

Multimedia Computing Communications And Applications Ralf Steinmetz Klara Nahrstedt

Internet of Multimedia Things (IoMT): Techniques and Applications disseminates research efforts in the security and resilience of intelligent data-centric critical systems to support advanced research in this area. Sections cover the background of IoMT Architectures and Technologies, describe the problems that arise in IoMT Computing and protocols, and illustrate the application of IoMT on Industrial applications. The book will be beneficial for engineers, developers, solution designers, architects, system engineers and specialists from professional environments interested in the IoMT to seek appropriate solutions to their specific problems. Addresses recent developments, along with relevant prospects on opportunities and challenges in IoMT Presents the concept and vision of the IoMT, whose potentialities are discussed with specific use-cases Discusses the distinct architectural design and characteristics of IoMT as compared to the existing multimedia systems

Advances in Machine Learning Research and Application / 2012 Edition is a ScholarlyEditions™ eBook that delivers timely, authoritative, and comprehensive information about Machine Learning. The editors have built Advances in Machine Learning Research and Application / 2012 Edition on the vast information databases of ScholarlyNews.™ You can expect the information about Machine Learning in this eBook to be deeper than what you can access anywhere else, as well as consistently reliable, authoritative, informed, and relevant. The content of Advances in Machine Learning Research and Application / 2012 Edition has been produced by the world's leading scientists, engineers, analysts, research institutions, and companies. All of the content is from peer-reviewed sources, and all of it is written, assembled, and edited by the editors at ScholarlyEditions™ and available exclusively from us. You now have a source you can cite with authority, confidence, and credibility. More information is available at http://www.ScholarlyEditions.com/.

In recent years rapid Internet growth has pushed the development of new multimedia applications in all aspects of life such as entertainment, communication, collaborative work and electronic commerce. Future applications will make use of different technologies like voice, data and video, but in order to make such a wide variety of multimedia applications successful, a number of technology and management issues must be addressed. Multimedia Networking: Technology, Management and Applications addresses the dynamic and efficient uses of resources ? a fundamental aspect of multimedia networks. Geared toward professionals, educators and students alike, this exciting new book will detail current research and the future direction of multimedia networking.

This book highlights cutting-edge research on various aspects of human-computer interaction (HCI). It includes selected research papers presented at the Third International Conference on Computing, Communication and Signal Processing (ICCAPS 2018), organized by Dr. Babasaheb Ambedkar Technological University in Lonere-Raigad, India on January 26–27, 2018. It covers pioneering topics in the field of computer, electrical, and electronics engineering, e.g. signal and image processing, RF and microwave engineering, and emerging technologies such as IoT, cloud computing, HCI, and green computing. As such, the book offers a valuable guide for all scientists, engineers and research students in the areas of engineering and technology.

Readings in Multimedia Computing and Networking

Uncoded Multimedia Transmission

Computing, Communications, and Applications

Ubiquitous Multimedia Computing

Mobile Multimedia Communications: Concepts, Applications, and Challenges

Intellectual property owners must continually exploit new ways of reproducing, distributing, and marketing their products. However, the threat of piracy looms as a major problem with digital distribution and storage technologies. Multimedia Watermarking Techniques and Applications covers all current and future trends in the design of modern

Compiled for professionals working in designing, building and implementing multimedia-related hardware and applications, this volume examines media and content processing, systems-based solutions and networking support for multimedia data types.

"This book presents the latest developments in computer vision methods applicable to various problems in multimedia computing, including new ideas, as well as problems in computer vision and multimedia computing"--Provided by publisher.

This book aims to provide the latest research findings, innovative research results, methods and development techniques from both theoretical and practical perspectives related to the emerging areas of broadband and wireless computing. Information networks of today are going through a rapid evolution. Different kinds of networks with different characteristics are emerging, and they are integrating in heterogeneous networks. For these reasons, there

are many interconnection problems which may occur at different levels of the hardware and software design of communicating entities and communication networks. These kinds of networks need to manage an increasing usage demand, provide support for a significant number of services, guarantee their QoS, and optimize the network resources. The success of all-IP networking and wireless technology has changed the ways of living the people around the world.

