1. Record Nr. UNISA996465841703316

Titolo	Mathematical Foundations of Computer Science 2007 [[electronic resource]] : 32nd International Symposium, MFCS 2007 Ceský Krumlov, Czech Republic, August 26-31, 2007, Proceedings / / edited by Ludek Kucera, Antonín Kucera
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2007
ISBN	3-540-74456-8
Edizione	[1st ed. 2007.]
Descrizione fisica	1 online resource (XVIII, 766 p.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 4708
Disciplina	518.1
Soggetti	Computer science Algorithms Computer science—Mathematics Discrete mathematics Artificial intelligence—Data processing Theory of Computation Discrete Mathematics in Computer Science Data Science Computer Science Logic and Foundations of Programming
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 and index.
Nota di contenuto	Invited Papers -- How To Be Fickle -- Finite Model Theory on Tame Classes of Structures -- Minimum Cycle Bases in Graphs Algorithms and Applications -- Hierarchies of Infinite Structures Generated by Pushdown Automata and Recursion Schemes -- Evolvability -- Random Graphs -- Expander Properties and the Cover Time of Random Intersection Graphs -- Uncover Low Degree Vertices and Minimise the Mess: Independent Sets in Random Regular Graphs -- Rewriting -- Transition Graphs of Rewriting Systems over Unranked Trees -- Rewriting Conjunctive Queries Determined by Views -- Approximation Algorithms -- Approximation Algorithms for the Maximum Internal Spanning Tree Problem -- New Approximability Results for 2-Dimensional Packing Problems -- On Approximation of Bookmark

Assignments -- Automata and Circuits -- Height-Deterministic Pushdown Automata -- Minimizing Variants of Visibly Pushdown Automata -- Linear Circuits, Two-Variable Logic and Weakly Blocked Monoids -- Complexity I -- Combinatorial Proof that Subprojective Constraint Satisfaction Problems are NP-Complete -- NP by Means of Lifts and Shadows -- The Complexity of Solitaire -- Streams and Compression -- Adapting Parallel Algorithms to the W-Stream Model, with Applications to Graph Problems -- Space-Conscious Compression -- Graphs I -- Small Alliances in Graphs -- The Maximum Solution Problem on Graphs -- Iteration and Recursion -- What Are Iteration Theories? -- Properties Complementary to Program Self-reference -- Algorithms I -- Dobrushin Conditions for Systematic Scan with Block Dynamics -- On the Complexity of Computing Treelength -- On Time Lookahead Algorithms for the Online Data Acknowledgement Problem -- Automata -- Real Time Language Recognition on 2D Cellular Automata: Dealing with Non-convex Neighborhoods -- Towards a Rice Theorem on Traces of Cellular Automata -- Progresses in the Analysis of Stochastic 2D Cellular Automata: A Study of Asynchronous 2D Minority -- Complexity II -- Public Key Identification Based on the Equivalence of Quadratic Forms -- Reachability Problems in Quaternion Matrix and Rotation Semigroups -- VPSPACE and a Transfer Theorem over the Complex Field -- Protocols -- Efficient Provably-Secure Hierarchical Key Assignment Schemes -- Nearly Private Information Retrieval -- Graphs II -- Packing and Squeezing Subgraphs into Planar Graphs -- Dynamic Matchings in Convex Bipartite Graphs -- Networks -- Communication in Networks with Random Dependent Faults -- Optimal Gossiping in Directed Geometric Radio Networks in Presence of Dynamical Faults -- Algorithms II -- A Linear Time Algorithm for the k Maximal Sums Problem -- A Lower Bound of 1?+?? for Truthful Scheduling Mechanisms -- Analysis of Maximal Repetitions in Strings -- Languages -- Series-Parallel Languages on Scattered and Countable Posets -- Traces of Term-Automatic Graphs -- State Complexity of Basic Operations on Suffix-Free Regular Languages -- Graphs III -- Exact Algorithms for L(2,1)-Labeling of Graphs -- On (k,?)-Leaf Powers -- Quantum Computing -- An Improved Claw Finding Algorithm Using Quantum Walk -- Complexity Upper Bounds for Classical Locally Random Reductions Using a Quantum Computational Argument -- Isomorphism -- On the Complexity of Game Isomorphism -- Hardness Results for Tournament Isomorphism and Automorphism -- Relating Complete and Partial Solution for Problems Similar to Graph Automorphism -- Equilibria -- Well Supported Approximate Equilibria in Bimatrix Games: A Graph Theoretic Approach -- Selfish Load Balancing Under Partial Knowledge -- Extending the Notion of Rationality of Selfish Agents: Second Order Nash Equilibria -- Games -- Congestion Games with Player-Specific Constants -- Finding Patterns in Given Intervals -- The Power of Two Prices: Beyond Cross-Monotonicity -- Algebra and Strings -- Semisimple Algebras of Almost Minimal Rank over the Reals -- Structural Analysis of Gapped Motifs of a String -- Algorithms III -- Online and Offline Access to Short Lists -- Optimal Randomized Comparison Based Algorithms for Collision -- Randomized and Approximation Algorithms for Blue-Red Matching -- Words and Graphs -- Real Computational Universality: The Word Problem for a Class of Groups with Infinite Presentation -- Finding Paths Between Graph Colourings: PSPACE-Completeness and Superpolynomial Distances -- Shuffle Expressions and Words with Nested Data.