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**Brain-Inspired Computing** Lucio Grandinetti 2014-10-16 This book constitutes the thoroughly refereed conference proceedings of the International Workshop on Brain-inspired Computing, BrainComp 2013, held in Cetraro, Italy, in July 2013. The 16 revised full papers were carefully reviewed and selected from numerous submissions and cover topics such as brain structure and function as a neuroscience perspective, computational models and brain-inspired computing, HPC and visualization for human brain simulations.

**Breast Imaging** Hiroshi Fujita 2014-06-23 This book constitutes the refereed proceedings of the 12th International Workshop on Breast Imaging, IWDM 2014, held in Gifu City, Japan, in June/July 2014. The 24 revised full papers and 73 revised poster papers presented together with 6 invited talks were carefully reviewed and selected from 122 submissions. The papers are organized in topical sections on screening outcomes, ultrasound, breast density, imaging physics, CAD, tomosynthesis and ICT and image processing.

**High-Speed 3D Imaging with Digital Fringe Projection Techniques** Song Zhang 2018-09-03 Digital fringe projection (DFP) techniques are used for non-contact shape measurement of 3D images. In the rapidly expanding field of 3D high-speed imaging, the demand for DFP continues to grow due to the technology's fast speed, flexibility, low cost, and high accuracy. High-Speed 3D Imaging with Digital Fringe Projection Techniques discusses the generation of digital fringe with digital video projection devices, covering a variety of core technical aspects. The book begins by establishing the theoretical foundations of fringe pattern analysis, reviewing various 3D imaging techniques while highlighting the advantages of DFP. The author then: Describes the differences between digital light processing (DLP), liquid crystal display (LCD), and liquid crystal on silicon (LCoS) Explains how to unwrap phase maps temporally and spatially Shows how to generate fringe patterns with video projectors Demonstrates how to convert phase to coordinates through system calibrations Provides a detailed example of a built-from-scratch 3D imaging system Incorporating valuable insights gained during the author's 15+ years of 3D imaging research, High-Speed 3D Imaging with Digital Fringe Projection Techniques illuminates the pathway to advancement in high-speed 3D optical imaging using DFP.

**Machine Learning Algorithms for Signal and Image Processing** Suman Lata Tripathi 2022-12-01 Enables readers to understand the fundamental concepts of machine and deep learning techniques with interactive, real-life applications within signal and image processing Machine Learning Algorithms for Signal and Image Processing aids the reader in designing and developing real-world applications using advances in machine learning to aid and enhance speech signal processing, image processing, computer vision, biomedical signal processing, adaptive filtering, and text processing. It includes signal processing techniques applied for pre-processing, feature extraction, source separation, or data decompositions to achieve machine learning tasks. Written by well-qualified authors and contributed to by a team of experts within the field, the work covers a wide range of important topics, such as: Speech recognition, image reconstruction, object classification and detection, and text processing Healthcare monitoring, biomedical systems, and green energy How various machine and deep learning techniques can improve accuracy, precision rate recall rate, and processing time Real applications and examples, including smart sign language recognition, fake news detection in social media, structural damage prediction, and epileptic seizure detection Professionals within the field of signal and image processing seeking to adapt their work further will find immense value in this easy-to-understand yet extremely comprehensive reference work. It is also a worthy resource for students and researchers in related fields who are looking to thoroughly understand the historical and recent developments that have been made in the field.

**E-Business and Telecommunications** Mohammad S. Obaidat 2014-09-11 This book constitutes the refereed proceedings of the 9th International Joint Conference on E-Business and Telecommunications, ICETE 2012, held in Rome, Italy, in July 2012. ICETE is a joint international conference integrating four major areas of knowledge that are divided into six corresponding conferences: International Conference on Data Communication Networking, DCNET; International Conference on E-Business, ICE-B; International Conference on Optical Communication Systems, OPTICS; International Conference on Security and Cryptography, SECRIPT; International Conference on Wireless Information Systems, WINSYS; and International Conference on Signal Processing and Multimedia, SIGMAP. The 18 full papers presented were carefully reviewed and selected from 403 submissions. They cover a wide range of topics in the key areas of e-business and telecommunications. **Security Breaches and Threat Prevention in the Internet of Things** Jeyanthi, N. 2017-02-01 As the applications of the Internet of Things continue to progress, so do the security concerns for this technology. The study of threat prevention in the Internet of Things is necessary, as security breaches in this field can ruin industries and lives. Security Breaches and Threat Prevention in the Internet of Things provides a comprehensive examination of the latest strategies and methods for tracking and blocking threats within industries that work heavily with this technology. Featuring chapters on emerging topics such as security threats in autonomous vehicles, digital forensics, secure communications, and image encryption, this critical reference source is a valuable tool for all academicians, graduate students, practitioners, professionals, and researchers who are interested in expanding their knowledge of security practices pertaining to the Internet of Things.

