Paper Submission

Authors are encouraged to submit high-quality, original work that has neither appeared in, nor is under consideration by, other journals. All open submissions will be peer reviewed subject to the standards of the journal. Manuscripts based on previously published conference papers must be extended substantially.

Springer offers authors, editors and reviewers of the International Journal of Computer Vision a web-enabled online manuscript submission and review system. Our online system offers authors the ability to track the review process of their manuscript.

Manuscripts should be submitted to: http://VISI.edmgr.com. This online system offers easy and straightforward log-in and submission procedures, and supports a wide range of submission file formats.

Important Dates

- Paper submission deadline: January 25, 2013
- Final Manuscript: July 19, 2013

Special Issue Call for Papers
Active and Interactive Methods in Computer Vision

Guest Editors:
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Serge Belongie, University of California at San Diego, sbnl@cs.ucsd.edu

While traditional computer vision research aims to replace humans in visual analysis tasks, in many emerging applications there is a need for vision algorithms that instead assist humans or cooperate with them to accomplish recognition and learning tasks. Interactive vision methods allow a human-in-the-loop to inject high-level expertise, while the system carries out low-level processing and/or leverages its own sophisticated statistical models, thereby improving with each iteration. Meanwhile, active learning approaches have the potential to limit the human involvement in such systems to only where it is most crucial. For both types of techniques, recent developments in crowdsourcing, large-scale datasets, and social networks have led to new opportunities and technical challenges.

We solicit high quality and novel full-paper submissions on the following topics:

- **Actively minimizing human effort:**
  Estimating image or video annotation costs, value of information; Semi-automatic annotation techniques; Automatic label suggestion; Active learning for classifier training in recognition systems; Active video segmentation or label propagation

- **Human(s)-in-the-loop systems to perform a vision task:**
  Active learning or active information gathering at test time; Interactive fine-grained classification (e.g., species of plants, birds; breeds of cats, dogs, etc.); Interactive, iterative visual search; Discovering visual categories or attributes

- **Crowdsourcing issues in the context of interactive/active vision problems:**
  Optimizing the assignment of tasks to workers; Analyzing annotator reliability or expertise; Dealing with labels from crowds, quality control mechanisms

- **Beyond labels for visual learning:**
  Eliciting novel modes of human input (e.g., comparisons, explanations, etc.); Image-based Games with a Purpose; Interplay between attribute and object category labels

- **Other related topics:**
  Sequential feature extraction; Attentional mechanisms for visual search tasks; Scalability issues arising from massive datasets or large label spaces

Authors who are unsure whether their planned submission is in scope may contact the guest editors prior to the submission deadline with an abstract, in order to receive feedback.

All papers will undergo the same rigorous IJCV review process. Please refer to the IJCV website for detailed instructions on paper submission. The review process will be single-blind. The editors reserve the right to reject without review submissions that are either low quality or are out of scope. If a preliminary version of the paper appeared in a prior conference (say, CVPR or ICCV), a detailed description of the differences between the submissions is required.