

Image Processing and Visual Communications

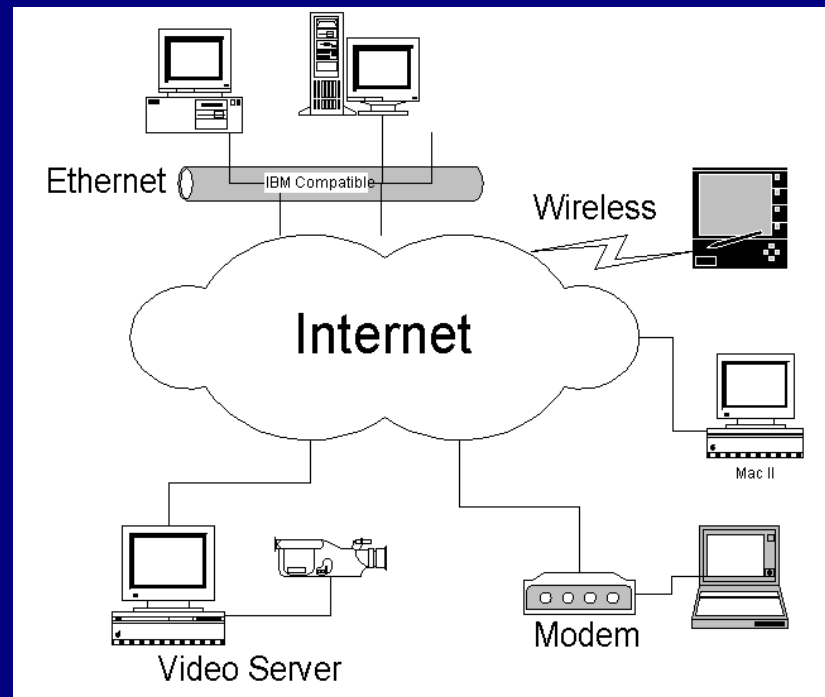
Scalable Visual Communications

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Motivation

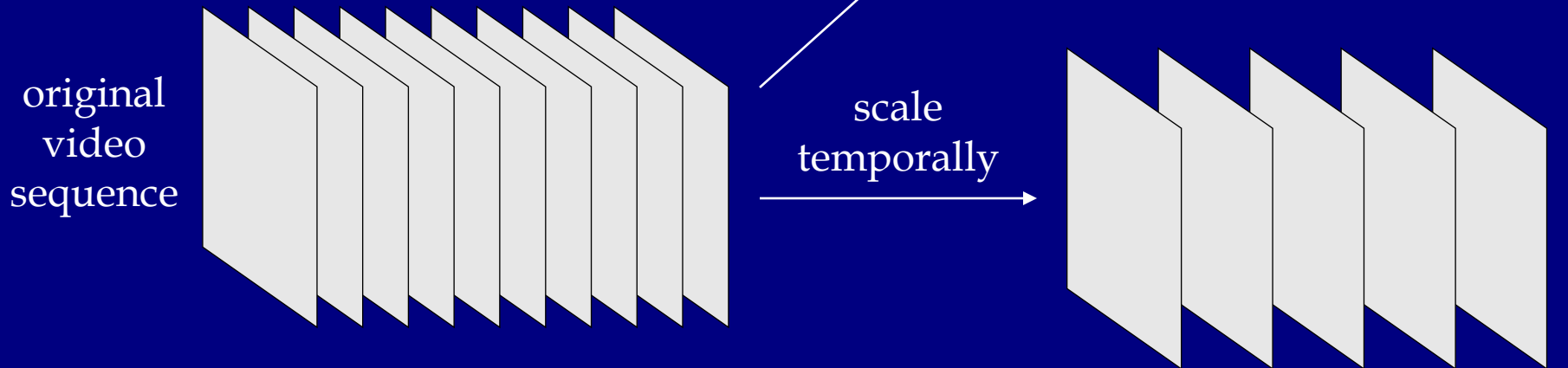
- **Challenges of Network Visual Communications**
 - Heterogeneous structure
 - Time-varying network conditions
 - Multi-user
 - Interactive
- **Direct Solutions**
 - Repeated encoding
 - Transcoding
- **Limitations**
 - Poor flexibility
 - Poor robustness



