Real Or Fake

Authenticity

The authors list the five factors that most directly influence customer perceptions: the operational essence of the enterprise, the nature of its offerings, the effects of the organization's heritage, its sense of purpose and its demonstrable body of values.

Fantasies of Identification

Explores the roots of modern understandings of bodily identity In the mid-nineteenth-century United States, as it became increasingly difficult to distinguish between bodies understood as black, white, or Indian; able-bodied or disabled; and male or female, intense efforts emerged to define these identities as biologically distinct and scientifically verifiable in a literally marked body. Combining literary analysis, legal history, and visual culture, Ellen Samuels traces the evolution of the “fantasy of identification”—the powerful belief that embodied social identities are fixed, verifiable, and visible through modern science. From birthmarks and fingerprints to blood quantum and DNA, she examines how this fantasy has circulated between cultural representations, law, science, and policy to become one of the most powerfully institutionalized ideologies of modern society. Yet, as Samuels demonstrates, in every case, the fantasy distorts its claimed scientific basis, substituting subjective language for claimed objective fact. From its early emergence in discourses about disability fakery and fugitive slaves in the nineteenth century to its most recent manifestation in the question of sex testing at the 2012 Olympic Games, Fantasies of Identification explores the roots of modern understandings of bodily identity.

The True Story of Fake News

Is fake news being spread through social media as part of an information war? Are political operatives publishing disinformation to smear the opposition and help their own agendas? Who creates fake news, how does it spread, and can it be stopped? What are the real world effects of fake news stories that go viral? Did it affect the outcome of the 2016 presidential election? Or is ‘fake news’ a fake problem, designed to justify tighter control over the mechanisms of sharing information online to drive audiences back to brand name media outlets because their audiences and influence are dwindling? Media analyst Mark Dice takes a close look at the fake news phenomenon and the implications of mega-corporations like Facebook, Google, and Twitter becoming the ultimate gatekeepers and distributors of news and information. You will see the powerful and deceptive methods of manipulation that affect us all, as numerous organizations and political activists cunningly plot to have their stories seen, heard, and believed by as many people as possible. The depths of lies, distortions, and omissions from traditional mainstream media will shock you; and now they’re colluding with the top tech companies trying to maintain their information monopolies. This is The True Story of Fake News.

Image Analysis

The two-volume set LNCS 10269 and 10270 constitutes the refereed proceedings of the 20th Scandinavian Conference on Image Analysis, SCIA 2017, held in Tromsø, Norway, in June 2017. The 87 revised papers presented were carefully reviewed and selected from 133 submissions. The contributions are structured in topical sections on history of SCIA; motion analysis and 3D vision; pattern detection and recognition; machine learning; image processing and applications; feature extraction and segmentation; remote sensing; medical and biomedical image analysis; faces, gestures and multispectral analysis.

Edtech for the K-12 Classroom

This compilation of ISTE articles and multimedia offers concrete lesson plans, inspiring reflections and advice from edtech experts on how to empower learners using technology. Technology in the K-12 classroom is no longer an option. To prepare students for the future of work, life and citizenship, every school needs to be equipped with digital tools and staffed by educators who can harness technology to accelerate innovation in teaching and learning. Edtech for the K-12 Classroom is designed to empower current and future teachers to use technology effectively in their classrooms and schools. Meant to supplement or replace edtech textbooks, this ebook introduces ways teachers can leverage technology for ongoing, just-in-time professional development while offering a deep understanding of the ISTE Standards, a roadmap for how to transform education with technology. This book includes: • Readings, supplemented by videos, webinars and infographics, tied to the widely adopted ISTE Standards with examples on how to align lessons to the ISTE Standards for Students to empower learners to be effective communicators, computational thinkers, innovative designers, global collaborators and digital citizens. • Advice about how to use ISTE resources for lifelong learning. • A downloadable Instructor’s Guide offering professors ideas for helping future educators understand meaningful technology integration. This book shows educators how to continue to improve their practice – not just now, but throughout their careers.

