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Seeing Between the Pixels Christine Strothotte 1997-10-10 This practical and informative book highlights the relationship between pictures and linguistic representations of information. The authors define a new classification for pictures that focuses on the tasks users carry out with the help of images on computer screens, and present a model for analyzing and influencing the flow of information. For specialists in computer science, the book bridges the gap between computer graphics and human-computer interaction, while for general readers, it offers a wealth of insights and practical advice on how to use pictures as a medium of communication.
Conference Proceedings. The Future of Education Pixel 2017
Intelligent Technologies and Applications Imran Sarwar Bajwa 2020-05-08 This book constitutes the refereed proceedings of the Second International Conference on Intelligent Technologies and Applications, INTAP 2019, held in Bahawalpur, Pakistan, in November 2019. The 60 revised full papers and 6 revised short papers presented were carefully reviewed and selected from 224 submissions. Additionally, the volume presents 1 invited paper. The papers of this volume are organized in topical sections on AI and health; sentiment analysis; intelligent applications; social media analytics; business intelligence;Natural Language Processing; information extraction; machine learning; smart systems; semantic web; decision support systems; image analysis; automated software engineering.
Computer Vision - ACCV 2014 Workshops C. V. Jawahar 2015-04-11 The three-volume set, consisting of LNCS 9008, 9009, and 9010, contains carefully reviewed and selected papers presented at 15 workshops held in conjunction with the 12th Asian Conference on Computer Vision, ACCV 2014, in Singapore, in November 2014. The 153 full papers presented were selected from numerous submissions. LNCS 9008 contains the papers selected for the Workshop on Human Gait and Action Analysis in the Wild, the Second International Workshop on Big Data in 3D Computer Vision, the Workshop on Deep Learning on Visual Data, the Workshop on Scene Understanding for Autonomous Systems, and the Workshop on Robust Local Descriptors for Computer Vision. LNCS 9009 contains the papers selected for the Workshop on Emerging Topics on Image Restoration and Enhancement, the First International Workshop on Robust Reading, the Second Workshop on User-Centred Computer Vision, the International Workshop on Video Segmentation in Computer Vision, the Workshop: My Car Has Eyes: Intelligent Vehicle with Vision Technology, the Third Workshop on E-Heritage, and the Workshop on Computer Vision for Affective Computing. LNCS 9010 contains the papers selected for the Workshop on Feature and Similarity for Computer Vision, the Third International Workshop on Intelligent Mobile and Egocentric Vision, and the Workshop on Human Identification for Surveillance.
Energy Minimization Methods in Computer Vision and Pattern Recognition Marcello Pelillo 2018-03-23 This volume constitutes the refereed proceedings of the 11th International Conference on Energy Minimization Methods in Computer Vision and Pattern Recognition, EMMCVPR 2017, held in Venice, Italy, in October/November 2017. The 37 revised full papers were carefully reviewed and selected from 51 submissions. The papers are organized in topical sections on Clustering and Quantum Methods; Motion and Tracking; Image Processing and Segmentation; Color, Shading and Reflectance of Light; Propagation and Time-evolution; and Inference, Labeling, and Relaxation.
Proceedings of the Eighth International Conference on Soft Computing and Pattern Recognition (SoCPaR 2016) Ajith Abraham 2017-08-17 This volume presents 70 carefully selected papers from a major joint event: the 8th International Conference on Soft Computing and Pattern Recognition (SoCPaR 2016) and the 8th International Conference on Computational Aspects of Social Networks (CASoN 2016). SoCPaR–CASoN 2016, which was organized by the Machine Intelligence Research Labs (MIR Labs), USA and Vellore Institute of Technology (VIT), India and held at the VIT on December 19–21, 2016. It brings together researchers and practitioners from academia and industry to share their experiences and exchange new ideas on all interdisciplinary areas of soft computing and pattern recognition, as well as intelligent methods applied to social networks. This book is a valuable resource for practicing engineers/scientists and researchers working in the field of soft computing, pattern recognition and social networks.
Handbook of Computer Animation John Vince 2003 Written by specialists in teaching computer animation, this text addresses key international topics of computer animation, such as: mathematics, modelling, rendering, and compositing. Each chapter discusses a particular topic and how it is applied, including state-of-the-art techniques that are used in computer animation. The handbook provides a complete and up-to-date picture of computer animation and will be a valuable reference source for programmers, technical directors and animators in computer animation, computer games and special effects and also undergraduate and postgraduate students. The editor, John Vince, has written and edited over 20 books on computer graphics, computer animation and virtual reality.
Technology in Education. Innovations for Online Teaching and Learning Lap-Kei Lee 2020-12-16 This book constitutes extended papers from the 5th International Conference on Technology in Education, ICTE 2020, held in August 2020. Due to the COVID-19 pandemic the conference was held online. The 30 papers presented in this volume were carefully reviewed and selected from 79 submissions. They are organized in topical sections on instructional technology; learning analysis and assessment; learning environment; open and collaborative learning; technology and education.
Computer Vision - ACCV 2014 Workshops C.V. Jawahar 2015-04-10 The three-volume set, consisting of LNCS 9008, 9009, and 9010, contains carefully reviewed and selected papers presented at 15 workshops held in conjunction with the 12th Asian Conference on Computer Vision, ACCV 2014, in Singapore, in November 2014. The 153 full papers presented were selected from numerous submissions. LNCS 9008 contains the papers selected for the Workshop on Human Gait and Action Analysis in the Wild, the Second International Workshop on Big Data in 3D Computer Vision, the Workshop on Deep Learning on Visual Data, the Workshop on Scene Understanding for Autonomous Systems, and the Workshop on Robust Local Descriptors for Computer Vision. LNCS 9009 contains the papers selected for the Workshop on Emerging Topics on Image Restoration and Enhancement, the First International Workshop on Robust Reading, the Second Workshop on User-Centred Computer Vision, the International Workshop on Video Segmentation in Computer Vision, the Workshop: My Car Has Eyes: Intelligent Vehicle with Vision Technology, the Third Workshop on E-Heritage, and the Workshop on Computer Vision for Affective Computing. LNCS 9010 contains the papers selected for the Workshop on Feature and Similarity for Computer Vision, the Third International Workshop on Intelligent Mobile and Egocentric Vision, and the Workshop on Human Identification for Surveillance.
Designing Teacher Evaluation Systems Thomas Kane 2014-06-03 WHAT IS EFFECTIVE TEACHING? It’s not enough to say “I know it when I see it” – not when we’re expecting so much more from students and teachers than in the past. To help teachers achieve greater success with their students we need new and better ways to identify and develop effective teaching. The Measures of Effective Teaching (MET) project represents a groundbreaking effort to find out what works in the classroom. With funding by the Bill & Melinda Gates Foundation, the MET project brought together leading academics, education groups, and 3,000 teachers to study teaching and learning from every angle. Its reports on

