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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contributed Papers To AAIM 2007 -- Solving Generalized Maximum Dispersion with Linear Programming -- Significance-Driven Graph Clustering -- An Improved Approximation Algorithm for Maximum Edge 2-Coloring in Simple Graphs -- Digraph Strong Searching: Monotonicity and Complexity -- Algorithms for Counting 2-Sat Solutions and Colorings with Applications -- Collaborative Ranking: An Aggregation Algorithm for Individuals' Preference Estimation -- A Compact Encoding of Rectangular Drawings with Efficient Query Supports -- A New Efficient Algorithm for Computing the Longest Common Subsequence -- Scheduling a Flexible Batching Machine -- Global Search Method for Parallel Machine Scheduling -- Releasing and Scheduling of Lots in a Wafer Fab -- Mixed Criteria Packet Scheduling -- Efficient Algorithms for k-Disjoint Paths Problems on DAGs -- Acyclic Edge Colouring of Outerplanar Graphs -- Smallest Bipartite Bridge-Connectivity Augmentation (Extended Abstract) -- Approximation Algorithms for the Graph Orientation Minimizing the Maximum Weighted Outdegree -- An Efficient Algorithm for the Evacuation Problem in a Certain Class of a Network with Uniform Path-

Lengths -- Online OVSF Code Assignment with Resource Augmentation -- Optimal Joint Rate and Power Allocation in CDMA Networks -- Suppressing Maximum Burst Size Throughout the Path with Non-work Conserving Schedulers -- How to Play the Majority Game with Liars -- On Satisfiability Games and the Power of Congestion Games -- The Complexity of Algorithms Computing Game Trees on Random Assignments -- An Efficient, and Fast Convergent Algorithm for Barrier Options -- An Ingenious, Piecewise Linear Interpolation Algorithm for Pricing Arithmetic Average Options -- Optimal Order Allocation with Discount Pricing -- Convex Hulls of Point-Sets and Non-uniform Hypergraphs -- Optimal st-Orientations for Plane Triangulations -- Minimum Spanning Tree with Neighborhoods -- An Almost Linear Time 2.8334-Approximation Algorithm for the Disc Covering Problem -- Optimal Field Splitting with Feathering in Intensity-Modulated Radiation Therapy -- Approximating the Maximum Independent Set and Minimum Vertex Coloring on Box Graphs -- BMA *: An Efficient Algorithm for the One-to-Some Shortest Path Problem on Road Maps -- Strip Packing vs. Bin Packing -- Probe Matrix Problems: Totally Balanced Matrices -- Efficiency of Data Distribution in BitTorrent-Like Systems -- Design of a Fuzzy PI Controller to Guarantee Proportional Delay Differentiation on Web Servers -- Improved Approximation Algorithms for Predicting RNA Secondary Structures with Arbitrary Pseudoknots -- A Heuristic Method for Selecting Support Features from Large Datasets -- Invited Lecture -- Game and Market Equilibria: Computation, Approximation, and Smoothed Analysis -- Ad Auctions -- Current and Future Research -- Expressive Commerce and Its Application to Sourcing: How We Conducted \$25 Billion of Generalized Combinatorial Auctions.