The Theory of Computation

This book presents a collection of the high-quality research articles in the field of power engineering, grid integration, energy management, soft computing, artificial intelligence, signal and image processing, data science techniques, and their real-world applications. The papers are presented at International Conference on Power Engineering and Intelligent Systems (PEIS 2024), held during March 16–17, 2024, at National Institute of Technology Srinagar, Uttarakhand, India.

Power Engineering and Intelligent Systems

Aesthetics and Economics is a pioneering effort at treating aesthetics from the point of view of economic theory, and addresses the contradictions which have arisen from economists' work in this field over the years. Starting from an historical review of the treatment of aesthetics in economic thought, Aesthetics and Economics goes through the integration of a number of recent advances in economic thinking with the main topics of aesthetics, from creativity to interpretation. The subject is systematically treated on the grounds of a restatement of the optimization analysis on non-consequentialist bases, starting from the Kantian definition of aesthetic judgement up to its contemporary developments. A specific information asymmetry characterizing the agents' behaviours arises from the aesthetic qualification of consumption, production and investment processes, thus affecting the usual equilibrium and optimization conditions, resulting in new institutional interventions in the market. `Certification' of the aesthetic nature of goods and stocks is needed and gives place to original market strategies and optimization problems.

Aesthetics and Economics

Counterfeit products represent a growing problem for a wide range of industries. There are many estimates of the size of this problem most of which coalesce around $500-billion annually on a global basis. Overall, a wide range of industries agree that there is a severe problem with the global protection of intellectual property rights (IPR), yet, there have been virtually no attempts to describe all aspects of the problem. This book aims at giving the most complete description of various characteristics of the intellectual property rights (IPR) environment in a global context. The authors believe a holistic understanding of the problem must include consumer complicity to purchase counterfeit, actions of the counterfeiters (pirates) as well as actions (or inaction) by home and host governments, and the role of international organizations and industry alliances. Only after establishing how all the actors in the IPR environment relate to one another can we

describe global protection of the intellectual property rights environment and the managerial response of IPR owners and/or industry associations to combat this ongoing problem. The book concludes with pragmatic recommendations for protecting intellectual property given the recent trends discussed in the previous chapters, making it of interest to practitioners and policy-makers alike.

Protecting Your Intellectual Property Rights

The multi-volume set of LNCS books with volume numbers 15059 up to 15147 constitutes the refereed proceedings of the 18th European Conference on Computer Vision, ECCV 2024, held in Milan, Italy, during September 29–October 4, 2024. The 2387 papers presented in these proceedings were carefully reviewed and selected from a total of 8585 submissions. They 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; motion estimation.

Computer Vision – ECCV 2024

Film tourism has emerged as a major driver of tourism development for many destinations. To date, there has been substantial literature on the subject, but little of it has engaged with the wider social science paradigm of culture, film and media research. The intellectual components of film tourism as an area of academic inquiry span several academic subjects such as marketing, economics, finance, psychology, social development, sustainability, and operations. Film is a relatively obscure area of tourism research, but the wider interconnections between tourism, space and media are beginning to be explored and understood. The interest which the topic has generated highlights this subject as one that is worthy of attention within both the academic community and in a practitioner context. The contributions in this book discuss the debates about the perceived and actual impact of film tourism and what must still be learned about this phenomenon to create the most unique and satisfying visitor experiences and protect the communities and environments that it affects. Fundamental questions are raised regarding the real demand for and draw of film as a tourism motivator, and the range of assumptions, conflicts, and contradictions that underlie them.

Film and Tourism

This three-volume set LNCS 12888, 12898, and 12890 constitutes the refereed conference proceedings of the 11th International Conference on Image and Graphics, ICIG 2021, held in Haikou, China, in August 2021.* The 198 full papers presented were selected from 421 submissions and focus on advances of theory, techniques and algorithms as well as innovative technologies of image, video and graphics processing and fostering innovation, entrepreneurship, and networking. *The conference was postponed due to the COVID-19 pandemic.

