1. Record Nr. UNISA996465724403316

Titolo	Advances in Multimedia Information Processing - PCM 2005 [[electronic resource]] : 6th Pacific Rim Conference on Multimedia, Jeju Island, Korea, November 11-13, 2005, Proceedings, Part II / / edited by Yo-Sung Ho, Hyoung-Joong Kim
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2005
ISBN	978-3-540-32131-6
Edizione	[1st ed. 2005.]
Descrizione fisica	1 online resource (XXVIII, 1088 p.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 3768
Disciplina	004
Soggetti	Application software Multimedia information systems Information storage and retrieval Computer communication systems Computer graphics Computer Applications Multimedia Information Systems Information Storage and Retrieval Computer Communication Networks Information Systems Applications (incl. Internet) Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Efficient Cache Management for QoS Adaptive Multimedia Streaming Services -- An Effective Failure Recovery Mechanism with Pipeline Computing in Clustered-Based VOD Servers -- Dynamic and Scalable Caching Algorithm of Proxy Server for Multiple Videos -- Dynamic Adaptive Architecture for Self-adaptation in VideoConferencing System -- Scalable and Reliable Overlay Multicast Network for Live Media Streaming -- Apollon : File System Level Support for QoS Augmented I/O -- Seamless Video Streaming for Video on Demand Services in Vertical Handoff -- MPEG-4 FGS Video Traffic Model and Its Application

in Simulations for Layered Video Multicast -- Dynamic Voltage Scaling for Real-Time Scheduling of Multimedia Tasks -- Class Renegotiating Mechanism for Guaranteed End-to-End QoS over DiffServ Networks -- Secure and Efficient ID-Based Group Key Agreement Fitted for Pay-TV -- A Method of Generating Table of Contents for Educational Videos -- Study of Inter-effect and Behavior of Multimedia Traffic in a QoS-Enabled Communication Network -- Broadcast Synchronizing System Using Audio Watermark -- Realistic Broadcasting Using Multi-modal Immersive Media -- Client System for Realistic Broadcasting: A First Prototype -- Proposal of Cooperative Transmission for the Uplink of TDD-CDMA Systems -- A Novel Scheduler for 1xEV-DO Type System Supporting Diverse Multimedia Traffics -- Proposal of Space-Time Block Coded Cooperative Wireless Transmission in Rayleigh Fading Channels -- Downlink Packet Scheduling Based on Channel Condition for Multimedia Services of Mobile Users in OFDMA-TDD -- An Efficient Channel Tracking Method for OFDM Based High Mobility Wireless Multimedia System -- A Novel Key Management and Distribution Solution for Secure Video Multicast -- A Robust Method for Data Hiding in Color Images -- A Color Image Encryption Algorithm Based on Magic Cube Transformation and Modular Arithmetic Operation -- Selective Video Encryption Based on Advanced Video Coding -- Key Frame Extraction Based on Shot Coverage and Distortion -- Secret Message Location Steganalysis Based on Local Coherences of Hue -- Feature-Based Image Watermarking Method Using Scale-Invariant Keypoints -- Watermarking NURBS Surfaces -- Digital Watermarking Based on Three-Dimensional Wavelet Transform for Video Data -- Using Space-Time Coding for Watermarking of Three-Dimensional Triangle Mesh -- Perceptually Tuned Auto-correlation Based Video Watermarking Using Independent Component Analysis -- Invertible Watermarking Scheme for Authentication and Integrity -- Adaptive Congestion Control Scheme Based on DCCP for Wireless/Mobile Access Networks -- SARS : A Linear Source Model Based Adaptive Rate-Control Scheme for TCP-Friendly Real-Time MPEG-4 Video Streaming -- Evaluation of a Crossover Router Based QoS Mechanism in Fast Mobile IPv6 Networks -- Adaptive and QoS Downlink Multimedia Packet Scheduling for Broadband Wireless Systems -- A Practical Multicast Transmission Control Method for Multi-channel HDTV IP Broadcasting System -- MEET : Multicast Debugging Toolkit with End-to-End Packet Trace -- Traffic Management for Video Streaming Service over Diff-Serv -- Scalable and Adaptive QoS Mapping Control Framework for Packet Video Delivery -- A Frame-Layer Rate Control Algorithm for H.264 Using Rate-Dependent Mode Selection -- TCP-Friendly Congestion Control over Heterogeneous Wired/Wireless IP Network -- A Balanced Revenue-Based Resource Sharing Scheme for Advance and Immediate Reservations -- Sequential Mesh Coding Using Wave Partitioning -- Dimension-Reduction Technique for MPEG-7 Audio Descriptors -- Design of an Asynchronous Switch Based on Butterfly Fat-Tree for Network-on-Chip Applications -- Adaptive Deinterlacing for Real-Time Applications -- Adaptive MAP High-Resolution Image Reconstruction Algorithm Using Local Statistics -- Energy-Efficient Cooperative Image Processing in Video Sensor Networks -- Mathematical PSNR Prediction Model Between Compressed Normal Maps and Rendered 3D Images -- Fast Adaptive Skin Detection in JPEG Images -- Effective Blocking Artifact Reduction Using Classification of Block Boundary Area -- Adaptive Rate-Distortion Optimization for H.264 -- Directional Lifting-Based Wavelet Transform for Multiple Description Image Coding with Quincunx Segmentation -- Non-periodic Frame Refreshment Based on the Uncertainty Models of the Reference Frames -- Color Quantization

