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Nota di contenuto	Invited Papers -- Experimental Study of Resilient Algorithms and Data Structures -- Computational Challenges with Cliques, Quasi-cliques and Clique Partitions in Graphs -- Contributed Regular Papers -- Alternative Routes in Road Networks -- Fully Dynamic Speed-Up Techniques for Multi-criteria Shortest Path Searches in Time-Dependent Networks -- Space-Efficient SHARC-Routing -- A New Fully Dynamic Algorithm for Distributed Shortest Paths and Its Experimental Evaluation -- Contraction of Timetable Networks with Realistic Transfers -- Distributed Time-Dependent Contraction Hierarchies -- Practical Compressed Suffix Trees -- Maximum Cliques in Protein Structure Comparison -- Exact Bipartite Crossing Minimization under Tree Constraints -- Bit-Parallel Search Algorithms for Long Patterns -- Fast FPT Algorithms for Computing Rooted Agreement Forests: Theory and Experiments -- Experimental Evaluation of Approximation and Heuristic Algorithms for Sorting Railway Cars -- Time-Dependent Contraction Hierarchies and Approximation -- A New Combinational Logic Minimization Technique with Applications to Cryptology -- Randomized Rounding for Routing and Covering Problems: Experiments and Improvements -- The Time Dependent Traveling Salesman Problem: Polyhedra and Branch-Cut-and-Price Algorithm -- An Approximate ?-Constraint Method for the Multi-objective

Undirected Capacitated Arc Routing Problem -- A Branch-and-Price Algorithm for Multi-mode Resource Leveling -- Experiments with a Generic Dantzig-Wolfe Decomposition for Integer Programs -- Using Bound Sets in Multiobjective Optimization: Application to the Biobjective Binary Knapsack Problem -- Improving Cutting Plane Generation with 0-1 Inequalities by Bi-criteria Separation -- New Lower Bounds for the Vehicle Routing Problem with Simultaneous Pickup and Delivery -- A Metaheuristic for a Two Echelon Location-Routing Problem -- New Fast Heuristics for the 2D Strip Packing Problem with Guillotine Constraint -- An Experimental Comparison of Different Heuristics for the Master Bay Plan Problem -- An Analysis of Heuristics for Vertex Colouring -- Automatic Tuning of GRASP with Path-Relinking Heuristics with a Biased Random-Key Genetic Algorithm -- Experiments with a Feasibility Pump Approach for Nonconvex MINLPs -- Paging Multiple Users in Cellular Network: Yellow Page and Conference Call Problems -- Realtime Classification for Encrypted Traffic -- Data Propagation with Guaranteed Delivery for Mobile Networks -- Data Structures Resilient to Memory Faults: An Experimental Study of Dictionaries -- Experiments on Union-Find Algorithms for the Disjoint-Set Data Structure -- Policy-Based Benchmarking of Weak Heaps and Their Relatives, -- Modularity-Driven Clustering of Dynamic Graphs -- Gateway Decompositions for Constrained Reachability Problems -- Robust and Efficient Delaunay Triangulations of Points on Or Close to a Sphere -- Fault Recovery in Wireless Networks: The Geometric Recolouring Approach -- Geometric Minimum Spanning Trees with GeoFilterKruskal -- Practical Nearest Neighbor Search in the Plane.