Image and Graphics

This two-volume set (CCIS 1567-1568) constitutes the refereed proceedings of the 6h International Conference on Computer Vision and Image Processing, CVIP 2021, held in Rupnagar, India, in December 2021. The 70 full papers and 20 short papers were carefully reviewed and selected from the 260 submissions. The papers present recent research on such topics as biometrics, forensics, content protection, image enhancement/super-resolution/restoration, motion and tracking, image or video retrieval, image, image/video processing for autonomous vehicles, video scene understanding, human-computer interaction, document image analysis, face, iris, emotion, sign language and gesture recognition, 3D image/video processing, action and event detection/recognition, medical image and video analysis, vision-based human GAIT analysis, remote sensing, and more.

Computer Vision and Image Processing

The new edition of Post-Truth, Fake News and Democracy offers an updated overview and critical discussion of contemporary discourses around truth, misinformation, and democracy, while also mapping cutting-edge scholarship. Through in-depth analyses of news articles, commentaries, academic publications, policy briefs, and political speeches, the book engages with the underlying normative ideas that shape how fake news is being addressed across the globe. Doing so, it provides an innovative, critical contribution to contemporary debates on democracy, post-truth, and politics. Three new chapters: Chapter 2 provides an outline of the scholarly field of research into fake news; Chapter 5 examines how issues of fake news and (mis)information have become intertwined with contemporary crisis events; and Chapter 9 presents democratic alternatives to post-truth solutionism. A new foreword by Professor Sarah Banet-Weiser. Fully updated examples and studies from contemporary events, including the COVID-19 pandemic, the United States Capitol attack, and the Russian invasion of Ukraine. Extended discussions on the causes of democratic decline, currently proposed solutions to fake news, and democratic alternatives to our current predicament. Interesting, informative, and well documented, Post-Truth, Fake News and Democracy continues its commitment to understand and engage with the current state and future of democracy.

Post-Truth, Fake News and Democracy

Designed for precollege teachers by a collaborative of teachers, educators, and mathematicians, Probability and Games is based on a course offered in the Summer School Teacher Program at the Park City Mathematics Institute. This course leads participants through an introduction to probability and statistics, with particular focus on conditional probability, hypothesis testing, and the mathematics of election analysis. These ideas are tied together through low-threshold entry points including work with real and fake coin-flipping data, short games that lead to key concepts, and inroads to connecting the topics to number theory and algebra. But this book isn't a “course” in the traditional sense. It consists of a carefully sequenced collection of problem sets designed to develop several interconnected mathematical themes. These materials provide participants with the opportunity for authentic mathematical discovery—participants build mathematical structures by investigating patterns, use reasoning to test and formalize their ideas, offer and negotiate mathematical definitions, and apply their theories and mathematical machinery to solve problems. Probability and Games is a volume of the book series “IAS/PCMI—The Teacher Program Series” published by the American Mathematical Society. Each volume in this series covers the content of one Summer School Teacher Program year and is independent of the rest.

Probability and Games

Walt Disney World is a pilgrimage site filled with utopian elements, craft, and whimsy. It’s a pedestrian’s world, where the streets are clean, the employees are friendly, and the trains run on time. All of its elements are themed, presented in a consistent architectural, decorative, horticultural, musical, even olfactory tone, with rides, shows, r

Vinyl Leaves

Mit Design is Invisible verwies Lucius Burckhardt als einer der ersten auf die Integrierbarkeit unsichtbarer Wirkkräfte: Sie bestimmen den Gebrauch der Gegenstände und sollten Bestandteil der Gestaltung sein. Was nützt etwa die schönste Straßenbahn, wenn sie in der Nacht nicht fährt? Burckhardt erweitert kurzerhand den Designbegriff, in diesem Fall um den Fahrplan, der ebenfalls optimiert werden kann. Wie aktuell die zwischen 1965 und 1999 entstandenen Texte sind, kann man an der derzeitigen Architekturdebatte sehen. Probleme durch soziale Abgrenzung, ausgedünnte Regionen sowie Migrationsbewegungen können nur interdisziplinär gelöst werden. Die erstmals in englischer Sprache vorliegenden Texte öffnen dem internationalen Diskurs endlich den Zugang zu zentralen Quellentexten.

