Decision Forests For Computer Vision And Medical Image Analysis Advances In Computer Vision And Pattern Recognition

Information theory has proved to be effective for solving many computer vision and pattern recognition (CVPR) problems (such as image matching, clustering and segmentation, saliency detection, feature selection, optimal classifier design and many others). Nowadays, researchers are widely bringing information theory elements to the CVPR arena. Among these elements there are measures (entropy, mutual information...), principles (maximum entropy, minimax entropy...) and theories (rate distortion theory, method of types...). This book explores and introduces the latter elements through an incremental complexity approach at the same time where CVPR problems are formulated and the most representative algorithms are presented. Interesting connections between information theory principles when applied to different problems are highlighted, seeking a comprehensive research roadmap. The result is a novel tool both for CVPR and machine learning researchers, and contributes to a cross-fertilization of both areas.

A modern treatment focusing on learning and inference, with minimal prerequisites, real-world examples and implementable algorithms.

This is the first comprehensive book dedicated entirely to the field of decision trees in data mining and covers all aspects of this important technique.Decision trees have become one of the most powerful and popular approaches in knowledge discovery and data mining, the science and technology of exploring large and complex bodies of data in order to discover useful patterns. The area is of great importance because it enables modeling and knowledge extraction from the abundance of data available. Both theoreticians and practitioners are continually seeking techniques to make the process more efficient, cost-effective and accurate. Decision trees, originally implemented in decision theory and statistics, are highly effective tools in other areas such as data mining, text mining, information extraction, machine learning, and pattern recognition. This book invites readers to explore the many benefits in data mining that decision trees offer: Self-explanatory and easy to follow when compacted Able to handle a variety of input data: nominal, numeric and textual Able to process datasets that may have errors or missing values High predictive performance for a relatively small computational effort Available in many data mining packages over a variety of platforms Useful for various tasks, such as classification, regression, clustering and feature selection

This practical and easy-to-follow text explores the theoretical underpinnings of decision forests, organizing the vast existing literature on the field within a new, general-purpose forest model. Topics and features: with a foreword by Prof. Y. Amit and Prof. D. Geman, recounting their participation in the development of decision forests; introduces a flexible decision forest model, capable of addressing a large and diverse set of image and video analysis tasks; investigates both the theoretical foundations and the practical implementation of decision forests; discusses the use of decision forests for such tasks as classification, regression, density estimation, manifold learning, active learning and semi-supervised classification; includes exercises and experiments throughout the text, with solutions, slides, demo videos and other supplementary material provided at an associated website; provides a free, user-friendly software library, enabling the reader to experiment with forests in a hands-on manner.

Detection, Recognition and Reconstruction

Information Theory in Computer Vision and Pattern Recognition

16th International Conference, Nagoya, Japan, September 22-26, 2013, Proceedings, Part III

13th European Conference, Zurich, Switzerland, September 6-12, 2014, Proceedings, Part VI

Handbook Of Pattern Recognition And Computer Vision (2nd Edition)

Image Processing, Analysis, and Machine Vision

13th European Conference, Zurich, Switzerland, September 6-12, 2014, Proceedings, Part II

Computer vision is the science and technology of making machines that see. It is concerned with the theory, design and implementation of algorithms that can automatically process visual data to recognize objects, track and recover their shape and spatial layout. The International Computer Vision Summer School - ICVSS was established in 2007 to provide both an objective and clear overview and an in-depth analysis of the state-of-the-art research in Computer Vision. The courses are delivered by world renowned experts in the field, from both academia and industry, and cover both theoretical and practical aspects of real Computer Vision problems. The school is organized every year by University of Cambridge (Computer Vision and Robotics Group) and University of Catania (Image Processing Lab). Different topics are covered each year. A summary of the past Computer Vision Summer Schools can be found at: http://www.dmi.unict.it/icvss This edited volume contains a selection of articles covering some of the talks and tutorials held

during the first two editions of the school on topics such as Recognition, Registration and Reconstruction. The chapters provide an in-depth overview of these challenging areas with key references to the existing literature.

Presents a unified, efficient model of random decision forests which can be used in a number of applications such as scene recognition from photographs, object recognition in images, automatic diagnosis from radiological scans and document analysis.

