

Wintersemester 2016/17

Selected Topics in Efficient Algorithms

http://wwwalbers.in.tum.de/index.html.de

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Organization



Seminar Sessions: 2 SWS

Mon 16:00–18:00, MI 03.11.018

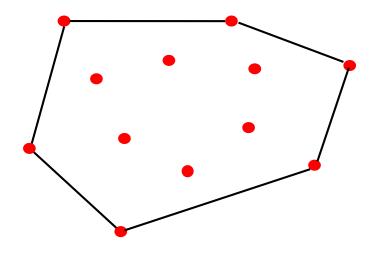
Duties: Presentation of 60 minutes

Write-up of 8 to 10 pages

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1. Computational geometry: Convex hulls

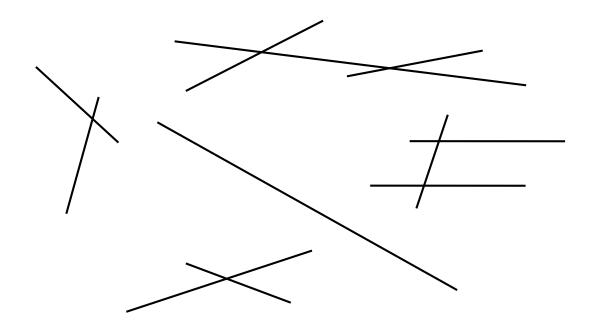




M. De Berg, O. Cheong, M. van Kreveld, M. Overmars. Computational Geometry. Chapter 1 & 11.

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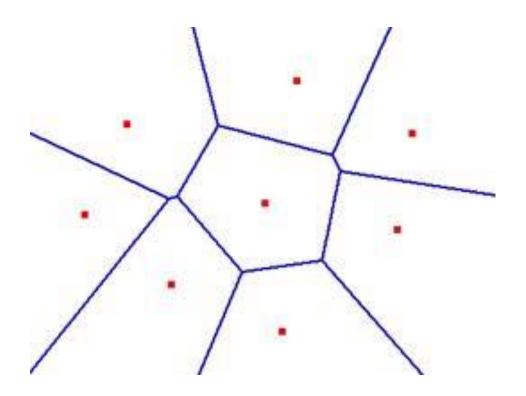
2. Comp. geometry: Line segment intersection



M. De Berg, O. Cheong, M. van Kreveld, M. Overmars. Computational Geometry. Chapter 2.

3. Comp. geometry: Voronoi diagrams

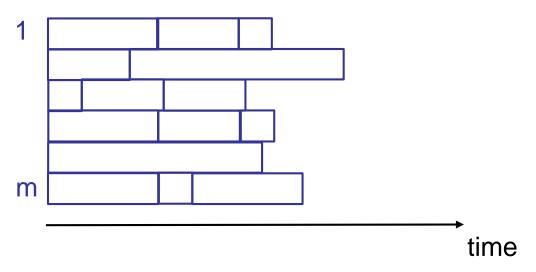




M. De Berg, O. Cheong, M. van Kreveld, M. Overmars. Computational Geometry. Chapter 7.

4. Scheduling: Makespan minimzation





m identical parallel machines

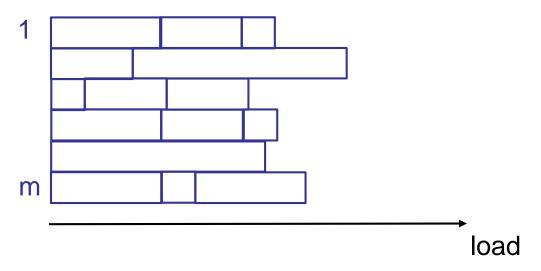
Input portion: Job J_i with individual processing time p_i.

Goal: Minimize the completion time of the last job in the schedule.

R. Graham. Bell Systems Techn. Journal 1965; SIAM J. Applied Math., 1969.

5. Scheduling: Load balancing game





Each job controlled by selfish agent.

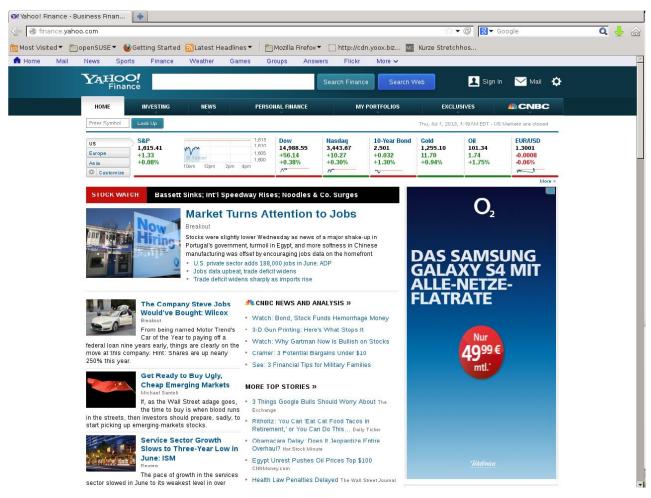
Cost of an agent is the load of the selected machine.

Social cost: Makespan of the solution.

