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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 1099
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Soggetti	Computers Software engineering Data structures (Computer science) Combinatorics Theory of Computation Software Engineering/Programming and Operating Systems Data Structures
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Saturation-based theorem proving (abstract) -- Bandwidth efficient parallel computation -- Variable-length maximal codes -- Lower bounds for prepositional proofs and independence results in bounded arithmetic -- Algebraic characterizations of decorated trace equivalences over tree-like structures -- Fast asynchronous systems in dense time -- A hierarchy theorem for the $\pi$ -calculus -- An effective tableau system for the linear time $\pi$ -calculus -- Characterizing fairness implementability for multiparty interaction -- Termination of context-sensitive rewriting by rewriting -- A complete gentzen-style axiomatization for set constraints -- Fatal errors in conditional expressions -- Different types of arrow between logical frameworks -- Effective models of polymorphism, subtyping and recursion (extended abstract) -- Regularity for a large class of context-free processes is decidable -- On infinite transition graphs having a decidable monadic

theory -- Semi-groups acting on context-free graphs -- Hard sets method and semilinear reservoir method with applications -- Random polynomials and polynomial factorization -- Optimal gröbner base algorithms for binomial ideals -- Minimum fill-in on circle and circular-arc graphs -- Practical approximation schemes for maximum induced-subgraph problems on K 3,3-free or K 5-free graphs -- Searching a fixed graph -- Improved sampling with applications to dynamic graph algorithms -- The expressive power of existential first order sentences of büchi's sequential calculus -- Fixpoints for rabin tree automata make complementation easy -- New upper bounds to the limitedness of distance automata -- Recognizing regular expressions by means of dataflow networks -- On the power of randomized branching programs -- Hitting sets derandomize BPP -- On type-2 probabilistic quantifiers -- Speeding-up single-tape nondeterministic computations by single alternation, with separation results -- On ?-generators and codes -- On standard Sturmian morphisms -- Constructions and bounds for visual cryptography -- On capital investment -- Lower bounds for static dictionaries on RAMs with bit operations but no multiplication -- Lower bounds for row minima searching -- On the complexity of relational problems for finite state processes -- Deciding finiteness of Petri nets up to bisimulation -- Mobile processes with a distributed environment -- The meaning of negative premises in transition system specifications II -- Average case analyses of list update algorithms, with applications to data compression -- Self-organizing data structures with dependent accesses -- Lopsided trees: Analyses, algorithms, and applications -- Optimal logarithmic time randomized suffix tree construction -- Improved parallel approximation of a class of integer programming problems -- Efficient collective communication in optical networks -- Shared-memory simulations on a faulty-memory DMM -- Fast deterministic backtrack search -- Agent rendezvous: A dynamic symmetry-breaking problem -- Efficient asynchronous consensus with the value-oblivious adversary scheduler -- A formal framework for evaluating heuristic programs -- Improved scheduling algorithms for minsum criteria -- On the complexity of string folding -- A polynomial-time algorithm for near-perfect phylogeny.

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#### Sommario/riassunto

This volume constitutes the refereed proceedings of the 23rd International Colloquium on Automata, Languages and Programming (ICALP '96), held at Paderborn, Germany, in July 1996. ICALP is an annual conference sponsored by the European Association on Theoretical Computer Science (EATCS). The proceedings contain 52 refereed papers selected from 172 submissions and 4 invited papers. The papers cover the whole range of theoretical computer science; they are organized in sections on: Process Theory; Fairness, Domination, and the u-Calculus; Logic and Algebra; Languages and Processes; Algebraic Complexity; Graph Algorithms; Automata; Complexity Theory; Combinatorics on Words; Algorithms; Lower Bounds; Data Structures...

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