This book constitutes the thoroughly refereed post-workshop proceedings of the International Workshop on Medical Computer Vision, MCV 2016, and of the International Workshop on Bayesian and grAphical Models for Biomedical Imaging, BAMBI 2016, held in Athens, Greece, in October 2016, held in conjunction with the 19th International Conference on Medical Image Computing and Computer-Assisted Intervention, MICCAI 2016. The 13 papers presented in MCV workshop and the 6 papers presented in BAMBI workshop were carefully reviewed and selected from numerous submissions. The goal of the MCV workshop is to explore the use of "big data" algorithms for harvesting, organizing and learning from large-scale medical imaging data sets and for general-purpose automatic understanding of medical images. The BAMBI workshop aims to highlight the potential of using Bayesian or random field graphical models for advancing research in biomedical image analysis.

This book constitutes the refereed proceedings of the 8th International Conference, MLDM 2012, held in Berlin, Germany in July 2012. The 51 revised full papers presented were carefully reviewed and selected from 212 submissions. The topics range from theoretical topics for classification, clustering, association rule and pattern mining to specific data mining methods for the different multimedia data types such as image mining, text mining, video mining and web mining.

Advances in Knowledge Discovery and Management

MICCAI 2016 International Workshops, MCV and BAMBI, Athens, Greece, October 21, 2016, Revised Selected Papers

Computer Vision - ECCV 2008

8th International Workshop, MCS 2009, Reykjavik, Iceland, June 10-12, 2009, Proceedings

A Unified Framework for Classification, Regression, Density Estimation, Manifold Learning and Semi-Supervised Learning

A Unified Framework for Classification, Regression, Density Estimation, Manifold, Learning and Semi-Supervised Learning

Concise Computer Vision

This book presents an interdisciplinary selection of cutting-edge research on RGB-D based computer vision. Features: discusses the calibration of color and depth cameras, the reduction of noise on depth maps and methods for capturing human performance in 3D; reviews a selection of applications which use RGB-D information to reconstruct human figures, evaluate energy consumption and obtain accurate action classification; presents an approach for 3D object retrieval and for the reconstruction of gas flow from multiple Kinect cameras; describes an RGB-D computer vision system designed to assist the visually impaired and another for smart-environment sensing to assist elderly and disabled people; examines the effective features that characterize static hand poses and introduces a unified framework to enforce both temporal and spatial constraints for hand parsing; proposes a new classifier architecture for real-time hand pose recognition and a novel hand segmentation and gesture recognition system.

This book constitutes the thoroughly refereed post-workshop proceedings of the International Workshop on Medical Computer Vision, MCV 2010, held in Beijing, China, in September 2010 as a satellite event of the 13th International Conference on Medical Image Computing and Computer Assisted Intervention, MICCAI 2010. The 10 revised full papers and 11 revised poster papers presented were carefully reviewed and selected from 38 initial submissions. The papers explore the use of modern image recognition technology in tasks such as semantic anatomy parsing, automatic segmentation and quantification, anomaly detection and categorization, data harvesting, semantic navigation and visualization, data organization and clustering, and general-purpose automatic understanding of medical images.

Driven by the requirements of a large number of practical and commercially - portant applications, the last decade has witnessed considerable advances in p- tern recognition. Better understanding of the design issues and new paradigms, such as the Support Vector Machine, have contributed to the development of - proved methods of pattern classi cation. However, while any performance gains are welcome, and often extremely signi cant from the practical point of view, it is increasingly more challenging to reach the point of perfection as de ned by the theoretical optimality of decision making in a given decision framework. The asymptoticity of gains that can be made for a single classi er is a re?- tion of the fact that any particular design, regardless of how good it is, simply provides just one estimate of the optimal decision rule. This observation has motivated the recent interest in Multiple Classi er Systems , which aim to make use of several designs jointly to obtain a better estimate of the optimal decision boundary and thus improve the system performance. This volume contains the proceedings of the international workshop on Multiple Classi er Systems held at Robinson College, Cambridge, United Kingdom (July 2{4, 2001), which was organized to provide a forum for researchers in this subject area to exchange views and report their

latest results.

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 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-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 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.

