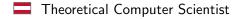
Solving Woeginger's Hiking Problem (Wonderful Partitions in Anonymous Hedonic Games)

Andrei Constantinescu, Pascal Lenzner, Rebecca Reiffenhäuser, Daniel Schmand, Giovanna Varricchio















Comb. opt.





Comb. opt., scheduling



Comb. opt., scheduling, graphs



Comb. opt., scheduling, graphs, complexity



Comb. opt., scheduling, graphs, complexity, game theory



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 400^+ papers



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Liked Puzzles!





Desired group sizes:





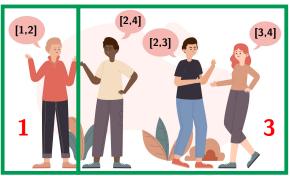
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Partition hikers into subgroups such that everyone is satisfied with their group size.



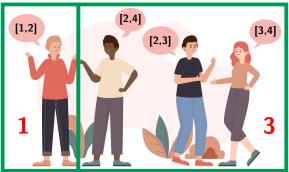
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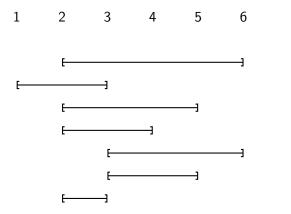
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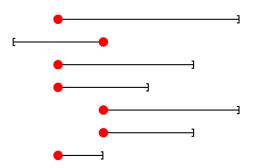
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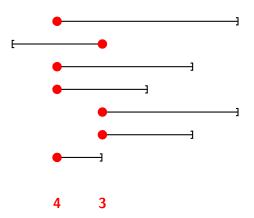
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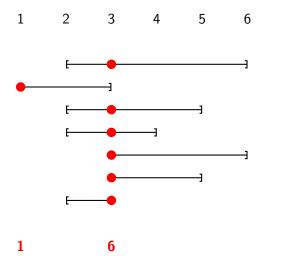
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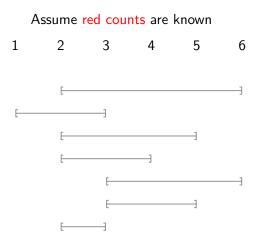


