

Handbook Of Graph Grammars And Computing By Graph Transformation Vol 1

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Concurrency, Parallelism and Distribution Hartmut Ehrig 1999

Handbook of Graph Grammars and Computing by Graph Transformation Hartmut Ehrig 1999 Graph grammars originated in the late 60s, motivated by considerations about pattern recognition and compiler construction. Since then, the list of areas which have interacted with the development of graph grammars has grown quite impressively. Besides the aforementioned areas, it includes software specification and development, VLSI layout schemes, database design, modeling of concurrent systems, massively parallel computer architectures, logic programming, computer animation, developmental biology, music composition, visual languages, and many others. The area of graph grammars and graph transformations generalizes formal language theory based on strings and the theory of term rewriting based on trees. As a matter of fact, within the area of graph grammars, graph transformation is considered a fundamental computation paradigm where computation includes specification, programming, and implementation. Over the last three decades, graph grammars have developed at a steady pace into a theoretically attractive and important-for-applications research field. Volume 3 of the 'indispensable Handbook of' Graph Grammars and Computing by Graph Transformations presents the research on concurrency, parallelism, and distribution -- important paradigms of modern science. The topics considered include semantics for concurrent systems, modeling of concurrency, mobile and coordinated systems, algebraic specifications, Petri nets, visual design of distributed systems, and distributed algorithms. The contributions have been written in a tutorial/survey

style by the top experts.

Handbook of Graph Grammars and Computing by Graph Transformation H Ehrig 1999-10-20 Graph grammars originated in the late 60s, motivated by considerations about pattern recognition and compiler construction. Since then, the list of areas which have interacted with the development of graph grammars has grown quite impressively. Besides the aforementioned areas, it includes software specification and development, VLSI layout schemes, database design, modeling of concurrent systems, massively parallel computer architectures, logic programming, computer animation, developmental biology, music composition, visual languages, and many others. The area of graph grammars and graph transformations generalizes formal language theory based on strings and the theory of term rewriting based on trees. As a matter of fact, within the area of graph grammars, graph transformation is considered as a fundamental computation paradigm where computation includes specification, programming, and implementation. Over the last three decades, graph grammars have developed at a steady pace into a theoretically attractive and important-for-applications research field. Volume 2 of the indispensable Handbook of Graph Grammars and Computing by Graph Transformations considers applications to functional languages, visual and object-oriented languages, software engineering, mechanical engineering, chemical process engineering, and images. It also presents implemented specification languages and tools, and structuring and modularization concepts for specification languages. The contributions have been written in a tutorial/survey style by the top experts in the corresponding areas. This volume is accompanied by a CD-Rom containing implementations of specification environments based on graph transformation systems, and tools whose implementation is based on the use of graph transformation systems. Contents: Term Rewriting and Functional Languages Visual and Object-Oriented Languages Applications to Software Engineering Applications to Engineering Disciplines Applications to Pictures Implemented Specification Languages and Tools Structuring and Modularization Concepts Readership: Students and researchers interested in modern developments in computer science, and in particular in the use of modern formal methods in applied computer science. Keywords:

Unifying Petri Nets Hartmut Ehrig 2014-03-12 Since their introduction nearly 40 years ago, research on Petri nets has diverged in many different directions. Various classes of Petri net, motivated either by theory or applications, with its own specific features and methods of analysis, have been proposed and studied in depth. These successful developments have led to a very heterogeneous landscape of diverse models, and this, in turn, has stimulated research on concepts and approaches that contribute to unifying and structuring the diverse landscape. This state-of-the-art survey presents the most relevant approaches to unifying Petri nets in a systematic and coherent way. The 14 chapters written by leading researchers are organized in topical sections on application-oriented approaches, unifying frameworks, and theoretical approaches.

