Dynamic Relative Compression, Dynamic Partial Sums, and Substring Concatenation

Given a static reference string $R$ and a source string $S$, a relative compression of $S$ with respect to $R$ is an encoding of $S$ as a sequence of references to substrings of $R$. Relative compression schemes are a classic model of compression and have recently proved very successful for compressing highly-repetitive massive data sets such as genomes and web-data.

We initiate the study of relative compression in a dynamic setting where the compressed source string $S$ is subject to edit operations. The goal is to maintain the compressed representation compactly, while supporting edits and allowing efficient random access to the (uncompressed) source string. We present new data structures that achieve optimal time for updates and queries while using space linear in the size of the optimal relative compression, for nearly all combinations of parameters. We also present solutions for restricted and extended sets of updates. To achieve these results, we revisit the dynamic partial sums problem and the substring concatenation problem. We present new optimal or near optimal bounds for these problems. Plugging in our new results we also immediately obtain new bounds for the string indexing for patterns with wildcards problem and the dynamic text and static pattern matching problem.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Number of pages: 18
Pages: 1-18
Publication date: 16 Oct 2017
Main Research Area: Technical/natural sciences

Publication information
Journal: Algorithmica
ISSN (Print): 0178-4617
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 1.11 SJR 0.685 SNIP 1.338
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 0.77 SNIP 1.354 CiteScore 1.15
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 0.921 SNIP 1.347 CiteScore 1.2
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 1.023 SNIP 1.572 CiteScore 1.26
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 0.872 SNIP 1.228 CiteScore 0.99
ISI indexed (2012): ISI indexed yes
Web of Science (2012): Indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 0.862 SNIP 1.166 CiteScore 0.91
ISI indexed (2011): ISI indexed yes
Web of Science (2011): Indexed yes
BFI (2010): BFI-level 2
Scopus rating (2010): SJR 0.99 SNIP 1.356
BFI (2009): BFI-level 2
Scopus rating (2009): SJR 1.019 SNIP 1.397
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 1.174 SNIP 1.248
Scopus rating (2007): SJR 1.052 SNIP 1.466
Contracting a planar graph efficiently

We present a data structure that can maintain a simple planar graph under edge contractions in linear total time. The data structure supports adjacency queries and provides access to neighbor lists in $O(1)$ time. Moreover, it can report all the arising self-loops and parallel edges. By applying the data structure, we can achieve optimal running times for decremental bridge detection, 2-edge connectivity, maximal 3-edge connected components, and the problem of finding a unique perfect matching for a static planar graph. Furthermore, we improve the running times of algorithms for several planar graph problems, including decremental 2-vertex and 3-edge connectivity, and we show that using our data structure in a black-box manner, one obtains conceptually simple optimal algorithms for computing MST and 5-coloring in planar graphs.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Rome Tor Vergata, University of Warsaw, Google Inc., University of Copenhagen
Authors: Holm, J. (Ekstern), Italiano, G. F. (Ekstern), Karczmarz, A. (Ekstern), Łacki, J. (Ekstern), Rotenberg, E. (Intern), Sankowski, P. (Ekstern)
Publication date: 1 Sep 2017

Host publication information
Title of host publication: 25th European Symposium on Algorithms, ESA 2017
Volume: 87
Publisher: Schloss Dagstuhl- Leibniz-Zentrum fur Informatik GmbH, Dagstuhl Publishing
Article number: 50
ISBN (Electronic): 9783959770491
Main Research Area: Technical/natural sciences
Conference: 25th European Symposium on Algorithms, ESA 2017, Vienna, Austria, 04/09/2017 - 04/09/2017
Algorithms, Coloring, Connectivity, Data structures, Planar graphs
DOI:
10.4230/LIPIcs.ESA.2017.50
Source: Scopus
Source-ID: 85030538538
Publication: Research - peer-review › Article in proceedings – Annual report year: 2017

Best laid plans of lions and men

We answer the following question dating back to J. E. Littlewood (1885-1977): Can two lions catch a man in a bounded area with rectifiable lakes? The lions and the man are all assumed to be points moving with at most unit speed. That the lakes are rectifiable means that their boundaries are finitely long. This requirement is to avoid pathological examples where the man survives forever because any path to the lions is infinitely long. We show that the answer to the question is not always "yes" by giving an example of a region $R$ in the plane where the man has a strategy to survive forever. $R$ is a polygonal region with holes and the exterior and interior boundaries are pairwise disjoint, simple polygons. Our construction is the first truly two-dimensional example where the man can survive. Next, we consider the following game played on the entire plane instead of a bounded area: There is any finite number of unit speed lions and one fast man who can run with speed $1 + \epsilon$ for some value $\epsilon > 0$. Can the man always survive? We answer the question in the affirmative for any constant $\epsilon > 0$.

General information
State: Published
Fingerprints in compressed strings

In this paper we show how to construct a data structure for a string S of size N compressed into a context-free grammar of size n that supports efficient Karp–Rabin fingerprint queries to any substring of S. That is, given indices i and j, the answer to a query is the fingerprint of the substring S[i..j]. We present the first O(n) space data structures that answer fingerprint queries without decompressing any characters. For Straight Line Programs (SLP) we get O(\(\log N\)) query time, and for Linear SLPs (an SLP derivative that captures LZ78 compression and its variations) we get O(\(\log \log N\)) query time. We extend the result to solve the longest common extension problem in query time O(\(\log N \log \ell\)) and O(\(\log \ell \log \log \ell + \log \log N\)) for SLPs and Linear SLPs, respectively. Here, \(\ell\) denotes the length of the LCE.

Subsequence automata with default transitions

Let S be a string of length n with characters from an alphabet of size \(\sigma\). The subsequence automaton of S (often called the directed acyclic subsequence graph) is the minimal deterministic finite automaton accepting all subsequences of S. A
straightforward construction shows that the size (number of states and transitions) of the subsequence automaton is $O(n\sigma)$ and that this bound is asymptotically optimal. In this paper, we consider subsequence automata with default transitions, that is, special transitions to be taken only if none of the regular transitions match the current character, and which do not consume the current character. We show that with default transitions, much smaller subsequence automata are possible, and provide a full trade-off between the size of the automaton and the delay, i.e., the maximum number of consecutive default transitions followed before consuming a character. Specifically, given any integer parameter $k$, $1 < k < \sigma$, we present a subsequence automaton with default transitions of size $O(nk\log_\sigma \sigma)$ and delay $O(\log_\sigma \sigma)$. Hence, with $k=2$ we obtain an automaton of size $O(n\log_\sigma \sigma)$ and delay $O(\log_\sigma \sigma)$. At the other extreme, with $k=\sigma$, we obtain an automaton of size $O(n\sigma)$ and delay $O(1)$, thus matching the bound for the standard subsequence automaton construction. Finally, we generalize the result to multiple strings. The key component of our result is a novel hierarchical automata construction of independent interest.
A Cycle of Maximum Order in a Graph of High Minimum Degree has a Chord
A well-known conjecture of Thomassen states that every cycle of maximum order in a 33-connected graph contains a chord. While many partial results towards this conjecture have been obtained, the conjecture itself remains unsolved. In this paper, we prove a stronger result without a connectivity assumption for graphs of high minimum degree, which shows Thomassen's conjecture holds in that case. This result is within a constant factor of best possible. In the process of proving this, we prove a more general result showing that large minimum degree forces a large difference between the order of the largest cycle and the order of the largest chordless cycle.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science , Algorithms and Logic
Authors: Harvey, D. J. (Intern)
Number of pages: 8
Publication date: 2017
Main Research Area: Technical/natural sciences

Publication information
Journal: The Electronic Journal of Combinatorics
Volume: 24
Issue number: 4
Article number: P4.33
ISSN (Print): 1077-8926
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 0.53
BFI (2015): BFI-level 1
Scopus rating (2015): CiteScore 0.52
BFI (2014): BFI-level 1
Scopus rating (2014): CiteScore 0.52
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 1
Scopus rating (2013): CiteScore 0.61
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 1
Scopus rating (2012): CiteScore 0.53
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 1
Scopus rating (2011): CiteScore 0.65
ISI indexed (2011): ISI indexed yes
Web of Science (2011): Indexed yes
BFI (2008): BFI-level 1
Original language: English
Electronic versions:
7152_22782_1_PB.pdf
Source: PublicationPreSubmission
Source-ID: 140496120
Publication: Research - peer-review › Journal article – Annual report year: 2017

A Framework for Organization-Aware Agents
Open systems are characterized by the presence of a diversity of heterogeneous and autonomous agents that act according to private goals. Organizations, such as those used in real-life to structure human activities such as task allocation, coordination and supervision, can regulate the agents' behavior space and describe the expected behavior of the agents. Assuming an open environment, where agents are developed independently of the Organizational structures, agents need to be able to reason about the structure, so that they can deliberate about their actions and act within the expected boundaries and work towards the objectives of the organization. In this paper, we present the AORTA reasoning framework and show how it can be integrated into typical BDI-agents. We provide operational semantics that enables
agents to make organizational decisions in order to coordinate and cooperate without explicit coordination mechanisms within the agents. The organizational model is independent of that of the agents, and the approach is not tied to a specific organizational model, but uses an organizational metamodel. We show how AORTA helps agents work together in a system with an organization for choosing the best tender for a building project.

**General information**

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Delft University of Technology
Authors: Jensen, A. S. (Intern), Dignum, V. (Ekstern), Villadsen, J. (Intern)
Pages: 387–422
Publication date: 2017
Main Research Area: Technical/natural sciences

**Publication information**

Journal: Autonomous Agents and Multi-Agent Systems
Volume: 31
Issue number: 3
ISSN (Print): 1387-2532
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed yes
BFI (2016): BFI-level 2
Scopus rating (2016): SJR 0.586 SNIP 1.79 CiteScore 2.19
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 0.709 SNIP 1.93 CiteScore 2.17
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 0.822 SNIP 2.624 CiteScore 2.44
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 0.84 SNIP 2.723 CiteScore 2.7
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 0.72 SNIP 3.494 CiteScore 2.21
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 0.921 SNIP 3.682 CiteScore 3.33
ISI indexed (2011): ISI indexed yes
BFI (2010): BFI-level 2
Scopus rating (2010): SJR 1.146 SNIP 3.34
BFI (2009): BFI-level 2
Scopus rating (2009): SJR 1.208 SNIP 4.149
BFI (2008): BFI-level 2
Scopus rating (2008): SJR 1.286 SNIP 4.251
Scopus rating (2007): SJR 1.506 SNIP 4.39
Scopus rating (2005): SJR 2.006 SNIP 5.099
Scopus rating (2004): SJR 0.824 SNIP 3.303
Scopus rating (2003): SJR 2.099 SNIP 5.623
Scopus rating (2002): SJR 2.205 SNIP 3.545
Scopus rating (2001): SJR 2.705 SNIP 5.217
Scopus rating (2000): SJR 1.643 SNIP 6.491
Scopus rating (1999): SJR 0.673 SNIP 8.152
Original language: English

Operational semantics, Organization-aware agents, Organizational reasoning

Electronic versions:
jaamas_corrected.pdf
A framework of DYNAMIC data structures for string processing

In this paper we present DYNAMIC, an open-source C++ library implementing dynamic compressed data structures for string manipulation. Our framework includes useful tools such as searchable partial sums, succinct/gap-encoded bitvectors, and entropy/run-length compressed strings and FM indexes. We prove close-to-optimal theoretical bounds for the resources used by our structures, and show that our theoretical predictions are empirically tightly verified in practice. To conclude, we turn our attention to applications. We compare the performance of five recently-published compression algorithms implemented using DYNAMIC with those of state-of-the-art tools performing the same task. Our experiments show that algorithms making use of dynamic compressed data structures can be up to three orders of magnitude more space-efficient (albeit slower) than classical ones performing the same tasks.

A gentle introduction to epistemic planning: The DEL approach

Epistemic planning can be used for decision making in multi-agent situations with distributed knowledge and capabilities. Dynamic Epistemic Logic (DEL) has been shown to provide a very natural and expressive framework for epistemic planning. In this paper, we aim to give an accessible introduction to DEL-based epistemic planning. The paper starts with the most classical framework for planning, STRIPS, and then moves towards epistemic planning in a number of smaller steps, where each step is motivated by the need to be able to model more complex planning scenarios.
Amalgams and $\chi$-Boundedness

A class of graphs is hereditary if it is closed under isomorphism and induced subgraphs. A class $G$ of graphs is $\chi$-bounded if there exists a function $f : \mathbb{N} \to \mathbb{N}$ such that for all graphs $G \in G$, and all induced subgraphs $H$ of $G$, we have that $\chi(H) \leq f(\omega(H))$. We prove that proper homogeneous sets, clique-cutsets, and amalgams together preserve $\chi$-boundedness. More precisely, we show that if $G$ and $G^*$ are hereditary classes of graphs such that $G$ is $\chi$-bounded, and such that every graph in $G^*$ either belongs to $G$ or admits a proper homogeneous set, a clique-cutset, or an amalgam, then the class $G^*$ is $\chi$-bounded. This generalizes a result of [J Combin Theory Ser B 103(5) (2013), 567–586], which states that proper homogeneous sets and clique-cutsets together preserve $\chi$-boundedness, as well as a result of [European J Combin 33(4) (2012), 679–683], which states that 1-joins preserve $\chi$-boundedness. The house is the complement of the four-edge path. As an application of our result and of the decomposition theorem for "cap-free" graphs from [J Graph Theory 30(4) (1999), 289–308], we obtain that if $G$ is a graph that does not contain any subdivision of the house as an induced subgraph, then $\chi(G) \leq 3\omega(G)-1$. 

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Penev, I. (Intern)
Pages: 57–92
Publication date: 2017
Main Research Area: Technical/natural sciences
An Approach for Hospital Planning with Multi-Agent Organizations

The background for this paper is a development that the Danish hospitals are undertaking which requires the establishment of a common emergency department. It is uncertain exactly what and how many resources the department needs and so resources are assigned dynamically as seen necessary by the staff. Such dynamic adjustments pose a challenge in predicting what consequences these adjustments may lead to. We propose an approach to deal with this challenge that applies simulation with intelligent agents and logics for organizational reasoning. We present some of the expected obstacles with this approach and potential ways to overcome them.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Larsen, J. B. (Intern), Villadsen, J. (Intern)
Pages: 454-465
Publication date: 2017

Host publication information
Title of host publication: Rough Sets
Volume: 10314
Publisher: Springer
ISBN (Print): 978-3-319-60839-6
An Approach for Hospital Planning with Multi-Agent Organizations

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Larsen, J. B. (Intern), Villadsen, J. (Intern)
Pages: 393-385
Publication date: 2017

Host publication information
Title of host publication: Preproceedings of the 29th Benelux Conference on Artificial Intelligence
ISBN (Print): 978-94-034-0299-4
Main Research Area: Technical/natural sciences
Conference: 29th Benelux Conference on Artificial Intelligence, Groningen, Netherlands, 08/11/2017 - 08/11/2017
Source: PublicationPreSubmission
Source-ID: 139212683
Publication: Research - peer-review › Article in proceedings – Annual report year: 2017

A Natural Logic for Natural-language Knowledge Bases
We describe a natural logic for computational reasoning with a regimented fragment of natural language. The natural logic comes with intuitive inference rules enabling deductions and with an internal graph representation facilitating conceptual path finding between pairs of terms as an approach to semantic querying. Our core natural logic proposal covers formal ontologies and generative extensions thereof. It further provides means of expressing general relationships between classes in an application. We discuss extensions of the core natural logic with various conservative as well as non-conservative constructs in order to approach scientific use of natural language. Finally, we outline a prototype system addressing life science for the natural logic knowledge base setup being under continuous development.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Roskilde Universitet, Copenhagen Business School
Pages: 1-26
Publication date: 2017

Host publication information
Title of host publication: Partiality and Underspecification in Information, Languages, and Knowledge
Publisher: Cambridge Scholars Press
Editors: Christiansen, H., Jiménez López, M. D., Loukanova, R., Moss, L.
ISBN (Print): 978-1-4438-7947-7
Series: Partiality and Underspecification in Information, Languages, and Knowledge
Main Research Area: Technical/natural sciences
Source: FindIt
Source-ID: 2373259820
Publication: Research - peer-review › Book chapter – Annual report year: 2017

A proof of the Barát-Thomassen conjecture
The Barát-Thomassen conjecture asserts that for every tree $T$ on $m$ edges, there exists a constant $k_T$ such that every $k_T$-edge-connected graph with size divisible by $m$ can be edge-decomposed into copies of $T$. So far this conjecture has only been verified when $T$ is a path or when $T$ has diameter at most 4. Here we prove the full statement of the conjecture.
General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Université Toulouse III - Paul Sabatier, Ecole Normale Supérieure de Lyon
Authors: Bensmail, J. (Intern), Harutyunyan, A. (Ekstern), Le, T. N. (Ekstern), Merker, M. (Intern), Thomassé, S. (Ekstern)
Pages: 39-55
Publication date: 2017
Main Research Area: Technical/natural sciences

Publication information
Journal: Journal of Combinatorial Theory. Series B
Volume: 124
ISSN (Print): 0095-8956
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 1.13 SJR 1.965 SNIP 1.959
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 2.235 SNIP 2.057 CiteScore 1.29
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 2.211 SNIP 2.018 CiteScore 1.1
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 2.124 SNIP 1.956 CiteScore 1.19
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 2.31 SNIP 2.153 CiteScore 1.2
ISI indexed (2012): ISI indexed yes
Web of Science (2012): Indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 2.313 SNIP 1.751 CiteScore 1.11
ISI indexed (2011): ISI indexed yes
BFI (2010): BFI-level 2
Scopus rating (2010): SJR 2.208 SNIP 1.627
BFI (2009): BFI-level 2
Scopus rating (2009): SJR 2.613 SNIP 2.034
Web of Science (2009): Indexed yes
BFI (2008): BFI-level 2
Scopus rating (2008): SJR 2.665 SNIP 2.512
Web of Science (2008): Indexed yes
Scopus rating (2007): SJR 2.518 SNIP 1.975
Web of Science (2007): Indexed yes
Scopus rating (2006): SJR 2.163 SNIP 1.974
Scopus rating (2005): SJR 1.431 SNIP 1.48
Web of Science (2005): Indexed yes
Scopus rating (2004): SJR 1.856 SNIP 2.168
Web of Science (2004): Indexed yes
Scopus rating (2003): SJR 1.81 SNIP 1.538
Web of Science (2003): Indexed yes
Scopus rating (2002): SJR 1.757 SNIP 1.847
Web of Science (2002): Indexed yes
A Runtime Analysis of Parallel Evolutionary Algorithms in Dynamic Optimization

A simple island model with (Formula presented.) islands and migration occurring after every (Formula presented.) iterations is studied on the dynamic fitness function Maze. This model is equivalent to a (Formula presented.) EA if migration occurs during every iteration. It is proved that even for an increased offspring population size up to (Formula presented.), the (Formula presented.) EA is still not able to track the optimum of Maze. If the migration interval is chosen carefully, the algorithm is able to track the optimum even for logarithmic (Formula presented.). The relationship of (Formula presented.) and the ability of the island model to track the optimum is then investigated more closely. Finally, experiments are performed to supplement the asymptotic results, and investigate the impact of the migration topology.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Sheffield
Authors: Lissovoi, A. (Ekstern), Witt, C. (Intern)
Pages: 641–659
Publication date: 2017
Main Research Area: Technical/natural sciences

Publication information
Journal: Algorithmica
Volume: 78
Issue number: 2
ISSN (Print): 0178-4617
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 1.11 SJR 0.685 SNIP 1.338
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 0.77 SNIP 1.354 CiteScore 1.15
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 0.921 SNIP 1.347 CiteScore 1.2
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 1.023 SNIP 1.572 CiteScore 1.26
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 0.872 SNIP 1.228 CiteScore 0.99
ISI indexed (2012): ISI indexed yes
Web of Science (2012): Indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 0.862 SNIP 1.166 CiteScore 0.91
Certified Soundness of Simplest Known Formulation of First-Order Logic

In 1965, Donald Monk published a paper about an axiomatic system for first-order predicate logic that he described as “the simplest known formulation of ordinary logic”. In this paper we show work in progress on certifying soundness of this system in the interactive proof assistant Isabelle. Through this work we demonstrate the usefulness of using proof assistants for validating mathematical results. This work also establishes an outline for future work such as a certified completeness proof of the axiomatic system in Isabelle.

Characterizing width two for variants of treewidth

In this paper, we consider the notion of special treewidth, recently introduced by Courcelle (2012). In a special tree decomposition, for each vertex v in a given graph, the bags containing v form a rooted path. We show that the class of graphs of special treewidth at most two is closed under taking minors, and give the complete list of the six minor obstructions. As an intermediate result, we prove that every connected graph of special treewidth at most two can be
constructed by arranging blocks of special treewidth at most two in a specific tree-like fashion. Inspired by the notion of special treewidth, we introduce three natural variants of treewidth, namely spaghetti treewidth, strongly chordal treewidth and directed spaghetti treewidth. All these parameters lie between pathwidth and treewidth, and we provide common structural properties on these parameters. For each parameter, we prove that the class of graphs having the parameter at most two is minor closed, and we characterize those classes in terms of a tree of cycles with additional conditions. Finally, we show that for each k≥3, the class of graphs with special treewidth, spaghetti treewidth, directed spaghetti treewidth, or strongly chordal treewidth, respectively at most k, is not closed under taking minors.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Bonn, Utrecht University, Eindhoven University of Technology, Maastricht University, Korea Advanced Institute of Science & Technology
Authors: Bodlaender, H. L. (Ekstern), Kratsch, S. (Ekstern), Kreuzen, V. J. (Ekstern), Kwon, O. (Ekstern), Ok, S. (Intern)
Number of pages: 18
Pages: 29–46
Publication date: 2017
Main Research Area: Technical/natural sciences

Publication information
Journal: Discrete Applied Mathematics
Volume: 216
Issue number: 1
ISSN (Print): 0166-218X
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed yes
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 1 SJR 0.823 SNIP 1.17
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.795 SNIP 1.164 CiteScore 0.89
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.902 SNIP 1.396 CiteScore 0.99
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.762 SNIP 1.451 CiteScore 1.03
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.8 SNIP 1.35 CiteScore 1
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.846 SNIP 1.206 CiteScore 1.01
ISI indexed (2011): ISI indexed yes
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.794 SNIP 1.163
Web of Science (2010): Indexed yes
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.82 SNIP 1.375
Web of Science (2009): Indexed yes
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.911 SNIP 1.573
Scopus rating (2007): SJR 0.819 SNIP 1.117
Scopus rating (2006): SJR 0.779 SNIP 1.186
Scopus rating (2005): SJR 0.767 SNIP 1.337
Chords in longest cycles
If a graph G is 3-connected and has minimum degree at least 4, then some longest cycle in G has a chord. If G is 2-connected and cubic, then every longest cycle in G has a chord.
Chromatic number via Turán number

For a graph G and a family of graphs F, the general Kneser graph KG(G, F) is a graph with the vertex set consisting of all subgraphs of G isomorphic to some member of F and two vertices are adjacent if their corresponding subgraphs are edge disjoint. In this paper, we introduce some generalizations of Turán number of graphs. In view of these generalizations, we give some lower and upper bounds for the chromatic number of general Kneser graphs KG(G, F). Using these bounds, we determine the chromatic number of some family of general Kneser graphs KG(G, F) in terms of generalized Turán number of graphs. In particular, we determine the chromatic number of every Kneser multigraph KG(G, F) where G is a multigraph each of whose edges has the multiplicity at least 2 and F is an arbitrary family of simple graphs. Moreover, the chromatic number of general Kneser graph KG(G, F) is exactly determined where G is a dense graph and F = {K1,2}
Compressed and Practical Data Structures for Strings

In this dissertation, I will cover a number of different topics related to strings in compressed and practical settings. I will first present some fundamental techniques from the area, and then cover 6 different topics within the area. A short introduction to each of these topics is given in the following. Finger Search in Grammar-Compressed Strings. Grammar-based compression, where one replaces a long string by a small context-free grammar that generates the string, is a simple and powerful paradigm that captures many popular compression schemes. Given a grammar, the random access problem is to compactly represent the grammar while supporting random access, that is, given a position in the original uncompressed string report the character at that position. We study the random access problem with the finger search...
Here we consider the indexing problem in the parallel random access machine model. Recently, the first PRAM algorithms were presented for looking up patterns in a suffix tree. We improve the bounds, achieving optimal results for all parameters but the preprocessing. Given a text $T$ of length $n$ we create a data structure of size $O(n)$ that answers pattern matching queries for a pattern $P$ of length $m$ in $O(\log m)$ time and $O(m)$ work.

**General information**

**State:** Submitted  
**Organisations:** Department of Applied Mathematics and Computer Science, Algorithms and Logic  
**Authors:** Christiansen, A. R. (Intern), Bille, P. (Intern), Gørtz, I. L. (Intern)  
**Number of pages:** 147  
**Publication date:** 2017

**Publication information**

**Publisher:** DTU Compute  
**Original language:** English

**Series:** DTU Compute PHD-2017  
**Volume:** 464  
**ISSN:** 0909-3192  
**Main Research Area:** Technical/natural sciences
Compressed Subsequence Matching and Packed Tree Coloring

We present a new algorithm for subsequence matching in grammar compressed strings. Given a grammar of size $n$ compressing a string of size $N$ and a pattern string of size $m$ over an alphabet of size $\sigma$, our algorithm uses $O(n+\frac{n\sigma}{w})$ space and $O(n+\frac{n\sigma}{w}+m\log N\log w\cdot occ)$ or $O(n+\frac{n\sigma}{w}\log w+m\log N\log occ)$ time. Here $w$ is the word size and $occ$ is the number of minimal occurrences of the pattern. Our algorithm uses less space than previous algorithms and is also faster for $occ=o(\frac{n}{\log N})$ occurrences. The algorithm uses a new data structure that allows us to efficiently find the next occurrence of a given character after a given position in a compressed string. This data structure in turn is based on a new data structure for the tree color problem, where the node colors are packed in bit strings.
Cooperative epistemic multi-agent planning for implicit coordination

Epistemic planning can be used for decision making in multi-agent situations with distributed knowledge and capabilities. Recently, Dynamic Epistemic Logic (DEL) has been shown to provide a very natural and expressive framework for epistemic planning. We extend the DEL-based epistemic planning framework to include perspective shifts, allowing us to define new notions of sequential and conditional planning with implicit coordination. With these, it is possible to solve planning tasks with joint goals in a decentralized manner without the agents having to negotiate about and commit to a joint policy at plan time. First we define the central planning notions and sketch the implementation of a planning system built on those notions. Afterwards we provide some case studies in order to evaluate the planner empirically and to show that the concept is useful for multi-agent systems in practice.

General Information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Albert Ludwigs Universität Freiburg
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Pages: 75-90
Publication date: 2017
Conference: 9th Workshop on Methods for Modalities, Kanpur, India, 08/01/2017 - 08/01/2017
Main Research Area: Technical/natural sciences

Publication Information
Journal: Electronic Proceedings in Theoretical Computer Science
Volume: 243
ISSN (Print): 2075-2180
Ratings:
Web of Science (2017): Indexed yes
ISI indexed (2013): ISI indexed no
ISI indexed (2012): ISI indexed no
ISI indexed (2011): ISI indexed no
Original language: English
Software, Decision making, Central planning, Conditional planning, Distributed knowledge, Dynamic epistemic logic, Epistemic planning, Multi-agent planning, Planning systems, Planning tasks, Multi agent systems, Management, cs.AI, cs.LO, cs.MA
Electronic versions:
1703.02196.pdf
DOIs:
10.4204/EPTCS.243.6
Source: FindIt
Source-ID: 2355416916
Publication: Research - peer-review › Conference article – Annual report year: 2017

Cycles through all finite vertex sets in infinite graphs

A closed curve in the Freudenthal compactification |G| of an infinite locally finite graph G is called a Hamiltonian curve if it meets every vertex of G exactly once (and hence it meets every end at least once). We prove that |G| has a Hamiltonian curve if and only if every finite vertex set of G is contained in a cycle of G. We apply this to extend a number of results and conjectures on finite graphs to Hamiltonian curves in infinite locally finite graphs. For example, Barnette’s conjecture (that every finite planar cubic 3-connected bipartite graph is Hamiltonian) is equivalent
to the statement that every one-ended planar cubic 3-connected bipartite graph has a Hamiltonian curve. It is also
equivalent to the statement that every planar cubic 3-connected bipartite graph with a nowhere-zero 3-flow (with no
restriction on the number of ends) has a Hamiltonian curve. However, there are 7-ended planar cubic 3-connected
bipartite graphs that do not have a Hamiltonian curve.

General information
State: Published
Organisations: Algorithms and Logic, Department of Applied Mathematics and Computer Science, Northwestern
Polytechnical University
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Pages: 259–275
Publication date: 2017
Main Research Area: Technical/natural sciences

Publication information
Journal: European Journal of Combinatorics
Volume: 65
ISSN (Print): 0195-6698
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 0.75 SJR 1.057 SNIP 1.14
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 1.142 SNIP 1.121 CiteScore 0.68
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 1.092 SNIP 1.227 CiteScore 0.75
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 1.143 SNIP 1.445 CiteScore 0.85
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 1.165 SNIP 1.417 CiteScore 0.77
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 1.259 SNIP 1.213 CiteScore 0.78
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 1.271 SNIP 1.108
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 1.273 SNIP 1.246
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 1.239 SNIP 1.381
Scopus rating (2007): SJR 1.367 SNIP 1.523
Scopus rating (2006): SJR 1.369 SNIP 1.309
Scopus rating (2005): SJR 0.924 SNIP 0.958
Scopus rating (2004): SJR 0.817 SNIP 1.052
Scopus rating (2003): SJR 1.122 SNIP 0.946
Scopus rating (2002): SJR 0.775 SNIP 1.291
Scopus rating (2001): SJR 0.933 SNIP 0.774
Scopus rating (2000): SJR 0.532 SNIP 0.903
Scopus rating (1999): SJR 1.133 SNIP 0.914
Original language: English
DOIs:
10.1016/j.ejc.2017.06.006
Source: FindIt
Source-ID: 2372622746
Publication: Research - peer-review › Journal article – Annual report year: 2017
Density of Real Zeros of the Tutte Polynomial

The Tutte polynomial of a graph is a two-variable polynomial whose zeros and evaluations encode many interesting properties of the graph. In this article we investigate the real zeros of the Tutte polynomials of graphs, and show that they form a dense subset of certain regions of the plane. This is the first density result for the real zeros of the Tutte polynomial in a region of positive volume. Our result almost confirms a conjecture of Jackson and Sokal except for one region which is related to an open problem on flow polynomials.

General information

State: Published
Organisations: Algorithms and Logic, Department of Applied Mathematics and Computer Science, Korea Advanced Institute of Science & Technology
Authors: Ok, S. (Ekstern), Perrett, T. (Intern)
Number of pages: 6
Pages: 941-946
Publication date: 2017
Main Research Area: Technical/natural sciences

Publication information

Journal: Electronic Notes in Discrete Mathematics
Volume: 61
ISSN (Print): 1571-0653
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed yes
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 0.32 SJR 0.269 SNIP 0.377
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.305 SNIP 0.397 CiteScore 0.35
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.211 SNIP 0.257 CiteScore 0.26
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.387 SNIP 0.482 CiteScore 0.43
ISI indexed (2013): ISI indexed no
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.314 SNIP 0.366 CiteScore 0.26
ISI indexed (2012): ISI indexed no
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.318 SNIP 0.351 CiteScore 0.25
ISI indexed (2011): ISI indexed no
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.343 SNIP 0.338
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.324 SNIP 0.368
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.187 SNIP 0.211
Scopus rating (2007): SJR 0.157 SNIP 0.225
Scopus rating (2006): SJR 0.149 SNIP 0.159
Scopus rating (2005): SJR 0.182 SNIP 0.35
Scopus rating (2004): SJR 0.132 SNIP 0.108
Scopus rating (2003): SJR 0.128 SNIP 0.052
Scopus rating (2002): SJR 0.111 SNIP 0.031
Scopus rating (2001): SJR 0.104 SNIP 0.002
Scopus rating (2000): SJR 0.106 SNIP 0.147
Original language: English

Tutte polynomial, Multivariate, Zeros of the Tutte polynomial

DOIs:
10.1016/j.endm.2017.07.057
Deterministic indexing for packed strings

Given a string $S$ of length $n$, the classic string indexing problem is to preprocess $S$ into a compact data structure that supports efficient subsequent pattern queries. In the deterministic variant the goal is to solve the string indexing problem without any randomization (at preprocessing time or query time). In the packed variant the strings are stored with several characters in a single word, giving us the opportunity to read multiple characters simultaneously. Our main result is a new string index in the deterministic and packed setting. Given a packed string $S$ of length $n$ over an alphabet $\sigma$, we show how to preprocess $S$ in $O(n)$ (deterministic) time and space $O(n)$ such that given a packed pattern string of length $m$ we can support queries in (deterministic) time $O\left(\frac{m}{\alpha} + \log m + \log \log \sigma\right)$, where $\alpha = \frac{w}{\log \sigma}$ is the number of characters packed in a word of size $w = \Theta(\log n)$. Our query time is always at least as good as the previous best known bounds and whenever several characters are packed in a word, i.e., $\log \sigma$.
Evidence logics with relational evidence
We introduce a family of logics for reasoning about relational evidence: evidence that involves an ordering of states in terms of their relative plausibility. We provide sound and complete axiomatizations for the logics. We also present several evidential actions and prove soundness and completeness for the associated dynamic logics.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Amsterdam
Authors: Baltag, A. (Ekstern), Occhipinti, A. (Intern)
Pages: 17-32
Publication date: 2017
Main Research Area: Technical/natural sciences

Publication information
Journal: Lecture Notes in Computer Science
Volume: 10445
ISSN (Print): 0302-9743
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 0.67 SJR 0.315 SNIP 0.552
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.328 SNIP 0.618 CiteScore 0.37
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.325 SNIP 0.678 CiteScore 0.42
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.329 SNIP 0.699 CiteScore 0.49
ISI indexed (2013): ISI indexed no
Web of Science (2013): Indexed yes
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.323 SNIP 0.708 CiteScore 0.49
ISI indexed (2012): ISI indexed no
Web of Science (2012): Indexed yes
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.325 SNIP 0.721 CiteScore 0.49
ISI indexed (2011): ISI indexed no
BFI (2010): BFI-level 1
Fast Dynamic Arrays

We present a highly optimized implementation of tiered vectors, a data structure for maintaining a sequence of n elements supporting access in time O(1) and insertion and deletion in time O(n) for > 0 while using \( o(n) \) extra space. We consider several different implementation optimizations in C++ and compare their performance to that of vector and set from the standard library on sequences with up to 10^8 elements. Our fastest implementation uses much less space than set while providing speedups of 40× for access operations compared to set and speedups of 10,000× compared to vector for insertion and deletion operations while being competitive with both data structures for all other operations.

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Bille, P. (Intern), Christiansen, A. R. (Intern), Ettienne, M. B. (Intern), Gørtz, I. L. (Intern)
Pages: 16:1--16:13
Publication date: 2017

Host publication information

Title of host publication: Proceedings of 5th Annual European Symposium on Algorithms
ISBN (Print): 978-3-95977-049-1
Main Research Area: Technical/natural sciences
Conference: 25th Annual European Symposium on Algorithms, Vienna, Austria, 04/09/2017 - 04/09/2017
Dynamic Arrays, Tiered Vectors

Electronic versions:
LIPIcs_ESA_2017_16.pdf

DOIs:
10.4230/LIPIcs.ESA.2017.16
Source: PublicationPreSubmission
Source-ID: 140194490
Publication: Research - peer-review » Article in proceedings – Annual report year: 2017
First-Order Logic According to Harrison
We present a certified declarative first-order prover with equality based on John Harrison’s Handbook of Practical Logic and Automated Reasoning, Cambridge University Press, 2009. ML code reflection is used such that the entire prover can be executed within Isabelle as a very simple interactive proof assistant. As examples we consider Pelletier’s problems 1-46.

Flexible indexing of repetitive collections
 Highly repetitive strings are increasingly being amassed by genome sequencing experiments, and by versioned archives of source code and webpages. We describe practical data structures that support counting and locating all the exact occurrences of a pattern in a repetitive text, by combining the run-length encoded Burrows-Wheeler transform (RLBWT) with the boundaries of Lempel-Ziv 77 factors. One such variant uses an amount of space comparable to LZ77 indexes, but it answers count queries between two and four orders of magnitude faster than all LZ77 and hybrid index implementations, at the cost of slower locate queries. Combining the RLBWT with the compact directed acyclic word graph answers locate queries for short patterns between four and ten times faster than a version of the run-length compressed suffix array (RLCSA) that uses comparable memory, and with very short patterns our index achieves speedups even greater than ten with respect to RLCSA.
Formalization of Many-Valued Logics

Partiality is a key challenge for computational approaches to artificial intelligence in general and natural language in particular. Various extensions of classical two-valued logic to many-valued logics have been investigated in order to meet this challenge. We use the proof assistant Isabelle to formalize the syntax and semantics of many-valued logics with determinate as well as indeterminate truth values. The formalization allows for a concise presentation and makes automated verification possible.

Formalizing a Paraconsistent Logic in the Isabelle Proof Assistant

We present a formalization of a so-called paraconsistent logic that avoids the catastrophic explosiveness of inconsistency in classical logic. The paraconsistent logic has a countably infinite number of non-classical truth values. We show how to use the proof assistant Isabelle to formally prove theorems in the logic as well as meta-theorems about the logic. In particular, we formalize a meta-theorem that allows us to reduce the infinite number of truth values to a finite number of truth values, for a given formula, and we use this result in a formalization of a small case study.
From LZ77 to the run-length encoded burrows-wheeler transform, and back

The Lempel-Ziv factorization (LZ77) and the Run-Length encoded Burrows-Wheeler Transform (RLBWT) are two important tools in text compression and indexing, being their sizes $z$ and $r$ closely related to the amount of text self-repetitiveness. In this paper we consider the problem of converting the two representations into each other within a working space proportional to the input and the output. Let $n$ be the text length. We show that RLBWT can be converted to LZ77 in $O(n \log r)$ time and $O(r)$ words of working space. Conversely, we provide an algorithm to convert LZ77 to RLBWT in $O(n(\log r + \log z))$ time and $O(r + z)$ words of working space. Note that $r$ and $z$ can be constant if the text is highly repetitive, and our algorithms can operate with (up to) exponentially less space than naive solutions based on full decompression.

