EURASIP

NEWS LETTER

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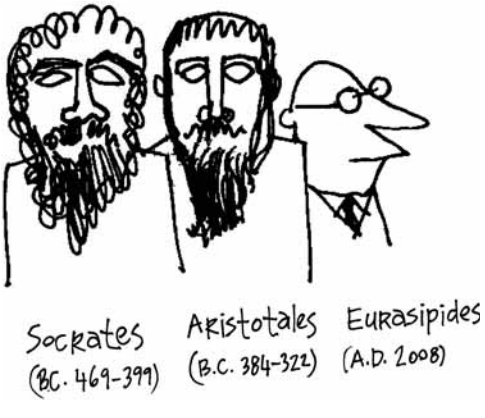

European Association
for Signal Processing

Newsletter, Volume 20, Number 2, June 2008

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President's Message

Culture is a word that usually does not occur in the same sentence as the word engineer. This is actually quite surprising since all cultures in the past have been named after engineering skills. We had Bronze age and Iron age from our engineering colleagues in metallurgy and in medieval times we had roman, gothic and rococo from our engineering friends in civil engineering. Nevertheless, if the discussion comes to culture, engineers are not associated to it.

This is quite surprising since what we engineers invent, has a lot impact in our daily live. Our day may start with our electric alarm clock. We continue with a warm shower (we are mollycoddles indeed) and then a breakfast with fresh milk from the refrigerator. Public transportation brings us in no time securely to our work place. Fast food designed to be nutritious as well as delicious ensures we survive until the evening, so we can cuddle in front of our TV and enjoy our perfect day. How would we fill in our days without all these engineering achievements? In any case it is worth pointing out that these are all engineering achievements that at least accompany us during our days if not more or less define our days.

I once was asked at a press conference, where we discussed future concepts for education, "Where should we put more emphasis on in the future, Goethe or Einstein?" I was quite puzzled about the question. As simple as it may seem it can be interpreted in many ways. It turned out that the journalist who came out with this question had the difference of poem writing and natural sciences in mind. He was not aware that Goethe indeed was very active in natural sciences, like chemistry, botany, zoology as well as theory of colours. The journalist's question remained since then in my memory as a typical example of misunderstanding the meaning of culture.

If you look the word up in the dictionary you will find the explanation that culture embodies everything that is related to the human society. If we look in today's newspaper we may find the sections "world politic," "economy," "finances," "sport" and eventually "culture." However, the letter is a poor wording since all the others embody culture, the last section of the newspaper would thus better be called "miscellaneous" or "further culture."

The reader may wonder now what the recent ages of industrialization will be named after. For sure they will not be called the "Mozart age" or the "Brahms age" or even the "Picasso age." It will be archaeologists and historians who will have to name the age we live in right now. It could have the name "the microelectronics age" or the "cellular phone age" or even EURASIP age. Why not?

I am confident the archaeologists will make the right decision about the naming.

Markus Rupp
President

EURASIP Message Liaisons

After four months of running this program we have already various requests from different Local Liaisons in order to organize EURASIP seminars and short courses, which will be announced in due time in our website. We encourage you to promote such sort of events. EURASIP mainly envisages “ambitious” activities, for a fairly large audience (minimum 50) with a formal registration and registration fees. The actual format of these activities is intentionally left largely undefined. A possible format for a seminar day could be to have one main invited speaker, providing one or two lectures, together with a number of (shorter) lectures provided by local speakers. This has proved to be a successful format, but is merely given as an example here. EURASIP will also provide funding for such activities, so that the organizers do not incur financial risk. The EURASIP AdCom is to provide a decision on the application within one month from the submission of the application.

The conditions to be funded by EURASIP are along the following lines:

(1) The activity be formally announced as a EURASIP activity (“EURASIP Seminar day,” “EURASIP Course”, . . .) and that the EURASIP logo be clearly displayed in all advertisement for the activity. If other professional organizations are co-funding the activity, a firm agreement has to be made as to how the activity will be named and announced.

(2) The activity be announced in the EURASIP website, and (time permitting) in the EURASIP Newsletter.

(3) Course material and lecture slides be collected prior to or after the activity and be made available through the EURASIP website to the wider signal processing community.

(4) EURASIP members receive a registration fee reduction of minimum 20%.

(5) In case of registration-free seminars, EURASIP will sponsor those that are given by an EURASIP fellow. However, other situations are also liable to be funded, depending on the number of attendees, curriculum of invited speakers, promotion of young and promising researchers . . . , to mention but a few of some possible cases.

Other than the provided funding, EURASIP will usually not carry any financial responsibility for these activities, and that—conversely—any financial profit resulting from these activities stays with the local organizers.

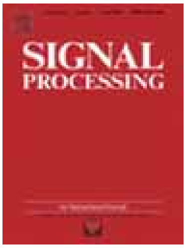
Local Liaison Officers are encouraged to visit the EURASIP webpages (www.EURASIP.org) to discover member benefits offered by EURASIP. In particular, attention is to be drawn to EURASIP’s recently launched “Open PhD thesis database,” where full-text PhD theses in the area of signal, speech and image processing can be freely posted and downloaded (see “PhD links” under www.EURASIP.org). The “Open PhD thesis database” is part of EURASIP’s “Open Library,” which also contains a collection of freely downloadable conference proceedings—including all recent EUSIPCO proceedings. The “Open Library” in general, and the PhD thesis database in particular will be a very valuable source of information, a place where documents can be posted and found that are otherwise typically not well distributed. To make the PhD thesis database fully representative, EURASIP invites everyone who has recently—and not so recently—defended or supervised a PhD thesis in the area of signal, speech and image processing, to post it in its database. PhD manuscripts written in any European language are accepted, when complemented by an abstract written in English. Local Liaison Officers are encouraged to make PhD theses from their Institute available through the database, as well as to forward this invitation to their collaborators and colleagues. Local Liaison Officers wishing to invite collaborators and colleagues to submit their PhD theses may use the PhD thesis invitation, possibly re-edit the letter and send it in their own name.

Ana Perez-Neira
Membership Development

A Brief Report on EURASIP Journals

EURASIP publishes ten journals on the theory and applications of signal processing. Two of these journals, namely Signal Processing and Journal on Advances in Signal Processing have general scope. The remaining eight journals have more focused scopes in specialized areas such audio and music, embedded systems, information security and bioinformatics.

The 10 EURASIP journals collectively publish about 1000 articles in 10 000 pages in one year. Their collective monthly download statistics has reached 100 000 per month. A brief survey of the vital statistics of these journals and an assessment of their achievements are given below.

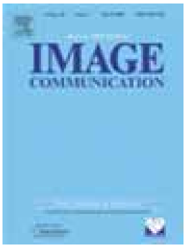


The **Signal Processing** journal has the scope of incorporating all aspects of the theory and practice of signal processing (analogue and digital). Its editor-in-chief is Björn Ottersten at KTH School of Electrical Engineering, Sweden

Signal Processing				
Vital statistics	2005	2006	2007	2008
Total (special issue) articles	303 (72)	237 (68)	261 (31)	257 (3)
Number of pages	4074	2883	3270	2669
Production time (weeks) Editorial/Web/Print	92	88	59	56
Rejection Rate (%)	82	70	66	72
Two-year Impact factor	0.69	0.67	0.74	
Cited Half Life	7.8	8.4	8.6	

Björn Ottersten summarizes the growing success of the journal as "We have collected a new editorial board with highly distinguished and respected researchers in the field. The members of the board are active in all corners of the world and ensure a global spread of the journal. The editorial board now takes an active role in the core activities of the journal in handling the peer review process of manuscripts and deciding its future directions."

Grade Report	
Number of articles and pages per year	250–300 articles/year in 2750–3250 pages
Average acceptance rate	25%
Average monthly downloads	30 000
Total number of articles and pages since beginning	5,082 articles in 55,919 pages across 388 issues since August 1979 till August 2009
Impact factor	The two-year impact factor is 0.73 and on the rise while the five-year impact factor is 1.2
Big contributors	China, USA, UK, France and Spain
Production time (weeks)	Reduced from 1.8 years to almost 1 year



The **Signal Processing: Image Communication:** The Signal Processing: Image Communication is an international journal for the development of the theory and practice of image communication. Its editor-in-chief is Murat Tekalp at Koc University, Turkey

Image Communication				
Vital statistics	2005	2006	2007	2008
Total (special issue) articles	64 (25)	63 (33)	50 (14)	66 (26)
Number of pages	1036	992	956	840
Production time (weeks) Editorial/Web/Print	46	60	45	57
Rejection Rate (%)	70	59	72	73
Two-year Impact factor	1.26	1.11	0.54	
Cited Half Life	5.1	5.1	5.4	

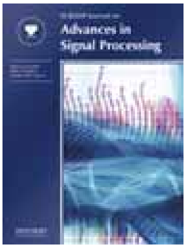
Murat Tekalp stated that “In 2007, the submission-to-first-decision time is down ensuring that authors received a decision about their manuscripts quicker; and the rejection rate is increasing, leading to a better quality publication. This is good news all around.”

Grade Report	
Number of articles and pages per year	55–65 articles/year in 950–1050 pages
Average acceptance rate	27%
Average monthly downloads	6000
Total number of articles and pages since beginning	1,156 articles in 15,143 pages across 160 issues since 1989 till March 2009
Impact factor	The two-year impact factor is 0.6-1.2 while the five-year impact factor is 1.5
Big contributors	Europe, USA, and China
Production time (weeks)	Typically under a year

Speech Communication: Speech Communication is publication of the European Association for Signal Processing (EURASIP) and of the International Speech Communication Association (ISCA). Its goal is to provide a forum for the advancement of human and human-machine speech communication science. Its editors-in-chief are M. G. J. (Marc) Swerts at the Tilburg University, Holland and Prof. Kuldip K. Paliwal at Griffith University, Australia

Speech Communication				
Vital statistics	2005	2006	2007	2008
Total (special issue) articles	124 (56)	76 (33)	82 (21)	87 (34)
Number of pages	1628	1664	1064	1196
Production time (weeks) Editorial/Web/Print	71	80	69	78
Rejection Rate (%)	51	51	57	77
Two-year Impact factor	1.178	0.678	0.690	
Cited Half Life	6.8	7.0	7.4	

Grade Report	
Number of articles and pages per year	55–65 articles/year in 1050–1650 pages
Average acceptance rate	40%
Average monthly downloads	11 000
Total number of articles and pages since beginning	1,971 articles in 22,934 pages across 236 issues since 1982 till June 2009
Impact factor	The two-year impact factor is 0.6–1.2 while the five-year impact factor is 2.0
Big contributors	Japan, USA, UK, France, Germany and Spain
Production time (weeks)	Slightly over a year



EURASIP Journal on Advances in Signal Processing: The overall aim of EURASIP Journal on Advances in Signal Processing is to bring science and applications together with emphasis on both practical and theoretical aspects of signal processing in new and emerging technologies. Its editor-in-chief is Phillip Regalia at the Institut National des Télécommunications, France

Journal of Advances in Signal Processing				
Vital statistics	2005	2006	2007	2008
Regular (special issue) articles	290 (235)	270 (218)	293 (192)	297 (183)
Number of pages	3307	3277	3388	3356
Production time (editorial + web) in weeks		60	40	37
Total cites	926	383	175	

Grade Report	
Number of articles and pages per year	250–300 articles/year in 3300 pages
Average acceptance rate	44%
Average monthly downloads	11 000
Total number of articles and pages since beginning	1733 articles in 19608 pages since 2001 till June 2009
Impact factor	The two-year impact factor is 0.62
Big contributors	USA, Germany, Taiwan, China, and Italy
Production time (weeks)	Has fallen from over a year to 9 months

EURASIP Journal on Wireless Communication and Networking: The overall aim of EURASIP Journal on Wireless Communication and Networking is to bring together science and applications of wireless communications and networking technologies with emphasis on signal processing techniques and tools. Its editor-in-chief is Luc Vandendorpe, Université Catholique de Louvain, Belgium

Journal on Wireless Communication and Networking				
Vital statistics	2005	2006	2007	2008
Regular issue articles	78 (59)	92 (63)	132 (88)	170 (112)
Number of pages	836	988	1414	1800
Production time (editorial + web) in weeks		40	37	38
Average monthly submissions	22	27	36	38

Good news: EURASIP Journal on Wireless Communications and Networking has been accepted for coverage in the ISI Science Citation Index and it will receive its first Impact Factor this year.

Grade Report	
Number of articles and pages per year	150 articles/year in 1500 pages
Average acceptance rate	40%
Average monthly downloads	11 000
Total number of articles and pages since beginning	546 articles in 5927 pages since 2004 till June 2009
Big contributors	USA, France, South Korea, Taiwan, India, Turkey, Iran, Canada
Production time (weeks)	Has fallen from 13 months to 9 months

EURASIP (CO-)SPONSORED EVENTS

Calendar of Events

Year	Date	Event	Location	EURASIP Involvement	Chairperson/Information
2009	June 3–5	7th International Workshop on Content-Based Multimedia Indexing (CBMI 2009)	Chania, Crete, Greece	Cooperation	Yannis Avrithis http://www.cbmi2009.org/
	June 11–12	2nd International Workshop on Cross-Layer Design (IWCLD 2009)	Mallorca, Spain	Cooperation	Miguel A. Lagunas, Josef Nossek, Dongfeng Yuan http://www.iwcld2009.org/
	June 17–19	16th International conference on Systems, Signals and Image Processing (IWSSIP '09)	Chania, Crete, Greece	Cooperation	Stamatis Voliotis http://www.teihal.gr/iwssip09/
	June 18–21	The 5th Conference on Speech Technology and Human Computer Dialogue	Constanta, Romania	Cooperation	Corneliu Burileanu http://www.sped2009.ro/
	June 22–24	4th International Conference on Cognitive Radio Oriented Wireless Networks and Communications (Crowncom 2009)	Hannover, Germany	Cooperation	Thomas Kaiser http://www.crowncom2009.org/
	June 25–27	Nonlinear Speech processing (Nolisp '09)	Vic, Barcelona, Spain	Cooperation	Marcos Faundez Zanuy http://nolisp2009.uvic.cat/
	July 5–7	International conference on Digital signal processing (DSP 2009)	Santorini, Greece	Cooperation	Tanos Skodras http://www.dsp2009.org/
	August 24–28	17th European Signal Processing Conference (EUSIPCO 2009)	Glasgow, UK	Sponsor	Bob Stewart http://www.eusipco2009.org/
	August 31–September 3	2009 IEEE Workshop on Statistical Signal Processing (SSP 2009)	Cardiff, UK	Cooperation	Saeid Sanei http://www.ssp2009.org/
	September 16–18	6th International Symposium on Image and Signal Processing and Analysis (ISPA 2009)	Salzburg, Austria	Cooperation	Peter Zinterhof, Sven Locaric http://www.isispa.org/
	September 28–30	51st International Symposium ELMAR	Zadar, Croatia	Cooperation	Mislav Grigic http://www.elmar-zadar.org/2009/
	December 13–16	The Third International Workshop on Computational Advances in Multi-Sensor Adaptive Processing (CAMSAP 09)	Aruba, Dutch Antilles	Cooperation	Marina Sabrina Greco http://www.conference.iet.unipi.it/camsap09/
2010	March 3–5	The Fourth International Symposium on Communications, Control and Signal Processing	Limassol, Cyprus	Cooperation	Stavros Zenios http://www.cut.ac.cy/isccsp2010/
	June 14–15	The Second IAPR International Workshop on Cognitive Information Processing (CIP 2010)	Elba Island, Italy	Cooperation	Fulvio Gini http://www.conference.iet.unipi.it/cip2010/
	August	18th European Signal Processing Conference (EUSIPCO 2010)	Aalborg, Denmark	Sponsor	Søren Holdt Jensen http://www.eusipco2010.org/
2011	August	19th European Signal Processing Conference (EUSIPCO 2011)	Barcelona, Spain	Sponsor	Ana Perez Neira http://www.eusipco2011.org/

Abdelhak Zoubir; *Workshops/Confs Coordinator EURASIP*

The Third International Workshop on Computational Advances in Multi-Sensor Adaptive Processing

December 13-16 2009, Radisson Aruba Resort, Casino & Spa, Aruba, Dutch Antilles

Call for Papers

Following the success of the first two editions of the IEEE workshop on Computational Advances in Multi-Channel Sensor Array Processing, we are pleased to announce the third workshop in this series, sponsored by the Sensor Array and Multi-channel signal processing Technical Committee of the IEEE Signal Processing Society.

CAMSAP 2009 will be held at the Radisson Aruba Resort, Casino & Spa in the Aruba Island, and will feature a number of plenary talks from the world's leading researchers in the area, special focus sessions, and contributed papers. All papers will undergo peer review in order to provide feedback to the authors and ensure a high-quality program.

Topics of interest

- Convex optimization algorithms
- Relaxation methods
- Computational linear algebra
- Computer-intensive methods in statistical SP (bootstrap, MCM, EM, particle filtering)
- Distributed computing, estimation, and detection algorithms
- Sampling methods
- Emerging techniques

with applications in

- Array processing: beamforming, space-time processing
- Communication systems
- Sensor networks
- Biomedical SP
- Computational imaging
- Emerging applications

Important Dates

Special session proposals (e-mail TPC chairs): March 20, 2009
Full four-page paper submission: June 19, 2009
Notification of acceptance: September 4, 2009
Final camera-ready papers: October 5, 2009
Early registration (at least one author per paper): November 2, 2009

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Daniel Palomar, HKUST, Hong-Kong
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Technical Program Co-Chairs
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Zhengyuan (Daniel) Xu (UCR, USA)
Abdelhak Zoubir (TU Darmstadt, DE)

For more information visit the website at:

www.conference.iet.unipi.it/camsap09/

4th International Conference on Cognitive Radio Oriented Wireless Networks and Communications

22nd-24th June 2009 in Hannover, Germany

The owned spectrum allocation model in use today is believed to be obsolete. Firstly due to its intrinsic principle of fixed resource allocation that leads to a supposed spectrum scarcity, later revealed to be a question of non-efficient utilization. Secondly comes into play the need of introducing new wireless applications and services, which have experienced a huge growth in the last couple of decades, and are now supposed to cope with a multitude of already deployed standards. Both scenarios motivate the use of dynamic spectrum access in order to turn primary licensed networks into dynamic spectrum access networks (DSANs). This lends itself to cognitive radio, an enabling technology that will benefit several types of players and help to implement a more efficient approach regarding spectrum requirements in the future.

The aim of this conference is to bring together the state of the art research contributions that address the various aspects of cognitive wireless systems and technologies, including a broad range of communications, networking and implementation issues.

Topics include, but are not limited to, the following:

Track 1 – New Trends

- Regulations, standardization and implementation for Cognitive Radio
- Dynamic spectrum access networks (DSANs):
  - Secondary markets
  - Business models
  - Industrial role
- Trust and security mechanisms

Track 2 – Interference and Coexistence Analysis

- Interference metric modeling
- Beamforming, MIMO and anti-jamming channel coding as interference avoidance strategies
- Radio resource management and dynamic spectrum sharing
- Spectrum sensing mechanisms and protocol support
- Wireless network co-existence
- Ultra-Wideband cognitive radio systems

Track 3 – Networks

- Novel adaptation and optimization algorithms suitable for Cognitive Radios and Cognitive Radio Networks
- Analysis of performance and performance enhancement methods of CRs, including methods for network management and QoS-provisioning.
- Self-organizing mesh networks and autonomic communications
- Applications of cognitive networks (e.g. emergent and public safety networks)
- New architectures and platforms for cognitive radio & software defined radio
- Radio access protocols and algorithms for the PHY, MAC, and Network layers
- Cross-layer cognitive algorithms

Track 4 – Research Projects

Large on-going Cognitive Radio & Networks related research projects in Europe, USA and Asia will show their latest results at CrownCom 2009.

