

031602204 陈加伟 (博客地址: <https://www.cnblogs.com/Tony-chenjw/p/9683279.html>)

031602226 林淇 (博客地址: <https://www.cnblogs.com/q1093797687/p/9683571.html>)

原型工具: Axure RP 8

原型链接 (加载速度极慢!) : <https://euaonq.axshare.com>

一、结对过程

- 开始我们先讨论了用什么工具进行原型设计, 简单讨论后, 我们一致同意用Axure RP 8。
- 然后我们根据题目进行需求分析, 进行了简单的讨论, 画了简单的草图, 图片如下:



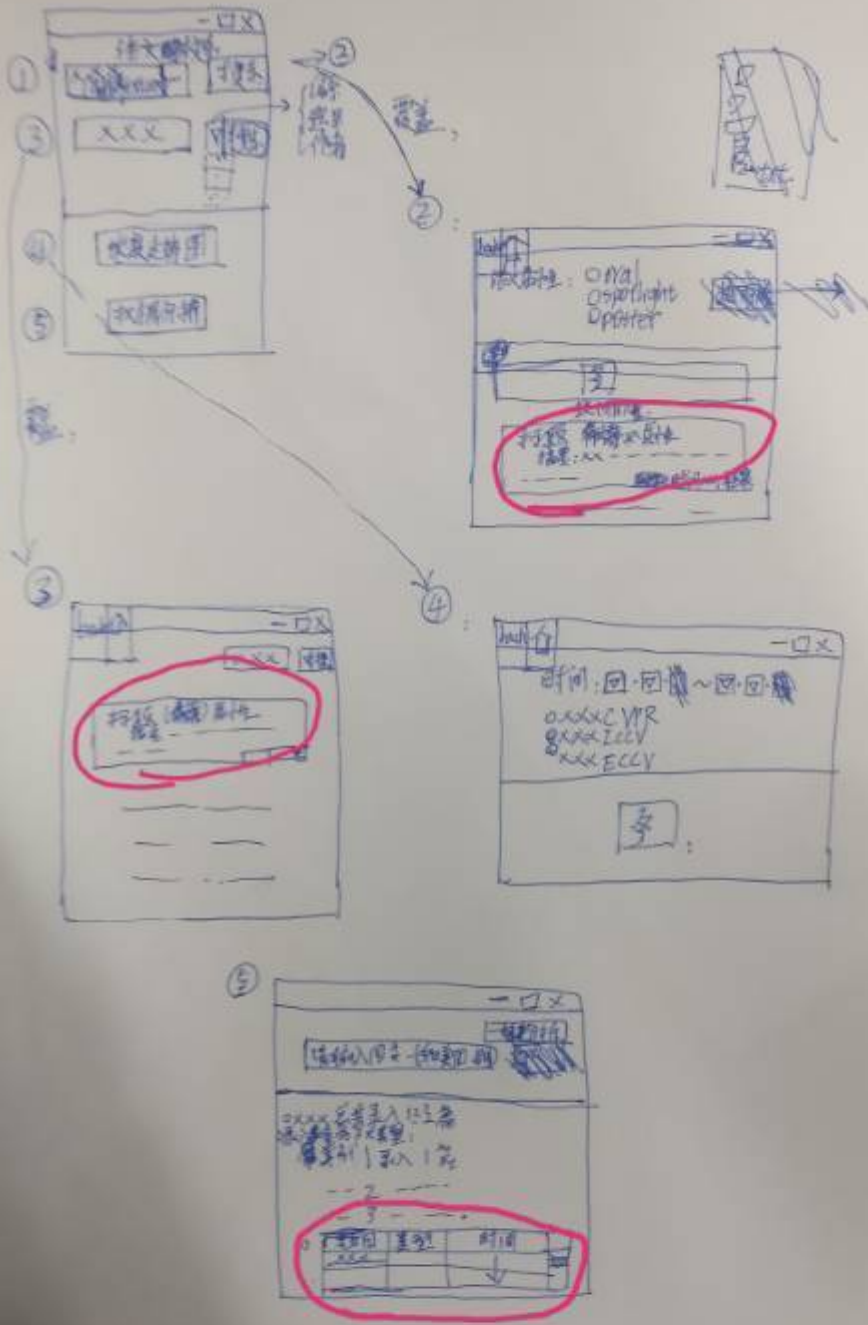
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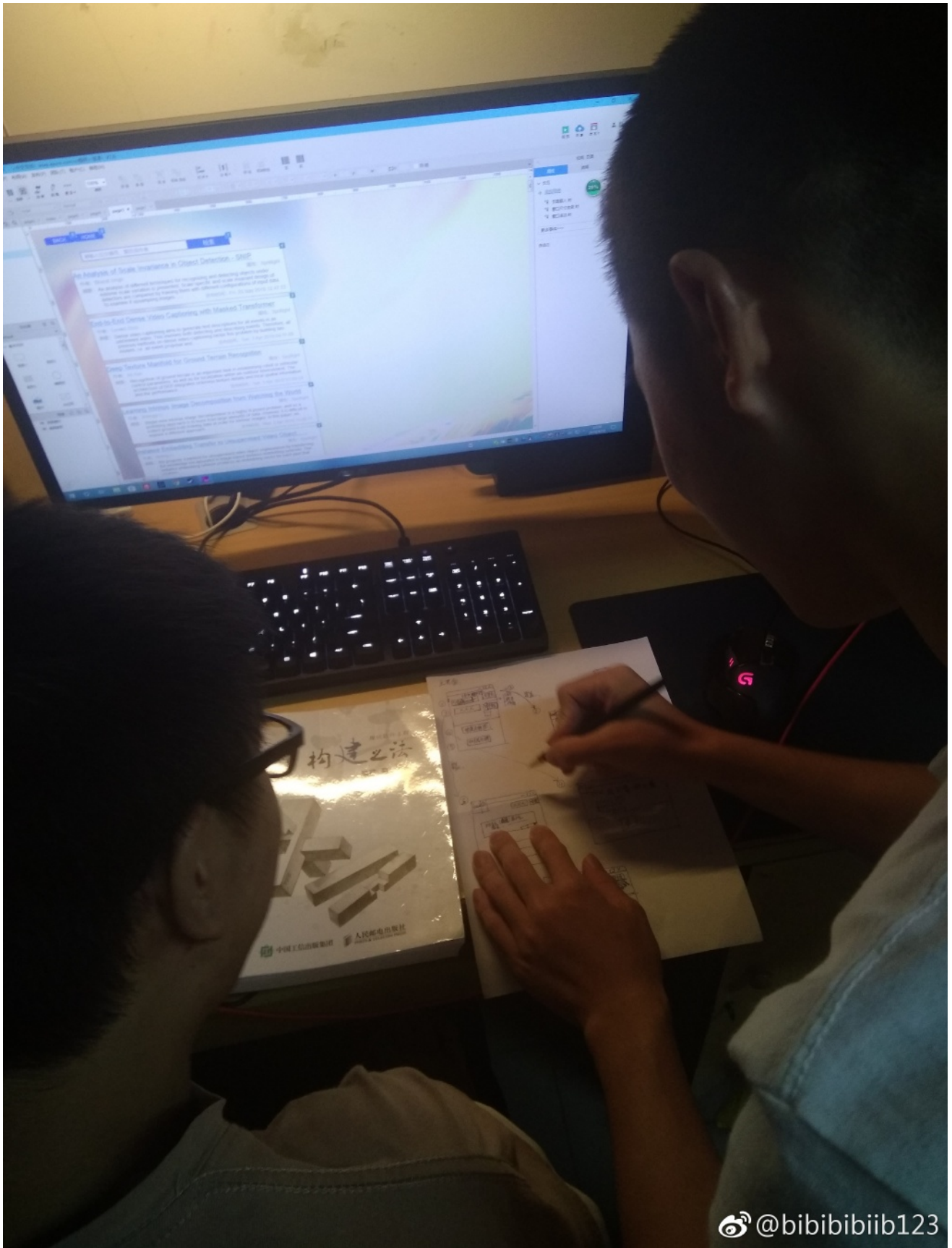


