

Does migrating a monolithic system to microservices decrease the technical debt?

Some background on dialogue management and conversational speech for dialogue systems

1-D Convolutional Neural Networks for Signal Processing Applications

2nd international workshop on pervasive eye tracking and mobile eye-based interaction (PETMEI 2012)  
Proposal for a workshop (mini-track) at UbiComp 2012

A comparison of security assurance support of agile software development methods

A convolutional neural network approach for acoustic scene classification

Adaptive Normalization for Forecasting Limit Order Book Data Using Convolutional Neural Networks

Adaptive spatial resolution selection for stereoscopic video compression with MV-HEVC  
A frequency based approach

Additional lossless compression of JPEG images based on BPG

A design framework for mapping vectorized synchronous dataflow graphs onto CPU-GPU platforms

A design tool for high performance image processing on multicore platforms

'Aie-studio' - A pragmatist aesthetic approach for procedural sound design

A joint target localization and classification framework for sensor networks

A k-nearest neighbor multilabel ranking algorithm with application to content-based image retrieval

A lightweight many-to-many authentication protocol for near field communications

A model-based schedule representation for heterogeneous mapping of dataflow graphs

A movable immaterial volumetric display

A multi-agent approach for processing industrial enterprise data

An accumulative fusion architecture for discriminating people and vehicles using acoustic and seismic signals

Analyzing Forty years of software maintenance models

An approach to production scheduling optimization a case of an oil lubrication and hydraulic systems manufacturer

An empirical investigation of perceived reliability of open source Java programs

An evaluation framework for cross-platform mobile app development tools  
A case analysis of adobe PhoneGap framework

An exploratory study of eye typing fundamentals  
Dwell time, text entry rate, errors, and workload

Antroposeeni - A mixed reality game

A preliminary network analysis on steam game tags  
Another way of understanding game genres

Architectural patterns for microservices  
A systematic mapping study

Are SonarQube Rules Inducing Bugs?

A State Space Tool for Concurrent System Models Expressed In C++

A survey on aims and environments of diversification and obfuscation in software security

A time-optimal bounded velocity path-following controller for generic Wheeled Mobile Robots

Augmenting Technology Trees: Automation and Tool Support

Barriers for bridging interpersonal gaps  
Three inspirational design patterns for increasing collocated social interaction

Bit-sliced binary normal basis multiplication

Blind estimation of white Gaussian noise variance in highly textured images

Blind sub-Nyquist GNSS signal detection

BM3D-HVS  
Content-Adaptive denoising for improved visual quality

Body-touching  
An embodied interaction technique for health information systems in developing regions

Briefing news reporting with mobile assignments - Perceptions, needs and challenges

Business intelligence process model revisited

Casual immersive viewing with smartphones

Challenges in developing data-based value creation

Checking visual data flow programs with finite process models

Children designing videos

Tools, pedagogical models, and best practices for digital storytelling and media-making in the classroom

Classification of iPSC colony images using hierarchical strategies with support vector machines

Classification of large graphs by a local tree decomposition

Class-specific kernel discriminant analysis based on Cholesky decomposition

Co-creating digital services for citizens

Activity theory analysis

Code notes

Designing a low-cost tangible coding tool for/with children

Collaboration change in enterprise software development

Collaborative cloud-based management of home networks

Collaborative filtering based on group coordinates for smoothing and directional sharpening

Collaborative navigation in virtual worlds

How gender and game experience influence user behavior

Collecting usage data for software development

Selection framework for technological approaches

Color game

A collaborative social robotic game for icebreaking; Towards the design of robotic ambiances as part of smart building services

Combined local and global image enhancement algorithm

Combined no-reference IQA metric and its performance analysis

Comparing communication effort within the scrum, scrum with Kanban, XP, and Banana development processes

Comparing the Built-In Application Architecture Models in the Web Browser

Comparison of gaze-to-objects mapping algorithms

Comparison of time metrics in programming

Comparison of video-based pointing and selection techniques for hands-free text entry

Compression of signs of DCT coefficients for additional lossless compression of JPEG images

