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ECAI 2020 G. De Giacomo 2020-09-11 This book presents the proceedings of the 24th European Conference on Artificial Intelligence (ECAI 2020), held in Santiago de Compostela, Spain, from 29 August to 8 September 2020. The conference was postponed from June, and much of it conducted online due to the COVID-19 restrictions. The conference is one of the principal occasions for researchers and practitioners of AI to meet and discuss the latest trends and challenges in all fields of AI and to demonstrate innovative applications and uses of advanced AI technology. The book also includes the proceedings of the 10th Conference on Prestigious Applications of Artificial Intelligence (PAIS 2020) held at the same time. A record number of more than 1,700 submissions was received for ECAI 2020, of which 1,443 were reviewed. Of these, 361 full-papers and 36 highlight papers were accepted (an acceptance rate of 25% for full-papers and 45% for highlight papers). The book is divided into three sections: ECAI full papers; ECAI highlight papers; and PAIS papers. The topics of these papers cover all aspects of AI, including Agent-based and Multi-agent Systems; Computational Intelligence; Constraints and Satisfiability; Games and Virtual Environments; Heuristic Search; Human Aspects in AI; Information Retrieval and Filtering; Knowledge Representation and Reasoning; Machine Learning; Multidisciplinary Topics and Applications; Natural Language Processing; Planning and Scheduling; Robotics; Safe, Explainable, and Trustworthy AI; Semantic Technologies; Uncertainty in AI; and Vision. The book will be of interest to all those whose work involves the use of AI technology.

Conference proceedings. The future of education Pixel 2014

The built environment and public health: New insights Linchuan Yang 2023-02-06

Computer Vision -- ECCV 2014 David Fleet 2014-08-14 The seven-volume set comprising LNCS volumes 8689-8695 constitutes the refereed proceedings of the 13th European Conference on Computer Vision, ECCV 2014, held in Zurich, Switzerland, in September 2014. The 363 revised papers presented were carefully reviewed and selected from 1444 submissions. The papers are organized in topical sections on tracking and activity recognition; recognition; learning and inference; structure from motion and feature matching; computational photography and low-level vision; vision; segmentation and saliency; context and 3D scenes; motion and 3D scene analysis; and poster sessions.

Low Power Circuit Design Using Advanced CMOS Technology Milin Zhang 2022-09-01 Low Power Circuit Design Using Advanced CMOS Technology is a summary of lectures from the first Advanced CMOS Technology Summer School (ACTS) 2017. The slides are selected from the handouts, while the text was edited according to the lecturers talk.ACTS is a joint activity supported by the IEEE Circuit and System Society (CASS) and the IEEE Solid-State Circuits Society (SSCS). The goal of the school is to provide society members as well researchers and engineers from industry the opportunity to learn about new emerging areas from leading experts in the field. ACTS is an example of high-level continuous education for junior engineers, teachers in academe, and students. ACTS was the results of a successful collaboration between societies, the local chapter leaders, and industry leaders. This summer school was the brainchild of Dr. Zhihua Wang, with strong support from volunteers from both the IEEE SSCS and CASS. In addition, the local companies, Synopsys China and Beijing IC Park, provided support.This first ACTS was held in the summer 2017 in Beijing. The lectures were given by academic researchers and industry experts, who presented each 6-hour long lectures on topics covering process technology, EDA skill, and circuit and layout design skills. The school was hosted and organized by the CASS Beijing Chapter, SSCS Beijing Chapter, and SSCS Tsinghua Student Chapter. The co-chairs of the first ACTS were Dr. Milin Zhang, Dr. Hanjun Jiang and Dr. Liyuan Liu. The first ACTS was a great success as illustrated by the many participants from all over China as well as by the publicity it has been received in various media outlets, including Xinhua News, one of the most popular news channels in China.

