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Altri autori (Persone)	ErlebachThomas PersianoGiuseppe
Disciplina	005.1
Soggetti	Software engineering Algorithms Computer science - Mathematics Discrete mathematics Numerical analysis Computer graphics Artificial intelligence - Data processing Software Engineering Discrete Mathematics in Computer Science Numerical Analysis Computer Graphics Data Science
Lingua di pubblicazione	Inglese
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	"Almost Stable" Matchings in the Roommates Problem -- On the Minimum Load Coloring Problem -- Improved Approximation Algorithms for MAX NAE-SAT and MAX SAT -- The Hardness of Network Design for Unsplittable Flow with Selfish Users -- Improved Approximation Algorithm for Convex Recoloring of Trees -- Exploiting Locality: Approximating Sorting Buffers -- Approximate Fair Cost Allocation in Metric Traveling Salesman Games -- Rounding of Sequences and Matrices, with Applications -- A Note on Semi-online

Machine Covering -- SONET ADMs Minimization with Divisible Paths --
The Conference Call Search Problem in Wireless Networks --
Improvements for Truthful Mechanisms with Verifiable One-Parameter
Selfish Agents -- Symmetry in Network Congestion Games: Pure
Equilibria and Anarchy Cost -- A Better-Than-Greedy Algorithm for k-
Set Multicover -- Deterministic Online Optical Call Admission Revisited
-- Scheduling Parallel Jobs with Linear Speedup -- Online Removable
Square Packing -- The Online Target Date Assignment Problem --
Approximation and Complexity of k-Splittable Flows -- On Minimizing
the Maximum Flow Time in the Online Dial-a-Ride Problem -- Tighter
Approximations for Maximum Induced Matchings in Regular Graphs --
On Approximating Restricted Cycle Covers -- A PTAS for the Minimum
Dominating Set Problem in Unit Disk Graphs -- Speed Scaling of Tasks
with Precedence Constraints -- Partial Multicuts in Trees --
Approximation Schemes for Packing with Item Fragmentation.

Sommario/riassunto

The third Workshop on Approximation and Online Algorithms (WAOA 2005) focused on the design and analysis of algorithms for online and computationally hard problems. Both kinds of problems have a large number of applications from a variety of fields. WAOA 2005 took place in Palma de Mallorca, Spain, on 6–7 October 2005. The workshop was part of the ALGO 2005 event that also hosted ESA, WABI, and ATMOS. The two previous WAOA workshops were held in Budapest (2003) and Rome (2004). Topics of interest for WAOA 2005 were: algorithmic game theory, approximation classes, coloring and partitioning, competitive analysis, computational finance, cuts and connectivity, geometric problems, inapproximability results, mechanism design, network design, packing and covering, paradigms, randomization techniques, real-world applications, and scheduling problems. In response to the call for papers we received 68 submissions. Each submission was reviewed by at least three referees, and the vast majority by at least four referees. The submissions were mainly judged on originality, technical quality, and relevance to the topics of the conference. Based on the reviews, the Program Committee selected 26 papers. We are grateful to Andrei Voronkov for providing the EasyChair conference system, which was used to manage the electronic submissions, the review process, and the electronic PC meeting. It made our task much easier. We would also like to thank all the authors who submitted papers to WAOA 2005 as well as the local organizers of ALGO 2005.
