

1. Record Nr.	UNINA990008529300403321
Titolo	L'arte di edificare : manuali in Italia 1750-1950 / a cura di Carlo Guenzi ... [et al.] ; [testi di] Francesco Barrera ... [et al.]
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Nota di contenuto	<p>Algorithmic Gems in the Data Miner's Cave.- Fun with Fonts: Algorithmic Typography.- Happy Edges: Threshold-Coloring of Regular Lattices.- Classic Nintendo Games Are (Computationally) Hard.- On the Solvability of the Six Degrees of Kevin Bacon Game - A Faster Graph Diameter and Radius Computation Method.- No Easy Puzzles: A Hardness Result for Jigsaw Puzzles.- Normal, Abby Normal, Prefix Normal.- Nonconvex Cases for Carpenter's Rulers.-How to Go Viral: Cheaply and Quickly -- Synchronized Dancing of Oblivious Chameleons.- Another Look at the Shoelace TSP: The Case of Very Old Shoes -- Playing Dominoes Is Hard, Except by Yourself.- UNO Gets Easier for a Single Player -- Secure Auctions without Cryptography. - Towards an Algorithmic Guide to Spiral Galaxies -- Competitive Analysis of the Windfall Game.- Excuse Me! or The Courteous Theatregoers' Problem.- Zombie Swarms: An Investigation on the Behaviour of Your Undead Relatives.-Approximability of Latin Square Completion-Type Puzzles.-Sankaku-Tori: An Old Western-Japanese Game Played on a Point Set.- Quell.- How Even Tiny Influence Can Have a Big Impact.-Optimizing Airspace Closure with Respect to Politicians' Egos -- Being Negative Makes Life NP-hard (for Product Sellers). - Clearing Connections by Few Agents.- Counting Houses of Pareto Optimal Matchings in the House Allocation Problem -- Practical Card-Based Cryptography.- The Harassed Waitress Problem.- Lemmings Is PSPACE-Complete.- Finding Centers and Medians of a Tree by Distance Queries.- Swapping Labeled Tokens on Graphs.</p>
Sommario/riassunto	<p>This book constitutes the refereed proceedings of the 7th International Conference, FUN 2014, held in July 2014 in Lipari Island, Sicily, Italy. The 29 revised full papers were carefully reviewed and selected from 49 submissions. They feature a large variety of topics in the field of the use, design and analysis of algorithms and data structures, focusing on results that provide amusing, witty but nonetheless original and scientifically profound contributions to the area. In particular, algorithmic questions rooted in biology, cryptography, game theory, graphs, the internet, robotics and mobility, combinatorics, geometry, stringology, as well as space-conscious, randomized, parallel, distributed algorithms and their visualization are addressed.</p>