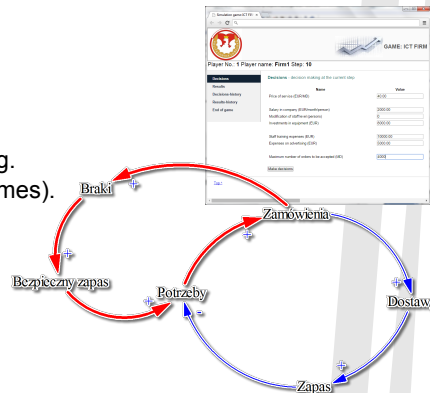




Cloud computing, grid computing
 Cloud processing of big data basing on Hadoop.
 The influence of virtual machine manager
 on cloud and grid systems performance.

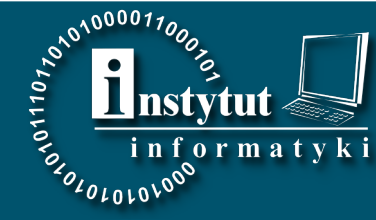
Modelling and simulation

Creation of dynamical simulation models
 of enterprises and their systems.
 Efficiency analysis of actions. Processes reengineering.
 Elaboration of simulation decision games (Serious Games).



2D and 3D graphics

Applications of graphics in digital reconstruction of historical city appearance.
 Modern human-machine interfaces, image and gesture recognition.
 Application of gamification in didactics and vision diagnosis.

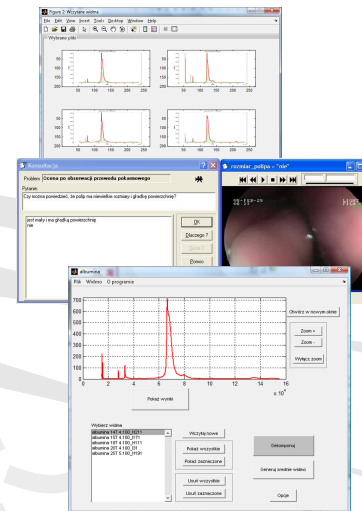
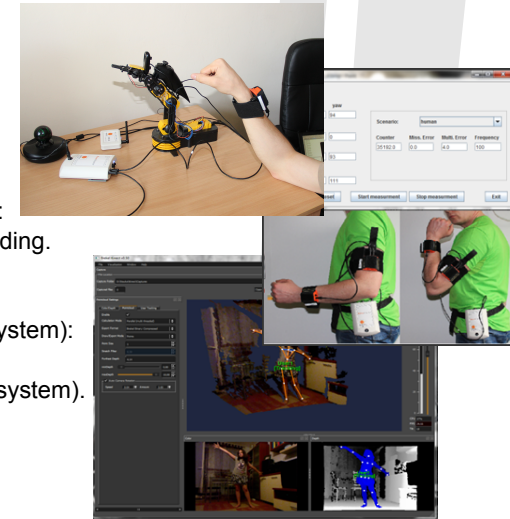


**Institute of Computer Science
 Lublin University of Technology**

Lines of research and the possibilities of cooperation

**Human motion acquisition
 (motion-capture)**

- Resampling and interpolation of motion data.
- Hierarchical human model.
- Motion detection and recording using mobile devices:
 - Acceleration, location and orientation change recording.
 - Collected data analysis.
 - Detection of specific user actions.
- 3D motion acquisition (professional motion capture system):
 - Ground reaction forces (2 force plates).
 - Electrical muscle activity recording (wireless EMG system).
- Natural user interfaces design.

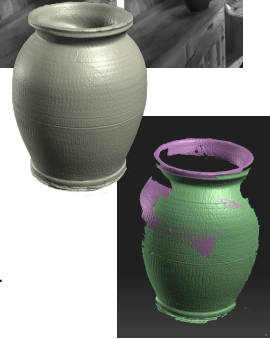
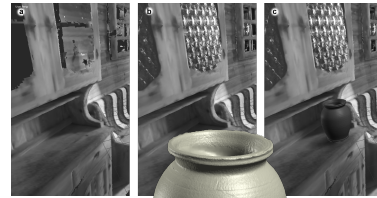


Bioinformatics

- Multivariate analysis of mass spectrometry data using normal distributions and statistical methods.
- data preprocessing (normalization, noise reduction, baseline correction, correction of outliers, calculation of the mean spectrum).
 - Gaussian Mixtures decomposition.
 - Data classification.

and many other...





3D scanning and model analysis of heritage objects

Research on:

- Selection of 3D scanning techniques for museum needs.
- Elaboration of on-line presentation methods for virtual exhibits.
- Elaboration of algorithms facilitating a process of fragmented artifacts reconstruction.

Eyetracking

- Testing usability and accessibility of computer application interfaces (desktop, web and mobile)
- Adjusting interface for people with disabilities
- Optimizing application interfaces ergonomics to enhance user productivity
- Analysis of navigation and control panels ergonomics
- Advertising testing, testing design and placement of product label and package, shelf testing
- Analysis of eye movements for medical diagnosis



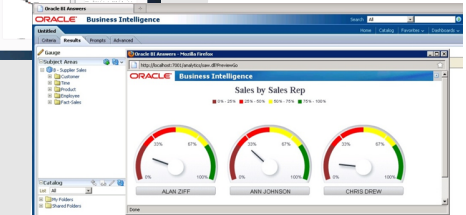
ukrywane dane lub znak wodny



Steganography

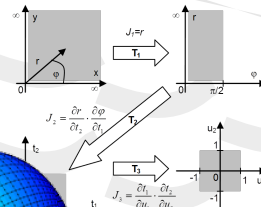
Information hiding tasks:

- Watermarking
- Secret communication
- Hidden volumes
- Additional information attachment.



Boundary Element Method modifications

Development of special boundary elements and different numerical methods applied in Boundary Element Method and Finite Element Method used mainly for computer tomography.



Data warehousing and business intelligence systems (BI)

- Demonstration the usefulness of BI systems to manage a modern organization in different business areas
- Popularization the idea of business intelligence in today's organizations
- Rating of maturity of contemporary organizations to adopt modern BI systems
- Identification of benefits, barriers, and determinants of implementation of BI systems
- Data warehouse design and implementation
- Design and implementation of BI systems to support decision making
- Evaluation of the usefulness of existing BI tools in business analytics
- Implementation of BI tools to support decision-making processes