Experimental Evaluation

We ran all the tests in our experimental evaluation on a HP EliteBook 8570w with an Intel i7-3630QM CPU @ 2.40GHz and 8,00 GB RAM. To measure the amount of time and algorithm we start a timer in the code just before the part we want to test and we stop the timer right after the part stops.

2-position

Results

The running time of the 2-position algorithm can be seen in figure ...
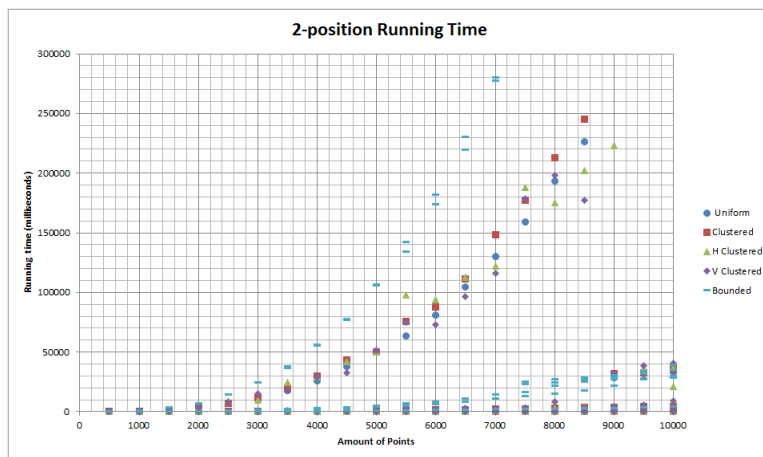

Figure 1: A graphic showing the percentage of labels placed by the 4-position algorithm

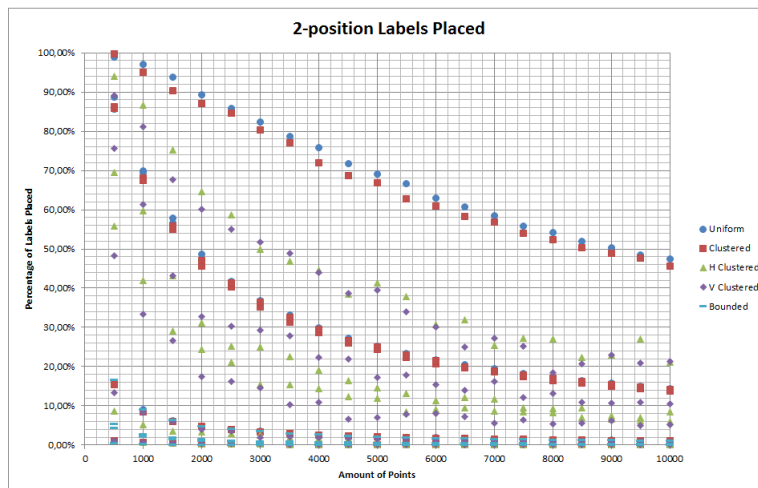The percentage of labels placed by the 2-position algorithm can be seen in figure

Figure 2: A graphic showing the percentage of labels placed by the 4-position algorithm

Discussion

4-position

Results

The running time of the 4-position algorithm can be seen in figure ...
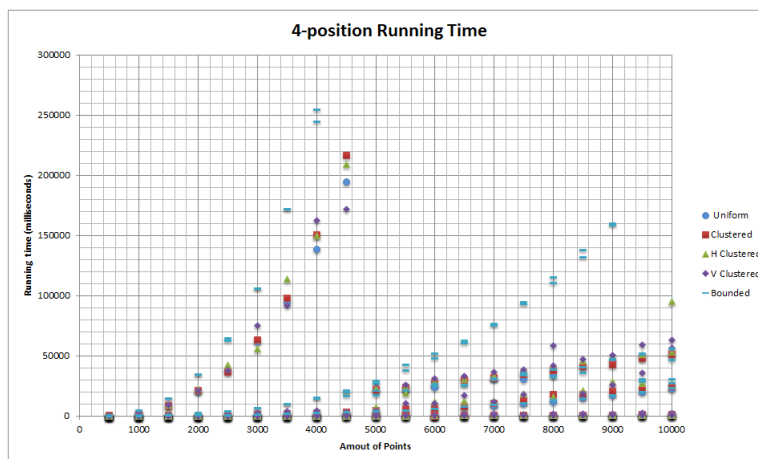

Figure 3: A graphic showing the Running Time of the 4-position algorithm

The percentage of labels placed by the 4-position algorithm can be seen in figure ...
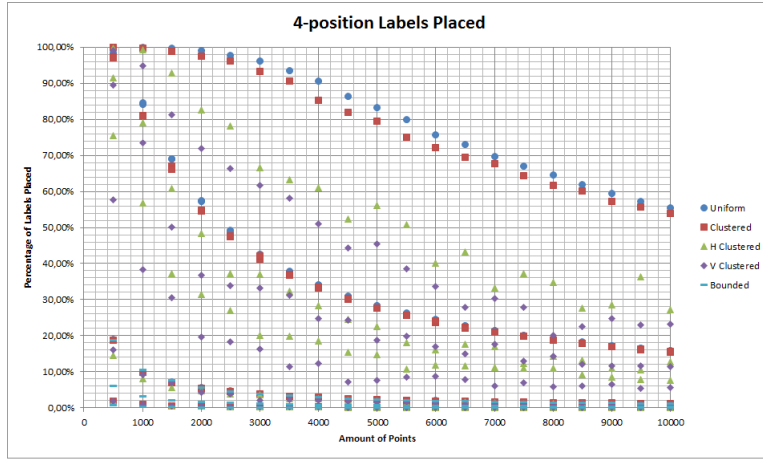
Figure 4: A graphic showing the percentage of labels placed by the 4-position algorithm

Discussion

1-slider

Results

The running time of the 1-slider algorithm can be seen in figure ... We found in practice that the running time of the 1-slider algorithm can exceed the time limit we had of 5 minutes when the amount of overlaps was large. We thus put a hard limit of 4.5 minutes on the heuristic algorithm and, if the algorithm had not given a result by then, ran a greedy algorithm.

The percentage of labels placed by the 1-slider algorithm can be seen in figure ...

Discussion