

# Rate-Distortion Based Video Compression

Optimal Video Frame Compression and Object Boundary Encoding

Guido M. Schuster Aggelos K. Katsaggelos

# **Rate Distortion Based Video Compression**

Ce Zhu, Yin Zhao, Lu Yu, Masayuki Tanimoto

#### **Rate Distortion Based Video Compression:**

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 mo tion 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 differ ence 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 AI-based Image and Video Coding Wei Gao, 2025-09-20 Unlocking the future of image and video coding with AI based Image and Video Coding Methods Standards and Applications we can explore the revolutionary impact of deep learning technologies on image and video compression This book is a must read for researchers practitioners and students eager to stay ahead of the curve in an ever evolving field where deep learning and artificial intelligence are setting new benchmarks in coding efficiency With an unparalleled focus on the intersection of deep learning and multimedia coding this book offers cutting edge insights into the latest techniques and standards driving progress in the industry From the core principles of coding technologies to advanced topics like 3D and multimodal coding human and machine vision oriented compression and compression artifacts removal it covers all the related essentials Special attention is given to the practical aspects of implementations open source projects and standardization efforts from leading organizations like IEEE JPEG MPEG and MPAI Whether you are a scholar a professional in the multimedia industry or a student with a foundation in computer science and electrical engineering this book equips you with the fundamental knowledge and tools to master the latest advancements in AI based image and video coding You can gain a deeper understanding of how deep learning reshapes the future of image and video coding and explore new possibilities of optimizing compression performances for both humans and machines **Intelligent Multimedia Processing with Soft Computing** Yap Peng Tan, Kim-Hui Yap, Lipo Wang, 2006-09-15 Soft computing represents a collection of techniques such as neural networks evolutionary computation fuzzy logic and probabilistic reasoning As posed to

conventional hard computing these techniques tolerate impression and uncertainty similar to human beings In the recent years successful applications of these powerful methods have been published in many displines in numerous journals conferences as well as the excellent books in this book series on Studies in Fuzziness and Soft Computing This volume is dedicated to recent novel applications of soft computing in multimedia processing The book is composed of 21 chapters written by experts in their respective fields addressing various important and timely problems in multimedia computing such as content analysis indexing and retrieval recognition and compression processing and filtering etc In the chapter authored by Guan Muneesawang Lay Amin and Lee a radial basis function network with Laplacian mixture model is employed to perform image and video retrieval D Androutsos P Androutsos Plataniotis and Venetsanopoulos investigate color image indexing and retrieval within a small world framework Wu and Yap develop a framework of fuzzy relevance feedback to model the uncertainty of users subjective perception in image retrieval Algorithms, Complexity Analysis and VLSI Architectures for MPEG-4 Motion Estimation Peter M. Kuhn, 2013-06-29 MPEG 4 is the multimedia standard for combining interactivity natural and synthetic digital video audio and computer graphics Typical applications are internet video conferencing mobile videophones multimedia cooperative work teleteaching and games With MPEG 4 the next step from block based video ISO IEC MPEG 1 MPEG 2 CCITT H 261 ITU T H 263 to arbitrarily shaped visual objects is taken This significant step demands a new methodology for system analysis and design to meet the considerably higher flexibility of MPEG 4 Motion estimation is a central part of MPEG 1 2 4 and H 261 H 263 video compression standards and has attracted much attention in research and industry for the following reasons it is computationally the most demanding algorithm of a video encoder about 60 80% of the total computation time it has a high impact on the visual quality of a video encoder and it is not standardized thus being open to competition Algorithms Complexity Analysis and VLSI Architectures for MPEG 4 Motion Estimation covers in detail every single step in the design of a MPEG 1 2 4 or H 261 H 263 compliant video encoder Fast motion estimation algorithms Complexity analysis tools Detailed complexity analysis of a software implementation of MPEG 4 video Complexity and visual quality analysis of fast motion estimation algorithms within MPEG 4 Design space on motion estimation VLSI architectures Detailed VLSI design examples of 1 a high throughput and 2 a low power MPEG 4 motion estimator Algorithms Complexity Analysis and VLSI Architectures for MPEG 4 Motion Estimation is an important introduction to numerous algorithmic architectural and system design aspects of the multimedia standard MPEG 4 As such all researchers students and practitioners working in image processing video coding or system and VLSI design will find this book of interest Multimedia Networking Jeng-Neng Hwang, 2009-04-16 This authoritative guide to multimedia networking balances just the right amount of theory with practical design and integration knowledge Rate-distortion Based Vector Quantization Technique and H.264/AVC Video Coding Standard for Video Compression  $\Pi$ , 2007 Cognitive Radio Mobile Ad Hoc Networks F. Richard Yu,2011-09-28 Cognitive radios CR technology is capable of sensing its

