



Approximation and Online Algorithms: Second International Workshop, WAOA 2004, Bergen, Norway, September 14-16, 2004, Revised Selected Papers

By -

Springer. Paperback. Book Condition: New. Paperback. 295 pages. Dimensions: 9.1in. x 6.0in. x 0.7in. The 2nd Workshop on Approximation and Online Algorithms (WAOA 2004) focused on the design and analysis of algorithms for online and computationally hard problems. Both kinds of problems have a large number of applications arising from a variety of elds. WAOA 2004 took place in Bergen, Norway, from September 14 to September 16, 2004. The workshop was part of the ALGO 2004 event which also hosted ESA, WABI, IWPEC, and ATMOS. Topics of interest for WAOA 2004 were:

application to game theory, approximation classes, coloring and partitioning, competitive analysis, computational geometry, cuts and connectivity, geometric problems, inapproximability results, mechanism design, network design, routing, packing and covering, paradigms, randomization techniques, and scheduling problems. In response to our call we received 47 submissions. Each submission was reviewed by at least 3 referees, who judged the paper on originality, quality, and consistency with the topics of the conference. Based on the reviews, the Program Committee selected 21 papers. This volume contains the 21 selected papers and the two invited talks given by Yossi Azar and Klaus Jansen. We thank all the authors who submitted papers to the workshop and we also kindly thank the local organizers of ALGO...

Reviews

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