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| Edizione                | [1st ed. 2020.]  |
| Descrizione fisica      | 1 online resource (X, 241 p. 120 illus., 81 illus. in color.)  |
| Collana                 | Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 12334   |
| Disciplina              | 621.367  |
| Soggetti                | Computer graphics<br>Machine learning<br>Image processing - Digital techniques   |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Includes index.  |
| Nota di contenuto       | Facial Age Estimation Using Compact Facial Features -- A Vision Based Hardware-Software Real-Time Control System for the Autonomous Landing of an UAV -- Exploration of Ear Biometrics with Deep Learning -- Does Randomness in the Random Visual Cryptography Protocol Depend on the Period of Pseudorandom Number Generators -- Software for CT-Image Analysis to Assist the Choice of Mechanical-Ventilation Settings in Acute Respiratory Distress Syndrome -- Edge-Aware Color Image Manipulation by Combination of Low-pass Linear Filter and Morphological Processing of its Residuals -- On the Effect of DCE MRI Slice Thickness and Noise on Estimated Pharmacokinetic Biomarkers a Simulation Study -- A New Sport Teams Logo Dataset for Detection Tasks -- Scene Recognition Using AlexNet to Recognize Significant Events within Cricket Game Footage -- Biologically Inspired Modelling of Flowers -- Tuberculosis Abnormality Detection in Chest X-Rays: A Deep Learning Approach -- Dynamic Local Ternary Patterns for Gender Identification using Facial Components -- Depth Perception Tendencies in the 3-D Environment of Virtual Reality -- Optimisation of a Siamese Neural Network for Real-Time Energy Efficient Object Tracking -- Nuclei Detection with Local Threshold Processing in DAB&H |

Stained Breast Cancer Biopsy Images -- Video Footage Highlight Detection in Formula 1 Through Vehicle Recognition with Faster R-CNN Trained On Game Footage -- Performance Evaluation of Selected Detector-Descriptor Combinations -- Watermarking Method for Video Authentication with Tamper Localization -- RGB-D and Lidar Calibration Supported by GPU -- Video-Surveillance Tools for Monitoring Social Responsibility Under Covid-19 Restrictions.

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Sommario/riassunto

This book constitutes the refereed proceedings of the International Conference on Computer Vision and Graphics, ICCVG 2020, held in Warsaw, Poland, in September 2020. The 20 full papers were selected from 49 submissions. The contributions cover topics such as: modelling of human visual perception; computational geometry; geometrical models of objects and scenes; illumination and reflection models and methods; image formation; image and video coding; image filtering and enhancement; biomedical image processing; biomedical graphics; colour image processing; multispectral image processing; pattern recognition in image processing; scene understanding; motion analysis, visual navigation and active vision; human motion detection and analysis; visualisation and graphical data presentation; hardware and architectures for image processing; computer-aided graphic design; 3D imaging, shading and rendering; computer animation; graphics for internet and mobile systems; virtual reality; image and video databases; digital watermarking; multimedia applications; and computer art. Due to the Corona pandemic ICCVG 2020 was held as a virtual event.

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