

Accounting Eccurriculum Co Za

Right here, we have countless ebook **Accounting Eccurriculum Co Za** and collections to check out. We additionally allow variant types and then type of the books to browse. The all right book, fiction, history, novel, scientific research, as competently as various other sorts of books are readily open here.

As this Accounting Eccurriculum Co Za , it ends going on creature one of the favored books Accounting Eccurriculum Co Za collections that we have. This is why you remain in the best website to see the incredible books to have.

[Bulletins]; 1 - Wayne Oil Tank & Pump Company 2021-09-09

This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and

distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the

original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Machine Learning, Optimization, and Data Science - Giuseppe Nicosia 2022

This two-volume set, LNCS 13163-13164, constitutes the refereed proceedings of the 7th International Conference on Machine Learning, Optimization, and Data Science, LOD 2021, together with the first edition of the Symposium on Artificial Intelligence and Neuroscience, ACAIN 2021. The total of 86 full papers presented in this two-volume post-conference proceedings set was carefully reviewed and selected from 215 submissions. These research articles were written by leading scientists in the fields of machine learning, artificial intelligence, reinforcement learning, computational optimization, neuroscience, and data science presenting a substantial array of ideas,

technologies, algorithms, methods, and applications.

[Automated Machine Learning](#) - Frank Hutter
2019-05-17

This open access book presents the first comprehensive overview of general methods in Automated Machine Learning (AutoML), collects descriptions of existing systems based on these methods, and discusses the first series of international challenges of AutoML systems. The recent success of commercial ML applications and the rapid growth of the field has created a high demand for off-the-shelf ML methods that can be used easily and without expert knowledge. However, many of the recent machine learning successes crucially rely on human experts, who manually select appropriate ML architectures (deep learning architectures or more traditional ML workflows) and their hyperparameters. To overcome this problem, the field of AutoML targets a progressive automation of machine learning, based on

principles from optimization and machine learning itself. This book serves as a point of entry into this quickly-developing field for researchers and advanced students alike, as well as providing a reference for practitioners aiming to use AutoML in their work.

System on the Farm - 1919

Computer Vision - ECCV 2020 Workshops -

Adrien Bartoli 2021-01-09

The 5-volume set, comprising the LNCS books 12535 until 12540, constitutes the refereed proceedings of 28 out of the 45 workshops held at the 16th European Conference on Computer Vision, ECCV 2020. The conference was planned to take place in Glasgow, UK, during August 23-28, 2020, but changed to a virtual format due to the COVID-19 pandemic. The 249 full papers, 18 short papers, and 21 further contributions included in the workshop proceedings were carefully reviewed and selected from a total of 467 submissions. The papers deal with diverse

computer vision topics. Part I focusses on adversarial robustness in the real world; bioimage computation; egocentric perception, interaction and computing; eye gaze in VR, AR, and in the wild; TASK-CV workshop and VisDA challenge; and bodily expressed emotion understanding.

Computer Vision - ECCV 2016 - Bastian Leibe
2016-09-16

The eight-volume set comprising LNCS volumes 9905-9912 constitutes the refereed proceedings of the 14th European Conference on Computer Vision, ECCV 2016, held in Amsterdam, The Netherlands, in October 2016. The 415 revised papers presented were carefully reviewed and selected from 1480 submissions. The papers cover all aspects of computer vision and pattern recognition such as 3D computer vision; computational photography, sensing and display; face and gesture; low-level vision and image processing; motion and tracking; optimization methods; physics-based vision, photometry and

shape-from-X; recognition: detection, categorization, indexing, matching; segmentation, grouping and shape representation; statistical methods and learning; video: events, activities and surveillance; applications. They are organized in topical sections on detection, recognition and retrieval; scene understanding; optimization; image and video processing; learning; action, activity and tracking; 3D; and 9 poster sessions.

Foundations of Embodied Learning - Mitchell J. Nathan 2021-09-20

Foundations of Embodied Learning advances learning, instruction, and the design of educational technologies by rethinking the learner as an integrated system of mind, body, and environment. Body-based processes—direct physical, social, and environmental interactions—are constantly mediating intellectual performance, sensory stimulation, communication abilities, and other conditions of learning. This book’s coherent, evidence-based

framework articulates principles of grounded and embodied learning for design and its implications for curriculum, classroom instruction, and student formative and summative assessment for scholars and graduate students of educational psychology, instructional design and technology, cognitive science, the learning sciences, and beyond.

