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Soggetti	Computer science Algorithms Computer science—Mathematics Discrete mathematics Artificial intelligence—Data processing Theory of Computation Discrete Mathematics in Computer Science Data Science Computer Science Logic and Foundations of Programming
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Nota di contenuto	Invited Lectures -- Page Migration in Dynamic Networks -- Knot Theory, Jones Polynomial and Quantum Computing -- Interactive Algorithms 2005 -- Some Computational Issues in Membrane Computing -- The Generalization of Dirac's Theorem for Hypergraphs -- On the Communication Complexity of Co-linearity Problems -- An Invitation to Play -- Papers -- The Complexity of Satisfiability Problems: Refining Schaefer's Theorem -- On the Number of Random Digits Required in MonteCarlo Integration of Definable Functions -- Pure Nash Equilibria in Games with a Large Number of Actions -- On the Complexity of Depth-2 Circuits with Threshold Gates -- Isomorphic Implication -- Abstract Numeration Systems and Tilings -- Adversarial Queueing Model for Continuous Network Dynamics -- Coloring Sparse

Random k-Colorable Graphs in Polynomial Expected Time -- Regular Sets of Higher-Order Pushdown Stacks -- Linearly Bounded Infinite Graphs -- Basic Properties for Sand Automata -- A Bridge Between the Asynchronous Message Passing Model and Local Computations in Graphs -- Reconstructing an Ultrametric Galled Phylogenetic Network from a Distance Matrix -- New Resource Augmentation Analysis of the Total Stretch of SRPT and SJF in Multiprocessor Scheduling -- Approximating Polygonal Objects by Deformable Smooth Surfaces -- Basis of Solutions for a System of Linear Inequalities in Integers: Computation and Applications -- Asynchronous Deterministic Rendezvous in Graphs -- Zeta-Dimension -- Online Interval Coloring with Packing Constraints -- Separating the Notions of Self- and Autoreducibility -- Fully Asynchronous Behavior of Double-Quiescent Elementary Cellular Automata -- Finding Exact and Maximum Occurrences of Protein Complexes in Protein-Protein Interaction Graphs -- Matrix and Graph Orders Derived from Locally Constrained Graph Homomorphisms -- Packing Weighted Rectangles into a Square -- Nondeterministic Graph Searching: From Pathwidth to Treewidth -- Goals in the Propositional Horn??? Language Are Monotone Boolean Circuits -- Autoreducibility, Mitoticity, and Immunity -- Canonical Disjoint NP-Pairs of Propositional Proof Systems -- Complexity of DNF and Isomorphism of Monotone Formulas -- The Expressive Power of Two-Variable Least Fixed-Point Logics -- Languages Representable by Vertex-Labeled Graphs -- On the Complexity of Mixed Discriminants and Related Problems -- Two Logical Hierarchies of Optimization Problems over the Real Numbers -- Algebras as Knowledge Structures -- Combining Self-reducibility and Partial Information Algorithms -- Complexity Bounds for Regular Games -- Basic Mereology with Equivalence Relations -- Online and Dynamic Recognition of Squarefree Strings -- Shrinking Restarting Automata -- Removing Bidirectionality from Nondeterministic Finite Automata -- Generating All Minimal Integral Solutions to Monotone  $?,?-$  Systems of Linear, Transversal and Polymatroid Inequalities -- On the Parameterized Complexity of Exact Satisfiability Problems -- Approximating Reversal Distance for Strings with Bounded Number of Duplicates -- Random Databases and Threshold for Monotone Non-recursive Datalog -- An Asymptotically Optimal Linear-Time Algorithm for Locally Consistent Constraint Satisfaction Problems -- Greedy Approximation via Duality for Packing, Combinatorial Auctions and Routing -- Tight Approximability Results for the Maximum Solution Equation Problem over  $Z_p$  -- The Complexity of Model Checking Higher Order Fixpoint Logic -- An Efficient Algorithm for Computing Optimal Discrete Voltage Schedules -- Inverse Monoids: Decidability and Complexity of Algebraic Questions -- Dimension Is Compression -- Concurrent Automata vs. Asynchronous Systems -- Completeness and Degeneracy in Information Dynamics of Cellular Automata -- Strict Language Inequalities and Their Decision Problems -- Event Structures for the Collective Tokens Philosophy of Inhibitor Nets -- An Exact  $2.9416 n$  Algorithm for the Three Domatic Number Problem -- D-Width: A More Natural Measure for Directed Tree Width -- On Beta-Shifts Having Arithmetical Languages -- A BDD-Representation for the Logic of Equality and Uninterpreted Functions -- On Small Hard Leaf Languages -- Explicit Inapproximability Bounds for the Shortest Superstring Problem -- Stratified Boolean Grammars.

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