Safety and Reliability - Safe Societies in a Changing World Stein Haugen 2018-06-15 Safety and Reliability – Safe Societies in a Changing World collects the papers presented at the 28th European Safety and Reliability Conference, ESREL 2018 in Trondheim, Norway, June 17-21, 2018. The contributions cover a wide range of methodologies and application areas for safety and reliability that contribute to safe societies in a changing world. These methodologies and applications include: - foundations of risk and reliability assessment and management - mathematical methods in reliability and safety - risk assessment - risk management - system reliability - uncertainty analysis - digitalization and big data - prognostics and system health management - occupational safety - accident and incident modeling - maintenance modeling and applications - simulation for safety and reliability analysis - dynamic risk and barrier management - organizational factors and safety culture - human factors and human reliability - resilience engineering - structural reliability - natural hazards - security - economic analysis in risk management Safety and Reliability – Safe Societies in a Changing World will be invaluable to academics and professionals working in a wide range of industrial and governmental sectors: offshore oil and gas, nuclear engineering, aeronautics and aerospace, marine transport and engineering, railways, road transport, automotive engineering, civil engineering, critical infrastructures, electrical and electronic engineering, energy production and distribution, environmental engineering, information technology and telecommunications, insurance and finance, manufacturing, marine transport, mechanical engineering, security and protection, and policy making.

Geographical Information Systems Theory, Applications and Management C□ dric Grueau 2016-01-25 This book constitutes the refereed proceedings of the International Conference on Geographical Information Systems Theory, Applications and Management, held in Barcelona, Spain, in April 2015. The 10 revised full papers presented were carefully reviewed and selected from 45 submissions. The papers address new challenges in geo-spatial data sensing, observation, representation, processing, visualization, sharing and managing. They concern information and communications technology (ICT) as well as management of information and knowledge-based systems.

Advances in Multimedia Information Processing - PCM 2014 Wei Tsang Ooi 2014-10-20 This book constitutes the refereed proceedings of the 15th Pacific Rim Conference on Multimedia, PCM 2014, held in Kuching, Malaysia, in December 2014. The 35 revised full papers and 6 short papers presented were carefully reviewed and selected from 84 submissions. The papers cover a wide range of topics in the area of multimedia content analysis, multimedia signal processing and communications, and multimedia applications and services. They have been organized into topical sections on video coding, annotation, image and photo, applications, people, image analysis and processing under extra help, nearest neighbor, neural networks, and audio. Also included are sections with best papers and posters and demonstrations.

Advances in Intelligent Information Hiding and Multimedia Signal Processing Jeng-Shyang Pan 2016-11-21 This volume of Smart Innovation, Systems and Technologies contains accepted papers presented in IIH-MSP-2016, the 12th International Conference on Intelligent Information Hiding and Multimedia Signal Processing. The conference this year was technically co-sponsored by Tainan Chapter of IEEE Signal Processing Society, Fujian University of Technology, Chaoyang University of Technology, Taiwan Association for Web Intelligence Consortium, Fujian Provincial Key Laboratory of Big Data Mining and Applications (Fujian University of Technology), and Harbin Institute of Technology Shenzhen Graduate School. IIH-MSP 2016 is held in 21-23, November, 2016 in Kaohsiung, Taiwan. The conference is an international forum for the researchers and professionals in all areas of information hiding and multimedia signal processing.

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.

Membrane Computing Marian Gheorghe 2014-12-16 This book constitutes the thoroughly refereed post-conference proceedings of the 15th International Conference on Membrane Computing, CMC 2014, held in Prague, Czech Republic, in August 2014. The 19 revised selected papers presented together with 5 invited lectures were carefully reviewed and selected from 24 papers presented at the conference. In addition, two papers selected from the 22 papers presented at the regional version of CMC, the Asian Conference on Membrane Computing , ACMC 2014, held in Coimbatore, India, are included. The papers cover a wide range of topics in the area of membrane computing, which is an area of computer science aiming to abstract computing ideas and models from the structure and the functioning of living cells, as well as from the way the cells are organized in tissues or higher order structures.

Artificial Intelligence and Robotics Huimin Lu 2017-10-31 This book highlights selected papers presented at the 2nd International Symposium on Artificial Intelligence and Robotics 2017 (ISAIR2017), held in Nakamura Centenary Memorial Hall, Kitakyushu, Japan on November 25–26, 2017. Today, the integration of artificial intelligence and robotic technologies has become a topic of growing interest for both researchers and developers from academic fields and industries worldwide, and artificial intelligence is poised to become the main approach pursued in next-generation robotics research. The rapidly growing number of artificial intelligence algorithms and big data solutions has significantly extended the number of potential applications for robotic technologies. However, it also poses new challenges for the artificial intelligence community. The aim of this symposium is to provide a platform for young researchers to share the latest scientific achievements in this field, which are discussed in these proceedings.

