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How To Code in Python 3 - Lisa Tagliaferri 2018-02-01

This educational book introduces emerging developers to computer programming through the Python software development language, and serves as a reference book for experienced developers looking to learn a new language or re-familiarize themselves with computational logic and syntax.

Emerging Technology in Modelling and Graphics - Jyotsna Kumar Mandal 2019-07-16

The book covers cutting-edge and advanced research in modelling and graphics. Gathering high-quality papers presented at the First International Conference on Emerging Technology in Modelling and Graphics, held from 6 to 8 September 2018 in Kolkata, India, it addresses topics including: image processing and analysis, image segmentation, digital geometry for computer imaging, image and security, biometrics, video processing, medical imaging, and virtual and augmented reality.

Data Management, Analytics and Innovation - Valentina Emilia Balas 2018-08-09

The book presents the latest, high-quality, technical contributions and research findings in the areas of data management and smart computing, big data management, artificial intelligence and data analytics, along with advances in network technologies. It discusses state-of-the-art topics as well as the challenges and solutions for future development. It includes original and previously unpublished international research work highlighting research domains from different perspectives. This book is mainly intended for researchers and practitioners in academia and industry.

Soft Computing and Signal Processing - Jiacun Wang 2019-02-13

The book includes research papers on current developments in the field of soft computing and signal processing, selected from papers presented at the International Conference on Soft Computing and Signal Processing (ICSCSP 2018). It features papers on current topics, such as soft sets, rough sets, fuzzy logic, neural networks, genetic algorithms and machine learning. It also discusses various aspects of these topics, like technologies, product implementation, and application issues.

Information and Software Technologies - Robertas Damaševičius 2018-08-28

This book constitutes the refereed proceedings of the 24th International Conference on Information and Software Technologies, ICIST 2018, held in Vilnius, Lithuania, in October 2018. The 48 papers presented were carefully reviewed and selected from 124 submissions. The papers are organized in topical sections on information systems; business intelligence for information and software systems; software engineering; and information technology applications.

WITS 2020 - Saad Bennani 2021-07-21

This book presents peer-reviewed articles from the 6th International Conference on Wireless Technologies, Embedded and Intelligent Systems (WITS 2020), held at Fez, Morocco. It presents original research results, new ideas and practical lessons learnt that touch on all aspects of wireless technologies, embedded and intelligent systems. WITS is an international conference that serves researchers, scholars, professionals, students and academicians looking to foster both working relationships and gain access to the latest research results. Topics covered include Telecoms & Wireless Networking Electronics & Multimedia Embedded & Intelligent Systems Renewable Energies.

Soft Computing and Signal Processing - V. Sivakumar Reddy 2021-05-20

This book presents selected research papers on current

developments in the fields of soft computing and signal processing from the Third International Conference on Soft Computing and Signal Processing (ICSCSP 2020). The book covers topics such as soft sets, rough sets, fuzzy logic, neural networks, genetic algorithms and machine learning and discusses various aspects of these topics, e.g., technological considerations, product implementation and application issues.

Computing and Network Sustainability - Sheng-Lung Peng 2019-05-02

This book offers a compilation of technical papers presented at the International Research Symposium on Computing and Network Sustainability (IRSCNS 2018) held in Goa, India on 30-31st August 2018. It covers areas such as sustainable computing and security, sustainable systems and technologies, sustainable methodologies and applications, sustainable networks applications and solutions, user-centered services and systems and mobile data management. Presenting novel and recent technologies, it is a valuable resource for researchers and industry professionals alike.

Android Programming - Bill Phillips 2015-08-01

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Interactivity, Game Creation, Design, Learning, and Innovation - Anthony L. Brooks 2019-01-30

This book constitutes the refereed post-conference proceedings of two conferences: The 7th EAI International Conference on ArtsIT, Interactivity and Game Creation (ArtsIT 2018), and the 3rd EAI International Conference on Design, Learning, and Innovation (DLI 2018). Both conferences were held in Braga, Portugal, and took place October 24-26, 2018. The 51 revised full papers presented were carefully selected from 106 submissions. ArtsIT , Interactivity and Game Creation is meant to be a place where people in arts, with a keen interest in modern IT technologies, meet with people in IT, having strong ties to art in their works. The event also reflects the advances seen in the open related topics Interactivity (Interaction Design, Virtual Reality, Augmented Reality, Robotics) and Game Creation (Gamification, Leisure Gaming, Gameplay). ArtsIT has been successfully co-located with DLI as the design, learning and innovation frame the world of IT, opening doors into an increasingly playful worlds. So the DLI conference is driven by the belief that tools, techniques and environments can spark and nature a passion for learning, transformation domains such as

education, rehabilitation/therapy, work places and cultural institutions.

