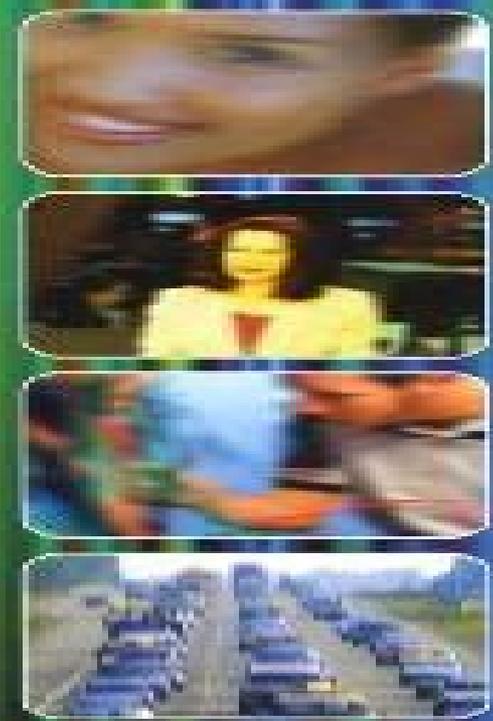# VIDEO CODEC DESIGN

Developing Image and Video Compression Systems

Iain E. G. Richardson

Video Codec Design Developing Image And Video Compression Systems

G Thomas

Video Codec Design Developing Image And Video Compression Systems:

Video Codec Design Iain E. Richardson,2002-05-22 Video compression coding is the enabling technology behind a new wave of communication applications From streaming internet video to broadcast digital television and digital cinema the video codec is a key building block for a host of new multimedia applications and services Video Codec Design sets out to de mystify the subject of video coding and present a practical design based approach to this emerging field Featuring Guidance on the practical design and implementation of video coding technology Explanation of the major video coding standards including MPEG 2 MPEG 4 H 263 and H 26L Detailed coverage of key video coding techniques and core algorithms Examination of critical design issues including transmission Quality of Service and processing platforms A wealth of illustrations and practical examples including quantitative comparisons of design alternatives Video Codec Design provides communications engineers system designers researchers and technical managers with an essential handbook to image and video compression technology The clear presentation and emphasis on real life examples make this book an excellent teaching tool for computer science and electronic engineering instructors **Video Codec Design** ,2002 Video compression coding is the enabling technology behind a new wave of communication applications From streaming internet video to broadcast digital television and digital cinema the video codec is a key building block for a host of new multimedia applications and services Video Codec Design sets out to de mystify the subject of video coding and present a practical design based approach to this emerging field Featuring Guidance on the practical design and implementation of video coding technology Explanation of the major video coding standards including MPEG 2 MPEG 4 H 263 and H 26L Detailed coverage of key video coding techniques and core algorithms Examination of critical design issues including transmission Quality of Service and processing platforms A wealth of illustrations and practical examples including quantitative comparisons of design alternatives Video Codec Design provides communications engineers system designers researchers and technical managers with an essential handbook to image and video compression technology The clear presentation and emphasis on real life examples make this book an excellent teaching tool for computer science and electronic engineering instructors

Digital Video Floriano De Rango,2010-02-01 This book tries to address different aspects and issues related to video and multimedia distribution over the heterogeneous environment considering broadband satellite networks and general wireless systems where wireless communications and conditions can pose serious problems to the efficient and reliable delivery of content Specific chapters of the book relate to different research topics covering the architectural aspects of the most famous DVB standard DVB T DVB S S2 DVB H etc the protocol aspects and the transmission techniques making use of MIMO hierarchical modulation and lossy compression In addition research issues related to the application layer and to the content semantic organization and research on the web have also been addressed in order to give a complete view of the problems The network technologies used in the book are mainly broadband wireless and satellite networks The book can be read by

intermediate students researchers engineers or people with some knowledge or specialization in network topics

