

# Video Distortion

Lori A. Burns, Stan Hawkins

**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.

*Next-Generation Video Coding and Streaming* Benny Bing, 2015-08-28 Reviews the new High Efficiency Video Coding (HEVC) standard and advancements in adaptive streaming technologies for use in broadband networks and the Internet This book describes next-generation video coding and streaming technologies with a comparative assessment of the strengths and weaknesses. Specific emphasis is placed on the H.265/HEVC video coding standard and adaptive bit rate video streaming. In addition to evaluating the impact of different types of video content and powerful feature sets on HEVC coding efficiency, the text provides an in-depth study on the practical performance of popular adaptive streaming platforms and useful tips for streaming optimization. Readers will learn of new over-the-top (OTT) online TV advancements, the direction of the broadband telecommunications industry, and the latest developments that will help keep implementation costs down and maximize return on infrastructure investment. Reviews the emerging High Efficiency Video Coding (HEVC) standard and compares its coding performance with the MPEG-4 Advanced Video Coding (AVC) and MPEG-2 standards Provides invaluable insights into the intra and inter coding efficiencies of HEVC, such as the impact of hierarchical block partitioning and new prediction modes Evaluates the performance of the Apple and Microsoft adaptive streaming platforms and presents innovative techniques related to aggregate stream bandwidth prediction, duplicate chunk Includes end-of-chapter homework problems and access to instructor slides Next-Generation Video Coding and Streaming is written for students, researchers, and industry professionals working in the field of video communications. Benny Bing has worked in academia for over 20 years. He has published over 80 research papers and 12 books, and has 6 video patents licensed to industry. He has served as a technical editor for several IEEE journals and an IEEE Communications Society Distinguished lecturer. He also received the National Association of Broadcasters (NAB) Technology Innovation Award for demonstrations of advanced media technologies.

**Rate Distortion Bounds for Voice and Video** Jerry D. Gibson, Jing Hu, 2014 Numerous voice, still image, audio, and video compression standards have been developed over the last 25 years, and significant advances in the state of the art have been achieved. However, in the more than 50 years since Shannon's seminal 1959 paper, no rate distortion bounds for voice and video have been forthcoming. In this volume, we present the first rate distortion bounds for voice and video that actually lower bound the operational rate distortion performance of the best-performing voice and video codecs. The bounds indicate that improvements in rate distortion performance of approximately 50% over the best-performing voice and video codecs are possible. Research directions to improve the new bounds are discussed.

*Multimedia Analysis, Processing and Communications* Lin Weisi, Dacheng Tao, Janusz Kacprzyk, Zhu Li, Ebroul Izquierdo, Haohong Wang, 2011-04-11 This book has brought 24 groups of experts and active researchers around the world together in image processing and analysis, video processing and analysis, and communications related processing, to present their newest research results, exchange latest experiences and insights, and explore future directions in these important and rapidly evolving areas. It aims at increasing the synergy between academic and industry professionals working in the related field. It focuses on the state-of-the-art research in various essential areas related to emerging technologies, standards and applications on analysis, processing, computing, and communication of multimedia information. The target audience of this book is researchers and engineers as well as graduate students working in various disciplines linked to multimedia analysis, processing and communications, e.g., computer vision, pattern recognition, information technology, image processing, and artificial intelligence. The book is also meant to a broader audience including practicing professionals working in image/video applications such as image processing, video surveillance, multimedia indexing and retrieval, and so on. We hope that the researchers, engineers, students and other professionals who read this book would find it informative, useful and inspirational toward their own work in one way or another.

*Artificial Neural Networks in Pattern Recognition* Neamat El Gayar, Edmondo Trentin, Mirco Ravanelli, Hazem Abbas, 2022-11-10 This book constitutes the refereed proceedings of the 10th IAPR TC3 International Workshop on Artificial Neural Networks in Pattern Recognition, ANNPR 2022, held in Dubai, UAE, in November 2022. The 16 revised full papers presented were carefully reviewed and selected from 24 submissions. The conference presents papers on subject such as pattern recognition and machine learning based on artificial neural networks.

