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ID Publikace:	43870385
Stav:	Ke kontrole
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	The Biomedical Data Collecting System
Rok publikace:	2015
Autor:	Pavel Blažek (Prac.: 2900)
Autor:	Jiří Křenek (Prac.: 2900)
Autor:	Kamil Kuča (Prac.: 2910, 4450)
Autor:	Ondřej Krejcar (Prac.: 2910)
Autor:	Daniel Jun (Prac.:)
Název zdroje:	Radioelektronika (RADIOELEKTRONIKA), 2015 25th International Conference
Místo publikace:	Česká republika
ISBN:	978-1-4799-8117-5
Strany:	419 - 422
Abstrakt orig.:	Digital records offer a solution for reducing the amount of stored paper-based records. However, the spread of digital devices in the last decade has introduced into medicine a large amount of digital information stored simultaneously in various formats in various locations. This study proceeds from real medical data in the Czech Republic and focuses on the Hradec Kralove area. It describes some general issues and possible solutions. Data are normally collected for each single person or population in separated data stores of practitioners and hospital information systems. These data should be linked up and shared for many purposes among specialists as well as scientists. The aim of this study is to explain how online biomedical data sources are utilized.
Rozsah:	4
Typ dokumentu:	IN
Odkazy:	http://ieeexplore.ieee.org/xpl/articleDetails.jsp?arnumber=7128996
Hlavní klíč:	database; data mining; information system; security; privacy
Vedlejší klíč:	Systém; sběru; biomedínských; dat
Jazyk (originál):	angličtina (eng)
Titul česky:	Systém sběru biomedínských dat
Titul anglicky:	The Biomedical Data Collecting System
Datum konání:	21.04.2015

Datum vložení:	24.04.2015
Financování:	S -

ID Publikace:	43870625
Stav:	Rozpracovaný
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Development of Information and Management System for Laboratory Based on Open Source Licensed Software
Rok publikace:	2015
Autor:	Pavel Blažek (Prac.:)
Autor:	Kamil Kuča (Prac.:)
Autor:	Ondřej Krejcar (Prac.:)
Autor:	Daniel Jun (Prac.:)
Název zdroje:	Computational Collective Intelligence
Místo publikace:	Heidelberg
ISSN:	0302-9743
ISBN:	978-3-319-24305-4
Strany:	377-387
Abstrakt orig.:	The value of data is hidden in their organization, accessibility and usability. During a research the data are collected from external sources and created too. If they are not stored in a central database, it is difficult to reuse them and it could lead to inefficiency in a form of uplicated information and time wasting for finding the same information in public sources. An output of research can also be a long time expected medication as a biohazard substance. Both ideas have a common problem of sensitivity and security. It is necessary to protect these data either for secreting against competitors or hiding information from terrorists. For the research team, the Biomedical Database System offers besides security also improvement of data flow in an organization, clear arrangement and efficiency.
Rozsah:	11
Typ dokumentu:	IN
Odkazy:	http://www.springer.com/gp/book/9783319243054
Odkazy:	http://antares.sip.ucm.es/iccci2015/
Hlavní klíč:	Biomedical research; Information system; Data collecting; Data processing; Security
Vedlejší klíč:	biochemický výzkum; informační systém; sběr dat; zpracování dat; bezpečnost
Jazyk (originál):	angličtina (eng)
Titul česky:	Vývoj laboratorního Informačního a management systému na Open Source licencovaném software

Titul anglicky:	Development of Information and Management System for Laboratory Based on Open Source Licensed Software
Datum konání:	21.09.2015
Datum vložení:	14.10.2015
Financování:	S -

ID Publikace:	43870743
Stav:	Ke kontrole
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Optimization of 3D rendering in mobile devices
Rok publikace:	2015
Autor:	Tomáš Marek (Prac.: 2900)
Autor:	Ondřej Krejcar (Prac.: 2910)
Název zdroje:	Lecture notes in computer science
Místo publikace:	Berlin
ISSN:	0302-9743
Vydavatel:	Springer
Strany:	37-48
Abstrakt orig.:	Computer graphics in combination with mobile devices find much use in the fields of entertainment, education and data displaying. The amount of information that is possible to provide to the user depends greatly on the optimization of graphic chain in the development of given application. The important element is simplification of the scene by removing objects that are not currently visible or degrading the complexity of the models from the distance of the observer. This paper describes implementation of the frustum culling method on the Android platform as a solution for these problems.
Rozsah:	12
Typ dokumentu:	JC
Poznámka:	student má dle mého jméno: Tomáš příjmení: Marek ale v číselníku to je naopak!!!
Odkazy:	http://link.springer.com/chapter/10.1007%2F978-3-319-23144-0_4
Hlavní klíč:	Culling; Engine; Graphics; Mobile device; Optimization
Vedlejší klíč:	Optimalizace; vykreslování; mobilních; zařízeních
Jazyk (originál):	angličtina (eng)
Titul česky:	Optimalizace 3D vykreslování na mobilních zařízeních
Titul anglicky:	Optimization of 3D rendering in mobile devices

