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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Multi-party Pseudo-Telepathy -- Adapting (Pseudo)-Triangulations with a Near-Linear Number of Edge Flips -- Shape Segmentation and Matching with Flow Discretization -- Phylogenetic Reconstruction from Gene-Rearrangement Data with Unequal Gene Content -- Toward Optimal Motif Enumeration -- Common-Deadline Lazy Bureaucrat Scheduling Problems -- Bandwidth-Constrained Allocation in Grid Computing -- Algorithms and Approximation Schemes for Minimum Lateness/Tardiness Scheduling with Rejection -- Fast Algorithms for a

Class of Temporal Range Queries -- Distribution-Sensitive Binomial Queues -- Optimal Worst-Case Operations for Implicit Cache-Oblivious Search Trees -- Extremal Configurations and Levels in Pseudoline Arrangements -- Fast Relative Approximation of Potential Fields -- The One-Round Voronoi Game Replayed -- Integrated Prefetching and Caching with Read and Write Requests -- Online Seat Reservations via Offline Seating Arrangements -- Routing and Call Control Algorithms for Ring Networks -- Algorithms and Models for Railway Optimization -- Approximation of Rectilinear Steiner Trees with Length Restrictions on Obstacles -- Multi-way Space Partitioning Trees -- Cropping-Resilient Segmented Multiple Watermarking -- On Simultaneous Planar Graph Embeddings -- Smoothed Analysis -- Approximation Algorithm for Hotlink Assignments in Web Directories -- Drawing Graphs with Large Vertices and Thick Edges -- Semi-matchings for Bipartite Graphs and Load Balancing -- The Traveling Salesman Problem for Cubic Graphs -- Sorting Circular Permutations by Reversal -- An Improved Bound on Boolean Matrix Multiplication for Highly Clustered Data -- Dynamic Text and Static Pattern Matching -- Real Two Dimensional Scaled Matching -- Proximity Structures for Geometric Graphs -- The Zigzag Path of a Pseudo-Triangulation -- Alternating Paths along Orthogonal Segments -- Improved Approximation Algorithms for the Quality of Service Steiner Tree Problem -- Chips on Wafers -- A Model for Analyzing Black-Box Optimization -- On the Hausdorff Voronoi Diagram of Point Clusters in the Plane -- Output-Sensitive Algorithms for Computing Nearest-Neighbour Decision Boundaries -- Significant-Presence Range Queries in Categorical Data -- Either/Or: Using Vertex Cover Structure in Designing FPT-Algorithms — the Case of k-Internal Spanning Tree -- Parameterized Complexity of Directed Feedback Set Problems in Tournaments -- Compact Visibility Representation and Straight-Line Grid Embedding of Plane Graphs -- New Directions and New Challenges in Algorithm Design and Complexity, Parameterized.