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| citation | domain | features | predict what | predict how | predict when | portfolio |
|--------------------------------|---------------------------|-------------------------------------|--|-------------------------------------|--------------|-----------|
| [Langley; Langley] | search | past perfor- mance | algorithm | hand-crafted and learned rules | offline and | dynamic |
| [Carbonell et al.] | planning | problem domain features, search | control rules | explanation-based rule construction | online | dynamic |
| [Gratch and DeJong] | planning | problem fea- tures, search | control rules | probabilistic rule construction | online | dynamic |
| [Smith and Setliff] | software design | features of abstract representation | algorithms and data structures | simulated annealing | offline | static |
| [Aha] | machine learn- | instance fea- | algorithm | learned rules | offline | static |
| $[{ m Brodley}]$ | machine learn- ing | instance and algorithm features | algorithm | hand-crafted rules | offline | static |
| [Kamel et al.] | differential equations | past performance, instance features | algorithm | hand-crafted rules | offline | static |
| [Minton; Minton; Minton] | CSP | runtime per- formance | algorithm | hand-crafted and learned rules | offline | dynamic |
| [Cahill] | software de- | instance fea- | algorithms and data structures | frame-based knowledge | offline | static |
| [Tsang et al.] | CSP | instance features | | | 1 | static |
| [Brewer] | software design | runtime per- formance | algorithms, data structures and their parameters | statistical model | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|--------------------------------------|---------------------------|---|-----------------------------|---|--------------|-------------------|
| [Weerawarana et al.; Joshi | differential equations | instance fea- tures | runtime perfor- mance | - Bayesian belief propagation, neural nets | offline | static |
| Borrett et al.] | CSP | search statis- tics | switch algorithm? | hand-crafted rules | online | static, static |
| [Allen and Minton] | SAT, CSP | probing | runtime perfor- | - hand-crafted rules | online | static |
| [Sakkout et al.] | CSP | search statis- tics | switch algorithm? | hand-crafted rules | online | static |
| $[\mathrm{Huberman}]$ | graph colour- | past perfor- mance | resource alloca- | - statistical model | offline | static |
| [Gomes and Selman; Gomes and Selman] | CSP | problem size and past per- formance | algorithm | statistical model | offline | static |
| [Cook and Varnell] | parallel search | probing | set of search strategies | decision trees, Bayesian classifier, nearest neighbour, | online | static |
| $[\mathrm{Fink};\mathrm{Fink}]$ | planning | past perfor- | resource alloca- | | offline | static |
| [Lobjois and Lemaître] | branch and | probing | runtime perfor- | | online | static |
| [Caseau et al.] | vehicle routing problem | runtime per- formance | algorithm | genetic algorithms | offline | static |
| [Howe et al.] | planning | instance fea- | resource alloca- | - linear regression | offline | static |
| [Terashima- Marín et al.] | scheduling | instance and search features | algorithm | genetic algorithms | offline | dynamic |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|---|--------------------------------|--|-------------------------------------|--|--------------------|-----------|
| [Wilson et al.] | software de- sign | instance fea- tures | data structures | nearest neighbour | offline | static |
| [Beck and Fox] | job shop scheduling | instance feature changes during search | algorithm scheduling policy | hand-crafted rules | online | static |
| [Brazdil and Soares] | classification | past perfor- mance | ranking | distribution model | offline | static |
| [Lagoudakis and Littman] | order selection, sorting | instance fea- tures | remaining cost for each sub-problem | MDP | online | static |
| [Sillito] | CSP | probing | cost of solving problem | statistical model | offline | static |
| [Pfahringer et al.] | classification | instance features, probing | algorithm | 9 different classifiers | offline | static |
| [Fukunaga] | TSP | past perfor- mance | resource allocation | performance simulation for different allocations | offline | static |
| [Soares and Brazdil] | machine learn- ing | instance fea- tures | ranking | nearest neighbour | offline | static |
| [Gomes and Selman] | CSP, mixed integer programming | past perfor- mance | algorithm | statistical model | offline | dynamic |
| [Epstein and Freuder; Epstein et al.; Epstein et al.; Epstein and Petrovic] | CSP | variable characteristics | algorithm | weights, hand-crafted rules | offline and online | dynamic |
