

# REPRESENTATION AND RETRIEVAL OF VIDEO DATA IN MULTIMEDIA SYSTEMS

edited by

HongJiang Zhang  
Philippe Aigrain  
Dragutin Petkovic

Kluwer Academic Publishers

# Representation And Retrieval Of Video Data In Multimedia Systems

**Kevin Jeffay, Hong Jiang Zhang**



## **Representation And Retrieval Of Video Data In Multimedia Systems:**

*Representation and Retrieval of Video Data in Multimedia Systems* HongJiang Zhang,Philippe Aigrain,Dragutin Petkovic,2007-11-23 Representation and Retrieval of Video Data in Multimedia Systems brings together in one place important contributions and up to date research results in this important area Representation and Retrieval of Video Data in Multimedia Systems serves as an excellent reference providing insight into some of the most important research issues in the field

*Representation and Retrieval of Visual Media in Multimedia Systems* HongJiang Zhang,Philippe Aigrain,Dragutin Petkovic,2007-08-20 Representation and Retrieval of Visual Media in Multimedia Systems brings together in one place important contributions and up to date research results in this important area Representation and Retrieval of Visual Media in Multimedia Systems serves as an excellent reference providing insight into some of the most important research issues in the field

*Perspectives on Content-Based Multimedia Systems* Jian Kang Wu,Mohan S. Kankanhalli,Joo-Hwee Lim,Dezhong Hong,2006-04-11 Multimedia data comprising of images audio and video is becoming increasingly common The decreasing costs of consumer electronic devices such as digital cameras and digital camcorders along with the ease of transportation facilitated by the Internet has lead to a phenomenal rise in the amount of multimedia data generated and distributed Given that this trend of increased use of multimedia data is likely to accelerate there is an urgent need for providing a clear means of capturing storing indexing retrieving analyzing and summarizing such data Content based access to multimedia data is of primary importance since it is the natural way by which human beings interact with such information To facilitate the content based access of multimedia information the first step is to derive feature measures from these data so that a feature space representation of the data content can be formed This can subsequently allow for mapping the feature space to the symbol space semantics either automatically or through human intervention Thus signal to symbol mapping useful for any practical system can be successfully achieved Perspectives on Content Based Multimedia Systems provides a comprehensive set of techniques to tackle these important issues This book offers detailed solutions to a wide range of practical problems in building real systems by providing specifics of three systems built by the authors While providing a systems focus it also equips the reader with a keen understanding of the fundamental issues including a formalism for content based multimedia database systems multimedia feature extraction object based techniques signature based techniques and fuzzy retrieval techniques The performance evaluation issues of practical systems is also explained This book brings together essential elements of building a content based multimedia database system in a way that makes them accessible to practitioners in computer science and electrical engineering It can also serve as a textbook for graduate level courses

**Handbook of Internet and Multimedia Systems and Applications** Borko Furht,1998-12-29 Today multimedia applications on the Internet are still in their infancy They include personalized communications such as Internet telephone and videophone and interactive applications such as video on demand videoconferencing distance learning collaborative work digital libraries

radio and television broadcasting and others Handbook of Internet and Multimedia Systems and Applications a companion to the author s Handbook of Multimedia Computing probes the development of systems supporting Internet and multimedia applications Part one introduces basic multimedia and Internet concepts user interfaces standards authoring techniques and tools and video browsing and retrieval techniques Part two covers multimedia and communications systems including distributed multimedia systems visual information systems multimedia messaging and news systems conference systems and many others Part three presents contemporary Internet and multimedia applications including multimedia education interactive movies multimedia document systems multimedia broadcasting over the Internet and mobile multimedia

