Nearest Neighbor Classification In 3d Protein Databases

Data analysis and machine learning are research areas at the intersection of computer science, artificial intelligence, mathematics and statistics. They cover general methods and techniques that can be applied to a vast set of applications such as web and text mining, marketing, medical science, bioinformatics and business intelligence. This volume contains the revised versions of selected papers in the field of data analysis, machine learning and applications presented during the 31st Annual Conference of the German Classification Society (Gesellschaft für Klassifikation - GfKl). The conference was held at the Albert-Ludwigs-University in Freiburg, Germany, in March 2007.

Machine LearningBoD – Books on Demand

This three-volume set constitutes the refereed proceedings of the International Conference on Computational Science and its Applications. These volumes feature outstanding papers that present a wealth of original research results in the field of computational science, from foundational issues in computer science and mathematics to advanced applications in almost all sciences that use computational techniques.

Machine Learning can be defined in various ways related to a scientific domain concerned with the design and development of theoretical and implementation tools that allow building systems with some Human Like intelligent behavior. Machine learning addresses more specifically the ability to improve automatically through experience.

5th International Conference, ICISP 2012, Agadir, Morocco,

June 28-30, 2012. Proceedings
Proceedings of the 31st Annual Conference of the Gesellschaft für Klassifikation e.V., Albert-Ludwigs-Universität Freiburg, March 7-9, 2007
4th International Conference, HAIS 2009, Salamanca, Spain, June 10-12, 2009, Proceedings
6th International Symposium, SSD'99, Hong Kong, China, July 20-23, 1999 Proceedings
9th IAPR TC3 Workshop, ANNPR 2020, Winterthur, Switzerland, September 2-4, 2020, Proceedings
13th Asian Conference on Computer Vision, Taipei, Taiwan, November 20-24, 2016, Revised Selected Papers, Part IV
Hybrid Artificial Intelligence Systems
5th International Conference,GMP 2008, Hangzhou, China, April 23-25, 2008, Proceedings

This book constitutes the refereed proceedings of the 5th International Conference on Image and Signal Processing, ICISP 2012, held in Agadir, Morocco, in June 2012. The 75 revised full papers presented were carefully reviewed and selected from 158 submissions. The contributions are grouped into the following topical sections: multi/hyperspectral imaging; image itering and coding; signal processing; biometric; watermarking and texture; segmentation and retieval; image processing; pattern recognition.

Images and video play a crucial role in visual information systems and multimedia. There is an extraordinary number of applications of such systems in entertainment, business, art, engineering, and science. Such applications often involved large image

and video collections, and therefore, searching for images and video in large collections is becoming an important operation. Because of the size of such databases, efficiency is crucial. We strongly believe that image and video retrieval need an integrated approach from fields such as image processing, shape processing, perception, database indexing, visualization, and querying, etc. This book contains a selection of results that was presented at the Dagstuhl Seminar on Content-Based Image and Video Retrieval, in December 1999. The purpose of this seminar was to bring together people from the various fields, in order to promote information exchange and interaction among researchers who are interested in various aspects of accessing the content of image and video data. The book provides an overview of the state of the art in content-based image and video retrieval. The topics covered by the chapters are integrated system aspects, as well as techniques from image processing, computer vision, multimedia, databases, graphics, signal processing, and information theory. The book will be of interest to researchers and professionals in the fields of multimedia, visual information (database) systems, computer vision, and information retrieval. This book is the result of the first International Conference ICT Innovations 2009. The ICT Innovations conference is the primary scientific action of the Macedonian Society on Information and

