

1. Record Nr.	UNISA996216374503316
Titolo	Automata, Languages, and Programming [[electronic resource]] : 42nd International Colloquium, ICALP 2015, Kyoto, Japan, July 6-10, 2015, Proceedings, Part II // edited by Magnús M. Halldórsson, Kazuo Iwama, Naoki Kobayashi, Bettina Speckmann
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2015
ISBN	3-662-47666-5
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (XXXIX, 717 p. 65 illus.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 9135
Disciplina	005.1
Soggetti	Algorithms Computer science Computer networks Information storage and retrieval systems Application software Computer science—Mathematics Discrete mathematics Theory of Computation Computer Communication Networks Information Storage and Retrieval Computer and Information Systems Applications Discrete Mathematics in Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Towards the Graph Minor Theorems for Directed Graphs -- Automated Synthesis of Distributed Controllers -- Games for Dependent Types -- Short Proofs of the Kneser-Lovász Coloring Principle -- Provenance Circuits for Trees and Treelike Instances -- Language Emptiness of Continuous-Time Parametric Timed Automata -- Analysis of Probabilistic Systems via Generating Functions and Padé Approximation -- On Reducing Linearizability to State Reachability -- The Complexity of Synthesis from Probabilistic Components -- Edit Distance for

Pushdown Automata -- Solution Sets for Equations over Free Groups
Are EDTOL Languages -- Limited Set Quantifiers over Countable Linear
Orderings -- Reachability Is in DynFO -- Natural Homology -- Greatest
Fixed Points of Probabilistic Min/Max Polynomial Equations, and
Reachability for Branching Markov Decision Processes -- Trading
Bounds for Memory in Games with Counters -- Decision Problems of
Tree Transducers with Origin -- Incompleteness Theorems, Large
Cardinals, and Automata over Infinite Words -- The Odds of Staying on
Budget -- From Sequential Specifications to Eventual Consistency --
Fixed-Dimensional Energy Games Are in Pseudo-Polynomial Time --
An Algebraic Geometric Approach to Nivat's Conjecture -- Nominal
Kleene Coalgebra -- On Determinisation of Good-for-Games Automata
-- Owicki-Gries Reasoning for Weak Memory Models -- On the
Coverability Problem for Pushdown Vector Addition Systems in One
Dimension -- Compressed Tree Canonization -- Parsimonious Types
and Non-uniform Computation -- Baire Category Quantifier in Monadic
Second Order Logic -- Liveness of Parameterized Timed Networks --
Symmetric Strategy Improvement -- Effect Algebras, Presheaves, Non-
locality and Contextuality -- On the Complexity of Intersecting Regular,
Context-Free, and Tree Languages -- Containment of Monadic Datalog
Programs via Bounded Clique-Width -- An Approach to Computing
Downward Closures -- How Much Lookahead Is Needed to Win Infinite
Games? -- Symmetric Graph Properties Have Independent Edges --
Polylogarithmic-Time Leader Election in Population Protocols -- Core
Size and Densification in Preferential Attachment Networks --
Maintaining Near-Popular Matchings -- Ultra-Fast Load Balancing on
Scale-Free Networks -- Approximate Consensus in Highly Dynamic
Networks: The Role of Averaging Algorithms -- The Range of
Topological Effects on Communication -- Secretary Markets with Local
Information -- A Simple and Optimal Ancestry Labeling Scheme for
Trees -- Interactive Communication with Unknown Noise Rate -- Fixed
Parameter Approximations for k-Center Problems in Low Highway
Dimension Graphs -- A Unified Framework for Strong Price of Anarchy
in Clustering Games -- On the Diameter of Hyperbolic Random Graphs
-- Tight Bounds for Cost-Sharing in Weighted Congestion Games --
Distributed Broadcast Revisited: Towards Universal Optimality -- Selling
Two Goods Optimally -- Adaptively Secure Coin-Flipping, Revisited --
Optimal Competitiveness for the Rectilinear Steiner Arborescence
Problem -- Normalization Phenomena in Asynchronous Networks --
Broadcast from Minicast Secure Against General Adversaries.

Sommario/riassunto

The two-volume set LNCS 9134 and LNCS 9135 constitutes the refereed proceedings of the 42nd International Colloquium on Automata, Languages and Programming, ICALP 2015, held in Kyoto, Japan, in July 2015. The 143 revised full papers presented were carefully reviewed and selected from 507 submissions. The papers are organized in the following three tracks: algorithms, complexity, and games; logic, semantics, automata and theory of programming; and foundations of networked computation: models, algorithms and information management.
