sample27:

An empirical validation of object-oriented metrics in two different iterative software processes

sample28:

An empirical study of software reuse with special attention to Ada

sample29:

The impact of UML documentation on software maintenance: an experimental evaluation

sample30:

Automatic detection and diagnosis of faults in generated code for procedure calls

Sample31:

Flexible Frameworks for Actionable Knowledge Discovery

Sample32:

Mining Frequent Subgraph Patterns from Uncertain Graph Data

Sample33:

Using emerging patterns to construct weighted decision trees

Sample34:

### Simultaneous Pattern and Data Clustering for Pattern Cluster Analysis

Sample35:

### Pushing support constraints into association rules mining

sample36:

Enabling reuse-based software development of large-scale systems

sample37:

Middleware Infrastructure for Parallel and Distributed Programming Models in Heterogeneous Systems

sample38:

Scalable Distributed Communication Architectures to Support Advanced Metering Infrastructure in Smart Grid

sample39:

On improved duplication strategy for scheduling precedence constrained graphs in multiprocessor systems

sample40:

Configurable Middleware for Distributed Real-Time Systems with Aperiodic and Periodic Tasks

sample41:

Secure Collaboration in a Mediator-Free Distributed Environment

Sample42:

Facial expression recognition based on geometric and optical flow features in colour image sequences

Sample43:

Depth space partitioning for omni-stereo object tracking

Sample45:

# Depth-based image registration via three-dimensional geometric segmentation

Sample46:

# Identification of Space Curves from Two-Dimensional Perspective Views

Sample47:

N-Grams and the Last-Good-Reply Policy Applied in General Game Playing

Sample48:

Reinforcement Learning in First Person Shooter Games

Sample49:

Bayesian-Game-Based Fuzzy Reinforcement Learning Control for Decentralized POMDPs

Sample50:

Game Bot Detection via Avatar Trajectory Analysis

Sample51:

[Optimization of an Evaluation Function of the Four-Sided Dominos Game Using a Genetic Algorithm](http://ieeexplore.ieee.org/document/6327342/)

sample52:

Robust Audio-Visual Speech Recognition Based on Late Integration

sample53:

Graph-Based Multiplayer Detection and Tracking in Broadcast Soccer Videos

sample54:

Color-Based Image Salient Region Segmentation Using Novel Region Merging Strategy

sample55:

Content-Aware Playout and Packet Scheduling for Video Streaming Over Wireless Links

sample56:

A New Fast Encoding Algorithm Based on an Efficient Motion Estimation Process for the Scalable Video Coding Standard

sample57:

Cross-Lingual Subspace Gaussian Mixture Models for Low-Resource Speech Recognition

sample58:

Blind Spectral Weighting for Robust Speaker Identification under Reverberation Mismatch

sample59:

Spectral and Pseudospectral Properties of Finite Difference Models Used in Audio and Room Acoustics

sample60:

Musical Source Clustering and Identification in Polyphonic Audio

sample61:

Query-by-Example Spoken Term Detection using Frequency Domain Linear Prediction and Non-Segmental Dynamic Time Warping

Software engineering

1. [Enabling reuse-based software development of large-scale systems](http://ieeexplore.ieee.org/document/1463232/)

Keywords- Software reuse, software measurement, software metrics, software faults, software changes, mining software repositories, large-scale systems, experimentation, empirical study.

1. The impact of UML documentation on software maintenance: an experimental evaluation

Keywords- Unified modeling language, Documentation, Software maintenance, Object oriented modeling, Programming, Software standards, Software design, Software systems, Costs, Design engineerin

1. An empirical study of software reuse with special attention to Ada

Keywords- multiple regression analysis, software reuse, Ada, software crisis, organizations, measurement, literature, domain capability, human factors, software tool, software metrics, software environment, software development effort, object-oriented design, repository development

1. Automatic detection and diagnosis of faults in generated code for procedure calls

Keywords—Target-sensitive test suite generation, automatic fault isolation, procedure-calling convention, code generation, compiler testing and debugging

1. [An empirical validation of object-oriented metrics in two different iterative software processes](http://ieeexplore.ieee.org/document/1245305/)

