

Dear Respected Authors,

Please accept my most sincere gratitude for your kindly considerations in submitting the VERY high quality papers to VCIP 2011 this year. Due to the high number of good paper submissions and only an acceptance rate of 60% as was kindly advised by the steering committee from ISCAS VSPC Technical Committee, it was rather difficult for us to select the papers to be accepted and we regret that we had to let go of many papers which are also of good quality. This was also why it took us time after July 6<sup>th</sup> in order to examine the papers repeatedly.

The official notifications will be sent via email before this Friday. Once again, many thanks for all your submissions and we look forward to seeing you during the conference in Tainan.

Most Sincerely and Truthfully Yours

Gwo Giun (Chris) Lee

Program Chair, VCIP 2011

Paper ID	Paper Title
#00020	Context-Based Adaptive Zigzag Scanning for Image Coding
#00022	Block-level Adaptive Optimization for Inter-Layer Texture Up-Sampling in H.264/SVC
#00023	Improved Rate-Adaptive Codes for Distributed Video Coding
#00026	ADAPTIVE RASTER SCAN FOR SLICE/FRAME CODING
#00027	Video Deblurring Algorithm Using an Adjacent Unblurred Frame
#00029	Content-Adaptive Encoder Optimization of the H.264/AVC Deblocking Filter for Visual Quality Improvement
#00030	Fast Disparity Estimation for Multi-view Plus Depth Video Coding
#00031	Towards Quality-Oriented Scheduling for Live Swarm-Based P2P Streaming
#00033	Real-Time Forward Error Correction for Video Transmission
#00034	Quantitative Assessment of 2D versus 3D Visualisation Modalities
#00036	Joint Redundant Motion Vector and Intra Macroblock Refreshment For Video Transmission
#00038	Image Matting Based on Mutual information
#00039	Priority Pyramid Based Bit Allocation for Multiview Video Coding
#00043	Recognizing Human Actions Using Curvature Estimation and NWFE-Based Histogram Vectors
#00044	Interactive Object Segmentation Using Iterative Adjustable Graph Cut
#00045	Subjective Quality Analyses of Stereoscopic Images in 3DTV System
#00046	Unequal channel error protection of multiple description codes for wireless media streaming
#00047	Recent Progress on Perceptual Video Coding
#00048	Image Indexing Using 3D Model For Image Retrieval
#00050	Compressive Sensing based Video Scrambling for Privacy Protection
#00053	REAL-TIME MULTI-CAMERA AIR SURVEILLANCE SYSTEM USING A SIMULTANEOUS ESTIMATION, FILTERING AND REJECTION TRACKING ALGORITHM
#00054	Weighted sparse coding residue minimization for visual tracking
#00055	Real-time Two-Stage SPECK (TSSP) Design and Implementation for Scalable Video Coding on Embedded Systems
#00059	A novel high efficiency fixed length coding for video compression based on symbol probability estimation
#00061	Gauss-Laguerre Keypoints Descriptors for Color Images
#00062	Graph-cut based Antialiasing for Doppler Ultrasound Color Flow Medical Imaging
#00064	Motion Compensated Frame Interpolation using Skipped Frame Information
#00065	Muscle Injury Determination by Image Segmentation
#00070	Point Cloud Compression for Grid-Pattern-based 3D Scanning System

