



## 0.2 Result for 340 random instances:

Since ASS+(c) was better than ASS+(e) for DIMACS benchmark set, we ignored here the latter and considered only the algorithms REP, REP(=), POP, POP2, ASS+(c).

### Result for random benchmark set set70:

G(n,p)	REP	REP(=)	POP	POP2	ASS+(c)
G(70,10)	0	0	0	0	0
G(70,30)	18	20	0	2	4
G(70,50)	15	15	16	13	15
G(70,70)	0	0	20	4	2
G(70,90)	0	0	2	0	0

Tabelle 0.2: Number of unsolved instances for each class  $G(n, p)$  within time limit 3600 seconds. Each class includes 20 instances.)

G(n,p)	REP	REP(=)	POP	POP2	ASS+(c)
G(70,10)	4.585	4.62	0.11	0.0935	0.3385
G(70,30)	3344.3565	3600.0185	350.386	667.46	1325.716
G(70,50)	3101.929	3054.3345	3332.751	2915.714	2979.169
G(70,70)	32.182	37.755	3600.0285	1200.2015	880.026
G(70,90)	0.015	0.0185	410.3135	9.3455	6.9605

Tabelle 0.3: Average runtime in seconds for each class (Time limit 3600 seconds)

### Result for random benchmark set sparse240:

G(n,p)	REP	REP(=)	POP	POP2	ASS+(c)
G(80,10)	2	2	0	0	0
G(90,10)	3	2	0	0	0
G(100,10)	0	0	0	0	0
G(80,15)	1	2	0	0	0
G(90,15)	17	16	0	0	2
G(100,15)	16	16	0	0	3
G(80,20)	10	7	0	0	3
G(90,20)	20	20	0	1	9
G(100,20)	20	20	7	6	12
G(80,25)	19	19	4	3	7
G(90,25)	20	20	14	13	17
G(100,25)	20	20	17	19	20

Tabelle 0.4: Number of unsolved instances for each class  $G(n, p)$  within time limit 3600 seconds. Each class includes 20 instances.)

G(n,p)	REP	REP(=)	POP	POP2	ASS+(c)
G(80,10)	385.7225	379.047	0.468	0.454	1.406
G(90,10)	545.9405	550.7185	1.285	1.3785	4.0755
G(100,10)	47.859	67.509	1.7575	2.0775	3.8085
G(80,15)	455.108	603.8695	5.9465	7.057	13.042
G(90,15)	3064.477	3024.8405	18.63	44.972	661.0935
G(100,15)	3017.5925	2994.4485	18.828	94.241	666.935
G(80,20)	2342.935	2211.1645	47.958	229.2125	607.621
G(90,20)	3600.0405	3600.0565	463.6615	480.59	2327.5215
G(100,20)	3600.0105	3600.0115	1937.044	1419.6395	2584.5135
G(80,25)	3423.326	3441.283	1169.784	1014.539	1896.205
G(90,25)	3600.027	3600.106	3010.6135	2786.6435	3337.0295
G(100,25)	3600.0095	3600.119	3328.4675	3538.493	3600.0585

Tabelle 0.5: Average runtime in seconds for each class (Time limit 3600 seconds)