

## COMPUTER SCIENCE DEPARTMENT

### MULTIMEDIA TECHNOLOGY

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#### Articles for presentations

1. Y. Wen et al., [Cloud Mobile Media: Reflections and Outlook](#), IEEE Transactions on Multimedia, June 2014.
2. D. Wu et al., [Socially Aware Energy Efficient Mobile Edge Collaboration for Video Distribution](#), IEEE Transactions on Multimedia, 2017.
3. D. Wu et al., [Social Attribute Aware Incentive Mechanism for Device-to-Device Video Distribution](#), IEEE Transactions on Multimedia, 2017.
4. C. Li et al., [QoE-Driven Mobile Edge Caching Placement for Adaptive Video Streaming](#), IEEE Transactions on Multimedia, 2017.
5. H. Song et al., [Extracting Key Segments of Videos for Event Detection by Learning from Web Sources](#), IEEE Transactions on Multimedia, 2017.
6. L. Gao et al., [Video Captioning with Attention-based LSTM and Semantic Consistency](#), IEEE Transactions on Multimedia, 2017.
7. Z. Qiu, T. Yao, and T. Mei, [Learning Deep Spatio-Temporal Dependency for Semantic Video Segmentation](#), IEEE Transactions on Multimedia, 2017.
8. C. Ge et al., [Towards QoE-assured 4K Video-on-Demand Delivery through Mobile Edge Virtualization with Adaptive Prefetching](#), IEEE Transactions on Multimedia, 2017.
9. D. Lu et al., [Who are Your "Real" Friend: Analyzing and Distinguishing between Offline and Online Friendships from Social Multimedia Data](#), IEEE Transactions on Multimedia, 2018.
10. S. Petrangeli, et al., [Quality of Experience-Centric Management of Adaptive Video Streaming Services: Status and Challenges](#), ACM Transactions on Multimedia Computing, Communications, and Applications, April 2018.
11. V. Burger et al., [A Generic Approach to Video Buffer Modeling Using Discrete-Time Analysis](#), ACM Transactions on Multimedia Computing, Communications, and Applications, April 2018.