MO1A

Video Streaming

(i) Low Latency DASH based Streaming over LTE  1

(ii) Probabilistic Chunk Scheduling Approach in Parallel Multiple-server DASH  5

(iii) Towards Simple and Smooth Rate Adaption for VBR Video in DASH  9

(iv) Communication-Efficient Multi-view Keyframe Extraction in Distributed Video Sensors  13

(v) Re-weighting the Morphological Diversity  17

MO1B

Quality of Experience

(i) Studying the Added Value of Computational Saliency in Objective Image Quality Assessment  21

(ii) Foveation-Based Image Quality Assessment  25

(iii) A Novel Objective Quality Assessment Method for Perceptual Video Coding in Conversational Scenarios  29

(iv) Optimized Spatial and Temporal Resolution based on Subjective Quality Estimation without Encoding  33

(v) Blind Image Quality Assessment Based on a New Feature of Nature Scene Statistics  37

MO2A

Image Processing 1

(i) Image Transformation using Limited Reference with Application to Photo-Sketch Synthesis  41
(ii) A Novel Metric for Efficient Video Shot Boundary Detection 45

(iii) Hybrid Modeling of Natural Image in Wavelet Domain 49

(iv) Discriminative Multi-modality Non-negative Sparse Graph Model for Action Recognition

(v) Intrinsic Flexibility Exploiting for Scalable Video Streaming over Multi-Channel Wireless Networks 57

MO2B

Multimedia Coding 1

(i) Non-separable mode dependent transforms for intra coding in HEVC 61

(ii) Four-step Algorithm for Early Termination in HEVC Inter-frame Prediction based on Decision Trees 65

(iii) Sample Adaptive Offset in AVS2 Video Standard 69

(iv) Rate-distortion optimised transform competition for intra coding in HEVC 73

(v) Improved disparity vector derivation for inter-view residual prediction in 3D-HEVC 77

14:30 Poster Session – MP1- Auditorium Foyer

(i) Stereo Correspondence Using an Assisted Discrete Cosine Transform Method 81

(ii) Robust 3D LUT Estimation Method for SHVC Color Gamut Scalability 85

(iii) Variable Length Dominant Gabor Local Binary Pattern (VLD-GLBP) for Face Recognition 89

(iv) A Refined Object Detection Method Based on HTM 93

(v) Ultra High Definition Video Saliency Database 97
(vi) Patch-Based Image Deblocking Using Geodesic Distance Weighted Low-Rank Approximation 101
(vii) Robust Image Registration using Adaptive Expectation Maximisation based PCA 105
(viii) Full Reference Image Quality Metric for Stereo Images Based on Cyclopean Image Computation and Neural Fusion 109
(ix) Derived Disparity Vector Based NBDV for 3D-AVC 113
(x) Tagged Multi-hypothesis Motion Compensation Scheme for Video Coding 117
(xi) Simplified Depth-based Block Partitioning and Prediction Merging in 3D Video Coding 121
(xii) Synthesis-Guided Depth Super Resolution 125
(xiii) Independent Uniform Prediction Mode for Screen Content Video Coding 129
(xiv) Statistical Metric Fusion for Image Quality Assessment 133
(xv) A Complexity Reduction Algorithm for Depth Maps Intra Prediction on the 3D-HEVC 137
(xvi) Gradient Based Image/Video SoftCast with Grouped-Patch Collaborative Reconstruction 141

MO3A

Systems and Human Interaction

(i) DLP Based Anti-piracy Display System 145
(ii) Improving a Vision Indoor Localization System by a Saliency-Guided Detection 149
(iii) Robust Rigid Registration of CT to MRI Volumes using the SCV Similarity Measure 153
(iv) Kinship Classification based on Discriminative Facial Patches 157
MO3B

Multiview and FreeView 1

(i) View Synthesis Prediction via Motion Field Synthesis for 3D Video Coding 165
(ii) Depth Inference with Convolutional Neural Network 169
(iii) Fast and smooth 3D reconstruction using multiple RGB-Depth sensors 173
(iv) Spatio-Temporal Coherence for 3-D View Synthesis with Curve-Based Disparity Warping 177
(v) Subjective Evaluation and Statistical Analysis for Improved Frame-loss Error Concealment of 3D Videos 181

