Hello, in this video, I want to demonstrate what we have done for the final project.

Here are the input and output videos. Let’s take reconstruction level equals 130 for an example. We can notice that compared to input video, the reconstructed one is slightly blur. This is totally acceptable, as the resolution goes down, network transportation overhead can decrease.

To make it simple, the code here creates two threads, a sender and a receiver, they connect through socket to simulate runtime stream or frames in video transportation. The sender is also in charge of breaking the video into frames and encoding the data, while the receiver decodes the frames and encapsulates the frames into a whole chuck of video.