

Intelligent Multimedia Technologies For Networking Applications Techniques And Tools

Intelligent Decision Technologies True Visions Multimedia Services in Intelligent Environments Intelligent Vehicular Networks and Communications Intelligent Multimedia Multi-Agent Systems Computational Intelligence for Multimedia Big Data on the Cloud with Engineering Applications Intelligent User Interfaces: Adaptation and Personalization Systems and Technologies Digital Preservation Technology for Cultural Heritage Intelligent Integrated Media Communication Techniques Intelligent Multimedia Surveillance Multimedia Technologies Fuzzy Systems and Soft Computing in Nuclear Engineering Design and Engineering of Intelligent Communication Systems Intelligence and Security Informatics Intelligence in Services and Networks. Paving the Way for an Open Service Market Computational Intelligence for Multimedia Understanding Advances in Multimedia and Network Information System Technologies Ambient Media and Systems Neural Networks for Signal Processing VII Pervasive Computing Pervasive Computing Intelligent Quality of Service Technologies and Network Management: Models for Enhancing Communication Service Provision Informatics, Networking and Intelligent Computing Ubiquitous Services and Applications Intelligent Multimedia Communication: Techniques and Applications Computer Vision and Image Processing in Intelligent Systems and Multimedia Technologies Computer and

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Computing Technologies in Agriculture III Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing Multimedia Image and Video Processing New Media and Communication Across Religions and Cultures Intelligent Robotics and Applications Active Media Technology Intelligence Computation and Evolutionary Computation Intelligent Multimedia Technologies for Networking Applications: Techniques and Tools Computational Intelligence: A Compendium Intelligent Media Technology for Communicative Intelligence Encyclopedia of Multimedia Technology and Networking, Second Edition Computing and Intelligent Systems Intelligent Broadband Multimedia Networks

Intelligent Decision Technologies

This book presents current and established techniques for designing and engineering new intelligent telecommunications systems. The objective of this book is twofold. First, to provide communication system designers with information for modernizing existing networks, and for making these networks carry voice, data and multimedia information. Second, to provide network designers with numerous illustrations for fabricating and building new networks using the most recent technology. This work also includes a vast amount of material on many of the rapidly expanding telecommunications related areas such as Wireless ATM,

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HDSL, ADSL, loop topologies from the ANSI, ETSI, ITU, copper and hybrid fiber coaxial systems, cable TV networks, ISDN performance, fiber optics, SONET, and other current telecom topics. It includes a wealth of figures and tables as well as 21 pages of telecom acronyms with definitions. Design and Engineering of Intelligent Communication Systems is written for researchers and telecom professionals interested in building intelligent communications systems.

True Visions

In the past few years, intelligence and security informatics (ISI) research, which is concerned with the study of the development and use of advanced information technologies and systems for national and international security-related applications, has experienced tremendous growth and attracted substantial interest from academic - searchers in related fields as well as practitioners from both government agencies and industry. The ISI community is maturing, and a core set of research methodologies and technical approaches has emerged and is becoming the underpinning of ISI research. The first two meetings (ISI 2003 and ISI 2004) in the ISI symposium and conference series were held in Tucson, Arizona. With sponsorship by the IEEE Intelligent Transportation Systems Society, ISI 2005 was held in Atlanta, Georgia. Building on the momentum of these ISI meetings, we held ISI 2006 in San Diego, California, in May 2006. In addition to the established and emerging ISI technical research topics, ISI 2006 included a track on terrorism

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informatics, which is a new stream of terrorism research leveraging the latest advances in social science methodologies, and information technologies and tools.

Multimedia Services in Intelligent Environments

Paving the Way for an Open Service Market We live in an age when powerful communications technology is becoming available to everyone. From our home we can send and receive not only analogue voice, but also growing volumes of digital information and even intelligence in the form of agents. We are becoming increasingly mobile and are expecting the same level of connectivity in the home, in the office, and on the road. The regulatory and commercial environment in which we communicate is changing. The telecommunications market is becoming increasingly competitive. The Internet is erasing the borders between information technology and telecommunications. And the way we do business is ever more dominated by electronic exchanges of information. Is our technology ready for the open market of networks and services? Can we manage the growing complexity of computing and telecommunications technology and place it at the service of the people? The challenge for the research community is to develop the tools and techniques that will ultimately bring the full power of communications and information to everyone, in a way that everyone can easily use. The Sixth International Conference on Intelligence in Services and Networks (IS&N'99) is all about technology for paving the way to the open services market. Since the first

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IS&N conference in 1992 the focus of the IS&N program has continually shifted. We see existing technologies maturing while new ones emerge, but the bottom line has always been putting technology at the service of the people.

