IWSSIP 2010 - CALL FOR PAPERS

http://www.ic.uff.br/iwssip2010

The 17th International Conference on Systems, Signals and Image Processing, IWSSIP 2010 is co-organised by the UFF, Rio de Janeiro, Brazil, (June 17-19) in co-operation with SBC and IEEE Region 9, Latin American.

IWSSIP (http://www.iwssip.org/) is an International Conference on the theoretical, experimental and applied signal and image processing techniques and systems which brings together researchers and developers from both academia and industry to report on the latest scientific and theoretical advances, to discuss and debate major issues and to demonstrate state of-the-art systems.

The program includes invited lectures by eminent international experts on related topics and peer reviewed contributed papers presentations around but not limited to the topics of IWSSIP.

SCOPE

1. Signal Processing: General techniques and algorithms; Filter Bank Theory; Non-linear Systems; Digital Transforms; Multidimensional Signal Processing; Pattern Recognition.
2. Technologies: Neural Networks; Fuzzy Systems; Expert Systems;Genetic Algorithms; Data Fusion.
3. Multimedia Content Processing: Speech Processing and Recognition, Audio Enhancement, Restoration and Analysis, Image Representation and Modelling, Image Restoration and Enhancement; Colour Vision, 3D Vision, Image and Video Analysis; Pattern Recognition; Watermarking, New Media.
4. Multimedia Data Compression: Speech and Audio Compression, Image and Video Coding, Scalable Techniques, Standards.
5. Multimedia Systems: Human Factors, Multimodal Interfaces, Networked Multimedia, Seamless Audiovisual Networks, Multimedia Services; Multimedia Servers; Multimedia Streaming, Wireless and Mobile Multimedia, Universal Multimedia Access, Right Protection and Management.
6. Content Description: Metadata and Media Abstracts, Audiovisual Databases.
7. Computer graphics and visualization: computer vision, integral photography, image processing and pattern recognition, GPU computation, graphical human computer interfaces, geometric modeling, computer aided geometric design, computational geometry, animation and graphical interaction, object oriented graphics, parallel and distributed graphics, GIS systems and others.
8. Implementations: Analog and Digital Circuits and Systems for Audio, Image and Video Processing; Architectures and VLSI Hardware; Programmable Signal Processors; Real-time Software.
9. Applications: Bioinformatics; Broadcasting; Control; Communications; Digital Production; Medical; Opto-mechatronics; Remote Sensing; Robotics; Speech; Television; Telepresence; e-learning; Virtual Reality; Remote Sensing; Digital Microscopy; Materials Characterization; Educational Systems; System Evaluators.

Important dates
Paper submission: January 23, 2010
Notification of Acceptance: February 25, 2010
Early registration : March 15, 2010
Camera ready papers: March 15, 2010
Registration deadline: March 15, 2010
Conference: June 17-19, 2010