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Soggetti	Graph theory
	Computers
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	I neory of Computation
	Algorithm Analysis and Problem Complexity
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Nota di contenuto	VC-dimensions for graphs (extended abstract) Finding and counting small induced subgraphs efficiently On the isomorphism of graphs with few P4s A dynamic algorithm for line graph recognition Incremental hive graph Planarization of graphs embedded on surfaces Complexity and approximability of certain bicriteria location problems On termination of graph rewriting A uniform approach to graph rewriting: The pullback approach Visualizing two- and three-dimensional models of meristematic growth Graph- theoretical methods to construct entity-relationship databases An approximation algorithm for 3-Colourability The malleability of TSP 2Opt Non-oblivious local search for graph and hypergraph coloring problems On Interval Routing Schemes and treewidth Highly

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	fault-tolerant routings and diameter vulnerability for generalized hypercube graphs Hot-potato routing on multi-dimensional tori On devising Boolean Routing schemes Toward a general theory of unicast-based multicast communication Optimal cutwidths and bisection widths of 2- and 3-dimensional meshes Searching for faulty leaves in binary trees NC algorithms for partitioning planar graphs into induced forests and approximating NP-hard problems Efficient parallel modular decomposition (extended abstract) Modular decomposition of hypergraphs Partition coefficients of acyclic graphs Sub-cubic cost algorithms for the all pairs shortest path problem Diametral path graphs Chordal graphs and their clique graphs A compact data structure and parallel algorithms for permutation graphs Homogeneously orderable graphs and the Steiner tree problem.
Sommario/riassunto	This book constitutes the refereed proceedings of the 21st International Workshop on Graph-Theoretic Concepts in Computer Science, WG '95, held in Aachen, Germany, in June 1995. The WG workshop series contributes to integration in computer science by applying graph theoretical concepts in various areas as well as by taking up problems from practical applications and treating them theoretically. The book presents 30 carefully refereed revised papers selected from 52 submissions and reflects current activities in the field of computer science oriented graph theory, its computational aspects and its application.