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Adapting Proofs-as-Programs Iman Poernomo 2005-06-21 This monograph details several important advances in the direction of a practical proofs-as-programs paradigm, which constitutes a set of approaches to developing programs from proofs in constructive logic with applications to industrial-scale, complex software engineering problems. One of the books central themes is a general, abstract framework for developing new systems of programs synthesis by adapting proofs-as-programs to new contexts.

Computational Intelligence for Knowledge-Based System Design Eyke H☐llermeier 2010-06-30 The book constitutes the refereed proceedings of the 13th International Conference on Information Processing and Management of Uncertainty in Knowledge-Based Systems, IPMU 2010, held in Dortmund, Germany from June 28 - July 2, 2010. The 77 revised full papers were carefully reviewed and selected from 320 submissions and reflect the richness of research in the field of Computational Intelligence and represent developments on topics as: machine learning, data mining, pattern recognition, uncertainty handling, aggregation and fusion of information as well as logic and knowledge processing.

Organic Computing Tomforde, Sven 2015-01-01 This book consists of fourteen contributions that can be grouped into five major categories reflecting the different aspects of current OC research in general: (1) trustworthiness, (2) swarm behaviour, (3) security and testing, (4) self-learning, and (5) hardware aspects.

Pattern Recognition in Speech and Language Processing Wu Chou 2003-02-26 Over the last 20 years, approaches to designing speech and language processing algorithms have moved from methods based on linguistics and speech science to data-driven pattern recognition techniques. These techniques have been the focus of intense, fast-moving research and have contributed to significant advances in this field. Pattern Reco

Activity Learning Diane J. Cook 2015-02-06 Defines the notion of an activity model learned from sensor data and presents key algorithms that form the core of the field Activity Learning: Discovering, Recognizing and Predicting Human Behavior from Sensor Data provides an in-depth look at computational approaches to activity learning from sensor data. Each chapter is constructed to provide practical, step-by-step information on how to analyze and process sensor data. The book discusses techniques for activity learning that include the following: Discovering activity patterns that emerge from behavior-based sensor data Recognizing occurrences of predefined or discovered activities in real time Predicting the occurrences of activities The techniques covered can be applied to numerous fields, including security, telecommunications, healthcare, smart grids, and home automation. An online companion site enables readers to experiment with the techniques described in the book, and to adapt or enhance the techniques from their own use. With an emphasis on computational approaches, Activity Learning: Discovering, Recognizing, and Predicting Human Behavior from Sensor Data provides graduate students and engineering with an algorithmic perspective to activity learning.

Natural Language Processing and Chinese Computing Ming Zhou 2012-11-05 This book constitutes the refereed proceedings of the First CCF Conference, NLPCC 2012, held in Beijing, China, during October/November, 2012. The 43 revised full papers presented were carefully reviewed and selected from 151 submissions. The papers are organized in topical sections on applications on language computing; fundamentals on language computing; machine translation and multi-lingual information access; NLP for search, ads and social, networks; question answering and Web mining.

Learning and Intelligent Optimization Youssef Hamadi 2012-10-01 This book constitutes the thoroughly refereed post-conference proceedings of the 6th International Conference on Learning and Intelligent Optimization, LION 6, held in Paris, France, in January 2012. The 23 long and 30 short revised papers were carefully reviewed and selected from a total of 99 submissions. The papers focus on the intersections and uncharted territories between machine learning, artificial intelligence, mathematical programming and algorithms for hard optimization problems. In addition to the paper contributions the conference also included 3 invited speakers, who presented forefront research results and frontiers, and 3 tutorial talks, which were crucial in bringing together the different components of LION community.

Speech and Computer Andrey Ronzhin 2015-09-03 This book constitutes the refereed proceedings of the 17th International Conference on Speech and Computer, SPECOM 2015, held in Athens, Greece, in September 2015. The 59 revised full papers presented together with 2 invited talks were carefully reviewed and selected from 104 initial submissions. The papers cover a wide range of topics in the area of computer speech processing such as recognition, synthesis, and understanding and related domains including signal processing, language and text processing, multi-modal speech processing on human-computer interaction.

