

Applied Computational Engines: Solving Diverse Computational Problems in Practice							Modulnummer:		
<i>Applied Computational Engines</i>									
Bachelor Pflicht/Wahl <input checked="" type="checkbox"/> Wahlpflicht <input type="checkbox"/> Wahl <input type="checkbox"/> Sonderfall <input type="checkbox"/>				Modulbereich: Pflicht					
Anzahl der SWS	V	UE	K	S	Prak.	Proj.	Σ	Kreditpunkte: 4	Turnus Bei Interesse in jedem Sommersemester
	2	1	0	0	0	0	3		
Formale Voraussetzungen: Keine									
Inhaltliche Voraussetzungen: -									
Vorgesehenes Semester: ab 1. Semester									
Sprache: Englisch									
Ziele: To be able to identify when difficult computational problems that can occur in the computer scientist's working life can be solved by standard computational engines. To know the strenghts and limits of a diverse set of computational engines, such as SAT solving, QBF solving, and linear programming. To be able to apply some commonly used computational engines to a wide variety of decision and optimization problems.									
Inhalte: Topics include: <ul style="list-style-type: none"> • SAT Solving (Basic algorithms for SAT solving: unit propagation, backtracking, variable selection, and learning; Tseitin encoding and alternatives; SAT encodings in practice; Theory of tractability: "Backdoors") • Quantified Boolean Formula (QBF) solving • Integer Linear Programming (ILP) and Linear Programming (LP) as an "easy" subset (Definitions & encodings, Extension: Quadratic programming) • SMT solving (Basic idea and algorithms, SMT encodings of complex problems) • Supporting the encoding of difficult problems (Delta debugging & fuzz testing) • BDDs • Maximum flow algorithms & their applications • Automata for PSPACE-complete problems • Sub-engineering problems (clustering, ...) • Robust problem solving: games of infinite duration • Applied branch-and-bound 									
Unterlagen (Skripte, Literatur, Programme usw.): <ul style="list-style-type: none"> • Armin Biere, Marijn Heule, Hans van Maaren, Toby Walsh (eds.): Handbook of Satisfiability, IOS Press, 2009 • Donald E. Knuth: The Art of Computer Programming (Volumes 1-4A), Addison Wesley, 2014 • Jon Kleinberg, Eva Tardos: Algorithm Design, 2006 									
Form der Prüfung: i.d.R. Bearbeitung von Übungsaufgaben und Fachgespräch oder mündliche Prüfung									
Arbeitsaufwand		Präsenz			42 h				
		Übungsbetrieb/Prüfungsvorbereitung			78 h				
		Summe			120 h				
Lehrende: Rüdiger Ehlers					Verantwortlich: Rüdiger Ehlers				