1. | | |
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   | Record Nr. | UNISA996279556003316 |
   | Titolo | ANSI/IEEE Std 641-1987 / / Institute of Electrical and Electronics Engineers |
   | Pubbl/distr/stampa | [Place of publication not identified] : , : IEEE, , 1988 |
   | ISBN | 0-7381-4235-2 |
   | Descrizione fisica | 1 online resource (33 pages) |
   | Disciplina | 621.3815284 |
   | Soggetti | Field-effect transistors |
   | Lingua di pubblicazione | Inglese |
   | Formato | Materiale a stampa |
   | Livello bibliografico | Monografia |

2. | | |
   |---|---|
   | Record Nr. | UNINA9910861038803321 |
   | Autore | Chang Shih Fu |
   | Titolo | Frontiers of Multimedia Research |
   | Pubbl/distr/stampa | San Rafael : , : Morgan & Claypool Publishers, , 2018 ©2018 |
   | ISBN | 1-970001-04-6 |
   | Descrizione fisica | 1 online resource |
   | Collana | ACM books ; ; 17. |
   | Soggetti | Multimedia systems - Research |
   | Lingua di pubblicazione | Inglese |
   | Formato | Materiale a stampa |
   | Livello bibliografico | Monografia |
   | Sommario/riassunto | The field of multimedia is unique in offering a rich and dynamic forum for researchers from "traditional" fields to collaborate and develop new solutions and knowledge that transcend the boundaries of individual disciplines. Despite the prolific research activities and outcomes, however, few efforts have been made to develop books that serve as an |

introduction to the rich spectrum of topics covered by this broad field. A few books are available that either focus on specific subfields or basic background in multimedia. Tutorial-style materials covering the active topics being pursued by the leading researchers at frontiers of the field are currently lacking. In 2015, ACM SIGMM, the special interest group on multimedia, launched a new initiative to address this void by selecting and inviting 12 rising-star speakers from different subfields of multimedia research to deliver plenary tutorial-style talks at the ACM Multimedia conference for 2015. Each speaker discussed the challenges and state-of-the-art developments of their prospective research areas in a general manner to the broad community. The covered topics were comprehensive, including multimedia content understanding, multimodal human-human and human-computer interaction, multimedia social media, and multimedia system architecture and deployment. Following the very positive responses to these talks, the speakers were invited to expand the content covered in their talks into chapters that can be used as reference material for researchers, students, and practitioners. Each chapter discusses the problems, technical challenges, state-of-the-art approaches and performances, open issues, and promising direction for future work. Collectively, the chapters provide an excellent sampling of major topics addressed by the community as a whole. This book, capturing some of the outcomes of such efforts, is

well positioned to fill the aforementioned needs in providing tutorial-style reference materials for frontier topics in multimedia.