

< For the most updated syllabus, please visit <http://tigpsnhcc.iis.sinica.edu.tw/course.html#s1>>

Human-Centered Computing (HCC)

Place: Room 107, New Building, IIS, AS / Delta Building, NTHU

Time: Wed, 09:00-12:00

Chair: Dr. Jun-Cheng Chen (Chair)

Dr. Chia-Wen Lin

Dr. Wen-Hung Liao

Dr. Yan-Tsung Peng

Dr. Li Su

1. Introduction to Multimedia

1.1. What is Multimedia?

1.2. Overview of Multimedia Applications

1.3. Multimedia Research Resources

2. Multimedia Basics

2.1. Graphics and Image Data Representations

2.2. Color in Image and Video

2.3. Fundamental Concepts in Video

2.4. Basics of Digital Audio

3. Machine Learning and Deep Learning in Social Multimedia Analytics

3.1. Machine learning Basics

3.2. Deep Learning Basics

3.3. Unsupervised/Semi-supervised/Supervised Learning, etc.

4. Multimedia Processing & Coding

4.1. Video coding fundamentals

4.2. Lossless Compression & Lossy Compression

4.3. Transform Coding

4.4. Motion Compensated Predictive Coding

4.5. Multimedia Coding Standards

4.5.1. JPEG, JPEG-2000

4.5.2. H.261, H.263, MPEG-1, MPEG-2, MPEG-4, and H.264

5. Audio Information Analysis

5.1. Audio Signal Processing fundamentals

5.2. Deep Learning for Audio Multimedia Analysis

6. Social Network Basics

6.1. An Introduction to Social Networks

6.2. Properties and Models of Social Networks

6.3. Centrality Analysis and Community Detection

6.4. Information Diffusion in Social Networks

6.5. Social Multimedia Analytics

6.5.1. Sentiment, Opinion, Locations, and Multimedia

6.5.2 Search and Recommendation in Social Media

7. Advanced Multimedia and Image Processing

7.1. Image Manipulation Techniques

7.2. Interactive Multimedia Editing

Textbook/Reference:

1. Ze-Nian Li, Mark S. Drew, and Jiangchuan Liu, *Fundamentals of Multimedia*, 2nd edition, Springer, 2014.
 2. Gonzalez and Woods, *Digital Image Processing*, 3rd edition, Prentice Hall, 2008.
 3. Christopher M. Bishop, *Pattern Recognition and Machine Learning*, Springer, 2007.
 4. Richard Szeliski, *Computer Vision: Algorithms and Applications*, Springer, 2010.
 5. Richard J. Radke, *Computer Vision for Visual Effects*, Cambridge University Press, 2012.
 6. S. Wasserman and K. Faust, *Social Network Analysis: Methods and Applications*, Cambridge University Press, 1994.
 7. R. A. Hanneman and M. Riddle, *Introduction to Social Network Methods*, University of California, 2005.
http://faculty.ucr.edu/~hanneman/nettext/Introduction_to_Social_Network_Methods.pdf
 8. R. Zafarani, M. A. Abbasi, and H. Liu, *Social Media Mining: An Introduction*, Cambridge University Press, 2014.
 9. Charu C. Aggarwal, *Social Network Data Analytics*, Springer, 2011.
 10. W. Chen, L. V.S. Lakshmanan, and C. Castillo, *Information and Influence Propagation in Social Networks*, Morgan & Claypool Publishers, 2013.
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11. Selected research papers.

12. Ian Goodfellow, Yoshua Bengio, and Aaron Courville, "Deep Learning" (<https://www.deeplearningbook.org/>), 2016
Mehryar Mohri, Afshin Rostamizadeh, and Ameet Talwalkar, "Foundation of Machine Learning 2nd edition"
(<https://cs.nyu.edu/~mohri/mlbook/>), 2018

Office hours: by appointment

Grades:

- Exam 50%
- Final Project 50%

Week	Date	Topics/Brief Description	Lecturers
1	2022/02/16	Introduction to Multimedia	Jun-Cheng Chen
2	2022/02/23	Multimedia Basics (I)	Wen-Hung Liao
3	2022/03/02	Multimedia Basics (II)	Wen-Hung Liao
4	2022/03/09	Audio Analysis in Multimedia (I)	Li Su
5	2022/03/16	Audio Analysis in Multimedia (II)	Li Su
6	2022/03/23	Fundamental of Deep Learning (I)	Jun-Cheng Chen
7	2022/03/30	Fundamental of Deep Learning (II) Final-Project Proposal Explanation (Milestone I)	Jun-Cheng Chen
8	2022/04/06	Visual Content Processing & Coding (I)	Chia-Wen Lin
9	2022/04/13	Visual Content Processing & Coding (II)	Chia-Wen Lin
10	2022/04/20	Image/Video Coding Standards	Chia-Wen Lin
11	2022/04/27	Final-Project Proposal Presentation (Milestone II)	Jun-Cheng Chen
12	2022/05/04	Midterm Exam	
13	2022/05/11	Deep Learning for Image Processing Applications (I)	Yan-Tsung Peng
14	2022/05/18	Deep Learning for Image Processing Applications (II)	Yan-Tsung Peng
15	2022/05/25	Deep Learning for Image Processing Applications (III)	Yan-Tsung Peng
16	2022/06/01	Social Multimedia and Related Applications Final-Project Clinic (Milestone III)	Jun-Cheng Chen
17	2022/06/08	Polishing Up your Demo No Class	
18	2022/06/15	Final	MM Faculty