# CSC 340 Project 2

14 February 2018

Due: 11:59 PM, 15 March 2018

Name: Y M. Liu (Simone)

1. Eigenvectors and eigenvalues (30 points)
   1. For the class data given in the “eigendata.txt” file, find and report:
      1. The ***mean*** vector and the ***covariance*** matrix. (5 points)

**The mean vector m**:

**The covariance matrix **:

* + 1. The ***trace*** of the covariance matrix. (5 points)

**The trace of **: 0.7816816527823081

* + 1. The ***determinant*** of the covariance matrix. (5 points)

**The determinant of **: 0.02975540054243309

* + 1. All ***eigenvalues*** for the covariance matrix. (5 points)

The characteristic polynomial of ****:   
**|( λI - )| = λ2 - 0.7816816527823081λ + 0.02975540054243308**

**Eigenvalues:**

**λ1** = 0.7415560257077607

**λ2**= 0.040125627074547365

* + 1. A ***unit length*** eigenvector for each of the eigenvalues. (5 points)
* At λ1 = 0.7415560257077607, x1 = 1.919394038864498 x2

**Eigenvector e1** = , **unit length of e1 is 1**

* At λ2 = 0.040125627074547365, x1 = -0.5209977627061892 x2

**Eigenvector e2** = , **unit length of e2 is 1**

* 1. ***One a single chart, plot the data and the class mean*** for the class, as well as ***the eigenvectors*** drawn emanating from (with their tails located at) the class mean and their heads translated (in the mathematical sense) accordingly. You should rescale the eigenvectors to +-convenience lengths so that they can be seen easily in the plot. (5 points)

1. More on eigenvalues and eigenvectors (20 points):   
   Estimate the roots of the polynomial:  
   p\*(x) = 30x5 – 139 x4 – 1689 x3 + 4903 x2 - 2733 x – 756, i.e., find and report all values of r such that p\*(r) = 0. Note that p\*(x) is NOT a monic polynomial. You must:
   * 1. Find a monic polynomial p(x) that has the same roots as p\*(x), and then write the companion matrix **A** for p(x). (5 points) (Hint: This is NOT a programming problem. Simply write down the companion matrix, appropriately labeled.)

**The monic polynomial p(x)**:

**Matrix A**:

* + 1. Use your implementation of ***Leverrier’s algorithm*** to ***find*** the coefficients for and ***report*** the characteristic equation for the matrix **A**. (5 points)

|  |  |
| --- | --- |
|  | **Coefficients** |
| **a5** | -4.633333 |
| **a4** | -56.3 |
| **a3** | 163.433333 |
| **a2** | -91.1 |
| **a1** | -25.2 |

The characteristic equation for the matrix A:

**|( λI - )| = λ5** – 4.633333 **λ4 –** 56.3 **λ3**  + 163.433333 **λ2** – 91.1 **λ**– 25.2

* + 1. Use your implementation of the ***direct power method*** to find an estimate for the largest eigenvalue for the matrix **A**. (5 points)

The estimate for the largest eigenvalue for **A:** 8.99992309439002 ≈ 9

* + 1. Repeat steps i-iii with the deflated polynomials and corresponding companion matrices to find estimates for the other roots of *p*? (5 points)

|  |  |  |  |
| --- | --- | --- | --- |
| **Monic polynomial** |  |  |  |
| **Companion matrix** |  |  |  |
| **Coefficients** | a4 = 4.36666  a3 = -17  a2 = 10.43333  a1 = 2.8 | a3 = -2.63333  a2 = 1.43333  a1 = 0.4 | a2 = -1.13333  a1 = -0.26666 |
| **Characteristic equation** | **λ4 +** 4.36666**λ3** - 17**λ2** + 10.43333**λ**+ 2.8 | **λ3** -2.63333**λ2** +1.43333**λ**+ 0.4 | **λ2** -1.13333**λ**– 0.26666 |
| **Estimated eigenvalues** | -6.999988044802259 ≈ -7 | 1.500215518590002 ≈ 1.5 | • 1.33333462 ≈ 1.3  • -0.2 |

1. A Traveling Salesperson Problem (50 points)

Fig. 2, A TSP map

Consider a collection of cities, labeled A through N, as indicated in Fig. 2, with coordinates given below in the TSP Data section of this project. Find an ordering (a permutation of the city labels) for taking a least cost, round trip that visits each of the cities, except the starting city, exactly once. The cost of the trip will be represented by the cumulative distance traveled and the trip cost must include the cost of returning to the starting city.  
  
