References

[1] Nakagawa Akinari and Hiroshi Hagiwara. On the real-number representation with variable-length exponent field. *Inf. Process. Lett.*, 52:1–6, 1994.

[2] Md. Mozammel Huq Azad Khan. An algorithm for hazard-free minimization of incompletely specified switching function. *Inf. Process. Lett.*, 52:23–29, 1994.

[3] Eric T. Bax. Algorithms to count paths and cycles. *Inf. Process. Lett.*, 52:249–252, 1994.

[4] J.A. Bergstra and Gh. Şefănescu. Bisimulation is two-way simulation. *Inf. Process. Lett.*, 52:285–287, 1994.

[5] Subir Bhattacharya and A. Bagchi. A general framework for minimax search in game trees. *Inf. Process. Lett.*, 52:295–301, 1994.

[6] Ronald V. Book. On collapsing the polynomial-time hierarchy. *Inf. Process. Lett.*, 52:235–237, 1994.

[7] ravi B. Boppana. The decision-tree complexity of element distinctness. *Inf. Process. Lett.*, 52:329–331, 1994.

[8] Arturo Carpi. On repeated factors in c^{∞}-words. *Inf. Process. Lett.*, 52:289–294, 1994.

[9] Shao Dong Chen, Hong Shen, and Rodney Topor. An efficient permutation-based parallel range-join algorithm on n-dimensional torus computers. *Inf. Process. Lett.*, 52:35–38, 1994.

[10] Zhi-Zhong Chen. A parallel algorithm for finding a triconnected component separator with an application. *Inf. Process. Lett.*, 52:265–271, 1994.

[11] Ernie Cohen. The convergence span of greedy load balancing. *Inf. Process. Lett.*, 52:181–182, 1994.

[12] Mark de Berg and Marc van Kreveld. Rectilinear decompositions with low stabbing number. *Inf. Process. Lett.*, 52:215–221, 1994.

[13] Luc Devroye and Paul Kruszewski. A note on the horton-strahler number for random trees. *Inf. Process. Lett.*, 52:155–159, 1994.

[14] Paul F. Dietz and Rajeev Raman. A constant update time finger search tree. *Inf. Process. Lett.*, 52:147–154, 1994.

[15] Irène Durand and Bruno Salinier. Constructor equivalent term rewriting systems are strongly sequential: A direct proof. *Inf. Process. Lett.*, 52:137–145, 1994.

[16] Zbigniew Duszak and Waldemar W. Koczkodaj. Generalization of a new definition of consistency for pairwise comparisons. *Inf. Process. Lett.*, 52:273–276, 1994.

[17] Michele Flammini. On the learnability of monotone $k\mu$-dnf formulae under product distributions. *Inf. Process. Lett.*, 52:167–173, 1994.

[18] Wan Fokkink. A complete equational axiomatization for prefix iteration. *Inf. Process. Lett.*, 52:333–337, 1994.

[19] G. Galbiati, F. Maffioli, and A. Morzenti. A short note on the approximability of the maximum leaves spanning tree problem. *Inf. Process. Lett.*, 52:45–49, 1994.

[20] Mohamed G. Gouda. Stabilizing observers. *Inf. Process. Lett.*, 52:99–103, 1994.

[21] Refael Hassin and Shlomo Lahav (Haddad). Maximizing the number of unused colors in the vertex coloring problem. *Inf. Process. Lett.*, 52:87–90, 1994.

[22] Chuzo Iwamoto and Godfried T. Toussaint. Finding hamiltonian circuits in arrangements of jordan curves is np-complete. *Inf. Process. Lett.*, 52:183–189, 1994.

[23] Pierre Kelsen. An optimal parallel algorithm for maximal matching. *Inf. Process. Lett.*, 52:223–228, 1994.

[24] Samir Khuller and Uzi Vishkin. On the parallel complexity of digraph reachability. *Inf. Process. Lett.*, 52:239–241, 1994.

[25] Philip N. Klein. A data structure for bicategories, with application to speeding up an approximation algorithm. *Inf. Process. Lett.*, 52:303–307, 1994.

[26] Jon M. Kleinberg. A lower bound for two-server balancing algorithms. *Inf. Process. Lett.*, 52:39–43, 1994.

[27] James F. Korsh. Loopless generation of k-ary tree sequences. *Inf. Process. Lett.*, 52:243–247, 1994.