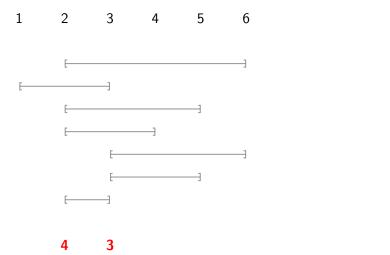


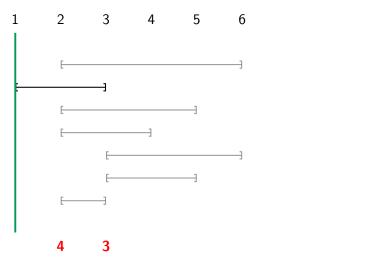


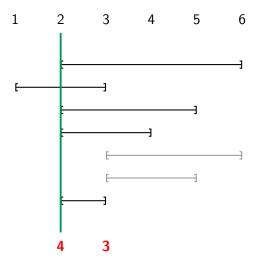


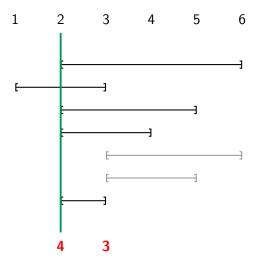
Assume red counts are known

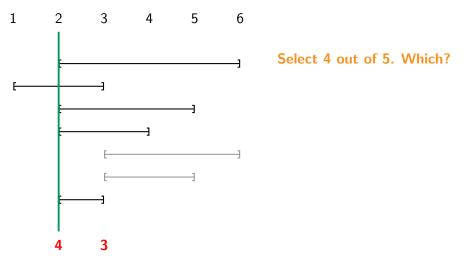


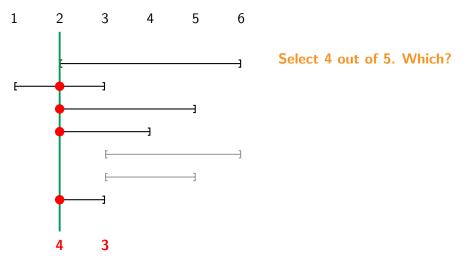


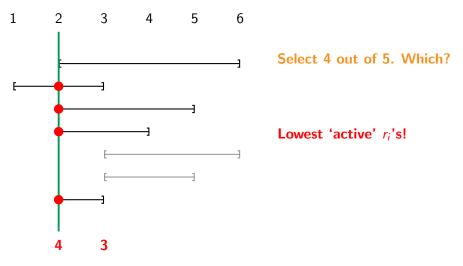


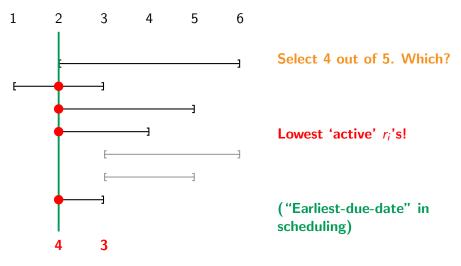




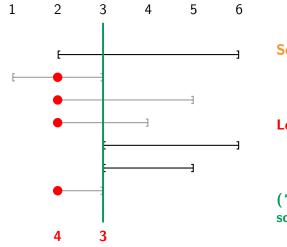








Assume red counts are known — find out if a solution exists.

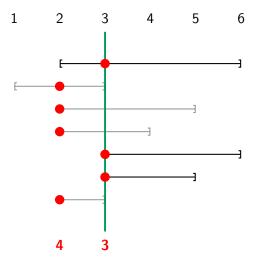


Select 4 out of 5. Which?

Lowest 'active' r_i's!

("Earliest-due-date" in scheduling)

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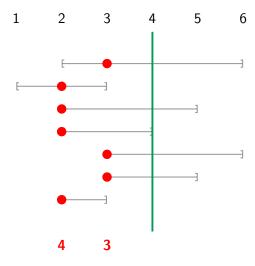


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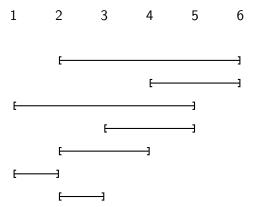
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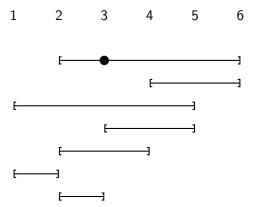
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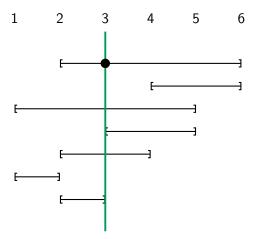
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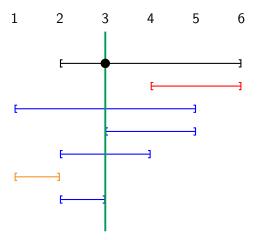
Problem: exponentially many states!

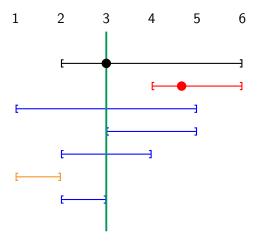
Build an earliest-due-date soln., but not "in the natural order."

