

1. Record Nr.	UNINA9910136784503321
Titolo	Autizm i narusheniia razvitiia
Pubbl/distr/stampa	[Moskva] : , : Moskovski gosudarstvenny psikhologo-pedagogicheski universitet
ISSN	2413-4317
Descrizione fisica	1 online resource
Soggetti	Developmental disabilities Developmental Disabilities Periodicals. Periodical
Lingua di pubblicazione	Russo
Formato	Materiale a stampa
Livello bibliografico	Periodico
Note generali	Refereed/Peer-reviewed

2. Record Nr.	UNINA9910146273703321
Autore	Pisier Gilles
Titolo	Similarity Problems and Completely Bounded Maps / / by Gilles Pisier
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2001
ISBN	3-540-44563-3
Edizione	[2nd ed. 2001.]
Descrizione fisica	1 online resource (X, 202 p.)
Collana	Lecture Notes in Mathematics, , 1617-9692 ; ; 1618
Disciplina	512.55
Soggetti	Functional analysis Harmonic analysis Functional Analysis Abstract Harmonic Analysis
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction. Description of contents -- Von Neumann's inequality and Ando's generalization -- Non-unitarizable uniformly bounded group representations -- Completely bounded maps -- Completely bounded homomorphisms and derivations -- Schur multipliers and Grothendieck's inequality -- Hankelian Schur multipliers. Herz-Schur multipliers -- The similarity problem for cyclic homomorphisms on a C^* -algebra -- Completely bounded maps in the Banach space setting -- The Sz -- Nagy-Halmos similarity problem -- The Kadison Similarity Problem -- References -- Subject Index -- Notation Index.
Sommario/riassunto	These notes revolve around three similarity problems, appearing in three different contexts, but all dealing with the space $B(H)$ of all bounded operators on a complex Hilbert space H . The first one deals with group representations, the second one with C^* -algebras and the third one with the disc algebra. We describe them in detail in the introduction which follows. This volume is devoted to the background necessary to understand these three problems, to the solutions that are known in some special cases and to numerous related concepts, results, counterexamples or extensions which their investigation has generated. While the three problems seem different, it is possible to place them in a common framework using the key concept of "complete

boundedness", which we present in detail. Using this notion, the three problems can all be formulated as asking whether "boundedness" implies "complete boundedness" for linear maps satisfying certain additional algebraic identities. Two chapters have been added on the HALMOS and KADISON similarity problems.

3. Record Nr.	UNINA9910481965403321
Titolo	MultiMedia Modeling : 22nd International Conference, MMM 2016, Miami, FL, USA, January 4-6, 2016, Proceedings, Part I // edited by Qi Tian, Nicu Sebe, Guo-Jun Qi, Benoit Huet, Richang Hong, Xueliang Liu
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-27671-9
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XXIV, 927 p. 354 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 9516
Disciplina	006.7
Soggetti	Multimedia systems Information storage and retrieval systems Pattern recognition systems Data mining Application software Multimedia Information Systems Information Storage and Retrieval Automated Pattern Recognition Data Mining and Knowledge Discovery Computer and Information Systems Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Organization -- Contents - Part I -- Contents - Part II -- Regular Papers -- Video Event Detection Using Kernel Support Vector Machine with Isotropic Gaussian Sample Uncertainty (KSVM-iGSU) -- 1 Introduction -- 2 Related Work -- 3 Kernel SVM-iGSU -- 3.1