Communication Technologies (ICT-ACT). It promotes the publication of scientific results of the international community related to innovative fundamental and applied research in ICT. Today, ICT has enlarged its horizons and it is practiced under multidisciplinary contexts that introduce new challenges to theore- cal and technical approaches. The ICT Innovations 2009 conference gathered academics, professionals and pr- titioners reporting their valuable experiences in developing solutions and systems in the industrial and business arena especially innovative commercial implementations, novel applications of technology, and experience in applying recent research advances to practical situations, in any ICT areas. The conference focuses on issues concerning a variety of ICT fields like: • Multimedia Information Systems • Artificial Intelligence • Pervasive and Ubiquitous Computing • Eco and Bio Informatics • Internet and Web Applications and Services • Wireless and Mobile Communications and Services • Computer Networks, Security and Cryptography • Distributed Systems, GRID and Cloud Computing ICT Innovations 2009 Conference was held in Ohrid, Macedonia, in September 28-30, 2009. Local arrangements provided by the members of the Macedonian Society on Information and Communication Technologies – ICT-ACT, mainly consisting of teaching and research staff of Computer Science Department at Faculty of Electrical Engineering and Information Technologies

and Institute of Informatics at Faculty of Natural Sciences, both at Ss. Cyril and Methodius University in Skopje, Macedonia.

The two-volume set, CCIS 681 and CCIS 682, constitutes the proceedings of the 11th International Conference on Bio-Inspired Computing: Theories and Applications, BIC-TA 2016, held in Xi'an, China, in October 2016.The 115 revised full papers presented were carefully reviewed and selected from 343 submissions. The papers of Part I are organized in topical sections on DNA Computing; Membrane Computing; Neural Computing; Machine Learning. The papers of Part II are organized in topical sections on Evolutionary Computing; Multi-objective Optimization; Pattern Recognition; Others.

Encyclopedia of Data Warehousing and Mining
17th International Multimedia Modeling Conference, MMM 2011, Taipei, Taiwan, January 5-7, 2011, Proceedings, Part I
Advances in Spatial Databases
4th International Conference, CIVR 2005, Singapore, July 20-22, 2005, Proceedings
11th International Joint Conference, BIOSTEC 2018, Funchal, Madeira, Portugal, January 19–21, 2018, Revised Selected Papers
Image and Video Retrieval
Image Analysis and Recognition
International Conference, Spatial Cognition 2012, Kloster Seeon, Germany, August 31 -- September 3,

2012, Proceedings

The six-volume set comprising LNCS volumes 6311 until 6313 constitutes the refereed proceedings of the 11th European Conference on Computer Vision, ECCV 2O1O, held in Heraklion, Crete, Greece, in September 2O1O. The 325 revised papers presented were carefully reviewed and selected from 1174 submissions. The papers are organized in topical sections on object and scene recognition; segmentation and grouping; face, gesture, biometrics; motion and tracking; statistical models and visual learning; matching, registration, alignment; computational imaging; multi-view geometry; image features; video and event characterization; shape representation and recognition; stereo; reflectance, illumination, color; medical image analysis.

This two-volume proceedings constitutes the refereed papers of the 17th International Multimedia Modeling Conference, MMM 2O11, held in Taipei, Taiwan, in January 2O11. The 51 revised regular papers, 25 special session papers, 21 poster session papers, and 3 demo session papers, were carefully reviewed and selected from 45O submissions. The papers are organized in topical sections on audio, image video processing, coding and compression; media content browsing and retrieval; multi-camera, multi-view, and 3D systems; multimedia indexing and mining; multimedia content analysis; multimedia signal

processing and communications; and multimedia applications. The special session papers deal with content analysis for human-centered multimedia applications; large scale rich media data management; multimedia understanding for consumer electronics; image object recognition and compression; and interactive image and video search.

This book constitutes the refereed proceedings of the 6th International Symposium on Spatial Databases, SSD'99, held in Hong Kong, China in July 1999. The 17 revised full papers presented were carefully selected from 55 submissions. Also included are short papers corresponding to three invited talks and industrial applications presentations. The papers are organized in chapters on multi-resolution and scale, indexing, moving objects and spatio-temporal data, spatial mining and classification, spatial join, uncertainty and geological hypermaps, and industrial and visionary application track.