| [Lagoudakis and Littman] | DPLL branch- ing rules | instance fea- tures | remaining cost for each sub-problem | MDP | online | static |
| [Nareyek] | optimization | search statis- tics | expected utility of algorithm | reinforcement learning | offline and online | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|---|-------------------------------|---|---|--|--------------------|-----------|
| [Horvitz et al.] | CSP | instance and instance generator fea- tures, search statistics | runtime performance, restart parameters | Bayesian model | offline and online | static |
| [Borrett and Tsang] | CSP | instance features, search statistics | redundant CSP to add | hand-crafted rules | offline | 1 |
| [Cowling et al.; Cowling et al.] | scheduling | past perfor- mance | algorithm | reinforcement learning | online | static |
| [Little et al.] | logic puzzles | instance graph fea- tures | instance model transformations for runtime per- formance | nearest neighbour | offline | ı |
| [Petrovic and Qu] | scheduling | instance fea- tures | algorithm | case-based reasoning | offline | static |
| [Leyton- Brown et al.] | winner determination problem | instance fea- tures | instance hardness | several forms of regression | offline | static |
| [Fukunaga; Fukunaga] | SAT | variable characteristics | algorithm | genetic algorithms | offline | dynamic |
| [Yu et al.; Yu et al.; Yu et al.; Yu and Rauchwerger] | parallel reduction algorithms | instance fea- tures | algorithm | decision trees, general linear regression | offline and online | static |
| [Ruan et al.] | SAT | instance fea- | restart policy | dynamic programming | offline | static |
| [Burke et al.] | scheduling | past perfor- | algorithm | reinforcement learning | online | static |
| [Vrakas et al.] | planning | instance fea- tures | parameters | classification association rules | offline | dynamic |

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| CIOCOLOLI | domain | features | predict what | predict how | predict when | portfolio |
|--|--|--|--|--|--------------------|-----------|
| [Gno] | sorting, prob- abilistic infer- ence | instance fea- tures | algorithm | decision tree, naïve Bayes, Bayesian net- work, meta-learning | offline | static |
| [Watson] | job shop scheduling | instance features, search | local search algorithm | statistical model | offline and online | static |
| [Brazdil et al.] | machine learn- ing | instance fea- tures | ranking | nearest neighbour | offline | static |
| [Gebruers et al.] | bid evaluation problem | instance and instance graph fea- | solution method | nearest neighbour | offline | static |
| [Guerri and Milano] | bid evaluation problem | instance and instance graph fea- | solution method, algorithm | decision trees | offline | static |
| [Beck and Freuder] | scheduling | probing | algorithm | hand-crafted rules | offline | static |
| $\begin{bmatrix} \text{Nudelman} \\ \text{et al.}; & \text{Xu} \\ \text{et al.}; & \text{Xu} \\ \text{et al.}; & \text{Xu} \\ \text{et al.} \end{bmatrix}$ | $_{ m SAT}$ | instance features, probing | runtime perfor- mance | ridge regression, lasso regression, SVMs, Gaussian processes | offline | static |
| ae Beck; ıe and | job shop scheduling | probing, search statis- tics | length of exploration phase, switch algorithm? | Bayesian classifier, reinforcement learning | offline and online | static |
| | machine learn- | instance fea- | ranking of SVM kernel widths | nearest neighbour | offline | static |
| [Guo and Hsu] | most probable explanation problem | instance fea- tures | algorithm | decision trees, naïve Bayes rules, Bayes net- works, meta-learning techniques | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|-------------------------------|---|-------------------------------------|----------------------------------|--|--------------|-----------|
| [Gagliolo et al.] | search prob- | past perfor- | resource alloca- | linear model | online | static |
| [Prudêncio and Ludermir] | machine learn- ing | instance fea- tures | ranking | decision trees and neural networks | offline | static |
| [Demmel et al.] | linear algebra | instance fea- | algorithm | multivariate Bayesian decision rule | offline | static |
| [Gebruers et al.] | CSP | instance fea- tures | problem model, solution strategy | nearest neighbour, decision trees, statistical | offline | static |
| [Petrik] | SAT | past perfor- mance | resource alloca- | analytic model, MDP | offline and | static |
| [Cicirello and Smith] | scheduling | past perfor- mance | algorithm | reinforcement learning | online | static |
| [Gagliolo and Schmidhuber] | 1 | past perfor- | resource alloca- | neural nets | online | static |
| [Gendreau and Potvin] | vehicle rout- ing scheduling | past perfor- | algorithm | various | online | static |
| [Armstrong et al.] | procedure calls | runtime per- | $switch\ algorithm?$ | reinforcement learning | online | static |
