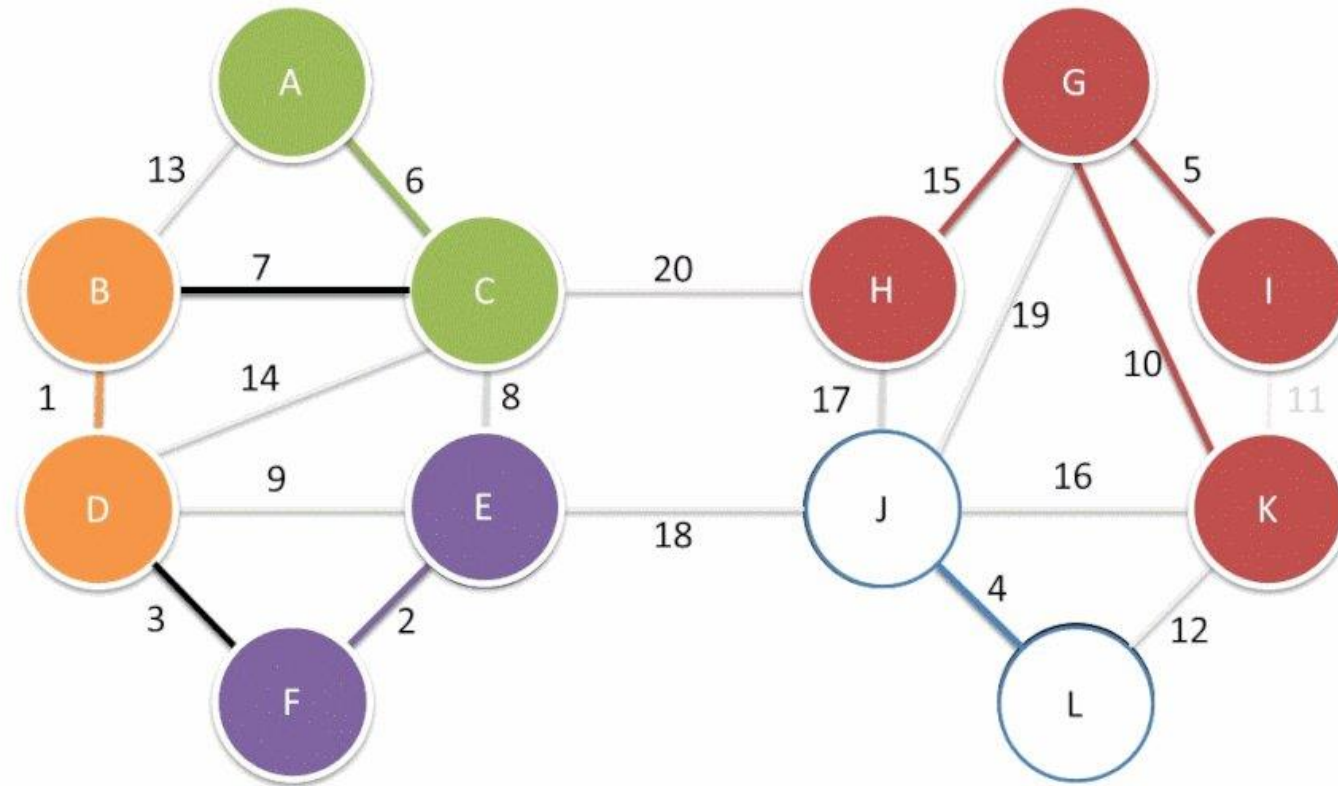


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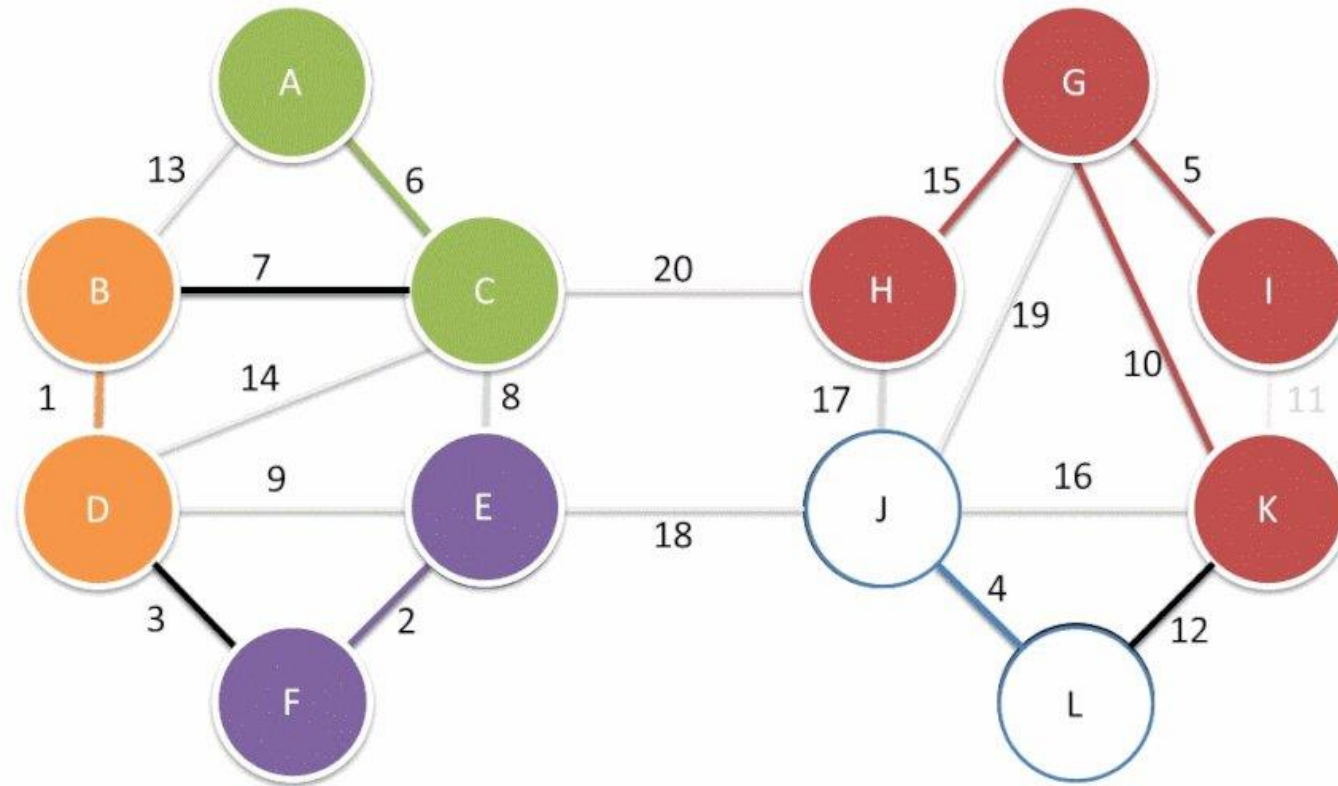


