A graph-theoretic game and its application to the $k$-server problem (extended abstract)
The server problem and on-line games
The harmonic online $K$-server algorithm is competitive
The $K$-server dual and loose competitiveness for paging
A statistical adversary for on-line algorithms
On-line graph coloring
Online weighted matching
On the competitiveness of splay trees: Relations to the union-find problem
Competitive group testing
Randomized algorithms for multiprocessor page migration
Navigating in unfamiliar geometric terrain (extended summary)
Visual searching and mapping
Scheduling parallel machines on-line
Competitive paging with locality of reference (brief summary)
Lower bounds for on-line graph coloring

Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.