

## Instructions for the Proceedings

The proceedings will be published as special issues of *Numerical Algorithms* and *Calcolo*, both published by Springer. Due to the number of submissions the reviewing process will be quite strict and rigorous. As usual, the papers submitted have to reach the standards of the journals, and they have to present original results not submitted or published elsewhere.

**Numerical Algorithms.** The papers corresponding to the **Sessions A and C** have to be submitted to *Numerical Algorithms*. Submissions should be done throughout the website of the journal

[www.editorialmanager.com/numa](http://www.editorialmanager.com/numa)

Follow the instructions and login as an author. In particular, in the menu *Article type*, choose the option **DWCAA09**.

**Calcolo.** The papers corresponding to the **Sessions B and D** have to be submitted to *Calcolo*. Send the *pdf* file of your paper to Prof. Sebastiano Seatzu at the e-mail address [seatzu@unica.it](mailto:seatzu@unica.it). In the email message do not forget to specify that your paper is submitted to the proceedings of **DWCAA09**.

**Posters session.** The papers corresponding to the **Poster Session** have to be submitted to the *appropriate* journal, accordingly with the subject of the paper, considering that the topics of the four sessions were:

**Session A.** Polynomial and rational approximation (multivariate interpolation, orthogonal bases, ...)

**Session B.** Meshfree methods (RBF, MLS, PU, applications to PDEs, ...)

**Session C.** Quadrature and cubature formulas, numerical methods for integral equations

**Session D.** Approximation methods in numerical linear algebra (ill-conditioned systems, matrix functions, ...)

### Notice

- The deadline for submissions is **November 15, 2009**.
- The maximum number of pages (page size around  $12 \times 20$  cm) is **15**.
- Each participant can submit **only one manuscript** under her/his name, but her/his co-authors can also submit papers if they were attending the congress.