Intelligent Vehicular Networks and Communications

Multimedia data are used more and more widely in human being's life, e.g., videoconferencing, visual telephone, IPTV, etc. Nearly most of the applications need multimedia transmission techniques that send multimedia data from one side to another side and keep the properties of efficiency, robustness and security. Here, the efficiency denotes the time cost of transmission operations, the robustness denotes the ability to survive transmission errors or noises, and the security denotes the protection of the transmitted media content. Recently, various intelligent or innovative techniques are invented, which bring vast performance improvements to practical applications. For example, such content transmission techniques as p2p, sensor network and ad hoc network are constructed, which adaptively use the peers' properties to improve the network's resources. Multimedia adaptation techniques can adjust the multimedia data rate in order to compliant with the network's bandwidth. Scalable encryption techniques can generate the data stream that can be correctly decrypted after bit rate conversion. Ubiquitous multimedia services make the user share any kind of content anywhere. The book includes fourteen chapters highlighting current concepts, issues and

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emerging technologies. Distinguished scholars from many prominent research institutions around the world contribute to the book. The book covers various aspects, including not only some fundamental knowledge and the latest key techniques, but also typical applications and open issues. For example, the covered topics include the present and future video coding standards, stereo and multiview coding techniques, free-viewpoint TV techniques, wireless broadcasting techniques, media streaming techniques, wireless media transmission techniques and systems, and User-Generated Content sharing.

Intelligent Multimedia Multi-Agent Systems

Intelligent Multimedia Multi-Agent Systems focuses on building intelligent successful systems. The book adopts a human-centered approach and considers various pragmatic issues and problems in areas like intelligent systems, software engineering, multimedia databases, electronic commerce, data mining, enterprise modeling and human-computer interaction for developing a human-centered virtual machine. The authors describe an ontology of the human-centered virtual machine which includes four components: activity-centered analysis component, problem solving adapter component, transformation agent component, and multimedia based interpretation component. These four components capture the external and internal planes of the system development spectrum. They integrate the physical, social and organizational reality on the external plane with

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stakeholder goals, tasks and incentives, and organization culture on the internal plane. The human-centered virtual machine and its four components are used for developing intelligent multimedia multi-agent systems in areas like medical decision support and health informatics, medical image retrieval, e-commerce, face detection and annotation, internet games and sales recruitment. The applications in these areas help to expound various aspects of the human-centered virtual machine including, human-centered domain modeling, distributed intelligence and communication, perceptual and cognitive task modeling, component based software development, and multimedia based data modeling. Further, the applications described in the book employ various intelligent technologies like neural networks, fuzzy logic and knowledge based systems, software engineering artifacts like agents and objects, internet technologies like XML and multimedia artifacts like image, audio, video and text.

Computational Intelligence for Multimedia Big Data on the Cloud with Engineering Applications

This book constitutes the thoroughly refereed post-conference proceedings of the Third IFIP TC 12 International Conference on Computer and Computing Technologies in Agriculture, CCTA 2009, held in Beijing, China, in October 2009. The 80 revised papers were carefully selected from numerous submissions. The

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papers cover a wide range of interesting theories and applications of information technology in agriculture, including simulation models and decision-support systems for agricultural production, agricultural product quality testing, traceability and e-commerce technology, the application of information and communication technology in agriculture and universal information service technology, and service systems development in rural areas.

Intelligent User Interfaces: Adaptation and Personalization Systems and Technologies

"This book offers an in-depth explanation of multimedia technologies within their many specific application areas as well as presenting developing trends for the future"--Provided by publisher.

Digital Preservation Technology for Cultural Heritage

"This book identifies solutions and suggestions for the design and development of adaptive applications and systems that provides more usable and qualitative content and services adjusted to the needs and requirements of the various users"--Provided by publisher.

