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Analysis of Algorithms **Proceedings of the Fifth Annual ACM-SIAM Symposium on Discrete Algorithms** Kinetics of Metal Ion Adsorption from Aqueous Solutions **Decision Making, Models and Algorithms** Experimental and Efficient Algorithms Domination in Graphs **Creativity in Intelligent Technologies and Data Science Fixed-Parameter Linear-Time Algorithms for NP-hard Graph and Hypergraph Problems Arising in Industrial Applications Advances in Informatics Encyclopedia of Data Warehousing and Mining, Second Edition** *Programming Pearls Proceedings of the Seventeenth Annual ACM-SIAM Symposium on Discrete Algorithms* Database Technologies: Concepts, Methodologies, Tools, and Applications **InfoWorld** Graph Theory, Computational Intelligence and Thought *Formal Algorithmic Elimination for PDEs* **Graph-Theoretic Concepts in Computer Science Frontiers in Algorithmics** *NMR Spectroscopy in Liquids and Solids* Machine Learning and Data Mining *Computer Graphics* Introduction To Design And Analysis Of Algorithms, 2/E *Proceedings of the ... Annual ACM-SIAM Symposium on Discrete Algorithms* **Code Complete String Processing and Information Retrieval** *Computational Science and Its Applications – ICCSA 2016 Understanding Human Behavior* **Programming Pearls Edible and Medicinal Mushrooms** *Mathematical Reviews Principles and Practice of Constraint Programming* **Computer Science in Perspective Maple V: Mathematics and its Applications Bulletin of the Operations Research Society of America Computer Information Systems and Industrial Management Code Nation Python Algorithms** Graph-Theoretic Concepts in Computer Science **Proceedings of the Eighth Annual ACM-SIAM Symposium on Discrete Algorithms Nonlinear Lp-Norm Estimation**

Martin Charles Golumbic has been making seminal contributions to algorithmic graph theory and artificial intelligence throughout his career. He is universally admired as a long-standing pillar of the discipline of computer science. He has contributed to the development of fundamental research in artificial intelligence in the area of complexity and spatial-temporal reasoning as well as in the area of compiler optimization. Golumbic's work in graph theory led to the study of new perfect graph families such as tolerance graphs, which generalize the classical graph notions of interval graph and comparability graph. He is credited with introducing the systematic study of algorithmic aspects in intersection graph theory, and initiated research on new structured families of graphs including the edge intersection graphs of paths in trees (EPT) and trivially perfect graphs. Golumbic is currently the founder and director of the Caesarea Edmond Benjamin de Rothschild Institute for Interdisciplinary Applications of Computer Science at the University of Haifa. He also served as chairman of the Israeli Association of Artificial Intelligence (1998-2004), and founded and chaired numerous international symposia in discrete mathematics and in the foundations of artificial intelligence. This Festschrift volume, published in honor of Martin Charles Golumbic on the occasion of his 60th birthday, contains 20 papers, written by graduate students, research collaborators, and computer science colleagues, who gathered at a conference on subjects related to Martin Golumbic's manifold contributions in the field of algorithmic graph theory and artificial intelligence, held in Jerusalem, Tiberias and Haifa, Israel in September 2008. "This reference expands the field of database technologies through four-volumes of in-depth, advanced research articles from nearly 300 of the world's leading professionals"--Provided by publisher. Symposium held in Miami, Florida, January 22–24, 2006.This symposium is jointly sponsored by the ACM Special Interest Group on Algorithms and Computation Theory and the SIAM Activity Group on Discrete Mathematics.Contents Preface; Acknowledgments; Session 1A: Confronting Hardness Using a Hybrid Approach, Virginia Vassilevska, Ryan Williams, and Shan Leung Maverick Woo; A New Approach to Proving Upper Bounds for MAX-2-SAT, Arist Kojevnikov and Alexander S. Kulikov, Measure and Conquer: A Simple O(20.288n) Independent Set Algorithm, Fedor V. Fomin, Fabrizio Grandoni, and Dieter Kratsch; A Polynomial Algorithm to Find an Independent Set of Maximum Weight in a Fork-Free Graph, Vadim V. Lozin and Martin Milanic; The Knuth-Yao Quadrangle-Inequality Speedup is a Consequence of Total-Monotonicity, Wolfgang W. Bein, Mordecai J. Golin, Larry L. Larmore, and Yan Zhang; Session 1B: Local Versus Global Properties of Metric Spaces, Sanjeev Arora, László Lovász, Ilan Newman, Yuval Rabani, Yuri Rabinovich, and Santosh Vempala; Directed Metrics and Directed Graph Partitioning Problems, Moses Charikar, Konstantin Makarychev, and Yury Makarychev; Improved Embeddings of Graph Metrics into Random Trees, Kedar Dhamdhere, Anupam Gupta, and Harald Räcke;

