Nearest Neighbor Classification In 3d Protein Databases

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Database Modeling for Industrial Data Management: Emerging Technologies and Applications - Ma, Zongmin 2005-12-31
"This book covers industrial databases and applications and offers generic database modeling techniques"--Provided by publisher.
Proceedings - Thomas Lengauer 1999

Understanding Bioinformatics - Marketa J. Zvelebil 2008
Suitable for advanced undergraduates & postgraduates, this book provides a definitive guide to bioinformatics. It takes a conceptual approach & guides the reader from first principles through to an understanding of the computational techniques & the key algorithms.
Proceedings of the ... International Conference on Information and Knowledge Management - 2002

Essays in Bioinformatics - David S. Moss 2005

Image and Video Retrieval - Michael S. Lew 2003-08-02
This book constitutes the refereed proceedings of the International Conference on Image and Video Retrieval, CIVR 2002, held in London, UK, in July 2002.The 30 revised full papers presented together with an introduction by the volume editors were carefully reviewed and selected from 82 submissions. The papers are organized in topical sections on image retrieval, modeling, feature-based retrieval, semantics and learning, video retrieval, and evaluation and benchmarking.
Encyclopedia of Data Warehousing and Mining - Wang, John 2005-06-30
Data Warehousing and Mining (DWM) is the science of managing and analyzing large datasets and discovering novel patterns and in recent years has emerged as a particularly exciting and industrially relevant area of research. Prodigious amounts of data are now being generated in domains as diverse as market research, functional genomics and pharmaceuticals; intelligently analyzing these data, with the aim of answering crucial questions and helping make informed decisions, is the challenge that lies ahead. The Encyclopedia of Data Warehousing and Mining provides a comprehensive, critical and descriptive examination of concepts, issues, trends, and challenges in this rapidly expanding field of data warehousing and mining (DWM). This encyclopedia consists of more than 350 contributors from 32 countries, 1,800 terms and definitions, and more than 4,400 references. This authoritative publication offers in-depth coverage of evolutions, theories, methodologies, functionalities, and applications of DWM in such interdisciplinary industries as healthcare informatics, artificial intelligence, financial modeling, and applied statistics, making it a single source of knowledge and latest discoveries in the field of DWM.
Database Systems for Advanced Applications - Jayant R. Haritsa 2008-04-03
Coverage in this proceedings includes XML schemas, data mining, spatial data, indexes and cubes, data streams, P2P and transactions, complex pattern processing, IR techniques, queries and transactions, XML databases, data warehouses, and distributed data.
Preclinical Development Handbook - Shayne Cox Gad 2008-03-21
A clear, straightforward resource to guide you through preclinical drug development Following this book's step-by-step guidance, you can successfully initiate and complete critical phases of preclinical drug development. The book serves as a basic, comprehensive reference to prioritizing and optimizing leads, dose formulation, ADME, pharmacokinetics, modeling, and regulations. This authoritative, easy-to-use resource covers all the issues that need to be considered and provides detailed instructions for current methods and techniques. Each chapter is written by one or more leading experts in the field. These authors, representing the many disciplines involved in preclinical toxicology screening and testing, give you the tools needed to apply an effective multidisciplinary approach. The editor has carefully reviewed

all the chapters to ensure that each one is thorough, accurate, and clear. Among the key topics covered are: * Modeling and informatics in drug design * Bioanalytical chemistry * Absorption of drugs after oral administration * Transporter interactions in the ADME pathway of drugs * Metabolism kinetics * Mechanisms and consequences of drug-drug interactions Each chapter offers a full exploration of problems that may be encountered and their solutions. The authors also set forth the limitations of various methods and techniques used in determining the safety and efficacy of a drug during the preclinical stage. This publication should be readily accessible to all pharmaceutical scientists involved in preclinical testing, enabling them to perform and document preclinical safety tests to meet all FDA requirements before clinical trials may begin.
Cumulated Index Medicus - 2000

