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Fingerpose Hand Gesture
Recognition using Basic
Image Processing and Device~~

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~~Control in Real Time UIST
2017 — Pyro: Thumb Tip
Gesture Recognition Using
Pyroelectric Infrared
Sensing~~

Controlling Banking
application using motion
gestures - Gesture

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Recognition (OpenCV | Machine Learning) *Former FBI Agent Explains How to Read Body Language | Tradecraft | WIRED* ~~Control your desktop applications with a simple webcam and gesture recognition using AI video~~

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Useful Applications Of
Gesture Technology Sign
Language Gesture Recognition
*Application of Template
Matching Algorithm for
Dynamic Gesture Recognition
Hand gesture recognition
using CNN ver 1 conversion*

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of hand gestures into speech
signal using gesture
recognition technique GDL

Studio - Gesture Recognition
using Kinect How To Read

Anyone Instantly - 18

Psychological Tips *Gesture
Control Your Media Player*

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*Techniques | Applications
Recognition | Machine
Learning | OpenCV*

Hand Detection and Tracking
for RGB Camera

**Welcome to
Project Soli** *Controlling
laptop using motion
gestures | Python, OpenCV,*

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*Machine Learning, PyAutoGUI
| ubuntu 19.10*

*Hand gesture recognition
using python and opencvReal
Time Sign Language Detection
with Tensorflow Object
Detection and Python | Deep
Learning SSD WiSee: Wi-Fi*

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Techniques enable gesture
recognition throughout
entire home

Build A Hand Detection App

Tutorial **Kinect Finger
Recognition For Games**

~~Multimodal Gesture~~

~~Recognition Accelerometer~~

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with the iPhone EchoFlex:
Hand Gesture Recognition
using Ultrasound Imaging~~

**Hand-Pair Gesture
Recognition Using a Stereo
Webcam for Augmented Reality
Applications Gesture**

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**Recognition in Max/MSP and
MUBU graduate lecture**

~~Gesture Recognition via
Capacitive Sensors~~ **Gesture
recognition applications**

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LECTURE | CS MEGHA GOEL

Gesture Recognition
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The application areas
include the recognition of
primitive postures in
ballet/classical Indian

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dances, detection of pathological disorders from gestural data of elderly people, controlling motion of cars in gesture-driven gaming and gesture-commanded robot control for people with neuro-motor disability.

Read Free Gesture Recognition Principles Techniques Applications Gesture Recognition: Principles, Techniques and

...

The application areas include the recognition of primitive postures in ballet/classical Indian

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dances, detection of pathological disorders from gestural data of elderly people, controlling motion of cars in gesture-driven gaming and gesture-commanded robot control for people with neuro-motor disability.

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...

Hand gesture recognition has many applications in the scientific and technological fields, for example: human

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Techniques Applications (HCI),
active prosthesis, and
interaction with virtual ...

Gesture Recognition:
Principles, Techniques and
Applications
The application areas

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Techniques Applications
Studies

include the recognition of primitive postures in ballet\classical Indian dances, detection of pathological disorders from gestural data of elderly people, controlling motion of cars in gesture-driven

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Techniques Applications
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gaming and gesture-commanded
robot control for people
with neuro-motor disability.

Gesture recognition :
principles, techniques and
applications

Gesture Recognition

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Principles Techniques Applications

The application areas include the recognition of primitive postures in ballet/classical Indian dances, detection of pathological disorders from gestural data of elderly

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people, controlling motion
of cars in gesture-driven
gaming and gesture-commanded
robot control for people
with neuro-motor disability.

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Applications Studies

The application areas include the recognition of primitive postures in ballet/classical Indian dances, detection of pathological disorders from gestural data of elderly

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people, controlling motion
of cars in gesture-driven
gaming and gesture-commanded
robot control for people
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Gesture Recognition |
SpringerLink

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Techniques and Applications
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Various tools and techniques relevant to image processing, pattern recognition and computational intelligence, which have necessary applications in gesture recognition, are also

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Briefly explained here. The chapter outlines possible applications of gesture recognition. The scope of the book is also appended at the end of the chapter.

