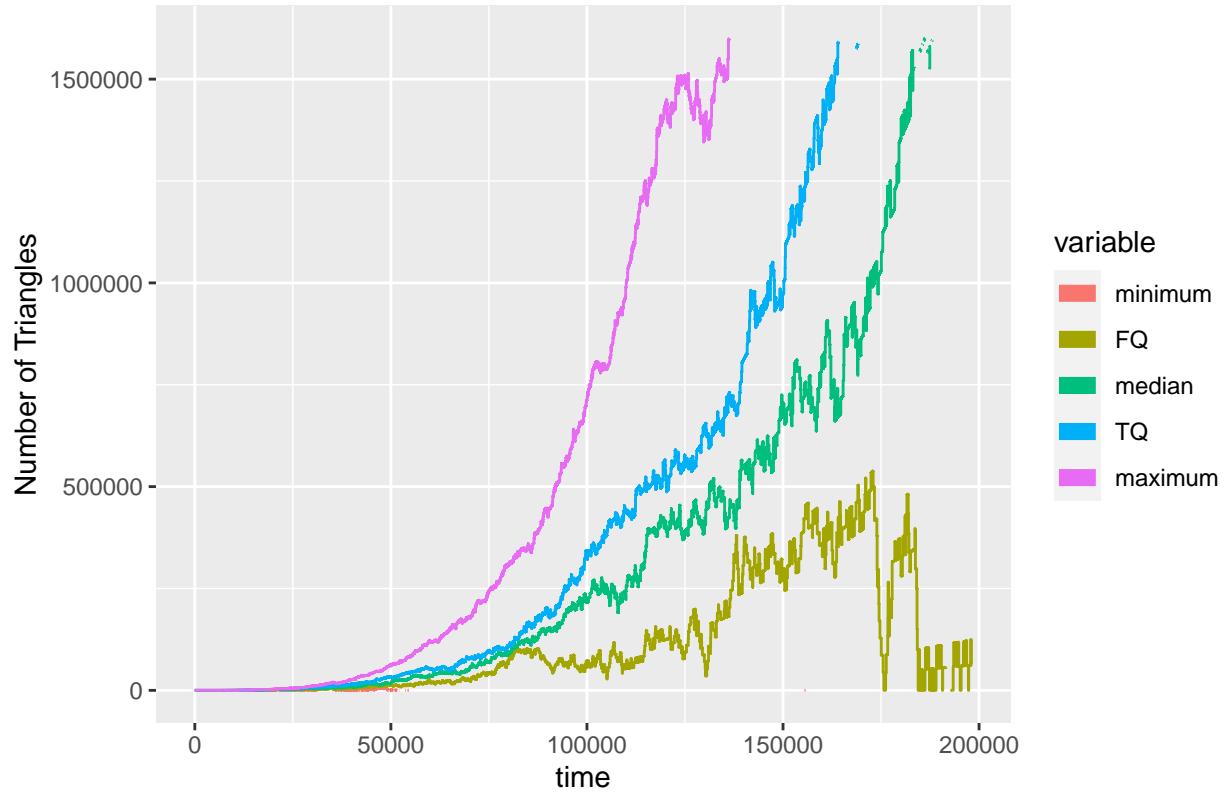


HW03: Approximate Triangle Counting from Data Stream

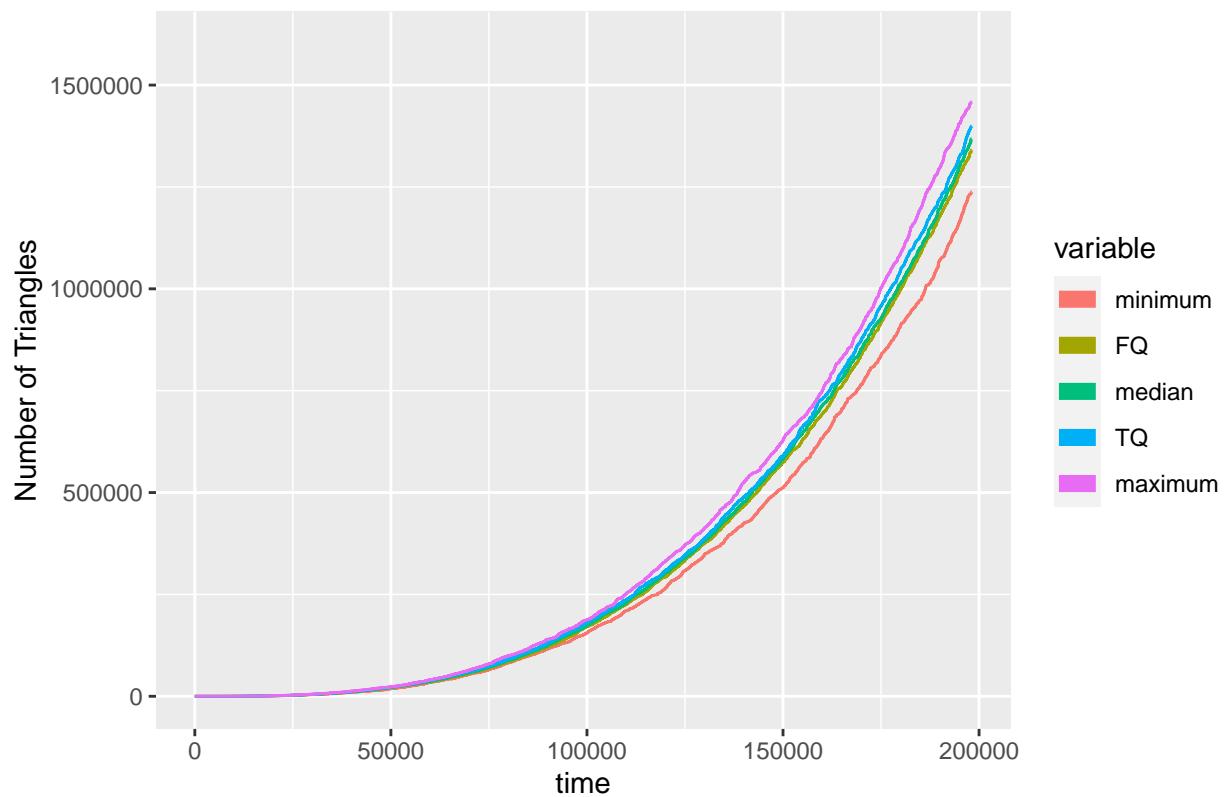
Drake Kufwafwa

5/7/2021

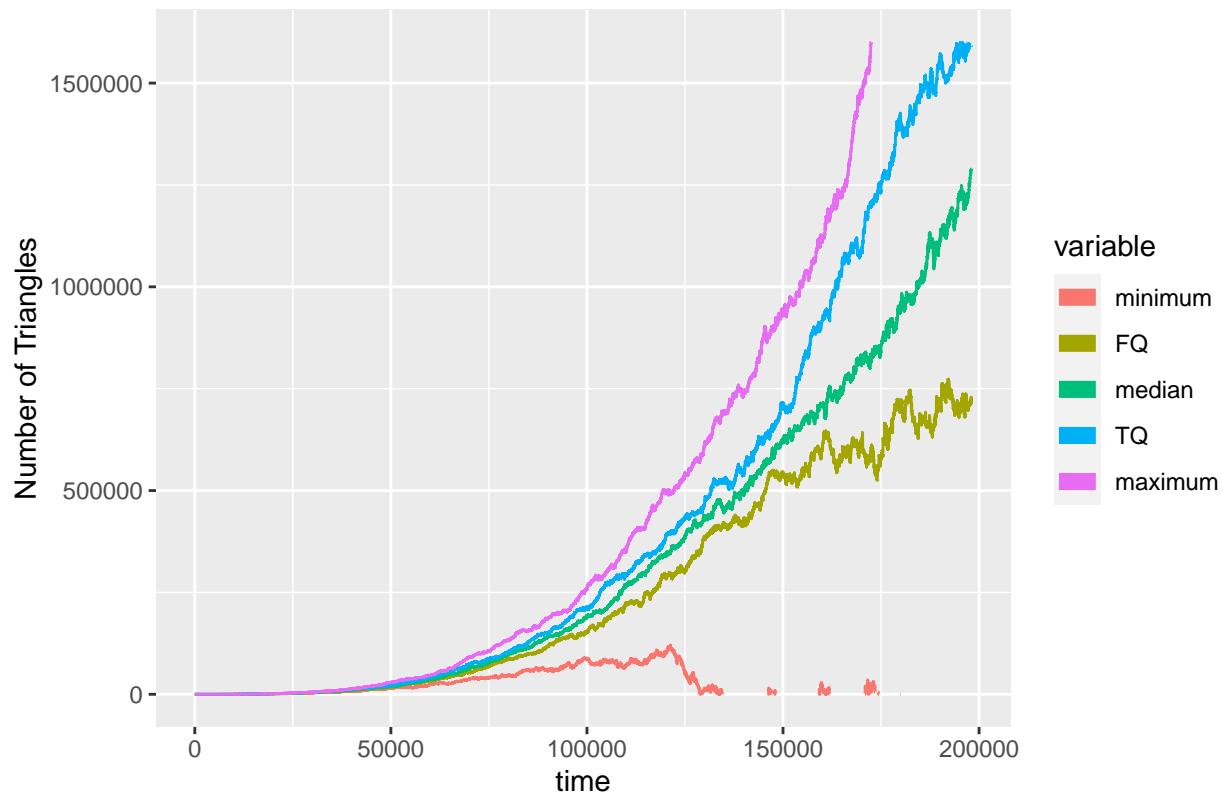
