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	Computer graphics
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Nota di contenuto	Image and shape analysis Learning and graph kernels Graph applications Graph matching Large graphs and social networks Minging and clustering Graph edit distance Graphs and information theory.
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full papers and 2 abstracts of invited papers presented in this volume were carefully reviewed and selected from 31 submissions. The papers discuss research results and applications in the intersection of pattern recognition, image analysis, graph theory, and also the application of graphs to pattern recognition problems in other fields like computational topology, graphic recognition systems and bioinformatics.