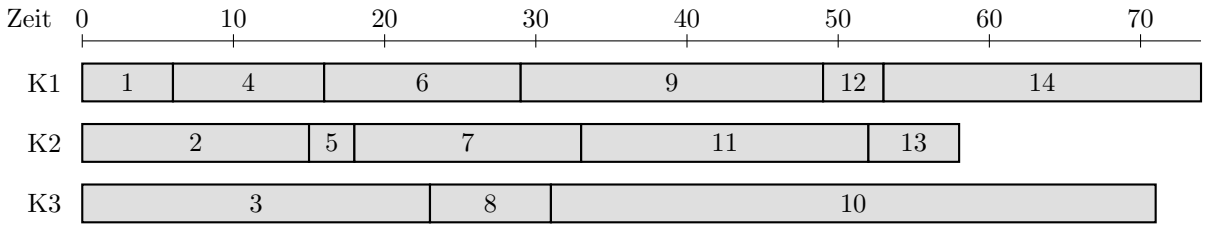
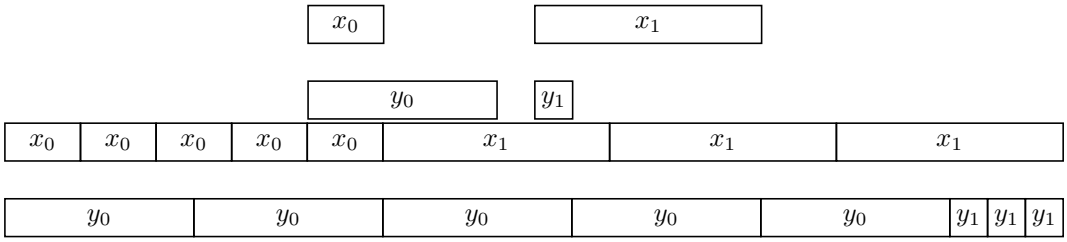
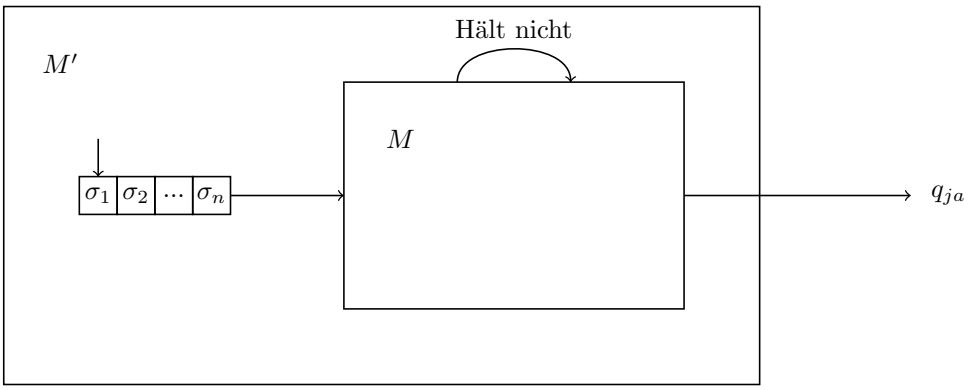
Waiting Queue



