

Matlab Image Segmentation Using Graph Cut With Seed

This book presents an overview of how machine learning and data mining techniques are used for tracking and preventing diseases. It covers several aspects such as stress level identification of a person from his/her speech, automatic diagnosis of disease from X-ray images, intelligent diagnosis of Glaucoma from clinical eye examination data, prediction of protein-coding genes from big genome data, disease detection through microscopic analysis of blood cells, information retrieval from electronic medical record using named entity recognition approaches, and prediction of drug-target interactions. The book is suitable for computer scientists having a bachelor degree in computer science. The book is an ideal resource as a reference book for teaching a graduate course on AI for Medicine or AI for Health care. Researchers working in the multidisciplinary areas use this book to discover the current developments. Besides its use in academia, this book provides enough details about the state-of-the-art algorithms addressing various biomedical domains, so that it could be used by industry practitioners who want to implement AI techniques to analyze the diseases. Medical institutions use this book as reference material and give tutorials to medical experts on how the advanced AI and ML techniques contribute to the diagnosis and prediction of the diseases.

IT changes everyday's life, especially in education and medicine. The goal of ITME 2013 is to further explore the theoretical and practical issues of IT in education and medicine. It also aims to foster new ideas and collaboration between researchers and practitioners.

The two-volume set LNCS 6978 + 6979 constitutes the proceedings of the 16th International Conference on Image Analysis and Processing, ICIAP 2011, held in Ravenna, Italy, in September 2011. The total of 121 papers presented was carefully reviewed and selected from 175 submissions. The papers are divided into 10 oral sessions, comprising 44 papers, and three post sessions, comprising 77 papers. They deal with the following topics: image analysis and representation; image segmentation; pattern analysis and classification; forensics, security and document analysis; video analysis and processing; biometry; shape analysis; low-level color image processing and its applications; medical imaging; image analysis and pattern recognition; image and video analysis and processing and its applications.

This two-volume set constitutes the refereed proceedings of the Third International Conference on Recent Trends in Image Processing and Pattern Recognition (RTIP2R) 2020, held in Aurangabad, India, in January 2020. The 78 revised full papers presented were carefully reviewed and selected from 329 submissions. The papers are organized in topical sections in the two volumes. Part I: Computer vision and applications; Data science and machine learning; Document understanding and Recognition. Part II: Healthcare informatics and medical imaging; Image analysis and recognition; Signal processing and pattern recognition; Image and signal processing in Agriculture.

"This book attempts to bring together a selection of the latest results of state-of-the art research in image and video segmentation, one of the most critical tasks of image and video analysis that has the objective of extracting information (represented by data) from an image or a sequence of images (video)"--Provided by publisher.

Advancements in digital technology continue to expand the image science field through the tools and techniques utilized to process two-dimensional images and videos. Image Processing: Concepts, Methodologies, Tools, and Applications presents a collection of research on this multidisciplinary field and the operation of multi-dimensional signals with systems that range from simple digital circuits to computers. This reference source is essential for researchers, academics, and students in the computer science, computer vision, and electrical engineering fields.

It is with great pleasure that we present the proceedings of the 4th International Symposium on Visual Computing (ISVC 2008) in Las Vegas, Nevada. ISVC offers a common umbrella for the four main areas of visual computing including vision, graphics, visualization, and virtual reality. Its goal is to provide a forum for researchers, scientists, engineers and practitioners throughout the world to present their latest research findings, ideas, developments and applications in the broader area of visual computing. This year, ISVC grew significantly; the program consisted of 15 oral sessions, 1 poster session, 8 special tracks, and 6 keynote presentations. The response to the call for papers was very strong; we received over 340 submissions for the main symposium from which we accepted 102 papers for oral presentation and 70 papers for poster presentation. Special track papers were solicited separately through the Organizing and Program Committees of each track. A total of 56 papers were accepted for oral presentation and 8 papers for poster presentation in the special tracks. All papers were reviewed with an emphasis on potential to contribute to the state of the art in the field. Selection criteria included accuracy and originality of ideas, clarity and significance of results, and presentation quality. The review process was quite rigorous, involving two to three independent blind reviews followed by several days of discussion. During the discussion period we tried to correct anomalies and errors that might have existed in the initial reviews.