Datum konání:	24.08.2015
Datum vložení:	26.10.2015
Financování:	S -

ID Publikace:	43870744
Stav:	Uložený
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Principles of Usability in Human-Computer Interaction Driven by an Evaluation Framework of User Actions
Rok publikace:	2015
Autor:	Tomáš Husták (Prac.: 2900)
Autor:	Ondřej Krejcar (Prac.: 2910)
Autor:	Ali Bin Selamat (Prac.: 2910)
Autor:	Reza Mashinchi (Prac.:)
Autor:	Kamil Kuča (Prac.: 2910)
Název zdroje:	Mobile web and intelligent information systems (MobiWis 2015)
Místo publikace:	Berlin
ISSN:	0302-9743
ISBN:	978-3-319-23143-3
Vydavatel:	Springer
Strany:	51-62
Abstrakt orig.:	This paper tries to address problems that come out when designing a web page and how these problems affect people who use it. We will try to find the way to make our web pages easy to use and to give our user as little obstacles in his efforts as possible. He has to feel that every time he comes back to our web site, everything is on places where it should be and that everything acts as it should. One could say he has to see that everything looks normal. In this paper our aim will be to address web users, their needs and ways to improve their overall efficiency with achieving their tasks. We go through all main parts of usability issues according HCI as well as the current state of the art based on the most cited or specialised literature. In second part we introduce a development of a software platform that will sends user clicks to the server and allows us to go through these data in the web application for administrators. Design and development of this framework along with concrete computation of websites evolution index is also presented.
Rozsah:	12
Typ dokumentu:	JC
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-319-23144-0_5

Hlavní klíč:	Principles; Usability; Human-Computer; Interaction; Driven; Evaluation; Framework; User; Actions
Vedlejší klíč:	Princip; použitelnost; interakce; člověk; počítač; hodnotící rámec; uživatelské akce
Jazyk (originál):	angličtina (eng)
Titul česky:	Principy použitelnosti interakce člověka s počítačem řízená hodnotícím rámcem uživatelských akcí
Titul anglicky:	Principles of Usability in Human-Computer Interaction Driven by an Evaluation Framework of User Actions
Datum konání:	24.08.2015
Datum vložení:	26.10.2015
Financování:	S -

ID Publikace:	43870755
Stav:	Ke kontrole
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Development of augmented reality application on android OS
Rok publikace:	2015
Autor:	Ondřej Bílek (Prac.: 2900)
Autor:	Ondřej Krejcar (Prac.: 2910)
Název zdroje:	Lecture notes in computer science
Místo publikace:	Berlin
ISSN:	0302-9743
Vydavatel:	Springer
Strany:	488-495
Abstrakt orig.:	Augmented reality is one of the current mobile trends, while the main development has not yet come. It complements properties around the user for additional software added elements whose goal is to further expand the user possibilities to real reality. Many of augmented reality applications apply a wide range of sensors, because it is necessary to accurately identify the surrounding reality in order to be properly extended. Paper deals with use of embedded sensors of mobile devices. Selected examples of specific procedures and algorithms are described on currently the most widely used mobile platform Android OS. Design of application, implementation with class descriptions as well as interesting algorithms and testing of final application is also described.
Rozsah:	8
Typ dokumentu:	IN

Poznámka:	Ondřej Bílek byl studentem FIM k roku 2014 a byl mojím diplomantem je natažen z číselníku. tedy OK
Odkazy:	http://link.springer.com/chapter/10.1007%2F978-3-319-18714-3_42
Hlavní klíč:	Development; augmented; reality; application; android
Vedlejší klíč:	Vývoj; mobilní aplikace; rozšířená realita; platforma; Android
Jazyk (originál):	angličtina (eng)
Titul česky:	Vývoj mobilní aplikace s rozšířenou realitou na platformě Android OS
Titul anglicky:	Development of augmented reality application on android OS
Datum konání:	20.05.2015
Datum vložení:	28.10.2015
Financování:	S -

