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   Nota di contenuto Algorithms -- Limitations of the Impagliazzo-Nisan-Wigderson Pseudorandom Generator against Permutation Branching Programs -- All-to-All Broadcast in Dragonfly Networks -- An Efficient Algorithm for Enumerating Longest Common Increasing Subsequences -- On Singleton Congestion Games with Resilience Against Collusion -- A Pivot Gray Code Listing for the Spanning Trees of the Fan Graph -- Approximation Algorithms -- General Max-Min Fair Allocation -- On the approximation hardness of geodetic set and its variants -- Approximate Distance Oracles with Improved Stretch for Sparse Graphs -- Hardness and Approximation Results of Roman \{3\}-Domination in Graphs -- Approximation algorithms for priority Steiner tree problems -- Sublinear-Space Approximation Algorithms for Max r-SAT -- A Further Improvement on Approximating TTP-2 -- Automata --

Sequence graphs realizations and ambiguity in language models -- Between SC and LOGDCFL: Families of Languages Accepted by Polynomial-Time Logarithmic-Space Deterministic Auxiliary Depth-k Storage Automata -- Ideal Separation and General Theorems for Constrained Synchronization and their Application to Small Constraint Automata -- Most Pseudo-copy Languages Are Not Context-free -- Computational Geometry -- Bottleneck Convex Subsets: Finding k Large Convex Sets in a Point Set -- Deterministic metric 1-median selection with a 1 - o(1) fraction of points ignored -- The Coverage problem by Aligned Disks -- Consistent Simplification of Polyline Tree Bundles -- Improving Upper and Lower Bounds for the Total Number of Edge Crossings of Euclidean Minimum Weight Laman Graphs -- Minimum Color Spanning Circle in Imprecise Setup -- Fault Tolerant Computing and Fault Diagnosis -- Reliability Evaluation of Subsystem Based on Exchanged Hypercube -- Fault diagnosability of regular networks under the Hybrid PMC model -- A Study for Conditional Diagnosability of Pancake Graphs -- A new measure for locally t-diagnosable under PMC model -- Graph Algorithms -- Colouring graphs with no induced six-vertex path or diamond -- Constructing Tri-CISTs in Shu e-Cubes -- Reconfiguring Directed Trees in a Digraph -- Decremental Optimization of Vertex-Coloring Under the Reconfiguration Framework -- Embedding Three Edge-disjoint Hamiltonian Cycles into Locally Twisted Cubes -- On the Probe Problem for (r,l)-Well-Coveredness -- Distinguishing graphs via cycles -- Graph Theory and Applications -- The Restrained Domination and Independent Restrained Domination in Extending Supergrid Graphs -- The Concentration of the Maximum Degree in the Duplication-Divergence Models -- Conditional Fractional Matching Preclusion for Burnt Pancake Graphs and Pancake-Like Graphs -- The Weakly Dimension-balanced Pancyclicity on Toroidal Mesh Graph Tm,n when Both m and n Are Odd -- Hypercontractivity via Tensor Calculus -- Network and Algorithms -- RespectingLower Bounds in Uniform Lower and Upper Bounded Facility Location Problem -- Finding Cheapest Deadline Paths -- Approximate the Lower-Bounded Connected Facility Location Problem -- Mechanism Design for Facility Location with Fractional Preferences and Minimum Distance -- Online Algorithm and Streaming Algorithms -- On the Hardness of Opinion Dynamics Optimization with L1-Budget on Varying Susceptibility to Persuasion -- Symmetric Norm Estimation and Regression on Sliding Windows -- Single-Pass Streaming Algorithms to Partition Graphs into Few Forests -- The Secretary Problem with Reservation Costs -- Online Ride-Hitching in UAV Travelling -- Parameterized Complexity and Algorithms Disconnected Matchings -- On the d-Claw Vertex Deletion Problem -- Constrained Hitting Set Problem with Intervals -- Exact algorithms for maximum weighted independent set on sparse graphs -- Recreational Games -- Two Standard Decks of Playing Cards are Sufficient for a ZKP for Sudoku.-Token Shifting on Graphs -- Computational Complexity of Jumping Block Puzzles -- A Card-minimal Three-Input AND Protocol Using Two Shuffles -- Spy game: FPT-algorithm and results on graph products -- .

| Sommario/riassunto | This book constitutes the proceedings of the 27th International Conference on Computing and Combinatorics, COCOON 2021, held in Tainan, Taiwan, in October 2021. Due to the COVID-19 pandemic, COCOON 2021 was organized as a hybrid conference. The 56 papers presented in this volume were carefully reviewed and selected from 131 submissions. The papers are divided into the following topical sub-headings: algorithms, approximation algorithms, automata, computational geometry, fault tolerant computing and fault diagnosis, |

graph algorithms, graph theory and applications, network and algorithms, online algorithm and stream algorithms, parameterized complexity and algorithms, and recreational games.