The Radial Basis Function (RBF) neural network has gained in popularity over recent years because of its rapid training and its desirable properties in classification and functional approximation applications. RBF network research has focused on enhanced training algorithms and variations on the basic architecture to improve the performance of the network. In addition, the RBF network is proving to be a valuable tool in a diverse range of application areas, for example,

robotics, biomedical engineering, and the
financial sector. The two volumes provide a
comprehensive survey of the latest
developments in this area. Volume 2 contains
a wide range of applications in the
laboratory and case studies describing
current industrial use. Both volumes will
prove extremely useful to practitioners in
the field, engineers, reserachers, students
and technically accomplished managers.
Theory, Methods and Applications
Nature-Inspired Computation in Data Mining
and Machine Learning
Advances in Geometric Modeling and Processing
11th European Conference on Computer Vision,
Heraklion, Crete, Greece, September 5-11,
2O1O, Proceedings
Computer Vision -- ECCV 2OO6
Bio-inspired Computing – Theories and
Applications
New Advances in Design
7th International Symposium on Neural
Networks, ISNN 2O1O, Shanghai, China, June
6-9, 2O1O, Proceedings

*This volume in the Springer Lecture Notes
in Computer Science (LNCS) series contains
98 papers presented at the S+SSPR 2008
workshops. S+SSPR 2008 was the sixth time
that the SPR and SSPR workshops organized
by Technical Committees, TC1 and TC2, of
the International Association for Pattern
Rec- nition (IAPR) wereheld as joint
workshops. S+SSPR 2008was held in Orlando,*

Florida, the family entertainment capital of the world, on the beautiful campus of the University of Central Florida, one of the up and coming metropolitan universities in the USA. S+SSPR 2008 was held during December 4-6, 2008 only a few days before the 19th International Conference on Pattern Recog- tion(ICPR2008),whichwasheldin Tampa,onlytwo hoursawayfromOrlando, thus giving the opportunity of both conferences to attendees to enjoy the many attractions o?ered by two neighboring cities in the state of Florida. SPR 2008 and SSPR 2008 received a total of 175 paper submissions from many di?erent countries around the world, thus giving the workshop an int- national clout, as was the case for past workshops. This volume contains 98 accepted papers: 56 for oral presentations and 42 for poster presentations. In addition to parallel oral sessions for SPR and SSPR, there was also one joint oral session with papers of interest to both the SPR and SSPR communities. A recent trend that has emerged in the pattern recognition and machine lea- ing research communities is the study of graph-based methods that integrate statistical andstructural approaches.
These are the proceedings of the 9th

European Conference on Computer Vision (ECCV 2006), the premium European conference on computer vision, held in Graz, Austria, in May 2006. The two volume set LNCS 3686 and LNCS 3687 constitutes the refereed proceedings of the Third International Conference on Advances in Pattern Recognition, ICAPR 2005, held in Bath, UK in August 2005. The papers submitted to ICAPR 2005 were thoroughly reviewed by up to three referees per paper and less than 40% of the submitted papers were accepted. The first volume includes 73 contributions related to Pattern Recognition and Data Mining (which included papers from the tracks of pattern recognition methods, knowledge and learning, and data mining); topics addressed are pattern recognition, data mining, signal processing and OCR/ document analysis. The second volume contains 87 contributions related to Pattern Recognition and Image Analysis (which included papers from the applications track) and deals with security and surveillance, biometrics, image processing and medical imaging. It also contains papers from the Workshop on Pattern Recognition for Crime Prevention. This book constitutes the thoroughly refereed post-conference proceedings of

the 7th Pacific Rim Symposium on Image and Video Technology, PSIVT 2015, held in Auckland, New Zealand, in November 2015. The total of 61 revised papers was carefully reviewed and selected from 133 submissions. The papers are organized in topical sections on color and motion, image/video coding and transmission, computational photography and arts, computer vision and applications, image segmentation and classification, video surveillance, biomedical image processing and analysis, object and pattern recognition, computer vision and pattern recognition, image/video processing and analysis, and pattern recognition.
Image and Signal Processing
20th Anniversary International Conference, MMM 2014, Dublin, Ireland, January 6-10, 2014, Proceedings, Part II
Computer Vision - ECCV 2016
September 2014
Advanced Intelligent Systems for Sustainable Development (AI2SD'2019)
Image and Video Technology
MultiMedia Modeling
Pt. 4: 9th European Conference on Computer Vision, Graz, Austria, May 7-13, 2006, Proceedings