Introduction | Springer for

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Research & Development

The authors in Sungho & Wonyong (2016) came up with two dynamic hand gesture recognition techniques using low complexity recurrent neural network (RNN) algorithms for wearable

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devices, the first was based on video signal and uses convolutional neural network (CNN) with RNN for classification, and the other used accelerometer data and applied RNN for classification.

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A systematic review on hand
gesture recognition
techniques ...

Automated human gesture
recognition is receiving
significant research
interest, with applications

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Techniques Applications
ranging from novel
acquisition techniques to
algorithms, data processing,
and classification
methodologies. This tutorial
presents an overview of the
fundamental components and
basics of the current 3D

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Technical image acquisition
technologies for gesture
recognition, including the
most promising ...

OSA | Fundamentals of
automated human gesture
recognition ...

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12.5.2 Gesture Recognition.

Hand gestures are recognized by wearing a data glove with a sensor. Hand shape is also detected by the data glove. Hand position is detected by a sensor attached to the glove. Research on gesture

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recognition without any kinds of devices is being carried out. For example, using two cameras, the left image of a hand shape and the right image are taken.

Gesture Recognition - an

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overview | ScienceDirect
Topics

Research papers based on hand gestures have adopted many different techniques, including those based on instrumented sensor technology and computer

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Techniques. In other words, the hand sign can be classified under many headings, such as posture and gesture, as well as dynamic and static, or a hybrid of the two.

J. Imaging | Free Full-Text

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The application areas include the recognition of primitive postures in ballet/classical Indian dances, detection of pathological disorders from

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gestural data of elderly people, controlling motion of cars in gesture-driven gaming and gesture-commanded robot control for people with neuro-motor disability.

□ Gesture Recognition on

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Apple Books Applications

Gesture recognition is a topic in computer science and language technology with the goal of interpreting human gestures via mathematical algorithms. Gestures can originate from

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any bodily motion or state but commonly originate from the face or hand. Current focuses in the field include emotion recognition from face and hand gesture recognition. Users can use simple gestures to control

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or interact with devices
without physically touching
them. Many approaches have
been made using cameras and
comp

Gesture recognition -
Wikipedia

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Dive into the code for using sensor data for tasks such as gesture detection and voice recognition. Focusing on the neural network of the applications, specifically on training and inference, you will review the code

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behind “OK Google,” “Alexa,”
and smartphone features on
Android and Apple .

Applications of TinyML | edX
Abstract In this paper, we
propose a hand gesture
recognition model based on

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electromyographic signals.
The model responds in
approximately 29.38 ms (real
time) with a recognition
accuracy of 90.7%. We apply
a sliding window approach
using a main window and a

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sub-window.
Real-Time Hand Gesture
Recognition Based on ...
Abstract: With the
advancement of wireless
technologies and sensing
methodologies, many studies

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have shown the success of re-
using wireless signals
(e.g., WiFi) to sense human
activities and thereby
realize a set of emerging
applications, ranging from
intrusion detection, daily
activity recognition,

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gesture recognition to vital
signs monitoring and user
identification involving
even finer-grained motion
sensing.

Wireless Sensing for Human
Activity: A Survey - IEEE

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Dive into the code for using sensor data for tasks such as gesture detection and voice recognition. Focusing on the neural network of the applications, specifically on training and inference,

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you will review the code
behind “OK Google,” “Alexa,”
and smartphone features on
Android and Apple .

Applications of TinyML |
Harvard University
Abstract. In recent years,

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To develop more spontaneous and instant interfaces between a system and users, technology has evolved toward designing efficient and simple gesture recognition (GR) techniques. As a tool for acquiring

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Human motion, a tactile sensor system, which converts the human touch signal into a single datum and executes a command by translating a bundle of data into a text language or triggering a preset sequence

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as a haptic motion, has been developed.