Theory and Application of Graph Transformations Hartmut Ehrig 2014-01-15

Theory and Application of Graph Transformations Hartmut Ehrig 2004-02-02

The area of graph transformation originated in the late 1960s under the name "graph grammars" – the main motivation came from practical considerations concerning pattern recognition and compiler construction. Since then, the list of areas which have interacted with the development of graph transformation has grown impressively. The areas include: software specification and development, VLSI layout schemes, database design, modeling of concurrent systems, massively parallel computer architectures, logic programming, computer animation, developmental biology, music composition, distributed systems, specification languages, software and web engineering, and visual languages. As a matter of fact, graph transformation is now accepted as a fundamental computation paradigm where computation includes specification, programming, and implementation. Over the last three decades the area of graph transformation has developed at a steady pace into a theoretically attractive research field, important for applications. This volume consists of papers selected from contributions to the Sixth International

Workshop on Theory and Applications of Graph Transformation that took place in Paderborn, Germany, November 16-20, 1998. The papers underwent an additional refereeing process which yielded 33 papers presented here (out of 55 papers presented at the workshop). This collection of papers provides a very broad snapshot of the state of the art of the whole field today. They are grouped into nine sections representing most active research areas. The workshop was the sixth in a series of international workshops which take place every four years. Previous workshops were called "Graph Grammars and Their Application to Computer Science". The new name of the Sixth Workshop reflects more accurately the current situation, where both theory and application play an equally central role.

Graph-Theoretic Concepts in Computer Science Hans L. Bodlaender 2003-10-27 The 29th International Workshop on Graph-Theoretic Concepts in Computer Science (WG2003) was held in the Mennorode conference center in Elspeet, The Netherlands. The workshop was organized by the Center for Algorithmic Systems of the Institute of Information and Computing Sciences of Utrecht University. The workshop took place June 19–21, 2003. The 72 participants of WG 2003 came from universities and research institutes from 18 different countries and five different continents. The workshop looks back at a long tradition. It was first held in 1975, and has been held 20 times in Germany, twice in Austria, and once in Italy, Slovakia, Switzerland, and the Czech Republic, and has now been held for the third time in The Netherlands. The workshop aims at uniting theory and practice by demonstrating how graph-theoretic concepts can be applied to various areas in computer science, or by extracting new problems from applications. It is devoted to the theoretical and practical aspects of graph concepts in computer science. The goal is to present recent research results and to identify and explore directions of future research. The talks given at the workshop showed how recent research results from algorithmic graph theory can be used in computer science and which graph-theoretic questions arise from new developments in computer science.

Fundamentals of Algebraic Specification 2 Hartmut Ehrig 2011-12-10 Since the early seventies concepts of specification have become central in the whole area of computer science. Especially algebraic specification techniques for abstract data types and software systems have gained considerable importance in recent years. They have not only played a central role in the theory of data type specification, but meanwhile have had a remarkable influence on programming language design, system architectures, and software tools and environments. The fundamentals of algebraic specification lay a basis for teaching, research, and development in all those fields of computer science where algebraic techniques are the subject or are used with advantage on a conceptual level. Such a basis, however, we do not regard to be a synopsis of all the different approaches and achievements but rather a consistently developed theory. Such a theory should mainly emphasize elaboration of basic concepts from one point of view and, in a rigorous way, reach the state of the art in the field. We understand fundamentals in this context as:

1. Fundamentals in the sense of a carefully motivated introduction to algebraic specification, which is understandable for computer scientists and mathematicians.
2. Fundamentals in the sense of mathematical theories which are the basis for precise definitions, constructions, results, and correctness proofs.
3. Fundamentals in the sense of concepts from computer science, which are introduced on a conceptual level and formalized in mathematical terms.

Foundations of Software Science and Computation Structures (Spain) FOSSACS 2004 (2004 : Barcelona 2004-03-19 This book constitutes the refereed proceedings of the 7th International Conference on Foundations of Software Science and Computation Structures, FOSSACS 2004, held in Barcelona, Spain in March/April 2004. The 34 revised full papers presented together with the abstracts of 2 invited talks were carefully reviewed and selected from over 130 submissions. Among the topics addressed are lambda calculus, cryptographic protocol analysis, graphs and grammar systems, decision theory, bisimulation, rewriting, normalization, specification, verification, process calculi, mobile code, automata,

program semantics, dynamic logics, timed languages, security analysis, information-theoretical aspects.

Applications, Languages and Tools Hartmut Ehrig 1999

Applications of Graph Transformations with Industrial Relevance Manfred Nagl 2003-07-31 This book constitutes the thoroughly refereed post-proceedings of the International Workshop on Graph Transformation with Industrial Relevance, AGTIVE'99, held in Kerkrade, The Netherlands, in June 1999. The 28 revised full papers presented went through an iterated process of reviewing and revision. Also included are three invited papers, 10 tool demonstrations, a summary of a panel discussion, and lists of graph transformation systems and books on graph transformations. The papers are organized in sections on modularization concepts, distributed systems modeling, software architecture: evolution and reengineering, visual graph transformation languages, visual language modeling and tool development, knowledge modeling, image recognition and constraint solving, process modeling and view integration, and visualization and animation tools.

