## Index

| A  | Block-based hybrid video codec                 |
|--|--|
| Absolute Category Rating (ACR), 327          | deblocking filter operations                   |
| Active Format Description (AFD), 110         | algorithm, 314                                 |
| Additive Gaussian white noise (AGWN), 337    | effect of, 314–315                             |
| Advanced Simple Profile (of MPEG-4), 14, 425 | one-dimensional edge sample, 314               |
| Algorithm                                    | performance of, 313                            |
| diamond search, 283                          | DFD signal, properties of, 293                 |
| HEXBS complexity, 284                        | intra-frame prediction                         |
| NSS search, 281                              | for large blocks, 300                          |
| TDL search, 280                              | for small luminance blocks, 298                |
| video decoder                                | motion estimation (see Motion estimation (ME)) |
| inter-mode decoder operation, 296            | operation of                                   |
| intra-mode decoder operation, 296            | video decoder, 295–296                         |
| video encoding loop                          | video encoding loop, 294–295                   |
| inter-mode encoder operation, 295            | picture types, 292                             |
| intra-mode encoder operation, 295            | prediction modes, 292                          |
| Arithmetic coding, 241                       | tutorial problem, 491                          |
| advantages, 246                              | variable sized transforms                      |
| binary arithmetic, 247                       | DC coefficient transforms, 313                 |
| context-adaptive, 250                        | integer transforms, 310                        |
| decoding algorithm, 244                      | Block distortion measure (BDM), 270            |
| encoding algorithm, 241                      | Block matching motion estimation (BMME), 264   |
| tag generation with scaling, 249             | full search algorithm, 272                     |
| vs. Huffman coding, 251                      | matching criteria                              |
| Aspect ratio                                 | block distortion measure, 270                  |
| angles of retina, 106                        | SAD vs. SSD, 271                               |
| field of view ratio, 109                     | motion failure, 276–277                        |
| of film and TV, 106–107                      | properties of                                  |
| 16:9 format, 108                             | block motion field, 272                        |
| larger and closer screens, 108               | effect of block size, 272                      |
| OCIF and UHDTV formats, 106–107              | motion residual error surface, 274             |
| widescreen format, 107–108                   | motion vector probabilities, 275               |
| Automatic Repeat reQuest (ARQ), 362, 375     | search grid size effect, 274                   |
| advantage, 376                               | restricted and unrestricted vectors, 277       |
| delay constrained retransmission, 376        | translational                                  |
| problems, 376                                | motion vector orientation, 269–270             |
| 1  | search window size, 269                        |
|  | Boundary Matching Error (BME), 401             |
| В  |  |
| Backward prediction, 260, 292                | C  |
| Bidirectional prediction, 261, 292           | Color processing, 56                           |
| Bi-predicted (B) pictures, 104, 292          | ÷ • •  |
| Binarization, 251                            | CIE 1931 chromaticity chart, 39                |
| Bit error rate (BER), 365                    | opponent theories, 37–38                       |
| Bit rates                                    | Color spaces                                   |
| and compression ratio, 124                   | for analog TV, 119                             |
| management of, 351                           | CIE definition, 117                            |
| requirement, 3                               | for digital formats, 119–120                   |
|  |  |

| chroma sub-sampling, 121                        | Critical flicker frequency (CFF), 51             |
|---|--|
| common formats, 121–122                         | Current frames, 260                              |
| and compression, 123                            | Cyclic Redundancy Check (CRC), 375               |
| luma processing, 121                            | Cyclic redundancy Check (Cree), 576              |
| transformations, 117, 122                       | _  |
| Communicating pictures                          | D  |
| compression, challenges for, 462                | Deblocking filter                                |
| context-based video compression, 466            | algorithm, 314                                   |
| emerging formats, 452                           | effect of, 314–315                               |
| extended video parameter space                  | one-dimensional edge sample, 314                 |
| creative continuum, 461–462                     | performance of, 313                              |
| dynamic range, 459                              | Decoded picture buffer (DPB), 438                |
| generally, 451–452                              | Degradation Category Rating method (DCR), 327    |
| influences, 453                                 | Delay vs. performance, 10                        |
| parameter interactions, 461                     | Diamond search (DS), 262, 282–283                |
| spatial resolution, 453                         | Difference Mean Opinion Scores (DMOS),           |
| temporal resolution, 455                        | 328, 335   |
| immersive experiences, 452                      | vs. PSNR predicted, 335–336                      |
| overview, 467                                   | Difference of Gaussian functions (DoG) model, 27 |
| parametric video compression, 464               | Digital cellular network, 363                    |
| rate-quality optimization, 451                  | Digital picture formats                          |
| synthesis-based coding, 465                     | coding tree units, 104                           |
| texture synthesis, 464                          | color descriptions and HVS                       |
| visual experiences, 452                         | Bayer filter mosaic, 123                         |
| Complex cells, 30                               | chromaticity diagrams, 118                       |
| Complexity vs. cost and performance, 10         | color spaces (see Color spaces)                  |
| Compression system                              | trichromacy theory, 116                          |
| definition, 2                                   | formats and aspect ratios (see Video format)     |
| geometric interpretation of, 2–3                | frame types                                      |
| requirement of                                  | bi-predicted (B) pictures, 104                   |
| bandwidth available, 4                          | intra-coded (I) pictures, 104                    |
| picture formats and bit rate, 3                 | predicted (P) pictures, 104                      |
| trade-off, 10                                   | gamma correction                                 |
| video (see Image and video compression)         | between camera capture and displays              |
| Context Adaptive Binary Arithmetic Coding       | content, 114                                     |