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-
- 由于草图过于潦草。。。晚饭后我们又在寝室讨论了界面具体细节，设计了好看一点的草图。图片如下：

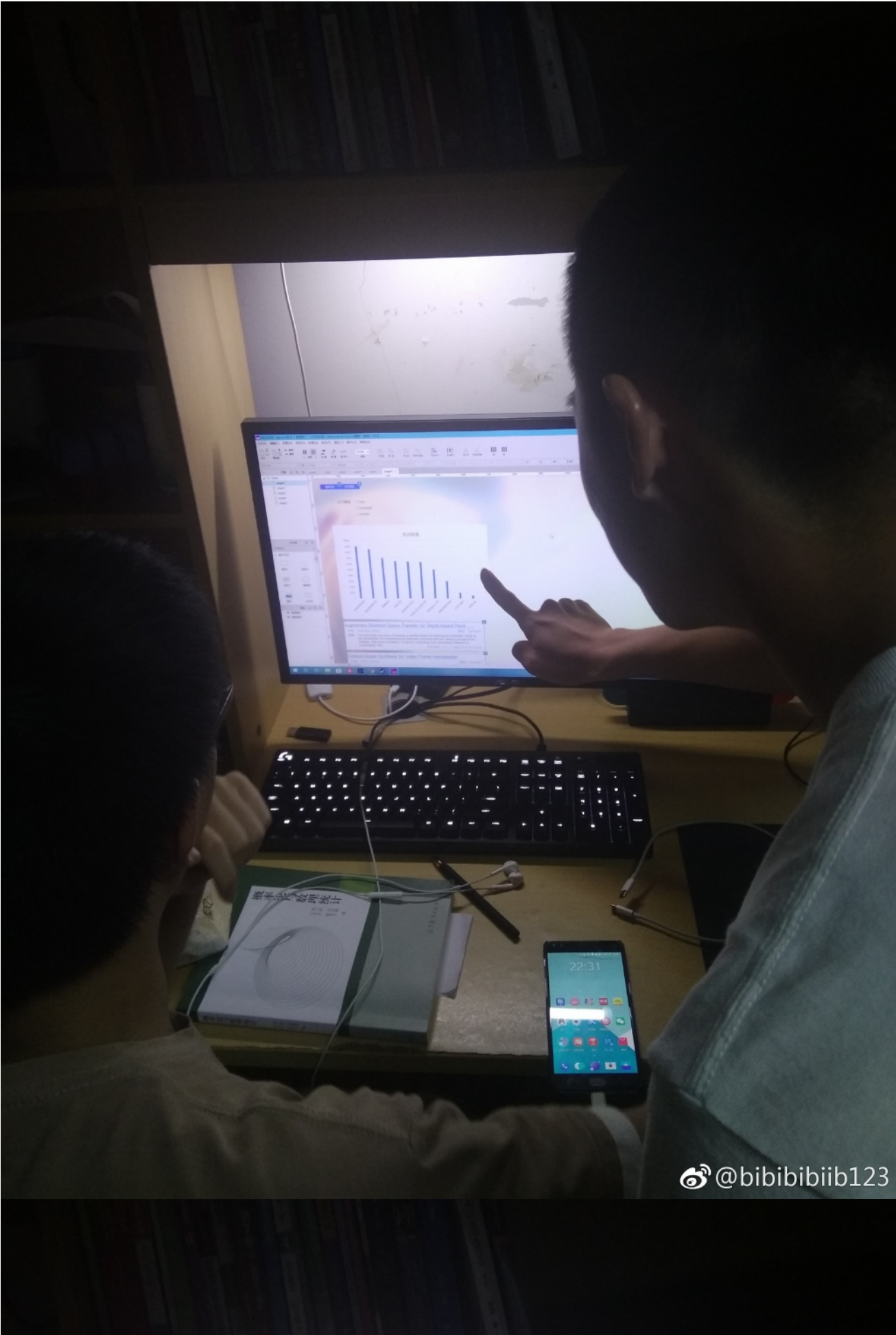
主界面:



