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SIGMM
RECORDS

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SIGMM Records

Volume 7, Issue 1, April 2015 (ISSN 1947-4598)

ACM TOMM (TOMCCAP) Call for Special Issue Proposals

**ACM Transactions on Multimedia
Computing, Communications and Applications
ACM TOMM (previously known as ACM TOMCCAP)**

Deadline for Proposal Submission: May, 1st 2015
Notification: June, 1st 2015

<http://tomm.acm.org/>

ACM TOMM is one of the world's leading journals on multimedia. As in previous years, we are planning to publish a special issue (SI) in 2016. Proposals are accepted until May, 1st 2015. Each special issue is in the responsibility of the guest editors. If you wish to guest edit a special issue, you should prepare a proposal as outlined below, then send this via e-mail to the Senior Associate Editor (SAE) for Special Issue Management of TOMM, Shervin Shirmohammadi shervin@ieee.org

Proposals must:

- Cover a currently-hot or emerging topic in the area of multimedia computing, communications, and applications;
- Set out the importance of the special issue's topic in that area;
- Give a strategy for the recruitment of high quality papers;
- Indicate a draft timeline in which the special issue could be produced (paper writing, reviewing, and submission of final copies to TOMM), assuming the proposal is accepted;
- Include a list of recent (submission deadline within the last year) or currently-open special issues in similar topics and clearly explain how the proposed SI is different from those SIs;
- Include the list of the proposed guest editors, their short bios, and their editorial and journal/conference organization experience as related to the Special Issue's topic.

As in the previous years, the special issue will be published as online-only issue in the ACM Digital

Library. This gives the guest editors higher flexibility in the review process and the number of papers to be accepted, while yet ensuring a timely publication.

The proposals will be reviewed by the SAE together with the Editor in Chief (EiC). Evaluation criteria includes: relevance to multimedia, ability to attract many excellent submissions, topic not too specific or too broad, quality and details of the proposal, distinguished from recent or current SIs with similar topic, experience and reputation of the guest editors, geographic/ethnic diversity of the guest editors. The final decision will be made by the EiC. A notification of the decision will be given by June 1st 2015. Once a proposal is accepted we will contact you to discuss the further process.

For questions please contact:

Shervin Shirmohammadi – Senior Associate Editor for Special Issue Management shervin@ieee.org
Ralf Steinmetz – Editor in Chief (EiC) steinmetz.eic@kom.tu-darmstadt.de
Sebastian Schmidt – Information Director TOMM@kom.tu-darmstadt.de

MPEG Column: 111th MPEG Meeting

– *original posts here by Multimedia Communication blog, Christian Timmerer, AAU/bitmovin*

The 111th MPEG meeting (note: link includes press release and all publicly available output documents) was held in Geneva, Switzerland showing up some interesting aspects which I'd like to highlight here. Undoubtedly, it was the shortest meeting I've ever attended (and my first meeting was #61) as final plenary concluded at 2015/02/20T18:18!



MPEG111 opening plenary

In terms of the **requirements** (subgroup) it's worth to mention the call for evidence (CfE) for high-dynamic range (HDR) and wide color gamut (WCG) video coding which comprises a first milestone towards a new video coding format. The purpose of this CfE is to explore whether or not (a) the coding efficiency and/or (b) the functionality of the HEVC Main 10 and Scalable Main 10 profiles can be significantly improved for HDR and WCG content. In addition to that requirements issues a draft call for evidence on free viewpoint TV. Both documents are publicly available here.

The **video** subgroup continued discussions related to the future of video coding standardisation and issued a public document requesting contributions on "future video compression technology". Interesting application requirements come from over-the-top streaming use cases which request HDR and WCG as well as video over cellular networks. Well, at least the former is something to be covered by the CfE mentioned above. Furthermore, features like *scalability and perceptual quality is something that should be considered from ground-up and not (only) as an extension*. Yes, scalability is something that really helps a lot in OTT streaming starting from easier content management, cache-efficient delivery, and it allows for a more aggressive buffer modelling and, thus, adaptation logic within the client enabling better Quality of Experience (QoE) for the end user. It seems like complexity (at the encoder) is not such much a concern as long as it scales with cloud deployments such as <http://www.bitcodin.com/> (e.g., the bitdash demo area shows some neat 4K/8K/HFR DASH demos which have been encoded with bitcodin). Closely related to 8K, there's a new AVC amendment coming up covering 8K although one can do it already today (see before) but it's good to have standards support for this. For HEVC, the JCT-3D/VC issued the FDAM4 for 3D Video Extensions and started with PDAM5 for Screen Content Coding Extensions (both documents being publicly available after an editing period of about a month).

And what about **audio**, the audio subgroup has decided that ISO/IEC DIS 23008-3 3D Audio shall be promoted directly to IS which means that the DIS was already at such a good state that only editorial comments are applied which actually saves a balloting cycle. We have to congratulate the audio subgroup for this remarkable milestone.

Finally, I'd like to discuss a few topics related to **DASH** which is progressing towards its 3rd edition which will incorporate amendment 2 (Spatial Relationship Description, Generalized URL parameters and other extensions), amendment 3 (Authentication, Access Control and multiple MPDs), and everything else that will be incorporated within this year, like some aspects documented in the technologies under consideration or currently being discussed within the core experiments (CE). Currently, MPEG-DASH conducts 5 core experiments:

- Server and Network Assisted DASH (SAND)
- DASH over Full Duplex HTTP-based Protocols (FDH)
- URI Signing for DASH (CE-USD)
- SAP-Independent Segment Signaling (SISSI)
- Content aggregation and playback control (CAPCO)

The description of core experiments is publicly available and, compared to the previous meeting, we have a new CE which is about content aggregation and playback control (CAPCO) which "explores solutions for aggregation of DASH content from multiple live and on-demand origin servers, addressing applications such as creating customized on-demand and live programs/channels from multiple origin servers per client, targeted preroll ad insertion in live programs and also limiting playback by client such as no-skip or no fast forward." This process is quite open and anybody can join by subscribing to the email reflector.

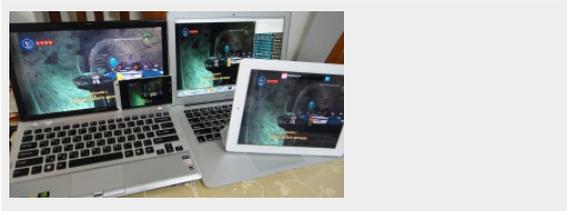
The CE for DASH over Full Duplex HTTP-based Protocols (FDH) is becoming major and basically defines the usage of DASH for push-features of WebSockets and HTTP/2. At this meeting MPEG issues a working draft and also the CE on Server and Network Assisted DASH (SAND) got its own part 5 where it goes to CD but documents are not publicly available. However, I'm pretty sure I can report more on this next time, so stay tuned or feel free to comment here.

Christian Timmerer is a researcher, entrepreneur, and teacher on immersive multimedia communication, streaming, adaptation, and Quality of Experience. He is an Assistant Professor at Alpen-Adria-Universität Klagenfurt, Austria and CIO at bitmovin, Austria. Follow him on Twitter at <http://twitter.com/timse7> and subscribe to his blog at <http://blog.timmerer.com>.

GamingAnywhere: An Open-Source Cloud Gaming Platform

Overview

GamingAnywhere is an open-source clouding gaming platform. In addition to its openness, we design GamingAnywhere for high extensibility, portability, and reconfigurability. GamingAnywhere currently supports Windows and Linux, and can be ported to other OS's including OS X and Android. Our performance study demonstrates that GamingAnywhere achieves high responsiveness and video quality yet imposes low network traffic [1,2]. The value of GamingAnywhere, however, is from its openness: researchers, service providers, and gamers may customize GamingAnywhere to meet their needs. This is not possible in other closed and proprietary cloud gaming platforms.



A demonstration of the GamingAnywhere system. There are four devices in the photo. One game server (left-hand side laptop) and three game clients (an MacBook, an Android phone, and an iPad 2).

Motivation

Computer games have become very popular, e.g., gamers spent 24.75 billion USD on computer games, hardware, and accessories in 2011. Traditionally, computer games are delivered either in boxes or via Internet downloads. Gamers have to install the computer games on physical machines to play them. The installation process becomes extremely tedious because the games are too complicated and the computer hardware and system software are very fragmented. Take Blizzard's Starcraft II as example, it may take more than an hour to install it on an i5 PC, and another hour to apply the online patches. Furthermore, gamers may find that their computers are not powerful enough to enable all the visual effects yet achieve high frame rates. Hence, gamers have to repeatedly upgrade their computers so as to play the latest computer games.

Cloud gaming is a better way to deliver high-quality gaming experience and opens new business opportunities. In a cloud gaming system, computer games run on powerful cloud servers, while gamers interact with the games via networked thin clients. The thin clients are light-weight and can be ported to resource-constrained platforms, such as mobile devices and TV set-top boxes. With cloud gaming, gamers can play the latest computer games anywhere and anytime, while the game developers can optimize their games for a specific PC configuration. The huge potential of cloud gaming has been recognized by the game industry: (i) a market report predicts that cloud gaming market will increase 9 times between 2011 and 2017 and (ii) several cloud gaming startups were recently acquired by leading game developers.

