Great Ideas in Computing Average Case Analysis

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What happens "on the average"

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Worst case versus average case

- T(n) = max {T(I) | I is a problem instance of size n}
- T(n) = ave {T(I) | I is a problem instance of size n}
 = sum {p(I) T(I) | I is a problem instance of size n}

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Is real world data random?

• Is real world data worst case?

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Average case analysis

max := A[0] for i := 1 to n-1 if A[i] > max max := A[i]

How many times is line * executed

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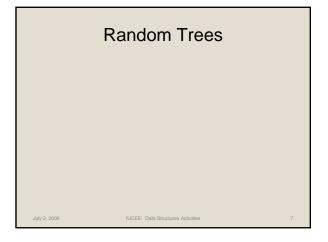
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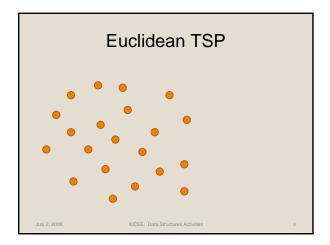
Quicksort

- Worst case runtime is n2
- Average case is n log n

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Asymmetric TSP

- Random Asymmetric TSP
 - $-n \times n$ matrix with random entries in [0, 1]
- Theorem
 - There is a polynomial time algorithm that gives a very good approximation for a random ATSP

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Assignment Problem

- Minimum weight perfect matching in a complete, bipartite graph
- Solvable in polynomial time
- How is the assignment problem related to the ATSP?

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ATSP Algorithm

- Solve relaxed version with Assignment Problem
- Splice together cycles
- Solution to the Assignment problem is a random permutation
 - Random permutations have a small number of cycles

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Random Graphs

• What is a random graph?

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Standard model • Each edge is present with probability p • Expected degree of a vertex is pn

