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Nota di contenuto	Intro -- Title page -- Preface -- Organization -- Table of Contents -- Invited Talk I -- Algorithm Engineering for Route Planning- An Update - -- References -- Invited Talk II -- Semidefinite Programming and Approximation Algorithms: A Survey -- References -- Approximation Algorithms I -- The School Bus Problem on Trees -- Introduction -- Our Results -- Related Work -- Preliminaries -- A 4-Approximation to the SBP on Trees -- A 12.5-Approximation to the Uncapacitated SBP-R on Trees -- References -- Improved Approximations for Buy-at-Bulk

and Shallow-Light k-Steiner Trees and (k, 2)-Subgraph -- Introduction -- Shallow-Light Steiner Trees -- An O(logn)-Approximation for the (k, 2)-Subgraph Problem -- References -- Improved Approximation Algorithms for Routing Shop Scheduling -- Introduction -- Previous Work -- Our Results and Techniques -- Preliminaries -- Routing Open Shop -- Routing Flow Shop -- References -- Contraction-Based Steiner Tree Approximations in Practice -- Introduction -- History -- Contraction Framework -- Algorithm Engineering -- Experiments -- Conclusions and Thoughts -- References -- Computational Geometry I -- Covering and Piercing Disks with Two Centers -- Introduction -- Intersecting Disks with Two Centers -- Decision Algorithm -- Optimization Algorithm -- Covering Disks with Two Centers -- The General Case -- The Restricted Case -- References -- Generating Realistic Roofs over a Rectilinear Polygon -- Introduction -- Preliminaries -- Properties of Realistic Roofs -- Local Properties of Valleys and Ridges -- Global Structure of Realistic Roofs -- Enumerating Realistic Roofs and Computing Optimal Roofs -- References -- Computing the Visibility Polygon Using Few Variables -- Introduction -- Preliminaries -- An O(n) Algorithm Using O(1) Variables -- An O(n logr) Algorithm Using O(logr) Variables -- Closing Remarks. References -- Minimizing Interference in Ad-Hoc Networks with Bounded Communication Radius -- Introduction -- Definitions and Results -- Layered Nearest Neighbor Algorithm -- Bounded Radius Network -- Conclusion -- References -- Graph Algorithms -- Hamiltonian Paths in the Square of a Tree -- Introduction -- Caterpillars and Horsetails -- 2H-Paths in (u,v)-Horsetails -- Efficient Algorithm for Horstail Queries -- References -- Dominating Induced Matchings for P7-free Graphs in Linear Time -- Introduction and Basic Notions -- Simple Properties of Graphs with Dominating Induced Matching -- Structure of P7-free Graphs with Dominating Induced Matching -- Distance Levels with Respect to an M-Edge in a P3 -- Edges in and between Ti and Tj, i =j -- The Algorithm for the General P7-free Case -- Conclusion -- References -- Finding Contractions and Induced Minors in Chordal Graphs via Disjoint Paths -- Introduction -- Preliminaries -- Set-Restricted Disjoint Paths -- Contractions and Induced Minors in Chordal Graphs -- Concluding Remarks -- References -- Recognizing Polar Planar Graphs Using New Results for Monopolarity -- Introduction -- Hardness Results -- A 2-SAT Approach and a Superclass of Chair-Free Graphs -- A Superclass of Hole-Free Graphs -- Some Efficiently Solvable Cases of Polarity for Planar Graphs -- Conclusion -- References -- Robustness of Minimum Cost Arborescences -- Introduction -- Fulkerson's Algorithm -- A Sufficient Condition is Necessary -- A Necessary Condition is Sufficient -- References -- Data Structures I -- Path Queries in Weighted Trees -- Introduction -- Previous Work -- Our Results -- Properties of Ordinal Trees -- A Pointer Machine Data Structure -- Optimizations in the RAM model -- Linear Space, but Slower Reporting -- Slightly More Space, Much Faster Reporting -- References -- Dynamic Range Majority Data Structures.
Introduction -- Previous Work -- Our Results -- Dynamic Data Structures in One Dimension -- Supporting Queries -- Supporting Updates -- Speedup for Integer Coordinates -- Dynamic Data Structures in Higher Dimensions -- References -- Dynamic Range Selection in Linear Space -- Introduction -- Previous Work -- Our Results -- Linear Space Data Structure -- Space Efficient Ranking Trees -- Answering Queries -- Handling Updates -- Dynamic Arrays -- Concluding Remarks -- References -- A Dynamic Stabbing-Max Data Structure with Sub-Logarithmic Query Time -- Introduction -- A Data

