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| Disciplina | 004 |
| Soggetti | Computers Algorithms Mathematical logic Computer science—Mathematics Computer graphics Theory of Computation Algorithm Analysis and Problem Complexity Computation by Abstract Devices Mathematical Logic and Formal Languages Discrete Mathematics in Computer Science Computer Graphics |
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| Nota di bibliografia | Includes bibliographical references at the end of each chapters and index. |
| Nota di contenuto | Approximability 1 -- Proving Integrality Gaps without Knowing the Linear Program -- An Improved Analysis of Goemans and Williamson's LP-Relaxation for MAX SAT -- Certifying Unsatisfiability of Random 2k-SAT Formulas Using Approximation Techniques -- Approximability 2 -- Inapproximability Results for Bounded Variants of Optimization Problems -- Approximating the Pareto Curve with Local Search for the Bicriteria TSP(1,2) Problem -- Scheduling to Minimize Max Flow Time: Offline and Online Algorithms -- Algorithms 1 -- Linear Time Algorithms for Some NP-Complete Problems on (P 5,Gem)-Free Graphs -- Graph Searching, Elimination Trees, and a Generalization of |

Bandwidth -- Constructing Sparse t-Spanners with Small Separators --
Composing Equipotent Teams -- Algorithms 2 -- Efficient Algorithms
for GCD and Cubic Residuosity in the Ring of Eisenstein Integers -- An
Extended Quadratic Frobenius Primality Test with Average and Worst
Case Error Estimates -- Periodic Multisorting Comparator Networks --
Fast Periodic Correction Networks -- Networks and Complexity --
Games and Networks -- One-Way Communication Complexity of
Symmetric Boolean Functions -- Circuits on Cylinders --
Computational Biology -- Fast Perfect Phylogeny Haplotype Inference
-- On Exact and Approximation Algorithms for Distinguishing
Substring Selection -- Complexity of Approximating Closest Substring
Problems -- Computational Geometry -- On Lawson's Oriented Walk in
Random Delaunay Triangulations -- Competitive Exploration of
Rectilinear Polygons -- An Improved Approximation Algorithm for
Computing Geometric Shortest Paths -- Adaptive and Compact
Discretization for Weighted Region Optimal Path Finding -- On
Boundaries of Highly Visible Spaces and Applications -- Computational
Models and Complexity -- Membrane Computing -- Classical
Simulation Complexity of Quantum Machines -- Using Depth to
Capture Average-Case Complexity -- Structural Complexity -- Non-
uniform Depth of Polynomial Time and Space Simulations --
Dimension- and Time-Hierarchies for Small Time Bounds -- Baire's
Categories on Small Complexity Classes -- Formal Languages --
Operations Preserving Recognizable Languages -- Languages Defined
by Generalized Equality Sets -- Context-Sensitive Equivalences for
Non-interference Based Protocol Analysis -- On the Exponentiation of
Languages -- Kleene's Theorem for Weighted Tree-Automata -- Logic
-- Weak Cardinality Theorems for First-Order Logic --
Compositionality of Hennessy-Milner Logic through Structural
Operational Semantics -- On a Logical Approach to Estimating
Computational Complexity of Potentially Intractable Problems.
