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Altri autori (Persone)	Arun-KumarS GargNaveen
Disciplina	005.1
Soggetti	Application software Computer science Compilers (Computer programs) Machine theory Algorithms Computer and Information Systems Applications Computer Science Logic and Foundations of Programming Compilers and Interpreters Formal Languages and Automata Theory Theory of Computation
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Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Papers -- Shared-Variable Concurrency: A Proposal -- Hennessy-Plotkin-Brookes Revisited -- Approximation Algorithms for 2-Stage Stochastic Optimization Problems -- The Number of Crossing Free Configurations on Finite Point Sets in the Plane -- Contributed Papers – Track A -- Normal and Feature Approximations from Noisy Point Clouds -- Coresets for Discrete Integration and Clustering -- Self-assembling Classes of Shapes with a Minimum Number of Tiles, and in Optimal Time -- One-Input-Face MPCVP Is Hard for L, But in LogDCFL -- Hardness of Approximation Results for the Problem of Finding the Stopping Distance in Tanner Graphs -- Multi-stack

Boundary Labeling Problems -- Computing a Center-Transversal Line
-- On Obtaining Pseudorandomness from Error-Correcting Codes --
Fast Edge Colorings with Fixed Number of Colors to Minimize
Imbalance -- Zero Error List-Decoding Capacity of the $q/(q-1)$ Channel
-- Fast Exponential Algorithms for Maximum r -Regular Induced
Subgraph Problems -- Solving Connected Dominating Set Faster Than 2^n -- Linear-Time Algorithms for Two Subtree-Comparison Problems
on Phylogenetic Trees with Different Species -- Computationally Sound
Symbolic Secrecy in the Presence of Hash Functions -- Some Results on
Average-Case Hardness Within the Polynomial Hierarchy -- Unbiased
Rounding of Rational Matrices -- Contributed Papers – Track B --
Rational Behaviour and Strategy Construction in Infinite Multiplayer
Games -- The Anatomy of Innocence Revisited -- Testing Probabilistic
Equivalence Through Reinforcement Learning -- On Decidability of LTL
Model Checking for Process Rewrite Systems -- Monitoring of Real-
Time Properties -- A Proof System for the Linear Time \exists -Calculus --
Tree Automata Make Ordinal Theory Easy -- Context-Sensitive
Dependency Pairs -- On Reduction Criteria for Probabilistic Reward
Models -- Distributed Synthesis for Well-Connected Architectures --
The Meaning of Ordered SOS -- Almost Optimal Strategies in One Clock
Priced Timed Games -- Expressivity Properties of Boolean BI Through
Relational Models -- On Continuous Timed Automata with Input-
Determined Guards -- Safely Freezing LTL -- Branching Pushdown Tree
Automata -- Validity Checking for Finite Automata over Linear
Arithmetic Constraints -- Game Semantics for Higher-Order
Concurrency.

Sommario/riassunto

This book constitutes the refereed proceedings of the 26th International Conference on the Foundations of Software Technology and Theoretical Computer Science, FSTTCS 2006, held in Kolkata, India, in December 2006. It contains 38 papers that cover a broad variety of current topics from the theory of computing, ranging from formal methods, discrete mathematics, complexity theory, and automata theory to theoretical computer science in general.
