MPEG

Price David,Lawrence Harte,David J. Price

Digital Video: An Introduction to MPEG-2 Barry G. Haskell,Atul Puri,Arun N. Netravali,2007-05-08 Digital Video offers comprehensive coverage of the MPEG-2 audio/visual digital compression standard. The treatment includes the specifics needed to implement an MPEG-2 Decoder, including the syntax and semantics of the coded bitstreams. Since the MPEG-2 Encoders are not specified by the standard, and are actually closely held secrets of many vendors, the book only outlines the fundamentals of encoder design and algorithm optimization.

The MPEG Handbook John Watkinson,2012-09-10 A complete, professional 'bible' on all aspects of audio and video compression using MPEG technology, including the MPEG-4 standard and, in this second edition, H-264. The clarity of explanation and depth of technical detail combine to make this book an essential and definitive reference work. THE MPEG HANDBOOK is both a theoretical and practical treatment of the subject. Fundamental knowledge is provided alongside practical guidance on how to avoid pitfalls and poor quality. The often-neglected issues of reconstructing the signal timebase at the decoder and of synchronizing the signals in a multiplex are treated fully here. Previously titled MPEG-2, the book is frequently revised to cover the latest applications of the technology.

The MPEG-4 Book Fernando C. N. Pereira,Touradj Ebrahimi,2002 In this book, two leaders of the MPEG-4 standards community offer an in-depth, targeted guide to the MPEG-4 standard and its use in real, cutting-edge applications. The authors demonstrate how MPEG-4 addresses the rapidly evolving needs of telecommunications, broadcast, interactive, and converged applications more successfully than any previous standard.

Understanding MPEG 4 Sebastian Moeritz,Klaus Diepold,2012-09-10 The Practical Guide to MPEG 4 offers an up to date introduction to this important interactive and multimedia compression standard (including MPEG-4 Part 10), with real examples and information as to how and where this new technology should be used. All aspects of MPEG-4 that are relevant in today's technical landscape are described in this book, including video and audio creation, production, distribution, reception and consumption environment. This book explains everything you really need to know in jargon-free language: interactive systems, content management, deployment, licensing and business models.

The MPEG-21 Book Ian S. Burnett,Fernando Pereira,Rik Van de Walle,Rob Koenen,2006-08-04 Understand the MPEG-21 Multimedia Framework, the standard for the creation, delivery and consumption of multimedia. This text is the comprehensive guide to MPEG-21, the technology that provides an open framework for multimedia applications. Whereas previous MPEG standards defined compression techniques, MPEG-21 offers methods for the search, access, storage and Rights protection of content. The MPEG-21 Book offers a complete introduction to standardisation, before proceeding to discuss the vision behind MPEG-21, what ‘Digital Items’ are, how they are adapted and how their contents can be protected. The book provides coverage of the individual parts of the standard to an advanced level, with chapters dedicated to each of the core technologies. The authors describe not only the present situation, but also emerging developments and the relation of MPEG-21 to the other MPEG standards, giving essential insights into the future of MPEG and its impact on multimedia. The MPEG-21 Book: Provides an accessible explanation of the MPEG-21 standards and specifications. Presents a comprehensive overview of the technical issues that MPEG-21 covers, including the foundational Digital Item Declaration, Digital Item Identification, Digital Item Adaptation, and Digital Item Processing. Offers in-depth and up-to-date coverage of Rights Expression Language and Rights Data Dictionary. Provides first detailed treatments of Event Reporting and IPMP Components. Reviews the new MPEG technologies Multimedia Middleware, Multimedia Application Formats (MAFs) and Digital Item Streaming. The MPEG-21 Book will provide an essential resource to researchers, engineers, Internet designers, systems designers, and content providers, creators and distributors in the entertainment and broadcasting industries. Students in communications technology, media technology and multimedia signal processing will also find it an invaluable guide to this cutting-edge technology.

The MPEG Representation of Digital Media Leonardo Chiariglione,2011-10-28 More and more information, audio and video but also a range of other information type, is generated, processed and used by machines today, even though the end user may be a human. The result over the past 15 years has been a substantial increase in the type of information and change in the way humans generate, classify, store, search, access and consume information. Conversion of information to digital form is a prerequisite for this enhanced machine role, but must be done having in mind requirements such as compactness, fidelity, interpretability etc. This book presents new ways of dealing with digital information and new types of digital information underpinning the evolution of society and business.

