



Graph Drawing and Network Visualization 2020, September 16-18, 2020

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Second Call for Papers

GD 2020

28th International Symposium on Graph Drawing and Network Visualization

September 15-18, 2020 Vancouver, Canada https://gd2020.cs.ubc.ca/

CORONAVIRUS UPDATE: GD 2020 will be organized as an online meeting. We plan to keep all the important dates of the conference as announced.

Graph Drawing is concerned with the geometric representation of graphs and constitutes the algorithmic core of Network Visualization. Graph Drawing and Network Visualization are motivated by applications where it is crucial to visually analyze and interact with relational datasets. Examples of such application areas include data science, social sciences, web computing, information systems, biology, geography, business intelligence, information security, and software engineering.

GD has been the main annual event in this area for more than 25 years. Its focus is on combinatorial and algorithmic aspects of graph drawing as well as the design of network visualization systems and interfaces. GD 2020 will take place September 15-18, 2020, at the University of British Columbia in Vancouver, Canada. Researchers and practitioners working on any aspects of graph drawing and network visualization are invited to contribute papers and posters, and to participate in the symposium and the graph drawing contest.

PAPERS

We invite authors to submit papers describing original research of theoretical or practical significance to graph drawing and network visualization. Regular papers must be submitted explicitly to one of two distinct tracks described below. Papers submitted to one track will not compete with papers submitted to the other track.

Track 1: Combinatorial and algorithmic aspects

This track is mainly devoted to fundamental graph drawing advances, such as combinatorial aspects and algorithm design. The range of topics for this track includes (but is not limited to):

- Design and analysis of graph drawing algorithms
Geometric and topological graph theory
Computational topology of graphs on surfaces
Geometric network design and optimization
Geometric computing

Track 2: Experimental, applied, and network visualization aspects

This track is mainly devoted to the practical aspects of graph drawing, such as the development of network visualization systems and interfaces in different application areas. The range of topics for this track includes (but is not limited to):

- Visualization of graphs and networks in real world applications, including big data analysis
Engineering of network visualization algorithms and systems
Experimental results in graph theory and algorithms
Benchmarks and experimental studies of network visualization systems and user interfaces
Cognitive studies on graph drawing readability and user interaction
Interfaces and methods for interacting with graphs

Authors of applied papers will have the opportunity to show a demo of their software/system during the conference.

SHORT PAPERS

In addition to the above two tracks, there will be a separate category for short papers, describing theoretical or applied contributions of shorter length. Papers in this category will be assigned a shorter time for presentation during the conference.

SUBMISSION FORMAT

All submissions must be formatted using the appropriate LaTeX style file, either gd-lncs.cls for long papers or gd-lncs-short.cls for short papers, derived from the one used for the conference series Lecture Notes in Computer Science (LNCS) provided by Springer. The default margins and fonts must not be modified; in particular, the use of packages such as times.sty is not allowed. Submissions that do not comply with this format risk rejection without consideration of their merits. To promote inclusion of more figures in the submitted papers, submission will have a strict number of lines limit and the possibility to have one page more compared to previous years. REGULAR PAPERS HAVE AT MOST 400 lines (excluding references and figures) AND AT MOST 13 PAGES (excluding references). Short papers have at most 200 lines (excluding references and figures) AND at most 7 pages (excluding references). The claims of the paper should be fully substantiated. If this information does not fit within the page limits, the authors should include it in a clearly marked appendix, whose length is not constrained and which the reviewers may read at their own discretion. All submissions will be handled through EasyChair at the web site : https://easychair.org/conferences/?conf=gd2020

POSTERS & CONTEST

Submissions of posters on graph drawing, network visualization, and related areas are solicited. The poster session will provide a forum for the communication of late-breaking research results (which may also appear elsewhere) to the GD community. Authors of posters should prepare an abstract (up to 2 pages in the LNCS style) that must be submitted together with the poster itself. Details about the traditional Graph Drawing Contest held at the conference are provided on the conference web site.

PUBLICATION

All accepted papers (including the two-page poster abstracts) will appear in the conference proceedings, published by Springer in the Lecture Notes in Computer Science (LNCS) series. The LNCS proceedings will be made freely accessible to the GD community upon publication and openly accessible to anyone after four years.

Authors will be required to submit their accepted papers to the arXiv repository, in order to provide immediate and unrestricted open access to them. The self-archived arXiv papers shall consist of the LNCS proceedings version (identical, except for possibly changed references to the appendix resp. the arXiv version) plus an optional clearly marked appendix. Subsequent submissions of revised versions of the paper to the arXiv (known as arXiv "replacements") are allowed. Failure to comply with these guidelines will impede the publication of the paper.

Each paper or poster must be presented at the conference by an author (barring unforeseen circumstances), otherwise the paper will not be included in the proceedings. Should any visa restriction prevent an author from attending the conference and presenting a paper, he/she will be given ways to participate and give the talk via electronic means.

Selected papers from both tracks will be invited for submission to a special issue of the Journal of Graph Algorithms and Applications (JGAA). The authors of two selected papers in Track 2 will be invited to submit a substantially extended version of their work to IEEE Transactions on Visualization and Computer Graphics (TVCG). Furthermore, two regular TVCG papers will be presented by their authors in a TVCG papers session.

IMPORTANT DATES

- Abstract submission deadline : June 3 (23:59 PDT)
Paper submission deadline : June 8 (23:59 PDT)
Notification of paper acceptance : July 20
Poster submission deadline : August 12 (23:59 PDT)
Notification of poster acceptance : August 21
Final versions due : August 26 (23:59 PDT)
Contest submission deadline : September 8 (23:59 PDT)
Contest live challenge : September 15 (09:00 PDT)
Symposium : September 16-18

PROGRAM COMMITTEE

- Daniel Archambault, Swansea University, UK
David Auber (co-chair), University Bordeaux , FR
Benjamin Bach, The University of Edinburgh, UK
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Romain Bourqui, University Bordeaux, FR
Steve Chaplick, University of Maastricht, NL
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Alexandru Telea, Utrecht University, NL
Ioannis Tollis, University of Crete, GR
Csaba Tóth, California State University, Northridge, US
Pavel Valtr (co-chair), Charles University, CZ
Alexander Wolff, Universität Würzburg, DE

INVITED SPEAKERS

- Jeff Erickson, Professor, University of Illinois at Urbana-Champaign
Sheelagh Carpendale, Professor, School of Computing Science Simon Fraser University

ORGANIZING COMMITTEE

- William Evans, Computer Science, University of British Columbia

CONTEST COMMITTEE

- Philipp Kindermann (chair), Universität Passau, DE
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