Graph Grammars and Their Application to Computer Science Janice Cuny 2014-01-15

Transformation of Knowledge, Information and Data Patrick van Bommel 2005-01-01 This book considers transformations within the context of computing science and information science, as they are essential in changing organizations. It not only considers transformations of structured models, rather, the transformation of instances (i.e. the actual contents of those structures) is addressed as well.

Graph and Model Transformation Hartmut Ehrig 2015-12-21 This book is a comprehensive explanation of graph and model transformation. It contains a detailed introduction, including basic results and applications of the algebraic theory of graph transformations, and references to the historical context. Then in the main part the book contains detailed chapters on M-adhesive categories, M-adhesive transformation systems, and multi-amalgamated transformations, and model transformation based on triple graph grammars. In the final part of the book the authors examine application of the techniques in various domains, including chapters on case studies and tool support. The book will be of interest to researchers and practitioners in the areas of theoretical computer science, software engineering, concurrent and distributed systems, and visual modelling.

Formal Methods in Software and Systems Modeling Hans-Jörg Kreowski 2005-02-09 By presenting state-of-the-art research results on various aspects of formal and visual modeling of software and systems, this book commemorates the 60th birthday of Hartmut Ehrig. The 24 invited reviewed papers are written by students and collaborators of Hartmut Ehrig who are established researchers in their fields. Reflecting the scientific interest and work of Hartmut Ehrig, the papers fall into three main parts on graph transformation, algebraic specification and logic, and formal and visual modeling.

Handbook of Graph Grammars and Computing by Graph Transformation Grzegorz Rozenberg 1997-01-01 Graph grammars originated in the late 60s, motivated by considerations about pattern recognition and compiler construction. Since then the list of areas which have interacted with the development of graph grammars has grown quite impressively. Besides the aforementioned areas it includes software specification and development, VLSI layout schemes, database design, modeling of concurrent systems, massively parallel computer architectures, logic programming, computer animation, developmental biology, music composition, visual languages, and many others. The area of graph grammars and graph transformations generalizes formal language theory based on strings and the theory of term rewriting based on trees. As a matter of fact within the area of graph grammars, graph transformation is considered a fundamental programming paradigm where computation includes specification, programming, and implementation.

Graph Transformation Andrea Corradini 2003-06-30 ICGT 2002 was the first International Conference on Graph Transformation following a series of six international workshops on graph grammars with applications in computer science, held in Bad Honnef (1978), Osnabrück (1982), Warrenton (1986), Bremen (1990), Williamsburg (1994), and Paderborn (1998). ICGT 2002 was held in Barcelona (Spain), October 7–12, 2002

under the auspices of the European Association of Theoretical Computer Science (EATCS), the European Association of Software Science and Technology (EASST), and the IFIP Working Group 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 to describe complex structures and systems in a direct and intuitive way. These structures are often augmented by formalisms which add to the static description a further dimension, allowing for the modeling 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.

Graph Transformations Hartmut Ehrig 2014-01-15

Current Trends in Theoretical Computer Science Gheorghe Păun 2001 The scientific developments at the end of the past millennium were dominated by the huge increase and diversity of disciplines with the common label "computer science". The theoretical foundations of such disciplines have become known as theoretical computer science. This book highlights some key issues of theoretical computer science as they seem to us now, at the beginning of the new millennium. The text is based on columns and tutorials published in the Bulletin of the European Association for Theoretical Computer Science in the period 1995 -- 2000. The columnists themselves selected the material they wanted for the book, and the editors had a chance to update their work. Indeed, much of the material presented here appears in a form quite different from the original. Since the presentation of most of the articles is reader-friendly and does not presuppose much knowledge of the area, the book constitutes suitable supplementary reading material for various courses in computer science.

Mathematical Foundations of Computer Science 1997 Igor Privara 1997-08-13 This book constitutes the refereed post-conference proceedings of the Second International Andrei Ershov Memorial Conference on System Informatics, held in Akademgorodok, Novosibirsk, Russia, in June 1996. The 27 revised full papers presented together with 9 invited contributions were thoroughly refereed for inclusion in this volume. The book is divided in topical sections on programming methodology, artificial intelligence, natural language processing, machine learning, dataflow and concurrency models, parallel programming, supercompilation, partial evaluation, object-oriented programming, semantics and abstract interpretation, programming and graphical interfaces, and logic programming.