| [Gagliolo and Schmidhuber] | SAT, auction winner determination prob- | past perfor- mance | resource allocation | reinforcement learning | online | static |
| [Roberts and Howel | planning | instance fea- | resource alloca- | decision trees | offline | static |
| [Hough and Williams] | optimization | instance, algorithm and environment | algorithm | ensembles of decision trees, SVMs | offline | static |
| [Bhowmick et al.] | linear systems | instance features | algorithm | boosting, alternating decision trees | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|--|----------------------------|------------------------|--|--|-----------------------|-----------|
| [Hutter et al.] | stochastic local search | instance fea- tures | runtime perfor- mance | ridge regression | offline | dynamic |
| [Sayag et al.] | SAT | past perfor- mance | resource alloca- tion | static model, probabilistic model | offline | static |
| [Ali and Smith] | classification | instance fea- tures | algorithm | decision rules | offline | static |
| [Cavazos and O'Boyle] | software de- | instance fea- tures | algorithm | logistic regression | offline | static |
| [Burke et al.] | scheduling | instance fea- tures | algorithm | nearest neighbour | offline | static |
| [Xu et al.] | $_{ m SAT}$ | instance fea- tures | satisfiability and runtime performance | sparse multinomial logistic regression, ridge | offline | static |
| [Pulina and Tacchella; Pulina and Tacchella; Pulina and Tacchella; Pulina and Tacchella] | QBF | instance features | resource allocation | decision trees, decision rules, logistic regres- sion, nearest neighbour | offline and online | static |
| [Samulowitz and Memise- | QBF | instance fea- tures | algorithm, confidence values | multinomial logistic regression | offline and online | static |
| $[W_{u}]$ and van $[W_{u}]$ | scheduling | 1 | portfolio | case-based reasoning | offline | dynamic |
| [Streeter et al.] | planning | past perfor- mance | resource allocation | statistical model | offline and online | static |
| [Wang] and $Tropper]$ | simulation algorithms | past perfor- mance | control parameter | reinforcement learning | online | static |
| [Roberts] and Howe; Roberts et al.] | planning | instance fea- tures | runtime, probability of success | 32 different algorithms | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|--|--|--------------------------------------|--------------------------------|--|--------------------|-----------|
| [de la Rosa et al.; de la Rosa et al.; de la e al.; de la Rosa et al.; | planning | instance fea- tures | algorithm | case-based reasoning | online | static |
| [Steer et al.] | ı | fitness land- scape fea- tures | algorithm | | offline | static |
| [Streeter and Smith] | SAT, integer programming, planning | instance fea- tures | resource allocation | statistical model | offline and online | static |
| [O'Mahony et al.; Bridge et al.] | CSP | instance features, probing | resource allocation | nearest neighbour | offline | static |
| [Kuefler and Chen] | linear systems | instance features, search statistics | algorithm | reinforcement learning | online | static |
| [Wei et al.] | SAT | search statis- tics | algorithm | hand-crafted rules | online | static |
| [Gagliolo and Schmidhuber] | SAT | past perfor- mance | resource allocation | reinforcement learning | online | static |
| $[{ m Smith-Miles}]$ | $\begin{array}{c} \text{Quadratic} \\ \text{Assignment} \\ \text{Problem} \end{array}$ | instance features, probing | algorithm, runtime performance | neural networks and self-organising maps | offline | static |
| [Stergiou; Stergiou; Pa- parrizou and Stergiou] | CSP | search statis- tics | propagation method | clustering | online | static |
| [de la Rosa et al.; de la Rosa et al.] | planning | instance fea- tures | algorithm | decision tree | online | static |

| citation | domain | features | predict what | predict how | predict when | portfolio |
|--|--------------------------|--------------------------------------|---|--|--------------------|-----------|
| [Bai et al.] | resource allo- cation | past perfor- mance | combination of low-level heuristics | various | online | static |
| [Nikolić et al.] | SAT | instance fea- tures | search strategy | nearest neighbour | offline | static |
| [Stamatatos and Stergiou] | CSP | probing | propagation method | clustering | offline | static |
| [Arbelaez] et al.; Arbelaez et al.] | CSP | instance features, search statistics | search strategy | $_{ m NAS}$ | online | static |
| [Haim and Walsh] | SAT | instance fea- tures | restart strategy and satisfiability | ridge regression, logistic regression | offline | static |
| [Bhowmick et al.] | linear systems | instance fea- tures | algorithm | nearest-neighbour, alternating decision trees, naïve Bayes, SVM | offline | static |