Although cloud gaming is a promising direction for the game industry, achieving good user experience without excessive hardware investment is a tough problem. This is because gamers are hard to please, as they concurrently demand for high responsiveness and high video quality, but do not want to pay too much. Therefore, service providers have to not only design the systems to meet the gamers' needs but also take error resiliency, scalability, and resource allocation into considerations. This renders the design and implementation of cloud gaming systems extremely challenging. Indeed, while real-time video streaming seems to be a mature technology at first glance, cloud gaming systems have to execute games, handle user inputs, and perform rendering, capturing, encoding, packetizing, transmitting, decoding, and displaying in real-time, and thus are much more difficult to optimize.

We observe that many systems researchers have new ideas to improve cloud gaming experience for gamers and reduce capital expenditure (CAPEX) and operational expenditure (OPEX) for service providers. However, all existing cloud gaming platforms are closed and proprietary, which prevent the researchers from testing their ideas on real cloud gaming systems. Therefore, the new ideas were either only tested using simulators/emulators, or, worse, never evaluated and published. Hence, very few new ideas on cloud gaming (in specific) or highly-interactive distributed systems (more general) have been transferred to the industry. To better bridge the multimedia research community and the game/software industry, we present GamingAnywhere, the first open source cloud gaming testbed in April 2013. We hope GamingAnywhere cloud gather enough attentions, and quickly grow into a community with critical mass, just like Openflow, which shares the same motivation with GamingAnywhere in a different research area.

Design Philosophy

GamingAnywhere aims to provide an open platform for researchers to develop and study real-time multimedia streaming applications in the cloud. The design objectives of GamingAnywhere include:

1. *Extensibility*: GamingAnywhere adopts a modularized design. Both platform-dependent components such as audio and video capturing and platform-independent components such as codecs and network protocols can be easily modified or replaced. Developers should be able to follow the programming interfaces of modules in GamingAnywhere to extend the capabilities of the system. It is not limited only to games, and any real-time multimedia streaming application such as live casting can be done using the same system architecture.
2. *Portability*: In addition to desktops, mobile devices are now becoming one of the most potential clients of cloud services as wireless networks are getting increasingly more popular. For this reason, we maintain the principle of portability when designing and implementing GamingAnywhere. Currently the server supports Windows and Linux, while the client supports Windows, Linux, and OS X. New platforms can be easily included by replacing platform-dependent components in GamingAnywhere. Besides the easily replaceable modules, the external components leveraged by GamingAnywhere are highly portable as well. This also makes GamingAnywhere easier to be ported to mobile devices.
3. *Configurability*: A system researcher may conduct experiments for real-time multimedia streaming applications with diverse system parameters. A large number of built-in audio and video codecs are supported by GamingAnywhere. In addition, GamingAnywhere exports all available configurations to users so that it is possible to try out the best combinations of parameters by simply editing a text-based configuration file and fitting the system into a customized usage scenario.
4. *Openness*: GamingAnywhere is publicly available at <http://gaminganywhere.org/>. Use of GamingAnywhere in academic research is free of charge but researchers and developers should follow the license terms claimed in the binary and source packages.

Figure 2: A demonstration of GamingAnywhere running on a Android phone for playing Mario run in an N64 emulator on PC.

How to Start

We offer GamingAnywhere in two types of software packs: `all-in-one` and `binary`. The `all-in-one` pack allows the gamers to recompile GamingAnywhere from scratch, while the `binary` packs are for the gamers who just want to tryout GamingAnywhere. There are binary packs for Windows and Linux. All the packs are downloadable as zipped archives, and can be installed by simply uncompressing them. GamingAnywhere consists of three binaries: (i) `ga-client`, which is the thin client, (ii) `ga-server-periodic`, a server which periodically captures game screens and audio, and (iii) `ga-server-event-driven`, another server which utilizes code injection techniques to capture game screens and audio on-demand (i.e., whenever an updated game screen is available).

The readers are welcome to visit the website of GamingAnywhere at <http://gaminganywhere.org/>. Table 1 gives the latest supported OS's and versions and all the source codes and pre-compiled binary packages can be downloaded from this page. The website provides a variety of document to help users to quickly setup GamingAnywhere server and client on their own computers, including the Quick Start Guide, the Configuration File Guide, and a FAQ document. If you got some questions that are not explained in the documents, we also provide an interactive forum for online discussion.

	Windows	Linux	MacOSX	Android
Server	Windows 7+	Supported	Supported	-
Client	Windows XP+	Supported	Supported	4.1+

Future Perspectives

Cloud gaming is getting increasingly popular, but to turn cloud gaming into an even bigger success, there are still many challenges ahead of us. In [3], we share our views on the most promising research opportunities for providing high-quality and commercially-viable cloud gaming services. These opportunities span over fairly diverse research directions: from very system-oriented game integration to quite human-centric QoE modeling;

from cloud related GPU virtualization to content-dependent video codecs. We believe these research opportunities are of great interests to both the research community and the industry for future, better cloud gaming platforms.

GamingAnywhere enables several future research directions on cloud gaming and beyond. For example, techniques for cloud management, such as resource allocation and Virtual Machine (VM) migration, are critical to the success of commercial deployments. These cloud management techniques need to be optimized for cloud games, e.g., the VM placement decisions need to be aware of gaming experience [4]. Beyond cloud gaming, as dynamic and adaptive binding between computing devices and displays is increasingly more popular, screencast technologies which enable such binding over wireless networks, also employs real-time video streaming as the core technology. The ACM MMSys'15 paper [5] demonstrates that, GamingAnywhere, though designed for cloud gaming, also serve a good reference implementation and testbed for experimenting different innovations and alternatives for screencast performance improvements. Furthermore, we expect to see future applications, such as mobile smart lens and even telepresence, can make good use of GamingAnywhere as part of core technologies. We are happy to offer GamingAnywhere to the community and more than happy to welcome the community members to join us in the hacking of future, better, real-time streaming systems for the good of the humans.

Papers

[1] Chun-Ying Huang, Kuan-Ta Chen, De-Yu Chen, Hwai-Jung Hsu, and Cheng-Hsin Hsu, "GamingAnywhere: The First Open Source Cloud Gaming System," ACM Transactions on Multimedia Computing, Communications and Applications, Vol 10, No 1s, Jan, 2014.

[2] Kuan-Ta Chen, Yu-Chun Chang, Hwai-Jung Hsu, De-Yu Chen, Chun-Ying Huang, and Cheng-Hsin Hsu, "On the Quality of Service of Cloud Gaming Systems," IEEE Transactions on Multimedia, Vol 16, No 2, Feb, 2014.

[3] Kuan-Ta Chen, Chung-Ying Huang, and Cheng-Hsin Hsu, "Cloud Gaming Onward: Research Opportunities and Outlook," Proceedings of IEEE C-Game 2014.

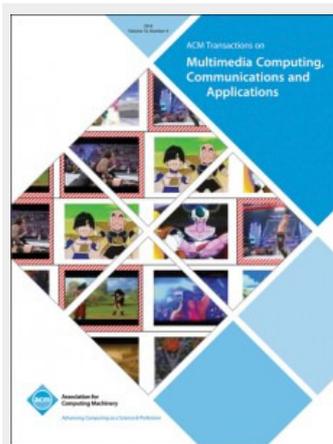
[4] Hua-Jun Hong, De-Yu Chen, Chun-Ying Huang, Kuan-Ta Chen, and Cheng-Hsin Hsu, "Placing Virtual Machines to Optimize Cloud Gaming Experience," IEEE Transactions on Cloud Computing, Vol 3, No 1, Jan, 2015.

[5] Chih-Fan Hsu, Tsung-Han Tsai, Chun-Ying Huang, Cheng-Hsin Hsu, and Kuan-Ta Chen, "Screencast Dissected: Performance Measurements and Design Considerations," Proceedings of ACM Multimedia Systems 2015, March 2015.

Authors: Chun-Ying Huang, Cheng-Hsin Hsu, and Kuan-Ta Chen
Affiliation: National Taiwan Ocean University, Taiwan; National Tsing Hua University, Taiwan; Academia Sinica, Taiwan
URL: <http://gaminganywhere.org/>

ACM TOMCCAP Nicolas D. Georganas Best Paper Award – Call for Nominations

Information For Contributors



The Editor-in-Chief of ACM TOMM invites you to nominate candidates for the ACM Transactions on Multimedia Computing, Communications and Applications Nicolas D. Georganas Best Paper.

The award is given annually to the author(s) of an outstanding paper published in print in ACM TOMM within the previous legal year from January 1 until December 31. The award carries a plaque as well as travel funds to the ACM MM conference where the awardee(s) will be honored. Nominations for the award must include the following:

- A statement describing the technical contributions of the nominated paper and a description of the

significance of the paper. The statement should not exceed 500 words. No self-nomination is accepted.

- Two additional supporting statements by recognized experts in the field regarding the technical contribution of the paper and its significance to the respective field.

Nominations will be reviewed by the Selection Committee and the winning paper will finally be voted by the TOMM Editorial Board.

Deadline for nominations of papers published in 2014 (Volume 10) is the 15th of June 2015. Only papers published in regular issues (no Special Issues) can be nominated.

Please send your nominations and any questions to the Editor-in-Chief at steinmetz.eic@kom.tu-darmstadt.de (<steinmetz.eic@kom.tu-darmstadt.de>).

Call for Nominations: IEEE MultiMedia 2015 Best Paper Awards

IEEE MultiMedia 2015 Best Paper Awards

IEEE MultiMedia is establishing the Best Paper Awards, starting in 2015. There are two types of awards:

1. Best Paper Awards: for regular papers and special issue papers.
2. Best Department Article Awards: for department articles.