Types of Scalability

- **Spatial Scalability**
 - Adapt spatial resolution

- **Temporal Scalability**
 - Adapt frame rate

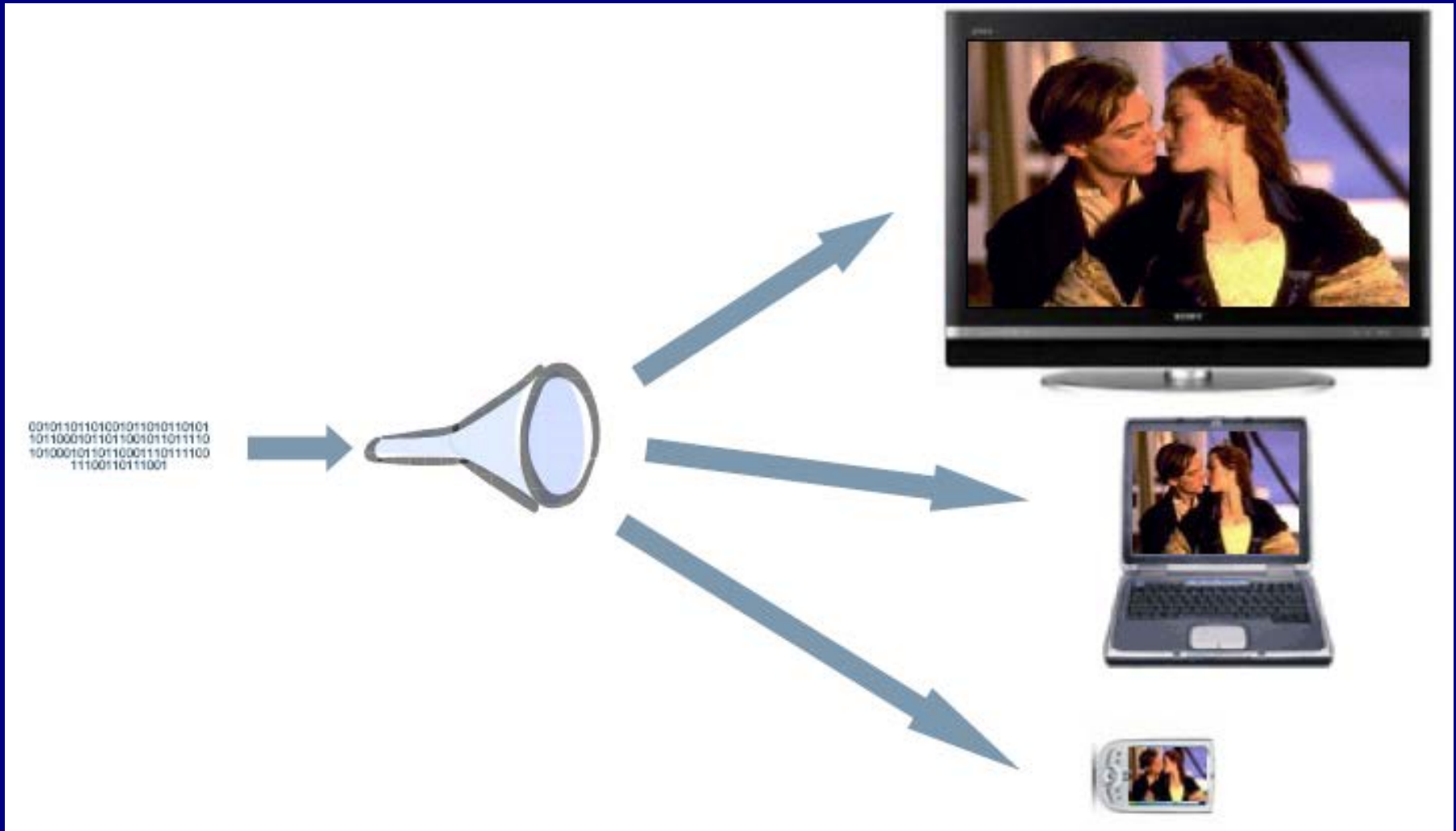


