

## 图书基本信息

书名：《Fundamentals of Computation Theory 计算理论基础/会议录》

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## 内容概要

This book constitutes the refereed proceedings of the 15th International Symposium Fundamentals of Computation Theory, FCT 2005, held in Lübeck, Germany in August 2005. The 46 revised full papers presented together with 3 invited papers were carefully reviewed and selected from 105 submissions. The papers are organized in topical sections on circuits, automata, complexity, approximability, computational and structural complexity, graphs and complexity, computational game theory, visual cryptography and computational geometry, query complexity, distributed systems, automata and formal languages, semantics, approximation algorithms, average case complexity, algorithms, graph algorithms, and pattern matching.

## 书籍目录

Invited Talks The Complexity of Querying External Memory and Streaming Data The Smoothed Analysis of Algorithms Path Coupling Using Stopping Times Circuits On the Incompressibility of Monotone DNFs Bounds on the Power of Constant-Depth Quantum Circuits Automata I Biautomata Semigroups Deterministic Automata on Unranked Trees Complexity I Decidable Membership Problems for Finite Recurrent Systems over Sets of Naturals Generic Density and Small Span Theorem Approximability Logspace Optimization Problems and Their Approximability Properties A Faster and Simpler 2-Approximation Algorithm for Block Sorting Computational and Structural Complexity On the Power of Unambiguity in Alternating Machines Translational Lemmas for Alternating TMs and PRAMs Collapsing Recursive Oracles for Relativized Polynomial Hierarchies Graphs and Complexity Exact Algorithms for Graph Homomorphisms Improved Algorithms and Complexity Results for Power Domination in Graphs Clique-Width for Four-Vertex Forbidden Subgraphs Computational Game Theory On the Complexity of Uniformly Mixed Nash Equilibria and Related Regular Subgraph Problems Simple Stochastic Games and P-Matrix Generalized Linear Complementarity Problems Visual Cryptography and Computational Geometry Perfect Reconstruction of Black Pixels Revisited Adaptive Zooming in Point Set Labeling Query Complexity Graph Algorithms Approximation Algorithms Average-Case Complexity Algorithms Complexity Graph Algorithms Automata Pattern Matching Author Index

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