Design Is Invisible

This book is a collection of high-quality peer-reviewed research papers presented at the Ninth International Conference on Cyber-Security, Privacy in Communication Networks (ICCS 2023) held at Cardiff School of Technologies, Cardiff Metropolitan University, Cardiff, UK, during 11–12 December 2023. This book presents recent innovations in the field of cyber-security and privacy in communication networks in addition to cutting edge research in the field of next-generation communication networks.

AI Applications in Cyber Security and Communication Networks

Generative Adversarial Networks (GAN) have started a revolution in Deep Learning, and today GAN is one of the most researched topics in Artificial Intelligence. Generative Adversarial Networks for Image-to-Image Translation provides a comprehensive overview of the GAN (Generative Adversarial Network) concept starting from the original GAN network to various GAN-based systems such as Deep Convolutional GANs (DCGANs), Conditional GANs (cGANs), StackGAN, Wasserstein GANs (WGAN), cyclical GANs, and many more. The book also provides readers with detailed real-world applications and common projects built using the GAN system with respective Python code. A typical GAN system consists of two neural networks, i.e., generator and discriminator. Both of these networks contest with each other, similar to game theory. The generator is responsible for generating quality images that should resemble ground truth, and the discriminator is accountable for identifying whether the generated image is a real image or a fake image generated by the generator. Being one of the unsupervised learning-based architectures, GAN is a preferred method in cases where labeled data is not available. GAN can generate high-quality images, images of human faces developed from several sketches, convert images from one domain to another, enhance images, combine an image with the style of another image, change the appearance of a human face image to show the effects in the progression of aging, generate images from text, and many more applications. GAN is helpful in generating output very close to the output generated by humans in a fraction of second, and it can efficiently produce high-quality music, speech, and images. - Introduces the concept of Generative Adversarial Networks (GAN), including the basics of Generative Modelling, Deep Learning, Autoencoders, and advanced topics in GAN - Demonstrates GANs for a wide variety of applications, including image generation, Big Data and data analytics, cloud computing, digital transformation, E-Commerce, and Artistic Neural Networks - Includes a wide variety of biomedical and scientific applications, including unsupervised learning, natural language processing, pattern recognition, image and video processing, and disease diagnosis - Provides a robust set of methods that will help readers to appropriately and judiciously use the suitable GANs for their applications

Generative Adversarial Networks for Image-to-Image Translation

This book constitutes the refereed proceedings of the 30th International Conference on MultiMedia Modeling, MMM 2024, held in Amsterdam, The Netherlands, during January 29–February 2, 2024. The 112 full papers included in this volume were carefully reviewed and selected from 297 submissions. The MMM conference were organized in topics related to multimedia modelling, particularly: audio, image, video processing, coding and compression; multimodal analysis for retrieval applications, and multimedia fusion methods.

MultiMedia Modeling

This book features high-quality research papers presented at Fourth Doctoral Symposium on Computational Intelligence (DoSCI 2023), organized by Institute of Engineering and Technology (IET), AKTU, Lucknow, India, on March 3, 2023. This book discusses the topics such as computational intelligence, artificial intelligence, deep learning, evolutionary algorithms, swarm intelligence, fuzzy sets and vague sets, rough set theoretic approaches, quantum-inspired computational intelligence, hybrid computational intelligence, machine learning, computer vision, soft computing, distributed computing, parallel and grid computing,

cloud computing, high-performance computing, biomedical computing, and decision support and decision making

