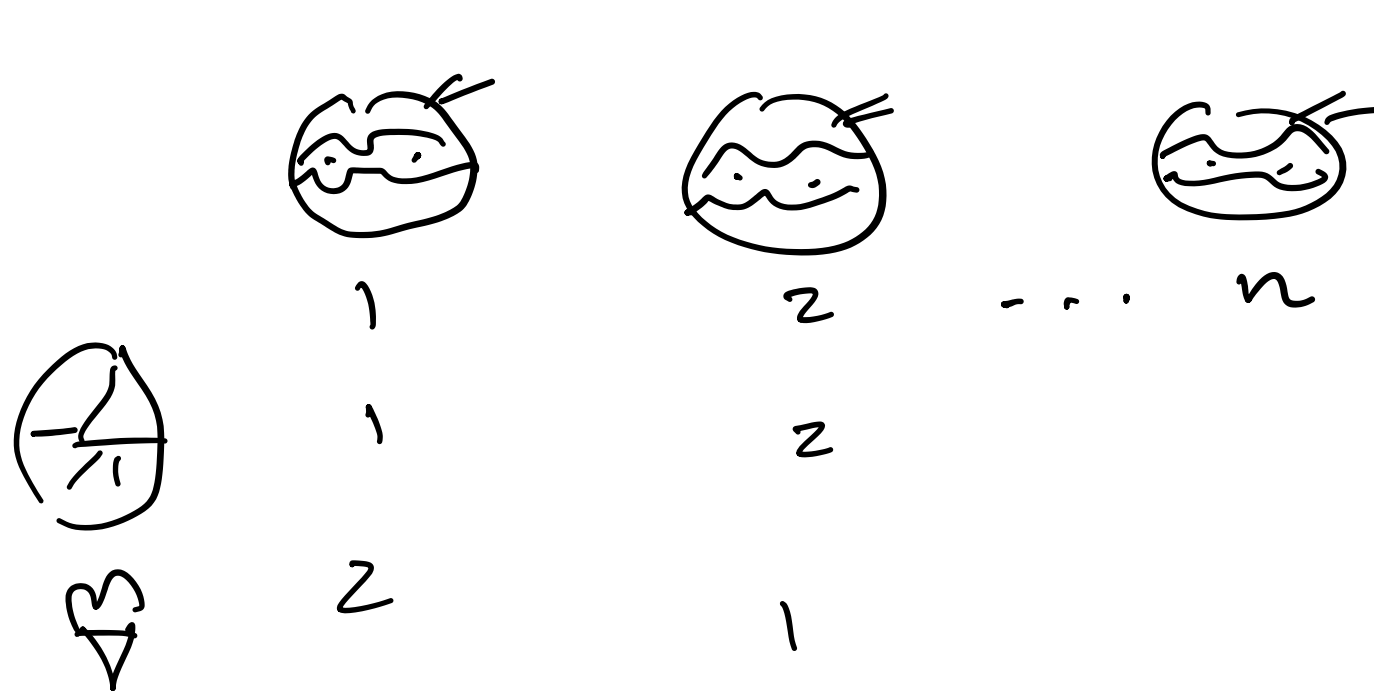


Follow along on  
<http://tiny.cc/91ssa2>  
<https://1drv.ms/o/s!AufpvyzkMX1pcZcVPUGorRH7xMI>

A banquet is fair if  
 for every pair  $i, j$  of ninjas  
 there is a course in which  
 $i$  is fed before  $j$   
 and another in which  $j$  is  
 fed before  $i$



What about 3-fair banquets?

For every triple  $(i, j, k)$  there is a course in which  
 $i$  is fed before  $j$  and  $j$  before  $k$ .

Theorem: For every  $d$ , there is a  $d$ -fair banquet  
 with  $d! d \log n$  rounds.

Pf: Fix a  $d$ -tuple of ninjas.

