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Smart Multimedia

First International Conference, ICSM 2018
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Revised Selected Papers

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Preface

Welcome to the proceedings of the First International Conference on Smart Multimedia. The idea behind this conference originated from the need to bring together smart algorithm design and various multimedia technologies ranging from smart sensing to haptics. We organized this conference with only one track to facilitate exchanges between researchers from various communities (e.g., deep learning, signal processing, computer vision, robotics, and medical multimedia processing) who focus on different topics. We hope this will help initiate new interdisciplinary collaborations and accelerate projects that need expertise in multiple disciplines.

In the long term, we would like to go beyond collecting big data and using such data for learning, to understanding what smartness really means and how many animals in nature can learn and generalize from a limited number of examples.

In our first year of the conference, we received around 100 submissions; around 30% could be accepted in the regular tracks owing to limited space. In addition, two excellent tutorials covering the topics of "Haptics for Smart Multimedia" and "Domain Adaptation for Computer Vision" were included. Papers in the conference were organized into 11 sessions, and the Springer LNCS proceedings containing the papers are arranged following these sessions into 10 topics. The topics in the proceedings include: Social, Affective and Cognition Analysis; Person-centered Smart Multimedia; Haptic and Robots for Smart Multimedia; MR, 3D, Underwater Image Processing; When Smart Signal Processing Meets Smart Sensing; Visual Behavior Analysis; Video Analysis; Learning; and Low-level Vision. These areas cover a broad range of disciplines on the wider field of smart multimedia.

We thank several donors for our premier conference on Smart Multimedia whose gifts not only assisted in covering the cost of organizing the conference, but also made the variety of social events possible.

October 2018

Stefano Berretti
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