Proceedings of Fourth Doctoral Symposium on Computational Intelligence

A fascinating read about fakes, forgeries, and frauds. What’s real? What’s fake? Why do we care? In this time of false news and fake science, these questions are more important than ever. Fakes, Forgeries, and Frauds goes beyond the headlines, tweets, and blogs to explore the true nature of authenticity and why it means so much today. This book delivers nine fascinating true stories that introduce the fakers, forgers, art authenticators, and others that populate this dark world. Examples include: Shakespeare—How an enterprising teenager in the 1790s faked Shakespeare and duped Literary London.Rembrandt—How art history, connoisseurship, and science are re-shaping our view of what Rembrandt painted and how the canvas changed over time. Relics—Was Saint Cecilia, the patron saint of music, a real Roman teenager who was martyred 1,800 years ago in the same place where her church stands today?Jackson Pollock—How do experts pick out the real Pollocks from the thousands of fakes? Nuremberg—How repeated reconstructions of medieval Nuremburg—including one by Adolf Hitler—show how historic preservation became a tool for propaganda.Fakes, Forgeries, and Frauds also raises provocative questions about the meaning of reality. What happens when spiritual truth conflicts with historic fact? Can an object retain its essence when most of it was replaced? Why did some art patrons value an excellent copy more than the original? Why do we find fakes so eternally fascinating, and forgers such appealing con artists? Fakes, Forgeries, and Frauds is a full-color book with 30 color photos. It shows that reality, exemplified by discrete physical objects, is actually mutable, unsettling, and plainly weird. Readers discover things that are less than meets the eye—and might even reconsider what’s real, what’s fake, and why they should care.

Fakes, Forgeries, and Frauds

This two-volume set LNCS 12918 - 12919 constitutes the refereed proceedings of the 23nd International Conference on Information and Communications Security, ICICS 2021, held in Chongqing, China, in September 2021. The 49 revised full papers presented in the book were carefully selected from 182 submissions. The papers in Part II are organized in the following thematic blocks:\u200b machine learning security; multimedia security; security analysis; post-quantum cryptography; applied cryptography.

Information and Communications Security

This book presents select and peer-reviewed proceedings of the International Conference on Smart Communication and Imaging Systems (MedCom 2020). The contents explore the recent technological advances in the field of next generation communication systems and latest techniques for image processing, analysis and their related applications. The topics include design and development of smart, secure and reliable future communication networks; satellite, radar and microwave techniques for intelligent communication. The book also covers methods and applications of GIS and remote sensing; medical image analysis and its applications in smart health. This book can be useful for students, researchers and professionals working in the field of communication systems and image processing.

Advances in Smart Communication and Imaging Systems

This book constitutes the refereed proceedings of the 13th International Conference on Social Informatics, SocInfo 2022, which took place in Glasgow, UK, during October 19-21, 2022. The 22 full papers, 8 short papers, and 4 late breaking papers included in this book were carefully reviewed and selected from 102 submissions. The deal with topics ranging from information-system design on social concepts to analyzing complex social systems using computational methods or explore socio-technical techniques using social sciences methods.

Social Informatics

Inhaltsangabe:Abstract: Flash mobs are an urban movement in which it seems that random people meet at a random place and do something out of the ordinary to amuse people as well as to make them think, What just happened? They begin as a communication in cyberspace and end as participation in real life, and with the growing popularity of flash mobs, corporations are starting to use this urban movement for commercial purposes. This research seeks to understand the perceptions and attitudes of both participants and the audience of flash mobs and will also examine the impact that commercial use has on this movement. The research is divided into three parts. The first part involves interviewing the audience of an actual flash mob organized by the author in London and will examine their perceptions towards the event they have just watched. The second part involves a questionnaire sent out to the general public, including a video of a real flash mob and a video of a commercialized flash mob. This questionnaire is divided into two parts, whether the interviewee knows what a flash mob is or not. The third part of the research involves interviewing the participants of the flash mob movement and examining their perceptions towards the commodification of the flash mobs by a corporation and the possible impacts of this commercialization on the urban movement. The analysis shows that the majority of the interviewees can detect the commodification of the real flash mob and the agents see the possibility that the urban movement may become mainstream through the commercial use by corporations. Inhaltsverzeichnis:Table of Contents: AbstractIII Table of ContentsIV List of Figures1 List of Appendices2 Introduction3 1.Literature Review5 Chapter Outline5 Flash mob5 The development of a flash mob6 Word-of-mouth7 Viral Marketing9 Online Communities11 Community Marketing12 Authenticity13 2.Research Methods17 Chapter outline17 Problem Statement19 Objectives of this research19 Defining the Research Method21 Philosophies23 Data analysis27 Limitations27 Ethics27 3.Empirical Findings & Analysis28 Chapter outline28 Audience survey28 General public survey29 General Public A29 General Public B42 Agent Survey54 4.Conclusion & Recommendations81 Chapter outline81 Conclusion81 Recommendations83 Future Research83 References List84 Appendices87 Textprobe:Text Sample: Chapter 2, Philosophies: This part of the research onion consists of [...]

