

1. Record Nr.	UNISA996466272103316
Titolo	Algorithmic aspects in information and management : third international conference, AAIM 2007, Portland, or, USA, June 6-8, 2007, proceedings / / Ming-Yang Kao, Xiang-Yang Li, editors
Pubbl/distr/stampa	Berlin ; ; Heidelberg : , : Springer-Verlag, , [2007] ©2007
ISBN	1-280-94435-8 9786610944354 3-540-72870-8
Edizione	[1st ed. 2007.]
Descrizione fisica	1 online resource (438 p.)
Collana	Lecture Notes in Computer Science ; ; 4508
Disciplina	005.1
Soggetti	Computer algorithms Management science - Mathematical models
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contributed Papers To AAIM 2007 -- Solving Generalized Maximum Dispersion with Linear Programming -- Significance-Driven Graph Clustering -- An Improved Approximation Algorithm for Maximum Edge 2-Coloring in Simple Graphs -- Digraph Strong Searching: Monotonicity and Complexity -- Algorithms for Counting 2-Sat Solutions and Colorings with Applications -- Collaborative Ranking: An Aggregation Algorithm for Individuals' Preference Estimation -- A Compact Encoding of Rectangular Drawings with Efficient Query Supports -- A New Efficient Algorithm for Computing the Longest Common Subsequence -- Scheduling a Flexible Batching Machine -- Global Search Method for Parallel Machine Scheduling -- Releasing and Scheduling of Lots in a Wafer Fab -- Mixed Criteria Packet Scheduling -- Efficient Algorithms for k-Disjoint Paths Problems on DAGs -- Acyclic Edge Colouring of Outerplanar Graphs -- Smallest Bipartite Bridge-Connectivity Augmentation (Extended Abstract) -- Approximation Algorithms for the Graph Orientation Minimizing the Maximum Weighted Outdegree -- An Efficient Algorithm for the Evacuation Problem in a Certain Class of a Network with Uniform Path-

Lengths -- Online OVSF Code Assignment with Resource Augmentation  
-- Optimal Joint Rate and Power Allocation in CDMA Networks --  
Suppressing Maximum Burst Size Throughout the Path with Non-work  
Conserving Schedulers -- How to Play the Majority Game with Liars --  
On Satisfiability Games and the Power of Congestion Games -- The  
Complexity of Algorithms Computing Game Trees on Random  
Assignments -- An Efficient, and Fast Convergent Algorithm for Barrier  
Options -- An Ingenious, Piecewise Linear Interpolation Algorithm for  
Pricing Arithmetic Average Options -- Optimal Order Allocation with  
Discount Pricing -- Convex Hulls of Point-Sets and Non-uniform  
Hypergraphs -- Optimal st-Orientations for Plane Triangulations --  
Minimum Spanning Tree with Neighborhoods -- An Almost Linear Time  
2.8334-Approximation Algorithm for the Disc Covering Problem --  
Optimal Field Splitting with Feathering in Intensity-Modulated Radiation  
Therapy -- Approximating the Maximum Independent Set and  
Minimum Vertex Coloring on Box Graphs -- BMA \*: An Efficient  
Algorithm for the One-to-Some Shortest Path Problem on Road Maps  
-- Strip Packing vs. Bin Packing -- Probe Matrix Problems: Totally  
Balanced Matrices -- Efficiency of Data Distribution in BitTorrent-Like  
Systems -- Design of a Fuzzy PI Controller to Guarantee Proportional  
Delay Differentiation on Web Servers -- Improved Approximation  
Algorithms for Predicting RNA Secondary Structures with Arbitrary  
Pseudoknots -- A Heuristic Method for Selecting Support Features from  
Large Datasets -- Invited Lecture -- Game and Market Equilibria:  
Computation, Approximation, and Smoothed Analysis -- Ad Auctions --  
Current and Future Research -- Expressive Commerce and Its  
Application to Sourcing: How We Conducted \$25 Billion of Generalized  
Combinatorial Auctions.

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