### Keywords- [long-cycled framework evolution process](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.long-cycled%20framework%20evolution%20process.QT.&newsearch=true),[object-oriented metrics](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.object-oriented%20metrics.QT.&newsearch=true), [iterative software processes](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.iterative%20software%20processes.QT.&newsearch=true), [software maintenance](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.software%20maintenance.QT.&newsearch=true), [short-cycled agile process](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.short-cycled%20agile%20process.QT.&newsearch=true)

### Parallel and Distributed system

1. Middleware Infrastructure for Parallel and Distributed Programming Models in Heterogeneous Systems

Keywords- Distributed systems middleware, parallel programming models, parallel and distributed Java, cluster, heterogeneous systems, distributed agents

1. Scalable Distributed Communication Architectures to Support Advanced Metering Infrastructure in Smart Grid

Keywords- —Scalability, smart grid, advanced metering infrastructure (AMI), meter data management system (MDMS), facility location problem.

3. An improved duplication strategy for scheduling precedence constrained graphs in

multiprocessor systems

Keywords-Algorithm, distributed computing, interconnection network, multiprocessor scheduling.

4. Configurable Middleware for Distributed Real-Time Systems with Aperiodic and

Periodic Tasks

Keywords- Component middleware, dynamic real-time task allocation, load balancing and admission control

5. Secure Collaboration in a Mediator-Free Distributed Environment

Keywords- Distributed access control, access paths, role mapping, role discovery, role-based access control.

**Multimedia**

1. Robust Audio-Visual Speech Recognition Based on Late Integration

Keywords —Audio-visual speech recognition, late integration, robustness, hidden Markov model, interframe correlation, neural network, stochastic optimization.

1. Graph-Based Multiplayer Detection and Tracking in Broadcast Soccer Videos

[trajectory](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.trajectory.QT.&newsearch=true), [Dynamic programming](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Dynamic%20programming.QT.&newsearch=true), [player detection](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.player%20detection.QT.&newsearch=true), [soccer analysis](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.soccer%20analysis.QT.&newsearch=true), [tracking](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.tracking.QT.&newsearch=true) , Target tracking, Cameras, Layout, TV broadcasting, Video recording, Gunshot detection systems, Face detection, Dynamic programming, Multimedia communication, Lighting

1. Color-Based Image Salient Region Segmentation Using Novel Region Merging Strategy

Keywords- [salient region](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.salient%20region.QT.&newsearch=true), [Dominant color](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Dominant%20color.QT.&newsearch=true), [importance index](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.importance%20index.QT.&newsearch=true), [merging likelihood](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.merging%20likelihood.QT.&newsearch=true), [nonparametric density estimation](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.nonparametric%20density%20estimation.QT.&newsearch=true)

# Content-Aware Playout and Packet Scheduling for Video Streaming Over Wireless Links

# Keywords- [video-aware adaptation and communication](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.video-aware%20adaptation%20and%20communication.QT.&newsearch=true), [Adaptive media playout](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Adaptive%20media%20playout.QT.&newsearch=true), [cross-layer optimization](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.cross-layer%20optimization.QT.&newsearch=true), [multimedia delivery over wireless networks](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.multimedia%20delivery%20over%20wireless%20networks.QT.&newsearch=true), [network control](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.network%20control.QT.&newsearch=true), [packet scheduling](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.packet%20scheduling.QT.&newsearch=true).

# A New Fast Encoding Algorithm Based on an Efficient Motion Estimation Process for the Scalable Video Coding Standard

Keywords- [skip criterion](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.skip%20criterion.QT.&newsearch=true), [Fast encoding](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Fast%20encoding.QT.&newsearch=true), [inter-layer prediction](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.inter-layer%20prediction.QT.&newsearch=true), [motion estimation](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.motion%20estimation.QT.&newsearch=true), [scalable video coding](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.scalable%20video%20coding.QT.&newsearch=true)

