



ADM III – Travelling Salesman Problem

Auswertung Programmieraufgabe

12. Februar 2014



▶ Maschine:

- Intel Xeon E3-1290 V2, Taktrate 3.70 GHz (4 Cores/8 Threads)
- 16 GB Hauptspeicher

▷ Wins

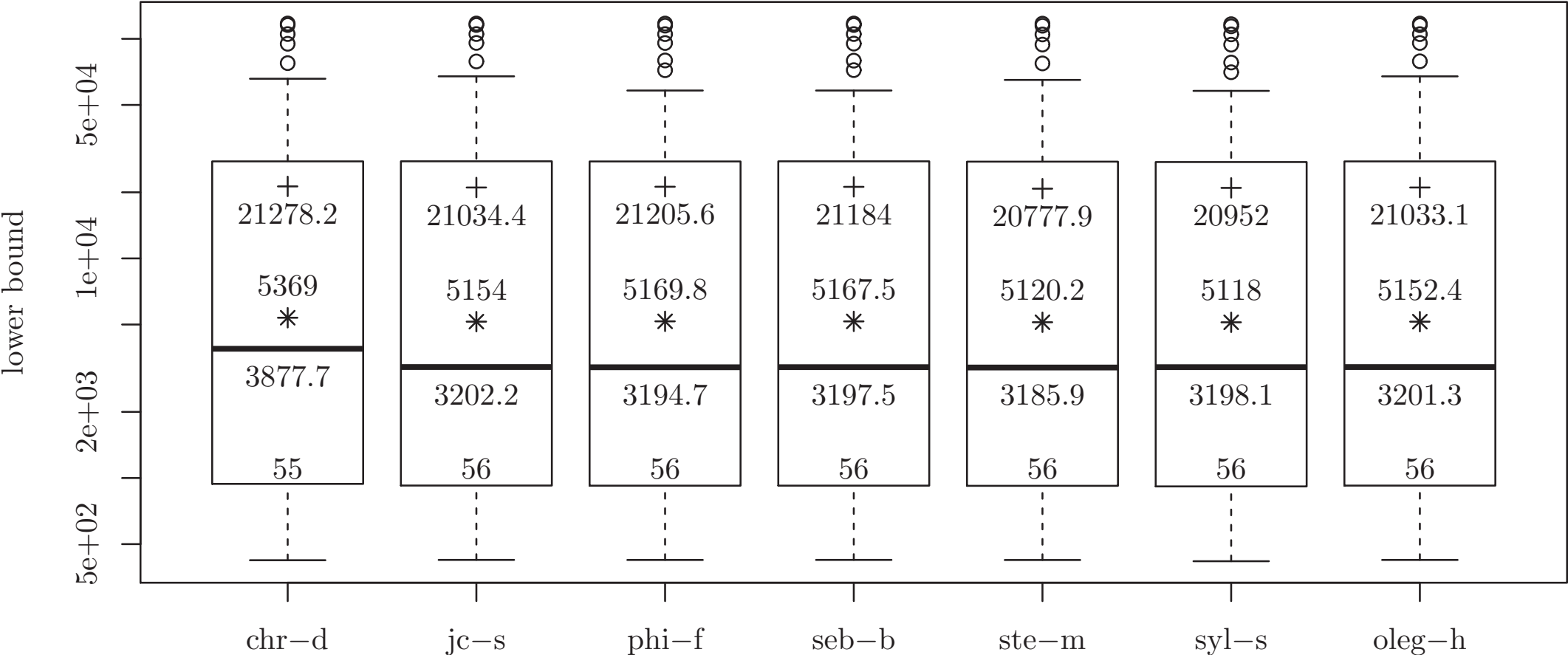
➔ Für wieviele Instanzen lieferte Programm `abc-x` den besten Wert?

