

DOCTORAL SYMPOSIUM

affiliated with the 18th International Symposium on FUNDAMENTALS OF COMPUTATION THEORY OSLO, NORWAY August 26, 2011

The aim of the Doctoral Symposium @ FCT'11 is to provide a platform for PhD students and young researchers who recently completed their doctoral studies, to present new results related to the foundations of computing theory and receive feedback on their research. Excellent master students working in theoretical fields of CS are also encouraged to contribute. The acceptance of the presentations is based on a two page abstract. It is allowed (and encouraged) to send results that have been published at other conferences or journals or that are work in progress.

http://fct11.ifi.uio.no/

PC Members

- Sergiu Bursuc (UK)
- Andrea Corradini (IT)
- Clemens Grabmayer (NL)
- Magne Haveraaen (NO)
- Martin Leucker (DE)
- Andrzej Lingas (SE)
- Daniel Lokshtanov (USA)
- Cristian Prisacariu (NO)
- Gerardo Schneider (SE)
- Alexandra Silva (NL)
- Tomoyuki Suzuki (UK)
- Edsko de Vries (IE)

Important Dates

Abstract Submission: 12. June 2011

Author Notification: 26. June 2011 Camera ready manuscript: 1. July 2011 Doctoral Symposium day: 26 August 2011

FCT Specifics

FCT Important Dates

Submission: 5. April 2011 Notification: 6. June 2011 Camera ready: 17. June 2011 FCT days: 22 - 25 August 2011

FCT Invited Speakers

- Yuri Gurevich (Microsoft Research, USA)
- Daniel Lokshtanov (University of California, USA)
- José Meseguer (University of Illinois, USA)









Topics

- algorithm design and optimization;
- combinatorics and analysis of algorithms;
- computational complexity;
- approximation, randomized, and heuristic methods;
- parallel and distributed computing;
- circuits and boolean functions:
- online algorithms;
- machine learning and artificial intelligence;
- computational algebra and geometry;

Formal methods:

- algebraic and categorical methods;
- automata and formal languages;
- computability and nonstandard computing models;
- database theory;
- foundations of concurrency and distributed systems;
- logics and model checking;
- models of reactive, hybrid and stochastic systems;
- principles of programming languages;
- program analysis and transformation;
- specification, refinement and verification;
- security;
- type systems;

Emerging fields:

- ad hoc, dynamic, and evolving systems;
- algorithmic game theory;
- computational biology;
- foundations of cloud computing/ubiquitous systems;
- quantum computing;



















