

Algorithms	Inputs
Non-optimal algorithms for the <i>A2A mapping schema problem</i>	
Bin-packing-based algorithm	Any number of inputs of any size
Algorithm ??	Any number of inputs of size at most $\frac{q}{k}$, $k > 3$
Algorithm 2: The first extension of the <i>AU method</i>	$p^2 + p \cdot l + l$, $p + l = q$, $l > 2$
Algorithm 3: The second extension of the <i>AU method</i>	q^l , $l > 2$ and q is a prime number
A non-optimal algorithm for the <i>X2Y mapping schema problem</i>	
Bin-packing-based algorithm, $> \frac{q}{2}$	Any number of inputs of any size
Notations: w_i and w_j : the two largest size inputs of a list. p : the nearest prime number to q . w_k : the largest input of a list X . w'_k : the largest input of a list Y .	