1.	Record Nr.	UNISA996466248503316
	Titolo	Computer Vision – ECCV 2016 [[electronic resource]] : 14th European Conference, Amsterdam, The Netherlands, October 11-14, 2016, Proceedings, Part V / / edited by Bastian Leibe, Jiri Matas, Nicu Sebe, Max Welling
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
	ISBN	3-319-46454-X
	Edizione	[1st ed. 2016.]
	Descrizione fisica	1 online resource (XXIX, 893 p. 335 illus.)
	Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 9909
	Disciplina	006.37
	Soggetti	Optical data processing Pattern recognition Artificial intelligence Computer graphics Image Processing and Computer Vision Pattern Recognition Artificial Intelligence Computer Graphics
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Detection, recognition and retrieval -- Scene understanding -- Optimization -- iImage and video processing -- Learning -- Action activity and tracking -- 3D -- Poster sessions.
	Sommario/riassunto	The eight-volume set comprising LNCS volumes 9905-9912 constitutes the refereed proceedings of the 14th European Conference on Computer Vision, ECCV 2016, held in Amsterdam, The Netherlands, in October 2016. The 415 revised papers presented were carefully reviewed and selected from 1480 submissions. The papers cover all aspects of computer vision and pattern recognition such as 3D computer vision; computational photography, sensing and display; face and gesture; low-level vision and image processing; motion and tracking; optimization methods; physics-based vision, photometry and

shape-from-X; recognition: detection, categorization, indexing, matching; segmentation, grouping and shape representation; statistical methods and learning; video: events, activities and surveillance; applications. They are organized in topical sections on detection, recognition and retrieval; scene understanding; optimization; image and video processing; learning; action, activity and tracking; 3D; and 9 poster sessions.