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Titolo	Algorithms and Computation [[electronic resource]] : Third International Symposium, ISAAC '92, Nagoya, Japan, December 16-18, 1992. Proceedings // edited by Toshihide Ibaraki, Yasuyoshi Inagaki, Kazuo Iwama, Takao Nishizeki, Masafumi Yamashita
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Soggetti	Data structures (Computer science) Computers Computer mathematics Combinatorics Probabilities Data Structures Theory of Computation Computational Mathematics and Numerical Analysis Computation by Abstract Devices Probability Theory and Stochastic Processes
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Nota di contenuto	Methods in parallel algorithmics and who may need to know them? -- Rectilinear paths among rectilinear obstacles -- Linear time algorithms for k-cutwidth problem -- The k-edge-connectivity augmentation problem of weighted graphs -- Principal lattice of partitions of submodular functions on graphs: Fast algorithms for principal partition and generic rigidity -- The application of the searching over separators strategy to solve some NP-complete problems on planar graphs -- Parallel and on-line graph coloring algorithms -- Competitive analysis of the Round Robin algorithm -- Competitive analysis of the on-line algorithms for multiple stacks systems -- Self-adjusting augmented search trees -- Algorithms for a class of Min-Cut and Max-Cut

problem -- Algorithms for rectilinear optimal multicast tree problem -- Approximating treewidth and pathwidth of some classes of perfect graphs -- Graph spanners and connectivity -- Randomized range-maxima in nearly-constant parallel time -- Fault-tolerant broadcasting in binary jumping networks -- Routing problems on the mesh of buses -- Selection networks with $8n \log^2 n$ size and $O(\log n)$ depth -- Relativizations of the $P=? NP$ and other problems: Some developments in structural complexity theory -- Boolean circuit complexity -- Searching a solid pseudo 3-sided orthoconvex grid -- An efficient parallel algorithm for geometrically characterising drawings of a class of 3-D objects -- Topologically consistent algorithms related to convex polyhedra -- Characterizing and recognizing visibility graphs of Funnel-shaped polygons -- On the complexity of composite numbers -- On malign input distributions for algorithms -- Lowness and the complexity of sparse and tally descriptions -- Honest iteration schemes of randomizing algorithms -- Approximating vertices of a convex polygon with grid points in the polygon -- Algorithms for determining the geometrical congruity in two and three dimensions -- On the relationships among constrained geometric structures -- Generating small convergent systems can be extremely hard -- Chew's theorem revisited — uniquely normalizing property of nonlinear term rewriting systems -- Higher order communicating processes with Value-Passing, Assignment and return of results -- Searching informed game trees -- How to generate realistic sample problems for network optimization -- Generalized assignment problems -- Recognizing an envelope of lines in linear time -- Approximation of polygonal curves with minimum number of line segments -- Wiring knock-knee layouts: A global approach -- Algorithms for finding non-crossing paths with minimum total length in plane graphs -- On symmetry of information and polynomial time invertibility -- On probabilistic ACC circuits with an exact-threshold output gate -- Computational and statistical indistinguishabilities -- On symmetric differences of NP-hard sets with weakly-P-selective sets -- Restricted track assignment with applications -- A simple test for the consecutive ones property -- The longest common subsequence problem for small alphabet size between many strings -- The implicit dictionary problem revisited -- Sorting in-place with a worst case complexity of $n \log n + 1.3n + O(\log n)$ comparisons and $n \log n + O(1)$ transports -- Sorting and/by merging finger trees.

Sommario/riassunto

This volume gives the proceedings of ISAAC '92, the Third International Symposium on Algorithms and Computation, held in Nagoya, Japan, December 1992. The first symposium was held in Tokyo in 1990, as the first international symposium organized by SIGAL (Special Interest Groupon Algorithms in the Information Processing Society of Japan) to serve as an annual international forum in Asia for researchers in the area of algorithms. The second symposium was held in Taipei, Taiwan in 1991, where it was decided that computation would be included in the main scope of the symposium and that ISAAC would be its name. ISAAC '92 focuses on topics in design and analysis of algorithms, computational complexity, and theory of computation, including algorithms and data structures, parallel/distributed computing, automata and formal languages, probabilistic/approximation algorithms, computability and complexity, term rewriting systems, and computational geometry. The volume contains the accepted contributed papers and the invited papers.

2. **Record Nr.** UNISALENTO991000239239707536
Autore Devoto, Giacomo
Titolo Tabulae Iguvinae / editae a Iacobo Devoto
Pubbl/distr/stampa Romae : Typis Regiae officinae polygraphicae, 1937
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3. **Record Nr.** UNICAMPANIAVAN0039157
Autore Smith, Stephen A.
Titolo Contract theory / Stephen A. Smith
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