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Soggetti	Computer science Numerical analysis Computer science - Mathematics Discrete mathematics Image processing - Digital techniques Computer vision Data structures (Computer science) Information theory Theory of Computation Numerical Analysis Discrete Mathematics in Computer Science Symbolic and Algebraic Manipulation Computer Imaging, Vision, Pattern Recognition and Graphics Data Structures and Information Theory
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Note generali	Includes index.
Nota di contenuto	A stochastic algorithm for non-monotone DR-submodular maximization over a convex set -- Flow shop scheduling problems with transportation constraints revisited -- LotterySampling: A Randomized Algorithm for the Heavy Hitters and Top-k Problems in Data Streams -- Approximation Algorithms for the Min-Max Mixed Rural Postmen Cover Problem and Its Variants -- Large k-gons in a 1.5D Terrain --

Nondeterministic Auxiliary Depth-Bounded Storage Automata and Semi-Unbounded Fan-in Cascading Circuits (Extended Abstract).- Analysis of Approximate sorting in I/O model.-Two Generalizations of Proper Coloring: Hardness and Approximability.-Approximation Algorithms for Capacitated Assignment with Budget Constraints and Applications in Transportation Systems.-On the Complexity of Minimum Maximal Acyclic Matchings.-Online non-monotone DR-submodular maximization: $1/4$ approximation ratio and sublinear regret.-Fair Division with Minimal Withheld Information in Social Networks -- Facility Location Games with Ordinal Preferences.-Fully Dynamic k -Center Clustering with Outliers.-Refutation of Spectral Graph Theory Conjectures with Monte Carlo Search.-Online one-sided smooth function maximization.-Revisiting Maximum Satisfiability and Related Problems in Data Streams.-Turing Machines with Two-level Memory: A Deep Look into the Input/Output Complexity -- A quantum version of Pollard's Rho of which Shor's Algorithm is a particular case.- Single machine scheduling with rejection to minimize the k -th power of the makespan -- Escape from the Room -- Algorithms for hard-constraint point processes via discretization.-Space Limited Graph Algorithms on Big Data Counting Cycles on Planar Graphs in Subexponential Time.-Semi-strict chordal digraphs -- Reallocation Problems with Minimum Completion Time.-The bound coverage problem by aligned disks in L_1 metric.-Facility Location Games with Group Externalities -- Some New Results on Gallai Theorem and Perfect Matching for k -Uniform Hypergraphs -- Refined Computational Complexities of Hospitals/Residents Problem with Regional Caps -- Customizable Hub Labeling: Properties and Algorithms Linear-Time Algorithm for Paired-Domination on Distance-Hereditary Graphs.- Bounding the Number of Eulerian Tours in Undirected Graphs -- A Probabilistic Model Revealing Shortcomings in Lua's Hybrid Tables -- A 4-Space Bounded -- Approximation Algorithm for Online Bin Packing Problem.-Generalized Sweeping Line Spanners -- Rooting Gene Trees via Phylogenetic Networks -- An evolving network model from clique extension -- Online semi-matching problem with two heterogeneous sensors in a metric space -- Two-Stage BP Maximization under p -matroid Constraint -- The Hamiltonian Path Graph is Connected for Simple s, t Paths in Rectangular Grid Graphs -- An $O(n^3)$ -Time Algorithm for the Min-Gap -- Unit-Length Job Scheduling Problem -- Approximation Schemes for k -Facility Location -- Improved Deterministic Algorithms for Non-monotone Submodular Maximization -- Distributed Dominating Sets in Interval Graphs -- Optimal Window Queries on Line Segments using the Trapezoidal Search DAG -- On Rotation Distance, Transpositions and Rank Bounded Trees -- Hitting Geometric Objects Online via Points in \mathbb{Z}^d -- Capacitated Facility Location with Outliers/Penalties Improved Separated Red Blue Center Clustering -- Proper colorability of segment intersection graphs.

Sommario/riassunto

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