In association with

General Chairs
Thomas Kaiser,
Leibniz Univ. Hannover(LUH), Germany
Markus Fidler,
TU Darmstadt, Germany

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Andreas Wilzeck, LUH, Germany

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Luiz A. DaSilva, Virgina Tech, USA
Aarne Mämmelä, VTT, Finland
Lars Berlemann, Dt. Telekom AG, Germany

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Petri Mahonen, RWTH Aachen, Germany
Christophe Le Martret, THALES L & JS, France

Special Session Chair
Sven Zeisberg, HTW Dresden, Germany

Tutorial Chairs
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Francois Chin, I2R, Singapore

Call for Participation

info@crowncom2009.org

www.crowncom2009.org

CIP2010

The second IAPR international workshop on

Cognitive Information Processing

14-15 - 16 June 2010, Elba Island, Italy

Sponsored by the International Association for Pattern Recognition
in Cooperation with EURASIP

KEYNOTE SPEAKERS

Christopher Bishop (Microsoft Research Cambridge, UK)
Nello Cristianini (University of Bristol, UK)
Alfonso Farina (SELEX-SI, Italy)
Georgios B. Giannakis (University of Minnesota, USA)
Marco Luise (University of Pisa, Italy)
Joseph Mitola (Stevens Institute of Technology, USA)

IMPORTANT DATES

Full four-page paper submission:
January 10, 2010
Notification of acceptance:
March 10, 2010
Final camera-ready papers and author registration:
April 10, 2010

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Merouane Debbah, SUPELEC, France
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CALL FOR PAPERS

Following the success of the first edition of the workshop on *Cognitive Information Processing* (CIP), we are pleased to announce the second one in this series. This workshop aims at bringing together researchers from the machine learning, pattern recognition, statistical signal processing, communications and radar communities in an effort to promote and encourage cross-fertilization of ideas and tools.

CIP2010 will take place in Italy, in the beautiful Tuscan island of Elba, at the **Grand Hotel Elba International** (*www.elbainternational.it*), which dominates the Bay of Naregno.

The workshop will feature keynote addresses and technical presentations, oral and poster, all of which will be included in the workshop proceedings.

Papers are solicited for the following areas in theory and applications:

THEORY:

- Learning theory and modelling
- Bayesian learning and models
- Information theoretic learning
- Graphical and kernel methods
- Adaptive learning algorithms
- Ensembles: committees, mixtures, boosting, etc.
- Data representation and analysis
- Collaborative sensing techniques
- Other topics for cognitive information processing

APPLICATIONS:

- Cognitive radio networks
- Cognitive radio modulation techniques
- Dynamic spectrum management
- Opportunistic resource allocation
- Cognitive radar and sonar
- Knowledge based target detection, estimation, tracking and identification
- Waveform agility design
- Blind source separation
- Cognitive dynamic systems
- Distributed, cooperative and adaptive processing
- Remote sensing

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Yingbo Hua (UC Riverside, USA)
Nihar Jindal (Univ. of Minnesota, USA)
Thomas Kaiser (Leibniz Univ. of Hannover, Germany)
Steven Kay (Univ. of Rhode Island, USA)
Kevin Knuth (Univ. at Albany, USA)
Gerard Kramer (USC, USA)
Wolfgang Koch (FGAN, Germany)
Ercan Kuruoglu (CNR Pisa, Italy)
Jan Larsen (Technical Univ. of Denmark, Denmark)
Geert Leus (DUT, The Netherlands)
Erik G. Larsson (Linkoping Univ., Sweden)
Francois Le Chevalier (Thales, France)
Jian Li (Univ. of Florida, USA)
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Report on Conference on Design and Architectures for Signal and Image Processing (DASIP 2008) November 24–26, 2008, Brussels, Belgium

The Conference on Design and Architectures for Signal and Image Processing (DASIP 2008) took place in Brussels, Belgium, November 24–26th, 2008. The conference was a great success and all the attendees have enjoyed the event. There have been many fruitful discussions during the oral and poster sessions and also during the lunch. A total of 64 papers were submitted from 15 countries (France (20), UK (12), Algeria (6), USA (5), Tunisia (4), Germany (3), Egypt (3), Switzerland (2), Romania (2), India (2), Finland (1), Poland (1), Lithuania (1), Spain (1), Taiwan (1)) and 44 were accepted. Hence the acceptance rate was 69%, similar to 68% for DASIP 2007. 32 regular presentations and 12 posters were presented. The conference program featured 3 keynotes, 8 regular sessions, 2 special sessions (one on "Resource Management Techniques for Real-time Operating Systems in a Co-Design Framework" and one on "Systems and Architectures for Real-time Image Prosessing"), 2 industrial sessions (one on "Advances in Reconfigurable Technology" and one on "ESL Methods and Tools for Signal and Image Processing") and 2 poster sessions.

A total of 71 people have participated to the conference, 27 (38%) from France, 13 (18%) from UK and remaining 31 (44%) coming from other countries (mainly Germany, Belgium, Italy, Switzerland). There were also small number of participants from outside Europe, such as US, Tunisi, Eygpt and Kuwait. This shows that majority of the participants are still coming from France, reflecting the French roots of the conference, but we hope to reach a more balanced distribution in future conferences.

The next edition of DASIP will take place in Sophia Antipolis, France, September 22–24th, 2009. DASIP 2009 will be collocated with other events to allow people to enjoy different topics within a same time frame. Among them we can note FDL 2009 and SAME 2009. We believe this new organization can be interesting for people attending the conferences.

The committees for the the DASIP 2009 edition are as follows:

General chair: Marco Mattavelli, EPFL, Switzerland General
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A special issue in the EURASIP Journal on Embedded Systems (http://www.hindawi.com/journals/es/si/datsip.html) addressing the topics of the DASIP conference is currently opened.

Report on International ITG Workshop on Smart Antennas (WSA 2009) February 16–18, 2009, Berlin, Germany

The 2009 Workshop on Smart Antennas was held at the Fraunhofer Institute for Telecommunications, Heinricht-Hertz-Institut, Berlin. The workshop was organized by the Fraunhofer German-Sino Lab for Mobile Communications in cooperation with the Technical University of Berlin. Attendance exceeded expectations, with over 80 researchers participating during the two workshop days and one tutorial day.

The technical program over two days consisted of 51 papers from 38 organisations in 14 different countries. The papers were divided into 8 technical oral sessions and two poster sessions. In addition, there were two keynote talks and two industry talks. Many of those taking part commented favourably on the good quality and the broad spectrum of papers from academics and industry. The best thermometer of success is that most participants showed throughout the sessions. This is the result of a good combination of excellence of scientific content and quality.

The workshop started with an industry talk given by Hand Peter Mayer (Alcatel-Lucent) on Multiple Antenna Systems for LTE Advanced followed by two technical sessions covering topics related to Channel measurements and antenna design and Beamforming. The afternoon sessions of the first day started with plenary session with an excellent presentation from Prof. Rudolf Mathar on Conventional, less conventional, and optimal modulation. This was followed by two technical sessions on Interference channel and Networks. The second day again started with an industry talk from Dirk Czepluch (Rohde & Schwarz) on Technical Challenges in Future Radiolocation Systems. This was followed by four technical sessions on Resource allocation, Signal processing and estimation, Coded modulation and capacity and Multiuser MIMO. In between, there was a keynote speech from Prof. Alex Gershman on Optimization-Boosted Beamforming: From Receive and Transmit Methods to Cooperative Relay Techniques. Two poster sessions were held in parallel with technical oral sessions.

The URL address of the workshop website is http://www.mk.tu-berlin.de/wsa2009/, where more details about the program can be found. The online Workshop Proceedings are available at EURASIP Open Library.

The social program included a welcome reception on February 16 and a conference banquet with a Spree Cruise on February 17. The workshop benefited from the support of the Fraunhofer German-Sino Lab for Mobile Communications, the Fraunhofer Institute for Telecommunications (HHI) and the Technical University Berlin.

Workshop Co-Chairs

Volker Jungnickel
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Report on EURASIP-Workshop on Sparsity and Compressive Sensing (*A EURASIP-sponsored workshop*)

Signal processing methods relying on "sparse representations" have proven useful in compression, de-noising, classification, and inverse problems in imaging, acoustics/speech, and communications. Sparse estimation (or sparse recovery) is playing an increasingly important role in the statistics and machine learning communities. Furthermore the developments in sparse signal processing have also deepened our understanding of sampling, coding, spectral estimation, array processing, component analysis, multipath channel estimation.

Motivated by these facts, we have organized with the sponsorship of EURASIP a one-day workshop on *Sparsity and Compressive Sensing*. The workshop was co-located with SIU09: Conference on Signal Processing and its Applications in Side, on the Mediterranean coast of Turkey. The workshop was attended by sixty people. The day started with a tutorial on "Compressive Sensing Theory and Applications" by Volkan Cevher. Then it proceeded with three focused presentations: "Phase Transitions Phenomenon in Compressed Sensing" by Jared Tanner; "Two Variations on Compressed Sensing Architectures" by Pierre Vanderghenst; and "Model-Based Compressive Sensing" again by Volkan Cevher. The workshop was complemented with three application oriented presentations, namely, "Sparsity-Driven Radar Imaging" by Müjdat Çetin; "Application of Basis Selection Algorithms to Communication Problems" by Güneş Kurt; and "A Compressive Sensing Data Acquisition and Imaging Method for Ground Penetrating Radars" by Ali Cafer Gürbüz. The day terminated with a lively panel discussion. All the presentation slides are available at http://www.busim.ee.boun.edu.tr/wscs/ as well as on the EURASIP open library. During the workshop, we have distributed EURASIP promotional flyers, as well as information about EUSIPCO to the audience.

We have observed that the one-day focused workshop was very instrumental in disseminating state-of-the-art information on an emergent field in signal processing. Furthermore we believe such local activities prove very effective in promoting EURASIP.

Müjdat Çetin
Bülent Sankur

Award Winning Papers by EURASIP

EURASIP is presently running ten scientific Journals (three with Elsevier and seven with Hindawi) and concomitantly we give awards to distinguish excellent papers. The award process is run by a separate committee for each Journal, appointed by the AdCom of EURASIP. Depending on the submission numbers, awards are given annually or biannually. EURASIP has witnessed over the years the truly excellent quality of papers submitted to our Journals, and we would like to take the opportunity to celebrate those award winning papers for our members.

The paper we reprint in this issue of our newsletter is the award winning paper of the year 2007 from our Signal Processing Journal with Elsevier.

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Nonparametric shape priors for active contour-based image segmentation

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Abstract

When segmenting images of low quality or with missing data, statistical prior information about the shapes of the objects to be segmented can significantly aid the segmentation process. However, defining probability densities in the space of shapes is an open and challenging problem. In this paper, we propose a nonparametric shape prior model for image segmentation problems. In particular, given example training shapes, we estimate the underlying shape distribution by extending a Parzen density estimator to the space of shapes. Such density estimates are expressed in terms of distances between shapes, and we consider the L_2 distance between signed distance functions for shape density estimation, in addition to a distance measure based on the template metric. In particular, we consider the case in which the space of shapes is interpreted as a manifold embedded in a Hilbert space. We then incorporate the learned shape prior distribution into a maximum *a posteriori* (MAP) estimation framework for segmentation. This results in an optimization problem, which we solve using active contours. We demonstrate the effectiveness of the resulting algorithm in segmenting images that involve low-quality data and occlusions. The proposed framework is especially powerful in handling "multimodal" shape densities.

Keywords: Image segmentation; Curve evolution; Level set method; Nonparametric density estimation; Shape prior

1. Introduction

We consider image segmentation problems that involve limited and low-quality data. Such segmentation problems are ill-posed and require the incorporation of prior information about the objects to be segmented. When human experts segment images, they clearly make use of such prior information. For example, a radiologist can usually manually segment an organ (e.g. the prostate) in a magnetic resonance image, although the boundaries are mostly invisible to a layperson. Clearly, radiologists augment the observed data with their expertise, in other words with statistical prior information, about the shape of the organ. Existing automatic segmentation methods (either explicitly or implicitly) enforce only very simple constraints about the underlying shapes. For example, many active contour-based methods (which is the framework

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we also use in our work) involve a *curve length penalty* [1–7], which translates to the assumption that shorter curves are statistically more likely than longer ones. However, in many applications, more structured prior information about the shapes is available. Yet the challenge is how to construct probabilistic descriptions in the space of shapes, and then incorporate such statistical information into the segmentation process.

Early work on this problem involves landmark-based representations of shapes, and the construction of typical shapes and typical variability based on a set of training shapes via principal component analysis (PCA) [8]. The use of landmarks has the drawback that the performance of shape analysis depends on the quality of those landmarks. Recently, there has been increasing interest in using level set-based representations for shape priors [9,10], which avoid landmarks. In [9,10], PCA of the signed distance functions of training data is used to capture the variability of shapes. These techniques have been applied to segmentation problems involving low SNR or occluded images successfully, especially when the shape variability is small. However, there are two major shortcomings of such techniques. First, these methods treat the signed distance functions as elements of a linear vector space, and perform operations such as averaging. Yet, the space of signed distance functions is a nonlinear manifold and is not closed under linear operations. For example, the average of signed distance functions, which is commonly used to obtain a mean shape, is not necessarily a signed distance function. Therefore, the use of linear analysis tools such as PCA gives rise to an inconsistent framework for shape modeling [10]. Second, these techniques can handle only unimodal, Gaussian-like shape densities. In particular, these methods cannot deal with “multimodal” shape densities,which involve multiple classes of shapes (e.g. a shape density of handwritten digits, composed of multiple digits).

Besides the work that involves level set methods, there has also been some other interesting work on analysis of shape. Klassen and Srivastava et al. [11] represent shapes by so-called direction functions and define the space of shapes as a sub-manifold embedded in the L_2 space of direction functions. The key element in that work is the numerical computation of a geodesic path on the shape space connecting any two different shapes, where the distance between two shapes is defined as the length of the geodesic path. However, this method cannot be easily extended to deal with 3D shapes. Minchor and Mumford [12] also considered a space of curves and obtained a numerical computation of a geodesic path. Charpiat et al. [13] used an approximation of the Hausdorff metric in order to make it differentiable and used a gradient of the approximate Hausdorff metric to warp one shape into another shape. Soatto and Yezzi [14] proposed a method of extracting both the motion and the deformation of moving deformable objects. In that work, they propose the notion of shape average and motions such that all the example shapes are obtained by rigid transformation (motion) of the shape average followed by diffeomorphism (deformation), where the shape average and motions are defined such that the total amount of deformation is minimized. In that work, the amount of such diffeomorphism is measured by a simple template metric, i.e. the area of set-symmetric difference. There is also recent work by Cootes et al. [15], which constructs a model that obeys such diffeomorphic constraints.

In our work, we propose a framework for constructing nonparametric shape densities from example training shapes. In particular, we assume that the training shapes are drawn from an unknown shape distribution, and we estimate the underlying shape distribution by extending a Parzen density estimator to the space of shapes. Such density estimates are expressed in terms of distances between shapes. We propose two specific distance metrics, namely the L_2 distance between signed distance functions and the template metric (which is the area of set symmetric difference of two shape interiors), to be used for nonparametric density estimation, although other metrics could be used in our framework as well. We then formulate the segmentation problem as maximum a posteriori (MAP) estimation, in which we use the learned nonparametric shape density as the prior. This leads to an optimization problem for the segmenting curve, for which we develop and use an active contour-based iterative algorithm. We present experimental results of segmenting low-quality and occluded images. We also demonstrate how the proposed algorithm can successfully incorporate shape densities involving multiple object classes.

Recently Cremers et al. [16] also proposed a nonparametric density estimation-based technique for shape priors and demonstrated how the level set-based segmentation can benefit from such shape priors. In particular, they considered a kernel density estimate with the square root of the template metric. They also incorporated the alignment with respect to translation and scaling directly into the first variation of their energy functional.

Our work and the work in [16] have been done in parallel independently and share many common aspects. Yet, our work is different from the work in [16] in three major ways. First, we consider another shape distance measure, namely the Euclidean (i.e. $L2$) distance between signed distance functions for shape density estimation, in addition to a distance measure based on the template metric which is similar to the one used in [16]. We compare the two kinds of metrics from both theoretical and practical standpoints. Second, our framework can handle alignment with respect to similarity transforms, which consist of translation, scaling, and rotation. Third, we further analyze the issue of density estimation on the space of shapes. In particular, we consider the case in which the space of shapes is represented as a space of signed distance functions, which we interpret as a manifold embedded in a Hilbert space. We conjecture that the best metric for density estimation in this case is a geodesic distance and suggest a density estimate with $L2$ distance as a good approximation of the density estimate with the geodesic distance. We also provide a theoretical comparison of our framework with that based on PCA.

The remainder of this paper is organized as follows. In Section 2, we motivate the problem of building a shape prior and present nonparametric shape priors based on the two shape distance measures. In Section 3, we present our framework for shape-based image segmentation, where we derive the gradient flows for active contour evolution for maximizing shape priors. We then present experimental results in Section 4 with a variety of low quality images. Finally, we conclude in Section 5 with a summary.

2. Shape priors

Let us consider a segmentation problem. If the image to be segmented is of high quality (defined appropriately based on context), then the observed image data provide a large amount of information about the true boundary. However, in many applications, this may not be the case. For example, if the image is of low contrast, the amount of information provided by the data will be small. Similarly, if there are occlusions or missing data around a portion of the boundary, the data will not tell us much about that part of the boundary. For such low-quality images, data alone will not be sufficient for accurate segmentation. Considering that segmentation is equivalent to extracting the pose and the shape of the boundary of the object, prior information on shapes will be helpful in segmentation, if we have any such information.

Now let us consider the case where we know the category of the object in the image. If there is only one possible fixed shape in that category, then we know the exact shape of the object a priori, and the segmentation problem comes down to estimation of pose. However, in general, there is shape variation even within a single category of objects, so that there are considerably more (possibly a continuum of) “candidate” shapes in the image than those corresponding simply to variations in pose. For example if the category is a particular organ in a medical imaging application, there will be variability in the shape of the organ across patients. Since such candidate shapes may not be equally likely, it is desirable to have a quantitative measure of how good a candidate shape is or how likely such a shape is. In this sense, a probability measure on the set of shapes of a given category is the desirable description of the prior knowledge about shapes of the objects in the category.

Now the question is how to compute such a probability measure on a set of shapes. An intuitive idea is that a shape is more likely if it is similar to the shapes of the same category seen before. This raises the issue of how to define a notion of similarity. Mathematically, this suggests that a measure of distance between two shapes will play an important role in statistical analysis of shapes. In the following section, we state more formally the problem of building shape priors from available example shapes.

2.1. Problem of building a shape prior

In typical active contour-based image segmentation, a curve length penalty term $\alpha\oint_C \mathrm{d}s$ for the segmenting curve C is often used for regularization. The basic idea behind this is that shorter curves are more likely as a boundary of an object than longer ones. Such a regularization term can be considered as a prior term, more accurately, the negative logarithm of a prior density. This interpretation is motivated by the Bayesian interpretation of the energy functional $E(C)$ for image segmentation.

$$E(C) = -\log p(\text{data}|C) - \log p_C(C) \propto -\log p(C|\text{data}). \tag{1}$$

In this respect, the curve length term corresponds to the prior density for the curve $p_C(C) \propto \mathrm{e}^{-\alpha \oint_C \mathrm{d}s}$.

