

Fast Registration of Remotely Sensed Images for Earthquake Damage Estimation

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Analysis of the multispectral remotely sensed images of the areas destroyed by an earthquake is proved to be a helpful tool for destruction assessments. The performance of such methods is highly dependant on the preprocess that registers the two shots before and after an event. In this paper, we propose a new fast and reliable change detection method for remotely sensed images and analyze its performance. The experimental results show the efficiency of the proposed algorithm.

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1. INTRODUCTION

In recent years, the spatial and spectral resolutions of remotely sensed sensors and the revisiting frequency of satellites have increased extensively. These developments have offered the possibility of addressing new applications of remote sensing in environmental monitoring. On the other hand, the officials are getting more and more aware of using multispectral remotely sensed images for regular and efficient control of the environment [1, 2].

Change detection of remotely sensed images can be viewed as a general case of a global motion estimation usually used in the video coding applications. However, the following should be noted.

(i) In video coding applications, objects are likely to be presented in the next frame unless we have occlusions, newly appeared objects, or lightning changes, or when we deal with degraded images. But, in remote sensing applications for situations such as earthquake, we are faced with very severe situations in which large areas are likely to be totally destroyed.

(ii) In video coding applications, the temporal rate is about 30 frames per second, and thus one can benefit from the existing high temporal redundancy between successive frames (when there is no shot change), while in remote sensing applications, the time interval between two captured multiband images can be considerably long resulting in a very low temporal redundancy.

(iii) In video coding applications, the segmentation and motion estimation stages can be done in a crisp fashion, while

in remote sensing applications because of the different range of changes that might exist between two shots, the decisions should be made in a fuzzy fashion to take advantage of its membership style soft decisions.

(iv) In remote sensing applications, the size and the number of the multispectral images are much higher than those in video sequences; and thus even after dimension reduction processes, we still need to have very fast algorithms.

(v) In remote sensing applications, due to the geometrical changes in image capturing conditions, sensor-type changes, and the long interval among captured images, an accurate registration process is required that plays an important role in the overall performance of any change detection or classification algorithm.

According to the above-mentioned problems, the global video motion techniques might be inefficient when dealing with change detection of remote sensing applications. However, the global video motion estimation can be viewed as a special case of the proposed change detection algorithm; and thus the proposed algorithm can be used for such applications as well.

A key issue in analyzing the remotely sensed images is to detect changes on the earth's surface in order to manage possible interventions to avoid massive environmental problems [3]. Recently, many researchers have worked on using the remote-sensing data to help estimate the earthquake's damages [4, 5] or the afterwards reconstruction progresses [6]. Change detection algorithms usually take two sets of images as the two ensembles before and after the change, and return

the locations where the changes are likely to happen [1]. Before such a stage, a preprocessing step is necessary to produce two comparable images.

The process of *registration* aims at performing some geometrical operations on one of the images (or both of them) to give two compatible images in which the pixels with the same coordinates in the two images correspond to the same physical point [7]. Many researchers have reported the impact of misregistration on the change detection results (e.g., see [8]). The registration operation is an *inverse problem* trying to compensate the real transformation produced by the imaging conditions. Although different registration methods are introduced and analyzed [7, 9], there is no optimal solution found yet and the problem is still an active research area [10].

The majority of registration methods consist of four essential steps [9]:

- (i) feature detection,
- (ii) feature matching,
- (iii) transfer model estimation,
- (iv) image resampling and transformation.

The first step along with the second step aims at finding two sets of corresponding points in the two images. These two sets are used in the second step to estimate the transform model. Finally, the fourth step results in the two registered images.

There are two typical methods for finding and matching feature points. The first one is to search for robust points in the two images. There are reports of using contours [11], boundaries [12], water reservoirs [13, 14], buildings [15], urban areas [16], roads [17], forests [18], coastal line [19], and the forth as the features. Another approach is to use the information theory tools like *mutual information* to find the control points [20]. All of the above-mentioned approaches perform both feature detection and feature matching at the same time. Due to the massive effect of mismatching of the control points on the final registration results [8], we emphasize on the determination procedure of the assigned control points (even by using the old-style approach of human intervention) for finding a set of about 20 correct control points in the two images. The challenge of using the robust control points is more clear when investigating the postearthquake images (see Figure 1). Note that even if we do not find the related control points in the second image, it still barriers valuable information about the level of occurred changes. It must be emphasized that any automatic control point detection method can be integrated to the proposed method.

Figures 2 and 3 show the used logo image and the different transforms applied on it, respectively. Figure 4 shows the logo image with a set of control points overlaid on it. Figure 5 shows the result of performing our estimated affine transform on the transferred images shown in Figure 3. Here, we have used a new visualization method in which we have put the two registered images in the *red*- and *green*-color channels of an image and have filled the *blue*-color channel with a value of 255. As such, the *magenta* and *cyan* pixels will clearly show the misregistered locations. Note that doing as such,



(a)



(b)

FIGURE 1: Bingol, Turkey area: (a) before the earthquake 2002-07-15; (b) after the earthquake 2003-05-02. (Digital Globe.)



FIGURE 2: A sample image.

the pixels with *cyan* colors resulting from the borders of the transformed images are not because of any inaccuracy in the proposed registration method, but are caused by the lack of input data.