Intrinsic motivations and open-ended development in animals, humans, and robots Gianluca Baldassarre 2015-02-10 The aim of this Research Topic for Frontiers in Psychology under the section of Cognitive Science and Frontiers in Neurorobotics is to present state-of-the-art research, whether theoretical, empirical, or computational investigations, on open-ended development driven by intrinsic motivations. The topic will address questions such as: How do motivations drive learning? How are complex skills built up from a foundation of simpler competencies? What are the neural and computational bases for intrinsically motivated learning? What is the contribution of intrinsic motivations to wider cognition? Autonomous development and lifelong open-ended learning are hallmarks of intelligence. Higher mammals, and especially humans, engage in activities that do not appear to directly serve the goals of survival, reproduction, or material advantage. Rather, a large part of their activity is intrinsically motivated - behavior driven by curiosity, play, interest in novel stimuli and surprising events, autonomous goal-setting, and the pleasure of acquiring new competencies. This allows the cumulative acquisition of knowledge and skills that can later be used to accomplish fitness-enhancing goals. Intrinsic motivations continue during adulthood, and in humans artistic creativity, scientific discovery, and subjective well-being owe much to them. The study of intrinsically motivated behavior has a long history in psychological and ethological research, which is now being reinvigorated by perspectives from neuroscience, artificial intelligence and computer science. For example, recent neuroscientific research is discovering how neuromodulators like dopamine and noradrenaline relate not only to extrinsic rewards but also to novel and surprising events, how brain areas such as the superior colliculus and the hippocampus are involved in the perception and processing of events, novel stimuli, and novel associations of stimuli, and how violations of predictions and expectations influence learning and motivation. Computational approaches are characterizing the space of possible reinforcement learning algorithms and their augmentation by intrinsic reinforcements of different kinds. Research in robotics and machine learning is yielding systems with increasing autonomy and capacity for self-improvement: artificial systems with motivations that are similar to those of real organisms and support prolonged autonomous learning. Computational research on intrinsic motivation is being complemented by, and closely interacting with, research that aims to build hierarchical architectures capable of acquiring, storing, and exploiting the knowledge and skills acquired through intrinsically motivated learning. Now is an important moment in the study of intrinsically motivated open-ended development, requiring contributions and integration across a large number of fields within the cognitive sciences. This Research Topic aims to contribute to this effort by welcoming papers carried out with ethological, psychological, neuroscientific and computational approaches, as well as research that cuts across disciplines and approaches.

Modelling and Simulation for Autonomous Systems Jan Hodicky 2015-08-20 This book constitutes the thoroughly refereed post-workshop proceedings of the First International Workshop on Modelling and Simulation for Autonomous Systems, MESAS 2014, held in Rome, Italy, in May 2014. The 32 revised full papers included in the volume were carefully reviewed and selected from 50 submissions, of which 46 were presented at the workshop. They are organized in the following topical sections: unmanned aerial vehicle, distributed simulation, robot system, military application, validation, human-machine communication, gazebo simulator, and algorithm.

Computer Vision, Imaging and Computer Graphics - Theory and Applications Sebastiano Battiato 2016-01-06 This book constitutes the refereed proceedings of the International Conference, VISIGRAPP 2014, consisting of the Joint Conferences on Computer Vision (VISAPP), the International Conference on Computer Graphics, GRAPP 2014 and the International Conference on Information Visualization, IVAPP 2014, held in Lisbon, Portugal, in January 2014. The 22 revised full papers presented were carefully reviewed and selected from 543 submissions. The papers are organized in topical sections on computer graphics theory and applications; information visualization - theory and applications; computer vision theory and applications.

