

Start	End	Monday	Tuesday	Wednesday	Thursday	Friday
7:30 AM	8:45 AM	Breakfast, join any time				
9:00 AM		<b>Welcome &amp; Lighting Talks</b> (Organizers)	Challenge Proposal I <b>Explainable E-graphs</b> (Sam Coward)	Challenge Proposal III <b>Context Sensitivity</b> (Russel + Dorian)	<b>Teaching</b>	<b>What's next?</b>
		Planning of the Week What do we want to accomplish?	Challenge Proposal II <b>Approximation in E-graphs</b> (George + Jianyi)	Challenge Proposal IV <b>E-graphs modulo theory</b> (Max + Philip)	How to teach these concepts in the classroom? Experience reports on doing so. What do you wish you knew coming into today? What are the "missing" pieces of literature, documentation? What concepts or problems could we standardize or formalize?	Debrief from the week. What artifacts (papers/datasets/etc) should the community produce?
10:00 AM	10:30 AM	Coffee & Cake				
		Basics I <b>Equality Saturation</b> (Max, Zach)	<b>Egglog and Proofs</b> (Oliver)	<b>MLIR</b> (Sasha + Jules)	Collaboration time (flexible)	
		Basics II <b>Term Rewriting, Strategic Rewriting &amp; Knuth Bendix</b> (Sebastian, Michel)	<b>Slotted E-graphs</b> (Rudi)	<b>TBD Hardware</b> (Sam)		
		Basics III <b>SMT</b> (Philip)	<b>Optimism</b> (Russel)	<b>Sketch-guided Lean proof search</b> (Marcus)		
12:15 AM	1:00 PM	Lunch				
		Basics IV <b>Equational Reasoning / Theorem Proving</b> (Marcus, Andrés)	Collaboration time	Outing. TBD based on weather. Perhaps a hike/walk.	Collaboration time	Seminar over
		Basics V <b>Compilers</b> (CF Bolz, Alexa, Chris)				
		Basics VI <b>Hardware</b> (George, Sam)				
3:00 PM	3:30 PM	Coffee & Cake				
		Collaboration time	<b>Verifying Rules in ISLE</b> (Alexa)		Challenge Reviews	
			<b>Verifying Rules in Chamois</b> (David)			
			<b>Failed Proofs</b> (Eytan)			
6:00 PM		Dinner (starts 6pm sharp, be early)				
		<a href="#">Up-to-date schedule link</a>				
		<b>Session kinds</b>				
		<b>Basics</b>	<b>Current Research</b>	<b>Challenge Proposal/Review</b>	<b>Collaboration time</b>	
		Quick introduction, establish key ideas, formalisms, nomenclature so we are all on the same page. What are the problems in this area, and how do they intersect with the themes of the seminar? The initial names for each topic are a draft! Feel free to nominate/move yourself.	A talk about recent or on-going work. Aim for less polish/results, more questions/background/interactivity. Software tutorials encouraged! Unfilled slots will probably become collaboration time.	A facilitator (or a few) will put forth a challenge problem that would move the state-of-the-art forward. Proposal should be quick, followed by some open discussion. Then it simmers for a few days, people discuss ad hoc. Facilitator will lead a review discussion at the end.	<b>Unstructured</b> time to chat, go for a walk, do your own thing. We could reclaim and structure some of this time if we need to, but we are aiming to leave plenty of it open.	