This book constitutes the refereed proceedings of the 4th International Conference on Information Technologies in Biomedicine, ITIB 2012, held in Goglin, Poland, in June 2012. The 60 revised full papers were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on image analysis; signal processing; biocybernetics; biomaterials; bioinformatics and biotechnology; biomechanics and rehabilitation; assisted living systems.

For 'Recent Progress in Brain and Cognitive Engineering' Brain and Cognitive Engineering is a converging study field to derive a better understanding of cognitive information processing in the human brain, to develop "human-like" and neuromorphic artificial intelligent systems and to help predict and analyze brain-related diseases. The key concept of Brain and Cognitive Engineering is to understand the Brain, to interface the Brain, and to engineer the Brain. It could help us to understand the structure and the key principles of high-order information processing on how the brain works, to develop interface technologies between a brain and external devices and to develop artificial systems that can

ultimately mimic human brain functions. The convergence of behavioral, neuroscience and engineering research could lead us to advance health informatics and personal learning, to enhance virtual reality and healthcare systems, and to “reverse engineer” some brain functions and build cognitive robots. In this book, four different recent research directions are presented: Non-invasive Brain-Computer Interfaces, Cognitive- and Neural-rehabilitation Engineering, Big Data Neurocomputing, Early Diagnosis and Prediction of Neural Diseases. We cover numerous topics ranging from smart vehicles and online EEG analysis, neuroimaging for Brain-Computer Interfaces, memory implantation and rehabilitation, big data computing in cultural aspects and cybernetics to brain disorder detection. Hopefully this will provide a valuable reference for researchers in medicine, biomedical engineering, in industry and academia for their further investigations and be inspiring to those who seek the foundations to improve techniques and understanding of the Brain and Cognitive Engineering research field.

Ultrasound (US) imaging has the technical advantages for the functional evaluation of myocardium compared with other imaging modalities. However, it is a challenge of extracting the myocardial tissues from the background due to low quality of US imaging. To better extract the myocardial tissues, this study proposes a semi-supervised segmentation method of fast Superpixels and Neighborhood Patches based Continuous Min-Cut (fSP-CMC).

Digital image processing and analysis is a field that continues to experience rapid growth, with applications in many facets of our lives. Areas such as medicine, agriculture, manufacturing, transportation, communication systems, and space exploration are just a few of the application areas. This book takes an engineering approach to image processing and analysis, including more examples and images throughout the text than the previous edition. It provides more material for illustrating the concepts, along with new PowerPoint slides. The application development has been expanded and updated, and the related chapter provides step-by-step tutorial examples for this type of development. The new edition also includes supplementary exercises, as well as MATLAB-based exercises, to aid both the reader and student in development of their skills.

This book is focused on the recent advances in computer vision methodologies and technical solutions using conventional and intelligent paradigms. The Contributions include: · Morphological Image Analysis for Computer Vision Applications. · Methods for Detecting of Structural Changes in Computer Vision Systems. · Hierarchical Adaptive KL-based Transform: Algorithms and Applications. · Automatic Estimation for Parameters of Image Projective Transforms Based on Object-invariant Cores. · A Way of Energy Analysis for Image and Video Sequence Processing. · Optimal Measurement of Visual Motion Across Spatial and Temporal Scales. · Scene Analysis Using Morphological Mathematics and Fuzzy Logic. · Digital Video Stabilization in Static and Dynamic Scenes. · Implementation of Hadamard Matrices for Image Processing. · A Generalized Criterion of Efficiency for Telecommunication Systems. The book is directed to PhD students, professors, researchers and software developers working in the areas of digital video processing and computer vision technologies.