Android Apps with Eclipse - Onur Cinar 2012-08-04

Eclipse is the most adopted integrated development environment (IDE) for Java programmers. And, now, Eclipse seems to be the preferred IDE for Android apps developers. *Android Apps with Eclipse* provides a detailed overview of Eclipse, including steps and the screenshots to help Android developers to quickly get up to speed on Eclipse and to streamline their day-to-day software development. This book includes the following: Overview of Eclipse fundamentals for both Java and C/C++ Development. Using Eclipse Android Development Toolkit (ADT) to develop, debug, and troubleshoot Android applications. Using Eclipse C/C++ Development Toolkit (CDT) in conjunction with Android Native Development Kit (NDK) to integrate, develop and troubleshoot native Android components through Eclipse.

OpenVX Programming Guide - Frank Brill 2020-05-22

OpenVX is the computer vision API adopted by many high-performance processor vendors. It is quickly becoming the preferred way to write fast and power-efficient code on embedded systems. *OpenVX Programming Guidebook* presents definitive information on OpenVX 1.2 and 1.3, the Neural Network, and other extensions as well as the OpenVX Safety Critical standard. This book gives a high-level overview of the OpenVX standard, its design principles, and overall structure. It covers computer vision functions and the graph API, providing examples of usage for the majority of the functions. It is intended both for the first-time user of OpenVX and as a reference for experienced OpenVX developers. Get to grips with the OpenVX standard and gain insight why various options were chosen Start developing efficient OpenVX code instantly Understand design principles and use them to create robust code Develop consumer and industrial products that use computer vision to understand and interact with the real world

HCI International 2014 - Posters' Extended Abstracts -

Constantine Stephanidis 2014-05-19

This is the first of a two-volume set (CCIS 434 and CCIS 435) that constitutes the extended abstracts of the posters presented during the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, and consisting of 14 thematic conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The extended abstracts were carefully reviewed and selected for inclusion in this two-volume set. This volume contains posters' extended abstracts addressing the following major topics: design methods, techniques and knowledge; the design of everyday things; interacting with information and knowledge; cognitive, perceptual and emotional issues in HCI; multimodal and natural interaction; algorithms and machine learning methods in HCI; virtual and augmented environments.

Android NDK: Beginner's Guide - Second Edition - Sylvain

Ratabouil 2015-04-28

Are you an Android Java programmer who needs more performance? Are you a C/C++ developer who doesn't want to bother with the complexity of Java and its out-of-control garbage collector? Do you want to create fast intensive multimedia applications or games? If you've answered yes to any of these questions then this book is for you. With some general knowledge of C/C++ development, you will be able to dive headfirst into native Android development.

Computer Information Systems and Industrial Management -

Khalid Saeed 2019-09-12

This book constitutes the proceedings of the 18th International Conference on Computer Information Systems and Industrial Management Applications, CISIM 2019, held in Belgrade, Serbia, in September 2019. The 43 full papers presented together with 3 abstracts of keynotes were carefully reviewed and selected from 70 submissions. The main topics covered by the chapters in this

book are biometrics, security systems, multimedia, classification and clustering, industrial management. Besides these, the reader will find interesting papers on computer information systems as applied to wireless networks, computer graphics, and intelligent systems. The papers are organized in the following topical sections: biometrics and pattern recognition applications; computer information systems; industrial management and other applications; machine learning and high performance computing; modelling and optimization; various aspects of computer security. *Applications in Electronics Pervading Industry, Environment and Society* - Sergio Saponara 2021-01-25

This book provides a thorough overview of cutting-edge research on electronics applications relevant to industry, the environment, and society at large. It covers a broad spectrum of application domains, from automotive to space and from health to security, while devoting special attention to the use of embedded devices and sensors for imaging, communication and control. The book is based on the 2020 ApplePies Conference, held online in November 2020, which brought together researchers and stakeholders to consider the most significant current trends in the field of applied electronics and to debate visions for the future. Areas addressed by the conference included information communication technology; biotechnology and biomedical imaging; space; secure, clean and efficient energy; the environment; and smart, green and integrated transport. As electronics technology continues to develop apace, constantly meeting previously unthinkable targets, further attention needs to be directed toward the electronics applications and the development of systems that facilitate human activities. This book, written by industrial and academic professionals, represents a valuable contribution in this endeavor.