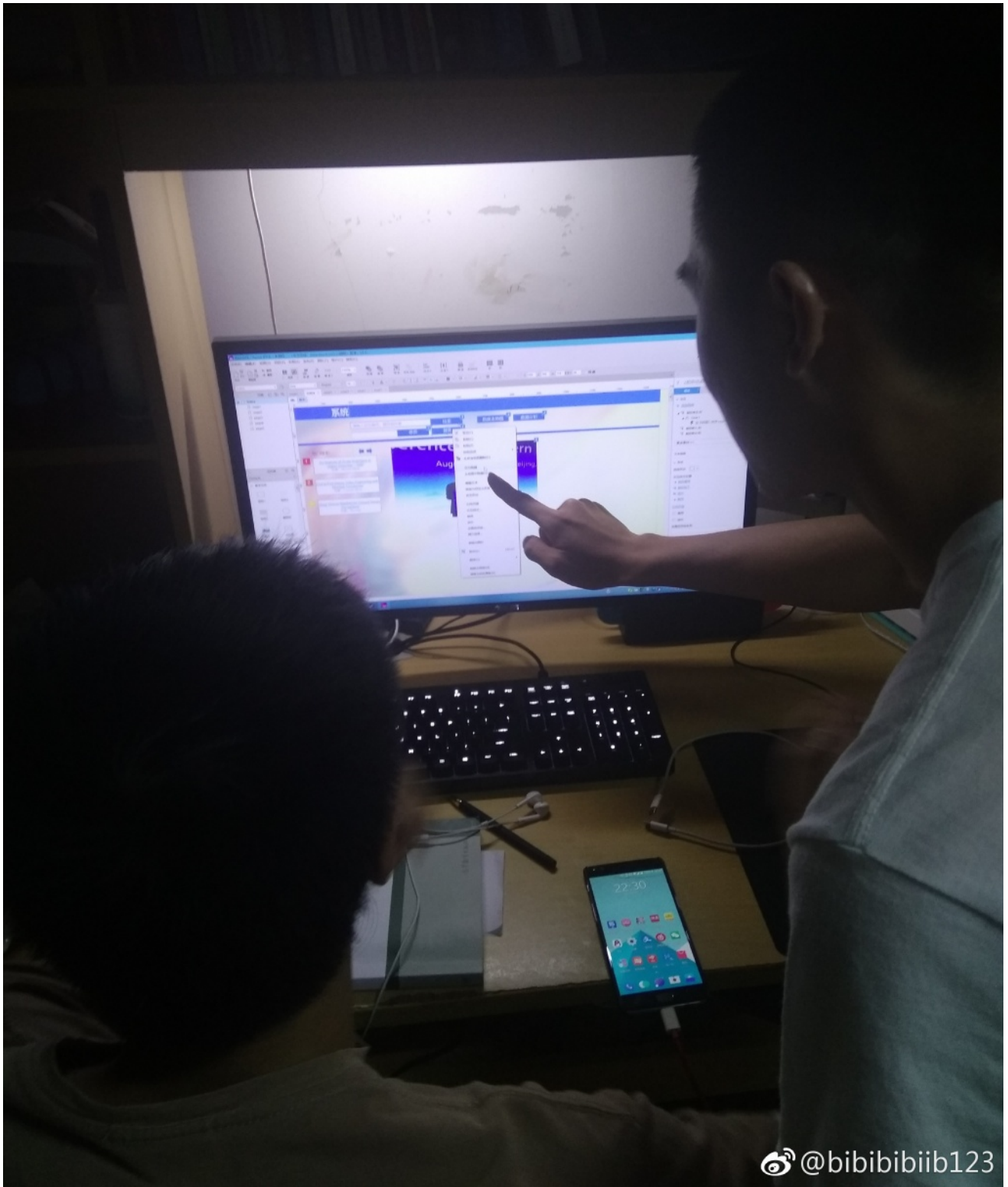


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- 之后就开始了任务分工，我负责Page1的部分以及Page2, Page3.剩余的由搭档完成。设计过程如图：

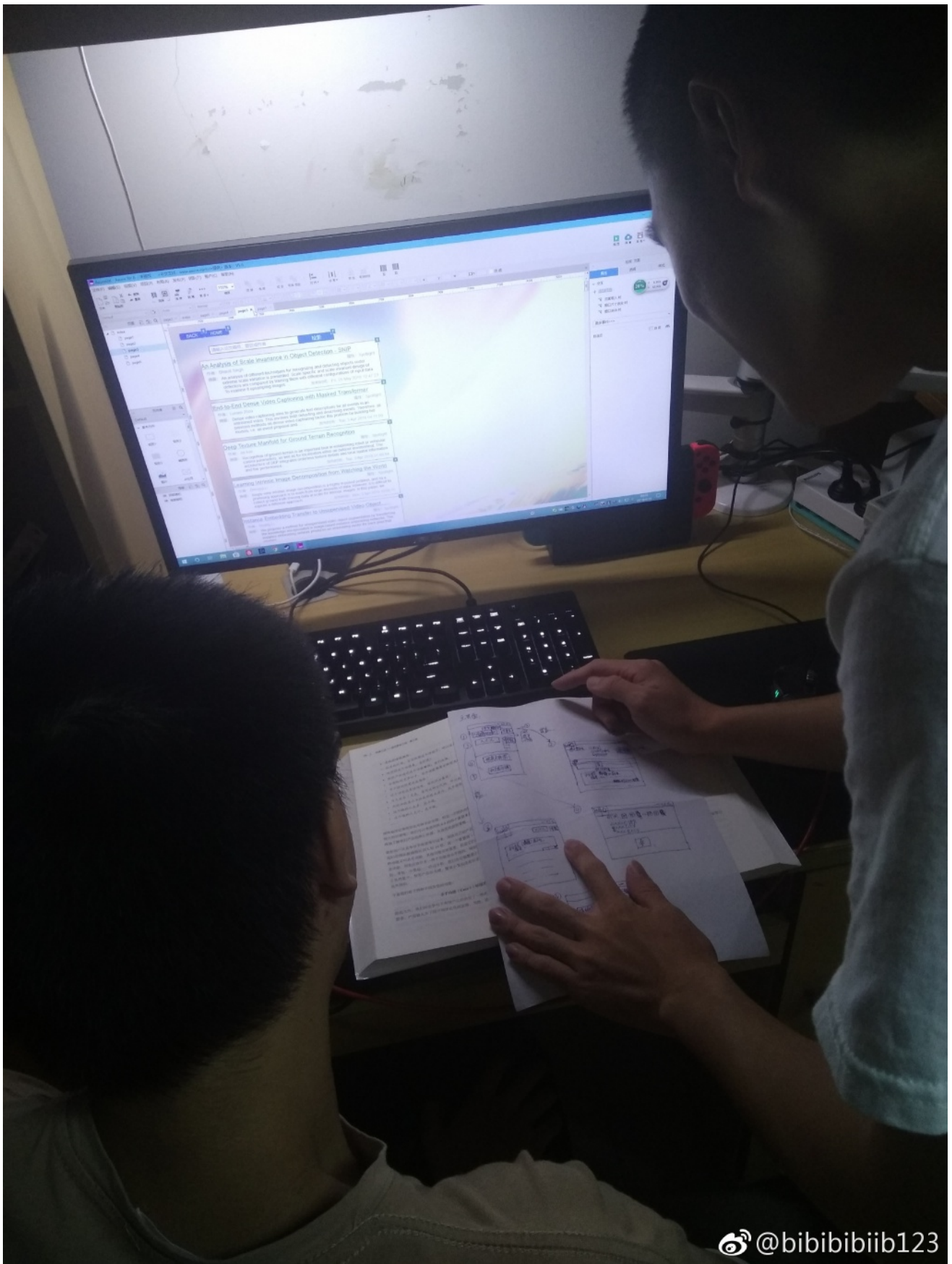


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- 遇到问题一起讨论的我们:



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- 最终完成原型啦!

