

Openpose Real Time Multi Person Keypoint Detection

Digital traces, whether digitized (programs, notebooks, drawings, etc.) or born digital (emails, websites, video recordings, etc.), constitute a major challenge for the memory of the ephemeral performing arts. Digital technology transforms traces into data and, in doing so, opens them up to manipulation. This paradigm shift calls for a renewal of methodologies for writing the history of theater today, analyzing works and their creative process, and preserving performances. At the crossroads of performing arts studies, the history, digital humanities, conservation and archiving, these

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methodologies allow us to take into account what is generally dismissed, namely, digital traces that are considered too complex, too numerous, too fragile, of dubious authenticity, etc. With the analysis of Merce Cunningham's digital traces as a guideline, and through many other examples, this book is intended for researchers and archivists, as well as artists and cultural institutions.

This book includes the proceedings of the 15th International Conference on Complex, Intelligent, and Software Intensive Systems, which took place in Asan, Korea, on July 1–3, 2021. Software intensive systems are systems, which heavily interact with other systems, sensors, actuators, devices, and other software systems and users. More and more domains are involved with software intensive systems, e.g., automotive, telecommunication systems, embedded

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systems in general, industrial automation systems, and business applications.

Moreover, the outcome of web services delivers a new platform for enabling software intensive systems. Complex systems research is focused on the overall understanding of systems rather than its components. Complex systems are very much characterized by the changing environments in which they act by their multiple internal and external interactions. They evolve and adapt through internal and external dynamic interactions. The development of intelligent systems and agents, which is each time more characterized by the use of ontologies and their logical foundations build a fruitful impulse for both software intensive systems and complex systems. Recent research in the field of intelligent systems, robotics, neuroscience, artificial intelligence, and

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cognitive sciences is very important factor for the future development and innovation of software intensive and complex systems. The aim of the book is to deliver a platform of scientific interaction between the three interwoven challenging areas of research and development of future ICT-enabled applications: Software intensive systems, complex systems, and intelligent systems. This book gathers the joint proceedings of the VIII Latin American Conference on Biomedical Engineering (CLAIB 2019) and the XLII National Conference on Biomedical Engineering (CNIB 2019). It reports on the latest findings and technological outcomes in the biomedical engineering field. Topics include: biomedical signal and image processing; biosensors, bioinstrumentation and micro-nanotechnologies; biomaterials and tissue engineering. Advances in biomechanics,

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biorobotics, neurorehabilitation, medical physics and clinical engineering are also discussed. A special emphasis is given to practice-oriented research and to the implementation of new technologies in clinical settings. The book provides academics and professionals with extensive knowledge on and a timely snapshot of cutting-edge research and developments in the field of biomedical engineering.

This two-volume set LNCS 12198 and 12199 constitutes the thoroughly refereed proceedings of the 11th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management, DHM 2020, which was supposed to be held as part of the 22st HCI International Conference, HCII 2020, in Copenhagen, Denmark, in July 2020. The conference was held virtually due to the COVID-19

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pandemic. A total of 1439 papers and 238 posters have been carefully reviewed and accepted for publication in HCII 2020.

DHM 2020 includes a total of 77 papers; they were organized in topical sections named: Part I, Posture, Motion and Health: Posture and motion modelling in design; ergonomics and occupational health; applications for exercising, physical therapy and rehabilitation; health services; DHM for aging support. Part II, Human Communication, Organization and Work: Modelling human communication; modelling work, collaboration and the human environment; addressing ethical and societal challenges; new research issues and approaches in digital human modelling.

15th International Conference, UAHCI 2021, Held as Part of the 23rd HCI International Conference, HCII 2021,

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*Virtual Event, July 24–29, 2021,
Proceedings, Part II*

*19th International Conference on Ad-Hoc
Networks and Wireless, ADHOC-NOW
2020, Bari, Italy, October 19–21, 2020,
Proceedings*

*Intelligent Electronic Devices
6th ICCST 2019, Kota Kinabalu,
Malaysia, 29-30 August 2019*

*CAIP 2019 International Workshops,
ViMaBi and DL-UAV, Salerno, Italy,
September 6, 2019, Proceedings*

*21st Scandinavian Conference, SCIA
2019, Norrköping, Sweden, June 11–13,
2019, Proceedings*

