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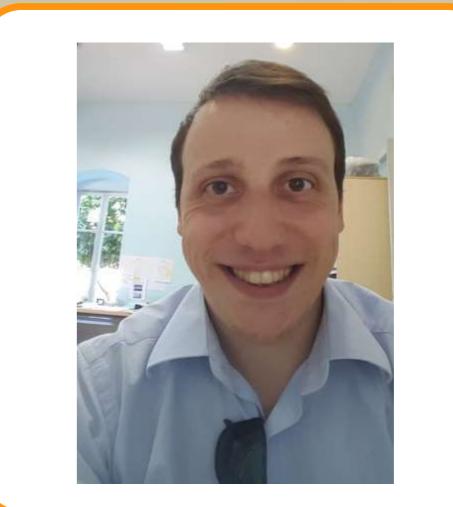
GEORGIOS LEVENTIS, ER3

PROJECT

Machine Learning in Processing 3D/4D Cultural Assets

Supervisor: Marinos Ioannides

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



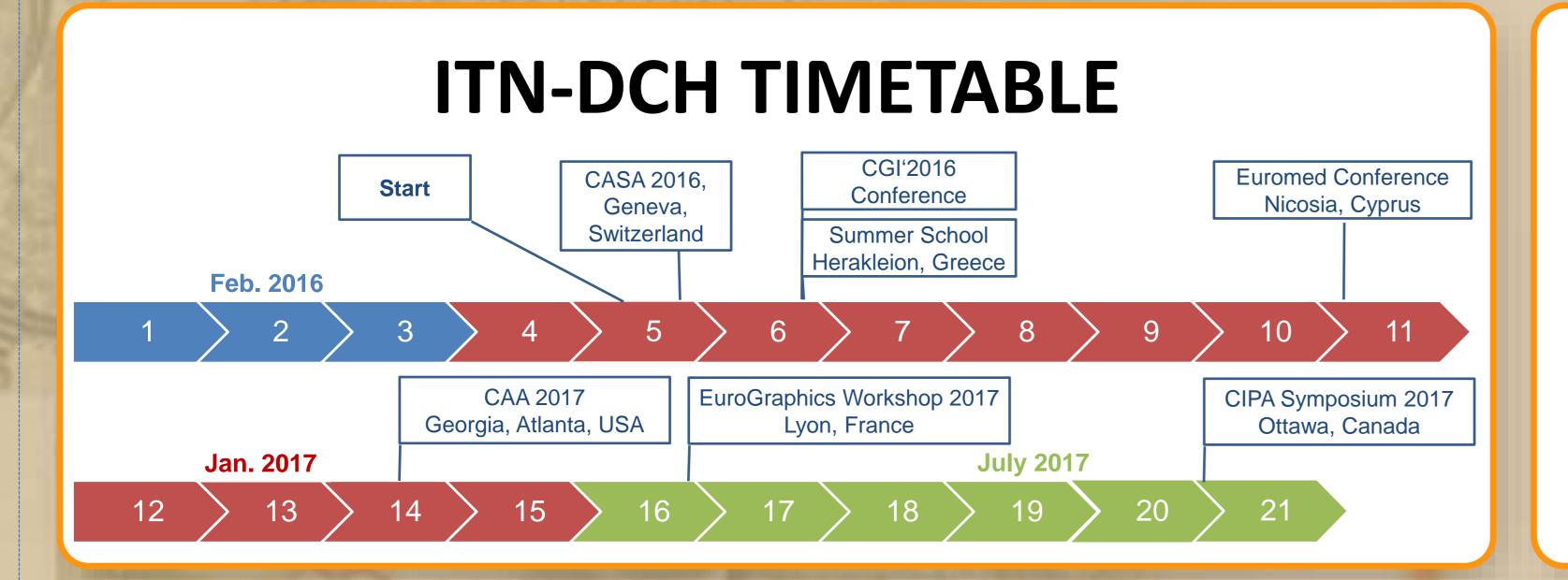
Master of Science (MSc) in Cultural Informatics and Communication