#00071	Screen-Strategy Analysis in Broadcast Basketball Video using Player Tracking
#00073	Contextual Saliency
#00074	Fast iterative search for motion and disparity estimation in stereoscopic video coding
#00075	3D Ball Trajectory Reconstruction From Single-camera Sports Video For Free Viewpoint Virtual Replay
#00077	Data Hiding Based Error Recovery for H.264 Video Streaming over Wireless Networks
#00078	A New Image Coding Scheme with Hierarchical Representation and Adaptive Interpolation
#00081	An effective night video enhancement algorithm
#00085	Low-Complexity Intra Prediction Algorithm for Video Down-sizing Transcoder
#00086	An Unequally Protected Distributed Compressed Video Sensing Algorithm
#00089	The Quality Evaluation of Image Recovery Attack for Visible Watermarking Algorithms
#00090	Real-time free-viewpoint DIBR on GPUs for large base-line multi-view 3DTV videos
#00093	New Stereo Video Coding In Redundant Wavelet Domain
#00095	Zero-Error Watermarking JPEG Images by Shuffling Huffman Tree Nodes
#00096	A Fast Encoder of Frame-compatible Format based on Content Similarity for 3-D Delivery
#00097	Fast Mode Decision Algorithm Based on Rate-Distortion Cost and Temporal Correlations
#00098	A Pivot-based Filtering Algorithm for Enhancing Query Performance of LSH
#00099	Estimating Initial Pose by Utilizing Symmetric Property for Real-Time Intelligent Transportation System
#00100	Adaptive Background Estimation of Outdoor Illumination Variations for Foreground Detection
#00101	ROBUST 3D OBJECT POSE ESTIMATION FROM A SINGLE 2D IMAGE
#00102	Adaptive Integer-precision Lagrange Multiplier Selection for High Performance AVS Video Coding
#00106	Efficient Dead-Zone Plus Uniform Threshold Scalar Quantization of Generalized Gaussian Random Variables
#00108	A Novel Parallel Encoding Framework for Scalable Video Coding
#00109	Zero Spectrum Removal Using Joint Bilateral Filter for Fourier Transform Profilometry
#00110	Extension of Non-Local Means (NLM) Algorithm with Gaussian Filtering for Highly Noisy Images
#00111	Low Power Parallel Surveillance Video Encoding System Based on Joint Power-Speed Scheduling
#00113	Multiple-image Compressed Encryption and Decryption by Compressive Holography
#00115	Exploiting Inter-frame Correlations In Compound Video Coding
#00116	Compressive Sensing Image Recovery Based on equalization quantization noise model
#00119	An Adaptive H.264 Video Protection Scheme for Video Conferencing
#00121	Robust Orthogonal Particle Swarm Optimization for Estimating the Fundamental Matrix
#00122	A New Package-Group-Transmission-based Algorithm for Human Activity Recognition in Videos

#00123	Two-Stage Method for Salt-and-Pepper Noise Removal Using Statistical Jump Regression Analysis
#00124	A New Global-based Video Enhancement Algorithm by Fusing Features of Multiple Region-of-Interests
#00125	Systematic Evaluation of Super-resolution Using Classification
#00126	Reconfigurable Peer-to-Peer Network Image
#00127	Perceptual Quality Assessment on B-D Tradeoff of P2P Assisted Layered Video Streaming
#00129	An Improved Automatic Initial Snaxel Selection with Corner Tracing for Object Contour Extraction in Medical Image
#00130	FPGA Design for Image Processing Using a GUI of a Web-Based VHDL Code Generator
#00131	Hardware Encoder and Decoder for 3-D Stereo Video Streaming Applications
#00134	Interleaving-Based Error Concealment for Scalable Video Coding System
#00136	Spatio-Temporal De-interlacing Based on Maximum Likelihood Estimation
#00137	Parsing Robustness in High Efficiency Video Coding - Analysis and Improvement
#00138	A LOW COMPLEXITY DUAL MODE EDGE DETECTOR
#00144	Illumination-Robust Face Recognition via Sparse Representation
#00145	Divider-Free Architecture for Fast Sub-pixel Motion Prediction in H.264/AVC
#00146	Fast Depth Video Coding Method using Adaptive Edge Classification
#00148	A Time, Space and Color-Based Classification of Different Weather Conditions
#00149	Psychophysical Assessment of Perceived Interest in Natural Images: The ROI-D Database
#00150	Two-view to N-view Conversion without Depth
#00152	Subjective Evaluation of Transmission Errors in IPTV and 3DTV
#00153	Inferring Users' Image-Search Goals with Pseudo-images
#00154	Lossless Integer Color Transform for Four Color Components
#00155	A Novel Video Coding Scheme for Lossy Networks with Scalable Bit-stream
#00157	Fast Mode Decision Algorithm for Intra Prediction in HEVC
#00158	Reduced-Complexity Search for Video Coding Geometry Partitions Using Texture and Depth Data
#00159	Virtual Support Window for Adaptive-Weight Stereo Matching
#00160	Dynamic Video Object Detection with Single PTU Camera
#00161	Real-time Hand Tracking on Depth Images
#00162	FACE RECOGNITION USING AN ENHANCED AGE SIMULATION METHOD
#00163	Human and Car Identification using Motion Vector in H.264 Compressed Video
#00164	Mode-Dependent Intra Frame Interpolation for H.264/AVC Compressed Video
#00165	Distributed Markov Decision Process in Cooperative Peer Recovery for WWAN Multiview Video Multicast

