1. Record Nr. UNISA996385177903316

Autore	Strutt Thomas
Titolo	The weavers almanack, or, An ephemeris for the year of our Lord God, 1690 [[electronic resource]] : being the second after bissextile, or leap-year : wherein is contained the motion of the planets in degrees and minutes ... calculated for the famous city of London ... but may serve for England, Scotland and Ireland without any great errour / / by Thomas Strutt .
Pubbl/distr/stampa	London, : Printed by Elizabeth Holt for the Company of Stationers, 1690
Descrizione fisica	[48] p. : ill
Soggetti	Almanacs, English Ephemerides Astrology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Imperfect: pages stained with print show-through and loss of print. Reproduction of original in the Bodleian Library.
Sommario/riassunto	eebo-0014

2.	Record Nr.	UNINA9910953397103321
	Autore	Neuhaus Michel
	Titolo	Bridging the gap between graph edit distance and kernel machines / / Michel Neuhaus, Horst Bunke
	Pubbl/distr/stampa	Singapore ; ; Hackensack, NJ, : World Scientific, c2007
	ISBN	9786611919054 9781281919052 1281919055 9789812770202 9812770208
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (244 p.)
	Collana	Series in machine perception and artificial intelligence ; ; v. 68
	Altri autori (Persone)	BunkeHorst <1949->
	Disciplina	003.52 003/.52 006.4
	Soggetti	Pattern recognition systems Matching theory Machine learning Kernel functions Graph theory
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Extended and revised version of the first author's PhD thesis.
	Nota di bibliografia	Includes bibliographical references (p. 221-230) and index.
	Nota di contenuto	Preface; Contents; 1. Introduction; 2. Graph Matching; 2.1 Graph and Subgraph; 2.2 Exact Graph Matching; 2.3 Error-Tolerant Graph Matching; 3. Graph Edit Distance; 3.1 Definition; 3.2 Edit Cost Functions; 3.2.1 Conditions on Edit Costs; 3.2.2 Examples of Edit Costs; 3.3 Exact Algorithm; 3.4 Efficient Approximate Algorithm; 3.4.1 Algorithm; 3.4.2 Experimental Results; 3.5 Quadratic Programming Algorithm; 3.5.1 Algorithm; 3.5.1.1 Quadratic Programming; 3.5.1.2 Fuzzy Edit Path; 3.5.1.3 Quadratic Programming Edit Path Optimization; 3.5.2 Experimental Results; 3.6 Nearest-Neighbor Classification 3.7 An Application: Data-Level Fusion of Graphs 3.7.1 Fusion of Graphs; 3.7.2 Experimental Results; 4. Kernel Machines; 4.1 Learning Theory; 4.1.1 Empirical Risk Minimization; 4.1.2 Structural Risk

Sommario/riassunto

In graph-based structural pattern recognition, the idea is to transform patterns into graphs and perform the analysis and recognition of patterns in the graph domain - commonly referred to as graph matching. A large number of methods for graph matching have been proposed. Graph edit distance, for instance, defines the dissimilarity of two graphs by the amount of distortion that is needed to transform one graph into the other and is considered one of the most flexible methods for error-tolerant graph matching.This book focuses on graph kernel functions that are highly tolerant towards structural