[Deep Learning on Graphs](#) - Yao Ma 2021-09-23

A comprehensive text on foundations and techniques of graph neural networks with applications in NLP, data mining, vision and healthcare.

Gaussian Processes for Machine Learning - Carl Edward Rasmussen 2005-11-23

A comprehensive and self-contained introduction to Gaussian processes, which provide a principled, practical, probabilistic approach to learning in kernel machines. Gaussian processes (GPs) provide a principled, practical, probabilistic approach to learning in kernel machines. GPs have received increased attention

in the machine-learning community over the past decade, and this book provides a long-needed systematic and unified treatment of theoretical and practical aspects of GPs in machine learning. The treatment is comprehensive and self-contained, targeted at researchers and students in machine learning and applied statistics. The book deals with the supervised-learning problem for both regression and classification, and includes detailed algorithms. A wide variety of covariance (kernel) functions are presented and their properties discussed. Model selection is discussed both from a Bayesian and a classical perspective. Many connections to other well-known techniques from machine learning and statistics are discussed, including support-vector machines, neural networks, splines, regularization networks, relevance vector machines and others. Theoretical issues including learning curves and the PAC-Bayesian framework are treated, and several approximation methods for learning with

large datasets are discussed. The book contains illustrative examples and exercises, and code and datasets are available on the Web.

Appendixes provide mathematical background and a discussion of Gaussian Markov processes.

21st Century Sports - Sascha L. Schmidt
2020-09-12

This book outlines the effects that technology-induced change will have on sport within the next five to ten years, and provides food for thought concerning what lies further ahead. Presented as a collection of essays, the authors are leading academics from renowned institutions such as Massachusetts Institute of Technology, Queensland University of Technology, and the University of Cambridge, and practitioners with extensive technological expertise. In their essays, the authors examine the impacts of emerging technologies like artificial intelligence, the Internet of Things, and robotics on sports and assess how they will change sport itself, consumer behavior, and

existing business models. The book will help athletes, entrepreneurs, and innovators working in the sports industry to spot trendsetting technologies, gain deeper insights into how they will affect their activities, and identify the most effective responses to stay ahead of the competition both on and off the pitch.

Machine Learning for Human Motion Analysis: Theory and Practice - Wang, Liang 2009-12-31

"This book highlights the development of robust and effective vision-based motion understanding systems, addressing specific vision applications such as surveillance, sport event analysis, healthcare, video conferencing, and motion video indexing and retrieval"--Provided by publisher.

Computer Vision - ECCV 2020 - Andrea Vedaldi 2020-11-06

The 30-volume set, comprising the LNCS books 12346 until 12375, constitutes the refereed proceedings of the 16th European Conference on Computer Vision, ECCV 2020, which was

planned to be held in Glasgow, UK, during August 23-28, 2020. The conference was held virtually due to the COVID-19 pandemic. The 1360 revised papers presented in these proceedings were carefully reviewed and selected from a total of 5025 submissions. The papers deal with topics such as computer vision; machine learning; deep neural networks; reinforcement learning; object recognition; image classification; image processing; object detection; semantic segmentation; human pose estimation; 3d reconstruction; stereo vision; computational photography; neural networks; image coding; image reconstruction; object recognition; motion estimation.

Forms of Curriculum Inquiry - Edmund C. Short 1991-01-01

This book presents an overview of seventeen forms of inquiry used in curriculum research in education. Conventional disciplinary forms of inquiry, such as philosophical, historical, and scientific, are described, as well as more

recently acknowledged forms such as ethnographic, aesthetic, narrative, phenomenological, and hermeneutic. Interdisciplinary forms such as theoretical, normative, critical, deliberative, and action research are also included. These forms of inquiry are distinguished from one another in terms of purposes, types of research questions addressed, and the processes and logic of procedure employed in arriving at knowledge claims.

