



Visual Computing and Communication

EIT Digital Master Program

Mobile Visual Computing

Mobile Visual Computing

- **Why Mobile Visual Computing?**
- Where visual computing meets telecommunication
- Communication-constrained visual data processing
- High societal impact
- Many business opportunities
 - Media analysis
 - Mobile media
 - Entertainment



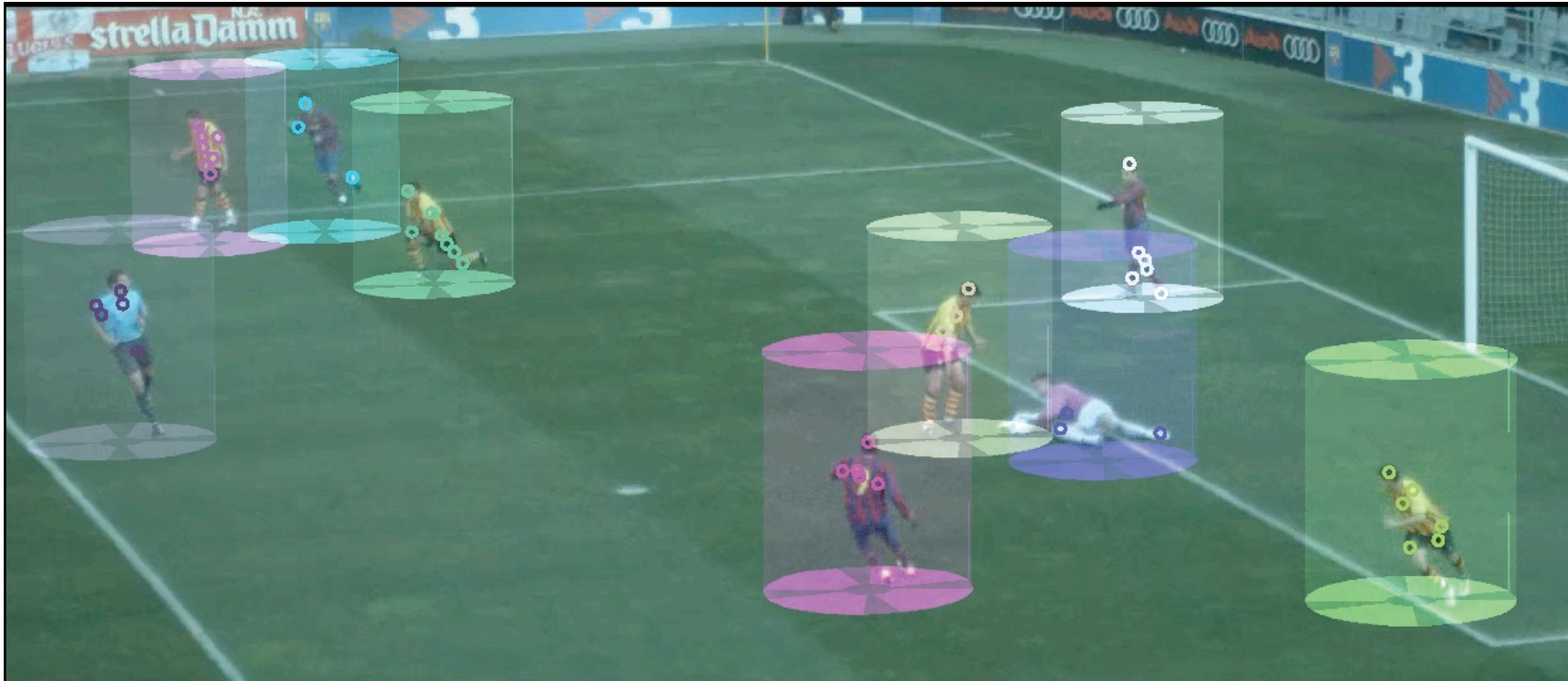


Digital
MASTER SCHOOL

Examples

Free-Viewpoint Experience

- Free-viewpoint experience of sport events

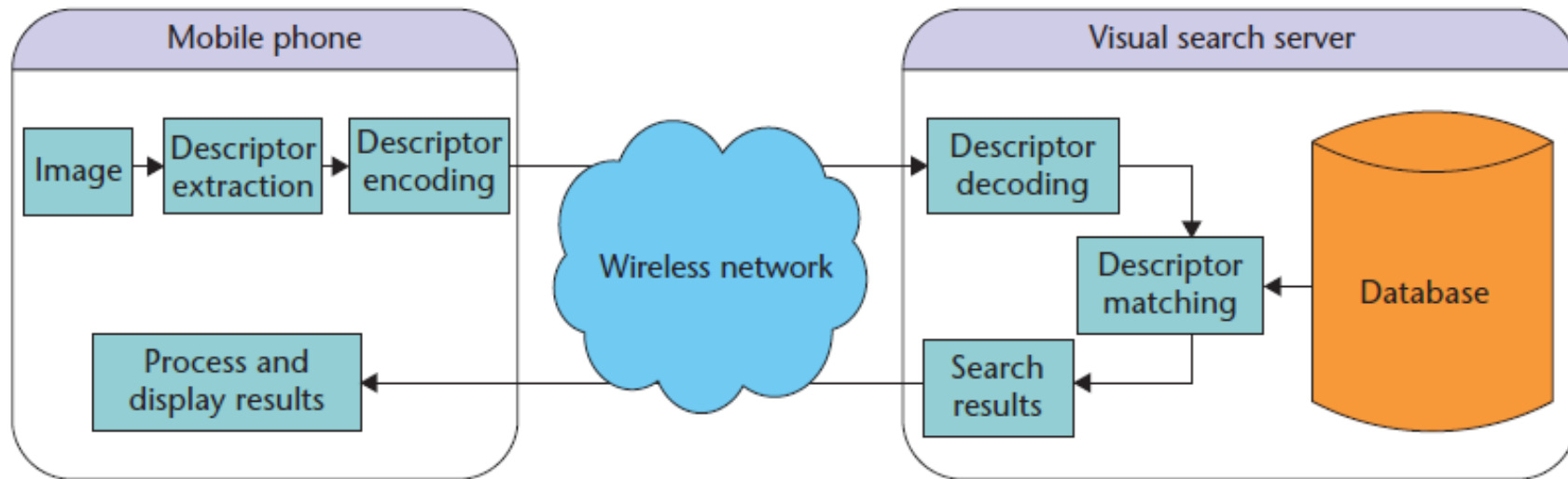


- Augmented reality



Mobile Visual Search

- Search based on visual appearance



Mobile Visual Search

- Search based on 3D geometry



[Stockholm Buildings Database]



<http://people.kth.se/~haopeng/M3DVS/index.html>





Digital
MASTER SCHOOL

Final Degree Projects

Some Internship Opportunities



Some Master Thesis Projects

- Efficient features for movie recommendation systems (*VionLabs*)
- Improving the accuracy of 2D on-road object detection based on deep learning techniques (BitSim)
- Integral video coding (*Ericsson*)
- Hand segmentation from RGB images in uncontrolled indoor scenarios using randomized decision forests (*ManoMotion*)
- Active learning for semantic segmentation (*Scania*)
- Enhancing deep active learning using selective self-training for image classification (*BrainCreators*)





Digital
MASTER SCHOOL

eitdigital.eu

Visual Computing and Communication

<http://people.kth.se/~mflierl/vcc/>