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Disciplina	005.1
Soggetti	Computers
	Computer programming
	Algorithms
	Data structures (Computer science)
	Computer graphics
	Theory of Computation
	Programming Techniques
	Computation by Abstract Devices
	Algorithm Analysis and Problem Complexity
	Data Structures
	Computer Graphics
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Nota di contenuto	Lower bounds to processor-time tradeoffs under bounded-speed message propagation -- The two-line center problem from a polar view: a new algorithm and data structure -- On some geometric selection and optimization problems via sorted matrices -- Load balancing in quorum systems -- Balanced distributed search trees do not exist -- Two-floodlight illumination of convex polygons -- On the complexity of approximating and illuminating three-dimensional convex polyhedra -- Scheduling jobs that arrive over time -- Dynamic algorithms for the Dyck languages -- Arrangements in higher dimensions: Voronoi diagrams, motion planning, and other applications

-- Computing a shortest watchman path in a simple polygon in polynomial-time -- Going home through an unknown street -- Page migration with limited local memory capacity -- Randomized algorithms for metrical task systems -- Efficient geometric algorithms for workpiece orientation in 4- and 5-axis NC-machining -- Computing common tangents without a separating line -- Online perfect matching and mobile computing -- Competitive algorithms for the on-line traveling salesman -- Quadrangulations of planar sets -- A linear-time construction of the relative neighborhood graph within a histogram -- Computing proximity drawings of trees in the 3-dimensional space -- Routing on trees via matchings -- A ranking algorithm for Hamilton paths in shuffle-exchange graphs -- Amortization results for chromatic search trees, with an application to priority queues -- Fast meldable priority queues -- On the computation of fast data transmissions in networks with capacities and delays -- Routing with delays when storage is costly -- Algorithmic arguments in physics of computation -- The buffer tree: A new technique for optimal I/O-algorithms -- Experiments on the practical I/O efficiency of geometric algorithms: Distribution sweep vs. plane sweep -- Computing a dominating pair in an asteroidal triple-free graph in linear time -- A linear algorithm for the maximal planar subgraph problem -- Topology B-trees and their applications -- In-place calculation of minimum-redundancy codes -- Regular-factors in the complements of partial k-trees -- Obstructions to within a few vertices or edges of acyclic -- Faster enumeration of all spanning trees of a directed graph -- A simpler minimum spanning tree verification algorithm -- On approximation properties of the Independent set problem for degree 3 graphs -- Approximation of Constraint Satisfaction via local search -- On the difficulty of range searching -- Tables should be sorted (on random access machines) -- Improved length bounds for the shortest superstring problem -- Nonoverlapping local alignments (weighted independent sets of axis parallel rectangles) -- Experiences with the implementation of geometric algorithms.

Sommario/riassunto	This volume constitutes the proceedings of the Fourth International Workshop on Algorithms and Data Structures, WADS '95, held in Kingston, Canada in August 1995. The book presents 40 full refereed papers selected from a total of 121 submissions together with invited papers by Preparata and Bilardi, Sharir, Toussaint, and Vitanyi and Li. The book addresses various aspects of algorithms, data structures, computational geometry, scheduling, computational graph theory, and searching.