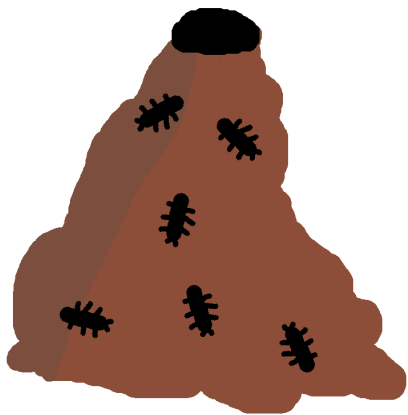
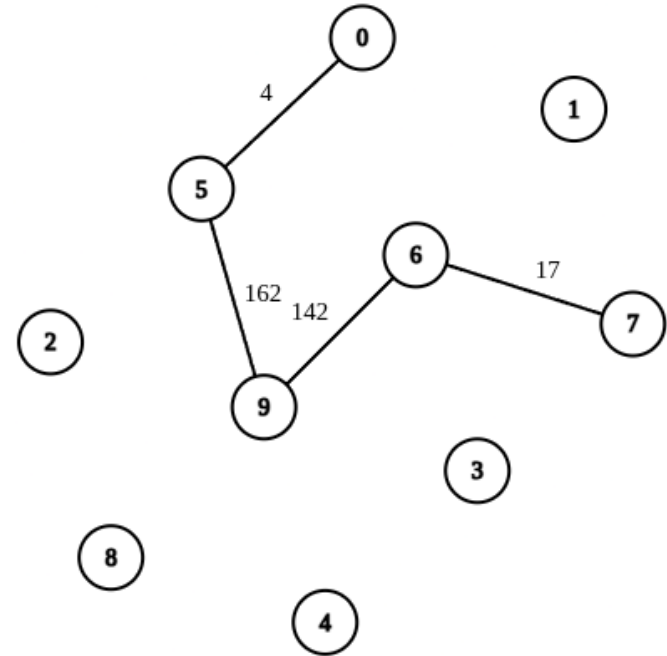
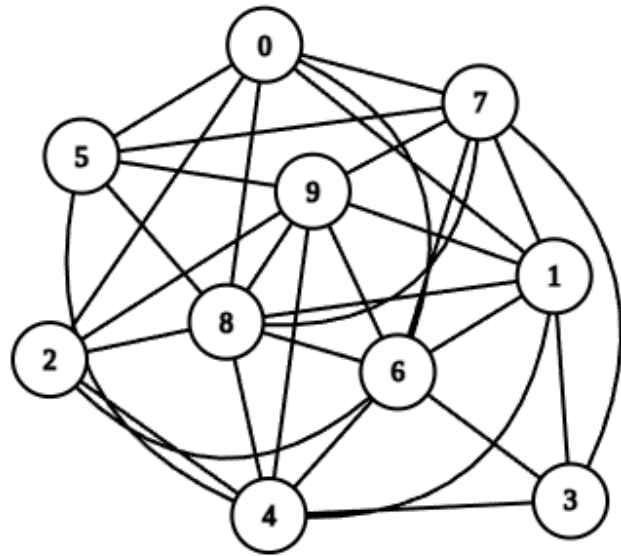


Minimum K spanning tree

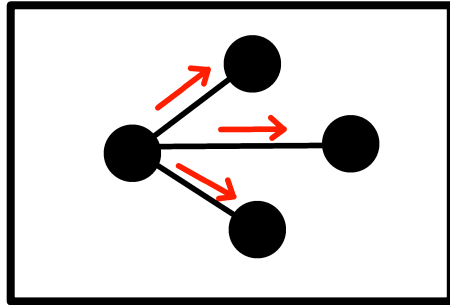
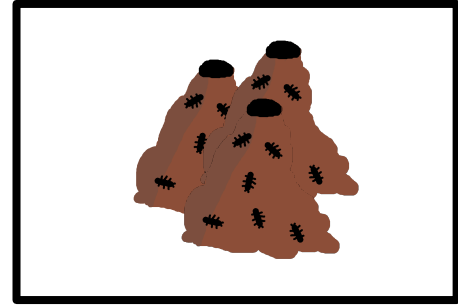
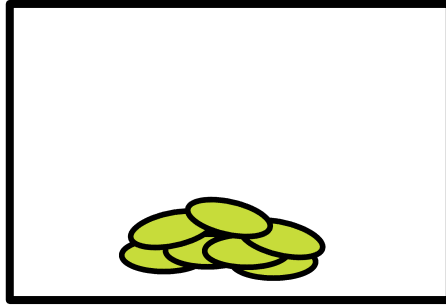
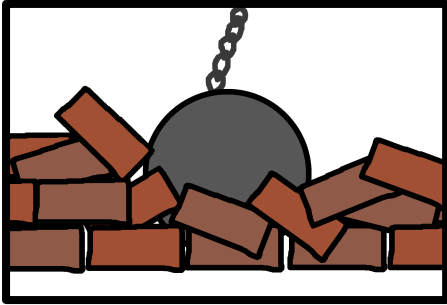


