Efficient Searching by Bias and Raising Threshold Algorithm Using Multiple Voting in the Best-of-n Problem

N. H. Phung, M. Kubo, and H. Sato

Research on Digital Correlator Algorithm Based on FPGA

Guiling Sun, Jun Jia, Tianyu Geng, and Xudong Ye

Mobile Neural Networking Hypothesis for Complex Concept and Its Logical Structure (Digital Linguistics)

Kumon Tokumaru

Using Kinect v2 Combined with Unity3D to Design an Agility Training Game

Ya-Shu Kang, Shao-Ting Lu, Chun-Chia Chiu, Chia-Chun Tu, Zhi-Yu Wu, and Yao-Jen Chang