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Revised Papers

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Preface

The 4th Workshop on Approximation and Online Algorithms (WAOA 2006) focused on the design and analysis of algorithms for online and computationally hard problems. Both kinds of problems have a large number of applications from a variety of fields. WAOA 2006 took place at ETH Zurich in Zurich, Switzerland, during September 14–15, 2006. The workshop was part of the ALGO 2006 event that also hosted ESA, WABI, IWPEC, and ATMOS. The three previous WAOA workshops were held in Budapest (2003), Rome (2004), and Palma de Mallorca (2005). The proceedings of these previous WAOA workshops have appeared as LNCS volumes 2909, 3351 and 3879, respectively.

Topics of interest for WAOA 2006 were: algorithmic game theory, approximation classes, coloring and partitioning, competitive analysis, computational finance, cuts and connectivity, geometric problems, inapproximability results, mechanism design, network design, packing and covering, paradigms for design and analysis of approximation and online algorithms, randomization techniques, real-world applications, and scheduling problems. In response to the call for papers, we received 62 submissions. Each submission was reviewed by at least three referees, and the vast majority by at least four referees. The submissions were mainly judged on originality, technical quality, and relevance to the topics of the conference. Based on the reviews, the Program Committee selected 26 papers.

We are grateful to Andrei Voronkov for providing the EasyChair conference system, which was used to manage the electronic submissions, the review process, and the electronic PC meeting. It made our task much easier.

We would also like to thank all the authors who submitted papers to WAOA 2006 as well as the local organizers of ALGO 2006.

November 2006

Thomas Erlebach
Christos Kaklamanis

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Table of Contents

Approximation Algorithms for Scheduling Problems with Exact Delays 1
Alexander A. Ageev and Alexander V. Kononov

Bidding to the Top: VCG and Equilibria of Position-Based Auctions 15
Gagan Aggarwal, Jon Feldman, and S. Muthukrishnan

Coping with Interference: From Maximum Coverage to Planning Cellular Networks 29
David Amzallag, Joseph (Seffi) Naor, and Danny Raz

Online Dynamic Programming Speedups 43
Amotz Bar-Noy, Mordecai J. Golin, and Yan Zhang

Covering Many or Few Points with Unit Disks 55
Mark de Berg, Sergio Cabello, and Sariel Har-Peled

On the Minimum Corridor Connection Problem and Other Generalized Geometric Problems 69
Hans Bodlaender, Corinne Feremans, Alexander Grigoriev, Eelko Penninkx, René Sitters, and Thomas Wolle

Online k-Server Routing Problems 83
Vincenzo Bonifaci and Leen Stougie

Theoretical Evidence for the Superiority of LRU-2 over LRU for the Paging Problem 95
Joan Boyar, Martin R. Ehmsen, and Kim S. Larsen

Improved Approximation Bounds for Edge Dominating Set in Dense Graphs 108
Jean Cardinal, Stefan Langerman, and Eythan Levy

A Randomized Algorithm for Online Unit Clustering 121
Timothy M. Chan and Hamid Zarrabi-Zadeh

On Hierarchical Diameter-Clustering, and the Supplier Problem 132
Aparna Das and Claire Kenyon

Bin Packing with Rejection Revisited 146
Leah Epstein

On Bin Packing with Conflicts 160
Leah Epstein and Asaf Levin

Approximate Distance Queries in Disk Graphs 174
Martin Fürer and Shiva Prasad Kasiviswanathan

Network Design with Edge-Connectivity and Degree Constraints 188
Takuro Fukunaga and Hiroshi Nagamochi

Approximating Maximum Cut with Limited Unbalance 202
Giulia Galbiati and Francesco Maffioli

Worst Case Analysis of Max-Regret, Greedy and Other Heuristics for Multidimensional Assignment and Traveling Salesman Problems 214
Gregory Gutin, Boris Goldengorin, and Jing Huang

Improved Online Hypercube Packing 226
Xin Han, Deshi Ye, and Yong Zhou

Competitive Online Multicommodity Routing 240
Tobias Harks, Stefan Heinz, and Marc E. Pfetsch

The k-Allocation Problem and Its Variants 253
Dorit S. Hochbaum and Asaf Levin

An Experimental Study of the Misdirection Algorithm for Combinatorial Auctions 265
Jörg Knoche and Piotr Krysta

Reversal Distance for Strings with Duplicates: Linear Time Approximation Using Hitting Set 279
Petr Kolman and Tomasz Waleń

Approximating the Unweighted k-Set Cover Problem: Greedy Meets Local Search 290
Asaf Levin

Approximation Algorithms for Multi-criteria Traveling Salesman Problems 302
Bodo Manthey and L. Shankar Ram

The Survival of the Weakest in Networks 316
S. Nikoletseas, C. Raptopoulos, and P. Spirakis

Online Distributed Object Migration 330
David Scot Taylor

Author Index 345