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DAVENPORT HUANG

Pattern Recognition and Image Analysis Springer Science & Business Media

Art, technology, and information science combine into computer graphics and multimedia. This book explores the parameters of the application, problems and solutions related to digital disciplines. Contributing authors include computer scientists, multimedia researchers, computer artists, graphic designers, and digital media specialists.

The Oxford Handbook of Attention Springer

This book focuses on the fundamentals and recent advances in RGB-D imaging as well as covering a range of RGB-D applications. The topics covered include: data acquisition, data quality assessment, filling holes, 3D reconstruction, SLAM, multiple depth camera systems, segmentation, object detection, saliency detection, pose estimation, geometric modelling, fall detection, autonomous driving, motor rehabilitation therapy, people counting and cognitive service robots.

The availability of cheap RGB-D sensors has led to an explosion over the last five years in the capture and application of colour plus depth data. The addition of depth data to regular RGB images vastly increases the range of applications, and has resulted in a demand for robust and real-time processing of RGB-D data. There remain many technical challenges, and RGB-D image processing is an ongoing research area. This book covers the full state of the art, and consists of a series of chapters by internationally renowned experts in the field. Each chapter is written so as to provide a detailed overview of that topic. RGB-D Image Analysis and Processing will enable both students and professional developers alike to quickly get up to speed with contemporary techniques, and apply RGB-D imaging in their own projects.

Neural Information Processing Springer

In the past few years, with the advances in microelectronics and digital technology, cameras became a widespread media. This, along with the enduring increase in computing power boosted the development of computer vision systems. The International Conference on Computer Vision Systems (ICVS) covers the advances in this area. This is to say that ICVS is not and should not be

yet another computer vision conference. The field of computer vision is fully covered by many well-established and famous conferences and ICVS differs from these by covering the systems point of view. ICVS 2008 was the 6th International Conference dedicated to advanced research on computer vision systems. The conference, continuing a series of successful events in Las Palmas, Vancouver, Graz, New York and Bielefeld, in 2008 was held on Santorini. In all, 128 papers entered the review process and each was reviewed by three independent reviewers using the double-blind review method. Of these, 53 papers were accepted (23 as oral and 30 as poster presentation). There were also two invited talks by P. Anandan and by Heinrich H. Bulthoff. The presented papers cover all aspects of computer vision systems, namely: cognitive vision, monitor and surveillance, computer vision architectures, calibration and registration, object recognition and tracking, learning, human-machine interaction and cross-modal systems.

Knowledge-Driven Multimedia Information Extraction and Ontology Evolution Springer

The two-volume set CCIS 1142 and 1143 constitutes thoroughly refereed contributions presented at the 26th International Conference on Neural Information Processing, ICONIP 2019, held in

Sydney, Australia, in December 2019. For ICONIP 2019 a total of 345 papers was carefully reviewed and selected for publication out of 645 submissions. The 168 papers included in this volume set were organized in topical sections as follows: adversarial networks and learning; convolutional neural networks; deep neural networks; embeddings and feature fusion; human centred computing; human centred computing and medicine; human centred computing for emotion; hybrid models; image processing by neural techniques; learning from incomplete data; model compression and optimization; neural network applications; neural network models; semantic and graph based approaches; social network computing; spiking neuron and related models; text computing using neural techniques; time-series and related models; and unsupervised neural models.

Neural Information Processing Springer

The seven-volume set of LNCS 11301-11307, constitutes the proceedings of the 25th International Conference on Neural Information Processing, ICONIP 2018, held in Siem Reap, Cambodia, in December 2018. The 401 full papers presented were carefully reviewed and selected from 575 submissions. The papers address the emerging topics of theoretical research, empirical studies, and applications of neural information processing techniques across different domains. The 4th volume, LNCS 11304, is organized in topical sections on feature selection, clustering, classification, and detection.

Advances in Multimedia Modeling Springer

Genetic and Evolutionary Computing This volume of *Advances in Intelligent Systems and Computing* contains accepted papers presented at ICGEC 2013, the 7th International Conference on Genetic and Evolutionary Computing. The conference this year was technically co-sponsored by The Waseda University in Japan, Kaohsiung University of Applied Science in Taiwan, and VSB-Technical University of Ostrava. ICGEC 2013 was held in Prague, Czech Republic. Prague is one of the most beautiful cities in the world whose magical atmosphere has been shaped over ten centuries. Places of the greatest tourist interest are on the Royal Route running from the Powder Tower through Celetna Street to Old Town Square, then across Charles Bridge through the Lesser Town up to the Hradcany Castle. One should not miss the Jewish Town, and the National Gallery with its fine collection of Czech Gothic art, collection of old European art, and a beautiful collection of French art. The conference was intended as an international forum for the researchers and professionals in all areas of genetic and evolutionary computing. The main topics of ICGEC 2013 included Intelligent Computing, Evolutionary Computing, Genetic Computing, and Grid Computing.

