SCC.NRG.AI4ME: Self-optimising distributed coding nodes.

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Overview of Today's Presentation

Object Based Media
    Traditional
    Dynamic Objects

School of Computing & Communications | Lancaster University

What is an object in object based media?

▶ Customisation of Characteristic, but the meta characteristics remain constant.

▶ Large customisable overlap, but not computationally feasible on the client-side.
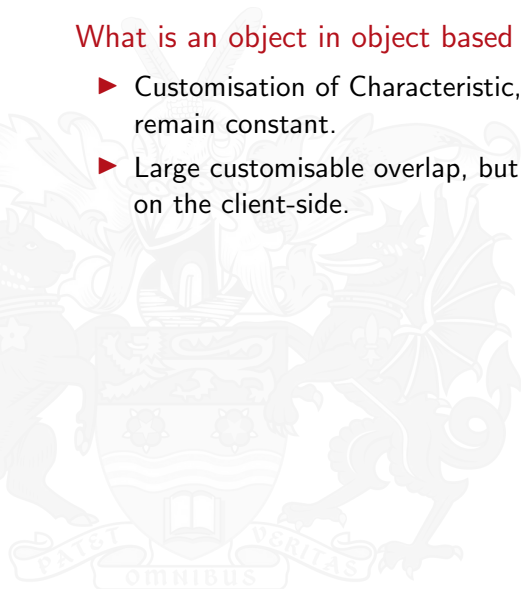
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- ▶ Changeable Tee shirt colour
- ▶ Geographically Specific Weather Map

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Bring the Object Based Media (OBM) principle lower down the tool-chain.
Identifying Overlap between source coding between video streams, Using the principle of *Distributed Source Coding* from information theory to split a single encoder stream.