Configurable, resource-optimized FFT architecture for OFDM communication

Configuring and visualizing the data resources in a cloud-based data collection framework

Continuous Edgewise

Dictionary-based disambiguation instead of explicit segmentation by the user

Controlled experiments comparing fault-tree-based safety analysis techniques

Conversion of sparsely-captured light field into alias-free fullparallax multiview content

Convex Energy Optimization of Streaming Applications for MPSoCs

Coordinating proactive social devices in a mobile cloud

Lessons learned and a way forward

Database-driven tool support for DisCo executable specifications

Deep multiresolution color constancy

Deep p-Fibonacci scattering networks

Deep Reinforcement Learning for Financial Trading Using Price Trailing

Deep Temporal Logistic Bag-of-features for Forecasting High Frequency Limit Order Book Time Series

Demographic differences in accumulated types of capital in massively multiplayer online role-playing games

Designing and evaluating text entry methods

Designing an Unobtrusive Analytics Framework for Monitoring Java Applications

Designing for experiences with socially interactive robots

Designing tactile feedback for piezo buttons

Detection of Typical Pronunciation Errors in Non-native English Speech Using Convolutional Recurrent Neural Networks

Developing novel multimodal interaction techniques for touchscreen in-vehicle infotainment systems

DevOps in regulated software development

Case medical devices

Domain based storage protection with secure access control for the cloud

Dynamic software updating techniques in practice and Educator's guides  
A review

DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions

Effects of directional haptic and non-speech audio cues in a cognitively demanding navigation task

Effects of extrinsic noise are promoter kinetics dependent

Effects of haptic feedback on gaze based auto scrolling

Electroplated nickel microspring and low-friction precision linear slider  
A novel micro-force sensing tool

Email intensity, productivity and control in the knowledge worker's performance on the desktop

Enabling cybersecurity incident reporting and coordinated handling for maritime sector

End-to-End Polyphonic Sound Event Detection Using Convolutional Recurrent Neural Networks with Learned Time-Frequency Representation Input

Enhanced gaze interaction using simple head gestures

Enhancing class discrimination in Kernel Discriminant Analysis

Estimating software development effort based on phases

Estimation of time-varying room impulse responses of multiple sound sources from observed mixture and isolated source signals

Executing dataflow actors as kahn processes

Exemplar-based speech enhancement for deep neural network based automatic speech recognition

Exploiting subclass information in one-class support vector machine for video summarization

Exploiting suppliers' potential in construction innovations

Exploration and exploitation of sensorimotor contingencies for a cognitive embodied agent

Exploring the Stability of Software with Time-Series Cross-Sectional Data

Exploring the use of deprecated PHP releases in the wild internet  
Still a LAMP issue?

Facial expression classification based on local spatiotemporal edge and texture descriptors

Facilitating the first move

Exploring inspirational design patterns for aiding initiation of social encounters

Farm detection based on deep convolutional neural nets and semi-supervised green texture detection using VIS-NIR satellite image

Fast and easy live video service setup using lightweight virtualization

Flow-bounded trajectory-scaling algorithm for hydraulic robotic manipulators

Focusing on user experience and business models in startups

Investigation of two-dimensional value creation

Four patterns for internal startups

Framework for designing and evaluating game achievements

From theories to game mechanics

Developing a game for training rational numbers

Front-camera video recordings as emotion responses to mobile photos shared within close-knit groups

FS-PGBR

A scalable and delay sensitive cloud routing protocol

Full-reference metrics multidistortional analysis

Game postmortems vs. developer Reddit AMAs

Computational analysis of developer communication

Games and energy

Profiling power usage during play

Gaze-contingent scrolling and reading patterns

Gaze gestures and haptic feedback in mobile devices

Generalized model of biological neural networks

Progressive operational perceptrons

Gestures and widgets

Performance in text editing on multi-touch capable mobile devices

Glance awareness and gaze interaction in smartwatches

Glasses with haptic feedback of gaze gestures

Goofy Mus, grumpy Mur and dirty Muf  
Talking playful seats with personalities

Guidelines for development and evaluation of usage data analytics tools for human-machine interactions with industrial manufacturing systems