This book presents a thorough analysis of gestural data extracted from

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raw images and/or range data with an aim to recognize the gestures conveyed by the data. It covers image morphological analysis, type-2 fuzzy logic, neural networks and evolutionary computation for

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Classification of gestural data. The application areas include the recognition of primitive postures in ballet/classical Indian dances, detection of pathological disorders from gestural data of elderly

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people, controlling motion of cars in gesture-driven gaming and gesture-commanded robot control for people with neuro-motor disability. The book is unique in terms of its content, originality and lucid writing style.

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Primarily intended for graduate students and researchers in the field of electrical/computer engineering, the book will prove equally useful to computer hobbyists and professionals engaged in

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building firmware for human-computer interfaces. A prerequisite of high school level mathematics is sufficient to understand most of the chapters in the book. A basic background in image processing, although

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not mandatory, would be an
added advantage for certain
sections.

"This book highlights
various aspects of the state-
of-art practices and new
directions of Hand Gesture

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Recognition (HGR) research
offerings" - -

Time-of-flight (TOF) cameras provide a depth value at each pixel, from which the 3D structure of the scene can be estimated. This new

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Type of active sensor makes it possible to go beyond traditional 2D image processing, directly to depth-based and 3D scene processing. Many computer vision and graphics applications can benefit

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from TOF data, including 3D reconstruction, activity and gesture recognition, motion capture and face detection. It is already possible to use multiple TOF cameras, in order to increase the scene coverage, and to combine the

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depth data with images from
several colour cameras.

Mixed TOF and colour systems
can be used for
computational photography,
including full 3D scene
modelling, as well as for
illumination and depth-of-

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field manipulations. This work is a technical introduction to TOF sensors, from architectural and design issues, to selected image processing and computer vision methods.

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This book constitutes the refereed proceedings of the Third International Conference on Computer Vision/Computer Graphics collaboration techniques involving image analysis/synthesis

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approaches MIRAGE 2007, held in Rocquencourt, France, in March 2007. The 55 revised full cover foundational, methodological, and application issues.

Consumer electronics (CE)

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devices, providing multimedia entertainment and enabling communication, have become ubiquitous in daily life. However, consumer interaction with such equipment currently requires the use of devices such as

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remote controls and
keyboards, which are often
inconvenient, ambiguous and
non-interactive. An
important challenge for the
modern CE industry is the
design of user interfaces
for CE products that enable

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interactions which are natural, intuitive and fun. As many CE products are supplied with microphones and cameras, the exploitation of both audio and visual information for interactive multimedia is a

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growing field of research. Collecting together contributions from an international selection of experts, including leading researchers in industry, this unique text presents the latest advances in

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applications of multimedia
interaction and user
interfaces for consumer
electronics. Covering issues
of both multimedia content
analysis and human-machine
interaction, the book
examines a wide range of

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Techniques from computer vision, machine learning, audio and speech processing, communications, artificial intelligence and media technology. Topics and features: introduces novel computationally efficient

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algorithms to extract
semantically meaningful
audio-visual events;
investigates modality
allocation in intelligent
multimodal presentation
systems, taking into account
the cognitive impacts of

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modality on human
information processing;
provides an overview on
gesture control technologies
for CE; presents systems for
natural human-computer
interaction, virtual content
insertion, and human action

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retrieval; examines
techniques for 3D face pose
estimation, physical
activity recognition, and
video summary quality
evaluation; discusses the
features that characterize
the new generation of CE and

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examines how web services
can be integrated with CE
products for improved user
experience. This book is an
essential resource for
researchers and
practitioners from both
academia and industry

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working in areas of
multimedia analysis, human-
computer interaction and
interactive user interfaces.
Graduate students studying
computer vision, pattern
recognition and multimedia
will also find this a useful

