Special Issue on Selected Papers from the 2nd International Workshop on Algorithms and Computation, WALCOM 2008

Guest Editor's Foreword

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This issue of Journal of Graph Algorithms and Applications includes full journal versions of three papers selected from the papers presented at the 2nd International Workshop on Algorithms and Computation (WALCOM 2008) held in Dhaka, Bangladesh during February 7-8, 2008. WALCOM 2008 was organized jointly by Bangladesh Academy of Sciences (BAS) and Bangladesh University of Engineering and Technology (BUET), and the quality of the workshop was ensured by a Program Committee comprising researchers of international repute from Australia, Bangladesh, Canada, Germany, India, Italy, Japan, Taiwan and UK. Only a few papers among the highly-ranked ones were invited for the special issue based on their merits and relevance to JGAA. The invited papers have gone through the standard refereeing process of JGAA to ensure high publication standards.

The paper *Listing All Plane Graphs* by Yamanaka and Nakano gives a simple elegant algorithm to generate all connected plane graphs with at most m edges. With the help of clever data structures the algorithm produces each "rooted" plane graph in constant time and each "non-rooted" plane graph in $O(m^3)$ time.

The paper *On the Approximability of Comparing Genomes with Duplicates* by Angibaud, Fertin, Rusu, Thévenin and Vialette studies the approximability of calculating the similarity of two given genomes under various settings. The authors show that the approximation problem is APX-hard in most of the cases while they give positive results in some specific settings.

Ito, Paterson and Sugihara in their paper *The Multi-Commodity Source Location Problems and the Price of Greed* introduce an interesting problem which they call multi-commodity source location problem in which r players select p distinct vertices each, obtaining a profit which is equal to the weight of the vertices and edges "covered" by the vertices they selected. They also propose a measure of the behavior of the players, the "price of greed", and obtain tight worst-case bounds.

Many thanks go to the authors for contributing their high-quality papers, to the reviewers for their excellent professional service, and to the Editors of the Journal of Graph Algorithms and Applications for making this special issue possible.