**NLP**

1. Cross-Lingual Subspace Gaussian Mixture Models for Low-Resource Speech Recognition

Keywords- [adaptation](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.adaptation.QT.&newsearch=true), [Acoustic modelling](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Acoustic%20modeling.QT.&newsearch=true), [subspace Gaussian mixture model](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.subspace%20Gaussian%20mixture%20model.QT.&newsearch=true), [cross-lingual speech ,recognition](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.cross-lingual%20speech%20recognition.QT.&newsearch=true), [regularization](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.regularization.QT.&newsearch=true)

1. Blind Spectral Weighting for Robust Speaker Identification under Reverberation Mismatch

Keywords- [Mismatch conditions](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Mismatch%20conditions.QT.&newsearch=true), [NIST SRE](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.NIST%20SRE.QT.&newsearch=true), [overlap-masking effect](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.overlap-masking%20effect.QT.&newsearch=true), [reverberation](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.reverberation.QT.&newsearch=true), [speaker verification](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.speaker%20verification.QT.&newsearch=true), [Reverberation](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Reverberation.QT.&newsearch=true), [Speech](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Speech.QT.&newsearch=true), [Microphones](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Microphones.QT.&newsearch=true), [Licenses](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Licenses.QT.&newsearch=true), [Estimation](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Estimation.QT.&newsearch=true),

[Speech enhancement](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Speech%20enhancement.QT.&newsearch=true)

1. [Spectral and Pseudospectral Properties of Finite Difference Models Used in Audio and Room Acoustics](http://ieeexplore.ieee.org/document/6840306/)

Keywords- [room acoustics](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.room%20acoustics.QT.&newsearch=true), [Eigen values and eigen functions](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Eigenvalues%20and%20eigenfunctions.QT.&newsearch=true), [finite difference](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.finite%20difference.QT.&newsearch=true), [operator spectra](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.operator%20spectra.QT.&newsearch=true), [pseudo spectra](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.pseudospectra.QT.&newsearch=true)

1. Musical Source Clustering and Identification in Polyphonic Audio

[polyphonic instrument identification](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.polyphonic%20instrument%20identification.QT.&newsearch=true), [Acoustic scene analysis](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Acoustic%20scene%20analysis.QT.&newsearch=true), [music information retrieval](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.music%20information%20retrieval.QT.&newsearch=true), [Instruments](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Instruments.QT.&newsearch=true), [Speech](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Speech.QT.&newsearch=true), [Speech processing](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Speech%20processing.QT.&newsearch=true), [Feature extraction](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Feature%20extraction.QT.&newsearch=true), [Harmonic analysis](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Harmonic%20analysis.QT.&newsearch=true), [Indexes](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Indexes.QT.&newsearch=true),

1. Query-by-Example Spoken Term Detection using Frequency Domain Linear Prediction and Non-Segmental Dynamic Time Warping

query-by-example spoken term detection, Dynamic time warping, fast search,

frequency domain linear prediction, Speech, Mel frequency cepstral coefficient,

Vectors, Speech processing, Frequency-domain analysis, Computational modelling

Data Mining:

1. Flexible Frameworks for Actionable Knowledge Discovery

Keywords- Data mining, domain-driven data mining (D3M), actionable knowledge discovery, decision making.

1. Mining Frequent Subgraph Patterns from Uncertain Graph Data

Keywords- algorithm., Graph mining, uncertain graph, frequent subgraph pattern

1. Using emerging patterns to construct weighted decision trees

Keywords- Decision trees, Data mining, Training data, Classification tree analysis, Item sets, Robustness, Machine learning, Entropy, Weight measurement, classification

### Simultaneous Pattern and Data Clustering for Pattern Cluster Analysis

### Keywords-Pattern discovery, contingency table, residual, chi-square test, categorical data analysis.

### Pushing support constraints into association rules mining

Akeywords-[bottleneck](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.bottleneck.QT.&newsearch=true), [association rule mining](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.association%20rule%20mining.QT.&newsearch=true), [uniform minimum support](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.uniform%20minimum%20support.QT.&newsearch=true), [Apriori](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Apriori.QT.&newsearch=true),

[itemset generation](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.itemset%20generation.QT.&newsearch=true), [data mining](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.data%20mining.QT.&newsearch=true), [support constraints](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.support%20constraints.QT.&newsearch=true), [frequent itemset mining](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.frequent%20itemset%20mining.QT.&newsearch=true),

