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| Soggetti | Software engineering<br>Algorithms<br>Numerical analysis<br>Computer science—Mathematics<br>Discrete mathematics<br>Artificial intelligence—Data processing<br>Computer networks<br>Software Engineering<br>Numerical Analysis<br>Discrete Mathematics in Computer Science<br>Data Science<br>Computer Communication Networks |
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| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Invited Lectures -- Nash Equilibria: Where We Stand -- Small Worlds as Navigable Augmented Networks: Model, Analysis, and Validation -- Arrangements in Geometry: Recent Advances and Challenges -- Contributed Papers: Design and Analysis Track -- Nash Equilibria in Voronoi Games on Graphs -- Evolutionary Equilibrium in Bayesian Routing Games: Specialization and Niche Formation -- Convergence to Equilibria in Distributed, Selfish Reallocation Processes with Weighted Tasks -- Finding Frequent Elements in Non-bursty Streams -- Tradeoffs and Average-Case Equilibria in Selfish Routing -- On the |

Variance of Subset Sum Estimation -- On Minimum Power Connectivity Problems -- On the Cost of Interchange Rearrangement in Strings -- Finding Mobile Data: Efficiency vs. Location Inaccuracy -- A Faster Query Algorithm for the Text Fingerprinting Problem -- Polynomial Time Algorithms for Minimum Energy Scheduling -- k-Mismatch with Don't Cares -- Finding Branch-Decompositions and Rank-Decompositions -- Fast Algorithms for Maximum Subset Matching and All-Pairs Shortest Paths in Graphs with a (Not So) Small Vertex Cover -- Linear-Time Ranking of Permutations -- Radix Sorting with No Extra Space -- Fast Low Degree Connectivity of Ad-Hoc Networks Via Percolation -- Order Statistics in the Farey Sequences in Sublinear Time -- New Results on Minimax Regret Single Facility Ordered Median Location Problems on Networks -- Dial a Ride from k-Forest -- Online Primal-Dual Algorithms for Maximizing Ad-Auctions Revenue -- Unique Lowest Common Ancestors in Dags Are Almost as Easy as Matrix Multiplication -- Optimal Algorithms for k-Search with Application in Option Pricing -- Linear Data Structures for Fast Ray-Shooting Amidst Convex Polyhedra -- Stackelberg Strategies for Atomic Congestion Games -- Good Quality Virtual Realization of Unit Ball Graphs -- Algorithms for Playing Games with Limited Randomness -- Approximation of Partial Capacitated Vertex Cover -- Optimal Resilient Dynamic Dictionaries -- Determining the Smallest k Such That G Is k-Outerplanar -- On the Size of Succinct Indices -- Compact Oracles for Approximate Distances Around Obstacles in the Plane -- Convex Combinations of Single Source Unsplittable Flows -- Farthest-Polygon Voronoi Diagrams -- Equitable Revisited -- Online Scheduling of Equal-Length Jobs on Parallel Machines -- k-Anonymization with Minimal Loss of Information -- A Quasi-PTAS for Profit-Maximizing Pricing on Line Graphs -- Improved Upper Bounds on the Competitive Ratio for Online Realtime Scheduling -- Bundle Pricing with Comparable Items -- Approximating Interval Scheduling Problems with Bounded Profits -- Pricing Tree Access Networks with Connected Backbones -- Distance Coloring -- An O(log2 k)-Competitive Algorithm for Metric Bipartite Matching -- To Fill or Not to Fill: The Gas Station Problem -- Online Bandwidth Allocation -- Two's Company, Three's a Crowd: Stable Family and Threesome Roommates Problems -- On the Complexity of Sequential Rectangle Placement in IEEE 802.16/WiMAX Systems -- Shorter Implicit Representation for Planar Graphs and Bounded Treewidth Graphs -- Dynamic Plane Transitive Closure -- Contributed Papers: Engineering and Applications Track -- Small Stretch Spanners in the Streaming Model: New Algorithms and Experiments -- Estimating Clustering Indexes in Data Streams -- Complete, Exact and Efficient Implementation for Computing the Adjacency Graph of an Arrangement of Quadrics -- Sweeping and Maintaining Two-Dimensional Arrangements on Surfaces: A First Step -- Fast and Compact Oracles for Approximate Distances in Planar Graphs -- Exact Minkowksi Sums of Polyhedra and Exact and Efficient Decomposition of Polyhedra in Convex Pieces -- A New ILP Formulation for 2-Root-Connected Prize-Collecting Steiner Networks -- Algorithms to Separate -Chvátal-Gomory Cuts -- Fast Lowest Common Ancestor Computations in Dags -- A Practical Efficient Fptas for the 0-1 Multi-objective Knapsack Problem -- Solutions to Real-World Instances of PSPACE-Complete Stacking -- Non-clairvoyant Batch Sets Scheduling: Fairness Is Fair Enough -- An Experimental Study of New and Known Online Packet Buffering Algorithms.