Frontiers of Multimedia Research - Shih-Fu Chang 2018-01-03

The field of multimedia is unique in offering a rich and dynamic forum for researchers from “traditional” fields to collaborate and develop new solutions and knowledge that transcend the boundaries of individual disciplines. Despite the prolific research activities and outcomes, however, few efforts have been made to develop books that serve as an introduction to the rich spectrum of topics covered by this broad field. A

few books are available that either focus on specific subfields or basic background in multimedia. Tutorial-style materials covering the active topics being pursued by the leading researchers at frontiers of the field are currently lacking. In 2015, ACM SIGMM, the special interest group on multimedia, launched a new initiative to address this void by selecting and inviting 12 rising-star speakers from different subfields of multimedia research to deliver plenary tutorial-style talks at the ACM Multimedia conference for 2015. Each speaker discussed the challenges and state-of-the-art developments of their prospective research areas in a general manner to the broad community. The covered topics were comprehensive, including multimedia content understanding, multimodal human-human and human-computer interaction, multimedia social media, and multimedia system architecture and deployment. Following the very positive responses to these talks, the speakers were

invited to expand the content covered in their talks into chapters that can be used as reference material for researchers, students, and practitioners. Each chapter discusses the problems, technical challenges, state-of-the-art approaches and performances, open issues, and promising direction for future work. Collectively, the chapters provide an excellent sampling of major topics addressed by the community as a whole. This book, capturing some of the outcomes of such efforts, is well positioned to fill the aforementioned needs in providing tutorial-style reference materials for frontier topics in multimedia. At the same time, the speed and sophistication required of data processing have grown. In addition to simple queries, complex algorithms like machine learning and graph analysis are becoming common. And in addition to batch processing, streaming analysis of real-time data is required to let organizations take timely action. Future computing platforms will need to not only scale out traditional workloads,

but support these new applications too. This book, a revised version of the 2014 ACM Dissertation Award winning dissertation, proposes an architecture for cluster computing systems that can tackle emerging data processing workloads at scale. Whereas early cluster computing systems, like MapReduce, handled batch processing, our architecture also enables streaming and interactive queries, while keeping MapReduce's scalability and fault tolerance. And whereas most deployed systems only support simple one-pass computations (e.g., SQL queries), ours also extends to the multi-pass algorithms required for complex analytics like machine learning. Finally, unlike the specialized systems proposed for some of these workloads, our architecture allows these computations to be combined, enabling rich new applications that intermix, for example, streaming and batch processing. We achieve these results through a simple extension to MapReduce that adds primitives for data sharing, called Resilient

Distributed Datasets (RDDs). We show that this is enough to capture a wide range of workloads. We implement RDDs in the open source Spark system, which we evaluate using synthetic and real workloads. Spark matches or exceeds the performance of specialized systems in many domains, while offering stronger fault tolerance properties and allowing these workloads to be combined. Finally, we examine the generality of RDDs from both a theoretical modeling perspective and a systems perspective. This version of the dissertation makes corrections throughout the text and adds a new section on the evolution of Apache Spark in industry since 2014. In addition, editing, formatting, and links for the references have been added.

Visual Object Recognition - Kristen Grauman 2011

The visual recognition problem is central to computer vision research. From robotics to information retrieval, many desired applications demand the ability to identify and localize

categories, places, and objects. This tutorial overviews computer vision algorithms for visual object recognition and image classification. We introduce primary representations and learning approaches, with an emphasis on recent advances in the field. The target audience consists of researchers or students working in AI, robotics, or vision who would like to understand what methods and representations are available for these problems. This lecture summarizes what is and isn't possible to do reliably today, and overviews key concepts that could be employed in systems requiring visual categorization.

Study and Master Geography Grade 11 CAPS Study Guide - Helen Collett 2014-08-21

The Constitution of Algorithms - Florian Jatón 2021-04-27

A laboratory study that investigates how algorithms come into existence. Algorithms-- often associated with the terms big data,

machine learning, or artificial intelligence--underlie the technologies we use every day, and disputes over the consequences, actual or potential, of new algorithms arise regularly. In this book, Florian Jaton offers a new way to study computerized methods, providing an account of where algorithms come from and how they are constituted, investigating the practical activities by which algorithms are progressively assembled rather than what they may suggest or require once they are assembled.

