

Bölüm 5: Dizge Algoritmaları

Algoritmalar





- Metinlerle dolu bir dünyada yaşıyoruz.
- E-postalar, mesajlar, sosyal medya paylaşımları, haber metinleri...
- Bilgisayarlarımızda her gün sayısız metinle karşılaşıyoruz.
- Peki, bu metinler nasıl düzenlenir ve analiz edilir?
- Dizge (String) algoritmaları,
 - metinlerde arama,
 - değiştirme,
 - karşılaştırma gibi işlemleri gerçekleştirir.





- Farklı string algoritmaları, farklı çalışma prensiplerine sahiptir.
- Brute Force (Zorlama) Arama:
 - Metnin tamamını tek tek tarayarak arama yapar (basit ama yavaştır).
- Knuth-Morris-Pratt (KMP) Algoritması:
 - Arama paternindeki tekrarlardan faydalanarak daha hızlı arama yapar.
- Boyer-Moore Algoritması:
 - Arama paterninin sonundaki karakterlerden başlayarak arama yapar.
- Rabin-Karp Algoritması:
 - Metnin ve arama paterninin hash değerlerini karşılaştırarak arar.



































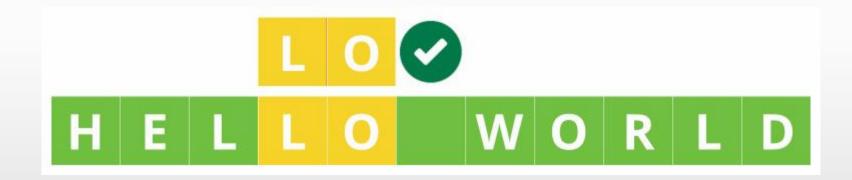












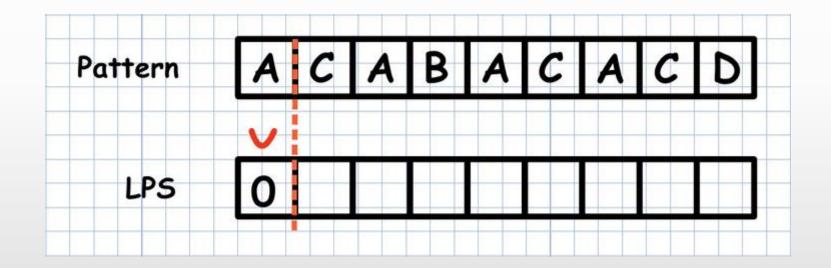


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Knuth Morris Pratt

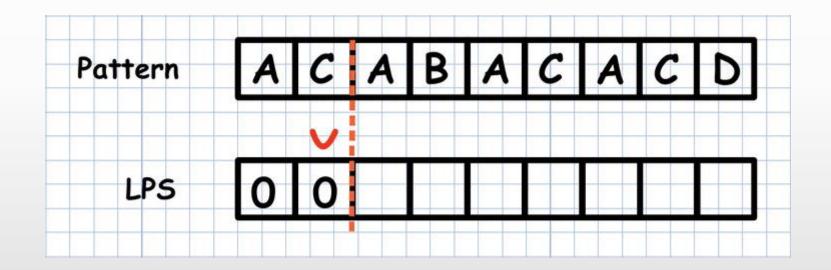


Longest Proper Prefix



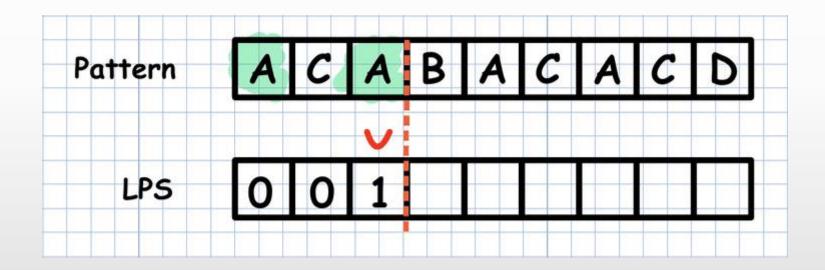






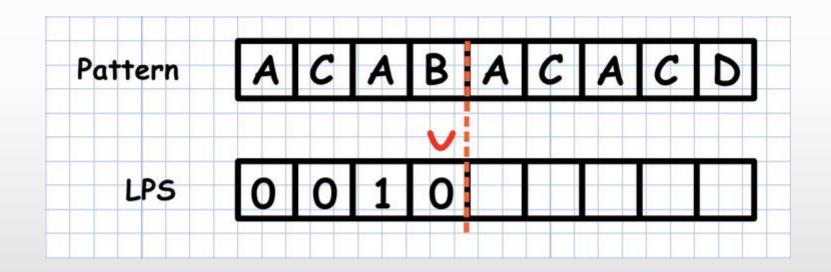
Knuth Morris Pratt





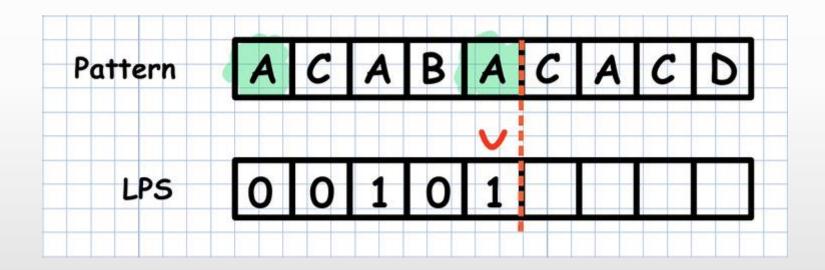






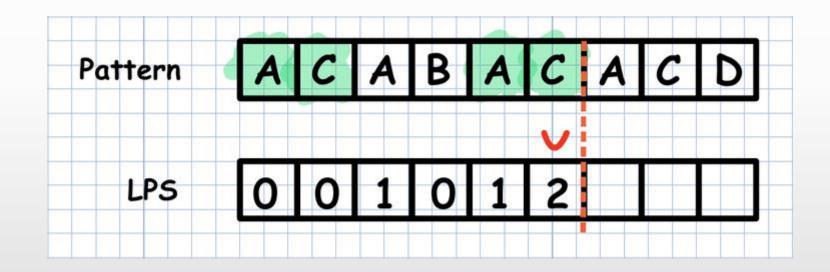






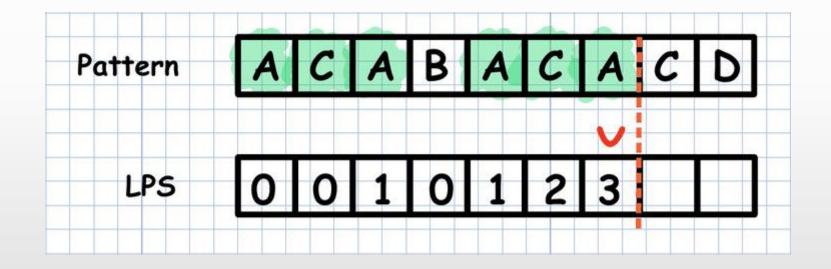






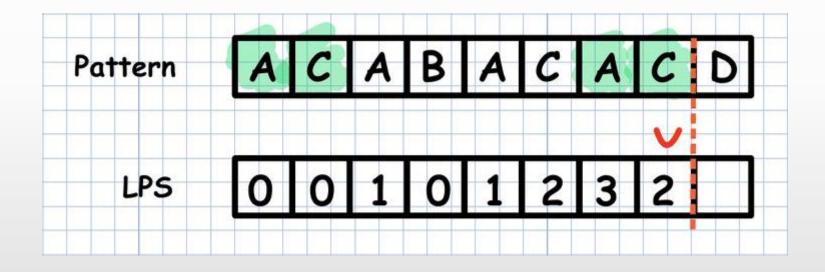






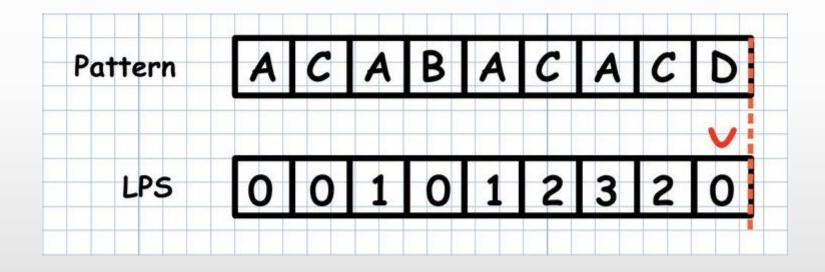






