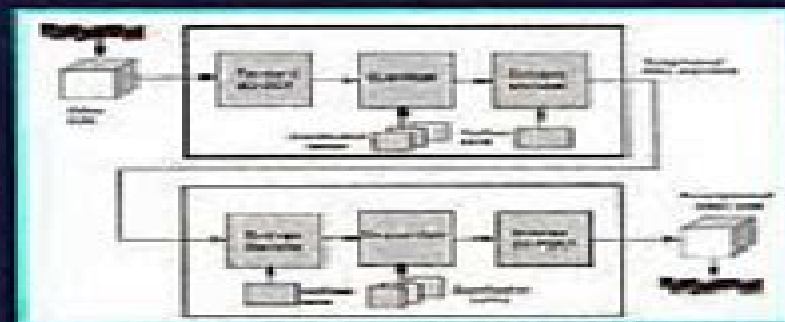


REAL-TIME VIDEO COMPRESSION

Techniques and Algorithms

Raymond Westwater
Herkko Purhi



Real Time Video Compression Techniques And Algorithms

Arun K. Sood, Harry Wechsler



Real Time Video Compression Techniques And Algorithms:

Real-Time Video Compression Raymond Westwater, Borko Furht, 2007-08-28 *Real Time Video Compression Techniques and Algorithms* introduces the XYZ video compression technique which operates in three dimensions eliminating the overhead of motion estimation. First video compression standards MPEG and H 261 H 263 are described. They both use asymmetric compression algorithms based on motion estimation. Their encoders are much more complex than decoders. The XYZ technique uses a symmetric algorithm based on the Three Dimensional Discrete Cosine Transform 3D DCT. 3D DCT was originally suggested for compression about twenty years ago; however, at that time the computational complexity of the algorithm was too high; it required large buffer memory and was not as effective as motion estimation. We have resurrected the 3D DCT based video compression algorithm by developing several enhancements to the original algorithm. These enhancements make the algorithm feasible for real time video compression in applications such as video on demand, interactive multimedia, and videoconferencing. The demonstrated results presented in this book suggest that the XYZ video compression technique is not only a fast algorithm but also provides superior compression ratios and high quality of the video compared to existing standard techniques such as MPEG and H 261 H 263. The elegance of the XYZ technique is in its simplicity which leads to inexpensive VLSI implementation of any XYZ codec. *Real Time Video Compression Techniques and Algorithms* can be used as a text for graduate students and researchers working in the area of real time video compression. In addition, the book serves as an essential reference for professionals in the field.

Real-Time Video Compression

Real-Time Video Compression Raymond Westwater, Borko Furht, 2013-04-26 *Real Time Video Compression Techniques and Algorithms* introduces the XYZ video compression technique which operates in three dimensions eliminating the overhead of motion estimation. First video compression standards MPEG and H 261 H 263 are described. They both use asymmetric compression algorithms based on motion estimation. Their encoders are much more complex than decoders. The XYZ technique uses a symmetric algorithm based on the Three Dimensional Discrete Cosine Transform 3D DCT. 3D DCT was originally suggested for compression about twenty years ago; however, at that time the computational complexity of the algorithm was too high; it required large buffer memory and was not as effective as motion estimation. We have resurrected the 3D DCT based video compression algorithm by developing several enhancements to the original algorithm. These enhancements make the algorithm feasible for real time video compression in applications such as video on demand, interactive multimedia, and videoconferencing. The demonstrated results presented in this book suggest that the XYZ video compression technique is not only a fast algorithm but also provides superior compression ratios and high quality of the video compared to existing standard techniques such as MPEG and H 261 H 263. The elegance of the XYZ technique is in its simplicity which leads to inexpensive VLSI implementation of any XYZ codec. *Real Time Video Compression Techniques and Algorithms* can be used as a text for graduate students and researchers working in the area of real time video compression. In addition, the book serves as an essential reference for

