“Global and Locally Adaptive Warped Motion Compensation in Video Compression”

1. Global motion

any blocks in the frame can signal use of the global motion mode with a given reference to create a suitable predictor

1. 特徵點檢測FAST feature are computed in the current frame and reference
2. 特徵點匹配if enough interest points are found, we attempt to match points in the current frame to the corresponding points in the reference frame
3. 去除錯誤匹配Normalized cross correlation is computed between all the feature points in the two frames.

To determine if a point is match

* 1. within a predefined euclidean distance threshold
  2. the point in the reference frame has the highest correlation with the point in the current frame

1. 參數估計Using RANSAC to compute a least-squares fit to a desired model(affine, homography. Find parameters!
2. The parameters are then quantized and further refined using a refinement search within a small region in the quantized parameter space.
3. 殘差計算warping errors
4. 編碼: 對殘差進行變換（如離散餘弦變換DCT）、量化和熵編碼

* 有可能找到identity matrix since zero-motion
* 從簡單的模型開始嘗試，如果已經得到很小warping errors,則停止searching

1. Warped motion

Problem:

1. 找0-16的transform時，是用predict的16還是golden的16?
2. 找0-8與8-16的matching時，可不可以用golden 8?