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| Titolo                  | Algorithms and Data Structures [[electronic resource] ] : Workshop WADS '89, Ottawa, Canada, August 17-19, 1989. Proceedings // edited by Frank Dehne, Jörg-Rüdiger Sack, Nicola Santoro  |
| Pubbl/distr/stampa      | Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 1989  |
| ISBN                    | 3-540-48237-7   |
| Edizione                | [1st ed. 1989.]   |
| Descrizione fisica      | 1 online resource (VI, 244 p.)  |
| Collana                 | Lecture Notes in Computer Science, , 0302-9743 ; ; 382  |
| Disciplina              | 005.73  |
| Soggetti                | Data structures (Computer science)<br>Algorithms<br>Computers<br>Combinatorics<br>Probabilities<br>Statistics<br>Data Structures<br>Algorithm Analysis and Problem Complexity<br>Computation by Abstract Devices<br>Probability Theory and Stochastic Processes<br>Statistics, general  |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Bibliographic Level Mode of Issuance: Monograph   |
| Nota di contenuto       | Efficient text searching of regular expressions -- Efficient spatial point location -- Constructing the Voronoi diagram of a set of line segments in parallel -- Analysis of kdt-trees: Kd-trees improved by local reorganisations -- Optimal algorithms for List Indexing and Subset Rank -- The Delaunay triangulation closely approximates the complete Euclidean graph -- Computing the furthest site voronoi diagram for a set of discs -- Fully persistent arrays -- String searching algorithms revisited -- Optimal channel placement for multi-terminal nets -- Computing the minimum visible vertex distance between two polygons -- Computing the kernel of a point set in a polygon -- Using bounded degree spanning trees in the design of efficient algorithms on claw- |

free graphs -- Linear time algorithms for computing reachability regions from polygonal figures -- Computing the center of area of a polygon -- Weighted orthogonal linear L<sub>1</sub>-approximation and applications -- Discs and other related data structures -- Digital data structures and order statistics -- On the performance of orthogonal range queries in multiattribute and doubly chained trees -- Probabilistic analysis of algorithms and data structures -- Stabbing parallel segments with a convex polygon -- Selecting the Kth largest-area convex polygon -- Finding All Shortest Path Edge Sequences on a convex polyhedron -- Linear algorithms for parity path and two path problems on circular-arc graph -- NC algorithms for circular-arc graphs -- Parallel algorithms for the subgraph homeomorphism problem -- Galleries, light matchings and visibility graphs -- Weighted visibility graphs of bars and related flow problems -- Parallel algorithms for cographs recognition and applications -- Dynamic data structures for series parallel digraphs -- Motion planning in the CL-environment -- Self-adjusting k-ary search trees -- Improving partial rebuilding by using simple balance criteria -- An efficient all-parses systolic algorithm for general context-free parsing -- A polynomial time algorithm for the local testability problem of deterministic finite automata -- Skip lists: A probabilistic alternative to balanced trees -- A fast algorithm for melding splay trees -- An efficient algorithm for finding all maximal square blocks in a matrix -- Complexity issues in tree-based version control -- Structured NC -- Heapsort—Adapted for presorted files -- The distribution of keys in a binary heap -- Optimal hypercube algorithms for labeled images -- On the complexity of single row routing problems -- A new search time update time tradeoff for the implicit dictionary -- Sorting with minimum data movement (preliminary draft) -- Augmentation problems on hierarchically defined graphs -- On linear time minor tests and depth first search -- Combinatorial and computational results for line arrangements in space.

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### Sommario/riassunto

This book contains the papers presented at the 1989 Workshop on Algorithms and Data Structures, which succeeds the 1988 Scandinavian Workshop on Algorithm Theory. It presents current research in various areas of algorithms, computational geometry, geometric searching, VLSI placement and routing, graph algorithms, parallel algorithms, distributed algorithms, databases, and text searching.

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