

Luciano Gualà

Publications

Network verification via routing table queries

E. Bampas, D. Bilò, G. Drovandi, L. Gualà, R. Klasing, G. Proietti
J. Comput. Syst. Sci. 81(1): 234-248 (2015)

Specializations and generalizations of the Stackelberg minimum spanning tree game.

D. Bilò, L. Gualà, S. Leucci, G. Proietti
Theor. Comput. Sci. 562: 643-657 (2015)

The max-distance network creation game on general host graphs.

D. Bilò, L. Gualà, S. Leucci, G. Proietti
Theor. Comput. Sci. 573: 43-53 (2015)

Finding Best Swap Edges Minimizing the Routing Cost of a Spanning Tree.

D. Bilò, L. Gualà, G. Proietti
Algorithmica 68(2): 337-357 (2014)

Bejeweled, Candy Crush and other match-three games are (NP-)hard.

L. Gualà, S. Leucci, E. Natale
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Fault-Tolerant Approximate Shortest-Path Trees.

D. Bilò, L. Gualà, S. Leucci, G. Proietti
ESA 2014: 137-148

Network Creation Games with Traceroute-Based Strategies.

D. Bilò, L. Gualà, S. Leucci, G. Proietti
SIROCCO 2014: 210-223

Locality-based network creation games.

D. Bilò, L. Gualà, S. Leucci, G. Proietti
SPAA 2014: 277-286

Polygon-Constrained Motion Planning Problems.

D. Bilò, Y. Disser, L. Gualà, M. Mihalák, G. Proietti, P. Widmayer
ALGOSENSORS 2013: 67-82

A Faster Computation of All the Best Swap Edges of a Shortest Paths Tree.

D. Bilò, L. Gualà, G. Proietti
ESA 2013: 157-168

Exact and Approximate Algorithms for Movement Problems on (Special Classes of) Graphs

D. Bilò, L. Gualà, S. Leucci, G. Proietti
SIROCCO 2013: 322-333

On stackelberg pricing with computationally bounded customers.

P. Briest, L. Gualà, M. Hoefer, C. Ventre
Networks 60(1): 31-44 (2012)

Improved approximability and non-approximability results for graph diameter decreasing problems.

D. Bilò, L. Gualà, G. Proietti
Theor. Comput. Sci. 417: 12-22 (2012)

Bounded-Distance Network Creation Games.

D. Bilò, L. Gualà, G. Proietti
WINE 2012: 72-85

The Max-Distance Network Creation Game on General Host Graphs.

D. Bilò, L. Gualà, S. Leucci, G. Proietti
WINE 2012: 392-405

Network Verification via Routing Table Queries.

E. Bampas, D. Bilò, G. Drovandi, L. Gualà, R. Klasing, G. Proietti
SIROCCO 2011: 270-281

Finding Best Swap Edges Minimizing the Routing Cost of a Spanning Tree

D. Bilò, L. Gualà, and G. Proietti
35th International Symposium on Mathematical Foundations of Computer Science (MFCS'10), August 23-27, 2010, Brno, Czech Republic.
Vol. 6281 of Lecture Notes in Computer Science, Springer, 138-149.

Improved Approximability and Non-approximability Results for Graph Diameter Decreasing Problems

D. Bilò, L. Gualà, and G. Proietti
35th International Symposium on Mathematical Foundations of Computer Science (MFCS'10), August 23-27, 2010, Brno, Czech Republic.
Vol. 6281 of Lecture Notes in Computer Science, Springer, 150-161.

Specializations and Generalizations of the Stackelberg Minimum Spanning Tree Game

D. Bilò, L. Gualà, S. Leucci, and G. Proietti
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Vol. 6484 of Lecture Notes in Computer Science, Springer, 75-86.

Dynamic Mechanism Design

D. Bilò, L. Gualà, and G. Proietti
Theoretical Computer Science, 410(17):1564-1572 (2009).
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On Stackelberg Pricing with Computationally Bounded Consumers,
P. Briest, M. Hoefer, L. Gualà, C. Ventre,
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Proceedings will appear in *Lecture Notes in Computer Science*, Springer-Verlag.

Stability of Networks in Stretchable Graphs

D. Bilò, M. Gatto, L. Gualà, G. Proietti, and P. Widmayer
16th Colloquium on Structural Information and Communication Complexity (SIROCCO'09),
May 25-27, 2009, Piran, Slovenia.
Vol. 5869 of *Lecture Notes in Computer Science*, Springer, 100-112.

Approximate Mechanisms for the Metric TSP and other Graph Traversal Problems

D. Bilò, L. Forlizzi, L. Gualà, and G. Proietti
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Computational Aspects of a 2-player Stackelberg Shortest Paths Tree Game

D. Bilò, L. Gualà, G. Proietti, and P. Widmayer
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Proceedings will appear in *Lecture Notes in Computer Science*, Springer-Verlag.

Exact and Approximate Truthful Mechanisms for the Shortest-Paths Tree Problem

L. Gualà and G. Proietti
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L. Gualà, G. Proietti
Concurrency and Computation: Practice and Experience 19(17): 2285-2297 (2007)

Locating Facilities in a Network by Minimizing their Average Service Radius

D. Bilò, J. Derungs, L. Gualà, G. Proietti, and Peter Widmayer
Accepted to 18th International Symposium on Algorithms and Computation (ISAAC'07),
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Proceeding will be published in the *Lecture Notes in Computer Science* series, Springer.

Approximate Mechanisms for the metric TSP and other Graph Traversal Problems

D. Bilò, L. Forlizzi, L. Gualà, and G. Proietti
Accepted to 3rd International Workshop on Internet & Network Economics (WINE'07),
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Proceeding will be published in the *Lecture Notes in Computer Science* series, Springer.

An Algorithm Composition Scheme Preserving Monotonicity

D. Bilò, L. Forlizzi, L. Gualà, and G. Proietti
Accepted to 26th ACM Symposium on Principles of Distributed Computing (PODC'07),
August 12-15, 2007, Portland, USA.

Dynamic Mechanism Design

D. Bilò, L. Gualà, and G. Proietti

Accepted to 2nd International Workshop on Internet and Network Economics (WINE'06), December 15-17, 2006, Patras, Greece.

Proceedings will be published by Springer-Verlag, LNCS Series.

Hardness of Designing a Truthful Mechanism for a Spanning Arborescence Bicriteria Problem

D. Bilò, L. Gualà, and G. Proietti

Accepted to 3rd Workshop on Combinatorial and Algorithmic Aspects of Networking (CAAN'06), July 2, 2006, Chester, UK.

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On the Existence of Truthful Mechanisms for the Minimum-cost Approximate Shortest-paths Tree Problem

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Vol. 4056 of Lecture Notes in Computer Science, Springer-Verlag, 295-309.

Efficient Truthful Mechanisms for the Single-source Shortest Paths Tree Problem

L. Gualà and G. Proietti

11th International Euro-Par Conference (EURO-PAR'05), August 30-September 2, 2005, Lisboa, Portugal.

Vol. 3648 of Lecture Notes in Computer Science, Springer-Verlag, 941-951.

A Truthful $(2-2/k)$ -Approximation Mechanism for the Steiner Tree Problem with k Terminals

L. Gualà and G. Proietti

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