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Stølting Brodal and Rolf Fagerberg; Cache-Oblivious Dynamic Programming, Rezaul Alam Chowdhury and Vijaya Ramachandran; A Computational Study of External-Memory BFS Algorithms, Deepak Ajwani, Roman Dementiev, and Ulrich Meyer; Session 7B: Tight Approximation Algorithms for Maximum General Assignment Problems, Lisa Fleischer, Michel X. Goemans, Vahab S. Mirrokni, and Maxim Sviridenko; Approximating the k-Multicut Problem, Daniel Golovin, Viswanath Nagarajan, and Mohit Singh; The Prize-Collecting Generalized Steiner Tree Problem Via A New Approach Of Primal-Dual Schema, Mohammad Taghi Hajiaghayi and Kamal Jain; 8/7-Approximation Algorithm for (1,2)-TSP, Piotr Berman and Marek Karpinski; Improved Lower and Upper Bounds for Universal TSP in Planar Metrics, Mohammad T. Hajiaghayi, Robert Kleinberg, and Tom Leighton; Session 7C: Leontief Economies Encode NonZero Sum Two-Player Games, B. Codenotti, A. Saberi, K. Varadarajan, and Y. 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Ting; Streaming and Sublinear Approximation of Entropy and Information Distances, Sudipto Guha, Andrew McGregor, and Suresh Venkatasubramanian; Session 8B: FPTAS for Mixed-Integer Polynomial Optimization with a Fixed Number of Variables, J. A. De Loera, R. Hemmecke, M. Köppe, and R. Weismantel; Linear Programming and Unique Sink Orientations, Bernd Gärtner and Ingo Schurr; Generating All Vertices of a Polyhedron is Hard, Leonid Khachiyan, Endre Boros, Konrad Borys, Khaled Elbassioni, and Vladimir Gurvich; A Semidefinite Programming Approach to Tensegrity Theory and Realizability of Graphs, Anthony Man-Cho So and Yinyu Ye; Ordering by Weighted Number of Wins Gives a Good Ranking for Weighted Tournaments, Don Coppersmith, Lisa Fleischer, and Atri Rudra; Session 8C: Weighted Isotonic Regression under L1 Norm, Stanislav Angelov, Boulos Harb, Sampath Kannan, and Li-San Wang; Oblivious String Embeddings and Edit Distance Approximations, Tugkan Batu, Funda Ergun, and Cenk Sahinalp0898716012\\This comprehensive book not only introduces the C and C++ programming languages but also shows how to use them in the numerical solution of partial differential equations (PDEs). It leads the reader through the entire solution process, from the original PDE, through the discretization stage, to the numerical solution of the resulting algebraic system. The well-debugged and tested code segments implement the numerical methods efficiently and transparently. Basic and advanced numerical methods are introduced and implemented easily and efficiently in a unified object-oriented approach. This book constitutes the refereed proceedings of the Second International Workshop on Experimental and Efficient Algorithms, WEA 2003, held in Ascona, Switzerland in May 2003. The 19 revised full papers presented together with 3 invited contributions were carefully reviewed and selected from 40 submissions. The focus of the volume is on applications of efficient algorithms for combinatorial problems. ""Presents the latest in graph domination by leading researchers from around the world-furnishing known results, open research problems, and proof techniques. Maintains standardized terminology and notation throughout for greater accessibility. Covers recent developments in domination in graphs and digraphs, dominating functions, combinatorial problems on chessboards, and more. Computer Graphics & Graphics Applications Code Nation explores the rise of software development as a social, cultural, and technical phenomenon in American history. The movement germinated in government and university labs during the 1950s, gained momentum through corporate and counterculture experiments in the 1960s and 1970s, and became a broad-based computer literacy movement in the 1980s. As personal computing came to the fore, learning to program was transformed by a groundswell of popular enthusiasm, exciting new platforms, and an array of commercial practices that have been further amplified by distributed computing and the Internet. The resulting society can be depicted as a “Code Nation”—a globally-connected world that is saturated with computer technology and enchanted by software and its creation. Code Nation is a new history of personal computing that emphasizes the technical and business challenges that software developers faced when building applications for CP/M, MS-DOS, UNIX, Microsoft Windows, the Apple Macintosh, and other emerging platforms. It is a popular history of computing that explores the experiences of novice computer users, tinkerers, hackers, and power users, as well as the ideals and aspirations of leading computer scientists, engineers, educators, and entrepreneurs. Computer book and magazine publishers also played important, if overlooked, roles in the diffusion of new technical skills, and this book highlights their creative work and influence. Code Nation offers a “behind-the-scenes” look at application and operating-system programming practices, the diversity of historic computer languages, the rise of user communities, early attempts to market PC software, and the origins of “enterprise” computing systems. Code samples and over 80 historic photographs support the text. The book concludes with an assessment of contemporary efforts to teach computational

