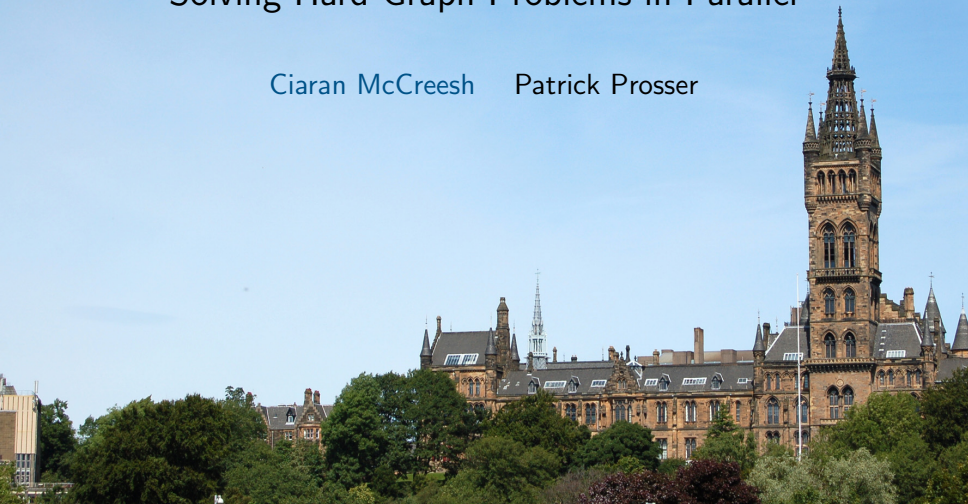
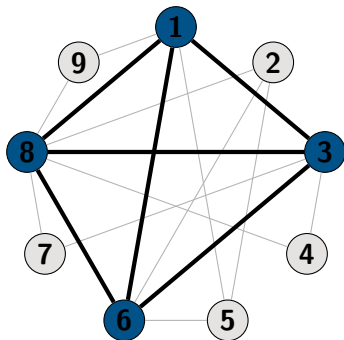


Solving Hard Graph Problems in Parallel

Ciaran McCreesh Patrick Prosser



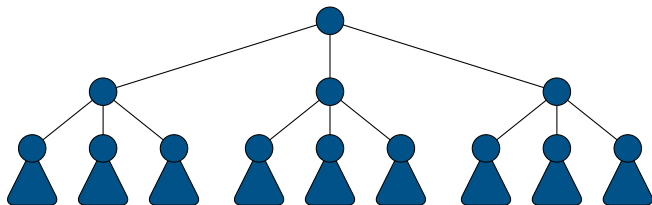
The Maximum Clique Problem



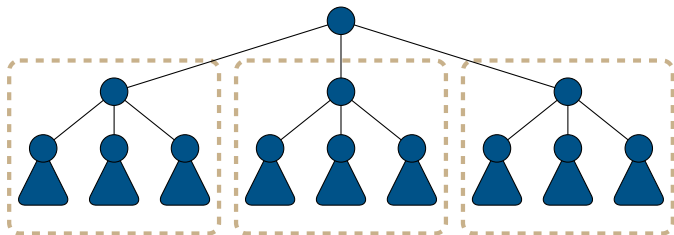
Who Cares?

- One of the fundamental NP-hard problems.
- Applications in biochemistry, control of autonomous vehicles, coding and communications theory, social network analysis, document search, and computer vision.