The rest of this paper is organized as follows. Section 2 describes the proposed method containing a discussion about the direct linear transform, the estimated affine transform, the related experimental results, and a proposed method to estimate the changes that have occurred on images. Section 3 contains the experimental results and discussions, and finally Section 4 concludes the paper.



(a)



(b)



(c)



(d)

FIGURE 3: Different transformations of the logo image shown in Figure 2: (a) translated; (b) rotated and translated; (c) rotated, translated, and balanced scaled; (d) rotated, translated, and unbalanced scaled.



FIGURE 4: Control points overlaid on the logo image shown in Figure 2.

2. PROPOSED METHOD

Let images I_1 and I_2 correspond to two different captures of the same scene in different times. The aim of the *registration* stage is to find the transform $T : [x, y] \rightarrow [x^*, y^*]$ in the way that when applying the transform T with the image I_2 , the resulting image I_2' gets aligned with the image I_1 . We call the control points in the two images of I_1 and I_2 as \vec{x}_i and \vec{y}_i for $i = 1 \dots n$, respectively. They are chosen so that applying the transform T on \vec{x}_i , the result lies on \vec{y}_i . In fact, \vec{x}_i and \vec{y}_i correspond to the same physical location captured as an image pixel. Here, we assume that the used control points are properly distributed all over the images.

2.1. Direct linear transform and affine transform

Registration has a structural relation to the problem of *camera calibration* [21], where one is concerned with estimating the 3D coordinates of a point from its corresponding 2D coordinates in (at least) two different cameras. A well-known model for camera projection is the *direct linear transform* (DLT) by Abdel-Aziz and Karara [22]. Modeling a camera with 11 parameters, the DLT is able to compensate perspective distortions [22].

In the methodology of the DLT, each camera is modeled by 11 parameters and the projection of the point $\vec{p}_a = [x_a, y_a, z_a]$ on a camera is defined as [22]

$$x_b = \frac{a_u x_a + b_u y_a + c_u z_a + d_u}{a x_a + b y_a + c z_a + 1}, \quad (1)$$

$$y_b = \frac{a_v x_a + b_v y_a + c_v z_a + d_v}{a x_a + b y_a + c z_a + 1}. \quad (2)$$

Here, the denominator term ($\lambda = ax + by + cz + 1$) applies the effects of the destination from \vec{p} to the center of the camera on the projected point coordinates [22]. In the case of space-born imagery, there are two simplifications to be applied on the DLT formulation. Firstly, the vertical distance between the camera and the subject points, z , is assumed to be constant (because the camera plane is almost parallel to the subject [9]). Secondly, as the normal vector of the cameraplane



(a)



(b)



(c)



(d)

and the normal vector of the “on the earth’s” surface are almost parallel, the denominator term, λ , gets constant for all image pixels. Thus, setting

$$a_1 = \frac{1}{\lambda} a_u, \quad a_2 = \frac{1}{\lambda} b_u, \quad t_x = \frac{1}{\lambda} (c_u z + d), \quad (3)$$

$$a_3 = \frac{1}{\lambda} a_v, \quad a_4 = \frac{1}{\lambda} b_v, \quad t_y = \frac{1}{\lambda} (c_v z + d) \quad (4)$$

gives the simplified linear model of

$$x_b = a_1 x_a + a_2 y_a + t_x, \quad (5)$$

$$y_b = a_3 x_a + a_4 y_a + t_y, \quad (6)$$

also known as the *affine* transform [9]. The affine transform can be written in the matrix notation as

$$\vec{p}_b = \begin{pmatrix} a_1 & a_2 \\ a_3 & a_4 \end{pmatrix} \vec{p}_a + \begin{pmatrix} t_x \\ t_y \end{pmatrix}. \quad (7)$$

Note that in contrast to the conventional DLT, here the two different parts of the affine transform (that result in determining the x_b and y_b parameters) can be solved independently resulting in fastening the algorithm efficiently.

The proposed algorithm for estimating the affine transform from CPs is based on the least-square error minimization approach.

(1) Least-square method

The quality of an affine transform can be measured by $\text{Err} = \sum_{i=1}^N \|\tilde{p}_{b,i} - p_{b,i}\|^2$. To minimize the transformation error, we have to set $\nabla \text{Err} = 0$ as

$$\begin{pmatrix} \frac{\partial \text{Err}}{\partial a_1} \\ \frac{\partial \text{Err}}{\partial a_2} \\ \frac{\partial \text{Err}}{\partial a_3} \\ \frac{\partial \text{Err}}{\partial a_4} \\ \frac{\partial \text{Err}}{\partial t_x} \\ \frac{\partial \text{Err}}{\partial t_y} \end{pmatrix} = \vec{0}. \quad (8)$$

FIGURE 5: Results of performing the proposed estimated affine transform on the transformed images shown in Figure 3.