[Adaptive Apriori](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Adaptive%20Apriori.QT.&newsearch=true), [experiments](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.experiments.QT.&newsearch=true)

**Computer vision**

1. Facial expression recognition based on geometric and optical flow features in colour image sequences

Keywords-facial expression classification, facial expression recognition, colour image sequence, human computer interaction, HCI, face detection, feature classification, transient optical flow feature, photogrammetric technique, three-dimensional feature extraction

1. Depth space partitioning for omni-stereo object tracking

Keywords-moving car tracking, omnistereo object tracking, moving object detection,

moving object tracking, synchronisation, image-data size, field-of-view, FOV,

depth-space partitioning algorithm, single-camera omnistereo imaging system

# Who is who at different cameras: people re-identification using depth cameras

Keywords -[nonoverlapping cameras](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.nonoverlapping%20cameras.QT.&newsearch=true), [people reidentification](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.people%20reidentification.QT.&newsearch=true), [depth cameras](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.depth%20cameras.QT.&newsearch=true), [bodyprints](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.bodyprints.QT.&newsearch=true), [surveillance videos](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.surveillance%20videos.QT.&newsearch=true), [calibrated depth-colour cameras](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.calibrated%20depth-colour%20cameras.QT.&newsearch=true), [database](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.database.QT.&newsearch=true)

# Depth-based image registration via three-dimensional geometric segmentation

Key words- [geometric structure](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.geometric%20structure.QT.&newsearch=true), [depth-based image registration](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.depth-based%20image%20registration.QT.&newsearch=true), [three-dimensional geometric segmentation](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.three-dimensional%20geometric%20segmentation.QT.&newsearch=true), [computer vision](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.computer%20vision.QT.&newsearch=true), [parallax problem](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.parallax%20problem.QT.&newsearch=true), [2D image registration](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.2D%20image%20registration.QT.&newsearch=true), [3D image reconstruction](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.3D%20image%20reconstruction.QT.&newsearch=true), [depth recovery](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.depth%20recovery.QT.&newsearch=true), [transform function](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.transform%20function.QT.&newsearch=true), [geometric segmentation algorithm](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.geometric%20segmentation%20algorithm.QT.&newsearch=true)

# Identification of Space Curves from Two-Dimensional Perspective Views

[three-dimensional objects](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.three-dimensional%20objects.QT.&newsearch=true),[Fourier transform](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.Fourier%20transform.QT.&newsearch=true), [matching](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.matching.QT.&newsearch=true), [minimization](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.minimization.QT.&newsearch=true), [perspective projections](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.perspective%20projections.QT.&newsearch=true), [scene analysis](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.scene%20analysis.QT.&newsearch=true), [space curves](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.space%20curves.QT.&newsearch=true), [spline fitting](http://ieeexplore.ieee.org/search/searchresult.jsp?matchBoolean=true&queryText=%22Index%20Terms%22:.QT.spline%20fitting.QT.&newsearch=true)

**Artificial Intelligence**

1. N-Grams and the Last-Good-Reply Policy Applied in General Game Playing

—General game playing (GGP), last-good-reply policy (LGRP), Monte Carlo tree search (MCTS), N-grams.

1. Reinforcement Learning in First Person Shooter Games

Keywords- Artificial intelligence (AI), computer games, reinforcement learning (RL).

1. Bayesian-Game-Based Fuzzy Reinforcement Learning Control for Decentralized POMDPs

Keywords-Bayesian games (BGs), decentralized partially observable Markov decision processes (Dec-POMDPs), fuzzy systems, reinforcement learning (RL).

1. Game Bot Detection via Avatar Trajectory Analysis

Keywords—Behavior analysis, bot detection, cheating, manifold learning, online games, similarity measure, trajectory.

1. [Optimization of an Evaluation Function of the Four-Sided Dominos Game Using a Genetic Algorithm](http://ieeexplore.ieee.org/document/6327342/)

Artificial intelligence, four-sided Dominos game, genetic algorithm (GA).