1.	Record Nr.	UNISA996466276103316
	Titolo	MultiMedia Modeling [[electronic resource]] : 25th International Conference, MMM 2019, Thessaloniki, Greece, January 8–11, 2019, Proceedings, Part I / / edited by Ioannis Kompatsiaris, Benoit Huet, Vasileios Mezaris, Cathal Gurrin, Wen-Huang Cheng, Stefanos Vrochidis
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
	ISBN	3-030-05710-0
	Edizione	[1st ed. 2019.]
	Descrizione fisica	1 online resource (XXVI, 721 p. 260 illus., 233 illus. in color.)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 11295
	Disciplina	006.7
	Soggetti	Multimedia information systems Optical data processing Artificial intelligence Pattern recognition Information storage and retrieval Application software Multimedia Information Systems Image Processing and Computer Vision Artificial Intelligence Pattern Recognition Information Storage and Retrieval Information Systems Applications (incl. Internet)
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Sentiment-aware Multi-modal Recommendation on Tourist Attractions -- SCOD: Dynamical Spatial Constraints for Object Detection -- STMP: Spatial Temporal Multi-level Proposal Network for Activity Detection -- Hierarchical Vision-Language Alignment for Video Captioning -- Task-Driven Biometric Authentication of Users in Virtual Reality (VR) Environments -- Deep Neural Network Based 3D Articulatory Movement Prediction Using Both Text and Audio Inputs -- Subjective Visual Quality Assessment of Immersive 3D Media Compressed by Open-

Source Static 3D Mesh Codecs -- Joint EPC and RAN Caching of Tiled VR Videos for Mobile Networks -- Foveated Ray Tracing for VR Headsets -- Preferred Model of Adaptation to Dark for Virtual Reality Headsets -- From Movement to Events: Improving Soccer Match Annotations -- Multimodal Video Annotation for Retrieval and Discovery of Newsworthy Video in a News Verification Scenario -- Integration of Exploration and Search: A Case Study of the M^3 Model -- Face Swapping for Solving Collateral Privacy Issues in Multimedia Analytics -- Exploring the Impact of Training Data Bias on Automatic Generation of Video Captions -- Fashion Police: Towards Semantic Indexing of Clothing Information In Surveillance Data -- CNN-Based Non-Contact Detection of Food Level in Bottles from RGB Images -- Personalized Recommendation of Photography Based on Deep Learning -- Two-level Attention with Multi-task Learning for Facial Emotion Estimation -- User Interaction for Visual Lifelog Retrieval in a Virtual Environment -- Query-by-Dancing: A Dance Music Retrieval System Based on Body-Motion Similarity -- Joint Visual-Textual Sentiment Analysis Based on Cross-modality Attention Mechanism -- Deep Hashing with Triplet Labels and Unification Binary Code Selection for Fast Image Retrieval -- Incremental Training for Face Recognition -- Character Prediction in TV Series via a Semantic Projection Network -- A Test Collection for Interactive Lifelog Retrieval -- SEPHLA: Challenges and Opportunities within Environment – Personal Health Archives -- Athens Urban Soundscape (ATHUS): A dataset for urban soundscape quality recognition -- V3C - a Research Video Collection -- Image Aesthetics Assessment using Fully Convolutional Neural Networks -- Detecting tampered videos with multimedia forensics and deep learning -- Improving Robustness of Image Tampering Detection for Compression -- Audiovisual annotation procedure for multi-view field recordings -- A Robust Multi-Athlete Tracking Algorithm by Exploiting Discriminant Features and Long-Term Dependencies -- Early Identification of Oil Spills in Satellite Images Using Deep CNNs -- Point Cloud Colorization Based on Densely Annotated 3D Shape Dataset -- evolve2vec: Learning Network Representations Using Temporal Unfolding -- The Impact of Packet Loss and Google Congestion Control on QoE for WebRTC-based Mobile Multiparty Audiovisual Telemeetings -- Hierarchical Temporal Pooling for Efficient Online Action Recognition -- Generative Adversarial Networks with Enhanced Symmetric Residual Units for Single Image Super-Resolution -- 3D ResNets for 3D object classification -- Four Models for Automatic Recognition of Left and Right Eye in Fundus Images -- On the unsolved problem of Shot Boundary Detection for Music Videos -- Enhancing Scene Text Detection via Fused Semantic Segmentation Network with Attention -- Exploiting Incidence Relation Between Subgroups for Improving Clustering-Based Recommendation Model -- Hierarchical Bayesian Network based Incremental Model for Flood Prediction -- A New Female Body Segmentation and Feature Localisation Method for Image-based Anthropometry -- Greedy Salient Dictionary Learning For Activity Video Summarization -- Accelerating Topic Detection on Web for a Large-Scale Data Set via Stochastic Poisson Deconvolution -- Automatic Segmentation of Brain Tumor Images Based on Region Growing with Co-constraint -- Proposal of an Annotation Method for Integrating Musical Technique Knowledge using a GTTM Time-Span Tree -- A hierarchical level set approach to for RGBD image matting -- A Genetic Programming Approach to Integrate Multilayer CNN Features for Image Classification -- Improving Micro-Expression Recognition Accuracy using Twofold Feature Extraction -- An effective dual-fisheye lens stitching method based on feature points -- 3D Skeletal Gesture

Recognition via Sparse Coding of Time-Warping Invariant Riemannian Trajectories -- Efficient Graph based Multi-View Leaning -- DANTE speaker recognition module. An efficient and robust automatic speaker searching solution for terrorism-related scenarios.

Sommario/riassunto	The two-volume set LNCS 11295 and 11296 constitutes the thoroughly refereed proceedings of the 25th International Conference on MultiMedia Modeling, MMM 2019, held in Thessaloniki, Greece, in January 2019. Of the 172 submitted full papers, 49 were selected for oral presentation and 47 for poster presentation; in addition, 6 demonstration papers, 5 industry papers, 6 workshop papers, and 6 papers for the Video Browser Showdown 2019 were accepted. All papers presented were carefully reviewed and selected from 204 submissions.