student surveys, observations, and other measures have shaped policy and practice at multiple levels. This book shares the latest lessons from the MET project. With 15 original studies, some of the field's most preeminent experts tap the MET project's unprecedented collection of data to offer new insights on evaluation methods and the current state of teaching in our schools. As feedback and evaluation methods evolve rapidly across the country, Designing Teacher Evaluation Systems is a must read and timely resource for those working on this critical task. PRAISE FOR DESIGNING TEACHER EVALUATION SYSTEMS "This book brings together an all-star team to provide true data-driven, policy-relevant guidance for improving teaching and learning. From student achievement to student perceptions, from teacher knowledge to teacher practices, the authors address key issues surrounding the elements of a comprehensive teacher evaluation and improvement system. Highly recommended for anyone seriously interested in reform." —PETE GOLDSCHMIDT, Assistant Secretary, New Mexico Public Education Department "This book is an invaluable resource for district and state leaders who are looking to develop growth and performance systems that capture the complexity of teaching and provide educators with the feedback needed to develop in their profession." —TOM BOASBERG, Superintendent, Denver Public Schools "A rare example of practical questions driving top quality research and a must read for anyone interested in improving the quality of teaching." —ROBERT C. GRANGER, Former President (Ret.), The William T. Grant Foundation "This will be the 'go to' source in years to come for those involved in rethinking how teachers will be evaluated and how evaluation can and should be used to increase teacher effectiveness. The superb panel of contributors to this book presents work that is incisive, informative, and accessible, providing a real service to the national efforts around teacher evaluation reform." —JOHN H. TYLER, Professor of Education, Brown University

