

DAFTAR PUSTAKA

- Adiwidya, B. M. D. (2009). Algoritma levenshtein dalam pendekatan approximate string matching. *Makalah IF3051 Strategi Algoritma*.
- Aho, A. V, & Corasick, M. J. (1975). Efficient string matching: an aid to bibliographic search. *Communications of the ACM*, 18(6), 333–340.
- Amaludin, M. I., Zulfikar, W. B., & Slamet, C. (2018). Pemanfaatan Text Mining Menggunakan Algoritma Knuth Morris Pratt untuk Fitur Pencarian pada Aplikasi Kuliner. *INSIGHT*, 1(1), 93–97.
- Anderson, A. (2014). Managing an archive for approximate string matching. Google Patents.
- Baca, A., Dabnichki, P., Heller, M., & Kornfeind, P. (2009). Ubiquitous computing in sports: A review and analysis. *Journal of Sports Sciences*, 27(12), 1335–1346. <https://doi.org/10.1080/02640410903277427>
- Becker, J., Delfmann, P., Dietrich, H.-A., Steinhorst, M., & Eggert, M. (2016). Business process compliance checking--applying and evaluating a generic pattern matching approach for conceptual models in the financial sector. *Information Systems Frontiers*, 18(2), 359–405.
- Besta, M., & Stomp, F. (2002). Mechanization of a proof of string-preprocessing in Boyer-Moore's pattern matching algorithm. In *Engineering of Complex Computer Systems, 2002. Proceedings. Eighth IEEE International Conference on* (pp. 68–77).
- Bhattacharya, U., Parui, S. K., & Mondal, S. (2009). Devanagari and bangla text extraction from natural scene images. In *Document Analysis and Recognition, 2009. ICDAR'09. 10th International Conference on* (pp. 171–175).
- Buulolo, E. (2013). Implementasi algoritma string matching dalam pencarian surat dan ayat dalam bible berbasis android. *Pelita Informatika: Informasi Dan Informatika*, 3(1).
- Cayrol, M., Farreny, H., & Prade, H. (1982). Fuzzy pattern matching. *Kybernetes*, 11(2), 103–116.
- Charras, C., & Lecroq, T. (2004). *Handbook of exact string matching algorithms*.

Citeseer.

Chint, M., Wongt, A. S. K., Sot, R. C. H., Siu, O. T., Steininger, K., & Lo, D. T. L. (1995). Elite Badminton. *Science*, 29(3), 153–157.

Clyde, R., History, T. H. E., Sportphysical, O. F., & As, E. (1976). f 77-1856.

Daeli, M. M. Y., & Hondro, R. K. (2017). Perancangan aplikasin pencarian kata dengan kombinasi Algoritma Knuth-Morris-Pratt dan Algoritma boyer moore. *Majalah Ilmiah INTI (Informasi Dan Teknologi Ilmiah)*, 12(2).

Daptardar, A., & Shapira, D. (2004). Adapting the knuth-morris-pratt algorithm for pattern matching in huffman encoded texts. In *Data Compression Conference, 2004. Proceedings. DCC 2004* (p. 535).

Decroix, L., De Pauw, K., Foster, C., & Meeusen, R. (2016). Guidelines to classify female subject groups in sport-science research. *International Journal of Sports Physiology and Performance*, 11(2), 204–213.

Dubes, R. C., & Jain, A. K. (1988). Algorithms for clustering data. Prentice hall Englewood Cliffs.

Ekelund, U., Yngve, A., Sjostrom, M., & Westerterp, K. (2000). Field evaluation of the Computer Science and Application's Inc. activity monitor during running and skating training in adolescent athletes. / Evaluation sur le terrain de l'appareil d'enregistrement de l'activite (accelerometre) CSA lors d'un entrainemen. *International Journal of Sports Medicine*, 21(8), 586–592.

Firmansyah, U. (2013). Keterampilan Bermain Bulutangkis Ditinjau Dari Unsur Fisik Dominan Dalam Bulutangkis Pada Pemain Tunggal Anak Putra Persatuan Bulutangkis Purnama Surakarta. *Jurnal Phederal Penjas*, 1(1).

Foggia, P., Percannella, G., & Vento, M. (2014). Graph matching and learning in pattern recognition in the last 10 years. *International Journal of Pattern Recognition and Artificial Intelligence*, 28(1), 1450001.

Foss, A., Markatou, M., Ray, B., & Heching, A. (2016). A semiparametric method for clustering mixed data. *Machine Learning*, 105(3), 419–458. <https://doi.org/10.1007/s10994-016-5575-7>

Ghias, A., Logan, J., Chamberlin, D., & Smith, B. C. (1995). Query by humming: musical information retrieval in an audio database. In *Proceedings of the third ACM international conference on Multimedia* (pp. 231–236).