B. Vöcking. In: Algorithmic Game Theory, Chapter 20, 2007.

6. Scheduling: Story boarding



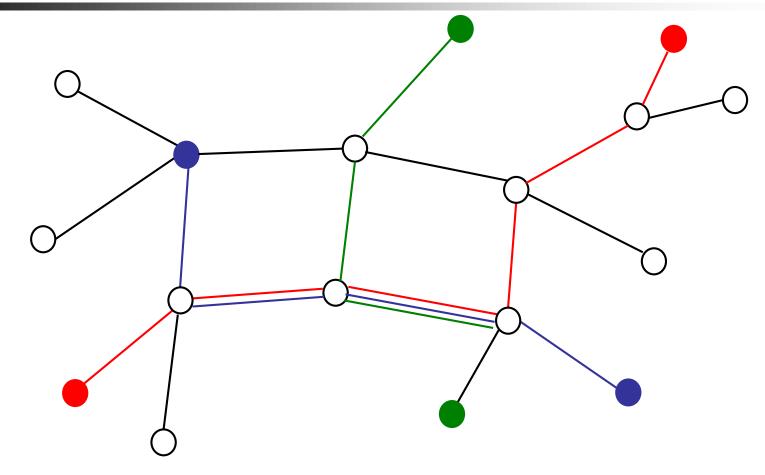


A. Dasgupta, A. Ghosh, H. Nazerzadeh, P. Raghavan SODA 2009.

S. Albers, A. Passen, ICALP 2013.

7. Network design: Fair cost allocation





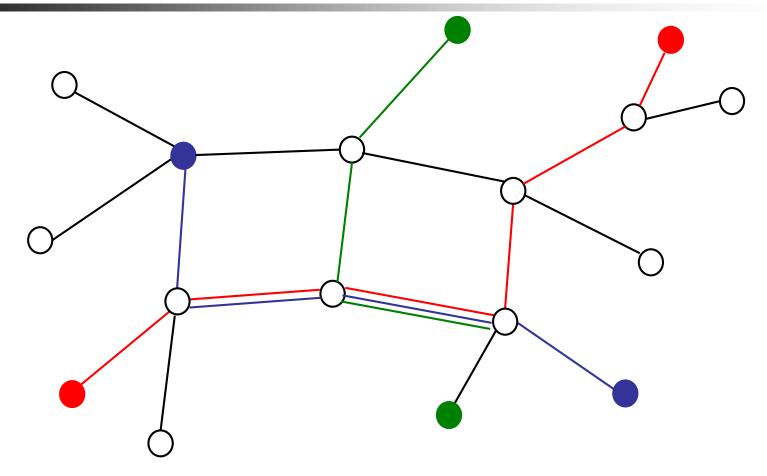
G=(V,E,c) pairs (s_i,t_i) If k agents use e, each pays c(e)/k

Anshlevich, Dasgupta, Kleinberg, Tardos, Wexler. SICOMP 2008.

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8. Network design: Arbitrary payments



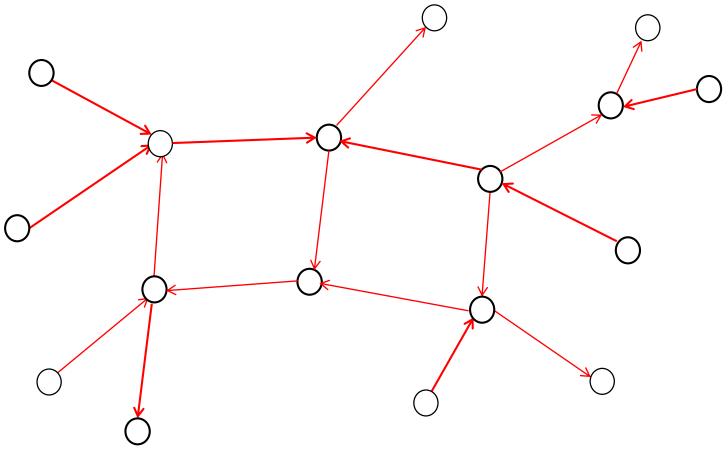


G=(V,E,c) pairs (s_i,t_i) Cost of an edge may be split arbitrarily.

Anshlevich, Dasgupta, Tardos, Wexler. Theory of Computing, 2008.

9. Network creation





Cost agent i = a \cdot # edges built + $\Sigma_{i\neq j}$ distance to agent j

Fabrikant, Luthra, Maneva, Papadimitriou, Shenker. On a network creation game. PODC 2003.

10. Data structures: List update



Unsorted linear list



$$\sigma = AACBEDA ...$$

Request: Access to item in the list

Cost: Accessing the i-th item in the list incurs a cost of i.

Goal: Minimize cost paid in serving σ .

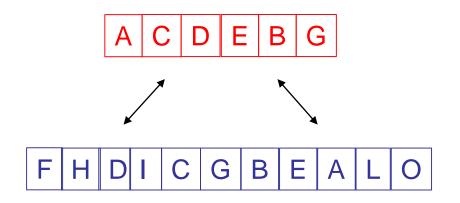
Applications: Data compression

S. Albers, S. Lauer. On list update with locality of reference. ICALP 2008.

11. Paging with locality of reference



Two-level memory system



small fast memory

large slow memory

 $\sigma = ACBEDAF...$

Request: Access to page in memory system

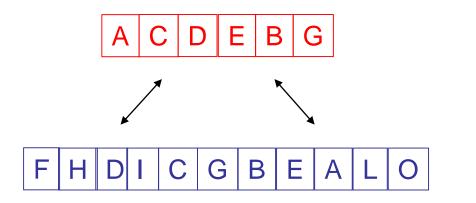
Goal: Minimize the number of page faults

Panagiotou, Souza: On adequate performance measures for paging. STOC 2006.

12. Paging with locality of reference



Two-level memory system



small fast memory

large slow memory

 $\sigma = ACBEDAF...$

Request: Access to page in memory system

Goal: Minimize the number of page faults

Albers, Frascaria: Quantifying competitiveness in paging with locality of reference. ICALP 2015.