

MOTION ANALYSIS AND IMAGE SEQUENCE PROCESSING

Edited by
M. IBRAHIM SEZAN
REGINALD L. LAGENDIJK

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Motion Analysis And Image Sequence Processing

**Svetlana N. Yanushkevich, Adrian
Stoica, Vlad P. Shmerko, Denis V. Popel**



Motion Analysis And Image Sequence Processing:

Motion Analysis and Image Sequence Processing M. Ibrahim Sezan,Reginald L. Lagendijk,2012-09-27 An image or video sequence is a series of two dimensional 2 D images sequen tially ordered in time Image sequences can be acquired for instance by video motion picture X ray or acoustic cameras or they can be synthetically gen erated by sequentially ordering 2 D still images as in computer graphics and animation The use of image sequences in areas such as entertainment visual communications multimedia education medicine surveillance remote control and scientific research is constantly growing as the use of television and video systems are becoming more and more common The boosted interest in digital video for both consumer and professional products along with the availability of fast processors and memory at reasonable costs has been a major driving force behind this growth Before we elaborate on the two major terms that appear in the title of this book namely motion analysis and image sequence processing we like to place them in their proper contexts within the range of possible operations that involve image sequences In this book we choose to classify these operations into three major categories namely i image sequence processing ii image sequence analysis and iii visualization The interrelationship among these three categories is pictorially described in Figure 1 below in the form of an image sequence triangle

The Essential Guide to Video Processing Alan C. Bovik,2009-07-07 This comprehensive and state of the art approach to video processing gives engineers and students a comprehensive introduction and includes full coverage of key applications wireless video video networks video indexing and retrieval and use of video in speech processing Containing all the essential methods in video processing alongside the latest standards it is a complete resource for the professional engineer researcher and graduate student Numerous conceptual and numerical examples All the latest standards are thoroughly covered MPEG 1 MPEG 2 MPEG 4 H 264 and AVC Coverage of the latest techniques in video security Like its sister volume The Essential Guide to Image Processing Professor Bovik s Essential Guide to Video Processing provides a timely and comprehensive survey with contributions from leading researchers in the area Highly recommended for everyone with an interest in this fascinating and fast moving field Prof Bernd Girod Stanford University USA Edited by a leading person in the field who created the IEEE International Conference on Image Processing with contributions from experts in their fields Numerous conceptual and numerical examples All the latest standards are thoroughly covered MPEG 1 MPEG 2 MPEG 4 H 264 and AVC Coverage of the latest techniques in video security

Image Sequence Analysis T. S. Huang,2013-11-11 The processing of image sequences has a broad spectrum of important applica tions including target tracking robot navigation bandwidth compression of TV conferencing video signals studying the motion of biological cells using microcinematography cloud tracking and highway traffic monitoring Image sequence processing involves a large amount of data However because of the progress in computer LSI and VLSI technologies we have now reached a stage when many useful processing tasks can be done in a reasonable amount of time As a result research and development activities in image sequence analysis have

recently been growing at a rapid pace An IEEE Computer Society Workshop on Computer Analysis of Time Varying Imagery was held in Philadelphia April 5 6 1979 A related special issue of the IEEE Transactions on Pattern Analysis and Machine Intelligence was published in November 1980 The IEEE Computer magazine has also published a special issue on the subject in 1981 The purpose of this book is to survey the field of image sequence analysis and to discuss in depth a number of important selected topics The seven chapters fall into two categories Chapters 2 3 and 7 are comprehensive surveys on respectively the whole field of image sequence analysis efficient coding of image sequences and the processing of medical image sequences In Chapters 1 4 5 and 6 the authors present mainly results of their own research on respectively motion estimation noise reduction in image sequences moving object extraction and occlusion

Digital Image Sequence Processing, Compression, and Analysis Todd R. Reed, 2004-07-27 Digital image sequences including digital video are increasingly common and important components in technical applications ranging from medical imaging and multimedia communications to autonomous vehicle navigation The immense popularity of DVD video and the introduction of digital television make digital video ubiquitous in the consumer domain Digital Image Sequence Processing Compression and Analysis provides an overview of the current state of the field as analyzed by leading researchers An invaluable resource for planning and conducting research in this area the book conveys a unified view of potential directions for further industrial development It offers an in depth treatment of the latest perspectives on processing compression and analysis of digital image sequences Research involving digital image sequences remains extremely active The advent of economical sequence acquisition storage and display devices together with the availability of computing power opens new areas of opportunity This volume delivers the background necessary to understand the strengths and weaknesses of current techniques and the directions that consumer and technical applications may take over the coming decade