Eligible Papers: Any paper published in IEEE MultiMedia in 2012, 2013, or 2014 is eligible.

Important Dates:

- March 31st 2015: Nomination Deadline
- First half of May 2015: Announcement

Nominations should include:

1. Nominator and his/her contact information
2. Bibliographic information for the paper
3. 500-word statement of support explaining the rationale for the nomination, focusing the originality and the impact.

Nominations should be sent to the IEEE MultiMedia Editor-in-Chief Dr. Yong Rui (yongrui@microsoft.com) (<yongrui@microsoft.com>) and cc the IEEE MultiMedia Lead Editor

Bonnie Wylie (b.wylie@computer.org) (<b.wylie@computer.org>).

EMVA Young Professional Award

The EMVA Young Professional Award is an annual award to honor the outstanding and innovative work of a student or a young professional in the field of machine vision, computer vision or image processing.

It is the goal of the European Machine Vision Association -EMVA- to further innovation in our industry, to contribute to the important aspect of dedicated machine vision education and to provide a bridge between research and industry.

With our Young Professional Award we would like to specifically encourage students, young scientists from European Institutions to focus on challenges in the field of machine vision and to apply latest research results and findings in computer vision to the practical needs of our industry.

The criteria of the works to be presented for the EMVA Award are:

(1) Outstanding innovative work in the field of vision technology with industrial relevance. The targeted industry is free of choice. Commercialization should be possible but is not required to be implemented already.

(2) Work has to be made within the last 12 months by a student or young researcher during their education at a European institution or in collaboration with a European institution. Meanwhile the applicant may have entered the professional field.

For application a short abstract of 2 papers in English language describing the work and a short bio of the work author has to be submitted to EMVA secretariat Ms.Natalia Soto at:soto@emva.org, not later than April 10th 2015.

The winner of the award will be announced at the 13th EMVA Business Conference 2015 taking place June 11th-13th in Athens, Greece, and will have the opportunity to present the awarded work to the machine vision industry leaders from Europe and abroad. This presentation will be covered by the international machine vision press leading to further publication options on an international level.

Connected to the honor of the EMVA Young Professional Award and the publicity for the research work is a free conference pass for the EMVA conference as well as the coverage of all related travel cost.

We would be very grateful if you could inform your students respectively forward our Call-for-Papers to

professionals within your organisation and/or your network.

If you wish to register for the 2014 EMVA Business Conference you can do it via <https://www.b2match.eu/emva2015>

Thanks in advance for your kind support,

Ms. Nagham Salman
Project Manager

SIGMM Rising Star Award 2015 — Call for nominations

AWARD DESCRIPTION

Since 2014, ACM SIGMM presents a “Rising Star” Award annually, recognizing a young researcher – an individual either no older than 35 or within 7 years of PhD – who has made outstanding research contributions to the field of multimedia computing, communication and applications during this early part of his or her career. Depth, impact, and novelty of the researcher’s contributions will be key criteria upon which the Rising Star award committee will evaluate the nominees. Also of particular interest are strong research contributions made independently from the nominee’s PhD advisor.

The award includes a \$1000 honorarium, an award certificate of recognition, and an invitation for the recipient to present a keynote talk at a current year’s SIGMM-sponsored conference, the ACM International Conference on Multimedia (ACM Multimedia). Travel expenses to the conference will be covered by SIGMM, and a public citation for the award will be placed on the SIGMM website.

FUNDING

The award honorarium, the award certificate of recognition and travel expenses to the ACM International Conference on Multimedia is fully sponsored by the SIGMM budget.

NOMINATION PROCESS

Nominations are solicited by June 15, 2015 with decision made by July 30 2015, in time to allow the above recognition and award presentation at ACM Multimedia 2015.

The nomination rules are:

- A nominee must be either 35 years of age or younger as of December 31 of the year in which the award would be made, or at most 7 years have passed since his/her PhD degree as of December 31 of the year in which the award would be made.
- The nominee can be any member of the scientific community.
- The nominator must be a SIGMM member.
- No self-nomination is allowed.
- Nominations that do not result in an award will remain in consideration for up to two years if the candidate still meets the criteria with regard to age or PhD award (i.e. no older than 35 or within 7 years of PhD). Afterwards, a new nomination must be submitted.
- The SIGMM elected officers as well as members of the Awards Selection Committee are not eligible.

Material to be included in the nomination:

1. Curriculum Vitae, including publications, of nominee.
2. A letter from the nominator (maximum two pages) documenting the nominee’s research accomplishments as well as justifying the nomination, the significance of the work, and the nominee’s role in the work.
3. A maximum of 3 endorsement letters of recommendation from others which identify the rationale for the nomination and by what means the recommender knows of the nominee’s work.
4. A concise statement (one sentence) of the achievement(s) for which the award is being given. This statement will appear on the award certificate and on the website.

Please submit your nomination to the award committee by email.

SIGMM Rising Star Award Committee (2015)

- Rainer Lienhart (rainer.lienhart@informatik.uni-augsburg.de
(<rainer.lienhart@informatik.uni-augsburg.de>))
(CHAIR)
- Klara Nahrstedt (klara@illinois.edu
(<klara@illinois.edu>))
- Dick Bulterman (Dick.Bulterman@fxpal.com
(<Dick.Bulterman@fxpal.com>))
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- Nicu Sebe (nicusebe@gmail.com
(<nicusebe@gmail.com>))
- Shih-Fu Chang (shih.fu.chang@columbia.edu
(<shih.fu.chang@columbia.edu>))

SIGMM Technical Achievement Award 2015 — Call for Nominations

for Outstanding Technical Contributions to Multimedia Computing, Communications and Applications

AWARD DESCRIPTION

This award is presented every year to a researcher who has made significant and lasting contributions to multimedia computing, communication and applications. Outstanding technical contributions through research and practice are recognized. Towards this goal, contributions are considered from academia and industry that focus on major advances in multimedia including multimedia processing, multimedia content analysis, multimedia systems, multimedia network protocols and services, and multimedia applications and interfaces. The award recognizes members of the community for long-term technical accomplishments or those who have made a notable impact through a significant technical innovation. The selection committee focuses on candidates' contributions as judged by innovative ideas, influence in the community, and/or the technical/social impact resulting from their work. The award includes a \$2000 honorarium, an award certificate of recognition, and an invitation for the recipient to present a keynote talk at a current year's SIGMM-sponsored conference, the ACM International Conference on Multimedia (ACM Multimedia). Travel expenses to the conference will be covered by SIGMM, and a public citation for the award will be placed on the SIGMM website.

FUNDING

The award honorarium, the award certificate of recognition and travel expenses to the ACM International Conference on Multimedia are fully sponsored by the SIGMM budget.

NOMINATION PROCESS

Nominations are solicited by **May 31, 2015** with decision made by **July 30 2015**, in time to allow the above recognition and award presentation at ACM Multimedia 2015.

Nominations for the award must include:

- A statement summarizing the candidate's accomplishments, description of the significance of the work, and justification of the nomination (two pages maximum);
- Curriculum Vitae of the nominee;
- Three endorsement letters supporting the nomination including the significant contributions of the candidate. Each endorsement should be no longer than 500 words with clear specification of nominee contributions and impact on the multimedia field;
- A concise statement (one sentence) of the achievement(s) for which the award is being given. This statement will appear on the award certificate and on the website.

The nomination rules are: The nominee can be any member of the scientific community.

- The nominator must be a SIGMM member.
- No self-nomination is allowed.
- Nominations that do not result in an award will be valid for two further years. After three years a revised nomination can be resubmitted.
- The SIGMM elected officers as well as members of the Awards Selection Committee are not eligible.

Please submit your nomination to the award committee by email.

Committee

Klara Nahrstedt (klara@illinois.edu)
(<klara@illinois.edu>)

- Dick Bulterman (Dick.Bulterman@fxpal.com (<Dick.Bulterman@fxpal.com>))
- Hong-Jiang Zhang (hongjiangz@kingsoft.com (<hongjiangz@kingsoft.com>))
- Nicu Sebe (nicusebe@gmail.com (<nicusebe@gmail.com>))
- Rainer Lienhart (rainer.lienhart@informatik.uni-augsburg.de (<rainer.lienhart@informatik.uni-augsburg.de>))
- Shih-Fu Chang (sfchang@ee.columbia.edu (<sfchang@ee.columbia.edu>))

PREVIOUS RECIPIENTS

2014: Klara Nahrstedt (for pioneering contributions in Quality of Service for MM systems and networking and for visionary leadership of the MM community).

- **2013: Dick Bulterman** (for outstanding technical contributions in multimedia authoring through research, standardization, and entrepreneurship).

- **2012: Hong-Jiang Zhang** (for pioneering contributions to and leadership in media computing including content-based media analysis and retrieval, and their applications).
- **2011: Shi-Fu Chang** (for pioneering research and inspiring contributions in multimedia analysis and retrieval).
- **2010: Ramesh Jain** (for pioneering research and inspiring leadership that transformed multimedia information processing to enhance the quality of life and visionary leadership of the multimedia community).
- **2009: Lawrence A. Rowe** (for pioneering research in continuous media software systems and visionary leadership of the multimedia research community).
- **2008: Ralf Steinmetz** (for pioneering work in multimedia communications and the fundamentals of multimedia synchronization).