Discovering Wavelets Edward Aboufadel 1999-10-05 An accessible and practical introduction to wavelets With applications in image processing, audio restoration, seismology, and elsewhere, wavelets have been the subject of growing excitement and interest over the past several years. Unfortunately, most books on wavelets are accessible primarily to research mathematicians. Discovering Wavelets presents basic and advanced concepts of wavelets in a way that is accessible to anyone with only a fundamental knowledge of linear algebra. The basic concepts of wavelet theory are introduced in the context of an explanation of how the FBI uses wavelets to compress fingerprint images. Wavelet theory is further developed in the setting of function spaces. The book then moves on to present more advanced topics such as filters, multiresolution analysis, Daubechies' wavelets, and further applications. The book concludes with a series of projects and problems that introduce advanced topics and offer starting points for research. Sample projects that demonstrate real wavelet applications include image compression, a wavelet-based search engine, processing with Daubechies' wavelets, and more. Among the special features of Discovering Wavelets are: * Real-life, hands-on examples that involve actual wavelet applications * A companion Web site containing Pixel Images software and Maple files to be used with the projects in the book * Challenging problems that reinforce and expand on the ideas being developed * An appendix containing the linear algebra needed to understand wavelets as presented in the book

Advanced Informatics for Computing Research Ashish Kumar Luhach 2021-06-19 This two-volume set (CCIS 1393 and CCIS 1394) constitutes selected and revised papers of the 4th International Conference on Advanced Informatics for Computing Research, ICAICR 2020, held in Gurugram, India, in December 2020. The 34 revised full papers and 51 short papers presented were carefully reviewed and selected from 306 submissions. The papers are organized in topical sections on computing methodologies; hardware; networks; security and privacy.

Handbook of Visual Optics, Two-Volume Set Pablo Artal 2017-06-27 Handbook of Visual Optics offers an authoritative overview of encyclopedic knowledge in the field of physiological optics. It builds from fundamental concepts to the science and technology of instruments and practical procedures of vision correction, integrating expert knowledge from physics, medicine, biology, psychology, and engineering. The chapters comprehensively cover all aspects of modern study and practice, from optical principles and optics of the eye and retina to novel ophthalmic tools for imaging and visual testing, devices and techniques for visual correction, and the relationship between ocular optics and visual perception.

Efficient Algorithms for Global Optimization Methods in Computer Vision Andrés Bruhn 2014-04-01 This book constitutes the thoroughly refereed post-conference proceedings of the International Dagstuhl-Seminar on Efficient Algorithms for Global Optimization Methods in Computer Vision, held in Dagstuhl Castle, Germany, in November 2011. The 8 revised full papers presented were carefully reviewed and selected by 12 lectures given at the seminar. The seminar focused on the entire algorithmic development pipeline for global optimization problems in computer vision: modelling, mathematical analysis, numerical solvers and parallelization. In particular, the goal of the seminar was to bring together researchers from all four fields to analyze and discuss the connections between the different stages of the algorithmic design pipeline.

Image Processing for Computer Graphics Jonas Gomes 1997 Image processing is a central theme in computer graphics. This book provides a modern introduction to both the underlying mathematics and the main concepts and techniques of the subject. It covers important modern techniques such as morphing and warping images as well as dithering, compositing, and other operations on images.

