



## GEORGIOS LEVENTIS, ER3

### PROJECT

#### Machine Learning in Processing 3D/4D Cultural Assets

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Cyprus University of Technology (CUT)



### OBJECTIVES

- Study and analysis of the state of the art on machine learning (unsupervised, semi supervised, supervised) for summarization, classification and identification in cultural heritage applications
- Classification of relevant content in time dimension for cultural monuments
- Multimedia summarization in 4 dimensions (X, Y, Z, Time)

### ACADEMIC BACKGROUND



Master of Science (MSc) in Cultural Informatics and Communication

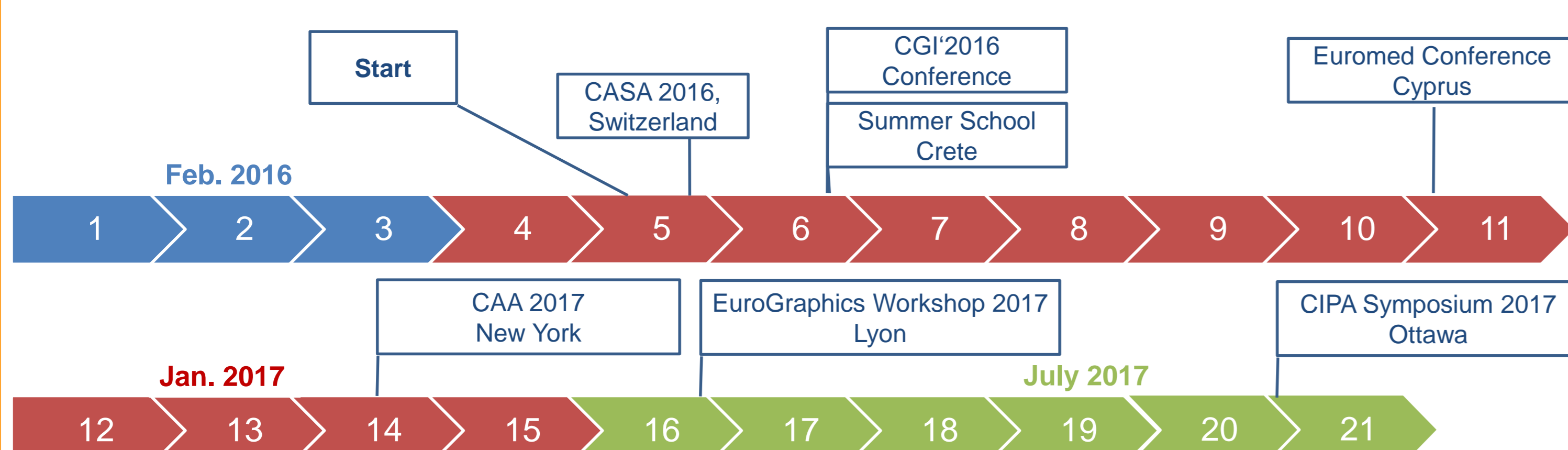


Bachelor's Degree (BSc) in Cultural Informatics and Communication

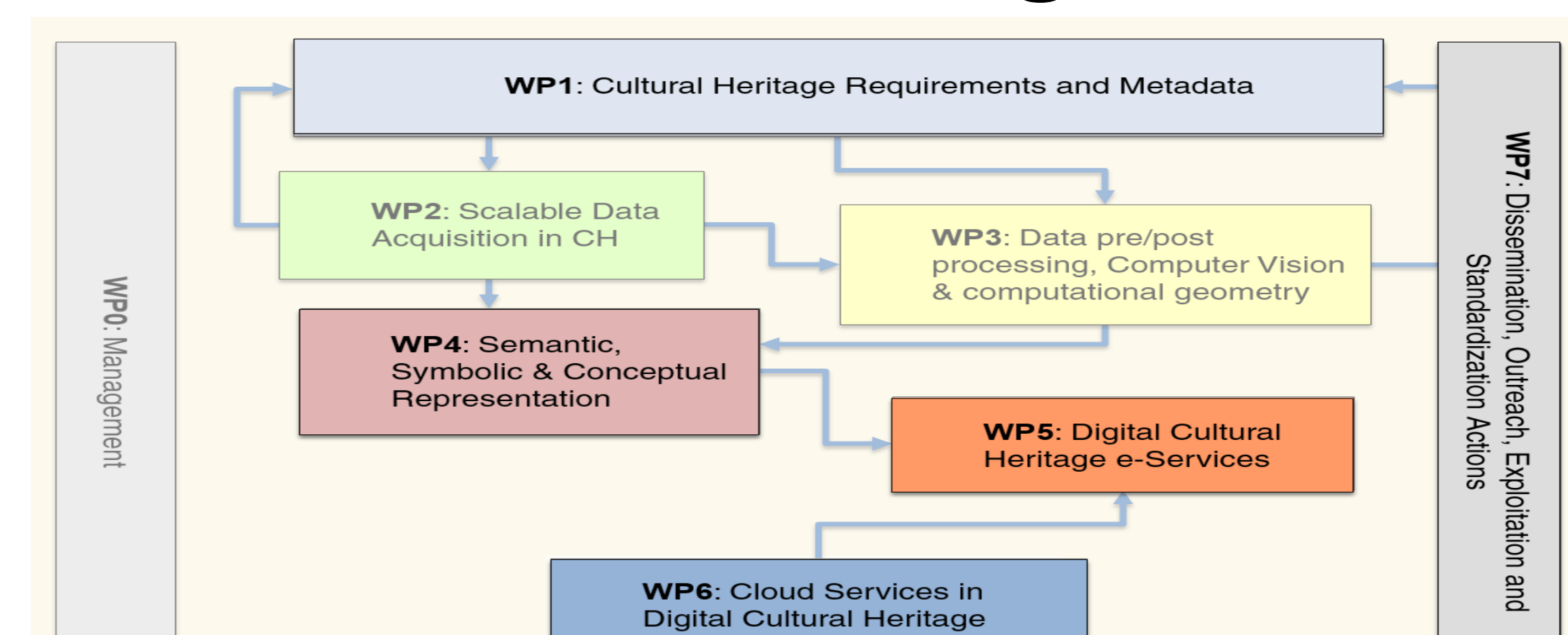
### TRAINING & WORKING BACKGROUND

- Member of "Intelligent Multimedia and Virtual Reality" Research Laboratory.
- "A Hierarchical Fuzzy Clustering Framework for Training RBF Networks" Research Paper in Proceedings of IASTED 2011 International Conference.

