

《计算机与信息科学 - ISCIS 20》

图书基本信息

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内容概要

This book constitutes the refereed proceedings of the 19th International Symposium on Computer and Information Sciences, ISCIS 2004, held in Kemer-Antalya, Turkey in October 2004. The 99 revised full papers presented together with an invited paper were carefully reviewed and selected from 335 submissions. The papers are organized in topical sections on artificial intelligence and machine learning, computer graphics and user interfaces, computer networks and security, computer vision and image processing, database systems, modeling and performance evaluation, natural language processing, parallel and distributed computing, real-time control applications, software engineering and programming, and theory of computing.

书籍目录

Invited Talk An Approach to Quality of Service Artificial Intelligence and Machine Learning A New Classifier Based on Attribute Weighted Artificial Immune System (AWAIS) Investigating the Effects of Recency and Size of Training ,Text on Author Recognition Problem Model Based Intelligent Control of a 3-Joint Robotic Manipulator:A Simulation Study Using Artificial Neural Networks Knowledge Incorporation into ACO-Based Autonomous Mobile Robot Navigation The Effects of Data Properties on Local, Piecewise, Global, Mixture of Experts, and Boundary-Optimized Classifiers for Medical Decision Making Learning Interestingness of Streaming Classification Rules Using Fuzzy Petri Nets for Static Analysis of Rule-Bases Protein Structural Class Determination Using Support Vector Machines .Computer Graphics and User Interfaces Flexible and Interactive Crack-Like Patterns Presentation on 3D Objects An Occlusion Culling Approach Based on Exploiting Multiple Hardware-Accelerated Occlusion Queries for Dynamical Scenes Acceleration of Perspective Volume Rendering Using Depth-Subsampling An Efficient Camera Path Computation Using Image-Space Information in Virtual Endoscopy Hair Motion Simulation Interactive Mouse Systems Providing Haptic Feedback During the Exploration in Virtual Environment Developing Finite State NLP Systems with a Graphical Environment Computer Networks and Security Bandwidth-Aware Scaling for Internet Video Streaming The Abnormal Traffic Control Framework Based on QoS Mechanisms Proximity-Based Overlay Routing for Service Discovery in Mobile Ad Hoc Networks Multicast Routing for Ad Hoc Networks with a Multiclass Scheme for Quality of Service HVIA-GE: A Hardware Implementation of Virtual Interface Architecture Based on Gigabit Ethernet Modeling TCP Loss Recovery Latency with the Number of Retransmissions A Two-Step EM Algorithm for MAP Fitting Performance Evaluation of the 802.16 Medium Access Control Layer.....Computer Vision and Image Processing Database Systems Modeling and Performance Evaluation Natural Language Processing Paralle and Distributed Computing Real-Time Control Applications Software Engineering and Programming Systems Theory of Computing Author Index

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