The 2nd International Conference on Graphics and Signal Processing (ICGSP 2018) aims to be a prime international forum for both researchers and industry practitioners to exchange the latest fundamental advances in the state of the art and practice of graphics and signal processing, identify emerging research topics, and define the future of Signal Processing. ICGSP offers a three-day technical program including keynote speeches, hot-topic oral&poster sessions, and tutorials.

Papers that present original work, validated by experimentation, simulation, or analysis, are solicited. Practical experiences and experimental efforts from both industry and academia, duly documenting the lessons learned from testbeds, field-trials, or real deployments, are also welcome.

ICGSP 2018 CALL FOR PAPER

Oct. 6-8, 2018, Sydney, Australia

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Conference Papers (Full Paper) will be published in the **International Conference Proceedings Series by ACM,** which will be archived in the **ACM Digital Library,** and indexed by **Ei Compendex, Scopus,** and submitted to be reviewed by Thomson Reuters Conference Proceedings Citation Index **(ISI Web of Science).**
Till now, the conference proceedings of ICGSP 2017 is already indexed by Ei Compendex and Scopus.

Important Date
Submission Deadline: *June10th, 2018*
Acceptance notification: *June30th, 2018*
Registration deadline: July 20th, 2018
Camera Ready: July 20th, 2018

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Papers are solicited in (but not limited to) the following areas:

- Multimedia big data analytics
- Distributed multimedia for body networks
- Deep learning for health-specific event detection and classification
- Streaming, security and privacy for healthcare
- Sparsity-based and low-rank based sensing of human vital signs
- Multimedia for smart homes and elderly care
- Multimedia processing for tele-rehabilitation
- Computational imaging for healthcare applications
- Healthcare monitoring applications using wearable technologies
- Image/video/speech/audio coding and processing
- Multimedia networking
- Multimedia traffic, communications and heterogeneous interactions
- Multimedia quality assessment
- Internet of Things (IoT)-based multimedia systems and applications
- Multimedia hardware design
- Augmented, mixed and virtual reality
- Acquisition, Storage, Retrieval and Display
- Computer Vision Processing and Analysis
- Information Forensics and Security
- Biomedical Signal Processing
- Applied Signal and Speech Processing
- Emerging Technologie