Abstract

Graphs are powerful data structure to represent objects and their concepts. Objects are nothing but nodes and edges describes relation among objects. Number of real world problems is represented by graph. Graph isomorphism is the area of pattern matching and widely used in various applications such as image processing, protein structure, computer and information system, chemical bond structure, Social Networks. This paper surveys both various applications of graph isomorphism and their importance in the society.

References


Index Terms

Computer Science   Information Sciences

Keywords

Graph, Subgraph, Graph Isomorphism, Pattern matching.