#00167	MixCast Modulation for Layered Video Multicast over WLANs
#00168	Contour-based Segmentation and Coding for Depth Map Compression
#00169	Region Based Motion Vector Prediction Using Data Hiding and Decoder side Reasoning
#00170	Prediction of DCT Coefficients Considering Motion Compensation Error Distributions
#00173	Content-based Image Quality Assessment of Natural Scene Image Distorted by Quantization
#00174	An Improved Automatic Commercial Detection System
#00177	Separation of Superimposed Images with Unknown Motions Using Sparsity Priors
#00179	One-Pass Encoding Algorithm for Adaptive Loop Filter in High-Efficiency Video Coding
#00181	A Parallel Context Model for Level Information in CABAC
#00182	Rate Distortion Optimized Transform for Intra Block Coding for HEVC
#00183	Decoder Picture Buffer Reduction based Effective Reference Frame Selection algorithm for Multiview Video Coding
#00184	Parallelized deblocking filter for hybrid video coding
#00188	Image Reconstruction from Random Samples with Parametric and Nonparametric Modeling
#00190	Video Object Tracking using Graph Cuts and Location-Dependent Appearance Models
#00191	Region-of-Interest Segmentation Based on Bayesian Theorem for H.264 Video Transcoding
#00192	Crowd Instability Analysis Using Velocity-Field Based Social Force Model
#00196	High-Quality Image Restoration from Partial Random Samples in Spatial Domain
#00197	Accurate Depth Map Estimation from Video via MRF Optimization
#00199	ADVANCED SPATIAL AND TEMPORAL DIRECT MODE FOR B PICTURE CODING
#00200	Wide-Angle Distortion Correction by Hough Transform and Gradient Estimation
#00201	Resource aware real-time stream adaptation of MPEG-4 video in constrained bandwidth networks
#00202	A 94fps View Synthesis Engine for HD1080p Video
#00203	A Double-Filter Design of Deblocking Filter for H.264/AVC Macroblock Adaptive Frame Field Coding
#00205	MULTIVIEW ENCODER PARALLELIZED FAST SEARCH REALIZATION ON NVIDIA CUDA
#00206	Adaptive Multi-view Video Streaming over P2P Networks Considering Quality of Experience
#00209	Visual system using ray-based image sensors and electronic holography display toward ultra-realistic communication
#00210	Fast Deconvolution-Based Image Super-Resolution Using Gradient Prior
#00211	Fast Intra Mode Selection for Stereo Video Coding Using Epipolar Constraint
#00213	IMAGE RETARGETING BASED ON THE SENSITIVITY-TUNED VISUAL SIGNIFICANCE MAP
#00214	Considering Binocular Spatial Sensitivity in Stereoscopic Image Quality Assessment
#00215	Joint Just Noticeable Difference Model Based on Depth Perception for Stereoscopic Images

#00216	CROSS-VIEW POST-FILTERING FOR FIDELITY ENHANCEMENT ON ASYMMETRIC CODING OF 3D VIDEO
#00217	Distributed Video Coding: a Promising Solution for Distributed Wireless Video Sensors or Not?
#00218	Wyner-Ziv video coding using progressive encoding and decoding
#00220	Observation Quality Guaranteed Layout of Camera Networks via Sparse Representation
#00221	Stereoscopic Video Coding in AVS
#00222	Multiple Description Video Coding Against Both Erasure and Bit Errors by Compressive Sensing
#00223	Learning of Context-Aware Single Image Super-Resolution
#00224	MPEG Reconfigurable Graphics Coding Framework: Overview and Design of 3D Mesh Coding
#00225	Challenges in 3D Video Standardization
#00226	Three-Dimensional Television System Based on Integral Photography
#00227	Progressive Adaptive Correlation Estimation(PACE) for WZVC
#00228	Vision Field Capture for Advanced 3DTV Applications
#00229	Improved Spatial Aided Low Delay Wyner-Ziv video Coding by Wavelet Shrinkage
#00230	CONDITIONAL RANDOM FIELD BASED SIDE-INFORMATION FUSION FOR DISTRIBUTED MULTI-VIEW VIDEO CODING
#00231	Multi-Resolution 3D Mesh Coding in MPEG
#00232	Multi-Resolution Texture Coding for Multi-Resolution 3D Meshes
#00233	FTV and All-Around 3DTV
#00234	Motion-Tolerance Contextual Visual Saliency Preserving for Video Retargeting
#00235	Depth-Enhanced Compression for 3D Video
#00236	A Low-Complexity Upsampling Technique for H.264
#00239	Bit-depth Scalable Video Coding Using Error Residual Correction
#00241	Perceptual Multi-Cues 2D-to-3D Conversion System
#00242	Fast Mode Decision Algorithm for Residual Quadtree Coding in HEVC