

1. Record Nr.	UNISA996390516303316
Titolo	An ordinance of the Lords and Commons assembled in Parliament [[electronic resource] ] : For the speedy raising and levying of moneyes, by way of excise or new-impost, upon severall commodities in the kingdome of England, and dominion of Wales. Which is for the maintenance of the forces raised for the defence of King and Parliament, both by sea and land, and towards the payment of the debts of the Common-wealth, for which the publique faith is or shall be given. Die Sabbathi 22. Iulii 1643 Ordered by the Lords assembled in Parliament, that this ordinance for the excise upon severall commodities, shall bee forthwith printed and published. Io. Browne Cleric. Parliam
Pubbl/distr/stampa	London, : Printed for John Wright in the Old Baily, Iuly 27. 1643
Descrizione fisica	[2], 26 p
Soggetti	Internal revenue law - England Great Britain History Civil War, 1642-1649 Sources
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	A later issue has added on p. 26: This is entred into the register booke, of the Company of stationers according to order. Reproduction of original in Thomason Collection, British Library.
Sommario/riassunto	eebo-0018

2. Record Nr.	UNINA9910484926803321
Titolo	Algorithms - ESA 2009 : 17th Annual European Symposium, Copenhagen, Denmark, September 7-9, Proceedings / / edited by Amos Fiat, Peter Sanders
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2009
ISBN	3-642-04128-0
Edizione	[1st ed. 2009.]
Descrizione fisica	1 online resource (XIX, 790 p.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 5757
Altri autori (Persone)	FiatAmos SandersPeter
Disciplina	005.11
Soggetti	Computer programming Algorithms Information retrieval Computer architecture Artificial intelligence - Data processing Computer science - Mathematics Computer networks Programming Techniques Data Storage Representation Data Science Mathematics of Computing Computer Communication Networks
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 Talk -- Some Open Questions Related to Cuckoo Hashing -- Trees -- Efficient Computation of the Characteristic Polynomial of a Tree and Related Tasks -- Improved Approximation Algorithms for Label Cover Problems -- A Linear Time Algorithm for L(2,1)-Labeling of Trees -- Geometry I -- On Inducing Polygons and Related Problems -- Computing 3D Periodic Triangulations -- Cauchy's Theorem for Orthogonal Polyhedra of Genus 0 -- Mathematical Programming -- Approximability of Sparse Integer Programs -- Iterative Rounding for