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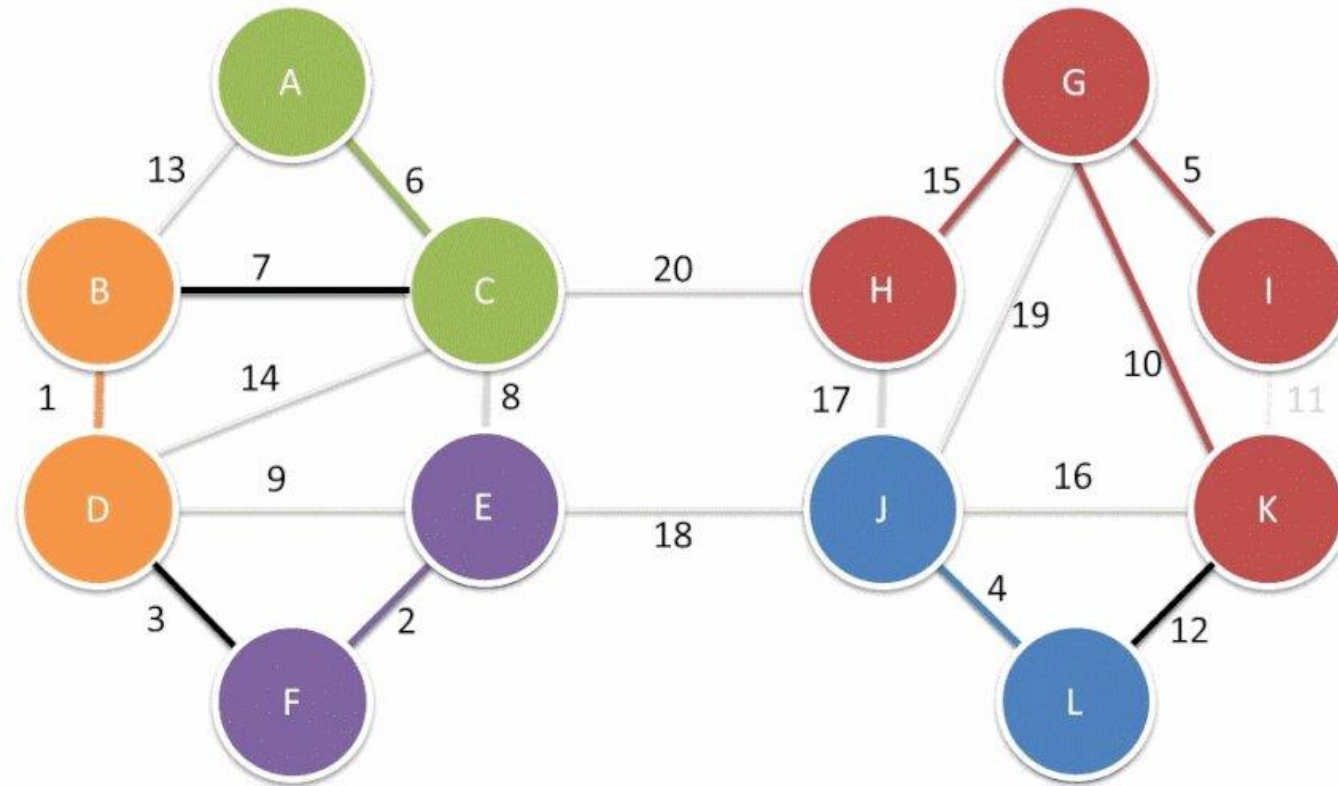