PhD Thesis Summaries

Abbas Javadtalab

AN END-TO-END SOLUTION FOR HIGH DEFINITION VIDEO CONFERENCING OVER BEST-EFFORT NETWORKS

Supervisor(s) and Committee member(s): Shervin Shirmohammadi (supervisor), Mojtaba Hosseini (co-supervisor)
 URL: <http://www.ruor.uottawa.ca/handle/10393/31954>



Video streaming applications over best-effort networks, such as the Internet, have become very popular among Internet users. Watching live sports and news, renting

movies, watching clips online, making video calls, and participating in videoconferences are typical video applications that millions of people use daily. One of the most challenging aspects of video communication is the proper transmission of video in various network bandwidth conditions. Currently, various devices with different processing powers and various connection speeds (2G, 3G, Wi-Fi, and LTE) are used to access video over the Internet, which offers best-effort services only. Skype, ooVoo, Yahoo Messenger, and Zoom are some well-known applications employed on a daily basis by people throughout the world; however, best-effort networks are characterized by dynamic and unpredictable changes in the available bandwidth, which adversely affect the quality of the video. For the average consumer, there is no guarantee of receiving an exact amount of bandwidth for sending or receiving video data. Therefore, the video delivery system must use a bandwidth adaptation mechanism to deliver video content properly. Otherwise, bandwidth variations will lead to degradation in video quality or, in the worst case, disrupt the entire service. This is especially problematic for videoconferencing (VC) because of the bulkiness of the video, the stringent bandwidth demands, and the delay constraints. Furthermore, for business grade VC, which uses high definition videoconferencing (HDVC), user expectations regarding video quality are much higher than they are for ordinary VC. To manage network fluctuations and handle the video traffic, two major components in the system should be improved: the video encoder and the congestion control.

The video encoder is responsible for compressing raw video captured by a camera and generating a bitstream. In addition to the efficiency of the encoder and compression speed, its output flow is also important. Though the nature of video content may make it impossible to generate a constant bitstream for a long period of time, the encoder must generate a flow around the given bitrate.

While the encoder generates the video traffic around the given bitrate, congestion management plays a key role in determining the current available bandwidth. This can be done by analyzing the statistics of the sent/received packets, applying mathematical models, updating parameters, and informing the encoder. The performance of the whole system is related to the in-line collaboration of the encoder and the congestion management, in which the congestion control system detects and calculates the available bandwidth for a specific period of time, preferably per incoming packet, and informs rate control (RC) to adapt its bitrate in a reasonable time frame, so that the network oscillations do not affect the perceived quality on the decoder side and do not impose adverse effects on the video session. To address these problems, this thesis proposes a collaborative management architecture that monitors

the network situation and manages the encoded video rate. The goal of this architecture is twofold: First, it aims to monitor the available network bandwidth, to predict network behavior and to pass that information to the encoder. So encoder can encode a suitable video bitrate. Second, by using a smart rate controller, it aims for an optimal adaptation of the encoder output bitrate to the bitrate determined by congestion control.

Merging RC operations and network congestion management, to provide a reliable infrastructure for HDVC over the Internet, represents a unique approach. The primary motivation behind this project is that by applying videoconference features, which are explained in the rate controller and congestion management chapter, the HDVC application becomes feasible and reliable for the business grade application even in the best-effort networks such as the Internet.

Distributed and Collaborative Virtual Environment Research Lab (DISCOVER Lab)

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Hoda Roodaki

An Adaptive Framework for Scalable Multi-view Video Coding in H.264/AVC

Supervisor(s) and Committee member(s): Mahmoud Reza Hashemi (Supervisor), Shervin Shirmohammadi (Advisor)

URL: <http://www.site.uottawa.ca/~shervin/theses/2014-HodaRoodaki-Final.pdf>



With the growing demand for 3D video, efforts are underway to incorporate it in the next generation of broadcast and streaming applications and standards. Scalability is one possible solution to reduce the amount of data in multi-view/3D video in heterogeneous

environments. But using Scalable Multi-view Video Coding (SMVC) for multi-view/3D video still has many unresolved challenges. In this thesis, we propose an adaptive framework to use SMVC in various 3D video applications effectively.

For this issue, first, the proper scalable modality should be selected according to the application at hand, its related features and requirements. To the best of our knowledge, no work has systematically defined new and proper scalable modalities specifically for multi-view 3D video, so far. Hence, at the first step of the proposed framework, we will suggest a methodology to extract the proper scalable modalities for multi-view/3D video.

In addition, while SMVC can help support heterogeneous receivers, the question becomes: how to scale the 3D video content in a given type of scalability and a specified application in order to achieve the highest performance and satisfy the receivers' constraint as much as possible? In other words, the proper mechanism to assign SMVC data to various layers should be clearly determined. This issue is considered as the second step of our proposed framework. This method uses the inter-layer and intra-layer disparity concepts. Note that specific features of any given scalable modality should be used to define these concepts in that specific scalable modality. Simulation results indicate that the proposed method achieves relatively better compression rate for each layer, with much less overhead.

At the next step of our proposed framework, we propose an analytical view-level rate model for multi-view video coding. Our rate model takes into account both previous theoretical results as well as new results specifically obtained for multi-view video and confirmed by comprehensive practical experiments. Simulation results show that our model can predict the rate of each view with relatively high precision and a low estimation error of 12% on average for tested sequences.

In addition, the evaluation of the overall visual quality of scalable multi-view video requires a new objective perceptual quality measure specifically designed for scalable multi-view/3D video. Although several subjective and objective quality assessment methods have been proposed for multi-view/3D sequences, no comparable attempt has been made for quality assessment of scalable multi-view/3D video so far. Hence, in this framework, we propose a new methodology to build suitable objective quality assessment metrics for different scalable modalities in multi-view/3D video. Our proposed methodology considers the importance of each layer and its content as a quality of experience factor in the overall quality. Furthermore, in addition to the quality of each layer, the concept of inter-layer and intra-layer disparity is

considered as an effective feature to evaluate overall perceived quality more accurately. Our simulation results indicate that the correlation coefficient between our extracted objective quality evaluation metric and subjective quality assessment is 0.8 on average for tested video sequences.

At the last step of our proposed framework, we present a novel method for rate-distortion optimization in scalable multi-view video that tries to minimize the perceptual distortion of decoded video under the conditions that the sum of bits generated from different views is constrained within a given bit budget. Since the constraint-based optimization problem is usually computational intensive, our proposed approach considers the concept of intra-layer and inter-layer disparity to reduce this computational complexity. Experimental results show that the proposed approach uses on average 24% and 42% less bitrate than the H.264/AVC rate-distortion optimization for base and base plus enhancement layers, respectively.

Although the thesis is in Farsi (Persian), the following English papers capture most of its essence:

H. Roodaki, M.R. Hashemi, and S. Shirmohammadi, "A New Methodology to Derive Objective Quality Assessment Metrics for Scalable Multi-view 3D Video Coding", ACM Transactions on Multimedia Computing, Communications, and Applications, Vol. 8, No. 3S, Article 44, September 2012, 25 pages.
DOI: 10.1145/2348816.2348823

H. Roodaki, M.R. Hashemi, and S. Shirmohammadi, "Rate-Distortion Optimization for Scalable Multi-View Video Coding", Proc. IEEE International Conference on Multimedia and Expo, Chengdu, China, July 14-18 2014, 6 pages.
DOI: 10.1109/ICME.2014.6890275

H. Roodaki, Z. Iravani, M.R. Hashemi, S. Shirmohammadi, and M. Gabbouj, "A New Rate Distortion Model for Multi-View/3D Video Coding", Proc. IEEE International Workshop on Hot Topics in 3D, in Proc. IEEE International Conference on Multimedia and Expo, July 15-19 2013, San Jose, USA, 6 pages.
DOI: 10.1109/ICMEW.2013.6618338

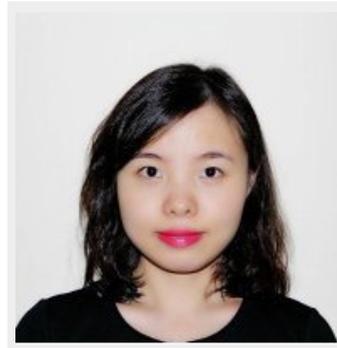
H. Roodaki, M.R. Hashemi, and S. Shirmohammadi, "New Scalable Modalities in Multi-view 3D Video", Proc. ACM Workshop on Mobile Video, Oslo, Norway, February 27 2013, pp. 25-30.
DOI: 10.1145/2457413.2457420

**Multimedia Processing Laboratory (MPL), and
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Ying Zhang

Summarization from Multiple User Generated Videos in Geo-Space

Supervisor(s) and Committee member(s): Roger Zimmermann (supervisor), Mohan Kankanhalli (advisor), Michael Brown (advisor), Wei Tsang Ooi (rapporteur).
URL: <http://scholarbank.nus.edu.sg/handle/10635/118268>



In recent years, we have witnessed an overwhelming number of user-generated videos being captured on a daily basis. An essential reason is the rapid development in camera technology and hence videos are easily recorded on multiple portable devices, especially mobile smartphones. Such flexibility encourages the modern videos to be tagged with additional various sensor properties. In this thesis, we are interested in geo-referenced videos whose meta-data is closely tied to geographic identifications. These videos have great appeal for prospective travelers and visitors who are unfamiliar with a region, an area or a city. For example, before someone visits a place, a geo-referenced video search engine can quickly retrieve a list of videos that are captured in this place so the visitors could obtain an overall visual impression, conveniently and quickly. However, users face the prospect of an ever increasing viewing burden if the size of these video repositories keeps increasing and as a result more videos are relevant to a search query. To manage these video retrievals and provide viewers with an efficient way to browse, we introduce a novel solution to automatically generate a summarization from multiple user generated videos and present their salience to viewers in an enjoyable manner.

