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Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 4362
Disciplina	004
Soggetti	Computer science Software engineering Computer networks Database management Information storage and retrieval systems Application software Theory of Computation Software Engineering Computer Communication Networks Database Management Information Storage and Retrieval Computer and Information Systems Applications
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	Invited Talks -- Graphs from Search Engine Queries -- Model-Checking Large Finite-State Systems and Beyond -- Interaction and Realizability -- A Short Introduction to Computational Social Choice -- Distributed Models and Algorithms for Mobile Robot Systems -- Point-to-Point Shortest Path Algorithms with Preprocessing -- Games, Time, and

Probability: Graph Models for System Design and Analysis -- Agreement Technologies -- Automatic Testing of Object-Oriented Software -- Architecture-Based Reasoning About Performability in Component-Based Systems -- Multimedia Retrieval Algorithmics -- Foundations of Computer Science -- Size of Quantum Finite State Transducers -- Weighted Nearest Neighbor Algorithms for the Graph Exploration Problem on Cycles -- Straightening Drawings of Clustered Hierarchical Graphs -- Improved Upper Bounds for  $\lambda$ -Backbone Colorings Along Matchings and Stars -- About the Termination Detection in the Asynchronous Message Passing Model -- Fast Approximate Point Set Matching for Information Retrieval -- A Software Architecture for Shared Resource Management in Mobile Ad Hoc Networks -- Compressed Prefix Sums -- On Optimal Solutions for the Bottleneck Tower of Hanoi Problem -- Competitive Maintenance of Minimum Spanning Trees in Dynamic Graphs -- Exact Max 2-Sat: Easier and Faster -- Maximum Finding in the Symmetric Radio Networks with Collision Detection -- An Approach to Modelling and Verification of Component Based Systems -- Improved Undecidability Results on the Emptiness Problem of Probabilistic and Quantum Cut-Point Languages -- On the (High) Undecidability of Distributed Synthesis Problems -- Maximum Rigid Components as Means for Direction-Based Localization in Sensor Networks -- Online Service Management Algorithm for Cellular/WALN Multimedia Networks -- A Simple Algorithm for Stable Minimum Storage Merging -- Generating High Dimensional Data and Query Sets -- Partial vs. Complete Domination:  $t$ -Dominating Set -- Estimates of Data Complexity in Neural-Network Learning -- Concurrent and Located Synchronizations in  $\lambda$ -Calculus -- Efficient Group Key Agreement for Dynamic TETRA Networks -- Algorithmic Aspects of Minimum Energy Edge-Disjoint Paths in Wireless Networks -- The  $P_k$  Partition Problem and Related Problems in Bipartite Graphs -- Spatial Selection of Sparse Pivots for Similarity Search in Metric Spaces -- A Model of an Amorphous Computer and Its Communication Protocol -- A Branch-and-Bound Algorithm to Solve Large Scale Integer Quadratic Multi-Knapsack Problems -- Indexing Factors with Gaps -- Information Efficiency -- Deterministic Simulation of a NFA with  $k$ -Symbol Lookahead -- Mobility Management Using Virtual Domain in IPv6-Based Cellular Networks -- Restarting Tree Automata -- A Polynomial Time Constructible Hitting Set for Restricted 1-Branching Programs of Width 3 -- Formal Translation Directed by Parallel LLP Parsing -- Self-adaptive Lagrange Relaxation Algorithm for Aggregated Multicast -- A Language for Reliable Service Composition -- Operational Semantics of Framed Temporal Logic Programs -- Constraints for Argument Filterings -- Multi-agent Systems -- Performance Analysis of a Multiagent Architecture for Passenger Transportation -- Teacher-Directed Learning with Mixture of Experts for View-Independent Face Recognition -- FTTH-Enhanced Mini-System m TBCP-Based Overlay Construction and Evaluation -- On Efficient Resource Allocation in Communication Networks -- Protecting Agent from Attack in Grid Computing III -- Incremental Learning of Planning Operators in Stochastic Domains -- Competitive Contract Net Protocol -- Agent Oriented Methodology Construction and Customization with HDA -- Emerging Web Technologies -- Building an Ontological Base for Experimental Evaluation of Semantic Web Applications -- Semantic Web Approach in Designing a Collaborative E-Item Bank System -- A Hybrid Region Weighting Approach for Relevance Feedback in Region-Based Image Search on the Web -- Rapid Development of Web Interfaces to Heterogeneous Systems -- Enhancing Security by Embedding Biometric

Data in IP Header -- Runtime-Efficient Approach for Multiple  
Continuous Filtering in XML Message Brokers -- A Semantic Peer-to-  
Peer Overlay for Web Services Discovery -- Multi-document  
Summarization Based on Cluster Using Non-negative Matrix  
Factorization -- A Program Slicing Based Method to Filter XML/DTD  
Documents -- A Hybrid Approach for XML Similarity -- Personalized  
Presentation in Web-Based Information Systems -- Immune-Inspired  
Online Method for Service Interactions Detection -- Dependable  
Software and Systems -- Separation of Concerns and Consistent  
Integration in Requirements Modelling -- Checking Interaction  
Consistency in MARMOT Component Refinements -- Towards a  
Versatile Contract Model to Organize Behavioral Specifications --  
Improved Processing of Textual Use Cases: Deriving Behavior  
Specifications -- A Dialogue-Based NLIDB System in a Schedule  
Management Domain -- Experimental Assessment of the Practicality of  
a Fault-Tolerant System -- A Polynomial-Time Checkable Sufficient  
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Extracting Zing Models from C Source Code -- Parameterised Extra-  
Functional Prediction of Component-Based Control Systems -- Industrial  
Experience -- Explicit Connectors in Component Based Software  
Engineering for Distributed Embedded Systems.

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