TO1A

Multimedia Coding 2

(i) Intra-frame Coding with Recursive Intra Prediction and Adapted Block Transforms 185
(ii) 1-D Dictionary Mode for Screen Content Coding 189
(iii) Optimal Reconstruction for a HEVC Backward Compatible Distributed Scalable Video Codec 193
(iv) An Area-Efficient 4/8/16/32-Point Inverse DCT Architecture For UHDTV HEVC Decoder 197
(v) Improved Weighted Prediction for Color Gamut Scalability in SHVC 201

10:30 Oral Session – TO1B – Meeting Room 1

Embedded Systems

(i) A Hardware-oriented IME Algorithm and Its Implementation for HEVC 205
(ii) A Cost-efficient Hardware Architecture of Deblocking Filter in HEVC 209
A Single Octave SIFT Algorithm for Image Feature Extraction in Resource Limited Hardware Systems 213

Accelerated Hybrid Image Reconstruction for Non-Regular Sampling Color Sensors 217

An embedded real-time hands free control of an electrical wheelchair 221

TO2A

Complexity Control

(i) Complexity Control of HEVC Based on Region-of-Interest Attention Model 225

(ii) Complexity Reduction of Depth Intra Coding for 3D Video Extension of HEVC 229

(iii) Effective H.264/AVC to HEVC Transcoder based on Prediction Homogeneity 233

(iv) A Fast Background Model Based Surveillance Video Coding in HEVC 237

(v) A Fast Intra Optimization Algorithm for HEVC 241

TO2B

Image Processing 2

(i) Face Image Processing by TV Filter and Super-Resolution 245

(ii) Person Re-Identification via Region-of-Interest based Features 249

(iii) A Proposed Accelerated Image Copy-Move Forgery Detection 253

(iv) Two-Dimensional Histogram Expansion of Wavelet Coefficient for Reversible Data Hiding 258

(v) Scalar-quantization-based Multi-layer Data Hiding for Video Coding Applications 262

TP1

(i) Reducing Randomness of Non-Regular Sampling Masks for Image Reconstruction 266
A Joint 3D Image Semantic Segmentation and Scalable Coding Scheme with ROI Approach

Efficient Depth Propagation in Videos with GPU-acceleration

A case study for tele-immersion communication applications: from 3D capturing to rendering

Flexible CTU-level Parallel Motion Estimation by CPU and GPU Pipeline for HEVC

GPU-Aided Real-Time Image/Video Super Resolution Based on Estimation Error

Depth Estimation by Combining Stereo Matching and Coded Aperture

Multiview Video Representations for Quality-Scalable Navigation

Sample Adaptive Offset Filter Hardware Design for HEVC Encoder

End to End Video Distortion Estimation with Advanced Error Concealment Considerations

Accurate stereo 3D point cloud generation suitable for multi-view stereo reconstruction

A Parallel Huffman Coder on the CUDA Architecture

Intraband Wavelet-Based Coding of Arbitrary Triangular Meshes

A Low-latency Peer-to-Peer Live and VOD Streaming System Based on Scalable Video Coding

A Novel Distributed Compressive Video Sensing Based on Hybrid Sparse Basis

A Reconfiguration System for Video Decoder

Demo: DLP Based Anti-piracy Display System

Real-time Air Quality Estimation Based on Color Image Processing
TO3A

Visual Communications 1

(i) Tag-Based Social Image Search with Hyperedges Correlation  330
(ii) Improving Deep Neural Networks with Multilayer Maxout Networks  334
(iii) Packet Scheduling in MultiCamera Capture Systems  338
(iv) Spatial Pyramid VLAD  342
(v) Online Video Object Classification Using Fast Similarity Network Fusion  346

TO3B

Image Processing 3

(i) A New Frame Interpolation Method With Pixel-level Motion Vector Field  350
(ii) An Efficient Framework for Image Interpolation Using Weighted Surface Approximation  354
(iii) Automatic Denoising Parameter Estimation using Gradient Histograms  358
(iv) Accurate Image Noise Level Estimation by High Order Polynomial Local Surface Approximation and Statistical Inference  362
(v) Learning Adaptive Filter Banks for Hierarchical Image Representation  366

WO1A

Multiview and FreeView2

(i) Solving dense stereo matching via quadratic programming  370
(ii) A Fast Coding Algorithm Based on Inter-View Correlations for 3D-HEVC  374
(iii) Implementation of Fast Free-Viewpoint Video Rendering on Graphics Processing Units  378
(iv) Adaptive frame level Rate Control in 3D-HEVC  382
(v) Depth Map Super-resolution Via Iterative Joint-Trilateral-Upsampling 386