Triangle Count vs Time with (TriestBase and sample size 5000)



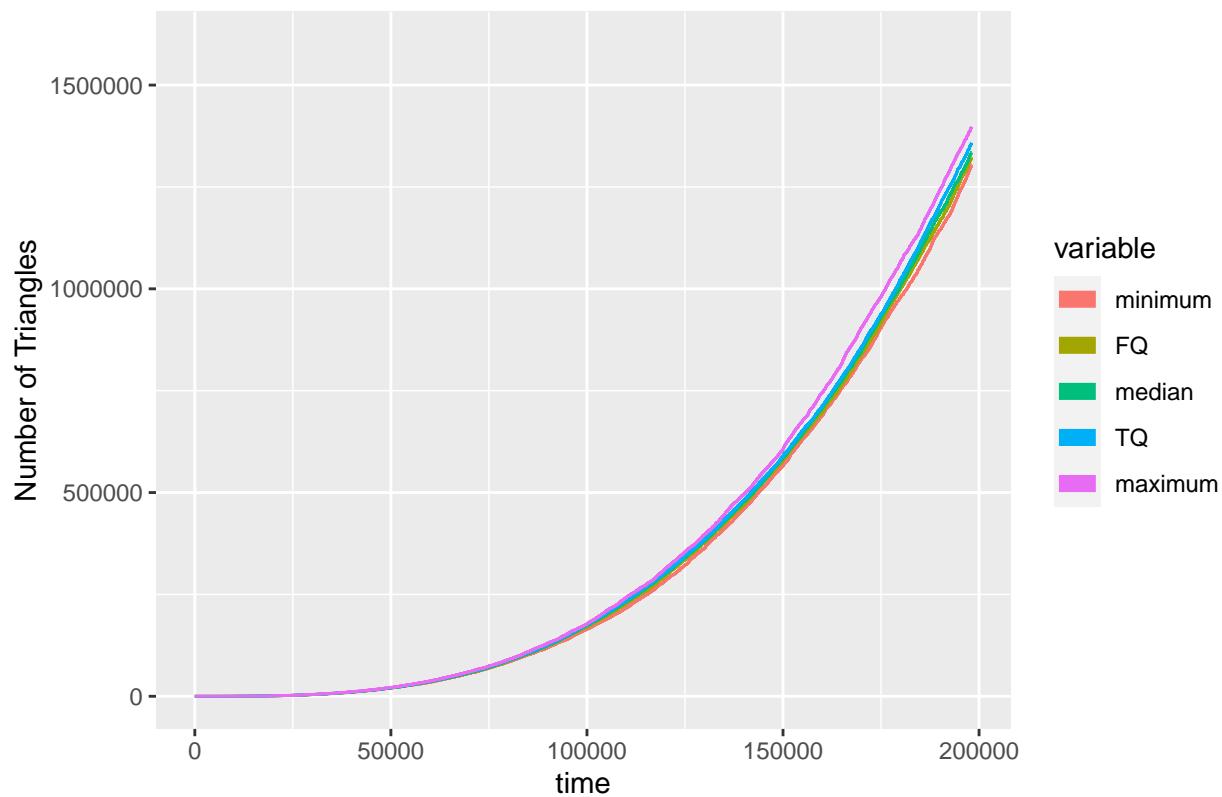
Triangle Count vs Time with (Triestlmp and sample size 5000)



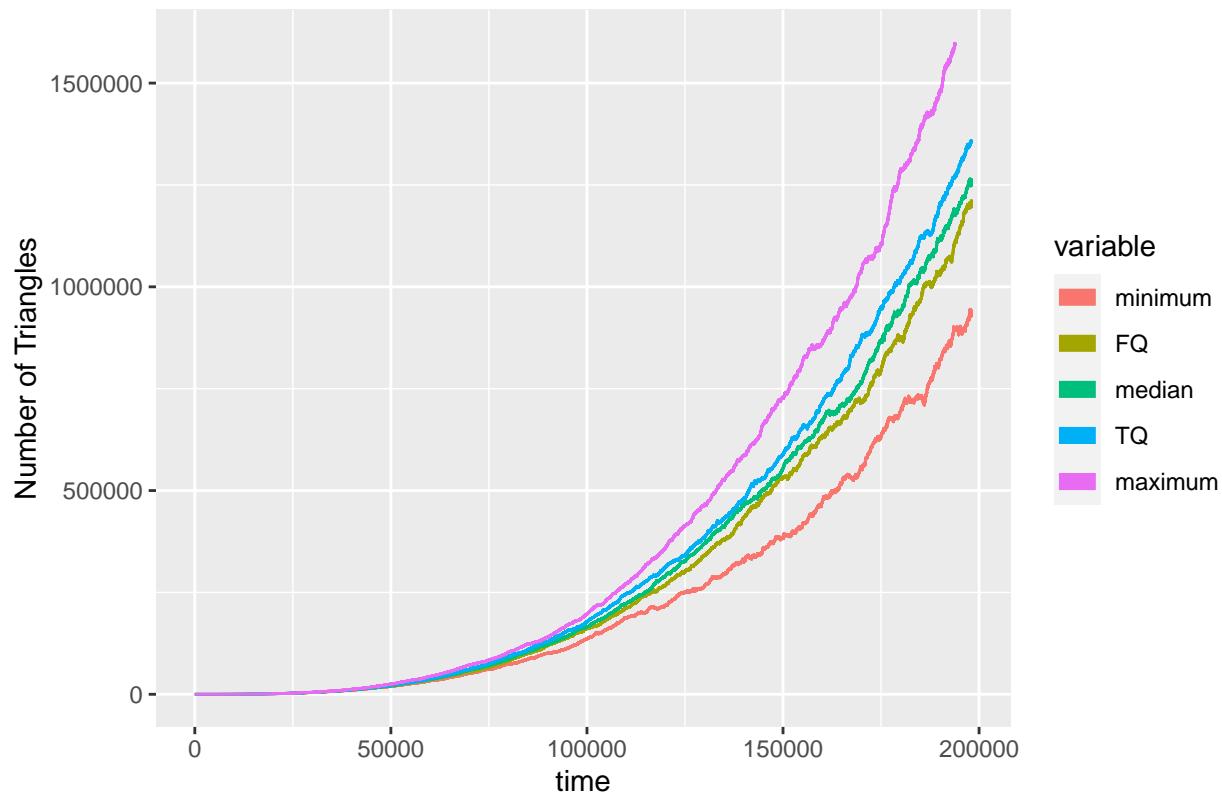
