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Autore	Baravelli, Andrea
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Soggetti	Discrete mathematics Mathematics Data structures (Computer science) Software engineering Computers Algorithms Discrete Mathematics Mathematics, general Data Structures Software Engineering Computation by Abstract Devices Algorithm Analysis and Problem Complexity
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Invited Papers -- Improving Flow in Software Development Through Graphical Representations -- A Perspective on Graphs and Access Control Models -- Transformation Language Design: A Metamodelling Foundation -- Integration Technology -- Rule Execution in Graph-Based Incremental Interactive Integration Tools -- Composition of Relations in Enterprise Architecture Models -- Event-Driven Grammars: Towards the Integration of Meta-modelling and Graph Transformation -- Chemistry and Biology -- Analysis of Metabolic Pathways by Graph

Transformation -- The Potential of a Chemical Graph Transformation System -- Graph Transformation Concepts -- Concepts for Specifying Complex Graph Transformation Systems -- Typing of Graph Transformation Units -- Towards Graph Programs for Graph Algorithms -- DPO Theory for High-Level Structures -- Adhesive High-Level Replacement Categories and Systems -- Fundamental Theory for Typed Attributed Graph Transformation -- Parallel Independence in Hierarchical Graph Transformation -- Analysis and Testing -- Generating Test Cases for Code Generators by Unfolding Graph Transformation Systems -- Stochastic Graph Transformation Systems -- Model Checking Graph Transformations: A Comparison of Two Approaches -- Graph Theory and Algorithms -- Election, Naming and Cellular Edge Local Computations -- Embedding in Switching Classes with Skew Gains -- Synchronizers for Local Computations -- Application Conditions and Logic -- Constraints and Application Conditions: From Graphs to High-Level Structures -- Specification Matching of Web Services Using Conditional Graph Transformation Rules -- Representing First-Order Logic Using Graphs -- Transformation of Special Structures -- Coproduct Transformations on Lattices of Closed Partial Orders -- Parsing String Generating Hypergraph Grammars -- Composition of Path Transductions -- Object-Orientation -- Translating Java Code to Graph Transformation Systems -- Extending Graph Rewriting for Refactoring -- Derivations in Object-Oriented Graph Grammars -- Tutorials and Workshops -- Tutorial Introduction to Graph Transformation: A Software Engineering Perspective -- Tutorial on DNA Computing and Graph Transformation -- Workshop TERMGRAPH 2004 -- Workshop on Graph-Based Tools -- Workshop on Petri Nets and Graph Transformations -- Workshop on Software Evolution Through Transformations: Model-Based vs. Implementation-Level Solutions -- Workshop on Logic, Graph Transformations, Finite and Infinite Structures.

Sommario/riassunto

ICGT 2004 was the 2nd International Conference on Graph Transformation, following the first one in Barcelona (2002), and a series of six international workshops on graph grammars with applications in computer science between 1978 and 1998. ICGT 2004 was held in Rome (Italy), Sept. 29–Oct. 1, 2004 under the auspices of the European Association for Theoretical Computer Science (EATCS), the European Association of Software Science and Technology (EASST), and the IFIP WG 1.3, Foundations of Systems Specification. The scope of the conference concerned graphical structures of various kinds (like graphs, diagrams, visual sentences and others) that are useful when describing complex structures and systems in a direct and intuitive way. These structures are often augmented with formalisms that add to the static description a further dimension, allowing for the modelling of the evolution of systems via all kinds of transformations of such graphical structures. The field of graph transformation is concerned with the theory, applications, and implementation issues of such formalisms. The theory is strongly related to areas such as graph theory and graph algorithms, formal language and parsing theory, the theory of concurrent and distributed systems, formal specification and verification, logic, and semantics. The application areas include all those fields of computer science, information processing, engineering, and the natural sciences where static and dynamic modelling using graphical structures and graph transformations, respectively, play important roles. In many of these areas tools based on graph transformation technology have been implemented and used.