Foreword and Editorial

International Journal of Multimedia and Ubiquitous Engineering

We are very happy to publish this issue of the International Journal of Multimedia and Ubiquitous Engineering by Global Vision Press.

This issue contains 4 articles. Achieving such a high quality of papers would have been impossible without the huge work that was undertaken by the Editorial Board members and External Reviewers. We take this opportunity to thank them for their great support and cooperation.

In the research paper "Assessment of Image Quality for Optimal MRI Diagnostic Device Applied to Parameter Changes with 3D FRE at 1.5 T and 3.0 T", the data analysis in this study was conducted to compare the advantages and disadvantages of the 1.5 T 3D TOF HSR method and the 3.0 T 3D TOF SR method, in order to determine whether 1.5 T can complement the image quality of intracranial vessels For SNRs and CNRs, significant results were obtained owing to the high scores of 3.0 T ($p<0.05$). In the qualitative analysis, significant results were obtained for the A3, M3-M4, and P3-P4 segments owing to the high scores of 1.5 T ($p<0.05$). However, both 1.5 T and 3.0 T 3D FFE TOF methods provided images that allowed qualitative assessment. The findings of this study confirmed that 1.5 T 3D HRS MRI can complement 3.0 T 3D SR MRI.

In the paper "Mixed Kalman/H∞ Filter for Multi-Object Tracking in Video Frames", the mixed H-infinity and Kalman filter is proposed for multiple target tracking in the video arrangements. Here, the proposed system will be the joined execution of Kalman filter and the H-infinity filter. The Kalman filter is the best filter that is a linear combination of the measurements. That is why; it is widely used in tracking systems. The H∞ filter, also called the mini-max filter. The H∞ filter does not make any assumptions about the noise and it required only last time step and current state estimation for object tracking. Consequently, there would be no necessity for a high limit of computational stockpiling. This mixed filter uses a lower gain in order to obtain better performance, where as the pure H-infinity filter uses a higher gain because it does not take Kalman filter performance into account. The mixed H-infinity and the Kalman filter, used to find the location and speed of the objects when objects are moves with a certain motion law. The Kalman filter doesn't limit the mean square error. In this way, the H-infinity filter limits the mean square error and also utilized to limit the impact of unexpected noise whose insights are obscure. Usage of the proposed system was implemented in MATLAB and the execution of this system has better execution.

The paper entitled "Speech Emotion Recognition: A Survey", Speech Recognition is a tremendous application from the history that is identification and conversion of spoken words into text. The performance and quality of work had increased a lot. This performance lead to the research work on Emotion Recognition based on the language spoken that is obtaining the kind of emotion from the spoken speech which is an application based on human-robot interactions. Emotions can be recognized in a better way using Speech processing, Artificial Intelligence techniques and linguistic semantics. Systems are given training in such a way to detect the emotions from the spoken utterances. This paper contains about the survey from the history to the present works that took place in the speech emotion recognition and also the

experiment results. The survey contains about the works that took place from the by different scientists and their usage of different features, classifiers etc. The paper also holds three categories, one is different databases that are involved, second is what features are involved for representation of speech and third about the classification schemes. The survey also includes the conclusions of performances and limitations of current speech emotion recognition

In the research paper “Detection of Grid-Shaped Mosaic Regions through Geometric Filtering from Social Video Data”, this paper proposes an algorithm that accurately detects the grid-shaped mosaic region used to cover certain regions of video data based on edge projection. The proposed algorithm first detects Canny edges from the image and detects candidate regions of the mosaic using horizontal and vertical line edge projection. The actual mosaic regions are then finally detected by filtering candidate regions of the mosaic using geometric features. Experimental results show that the proposed algorithm detects the area corresponding to the mosaic block more accurately than the other detection methods from various input images.

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