Triangle Count vs Time with (TriestBase and sample size 10000)



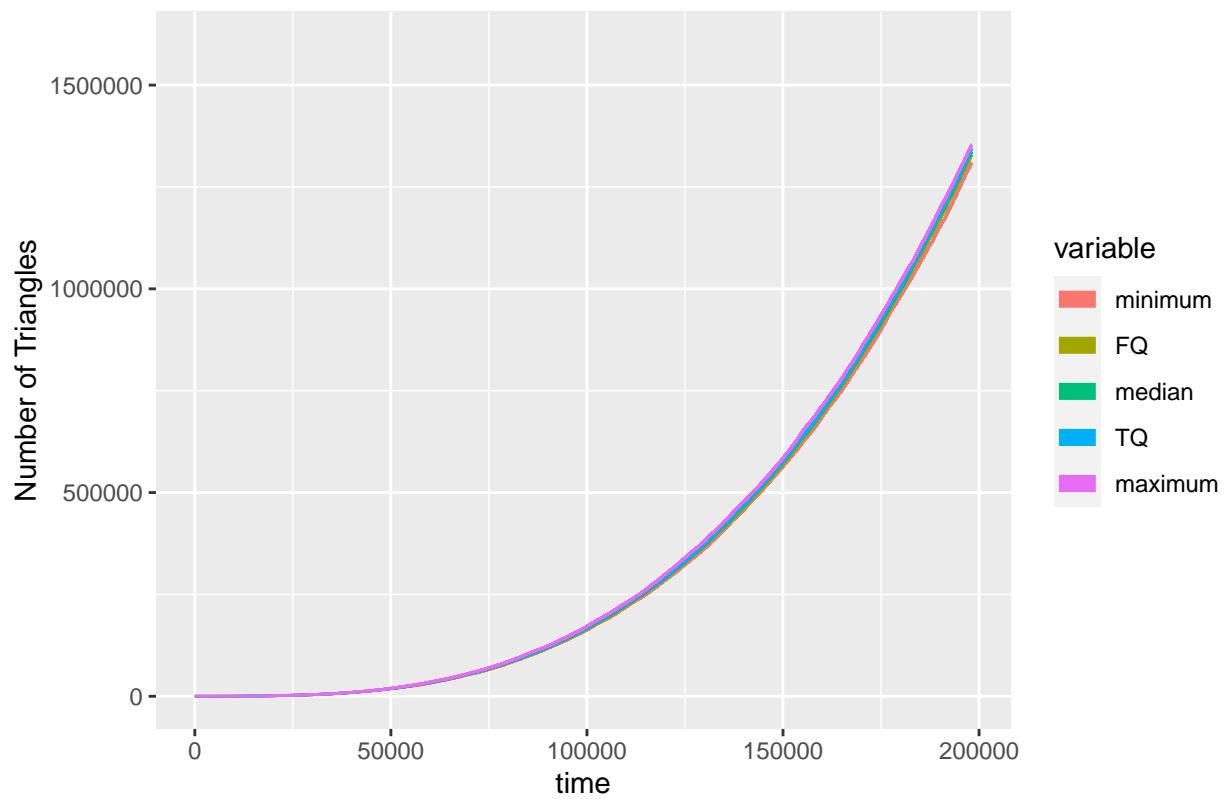
Triangle Count vs Time with (Triestlmp and sample size 10000)



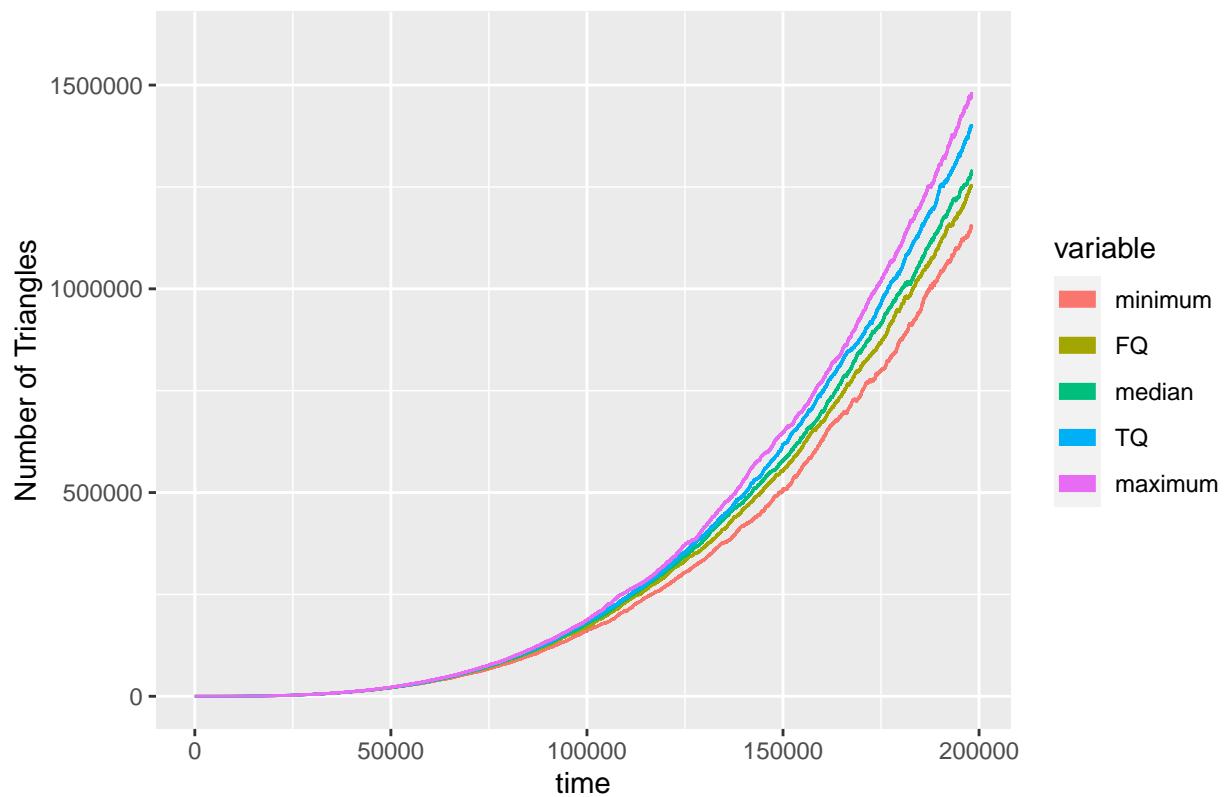