Journal of Zhejiang University - 2006

International Advanced Researches & Engineering Congress 2017 Proceeding Book - Recep HALICIOGLU 2017-12-29
INTERNATIONAL WORKSHOPS (at IAREC'17) (This book inclueds English (main) and Turkish languages) International Workshop on Mechanical Engineering International Workshop on Mechatronics Engineering International Workshop on Energy Systems Engineering International Workshop on Automotive Engineering and Aerospace Engineering International Workshop on Material Engineering International Workshop on Manufacturing Engineering International Workshop on Physics Engineering International Workshop on Electrical and Electronics Engineering International Workshop on Computer Engineering and Software Engineering International Workshop on Chemical Engineering International Workshop on Textile Engineering International Workshop on Architecture International Workshop on Civil Engineering International Workshop on Geomatics Engineering International Workshop on Industrial Engineering International Workshop on Food Engineering International Workshop on Aquaculture Engineering International Workshop on Agriculture Engineering International Workshop on Mathematics Engineering International Workshop on Bioengineering Engineering International Workshop on Biomedical Engineering International Workshop on Genetic Engineering International Workshop on Environmental Engineering International Workshop on Other Engineering Science
Image and Video Retrieval - Wee-Kheng Leow 2005-07-14
It was our great pleasure to host the 4th International Conference on Image and Video Retrieval (CIVR) at the National University of Singapore on 20–22 July 2005. CIVR aims to provide an international forum for the discussion of research challenges and exchange of ideas among researchers and practitioners in image/video retrieval technologies. It addresses innovative research in the broad ?eld of image and video retrieval. A unique feature of this conference is the high level of participation by researchers from both academia and industry. Another unique feature of CIVR this year was in its format – it o?ered both the traditional oral presentation sessions, as well as the short presentation cum poster sessions. The latter provided an informal alternative forum for animated discussions and exchanges of ideas among the participants. We are pleased to note that interest in CIVR has grown over the years. The number of submissions has steadily increased from 82 in 2002, to 119 in 2003, and 125 in 2004. This year, we received 128 submissions from the international communities:with81(63.3%)fromAsiaandAustralia,25(19.5%)fromEurope, and 22 (17.2%) from North America. After a rigorous review process, 20 papers were accepted for oral presentations, and 42 papers were accepted for poster presentations. In addition to the accepted submitted papers, the program also included 4 invited papers, 1 keynote industrial

paper, and 4 invited industrial papers. Altogether, we o?ered a diverse and interesting program, addressing the current interests and future trends in this area.

Pattern Recognition and Image Analysis - Sameer Singh 2005-08-17
The two volume set LNCS 3686 and LNCS 3687 constitutes the refereed proceedings of the Third International Conference on Advances in Pattern Recognition, ICAPR 2005, held in Bath, UK in August 2005. The papers submitted to ICAPR 2005 were thoroughly reviewed by up to three referees per paper and less than 40% of the submitted papers were accepted. The first volume includes 73 contributions related to Pattern Recognition and Data Mining (which included papers from the tracks of pattern recognition methods, knowledge and learning, and data mining); topics addressed are pattern recognition, data mining, signal processing and OCR/ document analysis. The second volume contains 87 contributions related to Pattern Recognition and Image Analysis (which included papers from the applications track) and deals with security and surveillance, biometrics, image processing and medical imaging. It also contains papers from the Workshop on Pattern Recognition for Crime Prevention.

3D Object Processing - Jean-Luc Dugelay 2008-06-03
The arrival, and continuing evolution, of high quality 3D objects has been made possible by recent progress in 3D scanner acquisition and 3D graphics rendering. With this increasing quality comes a corresponding increase in the size and complexity of the data files and the necessity for advances in compression techniques. Effective indexing to facilitate the retrieval of the 3D data is then required to efficiently store, search and recapture the objects that have been compressed. The application of 3D images in fields such as communications, medicine and the military also calls for copyright protection, or watermarking, to secure the data for transmission. Written by expert contributors, this timely text brings together the three important and complementary topics of compression, retrieval and watermarking techniques for 3D objects. 3D object processing applications are developing rapidly and this book tackles the challenges and opportunities presented, focusing on the secure transmission, sharing and searching of 3D objects on networks, and includes: an introduction to the commonly used 3D representation schemes; the characteristics, advantages and limitations of polygonal meshes, surface based models and volumetric models; 3D compression techniques; the 3D coding and decoding schemes for reducing the size of 3D data to reduce transmission time and minimize distortion; state of the art responses to the intrinsic challenges of building a 3D-model search engine, considering view-based, structural and full-3D approaches; watermarking techniques for ensuring intellectual property protection and content security without altering the visual quality of the 3D object. 3D Object Processing: Compression, Indexing and Watermarking is an invaluable resource for graduate students and researchers working in signal and image processing, computer aided design, animation and imaging systems. Practising engineers who want to expand their knowledge of 3D video objects, including data compression, indexing, security, and copyrighting of information, will also find this book of great use.

