1. | Record Nr. | UNISA996465408103316 |
|---|---|
| Titolo | Algorithms - ESA 2000 [[electronic resource]] : 8th Annual European Symposium Saarbrücken, Germany, September 5-8, 2000 Proceedings / / edited by Mike Paterson |
| Pubbl/distr/stampa | Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2000 |
| ISBN | 3-540-45253-2 |
| Edizione | [1st ed. 2000.] |
| Descrizione fisica | 1 online resource (X, 450 p.) |
| Collana | Lecture Notes in Computer Science, , 0302-9743 ; ; 1879 |
| Disciplina | 004.015118 |
| Soggetti | Computer programming |
| | Data structures (Computer science) |
| | Application software |
| | Algorithms |
| | Computer graphics |
| | Programming Techniques |
| | Data Structures and Information Theory |
| | Computer Applications |
| | Algorithm Analysis and Problem Complexity |
| | Data Structures |
| | Computer Graphics |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Bibliographic Level Mode of Issuance: Monograph |
| Nota di bibliografia | Includes bibliographical references at the end of each chapters and index. |
| Nota di contenuto | Invited Papers -- Web Information Retrieval - an Algorithmic Perspective -- Computational Biology — Algorithms and More -- Contributed Papers -- Polygon Decomposition for Efficient Construction of Minkowski Sums -- An Approximation Algorithm for Hypergraph Max k-Cut with Given Sizes of Parts -- Offline List Update is NP-hard -- Computing Largest Common Point Sets under Approximate Congruence -- Online Algorithms for Caching Multimedia Streams -- On Recognizing Cayley Graphs -- Fast Algorithms for Even/Odd Minimum Cuts and Generalizations -- Efficient Algorithms for Centers and Medians in Interval and Circular-Arc Graphs -- Exact |

Point Pattern Matching and the Number of Congruent Triangles in a Three-Dimensional Pointset -- Range Searching over Tree Cross Products -- A 2 1/10-Approximation Algorithm for a Generalization of the Weighted Edge-Dominating Set Problem -- The Minimum Range Assignment Problem on Linear Radio Networks -- Property Testing in Computational Geometry -- On R-Trees with Low Stabbing Number -- K-D Trees Are Better when Cut on the Longest Side -- On Multicriteria Online Problems -- Online Scheduling Revisited -- Constant Ratio Approximation Algorithms for the Rectangle Stabbing Problem and the Rectilinear Partitioning Problem -- I/O-Efficient Well-Separated Pair Decomposition and Its Applications -- Higher Order Delaunay Triangulations -- On Representations of Algebraic-Geometric Codes for List Decoding -- Minimizing a Convex Cost Closure Set -- Preemptive Scheduling with Rejection -- Simpler and Faster Vertex-Connectivity Augmentation Algorithms -- Scheduling Broadcasts in Wireless Networks -- Jitter Regulation in an Internet Router with Delay Consideration -- Approximation of Curvature-Constrained Shortest Paths through a Sequence of Points -- Resource Constrained Shortest Paths -- On the Competitiveness of Linear Search -- Maintaining a Minimum Spanning Tree under Transient Node Failures -- Minimum Depth Graph Embedding -- New Algorithms for Two-Label Point Labeling -- Analysing the Cache Behaviour of Non-uniform Distribution Sorting Algorithms -- How Helpers Hasten h-Relations -- Computing Optimal Linear Layouts of Trees in Linear Time -- Coloring Sparse Random Graphs in Polynomial Average Time -- Restarts Can Help in the On-Line Minimization of the Maximum Delivery Time on a Single Machine -- Collision Detection Using Bounding Boxes: Convexity Helps.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 8th Annual European Symposium on Algorithms, ESA 2000, held in Saarbrücken, Germany in September 2000. The 39 revised full papers presented together with two invited papers were carefully reviewed and selected for inclusion in the book. Among the topics addressed are parallelism, distributed systems, approximation, combinatorial optimization, computational biology, computational geometry, external-memory algorithms, graph algorithms, network algorithms, online algorithms, data compression, symbolic computation, pattern matching, and randomized algorithms. |