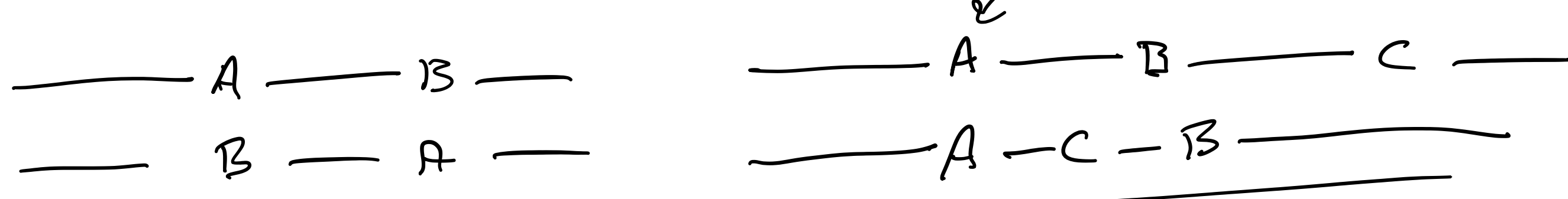
Pr that a random perm "hits" the  $d$ -tuple is  $\frac{1}{d!}$

Pr that ... does not hit  $1 - \frac{1}{d!}$

Pr that  $K$  ...  $\left(1 - \frac{1}{d!}\right)^K$

The prob that  $K$  random perm. do not form  
 a fair banquet is  $\leq \binom{n}{d} \left(1 - \frac{1}{d!}\right)^K$

If  $K > d! d \log n$   $\rightarrow 1$



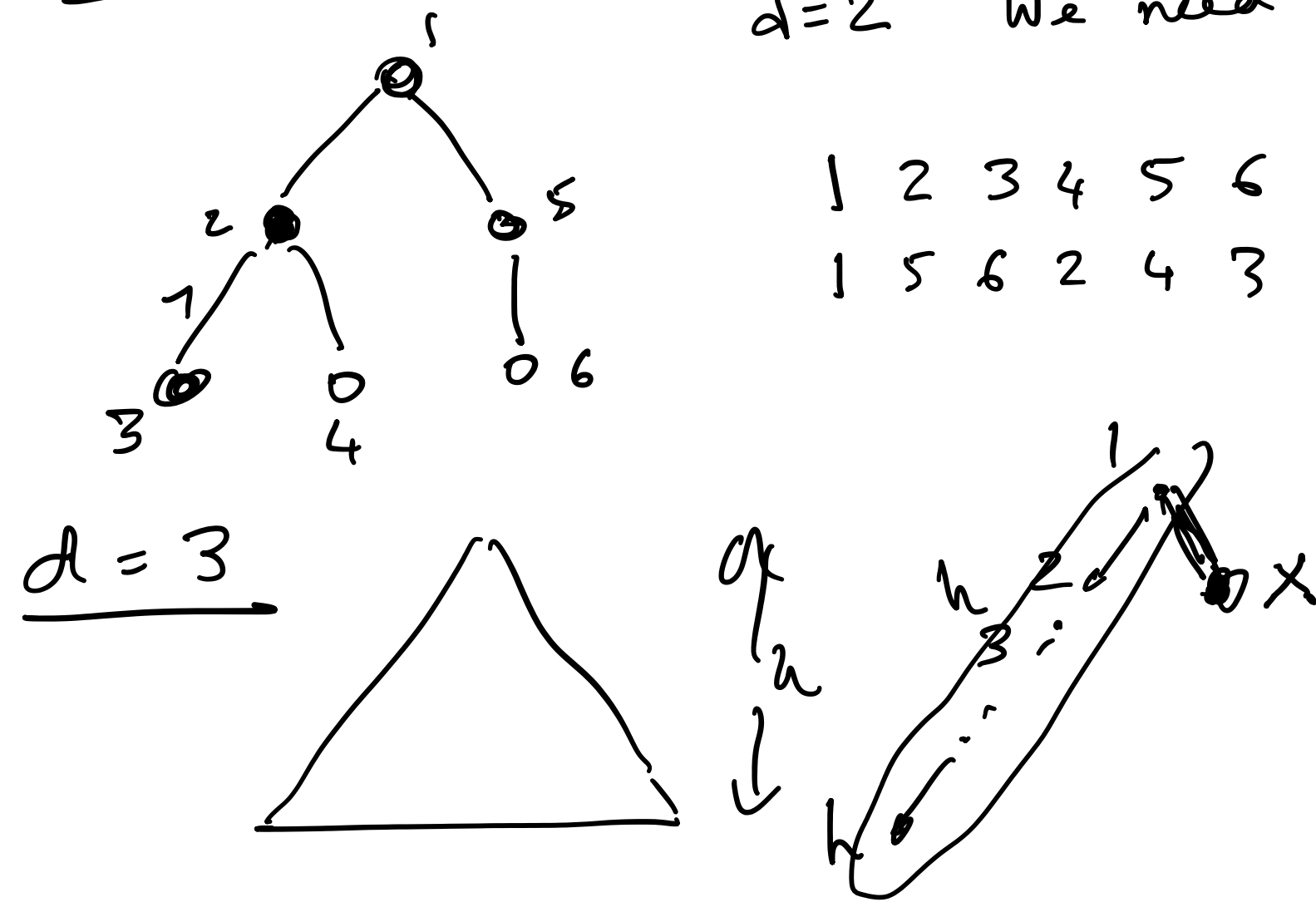
Given a partial order  $(P, \leq)$

Given a parameter  $d$ .

