

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 computational approach to construct a multivariate complete graph invariant

A convolutional neural network approach for acoustic scene classification

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

A custom processor for protocol-independent packet parsing

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

A Dataset for Camera Independent Color Constancy

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 Mixed Finite Element Method to Solve the EEG Forward Problem

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

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

Analyzing Forty years of software maintenance models

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

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

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

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

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

Anthropometric clothing measurements from 3D body scans

Antroposeeni - A mixed reality game

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

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

Architectural patterns for microservices
A systematic mapping study

Are architectural smells independent from code smells? An empirical study

Are SonarQube Rules Inducing Bugs?

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

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 survey on open source software trustworthiness

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

Augmenting Technology Trees: Automation and Tool Support

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

Barriers to task-based information access in molecular medicine

Bayesian receiver operating characteristic metric for linear classifiers

Big Media Data Analysis

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

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

Challenges and recommended practices for software architecting in global software development

Challenges in developing data-based value creation

Challenges of Multi-Factor Authentication for Securing Advanced IoT Applications

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

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

Compatible natural gradient policy search

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

Compressive sensed video recovery via iterative thresholding with random transforms

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

Configurable, resource-optimized FFT architecture for OFDM communication

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

Continuous Edgewrite

Dictionary-based disambiguation instead of explicit segmentation by the user

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

Controlled experiments comparing fault-tree-based safety analysis techniques

Conversion algorithms and implementations for koblitz curve cryptography

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

Convex Energy Optimization of Streaming Applications for MPSoCs

Convolutional low-resolution fine-grained classification

Coordinating proactive social devices in a mobile cloud

Lessons learned and a way forward

Cultural influence on online community use

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

Database-driven tool support for DisCo executable specifications

Data-driven stream mining systems for computer vision

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

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 bubbles as concentric circular arrangements

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 practice

A multiple case study of five companies

DevOps in regulated software development

Case medical devices

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

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

Domain based storage protection with secure access control for the cloud

Dominant Rotated Local Binary Patterns (DRLBP) for texture classification

Dynamic action recognition based on dynemes and Extreme Learning Machine

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

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

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

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

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

Emotional Reactions to Point-Light Display Animations

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

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

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 role of ten universal values in using products and services

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

Fair testing and stubborn sets

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

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

Flow-bounded trajectory-scaling algorithm for hydraulic robotic manipulators

Focused multi-task learning in a Gaussian process framework

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

Four patterns for internal startups

Foveated Nonlocal Self-Similarity

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

Gamified crowdsourcing
Conceptualization, literature review, and future agenda

Gaussian mixture models for signal mapping and positioning

Gaze-contingent scrolling and reading patterns

Gaze gestures and haptic feedback in mobile devices

Generalized model of biological neural networks
Progressive operational perceptrons

Generative modeling for maximizing precision and recall in information visualization

Generative part-based Gabor object detector

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Performance in text editing on multi-touch capable mobile devices

Glance awareness and gaze interaction in smartwatches

Glasses with haptic feedback of gaze gestures

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Talking playful seats with personalities

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Graph measures with high discrimination power revisited
A random polynomial approach

Gravity gradient routing for information delivery in fog Wireless Sensor Networks

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Guidelines for improving the testing process of open source software

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

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

HCI and homecare
Connecting families and clinicians

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

How to design gamification? A method for engineering gamified software

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

HTML5-based mobile agents for Web-of-Things

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

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

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

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Transmit power minimization under QOS requirements

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

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

Information Exchange Architecture for Collaborative Industrial Ecosystem

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

Information retrieval approach to meta-visualization

Information retrieval perspective to meta-visualization

Information wall
Evaluation of a gesture-controlled public display

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

Innovation challenges as a novel multidisciplinary learning platform

Institutional Perspectives on the Process of Enterprise Architecture Adoption

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

Interaction strategies for an affective conversational agent

Investigation of egocentric social structures for diversity-enhancing followee recommendations

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Kernel reference discriminant analysis

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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

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

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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

Low-Power Reconfigurable Miniature Sensor Nodes for Condition Monitoring

LTE indoor MIMO performances field measurements

Majorization-minimization for manifold embedding

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Linking architecture, operating cost and revenue

Managing concern knowledge in software systems

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Method for Simulating Dose Reduction in Digital Breast Tomosynthesis

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

Mixed reality with multimodal head-mounted pico projector

Mobile Journalist Toolkit

A field study on producing news articles with a mobile device

Mobiscool

1st workshop on mobile, social and culturally oriented learning

Model checking and validity in propositional and modal inclusion logics

Modeling and estimation of signal-dependent and correlated noise

Model selection for linear classifiers using Bayesian error estimation

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

Multilinear class-specific discriminant analysis

Multimodal and mobile conversational Health and Fitness Companions

Multimodal subspace support vector data description

Multi-robot active information gathering with periodic communication

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

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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

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

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 approaches to crawling important pages early

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

Nyström-based approximate kernel subspace learning

OASIS deck of cards - House of colleagues
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Of discs, boxes and cartridges
The material life of digital games

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

On constructibility and unconstructibility of LTS operators from other LTS operators

On continuous deployment maturity in customer projects

On delay distribution in IEEE 802.11 wireless networks

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

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

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

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Operationalizing the experience factory for effort estimation in agile processes

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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

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

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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

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

Performance evaluation of bandwidth reservation for mmWave 5G NR systems

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

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

Predicting academic success based on learning material usage

Predicting OSS trustworthiness on the basis of elementary code assessment

Prediction models and techniques for Open Source Software projects

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Probabilistic saliency estimation

Process configuration framework tool

Programmable lowpower implementation of the HEVC Adaptive Loop Filter

Programming languages for data-Intensive HPC applications
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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

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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

Random Forest Oriented Fast QTBT Frame Partitioning

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Real-time online drilling vibration analysis using data mining

Recording and analyzing in-browser programming sessions

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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
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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

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

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Interactive intent modeling for information discovery

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Inkjet-printed soil moisture and leaf wetness sensor

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

Shearlet Transform-Based Light Field Compression under Low Bitrates

Silicon capillary gripper with self-alignment capability

Similarity induced group sparsity for non-negative matrix factorisation

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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 behavior in bacterial nanonetworks
Challenges and opportunities

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

Social features in hybrid board game marketing material

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

Software architecture design in global software development
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Software architectures for implementing achievement badges - Practical experiences

Software evolution and time series volatility
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Software Startups - A Research Agenda

Software visualization today - Systematic literature review

SoftWater

Software-defined networking for next-generation underwater communication systems

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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

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

Squeeze vs. tilt

A comparative study using continuous tactile feedback

Statistical Evaluation of Visual Quality Metrics for Image Denoising

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

Supervised subspace learning based on deep randomized networks

SymbolChat

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

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 integration for real-time mobile manipulation

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

Tailored gamification

A review of literature

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

Texture classification using dense micro-block difference

The Double Shadowed κ - μ Fading Model

The effect of challenge-based gamification on learning

An experiment in the context of statistics education

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 highways and country roads to continuous deployment

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

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

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

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

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 detecting structural branching and cyclicity in graphs
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Towards Efficient Code Generation for Exposed Datapath Architectures

Towards secure cloud orchestration for multi-cloud deployments

Trading exploits online
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Tunable VVC Frame Partitioning based on Lightweight Machine Learning

Two patterns for minimizing human resources in a startup

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

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

Using elicitation studies to generate collocated interaction methods

Using gaze gestures with haptic feedback on glasses

Validating effectiveness of safety requirements' compliance evaluation in process assessments

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

Zeffiro User Interface for Electromagnetic Brain Imaging
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