1: Theory Lunch Seminar | Carnegie Mellon University - Computer Science Department

Hypergraph Seminar Ohio State University Editors; Claude Berge; Finite Graph Graph theory Hypergraph Matching Morphism extrema geometry graphs minimum theorem.

This seminar series covers many of the research areas in the Department: We will define basic fairness concepts such as proportionality and envy-freeness and will discuss their properties. Next, we will focus on allocations of maximum Nash welfare, and we will explain how they guarantee approximate notions of envy-freeness. Finally, we will define new fairness concepts that are related to the level of awareness of the agents for the allocation and to their social relations. We will present examples and many open problems. Quasi-polynomial bounds for parity games Several distinct techniques have been proposed to solve parity games in quasi-polynomial time since the breakthrough result of Calude, Jain, Khoussainov, Li, and Stephan We argue that all those techniques can be viewed as instances of the separation approach to solving parity gamesa key component of which is constructing an automaton that separates languages of words encoding plays that are decisively won by either of the two playersthus establishing a single model that unifies the recent approaches to solving parity games efficiently. Our main technical results are the nearly matching quasi-polynomial upper and lower bounds on the sizes of all separating automata. In particular, the lower bound forms a barrier that the existing approaches must overcome in the ongoing quest for a polynomial-time algorithm for solving parity games. We obtain our main results by introducing and studying universal ordered trees, a combinatorial object that may be of independent interest. Firstly, we establish the nearly matching quasi-polynomial upper and lower bounds on the size of smallest universal trees. Then we prove that the sizes of the smallest separating automata and of the smallest universal trees coincideand hence both are quasi-polynomialby showing how to turn universal as trees into separating automata, and that there is a universal tree hiding in the states of every separating automaton. For any given hypergraph H the main questions is to determine the smallest bias q H that allows Breaker to force that Maker ends up with an independent set of H. This will enable us to derive a hypergraph generalization of the H-building games, studied for graphs by Bednarska and Luczak. Furthermore, we investigate the biased version of generalizations of the van der Waerden games introduced by Beck. We refer to these generalizations as Rado games and determine their threshold bias up to constant factors by applying our general criteria. We find it quite remarkable that a purely game theoretic deterministic approach provides the right order of magnitude for such a wide variety of hypergraphs, when the generalizations to hypergraphs in the analogous setup of sparse random discrete structures are usually quite challenging. In a single step the first b still unprocessed items from the sequence are accessible, and a scheduling strategy has to select an item and a server. Then the chosen item is processed by moving the chosen server to its location. The goal is to process all items while minimizing the total distance travelled by the servers. This problem was introduced by Chan et al. The problem is a natural generalization of two very well-studied problems: We consider the GRBM problem on a uniform metric in the online version. This is a significant improvement in the dependency on b compared to the previous best bound of $O \sqrt{b} \log k$, and is asymptotically optimal for constant k. In this talk, I will outline the ideas and techniques used in the proof. I will also discuss some new results on the number of maximal sum-free sets in abelian groups, which are joint work with Hong Liu. The counter-example we give is motivated by related questions in group theory, and is rather different from the usual examples in arithmetic combinatorics. For arbitrary k, the best-known approximation factor is 1. In this talk we show how to improve on the lower bound by constructing an integrality gap instance for the CKR relaxation. A technical challenge in improving the gap has been the lack of geometric tools to understand higher-dimensional simplices. We analyze the gap of the instance by viewing it as a convex combination of 2-dimensional instances and a uniform 3-dimensional instance. The problem of proportional cake cutting focuses on dividing a heterogeneous and divisible resource, the cake, among n players who value pieces according to their own measure function. The goal is to assign each player a not necessarily connected part of the cake that the player evaluates at least as much as her proportional share. We investigate the problem of proportional division with

unequal shares, where each player is entitled to receive a predetermined portion of the cake. Our main contribution is threefold. First we present a protocol for integer demands that delivers a proportional solution in fewer queries than all known algorithms. Then we show that our protocol is asymptotically the fastest possible by giving a matching lower bound. Finally, we turn to irrational demands and solve the proportional cake cutting problem by reducing it to the same problem with integer demands only. All results remain valid in a highly general cake cutting model, which can be of independent interest. The paper received the best paper award at SAGT The third is the chromatic number of G, denoted x G. We discuss a conjecture which states that x lies in the lower half of this range. Hierarchical clustering has mostly been studied in procedural terms, i. Dasgupta identified this as a reason why the theory of hierarchical clustering lagged behind that of flat clustering and proposed an objective function. In this talk, we will take an axiomatic approach to identifying suitable objective functions for hierarchical clustering. We will also describe a new random-graph model with a planted hierarchy. New and existing algorithms and their performance in theory and on some preliminary experiments will be discussed. The proposed decomposition differs from previous decomposition results on matroids that have appeared in the literature in the sense that it is not solely based on k-sums such as the decomposition of regular matroids, but also on an operation called star composition. A sketch of the resulting recognition algorithms as well as an excluded minor characterization of the building blocks of the aforementioned decomposition will also be presented. It is a combination of two previous seminar series: Seminar on Discrete Mathematics and Game Theory:

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In mathematics, a hypergraph is a generalization of a graph in which an edge can join any number of www.enganchecubano.comly, a hypergraph is a pair = (,) where is a set of elements called nodes or vertices, and is a set of non-empty subsets of called hyperedges or edges.

4: CiteSeerX â€" Citation Query Aspects of the theory of hypermatroids, in \Hypergraph Seminar

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6: how to filter curves in hypergraph

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guest post by Jonathan Lorand and Fabrizio Genovese. In the Applied Category Theory Seminar, we most recently read Brendan Fong's article on decorated www.enganchecubano.com construction is part of a larger framework, developed in Brendan Fong's PhD thesis, for studying interconnected, open, network-style systems.

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