

# Preface

The 22nd International Computing and Combinatorics Conference (COCOON 2016) was held during August 2–4, 2016, in Ho Chi Minh City, Vietnam. COCOON 2016 provided a forum for researchers working in the area of theoretical computer science and combinatorics.

The technical program of the conference included 50 regular papers selected by the Program Committee from 113 full submissions received in response to the call for papers. All the papers were peer reviewed by at least three Program Committee members or external reviewers. The papers cover various topics, including algorithms and data structures, algorithmic game theory, approximation algorithms and online algorithms, automata, languages, logic, and computability, complexity theory, computational learning theory, cryptography, reliability and security, database theory, computational biology and bioinformatics, computational algebra, geometry, number theory, graph drawing and information visualization, graph theory, communication networks, optimization, and parallel and distributed computing. Some of the papers will be selected for publication in special issues of *Theoretical Computer Science* (TCS) and *Journal of Combinatorial Optimization* (JOCO). It is expected that the journal version of the papers will be in a more complete form.

We would like to thank the Program Committee members and external reviewers for volunteering their time to review conference papers. We would like to extend special thanks to the publication, publicity, and local organization chairs for their hard work in making COCOON 2016 a successful event. Last but not least, we would like to thank all the authors for presenting their works at the conference.

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