**Mathematical Methods for Curves and Surfaces** Michael Floater 2014-02-03 This volume constitutes the thoroughly refereed post-conference proceedings of the 8th International Conference on Mathematical Methods for Curves and Surfaces, MMCS 2012, held in Oslo, Norway, in June/July 2012. The 28 revised full papers presented were carefully reviewed and selected from 135 submissions. The topics range from mathematical analysis of various methods to practical implementation on modern graphics processing units. The papers reflect the newest developments in these fields and also point to the latest literature.

**Artificial Intelligence and Signal Processing** Ali Movaghar 2014-09-25 This book constitutes the refereed proceedings of the International Symposium, on Artificial Intelligence and Signal Processing, AISP 2013, held in Tehran, Iran, in December 2013. The 35 full papers presented were carefully reviewed and selected from 106 submissions. They are organized in topical sections such as image processing, machine vision, medical image processing, signal processing, speech processing, natural language processing, systems and AI applications, robotics.

**Flash Boys: A Wall Street Revolt** Michael Lewis 2014-03-31 Argues that post-crisis Wall Street continues to be controlled by large banks and explains how a small, diverse group of Wall Street men have banded together to reform the financial markets.

**Applications of Evolutionary Computation** Anna I. Esparcia-Alcázar 2014-11-28 This book constitutes the thoroughly refereed post-conference proceedings of the International Conference on the Applications of Evolutionary Computation, EvoApplications 2014, held in Granada, Spain, in April 2014, colocated with the Evo\* 2014 events EuroGP, EvoCOP, and EvoMUSART. The 79 revised full papers presented were carefully reviewed and selected from 128 submissions.

EvoApplications 2014 consisted of the following 13 tracks: EvoCOMNET (nature-inspired techniques for telecommunication networks and other parallel and distributed systems), EvoCOMPLEX (evolutionary algorithms and complex systems), EvoENERGY (evolutionary computation in energy applications), EvoFIN (evolutionary and natural computation in finance and

economics), EvoGAMES (bio-inspired algorithms in games), EvoIASP (evolutionary computation in image analysis, signal processing, and pattern recognition), EvoINDUSTRY (nature-inspired techniques in industrial settings), EvoNUM (bio-inspired algorithms for continuous parameter optimization), EvoPAR (parallel implementation of evolutionary algorithms), EvoRISK (computational intelligence for risk management, security and defence applications), EvoROBOT (evolutionary computation in robotics), EvoSTOC (evolutionary algorithms in stochastic and dynamic environments), and EvoBio (EC and related techniques in bioinformatics and computational biology).

**Neural Information Processing** Long Cheng 2018-12-03 The seven-volume set of LNCS 11301-11307 constitutes the proceedings of the 25th International Conference on Neural Information Processing, ICONIP 2018, held in Siem Reap, Cambodia, in December 2018. The 401 full papers presented were carefully reviewed and selected from 575 submissions. The papers address the emerging topics of theoretical research, empirical studies, and applications of neural information processing techniques across different domains. The 6th volume, LNCS 11306, is organized in topical sections on time-series analysis; social systems; and image and signal processing.