Graphs with No Induced Five-Vertex Path or Antipath

We prove that a graph $G$ contains no induced five-vertex path and no induced complement of a five-vertex path if and only if $G$ is obtained from 5-cycles and split graphs by repeatedly applying the following operations: substitution, split unification, and split unification in the complement, where split unification is a new class-preserving operation introduced here.
Immersive Algorithms: Better Visualization with Less Information

Visualizing algorithms, such as drawings, slideshow presentations, animations, videos, and software tools, is a key concept to enhance and support student learning. A typical visualization of an algorithm show the data and then perform computation on the data. For instance, a standard visualization of a standard binary search on an array shows an array of sorted numbers and then illustrate the action of the algorithm in a step-by-step fashion. However, this approach does not fully capture the computational environment from the perspective of the algorithm. Specifically, the algorithm does not "see" the full sorted array, but only the single position that it accesses during each step of the computation. To fix this discrepancy we introduce the immersive principle that states that at any point in time, the displayed information should closely match the information accessed by the algorithm. We give several examples of immersive visualizations of basic algorithms and data structures, discuss methods for
implementing it, and briefly evaluate it.

**General information**
State: Published  
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic  
Authors: Bille, P. (Intern), Gørtz, I. L. (Intern)  
Number of pages: 2  
Publication date: 2017

**Host publication information**
Title of host publication: Proceedings of ITiCSE '17  
ISBN (Print): 978-1-4503-4704-4/17/07  
Main Research Area: Technical/natural sciences  
Conference: 22nd Annual Conference on Innovation and Technology in Computer Science Education, Bologna, Italy, 03/07/2017 - 03/07/2017  
Electronic versions: 2017abwvliC.pdf  
DOIs: 10.1145/3059009.3072972

**Bibliographical note**
doi>10.1145/3059009.3072972  
Source: PublicationPreSubmission  
Source-ID: 140194518  
Publication: Research - peer-review › Article in proceedings – Annual report year: 2017

**Leading the Teacher Team - Balancing Between Formal and Informal Power in Program Leadership**
This continuous research within Nordic engineering institutions targets the contexts and possibilities for leadership among engineering education program directors. The IFP-model, developed based on analysis of interviews with program leaders in these institutions, visualizes the program director’s informal and formal power. The model is presented as a tool for starting a shared discussion on the complexities of the leadership of engineering program development. The authors liken program development to hunting in teams. Each individual expert in the program is needed, and all experts will need to work and collaborate for the same target. This calls for strategic and long-term thinking of engineering education development. Institutions should support the development of both formal structures as well as informal leadership skills among their program directors, but never fall for the temptation to see the program director as the only actor on the stage.

**General information**  
State: Published  
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, KTH - Royal Institute of Technology, Aalto University  
Authors: Högfeldt, A. (Ekstern), Malmi, L. (Ekstern), Kinnunen, P. (Ekstern), Jerbrant, A. (Ekstern), Strömberg, E. (Ekstern), Berglund, A. (Ekstern), Villadsen, J. (Intern)  
Number of pages: 17  
Publication date: 2017  
Main Research Area: Technical/natural sciences

**Publication information**  
Journal: Tertiary Education and Management  
ISSN (Print): 1358-3883  
Ratings:  
Scopus rating (2016): CiteScore 0.91 SNIP 0.559 SJR 0.313  
Scopus rating (2015): CiteScore 1.07 SNIP 1.313 SJR 0.85  
Scopus rating (2014): CiteScore 0.51 SNIP 0.396 SJR 0.358  
Scopus rating (2013): CiteScore 0.71 SNIP 0.899 SJR 0.682  
Scopus rating (2012): CiteScore 0.33 SNIP 0.448 SJR 0.306  
Scopus rating (2011): CiteScore 0.4 SNIP 0.417 SJR 0.383  
Scopus rating (2010): SNIP 0.608 SJR 0.369  
Scopus rating (2009): SNIP 0.615 SJR 0.481  
Scopus rating (2008): SNIP 0.547 SJR 0.359  
Scopus rating (2007): SNIP 0.698 SJR 0.293  
Scopus rating (2006): SNIP 0.506 SJR 0.154  
Scopus rating (2005): SNIP 0.417 SJR 0.212
Learning to Act: Qualitative Learning of Deterministic Action Models

In this article we study learnability of fully observable, universally applicable action models of dynamic epistemic logic. We introduce a framework for actions seen as sets of transitions between propositional states and we relate them to their dynamic epistemic logic representations as action models. We introduce and discuss a wide range of properties of actions and action models and relate them via correspondence results. We check two basic learnability criteria for action models: finite identifiability (conclusively inferring the appropriate action model in finite time) and identifiability in the limit (inconclusive convergence to the right action model). We show that deterministic actions are finitely identifiable, while arbitrary (non-deterministic) actions require more learning power—they are identifiable in the limit. We then move on to a particular learning method, i.e. learning via update, which proceeds via restriction of a space of events within a learning-specific action model. We show how this method can be adapted to learn conditional and unconditional deterministic action models. We propose update learning mechanisms for the aforementioned classes of actions and analyse their computational complexity. Finally, we study a parametrized learning method which makes use of the upper bound on the number of propositions relevant for a given learning scenario. We conclude with describing related work and numerous directions of further work.
Lempel-Ziv Compression in a Sliding Window

We present new algorithms for the sliding window Lempel-Ziv (LZ77) problem and the approximate rightmost LZ77 parsing problem. Our main result is a new and surprisingly simple algorithm that computes the sliding window LZ77 parse in $O(w)$ space and either $O(n)$ expected time or $O(n \log \log w + z \log \log \sigma)$ deterministic time. Here, $w$ is the window size, $n$ is the size of the input string, $z$ is the number of phrases in the parse, and $\sigma$ is the size of the alphabet. This matches the space and time bounds of previous results while removing constant size restrictions on the alphabet size. To achieve our result, we combine a simple modification and augmentation of the suffix tree with periodicity properties of sliding windows. We also apply this new technique to obtain an algorithm for the approximate rightmost LZ77 problem that uses $O(n(\log z + \log \log n))$ time and $O(n)$ space and produces a $(1 + \epsilon)$-approximation of the rightmost parsing (any constant $\epsilon > 0$). While this does not improve the best known time-space trade-offs for exact rightmost parsing, our algorithm is significantly simpler and exposes a direct connection between sliding window parsing and the approximate rightmost matching problem.

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Technische Universität Dortmund
Authors: Bille, P. (Intern), Cording, P. H. (Intern), Fischer, J. (Ekstern), Gørtz, I. L. (Intern)
Number of pages: 1
Pages: 15
Publication date: 2017

Host publication information

Title of host publication: Proceedings of 28th Annual Symposium on Combinatorial Pattern Matching
Publisher: Schloss Dagstuhl - Leibniz-Zentrum für Informatik
ISBN (Print): 9783959770392

Series: Leibniz International Proceedings in Informatics
Volume: 78
ISSN: 1868-8969
Main Research Area: Technical/natural sciences
Conference: 28th Annual Symposium on Combinatorial Pattern Matching, Warsaw, Poland, 04/07/2017 - 04/07/2017
Information and Communication Theory, Data Processing, Applied Mathematics, Social Sciences, Lempel-Ziv parsing, Rightmost matching, Sliding window, Approximation algorithms, Decoding, Economic and social effects, Pattern matching, Matching problems, Parsing problems, Periodicity property, SIMPLE algorithm, Simple modifications, Sliding Window, Communication channels (information theory)
Lower bounds on the run time of the univariate marginal distribution algorithm on OneMax

The Univariate Marginal Distribution Algorithm (UMDA), a popular estimation of distribution algorithm, is studied from a run time perspective. On the classical OneMax benchmark function, a lower bound of $\Omega(\mu\sqrt{n} + n \log n)$, where $\mu$ is the population size, on its expected run time is proved. This is the first direct lower bound on the run time of the UMDA. It is stronger than the bounds that follow from general black-box complexity theory and is matched by the run time of many evolutionary algorithms. The results are obtained through advanced analyses of the stochastic change of the frequencies of bit values maintained by the algorithm, including carefully designed potential functions. These techniques may prove useful in advancing the field of run time analysis for estimation of distribution algorithms in general.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Hasso Platter Institute, Potsdam
Authors: Krejca, M. S. (Ekstern), Witt, C. (Intern)
Pages: 65-79
Publication date: 2017

Host publication information
Title of host publication: 14th ACM/SIGEVO Workshop on Foundations of Genetic Algorithms
ISBN (Print): 9781450346511

Main Research Area: Technical/natural sciences
Conference: 14th ACM/SIGEVO Workshop on Foundations of Genetic Algorithms, Copenhagen, Denmark, 12/01/2017 - 12/01/2017


Electronic versions:
p65_krejca.pdf
DOIs:
10.1145/3040718.3040724
Source: FindIt
Source-ID: 2358521856
Publication: Research - peer-review › Article in proceedings – Annual report year: 2017

Matching and Compression of Strings with Automata and Word Packing

Dynamic Relative Compression, Dynamic Partial Sums, and Substring Concatenation Given a static reference string R and a source string S, a relative compression of S with respect to R is an encoding of S as a sequence of references to substrings of R. Relative compression schemes are a classic model of compression and have recently proved very successful for compressing highly-repetitive massive data sets such as genomes and web-data. We initiate the study of relative compression in a dynamic setting where the compressed source string S is subject to edit operations. The goal is to maintain the compressed representation compactly, while supporting edits and allowing efficient random access to the (uncompressed) source string. We present new data structures that achieve optimal time for updates and queries while using space linear in the size of the optimal relative compression, for nearly all combinations of parameters. We also present solutions for restricted and extended sets of updates. To achieve these results, we revisit the dynamic partial sums problem and the substring concatenation problem. We present new optimal or near optimal bounds for these problems. Plugging in our new results we also immediately obtain new bounds for the string indexing for patterns with wildcards problem and the dynamic text and static pattern matching problem. Subsequence Automata with Default Transitions Let S be a string of length n with characters from an alphabet of size $\sigma$. The subsequence automaton of S (often called the directed acyclic subsequence graph) is the minimal deterministic finite automaton accepting all subsequences of S. A straightforward construction shows that the size (number of states and transitions) of the subsequence automaton is $O(n)$ and that this bound is asymptotically optimal. In this paper, we consider subsequence automata with default transitions, that is, special transitions to be taken only if none of the regular transitions match the current character, and which do not consume the current character. We show that with default transitions, much smaller subsequence automata are possible, and provide a full trade-off between the size of the automaton and the delay, i.e., the maximum number of
consecutive default transitions followed before consuming a character. Specifically, given any integer parameter $k$, $1 < k$, we present a subsequence automaton with default transitions of size $O(nk \log k)$ and delay $O(\log k)$. Hence, with $k = 2$ we obtain an automaton of size $O(n \log)$ and delay $O(\log)$. At the other extreme, with $k = \omega(1)$ we obtain an automaton of size $O(n)$ and delay $O(1)$, thus matching the bound for the standard subsequence automaton construction. Finally, we generalize the result to multiple strings. The key component of our result is a novel hierarchical automata construction of independent interest. Deterministic Indexing for Packed Strings Given a string $S$ of length $n$, the classic string indexing problem is to preprocess $S$ into a compact data structure that supports efficient subsequent pattern queries. In the deterministic variant the goal is to solve the string indexing problem without any randomization (at preprocessing time or query time). In the packed variant the strings are stored with several characters in a single word, giving us the opportunity to read multiple characters simultaneously. Our main result is a new string index in the deterministic and packed setting. Given a packed string $S$ of length $n$ over an alphabet, we show how to preprocess $S$ in $O(n)$ (deterministic) time and space $O(n)$ such that given a packed pattern string of length $m$ we can support queries in (deterministic) time $O(m + \log m + \log \log m)$; where $w = \log$ is the number of characters packed in a word of size $w = (\log n)$. Our query time is always at least as good as the previous best known bounds and whenever several characters are packed in a word, i.e., $\log w$, the query times are faster. Dynamic Partial Sums in Constant Time and Succinct Space with the Ultra Wide Word-RAM Model The dynamic partial sums problem is to dynamically maintain an array of $n$ integers while supporting efficient access, update and partial sums queries. This classic problem, and its variations, are very well studied in many different computational models [Fre82, FS89, Fen94, HSS11, HR03, HRS96, RRR01, PD04]. We solve the partial sums problem in the ultra wide word-RAM model, recently introduced by Farzan et al. [FLONS15], where we, in constant time, are allowed to manipulate words of size $w2$ and access $w$ memory locations. Farzan et al. [FLONS15] additionally gave a solution to the dynamic partial sums problem by simulating the RAMBO model to obtain a result by Brodnik et al. [BKMN06]. In this paper we present an improved solution to the dynamic partial sums problem in the ultra wide word-RAM model that supports all operations in either constant or $O(\log \log n)$ time, depending on whether we allow multiplication, and succinct space. We pose as an open problem whether it is possible in the ultra wide word-RAM model to additionally support the classic select operation in constant time.

**General information**

**State:** Published

**Organisations:** Department of Applied Mathematics and Computer Science, Algorithms and Logic

**Authors:** Skjoldjensen, F. R. (Intern), Bille, P. (Intern), Gørtz, I. L. (Intern), Thomassen, C. (Intern)

**Number of pages:** 80

**Publication date:** 2017

**Publication information**

**Publisher:** DTU Compute

**Original language:** English

**Series:** DTU Compute PHD-2017

**Volume:** 446

**ISSN:** 0909-3192

**Main Research Area:** Technical/natural sciences

**Electronic versions:**

phd446_Skjoldjensen_FR.pdf

**Relations**

**Projects:**

Matching and Compression of Strings with Automata and Word Packing

**Publication:** Research › Ph.D. thesis – Annual report year: 2017

**Motif trie: An efficient text index for pattern discovery with don't cares**

We introduce the motif trie data structure, which has applications in pattern matching and discovery in genomic analysis, plagiarism detection, data mining, intrusion detection, spam fighting and time series analysis, to name a few. Here the extraction of recurring patterns in sequential and textual data is one of the main computational bottlenecks. For this, we address the problem of extracting maximal patterns with at most $k$ don't care symbols and at least $q$ occurrences, according to a maximality notion we define. We apply the motif trie to this problem, also showing how to build it efficiently. As a result, we give the first algorithm that attains a stronger notion of output-sensitivity, where the cost for an input sequence of $n$ symbols is proportional to the actual number of occurrences of each pattern, which is at most $n$ (much smaller in practice). This avoids the best-known cost of $O(nc)$ per pattern, for constant $c>1$, which is otherwise impractical for massive sequences with large $n$.

**General information**

**State:** Accepted/In press

**Organisations:** Department of Applied Mathematics and Computer Science, Algorithms and Logic, Università di Pisa

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**Publication date:** 2017
Main Research Area: Technical/natural sciences

Publication information
Journal: Theoretical Computer Science
ISSN (Print): 0304-3975
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 0.97 SJR 0.569 SNIP 1.006
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 0.623 SNIP 1.212 CiteScore 1
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 0.708 SNIP 1.228 CiteScore 1.08
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 0.739 SNIP 1.38 CiteScore 1.17
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 0.844 SNIP 1.288 CiteScore 1.16
ISI indexed (2012): ISI indexed yes
Web of Science (2012): Indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 0.81 SNIP 1.289 CiteScore 1.17
ISI indexed (2011): ISI indexed yes
Web of Science (2011): Indexed yes
BFI (2010): BFI-level 2
Scopus rating (2010): SJR 0.91 SNIP 1.329
Web of Science (2010): Indexed yes
BFI (2009): BFI-level 2
Scopus rating (2009): SJR 0.948 SNIP 1.475
BFI (2008): BFI-level 2
Scopus rating (2008): SJR 1.188 SNIP 1.638
Web of Science (2008): Indexed yes
Scopus rating (2007): SJR 0.997 SNIP 1.65
Scopus rating (2006): SJR 0.911 SNIP 1.49
Web of Science (2006): Indexed yes
Scopus rating (2005): SJR 0.821 SNIP 1.486
Web of Science (2005): Indexed yes
Scopus rating (2004): SJR 0.804 SNIP 1.366
Web of Science (2004): Indexed yes
Scopus rating (2003): SJR 0.936 SNIP 1.523
Scopus rating (2002): SJR 0.837 SNIP 1.358
Web of Science (2002): Indexed yes
Scopus rating (2001): SJR 0.934 SNIP 1.514
Scopus rating (2000): SJR 0.61 SNIP 1.343
Scopus rating (1999): SJR 0.519 SNIP 1.166

Original language: English
Theoretical Computer Science, Computer Science (all), Data structures, Maximal intervals, Motifs, Pattern discovery, Tries and suffix trees, Intrusion detection, Pattern matching, Time series analysis, Trees (mathematics), Computational bottlenecks, Genomic analysis, Plagiarism detection, Suffix-trees, Trie data structures, Data mining

DOIs:
NaDeA: A Natural Deduction Assistant with a Formalization in Isabelle

We present a new software tool for teaching logic based on natural deduction. Its proof system is formalized in the proof assistant Isabelle such that its definition is very precise. Soundness of the formalization has been proved in Isabelle. The tool is open source software developed in TypeScript / JavaScript and can thus be used directly in a browser without any further installation. Although developed for computer science bachelor students who are used to study and program concrete computer code in a programming language we consider the approach relevant for a broader audience and for other proof systems as well.

Nash Equilibria in Symmetric Graph Games with Partial Observation

We investigate a model for representing large multiplayer games, which satisfy strong symmetry properties. This model is made of multiple copies of an arena; each player plays in his own arena, and can partially observe what the other players do. Therefore, this game has partial information and symmetry constraints, which make the computation of Nash equilibria difficult. We show several undecidability results, and for bounded-memory strategies, we precisely characterize the complexity of computing pure Nash equilibria for qualitative objectives in this game model.
On a combination of the 1-2-3 conjecture and the antimagic labelling conjecture

This paper is dedicated to studying the following question: Is it always possible to injectively assign the weights 1,..., |E(G)| to the edges of any given graph G (with no component isomorphic to K2) so that every two adjacent vertices of G get distinguished by their sums of incident weights? One may see this question as a combination of the well-known 1-2-3 Conjecture and the Antimagic Labelling Conjecture. Throughout this paper, we exhibit evidence that this question might be true. Benefiting from the investigations on the Antimagic Labelling Conjecture, we first point out that several classes of graphs, such as regular graphs, indeed admit such assignments. We then show that trees also do, answering a recent conjecture of Arumugam, Premalatha, Bača and Semaničová-Feňovčíková. Towards a general answer to the question above, we then prove that claimed assignments can be constructed for any graph, provided we are allowed to use some number of additional edge weights. For some classes of sparse graphs, namely 2-degenerate graphs and graphs with maximum average degree 3, we show that only a small (constant) number of such additional weights suffices.
On a directed variation of the 1-2-3 and 1-2 Conjectures

In this paper, we consider the following question, which stands as a directed analogue of the well-known 1-2-3 Conjecture: Given any digraph D with no arc uv verifying $d^+(u) = d^-(v) = 1$, is it possible to weight the arcs of D with weights among 1; 2; 3 so that, for every arc uv of D, the sum of incident weights out-going from u is different from the sum of incident
weights in-coming to v? We answer positively to this question, and investigate digraphs for which even the weights among 1; 2 are sufficient. In relation with the so-called 1-2 Conjecture, we also consider a total version of the problem, which we prove to be false. Our investigations turn to have interesting relations with open questions related to the 1-2-3 Conjecture.

**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Ecole Normale Superieure de Lyon, AGH University of Science and Technology
Authors: Barme, E. (Ekstern), Bensmail, J. (Intern), Przybyło, J. (Ekstern), Wozniak, M. (Ekstern)
Pages: 123-131
Publication date: 2017
Main Research Area: Technical/natural sciences

**Publication information**
Journal: Discrete Applied Mathematics
Volume: 217
Issue number: Part 2
ISSN (Print): 0166-218X
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed yes
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 1 SJR 0.823 SNIP 1.17
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.795 SNIP 1.164 CiteScore 0.89
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.902 SNIP 1.396 CiteScore 0.99
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.762 SNIP 1.451 CiteScore 1.03
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.8 SNIP 1.35 CiteScore 1
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.846 SNIP 1.206 CiteScore 1.01
ISI indexed (2011): ISI indexed yes
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.794 SNIP 1.163
Web of Science (2010): Indexed yes
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.82 SNIP 1.375
Web of Science (2009): Indexed yes
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.911 SNIP 1.573
Scopus rating (2007): SJR 0.819 SNIP 1.117
Scopus rating (2006): SJR 0.779 SNIP 1.186
Scopus rating (2005): SJR 0.767 SNIP 1.337
Scopus rating (2004): SJR 0.677 SNIP 1.251
Scopus rating (2003): SJR 0.71 SNIP 1.219
Web of Science (2003): Indexed yes
Scopus rating (2002): SJR 0.674 SNIP 1.085
Scopus rating (2001): SJR 0.635 SNIP 0.998
On q-power cycles in cubic graphs

In the context of a conjecture of Erdos and Gyárfás, we consider, for any $q \geq 2$, the existence of $q$-power cycles (i.e. with length a power of $q$) in cubic graphs. We exhibit constructions showing that, for every $q \geq 3$, there exist arbitrarily large cubic graphs with no $q$-power cycles. Concerning the remaining case $q = 2$ (which corresponds to the conjecture of Erdos and Gyárfás), we show that there exist arbitrarily large cubic graphs whose only 2-power cycles have length 4 only, or 8 only.

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Bensmail, J. (Intern)
Pages: 211–220
Publication date: 2017
Main Research Area: Technical/natural sciences

On the Minimum Number of Spanning Trees in k-Edge-Connected Graphs

We show that a k-edge-connected graph on n vertices has at least $n(k/2)^{n-1}$ spanning trees. This bound is tight if $k$ is even and the extremal graph is the n-cycle with edge multiplicities $k/2$. For $k$ odd, however, there is a lower bound $c_k n^{n-1}$, where $c_3 > k/2$. Specifically, $c_3 > 1.77$ and $c_5 > 2.75$. Not surprisingly, $c_3$ is smaller than the corresponding number for 4-edge-connected graphs. Examples show that $c_3 \leq \sqrt{2} + \sqrt{3} \approx 1.93$. However, we have no examples of 5-edge-connected graphs with fewer spanning trees than the n-cycle with all edge multiplicities (except one) equal to 3, which is almost 6-regular. We have no examples of 5-regular 5-edge-connected graphs with fewer than $3.09 n^{n-1}$ spanning trees, which is more than the corresponding number for 6-regular 6-edge-connected graphs. The analogous surprising phenomenon occurs for each higher odd edge connectivity and regularity.
Pathway computation in models derived from bio-science text sources

This paper outlines a system, OntoScape, serving to accomplish complex inference tasks on knowledge bases and bio-models derived from life-science text corpora. The system applies so-called natural logic, a form of logic which is readable for humans. This logic affords ontological representations of complex terms appearing in the text sources. Along with logical propositions, the system applies a semantic graph representation facilitating calculation of bio-pathways. More generally, the system affords means of query answering appealing to general and domain specific inference rules.

Querying Natural Logic Knowledge Bases

This paper describes the principles of a system applying natural logic as a knowledge base language. Natural logics are regimented fragments of natural language employing high level inference rules. We advocate the use of natural logic for knowledge bases dealing with querying of classes in ontologies and class-relationships such as are common in life-science descriptions. The paper adopts a version of natural logic with recursive restrictive clauses such as relative clauses and adnominal prepositional phrases. It includes passive as well as active voice sentences. We outline a prototype for partial translation of natural language into natural logic, featuring further querying and conceptual path finding in natural logic knowledge bases.
Roots of the Chromatic Polynomial

The chromatic polynomial of a graph G is a univariate polynomial whose evaluation at any positive integer q enumerates the proper q-colourings of G. It was introduced in connection with the famous four colour theorem but has recently found other applications in the field of statistical physics. In this thesis we study the real roots of the chromatic polynomial, termed chromatic roots, and focus on how certain properties of a graph affect the location of its chromatic roots.

Firstly, we investigate how the presence of a certain spanning tree in a graph affects its chromatic roots. In particular we prove a tight lower bound on the smallest non-trivial chromatic root of a graph admitting a spanning tree with at most three leaves. Here, non-trivial means different from 0 or 1. This extends a theorem of Thomassen on graphs with Hamiltonian paths. We also prove similar lower bounds on the chromatic roots of certain minor-closed families of graphs.

Later, we study the Tutte polynomial of a graph, which contains the chromatic polynomial as a specialisation. We discuss a technique of Thomassen using which it is possible to deduce that the roots of the chromatic polynomial are dense in certain intervals. We extend Thomassen's technique to the Tutte polynomial and as a consequence, deduce a density result for roots of the Tutte polynomial. This partially answers a conjecture of Jackson and Sokal.

Finally, we refocus our attention on the chromatic polynomial and investigate the density of chromatic roots of several graph families. In particular, we show that the chromatic roots of planar graphs are dense in the interval (3, 4), except for a small interval around $\phi + 2 \approx 3.618$, where $\phi$ denotes the golden ratio. We also investigate the chromatic roots of related minor-closed classes of graphs and bipartite graphs.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Perrett, T. (Intern), Thomassen, C. (Intern)
Number of pages: 115
Publication date: 2017

Publication information
Place of publication: Kgs. Lyngby
Publisher: Technical University of Denmark (DTU)
Original language: English
Series: DTU Compute PHD-2016
Number: 438
ISSN: 0909-3192
Main Research Area: Technical/natural sciences
Electronic versions: phd438_Perrett_T.pdf

Relations
Projects:
Roots of the Chromatic Polynomial
Publication: Research › Ph.D. thesis – Annual report year: 2017

Space-Efficient Re-Pair Compression
Re-Pair [5] is an effective grammar-based compression scheme achieving strong compression rates in practice. Let n, $\sigma$, and d be the text length, alphabet size, and dictionary size of the final grammar, respectively. In their original paper, the authors show how to compute the Re-Pair grammar in expected linear time and $5n + 4d^2 + 4d + \sqrt{n}$ words of working space on top of the text. In this work, we propose two algorithms improving on the space of their original solution. Our model assumes a memory word of $[\log_2 n]$ bits and a re-writable input text composed by n such words. Our first algorithm runs in expected $O(n/e)$ time and uses $(1+\epsilon)n + \sqrt{n}$ words of space on top of the text for any parameter $0 < \epsilon \leq 1$ chosen in advance. Our second algorithm runs in expected $O(n \log n)$ time and improves the space to $n + \sqrt{n}$ words.

General information
Spanning quadrangulations of triangulated surfaces

In this paper we study alternating cycles in graphs embedded in a surface. We observe that 4-vertex-colorability of a triangulation on a surface can be expressed in terms of spanning quadrangulations, and we establish connections between spanning quadrangulations and cycles in the dual graph which are noncontractible and alternating with respect to a perfect matching. We show that the dual graph of an Eulerian triangulation of an orientable surface other than the sphere has a perfect matching M and an M-alternating noncontractible cycle. As a consequence, every Eulerian triangulation of the torus has a nonbipartite spanning quadrangulation. For an Eulerian triangulation G of the projective plane the situation is different: If the dual graph G* is nonbipartite, then G* has no noncontractible alternating cycle, and all spanning quadrangulations of G are bipartite. If the dual graph G* is bipartite, then it has a noncontractible, M-alternating cycle for some (and hence any) perfect matching, G has a bipartite spanning quadrangulation and also a nonbipartite spanning quadrangulation.
A connected graph $G$ is said to be arbitrarily partitionable (AP for short) if for every partition $(n_1, \ldots, n_p)$ of $|V(G)|$ there exists a partition $(V_1, \ldots, V_p)$ of $V(G)$ such that each $V_i$ induces a connected subgraph of $G$ on $n_i$ vertices. Some stronger versions of this property were introduced, namely the ones of being online arbitrarily partitionable and recursively arbitrarily partitionable (OL-AP and R-AP for short, respectively), in which the subgraphs induced by a partition of $G$ must not only be connected but also fulfill additional conditions. In this paper, we point out some structural properties of OL-AP and R-AP graphs with connectivity 2. In particular, we show that deleting a cut pair of these graphs results in a graph with a bounded number of components, some of whom have a small number of vertices. We obtain these results by studying a simple class of 2-connected graphs called balloons.
Sucinct partial sums and fenwick trees

We consider the well-studied partial sums problem in succinct space where one is to maintain an array of n k-bit integers subject to updates such that partial sums queries can be efficiently answered. We present two succinct versions of the Fenwick Tree which is known for its simplicity and practicality. Our results hold in the encoding model where one is allowed to reuse the space from the input data. Our main result is the first that only requires nk + o(n) bits of space while still supporting sum/update in O(logbn)/O(logbn) time where 2 ≤ b = log O(1)n. The second result shows how optimal time for sum/update can be achieved while only slightly increasing the space usage to nk + o(nk) bits. Beyond Fenwick Trees, the results are primarily based on bit-packing and sampling making them very practical and they also allow for simple optimal parallelization.
The (1+λ) evolutionary algorithm with self-adjusting mutation rate

We propose a new way to self-adjust the mutation rate in population-based evolutionary algorithms. Roughly speaking, it consists of creating half the offspring with a mutation rate that is twice the current mutation rate and the other half with half the current rate. The mutation rate is then updated to the rate used in that subpopulation which contains the best offspring.

We analyze how the (1 + A) evolutionary algorithm with this self-adjusting mutation rate optimizes the OneMax test function. We prove that this dynamic version of the (1 + A) EA finds the optimum in an expected optimization time (number of fitness evaluations) of $O(nA \log A + n \log n)$. This time is asymptotically smaller than the optimization time of the classic (1 + A) EA. Previous work shows that this performance is best-possible among all A-parallel mutation-based unbiased black-box algorithms. This result shows that the new way of adjusting the mutation rate can find optimal dynamic parameter values on the fly. Since our adjustment mechanism is simpler than the ones previously used for adjusting the mutation rate and does not have parameters itself, we are optimistic that it will find other applications.

The Impact of a Sparse Migration Topology on the Runtime of Island Models in Dynamic Optimization

Island models denote a distributed system of evolutionary algorithms which operate independently, but occasionally share their solutions with each other along the so-called migration topology. We investigate the impact of the migration topology by introducing a simplified island model with behavior similar to (Formula presented.) islands optimizing the so-called Maze fitness function (Kötzing and Molter in Proceedings of parallel problem solving from nature (PPSN XII), Springer, Berlin, pp 113–122, 2012). Previous work has shown that when a complete migration topology is used, migration must not occur too frequently, nor too soon before the optimum changes, to track the optimum of the Maze function. We show that using a sparse migration topology alleviates these restrictions. More specifically, we prove that there exist choices of model parameters for which using a unidirectional ring of logarithmic diameter as the migration topology allows the model to track the oscillating optimum through nMaze-like phases with high probability, while using any graph of diameter less than $O((\log n)^2)$ results in the island model losing track of the optimum with overwhelming probability. Experimentally, we show that very frequent migration on a ring topology is not an effective diversity mechanism, while a lower migration rate allows the ring topology to track the optimum for a wider range of oscillation patterns. When migration occurs only rarely, we prove that dense migration topologies of small diameter may be advantageous. Combined, our results show that the sparse migration topology is able to track the optimum through a wider range of oscillation patterns, and cope with a wider range of migration frequencies.
The Impact of Parametrization on Randomized Search Heuristics

In this work we present runtime analyses of randomized search heuristics (RSH) in various settings that are determined by parameters of the problems, the algorithms and also exogenous parameters like noise. In the process we provide new techniques for the theoretical analysis of RSH as well as new optimization algorithms. We consider the following topics.

Escaping local optima using local search. We analyze memetic algorithms, i.e. evolutionary algorithms equipped with a local search after mutation. To this end we consider the (1+1) EA equipped with Standard Local Search (SLS) and Variable-Depth Search (VDS) on an artificial test function. We determine features of the fitness landscape that lead to the (1+1) EA using SLS outperforming the (1+1) EA using VDS with an exponential performance gap. Moreover, we present a new local search operator, Opportunistic Local Search (OLS), that can deal with such features in the landscape and show that the (1+1) EA with OLS can efficiently optimize a discretized Rastrigin function. Stochastic fitness functions. We analyze the role of populations in stochastic optimization. We assume that the objective function is subject to noise, introducing stochastic errors in its evaluation. On classical test functions, such noise makes optimization by the simple (1+1) EA hillclimber infeasible even in exponential time. Interestingly, the use of parent and offspring populations of only logarithmic size turns the algorithm into an efficient one. The results are obtained by drift analysis. An asymptotic expansion of the expected runtime of the (1+λ) EA on ONE_MAX. We consider the (1+λ) EA with mutation probability c/n, where c > 0 is a constant on ONE_MAX. We give an asymptotic expansion for the expected runtime depending on both c and λ. Our results show that c = 1 is the optimal mutation rate for λ = o(logloglogn/logloglogn) and that c only has an impact on the lower-order terms of the expected runtime, i.e. c = 1 is no longer the only optimal mutation rate. Our methods are strongly based on variable drift theorems for upper and lower bounds and a precise analysis of order statistics of the binomial distribution. To the best of our knowledge this is the first tight runtime analysis of a population-based EA, up to lower-order terms. Furthermore, we develop helpful stochastic tools for runtime analyses. Optimal mutation rates for the (1+λ) EA on ONE_MAX. We consider the (1+λ) EA with mutation probability c/n on ONE_MAX, where c > 0 and λ are constant. We present an improved variable drift theorem that weakens the requirement that no large steps towards the optimum may occur in the process to a stochastic one, reducing the analysis of the expected optimization time to finding an exact expression for the drift. We formalize an exact closed-form expression for the drift and provide small error approximations that are very efficient to compute. Self-adjusting mutation rates for the (1+λ) EA on ONE_MAX. We propose a new mechanism to self-adjust the mutation rate in population-based evolutionary algorithms. It consists of creating half the offspring with a higher and the rest with a lower mutation rate. The mutation rate is then adjusted, based on the success of the subpopulations. We show that the (1+λ) EA optimizes ONE_MAX in an expected optimization time of O(λ + logn) which has been shown to be best-possible among all λ-parallel mutation-based unbiased black-box algorithms.

General information
State: Submitted
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Gießen, C. (Intern), Witt, C. (Intern)
Number of pages: 156
Publication date: 2017

Publication information
Publisher: DTU Compute
Original language: English
Series: DTU Compute PHD-2017
Volume: 460
ISSN: 0909-3192
Main Research Area: Technical/natural sciences

Relations
Projects:
The Impact of Parametrization on Randomized Search Heuristics
Publication: Research › Ph.D. thesis – Annual report year: 2017

The Interplay of Population Size and Mutation Probability in the (1+λ) EA on OneMax
The (Formula presented.) EA with mutation probability c / n, where (Formula presented.) is an arbitrary constant, is studied for the classical OneMax function. Its expected optimization time is analyzed exactly (up to lower order terms) as a function of c and (Formula presented.). It turns out that 1 / n is the only optimal mutation probability if (Formula presented.), which is the cut-off point for linear speed-up. However, if (Formula presented.) is above this cut-off point then the standard mutation probability 1 / n is no longer the only optimal choice. Instead, the expected number of generations is (up to lower order terms) independent of c, irrespectively of it being less than 1 or greater. The theoretical results are obtained by a careful study of order statistics of the binomial distribution and variable drift theorems for upper and lower bounds. Experimental supplements shed light on the optimal mutation probability for small problem sizes.
The number of colorings of planar graphs with no separating triangles

A classical result of Birkhoff and Lewis implies that every planar graph with $n$ vertices has at least $152n - 1$ distinct 5-vertex-colorings. Equality holds for planar triangulations with $n - 4$ separating triangles. We show that, if a planar graph has no separating triangle, then it has at least $(2 + 10 - 12)n$ distinct 5-vertex-colorings. A similar result holds for $k$-colorings for each fixed $k \geq 5$. Infinitely many planar graphs without separating triangles have less than $2.252n$ distinct 5-vertex-colorings. As an auxiliary result we provide a complete description of the infinite 6-regular planar triangulations.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Thomassen, C. (Intern)
Number of pages: 19
Pages: 615–633
Publication date: 2017
Main Research Area: Technical/natural sciences

Publication information
Journal: Journal of Combinatorial Theory. Series B
Volume: 122
ISSN (Print): 0095-8956
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 1.13 SJR 1.965 SNIP 1.959
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 2.235 SNIP 2.057 CiteScore 1.29
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 2.211 SNIP 2.018 CiteScore 1.1
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 2.124 SNIP 1.956 CiteScore 1.19
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 2.31 SNIP 2.153 CiteScore 1.2
ISI indexed (2012): ISI indexed yes
Web of Science (2012): Indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 2.313 SNIP 1.751 CiteScore 1.11
ISI indexed (2011): ISI indexed yes
BFI (2010): BFI-level 2
Scopus rating (2010): SJR 2.208 SNIP 1.627
BFI (2009): BFI-level 2
Scopus rating (2009): SJR 2.613 SNIP 2.034
Web of Science (2009): Indexed yes
BFI (2008): BFI-level 2
Scopus rating (2008): SJR 2.665 SNIP 2.512
The square of a planar cubic graph is 7-colorable

We prove the conjecture made by G. Wegner in 1977 that the square of every planar, cubic graph is 7-colorable. Here, 7 cannot be replaced by 6.
Tight bounds for top tree compression

We consider compressing labeled, ordered and rooted trees using DAG compression and top tree compression. We show that there exists a family of trees such that the size of the DAG compression is always a logarithmic factor smaller than the size of the top tree compression (even for an alphabet of size 1). The result settles an open problem from Bille et al. (Inform. and Comput., 2015).