- Ghofrani, M., & Golsanamlou, M. (2012). Students' Perception of Physical Education Courses and Its Relationship With Their Participation in Sport Activities. *Sport Scientific & Practical Aspects*, 9((1)), 21–31. Retrieved from <http://sportspa.com.ba/images/june2012/full/rad3.pdf>
- Hadiati, D. (2007). Penerapan Algoritma String Matching Pada Permainan “Word Search Puzzle.” *Makalah IF2251 Strategi Algoritmik*, 2.
- Haghighat, M., Rastegari, H., & Nourafza, N. (2013). Advances in Computer Science ACSIJ ; an International Journal. *Advances in Computer Science : An International Journal*, 2(5), 7–12. Retrieved from <http://www.acsij.org/acsij/article/view/246/242>
- Hall, P. A. V., & Dowling, G. R. (1980). Approximate string matching. *ACM Computing Surveys (CSUR)*, 12(4), 381–402.
- HIMAWANTO, D. A., & others. (2000). *Studi flooding pada pipa miring dalam sistem pipa vertikal pipa miring dengan variasi panjang dan geometri outlet serta kemiringan*. Universitas Gadjah Mada.
- Hondro, R. K., Hsb, Z. A., Suginam, S., & Sianturi, R. D. (2016). Implementasi algoritma knuth-morris-pratt pada aplikasi penerjemahan bahasa Mandailing-Indonesia. *JURIKOM (Jurnal Riset Komputer)*, 3(4).
- Hsiao, K. (2013). Using augmented reality for students health - case of combining educational learning with standard fitness, 407–421. <https://doi.org/10.1007/s11042-011-0985-9>
- Huang, Z. (1998). Extensions to the k-means algorithm for clustering large data sets with categorical values. *Data Mining and Knowledge Discovery*, 2(3), 283–304.
- Irfandy, A. Y., & others. (2017). Pengaruh media shuttlecock gantung terhadap hasil bejajar lob forehand bulutangkis. *Jurnal Pendidikan Olahraga Dan Kesehatan*, 5(3).
- Jafari, S. J., & Naji, H. (2013). GeoIP clustering: Solving replica server placement problem in content delivery networks by clustering users according to their physical locations. In *Information and Knowledge Technology (IKT), 2013 5th Conference on* (pp. 502–507).
- James, J. D., & Ross, S. D. (2004). Comparing Sport Consumer Motivations Across

- Multiple Sports. *Sport Marketing Quarterly*.
- Janani, R., & Vijayarani, S. (2016). An Efficient Text Pattern Matching Algorithm for Retrieving Information from Desktop. *Indian Journal of Science and Technology*, 9(43).
- Jiang, L., Chen, D., & Li, G. (2013). Construction study for Ping-pong Tactics electric teaching material based on “Video Guiding Learning.” *Proceedings of 2013 6th International Conference on Information Management, Innovation Management and Industrial Engineering, ICIII 2013*, 2, 261–264. <https://doi.org/10.1109/ICIII.2013.6703134>
- Juang, B. R. (2015). Analisis Kelebihan dan Kelemahan Keterampilan Teknik Bermain Bulutangkis pada Pemain Tunggal Putra Terbaik Indonesia Tahun 2014. *Jurnal Kesehatan Olahraga*, 3(1).
- Karim, F. F. (2017). *aplikasi pembelajaran bahasa jepang dengan string matching dan layanan auto-complete*. University of Muhammadiyah Malang.
- Karyono, T. (2016). Pengaruh Metode Latihan dan Power Otot Tungkai terhadap Kelincahan Bulutangkis. *Jurnal Olahraga Prestasi*, 12(1).
- Knuth, D. E., Morris Jr, J. H., & Pratt, V. R. (1977). Fast pattern matching in strings. *SIAM Journal on Computing*, 6(2), 323–350.
- Komari, A. (2005). Pengenalan Permainan Bulutangkis pada Usia Sekolah Dasar. *Jurnal Pendidikan Jasmani Indonesia*, 2(2).
- Lance, G. N., & Williams, W. T. (1967). A general theory of classificatory sorting strategies: II. Clustering systems. *The Computer Journal*, 10(3), 271–277.
- Liang, B., & Liu, J. (2018). Design and development of sports training system based on image processing technology. *Cluster Computing*, 1. <https://doi.org/10.1007/s10586-018-2220-1>
- Link, D., & Lames, M. (2009). Sport Informatics – Historical Roots , Interdisciplinarity and Future Developments. *International Journal of Computer Science in Sport*, 8(1976), 68–87.
- Mahakharisma, R. (2014). *tingkat kecemasan dan stress athlete bulutangkis menjelang kompetisi pomnas XIII tahun 2013 di daerah istimewa yogyakarta*. Fakultas Ilmu Keolahragaan.
- Okada, S., Arita, R., Matsuo, Y., Nakamura, E., Oshiyama, A., & Aoki, H. (2004).