Hybrid Artificial Intelligence Systems - Emilio Corchado 2009-06-22
The 4th International Conference on Hybrid Artificial Intelligence Systems (HAIS 2009), as the name suggests, attracted researchers who are involved in developing and applying symbolic and sub-symbolic techniques aimed at the construction of highly robust and reliable problem-solving techniques, and bringing the most relevant achievements in this field. Hybrid intelligent systems have become increasingly po- lar given their capabilities to handle a broad spectrum of real-world complex problems which come with inherent imprecision, uncertainty and vagueness, hi- dimensionality, and nonstationarity. These systems provide us with the opportunity to exploit existing domain knowledge as well as raw data to come up with promising solutions in an effective manner. Being truly multidisciplinary, the series of HAIS conferences offers an interesting research forum to present and discuss the latest th- retical advances and real-world applications in this exciting research field. This volume of Lecture Notes in Artificial Intelligence (LNAI) includes accepted papers presented at HAIS 2009 held at the University of Salamanca, Salamanca, Spain, June 2009. Since its inception, the main aim of the HAIS conferences has been to establish a broad and interdisciplinary forum for hybrid artificial intelligence systems and asso- ated learning paradigms, which are playing increasingly important roles in a large number of application areas.

Machine Learning - Abdelhamid Mellouk 2009-01-01
Machine Learning can be defined in various ways related to a scientific domain concerned with the design and development of theoretical and implementation tools that allow building systems with some Human Like intelligent behavior. Machine learning addresses more specifically the ability to improve automatically through experience.

Annual Reports in Medicinal Chemistry - 1993-10-05
Annual Reports in Medicinal Chemistry

State-of-the-Art in Content-Based Image and Video Retrieval - Remco C. Veltkamp 2013-04-17
Images and video play a crucial role in visual information systems and multimedia. There is an extraordinary number of applications of such systems in entertainment, business, art, engineering, and science. Such applications often involved large image and video collections, and therefore, searching for images and video in large collections is becoming an important operation. Because of the size of such databases, efficiency is crucial. We strongly believe that image and video retrieval need an integrated approach from fields such as image processing, shape processing, perception, database indexing, visualization, and querying, etc. This book contains a selection of results that was presented at the Dagstuhl Seminar on Content-Based Image and Video Retrieval, in December 1999. The purpose of this seminar was to bring together people from the various fields, in order to promote information exchange and interaction among researchers who are interested in various aspects of accessing the content of image and video data. The book provides an overview of the state of the art in content-based image and video retrieval. The topics covered by the chapters are integrated system aspects, as well as techniques from image processing, computer vision, multimedia, databases, graphics, signal processing, and information theory. The book will be of interest to researchers and professionals in the fields of multimedia, visual information (database) systems, computer vision, and information retrieval.

Bioinformatics Research and Development - Sepp Hochreiter 2007-05-21
This book constitutes the refereed proceedings of the First International Bioinformatics Research and Development Conference, BIRD 2007, held in Berlin, Germany in March 2007. The 36 revised full papers are organized in topical sections on microarray and systems biology and networks, medical, SNPs, genomics, systems biology, sequence analysis and coding, proteomics and structure, databases, Web and text analysis.

Encyclopedia of Bioinformatics and Computational Biology - 2018-08-21
Encyclopedia of Bioinformatics and Computational Biology: ABC of Bioinformatics combines elements of computer science, information technology, mathematics, statistics and biotechnology, providing the methodology and in silico solutions to mine biological data and processes. The book covers Theory, Topics and Applications, with a special focus on Integrative –omics and Systems Biology. The theoretical, methodological underpinnings of BCB, including phylogeny are covered, as are more current areas of focus, such as translational bioinformatics, cheminformatics, and environmental informatics. Finally, Applications provide guidance for commonly asked questions. This major reference work spans basic and cutting-edge methodologies authored by leaders in the field, providing an invaluable resource for students, scientists, professionals in research institutes, and a broad swath of researchers in biotechnology and the biomedical and pharmaceutical industries. Brings together information from computer science, information technology, mathematics, statistics and biotechnology Written and reviewed by leading experts in the field, providing a unique and authoritative resource Focuses on the main theoretical and methodological concepts before expanding on specific topics and applications Includes interactive images, multimedia tools and crosslinking to further resources and databases

