

# **First International Workshop on Mining Multimedia Streams in large-scale Distributed Environments (MMSDE)**

co-located with  
**IEEE International Conference on Data Engineering, 2008**

<http://research.ihost.com/mmsde2008/index.html>

## **Call for Papers**

This workshop solicits state-of-the-art approaches and technical solutions in the area of multimedia stream mining in large-scale environments. The workshop will provide a compelling forum for researchers and practitioners to present their results in several diverse disciplines, including signal processing, multi-modal multimedia mining and analytics, multimedia streaming systems, large-scale distributed stream processing systems etc. Original contributions previously unpublished and not currently under review by another journal or conference, are solicited in relevant areas including (but not limited to) the following:

- Multimedia mining in large-scale environments
  - Spectrum of multimedia mining algorithms
    - Low-level algorithms using sample-based or compressed domain features
    - High-level algorithms for concept/event detection
  - Techniques for handling sparsely sampled data (missing data), and noisy data
  - Distributed Multimedia Mining Algorithms
- Multi-Modal Mining Algorithms
  - Techniques for mining very large and heterogeneous multimedia data sets and/or continual data streams
  - Data and classifier decision fusion for multi-modal queries
- Resource-Adaptive Multimedia Stream Analytics
  - Progressive/incremental stream processing and mining for data reduction
  - Complexity/accuracy tradeoffs
- System and Networking Challenges in Mining High-Volume Multimedia Streams
  - Information Management in Large-Scale Multimedia Mining Systems
  - Distributed Stream Processing Systems
  - Algorithms exploiting emerging computer architectures (multi-core, cell)
- Novel Applications of Multimedia Stream Mining for
  - Sensor Networks, P2P Systems, Enterprise Environments

## **Important Dates**

- Manuscript submission: **November 30, 2007**
- Final acceptance notification: January 10, 2008
- Final manuscript due: January 24, 2008

All papers must be submitted electronically via email to the workshop chairs. All submitted papers will be refereed for quality and originality by the Program Committee. Accepted papers will be published as part of the ICDE 2008 workshop proceedings.

Please note that the submitted papers must explicitly address issues for multimedia streams. Manuscripts should be in English and must not exceed 6 pages (IEEE format). Submissions should include the title, author(s), authors' affiliations, e-mail addresses, tel/fax numbers, postal address, and an abstract on the first page.

**Also, this workshop will be coordinated with a special issue on the same topic in IEEE Transactions on Knowledge and Data Engineering in Fall 2008 (proposal accepted). Extended versions of the best papers from this workshop will be considered for publication in that special issue.**

## **Workshop Organizers**

**Lisa Amini**

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## **Program Committee Members**

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