Computational Neuroscience for Perceptual Quality Assessment Guangtao Zhai 2022-04-20

Versatile Video Coding Humberto Ochoa Dominguez 2022-09-01 Video is the main driver of bandwidth use, accounting for over 80 per cent of consumer Internet traffic. Video compression is a critical component of many of the available multimedia applications, it is necessary for storage or transmission of digital video over today's band-limited networks. The majority of this video is coded using international standards developed in collaboration with ITU-T Study Group and MPEG. The MPEG family of video coding standards begun on the early 1990s with MPEG-1, developed for video and audio storage on CD-ROMs, with support for progressive video. MPEG-2 was standardized in 1995 for applications of video on DVD, standard and high definition television, with support for interlaced and progressive video. MPEG-4 part 2, also known as MPEG-2 video, was standardized in 1999 for applications of low- bit rate multimedia on mobile platforms and the Internet, with the support of object-based or content based coding by modeling the scene as background and foreground. Since MPEG-1, the main video coding standards were based on the so-called macroblocks. However, research groups continued the work beyond the traditional video coding architectures and found that macroblocks could limit the performance of the compression when using high-resolution video. Therefore, in 2013 the high efficiency video coding (HEVC) also known and H.265, was released, with a structure similar to H.264/AVC but using coding units with more flexible partitions than the traditional macroblocks. HEVC has greater flexibility in prediction modes and transform block sizes, also it has a more sophisticated interpolation and de blocking filters. In 2006 the VC-1 was released. VC-1 is a video codec implemented by Microsoft and the Microsoft Windows Media Video (VMW) 9 and standardized by the Society of Motion Picture and Television Engineers (SMPTE). In 2017 the Joint Video Experts Team (JVET) released a call for proposals for a new video coding standard initially called Beyond the HEVC, Future Video Coding (FVC) or known as Versatile Video Coding (VVC). VVC is being built on top of HEVC for application on Standard Dynamic Range (SDR), High Dynamic Range (HDR) and 360° Video. The VVC is planned to be finalized by 2020. This book presents the new VVC, and updates on the HEVC. The book discusses the advances in lossless coding and covers the topic of screen content coding. Technical topics discussed include: Beyond the High Efficiency Video CodingHigh Efficiency Video Coding encoderScreen contentLossless and visually lossless coding algorithmsFast coding algorithmsVisual quality assessmentOther screen content coding algorithmsOverview of JPEG Series

OCT Imaging in Glaucoma Ki Ho Park 2021 This book provides readers with the most up-to-date practical information on optical coherence tomography (OCT) imaging in glaucoma. A key aim is to demonstrate how imaging results are interpreted and applied in clinical practice. To this end, many high-quality images are presented to document findings in patients with glaucoma, glaucoma suspects, and healthy subjects and to explain their clinical significance. The book is timely in that the role of OCT in the early diagnosis of glaucoma, the detection of disease progression, and the choice of management options has been advancing rapidly. OCT-based exploration of the segmented layer of the neural tissue and the deeper structures of the optic nerve, as well as OCT evaluation of the vascular network around the optic nerve head, facilitates understanding and assessment of the risk of glaucomatous damage. In explaining all aspects of the use of OCT in glaucoma, this book will be a rich source of information and guidance for practicing ophthalmologists, glaucoma specialists, and trainees.

Printed Electronics Zheng Cui 2016-09-26 This book provides an overview of the newly emerged and highly interdisciplinary field of printed electronics • Provides an overview of the latest developments and research results in the field of printed electronics • Topics addressed include: organic printable electronic materials, inorganic printable electronic materials, printing processes and equipments for electronic manufacturing, printable transistors, printable photovoltaic devices, printable lighting and display, and energy storage and packaging of printed electronic devices, and applications of printed electronics • Discusses the principles of the above topics, with support of examples and graphic illustrations • Serves both as an advanced introductory to the topic and as an aid for professional development into the new field • Includes end of chapter references and links to further reading

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.

Enterprise Information Systems Jos□ Cordeiro 2015-07-30 This book contains extended and revised papers from the 16th International Conference on Enterprise Information Systems, ICEIS 2014, held in Lisbon, Portugal, in April 2014. The 24 papers presented in this volume were carefully reviewed and selected from a total of 313 submissions. The book also contains two full-paper invited talks. The selected papers reflect state-of-the-art research that is oriented toward real-world applications and highlight the benefits of information systems and technology for industry and services. They are organized in topical sections on databases and information systems integration, artificial intelligence and decision support systems, information systems analysis and specification, software agents and Internet computing, human-computer interaction, and enterprise architecture.