Readings in Multimedia Computing and Networking Kevin Jeffay,Hong Jiang Zhang,2001-08-10 Readings in Multimedia Computing and Networking captures the broad areas of research and developments in this burgeoning field distills the key findings and makes them accessible to professionals researchers and students alike For the first time the most influential and innovative papers on these topics are presented in a cohesive form giving shape to the diverse area of multimedia computing The seminal moments are recorded by a dozen visionaries in the field and each contributing editor provides a context for their area of research by way of a thoughtful focused chapter introduction The volume editors Kevin Jeffay and HongJiang Zhang offer further incisive interpretations of past and present developments in this area including those within media and content processing operating systems and networking support for multimedia This book will provide you with a sound understanding of the theoretical and practical issues at work in the field s continuing evolution Offers an in depth look at the technical challenges in multimedia and provides real and potential solutions that promise to expand the role of multimedia in business entertainment and education Examines in Part One issues at the heart of multimedia processes the means by which multimedia data are coded compressed indexed retrieved and otherwise manipulated Examines in Part Two the accommodation of these processes by storage systems operating systems network protocols and applications Written by leading researchers the introductions give shape to a field that is continually defining itself and place the key research findings in context to those who need to understand the state of the art developments **Handbook of Multimedia**

**Computing** Borko Furht,1998-09-29 Multimedia computing has emerged as a major area of research Coupled with high speed networks multimedia computer systems have opened a spectrum of new applications by combining a variety of information sources such as voice graphics animation images audio and video Handbook on Multimedia Computing provides a comprehensive resource on advanced topics in this field considered here as the integration of four industries computer communication broadcasting entertainment and consumer electronics This indispensable reference compiles contributions from 80 academic and industry leaders examining all the major subsets of multimedia activity Four parts divide the text Basic Concepts and Standards introduces basic multimedia terminology taxonomy and concepts including multimedia objects user interfaces and standards Multimedia Retrieval and Processing Techniques addresses various aspects of audio image and

video retrieval indexing and processing techniques and systems Multimedia Systems and Techniques covers critical multimedia issues such as multimedia synchronization operating systems for multimedia multimedia databases storage organizations and processor architectures Multimedia Communications and Networking discusses networking issues such as quality of service resource management and video transport An indispensable reference Handbook on Multimedia Computing covers every aspect of multimedia applications and technology It gives you the tools you need to understand and work in this fast paced continuously changing field

**Proceedings of the International Conference on Advanced Intelligent Systems and Informatics 2017** Aboul Ella Hassanien, Khaled Shaalan, Tarek Gaber, Mohamed F. Tolba, 2017-08-30 This book gathers the proceedings of the 3rd International Conference on Advanced Intelligent Systems and Informatics 2017 AISI2017 which took place in Cairo Egypt from September 9 to 11 2017 This international and interdisciplinary conference which highlighted essential research and developments in the field of informatics and intelligent systems was organized by the Scientific Research Group in Egypt SRGE The book's content is divided into five main sections Intelligent Language Processing Intelligent Systems Intelligent Robotics Systems Informatics and the Internet of Things

Digital Media Information Base: Proceedings Of The International Symposium Masatoshi Yoshikawa, Yahiko Kambayashi, Shunsuke Uemura, 1998-03-12 With the rapid growth of computer and communication technologies the creation modification and distribution of digital multimedia information have become easier than ever Such multimedia information includes still images video audio texts and artifacts in virtual space The efficient storage of valuable information and rapid access to it is crucial to all modern organizations This proceedings volume consists of papers by researchers and academicians which explore the various aspects of the digital media information base A special emphasis is placed on new database system technologies

*Encyclopedia of Multimedia Technology and Networking, Second Edition* Pagani, Margherita, 2008-08-31 Advances in hardware software and audiovisual rendering technologies of recent years have unleashed a wealth of new capabilities and possibilities for multimedia applications creating a need for a comprehensive up to date reference The Encyclopedia of Multimedia Technology and Networking provides hundreds of contributions from over 200 distinguished international experts covering the most important issues concepts trends and technologies in multimedia technology This must have reference contains over 1 300 terms definitions and concepts providing the deepest level of understanding of the field of multimedia technology and networking for academicians researchers and professionals worldwide