ID Publikace:	43870760
Stav:	Ke kontrole
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Possibility of using embedded sensors of smart devices for augmented reality application
Rok publikace:	2015
Autor:	Ondřej Bílek (Prac.:)
Autor:	Ondřej Krejcar (Prac.: 2910)
Název zdroje:	Advanced multimedia and ubiquitous engineering: future information technology
Místo publikace:	Berlin
ISSN:	1876-1100
ISBN:	978-3-662-47895-0
Vydavatel:	Springer
Strany:	79-84
Abstrakt orig.:	Paper deals with use of embedded sensors of mobile devices. While describing a development of an example application using described sensors with emphasis on the widest range of sensors we would like to show possibilities of today smart devices to operate with augmented reality world. We are also focusing on current popular mobile platforms and development options for these platforms, with focus on using of embedded sensors. Most important issues are described with examples of specific procedures and algorithm samples of programming sensors on currently the most widely used mobile platform Google Android. Practical example application for augmented reality is using some described sensors and is based on some principles of augmented reality. There is described initial design of application, implementation with class descriptions and interesting

	algorithms and testing. Finally we end with testing, evaluation, comparison and conclusion.
Rozsah:	6
Typ dokumentu:	IN
Poznámka:	student Bílek nenatažen z číselníků
Odkazy:	http://Possibility of using embedded sensors of smart devices for augmented reality application
Hlavní klíč:	Possibility; using; embedded; sensors; smart; devices; for; augmented; reality; application
Vedlejší klíč:	vestavěné senzory; smart zařízení; aplikace; augmentovaná realita
Jazyk (originál):	angličtina (eng)
Titul česky:	Možnosti užití vestavěných senzorů smart zařízení pro aplikace augmentované reality
Titul anglicky:	Possibility of using embedded sensors of smart devices for augmented reality application
Datum konání:	18.05.2015
Datum vložení:	28.10.2015
Financování:	S -

ID Publikace:	43870765
Stav:	Ke kontrole
Literární forma:	J_ČLÁNEK V ODBORNÉM PERIODIKU
Rozšíření LiF:	J_Článek v odborném periodiku
Titul (v originále):	Evaluating customer satisfaction: Linguistic reasoning by fuzzy artificial neural networks
Rok publikace:	2015
Autor:	Reza Mashinchi (Prac.:)
Autor:	Ali Bin Selamat (Prac.: 2900, 2910)
Autor:	Suhaimi Ibrahim (Prac.:)
Autor:	Ondřej Krejcar (Prac.: 2910)
Autor:	Marek Penhaker (Prac.:)
Název zdroje:	Studies in computational intelligence
Číslo:	1
ISSN:	1860-949X
Vydavatel:	Springer
Ročník:	598
Strany:	91-100
Abstrakt orig.:	Customer satisfaction is a measure of how a company meets or surpasses customers' expectations. It is seen as a key element in business strategy; and therefore, enhancing the methods to evaluate the satisfactory level is worth studying. Collecting rich data to know the customers' opinion is often

	encapsulated in verbal forms, or linguistic terms, which requires proper approaches to process them. This paper proposes and investigates the application of fuzzy artificial neural networks (FANNs) to evaluate the level of customer satisfaction. Genetic algorithm (GA) and back-propagation algorithm (BP) adjust the fuzzy variables of FANN. To investigate the performances of GA- and BP-based FANNs, we compare the results of each algorithm in terms of obtained error on each alpha-cut of fuzzy values.
Rozsah:	10
Typ dokumentu:	IN
Poznámka:	prosím o kontrolu zda-li je v pořadku SCI book, kdy je jiný název knihy?? Book Title - New Trends in Intelligent Information and Database Systems viz: http://link.springer.com/chapter/10.1007%2F978-3-319-16211-9_10
Odkazy:	http://link.springer.com/chapter/10.1007%2F978-3-319-16211-9_10
Hlavní klíč:	Evaluating; customer; satisfaction; Linguistic; reasoning; fuzzy; artificial; neural; networks
Vedlejší klíč:	Evaluace; spokojenosti; zákazníků; Jazykové; rozhodnování; zákaldě; fuzzy; neuronových; sítí
Jazyk (originál):	angličtina (eng)
Titul česky:	Evaluace spokojenosti zákazníků: Jazykové rozhodnování na zákaldě fuzzy neuronových sítí
Titul anglicky:	Evaluating customer satisfaction: Linguistic reasoning by fuzzy artificial neural networks
Datum vložení:	28.10.2015
Financování:	S -

ID Publikace:	43870766
Stav:	Ke kontrole
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Granular-rule extraction to simplify data
Rok publikace:	2015
Autor:	Reza Mashinchi (Prac.:)
Autor:	Ali Bin Selamat (Prac.: 2900, 2910)
Autor:	Suhaimi Ibrahim (Prac.:)
Autor:	Ondřej Krejcar (Prac.: 2910)
Název zdroje:	Lecture notes in computer science
Místo publikace:	Berlin
ISSN:	0302-9743
Vydavatel:	Springer
Strany:	421-429

