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Multiorganization Matching -- Randomized Algorithms for Buffer Management with 2-Bounded Delay -- A General Scheme for Designing Monotone Algorithms for Scheduling Problems with Precedence Constraints -- Malicious Bayesian Congestion Games -- Stackelberg Strategies and Collusion in Network Games with Splittable Flow -- Peak Shaving through Resource Buffering -- On Lagrangian Relaxation and Subset Selection Problems -- Approximation Algorithms for Prize-Collecting Network Design Problems with General Connectivity Requirements -- Caching Content under Digital Rights Management -- Reoptimization of Weighted Graph and Covering Problems -- Smoothing Imprecise 1.5D Terrains -- Local PTAS for Dominating and Connected Dominating Set in Location Aware Unit Disk Graphs -- Dynamic Offline Conflict-Free Coloring for Unit Disks -- Experimental Analysis of Scheduling Algorithms for Aggregated Links -- A Approximation Algorithm for the Minimum Maximal Matching Problem -- On the Maximum Edge Coloring Problem.

Sommario/riassunto

This book constitutes the thoroughly refereed post workshop proceedings of the 6th International Workshop on Approximation and Online Algorithms, WAOA 2008, held in Karlsruhe, Germany, in September 2008 as part of the ALGO 2008 conference event. The 22 revised full papers presented were carefully reviewed and selected from 56 submissions. The workshop covered areas such as algorithmic game theory, approximation classes, coloring and partitioning, competitive analysis, computational finance, cuts and connectivity, geometric problems, inapproximability results, mechanism design, network design, packing and covering, paradigms for design and analysis of approximation and online algorithms, randomization techniques, real-world applications, and scheduling problems.