| [Gerevini et al.] | planning | past perfor- mance | macro actions, resource allocation | performance simulations for different allocations | offline | static |
| [Xu et al.] | CSP | instance fea- tures | algorithm | reinforcement learning | online | static |
| [Bougeret et al.] | SAT | past perfor- mance | resource allocation | static model | offline | static |
| [Smith-Miles et al.] | scheduling | instance fea- tures | algorithm | decision tree, neural networks, self-organizing maps | offline | static |
| [Leite et al.] | machine learn- ing | past performance, | ranking of classifi- cation algorithms | statistical model | offline and online | static |
| [Silverthorn and Miikku- lainen] | SAT | past perfor- mance | runtime perfor- mance | latent class models | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|---|--|---------------------------------|----------------------------------|--------------------------|--------------------|-----------|
| [Stern et al.] | QBF, combinatorial | instance and algorithm features | algorithm | Bayesian model | offline and online | static |
| [Garrido and Riff] | dynamic vehicle routing | runtime per- formance | combination of low-level heuris- | genetic algorithms | online | dynamic |
| [Domshlak et al.] | planning | state vari- ables | algorithm | naïve Bayes classifier | online | static |
| [Kadioglu et al.] | SAT, mixed integer programming, set covering | instance fea- tures | algorithm | clustering | offline | dynamic |
| [Gent et al.] | CSP | instance features, | algorithm | decision trees | offline | static |
| [Gent et al.] | software de- | instance features | implementation | 19 different classifiers | offline | static |
| [Kotthoff et al.] | CSP | instance features, | algorithm | ensembles of classifiers | offline | static |
| [Ewald et al.] | simulation al- | past performance | portfolio | genetic algorithms | offline | dynamic |
| [Elsayed and Michel; El- sayed and Michel] | CSP | instance features | search strategy | hand-crafted rules | online | dynamic |
| [Valenzano et al.] | search prob- | 1 | algorithm | round-robin | online | static |
| [Leite and Brazdil] | classification | past perfor- | ranking | statistical model | offline | static |
| [Aiguzhinov et al.] | classification | past perfor- mance | ranking | naïve Bayes | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|--|-----------------------------|----------------------------------|-----------------------------------|---|--------------|-----------|
| [Kanda et al.; Kanda et al.] | TSP | instance fea- tures | algorithms | nearest neighbour, decision tree, SVM, naïve Bayes | offline | static |
| [Peng et al.] | numerical op- timization | past perfor- mance | resource allocation | optimization | offline | static |
| [Graff and Poli] | program in- | fitness func- | runtime perfor- | regression | offline | static |
| [Fialho et al.] | genetic algorithms | past perfor- mance | algorithm | aggregation | online | static |
| [Burke et al.] | bin packing | past perfor- mance | combinations of low-level heuris- | genetic programming | online | static |
| [Tolpin and Shimony] | CSP | search statis- | algorithm | hand-crafted rules | online | static |
| [Malitsky | SAT | instance fea- | algorithm | nearest neighbour | offline | static |
| [Kadioglu | SAT | instance fea- | resource alloca- | nearest neighbour | offline | static |
| (Kroer and Malitsky) | SAT, CSP | instance fea- | algorithm | clustering | offline | dynamic |
| [Kotthoff et al.; Kot- | SAT, QBF, CSP | instance features, | algorithm, runtime performance, | 31 different machine learning algorithms | offline | static |
| [Gagliolo and Schmidhuber; Gagliolo and Schmidhuber] | SAT, QBF, CSP | past performance | resource allocation | reinforcement learning | online | static |
| [Gebser et al.] | Answer Set Programming | instance features, probing | runtime performance | $_{ m NNM}$ | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|-----------------------------|----------------------------|----------------------------------|--------------------------|--|--------------------|-----------|
| [Xu et al.] | MIP | instance features, probing | algorithm | random forests | offline | dynamic |
| [Maturana et al.] | evolutionary algorithms | past perfor- mance | algorithm | statistical models | online | static |
| $[{ m Helm}_{ m et}]$ | planning | past perfor- mance | resource allocation | statistical model | offline | static |
| [Kiziltan et al.] | CSP | instance fea- tures | resource allocation | 8 classification algorithms, ridge regression | offline | static |
| [Smith-Miles and Hemert] | TSP | instance fea- tures | algorithm | self-organizing map, decision tree, neural network | offline | static |