The purpose of this volume is to present current work of the Intelligent Computer Graphics community, a

community growing up year after year. Indeed, if at the beg- ning of Computer Graphics the use of Artificial Intelligence techniques was quite unknown, more and more researchers all over the world are nowadays interested in intelligent techniques allowing substantial improvements of traditional Computer Graphics methods. The other main contribution of intelligent techniques in Computer Graphics is to allow invention of completely new methods, often based on automation of a lot of tasks assumed in the past by the user in an imprecise and (human) time consuming manner. The history of research in Computer Graphics is very edifying. At the beginning, due to the slowness of computers in the years 1960, the unique research concern was visualisation. The purpose of Computer Graphics researchers was to find new visua- sation algorithms, less and less time consuming, in order to reduce the enormous time required for visualisation. A lot of interesting algorithms were invented during these first years of research in Computer Graphics. The scenes to be displayed were very simple because the computing power of computers was very low. So, scene modelling was not necessary and scenes were designed directly by the user, who had to give co-ordinates of vertices of scene polygons.

The eight-volume set comprising LNCS volumes 9905-9912 constitutes the refereed proceedings of the 14th European Conference on Computer Vision, ECCV 2016, held in Amsterdam, The Netherlands, in October 2016. The 415 revised papers presented were carefully reviewed and selected from 1480 submissions. The papers cover all aspects of computer vision and pattern recognition such as 3D computer vision; computational photography, sensing and display; face and gesture; low-

level vision and image processing; motion and tracking; optimization methods; physics-based vision, photometry and shape-from-X; recognition: detection, categorization, indexing, matching; segmentation, grouping and shape representation; statistical methods and learning; video: events, activities and surveillance; applications. They are organized in topical sections on detection, recognition and retrieval; scene understanding; optimization; image and video processing; learning; action activity and tracking; 3D; and 9 poster sessions.

This book reviews the latest developments in nature-inspired computation, with a focus on the cross-disciplinary applications in data mining and machine learning. Data mining, machine learning and nature-inspired computation are current hot research topics due to their importance in both theory and practical applications. Adopting an application-focused approach, each chapter introduces a specific topic, with detailed descriptions of relevant algorithms, extensive literature reviews and implementation details. Covering topics such as nature-inspired algorithms, swarm intelligence, classification, clustering, feature selection, cybersecurity, learning algorithms over cloud, extreme learning machines, object categorization, particle swarm optimization, flower pollination and firefly algorithms, and neural networks, it also presents case studies and applications, including classifications of crisis-related tweets, extraction of named entities in the Tamil language, performance-based prediction of diseases, and healthcare services. This book is both a valuable a reference resource and a practical guide for students, researchers and professionals in computer science, data and management sciences, artificial intelligence and machine learning.

GeometricModelingandProcessing(GMP)isabiennialintern ationalconference on geometric modeling, simulation and computing, which provides researchers and practitioners with a forum for exchanging new ideas, discussing new app- cations, and presenting new solutions. Previous GMP conferences were held in Pittsburgh (2006), Beijing (2004), Tokyo (2002), and Hong Kong (2000). This, the 5th GMP conference, was held in Hangzhou, one of the most beautiful cities in China. GMP 2008 received 113 paper submissions, covering a wide spectrum of - ometric modeling and processing, such as curves and surfaces, digital geometry processing, geometric feature modeling and recognition, geometric constraint solving, geometric optimization, multiresolution modeling, and applications in computer vision, image processing, scienti?c visualization, robotics and reverse engineering. Each paper was reviewed by at least three members of the program committee andexternalreviewers.Basedonthe recommendations ofthe revi- ers, 34 regular papers were selected for oral presentation, and 17 short papers were selected for poster presentation. All selected papers are included in these proceedings. We thank all authors, external reviewers and program committee members for their great e?ort and contributions, which made this conference a success.