This proceedings volume collects the scientific presentations of the Scandinavian Conference on Image Analysis, SCIA 2005, which was held at the University of Joensuu, Finland, June 19–22, 2005. The conference was the fourteenth in the series of biennial conferences started in 1980. The name of the series reflects the fact that the conferences are organized in the Nordic (Scandinavian) countries, following the cycle Sweden, Finland, Denmark, and Norway. The event itself has always been international in its participants and presentations. Today there are many conferences in the fields related to SCIA. In this situation our goal is to keep up the reputation for the high quality and friendly environment of SCIA. We hope that participants feel that it's worth attending the conference. Therefore, both the scientific and social program were designed to support the best features of a scientific meeting: to get new ideas for research and to have the possibility to exchange thoughts with fellow scientists. To fulfill the above-mentioned goals, the conference was a single-track event. This meant that a higher percentage of the papers than in earlier SCIA were presented as posters. We hope that this gave the participants better chances to follow the presentations that they were interested in. SCIA 2005 attracted a record number of submissions: 236 manuscripts. From these, 124 were accepted: 31 oral presentations and 93 poster presentations. This led to an acceptance rate of 53%. The program included also six plenary presentations and three tutorials. Electrical, Control Engineering and Computer Science includes the papers from ECECS2015 (Hong Kong, 30-31 May 2015), which was organized by the American Society of Science and Engineering (ASEE), a non-profit society for engineers and scientists. Presenting new theories, ideas, techniques and experiences related to all aspects of electrical engineer

This book constitutes the refereed proceedings of the 16th Scandinavian Conference on Image Analysis, SCIA 2011, held in Ystad, Sweden, in May 2011. The 74 revised full papers presented were carefully reviewed and selected from 140 submissions. The papers are organized in topical sections on multiple view geometry; segmentation; image analysis; categorization and classification; structure from motion and SLAM; medical and biomedical applications; 3D shape; medical imaging.

Papers from a flagship conference reflect the latest developments in the field, including work in such rapidly advancing areas as human-robot interaction and formal methods. Robotics: Science and Systems VIII spans a wide spectrum of robotics, bringing together contributions from researchers working on the mathematical foundations of robotics, robotics applications, and analysis of robotics systems. This volume presents the proceedings of the eighth annual Robotics: Science and Systems (RSS) conference, held in July 2012 at the University of Sydney. The contributions reflect the exciting diversity of the field, presenting the best, the newest, and the most challenging work on such topics as mechanisms, kinematics, dynamics and control, human-robot interaction and human-centered systems, distributed systems, mobile systems and mobility, manipulation, field robotics, medical robotics, biological robotics, robot perception, and estimation and learning in robotic systems. The conference and its proceedings reflect not only the

tremendous growth of robotics as a discipline but also the desire in the robotics community for a flagship event at which the best of the research in the field can be presented. The two volume set LNCS 5358 and LNCS 5359 constitutes the refereed proceedings of the 4th International Symposium on Visual Computing, ISVC 2008, held in Las Vegas, NV, USA, in December 2008. The 102 revised full papers and 70 poster papers presented together with 56 full and 8 poster papers of 8 special tracks were carefully reviewed and selected from more than 340 submissions. The papers are organized in topical sections on computer graphics, visualization, shape/recognition, video analysis and event recognition, virtual reality, reconstruction, motion, face/gesture, and computer vision applications. The 8 additional special tracks address issues such as object recognition, real-time vision algorithm implementation and application, computational bioimaging and visualization, discrete and computational geometry, soft computing in image processing and computer vision, visualization and simulation on immersive display devices, analysis and visualization of biomedical visual data, as well as image analysis for remote sensing data.

This book constitutes the thoroughly refereed proceedings of the Third International Conference on Advances in Communication, Network, and Computing, CNC 2012, held in Chennai, India, February 24-25, 2012. The 41 revised full papers presented together with 29 short papers and 14 poster papers were carefully selected and reviewed from 425 submissions. The papers cover a wide spectrum of issues in the field of Information Technology, Networks, Computational Engineering, Computer and Telecommunication Technology, ranging from theoretical and methodological issues to advanced applications.

Medical images are at the base of many routine clinical decisions and their influence continues to increase in many fields of medicine. Since the last decade, computers have become an invaluable tool for supporting medical image acquisition, processing, organization and analysis. Biomedical Image Analysis and Machine Learning Technologies: Applications and Techniques provides a panorama of the current boundary between biomedical complexity coming from the medical image context and the multiple techniques which have been used for solving many of these problems. This innovative publication serves as a leading industry reference as well as a source of creative ideas for applications of medical issues.

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.