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Intelligent Integrated Media Communication Techniques

"This book "quality of service" in organizations, offering fundamental knowledge on the subject, describing the significance of network management and the integration of knowledge to demonstrate how network management is related to QoS in real applications"--Provided by publisher.

Intelligent Multimedia Surveillance

The 2nd Workshop on Intelligent Media Technology for Communicative Intelligence commemorating the 10th anniversary of the Polish-Japanese Institute of Information Technology in Warsaw aimed to explore the current research topics in the field of intelligent media technologies for communicative intelligence. Communicative intelligence represents a new challenge towards building a super-intelligence on the ubiquitous global network by accumulating a huge amount of human and knowledge resources. The term "communicative intelligence" reflects the view that communication is at the very core of intelligence and its creation. Communication permits novel ideas to emerge from intimate interactions by multiple agents, ranging from collaboration to competition. The recent advance of information and communication technologies has established an information infrastructure that allows humans and artifacts to communicate with each other

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beyond space and time. It enables us to advance a step further to realize a communicative intelligence with many fruitful applications.

Intelligent media technologies attempt to capture and augment people's communicative activities by embedding computers into the environment to enhance interactions in an unobtrusive manner. The introduction of embodied conversational agents that might mediate conversations among people in a social context is the next step in the process. The scope of intelligent media technologies includes design and development of intelligent supports for content production, distribution, and utilization, since rich content is crucial for communication in many applications. The promising applications of intelligence media technologies include e-learning, knowledge management systems, e-democracy, and other communication-intensive subject domains.

Multimedia Technologies

Advances in hardware, software, and audiovisual rendering technologies of recent years have unleashed a wealth of new capabilities and possibilities for multimedia applications, creating a need for a comprehensive, up-to-date reference. The Encyclopedia of Multimedia Technology and Networking provides hundreds of contributions from over 200 distinguished international experts, covering the most important issues, concepts, trends, and technologies in multimedia technology. This must-have reference contains over 1,300 terms, definitions, and concepts,

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providing the deepest level of understanding of the field of multimedia technology and networking for academicians, researchers, and professionals worldwide.

Fuzzy Systems and Soft Computing in Nuclear Engineering

Design and Engineering of Intelligent Communication Systems

Intelligent multimedia surveillance concerns the analysis of multiple sensing inputs including video and audio streams, radio-frequency identification (RFID), and depth data. These data are processed for the automated detection and tracking of people, vehicles, and other objects. The goal is to locate moving targets, to understand their behavior, and to detect suspicious or abnormal activities for crime prevention. Despite its benefits, there is societal apprehension regarding the use of such technology, so an important challenge in this research area is to balance public safety and privacy. This edited book presents recent findings in the field of intelligent multimedia surveillance emerging from disciplines such as multimedia computing, computer vision, and artificial intelligence. It consists of nine chapters addressing intelligent video surveillance, video analysis of crowds, privacy issues in intelligent multimedia surveillance, RFID technology for localization of objects, object tracking using visual saliency information, estimating multiresolution depth

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using active stereo vision, and performance evaluation for video surveillance systems. The book will be of value to researchers and practitioners working on related problems in security, multimedia, and artificial intelligence.

Intelligence and Security Informatics

Intelligent Vehicular Network and Communications: Fundamentals, Architectures and Solutions begins with discussions on how the transportation system has transformed into today's Intelligent Transportation System (ITS). It explores the design goals, challenges, and frameworks for modeling an ITS network, discussing vehicular network model technologies, mobility management architectures, and routing mechanisms and protocols. It looks at the Internet of Vehicles, the vehicular cloud, and vehicular network security and privacy issues. The book investigates cooperative vehicular systems, a promising solution for addressing current and future traffic safety needs, also exploring cooperative cognitive intelligence, with special attention to spectral efficiency, spectral scarcity, and high mobility. In addition, users will find a thorough examination of experimental work in such areas as Controller Area Network protocol and working function of On Board Unit, as well as working principles of roadside unit and other infrastructural nodes. Finally, the book examines big data in vehicular networks, exploring various business models, application scenarios, and real-time analytics, concluding with a look at autonomous vehicles. Proposes cooperative, cognitive, intelligent vehicular

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networks Examines how intelligent transportation systems make more efficient transportation in urban environments Outlines next generation vehicular networks technology