thinking to young people. The 28th International Workshop on Graph-Theoretic Concepts in Computer ? Science (WG 2002) was held in Cesky ? Krumlov, a beautiful small town in the southern part of the Czech Republic on the river Vltava (Moldau), June 13–15, 2002. The workshop was organized by the Department of Applied Mathematics of the Faculty of Mathematics and Physics of Charles University in Prague. Since 1975, WG has taken place in Germany 20 times, twice in Austria and The Netherlands, and once in Italy, Slovakia, and Switzerland. As in previous years, the workshop aimed at uniting theory and practice by demonstrating how graph-theoretic concepts can be applied to various areas in Computer Science, or by extracting new problems from applications.The workshop was devoted to the theoretical and practical aspects of graph concepts in computer science, and its contributed talks showed how recent research results from algorithmic graph theory can be used in computer science and which graph-theoretic questions arise from new developments in computer science. Altogether 61 research papers were submitted and reviewed by the program committee. The program committee represented the wide scienti?c spectrum, and in a careful reviewing process with four reports per submission it selected 36papersforpresentationattheworkshop.Thereferees'commentsaswellasthe numerous fruitful discussions during the workshop have been taken into account by the authors of these conference proceedings. This book constitutes the proceedings of the 26th International Conference on Principles and Practice of Constraint Programming, CP 2020, held in Louvain-la-Neuve, Belgium, in September 2020. The conference was held virtually due to the COVID-19 pandemic. The 55 full papers presented in this volume were carefully reviewed and selected from 122 submissions. They deal with all aspects of computing with constraints including theory, algorithms, environments, languages, models, systems, and applications such as decision making, resource allocation, scheduling, configuration, and planning. The papers were organized according to the following topics/tracks: technical track; application track; and CP and data science and machine learning. The Annual International Frontiers in Algorithmics Workshop is a focused - rum on current trends in research on algorithms, discrete structures, and their applications. It intends to bring together international experts at the research frontiers in those areas to exchange ideas and to present signi?cant new results. The mission of the workshop is to stimulate the various ?elds for which al- rithmics can become a crucial enabler, and to strengthen the ties between the Eastern and Western algorithmics research communities. The Second Inter- tional Frontiers in Algorithmics Workshop (FAW 2008) took place in Changsha, China, June 19–21, 2008. In response to the Call for Papers, 80 papers were submitted from 15 co- tries and regions: Canada, China, France, Germany, Greece, Hong Kong, India, Iran, Japan, Mexico, Norway, Singapore, South Korea, Taiwan, and the USA. After a six-week period of careful reviewing and discussion, the Program C- mittee accepted 32 submissions for presentation at the conference. These papers were selected for nine special focus tracks in the areas of biomedical inform- ics, discrete structures, geometric information processing and communication, games and incentive analysis, graph algorithms, internet algorithms and pro-cols, parameterized algorithms, design and analysis of heuristics, approximate and online algorithms, and machine learning. The program of FAW 2008 also included three keynote talks by Xiaotie Deng, John E. Hopcroft, and Milan Sonka. The January 1994 Symposium was jointly sponsored by the ACM Special Interest Group for Automata and Computability Theory and the SIAM Activity Group on Discrete Mathematics. Among the topics in 79 (unrefereed) papers: comparing point sets under projection; on-line search in a simple polygon; low- degree tests; maximal empty ellipsoids; roots of a polynomial and its derivatives; dynamic algebraic algorithms; fast comparison of evolutionary trees; an efficient algorithm for dynamic text editing; and tight bounds for dynamic storage allocation. No index. Annotation