

## Alessandro Artusi



**Short Biography:** Alessandro Artusi, PhD received a PhD in Computer Science from the Vienna University of Technology in 2004. He is currently the Managing Director of the DeepCamera group at CYENS (Cyprus). He has been active member of standardization committees such as JPEG and MPEG, as member of the IST/037 coding of picture, audio, multimedia and hypermedia information, of the British Standard Institute (BSI). He has been one of the Editors of the JPEG-Xt standard for encoding High Dynamic Range content and for this work he has been awarded with the prestigious BSI Award. Recently, he has joined, representing CYENS, as one of the funding members of Moving Picture, Audio and Data Coding by Artificial Intelligence (MPAI), a not-for-profit standards organization established in Geneva. He is the co-author of the CRC Press reference book on High Dynamic Range Technology 'Advanced High Dynamic Range Technology: Theory and Practice' 1st and 2nd edition and the author of CRC Press book 'Image Content Retargeting: Maintaining Tone, Color and Spatial Consistency'. His research interests include visual perception, image/video processing, computer graphics, High dynamic Range technology, objective/subjective imaging/video evaluation, deep-learning, computer vision and color science, with particular focus into the development and deployment of the next generation of imaging/video pipeline.

**Presentation Title:** DgiStreamer the new way to develop and deploy your imaging/vision pipeline

**Abstract:** Image/Video Processing and Computer Vision developers may deploy complex imaging/video pipelines through the usage of specialized SDKs/APIs such as gstreamer, which may also support deeplearning APIs such as deepstream. However, this process is tedious and time demanding especially when working with complex pipelines. DeepCamera group at CYENS has recently launched DgiStreamer, which it is a game-changing tool that helps computer vision and image/video processing researchers/developers to easily construct their imaging pipelines and deploy them with flexibility in mind into any system. DgiStreamer is built on top of the powerful multimedia framework gstreamer and the NVIDIA's deepstream SDK's. By combining the media streaming functionalities offered by the above SDK's, developers can now, with just a few clicks, visually generate their image/video pipelines, deploy them to any remote device and perform high-level machine learning tasks using state-of-the-art pre-trained models. In this talk, the philosophy behind DgiStreamer, its infrastructure, some user cases and the future features will be presented. This will give to the audience a well understanding of the potential and benefits provided by this innovative tool.