Graph-Theoretic Concepts in Computer Science H. L. Bodlaender 2003-10-29 This book constitutes the thoroughly refereed postproceedings of the 29th International Workshop on Graph-Theoretic Concepts in Computer Science, WG 2003, held in Elspeet, The Netherlands in June 2003. The 30 revised full papers presented together with 2 invited papers were carefully reviewed, improved, and selected from 78 submissions. The papers present a wealth of new results for various classes of graphs, graph computations, graph algorithms, and graph-theoretical applications in various fields.

Graph Transformations in Computer Science Hans J. Schneider 2014-01-15

Lectures on Concurrency and Petri Nets Jörg Desel 2004-06-14 This tutorial volume originates from the 4th Advanced Course on Petri Nets, ACPN 2003, held in Eichstätt, Germany in September 2003. In addition to lectures given at ACPN 2003, additional chapters have been commissioned to give a well-balanced presentation of the state of the art in the area. This book will be useful as both a reference for those working in the area as well as a study book for the reader who is interested in an up-to-date overview of research and development in concurrent and distributed systems; of course, readers specifically interested in theoretical or applicational aspects of Petri nets will appreciate the book as

well.

Graph Transformations Hartmut Ehrig 2010-09-27 This book constitutes the proceedings of the 5th International Conference on Graph Transformations, ICGT 2010, held in Twente, The Netherlands, in September/October 2010. The 22 papers presented were carefully reviewed and selected from 48 submissions. These papers mirror the wide-ranged ongoing research activities in the theory and application of graph transformation. They are concerned with different kinds of graph transformation approaches, their algebraic foundations, composition and analysis, the relation to logic, as well as various applications, mainly to model transformation and distributed systems.

Context Free Hypergraph Grammars Renate Klempien-Hinrichs 2002-01

Graph Transformation, Specifications, and Nets Reiko Heckel 2018-02-06 This volume pays tribute to the scientific achievements of Hartmut Ehrig, who passed away in March 2016. The contributions represent a selection from a symposium, held in October 2016 at TU Berlin, commemorating Hartmut's life and work as well as other invited papers in the areas he was active in. These areas include Graph Transformation, Model Transformation, Concurrency Theory, in particular Petri Nets, Algebraic Specification, and Category Theory in Computer Science.

Handbook of Graph Grammars and Computing by Graph Transformation: Concurrency, parallelism, and distribution Grzegorz Rozenberg 1997

Foundations of Information Technology in the Era of Network and Mobile Computing Ricardo Baeza-Yates 2013-06-29 Foundations of Information Technology in the Era of Network and Mobile Computing is presented in two distinct but interrelated tracks: -Algorithms, Complexity and Models of Computation; -Logic, Semantics, Specification and Verification. This volume contains 45 original and significant contributions addressing these foundational questions, as well as 4 papers by outstanding invited speakers. These papers were presented at the 2nd IFIP International Conference on Theoretical Computer Science (TCS 2002), which was held in conjunction with the 17th World Computer Congress, sponsored by the International Federation for Information Processing (IFIP), and which convened in Montréal, Québec, Canada in August 2002.

Graph Grammars and Their Application to Computer Science Hartmut Ehrig 2014-01-15

Handbook of Graph Grammars and Computing by Graph Transformation: Applications, languages and tools Grzegorz Rozenberg 1997

Foundations Grzegorz Rozenberg 1997-01 Graph grammars originated in the late 60s, motivated by considerations about pattern recognition and compiler construction. Since then the list of areas which have interacted with the development of graph grammars has grown quite impressively. Besides the aforementioned areas it includes software specification and development, VLSI layout schemes, database design, modeling of concurrent systems, massively parallel computer architectures, logic programming, computer animation, developmental biology, music composition, visual languages, and many others. The area of graph grammars and graph transformations generalizes formal language theory based on strings and the theory of term rewriting based on trees. As a matter of fact within the area of graph grammars, graph transformation is considered a fundamental programming paradigm where computation includes specification, programming, and implementation. Over the last 25-odd years graph grammars have developed at a steady pace into a theoretically attractive and well-motivated research field. In particular, they are now based on very solid foundations, which are presented in this volume. Volume 1 of the indispensable Handbook of Graph Grammars and Computing by Graph Transformations includes a state-of-the-art presentation of the foundations of all the basic approaches to rule-based graph specification and transformation: algebraic approach, logic approach, node-based rewriting, (hyper)edge-based rewriting, programmed graph rewriting, and 2-structures. The book has been written in a tutorial/survey style to enhance its usefulness.

