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Edited by

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Computing methodologies → Graphics processors; Robotic planning;
Hardware → Theorem proving and SAT solving;
Information systems → Data dictionaries;
Mathematics of computing → Approximation algorithms; Combinatorial algorithms; Combinatorial optimization; Combinatorics on words; Extremal graph theory; Graph algorithms; Graph theory; Network flows; Paths and connectivity problems; Permutations and combinations; Random graphs; Spectra of graphs;
Networks → Network design principles; Network structure;
Theory of computation → Algorithm design techniques; Algorithmic mechanism design; Approximation algorithms analysis; Cell probe models and lower bounds; Complexity theory and logic; Computational geometry; Database query processing and optimization (theory); Database theory; Data compression; Data structures and algorithms for data management; Data structures design and analysis; Design and analysis of algorithms; Distributed algorithms; Dynamic graph algorithms; Dynamic programming; Facility location and clustering; Fixed parameter tractability; Graph algorithms analysis; Integer programming; Linear programming; Market equilibria; Models of computation; Network games; Network optimization; Online algorithms; Oracles and decision trees; Packing and covering problems; Parallel algorithms; Parameterized complexity and exact algorithms; Probabilistic computation; Problems, reductions and completeness; Quantum computation theory; Routing and network design problems; Scheduling algorithms; Self-organization; Sorting and searching; Sparsification and spanners; Streaming models; Theory of randomized search heuristics

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