

NEXT-GENERATION VIDEO CODING AND STREAMING

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Next Generation Video Coding And Streaming

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Next Generation Video Coding And Streaming:

Next-Generation Video Coding and Streaming Benny Bing, 2015-10-05 Reviews the new High Efficiency Video Coding HEVC standard and advancements in adaptive streaming technologies for use in broadband networks and the Internet This book describes next generation video coding and streaming technologies with a comparative assessment of the strengths and weaknesses Specific emphasis is placed on the H 265 HEVC video coding standard and adaptive bit rate video streaming In addition to evaluating the impact of different types of video content and powerful feature sets on HEVC coding efficiency the text provides an in depth study on the practical performance of popular adaptive streaming platforms and useful tips for streaming optimization Readers will learn of new over the top OTT online TV advancements the direction of the broadband telecommunications industry and the latest developments that will help keep implementation costs down and maximize return on infrastructure investment Reviews the emerging High Efficiency Video Coding HEVC standard and compares its coding performance with the MPEG 4 Advanced Video Coding AVC and MPEG 2 standards Provides invaluable insights into the intra and inter coding efficiencies of HEVC such as the impact of hierarchical block partitioning and new prediction modes Evaluates the performance of the Apple and Microsoft adaptive streaming platforms and presents innovative techniques related to aggregate stream bandwidth prediction duplicate chunk Includes end of chapter homework problems and access to instructor slides Next Generation Video Coding and Streaming is written for students researchers and industry professionals working in the field of video communications Benny Bing has worked in academia for over 20 years He has published over 80 research papers and 12 books and has 6 video patents licensed to industry He has served as a technical editor for several IEEE journals and an IEEE Communications Society Distinguished lecturer He also received the National Association of Broadcasters NAB Technology Innovation Award for demonstrations of advanced media technologies [Web Services: Concepts, Methodologies, Tools, and Applications](#) Management Association, Information Resources, 2018-12-07 Web service technologies are redefining the way that large and small companies are doing business and exchanging information Due to the critical need for furthering automation engagement and efficiency systems and workflows are becoming increasingly more web based Web Services Concepts Methodologies Tools and Applications is an innovative reference source that examines relevant theoretical frameworks current practice guidelines industry standards and standardization and the latest empirical research findings in web services Highlighting a range of topics such as cloud computing quality of service and semantic web this multi volume book is designed for computer engineers IT specialists software designers professionals researchers and upper level students interested in web services architecture frameworks and security *National Association of Broadcasters Engineering Handbook* Garrison Cavell, 2017-07-28 The NAB Engineering Handbook is the definitive resource for broadcast engineers It provides in depth information about each aspect of the broadcast chain from audio and video contribution through an entire broadcast facility all the way to the antenna New

topics include Ultra High Definition Television Internet Radio Interfacing and Streaming ATSC 3.0 Digital Audio Compression Techniques Digital Television Audio Loudness Management and Video Format and Standards Conversion Important updates have been made to incumbent topics such as AM Shortwave FM and Television Transmitting Systems Studio Lighting Cameras and Principles of Acoustics The big picture comprehensive nature of the NAB Engineering Handbook will appeal to all broadcast engineers everyone from broadcast chief engineers who need expanded knowledge of all the specialized areas they encounter in the field to technologists in specialized fields like IT and RF who are interested in learning about unfamiliar topics Chapters are written to be accessible and easy to understand by all levels of engineers and technicians A wide range of related topics that engineers and technical managers need to understand are covered including broadcast documentation FCC practices technical standards security safety disaster planning facility planning project management and engineering management

National Association of Broadcasters Engineering Handbook Graham A. Jones, David H. Layer, Thomas G. Osenkowsky, 2013-04-26 The NAB Engineering Handbook provides detailed information on virtually every aspect of the broadcast chain from news gathering program production and postproduction through master control and distribution links to transmission antennas RF propagation cable and satellite Hot topics covered include HD Radio HDTV 2 GHz broadcast auxiliary services EAS workflow metadata digital asset management advanced video and audio compression audio and video over IP and Internet broadcasting A wide range of related topics that engineers and managers need to understand are also covered including broadcast administration FCC practices technical standards security safety disaster planning facility planning project management and engineering management Basic principles and the latest technologies and issues are all addressed by respected professionals with first hand experience in the broadcast industry and manufacturing This edition has been fully revised and updated with 104 chapters and over 2000 pages The Engineering Handbook provides the single most comprehensive and accessible resource available for engineers and others working in production postproduction networks local stations equipment manufacturing or any of the associated areas of radio and television

