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ZOE SARA

5th International Workshop, IWDW 2006, Jeju Island, Korea, November 8-10, 2006, Proceedings IGI Global

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

Building Responsive, Powerful Cross-platform, and Database-Driven Applications with PyQt Springer Nature

This collection of books brings some of the latest developments in the field of watermarking. Researchers from varied background and expertise propose a remarkable collection of chapters to render this work an important piece of scientific research. The chapters deal with a gamut of fields where watermarking can be used to encode copyright information. The work also presents a wide array of algorithms ranging from intelligent bit replacement to more traditional methods like ICA. The current work is split into two books. Book one is more traditional in its approach dealing mostly with image watermarking applications. Book two deals with audio watermarking and describes an array of chapters on performance analysis of algorithms.

Python GUI For Signal and Image Processing Tata McGraw-Hill Education

As future generation electrical, information engineering and mechatronics become specialized and fragmented, it is easy to lose sight of the fact that many topics in these areas have common threads and, because of this, advances in one discipline may be transmitted to others. The 2011 International Conference on Electrical, Information Engineering and Mechatronics (EIEM 2011) is the first conference that attempts to follow the above idea of hybridization in electrical, information engineering, mechatronics and applications. This Proceedings of the 2011 International Conference

on Electrical, Information Engineering and Mechatronics provides a forum for engineers and scientists to address the most innovative research and development including technical challenges and social, legal, political, and economic issues, and to present and discuss their ideas, results, works in progress and experience on all aspects of electrical, information engineering, mechatronics and applications. Engineers and scientists in academia, industry, and government will find a insights into the solutions that combine ideas from multiple disciplines in order to achieve something more significant than the sum of the individual parts in all aspects of electrical, information engineering, mechatronics and applications.

Advanced Image and Video Processing Using MATLAB Jones & Bartlett Publishers

This is the second volume in a trilogy on modern Signal Processing. The three books provide a concise exposition of signal processing topics, and a guide to support individual practical exploration based on MATLAB programs. This second book focuses on recent developments in response to the demands of new digital technologies. It is divided into two parts: the first part includes four chapters on the decomposition and recovery of signals, with special emphasis on images. In turn, the second part includes three chapters and addresses important data-based actions, such as adaptive filtering, experimental modeling, and classification.

Digital Image Forensics SPARTA Publishing

This book constitutes the thoroughly refereed post-proceedings of the 11th International Workshop on Digital-Forensics and Watermarking, IWDW 2012, held in Shanghai, China, during October/November 2012. The 42 revised papers (27 oral and 15 poster papers) were carefully reviewed and selected from 70 submissions. The papers are organized in topical sections on steganography and steganalysis; watermarking and copyright protection; forensics and anti-forensics; reversible data hiding; fingerprinting and authentication; visual cryptography.

Presses univ. de Louvain

"The book discusses new aspects of digital watermarking in a worldwide context"--Provided by publisher.

Proceedings of ICTIS 2018, Volume 2 John Wiley & Sons

Buku ini sangat cocok untuk mereka yang ingin belajar MATLAB GUI dengan mempelajarinya secara praktek. Ada delapan kasus yang dapat dipelajari di sini, semuanya memandu Anda untuk langsung terjun mempraktekkan inti dari MATLAB GUI. Ada banyak buku yang berkaitan dengan MATLAB GUI, tetapi sebagian besar hanya berupa pengantar, tidak mengajari Anda secara detil dan langkah demi langkah. Buku ini, secara bertahap, mengajari Anda untuk mengkonstruksi MATLAB GUI secara

mendetail. Kode sumber juga disediakan agar Anda bisa memodifikasinya untuk kepentingan praktis maupun akademis.

... International Workshop, IWDW ... : Revised Papers Springer

This book presents the state-of-the-arts application of digital watermarking in audio, speech, image, video, 3D mesh graph, text, software, natural language, ontology, network stream, relational database, XML, and hardware IPs. It also presents new and recent algorithms in digital watermarking for copyright protection and discusses future trends in the field. Today, the illegal manipulation of genuine digital objects and products represents a considerable problem in the digital world. Offering an effective solution, digital watermarking can be applied to protect intellectual property, as well as fingerprinting, enhance the security and proof-of-authentication through unsecured channels.