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Technical University of Denmark
Authors: Bille, P. (Intern), Fernstrøm, F. (Ekstern), Gørtz, I. L. (Intern)
Pages: 97-102
Publication date: 2017

Host publication information
Title of host publication: String Processing and Information Retrieval
Publisher: Springer
Time-space trade-offs for Lempel-Ziv compressed indexing

Given a string $S$, the compressed indexing problem is to preprocess $S$ into a compressed representation that supports fast substring queries. The goal is to use little space relative to the compressed size of $S$ while supporting fast queries. We present a compressed index based on the Lempel-Ziv 1977 compression scheme. Let $n$, and $z$ denote the size of the input string, and the compressed LZ77 string, respectively. We obtain the following time-space trade-offs. Given a pattern string $P$ of length $m$, we can solve the problem in (i) $O(m + \text{occ} \log \log n)$ time using $O(z \log(n/z) \log \log z)$ space, or (ii) $(m (1 + \log z/\log(n/z)) + \text{occ}(\log n + \log z))$ time using $O(z \log(n/z))$ space, for any $0 < \delta < 1$. In particular, (i) improves the leading term in the query time of the previous best solution from $O(m \log m)$ to $O(m)$ at the cost of increasing the space by a factor $\log \log z$. Alternatively, (ii) matches the previous best space bound, but has a leading term in the query time of $O(m(1 + \log z/\log(n/z)))$. However, for any polynomial compression ratio, i.e., $z = O(n^{1-\delta})$, for constant $\delta > 0$, this becomes $O(m)$. Our index also supports extraction of any substring of length $\ell$ in $O(\ell + \log(n/z))$ time. Technically, our results are obtained by novel extensions and combinations of existing data structures of independent interest, including a new batched variant of weak prefix search.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Department of Informatics and Mathematical Modeling
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Number of pages: 16
Publication date: 2017

Host publication information
Title of host publication: Proceedings of 28th Annual Symposium on Combinatorial Pattern Matching
Publisher: Schloss Dagstuhl - Leibniz-Zentrum für Informatik
ISBN (Print): 9783959770392

Series: Leibniz International Proceedings in Informatics
ISSN: 1868-8969
Main Research Area: Technical/natural sciences
Conference: 28th Annual Symposium on Combinatorial Pattern Matching, Warsaw, Poland, 04/07/2017 - 04/07/2017
Information Sources and Analysis, Social Sciences, Compressed indexing, LZ77, Pattern matching, Prefix search, Commerce, Indexing (of information), Compression scheme, Input string, Leading terms, Pattern strings, Space bounds, Time-space, Economic and social effects
Electronic versions: LIPIcs_CPM_2017_16.pdf
DOI:
10.4230/LIPIcs.CPM.2017.16
Source: FindIt
Source-ID: 2373292617
Publication: Research - peer-review › Article in proceedings – Annual report year: 2017

Upper bounds on the runtime of the univariate marginal distribution algorithm on OneMax
A runtime analysis of the Univariate Marginal Distribution Algorithm (UMDA) is presented on the OneMax function for wide ranges of the parameters $\mu$ and $\lambda$. If $\mu \geq c \log n$ for some constant $c > 0$ and $\lambda = (1 + O(1))\mu$, a general bound $O(\mu n)$ on the expected runtime is obtained. This bound crucially assumes that all marginal probabilities of the algorithm are confined to the interval $[1/n, 1 - 1/n]$. If $\mu \geq c'\sqrt{n} \log n$ for a constant $c' > 0$ and $\lambda = (1 + O(1))\mu$, the behavior of the algorithm changes and the bound on the expected runtime becomes $O(\mu n)$, which typically even holds if the borders on the marginal probabilities are omitted. The results supplement the recently derived lower bound $\Omega(\mu n^{1/n} \log n)$ by Krejca and Witt (FOGA 2017) and turn out as tight for the two very different values $\mu = c \log n$ and $p = c'\sqrt{n} \log n$. They also improve the previously best known upper bound $O(n \log n \log \log n)$ by Dang and Lehre (GECCO 2015).
Graph reconstruction with a betweenness oracle

Graph reconstruction algorithms seek to learn a hidden graph by repeatedly querying a blackbox oracle for information about the graph structure. Perhaps the most well studied and applied version of the problem uses a distance oracle, which can report the shortest path distance between any pair of nodes. We introduce and study the betweenness oracle, where bet(a, m, z) is true iff m lies on a shortest path between a and z. This oracle is strictly weaker than a distance oracle, in the sense that a betweenness query can be simulated by a constant number of distance queries, but not vice versa. Despite this, we are able to develop betweenness reconstruction algorithms that match the current state of the art for distance reconstruction, and even improve it for certain types of graphs. We obtain the following algorithms: 1. Reconstruction of general graphs in $O(n^2)$ queries 2. Reconstruction of degree-bounded graphs in $\tilde{O}(n^{3/2})$ queries 3. Reconstruction of geodetic degree-bounded graphs in $O(n)$ queries In addition to being a fundamental graph theoretic problem with some natural applications, our new results shed light on some avenues for progress in the distance reconstruction problem.

A Framework for Organization-Aware Agents: JAAMAS Extended Abstract

This short paper introduces and summarizes the AORTA reasoning framework that can be integrated into BDI-agents to enable organizational decision-making. This work has recently been published in the Journal of Autonomous Agents and Multi-Agent Systems (JAAMAS), as [3].
Analysis of Ant Colony Optimization and Population-Based Evolutionary Algorithms on Dynamic Problems

This thesis presents new running time analyses of nature-inspired algorithms on various dynamic problems. It aims to identify and analyse the features of algorithms and problem classes which allow efficient optimization to occur in the presence of dynamic behaviour. We consider the following settings:

λ-MMAS on Dynamic Shortest Path Problems. We investigate how increasing the number of ants simulated per iteration may help an ACO algorithm to track optimum in a dynamic problem. It is shown that while a constant number of ants per-vertex is sufficient to track some oscillations, there also exist more complex oscillations that cannot be tracked with a polynomial-size colony.

MMAS and (μ+1) EA on Maze We analyse the behaviour of a (μ + 1) EA with genotype diversity on a dynamic fitness function Maze, extended to a finite-alphabet search space. We prove that the (μ + 1) EA is able to track the dynamic optimum for finite alphabets up to size μ, while MMAS is able to do so for any finite alphabet size.

Parallel Evolutionary Algorithms on Maze. We prove that while a (1 + λ) EA is unable to track the optimum of the dynamic fitness function Maze for offspring population size up to λ = O(n1-ε”), a simple island model with Ω(log n) islands is able to do so if the migration interval is chosen appropriately.

Migration Topology in Island Models. We investigate the impact of the migration topology on the performance of an island model optimizing a Maze-like dynamic function, demonstrating that in some cases, a less-dense migration topology is preferable to a complete migration topology.

(1+1) EA on Generalized Dynamic OneMax. We analyze the (1 + 1) EA on dynamically changing OneMax, re-proving known results on first hitting times using modern drift analysis, and providing a new anytime analysis showing how closely the EA can track the dynamically moving optimum over time. These results are also extended to a finite-alphabet search space.
Announcements to Attentive Agents

In public announcement logic it is assumed that all agents pay attention to the announcement. Weaker observational conditions can be modelled in action model logic. In this work, we propose a version of public announcement logic wherein it is encoded in the states of the epistemic model which agents pay attention to the announcement. This logic is called attention-based announcement logic. We give an axiomatization of the logic and prove that complexity of satisfiability is the same as that of public announcement logic, and therefore lower than that of action model logic. An attention-based announcement can also be described as an action model. We extend our logic by integrating attention change. Finally, we add the notion of common belief to the language, we exploit this to formalize the concept of joint attention, that has been widely discussed in the philosophical and cognitive science literature, and we provide a corresponding axiomatization. This axiomatization also employs the auxiliary notion of attention-based relativized common belief.
Aspects of the Tutte polynomial

This thesis studies various aspects of the Tutte polynomial, especially focusing on the Merino-Welsh conjecture.

We write $T(G;x,y)$ for the Tutte polynomial of a graph $G$ with variables $x$ and $y$. In 1999, Merino and Welsh conjectured that if $G$ is a loopless 2-connected graph, then

$$T(G;1,1) \leq \max(T(G;2,0), T(G;0,2)).$$

The three numbers, $T(G;1,1)$, $T(G;2,0)$ and $T(G;0,2)$ are respectively the numbers of spanning trees, acyclic orientations and totally cyclic orientations of $G$.

First, I extend Negami’s splitting formula to the multivariate Tutte polynomial. Using the splitting formula, Thomassen and I found a lower bound for the number of spanning trees in a $k$-edge-connected graph. Our bound is tight for $k$ even, but for $k$ odd we give a slightly better lower bound which we believe is not tight. We prove that the minimum number of spanning trees in a 3-edge-connected graph with $n$ vertices is, not surprisingly, significantly smaller than the minimum number of spanning trees in a 5-edge-connected graph. However, we conjecture that the minimum number of spanning trees of a 5-edge-connected graph is actually obtained by a 6-edge-connected graph asymptotically.

Thomassen proved the following partial result for the Merino-Welsh conjecture. Assume the graph $G$ is loopless, bridgeless and has $n$ vertices and $m$ edges.

If $m \leq 1.066n$ then $T(G;1,1) \leq T(G;2,0)$.
If $m \geq 4(n-1)$ then $T(G;1,1) \leq T(G;0,2)$.

I improve in this thesis Thomassen’s result as follows:

If $m \leq 1.29(n-1)$ then $T(G;1,1) \leq T(G;2,0)$.
If $m \geq 3.58(n-1)$ and $G$ is 3-edge-connected then $T(G;1,1) \leq T(G;0,2)$.

Strengthening Thomassen’s idea that acyclic orientations dominate spanning trees in sparse graphs, I conjecture that the ratio $T(G;2,0)/T(G;1,1)$ increases as $G$ gets sparser. To support this conjecture, I prove a variant of the conjecture for series-parallel graphs.

The Merino-Welsh conjecture has a stronger version claiming that the Tutte polynomial is convex on the line segment between $(2,0)$ and $(0,2)$ for loopless 2-connected graphs. Chavez-Lomeli et al. proved that this holds for coloopless paving matroids, and I provide a shorter proof of their theorem. I also prove it for minimally 2-edge-connected graphs. As a general statement for the convexity of the Tutte polynomials, I show that the Tutte polynomial of a sparse paving matroid is almost surely convex in the first quadrant. In contrast, I conjecture that the Tutte polynomial of a sparse paving matroid with fixed rank is almost never convex in the first quadrant.

The following multiplicative version of the Merino-Welsh conjecture was considered by Noble and Royle:

$$T(G;1,1)^2 \leq T(G;2,0) T(G;0,2).$$
Noble and Royle proved that this multiplicative version holds for series-parallel graphs, using a computer algorithm that they designed. Using a property of the splitting formula which I found, I improve their algorithm so that it is applicable to the class of graphs with bounded treewidth (or pathwidth). As an application, I verify that the multiplicative version holds for graphs with pathwidth at most 3.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Ok, S. (Intern), Thomassen, C. (Intern)
Number of pages: 110
Publication date: 2016

Publication information
Place of publication: Kgs. Lyngby
Publisher: Technical University of Denmark (DTU)
Original language: English
Series: DTU Compute PHD-2015
Number: 384
ISSN: 0909-3192
Main Research Area: Technical/natural sciences
Electronic versions: phd384_Ok_S.pdf
Publication: Research › Ph.D. thesis – Annual report year: 2016

A zero-free interval for chromatic polynomials of graphs with 3-leaf spanning trees
It is proved that if G is a graph containing a spanning tree with at most three leaves, then the chromatic polynomial of G has no roots in the interval \((1, t_1]\), where \(t_1 \approx 1.2904\) is the smallest real root of the polynomial \((t-2)^6+4(t-1)^2(t-2)^3-(t-1)^4\).
We also construct a family of graphs containing such spanning trees with chromatic roots converging to \(t_1\) from above. We employ the Whitney 2-switch operation to manage the analysis of an infinite class of chromatic polynomials.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Perrett, T. (Intern)
Pages: 2706-2714
Publication date: 2016
Main Research Area: Technical/natural sciences

Publication information
Journal: Discrete Mathematics
Volume: 339
Issue number: 11
ISSN (Print): 0012-365X
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 0.72 SJR 0.925 SNIP 1.005
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.933 SNIP 1.104 CiteScore 0.64
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 1.03 SNIP 1.211 CiteScore 0.68
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 1.005 SNIP 1.243 CiteScore 0.74
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
Better Eager Than Lazy? How Agent Types Impact the Successfulness of Implicit Coordination

Epistemic planning can be used for decision making in multiagent situations with distributed knowledge and capabilities. In recent work, we proposed a new notion of strong policies with implicit coordination. With this it is possible to solve planning tasks with joint goals from a single-agent perspective without the agents having to negotiate about and commit to a joint policy at plan time. We study how and under which circumstances the decentralized application of those policies leads to the desired outcome.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Freiburg
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Pages: 42-49
Publication date: 2016

Host publication information
Title of host publication: Proceedings of the 4th Workshop on Distributed and Multi-Agent Planning (DMAP-16) : The 26th International Conference on Automated Planning and Scheduling, ICAPS 2016 - London
Editors: Komenda, A., Shani, G.
BFI conference series: Automated Planning and Scheduling (5000134)
Main Research Area: Technical/natural sciences
Conference: 26th International Conference on Automated Planning and Scheduling (ICAPS 2016), London, United Kingdom, 12/06/2016 - 12/06/2016
Electronic versions:
Bisimulation and expressivity for conditional belief, degrees of belief, and safe belief

Plausibility models are Kripke models that agents use to reason about knowledge and belief, both of themselves and of each other. Such models are used to interpret the notions of conditional belief, degrees of belief, and safe belief. The logic of conditional belief contains that modality and also the knowledge modality, and similarly for the logic of degrees of belief and the logic of safe belief. With respect to these logics, plausibility models may contain too much information. A proper notion of bisimulation is required that characterises them. We define that notion of bisimulation and prove the required characterisations: on the class of image-finite and preimage-finite models (with respect to the plausibility relation), two pointed Kripke models are modally equivalent in either of the three logics, if and only if they are bisimilar. As a result, the information content of such a model can be similarly expressed in the logic of conditional belief, or the logic of degrees of belief, or that of safe belief. This, we found a surprising result. Still, that does not mean that the logics are equally expressive: the logics of conditional and degrees of belief are incomparable, the logics of degrees of belief and safe belief are incomparable, while the logic of safe belief is more expressive than the logic of conditional belief. In view of the result on bisimulation characterisation, this is an equally surprising result. We hope our insights may contribute to the growing community of formal epistemology and on the relation between qualitative and quantitative modelling.

General information
State: Published
Organisations: Algorithms and Logic , Department of Applied Mathematics and Computer Science , Universite de Lorraine
Authors: Andersen, M. B. (Intern), Bolander, T. (Intern), van Ditmarsch, H. (Ekstern), Jensen, M. H. (Intern)
Pages: 2447-2487
Publication date: 2016
Main Research Area: Technical/natural sciences

Publication information
Journal: Synthese
Volume: 194
Issue number: 7
ISSN (Print): 0039-7857
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 0.72 SJR 0.841 SNIP 1.149
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 0.816 SNIP 0.988 CiteScore 0.69
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 0.748 SNIP 1.361 CiteScore 0.73
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 0.818 SNIP 1.339 CiteScore 0.71
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 0.8 SNIP 1.417 CiteScore 0.72
ISI indexed (2012): ISI indexed yes
Web of Science (2012): Indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 0.789 SNIP 1.61 CiteScore 0.69
ISI indexed (2011): ISI indexed yes
BFI (2010): BFI-level 2
Scopus rating (2010): SJR 0.708 SNIP 1.167
Boxed Permutation Pattern Matching.

Given permutations T and P of length n and m, respectively, the Permutation Pattern Matching problem asks to find all m-length subsequences of T that are order-isomorphic to P. This problem has a wide range of applications but is known to be NP-hard. In this paper, we study the special case, where the goal is to only find the boxed subsequences of T that are order-isomorphic to P. This problem was introduced by Bruner and Lackner who showed that it can be solved in O(n^3) time. Cho et al. [CPM 2015] gave an O(n^2m) time algorithm and improved it to O(n^2 \log m). In this paper we present a
solution that uses only $O(n^2)$ time. In general, there are instances where the output size is $\Omega(n^2)$ and hence our bound is optimal. To achieve our results, we introduce several new ideas including a novel reduction to 2D offline dominance counting. Our algorithm is surprisingly simple and straightforward to implement.

**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Haifa
Authors: Amit, M. (Ekstern), Bille, P. (Intern), Cording, P. H. (Intern), Gørtz, I. L. (Intern), Vildhøj, H. W. (Intern)
Pages: 1-11
Publication date: 2016

**Host publication information**
Title of host publication: Proceedings of the 27th Annual Symposium on Combinatorial Pattern Matching (CPM 2016)
Article number: 20
Series: Leibniz International Proceedings in Informatics
ISSN: 1868-8969
BFI conference series: Combinatorial Pattern Matching (5000064)
Main Research Area: Technical/natural sciences
Conference: 27th Annual Symposium on Combinatorial Pattern Matching (CPM 2016), Tel Aviv, Israel, 27/06/2016 - 27/06/2016
Permutation, Subsequence, Pattern Matching, Order Preserving, Boxed Mesh Pattern
DOIs: 10.4230/LIPIcs.CPM.2016.20
Source: PublicationPreSubmission
Source-ID: 127113860
Publication: Research - peer-review › Article in proceedings – Annual report year: 2016

**Capacitated Vehicle Routing with Nonuniform Speeds**
The capacitated vehicle routing problem (CVRP) involves distributing identical items from a depot to a set of demand locations using a single capacitated vehicle. We introduce the heterogeneous capacitated vehicle routing problem, a generalization of CVRP to the setting of multiple vehicles having nonuniform speeds, and present for it a constant-factor approximation algorithm. Our main contribution is an approximation algorithm for the heterogeneous traveling salesman problem, which is the special case of heterogeneous CVRP with uncapacitated vehicles. Given a metric denoting distances between vertices, a depot $r$ containing $k$ vehicles having respective speeds $(\lambda(i))(i=1)(k)$, the objective in heterogeneous TSP is to find a tour for each vehicle (starting and ending at $r$) so that every vertex is covered in some tour and the maximum completion time is minimized; the completion time of a vehicle is the distance traveled divided by its speed. Our algorithm relies on a new approximate minimum spanning tree construction called Level-Prim, which is related to but different from Light Approximate Shortest-path Trees. We also extend the widely used tour-splitting technique to nonuniform speeds, using ideas from the 2-approximation algorithm for scheduling in unrelated machines.

**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Georgia Institute of Technology, University of Michigan, Carnegie Mellon University
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Number of pages: 14
Pages: 318-331
Publication date: 2016
Main Research Area: Technical/natural sciences

**Publication information**
Journal: Mathematics of Operations Research
Volume: 41
Issue number: 1
ISSN (Print): 0364-765X
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 1.81 SJR 1.744 SNIP 1.783
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Capacitated Vehicle Routing with Non-Uniform Speeds

The capacitated vehicle routing problem (CVRP) involves distributing identical items from a depot to a set of demand locations using a single capacitated vehicle. We introduce the heterogeneous capacitated vehicle routing problem, a generalization of CVRP to the setting of multiple vehicles having nonuniform speeds, and present for it a constant-factor approximation algorithm.

Our main contribution is an approximation algorithm for the heterogeneous traveling salesman problem, which is the special case of heterogeneous CVRP with uncapacitated vehicles. Given a metric denoting distances between vertices, a depot \( r \) containing \( k \) vehicles having respective speeds \( \lambda_i \), the objective in heterogeneous TSP is to find a tour for each vehicle (starting and ending at \( r \)) so that every vertex is covered in some tour and the maximum completion time is minimized; the completion time of a vehicle is the distance traveled divided by its speed.

Our algorithm relies on a new approximate minimum spanning tree construction called Level-Prim, which is related to but different from Light Approximate Shortest-path Trees. We also extend the widely used tour-splitting technique to nonuniform speeds, using ideas from the 2-approximation algorithm for scheduling in unrelated machines.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Carnegie Mellon University, IBM Thomas J. Watson Research Center
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Chromatic roots and minor-closed families of graphs

Given a minor-closed class of graphs $G$, what is the in mum of the non-trivial roots of the chromatic polynomial of $G \in G$? When $G$ is the class of all graphs, the answer is known to be $32/27$. We answer this question exactly for three minor-closed classes of graphs. Furthermore, we conjecture precisely when the value is larger than $32/27$. 

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
We present Standard ML code generation in Isabelle/HOL of a sound and complete prover for first-order logic, taking formalizations by Tom Ridge and others as the starting point. We also define a set of so-called unfolding rules and show how to use these as a simple prover, with the aim of using the approach for teaching logic and verification to computer science students at the bachelor level.
Decomposing graphs into a constant number of locally irregular subgraphs

A graph is locally irregular if no two adjacent vertices have the same degree. The irregular chromatic index $\chi_{irr}'(G)$ of a graph $G$ is the smallest number of locally irregular subgraphs needed to edge-decompose $G$. Not all graphs have such a decomposition, but Baudon, Bensmail, Przybyło, and Woźniak conjectured that if $G$ can be decomposed into locally irregular subgraphs, then $\chi_{irr}'(G) \leq 3$. In support of this conjecture, Przybyło showed that $\chi_{irr}'(G) \leq 3$ holds whenever $G$ has minimum degree at least 1010.

Here we prove that every bipartite graph $G$ which is not an odd length path satisfies $\chi_{irr}'(G) \leq 10$. This is the first general constant upper bound on the irregular chromatic index of bipartite graphs. Combining this result with Przybyło’s result, we show that $\chi_{irr}'(G) \leq 328$ for every graph $G$ which admits a decomposition into locally irregular subgraphs. Finally, we show that $\chi_{irr}'(G) \leq 2$ for every 16-edge-connected bipartite graph $G$. 
Decomposing highly edge-connected graphs into homomorphic copies of a fixed tree

The Tree Decomposition Conjecture by Barát and Thomassen states that for every tree $T$ there exists a natural number $k(T)$ such that the following holds: If $G$ is a $k(T)$-edge-connected simple graph with size divisible by the size of $T$, then $G$ can be edge-decomposed into subgraphs isomorphic to $T$. So far this conjecture has only been verified for paths, stars, and a family of bistars. We prove a weaker version of the Tree Decomposition Conjecture, where we require the subgraphs in the decomposition to be isomorphic to graphs that can be obtained from $T$ by vertex-identifications. We call such a subgraph a homomorphic copy of $T$. This implies the Tree Decomposition Conjecture under the additional constraint that the girth of $G$ is greater than the diameter of $T$. As an application, we verify the Tree Decomposition Conjecture for all trees of diameter at most 4.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Merker, M. (Intern)
Pages: 91-108
Publication date: 2016
Main Research Area: Technical/natural sciences

Publication information
Journal: Journal of Combinatorial Theory. Series B
Volume: 122
ISSN (Print): 0095-8956
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 1.13 SJR 1.965 SNIP 1.959
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 2.235 SNIP 2.057 CiteScore 1.29
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 2
Decomposing Oriented Graphs into Six Locally Irregular Oriented Graphs

An undirected graph $G$ is locally irregular if every two of its adjacent vertices have distinct degrees. We say that $G$ is decomposable into $k$ locally irregular graphs if there exists a partition $E_1 \cup E_2 \cup \cdots \cup E_k$ of the edge set $E(G)$ such that each $E_i$ induces a locally irregular graph. It was recently conjectured by Baudon et al. that every undirected graph admits a decomposition into at most three locally irregular graphs, except for a well-characterized set of indecomposable graphs. We herein consider an oriented version of this conjecture. Namely, can every oriented graph be decomposed into at most three locally irregular oriented graphs, i.e. whose adjacent vertices have distinct outdegrees? We start by supporting this conjecture by verifying it for several classes of oriented graphs. We then prove a weaker version of this conjecture. Namely, we prove that every oriented graph can be decomposed into at most six locally irregular oriented graphs. We finally prove that even if our conjecture were true, it would remain NP-complete to decide whether an oriented graph is
decomposable into at most two locally irregular oriented graphs.

**General information**

State: Published

Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Bordeaux

Authors: Bensmail, J. (Intern), Renault, G. (Ekstern)

Pages: 1707-1721

Publication date: 2016

Main Research Area: Technical/natural sciences

**Publication information**

Journal: Graphs and Combinatorics

Volume: 32

Issue number: 5

ISSN (Print): 0911-0119

Ratings:

BFI (2018): BFI-level 2

BFI (2017): BFI-level 1

Web of Science (2017): Indexed Yes

BFI (2016): BFI-level 1

Scopus rating (2016): SJR 0.766 SNIP 0.931 CiteScore 0.59

Web of Science (2016): Indexed yes

BFI (2015): BFI-level 1

Scopus rating (2015): SJR 0.739 SNIP 1.162 CiteScore 0.51

BFI (2014): BFI-level 1

Scopus rating (2014): SJR 0.819 SNIP 1.104 CiteScore 0.56

BFI (2013): BFI-level 1

Scopus rating (2013): SJR 0.77 SNIP 1.043 CiteScore 0.56

ISI indexed (2013): ISI indexed yes

BFI (2012): BFI-level 1

Scopus rating (2012): SJR 0.565 SNIP 1.017 CiteScore 0.57

ISI indexed (2012): ISI indexed yes

BFI (2011): BFI-level 1

Scopus rating (2011): SJR 0.725 SNIP 0.656 CiteScore 0.49

ISI indexed (2011): ISI indexed yes

BFI (2010): BFI-level 1

Scopus rating (2010): SJR 0.749 SNIP 0.737

BFI (2009): BFI-level 1

Scopus rating (2009): SJR 1.169 SNIP 1.259

BFI (2008): BFI-level 1

Scopus rating (2008): SJR 0.925 SNIP 1.316

Scopus rating (2007): SJR 0.816 SNIP 1.033

Scopus rating (2006): SJR 0.512 SNIP 0.989

Web of Science (2006): Indexed yes

Scopus rating (2005): SJR 0.991 SNIP 1.318

Scopus rating (2004): SJR 0.603 SNIP 0.979

Scopus rating (2003): SJR 0.722 SNIP 0.738

Scopus rating (2002): SJR 0.924 SNIP 1.049

Scopus rating (2001): SJR 1.043 SNIP 0.782

Scopus rating (2000): SJR 0.637 SNIP 0.697

Scopus rating (1999): SJR 0.997 SNIP 0.987

Original language: English

Complexity, Decomposition into locally irregular graphs, Locally irregular oriented graph, Oriented graph

Electronic versions:

4.pdf. Embargo ended: 13/04/2017

DOIs:

10.1007/s00373-016-1705-z
Detecting structural breaks in time series via genetic algorithms

Detecting structural breaks is an essential task for the statistical analysis of time series, for example, for fitting parametric models to it. In short, structural breaks are points in time at which the behaviour of the time series substantially changes. Typically, no solid background knowledge of the time series under consideration is available. Therefore, a black-box optimization approach is our method of choice for detecting structural breaks. We describe a genetic algorithm framework which easily adapts to a large number of statistical settings. To evaluate the usefulness of different crossover and mutation operations for this problem, we conduct extensive experiments to determine good choices for the parameters and operators of the genetic algorithm. One surprising observation is that use of uniform and one-point crossover together gave significantly better results than using either crossover operator alone. Moreover, we present a specific fitness function which exploits the sparse structure of the break points and which can be evaluated particularly efficiently. The experiments on artificial and real-world time series show that the resulting algorithm detects break points with high precision and is computationally very efficient. A reference implementation with the data used in this paper is available as an applet at the following address: http://www.imm.dtu.dk/~pafi/TSX/. It has also been implemented as package SBRect for the statistics language R.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Ecole Polytechnique, Linnaeus University
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Number of pages: 14
Publication date: 2016
Main Research Area: Technical/natural sciences

Publication information
Journal: Soft Computing
ISSN (Print): 1432-7643
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 2.07 SJR 0.75 SNIP 1.204
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.724 SNIP 1.179 CiteScore 1.53
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.793 SNIP 1.518 CiteScore 2.01
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.857 SNIP 1.454 CiteScore 2
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.805 SNIP 1.232 CiteScore 1.94
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.892 SNIP 1.817 CiteScore 2.38
ISI indexed (2011): ISI indexed yes
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.736 SNIP 1.303
Web of Science (2010): Indexed yes
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.744 SNIP 1.417
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.776 SNIP 1.228
Scopus rating (2007): SJR 0.459 SNIP 0.742
Distance labeling schemes for trees

We consider distance labeling schemes for trees: given a tree with n nodes, label the nodes with binary strings such that, given the labels of any two nodes, one can determine, by looking only at the labels, the distance in the tree between the two nodes. A lower bound by Gavoille et al. [Gavoille et al., J. Alg., 2004] and an upper bound by Peleg [Peleg, J. Graph Theory, 2000] establish that labels must use $\Theta(\log^2(n))$ bits. Gavoille et al. [Gavoille et al., ESA, 2001] show that for very small approximate stretch, labels use $\Theta(\log(n) \log(\log(n)))$ bits. Several other papers investigate various variants such as, for example, small distances in trees [Alstrup et al., SODA, 2003]. We improve the known upper and lower bounds of exact distance labeling by showing that $\frac{1}{4} \log_2(n)$ bits are needed and that $\frac{1}{2} \log_2(n)$ bits are sufficient. We also give $(1 + \varepsilon)$-stretch labeling schemes using $\Theta(\log(n))$ bits for constant $\varepsilon > 0$. $(1 + \varepsilon)$-stretch labeling schemes with polylogarithmic label size have previously been established for doubling dimension graphs by Talwar [Talwar, STOC, 2004]. In addition, we present matching upper and lower bounds for distance labeling for caterpillars, showing that labels must have size $2 \log n - \Theta(\log \log n)$. For simple paths with k nodes and edge weights in $[1,n]$, we show that labels must have size $(k - 1)/k \log n + \Theta(\log k)$.

Distributed synthesis in continuous time

We introduce a formalism modelling communication of distributed agents strictly in continuous-time. Within this framework, we study the problem of synthesising local strategies for individual agents such that a specified set of goal states is reached, or reached with at least a given probability. The flow of time is modelled explicitly based on continuous-time randomness, with two natural implications: First, the non-determinism stemming from interleaving disappears. Second, when we restrict to a subclass of non-urgent models, the quantitative value problem for two players can be solved in EXPTIME. Indeed, the explicit continuous time enables players to communicate their states by delaying synchronisation (which is unrestricted for non-urgent models). In general, the problems are undecidable already for two players in the quantitative case and three players in the qualitative case. The qualitative undecidability is shown by a reduction to
decentralized POMDPs for which we provide the strongest (and rather surprising) undecidability result so far.

Dynamic and approximate pattern matching in 2D
We consider dynamic and online variants of 2D pattern matching between an mXm pattern and an nXn text. All the algorithms we give are randomised and give correct outputs with at least constant probability.
- For dynamic 2D exact matching where updates change individual symbols in the text, we show updates can be performed in O(log2 n) time and queries in O(log2 m) time.
- We then consider a model where an update is a new 2D pattern and a query is a location in the text. For this setting we show that Hamming distance queries can be answered in O(log m + H) time, where H is the relevant Hamming distance.
- Extending this work to allow approximation, we give an efficient algorithm which returns a (1+ε) approximation of the Hamming distance at a given location in O(ε−2 log2 m log log n) time.

Finally, we consider a different setting inspired by previous work on locality sensitive hashing (LSH). Given a threshold k and after building the 2D text index and receiving a 2D query pattern, we must output a location where the Hamming distance is at most (1 + ε)k as long as there exists a location where the Hamming distance is at most k.
- For our LSH inspired 2D indexing problem, the text can be preprocessed in O(n2(4/3+1/(1+ε)) log3 n) time into a data structure of size O(n2(1+1/(1+ε))) with query time O(n2(1/(1+ε))m2).
Dynamic Relative Compression, Dynamic Partial Sums, and Substring Concatenation

Given a static reference string R and a source string S, a relative compression of S with respect to R is an encoding of S as a sequence of references to substrings of R. Relative compression schemes are a classic model of compression and have recently proved very successful for compressing highly-repetitive massive data sets such as genomes and web-data. We initiate the study of relative compression in a dynamic setting where the compressed source string S is subject to edit operations. The goal is to maintain the compressed representation compactly, while supporting edits and allowing efficient random access to the (uncompressed) source string. We present new data structures that achieve optimal time for updates and queries while using space linear in the size of the optimal relative compression, for nearly all combinations of parameters. We also present solutions for restricted and extended sets of updates. To achieve these results, we revisit the dynamic partial sums problem and the substring concatenation problem. We present new optimal or near optimal bounds for these problems. Plugging in our new results we also immediately obtain new bounds for the string indexing for patterns with wildcards problem and the dynamic text and static pattern matching problem.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Bille, P. (Intern), Cording, P. H. (Intern), Gørtz, I. L. (Intern), Skjoldjensen, F. R. (Intern), Vildhøj, H. W. (Intern), Vind, S. J. (Intern)
Number of pages: 13
Publication date: 2016

Host publication information
Title of host publication: Proceedings of the 27th International Symposium on Algorithms and Computation (ISAAC 2016)
Publisher: Schloss Dagstuhl - Leibniz-Zentrum für Informatik
Article number: 18
ISBN (Print): 978-3-95977-026-2
Series: Leibniz International Proceedings in Informatics
Volume: 64
ISSN: 1868-8969
BFI conference series: International Symposium on Algorithms and Computation (5000486)
Main Research Area: Technical/natural sciences
Relative compression, Dynamic compression, Dynamic partial sum, Sub-string concatenation, External macro compression
Electronic versions: LIPIcs_ISAAC_2016_18.pdf
DOIs: 10.4230/LIPIcs.ISAAC.2016.18
Source: PublicationPreSubmission
Source-ID: 127804058
Publication: Research - peer-review › Article in proceedings – Annual report year: 2016

Edge-partitioning graphs into regular and locally irregular components

A graph is locally irregular if every two adjacent vertices have distinct degrees. Recently, Baudon et al. introduced the notion of decomposition into locally irregular subgraphs. They conjectured that for almost every graph G, there exists a minimum integer \( \chi_{irr}^{'}(G) \) such that G admits an edge-partition into \( \chi_{irr}^{'}(G) \) classes, each of which induces a locally irregular graph. In particular, they conjectured that \( \chi_{irr}^{'}(G) \leq 3 \) for every G, unless G belongs to a well-characterized family of non-decomposable graphs. This conjecture is far from being settled, as notably (1) no constant upper bound on \( \chi_{irr}^{'}(G) \) is known for G bipartite, and (2) no satisfactory general upper bound on \( \chi_{irr}^{'}(G) \) is known. We herein investigate the consequences on this question of allowing a decomposition to include regular components as well. As a main result, we prove that every bipartite graph admits such a decomposition into at most 6 subgraphs. This result implies that every graph G admits a decomposition into at most 6(\( \log \chi(G) + 1 \)) subgraphs whose components are regular or locally irregular.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Carleton University
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Finger Search in Grammar-Compressed Strings

Grammar-based compression, where one replaces a long string by a small context-free grammar that generates the string, is a simple and powerful paradigm that captures many popular compression schemes. Given a grammar, the random access problem is to compactly represent the grammar while supporting random access, that is, given a position in the original uncompressed string report the character at that position. In this paper we study the random access problem with the finger search property, that is, the time for a random access query should depend on the distance between a specified index \( f \), called the finger, and the query index \( i \). We consider both a static variant, where we first place a finger and subsequently access indices near the finger efficiently, and a dynamic variant where also moving the finger...
such that the time depends on the distance moved is supported.

Let $n$ be the size the grammar, and let $N$ be the size of the string. For the static variant we give a linear space representation that supports placing the finger in $O(\log(N))$ time and subsequently accessing in $O(\log(D))$ time, where $D$ is the distance between the finger and the accessed index. For the dynamic variant we give a linear space representation that supports placing the finger in $O(\log(N))$ time and accessing and moving the finger in $O(\log(D) + \log(\log(N)))$ time. Compared to the best linear space solution to random access, we improve a $O(\log(N))$ query bound to $O(\log(D))$ for the static variant and to $O(\log(D) + \log(\log(N)))$ for the dynamic variant, while maintaining linear space. As an application of our results we obtain an improved solution to the longest common extension problem in grammar compressed strings. To obtain our results, we introduce several new techniques of independent interest, including a novel van Emde Boas style decomposition of grammars.

Formalization of the Resolution Calculus for First-Order Logic

A formalization in Isabelle/HOL of the resolution calculus for first-order logic is presented. Its soundness and completeness are formally proven using the substitution lemma, semantic trees, Herbrand’s theorem, and the lifting lemma. In contrast to previous formalizations of resolution, it considers first-order logic with full first-order terms, instead of the propositional case.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Bille, P. (Intern), Christiansen, A. R. (Intern), Cording, P. H. (Intern), Gørtz, I. L. (Intern)
Number of pages: 16
Publication date: 2016

Formalization of the Resolution Calculus for First-Order Logic

A formalization in Isabelle/HOL of the resolution calculus for first-order logic is presented. Its soundness and completeness are formally proven using the substitution lemma, semantic trees, Herbrand’s theorem, and the lifting lemma. In contrast to previous formalizations of resolution, it considers first-order logic with full first-order terms, instead of the propositional case.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Schlichtkrull, A. (Intern)
Pages: 341-357
Publication date: 2016
Game-based verification and synthesis

Infinite-duration games provide a convenient way to model distributed, reactive and open systems in which several entities and an uncontrollable environment interact. Here, each entity as well as the uncontrollable environment are modelled as players.

A strategy for an entity player in the model corresponds directly to a program for the corresponding entity of the system. A strategy for a player which ensures that the player wins no matter how the other players behave then corresponds to a program ensuring that the specification of the entity is satisfied no matter how the other entities and the environment behaves. Synthesis of strategies in games can thus be used for automatic generation of correct-by-construction programs from specifications.

We consider verification and synthesis problems for several well-known game-based models. This includes both model-checking problems and satisfiability problems for logics capable of expressing strategic abilities of players in games with both qualitative and quantitative objectives.

A number of computational complexity results for model-checking and satisfiability problems in this domain are obtained. We also show how the technique of symmetry reduction can be extended to solve finitely-branching turn-based games more efficiently. Further, the novel concept of winning cores in parity games is introduced. We use this to develop a new polynomial-time under-approximation algorithm for solving parity games. Experimental results show that this algorithm performs better than the state-of-the-art algorithms in most benchmark games.

Two new game-based modelling formalisms for distributed systems are presented. The first makes it possible to reason about systems where several identical entities interact. The second provides a game-based modelling formalism for distributed systems with continuous time and probability distributions over the duration of delays. For these new models we provide decidability and undecidability results for problems concerning computation of symmetric Nash equilibria and for deciding existence of strategies that ensure reaching a target with a high probability.
Graph Decompositions
The topic of this PhD thesis is graph decompositions. While there exist various kinds of decompositions, this thesis focuses on three problems concerning edge decompositions. Given a family of graphs $H$ we ask the following question: When can the edge-set of a graph be partitioned so that each part induces a subgraph isomorphic to a member of $H$? Such a decomposition is called an $H$-decomposition. Apart from the existence of an $H$-decomposition, we are also interested in the number of parts needed in an $H$-decomposition.

Firstly, we show that for every tree $T$ there exists a constant $k(T)$ such that every $k(T)$-edge-connected graph whose size is divisible by the size of $T$ admits a $T$-decomposition. This proves a conjecture by Barát and Thomassen from 2006.

Moreover, we introduce a new arboricity notion where we restrict the diameter of the trees in a decomposition into forests. We conjecture that for every natural number $k$ there exists a natural number $d(k)$ such that the following holds: If $G$ can be decomposed into $k$ forests, then $G$ can be decomposed into $k + 1$ forests in which each tree has diameter at most $d(k)$. We verify this conjecture for $k \leq 3$. As an application we show that every 6-edge-connected planar graph contains two edge-disjoint $18/19$-thin spanning trees.