Sea Ice Image Processing with MATLAB addresses the topic of image processing for the extraction of key sea ice characteristics from digital photography, which is of great relevance for Arctic remote sensing and marine operations. This valuable guide provides tools for quantifying the ice environment that needs to be identified and reproduced for such testing. This includes fit-for-purpose studies of existing vessels, new-build conceptual design and detailed engineering design studies for new developments, and studies of demanding marine operations involving multiple vessels and operational scenarios in sea ice. A major contribution of this work is the development of automated computer algorithms for efficient image analysis. These are used to process individual sea-ice images and video streams of images to extract parameters such as ice floe size distribution, and ice types. Readers are supplied with Matlab source codes of the algorithms for the image processing methods discussed in the book made available as online material. Features Presents the first systematic work using image processing techniques to identify ice floe size distribution from aerial images Helps identify individual ice floe and obtain floe size distributions for Arctic offshore operations and transportation Explains specific algorithms that can be combined to solve various problems during polar sea ice investigations Includes MATLAB® codes useful not only for academics, but for ice engineers and scientists to develop tools applicable in different areas such as sustainable arctic marine and coastal technology research Provides image processing techniques applicable to other fields like biomedicine, material science, etc

This book constitutes the proceedings of the 6th International Workshop on Machine Learning in Medical Imaging, MLMI 2015, held in conjunction with MICCAI 2015, in Munich in October 2015. The 40 full papers presented in this volume were carefully reviewed and selected from 69 submissions. The workshop focuses on major trends and challenges in the area of machine learning in medical imaging and present works aimed to identify new cutting-edge techniques and their use in medical imaging.

This book features high-quality, peer-reviewed research papers presented at the First International Conference on Computer Science, Engineering and Education Applications (ICCSEEA2018), held in Kiev, Ukraine on 18–20 January 2018, and organized jointly by the National Technical University of Ukraine “Igor Sikorsky Kyiv Polytechnic Institute” and the International Research Association of Modern Education and Computer Science. The state-of-the-art papers discuss topics in computer science, such as neural networks, pattern recognition, engineering techniques, genetic coding systems, deep learning with its medical applications, as well as knowledge representation and its applications in education. It is an excellent reference resource for researchers, graduate students, engineers, management practitioners, and undergraduate students interested in computer science and their applications in engineering and education.

The rapid and continuous growth in the amount of available medical information and the variety of multimodal content has created demand for a fast and reliable technology capable of processing data and delivering results in a user-friendly manner, whenever and wherever the information is needed. Multimodal acquisition systems, AI-powered applications, and biocybernetic support for medical procedures, physiotherapy and prevention have opened up exciting new avenues in terms of optimizing the healthcare system for the benefit of patients. This book presents a comprehensive study on the latest advances in medical data science and gathers carefully selected articles written by respected experts on information technology. Pursuing an interdisciplinary approach and addressing both theoretical and applied aspects, it chiefly focuses on: Artificial Intelligence Image Analysis Sound and Motion in Physiotherapy and Physioprevention Modeling and Simulation Medical Data Analysis Given its scope, the book offers a valuable reference tool for all scientists who deal with problems of designing and

implementing information processing tools employed in systems that assist in patient diagnosis and treatment, as well as students who want to learn more about the latest innovations in quantitative medical data analysis, data mining, and artificial intelligence.

This volume presents the proceedings of the 11th International Conference on Computer Analysis of Images and Patterns (CAIP 2005). This conference - ries started about 20 years ago in Berlin. Initially, the conference served as a forum for meetings between scientists from Western and Eastern-block co- tries. Nowadays, the conference attracts participants from all over the world. The conference gives equal weight to posters and oral presentations, and the selected presentation mode is based on the most appropriate communication medium. The program follows a single-track format, rather than parallel s- sions. Non-overlapping oral and poster sessions ensure that all attendees have the opportunity to interact personally with presenters. As for the numbers, we received a total of 185 submissions. All papers were reviewed by two to four members of the Program Committee. The ?nal selection was carried out by the Conference Chairs. Out of the 185 papers, 65 were - lected for oral presentation and 43 as posters. CAIP is becoming well recognized internationally, and this year's presentations came from 26 di?erent countries. South Korea proved to be the most active scienti?cally with a total of 16 - cepted papers. At this point, we wish to thank the Program Committee and additional referees for their timely and high-quality reviews. The paper s- mission and review procedure was carried out electronically. We also thank the invited speakers Reinhardt Koch and Thomas Vetter for kindly accepting to present invited papers.