- Electronic structure of stacked C60 shuttlecocks. *Chemical Physics Letters*, 399(1–3), 157–161.
- Papastergiou, M. (2009). Exploring the potential of computer and video games for health and physical education: A literature review. *Computers and Education*, 53(3), 603–622. <https://doi.org/10.1016/j.compedu.2009.04.001>
- Pendidikan, I., Sebelas, U., & Surakarta, M. (2006). No Title, (1), 295–308.
- Prasetyo, H., & Purwarianti, A. (2014). Comparison of distance and dissimilarity measures for clustering data with mix attribute types. In *IPrasetyo, H., & Purwarianti, A. (2014). Comparison of distance and dissimilarity measures for clustering data with mix attribute types. In Information Technology, Computer and Electrical Engineering (ICITACEE), 2014 1st International Conference on (pp. 2 (pp. 276–280).*
- Rachmaningdiah, E. N., & Jannah, M. (2016). Pengaruh Pelatihan Otogenik Terhadap Penurunan Kecemasan Atlet Bulutangkis. *Jurnal Psikologi Teori Dan Terapan*, 6(2), 107–112.
- Randy, I. I. M., & Darmawan, G. (n.d.). pengaruh media audio visual (video) terhadap hasil pukulan service panjang pada bulutangkis.
- Romadhoni Eka Nur Ahmad, Widiyaningtyas, T., & Pujiyanto, U. (2015). Implementasi Model Waterfall Pada Pengembangan Sistem Informasi Alumni SMKN 1 Jenangan Ponorogo. *Seminar Nasional Sistem Informasi Indonesia*, (November), 445–452.
- Su, J. (2016). m nl ad in e e V by e th rsio is n fil O e is nly Bo m nl ad in e e V by e th rsio is n fil O e is nly, 9(12), 299–310.
- Subarjah, H. (2009). Permainan Bulutangkis, Bandung: CV. *Bintang WarliArtika*.
- Syahasta, A. T., Xaverius, F., & Hansun, S. (n.d.). Rancang Bangun Aplikasi Informasi Rute Bus Mayasari Bakti Dengan Algoritma Knuth-Morris-pratt Berbasis Android. *Informatika: Jurnal Teknologi Komputer Dan Informatika*, 12(1).
- Syaroni, M., & Munir, R. (2005). Pencocokan String Berdasarkan Kemiripan Ucapan (Phonetic String Matching) Dalam Bahasa Inggris. In *Seminar Nasional Aplikasi Teknologi Informasi (SNATI)*.
- Thompson, T., Steffert, T., Ros, T., Leach, J., & Gruzelier, J. (2008). EEG

- applications for sport and performance. *Methods*, 45(4), 279–288.
<https://doi.org/10.1016/j.ymeth.2008.07.006>
- Tong, Y.-M., & Hong, Y. (2000). The playing pattern of world's top single badminton players. *18 International Symposium on Biomechanics in Sports*, 1–6.
- Tripathy, B. K., Panda, G. K., & Kumaran, K. (2011). A Rough Set Based Efficient I-diversity Algorithm. *Intl. Journal of Advances in Applied Science Research, Pelagia Research Library*, 2(3), 302–313.
- Valianta, S. A. (2016). Identifikasi Serangan Port Scanning dengan Metode String Matching. In *Annual Research Seminar (ARS)* (Vol. 2, pp. 466–471).
- Verykios, V. S., Elfeky, M. G., Elmagarmid, A. K., Cochinwala, M., & Dalal, S. R. (2000). On the Accuracy and Completeness of the Record Matching Process. In *IQ* (pp. 54–69).
- Walinono, A. H., Hariyanto, E., & Amiq, F. (2017). meningkatkan pembelajaran pukulan forehand lob bulutangkis dengan menggunakan part and whole method pada peserta didik kelas viii e smpn 1 winongan kabupaten pasuruan. *Gelombang Pendidikan Jasmani Indonesia*, 1(1).
- Xu, R., Damelin, S., Nadler, B., & Wunsch II, D. C. (2010). Clustering of high-dimensional gene expression data with feature filtering methods and diffusion maps. *Artificial Intelligence in Medicine*, 48(2–3), 91–98.
- Yane, S. (2017). Peningkatan servis panjang bulutangkis melalui model problem based learning. *Jurnal Pendidikan Olahraga*, 5(2), 165–174.
- Yuliawan, D., & Sugiyanto, F. X. (2014). Pengaruh Metode Latihan Pukulan dan Kelincahan terhadap Keterampilan Bermain Bulutangkis Atlet Tingkat Pemula. *Jurnal Keolahragaan*, 2(2), 145–154.