Keynote
Deformable Object Modelling and Matching
Geometry and Correspondence
New Efficient Solution to the Absolute Pose Problem for Camera with Unknown Focal Length and Radial
Efficient Large-Scale Stereo Matching
Towards Full 3D Helmholtz Stereovision Algorithms
Image-Based 3D Modeling via Cheeger Sets
Network Connectivity via Inference over Curvature-Regularizing Line Graphs
Computational Photography and Low Level Vision
Image and Video Decolorization by Fusion
Video Temporal Super-Resolution Based on Self-similarity
Temporal Super Resolution from a Single Quasi-periodic Image Sequence Based on Phase Registration
Solving MRFs with Higher-Order Smoothness Priors Using Hierarchical Gradient Nodes

An Efficient RAN SAC for 3D Object Recognition in Noisy and Occluded Scenes
Detection and Recognition I
Change Detection for Temporal Texture in the Fourier Domain
Stream-Based Active Unusual Event Detection
Asymmetric Totally-Corrective Boosting for Real-Time Object
Keynote
The Application of Vision Algorithms to Visual Effects Production

Applied Computer Vision
Automatic Workflow Monitoring in industrial Environments
Context-Based Support Vector Machines for Interconnected Image Annotation
Finding Human poses in Videos Using Concurrent Matching and Segmentation
Modelling Sense Disambiguation of Human Pose: Recognizing Action at a Distance by Key Poses
Social Interactive Human Video Synthesis
Tracking and Categorization
Efficient Visual Object Tracking with Online Nearest Neighbor Classifier
Robust Tracking with Discriminative Ranking Lists
Analytical Dynamic Programming Tracker
A Multi-Scale Learning Framework for Visual Categorization
Image Sensing
Fast Spectral Reflectance Recovery Using DLP Projector
Hemispherical Confocal Imaging Using Turtleback Reflector
Keynote
Image-Based and Sketch-Based Modeling of Plants and Trees
Segmentation and Texture
MOMI-Cosegmentation: Simultaneous Segmentation of multiple Objects among Multiple Images
<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spatiotemporal Closure</td>
<td>369</td>
</tr>
<tr>
<td>Compressed Sensing for Robust Texture Classification</td>
<td>383</td>
</tr>
<tr>
<td>Interactive Multi-label Segmentation</td>
<td>397</td>
</tr>
<tr>
<td>Four Color Theorem for Fast Early Vision</td>
<td>411</td>
</tr>
<tr>
<td>Detection and Recognition II</td>
<td></td>
</tr>
<tr>
<td>A Unified Approach to Segmentation and Categorization of Dynamic Textures</td>
<td>425</td>
</tr>
<tr>
<td>Learning Video Manifold for Segmenting Crowd Events and Abnormality Detection</td>
<td>439</td>
</tr>
<tr>
<td>A Weak Structure Model for Regular Pattern Recognition Applied to Facade Images</td>
<td>450</td>
</tr>
<tr>
<td>Multiple Viewpoint Recognition and Localization</td>
<td>464</td>
</tr>
<tr>
<td>Matching and Similarity</td>
<td></td>
</tr>
<tr>
<td>Localized Earth Mover's Distance for Robust Histogram Comparison</td>
<td>478</td>
</tr>
<tr>
<td>Geometry Aware Local Kernels for Object Recognition</td>
<td>490</td>
</tr>
<tr>
<td>Author Index</td>
<td>505</td>
</tr>
</tbody>
</table>

Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.