**Cryptography: Breakthroughs in Research and Practice** Management Association, Information Resources 2019-12-06 Advances in technology have provided numerous innovations that make people's daily lives easier and more convenient. However, as technology becomes more ubiquitous, corresponding risks also increase. The field of cryptography has become a solution to this ever-increasing problem. Applying strategic algorithms to cryptic issues can help save time and energy in solving the expanding problems within this field. Cryptography: Breakthroughs in Research and Practice examines novel designs and recent developments in cryptographic security control procedures to improve the efficiency of existing security mechanisms that can help in securing sensors, devices, networks, communication, and data. Highlighting a range of topics such as cyber security, threat detection, and encryption, this publication is an ideal reference source for academicians, graduate students, engineers, IT specialists, software engineers, security analysts, industry professionals, and researchers interested in expanding their knowledge of current trends and techniques within the cryptology field.

**Pattern Recognition** Thomas Brox 2019-02-15 This book constitutes the refereed proceedings of the 40th German Conference on Pattern Recognition, GCPR 2018, held in Stuttgart, Germany, in October 2018. The 48 revised full papers presented were carefully reviewed and selected from 118 submissions. The German Conference on Pattern Recognition is the annual symposium of the German Association for Pattern Recognition (DAGM). It is the national venue for recent advances in image processing, pattern recognition, and computer vision and it follows the long tradition of the DAGM conference series, which has been renamed to GCPR in 2013 to reflect its increasing internationalization. In 2018 in Stuttgart, the conference series celebrated its 40th anniversary.

**Simulation Modeling and Analysis** Averill M. Law 2007 Since the publication of the first edition in 1982, the goal of Simulation Modeling and Analysis has always been to provide a comprehensive, state-of-the-art, and technically correct treatment of all important aspects of a simulation study. The book strives to make this material understandable by the use of intuition and numerous figures, examples, and problems. It is equally well suited for use in university courses, simulation practice, and self study. The book is widely regarded as the "bible" of simulation and now has more than 100,000 copies in print. The book can serve as the primary text for a variety of courses; for example: \*A first course in simulation at the junior, senior, or beginning-graduate-student level in engineering, manufacturing, business, or computer science (Chaps. 1 through 4, and parts of Chaps. 5 through 9). At the end of such a course, the students will be prepared to carry out complete and effective simulation studies, and to take advanced simulation courses. \*A second course in simulation for graduate students in any of the above disciplines (most of Chaps. 5 through 12). After completing this course, the student should be familiar with the more advanced methodological issues involved in a simulation study, and should be prepared to understand and conduct simulation research. \*An introduction to simulation as part of a general course in operations research or management science (part of Chaps. 1, 3, 5, 6, and 9).

**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.

**Interpretable Machine Learning** Christoph Molnar 2020 This book is about making machine learning models and their decisions interpretable. After exploring the concepts of interpretability, you will learn about simple, interpretable models such as decision trees, decision rules and linear regression. Later chapters focus on general model-agnostic methods for interpreting black box models like feature importance and accumulated local effects and explaining individual predictions with Shapley values and LIME. All interpretation methods are explained in depth and discussed critically. How do they work under the hood? What are their strengths and weaknesses? How can their outputs be interpreted? This book will enable you to select and correctly apply the interpretation method that is most suitable for your machine learning project.

**Graphics Recognition. Current Trends and Challenges** Bart Lamiroy 2014-09-18 This book constitutes the thoroughly refereed post-conference proceedings of the 10th International Workshop on Graphics Recognition, GREC 2013, held in Bethlehem, PA, USA, in August 2013. The 20 revised full papers presented were carefully reviewed and selected from 32 initial submissions. Graphics recognition is a subfield of document image analysis that deals with graphical entities in engineering drawings, sketches, maps, architectural plans, musical scores, mathematical notation, tables, and diagrams. Accordingly the conference papers are organized in 5 topical sessions on symbol spotting and retrieval, graphics recognition in context, structural and perceptual based approaches, low level processing, and performance evaluation and ground truthing.

**Digital-Forensics and Watermarking** Yun-Qing Shi 2015-06-24 This book constitutes the thoroughly refereed post-conference proceedings of the 13th International Workshop on Digital-Forensics and Watermarking, IWDW 2014, held in Taipei, Taiwan, during October 2014. The 32 full and 14 poster papers, presented together with 1 keynote speech, were carefully reviewed and selected from 79 submissions. The papers are organized in topical sections on forensics; watermarking; reversible data hiding; visual cryptography; and steganography and steganalysis.

