

1. Record Nr.	UNINA9910815076403321
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Titolo	Design Studies and Intelligence Engineering
Pubbl/distr/stampa	, : IOS Press, Incorporated, , 2022 ©2022
ISBN	1-64368-257-1
Edizione	[1st ed.]
Descrizione fisica	1 online resource (482 pages)
Collana	Frontiers in Artificial Intelligence and Applications ; ; v.347
Altri autori (Persone)	BalasV. E WuQ
Disciplina	620.0042
Soggetti	Engineering design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Title Page -- Preface -- Contents -- PSIC3839: Predicting the Overall Emotion and Depth of Entire Songs -- Research on Noise Control of Product Symbol Communication Channel-Take a Small Rice Mill for Example -- Towards Better Data Pre-Processing for Building Recipe Recommendation Systems from Industrial Fabric Dyeing Manufacturing Records: Categorization of Coloration Properties for a Dye Combination on Different Fabrics -- A Multi-Robot Planning Algorithm with Quad Tree Map Division for Obstacles of Irregular Shape -- JASTE: An Efficient Multi-Task Model for Aspect Sentiment Triplet Extraction -- A Literature Review of Underwater Image Detection -- Design and Simulation Analysis of Switch Gear Live Detection Robot -- Research on the Design of Protective Clothing for Industrial Robots Assisted by CLO 3D -- Research and Design of Aging Suitability of Smart Bracelet Based on Implicit Human Computer Interaction -- An Uncertain Optimization Model for Low-Carbon Product Family Design -- Design and Application of a Social Components Framework of Educational Games (SCFEG) - Based on Popular Science Game "Huaxia Medicine Fairy -- A Robust Defect Detection Method with Dense Differential Siamese Network -- Anomaly Detection for Imbalanced Data via Deep Neural Network with Concentrated Loss -- Compact Deep Neural Networks via Soft and Smooth Filter Pruning -- Research on the Application of Mixed Reality Holographic Teaching Based on

JIMO -- Efficient Feature Selection via Joint Neural Network and Pruning -- Multi-View Subspace Clustering by Combining l_2, p -Norm and Multi-Rank Minimization of Tensors -- Spoon Surface Defect Detection Based on Improved YOLO V3 -- Adaptive Subspace Clustering with Sparse Constraints -- Customized Design of Insoles for Pressure Relief via FEM -- Innovative Design on Digital Jacquard with 2:1 Weft-Backed Structure.

Research on the Character Design of Non-Player in Rehabilitation Games -- The Emotion of Texture Under Different Senses -- Design of AI Meal-Assisting Manipulator via Open-Mouth Target Detection -- Intelligent Detection Method of Yarn Hairiness Using CenterNet-CBAM -- The Study of Emotional Evaluation Model in Product Experience Design -- Design of a Pneumatic Soft Finger with Two Joints -- Visualization Method of Design Cognitive Process Based on Semantic Circle -- Re-Look at Local Design: Discussion on Sustainable Innovation of Oriental Design -- A Technology Acceptance Model to Design Evaluation for Health Management Terminal for Elderly in the Community -- Research on Green Design Path Based on Product Life Cycle -- Brand Construction of Rural Handicraft Based on Green Design Concept -- How Rewards in Exercise Games Affect Intrinsic Motivation -- Research on the Extraction Strategy of Product Morphological Characteristics Based on Eye Tracking System -- User Requirement Analysis of Kitchen Storage Products Under the Fusion of Large and Small Data -- Design and Evaluation of Bamboo-Based Elastic Cushion by Human Pressure Distribution -- Research on the Analysis of Muscle Fatigue Based on the Algorithm of Wavelet Packet Entropy in sEMG -- Study on the Applicability of Tyvek in Electric Bicycle Riding Protective -- Research on Design Evaluation Method of Walking Stick Based on Continuity Theory -- Research and Design of Intelligent Products for Sitting Posture Correction -- Research on the Innovative Design of SAPAD-Based Recreational Products for the Elderly -- Study on Beech Wood Softening Perceptual Experience Based on the Change of Material Perceptual Elements -- Research on User Experience Index Weighting Method Based on Grey Relation Analysis - With Intra-City Freight Internet Products as Example.

Sustainable Design of Bamboo-Based Composite Sheet in Surface Decoration Field -- A HRI Framework Based on Eye Tracking -- Evaluating YOLOv5 Deep Learning Models for the Detection of Tomato Berries for Crop Yield Estimation -- Deep CNN for Static Indian Sign Language Digits Recognition -- Deep Inside Feature Learning for Image Classification Using Transfer Learning Approach -- A Method for Traditional Shadow Play Figure's Head Regeneration Based on Generative Adversarial Network -- Subject Index -- Author Index.

Sommario/riassunto

"The technologies applied in design studies vary from basic theories to more application-based systems, and intelligence engineering technologies - such as computer-aided industrial design, human factor design, and greenhouse design - play a significant role in design science. Intelligence engineering technologies encompass both theoretical and application perspectives, such as computational technologies, sensing technologies, and video detection. Intelligence engineering is multidisciplinary in nature, promoting cooperation, exchange and discussion between organizations and researchers from diverse fields. This book presents the proceedings of DSIE2021, the 2021 International Symposium on Design Studies and Intelligence Engineering, held in Hangzhou, China, on 27 & 28 November 2021. This annual conference invites renowned experts from around the world to speak on their specialist topics, providing a platform for many professionals and researchers from industry and academia to exchange

and discuss recent advances in the field of design studies and intelligence engineering. The 210 submissions received were rigorously reviewed, and each of the 50 papers presented here was selected based on scores from three or four referees. Papers cover a very wide range of topics, from the design of a pneumatic soft finger with two joints, and the emotion of texture, to the design evaluation of a health management terminal for the elderly, and a multi-robot planning algorithm with quad tree map division for obstacles of irregular shape. Providing a varied overview of recent developments in design and intelligence engineering, this book will be of interest to researchers and all those working in the field"--