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This thesis focuses on bare hand gesture recognition by proposing a new architecture to solve the problem of real-time vision-based hand detection, tracking, and

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gesture recognition for
interaction with an
application via hand
gestures. The first stage of
our system allows detecting
and tracking a bare hand in
a cluttered background using
face subtraction, skin

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detection and contour
comparison. The second stage
allows recognizing hand
gestures using bag-of-
features and multi-class
Support Vector Machine (SVM)
algorithms. Finally, a
grammar has been developed

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to generate gesture commands for application control. Our hand gesture recognition system consists of two steps: offline training and online testing. In the training stage, after extracting the keypoints for

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every training image using the Scale Invariance Feature Transform (SIFT), a vector quantization technique will map keypoints from every training image into a unified dimensional histogram vector (bag-of-

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words) after K-means clustering. This histogram is treated as an input vector for a multi-class SVM to build the classifier. In the testing stage, for every frame captured from a webcam, the hand is detected

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Using my algorithm. Then, the keypoints are extracted for every small image that contains the detected hand posture and fed into the cluster model to map them into a bag-of-words vector, which is fed into the multi-

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class SVM classifier to recognize the hand gesture. Another hand gesture recognition system was proposed using Principle Components Analysis (PCA). The most eigenvectors and weights of training images

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are determined. In the testing stage, the hand posture is detected for every frame using my algorithm. Then, the small image that contains the detected hand is projected onto the most eigenvectors

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of training images to form its test weights. Finally, the minimum Euclidean distance is determined among the test weights and the training weights of each training image to recognize the hand gesture. Two

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application of gesture-based interaction with a 3D gaming virtual environment were implemented. The exertion videogame makes use of a stationary bicycle as one of the main inputs for game playing. The user can

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control and direct left-right movement and shooting actions in the game by a set of hand gesture commands, while in the second game, the user can control and direct a helicopter over the city by a set of hand

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There is an important overlap between science and design. The most significant technological developments cannot be produced without designers to conceptualize

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them. By the same token, designers cannot do their job properly without a good understanding of the scientific or technical principles that are being developed within the product. Science in Design:

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Solidifying Design with
Science and Technology
reveals the significance of
the essential yet
understudied intersection of
design and scientific
academic research and
encompasses technological

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development, scientific principles, and the point of overlap between science and design. Encourages readers to comprehend the role of science in all facets of design Discusses the fundamental involvement of

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engineering and design
irrespective of whether the
design is from an
individual, business, or
social perspective Covers
the ontology,
characteristics, and

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application of science in
major fields of design
education and design
research, with an
introduction of emerging
practices transforming
sustainable growth through
applied behavioral models

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Depicts the art and science
of material selection using
new design techniques and
technology advances like
augmented reality, AI, and
decision-support toolkits
This unique book will
benefit scientists,

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engineers, as well as
designers and professionals,
across a variety of
industries dealing with
scientific analysis of
design research methodology,
design lifecycle, and

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This three-volume set LNCS 11139-11141 constitutes the refereed proceedings of the 27th International Conference on Artificial Neural Networks, ICANN 2018,

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held in Rhodes, Greece, in
October 2018. The papers
presented in these volumes
was carefully reviewed and
selected from total of 360
submissions. They are
related to the following
thematic topics: AI and

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Techniques Applications
Studies
Bioinformatics, Bayesian and
Echo State Networks, Brain
Inspired Computing, Chaotic
Complex Models, Clustering,
Mining, Exploratory
Analysis, Coding
Architectures, Complex
Firing Patterns,

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Convolutional Neural
Networks, Deep Learning
(DL), DL in Real Time
Systems, DL and Big Data
Analytics, DL and Big Data,
DL and Forensics, DL and
Cybersecurity, DL and Social
Networks, Evolving Systems –

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Optimization, Extreme
Learning Machines, From
Neurons to Neuromorphism,
From Sensation to
Perception, From Single
Neurons to Networks, Fuzzy
Modeling, Hierarchical ANN,
Inference and Recognition,

