## **Table of Contents**

| Context-Aware Scalable Multimedia Content Delivery Platform for Heterogeneous Mobile Devices<br>Kwong Huang Goh, Jo Yew Tham, Tianxi Zhang, and Timo Laakko                | 1  |
|--|----|
| Low Complexity Corner Detector Using CUDA for Multimedia Applications  Patrice Rondao Alface   | 7  |
| Real-Time Temporal COntrol of Musical Processes Raphael Marczak, Myriam Desainte-Catherine, and Antoine Allombert  | 12 |
| complexity scalable video decoding scheme for H.264/AVC Hoyoung Lee, Jaehwan Kim, Luong Pham Van, Bongsoo Jung, Kwangpyo Choi, Younghun Joo, and Byeungwoo Jeon            | 18 |
| A Formal Model for the Specification and Analysis of HLA based Distributed Multimedia Interactive Simulation using Hierarchical Time Stream Petri Nets <i>Hakiri Akram</i> | 23 |
| The Anatomy of an Adaptive Multimedia Presentation System (AMPS)  Nick Rowe and Philip Davies  | 30 |
| A User Interface for Spatio-Temporal 'Eventually' Queries using Gamepad Vineetha Bettaiah and Ramazan S. Aygun   | 38 |
| Development of a Data Model for an Adaptive Multimedia Presentation System  David Newell, Philip Davies, Suzy Atfield-Cutts, and Nick Rowe                                 | 44 |
| A Semantic Approach for the Repurposing of Audiovisual Objects  Benjamin Diemert, Marie-Helene Abel, and Claude Moulin   | 50 |
| Indexing Support Vector Machines for Efficient top-\$k\$ Classification  Giuseppe Amato, Paolo Bolettieri, Fabrizio Falchi, Fausto Rabitti, and Pasquale Savino            | 56 |
| 3D Object Retrieval and Pose Estimation for a Single-view Query Image in a Mobile Environment <i>Yoon-Sik Tak and Eenjun Hwang</i>   | 62 |
| Content-based Image Retrieval System for Medical Domain Using Spatial Color and Texture Histograms  Cristian Gabriel Mihai   | 68 |
| A Clustering-based Approach to Web Image Context Extraction  Sadet Alcic and Stefan Conrad   | 74 |

| Virtual Reality Technology used to Support the Buildings Inspection Activity  Alcinia Z. Sampaio, Augusto M. Gomes, Ana Rita Gomes, and Daniel P. Rosario                        | 80  |
|--|-----|
| Cyber Physical Multimedia Systems: A Pervasive Virtual Audio Community  Markus Duchon, Corina Schindhelm, and Christoph Niedermeier  | 87  |
| Queue-based scheduling for soft real time applications Fabrizio Mulas, Salvatore Carta, and Andrea Acquaviva   | 91  |
| Email as Electronic Memory: A Spatial Exploration Interface Florian Muller   | 98  |
| Changing the Middleware System for IPTV Services Telecom Operators Based on the Methodology of the Change Management Process  Anel Tanovic and Fahrudin Orucevic                 | 104 |
| 3D Objects Watermarking and Tracking of Their Visual Representations  Mireia Montanola Sales, Patrice Rondao Alface, and Benoit Macq   | 111 |
| Representative Picture Selection from Albums  Gabor Szucs, Tamas Leposa, and Sandor Turbucz  | 114 |
| Accelerating Image Processing in Flash using SIMD Standard Operations  Chamira Perera, Daniel Shapiro, Jonathan Parri, Miodrag Bolic, and Voicu Groza                            | 118 |
| Scalable Video Coding Transmission over Heterogeneous Networks Reuben A. Farrugia and Lucianne Cutajar   | 124 |
| E-meeting Web-Interface Adaptive to Changing Context and Mobile Devices  Andrey Ronzhin and Viktor Budkov  | 130 |
| Real-Time Multimedia Session Splitting and Seamless Mobility in Session Initiation Protocol Environments<br>Thomas Stahle, Thorsten Kaczmarz, Jurgen Muller, and Michael Massoth | 136 |