Finally, we make progress on a conjecture by Baudon, Bensmail, Przybyło, and Wozniak stating that if a graph can be decomposed into locally irregular graphs, then there exists such a decomposition with at most 3 parts. We show that this conjecture is true if the number 3 is replaced by 328, establishing the first constant upper bound for this problem.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Merker, M. (Intern), Thomassen, C. (Intern)
Number of pages: 97
Publication date: 2016

Publication information
Place of publication: Kgs. Lyngby
Publisher: Technical University of Denmark (DTU)
Original language: English
Series: DTU Compute PHD-2016
Number: 431
ISSN: 0909-3192
Main Research Area: Technical/natural sciences
Electronic versions: phd431_Merker_M.pdf

Relations
Projects:
Graph Decompositions
Publication: Research › Ph.D. thesis – Annual report year: 2016

Group-colouring, group-connectivity, claw-decompositions, and orientations in 5-edge-connected planar graphs
Let $G$ be a graph, let $Γ$ be an Abelian group with identity $0Γ$, and, for each vertex $v$ of $G$, let $p(v)$ be a prescription such that $\sum_{v \in V(G)} p(v) = 0Γ$. A $(Γ,p)$-flow consists of an orientation $D$ of $G$ and, for each edge $e$ of $G$, a label $f(e)$ in $Γ \setminus \{0Γ\}$ such that, for each vertex $v$ of $G$,

$$\sum_{e \text{ points in to } v} f(e) - \sum_{e \text{ points out from } v} f(e) = p(v)$$

If such an orientation $D$ and labelling $f$ exists for all such $p$, then $G$ is $Γ$-connected.

Our main result is that if $G$ is a 5-edge-connected planar graph and $|Γ| \geq 3$, then $G$ is $Γ$-connected. This is equivalent to a dual colourability statement proved by Lai and Li (2007): planar graphs with girth at least 5 are "$Γ$-colourable". Our proof is considerably shorter than theirs. Moreover, the $Γ$-colourability result of Lai and Li is already a consequence of Thomassen’s (2003) 3-list-colour proof for planar graphs of girth at least 5.

Our theorem (as well as the girth 5 colourability result) easily implies that every 5-edge-connected planar graph for which $|E(G)|$ is a multiple of 3 has a claw decomposition, resolving a question of Barát and Thomassen. It also easily implies the dual of Grötzsch’s Theorem, that every planar graph without 1- or 3-cut has a 3-flow; this is equivalent to Grötzsch’s Theorem.
Hedetniemi's conjecture for Kneser hypergraphs

One of the most famous conjectures in graph theory is Hedetniemi's conjecture stating that the chromatic number of the categorical product of graphs is the minimum of their chromatic numbers. Using a suitable extension of the definition of the categorical product, Zhu proposed in 1992 a similar conjecture for hypergraphs. We prove that Zhu's conjecture is true for the usual Kneser hypergraphs of same rank. It provides to the best of our knowledge the first non-trivial and explicit family of hypergraphs with rank larger than two satisfying this conjecture (the rank two case being Hedetniemi's conjecture). We actually prove a more general result providing a lower bound on the chromatic number of the categorical product of any Kneser hypergraphs as soon as they all have same rank. We derive from it new families of graphs satisfying Hedetniemi's conjecture. The proof of the lower bound relies on the Zp-Tucker lemma.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Universite Paris-Est
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Pages: 42-55
Publication date: 2016
Main Research Area: Technical/natural sciences

Publication information
Journal: Journal of Combinatorial Theory, Series A
Volume: 143
ISSN (Print): 0097-3165
How I convinced Isabelle that resolution is complete

Isabelle is a proof assistant, i.e., a computer program that can help its user conduct proofs and check their correctness. In this talk I motivate the use of proof assistants, and I explain how I used Isabelle to prove a logical system, the resolution calculus, sound and complete.
Infinitely connected subgraphs in graphs of uncountable chromatic number

Erdős and Hajnal conjectured in 1966 that every graph of uncountable chromatic number contains a subgraph of infinite connectivity. We prove that every graph of uncountable chromatic number has a subgraph which has uncountable chromatic number and infinite edge-connectivity. We also prove that, if each orientation of a graph G has a vertex of infinite outdegree, then G contains an uncountable subgraph of infinite edge-connectivity.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Schlichtkrull, A. (Intern)
Number of pages: 1
Publication date: 2016
Event: Abstract from CADILLAC Workshop, Copenhagen, Denmark.
Main Research Area: Technical/natural sciences
Electronic versions:
Schlichtkrull.pdf
Source: PublicationPreSubmission
Source-ID: 127808046
Publication: Research - peer-review › Conference abstract for conference – Annual report year: 2016

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Thomassen, C. (Intern)
Number of pages: 9
Publication date: 2016
Main Research Area: Technical/natural sciences

Publication information
Journal: Combinatorica
ISSN (Print): 0209-9683
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 0.91 SJR 1.204 SNIP 1.603
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 1.181 SNIP 2.011 CiteScore 1.06
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 1.265 SNIP 1.49 CiteScore 0.86
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 1.132 SNIP 1.36 CiteScore 0.86
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 1.317 SNIP 1.345 CiteScore 0.94
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 1.803 SNIP 1.335 CiteScore 0.95
ISI indexed (2011): ISI indexed yes
Web of Science (2011): Indexed yes
BFI (2010): BFI-level 2
Scopus rating (2010): SJR 2.233 SNIP 1.645
BFI (2009): BFI-level 2
Scopus rating (2009): SJR 1.727 SNIP 1.577
Isolating highly connected induced subgraphs

We prove that any graph G of minimum degree greater than 2k(2) - 1 has a (k + 1)-connected induced subgraph H such that the number of vertices of H that have neighbors outside of H is at most 2k(2) - 1. This generalizes a classical result of Mader, which states that a high minimum degree implies the existence of a highly connected subgraph. We give several variants of our result, and for each of these variants, we give asymptotics for the bounds. We also compute optimal values for the case when k = 2. Alon, Kleitman, Saks, Seymour, and Thomassen proved that in a graph of high chromatic number, there exists an induced subgraph of high connectivity and high chromatic number. We give a new proof of this theorem with a better bound.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Lyon
Authors: Penev, I. (Intern), Thomasse, S. (Ekstern), Trotignon, N. (Ekstern)
Number of pages: 28
Pages: 592-619
Publication date: 2016
Main Research Area: Technical/natural sciences

Publication information
Journal: SIAM Journal on Discrete Mathematics
Volume: 30
Issue number: 1
ISSN (Print): 0895-4801
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 1.08 SJR 1.097 SNIP 1.431
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 1
Liftings in Finite Graphs and Linkages in Infinite Graphs with Prescribed Edge-Connectivity

Let $G$ be a graph and let $s$ be a vertex of $G$. We consider the structure of the set of all lifts of two edges incident with $s$ that preserve edge-connectivity. Mader proved that two mild hypotheses imply there is at least one pair that lifts, while Frank showed (with the same hypotheses) that there are at least $(\deg(s) - 1)/2$ disjoint pairs that lift. We consider the lifting graph: its vertices are the edges incident with $s$, two being adjacent if they form a liftable pair. We have three main results, the first two with the same hypotheses as for Mader's Theorem.

(i) Let $F$ be a subset of the edges incident with $s$. We show that $F$ is independent in the lifting graph of $G$ if and only if there is a single edge-cut $C$ in $G$ of size at most $r + 1$ containing all the edges in $F$, where $r$ is the maximum number of edge-disjoint paths from a vertex (not $s$) in one component of $G - C$ to a vertex (not $s$) in another component of $G - C$.

(ii) In the $k$-lifting graph, two edges incident with $s$ are adjacent if their lifting leaves the resulting graph with the property that any two vertices different from $s$ are joined by $k$ pairwise edge-disjoint paths. If both $\deg(s)$ and $k$ are even, then the $k$-lifting graph is a connected complete multipartite graph. In all other cases, there are at most two components. If there are exactly two components, then each component is a complete multipartite graph. If $\deg(s)$ is odd and there are two components, then one component is a single vertex.

(iii) Huck proved that if $k$ is odd and $G$ is $(k+1)$-edge-connected, then $G$ is weakly $k$-linked (that is, for any $k$ pairs $x_i; y_i$, there are $k$ edge-disjoint paths $P_i$ with $P_i$ joining $x_i$ and $y_i$). We use our results to extend a slight weakening of Huck's theorem to some infinite graphs: if $k$ is odd, every $(k + 2)$-edge-connected, locally finite, 1-ended, infinite graph is weakly $k$-linked.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Waterloo
Authors: Ok, S. (Intern), Richter, R. B. (Ekstern), Thomassen, C. (Intern)
Locating Depots for Capacitated Vehicle Routing

We study a location-routing problem in the context of capacitated vehicle routing. The input to the k-location capacitated vehicle routing problem (k-LocVRP) consists of a set of demand locations in a metric space and a fleet of k identical vehicles, each of capacity Q. The objective is to locate k depots, one for each vehicle, and compute routes for the vehicles
so that all demands are satisfied and the total cost is minimized. Our main result is a constant-factor approximation algorithm for k-LocVRP. In obtaining this result, we introduce a common generalization of the k-median and minimum spanning tree problems (called k median forest), which might be of independent interest. We give a local-search based (3+ε)-approximation algorithm for k median forest, which leads to a (12+ε)-approximation algorithm for k-LocVRP, for any constant ε>0.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Michigan
Authors: Gørtz, I. L. (Intern), Nagarajan, V. (Ekstern)
Pages: 94-103
Publication date: 2016
Main Research Area: Technical/natural sciences

Publication information
Journal: Networks
Volume: 68
Issue number: 2
ISSN (Print): 0028-3045
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): SJR 1.188 SNIP 1.093 CiteScore 1.22
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 0.927 SNIP 1.033 CiteScore 1.21
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 0.955 SNIP 1.358 CiteScore 1.03
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 1.158 SNIP 1.282 CiteScore 1.24
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 0.801 SNIP 1.017 CiteScore 0.85
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 0.969 SNIP 1.32 CiteScore 1.18
ISI indexed (2011): ISI indexed yes
Web of Science (2011): Indexed yes
BFI (2010): BFI-level 2
Scopus rating (2010): SJR 1.453 SNIP 1.237
Web of Science (2010): Indexed yes
BFI (2009): BFI-level 2
Scopus rating (2009): SJR 1.135 SNIP 1.506
BFI (2008): BFI-level 2
Scopus rating (2008): SJR 0.884 SNIP 1.247
Scopus rating (2007): SJR 1.069 SNIP 1.36
Web of Science (2007): Indexed yes
Scopus rating (2006): SJR 0.733 SNIP 1.71
Scopus rating (2005): SJR 0.936 SNIP 1.304
Scopus rating (2004): SJR 0.634 SNIP 1.168
Scopus rating (2003): SJR 0.706 SNIP 1.281
Scopus rating (2002): SJR 0.553 SNIP 0.974
Scopus rating (2001): SJR 0.863 SNIP 1.068
Scopus rating (2000): SJR 0.546 SNIP 1.182
Scopus rating (1999): SJR 0.421 SNIP 1.069
Longest common extensions in trees.

The longest common extension (LCE) of two indices in a string is the length of the longest identical substrings starting at these two indices. The LCE problem asks to preprocess a string into a compact data structure that supports fast LCE queries.

In this paper we generalize the LCE problem to trees and suggest a few applications of LCE in trees to tries and XML databases. Given a labeled and rooted tree $T$ of size $n$, the goal is to preprocess $T$ into a compact data structure that support the following LCE queries between subpaths and subtrees in $T$. Let $v_1, v_2, w_1,$ and $w_2$ be nodes of $T$ such that $w_1$ and $w_2$ are descendants of $v_1$ and $v_2$ respectively.

- **LCEPP**($v_1, w_1, v_2, w_2$): (path-path LCE) return the longest common prefix of the paths $v_1 \rightarrow w_1$ and $v_2 \rightarrow w_2$.

- **LCEPT**($v_1, w_1, v_2$): (path-tree LCE) return maximal path-path LCE of the path $v_1 \rightarrow w_1$ and any path from $v_2$ to a descendant leaf.

- **LCETT**($v_1, v_2$): (tree-tree LCE) return a maximal path-path LCE of any pair of paths from $v_1$ and $v_2$ to descendant leaves.

We present the first non-trivial bounds for supporting these queries. For LCEPP queries, we present a linear-space solution with $O(\log^* n)$ query time. For LCEPT queries, we present a linear-space solution with $O((\log \log n)^2)$ query time, and complement this with a lower bound showing that any path-tree LCE structure of size $O(n \text{ polylog}(n))$ must necessarily use $\Omega(\log \log n)$ time to answer queries. For LCETT queries, we present a time-space trade-off, that given any parameter $\tau, 1 \leq \tau \leq n$, leads to an $O(n\tau)$ space and $O(n/\tau)$ query-time solution. This is complemented with a reduction to the set intersection problem implying that a fast linear space solution is not likely to exist.
Maximal unbordered factors of random strings

A border of a string is a non-empty prefix of the string that is also a suffix of the string, and a string is unbordered if it has no border. Loptev, Kucherov, and Starikovskaya [CPM 2015] conjectured the following: If we pick a string of length \( n \) from a fixed alphabet uniformly at random, then the expected length of the maximal unbordered factor is \( n - O(1) \). We prove that this conjecture is true by proving that the expected value is in fact \( n - \Theta(\sigma^{-1}) \), where \( \sigma \) is the size of the alphabet. We discuss some of the consequences of this theorem.
Nash-Williams' cycle-decomposition theorem

We give an elementary proof of the theorem of Nash-Williams that a graph has an edge-decomposition into cycles if and only if it does not contain an odd cut. We also prove that every bridgeless graph has a collection of cycles covering each edge at least once and at most 7 times. The two results are equivalent in the sense that each can be derived from the other.
On the Relationship between a Computational Natural Logic and Natural Language

This paper makes a case for adopting appropriate forms of natural logic as target language for computational reasoning with descriptive natural language. Natural logics are stylized fragments of natural language where reasoning can be conducted directly by natural reasoning rules reflecting intuitive reasoning in natural language. The approach taken in this paper is to extend natural logic stepwise with a view to covering successively larger parts of natural language. We envisage applications for computational querying and reasoning, in particular within the life-sciences.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Roskilde Universitet, Copenhagen Business School
Pages: 335-342
Publication date: 2016

Host publication information
Title of host publication: Proceedings of the 8th International Conference on Agents and Artificial Intelligence (ICAART 2016)
Volume: 1
BFI conference series: International Conference on Agents and Artificial Intelligence (5020029)
Main Research Area: Technical/natural sciences
Conference: 8th International Conference on Agents and Artificial Intelligence (ICAART 2016), Rome, Italy, 24/02/2016 - 24/02/2016
Source: PublicationPreSubmission
Source-ID: 127803460
Publication: Research - peer-review › Article in proceedings – Annual report year: 2016
Optimal mutation rates for the $(1+\lambda)$ EA on OneMax

We study the $(1+\lambda)$ EA with mutation probability $c/n$, where $c > 0$ is a constant, on the ONEMAX problem. Using an improved variable drift theorem, we show that upper and lower bounds on the expected runtime of the $(1+\lambda)$ EA obtained from variable drift theorems are at most apart by a small lower order term if the exact drift is known. This reduces the analysis of expected optimization time to finding an exact expression for the drift.

We then give an exact closed-form expression for the drift and develop a method to approximate it very efficiently, enabling us to determine approximate optimal mutation rates for the $(1+\lambda)$ EA for various parameter settings of $c$ and $\lambda$ and also for moderate sizes of $n$. This makes the need for potentially lengthy and costly experiments in order to optimize the parameters unnecessary.

Interestingly, even for moderate $n$ and not too small $\lambda$, it turns out that mutation rates up to 10% larger than the asymptotically optimal rate $1/n$ minimize the expected runtime. However, in absolute terms the expected runtime does not change by much when replacing $1/n$ with the optimal mutation rate.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Gießen, C. (Intern), Witt, C. (Intern)
Pages: 1147-1154
Publication date: 2016

Orientations of infinite graphs with prescribed edge-connectivity

We prove a decomposition result for locally finite graphs which can be used to extend results on edge-connectivity from finite to infinite graphs. It implies that every $4k$-edge-connected graph $G$ contains an immersion of some finite $2k$-edge-connected Eulerian graph containing any prescribed vertex set (while planar graphs show that $G$ need not contain a subdivision of a simple finite graph of large edge-connectivity). Also, every $8k$-edge connected infinite graph has a $k$-arc-connected orientation, as conjectured in 1989.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Thomassen, C. (Intern)
Number of pages: 21
Pages: 601–621
Publication date: 2016
Main Research Area: Technical/natural sciences
Paraconsistency

Paraconsistency is about handling inconsistency in a coherent way. In classical and intuitionistic logic everything follows from an inconsistent theory. A paraconsistent logic avoids the explosion. Quite a few applications in computer science and engineering are discussed in the Intelligent Systems Reference Library Volume 110: Towards Paraconsistent Engineering (Springer 2016). We formalize a paraconsistent many-valued logic that we motivated and described in a special issue on logical approaches to paraconsistency (Journal of Applied Non-Classical Logics 2005). We limit ourselves to the
A propositional fragment of the higher-order logic. The logic is based on so-called key equalities and has a countably infinite number of truth values. We prove theorems in the logic using the definition of validity. We verify truth tables and also counterexamples for non-theorems. We prove meta-theorems about the logic and finally we investigate a case study.

**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Schlichtkrull, A. (Intern), Villadsen, J. (Intern)
Pages: 1-27
Publication date: 2016
Main Research Area: Technical/natural sciences

**Publication information**
Journal: The Archive of Formal Proofs
ISSN (Print): 2150-914x
Original language: English
Electronic versions: document.pdf
Links: https://www.isa-afp.org/entries/Paraconsistency.shtml
Source: PublicationPreSubmission
Source-ID: 127709012
Publication: Research - peer-review › Journal article – Annual report year: 2016

**Parallel Lookups in String Indexes**
Recently, the first PRAM algorithms were presented for looking up a pattern in a suffix tree. We improve the bounds, achieving optimal results.

**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Rutgers University
Authors: Christiansen, A. R. (Intern), Farach-Colton, M. (Ekstern)
Pages: 61-67
Publication date: 2016

**Host publication information**
Title of host publication: Proceedings of the 23rd International Symposium on String Processing and Information Retrieval (SPIRE 2016)
Publisher: Springer
ISBN (Print): 978-3-319-46048-2
ISBN (Electronic): 978-3-319-46049-9

Series: Lecture Notes in Computer Science
Volume: 9954
ISSN: 0302-9743
BFI conference series: String Processing and Information Retrieval (5000251)
Main Research Area: Technical/natural sciences
Conference: 23rd International Symposium on String Processing and Information Retrieval (SPIRE 2016), Beppu, Japan, 18/10/2016 - 18/10/2016
Parallel, Pattern Matching, Suffix trees, PRAM
DOIs: 10.1007/978-3-319-46049-9_6
Source: PublicationPreSubmission
Source-ID: 127803490
Publication: Research - peer-review › Article in proceedings – Annual report year: 2016

**ProofJudge: Automated Proof Judging Tool for Learning Mathematical Logic**
Today we have software in many artefacts, from medical devices to cars and airplanes, and the software must not only be efficient and intelligent but also reliable and secure. Tests can show the presence of bugs but cannot guarantee their absence. A machine-checked proof using mathematical logic provides strong evidence for software correctness but it requires advanced knowledge and skills. We have developed a tool which helps the student to practice their skills and also allows a better conceptual understanding of state-of-the-art proof assistants. Previously the proofs has been carried out using pen and paper because no adequate tool was available. The learning problem is how to make abstract concepts of logic as concrete as possible.
ProofJudge is a computer system and teaching approach for teaching mathematical logic and automated reasoning which augments the e-learning tool NaDeA (Natural Deduction Assistant). We believe that automatic feedback on student assignments would allow the students to enhance their skill in natural deduction proofs which are fundamental in formal verification and artificial intelligence applications. The teachers will benefit too and can put more emphasis on the semantics. Natural deduction is taught at most if not all universities but few tools exist. Initially we plan to have former students on the course to evaluate ProofJudge and later it will be employed in the course.

Robustness of Populations in Stochastic Environments
We consider stochastic versions of OneMax and LeadingOnes and analyze the performance of evolutionary algorithms with and without populations on these problems. It is known that the (1+1) EA on OneMax performs well in the presence of very small noise, but poorly for higher noise levels. We extend these results to LeadingOnes and to many different noise models, showing how the application of drift theory can significantly simplify and generalize previous analyses. Most surprisingly, even small populations (of size $\Theta\left(\log n\right)$) can make evolutionary algorithms perform well for high noise levels, well outside the abilities of the (1+1) EA. Larger population sizes are even more beneficial; we consider both parent and offspring populations. In this sense, populations are robust in these stochastic settings.
Running a Prover in a Prover - Isabelle as a Meta-Logic

Isabelle provides a foundation of mathematics and I show how you can run your own verified prover directly in the Isabelle prover or as a stand-alone program. I describe the formalization of syntax and semantics and discuss the proof of soundness and completeness for a simple prover for first-order logic.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Villadsen, J. (Intern)
Number of pages: 1
Publication date: 2016
Event: Abstract from CADILLAC Workshop, Copenhagen, Denmark.
Main Research Area: Technical/natural sciences
Electronic versions:
Villadsen.pdf

Source: PublicationPreSubmission
Source-ID: 127747358
Publication: Research - peer-review › Conference abstract for conference – Annual report year: 2016
Sparse Text Indexing in Small Space

In this work, we present efficient algorithms for constructing sparse suffix trees, sparse suffix arrays, and sparse position heaps for arbitrary positions of a text $T$ of length $n$ while using only $O(b)$ words of space during the construction. Attempts at breaking the naïve bound of $\Omega(nb)$ time for constructing sparse suffix trees in $O(b)$ space can be traced back to the origins of string indexing in 1968. First results were not obtained until 1996, but only for the case in which the $b$ suffixes were evenly spaced in $T$. In this article, there is no constraint on the locations of the suffixes. Our main contribution is to show that the sparse suffix tree (and array) can be constructed in $O(n \log 2b)$ time. To achieve this, we develop a technique that allows one to efficiently answer $b$ longest common prefix queries on suffixes of $T$, using only $O(b)$ space. We expect that this technique will prove useful in many other applications in which space usage is a concern. Our first solution is Monte Carlo, and outputs the correct tree with high probability. We then give a Las Vegas algorithm, which also uses $O(b)$ space and runs in the same time bounds with high probability when $b = O(\sqrt{n})$. Additional trade-offs between space usage and construction time for the Monte Carlo algorithm are given. Finally, we show that, at the expense of slower pattern queries, it is possible to construct sparse position heaps in $O(n + b \log b)$ time and $O(b)$ space.
Subsequence Automata with Default Transitions

Let $S$ be a string of length $n$ with characters from an alphabet of size $\sigma$. The subsequence automaton of $S$ (often called the directed acyclic subsequence graph) is the minimal deterministic finite automaton accepting all subsequences of $S$. A straightforward construction shows that the size (number of states and transitions) of the subsequence automaton is $O(n\sigma)$ and that this bound is asymptotically optimal. In this paper, we consider subsequence automata with default transitions, that is, special transitions to be taken only if none of the regular transitions match the current character, and which do not consume the current character. We show that with default transitions, much smaller subsequence automata are possible, and provide a full trade-off between the size of the automaton and the delay, i.e., the maximum number of consecutive default transitions followed before consuming a character. Specifically, given any integer parameter $k$, $1 < k \leq \sigma$, we present a subsequence automaton with default transitions of size $O(nk\log_k \sigma)$ and delay $O(\log_k \sigma)$. Hence, with $k = 2$ we obtain an automaton of size $O(n \log \sigma)$ and delay $O(\log \sigma)$. On the other extreme, with $k = \sigma$, we obtain an automaton of size $O(n\sigma)$ and delay $O(1)$, thus matching the bound for the standard subsequence automaton construction. The key component of our result is a novel hierarchical automata construction of independent interest.
Synthetic Completeness Proofs for Seligman-style Tableau Systems

Hybrid logic is a form of modal logic which allows reference to worlds. We can think of it as 'modal logic with labelling built into the object language' and various forms of labelled deduction have played a central role in its proof theory. Jerry Seligman's work \cite{11,12} in which 'rules involving labels' are rejected in favour of 'rules for all' is an interesting exception to this. Seligman's approach was originally for natural deduction; the authors of the present paper recently extended it to tableau inference \cite{1,2}. Our earlier work was syntactic: we showed completeness by translating between Seligman-style and labelled tableaus, but our results only covered the minimal hybrid logic; in the present paper we provide completeness results for a wider range of hybrid logics and languages. We do so by adapting the synthetic approach to tableau completeness (due to Smullyan, and widely applied in modal logic by Fitting) so that we can directly build maximal consistent sets of tableau blocks.

The 3-flow conjecture, factors modulo k, and the 1-2-3-conjecture

Let $k$ be an odd natural number $\geq 5$, and let $G$ be a $(6k-7)$-edge-connected graph of bipartite index at least $k-1$. Then, for each mapping $f:V(G)\rightarrow \mathbb{N}$, $G$ has a subgraph $H$ such that each vertex $v$ has $H$-degree $f(v)$ modulo $k$. We apply this to prove that, if $c:V(G)\rightarrow \mathbb{Z}_k$ is a proper vertex-coloring of a graph $G$ of chromatic number $k\geq 5$ or $k-1\geq 6$, then each edge of $G$ can be assigned a weight 1 or 2 such that each weighted vertex-degree of $G$ is congruent to $c$ modulo $k$. Consequently, each nonbipartite $(6k-7)$-edge-connected graph of chromatic number at most $k$ (where $k$ is any odd natural number $\geq 3$) has an edge-weighting with weights 1,2 such that neighboring vertices have distinct weighted degrees (even after reducing these weighted degrees modulo $k$). We characterize completely the bipartite graph having an edge-weighting with weights 1,2 such that neighboring vertices have distinct weighted degrees. In particular, that problem belongs to $\text{P}$ while it is $\text{NP}$-complete for nonbipartite graphs. The characterization also implies that every 3-edge-connected bipartite graph with at least 3 vertices has such an edge-labeling, and so does every simple bipartite graph of minimum degree at least 3.
The complexity of deciding whether a graph admits an orientation with fixed weak diameter

An oriented graph $G$ is said weak (resp. strong) if, for every pair $(u,v)$ of vertices of $G$, there are directed paths joining $u$ and $v$ in either direction (resp. both directions). In case, for every pair of vertices, some of these directed paths have length at most $k$, we call $G$ $k$-weak (resp. $k$-strong). We consider several problems asking whether an undirected graph $G$ admits orientations satisfying some connectivity and distance properties. As a main result, we show that deciding whether $G$ admits a $k$-weak orientation is NP-complete for every $k \geq 2$. This notably implies the NP-completeness of several problems asking whether $G$ is an extremal graph (in terms of needed colours) for some vertex-colouring problems.
The impact of migration topology on the runtime of island models in dynamic optimization

We introduce a simplified island model with behavior similar to the λ (1+1) islands optimizing the Maze fitness function, and investigate the effects of the migration topology on the ability of the simplified island model to track the optimum of a dynamic fitness function. More specifically, we prove that there exist choices of model parameters for which using a unidirectional ring as the migration topology allows the model to track the oscillating optimum through n Mazelike phases with high probability, while using a complete graph as the migration topology results in the island model losing track of the optimum with overwhelming probability. Additionally, we prove that if migration occurs only rarely, denser migration topologies may be advantageous. This serves to illustrate that while a less-dense migration topology may be useful when optimizing dynamic functions with oscillating behavior, and requires less problem-specific knowledge to determine when migration may be allowed to occur, care must be taken to ensure that a sufficient amount of migration occurs during the optimization process.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Sheffield
Authors: Lissovoi, A. (Ekstern), Witt, C. (Intern)
Pages: 1155-1162
Publication date: 2016

Host publication information
Title of host publication: Proceedings of the Genetic and Evolutionary Computation Conference (GECCO ‘16)
Publisher: Association for Computing Machinery
ISBN (Print): 978-1-4503-4206-3
BFI conference series: Genetic and Evolutionary Computation Conference (5000582)
Main Research Area: Technical/natural sciences
Conference: Genetic and Evolutionary Computation Conference (GECCO 2016), Denver, Colorado, United States, 20/07/2016 - 20/07/2016
DOIs: 10.1145/2908812.2908843
Source: FindIt
Source-ID: 2345146593
Publication: Research - peer-review › Article in proceedings – Annual report year: 2016

The power of two choices with simple tabulation

The power of two choices is a classic paradigm for load balancing when assigning m balls to n bins. When placing a ball, we pick two bins according to two hash functions $h_0$ and $h_1$, and place the ball in the least loaded bin. Assuming fully random hash functions, when $m = O(n)$, Azar et al. [STOC'94] proved that the maximum load is $\lg n + o(1)$ with high probability. No such bound was known with a hash function implementable in constant time. In this paper, we investigate the power of two choices when the hash functions $h_0$ and $h_1$ are implemented with simple tabulation, which is a very efficient hash function evaluated in constant time. Following their analysis of Cuckoo hashing [J.ACM’12], Pătraşcu and Thorup claimed that the expected maximum load with simple tabulation is $O(\lg n)$. This did not include any high probability guarantee, so the load balancing was not yet to be trusted. Here, we show that with simple tabulation, the maximum load is $O(\lg n)$ with high probability, giving the first constant time hash function with this guarantee. We also give a concrete example where, unlike with fully random hashing, the maximum load is not bounded by $\lg n + o(1)$, or even $(1 + o(1))\lg n$ with high probability. Finally, we show that the expected maximum load is $\lg n + o(1)$, just like with fully random hashing.
The Resolution Calculus for First-Order Logic

This theory is a formalization of the resolution calculus for first-order logic. It is proven sound and complete. The soundness proof uses the substitution lemma, which shows a correspondence between substitutions and updates to an environment. The completeness proof uses semantic trees, i.e. trees whose paths are partial Herbrand interpretations. It employs Herbrand’s theorem in a formulation which states that an unsatifiable set of clauses has a finite closed semantic tree. It also uses the lifting lemma which lifts resolution derivation steps from the ground world up to the first-order world. The theory is presented in a paper at the International Conference on Interactive Theorem Proving [7] and an earlier version in an MSc thesis [6]. It mostly follows textbooks by Ben-Ari [1], Chang and Lee [3], and Leitsch [4]. The theory is part of the IsaFoL project [2].

Update Strength in EDAs and ACO: How to Avoid Genetic Drift

We provide a rigorous runtime analysis concerning the update strength, a vital parameter in probabilistic model-building GAs such as the step size 1/K in the compact Genetic Algorithm (cGA) and the evaporation factor ρ in ACO. While a large update strength is desirable for exploitation, there is a general trade-off: too strong updates can lead to genetic drift and poor performance. We demonstrate this trade-off for the cGA and a simple MMAS ACO algorithm on the OneMax function. More precisely, we obtain lower bounds on the expected runtime of $\Omega(K\sqrt{n} + \log n)$ and $\Omega(\sqrt{n}/\rho + \log n)$, respectively, showing that the update strength should be limited to $1/K, \rho = O(1/(\sqrt{n} \log n))$. In fact, choosing $1/K, \rho \sim 1/(\sqrt{n} \log n)$ both algorithms efficiently optimize OneMax in expected time $O(n \log n)$. Our analyses provide new insights into the stochastic behavior of probabilistic model-building GAs and propose new guidelines for setting the update strength in global optimization.
Verification of an LCF-Style First-Order Prover with Equality

We formalize in Isabelle/HOL the kernel of an LCF-style prover for first-order logic with equality from John Harrison’s Handbook of Practical Logic and Automated Reasoning. We prove the kernel sound and generate Standard ML code from the formalization. The generated code can then serve as a verified kernel. By doing this we also obtain verified components such as derived rules, a tableau prover, tactics, and a small declarative interactive theorem prover. We test that the kernel and the components give the same results as Harrison’s original on all the examples from his book. The formalization is 600 lines and is available online.

Winning Cores in Parity Games

We introduce the novel notion of winning cores in parity games and develop a deterministic polynomial-time under-approximation algorithm for solving parity games based on winning core approximation. Underlying this algorithm are a number properties about winning cores which are interesting in their own right. In particular, we show that the winning core and the winning region for a player in a parity game are equivalently empty. Moreover, the winning core contains all fatal attractors but is not necessarily a dominion itself. Experimental results are very positive both with respect to quality of approximation and running time. It outperforms existing state-of-the-art algorithms significantly on most benchmarks.
Hashing for Statistics over K-Partitions

In this paper we analyze a hash function for k-partitioning a set into bins, obtaining strong concentration bounds for standard algorithms combining statistics from each bin. This generic method was originally introduced by Flajolet and Martin [FOCS'83] in order to save a factor $\Omega(k)$ of time per element over $k$ independent samples when estimating the number of distinct elements in a data stream. It was also used in the widely used Hyper Log Log algorithm of Flajolet et al. [AOFAC'97] and in large-scale machine learning by Li et al. [NIPS'12] for minwise estimation of set similarity. The main issue of k-partition, is that the contents of different bins may be highly correlated when using popular hash functions. This means that methods of analyzing the marginal distribution for a single bin do not apply. Here we show that a tabulation based hash function, mixed tabulation, does yield strong concentration bounds on the most popular applications of k-partitioning similar to those we would get using a truly random hash function. The analysis is very involved and implies several new results of independent interest for both simple and double tabulation, e.g. A simple and efficient construction for invertible bloom filters and uniform hashing on a given set.

Planar Reachability in Linear Space and Constant Time

We show how to represent a planar digraph in linear space so that reachability queries can be answered in constant time. The data structure can be constructed in linear time. This representation of reachability is thus optimal in both time and space, and has optimal construction time. The previous best solution used $O(n \log n)$ space for constant query time [Thorup FOCS'01].
Dynamic planar embeddings of dynamic graphs

We present an algorithm to support the dynamic embedding in the plane of a dynamic graph. An edge can be inserted across a face between two vertices on the boundary (we call such a vertex pair linkable), and edges can be deleted. The planar embedding can also be changed locally by flipping components that are connected to the rest of the graph by at most two vertices. Given vertices u, v, linkable(u, v) decides whether u and v are linkable, and if so, returns a list of suggestions for the placement of (u, v) in the embedding. For non-linkable vertices u, v, we define a new query, one-flip-linkable(u, v) providing a suggestion for a flip that will make them linkable if one exists. We will support all updates and queries in O(log^2 n) time. Our time bounds match those of Italiano et al. for a static (flipless) embedding of a dynamic graph. Our new algorithm is simpler, exploiting that the complement of a spanning tree of a connected plane graph is a spanning tree of the dual graph. The primal and dual trees are interpreted as having the same Euler tour, and a main idea of the new algorithm is an elegant interaction between top trees over the two trees via their common Euler tour.
**1+1) EA on Generalized Dynamic OneMax**

Evolutionary algorithms (EAs) perform well in settings involving uncertainty, including settings with stochastic or dynamic fitness functions. In this paper, we analyze the (1+1) EA on dynamically changing OneMax, as introduced by Droste (2003). We re-prove the known results on first hitting times using the modern tool of drift analysis. We extend these results to search spaces which allow for more than two values per dimension.

Furthermore, we make an anytime analysis as suggested by Jansen and Zarges (2014), analyzing how closely the (1+1) EA can track the dynamically moving optimum over time. We get tight bounds both for the case of bit strings, as well as for the case of more than two values per position. Surprisingly, in the latter setting, the expected quality of the search point maintained by the (1+1) EA does not depend on the number of values per dimension.

**General information**

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Friedrich-Schiller-Universität Jena
Authors: Kötzing, T. (Ekstern), Lissovoi, A. (Intern), Witt, C. (Intern)
Pages: 40-51
Publication date: 2015

**Host publication information**
Publisher: Association for Computing Machinery
ISBN (Print): 978-1-4503-3434-1
BFI conference series: Foundations of Genetic Algorithms (5010308)
Main Research Area: Technical/natural sciences
Conference: 13th ACM Conference on Foundations of Genetic Algorithms XIII (FOGA '15), Aberystwyth, Wales, United Kingdom, 17/01/2015 - 17/01/2015

**Electronic versions:**
dynamic_onemax_FinalSubmitted.pdf

**Access, Rank, and Select in Grammar-compressed Strings**

Given a string S of length N on a fixed alphabet of σ symbols, a grammar compressor produces a context-free grammar G of size n that generates S and only S. In this paper we describe data structures to support the following operations on a grammar-compressed string: access(S, i, j) (return substring S[i:j]), rank c (S, i) (return the number of occurrences of symbol c before position i in S), and select c (S, i) (return the position of the ith occurrence of c in S). Our main result for access is a method that requires Ω(nlogN) bits of space and Ω(logN+m/logσN) time to extract m = j - i + 1 consecutive symbols from S. Alternatively, we can achieve Ω(logN+m/logσN) query time using Ω(nrlog(N/n)/logN) bits of space, matching a lower bound stated by Verbin and Yu for strings where N is polynomially related to n when τ = log ε N. For rank and select we describe data structures of size Ω(n/logN) bits that support the two operations in Ω(logN) time. We also extend our other structure to support both operations in Ω(logN) time using Ω(nrlog(N/n)/logN) bits of space. When τ = log ε N the query time is O(logN/loglogN) and we provide a hardness result showing that significantly improving this would imply a major breakthrough on a hard graph-theoretical problem.

**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Helsinki, Japan Science and Technology Agency
Authors: Belazzougui, D. (Ekstern), Cording, P. H. (Intern), Puglisi, S. J. (Ekstern), Tabei, Y. (Ekstern)
Pages: 142-154
Publication date: 2015

**Host publication information**
Title of host publication: Proceedings of the 23rd Annual European Symposium on Algorithms – ESA 2015
Publisher: Springer
Editors: Bansal, N., Finocchi, I.
ISBN (Print): 978-3-662-48349-7
ISBN (Electronic): 978-3-662-48350-3
Algorithms and data structures for grammar-compressed strings

Textual databases for e.g. biological or web-data are growing rapidly, and it is often only feasible to store the data in compressed form. However, compressing the data comes at a price. Traditional algorithms for e.g. pattern matching requires all data to be decompressed - a computationally demanding task. In this thesis we design data structures for accessing and searching compressed data efficiently.