surrounding environment and adapting its internal states by making corresponding changes in certain operating parameters CR is envisaged to solve the problems of the limited available spectrum and the inefficiency in the spectrum usage CR has been considered in mobile ad hoc networks MANETs which enable wireless devices to dynamically establish networks without necessarily using a fixed infrastructure The changing spectrum environment and the importance of protecting the transmission of the licensed users of the spectrum mainly differentiate classical MANETs from CR MANETs The cognitive capability and re configurability of CR MANETs have opened up several areas of research which have been explored extensively and continue to attract research and development The book will describe CR MANETs concepts intrinsic properties and research challenges of CR MANETs Distributed spectrum management functionalities such as spectrum sensing and sharing will be presented The design optimization and performance evaluation of security issues and upper layers in CR MANETs such as transport and application layers will be investigated **Encyclopedia of Image Processing** Phillip A. Laplante, 2018-11-08 The Encyclopedia of Image Processing presents a vast collection of well written articles covering image processing fundamentals e g color theory fuzzy sets cryptography and applications e g geographic information systems traffic analysis forgery detection Image processing advances have enabled many applications in healthcare avionics robotics natural resource discovery and defense which makes this text a key asset for both academic and industrial libraries and applied scientists and engineers working in any field that utilizes image processing Written by experts from both academia and industry it is structured using the ACM Computing Classification System CCS first published in 1988 but most recently updated in 2012 Computer Vision - ECCV 2020 Andrea Vedaldi, Horst Bischof, Thomas Brox, Jan-Michael Frahm, 2020-11-03 The 30 volume set comprising the LNCS books 12346 until 12375 constitutes the refereed proceedings of the 16th European Conference on Computer Vision ECCV 2020 which was planned to be held in Glasgow UK during August 23 28 2020 The conference was held virtually due to the COVID 19 pandemic The 1360 revised papers presented in these proceedings were carefully reviewed and selected from a total of 5025 submissions. The papers deal with topics such as computer vision machine learning deep neural networks reinforcement learning object recognition image classification image processing object detection semantic segmentation human pose estimation 3d reconstruction stereo vision computational photography neural networks image coding image reconstruction object recognition motion estimation Mobile Multimedia Communications: Concepts, Applications, and Challenges Karmakar, Gour, Dooley, Laurence S.,2007-11-30 With rapid growth of the Internet the applications of multimedia are burgeoning in every aspect of human life including communication networks and wireless and mobile communications Mobile Multimedia Communications Concepts Applications and Challenges captures defining research on all aspects and implications of the accelerated progress of mobile multimedia technologies Covered topics include fundamental network infrastructures modern communication features such as wireless and mobile multimedia protocols personal communication systems mobility and resource management and

security and privacy issues A complete reference to topics driving current and potential future development of mobile technologies this essential addition to library collections will meet the needs of researchers in a variety of related fields