The progress of electronic integration and wireless communications is going to pave the way to offer people the access to the wireless networks on the fly, based on which all electronic devices will be able to exchange the information with each other in ubiquitous way whenever necessary.

Advances in Machine Learning Research and Application: 2012 Edition

Multimedia Networking: Technology, Management and Applications

Issues in Computer Engineering: 2012 Edition

Issues in Computer Engineering: 2011 Edition

Handbook of Multimedia Computing

Applications, Middleware, Networking

Multimedia computing has emerged as a major area of research. Coupled with high-speed networks, multimedia computer systems have opened a spectrum of new applications by combining a variety of information sources, such as voice, graphics, animation, images, audio, and video. Handbook on Multimedia Computing provides a comprehensive resource on advanced topics in this field, considered here as the integration of four industries: computer, communication, broadcasting/entertainment, and consumer electronics. This indispensable reference compiles contributions from 80 academic and industry leaders, examining all the major subsets of multimedia activity. Four parts divide the text: Basic Concepts and Standards introduces basic multimedia terminology, taxonomy, and concepts, including multimedia objects, user interfaces, and standards Multimedia Retrieval and Processing Techniques addresses various aspects of audio, image, and video retrieval; indexing; and processing techniques and systems Multimedia Systems and Standards-related topics Multimedia Synchronization, operating systems for multimedia, multimedia databases, storage organizations, and processor architectures Multimedia Communications and Networking discusses networking issues, such as quality of service, resource management, and video transport An indispensable reference, Handbook on Multimedia Computing covers every aspect of multimedia applications and technology. It gives you the tools you need to understand and work in

This fast-paced, critically changing field. Multimedia Computing Communications & Applications Multimedia Computing Communications & Applications This book considers all aspects of managing the complexity of Multimedia Big Data Computing (MMBD) for IoT applications and develops a comprehensive taxonomy. It also discusses a process model that addresses a number of research challenges associated with MMBD, such as scalability, accessibility, reliability, heterogeneity, and Quality of Service (QoS) requirements, presenting case studies to demonstrate its application. Further, the book examines the layered architecture of MMBD computing and compares the cycle of both big data and MMBD. Written by leading experts, it also includes numerous solved examples, technical descriptions, scenarios, procedures, and algorithms.

Today, multimedia applications on the Internet are still in their infancy. They include personalized communications, such as Internet telephone and videophone, and interactive applications, such as video-on-demand, videoconferencing, distance learning, collaborative work, digital libraries, radio and television broadcasting, and others. Handbook of Internet and Multimedia Systems and Applications, a companion to the author's Handbook of Multimedia Computing probes the development of systems supporting Internet and multimedia applications. Part one introduces basic multimedia and Internet concepts, user interfaces, standards, authoring techniques and tools, and video browsing and retrieval techniques. Part two covers multimedia and communications systems, including distributed multimedia systems, visual information systems, multimedia messaging and news systems, conference systems, and many others. Part three presents contemporary Internet and multimedia applications including multimedia education, interactive movies

multimedia document systems, multimedia broadcasting over the Internet, and mobile multimedia.

TV Content Analysis

Advances on Broad-Band Wireless Computing, Communication and Applications

With Aspects of Contemporary Intelligent Computing Techniques

Developments in Technologies for Human-Centric Mobile Computing and Applications

Internet of Multimedia Things (IoMT)

