

1. Record Nr.	UNISA996466245003316
Titolo	Machine Learning and Knowledge Discovery in Databases [[electronic resource]] : European Conference, ECML PKDD 2016, Riva del Garda, Italy, September 19-23, 2016, Proceedings, Part III // edited by Bettina Berendt, Björn Bringmann, Élisa Fromont, Gemma Garriga, Pauli Miettinen, Nikolaj Tatti, Volker Tresp
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-46131-1
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XXII, 307 p. 119 illus.)
Collana	Lecture Notes in Artificial Intelligence ; ; 9853
Disciplina	006.31
Soggetti	Data mining Artificial intelligence Pattern recognition Information storage and retrieval Database management Application software Data Mining and Knowledge Discovery Artificial Intelligence Pattern Recognition Information Storage and Retrieval Database Management Information Systems Applications (incl. Internet)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes Index.
Nota di contenuto	Practical and real-world studies of machine learning, knowledge discovery, data mining -- Innovative prototype implementations or mature systems that use machine learning techniques and knowledge discovery processes in a real setting -- Recent advances at the frontier of machine learning and data mining with other disciplines.
Sommario/riassunto	The three volume set LNAI 9851, LNAI 9852, and LNAI 9853 constitutes the refereed proceedings of the European Conference on Machine

Learning and Knowledge Discovery in Databases, ECML PKDD 2016, held in Riva del Garda, Italy, in September 2016. The 123 full papers and 16 short papers presented were carefully reviewed and selected from a total of 460 submissions. The papers presented focus on practical and real-world studies of machine learning, knowledge discovery, data mining; innovative prototype implementations or mature systems that use machine learning techniques and knowledge discovery processes in a real setting; recent advances at the frontier of machine learning and data mining with other disciplines. Part I and Part II of the proceedings contain the full papers of the contributions presented in the scientific track and abstracts of the scientific plenary talks. Part III contains the full papers of the contributions presented in the industrial track, short papers describing demonstration, the nectar papers, and the abstracts of the industrial plenary talks.

2. Record Nr.	UNINA9910410000003321
Autore	Matsushima Kyoji
Titolo	Introduction to Computer Holography : Creating Computer-Generated Holograms as the Ultimate 3D Image / / by Kyoji Matsushima
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-030-38435-7
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XIV, 461 p. 389 illus., 193 illus. in color.)
Collana	Series in Display Science and Technology, , 2509-5900
Disciplina	621.3675
Soggetti	Lasers Photonics Signal processing Image processing Speech processing systems Optics Electrodynamics Optics, Lasers, Photonics, Optical Devices Signal, Image and Speech Processing Classical Electrodynamics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Nota di bibliografia

Includes bibliographical references and index.

Nota di contenuto

Chapter 1 - Introduction -- Chapter 2 - Overview of computer holography -- Chapter 3 - Introduction to wave-optics -- Chapter 4 - The Fourier Transform and Mathematical Preliminaries -- Chapter 5 - Diffraction and Field Propagation -- Chapter 6 - Numerical Field Propagation Between Parallel Planes -- Chapter 7 - Holography -- Chapter 8 - Computer Holography -- Chapter 9 - The Rotational Transform of Waveeld -- Chapter 10 - The Polygon-Based Method -- Chapter 11 - The Silhouette Method -- Chapter 12 - Shifted Field Propagation -- Chapter 13 - Simulated Reconstruction Based on Virtual Imaging -- Chapter 14 - Digitized Holography -- Chapter 15 - Fabrication of High-Dinition CGH.

Sommario/riassunto

This book covers basic- to expert-level applications in computer holography, a strong candidate for the ultimate 3D display technology. The computer holography developed in the course of the past decade represents the basis of wave optics. Accordingly, the book presents the basic theory of wave optics and practical techniques for handling wave fields by means of the fast Fourier transform. Numerical techniques based on polygons, as well as mask-based techniques, are also presented for calculating the optical fields of virtual 3D models with occlusion processing. The book subsequently describes simulation techniques for very large-scale optical fields, and addresses the basics and concrete applications of simulation, offering a valuable resource for readers who need to employ it in the context of developing optical devices. To aid in comprehension, the main content is complemented by numerous examples of optical fields and photographs of reconstructed 3D images.