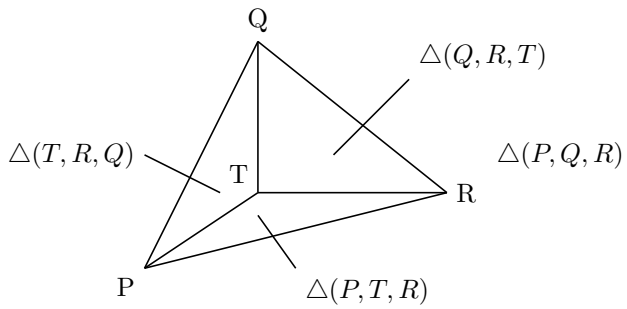
On the Post Correspondence Problem



On the Halting Problem



Triangulation of a Triangle

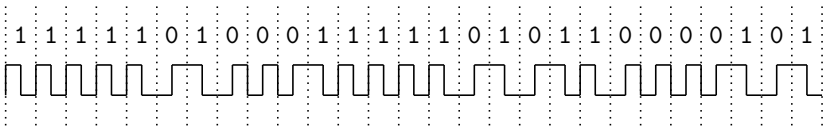


Matrices

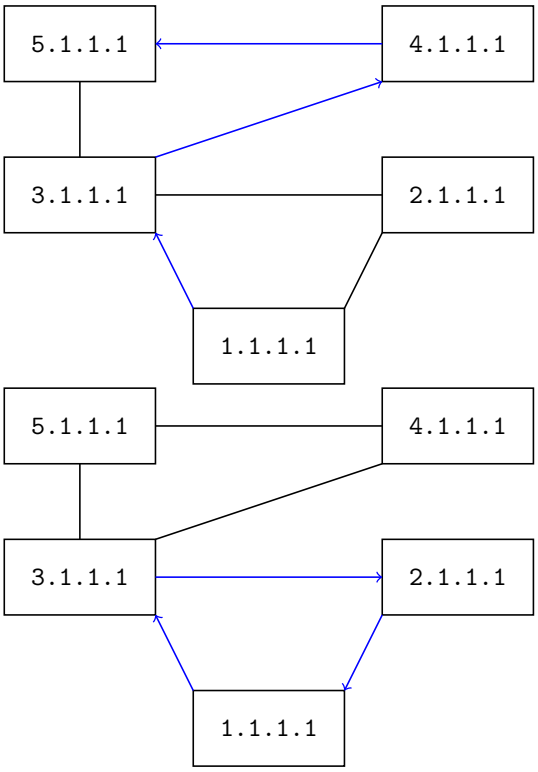
$$C = \left(\begin{array}{ccc|ccc|ccc} a_{11} & \cdots & * & * & \cdots & * & & & \\ \vdots & \ddots & \vdots & \vdots & & \vdots & & & \\ 0 & \cdots & a_{rr} & * & \cdots & * & & & \\ \hline 0 & \cdots & 0 & 0 & \cdots & 0 & & & \\ \vdots & & \vdots & \vdots & & \vdots & & & \\ 0 & \cdots & 0 & 0 & \cdots & 0 & & & \\ \hline & & & & & & b_{11} & \cdots & * \\ & & & & & & \vdots & \ddots & \vdots \\ & & & & & & 0 & \cdots & b_{ss} \\ \hline & & & & & & 0 & \cdots & 0 \\ & & & & & & \vdots & & \vdots \\ & & & & & & 0 & \cdots & 0 \end{array}\right)$$

$$C' = \left(\begin{array}{cccccc|ccc} a_{11} & \cdots & \cdots & \cdots & \cdots & * & * & \cdots & * \\ \vdots & \ddots & & & & \vdots & \vdots & & \vdots \\ \vdots & & a_{rr} & & & \vdots & \vdots & & \vdots \\ \vdots & & & b_{11} & & \vdots & \vdots & & \vdots \\ \vdots & & & & \ddots & \vdots & \vdots & & \vdots \\ 0 & \cdots & \cdots & \cdots & \cdots & b_{ss} & * & \cdots & * \\ \hline 0 & \cdots & \cdots & \cdots & \cdots & 0 & 0 & \cdots & 0 \\ \vdots & & & & & \vdots & \vdots & & \vdots \\ 0 & \cdots & \cdots & \cdots & \cdots & 0 & 0 & \cdots & 0 \end{array}\right)$$

