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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 3122
Disciplina	004.0151
Soggetti	Computers Computer science Algorithms Computer science—Mathematics Numerical analysis Theory of Computation Computer Science, general Algorithm Analysis and Problem Complexity Discrete Mathematics in Computer Science Numeric Computing
Lingua di pubblicazione	Inglese
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Contributed Talks of APPROX -- Designing Networks with Existing Traffic to Support Fast Restoration -- Simultaneous Source Location -- Computationally-Feasible Truthful Auctions for Convex Bundles -- Randomized Approximation Algorithms for Set Multicover Problems with Applications to Reverse Engineering of Protein and Gene Networks -- On the Crossing Spanning Tree Problem -- A 3/4-Approximation Algorithm for Maximum ATSP with Weights Zero and One -- Maximum

Coverage Problem with Group Budget Constraints and Applications --  
The Greedy Algorithm for the Minimum Common String Partition  
Problem -- Approximating Additive Distortion of Embeddings into Line  
Metrics -- Polylogarithmic Inapproximability of the Radio Broadcast  
Problem -- On Systems of Linear Equations with Two Variables per  
Equation -- An Auction-Based Market Equilibrium Algorithm for the  
Separable Gross Substitutability Case -- Cost-Sharing Mechanisms for  
Network Design -- Approximating Max k CSP Using Random  
Restrictions -- Approximation Schemes for Broadcasting in  
Heterogenous Networks -- Centralized Deterministic Broadcasting in  
Undirected Multi-hop Radio Networks -- Convergence Issues in  
Competitive Games -- Cuts and Orderings: On Semidefinite Relaxations  
for the Linear Ordering Problem -- Min-Max Multiway Cut --  
Contributed Talks of RANDOM -- The Chromatic Number of Random  
Regular Graphs -- Estimating the Distance to a Monotone Function --  
Edge Coloring with Delays -- Small Pseudo-random Families of  
Matrices: Derandomizing Approximate Quantum Encryption -- The  
Sketching Complexity of Pattern Matching -- Non-Abelian  
Homomorphism Testing, and Distributions Close to Their Self-  
convolutions -- Robust Locally Testable Codes and Products of Codes  
-- A Stateful Implementation of a Random Function Supporting Parity  
Queries over Hypercubes -- Strong Refutation Heuristics for Random  
k-SAT -- Counting Connected Graphs and Hypergraphs via the  
Probabilistic Method -- Improved Randomness Extraction from Two  
Independent Sources -- The Diameter of Randomly Perturbed Digraphs  
and Some Applications -- Maximum Weight Independent Sets and  
Matchings in Sparse Random Graphs -- Estimating Frequency Moments  
of Data Streams Using Random Linear Combinations -- Fooling Parity  
Tests with Parity Gates -- Distribution-Free Connectivity Testing --  
Testing the Independence Number of Hypergraphs -- A Note on  
Approximate Counting for k-DNF.

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