The 26th International Symposium on Algorithms and Computation (ISAAC 2015) will be held in Nagoya, Japan during December 9-11, 2015. The symposium is intended to provide a forum for researchers working in algorithms and theory of computation. Papers presenting original research in the areas of algorithms and theory of computation are sought. Papers in relevant applied areas are also welcomed.

**Paper Submission**

The submission should contain a scholarly exposition of ideas, techniques, and results, including motivation and a comparison with related work. The main text, including title, abstract, and references, should not exceed 11 pages in LNCS style. An optional appendix should be used to provide proof details that do not fit in the main text. Submitted papers must describe unpublished work. Authors should not submit papers with the same results or essentially the same results that are accepted or published or under review by a conference with refereed proceedings or a journal. Only electronic submission will be allowed and only pdf files will be accepted. It will be done via Easychair:

https://www.easychair.org/conferences/?conf=isaac2015

At least one author of an accepted paper is expected to present the paper at the conference as a registered participant.

**Publication**

The proceedings will be published by Springer-Verlag in the LNCS series. Selected papers will be invited to special issues of Algorithmica and International Journal of Computational Geometry and Applications.

**Awards**

A Best Paper and a Best Student Paper may be awarded. A paper is eligible for the Best Student Paper Award if all authors are full-time students at the time of submission. To indicate that a submission is eligible, please add the phrase "Eligible for the Best Student Paper Award" in the abstract.

**Topics**

The topics include, but are not limited to:

- Algorithmic game theory
- Algorithms and Data structures
- Approximation algorithms
- Combinatorial optimization
- Computational biology
- Computational complexity
- Computational geometry
- Cryptography
- Experimental algorithms
- Graph drawing and Graph algorithms
- Internet algorithms
- Online algorithms
- Quantum computing
- Randomized algorithms
- Parallel and Distributed algorithms

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