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Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 5609
Disciplina	511.6
Soggetti	Algorithms Computer science—Mathematics Discrete mathematics Computer networks Artificial intelligence—Data processing Discrete Mathematics in Computer Science Computer Communication Networks Data Science Discrete Mathematics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Talk -- Bidding on Configurations in Internet Ad Auctions -- Algorithmic Game Theory and Coding Theory -- An Attacker-Defender Game for Honeynets -- On the Performances of Nash Equilibria in Isolation Games -- Limits to List Decoding Random Codes -- Algorithms and Data Structures -- Algorithm for Finding k-Vertex Out-trees and Its Application to k-Internal Out-branching Problem -- A (4n???)4)-Bit Representation of a Rectangular Drawing or Floorplan -- Relationship between Approximability and Request Structures in the Minimum Certificate Dispersal Problem -- GraphDrawing -- Coordinate Assignment for Cyclic Level Graphs -- Crossing-Optimal Acyclic HP-Completion for Outerplanar st-Digraphs -- Edge-Intersection Graphs

of k-Bend Paths in Grids -- Algorithms and Data Structures -- Efficient Data Structures for the Orthogonal Range Successor Problem -- Reconstruction of Interval Graphs -- A Fast Algorithm for Computing a Nearly Equitable Edge Coloring with Balanced Conditions -- Cryptography and Security -- Minimal Assumptions and Round Complexity for Concurrent Zero-Knowledge in the Bare Public-Key Model -- Efficient Non-interactive Range Proof -- Approximation Algorithms for Key Management in Secure Multicast -- Algorithms -- On Smoothed Analysis of Quicksort and Hoare's Find -- On an Online Traveling Repairman Problem with Flowtimes: Worst-Case and Average-Case Analysis -- Three New Algorithms for Regular Language Enumeration -- Computational Geometry -- Convex Partitions with 2-Edge Connected Dual Graphs -- The Closest Pair Problem under the Hamming Metric -- Space Efficient Multi-dimensional Range Reporting -- Approximation Algorithms -- Approximation Algorithms for a Network Design Problem -- An FPTAS for the Minimum Total Weighted Tardiness Problem with a Fixed Number of Distinct Due Dates -- On the Hardness and Approximability of Planar Biconnectivity Augmentation -- Computational Biology and Bioinformatics -- Determination of Glycan Structure from Tandem Mass Spectra -- On the Generalised Character Compatibility Problem for Non-branching Character Trees -- Inferring Peptide Composition from Molecular Formulas -- Optimal Transitions for Targeted Protein Quantification: Best Conditioned Submatrix Selection -- Computing Bond Types in Molecule Graphs -- Sampling and Learning -- On the Diaconis-Gangolli Markov Chain for Sampling Contingency Tables with Cell-Bounded Entries -- Finding a Level Ideal of a Poset -- A Polynomial-Time Perfect Sampler for the Q-Ising with a Vertex-Independent Noise -- Extracting Computational Entropy and Learning Noisy Linear Functions -- HITS Can Converge Slowly, but Not Too Slowly, in Score and Rank -- Algorithms -- Online Tree Node Assignment with Resource Augmentation -- Why Locally-Fair Maximal Flows in Client-Server Networks Perform Well -- On Finding Small 2-Generating Sets -- Convex Recoloring Revisited: Complexity and Exact Algorithms -- Strongly Chordal and Chordal Bipartite Graphs Are Sandwich Monotone -- Complexity and Computability -- Hierarchies and Characterizations of Stateless Multicounter Machines -- Efficient Universal Quantum Circuits -- An Improved Time-Space Lower Bound for Tautologies -- Probabilistic Analysis -- Multiple Round Random Ball Placement: Power of Second Chance -- The Weighted Coupon Collector's Problem and Applications -- Sublinear-Time Algorithms for Tournament Graphs -- Complexity and Computability -- Classification of a Class of Counting Problems Using Holographic Reductions -- Separating NE from Some Nonuniform Nondeterministic Complexity Classes -- On the Readability of Monotone Boolean Formulae -- Algorithms and Data Structures -- Popular Matchings: Structure and Algorithms -- Graph-Based Data Clustering with Overlaps -- Directional Geometric Routing on Mobile Ad Hoc Networks.

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### Sommario/riassunto

This volume constitutes the refereed proceedings of the 15th International Computing and Combinatorics Conference, COCOON 2009, held in New York, NY, USA in July 2009. The 51 revised extended abstracts presented were carefully reviewed and selected from 125 submissions. The papers are organized in topical sections on algorithmic game theory and coding theory, algorithms and data structures, graph drawing, algorithms and data structures, cryptography and security, algorithms, computational geometry, approximation algorithms, computational biology and bioinformatics, sampling and learning, compl

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