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作者: Luowei Zhou

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[Deep Texture Manifold for Ground Terrain Recognition](#)

作者: Jia Xue



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二、PSP

PSP2.1	Personal Software Process Stages	预估耗时 (分钟)	实际耗时 (分钟)
Planning	计划	20	10
· Estimate	· 估计这个任务需要多少时间	30	90
Development	开发	90	100
· Analysis	· 需求分析 (包括学习新技术)	90	90
· Design Spec	· 生成设计文档	30	40
· Design Review	· 设计复审	20	20
· Coding Standard	· 代码规范 (为目前的开发制定合适的规范)	0	0
· Design	· 具体设计	150	240
· Coding	· 具体编码	0	0
· Code Review	· 代码复审	0	0
· Test	· 测试 (自我测试, 修改代码, 提交修改)	0	0
Reporting	报告	30	40
· Test Report	· 测试报告	20	30
· Size Measurement	· 计算工作量	10	15
· Postmortem & Process Improvement Plan	· 事后总结, 并提出过程改进计划	30	50
	合计	520	635

三、需求分析——NABCD模型

1. Need (需求)

- 设计一个平台, 实现方便, 快捷, 高效地根据现有论文列表查找总结顶会的热门领域和研究方向: 用户可给定论文列表。平台可通过论文列表, 爬取论文的题目、摘要、原文链接; 还可对论文列表进行“增删改”操作; 平台能对爬取的论文根据属性进行筛选及分析; 此外, 对爬取的论文分析出前10个热门领域或热门研究方向, 形成如热词图谱等直观的查看方式。
- 平台还能快捷, 高效地根据给定的论文编号、题目、作者等基本信息查找返回相关的论文, 源代码, 计算机主页等信息。
- 平台能对多年间, 计算机视觉的三大顶会CVPR、ICCV、ECCV的热词呈现出热度走势对比。

- 平台能进行数据分析，得到每个国家或学校录用的文章的分析（如哪个学校几年间共收录了多少文章，这些文章属于哪些类型，哪些类型的文章收录的最多等）并且能分析出每个学校的强项研究方向。

2.Approach (方法)

- 对于第1点需求，用户可在txt或Excel类型文档中提前录入自己的论文列表。在平台主页上点击“选择文件”，选取相应文件。选取文件后用户还可点击“修改”，此时平台以表格的形式（题目，摘要，时间）返回经结构化的有效文档信息，用户可在文本框中搜索需要添加的论文，添加的论文也是结构化过的，从而实现对论文列表的增加操作；点击“返回”即可回到自己的论文列表，选中论文，即可进行删除操作。之后点击“确认”即可保存修改并返回主界面。点击“搜索”，平台能根据读取的有效信息查找数据库。然后呈现出经结构化的相关论文题目、摘要、原文链接。由于返回的论文已结构化，因此可通过点击不同的属性按钮，对其属性进行筛选及分析。并且能分析出前10个热门领域，以热词图谱的形式呈现。
- 对第2点需求，用户可在平台主页的搜索框中输入要查找的论文编号、题目、作者等基本信息，后点击“搜索”，平台可呈现出相关的论文，源代码，计算机主页等信息。形式与以上相同。
- 在平台主页点击“热度走势图”，平台会呈现出相应的图表。
- 在平台主页点击“数据分析”之后，用户可在其中搜索框中输入国家或学校名称的简写（如美国，可输入mg；福州大学，可输入FZDX），大小写均可区分。在列表中选取正确的结果，点击“搜索”，即可以文本的形式返回所需信息。
- 在任何界面上，均可通过点击“HOME”返回主界面。

3.Benefits (收益)

- 根据用户给定的论文列表，返回以结构化且完整的论文信息，条理清楚，便于用户查看，管理自己的论文列表。
- 多种复杂数据以图形统计的方式给出，使用户直观，快捷地从大量数据中了解整体情况，同时获取所需数据。
- 用户在不是很明确论文题目编号等基本情况下，可通过内容模糊搜索，或者通过搜索作者等多种方式得到所需论文。
- 用户可方便，快捷地了解不同区域的论文录用情况，并且直观获取各区域的研究强项。同时若用户可方便地在平台上直接获取某一地区的所有论文内容。

4.Competition (竞争)