MPEG Video Compression Standard Chad Fogg,Didier J. LeGall,Joan L. Mitchell,William B. Pennebaker,2007-05-08 This book initiates a new digital multimedia standards series. The purpose of the series is to make information about digital multimedia standards readilyavailable. Both tutorial and advanced topics will be covered in the series, often in one book. Our hope is that users will find the series helpful in deciding what standards to support and use while implementors will d- cover a wealth of technical details that help them implement those standards correctly. In today's global economy standards are increasingly important. Yet until a standard is widely used, most of the benefits of standardization are not realized. We hope that standards committee chairpeople will organize and encourage a book in this series devoted to their new standard. This can be a forum to share and preserve some ofthe “why” and “how” that went into the development of the standard and, in the process, assist in the rapid adoption of the standard. Already in production for this series are books titled Digital Video: - troduction to MPEG-2 and Data Compression in Digital Systems.

The Handbook of MPEG Applications Marios C. Angelides,Harry Agius,2010-11-11 This book provides a comprehensive examination of the use of MPEG-2, MPEG-4, MPEG-7, MPEG-21, and MPEG-A standards, providing a detailed reference to their application. In this book, the authors address five leading MPEG standards: MPEG-2, MPEG-4, MPEG-7, MPEG-21, and MPEG-A, focusing not only on the standards themselves, but specifically upon their application (e.g. for broadcasting media, personalised advertising and news, multimedia collaboration, digital rights management, resource adaptation, digital home systems, and so on); including MPEG cross-breed applications. In the evolving digital multimedia landscape, this book provides comprehensive coverage of the key MPEG standards used for generation and storage, distribution and dissemination, and delivery of multimedia data to various platforms within a wide variety of application domains. It considers how these MPEG standards may be used, the context of their use, and how supporting and complementary technologies and the standards interact and add value to each other. Key

Features: Integrates the application of five popular MPEG standards (MPEG-2, MPEG-4, MPEG-7, MPEG-21, and MPEG-A) into one single volume, including MPEG cross-breed applications Up-to-date coverage of the field based on the latest versions of the five MPEG standards Opening chapter provides overviews of each of the five MPEG standards Contributions from leading MPEG experts worldwide Includes an accompanying website with supporting material (www.wiley.com/go/angelides_mpeg) This book provides an invaluable reference for researchers, practitioners, CTOs, design engineers, and developers. Postgraduate students taking MSc, MRes, MPhil and PhD courses in computer science and engineering, IT consultants, and system developers in the telecoms, broadcasting and publishing sectors will also find this book of interest.

Introduction to MPEG-7 B. S. Manjunath,Philippe Salembier,Thomas Sikora,2002-06-14 Introduction to MPEG-7: Ein unentbehrliches Nachschlagewerk für Elektronik- und Kommunikationsingenieure, die MPEG-7-kompatible Systeme entwerfen und implementieren wollen sowie für Forscher und Studenten, die sich mit Multimedia-Datenbanktechnologie beschäftigen! Prinzipien und Konzepte der Indizierung von audiovisuellem Material, Metadatenbeschreibung, Informationsabfrage und Browsing sind einige der angesprochenen Themen. Detailliert wird auf die wichtigsten Tools zur Indizierung und zum Abruf von Bildern und Videosequenzen eingegangen. Die mitgelieferte Demo-Software führt schrittweise in die Multimedia-Systemkomponenten ein.

The MPEG Handbook John Watkinson,2004 First Published in 2004. Routledge is an imprint of Taylor & Francis, an informa company.

MPEG-7 Audio and Beyond Hyoung-Gook Kim,Nicolas Moreau,Thomas Sikora,2006-02-03 Advances in technology, such as MP3 players, the Internet and DVDs, have led to the production, storage and distribution of a wealth of audio signals, including speech, music and more general sound signals and their combinations. MPEG-7 audio tools were created to enable the navigation of this data, by providing an established framework for effective multimedia management. MPEG-7 Audio and Beyond: Audio Content Indexing and Retrieval is a unique insight into the technology, covering the following topics: the fundamentals of MPEG-7 audio, principally low-level descriptors and sound classification and similarity; spoken content description, and timbre, melody and tempo music description tools; existing MPEG-7 applications and those currently being developed; examples of audio technology beyond the scope of MPEG-7. Essential reading for practising electronic and communications engineers designing and implementing MPEG-7 compliant systems, this book will also be a useful reference for researchers and graduate students working with multimedia database technology.