Human-computer Interaction, INTERACT '03 Matthias Rauterberg 2003 This work brings together papers written by researchers and practitioners actively working in the field of human-computer interaction. It should be of use to students who study information technology and computer sciences, and to professional designers who are interested in User Interface design.

Mining Graph Data Diane J. Cook 2006-12-18 This text takes a focused and comprehensive look at mining data represented as a graph, with the latest findings and applications in both theory and practice provided. Even if you have minimal background in analyzing graph data, with this book you'll be able to represent data as graphs, extract patterns and concepts from the data, and apply the methodologies presented in the text to real datasets. There is a misprint with the link to the accompanying Web page for this book. For those readers who would like to experiment with the techniques found in this book or test their own ideas on graph data, the Web page for the book should be http://www.eecs.wsu.edu/MGD.

The Overland Monthly 1908

Inductive Logic Programming Stan Matwin 2003-07-01 The Twelfth International Conference on Inductive Logic Programming was held in Sydney, Australia, July 9-11, 2002. The conference was colocated with two other events, the Nineteenth International Conference on Machine Learning (ICML2002) and the Fifteenth Annual Conference on Computational Learning Theory (COLT2002). Startedin1991,InductiveLogicProgrammingistheleadingannualforumfor researchers working in Inductive Logic Programming and Relational Learning. Continuing a series of international conferences devoted to Inductive Logic Programming and Relational Learning, ILP 2002 was the central event in 2002 for researchers interested in learning relational knowledge from examples. The Program Committee, following a resolution of the Community Me- ing in Strasbourg in September 2001, took upon itself the issue of the possible change of the name of the conference. Following an extended e-mail discussion, a number of proposed names were subjected to a vote. In the ?rst stage of the vote, two names were retained for the second vote. The two names were: Ind- tive Logic Programming, and Relational Learning. It had been decided that a 60% vote would be needed to change the name; the result of the vote was 57% in favor of the name Relational Learning. Consequently, the name Inductive Logic Programming was kept.

The Railroad Trainman 1891

Chinese Computational Linguistics and Natural Language Processing Based on Naturally Annotated Big Data Maosong Sun 2015-11-07 This book constitutes the refereed proceedings of the 14th China National Conference on Computational Linguistics, CCL 2014, and of the Third International Symposium on Natural Language Processing Based on Naturally Annotated Big Data, NLP-NABD 2015, held in Guangzhou, China, in November 2015. The 34 papers presented were carefully reviewed and selected from 283 submissions. The papers are organized in topical sections on lexical semantics and ontologies; semantics; sentiment analysis, opinion mining and text classification; machine translation; multilinguality in NLP; knowledge graph and information extraction; discourse, coreference and pragmatics; information retrieval and question answering; social computing; NLP applications.

Paradigms of Artificial Intelligence Programming Peter Norvig 2014-06-28 Paradigms of AI Programming is the first text to teach advanced Common Lisp techniques in the context of building major AI systems. By reconstructing authentic, complex AI programs using state-of-the-art Common Lisp, the book teaches students and professionals how to build and debug robust practical programs, while demonstrating superior programming style and important AI concepts. The author strongly emphasizes the practical performance issues involved in writing real, working programs of significant size. Chapters on troubleshooting and efficiency are included, along with a discussion of the fundamentals of object-oriented programming and a description of the main CLOS functions. This volume is an excellent text for a course on AI programming, a useful supplement for general AI courses and an indispensable reference for the professional programmer.

