

1. Record Nr.	UNINA9910438146403321
Titolo	Distance geometry : theory, methods, and applications / / Antonio Mucherino ... [et al.]
Pubbl/distr/stampa	New York, : Springer, 2013
ISBN	1-283-94528-2 1-4614-5128-0
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (426 p.)
Altri autori (Persone)	MucherinoAntonio
Disciplina	514.3
Soggetti	Distance geometry
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	pt. 1. Theory -- pt. 2. Methods -- pt. 3. Applications to protein conformations.
Sommario/riassunto	Distance Geometry: Theory, Methods, and Applications is the first collection of research surveys dedicated to distance geometry and its applications. The first part of the book discusses theoretical aspects of the Distance Geometry Problem (DGP), where the relation between DGP and other related subjects are also presented. Covered topics include distance matrix theory, Euclidean distance matrix completion, multispherical structure of distance matrices, geometric algebra, algebraic distance geometry theory, visualization of K-dimensional structures in the plane, graph rigidity, and theory of discretizable DGP. The second part of this volume presents mathematical and computational properties of methods developed to the problems discussed in the first portion, including continuous methods (based on Gaussian and hyperbolic smoothing, difference of convex functions, semidefinite programming, branch-and-bound), discrete methods (based on branch-and-prune, geometric build-up, graph rigidity), and also heuristics methods (based on simulated annealing, genetic algorithms, tabu search, variable neighborhood search). Applications comprise the third part of the book, which is mainly devoted to the application of DGP to NMR structure calculation. This is an important and strongly multidisciplinary application in biology and biomedicine.