Temu radili:
Bojan Veličković
Luka Stanković

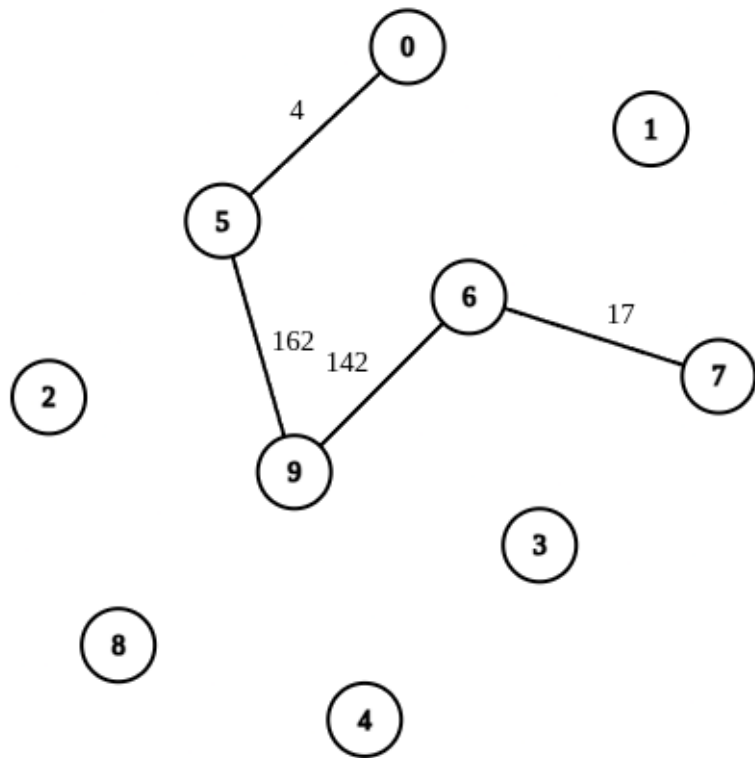
Cilj



Metode/algoritmi



Gruba sila

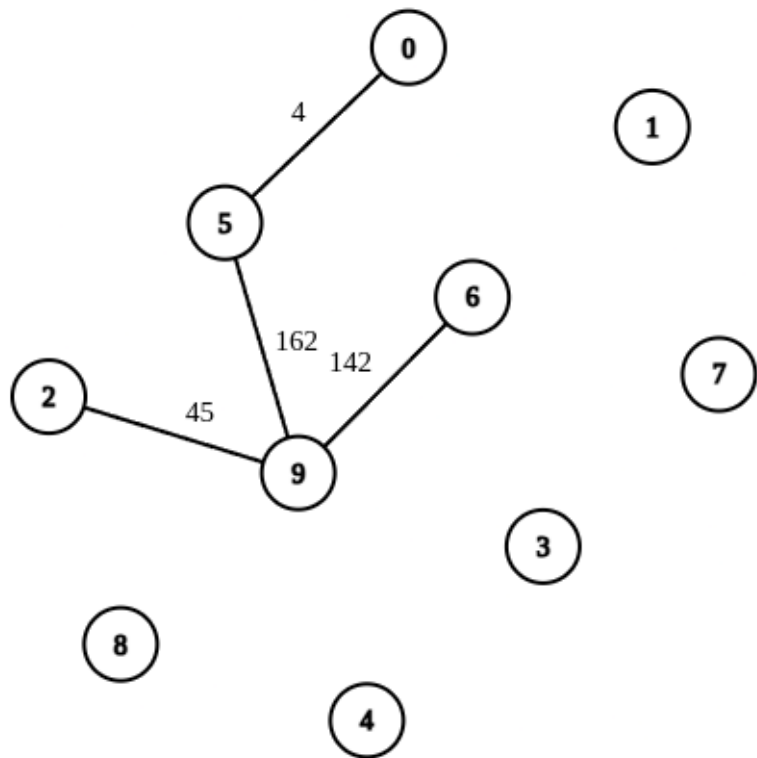


= 325

optimalno: da
1/5 (najbolji)

brzo: ne
4/5 (skoro najgori)