We can rewrite (8) as

$$a_1 \sum_{i=1}^N x_{a,i}^2 + a_2 \sum_{i=1}^N x_{a,i} \cdot y_{a,i} + t_x \sum_{i=1}^N x_{a,i} = \sum_{i=1}^N x_{b,i} \cdot x_{a,i}, \quad (9)$$

$$a_1 \sum_{i=1}^N x_{a,i} \cdot y_{a,i} + a_2 \sum_{i=1}^N y_{a,i}^2 + t_x \sum_{i=1}^N y_{a,i} = \sum_{i=1}^N x_{b,i} \cdot y_{a,i}, \quad (10)$$

$$a_1 \sum_{i=1}^N x_{a,i} + a_2 \sum_{i=1}^N y_{a,i} + t_x \cdot N = \sum_{i=1}^N x_{b,i}, \quad (11)$$

$$a_3 \sum_{i=1}^N x_{a,i}^2 + a_4 \sum_{i=1}^N x_{a,i} \cdot y_{a,i} + t_y \sum_{i=1}^N x_{a,i} = \sum_{i=1}^N y_{b,i} \cdot x_{a,i}, \quad (12)$$

$$a_3 \sum_{i=1}^N x_{a,i} \cdot y_{a,i} + a_4 \sum_{i=1}^N y_{a,i}^2 + t_y \sum_{i=1}^N y_{a,i} = \sum_{i=1}^N y_{b,i} \cdot y_{a,i}, \quad (13)$$

$$a_3 \sum_{i=1}^N x_{a,i} + a_4 \sum_{i=1}^N y_{a,i} + t_y \cdot N = \sum_{i=1}^N y_{b,i}. \quad (14)$$

Now, using this derivation, we just need to solve two linear equations of order three simultaneously. Note that the computational complexity order of the proposed algorithm has reduced to only $O(N)$ instead of conventional approach that is in order of $O(N^3)$.

(2) Experimental results

The performance of the proposed algorithm is analyzed in terms of its complexity and accuracy. To implement the algorithm, we have used Matlab 6.5 on a 1.7 GHz Intel Pentium M computer with 512 MB of RAM. The accuracy of different algorithms to approximate the affine transform between two sets of CPs and the related error caused during the processes are listed in Table 1. The error is calculated using

$$\text{Error} = \frac{1}{N} \frac{1}{\sqrt{W^2 + H^2}} \sum_{i=1}^N |\vec{p}_{b,i} - (A\vec{p}_{a,i} + \vec{t})|, \quad (15)$$

where w and h denote the width and height of the image, respectively. Table 2 lists the computational cost when using different number of CPs. (The common number of CPs depends on the application but an appropriate value is a number between 20–30.)

As the registration step plays an important role in the overall performance of any change detection approach, and the remotely sensed images cannot well illustrate the accurate performance of the proposed registration algorithm, here we have used a sample image (the logo of our university) to better illustrate the accurate performance of the proposed registration method.

2.2. Proposed change detection method

In this section, we state our proposed unsupervised method for segmentation and change detection in multispectral remotely sensed image intervals using the proposed fuzzy principal component analysis-based clustering method. While the proposed method is faster than the available approaches

TABLE 1: Performance of different algorithms.

Algorithm	Run time	Error	Stability
Gradient-descent [23]	2700 ms	18.96%	No
Geometric [23]	10 ms	1.07%	Yes
Enhanced geometric [23]	16 ms	0.045%	Yes
Fourier transform [24]	3.8 ms	0.027%	Yes
Proposed LMS	0.5 ms	0.010%	Yes

TABLE 2: Required run time when using different number of control points.

Number of CPs	$N = 10$	$N = 20$	$N = 100$	$N = 200$
Fourier transform [24]	1.06 ms	3.8 ms	108.95 ms	445 ms
Proposed LMS	0.34 ms	0.50 ms	2.43 ms	4.72 ms

reported in the literature, and depends on no predetermined parameters, it is also robust against illumination changes. To the best knowledge of the authors, the method introduced in this paper is the first fuzzy change detection process. Note that the proposed affine transform estimation and the proposed change detection methods can also be used in other applications such as video motion estimation.

The literature of multispectral segmentation is not so rich compared to the case of gray-scale segmentation methods. The first significant method for measuring the color-based similarity between two images might be the color histogram intersection approach introduced by Swain and Ballard [25]. Although, the method is very simple, it gives a relatively reasonable performance with two main shortcomings: the lack of spatial information about the images, and dependency on imaging conditions (like the ambient illumination). Some other researchers try to use certain color spaces that they believed to be suitable for segmentation purposes. For example in [26], the authors use a geometrical measure in the color histogram to define the similarity between color pairs in the *HLS* color space. Although some good segmentation results in the *HLS* color space are reported [27], it is proved in various studies that none of the standard color spaces are outperforming the others (e.g., see [28, 29]), while the local *principal component analysis* (PCA) is proved to give dominantly better results [29, 30]. In [31], the researchers process color components independently, neglecting the vector tendency of them. In [32], motion estimation is used for segmentation purposes. Here, we used all m - D data in our proposed PCA-based clustering and change detection stages.

Let two images I_1 and I_2 belong to the same scene. Then, each pixel in I_1 and I_2 is an m - D realization. Also, let image I_1 be segmented into c classes of ϕ_i using the proposed FPCAC method [33]. Here, J_{ixy} shows the membership of \vec{I}_{1xy} to the i th class.