Triangle Count vs Time with (TriestBase and sample size 20000)



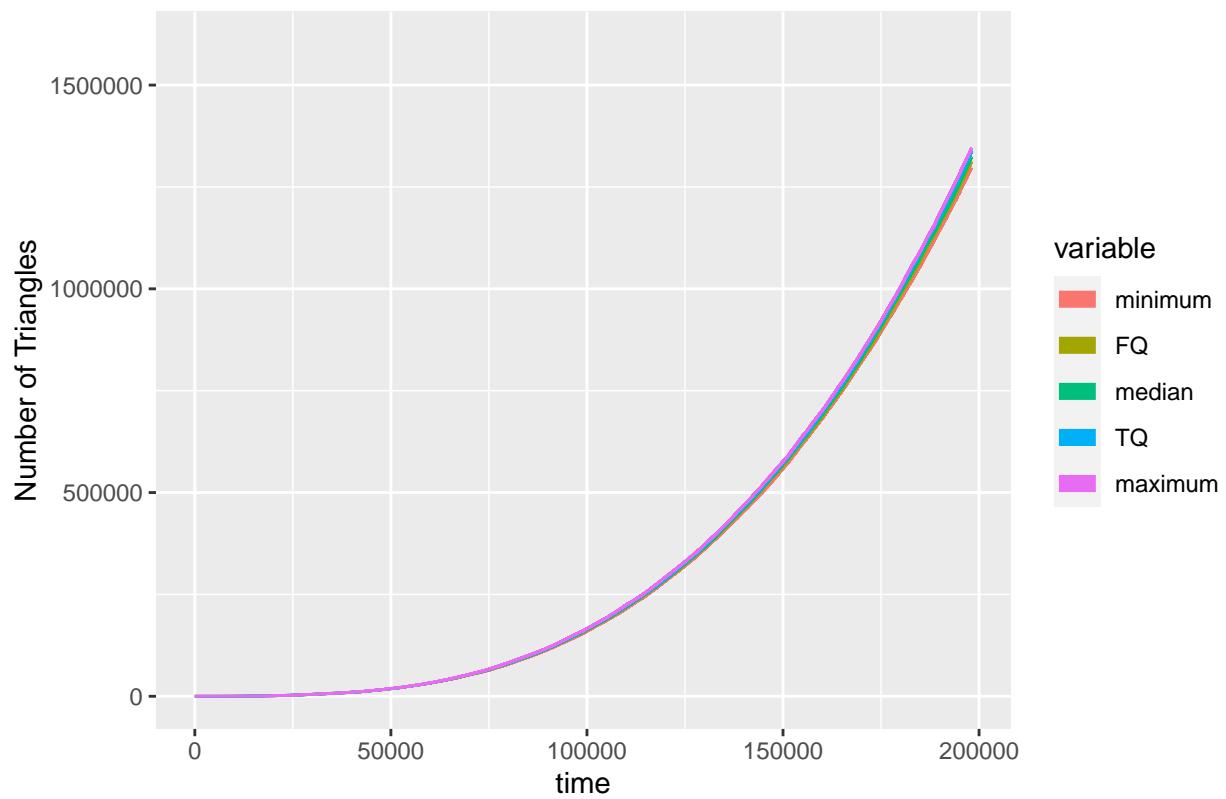
Triangle Count vs Time with (Triestlmp and sample size 20000)



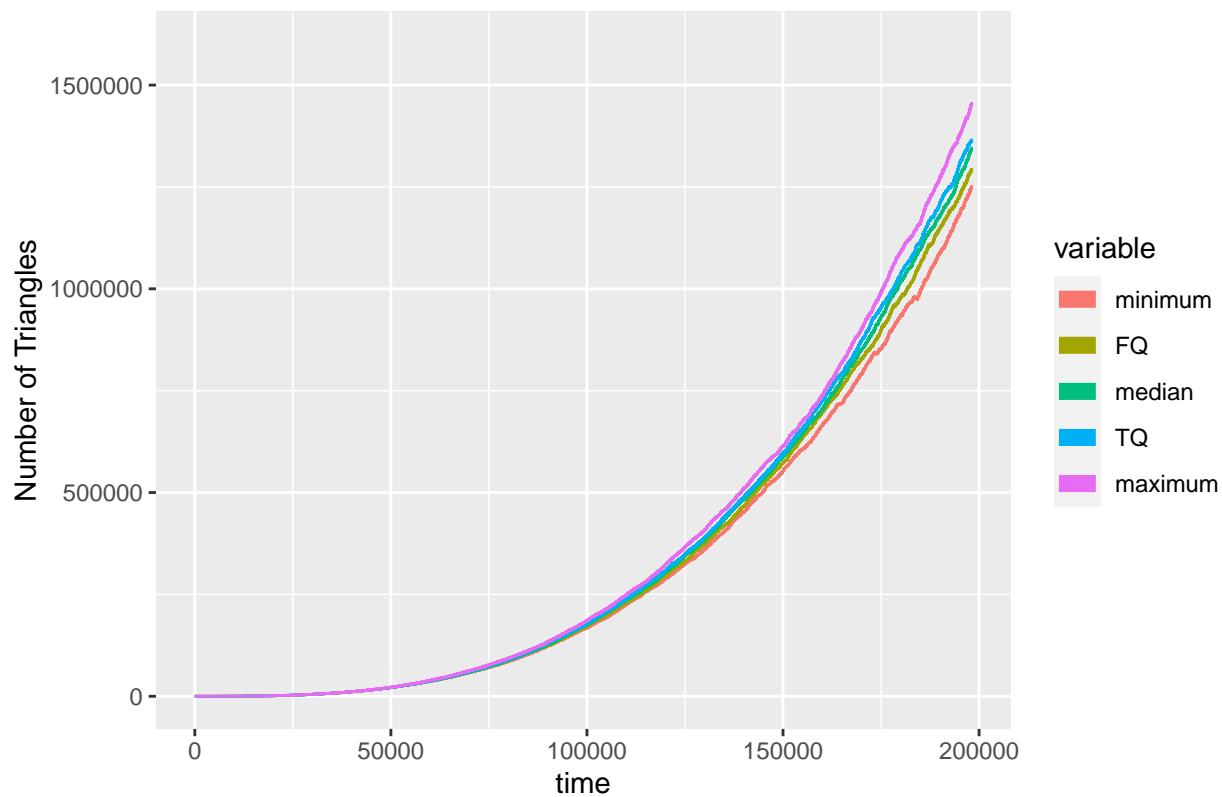