of Digital Images -- Directional Feature Detection and Correspondence -- An Improvement of Dead Reckoning Algorithm Using Kalman Filter for Minimizing Network Traffic of 3D On-Line Games -- IRED Gun: Infrared LED Tracking System for Game Interface -- On the Implementation of Gentle Phone's Function Based on PSOLA Algorithm -- A Novel Blind Equalizer Based on Dual-Mode MCMA and DD Algorithm -- Robust Secret Key Based Authentication Scheme Using Smart Cards -- A Dynamically Configurable Multimedia Middleware -- Adaptive VoIP Smoothing of Pareto Traffic Based on Optimal E-Model Quality -- Indoor Scene Reconstruction Using a Projection-Based Registration Technique of Multi-view Depth Images -- Image-Based Relighting in Dynamic Scenes -- Stippling Technique Based on Color Analysis -- Photometry Data Coding for Three-Dimensional Mesh Models Using Connectivity and Geometry Information -- Adaptation of MPEG-4 BIFS Scenes into MPEG-4 LASeR Scenes in MPEG-21 DIA Framework -- Performance Evaluation of H.264 Mapping Strategies over IEEE 802.11e WLAN for Robust Video Streaming -- Reducing Spatial Resolution for MPEG-2 to H.264/AVC Transcoding -- Low-Bitrate Video Quality Enhancement by Frame Rate Up-Conversion and Adaptive Frame Encoding -- Face Recognition Using Neighborhood Preserving Projections -- An Efficient Virtual Aesthetic Surgery Model Based on 2D Color Photograph -- Automatic Photo Indexing Based on Person Identity -- Bayesian Colorization Using MRF Color Image Modeling -- An Efficient Player for MPEG-4 Contents on a Mobile Device -- Conversion Mechanism of XMT into SMIL in MPEG-4 System -- Two-Channel-Based Noise Reduction in a Complex Spectrum Plane for Hands-Free Communication System -- An Efficient Classifier Fusion for Face Recognition Including Varying Illumination -- Illumination Invariant Feature Selection for Face Recognition -- Specular Removal Using CL-Projection -- Oriental Color-Ink Model Based Painterly Rendering for Realtime Application -- An Adjusted-Q Digital Graphic Equalizer Employing Opposite Filters -- Interactive Transfer of Human Facial Color -- Panoramic Mesh Model Generation from Multiple Range Data for Indoor Scene Reconstruction -- A Novel Low Latency Packet Scheduling Scheme for Broadband Networks -- Creative Cartoon Face Synthesis System for Mobile Entertainment -- Concept and Construction of the Caddy Robot -- Rapid Algorithms for MPEG-2 to H. 264 Transcoding -- A New Method for Controlling Smoke's Shape -- A Scene Change Detection in H.264/AVC Compression Domain.

Sommario/riassunto

We are delighted to welcome readers to the proceedings of the 6th Pacific-Rim Conference on Multimedia (PCM). The first PCM was held in Sydney, Australia, in 2000. Since then, it has been hosted successfully by Beijing, China, in 2001, Hsinchu, Taiwan, in 2002, Singapore in 2003, and Tokyo, Japan, in 2004, and finally Jeju, one of the most beautiful and fantastic islands in Korea. This year, we accepted 181 papers out of 570 submissions including regular and special session papers. The acceptance rate of 32% indicates our commitment to ensuring a very high-quality conference. This would not be possible without the full support of the excellent Technical Committee and anonymous reviewers that provided timely and insightful reviews. We would therefore like to thank the Program Committee and all reviewers. The program of this year reflects the current interests of the PCM's. The accepted papers cover a range of topics, including, all aspects of multimedia, both technical and artistic perspectives and both theoretical and practical issues. The PCM 2005 program covers tutorial sessions and plenary lectures as well as regular presentations in three tracks of oral sessions and a poster session in a single track. We have tried to expand the scope of PCM to the artistic papers which need not

to be strictly technical.