Now, perform the FPCA [33] on the fuzzy set,

$$\tilde{X} = \left\{ \left(\vec{I}_{2xy}; J_{ixy}^m \right) \mid 1 \leq x \leq W, 1 \leq y \leq H \right\}, \quad (16)$$

to find the new clusters $\tilde{\phi}_i$. In fact, we are using the temporal redundancy of successive images, assuming that the fuzzy

membership of a pixel to the c classes remains constant if there is no abrupt change. The reason behind finding the new clusters in I_2 is to compensate probable slight changes corresponding to the lighting and sensor changes. Now, we have the new membership values \tilde{J}_{ixy} , which show the level of membership of \vec{I}_{2xy} to the i th new class $\tilde{\phi}_i$.

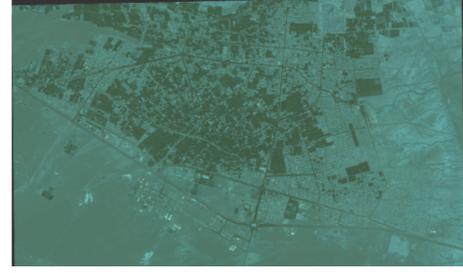
We propose computing

$$\delta_{xy}^2 = \frac{1}{c^2} \sum_{i=1}^c J_{ixy} (J_{ixy} - \tilde{J}_{ixy})^2, \quad 1 \leq x \leq W, 1 \leq y \leq H \quad (17)$$

as the probability of the point (x, y) being changed from I_1 to I_2 . In fact, δ_{xy} measures the net amount of change in membership of pixels to the classes in the successive images. Note that while these fuzzy change values are computed, the clusters are also updated at the same time.

If $I_1 \equiv I_2$, then J_{ixy} and \tilde{J}_{ixy} will be identical, resulting in δ_{xy} being zero everywhere, as desired. Now, assume that there is no change between the two images I_1 and I_2 , unless for the changes in the imaging conditions. Assume that \vec{x}_i and \vec{y}_i are the spectral vectors of the same pixel in the two images I_1 and I_2 , respectively. We model the change in imaging conditions as a linear operation [34]. Assume that \vec{x}_i and \vec{y}_i relate through a linear transform, namely, $\vec{x}_i = A\vec{y}_i + \vec{b}$. Here, we model A as a nonsingular invertible matrix with its eigenvalues being almost constant. This situation relates to the cases that the spectral axes rotate (changing the chromaticity of the illumination), scale (changing the achromaticity of the illumination), and translate. The model restricts unbalanced scaling of spectral components which changes the spectral information non-meaningfully (for details see [34]). Note that matrix A in the *singular value decomposition* (SVD) form is written as $A = VDU^{-1}$, where U and V are orthogonal matrices and D is a diagonal matrix with the eigenvalues of A as its elements.

The expectation vectors in the two images I_1 and I_2 relate as $E\{\vec{x}_i\} = E\{A\vec{y}_i + \vec{b}\} = AE\{\vec{y}_i\} + \vec{b}$. The fuzzy covariance matrices of the two images I_1 and I_2 satisfy $C_1 = AE\{(\vec{y}_i - E\{\vec{y}_i\})(\vec{y}_i - E\{\vec{y}_i\})^T\}A^T = AC_2A^T$. Assume that the eigenvectors of C_1 are \vec{v}_i corresponding to the eigenvalues of λ_i and the eigenvectors of C_2 are \vec{u}_i corresponding to the eigenvalues of ρ_i . Also, assume the eigenvectors of A to be \vec{w}_i corresponding to the eigenvalues of ε_i . Thus, for all i , $C_1\vec{v}_i = \lambda_i\vec{v}_i$, $C_2\vec{u}_i = \rho_i\vec{u}_i$, and $A\vec{w}_i = \varepsilon_i\vec{w}_i$. First assume that the eigenvectors of A are all exactly equal to the fixed value of λ (or equivalently $\forall i, \varepsilon_i = \lambda$). Thus, $A = VDU^{-1}$ equals V diagonal $(\lambda, \dots, \lambda)U^{-1} = \lambda VU^{-1}$. In this situation, $A^T = \lambda UV^{-1} = \lambda^2 A^{-1}$ resulting in $A^T A = AA^T = \lambda^2 I$. Now, note that $C_1 A \vec{u}_i = AC_2 A^T A \vec{u}_i = \lambda^2 AC_2 \vec{u}_i = \lambda^2 \rho_i A \vec{u}_i$. Thus, $A \vec{u}_i$ is the eigenvector of C_2 corresponding to the eigenvalue of $\lambda^2 \rho_i$. Note that $\|A \vec{u}_i\| = \lambda \|\vec{u}_i\| = \lambda$. As the eigenvalues and eigenvectors of a single matrix are identical, $\{((1/\lambda)A\vec{u}_1, \lambda^2 \rho_1), \dots, ((1/\lambda)A\vec{u}_m, \lambda^2 \rho_m)\}$ is identical to $\{(\vec{v}_1, \lambda_1), \dots, (\vec{v}_m, \lambda_m)\}$. As $\lambda^2 > 0$, we have $\vec{v}_i = (1/\lambda)A\vec{u}_i$ and $\lambda_i = \lambda^2 \rho_i$, for all i . Thus, using the above reclustering method, the cluster $\phi = [\vec{\eta}, \vec{v}]$ in I_2 results in the cluster



(a)



(b)

FIGURE 6: Bam area: (a) unregistered image before the earthquake 2003-12-04; (b) unregistered image after the earthquake 2003-12-29. (Digital Globe.)