Resource Management in Mobile Computing Environments Constandinos X. Mavromoustakis,Evangelos Pallis,George Mastorakis,2014-06-09 This book reports the latest advances on the design and development of mobile computing systems describing their applications in the context of modeling analysis and efficient resource management It explores the challenges on mobile computing and resource management paradigms including research efforts and approaches recently carried out in response to them to address future open ended issues The book includes 26 rigorously refereed chapters written by leading international researchers providing the readers with technical and scientific information about various aspects of mobile computing from basic concepts to advanced findings reporting the state of the art on resource management in such environments It is mainly intended as a reference guide for researchers and practitioners involved in the design development and applications of mobile computing systems seeking solutions to related issues It also represents a useful textbook for advanced undergraduate and graduate courses addressing special topics such as mobile and ad hoc wireless networks peer to peer systems for mobile computing novel resource management techniques in cognitive radio networks and power management in mobile computing systems   Essential Issues in SOC Design Youn-Long Steve Lin,2007-05-31 This book originated from a workshop held at the DATE 2005 conference namely Designing Complex SOCs State of the art in issues related to System on Chip SoC design by leading experts in the fields covers IP development verification integration chip implementation testing and software SOC design is fast becoming the key area of focus that engineers and researchers from the Electronic Design Automation field are focusing on in their quest to further develop Integrated Circuit technology The more systems and even networks that we can integrate on one piece of silicon the faster cheaper more powerful and efficient the technology will become Essential Issues in SOC Design contains valuable academic and industrial examples for those involved with the design of complex SOCs all contributors are selected from a region of the world that is generally known to lead the SOC Revolution namely Asia   **Scalable Parallel Programming Applied to H.264/AVC Decoding** Ben Juurlink,Mauricio Alvarez-Mesa,Chi Ching Chi,Arnaldo Azevedo,Cor Meenderinck,Alex Ramirez,2012-06-01 Existing software applications should be redesigned if programmers want to benefit from the performance offered by multi and many core architectures Performance scalability now depends on the possibility of finding and exploiting enough Thread Level Parallelism TLP in applications for using the increasing numbers of cores on a chip Video decoding is an example of an application domain with increasing computational requirements every new generation This is due on the one hand to the trend towards high quality video systems high definition and frame rate 3D displays etc that results in a continuous increase in the amount of data that has to be processed in real time On the other hand there is the requirement to maintain high compression efficiency which is only possible with video codes like H 264 AVC that use advanced coding techniques In this book the parallelization of H 264 AVC decoding is presented as a case study of parallel

programming H 264 AVC decoding is an example of a complex application with many levels of dependencies different kernels and irregular data structures The book presents a detailed methodology for parallelization of this type of applications It begins with a description of the algorithm an analysis of the data dependencies and an evaluation of the different parallelization strategies Then the design and implementation of a novel parallelization approach is presented that is scalable to many core architectures Experimental results on different parallel architectures are discussed in detail Finally an outlook is given on parallelization opportunities in the upcoming HEVC standard *Mobile Satellite Communication Networks* Ray E. Sheriff,Y. Fun Hu,2001-11-28 Mobile satellite services are set to change with the imminent launch of satellite personal communication services S PCS through the use of non geostationary satellites This new generation of satellites will be placed in low earth orbit or medium earth orbit hence introducing new satellite design concepts One of the first texts to cover this rapidly evolving field this text provides the reader with an overview of mobile satellite systems from their initial introduction Inmarsat current satellite PCS referring to such systems as Globalstar through to Satellite UMTS and an understanding of the following The design concepts associated with non geostationary satellite systems constellation link budgets Doppler The concepts of UMTS network architecture aims in the context of IMT 2000 and the role foreseen for the satellite component complementary to terrestrial network network extension global availability Inter working between satellite and terrestrial networks network architecture ATM Adaptation Layer Radio interface technologies WB CDMA TDMA transmission environment Regulatory issues Future services and applications Potential satellite markets prediction techniques effect of tariffing policies on potential market With leading edge information this valuable resource will be indispensable to researchers engineers operators and market evaluators in satellite service industries and research institutions as well as postgraduates and research students in the field *Digital Video Distribution in Broadband, Television, Mobile and Converged Networks* Sanjoy Paul,2011-06-20 A unique treatment of digital video distribution technology in a business context Digital Video Distribution in Broadband Television Mobile and Converged Networks explores a range of diverse topics within the field through a combination of theory and practice to provide the best possible insight and exposure The theoretical foundations inside assist a fuller understanding of the technologies used in practice while real world examples are correspondingly used to emphasize the applicability of theory in the commercial world Fully illustrated throughout to help explain the fundamental concepts of digital media distribution Digital Video Distribution in Broadband Television Mobile and Converged Networks is divided into three major parts starting initially with the basic industry trends that have been driving the adoption of video and making its distribution over the Internet an economically viable solution This is followed with detail descriptions of challenges and solutions in distributing video in open networks such as the Internet The final part focuses on the challenges and solutions for distributing video in closed networks such as the managed network of Telcos Provides an A to Z of digital video distribution featuring technology business research products and case studies Features research topics