If we have more information about the shape of the object to segment, we can build a more sophisticated shape prior and use it to guide the evolution of the curve C. In particular, we are interested in the case where we have a set of example shapes of the object class. Suppose that the example shapes are given in terms of n curves $C_1, \ldots, C_n$ that delineate the boundaries of the example shapes. The basic idea we use is that a candidate segmenting curve C will be more likely if it is similar to the example curves. In order to measure similarity between curves, we need to compare the candidate curve C with the example curves. However, when the candidate C and the training curves $C_1, \ldots, C_n$ are not aligned, a direct comparison of C with $C_1, \ldots, C_n$ will include not only the shape difference but also artifacts due to pose difference such as translation, rotation, and scaling. In order to deal with this pose issue, we align the curves $C_1, \ldots, C_n$ and C into $\tilde{C}_1, \ldots, \tilde{C}_n$ and $\tilde{C}$, which have the same pose. In this paper, we denote the aligned curves with tildes, whereas we denote the candidate curve C without a tilde. Hence, the procedure of estimating $p_C(C)$ consists of the following steps:

(1) Align $C_1, \ldots, C_n$ into $\tilde{C}_1, \ldots, \tilde{C}_n$. (Section 2.2.1).
(2) Align C w.r.t. $\tilde{C}_1, \ldots, \tilde{C}_n$ into $\tilde{C}$. (Section 2.2.2).
(3) Estimate $p_{\tilde{C}}(\tilde{C})$ the prior probability density of $\tilde{C}$ given $\tilde{C}_1, \ldots, \tilde{C}_n$. (Section 2.3).
(4) Relate $\hat{p}_{\tilde{C}}(\tilde{C})$ to $\hat{p}_C(C)$. (Section 2.3.4).

Our approach can incorporate any available alignment algorithms in steps 1–2. Also we can use a variety of distance metrics in step 3. Hence, this framework can provide several variations of algorithms depending on the choice of the alignment algorithm and the distance metric. We now discuss each of the above steps. Steps 2–4 are used in the segmentation algorithm to be described in Section 3.[1]

2.2. Alignment

2.2.1. Alignment of training curves by similarity transforms

Here we discuss how to align the n training curves $C_1, \ldots, C_n$. In particular, we use the alignment algorithm presented in Tsai et al. [10], in which a similarity transform is applied to each curve such that the transformed curves are well aligned. Let us first define the similarity transform and then provide a criterion for alignment.

The similarity transformation $T[\mathbf{p}]$ with the pose parameter $\mathbf{p} = [a\ b\ \theta\ h]$ consists of translation $M(a,b)$, rotation $R(\theta)$, and scaling $H(h)$, and it maps a point $(x,y) \in \mathscr{R}^2$ to $T[\mathbf{p}]\,(x,y)$ as follows:

$$T[\mathbf{p}]\begin{pmatrix} x \\ y \end{pmatrix} = R(\theta) \circ H(h) \circ M(a,b)\begin{pmatrix} x \\ y \end{pmatrix} \tag{2}$$

$$= \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}\begin{pmatrix} h(x+a) \\ h(y+b) \end{pmatrix}. \tag{3}$$

We define the transformed curve $T[\mathbf{p}]C$ to be the new curve that is obtained by applying the transformation to every point on the curve. The shape represented by a curve C can also be represented by a binary image $I(x,y)$ whose value is 1 inside C and 0 outside C. The transformation of $I(x,y)$ is defined to be the new image obtained by moving every pixel (x,y) of the image I to a new position $T[\mathbf{p}](x,y)$ making the intensity of $\tilde{I}$ at pixel $T[\mathbf{p}](x,y)$ the same as the intensity of I at pixel (x,y) as illustrated in Fig. 1. Thus the two images I and $\tilde{I} \triangleq T[\mathbf{p}]I$ are related by

$$I(x,y) = \tilde{I}(T[\mathbf{p}](x,y)) \quad \text{for all } (x,y) \in \Omega. \tag{4}$$

Equivalently, $\tilde{I}$ can be written in terms of I as follows:

$$\tilde{I}(x,y) = I(T^{-1}[\mathbf{p}](x,y)). \tag{5}$$

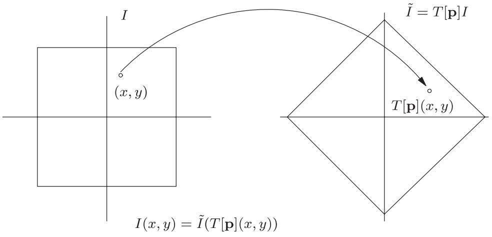

Fig. 1. Illustration of the similarity transformation $T[\mathbf{p}]I$.

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[1] We are focusing on 2D segmentation problems here although our approach can be directly applied to 3D problems.

We now provide a criterion for alignment. Given n training curves, we obtain aligned curves $\tilde{C}_1, \ldots, \tilde{C}_n$ by a similarity transformation $\tilde{C}_i = T[\hat{\mathbf{p}}_i]C_i$ with pose estimate $\hat{\mathbf{p}}_i$ for each i. The pose estimates are chosen such that they minimize an energy functional for alignment. The energy functional we use is given by

$$E_{\text{align}}(\mathbf{p}_1, \ldots, \mathbf{p}_n) = \sum_{i=1}^{n} \sum_{j \neq i}^{n} \left\{ \frac{\int\int_\Omega (T[\mathbf{p}_i]I^i - T[\mathbf{p}_j]I^j)^2 \, \mathrm{d}x \, \mathrm{d}y}{\int\int_\Omega (T[\mathbf{p}_i]I^i + T[\mathbf{p}_j]I^j)^2 \, \mathrm{d}x \, \mathrm{d}y} \right\}, \tag{6}$$

where I^i is a binary map whose value is 1 inside C_i and 0 outside C_i, and $T[\mathbf{p}]I^i$ is a transformed binary map whose value is 1 inside $T[\mathbf{p}_i]C_i$ and 0 outside $T[\mathbf{p}_j]C_j$. As in (5), I^i and $T[\mathbf{p}_i]I_i$ are related by

$$T[\mathbf{p}_i]I^i(x, y) = I^i(T^{-1}[\mathbf{p}_i](x, y)). \tag{7}$$

The numerator in (6), which is the area of set-symmetric difference between two interior regions of $T[\mathbf{p}_i]C_i$ and $T[\mathbf{p}_j]C_j$, basically measures the amount of mismatch between $T[\mathbf{p}_i]I^i$ and $T[\mathbf{p}_j]I^j$, and the denominator is present to prevent all the binary images from shrinking to improve the cost function. The double summation in (6) implies that we compare every pair of the binary maps in the training database.

To estimate the pose parameters, we fix the pose parameter for the first curve as the one for the identity transform and compute $\mathbf{p}_2, \ldots, \mathbf{p}_n$ by

$$\{\hat{\mathbf{p}}_2, \ldots, \hat{\mathbf{p}}_n\} = \arg \min_{\mathbf{p}_2, \ldots, \mathbf{p}_n} E_{\text{align}}(\mathbf{p}_1, \ldots, \mathbf{p}_n)|_{\mathbf{p}_1 = [0\ 0\ 0\ 1]}, \tag{8}$$

where we use gradient descent to compute $\mathbf{p}_2, \ldots, \mathbf{p}_n$.

2.2.2. Alignment of the candidate curve

Now we consider the problem of aligning the candidate curve C w.r.t. the n aligned training curves $\tilde{C}_1, \ldots, \tilde{C}_n$. To this end, we estimate a pose parameter $\hat{\mathbf{p}}$ such that $\tilde{C} = T[\hat{\mathbf{p}}]C$ is well aligned to $\tilde{C}_1, \ldots, \tilde{C}_n$ by minimizing the energy

$$\begin{aligned} \hat{\mathbf{p}} &= \arg \min_{\mathbf{p}} E(\mathbf{p}) \\ &= \arg \min_{\mathbf{p}} \sum_{i=1}^{n} \left\{ \frac{\int_\Omega (T[\mathbf{p}]I - \tilde{I}^i)^2 \, \mathrm{d}x}{\int_\Omega (T[\mathbf{p}]I + \tilde{I}^i)^2 \, \mathrm{d}x} \right\}, \end{aligned} \tag{9}$$

where I and $\tilde{I}^i$ are binary maps whose values are 1 inside and 0 outside C and $T[\hat{\mathbf{p}}_i]C_i$, respectively.

2.3. Estimating the shape density

Now the problem is to estimate how likely the curve $\tilde{C}$ is, given the training curves $\tilde{C}_1, \ldots, \tilde{C}_n$. We assume that the n aligned curves are i.i.d. according to a density $p_{\tilde{C}}(\cdot)$ and estimate the density $p_{\tilde{C}}(\cdot)$ from n i.i.d. samples.

2.3.1. Nonparametric density estimation

Let us first consider density estimation for a finite dimensional random vector. Suppose that we have n samples $x_1, x_2, \ldots, x_n \in \mathscr{R}^m$ drawn from an m-dimensional density function $p(x)$. The Parzen density estimate is given by

$$\hat{p}(x) = \frac{1}{n} \sum_{i=1}^{n} \mathbf{k}(x - x_i, \Sigma), \tag{10}$$

where we use an m-dimensional Gaussian kernel $\mathbf{k}(x, \Sigma) = N(x; 0, \Sigma^{\mathrm{T}}\Sigma)$. If the kernel is spherical, i.e. $\Sigma = \sigma I$, the above density estimate becomes

$$\hat{p}(x) = \frac{1}{n} \sum_{i=1}^{n} k(d(x, x_i), \sigma), \tag{11}$$

where $d(x, x_i)$ is the Euclidean distance between x and x_i in $\mathscr{R}^m$, and $k(x, \sigma)$ is the 1D Gaussian kernel $k(x, \sigma) = N(x; 0, \sigma^2)$.

Given a distance measure $d_{\mathscr{C}}(\cdot, \cdot)$ in $\mathscr{C}$, the space of curves, we can extend this Parzen density estimator with a spherical Gaussian kernel to the infinite dimensional space $\mathscr{C}$ as follows:

$$\hat{p}_{\tilde{C}}(\tilde{C}) = \frac{1}{n} \sum_{i=1}^{n} k(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma). \tag{12}$$

In this density estimate, the composite of the 1D kernel and the distance metric plays the role of an infinite dimensional kernel. For the kernel size σ, we use an ML kernel size with leave-one-out [17]

$$\sigma_{\text{ML}} = \arg \max_{\sigma} \sum_i \log \hat{p}_{\tilde{C}}(\tilde{C}_i) \tag{13}$$

$$= \arg \max_{\sigma} \sum_i \log \frac{1}{n-1} \sum_{j \neq i} k(d_{\mathscr{C}}(\tilde{C}_i, \tilde{C}_j), \sigma). \tag{14}$$

Our nonparametric shape priors in (12) can be used with a variety of distance metrics. In the following sections, we consider two specific metrics, namely the template metric and the L_2 distance between signed distance functions.

2.3.2. Parzen density estimate with the template metric

We now consider the Parzen density estimate in (12) with a specific metric, namely the template metric $d_T(\tilde{C}, \tilde{C}_i) = \text{Area}(R_{\text{inside } \tilde{C}} \triangle R_{\text{inside } \tilde{C}_i})$ [18], where $\triangle$ denotes set symmetric difference. The density estimate with the template metric is given by

$$\hat{p}_{\tilde{C}}(\tilde{C}) = \frac{1}{n}\sum_{i=1}^{n} k(d_T(\tilde{C}, \tilde{C}_i), \sigma). \tag{15}$$

We can also use square root of the template metric as a distance measure and have the following density estimate:

$$\hat{p}_{\tilde{C}}(\tilde{C}) = \frac{1}{n}\sum_{i=1}^{n} k\left(\sqrt{d_T(\tilde{C}, \tilde{C}_i)}, \sigma\right). \tag{16}$$

Cremers et al. [16] use this density estimate for shape-based image segmentation. As we will see in Section 3.2, the template metric can also be expressed in terms of level set functions and the Heaviside function,[2] and as a result it has a practical merit that the gradient flows $\frac{\partial \tilde{C}}{\partial t}$ for the above two density estimates are given in closed form.

One drawback of the template metric and its variants is that they can miss a significant shape difference or difference in topology if the area of difference is small. For instance, the template metric may not be able to distinguish a circle from a circle with a thin blob attached or a circle from a doughnut with a very small hole inside.

From the theoretical standpoint, the property that the template metric is insensitive to this kind of shape differences suggests that the geometry of the shape space defined by the template metric is not very appropriate for defining shape density, which we explain now. When one defines a shape probability density, the shape density at a specific shape $C^\dagger$ is related to the probability of the random shape being inside a small neighborhood of the shape $C^\dagger$ as follows:

$$p_{\tilde{C}}(C^\dagger)\text{volume}(N_\varepsilon(C^\dagger)) = \text{Prob}(\tilde{C} \in N_\varepsilon(C^\dagger)), \tag{17}$$

where $N_\varepsilon(C^\dagger) = \{C | d(C, C^\dagger) < \varepsilon\}$ is a neighborhood of $C^\dagger$ with radius ε. This 'density' will make sense only if we can make sure that all the shapes inside the small neighborhood $N_\varepsilon(C^\dagger)$ will look similar to human observer. The template metric and its variants do not satisfy this condition.

Despite the shortcomings mentioned above, in practice, the template metric provides a viable solution for the shape density estimation and shape-based segmentation. We discuss the nature of the gradient flow derived from the template metric-based shape prior and the segmentation results in Sections 3.4 and 4.

2.3.3. Parzen density estimate on the space of signed distance functions

In this section, we consider another way of defining a metric between two curves based on level set representation of curves. In particular, we represent each curve $\tilde{C}_i$ by its corresponding signed distance function $\phi_{\tilde{C}_i}$, where we use the sign convention of $\phi < 0$ inside the curve and $\phi > 0$ outside the curve. The magnitude of signed distance function $\phi_{\tilde{C}_i}(x)$ is the distance from the point x to the curve $\tilde{C}_i$, and the magnitude grows as the point is more inside/outside of the boundary curve. In other words, we put more weight on points which we are confident are inside/outside the object. Now we can define the distance between two curves $\tilde{C}$ and $\tilde{C}_i$ as the distance between the two corresponding signed distance functions $\phi_{\tilde{C}}$ and $\phi_{\tilde{C}_i}$ as follows:

$$d(\tilde{C}, \tilde{C}_i) = d_{\mathscr{D}}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \tag{18}$$

where we let $\mathscr{D}$ denote the space of signed distance functions and $d_{\mathscr{D}}(\cdot,\cdot)$ denote the metric in space $\mathscr{D}$. The issue here is how to define a distance metric $d_{\mathscr{D}}(\cdot,\cdot)$ in the space of signed distance functions.

We interpret the space of signed distance functions $\mathscr{D}$ as a subset of an infinite dimensional Hilbert space[3] $\mathscr{L}$, which is defined by $\mathscr{L} \triangleq \{\phi | \phi : \Omega \to \mathscr{R}\}$, with the following inner product and L_2 distance:

$$\langle \phi_1, \phi_2 \rangle = \int_\Omega \phi_1(x)\phi_2(x)\,\mathrm{d}x, \tag{19}$$

$$d_{L_2}(\phi_1, \phi_2) = \sqrt{\langle \phi_1 - \phi_2, \phi_1 - \phi_2 \rangle}. \tag{20}$$

As the inner product is an integral over the image domain Ω, the inner product and its induced L_2 norm depend on the image domain Ω. However, this does not cause problems in practice, as we can assume that the image domain Ω is fixed over the

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[2] We can also interpret the template metric and the square root of the template metric as L_1 and L_2 norms on differences between binary maps, respectively.

[3] As the space of signed distance functions is embedded in the space of level set functions $\{\phi | \phi : \Omega \to \mathscr{R}\}$, defining the geometry of this bigger space automatically determines the distance for the smaller space $\mathscr{D}$. There are many candidate geometries for this bigger space, and we choose to interpret the space of the level set functions as a Hilbert space.

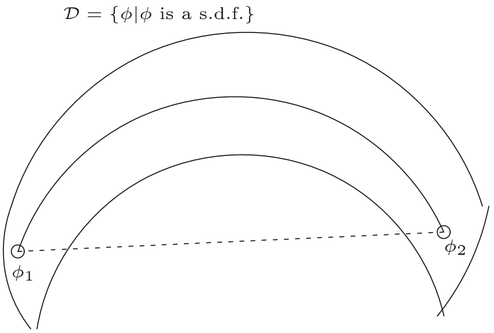

Fig. 2. Illustration of the space of signed distance functions $\mathscr{D}$ and the geodesic path (solid line) between ϕ_1 and ϕ_2 compared with the shortest path in Hilbert space $\mathscr{L}$ (dashed line) which is off the space $\mathscr{D}$.

entire segmentation process. Another issue is that this distance is not invariant with respect to translation and rotation. As we mentioned before, we first remove differences due to pose variation by alignment. Hence, the shape prior we propose does not require such invariance properties.

Since the space $\mathscr{D}$ is embedded in a Hilbert space, a natural metric $d_{\mathscr{D}}(\phi_1, \phi_2)$ for this space will be a minimum geodesic distance, i.e. the distance of the shortest path from ϕ_1 to ϕ_2 lying in the signed distance function space $\mathscr{D}$. Fig. 2 provides a conceptual picture of the space $\mathscr{D}$, and the geodesic path connecting two distance functions ϕ_1 and ϕ_2. The direct line (dashed line) connecting ϕ_1 and ϕ_2 gives a shortest path in the Hilbert space and its length corresponds to the L_2 distance $d_{L_2}(\phi_1, \phi_2)$.

If one could compute the minimum geodesic distances $d_{\text{geodesic}}(\cdot,\cdot)$, the corresponding Parzen density estimate would be

$$\hat{p}_{\tilde{C}}(\tilde{C}) = \frac{1}{n}\sum_i k(d_{\text{geodesic}}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma). \tag{21}$$

We conjecture that the geodesic distance is the best metric for the density estimation and that this density estimate is inherently concentrated on the shape manifold even with finite number of samples.[4] The expected property that the density estimate is concentrated on the shape manifold would make the kernel density estimate with the geodesic distance appealing from a theoretical standpoint. However, computing a geodesic distance in an infinite dimensional manifold is a challenging problem. There is some previous work on computing geodesic distances in the space of curves such as Minchor and Mumford [12] and Klassen et al. [11], but there is little work when the shape is represented by signed distance functions.

Instead, we now consider the Parzen density estimate with the L_2 distance in $\mathscr{L}$

$$\hat{p}_{\tilde{C}}(\tilde{C}) = \frac{1}{n}\sum_i k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma). \tag{22}$$

Note that we defined $\phi_{\tilde{C}}$ and $\phi_{\tilde{C}_i}$ to be the signed distance functions representing the curves $\tilde{C}$ and $\tilde{C}_i$ and that this constraint that $\phi_{\tilde{C}}$ and $\phi_{\tilde{C}_i}$ are signed distance functions is necessary to make this density estimate be uniquely determined, as this equation can give different values when $\phi_{\tilde{C}}$ and $\phi_{\tilde{C}_i}$ are other level set functions representing the same curves.[5] In addition, the constraint that $\phi_{\tilde{C}}$ and $\phi_{\tilde{C}_i}$ are signed distance functions enables this density estimate to approximate the density estimate with geodesic distance in (21), which we explain next.

Let us first consider the case where the example shapes are of small variation. Fig. 3 illustrates this situation. In this case, the part of the manifold supporting the example shapes is approximately flat or linear provided that the manifold does not have too much curvature. This is why methods based on PCA of signed distance functions [9,10] (hence based on linear vector space tools), work well when there is small shape variation.

For the Parzen density estimate in such a case, we can take advantage of the same phenomenon, namely that the part of the manifold supporting

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[4] Cremers et al. [16] also interpret the shape space as a nonlinear manifold, and mention that asymptotically the kernel density estimate (with the square root of the template metric) becomes concentrated on the manifold. This asymptotic behavior will be true of many distance metrics, but with finite samples the density estimate will not be concentrated on the manifold with most of the metrics.