Image Sequence Processing and Dynamic Scene Analysis T. S. Huang, 2012-12-06 This volume contains the proceedings of the NATO Advanced Study Institute on Image Sequence Processing and Dynamic Scene Analysis held 21 June 2 July 1982 in Hotel Maritim Braunlage Harz Federal Republic of Germany The organizing committee of the institute consists of T S Huang Director H G Musmann Co Director H H Nagel Consultant and C E Liedtke and W Geuen Local arrangement This Institute was devoted to the rapidly emerging field of image sequence processing and dynamic scene analysis which has many important applications including target tracking television bandwidth compression highway traffic monitoring and analysis of heart wall motion for medical diagnosis The lectures and discussions in this Institute fell into three overlapping categories Motion estimation pattern recognition and artificial intelligence techniques in dynamic scene analysis and applications 1 Motion estimation One of the most important problems in image sequence analysis and dynamic scene analysis is displacement and motion estimation For example in interframe coding using temporal DPCM displacement estimation and compensation can improve efficiency significantly Also estimated motion parameters can be powerful cues in target segmentation detection and classification In

this Institute a number of recently developed techniques for displacement and motion estimation were discussed

Handbook of Visual Communications Hseuh-Ming Hang, John W. Woods, 2012-12-02 This volume is the most comprehensive reference work on visual communications to date. An international group of well known experts in the field provide up to date and in depth contributions on topics such as fundamental theory, international standards for industrial applications, high definition television, optical communications networks and VLSI design. The book includes information for learning about both the fundamentals of image/video compression as well as more advanced topics in visual communications research. In addition, the Handbook of Visual Communications explores the latest developments in the field such as model based image coding and provides readers with insight into possible future developments. Displays comprehensive coverage from fundamental theory to international standards and VLSI design. Includes 518 pages of contributions from well known experts. Presents state of the art knowledge, the most up to date and accurate information on various topics in the field. Provides an extensive overview of international standards for industrial applications. [Video Data Management and Information Retrieval](#) Sagarmay Deb, 2005-01-01 This book combines the two important areas of research within computer technology and presents them in a comprehensive, easy to understand manner. Ideal for graduates and undergraduates as well as researchers working in either video data management or information retrieval, it takes an in depth look at many relevant topics within both video data management and information retrieval. In addition to dissecting those issues, it also provides a big picture view of each topic. **Video Coding** Luis Torres, Murat Kunt, 2012-12-06 In recent years there has been an increasing interest in Second Generation Image and Video Coding Techniques. These techniques introduce new concepts from image analysis that greatly improve the performance of the coding schemes for very high compression. This interest has been further emphasized by the future MPEG 4 standard. Second generation image and video coding techniques are the ensemble of approaches proposing new and more efficient image representations than the conventional canonical form. As a consequence, the human visual system becomes a fundamental part of the encoding/decoding chain. More insight to distinguish between first and second generation can be gained if it is noticed that image and video coding is basically carried out in two steps. First, image data are converted into a sequence of messages and second, code words are assigned to the messages. Methods of the first generation put the emphasis on the second step, whereas methods of the second generation put it on the first step and use available results for the second step. As a result of including the human visual system, second generation can be also seen as an approach of seeing the image composed by different entities called objects. This implies that the image or sequence of images have first to be analyzed and/or segmented in order to find the entities. It is in this context that we have selected in this book three main approaches as second generation video coding techniques: Segmentation based schemes, Model Based Schemes, Fractal Based Schemes. **LIST Video Coding: The Second Generation Approach** is an important introduction to the new coding techniques for video. As such, all researchers, students and

practitioners working in image processing will find this book of interest

Digital Convergence: The Information

Revolution John Vince, Rae Earnshaw, 2012-12-06 Although the computer's life has been relatively short it has brought about an information revolution that is transforming our world on a scale that is still difficult to comprehend This digital convergence is shaping society technology and the media for the next millennium Areas as diverse as home banking and shopping over the Internet WWW access over mobile phone networks and television systems such as Web TV which combine on line services with television But convergence is not just about technology It is also about services and new ways of doing business and of interacting with society Digital convergence heralds the Information Revolution Edited by John Vince and Rae Earnshaw this important new book on Digital Convergence The Information Revolution is an edited volume of papers bringing together state of the art developments in the Internet and World Wide Web and should be compulsory reading for all those interested in and working in those areas

