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Advances in Visual Computing George Bebis, Zhaozheng Yin, Edward Kim, Jan Bender, Kartic Subr, Bum Chul Kwon, Jian Zhao, Denis Kalkofen, George Baciu, 2020-12-11 This two volume set of LNCS 12509 and 12510 constitutes the refereed proceedings of the 15th International Symposium on Visual Computing ISVC 2020 which was supposed to be held in San Diego CA USA in October 2020 took place virtually instead due to the COVID 19 pandemic The 118 papers presented in these volumes were carefully reviewed and selected from 175 submissions. The papers are organized into the following topical sections Part I deep learning segmentation visualization video analysis and event recognition ST computational bioimaging applications biometrics motion and tracking computer graphics virtual reality and ST computer vision advances in geo spatial applications and remote sensing Part II object recognition detection categorization 3D reconstruction medical image analysis vision for robotics statistical pattern recognition posters Multimedia and Network Information Systems Aleksander Zgrzywa, Kazimierz Choroś, Andrzej Siemiński, 2016-09-05 Recent years have seen remarkable progress on both advanced multimedia data processing and intelligent network information systems. The objective of this book is to contribute to the development of multimedia processing and the intelligent information systems and to provide the researches with the essentials of current knowledge experience and know how Although many aspects of such systems have already been under investigation but there are many new that wait to be discovered and defined The book contains a selection of 36 papers based on original research presented during the 10th International Conference on Multimedia Network Information Systems MISSI 2016 held on 14 16 September 2016 in Wroc aw Poland The papers provide an overview the achievements of researches from several countries in three continents The volume is divided into five parts a Images and Videos Virtual and Augmented Reality b Voice Interactions in Multimedia Systems c Tools and Applications d Natural Language in Information Systems and e Internet and Network Technologies The book is an excellent resource for researchers those working in multimedia Internet and Natural Language technologies as well as for students interested in computer science and other **GPU Parallel Program Development Using CUDA** Tolga Soyata, 2018-01-19 GPU Parallel Program related fields Development using CUDA teaches GPU programming by showing the differences among different families of GPUs This approach prepares the reader for the next generation and future generations of GPUs The book emphasizes concepts that will remain relevant for a long time rather than concepts that are platform specific At the same time the book also provides platform dependent explanations that are as valuable as generalized GPU concepts The book consists of three separate parts it starts by explaining parallelism using CPU multi threading in Part I A few simple programs are used to demonstrate the concept of dividing a large task into multiple parallel sub tasks and mapping them to CPU threads Multiple ways of parallelizing the same task are analyzed and their pros cons are studied in terms of both core and memory operation Part II of the book introduces GPU massive parallelism The same programs are parallelized on multiple Nvidia GPU platforms and

the same performance analysis is repeated Because the core and memory structures of CPUs and GPUs are different the results differ in interesting ways The end goal is to make programmers aware of all the good ideas as well as the bad ideas so readers can apply the good ideas and avoid the bad ideas in their own programs Part III of the book provides pointer for readers who want to expand their horizons It provides a brief introduction to popular CUDA libraries such as cuBLAS cuFFT NPP and Thrust the OpenCL programming language an overview of GPU programming using other programming languages and API libraries such as Python OpenCV OpenGL and Apple s Swift and Metal and the deep learning library cuDNN

Performance Evaluation and Benchmarking Raghunath Nambiar, Meikel Poess, 2021-08-03 This book constitutes the refereed post conference proceedings of the 12th TPC Technology Conference on Performance Evaluation and Benchmarking TPCTC 2020 held in August 2020 The 8 papers presented were carefully reviewed and cover the following topics testing ACID compliance in the LDBC social network benchmark experimental performance evaluation of stream processing engines made easy revisiting issues in benchmarking metric selection performance evaluation for digital transformation experimental comparison of relational and NoSQL document systems a framework for supporting repetition and evaluation in the process of cloud based DBMS performance benchmarking benchmarking AI inference a domain independent benchmark evolution model for the transaction processing performance council Deep Learning with Microsoft Cognitive Toolkit Quick **Start Guide** Willem Meints, 2019-03-28 Learn how to train popular deep learning architectures such as autoencoders convolutional and recurrent neural networks while discovering how you can use deep learning models in your software applications with Microsoft Cognitive Toolkit Key Features Understand the fundamentals of Microsoft Cognitive Toolkit and set up the development environment Train different types of neural networks using Cognitive Toolkit and deploy it to production Evaluate the performance of your models and improve your deep learning skills Book Description Cognitive Toolkit is a very popular and recently open sourced deep learning toolkit by Microsoft Cognitive Toolkit is used to train fast and effective deep learning models This book will be a quick introduction to using Cognitive Toolkit and will teach you how to train and validate different types of neural networks such as convolutional and recurrent neural networks This book will help you understand the basics of deep learning You will learn how to use Microsoft Cognitive Toolkit to build deep learning models and discover what makes this framework unique so that you know when to use it This book will be a quick no nonsense introduction to the library and will teach you how to train different types of neural networks such as convolutional neural networks recurrent neural networks autoencoders and more using Cognitive Toolkit Then we will look at two scenarios in which deep learning can be used to enhance human capabilities. The book will also demonstrate how to evaluate your models performance to ensure it trains and runs smoothly and gives you the most accurate results Finally you will get a short overview of how Cognitive Toolkit fits in to a DevOps environment What you will learnSet up your deep learning environment for the Cognitive Toolkit on Windows and LinuxPre process and feed your data into neural networksUse neural

