

23-S1-Q3

Q: (a) different?

- ① Algorithmic different: Encoders can implement different algorithms for processes like motion estimation, mode decision and rate control
- ② Encoders might choose different strategies for intra-prediction, entropy coding or transform implementations
- ③ Hardware limitation
- ④ use of optimal features

(b) coding efficiency: from high to low
B-frame > P-frame > I-frame

Reason: ① It requires the decoder to store and process more frames, increasing load and memory

② Error Propagation: if data loss or corruption errors in \wedge can adversely affect multiple B-frame reference frames

- ③ It will require more Buffer to store reference frames.
- ④ Delayed Display.

(c)

I B B P B B P

1 3 4 2 6 7 5

① B-frames rely on both preceding and succeeding reference frame for decoding

② P-frames rely on preceding frame for decoding

③ Encoding reference frames early minimizes delay

(d) ① Tracking-by-Detection

Detect objects in individual video frames
associate sets of detections between
frames, thereby creating individual object
tracks over time.

② Trackformer

perform joint object detection and tracking
-by-attention with Transformer

difference:

	Tracking - by - Detection	Trackerformer
order	detection followed by association	End to end: integrated detection + tracking
model	Kalman Filter . ReID embedding	attention
rely on detector	quality of tracking depend on detection	jointly optimized
model	mix different detectors and tracker	transformer-base
occlusion	struggles due to reliance on IOU	better with attention capturing context
computation cost	lower	higher due to transformer