Abstrakt orig.:	Granulation simplifies the data to better understand its complexity. It comforts this understanding by extracting the structure of data, essentially in big data or cloud computing scales. It can extract a simple granular-rules set from a complex data set. Granulation is associated with theory of fuzzy information granulation, which can be supported by fuzzy C-mean clustering. However, intersections of fuzzy clusters create redundant granular-rules. This paper proposes a granular-rules extraction method to simplify a data set into a granular-rule set with unique granular-rules. It performs based on two stages to construct and prune the granular-rules. We use four data sets to reveal the results, i.e., wine, servo, iris, and concrete compressive strength. The results reveal the ability of proposed method to simplify data sets by 58% to 91%.
Rozsah:	9
Typ dokumentu:	IN
Odkazy:	http://link.springer.com/chapter/10.1007%2F978-3-319-15705-4_41
Hlavní klíč:	Granular-rule; extraction; simplify; data
Vedlejší klíč:	Granulační pravidla; extrakce; zjednodušení dat
Jazyk (originál):	angličtina (eng)
Titul česky:	Granulační pravidla extrakcí pro zjednodušení dat
Titul anglicky:	Granular-rule extraction to simplify data
Datum konání:	23.03.2015
Datum vložení:	28.10.2015
Financování:	S -

ID Publikace:	43870767
Stav:	Přijatý
Literární forma:	J_ČLÁNEK V ODBORNÉM PERIODIKU
Rozšíření LiF:	J_Článek v odborném periodiku
Titul (v originále):	Development and testing of augmented reality application for smart devices based on embedded sensors data processing
Rok publikace:	2015
Autor:	Ondřej Bílek (Prac.: 2900)
Autor:	Ondřej Krejcar (Prac.: 2910)
Autor:	Ali Bin Selamat (Prac.: 2900, 2910)
Autor:	Reza Mashinchi (Prac.:)
Autor:	Kamil Kuča (Prac.: 2910)
Název zdroje:	ARPN journal of engineering and applied sciences
Číslo:	15
ISSN:	1819-6608
Vydavatel:	Asian research publishing network

Ročník:	10
Strany:	6392-6397
Abstrakt orig.:	Augmented reality is nowadays well known solution to present to users a comfort of real world view with a virtual one. We can found many examples of more or less specific solutions but most of them are focused to use an embedded sensors of modern mobile devices, where the developed application are used. Our paper would like to describe some basic info about possible platforms for application development as well as to introduce several issues to lead you when designing an application for. Most important issues are described with examples of specific procedures and algorithm samples of programming sensors on currently the most widely used mobile platform Google Android. Case study is presented as an example of photo application which is based on augmented reality elements.
Rozsah:	6
Typ dokumentu:	IN
Odkazy:	http://www.arpnjournals.com/jeas/research_papers/rp_2015/jeas_0815_2420.pdf
Hlavní klíč:	Development; testing; augmented reality; application; smart devices; embedded; sensors; data; processing
Vedlejší klíč:	Vývoj; testování; aplikace; rozšířená realita; založené; zpracování; data; vestavěné senzorů; smart zařízení
Jazyk (originál):	angličtina (eng)
Titul česky:	Vývoj a testování aplikace rozšířené reality založené na zpracování dat z vestavěných senzorů smart zařízení
Titul anglicky:	Development and testing of augmented reality application for smart devices based on embedded sensors data processing
Datum vložení:	28.10.2015
Financování:	S -

ID Publikace:	43870818
Stav:	Ke kontrole
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Loading Speed of Modern Websites and Reliability of Online Speed Test Services
Rok publikace:	2015
Autor:	Aneta Bartůšková (Prac.: 2900)
Autor:	Ondřej Krejcar (Prac.: 2910)
Název zdroje:	Computational Collective Intelligence
Místo publikace:	Berlin
ISSN:	0302-9743
ISBN:	978-3-319-24305-4

Strany:	65-74
Abstrakt orig.:	Loading speed of websites reflects the website´s performance and has a significant influence on user experience and satisfaction. In this paper we analyze causes and consequences of slow loading of websites, followed by recommendations and comments on usual practice and feasibility. In the next part of the article we discuss a choice of the right online speed test in order to achieve an optimized performance of websites. Selected free online services are analyzed, with a focus on available functions and settings. Finally the issue of reliability and default settings of these services is discussed and tested by performing a series of repeated speed tests with a combination of settings.
Rozsah:	10
Typ dokumentu:	IN
Odkazy:	http://link.springer.com/chapter/10.1007%2F978-3-319-24306-1_7
Hlavní klíč:	Loading speed; Website speed testing; Web performance; Usability
Vedlejší klíč:	rychlost načítání, testování rychlosti webu, výkon webu, použitelnost
Jazyk (originál):	angličtina (eng)
Titul česky:	Rychlost načítání moderních webových stránek a spolehlivost online rychlostních testů
Titul anglicky:	Loading Speed of Modern Websites and Reliability of Online Speed Test Services
Datum konání:	21.09.2015
Datum vložení:	30.10.2015
Financování:	S -