[5] There are infinitely many level set functions whose zero-level sets give the same curve, and due to this redundancy the distance between two level set functions representing two distinct shapes can be arbitrarily small by scaling the level set functions. For instance, let ϕ_{C_1} and ϕ_{C_2} the two signed distance functions representing two distinct shapes C_1 and C_2, then any scaled versions of the signed distance functions also represent the same shapes, and we have

$$d_{L_2}(\alpha\phi_{C_1}, \alpha\phi_{C_2}) = \alpha d_{L_2}(\phi_{C_1}, \phi_{C_2}),$$

where the right-hand side can approach zero as the scaling factor α approaches zero. Hence, the way we constrain the shape to be represented only by the signed distance functions not only removes the redundancy in shape representation but also makes the distance well defined.

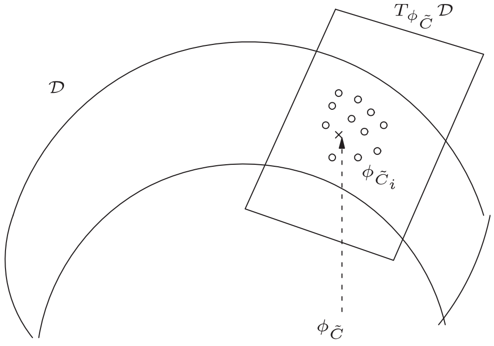

Fig. 3. Illustration of example shapes in $\mathscr{D}$ with small shape variation.

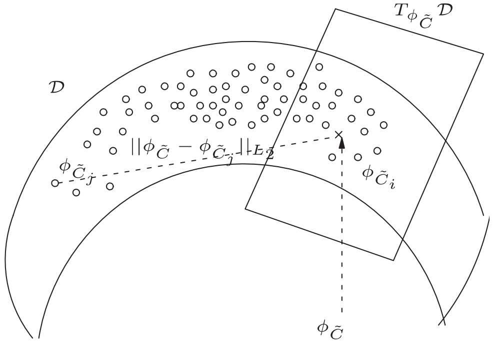

Fig. 4. Illustration of example shapes in $\mathscr{D}$ with broad range.

example shapes is approximately flat and that the L_2 distance is close to the geodesic distance. Thus, in this case, the nonparametric density estimate with L_2 distance can be a good approximation of that with the geodesic distance.

Now consider the case where the example shapes have a broad range as illustrated in Fig. 4. In this case, the part of the manifold supporting the samples is no longer flat, and PCA will not be very effective. In contrast, the density estimate with L_2 distance can still be a good approximation of (21) for the following reasons. When $\phi_{\tilde{C}}$ and $\phi_{\tilde{C}_i}$ are close enough, the L_2 norm will be a good approximation of the geodesic distance. On the other hand, when $\phi_{\tilde{C}}$ and $\phi_{\tilde{C}_j}$ are far from each other, there will be an error in approximation of distance, but the overall error in density estimate will be small as long as the kernel size σ is small compared to the distance $d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_j})$. The kernel size σ will be small provided that we have a sufficiently large number of example shapes.

More precisely, we have the following approximation if there exists some constant M such that $M\sigma$ is small and M is large

$$
\begin{aligned}
&\frac{1}{n}\sum_i k(d_{\mathrm{geodesic}}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \\
&\quad = \frac{1}{n}\left(\sum_{\substack{i \\ d_{L_2}(\phi_{\tilde{C}},\phi_{\tilde{C}_i}) \leqslant M\sigma}} k(d_{\mathrm{geodesic}}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \right. \\
&\qquad \left. + \sum_{\substack{i \\ d_{L_2}(\phi_{\tilde{C}},\phi_{\tilde{C}_i}) > M\sigma}} k(d_{\mathrm{geodesic}}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \right) \\
&\quad \overset{(1)}{\approx} \frac{1}{n} \sum_{\substack{i \\ d_{L_2}(\phi_{\tilde{C}},\phi_{\tilde{C}_i}) \leqslant M\sigma}} k(d_{\mathrm{geodesic}}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \\
&\quad \overset{(2)}{\approx} \frac{1}{n} \sum_{\substack{i \\ d_{L_2}(\phi_{\tilde{C}},\phi_{\tilde{C}_i}) \leqslant M\sigma}} k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \\
&\quad \overset{(3)}{\approx} \frac{1}{n}\left(\sum_{\substack{i \\ d_{L_2}(\phi_{\tilde{C}},\phi_{\tilde{C}_i}) \leqslant M\sigma}} k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \right. \\
&\qquad \left. + \sum_{\substack{i \\ d_{L_2}(\phi_{\tilde{C}},\phi_{\tilde{C}_i}) > M\sigma}} k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \right), \\
&\quad = \frac{1}{n}\sum_i k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma), \qquad (23)
\end{aligned}
$$

where

- We can make the approximation (2), provided that $M\sigma$ is small enough such that if $d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}) \leqslant M\sigma$, then $d_{\mathrm{geodesic}}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}) \approx d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i})$.
- We can make the approximation (1) and (3), provided that M is large enough such that if $d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}) > M\sigma$, then $k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \approx 0$ and $k(d_{\mathrm{geodesic}}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \approx 0$.

These conditions can be satisfied if the kernel size σ is small enough.

A similar argument will hold for the case where the samples form multiple clusters as illustrated in Fig. 5, and we can make the same approximation as Eq. (23). When the density is multi-modal, if we knew which mode of the density the candidate shape

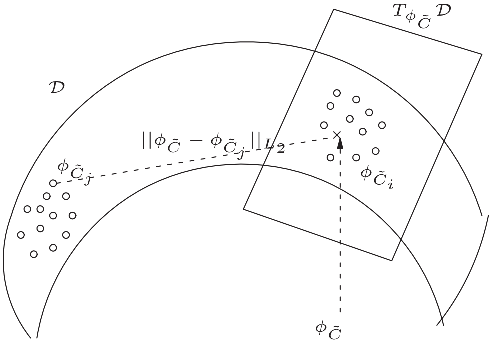

Fig. 5. Illustration of two clusters of example shapes in $\mathscr{D}$ and the tangent space.

was in,[6] we could use a simpler approach like [10] for shape-based segmentation. However, in scenarios where that is not the case, our approach is more powerful.

2.3.4. Relating $\hat{p}_{\tilde{C}}(\tilde{C})$ to $\hat{p}_C(C)$

So far we have derived a density estimate $\hat{p}_{\tilde{C}}(\tilde{C})$ for an aligned candidate curve $\tilde{C}$, which is given in terms of aligned training curves $\tilde{C}_1, \ldots, \tilde{C}_n$. We remind the readers that we have all the training curves aligned, but given an arbitrary image, the object in that scene is not necessarily aligned with our training set $\{\tilde{C}_i\}$. Hence we need a density estimate for the unaligned curves we encounter during the curve evolution process in segmenting that image. Here we will relate the density estimate $\hat{p}_C(C)$ for such an unaligned candidate curve C to the density estimate $\hat{p}_{\tilde{C}}(\tilde{C})$ for an aligned candidate curve $\tilde{C}$. To this end, we first consider the relationship between the two densities $p_{\tilde{C}}(\tilde{C})$ and $p_C(C)$.

Conceptually, every candidate curve C can be described by its shape and its pose. For instance, when $\tilde{C} = T[\mathbf{p}]C$ is aligned w.r.t. training curves $\{\tilde{C}_i\}$, we can interpret $\tilde{C}$ as the shape of C and $\mathbf{p}$ as the pose of C. Thus the probability density for the candidate curve can be written in terms of the density for its shape and its pose as follows:

$$p_C(C) \propto p_{\tilde{C},\mathbf{p}}(\tilde{C}, \mathbf{p}) \tag{24}$$

$$= p_{\tilde{C}}(\tilde{C}) p(\mathbf{p}|\tilde{C}). \tag{25}$$

If the prior information about the pose $p(\mathbf{p}|\tilde{C})$ is available, one can use that information to evaluate $p_C(C)$. In this work, we assume that $p(\mathbf{p}|\tilde{C})$ is uniform, i.e. all poses $\mathbf{p}$ are equally likely. In this case, all slices of the joint density $p_{\tilde{C},\mathbf{p}}(\tilde{C}, \mathbf{p})$ along a fixed $\mathbf{p}$ are identical and simply proportional to $p_{\tilde{C}}(\tilde{C})$. Hence, we have

$$p_C(C) = \gamma p_{\tilde{C}}(\tilde{C}) \quad \text{for all } \mathbf{p} \tag{26}$$

where γ is a normalizing constant. Therefore, given the density estimate $\hat{p}_{\tilde{C}}(\tilde{C})$, we can estimate the density estimate of any candidate curve C in terms of its shape estimate $T[\hat{\mathbf{p}}]C$ as follows:

$$\hat{p}_C(C) = \gamma \hat{p}_{\tilde{C}}(T[\hat{\mathbf{p}}]C), \tag{27}$$

where the pose estimate $\hat{\mathbf{p}}$ is obtained by Eq. (9).

3. Shape-based segmentation

Now we combine the nonparametric shape prior and a data term within a Bayesian framework to form the energy functional for segmentation. The data term we use is from the piecewise constant version of the Mumford–Shah functional [20], and the shape term comes from the nonparametric shape priors introduced in Section 2. We choose this data term as a representative one, as it has found use in a wide array of previous work [21,5,16]. However, note that the shape priors can be combined with any other data term such as the information theoretic term proposed in [22] as well. The task of segmentation is to minimize the energy functional.[7]

$$E(C) = -\log p(\text{data}|C) - \log p_C(C) \tag{28}$$

$$= \beta \left[\int_{R_{\text{in}}} (I(x) - m_{\text{in}})^2 \, \mathrm{d}x + \int_{R_{\text{out}}} (I(x) - m_{\text{out}})^2 \, \mathrm{d}x \right] - \log p_C(C), \tag{29}$$

where R_{in} (R_{out}) is the region inside (outside) the curve C,

$$m_{\text{in}} = \frac{\int_{R_{\text{in}}} I(x)\,\mathrm{d}x}{\int_{R_{\text{in}}} \mathrm{d}x}, \quad m_{\text{out}} = \frac{\int_{R_{\text{out}}} I(x)\,\mathrm{d}x}{\int_{R_{\text{out}}} \mathrm{d}x},$$

and β is a hyper-parameter.

We would like to minimize this functional by gradient descent, and the task comes down to computing the gradient flow for the curve C. The overall gradient flow is the sum of the two terms, one based on data term and the other based on the shape

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[6] For instance, one can use a classification algorithm like the one in [19]. However, the algorithm in [19] needs to know the number of the modes in advance, whereas our approach does not require such information.

[7] From now on we drop the hat for simplicity in the density estimate $\hat{p}_C(C)$ and the pose estimate $\hat{\mathbf{p}}$.

prior. The gradient flow $\frac{\partial C}{\partial t}$ for the data term is given by

$$\frac{\partial C}{\partial t} = \beta[-(I(x) - m_{\text{inside}})^2 + (I(x) - m_{\text{outside}})^2]\vec{N}, \tag{30}$$

where $\vec{N}$ is an outward normal of a curve. In this section, we focus on describing how to compute the gradient flow $\frac{\partial C}{\partial t}$ for maximizing the shape term $\log p_C(C)$.

However, we cannot compute $\frac{\partial C}{\partial t}$ directly from the shape prior, since as was mentioned in Section 2.1, the shape prior

$$\log p_C(C) = \log(\gamma p_{\tilde{C}}(\tilde{C})) \tag{31}$$

$$= \log \frac{1}{n} \sum_{i=1}^{n} k(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma) + \log \gamma \tag{32}$$

basically compares the aligned curve $\tilde{C} = T[\mathbf{p}]C$ with the training curves $\{\tilde{C}_i\}$ and is given in terms of those aligned curves $\tilde{C}$ and $\{\tilde{C}_i\}$. Hence, we first compute $\frac{\partial \tilde{C}}{\partial t}$ from the shape prior, and then compute $\frac{\partial C}{\partial t}$ from $\frac{\partial \tilde{C}}{\partial t}$.

To this end, we need a pose parameter $\mathbf{p}$ for curve C at each time, and the pose $\mathbf{p}$ should be updated concurrently as the curve C evolves. The updates of C and $\mathbf{p}$ are performed iteratively according to Algorithm 1.

Algorithm 1: Iterative algorithm for updating the pose estimate $\mathbf{p}$ and the curve C

```
(1) Evolve the curve $C$ without the shape prior for time $t \in [0, t_0]$
(2) For the curve $C|_{t=t_0}$, compute the pose $\mathbf{p}|_{t=t_0}$ by aligning $C|_{t=t_0}$ with respect to $\{\tilde{C}_i\}$
(3) Iterate until convergence:
    (a) fix $\mathbf{p}$ and
        (i) compute $\tilde{C} = T[\mathbf{p}]C$.
        (ii) compute $\frac{\partial \tilde{C}}{\partial t}$ from the shape prior $\log p_{\tilde{C}}(\tilde{C}) = \log \frac{1}{n}\sum_{i=1}^{n} k(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma)$
        (iii) compute $\frac{\partial C}{\partial t}$ from $\frac{\partial \tilde{C}}{\partial t}$ by $\frac{\partial C}{\partial t} = T^{-1}[\mathbf{p}]\frac{\partial \tilde{C}}{\partial t}$
    (b) update $C$ by both the data driven force and the shape driven force
    (c) fix $C$ and
        (i) compute $\frac{\partial \mathbf{p}}{\partial t}$ using the alignment energy functional in Eq. (9)
        (ii) update the pose parameter $\mathbf{p}$ by $\frac{\partial \mathbf{p}}{\partial t}$
```

All the steps except step 3(a)(ii) are straightforward, and we discuss step 3(a)(ii) in the following sections.

In following sections, we discuss how to compute the gradient flow $\frac{\partial \tilde{C}}{\partial t}$ for maximizing the logarithm of the shape prior probability. We first start with the Parzen density estimate with a generic distance metric and give a sufficient condition so that the gradient flow is computable in Section 3.1. In particular, as an example for which the gradient flow is computable, we consider Parzen density estimation with the template metric in Section 3.2. Next, in Section 3.3, we discuss the case where the metric is the Euclidean distance between two signed distance functions and describe how to evolve the curve in the direction of increasing the shape prior.

3.1. Gradient flow for the shape prior with a generic distance metric

In this section, we derive a gradient flow for the Parzen window shape prior with a general distance measure. It turns out that the gradient flow is given as a weighted average of several directions, where the ith direction is an optimal (gradient) direction that decreases the distance between the ith training shape and the evolving shape.

Let us begin by considering the shape term

$$\log p_{\tilde{C}}(\tilde{C}) = \log\left(\frac{1}{n}\sum_i k(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma)\right), \tag{33}$$

where $d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i)$ is a generic distance measure between the shape described by the curve $\tilde{C}$ and the ith training shape described by $\tilde{C}_i$. Now we need to compute a velocity field f in curve evolution $\frac{\partial \tilde{C}}{\partial t} = f\vec{N}$ that increases $\log p_{\tilde{C}}(\tilde{C})$ most rapidly.

The time derivative of $\log p_{\tilde{C}}(\tilde{C})$ is given by

$$\frac{\partial \log p_{\tilde{C}}(\tilde{C})}{\partial t} = \frac{1}{p_{\tilde{C}}(\tilde{C})}\frac{1}{n}\sum_i k'(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma)\frac{\partial d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i)}{\partial t}. \tag{34}$$

Now suppose that the last term $\frac{\partial d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i)}{\partial t}$ is given in the form of $\oint_{\tilde{C}} \langle \frac{\partial \tilde{C}}{\partial t}, f_i\vec{N}\rangle \, \mathrm{d}s$, i.e. $\frac{\partial \tilde{C}}{\partial t} = -f_i\vec{N}$ decreases $d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i)$ most rapidly, then we have

$$\frac{\partial \log p_{\tilde{C}}(\tilde{C})}{\partial t} = \oint_{\tilde{C}} \frac{1}{p_{\tilde{C}}(\tilde{C})}\frac{1}{n}\sum_i k'(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma) \times \left\langle \frac{\partial \tilde{C}}{\partial t}, f_i\vec{N} \right\rangle \mathrm{d}s \tag{35}$$

$$= \oint_{\tilde{C}} \left\langle \frac{1}{p_{\tilde{C}}(\tilde{C})} \frac{1}{n} \sum_i k'(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma)\, f_i \vec{N}, \frac{\partial \tilde{C}}{\partial t} \right\rangle \mathrm{d}s \tag{36}$$

and we have the following gradient direction that increases $\log p_{\tilde{C}}(\tilde{C})$ most rapidly

$$\frac{\partial \tilde{C}}{\partial t} = \frac{1}{p_{\tilde{C}}(\tilde{C})} \frac{1}{n} \sum_i k'(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma)\, f_i \vec{N}. \tag{37}$$

In our work, we use a Gaussian kernel $k(x, \sigma) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp(-\frac{x^2}{2\sigma^2})$, and we have $k'(x, \sigma) = k(x, \sigma)$ $(-\frac{x}{\sigma^2})$. Thus the gradient flow is given by

$$\begin{aligned} \frac{\partial \tilde{C}}{\partial t} = & \frac{1}{p_{\tilde{C}}(\tilde{C})} \frac{1}{n} \frac{1}{\sigma^2} \sum_i k(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma) \\ & \times d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i)(-f_i)\vec{N} \end{aligned} \tag{38}$$

which is a linear combination of n terms $\{-f_i\vec{N}\}_{i=1}^{n}$, where the ith term contributes a force that decreases the distance $d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i)$ most rapidly, and the weight for the ith term is given by $k(d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i), \sigma) d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i)$. Now the question is whether we can find a gradient flow $\frac{\partial \tilde{C}}{\partial t} = -f_i\vec{N}$ for decreasing a distance $d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i)$.

3.2. Gradient flow for the shape prior with the template metric

As we have seen above, if we can write the term $\frac{\partial d_{\mathscr{C}}(\tilde{C}, \tilde{C}_i)}{\partial t}$ in the form of $\oint_{\tilde{C}} \langle \frac{\partial \tilde{C}}{\partial t}, f_i \rangle \mathrm{d}s$, we have the gradient flow for $\log p_{\tilde{C}}(\tilde{C})$ in closed form. The template metric is such an example, and in this section we compute the gradient flow for the shape prior with the template metric introduced in Section 2.3.2.

Consider the template metric $d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i) = \mathrm{Area}(R_{\text{inside } \tilde{C}} \triangle R_{\text{inside } \tilde{C}_i})$. This metric can be written in the form of region integrals as follows:

$$\begin{aligned} d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i) &= \int_{\Omega} (1 - H(\phi_{\tilde{C}}(x))) H(\phi_{\tilde{C}_i}(x))\, \mathrm{d}x \\ &\quad + \int_{\Omega} H(\phi_{\tilde{C}}(x))(1 - H(\phi_{\tilde{C}_i}(x)))\, \mathrm{d}x \\ &= \int_{R_{\text{inside } \tilde{C}}} H(\phi_{\tilde{C}_i}(x))\, \mathrm{d}x \\ &\quad + \int_{R_{\text{outside } \tilde{C}}} (1 - H(\phi_{\tilde{C}_i}(x)))\, \mathrm{d}x, \end{aligned} \tag{39}$$

where $\phi_{\tilde{C}}$ and $\{\phi_{\tilde{C}_i}\}$ are signed distance functions for $\tilde{C}$ and $\{\tilde{C}_i\}$, respectively, and $H(\cdot)$ is the Heaviside function, i.e. $H(\phi) = 1$ if $\phi \geqslant 0$ and $H(\phi) = 0$ if $\phi < 0$. For the region integrals in (39), the derivative is well known [3], which is given by

$$\frac{\partial d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i)}{\partial t} = \oint_{\tilde{C}} \left\langle \frac{\partial \tilde{C}}{\partial t}, (2H(\phi_{\tilde{C}_i}(s)) - 1) \right\rangle \mathrm{d}s. \tag{40}$$

By substituting $f_i = (2H(\phi_{\tilde{C}_i}(s)) - 1)$ into (38), we have the following gradient direction that increases $\log p_{\tilde{C}}(\tilde{C})$ based on the template metric most rapidly:

$$\begin{aligned} \frac{\partial \tilde{C}}{\partial t} = & \frac{1}{p_{\tilde{C}}(\tilde{C})} \frac{1}{n} \frac{1}{\sigma^2} \sum_i k(d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i), \sigma) \\ & \times d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i)(1 - 2H(\phi_{\tilde{C}_i}))\vec{N}. \end{aligned} \tag{41}$$

Fig. 6 illustrates the ith component of this shape force. Note that $(1 - 2H(\phi_{\tilde{C}_i}))$ is 1 inside $\tilde{C}_i$ and -1 outside $\tilde{C}_i$.