| | machine learn- ing | instance fea- tures | ranking | nearest neighbour | offline | static |
| [Hoffman et al.] | Bayesian Opti- mization | past perfor- mance | algorithm | multi-armed bandits | online | static |
| | SAT, QBF, CSP | instance features, probing | algorithm | 5 regression algorithms, 2 classification algorithms | offline | static |
| [Yun and Ep-stein] | CSP | instance fea- tures | portfolio | case-based reasoning, hand-crafted rules | offline | dynamic |
| [Hurley and O'Sullivan] | SAT | instance fea- tures | ranking | case-based reasoning with voting | offline | static |
| [Shukla et al.] | | past perfor- mance | portfolio | statistical model | offline | static |
| [Malitsky et al.] | SAT | past perfor- mance | resource alloca- tion | nearest neighbour | offline and online | lstatic |
| [Bischl et al.] | optimization | instance fea- tures | algorithm | $_{ m SVM}$ | offline | static |

| citation | domain | features | predict what | predict how | predict when | portfolio |
|--|---|------------------------------------|---|--|--------------|-----------|
| [Veerapen et al.] | Quadratic Assignment Problem and TSP | past perfor- mance | algorithm | statistical model | online | static |
| [Valenzano et al.] | planning | past perfor- mance | resource allocation | statistical model | offline and | static |
| [Hutter et al.; Hutter et al.] | SAT, MIP, TSP | instance fea- tures | algorithm performance | 11 regression algorithms | offline | static |
| [Kanda et al.; Kanda et al.] | TSP | instance fea- tures | ranking | neural networks, nearest neighbour, clustering trees | offline | static |
| $[{ m Kadioglu}]$ et al.] | MIP | instance fea- tures | algorithm | clustering | online | static |
| [Seipp et al.] | planning | past perfor- | resource allocation | clustering and heuris- tic approaches | offline | static |
| [Maratea et al.; Maratea et al.] | ASP | instance fea- tures | algorithm | classification | offline | static |
| [Muñoz et al.] | optimization | instance features, algorithm | runtime perfor- mance | neural network regression | offline | static |
| [Park et al.] | software de- | instance fea- | runtime perfor- | $_{ m NAM}$ | offline | static |
| [Morak et al.] | ASP | instance fea- | algorithm | classification and regression | offline | static |
| [Burke et al.] | scheduling | past perfor- mance | algorithm | reinforcement learning | offline | static |
| [Pillay] | bin packing | past perfor- mance | combination of low-level heuris- tics | genetic algorithm | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|-------------------------------------|-----------------------------|---------------------------------|---------------------------------|---|--------------------|-----------|
| [Hu et al.] | evolutionary algorithms | past perfor- mance | algorithm | hand-crafted rule | online | static |
| [Sabharwal et al.] | SAT | instance fea- tures | resource allocation and switch | nearest neighbour and decision tree classifica- | offline and online | static |
| [Abell et al.] | black-box opti- mization | instance fea- | algorithm <i>:</i> algorithm | m ton $ m clustering$ | offline | static |
| [Hutter et al.] | SAT, MIP, TSP | instance features and algorithm | algorithm performance | random forests, linear regression, neural net- works. Gaussian pro- | offline | static |
| [Musliu and | graph colour- | parameters instance fea- | algorithm | cesses, regression trees six classifiers | offline | static |
| Amadini | CSP | instance fea- | algorithm | range of different ap- | offline | static |
| et al.] [Alhossaini and Book] | planning | tures instance fea- | model | proaches SVM | offline | static |
| and Deck] [Seijen et al.] | reinforcement | past perfor- | abstraction | MDP | online | static |
| [Malitsky | SAT | instance fea- | algorithm | clustering | online | static |
| et al.] [Mehta et al.] | CSP | instance fea- | algorithm | classification, regres- | offline | static |
| [Malitsky | SAT | instance fea- | algorithm | classification | offline | static |
| et al.] [Rayner et al.] | combinatorial search | probing | subset of algo- rithms | optimization | offline | static |
| [Sun and Pfahringer] | machine learn- | past perfor- mance | ranking | pairwise rules and trees | offline | static |
| [Collautti et al.] | SAT | instance features, past | ${ m algorithm}$ | nearest neighbour, random forests | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|----------------------------|-----------------------------|------------------------|------------------------------------|---|--------------|-----------|
| [Maratea | ASP | instance fea- | algorithm | PART decision rules | offline | static |
| [Wang et al.] | feature selection | instance fea- tures | algorithm | nearest neighbour and optimization | offline | static |
