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Soggetti	Computer science Image processing - Digital techniques Computer vision Data structures (Computer science) Information theory Computer science - Mathematics Discrete mathematics Numerical analysis Theory of Computation Computer Imaging, Vision, Pattern Recognition and Graphics Data Structures and Information Theory Discrete Mathematics in Computer Science Symbolic and Algebraic Manipulation Numerical Analysis
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Nota di contenuto	-- Can the 1.375 approximation ratio of unsigned genomes distances be improved?. -- An optimal absolute approximation algorithm for computing $\$k\$$ restricted shortest paths. -- On Extensions of Min-k-Union. -- Sublinear Algorithms for Scheduling with Chain Precedence

Constraints. -- Bicriteria approximation algorithms for the unit disk coverage problem. -- Private Neural Network Training with Packed Secret Sharing. -- k -Balanced Biclique Partition on Signed Bipartite Graphs. -- Bi-criteria Sublinear Time Algorithms for Clustering with Outliers in High Dimensions. -- On Sorting Signed Permutations by Flanked DCJs. -- Approximating the Maximum Weight Cycle/Path Partition in Graphs with Weights One and Two. -- Relations between monotone complexity measures based on decision tree complexity. -- Minimum sum vertex cover: kernelization and parameterized algorithms. -- Facility location game for maximizing the social satisfaction on a line. -- Design and Characterization of Strategy-Proof Mechanisms for Two-Facility Game on a Line. -- MPMD on Two Sources with Lookahead. -- Improved Approximation Algorithms for Multiprocessor Indivisible Coflow Scheduling. -- Facility Assignment with Fair Cost Sharing: Equilibrium and Mechanism Design. -- 1.6-approximation algorithm for generalized traveling salesman path problem. -- Assortment Planning with Sponsored Products. -- NP-Completeness and Physical Zero-Knowledge Proof of Hotaru Beam. -- Near-Optimal Algorithm for Supporting Small and Medium-sized Enterprises in Ad Systems. -- The Complexity of Distance-\$r\$ Dominating Set Reconfiguration. -- A characterization of uniquely representable two-directional orthogonal ray graphs. -- The complexity of strong conflict-free vertex-connection k -colorability. -- Parameterized Algorithms for Planar 2-layer Drawing by Vertex Splitting on a Given Subset. -- Bipartite domination in outerplanar graphs. -- Robust Matroid Bandit Optimization against Adversarial Contamination. -- Nash equilibrium and price of anarchy for scheduling games based on a mixed coordination mechanism. -- Trade-off Between Maximum Flow Time and Energy Intake in EV Charging. -- Maximin Share Allocation under Knapsack Constraint. -- On the Minimum Edge Bisection of Graph. -- Random Schreier graphs as expanders. -- Direct Sum Theorems From Fortification. -- On Sorting by Unsigned Symmetric Reversals. -- Some Results on Critical (\$P_5,H\$)-free Graphs. -- Single machine lot scheduling to minimize maximum weighted completion time. -- A Quadratic Vertex Kernel for Diamond-free Edge Deletion. -- Graph convexity partizan games. -- Almost optimum ℓ -covering of \mathbb{Z}_n . -- The Communication Complexity of Distributed Maximization. -- Approximately Covering Vertices by Order-5 or Longer Paths. -- An FPT Constant-Factor Approximation Algorithm for Correlation Clustering. -- A Little Aggression Goes a Long Way. -- Monotone Properties of Uncertain Graphs.

Sommario/riassunto

This three-volume set LNCS 15161, 15162 and 15163 constitutes the refereed proceedings of the 30th International Conference, COCOON 2024, held in Shanghai, China, during August 23–25, 2024. The 90 full papers and 6 short papers were carefully reviewed and selected from 277 submissions. COCOON 2024 provided an excellent venue for researchers working in the area of algorithms, theory of computation, computational complexity, and combinatorics related to computing. .
