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Soggetti	Software engineering Computers Computer logic Programming languages (Electronic computers) Algorithms Software Engineering/Programming and Operating Systems Theory of Computation Logics and Meanings of Programs Programming Languages, Compilers, Interpreters Computation by Abstract Devices Algorithm Analysis and Problem Complexity
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Nota di contenuto	Invited Papers -- Primality Testing with Gaussian Periods -- From Hilbert Spaces to Dilbert Spaces: Context Semantics Made Simple -- Encoding Generic Judgments -- Model Checking Algol-Like Languages Using Game Semantics -- Modeling Software: From Theory to Practice -- Contributed Papers -- Local Normal Forms for Logics over Traces -- On the Hardness of Constructing Minimal 2-Connected Spanning Subgraphs in Complete Graphs with Sharpened Triangle Inequality -- Communication Interference in Mobile Boxed Ambients -- The Seal Calculus Revisited: Contextual Equivalence and Bisimilarity -- Composing Strand Spaces -- Generalising Automaticity to Modal

Properties of Finite Structures -- An Automata-Theoretic Approach to Constraint LTL -- Hardness Results for Multicast Cost Sharing -- How to Compose Presburger-Accelerations: Applications to Broadcast Protocols -- State Space Reductions for Alternating Büchi Automata Quotienting by Simulation Equivalences -- Algorithmic Combinatorics Based on Slicing Posets -- Pattern Matching for Arc-Annotated Sequences -- Knowledge over Dense Flows of Time (from a Hybrid Point of View) -- The Complexity of the Inertia -- The Quantum Communication Complexity of the Pointer Chasing Problem: The Bit Version -- The Decidability of the First-Order Theory of the Knuth-Bendix Order in the Case of Unary Signatures -- Deciding the First Level of the λ -Calculus Alternation Hierarchy -- Dynamic Message Sequence Charts -- The Complexity of Compositions of Deterministic Tree Transducers -- On the Hardness of Approximating Minimum Monopoly Problems -- Hereditary History Preserving Bisimulation Is Decidable for Trace-Labelled Systems -- Lower Bounds for Embedding Graphs into Graphs of Smaller Characteristic -- Nearest Neighbors Search Using Point Location in Balls with Applications to Approximate Voronoi Decompositions -- Formal Languages and Algorithms for Similarity Based Retrieval from Sequence Databases -- Decomposition in Asynchronous Circuit Design -- Queue Layouts, Tree-Width, and Three-Dimensional Graph Drawing.

Sommario/riassunto

This volume consists of the proceedings of the 22nd International Conference on the Foundations of Software Technology and Theoretical Computer Science (FSTTCS 2002), organized under the auspices of the Indian Association for Research in Computing Science (IARCS). The conference was held at the Indian Institute of Technology, Kanpur during December 12–14, 2002. The conference attracted 108 submissions (of which two were withdrawn). Of these, a total of 26 papers were selected for presentation in the conference. As in the last year, the PC meeting was held electronically (stretching over nearly three weeks in August 2002) and was a great success. In addition to the contributed papers, we had λ ve invited speakers this year: Hendrik Lenstra, Jr., Harry Mairson, Dale Miller, Chih-Hao Luke Ong, and Margus Veanes. We thank them for accepting our invitation and for providing abstracts (or even full papers) for the proceedings. Two workshops were organized in conjunction with the conference – both in Kanpur. A workshop on Parameterized Complexity was held during December 10–11, organized by Mike Fellows and Venkatesh Raman. The second workshop actually consisted of three miniworkshops: on Coding Theory by Madhu Sudan; on Finite Field Algorithms by Hendrik Lenstra, Jr.; and on Sieve Theory by R. Balasubramanian. We wish to thank all the reviewers and PC members who contributed greatly to making the conference a success. We also wish to thank the team at Springer-Verlag for their help in preparing the proceedings.
