Good Practices in Multimedia Modeling

Introduction

In nowadays, the volume and variety of data has been dramatically enlarged than before. Multimedia data has become an increasingly powerful tool to facilitate the daily life of human. The traditional representation of multimedia data or modeling methods may not work well or be computationally tractable for real-world multimedia content analysis applications, such as multimedia retrieval, multimedia recognition, etc. It is desirable to develop novel, effective multimedia models for content analysis, which can be easily performed with large-scale multimedia data from variety of sources and achieve promising performance in the related tasks.

This special session will focus on the most recent progress on novel multimedia modeling algorithms for various content analysis tasks with large-scale data and data produced from various sources, such as content-based multimedia retrieval, multimedia classification, multimedia annotation, object detection in multimedia data, multimedia processing and visual semantic analysis. Novel applications or practices of current modes are also the focus of this special session. The primary objective of this special session fosters focused attention on the latest research progress in this interesting area.

The special session seeks for original contribution of work, which addresses the challenges from the modeling of multimedia data and its practice. The list of possible topics includes, but not limited to:

- Novel multimedia models for content analysis
- Effective models for multimedia retrieval
- New algorithms for multimedia classification
- Indexing algorithms for large-scale multimedia data
- Visual recognition (e.g., detection, annotation, matching, denoising) with new modeling methods
- Novel applications or practices of multimedia models
- 3D multimedia data processing