| (CABAC), 241                                    | examples of, 115                                 |
| binarization, 251                               | gamma characteristic of device, 114–115          |
| binary arithmetic coding, 251                   | Rec.709 format, 116                              |
| context modeling, 251                           | groups of pictures (GOPs)                        |
| H.264/AVC and HEVC standards, 250–251           | intra- vs. inter-frame coding, 105–106           |
| Context adaptive variable length coding (CAVLC) | typical structure of, 105                        |
| in H.264/AVC, 236                               | macroblocks                                      |
| video coding layer, 433                         | definition, 103                                  |
| Context-based video compression, 466            | typical structure of, 103                        |
| Context modeling, 251                           | measuring and comparing picture quality (see     |
| Continuous wavelet transform (CWT), 175         | Picture quality)                                 |
| Contrast sensitivity function (CSF) model, 40   | moving pictures, 102                             |
| chart, 41                                       | picture scanning (see Video scanning)            |
| definition, 41                                  | pixels/samples/pels                              |
| for luminance and chrominance, 42               | color image, 101                                 |
| against spatial frequency, 43                   | defined, 100                                     |
| uses of, 43                                     | monochrome image, 100                            |
| Creative continuum, 461–462                     | at varying resolutions, 102                      |

| rate distortions                                  | basis functions, 142  |
|---|---|
| characteristics of, 129-130                       | 1-D, basis function for, 142                                    |
| optimization, 131                                 | 2-D   |
| Dirac, 447  | basis function for, 143   |
| Discrete cosine transform (DCT), 13, 82, 148      | compression, 144  |
| basis functions, 151, 154                         | Discrete wavelet transform (DWT), 176                           |
| coefficients, quantization of, 155, 159           | Displaced frame difference (DFD) signal, 257,                   |
| complexity, 164                                   | 260, 295  |
| reduction, 164                                    | properties of, 293  |
| derivation of, 149-151                            | Double Stimulus Continuous Quality Scale                        |
| extension to 2-D, 153-154                         | (DSCQS), 129, 326–327, 330                                      |
| implementation                                    | Double Stimulus Impairment Scale (DSIS), 327                    |
| demonstration, 167–168                            | Dynamic range   |
| integer transforms, 167                           | generally, 459  |
| interlaced sequences, field vs. frame encoding    | high dynamic range (HDR), 459                                   |
| for, 166  | human visual system (HVS), 459                                  |
| McGovern algorithm, 164, 166                      | perceptual compression methods and                              |
| transform block size, 163                         | performance, 460  |
| RDF of, 161–163                                   | perrormance, 100  |
| transforms comparison, 160                        | _   |
| vs. DFT, 160                                      | E   |
| Discrete Fourier transform (DFT), 82              | Elecard Streameye analyzer, 310                                 |
| and compression, 84                               | Embedded Block Coding with Optimal Truncation                   |
| linear transforms and, 82–83                      | (EBCOT), 207  |
| 2-D, 84   | Embedded zerotree coding (EZW), 207                             |
| Discrete-time analysis                            | structure for, 206  |
| filtering and transforms (see Image filtering and | Empiricists, 19   |
| transformations)                                  | End of Block (EOB) symbol, 230                                  |
| images statistics                                 | Erasure errors, 365   |
| correlation in natural images, 71                 | Error resilience, 178   |
| histograms and distributions, 70                  | Error resilient entropy coding (EREC)                           |
| mean values, 70                                   | operation principle, 389–390                                    |
| information theory, 93                            | decoding process, 390–391                                       |
| entropy, 94                                       | encoding, 391   |
| self-information, 93                              | performance   |
| symbols and statistics, 96                        | benefits of, 393  |
| linear predication                                | decoder, 392  |
| feedback-based, 90                                | reconstructed images after, 392–393                             |
| feedforward analysis filter, 87                   | vs. conventional sequential encoding,                           |
| Wiener filter, 92                                 | 392–393   |
| Wiener Hopf equations, 92–93                      | European Broadcasting Union (EBU), 111                          |
| picture sampling                                  | External Boundary Matching Error (EBME), 401                    |
| issues in, 64                                     | •   |
|   | Extended video parameter space creative continuum, 461–462      |
| multidimensional sampling lattices, 69            |   |
| theorem, 65<br>quantization                       | dynamic range<br>generally, 459                                 |
| •   | •   |
| basic theory, 84                                  | high dynamic range (HDR), 459<br>human visual system (HVS), 459 |
| HVS weighting, 87                                 | •                         |
| non-uniform quantizers, 86                        | perceptual compression methods and                              |
| vector quantization, 87                           | performance, 460  |
| tutorial problems, 480                            | generally, 451–452  |
| Discrete Time Fourier Series (DTFS), 83, 144      | influences, 453   |
| Discrete Walsh-Hadamard transform (DWHT), 141     | parameter interactions, 461                                     |

| spatial resolution compression performance, 454 effective spatial resolution, 453 generally, 453 HEVC performance, 455 resolution vs. quality, 454 Ultra High Definition Television (UHDTV) standard, 453–454 Eye movements, 53–54  | Filter-rectify-filter (FRF) process, 44 Finite impulse response (FIR), 77 Fixed-length codewords (FLC), 368 Flexible macroblock ordering (FMO), 403 Forward Error Correction (FEC) coding, 375 Forward prediction, 260, 292 Fovea, 25 Frame difference (FD), 260 vs. motion compensated prediction, 260 Frame types B-frames, 380  |
|---|--|
| F Fast Fourier Transform (FFT), 164 FEC channel coding, 376 cross packet FEC, 377–378 erasure codes, 377 rateless codes, 378 unequal error protection and data partitioning, 378  | I-frames, 380 intra-refresh, 380 periodic reference frames, 381–382 P-frames, 380 reference picture selection, 381 Frontal eye field (FEF), 31 Fusiform face area (FFA), 31  |