Computer Vision - ACCV 2014 Workshops C.V. Jawahar 2015-04-11 The three-volume set, consisting of LNCS 9008, 9009, and 9010, contains carefully reviewed and selected papers presented at 15 workshops held in conjunction with the 12th Asian Conference on Computer Vision, ACCV 2014, in Singapore, in November 2014. The 153 full papers presented were selected from numerous submissions. LNCS 9008 contains the papers selected for the Workshop on Human Gait and Action Analysis in the Wild, the Second International Workshop on Big Data in 3D Computer Vision, the Workshop on Deep Learning on Visual Data, the Workshop on Scene Understanding for Autonomous Systems and the Workshop on Robust Local Descriptors for Computer Vision. LNCS 9009 contains the papers selected for the Workshop on Emerging Topics on Image Restoration and Enhancement, the First International Workshop on Robust Reading, the Second Workshop on User-Centred Computer Vision, the International Workshop on Video Segmentation in Computer Vision, the Workshop: My Car Has Eyes: Intelligent Vehicle with Vision Technology, the Third Workshop on E-Heritage and the Workshop on Computer Vision for Affective Computing. LNCS 9010 contains the papers selected for the Workshop on Feature and Similarity for Computer Vision, the Third International Workshop on Intelligent Mobile and Egocentric Vision and the Workshop on Human Identification for Surveillance.

Computational Science and Its Applications - ICCSA 2014 Beniamino Murgante 2014-07-01 The six-volume set LNCS 8579-8584 constitutes the refereed proceedings of the 14th International Conference on Computational Science and Its Applications, ICCSA 2014, held in Guimarães, Portugal, in June/July 2014. The 347 revised papers presented in 30 workshops and a special track were carefully reviewed and selected from 1167. The 289 papers presented in the workshops cover various areas in computational science ranging from computational science technologies to specific areas of computational science such as computational geometry and security.

The Pattern Book Clifford A. Pickover 1995 Although the patterns are computer-generated, the book is informal and emphasis is on the fun that the true pattern lover finds in doing rather than in reading about the doing.

Geo-Spatial Knowledge and Intelligence Hanning Yuan 2017-03-02 The two volume proceedings of CCIS 698 and 699 constitutes revised selected papers from the 4th International Conference on Geo-Informatics in Resource Management and Sustainable Ecosystem, GRMSE 2016, held in Hong Kong, China, in November 2016. The total of 118 papers presented in these proceedings were carefully reviewed and selected from 311 submissions. The contributions were organized in topical sections named: smart city in resource management and sustainable ecosystem; spatial data acquisition through RS and GIS in resource management and sustainable ecosystem; ecological and environmental data processing and management; advanced geospatial model and analysis for understanding ecological and environmental processes; applications of geo-informatics in resource management and sustainable ecosystem.

Languages and Compilers for Parallel Computing James Brodman 2015-04-30 This book constitutes the thoroughly refereed post-conference proceedings of the 27th International Workshop on Languages and Compilers for Parallel Computing, LCPC 2014, held in Hillsboro, OR, USA, in September 2014. The 25 revised full papers were carefully reviewed and selected from 39 submissions. The papers are

