

Table of Contents

| | |
|---|----|
| 1. Algorithm Engineering for Parallel Computation | |
| David A. Bader, Bernard M. E. Moret, and Peter Sanders | 1 |
| 1.1 Introduction | 1 |
| 1.2 General Issues | 3 |
| 1.3 Speedup | 5 |
| 1.3.1 Why Speed? | 5 |
| 1.3.2 What is Speed? | 5 |
| 1.3.3 Speedup Anomalies | 6 |
| 1.4 Reliable Measurements | 7 |
| 1.5 Test Instances | 9 |
| 1.6 Presenting Results | 10 |
| 1.7 Machine-Independent Measurements? | 11 |
| 1.8 High-Performance Algorithm Engineering for Shared-Memory Processors | 12 |
| 1.8.1 Algorithms for SMPs | 12 |
| 1.8.2 Leveraging PRAM Algorithms for SMPs | 13 |
| 1.9 Conclusions | 15 |
| References | 15 |
| 1.A Examples of Algorithm Engineering for Parallel Computation | 20 |
| 2. Visualization in Algorithm Engineering: Tools and Techniques | |
| Camil Demetrescu, Irene Finocchi, Giuseppe F. Italiano, and Stefan Näher | 24 |
| 2.1 Introduction | 24 |
| 2.2 Tools for Algorithm Visualization | 26 |
| 2.3 Interesting Events versus State Mapping | 30 |
| 2.4 Visualization in Algorithm Engineering | 33 |
| 2.4.1 Animation Systems and Heuristics: Max Flow | 33 |
| 2.4.2 Animation Systems and Debugging: Spring Embedding | 39 |
| 2.4.3 Animation Systems and Demos: Geometric Algorithms | 41 |
| 2.4.4 Animation Systems and Fast Prototyping | 43 |
| 2.5 Conclusions and Further Directions | 47 |
| References | 48 |

| | |
|--|-----|
| 3. Parameterized Complexity: The Main Ideas and Connections to Practical Computing | |
| Michael R. Fellows | 51 |
| 3.1 Introduction | 51 |
| 3.2 Parameterized Complexity in a Nutshell | 52 |
| 3.2.1 Empirical Motivation: Two Forms of Fixed-Parameter Complexity | 52 |
| 3.2.2 The Halting Problem: A Central Reference Point | 56 |
| 3.3 Connections to Practical Computing and Heuristics | 58 |
| 3.4 A Critical Tool for Evaluating Approximation Algorithms ... | 64 |
| 3.5 The Extremal Connection: A General Method Relating <i>FPT</i> , Polynomial-Time Approximation, and Pre-Processing Based Heuristics | 69 |
| References | 74 |
| 4. A Comparison of Cache Aware and Cache Oblivious Static Search Trees Using Program Instrumentation | |
| Richard E. Ladner, Ray Fortna, and Bao-Hoang Nguyen | 78 |
| 4.1 Introduction | 78 |
| 4.2 Organization | 80 |
| 4.3 Cache Aware Search | 80 |
| 4.4 Cache Oblivious Search | 82 |
| 4.5 Program Instrumentation | 84 |
| 4.6 Experimental Results | 87 |
| 4.7 Conclusion | 90 |
| References | 91 |
| 5. Using Finite Experiments to Study Asymptotic Performance | |
| Catherine McGeoch, Peter Sanders, Rudolf Fleischer, Paul R. Cohen, and Doina Precup | 93 |
| 5.1 Introduction | 93 |
| 5.2 Difficulties with Experimentation | 97 |
| 5.3 Promising Examples | 99 |
| 5.3.1 Theory with Simplifications: Writing to Parallel Disks | 99 |
| 5.3.2 “Heuristic” Deduction: Random Polling | 100 |
| 5.3.3 Shellsort | 102 |
| 5.3.4 Sharpening a Theory: Randomized Balanced Allocation | 103 |
| 5.4 Empirical Curve Bounding Rules | 105 |
| 5.4.1 Guess Ratio | 107 |
| 5.4.2 Guess Difference | 107 |

| | | |
|-----------|---|-----|
| 5.4.3 | The Power Rule | 108 |
| 5.4.4 | The BoxCox Rule | 109 |
| 5.4.5 | The Difference Rule | 110 |
| 5.4.6 | Two Negative Results | 111 |
| 5.5 | Experimental Results | 112 |
| 5.5.1 | Parameterized Functions | 112 |
| 5.5.2 | Algorithmic Data Sets | 118 |
| 5.6 | A Hybrid Iterative Refinement Method | 120 |
| 5.6.1 | Remark | 121 |
| 5.7 | Discussion | 123 |
| | References | 124 |
| 6. | WWW.BDD-Portal.ORG: An Experimentation Platform for Binary Decision Diagram Algorithms | |
| | Christoph Meinel, Harald Sack, and Arno Wagner | 127 |
| 6.1 | Introduction | 127 |
| 6.1.1 | WWW Portal Sites for Research Communities | 127 |
| 6.1.2 | Binary Decision Diagrams | 128 |
| 6.2 | A Benchmarking Platform for BDDs | 129 |
| 6.2.1 | To Publish Code is not Optimal | 130 |
| 6.2.2 | What is Really Needed | 131 |
| 6.3 | A Web-Based Testbed | 131 |
| 6.3.1 | The WWW Interface | 131 |
| 6.3.2 | Implementation | 132 |
| 6.3.3 | Available BDD Tools | 132 |
| 6.4 | Added Value: A BDD Portal Site | 133 |
| 6.4.1 | Structure of a Conventional Portal | 133 |
| 6.4.2 | Shortcomings of Conventional Portals | 134 |
| 6.4.3 | The BDD Portal | 134 |
| 6.5 | Online Operation Experiences | 136 |
| 6.6 | Related Work | 136 |
| | References | 137 |
| 7. | Algorithms and Heuristics in VLSI Design | |
| | Christoph Meinel and Christian Stangier | 139 |
| 7.1 | Introduction | 139 |
| 7.2 | Preliminaries | 140 |
| 7.2.1 | OBDDs – Ordered Binary Decision Diagrams | 140 |
| 7.2.2 | Operations on OBDDs | 141 |
| 7.2.3 | Influence of the Variable Order on the OBDD Size | 143 |
| 7.2.4 | Reachability Analysis | 144 |
| 7.2.5 | Image Computation Using AndExist | 145 |
| 7.3 | Heuristics for Optimizing OBDD-Size — Variable Reordering | 147 |
| 7.3.1 | Sample Reordering Method | 147 |