In this thesis, we investigate how to formulate, display and improve a multi-video summarization with the following contributions. The first three works propose solutions to detect video salience among multiple videos according to their geographic properties and convert the summarization to a graph-analysis

problem with a dynamic programming-based solution to achieve the optimized informativeness, quality and coherency. The fourth work proposes an interactive and dynamic video exploration system where people can conduct personalized summary queries through direct map-based manipulations. Lastly, we investigate whether external crowdsourcing databases contribute to improving the summary quality by recommending a list of photography spots which are of potential to capture appealing photos for a landmark.

Media Management Research Lab

URL: <http://eiger.ddns.comp.nus.edu.sg/>

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Board Director: Christian Timmerer
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 Published: February 2015

The objectives of the IEEE MMTC R-Letter are:

- Stimulate research on multimedia communication.
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MMSJ Volume 21, Issue 2

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MTAP Volume 74 Issue 2

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Special topic: Advances in tools, techniques and practices for multimedia QoE

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Special topic: Ad Hoc Web Multimedia Analysis with Limited Supervision

Guest Editors: Yahong Han, Yi Yang, Jingdong Wang

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MTAP Volume 74 Issue 4

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 Published: February 2015

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MTAP Volume 74 Issue 5

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MTAP Volume 74 Issue 6

Editor-in-Chief: Borko Furht

URL: <http://link.springer.com/journal/11042/74/6/page/1>

Published: March 2015

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MTAP Volume 74 Issue 7

Editor-in-Chief: Borko Furht

URL: <http://link.springer.com/journal/11042/74/7/page/1>

Published: April 2015

Special Issue on Convergence and Advanced Technology

Guest Editors: Sang-Yeob Oh, Supratip Ghose, Joong-Kyung Ryu

- **Sang-Yeob Oh, Supratip Ghose, Joong-Kyung Ryu**: Guest Editorial: Convergence and Advanced Technology
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- **Sun-Moon Jo, Kyung-Yong Chung**: Design of access control system for telemedicine secure XML documents
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- **Yong-Hwan Lee, Youngseop Kim**: Efficient image retrieval using advanced SURF and DCD on mobile platform
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- **Sung-Yong Son, Sang-Hong Lee, Kyungyong Chung...**: Feature selection for daily peak load forecasting using a neuro-fuzzy system
- **Jeongkyu Park, Keung Hae Lee**: Design patterns for context-aware services
- **Jae-Hwa Park, Ho-Hyun Park, Young-Bin Kwon**: Error correction of reference indexing system including multimedia journals
- **Jong-Jin Jung, Ji-Yeon Kim, Hyun-Sook Chung...**: An intuitive user interaction method using multi-sensors for pencil drawing filter of NPR rendering in mobile devices
- **Mi Jung Rho, Kwang Soo Jang, Kyung-Yong Chung...**: Comparison of knowledge, attitudes, and trust for the use of personal health information in clinical research

- **Joon Yoo:** Receiver-centric physical carrier sensing for vehicular Ad Hoc networks
- **Chulyun Kim:** Theoretical analysis of constructing wavelet synopsis on partitioned data sets
- **Ok-Ran Jeong:** SNS-based recommendation mechanisms for social media
- **Hoill Jung, Hyun Yoo, Youngho Lee, Kyung-Yong Chung:** Interactive pain nursing intervention system for smart health service
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- **Mi Jung Rho, Kun Ho Yoon, Hun-Sung Kim, In Young Choi:** Users' perception on telemedicine service: a comparative study of public healthcare and private healthcare
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- **Roberto Yus, Sergio Ilarri, Eduardo Mena:** Real-time selection of video streams for live TV broadcasting based on Query-by-Example using a 3D model
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- **Robert Oldfield, Ben Shirley, Jens Spille:** Object-based audio for interactive football broadcast
- **Xiaolong Jin, Ahmed Y. Al-Dubai, Shoukat Ali...:** Guest Editorial: Ubiquitous Multimedia Systems and Applications
- **Mali Yu, Enmin Song, Renchao Jin, Hong Liu...:** A novel method for fusion of differently exposed images based on spatial distribution of intensity for ubiquitous multimedia
- **Lu Liu, Andrew Jones, Nick Antonopoulos, Zhijun Ding...:** Performance evaluation and simulation of peer-to-peer protocols for Massively Multiplayer Online Games
- **Zhi Li, Xiao-Wei Chen, Jianhua Ma:** Adaptively imperceptible video watermarking based on the local motion entropy
- **Xingang Liu, Chao Sun, Laurence T. Yang:** DCT-based objective quality assessment metric of 2D/3D image
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MTAP Volume 74 Issue 8

Editor-in-Chief: Borko Furht
 URL: <http://link.springer.com/journal/11042/74/8/page/1>
 Published: April 2015

Special topic: Content Analysis and Indexing for Advanced Multimedia Services

Guest Editors: Alberto Messina, Andrea Basso, Werner Bailer

Special topic: Ubiquitous Multimedia Systems and Applications

Guest Editors: Xiaolong Jin, Ahmed Y. Al-Dubai, Shoukat Ali, Stephen Jarvis

- **Alberto Messina, Andrea Basso, Werner Bailer:** Guest Editorial: Content Analysis and Indexing for Advanced Multimedia Services
- **Ehsan Younessian, Deepu Rajan:** Multi-modal fusion for associated news story retrieval
- **Hui-Ngo Goh, Lay-Ki Soon, Su-Cheng Haw:** Automatic discovery of person-related named-entity in news articles based on verb analysis
- **Medeni Soysal, A. Aydin Alatan:** Joint utilization of local appearance and geometric invariants for 3D object recognition
- **Jenq-Haur Wang, Hung-Chi Chang:** CoBITs: a distributed indexing approach to collaborative content-based multimedia retrieval across digital archives

Job Opportunities

Early Stage Researcher REQ15122

(3 positions)

Fixed-Term for 36 Months.

Marie-Curie funded Media Processing and Networking Research.

(Funding to cover full University PhD registration fees with living and mobility allowances of 51k and 13k per year approximately based on the Euro exchange rate).

The Institute for Digital Technologies in London, UK, is looking for four full-time postgraduate Early Stage Researchers (ESRs) to work on media clouds, with particular research interests in media cloud processing, spatial audio processing and personal audio environment generation, media networking and quality

of experience modelling, user interfaces, content and network security. All four positions are funded by the European Commission under the FP7-PEOPLE-2013-ITN Programme.

The advertised positions are based at Loughborough University in London (UK), but time will also be spent with the other project partners in the Netherlands (Irdeto B.V. and Eindhoven University of Technology), as part of a European collaboration. Under the terms of the EC funding, aimed at promoting mobility within the research community, the candidates are expected to adhere to the eligibility criteria of the ITN Programme; further details can be found at the following link:

http://ec.europa.eu/research/mariecurieactions/documents/documentation/legal-docs/marie-curie-actions-guide_for_applicants_specific_part_itn_2013_en.pdf

A good honours first degree or relevant master degree in Science or Engineering and experience in media processing and communication systems with the ability to work independently, to plan and carry out complicated tasks, and to be part of a dynamic group with both local and geographically remote international team members is essential. Candidates for the required positions should be confident and organised individuals with good communication skills. Experience in cloud media services, user experience modelling and assessment, and in fixed and mobile communication systems is desirable. Candidates with analytical thinking and knowledge of numerical programming skills in C/C++ and MATLAB are particularly encouraged to apply.

More details: <https://vacancies.lboro.ac.uk/jobdesc/REQ15122A.PDF>

Employer: Institute for Digital Technologies,
Loughborough University in London
Expiration date: Wednesday, April 1, 2015
More information date: <https://vacancies.lboro.ac.uk/jobdesc/REQ15122A.PDF>

PhD position in the area of shape analysis of 3D and 4D face

We are looking for motivated, talented candidates for a PhD position in the area of computer vision.

While the technology for capturing sequences of 3D facial images has advanced rapidly but not the corresponding techniques for analysing these shape sequences. In this thesis, we will focus on developing

techniques at the state-of-the-art for analyzing dynamic 3D faces (4D-Faces), in particular for:

- Statistical shape analysis of 3D faces and their dynamics,
- Modelling face dynamics in 3D face video streams,
- Applications to facial surgery and emotion understanding.

The appointee will be responsible for designing, prototyping and experimenting techniques for processing of static and dynamic 3D Faces, with the two above-mentioned applications. The successful candidate will work with a team that includes 3D computer vision and shape analysis researchers of the 3D-SAM research team at CRISAL laboratory (UMR CNRS 9189) <http://cristal.univ-lille.fr> and will benefit of advanced technologies on 3D and 4D scanning.

The successful candidate must have a Master's Degree or an Engineer Degree in Computer Science or Electrical Engineering. He/she must have strong coding skills (C/C++ and Matlab preferred). Background in the computer vision or pattern recognition fields would be appreciated. The position is for a duration of three years. The grant for the PhD student will correspond to a standard salary of PhD student in France. The program is expected to start in October 2015.

To apply, please e-mail Prof. Mohamed Daoudi and Dr. Boulbaba Ben Amor with the following information,

- A detailed CV of the candidate,
- A letter of interest,
- A list of courses followed and obtained grades,
- Names of references, where applicable.