The flash mob movements in London, UK

The four-volume set LNCS 13350, 13351, 13352, and 13353 constitutes the proceedings of the 22ndt International Conference on Computational Science, ICCS 2022, held in London, UK, in June 2022.* The total of 175 full papers and 78 short papers presented in this book set were carefully reviewed and selected from 474 submissions. 169 full and 36 short papers were accepted to the main track; 120 full and 42 short papers were accepted to the workshops/ thematic tracks. *The conference was held in a hybrid format

Computational Science – ICCS 2022

Much philosophical work on pop culture apologises for its use; using popular culture is a necessary evil, something merely useful for reaching the masses with important philosophical arguments. But works of pop culture are important in their own right--they shape worldviews, inspire ideas, change minds. We wouldn't baulk at a book dedicated to examining the philosophy of The Great Gatsby or 1984--why aren't Star Trek and Superman fair game as well? After all, when produced, the former were considered pop culture just as much as the latter. This will be the first major reference work to right that wrong, gathering together entries on film, television, games, graphic novels and comedy, and officially recognizing the importance of the field. It will be the go-to resource for students and researchers in philosophy, culture, media and communications, English and history and will act as a springboard to introduce the reader to the other key literature inthe field.

The Palgrave Handbook of Popular Culture as Philosophy

This book contains revised versions of all the papers presented at the 16th International Conference on Cryptology and Network Security, CANS 2017, held in Hong Kong, China, in November/ December 2017. The 20 full papers presented together with 8 short papers were carefully reviewed and selected from 88

submissions. The full papers are organized in the following topical sections: foundation of applied cryptography; processing encrypted data; predicate encryption; credentials and authentication; web security; Bitcoin and blockchain; embedded system security; anonymous and virtual private networks; and wireless and physical layer security.

Cryptology and Network Security

With the rise of post-truth and fake news, a thorough examination of authenticity has never been so relevant. This book explores the geography of authenticity, investigating a wide variety of places used by tourists. Not only does it assess what might be described as the more traditional objects for examination – places such as the city, the countryside and the coast – it also includes chapters on art and place, hipster places, gentrification, heritage sites, film locations, photographed places and eventful places. Using a wide-angled lens on places reveals linkages and possibilities, enabling the book to skate across the surface of the geography of authenticity, locating the magically real heritage site, the poignant replica, the authenticated theme park, the unmasked carnival. In focusing on authentic and inauthentic places, this text provides a useful contribution to the understanding of how places are changing, how they are perceived, and how authenticity is embodied and performed within them. Authentic and Inauthentic Places in Tourism is an insightful study and an essential read for those involved in the study of geography, tourism, urban studies, culture and heritage.

Authentic and Inauthentic Places in Tourism

This thesis describes searches for new particles predicted by the super symmetry (SUSY) theory, a theory extending beyond the current Standard Model of particle physics, using the ATLAS detector at the CERN Large Hadron Collider. The thesis focuses on searches for stop and sbottom squarks, the SUSY partners of the top and bottom quarks, which are expected to be lighter than the partners of the first and second generation quarks and therefore good candidates for the first evidence of SUSY. It describes novel techniques for estimating and rejecting the Standard-Model backgrounds to searches for these particles. It also includes an independent analysis seeking to constrain the Standard Model ttZ background process, which also represents the first ATLAS search for this rare process at the LHC. The stop squark analysis described, with substantial leading contributions from the author, is the first search for these particles at the LHC to use the jets plus missing transverse energy plus 0-lepton signature and provides the world's best limits on the stop mass for light neutralino LSPs. All in all, the thesis describes three different world-leading analyses in both Standard Model and SUSY physics and therefore represents a major contribution to the field.