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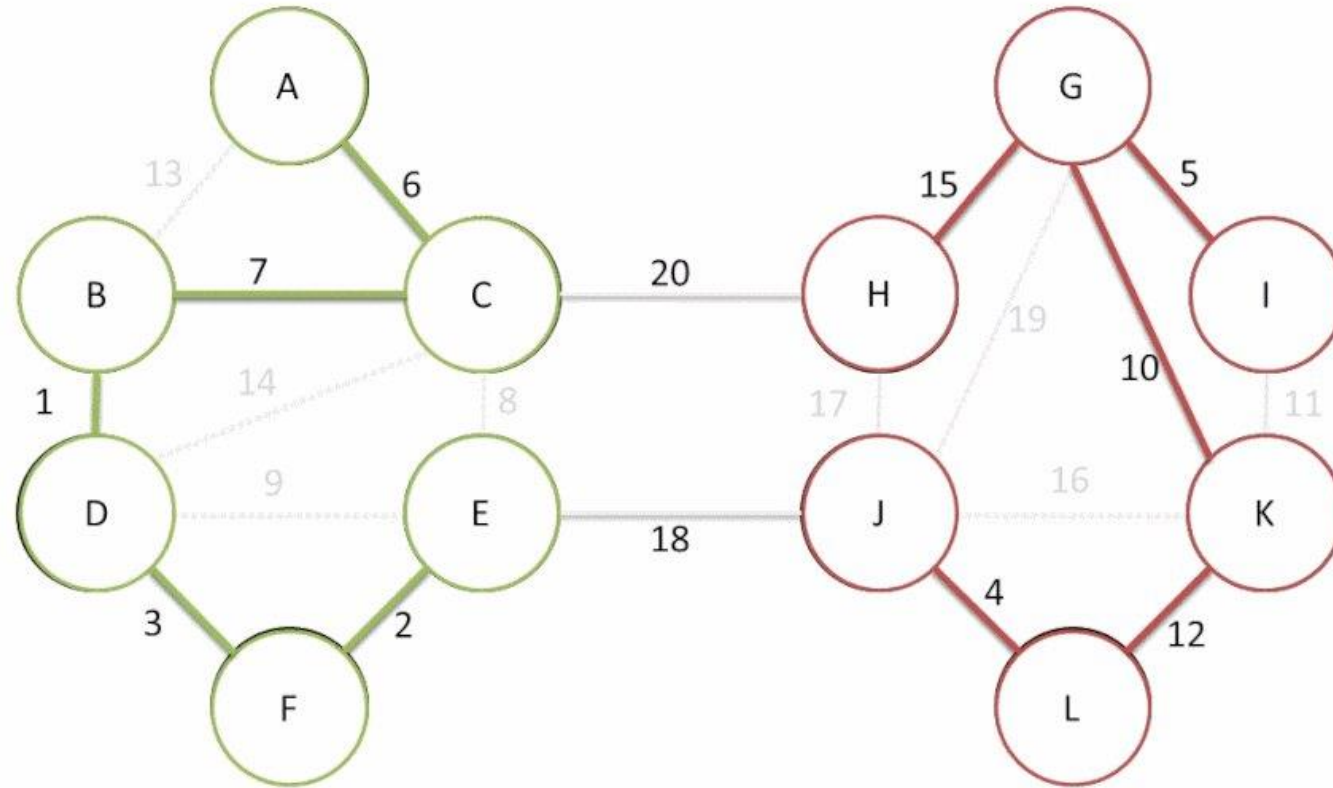


