CS799 Ridiculously Advanced Systems Project Report

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Abstract

This document is a simple template for a typical term or semester paper (lab/course report, "Übungsbericht", etc.) based on the HagenbergThesis LaTeX package. ¹ The structure and chapter titles have been formulated to provide a good starting point for a typical *project report*. This document uses the custom class hgbreport which is based on LaTeX's standard report document class with chapter as the top structuring element. If you wish to write this report in German you should substitute the line

\documentclass[english]{hgbreport}

at the top of this document by

\documentclass[german]{hgbreport}.

To omit the default **title page** (as in this document) use the **notitlepage** option, e.g.,

\documentclass[notitlepage,english]{hgbreport}.

Also, you may want to place the text of the individual chapters in separate files and include them using \include{..}.

Use the abstract to provide a short summary of the contents in the document.

¹See https://github.com/Digital-Media/HagenbergThesis for the most current version and additional examples. This repository also provides a good introduction and useful hints for authoring academic texts with LaTeX.

Chapter 1

Algorithm test

Algorithm 1.1: Bikubische Interpolation in 2D. Die Funktion $w_{\text{cub}}()$ steht für die eindimensionale kubische Interpolationsfunktion (Zeile 8).

```
1: BICUBICINTERPOLATION(I, x, y)
                                                                                                     \rhd x,y\in\mathbb{R}
    Input:
    Returns the interpolated value of the image I at the continuous position (x, y).
 2:
         for j \leftarrow 0, \dots, 3 do
                                                                                       ⊳ iterate over 4 lines
 3:
             v \leftarrow \lfloor y \rfloor - 1 + j
 4:
 5:
             for i \leftarrow 0, \dots, 3 do
                                                                                  ⊳ iterate over 4 columns
 6:
                  u \leftarrow |x| - 1 + i
 7:
                  p \leftarrow p + I(u, v) \cdot w_{\text{cub}}(x - u)
 8:
             end for
 9:
10:
             val \leftarrow val + p \cdot w_{\text{cub}}(y - v)
         end for
11:
         return val
12:
13: end
```

1. Algorithm test 3

Algorithm 1.2: Finds a minimum makespan role assignment. This function is the MMDR $O(n^5)$ polynomial time implementation, as described by McAlpine et al. It rearranges target positions T so that their index corresponds with the indices of their assigned agents.

```
1: RoleAssignment(A, T)
    Input: A = (\mathbf{a}_0, \dots, \mathbf{a}_{n-1}), T = (\mathbf{t}_0, \dots, \mathbf{t}_{n-1}), \text{ where } \mathbf{a}_i = (x_i, y_i), \mathbf{t}_j = (x_j, y_j).
    Returns T' = (\mathbf{t}'_0, \dots, \mathbf{t}'_{n-1}), a permutation of T.
       StateNN[1]: Very long texts should have the same indentation should have the
    same indentation should have the same indentation should have the same indenta-
    tion should have the same indentation should have the same indentation.
       StateNN (no arg): leftmargin = 18.61494pt, listparindent = 21.9pt, labelwidth
    = 13.13995pt
       StateNN[1]
         StateXX[2] leftmargin = 18.61494pt, listparindent = 21.9pt, labelwidth =
    13.13995ptVery long texts should have the same indentation should have the same
    indentation should have the same indentation should have the same indentation
    should have the same indentation should have the same indentation.
           StatexIndent
3:
       State
    Statex
       StateY
    item[]
       ▷ no need to explore more. we just want to stop over here.
       edgesSorted \leftarrow SortAscendingDist(Edges)
 4:
       lastDistance \leftarrow -1
 5:
       rank \leftarrow 0
 6:
       currentIndex \leftarrow 0
 7:
    Process sorted edges (INDENTATION PROBLEM): 2
       for e \in edgesSorted do
 8:
       \triangleright no need to explore more. we just want to stop over here. 2
9:
           if ||e|| > lastDistance then 32.84998pt 3
               State 49.27496pt 4
10:
               ⊳ no need to explore more 49.27496pt
               StateY
               StateNN
               StatexIndent
    Statex 4
    item[] 4
               rank \leftarrow currentIndex \ 4
11:
           end if
12:
           lastDistance \leftarrow ||e|| \ 3
13:
           ||e|| \leftarrow 2^{rank}
14:
           currentIndex \leftarrow currentIndex + 1
15:
16:
           finally 3
       end for
17:
       perfectMatching \leftarrow HungarianAlg(edgesSorted)
18:
                                                                      > returns a set of edges
19: end
```