

Abstract

In string matching, the use of algorithms that can provide accurate search results that are appropriate and in accordance with user preferences. Even possible to use the task of merging several algoritma. In this final task, the author will analyze and menimplementasikan algorithm Soundex and Approximate (writing). In addition, the author will also analyze and implement algorithm is merging the two.

Soundex algorithm is based on algorithms that similarity speech. There is a difference between speech and spelling make a Soundex Indonesia to become more complex, so normalization is required. This is the difference that allows a Soundex Indonesia. This difference can be a barrier in the string-matching based on Soundex in Bahasa Indonesia. And in the end of this task, soundex have used 3 soundex, namely 1 soundex and without normalization with the normalization 2 soundex but different phonetic code. Shown in this final task, that in all the vocal Soundex algorithm which is coded as a string-matching will not make a 100% optimal. For the case of spelling and dialect, normalization is very helpful.

Other algorithms, the algorithm is to compare the writing. This algorithm can help in a letter vocal problems. However, the accuracy of this algorithm in handling the problem of vowel letter, not the means to make the results match the string.

Results of analysis and implementation of the merging algorithm with the Soundex algorithm is shown in the writing of this final task, consisting of 3 parts that is satisfactory, unsatisfactory, and not satisfactory.

Keywords: string matching, a Soundex Indonesia, compare the Approximate (any posts).