3.3. Approximation of the gradient flow for the shape prior with the Euclidean distance

Now we deal with the problem of evolving the curve $\tilde{C}$ so that we increase the shape prior with the $L2$ distance in (22). Since the shape prior in this case is given in terms of signed distance functions $\phi_{\tilde{C}}$ and $\phi_{\tilde{C}_i}$, we derive the evolution of the signed distance function $\phi_{\tilde{C}}$, which is equivalent to evolution of the curve $\tilde{C}$. When evolving $\phi_{\tilde{C}}$, it is desirable to keep $\phi_{\tilde{C}}$ to be a signed distance function in order that the shape density estimate in (22) is meaningful density estimate, since the L_2 distance $d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i})$ becomes less accurate as a shape distance measure as $\phi_{\tilde{C}}$ moves away from the manifold of signed distance functions. In addition, when the level set function is off the manifold, the evolution of the zero level set can be less stable than the case where the evolving level set function is constrained to be a signed

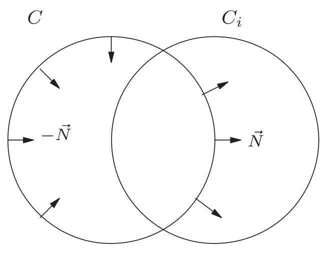

Fig. 6. Illustration of the shape force that decreases the template metric $d_{\mathscr{C}}(C, C_i) = \mathrm{Area}(R_{\text{inside } C} \triangle R_{\text{inside } C_i})$. $\vec{N}$ is the outward unit normal vector.

distance function [23]. With this constraint, there are two ways to compute the evolution equations for $\phi_{\tilde{C}}$. One is to directly compute the gradient flow with the constraint that $\phi_{\tilde{C}}$ remains on the manifold of signed distance functions. The other is to compute gradient flow without the constraint and then modify the evolution equation such that $\phi_{\tilde{C}}$ remains on the manifold of signed distance functions. We choose the second approach here as the first approach may not give a solution in closed form or result in a complicated solution even if there is a solution in closed form.

3.3.1. Unconstrained gradient flow of level set functions

Without the constraint that the evolving level set function stays on the manifold $\mathcal{D}$, we compute the gradient flow for $\log p_{\tilde{C}}(\tilde{C})$

$$\log p_{\tilde{C}}(\tilde{C}) = \log \frac{1}{n}\sum_i k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma), \tag{42}$$

where $\phi_{\tilde{C}_i}$ is the signed distance function for the ith training shape. Note that $\phi_{\tilde{C}}$ is a function of the time t and $\phi_{\tilde{C}}$ is a shorthand notation for the evolving level set function $\phi_{\tilde{C}}(t)$. Using a Gaussian kernel, we have

$$\begin{aligned} &k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \\ &\quad = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left(-\frac{1}{2\sigma^2}\int_\Omega (\phi_{\tilde{C}}(x) - \phi_{\tilde{C}_i}(x))^2\,\mathrm{d}x\right). \end{aligned} \tag{43}$$

By differentiating the above expression, we have

$$\begin{aligned} &\frac{\partial}{\partial t} k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \\ &\quad = k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \\ &\qquad \times \left[-\frac{1}{2\sigma^2}\int_\Omega 2(\phi_{\tilde{C}}(x) - \phi_{\tilde{C}_i}(x))\frac{\partial \phi_{\tilde{C}}}{\partial t}(x)\,\mathrm{d}x\right] \\ &\quad = \frac{1}{\sigma^2} k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}))\left\langle \phi_{\tilde{C}_i} - \phi_{\tilde{C}}, \frac{\partial \phi_{\tilde{C}}}{\partial t}\right\rangle. \end{aligned} \tag{44}$$

Let us now differentiate $\log p_{\tilde{C}}(\tilde{C})$ in (42).

$$\frac{\partial}{\partial t}\log p_{\tilde{C}}(\tilde{C}) = \frac{1}{p_{\tilde{C}}(\tilde{C})}\frac{1}{n}\sum_i \frac{\partial}{\partial t} k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \tag{45}$$

$$\begin{aligned} &= \frac{1}{p_{\tilde{C}}(\tilde{C})}\frac{1}{\sigma^2}\frac{1}{n}\sum_i k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \\ &\quad \times \left\langle \phi_{\tilde{C}_i} - \phi_{\tilde{C}}, \frac{\partial \phi_{\tilde{C}}}{\partial t}\right\rangle \end{aligned} \tag{46}$$

$$\begin{aligned} &= \left\langle \frac{1}{p_{\tilde{C}}(\tilde{C})}\frac{1}{\sigma^2}\frac{1}{n}\sum_i k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma) \right. \\ &\quad \left. \times (\phi_{\tilde{C}_i} - \phi_{\tilde{C}}), \frac{\partial \phi_{\tilde{C}}}{\partial t}\right\rangle. \end{aligned} \tag{47}$$

Thus the gradient direction that increases $\log p_{\tilde{C}}(\tilde{C})$ most rapidly is

$$\frac{\partial \phi_{\tilde{C}}}{\partial t} = \frac{1}{p_{\tilde{C}}(\tilde{C})}\frac{1}{\sigma^2}\frac{1}{n}\sum_i k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma)(\phi_{\tilde{C}_i} - \phi_{\tilde{C}}) \tag{48}$$

This velocity field is given by a weighted average of $\{\phi_{\tilde{C}_i} - \phi_{\tilde{C}}\}_{i=1}^n$, where $\phi_{\tilde{C}_i} - \phi_{\tilde{C}}$ is the direction toward the ith training shape $\phi_{\tilde{C}_i}$, and the corresponding weight is $k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma)$. Note that the weight for the velocity component $\phi_{\tilde{C}_i} - \phi_{\tilde{C}}$ increases as $\phi_{\tilde{C}}$ gets closer to $\phi_{\tilde{C}_i}$. As a result, an example shape that is closer to the current shape becomes more important during the evolution of the shape.

3.3.2. Modifying the evolution equation

Now we describe how we modify the evolution Eq. (48) such that the evolving level set function remains a signed distance function. We start by rewriting the update Eq. (48) and defining the velocity field $v(\cdot)$ as follows:

$$\begin{aligned} &\frac{\partial \phi_{\tilde{C}}(x,t)}{\partial t} \\ &\quad = \frac{1}{p_{\tilde{C}}(\tilde{C}(t))}\frac{1}{\sigma^2}\frac{1}{n}\sum_i k(d_{L_2}(\phi_{\tilde{C}}(\cdot,t), \phi_{\tilde{C}_i}), \sigma) \\ &\qquad \times (\phi_{\tilde{C}_i}(x) - \phi_{\tilde{C}}(x,t)) \triangleq v(x), \end{aligned} \tag{49}$$

where we introduce pixel x and time t explicitly to the velocity field expression.

Now we modify the evolution in (49) and construct a new velocity field $v_{\text{new}}(\cdot)$ which guarantees that the evolving level set function is a signed distance function. The goal here is to extract relevant information for shape evolution from the velocity field $v(\cdot)$ and to construct $v_{\text{new}}(\cdot)$ such that the resulting trajectory of $\phi(\cdot,t)$ is on the space $\mathcal{D}$.

First we observe that the only components of the velocity field $v(\cdot)$ that directly impact the shape evolution are those defined at the points on the boundary $\tilde{C}(t) = \{x | \phi_{\tilde{C}}(x,t) = 0\}$. In this respect, we take $v_{\text{new}}(x) = v(x)$ if $x \in \tilde{C}$. The next key property is that as long as the velocity v_{new} remains constant along the direction normal to the curve $\tilde{C}$, the evolving level set function $\phi_{\tilde{C}}(t)$ remains a signed distance function [24]. Since we have defined values of $v_{\text{new}}(\cdot)$ at all the boundary points, we can extend these values in the direction normal to the boundary. Such a procedure is equivalent to setting the velocity $v_{\text{new}}(x)$ at a point x to be equal to the boundary velocity $v(x_{\tilde{C}})$, where $x_{\tilde{C}}$ is the boundary point closest to the point x.

In summary, we update the level set function $\phi_{\tilde{C}}$ by the modified velocity $v_{\text{new}}(\cdot)$ as follows:

$$\frac{\partial \phi_{\tilde{C}}(x,t)}{\partial t} = v_{\text{new}}(x) = v(x_{\tilde{C}}), \tag{50}$$

where $x_{\tilde{C}}$ is the point on the curve closest to the point x.

This $v_{\text{new}}(\cdot)$ is an approximation of the gradient flow which maximizes the change in the energy.

3.4. Discussion on the gradient flows

In this section, we consider the gradient flow induced by the shape prior with the L_2 distance and compare that with the shape constraint obtained by the PCA-based approach in [10]. Then we add some comments about the gradient flow induced by the shape prior with the template metric.

Let us consider the shape force due to L_2 norm in (48). Such shape force will evolve the curve toward a shape at local maximum of the shape prior, which is approximately a weighted average of the neighboring training shapes. Although the actual shape force is modified version (Section 3.3.2) of Eq. (48), this equation gives a useful interpretation of a shape at a local maximum of the shape prior as follows. At the local maximum of $p_{\tilde{C}}(\tilde{C})$, the gradient flow will be zero.

$$\frac{\partial \phi_{\tilde{C}}}{\partial t} = \frac{1}{p_{\tilde{C}}(\tilde{C})}\frac{1}{\sigma^2}\frac{1}{n}\sum_i k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}), \sigma)(\phi_{\tilde{C}_i} - \phi_{\tilde{C}}) \tag{51}$$

$$= \frac{1}{\sigma^2}\sum_i \lambda_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i})(\phi_{\tilde{C}_i} - \phi_{\tilde{C}}) \tag{52}$$

$$= 0, \tag{53}$$

where $\lambda_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}) = \frac{k(d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}),\sigma)}{np_{\tilde{C}}(\tilde{C})}$ and $\sum_i \lambda_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i}) = 1$. Hence, the shape at the local maximum is given as

$$\phi_{\tilde{C}} = \sum_i \lambda_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i})\phi_{\tilde{C}_i} \tag{54}$$

At first sight, this is a linear combination of training shapes, hence one can raise an issue that this approach might have the same problem that PCA-based approaches have, namely, the space of signed distance functions is not linear and such linear combination would be far off the manifold. However, the linear combination has nonlinear weight function $\lambda_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i})$ that emphasizes only the training samples within a local neighborhood of the current candidate shape $\phi_{\tilde{C}}$, which we explain below. The weight function is a decreasing function of the distance $d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i})$, and in particular, the weight function $\lambda_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i})$ will be negligible if $\phi_{\tilde{C}_i}$ is not in the local neighborhood (or within the same mode) of $\phi_{\tilde{C}}$ (i.e. $d_{L_2}(\phi_{\tilde{C}}, \phi_{\tilde{C}_i})$ is large enough compared to the kernel size σ). Thus the shape at the local maximum is approximately given as a weighted average of training shapes in local neighborhood. Note that the weight function behaves as a selection function of the local neighbors or samples in the same cluster (or in the same mode). Therefore, the linear combination in (54) is not far away from the manifold. We can also say that only locally relevant shapes are activated by the shape prior and the shape force. In addition, this property gets stronger as the kernel size gets smaller, i.e. the neighboring samples contributing to the shape at the local maximum are more localized, thus the part of the manifold that supports such neighboring samples will be more linear or flat.

In contrast, the PCA-based approach in [10], the candidate shape is constrained to be a linear combination of training samples, yet without a special selection mechanism. In particular, the shape of the segmentation is constrained to be sum of the average shape and a linear combination of eigen-shapes as follows:

$$\phi(\alpha_1, \ldots, \alpha_k) = \phi_{\text{avg}} + \sum_{i=1}^{k} \alpha_i \phi_{\text{eig},i}, \tag{55}$$

where the eigen-shapes $\{\phi_{\text{eig},i}\}$ are obtained by PCA, and according to the algorithm, each of the eigen-shapes is again a linear combination of training shapes. Hence, any candidate shape $\phi(\alpha_1, \ldots, \alpha_k)$ is a linear combination of the training shapes, and the set of possible candidate shapes is contained in the linear subspace spanned by all the training shapes:

$$\{\phi(\alpha_1, \ldots, \alpha_k)\} \subset \operatorname{span}\{\phi_{\tilde{C}_1}, \ldots, \phi_{\tilde{C}_n}\}. \tag{56}$$

When the training shapes are localized, the right-hand side of (56) would be also localized around the shape manifold (space of signed distance functions) thereby making the set of candidate shapes localized, too. However, when the training shapes are multi-modal or broadly distributed, a candidate shape $\phi(\alpha_1, \ldots, \alpha_k)$ is likely to be a linear combination of broadly distributed samples. This increases the chance of such a candidate shape being off the manifold and also being a less typical shape. In other words, the shape constraint obtained by PCA analysis can be not restrictive enough when the training samples are broadly distributed.

Finally, we briefly compare the gradient flow for the density estimate with L_2 distance and the one for the density estimate with the template metric. Let us consider the gradient flow equation (41)

$$\frac{\partial \tilde{C}}{\partial t} = \frac{1}{p_{\tilde{C}}(\tilde{C})}\frac{1}{n}\frac{1}{\sigma^2}\sum_i k(d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i), \sigma) \times d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i)(1 - 2H(\phi_{\tilde{C}_i}))\vec{N} \tag{57}$$

$$= \frac{1}{\sigma^2}\sum_i \lambda_{\mathrm{T}}(\tilde{C}, \tilde{C}_i) d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i)(1 - 2H(\phi_{\tilde{C}_i}))\vec{N}, \tag{58}$$

where $\lambda_{\mathrm{T}}(\tilde{C}, \tilde{C}_i) = \frac{k(d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i), \sigma)}{n p_{\tilde{C}}(\tilde{C})}$ and $\sum_i \lambda_{\mathrm{T}}(\tilde{C}, \tilde{C}_i) = 1$. This gradient flow also has a nonlinear weighting function $\lambda_{\mathrm{T}}(\tilde{C}, \tilde{C}_i)$, which selects training shapes in a local neighborhood of the current segmenting shape. The major differences between the two gradient flows are in the flexibility or the degree of the freedom. In particular, the ith component $d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i)(1 - 2H(\phi_{\tilde{C}_i}))\vec{N}$ of the gradient flow with the template metric has uniform magnitude $d_{\mathrm{T}}(\tilde{C}, \tilde{C}_i)$ over the entire curve with $(1 - 2H(\phi_{\tilde{C}_i}))$ changing only signs. As each component of the gradient flow has pretty simple structure, the overall gradient flow in (58), which is a linear combination of simple component flows, will still have less degree of the freedom than the gradient flow in the case of L_2 distance. As the shape prior proposed in [16] is also based on the template metric, the gradient flow therein has the same property that it has limited degree of freedom.

4. Experimental results

Now we present experimental results demonstrating our segmentation method based on nonparametric shape priors. We first show results for segmenting occluded objects. Here the shape prior involves a single class of object shapes. Next, we present experimental results on the problem of segmenting hand-written digits (with low quality or missing data), where the prior density involves all digits, and the algorithm does not know which digit the test data is. This problem is more challenging as the prior density is now multimodal.

4.1. Segmentation of occluded objects with various poses

In this section, we demonstrate our shape-based segmentation algorithm with the segmentation of synthetic aircraft images. As example shapes of this class, we have a set of 11 binary images displayed in Fig. 7, whose boundaries provide the training curves

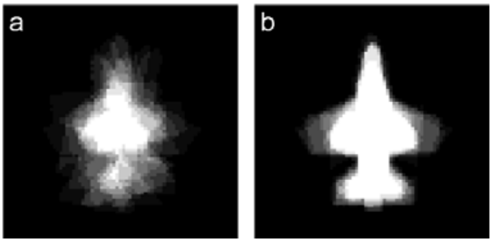

Fig. 9. Overlay of training samples of the aircraft shape: (a) before alignment: (b) after alignment. The images (a) and (b) are generated by taking an average of the binary images in Figs. 7 and 8, respectively.

Fig. 7. Training samples of the aircraft shape before alignment.

Fig. 8. Aligned training samples of the aircraft shape.

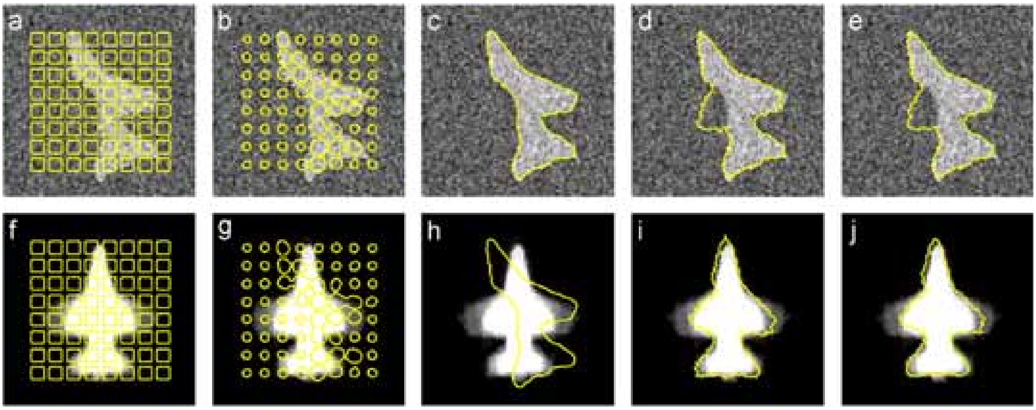

Fig. 10. Segmentation of an occluded aircraft image (rotated) using Parzen shape prior with L_2 distance between signed distance functions. The first row, (a)–(e), shows the evolution of the curve C on top of the occluded image. The second row, (f)–(j), shows the aligned curve $\tilde{C}$ on top of the image shown in Fig. 9(b).

$C_1, \ldots, C_n$ $(n = 11)$. Fig. 8 shows the training shapes after alignment, hence the boundaries of these binary images correspond to the aligned training curves $\tilde{C}_1, \ldots, \tilde{C}_n$. Fig. 9(a) and (b) contain overlaid images of the training samples, showing the amount of overlap among training shapes before and after alignment, respectively, and providing a picture of the shape variability.