**Historia Ludens** Alexander von Lünen 2019-09-20 This book aims to further a debate about aspects of "playing" and "gaming" in connection with history. Reaching out to academics, professionals and students alike, it pursues a dedicated interdisciplinary approach. Rather than only focusing on how professionals could learn from academics in history, the book also ponders the question of what academics can learn from gaming and playing for their own practice, such as gamification for teaching, or using "play" as a paradigm for novel approaches into historical scholarship. "Playing" and "gaming" are thus understood as a broad cultural phenomenon that cross-pollinates the theory and practice of history and gaming alike.

**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.

**Formal Power Series and Algebraic Combinatorics** Daniel Krob 2013-03-09 This book contains the extended abstracts presented at the 12th International Conference on Power Series and Algebraic Combinatorics (FPSAC '00) that took place at Moscow State University, June 26-30, 2000. These proceedings cover the most recent trends in algebraic and bijective combinatorics, including classical combinatorics, combinatorial computer algebra, combinatorial identities, combinatorics of classical groups, Lie algebra and quantum groups, enumeration, symmetric functions, young tableaux etc...

**Mathematics for Machine Learning** Marc Peter Deisenroth 2020-04-23 The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

**Sensing the Past** Nicola Masini 2017-04-06 This book provides a complete overview of novel and state of art sensing technologies and geotechnologies relevant to support management and conservation of CH sites, monuments and works of art. The book is organized in an introduction stating the motivations and presenting the overall content of the volume and four parts. The first part focuses on remote sensing and geophysics for the study of human past and cultural heritage at site scale and as element of the surrounding territory. The second part presents an overview of non invasive technologies for investigating monuments and works of art. The third part presents the new opportunities of ICT for an improved and safe cultural heritage fruition, from the virtual and augmented reality of historical context to artifact tracking. Finally, the forth part presents a significant worldwide set of success cases of the exploitation of the integration of geotechnologies in archeology and architectural heritage management. This book is of interest to researchers, experts of heritage science, archaeologists, students, conservators and other professionals of cultural heritage.

**Essential Principles of Image Sensors** Takao Kuroda 2017-12-19 Providing a succinct introduction to the systemization, noise sources, and signal processes of image sensor technology, Essential Principles of Image Sensors discusses image information and its four factors: space, light intensity, wavelength, and time. Featuring clarifying and insightful illustrations, this must-have text: Explains how image sensors convert optical image information into image signals Treats space, wavelength, and time as digitized built-in coordinate points in image sensors and systems Details the operational principles, pixel technology, and evolution of CCD, MOS, and CMOS sensors with updated technology Describes sampling theory, presenting unique figures demonstrating the importance of phase Explores causes for the decline of image information quality In a straightforward manner suitable for beginners and experts alike, Essential Principles of Image Sensors covers key topics related to digital imaging including semiconductor physics, component elements necessary for image sensors, silicon as a sensitive material, noises in sensors, and more.

**Conference proceedings. New perspectives in science education** Pixel 2014

**Bridging Between Cultural Heritage Institutions** Tiziana Catarci 2014-01-22 This book constitutes the thoroughly refereed proceedings of the 9th Italian Research Conference on Digital Libraries, held in Rome, Italy, in January/February 2013. The 18 full papers presented together with an invited paper and a panel paper were selected from extended versions of the presentations given at the conference. The papers then went through an additional round of reviewing and revision after the event. The papers are organized in topical sections on information access; Digital Library (DL) architecture; DL projects; semantics and DLs; models and evaluation for DLs; DL applications; discussing DL perspectives.

**Methods and Applications of Computational Immunology** Victor Greiff 2020-01-30

**Computer Vision and Image Processing** Satish Kumar Singh 2021-03-27 This three-volume set (CCIS 1367-1368) constitutes the refereed proceedings of the 5th International Conference on Computer Vision and Image Processing, CVIP 2020, held in Prayagraj, India, in December 2020. Due to the COVID-19 pandemic the conference was partially held online. The 134 papers were carefully reviewed and selected from 352 submissions. The papers present recent research on such topics as biometrics, forensics, content protection, image enhancement/super-resolution/restoration, motion and tracking, image or video retrieval, image, image/video processing for autonomous vehicles, video scene understanding, human-computer interaction, document image analysis, face, iris, emotion, sign language and gesture recognition, 3D image/video processing, action and event detection/recognition, medical image and video analysis, vision-based human GAIT analysis, remote sensing, and more.

