





















- [62] Huy Phan, Yi Xie, Siyu Liao, Jie Chen, and Bo Yuan. 2019. CAG: A Real-time Low-cost Enhanced-robustness High-transferability Content-aware Adversarial Attack Generator. *arXiv preprint arXiv:1912.07742* (2019).
- [63] Cédric Portaneri, Pierre Alliez, Michael Hemmer, Lukas Birklein, and Elmar Schoemer. 2019. Cost-Driven Framework for Progressive Compression of Textured Meshes. In *ACM Multimedia Systems Conference (MMSys)*. 175–188.
- [64] Feng Qian, Bo Han, Jarrell Pair, and Vijay Gopalakrishnan. 2019. Toward Practical Volumetric Video Streaming on Commodity Smartphones. In *International Workshop on Mobile Computing Systems and Applications (HotMobile 2019)*. 135–140.
- [65] Rajalingappaa Shanmugamani. 2018. Contrastive loss - Deep Learning for Computer Vision [Book]. <https://www.oreilly.com/library/view/deep-learning-for/9781788295628/0fe2ce8e-9141-4734-a311-41ff109b57c4.xhtml>
- [66] Sarah Redohl. 2019. Volumetric video is so much more than VR. <https://www.immersiveshooter.com/2019/01/10/volumetric-video-means-so-much-more-than-vr/>.
- [67] Microsoft Research. 2016. Holoportation Project. <https://www.microsoft.com/en-us/research/project/holoportation-3/>
- [68] Microsoft Research. 2016. Holoportation: virtual 3D teleportation in real-time. <https://www.youtube.com/watch?v=7d59O6cfaM0>
- [69] Michael Schwarz, Moritz Lipp, Daniel Moghimi, Jo Van Bulck, Julian Stecklina, Thomas Prescher, and Daniel Gruss. 2019. ZombieLoad: Cross-privilege-boundary data sampling. In *Proceedings of the 2019 ACM SIGSAC Conference on Computer and Communications Security*. 753–768.
- [70] S. Schwarz, M. Preda, V. Baroncini, M. Budagavi, P. Cesar, P. A. Chou, R. A. Cohen, M. Krivokuća, S. Lasserre, Z. Li, J. Llach, K. Mammou, R. Mekuria, O. Nakagami, E. Sahaan, A. Tabatabai, A. M. Tourapis, and V. Zakharchenko. 2019. Emerging MPEG Standards for Point Cloud Compression. *IEEE Journal on Emerging and Selected Topics in Circuits and Systems* 9, 1 (2019), 133–148.
- [71] Iraj Sodagar. 2011. The MPEG-DASH Standard for Multimedia Streaming Over the Internet. *IEEE MultiMedia* 18, 4, 62–67.
- [72] Apple Support. 2020. About Face ID advanced technology. <https://support.apple.com/en-us/HT208108>
- [73] Christian Szegedy, Wojciech Zaremba, Ilya Sutskever, Joan Bruna, Dumitru Erhan, Ian Goodfellow, and Rob Fergus. 2013. Intriguing properties of neural networks. *arXiv preprint arXiv:1312.6199* (2013).
- [74] Jo Van Bulck, Marina Minkin, Ofir Weisse, Daniel Genkin, Baris Kasikci, Frank Piessens, Mark Silberstein, Thomas F Wenisch, Yuval Yarom, and Raoul Strackx. 2018. Foreshadow: Extracting the Keys to the Intel SGX Kingdom with Transient Out-of-Order Execution. In *USENIX Security Symposium (Security)*. 991–1008.
- [75] Jo Van Bulck, Daniel Moghimi, Michael Schwarz, Moritz Lipp, Marina Minkin, Daniel Genkin, Yarom Yuval, Berk Sunar, Daniel Gruss, and Frank Piessens. 2020. LVI: Hijacking transient execution through microarchitectural load value injection. (2020), 1399–1417.
- [76] Jeroen van der Hoof, Tim Wauters, Filip De Turck, Christian Timmerer, and Hermann Hellwagner. 2019. Towards 6DoF HTTP Adaptive Streaming Through Point Cloud Compression. In *ACM Multimedia Conference*. 2405–2413.
- [77] Vimeo. 2019. Vimeo Depth Viewer. <https://github.com/vimeo/vimeo-depth-player>.
- [78] Hao Wang, Yitong Wang, Zheng Zhou, Xing Ji, Dihong Gong, Jingchao Zhou, Zhifeng Li, and Wei Liu. 2018. Cosface: Large margin cosine loss for deep face recognition. In *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 5265–5274.
- [79] Ruoyu Wang, Yan Shoshitaishvili, Christopher Kruegel, and Giovanni Vigna. 2013. Steal This Movie: Automatically Bypassing DRM Protection in Streaming Media Services. In *USENIX Security Symposium (Security)*. 687–702.
- [80] Tom Warren. 2017. Windows 10’s face authentication defeated with a picture. <https://www.theverge.com/2017/12/21/16804992/microsoft-windows-10-windows-hello-bypass-security>.
- [81] Chong Xiang, Charles R. Qi, and Bo Li. 2019. Generating 3D Adversarial Point Clouds. In *The IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 9136–9144.
- [82] Chaowei Xiao, Dawei Yang, Bo Li, Jia Deng, and Mingyan Liu. 2019. MeshAdv: Adversarial Meshes for Visual Recognition. In *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 6898–6907.
- [83] Cihang Xie, Jianyu Wang, Zhishuai Zhang, Zhou Ren, and Alan Yuille. 2017. Mitigating adversarial effects through randomization. *arXiv preprint arXiv:1711.01991* (2017).
- [84] Yi Xu, True Price, Jan-Michael Frahm, and Fabian Monrose. 2016. Virtual u: Defeating face liveness detection by building virtual models from your public photos. In *USENIX Security Symposium (Security)*. 497–512.
- [85] Zirui Xu, Fuxun Yu, Chenchen Liu, and Xiang Chen. 2019. HAMPER: high-performance adaptive mobile security enhancement against malicious speech and image recognition. In *Proceedings of the 24th Asia and South Pacific Design Automation Conference*. 512–517.
- [86] Jiaolong Yang, Peiran Ren, Dongqing Zhang, Dong Chen, Fang Wen, Hongdong Li, and Gang Hua. 2017. Neural aggregation network for video face recognition. In *Proceedings of the IEEE conference on Computer Vision and Pattern Recognition (CVPR)*. 4362–4371.
- [87] Fuxun Yu, Zirui Xu, Chenchen Liu, and Xiang Chen. 2019. MASKER: Adaptive Mobile Security Enhancement against Automatic Speech Recognition in Eavesdropping. In *Proceedings of the 56th Annual Design Automation Conference 2019*. 1–6.
- [88] Xiaohui Zeng, Chenxi Liu, Yu-Siang Wang, Weichao Qiu, Lingxi Xie, Yu-Wing Tai, Chi-Keung Tang, and Alan L. Yuille. 2019. Adversarial Attacks Beyond the Image Space. In *The IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 4302–4311.