Digital Audio Restoration - Simon J. Godsill
2013-12-21

The application of digital signal processing (DSP) to problems in audio has been an area of growing importance since the pioneering DSP work of the 1960s and 70s. In the 1980s, DSP micro-chips became sufficiently powerful to handle the complex processing operations required for sound restoration in real-time, or close to real-time. This led to the first commercially available restoration systems, with

companies such as CEDAR Audio Ltd. in the UK and Sonic Solutions in the US selling dedicated systems world-wide to recording studios, broadcasting companies, media archives and film studios. Vast amounts of important audio material, ranging from historic recordings of the last century to relatively recent recordings on analogue or even digital tape media, were noise-reduced and re-released on CD for the increasingly quality-conscious music enthusiast. Indeed, the first restorations were a revelation in that clicks, crackles and hiss could for the first time be almost completely eliminated from recordings which might otherwise be unreleasable in CD format. Until recently, however, digital audio processing has required high-powered computational engines which were only available to large institutions who could afford to use the sophisticated digital remastering technology. With the advent of compact disc and other digital audio formats, followed by the increased accessibility of home computing,

digital audio processing is now available to anyone who owns a PC with sound card, and will be of increasing importance, in association with digital video, as the multimedia revolution continues into the next millennium.

Computer Vision – ECCV 2016 Workshops -
Gang Hua 2016-11-03

The three-volume set LNCS 9913, LNCS 9914, and LNCS 9915 comprises the refereed proceedings of the Workshops that took place in conjunction with the 14th European Conference on Computer Vision, ECCV 2016, held in Amsterdam, The Netherlands, in October 2016. The three-volume set LNCS 9913, LNCS 9914, and LNCS 9915 comprises the refereed proceedings of the Workshops that took place in conjunction with the 14th European Conference on Computer Vision, ECCV 2016, held in Amsterdam, The Netherlands, in October 2016. 27 workshops from 44 workshops proposals were selected for inclusion in the proceedings. These address the following themes: Datasets

and Performance Analysis in Early Vision; Visual Analysis of Sketches; Biological and Artificial Vision; Brave New Ideas for Motion Representations; Joint ImageNet and MS COCO Visual Recognition Challenge; Geometry Meets Deep Learning; Action and Anticipation for Visual Learning; Computer Vision for Road Scene Understanding and Autonomous Driving; Challenge on Automatic Personality Analysis; BioImage Computing; Benchmarking Multi-Target Tracking: MOTChallenge; Assistive Computer Vision and Robotics; Transferring and Adapting Source Knowledge in Computer Vision; Recovering 6D Object Pose; Robust Reading; 3D Face Alignment in the Wild and Challenge; Egocentric Perception, Interaction and Computing; Local Features: State of the Art, Open Problems and Performance Evaluation; Crowd Understanding; Video Segmentation; The Visual Object Tracking Challenge Workshop; Web-scale Vision and Social Media; Computer Vision for Audio-visual Media; Computer Vision

for ART Analysis; Virtual/Augmented Reality for Visual Artificial Intelligence; Joint Workshop on Storytelling with Images and Videos and Large Scale Movie Description and Understanding Challenge.

Advances in Neural Signal Processing -

Ramana Vinjamuri 2020-09-09

Neural signal processing is a specialized area of signal processing aimed at extracting information or decoding intent from neural signals recorded from the central or peripheral nervous system. This has significant applications in the areas of neuroscience and neural engineering. These applications are famously known in the area of brain-machine interfaces. This book presents recent advances in this flourishing field of neural signal processing with demonstrative applications.