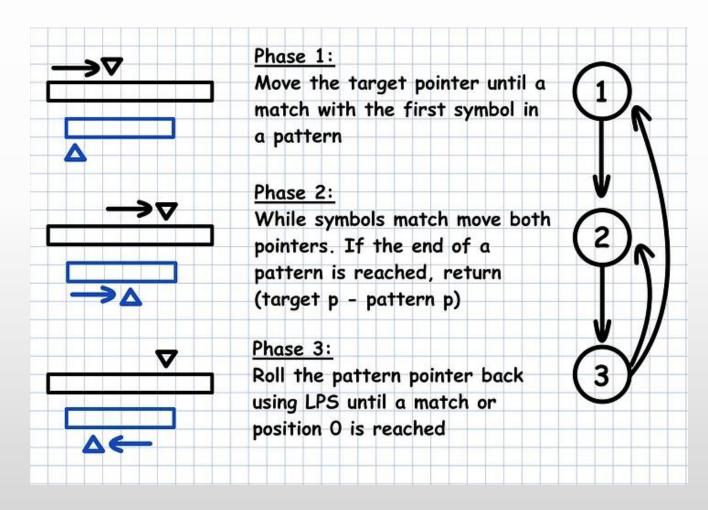


























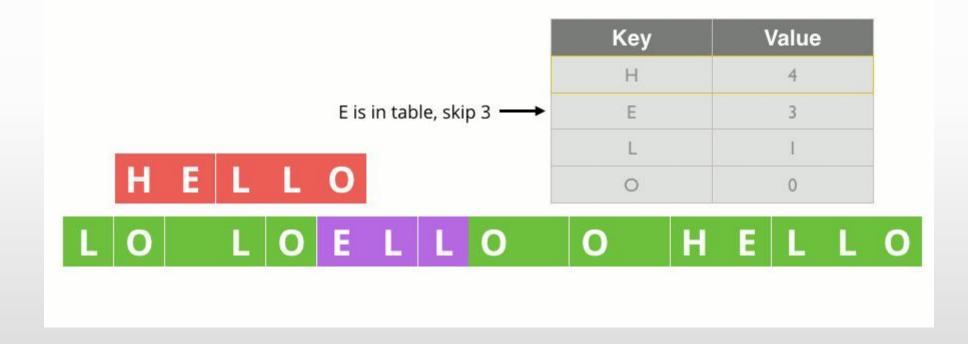




















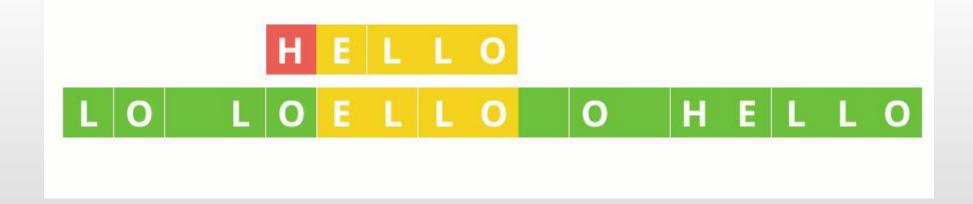


























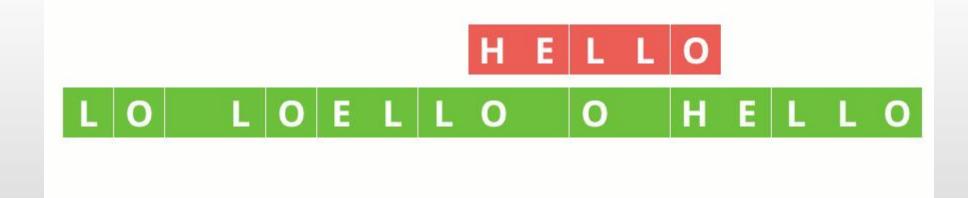
















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VUATS	1	<u>Values</u>
$\overline{5 + 1} = 6$ TS 2 + 3 = 5		U = 1 T = 2 S = 3 A = 4 V = 5

Rabin Karp



VUATS	2	<u>Values</u>
1 + 4 = 5 Spurious Hit T S 2 + 3 = 5		U = 1 T = 2 S = 3 A = 4 V = 5

Rabin Karp



VUATS	3	<u>Values</u>
4 + 2 = 6 TS 2 + 3 = 5		U = 1 T = 2 S = 3 A = 4 V = 5

Rabin Karp



VUATS	4	<u>Values</u>
2 + 3 = 5 Matched! $T S$ $2 + 3 = 5$		U = 1 T = 2 S = 3 A = 4 V = 5



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