ID Publikace:	43870457
Stav:	Uložený
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Idea of Personal Digital Memories using Smart Application
Rok publikace:	2015
Autor:	Martin Zmítko (Prac.: 2900)
Autor:	Ondřej Krejcar (Prac.: 2910)
Název zdroje:	Advanced multimedia and ubiquitous engineering: future information technology
Místo publikace:	Heidelberg
ISSN:	1876-1100
ISBN:	978-3-662-47895-0
Vydavatel:	Springer

Strany:	33-39
Abstrakt orig.:	The world around us is constantly developing and the life has dramatically changed in the last few decades. Even the requirements themselves grow with the development of technology. The human life is more surrounded by things which enable easier and more convenient\life. These could be automatically opening doors, smart regulators for temperature in the house or even mobile application with a specific advantage for users. With this in mind, an application for more convenient work with photographing was developed and is described in this paper. Following chapters are dedicated to the description of individual parts of the application from the draft, the architecture of the solution, to the implementation. In the first part, the paper discusses the problem and sets the target which the application is aimed to fulfil. It also describes the current situation in the market and compares the draft with similar, already existing solutions. In the next part, the paper concentrates on the description of the application's solution.
Rozsah:	6
Typ dokumentu:	IN
Médium:	papír
Poznámka:	také dostupné jako e-book
Uložení:	databze, knihovna
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-662-47895-0_5
Hlavní klíč:	Personal; Digital Memories; Smart Application; Tourist Diary
Vedlejší klíč:	Osobní, digitální vzpomínky, chytrá aplikace, turistický deník
Jazyk (originál):	angličtina (eng)
Titul česky:	Idea osobních digitálních vzpomínek pomocí smart aplikace
Titul anglicky:	Idea of Personal Digital Memories using Smart Application
Datum konání:	18.05.2015
Datum vložení:	07.07.2015
Financování:	S -

ID Publikace:	43871136
Stav:	Rozpracovaný
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Principles of Usability in Human-Computer Interaction
Rok publikace:	2015
Autor:	Tomáš Husták (Prac.: 2900)
Autor:	Ondřej Krejcar (Prac.: 2910)

Název zdroje:	Advanced multimedia and ubiquitous engineering: future information technology
Místo publikace:	Berlin
ISSN:	1876-1100
ISBN:	978-3-662-47486-0
Vydavatel:	Springer
Strany:	51-57
Abstrakt orig.:	This paper try to address problems that come out when designing a web page and how these problems affect people who use it. We will try to find the way to make our web pages easy to use and to give our user as little obstacles in his efforts as possible. He has to feel that every time he comes back to our web site, everything is on places where it should be and that everything acts as it should. One could say he has to see that everything looks normal. In this paper our aim will be to address web users, their needs and ways to improve their overall efficiency with achieving their tasks. We go through all main parts of usability issues according HCI as well as the current state of the art based on the most cited or specialised literature.
Rozsah:	7
Typ dokumentu:	IN
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-662-47895-0_7
Hlavní klíč:	Principles; Usability; Human-Computer; Interaction
Jazyk (originál):	angličtina (eng)
Titul česky:	
Titul anglicky:	Principles of Usability in Human-Computer Interaction
Datum konání:	18.05.2015
Datum vložení:	08.01.2016
Financování:	S -

ID Publikace:	43871137
Stav:	Rozpracovaný
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Optimization of 3D Rendering by Simplification of Complicated Scene for Mobile Clients of Web Systems
Rok publikace:	2015
Autor:	Tomáš Marek (Prac.: 2900)
Autor:	Ondřej Krejcar (Prac.: 2910)
Název zdroje:	Lecture notes in computer science

Místo publikace:	Berlin
ISSN:	0302-9743
ISBN:	978-3-319-24305-4
Vydavatel:	Springer
Strany:	3-12
Abstrakt orig.:	Computer graphics in combination with mobile devices find much use in the fields of entertainment, education and data displaying. The amount of information that is possible to provide to the user depends greatly on the optimization of graphic chain in the development of given application. There is a large area of web based software solutions where the speed and fluency of visualization and rendering are the most important parameters of user satisfaction when using of mobile client application. The important element is simplification of the scene by removing objects that are not currently visible. The methods that can be used as a solution for these problems are frustum culling, occlusion culling and level of detail. The work describes implementation of the first of mentioned methods on the Android platform and it includes a comparison of results from different devices when displaying a complicated 3D scene.
Rozsah:	10
Typ dokumentu:	IN
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-319-24306-1_1
Hlavní klíč:	Optimization; Rendering; Simplification; Complicated; Scene; Mobile; Clients; Web; Systems
Jazyk (originál):	angličtina (eng)
Titul česky:	
Titul anglicky:	Optimization of 3D Rendering by Simplification of Complicated Scene for Mobile Clients of Web Systems
Datum konání:	21.09.2015
Datum vložení:	08.01.2016
Financování:	S -