Intelligence in Services and Networks. Paving the Way for an Open Service Market

Growth of knowledge, unparalleled in the history of the human race, results in the rapid development of technology. The solutions that until quite recently remained in the domain of science-fiction now become a part of our everyday life. Information systems and their technologies enter all the spheres of human's existence. Their influence is multiplied by network connections and by multimedia presentations and communications. Our intention was to offer to the readers of this monograph a very broad review of the recent scientific problems in that area. Searching for their solutions had become a principal task of numerous scientific teams all over the world. Preparing this book we have asked for cooperation many European research teams. In effect the monograph is a collection of carefully selected and the most representative - in our opinion - investigations, solutions, and applications presented by different scientific groups from nine countries. Content of the book has been divided into five parts: 1. Multimedia information technology 2. Data processing in information systems 3. Information system

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applications 4. Web systems and network technologies 5. E-learning methodologies and platforms.

Computational Intelligence for Multimedia Understanding

As ubiquitous multimedia applications benefit from the rapid development of intelligent multimedia technologies, there is an inherent need to present frameworks, techniques and tools that adopt these technologies to a range of networking applications. Intelligent Multimedia Technologies for Networking Applications: Techniques and Tools promotes the discussion of specific solutions for improving the quality of multimedia experience while investigating issues arising from the deployment of techniques for adaptive video streaming. This reference source provides relevant theoretical frameworks and leading empirical research findings and is suitable for practitioners and researchers in the area of multimedia technology.

Advances in Multimedia and Network Information System Technologies

Ambient intelligence (AI) refers to a developing technology that will increasingly make our everyday environment sensitive and responsive to our presence. The AI

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vision requires technology invisibly embedded in our everyday surroundings, present whenever we need it that will lead to the seamless integration of lighting, sounds, vision, domestic appliances, and personal healthcare products to enhance our living experience. Written for the non-specialist seeking an authoritative but accessible overview of this interdisciplinary field, True Visions explains how the devices making up the AI world will operate collectively using information and intelligence hidden in the wireless network connecting them. Expert contributions address key AI components such as smart materials and textiles, system architecture, mobile computing, broadband communication, and underlying issues of human-environment interactions. It seeks to unify the perspectives of scientists from diverse backgrounds ranging from the physics of materials to the aesthetics of industrial design as it describes the emergence of ambient intelligence, one of today's most compelling areas of innovation.

Ambient Media and Systems

The field of intelligent decision technologies is interdisciplinary in nature, bridging computer science with its development of artificial intelligence, information systems with its development of decision support systems, and engineering with its development of systems. This book presents the 45 papers accepted for presentation at the 5th KES International Conference on Intelligent Decision Technologies (KES-IDT 2013), held in Sesimbra, Portugal, in June 2013. The

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conference consists of keynote talks, oral and poster presentations, invited sessions and workshops on the applications and theory of intelligent decision systems and related areas. The conference provides an opportunity for the presentation and discussion of interesting new research results, promoting knowledge transfer and the generation of new ideas. The book will be of interest to all those whose work involves the development and application of intelligent decision systems.

Neural Networks for Signal Processing VII

This six-volume-set (CCIS 231, 232, 233, 234, 235, 236) constitutes the refereed proceedings of the International Conference on Computing, Information and Control, ICCIC 2011, held in Wuhan, China, in September 2011. The papers are organized in two volumes on Innovative Computing and Information (CCIS 231 and 232), two volumes on Computing and Intelligent Systems (CCIS 233 and 234), and in two volumes on Information and Management Engineering (CCIS 235 and 236).