| use of, 376  Filter bank and wavelet compression coefficient quantization and bit allocation hierarchical coding, 207 zonal coding and, 204 multirate filtering, 182 downsampling, 183, 185, 187–188 perfect reconstruction, 189 system transfer function, 186 two-channel decomposition, spectral effects of, 190–191 upsampling, 183–185 multiscale process STFT and Gabor transform, 173 subband filtering and wavelet nomenclature, 173 wavelet, 174 perfect reconstruction 1-D filter bank structure, 178 filter and decomposition requirement, 178 two-channel filter bank, development of, 179 | Gamma correction between camera capture and displays content, 114 examples of, 115 gamma characteristic of device, 114–115 Rec.709 format, 116 GIF (Graphics Interchange Format), 216 Golomb coding advantage, 239 exponential, 240 Golomb-Rice codes, 239 unary codes, 239 Goodput, 4 Grassman's Laws, 116 Groups of blocks (GOBs), 415, 419 Groups of pictures (GOPs), 292–293, 380 digital picture Intra- vs. inter-frame coding, 105–106 typical structure of, 105 |
| tutorial problem, 484 useful filters and boundary extension, 201–202 characteristics of, 191 edge artifacts, 202 finite length sequences, 202 multistage decomposition, 197–199 performance, 203–204 quadrature mirro filters, 192 separability and extension to 2-D, 200 wavelet filters, 194  | H H.120 conditional replenishment strategy, 415 history, 414 primary features of, 415 H.261 frame format, 415 groups of blocks (GOBs), 415 history, 415 macroblock, 415 primary features of, 416   |

| H.263  | intra-coding, 430                       |
|--|---|
| advanced prediction mode, 421                      | variable length coding, 433             |
| extensions, 422                                    | H.265/HEVC, 241, 310                    |
| groups of blocks (GOBs), 419                       | arithmetic coding, 250                  |
| history, 419                                       | CABAC in, 250–251                       |
| independent segment decoding mode, 422             | clean random access (CRA) pictures, 439 |
| macroblock, 419                                    | coding tree blocks (CTBs), 439          |
| motion vector coding, 421                          | coding tree units (CTUs), 439           |
| overlapped motion compensation (OMC), 421          | decoded picture buffer (DPB), 438       |
| PB-frames mode, 422                                | Exp-Golomb coding, 240                  |
| picture format, 420                                | extensions, 446                         |
| primary features of, 419                           | high level syntax, 437                  |
| reference picture selection mode, 422              | intra-prediction, 298                   |
| slice structured mode, 422                         | levels, 446                             |
| supplemental enhancement information               | main 10 profile, 446                    |
| mode, 423  | main profile, 446                       |
| syntax-based arithmetic coding, 421                | main still picture profile, 446         |
| temporal, SNR, and spatial scalability             | NAL units, 437                          |
| mode, 422  | network abstraction, 437                |
| unrestricted motion vectors, 421                   | overview, 436                           |
| Haar transform, 140                                | performance gains for, 446              |
| H.264/AVC, 379                                     | pictures and partitions, 438            |
| arithmetic coding, 250                             | prediction units (PUs), 439             |
| _  | primary features of, 436                |
| bitstream syntax, 427<br>blocks, 429               | quadtree CTU structure, 439             |
|  | random access points, 439               |
| block sizes supported by, 310<br>CABAC in, 250–251 | reference picture set (RPS), 438        |
| in CAVLC, 236                                      | slice structures, 437                   |
|  | transform units (TUs), 439              |
| Exp-Golomb coding, 240                             |   |
| Foreman sequence coded using, 311                  | video coding layer (VCL)                |
| history, 426                                       | advanced motion vector prediction mode  |
| improved coding efficiency, 426                    | (AMVP), 441                             |
| instantaneous decoder refresh (IDR), 428           | CABAC, variable length coding with, 444 |
| intra-prediction, 430                              | coefficient scanning, 443               |
| layer structure, 427                               | contexts and significance, 444          |
| macroblock, 429                                    | deblocking filter (DBF), 445            |
| multiview extensions, 435                          | generally, 440                          |
| network abstraction Layer (NAL), 427–428           | in-loop filters, 445                    |
| performance, 435                                   | inter-coding, 441                       |
| picture types, 429                                 | intra-coding, 440                       |
| primary features of, 426–427                       | quantization, 442                       |
| profiles and levels, 434                           | sample adaptive offset (SAO), 445       |
| scalable extensions, 435                           | subpixel motion compensation, 441       |
| simple syntax specification, 426                   | transforms, 441                         |
| slices and slice groups, 429                       | video encoder architecture, 437         |
| syntax, 428  | video parameter set (VPS), 438          |
| video coding layer (VCL), 428, 430                 | Hexagon-based Search Method (HEXBS),    |
| CABAC, 433   | 262, 284                                |
| CAVLC, 433   | Hotelling or Eigenvector transform. see |
| coder control, 433                                 | Karhunen-Loeve transform (KLT)          |
| deblocking operations, 433                         | Huffman coding                          |
| Exp-Golomb coding, 433                             | adaptive methods                        |
| inter-coding 431                                   | elements, 226                           |

| entropy coding, 226                          | phase information, 45–46                     |
|--|--|
| limitations of, 225                          | shape and object recognition, 44             |
| tree evolution, as example, 226-228          | textures perception, 44–45                   |
| basic algorithm, 219                         | spatio-temporal CSF, 50–51                   |
| decoding process, 223                        | temporal CSF, 50                             |
| minimum variance, 221                        | tutorial problems, 479                       |
| modified, 224                                | visual cortex                                |
| properties                                   | adaptation processes, 29                     |
| Kraft inequality, 224                        | biased competition, 29                       |
| length of, 225                               | dorsal and ventral streams, 30               |
| optimality, 225                              | extrastriate areas, 31                       |
| tree-structured approach, 219                | opponent coding, 29                          |
| vs. arithmetic coding, 251                   | prestriate cortex (V2), 30                   |
| Human eye                                    | primary visual cortex (V1), 30               |
| cross-section of, 21                         | structure, 28                                |
| optical processing                           | visual fields and acuity                     |
| cornea, 23                                   | brightness, 34                               |
| iris, 23                                     | field of view, 31                            |
| lens, 23                                     | light level adaptation, 35                   |