Frontiers of Computer Vision

*The 30-volume set, comprising the
LNCS books 12346 until 12375,
constitutes the refereed
proceedings of the 16th European*

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Conference on Computer Vision, ECCV 2020, which was planned to be held in Glasgow, UK, during August 23-28, 2020. The conference was held virtually due to the COVID-19 pandemic. The 1360 revised papers presented in these proceedings were carefully reviewed and selected from a total of 5025 submissions. The papers deal with topics such as computer vision; machine learning; deep neural networks; reinforcement learning; object recognition; image classification; image processing; object detection; semantic segmentation; human pose estimation; 3d reconstruction; stereo vision; computational photography; neural networks;

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image coding; image reconstruction; object recognition; motion estimation.

This book constitutes the refereed proceedings of the IFIP TC 5, TC 12, WG 8.4, 8.9, 12.9 International Cross-Domain Conference for Machine Learning and Knowledge Extraction, CD-MAKE 2019, held in Canterbury, UK, in August 2019.

The 25 revised full papers presented were carefully reviewed and selected from 45 submissions. The cross-domain integration and appraisal of different fields provides an atmosphere to foster different perspectives and opinions; it will offer a platform for novel ideas and a fresh look on the methodologies to put these ideas into business for

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the benefit of humanity.

The two-volume set LNCS 11751 and 11752 constitutes the refereed proceedings of the 20th International Conference on Image Analysis and Processing, ICIAP 2019, held in Trento, Italy, in September 2019. The 117 papers presented were carefully reviewed and selected from 207 submissions. The papers cover both classic and the most recent trends in image processing, computer vision, and pattern recognition, addressing both theoretical and applicative aspects. They are organized in the following topical sections: Video Analysis and Understanding; Pattern Recognition and Machine Learning; Deep

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Learning; Multiview Geometry and 3D Computer Vision; Image Analysis, Detection and Recognition; Multimedia; Biomedical and Assistive Technology; Digital Forensics; Image processing for Cultural Heritage.

This two-volume set of LNCS 12836 and LNCS 12837 constitutes - in conjunction with the volume LNAI 12838 - the refereed proceedings of the 17th International Conference on Intelligent Computing, ICIC 2021, held in Shenzhen, China in August 2021. The 192 full papers of the three proceedings volumes were carefully reviewed and selected from 458 submissions. The ICIC

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theme unifies the picture of contemporary intelligent computing techniques as an integral concept that highlights the trends in advanced computational intelligence and bridges theoretical research with applications. The theme for this conference is “Advanced Intelligent Computing Methodologies and Applications.” The papers are organized in the following subsections: Evolutionary Computation and Learning, Image and signal Processing, Information Security, Neural Networks, Pattern Recognition Swarm Intelligence and Optimization, and Virtual Reality and Human-Computer Interaction.

Proceedings of FC 2020

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Ad-Hoc, Mobile, and Wireless Networks

20th International Conference, Trento, Italy, September 9–13, 2019, Proceedings, Part I

Computer Vision

Computer Vision – ECCV 2020

International Workshops of PAAMS 2018, Toledo, Spain, June 20–22, 2018, Proceedings

IC4S 2020

Cognitive Computing – ICCV 2021

This book is composed by the papers written in English and accepted for presentation and discussion at The 2021 International Conference on Information Technology & Systems (ICITS 21), held at the Universidad Estatal Península de Santa

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Elena, in Libertad, Ecuador, between the 10th and the 12th of February 2021. ICITS is a global forum for researchers and practitioners to present and discuss recent findings and innovations, current trends, professional experiences and challenges of modern information technology and systems research, together with their technological development and applications. The main topics covered are information and knowledge management; organizational models and information systems; software and systems modelling; software systems, architectures,

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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 & security; health informatics; and information technologies in education. Computer Vision: Algorithms and Applications explores the variety of techniques used to analyze and interpret images. It also describes challenging real-world applications where vision is being successfully used, both in specialized

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applications such as image search and autonomous navigation, as well as for fun, consumer-level tasks that students can apply to their own personal photos and videos. More than just a source of "recipes," this exceptionally authoritative and comprehensive textbook/reference takes a scientific approach to the formulation of computer vision problems. These problems are then analyzed using the latest classical and deep learning models and solved using rigorous engineering principles. Topics and features: Structured to support active curricula and project-