$\tilde{\phi} = [A\vec{\eta} + \vec{b}, A\vec{v}]$. Now, we have

$$\begin{aligned} \Psi(\vec{x}_i, \tilde{\phi}) &= \left\| \left[(A\vec{y}_i + \vec{b}) - (A\vec{\eta} + \vec{b}) \right] \right. \\ &\quad \left. - \frac{1}{\lambda^2} \vec{v}^T A^T \left[(A\vec{y}_i + \vec{b}) - (A\vec{\eta} + \vec{b}) \right] A \vec{v} \right\|^2 \quad (18) \\ &= \lambda^2 \Psi(\vec{x}_i, \tilde{\phi}), \end{aligned}$$

and $\tilde{J}_{ixy} = J_{ixy}$, resulting in $\delta_{xy} = 0$. Thus, the proposed method will be independent of the lighting and imaging conditions. Now, assume a more realistic case that ε_i 's are not exactly the same but we have $\lambda - \delta\lambda \leq \varepsilon_i \leq \lambda + \delta\lambda$. For the cases that $\delta\lambda/\lambda$ is too small, the above equations change to semiequations and still marginally hold. In this situation $\delta_{xy} \approx 0$. In contrast, physical changes of interest result in different materials in a single point in different shots. Hence, they produce absolutely different values of J_{ixy} and \tilde{J}_{ixy} resulting in nonzero patterns of δ_{xy} . In the proposed method, at the same time both the image sequence segmentation and the fuzzy change detection are performed.

3. EXPERIMENTAL RESULT

The experiments are performed using an Intel Centrino 1700 MHz computer with 512 MB of RAM.

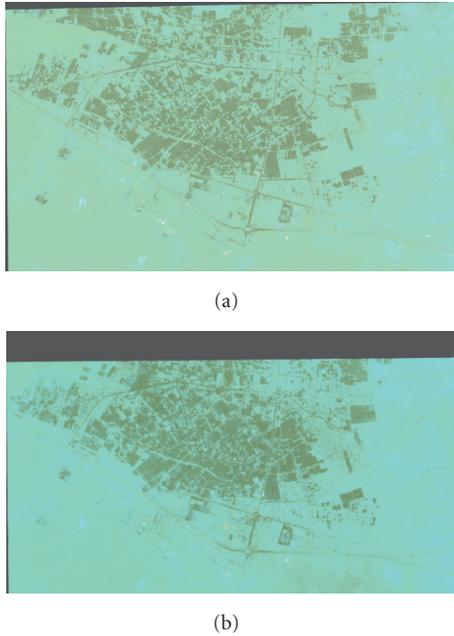


FIGURE 7: Bam area: (a) registered image before the earthquake 2003-12-04; (b) registered image after the earthquake 2003-12-29.



FIGURE 8: Urban portion of the images shown in Figure 7.

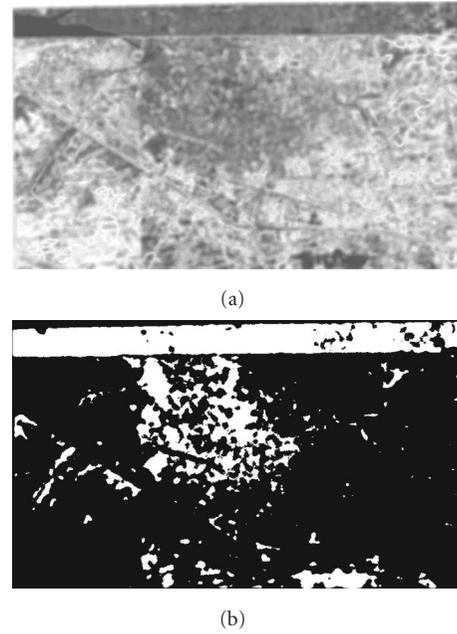


FIGURE 9: Resulting change maps using the proposed change detection algorithm: (a) fuzzy change map; (b) crisp change map (after hard thresholding).

Figure 6 shows two multiband images taken from the city of Bam by the *Quick Bird* satellite, before and after the devastating earthquake of December 26, 2003 before registration. Figure 7 shows the result of our registration. Figure 8 shows the urban portion of the images. The first images are cropped with no magnification to focus on details.

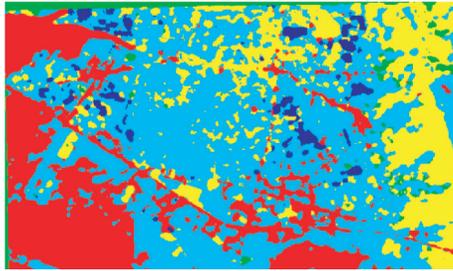
Figure 9 shows the resulted fuzzy change maps. A crisp map can be easily generated after performing a hard threshold.