Pervasive Computing

"This book offers a unique opportunity in both the social sciences, humanities, and communication fields to provide concrete concepts and notions in the areas of

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inter-religious and inter-cultural dialogue"--

Pervasive Computing

This book provides the first overview of the service technologies available to telecoms operators working in a post-convergence world. Previous books have focused either on computer networks or on telecoms networks. This is the first to bring the two together and provide a single reference source for information that is currently only to be found in disparate journals, tool specifications and standards documents. In order to provide such broad coverage of the topic in a structured and logical fashion, the book is divided into 3 parts. The first part looks at the underlying network support for services and aims to explain the technology that makes the user-visible services possible. This section covers multimedia networking, both traditional (legacy) and future (softswitch) call processing, intelligent networks, the Internet, and Wireless networks. Part 2 deals with how these services may be analysed and managed. Chapters cover topics such as commercial issues, service management, quality of service, security, standards and APIs. Part 3 concludes the book by looking ahead at evolving technologies and more speculative possibilities, discussing the kinds of services that may be possible in the future and the technologies that will support them. * Focuses is on how the technology supports the services, rather than on technology for its own sake * Contributors drawn from both academia and industry (companies such as

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Marconi, BT, Telcordia, Cisco, Analysys) to give both theoretical and real-world perspectives * Unique single-reference source for a wide range of material currently found only in disparate papers, specs and documentation * Covers brand new technologies such as JAIN, JTAPI, Parlay, IP, multimedia networking, active networks, WAP, wireless LANs, agent-based services, etc.

Intelligent Quality of Service Technologies and Network Management: Models for Enhancing Communication

Multimedia stands as one of the most challenging and exciting aspects of the information era. Although there are books available that deal with various facets of multimedia, the field has urgently needed a comprehensive look at recent developments in the systems, processing, and applications of image and video data in a multimedia environment.

Service Provision

The fields of computer vision and image processing are constantly evolving as new research and applications in these areas emerge. Staying abreast of the most up-to-date developments in this field is necessary in order to promote further research and apply these developments in real-world settings. Computer Vision and Image

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Processing in Intelligent Systems and Multimedia Technologies features timely and informative research on the design and development of computer vision and image processing applications in intelligent agents as well as in multimedia technologies. Covering a diverse set of research in these areas, this publication is ideally designed for use by academicians, technology professionals, students, and researchers interested in uncovering the latest innovations in the field.

Informatics, Networking and Intelligent Computing

This book constitutes the refereed proceedings of the International Workshop MUSCLE 2011 on Computational Intelligence for Multimedia Understanding, organized by the ERCIM working group in Pisa, Italy on December 2011. The 18 revised full papers were carefully reviewed and selected from over numerous submissions. The papers cover the following topics: multisensor systems, multimodal analysis, crossmodel data analysis and clustering, mixed-reality applications, activity and object detection and recognition, text and speech recognition, multimedia labelling, semantic annotation, and metadata, multimodal indexing and searching in very large data-bases; and case studies.

Ubiquitous Services and Applications

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2012 International Conference of Intelligence Computation and Evolutionary Computation (ICEC 2012) is held on July 7, 2012 in Wuhan, China. This conference is sponsored by Information Technology & Industrial Engineering Research Center. ICEC 2012 is a forum for presentation of new research results of intelligent computation and evolutionary computation. Cross-fertilization of intelligent computation, evolutionary computation, evolvable hardware and newly emerging technologies is strongly encouraged. The forum aims to bring together researchers, developers, and users from around the world in both industry and academia for sharing state-of-art results, for exploring new areas of research and development, and to discuss emerging issues facing intelligent computation and evolutionary computation.

Intelligent Multimedia Communication: Techniques and Applications

This volume contains many examples and applied methods explaining the basic architecture of the mobile terminals. It includes sufficient introductory material to enabling even non-expert readers to understand the topics and to make a step towards system integration of complex future applications.

Computer Vision and Image Processing in Intelligent Systems

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and Multimedia Technologies

The purpose of the 10th ACIS International Conference on Software Engineering Artificial Intelligence, Networking and Parallel/Distributed Computing (SNPD rd 2009), held in Daegu, Korea on May 27–29, 2009, the 3 International Workshop st on e-Activity (IWEA 2009) and the 1 International Workshop on Enterprise Architecture Challenges and Responses (WEACR 2009) is to aim at bringing together researchers and scientist, businessmen and entrepreneurs, teachers and students to discuss the numerous fields of computer science, and to share ideas and information in a meaningful way. Our conference officers selected the best 24 papers from those papers accepted for presentation at the conference in order to publish them in this volume. The papers were chosen based on review scores submitted by members of the program committee, and underwent further rounds of rigorous review. In chapter 1, Igor Crk and Chris Gniady propose a network-aware energy m- agement mechanism that provides a low-cost solution that can significantly reduce energy consumption in the entire system while maintaining responsiveness of local interactive workloads. Their dynamic mechanisms reduce the decision delay before the disk is spun-up, reduce the number of erroneous spin-ups in local wo- stations, decrease the network bandwidth, and reduce the energy consumption of individual drives. In chapter 2, Yoshihito Saito and Tokuro Matsuo describe a task allocation mechanism and its performance concerning with software developing. They run simulations and discuss the results in terms of

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effective strategies of task allocation.