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oriented courses, with tips in the Introduction for using the book in a variety of customized courses Incorporates totally new material on deep learning and applications such as mobile computational photography, autonomous navigation, and augmented reality Presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid-term projects Includes 1,500 new citations and 200 new figures that cover the tremendous developments from the last decade Provides additional material and more

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detailed mathematical topics in the Appendices, which cover linear algebra, numerical techniques, estimation theory, datasets, and software Suitable for an upper-level undergraduate or graduate-level course in computer science or engineering, this textbook focuses on basic techniques that work under real-world conditions and encourages students to push their creative boundaries. Its design and exposition also make it eminently suitable as a unique reference to the fundamental techniques and current research literature in computer vision. This book constitutes the

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refereed proceedings of the 11 workshops co-located with the 16th International Conference on Practical Applications of Agents and Multi-Agent Systems, PAAMS 2018, held in Toledo, Spain, in June 2018. The 47 full papers presented were carefully reviewed and selected from 72 submissions. The volume presents the papers that have been accepted for the following workshops:

Workshop on Agents and Multi-agent Systems for AAL and e-HEALTH; Workshop on Agent based Applications for Air Transport; Workshop on Agent-based Artificial Markets Computational Economics;

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Workshop on Agent-Based Solutions for Manufacturing and Supply Chain; Workshop on MAS for Complex Networks and Social Computation; Workshop on Intelligent Systems and Context Information Fusion; Workshop on Multi-agent based Applications for Energy Markets, Smart Grids and Sustainable Energy Systems; Workshop on Multiagent System based Learning Environments; Workshop on Smart Cities and Intelligent Agents; Workshop on Swarm Intelligence and Swarm Robotics; Workshop on Multi-Agent Systems and Simulation.

This book is a collection of

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papers presented at the International Workshop on New Approaches for Multidimensional Signal Processing (NAMSP 2020), held at Technical University of Sofia, Sofia, Bulgaria, during 09–11 July 2020. The book covers research papers in the field of N-dimensional multicomponent image processing, multidimensional image representation and super-resolution, 3D image processing and reconstruction, MD computer vision systems, multidimensional multimedia systems, neural networks for MD image processing, data-based MD image retrieval and

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knowledge data mining, watermarking, hiding and encryption of MD images, MD image processing in robot systems, tensor-based data processing, 3D and multi-view visualization, forensic analysis systems for MD images and many more.

Selected Papers from the XXII International Conference on Neuroinformatics, October 12-16, 2020, Moscow, Russia

Advances in Neural Computation, Machine Learning, and Cognitive Research IV

New Approaches for Multidimensional Signal Processing

Intelligent Systems and

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Proceedings of the 21st Congress of the International Ergonomics Association (IEA 2021) Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management. Posture, Motion and Health

Proceedings of the AHFE 2020 Virtual Conferences on Human Factors and Simulation, and Digital Human Modeling and Applied Optimization, July 16-20, 2020, USA Information Technology and Systems

This book presents the select proceedings of Control Instrumentation and System

Conference, (CISCON 2020) held at Manipal Institute of Technology, MAHE, Manipal. It examines a wide spectrum covering the latest trends in the fields of instrumentation, sensors and systems, and industrial automation and control. The topics covered include image and signal processing, robotics, renewable energy, power systems and power drives, performance attributes of MEMS, multi-sensor data fusion, machine learning, optimization techniques, process control, safety monitoring, safety critical control, supervisory control, system modeling and virtual instrumentation. The book

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is a valuable reference for researchers and professionals interested in sensors, adaptive control, automation and control and allied fields.

This book constitutes the refereed proceedings of two workshops held at the 18th International Conference on Computer Analysis of Images and Patterns, CAIP 2019, held in Salerno, Italy, in September 2019: First Workshop on Deep-learning based Computer Vision for UAV, DL-UAV 2019, and the First Workshop on Visual Computing and Machine Learning for Biomedical Applications, ViMaBi 2019. The 12 papers presented in this

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volume were carefully reviewed and selected from 16 submissions and focus on all aspects of visual computing and machine learning for biomedical applications, and deep-learning based computer vision for UAV. This book constitutes refereed proceedings of the 26th International Workshop Frontiers of Computer Vision, IW-FCV 2020, held in Ibusuki, Kagoshima, Japan, in February 2020. The 27 full papers presented were thoroughly reviewed and selected from 68 submissions. The papers in the volume are organized according to the following topics: real-world applications; face, pose,

and action recognition; object detection and tracking; inspection and diagnosis; camera, 3D and imaging.

