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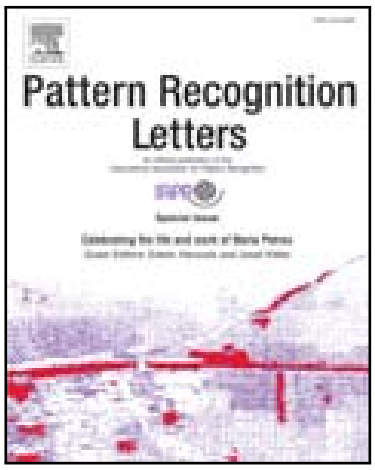

Graph edit distance: moving from global to local structure to solve the graph-matching problem

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Highlights

- Sub-optimal computation of Graph Edit Distance.
- Error-tolerant algorithms: Fast Bipartite and Hausdorff Edit Distance.
- Analysis of 8 different local sub-structures.
- Recognition ratio and runtime comparison.

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