professionals in the field **Video and Image Processing in Multimedia Systems** Borko Furht, Stephen W. Smoliar, HongJiang Zhang, 2012-12-06 Video and Image Processing in Multimedia Systems treats a number of critical topics in multimedia systems with respect to image and video processing techniques and their implementations These techniques include Image and video compression techniques and standards and Image and video indexing and retrieval techniques Video and Image Processing in Multimedia Systems is divided into three parts Part I serves as an introduction to multimedia systems discussing basic concepts multimedia networking and synchronization and an overview of multimedia applications Part II presents comprehensive coverage of image and video compression techniques and standards their implementations and applications Because multimedia data specifically video and images require efficient compression techniques in order to be stored and delivered in real time video and image compression is a crucial element of an effective multimedia system In Part III attention is focused on the semantic nature of image and video source material and how that material may be effectively indexed and retrieved Topics discussed include static images full motion video and the manner in which compressed representations can facilitate structural analysis Part III concludes with an extended discussion of a case study This book serves as an invaluable reference with respect to the most important standards in the field Video and Image Processing in Multimedia Systems is suitable as a textbook for course use Video Compression and Rate Control Methods Based on the Wavelet Transform Eric J. Balster, 2004 Abstract Wavelet based image and video compression techniques have become popular areas in the research community In March of 2000 the Joint Pictures Expert Group JPEG released JPEG2000 JPEG2000 is a wavelet based image compression standard and predicted to completely replace the original JPEG standard In the video compression field a compression technique called 3D wavelet compression shows promise Thus wavelet based compression techniques have received more attention from the research community This dissertation involves further investigation of the wavelet transform in the compression of image and video signals and a rate control method for real time transfer of wavelet based compressed video A pre processing algorithm based on the wavelet transform is developed for the removal of noise in images prior to compression The intelligent removal of noise reduces the entropy of the original signal aiding in compressibility The proposed wavelet based denoising method shows a computational speedup of at least an order of magnitude than previously established image denoising methods and a higher peak signal to noise ratio PSNR A video denoising algorithm is also included which eliminates both intra and inter frame noise The inter frame noise removal technique estimates the amount of motion in the image sequence Using motion and noise level estimates a video denoising technique is established which is robust to various levels of noise corruption and various levels of motion A virtual object video compression method is included Object based compression methods have come to the forefront of the research community with the adoption of the MPEG 4 Motion Pictures Expert Group standard Object based compression methods promise higher compression ratios without further cost in reconstructed quality Results show that virtual object compression

outperforms 3D wavelet compression with an increase in compression ratio and higher PSNR Finally a rate control method is developed for the real time transmission of wavelet based compressed video Wavelet compression schemes demand a rate control algorithm for real time video communication systems Using a leaky bucket design approach the proposed rate control method manages the uncertain factors in both the acquisition time of the group of frames GoF computation time of compression decompression algorithms and network delay Results show good management and control of buffers and minimal variance in frame rate

Design and Architectures for Digital Signal Processing Gustavo Ruiz, Juan A. Michell, 2013-01-16 Digital signal processing DSP covers a wide range of applications in which the implementation of high performance systems to meet stringent requirements and performance constraints is receiving increasing attention both in the industrial and academic contexts Conceived to be available to a wide audience the aim of this book is to provide students researchers engineers and the industrial community with a guide to the latest advances in emerging issues in the design and implementation of DSP systems for application specific circuits and programmable devices The book is divided into different sections including real time audio applications optical signal processing image and video processing and advanced architectures and implementations It will enable early stage researchers and developers to deal with the important gap in knowledge in the transition from algorithm specification to the design of architectures for VLSI implementations

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

Entity-Relationship Approach - ER '92 Günther Pernul, A Min Tjoa, 1992-10-05 This volume comprises the proceedings of the Eleventh International Conference on the Entity Relationship Approach held in Karlsruhe Germany October 7 9 1992 It contains the

full versions of all the 22 accepted papers selected from in total 64 submissions in addition the two invited talks by Scheer and by Tsichritzis and others are represented as full papers and the two other invited speakers contribute extended abstracts All the contributions describe original research related to theoretical or practical aspects of the Entity Relationship Approach reflecting the trend of recent years in a wide range of database research activities In particular the topics database design aspects object orientation integrity constraints query languages knowledge based techniques and development of new applications are addressed

Wavelet Analysis And Its Applications (In 2 Vols), Proceedings Of The Third International Conference On Wavelet Analysis And Its Applications Jian Ping Li, Victor Wickerhauser, Yuan Yan Tang, John Daugman, Lizhong Peng, Jing Zhao, 2003-04-11 This book captures the essence of the current state of research in wavelet analysis and its applications and identifies the changes and opportunities both current and future in the field Distinguished researchers such as Prof John Daugman from Cambridge University and Prof Victor Wickerhauser from Washington University present their research papers