Our results can be divided into two categories. In the first category we study problems related to pattern matching. In particular, we present new algorithms for counting and comparing substrings, and a new algorithm for finding all occurrences of a pattern in which we may insert gaps. In the other category we deal with accessing and decompressing parts of the compressed string. We show how to quickly access a single character of the compressed string, and present a data structure that supports fast decompression of substrings from prespecified positions.

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Cording, P. H. (Intern), Bille, P. (Intern), Gørtz, I. L. (Intern)
Number of pages: 66
Publication date: 2015

Publication information

Place of publication: Kgs. Lyngby
Publisher: Technical University of Denmark (DTU)
Original language: English

Algorithms and Data Structures for Strings, Points and Integers: or, Points about Strings and Strings about Points

This dissertation presents our research in the broad area of algorithms and data structures. More specifically, we show solutions for the following problems related to strings, points and integers. Results hold on the Word RAM and we measure space in w-bit words.

Compressed Fingerprints. The Karp-Rabin fingerprint of a string is a useful type of hash value that has multiple applications due to its strong properties. Given a string S of length N compressed into a straight line program (SLP) of size n, we show a O(n) space data structure that supports fingerprint queries, retrieving the fingerprint of any substring of S. Queries are answered in \(O(lg N)\) time. If the compression is a Linear SLP (capturing LZ78 compression and variations), we get \(O(lg lg N)\) query time.

Our structure matches the best known query time bound for random access in SLPs, and is the first for general (unbalanced) SLPs that answers fingerprint queries without decompressing any text. We also support longest common extension queries, returning the length \(\ell\) that the substrings from two given positions in S are equal. Answers are correct w.h.p. and take time \(O(lg N lg \ell)\) and \(O(lg lg N + lg \ell lg lg \ell)\) for SLPs and Linear SLPs, respectively.

Dynamic Compression. In the dynamic relative compression scheme, we compress a string S of length N into n substrings of a given reference string of length \(r\). We give data structures that maintain an asymptotically optimal compression in the scheme and support access, replace, insert and delete operations on S. Our solutions support each operation in \(O(lg n/ lg lg n + lg \ell lg lg \ell)\) time and \(O(n^+ r)\) space; or \(O(lg n/ lg lg n)\) time and \(O(n^+ r lg r)\) space. They can be naturally generalized to compress multiple strings.

Our solutions obtains almost-optimal bounds, and are the first to dynamically maintain a string under a compression scheme that can achieve better than entropy compression. We also give improved results for the substring concatenation
problem, and an extension of our structure can be used as a black box to get an improved solution to the previously studied dynamic text static pattern problem.

Compressed Pattern Matching. In the streaming model, input data flows past a client one item at a time, but is far too large for the client to store. The annotated streaming model extends the model by introducing a powerful but untrusted annotator (representing "the cloud") that can annotate input elements with additional information, sent as one-way communication to the client. We generalize the annotated streaming model to be able to solve problems on strings and present a data structure that allows us to trade off client space and annotation size. This lets us exploit the power of the annotator.

In compressed pattern matching we must report occurrences of a pattern of length m in a text compressed into n phrases (capturing LZ78 compression and variations). In the streaming model, any solution to the problem requires Ω(n) space. We show that the problem can be solved in O(lg n) client space in the annotated streaming model, using O(lg n) time and O(lg n) words of annotation per phrase. Our solution shows that the annotator lets us solve previously impossible problems, and it is the first solution to a classic problem from combinatorial pattern matching in the annotated streaming model.

Pattern Extraction. The problem of extracting important patterns from text has many diverse applications such as data mining, intrusion detection and genomic analysis. Consequently, there are many variations of the pattern extraction problem with different notions of patterns and importance measures. We study a natural variation where patterns must 1) contain at most k don’t cares that each match a single character, and 2) have at least q occurrences. Both k and q are input parameters.

We show how to extract such patterns and their occurrences from a text of length n in O(nk+k3occ) time and space, where occ is the total number of pattern occurrences. Our bound is the first output-sensitive solution for any approximate variation of the pattern extraction problem, with all previous solutions requiring O(n2) time per reported pattern. Our algorithm is relatively simple, but requires a novel analysis technique that amortizes the cost of creating the index over the number of pattern occurrences.

Compressed Point Sets. Orthogonal range searching on a set of points is a classic geometric data structure problem. Given a query range, solutions must either count or report the points inside the range. Variants of this problem has numerous classic solutions, typically storing the points in a tree.

We show that almost any such classic data structure can be compressed without asymptotically increasing the time spent answering queries. This allows us to reduce the required space use if the point set contains geometric repetitions (copies of equal point set that are translated relative to each other). Our result captures most classic data structures, such as Range Trees, KD-trees, R-trees and Quad Trees. We also show a hierarchical clustering algorithm for ensuring that geometric repetitions are compressed.

Points with Colors. Colored orthogonal range searching is a natural generalization of orthogonal range searching which allows us to perform statistic analysis of a point set. We must store n points that each have a color (sometimes called a category) and support queries that either count or report the distinct colors of the points inside a query range.

We show data structures that support both types of queries in sublinear time, storing two-dimensional points in linear space and high-dimensional points in almost-linear space. These are the first (almost) linear space solutions with sublinear query time. We also give the first dynamic solution with sublinear query time for any dimensionality. Previous solutions answer queries faster, but require much more space.

Points with Weights in Practice. If points are each assigned a weight, it is natural to consider the threshold range counting problem. A data structure must store the points and be able to count the number of points within a query range with a weight exceeding some threshold. This query appears naturally in a software system built by Milestone Systems, and allows detecting motion in video from surveillance cameras.

We implement a prototype of an index for 3-dimensional points that use little space and answers threshold queries efficiently. In experiments on realistic data sets, our prototype shows a speedup of at least a factor 30 at the expense of 10% additional space use compared to the previous approach. An optimized version of our proposed index is implemented in the latest version of the Milestone Systems software system.

Finger Predecessor. The predecessor problem is to store a set of n integers from a universe of size N to support predecessor queries, returning the largest integer in the set smaller than a given integer q. We study a variation where the query additionally receives a finger to an integer r in the set from which to start the search.We show a linear space data structure that answers such finger predecessor queries in O(lg lg |r - q|) time. This generalizes and improves the O(lg lg N) time solutions for the standard predecessor problem. Our data structure is the first with a query time that only depends on the numerical distance between the finger and the query integer.

Dynamic Partial Sums. The well-studied partial sums problem is to store a sequence of n integers with support for sum and search queries. The sequence is static in the sense that its length cannot change, but the update operation can be used to change the value of an integer in the sequence by a given value. There are matching lower and upper bounds showing that the problem can be solved on the w-bit Word RAM in linear space and _ (lg n= lg(w= _)) time per operation, where _ is the maximum number of bits allowed in updates.

As a natural generalization we consider dynamic partial sums, allowing insertions and deletions in the sequence. Our solution requires linear space and supports all operations in optimal worst-case time O(lg n/ lg(w/δ)), matching lower bounds for all supported operations. Our data structure is the first dynamic partial sums solution that matches the lower
A suffix tree or not a suffix tree?
In this paper we study the structure of suffix trees. Given an unlabeled tree \( \tau \) on \( n \) nodes and suffix links of its internal nodes, we ask the question "Is \( \tau \) a suffix tree?", i.e., is there a string \( S \) whose suffix tree has the same topological structure as \( \tau \)? We place no restrictions on \( S \), in particular we do not require that \( S \) ends with a unique symbol. This corresponds to considering the more general definition of implicit or extended suffix trees. Such general suffix trees have many applications and are for example needed to allow efficient updates when suffix trees are built online. Deciding if \( \tau \) is a suffix tree is not an easy task, because, with no restrictions on the final symbol, we cannot guess the length of a string that realizes \( \tau \) from the number of leaves. And without an upper bound on the length of such a string, it is not even clear how to solve the problem by an exhaustive search. In this paper, we prove that \( \tau \) is a suffix tree if and only if it is realized by a string \( S \) of length \( n-1 \), and we give a linear-time algorithm for inferring \( S \) when the first letter on each edge is known. This generalizes the work of I et al. (2014) [15]. [All rights reserved Elsevier].

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Starikovskaya, T. (Ekstern), Vildhøj, H. W. (Intern)
Pages: 14-23
Publication date: 2015
Main Research Area: Technical/natural sciences
Publication information
Journal: Journal of Discrete Algorithms
Volume: 32
ISSN (Print): 1570-8667
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 0.76 SJR 0.513 SNIP 0.856
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.682 SNIP 1.105 CiteScore 0.81
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.583 SNIP 0.758 CiteScore 0.75
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.767 SNIP 1.075 CiteScore 0.97
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.836 SNIP 1.47 CiteScore 1.25
BFI (2011): BFI-level 1
A Suffix Tree Or Not a Suffix Tree?

In this paper we study the structure of suffix trees. Given an unlabeled tree $r$ on $n$ nodes and suffix links of its internal nodes, we ask the question "Is $r$ a suffix tree?", i.e., is there a string $S$ whose suffix tree has the same topological structure as $r$? We place no restrictions on $S$, in particular we do not require that $S$ ends with a unique symbol. This corresponds to considering the more general definition of implicit or extended suffix trees. Such general suffix trees have many applications and are for example needed to allow efficient updates when suffix trees are built online. We prove that $r$ is a suffix tree if and only if it is realized by a string $S$ of length $n - 1$, and we give a linear-time algorithm for inferring $S$ when the first letter on each edge is known. This generalizes the work of I et al.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Higher School of Economics
Authors: Starikovskaya, T. (Ekstern), Vildhøj, H. W. (Intern)
Pages: 338-350
Publication date: 2015

Host publication information
Title of host publication: Revised Selected Papers of the 25th International Workshop on Combinatorial Algorithms, IWOCA 2014
Publisher: Springer
Editors: Kratochvil, J., Miller, M., Froncek, D.
ISBN (Print): 978-3-319-19314-4
ISBN (Electronic): 978-3-319-19315-1

Series: Lecture Notes in Computer Science
Volume: 8986
ISSN: 0302-9743
Main Research Area: Technical/natural sciences
Workshop: 25th International Workshop on Combinatorial Algorithms (IWOCA 2014), Duluth, Minnesota, United States, 15/10/2014 - 15/10/2014
DOIs: 10.1007/978-3-319-19315-1_30
Source: FindIt
Source-ID: 275281251
Publication: Research - peer-review › Article in proceedings – Annual report year: 2015

A System for Conceptual Pathway Finding and Deductive Querying

We describe principles and design of a system for knowledge bases applying a natural logic. Natural logics are forms of logic which appear as stylized fragments of natural language sentences. Accordingly, such knowledge base sentences can be read and understood directly by a domain expert. The system applies a graph form computed from the input natural logic sentences. The graph form generalizes the usual partial-order ontological sub-class structures by accommodation of affirmative sentences comprising recursive phrase structures. In this paper we focus on the logical inference rules for extending the concept graph form enabling deductive querying as well as computation of pathways between the concepts mentioned in the sentences.
Completeness and Termination for a Seligman-style Tableau System

Proof systems for hybrid logic typically use @-operators to access information hidden behind modalities; this labelling approach lies at the heart of the best known hybrid resolution, natural deduction, and tableau systems. But there is another approach, which we have come to believe is conceptually clearer. We call this Seligman-style inference, as it was first introduced and explored by Jerry Seligman in natural deduction [22] and sequent calculus [23] in the 1990s. The purpose of this paper is to introduce a Seligman-style tableau system, to prove its completeness, and to show how it can be made to terminate. The most obvious feature of Seligman-style systems is that they work with arbitrary formulas, not just statements prefixed by @-operators. They do so by introducing machinery for switching to other proof contexts. We capture this idea in the setting of tableaus by introducing a rule called GoTo which allows us to “jump to a named world” on a tableau branch. We first develop a Seligman-style tableau system for basic hybrid logic and prove its completeness. We then prove termination of a restricted version of the system without resorting to loop checking, and show that the restrictions do not effect completeness. Both completeness and termination results are proved constructively: we give translations which transform tableaus in a standard labelled system into tableaus in our Seligman-system and vice-versa.
Complexity Results in Epistemic Planning

Epistemic planning is a very expressive framework that extends automated planning by the incorporation of dynamic epistemic logic (DEL). We provide complexity results on the plan existence problem for multi-agent planning tasks, focusing on purely epistemic actions with propositional preconditions. We show that moving from epistemic preconditions to propositional preconditions makes it decidable, more precisely in EXPSPACE. The plan existence problem is PSPACE-complete when the underlying graphs are trees and NP-complete when they are chains (including singletons). We also show PSPACE-hardness of the plan verification problem, which strengthens previous results on the complexity of DEL model checking.

General information
State: Published
Organisations: Office for Study Programmes and Student Affairs, Department of Applied Mathematics and Computer Science , Algorithms and Logic , ENS Rennes
Authors: Bolander, T. (Intern), Jensen, M. H. (Intern), Schwarzentruber, F. (Ekstern)
Pages: 2791-2797
Publication date: 2015

Host publication information
Title of host publication: Proceedings of the 24th International Joint Conference on Artificial Intelligence (IJCAI 2015)
Publisher: AAAI Press
Editors: Yang, Q., Wooldridge, M.
Compressed Data Structures for Range Searching

We study the orthogonal range searching problem on points that have a significant number of geometric repetitions, that is, subsets of points that are identical under translation. Such repetitions occur in scenarios such as image compression, GIS applications and in compactly representing sparse matrices and web graphs. Our contribution is twofold. First, we show how to compress geometric repetitions that may appear in standard range searching data structures (such as K-D trees, Quad trees, Range trees, R-trees, Priority R-trees, and K-D-B trees), and how to implement subsequent range queries on the compressed representation with only a constant factor overhead. Secondly, we present a compression scheme that efficiently identifies geometric repetitions in point sets, and produces a hierarchical clustering of the point sets, which combined with the first result leads to a compressed representation that supports range searching.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Bille, P. (Intern), Gørtz, I. L. (Intern), Vind, S. J. (Intern)
Pages: 577-586
Publication date: 2015

Computing Pathways in Bio-Models Derived from Bio-Science Text Sources

This paper outlines a system, OntoScape, serving to accomplish complex inference tasks on knowledge bases and bio-models derived from life-science text corpora. The system applies so-called natural logic, a form of logic which is readable for humans. This logic affords ontological representations of complex terms appearing in the text sources. Along with logical propositions, the system applies a semantic graph representation facilitating calculation of bio-pathways. More generally, the system aords means of query answering appealing to general and domain specific inference rules.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Roskilde University, Copenhagen Business School
Cooperative Epistemic Multi-Agent Planning With Implicit Coordination

Epistemic Planning has been used to achieve ontic and epistemic control in multi-agent situations. We extend the formalism to include perspective shifts, allowing us to define a class of cooperative problems in which both action planning and execution is done in a purely distributed fashion, meaning coordination is only allowed implicitly by means of the available epistemic actions. While this approach can be fruitfully applied to model reasoning in some simple social situations, we also provide some benchmark applications to show that the concept is useful for multi-agent systems in practice.

Decomposing series-parallel graphs into paths of length 3 and triangles

An old conjecture by Jünger, Reinelt and Pulleyblank states that every 2-edge-connected planar graph can be decomposed into paths of length 3 and triangles, provided its size is divisible by 3. We prove the conjecture for a class of planar graphs including all 2-edge-connected series-parallel graphs. We also present a 2-edge-connected non-planar graph that can be embedded on the torus and admits no decomposition into paths of length 3 and triangles.
Destroying longest cycles in graphs and digraphs

In 1978, C. Thomassen proved that in any graph one can destroy all the longest cycles by deleting at most one third of the vertices. We show that for graphs with circumference $k \leq 8$ it suffices to remove at most $1/k$ of the vertices. The Petersen graph demonstrates that this result cannot be extended to include $k=9$ but we show that in every graph with circumference nine we can destroy all 9-cycles by removing 1/5 of the vertices. We consider the analogous problem for digraphs and show that for digraphs with circumference $k=2,3$, it suffices to remove 1/k of the vertices. However this does not hold for $k \geq 4$.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of South Africa, University of Stellenbosch, Converse College, Universidad Nacional Autonoma de Mexico, Universidad Autonoma Metropolitana
Authors: Van Aardt, S. A. (Ekstern), Burger, A. P. (Ekstern), Dunbar, J. E. (Ekstern), Frick, M. (Ekstern), Llano, B. (Ekstern), Thomassen, C. (Intern), Zuazua, R. (Ekstern)
Don't Plan for the Unexpected: Planning Based on Plausibility Models

We present a framework for automated planning based on plausibility models, as well as algorithms for computing plans in this framework. Our plausibility models include postconditions, as ontic effects are essential for most planning purposes. The framework presented extends a previously developed framework based on dynamic epistemic logic (DEL), without plausibilities/beliefs. In the pure epistemic framework, one can distinguish between strong and weak epistemic plans for achieving some, possibly epistemic, goal. By taking all possible outcomes of actions into account, a strong plan guarantees that the agent achieves this goal. Conversely, a weak plan promises only the possibility of leading to the goal. In real-life planning scenarios where the planning agent is faced with a high degree of uncertainty and an almost endless number of possible exogenous events, strong epistemic planning is not computationally feasible. Weak epistemic planning is not satisfactory either, as there is no way to qualify which of two weak plans is more likely to lead to the goal. This seriously limits the practical uses of weak planning, as the planning agent might for instance always choose a plan that relies on serendipity. In the present paper we introduce a planning framework with the potential of overcoming the problems of both weak and strong epistemic planning. This framework is based on plausibility models, allowing us to define different types of plausibility planning. The simplest type of plausibility plan is one in which the goal will be achieved when all actions in the plan turn out to have the outcomes found most plausible by the agent. This covers many cases of everyday planning by human agents, where we - to limit our computational efforts - only plan for the most plausible outcomes of our actions.

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Office for Study Programmes and Student Affairs, Algorithms and Logic
Authors: Andersen, M. B. (Intern), Bolander, T. (Intern), Jensen, M. H. (Intern)
Pages: 145-176
Publication date: 2015
Main Research Area: Technical/natural sciences

Publication information

Journal: Logique et Analyse
Volume: 58
Issue number: 230
ISSN (Print): 0024-5836
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): SJR 0.134 SNIP 0.232 CiteScore 0.13
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.496 SNIP 0.63 CiteScore 0.24
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.214 SNIP 0.511 CiteScore 0.16
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.244 SNIP 0.539 CiteScore 0.22
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.269 SNIP 0.284 CiteScore 0.22
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.168 SNIP 0.277 CiteScore 0.12
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.156 SNIP 0.318
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.192 SNIP 0.397
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.345 SNIP 0.799
Scopus rating (2007): SJR 0.254 SNIP 0.585
Extending a perfect matching to a Hamiltonian cycle

In 1993 Ruskey and Savage conjectured that in the d-dimensional hypercube, every matching M can be extended to a Hamiltonian cycle. Fink verified this for every perfect matching M, remarkably even if M contains external edges. We prove that this property also holds for sparse spanning regular subgraphs of the cubes: for every $d \geq 7$ and every $k$, where $7 \geq k \geq d$, the d-dimensional hypercube contains a k-regular spanning subgraph such that every perfect matching (possibly with external edges) can be extended to a Hamiltonian cycle. We do not know if this result can be extended to $k = 4; 5; 6$. It cannot be extended to $k = 3$. Indeed, there are only three 3-regular graphs such that every perfect matching (possibly with external edges) can be extended to a Hamiltonian cycle, namely the complete graph on 4 vertices, the complete bipartite 3-regular graph on 6 vertices and the 3-cube on 8 vertices. Also, we do not know if there are graphs of girth at least 5 with this matching-extendability property.
Faster Fully-Dynamic minimum spanning forest

We give a new data structure for the fully-dynamic minimum spanning forest problem in simple graphs. Edge updates are supported in $O(\log^4 n/\log \log n)$ expected amortized time per operation, improving the $O(\log^3 n)$ amortized bound of Holm et al. (STOC'98, JACM'01). We also provide a deterministic data structure with amortized update time $O(\log^4 n\log\log\log n/\log \log n)$. We assume the Word-RAM model with standard instructions.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Copenhagen
Authors: Holm, J. (Ekstern), Rotenberg, E. (Intern), Wulff-Nilsen, C. (Ekstern)
Number of pages: 12
Pages: 742-753
Publication date: 2015

Host publication information
Title of host publication: Algorithms – ESA 2015 - 23rd Annual European Symposium, Proceedings
Volume: 9294
Publisher: Springer Verlag
ISBN (Print): 9783662483497

Series: Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)
Volume: 9294
ISSN: 0302-9743
Main Research Area: Technical/natural sciences
Conference: 23rd European Symposium on Algorithms, ESA 2015, Patras, Greece, 14/09/2015 - 14/09/2015
DOIs: 10.1007/978-3-662-48350-3_62
Links: http://www.scopus.com/inward/record.url?scp=84945535380&partnerID=8YFLogxK (Link to publication in Scopus)
Source: Scopus
Source-ID: 84945535380
Publication: Research - peer-review › Article in proceedings – Annual report year: 2015

Formalization of Algorithms and Logical Inference Systems in Proof Assistants

General information
State: Published
Hvornår skal vi blive bange?
Trussel. Siden slutningen af 1950erne har man forsøgt at skabe kunstigt intelligente maskiner. Udviklingen er gået langsommere, end man forventede, men nu er både forskere og lægfolk begyndt at spørge: Hvornår skal vi blive bange?

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Copenhagen
Authors: Johansen, M. W. (Ekstern), Bolander, T. (Intern)
Pages: 5
Publication date: 2015

Publication information
Pages (from-to): 5
Newspaper: Weekendavisen
Volume: 43
Ratings:
ISI indexed (2013): ISI indexed no
ISI indexed (2012): ISI indexed no
ISI indexed (2011): ISI indexed no
Main Research Area: Technical/natural sciences

Bibliographical note
Artikel i sektionen Ideer, 23. oktober 2015
Publication: Communication › Newspaper article – Annual report year: 2016

Improved time complexity analysis of the Simple Genetic Algorithm
A runtime analysis of the Simple Genetic Algorithm (SGA) for the OneMax problem has recently been presented proving that the algorithm with population size $\mu \leq n^{1/8-\epsilon}$ requires exponential time with overwhelming probability. This paper presents an improved analysis which overcomes some limitations of the previous one. Firstly, the new result holds for population sizes up to $\mu \leq n^{1/4-\epsilon}$ which is an improvement up to a power of 2 larger. Secondly, we present a technique to bound the diversity of the population that does not require a bound on its bandwidth. Apart from allowing a stronger result, we believe this is a major improvement towards the reusability of the techniques in future systematic analyses of GAs. Finally, we consider the more natural SGA using selection with replacement rather than without replacement although the results hold for both algorithmic versions. Experiments are presented to explore the limits of the new and previous mathematical techniques.
In Pursuit of Natural Logics for Ontology-Structured Knowledge Bases

We argue for adopting a form of natural logic for ontology-structured knowledge bases with complex sentences. This serves to ease reading of knowledge base for domain experts and to make reasoning and querying and path-finding more comprehensible. We explain natural logic as a development from traditional logic, pointing to essential differences to description logic. We conclude with a knowledge base set-up with an embedding into clausal logic, offering also a graph view of the sentences.

Interfacing Agents to Real-Time Strategy Games

In real-time strategy games players make decisions and control their units simultaneously. Players are required to make decisions under time pressure and should be able to control multiple units at once in order to be successful. We present the design and implementation of a multi-agent interface for the real-time strategy game STARCAST: BROOD WAR. This makes it possible to build agents that control each of the units in a game. We make use of the Environment Interface Standard, thus enabling different agent programming languages to use our interface, and we show how agents can control the units in the game in the Jason and GOAL agent programming languages.
Learning Actions Models: Qualitative Approach

In dynamic epistemic logic, actions are described using action models. In this paper we introduce a framework for studying learnability of action models from observations. We present first results concerning propositional action models. First we check two basic learnability criteria: finite identifiability (conclusively inferring the appropriate action model in finite time) and identifiability in the limit (inconclusive convergence to the right action model). We show that deterministic actions are finitely identifiable, while non-deterministic actions require more learning power—they are identifiable in the limit. We then move on to a particular learning method, which proceeds via restriction of a space of events within a learning-specific action model. This way of learning closely resembles the well-known update method from dynamic epistemic logic. We introduce several different learning methods suited for finite identifiability of particular types of deterministic actions.
Load Scheduling in a Cloud Based Massive Video-Storage Environment

We propose an architecture for a storage system of surveillance videos. Such systems have to handle massive amounts of incoming video streams and relatively few requests for replay. In such a system load (i.e., Write requests) scheduling is essential to guarantee performance. Large-scale data-storage system (LSDSS) is an emerging hosting facility for video-storage, which has a very high number of writes while most of the videos are never or rarely watched. We discuss the design and implementation of LSDSS and load scheduling in autonomous storage environments called datacenters in LSDSS. A datacenter (DC) is the basic concept in our LSDSS, which has the self-management system to store data efficiently. A LSDSS consists of many DCs organized in a hierarchy fashion, thereby decentralizing load scheduling tasks. Because DC has a simple design, load scheduling is particularly suited for implementation on a real-time video surveillance and allows to make scheduling decisions. We also discuss experimental results that clearly show the advantage of load scheduling over the widely known base load scheduling.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Bayyapu, K. R. (Intern), Fischer, P. (Intern)
Pages: 349-356
Publication date: 2015

Host publication information
Publisher: IEEE
Editors: Winkler, F., Negru, V., Ida, T., Jebelean, T., Petcu, D., Watt, S., Zaharie, D.
ISBN (Print): 978-1-4799-8447-3
BFI conference series: Symbolic and Numeric Algorithms for Scientific Computing (5010857)
Main Research Area: Technical/natural sciences
DOIs: 10.1109/SYNASC.2014.54
Source: PublicationPreSubmission
Source-ID: 105709247
Publication: Research - peer-review › Article in proceedings – Annual report year: 2015

Longest Common Extensions in Sublinear Space

The longest common extension problem (LCE problem) is to construct a data structure for an input string T of length n that supports LCE(i,j) queries. Such a query returns the length of the longest common prefix of the suffixes starting at positions i and j in T. This classic problem has a well-known solution that uses O(n) space and O(1) query time. In this paper we show that for any trade-off parameter 1≤τ≤n, the problem can be solved in O(n/τ) space and O(τ) query time. This significantly improves the previously best known time-space trade-offs, and almost matches the best known time-space product lower bound.

General information
State: Published
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Pages: 65-76
Publication date: 2015

Host publication information
Title of host publication: Combinatorial Pattern Matching : 26th Annual Symposium, CPM 2015, Ischia Island, Italy, June 29 -- July 1, 2015, Proceedings
Publisher: Springer
ISBN (Print): 978-3-319-19928-3
ISBN (Electronic): 978-3-319-19929-0
Longest Common Extensions in Trees

The longest common extension (LCE) of two indices in a string is the length of the longest identical substrings starting at these two indices. The LCE problem asks to preprocess a string into a compact data structure that supports fast LCE queries.

In this paper we generalize the LCE problem to trees and suggest a few applications of LCE in trees to tries and XML databases. Given a labeled and rooted tree $T$ of size $n$, the goal is to preprocess $T$ into a compact data structure that support the following LCE queries between subpaths and subtrees in $T$. Let $v_1, v_2, w_1,$ and $w_2$ be nodes of $T$ such that $w_1$ and $w_2$ are descendants of $v_1$ and $v_2$ respectively.

- $\text{LCEPP}(v_1, w_1, v_2, w_2)$: (path-path LCE) return the longest common prefix of the paths $v_1 \rightarrow w_1$ and $v_2 \rightarrow w_2$.
- $\text{LCEPT}(v_1, w_1, v_2)$: (path-tree LCE) return maximal path-path LCE of the path $v_1 \rightarrow w_1$ and any path from $v_2$ to a descendant leaf.
- $\text{LCETT}(v_1, v_2)$: (tree-tree LCE) return a maximal path-path LCE of any pair of paths from $v_1$ and $v_2$ to descendant leaves.

We present the first non-trivial bounds for supporting these queries. For LCEPP queries, we present a linear-space solution with $O(\log^* n)$ query time. For LCEPT queries, we present a linear-space solution with $O((\log \log n)^2)$ query time, and complement this with a lower bound showing that any path-tree LCE structure of size $O(n \text{ polylog}(n))$ must necessarily use $\Omega(\log \log n)$ time to answer queries. For LCETT queries, we present a time-space trade-off, that given any parameter $\tau$, $1 \leq \tau \leq n$, leads to an $O(n\tau)$ space and $O(n/\tau)$ query-time solution. This is complemented with a reduction to the set intersection problem implying that a fast linear space solution is not likely to exist.

General information
State: Published
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Pages: 52-64
Publication date: 2015

Host publication information
Title of host publication: Proceedings of the 26th Annual Symposium on Combinatorial Pattern Matching, CPM 2015
Publisher: Springer
Editors: Cicalese, F., Porat, E., Vaccaro, U.
ISBN (Print): 978-3-319-19928-3
ISBN (Electronic): 978-3-319-19929-0

Series: Lecture Notes in Computer Science
Volume: 9133
ISSN: 0302-9743
BFI conference series: Combinatorial Pattern Matching (5000064)
Main Research Area: Technical/natural sciences
Conference: 26th Annual Symposium on Combinatorial Pattern Matching (CPM 2015), Ischia Island, Italy, 29/06/2015 - 29/06/2015
Electronic versions:
paper_45.pdf
DOIs:
10.1007/978-3-319-19929-0_5
Meta-Logical Reasoning in Higher-Order Logic
The semantics of first-order logic (FOL) can be described in the meta-language of higher-order logic (HOL). Using HOL one can prove key properties of FOL such as soundness and completeness. Furthermore, one can prove sentences in FOL valid using the formalized FOL semantics. To aid in the construction of the proof an interactive proof assistant like Isabelle can be used. The proof assistant can even automate simple proofs using the formalized FOL semantics.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Language-Based Technology
Authors: Villadsen, J. (Intern), Schlichtkrull, A. (Intern), Hess, A. V. (Intern)
Number of pages: 1
Publication date: 2015
Main Research Area: Technical/natural sciences
Electronic versions: logica_poster.pdf
Source: PublicationPreSubmission
Source-ID: 118753618
Publication: Research - peer-review › Poster – Annual report year: 2015

Minimum Makespan Multi-Vehicle Dial-a-Ride
Dial-a-Ride problems consist of a set V of n vertices in a metric space (denoting travel time between vertices) and a set of m objects represented as source-destination pairs \{(s(i), t(i))\}(i-1)(m), where each object requires to be moved from its source to destination vertex. In the multi-vehicle Dial-a-Ride problem, there are q vehicles, each having capacity k and where each vehicle j epsilon \[\{q\}\] has its own depot-vertex r(j) epsilon V. A feasible schedule consists of a capacitated route for each vehicle (where vehicle j originates and ends at its depot r(j)) that together move all objects from their sources to destinations. The objective is to find a feasible schedule that minimizes the maximum completion time (i.e., makespan) of vehicles, where the completion time of vehicle j is the time when it returns to its depot r(j) at the end of its route. We study the preemptive version of multi-vehicle Dial-a-Ride, in which an object may be left at intermediate vertices and transported by more than one vehicle, while being moved from source to destination. Our main results are an O(log(3) n)-approximation algorithm for preemptive multi-vehicle Dial-a-Ride, and an improved O(log t)-approximation for its special case when there is no capacity constraint (here t

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Michigan, Carnegie Mellon University
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Publication date: 2015
Main Research Area: Technical/natural sciences

Publication information
Journal: A C M Transactions on Algorithms
Volume: 11
Issue number: 3
Article number: 23
ISSN (Print): 1549-6325
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): SJR 1.16 SNIP 2.158 CiteScore 2.1
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 1.551 SNIP 1.897 CiteScore 1.94
We study the behavior of a population-based EA and the Max–Min Ant System (MMAS) on a family of deterministically-changing fitness functions, where, in order to find the global optimum, the algorithms have to find specific local optima within each of a series of phases. In particular, we prove that a (2+1) EA with genotype diversity is able to find the global optimum of the Maze function, previously considered by Kötzing and Molter [9], in polynomial time. This is then generalized to a hierarchy result stating that for every \( \mu \), a (\( \mu +1 \)) EA with genotype diversity is able to track a Maze function extended over a finite alphabet of \( \mu \) symbols, whereas population size \( \mu -1 \) is not sufficient. Furthermore, we show that MMAS does not require additional modifications to track the optimum of the finite-alphabet Maze functions, and, using a novel drift statement to simplify the analysis, reduce the required phase length of the Maze function.
We present a new software tool for teaching logic based on natural deduction. Its proof system is formalized in the proof assistant Isabelle such that its definition is very precise. Soundness of the formalization has been proved in Isabelle. The tool is open source software developed in TypeScript / JavaScript and can thus be used directly in a browser without any further installation. Although developed for undergraduate computer science students who are used to study and program concrete computer code in a programming language we consider the approach relevant for a broader audience and for other proof systems as well.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
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Nature-Inspired and Energy Efficient Route Planning

Cars are responsible for substantial CO2 emission worldwide. Computers can help solve this problem by computing shortest routes on maps. A good example of this is the popular Google Maps service. However, such services often require the order of the stops on the route to be fixed. By not enforcing an order on the stops, the route can be made shorter. When, for instance, a furniture dealer has to deliver goods, the order of visiting the customers will often be unimportant. We present a prototype app that can make shorter and more energy efficient routes by allowing it to change the order of the stops. The app is aimed at private persons and small businesses. The app works by using a nature-inspired algorithm called Ant Colony Optimization.

On Regular Expression Matching and Deterministic Finite Automata

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Bille, P. (Intern)
Pages: 1
Publication date: 2015
Main Research Area: Technical/natural sciences
Publication information
Journal: Tiny ToCS
Volume: 3
Original language: English
On the chromatic number of general Kneser hypergraphs

In a breakthrough paper, Lovász [20] determined the chromatic number of Kneser graphs. This was improved by Schrijver [27], by introducing the Schrijver subgraphs of Kneser graphs and showing that their chromatic number is the same as that of Kneser graphs. Alon, Frankl, and Lovász [2] extended Lovász's result to the usual Kneser hypergraphs and one of our main results is to extend this to a new family of general Kneser hypergraphs. Moreover, as a special case, we settle a question from Naserasr and Tardif [26]. In 2011, Meunier introduced almost 2-stable Kneser hypergraphs and determined their chromatic number as an approach to a supposition of Ziegler [35] and a conjecture of Alon, Drewnowski, and Łuczak [3]. In this work, our second main result is to improve this by computing the chromatic number of a large family of Schrijver hypergraphs. Our last main result is to prove the existence of a completely multicolored complete bipartite graph in every coloring of a graph which extends a result of Simonyi and Tardos [29]. The first two results are proved using a new improvement of the Dol'nikov-Kříž [7,18] bound on the chromatic number of general Kneser hypergraphs.
On the Complexity of Model-Checking Branching and Alternating-Time Temporal Logics in One-Counter Systems

We study the complexity of the model-checking problem for the branching-time logic CTL* and the alternating-time temporal logics ATL/ATL* in one-counter processes and one-counter games respectively. The complexity is determined for all three logics when integer weights are input in unary (non-succinct) and binary (succinct) as well as when the input formula is fixed and is a parameter. Further, we show that deciding the winner in one-counter games with LTL objectives is 2ExpSpacecomplete for both succinct and non-succinct games. We show that all the problems considered stay in the same complexity classes when we add quantitative constraints that can compare the current value of the counter with a constant.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Vester, S. (Intern)
Pages: 361-377
Publication date: 2015

Host publication information
Title of host publication: Proceedings of the 13th International Symposium on Automated Technology for Verification and Analysis, ATVA 2015
Publisher: Springer
Editors: Finkbeiner, B., Pu, G., Zhang, L.
ISBN (Print): 978-3-319-24952-0
ISBN (Electronic): 978-3-319-24953-7
Series: Lecture Notes in Computer Science
On the Runtime of Randomized Local Search and Simple Evolutionary Algorithms for Dynamic Makespan Scheduling

Evolutionary algorithms have been frequently used for dynamic optimization problems. With this paper, we contribute to the theoretical understanding of this research area. We present the first computational complexity analysis of evolutionary algorithms for a dynamic variant of a classical combinatorial optimization problem, namely makespan scheduling. We study the model of a strong adversary which is allowed to change one job at regular intervals. Furthermore, we investigate the setting of random changes. Our results show that randomized local search and a simple evolutionary algorithm are very effective in dynamically tracking changes made to the problem instance.

General information
State: Published
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Pages: 3742-3748
Publication date: 2015

Host publication information
Title of host publication: Proceedings of the 24th International Conference on Artificial Intelligence (IJCAI '15)
Publisher: AAAI Press
Article number: 3742
ISBN (Print): 978-1-57735-738-4
BFI conference series: International Joint Conference on Artificial Intelligence (5000155)
Main Research Area: Technical/natural sciences
Conference: 24th International Joint Conference on Artificial Intelligence, Buenos Aires, Argentina, 25/07/2015 - 25/07/2015
Electronic versions:
makespan.pdf
Source: PublicationPreSubmission
Source-ID: 118051538
Publication: Research - peer-review › Article in proceedings – Annual report year: 2015

On the Utility of Island Models in Dynamic Optimization

A simple island model with λ islands and migration occurring after every τ iterations is studied on the dynamic fitness function Maze. This model is equivalent to a (1+λ) EA if τ=1, i.e., migration occurs during every iteration. It is proved that even for an increased offspring population size up to λ=O(n1-ε), the (1+λ) EA is still not able to track the optimum of Maze. If the migration interval is increased, the algorithm is able to track the optimum even for logarithmic λ. Finally, the relationship of τ, λ, and the ability of the island model to track the optimum is investigated more closely.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Lissovoi, A. (Intern), Witt, C. (Intern)
Pages: 1447-1454
Publication date: 2015

Host publication information
Title of host publication: Proceedings of the Genetic and Evolutionary Computation Conference (GECCO '15)
Publisher: Association for Computing Machinery
ISBN (Print): 978-1-4503-3472-3
BFI conference series: Genetic and Evolutionary Computation Conference (5000582)
Main Research Area: Technical/natural sciences
Plan-Belief Revision in Jason

When information is shared between agents of unknown reliability, it is possible that their belief bases become inconsistent. In such cases, the belief base must be revised to restore consistency, so that the agent is able to reason. In some cases the inconsistent information may be due to use of incorrect plans. We extend work by Alechina et al. to revise belief bases in which plans can be dynamically added and removed. We present an implementation of the algorithm in the AgentSpeak implementation Jason.
Population Size vs. Mutation Strength for the (1+λ) EA on OneMax

The (1+1) EA with mutation probability \( c/n \), where \( c > 0 \) is an arbitrary constant, is studied for the classical OneMax function. Its expected optimization time is analyzed exactly (up to lower order terms) as a function of \( c \) and \( \lambda \). It turns out that \( 1/n \) is the only optimal mutation probability if \( \lambda = \Theta(\ln n / \ln \ln n) \), which is the cut-off point for linear speed-up. However, if \( \lambda \) is above this cut-off point then the standard mutation probability \( 1/n \) is no longer the only optimal choice. Instead, the expected number of generations is (up to lower order terms) independent of \( c \), irrespectively of it being less than 1 or greater. The results are obtained by a careful study of order statistics of the binomial distribution and variable drift theorems for upper and lower bounds.