Putting the "Why" Back into Bone "Archytecture" Phil Salmon 2017-07-27 A large literature exists on trabecular and cortical bone morphology. The engineering performance of bone, implied from its 3D architecture, is often the endpoint of bone biology experiments, being clinically relevant to bone fracture. How and why does bone travel along its complex spatio-temporal trajectory to acquire its architecture? The question "why" can have two meanings. The first, "teleological - why is an architecture advantageous?" - is the domain of substantial biomechanical research to date. The second, "etiological – how did an architecture come about?" - has received far less attention. This Frontiers Bone Research Topic invited contributions addressing this "etiological why" – what mechanisms can coordinate the activity of bone forming and resorbing cells to produce the observed complex and efficient bone architectures? One mechanism is proposed – chaotic nonlinear pattern formation (NPF) which underlies – in a unifying way – natural structures as disparate as trabecular bone, swarms of birds flying or shoaling fish, island formation, fluid turbulence and others. At the heart of NPF is the fact that simple rules operating between interacting elements multiplied and repeated many times, lead to complex and structured patterns. This paradigm of growth and form leads to a profound link between bone regulation and its architecture: in bone "the architecture is the regulation". The former is the emergent consequence of coupling between matter. Whatever mechanism does determine bone's developing architecture has to operate at the level of individual sites of formation and resorption and coupling between the two. This has implications as to how we understand the effect on bone of agents such as gene products or drugs. It may be for instance that the "tuning" of coupling between formation and resorption might be as important as the achievement of enhanced bone volume. The ten articles that were contributed to this Topic were just what we hoped for – a snapshot of leading edge bone biology research which addresses the question of how bone gets its shape. We hope that you find these papers thought-provoking, and that they might stimulate new ideas in the research into bone architecture, growth and adaptation, and how to preserve healthy bone from gestation and childhood until old age.

Mohammad S. Obaidat 2015-12-29 This book constitutes the refereed proceedings of the 11th International Joint Conference on E-Business and Telecommunications, ICETE 2014, held in Vienna, Austria, in August 2014. 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, SECRYPT; International Conference on Wireless Information Systems, WINSYS; and International Conference on Signal Processing and Multimedia, SIGMAP. The 27 full papers presented were carefully reviewed and selected from 328 submissions. The papers cover the following key areas of e-business and telecommunications: data communication networking; e-business; optical communication systems; security and cryptography; signal processing and multimedia applications; wireless information networks and systems.

Prosenjit Gupta 2014-01-08 This book constitutes the refereed proceedings of the First International Conference on Applied Algorithms, ICAA 2014, held in Kolkata, India, in January 2014. ICAA is a new conference series with a mission to provide a quality forum for researchers working in applied algorithms. Papers presenting original contributions related to the design, analysis, implementation and experimental evaluation of efficient algorithms and data structures for problems with relevant real-world applications were sought, ideally bridging the gap between academia and industry. The 21 revised full papers presented together with 7 short papers were carefully reviewed and selected from 122 submissions.

Cosimo Distante 2014-10-30 This book constitutes the refereed contest reports of the 1st International Workshop, VAAM 2014, held in Stockholm, Sweden, in August 2014. The 10 revised full papers presented were carefully reviewed and selected from 13 submissions. The aim of this workshop is to provide an overview of state of the art methods for audience measurements in retail and Digital Signage, end-users attraction, and stimulate the creation of Mediadrom: Mediadrom is a framework dataset to be used as reference for the development of novel audience measurement algorithms. Papers are invited under the following topics: demographics and modeling consumer behaviour.

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.

