

Reduced-complexity digital predistortion for massive MIMO

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

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

Methodology to obtain the security controls in multi-cloud applications

Shearlet Transform-Based Light Field Compression under Low Bitrates

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

Glance awareness and gaze interaction in smartwatches

Thin form-factor super multiview head-up display system

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

Novel approaches to crawling important pages early

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

Memory Tampering Attack on Binary GCD Based Inversion Algorithms

FinnForest dataset
A forest landscape for visual SLAM

Public and open HEVC encoding service in the cloud

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

Random Forest Oriented Fast QTBT Frame Partitioning

Tunable VVC Frame Partitioning based on Lightweight Machine Learning

Intentstreams
Smart parallel search streams for branching exploratory search

Are architectural smells independent from code smells? An empirical study

Understanding animals
A critical challenge in ACI

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

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

Railway fastener inspection by real-time machine vision

Probabilistic saliency estimation

A Dataset for Camera Independent Color Constancy

Deep multiresolution color constancy

Collaborative filtering based on group coordinates for smoothing and directional sharpening

Modeling and estimation of signal-dependent and correlated noise

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

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

On the Secrecy Capacity of Fisher-Snedecor F Fading Channels

The N*Fisher-Snedecor F Cascaded Fading Model

Effects of extrinsic noise are promoter kinetics dependent

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

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

Deep p-Fibonacci scattering networks

Performance evaluation of bandwidth reservation for mmWave 5G NR systems

Color game

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

Compressive sensed video recovery via iterative thresholding with random transforms

Multi-factor authentication for wearables

Configuring system parameters with risk function

Data-driven stream mining systems for computer vision

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

Method for Simulating Dose Reduction in Digital Breast Tomosynthesis

Scheduling of CAL actor networks based on dynamic code analysis

Bit-sliced binary normal basis multiplication

Conversion algorithms and implementations for koblitz curve cryptography

Satisfaction and willingness to consume immersive journalism
Experiment of differences between VR, 360 video, and article

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

Optimal neighborhood preserving visualization by Maximum satisfiability

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

Promoting local culture and enriching airport experiences through interactive storytelling

Convolutional low-resolution fine-grained classification

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

Configurable, resource-optimized FFT architecture for OFDM communication

"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

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Results and applications

Salient event detection in basketball mobile videos

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

Institutional Perspectives on the Process of Enterprise Architecture Adoption

Blind sub-Nyquist GNSS signal detection

A computational approach to construct a multivariate complete graph invariant

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

Quantitative Graph Theory

A new branch of graph theory and network science

Graph measures with high discrimination power revisited

A random polynomial approach

Towards detecting structural branching and cyclicity in graphs

A polynomial-based approach

On the degeneracy of the Randić entropy and related graph measures

The QualiSPo approach to OSS product quality evaluation

A survey on open source software trustworthiness

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

Process configuration framework tool

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

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

Low-complexity robust DOA estimation

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

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Content-Adaptive denoising for improved visual quality

Statistical Evaluation of Visual Quality Metrics for Image Denoising

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Patterns for controlling chaos in a startup

Classification of large graphs by a local tree decomposition

Fifty years of graph matching, network alignment and network comparison

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

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

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

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

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

Federated IoT services leveraging 5G technologies at the edge

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

Foveated Nonlocal Self-Similarity

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

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

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

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

Gestures and widgets
Performance in text editing on multi-touch capable mobile devices

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

Architecting liquid software

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

Time-of-Flight Range Measurement in Low-sensing Environment
Noise Analysis and Complex-domain Non-local Denoising

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

On the zeros of the partial Hosoya polynomial of graphs

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

Facial expression classification based on local spatiotemporal edge and texture descriptors

Software architectures for implementing achievement badges - Practical experiences

Reducing the number of unit tests with design by contract

Framework for designing and evaluating game achievements

Managing concern knowledge in software systems

Social behavior in bacterial nanonetworks
Challenges and opportunities

Bayesian receiver operating characteristic metric for linear classifiers

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

Programmable lowpower implementation of the HEVC Adaptive Loop Filter

Zeffiro User Interface for Electromagnetic Brain Imaging
a GPU Accelerated FEM Tool for Forward and Inverse Computations in Matlab