Computer Vision - Richard Szeliski 2010-09-30

Computer Vision: Algorithms and Applications explores the variety of techniques commonly used to analyze and interpret images. It also

describes challenging real-world applications where vision is being successfully used, both for specialized applications such as medical imaging, and for fun, consumer-level tasks such as image editing and stitching, which students can apply to their own personal photos and videos. More than just a source of “recipes,” this exceptionally authoritative and comprehensive textbook/reference also takes a scientific approach to basic vision problems, formulating physical models of the imaging process before inverting them to produce descriptions of a scene. These problems are also analyzed using statistical models and solved using rigorous engineering techniques. Topics and features: structured to support active curricula and project-oriented courses, with tips in the Introduction for using the book in a variety of customized courses; presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid-term projects;

provides additional material and more detailed mathematical topics in the Appendices, which cover linear algebra, numerical techniques, and Bayesian estimation theory; suggests additional reading at the end of each chapter, including the latest research in each sub-field, in addition to a full Bibliography at the end of the book; supplies supplementary course material for students at the associated website, <http://szeliski.org/Book/>. Suitable for an upper-level undergraduate or graduate-level course in computer science or engineering, this textbook focuses on basic techniques that work under real-world conditions and encourages students to push their creative boundaries. Its design and exposition also make it eminently suitable as a unique reference to the fundamental techniques and current research literature in computer vision.

Myanmar's Education Reforms - Marie Lall
2020-11-02

This book reviews the state of education in

Myanmar over the past decade and a half as the country is undergoing profound albeit incomplete transformation. Set within the context of Myanmar's peace process and the wider reforms since 2012, Marie Lall's analysis of education policy and practice serves as a case study on how the reform programme has evolved. Drawing on over 15 years of field research carried out across Myanmar, the book offers a cohesive inquiry into government and non-government education sectors, the reform process, and how the transition has played out across schools, universities and wider society. It casts scrutiny on changes in basic education, the alternative monastic education, higher education and teacher education, and engages with issues of ethnic education and the debate on the role of language and the local curriculum as part of the peace process. In so doing, it gives voice to those most affected by the changing landscape of Myanmar's education and wider reform process: the students and parents of all ethnic

backgrounds, teachers, teacher trainees and university staff that are rarely heard.

Computer Vision - ECCV 2012 - Andrew Fitzgibbon 2012-08-31

The seven-volume set comprising LNCS volumes 7572-7578 constitutes the refereed proceedings of the 12th European Conference on Computer Vision, ECCV 2012, held in Florence, Italy, in October 2012. The 408 revised papers presented were carefully reviewed and selected from 1437 submissions. The papers are organized in topical sections on geometry, 2D and 3D shapes, 3D reconstruction, visual recognition and classification, visual features and image matching, visual monitoring: action and activities, models, optimisation, learning, visual tracking and image registration, photometry: lighting and colour, and image segmentation.

Computer Vision - ECCV 2008 - David Forsyth 2008-10-07

The four-volume set comprising LNCS volumes 5302/5303/5304/5305 constitutes the refereed

proceedings of the 10th European Conference on Computer Vision, ECCV 2008, held in Marseille, France, in October 2008. The 243 revised papers presented were carefully reviewed and selected from a total of 871 papers submitted. The four books cover the entire range of current issues in computer vision. The papers are organized in topical sections on recognition, stereo, people and face recognition, object tracking, matching, learning and features, MRFs, segmentation, computational photography and active reconstruction.

Computer Vision - ECCV 2020 - Andrea Vedaldi 2020-11-11

The 30-volume set, comprising the LNCS books 12346 until 12375, constitutes the refereed proceedings of the 16th European Conference on Computer Vision, ECCV 2020, which was planned to be held in Glasgow, UK, during August 23-28, 2020. The conference was held virtually due to the COVID-19 pandemic. The 1360 revised papers presented in these

proceedings were carefully reviewed and selected from a total of 5025 submissions. The papers deal with topics such as computer vision; machine learning; deep neural networks; reinforcement learning; object recognition; image classification; image processing; object detection; semantic segmentation; human pose estimation; 3d reconstruction; stereo vision; computational photography; neural networks; image coding; image reconstruction; object recognition; motion estimation.

Machine Learning - 2021-12-22

Recent times are witnessing rapid development in machine learning algorithm systems, especially in reinforcement learning, natural language processing, computer and robot vision, image processing, speech, and emotional processing and understanding. In tune with the increasing importance and relevance of machine learning models, algorithms, and their applications, and with the emergence of more innovative uses-cases of deep learning and

artificial intelligence, the current volume presents a few innovative research works and their applications in real-world, such as stock trading, medical and healthcare systems, and software automation. The chapters in the book illustrate how machine learning and deep learning algorithms and models are designed, optimized, and deployed. The volume will be useful for advanced graduate and doctoral students, researchers, faculty members of universities, practicing data scientists and data engineers, professionals, and consultants working on the broad areas of machine learning, deep learning, and artificial intelligence.