This book features selected research papers presented at the Second International Conference on Computing, Communications, and Cyber-Security (IC4S 2020), organized in Krishna Engineering College (KEC), Ghaziabad, India, along with Academic Associates; Southern Federal University, Russia; IAC Educational, India; and ITS Mohan Nagar, Ghaziabad, India during 3–4 October 2020. It includes innovative work from researchers, leading innovators, and professionals in the area of

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communication and network technologies, advanced computing technologies, data analytics and intelligent learning, the latest electrical and electronics trends, and security and privacy issues.

**From Traces to Data
23rd HCI International
Conference, HCII 2021, Virtual
Event, July 24–29, 2021,
Proceedings**

**HCI International 2021 - Late
Breaking Papers: Cognition,
Inclusion, Learning, and Culture
Proceedings of International
Workshop, NAMSP 2020
Proceedings of the 2020
Intelligent Systems Conference
(IntelliSys) Volume 2**

***VIII Latin American Conference
on Biomedical Engineering and
XLII National Conference on
Biomedical Engineering
Build advanced computer vision
applications using machine
learning and deep learning
techniques
Advances in Guidance,
Navigation and Control***

This book constitutes late breaking papers from the 23rd International Conference on Human-Computer Interaction, HCII 2021, which was held in July 2021. The conference was planned to take place in Washington DC, USA but had to change to a virtual

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conference mode due to the COVID-19 pandemic. A total of 5222 individuals from academia, research institutes, industry, and governmental agencies from 81 countries submitted contributions, and 1276 papers and 241 posters were included in the volumes of the proceedings that were published before the start of the conference. Additionally, 174 papers and 146 posters are included in the volumes of the proceedings published after the conference, as “Late Breaking Work” (papers and

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posters). The contributions thoroughly cover the entire field of HCI, addressing major advances in knowledge and effective use of computers in a variety of application areas.

This book gathers the proceedings of the 10th International Conference on Frontier Computing, held in Singapore, on July 10-13, 2020, and provides comprehensive coverage of the latest advances and trends in information technology, science, and engineering. It addresses a number of broad themes,

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including communication networks, business intelligence and knowledge management, web intelligence, and related fields that inspire the development of information technology. The respective contributions cover a wide range of topics: database and data mining, networking and communications, web and Internet of things, embedded systems, soft computing, social network analysis, security and privacy, optical communication, and ubiquitous/pervasive

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computing. Many of the papers outline promising future research directions, and the book benefits students, researchers, and professionals alike. Further, it offers a useful reference guide for newcomers to the field. This book describes new theories and applications of artificial neural networks, with a special focus on answering questions in neuroscience, biology and biophysics and cognitive research. It covers a wide range of methods and technologies,

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including deep neural networks, large scale neural models, brain computer interface, signal processing methods, as well as models of perception, studies on emotion recognition, self-organization and many more. The book includes both selected and invited papers presented at the XXII International Conference on Neuroinformatics, held on October 12-16, 2020, Moscow, Russia. This book presents the latest advances in modeling and simulation

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for human factors research. It reports on cutting-edge simulators such as virtual and augmented reality, multisensory environments, and modeling and simulation methods used in various applications, including surgery, military operations, occupational safety, sports training, education, transportation and robotics. Based on two AHFE 2020 Virtual Conferences such as the AHFE 2020 Virtual Conference on Human Factors and Simulation and

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the AHFE 2020 Virtual Conference on Digital Human Modeling and Applied Optimization, held on July 16-20, 2020, the book serves as a timely reference guide for researchers and practitioners developing new modeling and simulation tools for analyzing or improving human performance. It also offers a unique resource for modelers seeking insights into human factors research and more feasible and reliable computational tools to foster advances in this

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exciting field.