7th International Conference, ICIAR 2010, Póvoa de Varzin, Portugal, June 21-23, 2010, Proceedings, Part I
Joint IAPR International Workshop, SSPR & SPR 2008, Orlando, USA, December 4-6, 2008. Proceedings
Proceedings
Data Analysis, Machine Learning and Applications
Computer Vision – ACCV 2016
Computer Vision, Graphics and Image Processing

Combinatorial Image Analysis
Cloud Computing and Security
A clear, straightforward resource to guide you through preclinical drug development Following this book's step-by-step guidance, you can successfully initiate and complete critical phases of preclinical drug development. The book serves as a basic, comprehensive reference to prioritizing and optimizing leads, dose formulation, ADME, pharmacokinetics, modeling, and regulations. This authoritative, easy-to-use resource covers all the issues that need to be considered and provides detailed instructions for current methods and techniques. Each chapter is written by one or more leading experts in the field. These authors, representing the many disciplines involved in preclinical toxicology screening and testing, give you the tools needed to apply an effective multidisciplinary approach. The editor has carefully reviewed all the chapters to ensure that each one is thorough, accurate, and clear. Among the key topics covered are: * Modeling and informatics in drug design * Bioanalytical chemistry * Absorption of drugs after oral administration * Transporter interactions in the ADME pathway of drugs * Metabolism kinetics * Mechanisms and consequences of drug-drug interactions Each chapter offers a full exploration of problems that may be encountered and their solutions. The authors also set forth the limitations of various methods and techniques used in determining the safety and

efficacy of a drug during the preclinical stage. This publication should be readily accessible to all pharmaceutical scientists involved in preclinical testing, enabling them to perform and document preclinical safety tests to meet all FDA requirements before clinical trials may begin.

Skeletonization: Theory, Methods and Applications is a comprehensive reference on skeletonization, written by the world's leading researchers in the field. The book presents theory, methods, algorithms and their evaluation, together with applications. Skeletonization is used in many image processing and computer vision applications such as shape recognition and analysis, shape decomposition and character recognition, as well as medical imaging for pulmonary, cardiac, mammographic applications. Part I includes theories and methods unique to skeletonization. Part II includes novel applications including skeleton-based characterization of human trabecular bone micro-architecture, image registration and correspondence establishment in anatomical structures, skeleton-based fast, fully automated generation of vessel tree structure for clinical evaluation of blood vessel systems. Offers a complete picture of skeletonization and its application to image processing, computer vision, pattern recognition and biomedical engineering Provides an in-depth presentation on various topics of skeletonization, including principles, theory, methods, algorithms, evaluation and real-life applications Discusses distance-analysis, geometry,

topology, scale and symmetry-analysis in the context of object understanding and analysis using medial axis and skeletonization

This book constitutes the proceedings of the International Conference on Cloud Computing and Security (ICCCS 2015) will be held on August 13-15, 2015 in Nanjing, China. The objective of ICCCS 2015 is to provide a forum for researchers, academicians, engineers, industrial professionals, students and government officials involved in the general areas of information security and cloud computing.

This book gathers papers presented at the second installment of the International Conference on Advanced Intelligent Systems for Sustainable Development (AI2SD-2019), which was held on July 08–11, 2019 in Marrakech, Morocco. It offers comprehensive coverage of recent advances in big data, data analytics and related paradigms. The book consists of fifty-two chapters, each of which shares the latest research in the fields of big data and data science, and describes use cases and applications of big data technologies in various domains, such as social networks and health care. All parts of the book discuss open research problems and potential opportunities that have arisen from the rapid advances in big data technologies. In addition, the book surveys the state of the art in data science, and provides practical guidance on big data analytics and data science. Expert perspectives are provided by authoritative researchers and practitioners from around the world, who discuss research