Introduction to Information Retrieval -

Christopher D. Manning 2008-07-07

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of

systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Computer Vision - ECCV 2020 - Andrea Vedaldi
2020-10-28

The 30-volume set, comprising the LNCS books 12346 until 12375, constitutes the refereed proceedings of the 16th European Conference on Computer Vision, ECCV 2020, which was

planned to be held in Glasgow, UK, during August 23-28, 2020. The conference was held virtually due to the COVID-19 pandemic. The 1360 revised papers presented in these proceedings were carefully reviewed and selected from a total of 5025 submissions. The papers deal with topics such as computer vision; machine learning; deep neural networks; reinforcement learning; object recognition; image classification; image processing; object detection; semantic segmentation; human pose estimation; 3d reconstruction; stereo vision; computational photography; neural networks; image coding; image reconstruction; object recognition; motion estimation.

Handbook of Research on Applied AI for International Business and Marketing Applications - Christiansen, Bryan 2020-09-25
Artificial intelligence (AI) describes machines/computers that mimic cognitive functions that humans associate with other human minds, such as learning and problem

solving. As businesses have evolved to include more automation of processes, it has become more vital to understand AI and its various applications. Additionally, it is important for workers in the marketing industry to understand how to coincide with and utilize these techniques to enhance and make their work more efficient. The Handbook of Research on Applied AI for International Business and Marketing Applications is a critical scholarly publication that provides comprehensive research on artificial intelligence applications within the context of international business. Highlighting a wide range of topics such as diversification, risk management, and artificial intelligence, this book is ideal for marketers, business professionals, academicians, practitioners, researchers, and students.

The British National Bibliography - Arthur James Wells 2006

The Sailor who Fell from Grace with the Sea -

Yukio Mishima 2010-01-26

A band of savage thirteen-year-old boys reject the adult world as illusory, hypocritical, and sentimental, and train themselves in a brutal callousness they call 'objectivity'. When the mother of one of them begins an affair with a ship's officer, he and his friends idealise the man at first; but it is not long before they conclude that he is in fact soft and romantic. They regard this disillusionment as an act of betrayal on his part - and the retribution is deliberate and horrifying.

Radical Technologies - Adam Greenfield 2017-06-13

A field manual to the technologies that are transforming our lives Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that

define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What

challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront—and offers ways to reclaim our stake in the future.

Data Analytics and AI - Jay Liebowitz
2020-08-06

Analytics and artificial intelligence (AI), what are they good for? The bandwagon keeps answering, absolutely everything! Analytics and artificial intelligence have captured the attention of everyone from top executives to the person in the street. While these disciplines have a relatively long history, within the last ten or so years they have exploded into corporate business and public consciousness. Organizations have rushed to embrace data-driven decision making. Companies everywhere are turning out products boasting that "artificial intelligence is included." We are indeed living in exciting times. The question we need to ask is,

do we really know how to get business value from these exciting tools? Unfortunately, both the analytics and AI communities have not done a great job in collaborating and communicating with each other to build the necessary synergies. This book bridges the gap between these two critical fields. The book begins by explaining the commonalities and differences in the fields of data science, artificial intelligence, and autonomy by giving a historical perspective for each of these fields, followed by exploration of common technologies and current trends in each field. The book also readers introduces to applications of deep learning in industry with an overview of deep learning and its key architectures, as well as a survey and discussion of the main applications of deep learning. The book also presents case studies to illustrate applications of AI and analytics. These include a case study from the healthcare industry and an investigation of a digital transformation enabled by AI and analytics transforming a product-

oriented company into one delivering solutions and services. The book concludes with a proposed AI-informed data analytics life cycle to be applied to unstructured data.