Advances in Geometric Modeling and Processing - Falai Chen 2008-04-30
GeometricModelingandProcessing(GMP)isabiennialinternationalconference on geometric modeling, simulation and computing, which provides researchers and practitioners with a forum for exchanging new ideas, discussing new app- cations, and presenting new solutions. Previous GMP conferences were held in Pittsburgh (2006), Beijing (2004), Tokyo (2002), and Hong Kong (2000). This, the 5th GMP conference, was held in Hangzhou, one of the most beautiful cities in China. GMP 2008 received 113 paper submissions, covering a wide spectrum of - ometric modeling and processing, such as curves and surfaces, digital geometry processing, geometric feature modeling and recognition, geometric constraint solving, geometric optimization, multiresolution modeling, and applications in computer vision, image processing, scienti?c visualization, robotics and reverse engineering. Each paper was

reviewed by at least three members of the program committee andexternalreviewers.Basedonthe recommendations ofthe revi- ers, 34 regular papers were selected for oral presentation, and 17 short papers were selected for poster presentation. All selected papers are included in these proceedings. We thank all authors, external reviewers and program committee members for their great e?ort and contributions, which made this conference a success.

ICT Innovations 2009 - Danco Davcev 2010-01-06
This book is the result of the first International Conference ICT Innovations 2009. The ICT Innovations conference is the primary scientific action of the Macedonian Society on Information and Communication Technologies (ICT-ACT). It promotes the publication of scientific results of the international community related to innovative fundamental and applied research in ICT. Today, ICT has enlarged its horizons and it is practiced under multidisciplinary contexts that introduce new challenges to theore- cal and technical approaches. The ICT Innovations 2009 conference gathered academics, professionals and pr- titioners reporting their valuable experiences in developing solutions and systems in the industrial and business arena especially innovative commercial implementations, novel applications of technology, and experience in applying recent research advances to practical situations, in any ICT areas. The conference focuses on issues concerning a variety of ICT fields like: • Multimedia Information Systems • Artificial Intelligence • Pervasive and Ubiquitous Computing • Eco and Bio Informatics • Internet and Web Applications and Services • Wireless and Mobile Communications and Services • Computer Networks, Security and Cryptography • Distributed Systems, GRID and Cloud Computing ICT Innovations 2009 Conference was held in Ohrid, Macedonia, in September 28-30, 2009. Local arrangements provided by the members of the Macedonian Society on Information and Communication Technologies – ICT-ACT, mainly consisting of teaching and research staff of Computer Science Department at Faculty of Electrical Engineering and Information Technologies and Institute of Informatics at Faculty of Natural Sciences, both at Ss. Cyril and Methodius University in Skopje, Macedonia.

19th International Conference on Data Engineering - Umeshwar Dayal 2003
Papers from a spring 2004 conference present theoretical and practical research in database management systems and data-centric applications. Research sessions describe recent results in indexing, semi-structured data and XML, data mining, query processing, distributed and parallel programming, spat

Three-Dimensional Model Analysis and Processing - Faxin Yu 2011-02-03
With the increasing popularization of the Internet, together with the rapid development of 3D scanning technologies and modeling tools, 3D model databases have become more and more common in fields such as biology, chemistry, archaeology and geography. People can distribute their own 3D works over the Internet, search and download 3D model data, and also carry out electronic trade over the Internet. However, some serious issues are related to this as follows: (1) How to efficiently transmit and store huge 3D model data with limited bandwidth and storage capacity; (2) How to prevent 3D works from being pirated and tampered with; (3) How to search for the desired 3D models in huge multimedia databases. This book is devoted to partially solving the above issues. Compression is useful because it helps reduce the consumption of expensive resources, such as hard disk space and transmission bandwidth. On the downside, compressed data must be decompressed to be used, and this extra processing may be detrimental to some applications. 3D polygonal mesh (with geometry, color, normal vector and texture coordinate information), as a common surface representation, is now heavily used in various multimedia applications such as computer games, animations and simulation applications. To maintain a convincing level of realism, many applications require highly detailed mesh models. However, such complex models demand broad network bandwidth and much storage capacity to transmit and store. To address these problems, 3D mesh compression is essential for reducing the size of 3D model representation.

