Discussion

<u>Progress</u>

Course

<u>Help</u> sandipan_dey ▼

★ Course / Part 5: Heuristics, Greedy Approaches, Accuracy/Complexity tradeoff / 1. Heuristics

<u>Syllabus</u>

| | questions: Heuristics | | | |
|--|---|--|-------------------|--|
| Ì Bookmark tl | his page | | | |
| | | | | |
| | ve you learnt so far ? | | | |
| 2/2 points (ur 1. A heurist | ngraded) ic algorithm is used to | | | |
| () more | quickly solve problems when clas | ssical methods are too slow to find | an exact solution | |
| | | | | |
| () impro | ve the optimal solution produced | d by an exact algorithm | | |
| deteri | orate the quality of the solution v | when it is "too good to be true" | | |
| | | | | |
| ~ | | | | |
| ✓ 2. A good h | euristic must | | | |
| | euristic must | | | |
| | euristic must de no solution when the problem | is too complex to be solved | | |
| provic | | | | |
| provid | de no solution when the problem | | nilliseconds | |
| provid | de no solution when the problem | exity | nilliseconds | |
| provide provid | de no solution when the problem | exity | nilliseconds | |
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| provide provid | de no solution when the problem de a gain and be of limited compl ne optimal solution, even for the | exity most complex problems, in a few n | nilliseconds | |
| provide provid | de no solution when the problem | exity most complex problems, in a few n | nilliseconds | |
| provide provid | de no solution when the problem de a gain and be of limited compl ne optimal solution, even for the | exity most complex problems, in a few n | nilliseconds | |

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