Manchester Encoding



Network Package Routing

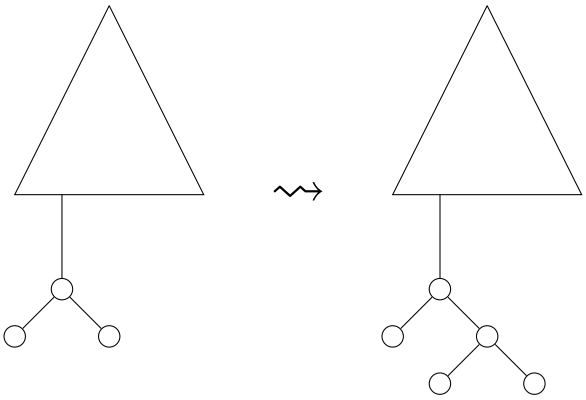


Swapping Algorithm Description

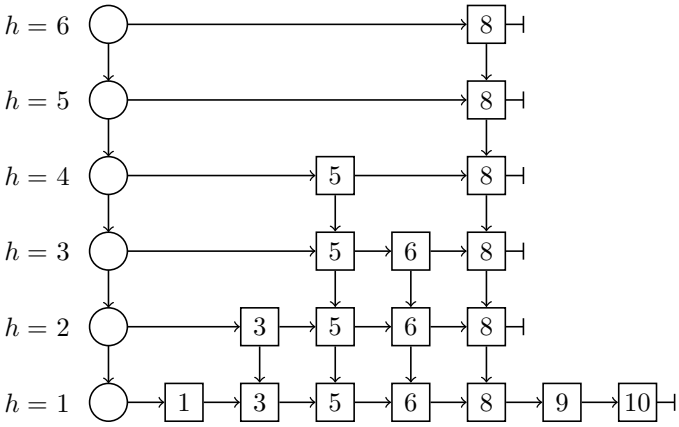
Algorithm 1 Swapping values

```
1: procedure SWAP(a, b)
2:     t ← a
3:     a ← b
4:     b ← t
```

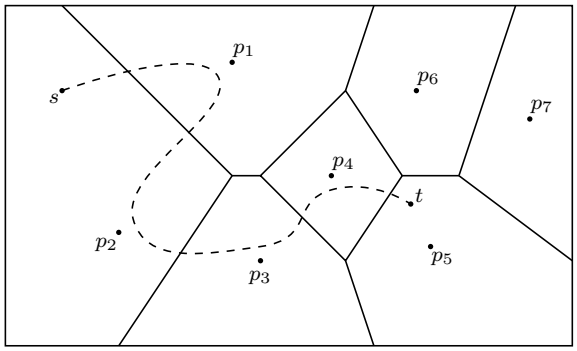
Binary Trees



Skip List

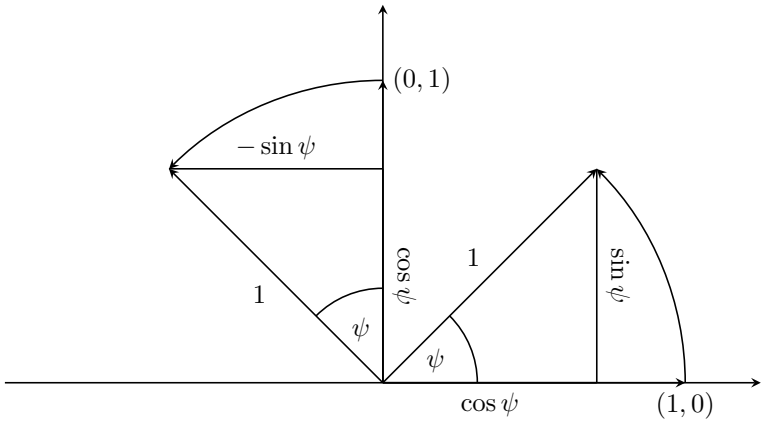


Countinuous First Neighbors



Rotation in der Ebene

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ y \end{pmatrix} \mapsto \begin{pmatrix} \cos(\psi) \cdot x - \sin(\psi) \cdot y \\ \sin(\psi) \cdot x + \cos(\psi) \cdot y \end{pmatrix}$$



Three-dimensional Borel Sets