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

TRAINING & WORKING BACKGROUND

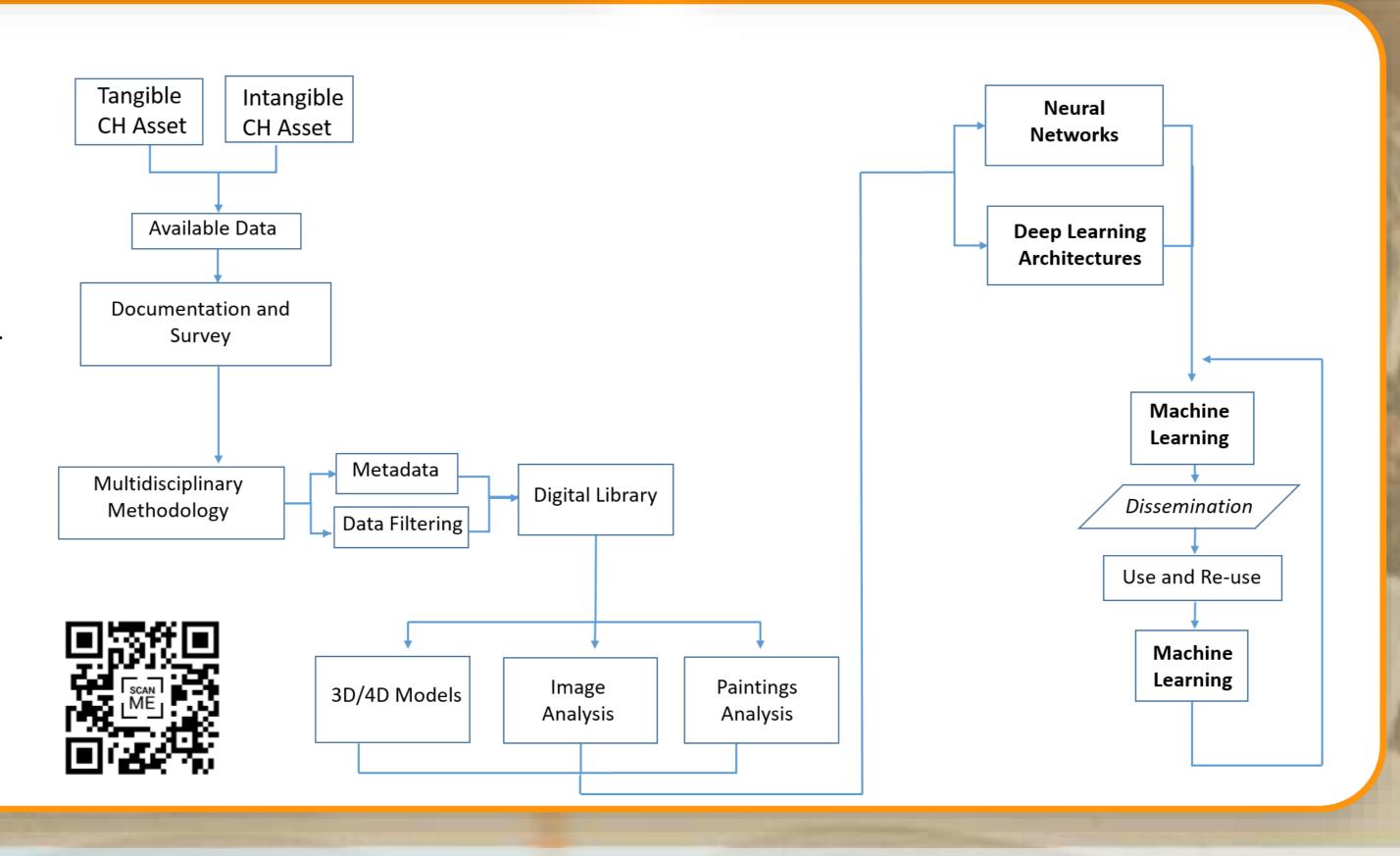
- Member of "Intelligent Multimedia and Virtual Reality" Research Laboratory.
- "A Hierarchical Fuzzy Clustering Framework for Training RBF Networks" Research Paper in Proceedings of IASTED 2011 International Conference.



Work Packages WP1: Cultural Heritage Requirements and Metadata WP2: Scalable Data Acquisition in CH WP3: Data pre/post WP4: Semantic, Symbolic & Conceptual Representation WP5: Digital Cultural Heritage e-Services WP6: Cloud Services in Digital Cultural Heritage

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

This project has received funding from the European Union's Seventh Framework Programme for research, technological development and demonstration under grand agreement no 608013.