organized in topical sections on accelerator programming; algorithms for parallelism; compilers; debugging; vectorization.
Chaos & Complexity Brian Howard Kaye 1993
The Pixel Eye Paul Levinson 2003-08-02 NYPD forensic detective Dr. Phil D'Amato's latest futuristic adventure pits personal loyalties against public responsibilities, safety against freedom, and the right to know against animal rights, all against a backdrop of a post 9/11 New York City.
Educating for the 21st Century Suzanne Choo 2016-10-20 All over the world, governments, policymakers, and educators are advocating the need to educate students for the 21st first century. This book provides insights into what this means and the ways 21st century education is theorized and implemented in practice. The first part, “Perspectives: Mapping our futures-in-the-making,” uncovers the contradictions, tensions and processes that shape 21st century education discourses. The second part, “Policies: Constructing the future through policymaking,” discusses how 21st century education is translated into policies and the resulting tensions that emerge from top-down, state sanctioned policies and bottom-up initiatives. The third part, “Practices: Enacting the Future in Local Contexts,” discusses on-the-ground initiatives that schools in various countries around the world enact to educate their students for the 21st century. This volume includes contributions from leading scholars in the field as well as educators from schools and those working with schools.
Syllabus Lynda Barry 2021-04-16 Writing exercises and creativity advice from Barry's pioneering, life-changing workshop The award-winning author Lynda Barry is the creative force behind the genre-defying and bestselling work What It Is. She believes that anyone can be a writer and has set out to prove it. For the past decade, Barry has run a highly popular writing workshop for nonwriters called Writing the Unthinkable, which was featured in The New York Times Magazine. Syllabus: Notes from an Accidental Professor is the first book to make her innovative lesson plans and writing exercises available to the public for home or classroom use. Barry teaches a method of writing that focuses on the relationship between the hand, the brain, and spontaneous images, both written and visual. It has been embraced by people across North America—prison inmates, postal workers, university students, high-school teachers, and hairdressers—for opening pathways to creativity. Syllabus takes the course plan for Barry’s workshop and runs wild with it in her densely detailed signature style. Collaged texts, ballpoint-pen doodles, and watercolor washes adorn Syllabus’s yellow lined pages, which offer advice on finding a creative voice and using memories to inspire the writing process. Throughout it all, Barry’s voice (as an author and as a teacher-mentor) rings clear, inspiring, and honest.
Pattern Recognition with Neural Networks in C++ Abhijit S. Pandya 1995-10-17 The addition of artificial neural network computing to traditional pattern recognition has given rise to a new, different, and more powerful methodology that is presented in this interesting book. This is a practical guide to the application of artificial neural networks. Geared toward the practitioner, Pattern Recognition with Neural Networks in C++ covers pattern classification and neural network approaches within the same framework. Through the book's presentation of underlying theory and numerous practical examples, readers gain an understanding that will allow them to make judicious design choices rendering neural application predictable and effective. The book provides an intuitive explanation of each method for each network paradigm. This discussion is supported by a rigorous mathematical approach where necessary. C++ has emerged as a rich and descriptive means by which concepts, models, or algorithms can be precisely described. For many of the neural network models discussed, C++ programs are presented for the actual implementation. Pictorial diagrams and in-depth discussions explain each topic. Necessary derivative steps for the mathematical models are included so that readers can incorporate new ideas into their programs as the field advances with new developments. For each approach, the authors clearly state the known theoretical results, the known tendencies of the approach, and their recommendations for getting the best results from the method. The material covered in the book is accessible to working engineers with little or no explicit background in neural networks. However, the material is presented in sufficient depth so that those with prior knowledge will find this book beneficial. Pattern Recognition with Neural Networks in C++ is also suitable for courses in neural networks at an advanced undergraduate or graduate level. This book is valuable for academic as well as practical research.
Pattern Recognition and Computer Vision Jian-Huang Lai 2018-11-02 The four-volume set LNCS 11056, 110257, 11258, and 11073 constitutes the refereed proceedings of the First Chinese Conference on Pattern Recognition and Computer Vision, PRCV 2018, held in Guangzhou, China, in November 2018. The 179 revised full papers presented were carefully reviewed and selected from 399 submissions. The papers have been organized in the following topical sections: Part I: Biometrics, Computer Vision Application. Part II: Deep Learning. Part III: Document Analysis, Face Recognition and Analysis, Feature Extraction and Selection, Machine Learning. Part IV: Object Detection and Tracking, Performance Evaluation and Database, Remote Sensing.
Advances in Neural Networks – ISNN 2014 Zhigang Zeng 2014-11-28 The volume LNCS 8866 constitutes the refereed proceedings of the 11th International Symposium on Neural Networks, ISNN 2014, held in Hong Kong and Macao, China on November/ December 2014. The 71 revised full papers presented were carefully reviewed and selected from 119 submissions. These papers cover all major topics of the theoretical research, empirical study and applications of neural networks research as follows. The focus is on following topics such as analysis, modeling, and applications.
SuperFractals Michael F. Barnsley 2006-09-07 SuperFractals, first published in 2006, describes mathematics and algorithms for the first time in book form, with breathtaking colour pictures.
Pattern Recognition Shivakumara Palaiahnakote 2020-02-22 This two-volume set constitutes the proceedings of the 5th Asian Conference on ACPR 2019, held in Auckland, New Zealand, in November 2019. The 9 full papers presented in this volume were carefully reviewed and selected from 14 submissions. They cover topics such as: classification; action and video and motion; object detection and anomaly detection; segmentation, grouping and shape; face and body and biometrics; adversarial learning and networks; computational photography; learning theory and optimization; applications, medical and robotics; computer vision and robot vision; pattern recognition and machine learning; multi-media and signal processing; and interaction.
Pattern Recognition Tieniu Tan 2016-10-21 The two-volume set CCIS 662 and CCIS 663 constitutes the refereed proceedings of the 7th Chinese Conference on Pattern Recognition, CCPR 2016, held in Chengdu, China, in November 2016.The 121 revised papers presented in two volumes were carefully reviewed and selected from 199 submissions. The papers are organized in topical sections on robotics; computer vision; basic theory of pattern recognition; image and video processing; speech and language; emotion recognition.
Creativity, Inc. Ed Catmull 2014-04-08 From a co-founder of Pixar Animation Studios—the Academy Award–winning studio behind Coco, Inside Out, and Toy Story—comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. NEW YORK TIMES BESTSELLER | NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Huffington Post • Financial Times • Success • Inc. • Library Journal Creativity, Inc. is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation—into the meetings, postmortems, and “Braintrust” sessions where some of the most successful films in history are made. It is, at heart, a book about creativity—but it is also, as Pixar co-founder and president Ed Catmull writes, “an expression of the ideas that I believe make the best in us possible.” For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the Toy Story trilogy, Monsters, Inc., Finding Nemo, The Incredibles, Up, WALL-E, and Inside Out, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, Toy Story was released, changing animation forever. The essential ingredient in that movie’s success—and in the thirteen movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and management philosophies that protect the creative process and defy convention, such as: • Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better. • If you don’t strive to uncover what is unseen and understand its nature, you will be ill prepared to lead. • It’s not the

