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Nota di contenuto	Invited Talk Interactive Proofs for Quantum Computation Drawing Plane Graphs 1A Computational Geometry I Linear Time Algorithm for Approximating a Curve by a Single-Peaked Curve A Dynamic Dictionary for Priced Information with Application Voronoi Diagram in the Flow Field Polygonal Path Approximation: A Query Based Approach 1B Graph and Combinatorial Algorithms I A

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Vertex Incremental Approach for Dynamically Maintaining Chordal Graphs -- Finding the Maximum Common Subgraph of a Partial k-Tree and a Graph with a Polynomially Bounded Number of Spanning Trees --Hotlink Enhancement Algorithms for Web Directories -- Finding a Length-Constrained Maximum-Density Path in a Tree -- 2A Computational Complexity I -- The Intractability of Computing the Hamming Distance -- Infinitely-Often Autoreducible Sets -- Limiting Negations in Bounded-Depth Circuits: An Extension of Markov's Theorem -- Computational Complexity Measures of Multipartite Quantum Entanglement -- 2B Graph and Combinatorial Algorithms II -- A New Simple Algorithm for the Maximum-Weight Independent Set Problem on Circle Graphs -- Polynomial Time 2-Approximation Algorithms for the Minmax Subtree Cover Problem -- Labeled Search Trees and Amortized Analysis: Improved Upper Bounds for NP-Hard Problems -- A New Translation from Semi-extended Regular Expressions into NFAs and Its Application to an Approximate Matching Problem -- 3A Quantum Computation -- The Quantum Query Complexity of 0-1 Knapsack and Associated Claw Problems -- Noninteractive Quantum Perfect and Statistical Zero-Knowledge --Quantum Merlin-Arthur Proof Systems: Are Multiple Merlins More Helpful to Arthur? -- A Faster Lattice Reduction Method Using Quantum Search -- 3B Graph and Combinatorial Algorithms III -- Three Sorting Algorithms Using Priority Queues -- Lower Bounds on Correction Networks -- Approximate Regular Expression Searching with Arbitrary Integer Weights -- Constructing Compressed Suffix Arrays with Large Alphabets -- 4A Computational Geometry II -- On the Geometric Dilation of Finite Point Sets -- On Computing All Immobilizing Grasps of a Simple Polygon with Few Contacts -- Optimal Point Set Projections onto Regular Grids -- 4B Combinatorial Optimization I -- An Approximation Algorithm for Dissecting a Rectangle into Rectangles with Specified Areas -- A Faster Algorithm for Two-Variable Integer Programming -- Efficient Algorithms for Generation of Combinatorial Covering Suites -- 5A Scheduling -- A Better Approximation for the Two-Machine Flowshop Scheduling Problem with Time Lags -- On Minimizing Average Weighted Completion Time: A PTAS for the Job Shop Problem with Release Dates -- Online Scheduling of Parallel Jobs with Dependencies on 2-Dimensional Meshes -- 5B Computational Biology -- Efficient Algorithms for Descendent Subtrees Comparison of Phylogenetic Trees with Applications to Co-evolutionary Classifications in Bacterial Genome -- Settling the Intractability of Multiple Alignment -- Efficient Algorithms for Optimizing Whole Genome Alignment with Noise -- 6A Computational Geometry III -- Segmenting Doughnut-Shaped Objects in Medical Images -- On the Locality Properties of Space-Filling Curves -- Geometric Restrictions on Producible Polygonal Protein Chains -- Symmetric Layout of Disconnected Graphs -- 6B Graph and Combinatorial Algorithms IV -- Approximation Hardness of Minimum Edge Dominating Set and Minimum Maximal Matching --Enumerating Global Roundings of an Outerplanar Graph -- Augmenting Forests to Meet Odd Diameter Requirements -- On the Existence and Determination of Satisfactory Partitions in a Graph -- 7A Distributed and Parallel Algorithms -- A Turn Function Scheme Realized in the Asynchronous Single-Writer/Multi-reader Shared Memory Model -- An Optimal Parallel Algorithm for c-Vertex-Ranking of Trees -- 7B Graph and Combinatorial Algorithms V -- The Student-Project Allocation Problem -- Algorithms for Enumerating Circuits in Matroids -- A Generalized Gale-Shapley Algorithm for a Discrete-Concave Stable-Marriage Model -- 8A Data Structure -- Succinct Data Structures for Searchable Partial Sums -- Range Mode and Range Median Queries on

	Lists and Trees Quasi-Perfect Minimally Adaptive q-ary Search with Unreliable Tests New Ways to Construct Binary Search Trees 8B Graph and Combinatorial Algorithms VI Improved Approximation Algorithms for Optimization Problems in Graphs with Superlogarithmic Treewidth Biconnectivity on Symbolically Represented Graphs: A Linear Solution A Dynamic Data Structure for Maintaining Disjoint Paths Information in Digraphs Deterministic Algorithm for the t- Threshold Set Problem 9A Combinatorial and Network Optimization Energy-Efficient Wireless Network Design Wavelength Conversion in Shortest-Path All-Optical Networks A Heuristic for the Stacker Crane Problem on Trees Which Is Almost Surely Exact Flexible Train Rostering 9B Computational Complexity and Cryptography Counting Complexity Classes over the Reals I: The Additive Case Some Properties of One-Pebble Turing Machines with Sublogarithmic Space Hypergraph Decomposition and Secret Sharing A Promising Key Agreement Protocol 10A Game Theory and Randomized Algorithm Rapid Mixing of Several Markov Chains for a Hard-Core Model Polynomial Time Approximate Sampler for Discretized Dirichlet Distribution Fair Cost Allocations under Conflicts — A Game-Theoretic Point of View — Equilibria for Networks with Malicious Users 10B Algebraic and Arithmetic Computation Quasi-optimal Arithmetic for Quaternion Polynomials Upper Bounds on the Complexity of Some Galois Theory Problems Unfolded Modular Multiplication Gauss Period, Sparse Polynomial, Redundant Basis, and Efficient Exponentiation for a Class of Finite Fields with Small Characteristic.
Sommario/riassunto	This volume contains the proceedings of the 14th Annual International S- posium on Algorithms and Computation (ISAAC 2003), held in Kyoto, Japan, 15–17 December 2003. In the past, it was held in Tokyo (1990), Taipei (1991), Nagoya (1992), Hong Kong (1993), Beijing (1994), Cairns (1995), Osaka (1996), Singapore (1997), Taejon (1998), Chennai (1999), Taipei (2000), Christchurch (2001), and Vancouver (2002). ISAACisanannualinternationalsymposiumthatcoverstheverywiderange of topics in algorithms and computation. The main purpose of the symposium is to provide a forum for researchers working in algorithms and the theory of computation where they can exchange ideas in this active research community. In response to our call for papers, we received unexpectedly many subm- sions, 207 papers. The task of selecting the papers in this volume was done by our program committee and referees. After a thorough review process, the committee selected 73 papers. The selection was done on the basis of originality and relevance to the ?eld of algorithms and computation. We hope all accepted papers will eventally appear in scienti?c journals in more polished forms. The best paper award was given for "On the Geometric Dilation of Finite Point Sets" to Annette Ebbers-Baumann, Ansgar Grune " and Rolf Klein. Two eminent invited speakers, Prof. Andrew Chi-Chih Yao of Princeton University and Prof. Takao Nishizeki of Tohoku University, contributed to this proceedings.