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Soggetti	Algorithms Computer science - Mathematics Discrete mathematics Computer science Discrete Mathematics in Computer Science Theory of Computation
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Nota di contenuto	-- Computational Complexity and Algorithms. -- Complexity and Approximation Algorithms for Fixed Charge Transportation Problems. -- Closure Properties and Characterizations of TotP. -- Fair k-Center Clustering with Minimum Representation Guarantees. -- Models of Computation. -- Approximate EFX and Efficient Allocations of Chores for Bounded Preferences. -- Strategies for Non-Myopic Users in EIP-1559. -- A Lookup Table Design Method: Achieving $O(1)$ -query Complexity and No Memory Waste. -- Logic and Proof Theory. -- On a computability-theoretic approach to Boolean-valued models. -- Separation between Walksat and DPLL. -- Algorithmic Game Theory. -- How to Play Mastermind without Game Master. -- Constrained Distributed Heterogeneous Two-Facility Location Problems with Max-Variant Cost. -- Truthful Two-Obnoxious-Facility Location Games with Optional Preferences and Minimum Distance Constraint. -- Approximating EFX through a New Notion of Fairness. -- Parallel and Distributed Computing. -- A Distributed Algorithm for Robust Sequential Submodular Optimization in Multi-Robot Systems. --

Approximation algorithms for the parallel-machine customer order scheduling with weighted and submodular rejection penalties. -- Parallelizing Scheduling Algorithms for Resource Allocation under v-RAN. -- Computational Geometry and Graph Theory. -- Constructive Upper Bounds on Rectangle Eliminating Number in Grid Graphs. -- Some Combinatorial Algorithms on the Eliminating Edge Feedback Number of Hypergraphs. -- A space-partition based approach to the 2-center problem in three and higher dimensions. -- Combinatorial Optimization. -- An LP-rounding Based Algorithm for Hard Capacitated Uniform Facility Location Problem with Soft Penalties. -- Prediction-Augmented Mechanism Design for Weighted Facility Location. -- Max-Min Four-dispersion Problems. -- Generalized Last Open-End Bin Packing Problem. -- On the windy k-traveling salesman problem. -- Approximating Total Effective Resistance Minimization With Small Budget. -- Modified Greedy Algorithm for Monotone Submodular Maximization with Knapsack and Partition Matroid Constraints. -- Random Greedy Deployment of Heterogeneous UAVs. -- Parameterized Algorithms. -- A parameterized approximation algorithm for the diversity-aware l-centrum problem. -- An Improved Approximation Algorithm for the k-Supplier Problem with Parameterized Triangle Inequality. -- A Quadratic Kernel for fClaw, Diamondg-free Deletion. -- Continuous Optimization and Lattice Optimization. -- An LP-rounding Based Algorithm for Hard Capacitated Uniform Facility Location Problem with Soft Penalties. -- Prediction-Augmented Mechanism Design for Weighted Facility Location. -- Max-Min Four-dispersion Problems. -- Generalized Last Open-End Bin Packing Problem. -- On the windy k-traveling salesman problem.

Sommario/riassunto

This book constitutes the proceedings of the 19th Annual Conference on Theory and Applications of Models of Computation, TAMC 2025, which was held in Jinan, China, during September 19–21, 2025. The 32 papers included in these proceedings were carefully reviewed and selected from 71 submissions. They were organized in topical sections as follows: Computational Complexity and Algorithms; Models of Computation; Logic and Proof Theory; Algorithmic Game Theory; Parallel and Distributed Computing; Computational Geometry and Graph Theory; Combinatorial Optimization; Parameterized Algorithms; Continuous Optimization and Lattice Optimization.