Third generation SUSY and t ?t +Z production

China's Elite Politics provides a new theoretical perspective on elite politics in China and uses this theoretical perspective to explain power transfer from Jiang Zemin to Hu Jintao and political dynamics between different factional groups since the Sixteenth Party Congress of November 2002. It explains the transition in structural terms, presents characteristics of China's political elites, and analyzes the balance of power among formal institutions as well as among factional groups. It also examines political interactions between Jiang Zemin and his cronies on the one side and Hu Jintao and his allies on the other over a number of issues: the epidemic of severe acute respiratory syndrome (SARS); ideological institutionalization; the politics over economic overheating; Jiang Zemin's complete retirement; and Hu Jintao's power consolidation in both ideological and personnel terms. /a

China's Elite Politics: Political Transition And Power Balancing

Understanding and coding advanced deep learning algorithms with the most intuitive deep learning library in existence Key Features Explore the most advanced deep learning techniques that drive modern AI results Implement deep neural networks, autoencoders, GANs, VAEs, and deep reinforcement learning A wide

study of GANs, including Improved GANs, Cross-Domain GANs, and Disentangled Representation GANs Book DescriptionRecent developments in deep learning, including Generative Adversarial Networks (GANs), Variational Autoencoders (VAEs), and Deep Reinforcement Learning (DRL) are creating impressive AI results in our news headlines - such as AlphaGo Zero beating world chess champions, and generative AI that can create art paintings that sell for over $400k because they are so human-like. Advanced Deep Learning with Keras is a comprehensive guide to the advanced deep learning techniques available today, so you can create your own cutting-edge AI. Using Keras as an open-source deep learning library, you'll find hands-on projects throughout that show you how to create more effective AI with the latest techniques. The journey begins with an overview of MLPs, CNNs, and RNNs, which are the building blocks for the more advanced techniques in the book. You'll learn how to implement deep learning models with Keras and TensorFlow 1.x, and move forwards to advanced techniques, as you explore deep neural network architectures, including ResNet and DenseNet, and how to create autoencoders. You then learn all about GANs, and how they can open new levels of AI performance. Next, you'll get up to speed with how VAEs are implemented, and you'll see how GANs and VAEs have the generative power to synthesize data that can be extremely convincing to humans - a major stride forward for modern AI. To complete this set of advanced techniques, you'll learn how to implement DRL such as Deep Q-Learning and Policy Gradient Methods, which are critical to many modern results in AI.What you will learn Cutting-edge techniques in human-like AI performance Implement advanced deep learning models using Keras The building blocks for advanced techniques - MLPs, CNNs, and RNNs Deep neural networks – ResNet and DenseNet Autoencoders and Variational Autoencoders (VAEs) Generative Adversarial Networks (GANs) and creative AI techniques Disentangled Representation GANs, and Cross-Domain GANs Deep reinforcement learning methods and implementation Produce industry-standard applications using OpenAI Gym Deep Q-Learning and Policy Gradient Methods Who this book is for Some fluency with Python is assumed. As an advanced book, you'll be familiar with some machine learning approaches, and some practical experience with DL will be helpful. Knowledge of Keras or TensorFlow 1.x is not required but would be helpful.

Advanced Deep Learning with Keras

This five-volume set LNCS 15520-15524 constitutes the proceedings of the 31st International Conference on Multimedia Modeling, MMM 2025, held in Nara, Japan, January 8–10, 2025. The 135 full papers and 41 short papers presented in these proceedings were carefully reviewed and selected from 348 submissions. The MMM conference was organized in topics related to multimedia modelling, particularly: audio, image, video processing, coding and compression; multimodal analysis for retrieval applications, and multimedia fusion methods.