developments and emerging trends, present case studies on helpful frameworks and innovative methodologies, and suggest best practices for efficient and effective data analytics. Chiefly intended for researchers, IT professionals and graduate students, the book represents a timely contribution to the growing field of big data, which has been recognized as one of the leading emerging technologies that will have a major impact on various fields of science and various aspects of human society over the next several decades. Therefore, the content in this book is an essential tool to help readers understand current developments, and provides them with an extensive overview of the field of big data analytics as it is practiced today. The chapters cover technical aspects of key areas that generate and use big data, such as management and finance, medicine and health care, networks, the Internet of Things, big data standards, benchmarking of systems, and others. In addition to a diverse range of applications, key algorithmic approaches such as graph partitioning, clustering and finite mixture modeling of high-dimensional data are also covered. The varied collection of topics addressed introduces readers to the richness of the emerging field of big data analytics.

24th Computer Graphics International Conference, CGI 2OO6, Hangzhou, China, June 26-28, 2OO6, Proceedings
7th Pacific-Rim Symposium, PSIVT 2O15, Auckland,

New Zealand, November 25-27, 2015, Revised
Selected Papers
Preclinical Development Handbook
Structural, Syntactic, and Statistical Pattern
Recognition
Skeletonization
11th International Conference, BIC-TA 2016, Xi'an,
China, October 28-30, 2016, Revised Selected
Papers, Part I
Bulletin of Electrical Engineering and Informatics
Advances in Computer Graphics

With the increasing popularization of the Internet,
together with the rapid development of 3D
scanning technologies and modeling tools, 3D
model databases have become more and more
common in fields such as biology, chemistry,
archaeology and geography. People can distribute
their own 3D works over the Internet, search and
download 3D model data, and also carry out
electronic trade over the Internet. However, some
serious issues are related to this as follows: (1)
How to efficiently transmit and store huge 3D
model data with limited bandwidth and storage
capacity; (2) How to prevent 3D works from being
pirated and tampered with; (3) How to search for
the desired 3D models in huge multimedia
databases. This book is devoted to partially solving
the above issues. Compression is useful because it
helps reduce the consumption of expensive

resources, such as hard disk space and transmission bandwidth. On the downside, compressed data must be decompressed to be used, and this extra processing may be detrimental to some applications. 3D polygonal mesh (with geometry, color, normal vector and texture coordinate information), as a common surface representation, is now heavily used in various multimedia applications such as computer games, animations and simulation applications. To maintain a convincing level of realism, many applications require highly detailed mesh models. However, such complex models demand broad network bandwidth and much storage capacity to transmit and store. To address these problems, 3D mesh compression is essential for reducing the size of 3D model representation.

This book and its sister volume constitute the proceedings of the 7th International Symposium on Neural Networks, ISNN 2010, held in Shanghai, China, June 6-9, 2010. The 170 revised full papers of Part I and Part II were carefully selected from 591 submissions and focus on topics such as SVM and Kernel Methods, Vision and Image, Data Mining and Text Analysis, BCI and Brain Imaging and its applications. The first volume, Part I (LNCS 6063) covers the following topics: Neuropysiological Foundation, Theory and Models, Learning and Inference, and

Nerodynamics.

The five-volume set LNCS 10111-10115 constitutes the thoroughly refereed post-conference proceedings of the 13th Asian Conference on Computer Vision, ACCV 2016, held in Taipei, Taiwan, in November 2016. The total of 143 contributions presented in these volumes was carefully reviewed and selected from 479 submissions. The papers are organized in topical sections on Segmentation and Classification; Segmentation and Semantic Segmentation; Dictionary Learning, Retrieval, and Clustering; Deep Learning; People Tracking and Action Recognition; People and Actions; Faces; Computational Photography; Face and Gestures; Image Alignment; Computational Photography and Image Processing; Language and Video; 3D Computer Vision; Image Attributes, Language, and Recognition; Video Understanding; and 3D Vision. This book constitutes the thoroughly refereed post-conference proceedings of the 11th International Joint Conference on Biomedical Engineering Systems and Technologies, BIOSTEC 2018, held in Funchal, Madeira, Portugal, in January 2018. The 25 revised full papers presented were carefully reviewed and selected from a total of 299 submissions. The papers are organized in topical sections on biomedical electronics and devices; bioimaging; bioinformatics models, methods and

algorithms; health informatics.