Concepts, Paradigms and Solutions

Prentice Hall **2007**

The rapid advancement of digital multimedia technologies has not only revolutionized the production and distribution of audiovisual content, but also created the need to efficiently analyze TV programs to enable applications for content managers and consumers. Leaving no stone unturned, TV Content Analysis: Techniques and Applications provides a detailed exploration of TV program analysis techniques. Leading researchers and academics from around the world supply scientifically sound treatment of recent developments across the related subject of television content analysis, algorithms, applications, research results, emerging approaches, and open issues. The book is organized into six parts: Content Extraction - deals with automatic analysis and annotation of TV content, addressing generic semantics and concepts as well as TV content Content Structuring - examines techniques for identifying interesting parts of TV programs and supplying direct access to it Content Recommendation - explores the problem of providing users with the most relevant content, addressing the problem of an ever-

increasing amount of available content Content Quality - considers visual perception and quality approaches in the multi-display TV context and the specific mobile TV scenario Web and Social TV - presents studies on Web and TV convergence and on how user-generated content in Web 2.0 applications can be used to enhance services Content Production - covers postproduction, visual effects, and presentation standards Most parts start with a chapter that provides an overview of that area, followed by state-of-the-art approaches focusing on specific issues covered in that section. Reporting on recent advances in the field, the book provides you with the global view and up-to-date understanding of emerging trends needed to participate in the development of the digital TV domain.

Most events and activities in today's world are ordinarily captured using photos, videos and other multimedia content. Such content has some limitation of storing data and fetching them effectively. Three-dimensional continuous PC animation is the most proper media to simulate these occasions and activities. This book focuses on futuristic trends and innovations in multimedia systems using big data, IoT and cloud technologies. The authors present recent advancements in multimedia systems as they relate to various application areas such as healthcare services and agriculture-related industries. The authors also discuss human-machine interface design, graphics modelling, rendering/animation, image/graphics techniques/systems and visualization. They then go on to explore multimedia content adaptation for interoperable delivery. Finally, the book covers cultural heritage, philosophical/ethical/social/international issues, standards-related virtual technology and multimedia uses. This book is intended for computer engineers and computer scientists developing applications for multimedia and virtual reality and professionals

working in object design and visualization, transformation, modelling and animation of the real world. Features: Focuses on futuristic trends and innovations in multimedia systems using big data, IoT and cloud technologies Offers opportunity for state-of-the-art approaches, methodologies and systems, and innovative use of multimedia-based emerging technology services in different application areas Discusses human-machine interface design, graphics modelling, rendering/animation, image/graphics techniques/systems and visualization Covers cultural heritage, digital content industry and multimedia uses Explores multimedia content adaptation for interoperable delivery and recent advancements in multimedia systems in context to various application areas such as healthcare services and agriculture-related fields Rajeev Tiwari is a Senior Associate Professor in the School of Computer Science at the University of Petroleum and Energy Studies, Dehradun, India. Neelam Duhan is an Associate Professor in the Department of Computer Engineering at J. C. Bose University of Science and Technology, YMCA, Faridabad, India. Manita Mittal has 18 years of teaching experience, and her research areas include data mining, big data, machine learning, soft computing and data structure. Abhineet Anand is a Professor in the Computer Science and Engineering Department at Chitkara University, Punjab, India. Muhammad Atique Khan is a lecturer of the Computer Science Department at HITEC University, Taxila, Pakistan.

"This book is designed to provide readers with relevant theoretical frameworks and latest technical and institutional solutions for transcoding multimedia in mobile and wireless networks"--Provided by publisher.

System Architectures and Applications

Quality of Service in Wireless Networks Over Uncensored Spectrum

Computing, Communication and Signal Processing

Advanced Intelligent Computing Theories and Applications

Multimedia Tools and Applications

Proceedings of the 15th International Conference on Broad-Band and Wireless Computing, Communication and Applications (BWCCA-2020)

Multimedia Applications discusses the basic characteristics of multimedia document handling, programming, security, human computer interfaces, and multimedia application services. The overall goal of the book is to provide a broad understanding of multimedia systems and applications in an integrated manner: a multimedia application and its user interface must be developed in an integrated fashion with underlying multimedia middleware, operating systems, networks, security, and multimedia devices. Fundamental information and properties of hypermedia document handling, multimedia security and various aspects of multimedia applications are presented, especially about document handling and their standards, programming of multimedia applications, design of multimedia information at human computer interfaces, multimedia security

challenges such as encryption and watermarking, multimedia in education, as well as multimedia applications to assist preparation, processing and application of multimedia content.

