



# PICTURE CODING SYMPOSIUM 2018

## JUNE 24-27, SAN FRANCISCO

The Picture Coding Symposium (PCS) is an international forum devoted to advances in visual data coding. PCS is the pioneer conference in image and video coding, and has the longest history since its establishment in 1969.

The 33rd PCS will return to iconic San Francisco, California. As gateway to Silicon Valley, San Francisco provides an exceptional venue for building bridges between academic and industry research. Surrounded by a culture of openness and innovation, the conference hopes to draw ground-breaking contributions and spark stimulating discussions within the visual coding community.

### ORGANIZING COMMITTEE

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Glenn Van Wallendael, Ghent University - imec, Belgium

#### Venue Chairs:

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**Industry Session Chair:** Debargha Mukherjee, Google, USA

#### International Liaisons:

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Masayuki Tanimoto, Nagoya University, Japan

Patrick Le Callet, Université de Nantes, France

#### TPC Area Chairs:

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Seishi Takamura, NTT Corporation, Japan

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Takahiro Saito, Kanagawa University, Japan

Mihaela van der Schaar, University of California, Los Angeles, USA

Ralf Schäfer, Fraunhofer Heinrich Hertz Institute, Germany

Andrew Segall, Sharp Labs, USA

Thomas Sikora, Technische Universität Berlin, Germany

Gary Sullivan, Microsoft, USA

Seishi Takamura, NTT Corporation, Japan

Masayuki Tanimoto, Nagoya University, Japan

David Taubman, University of New South Wales, Australia

Murat Tekalp, Koç University, Turkey

Yoshiyuki Yashima, Chiba Institute of Technology, Japan

Lu Yu, Zhejiang University, China

### TOPICS

Topics of interest include, but are not limited to:

- Coding of still and moving pictures
- Model-based and synthetic coding
- Machine learning for image and video compression
- Virtual, augmented and mixed reality
- 360-degree and multi-view video processing and coding
- Subjective and objective quality assessment
- Visual big data processing in the cloud
- Coding for mobile, IP and sensor networks
- Standards for visual data coding
- Image coding for novel camera architectures
- Distributed source coding
- Joint source and channel coding
- Transcoding and transmoding
- Scalable image and video coding
- Coding and processing for database applications
- Multimodal coding and processing
- Representation, analysis and coding of 3D scenes
- Very high-resolution imaging, coding and processing
- Error robustness, resilience and concealment
- Protection and integrity of visual data
- Hardware-oriented implementation architectures
- New applications and techniques for visual data processing

### PAPER SUBMISSION

Prospective authors are invited to submit papers for the Symposium, in English, with a maximum length of five (5) pages and font size of 10 pt, including results, figures and references. Submissions will be accepted only in PDF format. Online submission will be available through the symposium web site. We will be submitting the proceedings for publication to IEEE Xplore.

### CONFERENCE VENUE

PCS 2018 will be hosted in downtown San Francisco at the Ellation HQ on Market Street.

### IMPORTANT DATES

Paper Submission: **January 31, 2018**

Notification of acceptance: March 23, 2018

Submission of camera-ready papers (5 pages):

April 23, 2018