| pupil, 23                                    | luma, 34                                     |
| retinal photoreceptors and distribution      | luminance, 32–34                             |
| cone cells, 24                               | radiant intensity and radiance, 33           |
| fovea, 25                                    | visual masking (see Visual masking)          |
| macula, 25                                   | Hybrid ARQ (HARQ), 379                       |
| optic disk and nerve, 26                     | Hypercomplex cells, 30                       |
| rod cells, 24                                | Hypothetical Reference Decoder (HRD), 352    |
| retinal tissue layers, 21                    | buffering and, 352–353                       |
| choroid, 22                                  | <i>g</i> ,                                   |
| ciliary body, 22                             |  |
| retina, 22                                   | I  |
| sclera, 21                                   | Image and video compression                  |
| visible spectrum, 20                         | application drivers and markets              |
| visual processing in retina, 26              | business, manufacturing and automation, 8    |
| Human visual system (HVS), 18                | consumer video, 8                            |
| color processing                             | healthcare, 9                                |
| CIE 1931 chromaticity chart, 39              | security and surveillance, 8                 |
| opponent theories of color, 37–38            | bandwidths availability, 4                   |
| depth cues                                   | basics of                                    |
| and 3-D entertainment, 48                    | encoding video, 12                           |
| examples, 48                                 | measuring visual quality, 12                 |
| hollow mask illusion, 48–49                  | still image encoding system, 11              |
| list of, 47                                  | bit rate requirements, 3                     |
| eye (see Human eye)                          | digital solution benefits, 9                 |
| eye movements, 53–54                         | generic drivers, 6                           |
| flicker and peripheral vision, 50            | human visual system (see Human Visual System |
| principles and theories, 19                  | (HVS))                                       |
| saliency and attention, 52                   | influential factors, 56                      |
| size and scale, 46                           | picture formats (see also Video format), 3   |
| spatial processing, 39–40                    | requirements of, 10                          |
| CSF model (see Contrast sensitivity function | standardization of, 12                       |
| (CSF) model)                                 | basic facts, 12                              |
| edge localization model, 44                  |  |
|  | chronology of, 13-14                         |

| Image filtering and transformation                                       | for large blocks, 300                      |
|--|--|
| convolution, 76  | for small luminance blocks, 298            |
| discrete Fourier transform (DFT), 82–83                                  | $4 \times 4,299-300$                       |
| and compression, 84  | in H.264/AVC, 299                          |
| 2-D, 84  |  |
| discrete time linear systems   | J  |
| linearity, 76  | J  |
| shift invariance, 76   | JPEG, 11, 167                              |
| frequency response, 79   | historical bases, 230                      |
| linear filters   | lossless mode                              |
| separability, 78   | defined, 235                               |
| 2-D digital filters, 78  | prediction modes, 238                      |
| non-linear filters, 81   | matrix encoding, 233                       |
| morphological filters, 82  | performance of, 235-237                    |
| rank-order and median filters, 81  | QM Coder used in, 250                      |
| practical filters examples   | run/size value distribution, 231           |
| H.264/AVC half-pixel interpolation filter, 80                            | symbol encoding in                         |
| Le Gal wavelet analysis filters, 80                                      | AC coefficient, 230, 232–233               |
| Image statistics   | baseline image encoder                     |
| autocorrelation/autocovariance, 71–72                                    | architecture, 230                          |
| spatial, 73  | coefficient size categories, 232, 234      |
| for Stampe_SV4 image, 73   | DC coefficient, 230, 232                   |
| temporal, 75   | run/size values, 231                       |
| histograms and distributions   | JPEG2000                                   |
| image example, 70  | aim of, 207                                |
| spatial and subband distributions, 70                                    | benefits and status, 210                   |
| mean values, 70  | bit planes and scalable coding             |
| •  | architecture, 207                          |
| Inferior temporal cortex (IT), 31<br>Infinite impulse response (IIR), 77 | coding performance, 208–209                |
|  | description, 207                           |
| Information theory, 93   | EBCOT (Embedded Block Coding with          |
| entropy  | Optimized Truncation), 250                 |
| defined, 94  | ISO, 207                                   |
| and first order entropy, 95  | region of interest coding, 208–209         |
| self-information, 93   | technical overview of, 208                 |
| independent events, 94   | •  |
| symbols and statistics, 96   | Just noticeable differences (JND), 40      |
| Instantaneous decoder refresh (IDR), 428                                 |  |
| Integer transforms, 310  | K  |
| architecture for, 313  | Karhunen-Loeve transform (KLT), 147–148    |
| reduced complexity, 313  | Kamunch-Locve transform (KL1), 147–140     |
| International Standards Organization (ISO), 13, 207                      |  |
| International Telecommunications Union                                   | L  |
| (ITU-T), 13  | _  |
| Internet, 362  | Laboratory for Image and Video Engineering |
| Internet Protocol (IP), 362  | (LIVE) database, 331                       |
| Interpolation methods  | Lateral Geniculate Nucleus (LGN), 28       |
| interpolation-free methods, 306  | Lempel-Ziv-Welch (LZW), 216                |
| H.264/AVC  | Linear Correlation Coefficient (LCC), 332  |
| half-pixel estimation, 303   | Linear predication                         |
| quarter-pixel estimation, 303-304  | feedback-based, 90                         |
| Inter-prediction with subsequences, 381                                  | feedforward analysis filter, 87            |
| Intra-coded (I) pictures, 104, 292                                       | predictor dynamic range, 88                |
| Intra-frame prediction   | with quantization, 89                      |

| Wiener filter, 92                               | Mean Opinion Score (MOS), 128, 328                          |
|---|---|
| Wiener Hopf equations, 92                       | Mean square error (MSE), 92, 125                            |
| Linear time-invariant (LTI) system, 76          | Medial superior temporal (MST), 31                          |
| Lossless compression methods                    | Medium Access Control (MAC), 363                            |
| arithmetic coding, 241                          | Modulation and coding schemes (MCS),                        |
| advantages, 246                                 | 386–388   |
| binary arithmetic, 247                          | Monochrome image, 100-102                                   |
| context-adaptive, 250                           | Morse code, 215   |
