

Graph-Theoretic Concepts in Computer Science

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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.

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