Fundamentals and Evolution of MPEG-2 Systems Jan Van der Meer,2014-03-20 This book describes the fundamentals and details of MPEG-2Systems technology Written by an expert in the field, this book examines the MPEG-2system specification as developed in the early 1990’s, aswell as its evolution into the fourth edition of the MPEG-2 systemsstandard, published in 2013. While MPEG-2 systems will continue toevolve further, this book describes the MPEG-2 system functionalityas of October 2013. Furthermore, relevant background information isprovided. The discussion of MPEG-2 system functionality requiresknowledge of various fundamental issues, such as timing, andsupported content formats. Therefore also some basic information onvideo and audio coding is provided, including their evolution. Alsoother content formats supported in MPEG-2 systems are described, asfar as needed to understand MPEG-2 systems. Ordered logically working from the basics and backgroundthrough to the details and fundamentals of MPEG-2 transport streamsand program streams Explores important issues within the standardization processitself Puts the developments on MPEG-2 systems into historicperspective Includes support of 3D Video and transport of AVC, SVC andMVC Concludes with additional issues such as real-time interface,delivery over IP networks and usage by application standardizationbodies Predicts a continuing promising future for MPEG-2 transportstreams

Delivering MPEG-4 Based Audio-Visual Services Hari Kalva,2006-04-11 Delivering MPEG-4 Based Audio-Visual Services investigates the different aspects of end-to-end multimedia services; content creation, server and service provider, network, and the end-user terminal. Part I provides a comprehensive introduction to digital video communications, MPEG standards, and technologies, and deals with system level issues including standardization and interoperability, user interaction, and the design of a distributed video server. Part II investigates the systems in the context of object-based multimedia services and presents a design for an object-based audio-visual terminal, some of these features having been adopted by the MPEG-4 Systems specification. The book goes on to study the requirements for a file format to represent object-based audio-visual content and the design of one such format. The design introduces new concepts such as direct streaming that are essential for scalable servers. The final part of the book examines the delivery of object-based multimedia presentations and gives optimal algorithms for multiplex-scheduling of object-based audio-visual presentations, showing that the audio-visual object scheduling problem is NP-complete in the strong sense. The problem of scheduling audio-visual objects is similar to the problem of sequencing jobs on a single machine. The book compares these problems and adapts job-sequencing results to audio-visual object scheduling, and provides optimal algorithms for scheduling presentations under resource constraints, such as bandwidth (network constraints) and buffer (terminal constraints). In addition, the book presents algorithms that minimize the resources required for scheduling presentations and the auxiliary capacity required to support interactivity in object-based audio-visual presentations. Delivering MPEG-4 Based Audio-Visual Services is essential reading for researchers and practitioners in the areas of multimedia systems engineering and multimedia computing, network professionals, service providers, and all scientists and technical managers interested in the most up-to-date MPEG standards and technologies.

MPEG-4 Beyond Conventional Video Coding Mihaela van der Schaar,Deepak S. Turaga,Thomas Stockhammer,2006 An important merit of the MPEG-4 video standard is that it not only provided tools and algorithms for enhancing the compression efficiency of existing MPEG-2 and H.263 standards, but also contributed key innovative solutions for new multimedia applications such as: real-time video streaming to PCs and cell-phones over Internet and wireless networks, interactive services, and multimedia access. Many of these solutions are currently used in practice or have been important step-stones for new standards and technologies.In this lecture, the authors focus on three key innovations of MPEG-4 video that will continue to serve as an inspiration and basis for emerging standards, products, and technologies. The three topics highlighted in this lecture are object based coding and scalability, Fine Granularity Scalability (FGS), and error resilience tools. This lecture is aimed at engineering students as well as professionals interested in learning about these MPEG-4 technologies for multimedia streaming and interaction. Finally, this lecture is not aimed as a substitute or manual for the MPEG-4 standard, but rather as a tutorial focused on the principles and algorithms underlying it.

