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Nota di contenuto	Human-Machine Interaction -- Recognizing Gestures for Virtual and Real World Interaction -- Multimodal Speaker Recognition in a Conversation Scenario -- FaceL: Facile Face Labeling -- Automatic Assessment of Eye Blinking Patterns through Statistical Shape Models -- Open-Set Face Recognition-Based Visitor Interface System -- Cascade Classifier Using Divided CoHOG Features for Rapid Pedestrian Detection -- Sensors, Features and Representations -- Boosting with a Joint Feature Pool from Different Sensors -- A Multi-modal Attention System for Smart Environments -- Individual Identification Using Gait Sequences under Different Covariate Factors -- Using Local Symmetry for Landmark Selection -- Combining Color, Depth, and Motion for Video Segmentation -- Stable Structural Deformations -- Demand-Driven Visual Information Acquisition -- Stereo, 3D and Optical Flow -- A Real-Time Low-Power Stereo Vision Engine Using Semi-Global Matching -- Feature-Based Stereo Vision Using Smart Cameras for Traffic Surveillance -- Development and Long-Term Verification of Stereo Vision Sensor System for Controlling Safety at Railroad Crossing -- Generation of 3D City Models Using Domain-Specific Information

Fusion -- Bio-inspired Stereo Vision System with Silicon Retina Imagers -- A Fast Joint Bioinspired Algorithm for Optic Flow and Two-Dimensional Disparity Estimation -- Calibration and Registration -- GPU-Accelerated Nearest Neighbor Search for 3D Registration -- Visual Registration Method for a Low Cost Robot -- Automatic Classification of Image Registration Problems -- Practical Pan-Tilt-Zoom-Focus Camera Calibration for Augmented Reality -- Mobile and Autonomous Systems -- Learning Objects and Grasp Affordances through Autonomous Exploration -- Integration of Visual Cues for Robotic Grasping -- A Hierarchical System Integration Approach with Application to Visual Scene Exploration for Driver Assistance -- Real-Time Traversable Surface Detection by Colour Space Fusion and Temporal Analysis -- Saliency-Based Obstacle Detection and Ground-Plane Estimation for Off-Road Vehicles -- Performance Evaluation of Stereo Algorithms for Automotive Applications -- Evaluation, Studies and Applications -- White-Box Evaluation of Computer Vision Algorithms through Explicit Decision-Making -- Evaluating the Suitability of Feature Detectors for Automatic Image Orientation Systems -- Interest Point Stability Prediction -- Relevance of Interest Points for Eye Position Prediction on Videos -- A Computer Vision System for Visual Grape Grading in Wine Cellars -- Inspection of Stamped Sheet Metal Car Parts Using a Multiresolution Image Fusion Technique -- Who’s Counting? Real-Time Blackjack Monitoring for Card Counting Detection -- Learning, Recognition and Adaptation -- Increasing the Robustness of 2D Active Appearance Models for Real-World Applications -- Learning Query-Dependent Distance Metrics for Interactive Image Retrieval -- Consistent Interpretation of Image Sequences to Improve Object Models on the Fly -- Nonideal Iris Recognition Using Level Set Approach and Coalitional Game Theory -- Incremental Video Event Learning -- A System for Probabilistic Joint 3D Head Tracking and Pose Estimation in Low-Resolution, Multi-view Environments -- Robust Tracking by Means of Template Adaptation with Drift Correction -- A Multiple Hypothesis Approach for a Ball Tracking System -- Fast Vision-Based Object Recognition Using Combined Integral Map.

Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference on Computer Vision Systems, ICVS 2009, held in Liege, Belgium, October 13-15, 2009. The 21 papers for oral presentation presented together with 24 poster presentations and 2 invited papers were carefully reviewed and selected from 96 submissions. The papers are organized in topical sections on human-machine-interaction, sensors, features and representations, stereo, 3D and optical flow, calibration and registration, mobile and autonomous systems, evaluation, studies and applications, learning, recognition and adaption.