Overview of LSVM-iGSU -- 3.2 Kernelizing LSVM-iGSU (KSVM-iGSU) --
 3.3 Relevance Degree KSVM-iGSU -- 4 Experiments and Results -- 4.1
 Dataset and Evaluation Measures -- 4.2 Video Representation and
 Uncertainty -- 4.3 Experimental Results and Discussion -- 5
 Conclusions and Future Work -- References -- Video Content
 Representation Using Recurring Regions Detection -- 1 Introduction --
 2 Related Work -- 3 Recurring Region Detection -- 3.1 Region
 Detection and Representation -- 3.2 Tracking, Shot-Track
 Representation, and Merging -- 3.3 Shot-Track Matching and Video-
 Track Merging -- 4 Evaluation -- 4.1 Dataset -- 4.2 Quantitative
 Evaluation -- 4.3 Qualitative Evaluation -- 5 Conclusion -- References
 -- Group Feature Selection for Audio-Based Video Genre Classification
 -- 1 Introduction -- 2 Feature Selection -- 3 Evaluation Setup -- 3.1
 Audio Features -- 3.2 Datasets -- 3.3 Data Preprocessing -- 3.4
 Classification -- 3.5 Performance Metrics -- 4 Experimental Results --
 4.1 Classification Performance -- 4.2 Feature Analysis -- 5 Conclusion
 -- References -- Computational Cartoonist: A Comic-Style Video
 Summarization System for Anime Films -- 1 Introduction -- 2 Related
 Work -- 3 Comic-Style Video Summarization -- 3.1 Shot Transition
 Detection -- 3.2 Key Frame Detection -- 3.3 Comic Layout -- 4
 Evaluation -- 5 Conclusions and Future Work -- References --
 Exploring the Long Tail of Social Media Tags -- 1 Introduction -- 2
 Related Work -- 3 What Tags Constitute the Long Tail? -- 4 Utilizing
 the Long Tail -- 4.1 Augmenting Rare Tags -- 4.2 Tag Relevance --
 4.3 Learning Detectors.
 5 Conclusions -- References -- Visual Analyses of Music Download
 History: User Studies -- 1 Introduction -- 2 Related Work -- 3
 Visualization Design -- 4 User Studies -- 4.1 Implementation -- 4.2
 Participants -- 4.3 Tasks -- 4.4 Results -- 4.5 Discussion -- 5
 Conclusions -- References -- Personalized Annotation for Mobile
 Photos Based on User's Social Circle -- 1 Introduction -- 2 Related
 Work -- 3 Proposed Framework -- 3.1 Label Generation -- 3.2 Label
 Propagation -- 4 Experiment -- 4.1 DataSet -- 4.2 Evaluation of Album
 -- 4.3 Evaluation of Tag Generation -- 4.4 Evaluation of Personalized
 Annotation -- 5 Conclusion -- References -- Utilizing Sensor-Social
 Cues to Localize Objects-of-Interest in Outdoor UGVs -- 1 Introduction
 -- 2 Related Work -- 3 Sensor-Social-Based OOI Recognition -- 3.1
 OOI Acquisition from UGVs -- 3.2 Classified Object Set
 Recommendation -- 3.3 OOI Description and Recognition -- 4
 Experimental Results and Analysis -- 4.1 Dataset and Experimental
 Setup -- 4.2 Experimental Results and Analysis -- 5 Conclusions --
 References -- NEWSMAN: Uploading Videos over Adaptive Middleboxes
 to News Servers in Weak Network Infrastructures -- 1 Introduction -- 2
 Related Work -- 3 System Overview -- 4 Scheduling Problem and
 Solution -- 5 Simulations and Results -- 6 Conclusions -- References
 -- Computational Face Reader -- 1 Introduction -- 2 Related Work --
 2.1 Face Reading -- 2.2 Deep Convolutional Neural Network -- 3
 Overview of Our Framework -- 4 Dataset Preparation and Library
 Construction -- 5 Deep Networks with Facial Region Pooling -- 5.1
 Architecture -- 5.2 Training the Network -- 6 Experiments -- 6.1
 Evaluation of Facial Attribute Estimation -- 6.2 Evaluation of Face
 Reading -- 7 Conclusions and Future Work -- References -- Posed and
 Spontaneous Expression Recognition Through Restricted Boltzmann
 Machine -- 1 Introduction.
 2 The Proposed Method -- 2.1 Feature and Facial Events Extraction --
 2.2 Posed and Spontaneous Expression Modeling Using RBM -- 3
 Experiments and Analysis -- 3.1 Experimental Conditions -- 3.2
 Experimental Results and Analysis -- 3.3 Comparison with Other