**Communication and Networking** Dominik Slezak, Thanos Vasilakos, MingChu Li, Kouichi Sakurai, 2009-11-24 As future generation information technology FGIT becomes specialized and fragmented it is easy to lose sight that many topics in FGIT have common threads and because of this advances in one discipline may be transmitted to others Presentation of recent results obtained in different disciplines encourages this interchange for the advancement of FGIT as a whole Of particular interest are hybrid solutions that combine ideas taken from multiple disciplines in order to achieve something more significant

than the sum of the individual parts Through such hybrid philosophy a new principle can be discovered which has the propensity to propagate throughout mul faceted disciplines FGIT 2009 was the first mega conference that attempted to follow the above idea of hybridization in FGIT in a form of multiple events related to particular disciplines of IT conducted by separate scientific committees but coordinated in order to expose the most important contributions It included the following international conferences Advanced Software Engineering and Its Applications ASEA Bio Science and Bio Technology BSBT Control and Automation CA Database Theory and Application DTA D aster Recovery and Business Continuity DRBC published independently Future G eration Communication and Networking FGCN that was combined with Advanced Communication and Networking ACN Grid and Distributed Computing GDC M timedia Computer Graphics and Broadcasting MulGraB Security Technology SecTech Signal Processing Image Processing and Pattern Recognition SIP and and e Service Science and Technology UNESST

**Proceedings of International Conference on Data, Electronics and Computing** Nibaran Das,Ajoy Kumar Khan,Swagata Mandal,Ondrej Krejcar,Debotosh Bhattacharjee,2024-10-07 This book features high quality peer reviewed research papers presented at the International Conference on Data Electronics and Computing ICDEC 2023 organized by Department of Computer Science cloud computing IoT and smart city AI ML big data and data mining VLSI design antenna and microwave and control

*Semantic Computing* Phillip C.-Y. Sheu,Heather Yu,C. V. Ramamoorthy,Arvind K. Joshi,Lotfi A. Zadeh,2011-07-05 Presents the state of the technology and points to future directions for semantic computing Semantic computing a rapidly evolving interdisciplinary field seeks to structure design and manipulate computer content to better satisfy the needs and intentions of users and create a more meaningful user experience This remarkable contributed work examines the art engineering technology and applications of the field Moreover it brings together researchers from such disciplines as natural language processing software engineering multimedia semantics semantic Web signal processing and pattern recognition in order to provide a single source that presents the state of the technology and points to new breakthroughs on the horizon Semantic Computing begins with an introduction that explores the concepts technology applications and future of semantic computing Next the book is divided into four parts Part One Semantic Analysis Part Two Semantic Languages and Integration Part Three Semantic Applications Part Four Semantic Programming and Interface As readers progress through the book they ll learn not only the underlying science but also the fundamental technological building blocks of semantic computing Moreover they ll discover a variety of cross disciplinary solutions to current computing and communication problems Throughout the book references to the primary literature enable further investigation of each individual topic Semantic Computing is ideal for industrial managers researchers and engineers seeking to design the next generation of computing systems in order to better meet user needs It is also recommended as a textbook for senior undergraduate and graduate level semantic computing courses

Intelligent Systems Design and Applications Ajith Abraham,Anu Bajaj,Thomas Hanne,Patrick Siarry,Kun Ma,2024-08-01 This book highlights recent research on

intelligent systems and nature inspired computing It presents 47 selected papers focused on Industrial Applications from the 23rd International Conference on Intelligent Systems Design and Applications ISDA 2023 which was held in 5 different cities namely Olten Switzerland Porto Portugal Kaunas Lithuania Greater Noida India Kochi India and in online mode The ISDA is a premier conference in the field of artificial intelligence and the latest installment brought together researchers engineers and practitioners whose work involves intelligent systems and their applications in industry ISDA 2023 had contributions by authors from 64 countries This book offers a valuable reference guide for all industrial specialists scientists academicians researchers students and practitioners in the field of artificial intelligence and industrial applications *Building*

*Trustworthy Semantic Webs* Bhavani Thuraisingham, 2007-12-05 Semantic Webs promise to revolutionize the way computers find and integrate data over the internet They will allow Web agents to share and reuse data across applications enterprises and community boundaries However this improved accessibility poses a greater threat of unauthorized access which could lead to the malicious corruption of informa

