

# Part 1 Media and Systems

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color space: RGB, HSI, CMY, YUV, YCbCr

# Part 2 Compression

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## Text compression:

Huffman coding: VLC, average number of bits reduced.

[Solution to Exercise 2-1 \(Text\)](#)

[Solution to Exercise 2-2 \(Huffman\)](#) be careful compression ratio, find **most** original bits.

## Image Video Compression:

Human is less sensitive to noise or distortion in high frequency components and vice versa

Human is more sensitive to luminance (brightness) components than chrominance (color) components.

Quainter: An irreversible many-to-one mapping, causing information loss.

## DCT

$$S_{uv} = \alpha(u)\alpha(v) \sum_{i=0}^{N-1} \sum_{j=0}^{N-1} s_{ij} \cos \frac{(2i+1)u\pi}{2N} \cos \frac{(2j+1)v\pi}{2N} \quad u, v = 0, \dots, N-1$$

$$\alpha(k) = \begin{cases} \sqrt{\frac{1}{N}} & \text{for } k = 0 \\ \sqrt{\frac{2}{N}} & \text{for } k = 1, 2, \dots, N-1 \end{cases}$$

It can offer the following:

Energy compaction for transform coefficients

Redundancy reduction amongst transform coefficients

Pro: good compression results, basis functions are fixed and not image-dependent.

Con: compression is not as effective as some other transforms, e.g., Karhunen Loeve Transform.

when trying IDCT, formula can be a Matrix, it is so called basis function, it is the fundamental bricks of picture.

matrix implementation

$$F(u, v) = \mathbf{T} \cdot f(i, j) \cdot \mathbf{T}^T$$

We will name  $\mathbf{T}$  the *DCT-matrix*.

$$\mathbf{T}[i, j] = \begin{cases} \frac{1}{\sqrt{N}}, & \text{if } i = 0 \\ \frac{1}{\sqrt{2}} \cos \frac{(2j+1)i\pi}{2N} & \text{if } i > 0 \end{cases}$$

$$F(u, v) = \mathbf{T} \cdot f(i, j) \cdot \mathbf{T}^T$$

We will name  $\mathbf{T}$  the *DCT-matrix*.

$$\mathbf{T}[i, j] = \begin{cases} \frac{1}{\sqrt{N}}, & \text{if } i = 0 \\ \sqrt{\frac{2}{N}} \cdot \cos\frac{(2j+1) \cdot i\pi}{2N}, & \text{if } i > 0 \end{cases}$$

The 2D IDCT matrix implementation is simply:

$$f(i, j) = \mathbf{T}^T \cdot F(u, v) \cdot \mathbf{T}.$$

The DCT-matrix is orthogonal, hence,

$$\mathbf{T}^T = \mathbf{T}^{-1}.$$

[solution to Exercise 2-3 \(2D-DCT\)\(1\)](#)

## KLT

PCA, EVD

same to DCT, compact energy, decorrelation, dim reduction,  
but, image dependent, eigen decomposition.

$$\mathbf{C} = \frac{1}{N_T - 1} \sum_{i=1}^{N_T} (\mathbf{x}_{ni} - \bar{\mathbf{x}}_n)(\mathbf{x}_{ni} - \bar{\mathbf{x}}_n)^T$$

$$\bar{\mathbf{x}}_n = \frac{1}{N_T} \sum_{i=1}^{N_T} \mathbf{x}_{ni}$$

when reconstructing, left multiply the axis transpose to get a scalar that is coordinate.

- Synthesis

$$\mathbf{x} = \sum_{i=1}^M c_i \mathbf{p}_i$$

- Analysis

$$c_i = \mathbf{p}_i^T \mathbf{x}, \quad i = 1, 2, \dots, M$$

- Note:

$$E[c_i c_j] = \begin{cases} \lambda_i & i = j \\ 0 & i \neq j \end{cases}$$

[solution to Exercise 2-4 \(KLT\)](#)

Differential/ Predictive coding:

Vector Quantization:

[solution to Exercise 2-5 \(VQ\)](#)

SVD:

- SVD of an  $m \times n$  matrix  $\mathbf{A}$ :

$$\mathbf{A} = \mathbf{U} \mathbf{\Sigma} \mathbf{V}^T$$

$\mathbf{U}$  is an  $m \times m$  orthogonal matrix

$\mathbf{V}$  is an  $n \times n$  orthogonal matrix

$\mathbf{\Sigma} = \text{diag}(\sigma_1, \sigma_2, \dots, \sigma_r)$ , an  $m \times n$  matrix

with  $\sigma_1 \geq \sigma_2 \geq \dots \geq \sigma_r \geq 0$  and  $r$  is the rank of the matrix

$\mathbf{U} = \text{normalized}(\text{decreasing}(\text{eigen}(\mathbf{A}\mathbf{A}^T)))$

$\mathbf{\Sigma} = \text{diag}(\text{decreasing}(\text{sqrt}(\lambda)))$

$\mathbf{V} = \text{normalized}(\text{decreasing}(\text{eigen}(\mathbf{A}^T \mathbf{A})))$

reconstruct by:

$$\hat{\mathbf{A}} = \sum_{i=1}^p \sigma_i \mathbf{u}_i \mathbf{v}_i^T \quad \text{where } p < r$$

