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Disciplina	006.6
Soggetti	Computer graphics Computer science - Mathematics Computer systems Artificial intelligence Algorithms Computer Graphics Symbolic and Algebraic Manipulation Computer System Implementation Artificial Intelligence Design and Analysis of Algorithms
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Livello bibliografico	Monografia
Nota di contenuto	-- Exact and Approximate High-Multiplicity Scheduling on Identical Machines. -- Unit refutations in Horn constraint systems. -- On Exact Learning of \$d\$-Monotone Functions. -- Computational Complexity of Combinatorial Distance Matrix Realisation. -- Online Range Assignment Problems. -- General Position Subset Selection in Line Arrangements. -- Branching Programs with Extended Memory: New Insights. -- Tatami Printer: Physical ZKPs for Tatami Puzzles. -- On the Price of Anarchy in Packet Routing Games with FIFO. -- On the Computational Complexity of Graph Reconstruction. -- Efficient Certifying Algorithms for Linear Classification. -- Improved Sublinear-time Moment Estimation using Weighted Sampling. -- Structural Parameterizations of Locating-Dominating Set and Test Cover. --

Improved bounds for group testing in arbitrary hypergraphs. -- A Parameterized Perspective of All-Colors. -- On the Discrete and Semi-Continuous Versions of the Two Watchtowers Problem in the Plane. -- Degree Realization by Bipartite Cactus Graphs. -- On Two Simple[st] Learning Tasks. -- Dynamic Filter and Retrieval with One Access to Modifiable Memory. -- Longest path transversals in claw-free and  $\mathcal{P}$   
 $\mathcal{S}$ -free graphs. -- Realizing Graphs with Cut Constraints. -- On The Computational Complexity of Games with Uncertainty.

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**Sommario/riassunto**

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The two-volume set LNCS 15679 and 15680 constitutes the refereed proceedings of the 14th International Conference on Algorithms and Complexity, CIAC 2025, held in Rome, Italy, during June 10–12, 2025. The 44 full papers included in these proceedings were carefully reviewed and selected from 110 submissions. They focus on all aspects of important venue for researchers working on computational complexity and the design, analysis, experimentation, and application of efficient algorithms and data structures.

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