Select Proceedings of
CISCON 2020

Highlights of Practical
Applications of Agents,
Multi-Agent Systems, and
Complexity: The PAAMS
Collection

26th International
Workshop, IW-FCV 2020,
Ibusuki, Kagoshima, Japan,
February 20-22, 2020,
Revised Selected Papers
Computational Vision and
Bio-Inspired Computing
Cognitive Multitasking -
Towards Augmented
Intelligence

16th European Conference,
Glasgow, UK, August 23-28,

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2020, Proceedings, Part II
Algorithms and
Applications
ICCVBIC 2019

This book is a collection of peer-reviewed best selected research papers presented at 3rd International Conference on Computer Networks and Inventive Communication Technologies (ICCNCT 2020). The book covers new results in theory, methodology, and applications of computer networks and data communications. It includes original papers on computer networks, network protocols

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and wireless networks, data communication technologies, and network security. The proceedings of this conference is a valuable resource, dealing with both the important core and the specialized issues in the areas of next generation wireless network design, control, and management, as well as in the areas of protection, assurance, and trust in information security practice. It is a reference for researchers, instructors, students, scientists, engineers, managers, and industry practitioners for

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advance work in the area. This two-volume set LNCS 10904 and 10905 constitutes the refereed proceedings of the 20th International Conference on Human Interface and the Management of Information, HIMI 2018, held as part of HCI International 2018 in Las Vegas, NV, USA, in July 2018. The total of 1170 papers and 195 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4373 submissions. The 56 papers presented in this volume

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were organized in topical sections named: information visualization; multimodal interaction; information in virtual and augmented reality; information and vision; and text and data mining and analytics.

Smart Sensors

Measurements and

Instrumentation

Select Proceedings of CISCON

2020 Springer Nature

This book presents various computational and cognitive modeling approaches in the areas of health, education, finance, environment, engineering, commerce, and

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industry. It is a collection of selected conference papers presented at the International Conference on Trends in Computational and Cognitive Engineering (TCCE 2020). It shares cutting-edge insights and ideas from mathematicians, engineers, scientists, and researchers and discusses fresh perspectives on problem solving in a range of research areas.

Image Analysis

11th International

Conference, DHM 2020, Held

as Part of the 22nd HCI

International Conference,

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*HCI 2020, Copenhagen,
Denmark, July 19-24, 2020,
Proceedings, Part I*

*Machine Learning and
Knowledge Extraction
Proceedings of CLAIB-CNIB
2019, October 2-5, 2019,
Cancún, México*

*Advanced Technologies for
Humanity*

*Computer Networks and
Inventive Communication
Technologies*

*Advances in Simulation and
Digital Human Modeling*

*Contactless Human Activity
Analysis*

This book constitutes the proceedings of
the Third International Conference on

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Edge Computing, EDGE 2019, held in San Diego, CA, USA, in June 2019. The 5 full papers and 1 short paper presented in this volume were carefully reviewed and selected from 14 submissions. The contributions deal with the latest fundamental advances in the state of the art and practice of edge computing, identifying emerging research topics and defining the future of edge computing. The book Intelligent Systems and Applications - Proceedings of the 2020 Intelligent Systems Conference is a remarkable collection of chapters covering a wider range of topics in areas of intelligent systems and artificial intelligence and their applications to the real world. The Conference attracted a total of 545 submissions from many academic pioneering researchers, scientists, industrial engineers, students from all around the world. These

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submissions underwent a double-blind peer review process. Of those 545 submissions, 177 submissions have been selected to be included in these proceedings. As intelligent systems continue to replace and sometimes outperform human intelligence in decision-making processes, they have enabled a larger number of problems to be tackled more effectively. This branching out of computational intelligence in several directions and use of intelligent systems in everyday applications have created the need for such an international conference which serves as a venue to report on up-to-the-minute innovations and developments. This book collects both theory and application based chapters on all aspects of artificial intelligence, from classical to intelligent scope. We hope that readers find the volume interesting and valuable;

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it provides the state of the art intelligent methods and techniques for solving real world problems along with a vision of the future research.

This volume constitutes the refereed proceedings of the 21st Scandinavian Conference on Image Analysis, SCIA 2019, held in Norrköping, Sweden, in June 2019. The 40 revised papers presented were carefully reviewed and selected from 63 submissions. The contributions are structured in topical sections on Deep convolutional neural networks; Feature extraction and image analysis; Matching, tracking and geometry; and Medical and biomedical image analysis.?