Machine Learning and Information Processing - Debabala

Swain 2020-03-23

This book includes selected papers from the International Conference on Machine Learning and Information Processing (ICMLIP 2019), held at ISB&M School of Technology, Pune, Maharashtra, India, from December 27 to 28, 2019. It presents the latest developments and technical solutions in the areas of advanced computing and data sciences, covering machine learning, artificial intelligence, human-computer interaction, IoT, deep learning, image processing and pattern recognition, and signal and speech processing.

Proceeding of International Conference on Computational

Science and Applications - Subhash Bhalla 2020-01-04

The book consists of high-quality papers presented at the International Conference on Computational Science and Applications (ICCSA 2019), held at Maharashtra Institute of Technology World Peace University, Pune, India, from 7 to 9 August 2019. It covers the latest innovations and developments in information and communication technology, discussing topics such as soft computing and intelligent systems, web of sensor networks, drone operating systems, web of sensor networks, wearable smart sensors, automated guided vehicles and many more.

Applied Computer Vision and Image Processing - Brijesh Iyer

2020-07-28

This book gathers high-quality research papers presented at the International Conference on Computing in Engineering and Technology (ICCET 2020) [formerly ICCASP]. A flagship conference on engineering and emerging next-generation technologies, it was jointly organized by Dr. Babasaheb Ambedkar Technological University and MGMs College of Engineering, Nanded, India on 9-11 January 2020. Focusing on applied computer vision and image processing, this proceedings volume includes papers on image processing, computer vision, pattern recognition, and DSP/DIP applications in healthcare systems.

Information Technologies for Epigraphy and Cultural Heritage -

Silvia Orlandi 2014-09-11

This peer-reviewed volume contains selected papers from the First EAGLE International Conference on Information Technologies for Epigraphy and Cultural Heritage, held in Paris between September 29 and October 1, 2014. Here are assembled for the first time in a unique volume contributions regarding all aspects of Digital Epigraphy: Models, Vocabularies, Translations, User Engagements, Image Analysis, 3D methodologies, and ongoing projects at the cutting edge of digital humanities. The scope of this book is not

limited to Greek and Latin epigraphy; it provides an overview of projects related to all epigraphic inquiry and its related communities. This approach intends to furnish the reader with the broadest possible perspective of the discipline, while at the same time giving due attention to the specifics of unique issues.

Analysis of Images, Social Networks and Texts - Wil M. P. van der Aalst 2020-02-01

This book constitutes the proceedings of the 8th International Conference on Analysis of Images, Social Networks and Texts, AIST 2019, held in Kazan, Russia, in July 2019. The 24 full papers and 10 short papers were carefully reviewed and selected from 134 submissions (of which 21 papers were rejected without being reviewed). The papers are organized in topical sections on general topics of data analysis; natural language processing; social network analysis; analysis of images and video; optimization problems on graphs and network structures; analysis of dynamic behaviour through event data.

Recommender System with Machine Learning and Artificial Intelligence - Sachi Nandan Mohanty 2020-06-09

This book is a multi-disciplinary effort that involves world-wide experts from diverse fields, such as artificial intelligence, human computer interaction, information technology, data mining, statistics, adaptive user interfaces, decision support systems, marketing, and consumer behavior. It comprehensively covers the topic of recommender systems, which provide personalized recommendations of items or services to the new users based on their past behavior. Recommender system methods have been adapted to diverse applications including social networking, movie recommendation, query log mining, news recommendations, and computational advertising. This book synthesizes both fundamental and advanced topics of a research area that has now reached maturity. Recommendations in agricultural or healthcare domains and contexts, the context of a recommendation can be viewed as important side information that affects the recommendation goals. Different types of context such as temporal data, spatial data, social data, tagging data, and trustworthiness are explored. This book illustrates how this technology can support the user in decision-making, planning and purchasing processes in agricultural & healthcare sectors.