**MultiMedia Modeling** Klaus Schoeffmann, Thanarat H. Chalidabhongse, Chong Wah Ngo, Supavadee Aramvith, Noel E. O'Connor, Yo-Sung Ho, Moncef Gabbouj, Ahmed Elgammal, 2018-01-30 The two-volume set LNCS 10704 and 10705 constitutes the thoroughly refereed proceedings of the 24th International Conference on Multimedia Modeling, MMM 2018, held in Bangkok, Thailand, in February 2018. Of the 185 full papers submitted, 46 were selected for oral presentation and 28 for poster presentation; in addition, 5 papers were accepted for Multimedia Analytics: Perspectives, Techniques, and Applications, 12 extended abstracts for demonstrations, and 9 accepted papers for Video Browser Showdown 2018. All papers presented were carefully reviewed and selected from 185 submissions.

**Pervasive Communications Handbook** Syed Ijlal Ali Shah, Mohammad Ilyas, Hussein T. Mouftah, 2017-09-29 In an emergency, availability of the pervasive communications environment could mean the difference between life and death. Possibly one of the first guides to comprehensively explore these futuristic omnipresent communications networks, the Pervasive Communications Handbook addresses current technology (i.e., MAC protocols and P2P-based VoD architecture) and developments expected in the very near future, when most people and places will be virtually connected through a constant and perpetual exchange of information. This monumental advance in communications is set to dramatically change daily life, in areas ranging from healthcare, transportation, and education to commerce and socialization. With contributions from dozens of pioneering experts, this important reference discusses one-to-one, one-to-many, and many-to-one exchanges of information. Organized by the three key aspects—technology, architecture, and applications—the book explores enabling technologies, applications and services, location and mobility management, and privacy and trust. Citing the technology's importance to energy distribution, home automation, and telecare among other areas, it delves into topics such as quality of service, security, efficiency, and reliability in mobile network design, and environment interoperability.

**Network Control and Engineering for QoS, Security and Mobility II** Dominique Gaïti, Guy Pujolle, Ahmed M. Al-Naamany, Hadj Bourdouden, Lazhar Khriji, 2003-09-30 Service and network providers must be able to satisfy the demands for new services, improve the quality of service, reduce the cost of network service operations and maintenance, control performance and adapt to user demands. These challenges are so important for the future of our

communication environment that it is essential to investigate different approaches for controlling and optimizing network resources. Network Control and Engineering for QoS, Security and Mobility II addresses the problem of network control and engineering with a focus on control of quality of service, management of security, and supervision of mobility. New trends in these different fields are also investigated. This volume contains the proceedings of the Second International Conference on NETwork CONTROL and Engineering (NETCON) for Quality of Service, Security and Mobility, which convened in Oman in October 2003. The conference was sponsored by the International Federation for Information Processing (IFIP) and organized by IFIP's Working Groups 6.2 on Network and Internetwork Architecture, 6.6 on Network Management, and 6.7 on Smart Networks.

**5G for Future Wireless Networks** Keping Long, Victor C.M. Leung, Haijun Zhang, Zhiyong Feng, Yonghui Li, Zhongshan Zhang, 2017-12-31 This book constitutes the proceedings of the First International Conference on 5G for Future Wireless Networks, 5GWN 2017, held in Beijing, China, in April 2017. The 64 full papers were selected from 135 submissions and present the state of the art and practical applications of 5G technologies. The exponentially growing data traffic caused by the development of mobile Internet and smart phones requires powerful networks. The fifth generation (5G) techniques are promising to meet the requirements of this explosive data traffic in future mobile communications.

*Issues in Telecommunications Research: 2011 Edition*, 2012-01-09 Issues in Telecommunications Research / 2011 Edition is a ScholarlyEditions™ eBook that delivers timely, authoritative, and comprehensive information about Telecommunications Research. The editors have built Issues in Telecommunications Research: 2011 Edition on the vast information databases of ScholarlyNews.™ You can expect the information about Telecommunications Research in this eBook to be deeper than what you can access anywhere else, as well as consistently reliable, authoritative, informed, and relevant. The content of Issues in Telecommunications Research: 2011 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/>.