exploring P2P Streaming Digital Video Distribution over Disruption Tolerant Networks and Scalable Video on Demand Includes real world product descriptions on Transcoders such as Rhozet and IPTV Quality of Service Monitoring product such as Ineoquest **Intelligent Algorithms in Software Engineering** Radek Silhavy,2020-08-08 This book gathers the refereed proceedings of the Intelligent Algorithms in Software Engineering Section of the 9th Computer Science On line Conference 2020 CSOC 2020 held on line in April 2020 Software engineering research and its applications to intelligent algorithms have now assumed an essential role in computer science research In this book modern research methods together with applications of machine and statistical learning in software engineering research are presented *VLSI Circuits and Systems* ,2005 *Emerging Research on Networked Multimedia Communication Systems* Kanellopoulos, Dimitris,2015-08-14 *Visual Communications and Image Processing 2003* ,2003 Encyclopedia of Computer Science and Technology Harry Henderson,2009 Presents an illustrated A Z encyclopedia containing approximately 600 entries on computer and technology related topics *Analysis and Design of Reliable and Stable Link-layer Protocols for Wireless Communication* Sohraab Soltani,2009 American Book Publishing Record ,2002 **Forthcoming Books** Rose Arny,2002 *Standard Codecs* Mohammed Ghanbari,2011-03-04 A fully revised and substantially updated 3rd edition of the bestselling titles Video Coding An Introduction to Standard Codecs IEE 1999 best book of the year 2000 by IEE This book discusses the growth of digital television technology and the revolution in image and video compression such as JPEG2000 broadcast TV video phone highlighting the need for standardisation in processing static and moving images and their exchange between computer systems ITU and ISO IEC standards are now widely accepted in the picture video coding field This book gives an authoritative explanation of picture and video coding algorithms working from basic principle through to the advanced videocompression systems now being developed One of its main objectives is to describe the reasons behind the introduction of a standard code for a specific application and its chosen parameter This book will enable readers to appreciate the fundamentals needed to design a video codec for any given application and should prove to be a valuable resource for engineers working in this field This book would appeal to students and professionals with an interest or working in telecommunications **Science Abstracts** ,1995 **The H.264 Advanced Video Compression Standard** Iain E. Richardson,2011-08-24 H 264 Advanced Video Coding or MPEG 4 Part 10 is fundamental to a growing range of markets such as high definition broadcasting internet video sharing mobile video and digital surveillance This book reflects the growing importance and implementation of H 264 video technology Offering a detailed overview of the system it explains the syntax tools and features of H 264 and equips readers with practical advice on how to get the most out of the standard Packed with clear examples and illustrations to explain H 264 technology in an accessible and practical way Covers basic video coding concepts video formats and visual quality Explains how to measure and optimise the performance of H 264 and how to balance bitrate computation and video quality Analyses recent work on scalable and multi view versions of H 264 case

studies of H 264 codecs and new technological developments such as the popular High Profile extensions An invaluable companion for developers broadcasters system integrators academics and students who want to master this burgeoning state of the art technology This book unravels the mysteries behind the latest H 264 standard and delves deeper into each of the operations in the codec The reader can implement simulate design evaluate optimize the codec with all profiles and levels The book ends with extensions and directions such as SVC and MVC for further research Professor K R Rao The University of Texas at Arlington co inventor of the Discrete Cosine Transform   **Electronic Design** ,2006

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Table of Contents Video Codec Design Developing Image And Video Compression Systems

1. Understanding the eBook Video Codec Design Developing Image And Video Compression Systems
    - The Rise of Digital Reading Video Codec Design Developing Image And Video Compression Systems
    - Advantages of eBooks Over Traditional Books
2. Identifying Video Codec Design Developing Image And Video Compression Systems
    - Exploring Different Genres
    - Considering Fiction vs. Non-Fiction
    - Determining Your Reading Goals
3. Choosing the Right eBook Platform
    - Popular eBook Platforms
    - Features to Look for in an Video Codec Design Developing Image And Video Compression Systems
    - User-Friendly Interface
4. Exploring eBook Recommendations from Video Codec Design Developing Image And Video Compression Systems
    - Personalized Recommendations
    - Video Codec Design Developing Image And Video Compression Systems User Reviews and Ratings

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