Please email all files as a single PDF to mohamed.daoudi@telecom-lille.fr and boulbaba.benamor@telecom-lille.fr

References:

- Boulbaba Ben Amor, Hassen Drira, Stefano Berretti, Mohamed Daoudi, Anuj Srivastava: 4-D Facial Expression Recognition by Learning Geometric Deformations. IEEE T. Cybernetics 44(12): 2443-2457 (2014).
- Hassen Drira, Boulbaba Ben Amor, Anuj Srivastava, Mohamed Daoudi, Rim Slama: 3D Face Recognition under Expressions, Occlusions, and Pose Variations. IEEE Trans. Pattern Anal. Mach. Intell. 35(9): 2270-2283 (2013).
- Ahmed Maalej, Boulbaba Ben Amor, Mohamed Daoudi, Anuj Srivastava, Stefano Berretti:

Shape analysis of local facial patches for 3D facial expression recognition. *Pattern Recognition* 44(8): 1581-1589 (2011)

About Lille City

With over 110 000 students, the metropolitan area of Lille is one France's top education student cities. The European Doctoral College Lille Nord-Pas de Calais is headquartered in Lille Metropole and includes 3,000 PhD Doctorate students supported by university research laboratories.

Lille has a convenient location in the European high-speed rail network. It lies on the Eurostar line to London (1:20 hour journey). The French TGV network also puts it only 1 hour from Paris, 35 mn from Brussels, and a short trips to other major centres in France such as Paris, Marseille and Lyon.

Employer: CRISAL laboratory, Lille, France
Expiration date: Tuesday, June 30, 2015
More information date:
mailto:mohamed.daoudi@telecom-lille.fr

PhD Studentships at University College Cork in Ireland

Applications will be reviewed at as soon as they are received.

Project: An Internet Infrastructure for Video Streaming Optimisation (iVID)

The Mobile and Internet Systems Laboratory (MISL) in the Department of Computer Science at UCC is an internationally recognised research centre focused on innovative networking research. iVID is a new research project funded by Science Foundation Ireland to investigate the use of software defined networking (SDN) techniques to optimise the delivery of streaming video. A team of 5 project researchers will work on iVID, including 3 Ph.D. students.

Applications are invited for fixed-term studentships (annual value of €18K, plus fees) from suitably qualified candidates who wish to undertake a PhD within the Department of Computer Science. Applicants

should have a Masters degree in computer science or a closely related discipline, although applications from truly exceptional students with a bachelor's degree will be considered. Ideally, applicants will have some project experience in the areas of video streaming, software defined networks, or more generally network protocols. Applicants must have strong mathematical ability and an interest in systems programming and experimental computer science. Applicants must demonstrate good inter-personal skills, and a high standard of spoken and written English. The positions are open to applicants of any nationality.

How to apply:
Applications by email to Mary Noonan (m.noonan@cs.ucc.ie) and must include "PhD Studentship iVID" in the subject line. Applications must include, in PDF format only:

1. 300 word personal statement explaining your interest in the project and networking research;
2. full CV;
3. copy of transcript(s) showing names of all courses taken and grades achieved;
4. summaries of projects (BSc/MSc), internships and relevant work experience completed.

For more information on MISL and the Department of Computer Science, please see the links below.
<http://www.cs.ucc.ie/misl/>
<http://www.cs.ucc.ie/>

Employer: University College Cork, Ireland
Expiration date: Wednesday, March 31, 2010
More information date: <http://www.cs.ucc.ie/misl/>

Postdoc on HDR forensics

Upcoming High Dynamic Range (HDR) video technologies attempt to deliver more realistic views with enhanced visual quality. However, the wide adoption of such technologies raises several research challenges. The proposed research work is carried out in the framework of a French collaborative research project whose objective is to develop a new low cost HDR

video processing pipeline targeting video surveillance applications.

We have one Postdoc position on HDR forensics. The objective of this research work is to define new forensics techniques suited for HDR video content. Foreseen tasks to be investigated include camera identification, codec identification, double compression detection, copy-move detection, and anti-forensics.

The candidate must hold a PhD degree in electrical engineering, computer science or equivalent. The candidate will have a strong knowledge in image and video processing, solid basis in mathematics, and good programming skills in Matlab or C/C++. Prior knowledge of HDR video technologies is a plus. The candidate is expected to have prior expertise in forensics. The candidate will be fluent in English.

The research work will be carried out within the Multimedia Group at Telecom ParisTech. Telecom ParisTech (<http://www.telecom-paristech.fr/eng/telecom-paristech.html>), one of France's top five graduate engineering schools, is considered the leading French school in Information and Communication Technology (ICT).

The appointment is for 18 months. We offer competitive salary and benefits. Starting date is as soon as possible.

To apply:

Applicants should send a motivation letter and a complete CV to Giuseppe Valenzise <giuseppe.valenzise@telecom-paristech.fr> and Frederic Dufaux <frederic.dufaux@telecom-paristech.fr>. Applications will be considered until both positions are filled.

Employer: Telecom ParisTech
Expiration date: Saturday, February 28, 2015
More information date: frederic.dufaux@telecom-paristech.fr

Postdoc on HDR video coding

Upcoming High Dynamic Range (HDR) video technologies attempt to deliver more realistic views with enhanced visual quality. However, the wide adoption of such technologies raises several research challenges. The proposed research work is carried out in the framework of a French collaborative research project whose objective is to develop a new low cost HDR video processing pipeline targeting video surveillance applications.

We have one Postdoc position on HDR video coding: The objective is to study and develop new HDR video

compression techniques, considering both native HDR coding and backward-compatible solutions.

The candidate must hold a PhD degree in electrical engineering, computer science or equivalent. The candidate will have a strong knowledge in image and video processing, solid basis in mathematics, and good programming skills in Matlab or C/C++. Prior knowledge of HDR video technologies is a plus. The candidate is expected to have prior expertise with HEVC. The candidate will be fluent in English.

The research work will be carried out within the Multimedia Group at Telecom ParisTech. Telecom ParisTech (<http://www.telecom-paristech.fr/eng/telecom-paristech.html>), one of France's top five graduate engineering schools, is considered the leading French school in Information and Communication Technology (ICT).

The appointment is for 18 months. We offer competitive salary and benefits. Starting date is as soon as possible.

To apply:

Applicants should send a motivation letter and a complete CV to Giuseppe Valenzise <giuseppe.valenzise@telecom-paristech.fr> and Frederic Dufaux <frederic.dufaux@telecom-paristech.fr>. Applications will be considered until both positions are filled.

Employer: Telecom ParisTech
Expiration date: Saturday, February 28, 2015
More information date: frederic.dufaux@telecom-paristech.fr

Postdoc Position on QoE for HDR

Open Postdoc Position on Quality of Experience for High Dynamic Range video at Telecom ParisTech

Upcoming High Dynamic Range (HDR) video technologies attempt to deliver more realistic views with enhanced visual quality. However, the wide adoption of such technologies raises several research challenges.

We have one open postdoc position on QoE for HDR video. The objective of this research work is the development of psychophysical analysis methodologies for HDR video quality assessment in order to evaluate the QoE of emerging UltraHD audio-visual services. The proposed research work is carried out in the framework of a French collaborative research project on UltraHD TV.

The candidate must hold a PhD degree in electrical engineering, computer science or equivalent. The

candidate will have a strong knowledge in image and video processing, subjective quality assessment, solid basis in mathematics, and good programming skills in Matlab or C/C++. Prior knowledge of HDR video technologies is a plus. The candidate will be fluent in English.

The research work will be carried out within the Multimedia Group at Telecom ParisTech. Telecom ParisTech (<http://www.telecom-paristech.fr/eng/telecom-paristech.html>), one of France's top five graduate engineering schools, is considered the leading French school in Information and Communication Technology (ICT).

The initial appointment is for 12 months. We offer competitive salary and benefits.

To apply:

Applicants should send a motivation letter and a complete CV to Giuseppe Valenzise <giuseppe.valenzise@telecom-paristech.fr> and Frederic Dufaux <frederic.dufaux@telecom-paristech.fr>. Applications will be considered until the position is filled.

Employer: Telecom ParisTech
Expiration date: Sunday, May 31, 2015
More information date: <http://www.telecom-paristech.fr/eng/telecom-paristech.html>

Postdoctoral researcher in Analysis of Images

This position will be embedded in the Informatics Institute of the University of Amsterdam (0.8 fte), with groups in text and image analysis which are among the world leaders in their respective fields, and in the Amsterdam Business School of the same university (0.2 fte) where high-tech technology and business knowledge are brought together in advanced business analytics solutions.

The candidate should use and develop innovative computer vision techniques for analyzing images in their social context in order to allow analysis of content based marketing parameters at unprecedented scales. S/he should have a strong background in Computer Vision, Machine Learning, Computer Science, or a related discipline.