- **Quality/Rate Scalability (SNR Scalability)**

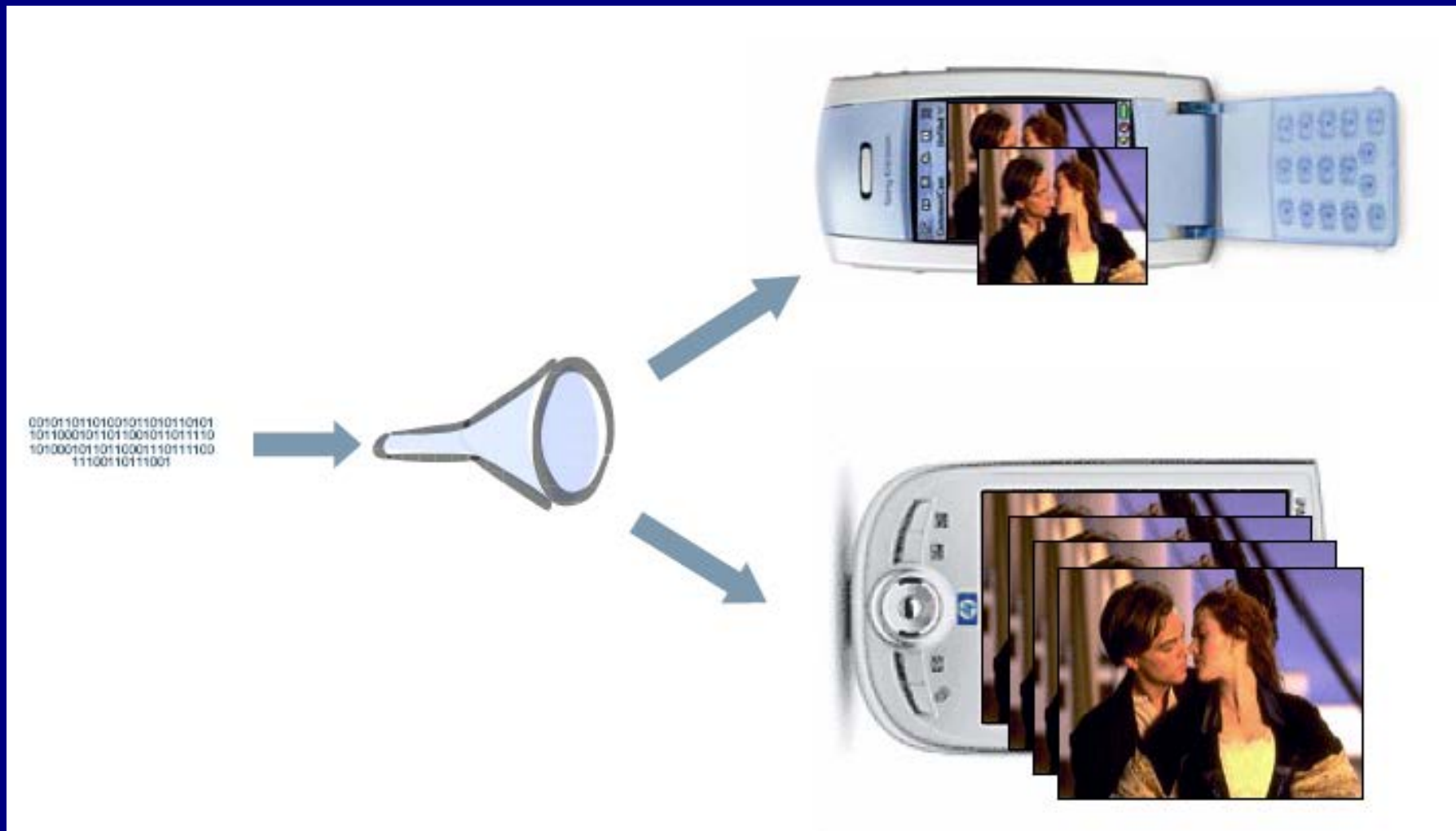
- Layered coding
- Continuously rate-scalable coding

