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Altri autori (Persone)	SernaMaria <1959->
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Nota di contenuto	Contributed Talks of APPROX -- Approximation Algorithms for the Bottleneck Asymmetric Traveling Salesman Problem -- Improved Inapproximability for Submodular Maximization -- Approximation Algorithms for the Directed k-Tour and k-Stroll Problems -- Submodular Secretary Problem and Extensions -- Approximation Algorithms for Min-Max Generalization Problems -- Min-Power Strong Connectivity -- The Complexity of Approximately Counting Stable Matchings -- Constant Approximation Algorithms for Embedding Graph Metrics into Trees and Outerplanar Graphs -- Approximating Linear Threshold Predicates -- Approximating Sparsest Cut in Graphs of Bounded Treewidth -- On the Conditional Hardness of Coloring a 4-Colorable Graph with Super-Constant Number of Colors -- Vertex Sparsifiers: New Results from Old Techniques -- PTAS for Weighted Set Cover on Unit Squares -- Improved Lower Bounds for the Universal and a priori TSP -- Proximity Algorithms for Nearly-Doubling Spaces -- Matrix Sparsification and the Sparse Null Space Problem -- The

Checkpoint Problem -- The Euclidean Distortion of Flat Tori -- Online Embeddings -- Approximation Algorithms for Intersection Graphs -- An  $O(\log n)$ -Approximation Algorithm for the Disjoint Paths Problem in Eulerian Planar Graphs and 4-Edge-Connected Planar Graphs -- Improved Algorithm for the Half-Disjoint Paths Problem -- Approximate Lasserre Integrality Gap for Unique Games -- Exploiting Concavity in Bimatrix Games: New Polynomially Tractable Subclasses -- Maximum Flows on Disjoint Paths -- Approximation Algorithms for Reliable Stochastic Combinatorial Optimization -- How to Schedule When You Have to Buy Your Energy -- Improving Integrality Gaps via Chvátal-Gomory Rounding -- Contributed Talks of RANDOM -- Uniform Derandomization from Pathetic Lower Bounds -- Testing Boolean Function Isomorphism -- Better Size Estimation for Sparse Matrix Products -- Low Rate Is Insufficient for Local Testability -- Reconstruction Threshold for the Hardcore Model -- Lower Bounds for Local Monotonicity Reconstruction from Transitive-Closure Spanners -- Monotonicity Testing and Shortest-Path Routing on the Cube -- Better Gap-Hamming Lower Bounds via Better Round Elimination -- Propagation Connectivity of Random Hypergraphs -- Improved Pseudorandom Generators for Depth 2 Circuits -- The Structure of Winning Strategies in Parallel Repetition Games -- Distribution-Free Testing Algorithms for Monomials with a Sublinear Number of Queries -- Periodicity in Streams -- Rumor Spreading on Random Regular Graphs and Expanders -- On Testing Computability by Small Width OBDDs -- Learning and Lower Bounds for AC 0 with Threshold Gates -- Liftings of Tree-Structured Markov Chains -- Constructive Proofs of Concentration Bounds -- Almost-Euclidean Subspaces of via Tensor Products: A Simple Approach to Randomness Reduction -- Testing Outerplanarity of Bounded Degree Graphs -- Two-Source Extractors Secure against Quantum Adversaries -- Locally Testable vs. Locally Decodable Codes -- Differential Privacy and the Fat-Shattering Dimension of Linear Queries -- Two Theorems on List Decoding -- Delaying Satisfiability for Random 2SAT -- Improved Rounding for Parallel Repeated Unique Games -- A Query Efficient Non-adaptive Long Code Test with Perfect Completeness -- Relativized Worlds without Worst-Case to Average-Case Reductions for NP -- A Quadratic Lower Bound for Three-Query Linear Locally Decodable Codes over Any Field.

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