Pattern Recognition and Image Analysis

Biomedical Engineering Systems and Technologies

5th Indian Conference, ICVGIP 2006, Madurai,
India, December 13-16, 2006, Proceedings

Third International Conference on Advances in
Pattern Recognition, ICAPR 2005, Bath, UK,
August 22-25, 2005

Computational Science and Its Applications -
ICCSA 2007

Spatial Cognition VIII

International Conference, Kuala Lumpur,
Malaysia, August 26-29, 2007. Proceedings, Part I

**This book constitutes the thoroughly refereed
proceedings of the 7th International Conference,
ICIAR 2010, held in Póvoa de Varzin, Portugal in
June 2010. The 88 revised full papers were selected
from 164 submissions. The papers are organized in
topical sections on Image Morphology,
Enhancement and Restoration, Image Segmentation,
Featue Extraction and Pattern Recognition,
Computer Vision, Shape, Texture and Motion
Analysis, Coding, Indexing, and Retrieval, Face
Detection and Recognition, Biomedical Image
Analysis, Biometrics and Applications.
This book constitutes the proceedings of the 8th
International Conference on Spatial Cognition, SC
2012, held in Kloster Seeon, Germany, in
August/September 2012. The 31 papers presented in
this volume were carefully reviewed and selected**

from 59 submissions. The conference deals with spatial cognition, biological inspired systems, spatial learning, communication, robotics, and perception.
This volume constitutes the refereed proceedings of the 16th International Workshop on Combinatorial Image Analysis, IWCIA 2014, held in Brno, Czech Republic, in May 2014. The 20 revised full papers and 3 invited papers presented were carefully reviewed and selected from numerous submissions. The topics covered include discrete geometry and topology in imaging science, new results in image representation, segmentation, grouping, and reconstruction, medical image processing.
This book constitutes the refereed proceedings of the 9th IAPR TC3 International Workshop on Artificial Neural Networks in Pattern Recognition, ANNPR 2020, held in Winterthur, Switzerland, in September 2020. The conference was held virtually due to the COVID-19 pandemic. The 22 revised full papers presented were carefully reviewed and selected from 34 submissions. The papers present and discuss the latest research in all areas of neural network-and machine learning-based pattern recognition. They are organized in two sections: learning algorithms and architectures, and applications.
Computer Vision -- ECCV 2010
14th European Conference, Amsterdam, The Netherlands, October 11-14, 2016, Proceedings, Part II

ICT Innovations 2009

Volume 4 - Advanced Intelligent Systems for Applied Computing Sciences

Three-Dimensional Model Analysis and Processing International Conference, CIVR 2002, London, UK, July 18-19, 2002. Proceedings

Machine Learning

ADME and Biopharmaceutical Properties

This book constitutes the refereed proceedings of the Indian Conference on Computer Vision, Graphics and Image Processing, ICVGIP 2006, held in Madurai, India, December 2006. Coverage in this volume includes image restoration and super-resolution, image filtering, visualization, tracking and surveillance, face-, gesture-, and object-recognition, compression, content based image retrieval, stereo/camera calibration, and biometrics.

