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Recent Advances in Visual Information Systems

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Recent Advances In Visual Information Systems

Khalid M. Hosny,Ahmad Salah



Recent Advances In Visual Information Systems:

Recent Advances in Visual Information Systems Shi-Kuo Chang,Zen Chen,Suh-Yin Lee,2003-08-01

Visual informationsystemsareinformationsystemsforvisualcomputing Visual computing is computing on visual objects Some visual objects such as images are inherently visual in the sense that their primary representation is the visual representation Somevisualobjectssuchasdatastructuresarederivativelyvisual in the sense that their primary representation is not the visual representation but can be transformed into a visual representation Images and data structures are the two extremes Other visual objects such as maps may fall somewhere in between the two Visual computing often involves the transformation from one type of visual objects into another type of visual objects or into the same type of visual objects to accomplish certain objectives such as information reduction object recognition and so on In visual information systems design it is also important to ask the following question who performs the visual computing The answer to this question determines the approach to visual computing For instance it is possible that primarily the computer performs the visual computing and the human merely observes the results It is also possible that primarily the human performs the visual computing and the computer plays a supporting role Often the human and the computer are both involved as equal partners in visual computing and there are visual interactions Formal or informal visual languages are usually needed to facilitate such visual interactions

Recent Advances in Information Systems and Technologies Álvaro Rocha,Ana Maria Correia,Hojjat Adeli,Luís Paulo Reis,Sandra Costanzo,2017-03-28 This book presents a selection of papers from the 2017 World Conference on Information Systems and Technologies WorldCIST 17 held between the 11st and 13th of April 2017 at Porto Santo Island Madeira Portugal WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations current trends professional experiences and challenges involved in modern Information Systems and Technologies research together with technological developments and applications The main topics covered are Information and Knowledge Management Organizational Models and Information Systems Software and Systems Modeling Software Systems Architectures Applications and Tools Multimedia Systems and Applications Computer Networks Mobility and Pervasive Systems Intelligent and Decision Support Systems Big Data Analytics and Applications Human Computer Interaction Ethics Computers Health Informatics Information Technologies in Education and Information Technologies in Radiocommunications

Recent Advances in Geographic Information System for Earth Sciences Yosoon Choi,2020-06-23 Geographic information systems GISs have played a vital role in Earth sciences by providing a powerful means of observing the world and various tools for solving complex problems The scientific community has used GISs to reveal fascinating details about the Earth and other planets This book on recent advances in GIS for Earth sciences includes 12 publications from esteemed research groups worldwide The research and review papers in this book belong to the following broad categories Earth science informatics geoinformatics mining hydrology natural hazards and society Visual Information and Information Systems

Stéphane Bres,Robert Laurini,2005-12-17 Comprises 25 revised full papers presented at the 8th International Conference on Visual Information Systems VISUAL 2005 held in Amsterdam The Netherlands in July 2005 These represent the current state of the art of visual information processing feature extraction and aggregation at semantic level and content based retrieval as well as the study of user intention in query processing and issues of delivery and consumption of multimedia content

Recent Advances in Indoor Localization Systems and Technologies Gyula Simon,László Sujbert,2021-08-30 Despite the enormous technical progress seen in the past few years the maturity of indoor localization technologies has not yet reached the level of GNSS solutions The 23 selected papers in this book present the recent advances and new developments in indoor localization systems and technologies propose novel or improved methods with increased performance provide insight into various aspects of quality control and also introduce some unorthodox positioning methods

Visual Information and Information Systems Nies Huijsmans,Arnold W.M. Smeulders,2003-07-31 This book constitutes the refereed proceedings of the Third International Conference on Visual Information Systems VISUAL 99 held in Amsterdam The Netherlands in June 1999 The 100 revised papers presented were carefully reviewed and selected from numerous submissions The book is divided into topical sections on visual information systems interactive visual query Internet search engines video parsing spatial data visual languages features and indexes for image retrieval object retrieval ranking and performance shape retrieval retrieval systems image compression virtual environments recognition systems and visualization systems

Recent Advances in Design and Decision Support Systems in Architecture and Urban Planning Jos P. van Leeuwen,Harry J.P. Timmermans,2005-12-30 Preface International Scientific Committee Introduction Applications of Artificial Intelligence Applications of Neural Networks for Landslide Susceptibility Mapping in Turkey E Yesilnacar G J Hunter An Evaluation of Neural Spatial Interaction Models Based on a Practical Application A Akamine A N Rodrigues da Silva Improved Understanding of Urban Sprawl Using Neural Networks L Diappi P Bolchi M Buscema Visualisation for Design and Decision Support Using On Line Geographical Visualisation Tools to Improve Land Use Decision Making with a Bottom Up Community Participatory App

