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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 2076
Disciplina	005.1
Soggetti	Software engineering Computers Computer communication systems Computer science—Mathematics Computer graphics Combinatorics Software Engineering/Programming and Operating Systems Theory of Computation Computer Communication Networks Mathematics of Computing Computer Graphics
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Keynote Papers -- Algorithms, Games, and the Internet -- Automata, Circuits, and Hybrids: Facets of Continuous Time -- Invited Papers -- Languages, Rewriting Systems, and Verification of Infinite-State Systems -- Integrating Semantics for Object—Oriented System Models -- Modelling with Partial Orders — Why and Why Not? -- Theoretical Aspects of Evolutionary Algorithms -- Algebraic and Circuit Complexity -- Improvements of the Alder—Strassen Bound: Algebras with Nonzero Radical -- On Generating All Minimal Integer Solutions for a Monotone System of Linear Inequalities -- Division Is In Uniform TC0 -- Algorithm Analysis -- A Framework for Index Bulk Loading and

Dynamization -- A Characterization of Temporal Locality and Its Portability across Memory Hierarchies -- The Complexity of Constructing Evolutionary Trees Using Experiments -- Hidden Pattern Statistics -- Combinatorics and Algorithms on Low-Discrepancy Roundings of a Real Sequence -- All-Pairs Shortest Paths Computation in the BSP Model -- Approximation and Optimization -- Approximating the Minimum Spanning Tree Weight in Sublinear Time -- Approximation Hardness of TSP with Bounded Metrics -- The RPR 2 Rounding Technique for Semidefinite Programs -- Approximation Algorithms for Partial Covering Problems -- On the Online Bin Packing Problem -- Quick k-Median, k-Center, and Facility Location for Sparse Graphs -- Complexity -- Parameterized Complexity: Exponential Speed-Up for Planar Graph Problems -- Subexponential Parameterized Algorithms Collapse the W-Hierarchy -- Improved Lower Bounds on the Randomized Complexity of Graph Properties -- New Imperfect Random Source with Applications to Coin-Flipping -- Recognizing More Unsatisfiable Random 3-SAT Instances Efficiently -- Weisfeiler-Lehman Refinement Requires at Least a Linear Number of Iterations -- On Interactive Proofs with a Laconic Prover -- Quantum Complexities of Ordered Searching, Sorting, and Element Distinctness -- Lower Bounds in the Quantum Cell Probe Model -- Concurrency -- Axiomatizations for Probabilistic Bisimulation -- Noninterference for Concurrent Programs -- Distributed Controller Synthesis for Local Specifications -- A Distributed Abstract Machine for Safe Ambients -- Towards Quantitative Verification of Probabilistic Transition Systems -- Efficient Datastructures -- Efficient Generation of Plane Triangulations without Repetitions -- The Longest Common Subsequence Problem for Sequences with Nested Arc Annotations -- Visibility-Based Pursuit-Evasion in a Polygonal Region by a Searcher -- A New Method for Balancing Binary Search Trees -- Graph Algorithms -- Permutation Editing and Matching via Embeddings -- Testing Hypergraph Coloring -- Total Colorings of Degenerated Graphs -- Decidable Properties of Graphs of All-Optical Networks -- Majority Consensus and the Local Majority Rule -- Language Theory, Codes, and Automata -- Solvability of Equations in Free Partially Commutative Groups Is decidable -- Rational Transformations of Formal Power Series -- Combinatorics of Three-Interval Exchanges -- Decision Questions Concerning Semilinearity, Morphisms, and Commutation of Languages -- The Star Problem in Trace Monoids: Reductions Beyond C4 -- The Trace Coding Problem Is Undecidable -- Combinatorics of Periods in Strings -- Minimal Tail-Biting Trellises for Certain Cyclic Block Codes Are Easy to Construct -- Model Checking and Protocol Analysis -- Effective Lossy Queue Languages -- Model Checking of Unrestricted Hierarchical State Machines -- Symbolic Trace Analysis of Cryptographic Protocols -- Tree Automata with One Memory, Set Constraints, and Ping-Pong Protocols -- Fair Simulation Relations, Parity Games, and State Space Reduction for Büchi Automata -- Hypergraphs in Model Checking: Acyclicity and Hypertree-Width versus Clique-Width -- From Finite State Communication Protocols to High-Level Message Sequence Charts -- Networks and Routing -- Fractional Path Coloring with Applications to WDM Networks -- Performance Aspects of Distributed Caches Using TTL-Based Consistency -- Routing in Trees -- Online Packet Routing on Linear Arrays and Rings -- Faster Gossiping on Butterflies -- Reasoning and Verification -- Realizability and Verification of MSC Graphs -- Reasoning about Sequential and Branching Behaviours of Message Sequence Graphs -- A Set-Theoretic Framework for Assume-Guarantee Reasoning -- Foundations for Circular Compositional Reasoning -- Scheduling -- A PTAS for Minimizing Weighted

Completion Time on Uniformly Related Machines -- The Buffer Minimization Problem for Multiprocessor Scheduling with Conflicts -- On Minimizing Average Weighted Completion Time of Multiprocessor Tasks with Release Dates -- On the Approximability of Average Completion Time Scheduling under Precedence Constraints -- Secure Computation -- Optimistic Asynchronous Multi-party Contract Signing with Reduced Number of Rounds -- Information-Theoretic Private Information Retrieval: A Unified Construction -- Secure Multiparty Computation of Approximations -- Secure Games with Polynomial Expressions -- Specification and Deduction -- On the Completeness of Arbitrary Selection Strategies for Paramodulation -- An Axiomatic Approach to Metareasoning on Nominal Algebras in HOAS -- Knuth-Bendix Constraint Solving Is NP-Complete -- Amalgamation in CASL via Enriched Signatures -- Structural Complexity -- Lower Bounds for the Weak Pigeonhole Principle Beyond Resolution -- Time and Space Bounds for Reversible Simulation -- Finite-State Dimension -- The Complexity of Computing the Size of an Interval -- Communication Gap for Finite Memory Devices -- Separating Quantum and Classical Learning.

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