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Titolo	Medical Image Computing and Computer Assisted Intervention – MICCAI 2019 [[electronic resource]] : 22nd International Conference, Shenzhen, China, October 13–17, 2019, Proceedings, Part VI // edited by Dinggang Shen, Tianming Liu, Terry M. Peters, Lawrence H. Staib, Caroline Essert, Sean Zhou, Pew-Thian Yap, Ali Khan
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Soggetti	Optical data processing Pattern recognition Artificial intelligence Health informatics Image Processing and Computer Vision Pattern Recognition Artificial Intelligence Health Informatics
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Computed Tomography -- Multi-Scale Coarse-to-Fine Segmentation for Screening Pancreatic Ductal Adenocarcinoma -- MVP-Net: Multi-view FPN with Position-aware Attention for Deep Universal Lesion Detection -- Spatial-Frequency Non-Local Convolutional LSTM Network for pRCC classification -- BCD-Net for Low-dose CT Reconstruction: Acceleration, Convergence, and Generalization -- Abdominal Adipose Tissue Segmentation in MRI with Double Loss Function Collaborative Learning -- Closing the Gap between Deep and Conventional Image Registration using Probabilistic Dense Displacement Networks -- Generating Pareto optimal dose distributions for radiation therapy treatment planning -- PAN: Projective Adversarial Network for Medical

Image Segmentation -- Generative Mask Pyramid Network for CT/CBCT
Metal Artifact Reduction with Joint Projection-Sinogram Correction --
Multi-Class Gradient Harmonized Dice Loss with Application to Knee
MR Image Segmentation -- LSRC: A Long-Short Range Context-Fusing
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GANs for Memory-efficient Generation of High Resolution Medical
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operative Cochlear Implant CT Imaging -- ImHistNet: Learnable Image
Histogram Based DNN with Application to Noninvasive Determination of
Carcinoma Grades in CT Scans -- DPA-DenseBiasNet: Semi-supervised
3D Fine Renal Artery Segmentation with Dense Biased Network and
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Adversarial Learning with Deep Atlas Prior -- Pairwise Semantic
Segmentation via Conjugate Fully Convolutional Network --
Unsupervised Deformable Image Registration Using Cycle-Consistent
CNN -- Volumetric Attention for 3D Medical Image Segmentation and
Detection -- Improving Deep Lesion Detection Using 3D Contextual
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3D Features for Automated Pancreas Segmentation from Volumetric CT
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Bronchial Cartilage Assessment with Model-Based GAN Regressor --
Adversarial optimization for joint registration and segmentation in
prostate CT radiotherapy -- Probabilistic Point Cloud Reconstructions
for Vertebral Shape Analysis -- Automatically Localizing a Large Set of
Spatially Correlated Key Points: A Case Study in Spine Imaging --
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Disease Recognition in Cross-Domain Chest X-rays -- Misshapen Pelvis
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-- MeshSNet: Deep Multi-Scale Mesh Feature Learning for End-to-End Tooth Labeling on 3D Dental Surfaces -- Improving Robustness of Medical Image Diagnosis with Denoising Convolutional Neural Networks.

Sommario/riassunto

The six-volume set LNCS 11764, 11765, 11766, 11767, 11768, and 11769 constitutes the refereed proceedings of the 22nd International Conference on Medical Image Computing and Computer-Assisted Intervention, MICCAI 2019, held in Shenzhen, China, in October 2019. The 539 revised full papers presented were carefully reviewed and selected from 1730 submissions in a double-blind review process. The papers are organized in the following topical sections: Part I: optical imaging; endoscopy; microscopy. Part II: image segmentation; image registration; cardiovascular imaging; growth, development, atrophy and progression. Part III: neuroimage reconstruction and synthesis; neuroimage segmentation; diffusion weighted magnetic resonance imaging; functional neuroimaging (fMRI); miscellaneous neuroimaging. Part IV: shape; prediction; detection and localization; machine learning; computer-aided diagnosis; image reconstruction and synthesis. Part V: computer assisted interventions; MIC meets CAI. Part VI: computed tomography; X-ray imaging.

