

# Packet Video Workshop 2018

Co-located with ACM MMSys 2018

June 12, 2018, Amsterdam, The Netherlands

<https://2018.packet.video>

## ORGANIZATION

### General Co-Chairs

Ali C. Begen  
Ozyegin University / Networked Media  
Christian Timmerer  
Alpen-Adria-Universität Klagenfurt / Bitmovin

### Technical Program Co-Chairs

Roger Zimmermann  
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### Technical Program Committee

Jacob Chakareski, University of Alabama  
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Zhi Li, Netflix  
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Joerg Ott, TU München  
Jason Quinlan, University College Cork  
Wojciech Samek, Fraunhofer HHI  
Wai-tian Tan, Cisco  
Laura Toni, UCL  
Jiangtao (Gene) Wen, Tsinghua Univ.  
Yonggang Wen, NTU  
Xiaoqing Zhu, Cisco

### Important Dates

All Papers due: **March 1<sup>st</sup>**  
Acceptance Notifications: April 9<sup>th</sup>  
Camera-ready: April 19<sup>th</sup>

### Further Information

<https://2018.packet.video>

## Call for Papers

The 23<sup>rd</sup> Packet Video Workshop (PV 2018) is devoted to presenting technological advancements and innovations in video and multimedia transmission over packet networks. The workshop provides a unique venue for people from the media coding and networking fields to meet, interact and exchange ideas. Its charter is to promote the research and development in both established and emerging areas of video streaming and multimedia networking. PV 2018 will be held in Amsterdam on June 12th. The workshop will be a single-track event and welcomes paper submissions from both cutting-edge research, and business and consumer applications. PV 2018 will be co-located with ACM MMSys, NOSSDAV, NetGames and MMVE.

PV 2018 seeks papers in all areas of media delivery over current IP and future networks. Authors are especially encouraged to submit papers with real-world experimental results and datasets.

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

- Adaptive media streaming, and content storage, distribution & delivery
- Network-distributed video coding and network-based media processing
- Next-generation/future video coding, point cloud compression
- Audiovisual communication, surveillance and healthcare systems
- Wireless, mobile, IoT, and embedded systems for multimedia apps
- Future media internetworking: information-centric networking and 5G
- Immersive media: virtual reality (VR), augmented reality (AR), 360° video and multi-sensory systems, and its streaming
- Machine learning in media coding and streaming systems
- Standardization: DASH, MMT, CMAF, OMAF, MiAF, WebRTC, MSE, EME, WebVR, Hybrid Media, WAVE, etc.
- Applications: social media, game streaming, personal broadcast, healthcare, industry 4.0, education, transportation, etc.

Prospective authors are invited to submit an electronic version of full papers, in PDF format, up to six printed pages in length (double column ACM conference format) at the PV 2018 Web site. PV 2018 adopted an "**almost double-open**" review process:

- The author names and affiliations will be visible to the reviewers.
- A meta reviewer will be assigned to each submission among the TPC members who will have reviewed the submission, and her/his identity will be conveyed to the author(s) during the notification.
- There will not be a rebuttal phase.

The proceedings will be published by ACM Digital Library.