*Advances in Visual Information Management* Hiroshi Arisawa, Tiziana Catarci, 2013-03-20 Video segmentation is the most fundamental process for appropriate index ing and retrieval of video intervals In general video streams are composed 1 of shots delimited by physical shot boundaries Substantial work has been done on how to detect such shot boundaries automatically Arman et al 1993 Zhang et al 1993 Zhang et al 1995 Kobla et al 1997 Through the inte gration of technologies such as image processing speech character recognition and natural language understanding keywords can be extracted and associated with these shots for indexing Wactlar et al 1996 A single shot however rarely carries enough amount of information to be meaningful by itself Usu ally it is a semantically meaningful interval that most users are interested in re trieving Generally such meaningful intervals span several consecutive shots There hardly exists any efficient and reliable technique either automatic or manual to identify all semantically meaningful intervals within a video stream Works by Smith and Davenport 1992 Oomoto and Tanaka 1993 Weiss et al 1995 Hjelsvold et al 1996 suggest manually defining all such inter vals in the database in advance However even an hour long video may have an indefinite number of meaningful intervals Moreover video data is multi interpretative Therefore given a query what is a meaningful interval to an annotator may not be meaningful to the user who issues the query In practice manual indexing of meaningful intervals is labour intensive and inadequate *Advanced Soft Computing Techniques in Data Science, IoT and Cloud Computing* Sujata Dash, Subhendu Kumar Pani, Ajith Abraham, Yulan Liang, 2021-11-05 This book plays a significant

role in improvising human life to a great extent The new applications of soft computing can be regarded as an emerging field in computer science automatic control engineering medicine biology application natural environmental engineering and pattern recognition Now the exemplar model for soft computing is human brain The use of various techniques of soft computing is nowadays successfully implemented in many domestic commercial and industrial applications due to the low cost and very high performance digital processors and also the decline price of the memory chips This is the main reason

behind the wider expansion of soft computing techniques and its application areas. These computing methods also play a significant role in the design and optimization in diverse engineering disciplines. With the influence and the development of the Internet of things (IoT) concept, the need for using soft computing techniques has become more significant than ever. In general, soft computing methods are closely similar to biological processes than traditional techniques which are mostly based on formal logical systems such as sentential logic and predicate logic or rely heavily on computer-aided numerical analysis. Soft computing techniques are anticipated to complement each other. The aim of these techniques is to accept imprecision, uncertainties, and approximations to get a rapid solution. However, recent advancements in representation, soft computing algorithms, fuzzy logic, evolutionary computation, machine learning, and probabilistic reasoning generate a more intelligent and robust system providing a human-interpretable, low-cost approximate solution. Soft computing-based algorithms have demonstrated great performance to a variety of areas including multimedia retrieval, fault tolerance system modelling, network architecture, Web semantics, big data analytics, time series, biomedical and health informatics, etc. Soft computing approaches such as genetic programming, GP, support vector machine, firefly algorithm, SVM, FFA, artificial neural network, ANN, and support vector machine wavelet, SVM Wavelet, have emerged as powerful computational models. These have also shown significant success in dealing with massive data analysis for a large number of applications. All the researchers and practitioners will be highly benefited; those who are working in the field of computer engineering, medicine, biology, application, signal processing, and mechanical engineering. This book is a good collection of state-of-the-art approaches for soft computing-based applications to various engineering fields. It is very beneficial for the new researchers and practitioners working in the field to quickly know the best performing methods. They would be able to compare different approaches and can carry forward their research in the most important area of research which has direct impact on betterment of the human life and health. This book is very useful because there is no book in the market which provides a good collection of state-of-the-art methods of soft computing-based models for multimedia retrieval, fault tolerance system modelling, network architecture, Web semantics, big data analytics, time series, and biomedical and health informatics.

**Intelligent Knowledge-Based Systems** Cornelius T. Leondes, 2010-04-28 For most of our history, the wealth of a nation was limited by the size and stamina of the work force. Today, national wealth is measured in intellectual capital. Nations possessing skillful people in such diverse areas as science, medicine, business, and engineering produce innovations that drive the nation to a higher quality of life. To better utilize these valuable resources, intelligent knowledge-based systems technology has evolved at a rapid and significantly expanding rate. Reflecting the most fascinating AI-based research and its broad practical applications, intelligent knowledge-based systems technology is being utilized by nations to improve their medical care, advance their engineering technology, and increase their manufacturing productivity, as well as play a significant role in a very wide variety of other areas of activity of substantive significance. Today, in the beginning of the 21st century, it is difficult to imagine the