10th European Conference on Computer Vision, Marseille, France, October 12-18, 2008, Proceedings

Medical Computer Vision and Bayesian and Graphical Models for Biomedical Imaging

Computer Vision, Imaging and Computer Graphics - Theory and Applications

15th European Conference, Munich, Germany, September 8-14, 2018, Proceedings, Part II

Information Processing in Computer-Assisted Interventions

Computer Vision - ACCV 2010

5th International Conference, IPCAI 2014, Fukuoka, Japan, June 28, 2014 Proceedings

Machine learning is the study of computer algorithms that improve automatically through experience and by the use of data. It is seen as a part of artificial intelligence. Machine learning algorithms build a model based on sample data, known as "training data", in order to make predictions or decisions without being explicitly programmed to do so. Machine learning algorithms are used in a wide variety of applications, such as in medicine, email filtering, speech recognition, and computer vision, where it is difficult or unfeasible to develop conventional algorithms to perform the needed tasks. If you are someone who learns by playing with the code and editing the data or equations to see what changes, then use those resources along with the book for a deeper understanding. The topics covered in this book are: -An overview of decision trees and random

forests -A manual example of how a human would classify a dataset, compared to how a decision tree would work -How a decision tree works, and why it is prone to overfitting -How decision trees get combined to form a random forest -How to use that random forest to classify data and make predictions -How to determine how many trees to use in a random forest -Just where does the "randomness" come from -Out of Bag Errors & Cross-Validation - how good of a fit did the machine learning algorithm make? -Gini Criteria & Entropy Criteria - how to tell which split on a decision tree is best among many possible choices -And More

This book constitutes the refereed proceedings of the 22nd International Conference on Information Processing in Medical Imaging, IPMI 2011, held at Kloster Irsee, Germany, in July 2011. The 24 full papers and 39 poster papers included in this volume were carefully reviewed and selected from 224 submissions. The papers are organized in topical sections on segmentation, statistical methods, shape analysis, registration, diffusion imaging, disease progression modeling, and computer aided diagnosis. The poster sessions deal with segmentation, shape analysis, statistical methods, image reconstruction, microscopic image analysis, computer aided diagnosis, diffusion imaging, functional brain analysis, registration and other related topics.

The three-volume set LNCS 8149, 8150, and 8151 constitutes the refereed proceedings of the 16th International Conference on Medical Image Computing and Computer-Assisted Intervention, MICCAI 2013, held in Nagoya, Japan, in September 2013. Based on rigorous peer reviews, the program committee carefully selected 262 revised papers from 789 submissions for presentation in three volumes. The 81 papers included in the third volume have been organized in the following topical sections: image reconstruction and motion modeling; machine learning in medical image computing; imaging, reconstruction, and enhancement; segmentation; physiological modeling, simulation, and planning; intraoperative guidance and robotics; microscope, optical imaging, and histology; diffusion MRI; brain segmentation and atlases; and functional MRI and neuroscience applications.

The very significant advances in computer vision and pattern recognition and their applications in the last few years reflect the strong and growing interest in the field as well as the many opportunities and challenges it offers. The second edition of this handbook represents both the latest progress and updated knowledge in this dynamic field. The applications and technological issues are particularly emphasized in this edition to reflect the wide applicability of the field in many practical problems. To keep the book in a single volume, it is not possible to retain all chapters of the first edition. However, the chapters of both editions are well written for permanent reference. This indispensable handbook will continue to serve as an authoritative and comprehensive guide in the field.

11th Asian Conference on Computer Vision, Daejeon, Korea, November 5-9, 2012, Revised Selected Papers, Part I

Computer Vision -- ACCV 2012

Recognition Techniques and Applications in Medical Imaging

Data Mining with Decision Trees
Computer Vision - ECCV 2012
Machine-Learning Essential Guide
22nd International Conference, IPMI 2011, Kloster Irsee, Germany, July 3-8, 2011, Proceedings

The four-volume set comprising LNCS volumes 5302/5303/5304/5305 constitutes the refereed proceedings of the 10th European Conference on Computer Vision, ECCV 2008, held in Marseille, France, in October 2008. The 243 revised papers presented were carefully reviewed and selected from a total of 871 papers submitted. The four books cover the entire range of current issues in computer vision. The papers are organized in topical sections on recognition, stereo, people and face recognition, object tracking, matching, learning and features, MRFs, segmentation, computational photography and active reconstruction.