Head First Android Development - Dawn Griffiths 2015-06-17

What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Android Development* uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Programming Interactivity - Joshua Noble 2009-07-21

Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. *Programming Interactivity* explains programming and electrical engineering basics, and introduces three freely available tools created specifically for artists and designers: Processing, a Java-based programming language and environment for building projects on the desktop, Web, or mobile phones Arduino, a system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls OpenFrameworks, a coding framework simplified for designers and artists, using the powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design, program, build, and troubleshoot your own projects. The cutting edge design techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.

Intelligent Systems Technologies and Applications 2016 - Juan Manuel Corchado Rodriguez 2016-09-19

This book constitutes the thoroughly refereed proceedings of the second International Symposium on Intelligent Systems Technologies and Applications (ISTA'16), held on September 21-24, 2016 in Jaipur, India. The 80 revised papers presented were carefully reviewed and selected from 210 initial submissions and are organized in topical sections on image processing and artificial vision, computer networks and distributed systems, intelligent tools and techniques and applications using intelligent techniques.

Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow - Aurélien Géron 2019-09-05

Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

Understanding the Brain Function and Emotions - José Manuel Ferrández Vicente 2019-05-09

The two volume set LNCS 11486 and 11487 constitutes the proceedings of the International Work-Conference on the Interplay Between Natural and Artificial Computation, IWINAC 2019, held in Almería, Spain,, in June 2019. The total of 103 contributions was carefully reviewed and selected from 190 submissions during two rounds of reviewing and improvement. The papers are organized in two volumes, one on understanding the brain function and emotions, addressing topics such as new tools for analyzing neural data, or detection emotional states, or interfacing with physical systems. The second volume deals with bioinspired systems and biomedical applications to machine learning and contains papers related bioinspired programming strategies and all the contributions oriented to the computational solutions to engineering problems in different applications domains, as biomedical systems, or big data solutions.

Advanced Topics in Intelligent Information and Database Systems - Dariusz Król 2017-03-25

This book presents recent research in intelligent information and database systems. The carefully selected contributions were initially accepted for presentation as posters at the 9th Asian Conference on Intelligent Information and Database Systems (ACIIDS 2017) held from to 5 April 2017 in Kanazawa, Japan. While the contributions are of an advanced scientific level, several are accessible for non-expert readers. The book brings together 47 chapters divided into six main parts: • Part I. From Machine Learning to Data Mining. • Part II. Big Data and Collaborative Decision Support Systems, • Part III. Computer Vision Analysis, Detection, Tracking and Recognition, • Part IV. Data-Intensive Text Processing, • Part V. Innovations in Web and Internet Technologies, and • Part VI. New Methods and Applications in Information and Software Engineering. The book is an excellent resource for researchers and those working in algorithmics, artificial and computational intelligence, collaborative systems, decision management and support systems, natural language processing, image and text processing, Internet technologies, and information and software engineering, as well as for students interested in such research areas.

Pro Android C++ with the NDK - Onur Cinar 2013-02-02

Android is one of the major players in the mobile phone market. Android is a mobile platform that is built on the top of Linux

operating system. The native-code support on Android offers endless opportunities to application developers, not limited the functionality that is provided by Android framework. Pro Android C++ with the NDK is an advanced tutorial and professional reference for today's more sophisticated app developers now porting, developing or employing C++ and other native code to integrate into the Android platform to run sophisticated native apps and better performing apps in general. Using a game app case study, this book explores tools for troubleshooting, debugging, analyzing memory issues, unit testing, unit test code coverage, performance measurement, on native applications, as well as integrating the Android NDK toolchain into existing Autoconf, Makefile, CMake, or JAM based build systems. Pro Android C++ with the NDK also covers the following: · The Android platform, and getting up to speed with the Android NDK, and exploring the APIs that are provided in native space. An overview of Java Native Interface (JNI), and auto-generating JNI code through Simplified Wrapper and Interface Generator (SWIG). An introduction to Bionic API, native networking. native multithreading, and the C++ Standard Template Library (STL) support. Native graphics and sound using JNI Graphics, OpenGL ES, and OpenSL ES. Debugging and troubleshooting native applications using Logging, GNU Debugger (GDB), Eclipse Debugger, Valgrind, strace, and other tools. Profiling native code using GProf to identify performance bottlenecks, and NEON/SIMD optimization from an advanced perspective, with tips and recommendations.