Contact:
Prof. dr. Marcel Worring
Informatics Institute and Amsterdam Business School
Tel 020 527521, e-mail: m.worring@uva.nl

Employer: University of Amsterdam
Expiration date: Sunday, May 17, 2015

More information date: <http://tinyurl.com/pnav3yh>

Calls for Contribution

CFPs: Sponsored by ACM (any SIG)

ACM Mobiwac 2015

13th ACM International Symposium on Mobility Management and Wireless Access

Submission deadline: 12. June 2015
Location: Cancun (Mexico)
Dates: 02. November 2015 -06. November 2015
More information: <http://adscom.it.uc3m.es/mobiwac>
Sponsored by ACM

The MOBIWAC series of events are intended to provide an international forum for the discussion and presentation of original ideas, recent results and achievements by researchers, students, and systems developers on issues and challenges related to mobility management and wireless access protocols. To keep up with the technological developments, we ... Read more →

CHANTS @ ACM MobiCom 2015

10th ACM MobiCom Workshop Challenged Networks

Submission deadline: 25. May 2015
Location: Paris, France
Dates: 11. September 2015 -11. September 2015
More information: <http://www.acm-chants.org/15>
Sponsored by ACM

Challenged networks comprise those situations where communication is desired, but traditional Internet architectures fail to provide it effectively. Examples of challenged networks include deployments in rural and remote areas, networks to support emergency response operations, inter-planetary networks, sensor and wildlife monitoring networks, underwater networks, road vehicle networks, and, more recently, ... Read more →

ICMR 2015

ACM International Conference on Multimedia Retrieval 2015

Submission deadline: 15. February 2015

Location: Shanghai, China
Dates: 23. June 2015 -26. June 2015
More information: <http://www.icmr2015.org/>
Sponsored by ACM

Effectively and efficiently retrieving information based on user needs is one of the most exciting areas in multimedia research. The Annual ACM International Conference on Multimedia Retrieval (ICMR) offers a great opportunity for exchanging leading-edge multimedia retrieval ideas among researchers, practitioners and other potential users of multimedia retrieval systems. The ... [Read more](#) →

CFPs: Sponsored by IEEE (any TC)

DIM 2015

The Fourth IEEE International Workshop on Data Integration and Mining

Submission deadline: 18. April 2015
Location: San Francisco
Dates: 13. August 2015 -15. August 2015
More information: <http://www.ieee-iri.org/>
Sponsored by IEEE

The focus of this workshop is associated with data integration and mining requirements and services due to the large-scale generation of social, sensor, mobile, networking, and other types of data stored in various data repositories, such as databases, data warehouses, and Web. The aim of this workshop is to provide ... [Read more](#) →

DIM-2015

The Fourth IEEE International Workshop on Data Integration and Mining in conjunction with IRI-2015

Submission deadline: 08. May 2015
Location: San Francisco, USA
Dates: 13. August 2015 -15. August 2015
More information: <http://www.ieee-iri.org/>
Sponsored by IEEE

The focus of this workshop is associated with data integration and mining requirements and services due to the large-scale generation of social, sensor, mobile, networking, and other types of data stored in various data repositories, such as databases, data warehouses, and Web. However, how to integrate those data resources with ... [Read more](#) →

HMMP Workshop @ IEEE ICME 2015

Human Memory-Inspired Multimedia Organization and Preservation (HMMP'15) Workshop @ IEEE ICME 2015

Submission deadline: 30. March 2015
Location: Torino, Italy
Dates: 29. June 2015 -03. July 2015
More information: <http://www.forgetit-project.eu/en/HMMP15-workshop>
Sponsored by IEEE

The research question that the HMMP'15 workshop aims to address is: can we be inspired from the human remembering and forgetting processes for developing more advanced algorithms for multimedia organization (incl. search, retrieval, annotation, summarization) and preservation (incl. contextualization)? In particular, we are interested to know how human remembering and ... [Read more](#) →

IEEE TMM

IEEE Transactions on Multimedia

Deep Learning for Multimedia Computing

Submission deadline: 20. April 2015
Special issue
More information: <http://www.eecs.ucf.edu/~gqi/CFPDeepLearning.pdf>
Sponsored by IEEE

This special issue aims at providing a forum to present recent advancements in deep learning research that directly concerns the multimedia community. Specifically, deep learning has successfully designed algorithms that can build deep nonlinear representations to mimic how the brain perceives and understands multimodal information, ranging from low-level signals like ... [Read more](#) →

IEEE Transactions on Multimedia – TMM

IEEE Transactions on Multimedia

Deep Learning for Multimedia Computing

Submission deadline: 20. April 2015
Special issue

Sponsored by IEEE

Dear Colleagues, Please note the new deadline is April 20, 2015 (extended). *Call For Papers * *IEEE Transactions on Multimedia* *Special Issue on Deep Learning for Multimedia Computing * *Summary: *Conventional multimedia computing is often built on top of handcrafted features, which are often much restrictive in capturing complex multimedia ... Read more →

MMSP 2015

2015 International Workshop on Multimedia Signal Processing

Submission deadline: 28. May 2015
Location: Xiamen, China
Dates: 19. October 2015 -21. October 2015
More information: <http://www.mmmsp2015.org/>
Sponsored by IEEE

This year's theme: "Heterogeneous Big Data Analytics in Multimedia" Topics of interest: – Theories and applications for heterogeneous big media data analytics – Semantic extraction and knowledge mining from heterogeneous big media data – Massive-scale media detection and recognition – Content-based analysis, retrieval and annotation for big media data – ... Read more →

MuSIC Workshop @ IEEE ICME 2015

Workshop on Multimedia Streaming in Information-Centric Networks (MuSIC)

Submission deadline: 30. March 2015
Location: Torino, Italy
Dates: 03. July 2015 -03. July 2015
More information: <http://music2015.itec.aau.at/>
Sponsored by IEEE

The workshop will provide a forum that brings the two communities on Multimedia Communications and on Information-Centric Networking together, in order to spawn vivid discussions and intense exchange and learnings at the intersection of the two areas, and to help establish common terminology, work, and projects. The committees of the ... Read more →

MUST-EH 2015 @IEEE ICME

IEEE Workshop on Multimedia Services and Technologies for E-health

Submission deadline: 30. March 2015

Location: Torino, Italy
Dates: 29. June 2015 -03. July 2015
More information: <https://sites.google.com/site/musteh13/>
Sponsored by IEEE

Today multimedia services and technologies play an important role in providing and managing e-health services to anyone, anywhere and anytime seamlessly. These services and technologies facilitate doctors and other health care professionals to have immediate access to e-health information for efficient decision making as well as better treatment. Researchers are ... Read more →

MUST-EH 2015 WS @IEEE ICME

The 5th International IEEE Workshop on Multimedia Services and Technologies for E-health

Submission deadline: 10. April 2015
Location: Torino
Dates: 29. June 2015 -03. July 2015
More information: <https://sites.google.com/site/musteh13/>
Sponsored by IEEE

Today multimedia services and technologies play an important role in providing and managing e-health services to anyone, anywhere and anytime seamlessly. These services and technologies facilitate doctors and other health care professionals to have immediate access to e-health information for efficient decision making as well as better treatment. Researchers are ... Read more →

SSB 2015

12th IAPR/IEEE Int.I Summer School for Advanced Studies on Biometrics for Secure Authentication: BIOMETRICS IN FORENSIC, SECURITY AND MOBILE APPLICATIONS

Submission deadline: 01. January 1972
Location: Alghero, Italy
Dates: 22. June 2015 -26. June 2015
More information: <http://biometrics.uniss.it>
Sponsored by IEEE

For the last twelve years, the International Summer School on Biometrics has been closely following the developments in science and technology to offer a cutting edge, intensive training course, always in-line with the current state-of-the-art. The courses will provide a clear and in-depth picture on the state-of-the-art in biometric verification/identification ... Read more →

VidEv 2015

IEEE WoWMoM Workshop On Video Everywhere (VidEv 2015)

Submission deadline: 14. March 2015
Location: Boston, MA, USA
Dates: 14. June 2015 -14. June 2015
More information: <http://www.videv2015.tuc.gr/>
Sponsored by IEEE

The 4th IEEE WoWMoM Workshop on Video Everywhere (VidEv 2015) (co-located with The IEEE International Symposium on a World of Wireless, Mobile and Multimedia Networks, WoWMoM 2015) is a highly selective workshop devoted to covering all aspects of current work on mobile video and to providing a forum for researchers ... Read more →

WMNC 2015

8th IFIP Wireless and Mobile Networking Conference (WMNC 2015)

Submission deadline: 15. June 2015
Location: Munich, Germany
Dates: 05. October 2015 -07. October 2015
More information: <http://www.wmnc2015.com>
Sponsored by IEEE

WMNC 2015 provides a forum for discussion between researchers, practitioners and students interested in new developments in mobile and wireless networks, services, applications and mobile computing. WMNC 2015 includes three tracks focusing on (but not limited to) the following topics: Track 1: Wireless and Mobile Communications and Networks Track 2: ... Read more →

CFPs: Not ACM-/IEEE-sponsored

ADCONET @ 6th IISA 2015

ADvances in COgnitive NETworks – Awareness, Adaptation, Intelligence and Learning in Communication Networks and Systems

Submission deadline: 05. April 2015
Location: Corfu, Greece
Dates: 06. July 2015 -08. July 2015
More information: <http://iisa2015.unipi.gr/adconet-2015-advances-in-cognitive-networks-awareness-adaptation->

[intelligence-and-learning-in-communication-networks-and-systems/](#)

AIPR2016

The Third International Conference on Artificial Intelligence and Pattern Recognition (AIPR2016)

Submission deadline: 19. August 2016
Location: Lodz, Poland
Dates: 19. September 2016 -21. September 2016
More information: <http://sdiwc.net/conferences/aipr2016/>

