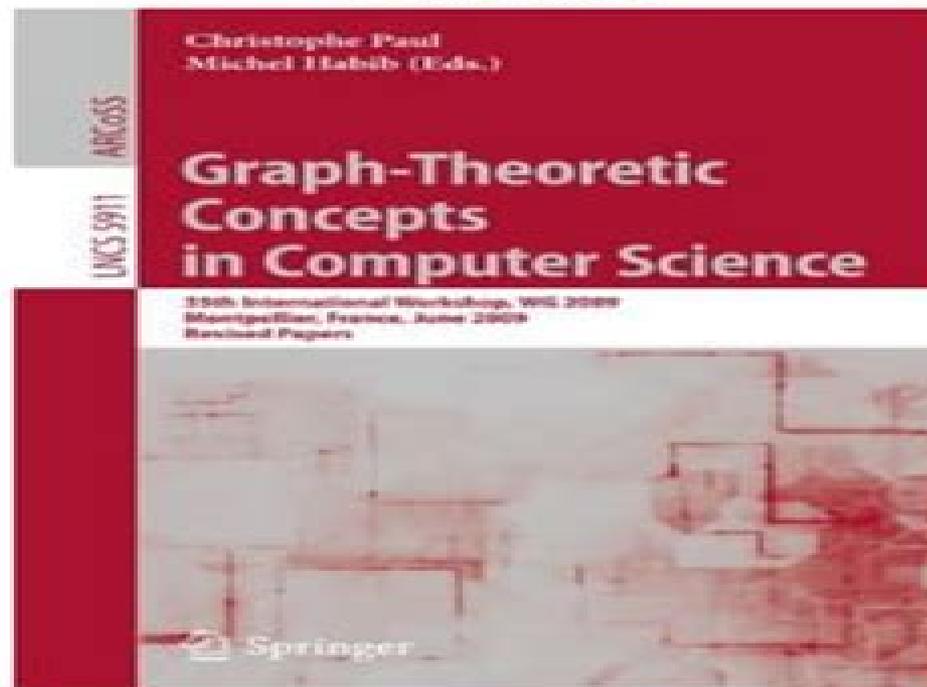


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comments as well as the numerous fruitful discussions during the workshop have been taken into account by the authors of these conference proceedings

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Graph-Theoretic Concepts in Computer Science Andreas Brandstädt, Van Bang Le, 2001-09-26 This book constitutes the thoroughly refereed post workshop proceedings of the 27th International Workshop on Graph Theoretic Concepts in Computer Science WG 2001 held in Boltenhagen Germany in June 2001 The 27 revised full papers presented together with two invited contributions were carefully reviewed and selected from numerous submissions The papers provide a wealth of new results for various classes of graphs graph computations graph algorithms and graph theoretical applications in various fields

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complexity of graph and network problems computational geometry graph grammars graph rewriting systems and graph modeling graph drawing and layouts random graphs and models of the web and scale free networks and support of these concepts by suitable implementations and applications

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The workshop was organized by the Center for Algorithmic Systems of the Institute of Information and Computing Sciences of Utrecht University The workshop took place June 19-21 2003 The 72 participants of WG 2003 came from universities and research institutes from 18 different countries and several different continents The workshop looks back at a long tradition It was first held in 1975 and has been held 20 times in Germany twice in Austria and once in Italy Slovakia Switzerland and the Czech Republic and has now been held for the third time in The Netherlands The workshop aims at uniting theory and practice by demonstrating how graph theoretic concepts can be applied to various areas in computer science

or by extracting new problems from applications It is devoted to the theoretical and practical aspects of graph concepts in computer science The goal is to present recent research results and to identify and explore directions of future research The talks given at the workshop showed how recent research results from algorithmic graph theory can be used in computer science and which graph theoretic questions arise from new developments in computer science

Graph-Theoretic Concepts in Computer Science Isolde Adler, Haiko Müller, 2020-10-15 This book constitutes the revised papers of the 46th International Workshop on Graph Theoretic Concepts in Computer Science WG 2020 held in Leeds UK in June 2020 The workshop was held virtually due to the COVID-19 pandemic The 32 full papers presented in this volume were carefully reviewed and selected from 94 submissions They cover a wide range of areas aiming to present emerging research results and to identify and explore directions of future research of concepts on graph theory and how they can be applied to various areas in computer science

Graph-Theoretic Concepts in Computer Science Jan van Leeuwen, 1994-05-20 This volume contains the proceedings of the 19th International Workshop on Graph Theoretic Concepts in Computer Science WG 93 held near Utrecht The Netherlands in 1993 The papers are grouped into parts on hard problems on classes of graphs structural graph theory dynamic graph algorithms structure oriented graph algorithms graph coloring AT free and chordal graphs circuits and nets graphs and interconnection networks routing and shortest paths and graph embedding and layout The 35 revised papers were chosen from 92 submissions after a careful refereeing process

Graph-Theoretic Concepts in Computer Science Petr Kolman, Jan Kratochvíl, 2011-12-02 This book constitutes the revised selected papers of the 37th International Workshop on Graph Theoretic Concepts in Computer Science WG 2011 held at Tepl Monastery Czech Republic in June 2011 The 28 revised papers presented were carefully reviewed and selected from 52 submissions The workshop aims at merging theory and practice by demonstrating how concepts from graph theory can be applied to various areas in

computer science and by extracting new graph theoretic problems from applications Graph-Theoretic Concepts in Computer Science Petr Kolman,Jan Kratochvíl,2011-12-01 This book constitutes the revised selected papers of the 37th International Workshop on Graph Theoretic Concepts in Computer Science WG 2011 held at Tepl Monastery Czech Republic in June 2011 The 28 revised papers presented were carefully reviewed and selected from 52 submissions The workshop aims at merging theory and practice by demonstrating how concepts from graph theory can be applied to various areas in computer science and by extracting new graph theoretic problems from applications *Graph-Theoretic Concepts in Computer Science* Manfred Nagl,2014-01-15 *Graph-Theoretic Concepts in Computer Science* Pinar Heggernes,2016-09-27 This book constitutes revised selected papers from the 42nd International Workshop on Graph Theoretic Concepts in Computer Science WG 2016 held in Istanbul Turkey in June 2016 The 25 papers presented in this volume were carefully reviewed and selected from 74 submissions The WG conferences aim to connect theory and practice by demonstrating how graph theoretic concepts can be applied to various areas of computer science and by extracting new graph problems from applications Their goal is to present new research results and to identify and explore directions of future research Graph-Theoretic Concepts in Computer Science Peter Widmayer,Gabriele Neyer,Stephan Eidenbenz,2003-06-26 This book constitutes the refereed proceedings of the 25th International Workshop on Graph Theorie Concepts in Computer Science WG 99 held at the Centre Stefano Frascini on Monte Verita Ascona Switzerland in June 1999 The 33 revised full papers presented together with four invited contributions were carefully reviewed and selected from 64 papers submitted The papers provide a wealth of new results for various graph classes graph computations graph algorithms and graph theoretical applications in a variety of fields

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