manager’s job to prevent risks. It’s the manager’s job to make it safe for others to take them. • The cost of preventing errors is often far greater than the cost of fixing them. • A company’s communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody.

Earthquake and Volcano Deformation Paul Segall 2010-01-04 Earthquake and Volcano Deformation is the first textbook to present the mechanical models of earthquake and volcanic processes, emphasizing earth-surface deformations that can be compared with observations from Global Positioning System (GPS) receivers, Interferometric Radar (InSAR), and borehole strain- and tiltmeters. Paul Segall provides the physical and mathematical fundamentals for the models used to interpret deformation measurements near active faults and volcanic centers. Segall highlights analytical methods of continuum mechanics applied to problems of active crustal deformation. Topics include elastic dislocation theory in homogeneous and layered half-spaces, crack models of faults and planar intrusions, elastic fields due to pressurized spherical and ellipsoidal magma chambers, time-dependent deformation resulting from faulting in an elastic layer overlying a viscoelastic half-space and related earthquake cycle models, poroelastic effects due to faulting and magma chamber inflation in a fluid-saturated crust, and the effects of gravity on deformation. He also explains changes in the gravitational field due to faulting and magmatic intrusion, effects of irregular surface topography and earth curvature, and modern concepts in rate- and state-dependent fault friction. This textbook presents sample calculations and compares model predictions against field data from seismic and volcanic settings from around the world. Earthquake and Volcano Deformation requires working knowledge of stress and strain, and advanced calculus. It is appropriate for advanced undergraduates and graduate students in geophysics, geology, and engineering. Professors: A supplementary Instructor's Manual is available for this book. It is restricted to teachers using the text in courses. For information on how to obtain a copy, refer to: http://press.princeton.edu/class_use/solutions.html

1001 Math Problems LearningExpress LLC 2013 1001 math problems will teach you how to: master core concepts to prepare for important exams, learn math rules and how to apply them to problems, learn math skills you can apply when solving problems at all levels, and overcome math anxiety through skills reinforcement and focused practice.

