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Autore	Vilenkin N. IA (Naum IAkovlevich)
Titolo	Combinatorics / / N. Ya Villenkin ; translated by A. Shenitzer aned S. Shenitzer
Pubbl/distr/stampa	New York, New York ; ; London, England : , : Academic Press, , 1971 ©1971
ISBN	1-4832-6611-7
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Nota di contenuto	Front Cover; Combinatorics; Copyright Page; Table of Contents; Foreword; Preface to the Russian Edition; Chapter I. General Rules of Combinatorics; Superstitious Cyclists; Samples with Repetitions; Systems of Numeration; Combination Lock; The Morse Code; Signaling at Sea; Electronic Computers; Genetic Code; General Rules of Combinatorics; A Domino Problem; Crew of a Spaceship; A Checkers Problem; How Many People Do Not Know a Foreign Language?; The Principle of Inclusion and Exclusion; Find the Error!; The Sieve of Erastothenes; Chapter II. Samples, Permutations, and Combinations Soccer TournamentSamples without Repetitions; Learned Society; Permutations; A Rook Problem; Linguistic Problems; Dancing in a Circle; Permutations with Repetitions; Anagrams; Combinations; The Genoa Lottery; Buying Pastry; Combinations with Repetitions; The Soccer Tournament Revisited; Properties of Combinations; Special Case of the Inclusion and Exclusion Formula; Alternating Sums of Combinations; Chapter III. Combinatorial Problems with Restrictions; Lions and Tigers; Construction of a Staircase; A Bookshelf; Knights of the Round Table; A Girl Has a Date; A Telepathic Seance; Derangements SubfactorialsCaravan in the Desert; On the Merry-Go-Round; Queue at the Box Office; Problem of Two Rows; Additional Properties of Combinations; Chapter IV. Distributions and Partitions; A Domino Game; Putting Things in Boxes; A Bouquet; The Number of Divisors;

Picking Apples; Picking Mushrooms; Sending Photographs; Flags on Masts; Count of All Signals; Various Statistics; Partitions of Numbers; Mailing of Printed Matter; The General Postage Problem; Combinatorial Problems in Information Theory; Problem of the University Applicant; Paying for a Purchase; Purchase of Candy; Getting Change (Unordered) Partitions of an IntegerUse of Graphs; Dual Graphs; Euler's Formula; Chapter V5. Combinatorics on a Chessboard; Walking in a Town; The Arithmetical Square; Figurate Numbers; Arithmetical Triangle; The Extended Arithmetical Triangle; Chess King; The Generalized Arithmetical Triangle; Generalized Arithmetical Triangles and Numbers to the Base m; Some Properties of the Numbers Cm(k, n); Checker in a Corner; The Arithmetical Pentagon; Geometric Proofs of Properties of Combinations; Random Walk; Brownian Motion; In the Realm of the Tsarina of Shemakhan; An Absorbing Wall Roaming on an Infinite PlaneThe General Rook Problem; Symmetric Arrangements; Two Knights; Chapter VI. Recurrence Relations; Fibonacci Numbers; Another Method of Proof; Successive Partitions; Multiplication and Division of Numbers; Polygon Problems; The Head Steward Faces a Difficulty; Lucky Bus Ticket Numbers; Recurrent Tables; Another Solution of the Problem of the Chief Steward; Solution of Recurrence Relations; Linear Recurrence Relations with Constant Coefficients; The Case of Equal Roots of the Characteristic Equation Application of the Theory of Recurrence Relations to Information Theory

Sommario/riassunto

Combinatorics

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Autore	Wand Michael
Titolo	Artificial Neural Networks and Machine Learning – ICANN 2024 : 33rd International Conference on Artificial Neural Networks, Lugano, Switzerland, September 17–20, 2024, Proceedings, Part II / / edited by Michael Wand, Kristína Malinovská, Jürgen Schmidhuber, Igor V. Tetko
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Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15017
Altri autori (Persone)	MalinovskáKristína SchmidhuberJurgen TetkoIgor V
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Soggetti	Artificial intelligence Computers Application software Computer networks Artificial Intelligence Computing Milieux Computer and Information Systems Applications Computer Communication Networks
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Livello bibliografico	Monografia
Nota di contenuto	-- Computer Vision: Classification. -- A WEAKLY SUPERVISED PART DETECTION METHOD FOR ROBUST FINE-GRAINED CLASSIFICATION. -- An Energy Sampling Replay-Based Continual Learning Framework. -- Coarse-to-Fine Granularity in MultiScale FeatureFusion Network for SAR Ship Classification. .-Multi-scale convolutional attention fuzzy broad network for few-shot hyperspectral image classification. -- Self Adaptive Threshold Pseudo-labeling and Unreliable Sample Contrastive Loss for Semi-supervised Image Classification. -- Computer Vision: Object Detection. -- CIA-Net:Cross-modal Interaction and Depth Quality-Aware Network for RGB-D Salient Object Detection. -- CPH DETR: Comprehensive Regression Loss for End-to-End Object