networks to make effcient predictions and recommendationsTrain and deploy effcient neural networks such as CNN and RNNDetect problems in your neural network using TensorBoardIntegrate Cognitive Toolkit with Azure ML Services for effective deep learningWho this book is for Data Scientists Machine learning developers AI developers who wish to train and deploy effective deep learning models using Microsoft CNTK will find this book to be useful Readers need to have experience in Python or similar object oriented language like C or Java Virtual Drug Design Daniela Schuster, Honglin Li, 2020-01-13 In the current drug research environment in academia and industry cheminformatics and virtual screening methods are well established and integrated tools Computational tools are used to predict a compound s 3D structure the 3D structure and function of a pharmacological target ligand target interactions binding energies and other factors essential for a successful drug This includes molecular properties such as solubility logP value susceptibility to metabolism cell permeation blood brain barrier permeation interaction with drug transporters and potential off target effects Given that approximately 40 million unique compounds are readily available for purchase such computational modeling and filtering tools are essential to support the drug discovery and development process The aim of all these calculations is to focus experimental efforts on the most promising candidates and exclude problematic compounds early in the project In this Research Topic on virtual activity predictions we cover several aspects of this research area such as historical perspectives data sources ligand treatment virtual screening methods hit list handling and filtering Distributed Texture Memory in a Multi-GPU Environment Adam Thomas Moerschell, 2007 Visualization and Data Analysis ,2003 **Hugging Face in Action** Wei-Meng Lee, 2025-11-11 Everything you need to know about using the tools libraries and models at Hugging Face from transformers to RAG LangChain and Gradio Hugging Face in Action reveals how to get the absolute best out of everything Hugging Face from accessing state of the art models to building intuitive frontends for AI apps With Hugging Face in Action you ll learn Utilizing Hugging Face Transformers and Pipelines for NLP tasks Applying Hugging Face techniques for Computer Vision projects Manipulating Hugging Face Datasets for efficient data handling Training Machine Learning models with AutoTrain functionality Implementing AI agents for autonomous task execution Developing LLM based applications using LangChain and LlamaIndex Constructing LangChain applications visually with LangFlow Creating web based user interfaces using Gradio Building locally running LLM based applications with GPT4ALL Querying local data using Large Language Models Want a cutting edge transformer library Hugging Face's open source offering is best in class Need somewhere to host your models Hugging Face Spaces has you covered Do your users need an intuitive frontend for your AI app Hugging Face s Gradio library makes it easy to build UI using the Python skills you already have In Hugging Face in Action you ll learn how to take full advantage of all of Hugging Face's amazing features to quickly and reliably prototype and productionize AI applications About the technology Hugging Face is an incredible open source ecosystem for AI engineers and data scientists providing hundreds of pre trained models datasets tools and libraries It s also a central hub for collaborating on leading edge

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Indian Trade Journal ,2010-02-05 Digital Logic Design and Computer Organization with Computer Architecture for Security Nikrouz Faroughi,2014-09-08 A COMPREHENSIVE GUIDE TO THE DESIGN ORGANIZATION OF MODERN COMPUTING SYSTEMS Digital Logic Design and Computer Organization with Computer Architecture for Security provides practicing engineers and students with a clear understanding of computer hardware technologies The fundamentals of digital logic design as well as the use of the Verilog hardware description language are discussed The book covers computer organization and architecture modern design concepts and computer security through hardware Techniques for designing both small and large combinational and sequential circuits are thoroughly explained This detailed reference addresses memory technologies CPU design and techniques to increase performance microcomputer architecture including plug and play device interface and memory hierarchy A chapter on security engineering methodology as it applies to computer architecture concludes the book Sample problems design examples and detailed diagrams are provided throughout this practical resource COVERAGE INCLUDES Combinational circuits small designs Combinational circuits large designs

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