Computer and Computing Technologies in Agriculture III

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 information and exercise intelligent control when needed, but without being obtrusive. Pervasive computing and intelligent multimedia technologies are becoming increasingly 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 intelligent 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 field of research that brings in revolutionary paradigms for computing models in the 21st century. Pervasive computing is the trend towards increasingly ubiquitous connected computing devices in the environment, a trend being brought about by a convergence of advanced electronic – and particularly, wireless – technologies and the Internet. Recent advances in pervasive computers, networks, telecommunications and information technology, along with the proliferation of

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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 technologies are recreating a multimedia revolution that will have significant impact across a wide spectrum of consumer, business, healthcare and governmental domains.

Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing

Intelligent Broadband Multimedia Networks is a non-mathematical, but highly systems oriented, coverage of modern intelligent information networks. This volume focuses on the convergence of computers and communications technologies. Most of the concepts that are generic to all intelligent networks, and their microscopic and macroscopic functions, are presented. This book includes specific architectures that can be used by network designers and planners, telecommunications managers, computer scientists, and telecommunications professionals. The breadth of this coverage and the systems orientation of this work make the text suitable for use in advanced level courses on intelligent communications networks. The material in this volume ranges from defining intelligent networks to more specific coverage of educational, medical, and knowledge-based networks. Each of the 20 chapters address issues that can help

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make the transition from computer design, to the underlying concepts of modern telecommunications systems, to considerations necessary for the implementation of intelligent network services. Special and timely coverage of emerging technologies, such as HDSL, ADSL, BISDN, wireless, broadband access, ATM, and other topics, are given expanded treatment. The authors have included design methodologies for installing intelligence into almost any communications systems, and procedures for using such intelligence according to the type of function expected from these networks. Unique features of the book are: a 64-page glossary of key terms (with expanded explanations) used in the field, a 23-page index that makes it easy to search for important information, running headers on each page to help the busy professional use the book as a reference/design tool, complete references including additional reading for more detailed information, and accurate and concise information to help telecommunications professionals understand the intricacies of the field.

Multimedia Image and Video Processing

This proceedings volume contains selected papers presented at the 2014 International Conference on Informatics, Networking and Intelligent Computing, held in Shenzhen, China. Contributions cover the latest developments and advances in the field of Informatics, Networking and Intelligent Computing.

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New Media and Communication Across Religions and Cultures

- mania, Singapore, Slovakia, Spain, Sweden, Switzerland, Taiwan, UK, and USA.

Intelligent Robotics and Applications

Computational Intelligence for Multimedia Big Data on the Cloud with Engineering Applications covers timely topics, including the neural network (NN), particle swarm optimization (PSO), evolutionary algorithm (GA), fuzzy sets (FS) and rough sets (RS), etc. Furthermore, the book highlights recent research on representative techniques to elaborate how a data-centric system formed a powerful platform for the processing of cloud hosted multimedia big data and how it could be analyzed, processed and characterized by CI. The book also provides a view on how techniques in CI can offer solutions in modeling, relationship pattern recognition, clustering and other problems in bioengineering. It is written for domain experts and developers who want to understand and explore the application of computational intelligence aspects (opportunities and challenges) for design and development of a data-centric system in the context of multimedia cloud, big data era and its related applications, such as smarter healthcare, homeland security, traffic control trading analysis and telecom, etc. Researchers and PhD students exploring the significance of data centric systems in the next paradigm of

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computing will find this book extremely useful. Presents a brief overview of computational intelligence paradigms and its significant role in application domains Illustrates the state-of-the-art and recent developments in the new theories and applications of CI approaches Familiarizes the reader with computational intelligence concepts and technologies that are successfully used in the implementation of cloud-centric multimedia services in massive data processing Provides new advances in the fields of CI for bio-engineering application

