Graph-Based Methods in Artificial Intelligence and Machine Learning

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Message from the Guest Editors

In recent years, graph structures have become an important research issue and attracted a lot of attention in many domains. There is also an increasing number of applications where data can naturally be represented by well-structured and flexible graph models, mainly due to their ability to encode both topological and semantic information about artefacts. Data can be represented by graphs in many different domains, such as scene graph generation and understanding, object tracking, point cloud classification, proteinomic and genomic data, text classification, relationships for both documents or words, natural language processing, traffic congestion, anomalies in networks, buildings in civil engineering, ontologies in different domains, scene and action in computer game design, and many more.

With these advances, graph structures became a new frontier in artificial intelligence and machine learning research. In many of the abovementioned domains, the adoption of graph neural network (GNN) models has been proven to be particularly effective, but other methods in AI and Ml have also been proven to be successful.

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Special Issue

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Message from the Editor-in-Chief

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