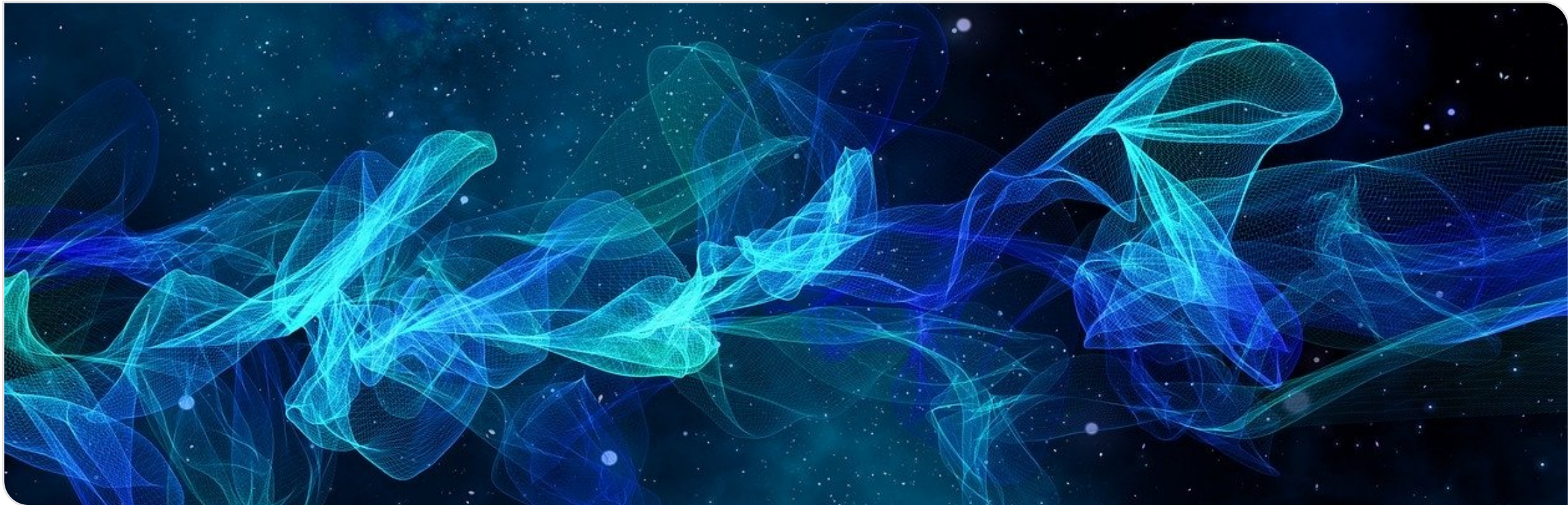


Fine-grained Algorithm Design and Engineering

Week 0: Organization
25.10.2024

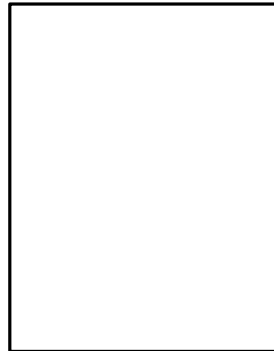


Course Details

- 6 ETCS
- Fr 9:45, 50.34 Room 236
- regular meetings on individual basis

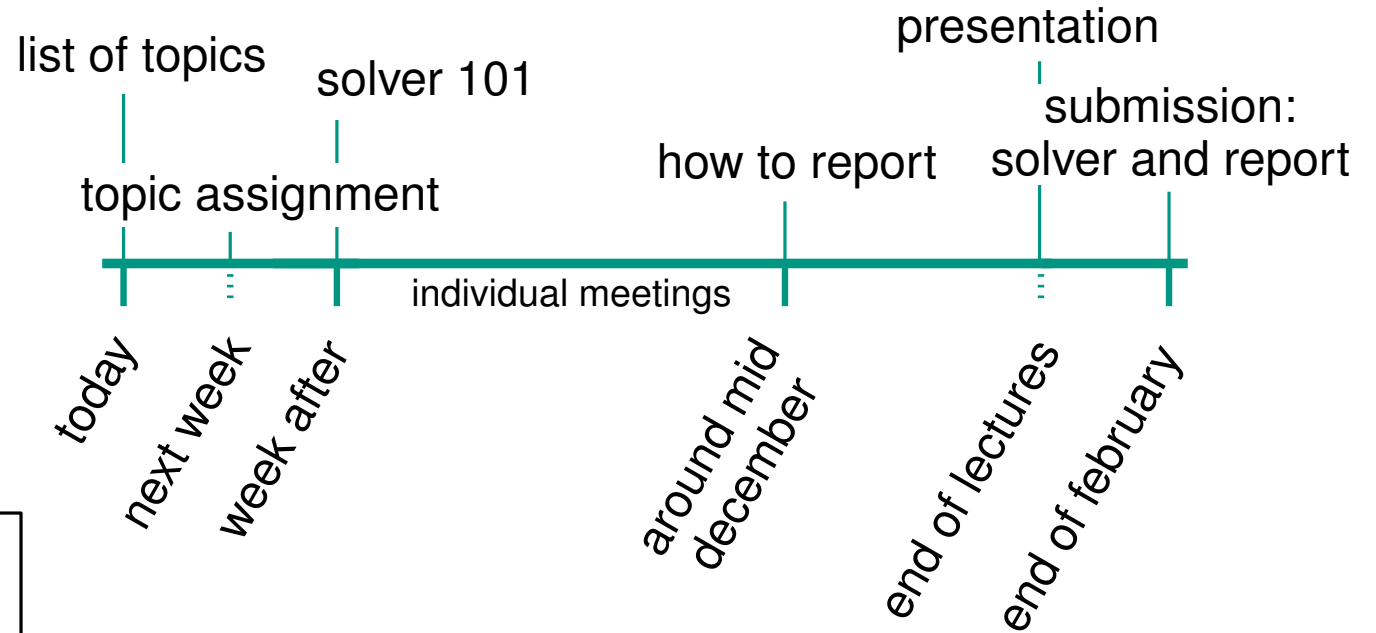


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(subject to change)



Today:

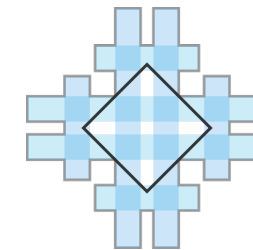
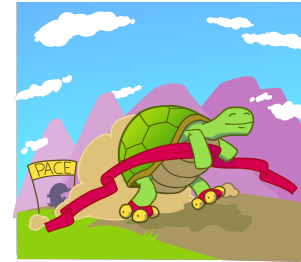
- challenge and expectations
- list of topics
- grading and remarks

The Challenge

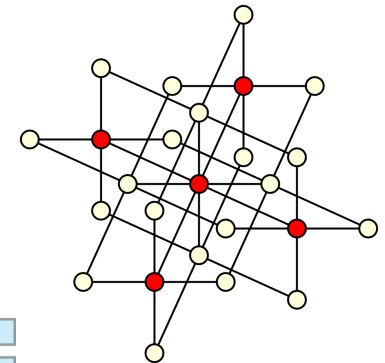
Learn how to design & implement fast algorithmic solutions!