Neural Information Processing IGI Global

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.

Informatics in Control, Automation and Robotics IGI Global

The six-volume set comprising LNCS volumes 6311 until 6313 constitutes the refereed proceedings of the 11th European Conference on Computer Vision, ECCV 2010, held in Heraklion, Crete, Greece, in September 2010. 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.

Computer Vision Frontiers Media SA

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.

Computer Vision - ECCV 2004 Springer Science & Business Media

This book provides an introduction to recent advances in theory, algorithms and application of

Boolean map distance for image processing. Applications include modeling what humans find salient or prominent in an image, and then using this for guiding smart image cropping, selective image filtering, image segmentation, image matting, etc. In this book, the authors present methods for both traditional and emerging saliency computation tasks, ranging from classical low-level tasks like pixel-level saliency detection to object-level tasks such as subitizing and salient object detection. For low-level tasks, the authors focus on pixel-level image processing approaches based on efficient distance transform. For object-level tasks, the authors propose data-driven methods using deep convolutional neural networks. The book includes both empirical and theoretical studies, together with implementation details of the proposed methods. Below are the key features for different types of readers. For computer vision and image processing practitioners: Efficient algorithms based on image distance transforms for two pixel-level saliency tasks; Promising deep learning techniques for two novel object-level saliency tasks; Deep neural network model pre-training with synthetic data; Thorough deep model analysis including useful visualization techniques and generalization tests; Fully reproducible with code, models and datasets available. For researchers interested in the intersection between digital topological theories and computer vision problems: Summary of theoretic findings and analysis of Boolean map distance; Theoretic algorithmic analysis; Applications in salient object detection and eye fixation prediction. Students majoring in image processing, machine learning and computer vision: This book provides up-to-date supplementary reading material for course topics like connectivity based image processing, deep learning for image processing; Some easy-to-implement algorithms for course projects with data provided (as links in the book); Hands-on programming exercises in digital topology and deep learning.

RGB-D Image Analysis and Processing Springer

This two-volume set (CCIS 152 and CCIS 153) constitutes the refereed proceedings of the International Conference on Computer Science and Information Engineering, CSIE 2011, held in Zhengzhou, China, in May 2011. The 159 revised full papers presented in both volumes were carefully reviewed and selected from a large number of submissions. The papers present original research results that are broadly relevant to the theory and applications of Computer Science and Information Engineering and address a wide variety of topics such as algorithms, automation, artificial intelligence, bioinformatics, computer networks, computer security, computer vision, modeling and simulation, databases, data mining, e-learning, e-commerce, e-business, image processing, knowledge management, multimedia, mobile computing, natural computing, open and innovative education, pattern recognition, parallel computing, robotics, wireless networks, and Web applications.

Computer Vision -- ACCV 2009 Springer

This book provides comprehensive coverage of the latest advances and trends in information technology, science and engineering. Specifically, it addresses a number of broad themes, including multi-modal informatics, data mining, agent-based and multi-agent systems for health and education informatics, which inspire the development of intelligent information technologies. The book covers a wide range of topics such as AI applications and innovations in health and education informatics; data and knowledge management; multi-modal application management; and web/social media mining for multi-modal informatics. Outlining promising future research directions, the book is a valuable resource for students, researchers and professionals and a useful reference guide for newcomers to the field. This book is a compilation of the papers presented in the 4th International Conference on Multi-modal Information Analytics, held online, on April 23, 2022.

Man-Machine Dialogue Springer Science & Business Media

The sixteen-volume set comprising the LNCS volumes 11205-11220 constitutes the refereed proceedings of the 15th European Conference on Computer Vision, ECCV 2018, held in Munich, Germany, in September 2018. The 776 revised papers presented were carefully reviewed and selected from 2439 submissions. The papers are organized in topical sections on learning for vision; computational photography; human analysis; human sensing; stereo and reconstruction; optimization; matching and recognition; video attention; and poster sessions.

Multimedia Data Mining and Knowledge Discovery Oxford University Press

This book presents the state of the art in the areas of ontology evolution and knowledge-driven multimedia information extraction, placing an emphasis on how the two can be combined to bridge the semantic gap. This was also the goal of the EC-sponsored BOEMIE (Bootstrapping Ontology Evolution with Multimedia Information Extraction) project, to which the authors of this book have

all contributed. The book addresses researchers and practitioners in the field of computer science and more specifically in knowledge representation and management, ontology evolution, and information extraction from multimedia data. It may also constitute an excellent guide to students attending courses within a computer science study program, addressing information processing and extraction from any type of media (text, images, and video). Among other things, the book gives concrete examples of how several of the methods discussed can be applied to athletics (track and field) events.