| decoding algorithm, 244 encoding algorithm, 241 | for English alphabet, structure of, 215 for MORSE CODE, 215 |
| tag generation with scaling, 249                | Most Apparent Distortion (MAD) model,                       |
| vs. Huffman coding, 251                         | 318, 340  |
| Golomb coding                                   | Motion compensated prediction (MCP), 260                    |
| advantage, 239                                  | frame difference, 260                                       |
| exponential, 240                                | Motion compensated temporal replacement                     |
| and Golomb-Rice codes, 239                      | (TEC_MCTR), 400–402, 404                                    |
| unary codes, 239                                | Motion compensation (MC), 260                               |
| Huffman coding                                  | Motion estimation (ME), 260                                 |
| adaptive methods, 225–228                       | approaches to, 262  |
| basic algorithm, 219                            | block matching (see Block matching motion                   |
| decoding process, 223                           | estimation (BMME))  |
| minimum variance, 221                           | motion models and   |
| modified, 224                                   | affine, bilinear and perspective model, 263                 |
| properties of, 224                              | node-based warping, 264–265                                 |
| tree-structured approach, 219                   | pixel-recursive methods, 266                                |
| vs. arithmetic coding, 251                      | problem formulation, 263                                    |
| motivation for                                  | translation model, 265                                      |
| applications, 215                               | using phase correlation (PhC), 267                          |
| approaches, 216                                 | multiple reference frame                                    |
| dictionary-based methods, 216                   | performance and complexity, 308–309                         |
| uses of, 214                                    | properties, 307   |
| symbol encoding                                 | reduced complexity, 308                                     |
| entropy/efficiency/redundancy, 217              | set up of, 307  |
| generic model for, 217                          | standardized in H.263, 307                                  |
| prefix codes and unique decodability, 218       | reduced complexity  |
| symbol formation and encoding                   | vs. block matching performance, 286                         |
| CAVLC in H.264/AVC, 236                         | diamond search, 282   |
| in JPEG (see JPEG)                              | full search complexity, 278                                 |
| with sparse matrices, 229                       | hexagonal search, 284–285                                   |
| tutorial problem, 487                           | initialization criteria, 285                                |
| Lossy compression                               | N-step search, 281  |
| quantization, 155                               | pixel grids and search grids, 277–278                       |
| vs. lossless compression, 10                    | reducing search complexity, 279                             |
| voi rossiess compression, ro                    | termination criteria, 285                                   |
|   | 2-D logarithmic search (TDL), 280                           |
|   | sub-pixel   |
| M   | interpolation-free methods, 306                             |
| Mach band effect, 32–33                         | interpolation methods, 303                                  |
| Matlab® software, 167                           | matching, 301   |
| McGovern algorithm, 164                         | performance, 305  |
| Mean absolute difference                        | temporal correlation  |
| (MAD), 128                                      | apparent motion, 258  |
| (1711 112), 120                                 | apparent motion, 200  |

| multicast transmission, 364                   | Perfect reconstruction                         |
|---|--|
| unicast transmission, 364                     | 1-D filter bank structure, 178                 |
| transport layer solutions                     | two-channel filter bank, development           |
| ARQ technique (see Automatic Repeat reQuest   | of, 179  |
| (ARQ))  | filter and decomposition requirement, 178      |
| FEC channel coding (see FEC channel coding)   | multirate filtering, 189                       |
| hybrid ARQ (HARQ), 379                        | P-frames, 257                                  |
| packetization strategies, 379                 | Phase correlation (PhC), ME based              |
| tutorial problem, 494                         | advantages of, 267                             |
| Normalized cross correlation (NCCF), 262, 271 | applications, 268                              |
| N-Step Search (NSS), 262, 281                 | example of, 269                                |
| algorithm, 281                                | performance, 268                               |
| patterns, 281                                 | principles, 267                                |
| three step search, example, 282               | Physical Layer (PHY), 363                      |
|   | Picture grammars, 20                           |
|   | Picture Parameter Set (PPS), 379               |
| 0   | Picture quality                                |
| Objective quality metrics, 319                | compression ratio and bit rate, 124            |
| classification                                | influences on                                  |
| full-reference (FR) methods, 334              | artifact type, 320                             |
| no-reference (NR) methods, 334                | content type, 320                              |
| reduced-reference (RR) methods, 334           | evaluation of, 319                             |
| future of, 341                                | human visual perception, 319                   |
| perception-based                              | viewing environment, 320                       |
| MAD and STMAD, 340                            | objective distortion and quality metrics       |
| MOVIE, 339                                    | mean absolute difference, 128                  |
| PVM, 341                                      | mean square error, 125                         |
| reduced complexity metrics, 340               | peak signal to noise ratio (see Peak signal to |
| results comparison, 341–342                   | noise ratio (PSNR))                            |
| SSIM, 338                                     | objective quality metrics, 319                 |
| VDP and VDP-2, 340                            | classification, 334                            |
| VQM, 338                                      | future of, 341                                 |
| VSNR, 340                                     | perception-based, 338                          |
| perceptual basis development, 337             | perceptual basis development basis, 337        |
| PSNR characterization, 335                    | PSNR characterization, 335                     |
| uses of                                       | uses of, 333                                   |
| algorithm development and benchmarking, 333   | rate control                                   |
| rate-quality optimization, 333                | bit rate management, 350–351                   |
| streaming control, 334                        | buffering and HRD, 352                         |