Constraint Logic Programming using Eclipse Krzysztof R. Apt 2006-12-21 Constraint logic programming lies at the intersection of logic programming, optimisation and artificial intelligence. It has proved a successful tool in many areas including production planning, transportation scheduling, numerical analysis and bioinformatics. Eclipse is one of the leading software systems that realise its underlying methodology. Eclipse is exploited commercially by Cisco, and is freely available and used for teaching and research in over 500 universities. This book has a two-fold purpose. It's an introduction to constraint programming, appropriate for one-semester courses for upper undergraduate or graduate students in computer science or for programmers wishing to master the practical aspects of constraint programming. By the end of the book, the reader will be able to understand and write constraint programs that solve complex problems. Second, it provides a systematic introduction to the Eclipse system through carefully-chosen examples that guide the reader through the language and illustrate its power, versatility and utility.

Designing Voice User Interfaces Cathy Pearl 2016-12-19 Voice user interfaces (VUIs) are becoming all the rage today. But how do you build one that people can actually converse with? Whether you're designing a mobile app, a toy, or a device such as a home assistant, this practical book guides you through basic VUI design principles, helps you choose the right speech recognition engine, and shows you how to measure your VUI's performance and improve upon it. Author Cathy Pearl also takes product managers, UX designers, and VUI designers into advanced design topics that will help make your VUI not just functional, but great. Understand key VUI design concepts, including command-and-control and conversational system Decide if you should use an avatar or other visual representation with your VUI Explore speech recognition technology and its impact on your design Take your VUI above and beyond the basic exchange of information Learn practical ways to test your VUI application with users Monitor your app and learn how to quickly improve performance Get real-world examples of VUIs for home assistants, smartwatches, and car systems

Speech Recognition France Miheli☐ 2008-11-01 Chapters in the first part of the book cover all the essential speech processing techniques for building robust, automatic speech recognition systems: the representation for speech signals and the methods for speech-features extraction, acoustic and language modeling, efficient algorithms for searching the hypothesis space, and multimodal approaches to speech recognition. The last part of the book is devoted to other speech processing applications that can use the information from automatic speech recognition for speaker identification and tracking, for prosody modeling in emotion-detection systems and in other speech processing applications that use automatic speech recognition as a "word" as input.

Listograph Lisa Nola 2016-05-10 A new twist on the bestselling Listography journal series (almost 900,000 titles sold), this game invites players to create and share lists based on fun and thought-provoking topics from geography and pop culture to toothpaste and constellations! With the goal of being the first around the game board, players score points according to the number of similar or unique answers. Every round in the game results in creative thinking, surprise outcomes, and lots of laughs."

Multimodal Interface for Human-Machine Communication P C Yuen 2002-04-10 With the advance of speech, image and video technology, human-computer interaction (HCI) will reach a new phase. In recent years, HCI has been extended to human-machine communication (HMC) and the perceptual user interface (PUI). The final goal in HMC is that the communication between humans and machines is similar to human-to-human communication. Moreover, the machine can support human-to-human communication (e.g. an interface for the disabled). For this reason, various aspects of human communication are to be considered in HMC. The HMC interface, called a multimodal interface, includes different types of input methods, such as natural language, gestures, face and handwriting characters. The nine papers in this book have been selected from the 92 high-quality papers constituting the proceedings of the 2nd International Conference on Multimodal Interface (ICMI '99), which was held in Hong Kong in 1999. The papers cover a wide spectrum of the multimodal interface. Contents:Introduction to Multimodal Interface for Human-Machine Communication (P C Yuen et al.)Algorithms:A Face Location and Recognition System Based on Tangent Distance (R Marian)Recognizing Action Units for Facial Expression Analysis (Y-L Tian et al.)View Synthesis Under Perspective Projection (G C Feng et al.)Single Modality Systems:Sign Language Recognition (W Gao & C Wang)Helping Designers Create Recognition-Enabled Interfaces (A C Long et al.)Information Retrieval:Cross-Language Text Retrieval by Query Translation Using Term Re-Weighting (I Kang et al.)Direct Feature Extraction in DCT Domain and Its Applications in Online Web Image Retrieval for JPEG Compressed Images (G Feng et al.)Multimodality Systems:Advances in the Robust Processing of Multimodal Speech and Pen Systems (S Oviatt)Information-Theoretic Fusion for Multimodal Interfaces (J W Fisher III & T Darrell)Using Virtual Humans for Multimodal Communication in Virtual Reality and Augmented Reality (D Thalmann) Readership: Computer scientists and engineers. Keywords:

