<u>Syllabus</u>

Discussion

<u>Progress</u>

Course

Course / Part 5: Heuristics, Greedy Approaches, Accuracy/Complexity tradeoff / 3. Approximate Solutions Previous Next > Practice questions: Approximate Solutions □ Bookmark this page What have you learnt so far? 3/3 points (ungraded) 1. An approximate solution is used... whenever exact solutions are not feasible in practice to speed up the computations compared to exact solutions 2. A Pareto frontier... delimits algorithms with high and low complexity odelimits trade-offs between complexity and correctness 3. A Pareto optimal is... a solution that minimizes both speed and correctness o an optimal tradeoff between speed and correctness Submit **1** Answers are displayed within the problem < Previous Next >



© All Rights Reserved





<u>Affiliates</u> edX for Business Open edX

Careers

<u>News</u>

Legal

Terms of Service & Honor Code

Privacy Policy

Accessibility Policy

Trademark Policy

<u>Sitemap</u>

Connect

<u>Blog</u>

Contact Us

Help Center

Media Kit

<u>Donate</u>















 $\hfill \odot$ 2020 edX Inc. All rights reserved.

深圳市恒宇博科技有限公司 <u>粤ICP备17044299号-2</u>