Multi-Objective Optimization Problems -- A Global-Optimization  
 Algorithm for Mixed-Integer Nonlinear Programs Having Separable  
 Non-convexity -- Geometry II -- Constructing Delaunay Triangulations  
 along Space-Filling Curves -- Piercing Translates and Homothets of a  
 Convex Body -- Output-Sensitive Algorithms for Enumerating Minimal  
 Transversals for Some Geometric Hypergraphs -- Algorithmic Game  
 Theory I -- On Revenue Maximization in Second-Price Ad Auctions --  
 Clustering-Based Bidding Languages for Sponsored Search -- Altruism  
 in Atomic Congestion Games -- Geometry III -- Geometric Spanners for  
 Weighted Point Sets --  $k$ -Outerplanar Graphs, Planar Duality, and Low  
 Stretch Spanning Trees -- Narrow-Shallow-Low-Light Trees with and  
 without Steiner Points -- Algorithmic Game Theory II -- Bounded  
 Budget Betweenness Centrality Game for Strategic Network Formations  
 -- Exact and Approximate Equilibria for Optimal Group Network  
 Formation -- On the Performance of Approximate Equilibria in  
 Congestion Games -- Navigation and Routing -- Optimality and  
 Competitiveness of Exploring Polygons by Mobile Robots -- Tractable  
 Cases of Facility Location on a Network with a Linear Reliability Order of  
 Links -- Dynamic vs. Oblivious Routing in Network Design -- Invited  
 Talk -- Algorithms Meet Art, Puzzles, and Magic -- Graphs and Point  
 Sets -- Polynomial-Time Algorithm for the Leafage of Chordal Graphs  
 -- Breaking the  $O(m^2 n)$  Barrier for Minimum Cycle Bases -- Shape  
 Fitting on Point Sets with Probability Distributions -- Bioinformatics --  
 An Efficient Algorithm for Haplotype Inference on Pedigrees with a  
 Small Number of Recombinants (Extended Abstract) -- Complete  
 Parsimony Haplotype Inference Problem and Algorithms -- Linear-Time  
 Recognition of Probe Interval Graphs -- Wireless Communications --  
 Wireless Scheduling with Power Control -- On the Power of Uniform  
 Power: Capacity of Wireless Networks with Bounded Resources --  
 Approximability of OFDMA Scheduling -- Flows, Matrices, Compression  
 -- Maximum Flow in Directed Planar Graphs with Vertex Capacities --  
 A Fast Output-Sensitive Algorithm for Boolean Matrix Multiplication --  
 On Optimally Partitioning a Text to Improve Its Compression --  
 Scheduling -- An Average-Case Analysis for Rate-Monotonic  
 Multiprocessor Real-Time Scheduling -- Minimizing Maximum  
 Response Time and Delay Factor in Broadcast Scheduling -- Preemptive  
 Online Scheduling with Reordering -- Streaming --  $d$ -Dimensional  
 Knapsack in the Streaming Model -- Sparse Cut Projections in Graph  
 Streams -- Bipartite Graph Matchings in the Semi-streaming Model --  
 Online Algorithms -- The Oil Searching Problem -- Hyperbolic  
 Dovetailing -- Bluetooth and Dial a Ride -- On the Expansion and  
 Diameter of Bluetooth-Like Topologies -- Minimum Makespan Multi-  
 vehicle Dial-a-Ride -- Invited Talk -- Google's Auction for TV Ads --  
 Decomposition and Covering -- Inclusion/Exclusion Meets Measure  
 and Conquer -- Dynamic Programming on Tree Decompositions Using  
 Generalised Fast Subset Convolution -- Counting Paths and Packings in  
 Halves -- Algorithm Engineering -- Accelerating Multi-modal Route  
 Planning by Access-Nodes -- Parallel Algorithms for Mean-Payoff  
 Games: An Experimental Evaluation -- Experimental Study of FPT  
 Algorithms for the Directed Feedback Vertex Set Problem --  
 Parameterized Algorithms I -- Fast Evaluation of Interlace Polynomials  
 on Graphs of Bounded Treewidth -- Kernel Bounds for Disjoint Cycles  
 and Disjoint Paths -- Constant Ratio Fixed-Parameter Approximation  
 of the Edge Multicut Problem -- Data Structures -- Rank-Pairing Heaps  
 -- 3.5-Way Cuckoo Hashing for the Price of 2-and-a-Bit -- Hash,  
 Displace, and Compress -- Parameterized Algorithms II -- Solving  
 Dominating Set in Larger Classes of Graphs: FPT Algorithms and  
 Polynomial Kernels -- Contraction Bidimensionality: The Accurate

Picture -- Minimizing Movement: Fixed-Parameter Tractability -- Hashing and Lowest Common Ancestor -- Storing a Compressed Function with Constant Time Access -- Experimental Variations of a Theoretically Good Retrieval Data Structure -- Short Labels for Lowest Common Ancestors in Trees -- Best Paper Awards -- Disproof of the Neighborhood Conjecture with Implications to SAT -- Reconstructing 3-Colored Grids from Horizontal and Vertical Projections Is NP-hard.

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Sommario/riassunto

This book constitutes the refereed proceedings of the 17th Annual European Symposium on Algorithms, ESA 2009, held in Copenhagen, Denmark, in September 2009 in the context of the combined conference ALGO 2009. The 67 revised full papers presented together with 3 invited lectures were carefully reviewed and selected: 56 papers out of 222 submissions for the design and analysis track and 10 out of 36 submissions in the engineering and applications track. The papers are organized in topical sections on trees, geometry, mathematical programming, algorithmic game theory, navigation and routing, graphs and point sets, bioinformatics, wireless communications, flows, matrices, compression, scheduling, streaming, online algorithms, bluetooth and dial a ride, decomposition and covering, algorithm engineering, parameterized algorithms, data structures, and hashing and lowest common ancestor.

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