

# Automatic Mobile Video Director

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**Abstract**—The abstract goes here.

## I. INTRODUCTION

This demo file is intended to serve as a “starter file” for IEEE conference papers produced under L<sup>A</sup>T<sub>E</sub>X using IEEE-tran.cls version 1.7 and later. I wish you the best of success.

### A. Subsection Heading Here

Subsection text here.

1) *Subsubsection Heading Here*: Subsubsection text here.

## II. RELATED WORK

Describe articles and how our work differs from theirs. Throw in some references [1] so bibliography does not look empty. [2]

## III. IMPLEMENTATION DETAILS

### A. General architecture

### B. Video lifecycle

### C. Selection Algorithm

### D. Protocol description

Our Automatic Mobile Video Director server implementation provides a general interface to applications which wish to interact with it. It is implemented through HTTP requests to certain server locations result.

GET /events

Lists all events (including videos) in JSON.

GET /event/*id*

Returns Event (including videos) in JSON.

POST /event/new

Create new event from JSON. Expects request body to be a JSON string containing attribute *name*.

POST /event/*id*

Upload JSON metadata about a video for Event with given *id*.

PUT /event/*id*/video\_*id*

Upload video *video\_id* from Event *id*. Expects request body to be a file stream containing a full video file.

GET /selected

Retrieve a list of selected but not yet uploaded videos in JSON.

GET /event/*id*/video\_*id*

Retrieve video *video\_id* from Event *id*.

### E. Metadata description

Metadata is transferred in JSON format.

*id*

Client-side unique identification of the video.

*filename*

File name in client’s local file system.

*timestamp*

Video creation time.

*duration*

Video duration in frames.

*width*

Video frame width in pixels.

*height*

Video frame height in pixels.

*shaking*

Amount of shaking detected by sensors.

*status*

Video status. Indicates video life cycle phase.

*serverId*

Server-side unique identification of the video. Needed for coordination of all clients.

## IV. EVALUATION

How good/bad it is.

## V. FUTURE WORK

Put down all the awesome ideas we have.

## VI. CONCLUSION

The conclusion goes here.

## REFERENCES

- [1] P. Shrestha, P. H. de With, H. Weda, M. Barbieri, and E. H. Aarts, “Automatic mashup generation from multiple-camera concert recordings,” in *Proceedings of the International Conference on Multimedia*, ser. MM ’10. New York, NY, USA: ACM, 2010, pp. 541–550. [Online]. Available: <http://doi.acm.org/10.1145/1873951.1874023>
- [2] P. Seshadri, M. Chan, W. Ooi, and J. Chiam, “On demand retrieval of CrowdSourced mobile video,” *IEEE Sensors Journal*, vol. Early Access Online, 2014.