Pohlepna pretraga

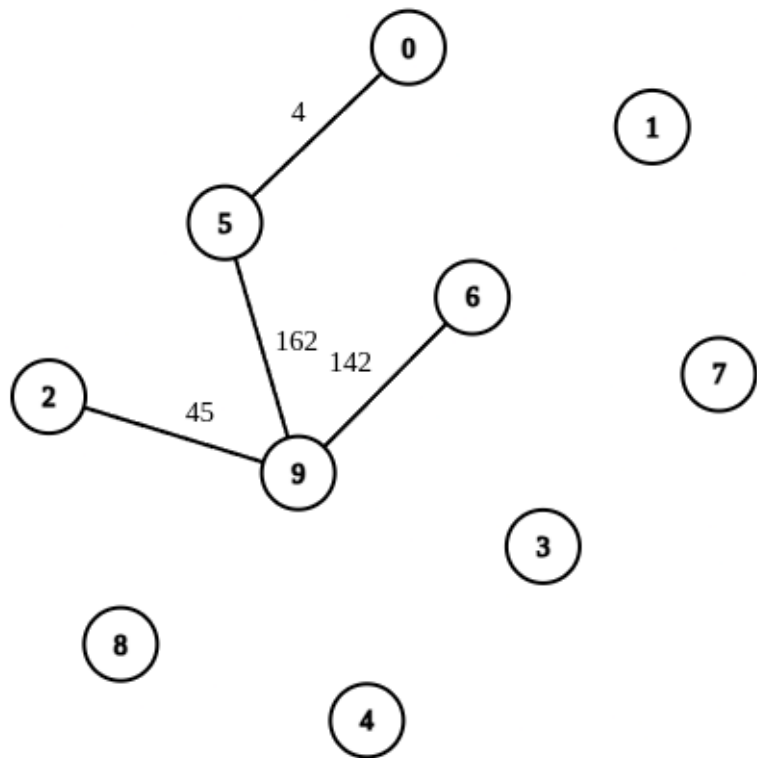


= 353

optimalno: možda
3/5

brzo: ne
3/5

Kolonija mrava iz svakog čvora

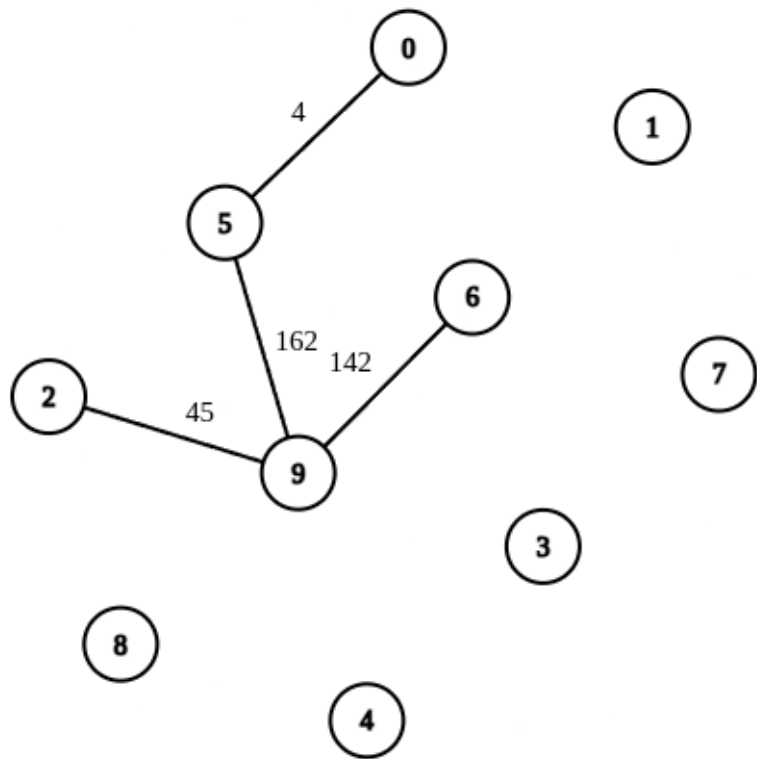


= 353

optimalno: možda
4/5

brzo: ne
5/5 (najgori)