Multimedia Communication Technology Jens Ohm, 2012-12-06

Excellent textbook of multimedia signal processing also dealing with the optimization of multimedia communication systems It covers the theoretical background of one and multidimensional signal processing statistical analysis and modeling coding and information theory as well as estimation and classification theory Numerous practical examples are given for algorithms and design of multimedia signal compression and transmission systems for systems performing content analysis and indexing of multimedia signals Principles behind multimedia coding and indexing standards e g MPEG 1 2 4 7 are explained in detail including the most recent developments like the new Advanced Video Coding standard and Motion Compensated Interframe Wavelet Coding Numerous figures and examples illustrate the concepts As the book is based on a graduate level university course most chapters are supplemented by exercises The book is also a self contained introduction both for researchers and developers of multimedia communication systems in industries

Communicating Pictures David Bull, 2014-07-19

Communicating Pictures starts with a unique historical perspective of the role of images in communications and then builds on this to explain the applications and requirements of a modern video coding system It draws on the author's extensive academic and professional experience of signal processing and video coding to deliver a text that is algorithmically rigorous yet accessible relevant to modern standards and practical It offers a thorough grounding in visual perception and demonstrates how modern image and video compression methods can be designed in order to meet the rate quality performance levels demanded by today's applications networks and users With this book you will learn Practical issues when implementing a codec such as picture boundary extension and complexity reduction with particular emphasis on efficient algorithms for transforms motion estimators and error resilience Conflicts between conventional video compression based on variable length coding and spatiotemporal prediction and the requirements for error resilient transmission How to assess the quality of coded images and video content both through subjective trials and by using perceptually optimised objective metrics Features operation and performance of the state of the art High Efficiency Video Coding HEVC standard Covers the

basics of video communications and includes a strong grounding in how we perceive images and video and how we can exploit redundancy to reduce bitrate and improve rate distortion performance Gives deep insight into the pitfalls associated with the transmission of real time video over networks wireless and fixed Uses the state of the art video coding standard H 264 AVC as a basis for algorithm development in the context of block based compression Insight into future video coding standards such as the new ISO ITU High Efficiency Video Coding HEVC initiative which extends and generalizes the H 264 AVC approach

Biometric Inverse Problems Svetlana N. Yanushkevich, Adrian Stoica, Vlad P. Shmerko, Denis V. Popel, 2018-10-08 Traditional methods of biometric analysis are unable to overcome the limitations of existing approaches mainly due to the lack of standards for input data privacy concerns involving use and storage of actual biometric data and unacceptable accuracy Exploring solutions to inverse problems in biometrics transcends such limits and allows rich analysis of biometric information and systems for improved performance and testing Although some particular inverse problems appear in the literature until now there has been no comprehensive reference for these problems Biometric Inverse Problems provides the first comprehensive treatment of biometric data synthesis and modeling This groundbreaking reference comprises eight self contained chapters that cover the principles of biometric inverse problems basics of data structure design new automatic synthetic signature fingerprint and iris design synthetic faces and DNA and new tools for biometrics based on Voronoi diagrams Based on the authors vast experience in the field the book authoritatively examines new approaches and methodologies in both direct and inverse biometrics providing invaluable analytical and benchmarking tools The authors include case studies examples and implementation codes for practical illustration of the methods Loaded with approximately 200 figures 60 problems 50 MATLAB code fragments and 200 examples Biometric Inverse Problems sets the standard for innovation and authority in biometric data synthesis modeling and analysis

Design of Digital Video Coding Systems Jie Chen, Ut-Va Koc, KJ Ray Liu, 2001-10-31 A discussion of a compressed domain approach for designing and implementing digital video coding systems which is drastically different from the traditional hybrid approach It demonstrates how the combination of discrete cosine transform DCT coders and motion compensated MC units reduces power consumption and hardware complexity

