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Parallel Graph Edit Distance

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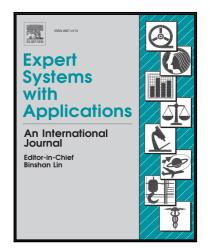
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Highlights

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- Elaborating fast and precise graph edit distance (GED) is of first interest.
- A Parallel GED algorithm with load balancing strategy is proposed.
- The algorithm is based on a branch-and-bound algorithm.
- Seven algorithms are compared on a set of graph datasets.
- Our method has more precise solutions while requiring a low memory usage.

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