Crime Prevention Technologies and Applications for Advancing Criminal Investigation Springer

This is an introductory to intermediate level text on the science of image processing, which employs the Matlab programming language to illustrate some of the elementary, key concepts in modern image processing and pattern recognition. The approach taken is essentially practical and the book offers a framework within which the concepts can be understood by a series of well chosen examples, exercises and computer experiments, drawing on specific examples from within science, medicine and engineering. Clearly divided into eleven distinct chapters, the book begins with a fast-start introduction to image processing to enhance the accessibility of later topics. Subsequent chapters offer increasingly advanced discussion of topics involving more challenging concepts, with the final chapter looking at the application of automated image classification (with Matlab examples)

. Matlab is frequently used in the book as a tool for demonstrations, conducting experiments and for solving problems, as it is both ideally suited to this role and is widely available. Prior experience of Matlab is not required and those without access to Matlab can still benefit from the independent presentation of topics and numerous examples. Features a companion website

www.wiley.com/go/solomon/fundamentals containing a Matlab fast-start primer, further exercises, examples, instructor resources and accessibility to all files corresponding to the examples and exercises within the book itself. Includes numerous examples, graded exercises and computer experiments to support both students and instructors alike.

There is More to a Picture than Meets the Eye PENERBIT ANDI

You will learn to create GUI applications using the Qt toolkit. The Qt toolkit, also popularly known as Qt, is a cross-platform application and UI framework developed by Trolltech, which is used to develop GUI applications. You will develop an existing GUI by adding several Line Edit widgets to read input, which are used to set the range and step of the graph (signal). Next, Now, you can use a widget for each graph. Add another Widget from Containers in `gui_graphics.ui` using Qt Designer. Then, Now, you can use two Widgets, each of which has two canvases. The two canvases has QVBoxLayout in each Widget. Finally, you will apply those Widgets to display the results of signal and image processing techniques.

Information Hiding Springer

Digital watermarking is a key ingredient to copyright protection. It provides a solution to illegal copying of digital material and has many other useful applications such as broadcast monitoring and the recording of electronic transactions. Now, for the first time, there is a book that focuses

exclusively on this exciting technology. Digital Watermarking covers the crucial research findings in the field: it explains the principles underlying digital watermarking technologies, describes the requirements that have given rise to them, and discusses the diverse ends to which these technologies are being applied. As a result, additional groundwork is laid for future developments in this field, helping the reader understand and anticipate new approaches and applications. * Emphasizes the underlying watermarking principles that are relevant for all media: images, video, and audio. * Discusses a wide variety of applications, theoretical principles, detection and embedding concepts and the key properties of digital watermarks--robustness, fidelity, data payload, and security * Examines copyright protection and many other applications, including broadcast monitoring, transaction tracking, authentication, copy control, and device control. * Presents a series of detailed examples called "Investigations" that illustrate key watermarking concepts and practices. * Includes an appendix in the book and on the web containing the source code for the examples. * Includes a comprehensive glossary of watermarking terminology

Digital Watermarking Springer

This book constitutes the refereed post-conference proceedings of the Interdisciplinary Workshop on Trust, Identity, Privacy, and Security in the Digital Economy, DETIPS 2020; the First International Workshop on Dependability and Safety of Emerging Cloud and Fog Systems, DeSECSys 2020; Third International Workshop on Multimedia Privacy and Security, MPS 2020; and the Second Workshop on Security, Privacy, Organizations, and Systems Engineering, SPOSE 2020; held in Guildford, UK, in September 2020, in conjunction with the 25th European Symposium on Research in Computer Security, ESORICS 2020. A total of 42 papers was submitted. For the DETIPS Workshop 8 regular papers were selected for presentation. Topics of interest address various aspect of the core areas in relation to digital economy. For the DeSECSys Workshop 4 regular papers are included. The workshop had the objective of fostering collaboration and discussion among cyber-security researchers and practitioners to discuss the various facets and trade-o s of cyber security. In particular, applications, opportunities and possible shortcomings of novel security technologies and their integration in emerging application domains. For the MPS Workshop 4 regular papers are presented which cover topics related to the security and privacy of multimedia systems of Internet-based video conferencing systems (e.g., Zoom, Microsoft Teams, Google Meet), online chatrooms (e.g., Slack), as well as other services to support telework capabilities. For the SPOSE Workshop 3 full papers were accepted for publication. They reflect the discussion, exchange, and development of ideas and questions regarding the design and engineering of technical security and privacy mechanisms with particular reference to organizational contexts.