The four-volume set LNCS 6492-6495 constitutes the thoroughly refereed post-proceedings of the 10th Asian Conference on Computer Vision, ACCV 2009, held in Queenstown, New Zealand in November 2010. All together the four volumes present 206 revised papers selected from a total of 739 Submissions. All current issues in computer vision are addressed ranging from algorithms that attempt to automatically understand the content of images, optical methods coupled with computational techniques that enhance and improve images, and capturing and analyzing the world's geometry while preparing the higher level image and shape understanding. Novel gemometry techniques, statistical learning methods, and modern algebraic procedures are dealt with as well.

This book presents research trends on computer vision, especially on application of robotics, and on advanced approachs for computer vision (such as omnidirectional vision). Among them, research on RFID technology integrating stereo vision to localize an indoor mobile robot is included in this book. Besides, this book includes many research on omnidirectional vision, and the combination of omnidirectional vision with robotics. This book features representative work on the computer vision, and it puts more focus on robotics vision and omnidirectioal vision. The intended audience is anyone who wishes to become familiar with the latest research work on computer vision, especially its

applications on robots. The contents of this book allow the reader to know more technical aspects and applications of computer vision. Researchers and instructors will benefit from this book.

The sixteen-volume set comprising the LNCS volumes 11205-11220 constitutes the refereed proceedings of the 15th European Conference on Computer Vision, ECCV 2018, held in Munich, Germany, in September 2018.The 776 revised papers presented were carefully reviewed and selected from 2439 submissions. The papers are organized in topical sections on learning for vision; computational photography; human analysis; human sensing; stereo and reconstruction; optimization; matching and recognition; video attention; and poster sessions.

Computer Vision -- ECCV 2014

Theory and Applications

Computer Vision - ACCV 2016

Interpretable Machine Learning

Computer Vision - ECCV 2018

13th Asian Conference on Computer Vision, Taipei, Taiwan, November 20-24, 2016, Revised Selected Papers, Part III

Medical Image Computing and Computer-Assisted Intervention -- MICCAI 2013

The four-volume set LNCS 7724--7727 constitutes the thoroughly refereed post-conference proceedings of the 11th Asian Conference on Computer Vision, ACCV 2012, held in Daejeon, Korea, in November 2012. The total of 226 contributions presented in these volumes was carefully reviewed and selected from 869 submissions. The papers are organized in topical sections on object detection, learning and matching; object recognition; feature, representation, and recognition; segmentation, grouping, and classification; image representation; image and video retrieval and medical image analysis; face and gesture analysis and recognition; optical flow and tracking; motion, tracking, and computational photography; video analysis and action recognition; shape reconstruction and optimization; shape from X and photometry; applications of computer vision; low-level vision and applications of computer vision.

The six volume set LNCS 11361-11366 constitutes the proceedings of the 14th Asian Conference on Computer Vision, ACCV 2018, held in Perth, Australia, in December 2018. The total of 274 contributions was carefully reviewed and selected from 979 submissions during two rounds of reviewing and improvement. The papers focus on motion and tracking, segmentation and

grouping, image-based modeling, dep learning, object recognition object recognition, object detection and categorization, vision and language, video analysis and event recognition, face and gesture analysis, statistical methods and learning, performance evaluation, medical image analysis, document analysis, optimization methods, RGBD and depth camera processing, robotic vision, applications of computer vision.

The five-volume set LNCS 10111-10115 constitutes the thoroughly refereed post-conference proceedings of the 13th Asian Conference on Computer Vision, ACCV 2016, held in Taipei, Taiwan, in November 2016. The total of 143 contributions presented in these volumes was carefully reviewed and selected from 479 submissions. The papers are organized in topical sections on Segmentation and Classification; Segmentation and Semantic Segmentation; Dictionary Learning, Retrieval, and Clustering; Deep Learning; People Tracking and Action Recognition; People and Actions; Faces; Computational Photography; Face and Gestures; Image Alignment; Computational Photography and Image Processing; Language and Video; 3D Computer Vision; Image Attributes, Language, and Recognition; Video Understanding; and 3D Vision.

This book constitutes the post-conference proceedings of the 5th International Conference on Machine Learning, Optimization, and Data Science, LOD 2019, held in Siena, Italy, in September 2019. The 54 full papers presented were carefully reviewed and selected from 158 submissions. The papers cover topics in the field of machine learning, artificial intelligence, reinforcement learning, computational optimization and data science presenting a substantial array of ideas, technologies, algorithms, methods and applications.

