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Nota di contenuto	Contributed Talks of APPROX -- The Network as a Storage Device: Dynamic Routing with Bounded Buffers -- Rounding Two and Three Dimensional Solutions of the SDP Relaxation of MAX CUT -- What Would Edmonds Do? Augmenting Paths and Witnesses for Degree-Bounded MSTs -- A Rounding Algorithm for Approximating Minimum Manhattan Networks -- Packing Element-Disjoint Steiner Trees -- Approximating the Bandwidth of Caterpillars -- Where's the Winner? Max-Finding and Sorting with Metric Costs -- What About Wednesday? Approximation Algorithms for Multistage Stochastic Optimization -- The Complexity of Making Unique Choices: Approximating 1-in-k SAT -- Approximating the Distortion -- Approximating the Best-Fit Tree Under L p Norms -- Beating a Random Assignment -- Scheduling on Unrelated Machines Under Tree-Like Precedence Constraints -- Approximation Algorithms for Network Design and Facility Location with Service Capacities -- Finding Graph Matchings in Data Streams -- A Primal-Dual Approximation Algorithm for Partial Vertex Cover: Making Educated Guesses -- Efficient Approximation of Convex Recolorings -- Approximation Algorithms for Requirement Cut on Graphs -- Approximation Schemes for Node-Weighted Geometric

Steiner Tree Problems -- Towards Optimal Integrality Gaps for Hypergraph Vertex Cover in the Lovász-Schrijver Hierarchy -- Contributed Talks of RANDOM -- Bounds for Error Reduction with Few Quantum Queries -- Sampling Bounds for Stochastic Optimization -- An Improved Analysis of Mergers -- Finding a Maximum Independent Set in a Sparse Random Graph -- On the Error Parameter of Dispersers -- Tolerant Locally Testable Codes -- A Lower Bound on List Size for List Decoding -- A Lower Bound for Distribution-Free Monotonicity Testing -- On Learning Random DNF Formulas Under the Uniform Distribution -- Derandomized Constructions of k-Wise (Almost) Independent Permutations -- Testing Periodicity -- The Parity Problem in the Presence of Noise, Decoding Random Linear Codes, and the Subset Sum Problem -- The Online Clique Avoidance Game on Random Graphs -- A Generating Function Method for the Average-Case Analysis of DPLL -- A Continuous-Discontinuous Second-Order Transition in the Satisfiability of Random Horn-SAT Formulas -- Mixing Points on a Circle -- Derandomized Squaring of Graphs -- Tight Bounds for String Reconstruction Using Substring Queries -- Reconstructive Dispersers and Hitting Set Generators -- The Tensor Product of Two Codes Is Not Necessarily Robustly Testable -- Fractional Decompositions of Dense Hypergraphs.