Quality Estimation for Machine Translation Lucia Specia 2018-09-25 Many applications involve performing text-to-text transformations, i.e., given a text in natural language as input, systems are required to produce a version of this text (e.g., a translation), also in natural language, as output. Automatically evaluating the output of such systems is an important component in developing text-to-text applications. Two approaches have been proposed for this problem: (i) to compare the system outputs against one or more reference outputs using string matching-based evaluation metrics and (ii) to build models based on human feedback to predict the quality of system outputs without reference texts. Despite their popularity, reference-based evaluation metrics are faced with the challenge that multiple good (and bad) quality outputs can be produced by text-to-text approaches for the same input. That variation is very hard to capture, even with multiple reference texts. In addition, reference-based metrics cannot be used in production (e.g., online machine translation systems), when systems are expected to produce outputs for any unseen input. In this book, we focus on the second set of metrics, so-called Quality Estimation (QE) metrics, where the goal is to provide an estimate on how good or reliable the texts produced by an application are without access to gold-standard outputs. QE enables different types of evaluation that can target different types of users and applications. Machine learning techniques are used to build QE models with various types of quality labels and explicit features or learnt representations, which can then predict the quality of unseen system outputs. This book describes the topic of QE for text-to-text applications, covering quality labels, features, algorithms, evaluation, uses, and state-of-the-art approaches. It focuses on machine translation as application, since this represents most of the QE work done to date. It also briefly

Text, Speech, and Dialogue

Spoken Language Understanding

describes QE for several other applications, including text simplification, text summarization, grammatical error correction, and natural language generation.

Ivan Habernal 2013-08-17 This book constitutes the refereed proceedings of the 16th International Conference on Text, Speech and Dialogue, TSD 2013, held in Pilsen, Czech Republic, in September 2013. The 65 papers presented together with 5 invited talks were carefully reviewed and selected from 148 submissions. The main topics of this year's conference was corpora, texts and transcription, speech analysis, recognition and synthesis, and their intertwining within NL dialogue systems. The topics also included speech recognition, corpora and language resources, speech and spoken language generation, tagging, classification and parsing of text and speech, semantic processing of text and speech, integrating applications of text and speech processing, as well as automatic dialogue systems, and multimodal techniques and modelling.

Secure Volunteer Computing for Distributed Cryptanalysis Nils Kopal 2018-01-05

MICAI 2004: Advances in Artificial Intelligence Ra☐l Monroy 2004-03-12 The Mexican International Conference on Artificial Intelligence (MICAI) is a biennial conference established to promote research in artificial intelligence (AI), and cooperation among Mexican researchers and their peers worldwide. MICAI is organized by the Mexican Society for Artificial Intelligence (SMIA), in colla- ration with the American Association for Artificial Intelligence (AAAI) and the Mexican Society for Computer Science (SMCC). After two successful conferences, we are pleased to present the 3rd Mexican International Conference on Artificial Intelligence, MICAI 2004, which took place on April 26-30, 2004, in Mexico City, Mexico. This volume contains the papers included in the conference main program, which was complemented by tutorials and workshops, published in supplementary proceedings. The proceedings of past MICAI conferences, 2000 and 2002, were also published in Springer-Verlag's Lecture Notes in Artificial Intelligence (LNAI) series, volumes 1793 and 2313. The number of submissions to MICAI 2004 was significantly higher than those of previous conferences -- 254 papers from 19 different countries were submitted for consideration to MICAI 2004. The evaluation of this unexpectedly large number of papers was a challenge, both in terms of the quality of the papers and of the review workload of each PC member. After a thorough reviewing process, MICAI's Program Committee and Programs Chairs accepted 97 hi- quality papers. So the acceptance rate was 38.2%. CyberChair, a free Web-based paper submission and reviewing system, was used as an electronic support for the reviewing process. This book contains revised versions of the 94 papers presented at the conference. The volume is structured into 13 thematic fields according to the topics addressed by the papers. We hope this selection of the main current area of interest within the AI community.