[28] Lawrence L. Larmore and Wojciech Rytter. An optimal sublinear time parallel algorithm for some dynamic programming problems. *Inf. Process. Lett.*, 52:31–34, 1994.

[29] Su-Hyun Lee, Do-Hyung Kim, and Kwang-Moo Choe. Path for and-parallel execution of logic programs. *Inf. Process. Lett.*, 52:191–199, 1994.

[30] Y. Daniel Liang. Dominations in trapezoid graphs. *Inf. Process. Lett.*, 52:309–315, 1994.

[31] Y. Daniel Liang. On the feedback vertex set problem in permutation graphs. *Inf. Process. Lett.*, 52:123–129, 1994.

[32] Bern-Cherng Liaw and R.C.T. Lee. An optimal algorithm to solve the minimum weakly cooperative guards problem for 1-spiral polygons. *Inf. Process. Lett.*, 52:69–75, 1994.

[33] F. Luccio and A. Pedrotti. A parallel list update problem. *Inf. Process. Lett.*, 52:277–284, 1994.

[34] Charles U. Martel. Maximum finding on a multiple access broadcast network. *Inf. Process. Lett.*, 52:7–13, 1994.

[35] Jean Mayo and Phil Kearns. Distributed termination detection with roughly synchronized clocks. *Inf. Process. Lett.*, 52:105–108, 1994.

[36] Aohan Mei and Yoshihide Igarashi. An efficient strategy for robot navigation in unknown environment. *Inf. Process. Lett.*, 52:51–56, 1994.

[37] Torben . Mogensen. Worm-2dpdas: An extension to 2dpdas that can be simulated in linear time. *Inf. Process. Lett.*, 52:15–22, 1994.

[38] Esko Nuutila. An efficient transitive closure algorithm for cyclic digraphs. *Inf. Process. Lett.*, 52:207–213, 1994.

[39] Luke O'Connor. An upper bound on the number of functions satisfying the strict avalanche criterion. *Inf. Process. Lett.*, 52:325–327, 1994.

[40] A. Pedrotti. Analysis of a list-update strategy. *Inf. Process. Lett.*, 52:115–121, 1994.

[41] C.H. Peng, J.S. Wang, and R.C.T. Lee. Recognizing shortest-path trees in linear time. *Inf. Process. Lett.*, 52:77–85, 1994.

[42] H. Petersen. On the determinacy problem for two-way pushdown automata. *Inf. Process. Lett.*, 52:323–324, 1994.

[43] H. Petersen. Refined simulation of multihead automata. *Inf. Process. Lett.*, 52:229–233, 1994.

[44] Kirk R. Pruhs. Average-case scalable on-line algorithms for fault replacement. *Inf. Process. Lett.*, 52:131–136, 1994.

[45] Rajesh P.N. Rao, Jörg Rothe, and Osamu Watanabe. Upward separation for fewp and related classes. *Inf. Process. Lett.*, 52:175–180, 1994.

[46] Mikael Rittri. Semi-unification of two terms in abelian groups. *Inf. Process. Lett.*, 52:61–68, 1994.

[47] Thomas Roos and Peter Widmayer. k-violation linear programming. *Inf. Process. Lett.*, 52:109–114, 1994.

[48] Helmut Seidl. Haskell overloading is dexptime-complete. *Inf. Process. Lett.*, 52:57–60, 1994.

[49] Hung-Min Sun and Shiuh-Pyng Shieh. On dynamic threshold schemes. *Inf. Process. Lett.*, 52:201–206, 1994.

[50] Takehiro Tokuda and Yoshimichi Watanabe. An attribute evaluation of context-free languages. *Inf. Process. Lett.*, 52:91–98, 1994.

[51] Frank Wagner. Approximate map labeling is in $\omega(n \log n)$. *Inf. Process. Lett.*, 52:161–165, 1994.

[52] Mark Allen Weiss. Linear-time construction of treaps and cartesian trees. *Inf. Process. Lett.*, 52:253–257, 1994.

[53] Jin-Tai Yan and Pei-Yung Hsiao. A fuzzy clustering algorithm for graph bisection. *Inf. Process. Lett.*, 52:259–263, 1994.

[54] Jing-Ho Yan and Gerard J. Chang. The path-partition problem in block graphs. *Inf. Process. Lett.*, 52:317–322, 1994.