MPEG-4 Beyond Conventional Video Coding Mihaela van der Schaar,Deepak S Turaga,Thomas Stockhammer,2022-05-31 An important merit of the MPEG-4 video standard is that

it not only provided tools and algorithms for enhancing the compression efficiency of existing MPEG-2 and H.263 standards but also contributed key innovative solutions for new multimedia applications such as real-time video streaming to PCs and cell phones over Internet and wireless networks, interactive services, and multimedia access. Many of these solutions are currently used in practice or have been important stepping-stones for new standards and technologies. In this book, we do not aim at providing a complete reference for MPEG-4 video as many excellent references on the topic already exist. Instead, we focus on three topics that we believe formed key innovations of MPEG-4 video and that will continue to serve as an inspiration and basis for new, emerging standards, products, and technologies. The three topics highlighted in this book are object-based coding and scalability, Fine Granularity Scalability, and error resilience tools. This book is aimed at engineering students as well as professionals interested in learning about these MPEG-4 technologies for multimedia streaming and interaction. Finally, it is not aimed as a substitute or manual for the MPEG-4 standard, but rather as a tutorial focused on the principles and algorithms underlying it.

Introduction to MPEG; Lawrence Harte,April Wiblitzhouser,Tomas Pazderka,2006 This book explains the fundamentals of how MPEG works and how MPEG is used in cable television, satellite systems, mobile telecom and Internet television systems. You will discover the basics of audio and video digitization and compression and the standard formats that are used in MPEG files. Introduction to MPEG explains the processes that control media flow and timing synchronization along with how MPEG transmission can monitor and control audio and video quality. You will discover about video compression, streaming services and media control protocols. MPEG has the capability of providing multiple media channels including data channels that can provide media information such as play list titles, artists and media descriptions. You will learn how these channels are combined and time synchronized along with how to manage quality of service (QoS). You will learn how MPEG audio coders can range from low complexity (layer 1) to high complexity (layer 3) including a new AAC that has improved compression performance than MP3. MPEG video coders range from simple digital video compression technologies used in MPEG-1 to complex multi-object compression used in MPEG-4. Various compression technologies such as motion estimation and compression scalability are described. Discover how the MPEG system groups image elements (pixels) within each image (frame) into small blocks, which are grouped into macroblocks. Macroblocks can be combined into slices and each image may contain several slices. Learn how slices make up frames, which come in several different types and how different types of frames can be combined into a group of pictures (GOP). Explanations of how MPEG transmission can combine, send and manage the transmission of multiple forms of information (multimedia) is also provided. You will learn that MPEG systems are composed of various types of streams ranging from the basic raw data stream (elementary streams) to stream that contain a single television video (a program stream) or a stream that combines multiple programs (transport streams). The different frame types including independent reference frames (I-frames), predicted frames (P-frames), bi-directionally predicted frames (B-Frames) and DC frames (basic block reference levels) are described. Learn how MPEG transmission systems regularly broadcast tables that describe programs, program components or other information that is related to the delivery and decoding of programs. Discover how MPEG standards use profiles to define required protocols and actions that enable the providing of features and services for particular MPEG applications. These applications range from providing standard television services over a broadcast system to providing video services on a mobile wireless network. Some of the most important topics featured are: .How MPEG Works .Audio Compression .Video Compression .Digital Quantization .Transmission Formats .Media Streams .Frame Types .Program Tables .Channel Multiplexing .Profiles and Levels

H.264 and MPEG-4 Video Compression Iain E. Richardson,2004-02-06 Following on from the successful MPEG-2 standard, MPEG-4 Visual is enabling a new wave of multimedia applications from Internet video streaming to mobile video conferencing. The new H.264 ‘Advanced Video Coding’ standard promises impressive compression performance and is gaining support from developers and manufacturers. The first book to cover H.264 in technical detail, this unique resource takes an application-based approach to the two standards and the coding concepts that underpin them. Presents a practical, step-by-step, guide to the MPEG-4 Visual and H.264 standards for video compression. Introduces the basic concepts of digital video and covers essential background material required for an understanding of both standards. Provides side-by-side performance comparisons of MPEG-4 Visual and H.264 and advice on how to approach and interpret them to ensure conformance. Examines the way that the standards have been shaped and developed, discussing the composition and procedures of the VCEG and MPEG standardisation groups. Focussing on compression tools and profiles for practical multimedia applications, this book ‘decodes’ the standards, enabling developers, researchers, engineers and students to rapidly get to grips with both H.264 and MPEG-4 Visual. Dr Iain Richardson leads the Image Communication Technology research group at the Robert Gordon University in Scotland and is the author of over 40 research papers and two previous books on video compression technology.