As mentioned before, the proposed algorithm computes both the segmentation and the change detection map at the same time. Note that many applications need to use them at the same time. Figure 10 illustrates the segmentation result before the earthquake and the segmentation tuning result after the earthquake.

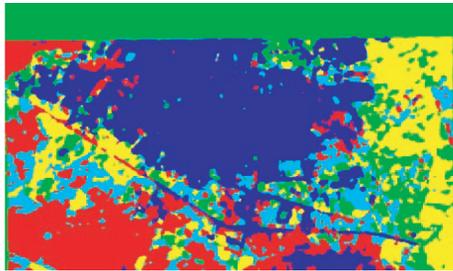
To show the robustness of the proposed algorithm against changes in imaging conditions, we have evaluated its change detection performance when running it on two images with manipulated color changes. In fact, Figure 11 shows a simulated change in imaging conditions with no real changes on the earth's surface. Figures 12 and 13 illustrate the robustness of the proposed algorithm against such changes. Here, we chose a linear transform with eigenvalues 0.9, 0.7, 0.9, which are not completely equal to simulate the more realistic changes. When running the proposed change detection stage on 472×792 downsampled images, it elapsed 5.7 seconds.

4. CONCLUSION

In this paper, a fast and accurate affine transform estimation method and a new efficient fuzzy change detection method are proposed for remotely sensed images. The



(a)



(b)

FIGURE 10: Segmentation results: (a) before the earthquake; (b) segmentation tuning after the earthquake.



FIGURE 11: Linearly changed image.

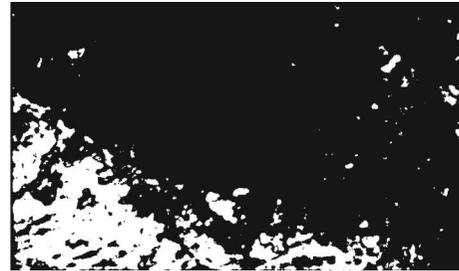
experimental results show that the proposed method is fast and robust against undesired change in imaging conditions. It was shown that the algorithm can be also efficiently used to detect damages caused by an earthquake.

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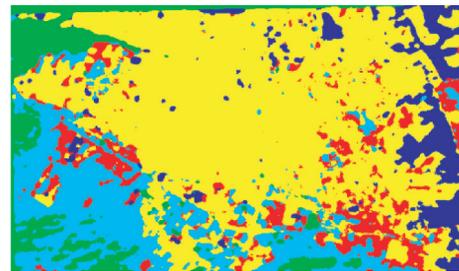


(a)

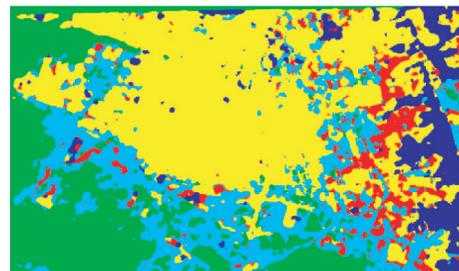


(b)

FIGURE 12: Resulting change maps using the proposed change detection method (linearly changed image): (a) fuzzy change map; (b) crisp change map (after hard thresholding).



(a)



(b)

FIGURE 13: Segmentation results: (a) original image; (b) linearly changed image.

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image processing with primary emphasis on color\multispectral image processing and multidimensional texture segmentation and classification, data mining, algorithm design, and optimization systems.

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Special Issue on Transforming Signal Processing Applications into Parallel Implementations

Call for Papers

There is an increasing need to develop efficient “system-level” models, methods, and tools to support designers to quickly transform signal processing application specification to heterogeneous hardware and software architectures such as arrays of DSPs, heterogeneous platforms involving microprocessors, DSPs and FPGAs, and other evolving multiprocessor SoC architectures. Typically, the design process involves aspects of application and architecture modeling as well as transformations to translate the application models to architecture models for subsequent performance analysis and design space exploration. Accurate predictions are indispensable because next generation signal processing applications, for example, audio, video, and array signal processing impose high throughput, real-time and energy constraints that can no longer be served by a single DSP.

There are a number of key issues in transforming application models into parallel implementations that are not addressed in current approaches. These are engineering the application specification, transforming application specification, or representation of the architecture specification as well as communication models such as data transfer and synchronization primitives in both models.

The purpose of this call for papers is to address approaches that include application transformations in the performance, analysis, and design space exploration efforts when taking signal processing applications to concurrent and parallel implementations. The Guest Editors are soliciting contributions in joint application and architecture space exploration that outperform the current architecture-only design space exploration methods and tools.

Topics of interest for this special issue include but are not limited to:

- modeling applications in terms of (abstract) control-dataflow graph, dataflow graph, and process network models of computation (MoC)
- transforming application models or algorithmic engineering
- transforming application MoCs to architecture MoCs
- joint application and architecture space exploration

- joint application and architecture performance analysis
- extending the concept of algorithmic engineering to architecture engineering
- design cases and applications mapped on multiprocessor, homogeneous, or heterogeneous SOCs, showing joint optimization of application and architecture

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Special Issue on Video Adaptation for Heterogeneous Environments

Call for Papers

The explosive growth of compressed video streams and repositories accessible worldwide, the recent addition of new video-related standards such as H.264/AVC, MPEG-7, and MPEG-21, and the ever-increasing prevalence of heterogeneous, video-enabled terminals such as computer, TV, mobile phones, and personal digital assistants have escalated the need for efficient and effective techniques for adapting compressed videos to better suit the different capabilities, constraints, and requirements of various transmission networks, applications, and end users. For instance, Universal Multimedia Access (UMA) advocates the provision and adaptation of the same multimedia content for different networks, terminals, and user preferences.

