

Fearnley's and Schewe's new method to solve parity games on simple graphs

Dr. Roman Rabinovich

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Fearnley and Schewe introduce a generic game based algorithm to solve parity games. On graph classes of bounded tree-width or DAG-width the algorithm performs in polynomial time. It was already known that this is possible, but the new time bounds are better. Additionally, the new method implies that if tree-width is bounded, parity games can be solved in NC^2 . In the talk, we shall describe the algorithm and a similar algorithm by Berwanger and Grädel for graphs of bounded entanglement.