Digital Multimedia Communications Guangtao Zhai, Jun Zhou, Long Ye, Hua Yang, Ping An, Xiaokang Yang, 2024-06-20 This book constitutes the refereed proceedings of the 20th International Forum on Digital Multimedia Communication IFTC 2023 held in Beijing China December 21 22 2023 The 57 full papers included in this book were carefully reviewed and selected from 150 submissions They were organized in topical sections as follows CCIS 2066 Image Processing Media Computing Metaverse and Virtual Reality and Multimedia Communication CCIS 2067 Quality Assessment Source Coding and 3D-TV System with Depth-Image-Based Rendering Ce Zhu, Yin Zhao, Lu Yu, Masayuki Tanimoto, 2012-08-15 Riding on the success of 3D cinema blockbusters and advances in stereoscopic display technology 3D video applications have gathered momentum in recent years 3D TV System with Depth Image Based Rendering Architectures Techniques and Challenges surveys depth image based 3D TV systems which are expected to be put into applications in the near future Depth image based rendering DIBR significantly enhances the 3D visual experience compared to stereoscopic systems currently in use DIBR techniques make it possible to generate additional viewpoints using 3D warping techniques to adjust the perceived depth of stereoscopic videos and provide for auto stereoscopic displays that do not require glasses for viewing the 3D image The material includes a technical review and literature survey of components and complete systems solutions for technical issues and implementation of prototypes The book is organized into four sections System Overview Content Generation Data Compression and Transmission and 3D Visualization and Quality Assessment This book will benefit researchers developers engineers and innovators as well as advanced undergraduate and graduate students working in relevant areas **Driving 5G Mobile Communications with Artificial Intelligence towards 6G** Dragorad A. Milovanovic, Zoran S. Bojkovic, Tulsi Pawan Fowdur, 2023-04-06 Driving 5G Mobile Communications with Artificial Intelligence towards 6G presents current work and directions of continuously innovation and development in multimedia communications with a focus on services and users The fifth generation of mobile wireless networks achieved the first deployment by 2020 completed the first phase of evolution in 2022 and started transition phase of 5G Advanced toward the sixth generation Perhaps one of the most important innovations brought by 5G is the platform approach to connectivity i e a single standard that can adapt to the heterogeneous connectivity requirements of vastly different use cases 5G networks contain a list of different requirements standardized technical specifications and a range of implementation options with spectral efficiency latency and reliability as primary performance metrics Towards 6G machine learning ML and artificial intelligence AI methods have recently proposed new approaches to modeling designing optimizing and implementing systems They are now matured technologies that improve many research fields significantly The area of wireless multimedia communications has developed immensely generating a large number of concepts ideas technical specifications mobile

standards patents and articles Identifying the basic ideas and their complex interconnections becomes increasingly important The book is divided into three major parts with each part containing four or five chapters Advanced 5G communication Machine learning based communication and network automation Artificial Intelligence towards 6G The first part discusses three main scenarios and standard specification of 5G use cases eMBB URLLC mMTC vehicular systems beyond 5G and efficient edge architecture on NFV infrastructure In the second part different AI ML based methodologies and open research challenges are presented in introducing 5G AIoT artificial intelligence of things scheduling in 5G 6G communication systems application of DL techniques to modulation detection and channel coding as well as 5G Open Source tools for experimentations and testing The third part paved the way to deployment scenarios for different innovative services including technologies and applications of 5G 6G intelligent connectivity AI assisted eXtended Reality integrated 5G IoT architecture in next generation Smart Grid privacy requirements in a hyper connected world and evaluation of representative 6G use cases and technology trends The book is written by field experts from Europe and Mauritius who introduce a blend of scuentific and engineering concepts covering this emerging wireless communication era It is a very good reference book for telecom professionals engineers and practitioner in various 5G vertical domains and finally a basis for student courses in 5G 6G wireless systems Advances in Multimedia Modeling Kuo-Tien Lee, Wen-Hsiang Tsai, Hong-Yuan Mark Liao, Tsuhan Chen, Jun-Wei Hsieh, Chien-Cheng Tseng, 2011-01-10 This two volume proceedings constitutes the refereed papers of the 17th International Multimedia Modeling Conference MMM 2011 held in Taipei Taiwan in January 2011 The 51 revised regular papers 25 special session papers 21 poster session papers and 3 demo session papers were carefully reviewed and selected from 450 submissions. The papers are organized in topical sections on audio image video processing coding and compression media content browsing and retrieval multi camera multi view and 3D systems multimedia indexing and mining multimedia content analysis multimedia signal processing and communications and multimedia applications The special session papers deal with content analysis for human centered multimedia applications large scale rich media data management multimedia understanding for consumer electronics image object recognition and compression and interactive image and video search

ICICCT 2019 - System Reliability, Quality Control, Safety, Maintenance and Management Vinit Kumar Gunjan, Vicente Garcia Diaz, Manuel Cardona, Vijender Kumar Solanki, K. V. N. Sunitha, 2019-06-27 This book discusses reliability applications for power systems renewable energy and smart grids and highlights trends in reliable communication fault tolerant systems VLSI system design and embedded systems Further it includes chapters on software reliability and other computer engineering and software management related disciplines and also examines areas such as big data analytics and ubiquitous computing Outlining novel innovative concepts in applied areas of reliability in electrical electronics and computer engineering disciplines it is a valuable resource for researchers and practitioners of reliability theory in circuit based engineering domains