Computational Intelligence and Bioinformatics - De-Shuang Huang 2006-09-01
This book constitutes the refereed proceedings of the International Conference on Intelligent Computing, ICIC 2006, held in Kunming, China, in August 2006. The book presents 165 revised full papers, carefully reviewed. Topics covered include ant colony optimization, particle swarm optimization, swarm intelligence, autonomy-oriented computing, quantum and molecular computations, biological and DNA computing, intelligent computing in bioinformatics, intelligent computing in computational biology and drug design, computational genomics and proteomics, and more.

Future Generation Information Technology - Young Hoon Lee 2009-11-16
As future generation information technology (FGIT) becomes specialized and fr- mented, it is easy to lose sight that many topics in FGIT have common threads and, because of this, advances in one discipline may be transmitted to others. Presentation of recent results obtained in different disciplines encourages this interchange for the advancement of FGIT as a whole. Of particular interest are hybrid solutions that c- bine ideas taken from multiple disciplines in order to achieve something more signi- cant than the sum of the individual parts. Through such hybrid philosophy, a new principle can be discovered, which has the propensity to propagate throughout mul- faceted disciplines. FGIT 2009 was the first mega-conference that attempted to follow the above idea of hybridization in FGIT in a form of multiple events related to particular disciplines of IT, conducted by separate scientific committees, but coordinated in order to expose the most important contributions. It included the following international conferences: Advanced Software Engineering and Its Applications (ASEA), Bio-Science and Bio-Technology (BSBT), Control and Automation (CA), Database Theory and Application (DTA), D- aster Recovery and Business Continuity (DRBC; published independently), Future G- eration Communication and Networking (FGCN) that was combined with Advanced Communication and Networking (ACN), Grid and Distributed Computing (GDC), M- timedia, Computer Graphics and Broadcasting (MulGraB), Security Technology (SecTech), Signal Processing, Image Processing and Pattern Recognition (SIP), and- and e-Service, Science and Technology (UNESST).

Computer Vision -- ECCV 2006 - Aleš Leonardis 2006

Advances in Computer Graphics - Tomoyuki Nishita 2006-06-22
This is the refereed proceedings of the 24th Computer Graphics International Conference, CGI 2006. The 38 revised full papers and 37 revised short papers presented were carefully reviewed. The papers are organized in topical sections on rendering and texture, efficient modeling and deformation, digital geometry processing, shape matching and shape analysis, face, virtual reality, motion and image, as well as CAGD.

Chemical Identification and its Quality Assurance - Boris L. Milman 2013-06-17
This is the first book to show how to apply the principles of quality assurance to the identification of analytes (qualitative chemical analysis). After presenting the principles of identification and metrological basics, the author focuses on the reliability and the errors of chemical identification. This is then applied to practical examples such as EPA methods, EU, FDA, or WADA regulations. Two whole chapters are devoted to the analysis of unknowns and identification of samples such as foodstuffs or oil pollutions. Essential reading for researchers and professionals dealing with the identification of chemical compounds and the reliability of chemical analysis.

Computational Structural Biology - Torsten Schwede 2008
This is a comprehensive introduction to Landau-Lifshitz equations and Landau-Lifshitz-Maxwell equations, beginning with the work by Yulin Zhou and Boling Guo in the early 1980s and including most of the work done by this Chinese group led by Zhou and Guo since. The book focuses on aspects such as the existence of weak solutions in multi dimensions, existence and uniqueness of smooth solutions in one dimension, relations with harmonic map heat flows, partial regularity and long time behaviors. The book is a valuable reference book for those who are interested in partial differential equations, geometric analysis and mathematical physics. It may also be used as an advanced textbook by graduate students in these fields.

Euro-Par 2012: Parallel Processing Workshops - Ioannis Caragiannis 2013-02-15
This book constitutes thoroughly refereed post-conference proceedings of the workshops of the 18th International Conference on Parallel Computing, Euro-Par 2012, held in Rhodes Islands, Greece, in August 2012. The papers of these 10 workshops BDMC, CGWS, HeteroPar, HiBB, OMHI, Paraphrase, PROPER, UCHPC, VHPC focus on promotion and advancement of all aspects of parallel and distributed computing.