*Using Cross-Layer Techniques for Communication Systems* Rashvand, Habib F., 2012-04-30 Although the existing layering infrastructure--used globally for designing computers, data networks, and intelligent distributed systems and which connects various local and global communication services--is conceptually correct and pedagogically elegant, it is now well over 30 years old has started create a serious bottleneck. Using Cross-Layer Techniques for Communication Systems: Techniques and Applications explores how cross-layer methods provide ways to escape from the current communications model and overcome the challenges imposed by restrictive boundaries between layers. Written exclusively by well-established researchers, experts, and professional engineers, the book will present basic concepts, address different approaches for solving the cross-layer problem, investigate recent developments in cross-layer problems and solutions, and present the latest applications of the cross-layer in a variety of systems and networks.

*Perceptual Digital Imaging* Rastislav Lukac, 2012-10-29 Visual perception is a complex process requiring interaction between the receptors in the eye that sense the stimulus and the neural system and the brain that are responsible for communicating and interpreting the sensed visual information. This process involves several physical, neural, and cognitive phenomena whose understanding is essential to design effective and computationally efficient imaging solutions. Building on advances in computer vision, image and video processing, neuroscience, and information engineering, perceptual digital imaging greatly enhances the capabilities of traditional imaging methods. Filling a gap in the literature, *Perceptual Digital Imaging: Methods and Applications* comprehensively covers the system design, implementation, and application aspects of this emerging specialized area. It gives readers a strong, fundamental understanding of theory and methods, providing a foundation on which solutions for many of the most interesting and challenging imaging problems can be built. The book features contributions by renowned experts who present the state of the art and recent trends in image acquisition, processing, storage, display, and visual quality evaluation. They detail advances in the field and explore human visual system-driven approaches across a broad spectrum of applications, including: Image quality and aesthetics assessment Digital camera imaging White balancing and color enhancement Thumbnail generation Image restoration Super-resolution imaging Digital halftoning and dithering Color feature extraction Semantic multimedia analysis and processing Video shot characterization Image and video encryption Display quality enhancement This is a valuable resource for readers who want to design and implement more effective solutions for cutting-edge digital imaging, computer vision, and multimedia applications. Suitable as a graduate-level textbook or stand-alone reference for researchers and practitioners, it provides a unique overview of an important and rapidly developing research field.

**The Bloomsbury Handbook of Popular Music Video Analysis** Lori A. Burns, Stan Hawkins, 2019-10-17 Music videos promote popular artists in cultural forms that circulate widely across social media networks. With the advent of YouTube in 2005 and the proliferation of handheld technologies and social networking sites, the music video has become available to millions worldwide, and continues to serve as a fertile platform for the debate of issues and themes in popular culture. This volume of essays serves as a foundational handbook for the study and interpretation of the popular music video, with the specific aim of examining the industry contexts, cultural concepts, and aesthetic materials that videos rely upon in order to be both intelligible and meaningful. Easily accessible to viewers in everyday life, music videos offer profound cultural interventions and negotiations while traversing a range of media forms. From a variety of unique perspectives, the contributors to this volume undertake discussions that open up new avenues for exploring the creative changes and developments in music video production. With chapters that address music video authorship, distribution, cultural representations, mediations, aesthetics, and discourses, this study signals a major initiative to provide a deeper understanding of the intersecting and interdisciplinary approaches that are invoked in the analysis of this popular and influential musical form.

**Autonomic Management of Mobile Multimedia Services** Ahmed Helmy, Brendan Jennings, Liam Murphy, Tom Pfeifer, 2006-10-15 This book constitutes the refereed proceedings of the 9th IFIP/IEEE International Conference on Management of Multimedia and Mobile Networks and Services, MMNS 2006, held in Dublin, Ireland in October 2006 in the course of the 2nd International Week on Management of Networks and Services, Manweek 2006. The 18 revised full papers and six revised short papers presented were carefully reviewed and selected from 71 submissions.