This book constitutes the refereed proceedings of the 19th International Conference on Ad-Hoc, Mobile, and Wireless Networks, ADHOC-NOW 2020, held in Bari, Italy, in October 2020.* The

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19 full and 4 short papers presented were carefully reviewed and selected from 39 submissions. The papers provide an in-depth and stimulating view on the new frontiers in the field of mobile, ad hoc and wireless computing. They are organized in the following topical sections: intelligent, programmable and delay- and disruption- tolerant networks; internet of drones and smart mobility; internet of things and internet of medical things; secure communication protocols and architectures; and wireless systems. *The conference was held virtually due to the COVID-19 pandemic.

Proceedings of Second International
Conference on Computing,
Communications, and Cyber-Security
ICITS 2021, Volume 1

Proceedings of the 15th International
Conference on Complex, Intelligent and
Software Intensive Systems (CISIS-2021)

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17th International Conference, ICIC
2021, Shenzhen, China, August 12–15,
2021, Proceedings, Part I

Complex, Intelligent and Software
Intensive Systems

5th International Conference, Held as
Part of the Services Conference
Federation, SCF 2021, Virtual Event,
December 10–14, 2021, Proceedings
Intelligent Technologies and
Applications

Proceedings of the 1st International
Conference on Data Science, Machine
Learning and Applications

This book gathers the
proceedings of the Sixth
International Conference on
Computational Science and
Technology 2019 (ICCST2019),
held in Kota Kinabalu, Malaysia,
on 29–30 August 2019. The

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respective contributions offer practitioners and researchers a range of new computational techniques and solutions, identify emerging issues, and outline future research directions, while also showing them how to apply the latest large-scale, high-performance computational methods.

This book constitutes the refereed post-conference proceedings of the Third International Conference on Intelligent Technologies and Applications, INTAP 2020, held in Grimstad, Norway, in September 2020. The 30 revised full papers and 4 revised short

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papers presented were carefully reviewed and selected from 117 submissions. The papers of this volume are organized in topical sections on image, video processing and analysis; security and IoT; health and AI; deep learning; biometrics; intelligent environments; intrusion and malware detection; and AIRLEAs.

This book presents the proceedings of the 21st Congress of the International Ergonomics Association (IEA 2021), held online on June 13-18, 2021. By highlighting the latest theories and models, as well as cutting-edge technologies

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and applications, and by combining findings from a range of disciplines including engineering, design, robotics, healthcare, management, computer science, human biology and behavioral science, it provides researchers and practitioners alike with a comprehensive, timely guide on human factors and ergonomics. It also offers an excellent source of innovative ideas to stimulate future discussions and developments aimed at applying knowledge and techniques to optimize system performance, while at the same time promoting the health, safety and wellbeing

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of individuals. The proceedings include papers from researchers and practitioners, scientists and physicians, institutional leaders, managers and policy makers that contribute to constructing the Human Factors and Ergonomics approach across a variety of methodologies, domains and productive sectors. This volume includes papers addressing the following topics: Ergonomics in Design for All, Human Factors and Sustainable Development, Gender and Work, Slips Trips and Falls, Visual Ergonomics, Ergonomics for children and Educational Environments, Ageing and Work.

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This proceedings book presents state-of-the-art research innovations in computational vision and bio-inspired techniques. Due to the rapid advances in the emerging information, communication and computing technologies, the Internet of Things, cloud and edge computing, and artificial intelligence play a significant role in the computational vision context. In recent years, computational vision has contributed to enhancing the methods of controlling the operations in biological systems, like ant colony optimization, neural networks, and immune

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systems. Moreover, the ability of computational vision to process a large number of data streams by implementing new computing paradigms has been demonstrated in numerous studies incorporating computational techniques in the emerging bio-inspired models. The book reveals the theoretical and practical aspects of bio-inspired computing techniques, like machine learning, sensor-based models, evolutionary optimization, and big data modeling and management, that make use of effectual computing processes in the bio-inspired systems. As such it contributes

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to the novel research that focuses on developing bio-inspired computing solutions for various domains, such as human-computer interaction, image processing, sensor-based single processing, recommender systems, and facial recognition, which play an indispensable part in smart agriculture, smart city, biomedical and business intelligence applications.