Advances in Cybernetics, Cognition, and Machine Learning for Communication Technologies - Vinit Kumar Gunjan 2020-04-28
This book highlights recent advances in Cybernetics, Machine Learning and Cognitive Science applied to Communications Engineering and Technologies, and presents high-quality research conducted by experts in this area. It provides a valuable reference guide for students, researchers and industry practitioners who want to keep abreast of the latest developments in this dynamic, exciting and interesting research field of communication engineering, driven by next-generation IT-enabled techniques. The book will also benefit practitioners whose work involves the development of communication systems using advanced cybernetics, data processing, swarm intelligence and cyber-physical systems; applied mathematicians; and developers of embedded and real-time systems. Moreover, it shares insights into applying concepts from Machine Learning, Cognitive Science, Cybernetics and other areas of artificial intelligence to wireless and mobile systems, control systems and biomedical engineering.

Android Application Programming with OpenCV - Joseph Howse 2013-09-25

A step-by-step tutorial to help you master computer vision and mobile app development. This book is for Java developers who are new to computer vision and who would like to learn about how it is used in relation to application development. It is assumed that you have previous experience in Java, but not necessarily Android. A basic understanding of image data (for example pixels and color channels) would be helpful too. You are expected to have a mobile device running Android 2.2 (Froyo) or greater and it must have a camera.

Augmented Reality and Virtual Reality - Timothy Jung 2020-03-24
This book features the latest research in the area of immersive technologies, presented at the 5th International Augmented and Virtual Reality Conference, held in Munich, Germany in 2019. Bridging the gap between academia and industry, it presents the state of the art in augmented reality (AR) and virtual reality (VR) technologies and their applications in various industries such as marketing, education, healthcare, tourism, events, fashion, entertainment, retail and the gaming industry. The volume is a collection of research papers by prominent AR and VR scholars from around the globe. Covering the most significant topics in the field of augmented and virtual reality and providing the latest findings, it is of interest to academics and practitioners alike.

The 2005 DARPA Grand Challenge - Martin Buehler 2007-09-06
The DARPA Grand Challenge was a landmark in the field of robotics: a race by autonomous vehicles through 132 miles of rough Nevada terrain. It showcased exciting and unprecedented capabilities in robotic perception, navigation, and control. The event took place in October 2005 and drew teams of competitors

from academia and industry, as well as many garage hobbyists. This book presents fifteen technical papers that describe each team's driverless vehicle, race strategy, and insights. As a whole, they present the state of the art in autonomous vehicle technology and offer a glimpse of future technology for tomorrow's driverless cars.

New Trends in Business Information Systems and Technology - Rolf Dornberger 2020-07-07

This book presents selected examples of digitalization in the age of digital change. It is divided into two sections: "Digital Innovation," which features new technologies that stimulate and enable new business opportunities; and "Digital Business Transformation," comprising business and management concepts that employ specific technological solutions for their practical implementation. Combining new insights from research, teaching and management, including digital transformation, e-business, knowledge representation, human-computer interaction, and business optimization, the book highlights the breadth of research as well as its meaningful and relevant transfer into practice. It is intended for academics seeking inspiration, as well as for leaders wanting to tap the potential of the latest trends to take society and their business to the next level.

Android Application Programming with Opencv 3 - Joseph Howse 2015-06-26

If you are a Java developer who is new to computer vision and would like to learn through application development, then this book is for you. You are expected to have a mobile device running Android 2.2 (Froyo) or greater, including a camera. Experience in Java is a must.

Cyber Intelligence and Information Retrieval - João Manuel R. S. Tavares 2021-10-30

This book gathers a collection of high-quality peer-reviewed research papers presented at International Conference on Cyber Intelligence and Information Retrieval (CIIR 2021), held at Institute of Engineering & Management, Kolkata, India during 20-21 May 2021. The book covers research papers in the field of privacy and security in the cloud, data loss prevention and recovery, high-performance networks, network security and cryptography, image and signal processing, artificial immune systems, information and network security, data science techniques and applications, data warehousing and data mining, data mining in dynamic environment, higher-order neural computing, rough set and fuzzy set theory, and nature-inspired computing techniques.

