

Exercise Sheet 11 in
Scientific and Technical English
WiSe 2026/27

The exercise sheets consist of in-class exercises and homework. The in-class exercises take place during the second half of the lecture time slots. The homework, which is optional and ungraded, can be submitted via the “Homework” section in Moodle. The homework is subject to peer review.

Unless indicated otherwise, generative artificial intelligence assistants such as Chat-GPT may be used, as long as you acknowledge how you use them as specified by the Institute’s policy on plagiarism.¹ However, you may not use such tools to generate peer reviews for you. In addition, we strongly recommend that you do not use them to generate entire solutions, since that would defeat the purpose of the exercises.

In-class exercise 11-1 *Missing Titles* Suggest titles for five papers based on their abstracts, given below. The titles may be catchy, informative, or double-barreled.

- a) A two-party cryptographic protocol for evaluating any binary gate is presented. It is more efficient than previous two-party computations, and can even perform single-party (i.e. satisfiability) proofs more efficiently than known techniques. As in all earlier multiparty computations and satisfiability protocols, commitments are a fundamental building block. Each party in our approach encodes a single input bit as 2 bit commitments. These are then combined to form 5 bit commitments, which are permuted, and can then be opened to reveal the output of the gate.
- b) As a vast number of ingredients exist in the culinary world, there are countless food ingredient pairings, but only a small number of pairings have been adopted by chefs and studied by food researchers. In this work, we propose *KitcheNette* which is a model that predicts food ingredient pairing scores and recommends optimal ingredient pairings. *KitcheNette* employs Siamese neural networks and is trained on our annotated dataset containing 300K scores of pairings generated from

¹<https://www.medien.ifi.lmu.de/lehre/Plagiate-IfI.pdf>

numerous ingredients in food recipes. As the results demonstrate, our model not only outperforms other baseline models, but also can recommend complementary food pairings and discover novel ingredient pairings.

- c) We develop and explain the design decisions of a framework for the formal specification and analysis of interactions in generalized distributed systems. Our approach is suitable to reason about various types of agents and supports the modeling of synchronous interactions between any finite number of agents. Our proposal provides a common ground for existing modeling techniques for cryptographic protocols and security ceremonies, by generalizing and unifying them in a single formalism. We discuss the specification of security properties in our framework and demonstrate on a short voting ceremony a technique to model our ceremonies in the Tamarin prover.
- d) The Lean mathematical library Mathlib features extensive use of the typeclass pattern for organising mathematical structures, based on Lean's mechanism of instance parameters. Related mechanisms for typeclasses are available in other provers including Agda, Coq and Isabelle with varying degrees of adoption. This paper analyses representative examples of design patterns involving instance parameters in the finalized Lean 3 version of Mathlib, focussing on complications arising at scale and how the Mathlib community deals with them.
- e) We study transformational program logics for correctness and incorrectness that we extend to explicitly handle both termination and non-termination. We show that the logics are abstract interpretations of the right image transformer for a natural relational semantics covering both finite and infinite executions. This understanding of logics as abstractions of a semantics facilitates their comparisons through their respective abstractions of the semantics (rather than the much more difficult comparison through their formal proof systems). More importantly, the formalization provides a calculational method for constructively designing the sound and complete formal proof system by abstraction of the semantics. As an example, we extend Hoare logic to cover all possible behaviors of nondeterministic programs and design a new precondition (in)correctness logic.

In-class exercise 11-2 *Skip Lists* Read the Wikipedia page for the skip list data structure.²

²https://en.wikipedia.org/wiki/Skip_list

Pretend you are the inventor of skip lists. Suggest a title for a paper introducing skip lists and write an abstract.

Homework 11-3 *Comparing Tables of Contents* Compare the following tentative tables of contents for a bachelor's thesis with the title *A Learning Game for the Myhill–Nerode Theorem*. Select the one that you prefer, then answer the following questions about it:

- What does it do differently than the other two tables of contents?
- What are its advantages?
- Is there anything you would like to improve about it?

(1)

1. Introduction

2. Background and Related Work

2.1 Formal Languages

2.1.1 Regular Languages and DFAs

2.1.2 The Myhill–Nerode Theorem

2.2 Game Design Theory and Learning Psychology

2.2.1 Learning Types

2.2.2 Game-Based Learning

3. Game Application Development

3.1 Tools and Dependencies

3.2 REST-API Design

3.3 JVM Optimization

3.4 Classes and Methods

4. Game Application Design

4.1 Equivalence-Class Validation Algorithm

4.2 UI and UX

4.3 Feedback Generation

4.4 Benefits for Learning

4.5 Challenges in Development

5. Conclusion

(2)

1. Introduction

2. Theoretical Background

2.1 Regular Languages and the Myhill–Nerode Theorem

2.2 Design Principles in Educational Games

3. *MyNeCraft*—A Game for the Myhill–Nerode Theorem

3.1 Design

3.1.1 Learning Goals

3.1.2 Feedback Generation

3.2 Gameplay and Usage

3.2.1 Overview and Level Selection

3.2.2 Crafting the Equivalence Classes

3.2.3 Suffix Matching Mode

3.3 Implementation

3.3.1 Server–Client Architecture

3.3.2 Validation of the Crafted Classes

3.3.3 Dynamic Suffix Generation

4. Related Work

5. Conclusion

(3)

1. Introduction

2. Methodology

- 2.1 Game-Based Learning
- 2.2 Myhill–Nerode Theorem
- 2.3 Searching Algorithms
- 2.4 Benchmarking

3. Results

- 3.1 The Application
- 3.2 Basic Game Loop
- 3.3 Equivalence-Class Validation Algorithm
- 3.4 Performance Problems
- 3.5 Bug in JavaFX

4. Discussion

- 4.1 Performance Optimization
- 4.2 Future Work: Multiplayer Mode

5. Conclusion

Homework 11-4 Assessing Writing Advice Read “The Young Person’s Guide to Writing Economic Theory”³, available on Moodle, and describe its essence in an essay of about 300 words that answers the following questions:

- What are your main takeaways?
- Are there parts with which you disagree?
- What is specific to economic science and what also applies to computer science?

³William Thomson, *Journal of Economic Literature* 37(1), pp. 157–183, 1999.