Coverage goal: For every  $d$ -tuple of elements  $p_1, \dots, p_d$  from  $P$   
 there is a test that orders  $p_1 < p_2 < \dots < p_d$   
 if this is allowed by the partial order.

What about trees

$d=2$  We need two orderings



There is a 3-hitting family with  $4^h$  schedules.

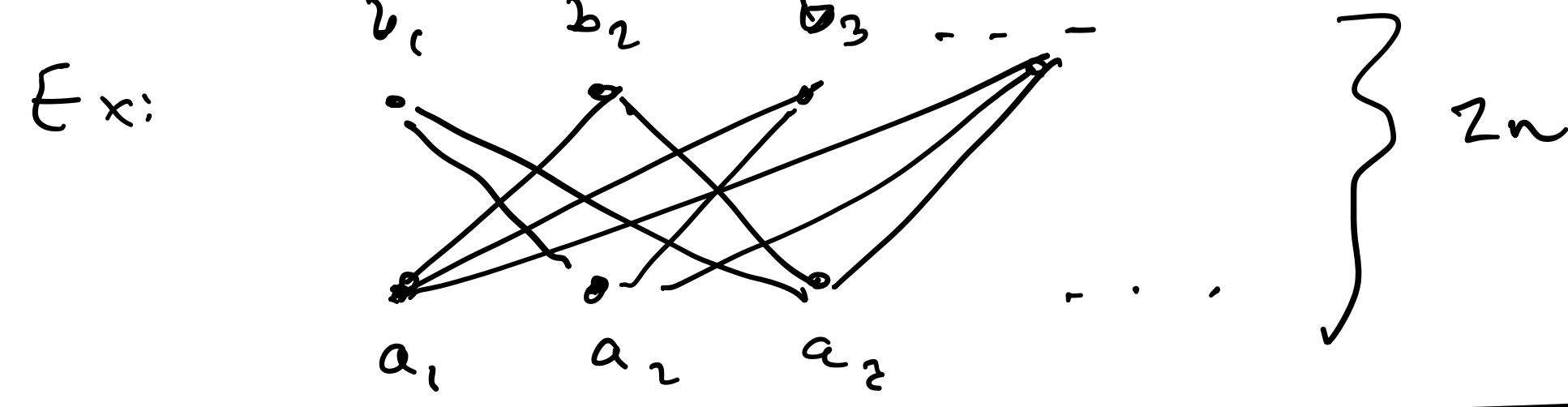
for each layer  $i \in \{0, \dots, h-1\}$

ldfs blocking right at  $i$ ; ldfs of the rest  
 ldfs blocking left at  $i$ ; ldfs of the rest  
 rdfs blocking left at  $i$ ; rdfs of the rest  
 rdfs blocking right at  $i$ ; rdfs of the rest