**Time-of-Flight Cameras** Miles Hansard 2012-11-06 Time-of-flight (TOF) cameras provide a depth value at each pixel, from which the 3D structure of the scene can be estimated. This new type of active sensor makes it possible to go beyond traditional 2D image processing, directly to depth-based and 3D scene processing. Many computer vision and graphics applications can benefit from TOF data, including 3D reconstruction, activity and gesture recognition, motion capture and face detection. It is already possible to use multiple TOF cameras, in order to increase the scene coverage, and to combine the depth data with images from several colour cameras. Mixed TOF and colour systems can be used for computational photography, including full 3D scene modelling, as well as for illumination and depth-of-field manipulations. This work is a technical introduction to TOF sensors, from architectural and design issues, to selected image processing and computer vision methods.

**Blended Learning: Concepts, Methodologies, Tools, and Applications** Management Association, Information Resources 2016-08-18 Traditional classroom learning environments are quickly becoming a thing of the past as research continues to support the integration of learning outside of a structured school environment. Blended learning, in particular, offers the best of both worlds, combining classroom learning with mobile and web-based learning environments. Blended Learning: Concepts, Methodologies, Tools, and Applications explores emerging trends, case studies, and digital tools for hybrid learning in modern educational settings. Focusing on the latest technological innovations as well as effective

pedagogical practice, this critical multi-volume set is a comprehensive resource for instructional designers, educators, administrators, and graduate-level students in the field of education.

**Understanding Machine Learning** Shai Shalev-Shwartz 2014-05-19 Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

**Doing AI** Richard Heimann 2021-12-14 Artificial intelligence (AI) has captured our imaginations—and become a distraction. Too many leaders embrace the oversized narratives of artificial minds outpacing human intelligence and lose sight of the original problems they were meant to solve. When businesses try to “do AI,” they place an abstract solution before problems and customers without fully considering whether it is wise, whether the hype is true, or how AI will impact their organization in the long term. Often absent is sound reasoning for why they should go down this path in the first place. Doing AI explores AI for what it actually is—and what it is not—and the problems it can truly solve. In these pages, author Richard Heimann unravels the tricky relationship between problems and high-tech solutions, exploring the pitfalls in solution-centric thinking and explaining how businesses should rethink AI in a way that aligns with their cultures, goals, and values. As the Chief AI Officer at Cybraics Inc., Richard Heimann knows from experience that AI-specific strategies are often bad for business. Doing AI is his comprehensive guide that will help readers understand AI, avoid common pitfalls, and identify beneficial applications for their companies. This book is a must-read for anyone looking for clarity and practical guidance for identifying problems and effectively solving them, rather than getting sidetracked by a shiny new “solution” that doesn’t solve anything.

**Conference proceedings. ICT for language learning** Pixel 2014

**Computer Vision -- ACCV 2014** Daniel Cremers 2015-04-15 The five-volume set LNCS 9003--9007 constitutes the thoroughly refereed post-conference proceedings of the 12th Asian Conference on Computer Vision, ACCV 2014, held in Singapore, Singapore, in November 2014. The total of 227 contributions presented in these volumes was carefully reviewed and selected from 814 submissions. The papers are organized in topical sections on recognition; 3D vision; low-level vision and features; segmentation; face and gesture, tracking; stereo, physics, video and events; and poster sessions 1-3.

**Object-Based Image Analysis** Thomas Blaschke 2008-08-09 This book brings together a collection of invited interdisciplinary perspectives on the recent topic of Object-based Image Analysis (OBIA). Its content is based on select papers from the 1 OBIA International Conference held in Salzburg in July 2006, and is enriched by several invited chapters. All submissions have passed through a blind peer-review process resulting in what we believe is a timely volume of the highest scientific, theoretical and technical standards. The concept of OBIA first gained widespread interest within the GIScience (Geographic Information Science) community circa 2000, with the advent of the first commercial software for what was then termed ‘object-oriented image analysis’. However, it is widely agreed that OBIA builds on older segmentation, edge-detection and classification concepts that have been used in remote sensing image analysis for several decades. Nevertheless, its emergence has provided a new critical bridge to spatial concepts applied in multiscale landscape analysis, Geographic Information Systems (GIS) and the synergy between image-objects and their radiometric characteristics and analyses in Earth Observation data (EO).

