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Disciplina	006.6869
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Nota di contenuto	1. On Multi-stream Classification of Two Person Interactions in Video with Skeleton-based Feature -- 2. On Formal Models of Interactions between Detectors and Trackers in Crowd Analysis Tasks -- 3. DigitalWah-wah Guitar Effect Controlled by Mouth Movements -- 4. Traffic Sign Classification Using Deep and Quantum Neural Networks -- 5. Real Time Intersection Traffic Queue Length Estimation System -- 6. Carotid Artery Wall Segmentation in Ultrasound Image Sequences Using a Deep Convolutional Neural Network -- 7. Novel Co-SIFT Detector for Scanned Images Differentiation -- 8. PointPillars Backbone Type Selection for Fast and Accurate LiDAR Object Detection -- 9. Fuzzy Approach to Object-detection-based Image Retrieval -- 10. Adaptive Binarization of Metal Nameplate Images Using the Pixel Voting Approach -- 11. Influence of Step Param on the Results of the Reidentification Pipeline -- 12. On the Influence of Image Features on the Performance of Deep Learning Models in Human-object Interaction Detection -- 13. Fast Triangle Strip Generation and Tunneling for Different Cost Metrics -- 14. A Deep Multi-Layer Perceptron Model for Automatic Colourisation of Digital Grayscale Images -- 15. An Algorithm for Automatic Creation of Ground Level Maps in Two-Dimensional Top-Down Digital Role Playing Games -- 16. Energy Efficient Hardware Acceleration of Neural Networks with Power-of-Two

Quantisation -- 17. Error Analysis and Graphical Evidence of Randomness in Two Methods of Color Visual Cryptography.

Sommario/riassunto

This book contains 17 papers presented at the conference devoted to cutting-edge technologies and concepts related to image processing. A broad collection of problems including man–machine interfaces, comparison of quantum and conventional computing in deep learning, medical image processing, image segmentation, face recognition, outdoor scene analysis, image rendering and colorization, map generation, traffic analysis, hardware acceleration, data association, and visual cryptography is investigated. Research on these issues is important, among others due to that large amounts of video data are collected continually. They can be easily stored, but their analysis is still a challenge. The book is primarily intended for researchers and practitioners in image analysis and generation, as well as for students in the fields related to computer science. However, any reader interested in the subject matter of the book will find some chapters interesting and valuable.