Edge Computing – EDGE 2019
Smart Sensors Measurements and Instrumentation
Frontier Computing
Intelligent Computing Theories and Application
Performing Arts and Digital

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Humanities

Proceedings of International Conference on Trends in Computational and Cognitive Engineering

Proceedings of 2020

International Conference on Guidance, Navigation and Control, ICGNC 2020, Tianjin, China, October 23–25, 2020

Computational Science and Technology

This book features the latest theoretical results and techniques in the field of guidance, navigation, and control (GNC) of vehicles and aircraft. It covers a range of topics, including, but not limited to,

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intelligent computing communication and control; new methods of navigation, estimation, and tracking; control of multiple moving objects; manned and autonomous unmanned systems; guidance, navigation, and control of miniature aircraft; and sensor systems for guidance, navigation, and control. Presenting recent advances in the form of illustrations, tables, and text, it also provides detailed information of a number of the studies, to offer readers insights for their own research. In addition, the book addresses fundamental concepts and studies in the development

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of GNC, making it a valuable resource for both beginners and researchers wanting to further their understanding of guidance, navigation, and control.

This two-volume set constitutes the refereed proceedings of the 15th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2021, held as part of the 23rd International Conference, HCI International 2021, held as a virtual event, in July 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and

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selected from 5222 submissions. UAHCI 2021 includes a total of 84 papers; they focus on topics related to universal access methods, techniques and practices, studies on accessibility, design for all, usability, UX and technology acceptance, emotion and behavior recognition for universal access, accessible media, access to learning and education, as well universal access to virtual and intelligent assistive environments.

This book gathers the proceedings of the International Conference on Advanced Technologies for

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Humanity (ICATH'2021), held on November 26-27, 2021, in INSEA, Rabat, Morocco.

ICATH'2021 was jointly co-organized by the National Institute of Statistics and Applied Economics (INSEA) in collaboration with the Moroccan School of Engineering Sciences (EMSI), the Hassan II Institute of Agronomy and Veterinary Medicine (IAV-Hassan II), the National Institute of Posts and Telecommunications (INPT), the National School of Mineral Industry (ENSMR), the Faculty of Sciences of Rabat (UM5-FSR), the National School of Applied Sciences of Kenitra (ENSAK) and the Future University in

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Egypt (FUE). ICATH'2021 was devoted to practical models and industrial applications related to advanced technologies for Humanity. It was considered as a meeting point for researchers and practitioners to enable the implementation of advanced information technologies into various industries. This book is helpful for PhD students as well as researchers. The 48 full papers were carefully reviewed and selected from 105 submissions. The papers presented in the volume are organized in topical sections on synergies between (i) smart and

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sustainable cities, (ii) communication systems, signal and image processing for humanity, (iii) cybersecurity, database and language processing for human applications, (iv) renewable and sustainable energies, (V) civil engineering and structures for sustainable constructions, (Vi) materials and smart buildings and (Vii) Industry 4.0 for smart factories. All contributions were subject to a double-blind review. The review process was highly competitive. We had to review 105 submissions from 12 countries. A team of over 100 program committee

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members and reviewers did this terrific job. Our special thanks go to all of them.

This book gathers selected high-impact articles from the 1st International Conference on Data Science, Machine Learning & Applications 2019. It highlights the latest developments in the areas of Artificial Intelligence, Machine Learning, Soft Computing, Human-Computer Interaction and various data science & machine learning applications. It brings together scientists and researchers from different universities and industries around the world to showcase

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a broad range of perspectives, practices and technical expertise.