Haptic feedback of gaze gestures with glasses  
Localization accuracy and effectiveness

Haptic user interface enhancement system for touchscreen based interaction  
A novel system for multimodal interaction with touchscreen interfaces

HCI and homecare  
Connecting families and clinicians

How do academics experience use of recorded audio feedback in higher education? A thematic analysis

How to study programming on mobile touch devices - Interactive Python code exercises

Human-technology choreographies  
Re-thinking body, movement and space in interaction design

Implications of audio and narration in the user experience design of virtual reality

Inband full-duplex radio access system with self-backhauling  
Transmit power minimization under QOS requirements

Increasing collocated people's awareness of the mobile user's activities  
A field trial of social displays

Information models and information exchange in plant-wide monitoring and control of industrial processes

Information wall  
Evaluation of a gesture-controlled public display

Inkjet-printed monopole antennas for enhanced-range WBAN and wearable biomonitoring application

Innovation challenges as a novel multidisciplinary learning platform

Integrated controller for an over-constrained cable driven parallel manipulator  
KNTU CDRPM

IntentRadar  
Search user interface that anticipates user's search intents

Intentstreams  
Smart parallel search streams for branching exploratory search

Investigation of egocentric social structures for diversity-enhancing followee recommendations

IoT-CryptoDiet

Implementing a lightweight cryptographic library based on ecdh and ecdsa for the development of secure and privacy-preserving protocols in contiki-ng

Kvazaar 2.0

Fast and efficient open-source HEVC inter encoder

Layers of user expectations of future technologies

An early framework

Lean manufacturing methods in simulation literature

Review and association analysis

Learning movement synchronization in multi-component robotic systems

Learnings from the Finnish game industry

Liking the game

How can spectating motivations influence social media usage at live esports events?

Log analysis of 360-degree video users via MQTT

Long-term tracking through failure cases

Looking for a five-legged sheep

Identifying enterprise architects' skills and competencies

Low-complexity robust DOA estimation

Low-energy graph fourier basis functions span salient objects

Low-latency Deep Clustering for Speech Separation

Low latency edge rendering scheme for interactive 360 degree virtual reality gaming

Low-Latency Sound-Source-Separation using Non-Negative Matrix Factorisation with Coupled Analysis and Synthesis Dictionaries

LTE indoor MIMO performances field measurements

Making the cloud work for software producers

Linking architecture, operating cost and revenue

Mashing Up Software Issue Management, Development, and Usage Data

Methodology to obtain the security controls in multi-cloud applications



Methods and tools for denoising of complex-valued images based on block-matching and high order singular value decomposition

Microservices in agile software development  
A workshop-based study into issues, advantages, and disadvantages

Minimum Variance Extreme Learning Machine for human action recognition

Mixed reality with multimodal head-mounted pico projector

Mobile Journalist Toolkit  
A field study on producing news articles with a mobile device

Mobiscool  
1<sup>st</sup> workshop on mobile, social and culturally oriented learning

Models for mobile application maintenance based on update history

Modular audio story platform for museums

Multichannel Sound Event Detection Using 3D Convolutional Neural Networks for Learning Inter-channel Features

Multi-factor authentication for wearables  
Configuring system parameters with risk function

Multi-robot active information gathering with periodic communication

MurMur Moderators, the talking playful seats

MVP Explained  
A Systematic Mapping Study on the Definitions of Minimal Viable Product

Narrative friction in Alternate Reality Games  
Design insights from conspiracy for good

Need to touch, wonder of discovery, and social capital  
Experiences with interactive playful seats

Network signatures based on gene pair expression ratios improve classification and the analysis of muscle-invasive urothelial cancer

Novel pairwise coupled kinematic solution for algebraic angular acceleration estimation of serial link manipulators

OASIS deck of cards - House of colleagues  
A playful

Of discs, boxes and cartridges  
The material life of digital games

On application of rational Discrete Short Time Fourier Transform in epileptic seizure classification