Rate-Distortion Based Video Compression Guido M. Schuster, Aggelos Katsaggelos, 2013-03-09 One of the most intriguing problems in video processing is the removal of the redundancy or the compression of a video signal There are a large number of applications which depend on video compression Data compression represents the enabling technology behind the multimedia and digital television revolution In motion compensated lossy video compression the original video sequence is first split into three new sources of information segmentation motion and residual error These three information sources are then quantized leading to a reduced rate for their representation but also to a distorted reconstructed video sequence After the decomposition of the original source into segmentation motion and residual error information is decided the key remaining problem is the allocation of the available

bits into these three sources of information In this monograph a theory is developed which provides a solution to this fundamental bit allocation problem It can be applied to all quad tree based motion compensated video coders which use a first order differential pulse code modulation DPCM scheme for the encoding of the displacement vector field DVF and a block based transform scheme for the encoding of the displaced frame difference DFD An optimal motion estimator which results in the smallest DFD energy for a given bit rate for the encoding of the DVF is also a result of this theory Such a motion estimator is used to formulate a motion compensated interpolation scheme which incorporates a global smoothness constraint for the DVF

Advances in Multimedia Information Processing — PCM 2001 Heung-Yeung

Shum, Hong-Yuan Mark Liao, Shih-Fu Chang, 2003-06-30 Welcome to the second IEEE Pacific Rim Conference on Multimedia IEEE PCM 2001 held in Zhongguanchun Beijing China October 22-24 2001 Building upon the success of the inaugural IEEE PCM 2000 in Sydney in December 2000 the second PCM again brought together the researchers developers practitioners and educators of multimedia in the Pacific area Theoretical breakthroughs and practical systems were presented at this conference thanks to the sponsorship by the IEEE Circuit and Systems Society IEEE Signal Processing Society China Computer Foundation China Society of Image and Graphics National Natural Science Foundation of China Tsinghua University and Microsoft Research China IEEE PCM 2001 featured a comprehensive program including keynote talks regular paper presentations posters demos and special sessions We received 244 papers and accepted only 104 of them as regular papers and 53 as poster papers Our special session chairs Shin-ichi Satoh and Mohan Kankanhalli organized 6 special sessions We acknowledge the great contribution from our program committee members and paper reviewers who spent many hours reviewing submitted papers and providing valuable comments for the authors The conference would not have been successful without the help of so many people We greatly appreciated the support of our honorary chairs Prof Sun Yuan Kung of Princeton University Dr Ya Qin Zhang of Microsoft Research China and Prof

Digital Systems and Applications

Vojin G. Oklobdzija, 2017-12-19 New design architectures in computer systems have surpassed industry expectations Limits which were once thought of as fundamental have now been broken Digital Systems and Applications details these innovations in systems design as well as cutting edge applications that are emerging to take advantage of the fields increasingly sophisticated capabilities This book features new chapters on parallelizing iterative heuristics stream and wireless processors and lightweight embedded systems This fundamental text Provides a clear focus on computer systems architecture and applications Takes a top level view of system organization before moving on to architectural and organizational concepts such as superscalar and vector processor VLIW architecture as well as new trends in multithreading and multiprocessing includes an entire section dedicated to embedded systems and their applications Discusses topics such as digital signal processing applications circuit implementation aspects parallel I/O algorithms and operating systems Concludes with a look at new and future directions in computing Features articles that describe diverse aspects of computer

usage and potentials for use Details implementation and performance enhancing techniques such as branch prediction register renaming and virtual memory Includes a section on new directions in computing and their penetration into many new fields and aspects of our daily lives

