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Soggetti	Computer programming Compilers (Computer programs) Computer science Computer science—Mathematics Algorithms Programming Techniques Compilers and Interpreters Theory of Computation Mathematics of Computing Computer Science Logic and Foundations of Programming
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Plenary Talks -- New Research Directions in the Information Age -- The Laplacian Paradigm: Emerging Algorithms for Massive Graphs -- Special Sessions -- Proof Complexity of Non-classical Logics -- Optimal Acceptors and Optimal Proof Systems -- The Complexity of Geometric Problems in High Dimension -- Different Approaches to Proof Systems -- Algebraic Proofs over Noncommutative Formulas -- Contributed Papers -- Nonlocal Quantum XOR Games for Large Number of Players -- Nontriviality for Exponential Time w.r.t. Weak

Reducibilities -- Streaming Algorithms for Some Problems in Log-Space -- Temperature Aware Online Scheduling with a Low Cooling Factor -- On Solution Concepts for Matching Games -- Binary De Bruijn Partial Words with One Hole -- Complexity Invariance of Real Interpretations -- Pivot and Loop Complementation on Graphs and Set Systems -- Revisiting the Minimum Breakpoint Linearization Problem -- An ϵ -time Algorithm for the Minimal Interval Completion Problem -- Centdian Computation for Sensor Networks -- Twisted Jacobi Intersections Curves -- $L(2,1,1)$ -Labeling Is NP-Complete for Trees -- Complexity of Paths, Trails and Circuits in Arc-Colored Digraphs -- The Max k -Cut Game and Its Strong Equilibria -- Kernel and Fast Algorithm for Dense Triplet Inconsistency -- Incremental List Coloring of Graphs, Parameterized by Conservation -- Schnyder Greedy Routing Algorithm -- Exploiting Restricted Linear Structure to Cope with the Hardness of Clique-Width -- A Note on the Testability of Ramsey's Class -- Deterministic Polynomial-Time Algorithms for Designing Short DNA Words -- Hamiltonian Cycles in Subcubic Graphs: What Makes the Problem Difficult -- A Dichotomy for k -Regular Graphs with $\{0, 1\}$ -Vertex Assignments and Real Edge Functions -- Graph Sharing Games: Complexity and Connectivity -- A Visual Model of Computation -- An Automata-Theoretic Characterization of the Chomsky-Hierarchy -- Maximum Independent Set in Graphs of Average Degree at Most Three in \mathbb{R} -- Simultaneity in Event Structures -- Safety Verification of Non-linear Hybrid Systems Is Quasi-Semidecidable -- Closed Rectangle-of-Influence Drawings for Irreducible Triangulations -- Recovering Social Networks from Contagion Information -- Two-Layer Planarization Parameterized by Feedback Edge Set -- A Categorical View of Timed Weak Bisimulation -- Community Structure in Large Complex Networks -- Generating Internally Triconnected Rooted Plane Graphs.