Computer Vision - ECCV 2018 - Vittorio Ferrari 2018-10-05

The sixteen-volume set comprising the LNCS volumes 11205-11220 constitutes the refereed proceedings of the 15th European Conference on Computer Vision, ECCV 2018, held in Munich, Germany, in September 2018. The 776 revised papers presented were carefully reviewed and selected from 2439 submissions. The papers are organized in topical sections on learning for vision; computational photography; human analysis; human sensing; stereo and reconstruction; optimization; matching and recognition; video attention; and poster sessions.

Images as Data for Social Science Research - Nora Webb Williams 2020-08-31

Images play a crucial role in shaping and reflecting political life. Digitization has vastly

increased the presence of such images in daily life, creating valuable new research opportunities for social scientists. We show how recent innovations in computer vision methods can substantially lower the costs of using images as data. We introduce readers to the deep learning algorithms commonly used for object recognition, facial recognition, and visual sentiment analysis. We then provide guidance and specific instructions for scholars interested in using these methods in their own research.

Max and the Cats - Moacyr Scliar 2003

Betrayed by his lover's husband, Max Schmidt, the son of a furrier, escapes from the Nazi authorities in his native Germany and boards a ship bound for Brazil, but when the ship sinks, he is stranded in a lifeboat with only a hungry jaguar for company. Reprint.

Information Technology and Systems - Álvaro Rocha 2022

This book is composed by the papers written in English and accepted for presentation and

discussion at The 2022 International Conference on Information Technology & Systems (ICITS'22), held at Tecnológico de Costa Rica, in San Carlos, Costa Rica, between the 9th and the 11th of February 2022. ICIST is a global forum for researchers and practitioners to present and discuss recent findings and innovations, current trends, professional experiences and challenges of modern information technology and systems research, together with their technological development and applications. The main topics covered are: information and knowledge management; organizational models and information systems; software and systems modelling; software systems, architectures, applications and tools; multimedia systems and applications; computer networks, mobility and pervasive systems; intelligent and decision support systems; big data analytics and applications; human-computer interaction; ethics, computers & security; health informatics; information technologies in education, and

Media, Applied Technology and Communication.
The Trouble With Big Data - Jennifer Edmond
2022-01-27

This book is available as open access through the Bloomsbury Open programme and is available on www.bloomsburycollections.com. It is funded by Trinity College Dublin, DARIAH-EU and the European Commission. This book explores the challenges society faces with big data, through the lens of culture rather than social, political or economic trends, as demonstrated in the words we use, the values that underpin our interactions, and the biases and assumptions that drive us. Focusing on areas such as data and language, data and sensemaking, data and power, data and invisibility, and big data aggregation, it demonstrates that humanities research, focussing on cultural rather than social, political or economic frames of reference for viewing technology, resists mass datafication for a reason, and that those very reasons can be

instructive for the critical observation of big data research and innovation.

Computer Vision - ECCV 2012 - Andrew Fitzgibbon 2012-08-30

The seven-volume set comprising LNCS volumes 7572-7578 constitutes the refereed proceedings of the 12th European Conference on Computer Vision, ECCV 2012, held in Florence, Italy, in October 2012. The 408 revised papers presented were carefully reviewed and selected from 1437 submissions. The papers are organized in topical sections on geometry, 2D and 3D shape, 3D reconstruction, visual recognition and classification, visual features and image matching, visual monitoring: action and activities, models, optimisation, learning, visual tracking and image registration, photometry: lighting and colour, and image segmentation.

Computer Vision - ACCV 2018 Workshops - Gustavo Carneiro 2019-06-18

This LNCS workshop proceedings, ACCV 2018, contains carefully reviewed and selected papers

from 11 workshops, each having different types or programs: Scene Understanding and Modelling (SUMO) Challenge, Learning and Inference Methods for High Performance Imaging (LIMHPI), Attention/Intention Understanding (AIU), Museum Exhibit Identification Challenge (Open MIC) for Domain Adaptation and Few-Shot Learning, RGB-D -

Sensing and Understanding via Combined Colour and Depth, Dense 3D Reconstruction for Dynamic Scenes, AI Aesthetics in Art and Media (AIAM), Robust Reading (IWRR), Artificial Intelligence for Retinal Image Analysis (AIRIA), Combining Vision and Language, Advanced Machine Vision for Real-life and Industrially Relevant Applications (AMV).