

References

- [1] P.K. Agarwal and M. van Kreveld. Connected component and simple polygon intersection searching. *Algorithmica*, 15:626–660, 1996.
- [2] N. Alon and M. Naor. Derandomization, witnesses for boolean matrix multiplication and construction of perfect hash functions. *Algorithmica*, 16:434–449, 1996.
- [3] H. Alt, L. Guibas, K. Mehlhorn, R. Karp, and A. Wigderson. A method for obtaining randomized algorithms with small tail probabilities. *Algorithmica*, 16:543–547, 1996.
- [4] A. Ambainis. Communication complexity in a 3-computer model. *Algorithmica*, 16:298–301, 1996.
- [5] R. Anderson, P. Beame, and E. Brisson. Parallel algorithms for arrangements. *Algorithmica*, 15:104–125, 1996.
- [6] A. Apostilico and F.P. Preparata. Data structures and algorithms for the string statistics problem. *Algorithmica*, 15:481–494, 1996.
- [7] D. Avis. Generating rooted triangulations without repetitions. *Algorithmica*, 16:618–632, 1996.
- [8] E. Balas and Jue Xue. Weighted and unweighted maximum clique algorithms with upper bounds from fractional coloring. *Algorithmica*, 15:397–412, 1996.
- [9] S.K. Baruah, N.K. Cohen, C.G. Plaxton, and D.A. Varvel. Proportionate progress: A notion of fairness in resource allocation. *Algorithmica*, 15:600–625, 1996.
- [10] P. Bose, W. Lenhart, and G. Liotta. Characterizing proximity trees. *Algorithmica*, 16(1):83–110, 1996.
- [11] Yang Cai and M.C. Kong. Nonpreemptive scheduling of periodic tasks in uni- and multiprocessor systems. *Algorithmica*, 15:572–599, 1996.
- [12] B. Chazelle, H. Edelsbrunner, L.J. Guibas, M. Sharir, and J. Stolfi. Lines in space: Combinatorics and algorithms. *Algorithmica*, 15:428–447, 1996.

- [13] J. Cheriyan and K. Mehlhorn. Algorithms for dense graphs and networks on the random access computer. *Algorithmica*, 15:521–549, 1996.
- [14] D.M. Choy, R. Fagin, and L. Stockmeyer. Efficiently extendible mappings for balanced data distribution. *Algorithmica*, 16:215–232, 1996.
- [15] R. Cole, M.T. Goodrich, and C. O’Dínlraig. A nearly optimal deterministic parallel voronoi diagram algorithm. *Algorithmica*, 16:569–617, 1996.
- [16] Xiaotie Deng and C.H. Papadimitriou. Competitive distributed decision-making. *Algorithmica*, 16:133–150, 1996.
- [17] G. di Battista and R. Tamassia. On-line maintenance of triconnected components with spqr-trees. *Algorithmica*, 15:302–318, 1996.
- [18] M.B. Dillencourt and H. Samet. Using topological sweep to extract the boundaries of regions in maps represented by region quadtrees. *Algorithmica*, 15(1):82–102, 1996.
- [19] P. Eades and S. Whitesides. The realization problem for euclidean minimum spanning trees is *np*-hard. *Algorithmica*, 16(1):60–82, 1996.
- [20] K.S. Easwarakumar, S.V. Krishnan, C. Pandu Rangan, and S. Seshadri. Optimal parallel algorithm for finding *st*-ambitus of a planar biconnected graph. *Algorithmica*, 15:242–255, 1996.
- [21] M. Edahiro. Equispreading tree in manhattan distanace. *Algorithmica*, 16:316–338, 1996.
- [22] H. Edelsbrunner and N.R. Shah. Incremental topological flipping works for regular triangulations. *Algorithmica*, 15:223–241, 1996.
- [23] M. Flammini, G. Gambosi, and S. Salomone. Interval routing schemes. *Algorithmica*, 16:549–568, 1996.
- [24] G.N. Frederickson. Searching among intervals and compact routing tables. *Algorithmica*, 15:448–466, 1996.
- [25] D. Giammarresi and G.F. Italiano. Decremental 2- and 3-connectivity on planar graphs. *Algorithmica*, 16:263–287, 1996.

- [26] M.T. Goodrich, M.R. Ghouse, and J. Bright. Sweep methods for parallel computational geometry. *Algorithmica*, 15:126–153, 1996.
- [27] Shou-Hsuan S. Huang, Hongfei Liu, and Rakesh M. Verma. A new combinatorial approach to optimal embeddings of rectangles. *Algorithmica*, 16:161–180, 1996.
- [28] C.S. Iliopoulos, D.W.G. Moore, and K. Park. Covering a string. *Algorithmica*, 16:288–297, 1996.
- [29] M. Jerrum and U. Vazirani. A mildly exponential approximation algorithm for the permanent. *Algorithmica*, 16:392–401, 1996.
- [30] D.B. Johnson and P. Metaxas. Optimal algorithms for the single and multiple vertex updating problems of a minimum spanning tree. *Algorithmica*, 16:633–648, 1996.
- [31] M. Jünger and P. Mutzel. Maximum planar subgraphs and nice embeddings: Practical layout tools. *Algorithmica*, 16(1):33–59, 1996.
- [32] K. Kalpakis and Y. Yesha. Scheduling tree dags on parallel architectures. *Algorithmica*, 15:373–396, 1996.
- [33] G. Kant. Drawing planar graphs using the canonical ordering. *Algorithmica*, 16(1):4–32, 1996.
- [34] R.M. Karp, M. Luby, and F. Meyer auf der Heide. Efficient pram simulation on a distributed memory machine. *Algorithmica*, 16:517–542, 1996.
- [35] D.G. Kirkpatrick and T. Przytycka. Parallel construction of binary trees with near optimal weighted path length. *Algorithmica*, 15:172–192, 1996.
- [36] D. Krizanc, L. Narayanan, and R. Raman. Fast deterministic selection on mesh-connected processor arrays. *Algorithmica*, 15:319–331, 1996.
- [37] R. Kuchem, D. Wagner, and F. Wagner. Optimizing area for three-layer knock-knee channel routing. *Algorithmica*, 15:495–519, 1996.
- [38] B. Lisper. Preconditioning index set transformations for time-optimal affine scheduling. *Algorithmica*, 15:193–203, 1996.

