

1. Record Nr.	UNISA996465387703316
Titolo	Computer Vision Systems [[electronic resource] ] : 7th International Conference on Computer Vision Systems, ICVS 2009 Liège, Belgium, October 13-15, 2009, Proceedings / / edited by Mario Fritz, Bernt Schiele, Justus H. Piater
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2009
ISBN	3-642-04667-3
Edizione	[1st ed. 2009.]
Descrizione fisica	1 online resource (XIV, 456 p.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 5815
Disciplina	006.6 006.37
Soggetti	Computer vision Pattern recognition systems Image processing—Digital techniques Computer graphics User interfaces (Computer systems) Human-computer interaction Artificial intelligence Computer Vision Automated Pattern Recognition Computer Imaging, Vision, Pattern Recognition and Graphics Computer Graphics User Interfaces and Human Computer Interaction Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Human-Machine Interaction -- Recognizing Gestures for Virtual and Real World Interaction -- Multimodal Speaker Recognition in a Conversation Scenario -- FaceL: Facile Face Labeling -- Automatic Assessment of Eye Blinking Patterns through Statistical Shape Models -- Open-Set Face Recognition-Based Visitor Interface System -- Cascade Classifier Using Divided CoHOG Features for Rapid Pedestrian

Detection -- Sensors, Features and Representations -- Boosting with a Joint Feature Pool from Different Sensors -- A Multi-modal Attention System for Smart Environments -- Individual Identification Using Gait Sequences under Different Covariate Factors -- Using Local Symmetry for Landmark Selection -- Combining Color, Depth, and Motion for Video Segmentation -- Stable Structural Deformations -- Demand-Driven Visual Information Acquisition -- Stereo, 3D and Optical Flow -- A Real-Time Low-Power Stereo Vision Engine Using Semi-Global Matching -- Feature-Based Stereo Vision Using Smart Cameras for Traffic Surveillance -- Development and Long-Term Verification of Stereo Vision Sensor System for Controlling Safety at Railroad Crossing -- Generation of 3D City Models Using Domain-Specific Information Fusion -- Bio-inspired Stereo Vision System with Silicon Retina Imagers -- A Fast Joint Bioinspired Algorithm for Optic Flow and Two-Dimensional Disparity Estimation -- Calibration and Registration -- GPU-Accelerated Nearest Neighbor Search for 3D Registration -- Visual Registration Method for a Low Cost Robot -- Automatic Classification of Image Registration Problems -- Practical Pan-Tilt-Zoom-Focus Camera Calibration for Augmented Reality -- Mobile and Autonomous Systems -- Learning Objects and Grasp Affordances through Autonomous Exploration -- Integration of Visual Cues for Robotic Grasping -- A Hierarchical System Integration Approach with Application to Visual Scene Exploration for Driver Assistance -- Real-Time Traversable Surface Detection by Colour Space Fusion and Temporal Analysis -- Saliency-Based Obstacle Detection and Ground-Plane Estimation for Off-Road Vehicles -- Performance Evaluation of Stereo Algorithms for Automotive Applications -- Evaluation, Studies and Applications -- White-Box Evaluation of Computer Vision Algorithms through Explicit Decision-Making -- Evaluating the Suitability of Feature Detectors for Automatic Image Orientation Systems -- Interest Point Stability Prediction -- Relevance of Interest Points for Eye Position Prediction on Videos -- A Computer Vision System for Visual Grape Grading in Wine Cellars -- Inspection of Stamped Sheet Metal Car Parts Using a Multiresolution Image Fusion Technique -- Who's Counting? Real-Time Blackjack Monitoring for Card Counting Detection -- Learning, Recognition and Adaptation -- Increasing the Robustness of 2D Active Appearance Models for Real-World Applications -- Learning Query-Dependent Distance Metrics for Interactive Image Retrieval -- Consistent Interpretation of Image Sequences to Improve Object Models on the Fly -- Nonideal Iris Recognition Using Level Set Approach and Coalitional Game Theory -- Incremental Video Event Learning -- A System for Probabilistic Joint 3D Head Tracking and Pose Estimation in Low-Resolution, Multi-view Environments -- Robust Tracking by Means of Template Adaptation with Drift Correction -- A Multiple Hypothesis Approach for a Ball Tracking System -- Fast Vision-Based Object Recognition Using Combined Integral Map.

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#### Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference on Computer Vision Systems, ICVS 2009, held in Liege, Belgium, October 13-15, 2009. The 21 papers for oral presentation presented together with 24 poster presentations and 2 invited papers were carefully reviewed and selected from 96 submissions. The papers are organized in topical sections on human-machine-interaction, sensors, features and representations, stereo, 3D and optical flow, calibration and registration, mobile and autonomous systems, evaluation, studies and applications, learning, recognition and adaption.

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