| Overlapped motion compensation (OMC), 421     | encoder and decoder, buffering at, 351         |
|   | playout schedule, 351–352                      |
|   | in practice, 354                               |
| P   | and regions of interest, 357                   |
| •   | rate-distortion optimization                   |
| Packet error rate (PER), 373                  | coding modes and parameters, 348               |
| Parametric video compression, 464             | practical, 345                                 |
| Peak signal to noise ratio (PSNR), 126, 318   | to rate-quality optimization, 350              |
| calculation of, 127                           | theory, 343                                    |
| for color images and video, 128               | subjective assessment, 128-129                 |
| quality comparisons for, 127                  | subjective test database                       |
| same PSNR value, comparisons of, 127          | databases, 330                                 |
| uses of, 126                                  | metrics evaluation using public/               |
| Perception-based Video Metric (PVM),          | private, 332                                   |
| 318, 341                                      | MOS vs. objective metric, 331                  |

| subjective testing, 319                       | R  |
|---|--|
| consideration, 321                            |  |
| evaluation process, 329                       | Random bit errors, 365                                     |
| methodology and recording of results,         | Rate control   |
| 324–325                                       | bit rate management, 350–351                               |
| statistical analysis and significance         | buffering and HRD, 352                                     |
| testing, 328                                  | encoder and decoder, buffering at, 351                     |
| subject selection, 323                        | playout schedule, 351–352                                  |
| testing environment, 324                      | in practice  |
| test sequences and conditions, 321            | buffer model, 354  |
| tutorial problem, 494                         | coding unit bit allocation, 356 complexity estimation, 354 |
| Picture sampling                              | generic architecture, 354–355                              |
| issues in, 64                                 | GOP bit allocation, 356                                    |
| multidimensional sampling lattices, 69        |  |
| theorem                                       | QP initialization, 355<br>QP values, 354                   |
| extension to 2-D, 67                          | rate-quantization model, 354                               |
| extension to 3-D, 67                          | and regions of interest, 357                               |
| one dimension, 65                             | Rate-distortion (RD) algorithm, 394                        |
| PNG (Portable Network Graphics), 216          | Rate-distortion optimization (RDO), 130–131, 163           |
| Predicted (P) pictures, 104, 292              | coding modes and parameters, 348                           |
| Prediction                                    | Lagrangian multipliers approach, 348                       |
| intra-frame (see Intra-frame prediction)      | practical, 345   |
| motion (see Motion prediction)                | Lagrangian methods, 346–347                                |
| Principal Component Analysis (PCA), 147       | RDO complexity, 346  |
| Principle of orthogonality, 92                | statistics to parameterizable code, 346                    |
| Progressive downloads, 364                    | to rate-quality optimization, 350                          |
| Pyramid vector quantization (PVQ)             | rate vs. distortion, 343                                   |
| operation principle                           | theory, 343–344  |
| bit errors, resilient to, 394                 | distortion measures, 344                                   |
| encoding algorithm, 394                       | memoryless Gaussian source, 345                            |
| error propagation, prevention of, 394         | Rate-distortion performance (RDF), 276, 367, 374           |
| intra-mode, 394                               | DCT comparisons, 161–163                                   |
| vector quantization, 394                      | Rate vs. quality, 10                                       |
| performance, 394–396                          | Rationalists, 19   |
|   | Real-Time Control Protocol (RTCP), 362                     |
| Q   | Real-Time Streaming Protocol (RTSP), 362                   |
| <b>u</b>                                      | Real-time Transport Protocol (RTP), 362                    |
| Quadrature mirror filter (QMF), 172, 179, 192 | RealVideo, 447   |
| aliasing elimination, 192                     | Redundant slices (RS), 385                                 |
| amplitude distortion, 192                     | Reed Solomon Erasure (RSE), 377                            |
| practical, 193                                | Reference frames, 260                                      |
| Quality of service (QoS), 362                 | Reference picture selection (RPS), 381                     |
| Quantization                                  | Reference picture set (RPS), 438                           |
| of DCT coefficients, 155                      | Residual bit error rate (RBER), 396                        |
| HVS weighting, 87                             | Residual signal strength indication (RSSI), 386            |
| non-uniform                                   | Retina, 22   |
| benefits, 86                                  | healthy, image of, 22                                      |
| deadzone quantizer, 86                        | photoreceptors distribution                                |
| Lloyd Max quantizer, 87                       | cone cells, 24   |
| theory of, 84                                 | fovea, 25  |
| uniform quantization, 85                      | macula, 25   |
| vector quantization, 87                       | optic disk and nerve, 26                                   |
| Quantizer parameter (QP), 351                 | rod cells, 24  |
|   |  |

| visual acuity of, 32   | Filterbanks and wavelet compression, 171                   |
|--|--|
| visual processing in, 26   | Subjective Assessment Methodology for Video                |
| Reversible VLC (RVLC), 382   | Quality (SAMVIQ), 324, 327                                 |
| Run-length coding (RLC), 229   | Subjective test database                                   |
|  | databases, 330   |
|  | IRCCyN/IVC, 331  |
| c  | LIVE, 331  |
| \$   | VQEG HDTV, 331   |
| Scalability, 177   | VQEG multimedia Phase I, 331                               |
| Scalable video coding (SVC), 405–406                                 | VQEQ FRTV, 330   |
| Scene-grammar, 20  | metrics evaluation using public/private                    |
| Selective recovery technique, 385                                    | linear correlation, 332                                    |
| Sequence Parameter Set (SPS), 379                                    | outlier ratio, 333   |
| Set partitioning in hierarchical trees (SPIHT)                       | rank-order correlation, 332                                |
| approach, 207  | MOS vs. objective metric, 331                              |
| Short-time Fourier transform (STFT), 173                             | uses of, 330   |
| Simple cells, 30   | Subjective testing, 319                                    |
| Single bit error   | consideration, 321   |
| on DCT/Huffman encoded image, effect of, 370                         | evaluation process, 329                                    |
