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Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 6312
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Soggetti	Optical data processing Pattern recognition Biometrics (Biology) Computer graphics Algorithms Image Processing and Computer Vision Pattern Recognition Computer Imaging, Vision, Pattern Recognition and Graphics Biometrics Computer Graphics Algorithm Analysis and Problem Complexity
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Spotlights and Posters M2 -- Resampling Structure from Motion -- Sequential Non-Rigid Structure-from-Motion with the 3D-Implicit Low-Rank Shape Model -- Bundle Adjustment in the Large -- Sparse Non-linear Least Squares Optimization for Geometric Vision -- Geometric Image Parsing in Man-Made Environments -- Euclidean Structure Recovery from Motion in Perspective Image Sequences via Hankel Rank Minimization -- Exploiting Loops in the Graph of Trifocal Tensors for Calibrating a Network of Cameras -- Efficient Structure from Motion by

Graph Optimization -- Conjugate Gradient Bundle Adjustment -- NF-Features -- No-Feature-Features for Representing Non-textured Regions -- Detecting Large Repetitive Structures with Salient Boundaries -- Fast Covariance Computation and Dimensionality Reduction for Sub-window Features in Images -- Binary Coherent Edge Descriptors -- Adaptive and Generic Corner Detection Based on the Accelerated Segment Test -- Spatially-Sensitive Affine-Invariant Image Descriptors -- Object Classification Using Heterogeneous Co-occurrence Features -- Maximum Margin Distance Learning for Dynamic Texture Recognition -- Image Invariants for Smooth Reflective Surfaces -- Visibility Subspaces: Uncalibrated Photometric Stereo with Shadows -- Ring-Light Photometric Stereo -- Shape from Second-Bounce of Light Transport -- A Dual Theory of Inverse and Forward Light Transport -- Lighting Aware Preprocessing for Face Recognition across Varying Illumination -- Detecting Ground Shadows in Outdoor Consumer Photographs -- The Semi-explicit Shape Model for Multi-object Detection and Classification -- Humans and Faces -- Coupled Gaussian Process Regression for Pose-Invariant Facial Expression Recognition -- Bilinear Kernel Reduced Rank Regression for Facial Expression Synthesis -- Multi-class Classification on Riemannian Manifolds for Video Surveillance -- Modeling Temporal Structure of Decomposable Motion Segments for Activity Classification -- Cascaded Models for Articulated Pose Estimation -- Spotlights and Posters T1 -- State Estimation in a Document Image and Its Application in Text Block Identification and Text Line Extraction -- Discriminative Learning with Latent Variables for Cluttered Indoor Scene Understanding -- Simultaneous Segmentation and Figure/Ground Organization Using Angular Embedding -- Cosegmentation Revisited: Models and Optimization -- Optimal Contour Closure by Superpixel Grouping -- Fast and Exact Primal-Dual Iterations for Variational Problems in Computer Vision -- An Experimental Study of Color-Based Segmentation Algorithms Based on the Mean-Shift Concept -- Towards More Efficient and Effective LP-Based Algorithms for MRF Optimization -- Energy Minimization under Constraints on Label Counts -- A Fast Dual Method for HIK SVM Learning -- Weakly-Paired Maximum Covariance Analysis for Multimodal Dimensionality Reduction and Transfer Learning -- Optimizing Complex Loss Functions in Structured Prediction -- A Novel Parameter Estimation Algorithm for the Multivariate t-Distribution and Its Application to Computer Vision -- LACBoost and FisherBoost: Optimally Building Cascade Classifiers -- A Shrinkage Learning Approach for Single Image Super-Resolution with Overcomplete Representations -- Object of Interest Detection by Saliency Learning -- Boundary Detection Using F-Measure-, Filter- and Feature- (F3) Boost -- Unsupervised Learning of Functional Categories in Video Scenes -- Automatic Learning of Background Semantics in Generic Surveilled Scenes -- Why Did the Person Cross the Road (There)? Scene Understanding Using Probabilistic Logic Models and Common Sense Reasoning -- A Data-Driven Approach for Event Prediction -- Activities as Time Series of Human Postures -- Fast Approximate Nearest Neighbor Methods for Non-Euclidean Manifolds with Applications to Human Activity Analysis in Videos -- The Quadratic-Chi Histogram Distance Family -- Membrane Nonrigid Image Registration -- Affine Puzzle: Realignment Deformed Object Fragments without Correspondences -- Location Recognition Using Prioritized Feature Matching.

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## Sommario/riassunto

The 2010 edition of the European Conference on Computer Vision was held in Heraklion, Crete. The call for papers attracted an absolute record of 1,174 submissions. We describe here the selection of the

accepted papers: Thirty-eight area chairs were selected coming from Europe (18), USA and Canada (16), and Asia (4). Their selection was based on the following criteria: (1) Researchers who had served at least two times as Area Chairs within the past two years at major vision conferences were excluded; (2) Researchers who served as Area Chairs at the 2010 Computer Vision and Pattern Recognition were also excluded (exception: ECCV 2012 Program Chairs); (3) Minimization of overlap introduced by Area Chairs being former student and advisors; (4) 20% of the Area Chairs had never served before in a major conference; (5) The Area Chair selection process made all possible efforts to achieve a reasonable geographic distribution between countries, thematic areas and trends in computer vision. Each Area Chair was assigned by the Program Chairs between 28–32 papers. Based on paper content, the Area Chair recommended up to seven potential reviewers per paper. Such assignment was made using all reviewers in the database including the conflicting ones. The Program Chairs manually entered the missing conflict domains of approximately 300 reviewers. Based on the recommendation of the Area Chairs, three reviewers were selected per paper (with at least one being of the top three suggestions), with 99.

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