by tradition but
inappropriate terminology

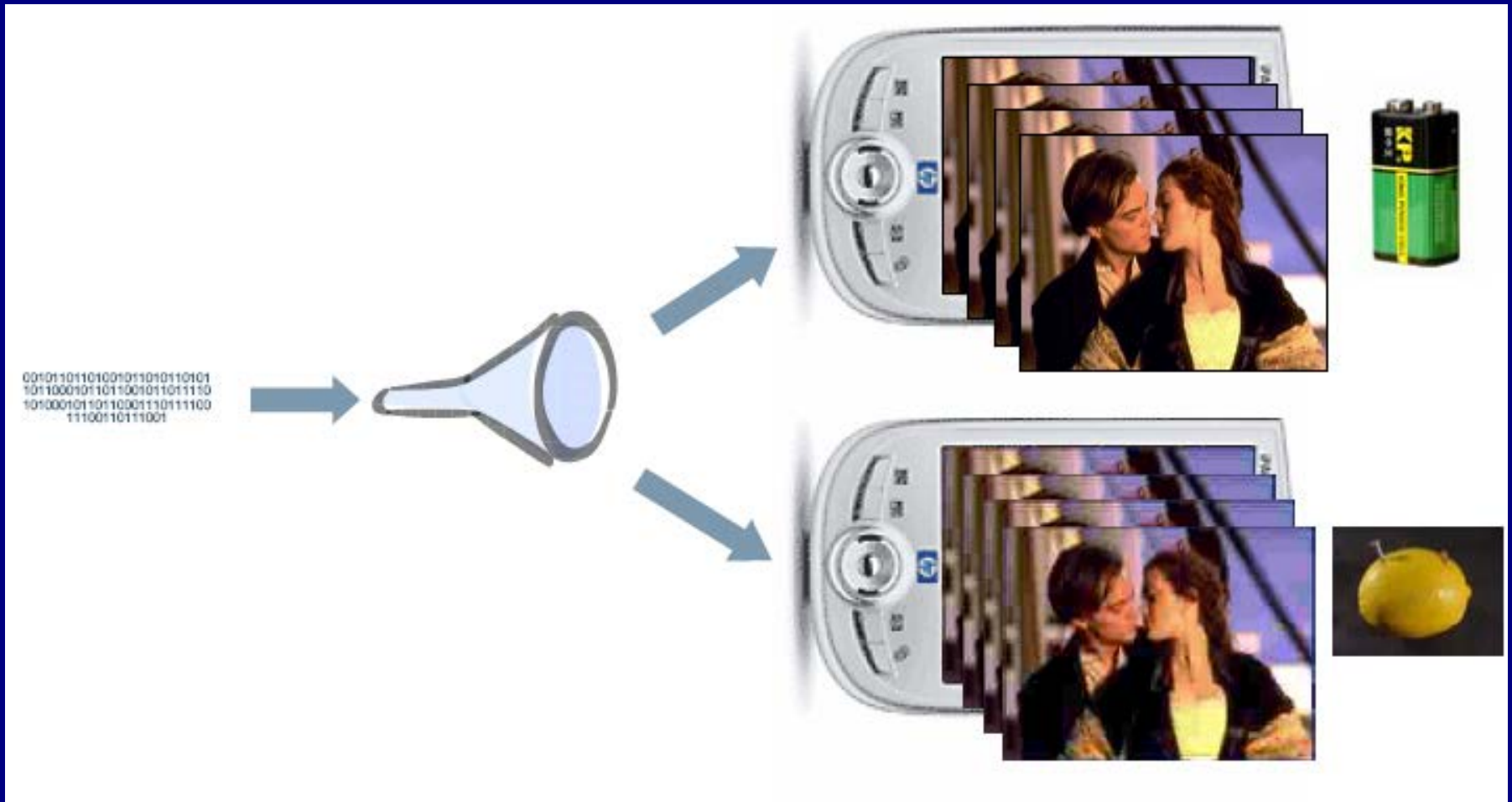
Spatial Scalability



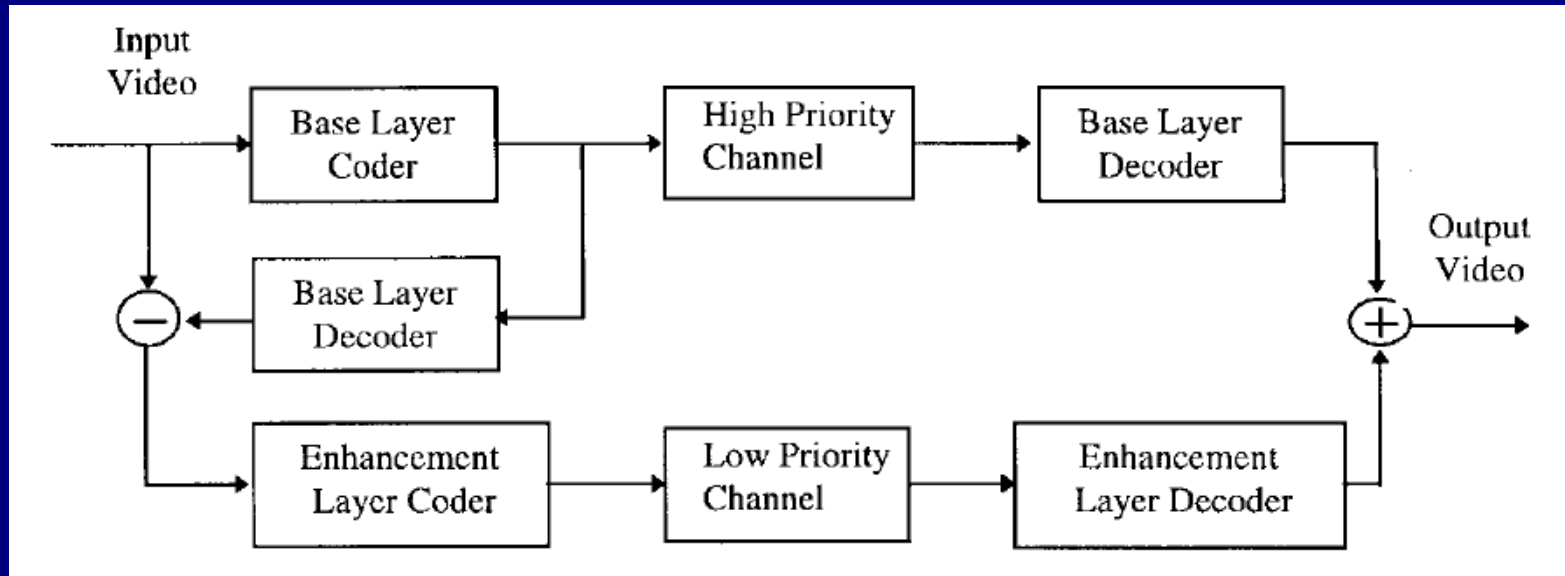
Temporal Scalability



Quality/Rate Scalability



Layered Video Coding



[Wang & Zhu, *Proceedings of the IEEE*, '98]

- **Key Observation**
 - Bits in compressed video streams have highly variable importance
- **Deployment**
 - Send through separate channels of different reliability
 - Send through the same channel but with unequal error protection
 - Included in many video coding standards (MPEG & H.26X)

Continuously Rate-Scalable Image Coding

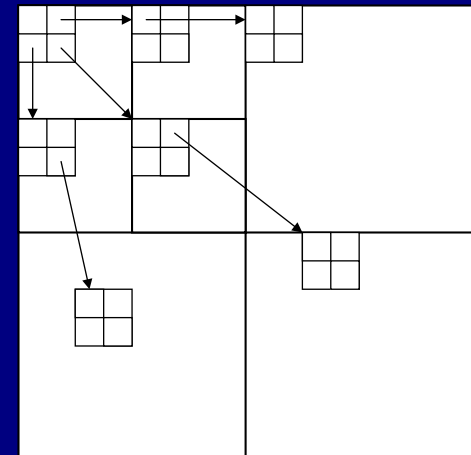
- Bitplane Coding

sign	s	s	s	s	s	s	s	s	s	s	s	s	s	s	s	s	s	s	s	s	..
msb 1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	..
2	—	—	—	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	..
3	—	—	—	—	—	—	1	1	1	1	1	0	0	0	0	0	0	0	0	0	..
4	—	—	—	—	—	—	—	—	—	—	—	1	1	1	1	1	1	0	0	0	..
5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	1	1	1	..
6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	..
7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	..
..

