

1. Record Nr.	UNINA9910634049103321
Titolo	Advances in visual computing : 17th international symposium, ISVC 2022, San Diego, CA, USA, October 3-5, 2022, proceedings, part I // edited by George Bebis [and eight others]
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2022] ©2022
ISBN	3-031-20713-0
Descrizione fisica	1 online resource (486 pages)
Collana	Lecture Notes in Computer Science ; ; v.13598
Disciplina	929.605
Soggetti	Computers
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Organization -- Keynote Talks -- Towards Scaling Up GANs -- Sensible Machine Learning for Geometry -- Designing Augmented Reality for the Future of Work -- The Future of Visual Computing via Foundation Models (Banquet Keynote Talk) -- 3D Reconstruction: Leveraging Synthetic Data for Lightweight Reconstruction -- Human-AI Interaction in Visual Analytics: Designing for the "Two Black Boxes" Problem -- Contents - Part I -- Contents - Part II -- Deep Learning I -- Unsupervised Structure-Consistent Image-to-Image Translation -- 1 Introduction -- 2 Background and Related Work -- 3 Method -- 3.1 Encoder -- 3.2 Generator -- 3.3 Structure and Texture Disentanglement -- 3.4 Objective Function -- 4 Experiments -- 4.1 Comparison to State-of-the-Art -- 5 Applications -- 5.1 Addressing Bias in Training Datasets -- 5.2 Training Datasets for Semantic Segmentation of Satellite Images -- 6 Discussion and Limitations -- 7 Conclusions -- References -- Learning Representations for Masked Facial Recovery -- 1 Introduction -- 2 Relevant Works -- 3 Method -- 3.1 Baseline Model -- 3.2 Unmasking Model -- 3.3 Datasets -- 3.4 Implementation Details -- 4 Experimental Results -- 5 Conclusions -- References -- Deep Learning Based Shrimp Classification -- 1 Introduction -- 2 Related Work -- 3 Proposed Approach -- 3.1 Acquisition -- 3.2 Preprocessing -- 3.3 Classification -- 4 Experimental Results -- 5 Conclusions -- References -- Gait

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