

1. Record Nr.	UNINA990004569860403321
Autore	Barbagallo, Corrado <1877-1952>
Titolo	Manuale di storia antica e medioevale : (4000 a.C.- 888 d.c.) per la prima classe degli istituti tecnici / Corrado Barbagallo
Pubbl/distr/stampa	Milano : Dante Alighieri, 1917
Edizione	[3. ed.]
Descrizione fisica	416 p. ; 21 cm
Locazione	FLFBC
Collocazione	6/VIII B 42 6/VIIIB42 6-VIIIB32-33
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910921008203321
Autore	Liu Weibin
Titolo	Graph Neural Network Methods and Applications in Scene Understanding
Pubbl/distr/stampa	Singapore : , : Springer, , 2025 ©2024
ISBN	9789819799336 9819799333
Edizione	[1st ed.]
Descrizione fisica	1 online resource (0 pages)
Collana	Intelligent Technologies and Robotics Series
Altri autori (Persone)	HaoHuaqing WangHui ZouZhiyuan XingWeiwei
Disciplina	006.31
Soggetti	COMPUTERS / Artificial Intelligence / General MATHEMATICS / Applied TECHNOLOGY & ENGINEERING / Engineering (General)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	The book focuses on graph neural network methods and applications for scene understanding. Graph Neural Network is an important method for graph-structured data processing, which has strong capability of graph data learning and structural feature extraction. Scene understanding is one of the research focuses in computer vision and image processing, which realizes semantic segmentation and object recognition of image or video. In this book, the algorithm, system design and performance evaluation of scene understanding based on graph neural networks have been studied. First, the book elaborates the background and basic concepts of graph neural network and scene understanding, then introduces the operation mechanism and key methodological foundations of graph neural network. The book then comprehensively explores the implementation and architectural design of graph neural networks for scene understanding

tasks, including scene parsing, human parsing, and video object segmentation. The aim of this book is to provide timely coverage of the latest advances and developments in graph neural networks and their applications to scene understanding, particularly for readers interested in research and technological innovation in machine learning, graph neural networks and computer vision. Features of the book include self-supervised feature fusion based graph convolutional network is designed for scene parsing, structure-property based graph representation learning is developed for human parsing, dynamic graph convolutional network based on multi-label learning is designed for human parsing, and graph construction and graph neural network with transformer are proposed for video object segmentation.
