

# 8th International Conference on Fun with Algorithms

FUN 2016, June 8–10, 2016, La Maddalena, Italy

Edited by

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LIPICs

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## ■ Preface

This book collects the refereed proceedings of the 8th International Conference on Fun with Algorithms (FUN) 2016, held on 8–10 June 2016 in La Maddalena, Sardinia, Italy.

It contains 25 articles carefully selected from 61 submissions. These works present original scientific contributions, and cover a variety of topics in the area of theoretical and applied Computer Science, including computational complexity of puzzles and (video)games, game theory, graph algorithms, distributed algorithms, graph theory, artificial intelligence, etc. In the spirit of FUN, all of these papers have in common some fun aspects, in terms of presentation and/or topic.

*Erik D. Demaine*  
*Fabrizio Grandoni*







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