

1. Record Nr.	UNINA9910483713603321
Titolo	Automata, Languages and Programming [[electronic resource]] : 33rd International Colloquium, ICALP 2006, Venice, Italy, July 10-14, 2006, Proceedings, Part I // edited by Michele Bugliesi, Bart Preneel, Vladimiro Sassone, Ingo Wegener
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2006
ISBN	3-540-35905-2
Edizione	[1st ed. 2006.]
Descrizione fisica	1 online resource (XXIV, 732 p.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 4051
Disciplina	005.1
Soggetti	Software engineering Computer science Computer science—Mathematics Discrete mathematics Numerical analysis Artificial intelligence—Data processing Data structures (Computer science) Information theory Software Engineering Theory of Computation Discrete Mathematics in Computer Science Numerical Analysis Data Science Data Structures and Information Theory
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 and index.
Nota di contenuto	Invited Lectures -- Additive Approximation for Edge-Deletion Problems (Abstract) -- Graph Theory I -- Testing Graph Isomorphism in Parallel by Playing a Game -- The Spectral Gap of Random Graphs with Given Expected Degrees -- Embedding Bounded Bandwidth Graphs into \mathbb{Z}^k -- On Counting Homomorphisms to Directed Acyclic Graphs -- Quantum Computing -- Fault-Tolerance Threshold for a Distance-Three

Quantum Code -- Lower Bounds on Matrix Rigidity Via a Quantum Argument -- Self-testing of Quantum Circuits -- Deterministic Extractors for Independent-Symbol Sources -- Randomness -- Gap Amplification in PCPs Using Lazy Random Walks -- Stopping Times, Metrics and Approximate Counting -- Formal Languages -- Algebraic Characterization of the Finite Power Property -- P-completeness of Cellular Automaton Rule 110 -- Small Sweeping 2NFAs Are Not Closed Under Complement -- Expressive Power of Pebble Automata -- Approximation Algorithms I -- Delegate and Conquer: An LP-Based Approximation Algorithm for Minimum Degree MSTs -- Better Algorithms for Minimizing Average Flow-Time on Related Machines -- A Push-Relabel Algorithm for Approximating Degree Bounded MSTs -- Edge Disjoint Paths in Moderately Connected Graphs -- Approximation Algorithms II -- A Robust APTAS for the Classical Bin Packing Problem -- Better Inapproximability Results for MaxClique, Chromatic Number and Min-3Lin-Deletion -- Approximating the Orthogonal Knapsack Problem for Hypercubes -- Graph Algorithms I -- A Faster Deterministic Algorithm for Minimum Cycle Bases in Directed Graphs -- Finding the Smallest H-Subgraph in Real Weighted Graphs and Related Problems -- Weighted Bipartite Matching in Matrix Multiplication Time -- Algorithms I -- Optimal Resilient Sorting and Searching in the Presence of Memory Faults -- Reliable and Efficient Computational Geometry Via Controlled Perturbation -- Tight Bounds for Selfish and Greedy Load Balancing -- Complexity I -- Lower Bounds of Static Lovász-Schrijver Calculus Proofs for Tseitin Tautologies -- Extracting Kolmogorov Complexity with Applications to Dimension Zero-One Laws -- The Connectivity of Boolean Satisfiability: Computational and Structural Dichotomies -- Data Structures and Linear Algebra -- Suffix Trays and Suffix Trists: Structures for Faster Text Indexing -- Optimal Lower Bounds for Rank and Select Indexes -- Dynamic Interpolation Search Revisited -- Dynamic Matrix Rank -- Graphs -- Nearly Optimal Visibility Representations of Plane Graphs -- Planar Crossing Numbers of Genus g Graphs -- How to Trim an MST: A 2-Approximation Algorithm for Minimum Cost Tree Cover -- Tight Approximation Algorithm for Connectivity Augmentation Problems -- Complexity II -- On the Bipartite Unique Perfect Matching Problem -- Comparing Reductions to NP-Complete Sets -- Design Is as Easy as Optimization -- On the Complexity of 2D Discrete Fixed Point Problem -- Game Theory I -- Routing (Un-) Splittable Flow in Games with Player-Specific Linear Latency Functions -- The Game World Is Flat: The Complexity of Nash Equilibria in Succinct Games -- Network Games with Atomic Players -- Algorithms II -- Finite-State Dimension and Real Arithmetic -- Exact Algorithms for Exact Satisfiability and Number of Perfect Matchings -- The Myriad Virtues of Wavelet Trees -- Game Theory II -- Atomic Congestion Games Among Coalitions -- Computing Equilibrium Prices in Exchange Economies with Tax Distortions -- New Constructions of Mechanisms with Verification -- Networks, Circuits and Regular Expressions -- On the Price of Stability for Designing Undirected Networks with Fair Cost Allocations -- Dynamic Routing Schemes for General Graphs -- Energy Complexity and Entropy of Threshold Circuits -- New Algorithms for Regular Expression Matching -- Fixed Parameter Complexity and Approximation Algorithms -- A Parameterized View on Matroid Optimization Problems -- Fixed Parameter Tractability of Binary Near-Perfect Phylogenetic Tree Reconstruction -- Length-Bounded Cuts and Flows -- Graph Algorithms II -- An Adaptive Spectral Heuristic for Partitioning Random Graphs -- Some Results on Matchgates and Holographic Algorithms -- Weighted Popular Matchings.
