

1. Record Nr.	UNINA9910688391503321
Titolo	Advances in principal component analysis // edited by Fausto Pedro Garcia Marquez
Pubbl/distr/stampa	London, England : , : IntechOpen, , 2022
Descrizione fisica	1 online resource (252 pages)
Disciplina	519.5354
Soggetti	Principal components analysis Correspondence analysis (Statistics)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1. The Foundation for Open Component Analysis: A System of Systems Hyper Framework Model -- 2. Identification of Multilinear Systems: A Brief Overview -- 3. Evaluation of Principal Component Analysis Variants to Assess Their Suitability for Mobile Malware Detection -- 4. Principal Component Analysis and Artificial Intelligence Approaches for Solar Photovoltaic Power Forecasting -- 5. Variable Selection in Nonlinear Principal Component Analysis -- 6. Space-Time-Parameter PCA for Data-Driven Modeling with Application to Bioengineering -- 7. Principal Component Analysis in Financial Data Science -- 8. Determining an Adequate Number of Principal Components -- 9. Spatial Principal Component Analysis of Head-Related Transfer Functions and Its Domain Dependency -- 10. Prediction Analysis Based on Logistic Regression Modelling -- 11. On the Use of Modified Winsorization with Graphical Diagnostic for Obtaining a Statistically Optimal Classification Accuracy in Predictive Discriminant Analysis -- 12. Mode Interpretation of Aerodynamic Characteristics of Tall Buildings Subject to Twisted Winds.
Sommario/riassunto	This book describes and discusses the use of principal component analysis (PCA) for different types of problems in a variety of disciplines, including engineering, technology, economics, and more. It presents real-world case studies showing how PCA can be applied with other algorithms and methods to solve both large and small and static and dynamic problems. It also examines improvements made to PCA over

the years.

2. Record Nr.	UNINA9910983373003321
Autore	Ide Ichiro
Titolo	MultiMedia Modeling : 31st International Conference on Multimedia Modeling, MMM 2025, Nara, Japan, January 8–10, 2025, Proceedings, Part V // edited by Ichiro Ide, Ioannis Kompatsiaris, Changsheng Xu, Keiji Yanai, Wei-Ta Chu, Naoko Nitta, Michael Riegler, Toshihiko Yamasaki
Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2025
ISBN	9789819620746 9819620740
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (401 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15524
Altri autori (Persone)	KompatsiarisYiannis XuChangsheng YanaiKeiji ChuWei-Ta NittaNaoko RieglerMichael YamasakiToshihiko
Disciplina	006.37
Soggetti	Computer vision Image processing - Digital techniques Signal processing Pattern recognition systems Application software Information storage and retrieval systems Computer Vision Computer Imaging, Vision, Pattern Recognition and Graphics Signal, Speech and Image Processing Automated Pattern Recognition Computer and Information Systems Applications Information Storage and Retrieval
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Special Session on Multimedia Research in Robotics -- Multimodal Engagement Prediction in Human-Robot Interaction using Transformer Neural Networks -- What Should Autonomous Robots Verbalize and What Should They Not? -- Special Session: SpIMA: Special Session on Spatial Intelligence in Multimedia Analytics -- Counting Unique Objects in Geo-Tagged Street Images: A Case Study Of Homeless Encampments in Los Angeles -- Special Session on Simulating Edge Computing and Multimodal AI: A Benchmark for Real-World Applications -- Correlation-Based Weighted Federated Learning with Multimodal Sensing and Knowledge Distillation: An Application on a Real-World Benchmark Dataset -- Leveraging Pruning, Quantization and Multi-Objective Optimization for an Efficient Deployment of Multi-modal Models -- Demo Papers -- A User Identification and Reading Style Detection System Based on Eye Movement Patterns During Reading -- AMDA: Advancing Multimedia Data Annotation for Human-centric Situations -- An Implementation of Networked JamSketch -- Badminton Footwork Practice via an Immersive Virtual Reality System -- Better Image Segmentation with Classification: Guiding Zero-Shot Models Using Class Activation Maps -- CleverFox: Integrating Visual Mnemonics with AI for Enhanced Language Learning -- Enhancing User Control in AI-Based Video Summarization for Social Media -- FencBuddy: Action-aware Depth Perception Training for Fencing Attacks -- Fingering Prediction for Classical Guitar: Dataset Creation and Model Development -- KuzushijiFontDiff: Diffusion Model for Japanese Kuzushiji Font Generation -- Leveraging Latent Diffusion in 3D Gaussian Splatting for Novel View Synthesis.-Movie Retrieval Systems Using Genre-guided Multimodal Learning Techniques -- Multi-Dimensional Exploration of Media Collection Metadata -- Multimodal Interoperability with the CLAMS Platform -- Real-time Visualizer for Turntablist Performance -- RoboDJ: Live Commentary Robots System Driven by Physical- and Cyber-world Observations.- SceneTextStyler: Editing Text with Style Transformation -- SelectSum: Topic-Based Selective Summarization of Speech-Based Videos -- Smart Driving Assistance with Real-time Risk Assessment and Personalized Driving Coaching to Enhance Road Safety -- System Demo of Modeling Smart University Campus Virtual Environments -- Training a Segmentation-based Visual Anonymization Service for Street Scenes -- Transformer-Based Audio Generation Conditioned by 2D Latent Maps: A Demonstration -- Using Language Models to Generate and Forget the Narrative Memories of an Assistive Robot -- WaveFontStyler: Font Style Transfer Based on Sound -- Video Browser Showdown -- diveXplore at the Video Browser Showdown 2025 -- Exquisitor at the Video Browser Showdown 2025: Unifying Conversational Search and User Relevance Feedback -- Feature-driven Video Segmentation and Advanced Querying with vitivr-engine -- FUSIONISTA: Fusion of 3-D Information of Video in Retrieval System -- HORUS: Multimodal Large Language Models Framework for Video Retrieval at VBS 2025 -- IMSearch 2.0: Toward User-centric and Efficient Interactive Multimedia Retrieval System -- Interactive Video Search with Multi-modal LLM Video Captioning -- MediaMix: Multimedia Retrieval in Mixed Reality -- NII-UIT at VBS2025: Multimodal Video Retrieval with LLM Integration and Dynamic Temporal Search.-PraK Tool V3: Enhancing Video Item Search Using Localized Text and Texture Queries -- Simplified Video Retrieval in Virtual Reality with vitivr-VR -- SnapSeek 2.0 at Video Browser Showdown 2025 -- VEAGLE: Eye Gaze-Assisted Guidance for Video Browser Showdown -- VERGE in VBS 2025 -- VideoEase at VBS2025: An Interactive Video Retrieval System.-ViewsInsight2.0: Enhancing Video Retrieval for VBS 2025 with an Automatic Query Generator Powered by

Large Language Models -- ViFi: A Video Finding System at Video Browser Showdown 2025.

Sommario/riassunto

This five-volume set LNCS 15520-15524 constitutes the proceedings of the 31st International Conference on Multimedia Modeling, MMM 2025, held in Nara, Japan, January 8–10, 2025. The 135 full papers and 41 short papers presented in these proceedings were carefully reviewed and selected from 348 submissions. The MMM conference was organized in topics related to multimedia modelling, particularly: audio, image, video processing, coding and compression; multimodal analysis for retrieval applications, and multimedia fusion methods.