development of the modern world without extensive use of the AI information technology that is rapidly transforming the global knowledge based economy as well as entire societies The breadth of the major application areas of intelligent knowledge based systems technology is very impressive These include among other areas Agriculture Business Chemistry Communications Computer Systems Education Electronics Engineering Environment Geology Image Processing Information Management Law Manufacturing Mathematics Medicine Meteorology Military Mining Power Systems Science Space Technology and Transportation The great breadth and expanding significance of this field on the international scene require a multi volume major reference work for an adequately substantive treatment of the subject Intelligent Knowledge Based Systems Business and Technology in The New Millennium This work consists of the following distinctly titled and well integrated volumes Volume I Knowledge Based Systems Volume II Information Technology Volume III Expert and Agent Systems Volume IV Intelligent Systems Volume V Neural Networks This five volume set clearly manifests the great significance of these key technologies for the new economies of the new millennium The Volumes Volume 1 Knowledge Based Systems addresses the basic question of how accumulated data and staff expertise from business operations can be abstracted into useful knowledge and how such knowledge can be applied to ongoing operations The wide range of areas represented includes product innovation and design intelligent database exploitation and business model analysis Eleven chapters Volume 2 Information Technology addresses the important question of how data should be stored and used to maximize its overall value Case studies examine a wide variety of application areas including product development manufacturing product management and product pricing Ten chapters Volume 3 Expert and Agent Systems considers such application areas as image databases business process monitoring e commerce and production planning and scheduling offering a wide range of perspectives and business function concentrations to stimulate readers innovative thought Ten chapters Volume 4 Intelligent Systems discusses applications in such areas as mission critical functions business forecasting medical patient care and product design and development Nine chapters Volume 5 Neural Networks Fuzzy Theory and Genetic Algorithm Techniques explores applications in such areas as bioinformatics product life cycle cost estimating product development computer aided design product assembly and facility location Ten chapters The discussions in these volumes provide a wealth of practical ideas intended to foster innovation in thought and consequently in the further development of technology Together they comprise a significant and uniquely comprehensive reference source for research workers practitioners computer scientists academics students and others on the international scene for years to come

**Advances in Visual Information Systems** Robert Laurini, 2003-07-31 Presently in our world visual information dominates The turn of the millenium marks the age of visual information systems Enabled by picture sensors of all kinds turning digital visual information will not only enhance the value of existing information it will also open up a new horizon of previously untapped information sources There is a huge demand for visual information access from the consumer As well the handling of visual

information is boosted by the rapid increase of hardware and Internet capabilities Advanced technology for visual information systems is more urgently needed than ever before not only new computational methods to retrieve index compress and uncover pictorial information but also new metaphors to organize user interfaces Also new ideas and algorithms are needed which allow access to very large databases of digital pictures and videos Finally we should not forget new systems with visual interfaces integrating the above components into new types of image video or multimedia databases and hyperdocuments All of these technologies will enable the construction of systems that are radically different from conventional information systems Many novel issues will need to be addressed query formulation for pictorial information consistency management thereof indexing and assessing the quality of these systems Historically the expression Visual Information Systems can be understood either as a system for image information or as visual system for any kind information

**Recent Advances in Sciences, Engineering, Information Technology & Management** Dinesh Goyal,Bhanu Pratap,Sandeep Gupta,Saurabh Raj,Rekha Rani Agrawal,Indra Kishor,2025-02-14 This conference covered various interdisciplinary areas such as applied science physics material science and engineering The audience got a chance to encircle the various interdisciplinary areas and people working on recent technologies in science engineering information technology and management It was based on the theme of converging interdisciplinary topics into a single platform which helped the participants to think beyond their area and increase their canvas of research Advances in Affective and Pleasurable Design Yong Gu Ji,2012-07-17 This volume discusses pleasurable design a part of the traditional usability design and evaluation methodologies The book emphasizes the importance of designing products and services to maximize user satisfaction By combining this with traditional usability methods it increases the appeal of products and use of services

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### Representation And Retrieval Of Video Data In Multimedia Systems Introduction

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