1. Record Nr. UNINA9910483639803321 **Titolo** Mathematical and Engineering Methods in Computer Science: 9th International Doctoral Workshop, MEMICS 2014, Tel, Czech Republic, October 17--19, 2014, Revised Selected Papers / / edited by Petr Hlinný, Zdenk Dvoák, Jií Jaroš, Jan Kofro, Jan Koenek, Petr Matula, Karel Pala Cham:,: Springer International Publishing:,: Imprint: Springer,, Pubbl/distr/stampa 2014 3-319-14896-6 **ISBN** Edizione [1st ed. 2014.] Descrizione fisica 1 online resource (XI, 159 p. 50 illus.) Programming and Software Engineering; ; 8934 Collana Disciplina 005.1 Soggetti Software engineering Computer communication systems Algorithms Management information systems Computer science Economic theory Software Engineering Computer Communication Networks Algorithm Analysis and Problem Complexity Management of Computing and Information Systems Economic Theory/Quantitative Economics/Mathematical Methods Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Includes index. Nota di contenuto An Open-Source Hardware Approach for High Performance Low-Cost QoS Monitoring of VoIP Traffic -- Today's Challenges for Embedded ASR -- Automating Software Analysis at Large Scale -- 3D Model-Based Segmentation of 3D Biomedical Images -- LTL Model Checking of LLVM Bitcode with Symbolic Data.- Steiner Tree 1.39-Approximation in Practice -- On Monitoring C/C++ Transactional Memory Programs. - Bent Functions Synthesis on Intel Xeon Phi Coprocessor --Parallelisation of the 3D Fast Fourier Transform Using the Hybrid

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Sommario/riassunto

Expert Opinion and Student Data -- Image Analysis of Gene Locus Positions Within Chromosome Territories in Human Lymphocytes -- Context-Switch-Directed Verification in DIVINE -- A New Concept in Advice Complexity of Job Shop Scheduling.

This volume contains the post-proceedings of the 9th Doctoral Workshop on Mathematical and Engineering Methods in Computer Science, MEMICS 2014, held in Tel, Czech Republic, in October 2014. The 13 thoroughly revised papers were carefully selected out of 28 submissions and are presented together with 4 invited papers. The topics covered by the papers include: algorithms, logic, and games; high performance computing; computer aided analysis, verification, and testing; hardware design and diagnostics; computer graphics and image processing; and artificial intelligence and natural language processing.