Trends and Advances in Information Systems and Technologies Álvaro Rocha,Hojjat Adeli,Luís Paulo Reis,Sandra Costanzo,2018-03-24 This book includes a selection of papers from the 2018 World Conference on Information Systems and Technologies WorldCIST 18 held in Naples Italy on March27 29 2018 WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations current trends professional experiences and the challenges of modern information systems and technologies research together with their technological development and applications The main topics covered are A Information and Knowledge Management B Organizational Models and Information Systems C Software and Systems Modeling D Software Systems Architectures Applications and Tools E Multimedia Systems and Applications F Computer Networks Mobility and Pervasive Systems G Intelligent and Decision Support Systems H Big Data Analytics and Applications I Human Computer Interaction J Ethics

Computers K Health Informatics L Information Technologies in Education M Information Technologies in Radiocommunications N Technologies for Biomedical Applications *Visual Information Systems. Web-Based Visual Information Search and Management* Monica Sebillio, 2008-08-28 This book constitutes the thoroughly refereed proceedings of the 10th International Conference on Visual Information Systems VISUAL 2008 held in Salerno Italy September 11 12 2008 The 35 papers presented in this volume together with 3 keynote speeches were carefully reviewed and selected from 58 submissions The topics covered are information and data visualization advances techniques for visual information management mobile visual information systems image and video indexing and retrieval applications of visual information systems and industrial experiences *Intelligent Techniques for Warehousing and Mining Sensor Network Data* Cuzzocrea, Alfredo, 2009-12-31 This book focuses on the relevant research theme of warehousing and mining sensor network data specifically for the database data warehousing and data mining research communities Provided by publisher Recent Advances in Parallel Virtual Machine and Message Passing Interface Marian Bubak, Jack Dongarra, Jerzy Wasniewski, 1997-10-15 This book constitutes the refereed proceedings of the 4th European Parallel Virtual Machine and Message Passing Interface Users Group Meeting PVM MPI 97 held in Cracow Poland in November 1997 Parallel Virtual Machine and Message Passing Interface are the most popular tools for programming in accordance with the message passing paradigm which at present is considered to be the best way to develop effective parallel programs The book presents 63 carefully selected papers covering the whole range of PVM MPI issues The papers are organized in sections on evaluation and performance extensions and improvements implementation tools algorithms and applications in science and engineering *The Electronics Handbook* Jerry C. Whitaker, 1996-12-23 The superb organization of The Electronics Handbook means that it is not only a comprehensive and fascinating reference but also a pleasure to use Some of these organizational features include **Recent Advances in Sciences, Engineering, Information Technology & Management** Dinesh Goyal, Bhanu Pratap, Sandeep Gupta, Saurabh Raj, Rekha Rani Agrawal, Indra Kishor, 2025-02-14 This conference covered various interdisciplinary areas such as applied science physics material science and engineering The audience got a chance to encircle the various interdisciplinary areas and people working on recent technologies in science engineering information technology and management It was based on the theme of converging interdisciplinary topics into a single platform which helped the participants to think beyond their area and increase their canvas of research Pattern Recognition Technologies and Applications: Recent Advances Verma, Brijesh, Blumenstein, Michael, 2008-06-30 The nature of handwriting in our society has significantly altered over the ages due to the introduction of new technologies such as computers and the World Wide Web With increases in the amount of signature verification needs state of the art internet and paper based automated recognition methods are necessary Pattern Recognition Technologies and Applications Recent Advances provides cutting edge pattern recognition techniques and applications Written by world renowned experts in their field this easy to

understand book is a must have for those seeking explanation in topics such as on and offline handwriting and speech recognition signature verification and gender classification