On continuous deployment maturity in customer projects

On delay distribution in IEEE 802.11 wireless networks

On Renyi's entropy estimation with one-dimensional Gaussian kernels

On the Architecture of Liquid Software: Technology Alternatives and Design Space

On the costs of multiple trajectory pointing methods

On the Secrecy Capacity of Fisher-Snedecor F Fading Channels

Operationalizing the experience factory for effort estimation in agile processes

Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study

Optimal neighborhood preserving visualization by Maximum satisfiability

Optimal sensing via multi-armed bandit relaxations in mixed observability domains

Optimization equivalence of divergences improves neighbor embedding

Optimized viewport dependent streaming of stereoscopic omnidirectional video

Optimizing gaze direction in a visual navigation task

PaaSWord

A holistic data privacy and security by design framework for cloud services

Parameterized scheduling for signal processing systems using topological patterns

Participatory development of user experience design guidelines for a B2B company

Patterns for controlling chaos in a startup

Patterns for safety system bus architecture

Patterns for serverless functions (Function-as-a-Service)

A multivocal literature review

Patterns for subsidiaries as innovation tools

Peer to Peer Offloading with Delayed Feedback  
An Adversary Bandit Approach

Phase masks optimization for broadband diffractive imaging

Post-deployment data  
A recipe for satisfying knowledge needs in software development?

Power allocation in multi-node cooperative network in Rician fading channels

Power harvesting from microwave oven electromagnetic leakage

Predicting academic success based on learning material usage

Predicting OSS trustworthiness on the basis of elementary code assessment

Preventing keystroke based identification in open data sets

Process configuration framework tool

Programmable lowpower implementation of the HEVC Adaptive Loop Filter

Promoting local culture and enriching airport experiences through interactive storytelling

Prototyping real-Time tracking systems on mobile devices

Public and open HEVC encoding service in the cloud

Pure e-learning course in information security

Random Forest Oriented Fast QTBT Frame Partitioning

Reading on-screen text with gaze-based auto-scrolling

Real-time online drilling vibration analysis using data mining

Recording and analyzing in-browser programming sessions

Reduced-complexity digital predistortion for massive MIMO

Reducing the number of unit tests with design by contract

Redundancy-based visual tool center point pose estimation for long-reach manipulators

Revisiting continuous deployment maturity  
A two-year perspective

Ripple thermostat

Affecting the emotional experience through interactive force feedback and shape change

Robotic process automation - Creating value by digitalizing work in the private healthcare?

Robustifying correspondence based 6D object pose estimation

Robust linearized combined metrics of image visual quality

Running software research programs

An agile approach

Salient event detection in basketball mobile videos

Satisfaction and willingness to consume immersive journalism

Experiment of differences between VR, 360 video, and article

Scheduling of CAL actor networks based on dynamic code analysis

Scinet

Interactive intent modeling for information discovery

SeCon-NG

Implementing a lightweight cryptographic library based on ECDH and ECDSA for the development of secure and privacy-preserving protocols in contiki-NG

Seniors and text messaging on mobile touchscreen phones

SenSprout

Inkjet-printed soil moisture and leaf wetness sensor

Serverless

What it Is, What to Do and What Not to Do

Silicon capillary gripper with self-alignment capability

Similarity induced group sparsity for non-negative matrix factorisation

SiMPE

8th workshop on speech and sound in mobile and pervasive environments

SiMPE

7th Workshop on speech and sound in mobile and pervasive environments

Social and privacy aspects of a system for collaborative public expression

Social display...We can see what you are doing on your mobile device

Social features in hybrid board game marketing material

Software architectures for implementing achievement badges - Practical experiences

Software evolution and time series volatility  
An empirical exploration

Software visualization today - Systematic literature review

Squeeze vs. tilt  
A comparative study using continuous tactile feedback

Statistical Evaluation of Visual Quality Metrics for Image Denoising

Supervised subspace learning based on deep randomized networks

Symbol diversification of linux binaries

Systematic integration of flowgraph- and module-level parallelism in implementation of DSP applications on multiprocessor systems-on-chip

Systematic literature review on user logging in virtual reality

System level performance simulation of distributed GENESYS applications on multi-core platforms