MultiMedia Modeling

This book constitutes the refereed proceedings of the 19th International Conference on Advanced Data Mining and Applications, ADMA 2023, held in Shenyang, China, during August 21–23, 2023. The 216 full papers included in this book were carefully reviewed and selected from 503 submissions. They were organized in topical sections as follows: Data mining foundations, Grand challenges of data mining, Parallel and distributed data mining algorithms, Mining on data streams, Graph mining and Spatial data mining.

Advanced Data Mining and Applications

This book constitutes the extended abstracts of the posters presented during the 21st International Conference on Human-Computer Interaction, HCII 2019, which took place in Orlando, Florida, in July 2019. The total of 1274 papers and 209 posters included in the 35 HCII 2019 proceedings volumes was carefully reviewed and selected from 5029 submissions. The 55 papers presented in this volume are organized in topical sections as follows: interaction design; cognitive issues in HCI; accessibility and universal access; learning and games; HCI in health and rehabilitation; HCI in business and society; big data, machine learning and visual analytics; and user studies.

HCI International 2019 – Late Breaking Posters

The multi-volume set LNCS 15623 until LNCS 15646 constitutes the proceedings of the workshops that were held in conjunction with the 18th European Conference on Computer Vision, ECCV 2024, which took place in Milan, Italy, during September 29–October 4, 2024. These LNCS volumes contain 574 accepted papers from 53 of the 73 workshops. The list of workshops and distribution of the workshop papers in the LNCS volumes can be found in the preface that is freely accessible online.

Computer Vision – ECCV 2024 Workshops

This book constitutes the refereed proceedings of the International Conference on Biometrics, ICB 2006, held in Hong Kong, China in January 2006. The book includes 104 revised full papers covering such areas of biometrics as the face, fingerprint, iris, speech and signature, biometric fusion and performance evaluation, gait, keystrokes, and more. In addition the results of the Face Authentication Competition (FAC 2006) are also announced in this volume.

Advances in Biometrics

Accessible and practical framework for machine learning applications and solutions for civil and environmental engineers This textbook introduces engineers and engineering students to the applications of artificial intelligence (AI), machine learning (ML), and machine intelligence (MI) in relation to civil and environmental engineering projects and problems, presenting state-of-the-art methodologies and techniques to develop and implement algorithms in the engineering domain. Through real-world projects like analysis and design of structural members, optimizing concrete mixtures for site applications, examining concrete cracking via computer vision, evaluating the response of bridges to hazards, and predicating water quality and energy expenditure in buildings, this textbook offers readers in-depth case studies with solved problems that are commonly faced by civil and environmental engineers. The approaches presented range from simplified to advanced methods, incorporating coding-based and coding-free techniques. Professional engineers and engineering students will find value in the step-by-step examples that are accompanied by sample databases and codes for readers to practice with. Written by a highly qualified professional with significant experience in the field, Machine Learning includes valuable information on: The current state of machine learning and causality in civil and environmental engineering as viewed through a scientometrics analysis, plus a historical perspective Supervised vs. unsupervised learning for regression, classification, and clustering problems Explainable and causal methods for practical engineering problems Database development, outlining how an engineer can effectively collect and verify appropriate data to be used in machine intelligence analysis A framework for machine learning adoption and application, covering key questions commonly faced by practitioners This textbook is a must-have reference for undergraduate/graduate students to learn concepts on the use of machine learning, for scientists/researchers to learn how to integrate machine learning into civil and environmental engineering, and for design/engineering professionals as a reference guide for undertaking MI design, simulation, and optimization for infrastructure.

Machine Learning for Civil and Environmental Engineers

The six-volume set, CCIS 2424 - 2429, constitutes the refereed proceedings of the Third International Conference on Advances in Smart Computing and Information Security, ASCIS 2024, held in Rajkot, Gujarat, India, in October 16–18, 2024. The 138 full papers and 43 short papers presented in these six volumes were carefully reviewed and selected from 667 submissions.The papers presented in these six volumes are organized in the following topical sections: Part I, II, III, IV: Artificial Intelligence & Machine Learning Part V: Smart Computing; Network and Cloud Computing. Part VI: Cyber Security; Computer Application for Sustainability.

Artificial Intelligence Based Smart and Secured Applications

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