ProofJudge: Automated Proof Judging Tool for Learning Mathematical Logic

Today we have software in many artefacts, from medical devices to cars and airplanes, and the software must not only be efficient and intelligent but also reliable and secure. Tests can show the presence of bugs but cannot guarantee their absence. A machine-checked proof using mathematical logic provides strong evidence for software correctness but it requires advanced knowledge and skills. We have developed a tool which helps the student to practice their skills and also allows a better conceptual understanding of state-of-the-art proof assistants. Previously the proofs has been carried out using pen and paper because no adequate tool was available. The learning problem is how to make abstract concepts of logic as concrete as possible.

ProofJudge is a computer system and teaching approach for teaching mathematical logic and automated reasoning which augments the e-learning tool NaDeA (Natural Deduction Assistant). We believe that automatic feedback on student assignments would allow the students to enhance their skill in natural deduction proofs which are fundamental in formal verification and artificial intelligence applications. The teachers will benefit too and can put more emphasis on the
semantics. Natural deduction is taught at most if not all universities but few tools exist. Initially we plan to have former students on the course to evaluate ProofJudge and later it will be employed in the course.

Random Access to Grammar-Compressed Strings and Trees
Grammar-based compression, where one replaces a long string by a small context-free grammar that generates the string, is a simple and powerful paradigm that captures (sometimes with slight reduction in efficiency) many of the popular compression schemes, including the Lempel-Ziv family, run-length encoding, byte-pair encoding, Sequitur, and Re-Pair. In this paper, we present a novel grammar representation that allows efficient random access to any character or substring without decompressing the string. Let $S$ be a string of length $N$ compressed into a context-free grammar $S$ of size $n$. We present two representations of $S$ achieving $O(\log N)$ random access time, and either $O(n \cdot \alpha_k(n))$ construction time and space on the pointer machine model, or $O(n)$ construction time and space on the RAM. Here, $\alpha_k(n)$ is the inverse of the $k$th row of Ackermann's function. Our representations also efficiently support decompression of any substring in $S$: we can decompress any substring of length $m$ in the same complexity as a single random access query and additional $O(m)$ time. Combining these results with fast algorithms for uncompressed approximate string matching leads to several efficient algorithms for approximate string matching on grammar-compressed strings without decompression. For instance, we can find all approximate occurrences of a pattern $P$ with at most $k$ errors in time $O(n \min\{|P|k4 + |P| + \log N\} + \text{occ})$, where $\text{occ}$ is the number of occurrences of $P$ in $S$. Finally, we generalize our results to navigation and other operations on grammar-compressed ordered trees. All of the above bounds significantly improve the currently best known results. To achieve these bounds, we introduce several new techniques and data structures of independent interest, including a predecessor data structure, two “biased” weighted ancestor data structures, and a compact representation of heavy paths in grammars.
Runtime analysis of ant colony optimization on dynamic shortest path problems
A simple ACO algorithm called lambda-MMAS for dynamic variants of the single-destination shortest paths problem is studied by rigorous runtime analyses. Building upon previous results for the special case of 1-MMAS, it is studied to what extent an enlarged colony using lambda ants per vertex helps in tracking an oscillating optimum. It is shown that easy cases of oscillations can be tracked by a constant number of ants. However, the paper also identifies more involved oscillations that with overwhelming probability cannot be tracked with any polynomial-size colony. Finally, parameters of dynamic shortest-path problems which make the optimum difficult to track are discussed. Experiments illustrate theoretical findings and conjectures.
The AORTA Reasoning Framework - Adding Organizational Reasoning to Agents

Intelligent agents are entities defined by, among other things, autonomy. In systems of many agents, the agents’ individual autonomy can lead to uncertainty since their behavior cannot always be predicted. Usually, this kind of uncertainty is accommodated by imposing an organization upon the system; an organization that defines expected behavior of the agents and attempts to restrict the agents’ behavior to let it match the expectations. Restrictions can lead to a decrease in autonomy, contradicting one of the pillars of intelligent agents.

This thesis presents the AORTA reasoning framework, which is a practical component (founded in logic) that enriches intelligent agents with organizational reasoning capabilities. We take the agent’s perspective by devising a component that integrates with the agent’s usual reasoning capabilities in a non-intrusive way. This results in agents that are both organization-aware and autonomous. The reasoning component makes them organization-aware, and their autonomy is intact because the component does not change the existing reasoning mechanisms. As such, it allows the agents to decide whether to adhere to the system’s expectations.

The ability to reason about organizations has previously been successfully integrated into agent programming languages. However, the operationalization of an organization is usually tailored to a specific language. This makes it hard to apply the same approach to other languages and platforms. The AORTA reasoning framework distinguishes itself by being a generic framework that allows different kinds of agents to reason about different kinds of organizations.

We present our results in three main parts. In the first part, we present the theoretical foundations for the AORTA framework, which consists of semantics of norms, an organizational metamodel, and the AORTA reasoning component. The reasoning component is characterized by being completely decoupled from the cognitive agent, by its automated reasoning about norms and organizational options, and by the reasoning rules specified by the designer to act upon norms and options. We specify the reasoning component using structural operational semantics providing us with a formal, rigid description of the behavior of the component during execution. This enables us to precisely specify each reasoning phases (using transition rules), and it makes the implementation of the system quite straightforward.

The second part moves from theory to practice: we present an implementation of the framework and integrate it into various agent platforms. We show that the same configuration of the component can be used for different agent platforms, providing evidence for its use a general tool for organization-awareness. Furthermore, we use practical verification to show various properties of an implementation of agents and of the system in general.

In the last part, we discuss a potential issue with our framework. The possibility to commit to organizational objectives can affect the agent’s autonomy, which contradicts our main goal. We propose a model that solves this problem by adding a filter to the agent’s decision procedure that takes consequences of fulfilling a goal into account before deciding to commit to it. By considering both the agent’s preferences and the expected outcome of fulfilling the goal, we show that it was possible for the agents to make qualified context-dependent decisions.

We claim that by using the AORTA reasoning framework, agents become organization-aware. The reasoning component provides capabilities to reason about organizations and our decision procedure ensures that the autonomy of the agents is still intact.
Topics in combinatorial pattern matching

This dissertation studies problems in the general theme of combinatorial pattern matching. More specifically, we study the following topics:

Longest Common Extensions. We revisit the longest common extension (LCE) problem, that is, preprocess a string $T$ into a compact data structure that supports fast LCE queries. An LCE query takes a pair $(i, j)$ of indices in $T$ and returns the length of the longest common prefix of the suffixes of $T$ starting at positions $i$ and $j$. Such queries are also commonly known as longest common prefix (LCP) queries. We study the time-space trade-offs for the problem, that is, the space used for the data structure vs. the worst-case time for answering an LCE query. Let $n$ be the length of $T$. Given a parameter $\tau$, $1 \leq \tau \leq n$, we show how to achieve either $O(n^{\tau/\tau})$ space and $O(1)$ query time, or $O(n/\tau)$ space and $O(\tau \log (|LCE(i, j)|/\tau))$ query time, where $|LCE(i, j)|$ denotes the length of the LCE returned by the query. These bounds provide the first smooth time-trade-offs for the LCE problem and almost match the previously known bounds at the extremes when $\tau = 1$ or $\tau = n$. We apply the result to obtain improved bounds for several applications where the LCE problem is the computational bottleneck, including approximate string matching and computing palindromes. We also present an efficient technique to reduce LCE queries on two strings to one string. Finally, we give a lower bound on the time-space product for LCE data structures in the non-uniform cell probe model showing that our second trade-off is nearly optimal.

Fingerprints in Compressed Strings. The Karp-Rabin fingerprint of a string is a type of hash value that due to its strong properties has been used in many string algorithms. We show how to construct a data structure for a string $S$ of size $N$ compressed by a context-free grammar of size $n$ that supports fingerprint queries. That is, given indices $i$ and $j$, the answer to a query is the fingerprint of the substring $S[i, j]$. We present the first $O(n)$ space data structures that answer fingerprint queries without decompressing any characters. For Straight Line Programs (SLP) we get $O(\log N)$ query time, and for Linear SLPs (an SLP derivative that captures LZ78 compression and its variations) we get $O(\log \log N)$ query time. Hence, our data structures has the same time and space complexity as for random access in SLPs. We utilize the fingerprint data structures to solve the longest common extension problem in query time $O(\log N \log e)$ and $O(\log e \log e + \log \log N)$ for SLPs and Linear SLPs, respectively. Here, $e = |LCE(i, j)|$ denotes the length of the LCE.

Sparse Text Indexing. We present efficient algorithms for constructing sparse suffix trees, sparse suffix arrays and sparse positions heaps for arbitrary positions of a text $T$ of length $n$ while using only $O(b)$ words of space during the construction. Our main contribution is to show that the sparse suffix tree (and array) can be constructed in $O(n \log^3 b)$ time. To achieve this we develop a technique, that allows to efficiently answer $b$ longest common prefix queries on suffixes of $T$, using only $O(b)$ space. Our first solution is Monte-Carlo and outputs the correct tree with high probability. We then give a Las-Vegas algorithm which also uses $O(b)$ space and runs in the same time bounds with high probability when $b = O(\sqrt{n})$. Furthermore, additional tradeoffs between the space usage and the construction time for the Monte-Carlo algorithm are given. Finally, we show that at the expense of slower pattern queries, it is possible to construct sparse position heaps in $O(n + b \log b)$ time and $O(b)$ space.

The Longest Common Substring Problem. Given $m$ documents of total length $n$, we consider the problem of finding a longest string common to at least $d \geq 2$ of the documents. This problem is known as the longest common substring (LCS) problem and has a classic $O(n)$ space and $O(n)$ time solution (Weiner [FOCS'73], Hui [CPM'92]). However, the use of linear space is impractical in many applications. We show several time-space trade-offs for this problem. Our main result is that for any trade-off parameter $1 \leq \tau \leq n$, the LCS problem can be solved in $O(\tau)$ space and $O(n^{\tau/\tau})$ time, thus providing the first smooth deterministic time-space trade-off from constant to linear space. The result uses a new and very simple algorithm, which computes a $\tau$-additive approximation to the LCS in $O(n^{\tau/\tau})$ time and $O(1)$ space. We also show a time-space trade-off lower bound for deterministic branching programs, which implies that any deterministic RAM algorithm solving the LCS problem on documents from a sufficiently large alphabet in $O(\tau)$ space must use $\Omega(\log(n/\tau \log n)/\log \log(n/\tau \log n))$ time.

Structural Properties of Suffix Trees. We study structural and combinatorial properties of suffix trees. Given an unlabeled tree $T$ on $n$ nodes and suffix links of its internal nodes, we ask the question “Is $T$ a suffix tree?”, i.e., is there a string $S$ whose suffix tree has the same topological structure as $T$? We place no restrictions on $S$, in particular we do not require that $S$ ends with a unique symbol. This corresponds to considering the more general definition of implicit or extended suffix trees. Such general suffix trees have many applications and are for example needed to allow efficient updates when suffix
trees are built online. We prove that T is a suffix tree if and only if it is realized by a string S of length n – 1, and we give a linear-time algorithm for inferring S when the first letter on each edge is known.

**General information**

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Vildhøj, H. W. (Intern), Gørtz, I. L. (Intern), Bille, P. (Intern)
Number of pages: 147
Publication date: 2015

**Publication information**

Place of publication: Kgs. Lyngby
Publisher: Technical University of Denmark (DTU)
Original language: English

Series: DTU Compute PHD-2014
Number: 348
ISSN: 0909-3192
Main Research Area: Technical/natural sciences
Electronic versions: phd348_Vilhoj_HW.pdf
Publication: Research › Ph.D. thesis – Annual report year: 2015

**Towards Theory-of-Mind agents using Automated Planning and Dynamic Epistemic Logic**

This thesis is part of a growing body of work in what we call epistemic planning. Epistemic planning is situated at the intersection of automated planning and what can broadly be called dynamic logics. Both are part of the much larger field of Artificial Intelligence.

Automated Planning has been around since at least the 1970s. It is a diverse collection of methods, models, algorithms and specification languages for giving autonomous agents the ability to come up with plans for proactively achieving goals. Autonomous agents can be understood as independent actors, given a purpose by their designer. Whether they are in a software system, connected to the real world with sensors and actuators, or used as a tool for modelling people, for instance in economics, they need to be able to imagine (or predict) outcomes of actions in order to form plans.

The feature that most distinguishes planning from other decision making methods, is that the planner does not know the full system from the beginning. Most of the time it would simply be too big to store in memory! Instead of being given the entire “game”, they use a specification of actions and the initial state to generate only a fraction of the full search space. This means that what an agent can plan for depends crucially on what domains we can describe. This is where logic comes into the picture.

For most of its more than 2500 year long history, logic has been mostly interested in the study of valid reasoning. In later years (in the scheme of things), more attention has been given to studying when reasoning fails in humans. Like using differential equations to analyse and simulate both when a bridge holds and when it collapses, we can use logic to analyse and simulate reasoning both when it is sound and when it isn’t.

The subbranch of logic applied in this work is Dynamic Epistemic Logic. The epistemic part concerns the formalisation of knowledge and belief (mainly) in multi-agent settings. We can describe situations in which many agents are present and have different knowledge and beliefs about the world and each others’ knowledge and belief. Adding the dynamic part of Dynamic Epistemic Logic to our arsenal, we can describe how situations change when, broadly speaking, things happen. In the application to Automated Planning, we let these things be actions of the agents in the system. In doing so we derive new planning formalisms that allow agents to plan under consideration of how what they do changes both the world and knowledge and belief about the world.

In this thesis we give new planning formalisms for single-agent planning and new results for the model theory of multi-agent models. The first of the two fully developed planning formalisms is conditional (single-agent) epistemic planning, allowing an agent to plan with what it knows now and what it knows it will come to know. Though this is nothing new in Automated Planning, it sets the stage for later work.

The second planning formalism extends conditional epistemic planning with beliefs, letting the agent have expectations, without probabilities, of how things will turn out. Our radically different notions of bisimulation for the multi-agent versions of these models are particularly interesting for logicians, as are surprising expressivity results for well known logics on such models.

The final part of the thesis describes ideas on extending the second formalism to a multi-agent setting. With a view towards the practical implementation of agents, we shall also see how an agent can discard the parts of its model that it does not believe to be the case. While this is not necessary for analysing reasoning agents, it does seem a requirement...
for practical implementations. There are simply too many possibilities for a resource-bounded agent to keep track of. If the agent does discard unlikely possibilities, it must be able to do belief revision if it later turns out to be wrong. Such a procedure is also described.

The long term potential of multi-agent aware planning algorithms is that agents that can predict and understand others in order to plan cooperation, communication, and/or competition. It is the slow edging towards a general framework for multi-agent planning that is the underlying motivation, and some of the main results, of this thesis. While regrettably we haven’t gotten there yet, we’re considerably closer than when we started.

**Tree compression with top trees**

We introduce a new compression scheme for labeled trees based on top trees. Our compression scheme is the first to simultaneously take advantage of internal repeats in the tree (as opposed to the classical DAG compression that only exploits rooted subtree repeats) while also supporting fast navigational queries directly on the compressed representation. We show that the new compression scheme achieves close to optimal worst-case compression, can compress exponentially better than DAG compression, is never much worse than DAG compression, and supports navigational queries in logarithmic time.

**General information**

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Office for Study Programmes and Student Affairs
Authors: Andersen, M. B. (Intern), Bolander, T. (Intern)
Number of pages: 177
Publication date: 2015

**Publication information**

Place of publication: Kgs. Lyngby
Publisher: Technical University of Denmark (DTU)
Original language: English

Series: DTU Compute PHD-2014
Number: 351
ISSN: 0909-3192
Main Research Area: Technical/natural sciences
Electronic versions: phd351_Andersen_MB.pdf
Publication: Research › Ph.D. thesis – Annual report year: 2015

**General information**

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Haifa
Authors: Bille, P. (Intern), Gørtz, I. L. (Intern), Landau, G. M. (Ekstern), Weimann, O. (Ekstern)
Pages: 166-177
Publication date: 2015
Main Research Area: Technical/natural sciences

**Publication information**

Journal: Information and Computation
Volume: 243
ISSN (Print): 0890-5401
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 1.22 SJR 0.631 SNIP 1.254
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 0.591 SNIP 1.131 CiteScore 1.12
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 0.769 SNIP 1.552 CiteScore 1.39
UNI C - A True Internet Pioneer, the Danish Computing Centre for Research and Education

In 1985 it was decided to merge the 3 regional computing centers NEUCC, RECKU and RECAU located respectively at the Technical University of Denmark, the University of Copenhagen and the University of Aarhus. The background for the merger was the rapid development of computing equipment which meant that small computers could now be purchased for local use by the university departments whereas the need for high performance computing could only be satisfied by a joint national purchase and advanced network access to this central computer facility. The new center was named UNI-C and succeeded in helping Danish frontline research to use innovative computing techniques and have major breakthroughs using the first massively parallel computer architectures, but the greatest impact of UNI-C on Danish society was the successful early roll out of the Internet to universities with a follow-up of establishing the first Danish Internet service to ordinary PC users. This very first Internet service became a great success and helped to put Denmark on the international map as one of the very early Internet adopters. It also meant that UNI-C was tasked by the Ministry of Education with delivering a number of different groundbreaking services to Danish schools like e.g. the Education Portal EMU, the school intranet SkoleIntra and the single sign on service, Uni-login. The growth of the service portfolio to schools meant that UNI-C stayed with the Ministry of Education when the universities were moved to a separate new ministry, and today UNI-C only delivers services to schools, whereas the service portfolio for universities is now taken care of by the DeIC, the Danish e-Infrastructure Collaboration.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Designing garbage-free reversible implementations of the integer cosine transform

Discrete linear transformations are important tools in information processing. Many such transforms are injective and therefore prime candidates for a physically reversible implementation into hardware. We present here reversible integer cosine transformations on n input integers. The resulting reversible circuit is able to perform both the forward transform and the inverse transform. The detailed structure of such a reversible design strongly depends on the odd prime factors of the determinant of the transform: whether those are of the form $2^k \pm 1$ or of the form $2^k \pm 2^l \pm 1$ or neither of these forms.

General information

State: Published
Organisations: National Space Institute, Department of Applied Mathematics and Computer Science, Algorithms and Logic, Ghent University, University of Copenhagen, University of Bremen, Nanzan University
Authors: De Vos, A. (Ekstern), Burignat, S. (Ekstern), Gluck, R. (Ekstern), Mogensen, T. A. (Ekstern), Axelsen, H. B. (Ekstern), Thomsen, M. K. (Intern), Rotenberg, E. (Intern), Yokoyama, T. (Ekstern)
Publication date: 1 Oct 2014
Main Research Area: Technical/natural sciences

Publication information

Journal: ACM Journal on Emerging Technologies in Computing Systems
Volume: 11
Issue number: 2
Article number: 11
ISSN (Print): 1550-4832
Ratings:
Web of Science (2017): Indexed Yes
Scopus rating (2016): CiteScore 1.94 SJR 0.412 SNIP 1.169
Scopus rating (2015): SJR 0.376 SNIP 0.66 CiteScore 1.48
Scopus rating (2014): SJR 0.366 SNIP 1.102 CiteScore 1.57
Scopus rating (2013): SJR 0.442 SNIP 1.256 CiteScore 1.84
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
Scopus rating (2012): SJR 0.265 SNIP 0.75 CiteScore 1.19
ISI indexed (2012): ISI indexed yes
Scopus rating (2011): SJR 0.3 SNIP 0.567 CiteScore 1.11
ISI indexed (2011): ISI indexed no
Scopus rating (2010): SJR 0.663 SNIP 1.103
Scopus rating (2009): SJR 0.8 SNIP 1.452
A Case for Embedded Natural Logic for Ontological Knowledge Bases

We argue in favour of adopting a form of natural logic for ontology-structured knowledge bases as an alternative to description logic and rule based languages. Natural logic is a form of logic resembling natural language assertions, unlike description logic. This is essential e.g. in life sciences, where the large and evolving knowledge specifications should be directly accessible to domain experts. Moreover, natural logic comes with intuitive inference rules. The considered version of natural logic leans toward the closed world assumption (CWA) unlike the open world assumption with classical negation in description logic. We embed the natural logic in DATALOG clauses which is to take care of the computational inference in connection with querying.
AORTA: Adding Organizational Reasoning to Agents: Extended abstract
Open systems are characterized by a diversity of heterogeneous and autonomous agents that act according to private goals, and with a behavior that is hard to predict. They can be regulated through organizations similar to human organizations, which regulate the agents' behavior space and describe the expected behavior of the agents. Agents need to be able to reason about the regulations, so that they can act within the expected boundaries and work towards the objectives of the organization.

This extended abstract introduces AORTA, a component that can be integrated into agents' reasoning mechanism, allowing them to reason about (and act upon) regulations specified by an organizational model using simple reasoning rules. The added value is that the organizational model is independent of that of the agents, and that the approach is not tied to a specific organizational model.

A System for Computing Conceptual Pathways in Bio-medical Text Models
This paper describes the key principles in a system for querying and conceptual path finding in a logic-based knowledge base. The knowledge base is extracted from textual descriptions in bio-, pharma- and medical areas. The knowledge base applies natural logic, that is, a variable-free term-algebraic form of predicate logic. Natural logics are distinguished by coming close to natural language so that propositions are readable by domain experts. The natural logic knowledge base is accompanied by an internal graph representation, where the nodes represent simple concept terms as well as compound concepts stemming from entire phrases. Path finding between concepts is facilitated by a labelled graph form that represents the knowledge base as well as the ontological information.
Bioinspired computation in combinatorial optimization - Algorithms and their computational complexity

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Neumann, F. (Ekstern), Witt, C. (Intern)
Number of pages: 40
Pages: 647-686
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the sixteenth conference on genetic and evolutionary computation
Publisher: Association for Computing Machinery
ISBN (Print): 9781450328814
BFI conference series: Genetic and Evolutionary Computation Conference (5000582)
Main Research Area: Technical/natural sciences
Conference: Genetic and Evolutionary Computation Conference (GECCO 2014), Vancouver, Canada, 12/07/2014 - 12/07/2014

Colored Range Searching in Linear Space
In colored range searching, we are given a set of n colored points in d≥2 dimensions to store, and want to support orthogonal range queries taking colors into account. In the colored range counting problem, a query must report the number of distinct colors found in the query range, while an answer to the colored range reporting problem must report the distinct colors in the query range. We give the first linear space data structure for both problems in two dimensions (d=2) with o(n) worst case query time. We also give the first data structure obtaining almost-linear space usage and o(n) worst case query time for points in d>2 dimensions. Finally, we present the first dynamic solution to both counting and reporting with o(n) query time for d≥2 and d≥3 dimensions, respectively.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Università di Pisa
Authors: Grossi, R. (Ekstern), Vind, S. J. (Intern)
Pages: 229-240
Publication date: 2014

Host publication information
Title of host publication: Algorithm Theory – SWAT 2014 : Proceedings of the 14th Scandinavian Symposium and Workshops on Algorithm Theory
Publisher: Springer
Editors: Ravi, R., Gørtz, I. L.
ISBN (Print): 978-3-319-08403-9
ISBN (Electronic): 978-3-319-08404-6
Series: Lecture Notes in Computer Science
Volume: 8503
ISSN: 0302-9743
BFI conference series: Scandinavian Workshop on Algorithm Theory (5000202)
Main Research Area: Technical/natural sciences
Conference: 14th Scandinavian Symposium and Workshops on Algorithm Theory (SWAT 2014), Copenhagen, Denmark, 02/07/2014 - 02/07/2014
DOIs:
Combining Formal Logic and Machine Learning for Sentiment Analysis

This paper presents a formal logical method for deep structural analysis of the syntactical properties of texts using machine learning techniques for efficient syntactical tagging. To evaluate the method it is used for entity level sentiment analysis as an alternative to pure machine learning methods for sentiment analysis, which often work on sentence or word level, and are argued to have difficulties in capturing long distance dependencies.

Compact q-gram profiling of compressed strings

We consider the problem of computing the q-gram profile of a string T of size N compressed by a context-free grammar with n production rules. We present an algorithm that runs in $O(N^{-\alpha})$ expected time and uses $O(n+q+k_{T,q})$ space, where $N^{-\alpha} \leq qN$ is the exact number of characters decompressed by the algorithm and $k_{T,q} \leq N-\alpha$ is the number of distinct q-grams in T. This simultaneously matches the current best known time bound and improves the best known space bound. Our space bound is asymptotically optimal in the sense that any algorithm storing the grammar and the q-gram profile must use $\Omega(n+q+k_{T,q})$ space. To achieve this we introduce the q-gram graph that space-efficiently captures the structure of a string with respect to its q-grams, and show how to construct it from a grammar.
Compressed Subsequence Matching and Packed Tree Coloring

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Bille, P. (Intern), Cording, P. H. (Intern), Gørtz, I. L. (Intern)
Pages: 40-49
Publication date: 2014
Concentrated Hitting Times of Randomized Search Heuristics with Variable Drift

Drift analysis is one of the state-of-the-art techniques for the runtime analysis of randomized search heuristics (RSHs) such as evolutionary algorithms (EAs), simulated annealing etc. The vast majority of existing drift theorems yield bounds on the expected value of the hitting time for a target state, e.g., the set of optimal solutions, without making additional statements on the distribution of this time. We address this lack by providing a general drift theorem that includes bounds on the upper and lower tail of the hitting time distribution. The new tail bounds are applied to prove very precise sharp-concentration results on the running time of a simple EA on standard benchmark problems, including the class of general linear functions. The usefulness of the theorem outside the theory of RSHs is demonstrated by deriving tail bounds on the number of cycles in random permutations. All these results handle a position-dependent (variable) drift that was not covered by previous drift theorems with tail bounds. Moreover, our theorem can be specialized into virtually all existing drift theorems with drift towards the target from the literature. Finally, user-friendly specializations of the general drift theorem are given.
Epistemic and Doxastic Planning

This thesis is concerned with planning and logic, which are both core areas of Artificial Intelligence (AI). A wide range of research disciplines deal with AI, including philosophy, economy, psychology, neuroscience, mathematics and computer science. The approach of this thesis is based on mathematics and computer science. Planning is the mental capacity that allow us to predict the outcome of our actions, thereby enabling us to exhibit goal-directed behaviour. We often make use of planning when facing new situations, where we cannot rely on entrenched habits, and the capacity to plan is therefore closely related to the reflective system of humans. Logic is the study of reasoning. From certain fixed principles logic enables us to make sound and rational inferences, and as such the discipline is virtually impossible to get around when working with AI.

The basis of automated planning, the term for planning in computer science, is essentially that of propositional logic, one of the most basic logical systems used in formal logic. Our approach is to expand this basis so that it is based on richer and more expressive logical systems. To this end we work with logics for describing knowledge, beliefs and dynamics, that is, systems that allow us to formally reason about these aspects. By letting these elements be used in a planning context, we obtain a system that extends the degree to which goaldirected behaviour can, at present, be captured by automated planning.

In this thesis we concretely apply dynamic epistemic logic to capture knowledge, and dynamic doxastic logic for capturing belief. Vi highlight two results of this thesis. The first pertains to how dynamic epistemic logic can be used to describe the (lack of) knowledge of an agent in the midst of planning. This perspective is already incorporated in automated planning, and seen in isolation this result appears mainly as an alternative to existing theory. Our second result underscores the strengths of the first. Here we show how the kinship between the aforementioned logics enable us to extend automated planning with doxastic elements. An upshot of expanding the basis of automated planning is therefore that it allows for a modularity, which facilitates the introduction of new aspects into automated planning. We round things o_ by describe what we consider to be the absolutely most fascinating perspective of this work, namely situations involving multiple agents. Reasoning about the knowledge and beliefs of others are essentialy to acting rationally. It enables cooperation, and additionally forms the basis for engaging in a social context. Both logics mentioned above are formalized to deal with multiple agents, and the first steps have been taken towards extending automated planning with this aspect. Unfortunately, the first results in this line of research have shown that planning with multiple agents is computationally intractable, and additional work is therefore necessary in order to identify meaningful and tractable fragments.
Finite groups having at most 27 non-normal proper subgroups of non-prime-power order

We prove that any finite group having at most 27 non-normal proper subgroups of non-prime-power order is solvable except for $G \cong A_5$, the alternating group of degree 5.
Finite groups in which all nonabelian subgroups are TI-subgroups
In this paper, we show that G is a finite group in which every nonabelian subgroup is a TI-subgroup if and only if every nonabelian subgroup of G is normal in G.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Yantai University
Authors: Shi, J. (Ekstern), Zhang, C. (Intern)
Number of pages: 3
Publication date: 2014
Main Research Area: Technical/natural sciences

Publication information
Journal: Journal of Algebra and its Applications
Volume: 13
Issue number: 1
ISSN (Print): 0219-4988
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): SJR 0.647 SNIP 0.921 CiteScore 0.47
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.551 SNIP 0.739 CiteScore 0.35
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.779 SNIP 0.929 CiteScore 0.45
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.593 SNIP 0.783 CiteScore 0.37
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.571 SNIP 0.822 CiteScore 0.39
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.77 SNIP 1.158 CiteScore 0.64
ISI indexed (2011): ISI indexed no
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.684 SNIP 1.388
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.482 SNIP 1.102
BFI (2008): BFI-level 1
Original language: English
TI-subgroup, nonabelian subgroup, normal
DOIs:
10.1142/S0219498813500746
Source: PublicationPreSubmission
Source-ID: 100815086
Finite Groups with Given Quantitative Non-Nilpotent Subgroups II

As an extension of Shi and Zhang's 2011 article [4], we prove that any finite group having at most 23 non-normal non-nilpotent proper subgroups is solvable except for $G \cong A_5$ or $SL(2, 5)$, and any finite group having at most three conjugacy classes of non-normal non-nilpotent proper subgroups is solvable except for $G \cong A_5$ or $SL(2, 5)$.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Yantai University
Authors: Shi, J. (Ekstern), Zhang, C. (Intern)
Pages: 4248-4252
Publication date: 2014
Main Research Area: Technical/natural sciences

Publication information
Journal: Communications in Algebra
Volume: 42
Issue number: 10
ISSN (Print): 0092-7872
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): SJR 0.718 SNIP 1.05 CiteScore 0.49
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.648 SNIP 0.919 CiteScore 0.39
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.887 SNIP 1.051 CiteScore 0.49
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.851 SNIP 0.992 CiteScore 0.44
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.62 SNIP 0.912 CiteScore 0.41
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.603 SNIP 0.849 CiteScore 0.41
ISI indexed (2011): ISI indexed yes
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.712 SNIP 0.826
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.79 SNIP 1.007
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.796 SNIP 0.863
Scopus rating (2007): SJR 0.745 SNIP 0.899
Scopus rating (2006): SJR 0.665 SNIP 0.799
Scopus rating (2005): SJR 0.886 SNIP 0.82
Scopus rating (2004): SJR 1.069 SNIP 0.842
Scopus rating (2003): SJR 0.831 SNIP 0.742
Scopus rating (2002): SJR 0.96 SNIP 0.798
Scopus rating (2001): SJR 0.908 SNIP 0.857
Scopus rating (2000): SJR 1.016 SNIP 0.932
Scopus rating (1999): SJR 1.09 SNIP 1.014
Original language: English
Conjugacy classes, Non-normal, Non-nilpotent subgroup, Solvable group
Fitness levels with tail bounds for the analysis of randomized search heuristics

The fitness-level method, also called the method of f-based partitions, is an intuitive and widely used technique for the running time analysis of randomized search heuristics. It was originally defined to prove upper and lower bounds on the expected running time. Recently, upper tail bounds were added to the technique; however, these tail bounds only apply to running times that are at least twice as large as the expectation. We remove this restriction and supplement the fitness-level method with sharp tail bounds, including lower tails. As an exemplary application, we prove that the running time of randomized local search on OneMax is sharply concentrated around \( n \ln n - 0.1159 \ldots n \).

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Witt, C. (Intern)
Pages: 38-41
Publication date: 2014
Main Research Area: Technical/natural sciences

Publication information
Journal: Information Processing Letters
Volume: 114
Issue number: 1-2
ISSN (Print): 0020-0190
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): SJR 0.57 SNIP 0.967 CiteScore 1.02
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 0.602 SNIP 1.167 CiteScore 0.93
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 0.593 SNIP 0.934 CiteScore 0.94
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 0.609 SNIP 1.047 CiteScore 0.95
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
BFI (2012): BFI-level 2
Scopus rating (2012): SJR 0.603 SNIP 1.037 CiteScore 0.92
ISI indexed (2012): ISI indexed yes
Web of Science (2012): Indexed yes
BFI (2011): BFI-level 2
Scopus rating (2011): SJR 0.612 SNIP 0.929 CiteScore 0.85
ISI indexed (2011): ISI indexed yes
Web of Science (2011): Indexed yes
BFI (2010): BFI-level 2
Scopus rating (2010): SJR 0.625 SNIP 1.016
Web of Science (2010): Indexed yes
BFI (2009): BFI-level 2
Scopus rating (2009): SJR 0.708 SNIP 1.062
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.837 SNIP 1.161
Web of Science (2008): Indexed yes
Scopus rating (2007): SJR 0.76 SNIP 1.144
Graph factors modulo $k$

We prove a general result on graph factors modulo $k$. A special case says that, for each natural number $k$, every $(12k-7)$-edge-connected graph with an even number of vertices contains a spanning subgraph in which each vertex has degree congruent to $k$ modulo $2k$.
Graph factors modulo k

If $F$ is a (possibly infinite) subset of an abelian group $\Gamma$, then we define $f(F,\Gamma)$ as the smallest natural number such that every $f(F,\Gamma)$-edge-connected (finite) graph $G$ has a flow where all flow values are elements in $F$. We prove that $f(F,\Gamma)$ exists if and only if some odd sum of elements in $F$ equals some even sum. We discuss various instances of this problem. We prove that every 6-edge-connected graph has a flow whose flow values are the three roots of unity in the complex plane. If the edge-connectivity 6 can be reduced, then it can be reduced to 4, and the 3-flow conjecture follows. We prove that every 14-edge-connected graph has a flow whose flow values are the five roots of unity in the complex plane. Any such flow is balanced modulo 5. So, if the edge-connectivity 14 can be reduced to 9, then the 5-flow conjecture follows, as observed by F. Jaeger. We use vector flow to prove that, for each odd natural number $k$, every $(3k-1)$-edge-connected graph has a collection of $k$ even subgraphs such that every edge is in precisely $k-1$ of them. Finally, the flow result gives a considerable freedom to prescribe the flow values in the $(2^+)$-flow conjecture by L. Goddyn and P. Seymour. For example, if $k$ is a natural number and $G$ is a $6k$-edge-connected graph, then $G$ has a flow with flow values $1, 1^+, 1^{++}+1/k$. It also has, for any irrational number $\lambda$, a flow with flow values $1, 1^+, 1^{++}+1/k$.
Main Research Area: Technical/natural sciences

Publication information
Journal: Journal of Combinatorial Theory. Series B
Volume: 108
ISSN (Print): 0095-8956
Ratings:
- BFI (2018): BFI-level 2
- BFI (2017): BFI-level 2
- Web of Science (2017): Indexed yes
- BFI (2016): BFI-level 2
- Scopus rating (2016): CiteScore 1.13 SJR 1.965 SNIP 1.959
- Web of Science (2016): Indexed yes
- BFI (2015): BFI-level 2
- Scopus rating (2015): SJR 2.235 SNIP 2.057 CiteScore 1.29
- Web of Science (2015): Indexed yes
- BFI (2014): BFI-level 2
- Scopus rating (2014): SJR 2.211 SNIP 2.018 CiteScore 1.1
- Web of Science (2014): Indexed yes
- BFI (2013): BFI-level 2
- Scopus rating (2013): SJR 2.124 SNIP 1.956 CiteScore 1.19
- ISI indexed (2013): ISI indexed yes
- Web of Science (2013): Indexed yes
- BFI (2012): BFI-level 2
- Scopus rating (2012): SJR 2.31 SNIP 2.153 CiteScore 1.2
- ISI indexed (2012): ISI indexed yes
- Web of Science (2012): Indexed yes
- BFI (2011): BFI-level 2
- Scopus rating (2011): SJR 2.313 SNIP 1.751 CiteScore 1.11
- ISI indexed (2011): ISI indexed yes
- BFI (2010): BFI-level 2
- Scopus rating (2010): SJR 2.208 SNIP 1.627
- BFI (2009): BFI-level 2
- Scopus rating (2009): SJR 2.613 SNIP 2.034
- Web of Science (2009): Indexed yes
- BFI (2008): BFI-level 2
- Scopus rating (2008): SJR 2.665 SNIP 2.512
- Web of Science (2008): Indexed yes
- Scopus rating (2007): SJR 2.518 SNIP 1.975
- Web of Science (2007): Indexed yes
- Scopus rating (2006): SJR 2.163 SNIP 1.974
- Scopus rating (2005): SJR 1.431 SNIP 1.48
- Web of Science (2005): Indexed yes
- Scopus rating (2004): SJR 1.856 SNIP 2.168
- Web of Science (2004): Indexed yes
- Scopus rating (2003): SJR 1.81 SNIP 1.538
- Web of Science (2003): Indexed yes
- Scopus rating (2002): SJR 1.757 SNIP 1.847
- Web of Science (2002): Indexed yes
- Scopus rating (2001): SJR 2.866 SNIP 1.749
- Web of Science (2001): Indexed yes
- Scopus rating (2000): SJR 1.098 SNIP 1.332
- Web of Science (2000): Indexed yes
- Scopus rating (1999): SJR 1.913 SNIP 1.621
Indexing Motion Detection Data for Surveillance Video

We show how to compactly index video data to support fast motion detection queries. A query specifies a time interval T, an area A in the video and two thresholds v and p. The answer to a query is a list of timestamps in T where ≥ p% of A has changed by ≥ v values. Our results show that by building a small index, we can support queries with a speedup of two to three orders of magnitude compared to motion detection without an index. For high resolution video, the index size is about 20% of the compressed video size.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Vind, S. J. (Intern), Bille, P. (Intern), Gørtz, I. L. (Intern)
Number of pages: 4
Pages: 24-27
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the IEEE International Symposium on Multimedia (ISM2014)
Publisher: IEEE Press
BFI conference series: International Symposium on Multimedia (5000163)
Main Research Area: Technical/natural sciences
Conference: IEEE International Symposium on Multimedia 2014, Taichung, Taiwan, Province of China, 10/12/2014 - 10/12/2014
Motion detection index, Motion detection data structure, Surveillance video, Video analysis, Data structure
Electronic versions:
motion_detection_index_ism2014.pdf
DOIs:
10.1109/ISM.2014.36
Source: PublicationPreSubmission
Source-ID: 102965036
Publication: Research - peer-review › Article in proceedings – Annual report year: 2015

IS-A diversified

We reconsider the nature and formal properties of the class inclusion relation, IS-A, from the point of view of information modeling and engineering of formal ontologies. In particular we review approaches to the elusive notion of intensionality. We then conduct an analysis adopting a metalogic setup where classes and properties are reified. This approach affords choices along the extensionality/intensionality spectrum. Our analysis concludes that the distinction between epistemic modes for distinguishing definitions, norms, hypotheses, and observational evidence is more important the extensionality/intensionality dichotomy in ontological engineering.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Nilsson, J. F. (Intern)
Pages: 17-24
Publication date: 2014

Host publication information
Title of host publication: Information Modelling and Knowledge Bases XXV
Publisher: IOS Press
ISBN (Print): 978-1-61499-360-5
Series: Frontiers in Artificial Intelligence and Applications
MMAS vs. Population-based EA on a family of dynamic fitness functions

We study the behavior of a population-based EA and the Max-Min Ant System (MMAS) on a family of deterministically-changing fitness functions, where, in order to find the global optimum, the algorithms have to find specific local optima within each of a series of phases. In particular, we prove that a \((2+1)\) EA with genotype diversity is able to find the global optimum of the Maze function, previously considered by Kötzing and Molter (PPSN 2012, 113–122), in polynomial time. This is then generalized to a hierarchy result stating that for every \(\mu\), a \((\mu+1)\) EA with genotype diversity is able to track a Maze function extended over a finite alphabet of \(\mu\) symbols, whereas population size \(\mu-1\) is not sufficient. Furthermore, we show that MMAS does not require additional modifications to track the optimum of the finite-alphabet Maze functions, and, using a novel drift statement to simplify the analysis, reduce the required phase length of the Maze function.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Lissovoi, A. (Intern), Witt, C. (Intern)
Pages: 1399-1406
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 2014 conference on Genetic and evolutionary computation (GECCO ’14)
Publisher: Association for Computing Machinery
ISBN (Electronic): 978-1-4503-2662-9
BFI conference series: Genetic and Evolutionary Computation Conference (5000582)
Main Research Area: Technical/natural sciences
Conference: Genetic and Evolutionary Computation Conference (GECCO 2014), Vancouver, Canada, 12/07/2014 - 12/07/2014
Evolutionary Algorithms, Ant Colony Optimization, Dynamic Problems, Populations, Runtime Analysis
DOIs: 10.1145/2576768.2598301
Publication: Research - peer-review › Article in proceedings – Annual report year: 2014

Multi-dimensional Type Theory: Rules, Categories and Combinators for Syntax and Semantics

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Villadsen, J. (Intern)
Pages: 167-189
Publication date: 2014

Host publication information
Title of host publication: Constraints and Language
Publisher: Cambridge Scholars Press
Editors: Blache, P., Christiansen, H., Dahl, V., Duchier, D., Villadsen, J.
Chapter: 8
Main Research Area: Technical/natural sciences
Publication: Research - peer-review › Book chapter – Annual report year: 2014

Nash Equilibria in Symmetric Games with Partial Observation

We investigate a model for representing large multiplayer games, which satisfy strong symmetry properties. This model is made of multiple copies of an arena; each player plays in his own arena, and can partially observe what the other players do. Therefore, this game has partial information and symmetry constraints, which make the computation of Nash equilibria difficult. We show several undecidability results, and for bounded-memory strategies, we precisely characterize the complexity of computing pure Nash equilibria (for qualitative objectives) in this game model.
Optimal decision procedures for satisfiability in fragments of alternating-time temporal logics

We consider several natural fragments of the alternating-time temporal logics ATL* and ATL with restrictions on the nesting between temporal operators and strategic quantifiers. We develop optimal decision procedures for satisfiability in these fragments, showing that they have much lower complexities than the full languages. In particular, we prove that the satisfiability problem for state formulae in the full 'strategically at' fragment of ATL* is PSPACE-complete, whereas the satisfiability problems in the at fragments of ATL and ATL+ are $\Sigma^P_3$-complete. We note that the nesting hierarchies for fragments of ATL* collapse in terms of expressiveness above nesting depth 1, hence our results cover all such fragments with lower complexities.