### ITN-DCH TIMETABLE

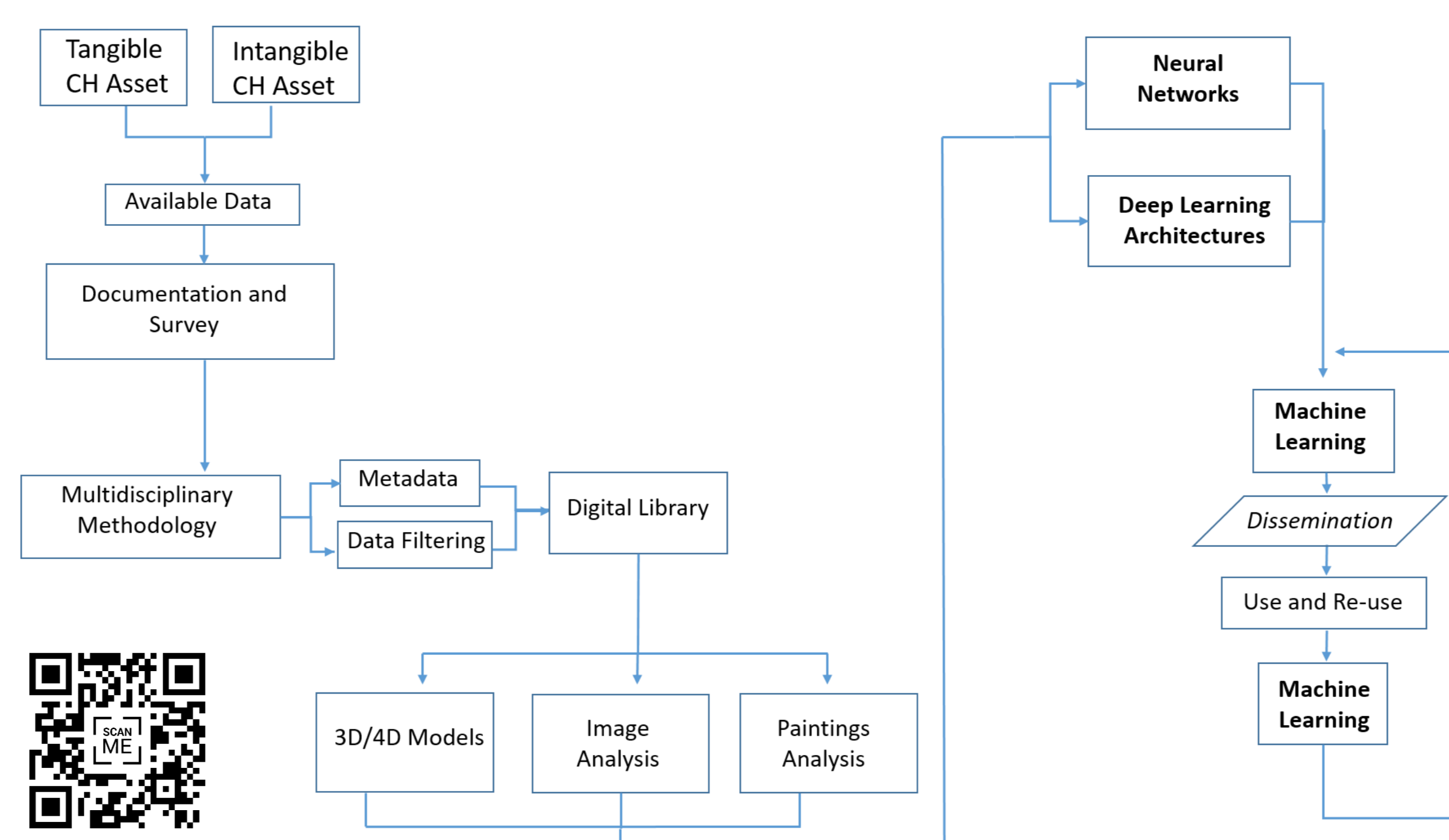


### Work Packages



### Tasks and Methodology

- Review and evaluation of current methodologies in Europeana
- Creation of deep learning architectures
- Development and experimental implementation of the above algorithms



### Results

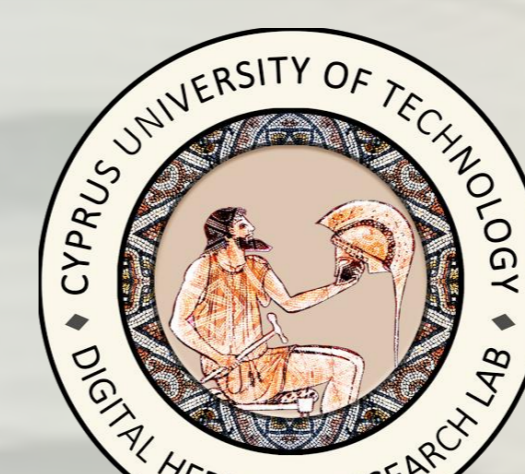
- Innovative algorithms for the objectives
- Validation of the results on real data in cooperation with Europeana
- Dissemination and Outreach Plan
- Standardization



Home Country



Host Country



Host Organization