Summer Workshop on Multimodal Interfaces Morgan Kaufmann

Effective Surveillance for Homeland Security: Balancing Technology and Social Issues provides a comprehensive survey of state-of-the-art methods and tools for the surveillance and protection of citizens and critical infrastructures against natural and deliberate threats. Focusing on current technological challenges involving multi-disciplinary problem analysis and systems engineering approaches, it provides an overview of the most relevant aspects of surveillance systems in the framework of homeland security. Addressing both advanced surveillance technologies and the related socio-ethical issues, the book consists of 21 chapters written by international experts from

the various sectors of homeland security. Part I, Surveillance and Society, focuses on the societal dimension of surveillance—stressing the importance of societal acceptability as a precondition to any surveillance system. Part II, Physical and Cyber Surveillance, presents advanced technologies for surveillance. It considers developing technologies that are part of a framework whose aim is to move from a simple collection and storage of information toward proactive systems that are able to fuse several information sources to detect relevant events in their early incipient phase. Part III, Technologies for Homeland Security, considers relevant applications of surveillance systems in the framework of homeland security. It presents real-world case studies of how innovative technologies can be used to effectively improve the security of sensitive areas without violating the rights of the people involved. Examining cutting-edge research topics, the book provides you with a comprehensive understanding of the technological, legislative, organizational, and management issues related to surveillance. With a specific focus on privacy, it presents innovative solutions to many of the issues that remain in the quest to balance security with the preservation of privacy that society demands.

Digital Watermarking IGI Global

This book is SQL Server-based python programming. Microsoft SQL Server is robust relational database management system used by so many organizations of various sizes including top fortune 100 companies. SQL Server is a relational database management system (RDBMS) developed and marketed by Microsoft. As a database server, the primary function of the SQL Server is to store and retrieve data used by other applications. Deliberately designed for various levels of programming skill, this book is suitable for students, engineers, and even researchers in various disciplines. There is no need for advanced programming experience, and school-level programming skills are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In third chapter, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In the last chapter, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables.

Multidisciplinary Approach to Modern Digital Steganography Artech House

Kasus 1: IMAGE FUSION DENGAN MATLAB GUI Menggunakan Transformasi Wavelet Diskret Kompleks