A comprehensive resource on multimedia communications. Covers recent trends and standardization activities in multimedia communications, such as layered structures, underlying theories and the current best design techniques. Describes the convergence of various technologies including communications, broadcasting, information technology, and home electronics, and emerging new communication services and applications resulting from the growth of the Internet and wireless technologies. Please go to www.ee.usf.edu/djp for additional information.

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The main objective of pervasive computing systems is to create environments where computers become invisible by being seamlessly integrated and connected into our everyday environment, where such embedded computers can then provide inf- mation and exercise intelligent control when needed, but without being obtrusive. Pervasive computing and intelligent multimedia technologies are becoming incre- ingly important to the modern way of living. However, many of their potential applications have not yet been fully realized. Intelligent multimedia allows dynamic selection, composition and presentation of the most appropriate multimedia content based on user preferences. A variety of applications of pervasive computing and - telligent multimedia are being developed for all walks of personal and business life. Pervasive computing

(often synonymously called ubiquitous computing, palpable computing or ambient intelligence) is an emerging 'eld of research that brings in revolutionary paradigms for computing models in the 21st century. Pervasive c- puting is the trend towards increasingly ubiquitous connected computing devices in the environment, a trend being brought about by a convergence of advanced el- tronic - and particularly, wireless - technologies and the Internet. Recent advances in pervasive computers, networks, telecommunications and information technology, along with the proliferation of multimedia mobile devices - such as laptops, iPods, personal digital assistants (PDAs) and cellular telephones - have further stimulated the development of intelligent pervasive multimedia applications. These key te- nologies are creating a multimedia revolution that will have significant impact across a wide spectrum of consumer, business, healthcare and governmental domains.

Multimedia Applications

Multimedia Computing Systems and Virtual Reality

Multimedia Computing

Methods and Solutions

Multimedia

Multimedia Systems

With recent expansions in technology, mobile computing continues to play a vital role in all aspects of our lives. Digital technology tools such as Web browsing, media tracking, social media, and emailing have made mobile technology more than just a means of communication but has widespread use in business and social networks. Developments in Technologies for Human-Centric Mobile Computing and Applications is a comprehensive collection of knowledge and practice in the development of technologies in human centric mobile technology. This book focuses on the developmental aspects of mobile technology; bringing together researchers, educators, and practitioners to encourage readers to think outside of the box.

Multimedia computing has emerged in the last few years as a major area of research. Multimedia computer systems have opened a wide range of applications by combining a variety of information sources, such as voice, graphics, animation, images, audio, and full-motion video. Looking at the big picture, multimedia can be viewed as the merging of three industries: the computer, communications, and broadcasting industries. Research and development efforts in multimedia computing can be divided into two areas. As the first area of research, much effort has been centered on the stand-alone multimedia workstation and associated software systems and tools, such as music composition, animation, and interactive video. However, the combination of multimedia computing with distributed systems offers even greater potential. New applications based on distributed multimedia systems include multimedia information systems, collaborative and videoconferencing systems, on-demand multimedia services, and distance learning. Multimedia Tools and Applications, one of two volumes published by Khauer, both of which provide a broad introduction to this fast moving area. This book covers selected multimedia systems and key multimedia applications. Topics presented include multimedia application development techniques, techniques for content-based manipulation of image databases, techniques for selection and dissemination of digital video, and tools for digital video segmentation. Selected key applications described in the book include multimedia news services, multimedia courseware and training, interactive television systems, digital video libraries, multimedia messaging systems, and interactive multimedia publishing systems. The second book, Multimedia Systems and Techniques, covers fundamental concepts and techniques used in multimedia systems. The topics include multimedia objects and related models, multimedia compression techniques and standards, multimedia interfaces, multimedia storage techniques, multimedia communication and networking, multimedia synchronization techniques, multimedia information systems, scheduling in multimedia systems, and video indexing and retrieval techniques. Multimedia Tools and Applications, along with its companion volume, is intended for anyone involved in multimedia system design and applications and can be used as a textbook for advanced courses on multimedia.