NASA Tech Briefs, 1995 **Machine Learning and Data Mining in Pattern Recognition** Petra Perner, Atsushi Imiya, 2005-08-25 We met again in front of the statue of Gottfried Wilhelm von Leibniz in the city of Leipzig Leibniz a famous son of Leipzig planned automatic logical inference using symbolic computation aimed to collate all human knowledge Today artificial intelligence deals with large amounts of data and knowledge and finds new information using machine learning and data mining Machine learning and data mining are irreplaceable subjects and tools for the theory of pattern recognition and in applications of pattern recognition such as bioinformatics and data retrieval This was the fourth edition of MLDM in Pattern Recognition which is the main event of Technical Committee 17 of the International Association for Pattern Recognition it started out as a workshop and continued as a conference in 2003 Today there are many international meetings which are titled machine learning and data mining whose topics are text mining knowledge discovery and applications This meeting from the first focused on aspects of machine learning and data mining in pattern recognition problems We planned to reorganize classical and well established pattern recognition paradigms from the viewpoints of machine learning and data mining Though it was a challenging program in the late 1990s the idea has inspired new starting points in pattern recognition and effects in other areas such as cognitive computer vision

Multimedia Content Representation, Classification and Security Bilge Günsel, Anil K. Jain, A. Murat Tekalp, Bulent Sankur, 2006-09-12 This book constitutes the refereed proceedings of the International Workshop on Multimedia Content Representation Classification and Security MRCSS 2006 The book presents 100 revised papers together with 4 invited lectures Coverage includes biometric recognition multimedia content security steganography watermarking authentication classification for biometric recognition digital watermarking content analysis and representation 3D object retrieval and classification representation analysis and retrieval in cultural heritage content representation indexing and retrieval and more

Signal Processing for Image Enhancement and Multimedia Processing Ernesto Damiani, Albert Dipanda, Kokou Yetongnon, Louis

Legrand, Peter Schelkens, Richard Chbeir, 2007-12-03 Traditionally

signal processing techniques lay at the foundation of multimedia data processing and analysis In the past few years a new wave of advanced signal processing techniques has delivered exciting results increasing systems capabilities of efficiently exchanging image data and extracting useful knowledge from them *Signal Processing for Image Enhancement and Multimedia Processing* is an edited volume written by well recognized international researchers with extended chapter style versions of the best papers presented at the SITIS 2006 International Conference This book presents the state of the art and recent research results on the application of advanced signal processing techniques for improving the value of image and video data It also discusses feature based techniques for deep feature oriented analysis of images and new results on video coding on this honored topic of securing image information *Signal Processing for Image Enhancement and Multimedia Processing* is designed for a professional audience composed of practitioners and researchers in industry This volume is also suitable as a reference or secondary text for advanced level students in computer science and engineering The chapters included in this book are a selection of papers presented at the Signal and Image Technologies track of the international SITIS 2006 conference The authors were asked to revise and extend their contributions to take into account the many challenges and remarks discussed at the conference A large number of high quality papers were submitted to SITIS 2006 demonstrating the growing interest of the research community for image and multimedia processing

Algorithms—Advances in Research and Application: 2013 Edition, 2013-06-21 *Algorithms Advances in Research and Application 2013 Edition* is a ScholarlyEditions book that delivers timely authoritative and comprehensive information about Coloring Algorithm The editors have built *Algorithms Advances in Research and Application 2013 Edition* on the vast information databases of ScholarlyNews You can expect the information about Coloring Algorithm in this book to be deeper than what you can access anywhere else as well as consistently reliable authoritative informed and relevant The content of *Algorithms Advances in Research and Application 2013 Edition* has been produced by the world's leading scientists engineers analysts research institutions and companies All of the content is from peer reviewed sources and all of it is written assembled and edited by the editors at ScholarlyEditions and available exclusively from us You now have a source you can cite with authority confidence and credibility More information is available at <http://www.ScholarlyEditions.com>