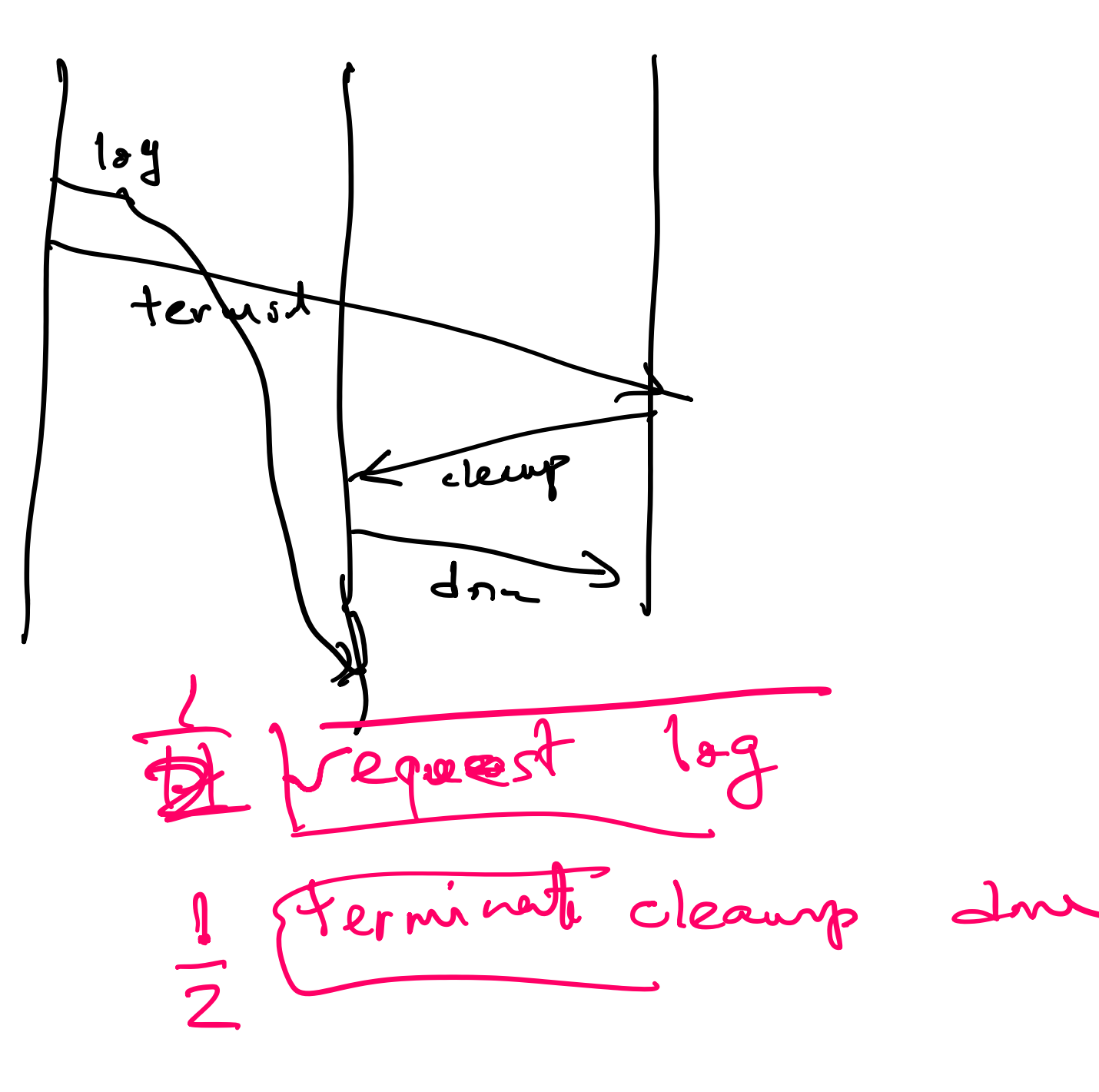
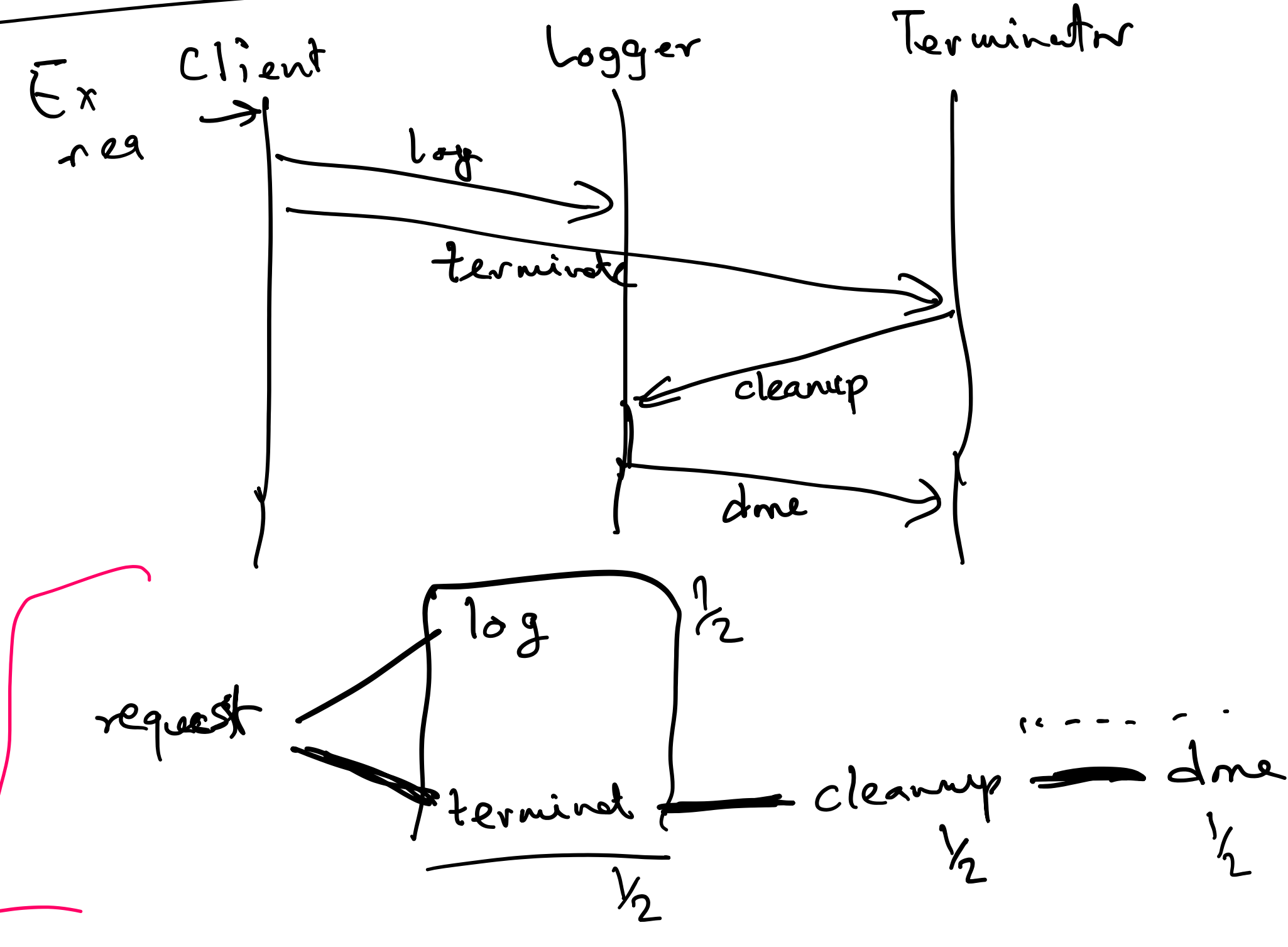
Theorem: For any  $d \geq 3$  there is a family with  
 $\exp(d) d! h^{d-1}$   
 schedules.

