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Nota di contenuto	Optimal Exploration of Terrains with Obstacles -- Reconstructing a Simple Polygon from Its Angles -- Semidefinite Programming and Approximation Algorithms: A Survey -- Strictly-Regular Number System and Data Structures -- An $O(\log \log n)$ -Competitive Binary Search Tree with Optimal Worst-Case Access Times -- The Emergence of Sparse Spanners and Greedy Well-Separated Pair Decomposition -- A Bottom-Up Method and Fast Algorithms for max independent set --

Capacitated Domination Faster Than $O(2n)$ -- Isomorphism for Graphs of Bounded Feedback Vertex Set Number -- On Feedback Vertex Set New Measure and New Structures -- Conflict-Free Coloring Made Stronger -- Polychromatic Coloring for Half-Planes -- A $3/2$ -Approximation Algorithm for Multiple Depot Multiple Traveling Salesman Problem -- Minimum and Maximum against k Lies -- Feasible and Accurate Algorithms for Covering Semidefinite Programs -- The Quantitative Analysis of User Behavior Online -- Data, Models and Algorithms -- Systems of Linear Equations over and Problems Parameterized above Average -- Capacitated max-Batching with Interval Graph Compatibilities -- A Weakly Robust PTAS for Minimum Clique Partition in Unit Disk Graphs -- Representing a Functional Curve by Curves with Fewer Peaks -- Bregman Clustering for Separable Instances -- Improved Methods For Generating Quasi-gray Codes -- The MST of Symmetric Disk Graphs Is Light -- Vector Bin Packing with Multiple-Choice -- Bin Packing with Fixed Number of Bins Revisited -- Cops and Robber Game without Recharging -- Path Schematization for Route Sketches -- Approximation Algorithms for Free-Label Maximization -- Phase Transitions in Sampling Algorithms and the Underlying Random Structures -- Polynomial Kernels for Hard Problems on Disk Graphs -- Faster Parameterized Algorithms for Minor Containment -- Fixed-Parameter Algorithms for Chromatic Number and Disjoint Rectangle Stabbing -- Dispatching Equal-Length Jobs to Parallel Machines to Maximize Throughput -- Online Function Tracking with Generalized Penalties -- Better Bounds on Online Unit Clustering -- Online Selection of Intervals and t -Intervals -- Approximating the Maximum 3- and 4-Edge-Colorable Subgraph -- Improved Algorithm for Degree Bounded Survivable Network Design Problem -- Minimizing the Diameter of a Network Using Shortcut Edges.
