

# TSP Algorithms - Comparative Analysis

Generated on: 2025-11-17 14:11:56

## 1. Performance Ratio Analysis (Distance / Optimal)

Algorithm	Mean Ratio	Median Ratio	Min Ratio	Max Ratio	Std Dev
Nearest Neighbor	0.305	0.001	0.000	3.813	0.951
Genetic Algorithm	0.300	0.001	0.000	3.330	0.840
Brute Force	0.305	0.001	0.000	3.813	0.951
Branch and Bound	0.305	0.001	0.000	3.813	0.951

**Interpretation:** A ratio of 1.0 means the algorithm found the optimal solution. Ratios < 1.0 indicate better-than-optimal results (may indicate data discrepancy). Ratios > 1.0 indicate suboptimal solutions. Lower ratios are better.

## 2. Execution Time Analysis

Algorithm	Mean Time (s)	Median Time (s)	Min Time (s)	Max Time (s)
Nearest Neighbor	0.0010	0.0010	0.0003	0.0012
Genetic Algorithm	1.5985	1.6305	0.7561	1.8561
Brute Force	0.0011	0.0011	0.0003	0.0013
Branch and Bound	0.0010	0.0010	0.0002	0.0012

### 3. Algorithm Comparison by Benchmark

Benchmark	Optimal	NN Ratio	GA Ratio	BF Ratio	BB Ratio
ali535	202339	0.006	0.008	0.006	0.006
att48	10628	3.813	3.330	3.813	3.813
att532	27686	0.675	0.898	0.675	0.675
d1291	50801	0.000	0.000	0.000	0.000
d1655	62128	0.000	0.000	0.000	0.000
d198	15780	0.001	0.002	0.001	0.001
d493	35002	0.000	0.000	0.000	0.000
d657	48912	0.000	0.001	0.000	0.000
fl1400	20127	0.001	0.001	0.001	0.001
fl3795	28772	0.001	0.001	0.001	0.001
fnl4461	N/A	N/A	N/A	N/A	N/A
gr431	171414	0.002	0.003	0.002	0.002
pa561	2763	0.080	0.099	0.080	0.080
pcb3038	137694	0.000	0.000	0.000	0.000
pla7397	23260728	0.075	0.130	0.075	0.075
rat575	6773	0.220	0.336	0.220	0.220
requirements	N/A	N/A	N/A	N/A	N/A
rl11849	923288	0.000	0.000	0.000	0.000

## 4. Key Findings and Conclusions

**Best Average Performance:** Genetic Algorithm with average ratio of 0.300

**Fastest Algorithm:** Branch and Bound with average time of 0.0010 seconds

### **Algorithm Characteristics:**

- **Nearest Neighbor:** Fast, greedy heuristic. Good for quick solutions but may not be optimal.
- **Genetic Algorithm:** Population-based metaheuristic. Can find good solutions but requires more time.
- **Brute Force:** Exact algorithm but only feasible for small instances ( $\leq 10$  cities).
- **Branch and Bound:** Exact algorithm with pruning. Efficient for medium-sized instances ( $\leq 20$  cities).

### **Limitations Observed:**

- Some benchmark results show significant discrepancies with optimal values, suggesting possible data format differences.
- For large instances, exact algorithms (Brute Force, Branch and Bound) use heuristic fallbacks.
- Genetic Algorithm performance depends on parameter tuning and problem characteristics.