Database Semantics Springer Science & Business Media

This three-volume set LNCS 11901, 11902, and 11903 constitutes the refereed conference proceedings of the 10th International Conference on Image and Graphics, ICIIG 2019, held in Beijing, China, in August 2019. The 183 full papers presented were selected from 384 submissions and focus on advances of theory, techniques and algorithms as well as innovative technologies of image, video and graphics processing and fostering innovation, entrepreneurship, and networking.

Computer Vision -- ECCV 2010 Springer Science & Business Media

The 16th international conference on Multimedia Modeling (MMM2010) was held in the famous mountain city Chongqing, China, January 6-8, 2010, and hosted by Southwest University. MMM is a leading international conference for researchers and industry practitioners to share their new ideas, original research results and practical development experiences from all multimedia related areas. MMM2010 attracted more than 160 regular, special session, and demo session submissions from 21 countries/regions around the world. All submitted papers were reviewed by at least two PC members or external reviewers, and most of them were reviewed by three reviewers. The review process was very selective. From the total of 133 submissions to the main track, 43 (32.3%) were accepted as regular papers, 22 (16.5%) as short papers. In all, 15 papers were received for three special sessions, which is by invitation only, and 14 submissions were received for a demo session, with 9 being selected. Authors of accepted papers come from 16 countries/regions. This volume of the proceedings contains the abstracts of three invited talks and all the regular, short, special session and demo papers. The regular papers were categorized into nine sections: 3D modeling; advanced video coding and adaptation; face, gesture and applications; image processing; image retrieval; learning semantic concepts; media analysis and modeling; semantic video concepts; and tracking and motion analysis. Three special sessions were video analysis and event recognition, cross-X multimedia mining in large scale, and mobile computing and applications. The technical program featured three invited talks, parallel presentation of all the accepted regular and special session papers, and poster sessions for short and demo papers.

Advances in Semantic Media Adaptation and Personalization, Volume 2 Springer

This volume provides an overview of multimedia data mining and knowledge discovery and discusses the variety of hot topics in multimedia data mining research. It describes the objectives and current tendencies in multimedia data mining research and their applications. Each part contains an overview of its chapters and leads the reader with a structured approach through the diverse subjects in the field.

SIGIR 2004 Springer Nature

Today's mobile robot perception is insufficient for acting goal-directedly in unconstrained, dynamic everyday environments like a home, a factory, or a city. Subject to restrictions in bandwidth, computer power, and computation time, a robot has to react to a wealth of dynamically changing stimuli in such environments, requiring rapid, selective attention to decisive, action-relevant information of high current utility. Robust and general engineering methods for effectively and efficiently coupling perception, action and reasoning are unavailable. Interesting performance, if any, is currently only achieved by sophisticated robot programming exploiting domain features and specialties, which leaves ordinary users no chance of changing how the robot acts. The purpose of this volume - outcome of a GI-Dagstuhl Seminar held in Dagstuhl Castle in June 2006 - is to give a first overview on the concept of affordances for the design and implementation of autonomous mobile robots acting goal-directedly in a dynamic environment. The aim is to develop affordance-based control as a method for robotics. The potential of this new methodology will be shown by going beyond navigation-like tasks towards goal-directed autonomous manipulation in the project demonstrators.

Computer Vision -- ECCV 2014 Springer Science & Business Media

As cameras become more pervasive in our daily life, vast amounts of video data are generated. The popularity of YouTube and similar websites such as Tudou and Youku provides strong evidence for the increasing role of video in society. One of the main challenges confronting us in the era of

information technology is to - fectively rely on the huge and rapidly growing video data accumulating in large multimedia archives. Innovative video processing and analysis techniques will play an increasingly important role in resolving the difficult task of video search and retrieval. A wide range of video-based applications have benefited from - vances in video search and mining including multimedia information mana- ment, human-computer interaction, security and surveillance, copyright prot- tion, and personal entertainment, to name a few. This book provides

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an overview of emerging new approaches to video search and mining based on promising methods being developed in the computer vision and image analysis community. Video search and mining is a rapidly evolving discipline whose aim is to capture interesting patterns in video data. It has become one of the core areas in the data mining research community. In comparison to other types of data mining (e. g. text), video mining is still in its infancy. Many challenging research problems are facing video mining researchers.

Cognitive Internet of Things: Frameworks, Tools and Applications John Wiley & Sons
This volume constitutes the refereed proceedings of the 5th Iberian Conference on Pattern Recognition and Image Analysis, IbPRIA 2011, held in Las Palmas de Gran Canaria, Spain, in June 2011. The 34 revised full papers and 58 revised poster papers presented were carefully reviewed and selected from 158 submissions. The papers are organized in topical sections on computer vision; image processing and analysis; medical applications; and pattern recognition.