| [King et al.; King et al.] | power systems | instance fea- tures | algorithm | neural net, decision tree, random forest | offline | static |
| [Yuen et al.] | evolutionary algorithms | past perfor- mance | algorithm | linear regression | online | static |
| [Loth et al.] | CSP | past perfor- | algorithm | reinforcement learning | online | static |
| [Simon et al.] | software de- | instance fea- tures | algorithm | neural networks, decision trees | offline | dynamic |
| Geschwender | CSP | instance fea- | algorithm | decision tree, neural | offline | static |
| Geschwender et al. | | | | nework, name bayes | | |
| [Nikolić et al.] | SAT | instance fea- tures | algorithm | nearest neighbour | offline | static |
| | competitive TSP | instance fea- | algorithm | Bayesian approach | online | static |
| [Amadini et al.] | CSP | instance features | algorithm, resource allocation | 5 different classifiers | offline and | static |
| [Cauwet et al.] | optimization | past perfor- mance | resource allocation | statistical model | online | static |
| [Hoos et al.] | ASP, SAT, OBF, CSP | past perfor- mance | resource allocation | answer set program- ming | offline | static |
| [Hurley et al.] | ČSP | instance fea- | instance representation, algorithm | classification, regression clustering | offline | static |
| $[{ m Kotthoff}]$ | CSP, SAT, | instance fea- | ranking | classification, regression meta-learning | offline | static |
| [Tang et al.] | numerical op- timization | past perfor- mance | algorithm portfolio | optimization | offline | dynamic |

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| citation | domain | features | | predict what | ıt | predict how | predict when | portfolio |
|---|---------------------------|------------------------|--------------|----------------------------|---------|--|--------------------|-----------|
| [Fawcett et al.] | planning | instance | fea- | runtime | | regression | offline | static |
| [Amadini and Stuckey; Amadini et al.; Amadini et al.; Amadini et al.; Amadini et al.; | CSP | 1ce | fea- | resource | alloca- | nearest neighbour | offline | static |
| [Blet et al.] | CSP | instance fea- tures | fea- | algorithm | | M5P regression | offline | static |
| [Malitsky et al.] | Minimal Correction Subset | nce , | fea- past | algorithm | | nearest neighbour, random forests | offline | static |
| [Malitsky et. al.] | Minimal Correction Subset | instance | fea- | resource | alloca- | nearest neighbour, regression | offline | static |
| | MaxSAT | ıce | fea- | algorithm | | clustering | offline | static |
| sky and livan] | CSP, MaxSAT, SAT | ıce | fea- past | algorithm | | random forest and linear regression | offline | static |
| [Smith et al.] | classification | past per mance | perfor- | algorithm | | collaborative filtering | offline | static |
| [Garbajosa et al.] | planning | e | fea- | $\operatorname{algorithm}$ | | classifier ensemble | online | static |
| [Pihera and | TSP | эсе | fea- | algorithm | | 5 classifiers | offline | static |
| [St-Pierre and Tevtaud] | Go | О | perfor- | policy | | static rule and reinforcement learning | offline and online | static |
| [van ' Rijn et al.] | machine learn- ing | instance fea- tures | fea- | algorithm | | decision stumps, random forests | offline | static |

| citation | domain | features | | predict what | predict how | predict when | portfolio |
|--|---|---|---------------------|-------------------------------------|--|--------------|-----------|
| [Lieder et al.] | sorting | instance f | fea- | performance | Bayesian regression | offline | static |
| [Lindauer] | ASP, CSP, SAT, QBF, OB. | псе | fea- | resource allocation | lots | offline | static |
| [Hoos et al.] | ASP | instance f tures | fea- | resource alloca- | pairwise classification, regression, clustering | offline | static |
| [Sukhija et al.] | loop schedul- ing | nce | fea- | algorithm | classification | offline | static |
| [Stojadinović and Marić] | $\overrightarrow{\text{CSP}}$ | instance f tures | fea- | algorithm | nearest neighbour | offline | static |
| [Shahriari et al.] | Bayesian Opti- mization | entropy | | algorithm | multi-armed bandits | online | static |
| [López- Camacho et al.] | bin packing | instance f tures | fea- | algorithm | nearest neighbour | online | static |
| [Salcedo-Sanz et al.] | games | past perfor- mance | for- | combination of low-level heuristics | genetic algorithm | offline | static |
| [Sagarna et al.] | software test-ing | instance f tures | fea- | algorithm | Bayesian network | offline | static |
| [Tierney and Malitsky] | container pre- marshalling | instance fea tures, pas performance | fea- past nce | algorithm | hierarchical cost- sensitive clustering | offline | static |