Inductive Logic Programming Tamas Horváth 2003-10-24 This book constitutes the refereed proceedings of the 13th International Conference on Inductive Logic Programming, ILP 2003, held in Szeged, Hungary in September/October 2003. The 23 revised full papers presented were

carefully reviewed and selected from 53 submissions. Among the topics addressed are multirelational data mining, complexity issues, theory revision, clustering, mathematical discovery, relational reinforcement learning, multirelational learning, inductive inference, description logics, grammar systems, and inductive learning.

Handbook of Graph Grammars and Computing by Graph Transformation Grzegorz Rozenberg 1999

Formal and Natural Computing Wilfried Brauer 2003-08-01 This book presents state of the art research in theoretical computer science and related fields. In particular, the following areas are discussed: automata theory, formal languages and combinatorics of words, graph transformations, Petri nets, concurrency, as well as natural and molecular computing. The articles are written by leading researchers in these areas. The writers were originally invited to contribute to this book but then the normal refereeing procedure was applied as well. All of the articles deal with some issue that has been under vigorous study during recent years. Still, the topics range from very classical ones to issues raised only two or three years ago. Both survey articles and papers attacking specific research problems are included. The book highlights some key issues of theoretical computer science, as they seem to us now at the beginning of the new millennium. Being a comprehensive overview of some of the most active current research in theoretical computer science, it should be of definite interest for all researchers in the areas covered. The topics range from basic decidability and the notion of information to graph grammars and graph transformations, and from trees and traces to aqueous algorithms, DNA encoding and self-assembly. Special effort has been given to lucid presentation. Therefore, the book should be of interest also for advanced students.

Handbook of Graph Grammars and Computing by Graph Transformation Grzegorz Rozenberg 1997-02-27 Graph grammars originated in the late 60s, motivated by considerations about pattern recognition and compiler construction. Since then the list of areas which have interacted with the development of graph grammars has grown quite impressively. Besides the aforementioned areas it includes software specification and development, VLSI layout schemes, database design, modeling of concurrent systems, massively parallel computer architectures, logic programming, computer animation, developmental biology, music composition, visual languages, and many others. The area of graph grammars and graph transformations generalizes formal language theory based on strings and the theory of term rewriting based on trees. As a matter of fact within the area of graph grammars, graph transformation is considered a fundamental programming paradigm where computation includes specification, programming, and implementation. Over the last 25-odd years graph grammars have developed at a steady pace into a theoretically attractive and well-motivated research field. In particular, they are now based on very solid foundations, which are presented in this volume. Volume 1 of the indispensable Handbook of Graph Grammars and Computing by Graph Transformations includes a state-of-the-art presentation of the foundations of all the basic approaches to rule-based graph specification and transformation: algebraic approach, logic approach, node-based rewriting, (hyper)edge-based rewriting, programmed graph rewriting, and 2-structures. The book has been written in a tutorial/survey style to enhance its usefulness. Contents: Node Replacement Graph Grammars (J Engelfriet & G Rozenberg) Hyperedge Replacement Graph Grammars (F Drewes et al.) The Expression of Graph Properties and Graph Transformations in Monadic Second-Order Logic (B Courcelle) Algebraic Approaches to Graph Transformation — Part I: Basic Concepts and Double Pushout Approach (A Corradini et al.) Algebraic Approaches to Graph Transformation — Part II: Single Pushout Approach and Comparison with Double Pushout Approach (H Ehrig et al.) 2-Structures — A Framework for Decomposition and Transformation of Graphs (A Ehrenfeucht et al.) Programmed Graph Replacement Systems (A Schürr) Readership: Computer scientists and mathematicians. keywords:

Handbook of Graph Grammars and Computing by Graph Transformation Hartmut Ehrig 1999 Graph grammars originated in the late 60s, motivated by considerations about pattern recognition and compiler construction. Since then, the list of areas which have interacted with the

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Recent Trends in Algebraic Development Techniques José Luiz Fiadeiro 2007-06-20 This book constitutes the thoroughly refereed postproceedings of the 18th International Workshop on Algebraic Development Techniques, WADT 2006, held in La Roche en Ardenne, Belgium, June 2006. The 10 revised full papers focus on the algebraic approach to the specification and development of systems and address topics such as formal methods for system development, specification languages and methods, and distributed and mobile systems.