Advanced Intelligent Computing Theories and Applications De-Shuang Huang, Laurent Heutte, Marco Loog, 2007-08-10 This volume in conjunction with the two volumes LNCS 4681 and LNAI 4682 constitutes the refereed proceedings of the Third International Conference on Intelligent Computing held in Qingdao China in August 2007 The conference sought to establish contemporary intelligent computing techniques as an integral method that underscores trends in advanced computational intelligence and links theoretical research with applications

Fast Transforms Algorithms, Analyses, Applications Douglas F. Elliott, K. Ramamohan Rao, 1983-03-09 This book has grown from notes used by the authors to instruct fast transform classes One class was sponsored by the Training Department of Rockwell

International and another was sponsored by the Department of Electrical Engineering of The University of Texas at Arlington Some of the material was also used in a short course sponsored by the University of Southern California The authors are indebted to their students for motivating the writing of this book and for suggestions to improve it

Active Perception and Robot Vision Arun K. Sood, Harry Wechsler, 2012-12-06 Intelligent robotics has become the focus of extensive research activity This effort has been motivated by the wide variety of applications that can benefit from the developments These applications often involve mobile robots multiple robots working and interacting in the same work area and operations in hazardous environments like nuclear power plants Applications in the consumer and service sectors are also attracting interest These applications have highlighted the importance of performance safety reliability and fault tolerance This volume is a selection of papers from a NATO Advanced Study Institute held in July 1989 with a focus on active perception and robot vision The papers deal with such issues as motion understanding 3 D data analysis error minimization object and environment modeling object detection and recognition parallel and real time vision and data fusion The paradigm underlying the papers is that robotic systems require repeated and hierarchical application of the perception planning action cycle The primary focus of the papers is the perception part of the cycle Issues related to complete implementations are also discussed

Wavelet Analysis and Its Applications Jian Ping Li, Jing Zhao, Victor Wickerhauser, Yuan Y. Tang, John Daugman, Lizhong Peng, 2003 This book captures the essence of the current state of research in wavelet analysis and its applications and identifies the changes and opportunities both current and future in the field Distinguished researchers such as Prof John Daugman from Cambridge University and Prof Victor Wickerhauser from Washington University present their research papers Readership Graduate students academics and researchers in computer science and engineering

Machine Intelligence and Smart Systems Shikha Agrawal, Kamlesh Kumar Gupta, Jonathan H. Chan, Jitendra Agrawal, Manish Gupta, 2022-05-23 This book is a collection of peer reviewed best selected research papers presented at the Second International Conference on Machine Intelligence and Smart Systems MISS 2021 organized during September 24 25 2021 in Gwalior India The book presents new advances and research results in the fields of machine intelligence artificial intelligence and smart systems It includes main paradigms of machine intelligence algorithms namely 1 neural networks 2 evolutionary computation 3 swarm intelligence 4 fuzzy systems and 5 immunological computation Scientists engineers academicians technology developers researchers students and government officials will find this book useful in handling their complicated real world issues by using machine intelligence methodologies

Advances in Computation and Intelligence Xuesong Yan, 2008-12-14 This book constitutes the refereed proceedings of the Third International Symposium on Intelligence Computation and Applications ISICA 2008 held in Wuhan China in December 2008 The 93 revised full papers were carefully reviewed and selected from about 700 submissions The papers are organized in topical sections on computational intelligence evolutionary computation evolutionary multi objective and dynamic optimization evolutionary learning systems

neural networks classification and recognition bioinformatics and bioengineering evolutionary data mining and knowledge discovery intelligent GIS and control theory of intelligent computation combinational and numerical optimization as well as real world applications *Proceedings of International Conference on Recent Advancement on Computer and Communication* Basant Tiwari,Vivek Tiwari,Kinkar Chandra Das,Durgesh Kumar Mishra,Jagdish C. Bansal,2018-04-18 The book is a compilation of best papers presented at International Conference on Recent Advancement in Computer and Communication ICRAC 2017 organized by IMPLab Research and Innovation Foundation Bhopal India The book covers all aspects of computers and communication techniques including pervasive computing distributed computing cloud computing sensor and adhoc network image text and speech processing pattern recognition and pattern analysis digital signal processing digital electronics telecommunication technologies robotics VLSI technologies embedded system satellite communication digital signal processing and digital communication The papers included are original research works of experts from industry government centers and academic institutions experienced in engineering design and research

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