International Joint Conference, VISIGRAPP 2014, Lisbon, Portugal, January 5-8, 2014, Revised Selected Papers

An Introduction into Theory and Algorithms

Computer Vision, Imaging and Computer Graphics Theory and Applications

Machine Learning, Optimization, and Data Science

Computer Vision

Algorithms and Applications

Multiple Classifier Systems

This textbook provides an accessible general introduction to the essential topics in computer vision. Classroom-tested programming exercises and review questions are also supplied at the end of each chapter. Features: provides an introduction to the basic notation and mathematical concepts for describing an image and the key concepts for mapping an image into an image; explains the topologic and geometric basics for analysing image regions and distributions of image values and discusses identifying patterns in an image; introduces optic flow for representing dense motion and various topics in sparse motion analysis; describes special approaches for image binarization and segmentation of still images or video frames; examines the basic components of a computer vision system; reviews different techniques for vision-based 3D shape reconstruction; includes a discussion of stereo matchers and the phase-congruency model for image features;

presents an introduction into classification and learning.

The brand new edition of IMAGE PROCESSING, ANALYSIS, AND MACHINE VISION is a robust text providing deep and wide coverage of the full range of topics encountered in the field of image processing and machine vision. As a result, it can serve undergraduates, graduates, researchers, and professionals looking for a readable reference. The book's encyclopedic coverage of topics is wide, and it can be used in more than one course (both image processing and machine vision classes). In addition, while advanced mathematics is not needed to understand basic concepts (making this a good choice for undergraduates), rigorous mathematical coverage is included for more advanced readers. It is also distinguished by its easy-to-understand algorithm descriptions of difficult concepts, and a wealth of carefully selected problems and examples. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book is about making machine learning models and their decisions interpretable. After exploring the concepts of interpretability, you will learn about simple, interpretable models such as decision trees, decision rules and linear regression. Later chapters focus on general model-agnostic methods for interpreting black box models like feature importance and accumulated local effects and explaining individual predictions with Shapley values and LIME. All interpretation methods are explained in depth and discussed critically. How do they work under the hood? What are their strengths and weaknesses? How can their outputs be interpreted? This book will enable you to select and correctly apply the interpretation method that is most suitable for your machine learning project.

During the last decade, the French-speaking scientific community developed a very strong research activity in the field of Knowledge Discovery and Management (KDM or EGC for “Extraction et Gestion des Connaissances” in French), which is concerned with, among others, Data Mining, Knowledge Discovery, Business Intelligence, Knowledge Engineering and SemanticWeb. The recent and novel research contributions collected in this book are extended and reworked versions of a selection of the best papers that were originally presented in French at the EGC 2009 Conference held in Strasbourg, France on January 2009. The volume is organized in four parts. Part I includes five papers concerned by various aspects of supervised learning or information retrieval. Part II presents five papers concerned with unsupervised learning issues. Part III includes two papers on data streaming and two on security while in Part IV the last four papers are concerned with ontologies and semantic.

Information Processing in Medical Imaging

Decision Forests

14th European Conference, Amsterdam, The Netherlands, October 11-14, 2016, Proceedings, Part V

8th International Conference, MLDM 2012, Berlin, Germany, July 13-20, 2012, Proceedings

10th Asian Conference on Computer Vision, Queenstown, New Zealand, November 8-12, 2010, Revised Selected Papers, Part IV

Decision Forests for Computer Vision and Medical Image Analysis

Second International Workshop, MCS 2001 Cambridge, UK, July 2-4, 2001 Proceedings

The seven-volume set comprising LNCS volumes 7572-7578 constitutes the refereed proceedings of the 12th European Conference on Computer Vision, ECCV 2012, held in Florence, Italy, in October 2012. The 408 revised papers presented were carefully reviewed and selected from 1437

submissions. The papers are organized in topical sections on geometry, 2D and 3D shape, 3D reconstruction, visual recognition and classification, visual features and image matching, visual monitoring: action and activities, models, optimisation, learning, visual tracking and image registration, photometry: lighting and colour, and image segmentation.