Methods -- 4 Conclusion and Future Works -- References -- DFRS: A Large-Scale Distributed Fingerprint Recognition System Based on Redis -- 1 Introduction -- 2 Background -- 2.1 Redis -- 2.2 Fingerprint Feature -- 2.3 Fingerprint Recognition -- 3 DFRS -- 3.1 System Architecture -- 3.2 Encoding and Decoding -- 3.3 Process of Fingerprint Recognition -- 3.4 Match Strategy Based on Quick-Return -- 4 Evaluation -- 4.1 Experiment Environment -- 4.2 Performance of Encoding and Decoding -- 4.3 Analytical Evaluation for Matching Method -- 4.4 Evaluation for Quick-Return -- 5 Conclusion and Future Work -- References -- Logo Recognition via Improved Topological Constraint -- 1 Introduction -- 2 Improved Topological Constraint -- 3 Logo Recognition -- 3.1 Feature Selection -- 3.2 Recognition -- 4 Experiments -- 4.1 Impact of Parameters -- 4.2 FlickrLogos-32 Dataset -- 4.3 FlickrLogos-27 Dataset -- 5 Conclusion -- References -- Compound Figure Separation Combining Edge and Band Separator Detection -- 1 Introduction -- 2 Related Work and Context -- 3 Proposed Algorithm -- 3.1 Illustration Classifier -- 3.2 Recursive Algorithm -- 3.3 Edge-Based Separator Detection -- 3.4 Band-Based Separator Detection -- 4 Parameter Optimization -- 5 Evaluation -- 5.1 Evaluation on ImageCLEF Dataset -- 5.2 Evaluation on NLM Dataset -- 5.3 Illustration Classifier Accuracy -- 6 Conclusion and Further Work -- References -- Camera Network Based Person Re-identification by Leveraging Spatial-Temporal Constraint and Multiple Cameras Relations -- 1 Introduction -- 2 Observations -- 3 Our Approach -- 3.1 Problem Definition. 3.2 Probabilistic Model with Spatial-Temporal Constraint -- 3.3 Optimization with Multiple Camera Relations -- 4 Experiments -- 4.1 Baselines -- 4.2 TMin Data Set -- 4.3 CamNeT -- 4.4 Running Time -- 5 Conclusion -- References -- Global Contrast Based Salient Region Boundary Sampling for Action Recognition -- 1 Introduction -- 2 Methodology -- 2.1 Improved Dense Trajectories -- 2.2 Motion Boundary Based Sampling -- 3 Our Approach -- 3.1 Global Contrast Based Salient Region Sampling -- 3.2 Optimization with Salient Region Boundary -- 4 Experiments -- 4.1 Datasets -- 4.2 Experimental Setup -- 4.3 Results and Analysis -- 5 Conclusion -- References -- Elastic Edge Boxes for Object Proposal on RGB-D Images -- 1 Introduction -- 2 Related Work -- 3 Elastic Edge Boxes -- 3.1 Initial Bounding Boxes Generation -- 3.2 Elastic Range Determination -- 3.3 Bounding Box Adjustment -- 4 Experiments -- 4.1 Dataset Construction -- 4.2 Performance Evaluation -- 5 Conclusions -- References -- Pairing Contour Fragments for Object Recognition -- Abstract -- 1 Introduction -- 2 Related Works -- 3 Contour Fragment Pairs -- 3.1 Matching Energy -- 3.2 Pairing Algorithm -- 3.3 Learning Subspace for CFPs -- 4 Recognition Algorithm -- 4.1 Learning Weak Classifiers Based on CFPs -- 4.2 Voting Boundaries and Foregrounds -- 5 Experiments -- 5.1 Experiments on Weizmann Horses Dataset -- 5.2 Experiments on ETHZ Shape Dataset -- 6 Conclusion and Future Works -- References -- Instance Search with Weak Geometric Correlation Consistency -- 1 Introduction -- 2 Related Work -- 3 Weak Geometric Correlation Consistency -- 3.1 Motivation -- 3.2 Implementation -- 3.3 Computational Complexity -- 4 Experiments -- 4.1 Datasets -- 4.2 Evaluation Protocol -- 4.3 Experiment Settings -- 5 Results and Discussion -- 6 Conclusion -- References. Videopedia: Lecture Video Recommendation for Educational Blogs Using Topic Modeling -- 1 Introduction -- 2 Related Work -- 3 System Model -- 3.1 Dataset Used for Recommendation -- 3.2 Extracting Video Content -- 3.3 Extracting Webpage Content -- 3.4 Processing the Extracted Text -- 3.5 Topic Modeling -- 3.6 Definition of Similarity

