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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 1180
Disciplina	004.0151
Soggetti	Computers Software engineering Computer logic Algorithms Mathematical logic Computer graphics Theory of Computation Software Engineering/Programming and Operating Systems Logics and Meanings of Programs Algorithm Analysis and Problem Complexity Mathematical Logic and Formal Languages Computer Graphics
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Nota di contenuto	Circuit complexity before the dawn of the new millennium -- A lambda calculus with letrecs and barriers -- Tables -- Mechanized formal methods: Progress and prospects -- The parameter space of the d-step conjecture -- On the complexity of approximating Euclidean traveling salesman tours and minimum spanning trees -- Efficient computation of rectilinear geodesic voronoi neighbor in presence of obstacles -- Weak bisimulation and model checking for Basic Parallel Processes -- Testing processes for efficiency -- Regularity is decidable for normed PA processes in polynomial time -- Dynamic maintenance of shortest

path trees in simple polygons -- Close approximations of minimum rectangular coverings -- A new competitive algorithm for agent searching in unknown streets -- On the design of hybrid control systems using automata models -- Constraint retraction in FD -- Winskel is (almost) right -- An optimal deterministic algorithm for online b-matching -- Tight bounds for prefetching and buffer management algorithms for parallel I/O systems -- Complexity of the gravitational method for linear programming -- Optimal and information theoretic syntactic Pattern Recognition involving traditional and transposition errors -- Minimal relative normalization in orthogonal expression reduction systems -- Trace consistency and inevitability -- Finite state implementations of knowledge-based programs -- Higher-order proof by consistency -- Advocating ownership -- Non-cancellative Boolean circuits: A generalization of monotone Boolean circuits -- Limitations of the QRQW and EREW PRAM models -- Pinpointing computation with modular queries in the Boolean hierarchy -- Characterization of the principal type of normal forms in an intersection type system -- Correcting type errors in the Curry System -- Immediate fixpoints and their use in groundness analysis -- Graph types for monadic mobile processes.

Sommario/riassunto

This book constitutes the refereed proceedings of the 16th International Conference on Foundations of Software Technology and Theoretical Computer Science, FST&TCS '96, held in Hyderabad, India, in December 1996. The volume presents 28 revised full papers selected from a total of 98 submissions; also included are four invited contributions. The papers are organized in topical sections on computational geometry, process algebras, program semantics, algorithms, rewriting and equational-temporal logics, complexity theory, and type theory.