- [39] M. Luby. Introduction to special issue on randomized and derandomized algorithms. *Algorithmica*, 16:359–366, 1996.
- [40] M. Luby and B. Veličković. On deterministic approximation of dnf. *Algorithmica*, 16:415–433, 1996.
- [41] F.M. Maley. Testing homotopic routability under polygonal wiring rules. *Algorithmica*, 15(1):1–16, 1996.
- [42] J. Matoušek, M. Sharir, and E. Welzl. A subexponential bound for linear programming. *Algorithmica*, 16:498–516, 1996.
- [43] K. Mehlhorn and P. Mutzel. On the embedding phase of the hopcroft and tarjan planarity testing algorithm. *Algorithmica*, 16:233–242, 1996.
- [44] F. Meyer auf der Heide, B. Oesterdiekhoff, and R. Wanka. Strongly adaptive token distribution. *Algorithmica*, 15:413–427, 1996.
- [45] M. Mihail and P. Winkler. On the number of eulerian orientations of a graph. *Algorithmica*, 16:402–414, 1996.
- [46] B. Mishra. Bidirectional edges problem: Part i — a simple algorithm. *Algorithmica*, 15:256–286, 1996.
- [47] K. Mulmuley. Randomized geometric algorithms and pseudorandom generators. *Algorithmica*, 16:450–463, 1996.
- [48] J.I. Munro and V. Raman. Fast stable in-place sorting with $o(n)$ data moves. *Algorithmica*, 16:151–160, 1996.
- [49] J.L. Nazareth. The implementation of linear programming algorithms based on homotopies. *Algorithmica*, 15:332–350, 1996.
- [50] M.H. Nodine, M.T. Goodrich, and J.S. Vitter. Blocking for external graph searching. *Algorithmica*, 16:181–214, 1996.
- [51] J. Pach, F. Shahrokhi, and M. Szegedy. Applications of the crossing number. *Algorithmica*, 16(1):111–117, 1996.
- [52] Peichen Pan, Weiping Shi, and C.L. Liu. Area minimization for hierarchical floorplans. *Algorithmica*, 15:550–571, 1996.

- [53] J.S. Provan and D.R. Shier. A paradigm for listing (s, t) -cuts in graphs. *Algorithmica*, 15:351–372, 1996.
- [54] R. Rubinfeld. Designing checkers for programs that run in parallel. *Algorithmica*, 15:287–301, 1996.
- [55] R. Seidel and C.R. Aragon. Randomized search trees. *Algorithmica*, 16:464–497, 1996.
- [56] F. Shahrokhi, L.A. Székely, O. Sýkora, and I. Virt'o. Drawings of graphs on surfaces with few crossings. *Algorithmica*, 16(1):118–131, 1996.
- [57] R. Sprugnoli. Recurrence relations on heaps. *Algorithmica*, 15:467–480, 1996.
- [58] G.N. Srinivasa Prasanna and B.R. Musicus. The optimal control approach to generalized multiprocessor scheduling. *Algorithmica*, 15(1):17–49, 1996.
- [59] S. Sunder and Xin He. An nc algorithm for finding a minimum weighted completion time schedule on series parallel graphs. *Algorithmica*, 16:243–262, 1996.
- [60] Jun-ya Takahashi, Hitoshi Suzuki, and Takao Nishizeki. Shortest non-crossing paths in plane graphs. *Algorithmica*, 16:339–357, 1996.
- [61] R. Tamassia and J.S. Vitter. Optimal cooperative search in fractional cascaded data structures. *Algorithmica*, 15:154–171, 1996.
- [62] Shouwen Tang, Kaizhong Zhang, and Xiaolin Wu. Fast algorithms for minimum matrix norm with application in computer graphics. *Algorithmica*, 15(1):68–81, 1996.
- [63] Lusheng Wang, Tao Jiang, and E.L. Lawler. Approximation algorithms for tree alignment with a given phylogeny. *Algorithmica*, 16:302–315, 1996.
- [64] M.A. Weiss. Shellsort with a constant number of increments. *Algorithmica*, 16:649–654, 1996.
- [65] Sun Wu, U. Manber, and G. Myers. A subquadratic algorithm for approximate limited expression matching. *Algorithmica*, 15(1):50–67, 1996.

- [66] Kaizhong Zhang. A constrained edit distance between unordered labeled trees. *Algorithmica*, 15:205–222, 1996.
- [67] D. Zuckerman. Simulating bpp using a general weak random source. *Algorithmica*, 16:367–391, 1996.