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Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 13025
Disciplina	003.56
Soggetti	Computer science Data structures (Computer science) Information theory Computer science—Mathematics Algorithms Theory of Computation Data Structures and Information Theory Mathematics of Computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Algorithms -- Limitations of the Impagliazzo-Nisan-Wigderson Pseudorandom Generator against Permutation Branching Programs -- All-to-All Broadcast in Dragonfly Networks -- An Efficient Algorithm for Enumerating Longest Common Increasing Subsequences -- On Singleton Congestion Games with Resilience Against Collusion -- A Pivot Gray Code Listing for the Spanning Trees of the Fan Graph -- Approximation Algorithms -- General Max-Min Fair Allocation -- On the approximation hardness of geodetic set and its variants -- Approximate Distance Oracles with Improved Stretch for Sparse Graphs -- Hardness and Approximation Results of Roman $\{3\}$ -Domination in Graphs -- Approximation algorithms for priority Steiner tree problems -- Sublinear-Space Approximation Algorithms for Max r-SAT -- A

Further Improvement on Approximating TTP-2 -- Automata --  
Sequence graphs realizations and ambiguity in language models --  
Between SC and LOGDCFL: Families of Languages Accepted by  
Polynomial-Time Logarithmic-Space Deterministic Auxiliary Depth-k  
Storage Automata -- Ideal Separation and General Theorems for  
Constrained Synchronization and their Application to Small Constraint  
Automata -- Most Pseudo-copy Languages Are Not Context-free --  
Computational Geometry -- Bottleneck Convex Subsets: Finding  $k$   
Large Convex Sets in a Point Set -- Deterministic metric 1-median  
selection with a  $1 - o(1)$  fraction of points ignored -- The Coverage  
problem by Aligned Disks -- Consistent Simplification of Polyline Tree  
Bundles -- Improving Upper and Lower Bounds for the Total Number of  
Edge Crossings of Euclidean Minimum Weight Laman Graphs --  
Minimum Color Spanning Circle in Imprecise Setup -- Fault Tolerant  
Computing and Fault Diagnosis -- Reliability Evaluation of Subsystem  
Based on Exchanged Hypercube -- Fault diagnosability of regular  
networks under the Hybrid PMC model -- A Study for Conditional  
Diagnosability of Pancake Graphs -- A new measure for locally  $t$ -  
diagnosable under PMC model -- Graph Algorithms -- Colouring  
graphs with no induced six-vertex path or diamond -- Constructing  
Tri-CISTs in Shu  $e$ -Cubes -- Reconfiguring Directed Trees in a Digraph  
-- Decremental Optimization of Vertex-Coloring Under the  
Reconfiguration Framework -- Embedding Three Edge-disjoint  
Hamiltonian Cycles into Locally Twisted Cubes -- On the Probe Problem  
for  $(r,l)$ -Well-Coveredness -- Distinguishing graphs via cycles -- Graph  
Theory and Applications -- The Restrained Domination and  
Independent Restrained Domination in Extending Supergrid Graphs --  
The Concentration of the Maximum Degree in the Duplication-  
Divergence Models -- Conditional Fractional Matching Preclusion for  
Burnt Pancake Graphs and Pancake-Like Graphs -- The Weakly  
Dimension-balanced Pancyclicity on Toroidal Mesh Graph  $T_{m,n}$  when  
Both  $m$  and  $n$  Are Odd -- Hypercontractivity via Tensor Calculus --  
Network and Algorithms -- Respecting Lower Bounds in Uniform Lower  
and Upper Bounded Facility Location Problem -- Finding Cheapest  
Deadline Paths -- Approximate the Lower-Bounded Connected Facility  
Location Problem -- Mechanism Design for Facility Location with  
Fractional Preferences and Minimum Distance -- Online Algorithm and  
Streaming Algorithms -- On the Hardness of Opinion Dynamics  
Optimization with  $L_1$ -Budget on Varying Susceptibility to Persuasion --  
Symmetric Norm Estimation and Regression on Sliding Windows --  
Single-Pass Streaming Algorithms to Partition Graphs into Few Forests  
-- The Secretary Problem with Reservation Costs -- Online Ride-  
Hitching in UAV Travelling -- Parameterized Complexity and  
Algorithms Disconnected Matchings -- On the  $d$ -Claw Vertex Deletion  
Problem -- Constrained Hitting Set Problem with Intervals -- Exact  
algorithms for maximum weighted independent set on sparse graphs  
-- Recreational Games -- Two Standard Decks of Playing Cards are  
Sufficient for a ZKP for Sudoku -- Token Shifting on Graphs --  
Computational Complexity of Jumping Block Puzzles -- A Card-  
minimal Three-Input AND Protocol Using Two Shuffles -- Spy game:  
FPT-algorithm and results on graph products -- .

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## Sommario/riassunto

This book constitutes the proceedings of the 27th International Conference on Computing and Combinatorics, COCOON 2021, held in Tainan, Taiwan, in October 2021. Due to the COVID-19 pandemic, COCOON 2021 was organized as a hybrid conference. The 56 papers presented in this volume were carefully reviewed and selected from 131 submissions. The papers are divided into the following topical sub-headings: algorithms, approximation algorithms, automata,

computational geometry, fault tolerant computing and fault diagnosis, graph algorithms, graph theory and applications, network and algorithms, online algorithm and stream algorithms, parameterized complexity and algorithms, and recreational games.

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