Immersive Video Technologies Giuseppe Valenzise, Martin Alain, Emin Zerman, Cagri Ozcinar, 2022-09-29 Get a broad overview of the different modalities of immersive video technologies from omnidirectional video to light fields and volumetric video from a multimedia processing perspective From capture to representation coding and display video technologies have been evolving significantly and in many different directions over the last few decades with the ultimate goal of providing a truly immersive experience to users After setting up a common background for these technologies based on the plenoptic function theoretical concept Immersive Video Technologies offers a comprehensive overview of the leading technologies enabling visual immersion including omnidirectional 360 degrees video light fields and volumetric video Following the critical components of the typical content production and delivery pipeline the book presents acquisition representation coding rendering and quality assessment approaches for each immersive video modality The text also reviews current standardization efforts and

explores new research directions With this book the reader will a gain a broad understanding of immersive video technologies that use three different modalities omnidirectional video light fields and volumetric video b learn about the most recent scientific results in the field including the recent learning based methodologies and c understand the challenges and perspectives for immersive video technologies Describes the whole content processing chain for the main immersive video modalities omnidirectional video light fields and volumetric video Offers a common theoretical background for immersive video technologies based on the concept of plenoptic function Presents some exemplary applications of immersive video technologies

Connected Media in the Future Internet Era Ahmet Kondoz,Tasos Dagiuklas,2016-10-08 This book describes recent innovations in 3D media and technologies with coverage of 3D media capturing processing encoding and adaptation networking aspects for 3D Media and quality of user experience QoE The contributions are based on the results of the FP7 European Project ROMEO which focuses on new methods for the compression and delivery of 3D multi view video and spatial audio as well as the optimization of networking and compression jointly across the future Internet The delivery of 3D media to individual users remains a highly challenging problem due to the large amount of data involved diverse network characteristics and user terminal requirements as well as the user s context such as their preferences and location As the number of visual views increases current systems will struggle to meet the demanding requirements in terms of delivery of consistent video quality to fixed and mobile users ROMEO will present hybrid networking solutions that combine the DVB T2 and DVB NGH broadcast access network technologies together with a QoE aware Peer to Peer P2P distribution system that operates over wired and wireless links Live streaming 3D media needs to be received by collaborating users at the same time or with imperceptible delay to enable them to watch together while exchanging comments as if they were all in the same location This book is the last of a series of three annual volumes devoted to the latest results of the FP7 European Project ROMEO The present volume provides state of the art information on 3D multi view video spatial audio networking protocols for 3D media P2P 3D media streaming and 3D Media delivery across heterogeneous wireless networks among other topics Graduate students and professionals in electrical engineering and computer science with an interest in 3D Future Internet Media will find this volume to be essential reading

Quality of Service Over Next-generation Data Networks
 Mohammed Atiquzzaman,Mahbub Hassan,2001 Proceedings of the ... ACM International Workshop on Wireless Multimedia Networking and Performance Modeling ,2005 **EDN** ,2005 *Wiley Encyclopedia of Telecommunications*
 John G. Proakis,2003 *Wiley Encyclopedia of Telecommunications, Volume 5* John G. Proakis,2003 Contains 275 tutorial articles focused on modern telecommunications topics The contents include articles on communication networks source coding and decoding channel coding and decoding modulation and demodulation optical communications satellite communications underwater acoustic communications radio propagation antennas multiuser communications magnetic storage systems and a variety of standards V 1 p v DCC 2002 IEEE Computer Society,2002 Drawn from the presentations

at the April 2002 conference in Snowbird Utah 44 technical papers and 40 posters cover topics like image recovery image compression zero error source coding re quantization searching compressed data video transmission precise average redundancy methods of compression n channel multiple descriptors and bit allocation Black and white illustrations support the text and abstracts are supplied for the full papers Only the authors are included in the index Annotation copyrighted by Book News Inc Portland OR

Mobile Computing ,2009 This multiple volume publication advances the emergent field of mobile computing offering research on approaches observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers Provided by publisher

NTT Technical Review ,2006 Visual Communications and Image Processing '97 ,1997 *High-Definition DVD Handbook : Producing for HD-DVD and Blu-Ray Disc* Mark Johnson,Charles Crawford,Chris Armbrust,2007-03-15 Everything you need to design and produce high definition DVDs from three of the most well known specialists in the industry High Definition DVD Handbook is your one stop resource for mastering the new HD DVD and Blu ray Disc formats and successfully applying them to the entire DVD process from authoring to design to production You ll see how to fully utilize the amazing new resolution and features of high definition DVD understand the major differences between the formats navigate complex specs and set up for either small or large scale production Featuring a foreword by Jim Taylor coauthor of DVD Demystified this practical irreverent guide Gives you comprehensive up to date coverage of both new competing high definition DVD formats Covers all new high definition authoring tools Includes chapters devoted to audio and video acquisition graphics design compression quality control and replication Reveals how to achieve new levels of interactivity through graphic user interfaces GUIs Provides proven advice on avoiding production pitfalls and troubleshooting Helps you navigate and utilize content protection and digital rights management as well as the Advanced Access Content System AACS standard Taking DVD Demystified to the next level High Definition DVD Handbook is your guide to the new wave of DVD production should be required reading in any world class DVD facility Benn Carr VP of New Technology Walt Disney Studios Burbank CA

IEEE Workshop on Signal Processing Systems ,2002 Multimedia Technologies Mahbubur Rahman Syed,2008 This book offers an in depth explanation of multimedia technologies within their many specific application areas as well as presenting developing trends for the future Provided by publisher

Vehicle Electronics to Digital Mobility ,2004 **Multimedia Systems and Applications** ,2004

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