Active Media Technology

Intelligence Computation and Evolutionary Computation

Multimedia services involve processing, transmission and retrieval of multiple forms of information. Multimedia services have gained momentum in the past few years due to the easy availability of computing power and storage media. Society is demanding human-like intelligent behaviour, such as adaptation and generalization, from machines every day. With this view in mind, researchers are working on fusing intelligent paradigms such as artificial neural networks, swarm intelligence, artificial immune systems, evolutionary computing and multiagents with multimedia services. Artificial neural networks use neurons, interconnected

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using various schemes, for fusing learning in multimedia-based systems. Evolutionary computing techniques are used in tasks such as optimization. Typical multiagent systems are based on Belief-Desire-Intention model and act on behalf of the users. Typical examples of intelligent multimedia services include digital libraries, e-learning and teaching, e-government, e-commerce, e-entertainment, e-health and e-legal services. This book includes 15 chapters on advanced tools and methodologies pertaining to the multimedia services. The authors and reviewers have contributed immensely to this research-oriented book. We believe that this research volume will be valuable to professors, researchers and students of all disciplines, such as computer science, engineering and management. We express our sincere thanks to Springer-Verlag for their wonderful editorial support.

Intelligent Multimedia Technologies for Networking Applications: Techniques and Tools

"Digital Preservation Technology for Cultural Heritage" discusses the technology and processes in digital preservation of cultural heritage. It covers topics in five major areas: Digitization of cultural heritage; Digital management in the cultural heritage preservation; Restoration techniques for rigid solid relics; Restoration techniques for paintings; Digital museum. It also includes application examples for digital preservation of cultural heritage. The book is intended for researchers,

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advanced undergraduate and graduate students in Computer Graphics and Image Processing as well as Cultural heritage preservation. Mingquan Zhou is a professor at the College of Information Science and Technology, Beijing Normal University, China. Guohua Geng is a professor at the College of Information Science and Technology, Northwest University, Xi'an, China. Zhongke Wu is a professor at the College of Information Science and Technology, Beijing Normal University, China.

Computational Intelligence: A Compendium

This book constitutes the refereed proceedings of the 8th International Conference on Active Media Technology, AMT 2012, held in Macau, China, in December 2012. The 65 revised full papers were carefully reviewed and selected from a numerous submissions. The papers are organized in topical sections on awareness multi-agent systems, data mining, ontology mining, web reasoning, social applications of active media, human-centered computing, personalization and adaptation, smart digital art and e-learning.

Intelligent Media Technology for Communicative Intelligence

This book is an organized edited collection of twenty-one contributed chapters covering nuclear engineering applications of fuzzy systems, neural networks,

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genetic algorithms and other soft computing techniques. All chapters are either updated review or original contributions by leading researchers written exclusively for this volume. The volume highlights the advantages of applying fuzzy systems and soft computing in nuclear engineering, which can be viewed as complementary to traditional methods. As a result, fuzzy sets and soft computing provide a powerful tool for solving intricate problems pertaining in nuclear engineering. Each chapter of the book is self-contained and also indicates the future research direction on this topic of applications of fuzzy systems and soft computing in nuclear engineering.

Encyclopedia of Multimedia Technology and Networking, Second Edition

This book constitutes the thoroughly refereed post-conference proceedings of the Third International ICST Conference on Ambient Media and Systems, AMBI-SYS 2013, held in Athens, Greece, in March 2013. The 12 revised full papers presented were carefully reviewed and selected from various submissions. The papers focus on emerging technologies, services and solutions for new, human-centric intelligent ambient environments.

Computing and Intelligent Systems

Intelligent Broadband Multimedia Networks

Computational Intelligence: A Compendium presents a well structured overview about this rapidly growing field with contributions of leading experts in Computational Intelligence. The main focus of the compendium is on applied methods tired-and-proven effective to realworld problems, which is especially useful for practitioners, researchers, students and also newcomers to the field. The 25 chapters are grouped into the following themes: I. Overview and Background II. Data Preprocessing and Systems Integration III. Artificial Intelligence IV. Logic and Reasoning V. Ontology VI. Agents VII. Fuzzy Systems VIII. Artificial Neural Networks IX. Evolutionary Approaches X. DNA and Immune-based Computing.

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