Structure with Optimal Query Time -- Compact Representation -- References -- Encoding 2D Range Maximum Queries -- Introduction -- Random Input -- Small m -- Data Structures for 2D-RMQ -- Conclusions and Open Problems -- References -- Distributed Systems -- Diameter and Broadcast Time of Random Geometric Graphs in Arbitrary Dimensions -- Introduction -- Precise Model and Results -- The Diameter of the Largest Connected Component -- References -- Broadcasting in Heterogeneous Tree Networks with Uncertainty -- Introduction -- Preliminaries -- Finding a Minmax-Regret Broadcast Center -- Correctness -- Time Complexity -- Conclusion -- References -- Optimal File Distribution in Peer-to-Peer Networks -- Introduction -- Homogeneous Symmetric Capacities -- Heterogeneous Symmetric Capacities -- References -- Computational Geometry II -- Animal Testing -- Introduction -- Algorithm 1 Based on Fundamental Polygonsand Davenport-Schinzel Sequences -- Algorithm 2 Based on Euler-Poincare Formula -- References -- Cutting Out Polygons with a Circular Saw -- Introduction -- Preliminaries -- Algorithm -- References -- Fast Frechet Queries -- Introduction -- Preliminaries -- The Data Structure -- Making Part of the Query -- Relative Error -- References -- Graph Drawing and Information Visualization.
Angle-Restricted Steiner Arborescences for Flow Map Layout -- Introduction -- Optimal Flux Trees -- Spiral Trees -- Computing Spiral Trees -- Approximating Spiral Trees in the Presenceof Obstacles -- Rectilinear Steiner Arborescences -- Spiral Trees -- References -- Treemaps with Bounded Aspect Ratio -- Introduction -- Convex Treemaps -- Ortho-Convex Treemaps -- Conclusions -- References -- Simultaneous Embedding of Embedded Planar Graphs -- Introduction and Overview -- Preliminaries -- Computing a Sefe-Fe of Three Embedded Planar Graphs -- Sefe-Fe and Sge-Fe of k Embedded Graphs Is NP-Hard -- References -- Linear-Time Algorithms for Hole-Free Rectilinear Proportional Contact Graph Representations -- Introduction -- Representations for Maximal Planar Graphs -- Representations of Planar 3-trees -- Representations for Maximal Outer-Planar Graphs -- Conclusion -- References -- Data Structures II -- Fully Retroactive Approximate Range and Nearest Neighbor Searching -- Introduction -- Related Work -- Our Results -- A General Approach to Retroactivity -- Main Results -- References -- Compact Representation of Posets -- Introduction -- Our Work in Context -- Contributions -- Preliminaries -- Posets -- Transitive Reductions -- Succinct Data Structures -- The Representation -- Storing the Chains -- Storing the Order Relation between Chains -- Operations -- Operation reachability(x,y) -- Operations succG(x) and predG(x) -- Operation range(x,y) -- Operation adjGr(x,y) -- Operations succGr(x) and predGr(x) -- Operations a-succGr(x) and a-predGr(x) -- Operations LUB(x1, ..., xt) and GLB(x1, ..., xt) -- Operations a-LUB(x1, ..., xt) and a-GLB(x1, ..., xt) -- Summary and Open Questions -- References -- Explicit Array-Based Compact Data Structures for Triangulations -- Introduction -- Existing Mesh Data Structures -- Preliminaries -- Compactly Representing Triangulations.
The First Data Structure: Simple and Still Redundant -- More Compact Solutions, via Minimal Schnyder Woods -- Further Reducing the Space Requirement -- Experimental Results -- References -- Space-Efficient Data-Analysis Queries on Grids -- Introduction -- Wavelet Trees -- Representation of Grids -- Dynamism -- Statistical Queries -- Range Sum, Average, and Variance -- Range Minima and Maxima -- Range Median and Quantiles -- Range Majority -- Range Successor and Predecessor -- Dynamism -- Final Remarks -- References -- Parameterized Algorithms I -- A Polynomial Kernel for Feedback Arc Set

on Bipartite Tournaments -- Introduction -- Preliminaries -- Modular Partitions -- Reductions and Kernel -- Data Reduction Rules -- Analysis of Kernel Size -- Conclusion -- References -- Fixed-Parameter Complexity of Feedback Vertex Set in Bipartite Tournaments -- Introduction -- Preliminaries -- Canonical Sequence for Acyclic Bipartite Tournament -- Allying Sequence of Node Sets and Increasing Subsequence of Node Sets -- Consistent Node Sequence and Compatible Node Sequence -- A Reduction -- Framework of Our Proof for the Main Lemma -- Good Sequence -- Framework for Proving the Main Lemma -- Dynamic Programming for Proving Lemma 4 -- References -- Parameterized Algorithms for Inclusion of Linear Matchings -- Introduction -- Problem Definition -- Algorithms for Linear Matching Inclusion -- An FPT Algorithm for Parameters d and k -- An FPT Algorithm for Parameter p -- An Algorithm for Nesting-Free Patterns -- Hardness Results -- Hardness of Linear Matching Inclusion -- Hardness of Nesting-Free 2-Interval Pattern -- References -- Computational Study on Bidimensionality Theory Based Algorithm for Longest Path Problem -- Introduction -- Preliminaries -- Algorithms Implemented -- Computational Results -- Results for Longest Paths -- Results for Grid/Cylinder Minors.
Concluding Remarks.

Sommario/riassunto

This book constitutes the refereed proceedings of the 22nd International Symposium on Algorithms and Computation, ISAAC 2011, held in Yokohama, Japan in December 2011. The 76 revised full papers presented together with two invited talks were carefully reviewed and selected from 187 submissions for inclusion in the book. This volume contains topics such as approximation algorithms; computational geometry; computational biology; computational complexity; data structures; distributed systems; graph algorithms; graph drawing and information visualization; optimization; online and streaming algorithms; parallel and external memory algorithms; parameterized algorithms; game theory and internet algorithms; randomized algorithms; and string algorithms.