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

Fast and easy live video service setup using lightweight virtualization

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

Quality measures for improving technology trees

Augmenting Technology Trees: Automation and Tool Support

Learnings from the Finnish game industry

Model checking and validity in propositional and modal inclusion logics

Business intelligence process model revisited

Recording and analyzing in-browser programming sessions

Robustifying correspondence based 6D object pose estimation

Participatory development of user experience design guidelines for a B2B company

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

Squeeze vs. tilt
A comparative study using continuous tactile feedback

Three patterns for user involvement in startups

Focusing on user experience and business models in startups
Investigation of two-dimensional value creation

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

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

Social and privacy aspects of a system for collaborative public expression

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

Exploration and exploitation of sensorimotor contingencies for a cognitive embodied agent

Similarity induced group sparsity for non-negative matrix factorisation

Model selection for linear classifiers using Bayesian error estimation

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

Full-reference metrics multidistortional analysis

Robust linearized combined metrics of image visual quality

Combined no-reference IQA metric and its performance analysis

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

Head movement and facial expressions as game input

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

Graph Embedded Extreme Learning Machine

On the kernel Extreme Learning Machine classifier

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

Kernel reference discriminant analysis

Discriminant Bag of Words based representation for human action recognition

Minimum Variance Extreme Learning Machine for human action recognition

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

On the optimal class representation in linear discriminant analysis

Dynamic action recognition based on dynemes and Extreme Learning Machine

Sparse extreme learning machine classifier exploiting intrinsic graphs

Enhancing class discrimination in Kernel Discriminant Analysis

Nyström-based approximate kernel subspace learning

Supervised subspace learning based on deep randomized networks

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

Class-specific kernel discriminant analysis based on Cholesky decomposition

Big Media Data Analysis

Gravity gradient routing for information delivery in fog Wireless Sensor Networks

On delay distribution in IEEE 802.11 wireless networks

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

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

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

Running software research programs
An agile approach

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

Using elicitation studies to generate collocated interaction methods

Innovation challenges as a novel multidisciplinary learning platform

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

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

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

Co-creating digital services for citizens
Activity theory analysis

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

The fuzzy front end of experience design

Effects of haptic feedback on gaze based auto scrolling

Collaborative navigation in virtual worlds
How gender and game experience influence user behavior

Gaze gestures and haptic feedback in mobile devices

Using gaze gestures with haptic feedback on glasses

Information Exchange Architecture for Collaborative Industrial Ecosystem

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

Sparse approximations in complex domain based on BM3D modeling

Power harvesting from microwave oven electromagnetic leakage

SenSprout
Inkjet-printed soil moisture and leaf wetness sensor

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

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

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

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

From theories to game mechanics
Developing a game for training rational numbers

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

Generalized model of biological neural networks
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1-D Convolutional Neural Networks for Signal Processing Applications

Tailored gamification
A review of literature

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

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

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

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

Pure e-learning course in information security

On application of rational Discrete Short Time Fourier Transform in epileptic seizure classification
Julkaisun otsikon käännös: : On Application of Rational Discrete Short Time Fourier transform in Epileptic seizure Classification

The visual object tracking VOT2013 challenge results

Designing and evaluating text entry methods

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

Barriers to task-based information access in molecular medicine

Flow-bounded trajectory-scaling algorithm for hydraulic robotic manipulators

DevOps in regulated software development
Case medical devices

Symbol diversification of linux binaries

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

Multi-robot active information gathering with periodic communication

Towards component-aware function point measurement

On the definition of dynamic software measures

An empirical investigation of perceived reliability of open source Java programs

Predicting OSS trustworthiness on the basis of elementary code assessment

Long-term tracking through failure cases

Prototyping real-Time tracking systems on mobile devices

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

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

A joint target localization and classification framework for sensor networks

Focused multi-task learning in a Gaussian process framework

The effect of challenge-based gamification on learning
An experiment in the context of statistics education

Preventing keystroke based identification in open data sets

Comparison of time metrics in programming

Kvazaar 2.0
Fast and efficient open-source HEVC inter encoder

Analyzing Forty years of software maintenance models

Estimating software development effort based on phases

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

Are SonarQube Rules Inducing Bugs?