Temporal dimensions of affect in user experience of digital news in the field

The Double Shadowed  $\kappa$ - $\mu$  Fading Model

The Finnish you – An interactive storytelling application for an airport environment

The FitOptiVis ECSEL Project  
Highly Efficient Distributed Embedded Image/Video Processing in Cyber-Physical Systems Invited Paper

The fuzzy front end of experience design

The lord of the sense  
A privacy preserving reputation system for participatory sensing applications

The Lord of the shares  
Combining attribute-based encryption and searchable encryption for flexible data sharing

The making of Nordic larp  
Documenting a tradition of ephemeral co-creative play

The N\*Fisher-Snedecor F Cascaded Fading Model

The QualiSPo approach to OSS product quality evaluation

"The superhero of the university"

Experience-driven design and field study of the university guidance robot

The usability of text entry systems now and in the future

The visual object tracking VOT2013 challenge results

Thin form-factor super multiview head-up display system

Three patterns for user involvement in startups

Time Difference of Arrival Estimation of Speech Signals Using Deep Neural Networks with Integrated Time-frequency Masking

Toward efficient many-core scheduling of partial expansion graphs

Towards certifying the testing process of open-source software  
New challenges or old methodologies?

Towards component-aware function point measurement

Towards Efficient Code Generation for Exposed Datapath Architectures

Towards secure cloud orchestration for multi-cloud deployments

Trading exploits online  
A preliminary case study

Two patterns for minimizing human resources in a startup

Understanding animals  
A critical challenge in ACI

User experience of stereo and spatial audio in 360° live music videos

User Experience Study of 360° Music Videos on Computer Monitor and Virtual Reality Goggles

User generated soundscapes activating museum visitors

Using and collecting fine-grained usage data to improve online learning materials

Using elicitation studies to generate collocated interaction methods

Using gaze gestures with haptic feedback on glasses

Variance Preserving Initialization for Training Deep Neuromorphic Photonic Networks with Sinusoidal Activations

Who is moving - User or device? Experienced quality of mobile 3D video in vehicles

Wrench feasible workspace analysis of cable-driven parallel manipulators using LMI approach

Social human-robot interaction in the wild  
A workshop proposal for academic mindtrek 2020

Data-driven stream mining systems for computer vision

Modeling and estimation of signal-dependent and correlated noise

Special Issue on Embedded Computer Systems: Architectures, Modeling and Simulation

Big Media Data Analysis

Preface  
Special Issue on 'New Hydraulic Components for Tough Robots'

A simulation case study of production planning and control in printed wiring board manufacturing

On the arity gap of finite functions  
Results and applications

Tailored gamification  
A review of literature

A computational approach to construct a multivariate complete graph invariant

Action-Oriented Programming Model  
Collective Executions and Interactions in the Fog

A custom processor for protocol-independent packet parsing

A Dataset for Camera Independent Color Constancy

A Mixed Finite Element Method to Solve the EEG Forward Problem

An algebraic approach to reducing the number of variables of incompletely defined discrete functions

Analysis of an efficient parallel implementation of active-set Newton algorithm

Analysis of a receiver-based reliable broadcast approach for vehicular networks

Analytical model in discrete time for cross-layer video communication over LTE

An Assessment of Errors and Their Reduction in Terrestrial Laser Scanner Measurements in Marmorean Surfaces

An evaluation of the virtual curvature with the StickGrip haptic device  
A case study

An icon that everyone wants to click  
How perceived aesthetic qualities predict app icon successfulness

Anthropometric clothing measurements from 3D body scans

A quasi-virtual online analyser based on an artificial neural networks and offline measurements to predict purities of raffinate/extract in simulated moving bed processes

Architecting liquid software

Are architectural smells independent from code smells? An empirical study

A survey on open source software trustworthiness

Automated design of networks of transport-triggered architecture processors using dynamic dataflow programs

Automatic image-based detection and inspection of paper fibres for grasping

Automatic word count estimation from daylong child-centered recordings in various language environments using language-independent syllabification of speech

Backshoring of production in the context of a small and open Nordic economy

Barriers to task-based information access in molecular medicine

Bayesian receiver operating characteristic metric for linear classifiers

Sensor-Based Cooperative Multi-Antenna Spectrum Sensing with Imperfect Reporting Channels