Computing is ubiquitous and if you think otherwise, that is in itself might be the best evidence that it is so. Computers are omnipresent in modern life and the multimedia computing environment of today is becoming more and more seamless. Bringing together contributions from dozens of leading experts, Ubiquitous Multimedia Computing educates readers on Ubiquitous Multimedia Computing on three levels: infrastructures, where fundamental technologies are being developed; middleware, where the integration of technologies and software systems continues to be defined; and applications, where its concepts are evolving into real-world products and processes. In presenting a wealth of new directions and new technology that is changing the way we communicate, learn, play, and live day by day, this book - Examines various architectures for delivering multimedia content including streaming devices - wireless networks, and various hybrids Looks at rapidly developing sensor technology including wearable computers Demonstrates the use of advanced HCI devices that allow the simplest body gestures to govern increasingly complex tasks Introduces newspapers that take the use of embedded image information in a host of practical directions Looks at how ubiquitous computing can eliminate traffic congestion and improve the efficiency and quality of

medical care Looks at how computing is personalizing learning environments and revolutionizing our approach to the three R's. While various chapters serve as a timely reference for researchers working in all areas of product development and human computer interaction, they also provide engineers, doctors, and many other professionals, as well as educators and graduate students with a view that reveals the otherwise invisible seams of this age of ubi-media computing.

Multimedia computing represents a logical next step in which computing technology is becoming ever more useful and ubiquitous in our everyday lives. From the perspective of technical challenges, multimedia affects nearly every aspect of computer hardware and software. The long-heralded and now-occurring marriage of computing, communications, and information services is manifesting itself in literally dozens of new alliances between companies ranging from semiconductors to cable TV to newspapers to telephone companies to computer hardware and computer software.

Multimedia Transcoding in Mobile and Wireless Networks

Introduction to Multimedia Communications

Advances in Distributed Multimedia Systems

Handbook on Soft Computing for Video Surveillance

Machine Learning for Intelligent Multimedia Analytics

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The International Conference on Intelligent Computing (ICIC) was formed to p- vide an annual forum dedicated to the emerging and challenging topics in artificial intelligence, machine learning, bioinformatics, and computational biology, etc. It aims to bring together researchers and practitioners from both academia and ind- try to share ideas, problems and solutions related to the multifaceted aspects of intelligent computing. ICIC 2008, held in Shanghai, China, September 15–18, 2008, was the first ICIC conference built upon the success of ICIC 2007, ICIC 2006 and ICIC 2005 held in Qingdao, Kunming and Hefei, China, 2007, 2006 and 2005, respectively. This year, the conference concentrated mainly on the theories and methodologies as well as the emerging applications of intelligent computing. Its aim was to unify the picture of contemporary intelligent computing techniques as an integral concept that highlights the trends in advanced computational intelligence and bridges theoretical and

Intelligent Computing Technology and Applications". Papers focusing on this theme were solicited, addressing theories, methodologies, and applications in science and technology.

Multimedia Systems discusses the basic characteristics of multimedia operating systems, networking and communication, and multimedia middleware systems. The overall goal of the book is to provide a broad understanding of multimedia systems and applications in an integrated manner: a multimedia application and its user interface must be developed in an integrated fashion with underlying multimedia middleware, operating systems, networks, security, and multimedia devices. communication systems are presented, especially scheduling algorithms and other OS supporting approaches for multimedia applications with soft-real-time deadlines, multimedia file systems and servers with their decision algorithms for data placement, scheduling and buffer management, multimedia communication, transport, and streaming protocols, services with their error control, congestion control and other Quality of Service aware and adaptive algorithms, synchronization group coordinating algorithms and other distributed services.

