

<<图变换>>

图书基本信息

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内容概要

This book constitutes the refereed proceedings of the Third International Conference on Graph Transformations, ICGT 2006, held in Rio Grande do Norte, Brazil in September 2006. The 28 revised full papers presented together with 3 invited lectures were carefully selected from 62 submissions. All current aspects in graph drawing are addressed including graph theory and graph algorithms, theoretic and semantic aspects, modeling, contributions to software engineering and global computing, applications to biology, and tool issues. The papers are organized in topical sections on new graph transformation models, structure manipulation, borrowed contexts and adhesive categories, extensions for distributed and global computing, software engineering methods and tools, model-driven development, efficient implementation, and logics. In addition the volume contains a short description of a tutorial on foundations and applications of graph transformations, and short presentations of the satellite events of ICGT 2006.

书籍目录

Invited Papers Nested Quantification in Graph Transformation Rules Idioms of Logical Modelling New Algorithms and Applications of Cyclic Reference Counting New Graph Transformation Models Sesqui-Pushout Rewriting Automata on Directed Graphs: Edge Versus Vertex Marking Conflict Detection for Graph Transformation with Negative Application Conditions Adaptive Star Grammars Structure Manipulation Narrowing Data-Structures with Pointers Molecular Analysis of Metabolic Pathway with Graph Transformation Matrix Approach to Graph Transformation: Matching and Sequences, String Generating Hypergraph Grammars with Word Order Restrictions Borrowed Contexts and Adhesive Categories Composition and Decomposition of DPO Transformations with Borrowed Context Process Bisimulation Via a Graphical Encoding Toposes Are Adhesive Extensions for Distributed and Global Computing Graph Transactions as Processes Categorical Foundations of Distributed Graph Transformation Dynamic Graph Transformation Systems Autonomous Units and Their Semantics The Sequential Case Software Engineering Methods and Tools Termination Analysis of Model Transformations by Petri Nets Non-functional Analysis of Distributed Systems in Unreliable Environments Using Stochastic Object Based Graph Grammars Temporal Graph Queries to Support Software Evolution On the Use of Alloy to Analyze Graph Transformation Systems Model-Driven Development Efficient Implementation Logics Tutorial and Workshops Author Index

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