	# inst.	Wert	chr-d	jc-s	phi-f	seb-b	ste-m	syl-s	oleg-h
all	137	lb	6	75	10	19	23	2	2
		gap	4	34	65	0	6	0	28
		time	0	0	72	0	64	1	0
euc2d	77	lb	2	51	10	8	3	1	2
		gap	3	24	31	0	2	0	17
		time	0	0	32	0	44	1	0
rand	60	lb	4	24	0	11	20	1	0
		gap	1	10	34	0	4	0	11
		time	0	0	40	0	20	0	0

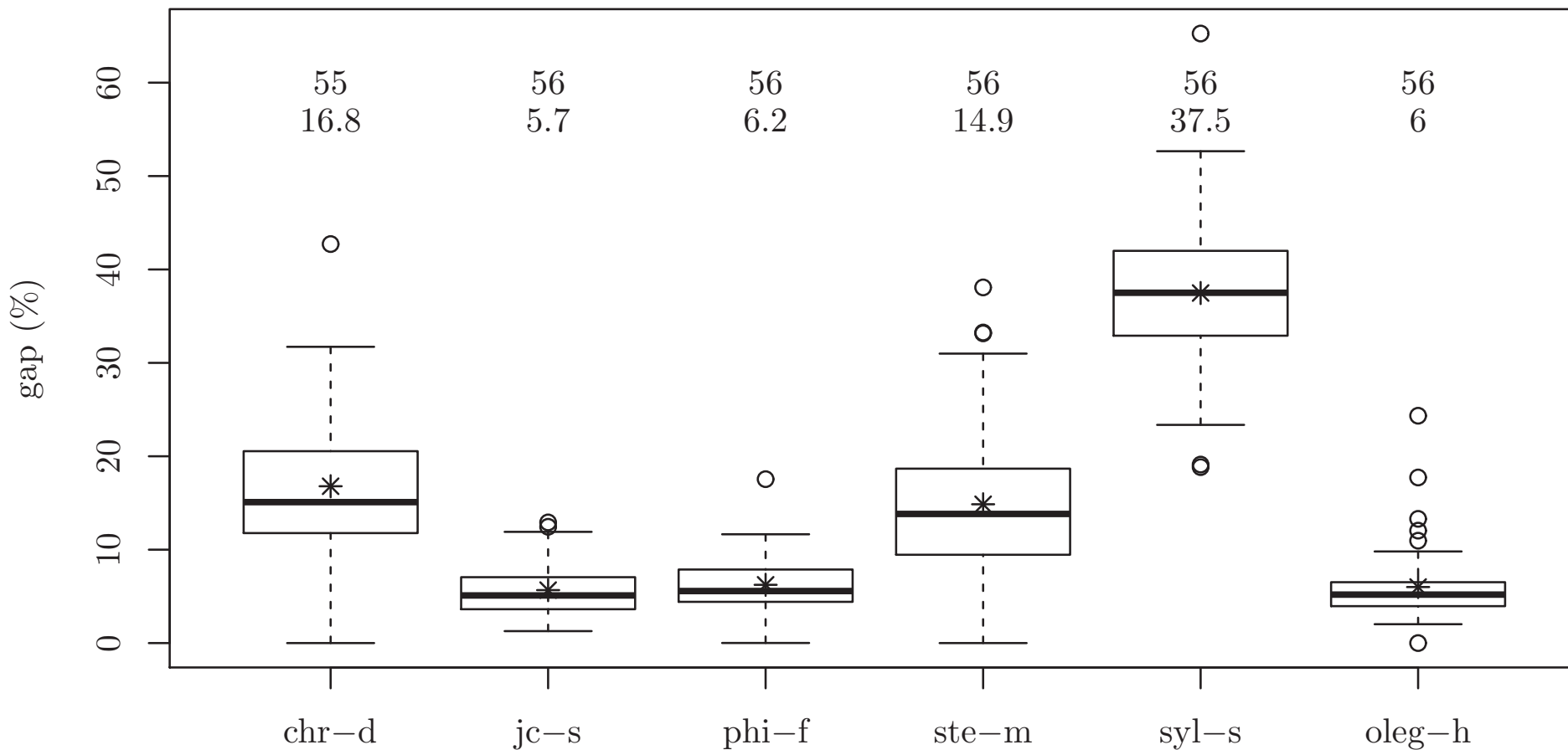


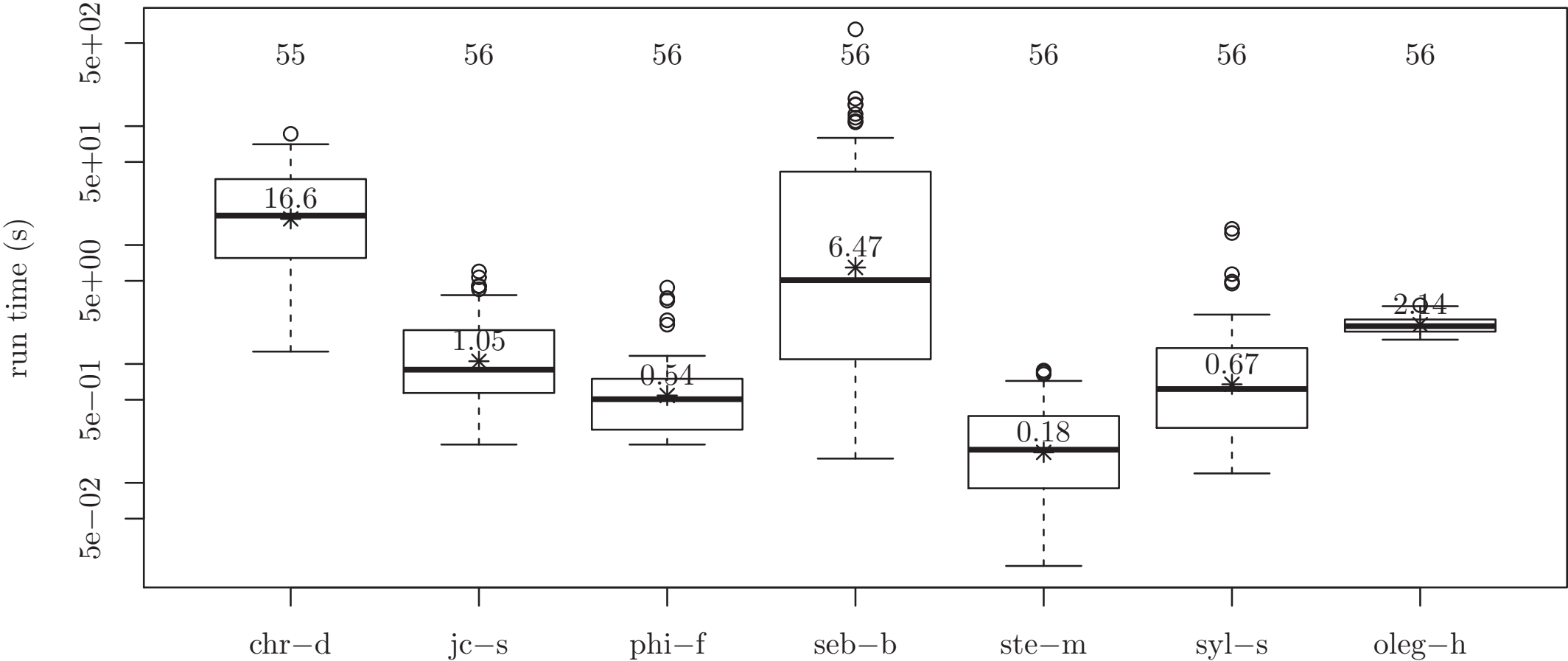