ARW 2015

Austrian Robotics Workshop 2015

Submission deadline: 01. March 2015
Location: Klagenfurt/Austria
Dates: 07. May 2015 -08. May 2015
More information: <http://www.roboticsworkshop.at/>

ASM @ ACM MM 2015

The International Workshop on Affect and Sentiment in Multimedia

Submission deadline: 24. June 2015
Location: Brisbane, Australia
Dates: 26. October 2015 -30. October 2015

BigData2015

The Second International Conference on Data Mining, Internet Computing, and Big Data (BigData2015)

Submission deadline: 29. May 2015
Location: Le Reduit, Moka, Mauritius
Dates: 29. June 2015 -01. July 2015
More information: <http://sdiwc.net/conferences/bigdata2015/>

CBMI 2015

(e.g13th International Workshop on Content-Based Multimedia Indexing. International Workshop on Tiny Details of TCP 2012)

Submission deadline: 26. February 2015
Location: Prague, Czech Republic
Dates: 10. June 2015 -12. June 2015
More information: <http://siret.ms.mff.cuni.cz/cbmi2015/>

CrowdMM 2015 @ ACM MM 2015

Fourth International ACM Workshop on Crowdsourcing for Multimedia

Submission deadline: 10. July 2015
Location: Brisbane, Australia
Dates: 26. October 2015 -30. October 2015
More information: <http://www.crowdmm.org>

CSCEET2015

The Second International Conference on Computer Science, Computer Engineering, and Education Technologies (CSCEET2015)

Submission deadline: 10. August 2015
Location: Asia Pacific University of Technology and Innovation (APU), Kuala Lumpur, Malaysia
Dates: 08. September 2015 -10. September 2015
More information: <http://sdiwc.net/conferences/csceet2015/>

DCVRA WS @ IEEE ICME 2015

Workshop on Distributed and Cooperative Video Recognition and Analysis (DCVRA)

Submission deadline: 10. April 2015
Location: Turin, Italy
Dates: 03. July 2015 -03. July 2015
More information: <https://sites.google.com/site/dcvra2015/>

DIPDMWC2015

The Second International Conference on Digital Information Processing, Data Mining, and Wireless Communications (DIPDMWC2015)

Submission deadline: 30. October 2015
Location: Dubai, UAE
Dates: 30. November 2015 -01. December 2015
More information: <http://sdiwc.net/conferences/dipdmwc15/>

ECML PKDD 2015

The European Conference on Machine Learning and Principles and Practice of Knowledge Discovery in Databases (ECMLPKDD)

Submission deadline: 02. April 2015

Location: Porto

Dates: 07. September 2015 -11. September 2015
More information: <http://www.ecmlpkdd2015.org>

Elsevier FGCS

Future Generation Computer Systems

Cloud-Based Multimedia Services for healthcare and other related applications

Submission deadline: 30. May 2015
Special issue
More information: <http://www.journals.elsevier.com/future-generation-computer-systems/call-for-papers/special-issue-on-cloud-based-multimedia-services-for-healthc/>

GTMC 2015

The Global Technology Management Conference (GTMC2015)

Submission deadline: 15. June 2015
Location: Bemidji State University, Minnesota, USA
Dates: 15. July 2015 -17. July 2015
More information: <http://sdiwc.net/conferences/gtmc2015/>

ICIMCS 2015

International Conference on Internet Multimedia Computing and Service

Submission deadline: 20. April 2015
Location: Zhangjiajie, China
Dates: 19. August 2015 -21. August 2015
More information: <http://www.acmsigmmbj.org/icimcs2015/>
In cooperation with ACM SIGMM

JRTIP

Springer Journal of Real-Time Image Processing

Real-Time Energy-aware Circuits and Systems for HEVC and for its 3D and SVC Extensions

Submission deadline: 20. September 2015
Special issue
More information: <http://www.springer.com/computer/image+processing/journal/11554?detailsPage=societies>

MediaEval 2015

MediaEval 2015 Multimedia Benchmark Evaluation

Submission deadline: 28. August 2015
Location: Wurzen, Germany
Dates: 14. September 2015 -15. September 2015
More information: <http://multimediaeval.org/mediaeval2015>

MediaEval 2015 Multimedia Benchmark – Call for Survey Participation

MediaEval 2015 Benchmark

Submission deadline: 12. September 2015
Location: Germany
Dates: 14. September 2015 -15. September 2015
More information: <http://www.multimediaeval.org>

MMCOMMONS @ ACM MM 2015

ACM MM 2015 Workshop on Multimedia COMMONS - Community-Organized Multimodal Mining: Opportunities for Novel Solutions

Submission deadline: 01. July 2015
Location: Brisbane Australia
Dates: 26. October 2015 -30. October 2015
More information: <http://www.mmcommons.org/>

Mobiwac 2015

The 13th International Symposium on Mobility Management and Wireless Access

Submission deadline: 12. June 2015
Location: Cancun (Mexico)
Dates: 02. November 2015 -06. November 2015
More information: <http://adscom.it.uc3m.es/mobiwac/>

MOCO'15

International Workshop on Movement and Computing

Submission deadline: 01. March 2015
Location: Vancouver, Canada

Dates: 14. August 2015 -15. August 2015
More information: <http://moco.iat.sfu.ca/>

MTAP

Multimedia Tools and Applications

Image Analysis and Processing Leveraging External Data

Submission deadline: 15. March 2015
Special issue
More information: <http://static.springer.com/sgw/documents/1474002/application/pdf/MTAP-SI-CFP-Image+Analysis.pdf>

OSBMRM 2015

The International Conference on Organizational Strategy, Business Models, and Risk Management

International Journal of New Computer Architectures and their Applications (IJNCAA)

Submission deadline: 20. February 2015
Special issue
More information: <http://sdiwc.net/conferences/osbmr2015/>

PATH @ UMAP 2015

2015 International Workshop on Personalisation and Adaptation in Technology for Health

Submission deadline: 20. March 2015
Location: Dublin, Ireland
Dates: 29. June 2015 -03. July 2015
More information: <http://pathworkshop.com/>
In cooperation with ACM

PCM 2015

Pacific-Rim Conference on Multimedia

Submission deadline: 30. April 2015
Location: Gwangju, Korea
Dates: 16. September 2015 -19. September 2015
More information: <http://pcm2015.gist.ac.kr/>

PLACING @ MediaEval 2015

MediaEval 2015 Placing Task: Multimodal geo-location prediction

Submission deadline: 07. August 2015
Location: Wurzen, Germany
Dates: 14. September 2015 -15. September 2015
More information: <http://multimediaeval.org/mediaeval2015/placing2015/>

PRL – Pattern Recognition Letters

Pattern Recognition Letters

Fine-grained Categorization in Ecological Multimedia

Submission deadline: 15. March 2015
Special issue

SEEDA-CECNSM 2015

The South-East Europe Design Automation, Computer Engineering, Computer Networks, and Social Media Conference (SEEDA-CECNSM 2015)

Submission deadline: 25. August 2015
Location: Kastoria, Greece
Dates: 25. September 2015 -27. September 2015
More information: <http://sdiwc.net/conferences/seeda-cecnsm2015/>

SISAP 2015

8th International Conference on Similarity Search and Applications

Submission deadline: 11. May 2015
Location: Glasgow, UK
Dates: 12. October 2015 -14. October 2015
More information: <http://www.sisap.org/2015/>

SSCR 2015

Social Science Computer Review

Citizenship, Social Media, and Big Data

Submission deadline: 01. February 2015
Special issue

More information: http://milab.univie.ac.at/fileadmin/user_upload/p_milab/News/CALL_FOR_PAPERS.new.pdf

TAIA @ SIGIR 2015

SIGIR 2015 Workshop on Temporal, Social and Spatially-aware Information Access

Submission deadline: 01. June 2015
Location: Santiago, Chile
Dates: 09. August 2015 -13. August 2015
More information: <http://research.microsoft.com/en-us/people/milads/taia2015.aspx>

TVX in Industry @ ACM TVX 2015

ACM International Conference on Interactive Experiences for Television and Online Video

Submission deadline: 02. March 2015
Location: Crowne Plaza Hotel, Brussels
Dates: 03. June 2015 -05. June 2015
More information: <http://tvx2015.com/participation/industrial-submissions/>

WebMuV @ ICME 2015

The First International Workshop on Web Multimedia Verification

Submission deadline: 10. April 2015
Location: Torino, Italy
Dates: 29. June 2015 -29. June 2015
More information: <https://sites.google.com/site/wemuv2015/>

WeMuV @ ICME 2015

Workshop on Web Multimedia Verification

Submission deadline: 30. March 2015
Location: Torino, Italy
Dates: 29. June 2015 -29. June 2015
More information: <https://sites.google.com/site/wemuv2015/>

WWIC 2015

13th International Conference on Wired & Wireless Internet Communications

Submission deadline: 01. March 2015

Location: Malaga (Spain)
Dates: 25. May 2015 -27. May 2015
More information: <http://wwic2015.ic.uma.es/>

Touradj Ebrahimi, Ecole Polytechnique Federale de
Lausanne
Mohammad Anwar Hossain, King Saud University
Michael Riegler, Simula Research Laboratory

YFGC @ ACM MM 2015

Yahoo-Flickr Event Summarization Challenge at ACM Multimedia 2015

Submission deadline: 06. July 2015
Location: Brisbane, Australia
Dates: 26. October 2015 -30. October 2015
More information: <http://www.acmmm.org/2015/call-for-contributions/multimedia-grand-challenges/>

Back Matter

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