| loss of VLC synchronization, 368                                     | methodology and recording of results                       |
| Single stimulus methods, 327   | algorithm, 330   |
| Singular value decomposition (SVD), 408                              | double stimulus methods, 325                               |
| Slice structure, 384   | general principles of, 324, 326                            |
| FMO approach, 384  | pair comparison methods, 328                               |
| redundant slices, 385  | single stimulus methods, 327                               |
| Soft Combining, 379  | triple stimulus methods, 328                               |
| Spatial activity (SA), 404   | statistical analysis and significance                      |
| Spatial error concealment (SEC), 398–399                             | testing, 328   |
| Spatial error propagation  | confidence interval, 328                                   |
| due to VLC errors, 371   | mean score calculation, 328                                |
| single bit error, 370  | screening of observer, 329                                 |
| Spatially multiplexed system, 408                                    | subject selection, 323                                     |
| Spatial processing, 39–40  | testing environment, 324                                   |
| CSF model (see Contrast sensitivity function                         | test sequences and conditions                              |
| (CSF) model)   | activity/information levels, 322–323                       |
| edge localization model, 44  | test conditions, 322                                       |
| JND/contrast/Weber's law, 40–41                                      | test material, 321   |
| phase information, 45–46   | Sub-pixel motion estimation                                |
| shape and object recognition, 44                                     | approaches, 302  |
| textures perception, 44–45   | benefits of, 301   |
| Spatial resolution   | concept of, 301  |
| compression performance, 454   | half-pixel refinement, search grid with, 302               |
| effective spatial resolution, 453                                    | interpolation-free methods, 306                            |
| generally, 453   | interpolation methods                                      |
| HEVC performance, 455  | example, 304<br>half-pixel and quarter-pixel in H.264, 303 |
| resolution vs. quality, 454 Ultra High Definition Television (UHDTV) | SAD values, 304  |
| standard, 453–454  | with local refinement, 302                                 |
| Spatio-temporal CSF, 50–51   | performance  |
| Spatio-temporal CSF, 30–31<br>Spatio-temporal MAD (ST-MAD), 340      | full, half and quarter-pixel, comparison of,               |
| Spearman Rank-Order Correlation Coefficient, 332                     | 305–306  |
| Structural Similarity (SSIM), 338                                    | on residual error, 306                                     |
| Subband filterbanks, 177   | Sum of absolute differences (SAD), 262                     |

| vs. sum of squared differences, 271            | optimum  |
|--|--|
| Sum squared differences (SSD), 262             | discarding coefficients, 146                         |
| vs. sum of absolute difference, 271            | Karhunen-Loeve transform, 147–148                    |
| Suprathreshold strategy, 337–338               | performance comparisons                              |
| Synchronization                                | DCT vs. DFT revisited, 160                           |
| codewords, 382                                 | KLT vs. DCT, 161–162                                 |
| advantages, 382                                | on natural images, 160-161                           |
| disadvantages, 382                             | principles of decorrelating                          |
| failure, 368                                   | image compression architecture, 135                  |
| single bit error, 368                          | principle components and axis rotation, 135          |
| g  | tutorial problem, 482                                |
| <b>T</b>                                       | unitary  |
| Т  | basis functions and linear combinations, 137         |
| Temporal activity (TA), 404                    | orthogonality and normalization, 138                 |
| Temporal correlation                           | two dimensional (2-D) signal, 139                    |
| apparent motion, 258                           | Translational block matching                         |
| prediction, formation of, 260                  | motion vector orientation, 269–270                   |
| projected motion, 258                          | search window size, 269                              |
| between two adjacent video frames, 259         | Transmission Control Protocol (TCP), 362             |
| Temporal CSF, 50                               | Triple Stimulus Continuous Evaluation Scale          |
| Temporal Differential Pulse Code Modulation    | methodology (TSCES), 328                             |
| (DPCM), 13                                     | Triple stimulus methods, 328                         |
| Temporal error concealment, 399                | Twitter, 112   |
| TEC_MCTR, 400-402, 404                         | 2-D logarithmic search (TDL), 280                    |
| temporal copying (TEC_TC), 400-401             |  |
| Temporal error propagation                     |  |
| due to prediction, 372                         | U  |
| example of, 372–373                            | Ultra High Definition Talayisian (UHDTV)             |
| from single corrupted block, 372               | Ultra High Definition Television (UHDTV) standard, 4 |
| Temporal resolution                            | generally, 453                                       |
| compression methods and performance, 457       | compression ratio for, 6                             |
| frame rates, 455–457                           | parameters, 453–454                                  |
| generally, 455                                 | Unitary transforms                                   |
| shutter angles, 455–457                        | basis functions and linear combinations, 137         |
| static vs. dynamic resolutions, 457-458        | orthogonality and normalization, 138                 |
| Texture synthesis, 464                         | two dimensional (2-D) signal, 139                    |
| Theories of vision, 19                         | UNIX compress, 216                                   |
| 3rd Generation Partnership Project (3GPP), 379 | User Datagram Protocol (UDP), 362                    |
| 3-D imaging modalities, 9                      | Osci Datagram Hotocoi (ODI), 302                     |
| Transforms                                     |  |
| basic  | V  |
| discrete Fourier transform, 144–145            | <u>-</u>   |
| Haar transform, 140                            | Variable length symbol encoding (VLC), 11            |
| Walsh-Hadamard, 141                            | VC1, 447   |
| discrete cosine transform (DCT), 148           | Vector quantization (VQ), 87                         |
| basis functions, 151                           | Video coding layer (VCL)                             |
| coefficient quantization of, 155, 159          | H.264/AVC, 428, 430                                  |
| comparison of transforms, 160                  | CABAC, 433   |
| derivation of, 149                             | CAVLC, 433   |
| implementation, 163                            | coder control, 433                                   |
| rate-distortion performance of, 161–163        | deblocking operations, 433                           |
| 2-D basis functions, 153–155                   | Exp-Golomb coding, 433                               |