Matching -- 3.7 Algorithm for Video Recommendation -- 4
 Experimental Results -- 4.1 Baselines Used for Comparison -- 4.2
 Evaluation of Recommendation -- 5 Conclusions -- References --
 Towards Training-Free Refinement for Semantic Indexing of Visual
 Media -- 1 Introduction -- 2 Related Work -- 3 Motivation and
 Proposed Solution -- 4 Training-Free Refinement (TFR) -- 4.1
 Factorizing Detection Results -- 4.2 Integration with Ontologies -- 4.3
 Temporal Neighbourhood-Based Propagation -- 5 Experiments and
 Discussion -- 5.1 Evaluation on Wearable Camera Images (Dataset1) --
 5.2 Evaluation on TRECVID Video (Dataset2) -- 5.3 Efficiency Analysis
 of TFR -- 6 Conclusions -- References -- Deep Learning Generic
 Features for Cross-Media Retrieval -- 1 Introduction -- 2 Related Work
 -- 3 Deep Learning Generic Features -- 3.1 Layer-Wise Pre-training --
 3.2 Overall Fine-Tuning -- 3.3 Cross-Media Retrieval -- 4 Experiments
 and Results -- 4.1 Experimental Setup -- 4.2 Experimental Results -- 5
 Conclusions -- References -- Cross-Media Retrieval via Semantic Entity
 Projection -- 1 Introduction -- 2 Related Works -- 3 Our Approach --
 3.1 Entity Level Construction -- 3.2 Entity Projection Learning -- 3.3
 Semantic Abstraction Generation -- 4 Experimental Evaluation -- 4.1
 Dataset Description -- 4.2 Evaluation Metrics -- 4.3 Experimental
 Results -- 5 Conclusions -- References -- Visual Re-ranking Through
 Greedy Selection and Rank Fusion -- 1 Introduction -- 2 Effective
 Visual Re-ranking -- 2.1 Informative Feature Extraction -- 2.2 Label
 De-noising.
 2.3 Graph-Based Re-ranking.

Sommario/riassunto

The two-volume set LNCS 9516 and LNCS 9517 constitutes the
 refereed proceedings of the 22nd International Conference on
 Multimedia Modeling, MMM 2016, held in Miami, FL, USA, in January
 2016. The 32 revised full papers and 52 poster papers presented were
 carefully reviewed and selected from 117 submissions. In addition 20
 papers were accepted for five special sessions out of 38 submissions as
 well as 7 demonstrations (from 11 submissions) and 9 video showcase
 papers. The papers are organized in topical sections on video content
 analysis, social media analysis, object recognition and system,
 multimedia retrieval and ranking, multimedia representation, machine
 learning in multimedia, and interaction and mobile. The special
 sessions are: good practices in multimedia modeling; semantics
 discovery from multimedia big data; perception, aesthetics, and
 emotion in multimedia quality modeling; multimodal learning and
 computing for human activity understanding; and perspectives on
 multimedia analytics.