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

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

Does code quality affect pull request acceptance? An empirical study

The highways and country roads to continuous deployment

Two patterns for minimizing human resources in a startup

Four patterns for internal startups

Patterns for subsidiaries as innovation tools

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

Predicting academic success based on learning material usage

Models for mobile application maintenance based on update history

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

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

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

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

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

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

Game postmortems vs. developer Reddit AMAs
Computational analysis of developer communication

Antroposeeni - A mixed reality game

DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions

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

Systematic literature review on user logging in virtual reality

Log analysis of 360-degree video users via MQTT

DevOps in practice
A multiple case study of five companies

Designing tactile feedback for piezo buttons

Information wall
Evaluation of a gesture-controlled public display

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

Revisiting continuous deployment maturity
A two-year perspective

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

Coordinating proactive social devices in a mobile cloud
Lessons learned and a way forward

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

Elastic image registration for guiding focal laser ablation of prostate cancer
Preliminary results

Low-energy graph fourier basis functions span salient objects

Cultural influence on online community use
A cross-cultural study on online exercise diary users of three nationalities

HCI and homecare
Connecting families and clinicians

Fault tolerant control architecture design for mobile manipulation in scientific facilities

Continuous Edgewise
Dictionary-based disambiguation instead of explicit segmentation by the user

Mashing Up Software Issue Management, Development, and Usage Data

Software visualization today - Systematic literature review

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

Dominant Rotated Local Binary Patterns (DRLBP) for texture classification

Texture classification using dense micro-block difference

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

FS-PGBR
A scalable and delay sensitive cloud routing protocol

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

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

Facilitating the first move
Exploring inspirational design patterns for aiding initiation of social encounters

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

A multi-agent approach for processing industrial enterprise data

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

Guidelines for improving the testing process of open source software

Gamified crowdsourcing
Conceptualization, literature review, and future agenda

How to design gamification? A method for engineering gamified software

Controlled experiments comparing fault-tree-based safety analysis techniques

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

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

Challenges in developing data-based value creation

Optimized viewport dependent streaming of stereoscopic omnidirectional video

Mobiscool
1st workshop on mobile, social and culturally oriented learning

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

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

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

LTE indoor MIMO performances field measurements

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

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

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

Convex Energy Optimization of Streaming Applications for MPSoCs

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

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

Checking visual data flow programs with finite process models

Database-driven tool support for DisCo executable specifications

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

OASIS deck of cards - House of colleagues
A playful

MurMur Moderators, the talking playful seats

Social features in hybrid board game marketing material

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

Low-Power Reconfigurable Miniature Sensor Nodes for Condition Monitoring

Designing for experiences with socially interactive robots

System integration for real-time mobile manipulation

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

Layers of user expectations of future technologies
An early framework

Challenges of Multi-Factor Authentication for Securing Advanced IoT Applications

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

Seniors and text messaging on mobile touchscreen phones

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

Compatible natural gradient policy search

Towards secure cloud orchestration for multi-cloud deployments

Domain based storage protection with secure access control for the cloud

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

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

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

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

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

Information retrieval approach to meta-visualization

Information retrieval perspective to meta-visualization

Generative modeling for maximizing precision and recall in information visualization

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

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

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

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

Image database TID2013
Peculiarities, results and perspectives

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

Blind estimation of white Gaussian noise variance in highly textured images

Additional lossless compression of JPEG images based on BPG

Phase masks optimization for broadband diffractive imaging

On the costs of multiple trajectory pointing methods

Gaze-contingent scrolling and reading patterns

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

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

Gaussian mixture models for signal mapping and positioning

Casual immersive viewing with smartphones

A movable immaterial volumetric display

Haptic feedback of gaze gestures with glasses
Localization accuracy and effectiveness

Glasses with haptic feedback of gaze gestures

Touch gestures in communicating emotional intention via vibrotactile stimulation

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

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

Patterns for safety system bus architecture

Generative part-based Gabor object detector

A comparison of security assurance support of agile software development methods

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

Making the cloud work for software producers
Linking architecture, operating cost and revenue

Is Texture Denoising Efficiency Predictable?

