

1. Record Nr.	UNIBAS000005716
Titolo	Verum ipsum factum : Il progetto di Carlo Scarpa per l'ingresso dell'Istituto Universitario di Architettura di Venezia / Paolo Ceccarelli ... [et al.] ; a cura di Sergio Los
Pubbl/distr/stampa	Venezia : Cluva, c1985
ISBN	88-85067-10-7
Descrizione fisica	111 p. : ill. ; 30 cm.
Collana	Eikonos
Altri autori (Persone)	Ceccarelli, Paolo Los, Sergio Mazzariol, Giuseppe Zannier, Italo
Disciplina	727.3
Soggetti	Scarpa Carlo Progetti Venezia - Istituto Universitario di Architettura
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910254221003321
Autore	Schauerte Boris
Titolo	Multimodal Computational Attention for Scene Understanding and Robotics / / by Boris Schauerte
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-33796-3
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XXIV, 203 p. 55 illus., 51 illus. in color.)
Collana	Cognitive Systems Monographs, , 1867-4925 ; ; 30
Disciplina	629.892637
Soggetti	Computational intelligence Robotics Automation Artificial intelligence Optical data processing Pattern perception Computational Intelligence Robotics and Automation Artificial Intelligence Image Processing and Computer Vision Pattern Recognition
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Introduction -- Background -- Bottom-up Audio-Visual Attention for Scene Exploration -- Multimodal Attention with Top-Down Guidance -- Conclusion -- Applications -- Dataset Overview.
Sommario/riassunto	This book presents state-of-the-art computational attention models that have been successfully tested in diverse application areas and can build the foundation for artificial systems to efficiently explore, analyze, and understand natural scenes. It gives a comprehensive overview of the most recent computational attention models for processing visual and acoustic input. It covers the biological background of visual and auditory attention, as well as bottom-up and top-down attentional mechanisms and discusses various applications.

In the first part new approaches for bottom-up visual and acoustic saliency models are presented and applied to the task of audio-visual scene exploration of a robot. In the second part the influence of top-down cues for attention modeling is investigated. .
