Record Nr. UNISA996217777703316 Fun with Algorithms [[electronic resource]]: 7th International **Titolo** Conference, FUN 2014, Lipari Island, Sicily, Italy, July 1-3, 2014, Proceedings / / edited by Alfredo Ferro, Fabrizio Luccio, Peter Widmayer Pubbl/distr/stampa Cham:,: Springer International Publishing:,: Imprint: Springer,, 2014 **ISBN** 3-319-07890-9 Edizione [1st ed. 2014.] Descrizione fisica 1 online resource (XII, 378 p. 141 illus.) Theoretical Computer Science and General Issues, , 2512-2029; ; 8496 Collana Disciplina 005.1 Soggetti Algorithms Computer science—Mathematics Discrete mathematics Artificial intelligence Artificial intelligence—Data processing Discrete Mathematics in Computer Science Artificial Intelligence **Data Science** Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Bibliographic Level Mode of Issuance: Monograph Nota di contenuto Algorithmic Gems in the Data Miner's Cave.- Fun with Fonts: Algorithmic Typography.- Happy Edges: Threshold-Coloring of Regular Lattices.- Classic Nintendo Games Are (Computationally) Hard.- On the Solvability of the Six Degrees of Kevin Bacon Game - A Faster Graph Diameter and Radius Computation Method.- No Easy Puzzles: A Hardness Result for Jigsaw Puzzles.- Normal, Abby Normal, Prefix Normal.- Nonconvex Cases for Carpenter's Rulers.-How to Go Viral: Cheaply and Quickly -- Synchronized Dancing of Oblivious Chameleons.- Another Look at the Shoelace TSP: The Case of Very Old Shoes -- Playing Dominoes Is Hard, Except by Yourself.- UNO Gets

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Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference, FUN 2014, held in July 2014 in Lipari Island, Sicily, Italy. The 29 revised full papers were carefully reviewed and selected from 49 submissions. They feature a large variety of topics in the field of the use, design and analysis of algorithms and data structures, focusing on results that provide amusing, witty but nonetheless original and scientifically profound contributions to the area. In particular, algorithmic questions rooted in biology, cryptography, game theory, graphs, the internet, robotics and mobility, combinatorics, geometry, stringology, as well as space-conscious, randomized, parallel, distributed algorithms and their visualization are addressed.