Foundation of Software Science and Computation Structures Jerzy Tiurnyn 2000-03-15

ETAPS2000wasthethirdinstanceoftheEuropeanJointConferencesonTheory and Practice of Software. ETAPS is an annual federated conference that was established in 1998 by combining a number of existing and new conferences. This year it comprisedv e conferences (FOSSACS, FASE, ESOP,CC, TACAS), ve satellite workshops (CBS, CMCS, CoFI, GRATRA, INT), seven invited lectures, a panel discussion, and ten tutorials. The events that comprise ETAPS address various aspects of the system - velopmentprocess,includingspeci cation,design,implementation,analysis,and improvement. The languages, methodologies, and tools which support these - tivities are all well within its scope. Die rent blends of theory and practice are represented, with an inclination towards theory with a practical motivation on one hand and soundly-based practice on the other. Many of the issues involved in software design apply to systems in general, including hardware systems, and the emphasis on software is not intended to be exclusive. ETAPS is a loose confederation in which each event retains its own identity, with a separate program committee and independent proceedings. Its format is open-ended, allowing it to grow and evolve as time goes by. Contributed talks and system demonstrations are in synchronized parallel sessions, with invited lectures in plenary sessions. Two of the invited lectures are reserved for \u- fying" talks on topics of interest to the whole range of ETAPS attendees.

Handbook of Graph Grammars and Computing by Graph Transformation H Ehrig 1999-08-30 Graph grammars originated in the late 60s, motivated by considerations about pattern recognition and compiler construction. Since then, the list of areas which have interacted with the development of graph grammars has grown quite impressively. Besides the aforementioned areas, it includes software specification and development, VLSI layout schemes, database design, modeling of concurrent systems, massively parallel computer architectures, logic programming, computer animation, developmental biology, music composition, visual languages, and many others. The area of graph grammars and graph transformations generalizes formal language theory based on strings and the theory of term rewriting based on trees. As a matter of fact, within the area of graph grammars, graph transformation is considered as a fundamental computation paradigm where computation includes

specification, programming, and implementation. Over the last three decades, graph grammars have developed at a steady pace into a theoretically attractive and important-for-applications research field. Volume 3 of the indispensable Handbook of Graph Grammars and Computing by Graph Transformations presents the research on concurrency, parallelism, and distribution — important paradigms of modern computer science. The topics considered include semantics for concurrent systems, modeling of concurrency, mobile and coordinated systems, algebraic specifications, Petri nets, visual design of distributed systems, and distributed algorithms. The contributions have been written in a tutorial/survey style by the top experts. Contents: Graph Relabelling Systems and Distributed Algorithms (I Litovsky et al.) Actor Grammars and Local Actions (D Janssens) Concurrent Semantics of Algebraic Graph Transformations (P Baldan et al.) Modeling Concurrent, Mobile and Coordinated Systems via Graph Transformations (U Montanari et al.) Distributed Graph Transformation with Application to Visual Design of Distributed Systems (I Fischer et al.) High-Level Replacement Systems Applied to Algebraic Specifications and Petri Nets (H Ehrig et al.) Describing Systems of Processes by Means of High-Level Replacement (H J Schneider) Readership: Students and researchers interested in modern developments in computer science and in particular in three modern paradigms of computer science — concurrency, parallelism, and distribution. Keywords:

Unconventional Programming Paradigms Jean-Pierre Banatre 2005-07-15 Unconventional approaches to programming have long been developed, in various niches and out of curiosity, and they constitute a reservoir of alternative avenues to deal with unknown programming challenges. New paradigms of programming are currently experiencing a renewed period of interest and growth to cope with problems from specific application domains. This book constitutes the thoroughly refereed post-proceedings of the International Workshop on Unconventional Programming Paradigms, UPP 2004, held at Le Mont Saint Michel, France, in September 2004. The 26 revised full papers presented together with an invited paper on quantum computing were carefully reviewed for presentation in the book. The papers are organized in topical sections on chemical computing, amorphous computing, bio-inspired computing, autonomic computing, and generative programming.