Video adaptation is an emerging field that offers a rich body of knowledge and techniques for handling the huge variation of resource constraints (e.g., bandwidth, display capability, processing speed, and power consumption) and the large diversity of user tasks in pervasive media applications. Considerable amounts of research and development activities in industry and academia have been devoted to answering the many challenges in making better use of video content across systems and applications of various kinds.

Video adaptation may apply to individual or multiple video streams and may call for different means depending on the objectives and requirements of adaptation. Transcoding, transmoding (cross-modality transcoding), scalable content representation, content abstraction and summarization are popular means for video adaptation. In addition, video content analysis and understanding, including low-level feature analysis and high-level semantics understanding, play an important role in video adaptation as essential video content can be better preserved.

The aim of this special issue is to present state-of-the-art developments in this flourishing and important research field. Contributions in theoretical study, architecture design, performance analysis, complexity reduction, and real-world applications are all welcome.

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

- Heterogeneous video transcoding
- Scalable video coding
- Dynamic bitstream switching for video adaptation

- Signal, structural, and semantic-level video adaptation
- Content analysis and understanding for video adaptation
- Video summarization and abstraction
- Copyright protection for video adaptation
- Crossmedia techniques for video adaptation
- Testing, field trials, and applications of video adaptation services
- International standard activities for video adaptation

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Special Issue on Knowledge-Assisted Media Analysis for Interactive Multimedia Applications

Call for Papers

It is broadly acknowledged that the development of enabling technologies for new forms of interactive multimedia services requires a targeted confluence of knowledge, semantics, and low-level media processing. The convergence of these areas is key to many applications including interactive TV, networked medical imaging, vision-based surveillance and multimedia visualization, navigation, search, and retrieval. The latter is a crucial application since the exponential growth of audiovisual data, along with the critical lack of tools to record the data in a well-structured form, is rendering useless vast portions of available content. To overcome this problem, there is need for technology that is able to produce accurate levels of abstraction in order to annotate and retrieve content using queries that are natural to humans. Such technology will help narrow the gap between low-level features or content descriptors that can be computed automatically, and the richness and subjectivity of semantics in user queries and high-level human interpretations of audiovisual media.

This special issue focuses on truly integrative research targeting of what can be disparate disciplines including image processing, knowledge engineering, information retrieval, semantic, analysis, and artificial intelligence. High-quality and novel contributions addressing theoretical and practical aspects are solicited. Specifically, the following topics are of interest:

- Semantics-based multimedia analysis
- Context-based multimedia mining
- Intelligent exploitation of user relevance feedback
- Knowledge acquisition from multimedia contents
- Semantics based interaction with multimedia
- Integration of multimedia processing and Semantic Web technologies to enable automatic content sharing, processing, and interpretation
- Content, user, and network aware media engineering
- Multimodal techniques, high-dimensionality reduction, and low level feature fusion

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Special Issue on Super-resolution Enhancement of Digital Video

Call for Papers

When designing a system for image acquisition, there is generally a desire for high spatial resolution and a wide field-of-view. To achieve this, a camera system must typically employ small f-number optics. This produces an image with very high spatial-frequency bandwidth at the focal plane. To avoid aliasing caused by undersampling, the corresponding focal plane array (FPA) must be sufficiently dense. However, cost and fabrication complexities may make this impractical. More fundamentally, smaller detectors capture fewer photons, which can lead to potentially severe noise levels in the acquired imagery. Considering these factors, one may choose to accept a certain level of undersampling or to sacrifice some optical resolution and/or field-of-view.

In image super-resolution (SR), postprocessing is used to obtain images with resolutions that go beyond the conventional limits of the uncompensated imaging system. In some systems, the primary limiting factor is the optical resolution of the image in the focal plane as defined by the cut-off frequency of the optics. We use the term “optical SR” to refer to SR methods that aim to create an image with valid spatial-frequency content that goes beyond the cut-off frequency of the optics. Such techniques typically must rely on extensive a priori information. In other image acquisition systems, the limiting factor may be the density of the FPA, subsequent postprocessing requirements, or transmission bitrate constraints that require data compression. We refer to the process of overcoming the limitations of the FPA in order to obtain the full resolution afforded by the selected optics as “detector SR.” Note that some methods may seek to perform both optical and detector SR.

Detector SR algorithms generally process a set of low-resolution aliased frames from a video sequence to produce a high-resolution frame. When subpixel relative motion is present between the objects in the scene and the detector array, a unique set of scene samples are acquired for each frame. This provides the mechanism for effectively increasing the spatial sampling rate of the imaging system without reducing the physical size of the detectors.

