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Nota di contenuto	Vision for Navigation -- Integrating Vision Based Behaviours with an Autonomous Robot -- Topological Maps for Visual Navigation -- Vision-Aided Outdoor Navigation of an Autonomous Horticultural Vehicle -- Computer Vision Systems -- An Interactive Computer Vision System DyPERS: Dynamic Personal Enhanced Reality System -- Using Computer Vision to Control a Reactive Computer Graphics Character in a Theater Play -- Sassy: A Language and Optimizing Compiler for Image Processing on Reconfigurable Computing Systems -- Simulation and Scheduling of Real-Time Computer Vision Algorithms -- Visual Tracking -- Real-Time Maintenance of Figure-Ground Segmentation -- An Integrating Framework for Robust Real-Time 3D Object Tracking -- Face-Tracking and Coding for Video Compression -- Tracking People in a Railway Station during Rush-Hour -- Knowledge Based Methods/Systems -- Active Knowledge-Based Scene Analysis -- Experience in Integrating Image Processing Programs -- Integration of Vision and Decision-Making in an Autonomous Airborne Vehicle for Traffic Surveillance -- Multilevel Integration of Vision and Speech Understanding Using Bayesian Networks -- A Bayesian Computer Vision System for Modeling Human Interactions -- Action Reaction Learning: Automatic Visual Analysis and Synthesis of Interactive Behaviour -- A Generic Model for Perception-Action Systems. Analysis of a Knowledge-Based Prototype -- Architectures -- A Hierarchical Vision

Architecture for Robotic Manipulation Tasks -- Optimal Image Processing Architecture for Active Vision Systems -- Reactive Computer Vision System with Reconfigurable Architecture -- MEPHISTO A Modular and Extensible Path Planning System Using Observation -- Active Vision -- DESEO: An Active Vision System for Detection Tracking and Recognition -- Playing Domino: A Case Study for an Active Vision System -- Improving 3D Active Visual Tracking -- Surveillance System Based on Detection and Tracking of Moving Objects Using CMOS Imagers -- 3-D Modelling -- 3-D Modelling and Robot Localization from Visual and Range Data in Natural Scenes -- Ascender II, a Visual Framework for 3D Reconstruction -- Hybrid Approach to the Construction of Triangulated 3D Models of Building Interiors -- On Camera Calibration for Scene Model Acquisition and Maintenance Using an Active Vision System -- Object Recognition -- ADORE: Adaptive Object Recognition -- Object Recognition for a Grasping Task by a Mobile Manipulator.

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## Sommario/riassunto

Computer Vision has now reached a level of maturity that allows us not only to perform research on individual methods but also to build fully integrated computer vision systems of a significant complexity. This opens up a number of new problems related to architectures, systems integration, validation of systems using benchmarking techniques, and so on. So far, the majority of vision conferences have focused on component technologies, which has motivated the organization of the First International Conference on Computer Vision Systems (ICVS). It is our hope that the conference will allow us not only to see a number of interesting new vision techniques and systems but hopefully also to define the research issues that need to be addressed to pave the way for more wide-scale use of computer vision in a diverse set of real-world applications. ICVS is organized as a single-track conference consisting of high-quality, previously unpublished, contributed papers on new and original research on computer vision systems. All contributions will be presented orally. A total of 65 papers were submitted for consideration by the conference. All papers were reviewed by three reviewers from the program committee. Thirty-two of the papers were selected for presentation. ICVS'99 is being held at the Alfredo Kraus Auditorium and Convention Centre, in Las Palmas, on the lovely Canary Islands, Spain. The setting is spring-like, which seems only appropriate as the basis for a new conference.

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