

<<实验和有效的算子Experimental and Efficient Algorithms>>

图书基本信息

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内容概要

This book constitutes the refereed proceedings of the 4th International Workshop on Experimental and Efficient Algorithms, WEA 2005, held in Santorini Island, Greece in May 2005. The 47 revised full papers and 7 revised short papers presented together with extended abstracts of 3 invited talks were carefully reviewed and selected from 176 submissions. The book is devoted to the design, analysis, implementation, experimental evaluation, and engineering of efficient algorithms. Among the application areas addressed are most fields applying advanced algorithmic techniques, such as combinatorial optimization, approximation, graph theory, discrete mathematics, scheduling, searching, sorting, string matching, coding, networking, data mining, data analysis, etc.

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书籍目录

Invited Talks Ta*The Interaction Between Algorithms and Game Theory Using an Adaptive Memory Strategy to Improve a Multistart Heuristic for Sequencing by Hybridization High-Performance Algorithm Engineering for Large-Scale Graph Problems and Computational BiologyContributed Regular Papers The "Real" Approximation Factor of the MST Heuristic for the Minimum Energy Broadcasting Implementing Minimum Cycle Basis Algorithms Rounding to an Integral Program Rectangle Covers Revisited Computationally Don't Compare Averages Experimental Results for Stackelberg Scheduling Strategies An Improved Branch-and-Bound Algorithm for the Test Cover Problem Degree-Based Treewidth Lower Bounds Inferring AS Relationships: Dead End or Lively Beginning? Acceleration of Shortest Path and Constrained Shortest Path Computation A General Buffer Scheme for the Windows Scheduling Problem Implementation of Approximation Algorithms for the Multicast Congestion Problem Frequency Assignment and Multicoloring Powers of Square and Triangular Meshes From Static Code Distribution to More Shrinkage for the Multiterminal Cut Partitioning Graphs to Speed Up Dijkstra's Algorithm Efficient Convergence to Pure Nash Equilibria in Weighted Network Congestion Games New Upper Bound Heuristics for Treewidth Accelerating Vickrey Payment Computation in Combinatorial Auction for an Airline Alliance Algorithm Engineering for Optimal Graph Bipartization Empirical Analysis of the Connectivity Threshold of Mobile Agents on the GridContributed Short PapersAuthor Index

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