copyright by Book News, Inc., Portland, OR The five-volume set LNCS 9786-9790 constitutes the refereed proceedings of the 16th International Conference on Computational Science and Its Applications, ICCSA 2016, held in Beijing, China, in July 2016. The 239 revised full papers and 14 short papers presented at 33 workshops were carefully reviewed and selected from 849 submissions. They are organized in five thematical tracks: computational methods, algorithms and scientific applications; high performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. This book constitutes the proceedings of the 18th International Conference on Computer Information Systems and Industrial Management Applications, CISIM 2019, held in Belgrade, Serbia, in September 2019. The 43 full papers presented together with 3 abstracts of keynotes were carefully reviewed and selected from 70 submissions. The main topics covered by the chapters in this book are biometrics, security systems, multimedia, classification and clustering, industrial management. Besides these, the reader will find interesting papers on computer information systems as applied to wireless networks, computer graphics, and intelligent systems. The papers are organized in the following topical sections: biometrics and pattern recognition applications; computer information systems; industrial management and other applications; machine learning and high performance computing; modelling and optimization; various aspects of computer security. Comprehensive and timely, Edible and Medicinal Mushrooms: Technology and Applications provides the most up to date information on the various edible mushrooms on the market. Compiling knowledge on their production, application and nutritional effects, chapters are dedicated to the

cultivation of major species such as Agaricus bisporus, Pleurotus ostreatus, Agaricus subrufescens, Lentinula edodes, Ganoderma lucidum and others. With contributions from top researchers from around the world, topics covered include: Biodiversity and biotechnological applications Cultivation technologies Control of pests and diseases Current market overview Bioactive mechanisms of mushrooms Medicinal and nutritional properties Extensively illustrated with over 200 images, this is the perfect resource for researchers and professionals in the mushroom industry, food scientists and nutritionists, as well as academics and students of biology, agronomy, nutrition and medicine. There are more than one billion documents on the Web, with the count continually rising at a pace of over one million new documents per day. As information increases, the motivation and interest in data warehousing and mining research and practice remains high in organizational interest. The Encyclopedia of Data Warehousing and Mining, Second Edition, offers thorough exposure to the issues of importance in the rapidly changing field of data warehousing and mining. This essential reference source informs decision makers, problem solvers, and data mining specialists in business, academia, government, and other settings with over 300 entries on theories, methodologies, functionalities, and applications. This book constitutes the thoroughly refereed post-proceedings of the 31st International Workshop on Graph-Theoretic Concepts in Computer Science, WG 2005, held in Metz, France in June 2005. The 38 revised full papers presented together with 2 invited papers were carefully selected from 125 submissions. The papers provide a wealth of new results for various classes of graphs, graph computations, graph algorithms, and graph-theoretical applications in various fields. The workshop aims at uniting theory and practice by demonstrating how graph-theoretic concepts can be applied to various areas in Computer Science, or by extracting new problems from applications. The goal is to present recent research results and to identify and explore directions of future research. The first book to integrate the decision-making process through mathematical modelling. Using the concept of a decision framework, the ideas of decision making, models, and algorithms are introduced to the reader by way of realistic and entertaining problems. The structure, form, illustrations, problems, and challenges in this book provide a unique presentation of the subject matter. Python Algorithms explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of Beginning Python, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science, but in a highly pedagogic and readable manner. The book covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language are explained, and the user is shown how to implement and evaluate others himself. Data Structures & Theory of Computation Annotation The 85 papers include reports of continuing research, many of which are expected to appear in finished form in scientific journals