## Order Dimension of a partial order

Given a p.o.  $(P, \leq)$ , the order dimension is  $m$  if there  
 are  $m$  linearizations of  $P$  whose intersection is  $P$ .  
 (and there are no  $m-1$  lin. with this property)



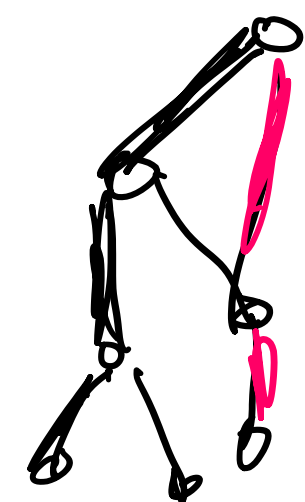
Ex: Show this has order dim  $n$ .



## Online Dimension Problem

Program: Reveals a p.o. one element at a time,  
 in "upgrowing" manner

Scheduler: Maintain a chain partitioning of the p.o.



$C_1$  A chain is a linearly ordered subset.  
 $C_2$   $a_1 a_2 \dots a_k$  s.t.  $a_1 \leq a_2 \leq a_3 \dots \leq a_k$   
 $\vdots$   
 $C_k$

Suppose that the underlying partial order has width  $w$ .

Dilworth's Theorem: Any p.o. of width  $w$  has a chain partition  
 with  $w$  chains.

Theorem: In the online chain partitioning game, scheduler can always  
 find a chain partitioning with  $\binom{w+1}{2}$  chains.

A randomized algorithm to sample from a 2-hitting family:

- (1) Maintain an online chain partitioning
- (2) Assign a random priority to each chain
- (3) Always pick the highest priority chain  
 that has an enabled event.

Theorem: This algorithm samples a 2-hitting family with prob.  
 at least  $\frac{1}{w^2}$ .

$$\frac{1}{w^2} \frac{1}{n^{d-2}}$$

## Fuzzing

<http://www.fuzzingbook.org>

OSS-Fuzz



$T$  = Initial random set of inputs

repeat  
 $t = \text{pick}(T)$   
 $t' = \text{mutate}(t)$  the input  $t$   
 run the program on  $t'$   
 if the program crashes return Bug  
 if  $t'$  is "interesting" add  $t'$  to  $T$ .

until enough bugs

time to go home