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Soggetti	Data structures (Computer science) Programming languages (Electronic computers) Software engineering Combinatorics Algorithms Computers Data Structures and Information Theory Programming Languages, Compilers, Interpreters Software Engineering/Programming and Operating Systems Algorithm Analysis and Problem Complexity Computation by Abstract Devices
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Nota di contenuto	Disjoint paths in the hypercube -- Time bounds for broadcasting in bounded degree graphs -- t/s-Diagnosable systems: A characterization and diagnosis algorithm -- Toward a complete representation of graphoids in graphs — Abridged Version -- CADULA — A graph-based model for monitoring CAD-processes -- On hyperedge replacement and BNLC graph grammars -- Graph rewriting systems with priorities -- Filtering hyperedge-replacement languages through compatible properties -- Describing distributed systems by categorical graph grammars -- A parser for context free plex grammars -- to PROGRESS, an attribute graph grammar based specification language -- On the complexity of optimal drawings of

graphs -- Bounds to the page number of partially ordered sets -- Beyond Steiner's problem: A VLSI oriented generalization -- A fast sequential and parallel algorithm for the computation of the k-closure of a graph -- On feedback problems in digraphs -- Improved self-reduction algorithms for graphs with bounded treewidth -- Finding a minimal transitive reduction in a strongly connected digraph within linear time -- Paging binary trees with external balancing -- The complexity of graph problems for succinctly represented graphs -- An O(n log n) algorithm for 1-D tile compaction -- Weighted parallel triangulation of simple polygons -- Implementing data structures on a hypercube multiprocessor, and applications in parallel computational geometry -- k — Nearest — Neighbor Voronoi diagrams for sets of convex polygons, line segments and points -- Finding squares and rectangles in sets of points -- Combinatorial properties of abstract Voronoi diagrams.

Sommario/riassunto

The aim of this workshop series is to contribute to integration in computer science by applying graph-theoretic concepts. Commonalities between various fields of specialization in computer science may be detected by applying graph-theoretic concepts. The workshops are unusual in that they combine theoretical aspects with practice and applications. Applications dealt with in this volume include the use of graph-theoretic concepts in distributed and parallel computation, VLSI, CAD, software engineering, computer graphics, data structures, and computational geometry.