at some point. Among the topics are calculating the structure and chaos owing to gravity in the universe from Sir Isaac to the Sloan survey, an efficient algorithm for terrain simplification, the experimental analysis of dynamic minimum spanning tree algorithms, approximation algorithms for the discrete time-cost tradeoff problem, the growth rate of vertex-transitive planar graphs, and methods for achieving fast query times in point location data structures. No subject index. Annotation copyrighted by Book News, Inc., Portland, OR. This book constitutes the refereed proceedings of the 15th International Symposium on String Processing and Information Retrieval, SPIRE 2008, held in Melbourne, Australia, in November 2008. The 25 revised full papers presented together with 2 invited talks were carefully reviewed and selected from 54 submissions. The papers are organized in topical sections on compression and performance, information retrieval scoring and ranking, string matching techniques, self-indexing, string matching: space and practicality, information retrieval, non-standard matching, and bioinformatics. This monograph is intended to provide a systematic presentation of theories concerning the adsorption of metal ions from aqueous solutions onto surfaces of natural and synthetic substances and to outline methods and procedures to estimate the extent and progress ofadsorption. As heavy metals and the problems associated with their transport and distribution are of serious concern to human health and the environment, the materials presented in this volume have both theoretical and practical significance. In writing this monograph, one ofour goals was to prepare a book useful to environmental workers and practicing engineers. For this reason, our presentation relies heavily on concepts commonly used in the environmental engineering literature. In fact, the volume was prepared for readers with a basic understanding of environmental engineering principles and some knowledge of adsorption processes. No prior familiarity with the ionic solute adsorption at solid-solution interfaces is assumed. Instead, introduction of the necessary background information was included. Generally speaking, metal ion adsorption may be studied in terms of three distinct but interrelated phenomena: surface ionization, complex formation, and the formation and presence of an electrostatic double layer adjacent to adsorbent surfaces. Analyses of these phenomena with various degrees of sophistication are xviii ADSORPTION OF METAL IONS FROM AQUEOUS SOLUTIONS presented, and their various combinations yield different models that describe metal ion adsorption. A guide to practical programming techniques and design principles, with information on such topics as testing, debugging and timing, set representations,

and string problems. When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley's pearls offer unique and clever solutions to those nagging problems. Illustrated by programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles. It is not at all surprising that Programming Pearls has been so highly valued by programmers at every level of experience. In this revision, the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new code has been generated. Implementations of all the programs, in C or C++, are now available on the Web. What remains the same in this new edition is Bentley's focus on the hard core of programming problems and his delivery of workable solutions to those problems. Whether you are new to Bentley's classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites. InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects. This book constitutes the refereed proceedings of the First Conference on Creativity in Intelligent Technologies and Data Science, CIT&DS 2015, held in Volgograd, Russia, in September 2015. The 66 revised full papers and two short papers presented were carefully reviewed and selected from 208 submissions. The papers are organized in topical sections on computational creativity for science and design; knowledge discovery in patent and open sources for creative tasks; software computer-aided design and agent-based systems; conceptual, cognitive and qualitative modeling with application in intelligent decision making; design creativity in CAD/CAM/CAE/PDM; intelligent decision support for continual improvement process; data science in energy management, transportation and urban development; data science in social networks analysis; natural language and image processing and analysis; game-based learning technologies in engineering education and educational games design; personalized learning in Web-based intelligent educational systems; e-inclusion: development of smart mobile applications for people with disabilities. This volume contains a subset of the papers presented at