Information Hiding Tomas Filler 2011-09-19 This book contains the thoroughly refereed post-conference proceedings of the 13th International Hiding Conference, IH 2011, held in Prague, Czech Republic, in May 2011. Included in this volume are 23 carefully reviewed papers that were selected out of 69 submissions. The contributions are organized in topical sections on: fingerprinting, anonymity and privacy, steganography and steganalysis, watermarking, digital rights management and digital forensics, and digital hiding in unusual context. Also included are the papers that were presented as part of the special session dedicated to the BOSS (Break Our Steganographic System) contest.

Multimodal Human Computer Interaction and Pervasive Services Grifoni, Patrizia 2009-05-31 "This book provides concepts, methodologies, and applications used to design and develop multimodal systems"--Provided by publisher.

Multimodal Processing and Interaction Petros Maragos 2008-12-16 This volume presents high quality, state-of-the-art research ideas and results from theoretic, algorithmic and application viewpoints. It contains contributions by leading experts in the obsequious scientific and technological field of multimedia. The book specifically focuses on interaction with multimedia content with special emphasis on multimodal interfaces for accessing multimedia information. The book is designed for a professional audience composed of practitioners and researchers in industry. It is also suitable for advanced-level students in computer science.

Gokhan Tur 2011-05-03 Spoken language understanding (SLU) is an emerging field in between speech and language processing, investigating human/ machine and human// human communication by leveraging technologies from signal processing, pattern recognition, machine learning and artificial intelligence. SLU systems are designed to extract the meaning from speech utterances and its applications are vast, from voice search in mobile devices to meeting summarization, attracting interest from both commercial and academic sectors. Both human/machine and human/human communications can benefit from the application of SLU, using differing tasks and approaches to better understand and utilize such communications. This book covers the state-of-the-art approaches for the most popular SLU tasks with chapters written by well-known researchers in the respective fields. Key features include: Presents a fully integrated view of the two distinct disciplines of speech processing and language processing for SLU tasks. Defines what is possible today for SLU as an enabling technology for enterprise (e.g., customer care centers or company meetings), and consumer (e.g., entertainment, mobile, car, robot, or smart environments) applications and outlines the key research areas. Provides a unique source of distilled information on methods for computer modeling of semantic information in human/machine and human/human conversations. This book can be successfully used for graduate courses in electronics engineering, computer science or computational linguistics. Moreover, technologists interested in processing spoken communications will find it a useful source of collated information drawn from the two distinct disciplines of spoken processing. Today, recognizing spoken language being under the new area of SLU.

Advances in Multimedia Information Processing -- PCM 2001 Heung-Yeung Shum 2003-06-30 Welcome to the second IEEE Pacific Rim Conference on Multimedia (IEEE PCM 2001) held in Zhongguancun, Beijing, China, October 22 24, 2001. Building upon the success of the inaugural IEEE PCM 2000 in Sydney in December 2000, the second PCM again brought together the researchers, developers, practitioners, and educators of multimedia in the Pacific area. Theoretical breakthroughs and practical systems were presented at this conference, thanks to the sponsorship by the IEEE Circuit and Systems Society, IEEE Signal Processing Society, China Computer Foundation, China Society of Image and Graphics, National Natural Science Foundation of China, Tsinghua University, and Microsoft Research, China. IEEE PCM 2001 featured a comprehensive program including keynote talks, regular paper presentations, posters, demos, and special sessions. We received 244 papers and accepted only 104 of them as regular papers, and 53 as poster papers. Our special session chairs, Shin'ichi Satoh and Mohan Kankanhalli, organized 6 special sessions. We acknowledge the great contribution from our program committee members and paper reviewers who spent many hours reviewing submitted papers and providing valuable comments for the authors. The conference would not have been successful without the help of so many people. We greatly appreciated the support of our honorary chairs: Prof. Sun Yuan Kung of Princeton University, Dr. Ya Qin Zhang of Microsoft Research China, and Prof.