我们为用户提供了整洁，友好，美观，实用的平台，能大幅提高用户的检索效率，为用户带了全新，近乎完美的找论文快感：

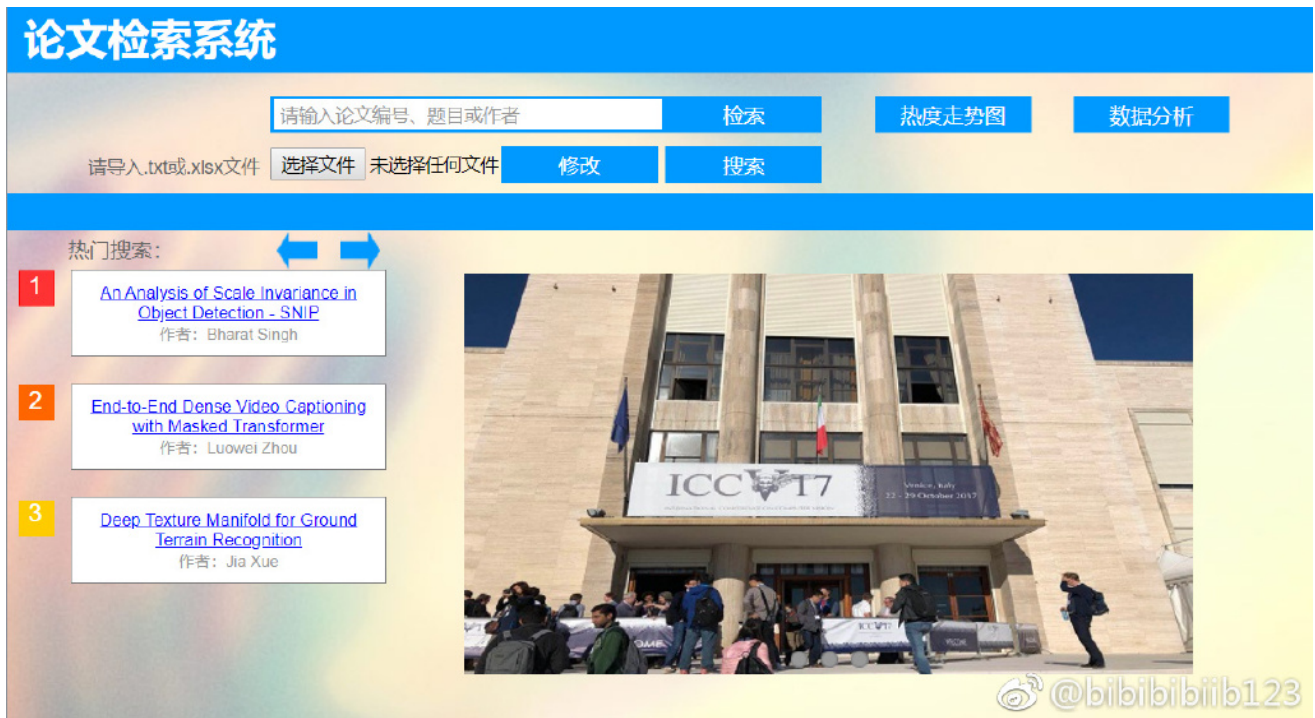
- 用户可在结构化的信息中实现对论文列表的增删改，使用户清楚地认识到搜索情况，根据情况进行修改。大大提高了用户的搜索效率与搜索体验！
- 搜索结果界面清爽，拥有十足科技感，使用户领略我们搜索工具的独家魅力！
- 凡出现论文标题的位置，用户均可点击标题查看相应论文，十分方便快捷！
- 不论是热词谱图，热度走势图还是数据分析图，它们都是活的！用户均可通过选择相应的按钮，改变筛选项，分析图也会随之实时变化（请看下面的截图）。使用户体验前所未有的快感！
- 数据分析功能深入全球每个国家，每一所大学。海量数据库值得用户拥有！分析不仅给出国家（学校）录入文章的大致情况分析，更能给出它们录入的每一篇论文，供用户参考。实在是完美无缺！
- 主界面提供最新计算机资讯，使用户及时掌握第一手动态，满足用户的各种心理及生理需求！

5.Delivery (推广)

- 这款软件对大四正在忙着准备毕业论文的同学而言是一款神器！获取最新资讯，查找所需信息只在弹指之间。因此我们认为这款软件可先在校内推广，途径渠道多种多样，线下比如校内海报宣传，开一个小型宣传展览，开设宣传站点等；线上可通过校内论坛，QQ，微信等进行软件宣传。若本校反响较好，可以类似途径宣传至其他周边学校。若效果显著，则可考虑投放至多款应用商店，打开销售渠道，进行营利。

四、原型展示

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作者: Jia Xue



[1804.00819] End-to-End Dense Video Captioning with ...

https://arxiv.org/abs/1804.00819

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End-to-End Dense Video Captioning with Masked Transformer

Luowei Zhou, Yingbo Zhou, Jason J. Corso, Richard Socher, Caiming Xiong

(Submitted on 3 Apr 2018)

Dense video captioning

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[An Analysis of Scale Invariance in Object Detection - SNIP](#)

作者: Bharat Singh

属性: Spotlight

摘要: An analysis of different techniques for recognizing and detecting objects under extreme scale variation is presented. Scale specific and scale invariant design of detectors are compared by training them with different configurations of input data. To examine if upsampling images.....

发布时间: Fri, 25 May 2018 12:47:23

[End-to-End Dense Video Captioning with Masked Transformer](#)

作者: Luowei Zhou

属性: Spotlight

摘要: Dense video captioning aims to generate text descriptions for all events in an untrimmed video. This involves both detecting and describing events. Therefore, all previous methods on dense video captioning tackle this problem by building two models, i.e. an event proposal and.....