Read Free Gesture Recognition Principles Techniques and Applications Information and Optimization, Interacting with The Brain, Machine Learning (ML), ML for Bio Medical systems, ML and Video-Image Processing, ML and Forensics, ML and Cybersecurity, ML and Social

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Media, ML in Engineering,
Movement and Motion
Detection, Multilayer
Perceptrons and Kernel
Networks, Natural Language,
Object and Face Recognition,
Recurrent Neural Networks
and Reservoir Computing,

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Recognition Principles
Reinforcement Learning,
Reservoir Computing, Self-
Organizing Maps, Spiking
Dynamics/Spiking ANN,
Support Vector Machines,
Swarm Intelligence and
Decision-Making, Text
Mining, Theoretical Neural

Read Free Gesture Recognition Principles Computation, Time Series and Forecasting, Training and Learning.

This volume constitutes the third of three parts of the refereed proceedings of the First International

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Conference on Computer
Science and Information
Technology, CCSIT 2010, held
in Bangalore, India, in
January 2011. The 46 revised
full papers presented in
this volume were carefully
reviewed and selected. The

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Techniques Applications
papers are organized in
topical sections on soft
computing, such as AI,
Neural Networks, Fuzzy
Systems, etc.; distributed
and parallel systems and
algorithms; security and
information assurance; ad

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Techniques Applications
and ubiquitous
computing; wireless ad hoc
networks and sensor
networks.

"In this book, Vivek Kale
makes an important
contribution to the theory

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and practice of enterprise
architecture ... this book
captures the breadth and
depth of information that a
modern enterprise
architecture must address to
effectively support an agile
enterprise. This book should

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have a place in every practicing architect's library." –John D. McDowall, Author of Complex Enterprise Architecture Digital Transformation of Enterprise Architecture is the first book to propose Enterprise

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Architecture (EA) as the most important element (after Business Models) for digital transformation of enterprises. This book makes digital transformation more tangible by showing the rationale and typical

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Technologies associated with it, and these technologies in turn reveal the essence of digital transformation. This book would be useful for analysts, designers and developers of future-ready agile application systems.

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This book proposes that it is the perennial quest for interoperability & portability, scalability, availability, etc., that has directed and driven the evolution of the IT/IS industry in the past 50

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years. It is this very quest that has led to the emergence of technologies like service-oriented, cloud, and big data computing. In addition to the conventional attributes of EA like interoperability,

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Scalability and Applications

availability, this book identifies additional attributes of mobility, ubiquity, security, analyticity, and usability.

This pragmatic book:
Identifies three parts

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effort for any digital
transformation: Business
Models, Enterprise
Architectures and Enterprise
Processes. Describes eight
attributes of EA:
interoperability,
scalability, availability,

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mobility, ubiquity, security, analyticity, and usability. Explains the corresponding technologies of service-oriented, cloud, big data, context-aware, Internet of Things (IoT), blockchain, soft, and

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Briefs on auxiliary
technologies like
integration, virtualization,
replication, spatio-temporal
databases, embedded systems,
cryptography, data mining,
and interactive interfaces

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Studies
that are essential for
digital transformation of
enterprise architecture.

Introduces interactive
interfaces like voice, gaze,
gesture and 3D interfaces.

Provides an overview of
blockchain computing, soft

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computing, and customer
interaction systems. Digital
Transformation of Enterprise
Architecture proposes that
to withstand the disruptive
digital storms of the
future, enterprises must
bring about digital

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transformation, i.e. a transformation that affects an exponential change (amplification or attenuation) in any aspect of the constituent attributes of EA. It proposes that each of these

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Techniques (service-oriented, cloud, big data, context-aware, IoT, blockchain, soft, and interactive computing) bring about digital transformation of the corresponding EA attribute viz.

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interoperability,
scalability, availability,
mobility, ubiquity,
security, analyticity, and
usability.

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