**Drawing Futures** Bob Sheil 2016-11-11 Drawing Futures brings together international designers and artists for speculations in contemporary drawing for art and architecture. Despite numerous developments in technological manufacture and computational design that provide new grounds for designers, the act of drawing still plays a central role as a vehicle for speculation. There is a rich and long history of drawing tied to innovations in technology as well as to revolutions in our philosophical understanding of the world. In reflection of a society now underpinned by computational networks and interfaces allowing hitherto unprecedented views of the world, the changing status of the drawing and its representation as a political act demands a platform for reflection and innovation. Drawing Futures will present a compendium of projects, writings and interviews that critically reassess the act of drawing and where its future may lie. Drawing Futures focuses on the discussion of how the field of drawing may expand synchronously alongside technological and computational developments. The book coincides with an international conference of the same name, taking place at The Bartlett School of Architecture, UCL, in November 2016. Bringing together practitioners from many creative fields, the book discusses how drawing is changing in relation to new technologies for the production and dissemination of ideas.

**High Efficiency Video Coding (HEVC)** Vivienne Sze 2014-08-23 This book provides developers, engineers, researchers and students with detailed knowledge about the High Efficiency Video Coding (HEVC) standard. HEVC is the successor to the widely successful H.264/AVC video compression standard, and it provides around twice as much compression as H.264/AVC for the same level of quality. The applications for HEVC will not only cover the space of the well-known current uses and capabilities of digital video – they will also include the deployment of new services and the delivery of enhanced video quality, such as ultra-high-definition television (UHDTV) and video with higher dynamic range, wider range of representable color, and greater representation precision than what is typically found today. HEVC is the next major generation of video coding design – a flexible, reliable and robust solution that will support the next decade of video applications and ease the burden of video on world-wide network traffic. This book provides a detailed explanation of the various parts of the standard, insight into how it was developed, and in-depth discussion of algorithms and architectures for its implementation.

**Computer Vision – ACCV 2020** Hiroshi Ishikawa 2021-02-24 The six volume set of LNCS 12622-12627 constitutes the proceedings of the 15th Asian Conference on Computer Vision, ACCV 2020, held in Kyoto, Japan, in November/ December 2020.\* The total of 254 contributions was carefully reviewed and selected from 768 submissions during two rounds of reviewing and improvement. The papers focus on the following topics: Part I: 3D computer vision; segmentation and grouping Part II: low-level vision, image processing; motion and tracking Part III: recognition and detection; optimization, statistical methods, and learning; robot vision Part IV: deep learning for computer vision, generative models for computer vision Part V: face, pose, action, and gesture; video analysis and event recognition; biomedical image analysis Part VI: applications of computer vision; vision for X; datasets and performance analysis \*The conference was held virtually.

**Fundamental Planetary Science** Jack J. Lissauer 2013-09-09 A quantitative introduction to the Solar System and planetary systems science for advanced undergraduate students, this engaging new textbook explains the wide variety of physical, chemical and geological processes that govern the motions and properties of planets. The authors provide an overview of our current knowledge and discuss some of the unanswered questions at the forefront of research in planetary science and astrophysics today. They combine knowledge of the Solar System and the properties of extrasolar planets with astrophysical observations of ongoing star and planet formation, offering a comprehensive model for understanding the origin of planetary systems. The book concludes with an introduction to the fundamental properties of living organisms and the relationship that life has to its host planet. With more than 200 exercises to help students learn how to apply the concepts covered, this textbook is ideal for a one-semester or two-quarter course for undergraduate students.

**Digital Forensics and Watermarking** Hongxia Wang 2020-03-25 The 22 full papers and 12 shorts papers presented in this volume were carefully reviewed and selected from 70 submissions. The contributions are covering the following topics: deep learning for multimedia security; digital forensics and anti-forensics; digital watermarking; information hiding; steganography and steganalysis; authentication and security.