

# **Symposium on Signal Processing for Understanding Crowd Dynamics**

**December 7–9, 2016**  
**Greater Washington, D.C., USA**



IEEE  
Signal Processing Society

**General chair:**  
Lucio Marcenaro  
University of Genova, IT

**Technical chairs:**  
Nicola Conci  
University of Trento, IT  
Peter Tu  
GE Global Research, USA

**Publicity Chair:**  
Gianfranco Doretto  
West Virginia University, USA

**Important dates:**  
Paper Submission:  
June 5, 2016

Notification of Paper  
Acceptance:  
August 5, 2016

Camera-ready Papers  
due:  
September 5, 2016



The fourth **IEEE Global Conference on Signal and Information Processing** (GlobalSIP) will be held in Washington, DC, USA on December 7–9, 2016. GlobalSIP has rapidly assumed flagship status within the IEEE Signal Processing Society. It focuses on signal and information processing and up-and-coming signal processing themes. The conference aims to feature world-class speakers, tutorials, exhibits, and oral and poster sessions.

The Symposium on **Signal Processing for Understanding Crowd Dynamics** will focus on the signal processing challenges in analyzing potentially **crowded** environments. This Symposium addresses timely and challenging problems on realizing automatic ambient intelligent systems that are able to deal with crowds from the signal processing perspective. Standard signal processing approaches are typically not suited to this kind of challenging environments and there is often the need of specific methodologies and tools.

The symposium aims to bring together researchers, practitioners and students from signal processing and surveillance-related fields to share knowledge on methodologies, features and results related to the evaluation, modeling and understanding of crowded environments.

This symposium focuses on underlying theory, methods, systems, and applications of crowd analysis and understanding and invites submissions in areas listed below. The list of topics of interest includes, but is not limited to:

- Video analytics algorithms
- Cognitive dynamic systems
- Bio-inspired techniques
- Simulation tools
- Heterogeneous systems for signal processing
- Interaction modeling
- Crowd emotion sensing
- Crowd behavior modeling
- Graph signal processing
- Deep learning
- Big data analysis
- Convolutional neural networks
- Compressive sensing

#### **Submission of Papers:**

Prospective authors are invited to submit full-length papers, with up to five pages for technical content including figures and possible references, and with one additional optional 6<sup>th</sup> page containing only references. Manuscripts should be original (not submitted/published anywhere else) and written in accordance with the standard IEEE double-column paper template. A selection of best papers and best student papers will be made by the GlobalSIP 2016 best paper award committee upon recommendations from Technical Committees.

#### **Notice:**

The IEEE Signal Processing Society enforces a “no-show” policy. Any accepted paper included in the final program is expected to have at least one author or qualified proxy attend and present the paper at the conference. Authors of the accepted papers included in the final program who do not attend the conference will be subscribed to a “No-Show List”, compiled by the Society. The “no-show” papers will not be published by IEEE on IEEEXplore or other public access forums, but these papers will be distributed as part of the on-site electronic proceedings and the copyright of these papers will belong to the IEEE.