Optimal Tableaux-Based Decision Procedure for Testing Satisfiability in the Alternating-Time Temporal Logic ATL+

We develop a sound, complete and practically implementable tableaux-based decision method for constructive satisfiability testing and model synthesis in the fragment ATL+ of the full Alternating time temporal logic ATL+. The method extends in an essential way a previously developed tableaux-based decision method for ATL and works in 2EXPTIME, which is the optimal worst case complexity of the satisfiability problem for ATL+. We also discuss how suitable parameterizations and syntactic restrictions on the class of input ATL+ formulae can reduce the complexity of the satisfiability problem.
Output-Sensitive Pattern Extraction in Sequences

Genomic Analysis, Plagiarism Detection, Data Mining, Intrusion Detection, Spam Fighting and Time Series Analysis are just some examples of applications where extraction of recurring patterns in sequences of objects is one of the main computational challenges. Several notions of patterns exist, and many share the common idea of strictly specifying some parts of the pattern and to don’t care about the remaining parts. Since the number of patterns can be exponential in the length of the sequences, pattern extraction focuses on statistically relevant patterns, where any attempt to further refine or extend them causes a loss of significant information (where the number of occurrences changes). Output-sensitive algorithms have been proposed to enumerate and list these patterns, taking polynomial time $O(n^c)$ per pattern for constant $c > 1$, which is impractical for massive sequences of very large length $n$.

We address the problem of extracting maximal patterns with at most $k$ don’t care symbols and at least $q$ occurrences. Our contribution is to give the first algorithm that attains a stronger notion of output-sensitivity, borrowed from the analysis of data structures: the cost is proportional to the actual number of occurrences of each pattern, which is at most $n$ and practically much smaller than $n$ in real applications, thus avoiding the aforementioned cost of $O(n^c)$ per pattern.
Regaining the Square of Opposition in Formal Ontology Development

Use of formal ontologies is becoming widespread in information systems. Forerunners of formal ontologies are scientific classification systems such as the Linnaean biological ones. Unlike biological classifications modern formal ontologies are often non-hierarchical. A formal ontology in its basic form simply specifies all direct inclusion relationships between a finite repertoire of classes. Individuals may be conceived of as singleton classes. An assertion "P sub Q" states that class P is an immediate subclass of Q. These given relationships are often rendered as directed graphs. The subclass relationship induces a partial order relation corresponding to the relationship "all P are Q" in the square of opposition. Accordingly, so far, formal ontologies provide only assertions of the form "all P are Q". However, it is our contention that the three other assertion forms in the square of opposition come about implicitly by appropriate, often tacitly assumed default conventions as to be explained. Assume existential import so that all classes are considered non-empty, implying that there is no empty null class. Defaults: 1) Overlapping (i.e. non-disjoint) classes, viz. "some P are Q", has at least one common subclass. 2) Dually, classes are disjoint ("no P is Q") if they do not have a common subclass. 3) The assertion form "some P are not Q" is -- analogously to class overlap -- achieved by requiring that there be a subclass of P which is disjoint with Q. More radically this assertion may be held simply in the case that "all P are Q" does not hold. These default rules are routinely adopted in ontology development without mentioning. Appealing to these conventions, the 4 sentence forms in the square are effectively made at disposal. We discuss a first order metalogical formalization of the 4 sentence forms with classes reified as individual constants elucidating the logical relationships between the sentence forms. Our formalization appeals to non-provability. Non-provability incurs non-monotonicity, implying that extension of an ontology with additional subclass relationships may call for 86 retraction of derived square of opposition relationships. This reflects the crucial distinction between the closed world assumption (CWA) and the open world assumption (OWA).

Revised analysis of the (1+1) EA for the minimum spanning tree problem

We revisit the classical analysis of the (1+1) EA for the minimum spanning tree problem in the case that nothing is known about the weights of the underlying graph. Here the original upper bound on the expected running time by Neumann and Wegener [Theor. Comput. Sci. 378(1), 32-40, 2007], which depends on the largest weight of the graph, is of no use. The best upper bound available before in this case is due to Reichel and Skutella [FOGA 2009, 21-28] and is of order \(O(m^{3/2} \log n)\), where \(m\) is the number of edges and \(n\) the number of vertices. Using an adaptive drift analysis, we show the improved bound \(O(m^{3/2} (\sqrt{c(G)} + \log n))\), where \(c(G)\) is the circumference (length of the longest cycle) of the graph. This is only by an asymptotic factor of at most \(\sqrt{n}/\log n\) away from the classical lower bound. Furthermore, an alternative fitness function leading to the bound \(O(m^{3/2} \log n)\) is proposed, and limitations of the adaptive drift analysis are pointed out.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science , Algorithms and Logic
Authors: Nilsson, J. F. (Intern)
Pages: 85-86
Publication date: 2014

Host publication information
Title of host publication: Handbook of the world congress on the square of opposition iv
Main Research Area: Technical/natural sciences
Conference: 4th World Congress on the Square of Opposition, Holy See (Vatican City), 05/05/2014 - 05/05/2014
Electronic versions:
HANDBOOK_VATICAN_2014.pdf
Publication: Research - peer-review › Article in proceedings – Annual report year: 2014

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General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science , Algorithms and Logic
Authors: Witt, C. (Intern)
Pages: 509-516
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 2014 conference on Genetic and evolutionary computation (GECCO ’14)
Publisher: Association for Computing Machinery
ISBN (Electronic): 978-1-4503-2662-9
BFI conference series: Genetic and Evolutionary Computation Conference (5000582)
Robustness of Populations in Stochastic Environments

We consider stochastic versions of OneMax and Leading-Ones and analyze the performance of evolutionary algorithms with and without populations on these problems. It is known that the (1+1) EA on OneMax performs well in the presence of very small noise, but poorly for higher noise levels. We extend these results to LeadingOnes and to many different noise models, showing how the application of drift theory can significantly simplify and generalize previous analyses. Most surprisingly, even small populations (of size \(\log n\)) can make evolutionary algorithms perform well for high noise levels, well outside the abilities of the (1+1) EA! Larger population sizes are even more beneficial; we consider both parent and offspring populations. In this sense, populations are robust in these stochastic settings.

General information
State: Published
Authors: Gießen, C. (Intern), Kötzing, T. (Ekstern)
Pages: 1383-1390
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 2014 conference on Genetic and Evolutionary Computation (GECCO’14)
Publisher: Association for Computing Machinery
ISBN (Electronic): 978-1-4503-2662-9

Seeing is Believing: Formalising False-Belief Tasks in Dynamic Epistemic Logic

In this paper we show how to formalise false-belief tasks like the Sally-Anne task and the second-order chocolate task in Dynamic Epistemic Logic (DEL). False-belief tasks are used to test the strength of the Theory of Mind (ToM) of humans, that is, a human’s ability to attribute mental states to other agents. Having a ToM is known to be essential to human social intelligence, and hence likely to be essential to social intelligence of artificial agents as well. It is therefore important to understand ways of implementing a ToM in artificial agents, and to show that such agents can then solve false-belief tasks. In this paper, the approach is to use DEL as a formal framework for representing ToM, and use reasoning in DEL to solve false-belief tasks. In addition to formalising several false-belief tasks in DEL, the paper introduces some extensions of DEL itself: edge-conditioned event models and observability propositions. These extensions are introduced to provide better formalisations of the false-belief tasks, but expected to have independent future interest.

General information
State: Published
Organisations: Office for Study Programmes and Student Affairs, Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Bolander, T. (Intern)
Pages: 87-107
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the European Conference on Social Intelligence (ECSI-2014)
Editors: Herzig, A., Lorini, E.
Series: CEUR Workshop Proceedings
String Indexing for Patterns with Wildcards

We consider the problem of indexing a string $t$ of length $n$ to report the occurrences of a query pattern $p$ containing $m$ characters and $j$ wildcards. Let $occ$ be the number of occurrences of $p$ in $t$, and $\sigma$ the size of the alphabet. We obtain the following results. A linear space index with query time $O(m+\sigma j \log \log n + occ)$. This significantly improves the previously best known linear space index by Lam et al. (in Proc. 18th ISAAC, pp. 846-857, [2007]), which requires query time $O(jn)$ in the worst case. An index with query time $O(m+j+occ)$ using space $O(\mathbf{expression})$, where $k$ is the maximum number of wildcards allowed in the pattern. This is the first non-trivial bound with this query time. A time-space trade-off, generalizing the index by Cole et al. (in Proc. 36th STOC, pp. 91-100, [2004]). We also show that these indexes can be generalized to allow variable length gaps in the pattern. Our results are obtained using a novel combination of well-known and new techniques, which could be of independent interest.
Strongly 2-connected orientations of graphs

We prove that a graph admits a strongly 2-connected orientation if and only if it is 4-edge-connected, and every vertex-deleted subgraph is 2-edge-connected. In particular, every 4-connected graph has such an orientation while no cubic 3-connected graph has such an orientation.

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, King Abdulaziz University
Authors: Thomassen, C. (Intern)
Pages: 67-78
Publication date: 2014
Main Research Area: Technical/natural sciences

Publication information

Journal: Journal of Combinatorial Theory. Series B
Volume: 110
ISSN (Print): 0095-8956
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed yes
BFI (2016): BFI-level 2
Scopus rating (2016): CiteScore 1.13 SJR 1.965 SNIP 1.959
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 2
Scopus rating (2015): SJR 2.235 SNIP 2.057 CiteScore 1.29
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 2
Scopus rating (2014): SJR 2.211 SNIP 2.018 CiteScore 1.1
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 2
Scopus rating (2013): SJR 2.124 SNIP 1.956 CiteScore 1.19
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
Sublinear Space Algorithms for the Longest Common Substring Problem

Given \( m \) documents of total length \( n \), we consider the problem of finding a longest string common to at least \( d \geq 2 \) of the documents. This problem is known as the longest common substring (LCS) problem and has a classic \( O(n) \) space and \( O(n) \) time solution (Weiner [FOCS'73], Hui [CPM'92]). However, the use of linear space is impractical in many applications. In this paper we show that for any trade-off parameter \( 1 \leq \tau \leq n \), the LCS problem can be solved in \( O(\tau) \) space and \( O(n^2/\tau) \) time, thus providing the first smooth deterministic time-space trade-off from constant to linear space. The result uses a new and very simple algorithm, which computes a \( \tau \)-additive approximation to the LCS in \( O(n^2/\tau) \) time and \( O(1) \) space. We also show a time-space trade-off lower bound for deterministic branching programs, which implies that any deterministic RAM algorithm solving the LCS problem on documents from a sufficiently large alphabet in \( O(\tau) \) space must use \( \Omega(n\cdot\log(n(\tau \log n))/\log \log(n(\tau \log n))) \) time.

General information

State: Published

Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Warsaw, Higher School of Economics

Authors: Kociumaka, T. (Ekstern), Starikovskaya, T. (Ekstern), Vildhøj, H. W. (Intern)

Pages: 605-617

Publication date: 2014
Substring Range Reporting

We revisit various string indexing problems with range reporting features, namely, position-restricted substring searching, indexing substrings with gaps, and indexing substrings with intervals. We obtain the following main results.

We give efficient reductions for each of the above problems to a new problem, which we call substring range reporting. Hence, we unify the previous work by showing that we may restrict our attention to a single problem rather than studying each of the above problems individually.

We show how to solve substring range reporting with optimal query time and little space. Combined with our reductions this leads to significantly improved time-space trade-offs for the above problems. In particular, for each problem we obtain the first solutions with optimal time query and $O(n \log \Omega(1)n)$ space, where $n$ is the length of the indexed string.

We show that our techniques for substring range reporting generalize to substring range counting and substring range emptiness variants. We also obtain non-trivial time-space trade-offs for these problems.

Our bounds for substring range reporting are based on a novel combination of suffix trees and range reporting data structures. The reductions are simple and general and may apply to other combinations of string indexing with range reporting.
Symmetry Reduction in Infinite Games with Finite Branching

Symmetry reduction has been applied extensively for verification of finite state concurrent systems and hardware designs using model-checking of the temporal logics LTL, CTL and CTL*, as well as real-time and probabilistic system model-checking. In this paper we extend the technique to handle infinite-state games on graphs with finite branching where the objectives of the players can be very general. As particular applications, it is shown that the technique can be applied to reduce the state space in parity games as well as when doing model-checking of the Alternating-time temporal logic ATL.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Centre National de la Recherche Scientifique
Authors: Markey, N. (Ekstern), Vester, S. (Intern)
Number of pages: 15
Pages: 281-296
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 12th International Symposium on Automated Technology for Verification and Analysis (ATVA 2014)
Publisher: Springer
Editors: Cassez, F., Raskin, J.
ISBN (Print): 978-3-319-11935-9
Tetravalent one-regular graphs of order $4p^2$

A graph is one-regular if its automorphism group acts regularly on the set of its arcs. In this paper tetravalent one-regular graphs of order $4p^2$, where $p$ is a prime, are classified.

The AORTA Architecture: Integrating Organizational Reasoning in Jason

Open systems are characterized by a diversity of heterogeneous and autonomous agents that act according to private goals, and with a behavior that is hard to predict. They can be regulated through organizations similar to human organizations, which regulate the agents’ behavior space and describe the expected behavior of the agents. Agents need to be able to reason about the regulations, so that they can act within the expected boundaries and work towards the objectives of the organization. In this paper, we propose the AORTA architecture for making agents organization-aware. It is designed such that it provides organizational reasoning capabilities to agents implemented in existing agent programming languages without being tied to a specific organizational model. We show how it can be integrated in the
Jason agent programming language, and discuss how the agents can coordinate their organizational tasks using AORTA.

**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Delft University of Technology
Authors: Jensen, A. S. (Intern), Dignum, V. (Ekstern), Villadsen, J. (Intern)
Pages: 112-128
Publication date: 2014

**Host publication information**
Title of host publication: Pre-proceedings of EMAS 2014: 2nd Workshop on Engineering Multi-Agent Systems
Main Research Area: Technical/natural sciences
Workshop: 2nd Workshop on Engineering Multi-Agent Systems, Paris, France, 05/05/2014 - 05/05/2014
Electronic versions: emas_14_informal_proc.pdf
Source: PublicationPreSubmission
Source-ID: 92351042
Publication: Research - peer-review › Article in proceedings – Annual report year: 2014

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**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Delft University of Technology
Authors: Jensen, A. S. (Intern), Dignum, V. (Ekstern), Villadsen, J. (Intern)
Pages: 127-145
Publication date: 2014

**Host publication information**
Publisher: Springer
Editors: Dalpiaz, F., Dix, J., van Riemsdijk, M. B.
ISBN (Print): 978-3-319-14483-2
ISBN (Electronic): 978-3-319-14484-9

Series: Lecture Notes in Computer Science
Volume: 8758
ISSN: 0302-9743
Main Research Area: Technical/natural sciences
Workshop: 2nd Workshop on Engineering Multi-Agent Systems, Paris, France, 05/05/2014 - 05/05/2014
Publication: Research - peer-review › Article in proceedings – Annual report year: 2014

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The dark side of interval temporal logic: marking the undecidability border
Unlike the Moon, the dark side of interval temporal logics is the one we usually see: their ubiquitous undecidability. Identifying minimal undecidable interval logics is thus a natural and important issue in that research area. In this paper, we identify several new minimal undecidable logics amongst the fragments of Halpem and Shoham's logic HS, including the logic of the overlaps relation, over the classes of all finite linear orders and all linear orders, as well as the logic of the meets and subinterval relations, over the classes of all and dense linear orders. Together with previous undecidability results, this work contributes to bringing the identification of the dark side of interval temporal logics very close to the definitive picture.

**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Delft University of Technology
Authors: Jensen, A. S. (Intern), Dignum, V. (Ekstern), Villadsen, J. (Intern)
Pages: 112-128
Publication date: 2014

**Host publication information**
Title of host publication: Pre-proceedings of EMAS 2014: 2nd Workshop on Engineering Multi-Agent Systems
Main Research Area: Technical/natural sciences
Workshop: 2nd Workshop on Engineering Multi-Agent Systems, Paris, France, 05/05/2014 - 05/05/2014
Electronic versions: emas_14_informal_proc.pdf
Source: PublicationPreSubmission
Source-ID: 92351042
Publication: Research - peer-review › Article in proceedings – Annual report year: 2014

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**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Delft University of Technology
Authors: Jensen, A. S. (Intern), Dignum, V. (Ekstern), Villadsen, J. (Intern)
Pages: 127-145
Publication date: 2014

**Host publication information**
Publisher: Springer
Editors: Dalpiaz, F., Dix, J., van Riemsdijk, M. B.
ISBN (Print): 978-3-319-14483-2
ISBN (Electronic): 978-3-319-14484-9

Series: Lecture Notes in Computer Science
Volume: 8758
ISSN: 0302-9743
Main Research Area: Technical/natural sciences
Workshop: 2nd Workshop on Engineering Multi-Agent Systems, Paris, France, 05/05/2014 - 05/05/2014
Publication: Research - peer-review › Article in proceedings – Annual report year: 2014

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**General information**
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Delft University of Technology
Authors: Jensen, A. S. (Intern), Dignum, V. (Ekstern), Villadsen, J. (Intern)
Pages: 112-128
Publication date: 2014

**Host publication information**
Title of host publication: Pre-proceedings of EMAS 2014: 2nd Workshop on Engineering Multi-Agent Systems
Main Research Area: Technical/natural sciences
Workshop: 2nd Workshop on Engineering Multi-Agent Systems, Paris, France, 05/05/2014 - 05/05/2014
Electronic versions: emas_14_informal_proc.pdf
Source: PublicationPreSubmission
Source-ID: 92351042
Publication: Research - peer-review › Article in proceedings – Annual report year: 2014
General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Verona, Reykjavik University, University of Murcia, University of Udine
Authors: Bresolin, D. (Ekstern), Monica, D. D. (Ekstern), Goranko, V. (Intern), Montanari, A. (Ekstern), Sciavicco, G. (Ekstern)
Number of pages: 43
Pages: 41-83
Publication date: 2014
Main Research Area: Technical/natural sciences

Publication information
Journal: Annals of Mathematics and Artificial Intelligence
Volume: 71
Issue number: 1-3
ISSN (Print): 1012-2443
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): SJR 0.441 SNIP 1.069 CiteScore 1.27
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.497 SNIP 0.986 CiteScore 0.93
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.517 SNIP 1.418 CiteScore 1.08
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.409 SNIP 0.92 CiteScore 0.94
ISI indexed (2013): ISI indexed yes
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.361 SNIP 1.072 CiteScore 0.65
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.412 SNIP 1.132 CiteScore 0.78
ISI indexed (2011): ISI indexed yes
Web of Science (2011): Indexed yes
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.372 SNIP 0.881
Web of Science (2010): Indexed yes
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.535 SNIP 1.25
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.794 SNIP 1.243
Scopus rating (2007): SJR 0.663 SNIP 1.197
Scopus rating (2006): SJR 0.493 SNIP 1.129
Scopus rating (2005): SJR 0.771 SNIP 1.434
Scopus rating (2004): SJR 0.589 SNIP 1.728
Scopus rating (2003): SJR 0.548 SNIP 0.994
Scopus rating (2002): SJR 0.752 SNIP 1.287
Scopus rating (2001): SJR 0.835 SNIP 1.73
Scopus rating (2000): SJR 0.503 SNIP 0.867
Scopus rating (1999): SJR 0.277 SNIP 0.699
Original language: English
Interval temporal logic, Tiling problems, Undecidability
DOIs:
10.1007/s10472-013-9376-4
Time–space trade-offs for longest common extensions

We revisit the longest common extension (LCE) problem, that is, preprocess a string T into a compact data structure that supports fast LCE queries. An LCE query takes a pair (i,j) of indices in T and returns the length of the longest common prefix of the suffixes of T starting at positions i and j. We study the time–space trade-offs for the problem, that is, the space used for the data structure vs. the worst-case time for answering an LCE query. Let n be the length of T. Given a parameter τ, 1≤τ≤n, we show how to achieve either O(n/τ) space and O(τ) query time, or O(n/τ) space and O(τlog(|LCE(i,j)|/τ)) query time, where |LCE(i,j)| denotes the length of the LCE returned by the query. These bounds provide the first smooth trade-offs for the LCE problem and almost match the previously known bounds at the extremes when τ=1 or τ=n. We apply the result to obtain improved bounds for several applications where the LCE problem is the computational bottleneck, including approximate string matching and computing palindromes. We also present an efficient technique to reduce LCE queries on two strings to one string. Finally, we give a lower bound on the time–space product for LCE data structures in the non-uniform cell probe model showing that our second trade-off is nearly optimal.

General information
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Pages: 42-50
Publication date: 2014
Main Research Area: Technical/natural sciences

Publication information
Journal: Journal of Discrete Algorithms
Volume: 25
ISSN (Print): 1570-8667
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 0.76 SJR 0.513 SNIP 0.856
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.682 SNIP 1.105 CiteScore 0.81
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.583 SNIP 0.758 CiteScore 0.75
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.767 SNIP 1.075 CiteScore 0.97
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.836 SNIP 1.47 CiteScore 1.25
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.612 SNIP 1.352 CiteScore 0.91
Scopus rating (2010): SJR 0.634 SNIP 1.021
Scopus rating (2009): SJR 0.764 SNIP 1.216
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.87 SNIP 1.343
Scopus rating (2007): SJR 0.751 SNIP 1.625
Scopus rating (2006): SJR 0.741 SNIP 1.003
Scopus rating (2005): SJR 0.556 SNIP 1.603
Scopus rating (2004): SJR 0.331 SNIP 0.656
Original language: English
Longest common extension, Approximate string matching, Palindrome, Tandem repeat, Time–space trade-off
Electronic versions:
1211.0270.pdf
DOIs:
10.1016/j.jda.2013.06.003
Towards optimal packed string matching

In the packed string matching problem, it is assumed that each machine word can accommodate up to α characters, thus an n-character string occupies n/α memory words. (a) We extend the Crochemore–Perrin constant-space O(n)-time string-matching algorithm to run in optimal O(n/α) time and even in real-time, achieving a factor α speedup over traditional algorithms that examine each character individually. Our macro-level algorithm only uses the standard AC0 instructions of the word-RAM model (i.e., no integer multiplication) plus two specialized micro-level AC0 word-size packed-string instructions. The main word-size string-matching instruction \textit{wasm} is available in contemporary commodity processors. The other word-size maximum-suffix instruction \textit{wslm} is only required during the pattern pre-processing. Benchmarks show that our solution can be efficiently implemented, unlike some prior theoretical packed string matching work. (b) We also consider the complexity of the packed string matching problem in the classical word-RAM model in the absence of the specialized micro-level instructions \textit{wasm} and \textit{wslm}. We propose micro-level algorithms for the theoretically efficient emulation using parallel algorithms techniques to emulate \textit{wasm} and using the Four-Russians technique to emulate \textit{wslm}. Surprisingly, our bit-parallel emulation of \textit{wasm} also leads to a new simplified parallel random access machine string-matching algorithm. As a byproduct to facilitate our results we develop a new algorithm for finding the leftmost (most significant) 1 bits in consecutive non-overlapping blocks of uniform size inside a word. This latter problem is not known to be reducible to finding the rightmost 1, which can be easily solved, since we do not know how to reverse the bits of a word in O(1) time.

General information

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Pages: 111-129
Publication date: 2014
Main Research Area: Technical/natural sciences
Union-Find with Constant Time Deletions

A union-find data structure maintains a collection of disjoint sets under the operations makeset, union, and find. Kaplan, Shafrir, and Tarjan [SODA 2002] designed data structures for an extension of the union-find problem in which items of the sets maintained may be deleted. The cost of a delete operation in their implementations is essentially the same as the cost of a find operation; namely, $O(\log n)$ worst-case and $O(\alpha_M/N(n))$ amortized, where $n$ is the number of items in the set returned by the find operation, $N$ is the total number of makeset operations performed, $M$ is the total number of find operations performed, and $\alpha_M/N(n)$ is a functional inverse of Ackermann’s function. They left open the question whether delete operations can be implemented more efficiently than find operations, for example, in $o(\log n)$ worst-case time. We resolve this open problem by presenting a relatively simple modification of the classical union-find data structure that supports delete, as well as makeset and union operations, in constant worst-case time, while still supporting find operations in $O(\log n)$ worst-case time and $O(\alpha_M/N(n))$ amortized time. Our analysis supplies, in particular, a very concise potential-based amortized analysis of the standard union-find data structure that yields an $O(\alpha_M/N(n))$ amortized bound on the cost of find operations. All previous potential-based analyses yielded the weaker amortized bound of $O(\alpha_M/N(N))$. Furthermore, our tighter analysis extends to one-path variants of the path compression technique such as path splitting.

General information

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Number of pages: 28
Publication date: 2014
Main Research Area: Technical/natural sciences

Publication information
Journal: ACM Transactions on Algorithms
Volume: 11
Issue number: 1
A Comparison of Organization-Centered and Agent-Centered Multi-Agent Systems

Whereas most classical multi-agent systems have the agent in center, there has recently been a development towards focusing more on the organization of the system, thereby allowing the designer to focus on what the system goals are, without considering how the goals should be fulfilled.

We have developed and evaluated two teams of agents for a variant of the well-known Bomberman computer game. One team is based on the basic Jason system, which is an implementation in Java of an extension of the logic-based agent-oriented programming language AgentSpeak. The other team is based on the organizational model Moise+, which is combined with Jason in the middleware called J-Moise+.

We have investigated whether taking the organization-oriented approach had any clear advantages to the classical way of implementing multi-agent systems. Although not decisive the investigation did indicate that the agent-oriented approach has a number of advantages when it comes to game-like scenarios with just a few different character types.
Alternating-time temporal logic with finite-memory strategies

Model-checking the alternating-time temporal logics ATL and ATL* with incomplete information is undecidable for perfect recall semantics. However, when restricting to memoryless strategies the model-checking problem becomes decidable. In this paper we consider two other types of semantics based on finite-memory strategies. One where the memory size allowed is bounded and one where the memory size is unbounded (but must be finite). This is motivated by the high complexity of model-checking with perfect recall semantics and the severe limitations of memoryless strategies. We show that both types of semantics introduced are different from perfect recall and memoryless semantics and next focus on the decidability and complexity of model-checking in both complete and incomplete information games for ATL/ATL*. In particular, we show that the complexity of model-checking with bounded-memory semantics is \( \Delta_2 \text{p-complete} \) for ATL and PSPACE-complete for ATL* in incomplete information games just as in the memoryless case. We also present a proof that ATL and ATL* model-checking is undecidable for \( n \geq 3 \) players with finite-memory semantics in incomplete information games.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
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Pages: 194–207
Publication date: 2013

Host publication information
Title of host publication: Proceedings Fourth International Symposium on Games, Automata, Logics and Formal Verification
Series: Electronic Proceedings in Theoretical Computer Science
Volume: 119
ISSN: 2075-2180
Main Research Area: Technical/natural sciences
Conference: 4th International Symposium on Games, Automata, Logics and Formal Verification (GandALF 2013), Borca di Cadore, Dolomites, Italy, 29/08/2013 - 29/08/2013
Electronic versions:
arXiv.pdf
DOIs:
10.4204/EPTCS.119.17

Bibliographical note
Copyright Steen Vester. This work is licensed under the Creative Commons Attribution License.
Source: dtu
Source-ID: n:oai:DTIC-ART:doaj/389742331::33587
Publication: Research - peer-review › Article in proceedings – Annual report year: 2013
A method to derive fixed budget results from expected optimisation times

At last year's GECCO a novel perspective for theoretical performance analysis of evolutionary algorithms and other randomised search heuristics was introduced that concentrates on the expected function value after a pre-defined number of steps, called budget. This is significantly different from the common perspective where the expected optimisation time is analysed. While there is a huge body of work and a large collection of tools for the analysis of the expected optimisation time the new fixed budget perspective introduces new analytical challenges. Here it is shown how results on the expected optimisation time that are strengthened by deviation bounds can be systematically turned into fixed budget results. We demonstrate our approach by considering the (1+1) EA on LeadingOnes and significantly improving previous results. We prove that deviating from the expected time by an additive term of ω(n^{3/2}) happens only with probability o(1). This is turned into tight bounds on the function value using the inverse function. We use three, increasingly strong or general approaches to proving the deviation bounds, namely via Chebyshev's inequality, via Chernoff bounds for geometric random variables, and via variable drift analysis.

General information
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Pages: 1581-1588
Publication date: 2013

Host publication information
Title of host publication: Proceeding of the fifteenth annual conference on Genetic and evolutionary computation
Publisher: Association for Computing Machinery
ISBN (Print): 978-1-4503-1963-8
BFI conference series: Genetic and Evolutionary Computation Conference (5000582)
Main Research Area: Technical/natural sciences
Conference: Genetic and Evolutionary Computation Conference (GECCO 2013), Amsterdam, Netherlands, 06/07/2013 - 06/07/2013
DOIs: 10.1145/2463372.2463565
Source: dtu
Source-ID: n:oai:DTIC-ART:acm/390779057::31782
Publication: Research - peer-review » Article in proceedings – Annual report year: 2013

An Offer You Cannot Refuse: Obtaining Efficiency and Fairness in Preplay Negotiation Games with Conditional Offers

We study a recently introduced extension of normal form games with a phase before the actual play of the game, where each player can make binding offers for payments of utility to the other players after the play of the game, contingent on the recipient playing the strategy indicated in the offer. Such offers transform the payoff matrix of the original game and allow for some degree of cooperation between rational players while preserving the non-cooperative nature of the game. We focus on 2-player negotiations games arising in the preplay phase when offers for payments are made conditional on a suggested matching offer of the same kind being made in return by the receiver. We study and analyze such bargaining games, obtain results describing their possible solutions and discuss the degrees of efficiency and fairness that can be achieved in such negotiation process depending on whether time is valuable or not.

General information
State: Published
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Pages: 110-123
Publication date: 2013

Host publication information
Title of host publication: Logic, Rationality, and Interaction : 4th International Workshop, LORI 2013, Hangzhou, China, October 9-12, 2013, Proceedings
Publisher: Springer
ISBN (Print): 978-3-642-40947-9
ISBN (Electronic): 978-3-642-40948-6
BFI conference series: Logic, Rationality, and Interaction (5010128)
Main Research Area: Technical/natural sciences
Workshop: 4th International Workshop on Logic, Rationality, and Interaction (LORI 2013), Hangzhou, China, 09/10/2013 - 09/10/2013
Artificial intelligence, Computer science, Game theory
A Seligman-Style Tableau System

Proof systems for hybrid logic typically use @-operators to access information hidden behind modalities; this labeling approach lies at the heart of most resolution, natural deduction, and tableau systems for hybrid logic. But there is another, less well-known approach, which we have come to believe is conceptually clearer. We call this Seligman-style inference, as it was first introduced and explored by Jerry Seligman in the setting of natural deduction and sequent calculus in the late 1990s. The purpose of this paper is to introduce a Seligman-style tableau system.

The most obvious feature of Seligman-style systems is that they work with arbitrary formulas, not just formulas prefixed by @-operators. To achieve this in a tableau system, we introduce a rule called GoTo which allows us to “jump to a named world” on a tableau branch, thereby creating a local proof context (which we call a block) on that branch. To the surprise of some of the authors (who have worked extensively on developing the labeling approach) Seligman-style inference is often clearer: not only is the approach more modular, individual proofs can be more direct. We briefly discuss termination and extensions to richer logics, and relate our system to Seligman’s original sequent calculus.

Belief Revision in the GOAL Agent Programming Language

Agents in a multiagent system may in many cases find themselves in situations where inconsistencies arise. In order to properly deal with these, a good belief revision procedure is required. This paper illustrates the usefulness of such a procedure: a certain belief revision algorithm is considered in order to deal with inconsistencies and, particularly, the issue of inconsistencies, and belief revision is examined in relation to the GOAL agent programming language.
Bisimulation for Single-Agent Plausibility Models

Epistemic plausibility models are Kripke models agents use to reason about the knowledge and beliefs of themselves and each other. Restricting ourselves to the single-agent case, we determine when such models are indistinguishable in the logical language containing conditional belief, i.e., we define a proper notion of bisimulation, and prove that bisimulation corresponds to logical equivalence on image-finite models. We relate our results to other epistemic notions, such as safe belief and degrees of belief. Our results imply that there are only finitely many non-bisimilar single-agent epistemic plausibility models on a finite set of propositions. This gives decidability for single-agent epistemic plausibility planning.

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Pages: 277-288
Publication date: 2013

Host publication information
Title of host publication: AI 2013: Advances in Artificial Intelligence : 26th Australasian Joint Conference, Dunedin, New Zealand, December 1-6, 2013. Proceedings
Compact q-gram Profiling of Compressed Strings

We consider the problem of computing the q-gram profile of a string T of size N compressed by a context-free grammar with n production rules. We present an algorithm that runs in O(N−α) expected time and uses O(n+kT,q) space, where N−α<qn is the exact number of characters decompressed by the algorithm and kT,q≤N−α is the number of distinct q-grams in T. This simultaneously matches the current best known time bound and improves the best known space bound. Our space bound is asymptotically optimal in the sense that any algorithm storing the grammar and the q-gram profile must use Ω(n+kT,q) space. To achieve this we introduce the q-gram graph that space-efficiently captures the structure of a string with respect to its q-grams, and show how to construct it from a grammar.

Conceptual Pathway Querying of Natural Logic Knowledge Bases from Text Bases

We describe a framework affording computation of conceptual pathways between a pair of terms presented as a query to a text database. In this framework, information is extracted from text sentences and becomes represented in natural logic, which is a form of logic coming much closer to natural language than predicate logic. Natural logic accommodates a variety of scientific parlance, ontologies and domain models. It also supports a semantic net or graph view of the knowledge base. This admits computation of relationships between concepts simultaneously through pathfinding in the knowledge base graph and deductive inference with the stored assertions. We envisage use of the developed pathway functionality, e.g., within bio-, pharma-, and medical sciences for calculating bio-pathways and causal chains.
Deciding between Conflicting Influences

This paper investigates an approach of decision making internally in an agent where a decision is based on preference and expectation. The approach uses a logic for qualitative decision theory proposed by Boutilier to express such notions. To make readily use of this we describe a simple method for generating preference and expectation models that respect certain rules provided by the agents, and we briefly discuss how to integrate the approach into an existing agent programming language.

