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Soggetti	Computers Algorithms Computer logic Mathematical logic Computer programming Theory of Computation Computation by Abstract Devices Algorithm Analysis and Problem Complexity Logics and Meanings of Programs Mathematical Logic and Formal Languages Programming Techniques
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Nota di contenuto	Unexpected upper bounds on the complexity of some communication games -- Valuations and unambiguity of languages, with applications to fractal geometry -- On the computational power of probabilistic and faulty neural networks -- Deciding properties of integral relational automata -- On the cost of recomputing: tight bounds on pebbling with faults -- On some relations between dynamical systems and transition systems -- Complexity results for multi-pebble automata and their logics -- An analysis of the Core-ML language: Expressive power and type reconstruction -- Expressiveness of efficient semi-deterministic choice constructs -- Tailoring recursion for complexity -- Determinizing asynchronous automata -- On the complementation of

Büchi asynchronous cellular automata -- Distribution and locality of concurrent systems -- Liveness in timed and untimed systems -- Average-case analysis of pattern-matching in trees under the BST probability model -- On the approximation of shortest common supersequences and longest common subsequences -- Optimal parallel algorithms for Prefix Matching -- Optimal two-dimensional compressed matching -- Maintaining spanning trees of small diameter -- Simple fast parallel hashing -- The Optimal Alphabetic Tree problem revisited -- On the cutting edge of relativization: The resource bounded injury method -- PSPACE-completeness of certain algorithmic problems on the subgroups of free groups -- Higher-order processes and their models -- Efficient local correctness checking for single and alternating boolean equation systems -- Undecidable verification problems for programs with unreliable channels -- Reasoning about programs by exploiting the environment -- A model of intuitionistic affine logic from stable domain theory -- Bistructures, bidomains and linear logic -- Equivalences for fair Kripke structures -- Generalizing finiteness conditions of labelled transition systems -- A Kleene theorem for recognizable languages over concurrency monoids -- Least solutions of equations over N -- Fast uniform analysis of Coupled-Context-Free languages -- Polynomial closure of group languages and open sets of the Hall topology -- Pumping, cleaning and symbolic constraints solving -- Dynamically-typed computations for order-sorted equational presentations -- Combining first order algebraic rewriting systems, recursion and extensional lambda calculi -- On the theory of interconnection networks for parallel computers -- Multiway cuts in directed and node weighted graphs -- A fast randomized LOGSPACE algorithm for graph connectivity -- Short vertex disjoint paths and multiconnectivity in random graphs: Reliable network computing -- The size of an intertwine -- Finding even cycles even faster -- Polynomial time analysis of toroidal periodic graphs -- A tight lower bound for primitivity in k -structures -- Randomness in distribution protocols -- Lower space bounds for randomized computation -- The average case complexity of the parallel prefix problem -- Prefix codes: Equiprobable words, unequal letter costs -- A super-logarithmic lower bound for hypercubic sorting networks -- Efficient strategies for robot navigation in unknown environment.

Sommario/riassunto

This volume constitutes the proceedings of the 21st International Colloquium on Automata, Languages and Programming (ICALP 94), held at Jerusalem in July 1994. ICALP is an annual conference sponsored by the European Association on Theoretical Computer Science (EATCS). The proceedings contains 48 refereed papers selected from 154 submissions and 4 invited papers. The papers cover the whole range of theoretical computer science; they are organized in sections on theory of computation, automata and computation models, expressive power, automata and concurrency, pattern matching, data structures, computational complexity, logic and verification, formal languages, term rewriting, algorithms and communications, graph algorithms, randomized complexity, various algorithms.