- current or past algorithmic challenge
- computationally hard problems
- technical specifications based on challenge
 - limited time, no internet, no GPU

PACE challenge



CG:SHOP
challenge



- determine best bounds in theory
- transfer to practice and/or develop new approaches
- evaluate your implementation

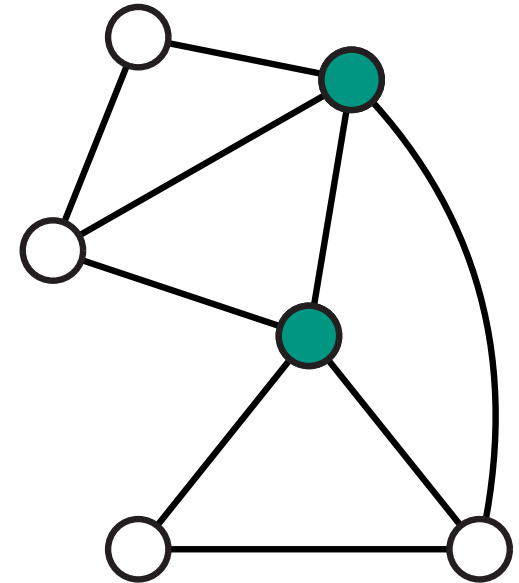
Opportunity to participate in **algorithmic competitions**

List of Topics

- work in groups of 2
- PACE Challenge 2025: Dominating & Hitting Set
 - exact track
 - heuristic track
- CG Challenge 2025: Non-obtuse Triangulation
- Int. Competition on Graph Counting 2024: Counting Paths
- PACE challenge 2023: Twin-Width

Topic #1-2: PACE 2025

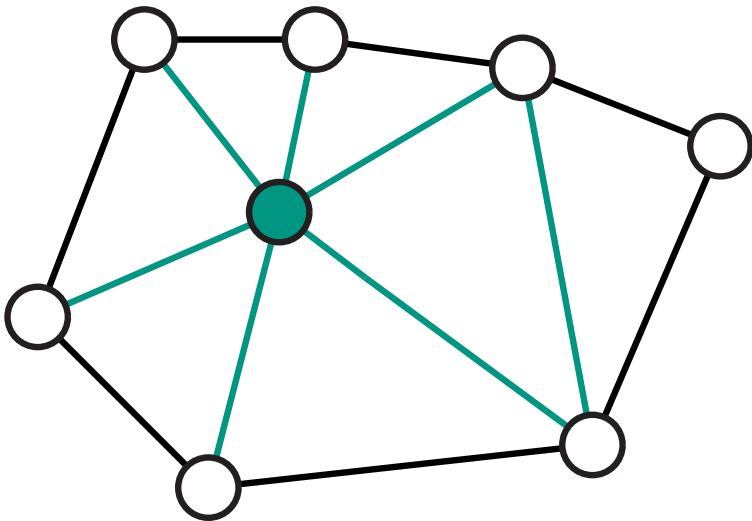
- dominating set & hitting set
- future challenge, instances published in early 2025
- well-studied problem, lots of literature
- finding new approaches / improvements harder
- exact track: structurally restricted instances
 - e.g.: planar graphs, small treewidth graphs, ...
- heuristic track: large general instances
 - but good approximation sufficient



pacechallenge.org

Topic #3: CG 2025

- non-obtuse (planar) graph triangulation
- ongoing challenge, finish in early 2025
- classical problem in computational geometry
- less considered in theory



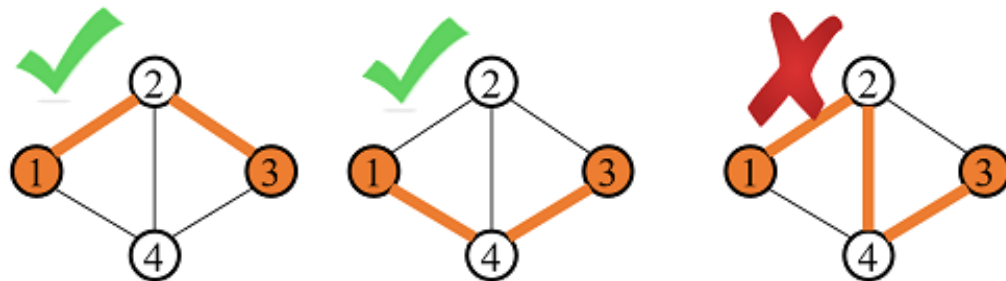
Input: a planar straight line graph

Objective: give a triangulation of the inputs convex hull that minimizes the number of Steiner points

