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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 2368
Disciplina	511.8
Soggetti	Computer programming Algorithms Data structures (Computer science) Computer science—Mathematics Computer graphics Computer communication systems Programming Techniques Algorithm Analysis and Problem Complexity Data Structures Discrete Mathematics in Computer Science Computer Graphics Computer Communication Networks
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Invited Speakers -- An Efficient Quasidictionary -- Combining Pattern Discovery and Probabilistic Modeling in Data Mining -- Scheduling -- Time and Space Efficient Multi-method Dispatching -- Linear Time Approximation Schemes for Vehicle Scheduling -- Minimizing Makespan for the Lazy Bureaucrat Problem -- A PTAS for the Single Machine Scheduling Problem with Controllable Processing Times -- Computational Geometry -- Optimum Inapproximability Results for Finding Minimum Hidden Guard Sets in Polygons and Terrains -- Simplex Range Searching and k Nearest Neighbors of a Line Segment in

2D -- Adaptive Algorithms for Constructing Convex Hulls and Triangulations of Polygonal Chains -- Exact Algorithms and Approximation Schemes for Base Station Placement Problems -- A Factor-2 Approximation for Labeling Points with Maximum Sliding Labels -- Optimal Algorithm for a Special Point-Labeling Problem -- Random Arc Allocation and Applications -- On Neighbors in Geometric Permutations -- Graph Algorithms -- Powers of Geometric Intersection Graphs and Dispersion Algorithms -- Efficient Data Reduction for Dominating Set: A Linear Problem Kernel for the Planar Case -- Planar Graph Coloring with Forbidden Subgraphs: Why Trees and Paths Are Dangerous -- Approximation Hardness of the Steiner Tree Problem on Graphs -- The Dominating Set Problem Is Fixed Parameter Tractable for Graphs of Bounded Genus -- The Dynamic Vertex Minimum Problem and Its Application to Clustering-Type Approximation Algorithms -- A Polynomial Time Algorithm to Find the Minimum Cycle Basis of a Regular Matroid -- Approximation Algorithms for Edge-Dilation k-Center Problems -- Forewarned Is Fore-Armed: Dynamic Digraph Connectivity with Lookahead Speeds Up a Static Clustering Algorithm -- Improved Algorithms for the Random Cluster Graph Model --  $\ell$ -List Vertex Coloring in Linear Time -- Robotics -- Robot Localization without Depth Perception -- Online Parallel Heuristics and Robot Searching under the Competitive Framework -- Analysis of Heuristics for the Freeze-Tag Problem -- Approximation Algorithms -- Approximations for Maximum Transportation Problem with Permutable Supply Vector and Other Capacitated Star Packing Problems -- All-Norm Approximation Algorithms -- Approximability of Dense Instances of Nearest Codeword Problem -- Data Communication -- Call Control with  $k$  Rejections -- On Network Design Problems: Fixed Cost Flows and the Covering Steiner Problem -- Packet Bundling -- Algorithms for the Multi-constrained Routing Problem -- Computational Biology -- Computing the Threshold for  $q$ -Gram Filters -- On the Generality of Phylogenies from Incomplete Directed Characters -- Data Storage and Manipulation -- Sorting with a Forklift -- Tree Decompositions with Small Cost -- Computing the Treewidth and the Minimum Fill-in with the Modular Decomposition -- Performance Tuning an Algorithm for Compressing Relational Tables -- A Randomized In-Place Algorithm for Positioning the  $k$ th Element in a Multiset -- Paging on a RAM with Limited Resources -- An Optimal Algorithm for Finding NCA on Pure Pointer Machines -- Amortized Complexity of Bulk Updates in AVL-Trees.

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