Intelligent Image and Video Compression David Bull,Fan Zhang,2021-04-07
Intelligent Image and Video Compression Communicating Pictures Second Edition explains the requirements analysis design and application of a modern video coding system It draws on the authors extensive academic and professional experience in this field to deliver a text that is algorithmically rigorous yet accessible relevant to modern standards and practical It builds on a thorough grounding in mathematical foundations and visual perception to demonstrate how modern image and video compression methods can be designed to meet the rate quality performance levels demanded by today s applications and users in the context of prevailing network constraints David Bull and Fan Zhang have written a timely and accessible book on the topic of image and video compression Compression of visual signals is one of the great technological achievements of modern times and has made possible the great successes of streaming and social media and digital cinema Their book Intelligent Image and Video Compression covers all the salient topics ranging over visual perception information theory bandpass transform theory motion estimation and prediction lossy and lossless compression and of course the compression standards from MPEG ranging from H 261 through the most modern H 266 or VVC and the open standards VP9 and AV 1 The book is replete with clear explanations and figures including color where appropriate making it quite accessible and valuable to the advanced student as well as the expert practitioner The book offers an excellent glossary and as a bonus a set of tutorial problems Highly recommended Al Bovik An approach that combines algorithmic rigor with practical implementation using numerous worked examples Explains how video compression methods exploit statistical redundancies natural correlations and knowledge of human perception to improve performance Uses contemporary video coding standards AVC HEVC and VVC as a vehicle for explaining block based compression Provides broad coverage of important topics such as visual quality assessment and video streaming

The Computer Engineering Handbook Vojin G. Oklobdzija,2019-07-05
After nearly six years as the field s leading reference the second edition of this award winning handbook reemerges with completely updated content and a brand new format The Computer Engineering Handbook Second Edition is now offered as a set of two carefully focused books that together encompass all aspects of the field In addition to complete updates throughout the book to reflect the latest issues in low power design embedded processors and new standards this edition includes a new section on computer memory and storage as well as several new chapters on such topics as semiconductor memory circuits stream and wireless processors and nonvolatile memory technologies and applications

Modelling with Transparent Soils Magued Iskander,2010-07-15 up with automated systems for assessment of road condition For example Haas et al 1997 developed an automated algorithm for detecting cracks and joints con tion Smith and Lin 1997 developed a fuzzy logic classification scheme for pavement distress condition Oh et al 1997 developed iterative algorithm for overcoming

noisy images of roads due to shadows and low light conditions Koustopoulos and Mishalani 1997 presented a model for distress assessment in a local microscopic and global macroscopic level using captured images of pavement Lee 1993 presented a comparison between 15 different imaging algorithms used in crack detection Ground Penetration Radar GPR has also been used for pavement assessment Special computer algorithms were developed for quick analysis of GPR data Adeli Hung 1993 and Maser 1996 Heiler and McNeil 1997 proposed a modified system for analyzing the GPR data using an artificial neural network ANN 2 3 2 Traffic Analysis and Control Currently imaging systems provide essential data for transportation and traffic engineering planning Anon 1999 Machine vision techniques were introduced to intersection traffic signal control in the late 1970 s Chou and Sethi 1993 No days many systems have been developed all over the world for traffic analysis and control applications in addition to image based systems for traffic violations Nallamathu and Wang 1997 developed one of the first automated systems for license plate recognition using character recognition algorithm for the use in monitoring violators at toll stations and many other traffic applications

Intelligent Decision Technologies Junzo Watada, Gloria Phillips-Wren, Lakhmi C. Jain, Robert J. Howlett, 2011-11-19 Intelligent Decision Technologies IDT seeks an interchange of research on intelligent systems and intelligent technologies which enhance or improve decision making in industry government and academia The focus is interdisciplinary in nature and includes research on all aspects of intelligent decision technologies from fundamental development to the applied system This volume represents leading research from the Third KES International Symposium on Intelligent Decision Technologies KES IDT 11 hosted and organized by the University of Piraeus Greece in conjunction with KES International The symposium was concerned with theory design development implementation testing and evaluation of intelligent decision systems Topics include decision making theory intelligent agents fuzzy logic multi agent systems Bayesian networks optimization artificial neural networks genetic algorithms expert systems decision support systems geographic information systems case based reasoning time series knowledge management systems rough sets spatial decision analysis and multi criteria decision analysis These technologies have the potential to revolutionize decision making in many areas of management healthcare international business finance accounting marketing military applications ecommerce network management crisis response building design information retrieval and disaster recovery for a better future The symposium was concerned with theory design development implementation testing and evaluation of intelligent decision systems Topics include decision making theory intelligent agents fuzzy logic multi agent systems Bayesian networks optimization artificial neural networks genetic algorithms expert systems decision support systems geographic information systems case based reasoning time series knowledge management systems rough sets spatial decision analysis and multi criteria decision analysis These technologies have the potential to revolutionize decision making in many areas of management healthcare international business finance accounting marketing military applications ecommerce network management crisis response building design information retrieval and disaster recovery for a better

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