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Nota di contenuto	Invited Lectures -- Additive Approximation for Edge-Deletion Problems (Abstract) -- Graph Theory I -- Testing Graph Isomorphism in Parallel by Playing a Game -- The Spectral Gap of Random Graphs with Given Expected Degrees -- Embedding Bounded Bandwidth Graphs into ?1 -- On Counting Homomorphisms to Directed Acyclic Graphs -- Quantum Computing -- Fault-Tolerance Threshold for a Distance-Three Quantum Code -- Lower Bounds on Matrix Rigidity Via a Quantum Argument -- Self-testing of Quantum Circuits -- Deterministic Extractors for Independent-Symbol Sources -- Randomness -- Gap Amplification in PCPs Using Lazy Random Walks -- Stopping Times, Metrics and Approximate Counting -- Formal Languages -- Algebraic Characterization of the Finite Power Property -- P-completeness of Cellular Automaton Rule 110 -- Small Sweeping 2NFAs Are Not Closed Under Complement -- Expressive Power of Pebble Automata -- Approximation Algorithms I -- Delegate and Conquer: An LP-Based Approximation Algorithm for Minimum Degree MSTs -- Better Algorithms for Minimizing Average Flow-Time on Related Machines --

A Push-Relabel Algorithm for Approximating Degree Bounded MSTs -- Edge Disjoint Paths in Moderately Connected Graphs -- Approximation Algorithms II -- A Robust APTAS for the Classical Bin Packing Problem -- Better Inapproximability Results for MaxClique, Chromatic Number and Min-3Lin-Deletion -- Approximating the Orthogonal Knapsack Problem for Hypercubes -- Graph Algorithms I -- A Faster Deterministic Algorithm for Minimum Cycle Bases in Directed Graphs -- Finding the Smallest H-Subgraph in Real Weighted Graphs and Related Problems -- Weighted Bipartite Matching in Matrix Multiplication Time -- Algorithms I -- Optimal Resilient Sorting and Searching in the Presence of Memory Faults -- Reliable and Efficient Computational Geometry Via Controlled Perturbation -- Tight Bounds for Selfish and Greedy Load Balancing -- Complexity I -- Lower Bounds of Static Lovász-Schrijver Calculus Proofs for Tseitin Tautologies -- Extracting Kolmogorov Complexity with Applications to Dimension Zero-One Laws -- The Connectivity of Boolean Satisfiability: Computational and Structural Dichotomies -- Data Structures and Linear Algebra -- Suffix Trays and Suffix Trists: Structures for Faster Text Indexing -- Optimal Lower Bounds for Rank and Select Indexes -- Dynamic Interpolation Search Revisited -- Dynamic Matrix Rank -- Graphs -- Nearly Optimal Visibility Representations of Plane Graphs -- Planar Crossing Numbers of Genus g Graphs -- How to Trim an MST: A 2-Approximation Algorithm for Minimum Cost Tree Cover -- Tight Approximation Algorithm for Connectivity Augmentation Problems -- Complexity II -- On the Bipartite Unique Perfect Matching Problem -- Comparing Reductions to NP-Complete Sets -- Design Is as Easy as Optimization -- On the Complexity of 2D Discrete Fixed Point Problem -- Game Theory I -- Routing (Un-) Splittable Flow in Games with Player-Specific Linear Latency Functions -- The Game World Is Flat: The Complexity of Nash Equilibria in Succinct Games -- Network Games with Atomic Players -- Algorithms II -- Finite-State Dimension and Real Arithmetic -- Exact Algorithms for Exact Satisfiability and Number of Perfect Matchings -- The Myriad Virtues of Wavelet Trees -- Game Theory II -- Atomic Congestion Games Among Coalitions -- Computing Equilibrium Prices in Exchange Economies with Tax Distortions -- New Constructions of Mechanisms with Verification -- Networks, Circuits and Regular Expressions -- On the Price of Stability for Designing Undirected Networks with Fair Cost Allocations -- Dynamic Routing Schemes for General Graphs -- Energy Complexity and Entropy of Threshold Circuits -- New Algorithms for Regular Expression Matching -- Fixed Parameter Complexity and Approximation Algorithms -- A Parameterized View on Matroid Optimization Problems -- Fixed Parameter Tractability of Binary Near-Perfect Phylogenetic Tree Reconstruction -- Length-Bounded Cuts and Flows -- Graph Algorithms II -- An Adaptive Spectral Heuristic for Partitioning Random Graphs -- Some Results on Matchgates and Holographic Algorithms -- Weighted Popular Matchings.