

# First International ACM Thematic Workshops 2017

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## ABSTRACT

As a new addition, this year the ACM Multimedia conference is introducing Thematic Workshops. Inspired by the NIPS model, Thematic Workshops allow papers that could not be accommodated in the main conference to be presented to the research community.

## CCS CONCEPTS

• **General and reference** → **General conference proceedings**;

## KEYWORDS

Thematic workshops

## 1 INTRODUCTION

In recent years the Neural Information Processing Systems (NIPS) conducted a consistency experiment based on information about the review process. Inspired by insights gleaned from the NIPS experiment [1], this year as a new addition the ACM Multimedia conference is introducing Thematic Workshops, which allow papers that could not be accommodated in the main conference to be presented to the research community.

The rationale for launching the Thematic Workshops 2017 was based on the NIPS feedback to handle some of the reviewing process issues. Thematic workshop papers are reviewed with other regular conference papers. The workshops partially overcome the potential reviewing randomness issue among the top papers and provides more authors a chance to discuss their ideas with their peers during the conference. The Thematic Workshops reduce unnecessary reviews of the same papers. They enable papers that fit with the main conference theme to find a matching workshop and reduce authors' rewriting efforts. These workshops also allow for a good quality of their paper. Finally, we hope that the Thematic Workshops help to improve author and attendee communications through pitches and posters in an open setting.

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## 2 SCOPE

The scope of the Thematic Workshops 2017 was the same as for the main conference and the four workshops that are aligned with the main program themes:

- Experience
- Systems and Applications
- Engagement
- Understanding

## 3 PAPER SELECTION PROCESS

The selection process was carried out as follows. If the authors of a paper indicated during the submission process that (a) they would like their manuscript to be considered for 'Fast-track inclusion to MM '17 workshops' and (b) the paper received a high score from the regular reviewers during the review process then the paper was recommended by the Program Chairs for inclusion in the Thematic Workshops. Papers that were submitted under the Novel Topics or the COI (conflict of interest) theme were assigned to one of the four Thematic Workshops, based on the best fit of the paper focus.

## 4 WORKSHOP PROGRAM FORMAT

The papers of the Thematic Workshops are presented in two poster sessions, on Monday and Friday during the conference period. In order to attract further attention from the audience, the poster sessions will each start in the morning with a *pitch session* that features presentations from the authors who are given two minutes to explain the highlights of their work. This short introduction will hopefully encourage and entice the attendees to visit the authors' posters, which will then result in fruitful discussions that gives researchers and practitioners a unique opportunity to share their perspectives with each other.

## 5 CONCLUSIONS

We hope that the new addition of the Thematic Workshops 2017 will provide an additional forum for the authors and the attendees of the ACM Multimedia 2017 conference to engage in discussions and an exchange of ideas.

## 6 WORKSHOP ORGANIZERS

**Wanmin Wu** earned her Ph.D. degree in Computer Science from University of Illinois at Urbana-Champaign in 2011, and prior to that a B.S. degree in Computer Science from Zhejiang University,

China. Her research focused on immersive multimedia environments, mobile systems, augmented/virtual reality, and human-centric quality-of-experience. She received a number of awards for her work including Best Student Paper Award at ACM Multimedia 2011, ACM SIGMM Outstanding PhD Thesis Award in 2012, and Notable Computing Books and Articles of 2012 from ACM Computing Reviews. She was also a recipient of the IBM Watson Emerging Leaders in Multimedia in 2008 and Yahoo! Key Technical Challenge Grant in 2007. She served as the TPC area chair for the “Media Transport and Delivery” track at ACM Multimedia 2013, and then for the “Multimedia Telepresence and Augmented/Virtual Reality” track at ACM Multimedia 2015. Currently, she is on the editorial board for ACM Transactions on Multimedia Computing, Communications, and Applications. She was a postdoctoral scholar at University of California in San Diego in 2012, and Advisory Research Scientist at Ricoh Innovations in Menlo Park, California from 2013 to 2015. Currently she works at YouTube/Google in San Bruno, California.