Kleine Instanzen





▷ **Gap:** $\frac{ub - lb}{lb} \cdot 100\%$

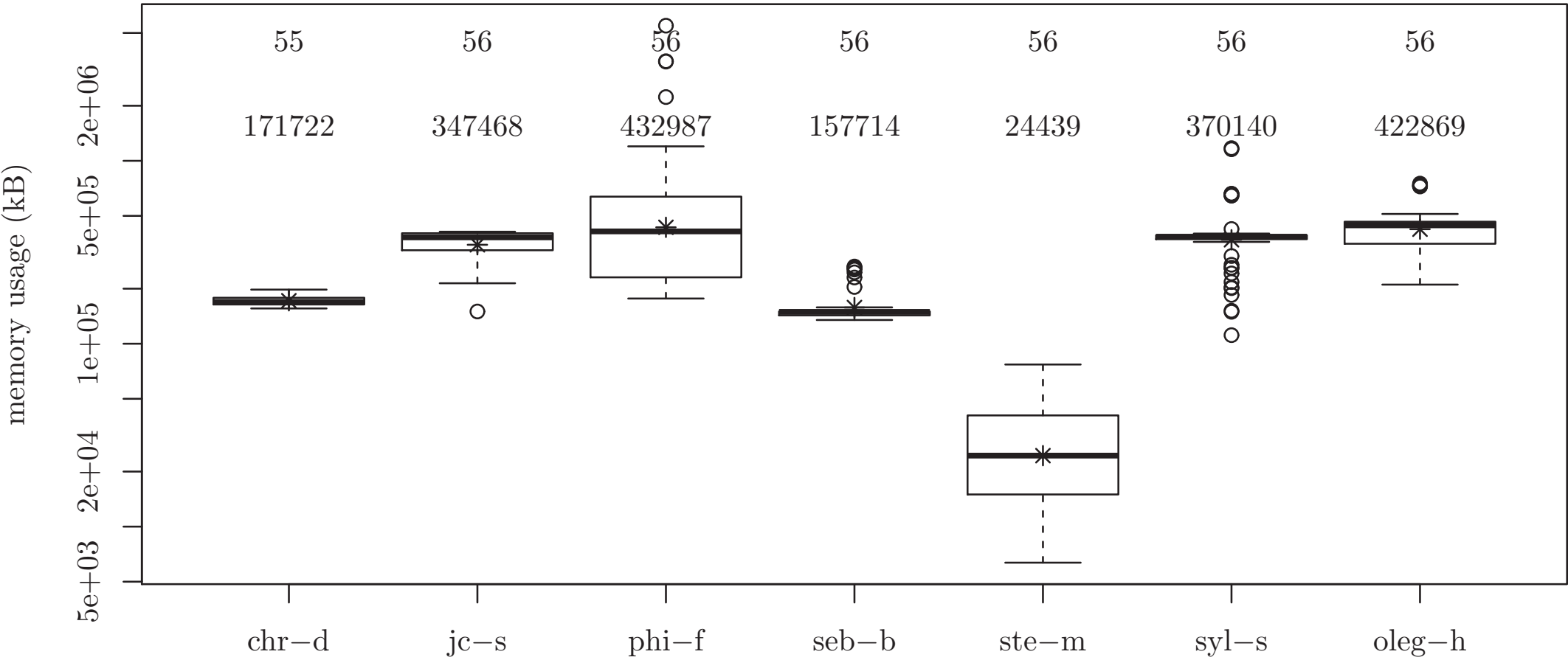




▷ Wins

➔ Für wieviele Instanzen lieferte Programm abc-x den besten Wert?