Dual-Tree Pada kasus ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi fusi citra terhadap citra keabuan dan citra berwarna menggunakan metode transformasi wavelet diskret dual-tree. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Table, Push Button, Edit Text, Static Text, dan Panel. Hasil fusi citra (image fusion) kemudian akan ditampilkan secara visual dan enam parameter kinerja: RMSE, PFE, MAE, CORR, SNR, PSNR, akan ditampilkan pada grafik batang. Kasus 2: IMAGE FUSION DENGAN MATLAB GUI Menggunakan Transformasi Wavelet Diskret Stasioner Satu Level dan Dua Level Pada kasus ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi fusi citra terhadap citra keabuan dan citra berwarna menggunakan metode Transformasi Wavelet Diskret Stasioner Satu level dan Dua level. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Table, Push Button, Edit Text, Static Text, dan Panel. Hasil fusi citra (image fusion) kemudian akan ditampilkan secara visual dan enam parameter kinerja: RMSE, PFE, MAE, CORR, SNR, PSNR, akan ditampilkan pada grafik batang. Kasus 3: IMAGE FUSION DENGAN MATLAB GUI Menggunakan Metode Dekomposisi Nilai Singular Resolusi Jamak (MSVD, Multi-Resolution Singular Value Decomposition) Buku ini diperuntukkan bagi mereka yang suka keahlian praktis sekaligus mendapatkan keuntungan pengetahuan. Dengan tidak bertele-tele, pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi fusi citra terhadap citra keabuan dan citra berwarna menggunakan metode Metode Dekomposisi Nilai Singular Resolusi Jamak (MSVD, Multi-Resolution Singular Value Decomposition). Untuk menguji kehandalan metode ini, ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Table, Push Button, Edit Text, Static Text, dan Panel. Hasil fusi citra (image fusion) kemudian akan ditampilkan secara visual dan enam parameter kinerja: RMSE, PFE, MAE, CORR, SNR, PSNR, akan ditampilkan pada grafik batang. Kasus 4: IMAGE FUSION Dengan MATLAB GUI: Teknik Fusi Citra Berwarna Berbasis Transformasi Kosinus Diskret Dan Piramida Laplacian Kasus ini diperuntukkan bagi mereka yang suka keahlian praktis sekaligus mendapatkan keuntungan pengetahuan. Dengan tidak bertele-tele, pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan teknik fusi citra terhadap citra keabuan dan citra berwarna menggunakan metode Teknik Fusi Citra Berbasis Transformasi Kosinus Diskret dan Piramida Laplacian. Untuk menguji kehandalan metode ini, ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Table, Push Button, Edit Text, Static Text, dan Panel. Hasil fusi citra (image fusion) kemudian akan ditampilkan secara visual dan enam parameter kinerja: RMSE, PFE, MAE, CORR, SNR, PSNR, akan ditampilkan pada grafik batang. Kasus 5: IMAGE FUSION Dengan MATLAB GUI: Teknik Fusi Citra Menggunakan Kriteria Ketajaman Berbasis Gradien Kasus ini dapat dipakai sebagai tutorial bagi mereka yang ingin bereksperimen mengembangkan GUI MATLAB, baik untuk kepentingan penelitian pemrosesan citra digital maupun kepentingan praktis lain. Buku ini dikhususkan bagi mereka yang suka keahlian praktis sekaligus mendapatkan keuntungan pengetahuan. Dengan tidak bertele-tele, pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi fusi citra terhadap citra keabuan dan citra berwarna menggunakan Teknik Fusi

Citra Menggunakan Kriteria Ketajaman Berbasis Gradien. Untuk menguji kehandalan metode ini, ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle.

Information and Communication Technology for Intelligent Systems Springer Science & Business Media

The book gathers papers addressing state-of-the-art research in all areas of Information and Communication Technologies and their applications in intelligent computing, cloud storage, data mining and software analysis. It presents the outcomes of the third International Conference on Information and Communication Technology for Intelligent Systems, which was held on April 6–7, 2018, in Ahmedabad, India. Divided into two volumes, the book discusses the fundamentals of various data analytics and algorithms, making it a valuable resource for researchers' future studies. *ESORICS 2020 International Workshops, DETIPS, DeSECSys, MPS, and SPOSE, Guildford, UK, September 17–18, 2020, Revised Selected Papers* Springer

The tools of crime constantly evolve, and law enforcement and forensic investigators must understand advanced forensic techniques to ensure that the most complete evidence is brought to trial. Paramount also the need for investigators to ensure that evidence adheres to the boundaries of the legal system, a place where policy often lags behind new innovations. *Crime Prevention Technologies and Applications for Advancing Criminal Investigation* addresses the use of electronic devices and software for crime prevention, investigation, and the application of a broad spectrum of sciences to answer questions of interest to the legal system. This book fosters a forum for advancing research and development of the theory and practice of digital crime prevention and forensics. *4th International Workshop, IWDW 2005, Siena, Italy, September 15-17, 2005, Proceedings* BALIGE PUBLISHING