[solution to Exercise 2-6 \(SVD\)](#)

[solution to Exercise 2-7 \(SVD\)](#)

JPEG:

## JPEG Encoder

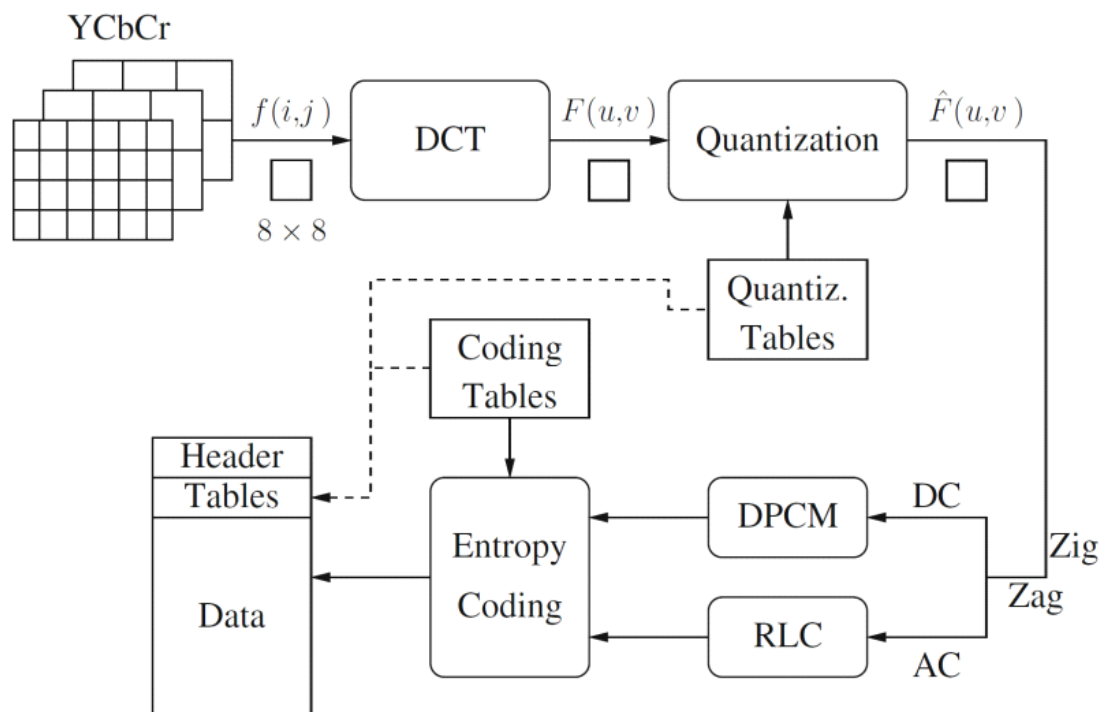


Fig. 9.1: Block diagram for JPEG encoder.

Differential coding is used as average intensity between 2 consecutive blocks is similar.

[solution to Exercise 2-8 \(JPEG\)](#)

# Part 3 Video Compression

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# Part 4 Media Trans/ QoS

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# Part 5 Multimedia App

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## Benchmark Datasets:

MNIST: handwritten digits, many years ago.

CIFAR-10, CIFAR-100

ImageNet: 1000 cls

Coco

Google Open Image.

LAION: vision and text.

## DNN:

CNN, RNN, Transformer, GAN, GNN, Diffusion, LLM

## Linear Classifiers:

Multilayer perception: MLP. FF, dense network

loss func:

- Square loss:

$$L(x, y) = \sum_i (y_i - f(x_i))^2$$

- Mean Square Error (MSE):

$$MSE = \frac{1}{N} \sum_i (y_i - f(x_i))^2$$

- Mean Absolute Error (MAE):

$$MAE = \frac{1}{N} \sum_i |y_i - f(x_i)|$$

- Softmax loss:

- Cross-entropy loss with Softmax normalization.

$$p_j = \frac{e^{z_j}}{\sum_k e^{z_k}}, \text{ where } z_j = f(x_j)$$

$$L = - \sum_j y_j \log_e p_j$$

natural log namely ln.

## CNN:

- With parameter sharing, it introduces  $F \cdot F \cdot D_1$  weights per filter, for a total of  $(F \cdot F \cdot D_1) \cdot K$  weights and  $K$  biases.

[Solution to Part 5 Exercise \(CNN\)](#)

## CNN Training/ Optimization:

hyperparameters: learning rate.

optimizer: SGD, Adam

## Architecture:

Alexnet

VGG

GoogleNet

ResNet



DenseNet  
SENet  
EfficientNet

Key metric: Acc, mem, flops

## Transfer Learning:

[Solution to Part 5 Exercise \(Transfer Learning\)](#)

## APP:

image captioning: CNN->LSTM

## Emerging:

transformer

ViT: partition, flatten, embedding, learnable class embedding, encoder, MLP

## GAI:

GAN:

Stable Diffusion: