
List of Publications

Margrit Gelautz

Journals

- [1] Seitner, F., M. Bleyer, R. Beuschel, and M. Gelautz, Development of a Multi-core HD Decoder Using a High-level Simulation Approach, accepted for *IEEE Transactions on Circuits and Systems for Video Technology (TCSVT)*, 2009.
- [2] Seitner, F., M. Bleyer, M. Gelautz, and R. Beuschel, Evaluation of Data-parallel H.264 Decoding Approaches for Strongly Resource-restricted Architectures, accepted for *Multimedia Tools and Applications (MTAP)*, 2009.
- [3] Bleyer, M. and M. Gelautz, Graph-cut Based Stereo Matching Using Image Segmentation with Symmetrical Treatment of Occlusions, *Signal Processing: Image Communication* (Special Issue on Three-dimensional Video and Television), vol. 22, issue 2, pp. 127-143, 2007.
- [4] Markovic, D. and M. Gelautz, Experimental Combination of Intensity and Stereo Edges for Improved Snake Segmentation, *Pattern Recognition and Image Analysis*, vol. 17, no. 1, pp. 131-135, 2007.
- [5] Bleyer, M. and M. Gelautz, A Layered Stereo Matching Algorithm Using Image Segmentation and Global Visibility Constraints, *ISPRS Journal of Photogrammetry and Remote Sensing*, vol. 59, no. 3, pp. 128-150, 2005.
Recipient of The U.V. Helava Award – Best Paper Volume 59 (2005).
- [6] Bleyer, M., M. Gelautz, and C. Rhemann, Colour Segmentation-based Computation of Dense Optical Flow with Application to Video Object Segmentation, *OEGAI Journal (Special Issue on Multimedia Information Retrieval)*, vol. 1, pp. 11-15, 2005.
- [7] Stavrakis, E. and M. Gelautz, Stereo Painting: Pleasing the Third Eye, *Journal of 3-D Imaging*, The Stereoscopic Society (UK), no. 168 (spring 2005), pp. 20-23, 2005.
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Conference Proceedings and Others

- [15] Rhemann, C., C. Rother, J. Wang, M. Gelautz, P. Kohli, and P. Rott, A Perceptually Motivated Online Benchmark for Image Matting, accepted for *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, 2009.
- [16] Bleyer, M., M. Gelautz, C. Rother, C. Rhemann, A Stereo Approach that Handles the Matting Problem via Image Warping, accepted for *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, 2009.
- [17] Rhemann, C., M. Gelautz, and B. Foelsner, An Evaluation of Interactive Matting Techniques Supported by Eye-tracking, *Proceedings of SPIE Electronic Imaging 2009 (Image Quality and System Performance VI)*, San Jose, USA, vol. 7242, 9 pp., 2009.
- [18] Seitner, F., M. Bleyer, R. Schreier, and M. Gelautz, Evaluation of Data-parallel Splitting Approaches for H.264 Decoding, *Proceedings of 6th International Conference on Advances in Mobile Computing & Multimedia (MoMM 2008)*, Linz, Austria, pp. 40-49, 2008.
- [19] Seitner, F., J. Meser, G. Schedelberger, A. Wasserbauer, M. Bleyer, M. Gelautz, M. Schutti, R. Schreier, P. Vaclavik, G. Krottendorfer, G. Truhlar, T. Bauernfeind, P. Beham, Design Methodology for the SVENm Multimedia Engine (abstract), invited poster at *Austrochip 2008*, Linz, Austria, 2008.
- [20] Rhemann, C., C. Rother, and M. Gelautz, Improving Color Modelling for Alpha Matting, *Proceedings of British Machine Vision Conference 2008*, Leeds, UK, 10 pp., 2008.
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- [24] Gelautz, M., M. Bleyer, D. Markovic, C. Rhemann, 3D Scene Reconstruction by Stereo Methods for Analysis and Visualization of Sports Scenes (extended abstract), *Computer Science in Sport – Mission and Methods*, Proceedings of *Dagstuhl Seminar 08372* (<http://drops.dagstuhl.de/portals/08372>), Dagstuhl, Germany, 3 pp., 2008.
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- [29] Bleyer, M., C. Rhemann, and M. Gelautz, Segmentation-based Motion with Occlusions using Graph-cut Optimization, Proceedings of *28th Annual Symposium of the German Association for Pattern Recognition (DAGM 2006)*, Lecture Notes in Computer Science (LNCS) 4174, pp. 465–474, 2006.
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- The paper reached the semi-finals (12 selected papers out of 154 applications) of the IBM Best Student Paper Award and was rated among the "10 Percent of the Most Valuable Conference Contributions".
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