GAE - Graph Algorithm Engineering

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** Job description:** From a theory perspective currently the fastest known algorithms for graph motif problems are based on randomized sieving of polynomial generating functions, with excellent possibilities for parallelization on multicore/multiprocessor systems or GPUs. But is this the case in practice? This summer project will explore the question. An ideal candidate for this internship has excellent programming skills in C/C++ and parallel programming frameworks such as OpenMP or CUDA. Mathematical maturity and experience with algorithm engineering are further assets.