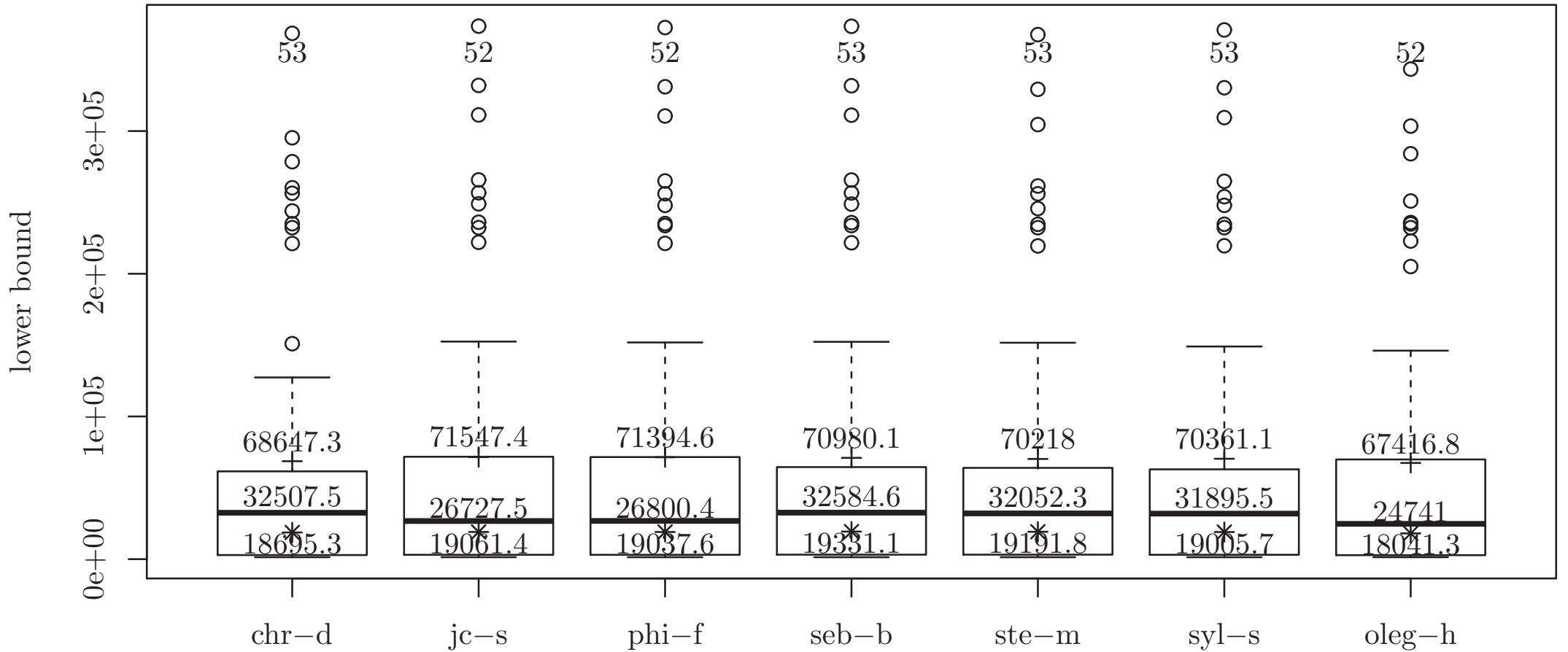
	# inst.	Wert	chr-d	jc-s	phi-f	seb-b	ste-m	syl-s	oleg-h
all	56	lb	5	35	4	11	0	1	0
		gap	2	21	11	0	1	0	21
		time	0	0	3	0	53	0	0
euc2d	36	lb	1	27	4	4	0	0	0
		gap	1	12	8	0	1	0	14
		time	0	0	2	0	34	0	0
rand	20	lb	4	8	0	7	0	1	0
		gap	1	9	3	0	0	0	7
		time	0	0	1	0	19	0	0