Detection. -- DecoratingFusion: A LiDAR-Camera Fusion Network with the Combination of Point-level and Feature-level Fusion. -- EMDFNet: Efficient Multi-scale and Diverse Feature Network for Traffic Sign Detection. -- Global-Guided Weighted Enhancement for Salient Object Detection. -- KDNet: Leveraging Vision-Language Knowledge Distillation for Few-Shot Object Detection. -- MUFASA: Multi-View Fusion and Adaptation Network with Spatial Awareness for Radar Object Detection. -- One-Shot Object Detection with 4D-Correlation and 4D-Attention. -- Small Object Detection Based on Bidirectional Feature Fusion and Multi-scale Distillation. .-SRA-YOLO: Spatial Resolution Adaptive YOLO for Semi-Supervised Cross-Domain Aerial Object Detection. -- Computer Vision: Security and Adversarial Attacks. -- BiFAT: Bilateral Filtering and Attention Mechanisms in a Two-Stream Model for Deepfake Detection. -- EL-FDL: Improving Image Forgery Detection and Localization via Ensemble Learning. -- Generalizable Deepfake Detection with Unbiased Feature Extraction and Low-level Forgery Enhancement. -- Generative Universal Nullifying Perturbation for Countering Deepfakes through Combined Unsupervised Feature Aggregation. -- Noise-NeRF: Hide Information in Neural Radiance Field using Trainable Noise. -- Unconventional Face Adversarial Attack. Computer Vision: Image EnhancementComputer Vision: Image Enhancement. -- Computer Vision: Image Enhancement. -- A Study in Dataset Pruning for Image Super-Resolution. -- EDAFormer:Enhancing Low-Light Images with a Dual-Attention Transformer. -- Image Matting Based on Deep Equilibrium Models. -- Computer Vision: 3D Methods. -- ControlNeRF: Text-Driven 3D Scene Stylization via Diffusion Model. -- Interactive Color Manipulation in NeRF: A Point Cloud and Palette-driven Approach. -- Multimodal Monocular Dense Depth Estimation with Event-Frame Fusion using Transformer. -- SAM-NeRF: NeRF-based 3D Instance Segmentation with Segment Anything Model. -- Towards High-Accuracy Point Cloud Registration with Channel Self-Attention and Angle Invariance.

Sommario/riassunto

The ten-volume set LNCS 15016-15025 constitutes the refereed proceedings of the 33rd International Conference on Artificial Neural Networks and Machine Learning, ICANN 2024, held in Lugano, Switzerland, during September 17–20, 2024. The 294 full papers and 16 short papers included in these proceedings were carefully reviewed and selected from 764 submissions. The papers cover the following topics: Part I - theory of neural networks and machine learning; novel methods in machine learning; novel neural architectures; neural architecture search; self-organization; neural processes; novel architectures for computer vision; and fairness in machine learning. Part II - computer vision: classification; computer vision: object detection; computer vision: security and adversarial attacks; computer vision: image enhancement; and computer vision: 3D methods. Part III - computer vision: anomaly detection; computer vision: segmentation; computer vision: pose estimation and tracking; computer vision: video processing; computer vision: generative methods; and topics in computer vision. Part IV - brain-inspired computing; cognitive and computational neuroscience; explainable artificial intelligence; robotics; and reinforcement learning. Part V - graph neural networks; and large language models. Part VI - multimodality; federated learning; and time series processing. Part VII - speech processing; natural language processing; and language modeling. Part VIII - biosignal processing in medicine and physiology; and medical image processing. Part IX - human-computer interfaces; recommender systems; environment and climate; city planning; machine learning in engineering and industry; applications in finance; artificial intelligence in education; social

network analysis; artificial intelligence and music; and software security. Part X - workshop: AI in drug discovery; workshop: reservoir computing; special session: accuracy, stability, and robustness in deep neural networks; special session: neurorobotics; and special session: spiking neural networks.