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Soggetti	Optical data processing
	Artificial intelligence
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	Image Processing and Computer Vision
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Lingua di pubblicazione	Inglese
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Nota di contenuto	Computer Vision and Graphics A Constraint Satisfaction Framework with Bayesian Inference for Model-Based Object Recognition Visual Programming Environment Based on Hypergraph Representations MRI Brain Segmentation Using Cellular Automaton Approach Improved Context-Based Adaptive Binary Arithmetic Coding in MPEG-4

1.

AVC/H.264 Video Codec -- Local Polynomial Approximation for Unsupervised Segmentation of Endoscopic Images -- A Proper Choice of Vertices for Triangulation Representation of Digital Images -- A Method for Novel Face View Synthesis Using Stereo Vision -- Outer Surface Reconstruction for 3D Fractured Objects -- Application of the FraDIA Vision Framework for Robotic Purposes -- Video Analysis Based on Mutual Information -- Speeding Up Powerful State-of-the-Art Restoration Methods with Modern Graphics Processors -- Multi-layered Framebuffer Condensation: The I-buffer Concept -- Accurate Overlap Area Detection Using a Histogram and Multiple Closest Points --Automatic Extraction of the Lower Boundary of the Mandibular Bone in Dental Panoramic Radiographs -- Football Player Detection in Video Broadcast -- Spectrum Evaluation on Multispectral Images by Machine Learning Techniques -- Fatigue Detector Using Eyelid Blinking and Mouth Yawning -- Inferior Maxillary Bone Tissue Classification in 3D CT Images -- Vector Median Splatting for Image Based Rendering --Feature Extraction Using Reconfigurable Hardware -- Automated Counting and Characterization of Dirt Particles in Pulp -- Keypoint-Based Detection of Near-Duplicate Image Fragments Using Image Geometry and Topology -- Three Cameras Method of Light Sources Extraction in Augmented Reality -- The Context-Sensitive Grammar for Vehicle Movement Description -- The Method for Verifying Correctness of the Shape's Changes Calculation in the Melting Block of Ice -- A Real Time Vehicle Detection Algorithm for Vision-Based Sensors --Sequential Reduction Algorithm for Nearest Neighbor Rule -- GPU-Supported Object Tracking Using Adaptive Appearance Models and Particle Swarm Optimization -- GFT: GPU Fast Triangulation of 3D Points -- Methods for Visualization of Bone Tissue in the Proximity of Implants -- An Evaluation of Image Feature Detectors and Descriptors for Robot Navigation -- The Visual SLAM System for a Hexapod Robot -- Displacement Calculation of Heart Walls in ECG Sequences Using Level Set Segmentation and B-Spline Free Form Deformations -- Fast and Accurate Machined Surface Rendering Using an Octree Model --PATSI — Photo Annotation through Finding Similar Images with Multivariate Gaussian Models -- Generation of Temporally Consistent Depth Maps Using Nosie Removal from Video -- Smooth Detail Features on Multiresolution Surface -- Using Parallel Graph Transformations in Design Support System -- Fast, Parallel Watershed Algorithm Based on Path Tracing -- Detection of Tumor Tissue Based on the Multispectral Imaging -- A New Method for ECG Signal Feature Extraction -- Error Concealment Method Selection in Texture Images Using Advanced Local Binary Patterns Classifier -- Early Warning System for Air Traffic Control Using Kinetic Delaunay Triangulation --GPU Calculated Camera Collisions Detection within a Dynamic Environment -- Utilization of Multi-spectral Images in Photodynamic Diagnosis -- The Spectral Analysis of Human Skin Tissue Using Multispectral Images -- Can the Coronary Artery Centerline Extraction in Computed Tomography Images Be Improved by Use of a Partial Volume Model?.