Challenges and recommended practices for software architecting in global software development

Challenges of Multi-Factor Authentication for Securing Advanced IoT Applications

Comparison of Feature Selection Techniques in Machine Learning for Anatomical Brain MRI in Dementia

Compatible natural gradient policy search

Compressive sensed video recovery via iterative thresholding with random transforms



Compressive Sensing Image Restoration Using Adaptive Curvelet Thresholding and Nonlocal Sparse Regularization

Continuum approach to high-cycle fatigue. The finite life-time case with stochastic stress history

Conversion algorithms and implementations for koblitz curve cryptography

Convolutional low-resolution fine-grained classification

Cultural influence on online community use

A cross-cultural study on online exercise diary users of three nationalities

Data Rate Assessment on L2–L3 CPU Bus and Bus between CPU and RAM in Modern CPUs

Detection of bubbles as concentric circular arrangements

DevOps in practice

A multiple case study of five companies

Discriminant Bag of Words based representation for human action recognition

Distant speech separation using predicted time-frequency masks from spatial features

Does code quality affect pull request acceptance? An empirical study

Dominant Rotated Local Binary Patterns (DRLBP) for texture classification

Dynamic action recognition based on dynemes and Extreme Learning Machine

Dynamic text presentation in print interpreting - An eye movement study of reading behaviour

Elastic image registration for guiding focal laser ablation of prostate cancer

Preliminary results

Emotional Reactions to Point-Light Display Animations

Ensembles of dense and dense sampling descriptors for the HEP-2 cells classification problem

Exploring the role of ten universal values in using products and services

Fair testing and stubborn sets

Fault tolerant control architecture design for mobile manipulation in scientific facilities

Feasibility of FPGA accelerated IPsec on cloud

Feature synthesis for image classification and retrieval via one-against-all perceptrons

Federated IoT services leveraging 5G technologies at the edge

Fifty years of graph matching, network alignment and network comparison

FinnForest dataset  
A forest landscape for visual SLAM

Focused multi-task learning in a Gaussian process framework

Foveated Nonlocal Self-Similarity

Gamified crowdsourcing  
Conceptualization, literature review, and future agenda

Gaussian mixture models for signal mapping and positioning

Generative modeling for maximizing precision and recall in information visualization

Generative part-based Gabor object detector

Graph Embedded Extreme Learning Machine

Graph measures with high discrimination power revisited  
A random polynomial approach

Gravity gradient routing for information delivery in fog Wireless Sensor Networks

Guest editorial

Guidelines for improving the testing process of open source software

Hardware design methodology using lightweight dataflow and its integration with low power techniques

Head movement and facial expressions as game input

Hermitian normalized Laplacian matrix for directed networks

Highly unique network descriptors based on the roots of the permanental polynomial

High-performance and low-energy buffer mapping method for multiprocessor DSP systems

High-performance SIMD implementation of the lattice-Boltzmann method on the Xeon Phi processor

How developers perceive smells in source code  
A replicated study

How to design gamification? A method for engineering gamified software

HTML5-based mobile agents for Web-of-Things

Image database TID2013  
Peculiarities, results and perspectives

Improving the delivery cycle  
A multiple-case study of the toolchains in Finnish software intensive enterprises

Indirect measurement of the vascular endothelial glycocalyx layer thickness in human submucosal capillaries with a plugin for ImageJ

Information Exchange Architecture for Collaborative Industrial Ecosystem

Information retrieval approach to meta-visualization

Information retrieval perspective to meta-visualization

Institutional Perspectives on the Process of Enterprise Architecture Adoption

Interaction strategies for an affective conversational agent

Is Texture Denoising Efficiency Predictable?