ID Publikace:	43871138
Stav:	Rozpracovaný
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Determining of Blood Artefacts in Endoscopic Images Using a Software Analysis
Rok publikace:	2015
Autor:	Ondřej Krejcar (Prac.: 2910)

Autor:	Lukáš Sulík (Prac.:)
Autor:	Ali Bin Selamat (Prac.: 2910)
Autor:	Reza Mashinchi (Prac.:)
Autor:	Kamil Kuča (Prac.: 2910, 4450)
Název zdroje:	Lecture notes in computer science
Místo publikace:	Berlin
ISSN:	0302-9743
ISBN:	978-3-319-24305-4
Vydavatel:	Springer
Strany:	388-397
Abstrakt orig.:	Wireless capsular endoscopy is a novel method of gastroenterology investigation during last years. Most important as well as the most difficult part of such investigation is the blood artefact determination. These artefacts are only be localised by medical experts trained in such field of gastroenterology medicine. This article describe the process of development a software solution which can be used to help localise some specific artefacts using developed algorithms. Such algorithms are firstly developed by Matlab solution while they are consequently transformed to developed software solution. Our solution was already preliminary tested by one of specific artefacts – blood artefacts, while the results have been found as sufficient to several use of this software. Future research will be focussed on other specific artefact description and algorithm development for detection.
Rozsah:	10
Typ dokumentu:	IN
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-319-24306-1_38
Hlavní klíč:	Determining; Blood; Artefacts; Endoscopic; Images; Using; Software; Analysis
Jazyk (originál):	angličtina (eng)
Titul česky:	
Titul anglicky:	Determining of Blood Artefacts in Endoscopic Images Using a Software Analysis
Datum konání:	21.09.2015
Datum vložení:	08.01.2016
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ID Publikace:	43871139
Stav:	Rozpracovaný
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku

Titul (v originále):	Fuzzy Granular Classifier Approach for Spam Detection
Rok publikace:	2015
Autor:	S Salehi (Prac.:)
Autor:	Ali Bin Selamat (Prac.: 2910)
Autor:	Ondřej Krejcar (Prac.: 2910)
Autor:	Kamil Kuča (Prac.: 2910, 4450)
Název zdroje:	Lecture notes in computer science
Místo publikace:	Berlin
ISSN:	0302-9743
ISBN:	978-3-319-24305-4
Vydavatel:	Springer
Strany:	256-264
Abstrakt orig.:	Spam email problem is a major shortcoming of email technology for computer security. In this research, a granular classifier model is proposed to discover hyperboxes in the geometry of information granules for spam detection in three steps. In the first step, the k-means clustering algorithm is applied to find the seed_points to build the granular structure of the spam and non-spam patterns. Moreover, applying the interval analysis through the high homogeneity of the patterns captures the key part of the spam and non-spam classifiers' structure. In the second step, PSO algorithm is hybridized with the k-means to optimize the formalized information granules' performance. The proposed model is evaluated based on the accuracy, misclassification and coverage criteria. Experimental results reveal that the performance of our proposed model is increased through applying Particle Swarm Optimization and fuzzy set.
Rozsah:	9
Typ dokumentu:	IN
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-319-24306-1_25
Hlavní klíč:	Fuzzy; Granular; Classifier; Approach; for; Spam; Detection
Jazyk (originál):	angličtina (eng)
Titul česky:	
Titul anglicky:	Fuzzy Granular Classifier Approach for Spam Detection
Datum konání:	21.09.2015
Datum vložení:	08.01.2016
Financování:	S -

ID Publikace:	43871140
Stav:	Rozpracovaný

Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	A Recent Study on the Rough Set Theory in Multi-Criteria Decision Analysis Problems
Rok publikace:	2015
Autor:	M Mohamad (Prac.:)
Autor:	Ali Bin Selamat (Prac.: 2910)
Autor:	Ondřej Krejcar (Prac.: 2910)
Autor:	Kamil Kuča (Prac.: 2910, 4450)
Název zdroje:	Lecture notes in computer science
Místo publikace:	Berlin
ISSN:	0302-9743
ISBN:	978-3-319-24305-4
Vydavatel:	Springer
Strany:	265-274
Abstrakt orig.:	Rough set theory (RST) is one of the data mining tools, which have many capabilities such as to minimize the size of an input data and to produce sets of decision rules from a set of data. RST is also one of the great techniques used in dealing with ambiguity and uncertainty of datasets. It was introduced by Z. Pawlak in 1997 and until now, there are many researchers who really make use of its advantages either to make an enhancement of the RST or to apply in various research areas such as in decision analysis, pattern recognition, machine learning, intelligent systems, inductive reasoning, data preprocessing, knowledge discovery, and expert systems. This paper presents a recent study on the elementary concepts of RST and its implementation in the multi-criteria decision analysis (MCDA) problems.
Rozsah:	10
Typ dokumentu:	IN
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-319-24306-1_26
Hlavní klíč:	Recent; Study; the; Rough; Set; Theory; Multi-Criteria; Decision; Analysis; Problems
Jazyk (originál):	angličtina (eng)
Titul česky:	
Titul anglicky:	A Recent Study on the Rough Set Theory in Multi-Criteria Decision Analysis Problems
Datum konání:	21.09.2015
Datum vložení:	08.01.2016
Financování:	S -