Distributed Multimedia Database Technologies Supported by MPEG-7 and MPEG-21 Harald Kosch,2003-11-24 A multimedia system needs a mechanism to communicate with its environment, the Internet, clients, and applications. MPEG-7 provides a standard metadata format for global communication, but lacks the framework to let the various players in a system interact. MPEG-21 closes this gap by establishing an infrastructure for a distributed multimedia frame

Introduction to Mpeg, Systems, Technologies, and Operation Price David,Lawrence Harte,David J. Price,2012-03-01 This book explains the fundamentals of how MPEG works and how MPEG is used in cable television, satellite systems, mobile telecom and Internet television systems. You will discover the basics of audio and video digitization and compression and the standard formats that are used in MPEG files. Introduction to MPEG explains the processes that control media flow and timing synchronization along with how MPEG transmission can monitor and control audio and video quality. You will discover about video compression, streaming services and media control protocols. MPEG has the capability of providing multiple media channels including data channels that can provide media information such as play list titles, artists and media descriptions. You will learn how these channels are combined and time synchronized along with how to manage quality of service (QoS). You will learn how MPEG audio coders can range from low complexity (layer 1) to high complexity (layer 3) including a new AAC that has improved compression performance than MP3. MPEG video coders range from simple digital video compression technologies used in MPEG-1 to complex multi-object compression used in MPEG-4. Various compression technologies such as motion estimation and compression scalability are described. Discover how the MPEG system groups image elements (pixels) within each image (frame) into small blocks, which are grouped into macroblocks. Macroblocks can be combined into slices and each image may contain several slices. Learn how slices make up frames, which come in several different types and how different types of frames can be combined into a group of pictures (GOP). Explanations of how

MPEG transmission can combine, send and manage the transmission of multiple forms of information (multimedia) is also provided. You will learn that MPEG systems are composed of various types of streams ranging from the basic raw data stream (elementary streams) to stream that contain a single television video (a program stream) or a stream that combines multiple programs (transport streams). The different frame types including independent reference frames (I-frames), predicted frames (P-frames), bi-directionally predicted frames (B-Frames) and DC frames (basic block reference levels) are described. Learn how MPEG transmission systems regularly broadcast tables that describe programs, program components or other information that is related to the delivery and decoding of programs. Discover how MPEG standards use profiles to define required protocols and actions that enable the providing of features and services for particular MPEG applications. These applications range from providing standard television services over a broadcast system to providing video services on a mobile wireless network. Some of the most important topics featured are: How MPEG Works Audio Compression Video Compression Digital Quantization Transmission Formats Media Streams Frame Types Program Tables Channel Multiplexing Profiles and Levels

MPEG-V Kyoungro Yoon,Sang-Kyun Kim,Jae Joon Han,Seungju Han,Marius Preda,2015-02-24 This book is the first to cover the recently developed MPEG-V standard, explaining the fundamentals of each part of the technology and exploring potential applications. Written by experts in the field who were instrumental in the development of the standard, this book goes beyond the scope of the official standard documentation, describing how to use the technology in a practical context and how to combine it with other information such as audio, video, images, and text. Each chapter follows an easy-to-understand format, first examining how each part of the standard is composed, then covers intended uses and applications for each particular effect. With this book, you will learn how to: Use the MPEG-V standard to develop applications Develop systems for various use cases using MPEG-V Synchronize the virtual world and real world Create and render sensory effects for media Understand and use MPEG-V for the research of new types of media related technology and services The first book on the new MPEG-V standard, which enables interoperability between virtual worlds and the real world Provides the technical foundations for understanding and using MPEG-V for various virtual world, mirrored world, and mixed world use cases Accompanying website features schema files for the standard, with example XML files, source code from the reference software and example applications

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