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

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Acknowledgements

Dr Haris Rotsos, Prof Nick Race

Overview of Today's Presentation

Object Based Media Traditional Dynamic Objects High Level Overview Worked Example Toy Example





- Customisation of Characteristic, but the meta characteristics remain constant.
- ► Large customisable overlap, but not computationally feasible on the client-side.

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Bring the Object Based Media (OBM) principle lower down the tool-chain.

Most Compression Algorithms, make use of the 2D DCT II/III as part of their compression/analysis (Think MPEG).

#### Theorem

let position be time-series like such that.

$$A = \{S_0^A \cdots S_n^A\}, B = \{S_0^B \cdots S_m^B\}$$

where for a given object  $S_x$  assume.

$$S_x \in A, S_x \in B$$

$$A = \{S_x | \Sigma_1\}, B = \{S_x | \Sigma_2\}$$

such that.

$$\Sigma_1 \not\subset B, \Sigma_2 \not\subset A$$

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But how do you identify  $S_X$ ? No idea.



#### Theorem

Assume  $S_x$  is identified, and we remove signal  $S_x$  from the sets.

$$A \neq \sigma(B) + \Sigma_1, B \neq \sigma(A) + \Sigma_2$$

i.e. A and B e are no longer correlated signals. So take some other set C.

$$C = \{S_0^C \cdots S_p^C\}$$

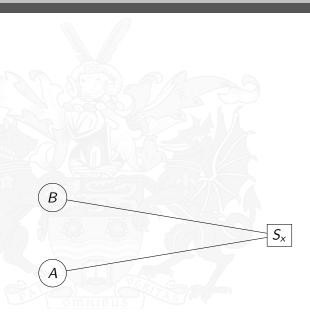
assume  $S_y$  is such that,

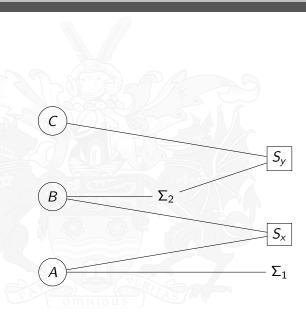
$$S_y \in B, S_y \in C, S_y \notin A, S_y \notin S_x$$

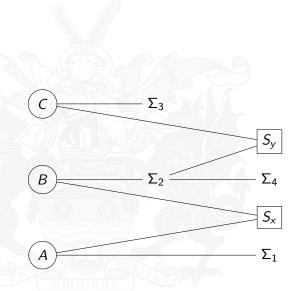
$$B = \Sigma_2 = \{S_y | \Sigma_3\}, C = \{S_y | \Sigma_4\}$$

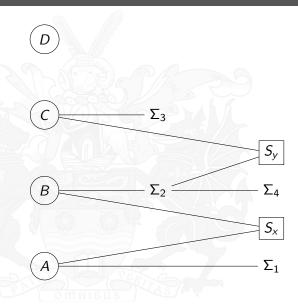
Figuring out if  $S_y$  is not in A or  $S_x$ ? No Idea.

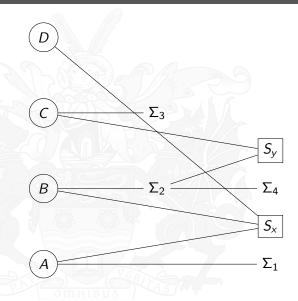


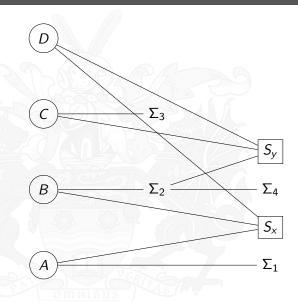


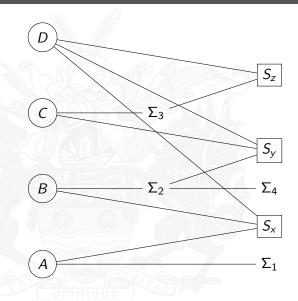


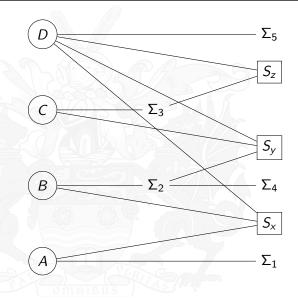


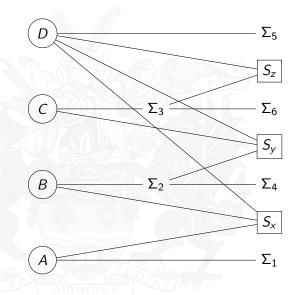


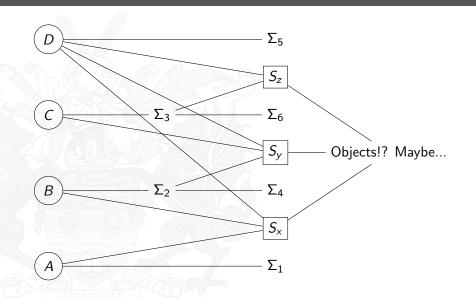


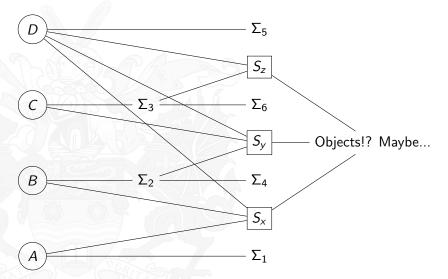












How do you optimise the ordering for encoder objects? No idea.



Client	Servicing Nodes
Α	$\Sigma_1, \mathcal{S}_{\scriptscriptstyle \mathcal{X}}$
В	$\Sigma_4, S_x, S_y$
C	$\Sigma_6, S_y, S_z$
D	$\Sigma_5, S_{x}, S_{y}, S_{z}$

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#### **Theorem**

assume that if the set is an itemised set of objects.

$$\Sigma_n \to \emptyset$$

Discard  $\Sigma_n$  as remainder Over large number of nodes.

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How to Assess if  $\Sigma_n$  is just artefact or truly unique? No idea.