| JPEG, 167                                      | inter-coding, 431                                    |

| intra-coding, 430  | blocks, 429   |
|--|---|
| variable length coding, 433  | history, 426  |
| H.265/HEVC   | improved coding efficiency, 426                               |
| advanced motion vector prediction mode   | instantaneous decoder refresh (IDR), 428                      |
| (AMVP), 441  | layer structure, 427  |
| CABAC, variable length coding with, 444  | macroblock, 429   |
| coefficient scanning, 443  | multiview extensions, 435                                     |
| contexts and significance, 444   | network abstraction, 427                                      |
| deblocking filter (DBF), 445   | network abstraction Layer (NAL), 428                          |
| generally, 440   | performance, 435  |
| in-loop filters, 445   | picture types, 429  |
| inter-coding, 441  | primary features of, 426–427                                  |
| intra-coding, 440  | profiles and levels, 434                                      |
| quantization, 442  | scalable extensions, 435                                      |
| sample adaptive offset (SAO), 445  | simple syntax specification, 426                              |
| subpixel motion compensation, 441  | slices and slice groups, 429                                  |
| transforms, 441  | syntax, 428   |
| Video coding standards   | video coding layer (VCL), 428, 430                            |
| chronology of, 412–413   | H.265/HEVC  |
| dirac, 447   | clean random access (CRA) pictures, 439                       |
| H.120  | coding tree blocks (CTBs), 439                                |
| conditional replenishment strategy, 415  | coding tree units (CTUs), 439                                 |
| history, 414   | decoded picture buffer (DPB), 438                             |
| primary features of, 415   | extensions, 446   |
| H.261  | high level syntax, 437  |
| frame format, 415  | levels, 446   |
| groups of blocks (GOBs), 415   | main 10 profile, 446  |
| history, 415   | main profile, 446   |
| macroblock, 415  | main still picture profile, 446                               |
| primary features of, 416   | NAL units, 437  |
| H.263  | network abstraction, 437                                      |
| advanced prediction mode, 421  | overview, 436   |
| extensions, 422  | performance gains for, 446                                    |
| groups of blocks (GOBs), 419   | pictures and partitions, 438                                  |
| history, 419   | prediction units (PUs), 439                                   |
| independent segment decoding mode, 422   | primary features of, 436                                      |
| macroblock, 419  | quadtree CTU structure, 439                                   |
| motion vector coding, 421  | random access points, 439<br>reference picture set (RPS), 438 |
| overlapped motion compensation (OMC), 421<br>PB-frames mode, 422   | slice structures, 437   |
| picture format, 420  | transform units (TUs), 439                                    |
| primary features of, 419   | video coding layer (VCL), 440                                 |
| reference picture selection mode, 422  | video encoder architecture, 437                               |
| slice structured mode, 422   | video parameter set (VPS), 438                                |
| supplemental enhancement information   | intellectual property and licensing, 414                      |
| mode, 423  | MPEG-2/DVB  |
| syntax-based arithmetic coding, 421  | encoder performance, 417                                      |
| temporal, SNR, and spatial scalability   | GOP structure, 418  |
| mode, 422  | history, 417  |
| unrestricted motion vectors, 421   | picture types, 417  |
| H.264/AVC  | primary features of, 417                                      |
| bitstream syntax, 427  | profiles and levels, 418                                      |
| Time of the control o | r   |

| MPEG-4                                    | Video Quality Experts Group (VQEG) FRTV  |
|---|--|
| advanced simple profile (ASP), 425        | Phase 1 programme, 330                   |
| audiovisual scene, 424                    | Video Quality Metric (VQM), 338          |
| coding framework, 425                     | Video scanning                           |
| history, 423                              | interlaced scanning                      |
| picture types, 424                        | effects of, 112                          |
| primary features of, 424                  | vs. progressive scanning, 111            |
| video object plane (VOP) coding, 425      | standards conversion                     |
| overview, 412, 447                        | by motion compensation                   |
| RealVideo, 447                            | method, 114                              |
| standard-compliant decoder, 413           | 3:2 pull-down, 112–113                   |
| standard-compliant encoder, 413           | Visual acuity, 32                        |
| standardization                           | Visual cortex                            |
| convergence, 414                          | adaptation processes, 29                 |
| divergence, 414                           | biased competition, 29                   |
| focus of, 412                             | dorsal and ventral streams, 30           |
| process, 413                              | extrastriate areas, 31                   |
| requirements definition, 414              | opponent coding, 29                      |
| verification, 414                         | prestriate cortex (V2), 30               |
| VC1, 447                                  | primary visual cortex (V1), 30           |
| VP9, 447                                  | structure, 28                            |
| Video encoder architecture, 437           | Visual masking, 53                       |
| Video parameter set (VPS), 438            | edge masking, 55                         |
| VP9, 447                                  | temporal masking, 55–56                  |
| Video compression                         | texture masking, 53–54                   |
| algorithms, 362                           | Visual short term memory (VSTM), 31      |
| block-based hybrid model (see Block-based | Visual Signal-to-Noise Ratio (VSNR),     |
| hybrid model)                             | 318, 340                                 |
| prediction, classes of, 260               |  |
| Video format                              |  |
| aspect ratios                             | W  |
| angles of retina, 106                     | Walsh-Hadamard transform, 141            |
| field of view ratio, 109                  | Wavelet filters, 194                     |
| of film and TV, 106-107                   | Daubechies 9/7 filters, 196              |
| 16:9 format, 108                          | Filterbanks and wavelet compression, 171 |
| larger and closer screens, 108            | Le Gall 5/3 filters, 195–196             |
| QCIF and UHDTV formats, 106-107           | Weber's Law, 40                          |
| widescreen format, 107-108                | Wireless local area networks (WLANs),    |
| displaying different formats              | 363, 386                                 |
| 2.39:1 format, 110                        | Wireless network, 363                    |
| 4:3 format, 110                           | Wheless network, 505                     |
| pan and scan and AFD, 110                 |  |
| picture/frame types                       | 7  |
| B pictures, 104                           | -  |
| I pictures, 104                           | Zig-zag scanning, 229                    |
| P pictures, 104                           | ZIP compression, 216                     |