<https://cgshop.ibr.cs.tu-bs.de/>

Topic #4: ICGCA 2024

- counting paths
- #P-hard problem, quite graphical
- directed or undirected graphs
- finished challenge, presentation in December



max. path length: 2

Input: simple graph, terminal vertices, maximum path length

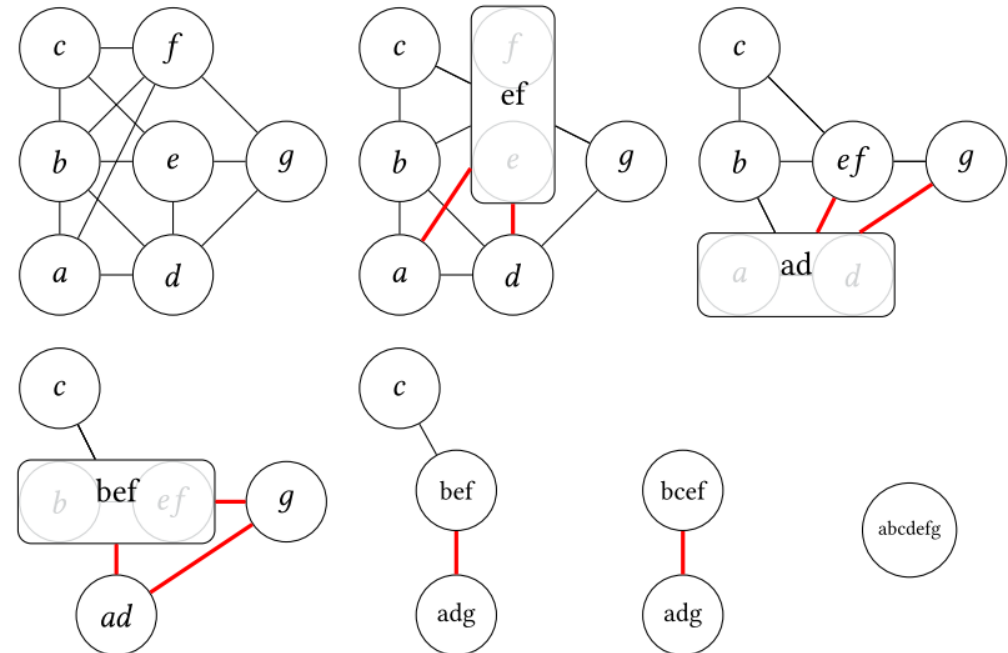
Objective: count the number of valid paths between the terminal vertices

<https://afsa.jp/icgca2024/>

Topic #5: PACE 2023

- computing twin-width
- finished challenge, published results
- technical problem definition
 - people* are excited about this
- new approaches harder to get
 - relatively recent parameter

pacechallenge.org



sequence for twin-width 2 [Bonnet et al., '21]

*at least theoreticians

Expectations and Grading

- (more or less) continuous work, regular attendance in meetings
- independent theoretical and practical work
- open communication about achievements **and problems**

- we do not expect a winning solver!
- give improvements over current solvers **in some cases**
- you may (and should) use existing approaches or solvers
 - own contribution is important

Grading

Grading based on ...

- solver
- report
- final presentation
- overall impression

Reasons to fail:

- plagiarism (deception)

For an optimal grade ...

- (believed to be) "competitive" solver
- decent own contribution, some novel improvements
- thorough empirical and theoretical analysis of approach (if applicable)
- well-comprehensible presentation
- independent work

What's next?

- send an email with your 3 ranked preferences until 28.10 (23:59) to
mirza.redzic@kit.edu and sebastian.angrick@kit.edu
- we notify you via email about your topic & coordinate meeting times
 - get familiar with definition, start with literature
- next week: Allerheiligen
- week after (early November): Solver 101, start of individual meetings

Questions?