2. Record Nr.	UNINA9910778491903321
Autore	Wilcox Mark
Titolo	Porting to the symbian platform [[electronic resource]] : open mobile development in C/C++ // lead author, Mark Wilcox
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Nota di contenuto	Porting to the Symbian Platform; Contents; About this Book; Author Biographies; Author's Acknowledgements; Symbian Acknowledgements; 1 Introduction; 1.1 What Is Porting?; 1.2 What Is Portability?; 1.3 Why Port to Mobile Platforms?; 1.4 Why Get Interested Now?; 1.5 Why Port to the Symbian Platform?; 2 The Porting Process; 2.1 Choosing a Project; 2.2 Analyzing the Code; 2.3 Re-architecting; 2.4 Setting Up the Development Environment; 2.5 Integrating with the Symbian Build System; 2.6 Compiling; 2.7 Fixing Problems; 2.8 Running and Testing; 2.9 Debugging; 2.10 Re-integrating; 2.11 Summary 3 Symbian Platform Fundamentals3.1 In the Beginning; 3.2 Naming Guidelines and Code Conventions; 3.3 Data Handling; 3.4 String Handling; Descriptors; 3.5 Error Handling and Memory Management; 3.6 Event-Driven Programming; 3.7 Writeable Static Data; 3.8 Multiple Inheritance; 3.9 Summary; 4 Standard APIs on the Symbian Platform; 4.1 P.I.P.S. Is POSIX on Symbian OS; 4.2 Open C; 4.3 The STLport, uSTL and Open C++; 4.4 Which Version of Symbian OS?; 4.5 How to Use the APIs; 4.6 Examples: SoundTouch and SoundStretch; 4.7 Known Limitations, Issues and Workarounds; 4.8 Summary; 5 Writing Hybrid Code 5.1 Popular APIs You Can't Use Directly5.2 How to Create a Hybrid Port; 5.3 Example: Guitune; 5.4 Summary; 6 Other Port Enablers; 6.1 Real-

time Graphics and Audio Libraries; 6.2 Simple DirectMedia Layer; 6.3 OpenKODE; 6.4 Qt; 6.5 Summary; 7 Porting from Mobile Linux; 7.1 Major Players in the Mobile Linux Space; 7.2 Porting from Linux to Symbian; 7.3 Summary; 8 Porting from Microsoft Windows; 8.1 Architecture Comparison; 8.2 Application Compatibility; 8.3 Development Languages and SDKs; 8.4 SDKs and APIs; 8.5 Porting an Application; 8.6 Windows-specific Issues; 8.7 Signing and Security 8.8 Porting from C# and .NET8.9 Summary; 9 Porting from Other Mobile Platforms; 9.1 Android; 9.2 BREW; 9.3 iPhone OS; 9.4 Summary; 10 Porting a Simple Application; 10.1 Selecting a Project; 10.2 Analyzing the Code; 10.3 Setting Up the Development Environment; 10.4 Integrating with the Symbian Build System; 10.5 Getting It to Compile; 10.6 Getting It to Work; 10.7 Extensions Specific to Mobile Devices; 10.8 Deploying and Testing on Target Hardware; 10.9 Re-integrating; 10.10 Summary; 11 Porting Middleware; 11.1 GDAL; 11.2 Qt; 11.3 Summary; 12 Porting a Complex Application 12.1 Selecting a Project12.2 Analyzing the Code; 12.3 Re-architecting; 12.4 Setting Up the Development Environment; 12.5 Integrating with the Symbian Build System; 12.6 Getting It to Compile; 12.7 Re-writing the User Interface; 12.8 Testing and Debugging; 12.9 Re-integrating; 12.10 Summary; 13 The P.I.P.S. Architecture; 13.1 The Glue Code; 13.2 The Core Libraries; 13.3 The Backend; 13.4 Emulator Writeable Static Data Support; 13.5 Summary; 14 Security Models; 14.1 The Capability Model; 14.2 Process Identity; 14.3 Data Caging; 14.4 Code-Signing and Certification 14.5 Certification and Platform Security

Sommario/riassunto

If you want to write mobile applications without the idioms of Symbian C++, have existing software assets that you'd like to re-use on Symbian devices, or are an open source developer still waiting for an open Linux-based device to gain significant market penetration, this is the book for you! Beginning with an introduction to the native programming environments available and descriptions of the various technologies and APIs available, you will first learn how to go about porting your code to the Symbian platform. Next, you will discover how to port to Symbian from other common platforms i
