Preliminary Call for Papers
WG 2004

International Workshop on Graph-Theoretic Concepts in Computer Science

Hölterhoff House at Bad Honnef, close to Bonn, Germany

June 21-23, 2004

Aims and Scope: During its 30-year existence, the International Workshop on Graph-Theoretic Concepts in Computer Science has become a distinguished and high quality computer science event. The workshop aims at uniting theory and practice by evincing how graph-theoretic concepts can successfully be applied to various areas of computer science and by exposing new theories emerging from applications. To this extent, WG provides a common ground for the exchange of information among people dealing with several graph problems and working in various disciplines. Thereby, the workshop contributes to the accruement of an interdisciplinary research community.

The original idea of the Workshop on Graph-Theoretic Concepts in Computer Science was ingenuousness in all theoretical aspects and applications of graph concepts, wherever applied. Within the last ten years, the development strengthened in particular the topic of structural graph properties in relation to computational complexity. This workshop has become pivotal for the community interested in these areas. An aim specific to the 30th WG is to support the central role of WG in both of the prementioned areas on the one hand and on the other hand to second its originally broader scope. Therefore, we would like to encourage all people working in applied areas to consider submitting their papers to WG 2004, too.

Submissions: Authors are invited to submit their papers electronically in PostScript format or PDF, following the instructions at `http://www.informatik.rwth-aachen.de/WG2004/`.

All papers presenting genuine results on any aspect of graph-theoretical concepts in computer science are welcome. Contributions typically, yet not exclusively, stem from the following areas:

- Animations of Graph Algorithms
- Applications in Software Engineering
- Artifical Intelligence and Pattern Recognition
- Computer Architectures
- Structuring and Using the Web
- Data Structures and Data Bases
- Diagram Methods
- Discrete Optimization, Operations Research, and Approximation Algorithms
- Graph-based Modeling
- Graph Drawing and Layout, Graphics
- Graph Grammars and Graph Rewriting Systems
- Graph Structures and Problem Hardness
- Interconnection Networks, Communication Algorithms and Mobile Computing
- Implementations of Graph-Theoretic Approaches, Graphical Software Products
- Parallel and Distributive Computing, VLSI Design
- Parameterized Complexity and Graph Properties
- Structural Graph Theory

Invited speakers:
Derek Corneil (Toronto) and
Roger Wattenhofer (Zurich)

Program Committee:
H. Bodlaender, Utrecht (NL)
A. Brandstädt, Rostock (DE)
M.R. Fellows, Newcastle (AU)
F. Fomin, Bergen (NO)
M. Habib, Montpellier (FR)
J. Hromkovič, Aachen (DE), co-chair
M. Kaufmann, Tübingen (DE)
L. Kučera, Prague (CZ)
A. Marchetti-Spaccamela, Rome (IT)
E. Mayr, Munich (DE)
R. Möhring, Berlin (DE)
M. Nagl, Aachen (DE), co-chair
H. Noltemeier, Würzburg (DE)
D. Peleg, Rehovot (IL)
O. Sýkora, Loughborough (UK)
G. Tinhofer, Munich (DE)
D. Wagner, Karlsruhe (DE)
B. Westfechtel, Aachen (DE)
P. Widmayer, Zurich (CH)

Important Dates:

Paper submission deadline:	February 28, 2004
Notification of acceptance:	April 24, 2004
Workshop:	June 21-23, 2004
Deadline for final versions: (LNCS Proceedings)	August 28, 2004

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Information on Workshop and Location:

`http://www.informatik.rwth-aachen.de/WG2004/`