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Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 4639
Disciplina	004
Soggetti	Computer science Algorithms Machine theory Computer graphics Computer science—Mathematics Discrete mathematics Theory of Computation Formal Languages and Automata Theory Computer Graphics Discrete Mathematics in Computer Science
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Lectures -- Rewriting Systems with Data -- Spiking Neural P Systems: Some Characterizations -- Approximating Graphs by Graphs and Functions (Abstract) -- Traces, Feedback, and the Geometry of Computation (Abstract) -- Contributions -- A Largest Common d-Dimensional Subsequence of Two d-Dimensional Strings -- Analysis of Approximation Algorithms for k-Set Cover Using Factor-Revealing Linear Programs -- A Novel Information Transmission Problem and Its Optimal Solution -- Local Testing of Message Sequence Charts Is Difficult -- On Notions of Regularity for Data Languages -- FJMIP: A Calculus for a Modular Object Initialization -- Top-Down Deterministic Parsing of Languages Generated by CD Grammar Systems -- The Complexity of Membership Problems for Circuits over Sets of Positive

Numbers -- Pattern Matching in Protein-Protein Interaction Graphs --
 From Micro to Macro: How the Overlap Graph Determines the Reduction
 Graph in Ciliates -- A String-Based Model for Simple Gene Assembly --
 On the Computational Power of Genetic Gates with Interleaving
 Semantics: The Power of Inhibition and Degradation -- On Block-Wise
 Symmetric Signatures for Matchgates -- Path Algorithms on Regular
 Graphs -- Factorization of Fuzzy Automata -- Factorisation Forests for
 Infinite Words -- Marked Systems and Circular Splicing -- The
 Quantum Query Complexity of Algebraic Properties -- On the
 Topological Complexity of Weakly Recognizable Tree Languages --
 Productivity of Stream Definitions -- Multi-dimensional Packing with
 Conflicts -- On Approximating Optimal Weighted Lobbying,
 and Frequency of Correctness Versus Average-Case Polynomial Time --
 Efficient Parameterized Preprocessing for Cluster Editing --
 Representing the Boolean OR Function by Quadratic Polynomials
 Modulo 6 -- On the Complexity of Kings -- Notions of Hyperbolicity in
 Monoids -- P Systems with Adjoining Controlled Communication Rules
 -- The Simplest Language Where Equivalence of Finite Substitutions Is
 Undecidable -- Real-Time Reversible Iterative Arrays -- The
 Computational Complexity of Monotonicity in Probabilistic Networks --
 Impossibility Results on Weakly Black-Box Hardness Amplification --
 Maximal and Minimal Scattered Context Rewriting -- Strictly
 Deterministic CD-Systems of Restarting Automata -- Product Rules in
 Semidefinite Programming -- Expressive Power of $LL(k)$ Boolean
 Grammars -- Complexity of Pebble Tree-Walking Automata -- Some
 Complexity Results for Prefix Gröbner Bases in Free Monoid Rings --
 Fast Asymptotic FPTAS for Packing Fragmentable Items with Costs --
 An $O(1.787^n)$ -Time Algorithm for Detecting a Singleton Attractor in a
 Boolean Network Consisting of AND/OR Nodes.

Sommario/riassunto

This book features the refereed proceedings of the 16th International
 Symposium on Fundamentals of Computation Theory. Thirty-nine full
 papers are presented along with four invited papers. The papers
 address all current topics in computation theory, including automata
 and formal languages, design and analysis of algorithms,
 computational and structural complexity, semantics, logic, circuits and
 networks, learning theory, and more.