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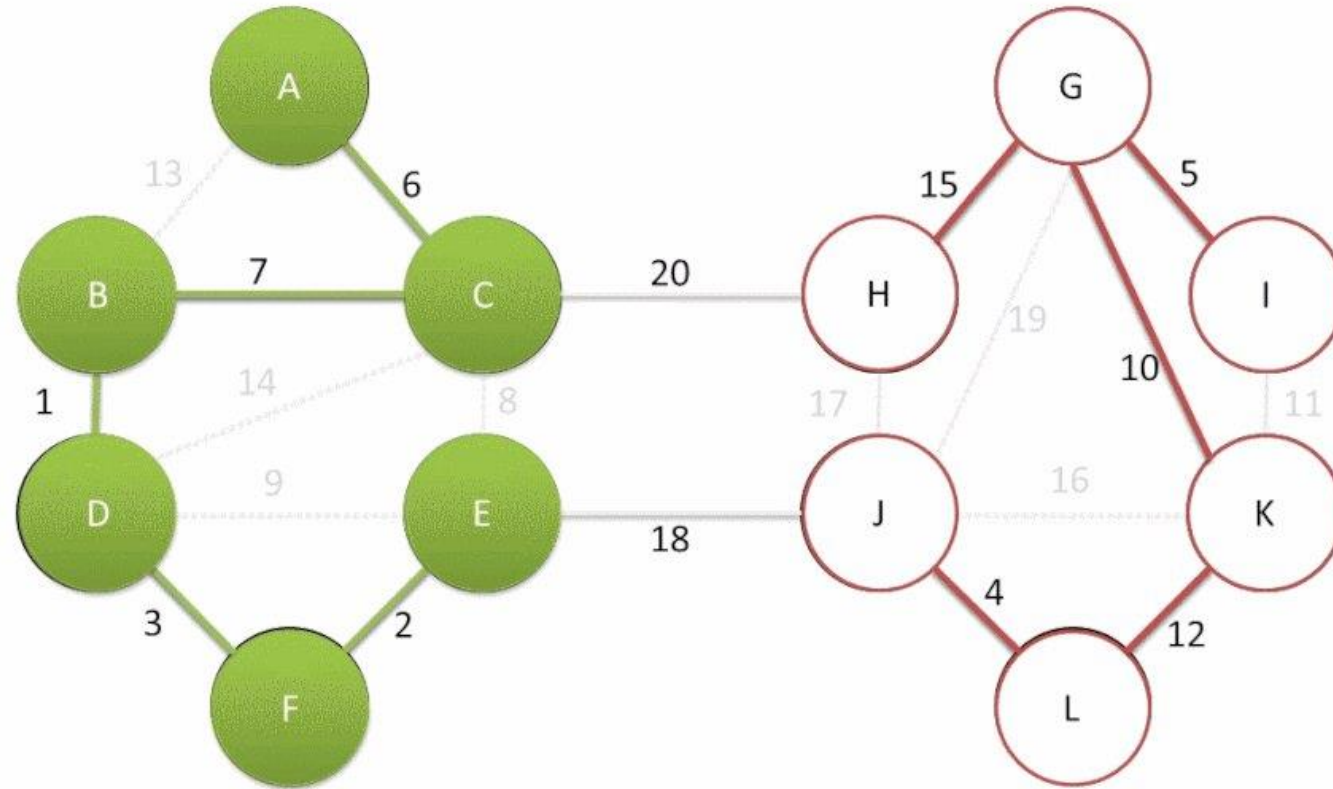


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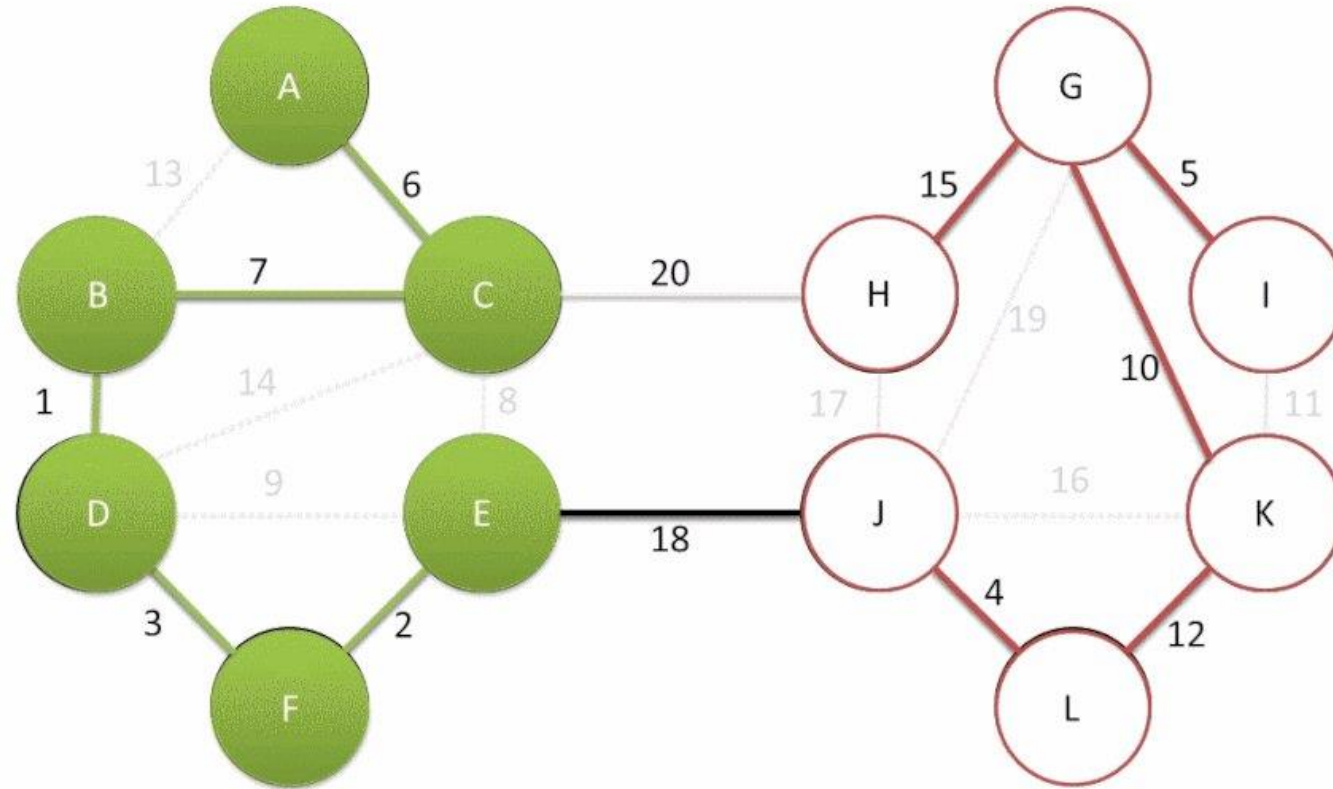