We now present segmentation results on the image of an aircraft whose shape was not included in the training set. In particular, Fig. 10 shows the noisy aircraft test image with an occluded left wing as well as its segmentation using the Parzen shape prior with L_2 distance between signed distance functions. The first row, (a)–(e), shows the evolving curve C on top of the image to be segmented, and the second row, (f)–(j), shows the transformed curve $\tilde{C} = T[\mathbf{p}]C$ on top of the aligned training shapes shown in Fig. 9(b). In our shape-based segmentation, we evolve the curve as is given in Algorithm 1. First, the curve evolves without the shape prior (using a curve length regularization term instead) as shown in (a)–(c), which corresponds to the step 1 of Algorithm 1. After the curve finds all the portions of the object boundary except those occluded as shown in (c),[8] the shape force is turned on, and both the data force and shape force are applied during the stages (c)–(e). Note that the pose parameter $\mathbf{p}$ is updated as is shown in (i) and (j) while the curve evolves as in (d) and (e). This procedure is more desirable than turning on the shape force from the start, since during the initial stages of the curve evolution, the pose estimate may not be accurate and in that case the shape force might deform the curve with an inaccurate pose estimate. Note that while the shape force is turned off, we need no pose estimates and we have $\tilde{C} = C$. We also note that our algorithm does not have access to any information about which parts of the image contain occlusions. At the final segmentation the shape force and data force are in equilibrium. For instance the data force at the boundary of the left wing will try to shrink the left wing to match the given data, whereas the shape force tries to expand the left wing to increase the fidelity to the shape prior.

In these experiments, we have an issue of how to balance the data force and the shape force. We balance the two forces by subjectively (depending on the SNR of the images) choosing the hyperparameter β in the data driven energy term (29). A rule of thumb is that the higher the noise variance the smaller the data force parameter β.

Fig. 11 shows the results with the same test image with a different shape prior, namely the density estimate with the template metric. As the intermediate steps of the curve evolution are similar to Figs. 10 and 11 for the test images with other poses, in the remainder of this section, we present only the final segmentation results for the aircraft images. Fig. 12(a) is the same image as the one

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[8] At stage (c), the curve has converged with the data force and the curve shortening term. Such convergence is detected automatically and then the shape force is turned on.

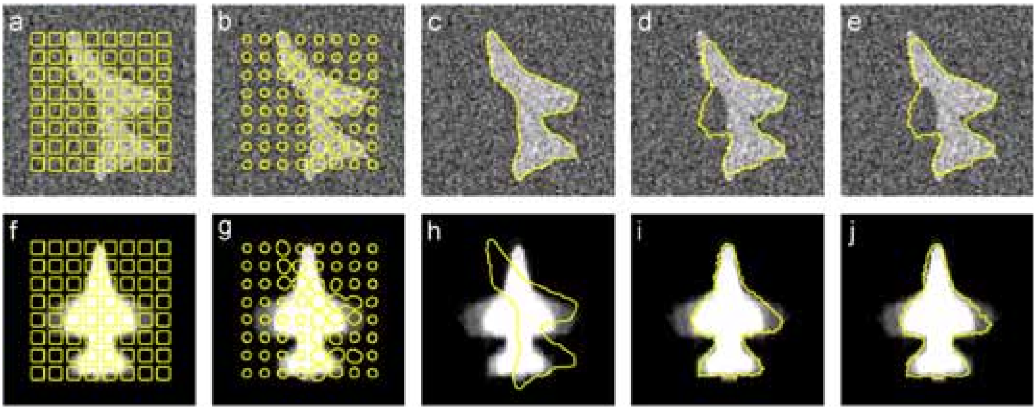

Fig. 11. Segmentation of an occluded aircraft image (rotated) using Parzen shape prior with the template metric. The first row, (a)–(e), shows the evolution of the curve C on top of the occluded image. The second row, (f)–(j), shows the aligned curve $\tilde{C}$ on top of the image shown in Fig. 9(b).

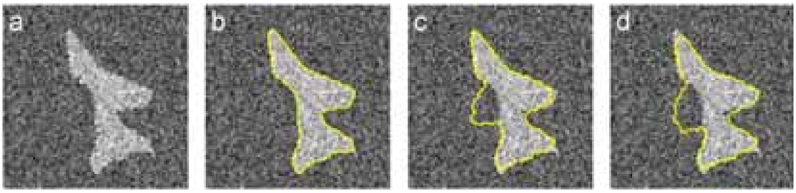

Fig. 12. Segmentation of an occluded aircraft image involving rotation: (a) test image; (b) result without shape prior; (c) nonparametric shape prior with the L_2 distance; (d) nonparametric shape prior with the template metric.

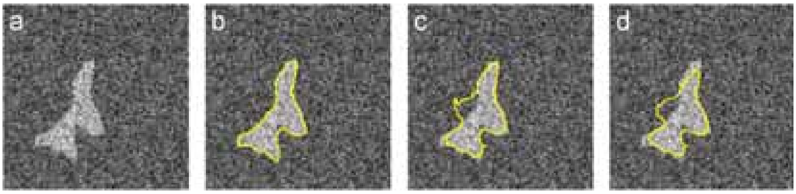

Fig. 13. Segmentation of an occluded aircraft image involving rotation, scaling, and translation: (a) test image; (b) result without shape prior; (c) nonparametric shape prior with the L_2 distance; (d) nonparametric shape prior with the template metric.

shown in Fig. 10, and we present the segmentation result without a shape prior (and with a curve length penalty instead) and the segmentation results obtained by two different shape priors, namely the nonparametric shape prior with the L_2 distance and the nonparametric shape prior with the template metric. Fig. 13 shows a segmentation example involving a rotated, scaled and translated version of the same object.

In these experiments, the nonparametric shape prior with the L_2 distance leads to better segmentation results than the template metric, especially at the front end of the aircraft. This difference seems to come from the nature of gradient flow we discussed in Section 3.4, namely whether the component shape force is variable or constant around the curve, which we explain now. We examine the segmentation result in Fig. 12(c) and the inaccurate segmentation around the front end of the aircraft in Fig. 12(d) by first inspecting the aligned curve $\tilde{C}$ and the aligned training curves in Figs. 10(j) and 11(j). Figs. 10(j) and 11(j) show that the front end portion of the aligned segmenting curve $\tilde{C}$ is outside of the same portion of training shapes. As a result, the shape force will be in a direction to shrink the front end further inside to match the training shapes. The issue is then how large the magnitude of such shape force is relative to the magnitude of the data force. With the L_2 distance, when a portion of the segmenting curve gets near to the same portion of the aligned training curves, the shape force around that portion of the boundary decreases. For instance, in Fig. 10(e), the shape force around the front end will be much smaller than that around the left wing. This variability of shape force around the boundary explains why the front end does not shrink further with the L_2 distance. In contrast, the shape force due to the template metric is controlled by only whether the portion of the boundary is inside or outside the training shape without further adjusting its magnitude. As a result, with the alignment shown in Fig. 11(j), the shape force will try to move the portion of the curve around the front end further inside even though that portion of the boundary is pretty close to the same portion of the training shapes.

In all of these examples, we have reasonable segmentation despite the occlusions. These results demonstrate that our segmentation algorithm can locate an object with an arbitrary pose, when we have prior knowledge about the shape of the object. Since the training shapes are locally distributed, the method based on linear shape prior such as PCA will also work for these images as demonstrated by the work of Tsai et al. [10].

4.2. Segmentation of handwritten digit images

We now consider the problem of segmenting handwritten digits, where there are 10 handwritten

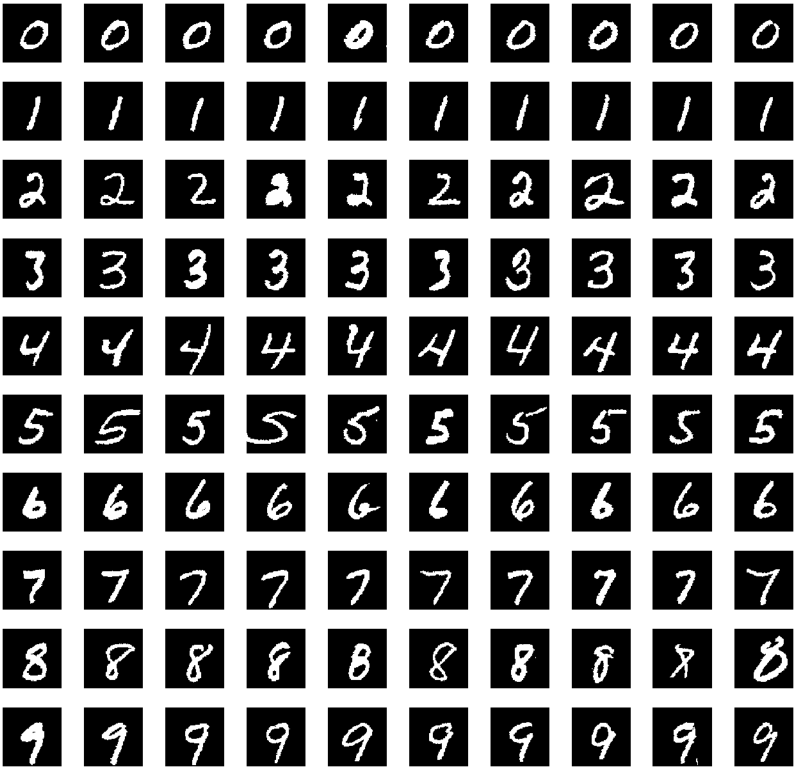

Fig. 14. Training data for handwritten digits; Courtesy of Erik Learned–Miller

digits, i.e. $0, 1, \ldots, 9$. As the prior density is now multimodal, this is a scenario which cannot be readily handled by most existing shape-based segmentation techniques. We use a training set of 100 sample images with 10 segmented images of each digit as shown in Fig. 14. In this experiment, the training shapes and test shapes are already aligned, so we fix the pose parameters $\mathbf{p}_i$ for the training curves and the pose parameter $\mathbf{p}$ for the evolving curve to be [0 0 0 1], the one for the identity transform. Hence $C_i = \tilde{C}_i$ and $C = \tilde{C}$, and we just use C_i and C to denote aligned curves.

Let us consider the low-SNR test images (not included in the training set) in Fig. 15(a). Segmentations without a shape prior (and with a curve length penalty instead) are shown in Fig. 15(b). The results of our shape-based segmentation method together with the results of PCA-based segmentation method of Tsai et al. [10] are shown in Fig. 16. The result of PCA-based segmentation in Fig. 16(a) looks better than the result without a shape prior in Fig. 15(b) as the shape prior constrains the evolving curve to be a linear combination of training shapes, i.e. to remain on the linear subspace spanned by the training shapes. However, as the training shapes are distributed broadly having multiple modes, such a linear subspace is not restrictive enough to obtain very good segmentation results. In contrast, the results of our shape-based segmentation look much better as shown in Figs. 16(b) and 16(c). This

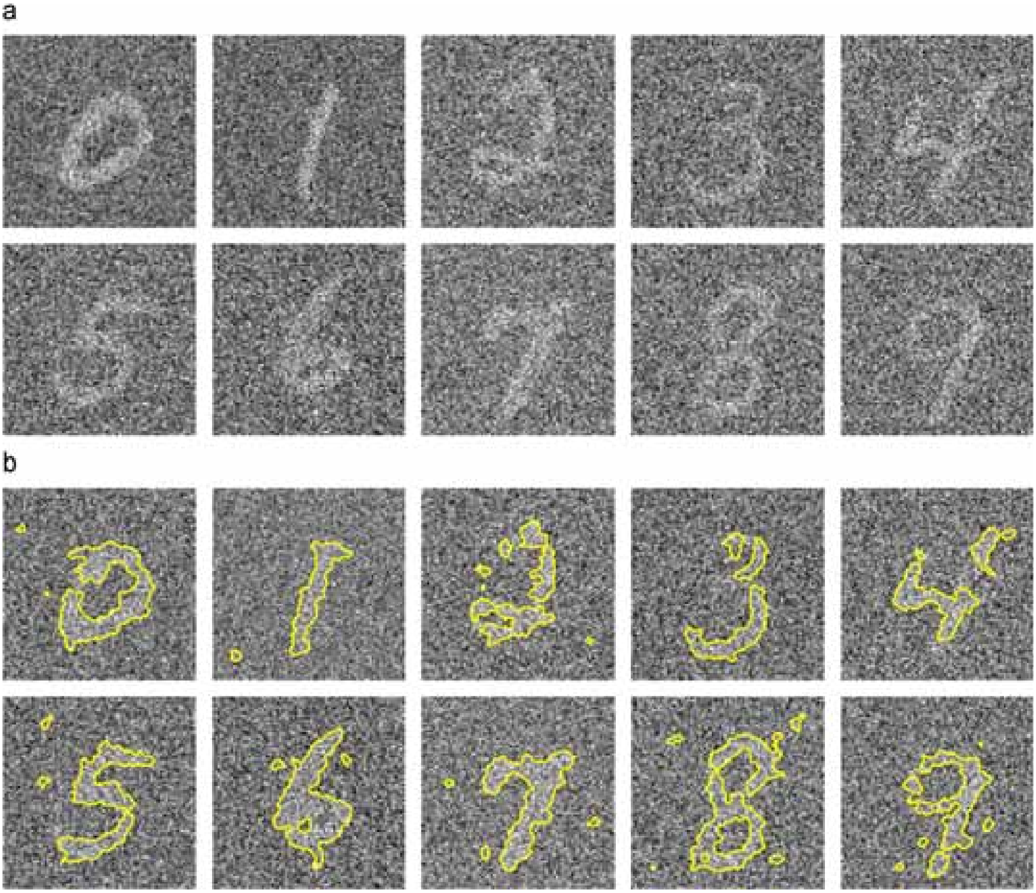

Fig. 15. Segmentation of low SNR digit images: (a) test images; (b) without shape prior.

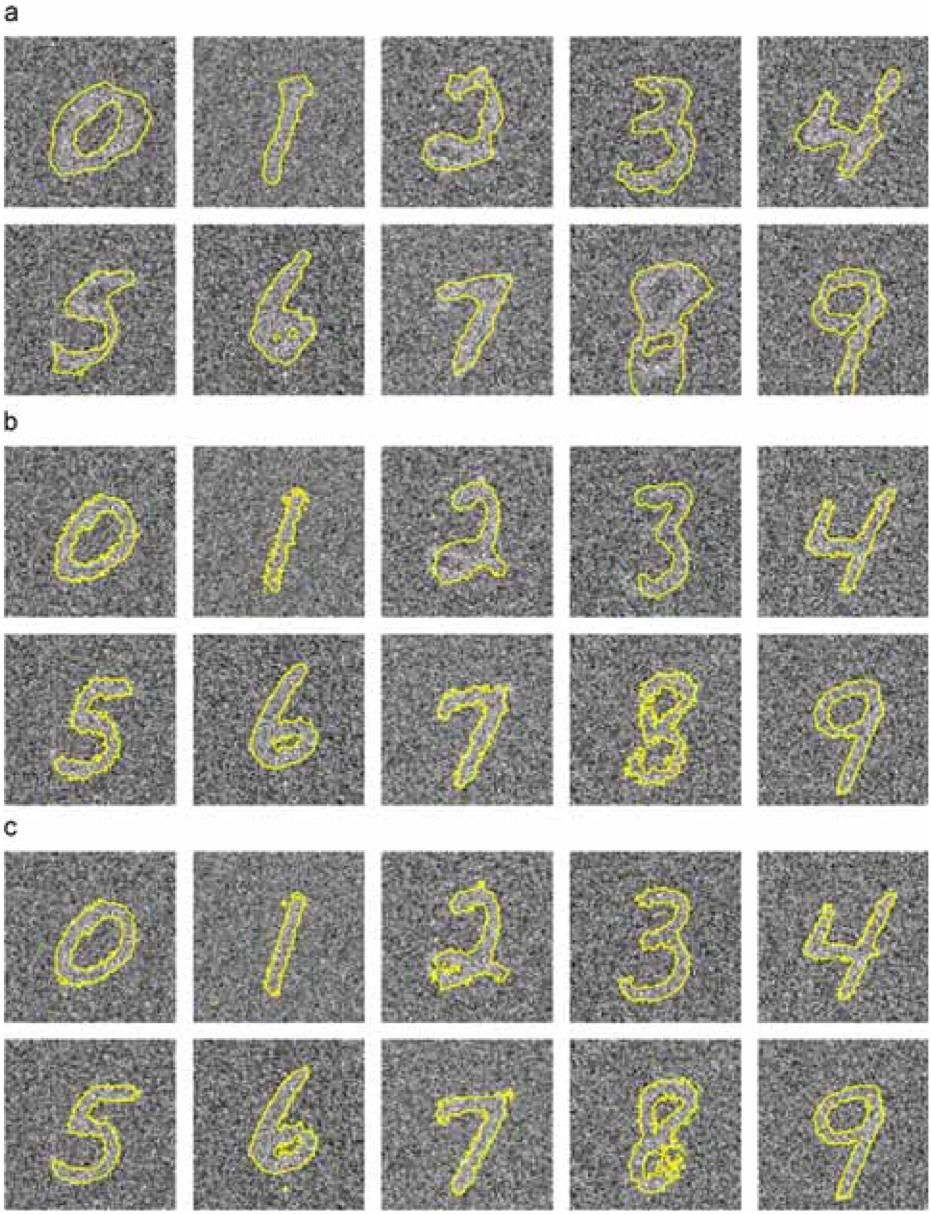

Fig. 16. Segmentation of low SNR digit images: (a) with linear prior (PCA); (b) nonparametric prior with the L_2 distance; (c) nonparametric prior with the template metric.

demonstrates that the nonparametric shape prior can effectively model the shape distribution composed of multiple clusters.

In kernel density estimation, choice of kernel size is an open issue and its choice depends on the application at hand [17]. In general, there is a

Fig. 17. Handwritten digits with missing data; each of these examples is not included in the training set in Fig. 14. The parts of missing data are displayed in gray.

tradeoff in choosing kernel size, namely if we choose it too small, the density estimate is dominated by the nearest training shape, whereas if we choose it too large, density estimate is over-smoothed across clusters. Our choice of kernel size for this data set is $\sigma = \delta\sigma_{\mathrm{ML}}$, a scaled version of the ML kernel size, which can be automatically estimated from the data, and the scale parameter δ is manually[9] chosen to be 0.2 in this application, in order to prevent over-smoothing across multiple clusters of samples.

Finally, we consider the problem of segmenting a handwritten digit image with missing data as well as additive noise. The gray region in Fig. 17 indicates where we do not have observations, and the test images are shown in Fig. 18(a). In this experiment, we assume that the algorithm knows which pixels are missing, that is the algorithm takes the occlusion mask as an additional input, and disregards the intensities of the pixels that fall under the mask. Since the curve evolution inside the region of missing data will not change the data-based energy term, the data driven force in that region would be zero. Hence, when we evolve the curve, the portion of the curve in the region of missing data will be evolved only by shape force whereas the other portion of the curve will be evolved by both the data force and the shape force.

Segmentations without a shape prior are shown in Fig. 18(b). Again the result of PCA-based segmentation in Fig. 19(a) looks better than the result without a shape prior in Fig. 18(b). However, we can see that the PCA-based shape prior is not restrictive enough as shown in the segmentation results of digits 1, 7, and 9. In contrast, our shape-based segmentation results in Fig. 19(b) and (c) provide fairly accurate segmentation despite the data limitations. We can also compare the segmentation results in Fig. 19 quantitatively by measuring the mismatch between the ground truth boundary C_{true} and the segmentation result C_{result}. We use the template metric $d_{\mathrm{T}}(C_{\mathrm{true}}, C_{\mathrm{result}})$ as such a measure of mismatch and provide the quantitative comparison in Table 1 and Fig. 20. In Table 1, for each digit image, we mark in boldface the minimum $d_{\mathrm{T}}(C_{\mathrm{true}}, C_{\mathrm{result}})$ over the three priors, where we can see that the shape prior with the template metric performed best most frequently and that PCA-based shape prior never performed best. Fig. 20 visualizes Table 1 and shows that most times the nonparametric shape priors give smaller error measures than PCA-based shape prior. In summary, we conclude that segmentation methods based on nonparametric shape priors outperform PCA-based segmentation method both qualitatively and quantitatively.