the 10th Panhellenic Conference in Informatics (PCI 2005), which took place at the City of Volos, Greece, during November 11–13, 2005. After an international call for papers, 252 full papers were submitted. The number of the submitted papers constitutes a record number for the conf- ence and reveals its growing dynamics. The authors represented universities and institutes from the following countries: Algeria, Bulgaria, China, Cyprus, Czech Republic, Finland, Greece, The Netherlands, Hungary, Italy, Japan, Korea, The Kingdom of Saudi Arabia, Lebanon, Lithuania, Malaysia, Poland, Romania, Spain, Taiwan, Turkey, Ukraine, UK, and USA. Of the submitted papers, 81 were accepted for inclusion in this volume, giving an acceptance ratio of appr- imately 32. 2%. The papers are classi?ed into 17 thematic sections as follows: – data bases and data mining – algorithms and theoretical foundations – cultural and museum information systems – Internet-scale software/information systems – wearable and mobile computing – computer graphics, virtual reality and visualization – AI, machine learning and knowledge bases – languages, text and speech processing – bioinformatics – software engineering – educational technologies – e-business – computer and sensor hardware and architecture – computer security – image and video processing – signal processing and telecommunications – computer and sensor networks We would like to thank all the ProgramCommittee members and the additional reviewers for devoting time, e?ort and expertise so bounteously. Investigating the correspondence between systems of partial differential equations and their analytic solutions using a formal approach, this monograph presents algorithms to determine the set of analytic solutions of such a system and conversely to find differential equations whose set of solutions coincides with a given parametrized set of analytic functions. After giving a detailed introduction to Janet bases and Thomas decomposition, the problem of finding an implicit description of certain sets of analytic functions in terms of differential equations is addressed. Effective methods of varying generality are developed to solve the differential elimination problems that arise in this context. In particular, it is demonstrated how the symbolic solution of partial differential equations profits from the study of the implicitization problem. For instance, certain families of exact solutions of the Navier-Stokes equations can be computed. Good data mining practice for business intelligence (the art of turning raw software into meaningful information) is demonstrated by the many new techniques and developments in the conversion of fresh scientific discovery into widely accessible software solutions. Written as an introduction to the main issues associated with the basics of machine learning and the algorithms used in data mining, this text is suitable foradvanced undergraduates, postgraduates and tutors in a wide area of computer science and technology, as well as researchers looking to adapt various algorithms for particular data mining tasks. A valuable addition to libraries and bookshelves of the many companies who are using the principles of data mining to effectively deliver solid business and industry solutions. By presenting state-of-the-art aspects of theoretical computer science and practical applications in various fields, this book commemorates the 60th birthday of Thomas

Ottmann. The 26 research papers presented span the whole range of Thomas Ottmann's scientific career, from formal languages to algorithms and data structures, from topics in practical computer science like software engineering or database systems to applications of Web technology, groupware, and e-learning. NMR Spectroscopy in Liquids and Solids provides an introduction of the general concepts behind Nuclear Magnetic Resonance (NMR) and its applications, including how to perform adequate NMR experiments and interpret data collected in liquids and solids to characterize molecule systems in terms of their structure and dynamics. The book is composed of ten chapters. The first three chapters consider the theoretical basis of NMR spectroscopy, the theory of NMR relaxation, and the practice of relaxation measurements. The middle chapters discuss the general aspects of molecular dynamics and their relationships to NMR, NMR spectroscopy and relaxation studies in solutions, and special issues related to NMR in solutions. The remaining chapters introduce general principles and strategies involved in solid-state NMR studies, provide examples of applications of relaxation for the determination of molecular dynamics in diamagnetic solids, and discuss special issues related to solid state NMR— including NMR relaxation in paramagnetic solids. All chapters are accompanied by references and recommended literature for further reading. Many practical examples of multinuclear NMR and relaxation experiments and their interpretations are also presented. The book is ideal for scientists new to NMR, students, and investigators working in the areas of chemistry, biochemistry, biology, pharmaceutical sciences, or materials science. Complete with valuable FORTRAN programs that help solve nondifferentiable nonlinear LtandLo.