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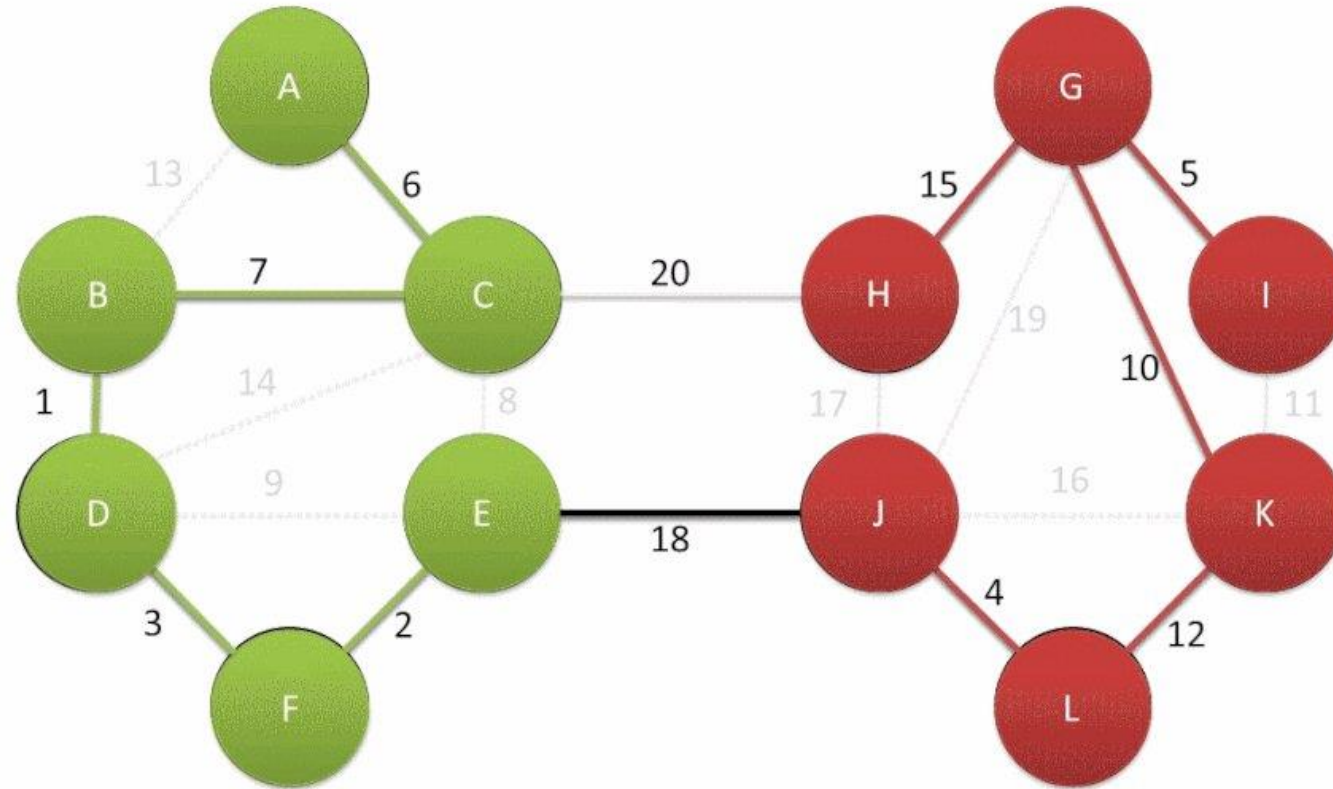