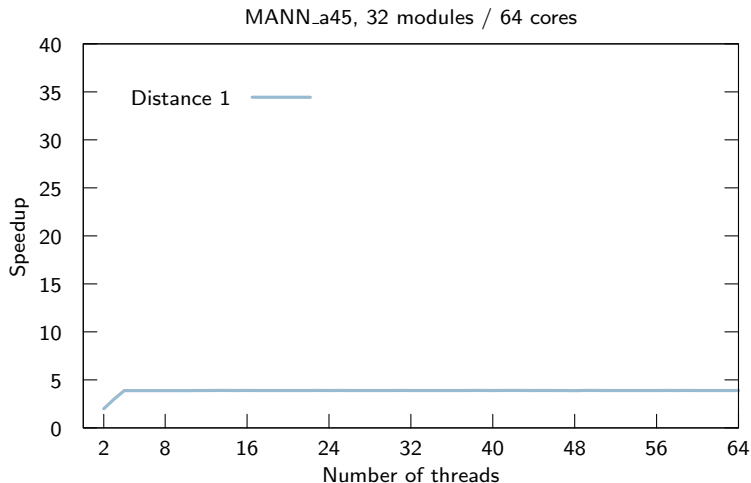
Backtracking Search



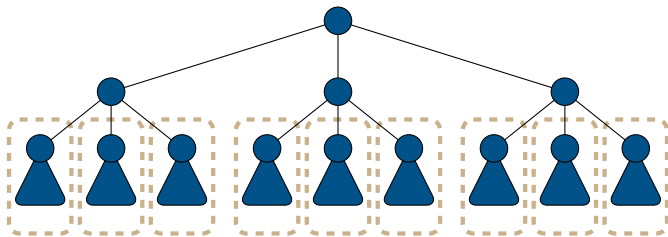
Parallel Backtracking Search



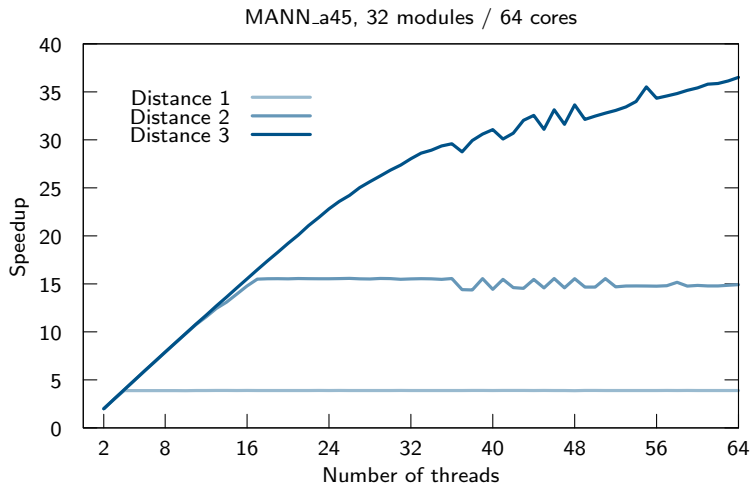
Scalability



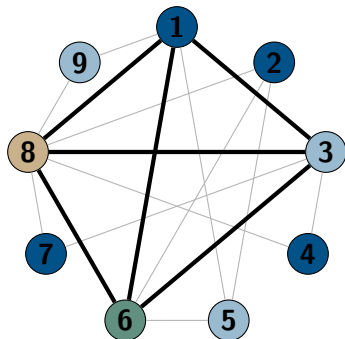
Subproblem Granularity



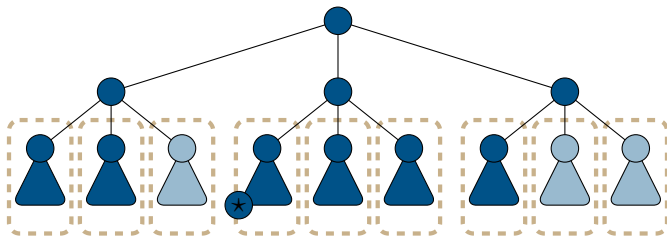
Better Scalability



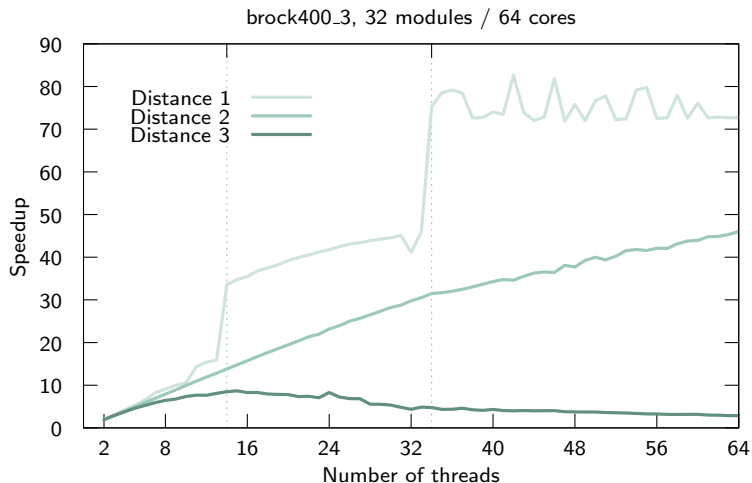
Branch and Bound



Avoidable and Eliminator Subtrees



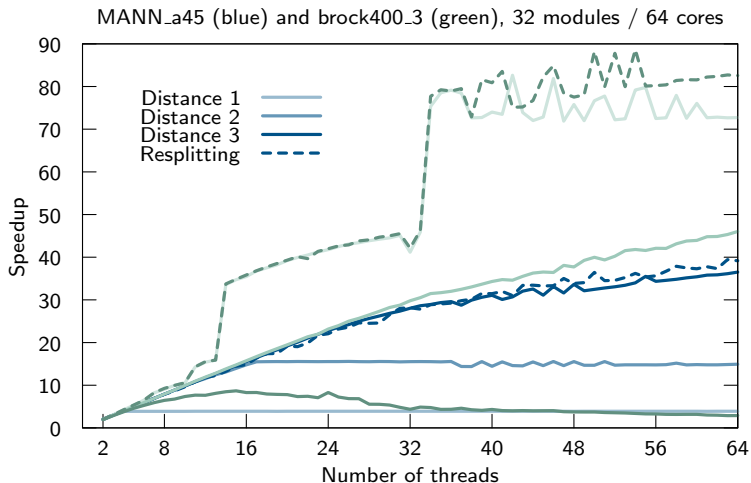
Anomalous Results



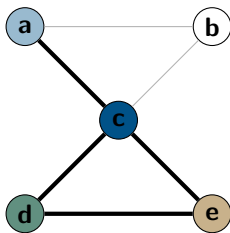
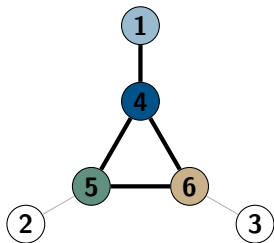
Why?

- Search order heuristics are most often wrong at the top of search, where there is least information available.
- Splitting at distance 1 introduces diversity into the search, by avoiding a strong commitment to the first choice we make.
- Splitting at distance 3 can create a large number of trivial or eliminable subproblems.

The Best of Both Worlds



What's Next?



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