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Advances in Neural Networks - ISSN 2014 Zhigang Zeng, Yangmin Li, Irwin King, 2014-11-28 The volume LNCS 8866 constitutes the refereed proceedings of the 11th International Symposium on Neural Networks ISSN 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

Computer Vision - ACCV 2014 Workshops C.V. Jawahar, Shiguang Shan, 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

Computer Vision -- ACCV 2014 Daniel Cremers, Ian Reid, Hideo Saito, Ming-Hsuan Yang, 2015-04-16 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

Communication and Computing Systems B.M.K. Prasad, Krishna Kant Singh, Neelam Ruhil, Karan Singh, Richard O'Kennedy, 2017-02-15 This book is a collection of accepted papers that were presented at the International Conference on Communication and Computing Systems ICCCS 2016 Dronacharya College of Engineering Gurgaon September 9 11 2016 The purpose of the conference was to provide a platform for interaction between scientists from industry academia and other areas of society to discuss the current advancements in the field of communication and computing systems The papers submitted to the proceedings were peer reviewed by 2 3 expert referees This volume contains 5 main subject areas 1 Signal and Image Processing 2 Communication Computer

Networks 3 Soft Computing Intelligent System Machine Vision and Artificial Neural Network 4 VLSI Embedded System 5 Software Engineering and Emerging Technologies

Educating for the 21st Century Suzanne Choo, Deb Sawch, Alison Villanueva, Ruth Vinz, 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

Rock • Paper • Pixels Patrick Aievoli, 2025-01-20 The purpose of this book is to avail faculty and students of the many different innovations events effects and back stories equated with the advent of this new era of communications and its impact on our world At our core we are a species that needs to communicate and to find a way to properly represent those messages Since the beginning of recorded history mankind has always attempted to communicate and to keep track of its endeavors and accomplishments Now by using interaction design and modern digital media it has become possible to present our story through many current and evocative platforms As each generation comes of age this new method is being utilized in all areas of their communication choices These new generations desire their communication at a different rate than its predecessors They want their information Internet ready and interactive They are involved in the immediate and that choice is not going away Interactive media is here to stay and has new rules and new effects It is changing our economies our societies and especially us as individuals The main goal of this book is to help you see how it started where it is going and how to be on the right side of this transformation How to take your first steps in that new direction and how to understand the effects of this new form of communication while being aware of its abilities and its dangers As a friend once said no matter how thin you slice it there are always two sides

Advanced Machine Learning Technologies and Applications Aboul Ella Hassanien, Mohamed Tolba, Ahmad Taher Azar, 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 **Computational Science and Its Applications - ICCSA 2014** Beniamino Murgante, Sanjay Misra, Ana Maria Alves Coutinho Rocha, Carmelo Torre, Jorge Gustavo Rocha, Maria Irene Falcão, David Taniar, Bernady O. Apduhan, Osvaldo Gervasi, 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 Guimar es 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 Neural Information Processing Chu Kiong Loo, Yap Keem Siah, Kok Wai Wong, Andrew Teoh Beng Jin, Kaizhu Huang, 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 **Artificial Intelligence: Theories and Applications** Mohammed Salem, Juan Julián Merelo, Patrick Siarry, Rochdi Bachir Bouiadjra, Mohamed Debakla, Fatima Debbat, 2023-03-17 This volume constitutes selected papers presented at the First International Conference on Artificial Intelligence Theories and Applications ICAITA 2022 held in Mascara Algeria in November 2022 The 23 papers were thoroughly reviewed and selected from the 66 qualified submissions They are organized in topical sections on artificial vision and articial intelligence in big data and natural language processing Energy Minimization Methods in Computer Vision and Pattern Recognition Marcello Pelillo, Edwin Hancock, 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 *Pattern Recognition and Computer Vision* Jian-Huang Lai, Cheng-Lin Liu, Xilin Chen, Jie Zhou, Tieniu Tan, Nanning Zheng, Hongbin Zha, 2018-11-02 The four volume set LNCS 11256 11257 11258 and 11259 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 **Image and Video Technology** Reinhard Klette, Mariano Rivera, Shin`ichi Satoh, 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 Mexico 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 **Serious Games** Minhua Ma, Bobbie Fletcher, Stefan Göbel, Jannicke Baalsrud Hauge, Tim Marsh, 2020-10-27 This book constitutes the refereed proceedings of the 6th Joint International Conference on Serious Games JCSG 2020 held in Stoke on Trent UK in November 2020 The 19 full papers presented together with 3 short papers were carefully reviewed and selected from 38 submissions The papers offer a wide range in the use of serious games in several fields like learning simulation training health well being management assessment or marketing and much more Videogame Sciences and Arts Liliana Vale Costa, Nelson Zagalo, Ana Isabel Veloso, Esteban Clua, Sylvester Arnab, Mário Vairinhos, Diogo Gomes, 2024-01-02 This book constitutes the revised selected papers of the 13th International Conference on Videogame Sciences and Arts VJ 2023 held in Aveiro Portugal during November 28 30 2023 The 17 full papers and the 6 short papers presented were carefully reviewed and selected from 64 submissions They are organized in topical sections named game experience and evaluation game based learning and edutainment games and culture game design and development *Pattern Recognition and Computer Vision* Zhouchen Lin, Liang Wang, Jian Yang, Guangming Shi, Tieniu Tan, Nanning Zheng, Xilin Chen, Yanning Zhang, 2019-10-31 The three volume set LNCS 11857 11858 and 11859 constitutes the refereed proceedings of the Second Chinese Conference on Pattern Recognition and Computer Vision PRCV 2019 held in Xi an China in November 2019 The 165 revised full papers presented were carefully reviewed and selected from 412 submissions The papers have been organized in the following topical sections Part I Object Detection Tracking and Recognition Part II Image Video Processing and Analysis Part III Data Analysis and Optimization **Intelligent Sustainable Systems** Atulya Nagar, Dharm Singh Jat, Durgesh Mishra, Amit Joshi, 2025-08-02 This book provides insights of World Conference on Smart Trends in Systems Security and Sustainability WS4 2024 which is divided into different sections such as Smart IT Infrastructure for Sustainable Society Smart Management Prospective for Sustainable Society Smart Secure Systems for Next Generation Technologies Smart Trends for Computational Graphics and Image Modeling and Smart Trends for Biomedical and Health Informatics The proceedings is presented in four volumes The book is helpful for active researchers and practitioners in the field Pattern Recognition

Tieniu Tan,Xuelong Li,Xilin Chen,Jie Zhou,Jian Yang,Hong Cheng,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 **Proceedings of the Eighth International Conference on Soft Computing and Pattern Recognition (SoCPaR 2016)** Ajith Abraham,Aswani Kumar Cherukuri,Ana Maria Madureira,Azah Kamilah Muda,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 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

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