Digital audio, video, images, and documents are flying through cyberspace to their respective owners. Unfortunately, along the way, individuals may choose to intervene and take this content for themselves. Digital watermarking and steganography technology greatly reduces the instances of this by limiting or eliminating the ability of third parties to decipher the content that he has taken. The many techniques of digital watermarking (embedding a code) and steganography (hiding information) continue to evolve as applications that necessitate them do the same. The authors of this second edition provide an update on the framework for applying these techniques that they provided researchers and professionals in the first well-received edition. Steganography and steganalysis (the art of detecting hidden information) have been added to a robust treatment of digital watermarking, as many in each field research and deal with the other. New material includes watermarking with side information, QIM, and dirty-paper codes. The revision and inclusion of new material by these influential authors has created a must-own book for anyone in this profession. This new edition now contains essential information on steganalysis and steganography New concepts and new applications including QIM introduced Digital watermark embedding is given a complete update with new processes and applications

Medical Image Watermarking Springer Science & Business Media

Digital Image Processing has been the leading textbook in its field for more than 20 years. As was the case with the 1977 and 1987 editions by Gonzalez and Wintz, and the 1992 edition by Gonzalez

and Woods, the present edition was prepared with students and instructors in mind. 771e material is timely, highly readable, and illustrated with numerous examples of practical significance. All mainstream areas of image processing are covered, including a totally revised introduction and discussion of image fundamentals, image enhancement in the spatial and frequency domains, restoration, color image processing, wavelets, image compression, morphology, segmentation, and image description. Coverage concludes with a discussion of the fundamentals of object recognition. Although the book is completely self-contained, a Companion Website (see inside front cover) provides additional support in the form of review material, answers to selected problems, laboratory project suggestions. and a score of other features. A supplementary instructor's manual is available to instructors who have adopted the book for classroom use. New Features *New chapters on wavelets, image morphology, and color image

Python GUI with SQL Server for Absolute Beginners Springer

Kasus 1: MATLAB GUI: Teknik Denoising Split Bregman Isotropis dan Anisotropis Untuk Meredam Derau Citra Berwarna dan Citra Keabuan Pada kasus ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi denoising terhadap citra berwarna dan citra keabuan menggunakan Split Bregman Isotropis dan Anisotropis. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Push Button, Edit Text, Static Text, dan Panel. Hasil denoising kemudian akan ditampilkan secara visual dan parameter MSE akan ditampilkan pada grafik batang.

Kasus 2: MATLAB GUI: Dekonvolusi Variasi Total Untuk Anti-Pengaburan dan Denoising Citra Digital Pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi anti-pengaburan dan penekanan derau terhadap citra berwarna dan citra keabuan menggunakan metode Dekonvolusi Variasi Total. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Push Button, Edit Text, Static Text, dan Panel. Hasil anti-pengaburan dan penekanan derau kemudian akan ditampilkan secara visual dan parameter MSE akan ditampilkan pada grafik batang.

Kasus 3: MATLAB GUI: Teknik Denoising dan Dekonvolusi Berbasis Regularisasi Beltrami Untuk Meredam Derau Citra Berwarna dan Citra Keabuan Pada kasus ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi denoising dan dekonvolusi terhadap citra berwarna dan citra keabuan menggunakan regularisasi Beltrami. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Push Button, Edit Text, Static Text, dan Panel. Hasil denoising kemudian akan ditampilkan secara visual dan parameter MSE akan ditampilkan pada grafik batang.

Kasus 4: MATLAB GUI: Teknik Denoising Adaptif Berbasis Transformasi Wavelet Diskret Pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi penapisan citra berwarna dan citra keabuan menggunakan dekomposisi wavelet 2D berbasis ambang-batas adaptif. Ada lima ambang-batas adaptif yang digunakan: Universal Shrink, Visu Shrink, Minimax Shrink, Sure Shrink, dan Bayes Shrink. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Push Button, Radio Button, Edit Text, Static Text, dan Panel. Hasil dari keempat tapis kemudian akan ditampilkan secara visual dan parameter MSE akan ditampilkan pada grafik batang.