ID Publikace:	43871149
Stav:	Rozpracovaný
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Intelligent Displaying of Notes Based on Current Position and Time
Rok publikace:	2016
Autor:	Jan Fogl (Prac.:)
Autor:	Jan Dvořák (Prac.: 2900, 2910)
Autor:	Ondřej Krejcar (Prac.: 2910)
Autor:	Kamil Kuča (Prac.: 2910, 4450)
Název zdroje:	Lecture notes in electrical engineering
Místo publikace:	Berlin
ISSN:	1876-1100
ISBN:	978-3-319-24582-9
Vydavatel:	Springer
Strany:	693-705
Abstrakt orig.:	This work comes as a reaction to continually growing availability of mobile devices throughout human population. Nowadays the mobile devices are being enhanced with plenty of sensors, modules and computing functions, which can be used in real life to save people's labour. This work concretely deals with utilization of GPS module and Google Services for smart filtering notes, which have been created by the user in provided application. The application has been primarily created for android system, because it's the most favourite and widespread operating system today. The essential problem of this work is an algorithm for searching notes that are as close as possible to the user's position by the location of their creation. For this functionality it was selected service geo fencing from Google Services API. This service enables to gather notes that are close to each other by their location and afterwards show these notes to the user. The goal of the whole work is to create functional user friendly application.
Rozsah:	13
Typ dokumentu:	IN
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-319-24584-3_59
Hlavní klíč:	Intelligent; Displaying; Notes; Based; Current; Position; and; Time
Jazyk (originál):	angličtina (eng)
Titul česky:	
Titul anglicky:	Intelligent Displaying of Notes Based on Current Position and Time
Datum konání:	09.06.2015

Datum vložení:	08.01.2016
Financování:	S -

ID Publikace:	43871150
Stav:	Rozpracovaný
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Smart Location Reminder Based on Position Tracking
Rok publikace:	2016
Autor:	Pavel Mašek (Prac.:)
Autor:	Jan Dvořák (Prac.: 2900, 2910)
Autor:	Ondřej Krejcar (Prac.: 2910)
Autor:	Kamil Kuča (Prac.: 2910, 4450)
Název zdroje:	Lecture notes in electrical engineering
Místo publikace:	Berlin
ISSN:	1876-1100
ISBN:	978-3-319-24582-9
Vydavatel:	Springer
Strany:	635-646
Abstrakt orig.:	This work addresses deployment of mobile devices' sensors in improvement of functionality of applications. The application that uses these sensors can offer better services to the user. In this project, the sensor for localization using GPS will be employed. This sensor will extend the possibilities of an application of reminder type with the possibility of notification based on the user's location. It will be possible to parametrize and combine this extension with the already known notifications based on time. The supplemented application is much more capable to carry out all the work and it is capable of more intuitive reminders. At the same time, the application is developed using the platform Apache Cordova and it will be targeted on all the main platforms.
Rozsah:	12
Typ dokumentu:	JC
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-319-24584-3_54
Hlavní klíč:	Smart; Location; Reminder; Based; Position; Tracking
Jazyk (originál):	angličtina (eng)
Titul česky:	
Titul anglicky:	Smart Location Reminder Based on Position Tracking