Deciding Between Conflicting Influences

This paper investigates an approach of decision making internally in an agent in which a decision is based on both preference and expectation. The approach uses a logic for qualitative decision theory proposed by Boutilier in order to express such notions. To make readily use of this we describe a simple method for generating preference and expectation models that respect certain rules provided by the agents, and we briefly discuss how to integrate the approach into an existing agent programming language.
Decomposing a graph into bistars

Bárat and the present author conjectured that, for each tree T, there exists a natural number k_T such that the following holds: If G is a k_T-edge-connected graph such that |E(T)| divides |E(G)|, then G has a T-decomposition, that is, a decomposition of the edge set into trees each of which is isomorphic to T. The conjecture has been verified for infinitely many paths and for each star. In this paper we verify the conjecture for an infinite family of trees that are neither paths nor stars, namely all the bistars S(k,k+1).
Decomposing graphs into paths of fixed length

Barát and Thomassen have conjectured that, for any fixed tree $T$, there exists a natural number $k_T$ such that the following holds: If $G$ is a $k_T$-edge-connected graph such that $|E(T)|$ divides $|E(G)|$, then $G$ has a $T$-decomposition. The conjecture is trivial when $T$ has one or two edges. Before submission of this paper, the conjecture had been verified only for two other trees: the paths of length 3 and 4, respectively. In this paper we verify the conjecture for each path whose length is a power of 2.
Diagrammatic Reasoning with Classes and Relationships

We present and discuss a diagrammatic visualization and reasoning language coming about by augmenting Euler diagrams with higraphs. The diagrams serve (hierarchical as well as trans-hierarchical) classification and specification of various logical relationships between classes. The diagrams rely on a well-defined underlying class-relationship logic, called CRL, being a fragment of predicate logic. The inference rules at the level of diagrams take form of simple diagrammatic ipso facto rules. The diagrams are intended for computerization by offering navigation and zooming facilities as known from road maps. As such they may facilitate ontological engineering, which often involves larger amounts of data. The underlying inference process is expressible in function-free definite clauses, datalog. We also discuss the
Dimensions of Organizational Coordination

It is hard, if not impossible, to assume anything about agents' behavior in a society with heterogeneous agents from different sources. Organizations are used to restrict and guide the agents' actions such that the global objectives of the society are achieved. We discuss how agents can be supported to include organizational objectives and constraints into their reasoning processes by considering two alternatives: agent reasoning and middleware regulation. We show how agents can use an organizational specification to achieve organizational objectives by delegating and coordinating their activities with other agents in the society, using the GOAL agent programming language and the OperA organizational model.

Engineering a Multi-Agent System in GOAL

We provide a brief description of the GOAL-DTU system, including the overall design, the tools and the algorithms that we used in the Multi-Agent Programming Contest 2013. We focus on a description of the strategies and on an analysis of the matches. We also evaluate our experiences with the GOAL agent programming language. Our strategies worked well in general and we earned a second place in the contest only losing to the winning team. Finally we provide some suggestions for future contests.
Evolutionary Algorithms for the Detection of Structural Breaks in Time Series

Detecting structural breaks is an essential task for the statistical analysis of time series, for example, for fitting parametric models to it. In short, structural breaks are points in time at which the behavior of the time series changes. Typically, no solid background knowledge of the time series under consideration is available. Therefore, a black-box optimization approach is our method of choice for detecting structural breaks. We describe a evolutionary algorithm framework which easily adapts to a large number of statistical settings. The experiments on artificial and real-world time series show that the algorithm detects break points with high precision and is computationally very efficient.

A reference implementation is available at the following address: http://www2.imm.dtu.dk/~pafi/SBX/launch.html

Fingerprints in Compressed Strings

The Karp-Rabin fingerprint of a string is a type of hash value that due to its strong properties has been used in many string algorithms. In this paper we show how to construct a data structure for a string $S$ of size $N$ compressed by a context-free grammar of size $n$ that answers fingerprint queries. That is, given indices $i$ and $j$, the answer to a query is the fingerprint of the substring $S[i..j]$. We present the first $O(n)$ space data structures that answer fingerprint queries without decompressing any characters. For Straight Line Programs (SLP) we get $O(\log N)$ query time, and for Linear SLPs (an SLP derivative that captures LZ78 compression and its variations) we get $O(\log \log N)$ query time. Hence, our data structures have the same time and space complexity as for random access in SLPs. We utilize the fingerprint data structures to solve the longest common extension problem in query time $O(\log \text{NLog} i)$ and $O(\log \text{LogLog} i + \log \log N)$ for SLPs and Linear SLPs, respectively. Here, $i$ denotes the length of the LCE.
Finite groups in which some particular subgroups are TI-subgroups
We prove that G is a group in which all noncyclic subgroups are TI-subgroups if and only if all noncyclic subgroups of G are normal in G. Moreover, we classify groups in which all subgroups of even order are TI-subgroups.
Formalizing Theatrical Performances Using Multi-Agent Organizations

Theatrical performances usually follow strict scripts and actors are not allowed to deviate. A Danish theatrical group, Theater 770°Celsius, has invented a new method called In Real Life, in which only certain events in the storyline are specified and the actors are supposed to improvise to reach these events. The method bears a resemblance to multi-agent systems and we show how it can be formalized using the multi-agent organizational model OperA.

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Publication date: 2013

How to Be Both Rich and Happy: Combining Quantitative and Qualitative Strategic Reasoning about Multi-Player Games

We propose a logical framework combining a game-theoretic study of abilities of agents to achieve quantitative objectives in multi-player games by optimizing payoffs or preferences on outcomes with a logical analysis of the abilities of players for achieving qualitative objectives of players, i.e., reaching or maintaining game states with desired properties. We enrich concurrent game models with payoffs for the normal form games associated with the states of the model and propose a quantitative extension of the logic ATL*: enabling the combination of quantitative and qualitative reasoning.

General information
State: Published
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Number of pages: 9
Pages: 33-41
Publication date: 2013
Conference: 1st Workshop on Strategic Reasoning (SR 2013), Rome, Italy, 16/03/2013 - 16/03/2013
Main Research Area: Technical/natural sciences

Publication information
Journal: Electronic Proceedings in Theoretical Computer Science
Volume: 112
ISSN (Print): 2075-2180
Ratings:
Web of Science (2017): Indexed yes
Hybridizing Evolutionary Algorithms with Opportunistic Local Search

There is empirical evidence that memetic algorithms (MAs) can outperform plain evolutionary algorithms (EAs). Recently the first runtime analyses have been presented proving the aforementioned conjecture rigorously by investigating Variable-Depth Search, VDS for short (Sudholt, 2008). Sudholt raised the question if there are problems where VDS performs badly. We answer this question in the affirmative in the following way. We analyze MAs with VDS, which is also known as Kernighan-Lin for the TSP, on an artificial problem and show that MAs with a simple first-improvement local search outperform VDS. Moreover, we show that the performance gap is exponential. We analyze the features leading to a failure of VDS and derive a new local search operator, coined Opportunistic Local Search, that can easily overcome regions of the search space where local optima are clustered. The power of this new operator is demonstrated on the Rastrigin function encoded for binary hypercubes. Our results provide further insight into the problem of how to prevent local search algorithms to get stuck in local optima from a theoretical perspective. The methods stem from discrete probability theory and combinatorics.

Improved Runtime Analysis of the Simple Genetic Algorithm

A runtime analysis of the Simple Genetic Algorithm (SGA) for the OneMax problem has recently been presented proving that the algorithm requires exponential time with overwhelming probability. This paper presents an improved analysis which overcomes some limitations of our previous one. Firstly, the new result holds for population sizes up to $\mu = n^{1/4}$ epsilon which is an improvement up to a power of 2 larger. Secondly, we present a technique to bound the diversity of the population that does not require a bound on its bandwidth. Apart from allowing a stronger result, we believe this is a major improvement towards the reusability of the techniques in future systematic analyses of GAs. Finally, we consider the more natural SGA using selection with replacement rather than without replacement although the results hold for both algorithmic versions. Experiments are presented to explore the limits of the new and previous mathematical techniques.
Java to C: A Primer
This book is designed to be used as a quick introduction to C for programmers already familiar with Java. It is not a replacement for a reference book on C but is instead a supplement.

For the programmer already familiar with Java, the typical book on C requires the reader to wade through many details of already-familiar material. In this book, we quickly present the main concepts needed to begin writing serious programs in C, highlighting the differences between C and Java.

Metric propositional neighborhood logics on natural numbers
Interval logics formalize temporal reasoning on interval structures over linearly (or partially) ordered domains, where time intervals are the primitive ontological entities and truth of formulae is defined relative to time intervals, rather than time points. In this paper, we introduce and study Metric Propositional Neighborhood Logic (MPNL) over natural numbers. MPNL features two modalities referring, respectively, to an interval that is “met by” the current one and to an interval that “meets” the current one, plus an infinite set of length constraints, regarded as atomic propositions, to constrain the length of intervals. We argue that MPNL can be successfully used in different areas of computer science to combine qualitative and quantitative interval temporal reasoning, thus providing a viable alternative to well-established logical frameworks such as Duration Calculus. We show that MPNL is decidable in double exponential time and expressively complete with respect to a well-defined sub-fragment of the two-variable fragment $FO_2[N,=,<,s]$ of first-order logic for linear orders with successor function, interpreted over natural numbers. Moreover, we show that MPNL can be extended in a natural way to cover full $FO_2[N,=,<,s]$, but, unexpectedly, the latter (and hence the former) turns out to be undecidable.
Multi-Agent Programming Contest 2013: The Teams and the Design of Their Systems

Five teams participated in the Multi-Agent Programming Contest in 2013: All of them gained experience in 2012 already. In order to better understand which paradigms they used, which techniques they considered important and how much work they invested, the organisers of the contest compiled together a detailed list of questions (circa 50). This paper collects all answers to these questions as given by the teams.

General information
State: Published
Nowhere-zero 3-flows and modulo $k$-orientations

The main theorem of this paper provides partial results on some major open problems in graph theory, such as Tutte's 3-flow conjecture (from the 1970s) that every 4-edge connected graph admits a nowhere-zero 3-flow, the conjecture of Jaeger, Linial, Payan and Tarsi (1992) that every 5-edge-connected graph is $\mathbb{Z}_3$-connected, Jaeger's circular flow conjecture (1984) that for every odd natural number $k\geq 3$, every $(2k-2)$-edge-connected graph has a modulo $k$-orientation, etc. It was proved recently by Thomassen that, for every odd number $k\geq 3$, every $(2k^2+k)$-edge-connected graph $G$ has a modulo $k$-orientation; and every 8-edge-connected graph $G$ is $\mathbb{Z}_3$-connected and admits therefore a nowhere-zero 3-flow.

In the present paper, Thomassen's method is refined to prove the following: For every odd number $k\geq 3$, every $(3k-3)$-edge-connected graph has a modulo $k$-orientation. As a special case of the main result, every 6-edge-connected graph is $\mathbb{Z}_3$-connected and admits therefore a nowhere-zero 3-flow. Note that it was proved by Kochol (2001) that it suffices to prove the 3-flow conjecture for 5-edge-connected graphs.
On Programming Organization-Aware Agents

Since it is difficult (or even impossible) to assume anything about the agents' behavior and goals in an open multi-agent system, it is often suggested that an organization is imposed upon the agents, which, by abstracting away from the agents, specifies boundaries and objectives that the agents, by enacting roles, are expected to adhere to. In practice, this is usually done by creating a middleware, which acts as a bridge between an organizational specification and the agents, often taking away too much of the agents' autonomy. This project investigates how to make agents organization-aware, thus removing the middleware and letting the agents directly reason about the organization. In this paper, we discuss the results so far, and describe the future goals and research direction for the project.
On the Set of the Numbers of Conjugates of Noncyclic Proper Subgroups of Finite Groups

Let $G$ be a finite group and $(G)$ the set of the numbers of conjugates of noncyclic proper subgroups of $G$. We prove that (1) if $|(G)| \leq 2$, then $G$ is solvable, and (2) $G$ is a nonsolvable group with $|(G)| = 3$ if and only if $G \cong \text{PSL}(2,5)$ or $\text{PSL}(2,13)$ or $\text{SL}(2,5)$ or $\text{SL}(2,13)$. 
Planning using dynamic epistemic logic: Correspondence and complexity

A growing community investigates planning using dynamic epistemic logic. Another framework based on similar ideas is knowledge-based programs as plans. Here we show how actions correspond in the two frameworks. We finally discuss fragments of DEL planning obtained by the restriction of event models. Fragments are separated by virtue of their computational complexity.
Program Leadership from a Nordic Perspective - Program Leaders' Power to Influence Their Program

In this paper a continuation research at five technical universities in Nordic countries (N5T network) in 2012 is presented, where the aim was to find out how the program leaders conceived their function, role and mandate, and the work situations between the universities were compared. The previous research demonstrated that program leaders have quite different positions, strategies and methods when it comes to monitoring and developing their programs. In this paper, a deeper investigation is carried out of the (im-) possibilities to make real influence on the study courses that constitutes the respective Engineering study programs. Eight program leaders from the five N5T universities have been interviewed, and the analysis of these studies, has culminated in a model for the analysis of program leadership for Engineering education development.

General information
State: Published
Organisations: Office for Study Programmes and Student Affairs, Department of Applied Mathematics and Computer Science, Algorithms and Logic, KTH - Royal Institute of Technology, Aalto University, Chalmers University of Technology, Norwegian University of Science and Technology
Authors: Högfeldt, A. (Ekstern), Strömberg, E. (Ekstern), Jerbrant, A. (Ekstern), Berglund, A. (Ekstern), Hussmann, P. M. (Intern), Villadsen, J. (Intern), Kinnunen, P. (Ekstern), Malm, L. (Ekstern), Malmqvist, J. (Ekstern), Baggerud, B. (Ekstern)
Number of pages: 11
Publication date: 2013

Host publication information
Title of host publication: Proceedings of 9th International CDIO Conference
Article number: 186
Main Research Area: Technical/natural sciences
Conference: Conceive Design Implement Operate (CDIO 2013), Cambridge, MA, United States, 09/06/2013 - 09/06/2013
Electronic versions: T3C3_Hogfeldt_186.pdf

Bibliographical note
This work is licensed under a Creative Commons Attribution-NonCommercial-NoDerivs 3.0 Unported License.
Source: dtu
Source-ID: u::10303
Publication: Research - peer-review › Article in proceedings – Annual report year: 2013

Reimplementing a Multi-Agent System in Python

We provide a brief description of our Python-DTU system, including the overall design, the tools and the algorithms that we used in the Multi-Agent Programming Contest 2012, where the scenario was called Agents on Mars like in 2011. Our solution is an improvement of our Python-DTU system from last year. Our team ended in second place after winning at least one match against every opponent and we only lost to the winner of the tournament. We briefly describe our experiments with the Moise organizational model. Finally we propose a few areas of improvement, both with regards to our system and to the contest.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Technical University of Denmark
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Pages: 67-84
Publication date: 2013

Host publication information
Title of host publication: The Multi-Agent Programming Contest 2012 Edition Evaluation and Team Descriptions
Publisher: Technische Universität Clausthal
Editors: Köster, M., Schlesinger, F., Dix, J.

Series: IfI Technical Report Series
Number: IfI-13-01
ISSN: 1860-8477
Main Research Area: Technical/natural sciences
Links: http://www.in.tu-clausthal.de/fileadmin/homes/techreports/ifi1301koester.pdf
Publication: Research - peer-review › Report chapter – Annual report year: 2013
Reimplementing a Multi-Agent System in Python

We provide a brief description of our Python-DTU system, including the overall design, the tools and the algorithms that we used in the Multi-Agent Programming Contest 2012, where the scenario was called Agents on Mars like in 2011. Our solution is an improvement of our Python-DTU system from last year. Our team ended in second place after winning at least one match against every opponent and we only lost to the winner of the tournament. We briefly describe our experiments with the Moise organizational model. Finally we propose a few areas of improvement, both with regards to our system and to the contest.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Technical University of Denmark
Authors: Villadsen, J. (Intern), Jensen, A. S. (Intern), Ettienne, M. B. (Intern), Vester, S. (Intern), Andersen, K. B. (Ekstern), Frøsig, A. (Ekstern)
Pages: 205-216
Publication date: 2013

Host publication information
Title of host publication: Programming Multi-Agent Systems: 10th International Workshop, ProMAS 2012, Valencia, Spain, June 5, 2012, Revised Selected Papers
Publisher: Springer
Editors: Dastani, M., Hübner, J. F., Logan, B.
ISBN (Print): 978-3-642-38699-2
ISBN (Electronic): 978-3-642-38700-5
Series: Lecture Notes in Computer Science
Volume: 7837
ISSN: 0302-9743
BFI conference series: International Workshop on Programming Multi-Agent Systems (5000476)
Main Research Area: Technical/natural sciences
Workshop: 10th International Workshop on Programming Multi-Agent Systems (ProMAS 2012), Valencia, Spain, 05/06/2012
DOIs: 10.1007/978-3-642-38700-5_13
Publication: Research - peer-review » Article in proceedings – Annual report year: 2013

Runtime analysis of ant colony optimization on dynamic shortest path problems
A simple ACO algorithm called $\lambda$-MMAS for dynamic variants of the single-destination shortest paths problem is studied by rigorous runtime analyses. Building upon previous results for the special case of 1-MMAS, it is studied to what extent an enlarged colony using $\lambda$ ants per vertex helps in tracking an oscillating optimum. It is shown that easy cases of oscillations can be tracked by a constant number of ants. However, the paper also identifies more involved oscillations that with overwhelming probability cannot be tracked with any polynomial-size colony. Finally, parameters of dynamic shortest-path problems which make the optimum difficult to track are discussed. Experiments illustrate theoretical findings and conjectures.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Lissovoi, A. (Intern), Witt, C. (Intern)
Pages: 1605-1612
Publication date: 2013

Host publication information
Title of host publication: Proceeding of the fifteenth annual conference on Genetic and evolutionary computation
Publisher: Association for Computing Machinery
ISBN (Print): 978-1-4503-1963-8
BFI conference series: Genetic and Evolutionary Computation Conference (5000582)
Main Research Area: Technical/natural sciences
Conference: Genetic and Evolutionary Computation Conference (GECCO 2013), Amsterdam, Netherlands, 06/07/2013 - 08/07/2013
Ant Colony Optimization, Shortest Paths, Dynamic Problems, Runtime Analysis
DOIs: 10.1145/2463372.2463567
Sparse suffix tree construction in small space
We consider the problem of constructing a sparse suffix tree (or suffix array) for \( b \) suffixes of a given text \( T \) of length \( n \), using only \( O(b) \) words of space during construction. Attempts at breaking the naive bound of \( \Omega(nb) \) time for this problem can be traced back to the origins of string indexing in 1968. First results were only obtained in 1996, but only for the case where the suffixes were evenly spaced in \( T \). In this paper there is no constraint on the locations of the suffixes. We show that the sparse suffix tree can be constructed in \( O(n \log_2 b) \) time. To achieve this we develop a technique, which may be of independent interest, that allows to efficiently answer \( b \) longest common prefix queries on suffixes of \( T \), using only \( O(b) \) space. We expect that this technique will prove useful in many other applications in which space usage is a concern. Our first solution is Monte-Carlo and outputs the correct tree with high probability. We then give a Las-Vegas algorithm which also uses \( O(b) \) space and runs in the same time bounds with high probability when \( b = O(\sqrt{n}) \). Furthermore, additional tradeoffs between the space usage and the construction time for the Monte-Carlo algorithm are given.

Strategic games and truly playable effectivity functions
A well-known result in the logical analysis of cooperative games states that the so-called playable effectivity functions exactly correspond to strategic games. More precisely, this result states that for every playable effectivity function \( E \) there exists a strategic game that assigns to coalitions of players exactly the same power as \( E \), and every strategic game generates a playable effectivity function. While the latter direction of the correspondence is correct, we show that the former does not hold for a number of infinite state games. We point out where the original proof of correspondence goes wrong, and we present examples of playable effectivity functions for which no equivalent strategic game exists. Then, we characterize the class of truly playable effectivity functions, that do correspond to strategic games. Moreover, we discuss a construction that transforms any playable effectivity function into a truly playable one while preserving the power of most (but not all) coalitions. We also show that Coalition Logic (CL), a formalism used to reason about effectivity functions, is not expressive enough to distinguish between playable and truly playable effectivity functions, and we extend it to a logic that can make that distinction while still enjoying the good meta-logical properties of CL, such as finite axiomatization and decidability via finite model property.
Strength of the reversible, garbage-free $2^{k \pm 1}$ multiplier

Recently, a reversible garbage-free $2^{k \pm 1}$ constant-multiplier circuit was presented by Axelsen and Thomsen. This was the first construction of a garbage-free, reversible circuit for multiplication with non-trivial constants. At the time, the strength, that is, the range of constants obtainable by cascading these circuits, was unknown. In this paper, we show that there exist infinitely many constants we cannot multiply by using cascades of $2^{k \pm 1}$-multipliers; in fact, there exist infinitely many primes we cannot multiply by. Using these results, we further provide an algorithm for determining whether one can
multiply by a given constant using a cascade of $2^k \pm 1$-multipliers, and for generating the minimal cascade of $2^k \pm 1$-multipliers for an obtainable constant, giving a complete characterization of the problem. A table of minimal cascades for multiplying by small constants is provided for convenience.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, National Space Institute, Department of Electrical Engineering, DIKU, University of Copenhagen, University of Sheffield
Authors: Rotenberg, E. (Intern), Cranch, J. (Ekstern), Thomsen, M. K. (Intern), Axelsen, H. B. (Ekstern)
Number of pages: 12
Pages: 46-57
Publication date: 2013

Host publication information
Title of host publication: Reversible Computation - 5th International Conference, RC 2013, Proceedings
Volume: 7948 LNCS
ISBN (Print): 9783642389856

Series: Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)
Volume: 7948 LNCS
ISSN: 0302-9743
Main Research Area: Technical/natural sciences
Conference: 5th International Conference on Reversible Computation, RC 2013, Victoria, BC, Canada, 04/07/2013 - 04/07/2013
constant multiplication, Mersenne numbers, Number theory, reversible circuit design
DOIs: 10.1007/978-3-642-38986-3-5
Links: http://www.scopus.com/inward/record.url?scp=84880704415&partnerID=8YFLogxK (Link to publication in Scopus)
Source: Scopus
Source-ID: 84880704415
Publication: Research - peer-review › Article in proceedings – Annual report year: 2013

Tableau-based decision procedure for the multiagent epistemic logic with all coalitional operators for common and distributed knowledge
We develop a conceptually clear, intuitive and feasible decision procedure for testing satisfiability in the full multiagent epistemic logic CMAEL(CD) with operators for common and distributed knowledge for all coalitions of agents mentioned in the language. To that end, we introduce Hintikka structures for CMAEL(CD) and prove that satisfiability in such structures is equivalent to satisfiability in standard models. Using that result, we design an incremental tableau-building procedure that eventually constructs a satisfying Hintikka structure for every satisfiable input set of formulae of CMAEL(CD) and closes for every unsatisfiable input set of formulæ.

General information
State: Published
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Pages: 407-437
Publication date: 2013
Main Research Area: Technical/natural sciences

Publication information
Volume: 21
Issue number: 3
ISSN (Print): 1367-0751
Ratings:
BFI (2018): BFI-level 2
BFI (2017): BFI-level 2
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 2
Scopus rating (2016): SJR 0.477 SNIP 0.886 CiteScore 0.61
BFI (2015): BFI-level 2
Tableaux-Based Decision Method for Single-Agent Linear Time Synchronous Temporal Epistemic Logics with Interacting Time and Knowledge

Temporal epistemic logics are known, from results of Halpern and Vardi, to have a wide range of complexities of the satisfiability problem: from PSPACE, through non-elementary, to highly undecidable. These complexities depend on the choice of some key parameters specifying, inter alia, possible interactions between time and knowledge, such as synchrony and agents' abilities for learning and recall. In this work we develop practically implementable tableau-based decision procedures for deciding satisfiability in single-agent synchronous temporal-epistemic logics with interactions between time and knowledge. We discuss some complications that occur, even in the single-agent case, when interactions between time and knowledge are assumed and show how the method of incremental tableaux can be adapted to work in EXPSPACE, respectively 2EXPTIME, for these logics, thereby also matching the upper bounds obtained for them by Halpern and Vardi.
The hardness of the functional orientation 2-color problem

We consider the Functional Orientation 2-Color problem, which was introduced by Valiant in his seminal paper on holographic algorithms [SIAM J. Comput. 37(5) (2008), 1565-1594]. For this decision problem, Valiant gave a polynomial time holographic algorithm for planar graphs of maximum degree 3, and showed that the problem is NP-complete for planar graphs of maximum degree 10. A recent result on defective graph coloring by Corrêa et al. [Australas. J. Combin. 43 (2009), 219-230] implies that the problem is already hard for planar graphs of maximum degree 8. Together, these results leave open the hardness question for graphs of maximum degree between 4 and 7. We close this gap by showing that the answer is always yes for arbitrary graphs of maximum degree 5, and that the problem is NP-complete for planar graphs of maximum degree 6. Moreover, for graphs of maximum degree 5, we note that a linear time algorithm for finding a solution exists.

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Embedded Systems Engineering
Authors: Stöckel, M. (Ekstern), Vildhøj, H. W. (Intern), Bøg, S. (Intern)
Pages: 225-234
Publication date: 2013
Main Research Area: Technical/natural sciences

Publication information

Journal: Australasian Journal of Combinatorics
Volume: 56
ISSN (Print): 1034-4942
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
BFI (2016): BFI-level 1
Scopus rating (2016): SJR 0.463 SNIP 0.681 CiteScore 0.36
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.559 SNIP 0.897 CiteScore 0.42
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 0.332 SNIP 0.5 CiteScore 0.25
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 0.402 SNIP 0.499 CiteScore 0.32
ISI indexed (2013): ISI indexed no
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.598 SNIP 0.687 CiteScore 0.39
ISI indexed (2012): ISI indexed no
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.428 SNIP 0.674 CiteScore 0.28
ISI indexed (2011): ISI indexed no
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.524 SNIP 0.632
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.661 SNIP 0.689
BFI (2008): BFI-level 1
Scopus rating (2008): SJR 0.607 SNIP 0.767
Scopus rating (2007): SJR 0.919 SNIP 1.013
Scopus rating (2006): SJR 0.671 SNIP 0.914
Scopus rating (2005): SJR 0.568 SNIP 0.799
The maximum number of minimal codewords in an $[n, k]$-code

We survey some upper and lower bounds on the function in the title, and make them explicit for $n \leq 15$ and $1 \leq k \leq 15$. Exact values are given for cycle codes of graphs for $3 \leq n \leq 15$ and $1 \leq k \leq 13$.

General information

State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, King Abdulaziz University, University of Otago, Nanyang Technological University, Télécom ParisTech
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Pages: 1569-1574
Publication date: 2013
Main Research Area: Technical/natural sciences

Publication information

Journal: Discrete Mathematics
Volume: 313
Issue number: 15
ISSN (Print): 0012-365X
Ratings:
BFI (2018): BFI-level 1
BFI (2017): BFI-level 1
Web of Science (2017): Indexed Yes
BFI (2016): BFI-level 1
Scopus rating (2016): CiteScore 0.72 SJR 0.925 SNIP 1.005
Web of Science (2016): Indexed yes
BFI (2015): BFI-level 1
Scopus rating (2015): SJR 0.933 SNIP 1.104 CiteScore 0.64
Web of Science (2015): Indexed yes
BFI (2014): BFI-level 1
Scopus rating (2014): SJR 1.03 SNIP 1.211 CiteScore 0.68
Web of Science (2014): Indexed yes
BFI (2013): BFI-level 1
Scopus rating (2013): SJR 1.005 SNIP 1.243 CiteScore 0.74
ISI indexed (2013): ISI indexed yes
Web of Science (2013): Indexed yes
BFI (2012): BFI-level 1
Scopus rating (2012): SJR 0.965 SNIP 1.193 CiteScore 0.7
ISI indexed (2012): ISI indexed yes
BFI (2011): BFI-level 1
Scopus rating (2011): SJR 0.875 SNIP 0.986 CiteScore 0.66
ISI indexed (2011): ISI indexed yes
BFI (2010): BFI-level 1
Scopus rating (2010): SJR 0.875 SNIP 1.032
BFI (2009): BFI-level 1
Scopus rating (2009): SJR 0.925 SNIP 1.301
Tight Bounds on the Optimization Time of a Randomized Search Heuristic on Linear Functions

The analysis of randomized search heuristics on classes of functions is fundamental to the understanding of the underlying stochastic process and the development of suitable proof techniques. Recently, remarkable progress has been made in bounding the expected optimization time of a simple evolutionary algorithm, called (1+1) EA, on the class of linear functions. We improve the previously best known bound in this setting from \((1.39+o(1))en\ln n\) to \(en\ln n+O(n)\) in expectation and with high probability, which is tight up to lower-order terms. Moreover, upper and lower bounds for arbitrary mutation probabilities \(p\) are derived, which imply expected polynomial optimization time as long as \(p = O((\ln n)/n)\) and \(p = \Omega(n^{-C})\) for a constant \(C > 0\). As a consequence, the standard mutation probability \(p = 1/n\) is optimal for all linear functions, and the (1+1) EA is found to be an optimal mutation-based algorithm. Furthermore, the algorithm turns out to be surprisingly robust since the large neighbourhood explored by the mutation operator does not disrupt the search.
The Longest Common Substring problem is to compute the longest substring which occurs in at least \( d \geq 2 \) of \( m \) strings of total length \( n \). In this paper we ask the question whether this problem allows a deterministic time-space trade-off using \( O(n^{1+\varepsilon}) \) time and \( O(n^{1-\varepsilon}) \) space for \( 0 \leq \varepsilon \leq 1 \). We give a positive answer in the case of two strings (\( d = m = 2 \)) and \( 0 < \varepsilon \leq 1/3 \). In the general case where \( 2 \leq d \leq m \), we show that the problem can be solved in \( O(n^{1-\varepsilon}) \) space and \( O(n^{1+\varepsilon} \log 2n (d \log 2n + d^2)) \) time for any \( 0 \leq \varepsilon < 1/3 \).

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Moscow State University
Authors: Starikovskaya, T. (Ekstern), Vildhøj, H. W. (Intern)
Pages: 223-234
Publication date: 2013

Host publication information
Title of host publication: Combinatorial Pattern Matching: 24th Annual Symposium, CPM 2013, Bad Herrenalb, Germany, June 17-19, 2013. Proceedings
Publisher: Springer
ISBN (Print): 978-3-642-38904-7
ISBN (Electronic): 978-3-642-38905-4
Series: Lecture Notes in Computer Science
Volume: 7922
ISSN: 0302-9743
Tree compression with top trees

We introduce a new compression scheme for labeled trees based on top trees [3]. Our compression scheme is the first to simultaneously take advantage of internal repeats in the tree (as opposed to the classical DAG compression that only exploits rooted subtree repeats) while also supporting fast navigational queries directly on the compressed representation.

We show that the new compression scheme achieves close to optimal worst-case compression, can compress exponentially better than DAG compression, is never much worse than DAG compression, and supports navigational queries in logarithmic time.

General information
State: Published
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Authors: Bille, P. (Intern), Gørtz, I. L. (Intern), Landau, G. M. (Ekstern), Weimann, O. (Ekstern)
Pages: 160-171
Publication date: 2013

Host publication information
Title of host publication: Automata, Languages, and Programming: 40th International Colloquium, ICALP 2013, Riga, Latvia, July 8-12, 2013, Proceedings, Part I
Publisher: Springer
ISBN (Print): 978-3-642-39205-4
ISBN (Electronic): 978-3-642-39206-1
Series: Lecture Notes in Computer Science
Volume: 7965
ISSN: 0302-9743
BFI conference series: Automata, Languages and Programming (5000133)
Main Research Area: Technical/natural sciences
Conference: 40th International Colloquium on Automata, Languages and Programming (ICALP 2013), Riga, Latvia, 08/07/2013 - 08/07/2013
DOIs:
10.1007/978-3-642-39206-1_14
Source: dtu
Source-ID: n::oai:DTIC-ART:compendex/389989337::30921
Publication: Research - peer-review › Article in proceedings – Annual report year: 2013

Undecidability in Epistemic Planning

Dynamic epistemic logic (DEL) provides a very expressive framework for multi-agent planning that can deal with nondeterminism, partial observability, sensing actions, and arbitrary nesting of beliefs about other agents' beliefs. However, as we show in this paper, this expressiveness comes at a price. The planning framework is undecidable, even if we allow only purely epistemic actions (actions that change only beliefs, not ontic facts). Undecidability holds already in the S5 setting with at least 2 agents, and even with 1 agent in S4. It shows that multi-agent planning is robustly undecidable if we assume that agents can reason with an arbitrary nesting of beliefs about beliefs. We also prove a corollary showing undecidability of the DEL model checking problem with the star operator on actions (iteration).

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, University of Rennes
Authors: Aucher, G. (Ekstern), Bolander, T. (Intern)
Pages: 27-33
Publication date: 2013

Host publication information
Title of host publication: Proceedings of the Twenty-Third International Joint Conference on Artificial Intelligence
Publisher: AAAI Press
When do evolutionary algorithms optimize separable functions in parallel?

Separable functions are composed of subfunctions that depend on mutually disjoint sets of bits. These subfunctions can be optimized independently, however, in black-box optimization this direct approach is infeasible as the composition of subfunctions may be unknown. Common belief is that evolutionary algorithms make progress on all subfunctions in parallel, so that optimizing a separable function does not take not much longer than optimizing the hardest subfunction—subfunctions are optimized "in parallel." We show that this is only partially true, already for the simple (1+1) evolutionary algorithm ((1+1) EA). For separable functions composed of $k$ Boolean functions indeed the optimization time is the maximum optimization time of these functions times a small $O(\log k)$ overhead. More generally, for sums of weighted subfunctions that each attain non-negative integer values less than $r = o(\log^{1/2} n)$, we get an overhead of $O(r \log n)$. However, the hoped for parallel optimization behavior does not always come true. We present a separable function with $k \leq \sqrt{n}$ subfunctions such that the (1+1) EA is likely to optimize many subfunctions sequentially. The reason is that standard mutation leads to interferences between search processes on different subfunctions. Under mild assumptions, we show that such a sequential optimization behavior is worst possible. Copyright © 2013 ACM.

Implementing a Multi-Agent System in Python

We describe the solution used by the Python-DTU team in the Multi-Agent Programming Contest 2011, where the scenario was called Agents on Mars. We present our auction-based agreement, area controlling and pathfinding algorithms and discuss our chosen strategy and our choice of technology used for implementing the system. Finally, we present an analysis of the results of the competition as well as propose areas of improvement.
Implementing a Multi-Agent System in Python with an Auction-Based Agreement Approach

We describe the solution used by the Python-DTU team in the Multi-Agent Programming Contest 2011, where the scenario was called Agents on Mars. We present our auction-based agreement algorithm and discuss our chosen strategy and our choice of technology used for implementing the system. Finally, we present an analysis of the results of the competition as well as propose areas of improvement.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Department of Informatics and Mathematical Modeling, Algorithms and Logic, Computer Science and Engineering
Authors: Ettienne, M. B. (Intern), Vester, S. (Intern), Villadsen, J. (Intern)
Pages: 185-196
Publication date: 2012

Multi-Agent Programming Contest 2012 - The Python-DTU Team

We provide a brief description of the Python-DTU system, including the overall design, the tools and the algorithms that we plan to use in the agent contest.

General information
State: Published
Organisations: Department of Informatics and Mathematical Modeling, Algorithms and Logic, Department of Applied Mathematics and Computer Science, Algorithms and Logic, Technical University of Denmark
Authors: Villadsen, J. (Intern), Jensen, A. S. (Intern), Ettienne, M. B. (Intern), Vester, S. (Intern), Balsiger Andersen, K. (Ekstern), Frøsig, A. (Ekstern)
Number of pages: 4
Publication date: 2012
Multi-Agent Programming Contest 2011 - The Python-DTU Team

We provide a brief description of the Python-DTU system, including the overall design, the tools and the algorithms that we plan to use in the agent contest.

General information
State: Published
Organisations: Algorithms and Logic, Department of Informatics and Mathematical Modeling, Department of Applied Mathematics and Computer Science, Algorithms and Logic
Authors: Villadsen, J. (Intern), Ettienne, M. B. (Intern), Vester, S. (Intern)
Number of pages: 4
Publication date: 2011

Publication information
Publisher: Technical University of Denmark (DTU)
Original language: English
Main Research Area: Technical/natural sciences
Electronic versions:
4D93Ed01.pdf
Links:
http://arxiv.org/abs/1110.0105
http://multiagentcontest.org/
Source: orbit
Source-ID: 316093
Publication: Research - peer-review › Report – Annual report year: 2011

GeneWiz browser: An Interactive Tool for Visualizing Sequenced Chromosomes

We present an interactive web application for visualizing genomic data of prokaryotic chromosomes. The tool (GeneWiz browser) allows users to carry out various analyses such as mapping alignments of homologous genes to other genomes, mapping of short sequencing reads to a reference chromosome, and calculating DNA properties such as curvature or stacking energy along the chromosome. The GeneWiz browser produces an interactive graphic that enables zooming from a global scale down to single nucleotides, without changing the size of the plot. Its ability to disproportionately zoom provides optimal readability and increased functionality compared to other browsers. The tool allows the user to select the display of various genomic features, color setting and data ranges. Custom numerical data can be added to the plot, allowing for example visualization of gene expression and regulation data. Further, standard atlases are pre-generated for all prokaryotic genomes available in GenBank, providing a fast overview of all available genomes, including recently deposited genome sequences. The tool is available online from http://www.cbs.dtu.dk/services/gwBrowser. [Supplemental material including interactive atlases is available online at http://www.cbs.dtu.dk/services/gwBrowser/suppl/].

General information
State: Published
Organisations: Center for Biological Sequence Analysis, Department of Systems Biology, Department of Applied Mathematics and Computer Science, Algorithms and Logic
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Pages: 204-215
Publication date: 2009
Main Research Area: Technical/natural sciences

Publication information
Journal: Standards in Genomic Research
Volume: 1
Issue number: 2
ISSN (Print): 1944-3277
Ratings:
Web of Science (2017): Indexed Yes
Scopus rating (2016): CiteScore 1.26 SJR 0.481 SNIP 0.452
Web of Science (2016): Indexed yes