Neural Information Processing Chu Kiong Loo 2014-10-21 The three volume set LNCS 8834, LNCS 8835, and LNCS 8836 constitutes the proceedings of the 20th International Conference on Neural Information Processing, ICONIP 2014, held in Kuching, Malaysia, in November 2014. The 231 full papers presented were carefully reviewed and selected from 375 submissions. The selected papers cover major topics of theoretical research, empirical study, and applications of neural information processing research. The 3 volumes represent topical sections containing articles on cognitive science, neural networks and learning systems, theory and design, applications, kernel and statistical methods, evolutionary computation and hybrid intelligent systems, signal and image processing, and special sessions intelligent systems for supporting decision, making processes, theories and applications, cognitive robotics, and learning systems for social network and web mining.

Advanced Machine Learning Technologies and Applications Aboul Ella Hassanien 2014-11-04 This book constitutes the refereed proceedings of the Second International Conference on Advanced Machine Learning Technologies and Applications, AMLTA 2014, held in Cairo, Egypt, in November 2014. The 49 full papers presented were carefully reviewed and selected from 101 initial submissions. The papers are organized in topical sections on machine learning in Arabic text recognition and assistive technology; recommendation systems for cloud services; machine learning in watermarking/authentication and virtual machines; features extraction and classification; rough/fuzzy sets and applications; fuzzy multi-criteria decision making; Web-based application and case-based reasoning construction; social networks and big data sets.

Image Structure Luc Florack 1997-09-30 Despite the fact that images constitute the main objects in computer vision and image analysis, there is remarkably little concern about their actual definition. In this book a complete account of image structure is proposed in terms of rigorously defined machine concepts, using basic tools from algebra, analysis, and differential geometry. Machine technicalities such as discretisation and quantisation details are de-emphasised, and robustness with respect to noise is manifest. From the foreword by Jan Koenderink: `It is my hope that the book will find a wide audience, including physicists - who still are largely unaware of the general importance and power of scale space theory, mathematicians - who will find in it a principled and formally tight exposition of a topic awaiting further development, and computer scientists - who will find here a unified and conceptually well founded framework for many apparently unrelated and largely historically motivated methods they already know and love. The book is suited for self-study and graduate courses, the carefully formulated exercises are designed to get to grips with the subject matter and prepare the reader for original research.'

Graphics Interface 2014 Paul G. Kry 2020-11-26 This book is the proceedings of the 40th annual Graphics Interface conference-the oldest continuously scheduled conference in the field. The book includes high-quality papers on recent advances in interactive systems, human computer interaction, and graphics from around the world. It covers the following topics: shading and rendering, geometric modeling and meshing, image-based rendering, image synthesis and realism, computer animation, real-time rendering, non-photorealistic rendering, interaction techniques, human interface devices, augmented reality, data and information visualization, mobile computing, haptic and tangible interfaces, and perception.

Image and Video Technology Reinhard Klette 2014-01-31 This book constitutes the thoroughly refereed post-conference proceedings of the 6th Pacific Rim Symposium on Image and Video Technology, PSIVT 2013, held in Guanajuato, México in October/November 2013. The total of 43 revised papers was carefully reviewed and selected from 90 submissions. The papers are organized in topical sections on image/video processing and analysis, image/video retrieval and scene understanding, applications of image and video technology, biomedical image processing and analysis, biometrics and image forensics, computational photography and arts, computer and robot vision, pattern recognition and video surveillance.

Fractal Geometry in Digital Imaging Martin J. Turner 1998-06-23 This book is concerned with the theory and application of fractal geometry in digital imaging. Throughout the book, a series of new approaches to defining fractals are illustrated, such as the analysis of the fractal power spectrum and the use of fractional differentials. Several new algorithms and applications are also discussed and applied to real life images. Fractal Geometry in Digital imaging will appeal to postgraduates, researchers and practitioners in image processing, mathematics and computing, information technology and engineering.

3D Computer Graphics Sam Buss 2003-05-19 Table of contents