Bitplane representation of wavelet coefficients

- Existing Algorithms

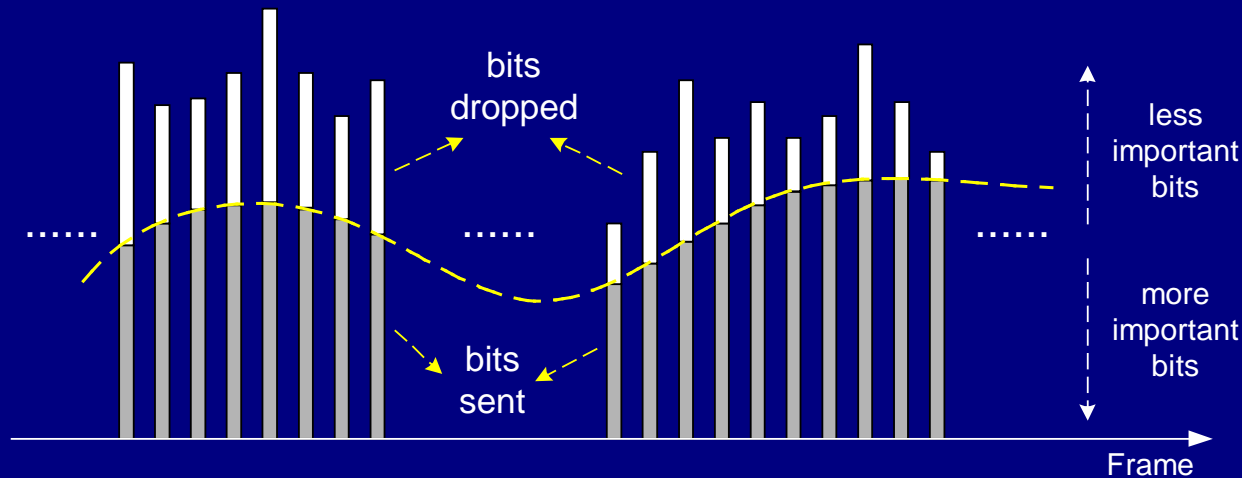
- Embedded Zerotree Wavelet (EZW)
- Set Partitioning In Hierarchical Trees (SPIHT)
- JPEG2000