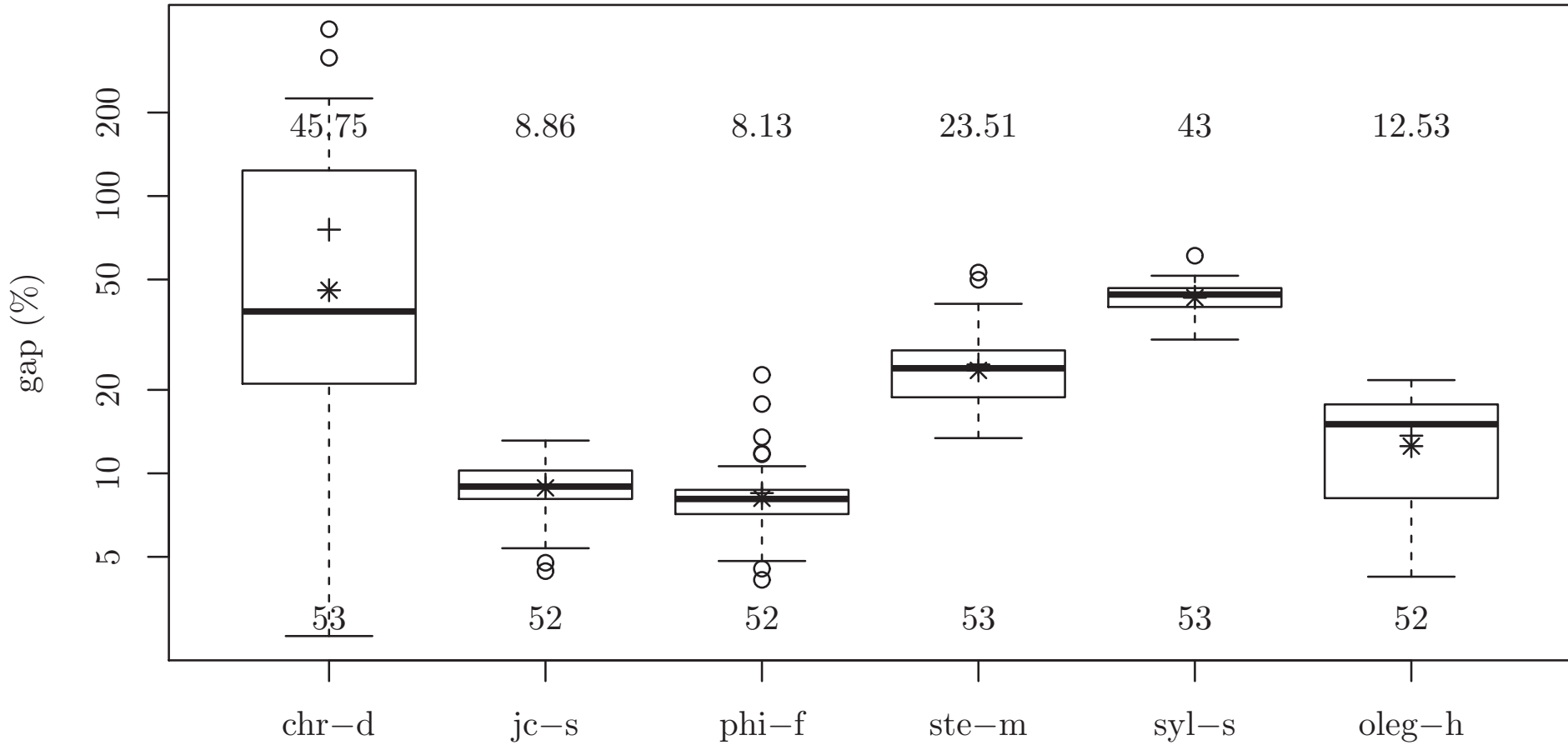


Mittelgroße Instanzen





▷ Gap: $\frac{ub - lb}{lb} \cdot 100\%$



▷ Wins

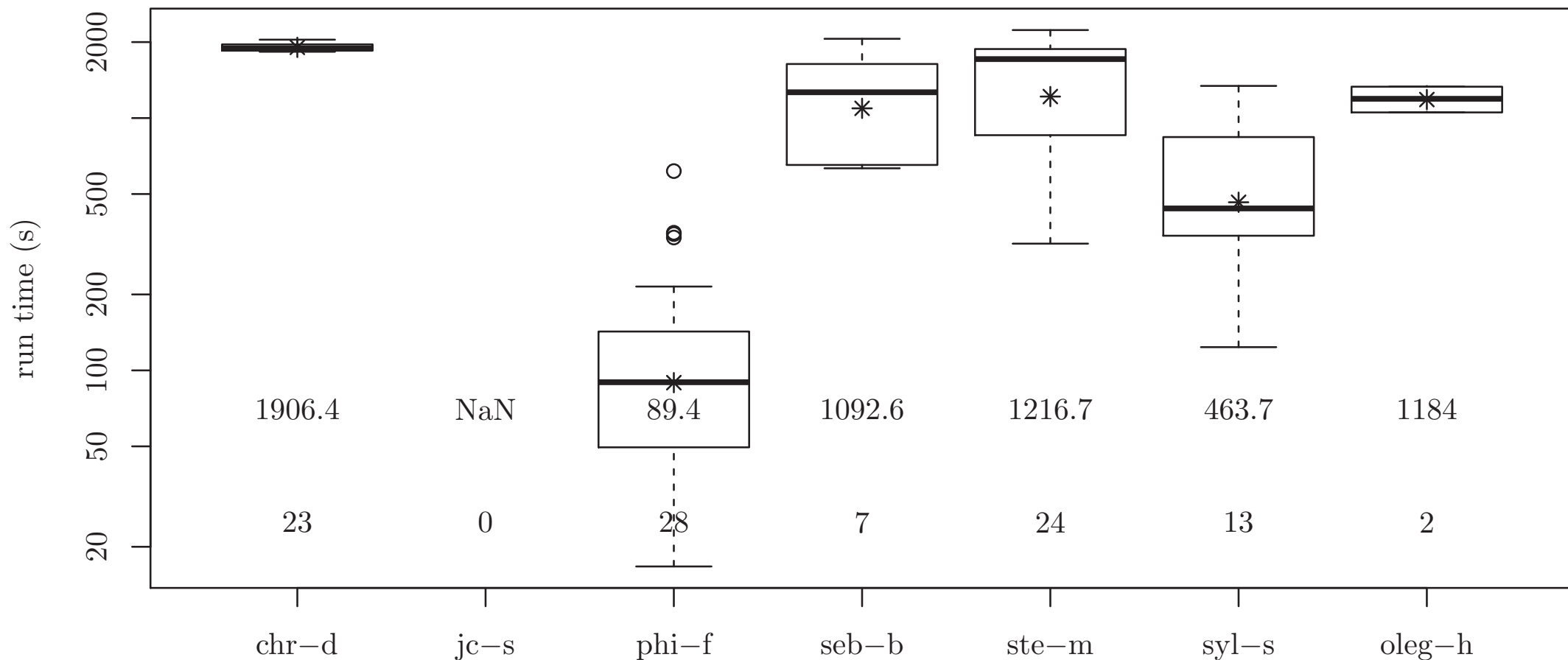
➔ Für wieviele Instanzen lieferte Programm abc-x den besten Wert?

	# inst.	Wert	chr-d	jc-s	phi-f	seb-b	ste-m	syl-s	oleg-h
all	53	lb	1	40	2	8	0	0	2
		gap	2	13	31	0	0	0	7
		time	0	0	41	0	11	1	0
euc2d	33	lb	1	24	2	4	0	0	2
		gap	2	12	16	0	0	0	3
		time	0	0	22	0	10	1	0
rand	20	lb	0	16	0	4	0	0	0
		gap	0	1	15	0	0	0	4
		time	0	0	19	0	1	0	0



Große Instanzen





▷ Wins

➔ Für wieviele Instanzen lieferte Programm abc-x den besten Wert?

	# inst.	Wert	chr-d	jc-s	phi-f	seb-b	ste-m	syl-s	oleg-h
all	28	lb	0	0	4	0	23	1	0
		gap	0	0	23	0	5	0	0
		time	0	0	28	0	0	0	0
euc2d	8	lb	0	0	4	0	3	1	0
		gap	0	0	7	0	1	0	0
		time	0	0	8	0	0	0	0
rand	20	lb	0	0	0	0	20	0	0
		gap	0	0	16	0	4	0	0
		time	0	0	20	0	0	0	0



Endergebnis





Kategorie	chr-d	jc-s	phi-f	seb-b	ste-m	syl-s	oleg-h
Untere Schranke (wins)	0	3	0	1	2	0	0
optimal gelöst	1	0	0	0	1	0	1
Anzahl gelöst insgesamt	2	0	3	0	2	1	0
Gap	0	3	1	0	0	0	2
Laufzeit	0	1	3	0	3	2	1
GUI	1	0	0	0	0	0	2
Punkte gesamt	4	7	7	1	8	3	6
Bonus*	+		++		+		

*Performance auf großen Instanzen