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.

In this article, we present an adaptive color similarity function de?ned in a modi?ed hue-saturationintensity color space, which can be used directly as a metric to obtain pixel-wise segmentation of color images among other applications.

Bridging the gap between modern image processing practices by the scientific community at large and the world of geology and reflection seismology This book covers the basics of seismic exploration, with a focus on image processing techniques as applied to seismic data. Discussions of theories, concepts, and algorithms are followed by synthetic and real data examples to provide the reader with a practical understanding of the image processing technique and to enable the reader to apply these techniques to seismic data. The book will also help readers interested in devising new algorithms, software and hardware for interpreting seismic data. Key Features: Provides an easy to understand overview of popular seismic processing and interpretation techniques from the point of view of a digital signal processor. Presents image processing concepts that may be readily applied directly to seismic data. Includes ready-to-run MATLAB algorithms for most of the techniques presented. The book includes essential research and teaching material for digital signal and image processing individuals interested in learning seismic data interpretation from the point of view of digital signal processing. It is an ideal resource for students, professors and working professionals who are interested in learning about the application of digital signal processing theory and algorithms to seismic data.

This book presents contributions in the field of computational intelligence for the purpose of image analysis. The chapters discuss how problems such as image segmentation, edge detection, face recognition, feature extraction, and image contrast enhancement can be solved using techniques such as genetic algorithms and particle swarm optimization. The contributions provide a multidimensional approach, and the book will be useful for researchers in computer science, electrical engineering, and information technology.

The book provides insights from the 2nd International Conference on Communication, Computing and Networking organized by the Department of Computer Science and Engineering, National Institute of Technical Teachers Training and Research, Chandigarh, India on March 29–30, 2018. The book includes contributions in which researchers, engineers, and academicians as well as industrial professionals from around the globe presented their research findings and development activities in the field of Computing Technologies, Wireless Networks, Information Security, Image Processing and Data Science. The book provides opportunities for the readers to explore the literature, identify gaps in the existing works and propose new ideas for research.

This book offers a comprehensive introduction to advanced methods for image and video analysis and processing. It covers deraining, dehazing, inpainting, fusion, watermarking and stitching. It describes techniques for face and lip recognition, facial expression recognition, lip reading in videos, moving object tracking, dynamic scene classification, among others. The book combines the latest machine learning methods with computer vision applications, covering topics such as event recognition based on deep learning,dynamic scene classification based on topic model, person re-identification based on metric learning and behavior analysis. It also offers a systematic introduction to image evaluation criteria showing how to use them in different experimental contexts. The book offers an example-based practical guide to researchers, professionals and graduate students dealing with advanced problems in image analysis and computer vision.

Advanced Image and Video Processing Using MATLABSpringer

This title is part of a two volume set that constitutes the refereed proceedings of the 8th Asian Conference on Computer Vision, ACCV 2007. Coverage includes shape and texture, image and video processing, face and gesture, tracking, camera networks, learning, motion and tracking, retrieval and search, human pose estimation, matching, face/gesture/action detection and recognition, low level vision and phtometry, motion and tracking, human detection, and segmentation.

UP-TO-DATE, TECHNICALLY ACCURATE COVERAGE OF ESSENTIAL TOPICS IN IMAGE AND VIDEO PROCESSING This is the first book to combine image and video processing with a practical MATLAB®-oriented approach in order to demonstrate the most important image and video techniques and algorithms. Utilizing minimal math, the contents are presented in a clear, objective manner, emphasizing and encouraging experimentation. The book has been organized into two parts. Part I: Image Processing begins with an overview of the field, then introduces the fundamental concepts, notation, and terminology associated with image representation and basic image processing operations. Next, it discusses MATLAB® and its Image Processing Toolbox with the start of a series of chapters with hands-on activities and step-by-step tutorials. These chapters cover image acquisition and digitization; arithmetic, logic, and geometric operations; point-based, histogram-based, and neighborhood-based image enhancement techniques; the Fourier Transform and relevant frequency-domain image filtering techniques; image restoration; mathematical morphology; edge detection techniques; image segmentation; image compression and coding; and feature extraction and representation. Part II: Video Processing presents the main concepts and terminology associated with analog video signals and systems, as well as digital video formats and standards. It then describes the technically involved problem of standards conversion, discusses motion estimation and compensation techniques, shows how video sequences can be filtered, and concludes with an example of a solution to object detection and tracking in video sequences using MATLAB®. Extra features of this book include: More than 30 MATLAB® tutorials, which consist of step-by-step guides toexploring image and video processing techniques using MATLAB® Chapters supported by figures, examples, illustrative problems, and exercises Useful websites and an extensive list of bibliographical references This accessible text is ideal for upper-level undergraduate and graduate students in digital image and video processing courses, as well as for engineers, researchers, software developers, practitioners, and anyone who wishes to learn about these increasingly popular topics on their own.