Distributed Computing and Artificial Intelligence, 17th International Conference - Yucheng Dong 2020-08-06

This book brings together past experience, current work and promising future trends associated with distributed computing, artificial intelligence and their application in order to provide efficient solutions to real problems. DCAI 2020 is a forum to present applications of innovative techniques for studying and solving complex problems in artificial intelligence and computing areas. This year's technical program will present both high quality and diversity, with contributions in well-established and evolving areas of research. Specifically, 83 papers were submitted to main track and special sessions, by authors from 26 different countries representing a truly "wide area network" of research activity. The DCAI'20 technical program has selected 35 papers and, as in past editions, it will be special issues in ranked journals. This symposium is organized by the University of L'Aquila (Italy). We would like to thank all the contributing authors, the members of the Program Committee and the sponsors (IBM, Armundia Group, EurAI, AEPIA, APPIA, CINI, OIT, UGR, HU, SCU, USAL, AIR Institute and UNIVAQ).

Soft Computing Applications - Valentina Emilia Balas 2020-08-17

This book presents the proceedings of the 8th International Workshop on Soft Computing Applications, SOFA 2018, held on 13-15 September 2018 in Arad, Romania. The workshop was organized by Aurel Vlaicu University of Arad, in conjunction with the Institute of Computer Science, Iasi Branch of the Romanian Academy, IEEE Romanian Section, Romanian Society of Control Engineering and Technical Informatics - Arad Section, General Association of Engineers in Romania - Arad Section and BTM Resources Arad. The papers included in these proceedings, published post-conference, cover the research including

Knowledge-Based Technologies for Web Applications, Cloud Computing, Security Algorithms and Computer Networks, Business Process Management, Computational Intelligence in Education and Modelling and Applications in Textiles and many other areas related to the Soft Computing. The book is directed to professors, researchers, and graduate students in area of soft computing techniques and applications.

OpenCV 4 for Secret Agents - Joseph Howse 2019-04-30

Turn futuristic ideas about computer vision and machine learning into demonstrations that are both functional and entertaining Key FeaturesBuild OpenCV 4 apps with Python 2 and 3 on desktops and Raspberry Pi, Java on Android, and C# in UnityDetect, classify, recognize, and measure real-world objects in real-timeWork with images from diverse sources, including the web, research datasets, and various camerasBook Description OpenCV 4 is a collection of image processing functions and computer vision algorithms. It is open source, supports many programming languages and platforms, and is fast enough for many real-time applications. With this handy library, you'll be able to build a variety of impressive gadgets. OpenCV 4 for Secret Agents features a broad selection of projects based on computer vision, machine learning, and several application frameworks. To enable you to build apps for diverse desktop systems and Raspberry Pi, the book supports multiple Python versions, from 2.7 to 3.7. For Android app development, the book also supports Java in Android Studio, and C# in the Unity game engine. Taking inspiration from the world of James Bond, this book will add a touch of adventure and computer vision to your daily routine. You'll be able to protect

your home and car with intelligent camera systems that analyze obstacles, people, and even cats. In addition to this, you'll also learn how to train a search engine to praise or criticize the images that it finds, and build a mobile app that speaks to you and responds to your body language. By the end of this book, you will be equipped with the knowledge you need to advance your skills as an app developer and a computer vision specialist. What you will learnDetect motion and recognize gestures to control a smartphone gameDetect car headlights and estimate their distanceDetect and recognize human and cat faces to trigger an alarmAmplify motion in a real-time video to show heartbeats and breathsMake a physics simulation that detects shapes in a real-world drawingBuild OpenCV 4 projects in Python 3 for desktops and Raspberry PiDevelop OpenCV 4 Android applications in Android Studio and UnityWho this book is for If you are an experienced software developer who is new to computer vision or machine learning, and wants to study these topics through creative projects, then this book is for you. The book will also help existing OpenCV users who want upgrade their projects to OpenCV 4 and new versions of other libraries, languages, tools, and operating systems. General familiarity with object-oriented programming, application development, and usage of operating systems (OS), developer tools, and the command line is required. [OpenCV for Secret Agents](#) - Joseph Howse 2015-01-28 This book is for programmers who want to expand their skills by building fun, smart, and useful systems with OpenCV. The projects are ideal in helping you to think creatively about the uses of computer vision, natural user interfaces, and ubiquitous computers (in your home, car, and hand).