-norm estimation problems, this important reference/text extensively delineates ahistory of Lp-norm estimation. It examines the nonlinear Lp-norm estimation problem that isa viable alternative to least squares estimation problems where the underlying errordistribution is nonnormal, i.e., non-Gaussian.Nonlinear LrNorm Estimation addresses both computational and statistical aspects ofLp-norm estimation problems to bridge the gap between these two fields . . . contains 70useful illustrations ... discusses linear Lp-norm as well as nonlinear Lt, Lo., and Lp-normestimation problems . . . provides all appropriate computational algorithms and FORTRANlistings for nonlinear Lt- and Lo.-norm estimation problems . . . guides readers with clear endof-chapter notes on related topics and outstanding research publications . . . contains numericalexamples plus several practical problems .. . and shows how the data can prescribe variousapplications of Lp-norm alternatives.Nonlinear Lp-Norm Estimation is an indispensable reference for statisticians,operations researchers, numerical analysts, applied mathematicians, biometricians, andcomputer scientists, as well as a text for graduate students in statistics or computer science. Widely considered one of the best practical guides to programming, Steve McConnell’s original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project This thesis aims for the development of efficient algorithms to exactly solve four selected NP-hard graph and hypergraph problems arising in the fields of scheduling, steel manufactoring, software engineering, radio frequency allocation, computer-aided circuit design, and social network analysis. NP-hard problems presumably cannot be solved exactly in a running time growing only polynomially with the input size. In order to still solve the considered problems efficiently, this thesis develops linear-time data reduction and fixed-parameter linear-time algorithms—algorithms that can be proven to run in linear time if certain parameters of the problem instances are constant. Besides proving linear worst-case running times, the efficiency of most of the developed algorithms is evaluated experimentally. Moreover, the limits of fixed-parameter linear-time algorithms and provably efficient and effective data reduction are shown. Diese Dissertation beschäftigt sich mit der Entwicklung effizienter Algorithmen zur exakten Lösung vier ausgewählter NP-schwerer Probleme aus der Ablaufplanung, Stahlverarbeitung, Softwaretechnik, Frequenzzuteilung, aus der computergestützten Hardwareentwicklung und der Analyse sozialer Netzwerke. NP-schwere Probleme können vermutlich nicht optimal in einer polynomiell mit der Eingabegröße wachsenden Zeit gelöst werden. Um sie dennoch effizient zu lösen, entwickelt diese Arbeit Linearzeitdatenreduktionsalgorithmen und Festparameter-Linearzeitalgorithmen – Algorithmen, die beweisbar in Linearzeit laufen, wenn bestimmte Parameter der Probleminstanzen konstant sind. Hierbei wird nicht nur bewiesen, dass die entwickelten Algorithmen in Linearzeit laufen, es findet zusätzlich eine experimentelle Evaluation der meisten der entwickelten Algorithmen statt. Ferner werden die Grenzen von Festparameter-Linearzeitalgorithmen und beweisbar effizienter und effektiver Datenreduktion

aufgezeigt. The Maple Summer Workshop and Symposium, MSWS '94, reflects the growing commu nity of Maple users around the world. This volume contains the contributed papers. A careful inspection of author affiliations will reveal that they come from North America, Europe, and Australia. In fact, fifteen come from the United States, two from Canada, one from Australia, and nine come from Europe. Of European papers, two are from Ger many, two are from the Netherlands, two are from Spain, and one each is from Switzerland, Denmark, and the United Kingdom. More important than the geographical diversity is the intellectual range of the contributions. We begin to see in this collection of works papers in which Maple is used in an increasingly flexible way. For example, there is an application in computer science that uses Maple as a tool to create a new utility. There is an application in abstract algebra where Maple has been used to create new functionalities for computing in a rational function field. There are applications to geometrical optics, digital signal processing, and experimental design.

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