发布时间: Tue, 3 Apr 2018 04:11:00

[Deep Texture Manifold for Ground Terrain Recognition](#)

作者: Jia Xue

属性: Spotlight

摘要: Recognition of ground terrain is an important task in establishing robot or vehicular control parameters, as well as for localization within an outdoor environment. The architecture of DEP integrates orderless texture details and local spatial information and the performance.....

发布时间: Tue, 3 Apr 2018 01:09:04

[Learning Intrinsic Image Decomposition from Watching the World](#)

作者: Zhengqi Li

属性: Spotlight

摘要: Single-view intrinsic image decomposition is a highly ill-posed problem, and so a promising approach is to learn from large amounts of data. However, it is difficult to collect ground truth training data at scale for intrinsic images. In this paper, we explore a different approach.....

发布时间: Mon, 2 Apr 2018 15:06:11

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 摘要: Crucial to the success of training a depth-based 3D hand pose estimator (HPE) is the availability of comprehensive datasets covering diverse camera perspectives, shapes, and pose variations. However, collecting such annotated datasets is challenging. We.....
 发布时间: Fri, 11 May 2018 17:28:49

[Context-aware Synthesis for Video Frame Interpolation](#)
 作者: Simon Niklaus 属性: Spotlight
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 发布时间: Thu, 29 Mar 2018 08:56:14

[Tangent Convolutions for Dense Prediction in 3D](#)
 作者: Maxim Tatarchenko 属性: Spotlight
 摘要: We present an approach to semantic scene analysis using deep convolutional networks. Our approach is based on tangent convolutions - a new construction for convolutional networks on 3D data. In contrast to volumetric approaches, our method operates directly on surface.....
 发布时间: Fri, 6 Jul 2018 15:14:51

[BlockDrop: Dynamic Inference Paths in Residual Networks](#)
 作者: Zuxuan Wu 属性: Spotlight
 摘要: Very deep convolutional neural networks offer excellent recognition results, yet their computational expense limits their impact for many real-world applications. We introduce BlockDrop, an approach that learns to dynamically choose which layers of a deep network.....
 发布时间: Thu, 12 Apr 2018 20:46:15

[Practical Block-wise Neural Network Architecture Generation](#)
 作者: Zhao Zhong 属性: Spotlight
 摘要: Convolutional neural networks have gained a remarkable success in computer vision. However, most usable network architectures are hand-crafted and usually require expertise and elaborate design. In this paper, we provide a block-wise network generation pipeline called BlockQNN.....
 发布时间: Mon, 14 May 2018 15:18:35

The screenshot shows the arXiv page for the paper 'BlockDrop: Dynamic Inference Paths in Residual Networks' by Zuxuan Wu, Tushar Nagarajan, Abhishek Kumar, Steven Rennie, Larry S. Davis, and Kristen Grauman. The page includes a search bar, a download section with PDF and other formats, and a list of references and citations.

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On the Robustness of Semantic Segmentation Models to Adversarial Attacks	Deep Neural Networks (DNNs) have demonstrated exceptional performance on most recognition tasks such as image classification and segmentation. However, they have also been shown to be vulnerable to adversarial examples. This phenomenon has recently attracted.....	Mon, 27 Nov 2017 00:37:26

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摘要: We present an approach to semantic scene analysis using deep convolutional networks. Our approach is based on tangent convolutions - a new construction for convolutional networks on 3D data. In contrast to volumetric approaches, our method operates directly on surface.....

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摘要: Very deep convolutional neural networks offer excellent recognition results, yet their computational expense limits their impact for many real-world applications. We introduce BlockDrop, an approach that learns to dynamically choose which layers of a deep network.....

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Tangent Convolutions for Dense Prediction in 3D	We present an approach to semantic scene analysis using deep convolutional networks. Our approach is based on tangent convolutions - a new construction for convolutional networks on 3D data. In contrast to volumetric approaches, our method operates directly on surface.....	Fri, 6 Jul 2018 15:14:51
BlockDrop: Dynamic Inference Paths in Residual Networks	Very deep convolutional neural networks offer excellent recognition results, yet their computational expense limits their impact for many real-world applications. We introduce BlockDrop, an approach that learns to dynamically choose which layers of a deep network.....	Thu, 12 Apr 2018 20:46:15