Datum konání:	09.06.2015
Datum vložení:	08.01.2016
Financování:	S -

ID Publikace:	43871151
Stav:	Rozpracovaný
Literární forma:	D_ČLÁNEK VE SBORNÍKU
Rozšíření LiF:	D_Článek ve sborníku
Titul (v originále):	Idea of Emergency Alarm as a Smart Mobile Application with Prediction
Rok publikace:	2016
Autor:	(Prac.:)
Autor:	Jan Dvořák (Prac.: 2900, 2910)
Autor:	Ondřej Krejcar (Prac.: 2910)
Autor:	Ali Bin Selamat (Prac.: 2910)
Autor:	Reza Mashinchi (Prac.:)
Autor:	Kamil Kuča (Prac.: 2910, 4450)
Název zdroje:	Lecture notes in electrical engineering
Místo publikace:	Berlin
ISSN:	1876-1100
ISBN:	978-3-319-24582-9
Vydavatel:	Springer
Strany:	1139-1151
Abstrakt orig.:	Mobile telephone is ubiquitous; people carry it around everywhere and all the time. Therefore, there is an effort to get as much information on the mobile phone as possible. It can be weather, latest news, sports and others. This article deals with a problem of obtaining information about unscheduled events and its notification on the mobile phone. An application was created and it acquires information about weather, in particular about the temperature and air humidity, and based on that it ascertains the possibility of rime or black ice being created. The application shares this information with the user through their set alarm clock. If the weather condition in user's locality indicates formation of frost or ice the alarm clock is moved to 15 min earlier. That enables the user to defrost the car or leave house sooner to manage having everything done on time.
Rozsah:	13
Typ dokumentu:	IN
Odkazy:	http://link.springer.com/chapter/10.1007/978-3-319-24584-3_97
Hlavní klíč:	Idea; Emergency; Alarm; Smart; Mobile; Application; with; Prediction

Jazyk (originál):	angličtina (eng)
Titul česky:	
Titul anglicky:	Idea of Emergency Alarm as a Smart Mobile Application with Prediction
Datum konání:	09.06.2015
Datum vložení:	08.01.2016
Financování:	S -

ID Publikace:	43871152
Stav:	Rozpracovaný
Literární forma:	J_ČLÁNEK V ODBORNÉM PERIODIKU
Rozšíření LiF:	J_Článek v odborném periodiku
Titul (v originále):	Blood Detection in Biomedical Images using a Software Analysis
Rok publikace:	2015
Autor:	Lukáš Sulík (Prac.:)
Autor:	Ondřej Krejcar (Prac.: 2910)
Název zdroje:	IFAC-PapersOnLine
Číslo:	4
ISSN:	1474-6670
Vydavatel:	Elsevier
Ročník:	48
Strany:	362–367
Abstrakt orig.:	The article focuses on the problematics of the biomedical data analysis, precisely the data from the capsular endoscopy. This paper looks into the solving of the problem with detection of blood, which can be found in the small intestine. The author concentrates on the possibilities of blood detection using the computer vision and consequently, designs and implements the software which is able to detect blood. With this solution, sufficient results have been achieved. This method can be used for simpler control of data from cameras.
Rozsah:	6
Typ dokumentu:	JC
Odkazy:	http://www.sciencedirect.com/science/article/pii/S2405896315008368
Hlavní klíč:	Blood; Detection; Biomedical; Images; using; Software; Analysis
Jazyk (originál):	angličtina (eng)
Titul česky:	
Titul anglicky:	Blood Detection in Biomedical Images using a Software Analysis

Datum vložení:	08.01.2016
Financování:	S -

ID Publikace:	43871153
Stav:	Rozpracovaný
Literární forma:	J_ČLÁNEK V ODBORNÉM PERIODIKU
Rozšíření LiF:	J_Článek v odborném periodiku
Titul (v originále):	Design and Realization of Low Cost Control for Greenhouse Environment with Remote Control
Rok publikace:	2015
Autor:	Lukáš Bajer (Prac.:)
Autor:	Ondřej Krejcar (Prac.: 2910)
Název zdroje:	IFAC-PapersOnLine
Číslo:	4
ISSN:	1474-6670
Vydavatel:	Elsevier
Ročník:	48
Strany:	368–373
Abstrakt orig.:	This project describes the design and implementation of control unit coordinating sensors of various physical quantities and actuators. Beside the data collection from sensor units, the problem consists of their local and remote visualization. The selected concept is created by the Arduino platform, which uses expansion modules for data acquisition and visualization to control the solution. The chosen solution is sufficient for home automation and is useful for a wide range of potential customers. The concept is concretized into an intelligent greenhouse environment, where complete control is designed over the environment. Such solution optimizes the quality of treatment of crops or flowers while it can also bring financial savings on subsequent operation of the system, as expected. Results of the control concept were tested with the good results during a trial run of a real greenhouse, in which the quality of the designed solution was verified. Specific procedures and design solutions are also listed within this paper to highlight the solution.
Rozsah:	6
Typ dokumentu:	JB
Odkazy:	http://www.sciencedirect.com/science/article/pii/S240589631500837X
Hlavní klíč:	Design; and; Realization; Low; Cost; for; Greenhouse; Environment; with; Remote; Control
Jazyk (originál):	angličtina (eng)
Titul česky:	

Titul anglicky:	Design and Realization of Low Cost Control for Greenhouse Environment with Remote Control
Datum vložení:	08.01.2016
Financování:	S -