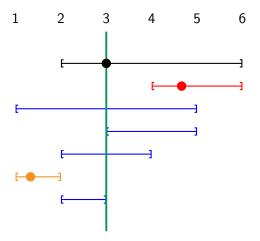


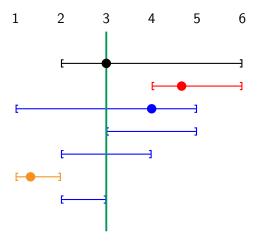


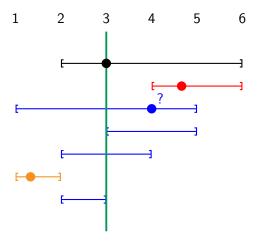


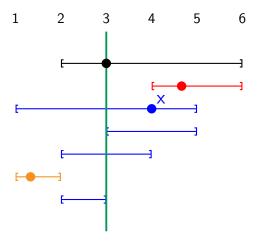


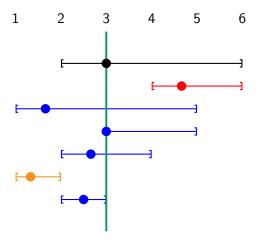


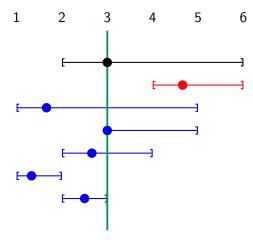




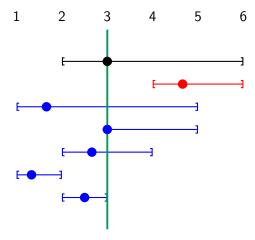






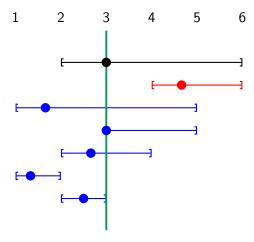


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Crucial: ● ≤ 3 < ●

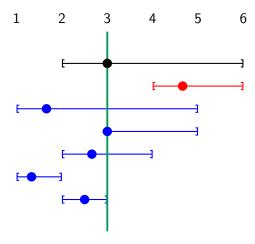
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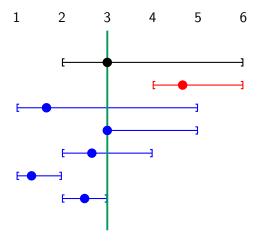
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Recursion with state (x_1, x_2, i, c) : (memoization/DP)

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Time complexity: $\mathcal{O}(n^5)$ (open: better?)

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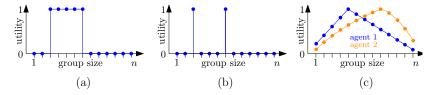
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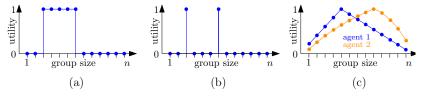
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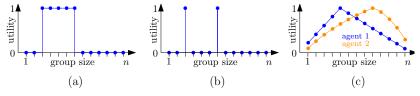
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weighted extensions . . .



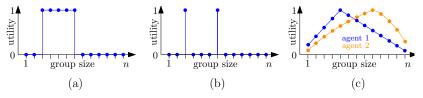


Given:



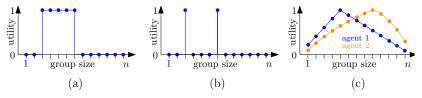
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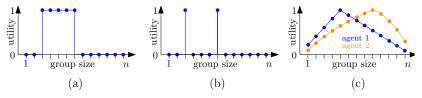
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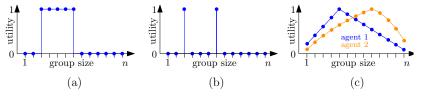
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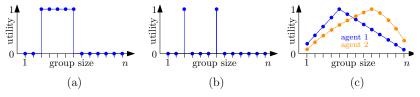


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Partition that minimizes the total/maximum cost of an agent.

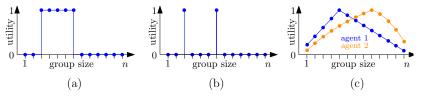


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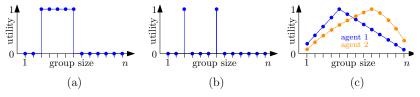


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Gerhard Woeginger (1964-2022) RIP