Triangle Count vs Time with (TriestBase and sample size 30000)



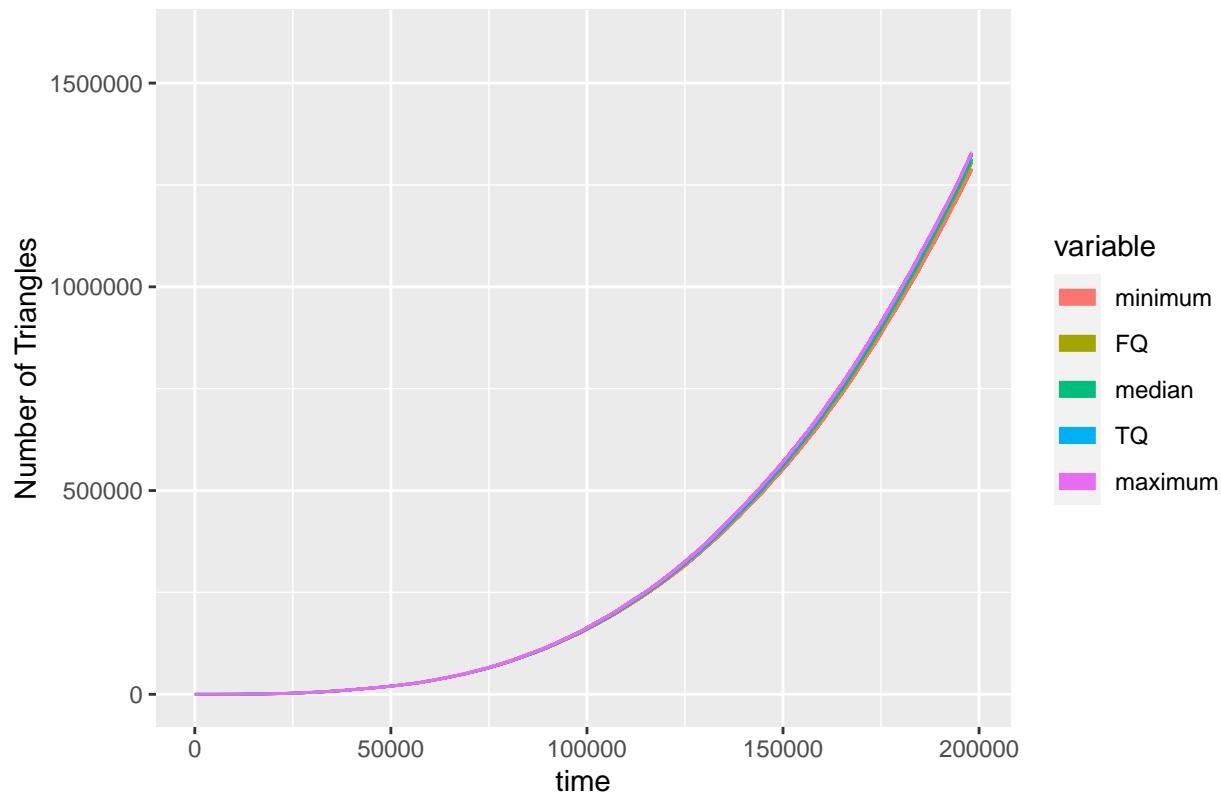
Triangle Count vs Time with (Triestlmp and sample size 30000)



Triangle Count vs Time with (TriestBase and sample size 40000)



Triangle Count vs Time with (TriestImpr and sample size 40000)



I used `ca-AstroPh.txt` as my input graph. From the plots, we notice that, as sample size increases, the algorithm is more accurate and smooth. This is supported by the Central Limit Theorem [big enough sample sizes]. As m increases the curves for each of the minimum, maximum, median, and first and third quartile over the 20 runs for each algorithm diverge less and less from each other. Furthermore, the gaps between the curves for the measures are much narrower for the graphs by `TriestImpr` than `TriestBase`.