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Nota di contenuto	Designing Reliable Algorithms in Unreliable Memories -- From Balanced Graph Partitioning to Balanced Metric Labeling -- Fearful Symmetries: Quantum Computing, Factoring, and Graph Isomorphism -- Exploring an Unknown Graph Efficiently -- Online Routing in Faulty Meshes with Sub-linear Comparative Time and Traffic Ratio -- Heuristic Improvements for Computing Maximum Multicommodity Flow and Minimum Multicut -- Relax-and-Cut for Capacitated Network Design -- On the Price of Anarchy and Stability of Correlated Equilibria of

Linear Congestion Games,, -- The Complexity of Games on Highly Regular Graphs -- Computing Equilibrium Prices: Does Theory Meet Practice? -- Efficient Exact Algorithms on Planar Graphs: Exploiting Sphere Cut Branch Decompositions -- An Algorithm for the SAT Problem for Formulae of Linear Length -- Linear-Time Enumeration of Isolated Cliques -- Finding Shortest Non-separating and Non-contractible Cycles for Topologically Embedded Graphs -- Delineating Boundaries for Imprecise Regions -- Exacus: Efficient and Exact Algorithms for Curves and Surfaces -- Min Sum Clustering with Penalties -- Improved Approximation Algorithms for Metric Max TSP -- Unbalanced Graph Cuts -- Low Degree Connectivity in Ad-Hoc Networks -- 5-Regular Graphs are 3-Colorable with Positive Probability -- Optimal Integer Alphabetic Trees in Linear Time -- Predecessor Queries in Constant Time? -- An Algorithm for Node-Capacitated Ring Routing -- On Degree Constrained Shortest Paths -- A New Template for Solving p-Median Problems for Trees in Sub-quadratic Time -- Roll Cutting in the Curtain Industry -- Space Efficient Algorithms for the Burrows-Wheeler Backtransformation -- Cache-Oblivious Comparison-Based Algorithms on Multisets -- Oblivious vs. Distribution-Based Sorting: An Experimental Evaluation -- Allocating Memory in a Lock-Free Manner -- Generating Realistic Terrains with Higher-Order Delaunay Triangulations -- I/O-Efficient Construction of Constrained Delaunay Triangulations -- Convex Hull and Voronoi Diagram of Additively Weighted Points -- New Tools and Simpler Algorithms for Branchwidth -- Treewidth Lower Bounds with Brambles -- Minimal Interval Completions -- A 2-Approximation Algorithm for Sorting by Prefix Reversals -- Approximating the 2-Interval Pattern Problem -- A Loopless Gray Code for Minimal Signed-Binary Representations -- Efficient Approximation Schemes for Geometric Problems? -- Geometric Clustering to Minimize the Sum of Cluster Sizes -- Approximation Schemes for Minimum 2-Connected Spanning Subgraphs in Weighted Planar Graphs -- Packet Routing and Information Gathering in Lines, Rings and Trees -- Jitter Regulation for Multiple Streams -- Efficient c-Oriented Range Searching with DOP-Trees -- Matching Point Sets with Respect to the Earth Mover's Distance -- Small Stretch Spanners on Dynamic Graphs -- An Experimental Study of Algorithms for Fully Dynamic Transitive Closure -- Experimental Study of Geometric t-Spanners -- Highway Hierarchies Hasten Exact Shortest Path Queries -- Preemptive Scheduling of Independent Jobs on Identical Parallel Machines Subject to Migration Delays -- Fairness-Free Periodic Scheduling with Vacations -- Online Bin Packing with Cardinality Constraints -- Fast Monotone 3-Approximation Algorithm for Scheduling Related Machines -- Engineering Planar Separator Algorithms -- Stxxl: Standard Template Library for XXL Data Sets -- Negative Cycle Detection Problem -- An Optimal Algorithm for Querying Priced Information: Monotone Boolean Functions and Game Trees -- Online View Maintenance Under a Response-Time Constraint -- Online Primal-Dual Algorithms for Coveringand Packing Problems -- Efficient Algorithms for Shared Backup Allocation in Networks with Partial Information -- Using Fractional Primal-Dual to Schedule Split Intervals with Demands -- An Approximation Algorithm for the Minimum Latency Set Cover Problem -- Workload-Optimal Histograms on Streams -- Finding Frequent Patterns in a String in Sublinear Time -- Online Occlusion Culling -- Shortest Paths in Matrix Multiplication Time -- Computing Common Intervals of K Permutations, with Applications to Modular Decomposition of Graphs -- Greedy Routing in Tree-Decomposed Graphs -- Making Chord Robust to Byzantine Attacks -- Bucket Game

with Applications to Set Multicover and Dynamic Page Migration -- Bootstrapping a Hop-Optimal Network in the Weak Sensor Model -- Approximating Integer Quadratic Programs and MAXCUT in Subdense Graphs -- A Cutting Planes Algorithm Based Upon a Semidefinite Relaxation for the Quadratic Assignment Problem -- Approximation Complexity of min-max (Regret) Versions of Shortest Path, Spanning Tree, and Knapsack -- Robust Approximate Zeros -- Optimizing a 2D Function Satisfying Unimodality Properties.