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

Trading exploits online
A preliminary case study

Time series trends in software evolution

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

Software evolution and time series volatility
An empirical exploration

Scinet
Interactive intent modeling for information discovery

IntentRadar
Search user interface that anticipates user's search intents

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

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

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

Games and energy
Profiling power usage during play

User generated soundscapes activating museum visitors

Modular audio story platform for museums

Mixed reality with multimodal head-mounted pico projector

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

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

Silicon capillary gripper with self-alignment capability

Exploiting suppliers' potential in construction innovations

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

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

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

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

Challenges and recommended practices for software architecting in global software development

Software architecture design in global software development
An empirical study

Collaborative cloud-based management of home networks

Enabling cybersecurity incident reporting and coordinated handling for maritime sector

The Double Shadowed κ - μ Fading Model

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

Investigation of egocentric social structures for diversity-enhancing followee recommendations

Interaction strategies for an affective conversational agent

Collaboration change in enterprise software development

Enhanced gaze interaction using simple head gestures

Comparison of gaze-to-objects mapping algorithms

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

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

Detection of bubbles as concentric circular arrangements

Designing an Unobtrusive Analytics Framework for Monitoring Java Applications

Collecting usage data for software development
Selection framework for technological approaches

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

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

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

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

Operationalizing the experience factory for effort estimation in agile processes

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

How developers perceive smells in source code
A replicated study

On the Definition of Microservice Bad Smells

Architectural patterns for microservices
A systematic mapping study

Patterns for serverless functions (Function-as-a-Service)
A multivocal literature review

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

Learning movement synchronization in multi-component robotic systems

Multilinear class-specific discriminant analysis

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

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

Lean manufacturing methods in simulation literature
Review and association analysis

Toward efficient many-core scheduling of partial expansion graphs

PyGOP
A Python library for Generalized Operational Perceptron algorithms

Executing dataflow actors as kahn processes

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

Multimodal and mobile conversational Health and Fitness Companions

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

Software Startups - A Research Agenda

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

Towards Efficient Code Generation for Exposed Datapath Architectures

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

Feasibility of FPGA accelerated IPsec on cloud

A convolutional neural network approach for acoustic scene classification

Optimizing gaze direction in a visual navigation task

On constructibility and unconstructibility of LTS operators from other LTS operators

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

Stop it, and be stubborn!

Fair testing and stubborn sets

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

Ripple thermostat
Affecting the emotional experience through interactive force feedback and shape change

Validating effectiveness of safety requirements' compliance evaluation in process assessments

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

Emotional Reactions to Point-Light Display Animations

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

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

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

On continuous deployment maturity in customer projects

Combined local and global image enhancement algorithm

A Mixed Finite Element Method to Solve the EEG Forward Problem

HTML5-based mobile agents for Web-of-Things

Low-latency Deep Clustering for Speech Separation

Some background on dialogue management and conversational speech for dialogue systems

Parameterized scheduling for signal processing systems using topological patterns

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

A design tool for high performance image processing on multicore platforms

Anthropometric clothing measurements from 3D body scans

Majorization-minimization for manifold embedding

Optimization equivalence of divergences improves neighbor embedding

Peer to Peer Offloading with Delayed Feedback
An Adversary Bandit Approach

Looking for a five-legged sheep
Identifying enterprise architects' skills and competencies

Hermitian normalized Laplacian matrix for directed networks

Multi-view predictive latent space learning

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

Real-time online drilling vibration analysis using data mining

Deep Reinforcement Learning for Financial Trading Using Price Trailing

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

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

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

A custom processor for protocol-independent packet parsing