Math Adventures with Python Peter Farrell 2019-01-08 Learn math by getting creative with code! Use the Python programming language to transform learning high school-level math topics like algebra, geometry, trigonometry, and calculus! Math Adventures with Python will show you how to harness the power of programming to keep math relevant and fun. With the aid of the Python programming language, you'll learn how to visualize solutions to a range of math problems as you use code to explore key mathematical concepts like algebra, trigonometry, matrices, and cellular automata. Once you've learned the programming basics like loops and variables, you'll write your own programs to solve equations quickly, make cool things, and automate tedious tasks like factoring numbers and finding square roots. You'll learn how to write functions to draw and manipulate shapes, create oscillating sine waves, and solve equations graphically. You'll also learn how to: - Draw and transform 2D and 3D graphics with matrices - Make colorful designs like the Mandelbrot and Julia sets with complex numbers - Use recursion to create fractals like the Koch snowflake and the Sierpinski triangle - Generate virtual sheep that graze on grass and multiply autonomously - Crack secret codes using genetic algorithms As you work through the book's numerous examples and increasingly challenging exercises, you'll code your own solutions, create beautiful visualizations, and see just how much more fun math can be!

Advances in Information Retrieval Nicola Ferro 2016-03-09 This book constitutes the refereed proceedings of the 38th European Conference on IR Research, ECIR 2016, held in Padua, Italy, in March 2016. The 42 full papers and 28 poster papers presented together with 3 keynote talks and 6 demonstration papers, were carefully reviewed and selected from 284 submissions. The volume contains the outcome of 4 workshops as well, as 4 tutorial papers in addition. Being the premier European forum for the presentation of new research results in the field of Information Retrieval, ECIR features a wide range of topics such as: social context and news, machine learning, question answering, ranking, evaluation methodology, multimodal, modeling, evaluation issues, multimedia and classification filtering, and many more.

Statistical Machine Translation Philipp Koehn 2010 The dream of automatic language translation is now closer thanks to recent advances in the techniques that underpin statistical machine translation. This class-tested textbook from an active researcher in the field, provides a clear and careful introduction to the latest methods and explains how to build machine translation systems for any two languages. It introduces the subject's building blocks from linguistics and probability, then covers the major models for machine translation: word-based, phrase-based, and tree-based, as well as machine translation evaluation, language modeling, discriminative training and advanced methods to integrate linguistic annotation. The book also reports the latest research, presents the major outstanding challenges, and enables novices as well as experienced researchers to make novel contributions to this exciting area. Ideal for students at undergraduate and graduate level, or for anyone interested in the latest developments in machine translation.

Machine Learning Claude Sammut 2002 Proceedings of the annual International Conferences on Machine Learning, 1988-present. Current volume: ICML 2002: 19th International Conference on Machine Learning. Whenever possible, submissions that present algorithms for novel learning tasks, interdisciplinary research involving machine learning, or innovative applications of machine learning techniques are especially encouraged.

Machine Translation Xiaodong Shi 2014-10-29 This book constitutes the refereed proceedings of the 10th China Workshop on Machine Translation, CWMT 2014, held in Macau, China, in November 2014. The 10 revised full English papers presented were carefully reviewed and selected from 15 submissions of English papers. The papers cover the following topics: machine translation; data selection; word segmentation; entity recognition; MT evaluation.

