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| Disciplina | 006.7 |
| Soggetti | Computer networks Image processing - Digital techniques Computer vision Artificial intelligence Application software Computer Communication Networks Computer Imaging, Vision, Pattern Recognition and Graphics Artificial Intelligence Computer and Information Systems Applications |
| Lingua di pubblicazione | Inglese |
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| Livello bibliografico | Monografia |
| Nota di contenuto | 3D mesh and Depth Image Processing -- Fused Geometry Augmented Images for Analyzing Textured Mesh -- Textureless Object Recognition Using an RGB-D Sensor -- An Ordered Structured Resampling of Mesh Surfaces -- Image Understanding -- Background Subtraction by Difference Clustering -- Semantic Learning for Image Compression (SLIC) -- Background Subtraction Based on Principal Motion for a Freely Moving Camera -- Miscellaneous -- Ontology Based Framework for Tactile Internet Applications -- Potential of Deep Features for Opinion-Unaware, Distortion-Unaware, No-Reference Image Quality Assessment -- Non-Invasive Lactate Threshold Estimation Using Machine Learning -- Smart Multimedia for Citizen-Centered Smart Living -- An Interdisciplinary Framework for Citizen-Centered Smart Cities and |

Smart Living -- Implementing Robotic Platforms For Therapies Using Qualitative Factors In Mexico -- Foveated Haptic Gaze -- 3D Perception and Applications -- Accurate Kidney Segmentationin CT Scans Using Deep Transfer Learning -- End to End Robust Point-Cloud Alignment Using Unsupervised Deep Learning -- Homography-Based Vehicle Pose Estimation from a Single Image by Using Machine-Learning for Wheel Region and Tire-Road Contact Point Detection -- Video Applications -- Using Participatory Design to Create a User Interface for Analyzing Pivotal Response Treatment Video Probes -- Robot-Assisted Composite Manufacturing Based on Machine Learning Applied to Multi-View Computer Vision -- Tile Priorities in Adaptive 360-Degree Video Streaming -- Improving Temporal Stability in Inverse Tone-Mapped High Dynamic Range Video -- Multimedia in Medicine -- Research on Low-Quality Finger Vein Image Recognition Algorithm -- Assessing the Capability of Deep-Learning Models in Parkinson's Disease Diagnosis -- Remote Photoplethysmography (rPPG) for Contactless Heart Rate Monitoring Using a Single Monochrome and Color Camera -- Haptics and Applications -- A Simulation Platform forEarly Haptic Training in Surgical and Medical Education (Distinguished Presentation) -- Tissue Discrimination through Force-Feedback from Impedance Spectroscopy in Robot-Assisted Surgery -- Evaluation of Human Roughness Perception by Using Tactile MFCC -- Towards a Dual-User Haptic Training System User Feedback Setup -- Smart Multimedia Beyond the Visible Spectrum -- Cascaded Region Proposal Networks for Proposal-Based Tracking -- Low-rank & Sparse Matrix Decomposition and Support Vector Machine for Hyperspectral Anomaly Detection -- Infrared and Visual Image Fusion via Multi-Modal Decomposition and PCNN in Gradient Domain Fusion Measure -- RCA-NET: Image Recovery Network With Channel Attention Group for Image Dehazing -- Machine Learning for Multimedia -- Certain and Consistent Domain Adaptation -- Domain Adaptive Fusion for Adaptive Image Classification -- Human Body Fall Recognition System -- Image Segmentation and Processing -- Race Classification Based Iris Image Segmentation -- Level Sets Driven by Adaptive Hybrid Region-Based Energy for Medical Image Segmentation -- Traffic Image Dehazing Based on Wavelength Related Physical Imaging Model -- Biometrics -- Fingerprint Liveness Detection Based on Fine-Grained Feature Fusion -- Synthetic Aerial Image Generation and Runway Segmentation -- ProDeblurGAN Progressive Growing of GANs for Blind Motion Deblurring in Face Recognition -- 3D and Image Processing -- 3D Object Classification Using 2D Perspectives of Point Clouds -- Poisson Surface Reconstruction from LIDAR for Buttress Root Volume Estimation -- Fog Removal of Aerial Image Based on Gamma Correction and Guided Filtering -- Smart Social and Connected Household Products -- 3D Virtual Environments to Support New Product Development: A Mobile Platform Based on an Open Innovation Laboratory Applied in Higher Education -- Simulation Framework for Loads' Management Analysis in Smart Homes and Behavioral Energy Efficiency -- S4 Product Design Framework: A Gamification Strategy based on Type 1 and 2 Fuzzy Logic -- Improving the Attention Span of Elementary School Children in Mexico through a S4 Technology Platform.

Sommario/riassunto

This book constitutes the proceedings of the Second International Conference on Smart Multimedia, ICSM 2019, which was held in San Diego, CA, USA, in December 2019. The 45 papers presented were selected from about 100 submissions and are grouped in sections on 3D mesh and depth image processing; image understanding; miscellaneous; smart multimedia for citizen-centered smart living; 3D perception and applications; video applications; multimedia in

medicine; haptics and applications; smart multimedia beyond the visible spectrum; machine learning for multimedia; image segmentation and processing; biometrics; 3D and image processing; and smart social and connected household products.