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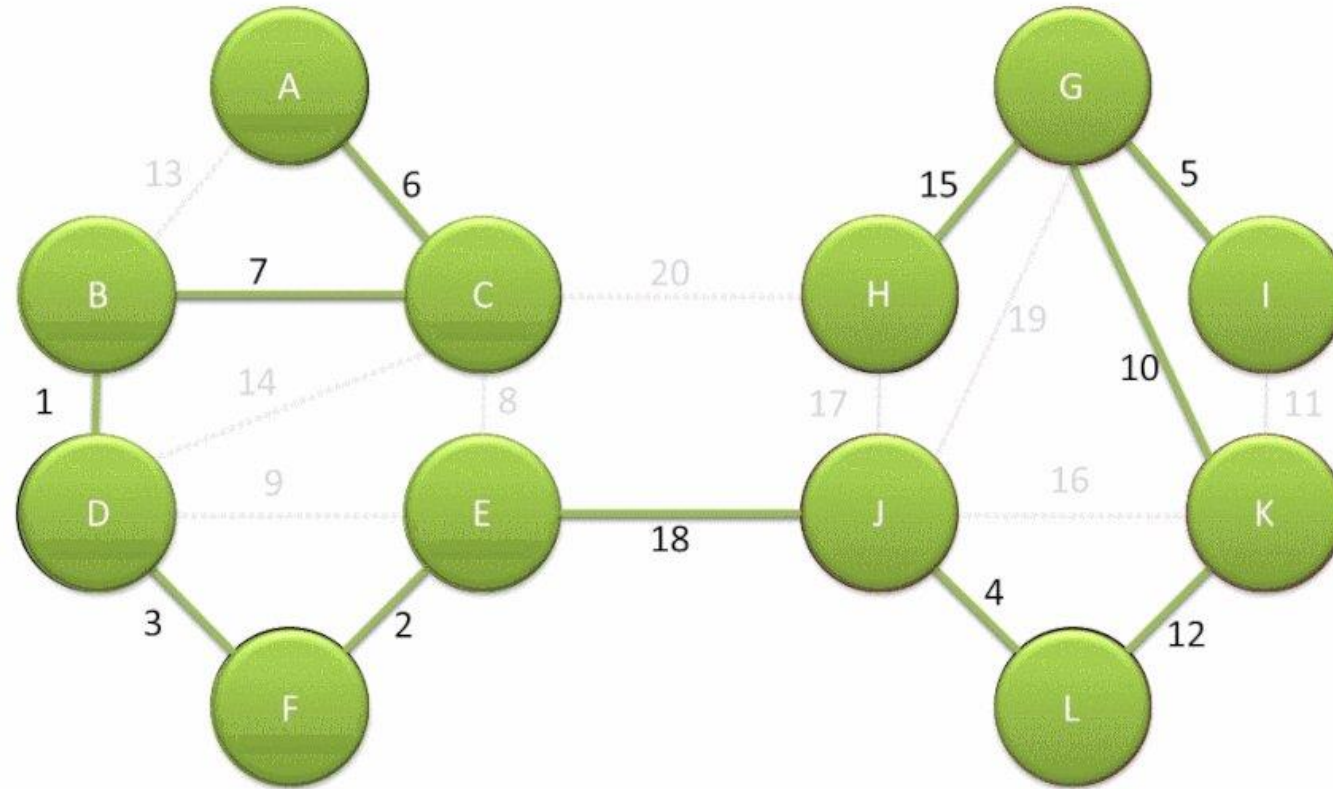


Borůvka's Algorithm





Borůvka's Algorithm







Huffman Kodlama

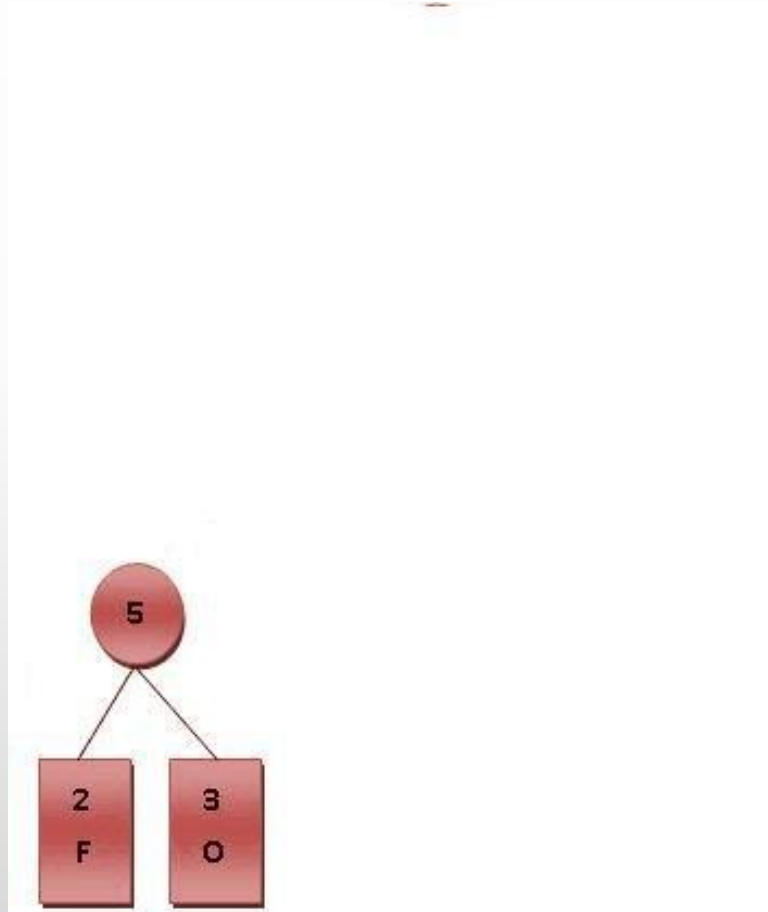
- Veri sıkıştırma için kullanılır.
- Değişken uzunluklu kodlar kullanır.
- Daha sık kullanılan karakterlere daha kısa kodlar atanır.
- Prefix-free kodlar üretir:
 - Hiçbir kod, başka bir kodun ön eki olamaz.