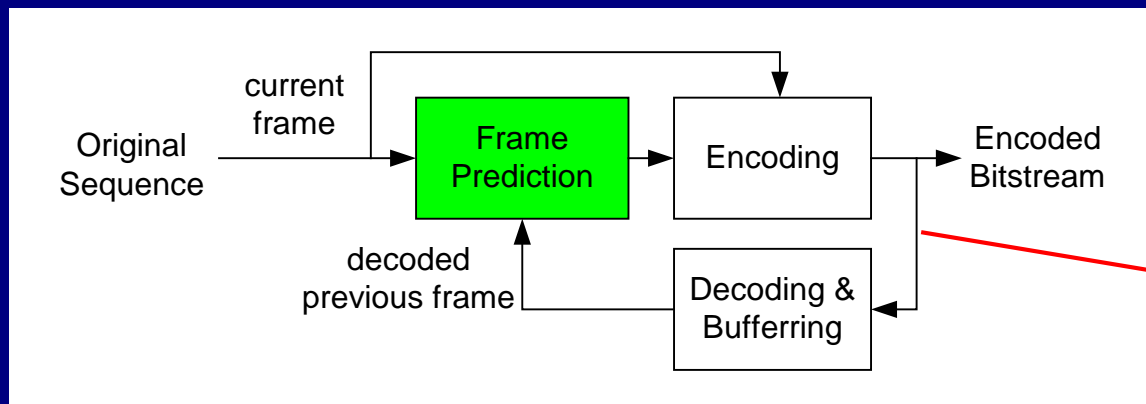
coefficient tree structure

Continuously Rate-Scalable Video Coding

- Ideal Implementation

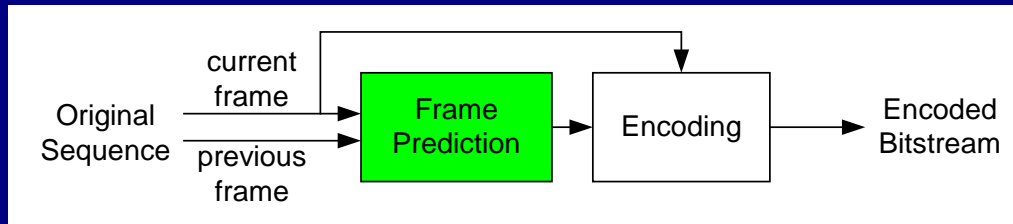


- Frame Prediction Problem



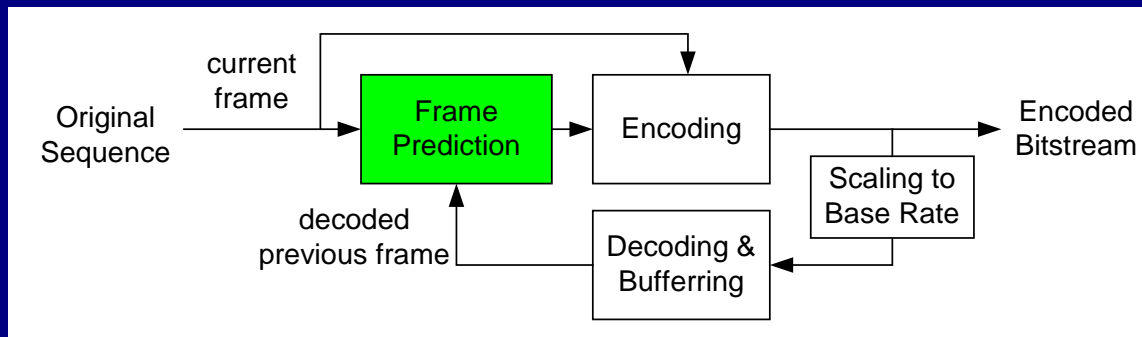
Continuously Rate-Scalable Video Coding

Solution 1



prediction from
original previous
frame

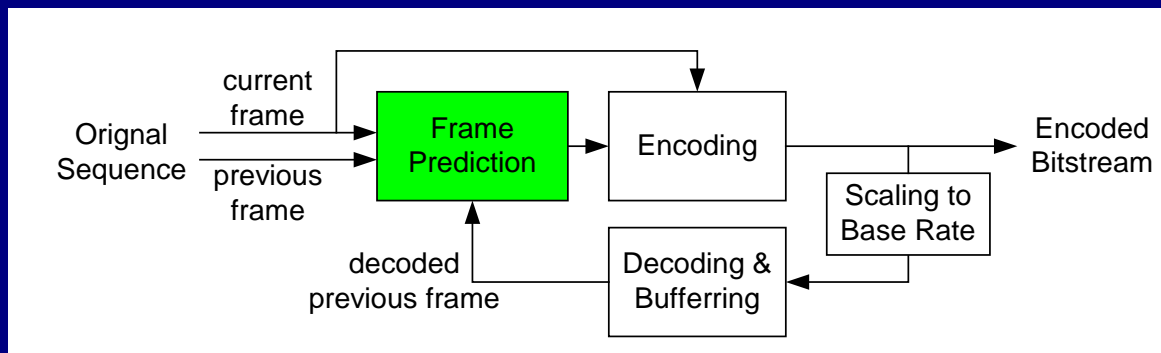
Solution 2



prediction from base-
rate decoded previous
frame

[Shen & Delp '99]

Solution 3



prediction from both
original and base-rate
decoded previous
frame

[Wang *et al.* '03]