

FINAL CALL FOR PAPERS

GRAPH DRAWING 2000

SEPTEMBER 20–23, 2000, COLONIAL WILLIAMSBURG, VIRGINIA, USA

Organizing Committee:

Renee Carabajal, MERL
Joe Marks, MERL
Janet O'Halloran, MERL
Kathy Ryall (chair), Univ. of Virginia

Program Committee:

Therese Biedl, Univ. of Waterloo
Peter Eades, Univ. of Newcastle
Wendy Feng, Tom Sawyer Software
Ashim Garg, SUNY Buffalo
Michael Goodrich, Johns Hopkins
Michael Kaufmann, Univ. of Tübingen
Jan Kratochvil, Charles Univ.
Giuseppe Liotta, Univ. of Perugia
Joe Marks (chair), MERL
Stephen North, AT&T Research
Kathy Ryall, Univ. of Virginia
Kozo Sugiyama, JAIST
Roberto Tamassia, Brown Univ.
Robin Thomas, Georgia Tech.
Dorothea Wagner, Univ. of Konstanz
Stephen Wismath, Univ. of Lethbridge

Contest Committee:

Franz Brandenburg (chair), Univ. of Passau

Important dates:

Submissions due	May 24, 2000
Notification	July 19, 2000
Early registration	July 31, 2000
Camera-ready copy due	Sept. 20, 2000

Contact Information:

Conference URL:
www.cs.virginia.edu/~gd2000/
Conference organization:
gd2000@cs.virginia.edu
Electronic submissions:
sigact.csci.unt.edu/~gd2000/gd2000.html
Hard-copy submissions:
Joe Marks
MERL, 201 Broadway
Cambridge, MA 02139, USA
Phone: 617-621-7534

Location: Colonial Williamsburg offers a peaceful retreat atmosphere. Located on the grounds of the 18th-century Historic Area Visitor Center, the conference is also conveniently located to shopping, restaurants, golf and more, all within walking distance.

Colonial Williamsburg is located 150 miles south of Washington, D.C. on Interstate 64. Richmond International Airport is less than 50 minutes away — rental car and shuttle service is available. Train and bus service are available from Washington, D.C. For more information on Colonial Williamsburg, visit www.history.org/.

Scope: The symposium is a forum for researchers and practitioners working on all aspects of graph visualization and representation. The range of topics considered in graph drawing includes graph algorithms, graph theory, geometry, topology, visual languages, visual perception, information visualization, computer-human interaction, and graphic design.

Much research in graph drawing is motivated by applications to systems for viewing and interacting with graphs. The interaction between theoretical advances and implemented solutions is an important part of the graph-drawing field.

Call for Papers and Demos: Authors are invited to submit papers describing original research of theoretical or practical significance to graph drawing. System demonstrations are also solicited. Descriptions of system demos should include illustrative screen dumps and an explanation of the system's functionality. Regular papers and demo descriptions should be labeled as either long or short; long papers will be assigned 12 pages in the conference proceedings, and short papers 6 pages.

Graph Drawing Contest: Following the tradition of previous conferences, a graph-drawing contest will be held. Details will be posted on the GD 2000 website.

Submissions: Submitted papers and demo descriptions must be received by May 24, 2000. Each submission should include an indication of its type (paper or demo description) and length (regular or short), and contact information for the primary author. Electronic submissions in standard PostScript should be submitted by the process described at: <http://sigact.csci.unt.edu/~gd2000/gd2000.html>
Alternatively, 16 hard copies of the submission can be mailed to the program chair. All submissions received will be acknowledged promptly by e-mail.

Proceedings: Accepted papers will be published in the conference proceedings, which will appear in the Springer-Verlag series *Lecture Notes in Computer Science*. Camera-ready and electronic copies of accepted papers are due at the conference.