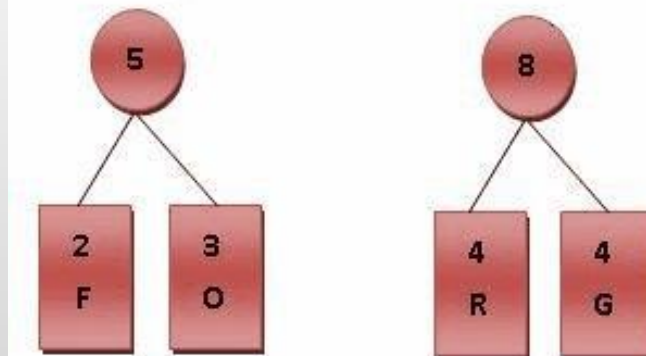
Huffman Kodlama

- Adım 1: Her karakterin frekansı hesaplanır.
- Adım 2: Frekanslara göre bir Huffman ağacı oluşturulur.
- Adım 3: Ağaçtaki her karaktere karşılık gelen kodlar atanır.
- Adım 4: Veri, oluşturulan Huffman kodlarıyla kodlanır.

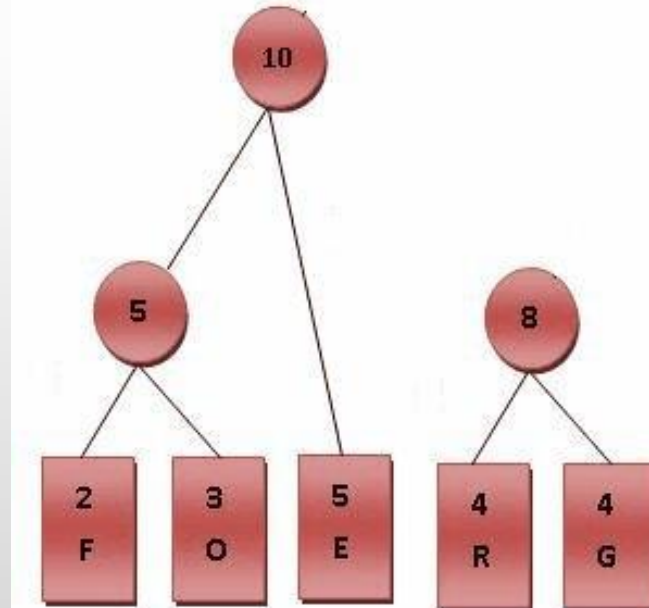