20th International Conference, HIMI 2018, Held as Part of HCI International 2018, Las Vegas, NV, USA, July 15-20, 2018,

Proceedings, Part I

Volume II: Inclusive Design
Proceedings of International Conference on Advanced Technologies for Humanity (ICATH'2021)

Mastering Computer Vision with TensorFlow 2.x

Proceedings of TCCE 2020 Human Interface and the Management of Information. Interaction, Visualization, and Analytics

Third IFIP TC 5, TC 12, WG

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8.4, WG 8.9, WG 12.9

International Cross-Domain Conference, CD-MAKE 2019, Canterbury, UK, August 26–29, 2019, Proceedings
Third International Conference, Held as Part of the Services Conference Federation, SCF 2019, San Diego, CA, USA, June 25–30, 2019, Proceedings

Apply neural network architectures to build state-of-the-art computer vision applications using the Python programming language
Key Features
Gain a fundamental understanding of advanced computer vision and neural network models in use today
Cover tasks such as low-level vision, image classification, and object detection
Develop deep learning models on cloud platforms and optimize them

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using TensorFlow Lite and the OpenVINO toolkit Book Description Computer vision allows machines to gain human-level understanding to visualize, process, and analyze images and videos. This book focuses on using TensorFlow to help you learn advanced computer vision tasks such as image acquisition, processing, and analysis. You'll start with the key principles of computer vision and deep learning to build a solid foundation, before covering neural network architectures and understanding how they work rather than using them as a black box. Next, you'll explore architectures such as VGG, ResNet, Inception, R-CNN, SSD, YOLO, and MobileNet. As you advance, you'll learn to use visual search methods using transfer learning. You'll also cover advanced computer vision

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concepts such as semantic segmentation, image inpainting with GAN's, object tracking, video segmentation, and action recognition. Later, the book focuses on how machine learning and deep learning concepts can be used to perform tasks such as edge detection and face recognition. You'll then discover how to develop powerful neural network models on your PC and on various cloud platforms. Finally, you'll learn to perform model optimization methods to deploy models on edge devices for real-time inference. By the end of this book, you'll have a solid understanding of computer vision and be able to confidently develop models to automate tasks. What you will learn

Explore methods of feature extraction and image retrieval and visualize different layers of the neural network

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model Use TensorFlow for various visual search methods for real-world scenarios Build neural networks or adjust parameters to optimize the performance of models Understand TensorFlow DeepLab to perform semantic segmentation on images and DCGAN for image inpainting Evaluate your model and optimize and integrate it into your application to operate at scale Get up to speed with techniques for performing manual and automated image annotation Who this book is for This book is for computer vision professionals, image processing professionals, machine learning engineers and AI developers who have some knowledge of machine learning and deep learning and want to build expert-level computer vision applications. In addition to familiarity with TensorFlow, Python knowledge

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will be required to get started with this book.

In a modern technological society, electronic engineering and design innovations are both academic and practical engineering fields that involve systematic technological materialization through scientific principles and engineering designs. Engineers and designers must work together with a variety of other professionals in their quest to find systems solutions to complex problems. Rapid advances in science and technology have broadened the horizons of engineering while simultaneously creating a multitude of challenging problems in every aspect of modern life. Current research is interdisciplinary in nature, reflecting a combination of concepts and methods that often span several areas of

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mechanics, mathematics, electrical engineering, control engineering, and other scientific disciplines. In addition, the 2nd IEEE International Conference on Knowledge Innovation and Invention 2019 (IEEE ICKII 2019) was held in Seoul, South Korea, on 12–15 July, 2019. This book, “Intelligent Electronic Devices”, includes 13 excellent papers form 260 papers presented in this conference about intelligent electronic devices. The main goals of this book were to encourage scientists to publish their experimental and theoretical results in as much detail as possible and to provide new scientific knowledge relevant to the topics of electronics.

This book is a truly comprehensive, timely, and very much needed treatise on the conceptualization of analysis, and design of contactless &

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multimodal sensor-based human activities, behavior understanding & intervention. From an interaction design perspective, the book provides views and methods that allow for more safe, trustworthy, efficient, and more natural interaction with technology that will be embedded in our daily living environments. The chapters in this book cover sufficient grounds and depth in related challenges and advances in sensing, signal processing, computer vision, and mathematical modeling. It covers multi-domain applications, including surveillance and elderly care that will be an asset to entry-level and practicing engineers and scientists. (See inside for the reviews from top experts)

ICDSMLA 2019

Computer Analysis of Images and

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Proceedings of Third ICCNCT 2020
Image Analysis and Processing –
ICIAP 2019

Universal Access in Human-Computer
Interaction. Access to Media, Learning
and Assistive Environments

Third International Conference, INTAP
2020, Grimstad, Norway, September
28–30, 2020, Revised Selected
Papers