Graph Pattern Matching Challenge

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June 4, 2021

1   알고리즘

1.1   Matching Order

참고[1]

1.2   Backtracking

2   실행 환경

References

[1]   한명지. "An Efficient Algorithm for Subgraph Isomorphism using Dynamic Programming on Directed Acyclic Graphs". eng. In: (2018).