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Massive multimedia crowd sourced environment for big data capturing, processing, storing and visualization

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Smartphones equipped with varieties of sensors enable them in participatory and opportunistic crowd-sourced sensing. The built-in as well as external sensors paired with modern smartphones provide an ideal multimedia big data source, where a very large crowd can share audio, video, text, SMS, location, etc. In this talk, we will illustrate our proposed big data framework that has been storing multimedia data from a very large crowd since September 2014. Our framework uses Scale Free Network (SFN) to represent the dynamics of large crowd and produces visualization metrics by running spatio-temporal queries over the proposed multimedia big data framework.

Biography

Mohamed Abdur Rahman is a Professor in the Department of Computer Science of Umm Al-Qura University, Makkah Al Mukarramah, KSA. He received his PhD degree in Electrical and Computer Engineering from the University of Ottawa, Canada. His research interests include serious games, spatio-temporal databases, multimedia for e-Learning, multimedia for healthcare, ambient assisted living, and context-aware multimedia systems. He has authored and co-authored more than 75 publications including refereed IEEE/ACM/Springer journals, conference papers, and book chapters. He is a member of IEEE and ACM.

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