Handbook of Natural Language Processing and Machine Translation Joseph Olive 2011-03-02 This comprehensive handbook, written by leading experts in the field, details the groundbreaking research conducted under the breakthrough GALE program--The Global Autonomous Language Exploitation within the Defense Advanced Research Projects Agency (DARPA), while placing it in the context of previous research in the fields of natural language and signal processing, artificial intelligence and machine translation. The most fundamental contrast between GALE and its predecessor programs was its holistic integration of previously separate or sequential processes. In earlier language research programs, each of the individual processes was performed separately and sequentially: speech recognition, language detection, transcription, translation, and content summarization. The GALE program employed a distinctly new approach by executing these processes simultaneously. Speech and language recognition algorithms now aid translation and transcription processes and vice versa. This combination of previously distinct processes has produced significant research and performance breakthroughs and has fundamentally changed the natural language processing and machine translation fields. This comprehensive handbook provides an exhaustive exploration into these latest technologies in natural language, speech and signal processing, and machine translation, providing researchers, practitioners and students with an authoritative reference on the topic.

Inductive Logic Programming 2003

Alexander Gelbukh 2008-02-10 CICLing 2008 (www. CICLing. org) was the 9th Annual Conference on Intelligent Text Processing and Computational Linguistics. The CICLing conferences are intended to provide a wide-scope forum for the discussion of both the art and craft of natural language processing research and the best practices in its applications. This volume contains the papers accepted for oral presentation at the c- ference, as well as several of the best papers accepted for poster presentation. Other papers accepted for poster presentationwerepublished in specialissues of other journals(seethe information onthe website). Since 2001the CICLing p- ceedings have been published in Springer's Lecture Notes in Computer Science series, as volumes 2004, 2276, 2588, 2945, 3406, 3878, and 4394. The book consists of 12 sections, representative of the main tasks and app- cations of Natural Language Processing: - Language resources - Morphology and syntax - Semantics and discourse - Word sense disambiguation and named entity recognition - Anaphora and co-reference - Machine translation and parallel corpora - Natural language generation - Speech recognition - Information retrieval and question answering - Text classi?cation - Text summarization - Spell checking and authoring AD A total of 204 papers by 438 authors from 39 countries were submitted for evaluation (see Tables 1 and 2). Each submission was reviewed by at least two independent Program Committee members. This volume contains revised v- sions of 52 papers by 129 authors from 24 countries selected for inclusion in the conference program (the acceptance rate was 25. 5%).

Bayesian Data Analysis for the Behavioral and Neural Sciences Todd E. Hudson 2021-06-24 Bayesian analyses go beyond frequentist techniques of p-values and null hypothesis tests, providing a modern understanding of data analysis.

Research Basics James V. Spickard 2016-09-15 Research Basics: Design to Data Analysis in Six Steps offers a fresh and creative approach to the research process based on author James V. Spickard's decades of teaching experience. Using an intuitive six-step model, readers learn how to craft a research question and then identify a logical process for answering it. Conversational, writing and multi-disciplinary examples illuminate the model.'s simplicity and power, effectively connecting the "hows" and "whys" behind social science research. Students using this book will learn how to turn their research questions into results.

Advances in Multimedia Modeling Klaus Schoeffmann 2012-01-03 This book constitutes the refereed proceedings of the 18th International Multimedia Modeling Conference, MMM 2012, held in Klagenfurt, Austria, in January 2012. The 38 revised regular papers, 12 special session papers, 15 poster session papers, and 6 demo session papers were carefully reviewed and selected from 142 submissions. The papers are organized in the following topical sections: annotation, annotation and interactive multimedia applications, event and activity, mining and mobile multimedia applications, search, summarization and visualization, visualization and advanced multimedia systems, and the special sessions: interactive and immersive entertainment and communication, multimedia preservation: how to ensure multimedia access over time, multi-modal and cross-modal search, and video surveillance.