| | |
|---|-----|
| 7.3.2 Speeding up Symbolic Model Checking with Sample Sifting | 149 |
| 7.3.3 Experiments | 151 |
| 7.4 Heuristics for Optimizing OBDD Applications – Partitioned Transition Relations | 152 |
| 7.4.1 Common Partitioning Strategy | 153 |
| 7.4.2 RTL Based Partitioning Heuristic | 154 |
| 7.4.3 Experiments | 156 |
| 7.5 Conclusion | 157 |
| References | 160 |
| 8. Reconstructing Optimal Phylogenetic Trees: A Challenge in Experimental Algorithmics | |
| Bernard M. E. Moret and Tandy Warnow | 163 |
| 8.1 Introduction | 163 |
| 8.2 Data for Phylogeny Reconstruction | 165 |
| 8.2.1 Phylogenetic Reconstruction Methods | 166 |
| 8.3 Algorithmic and Experimental Challenges | 167 |
| 8.3.1 Designing for Speed | 167 |
| 8.3.2 Designing for Accuracy | 167 |
| 8.3.3 Performance Evaluation | 168 |
| 8.4 An Algorithm Engineering Example: Solving the Breakpoint Phylogeny | 168 |
| 8.4.1 Breakpoint Analysis: Details | 169 |
| 8.4.2 Re-Engineering BPAnalysis for Speed | 170 |
| 8.4.3 A Partial Assessment | 172 |
| 8.5 An Experimental Algorithmics Example: Quartet-Based Methods for DNA Data | 172 |
| 8.5.1 Quartet-Based Methods | 172 |
| 8.5.2 Experimental Design | 174 |
| 8.5.3 Some Experimental Results | 175 |
| 8.6 Observations and Conclusions | 176 |
| References | 178 |
| 9. Presenting Data from Experiments in Algorithmics | |
| Peter Sanders | 181 |
| 9.1 Introduction | 181 |
| 9.2 The Process | 182 |
| 9.3 Tables | 183 |
| 9.4 Two-Dimensional Figures | 184 |
| 9.4.1 The x -Axis | 184 |
| 9.4.2 The y -Axis | 187 |
| 9.4.3 Arranging Multiple Curves | 188 |
| 9.4.4 Arranging Instances | 190 |

| | |
|---|-----|
| 9.4.5 How to Connect Measurements | 191 |
| 9.4.6 Measurement Errors | 191 |
| 9.5 Grids and Ticks | 192 |
| 9.6 Three-Dimensional Figures | 194 |
| 9.7 The Caption | 194 |
| 9.8 A Check List | 194 |
| References | 195 |
| 10. Distributed Algorithm Engineering | |
| Paul G. Spirakis and Christos D. Zaroliagis | 197 |
| 10.1 Introduction | 197 |
| 10.2 The Need of a Simulation Environment | 200 |
| 10.2.1 An Overview of Existing Simulation Environments | 202 |
| 10.3 Asynchrony in Distributed Experiments | 204 |
| 10.4 Difficult Input Instances for Distributed Experiments | 206 |
| 10.4.1 The Adversarial-Based Approach | 206 |
| 10.4.2 The Game-Theoretic Approach | 209 |
| 10.5 Mobile Computing | 212 |
| 10.5.1 Models of Mobile Computing | 213 |
| 10.5.2 Basic Protocols in the Fixed Backbone Model | 214 |
| 10.5.3 Basic Protocols in the Ad-Hoc Model | 218 |
| 10.6 Modeling Attacks in Networks: | |
| A Useful Interplay between Theory and Practice | 222 |
| 10.7 Conclusion | 226 |
| References | 226 |
| 11. Implementations and Experimental Studies of Dynamic Graph Algorithms | |
| Christos D. Zaroliagis | 229 |
| 11.1 Introduction | 229 |
| 11.2 Dynamic Algorithms for Undirected Graphs | 231 |
| 11.2.1 Dynamic Connectivity | 231 |
| 11.2.2 Dynamic Minimum Spanning Tree | 243 |
| 11.3 Dynamic Algorithms for Directed Graphs | 252 |
| 11.3.1 Dynamic Transitive Closure | 252 |
| 11.3.2 Dynamic Shortest Paths | 264 |
| 11.4 A Software Library for Dynamic Graph Algorithms | 271 |
| 11.5 Conclusions | 273 |
| References | 274 |
| Author Index | 279 |