**Jianchao Yang** is currently a Lead Research Scientist at Snap Inc. Before joining Snap, he was a Research Scientist at Adobe Research. He received his M.S. and Ph.D. degrees both from the ECE Department of University of Illinois at Urbana-Champaign, under supervision of Prof. Thomas Huang. His research focuses on computer vision, deep learning, and image and video processing. He has published more than 80 technical papers over a wide variety of topics on top tier conferences and journals, with Google Scholar citations more than 12,000 times. He received the Best Student Paper award from ICCV 2010, the winner prize of the classification task in PASCAL VOC 2009, first position for object localization using external data for ILSVRC ImageNet 2014, and third place in WebVision Challenge 2017.

**Qi Tian** is currently a Full Professor in the Department of Computer Science, the University of Texas at San Antonio (UTSA). During 2008-2009, he took one-year Faculty Leave at Microsoft Research Asia (MSRA) as Lead Researcher in the Media Computing Group. He was a Visiting Scholar at MIAS center of UIUC in 2007 and a Visiting Professor in NEC Laboratories of America in 2003.

Dr. Tian received his Ph.D. in ECE from University of Illinois at Urbana-Champaign (UIUC) in 2002 and received his B.E. in Electronic Engineering from Tsinghua University in 1992 and M.S. in ECE from Drexel University in 1996, respectively. Dr. Tian’s research interests include multimedia information retrieval, computer vision, pattern recognition and bioinformatics and published over 390 refereed journal and conference papers. He was the co-author of a Best Paper in ACM ICMR 2015, a Best Paper in PCM 2013, a Best Paper in MMM 2013, a Best Paper in ACM ICIMCS 2012, a Top 10% Paper Award in MMSP 2011, a Best Student Paper in ICASSP

2006, and co-author of a Best Student Paper Candidate in ICME 2015, and a Best Paper Candidate in PCM 2007.

He received 2017 UTSA President Distinguished Award for Research Achievement, 2016 UTSA Innovation Award in the first category, 2014 Research Achievement Awards from College of Science, UTSA, and 2010 Google Faculty Research Award. He received 2010 ACM Service Award. He is the Associate Editor of IEEE Transactions on Multimedia (TMM), IEEE Transactions on Circuits and Systems for Video Technology (TCSVT), ACM Transactions on Multimedia Computing, Communications and Applications (TOMM), Multimedia System Journal (MMSJ), and in the Editorial Board of Journal of Multimedia (JMM) and Journal of Machine Vision and Applications (MVA). Dr. Tian is the Leading Guest Editor of IEEE Transactions on Multimedia, Journal of Computer Vision and Image Understanding, etc. Dr. Tian is a Fellow of IEEE and a Member of ACM.

**Roger Zimmermann** is an Associate Professor with the Computer Science Department at the National University of Singapore (NUS). He is also a deputy director with the Smart Systems Institute (SSI) at NUS. He received a Ph.D. (1998) and an M.S. (1994) degree in Computer Science from the University of Southern California (USC). Among his research interests are mobile video management, streaming media architectures, distributed systems, spatio-temporal data management and location-based services. He has co-authored seven patents and more than two-hundred peer-reviewed articles in the aforementioned areas. He received the Best Paper Awards at the IEEE International Symposium on Multimedia (ISM) 2012 and the ACM SIGSPATIAL International Workshop on Geo-Streaming (IWGS) 2016. He is on the editorial boards of the IEEE Multimedia Communications Technical Committee (MMTC) Communications Review and the Springer International Journal of Multimedia Tools and Applications (MTAP). He is also an associate editor for the ACM Transactions on Multimedia journal (ACM TOMM) and he has been elected to serve as Secretary of ACM SIGSPATIAL for the term 1 July 2014 to 30 June 2017. He has served on the conference program committees of many leading conferences and as reviewer of many journals. Recently he was the general chair of the ACM Multimedia Systems 2014 and the IEEE ISM 2015 conferences, and TPC co-chair of the ACM TVX 2017 conference.

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## REFERENCES

- [1] Eric Price. 2014. The NIPS Experiment. Blog post. (Dec. 2014). <http://blog.mrtz.org/2014/12/15/the-nips-experiment.html>