With increasing interest in surveillance and the proliferation of digital imaging and video, SR has become a rapidly growing field. Recent advances in SR include innovative algorithms, generalized methods, real-time implementations,

and novel applications. The purpose of this special issue is to present leading research and development in the area of super-resolution for digital video. Topics of interest for this special issue include but are not limited to:

- Detector and optical SR algorithms for video
- Real-time or near-real-time SR implementations
- Innovative color SR processing
- Novel SR applications such as improved object detection, recognition, and tracking
- Super-resolution from compressed video
- Subpixel image registration and optical flow

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Special Issue on Advanced Signal Processing and Computational Intelligence Techniques for Power Line Communications

Call for Papers

In recent years, increased demand for fast Internet access and new multimedia services, the development of new and feasible signal processing techniques associated with faster and low-cost digital signal processors, as well as the deregulation of the telecommunications market have placed major emphasis on the value of investigating hostile media, such as powerline (PL) channels for high-rate data transmissions.

Nowadays, some companies are offering powerline communications (PLC) modems with mean and peak bit-rates around 100 Mbps and 200 Mbps, respectively. However, advanced broadband powerline communications (BPLC) modems will surpass this performance. For accomplishing it, some special schemes or solutions for coping with the following issues should be addressed: (i) considerable differences between powerline network topologies; (ii) hostile properties of PL channels, such as attenuation proportional to high frequencies and long distances, high-power impulse noise occurrences, time-varying behavior, and strong inter-symbol interference (ISI) effects; (iv) electromagnetic compatibility with other well-established communication systems working in the same spectrum, (v) climatic conditions in different parts of the world; (vii) reliability and QoS guarantee for video and voice transmissions; and (vi) different demands and needs from developed, developing, and poor countries.

These issues can lead to exciting research frontiers with very promising results if signal processing, digital communication, and computational intelligence techniques are effectively and efficiently combined.

The goal of this special issue is to introduce signal processing, digital communication, and computational intelligence tools either individually or in combined form for advancing reliable and powerful future generations of powerline communication solutions that can be suited with for applications in developed, developing, and poor countries.

Topics of interest include (but are not limited to)

- Multicarrier, spread spectrum, and single carrier techniques
- Channel modeling

- Channel coding and equalization techniques
- Multiuser detection and multiple access techniques
- Synchronization techniques
- Impulse noise cancellation techniques
- FPGA, ASIC, and DSP implementation issues of PLC modems
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Special Issue on Numerical Linear Algebra in Signal Processing Applications

Call for Papers

The cross-fertilization between numerical linear algebra and digital signal processing has been very fruitful in the last decades. The interaction between them has been growing, leading to many new algorithms.

Numerical linear algebra tools, such as eigenvalue and singular value decomposition and their higher-extension, least squares, total least squares, recursive least squares, regularization, orthogonality, and projections, are the kernels of powerful and numerically robust algorithms.

The goal of this special issue is to present new efficient and reliable numerical linear algebra tools for signal processing applications. Areas and topics of interest for this special issue include (but are not limited to):

- Singular value and eigenvalue decompositions, including applications.
- Fourier, Toeplitz, Cauchy, Vandermonde and semi-separable matrices, including special algorithms and architectures.
- Recursive least squares in digital signal processing.
- Updating and downdating techniques in linear algebra and signal processing.
- Stability and sensitivity analysis of special recursive least-squares problems.
- Numerical linear algebra in:
 - Biomedical signal processing applications.
 - Adaptive filters.
 - Remote sensing.
 - Acoustic echo cancellation.
 - Blind signal separation and multiuser detection.
 - Multidimensional harmonic retrieval and direction-of-arrival estimation.
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Special Issue on

Wavelets in Source Coding, Communications, and Networks

Call for Papers

Wavelet transforms are arguably the most powerful, and most widely-used, tool to arise in the field of signal processing in the last several decades. Their inherent capacity for multiresolution representation akin to the operation of the human visual system motivated a quick adoption and widespread use of wavelets in image-processing applications. Indeed, wavelet-based algorithms have dominated image compression for over a decade, and wavelet-based source coding is now emerging in other domains. For example, recent wavelet-based video coders exploit techniques such as motion-compensated temporal filtering to yield effective video compression with full temporal, spatial, and fidelity scalability. Additionally, wavelets are increasingly used in the source coding of remote-sensing, satellite, and other geospatial imagery. Furthermore, wavelets are starting to be deployed beyond the source-coding realm with increasing interest in robust communication of images and video over both wired and wireless networks. In particular, wavelets have been recently proposed for joint source-channel coding and multiple-description coding. This special issue will explore these and other latest advances in the theory and application of wavelets.

Specifically, this special issue will gather high-quality, original contributions on all aspects of the application of wavelets and wavelet theory to source coding, communications, and network transmission of images and video. Topics of interest include (but are not limited to) the theory and applications of wavelets in:

- Scalable image and video coding
- Motion-compensated temporal filtering
- Source coding of images and video via frames and overcomplete representations
- Geometric and adaptive multiresolution image and video representations
- Multiple-description coding of images and video
- Joint source-channel coding of images and video
- Distributed source coding of images and video
- Robust coding of images and video for wired and wireless packet networks

- Network adaption and transcoding of images and video
- Coding and communication of images and video in sensor networks

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