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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 880
Disciplina	004.0151
Soggetti	Computers Software engineering Algorithms Computer logic Combinatorics Computer graphics Theory of Computation Software Engineering/Programming and Operating Systems Algorithm Analysis and Problem Complexity Logics and Meanings of Programs Computer Graphics
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Nota di contenuto	Efficient resolution of singularities of plane curves -- On the interactive complexity of graph reliability -- Matching upper and lower bounds for simulations of several tapes on one multidimensional tape -- The complexity of computing over quasigroups -- Non-commutative computation, depth reduction, and skew circuits (extended abstract) -- Inductive definitions and type theory an introduction (preliminary version) -- Interpreter verification for a functional language -- An epistemic foundation for logic programming with uncertainty -- On typed calculi with a merge operator -- Incremental algorithms for the single-source shortest path problem -- An O(n) algorithm for realizing degree sequences -- Coloring semi-random graphs in polynomial

expected time -- Finite-state strategies in regular infinite games -- Location of the largest empty rectangle among arbitrary obstacles -- Efficient parallel and linear time sequential split decomposition (extended abstract) -- Algorithms for convex visibility problems -- Lower bounds for parallel algebraic decision trees, complexity of convex hulls and related problems -- Localities and failures (extended summary) -- Priority and abstraction in process algebra -- On the computational power of operators in ICSP with fairness -- Decidability of timed language-inclusion for networks of real-time communicating sequential processes -- My favorite ten complexity theorems of the past decade -- Solving a unification problem under constrained substitutions using tree automata -- Automata-driven efficient subterm unification -- Randomized approximation algorithms in combinatorial optimization -- A limited-backtrack greedy schema for approximation algorithms -- On approximation scheme preserving reductibility and its applications -- Approximation schemes using L-reductions -- An explanation of splaying -- Proving non-reachability by modulo-place-invariants -- Soundness and completeness of UNITY logic -- Efficient algorithms for the transformation between different types of binary decision diagrams -- Extending the limits of sequentially phased reasoning -- Foundations for faster external sorting -- Branching rules for satisfiability -- Using linear arithmetic procedure for generating induction schemes.

Sommario/riassunto

This volume presents the proceedings of the 14th International Conference on the Foundations of Software Technology and Theoretical Computer Science, FST&TCS-14, held in Madras, India in December 1994. Besides the five invited papers by well-known researchers, it includes 31 full refereed research papers selected out of a total of 140 submissions. The papers contribute to the whole area of theoretical computer science with an emphasis on algorithms and complexity. Other topics covered are program semantics, program verification, formal logic, computational geometry, concurrency, unification, and discrete mathematics.