Kernel reference discriminant analysis

Low-Power Reconfigurable Miniature Sensor Nodes for Condition Monitoring

Majorization-minimization for manifold embedding

Managing concern knowledge in software systems

Memory-Constrained vectorization and scheduling of dataflow graphs for hybrid CPU-GPU platforms

Memory Tampering Attack on Binary GCD Based Inversion Algorithms

Method for Simulating Dose Reduction in Digital Breast Tomosynthesis

Mixed-integer linear programming approach for global discrete sizing optimization of frame structures

Model checking and validity in propositional and modal inclusion logics

Model selection for linear classifiers using Bayesian error estimation

Multilinear class-specific discriminant analysis

Multimodal and mobile conversational Health and Fitness Companions

Multimodal subspace support vector data description

Multisensor Time-Frequency Signal Processing MATLAB package  
An analysis tool for multichannel non-stationary data

Multi-view action recognition based on action volumes, fuzzy distances and cluster discriminant analysis

Multi-view predictive latent space learning

Necessary and sufficient conditions for the existence of solution of generalized fuzzy relation equations  $A \Leftrightarrow X = B$

Novel approaches to crawling important pages early

Nyström-based approximate kernel subspace learning

On constructibility and unconstructibility of LTS operators from other LTS operators

One-Class Classification based on Extreme Learning and Geometric Class Information

On the definition of dynamic software measures

On the Definition of Microservice Bad Smells

On the degeneracy of the Randić entropy and related graph measures

On the diffuseness of technical debt items and accuracy of remediation time when using SonarQube

On the kernel Extreme Learning Machine classifier

On the optimal class representation in linear discriminant analysis

On the zeros of the partial Hosoya polynomial of graphs

Optimizing spatial and temporal reuse in wireless networks by decentralized partially observable markov decision processes

Performance analysis of single-query 6-DoF camera pose estimation in self-driving setups

Performance evaluation of bandwidth reservation for mmWave 5G NR systems

Power mitigation of a heterogeneous multicore architecture on FPGA/ASIC by DFS/DVFS techniques

Prediction models and techniques for Open Source Software projects  
A systematic literature review

Probabilistic saliency estimation

Programming languages for data-Intensive HPC applications  
A systematic mapping study

PyGOP  
A Python library for Generalized Operational Perceptron algorithms

Quality measures for improving technology trees

Quantitative Graph Theory  
A new branch of graph theory and network science

Railway fastener inspection by real-time machine vision

Reduction of variables of index generation functions using linear and quadratic transformations

Reproducible Evaluation of System Efficiency with a Model of Architecture  
From Theory to Practice

Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio

Shearlet Transform-Based Light Field Compression under Low Bitrates

Social behavior in bacterial nanonetworks  
Challenges and opportunities

Software architecture design in global software development  
An empirical study

Software Startups - A Research Agenda

SoftWater  
Software-defined networking for next-generation underwater communication systems

Some SonarQube issues have a significant but small effect on faults and changes. A large-scale empirical study

Sparse approximations in complex domain based on BM3D modeling

Sparse extreme learning machine classifier exploiting intrinsic graphs

Still image/video frame lossy compression providing a desired visual quality

Stop it, and be stubborn!

Subjective evaluation of Super Multi-View compressed contents on high-end light-field 3D displays

SymbolChat

A flexible picture-based communication platform for users with intellectual disabilities

System integration for real-time mobile manipulation

Texture classification using dense micro-block difference

The effect of challenge-based gamification on learning

An experiment in the context of statistics education

The highways and country roads to continuous deployment

The influence of developer multi-homing on competition between software ecosystems

The MOBISERV-AIIA eating and drinking multi-view database for vision-based assisted living

Time-of-Flight Range Measurement in Low-sensing Environment

Noise Analysis and Complex-domain Non-local Denoising

Time series trends in software evolution

Touch gestures in communicating emotional intention via vibrotactile stimulation

Towards detecting structural branching and cyclicity in graphs

A polynomial-based approach

Tunable VVC Frame Partitioning based on Lightweight Machine Learning

Urban 3D segmentation and modelling from street view images and LiDAR point clouds

Using Deep Learning for price prediction by exploiting stationary limit order book features

Validating effectiveness of safety requirements' compliance evaluation in process assessments

Zeffiro User Interface for Electromagnetic Brain Imaging

a GPU Accelerated FEM Tool for Forward and Inverse Computations in Matlab