5. Conclusions

We have considered the problem of estimating shape prior densities from example shapes and proposed a shape-based segmentation method. In

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[9] We can fix this scaling parameter and use one-fifth of the ML kernel size as a rule of thumb kernel size. This rule of thumb kernel size is automatically computed from the data.

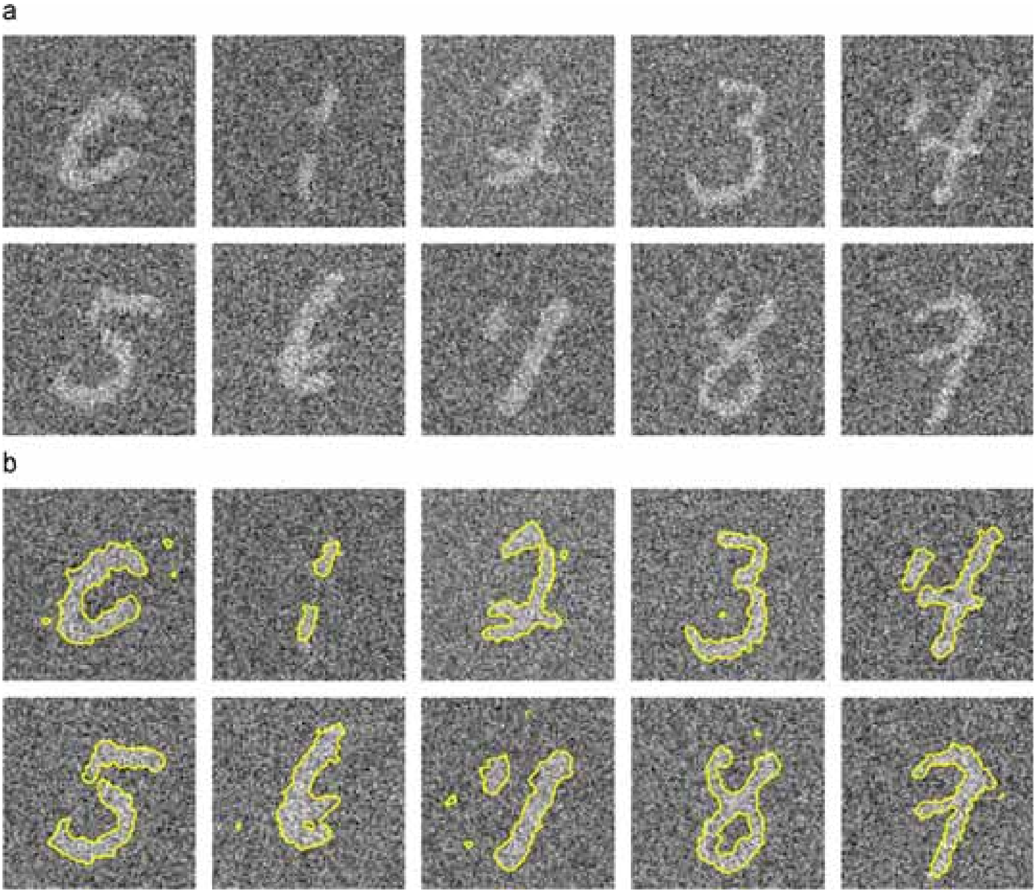

Fig. 18. Segmentation of digit images with missing data: (a) test images; (b) without shape prior.

particular, we have developed a framework for estimating shape priors from training shapes nonparametrically. Based on such nonparametric shape priors, we have formulated the shape-based segmentation problem as a MAP estimation problem. Evaluation of the nonparametric shape prior for a candidate curve for segmentation is given in terms of distances between the candidate curve and the training curves. We consider the L_2 distance between signed distance functions for shape density estimation, in addition to a distance measure based on the template metric. In particular, we consider the case in which the space of shapes is represented as a space of signed distance functions, which we interpret as a manifold embedded in a Hilbert space. We have derived curve evolution equations based on the nonparametric shape priors and provided comparison of the curve evolution equations for the two distance metrics. We have presented experimental results of segmenting partially occluded images, where the similarity transform of the object was handled by alignment. We have considered the case in which the training shapes form multiple clusters, and demonstrated that our nonparametric shape priors model such shape distributions successfully without requiring prior knowledge on the number of clusters. Though we considered the template metric and the L_2 distance between signed

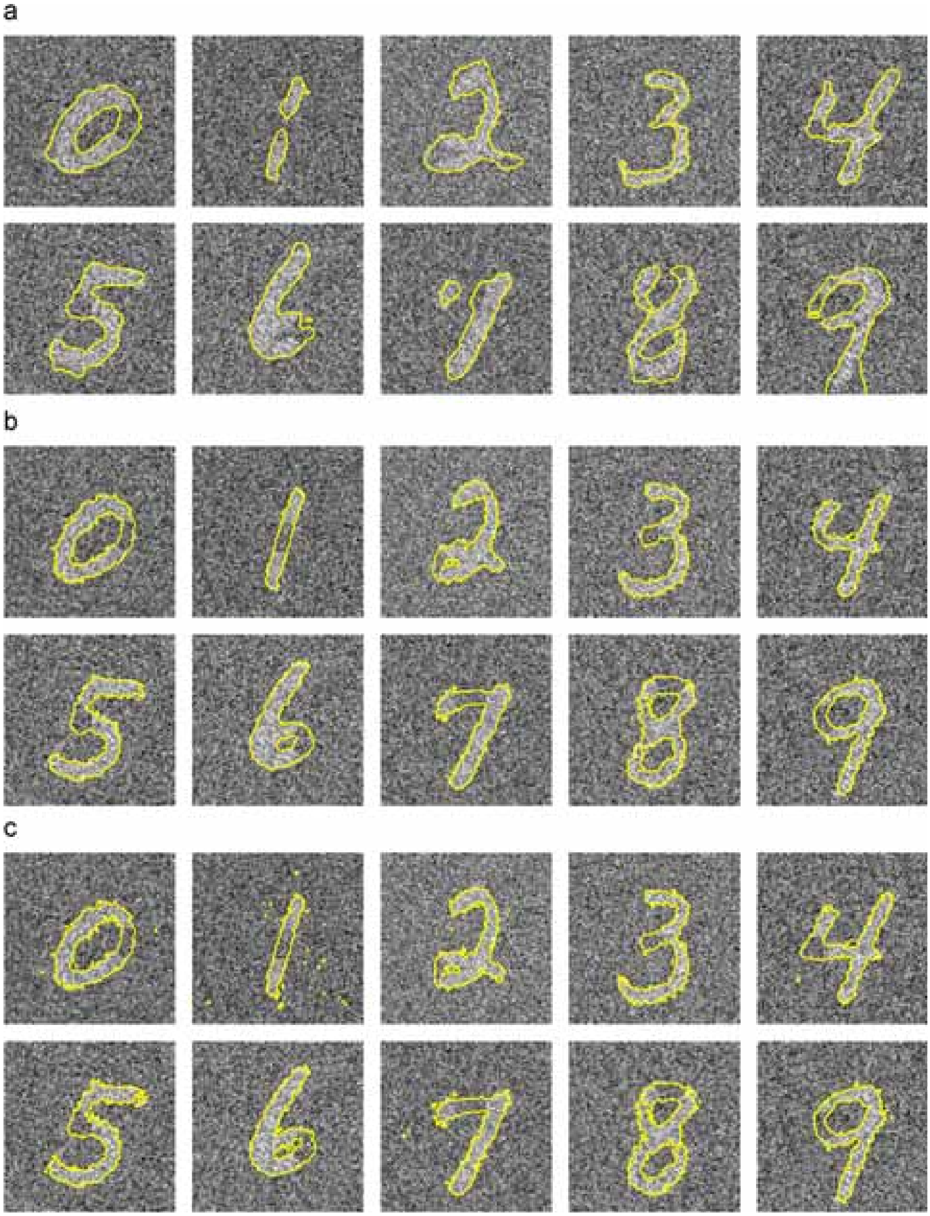

Fig. 19. Segmentation of digit images with missing data: (a) with linear prior (PCA); (b) nonparametric prior with the L_2 distance; (c) nonparametric prior with the template metric.

distance functions, other metrics can also be used for nonparametric shape priors in our framework. One such example is the Hausdorff metric [18] or its differentiable approximation introduced in [13], whose use for shape density estimation deserves some future work.

Table 1
Quantitative comparison of the segmentation results in Fig. 19

Digit	0	1	2	3	4	5	6	7	8	9
PCA	188	76	288	196	153	201	158	200	326	330
Prior with d_{L_2}	**106**	**33**	222	144	191	193	101	**120**	302	108
Prior with d_T	122	55	**205**	**137**	**129**	**165**	**89**	140	**293**	**105**

Each element of the table is given by the template metric $d_T(C_{true}, C_{result})$, which is a distance between the ground truth boundary curve C_{true} and the segmentation boundary C_{result} of the corresponding segmentation result.

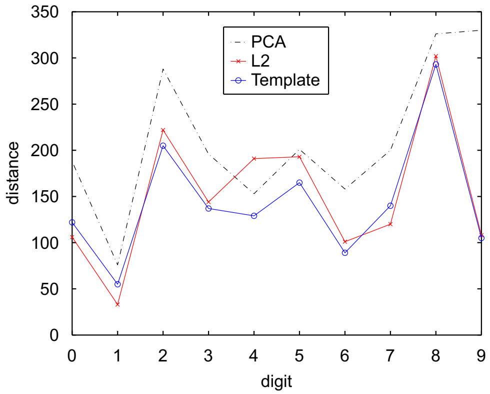

Fig. 20. Quantitative comparison of the segmentation results in Fig. 19. The template metric $d_T(C_{true}, C_{result})$ is used as a measure of mismatch between the ground truth and the segmentation result. This figure is obtained from Table 1.

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EURASIP JOURNAL ON ADVANCES IN SIGNAL PROCESSING

Special Issue on

Advances in Signal Processing for Maritime Applications

CALL FOR PAPERS

The maritime domain continues to be important for our society. Significant investments continue to be made to increase our knowledge about what “happens” underwater, whether at or near the sea surface, within the water column, or at the seabed. The latest geophysical, archaeological, and oceanographical surveys deliver more accurate global knowledge at increased resolutions. Surveillance applications allow dynamic systems, such as marine mammal populations, or underwater intruder scenarios, to be accurately characterized. Underwater exploration is fundamentally reliant on the effective processing of sensor signal data. The miniaturization and power efficiency of modern microprocessor technology have facilitated applications using sophisticated and complex algorithms, for example, synthetic aperture sonar, with some algorithms utilizing underwater and satellite communications. The distributed sensing and fusion of data have become technically feasible, and the teaming of multiple autonomous sensor platforms will, in the future, provide enhanced capabilities, for example, multipass classification techniques for objects on the sea bottom. For such multiplatform applications, signal processing will also be required to provide intelligent control procedures.

All maritime applications face the same difficult operating environment: fading channels, rapidly changing environmental conditions, high noise levels at sensors, sparse coverage of the measurement area, limited reliability of communication channels, and the need for robustness and low energy consumption, just to name a few. There are obvious technical similarities in the signal processing that have been applied to different measurement equipment, and this Special Issue aims to help foster cross-fertilization between these different application areas.

This Special Issue solicits submissions from researchers and engineers working on maritime applications and developing or applying advanced signal processing techniques. Topics of interest include, but are not limited to:

- Sonar applications for surveillance and reconnaissance
- Radar applications for measuring physical parameters of the sea surface and surface objects
- Nonacoustic data processing and sensor fusion for improved target tracking and situational awareness

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Special Issue on Microphone Array Speech Processing

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Significant knowledge about microphone arrays has been gained from years of intense research and product development. There have been numerous applications suggested, for example, from large arrays (on the order of ¿100 elements) for use in auditoriums to small arrays with only 2 or 3 elements for hearing aids and mobile telephones. Apart from that, array technology has been widely applied in the areas of speech recognition and more recently surveillance. Traditional techniques that have been used for microphone arrays include the fixed spatial filter as well as optimal and adaptive beamforming. These techniques model input or calibration signals as well as localization information for their design. Today contemporary techniques using blind signal separation (BSS) and time frequency masking techniques have attracted significant attraction. Those techniques are less reliant on array modeling and localization, but more on the statistical properties of speech signals such as sparseness, non-Gaussianity, nonstationarity, and so forth. The main advantage that multiple microphones add from a theoretical perspective is the spatial diversity, which is an effective tool to combat interference, reverberation, and noise when used according to the theoretical assumption. Combining spatial information with time-frequency information and perceptual cues will lead to innovative techniques and new methods, which will provide improved communication capabilities in challenging acoustic environments.

To further enhance current research and to promote new applications, this special issue aims to collect and present the latest research efforts in signal processing methods and algorithms for microphone arrays.

Topics of interest include, but are not limited to:

- Optimal and adaptive beamforming
- Blind signal extraction methods
- Multichannel dereverberation techniques
- Microphone array-assisted multichannel acoustic echo cancellation
- Spatial filtering techniques
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EURASIP JOURNAL ON IMAGE AND VIDEO PROCESSING

Special Issue on
Fast and Robust Methods for Multiple-View Vision

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Image and video processing has always been a hot research topic, and has many practical applications in areas such as television/movie production, augmented reality, medical visualization, and communication. Very often, multiple cameras are employed to capture images and videos of the scene at distinct viewpoints. In order to efficiently and effectively process such a large volume of images and videos, novel multiple-view image and video processing techniques should be developed.

The classical problem of multiple-view vision has been studied by a lot of researchers over the past few decades, and numerous solutions have been proposed to tackle the problem under various assumptions and constraints. Early methods developed in the 1980s and 1990s have laid down the foundations and theories for resolving the multiple-view vision problem. Nonetheless, many of these methods lack robustness and work well only under a well-controlled scene (e.g., homogeneous lighting, wide-baseline viewpoints, texture-rich surface).

Recently, a number of researchers revisit the multiple-view vision problem. Based on the well-developed theories on multiple-view geometry, they adopt robust implementations like statistical methods to produce solutions that can work well under general scene settings. Despite their robustness, these methods are often extremely computationally expensive and require days or even weeks to run and produce results. Therefore, efficient algorithms and implementations will be required to make those methods more practical. Techniques that are developed in real-time image/video processing can be redesigned and adapted for this interesting scenario.

This special issue targets at striking a balance between the efficiency and robustness of methods for multiple-view vision. This helps to bring multiple-view methods from laboratories to general home users. Topics of interest include, but are not limited to:

- Fast and robust feature detection and description
- Fast and robust feature matching and tracking
- Fast and robust camera calibration
- Efficient and precise image segmentation and registration
- Real-time 3D reconstruction/modeling
- Real-time texture and motion recovery

- Real-time robot navigation of dynamic scenes
- Multiview recognition algorithms
- Multiview vision algorithms for medical applications
- Stereo and multiview vision for 3D display and projection techniques
- Multiview image and geometry processing for 3D cinematography
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EURASIP JOURNAL ON IMAGE AND VIDEO PROCESSING

Special Issue on
Dependable Semantic Inference

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After many years of exciting research, the field of multimedia information retrieval (MIR) has become mature enough to enter a new development phase—the phase in which MIR technology is made ready to get adopted in practical solutions and realistic application scenarios. High users' expectations in such scenarios require high dependability of MIR systems. For example, in view of the paradigm "getting the content I like, anytime and anyplace" the service of consumer-oriented MIR solutions (e.g., a PVR, mobile video, music retrieval, web search) will need to be at least as dependable as turning a TV set on and off. Dependability plays even a more critical role in automated surveillance solutions relying on MIR technology to analyze recorded scenes and events and alert the authorities when necessary.

This special issue addresses the dependability of those critical parts of MIR systems dealing with semantic inference. Semantic inference stands for the theories and algorithms designed to relate multimedia data to semantic-level descriptors to allow content-based search, retrieval, and management of data. An increase in semantic inference dependability could be achieved in several ways. For instance, better understanding of the processes underlying semantic concept detection could help forecast, prevent, or correct possible semantic inference errors. Furthermore, the theory of using redundancy for building reliable structures from less reliable components could be applied to integrate "isolated" semantic inference algorithms into a network characterized by distributed and collaborative intelligence (e.g., a social/P2P network) and let them benefit from the processes taking place in such a network (e.g., tagging, collaborative filtering).

The goal of this special issue is to gather high-quality and original contributions that reach beyond conventional ideas and approaches and make substantial steps towards dependable, practically deployable semantic inference theories and algorithms.

Topics of interest include (but are not limited to):

- Theory and algorithms of robust, generic, and scalable semantic inference
- Self-learning and interactive learning for online adaptable semantic inference
- Exploration of applicability scope and theoretical performance limits of semantic inference algorithms
- Modeling of system confidence in its semantic inference performance

- Evaluation of semantic inference dependability using standard dependability criteria
- Matching user/context requirements to dependability criteria (e.g., mobile user, user at home, etc.)
- Modeling synergies between different semantic inference mechanisms (e.g., content analysis, indexing through user interaction, collaborative filtering)
- Synergetic integration of content analysis, user actions (e.g., tagging, interaction with content) and user/device collaboration (e.g., in social/P2P networks)

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EURASIP JOURNAL ON WIRELESS COMMUNICATIONS AND NETWORKING

Special Issue on

Advances in Quality and Performance Assessment for Future Wireless Communication Services

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Wireless communication services are evolving rapidly in tandem with developments and vast growth of heterogeneous wireless access and network infrastructures and their potential. Many new, next-generation, and advanced future services are being conceived. New ideas and innovation in performance and QoS, and their assessment, are vital to the success of these developments. These should be open and transparent, with not only network-provider-driven but also service-provider-driven and especially user-driven, options on management and control to facilitate always best connected and served (ABC&S), in whatever way this is perceived by the different stake holders. To wireless communication services suppliers and users, alike the complexity and integrability of the immense, diverse, heterogeneous wireless networks' infrastructure should add real benefits and always appear as an attractive user-friendly wireless services enabler, as a wireless services performance enhancer and as a stimulant to wireless services innovation. Effecting the integration of services over a converged IP platform supported by this diverse and heterogeneous wireless infrastructure presents immense QoS and traffic engineering challenges. Within this context, a special issue is planned to address questions, advances, and innovations in quality and performance assessment in heterogeneous wireless service delivery.

Topics of interest include, but are not limited to:

- Performance evaluation and traffic modelling
- Performance assessments and techniques at system/flow level, packet level, and link level
- Multimedia and heterogeneous service integration-performance issues, tradeoffs, user-perceived QoS, and quality of experience
- Network planning; capacity; scaling; and dimensioning
- Performance assessment, management, control, and solutions: user-driven; service-provider-driven; network-provider-driven; subscriber-centric and consumer-centric business model dependency issues
- Wireless services in support of performance assessment, management, and control of multimedia service delivery

- Performance management and assessment in user-driven live-access network change and network-driven internetwork call handovers
- Subscriber-centric and consumer-centric business model dependency issues for performance management, control, and solutions
- Simulations and testbeds

Before submission, authors should carefully read over the journal's Author Guidelines, which are located at http://www.hindawi.com/journals/wcn/guidelines.html. Prospective authors should submit an electronic copy of their complete manuscript through the journal Manuscript Tracking System at http://mts.hindawi.com/, according to the following timetable:

Manuscript Due	August 1, 2009
First Round of Reviews	November 1, 2009
Publication Date	February 1, 2010

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Special Issue on Femtocell Networks

CALL FOR PAPERS

Recently, there has been a growing interest in femtocell networks both in academia and industry. They offer significant advantages for next-generation broadband wireless communication systems. For example, they eliminate the dead-spots in a macrocellular network. Moreover, due to short communication distances (on the order of tens of meters), they offer significantly better signal qualities compared to the current cellular networks. This makes high-quality voice communications and high data rate multimedia type of applications possible in indoor environments.