WO1B
(i) Fast Intra Partition Algorithm for HEVC Screen Content Coding 390
(ii) Fast Mode Decision Method for All Intra Spatial Scalability in SHVC 394
(iii) Efficient Lossless Coding of Highpass Bands from Block-based Motion Compensated Wavelet Lifting Using JPEG 2000 398
(iv) Video Compressive Sensing via Structured Laplacian Modelling 402
(v) Insights into the Role of Feedbacks in the Tracking Loop of a Fall-detection Algorithm 406

WO2A
Multiview and FreeView 3
(i) Joint Depth and Texture Filtering Targeting MVD Compression 410
(ii) Fusion Side Information Based on Feature and Motion Extraction for Distributed Multiview Video Coding 414
(iii) Using 3D Structural Tensors in Quality Evaluation of Stereoscopic Video 418
(iv) Edge-aware Depth Completion for Point-based 3D Scene Visualization on an RGB-D Camera 422
(v) Depth Coding using Depth Discontinuity Prediction and in-loop Boundary Reconstruction Filtering 426

WO2B
Image Processing 4
(i) UDCT Complex Coefficient Statistics Based Rotation Invariant Texture Characterization 430
(ii) Region-of-Unpredictable Determination for Accelerated Full-Frame Feature Generation in Video Sequences 434
(iii) Layer-based Image Completion by Poisson Surface Reconstruction 438
<table>
<thead>
<tr>
<th>WP1</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>(i)</td>
<td>Fast CU Splitting and Pruning Method Based on Online Learning for Intra Coding In HEVC</td>
<td>450</td>
</tr>
<tr>
<td>(ii)</td>
<td>Information Security Display via Uncrowded Window</td>
<td>454</td>
</tr>
<tr>
<td>(iii)</td>
<td>Fast Algorithm of Coding Unit Depth Decision for HEVC Intra Coding</td>
<td>458</td>
</tr>
<tr>
<td>(iv)</td>
<td>Fast Multiple-view Denoising Based on Image Reconstruction by Plane Sweeping</td>
<td>462</td>
</tr>
<tr>
<td>(vi)</td>
<td>Sharpening filter for interlayer prediction</td>
<td>470</td>
</tr>
<tr>
<td>(vii)</td>
<td>Multispectral demosaicking algorithm based on inter-channel correlation</td>
<td>474</td>
</tr>
<tr>
<td>(viii)</td>
<td>An Adaptive Symmetry Detection Algorithm Based on Local Features</td>
<td>478</td>
</tr>
<tr>
<td>(ix)</td>
<td>Content-adaptive Depth Map Enhancement Based on Motion Distribution</td>
<td>482</td>
</tr>
<tr>
<td>(x)</td>
<td>Key view selection in distributed multiview coding</td>
<td>486</td>
</tr>
<tr>
<td>(xi)</td>
<td>Visual Saliency Guided Mode Decision in Video Compression Based on Laplace Distribution of DCT Coefficients</td>
<td>490</td>
</tr>
<tr>
<td>(xii)</td>
<td>Disocclusion Hole-Filling in DIBR-Synthesized Images using Multi-Scale Template Matching</td>
<td>494</td>
</tr>
<tr>
<td>(xiii)</td>
<td>Fast hierarchical cost volume aggregation for stereo-matching</td>
<td>498</td>
</tr>
<tr>
<td>(xiv)</td>
<td>Analysis and Optimization of x265 Encoder</td>
<td>502</td>
</tr>
<tr>
<td>(xv)</td>
<td>Avoiding Weak Parameters in Secret Image Sharing</td>
<td>506</td>
</tr>
</tbody>
</table>
WO3A

Visual Communications 3

(i) Fast Intra Mode Decision for HEVC Based on Texture Characteristic from RMD and MPM 510

(ii) Depth-map Driven Planar Surfaces Detection 514

(iii) Dynamic Redundancy Allocation for Video Streaming using Sub-GOP based FEC Code 518

(iv) Fast and viewpoint robust human detection in uncluttered environments 522

(v) Adaptive Segmentation-based Filtering of Reference Samples for Intra Prediction 526

WO3B

Multimedia Coding 3

(i) A Unified Framework of Hash-based Matching for Screen Content Coding 530

(ii) Statistical Reconstruction for Predictive Video Coding 534

(iii) Lossless Compression of JPEG Coded Photo Albums 538

(iv) Comparative Study of 8 and 10-bit HEVC Encoders 542

(v) A New Convex Optimization-based Two-pass Rate Control Method for Object Coding in AVS 546