Richard Kong 2015-05-06 Power and Energy contains 86 selected papers from the International Conference on Power and Energy (CPE 2014, Shanghai, China, 29-30 November 2014), and presents a wide range of topics:- Energy management, planning and policy-making- Energy technologies and environment- Energy prospects- Conventional and renewable power generation- Power system man

Biomedical Engineering and Environmental Engineering David Chan 2015-05-06 This conference series is a forum for enhancing mutual understanding between Biomedical Engineering and Environmental Engineering field. This proceeding provides contributions from many experts representing industry and academic establishments worldwide. The researchers are from different countries and professional. The conference brought

InSAR Crustal Deformation Monitoring, Modeling and Error Analysis Yu Chen 2022-10-11

Legal Tech and the New Sharing Economy Marcelo Corrales Compagnucci 2019-12-13 The exponential growth of disruptive technology is changing our world. The development of cloud computing, big data, the internet of things, artificial intelligence, machine learning, deep learning, and other related autonomous systems, such as self-driving vehicles, have triggered the emergence of new products and services. These significant technological breakthroughs have opened the door to new economic models such as the sharing and platform-based economy. As a result, companies are becoming increasingly data- and algorithm-driven, coming to be more like "decentralized platforms". New transaction or payment methods such as Bitcoin and Ethereum, based on trust-building systems using Blockchain, smart contracts, and other distributed ledger technology, also constitute an essential part of this new economic model. The sharing economy and digital platforms also include the everyday exchange of goods allowing individuals to commodify their surplus resources. Information and innovation technologies are used in order to then match these resources with existing demand in the market. Online platforms such as Airbnb, Uber, and Amazon reduce information asymmetry, increase the value of unused resources, and create new opportunities for collaboration and innovation. Moreover, the sharing economy is playing a major role in the transition from exclusive ownership of personal assets toward access-based exploitation of resources. The success of online matching platforms depends not only on the reduction of search costs but also on the trustworthiness of platform operators. From a legal perspective, the uncertainties triggered by the emergence of a new digital reality are particularly urgent. How should these tendencies be reflected in legal systems in each jurisdiction? This book collects a series of contributions by leading scholars in the newly emerging fields of sharing economy and Legal Tech. The aim of the book is to enrich legal debates on the social, economic, and political meaning of these cutting-edge technologies. The chapters presented in this edition attempt to answer some of these lingering questions from the perspective of diverse legal backgrounds.

Cathal Gurrin 2014-01-02 The two-volume set LNCS 8325 and 8326 constitutes the thoroughly refereed proceedings of the 20th Anniversary International Conference on Multimedia Modeling, MMM 2014, held in Dublin, Ireland, in January 2014. The 46 revised regular papers, 11 short papers and 9 demonstration papers were carefully reviewed and selected from 176 submissions. 28 special session papers and 6 papers from Video Browser Showdown workshop are also included in the proceedings. The papers included in these two volumes cover a diverse range of topics including: applications of multimedia modelling, interactive retrieval, image and video collections, 3D and augmented reality, temporal analysis of multimedia content, compression and streaming. Special session papers cover the following topics: Mediadrom: artful post-TV scenarios, MM analysis for surveillance video and security applications, 3D multimedia computing and modeling, social geo-media analytics and retrieval, multimedia hyperlinking and retrieval.

Bjoern Menze 2021-08-10

Strategic Information Management Robert D. Galliers 2020-04-27 Today, there are few in senior management positions who can afford to ignore modern information technology, and few individuals who would prefer to be without it. Modern IT is key to organizational performance; yet we often assume the benefits will occur without forethought or effort. As managerial tasks become more complex, so the nature of the required information systems changes – from structured, routine support to ad hoc, unstructured, complex enquiries at the highest levels of management. If taken for granted, serious implications can arise for organizations. This fifth edition of Strategic Information Management has been brought fully up to date with recent developments in the management of information systems, including digital transformation strategy, the issues surrounding big data and algorithmic decision-making. The book provides a rich source of material reflecting recent thinking on the key issues facing executives, drawing from a wide range of contemporary articles written by leading experts in North America, Europe, and Australia. Combining theory with practice, each section is fully introduced, includes further reading and questions for further discussion. Designed for MBA, master's level students, and advanced undergraduate students taking courses in information systems management, it also provides a wealth of information and references for researchers.