Slobodni mravi

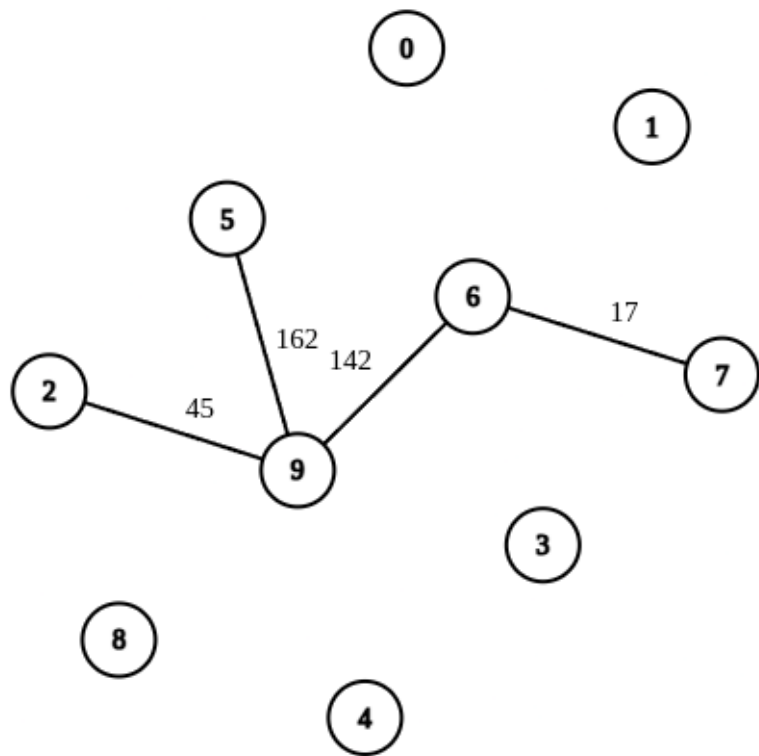


= 353

optimalno: možda
2/5

brzo: možda
2/5

Variable Neighborhood Search

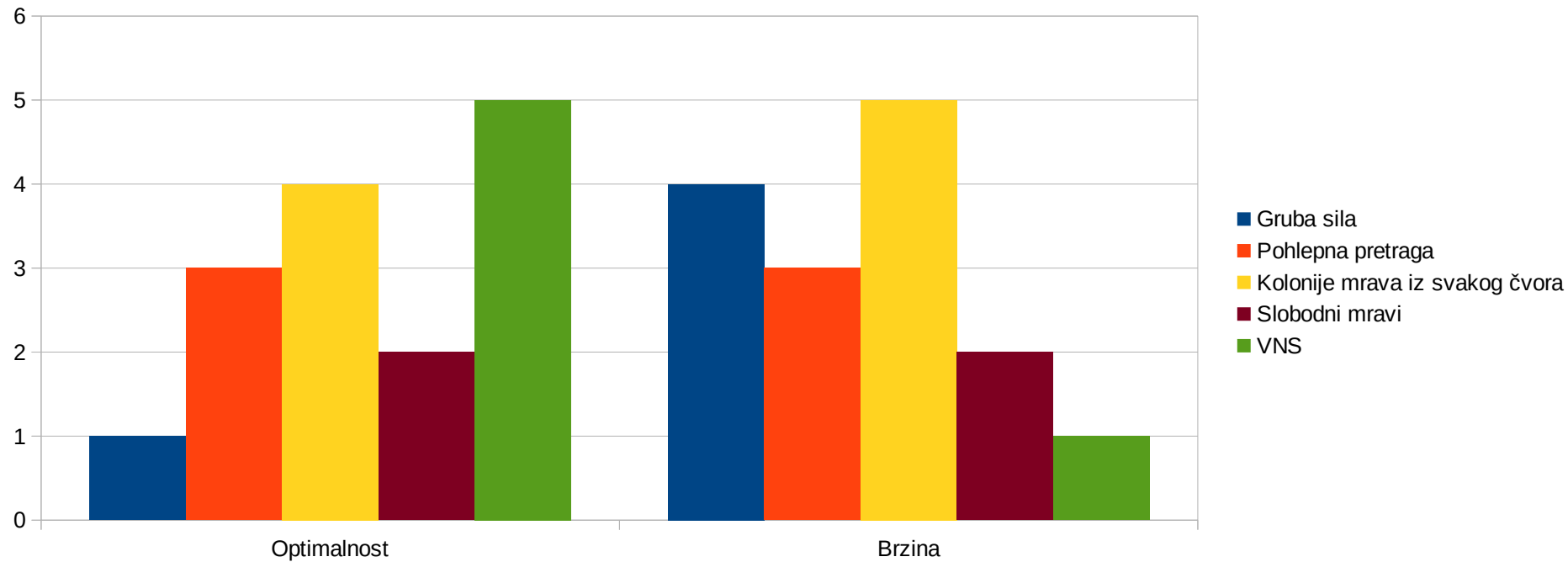


= 325 - 366

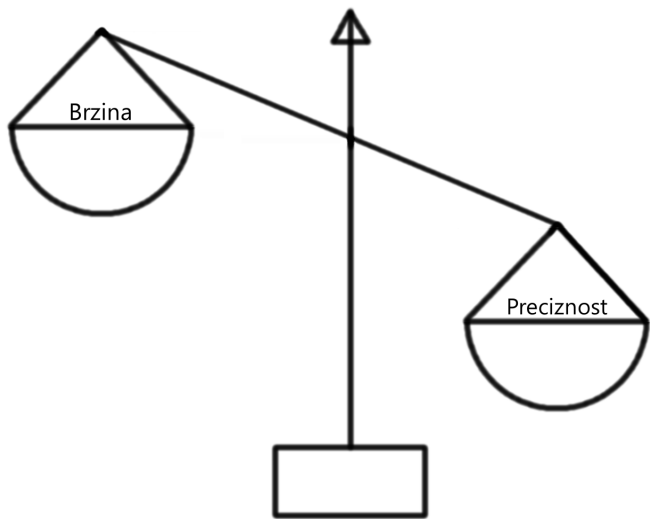
