

# Best Paper and Best Department Article Recognition

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This is the second issue of *IEEE MultiMedia* to appear since I became EIC. I have been working very hard with editorial board members and reviewers to get high-quality articles and to shorten the turnaround time. Beyond issuing Calls for Papers to encourage submissions, we have invited

keynote speakers and authors of the top papers at several multimedia conferences to submit their work to *IEEE MultiMedia*.

## BEST ARTICLE AWARDS

Thanks to the many outstanding contributions we receive, *IEEE MultiMedia* has long been recognized as one of the best journals in the community. To celebrate its achievements, in March 2015 the editorial board established awards for Best Paper (regular or special issue feature) and Best Department Article. We received many nominations from the magazine readership this year, and I am pleased to announce the following two winners selected by the editorial board, who received their awards at the 2018 IEEE International Conference on Multimedia and Expo in San Diego in July:

- **Best Paper Award:** “Nonlocal In-Loop Filter: The Way toward Next-Generation Video Coding?” by Siwei Ma, Xinfeng Zhang, Jian Zhang, Chuanmin Jia, Shiqi Wang, and Wen Gao
- **Best Department Article Award:** “Social-Sensed Multimedia Computing” by Peng Cui, Wenwu Zhu, Tat-Seng Chua, and Ramesh Jain

Appearing in the April–June 2016 issue of *IEEE MultiMedia* (pp. 16–26), the Best Paper explores the use of nonlocal in-loop filters for HEVC (High Efficiency Video Coding), an important video coding standard co-developed by the International Telecommunication Union–Telecommunication Standardization Sector (ITU-T) Video Coding Experts Group (VCEG) and the International Organization for Standardization/International Electrotechnical Commission (ISO/IEC) Moving Picture Experts Group (MPEG). In-loop filters reduce compression artifacts and provide a high-quality reference for subsequent video frames. Instead of using traditional in-loop filters that rely solely on the local correlations in an image, the authors jointly exploit non-local as well as local self-similarities using a group-based sparse representation, improving compression efficiency by up to 50 percent.

The Best Department Article, which appears in the Visions and Views department of the January–March 2016 issue of *IEEE MultiMedia* (pp. 92–96), discusses the new paradigm of social-sensed multimedia computing. With the rise of social networks and social media platforms, user profiles and behaviors have emerged as valuable resources to discover new insights about interactions between users and multimedia data. The authors revisit user profiling and social graph modeling in the context of the social multimedia environment, and investigate user–multimedia interaction at different scales based on the level of support required. The shift in focus to users rather than data or content promises to improve user experiences with various multimedia applications and services.

Please join me and the entire editorial board in congratulating the winners of these two awards! At the same time, I would also like to thank all of the authors who have submitted their articles to *IEEE MultiMedia*.

## EDITORIAL BOARD AND STAFF CHANGES

There have been several recent changes to the *IEEE MultiMedia* editorial board and staff.

Six board members—Ian Burnett, Andrea Cavallaro, Gerald Friedland, Winston Hsu, Benoit Huet, and Aisling Kelliher—have completed their terms and stepped down. It would be impossible for us to do our job without the help of editors like them, and I thank them for their tremendous effort. Six active multimedia researchers will be taking their place on the board: Kiyoharu Aizawa, Pablo Cesar, Wen-Huang Cheng, Shamim Hossain, Yonghong Tian, and Roger Zimmermann. I am very grateful that they are all willing to serve the multimedia community in this important volunteer capacity.

Finally, with recent changes in the IEEE Computer Society’s production processes, lead editor Cathy Martin, editorial manager Shani Murray, and editorial services manager Brian Brannon have moved on to other duties. They all played major roles in *IEEE MultiMedia*’s success, and I thank them for their professionalism and kind help over the years. Stepping into their roles is Christopher Nelson, who has been an editor with the CS for nearly 18 years. We look forward to working with him.

I hope you enjoy reading the articles in this issue, and encourage you to submit your own work to *IEEE MultiMedia*.

## ABOUT THE EDITOR IN CHIEF

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