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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contributed Papers To AAIM 2007 -- Solving Generalized Maximum Dispersion with Linear Programming -- Significance-Driven Graph Clustering -- An Improved Approximation Algorithm for Maximum Edge 2-Coloring in Simple Graphs -- Digraph Strong Searching: Monotonicity and Complexity -- Algorithms for Counting 2-Sat Solutions and Colorings with Applications -- Collaborative Ranking: An Aggregation Algorithm for Individuals' Preference Estimation -- A Compact Encoding of Rectangular Drawings with Efficient Query Supports -- A New Efficient Algorithm for Computing the Longest Common Subsequence -- Scheduling a Flexible Batching Machine -- Global Search Method for Parallel Machine Scheduling -- Releasing and Scheduling of Lots in a Wafer Fab -- Mixed Criteria Packet Scheduling -- Efficient Algorithms for k-Disjoint Paths Problems on DAGs -- Acyclic Edge Colouring of Outerplanar Graphs -- Smallest Bipartite Bridge-Connectivity Augmentation (Extended Abstract) -- Approximation Algorithms for the Graph Orientation Minimizing the Maximum Weighted Outdegree -- An Efficient Algorithm for the Evacuation Problem in a Certain Class of a Network with Uniform Path-

Lengths -- Online OVSF Code Assignment with Resource Augmentation
-- Optimal Joint Rate and Power Allocation in CDMA Networks --
Suppressing Maximum Burst Size Throughout the Path with Non-work
Conserving Schedulers -- How to Play the Majority Game with Liars --
On Satisfiability Games and the Power of Congestion Games -- The
Complexity of Algorithms Computing Game Trees on Random
Assignments -- An Efficient, and Fast Convergent Algorithm for Barrier
Options -- An Ingenious, Piecewise Linear Interpolation Algorithm for
Pricing Arithmetic Average Options -- Optimal Order Allocation with
Discount Pricing -- Convex Hulls of Point-Sets and Non-uniform
Hypergraphs -- Optimal st-Orientations for Plane Triangulations --
Minimum Spanning Tree with Neighborhoods -- An Almost Linear Time
2.8334-Approximation Algorithm for the Disc Covering Problem --
Optimal Field Splitting with Feathering in Intensity-Modulated Radiation
Therapy -- Approximating the Maximum Independent Set and
Minimum Vertex Coloring on Box Graphs -- BMA *: An Efficient
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-- Strip Packing vs. Bin Packing -- Probe Matrix Problems: Totally
Balanced Matrices -- Efficiency of Data Distribution in BitTorrent-Like
Systems -- Design of a Fuzzy PI Controller to Guarantee Proportional
Delay Differentiation on Web Servers -- Improved Approximation
Algorithms for Predicting RNA Secondary Structures with Arbitrary
Pseudoknots -- A Heuristic Method for Selecting Support Features from
Large Datasets -- Invited Lecture -- Game and Market Equilibria:
Computation, Approximation, and Smoothed Analysis -- Ad Auctions –
Current and Future Research -- Expressive Commerce and Its
Application to Sourcing: How We Conducted \$25 Billion of Generalized
Combinatorial Auctions.