It was our great pleasure to host the 4th International Conference on Image and Video Retrieval (CIVR) at the National University of Singapore on 20-22 July 2005. CIVR aims to provide an international forum for the discussion of research challenges and exchange of ideas among researchers and

practitioners in image/video retrieval technologies. It addresses innovative research in the broad ?eld of image and video retrieval. A unique feature of this conference is the high level of participation by researchers from both academia and industry. Another unique feature of CIVR this year was in its format – it o?ered both the traditional oral presentation sessions, as well as the short presentation cum poster sessions. The latter provided an informal alternative forum for animated discussions and exchanges of ideas among the participants. We are pleased to note that interest in CIVR has grown over the years. The number of submissions has steadily increased from 82 in 2002, to 119 in 2003, and 125 in 2004. This year, we received 128 submissions from the international comm unities:with81(63.3%)fromAsiaandAustral ia,25(19.5%)fromEurope, and 22 (17.2%) from North America. After a rigorous review process, 20 papers were accepted for oral presentations, and 42 papers were accepted for poster presentations. In addition to the accepted submitted papers, the program also included 4

invited papers, 1 keynote industrial paper, and 4 invited industrial papers. Altogether, we o?ered a diverse and interesting program, addressing the current interests and future trends in this area.

Data Warehousing and Mining (DWM) is the science of managing and analyzing large datasets and discovering novel patterns and in recent years has emerged as a particularly exciting and industrially relevant area of research. Prodigious amounts of data are now being generated in domains as diverse as market research, functional genomics and pharmaceuticals; intelligently analyzing these data, with the aim of answering crucial questions and helping make informed decisions, is the challenge that lies ahead. The Encyclopedia of Data Warehousing and Mining provides a comprehensive, critical and descriptive examination of concepts, issues, trends, and challenges in this rapidly expanding field of data warehousing and mining (DWM). This encyclopedia consists of more than 350 contributors from 32 countries, 1,800 terms and definitions,

and more than 4,400 references. This authoritative publication offers in-depth coverage of evolutions, theories, methodologies, functionalities, and applications of DWM in such interdisciplinary industries as healthcare informatics, artificial intelligence, financial modeling, and applied statistics, making it a single source of knowledge and latest discoveries in the field of DWM. 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.

16th International Workshop, IWCIA 2014, Brno, Czech Republic, May 28-30, 2014, Proceedings

State-of-the-Art in Content-Based Image and Video Retrieval

Artificial Intelligence Techniques for Computer Graphics

Artificial Neural Networks in Pattern Recognition

Advances in Multimedia Modeling

Advances in Neural Networks -- ISNN 2010

Radial Basis Function Networks 2

First International Conference, ICCCS 2015, Nanjing, China, August 13-15, 2015. Revised Selected Papers

This volume constitutes the refereed proceedings of the 4th International Workshop on Hybrid Artificial Intelligence Systems, HAIS 2009, held in

Salamanca, Spain, in June 2009. The 85 papers presented, were carefully reviewed and selected from 206 submissions. The topics covered are agents and multi agents systems, HAIS applications, cluster analysis, data mining and knowledge discovery, evolutionary computation, learning algorithms, real world HAIS applications and data uncertainty, hybrid artificial intelligence in bioinformatics, evolutionary multiobjective machine learning, hybrid reasoning and coordination methods on multi-agent systems, methods of classifiers fusion, knowledge extraction based on evolutionary learning, hybrid systems based on bioinspired algorithms and argumentation methods, hybrid evolutionry intelligence in financial engineering. This is the refereed proceedings of the 24th Computer Graphics International Conference, CGI 2006. The 38 revised full papers and 37 revised short papers presented were carefully reviewed. The papers are organized in topical sections on rendering and texture, efficient modeling and deformation, digital geometry processing, shape matching and shape analysis, face, virtual reality, motion and image, as well as CAGD. This book constitutes the refereed proceedings of the International Conference on Image and Video Retrieval, CIVR 2002, held in London, UK, in July 2002.The 30 revised full papers presented together with an introduction by the volume editors were

carefully reviewed and selected from 82 submissions. The papers are organized in topical sections on image retrieval, modeling, feature-based retrieval, semantics and learning, video retrieval, and evaluation and benchmarking.

Bulletin of Electrical Engineering and Informatics is a peer-reviewed journal that publishes material on all aspects of electrical, electronics, instrumentation, control, telecommunication, computer engineering, information technology and informatics from the global world.