You are to compare the relative merits of four alternative methods of finding or estimating a least cost trip. Recall that a [permutation](file:///C:\Users\tagliarinig\Desktop\fromE\MyStuff\CSC\Courses\340\532\PermutationTester.java) is just a ***one-to-one*** function of a set S ***onto*** itself; for example, if the cities were labeled 1,…,n, then any bijective function, *p*: {1, 2, …, n} →{1, 2, …, n} would permute the city labels.

* 1. Exhaustive search (10 points)
     1. Generate all solutions for the given problem instance.
     2. Find and report the mean and standard deviation of this distribution, as well as the length and trip order for both the longest and the shortest trips.
     3. Collect data for a histogram of this distribution of solutions using at least 100 trip length bins and use some tool, such as Excel®, to ***plot the histogram of the distribution***. (You may actually wait to do this until part “e” of the question.)
     4. How long did the exhaustive search take?
     5. How long would you expect the algorithm to take if the number of cities, *n*, were to increase by one?
     6. What is the time complexity of the exhaustive search algorithm used?
  2. Random search (10 points)
     1. Generate data for a histogram of the costs of 1,000,000 ***randomly*** generated solutions for the given TSP problem.
     2. Find and report the mean, extreme values (the maximum and minimum) and trip orders, and standard deviation of this distribution of solutions.
     3. Organize data for a histogram of this distribution of solutions using at the same 100 bins as in part “a” and use some tool to ***plot the histogram of the distribution***. (You may actually wait to do this until part “e” of the question.)
     4. What is the time complexity of the random search algorithm?
  3. Genetic algorithm (10 points)
     1. Create a genetic algorithm to find good solutions for the problem instance.
     2. Find and report the mean, extreme values (the maximum and minimum) and trip orders, and standard deviation of this distribution of solutions.
     3. Use your genetic algorithm to find and report a histogram for at least 50 solutions for the problem using the same bins as before. (You may actually wait to do this until part “e” of the question.)
     4. What is the time complexity of the genetic algorithm?
  4. Simulated annealing (10 points)
     1. Create a simulated annealing algorithm to find a good solution for the problem instance.
     2. Find and report the mean, extreme values (the maximum and minimum), and standard deviation of this distribution of solutions.
     3. Use your simulated annealing algorithm to find and report a histogram for at least 50 solutions for the problem using the same bins as before. (You may actually wait to do this until part “e” of the question.)
     4. What is the time complexity of the simulated annealing algorithm?
  5. ***Compare*** (10 points)
     1. Scale each of the histograms by dividing each count in each bin by the maximum frequency count for that histogram.
     2. ***On a single chart***, plot all four of the scaled histograms.
     3. What fraction of the distribution of possible solutions is better than your best solution by random searching?
     4. What fraction of the distribution of possible solutions is better than your best solution by using the genetic algorithm?
     5. What fraction of the distribution of possible solutions is better than your best solution by using the simulated annealing algorithm?
     6. What are the relative merits of each of the approaches?

# TSP Data

|  |  |  |
| --- | --- | --- |
| TSP |  |  |
| X | Y | Label |
| 0.725228831 | 0.028301616 | A |
| 0.632613331 | 0.879012261 | B |
| 0.085878084 | 0.352754499 | C |
| 0.880437853 | 0.852414005 | D |
| 0.725231388 | 0.382031121 | E |
| 0.74550796 | 0.32391051 | F |
| 0.166612034 | 0.10383117 | G |
| 0.637364579 | 0.962848092 | H |
| 0.136222778 | 0.908730558 | I |
| 0.078296453 | 0.248218346 | J |
| 0.396853572 | 0.962644387 | K |
| 0.390728772 | 0.703886694 | L |
| 0.276887516 | 0.354859612 | M |
| 0.974681576 | 0.344309411 | N |