| [Lindauer et al.] | SAT, QBF, ASP, container premarshalling | instance f tures | fea- | resource allocation | random forest pairwise classification, ridge re- gression, k-means clus- tering | offline | static |
| [Lindauer et al.; Lin- dauer et al.] | ASlib | instance fea- tures | ea- | resource allocation | pairwise classification, regression, clustering | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|--|------------------------|--|--------------------------|---|--------------------|-----------|
| [Kotthoff et al.] | TSP | instance fea- tures | algorithm | classification, regression, pairwise | offline | static |
| [Sabar and Kendall] | combinatorial search | past perfor- mance | algorithm | reinforcement learning | online | static |
| [Oentaryo et al.] | SAT | instance fea- tures and past perfor- | ranking | stochastic optimiza- tion | offline | static |
| [Chu and Stuckey] | CSP | instance fea- tures | algorithm | partial least squares regression | offline | static |
| [Balafrej et al.] | CSP | past perfor- mance | propagation method | multi-armed bandits | online | static |
| [Luo et al.] | stencil computation | instance fea- tures | solution space | multiple linear regression | offline | static |
| [Ilany and Gal] | multi-agent systems | instance features | runtime performance | linear regression, regression trees, neural network, multi-armed bandits | offline and online | static |
| [Everitt and Hutter; Everitt and Hutter] | search | instance fea- tures | runtime performance | analytical model | offline | static |
| [Amadini et al.] | ASlib | instance fea- tures | resource alloca- tion | nearest neighbour | offline | static |
| [Phillips et al.] | search | past perfor- mance | resource allocation | multi-armed bandits | online | static |
| [Abseher et al.] | tree decomposition | instance fea- tures | ranking | linear regression, nearest neighbour, regression trees, neural network, SVM | offline | static |
| | | | | | | |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|--|-----------------------------|------------------------|---------------------|---|--------------|-----------|
| [Yuen et al.; Lou and Yuen; Yuen et al.] | black-box opti- mization | instance fea- tures | algorithm | nearest neighbour | offline | static |
| [Palmieri | constraint programming | past perfor- | algorithm | statistical test | online | static |
| [Inala et al.] | SMT | past perfor- | encoding | pattern matching | offline | dynamic |
| [Mendes et al.] | games | instance fea- | algorithm | various classifiers | offline | static |
| [Bontrager et al.] | games | instance fea- tures | algorithm | hierarchical clustering and decision trees | offline | static |
| [Koitz and Wotawa; | abductive diagnosis | instance fea- tures | algorithm | various classifiers | offline | static |
| Wotawa; Koitz-Hristov | | | | | | |
| [Minot et al.] | sum coloring problem | instance fea- tures | algorithm | hand-crafted rule | offline | static |
| [Kotthoff et al.] | subgraph iso- morphism | instance fea- tures | algorithm | classification, regression, pairwise classification and | offline | static |
| [Degroote et al.; Degroote roote et al. | ASlib | instance fea- tures | algorithm | random forest regression | offline | static |
| [Gonard et al.] | ASlib | instance fea- tures | resource allocation | random forest and nearest neighbour regression | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|--|---|--------------------------------------|--------------------------------|-----------------------------------|--------------|-----------|
| [Sidnev] | matrix multiplication, sorting, linear equations, FFT | instance features | runtime performance, algorithm | r- linear regression | offline | static |
| [Benatia et al.; Benatia et al.] | sparse matrix-vector multi- | instance features | runtime perfor- mance | r- SVM, neural network | offline | static |
| [Dutt and Haritsa] | database query process- ing | instance features | resource allocation | a- optimization | offline | static |
| [Liberto et al.] | MÏP | instance features, search statistics | algorithm | clustering | online | static |
| [Lindauer et al.] | ASlib | instance features | resource allocation | a- nearest neighbour | offline | static |
| [Khalil et al.] | MIP | instance features, search statistics | | $_{ m NNM}$ | online | static |
| [Cenamor et al.] | planning | instance fea- tures | resource allocation | a- classification, regression | offline | static |
| [Cunha et al.; Cunha et al.; Cunha et al.] | recommender systems | instance features, | algorithm | classification | offline | static |
| [Cui et al.; Chu et al.] | evolutionary algorithms | instance features | ranking | nearest neighbour, neural network | online | static |
| [Cui et al.] | building energy opti- mization | instance features | ranking | neural network | offline | static |