Computer vision, the science and technology of machines that see, has been a rapidly developing research area since the mid-1970s. It focuses on the understanding of digital input images in many forms, including video and 3-D range data. *Graph-Based Methods in Computer Vision: Developments and Applications* presents a sampling of the research issues related to applying graph-based methods in computer vision. These methods have been under-utilized in the past, but use must now be increased because of their ability to naturally and effectively represent image models and data. This publication explores current activity and future applications of this fascinating and ground-breaking topic.

This book collects a series of research papers in the area of Image Processing and Communications which not only introduce a summary of current technology but also give an outlook of potential feature problems in this area. The key objective of the book is to provide a collection of comprehensive references on some recent theoretical development as well as novel applications in image processing and communications. The book is divided into two parts and presents the proceedings of the 6th International Image Processing and Communications Conference (IP&C 2014) held in Bydgoszcz, 10-12 September 2014. Part I deals with image processing. A comprehensive survey of different methods of image processing, computer vision is also presented. Part II deals with the telecommunications networks and computer networks. Applications in these areas are considered.

This book is an essential guide to the implementation of image processing and computer vision techniques, with tutorial introductions and sample code in Matlab. Algorithms are presented and fully explained to enable complete understanding of the methods and techniques demonstrated. As one reviewer noted, "The main strength of the proposed book is the exemplar code of the algorithms." Fully updated with the latest developments in feature extraction, including expanded tutorials and new techniques, this new edition contains extensive new material on Haar wavelets, Viola-Jones, bilateral filtering, SURF, PCA-SIFT, moving object detection and tracking, development of symmetry operators, LBP texture analysis, Adaboost, and a new appendix on color models. Coverage of distance measures, feature detectors, wavelets, level sets and texture tutorials has been extended. Named a 2012 Notable Computer Book for Computing Methodologies by Computing Reviews Essential reading for engineers and students working in this cutting-edge field Ideal module text and background reference for courses in image processing and computer vision The only currently available text to concentrate on feature extraction with working implementation and worked through derivation

This book presents best selected papers presented at the 4th International Conference on Smart Computing and Informatics (SCI 2020), held at the Department of Computer Science and Engineering, Vasavi College of Engineering (Autonomous), Hyderabad, Telangana, India. It presents advanced and multi-disciplinary research towards the design of smart computing and informatics. The theme is on a broader front which focuses on various innovation paradigms in system knowledge, intelligence and sustainability that may be applied to provide realistic solutions to varied problems in society, environment and industries. The scope is also extended towards the deployment of emerging computational and knowledge transfer approaches, optimizing solutions in various disciplines of science, technology and health care.

The annual conference on NIPS is the flagship conference on neural computation. It draws top academic researchers from around the world & is considered to be a showcase conference for new developments in network algorithms & architectures. This volume contains all of the papers presented at NIPS 2006.

This book constitutes the proceedings of the 15th IFIP TC8 International Conference on Computer Information Systems and Industrial Management, CISIM 2016, held in Vilnius, Lithuania, in September 2016. The 63 regular papers presented together with 1 invited paper and 5 keynotes in this volume were carefully reviewed and selected from about 89 submissions. The main topics covered are rough set methods for big data analytics; images, visualization, classification; optimization, tuning; scheduling in manufacturing and other applications; algorithms; decisions; intelligent distributed systems; and biometrics, identification, security.

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