. Record Nr.	UNINA9910754088203321
Titolo	Image and Graphics Technologies and Applications : 18th Chinese Conference, IGTA 2023, Beijing, China, August 17–19, 2023, Revised Selected Papers / / edited by Wang Yongtian, Wu Lifang
Pubbl/distr/stampa	Singapore:,: Springer Nature Singapore:,: Imprint: Springer,, 2023
ISBN	981-9975-49-2
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (502 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1910
Disciplina	006.6
Soggetti	Image processing - Digital techniques Computer vision Pattern recognition systems Social sciences - Data processing Computer Imaging, Vision, Pattern Recognition and Graphics Automated Pattern Recognition Computer Application in Social and Behavioral Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Image processing and enhancement techniques Underwater Image Enhancement and Restoration Techniques: A Comprehensive Review, Challenges, and Future Trends A self-supervised learning reconstruction algorithm with an encoder-decoder architecture for diffuse optical tomography TSR-Net: A Two-step Reconstruction Approach for Cherenkov-excited Luminescence Scanned Tomography A method for enhancing the quality of compressed videos based on 2D convolution and aggregating spatio-temporal information Multimedia-based informal learning in museum using augmented reality Machine vision and 3D reconstruction MAIM-VOA Robust Visual Odometry with Mixed MLP for Weak Textured Environment Visual SLAM Algorithm Based on Target Detection and Direct Geometric Constraints in Dynamic Environments 3D Shape Similarity Measurement Based on Scale Invariant Functional Maps Visualization Research on Industry and Spatial Distribution of Industrial Heritage in

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New China -- Image/Video big data analysis and understanding --SCGTS: Semantic Content Guiding Teacher-Student Network for Group Activity Recognition -- Infrared Small Target Detection Based on Prior weighed Sparse Decomposition -- CPML: Category Probability Mask Learning for Fine-Grained Visual Classification -- DPFMN: Dual-Path Feature Match Network for RGB-D and RGB-T Salient Object Detection -- An Optical Flow-based Fight Detection Method for Campus Scenes -- Attention-Guided Neural Network for Face Mask Detection --Double-Stream Network for Clothes-Changing Person Re-identification Based on Clothes Related Feature Suppression and Attention Mechanism -- Semantic Guided Attention for Weakly Supervised Group Activity Recognition -- Computer graphics -- Research on Contrast Calculation Method for Color Image -- A position-based dynamics simulation of liver deformation with ellipsoidal particles -- A Perceptually Uniform Gloss Space for Translucent Materials -- X-ray computed tomography reconstruction algorithm for refractive index gradient -- Visualization and visual analysis -- Global Temperature Prediction Models Based on ARIMA and LSTM -- Virtual reality and human-computer interaction -- Real-time image stitching with Transformers for complex traffic environment -- Research on 3D visual perception quality metric based on the principle of light field image display -- Nonlinearity Affection Analysis of Spectral Information Reconstruction by Trichromatic Imaging System -- Applications of image and graphics -- Adversarial Reinforcement Learning for Steering Cars from Virtual to Real World -- Efficient Multimodal-Contribution-Aware N-pair Network for Focal Liver Lesions -- Lung Nodule Classification Based on SE-ResNet152 and Stratified Sampling -- Fusing CNN and Transformer for Diabetic Retinopathy Image Grading --Cross-modal Domain Adaptive Instance Segmentation in SAR Images via Instance-aware Adaptation -- Application of Computer Vision Technology in Collaborative Control of the "Zhurong" Mars Rover --ME-GraphSAGE: Minority Class Feature Enhanced GraphSAGE for Automatic Labeling of Coronary Arteries -- LR-SARNET_A Lightweight and Robust Algorithm for Multi-scale and Multi-Scene SAR Ship Detection -- A coverless image steganography method based on feature matrix mapping -- Design and Implementation of a Digital Star Map Simulation Module.

Sommario/riassunto

This book constitutes the refereed proceedings of the 18th Chinese Conference on Image and Graphics Technologies and Applications, IGTA 2023, held in Beijing, China, during August 17–19, 2023. The 35 full papers included in this book were carefully reviewed and selected from 129 submissions. They were organized in topical sections as follows: image processing and enhancement techniques; machine vision and 3D reconstruction; image/video big data analysis and understanding; computer graphics; visualization and visual analysis; virtual reality and human-computer interaction; and applications of image and graphics.