Huffman Coding



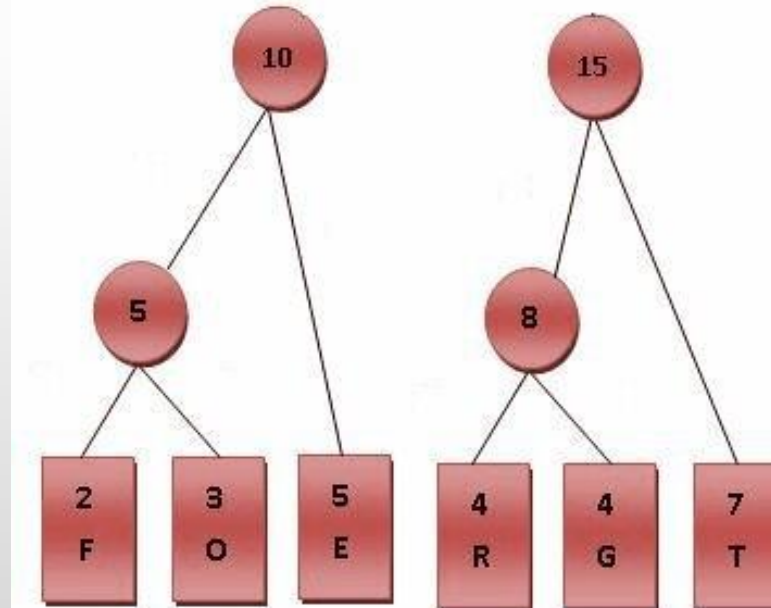
Huffman Coding



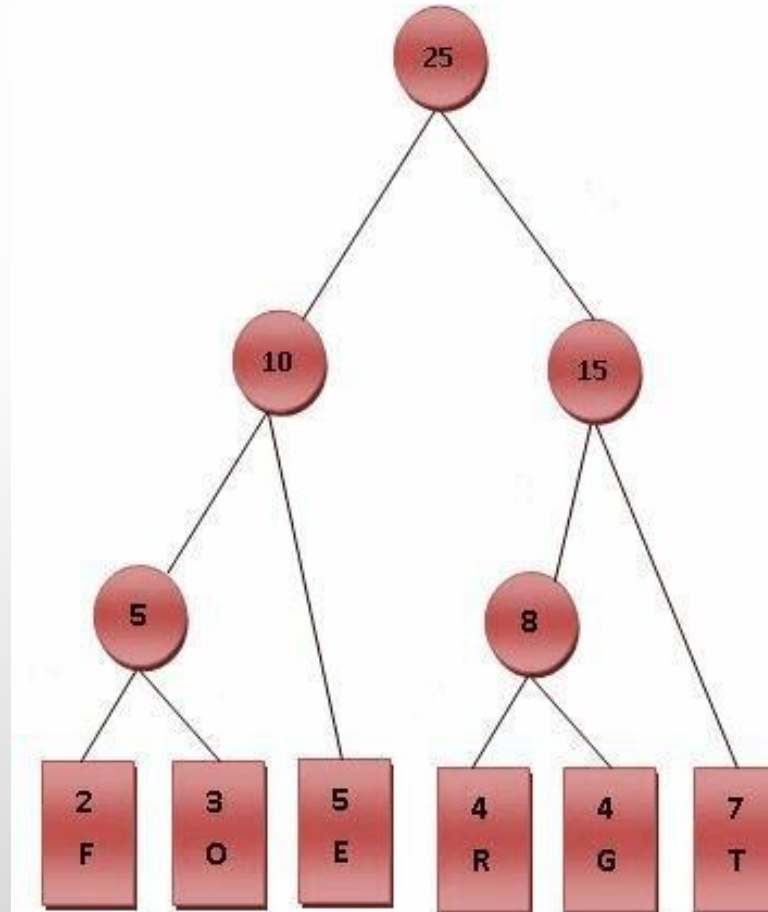
Huffman Coding



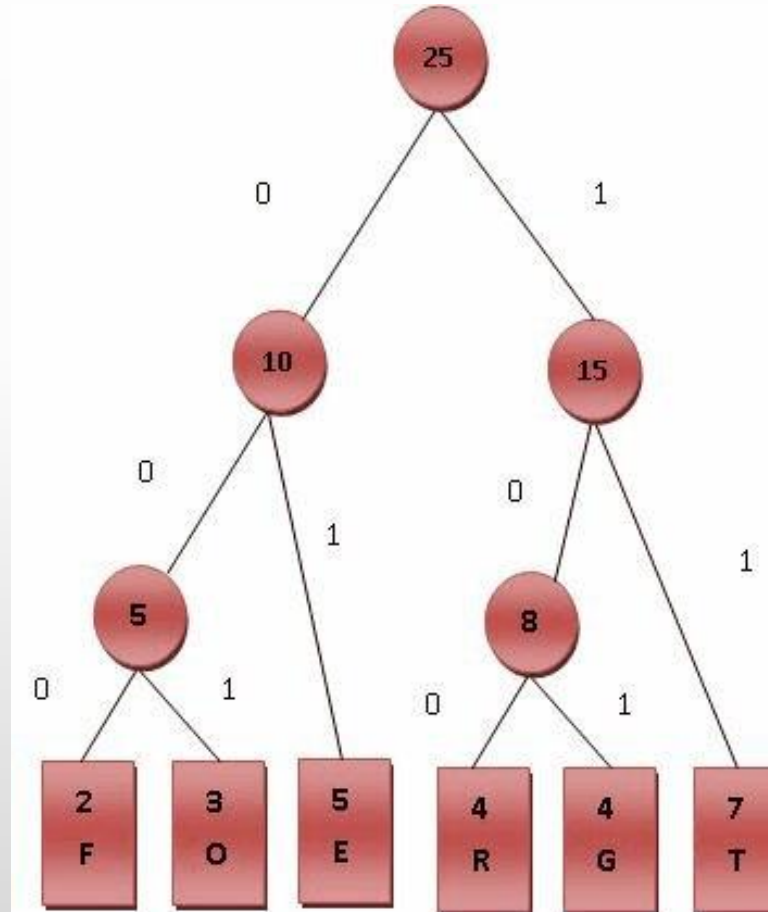
Huffman Coding



Huffman Coding



Huffman Coding





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