**Mobile Multimedia Broadcasting Standards** Fa-Long Luo, 2008-11-06 Mobile multimedia broadcasting compasses a broad range of topics including radio propagation, modulation and demodulation, error control, signal compression and coding, transport and time slicing, system on chip real-time implementation in hardware, software and system levels. The major goal of this technology is to bring multimedia enriched contents to handheld devices such as mobile phones, portable digital assistants, and media players through radio transmission or internet protocol (IP) based broadband networks. Research and development of mobile multimedia broadcasting technologies are now explosively growing and regarded as new killer applications. A number of mobile multimedia broadcasting standards related to transmission, compression and multiplexing now coexist and are being extensively further developed. The development and implementation of mobile multimedia broadcasting systems are very challenging tasks and require the huge efforts of the related industry, research and regulatory authorities so as to bring the success. From an implementation design and engineering practice point of view, this book aims to be the first single volume to provide a comprehensive and highly coherent treatment for multiple standards of mobile multimedia broadcasting by covering basic principles, algorithms, design trade-off, and well-compared implementation system examples. This

book is organized into 4 parts with 22 chapters.

**Coherent Optics for Access Networks** Zhensheng Jia,Luis Alberto Campos,2019-10-28 This book will highlight the motivation for coherent optics in access and introduce digital coherent optical system in detail, including advanced modulation formats, architecture of modulation and detection, and DSP flow for both transmitter and receiver. This book will also demonstrate potential approaches to re-design and re-engineer the digital coherent concept from long-haul and metro solutions to the access network, leveraging reduction in complexity and cost as well as the benefits of capacity increases and operational improvements. This book will illustrate the details on optimization of the digital, optical, and electrical complexity and standardization and interoperability.

**High-Speed Networks and Multimedia Communications** Mário Marques Freire,Pascal Lorenz,Mike Myung-Ok Lee,2004-03-06 The refereed proceedings of the 6th IEEE International Conference on High Speed Networking and Multimedia Communication, HSNMC 2003, held in Estoril, Portugal in July 2003. The 57 revised full papers presented were carefully reviewed and selected from 105 submissions. The papers are organized in topical sections on integrated differentiated services, multicasting, peer-to-peer networking, quality of service, QoS, network and information management, WDM networks, mobile and wireless networks, video, CDMA, real time issues and protocols for IP networks, multimedia streaming, TCP performance, voice over IP, and traffic models.

**Visual Quality Assessment by Machine Learning** Long Xu,Weisi Lin,C.-C. Jay Kuo,2015-05-09 The book encompasses the state-of-the-art visual quality assessment (VQA) and learning based visual quality assessment (LB-VQA) by providing a comprehensive overview of the existing relevant methods. It delivers the readers the basic knowledge, systematic overview and new development of VQA. It also encompasses the preliminary knowledge of Machine Learning (ML) to VQA tasks and newly developed ML techniques for the purpose. Hence, firstly, it is particularly helpful to the beginner-readers (including research students) to enter into VQA field in general and LB-VQA one in particular. Secondly, new development in VQA and LB-VQA particularly are detailed in this book, which will give peer researchers and engineers new insights in VQA.

**Rate Distortion Optimization for Hybrid Video Coding** Xiang Li,2009

**Advanced Multimedia and Ubiquitous Engineering** James J. Park,Vincenzo Loia,Kim-Kwang Raymond Choo,Gangman Yi,2018-11-28 This book presents the combined proceedings of the 12th International Conference on Multimedia and Ubiquitous Engineering (MUE 2018) and the 13th International Conference on Future Information Technology (Future Tech 2018), both held in Salerno, Italy, April 23 - 25, 2018. The aim of these two meetings was to promote discussion and interaction among academics, researchers and professionals in the field of ubiquitous computing technologies. These proceedings reflect the state of the art in the development of computational methods, involving theory, algorithms, numerical simulation, error and uncertainty analysis and novel applications of new processing techniques in engineering, science, and other disciplines related to ubiquitous computing.

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