optimalno: skoro nikad
5/5 (najgori)

brzo: da (koliko treba)
1/5 (najbolji)

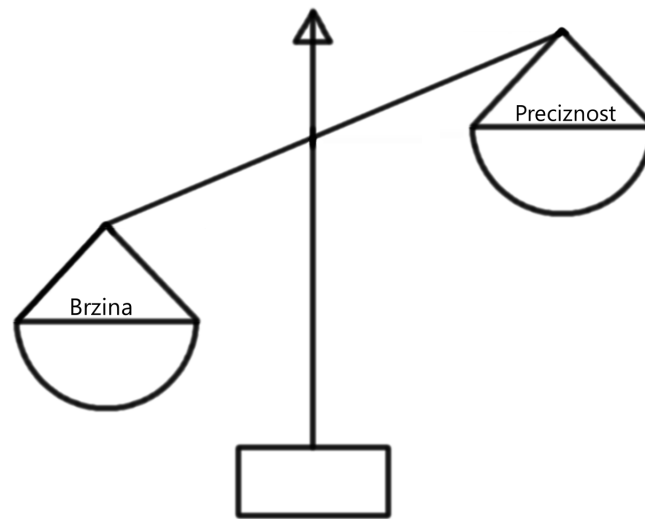
Upoređivanje



Šta nam je važnije i koliko?



Gruba sila



VNS

Posebno loš



Posebno dobar



Hvala na pažnji