Sports Science Research and Technology Support Jan Cabri 2015-10-07 This book constitutes thoroughly revised and selected papers from the Second International Congress on Sports Science Research and Technology Support, icSPORTS 2014, held in Rome, Italy, in October 2014. The 8 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from originally 131 submissions.

Conference Proceeding. New Perspectives in Scienze Education Pixel 2016-03-04

Yong Man Ro 2019-12-27 The two-volume set LNCS 11961 and 11962 constitutes the thoroughly refereed proceedings of the 25th International Conference on MultiMedia Modeling, MMM 2020, held in Daejeon, South Korea, in January 2020. Of the 171 submitted full research papers, 40 papers were selected for oral presentation and 46 for poster presentation; 28 special session papers were selected for oral presentation and 8 for poster presentation; in addition, 9 demonstration papers and 6 papers for the Video Browser Showdown 2020 were accepted. The papers of LNCS 11961 are organized in the following topical sections: audio and signal processing; coding and HVS; color processing and art; detection and classification; face; image processing; learning and knowledge representation; video processing; poster papers; the papers of LNCS 11962 are organized in the following topical sections: poster papers; AI-powered 3D vision; multimedia analytics: perspectives, tools and applications; multimedia datasets for repeatable experimentation; multi-modal affective computing of large-scale multimedia data; multimedia and multimodal analytics in the medical domain and pervasive environments; intelligent multimedia security; demo papers; and VBS papers.

Information Science and Electronic Engineering Dongxing Wang 2016-12-08 Information Science and Electronic Engineering is a collection of contributions drawn from the International Conference of Electronic Engineering and Information Science (ICEEIS 2016) held January 4-5, 2016 in Harbin, China. The papers in this proceedings volume cover various topics, including: - Electronic Engineering - Information Science and Information Technologies - Computational Mathematics and Data Mining - Image Processing and Computer Vision - Communication and Signal Processing - Control and Automation of Mechatronics - Methods, Devices and Systems for Measurement and Monitoring - Engineering of Weapon Systems - Mechanical Engineering and Material Science - Technologies of Processing. The content of this proceedings volume will be of interest to professionals and academics in the fields of Electronic Engineering, Computer Science and Mechanical Engineering.

Active Media Technology Dominik Slezak 2014-07-14 This book constitutes the proceedings of the 10th International Conference on Active Media Technology, AMT 2014, held in Warsaw, Poland, in August 2014, held as part of the 2014 Web Intelligence Congress, WIC 2014. The 47 full papers presented were carefully reviewed and selected from numerous submissions. The topics of these papers encompass active computer systems; interactive systems and applications of AMT-based systems; active media machine learning and data mining techniques; AMT for the semantic web; social networks and cognitive foundations.

Neuromorphic Engineering Systems and Applications Andr□ van Schaik 2015-07-05 Neuromorphic engineering has just reached its 25th year as a discipline. In the first two decades neuromorphic engineers focused on building models of sensors, such as silicon cochleas and retinas, and building blocks such as silicon neurons and synapses. These designs have honed our skills in implementing sensors and neural networks in VLSI using analog and mixed mode circuits. Over the last decade the address event representation has been used to interface devices and computers from different designers and even different groups. This facility has been essential for our ability to combine sensors, neural networks, and actuators into neuromorphic systems. More recently, several big projects have emerged to build very large scale neuromorphic systems. The Telluride Neuromorphic Engineering Workshop (since 1994) and the CapoCaccia Cognitive Neuromorphic Engineering Workshop (since 2009) have been instrumental not only in creating a strongly connected research community, but also in introducing different groups to each other's hardware. Many neuromorphic systems are first created at one of these workshops. With this special research topic, we showcase the state-of-the-art in neuromorphic systems.

Computational Forensics Utpal Garain 2015-06-26 This book constitutes the refereed post-conference proceedings of the 5th and 6th International Workshops on Computational Forensics, IWCF 2012 and IWCF 2014, held in Tsukuba, Japan, in November 2010 and August 2014. The 16 revised full papers and 1 short paper were carefully selected from 34 submissions during a thorough review process. The papers are divided into three broad areas namely biometrics; document image inspection; and applications.

Digital Forensics and Watermarking

E-Business and Telecommunications

Applied Algorithms

Video Analytics for Audience Measurement