However, this new type of technology also comes with its own challenges, and there are significant technical problems that need to be addressed for successful deployment and operation of these networks. Standardization efforts related to femtocell networks in 3GPP (e.g., under TSG-RAN Working Group 4 and LTE-Advanced) and IEEE (e.g., under IEEE 802.16m) are already underway.

The goal of this special issue is to solicit high-quality unpublished research papers on design, evaluation, and performance analysis of femtocell networks. Suitable topics include but are not limited to the following:

- Downlink and uplink PHY/MAC design for femtocells in 3G systems, WiMAX systems, and LTE systems
- Interference analysis, avoidance, and mitigation
- Coexistence between a macrocellular network and femtocell network
- Resource allocation techniques
- Closed subscriber group (CSG) versus open-access femtocells
- Power control and power saving mechanisms (e.g., sleep/idle mode etc.)
- Mobility support and handover
- Time synchronization
- Multiple antenna techniques
- Tradeoffs between femtocells, picocells, relay networks, and antenna arrays
- Comparison with other fixed-mobile convergence (FMC) approaches such as UMA/GAN and dual-mode terminals
- Self-organizing networks and issues in self maintenance and self install
- Issues related to enterprise femtocells

Before submission, authors should carefully read over the journal's Author Guidelines, which are located at http://www.hindawi.com/journals/wcn/guidelines.html. Prospective authors should submit an electronic copy of their complete manuscript through the journal Manuscript Tracking System at http://mts.hindawi.com/, according to the following timetable:

Manuscript Due	September 1, 2009
First Round of Reviews	December 1, 2009
Publication Date	March 1, 2010

Lead Guest Editor:

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EURASIP JOURNAL ON WIRELESS COMMUNICATIONS AND NETWORKING

Special Issue on

Wireless Network Algorithms, Systems, and Applications

CALL FOR PAPERS

Recent advances in wireless communications and computing technologies have paved the way for the proliferation of ubiquitous infrastructure and ad hoc wireless networks, enabling a broad range of applications ranging from protection of critical infrastructure to protection of wireless communications, from environment monitoring to health care, and from conducting business to improving quality of life. The need to deal with the complexity and ramifications of the fast-growing number of mobile users and services intensifies the interest in the development of fundamental principles, novel algorithmic approaches, rigorous and repeatable design methodologies, and systematic evaluation frameworks for the next-generation wireless networks.

The proposed special issue solicits technical papers that describe previously unpublished research work, visionary approaches, and future research directions dealing with effective and efficient algorithm design and analysis, reliable and secure system development and implementations, experimental study and test bed validation, as well as new application exploration in wireless networks. Topics of interest include, but are not limited to, the following:

- Wireless networks for cyber-physical systems (transportation, health care, civil infrastructure, etc.)
- Theoretical frameworks and efficient algorithm design
- PHY/MAC/Routing protocols
- Application and design of wireless ad hoc and sensor networks
- Experimental test-beds, models, and case studies

Call-for-papers for the proposed special issue will be distributed to wireless network communities. We will also encourage authors of WASA’09 (The Fourth International Annual Conference on Wireless Algorithms, Systems and Applications) to submit their work to this special issue. WASA’09 addresses similar problems of the special issue, including the research and development efforts of various issues in the area of algorithms, systems, and applications for the current and next-generation infrastructure and ad hoc wireless networks.

Before submission authors should carefully read over the journal's Author Guidelines, which are located at http://www.hindawi.com/journals/wcn/guidelines.html. Prospective authors should submit an electronic copy of their complete manuscript through the journal Manuscript Tracking System at http://mts.hindawi.com/, according to the following timetable:

Manuscript Due	September 1, 2009
First Round of Reviews	December 1, 2009
Publication Date	March 1, 2010

Lead Guest Editor:

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Ding-Zhu Du, Department of Computer Science, University of Texas at Dallas, Dallas, TX 75083, USA; dzdu@utdallas.edu

Special Issue on High-Throughput Wireless Baseband Processing

CALL FOR PAPERS

Wireless communications is a fast-paced area, where many standards, protocols, and services are introduced each year. Implementation of every new standard becomes challenging especially when more and more higher data rates up to several gigabits/second are required. On the other hand, the power budget is not increasing in the same pace. The presence of all those different modes as well as high throughput requirements brought the need for designing almost-all-digital radios, which benefit from technology scaling. Those goals can only be achieved by efficient algorithms, models, and methods for the design of high-throughput and low-power systems for baseband processing. This special issue will report the recent advances of very high throughput and low-power systems for wireless baseband processing. Areas of interest include, but are not limited to:

- Modeling of quality-of-service, reliability, and performance in high-throughput wireless systems
- Power-aware and/or low-cost algorithms and architecture optimizations for multi-standard baseband processing
- Baseband compensation techniques for RF/analog circuit impairments
- High-throughput baseband processing for software-defined and cognitive radios
- Applications to WirelessHD, IEEE 802.15.3c, MIMO systems, UWB, WiMAX, and LTE systems

Before submission authors should carefully read over the journal's Author Guidelines, which are located at http://www.hindawi.com/journals/wcn/guidelines.html. Prospective authors should submit an electronic copy of their complete manuscript through the journal Manuscript Tracking System at http://mts.hindawi.com/ according to the following timetable:

Manuscript Due	October 1, 2009
First Round of Reviews	January 1, 2010
Publication Date	April 1, 2010

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EURASIP JOURNAL ON WIRELESS COMMUNICATIONS AND NETWORKING

Special Issue on

Theoretical and Algorithmic Foundations of Wireless Ad Hoc and Sensor Networks

CALL FOR PAPERS

This special issue is devoted to distributed algorithms and theoretical methods in the context of wireless ad hoc and sensor networks. Recent research in mobile ad hoc networks and wireless sensor networks raises a number of interesting, and difficult, theoretical and algorithmic issues. While much work has been done in protocol and system design, simulation, and experimental study for wireless ad hoc and sensor networks, the theoretical research, however, falls short of the expectation of the future networking deployment. The needs to push the theoretical research forward for a deeper understanding about wireless ad hoc and sensor networking and to foster cooperation among networking researchers and theoreticians establish the motivation behind this special issue.

The objective of this special issue is to gather recent advances in the areas of wireless ad hoc and sensor networks, with a focus on theoretical and algorithmic aspect. In particular, it will concentrate on distributed algorithms, randomized algorithms, analysis and modeling, optimizations, and theoretical methods in design and analysis of networking protocol (at link layer or network layer) for wireless ad hoc and sensor networks. Specific topics for this special issue dedicated to theoretical and algorithmic foundations include but are not limited to:

- Channel assignment and management
- Distributed and localized algorithms
- Dynamic and random networks
- Dynamic graph algorithms
- Energy conservation methods
- Localization and location tracking
- Mechanism design and game theory
- Modeling and complexity analysis
- Routing, multicast, and broadcast
- Scheduling and synchronization
- Throughput optimization and capacity

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Manuscript Due	November 1, 2009
First Round of Reviews	February 1, 2010
Publication Date	May 1, 2010

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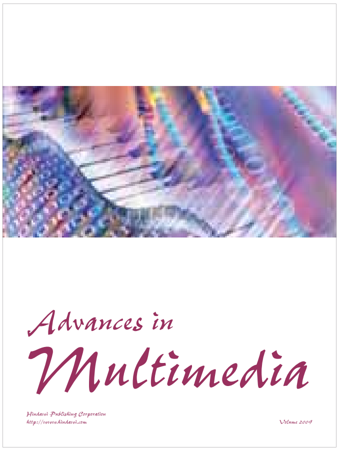
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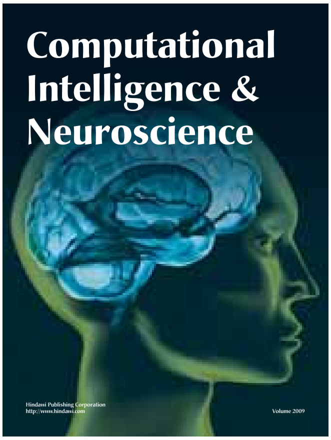
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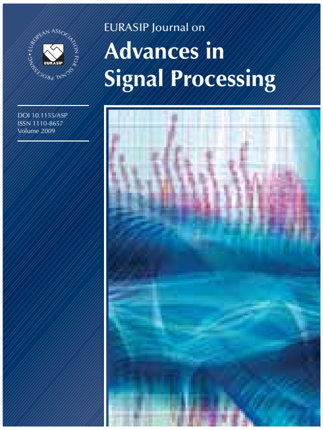
EURASIP Journal on Advances in Signal Processing

http://www.hindawi.com/journals/asp/

Aims and Scope

The aim of the EURASIP Journal on Advances in Signal Processing is to highlight the theoretical and practical aspects of signal processing in new and emerging technologies. Application areas include (but are not limited to) communications, networking, sensors and actuators, radar and sonar, medical imaging, biomedical applications, remote sensing, consumer electronics, computer vision, pattern recognition, robotics, fiber optic sensing/transducers, industrial automation, transportation, stock market and financial analysis, seismography, and avionics.



EURASIP Journal on
Advances in
Signal Processing

DOI 10.1155/ASP
ISSN 1110-8657
Volume 2009

Indexing/Abstracting

In order to provide the maximum exposure for all published articles, the EURASIP Journal on Advances in Signal Processing is covered by many leading abstracting and indexing databases.

Manuscript Submission

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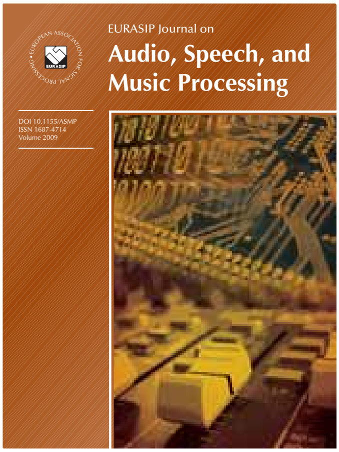
EURASIP Journal on

Audio, Speech, and Music Processing

http://www.hindawi.com/journals/asmp/

Aims and Scope

EURASIP Journal on Audio, Speech, and Music Processing is a peer-reviewed, open access journal, which aims at bringing together researchers, scientists, and engineers working on the theory and applications of the processing of various audio signals, with a specific focus on speech and music.



EURASIP Journal on
Audio, Speech, and
Music Processing

DOI 10.1155/ASMP
ISSN 1687-4714
Volume 2009

The journal is dedicated to original research work, but also allows tutorial and review articles. Articles deal with both theoretical and practical aspects of audio, speech, and music processing.

Manuscript Submission

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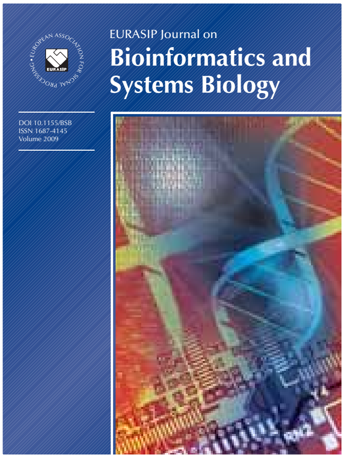
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Bioinformatics and
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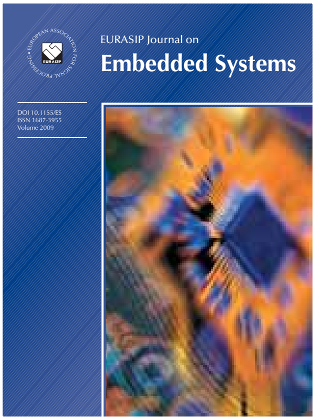
Volume 2009


EURASIP Journal on
Embedded Systems
DOI 10.1155/ES
ISSN 1687-3955
Volume 2009

EURASIP Journal on

Image and Video Processing

http://www.hindawi.com/journals/ivp/

Aims and Scope

EURASIP Journal on Image and Video Processing is a peer-reviewed, open access journal, intended for researchers from both academia and industry, who are active in the multidisciplinary field of image and video processing. The scope of the journal covers all theoretical and practical aspects of the domain, from basic research to the development of applications.

Contributed articles on image and video processing may be focused on specific techniques, on diverse functionalities and services, within the context of various activity sectors (e.g., multimedia, medical, aerial, robotics, security, communications, arts), or on employing diverse data formats.

Manuscript Submission

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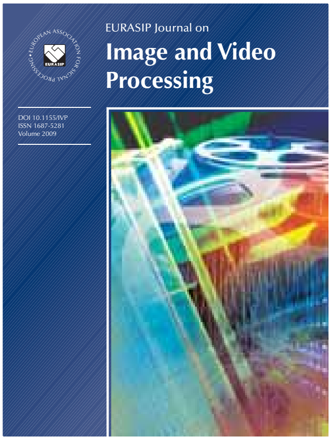

EURASIP Journal on
Image and Video
Processing

DOI 10.1155/IVP
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Volume 2009

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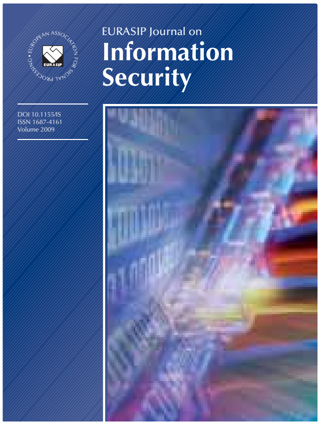

EURASIP Journal on
Information Security
DOI 10.1155/IS
ISSN 1687-4161
Volume 2009

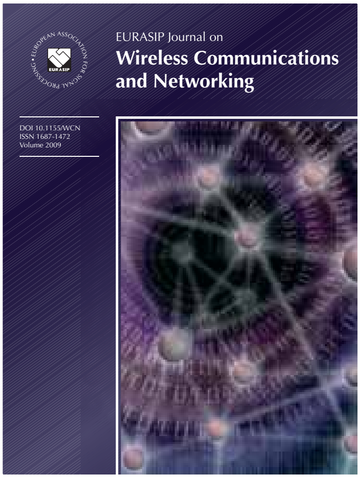
EURASIP Journal on

Wireless Communications and Networking

http://www.hindawi.com/journals/wcn/

Aims and Scope

The overall aim of the EURASIP Journal on Wireless Communications and Networking is to bring together science and applications of wireless communications and networking technologies, with emphasis on signal processing techniques and tools. Subject areas include antenna systems and design, channel modeling and propagation, coding for wireless systems, multiuser and multiple access schemes, optical wireless communications, resource allocation over wireless networks, security, authentication, and cryptography for wireless networks, signal processing techniques and tools, software and cognitive radio, wireless traffic and routing, ultra-wideband systems, vehicular networks, wireless multimedia communication, wireless sensor networks, and wireless system architectures and applications.



EURASIP Journal on
Wireless Communications and Networking

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Volume 2009

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International Journal of
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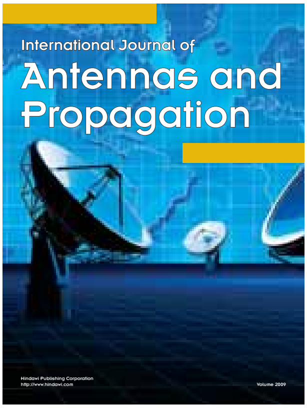

Aims and Scope

The overall aim of the International Journal of Antennas and Propagation is to explore emerging concepts and applications in antennas and propagation. The journal focuses on the physical link from antenna to antenna including antenna hardware and associated electronics, the nature and impact of propagation channels and measurement, prediction, and simulation methods for evaluating or designing antennas or the channel. The journal is directed at both practicing engineers and academic researchers and will highlight new ideas and challenges in antennas and propagation for both application development and basic research.

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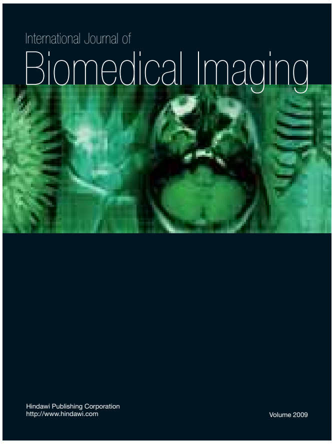
International Journal of
Biomedical Imaging
Hindawi Publishing Corporation
http://www.hindawi.com
Volume 2009

International Journal of
Digital Multimedia Broadcasting

http://www.hindawi.com/journals/ijdmb/

Aims and Scope

International Journal of Digital Multimedia Broadcasting aims to provide a high-quality and timely forum for engineers, researchers, and educators whose interests are in digital multimedia broadcasting to learn recent developments, to share related challenges, to compare multistandards, and further to design new and improved systems.

Subject areas include (but are not limited to):

- Multimedia broadcasting overall system and standardization, multimedia signal compression, and coding for broadcasting
- Multimedia streaming and control, IPTV with broadcasting, multimedia content services, and digital rights management over broadcasting
- Modulation and demodulation
- Channel estimation and equalization
- VLSI design and system-on-chip implementation for multimedia broadcasting reception
- Cross-layer analysis and integration, single-chip solution, and power and spectral efficiency
- Antenna and propagation for multimedia transmission and reception
- Multistandards compatibility and multisystems interoperability
- Multibands frequency interface issues, spectrum management, and usage
- Filed-trials and testing analyses
- Quality of service and quality of experience in multimedia broadcasting

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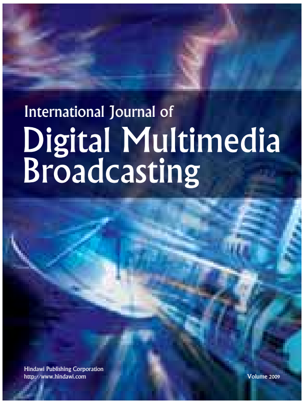

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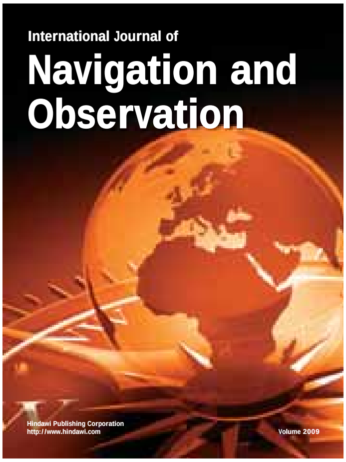

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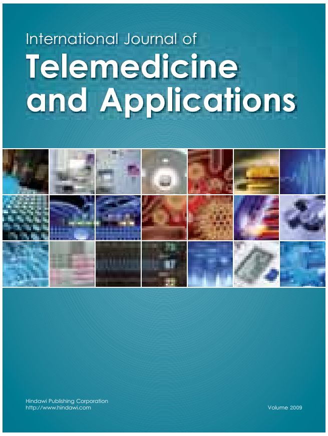

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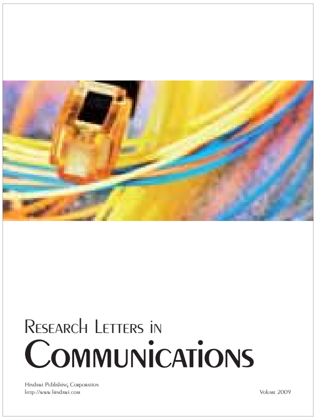
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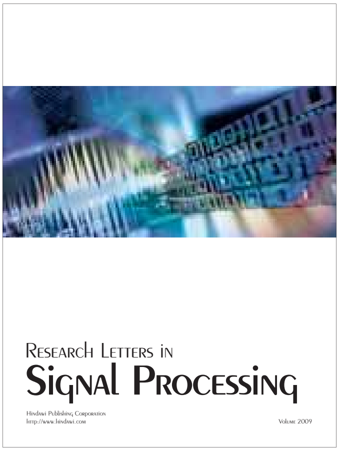
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