Connecting Form and Function: Recent Advances in Understanding Dendrite Morphogenesis and Plasticity Quan Yuan, Chun Han, Peter Soba, 2022-03-03 *Recent Advances in Technologies for Inclusive Well-Being* Anthony Lewis Brooks, Sheryl Brahman, Bill Kapralos, Amy Nakajima, Jane Tyerman, Lakhmi C. Jain, 2021-03-16 In a time of ongoing pandemic when well being is a priority this volume presents latest works across disciplines associated to Virtual Patients Gamification and Simulation Chapters herein present international perspectives with authors from around the globe contributing to this impactful third edition to the series following a 2014 Springer book on Technologies for Inclusive Well Being and a 2017 Springer book Recent Advances in Technologies for Inclusive Well Being Digital technologies are pervasive in life and the contributions herein focus on specific attributes and situations especially in training and treatment programmes spanning across ranges of diagnosis conditions ages and targeted impacts This volume purposefully does not cover all even if that was possible aspects on how virtual interactive space can align to statial computing which in turn can align with related embodied entities whatever the terms used e g Virtual Augmented Extended Mixed Realities along with AI Deep Learning etc It also doesn t cover what some may refer to as trendy terms such as 360 degree video WebXR cryptocurrency blockchain virtual goods AR museums travel and teleportation however what is covered in this book and the prior volumes it builds upon as above is a sharing and questioning of advancing technologies for inclusive well being through research and practices from an avant garde perspective

From Object Modelling to Advanced Visual Communication Sabine Coquillart, Wolfgang Straßer, Peter Stucki, 2012-12-06 This book is a collection of the best papers originally presented as state of the art reports or tutorials at the Eurographics 91 conference in Vienna A choice has been made giving priority to timeless information Another goal was to cover all aspects of computer graphics except hardware as completely as possible from modelling to advanced visualization and communication The ten contributions by internationally renowned experts fulfil this goal perfectly Some important problem areas treated from different viewpoints thus enhancing and deepening the reader s perspective

Recent Advances in Computer Vision Applications Using Parallel Processing Khalid M. Hosny, Ahmad Salah, 2023-01-23 This comprehensive book is primarily intended for researchers computer vision specialists and high performance computing specialists who are interested in parallelizing computer vision techniques for the sake of accelerating the run time of computer vision methods This book covers different penalization methods on different parallel architectures such as multi core CPUs and GPUs It is also a valuable reference resource for researchers at all levels e g undergraduate and postgraduate who are seeking real life examples of speeding up the computer vision methods run time

Graphics Recognition. Recent Advances Atul K. Chhabra, Dov Dori, 2003-06-29 This edited volume contains refereed and improved versions of select papers 1 that were presented at the third IAPR Workshop on Graphics Recognition GREC 99 held at Rambagh Palace in Jaipur India 26 27

September 1999 The workshop was organized by the TC10 Technical Committee on Graphics Recognition of the IAPR Edited volumes from the previous two workshops in this series are also available as Lecture Notes in Computer Science volumes 1072 and 1389 Graphics recognition is the study of techniques for computer interpretation of images of line drawings and symbols This includes methods such as vectorization symbol recognition and table and chart recognition for applications such as engineering drawings schematics logic drawings maps diagrams and musical scores Some recently developed techniques include graphics based information or drawing retrieval and recognition of online graphical strokes With the recent advances in the field there is now a need to develop benchmarks for evaluating and comparing algorithms and systems Graphics recognition is a growing field of interest in the broader document image recognition community The GREC 99 workshop was attended by fifty people from fifteen countries The workshop program consisted of six technical sessions Each session began with a half hour invited talk which was followed by several short talks Each session closed with a half hour panel discussion where the authors addressed questions from the other participants Several interesting new research directions were discussed at the workshop

Recent Advances in Multimedia Signal Processing and Communications Mislav Grgic, Kresimir Delac, Mohammed Ghanbari, 2009-09-30 The rapid increase in computing power and communication speed coupled with computer storage facilities availability has led to a new age of multimedia applications Multimedia is practically everywhere and all around us we can feel its presence in almost all applications ranging from online video databases IPTV interactive multimedia and more recently in multimedia based social interaction These new growing applications require high quality data storage easy access to multimedia content and reliable delivery Moving ever closer to commercial deployment also aroused a higher awareness of security and intellectual property management issues All the aforementioned requirements resulted in higher demands on various areas of research signal processing image video processing and analysis communication protocols content search watermarking etc This book covers the most prominent research issues in multimedia and is divided into four main sections i content based retrieval ii storage and remote access iii watermarking and copyright protection and iv multimedia applications Chapter 1 of the first section presents an analysis on how color is used and why is it crucial in nowadays multimedia applications In chapter 2 the authors give an overview of the advances in video abstraction for fast content browsing transmission retrieval and skimming in large video databases and chapter 3 extends the discussion on video summarization even further Content retrieval problem is tackled in chapter 4 by describing a novel method for producing meaningful segments suitable for MPEG 7 description based on binary partition trees BPTs

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