

1. Record Nr.	UNINA9910484265903321
Titolo	Computing and Combinatorics : 20th International Conference, COCOON 2014, Atlanta, GA, USA, August 4-6, 2014, Proceedings // edited by Zhipeng Cai, Alexander Zelikovsky, Anu Bourgeois
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
ISBN	3-319-08783-5
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (XVI, 692 p. 126 illus.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 8591
Disciplina	004
Soggetti	Algorithms Computer science—Mathematics Discrete mathematics Computer networks Computer science Artificial intelligence Discrete Mathematics in Computer Science Computer Communication Networks Theory of Computation Computer Science Logic and Foundations of Programming Artificial Intelligence
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	Sampling and Randomized Methods -- Logic, Algebra and Automata -- Database and Data Structures -- Parameterized Complexity and Algorithms.- Computational Complexity.-Computational Biology and Computational Geometry -- Approximation Algorithm -- Graph Theory and Algorithms -- Theory and Cryptography -- Scheduling Algorithms and Circuit Complexity -- CSoNet.
Sommario/riassunto	This book constitutes the refereed proceedings of the 20th International Conference on Computing and Combinatorics, COCOON 2014, held in Atlanta, GA, USA, in August 2014. The 51 revised full papers presented were carefully reviewed and selected from 110

submissions. There was a co-organized workshop on computational social networks (CSoNet 2014) where 8 papers were accepted. The papers cover the following topics: sampling and randomized methods; logic, algebra and automata; database and data structures; parameterized complexity and algorithms; computational complexity; computational biology and computational geometry; approximation algorithm; graph theory and algorithms; game theory and cryptography; scheduling algorithms and circuit complexity and CSoNet.