This book presents applications of machine learning techniques in processing multimedia large-scale data. Multimedia such as text, image, audio, video, and graphics stands as one of the most demanding and exciting aspects of the information era. The book discusses new challenges faced by researchers in dealing with these large-scale data and also presents innovative solutions to address several potential research problems, e.g., enabling comprehensive visual classification to filter detailed multimedia understanding, as well as extract patterns and making effective decisions by analyzing the large collection of data.

Technology, Management and Applications

Multimedia Computing Communications & Applications

Wireless Multi-Access Environments and Quality of Service Provisioning: Solutions and Application

Computer Vision for Multimedia Applications: Methods and Solutions

Pervasive Computing

Techniques and Applications

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This innovative textbook presents an experiential, holistic approach to multimedia computing along with practical algorithms.

An uncoded multimedia transmission (UMT) system is one that skips quantization and entropy coding in compression and all subsequent binary operations, including channel coding and bit-to-symbol mapping of modulation. By directly transmitting non-binary symbols with amplitude modulation, the uncoded system avoids the annoying cliff effect observed in the coded transmission system. This advantage makes uncoded transmission more suited to both unicast in varying channel conditions and multicast to heterogeneous users. Particularly, in the first part of Uncoded Multimedia Transmission, we consider how to improve the efficiency of uncoded transmission and make it on par with coded transmission. We then address issues and challenges regarding how to better utilize temporal and spatial correlation of images and video in the uncoded transmission, to achieve the optimal transmission performance. Next, we investigate the resource allocation problem for uncoded transmission, including subchannel, bandwidth and power allocation. By properly allocating these resources, uncoded transmission can achieve higher efficiency and more robust performance. Subsequently, we consider the image and video delivery in MIMO broadcasting networks with diverse channel quality and varying numbers of antennas across receivers. Finally, we investigate the cases where uncoded transmission can be used in conjunction with digital transmission for a balanced efficiency and adaptation capability. This book is the very first monograph in the general area of uncoded multimedia transmission written in a self-contained format. It addresses both the fundamentals and the applications of uncoded transmission. It gives a systematic introduction to the fundamental theory and concepts in this field, and at the same time, also presents specific applications that reveal the great potential and impacts for the technologies generated from the research in this field. By concentrating several important studies and developments currently taking place in the field of uncoded transmission in a single source, this book can reduce the time and cost required to learn and improve skills and knowledge in the field. The authors have been actively working in this field for years, and this book is the final essence of their years of long research in this field. The book may be used as a collection of research notes for researchers in this field, a reference book for practitioners or engineers, as well as a textbook for a graduate advanced seminar in this field or any related fields. The references collected in this book may be used as further reading lists or references for the readers.

"This book serves as a vital resource for practitioners to learn about the latest research and methodology within the field of wireless technology, covering important aspects of emerging technologies in the heterogeneous next generation network environment with a focus on wireless communications and their quality"--Provided by publisher.

Innovations in Intelligent Multimedia and Applications Algorithms--Advances in Research and Application: 2012 Edition Issues in Computer Engineering: 2013 Edition Concepts, Applications, and Challenges

Multimedia Big Data Computing for IoT Applications

Handbook of Internet and Multimedia Systems and Applications

With rapid growth of the Internet, the applications of multimedia are burgeoning in every aspect of human life including communication networks and wireless and mobile communications. Mobile Multimedia Communications: Concepts, Applications and Challenges captures defining research on all aspects and implications of the accelerated progress of mobile multimedia technologies. Covered topics include fundamental network infrastructures, modern communication features such as wireless and mobile multimedia protocols, personal communication systems, mobility and resource management, and security and privacy issues. A complete reference to topics driving current and potential future development of mobile technologies, this essential addition to library collections will meet the needs of researchers in a variety of related fields.