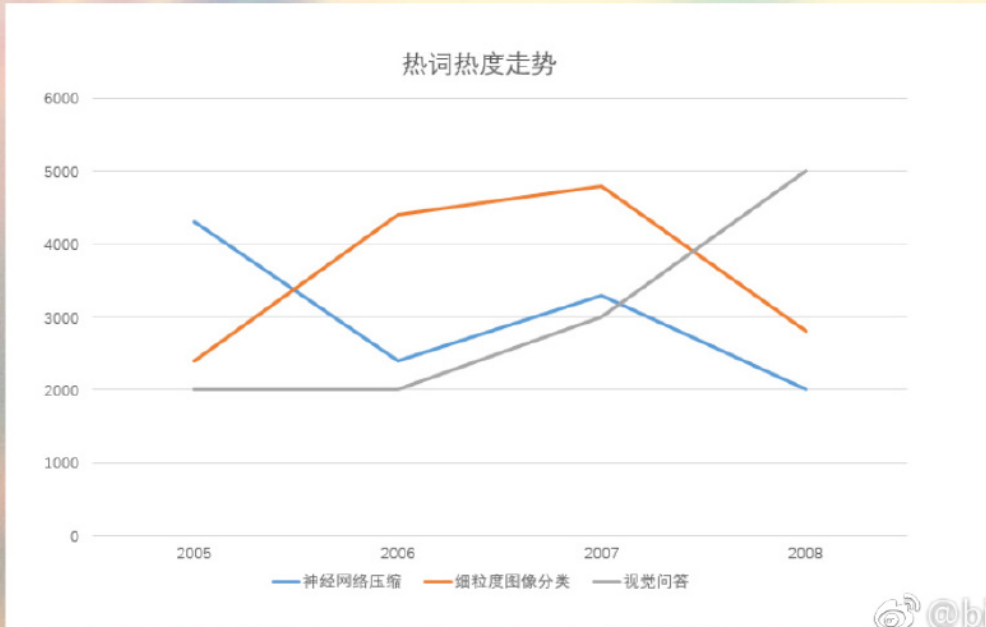
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- 国际计算机视觉与模式识别会议 (CVPR)
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- 欧洲计算机视觉国际会议 (ECCV)



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论文题目	论文类型	发布时间
End-to-End Dense Video Captioning with Masked Transformer	Spotlight	Tue, 3 Apr 2018 04:11:00
Learning Intrinsic Image Decomposition from Watching the World	Spotlight	Mon, 2 Apr 2018 15:06:11
Augmented Skeleton Space Transfer for Depth-based Hand Pose Estimation	Spotlight	Fri, 11 May 2018 17:28:49
Tangent Convolutions for Dense Prediction in 3D	Spotlight	Fri, 6 Jul 2018 15:14:51
Practical Block-wise Neural Network Architecture Generation	Spotlight	Mon, 14 May 2018 15:18:35
Towards Effective Low-bitwidth Convolutional Neural Networks	Spotlight	Fri, 17 Nov 2017 01:35:27
Unifying Identification and Context Learning for Person Recognition	Spotlight	Fri, 8 Jun 2018 11:05:05
Single-Shot Object Detection with Enriched Semantics	Spotlight	Sun, 8 Apr 2018 01:01:25
On the Robustness of Semantic Segmentation Models to Adversarial Attacks	Spotlight	Sun, 8 Jul 2018 12:37:09
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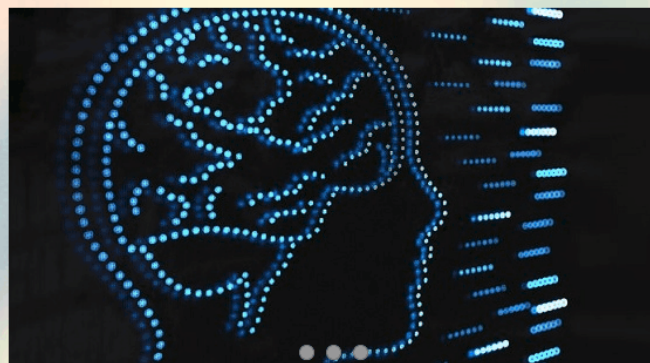
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[Deep Texture Manifold for Ground Terrain Recognition](#)
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[Learning Intrinsic Image Decomposition from Watching the World](#)
 作者: Zhengqi Li 属性: Spotlight
 摘要: Single-view intrinsic image decomposition is a highly ill-posed problem, and so a promising approach is to learn from large amounts of data. However, it is difficult to collect ground truth training data at scale for intrinsic images. In this paper, we explore a different approach.....
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 作者: Siyang Li 属性: Spotlight
 摘要: We propose a method for unsupervised video object segmentation by transferring the knowledge encapsulated in image-based instance embedding networks. The instance embedding network produces an embedding vector for each pixel that enables.....
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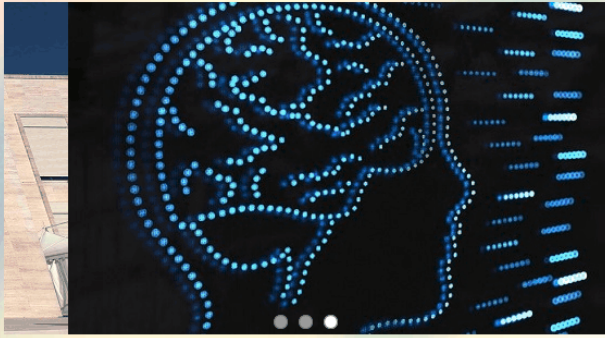
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遇到的困难及解决方法

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对UI的设计没有一些好的想法，参照了一些网站的布局设计。
这次学会了Axure的一些基本操作，也了解了一些UI设计方面的技巧。

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