| [Mısır and Sebag] | ASlib | instance and algorithm features | ranking | matrix completion | offline | static |

| citation | domain | features | predict what | predict how | predict when | portfolio |
|---|------------------------------------|----------------------------------|------------------|---|--------------------|-----------|
| [Ansótegui et al.] | MaxSAT | instance features, past | algorithm | search | offline and online | dynamic |
| [Minot et al.] | sum coloring | performance instance fea- | algorithm | pairwise random re- | offline | static |
| [Zaharija $\stackrel{\leftarrow}{\sum_{i=1}^{n}}$ 1 | problem | instance fea- | ${ m algorithm}$ | gression forests hand-crafted rules | offline | static |
| et al.] [Wagner et al.] | minimum ver- | instance fea- | ${ m algorithm}$ | pairwise classification, | offline | static |
| [Chen et al.] | SAT, MaxSAT | instance fea- | ${ m algorithm}$ | regression, clustering multi-output learning | offline | static |
| [Khali et al.] | MIP | instance fea- | ${ m algorithm}$ | logistic regression | online | static |
| [Gnad et al.] | ng | statistics probing | ranking | static rule | offline | static |
| [Fitzgerald and O'Sullivan] | CSF, SA1, combinatorial auctions | past perior- mance | algoritnm | reinforcement learning | online | static |
| [Beham et al.; Beham et al.] | Quadratic Assignment Problem | instance features, probing | ranking | nearest neighbour | offline | static |
| [Selvaraj and Nagarajan] | optical net- work design | instance fea- tures | algorithm | ı | offline | static |
| [Cunha et al.] | recommender | instance fea- | ranking | nearest neighbour, | offline | static |
| [Stephenson and Renz] | Angry Birds | instance fea- tures | ranking | classification | offline | static |
| [Li and Kendall] | games | past perfor- mance | algorithm | reinforcement learning | online | static |
| [He et al.] | black-box opti- mization | past perfor- mance | algorithm | Bayesian approach | offline | static |

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| citation | domain | features | predict what | predict how | predict when | portfolio |
|---|--------------------------------------|----------------------------------|--------------------|--------------------------------------|--------------|-----------------------|
| [Fuentetaja | planning | past perfor- | instance represen- | optimization | offline | dynamic |
| Jana et al.] | protein struc- | instance fea- | algorithm | hand-crafted rule | offline | static |
| [Jankee et al.] | black-box opti- | past perfor- | algorithm | bandit algorithms | offline | static |
| [Georges et al.] | MIP | inatice instance features, | portfolio | classification, regression, boosting | offline | static and dynamic |
| [Silva et al.] | games | probing instance fea- | algorithm | logistic regression | online | dynamic |
| [Degroote et al.] | Generalized Assignment Problem | instance fea- tures | algorithm | random forest | offline | static |
| [Gudu et al.] | combinatorial | instance fea- | algorithm | auto-sklearn | offline | static |
| [Elmandouh | formal verifica- | instance fea- | resource alloca- | classification | offline | static |
| $[Ansotegui]_{\alpha \leftarrow \alpha^{-1}}$ | CSP | tures instance fea- | resource alloca- | classification | offline | static |
| et al.] [Hoos et al.] | QBF | instance fea- | olon algorithm | autofolio | offline | static |
| [Nikolić et al.] | theorem prov- | instance fea- | algorithm, run- | classification, regres- | offline | static |
| [Deng et al.] | classification | instance fea- | algorithm | clustering | offline | static |
| [Wang et al.] | CSP | instance fea- | algorithm | decision tree | offline | static |
| [Tripoul et al.] pattern ing | pattern match- ing | simulation | constraint | hand-crafted model | online | static |

| citation | domain | features | | predict what | predict how | predict when portfolio | portfolio |
|---|----------------|-------------------|------|----------------------------------|---|------------------------|-----------|
| [Pavelski et al.; Pavelski | flowshop | instance tures | fea- | instance fea- algorithm tures | decision trees, gradient offline boosting | offline | static |
| et al.] [Alcobaça et al l | machine learn- | instance fea- | fea- | ${ m algorithm}$ | classification | offline | static |
| $[\text{Kerschke}]_{ot=o1}$ | TSP | instance | fea- | algorithm | classification, regres- | offline | static |
| Et al.] [Loera et al.] [Mantovani | optimization | instance fea- | fea- | algorithm | neural networks | offline | static |
| et al.] [Abdulrahman | | tures instance | fea- | algorithm | ranking | offline | static |
| et al.] | ing | tures | | | | | |

Table I: Summary of the Algorithm Selection literature.

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