



1° Workshop on “Software Architectures for embedded Vision”

Sav 2017

hosted by IEEE AVSS 2017



Call for papers

DIEM

The growing number of surveillance cameras spread over the territory, as well as the increasing number of mobile devices able to acquire images, video streams or just speed and position, such as smartphones or wearable devices, has led in the last decades to an increasing interest of the scientific community towards those solutions able to automatically analyse the scene where a person is moving so as to identify events of interest. This interest has been accompanied by a strong pushing of the market, more and more interested in the possibility to run the above algorithms directly on board of cameras, smartphones and wearable devices, or more generally on board of embedded low-cost architectures.

Within this context, the scientific problem, addressed by this workshop, becomes to find out the best possible trade-off between the accuracy required by the particular application at hand and the computational burden needed for its computation. The combination between computer vision algorithms and embedded systems is typically referred to as “Embedded Vision”.

Important Dates

- **Paper submission** – May 12, 2017
- **Notification of acceptance** – June 1, 2017
- **Camera Ready** – June 12, 2017
- **Early registration** – June 26, 2017
- **Workshop** – August 29, 2017

For more information

- **Web:** <http://mivia.unisa.it/sav>
- **E-Mail:** mivia@unisa.it

Topics

- Embedded Vision for Unmanned Ground Vehicles (UGVs)
- Embedded Vision for Unmanned Air Vehicles (UAVs)
- Deep learning algorithms optimized for embedded architectures
- Parallel algorithms for embedded architectures (such as GPUs)
- Computer vision algorithms optimized for programmable or reconfigurable platforms (such as DSPs FPGAs, SoCs and so on)
- Medical applications over embedded architectures
- Video surveillance algorithms over embedded platforms
- Applications for digital health over embedded systems
- Detection and tracking algorithms over embedded platforms
- Gesture, Action, Activity recognition algorithms for embedded platforms
- Industrial applications optimized for embedded architectures
- Distributed architectures based on embedded platforms
- Tools and languages for embedded vision

Chairs

Brian C. Lovell, The University of Queensland, Australia

Luca Greco, University of Salerno, Italy

Alessia Saggese, University of Salerno, Italy

Mario Vento, University of Salerno, Italy