Information on integrating soft computing techniques into video surveillance is widely scattered among conference papers, journal articles, and books. Bringing this research together in one source, Handbook on Soft Computing for Video Surveillance illustrates the application of soft computing techniques to different tasks in video surveillance. Worldwde experts in the field present novel solutions to video surveillance problems and discuss future trends.

After an introduction to video surveillance systems and soft computing tools, the book gives examples of neural network-based approaches for solving video surveillance tasks and describes summarization techniques for content identification. Covering a broad spectrum of video surveillance topics, the remaining chapters explain how soft computing techniques are used to detect moving objects, track objects, and classify and recognize target objects. The book also explores advanced surveillance systems under development. Incorporating both existing and new ideas, this handbook unifies the basic concepts, theories, algorithms, and applications of soft computing. It demonstrates why and how soft computing methodologies can be used in various video surveillance problems.

The last few years have seen an explosive growth in multimedia computing, communications and applications. This revolution is transforming the way people live, work, and interact with one another, and is impacting the way businesses, government services, education, entertainment, and health care are operating. It is safe to say that the multimedia revolution is underway. Yet, several issues related to modeling, specification, analysis and design of distributed multimedia systems and applications are still challenging both researchers and practitioners. This book addresses fundamental design issues and research topics, related to multimedia systems, and provides a comprehensive study of the issues. The topics covered include: distributed multimedia databases and computing; multiparadigmatic information retrieval; modeling and analysis of distributed multimedia systems; OS support for distributed multimedia systems; multimedia communications and networking; multimedia digital libraries and mail systems; multimedia human-computer interaction; multimedia applications for CSCW, distant education, electronic commerce teleconferencing, telemedicine; visual and multidimensional languages for multimedia applications; multimedia workflows; multimedia stream synchronization. In addition, a number of tutorial and overview articles are included so that the volume strikes a balance between introductory tutorials and advanced topics. Contents:Advances in Multimedia Information Access (S K Chang)Fluid-Flow Model for Variable-Bit-Rate Video in ATM Networks (N E Rikli)A Network Architecture to Support Policing and Scheduling of Tolerant Real-Time and Best-Effort Applications (M S Boykin & T Znati)An Architecture for the Structured Analysis and Design of Participator Dependent

Multimedia Presentations (T K Shih et al.)Advance Reservation System in VOD Services (H K Lee & Y T Chen)Routing with Quality of Service Constraints (M Nour et al.)JSCM — A Systematic Conference System (J G P Filho et al.)and other papers Readrship: Computer scientists, and engineers and students in computer science. Keywords:

Providing a complete review of existing work in music emotion developed in psychology and engineering, Music Emotion Recognition explains how to account for the subjective nature of emotion perception in the development of automatic music emotion recognition (MER) systems. Among the first publications dedicated to automatic MER, it begins with

Solutions and Application

Music Emotion Recognition

International Journal of Mobile Computing and Multimedia Communications

Proceedings of ICCASP 2018

This Synthesis Lecture presents a discussion of Quality of Service (QoS) in wireless networks over unlicensed spectrum. The topic is presented from the point of view of protocols for wireless networks (e.g., 802.11) rather than the physical layer point of view usually discussed for cellular networks in the licensed wireless spectrum. A large number of mobile multimedia wireless applications are being deployed over WiFi (IEEE 802.11) and Bluetooth wireless networks and the number will increase in the future as more phones, tablets, and laptops are equipped with these unlicensed spectrum wireless interfaces. Achieving QoS objectives in wireless networks is challenging due to limited wireless resources, wireless nodes interference, wireless shared media, node mobility, and diverse topologies. The author presents the QoS problem as (1) an optimization problem with different constraints coming from the interference, mobility, and wireless resource constraints and (2) an algorithmic problem with fundamental algorithmic functions within wireless resource management and protocols. Table of Contents: Preface / Basics of Quality of Service in Wireless Networks / QoS-Aware Resource Allocation / Bandwidth Management / Delay Management / Routing / Acknowledgment / References / Author Biography

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