Computational Biology and Genome Informatics - Jason T. L. Wang 2003
This book contains articles written by experts on a wide range oftopics that are associated with the analysis and management ofbiological information at the molecular level. It contains chapters onRNA and protein structure analysis, DNA computing, sequence mapping, genome

comparison, gene expression data mining, metabolic networkmodeling, and phyloinformatics
Advances in Spatial Databases - 1999

Advances in Spatial Databases - Ralf H. Güting 2003-05-21
This book constitutes the refereed proceedings of the 6th International Symposium on Spatial Databases, SSD'99, held in Hong Kong, China in July 1999. The 17 revised full papers presented were carefully selected from 55 submissions. Also included are short papers corresponding to three invited talks and industrial applications presentations. The papers are organized in chapters on multi-resolution and scale, indexing, moving objects and spatio-temporal data, spatial mining and classification, spatial join, uncertainty and geological hypermaps, and industrial and visionary application track.

3D Shape Analysis - Hamid Laga 2019-01-07
An in-depth description of the state-of-the-art of 3D shape analysis techniques and their applications This book discusses the different topics that come under the title of "3D shape analysis". It covers the theoretical foundations and the major solutions that have been presented in the literature. It also establishes links between solutions proposed by different communities that studied 3D shape, such as mathematics and statistics, medical imaging, computer vision, and computer graphics. The first part of 3D Shape Analysis: Fundamentals, Theory, and Applications provides a review of the background concepts such as methods for the acquisition and representation of 3D geometries, and the fundamentals of geometry and topology. It specifically covers stereo matching, structured light, and intrinsic vs. extrinsic properties of shape. Parts 2 and 3 present a range of mathematical and algorithmic tools (which are used for e.g., global descriptors, keypoint detectors, local feature descriptors, and algorithms) that are commonly used for the detection, registration, recognition, classification, and retrieval of 3D objects. Both also place strong emphasis on recent techniques motivated by the spread of commodity devices for 3D acquisition. Part 4 demonstrates the use of these techniques in a selection of 3D shape analysis applications. It covers 3D face recognition, object recognition in 3D scenes, and 3D shape retrieval. It also discusses examples of semantic applications and cross domain 3D retrieval, i.e. how to retrieve 3D models using various types of modalities, e.g. sketches and/or images. The book concludes with a summary of the main ideas and discussions of the future trends. 3D Shape Analysis: Fundamentals, Theory, and Applications is an excellent reference for graduate students, researchers, and professionals in different fields of mathematics, computer science, and engineering. It is also ideal for courses in computer vision and computer graphics, as well as for those seeking 3D industrial/commercial solutions.

Artificial Intelligence Techniques for Computer Graphics - Dimitri Plemenos 2008-09-11
The purpose of this volume is to present current work of the Intelligent Computer Graphics community, a community growing up year after year. Indeed, if at the beg- ning of Computer Graphics the use of Artificial Intelligence techniques was quite unknown, more and more researchers all over the world are nowadays interested in intelligent techniques allowing substantial improvements of traditional Computer Graphics methods. The other main contribution of intelligent techniques in Computer Graphics is to allow invention of completely new methods, often based on automation of a lot of tasks assumed in the past by the user in an imprecise and (human) time consuming manner. The history of research in Computer Graphics is very edifying. At the beginning, due to the slowness of computers in the years 1960, the unique research concern was visualisation. The purpose of Computer Graphics researchers was to find new visua- sation algorithms, less and less time consuming, in order to reduce the enormous time required for visualisation. A lot of interesting algorithms were invented during these first years of research in Computer Graphics. The scenes to be displayed were very simple because the computing power of computers was very low. So, scene modelling was not necessary and scenes were designed directly by the user, who had to give co-ordinates of vertices of scene polygons.

Data Classification - Charu C. Aggarwal 2014-07-25
Comprehensive Coverage of the Entire Area of ClassificationResearch on the problem of classification tends to be fragmented across such areas as pattern recognition, database, data mining, and machine learning. Addressing the work of these different communities in a unified way, Data Classification: Algorithms and Applications explores the underlyi

Proceedings - 2001

Image and Video Retrieval - 2005