Effective Surveillance for Homeland Security Francesco Flammini, Roberto Setola, Giorgio

Franceschetti, 2013-06-13 Effective Surveillance for Homeland Security Balancing Technology and Social Issues provides a comprehensive survey of state of the art methods and tools for the surveillance and protection of citizens and critical infrastructures against natural and deliberate threats Focusing on current technological challenges involving multi disciplinary problem analysis and systems engineering approaches it provides an overview of the most relevant aspects of surveillance systems in the framework of homeland security Addressing both advanced surveillance technologies and the related socio ethical issues the book consists of 21 chapters written by international experts from the various sectors of homeland security Part I Surveillance and Society focuses on the societal dimension of surveillance stressing the importance of societal acceptability as a precondition to any surveillance system Part II Physical and Cyber Surveillance presents advanced technologies for surveillance It considers developing technologies that are part of a framework whose aim is to move from a simple collection and storage of information toward proactive systems that are able to fuse several information sources to detect relevant events in their early incipient phase Part III Technologies for Homeland Security considers relevant applications of surveillance systems in the framework of homeland security It presents real world case studies of how innovative technologies can be used to effectively improve the security of sensitive areas without violating the rights of the people involved Examining cutting edge research topics the book provides you with a comprehensive understanding of the technological legislative organizational and management issues related to surveillance With a specific focus on privacy it presents innovative solutions to many of the issues that remain in the quest to balance security with the preservation of **Human Vision and Electronic Imaging**, 2003 Multimedia Networking and Coding privacy that society demands Farrugia, Reuben A., Debono, Carl J., 2012-12-31 Advances in multimedia communication systems have enhanced the need for improved video coding standards Due to the inherent nature of video content large bandwidths and reliable communication links are required to ensure a satisfactory level of quality experience inspiring industry and research communities to concentrate their efforts in this emerging research area Multimedia Networking and Coding covers widespread knowledge and research as well as innovative applications in multimedia communication systems This book highlights recent techniques that can evolve into future multimedia communication systems also showing experimental results from systems and applications Handbook of Mathematical Models and Algorithms in Computer Vision and Imaging Ke Chen, Carola-Bibiane Schönlieb, Xue-Cheng Tai, Laurent Younes, 2023-02-24 This handbook gathers together the state of the art on mathematical models and algorithms for imaging and vision Its emphasis lies on rigorous mathematical methods which represent the optimal solutions to a class of imaging and vision problems and on effective algorithms which are necessary for the methods to be translated to practical use in various applications Viewing discrete images as data sampled from functional surfaces enables the use of advanced tools from calculus functions and calculus of variations and nonlinear optimization and provides the basis of high resolution imaging through geometry and variational models Besides optimization naturally connects

traditional model driven approaches to the emerging data driven approaches of machine and deep learning No other framework can provide comparable accuracy and precision to imaging and vision Written by leading researchers in imaging and vision the chapters in this handbook all start with gentle introductions which make this work accessible to graduate students For newcomers to the field the book provides a comprehensive and fast track introduction to the content to save time and get on with tackling new and emerging challenges For researchers exposure to the state of the art of research works leads to an overall view of the entire field so as to guide new research directions and avoid pitfalls in moving the field forward and looking into the next decades of imaging and information services This work can greatly benefit graduate students researchers and practitioners in imaging and vision applied mathematicians medical imagers engineers and computer scientists Artificial Intelligence and Evolutionary Algorithms in Engineering Systems L Padma Suresh, Subhransu Sekhar Dash, Bijaya Ketan Panigrahi, 2014-11-25 The book is a collection of high quality peer reviewed research papers presented in Proceedings of International Conference on Artificial Intelligence and Evolutionary Algorithms in Engineering Systems ICAEES 2014 held at Noorul Islam Centre for Higher Education Kumaracoil India These research papers provide the latest developments in the broad area of use of artificial intelligence and evolutionary algorithms in engineering systems The book discusses wide variety of industrial engineering and scientific applications of the emerging techniques It presents invited papers from the inventors originators of new applications and advanced technologies

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