This book constitutes the refereed proceedings of the 8th International Workshop on Multiple Classifier Systems, MCS 2009, held in Reykjavik, Iceland, in June 2009. The 52 revised full papers presented together with 2 invited papers were carefully reviewed and selected from more than 70 initial submissions. The papers are organized in topical sections on ECOC boosting and bagging, MCS in remote sensing, unbalanced data and decision templates, stacked generalization and active learning, concept drift, missing values and random forest, SVM ensembles, fusion of graphics, concepts and categorical data, clustering, and finally theory, methods and applications of MCS.

The seven-volume set comprising LNCS volumes 8689-8695 constitutes the refereed proceedings of the 13th European Conference on Computer Vision, ECCV 2014, held in Zurich, Switzerland, in September 2014. The 363 revised papers presented were carefully reviewed and selected from 1444 submissions. The papers are organized in topical sections on tracking and activity recognition; recognition; learning and inference; structure from motion and feature matching; computational photography and low-level vision; vision; segmentation and saliency; context and 3D scenes; motion and 3D scene analysis; and poster sessions.

This book constitutes the refereed proceedings of the 5th International Conference on Information Processing in Computer-Assisted Interventions, IPCAI 2014, held in Fukuoka, Japan, on June 28, 2014. The 28 papers presented were carefully reviewed and selected from 58 submissions. The papers are organized in topical sections on planning, simulation, patient specific models for computer assisted interventions, medical robotics and surgical navigation, interventional imaging and advanced intra-op visualization, cognition, modeling and context awareness, clinical applications, systems, software, and validation.

Machine Learning For Beginners Book

Models, Learning, and Inference

10th International Joint Conference, VISIGRAPP 2015, Berlin, Germany, March 11-14, 2015, Revised Selected Papers

Medical Computer Vision

Computer Vision – ECCV 2016

12th European Conference on Computer Vision, Florence, Italy, October 7–13, 2012. Proceedings, Part IV

Machine Learning and Data Mining in Pattern Recognition

The eight-volume set comprising LNCS volumes 9905-9912 constitutes the refereed proceedings of the 14th European Conference on Computer Vision, ECCV 2016, held in Amsterdam, The Netherlands, in October 2016. The 415 revised papers presented were carefully reviewed and selected from 1480 submissions. The papers cover all aspects of computer vision and pattern recognition such as 3D computer vision; computational photography, sensing and display; face and gesture; low-level vision and image processing; motion and tracking; optimization methods; physics-based vision, photometry and shape-from-X; recognition: detection, categorization, indexing, matching; segmentation, grouping and shape representation; statistical methods and learning; video: events, activities and surveillance; applications. They are organized in topical sections on detection, recognition and retrieval; scene understanding; optimization; image and video processing; learning; action, activity and tracking; 3D; and 9 poster sessions.

This book constitutes the refereed proceedings of the International Conference, VISIGRAPP 2014, consisting of the Joint Conferences on Computer Vision (VISAPP), the International Conference on Computer Graphics, GRAPP 2014 and the International Conference on Information Visualization, IVAPP 2014, held in Lisbon, Portugal, in January 2014. The 22 revised full papers presented were carefully reviewed and selected from 543 submissions. The papers are organized in topical sections on computer graphics theory and applications; information visualization – theory and applications; computer vision theory and applications.

This book constitutes thoroughly revised and selected papers from the 10th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications, VISIGRAPP 2015, held in Berlin, Germany, in March 2015. VISIGRAPP comprises GRAPP, International Conference on Computer Graphics Theory and Applications; IVAPP, International Conference on Information Visualization Theory and Applications; and VISAPP, International Conference on Computer Vision Theory and Applications. The 23 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from 529 submissions. The book also contains one invited talk in full-paper length. The regular papers were organized in topical sections named: computer graphics theory and applications; information visualization theory and applications; and computer vision theory and applications.

14th Asian Conference on Computer Vision, Perth, Australia, December 2–6, 2018, Revised Selected Papers, Part I

Computer Vision and Machine Learning with RGB-D Sensors

5th International Conference, LOD 2019, Siena, Italy, September 10–13, 2019, Proceedings

Computer Vision – ACCV 2018

Made Easy To Understand Data Tree: How To Learn Machine Learning
Decision Trees And Random Forests Work: Classification Machine Learning Algorithms